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CHAOS FIELD EXPANDED
DS MIDNIGHT LAUNCH
DONKEY KONGA VOL 3
CASTLEVANIA DS
NARUTO 3
GEIST



WORLD EXCLUSIVE!

007™ FROM RUSSIA WITH LOVE

III FULL REVIEW!

MORTAL KOMBAT DECEPTION

Mini-games, chess and all new characters... but has Kombat evolved?



PREVIEW!

MEDAL OF HONOR EUROPEAN ASSAULT

Oh my, Mr American, what big guns you have!



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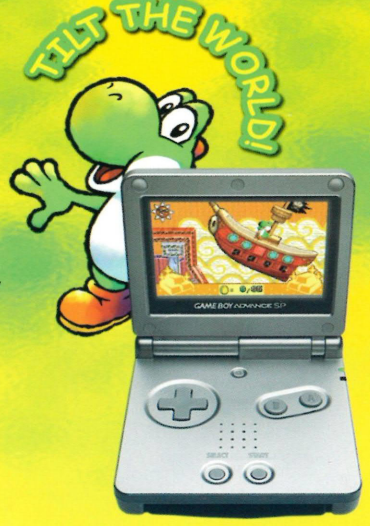
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WELCOME



THIS HAS BEEN a month of mixed emotions. Ubisoft's inability to get us a reviewable GameCube version of *Splinter Cell: Chaos Theory* has left the reviews section a little light. It did send us *Ghost Recon 2* but, well, you can find out what we thought of that on page 50.

Luckily, the future looks a lot brighter than the present and we've got the scoop on most of it. First (because it's on the cover, obviously), is an all-new Bond game from EA. Okay, okay, *Rogue Agent* was dismal, but it really didn't have all that much to do with Bond as we know him. To help redress the balance, EA is looking to the classic era of Bond for inspiration, and we've got the first screenshots over on page 38.

First screens of *Mario Kart Grand Prix* appeared literally out of the blue and this arcade-but-sure-to-be-GameCube racer has gone from nowhere straight onto our most-wanted lists. Also from Nintendo we have a *Geist* preview – just when you thought you might never hear of it again. Why is it taking so, so long? This suggests there's something fundamentally wrong with it somewhere. Next update, well, who knows when.

We also got to play the new *Medal Of Honor,* and despite the version we saw being rather rough and ready, it's looking World War II-tastic with a completely new engine offering loads of new possibilities. Best of all, though, new *Zelda* stuff. There's no point me saying any more here – go read Chandra's feature.

One more thing before I sod off and leave you to read the issue in peace – a bit of a climbdown and a big-up to Nintendo after last month's slamming of the Touch Me! campaign. Liking those TV ads, fellas. How often do you get to see a dog having its own doo doo returned to sender, as it were? Now all you need to do is sort out some real triple-A games for the DS and we might have a goddamn console on our hands!

Miles

Miles Guttery
Editor

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CUBE

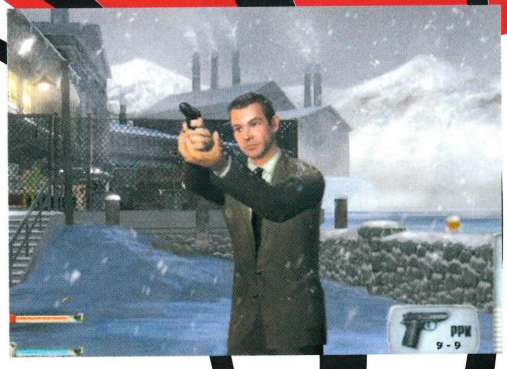
ON THE DISC
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ISSUE FORTY FOUR

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38 "The name's Bond... James Bond." Yes, Bond James Bond makes another appearance on the GameCube, For Your Eyes Only!

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Mario and baseball – but not together – with a coin-happy arcade game and a LAN-happy sports game.
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GCN

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REVIEWS

Men with guns, men who can fly, men made of metal and men who kill each other. There's also a kangaroo. Kangaroos aren't men at all. They're double-jumping idiots.

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THE LEGEND OF ZELDA

42 Four pages of new screens and a whole load of new information on Link's new adventure. Game of the year, no doubt about it.





HANDS ON

69 Your in-depth guide to all things handheld, from GBA to Nintendo DS, right through to GBA 2! Check out how happy the DS-buying public are on these very pages.

ON THE DISC

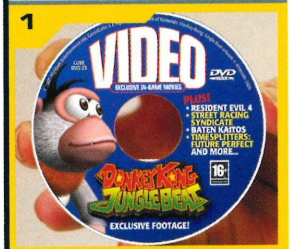
Your monthly fix of brand new footage for the GameCube's most exciting new games

YOU SEE THAT DVD on the front of the magazine? Well, these here pages exist purely to tell you exactly what's on it. Granted, this month we haven't got anything that matches up to last month's 'Miles Gets Drunk' featurette, but we do have an extended *Star Fox: Assault* section and the glorious *Killer 7*.

USING THE DVD

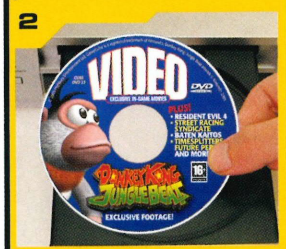
SLAP IN AND PRESS PLAY

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.

FREAKED OUT? You will be... KILLER 7

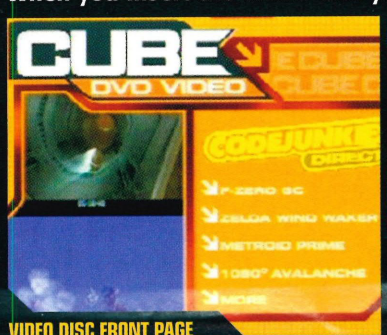
WE'VE BROUGHT YOU various trailers for this game over the past year or so, but none of them come close to this brand new six-minute shocker. We fully admit that it must have been really hard to imagine how the game plays despite last month's six-page In-Depth feature, but hopefully this trailer will go some way towards clearing your minds. Sadly, we've had to cut a few short sections out to avoid having to slap an 18+ label on the DVD, but don't worry: the weird factor is still pretty damned high. Even if you're not at all bothered about *Killer 7*, you *have* to watch this trailer. We've been playing the game a lot recently and we've fallen in love with the freakish little shooter.



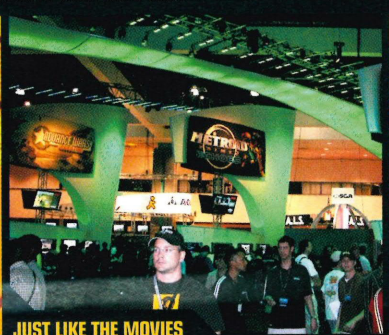


DVD MENU OPTIONS

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.

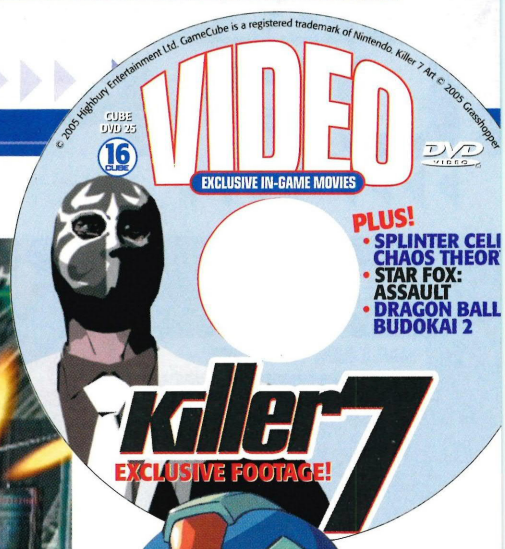


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ALSO ON THE DISC!

STAR FOX: ASSAULT

Regular readers will already know what we thought of this game (we scored it 6.9 last issue), but here are the first 15 minutes in action so that you can decide for yourself. The first ten minutes are good fun; the extended Arwing mission that takes you down to Fortuna is on the DVD in its entirety, so you can see what the Arwing missions look like. After that though the action switches to third-person and it all goes a bit Pete Tong. If you like what you see, remind yourself that the game is extremely short and really only worth a rental.



The good, the bad and the ugly... all here.

SPLINTER CELL CHAOS THEORY

Amon Tobin is providing the tunes for Ubisoft's third game in the *Splinter Cell* series. Hexstatic has put together a full-length music video featuring *Splinter Cell*-inspired graphics and in-game footage. So, you get to see some brand new footage of the game and sample a section of the fantastic soundtrack. Don't say we don't give you nothing.


Looks nice here doesn't it. Fooled ya!

MEGA MAN X COLLECTION

A semi-sequel to last year's *Mega Man Anniversary Collection*, this new collection will only be coming out in the US, but we thought you'd like to see what's on offer in case you're tempted to import it. We'll bring you our verdict on the US version later in the year.

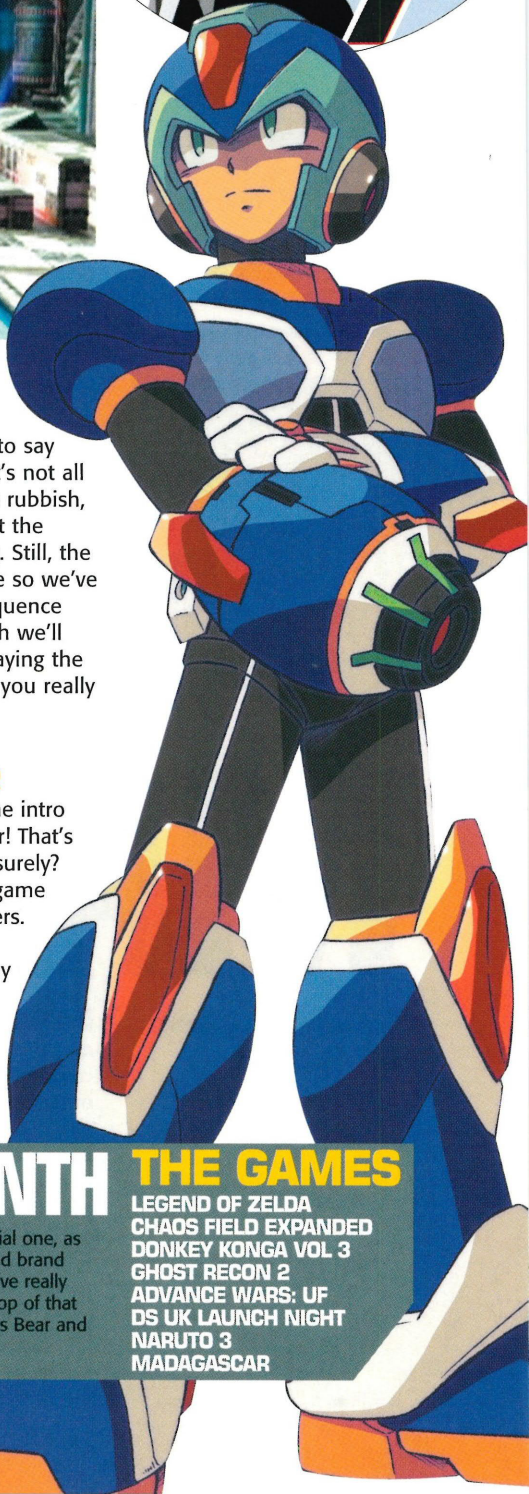

Ubisoft STILL hasn't sent us a copy, dammit!

GHOST RECON 2

The team has been watching Miles play this, and we have to say it's quite painful. Amazingly it's not all down to the fact that Miles is rubbish, but also down to the fact that the game is really quite appalling. Still, the FMV sequences are quite nice so we've included the game's intro sequence right here for you. Next month we'll bring you footage of Miles playing the game itself: that's something you really won't want to miss...

DRAGON BALL Z: BUDOKAI 2

Yay, it's a got a great big anime intro sequence that goes on forever! That's worth the asking price alone surely? The only problem is that the game looks the same as all the others. Does that mean it's rubbish? Oooh, we couldn't possibly say at this stage but feel free to take a look and see what you think. Hmmm...



NEXT MONTH

Next month will be a bit of a special one, as we'll be givng you both the old and brand new *Legend Of Zelda* trailers. You've really got to see them to believe it. On top of that we've got footage of Avid Merrion's Bear and the DS' London launch night.

THE GAMES

LEGEND OF ZELDA
CHAOS FIELD EXPANDED
DONKEY KONGA VOL 3
GHOST RECON 2
ADVANCE WARS: UF
DS UK LAUNCH NIGHT
NARUTO 3
MADAGASCAR

UP FRONT

CUBE

⊖ INFORMATION

MARIO KART GRAND PRIX	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	RACING
PLAYERS:	1-4

⊖ WHAT'S NEW

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

You what?: And we thought TriForce had been hung out to dry...

Q4 '05 | Q3 '05 | Q4 '05





Be Mario, be Donkey Kong, be Yoshi's eyes. Cool.

MARIO KART G

New Mario Kart title set for GameCube!

IF EVER YOU needed proof that just about anything could be just around the corner, then this is it. Coming completely out of the blue is this Namco-developed arcade version of the classic *Mario Kart* franchise. Nintendo has licensed out the IP to Namco's arcade division and, from the looks of the version on show, it's been in development for some time.

The game, complete with a four-player arcade cabinet, stole the show at this year's AOU Amusement Expo in Japan, and was voted the best new title by attendees. It's running on Nintendo's TriForce board, which is GameCube-based arcade technology developed jointly by Namco, Sega and Nintendo. Both *Virtua Striker 3* and *F-Zero AX* have already used this board to great effect, but we really thought that Nintendo had put this underused system to bed (along with things like LAN gaming and the SD card adapter). Arcades are set to come alive over the next year or so, what with EA getting in on the action, so it's great timing by Nintendo.

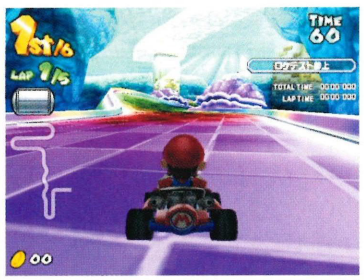
Without wanting to sound disrespectful towards *Mario Kart: Double Dash!!* this new version looks really good, and the return to single-seater karts will thrust the emphasis back on racing skill rather than use of character switching. Graphically the game looks pleasingly chunky and solid, and the GameCube should handle this without too much of a problem. Tracks on show included DK Mountain, Delphino Island, Bowser's Castle and what appears to be an underwater Rainbow Road. All of these courses have familiar features, albeit with more realistic textures that bring a more mature feel to the game. As far as characters go, we'll be treated to 11

"THE RETURN TO SINGLE-SEATER KARTS THRUSTS THE EMPHASIS BACK ON RACING"





Coins! The coins return! What do they do again?









RAND PRIX

standard characters: Mario, Luigi, Peach, Koopa, Yoshi, Donkey Kong, Toad (Nintendo line-up), Pac-Man, Ms Pac-Man and Akabe (Namco line-up). No doubt there will be others to unlock too.

The biggest difference with this game, though, is the sheer volume of items on offer. Racers will have access to over 100 items – some of these will be exclusive to certain courses, while others will be general items. We can't even think of 40 items that you could use in *Mario Kart,* let alone 100, so we can't wait to see what Namco has up its sleeves.

You may well be asking why we're covering an arcade game in the Up-Front section of the magazine. Well, it's simple really: this will almost certainly be coming to the Cube, either at the end of 2005 or early in 2006. It would make poor business sense to leave it in the arcades – in fact, it's most likely that one of the internal teams (possibly NSTC or the *Star Fox: Assault* team) is busy working on the port and extra gameplay modes right now. If we're lucky, we might even get to see the GameCube version at E3 in May…

NINTENDO PENN

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INFORMATION

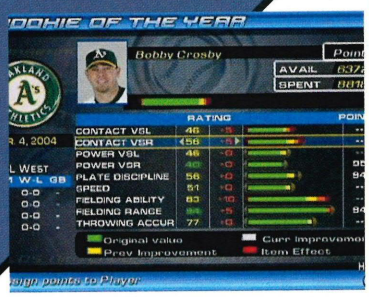
PENNANT CHASE BASEBALL	
PUBLISHER:	NINTENDO
DEVELOPER:	EXILE INTERACTIVE
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-8

WHAT'S NEW

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

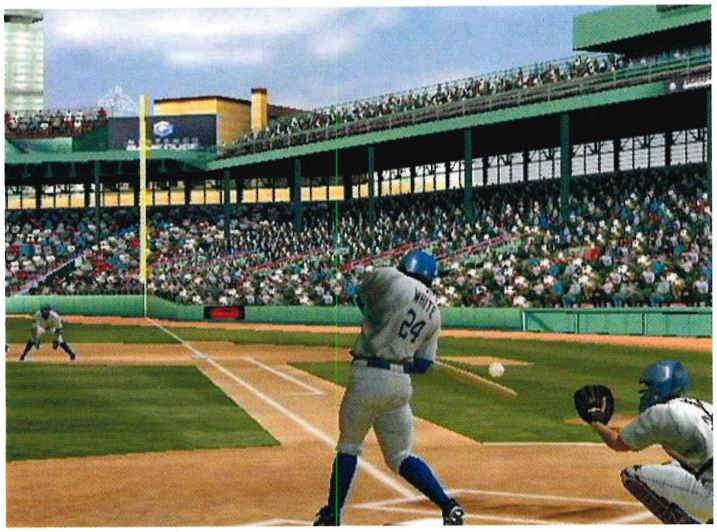
Damn n00b: New screens, new information and new rumours. *All* the new!

TBA | TBA | Q2 '05





It's baseball. DOES BASEBALL EXCITE YOU? Not really, no.



A game of nine innings, innit

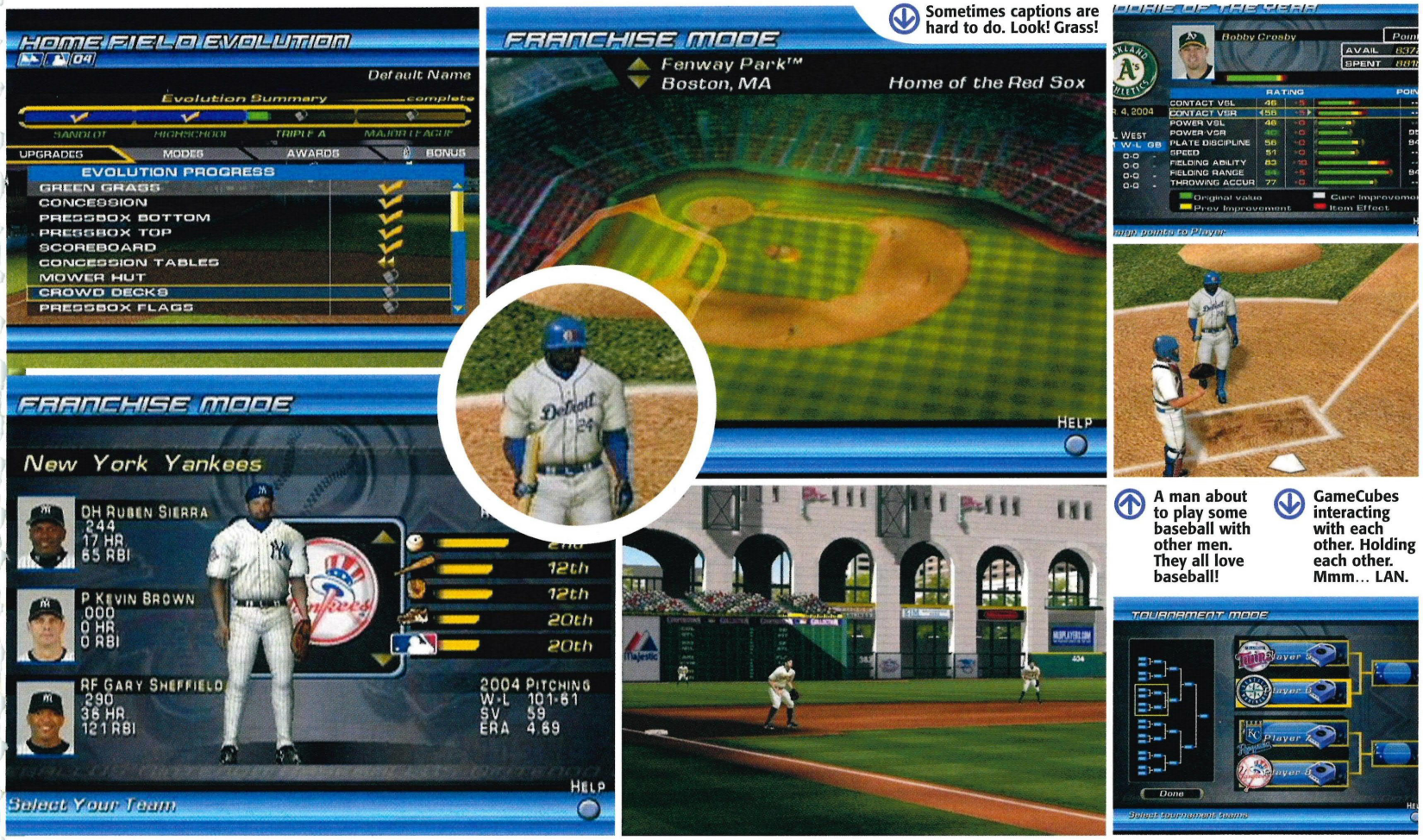
HERE ARE THREE facts about baseball you probably didn't know (and if you do then pretend you don't, otherwise you'll ruin the intro): baseball players have to be tested positive for steroids four times before being banned for the entire season; Babe Ruth's real name is George; and Nintendo will be publishing the GameCube's first ever serious baseball game. Minus the steroids, we guess. Minus Mario, we hope.

The thought of *Pennant Chase Baseball* is exciting because Nintendo rarely ventures into the field of sports without bringing along over-sized cartoon characters plucked from its back catalogue. As you can guess from these screenshots, *Pennant Chase Baseball* isn't a comedic take on the sport dressed up with power moves or fancy dazzling colours. Instead, it's grounded in realism and, as a result, it has the proper MLB licence to go with it. Glance at the pics and you'll recognise the mighty Detroit Tigers. They only lost 90 games last season! Perhaps not the best choice of team to show off a new game, then, but at least it's proof of the official licence. Maybe EA forgot to buy it or something.

The developer, Exile Interactive, looks to be working a Home Field Evolution feature into the game. This is where you gradually build your stadium up as the

"MARIO IS PROBABLY GOING TO BE A SECRET CHARACTER. PLEASE DON'T, NINTENDO"

ANT CHASE BASEBALL



Sometimes captions are hard to do. Look! Grass!

A man about to play some baseball with other men. They all love baseball!

GameCubes interacting with each other. Holding each other. Mmm... LAN.

season progresses, adding fancy scoreboards and press boxes to the ground to reflect your success. You can also build up players. We don't mean feeding them burgers until they get fat and fall over, but distributing points to categories such as plate discipline, fielding, throwing accuracy and so on. This feature is new to baseball games, and considering it's called Rookie Of The Year you'll probably get to 'draft' your home-made superstar into your team. Yes, we're excited too! You can also expect the compulsory franchise mode to make it in, if the screenshots thus far are anything to go by.

Still feeling dismissive and tempted to shrug apathetically while asking yourself what the point is? Then hey, here's something that could hook your interest. Okay, it probably won't because this is baseball and you hate baseball because you're from Britian (probably) but you can't fault us for trying. Anyway, LAN support! Yes, the most underused feature on GameCube returns. With a bang! Pow.

Screenshots show several Cubes on the tournament screen, listed under the names Player 5 through to Player 8. This suggests all sorts of GameCube link-up naughtiness, although Nintendo is keeping its cards close to its chest as to what this might be. LAN support on GameCube has been weak until now, so it would be nice to see *Pennant Chase Baseball* prove that LAN can exist alongside the online bustle of other consoles. Only time will tell (our review will also tell and our review will be better than time, FACT! Seriously! It's true – true dat, even).

While the thought of *Pennant Chase Baseball* is exciting, it's also depressing because Mario is probably going to be a secret character along with Luigi and Peach, shouting "Here we go!" when he hits a home run or some other such nonsense. Please don't do this, Nintendo. It's also worrying that, in the list of great British sporting traditions, playing baseball is somewhere below darts and above curling. Still, if the *Madden* series can stir us out of our weary American football apathy, there's no reason why *Pennant Chase Baseball* can't do the same. CUBE

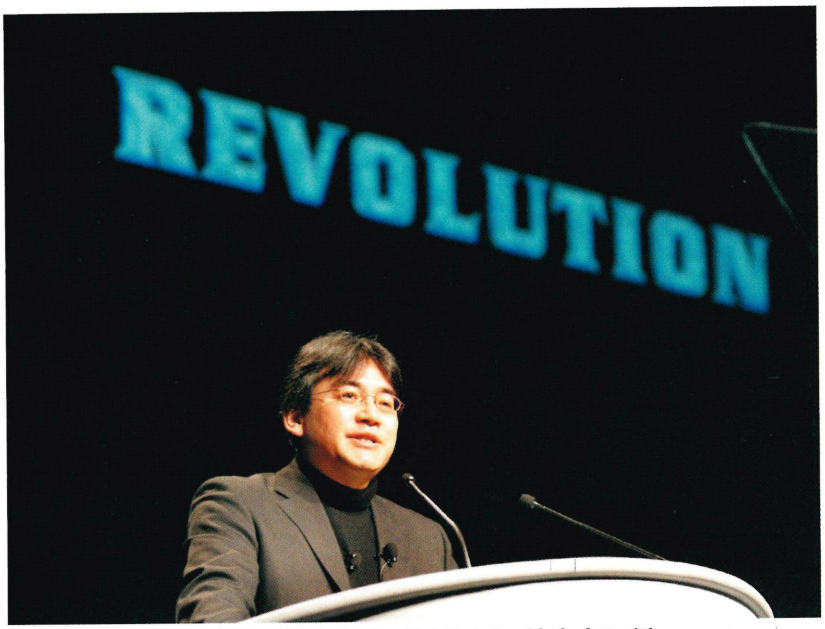
WHEN THE REVOLUTI

Iwata reveals Revolution details

IN THE RUN up to the year's number-one gaming event, E3, the games industry has been hankering to learn more about Nintendo's next-generation console, the Revolution. Finally, Nintendo's head honcho, Satoru Iwata, has spilled the beans – albeit some very teeny tiny beans. At the Game Developers' Conference in San Francisco in March, Iwata delivered his highly anticipated keynote speech, entitled The Heart Of A Gamer.

After regaling the audience with a brief rundown of his gaming history, Iwata went to the heart of the matter (no pun intended) and outlined Nintendo's future plans for the DS and the Revolution.

First up was the question of the DS going online – a question that has been bandied about for several months now. Iwata was quick to reiterate the Regginator's recent statement that the DS was not about "online" but rather "no line", confirming that Nintendo plans to "aggressively pursue Wi-Fi connections" for both the DS and Revolution; the home console will have built-in Wi-Fi technology, allowing gamers across the entire planet to play games wirelessly from the off.



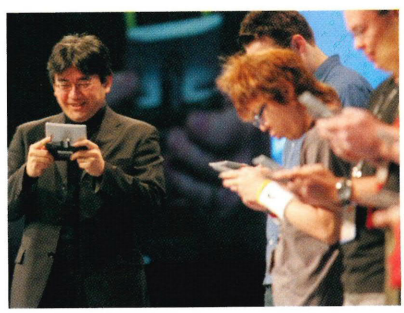
Guess what Iwata is talking about. Here's a hint: it starts with the letter 'R'... and ends with 'evolution'. Can you tell what it is yet?



At the event, Iwata showcased *Mario Kart DS* and *Electroplankton*, both of which use the DS's Wi-Fi capabilities, and stated that the company is already hard at work on the Wi-Fi game *Animal Crossing*. Way awesome.

Iwata also stressed that Nintendo wanted to make the Wi-Fi process "simple and seamless" (allowing casual gamers to use the technology) and will "remove the most important consumer barrier" by making the company's Wi-Fi connections free to use, summing up that section of the speech with: "We feel that our form of free and easy wireless play helps move our industry in a new direction."

So Wi-Fi has been confirmed for the Revolution, but what else is in store? First off, the big guns confirmed that the Revolution's core processor is being made in conjunction with IBM and is codenamed Broadway because "Broadway is the capital of live entertainment", while the graphics chip (which is being developed with ATI) is codenamed Hollywood because it is "the capital of movie entertainment". Iwata went on to explain the glitzy codenames, saying: "with Revolution, we are determined to create the new capital of interactive entertainment." So that's the innards covered, but what



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AT A GLANCE

STRAIGHT TALKIN'
Iwata finally confirms some details of the Revolution in the run-up to E3, while the DS goes online... Well, "no line".
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NEWS ROUND UP
Tired of kicking-ass and taking names, Reggie Fils-Aime takes a retrospective look at the GameCube, and it ain't pretty.
PAGES 14-15

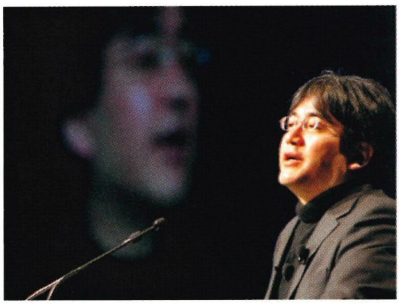
VANISHING POINT
More tenuous musings from the man many are calling 'some odd chap I met in the pub'. It's time to get loose.
PAGE 18

WORLD NEWS
We round up the biggest news stories from around the world and give them to you in tasty bite-sized format. Yummy.
PAGE 20-21

GAMER'S DIGEST
Nintendo goes on the offensive as Link's image is nabbed, while fake pictures of the Revolution make us all laugh.
PAGE 22-23

CHARTS/RELEASES
Want to know what's hotter than the centre of the earth? Then check out the top games coming to a store near you.
PAGES 24-25

ON COMES



about the machine's features? Sadly, Iwata didn't mention anything about the Revolution controller (does it have gyros? Is there a touch screen? Just tell us before we explode!), but he did state that the Revolution would be backwards compatible, suggesting that the controller will have a standard button layout, (after all, how else can you play GameCube games?).

Iwata also reiterated the benefit of backwards compatibility (as if we didn't already know), stating: "the best of the Nintendo GameCube library will still be enjoyed by players years from now". This could explain Nintendo's reasoning behind its decision to develop *The Legend Of Zelda* on the GameCube despite the fact the console is in the last phase of its life.

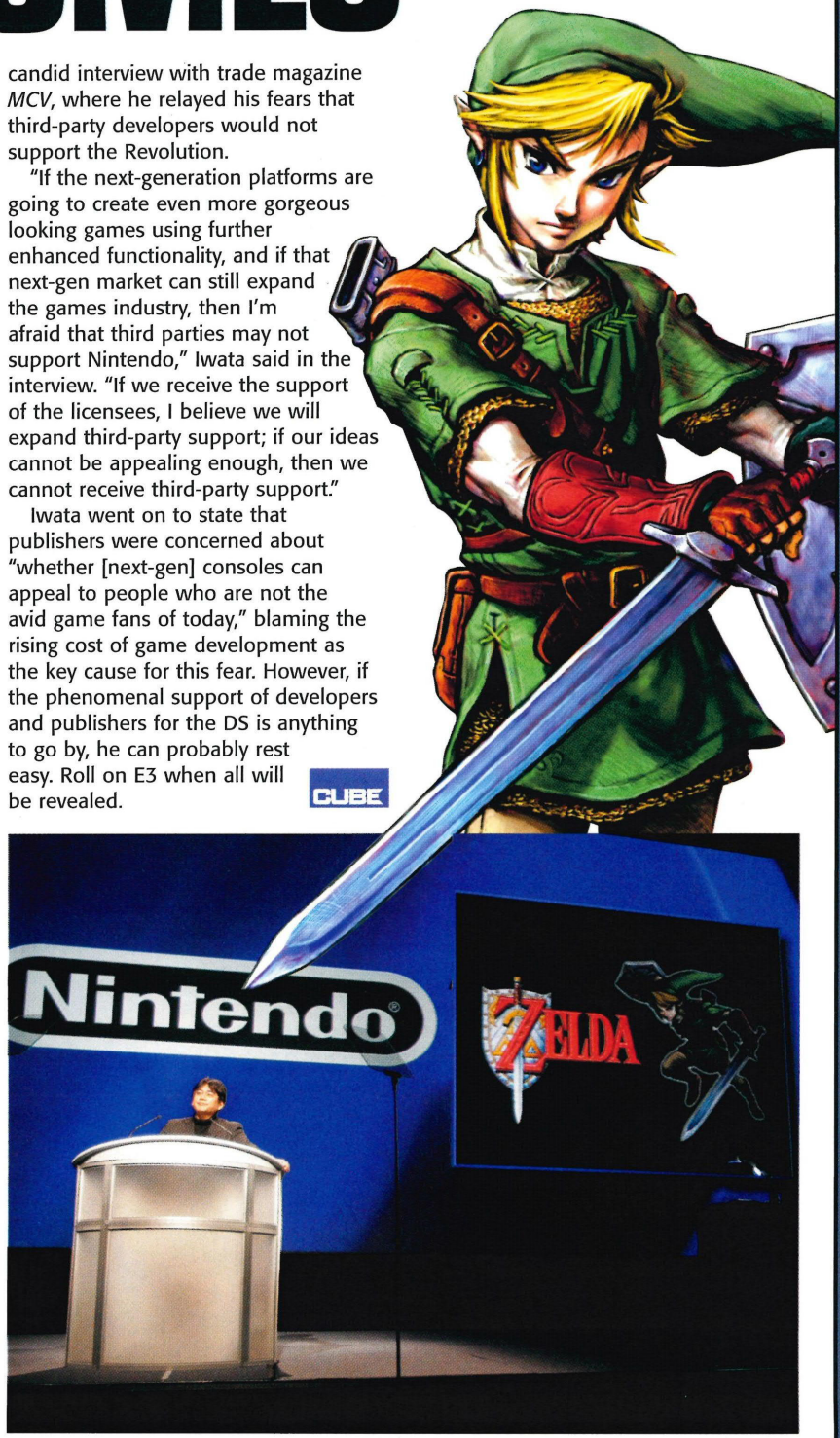
In fact, Iwata spoke at length about software and the importance of game franchises to secure hardware sales. "If it is true that software sells hardware... it is more true than ever that franchises sell software. So this is Nintendo's plan. Make our existing game world much better – better *Zeldas*, better *Marios*, better partnerships creating games like *Resident Evil 4*."

On that point, the Nintendo president made a great effort to convince developers that the Revolution will be an easy console to develop for, despite its innovations. "Even though the game experience enjoyed by players will be far different on Revolution, developing for it will be familiar – it will not require a steep learning curve," he said. He also stressed that development kits for the Revolution will be made available to developers by E3. These comments came hot on the heels of Iwata's candid interview with trade magazine *MCV*, where he relayed his fears that third-party developers would not support the Revolution.

"If the next-generation platforms are going to create even more gorgeous looking games using further enhanced functionality, and if that next-gen market can still expand the games industry, then I'm afraid that third parties may not support Nintendo," Iwata said in the interview. "If we receive the support of the licensees, I believe we will expand third-party support; if our ideas cannot be appealing enough, then we cannot receive third-party support."

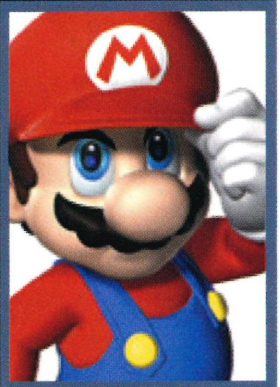
Iwata went on to state that publishers were concerned about "whether [next-gen] consoles can appeal to people who are not the avid game fans of today," blaming the rising cost of game development as the key cause for this fear. However, if the phenomenal support of developers and publishers for the DS is anything to go by, he can probably rest easy. Roll on E3 when all will be revealed.

CUBE



He's so tiny! And Link is totally trying to stab him in the brain. The new *Zelda* game is a massive priority for Nintendo, and you can read all about it on page 42.

ROUND-UP



MARIO SCHMARIO

Straight-up-built-for-beef Reggie has us all scratching our heads after stating in an interview with website IGN that *Mario 128* may not be coming to the GameCube after all, despite previous claims to the contrary. "You know, we at Nintendo are probably waffling back and forth on what's the best thing to do [with *Mario 128*]." Probably waffling, Reggie? That's an understatement. However, after eating a car, the Big Angry did say that Nintendo would be confirming the fate of *Mario 128* at E3, although he did add that: "In terms of how we're going to show *Mario 128*, it's likely that we'll show it in video form more than playable," suggesting the title is for the Revolution. How else can Ninty explain the lack of code for a game that's been in development for a thousand years?

GET CREATIVE

Sega may have lost the console wars with Nintendo, but it's doing its damnedest to take on the Big N in the publishing stakes. The company, has snapped up development studio The Creative Assembly and its first offering will be *Spartan: Total Warrior*. Turn to page 15 for more details.

TY TRIO

Calm down, Ryan! Jeez, it's only a game. Krome Studios has announced that it's developing the third instalment of its *Ty* series, cunningly titled *Ty The Tasmanian Tiger 3*. "The games have captured the hearts of millions worldwide, which we're very proud of," gushed Krome CEO and co-founder Robert Walsh. "Because of that reason, we've set the bar high for ourselves to deliver another quality experience in the next instalment and we believe we're well underway to achieve our goals." The game will feature a number of characters from the previous games plus "a bevy of new characters" based on animals from the Australian outback and a new nemesis for Ty since Boss Cass is firmly behind bars. *Ty The Tasmanian Tiger 3* will be released on all platforms by the year's end.

SOUND BYTE

"ON MY BUSINESS CARD, I AM A CORPORATE PRESIDENT. IN MY MIND, I AM A GAME DEVELOPER. BUT IN MY HEART I AM A GAMER."

Nintendo President, Satoru Iwata at GDC. On our business cards we're gamers. In our mind we're gamers. In our hearts is years' worth of fat...

REGGIE GETS RETROSPECTIVE

Ninty's big cheese talks GameCube

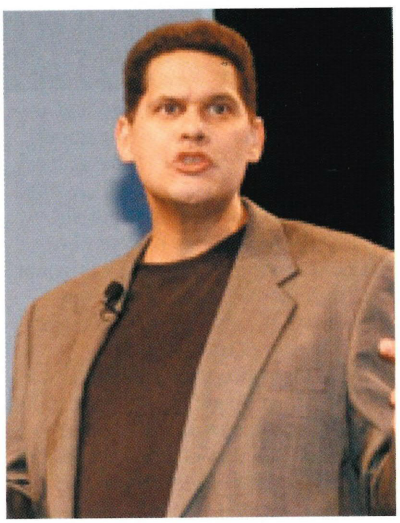
DESPITE NINTENDO'S ATTENTION being focused on the Revolution and DS this month, NOA's marketing and sales top cat, Reggie Fils-Aime, took time out of his busy schedule of kicking asses and taking names to reflect on the successes and failures of the GameCube in a number of interviews conducted by website IGN.

Fils-Aime spoke frankly about the console, stating, "the GameCube as a system has taught us more about the home console market than nearly any other of our systems. We're proud of several of the features including the best wireless controllers on the market and innovative new ways to play including GBA connectivity. As you know, we also have had several award-winning, top-selling games, including *Zelda*, *Smash Bros* and *Mario Kart*.

"We want to inspire creativity among game designers and game players, and we feel we accomplished it with GameCube," he continued. However, the Regginator didn't shy away from admitting that the Cube did have its flaws. "The physical design of the hardware itself was a bold attempt... to make a system that is stylish in its own way and that will fit in well with a family living room," he said. "In hindsight, the colour choice and box design may not have been as helpful in achieving that goal." It certainly couldn't have helped Nintendo's argument that the system wasn't for kiddies, that's for sure, although Reggie was quick to point out that Nintendo wasn't the only company to get the design of its console wrong. "The Xbox... was teased as being as big as a tea table for consumers in Japan. So, lessons learned for all, I think."

This said, Fils-Aime had to admit that Nintendo's competitors did get several aspects right, including a strong third-party line-up for Sony, and Microsoft's Xbox Live service, and when pushed he did agree that Nintendo should have done more to get online gaming onto the GameCube. "I think in fairness we at Nintendo haven't done a great job of providing the internet capability tools to our developers to create games for GameCube," he said. "We need to address that for all of our future systems and we're doing that."

With Nintendo sending out Revolution development kits to developers by E3, it looks like the company is keeping to its word. We'll find out for sure if Nintendo has learnt from its mistakes when the Revolution is unveiled to the world at E3 in May. CUBE



NEWS FLASH



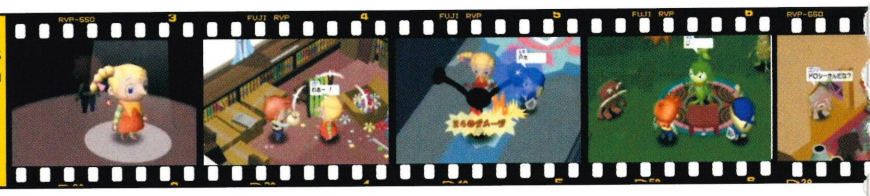
POKÉ-TASTIC

Nintendo has confirmed that *Pokémon XD* is due out in 2005 and will be an RPG.

TRAILER OF THE MONTH

HOMELAND

"What's happening? I don't understand. Looks awesome though." Ryan says what we're all thinking. *Homeland* is out in Japan at the end of April.



GOOD, BAD AND UGLY

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

GOOD: Tesco

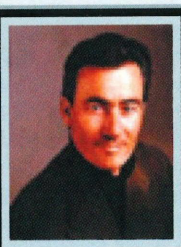
ACCORDING TO REPORTS, Tesco is planning to strengthen its position in the games market by acquiring the retail chain Game. Parents beware, 600 Tesco stores will also be selling a large range of videogames by Christmas.

BAD: Trip Hawkins

TRIP HAWKINS, FOUNDER of publishing behemoth EA, has spelled doom for everyone's favourite company, Nintendo. When quizzed about his thoughts on Nintendo's future in a recent interview, the gaming entrepreneur stated: "My Magic Eight Ball says they will be acquired by Microsoft within five years." Well, our Magic Eight Ball says you suck, 3DO boy. So nurr.

UGLY: Men Vs women

AT THE ROUND table session 'Attracting Women Into Games Development' at GDC, a bunch of men were being so raucous no-one could hear what the women lecturers were saying. The meanies.



The man who brought the *Army Men* franchise to the gaming table.

(OVER THE) COUNTER CULTURE

When you're holding yet another coffee morning for your gaming friends what better way to show just how devoted you are to the big N than with some delightful Nintendo coasters? They're heat resistant (well, they'd be a bit rubbish if they weren't – your mahogany coffee table would get terrible marks on it) and come with classic Nintendo characters emblazoned upon them. Posh!



I'M SPARTAN

Totally nuts about war

AFTER ACQUIRING DEVELOPMENT company The Creative Assembly, Sega has already puts its slaves to work on a new game called *Spartan: Total Warrior*. The game puts players in the role of a lone warrior in a land full of warring armies and mythical monsters, which you must defeat with a combination of combo attacks and "finishing moves" using a range of melee and ranged weapons.

Spartan takes place in a variety of epic locations including dungeons, mountains, wastelands and the Coliseum. "With *Spartan: Total Warrior*, Creative Assembly has developed a title that offers both dynamic, real-time combat sequences and epic-sized battles – a combination that has never been technically accomplished on this generation of hardware," said Scott A Steinberg, vice president of marketing at Sega of America.





NINTENDO GOES APE

Nintendo scares runners

LOS ANGELES IS a place where the people have seen and done it all, so it was quite an achievement on Nintendo's part to grab anyone's attention, but that's exactly what it managed to do.

In a bid to stir up interest in its new rhythm platformer, *Donkey Kong: Jungle Beat*, Nintendo dressed up 50 people in gorilla suits fully kitted out with *Donkey Kong*-branded sweat bands and T-shirts, and then made them run in the Los Angeles marathon to great cheers from the crowds.

Well, we're assuming it was a publicity stunt and not just Nintendo's way of dealing with unruly employees. The mind boggles...



Erm, apes with headbands?

IN THE CUBE WITH... JIM MERRICK



POSITION: SENIOR DIRECTOR EUROPEAN MARKETING
COMPANY: NINTENDO EUROPE

CUBE: What sound system do you have at home, and do you think the next generation of home consoles should embrace new sound technologies or are you satisfied with what we have at the moment?

JM: While I think that surround sound in whichever form (Dolby digital, 5.1, 7.1, DBX and so on) can really add to the gaming experience even more than it does to movies, most players simply don't have this capability. Today's hardware and software can and does support surround sound, but, sadly, few people get to experience it properly. This will change over time as people get better and better AV systems at home, but it's a consumer electronics issue more than a videogame issue.

CUBE: Back to videogame issues, then. In terms of graphics, several publishers have already released images of what they think the next generation will be capable of. Current-generation games such as *RE4* and *Legend Of Zelda* already look absolutely stunning – realistically, do you think new technology could make games look that much better?

JM: It's relatively easy to create fantastic images and say that this is the future, but it is much harder to make it a reality; not so much in the hardware, but in the software. Higher polygon counts, new shaders and lighting models, particle systems... [they] create huge challenges for developers and increase the development costs and schedules. The developer must weigh these costs against the benefit – will the average consumer with the average TV really see the difference, and will this translate to increased sales? Of course, the industry must continue to push the technology to new highs, but we need be careful not to rely on technology alone to define the next generation. As you said, today's games are already gorgeous.

CUBE: So it's more a case of substance over style? In that case, what new gameplay ideas do you think we'll see in the next generation?

JM: I think the industry needs new gameplay – many of today's games are easily categorised into standard genres. We cannot grow the industry without innovation. Nintendo DS is designed to provide a platform for innovation. The touch screen, the dual screens, the wireless capabilities – all of these are designed to free the game designers to innovate.

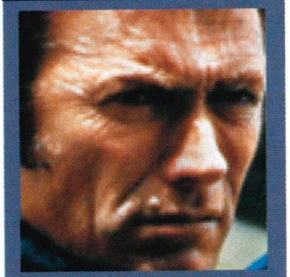
CUBE: It's always very exciting to see what control methods companies come up with. What features do you think the next controllers will have, and are there any features that you would like to see? Wireless control? Programmable?

JM: I'm sure you will not be surprised when I say that I cannot comment on rumours or speculation about Revolution's controller. Certainly with DS we have pushed the human interface to new levels, but Nintendo's imagination is not limited to what you have seen in DS. Nintendo has a long history of innovation, and we will continue that with Revolution.

CUBE: Now to software. Are there any games that you'd really like to see on the next generation of hardware?

JM: I want to be surprised. Having been in the industry since I worked for Mattel with Intellivision, if I look back it is the games that surprised me that I remember and still play. I believe social gaming is more important now than ever before as gaming reaches more and more into mainstream entertainment. But I have very broad taste in games – I want games I can play with my daughter, games I can get lost in for hours, games I can kill a few minutes with.

ROUND-UP



EASTWOOD MAKES OUR DAY

Oscar winner Clint Eastwood is turning into *Little Britain*'s Dennis Waterman, with the announcement that the ageing hero will not only be starring in the announced *Dirty Harry* game but will also voice the character and help produce the title. All he needs to do now is write the theme tune, sing the theme tune and he's got the whole business wrapped up. "This will be an opportunity to satisfy the many requests over the years to continue the Dirty Harry legacy, only now in the videogame medium," commented Eastwood. "Creating Dirty Harry videogames will also introduce this memorable film character to new generations on a medium they appreciate." The game is currently pitched for a next-generation release, although it has yet to be confirmed which consoles will be getting Dirty.

BAFTA BLUES

Nintendo was sadly overlooked at this year's BAFTA Games Awards, which were hosted by Jonathan Ross at London's Café Royal. Despite the fact that Nintendo released the likes of *Paper Mario: The Thousand Year Door* and *Metroid Prime 2: Echoes* over the past year, only *Donkey Konga* managed to scoop any prizes, winning the award for Best Children's Game. Rather embarrassingly, Nintendo also missed out on the Best GameCube award which went to Ubisoft's *Prince Of Persia: Warrior Within* instead, while the Best Handheld Game went to *Colin McRae Rally 2005* rather than the likes of *Legend Of Zelda: The Minish Cap*. Poor Ninty. You're still a winner in our hearts.

KEEPING UP WITH THE JONES

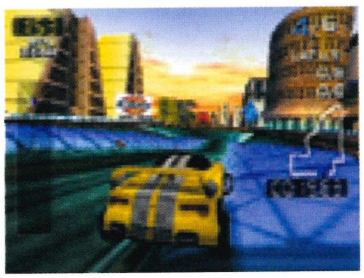
In a recent interview Jim Ward, the president of LucasArts and Lucasfilm Advertising, suggested that a new Indy game could be in the works. "We're going to reinvigorate the *Indiana Jones* IP, which basically has been stagnant for years. There's no reason that *Indiana Jones* can't be a *James Bond* and have a year-in, year-out great representation of that brand, and take advantage of the fact that, in the next couple of years, there will be a new *Indiana Jones* movie..." Which is very good news – whether Nintendo can convince LucasArts to bring the game to the Revolution is another matter.

MIDWAY ARCADE TREASURES 3

Pedal to the metal

IT'S DIFFICULT TO imagine that one company could have produced enough classic games to fill one compilation, let alone three, but Midway's somehow managed it.

Midway Arcade Treasures 3 will feature the company's best loved racing games from days gone by, including *Badlands*, *Hydro Thunder*, *Off Road Thunder: Mud, Sweat 'N' Gears*, *Race Drivin'*, *San Francisco Rush The Rock: Alcatraz Edition*, *San Francisco Rush 2049*, *S.T.U.N. Runner* and the *Super Off Road & Bonus Tracks Pack*.

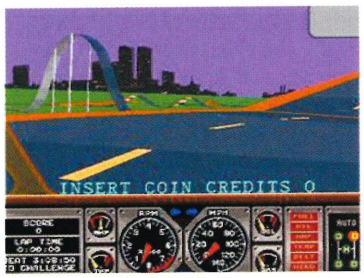


"The *Midway Arcade Treasures* brand continues to be one of Midway's strongest-selling and most popular franchises," said Steve Allison, chief marketing officer at Midway. "*Midway Arcade Treasures 3* provides the same, classic feel as the previous two *Arcade Treasures* instalments while bringing back several of the most popular racing games in the industry's history to today's next generation consoles."

So far, *Midway Arcade Treasure 3* is scheduled for an autumn release in the US with an estimated retail price of $19.99. However, the GameCube was royally snubbed when it came to PAL releases of the first two *Arcade Treasures*, and a UK release date for the third compilation has yet to be confirmed. Come on



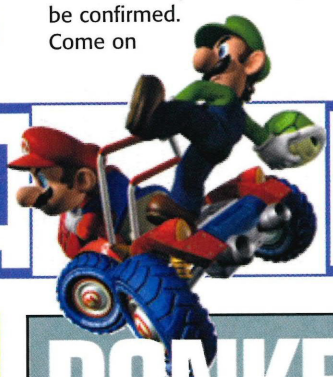
Midway, give us a sniff of this little beauty. But keep *NARC* – we really don't want that. CUBE



Mario Kart series...

23 MILLION

...units sold worldwide since 1992



Midway Arcade Treasures...

OVER 1 MILLION

... units sold worldwide

NEWS FLASH



HELP WANTED

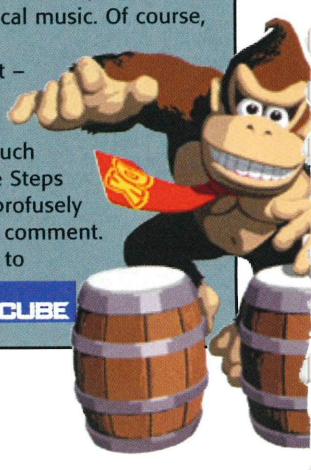
Camelot placed an advert in Japanese magazine *Famitsu*, stating it was "now seeking staff for development of an RPG targeting a next-generation system." Intriguing...

DONKEY KONGA 3

Music to our ears

AFTER AN EERIE silence from Nintendo regarding the third instalment in the *Donkey Konga* series, there's now a website dedicated to the game which offers a few tasty morsels of information.

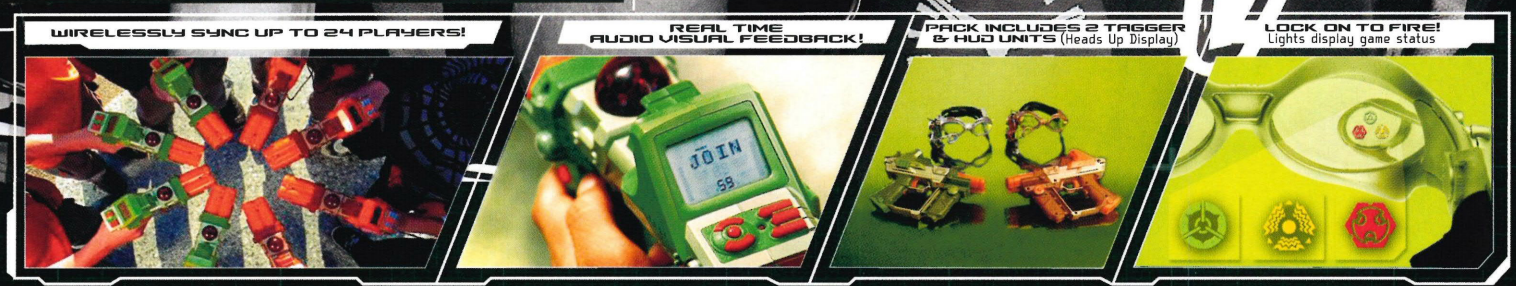
It will feature a range of new modes including Shuffle mode, where the notes change every time you play the tune, and Rhythm Banana where you 'nourish' a tree by playing well. The tree drops fruit that opens up a series of Taru-taru mini-games where you have to fly through the air and hit a tree. Sounds, erm, fun? It's also been confirmed that Funky Kong will join the likes of Donkey, Diddy, Grumpy and Dixie, and the game will feature a range of musical tracks from Japanese pop, anime, music from videogames (like *Star Fox*) and retro tunes as well as a range of children's music, 'Western' songs and classical music. Of course, this is just the Japanese playlist – we'll inevitably get The Best Of Steps or some such dross. If you like Steps we appologise profusely for the previous comment. Please continue to buy the magazine, eh? CUBE



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TIGER

VANISHING POINT

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

TALK TO THE BRAND



IT ALL WENT WRONG when games stopped being games and started being products. Throughout history the really great games are the ones that have been created with loving attention to detail, and you just don't get that on a production line. This industry is, after all, all about fun. If you remove the sense of fun at any level, that filters all the way down and slowly dilutes the sense of enjoyment. It then spreads and consumes everything that was beautiful about videogames in the first place.

The whole scenario is laced with irony. It's professional PR and marketing agencies whose job it is to sell 'products' who are responsible for the kind of terse, buzzword-ridden language so often employed to describe the latest game. It might push buttons in a board meeting but where's the enthusiasm? Where's the sincerity? Where's the evidence that the people who write this guff have ever actually played the game they're claiming to be the most dynamic/realistic/intense action/stealth/platform adventure/experience of the current console generation/lifecycle.

"YOU WON'T FIND ANY MEDALS ON OUR CHESTS, BECAUSE WE'RE GAMES JOURNALISTS"

Sometimes these people should remember that we're gamers. Working on a games magazine you get to see and play more games than most people and it's a simple fact that it doesn't matter how many times you read phrases like 'unique gameplay' or 'volumetric lighting', it won't change our or your opinion of the final game.

It's true that talking to people involved directly in the development of a title can often give a different perspective on the finished article, but the fact is that most people do not have this benefit. Our perception of a game can be influenced by certain other factors. Licensing is the most obvious. A generic space shooter might be okay for a blast, but slap *Star Wars* on the box and suddenly its appeal increases ten-fold among the legions of Lucas devotees around the world.

However, this is at least something tangible within the game, and not some robotically generated waffle that impresses only those who don't actually know what they're talking about. If you've ever listened to someone talking with limited knowledge on a subject you're passionate about, you'll know how transparent it is.

Don't worry, this isn't all leading up to a dewy eyed 'ooh wasn't it great back in the day when games were games and we had real playability'. I've rattled on about so-called 'retro gaming' in a previous column and I don't plan on doing it again here. Games are better these days. Fact. And it has as much to do with the money that the mass market has brought to the industry as it does the technology available.

It's just a shame the corporate universe has this horrible vernacular all of its own. There are plenty of decent games rolling off the relentless production lines of EA, Atari, Activision, Ubisoft and so on, but the great ones are few and far between (although the same goes in every industry). It's certainly too late to halt the juggernaut of global business – that's why it remains for specialist videogames magazines to cut through the bull and give it to you in real language.

Call us crusaders, call us heroes, but you won't find any medals on our chests, because we're games journos and we believe in what we do. If the world of marketing knew what it was actually on about, we'd be out of a job. So run that up your flagpole and salute it. (This rant has been brought to you by CUBE, a truly great product.)

PUYO POP FEVER™

Feverish, frantic and wildly addictive, Puyo POP returns in the puzzling perfection of Puyo POP Fever. Start a fast and furious chain reaction today!









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WORLD OF NINT

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

Unlikely Revolution rumour no. 2436 (CANADA)

The worst thing about having to wait for news about any new format is enduring the endless months of nonsensical and completely contradictory internet rumours about it all.

Recently, one of the most popular has been an email allegedly sent from a developer at one of EA's studios in Canada. Apparently, Nintendo had just been round showing off the Revolution and – lo and behold – it turned out that the controller had a little flip-out touch-pad on the front, which EA was really keen to use for selecting "plays" in *Madden NFL*.

Now of course, we don't know for sure whether the Revolution will have a touch-pad, gyroscopic controllers or if it'll fly you to the moon. However, the chances of some EA hot shot risking his job just so that he could make an unconvincing post on an obscure games forum is the same chance *Sprung* has of winning a Game Of The Year award.

Nintendo demands entry to Hollywood Walk of Fame (USA)

Shigeru Miyamoto has won the battle to become the first ever games developer to be immortalised in the 'Walk of Game' (beating Yu Suzuki, Sid Meier and Will Wright). Unfortunately, the Walk of Game is in some shopping centre in San Francisco, but now Ninty has a taste for the real thing.

The Hollywood Walk of Fame on Hollywood Boulevard and Vine Street, LA, is the place where all those famous actors (like Orson Wells and Steve Guttenberg) get their name slapped on a pretty pink star on a slab of concrete. It's not just movie stars that get to do it; people from TV, radio and theatre can have a go too, and now Nintendo has started a petition to get videogame characters involved. You can add your virtual John Hancock by going to this website: www.petitionspot.com/petitions/walkoffame.

Maybe one day you can visit LA, pop along to the Walk or visit Grauman's Chinese Theatre to see whether Mario's feet really are bigger than yours or not. *NBA Street V3* kind of answered that, though.

Nintendo linked to new physics engine (USA)

Conspiracy theories are flying thick and fast on some of the nerdier internet forums, with rumours that Nintendo could be linked to chip manufacturer AGEIA. The chip in question is a "physics accelerator" – a microchip that does physics calculations in the hardware, rather than forcing a console to do everything through software.

How this relates to Nintendo is that AGEIA president Curtis Davis was recently asked whether the PhysX chip would be making its way into the next generation of console. His rather cryptic answer was that, "We cannot be in all of them, because some of the designs are already locked in."

The thing is, unofficial specs for the Xbox 2 and PlayStation3 have been floating around for ages, and nobody's ever mentioned AGEIA. Even now, Microsoft at least is starting to make concrete announcements about its new console's innards and still there's no mention of physics accelerators.

The logical assumption, then, is that if it's not Microsoft and it's not Sony, then AGEIA must have made a deal with Nintendo for the Revolution. We won't know for sure until E3, or possibly later, but it's an interesting thought nonetheless – you know, if you're a science nerd.

EA still loves you (USA)

With the news that *From Russia With Love*, the new *James Bond* game, will in fact be making it to the GameCube, EA has also confirmed that *SSX4* and *Need For Speed: Most Wanted* will be gracing the GC with their presence. On top of this, there's *Harry Potter And The Goblet Of Fire*, *The Urbz 2* and *FIFA Football 2006* all confirmed for the little square handbag.

Unfortunately, there doesn't appear to be much hope of *Burnout 4* saying hello to any GameCube shop shelves, after the second sequel also found itself mysteriously de-Nintendofied (be quiet, Ryan).

Despite that, though, and all the snobbery towards it from hardcore gamers, EA is actually one of the most loyal third-party developers on the GC, going so far as to add extras to games such as *Fight Night: Round 2*, and putting the notorious Mushroom Kingdom team in *NBA Street V3*. So more power to it we say, although if it comes out with another *Rogue Agent* we're going to burn its offices to the ground.

EA forced to pay employees (USA)

The term "EA widow" does not, as you might imagine, refer to the murderisation of a spouse upon being bought a copy of *GoldenEye: Rogue Agent* for their birthday, but instead to the lonely life of anyone related to somebody working at EA – waiting longingly for them to come home after many long hours of overtime.

What has particularly irked people is that no-one ever used to get paid for said overtime – until now. After a couple of lawsuits and dozens of tear-jerking internet accounts, EA has agreed to start paying its low-rung employees overtime, in return for swiping their eligibility for options and bonuses.

To be fair this isn't just EA's problem, with all major game developers (indeed, IT workers in general) facing the same problem. At least at EA, though, workers now have a choice of how they get renumerated as they burn the midnight oil adding that last touch of polish to the latest *Need For Speed*. God... bless 'em.

ENDO

Resident Evil 5 non-shock announcement (JAPAN)

When it comes to sequels, Capcom is not a company that's ever really been able to say no. Considering how good most of its output is, though, nobody really complains. We certainly can't imagine that anyone is going to be writing to their MP in disgust upon hearing the company's announcement that *Resident Evil 5* is already underway.

Naturally, Capcom wasn't really revealing anything about the gameplay yet, but it did comment on the storyline by saying that: "The first four games [the original, *2*, *3* and *Code: Veronica*] were more or less the story of Umbrella. *RE4* takes place six years after those games and Umbrella's been completely destroyed; this is the start of a new storyline, in other words. When you think of it that way, then it's safe to say that *RE5* will naturally proceed where *RE4* left off. If you play through everything *RE4* has to offer, I think you will get a taste of how this progression will work."

Considering how long the last game took to make, *Resident Evil 5* will certainly only be on the next-generation consoles. Exactly which ones, though, is unclear. It's also uncertain whether series creator Shinji Mikami will be involved, after he left Capcom's main studio in a huff – in part due to the decision to port *Resident Evil 4* to the PlayStation2.

Nintendo stifles laugh over N-Gage (FINLAND)

Mobile phone maker Nokia has been very proudly crowing about the fact that it has now sold 1.5 million N-Gage units worldwide. And it's only taken it two years and one hardware redesign to do it.

The Nintendo DS, by comparison, shifted 2.8 million units within the first four months of its career, and that's before the machine even launches in Europe.

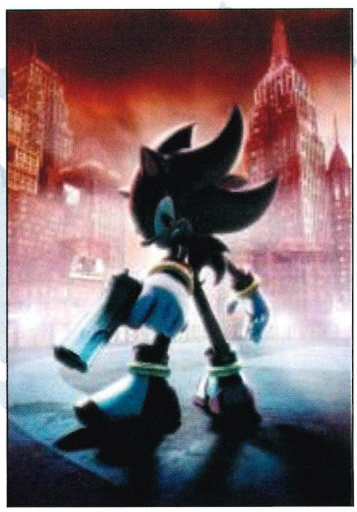
Undaunted by the fact that everyone clearly thinks its machine is rubbish, Nokia is suggesting that there will soon be a third version of the hardware that'll be "even better" than before. It's also reducing the cost of games to between £15 and £25. Which is great and all, but sometimes you've just got to know when you're beat. After all, even Nintendo axed the Virtual Boy as soon as it realised it was a waste of time.

Sonic enjoys a spot of ultra-violence (JAPAN)

Sega has unveiled its newest *Sonic* game in the form of *Shadow The Hedgehog*. Although the brief video sequence revealed so far seems to look and play fairly similarly to *Sonic Heroes*, one rather obvious difference is that Shadow is now packing heat. Yes, a *gun*. Honestly, sometimes you can actually see society coarsening around you.

We can't actually remember whether Shadow is evil or just sulky or what, but we're pretty sure he's never been seen wandering around with what looks disturbingly similar to a Desert Eagle before. Although Sega has made no formal announcement we expect the game to be multiformat, so it's not believed to be the GameCube-exclusive *Sonic* title hinted at by Sega a few months ago.

Make sure you catch next issue's preview of *Super Mario Gun Owner*, as the Mushroom Kingdom signs up for full NRA membership and Mario and Luigi start popping "caps" in Goombas' "asses".



GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

It doesn't seem likely that this month is going to see too many GameCube sales records being broken. *Star Fox: Assault* is the only major Nintendo release, allowing the Japanese chart in particular to give a fair impression of a console with some proper third-party support.

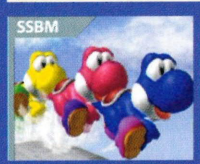
The new *Harvest Moon* has also done well, as has some sort of baseball game from EA in the US of A. Perhaps the most depressing part of these charts, though, is the continual kicking that *Resident Evil 4* seems to be getting at retail – ousted in the US by, of all things, *Animal Crossing*.

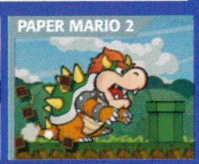
JAPANESE CHART

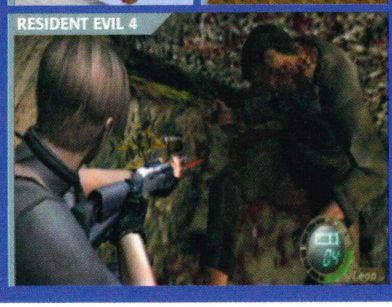
POS	LAST	TITLE	PUBLISHER
1	NE	STAR FOX: ASSAULT	NINTENDO
2	NE	HARVEST MOON: POH	MARVELOUS
3	1	RESIDENT EVIL 4	CAPCOM
4	RE	PSO EPISODE I & II	SEGA
5	5	PIKMIN 2	NINTENDO
6	9	RESIDENT EVIL VERONICA	CAPCOM
7	3	MARIO PARTY 6	NINTENDO
8	4	MARIO POWER TENNIS	NINTENDO
9	NE	DIGIMON WORLD 4	BANDAI
10	6	NARUTO 3	TOMY

US CHART

POS	LAST	TITLE	PUBLISHER
1	5	ANIMAL CROSSING	NINTENDO
2	NE	MVP BASEBALL 2005	EA
3	RE	ZELDA: WIND WAKER	NINTENDO
4	1	RESIDENT EVIL 4	CAPCOM
5	NE	STAR FOX: ASSAULT	NINTENDO
6	2	SUPER SMASH BROS	NINTENDO
7	4	MARIO PARTY 6	NINTENDO
8	10	PAPER MARIO 2	NINTENDO
9	6	MARIO KART: DD!!	NINTENDO
10	3	SUPER MARIO SUNSHINE	NINTENDO







ROUND-UP

SEGA

REVOLUTION CONDEMNED?

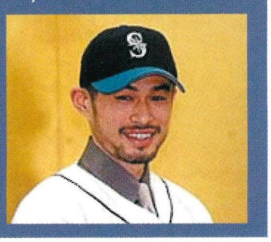
Sega has announced that it will be publishing a game for the next-generation platforms. The game, named *Condemned*, puts players in the shoes of Ethan Thomas, an FBI agent working in the Serial Crimes Unit (SCU), who has to hunt down a number of murderous sociopaths lurking in gritty urban environments. "Sega expects *Condemned* to engage the game player with visceral, in-your-face, urban combat and an unparalleled level of unpredictability," waffled Scott A Steinberg, vice president of entertainment marketing at Sega of America. "The atmospheric tension and cinematic qualities of *Condemned* offer consumers the rich experience of a psychological thriller; something that has not been accomplished on previous hardware platforms." According to Sega, the game is set for a winter 2005 release in the US.

GLUED TO YOUR GAMECUBE

A recent survey conducted by Phoenix Marketing International has discovered that the average American family will spend at least two hours a day playing videogames, with GameCube owners spending the largest amount of time on their machines compared to PS2 and Xbox. We'd like to think that's because the GameCube has the best games, rather than because we're crap at them and need more time to complete them.

SHARE AND SHARE ALIKE

We wish we were famous sportsmen, then Nintendo might give us loads of money whenever we performed well. That certainly was the case for Seattle Mariners' player Ichiro Suzuki, who was rewarded with 5,000 shares (worth $109 each!) in the Nintendo-owned baseball team as a reward for his single season hit record. "I was surprised and honoured, most honoured," stated Suzuki. "We all think Mr Yamauchi doesn't pay much attention to what's going on with us on the team but when you talk to him you find out he doesn't miss anything." Where's our freaking reward, Nintendo? Eh? EH? It's not ruddy fair...



DOUBLE-TAKE

Imitation – the sincerest form of plagiarism?

SHIGSY MUST HAVE been a permanent fixture in Nintendo's legal department this month after seeing Korean-based game developer Webzen's latest offering. Alarm bells started ringing when Nintendo caught wind of some screenshots showcasing Webzen's new MMORPG game *Wiki*, which featured a character not dissimilar to our very own Link. In fact, the two characters look so alike that it's easy to mistake the *Wiki* hero for the real deal at first glance, so it's not surprising that Nintendo is getting a little hot under the collar.

"Nintendo's intellectual property must be protected and we can't stand idly by the plagiarism claim related to Webzen's new game," stated the company in a statement issued through its South Korean division, further saying that it was taking "natural steps" to protect its IP and will "seek appropriate measures at the appropriate time."

Webzen's spokesman, Choi Hyun-woo, didn't seem to think there was cause for concern, however, stating: "We are still in the middle of developing the game, which will begin closed testing services in December." Choi Hyun-woo continued, "at a recent event, we had a short presentation of our ongoing projects. The character screenshot that is being circulated on the internet currently was just a sample." Webzen's defence is that, as *Wiki* is an MMORPG, players can create their own characters using a range of options, such as facial features, clothes and hairstyles, that "the number of variables are in their tens of thousands", and that it was purely coincidental that the character in *Wiki* resembled Link.

Whether you believe that or not is a different matter – it seems rather far-fetched to believe that Webzen would willingly create a character so close to the Nintendo hero if it was not the company's intention to draw comparisons between the two games. We'll be interested to see how this pans out, but we'd wager that Webzen will fall victim to the might of the Big N. CUBE





GENERATION NEXT?

Revelation of the Revolution?

WITH NINTENDO GETTING primed for the unveiling of Revolution at E3 this May, it was only a matter of time before pictures purporting to be of the next-generation console would start doing the rounds. The first set of "Revolution" images appeared on the gaming website gearlive.com, which showed a round, white and blue console with a blue Revolution logo emblazoned on the lid. The machine has four controller ports and from the looks of things uses Blu-ray discs, similar to Sony's PS3. However, the website was uncertain as to the authenticity of the images and they do look suspiciously like mock-ups to us.

Still, we thought we'd give Nintendo a laugh and sent the images over to the company for scrutiny, although the reply was as vague as expected: "We don't comment on speculation or rumour and as previously announced we plan to share our vision of Revolution at E3 2005". Will Nintendo's vision be better than this George Foreman's Lean Mean Grilling Machine/Sony CD player hybrid? Stay tuned to find out. CUBE



"NINTENDO'S INTELLECTUAL PROPERTY MUST BE PROTECTED"

ODE TO JOYTECH!

WIN!

DS with all the trimmings

WITH THE RELEASE of the DS, peripheral guru Joytech has come up with this awesome DS Tech Pack that has everything a DS owner could possibly need for gaming on the go (head over to our Hands On section (page 69) for full details).

The Tech Pack includes a top-quality carry case, games cases for the DS and GBA SP, a set of earphones (plus adapter for the GBA) and an in-car adapter to ensure that your DS is always charged and ready for hours of gaming action.

Not got a DS? Well you're in luck, as you can win a DS and a Joytech Nintendo DS Tech Pack by entering our competition. The first prize is a DS console plus a Joytech Nintendo DS Tech Pack. Three runners up will each receive a DS Tech Pack for their troubles.





THE DEADLINE FOR THIS COMPO IS 5 MAY 2005

To be in with a chance to win, answer this easy question:

WHAT DATE DID THE DS LAUNCH IN THE UK? WAS IT:

A. 14 FEBRUARY

B. 5 MARCH

C. 11 MARCH

Call 0905 168 0680

Calls cost 50p per minute. Please seek permission from the bill payer before calling. This number may not be accessible from some networks. Calls should last no longer than one minute.

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

Highbury Entertainment Ltd would like to make you aware of forthcoming value-added promotions and offers by text. If you do not wish to recieve this information, please type in 'OPT OUT' at the end of your text. Messages cost 50p plus the cost of a normal text message. Please seek permission of the bill payer before entering.

www.totalgames.net

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

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

TOTAL GAMES .net

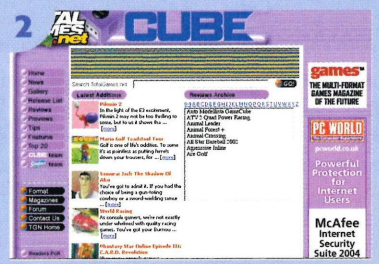
1



UP-TO-THE-MINUTE NEWS

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

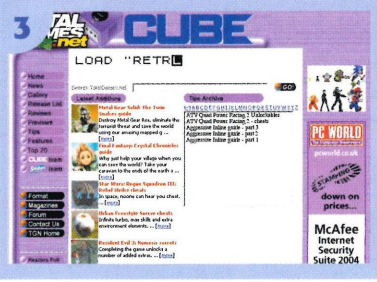
2



CUBE, WITHOUT THE PAPER

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

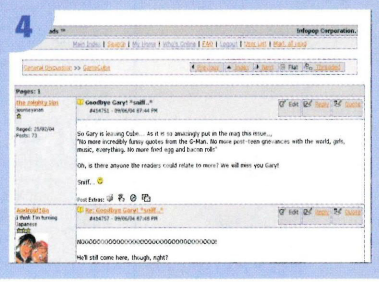
3



HOTTEST HINTS IN TOWN

Get the important hints and cheats – and if you're stuck somewhere, you can even put a question to the kind *Solutions* chaps.

4

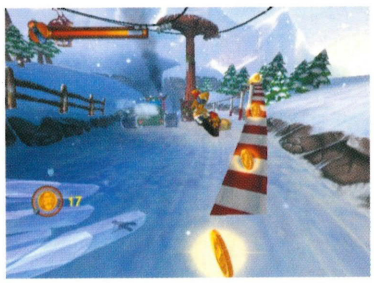


THE FORUM

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

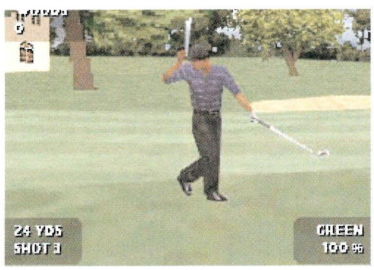
CUBE MOST PLAYED

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



KAO THE KANGAROO 2

Tim and Ryan have been arguing over this game all month... that is, arguing over who doesn't get to play it. Poor Ryan pulled the short straw and has been staring into space ever since, contemplating what he did wrong in a former life.



TIGER WOODS PGA TOUR 2005

"This is really irritating," grumbled Liz, in between bursts of, "just one more go!" Complicated girl, that one. Glutton for punishment is another way of putt-ing it. See what we did there? Putt-ing? Oh never mind.



WINNIE THE POOH: RTA

If you happen to be suffering from depression then we've found the cure! Nothing, and we mean *nothing*, has ever made us laugh this hard in all our lives. It's just for kids, don't ever forget that.

GHOST RECON 2

BOO!



Lead your team of Ghosts into Korea to defuse the terrorist threat. Just pray they don't have an exorcist... or Miles leading the team, or they'll be dead in a matter of seconds. Full review on page 50 – find out more!

ANTICIPATION ★★

UK RELEASE LIST

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

Viewtiful Joe 2	Beat-'em-up	Capcom	1 April	★★★★★
Baten Kaitos: EWATLO	RPG	Namco	1 April	★★★★
Tom Clancy's Ghost Recon 2	Action	Ubisoft	1 April	★★
Tom Clancy's Splinter Cell Chaos Theory	Action	Ubisoft	1 April	★★★★
Fairly Odd Parents! Shadow Showdown	Adventure	THQ	8 April	★★
Kao The Kangaroo Round 2	Adventure	JoWooD	15 April	★★
Star Fox: Assault	Action	Nintendo	29 April	★★★
Robots	Platform	Vivendi	Q1 2005	★★★
Donkey Konga 2: Hit Song Parade	Rhythm/Action	Nintendo	3 June	★★★★
Chicken Little	Adventure	Buena Vista	7 June	★★★
Madagascar	Adventure	Activision	24 June	★★★
Killer 7	Shooter	Capcom	27 June	★★★★★
Batman Begins	Action	EA	June 2005	★★★
Fantastic Four	Adventure	Activision	15 July	★★★
Geist	Action/Adventure	Nintendo	Q2 2005	★★★★
Scooby Doo Unmasked!	Adventure	THQ	September 2005	★★
Spartan: Total Warrior	Action	Sega	September 2005	★★★
Midway Arcade Treasures 3	Racing	Midway	Q3 2005	★★★
The Chronicles Of Narnia	Adventure	Buena Vista	Q4 2005	★★★
Fire Emblem	RPG	Nintendo	TBC 2005	★★★
Advance Wars: Under Fire	Strategy	Nintendo	TBC 2005	★★★
The Legend Of Zelda	Adventure	Nintendo	TBC 2005	★★★★★
Odama	Strategy	Nintendo	TBC 2005	★★★
Frogger	Platform	Konami	TBC 2005	★★★

SCOOBY-DOO! UNMASKED

BOO! AGAIN!

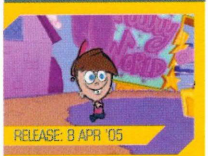


The gang are back to solve another mystery involving monsters, an evil villain and a snack-loving dog. Fun. If you're still young or a student lying in bed scratching yourself – lucky git. We think it'll be scrappy crappy doo.

ANTICIPATION ★★

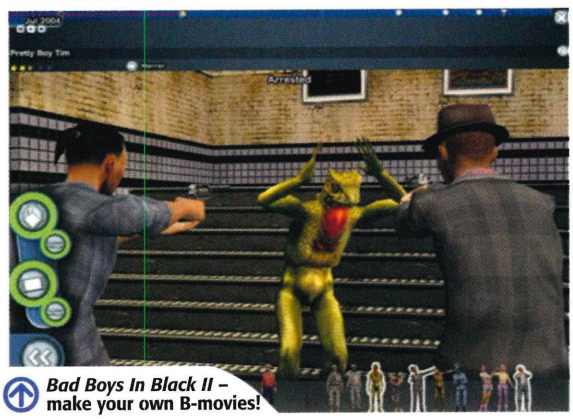
FAIRLY ODD PARENTS! SHADOW SHOWDOWN

MUNSTERS

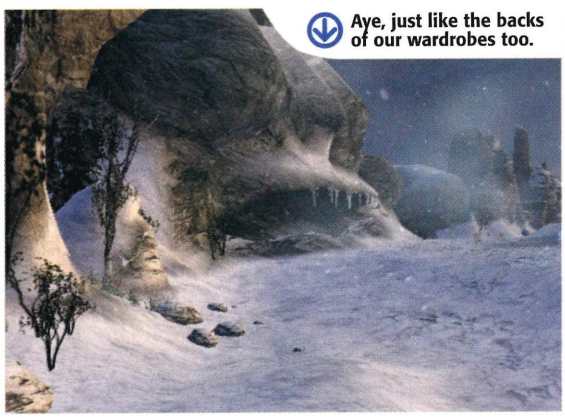


You've seen it on TV, now play it...erm, on your TV. No, that didn't sound as impressive as we hoped. Oh we get it! Fairly Odd Parents – Fairy God... Mother... oh look, we're old, we ain't seen it.

ANTICIPATION ★★



Bad Boys In Black II – make your own B-movies!



Aye, just like the backs of our wardrobes too.

MIDWAY ARCADE TREASURES 3

INSERT COIN – 10P!



Vrrrooom, brrrrrr, eeeaak. Eight of Midway's classic racing titles squished together in one little package. Sweet. Including: *Race Drivin'*, *San Francisco Rush The Rock* and *Hydro Thunder*.

ANTICIPATION ★★★

SOUND BYTE

"UBI LAMEASS MORE LIKE. LET ME TALK TO THEM, I'LL BEAT THEIR ASSES"

Lewis, on being told that he had to ditch his *Splinter Cell* cover because Ubisoft didn't have review copies

SLIP-O-METER

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

GEIST

Um, yeah, again! After a slightly disappointing show at GDC, *Geist* has slipped up again and won't be coming out until the summer now. Yeah, right, uh huh, believe you, like.



SLIPPED!

THE MOVIES

Still no date, but a wee bit of information has been released suggesting that it's still on the way. Blimey! The Titanic took less time to sink than it's taking this to come out.



RESURRECTED

MARIO KART DS

This was supposed to be a launch title way back when; now rumour has it it won't be out until December when the tracks will be all icy and more dangerous!



SLIPPED!

IMPORTANT DATES...

It's on! It's off. No wait, it's on again! Yay! Chunsoft's online RPG adventure is finally being released, but will it be worth the wait? And lo, what's this? *Homeland* you say? Well, we'll be darned...GIMME!

JAP RELEASE DATES

ELECTROPLANKTON (DS)	NINTENDO	7 APRIL
FIRE EMBLEM: PATH OF THE BLUE FLAME	NINTENDO	20 APRIL
HOMELAND	CHUNSOFT	29 APRIL

US RELEASE DATES

WORLD CHAMPIONSHIP POKER	CRAVE	5 APRIL
DONKEY KONGA 2: HIT SONG PARADE	NINTENDO	15 APRIL
MADAGASCAR	ACTIVISION	15 MAY



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

"In the jungle, the mighty jungle, a gorilla sleeps tonight..." This month the true king of the jungle beats his burly chest to claim two positions in the chart, while Link has to settle for second place, the poor wee imp. Meanwhile, Tim has started running out of things to write on the charts. He's starting to go rather peculiar and it's becoming most off-putting. People from the other side of the office have started to point. Buy some different games for goodness sake!

UK CHART

ChartTrack

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

1 NEW



DK: JUNGLE BEAT

PUBLISHER: Nintendo
CUBE RATING: 8.0
Pan, pan punch! And duck! Punch the duck!

2 ▼



LOZ: FOUR SWORDS

PUBLISHER: Nintendo
CUBE RATING: 7.8
Look up, look down, within three levels – sore neck.

3 NEW



SPONGEBOB THE MOVIE

PUBLISHER: THQ
CUBE RATING: N/A
Is it any good? Really? Should have reviewed it.

4 -



DONKEY KONGA

PUBLISHER: Nintendo
CUBE RATING: 9.0
Doo doo doo come on and do the Konga, to Kylie.

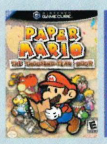
5 ▼



METROID PRIME 2

PUBLISHER: Nintendo
CUBE RATING: 9.6
Girls love her and boys want to be her. Wait...

6 ▼



PAPER MARIO: TTYD

PUBLISHER: Nintendo
CUBE RATING: 9.0
He's a plane, a boat, a pecking duck... a ball.

7 ▼



THE INCREDIBLES

PUBLISHER: THQ
CUBE RATING: 6.0
The DVD is out, so spend your money on that.

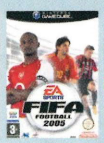
8 ▼



NFS: UNDERGROUND 2

PUBLISHER: EA GAMES
CUBE RATING: 7.1
Neon underlighting is rubbish. There, said it.

9 ▼



FIFA 2005

PUBLISHER: EA GAMES
CUBE RATING: 7.0
Football's for losers. Oh, hi there Miles, buddy.

10 NEW



NBA STREET V3

PUBLISHER: EA GAMES
CUBE RATING: 6.8
Beastie Boys! Mario, Luigi and Peach! Basketball :(



ON A SHOE-STRING

Budget GameCube games still making the rounds

1	SONIC ADVENTURE 2: BATTLE
2	SONIC HEROES
3	SONIC MEGA COLLECTION
4	THE SIMPSONS: HIT & RUN
5	THE LEGEND OF ZELDA: THE WIND WAKER
6	SUPER MARIO SUNSHINE
7	MARIO PARTY 5
8	RESIDENT EVIL 3: NEMESIS
9	WARIO WARE INC: MEGA PARTY GAME$
10	SPIDER-MAN 2

GCN GAMECUBE NEWS

FINAL THOUGHT

HIDE AND SEEK

On the surface of it, Nintendo seems to be making a concerted effort to promote its products, with the massive advertising campaign for the DS a prime example. However, despite tooting all the right horns and blowing the right whistles, is Nintendo really committed to aggressively promoting its products? We ask because the lord of sales and marketing, Reggie Fils-Aime, recently stated that the Revolution would not be making a "big presence" at the company's booth at E3 this year, and instead Nintendo would be revealing details about the system behind closed doors. Okay, we're not saying that Nintendo has to lay all of its cards on the table at E3, but not to give the system a big unveiling at the year's largest gaming event would be just silly, especially since Microsoft and Sony will be making good use of the event to showcase their systems. Come on, Nintendo, give the Revolution a fighting chance. Please don't let the E3 ship sail without you.

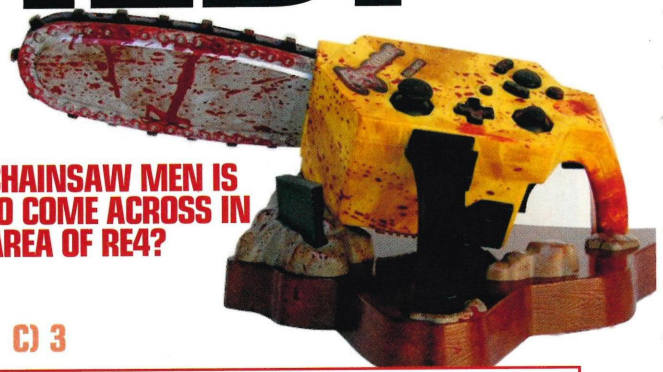
CUBE



COMPETITION

HEY, INBRED!

WIN!



THE DEADLINE FOR THIS COMPO IS 5 MAY 2005

Look, sound and smell like an inbred

WE'RE NOT TRYING to say that by holding a chainsaw you automatically become inbred. But if you put a cloth sack on your head, don't wash for a few days and run around wielding a blood-soaked chainsaw, you're well on your way. Here at CUBE we can give you the opportunity to get your hands on one important ingredient. Yup, that's right, you can win one of these lovely *RE4* Chainsaw Controllers. Mmm, bloody...

RIP IT UP!

Here's what you can win:
Three winners can each win one of these rather fetching special edition *Resident Evil 4* chainsaws. Tasty.

HOW MANY CHAINSAW MEN IS IT POSSIBLE TO COME ACROSS IN THE VILLAGE AREA OF RE4?

IS IT:

A) 1 B) 2 C) 3

Call 0905 168 0678

Calls cost 50p per minute. Please seek permission from the bill payer before calling. This number may not be accessible from some networks. Calls should last no longer than one minute.

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

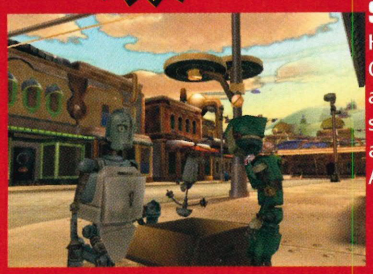
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METAL MANIA

Everyone loves robots again!

THE DEADLINE FOR THIS COMPO IS 5 MAY 2005

OKAY, OKAY, SO if you've read the review you'll know that *Robots* the game is very much targeted towards the younger audience, but so what? You can totally be in with a chance of winning a Nintendo DS or a GameCube (well, another one anyway) along with copies of the game, so you know it's worth entering.



SHINY DS...

Here's what you can win:
Our first winner will earn themself a DS and a copy of the game, while the second prize consists of a GameCube and a copy of the game.
And the question is:

WHICH FAMOUS ACTOR LENDS HIS VOICE TO THE ROBOTS FILM?

IS IT IT:

A) KENNETH WILLIAMS
B) ROBIN WILLIAMS
C) DAVID WALLIAMS



Call 0905 168 0679

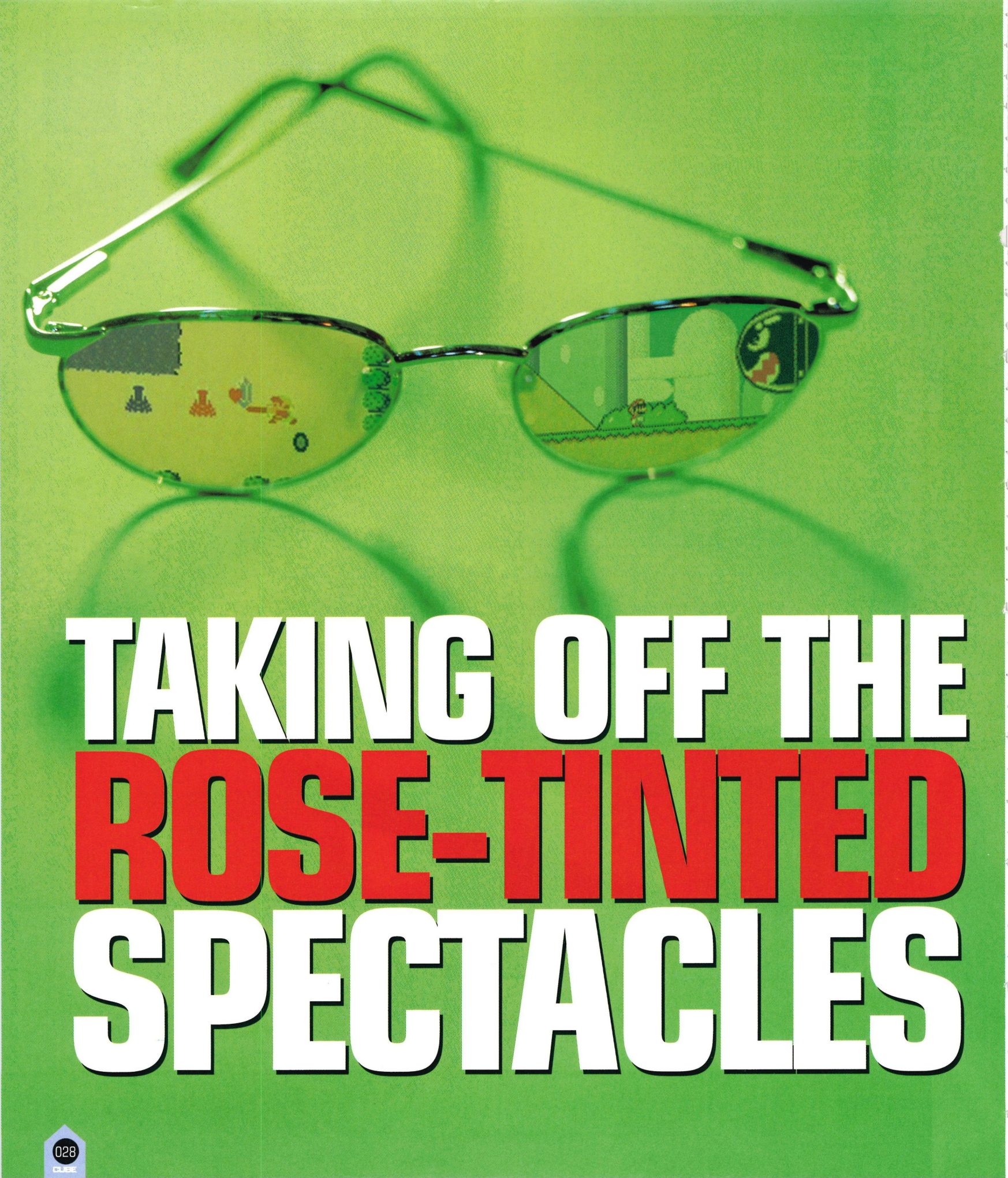
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TAKING OFF THE ROSE-TINTED SPECTACLES

We dredge through the depths of our gaming cupboard to find out whether our favourites of yesteryear have stood the test of time…

AH, WE LOVE Nintendo and we love Nintendo games… or do we? Don't get us wrong, there's a fantastic amount of superb games available on the current generation of systems, but we're talking about the good old days. You know, those glory years when Bruce Willis still used to be a major box-office draw, Michael Jackson was still black and Nintendo actually dominated the industry. Gamers are always going on about the good old days, and how much better games used to be, but we're not really that convinced.

Sure, there are still plenty of classic Nintendo titles that have stood the test of time, but not every hit game is as good as it used to be. Time waits for no man – or no game, for that matter – and we decided to climb into the deepest recesses of the CUBE cupboard (it's a bloody deep cupboard) to find out if all the games we used to play are as good as we remember. Be prepared for some tears, this ain't gonna be pretty…

NES HITS AND MISSES

There's no doubt that the Nintendo Entertainment System (that'll be the NES, then) has been one of Nintendo's greatest successes. It totally revitalised the industry after the financial crash of the early Eighties and Nintendo quickly released hit after classic hit for it. *Super Mario Bros.*, *The Legend Of Zelda*, *Donkey Kong*, *Metroid*, *Super Mario Bros 3.*... the list was seemingly endless, but do the games still hold up today? Let's take a look at some of the more loved titles and cast our steely gaze over them…

THE LEGEND OF ZELDA

Link has starred in some bloody good adventures over the past 20-odd years, but his original outings are looking mighty tired nowadays. "Blasphemy," we hear all the fanboys cry. "TRUFAX!" we indignantly shout back. To begin with, *The Legend Of Zelda* looks rubbish. We guess you could say that there's a certain childish charm to Link's first quest, but another way would be to say that it looks like it's been drawn by an actual child.

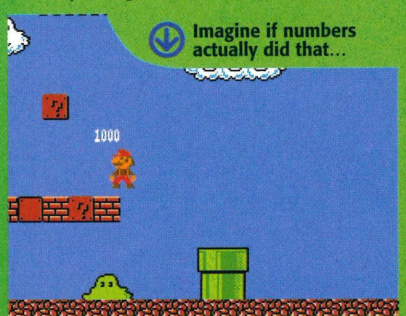
"Okay, so it looks a bit ropey, but it still plays as well as ever," comes the fanboys' expected response. "Well, in that case you've obviously not played the recent GBA incarnations have you?" is our curt response. We're sorry, but *The Legend Of Zelda* is no longer the classic game it once was. It's reasonably playable, but has since been superseded by many better adventure titles. Sad, but true.

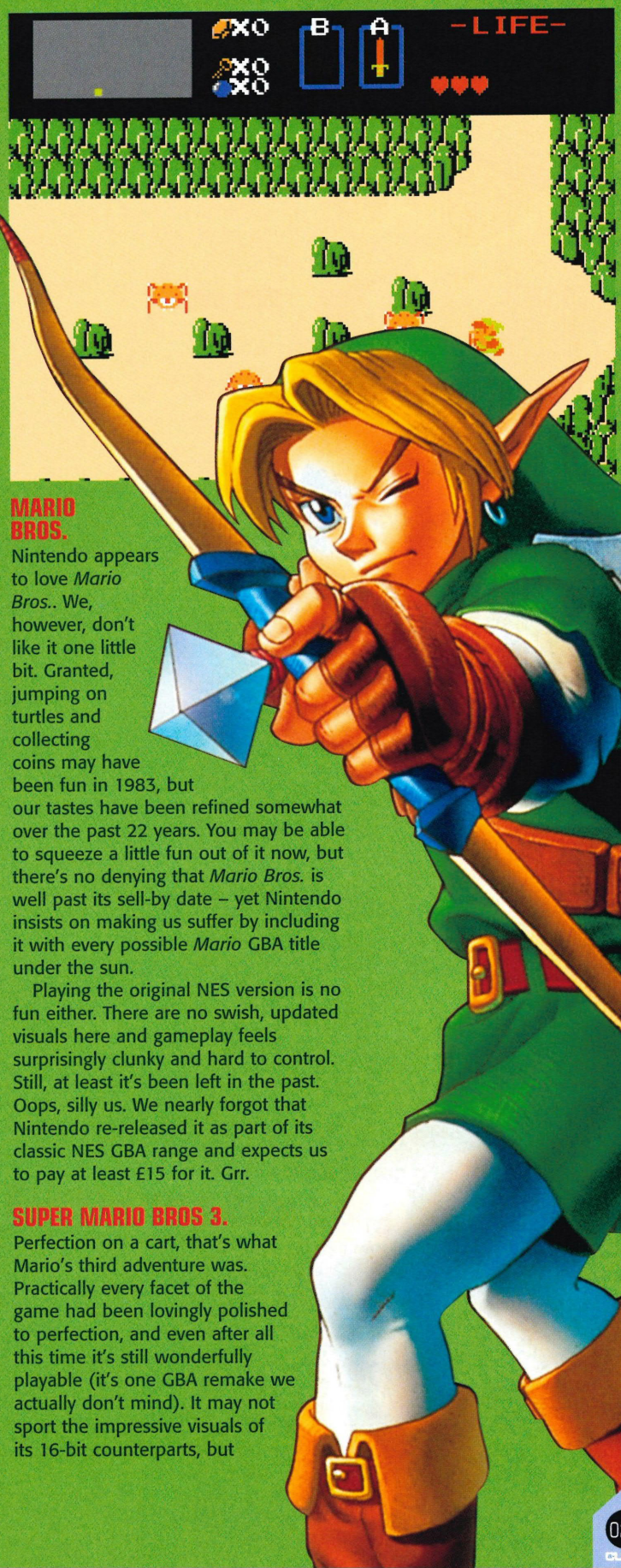
SUPER MARIO BROS.

We could say that *Super Mario Bros.* is no longer the fantastic game it once was, but if we did, we'd be telling massive porky pies. It certainly looks rather basic nowadays and is never going to win any beauty contests, but the gameplay is still as fresh now as the day it was conceived.

"THERE'S NO DENYING THAT MARIO BROS IS PAST ITS SELL-BY DATE"

Whereas Link's first game now feels rather clunky and laborious to play, Mario's first scrolling gig suffers no such problems. Controls are very precise, Mario moves exactly where you want him to and the level design is still a wonderful delight. Considering it was released in the UK 18 years ago, *Super Mario Bros.* is still a great little platformer – not incredible by any means, but still very good fun. And that's all we ask for, really.





MARIO BROS.

Nintendo appears to love *Mario Bros.*. We, however, don't like it one little bit. Granted, jumping on turtles and collecting coins may have been fun in 1983, but our tastes have been refined somewhat over the past 22 years. You may be able to squeeze a little fun out of it now, but there's no denying that *Mario Bros.* is well past its sell-by date – yet Nintendo insists on making us suffer by including it with every possible *Mario* GBA title under the sun.

Playing the original NES version is no fun either. There are no swish, updated visuals here and gameplay feels surprisingly clunky and hard to control. Still, at least it's been left in the past. Oops, silly us. We nearly forgot that Nintendo re-released it as part of its classic NES GBA range and expects us to pay at least £15 for it. Grr.

SUPER MARIO BROS 3.

Perfection on a cart, that's what Mario's third adventure was. Practically every facet of the game had been lovingly polished to perfection, and even after all this time it's still wonderfully playable (it's one GBA remake we actually don't mind). It may not sport the impressive visuals of its 16-bit counterparts, but

what's on display is still very nice and it's easily one of the best looking NES games that we've recently played. Add to this the sheer amount of content that Nintendo managed to cram into it, and it's unsurprising that *Super Mario Bros 3.* was such a huge hit when it first appeared and that it's still incredibly addictive today.

DUCK HUNT

Oh look, there's a duck... Oh look, there's another one... Oh look, there's the power switch... To be fair, we're talking about every NES lightgun game ever made – and that rubbish SNES Super Scope – as they're all dull to play now.

Admittedly, this is more the fault of the genre itself rather than anything Nintendo did, but a bit of variety would have been nice, guys.

Okay, so the sniggering dog will make you laugh for about, ooh... 12 seconds, but after that you'll be bored stiff.

Shooting ducks nowadays just isn't fun. Playing most lightgun games isn't that much fun either (although shooting Mario could be quite amusing), so let's move on to the SNES games...



Star Wing was awesome... at the time.

"ALL NES AND SNES LIGHTGUN GAMES SEEM PRETTY DULL THESE DAYS"

SNES HITS AND MISSES

Sega and the Mega Drive may have won the 16-bit war, but we still prefer Nintendo's Super NES powerhouse. After all, what wasn't there to like? Superb visuals, amazing sound and the fantastic Mode 7 graphics chip meant that most SNES games still look great now. It's no surprise that so many of them have reappeared on the Game Boy Advance. What is a surprise, though, is that some of these 'classics' are now really bad...

STAR WING

The Super FX chip may have heralded a new age in gaming when it first appeared in *Star Wing*, but playing this SNES classic today reveals it to be more than a bit stale. In fact, we wouldn't be at all surprised if this is one of the main reasons why it's never appeared on the GBA. We can just imagine Miyamoto looking over his back catalogue of classic hits, having a quick go on *Star Wing* and muttering to himself, "bloody hell, did I actually make this rubbish?"

Once, it was a jaw-dropping shooter that awed us with its polygon beauty; now it's a tired, jerky mess that runs with all the speed of a geriatric slug. The gameplay fares little better and you'll have tired of it long before you reach the second level, let alone the end of the actual game.

SUPER CASTLEVANIA IV

We're breaking a little rule here. This feature was going to be covering just Nintendo and first-party titles, but we love this game so much that we just had to include it.

There's no denying that the sprite design is looking rather dated now (especially after the wonderful settings of the PlayStation's *Symphony Of The Night* and the GBA's *Aria Of Sorrow*), but *Super Castlevania* is still a delight to play. The mode 7 is implemented extremely well throughout and still impresses, while the haunting tunes sound as good as they ever did. Gameplay is practically perfect, and in this sense *Super Castlevania IV* is sublime. Now why hasn't Konami released it for the GBA?

F-ZERO

Hmm, *F-Zero*'s certainly not as good as we remember. It's not a total disaster like the stinking turd *Star Wing*, but it's definitely lacking some of the magic



that it used to possess. The funky riffs sound wonderful and the tracks are reasonably challenging, but it seems to be missing something.

Maybe it's the blandness of the tracks themselves; there's little (if any) trackside adornment, and everything is just way too flat. Admittedly, the Mode 7 hardware is to blame here and it's only a small concern, but *F-Zero* no longer thrills us like it once did. Add the overly twitchy controls and the weird way your craft slides all over the track and it's little wonder that we moved on to the excellent *Super Metroid*.

SUPER METROID

Poor old Miles had to do the official walkthrough for *Super Metroid* when it was first released, so we've been constantly bugging him to give us juicy tips. Even our wizened group editor was still impressed with Samus' only 16-bit adventure, and it's not hard to see why.

Visually, it's still very good and would easily stand up against *Metroid Fusion* and *Zero Mission*, and the music and sound are utterly superb. Running around those early stages with just your footsteps following you is wonderfully atmospheric and hasn't dated at all. The gameplay is also spot-on – if anything, it has actually improved with age. It's not as linear as *Fusion* and offers a much better challenge than *Zero Mission*. Why on earth hasn't Nintendo re-released it?

SUPER MARIO WORLD

Is this the best 2D platformer ever made? Well, we wouldn't like to say, but it's easily in the top three. Originally a SNES launch game (many lucky buggers got it with the machine) *Super Mario World* still looks utterly superb and it plays just as you remember it. So it's little wonder that it was yet another SNES game to make it to the GBA.

It's a truly massive game, with a huge world map, plenty of secrets to discover





and lots of lovely little touches by Miyamoto himself. Music throughout was superb and filled with plenty of toe-tapping tunes and even the jaunty little ditties still hold up today. Nintendo really hit its stride with the SNES and many of its games still stand up next to today's top titles.

N64 HITS AND MISSES

Oooh, this section is going to be controversial. Let's start now by saying that *GoldenEye* is no longer the amazing game it once was. If that's upset you it's probably best to stop reading now, as some of the Nintendo 64 nominations are really going to get your goat. Just remember the following, though: we've been playing these games again recently, and we're not trying to be controversial for the sake of it. Don't believe us? Then read on and see. And then write your letters of complaint...

GOLDENEYE

GoldenEye may have been the pinnacle of first-person shooters, but the torch has long since passed to more able contenders. Don't believe us? Then plug it into your N64 and see how badly it's dated.

For starters, everything jerks around at a horrible frame rate and you'll be gob-smacked to think that this was once acceptable. You may also be intrigued by the fact that enemies now seem to merge into the backgrounds, making them both hard to spot and difficult to kill. In fact, *GoldenEye* looks a complete mess nowadays and perfectly shows off the fact that 3D ages so much more quickly than more traditional 2D graphics.

"YOU'LL BE GOB-SMACKED TO THINK THESE GRAPHICS WERE ONCE ACCEPTABLE"





Gameplay is rather suspect as well and now feels an eon away from the likes of *TimeSplitters 3* and *Halo 2*. We've no idea how we were able to pull off all the headshots we managed in our youths, as the twitchy controls and awful aiming system now seem incredibly archaic. Hell, even the once-superb multiplayer games are now a bitter disappointment. *GoldenEye* was one of the greatest first-person shooters ever made, but anyone who still thinks so is either a rabid fanboy, delusional or possibly both. Oh, and don't get us started on *Perfect Dark*...

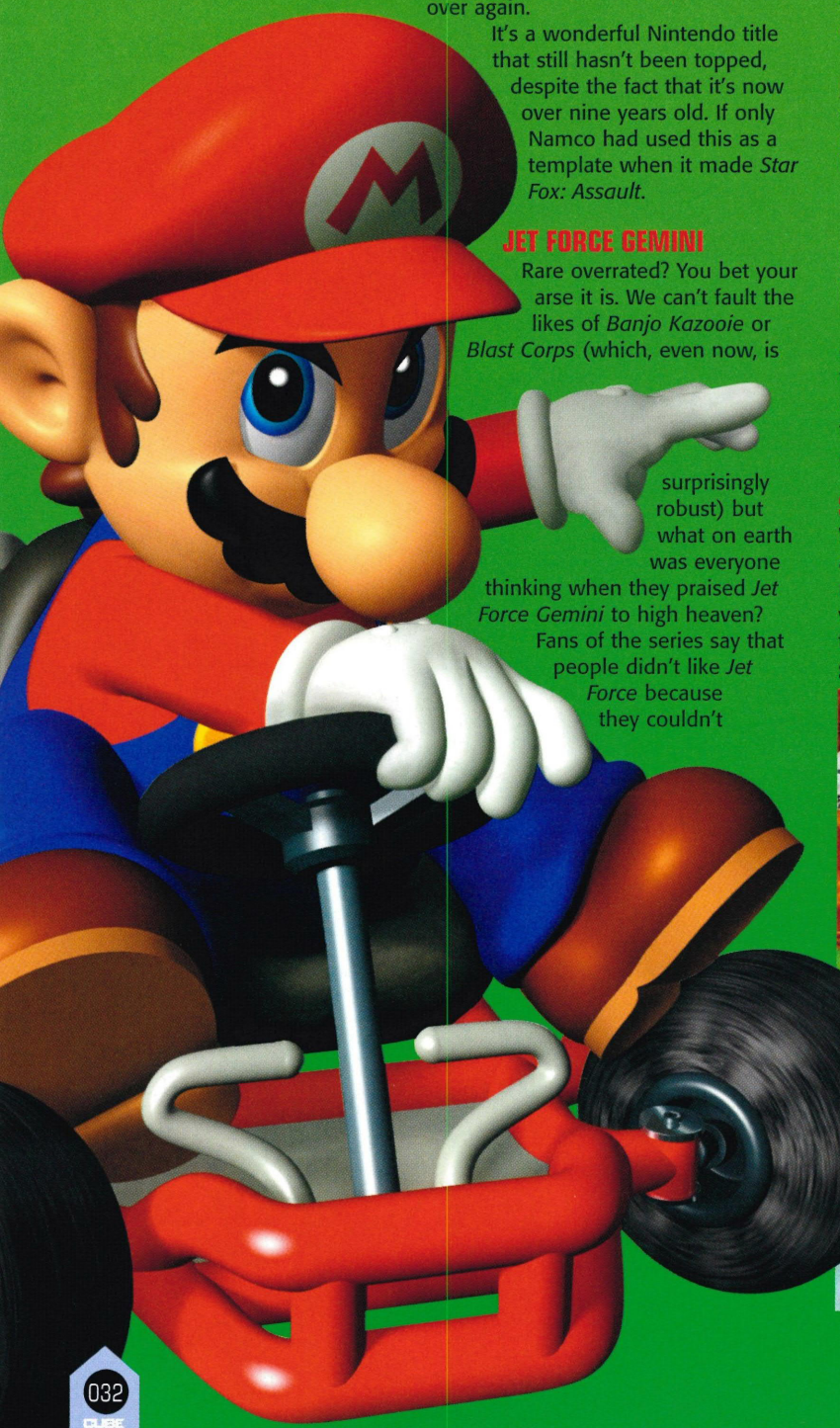
LYLAT WARS

Forget the rather naff name and the subsequently poor Namco effort that's just popped up on the GameCube,

this is the only *Star Fox* game that truly matters.

It might be looking a little long in the tooth nowadays (sad, but true) but you can still see *Star Fox*'s brilliance. It shines like a beacon of hope and allows us to realise that even the graphical splendour of *Rebel Strike* can't compete with the sheer immersive qualities of Miyamoto's classic. We'll forgive the now iffy multiplayer sections, and simply replay the story mode over and over and over again.

It's a wonderful Nintendo title that still hasn't been topped, despite the fact that it's now over nine years old. If only Namco had used this as a template when it made *Star Fox: Assault*.



JET FORCE GEMINI

Rare overrated? You bet your arse it is. We can't fault the likes of *Banjo Kazooie* or *Blast Corps* (which, even now, is surprisingly robust) but what on earth was everyone thinking when they praised *Jet Force Gemini* to high heaven?

Fans of the series say that people didn't like *Jet Force* because they couldn't understand it. "What's to understand?" we say. The controls were bad enough back in 1999.



Remember that frame rate that jumped more erratically than an epileptic frog and *Jet Force Gemini* reveals itself to be little more than a horrific rambling mess that's no more enjoyable to play now than it was then. Add an incredibly naff multiplayer mode to the mix – *and* that stupid dog – and you have yet another Rare misfire.

SUPER SMASH BROS

Well, *Super Fuzz Bros* would have been a more apt description. Everyone went mad for this when it first came out and we still can't understand why. We know that the N64 was starved for fighting games, but did Nintendo really think that throwing the likes of Link, Pikachu and Donkey Kong together would be the scrapper that N64 owners were waiting for? Evidently yes, because gamers on our forum still rave about it (especially the GameCube sequel).

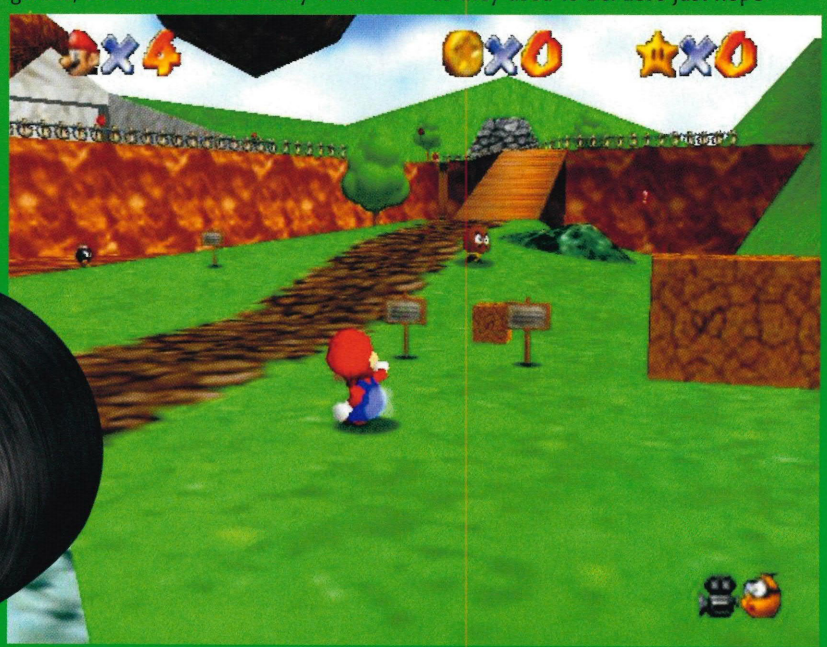
Play *Smash Bros* today, though, and its flaws become immediately apparent, the most obvious being the rather poor responses and the sheer amount of button bashing that takes place. There's no real skill involved in the fighting and you'll soon find yourself bored with the comic scrapping. Stick with the GameCube version – at least it doesn't give you a headache when you play it.

MARIO KART 64

Meh. That's the first thing we think when we play *Mario Kart 64*. Sure, it was fantastic fun when it was released, but it just doesn't get the juices flowing nowadays. Okay, so the essential gameplay is still intact – and that's what counts, remember – but it does have a tendency to chug a little.

"MARIO KART 64 JUST DOESN'T GET THE JUICES FLOWING ANY MORE"

The single-player game is crushingly dull to play through (although that was also true back in 1996) and while the multiplayer battles and races still work, they're just not as infectious as they used to be. Let's just hope







Here at CUBE, we still don't really get *Super Smash Bros.* Our loss maybe...

that *Mario Kart DS* is a return to the franchise's 16-bit roots. Oops, it's based on the N64 version. Oh well...

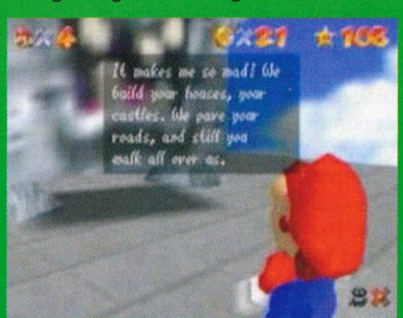
SUPER MARIO 64

Yes, we know it's available on the DS and has a lot more to it, but the original is the better game. Why? Because of the amazing analogue control, of course!

The DS's stylus and thumb strap work to a point, but they'll never be able to compare with the N64's superb analogue stick, no matter what Nintendo says. Controlling Mario is an absolute breeze and the little plumber's first 3D adventure is still an enthralling experience. In fact, we've lost count of

"SUPER MARIO 64 IS ONE OF GAMING'S DEFINING MOMENTS"

the number of times we've completed this classic game. It may look rather fuzzy now and a bit sparse, but there's no denying that this is one of Mario's – and gaming's – defining moments.



SO, IN CONCLUSION...

So there you have it. We had a week of playing games and in that time there have been horribly crushing disappointments and some wonderful reunions. We've laughed – and, hey, we've cried – over how some games have aged so badly; and raised our glasses to those select titles that, like fine wines, have simply got better with age.

Sure, we've missed out plenty of key titles in our quest to find out whether those games we remember so fondly are as good as used to think they were, but if we're truly honest, most of Nintendo's back catalogue is pretty solid. And let's not forget that even the duffest titles may hold treasured memories for some gamers out there.

There are a few more games we could chat about, but let's leave them for another day...

CUBE
INFORMATION

MOH: EUROPEAN ASSAULT	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	CANADA
GENRE:	WAR-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE
00 25 50 75 100

TBA TBA TBA

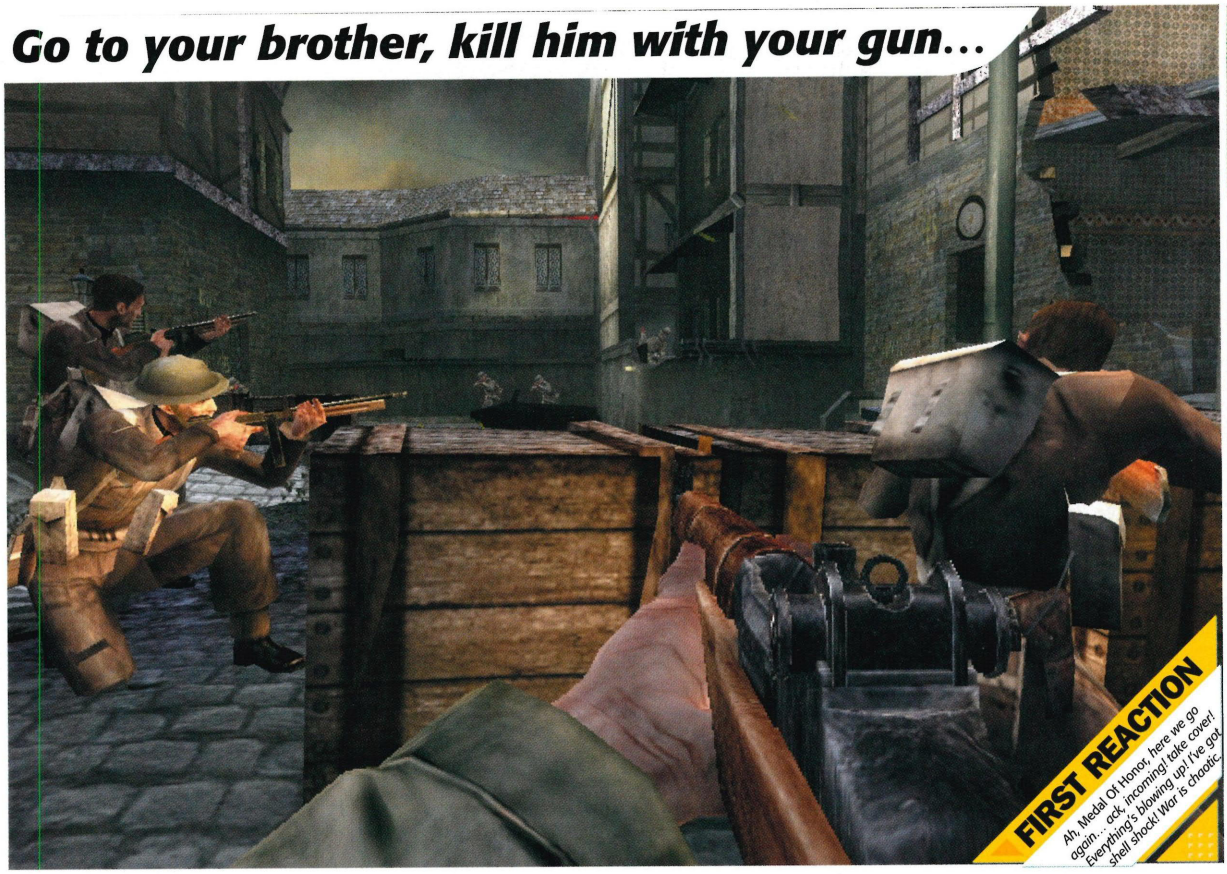
A BIT OF PREVIOUS

MEDAL OF HONOR: FRONTLINE
GAMECUBE

MEDAL OF HONOR: RISING SUN
GAMECUBE



Go to your brother, kill him with your gun...



FIRST REACTION
Ah, Medal Of Honor, here we go again... ack, incoming! take cover! Everything's blowing up! I've got shell shock! War is chaotic.

MEDAL OF HONOR: EUROP

Leave him lying in his uniform, dying in the sun

AH-HIIIN-HUN! We brought you the first shots of *Medal Of Honor: Dogs Of War* last month, and first things first – it's not called *Dogs Of War* any more. EA decided it would be a good time to tell us this a week after the last issue went to press, so it's not our fault, honest. Anyway, the idea is to bring the console versions into line with the PC versions, namely *Allied Assault* and *Pacific Assault,* which have been independently developed and completely different games to their console counterparts up to now.

Rising Sun got a mixed reception in 2003 and that might go part of the way to explain why this isn't *Rising Sun 2*. EA is keeping mum at the moment but, under severe grilling in the CUBE interrogation room, a representative of the company did at least hint that a *Rising Sun 2* could be on the cards somewhere down the line. We always get the hard facts here on CUBE!



Anyway, that's not important right now. You want to know what *European Assault* has to offer. All we had to go on last month was a brief press release and a few screenshots, but now we've played it and pumped the game's executive producer to reveal a whole lot more of what to expect from what is ostensibly the fifth *Medal Of Honor* game.

The keywords are 'bigger' and 'more', but aren't they always? However, we've seen enough to concur with this assessment.

'Bigger' refers to the new level design. The linear, corridor-based progression of old has been replaced by open environments with multiple paths to the end (there are 11 missions in total, spread across four campaigns). There are now more set-pieces that can be tackled in any order depending on which path you choose through the level, and we're promised that they'll be more interactive and less cinematic than they were in *Rising Sun*. The open environments also mean that there'll be no clearing of an area and moving on; enemies will be able to flank you and, after a certain

THE COMPANY LINE

"[THE] PRODUCERS SOUGHT COUNSEL FROM EXPERT SOURCES TO MAKE THE GAME AS HISTORICALLY ACCURATE AS POSSIBLE"

EA PRESS RELEASE

CUBE BACHATCHA

Nobody has 'sought counsel' since 1765.

"THERE WILL BE 75 TROOPS RUNNING AROUND ANY GIVEN LEVEL AT ANY ONE TIME"



All that detail, all that action, will the frame rate keep up?

Fancy new effects make it even more fun to blow stuff up!

EAN ASSAULT

time period, they'll respawn so you won't get a moment's respite. Bigger also is the game's scope. The campaigns will now take place in the Battle of the Bulge and Stalingrad, but the "European Assault" monicker is slightly stretched with the inclusion of the North African theatre, although we haven't seen any of the African levels in action yet.

'More' relates most obviously to the number of soldiers active in the game world at any time. *Frontline* feature a maximum of 13, *Rising Sun* squeezed it up to 16, but *European Assault*'s engine has been rebuilt entirely to facilitate... go on, guess. Nope, not even close. There will be up to 75 troops running around any given level at any one time, which will enable the kind of epic, sprawling battles hinted at in *Frontline*'s famous opening level.

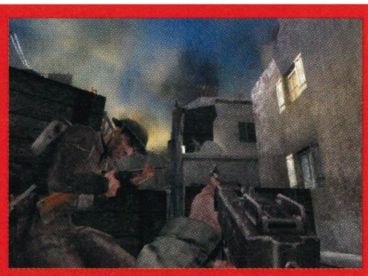
A new feature for the *Medal Of Honor* series is limited squad control. Usually during the game you'll be accompanied by up to five subordinates just itching to take a bullet for you. EA didn't want to lose the essential FPS heart of *MOH* though, so available orders are limited to sending your minions off to lurk at a point designated by you. You can't split them or anything like that, but we didn't get enough time with the game to judge. It smells a little gimmicky at this point, though, and is perhaps the one weak link in the chain. We'll have to wait and see how that works out.

Activision dropped the ball with *Call Of Duty: Finest Hour*, and now *European Assault* has the potential to tie up the WWII FPS market once and for all. It should be a hell of a fight. At ease, men. CUBE

GUT CHECK

You got that heroic feelin', whoa that...

"Gut check" is the name that former US Marine and *Medal Of Honor* consultant Dale Dye gives to moments in battle where all sensation is lost and some sort of weird, gung-ho feeling takes over. This manifests itself in-game in the form of hazy slo-mo vision, background sounds disappearing behind the sound of your own breathing and, rather more oddly, infinite ammo and invulnerability for a limited period. Sound a bit like bullet time? It does to us, too. EA is calling it Rally mode and it can be accessed once you fill up the on-screen adrenaline bar. This is done by getting headshots, multiple kills and generally playing as 'heroically' as possible.



Store up your Rally meter and just when it seems all is lost, go mental and save the day!

The infinite health and ammo element of Rally mode sounds a bit silly in theory.



CUBE EXPECTATIONS

THIS COULD BE THEIR FINEST HOUR



- Back in Europe shooting Nazis
- Open, non-linear environments
- Potential for huge-scale battles
- Squad control looks iffy

■ This is graphically far superior to *Rising Sun*, and the sheer intensity the of action facilitated by the vast number of soldiers on screen at any one time make this any *MOH* fan's wet dream. The question is how well the new features – squad and Rally mode – will work. Sometimes you gotta keep it real!

I see dead people







CUBE INFORMATION

GEIST	
PUBLISHER:	NINTENDO
DEVELOPER:	N-SPACE
ORIGIN:	JAPAN
GENRE:	ADVENTURE
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

OCT '05 Q4 '05 Q3 '05

A BIT OF PREVIOUS

MARY-KATE AND ASHLEY: CRUSH COURSE
GBC

DUKE NUKEM LAND OF BABES
PSONE



GEIST

Nintendo to deliver an out of body experience?

THE COMPANY LINE

"FACE CHALLENGES FROM TWO UNIQUE ANGLES"

NINTENDO PRESS RELEASE

CUBE BACKATCHA

We normally save the second angle until the third date.

SINCE THE DEMO was released back in May last year little, has been seen or heard of from *Geist*, N-space's first person adventure title developed exclusively for the GameCube. In fact, so busy were we with the likes of *Resident Evil 4*, *Metroid Prime 2* and *TimeSplitters: Future Perfect* that we'd almost forgotten that *Geist* ever existed. So it was a pleasant surprise when N-Space showcased the game at this year's Game Developers' Conference, reminding everyone that Ninty had another potential chart-topping hit on its hands. "Chart-topping?", we hear you thinking (because we've all got ESP on the CUBE team). "Why so?"

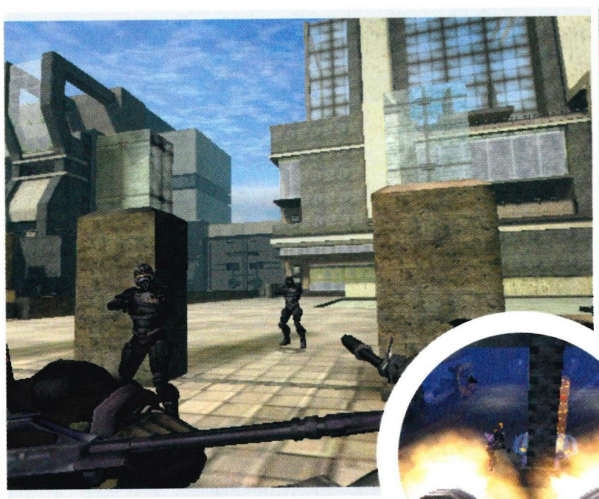
Well, *Geist* is a unique title that does the flip-reversal on typical adventure games by making the protagonist, John Raimi, a spirit. And we mean an actual spirit, not a bottle of gin although that would be a good game too... Anyway, back to the point.

The story begins when Raimi, a disease-control agent for the Feebs, is sent in to investigate the dodgy dealings going on at the Volks Corporation, only to wind up becoming its latest experiment. It goes horribly wrong, of course, resulting in his spirit being torn from his body. Raimi has to locate his body and find a way to return to his physical form while learning the secrets of the corporation en route – not an easy task for someone with no arms or legs.

Thankfully, in his spectral form, time slows down around Raimi, letting him float through gaps in walls or fences and allowing him to possess inanimate objects like computers or cameras so that he can gather important intel on the company or solve puzzles. Equally, Raimi can take solid form by body-snatching animals (in a rather *Messiah*-esque way) or the hapless humans roaming the halls. Brilliantly, once you possess a body, you see everything from their perspective, and your vision changes accordingly. For instance, as a pooch your sight will be slightly blurry around the edges, as would a dog's. It's a small touch, but a neat one.

Taking control of a body isn't as simple as jumping into them though, as Raimi has to scare the creatures before being able to enter their bodies. This can be achieved by possessing objects such as lights or food bowls, which you can wiggle around to scare the bejesus out of anything nearby. Once inside the host, Raimi can control their movements and use their special abilities to his advantage and for his protection... something that is vital since the compound is crawling with genetically mutated monsters including huge spiders. Gah! Handily, when Raimi takes control of a body he can also tap into their memories and

"RAIMI CAN TAKE SOLID FORM BY BODY-SNATCHING ANIMALS SUCH AS RATS"

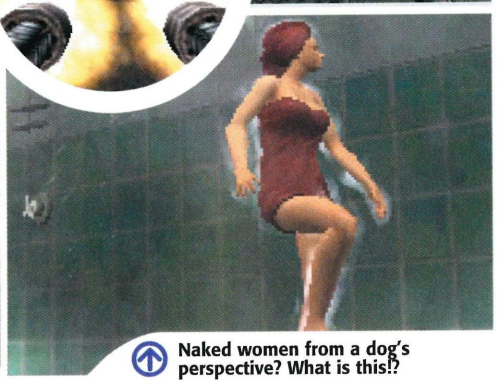




Multiplayer will come down to the big guns we suspect.







Naked women from a dog's perspective? What is this!?

search for vital information that might help direct him to his body (or the women's locker room...).

On top of all that, *Geist* offers a four-player multiplayer mode. Typically, few details have been given out regarding this, although Nintendo has promised that it will "combine fierce first-person combat with unique character possession gameplay", which tells us... well, precisely nothing. If only we had the ability to possess the staff at N-space, then we might get some answers.

CUBE

Awww, come 'ere and give us a kiss you gorgeous thing!



WEAPONS CONTROL

The real ghost hunter

Raimi can't punch his way out of a paper bag, being a dead dude and all, so he has to find other means of defeating the multitude of evil-doers lurking in the Volks Corporation. This is where his possession skills come in handy. Like with any dutifully corrupt company there are plenty of armed guards hanging about the place, so hop into one of their bodies and nab their gun then blast your way through the compound. Run out of bullets? Never fear, just possess another guard (where possible). Of course, you can try the stealthier approach and sneak around the building as a rodent. Nah, give us the gun and a big one at that. BAM! Take that, you corporate whores!



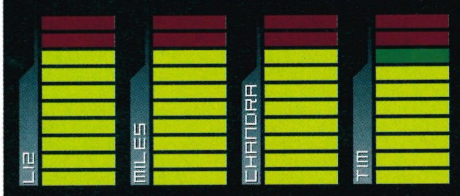
Stuff using weapons, we'll punch your silly blue face in, you moon-assed freak!

We've had enough of stealth. Give us a big gun any day of the week.



CUBE EXPECTATIONS

A MIX OF MESSIAH, METROID AND GHOST HUNTER.



- Possess animals and humans
- Puzzles requiring human and ghost form
- Sounds a bit like *Messiah*...
- ...which was cancelled on the Dreamcast

■ With N-space's rap sheet including the likes of *Mary-Kate And Ashley* we're concerned that it's bitten off more than it can chew, but the game is certainly unique and if done well will be awesome. Only time will tell, though, and the constant delays suggest that all may not be as well as we'd like to think...

IN DEPTH

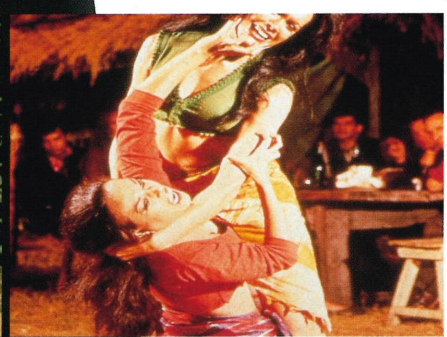
FROM RU

That's Mishter Bond to you!

GOLDENEYE. THERE, SAID it. Now let's move on. *Rogue Agent* proved conclusively that making a *Bond* game without Bond was a pretty silly idea. Yeah, yeah, you could have told them that from the get go, right? So could we. It was wrong. It's not without irony, then, that EA's next 007 project is about as Bond as you can possibly get. It's only when you start sifting around the internet you realise how many *Bond* games there have actually been – there's dozens of the perishing things. None, however, to tie in with









CUBE INFORMATION

FROM RUSSIA WITH LOVE	
PUBLISHER:	EA
DEVELOPER:	EA REDWOOD
ORIGIN:	US
GENRE:	BOND-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

Q4 '05 TBA Q4 '05

PREVIOUS

FROM THE MAKERS OF...

GOLDENEYE: ROGUE AGENT

■ Sometimes trying something new is a good idea. Sometimes it isn't. This isn't.



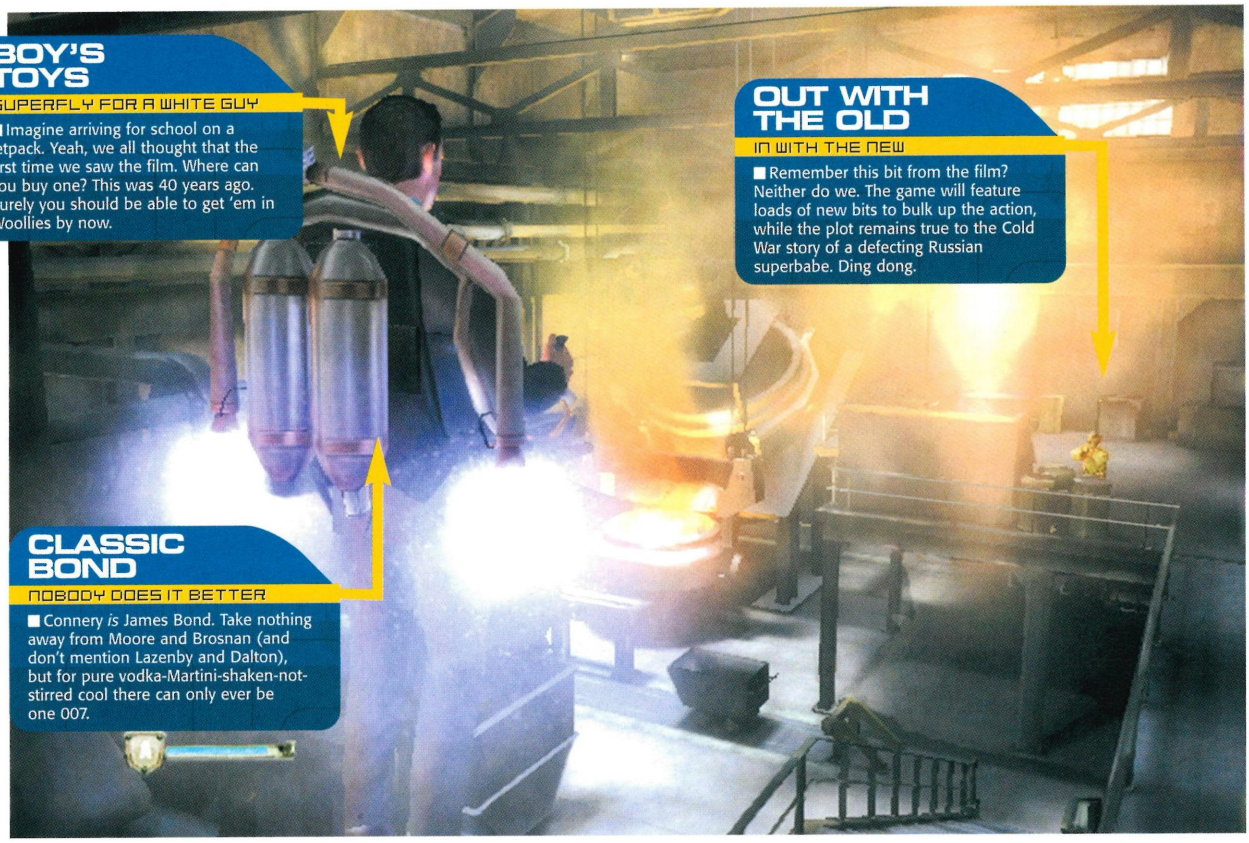
TOTALGAMES.NET RATING: 86

"EA'S NEXT 007 PROJECT IS ABOUT AS BOND AS YOU CAN POSSIBLY GET"

SSIA WITH LOVE

any of Connery's Bond outings – odd really, considering this is widely regarded as the definitive era for the franchise. Before the silliness of the Roger Moore years, Timothy Dalton's misjudged attempt at a grittier realism and Brosnan's technology-driven and overly self-referential stint, 007 was straight-up cool; inscrutable and suave without a hint of smugness.

From Russia With Love is, for many, the definitive *James Bond* vehicle: Robert Shaw is the classic henchman, we're introduced for the first time to Ernst Blofeld – the archetypal Persian-cat-stroking uber-villain – and, of course, SPECTRE, an organisation that makes the Mafia look like school kids who nick Mars bars from the sweet shop. The story is far more intelligent than later instalments, centring on a



BOY'S TOYS

SUPERFLY FOR A WHITE GUY

■ Imagine arriving for school on a jetpack. Yeah, we all thought that the first time we saw the film. Where can you buy one? This was 40 years ago. Surely you should be able to get 'em in Woollies by now.

OUT WITH THE OLD

IN WITH THE NEW

■ Remember this bit from the film? Neither do we. The game will feature loads of new bits to bulk up the action, while the plot remains true to the Cold War story of a defecting Russian superbabe. Ding dong.

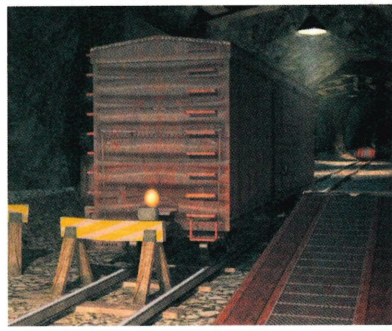
CLASSIC BOND

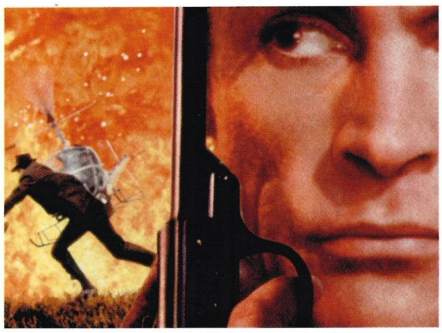
NOBODY DOES IT BETTER

■ Connery *is* James Bond. Take nothing away from Moore and Brosnan (and don't mention Lazenby and Dalton), but for pure vodka-Martini-shaken-not-stirred cool there can only ever be one 007.

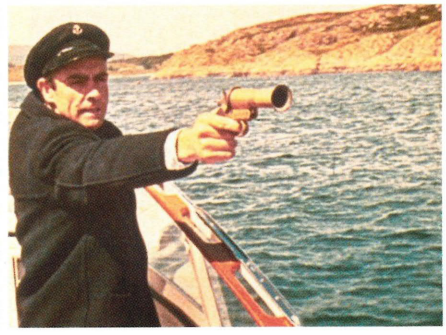






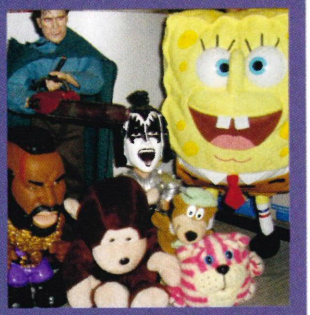








IN THE CUBE WITH...



THE FROM RUSSIA WITH LOVE TEAM

EA REDWOOD SHORES

CUBE: Of all the *Bond* movies, why *From Russia With Love*?
EA: Electronic Arts has successfully based videogames on several of the later films, but decided to delve into the earlier films for its latest game, *From Russia With Love*. [It's] one of the most popular *Bond* films among fans and has all the elements to make a great video game – exotic locations, beautiful women, a compelling story and truly evil enemies.

CUBE: Did the fact that this movie is more story- and less gadget-driven than later *Bonds* make designing the game more of a challenge?
EA: *From Russia With Love* made the most of its gadgets to create an exciting movie experience. The game will use the famous gadgets from the movie, and others inspired by the movie and era to create the ultimate *Bond* videogame experience.

CUBE: How closely will it follow the movie?
EA: The game will feature movie-based missions as well as original, action-intensive sequences. There are new scenes, characters and storylines. Much like any game based on a film property, there is the need to increase the amount of content for the game.

CUBE: When talking about *Bond* games on Nintendo consoles, *GoldenEye* inevitably crops up. *Everything Or Nothing* was decent but not outstanding, while *Rogue Agent* wasn't up to scratch. How much bearing will this have on *FRWL*'s development?
EA: The developer understands that gamers are looking for a compelling multiplayer as well as single-player experience. *From Russia With Love* promises to deliver a powerful multiplayer experience. The game is using a brand new engine with new maps and a variety of new multiplayer modes.

CUBE: What can you tell us about the style of gameplay and any special features? Is it more action or adventure, first-person, third-person…?
EA: It's a third-person shooter with new gameplay mechanics including RPG elements, fully integrated vehicles, Car Chase Camera, jetpack, focus/zoom mode, and stealth missions. There'll also be a Deathmatch, and over a dozen weapons and classic gadgetry with modern mechanics.

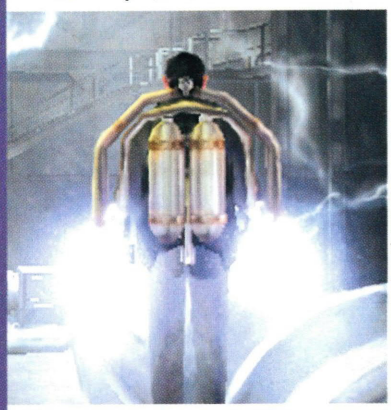
CUBE: Will you be getting Sean Connery to provide the voice?
EA: Yes we will.

CUBE: Are there any additional challenges you've had to overcome to bring a 40 year-old film to a modern console?
EA: *From Russia With Love* is one of the all-time classic *Bond* films. The developer has a healthy respect for the movie, but realise certain changes need to be made for the film to translate to an exciting interactive experience. The result is a videogame that stays true to the movie, but is also a cutting-edge game.

CUBE: Is this the start of many more classic *Bond* movie tie-ins?
EA: The *James Bond* movie library is packed with films that would make for great videogames. EA has not announced plans to make any more games based on the classic films, but is not ruling out the possibility.



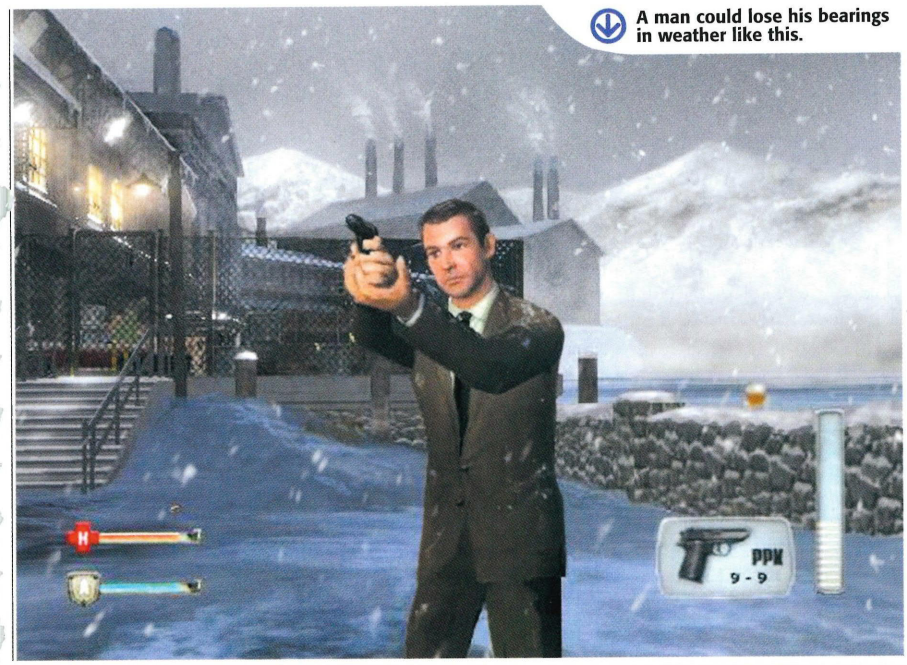
Gromit, the fart machine has gone crazy! Quick, turn it offffff!







"THE GUY'S BEEN BOOZING, SCHMOOZING AND SHAGGING FOR 44 YEARS NOW"



A man could lose his bearings in weather like this.





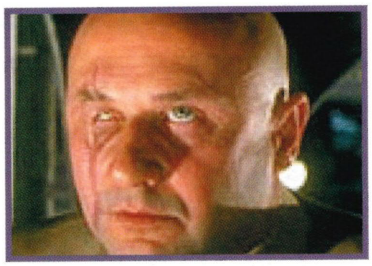
This is my Walther PPK and you, sir, are about to feel its shting.

Yes, I know he's behind me, but I have to look enigmatic for a moment.

BLOFELD TO DR EVIL

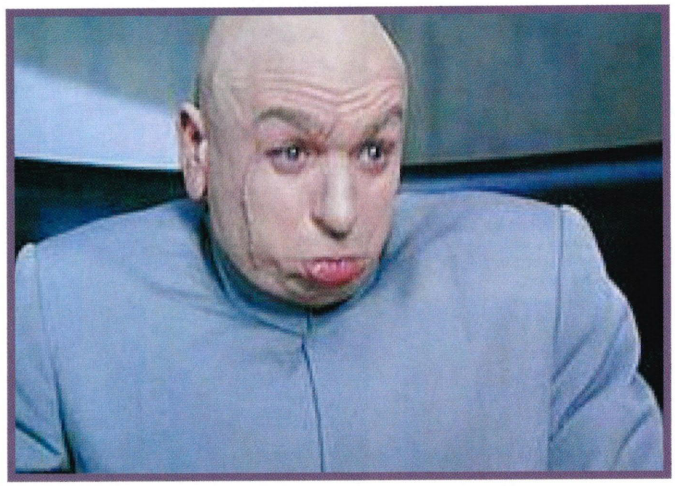
I shall call him Mini Me

We all laugh at the hilariously clichéd evil supervillain parody as portrayed most famously in the *Austin Powers* films and as Inspector Gadget's arch nemesis The Hooded Claw. In 1963, though, the man with the strange suit and the spoilt cat who inspired so much pastiche was indeed the world's most villainous character. Ernst Blofeld first appeared in *From Russia With Love* and popped up periodically in later movies until finally getting offed in 1981's *For Your Eyes Only* during Roger Moore's horrendously camp stint in the hotseat.



Blofeld was portrayed by a few actors, but Donald Pleasance is the man.

Throw me a frickin' bone, "laser beam", one million dollars and so and and so forth.



CONTINUED tug-of-war between the British Secret Service, SPECTRE and the CIA to get their hands on a Russian decoding device in the possession of a potential defector. Female and lush, obviously.

EA is aiming to recreate the Sixties through score, architecture, vehicles and the style of the time – and yes, Sir Sean of Connery himself is on board to voice Bond for the totally authentic experience. In keeping with current trends, the main character will be 'your Bond'. In other words you'll be able to buy upgrades and equipment to suit your tastes as the game progresses, although details of exactly how these features will be implemented have yet to be revealed.

The game will follow the story of the film including many classic sequences mixed in with original new sections comprising RPG elements (we guess this refers to the upgradeability of the main character), action (natch), driving (of course) and the chance to get airborne with every kid's dream toy, the famous jetpack (awesome).

There's also going to be a multiplayer mode which we know will include deathmatching but EA, in that user-friendly way it has, describes it as an "addictive and social multiplayer experience". Does "social" refer to a co-op element, or is this simply to reiterate that this is a non-solitary multiplayer mode? In effect, a multiplayer mode that features – get this – multiple players.

The world needs a decent new *Bond* game – 007 is the most enduring hero of our time. Come on, the guy's been boozing, schmoozing and shagging for 44 years now, and found time to topple international crime syndicates and save the world on multitudinous occasions. He demands your respect and he wants you to play with him. Oh yeah, it's got Mish Moneypenny in it too. Surely shome mishtake? Well, no, it was actually just a clumsy way of making the same Sean Connery joke we did in the intro on the previous page. Not that there's much to take the mickey out of when it comes to Connery's voice. He was still voted one of the world's sexiest men even in his sixties, and girls all go squirly for that accent, so we'll leave it at that.

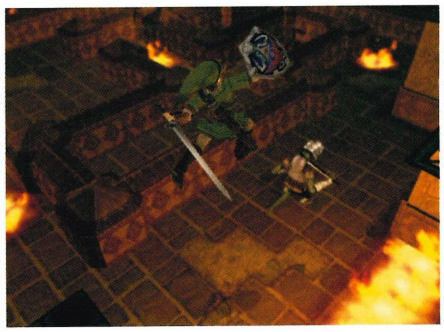
More pertinently, there'll surely be no mishtake from EA with this one. It has a couple of dodgy 007s under its belt, but now's the time to give us the game we want. And ladies. We want ladies too. Except Liz who, incidentally, is the only woman in the world who doesn't go squirly for Sean's lilting Celtic tones. Weird. CUBE

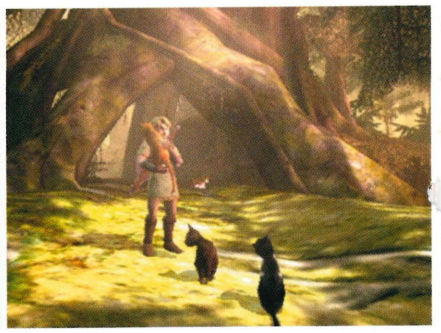
CUBE SAYS...

FIRST IMPRESSION

■ We've only a few screenshots and very little information to go on at the moment. As you can tell from the Q&A on the opposite page, EA isn't exactly falling over itself to offer any details. Based on the track record of the last couple of *Bond* games you'd be forgiven for thinking this might turn out to be rather bland. But with the presence of Sean Connery, a whole new development team and arguably Bond's greatest screen adventure providing the inspiration, this could be EA's chance to prove nobody does it better. Or maybe it was just an excuse for a cheap pun. Who knows. CUBE









CUBE

INFORMATION

THE LEGEND OF ZELDA	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

DEC '05 NOV '05 NOV '05

PREVIOUS

FROM THE MAKERS OF...

MARIO KART: DD!!

Mario Kart goes all twin-seater and full 3D on our arse.



TOTALGAMES.NET RATING: 94

That hammer is as big as Link, but it's nothing next to our Master Sword. Bring it the heck on.



THE LEGEND

Astounding new screens and footage to knock you for six!

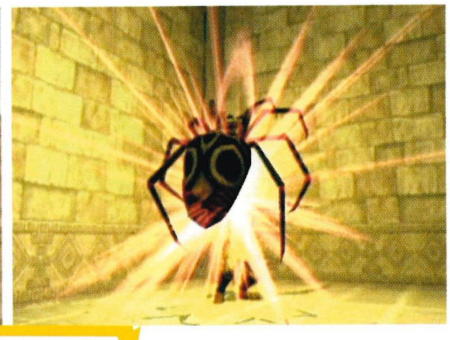
IF THERE'S ONE area in which Nintendo never fails to impress, it's the element of surprise. The Game Developers' Conference piqued the interest of the gaming industry because it was there that Nintendo president Satoru Iwata would reveal the first solid information about both Revolution and DS online. And while Nintendo had everyone's attention, it also chose to show something rather special: a brand new trailer for the next instalment of the *Zelda* series. Nobody expected to see anything new until the week before E3.

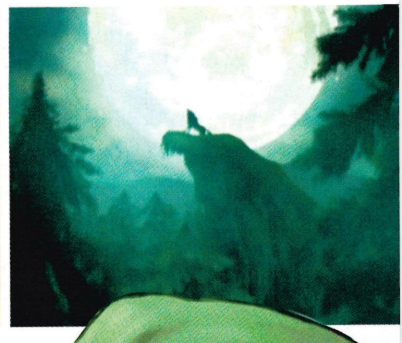
As if it wasn't already the most anticipated game of the year, the new trailer plants a new confidence in our hearts following recent lacklustre efforts

"THE NEW ZELDA TRAILER PLANTS A NEW CONFIDENCE IN OUR HEARTS"









EVIL EYES

SMALL BUT DEADLY

■ Evil has been unleashed upon the land and these demons are the result. They aren't that big in the forest levels, but just you wait until they grow up and take to the plains...

BORN LIPPY

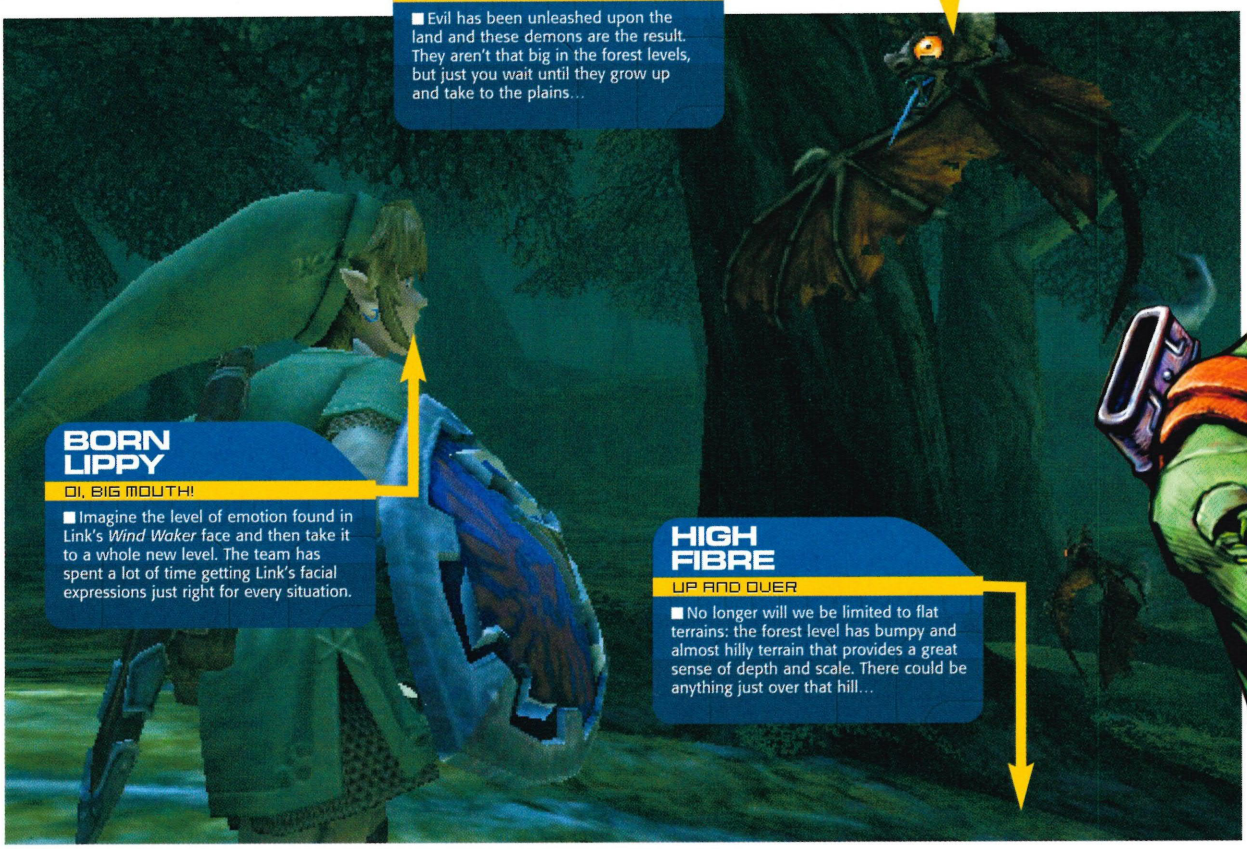
OI, BIG MOUTH!

■ Imagine the level of emotion found in Link's *Wind Waker* face and then take it to a whole new level. The team has spent a lot of time getting Link's facial expressions just right for every situation.

HIGH FIBRE

UP AND OVER

■ No longer will we be limited to flat terrains: the forest level has bumpy and almost hilly terrain that provides a great sense of depth and scale. There could be anything just over that hill...





OF ZELDA

like *Star Fox: Assault* and *Mario Party 6*. The trailer mixed familiar sights of Link on horseback with a slew of brand new dungeons to provide a captivating and utterly magical end to an already impressive speech from Iwata.

Despite the trailer being only a few minutes long, there are so many new aspects to the game to talk about. First, as well as riding on horseback Link can swim and dive down into water. One sequence showed him treading water in a stunningly lush and detailed glade. The surrounding forest was like nothing we've ever seen in a *Zelda* game and had a magical feel to it. The team has obviously





It seems that Link can swim and dive without the need for upgrades.









"ALL THE MAGIC OF OCARINA OF TIME WITH A FAR DARKER AND MORE MATURE THEME"



Horseback combat is going to rock, you just know it.

AN ANCIENT EVIL

Doesn't eeeevil ever take a holiday?

The storyline in the new *Legend Of Zelda* appears to be a simple case of good versus evil. While the dark of the night has always been home to evil, just recently something has empowered the ghouls and the undead of the world to venture into the light; in extreme circumstances, groups of winged demons have been terrorising the farms and villages that line the open plains. Link's mission is to get to the bottom of what it is that's empowering these demons before they completely dominate the land. We're guessing that Ganondorf will have a hand in this one, but there's no sign of him at this early stage. In one dungeon, warrior spirits make an appearance – it seems that Link has to have a visual upgrade to enable him to see them.



Next month you'll get to see the new trailer. Here Link scans a dungeon... then these ghosts suddenly appear everywhere.

CONTINUED

been inspired by Mr Tolkien and his Ents, as we also get to see Link following a 15-foot-tall creature of the woods. Covered in moss and lichen, it is obviously friendly and is there to show Link the way through the treacherous forest (which, for some undoubtedly important reason, is full of cats, which Link can pick up and carry around). As we revealed some months ago, this forest changes dramatically with the time of day; you're free to explore it in full daylight, but at night it's a very different story.

Followers of the game will already have seen the gangly black creatures, but now we've seen another enemy: winged demons. It seems that the forest is home to these creatures in their juvenile stage. They're enough of a handful even at this size, but that isn't the half of it; once they grow up they can boast a wingspan of around six metres, and they spend their time attacking people on the wide open plains of Hyrule. In one part of the trailer, Link tackles a group of six adult demons – on horseback.

By the looks of things you get to control your horse (probably Epona, but this is unconfirmed) with the analogue stick, while targeting and firing your flaming arrows comes courtesy of the R and A buttons. If a wounded demon falls in Link's path, his horse will actually trample on it, rather than just glitching through it.

This is just the tip of the iceberg as far as new features are concerned. Another new section takes place on a hilly ruin. It resembles the forest, albeit with far larger trees and more open areas that are filled with broken structures and gravestones. This area is home to Salfos (skeletons) and undead hyenas. The hyenas travel in packs, and are literally piles of bones with bits of rotten flesh hanging off their stinking carcasses. This area really portrays the feeling of being in an evil forest, and this is helped no end by the depth that the level design allows. The ground is uneven and hilly in places, and the land is made up of slopes that fade off into the distance – just like a real forest. It sounds like a tiny detail, we know, but we can't think of any other games that really portray such scale of height and depth so well.

Yet another scene takes place in what appears to be a crypt. The walls are dripping with moisture and slime and, while the dank network of corridors appears to be lifeless, it's not too long before you realise that there are ghosts all around you. You can read more about that in the 'An Ancient Evil' box (above).

Fans of the traditional dungeon structure are in for a treat, too. You'll be pleased to hear that the classic flaming dungeon makes a return, but more important is the inclusion of a level infested with giant spiders! If you're not on your guard, the spiders will jump on your back and trap you in a cocoon within seconds. The only way to break free is to charge your sword and use Link's spin attack, then knock them down and finish them with a jumping stab. The boss at the end of this level is a building-sized queen spider that chases you down a long passageway while you duck and dive out of the way (much like *Resident Evil 4*'s Salazar Statue section).

We have to say, our anticipation for this game equals that of *RE4* after we'd played the E3 demo. It's difficult to describe, but the new trailer fills you with that classic feeling of Nintendo at its best... in fact, it's even better than that, because this game shows Nintendo adapting and moving forward. *The Legend Of Zelda* has all the magic of *Ocarina Of Time*, albeit with a far darker and more mature theme. Despite being a completely different game to *RE4*, we can't help but think that Nintendo has been inspired by Capcom's efforts. It's times like these that we're hands-up proud to be a Nintendo magazine.

E3 (mid-May) will provide the first opportunity to play what we already know will be a stunning game. What's that? You want to watch the trailer? Of course you do, so you'll be pleased to hear that on next month's DVD we'll have the E3 '04 trailer (come on, you know you want to see it again) as well as the GDC '05 trailer. CUBE

CUBE SAYS...

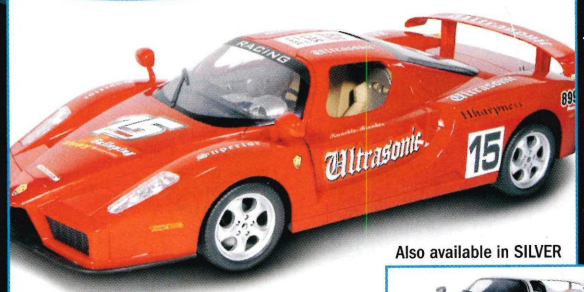
FIRST IMPRESSION

■ This is the game that everyone has been waiting for since *Ocarina Of Time*. *Majora's Mask* and *Wind Waker* were amazing but, when it comes to really taking the series forward while appealing to the mass market at the same time, this is the biggie. The mature graphics and theme will appeal to a far wider audience than *Wind Waker* did, and we can't wait to be a part of its success.

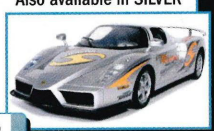
CUBE

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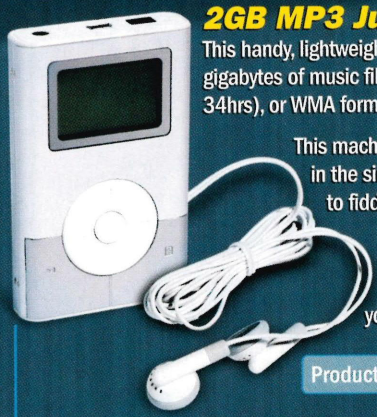


Product Code: MAX692 £59.99+P&P

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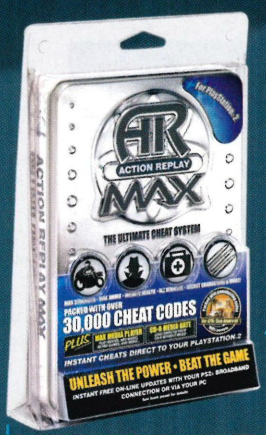
Product Code: MAX618 £199+P&P

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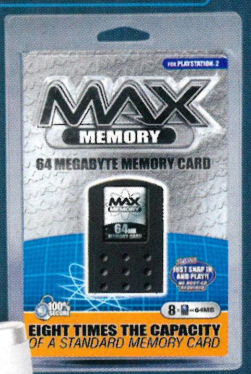
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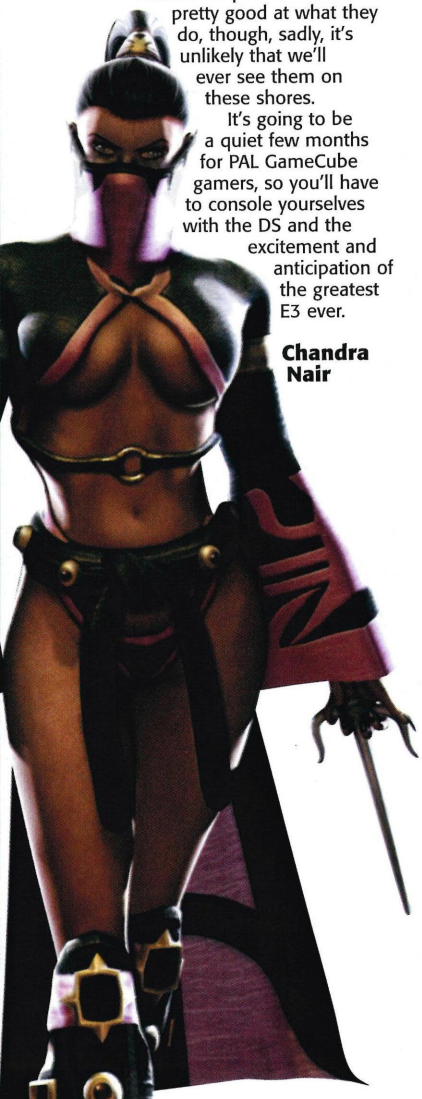
REVIEWS

ADMITTEDLY, IT'S A bit of a lame month for PAL releases, but we fully expected that, what with it being the DS launch period. That said, *Splinter Cell: Chaos Theory* will apparently be in the shops in mid-April, but Ubisoft won't send us review code because it isn't finished yet. Genius. Nope, it doesn't make sense to us either, so we'll have to wait and see whether it actually hits the shelves on time. Either way, you should wait for the full review before you buy it.

The PAL offerings we can review are very average. *Ghost Recon 2* proves that, for every triple-A title in the works, Ubisoft also has a C title. *Dragon Ball Z* is as *Dragon Ball Z* does, *Robots* is your typical kid's film licence tie-in and *Kao* is utter tripe, so it comes down to the import titles to impress. *Naruto* and *Mortal Kombat* in particular are pretty good at what they do, though, sadly, it's unlikely that we'll ever see them on these shores.

It's going to be a quiet few months for PAL GameCube gamers, so you'll have to console yourselves with the DS and the excitement and anticipation of the greatest E3 ever.

Chandra Nair





MORTAL KOMBAT: DECEPTION

One of the casualties of Nintendo's non-committal online stance (which has now changed, thank the Lord) has now resurfaced. Two extra characters and touched-up graphics make it the definitive version, even though it is six months late...

62

CUBISTS

What with *Robots* and *Kao*, this month is all about double-jumps. What's your favourite double-jump?

MILES GUTTERY



EDITOR CUBE

Some people reckon double-jumps need to involve a somersault, but I say no. Double-jump somersaults are usually hapless, flailing affairs that jar uncomfortably with the pure elegance of the concept.

CHANDRA NAIR



DEPUTY EDITOR CUBE

I think they're a stupid idea unless the character actually has a reason for them – like Samus' Jump Boots, for example. Mario's is cool, but it's not really a double-jump as he hits the floor to do the second jump. How can you jump off air? Derrrrr...

RYAN KING



STAFF WRITER CUBE

The definitive double-jump is a normal leap (arms in the air, body at full stretch) followed by a somersault. That is the classic double-jump and will forever be the classic double-jump. No triple-jump. No floating. Just pure double-jumping.

TIM EMPEY



SUB EDITOR CUBE

Oro's in *Street Fighter III: Third Strike*. I can't use the freaky one-armed git but someone stripped half my energy using him online. That's stripped as in juggle-comboed – I didn't touch the floor, I couldn't fight back.

LIZ MORRIS



NEWS EDITOR CUBE

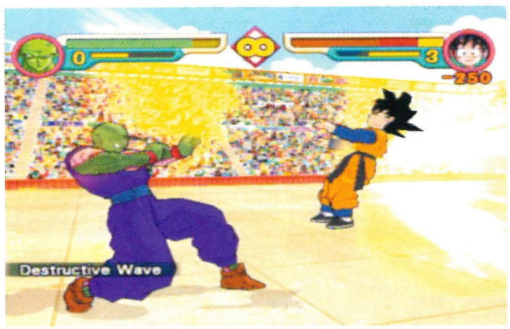
I'm a jump-followed-by-a-somersault-type gal myself, although I agree with Chandra Bear that the whole "jumping off air" thing doesn't make sense. Still, I always miss double-jumping when I can't do it. Catch 22, innit?

LEWIS SOMERSCALES



SENIOR DESIGNER CUBE

Double-jumps... don't get me started. They're pointless – why don't they just jump higher in the first place, or even climb up? Double-jumps aren't real, they're rubbish. And cows are stupid too. Yeah, that's right, you heard.







DRAGON BALL Z: BUDOKAI 2

54 It'll sell bucket-loads because it's *Dragon Ball Z*. That doesn't mean to say that it's any good, though. *Naruto 3* is far superior, but then that's not coming out over here.

ROBOTS

56 Looks okay. Plays okay. Smells okay. But, you know, it's for kids, and as a kids' game it's okay. We're just going to sit on the fence and say it's for kids and it's okay – ha ha!

KAO THE KANGAROO: ROUND 2

58 Just when we thought this issue's review section was going to be full of average games. *Kao The Crock-o-poo* comes along and proves us wrong. Why, oh why...

NARUTO: GEKITOU NINJA TAISEN! 3

60 The *Naruto* beat-'em-ups have slowly got better and better, and import gamers now have the chance to get their hands on the best version so far.

CHAOS FIELD EXPANDED

66 It's a competent remake of an ageing Dreamcast shooter, but how much effort would it have taken to make it look like a GameCube game? Not much, we'd bet...

50 As if it isn't bad enough that this game is a technical minefield, there's also the fact that it's based on the sketch PS2 version of the game rather than the strategic Xbox version. Oh, and it came out on those systems last year. Sort it out, Ubisoft.

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**.

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



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

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.

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, but do they really mean anything? Of course they do – here's a detailed look at what we're saying with those all-important numbers...

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

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

RATING 5.0 — **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.

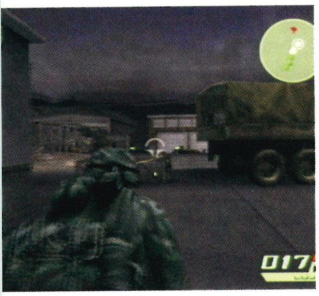
RATING 2.5 — **4.9 > 2.5**
If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault, really.

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

SHIPSHAPE

A US destroyer gets sunk, men in suits panic. Who they gonna call?













Ghosts with the most





CUBE

INFORMATION

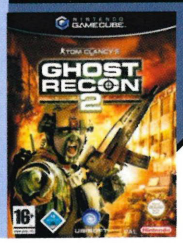
GHOST RECON 2

PUBLISHER:	UBISOFT
DEVELOPER:	RED STORM
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	17 BLOCKS

STATS

- THE RETURN OF THE GHOSTS
- 11 MISSIONS
- COMMAND A TEAM OF FOUR
- SOLO 'LONE WOLF' MISSIONS

OUT NOW | TBA | OUT NOW



GHOST RECON 2

The ugly duckling in the Clancy pond gets a make-over… or does it?

WE REVIEWED the original *Ghost Recon* about two years ago so there's no accusing Ubisoft of milking the franchise. Unless you count the whole of the Clancy cash cow as come kind of bovine war/stealth genre in itself, that is.

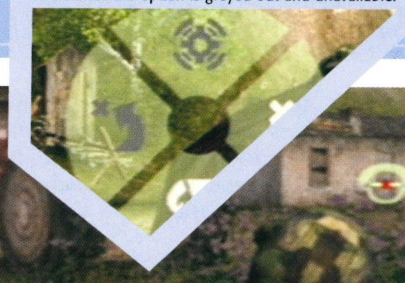
Ghost Recon plays obvious second (or third) fiddle to *Rainbow Six* and *Splinter Cell*, and has struggled to carve out a niche for itself; *Rainbow Six* has gone a bit more gung-ho in its evolution but retains its squad-based strategy heart, *Splinter Cell* has taken the sneaky-sneaky approach and pretty much cornered the market, while *Ghost Recon* re-emerges barely recognisable from its predecessor. If you read our review of the original you might think this is a good thing. We suggested at the time it was a great game, strangled by constant glitching, poor graphics and dodgy AI. Well, don't be too optimistic, as duff visuals are one thing the sequel has in common with its older brother. Inexplicably, Red Storm has elected to dump all the potentially good elements and turn *Ghost Recon 2* into a much more basic action game with strategic affectations.

The idea of two fire teams has been ditched, as has the ability to switch between team members. You now play as one character backed up by three NPC drones over which you have some basic control via a drop-down menu. Holding the ▲ button brings up four icons representing different orders: you can instruct your team to hold position or form up, tell them to lay down a suppressing fire over a designated area, lob grenades at a specific target or send a man out on point if you suspect an ambush up ahead.

The first obvious limitation of this system is that there's no way to send two of your men to different positions, which instantly removes a whole chunk of tactical possibilities. What's the point of having four team members if you can't split them up? For the most part all they do is add a bit of back-up firepower but even this causes irritation, mainly due to their inherent dumbness. They go where you tell them but they won't take cover if they get in trouble, so half the time it's better just to tell them to stay put



FIRE IN THE HOLE: You can order your men to throw grenades at well dug-in enemies but, inexplicably, sometimes the option is greyed-out and unavailable.



READY FOR ORDERS

YESSIR
These are all the orders you can issue to your mentally challenged team. From the top clockwise: lay down suppressing fire, chuck grenades, regroup/wait and walk point.

You ain't seen me. Camouflage, see?

Beyond this rock is death or glory. Who's with me, guys? Guys?

Is that gun enormous or just in the foreground? Hmmm.

ON THE LEVEL

Where's the replayability?

Disappointingly for a game with strategic pretensions, the levels are very linear in construction and enemies always crop up in the same place, giving very little reason to return to completed levels and also offering little scope for a truly tactical approach. It boils down to making your way steadily from point to point, keeping an eye out for ambushes on the way. Should you fail, you'll know where trouble lurks in advance, meaning that replaying levels feels like a chore rather than a new challenge each time.





somewhere safe while you take care of business yourself.

The problem is made more acute by their inability to hit the metaphorical barn door with the proverbial bazooka. It's not uncommon to see two of your guys blazing away at point blank range for several seconds before finally taking a target down, sustaining heavy damage in the process and leading you to swear profusely at the screen. What do they teach these so-called soldiers in soldier school? Not lying down, that's for sure. One particularly sweet encounter involves using a bazooka to take out a tank. Stealthily our heroic team leader, crawling on his belly, inches his way into a firing position. It's slow going, but eventually he gets in range with the tank crew still blissfully unaware that several pounds of high explosive are about to slam into them courtesy of Uncle Sam. Easy does it, take careful aim... blam! Our entire team wiped out.

How did this happen? Did we accidentally fire the rocket too close to the wall and blow our own team up? No – while we were taking such careful and precise aim from a position of cover, one of our buddies came marching up behind, bold as you like, to see what was going on and took a tank shell in the face. The resulting explosion took out the rest of the team and this was not an isolated incident. Special Forces? Special needs, more like.

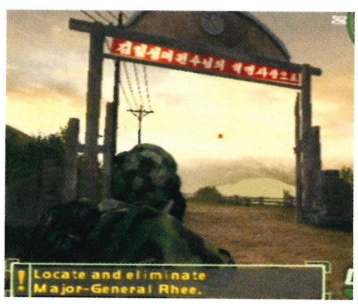
Why is this still such an insurmountable problem? It was a problem with the original *Rainbow Six*, but that was a lot of years ago. It was still a problem in the first *Ghost Recon*, and that was two years ago; there's no excuse for not having got it sorted out yet. How hard can it be to write an AI routine where NPCs head for cover if they come under fire or, in our case study, follow your lead and hit the dirt when you do? It smacks of laziness and keeps you from getting immersed in the action.

"RED STORM HAS ELECTED TO DUMP ALL THE POTENTIALLY GOOD ELEMENTS AND TURN GHOST RECON 2 INTO A BASIC ACTION GAME"

2ND THOUGHTS
FLY SOLO AND DIE

■ *Ghost Recon 2* is a squad shooter. Except there's no squad! Great idea. There *is* a squad but they'll run into tanks and die, throw grenades at scenery and blow themselves up, and refuse to follow orders. Awesome. And so you march into battle, taking on an army quadruple its normal size to account for the fact you have quadruple the firepower alongside you in three extra soldiers. Except they all died at the start of the level. Awesome.

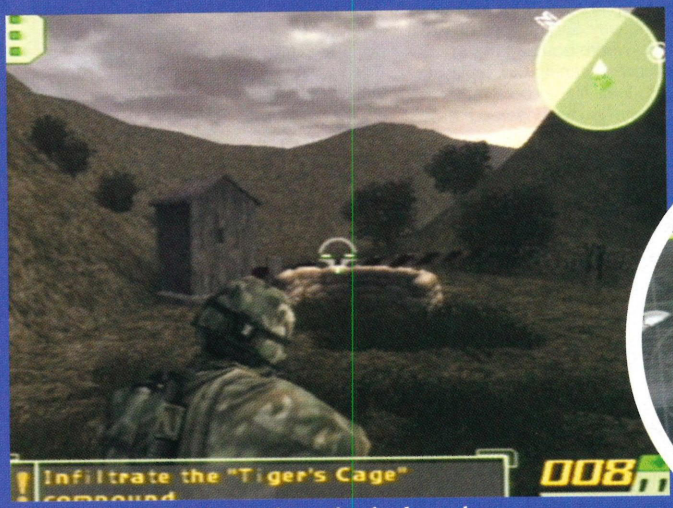
RYAN





YOU AND WHOSE ARMY?

Every few assignments you'll get a Lone Wolf mission to tackle, which is a lot like a normal mission except you're on your own and you have slightly better equipment. The most significant difference is you have the ability to call in an airstrike, but other than that there's no real change to the dynamics of play. Actually, it's a relief to be rid of your bungling squad, which says a lot about the rest of the game. Lone Wolf missions also grant you slightly better armour but not the one really cool feature from the Xbox version – a gun with a built-in targeting camera that basically meant you could point the thing around a corner while remaining out of sight and pick off enemies in the camera viewfinder. It looked cool. It *was* cool. It's not in the GameCube version. Arses.



Edge forward, look around, crouch, edge forward a bit more. There's a lot of this.





You gotta love that Night Vision. Like living inside a vast lime jelly.

You'll spend a lot of time reading the loading screens. A LOT of time.

CONTINUED

Accusations of laziness can also be levelled at the fact this is a PS2 port. The PS2 version suffered some nasty slowdown and to see such a basic graphics engine juddering and stuttering every time something explodes or it has to load in a new bit of scenery is little short of dire. Okay, everything can't look like *Resi Evil 4*, but we should be able to expect certain standards. It does actually affect the gameplay as well, which is unforgiveable: on occasion the whole thing will lock up for maybe half a second and if you happen to be moving the controller at that moment you can suddenly find yourself facing in the opposite direction or your gunsight unavoidably zipping past your target, enabling them to get off a couple more rounds before you're finally able to take them out. Loading times are outrageous, too.

The last *Ghost Recon* was a great game stuck in a crap game's body. If you were prepared to overlook all the obvious problems there was still plenty to be got out of it. This version has no such saving graces. It sits in a strange middle ground between action and strategy and fails to deliver the goods on both counts. It's tactically limited while lacking the finesse and immediacy of control



BEDKNOBS AND BOOMSTICKS

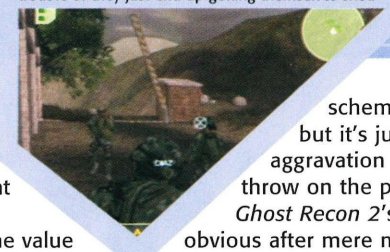
Standard kit for any mission involves grenades, rifle, sidearm and something more fun, like a personal rocket launcher. Us? We love the smell of napalm in the morning.



Affirmative, I will destroy the big refinery tower. Must... destroy... tower...

That big green blob to the right is your threat display. It's all clear.





LEAVE IT TO ME: In many situations you're better off telling your men to wait behind while you deal with any trouble or they just end up getting themselves shot.

you get with the average FPS. Moving around is done from a kind of three-quarter-person, over-the-shoulder viewpoint that works okay in open spaces. However, every action has a time value attached to it, be it changing a weapon, issuing in order, altering rate of fire or crouching/going prone. Each action takes maybe a second to perform which, in the case of altering stance, doesn't feel fluid. Why can't you just drop instantly?

It's also irritating if you make a mistake while issuing orders. Your guy has to go through his little animation, you can't cancel it and you can't issue another order until he's done. It's not hugely significant in the grander scheme of things but it's just another aggravation to the throw on the pyre.

Ghost Recon 2's flaws are obvious after mere minutes; you think you're in for a much deeper experience but it turns out to be a totally linear shooter. This should have been *Ghost Recon* with the AI problems, graphical glitching and general shoddy PC-hand-me-down presentation taken care of. As it is, the graphics are still rough as a badger's arse, the AI is as remedial as ever and the slimmed-down strategic side effectively eliminates the only reason there was to play it in the first place. **MILES**



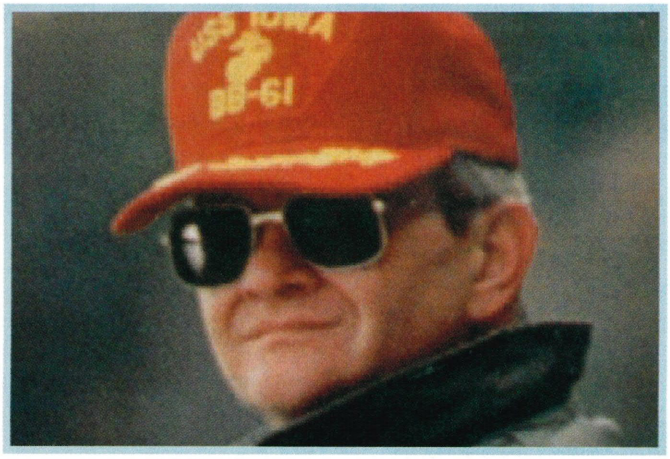




WHOOP! WHOOP! THAT'S THE SOUND OF AMERICANS

Who you calling a Clancy boy?

Tom Clancy has always been about the American defenders of democracy fighting the injustices of foreign powers with dubious morals – he must have feared his gravy train was about to get derailed when the Soviet Union started to break up. Luckily, the Balkans and Middle East have since provided a rich vein of inspiration for more espionage, intrigue and hi-tech gunplay; *Ghost Recon 2* has you sticking it to the North Koreans. Just for the record, they don't like it up 'em.



"IT SITS IN A STRANGE MIDDLE GROUND BETWEEN ACTION AND STRATEGY"

CUBE VERDICT

GHOST RECON 2

THESE GHOSTS ARE BUSTED

VISUALS
Passable when static, but some chronic slow down.

AUDIO
Usual chatter, guns and stuff blowing up.

GAMEPLAY
Not so much run 'n' gun as run – it's crap.

LIFESPAN
Some missions are tough, but no replay value.

ORIGINALITY
Tries something slightly new. Fails. It's a mini adventure.

CONCLUSION

WHAT THE HELL happened here? *Ghost Recon* had real potential and just needed the graphics and AI sorting out to turn it into a first-rate tactical action game. Two years later and the sequel is far less playable than its predecessor, thanks to over-simplification that adds nothing to the original concept.

ALTERNATIVE

Flawed but effective action strategy from the Clancy stable.



RAINBOW SIX 3
Reviewed: 34 CUBE Rating: 8.2

FINAL SCORE

5.9



Dragon brawlz

DRAGON BALL Z: BUDOKAI 2

Here he comes to save the day – oh, it's just Kid Trunks

DUNNO IF you've noticed, but some of us on CUBE really rather like fighting games (actually, it's everybody bar Miles, he's too busy playing golf, *Pro Evo*, *MOH* and buying household sundries like swing-bins and toilet-roll holders), from *Street Fighter III: Third Strike*, via *Virtua Fighter 4 Evolution*, *Tekken 5* in the distance. Heck, even *Mortal Kombat* and *Super Smash Bros* got played more than they should just because they're fighting games.

The one we play the most is *SFIII* (Miles doesn't play it at all after being kicked out of the *SFIII* gym [we've a ranking ladder going on with weekly challenges] after branding it "for losers" and then going shopping for a draining board – the bottler). Therefore, it's generally felt around the office that *SFIII* is the pinnacle of fighting games, 2D and 3D. And this is what we're using as a measure for *Dragon Ball Z*. Oh, *Naruto 3* too – it's reviewed in a few pages' time.

But before we get into the fighting mechanics let's deal a little with the improvements over the PS2 version that came out over a year ago (bearing in mind that *Budokai 3* is available on the PS2 now too). The main crux is Dragon mode in which you have to hunt down the seven Dragon Balls before your spiky haired enemies get them. You do this by travelling around a board, picking up power-ups and extra abilities until you run into an enemy, who you then usually have to beat three times before they go away.

No branching storylines – once you complete your mission that's the level over and you're on to the next board. There's not much strategy involved – just get to the Dragon Ball icon before the enemy and you're onto a winner. For the GameCube new costumes have been included and the stages now have a night-time version...

Right, sod it, this is getting dull – onto the fighting, that's what we're here for. By tapping the buttons you perform combos; tap enough buttons and the combo will usually end with a fireball – actually it always ends in a fireball. Even a move cunningly called the Milky Cannon – that's a fireball. Not a cool poke of a fireball that you can use to buffer opponents, or super-cancel blissfully into a Shinku-Hadoken... just an energy bar-draining, one-hit fireball.

More combos are unlocked by picking up the icons in Dragon mode, but when most of them seem to be



CUBE

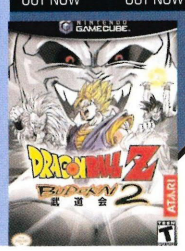
INFORMATION

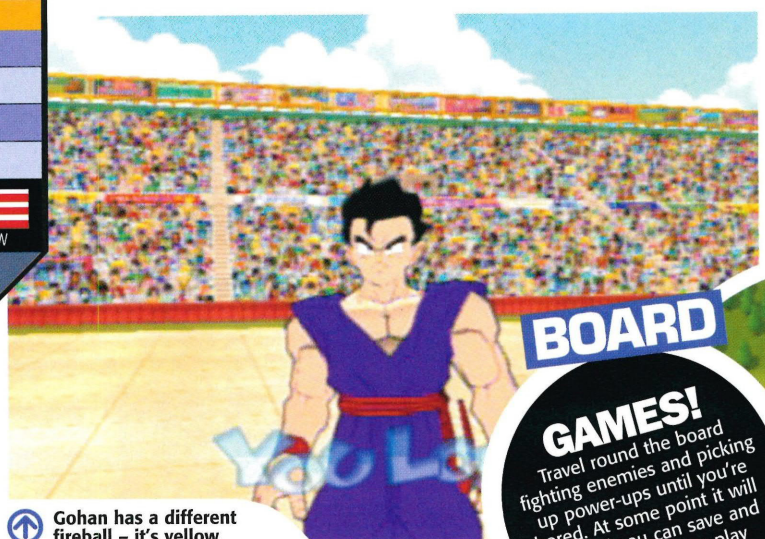
DRAGON BALL Z: BUDOKAI 2	
PUBLISHER:	ATARI
DEVELOPER:	DIMPS
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	4 BLOCK

STATS

- 34 CHARACTERS
- ONE OF THEM IS TRUNKS!
- FUSION ATTACKS
- NEW COSTUMES!

OUT NOW OUT NOW OUT NOW



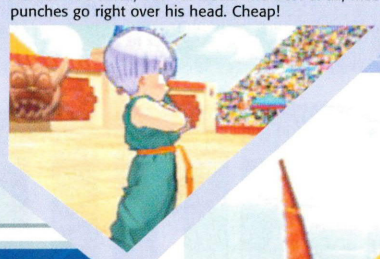


Gohan has a different fireball – it's yellow.



BOARD GAMES! Travel round the board fighting enemies and picking up power-ups until you're bored. At some point it will end and you can save and turn it off. Or you play *Budokai 3* on your mate's PS2.

TRUNKS!: It's the kid (chibi) version of Trunks. It's Kid Trunks! He's small, but not weak. And best of all, most punches go right over his head. Cheap!





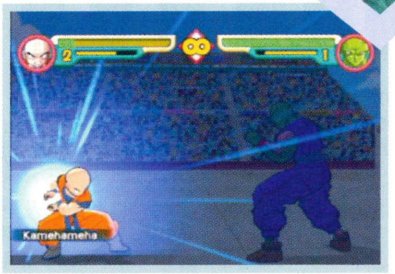
KAMEHAMEHA!

That's Fireball, you mook

Other than it being a bit rubbish, the thing that really irks is the fact that the PS2 has had *Budokai 3* for ages now. Though it is quite funny reading reviews by *Dragon Ball Z* fanboys proclaiming *2* to be the greatest *Dragon Ball Z* game before admitting that *3* is much, much better. That's nice.

The good news is that maybe Atari will take ages getting *3* ported over, and that means loads of time before we have to review another well dodgy beat-'em-up.

So yet again we're left non-plussed by another mediocre release and yet again Chandra didn't have to review it. Bagsies *Legend Of Zelda*!



"HUNT DOWN THE DRAGON BALLS BEFORE YOUR SPIKY HAIRED ENEMIES GET THEM"

the same combo just with the odd kick thrown in at the start (and ending in another damn fireball) it's just not half as cool or as satisfying as, say, Yun's Raigeki Shuu to crouching medium kick into Zesshou Hohou, an incredibly easy combo to perform from *SFIII*.

Obviously, with this being *Dragon Ball*, there is air combat – this never works. Never! After being batted up, your movement is so limited it's like the air is made of invisible syrup. You pray for another hit to knock you back to earth. This is nothing on the juggle system in *SFIII*.

Going back to the combos for a second – *Naruto 3*'s combo system works in a similar manner, but without the fireballs. Here it's about mix-up attacks and throwing your opponent off with the different heights of combos before unleashing the Special. Not so in *Dragon Ball* – most of the attacks hit mid-way, and any sweeps are just that – sweep and they're on the floor. They don't chain into anything, not good.

What *Dragon Ball* should have over *Naruto* is in the story. For a start it's all in English (that's a good thing), but it's *DragonBall* – and that's a bad thing. So much posturing from nonsense characters with the ability to destroy mountains at a glance (but never do) is no match for the vibrant world of a ninja school and all the strange but different characters. Even with a solid 34 characters, *Dragon Ball* still doesn't do well in the comparison. Fair enough, we can't understand the story in *Naruto*, but as *Naruto*'s popularity begins to over take that of *Dragon Ball*'s, more and more people will generally be able to get the gist. And what a weird, freaky gist it is.



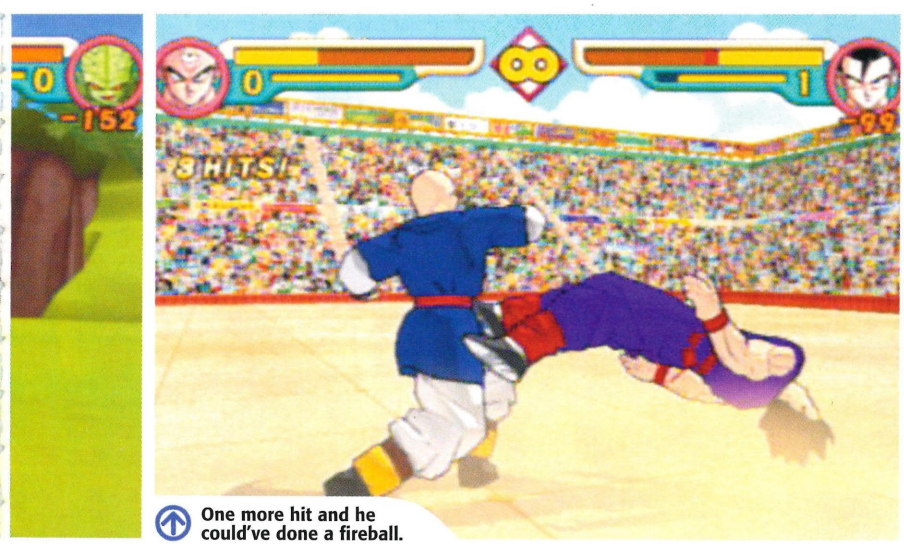
Dragon Ball Z: Budokai 2 isn't really a fighting game. Well, it is, it's just not a good one. Best leave this for the few remaining fans of a dying and dull series – long live the new fads!

TIM

2ND THOUGHTS
BALLS TO IT

■ Trunks! Trunks is amazing. He's cool because he's got grey hair like an old man but in fact, he's a little boy, which isn't anything like an old man at all. And he's called Trunks. So when you choose him, you can say "I'm picking Trunks" and sound really cool. Then you play the game and it's a bit nonsense with all that flying around, collecting stuff, moving around a board thing... but Trunks! Trunks is awesome.

RYAN



One more hit and he could've done a fireball.

CUBE VERDICT
DRAGON BALL Z: B2
JUST BEATS ITSELF UP

VISUALS
Cel-shadey, cartoony 2D blandness – just like the cartoon!

AUDIO
The speech is there, but the voices are rough.

GAMEPLAY
Whack a load of buttons and end with a fireball.

LIFESPAN
Didn't last long in our machine, thanks to it being dull.

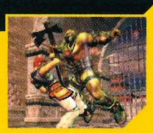
ORIGINALITY
God, we're so sick of this stupid question.

CONCLUSION

IT HAS ALL the pomposity of the show but this doesn't translate well in to the game. You're supposed to be unbelievably powerful, yet all you can do is throw a weak-ass fireball. Still (oh Christ, here we go again) if you like this... No! Not going to write that!

ALTERNATIVE

Yeah, it's the best beat-'em-up on the GameCube. With added Link and his bombs.



SOUL CALIBUR II
Reviewed: 24 CUBE Rating: 9.2

FINAL SCORE
6.2

CHIT-CHAT

Talking to people can get additional missions and special upgrade items.



All nuts and bolts

ROBOTS

A game based on a film that's full of scrap metal and rubbish!

CUBE

INFORMATION

ROBOTS

PUBLISHER:	VIVENDI
DEVELOPER:	EUROCOM
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	21 BLOCK

STATS

- SIX DIFFERENT WEAPONS
- LOADS OF HUMOUR
- PLENTY OF PUZZLES
- UPGRADEABLE WONDERBOT

OUT NOW | TBA | OUT NOW



RECENTLY THRUST ONTO cinema screens around the country, *Robots* is another of those cartoons for kids and adults alike. Produced by the creators of *Ice Age*, *Robots* tells the story of a young robot inventor named Rodney who travels to Robot City to find fame and fortune. It's clearly a big project, since Ewan McGregor, Halle Berry and hairy-handed 'funnyman' Robin Williams have been drafted in for voice-over duty.

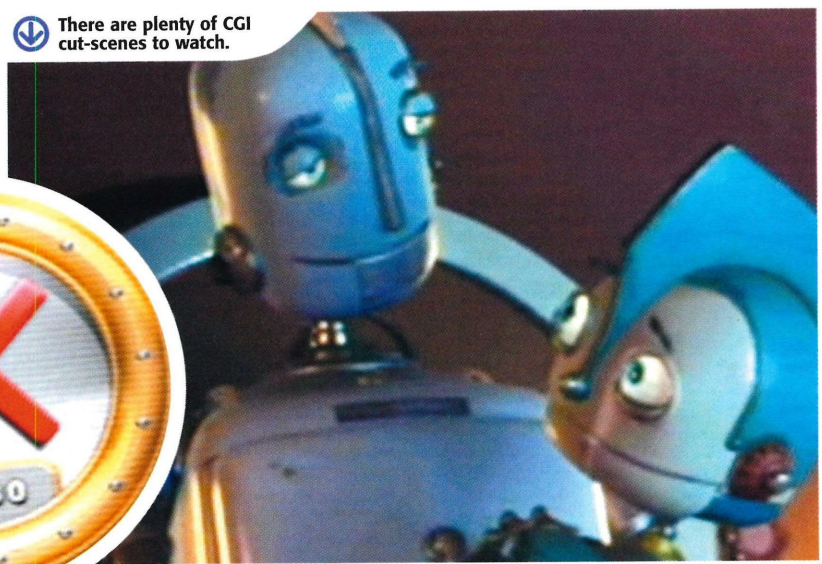
Of course, wherever there's a huge movie, there's bound to be a videogame hot on its heels – and *Robots* is no different. The game is basically an extension of the movie, using the same characters and asking you to replay the story of the film, guiding young Rodney through the many perilous levels searching for scrap to use to piece together ingenious inventions.

What we've got here is basically a 3D platformer with plenty of puzzles and a whole bunch of NPCs that you can interact with along the way. Every robot has something to say and by speaking to everyone you can grab additional items, learn new abilities and even share a few jokes to raise a smile as you play. To begin with your route is marked out for you with a line of scrap metal and all you need to do is follow the trail to reach your next goal. Collecting these nuts and bolts provides both ammo for your weapon and cash to trade in at the small shops that appear.

After a few simple 'collect the bolts' missions, you'll be able to leave the area and travel to the big city where the fun really begins. Every level features new puzzles and armed robots that you need to kill, plus, for every quest you complete, you're rewarded with new skills to use in the next mission.

The levels are well designed with bright, colourful graphics throughout, making the game seem almost like the film, and with so many personalities to talk to there's never a dull moment. The puzzles get more difficult as you clank your way through the game and, of course, the tricky platforms and hideous jumps are sure to irritate you to the point where you could happily go out to the kitchen and kick the hell out of any appliances unfortunate enough to be in your way.

Obviously, this wouldn't be a 3D



There are plenty of CGI cut-scenes to watch.

BOLTER

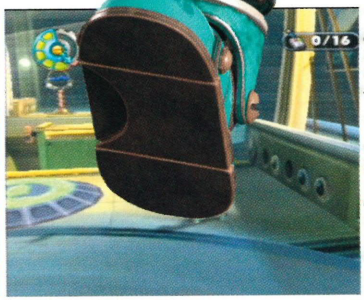
SCRAP OFF!

You can hit almost anything with your wrench and claim additional bolts to spend at the inventory shop or fire at enemy robots with your Scrap Launcher.

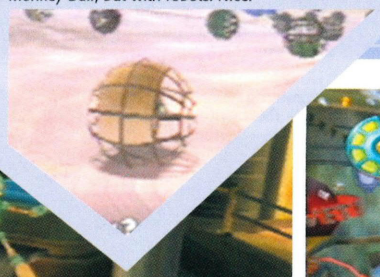








HUNK OF JUNK: Some levels require you to jump into a ball and collect items on the roll. Kind of like *Super Monkey Ball*, but with robots. NIce.



Just part of another dodgy double jump...



2ND THOUGHTS

RUSTY

■ I wouldn't play this for more than half an hour, and I didn't, to be perfectly honest with you. Some games are predictable in their content and this is one of them. Perfectly suited to younger gamers and those of you who really enjoyed the film and want something that won't be too taxing on the old grey matter.

CHANDRA

Woah, check out that robot's ass – it's tiny! The good thing about being a robot is that you can swap parts whenever you want.

"IT CAN BE EXTREMELY DIFFICULT TO GET THE CAMERA INTO POSITION"



platformer without irritating camera angles, and just as in every other game in the genre it can be extremely difficult to get the camera into a position where you can clearly see which platform you need to leap to next. This doesn't spoil the game too much, however, as it's almost to be expected with a title of this type, and the humour incorporated into the gameplay definitely makes you want to play on to the end.

With such a huge movie licence *Robots* is sure to sell well across all formats and fans of the movie are going to love it. For the casual gamer there's some fun to be had with the crazy robot characters, and with plenty of save points it never becomes too annoying having to replay huge chunks of levels. The overall fun factor of *Robots* is clear to see, and although the game offers nothing new or amazing for a 3D platformer it does provide plenty of entertainment for younger gamers. And that's the key to this review, really. This game is for a younger audience. It's specifically designed with a certain gamer in mind, and for that reason we can't rightly slate it for being a little simple and shallow. If you're a parent of a kid who enjoyed the film, you'll no doubt get some entertainment out of this. As for everyone else... well, you know the score. Big film licence equals average gaming experience.

RUSS







SHOP TILL YOU DROP

Cheap as chips!

Dotted around the level there are a number of inventory shops that can sell you new items to help improve your character. Among the many items available are health packs to keep you alive longer and upgrades that can increase the number of bolts you can carry as you smash your way around the city. Also available are a number of computer chips that can add extra abilities to your Wonderbot. There are 16 new tricks to find or buy and these give your little robot friend some awesome abilities to help you as you hop around the city.



CUBE VERDICT

ROBOTS

AVERAGE MOVIE-LICENSED PLATFORMER

VISUALS
Crisp and clean with plenty of bright, colourful levels.

AUDIO
Spooky movie music that's extremely annoying after a while.

GAMEPLAY
Plenty of humour to reduce the irritation caused by dodgy cameras.

LIFESPAN
We doubt anyone could play through it more than once.

ORIGINALITY
There is absolutely nothing new or ground-breaking about *Robots*.

CONCLUSION

A FUN PLATFORMER aimed at a younger audience, that's far more appealing once you've watched the movie. To be honest, we wouldn't recommend playing this unless you've seen the film. Then it'll all make sense, see? Well, as much sense as a world of robots could ever make.

ALTERNATIVE

Very much more of the same, but still a really entertaining little platformer.



TAK 2: STAFF OF DREAMS
Reviewed: 42 CUBE Rating: 8.1

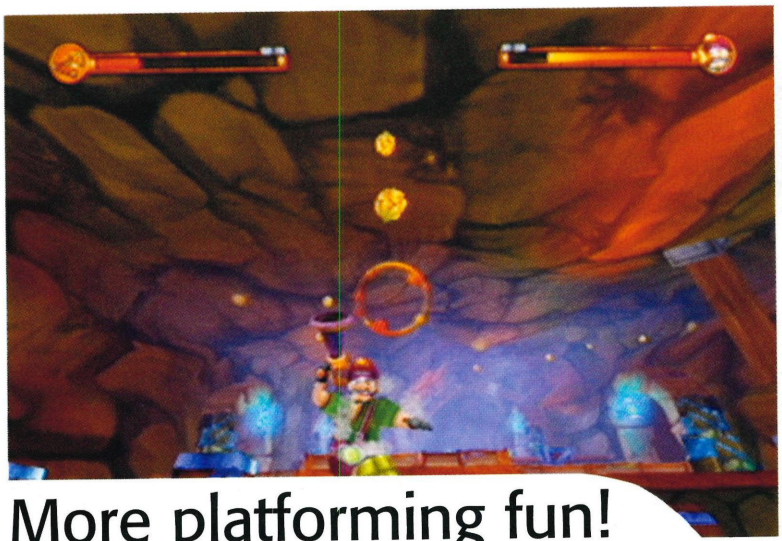
FINAL SCORE

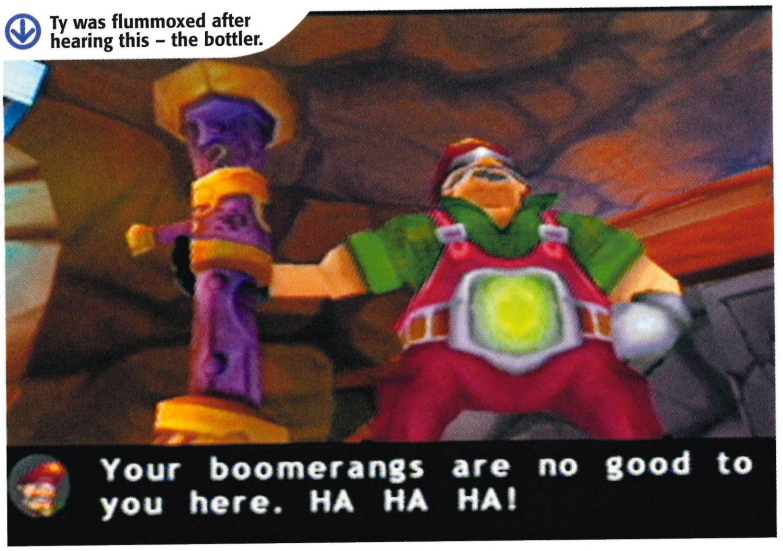
6.0

PLATFORM MAGIC...

...by Kao, the Paul Daniels of marsupials (because he's crap and people mock him).







Ty was flummoxed after hearing this – the bottler.

More platforming fun!

KAO THE KANGAROO

Adding "Round 2" to a title does not a good game make

CUBE

INFORMATION

KAO THE KANGAROO ROUND 2

PUBLISHER:	TATE INTERACTIVE
DEVELOPER:	JOWOOD
PRICE:	£39.99
ORIGIN:	POLAND
PLAYERS:	1
MEMORY:	5 BLOCKS

STATS

- DOUBLE JUMPS
- CRATE SMASHING
- COIN COLLECTING
- YAWN

OUT NOW | TBA | TBA



YOU HAVE TO collect 3,000 coins. Is there a more depressing opening objective in a videogame? No. There isn't. Even when you get the heart-stopping "Your GameCube could not read the disc" error, at least you know things will improve when it eventually does work. When you're condemned to yet another coin collect-a-thon mere minutes after picking up the pad, you know it's never going to get better.

True to form, *Kao The Kangaroo Round 2* doesn't. By the time you collect the 3,000 coins required, you'll have completed 84 per cent of this dreary platformer and won't care about the remainder. Your enthusiasm will be long gone, stripped dry by the weak gameplay and spot-the-cliché drivel. And yet, for once in these god-forsaken platform games (for the love of God, please stop buying them, so that we can stop reviewing them), the lead character doesn't have ATTITUDE. No attempts at humour that make you embarrassed for the entire videogames industry, no pathetic attempts at menacing one-liners that sound all the more stupid coming from a talking animal, no "Get out of my way!" nonsense to contend with. Kao is just a polite kangaroo who wants to save beavers. Problem is, he has no personality and a charisma count of nil. Considering he spouts half of the dialogue here, it would have been a good idea to flesh out his character to stop him sending you spiralling into a coma every time he opens his fat kangaroo gob.

Still, Kao's blandness is hardly surprising given the ordinary game he's found himself trapped in. Every platforming cliché ever has scrambled its way into *Round 2*. There's an ice level (slippery!), a lava level (hot!), a mine cart level (dull!) and a tropical island level (more lava!). Sometimes, *Round 2* even mixes its clichés together into one big syrupy mess. An ice 'n' lava mine cart level! Hurrah!

There are the usual collection of mini-games, all equally pointless as each other and none of them likely to engage for more than a few minutes. There are some clever moments, such as the fairy thing that lights up the dark cave for a few moments to let you leap to the pillar slowly sinking into lava that you have to quickly climb.

MORE MINI-GAMES!

And another part of us somewhere dies

Here's something new that platform games haven't tried before – mini-games! If you collect enough purply crystal things you can unlock certain doors in the Dark Docks that lead to these diversions. Mini-games include a skipping rope game, a cutting down logs game and three others we couldn't be bothered to unlock, simply because we killed enough of our souls having to find the 100 purply things to unlock the first two. These probably involve shooting down balloons or something. Or smashing 100 crates in one minute.

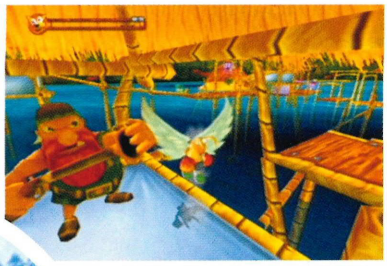


LEVEL UP: You can level up attacks by collecting stars. The only thing you can't do is level up the gameplay (we've checked GameFAQS and everything).



Kao steals more of Ty's boomerangs – dirty thief.







ALL THE FUN!

Not really. Kao races down the mountain on a snowboard collecting coins. The challenge is two-fold – avoid the snow-plough and avoid falling asleep. The second is much harder and more fun.

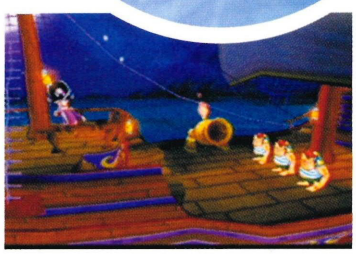
2ND THOUGHTS

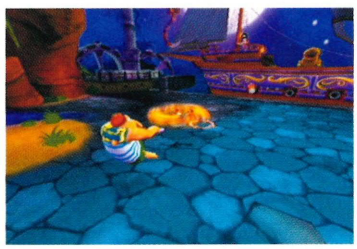
KO THAT KANGAROO!

■ A seemingly innocuous game that is virtually indistinguishable from all the other platformers available. Will the next antipodean marsupial to be anthropomorphised be a koala? Don't get this, it'll give you mumps. Not good mumps either – the bad sort.

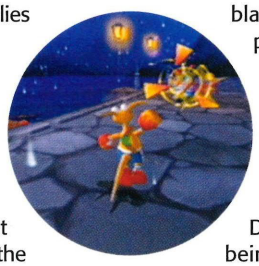
TIM

O ROUND 2





'Some clever moments' aside (and it's not like that phrase screams 'BUY THIS NOW!'), it doesn't get any better as you continue on your depressing quest to collect 3,000 coins. It actually gets to the point where we could copy and paste sentences from past *Crash/Spyro/Tak/Ty* reviews. "The gameplay is generic to say the least – just run along a set path jumping gaps and avoiding enemies." That was taken from a *Crash Bandicoot* review but it applies here, too. Here's another one, this time taken from a *Spyro* review: "You jump about, you collect things, you fight bosses." Nothing has changed! Exactly what has the platform game development community been doing for the past few years? Welcome to 2005, guys! We now have *Metroid Prime 2* and *Super Mario Sunshine,* and look! It's sunny outside and everything! Sigh.



Since *Kao* has nothing unique to offer, what else is there to talk about? Not much. At a stretch, there's always Kao's double jump. Given that the rest of the game has been plucked from the Big Dictionary Of Platforming Clichés, this double jump warrants a review in itself. It looks nice enough as young Kao springs high into the air, although the actual somersault is a little too quick to be truly pleasing. It's a silent double jump, so it loses points for that, but then again you can level up and jump higher after you collect 50 stars, so the double jump has got a healthy lifespan. Sadly, it's not very original. The total score for the double jump is 7.5 because, while it's quite satisfying, we have seen better.

As for *Kao The Kangaroo Round 2* itself, it's just another competent, bland and ultimately average platformer that achieves what it sets out to do by not aiming to achieve much in the first place. We would say it's for kids, but even kids who constantly ask "why?" and stick chips in the DVD player deserve better than being patronised by insultingly twee videogames. We would say it's for adults but that would be a lie, and a pretty rubbish lie at that. We would say it's for fans of platform games but everybody knows that 'platform game fans' are a myth. So who is *Kao The Kangaroo* for? The terminally insane? Depressed children? Kangaroo fans? Kangaroos? We honestly don't know. Platform games are like bugs – there are millions of them but no-one really cares. *Kao The Kangaroo* isn't going to reverse that trend.

RYAN

"PLATFORMERS ARE LIKE BUGS – MILLIONS ABOUT BUT NO-ONE CARES"

CUBE VERDICT

KAO THE KANGAROO 2

MORE FORGETTABLE PLATFORMING GUFF

VISUALS The usual, cute animation with bland everything else.

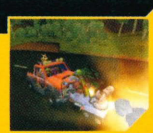
AUDIO Voice acting is twee but cute, probably the best thing here.

GAMEPLAY You collect, you double-jump, you smash crates.

LIFESPAN Can be completed in a long, particularly dull afternoon.

ORIGINALITY Like every other platformer ever, only slightly worse.

ALTERNATIVE



He's not a kangaroo but at least Ty's game isn't a complete load of arse.

TY THE TASMANIAN TIGER 2

Reviewed: 38 CUBE Rating: 8.0

CONCLUSION

YOU COULD GO out of your way to play this if you really wanted, but then you could also go out of your way to catch the Black Death and it's not like you'll be doing that anytime soon. *Kao* is remarkable for being so unremarkable, just another dire platformer that drowns in a sea of me-too games all trying to out-cliché each other, and kangaroos are no fun.

FINAL SCORE

4.8



DEATH
Naruto's giant power ball of death is a particularly cool special move. Anime-tastic!





The heavens were particularly heavy today...

Japan's best-kept secret

NARUTO: GEKITOU NINJ

It's big in Japan and we're going to big it up over here, too

ALTHOUGH hardcore fools like to pretend otherwise, if a game doesn't get released in the UK (or, at the very least, in the US) it's usually because it's not very good, not because there's some Far Eastern conspiracy by the Japanese to keep the best games to themselves.

As a result of being based on an anime that nobody in the West knows or cares about, though, Tomy's GameCube-exclusive *Naruto* series has become the best-kept secret in Nihon. The first game started off a little bit shoddily, but it's been refined to the point where this third one is really rather good indeed.

We've no idea what the *Naruto* cartoon is all about, but if we were to guess we'd say it was some sort of *Harry Potter* variant – except with ninjas instead of wizards. And, since ninjas are 156 per cent cooler than wizards, that's already a feather in its cap as far as we're concerned. As any visitor to realultimatepower.net will be aware, ninjas fight ALL the time and the sole purpose of the ninja is to flip out and kill people. *Naruto* illustrates these two absolutes of the ninja psyche perfectly by being a 3D beat-'em-up in which you do nothing but hurt, harm and harangue a huge cast of fellow class members and teachers.

The first thing you notice about the game is that it's absolutely gorgeous. It's got arguably the best use of cel-shading we've ever seen in a game, and it looks exactly like the clips from the cartoon that run in the game's intro. The animation is great, the backgrounds are nicely detailed and, even when there's four characters on screen at once, it still runs as smooth as George Dawes' bottom.

CUBE

INFORMATION

NARUTO: GEKITOU NINJA TAISEN! 3

PUBLISHER:	TOMY
DEVELOPER:	EIGHTING
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	2 BLOCKS

STATS

- OVER 20 DIFFERENT CHARACTERS
- STUNNING CEL-SHADED GRAPHICS
- TONS OF GAME MODES
- CRACKING MULTIPLAYER

NEVER | OUT NOW | NEVER



SHURIKENS IN THEIR EYES

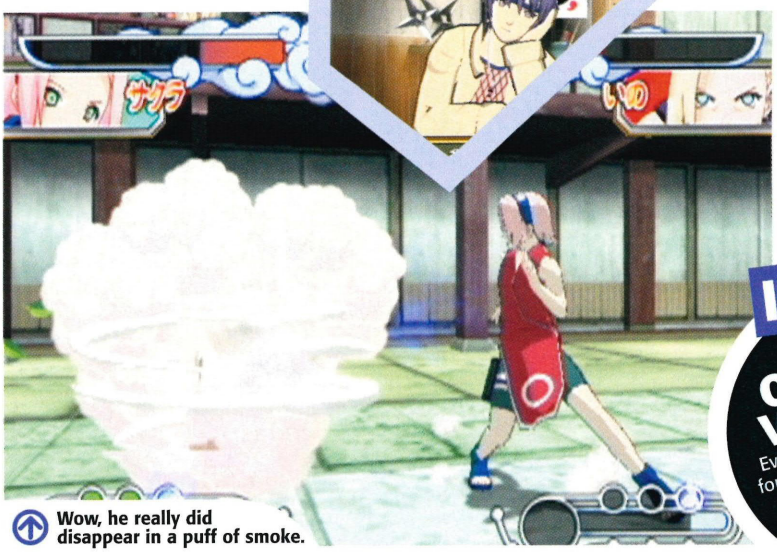
Which ninja will you be?

Another important counter to the whiny complaint of "there aren't enough moves" is that all of the 20-odd characters genuinely do play completely differently. Each one specialises in different sorts of attacks, and they all have different special moves and secret tricks; main character Naruto seems to have some sort of ghost partner that helps him out, while his rival Sasuke can breath fire. Main squeeze Sakura can teleport, while Naruto's sensei, Kakashi, is able to pinch moves off other people.





SHOP TILL YOU DROP: You get money every time you complete a fight and you can use it to buy artwork, extras and tons of new characters. Ichiban!



Wow, he really did disappear in a puff of smoke.





IK++

ORGY OF VIOLENCE

Even against the computer four-player mode is fun, but with genuine humans it becomes a classic beat-'em-up experience.



A TAISEN! 3

Naruto bears little relation to other fighters such as *Soul Calibur II* and *Virtua Fighter*, most notably because of its paucity of moves and its greater emphasis on evasion and counters. If that sounds like an excuse for the game being really shallow then, to some degree, it is – if by 'shallow' you mean that it doesn't require hundreds of pointlessly convoluted button combinations just to throw a punch.

Instead, there are two main attack buttons – one for weapons and one for your fists – plus a throw button and a special move instigation device (or the ◔ button as you may know it). There are, in fact, a number of combos for each character, but these are combos in the traditional sense: strings of otherwise ordinary attacks that you can piece together in order to give someone a really nasty headache.

What really makes the game interesting is that the shoulder buttons let you sidestep left or right around the arena, allowing you to dodge most attacks and, in many cases, counter them to repay your assault in kind, just when your opponent didn't expect it. See, ninjas really are "totally sweet!"

The only control elements that don't totally convince are the special moves. You'll likely only get one or two chances to use them in any round, and they are relatively easy to avoid, but if one connects, many of them can easily wipe out a third of your energy in one go. In single-player this is obviously great, especially because all of the moves look amazing, but in multiplayer mode it can quickly lead to accusations of "cheating".

Speaking of the multiplayer, it's awesome. There's an absolute mountain of permutations for it, but the best is undoubtedly the four-player mode. All four players can enter a barney at the same time, with no compromises in terms of graphics and moves, which is really quite marvellous – not to mention wonderfully chaotic. In fact, the game is more than generous with *all* of its game modes, with Normal, Versus, Survival, Shadow Fighting and Time Attack on top of a *King Of Fighters*-style team Battle mode, where you get to choose three fighters at a time, and a very impressive mission mode.

Apart from the fact that it's all in Japanese and the cartoon it mimics so accurately will be totally unknown to almost all gaijin that play it, this really is one of the most desirable imports ever. It isn't as deep as *Soul Calibur*, but its many unique options soothe that one concern with honey-scented ninja balm. "Beware! Your bones are going to be disconnected."

DAVID

2ND THOUGHTS

CULTURE CLASH

■ David sounds like a bit of a fanboy really, and that's because he is. *Naruto* looks nice enough, and the four-player is good fun, but if you don't know anything about the cartoon and the characters it's all going to be a bit lost of you. We'd say 9.8/10 people will not have the foggiest what's going on – there's little reason to spend 60 quid.

CHANDRA





"THE SOLE PURPOSE OF THE NINJA IS TO FLIP OUT AND KILL PEOPLE"

CUBE VERDICT

NARUTO 3

THE BEST BEAT-'EM-UP YOU'LL NEVER PLAY

VISUALS Superb cel-shaded animation that looks just like the cartoon.

AUDIO Forgettable music, but most of the sound effects do their job.

GAMEPLAY It's not deep, but it is wide with plenty of tactics needed.

LIFESPAN The multiplayer mode will keep you going for ages.

ORIGINALITY A lot of it isn't much different from the last one.

ALTERNATIVE

It's still the GameCube's best fighter, but it's also a very different beast indeed.



SOUL CALIBUR II

Reviewed: 24 CUBE Rating: 9.2

CONCLUSION

NARUTO 3 IS SIMPLY everything that an import game should be: garishly colourful, truly awesome to play and utterly impossible to comprehend. Let us leave you with some words of wisdom from the *Hagakure*: "Even if it seems certain that you will lose, retaliate... A real man does not think of victory or defeat. He plunges recklessly towards an irrational death."

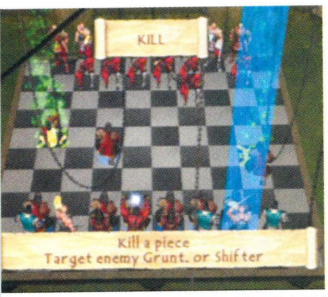
FINAL SCORE

8.4

FAMILY VIEWING

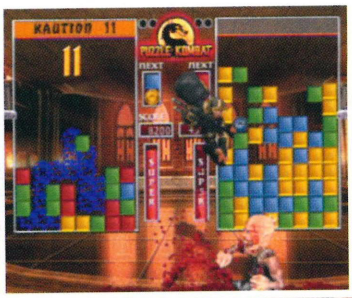
A Fatality in action. The gore! The violence! The blood that looks like it's made of red porridge!

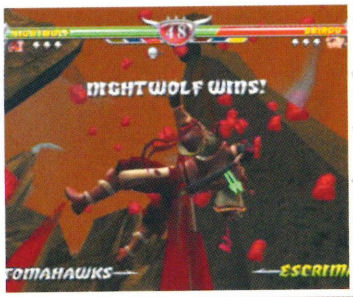












CUBE

INFORMATION

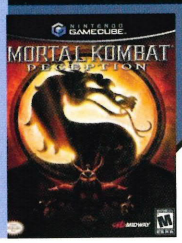
MORTAL KOMBAT: DECEPTION

PUBLISHER:	MIDWAY
DEVELOPER:	MIDWAY
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	3 BLOCKS

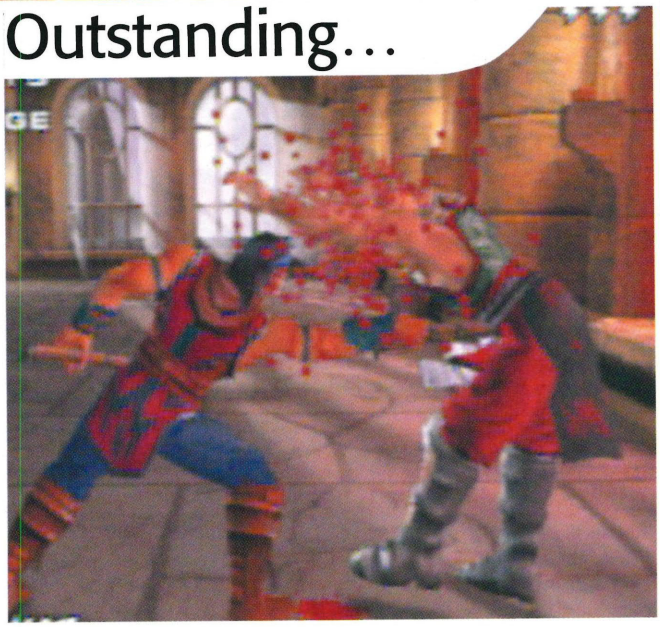
STATS

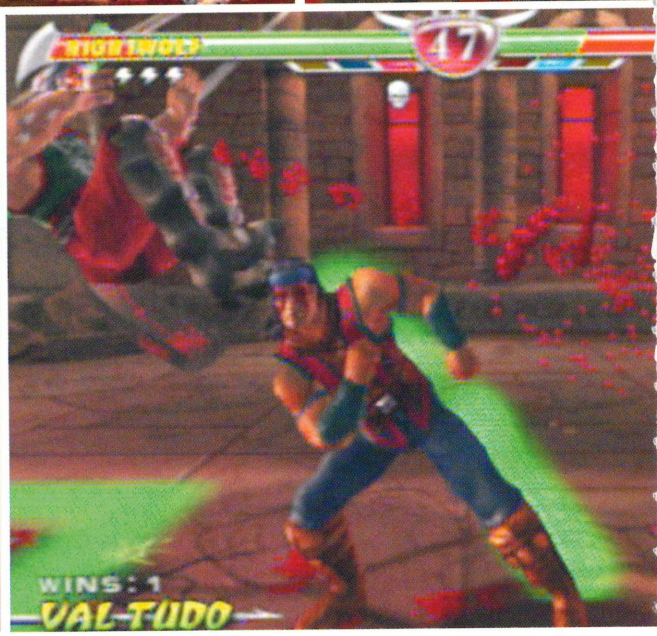
- 26 CHARACTERS
- TWO FATALITIES PER CHARACTER
- ACCORDING TO OUR MATHS
- THAT'S 52 FATALITIES!

TBA	TBA	OUT NOW



Outstanding...





MORTAL KOMB



Deceptively good and deliciously evil

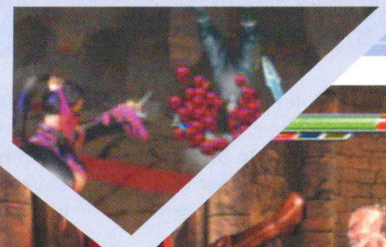
IT'S STILL all about the Fatalities. Yes, 13 years after the arcade *Mortal Kombat* treated us to the sight of Sub-Zero holding aloft a spinal cord, *Deception* carries on the *Daily Mail*-baiting tradition with squeamish Fatalities to draw the crowds. Forget the combos, the fighting, the different stances – all people care about is how you lodge Nightwolf's axe in the other person's face. Back, towards, back, towards, punch. Splat! Ouch.

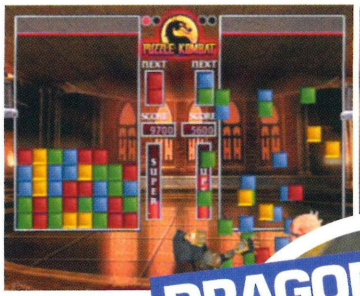
With the emphasis very much on blood and gore, it comes as no surprise that the first thing you notice about *Deception* is how the violence doesn't have the same impact it once did. The digitised, low-budget look of the 2D *Mortal Kombat* lent itself to the cheap shock of Fatalities but, with the extra dimension to consider, the series has been ushered towards cartoon-realism instead. The blood now looks like a series of red balls grouped together, rather than syrupy claret, the body parts flying everywhere making this look like an over-the-top anime film, rather than a gritty fighter. Some of the Fatalities are almost comical, and none of them really come close to the perverse invention of *Mortal Kombat 3*. Yet the look is undeniably *Mortal Kombat*'s own, and the emphasis on these cartoon-like visuals does at least allow for some great backgrounds (Yin/Yang islands switch between utopian paradise and rainy hell mid-bout) and real personality in the characters.

So it's strange to see that, even without the violence to fall back on and fighting games being more gameplay-orientated than ever, *Deception* proves it can survive in this brave new world. It manages to get over the hurdle of the GameCube pad ruining all but the most lenient of beat-'em-ups by being... well, lenient. The special moves are rarely anything more complicated than two directions and a button press and, even with each fighter having three different stances to learn, they're all rooted in the same combos and tactics.

Any fighting game that wants to walk the walk needs to have combos in its armoury, and it's here that *Deception* shows its true colours. The key to

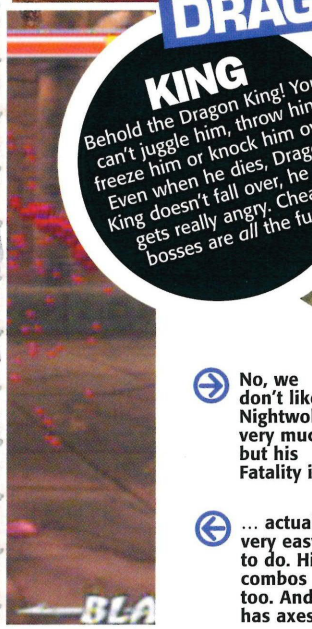
DEATH DO US PART: Apart from Fatalities, you can also hit your opponent onto spikes, crushers, off buildings and into lava. Such love in the *Mortal Kombat* arenas!





DRAGON KING

Behold the Dragon King! You can't juggle him, throw him, freeze him or knock him over. Even when he dies, Dragon King doesn't fall over, he just gets really angry. Cheap bosses are all the fun!



Everybody loves Baraka. Except his dentist, ho ho!



No, we don't like Nightwolf very much but his Fatality is...

... actually very easy to do. His combos are, too. And he has axes!

BALANCING ACT

Going... going... gone

The biggest claim to fame a fighting game can make is having perfectly balanced characters. Very few have got it right (*Third Strike*'s dirty Ken comes to mind), but *Deception* takes the term 'unbalanced' to a whole new level; some of the special moves are just plain rude, with Noob-Smoke just one example of a character with particularly nasty specials that are almost impossible to avoid unless you spend the entire match hiding behind the block button. Worse still, some characters have 100 per cent combos that can kill you in one go simply by being clever and manipulating the combo system, thus destroying any balance among the characters. That's what happens when you hire monkeys for testers.





AT: DECEPTION

combos is juggling – the deadly art of smacking an opponent into the air and keeping him there with further attacks. It doesn't feel like a combo system with too much depth to it, as the only tricky part is actually hitting your opponent into the air to start to combo. There's nothing he can do to stop further attacks, and it's not even that hard for you to just mash buttons and watch amazing combos happen – and that's both the strength and weakness of *Deception*. It's easy to get into but, as a consequence, anyone who's already dipped their toes into *Soul Calibur* or *Capcom Vs SNK* waters will find there's not really enough substance here to entertain beyond a few fleeting attempts at conquering the Arcade mode. Even that is typically lightweight, offering little more than a direct route to the final boss, littered with opponents to fight on the way. The difficulty is well judged and at no point does *Deception*

2ND THOUGHTS

GET OVER HERE!

■ Basically they needed to come up with something better than the last attempt at the *Mortal Wombat* series. Despite a few issues with this game (like the lack of all the old-school characters), it does still level up. It's a well-rounded and good-looking game, and in the end it (just about) betters *Deadly Alliance* in all departments. Toasty.

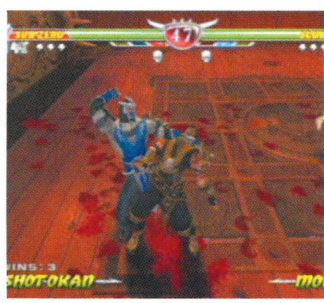
LEWIS











BAN THIS SICK FILTH!

Towards, Down, Back, Towards, Punch

The *Mortal Kombat* series was heading towards increasingly convoluted input commands for Fatalities. The "Finish Him!" growl was often followed by holding block, two D-pad rotations, back, back, towards, down, hold light kick for three seconds, jump, punch, jump, let go of block, hard punch and light kick together, block. All in about two seconds. At sweep distance. Stupid. *Deception* has a streamlined system so there are only two Fatalities per character, which is easier to remember, and better still each fatality only takes four directions and a button press to perform. Even cooler are Hara-Kiris, moves to prevent a Fatality being performed on you. Watching Mileena stab herself in the head with her sai to stop her opponent doing the evil deed is gruesome, yet strangely compelling.



"IT NEEDS SUBSTANCE TO ENTERTAIN BEYOND A FEW FLEETING MATCHES"

CONTINUED

feel unfair just for the sake of it, but there just doesn't seem to be much point to it. It's hard to care for the characters' back-stories so you soon take your interest elsewhere.

The first mode that will grab you, simply because it sounds the strangest, is Kombat Chess, a bizarre mode that doesn't really work. It involves moving pieces around a chessboard in the same way as the actual board game (grunts and sorcerers replacing pawns and rooks, for example), except you can cast teleport spells, collect pick-ups and break the rules as you please. It's all very, very strange and actually rather dull, caught halfway between the tactics of chess and the absurdity of *Mortal Kombat* without really capturing either. Yes, Midway has broken chess in a way that only Midway can. Bravo! Next stop: Kombat Backgammon.

At least Puzzle Kombat is much better. As blatant a rip-off of *Super Puzzle Fighter II Turbo* as it is, that game was fantastic and so Puzzle Kombat can't help but be fantastic too, simply by riding its coat-tails. Line up coloured blocks, use coloured bombs to set off chain reactions, dump blocks on the other half of the screen. Yet even here *Deception* feels unbalanced, thanks to some useless special moves, but it's a diversion from the main game and a cheeky risk by Midway that was well worth it.

The final mode to sink your teeth into is Konquest, and this is what really extends the lifespan here. You play Shujinko, a young man who grows up to become a fighter by running around, collecting coins (or, indeed, "Koins"), finding fellow fighters and absorbing their abilities. It's a strange mix of beat-'em-up and RPG that just about works, simply because it's got some replay value in a genre that relies on two-player bouts. You can also unlock fighters by collecting coins scattered around the Earthrealm without using a single double-jump. Coins without a double-jump!

As way of excusing *Deception*'s belated appearance on GameCube, there are two new, exclusive characters: Shao Khan, who is primarily a defensive character, and Goro who is raw strength, relying on his classic moves such as the stomp. They won't become the most popular characters, but they do round off an impressive roster – and make the GameCube *Deception* the definitive version. It's not a game for fighting purists or snobs, thanks to its ease of combos and unbalanced characters making it an easy target, but it's a less demanding, entry-level beat-'em-up for newcomers to the genre. Or for anyone who just wants a game that lets you stick an axe in someone's face every now and then. Who can argue with that?

RYAN

CUBE VERDICT

MK: DECEPTION

SHALLOW, FUN, FIGHTING NONSENSE

VISUALS Cartoony visuals rather than digitised realism, but still solid.

AUDIO Lots of screaming, shouting and dying. Redundant music though.

GAMEPLAY Simple to get into with simple combos and easy Fatalities.

LIFESPAN Krypt is massive and helps support the shallow Arcade mode.

ORIGINALITY The three fighting styles system is unique and feels different.

CONCLUSION

IT'S SHALLOW NONSENSE and we mean that in the nicest way possible. *Deception* is easy to get into and has easy combos, with enough characters and a healthy slice of modes to get stuck into. It's Konquest that provides the single-player meat that fighting games usually lack. Not a flawless victory, but a victory nevertheless.

FINAL SCORE

8.0

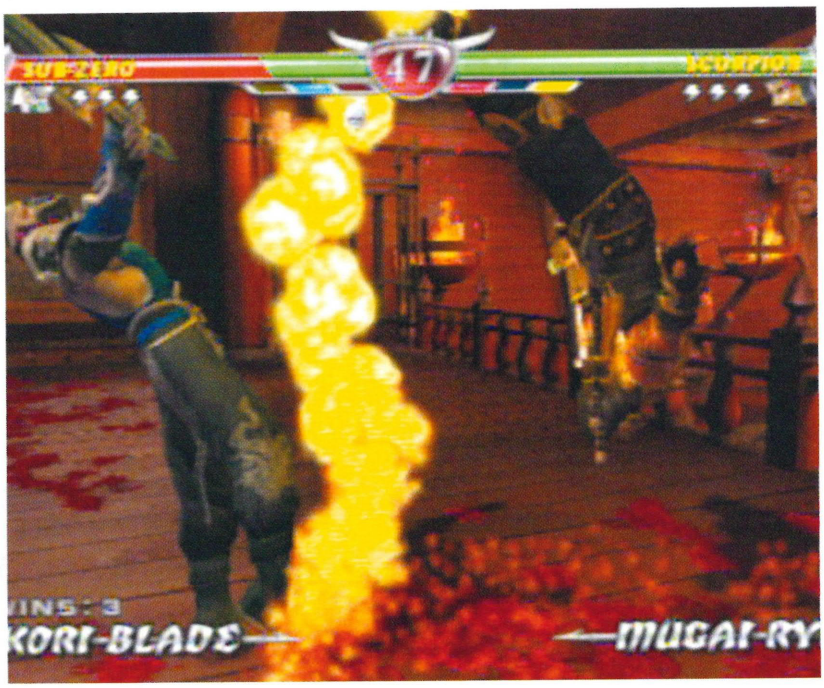
ALTERNATIVE

It's 2D fun with Parrying, Super Cancelling, Guard Crush and dirty sweeping Ken.



CAPCOM VS SNK 2: EO

Reviewed: 9 CUBE Rating: 8.2



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WWW.WWW.nintendo.co.uk

NEW HAIRCUT →

OUT Feb 4

NINTENDO GAMECUBE

DONKEY KONG JUNGLE BEAT

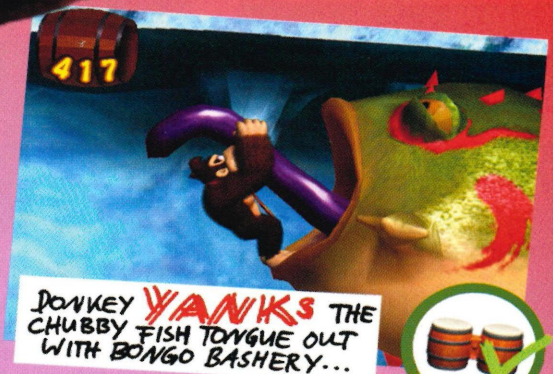
COMES WITH BONGOS*

SUPER SLAPPY HAPPY CLAPPY



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!

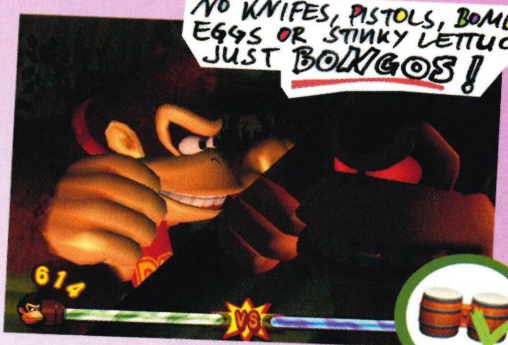
THANKS TO BONGOS, CATCHING FLYING BANANAS FROM A PARACHUTE IS EASY PEASY (SEE ABOVE)

GLUE GLUE



CIRCUS WHALE

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



NEWSFLASH BONGO BELTING BURIES DIGGER

59

18-7+48=

KING OF BALANCE

BONGOS

Nintendo®

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

World's 1st Bongo Controlled Platform GAME!!

CONTROL STUFF WITH BONGOS

* AT SELECTED RETAILERS

BOOM-TASTIC!
Level one in four simple steps – big boss, bigger boss, biggest boss, big explosion. Job done.



Finger fun for sir?

CHAOS FIELD EXPANDED

In space, no one can hear you swear with frustration...

CUBE

INFORMATION

CHAOS FIELD EXPANDED	
PUBLISHER:	ABLE/MILESTONE
DEVELOPER:	MILESTONE
PRICE:	£49.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	8 BLOCK

STATS

- ORIGINALLY A DREAMCAST GAME
- HAS LOTS OF PURDY EXPLOSIONS
- THREE DIFFERENT SHIPS TO PILOT
- INTENSE SHOOTING

TBA | OUT NOW | TBA



CALL US shallow, but we absolutely love explosions, and *Chaos Field* features some of the very best. There's nothing more satisfying than filling one of the immense bosses with a multitude of bullets and then watching it erupt in all its screen-juddering glory. In fact, the explosions in *Chaos Field* are so over-the-top that even your humble TV can't handle the kaleidoscopic eruptions, as they cause the playing area to visibly shake and shudder like an 80-year-old doing *The Birdie Song*.

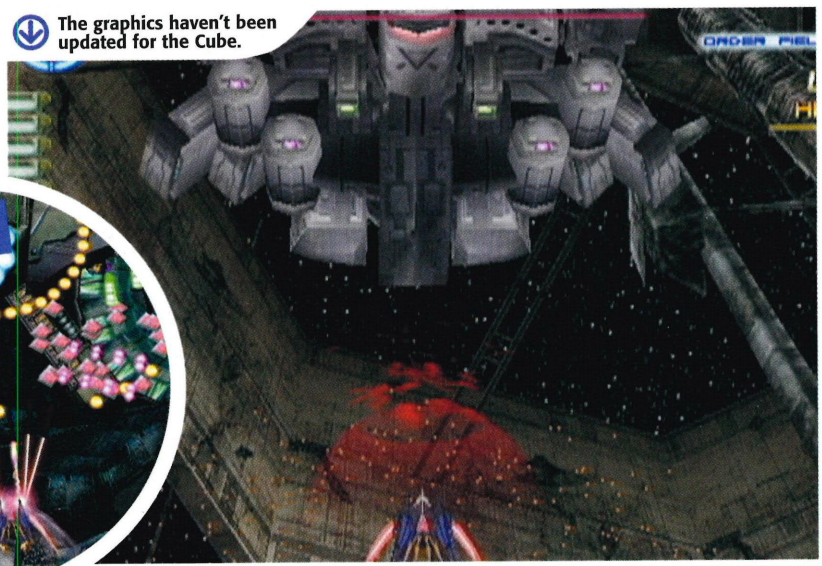
Let's push all thoughts of dancing pensioners aside for the moment, though, as *Chaos Field* has more to it than myriad beautiful, spectacular explosions. Released a few months ago for Sega's thought-to-be-long-dead Dreamcast, *Chaos Field* is the latest in a long line of shoot-'em-ups that are getting released on Sega's last machine and, like *Ikaruga* before it, it's now made its way to the GameCube. Luckily, this is no bog-standard conversion, as the GameCube has received several new extras that didn't appear in the original Dreamcast conversion (although, to be honest, there's nowhere near as many as was first touted.)

If you've ever played (or more probably heard of)Treasure's excellent *Radiant Silvergun*, then you'll be pleased to hear that *Chaos Field* shares a number of similarities with one of gaming's finest hours. The most obvious is the huge laser sword that appears whenever you stab the A button. It majestically sweeps in front of your ship and removes nearly all bullets that are in your path (watch out for the indestructible pink ones, though).

Then you have a rather cool lock-on feature and a defensive shield to consider. It's not the most powerfully tooled-up ship that we've ever come across, but it certainly comes close. And when you see the sheer amount of bullets *Chaos Field* spews out, you realise that you're going to need all the firepower you can lay your hands on. *Chaos Field* is one tough game and is a hell of a challenge; even hardcore shmuppers (that's shoot-'em-up fans, to you and us) are going to have their hands full with this little beauty and that's before you even enter the titular Chaos Field...

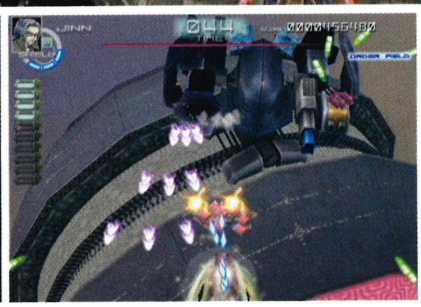
Once you've got used to the somewhat slow pace of the game (although this is intentional, due to the amount of bullet weaving that's needed) you'll be itching

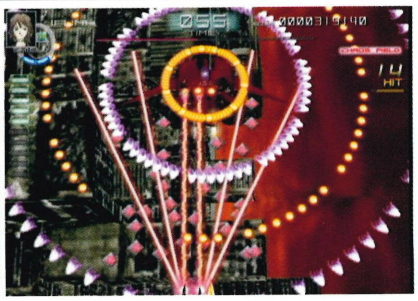
The graphics haven't been updated for the Cube.

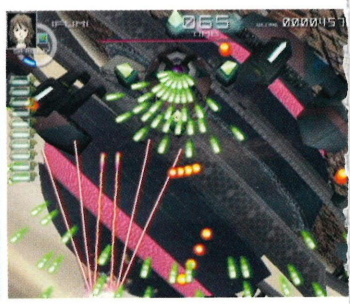


MY EYES ARE BURNING
At some points in *Chaos Field*, there's so much going on that your corneas are in danger of exploding. It takes a real keen eye to pick out a safe route, so be careful.

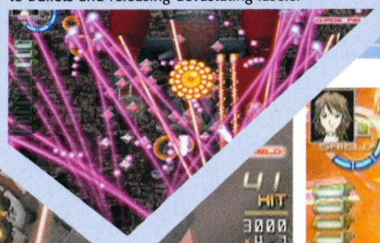




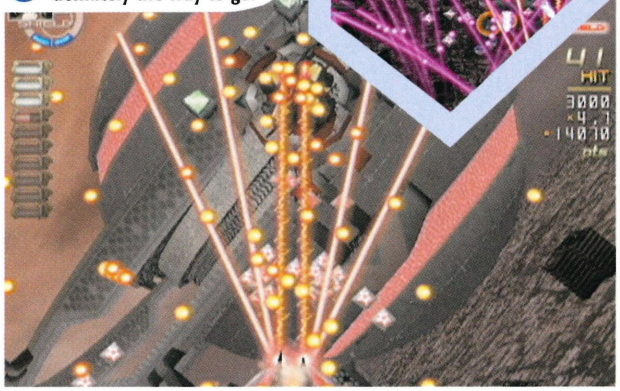




LASERS ARE BRILLIANT: Once you're in the Chaos Field, you can rack up massive amounts of points by locking on to bullets and releasing devastating lasers.



Quad lasers are most definitely the way to go.





2ND THOUGHTS

RETRO CHEEKINESS

■ The one thing that gets me with games like this is that they never, ever make them look as good as they should. This is an update of a Dreamcast game. That doesn't mean that it should look like a Dreamcast game. Sure, this is good fun, but just because this is a hardcore purchase it doesn't mean it'll get away with naff graphics.

CHANDRA

The explosions are quite satisfying, but you'll only get full enjoyment out of the game once you've spent a lot of time mastering it.

"SOME OF THE BEST MUSIC WE'VE HEARD IN A SHOOT-'EM-UP FOR AGES"

to test your skills in the Chaos Field itself. A quick press of the button and you find yourself in a whole world of pain. You're invincible for a few brief seconds, but then you'll find yourself frantically trying to stay alive. Although your ship's firepower has been considerably boosted, so too has the enemy's. Bullets seemingly appear in every part of the screen and you'll need Jedi reflexes in order to simply stay alive. You're also locked in to the Chaos Field for 12 full seconds, so you're going to have to buckle up and pull off some nifty ducking and weaving before you can switch back to the more structured layout of the Order Field.

Luckily, your ship's lock-on abilities are increased significantly and it's now possible to lock on to bullets and rack up intense combos. Seeing up to 100 lasers stream away from your highly manoeuvrable craft is immensely satisfying and lights up the screen like a fireworks display.

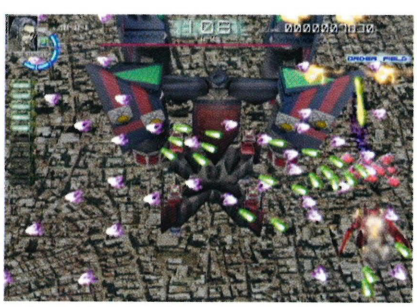
It's a shame, then, that this visual splendour couldn't be shown throughout the rest of the game. While *Chaos Field*'s style is certainly different from the likes of *Super Star Soldier*, *Ikaruga* and *Shikigami no Shiro II*, it's a lot rougher looking than its peers and has some decidedly ropey textures throughout its five levels. Fortunately, the boss and ship design more than compensates for the sometimes iffy backgrounds and when you add in some of the best music we've heard in a shoot-'em-up for ages, the aesthetics suddenly pick up a notch. Indeed, every one of *Chaos Field*'s tunes is a standout and perfectly matches the frenetic action that's taking place on screen, throw in some solid sounding effects and you have a feast for the ears.

While *Chaos Field* is a worthy addition to your collection, we can't help feel that it's not going to appeal to everyone. Its sheer difficulty is bound to put off casual gamers, and the lack of a two-player mode also annoys. The game is also little more than a boss-fest so those who want more may feel short-changed. Shooting fans will be more than happy with their purchase, but if dodging over a hundred bullets at once sounds like too much hard work to you, then our advice is to stick with *Mario Sunshine*.

DARRAN







THE FEROCIOUS THREE

Choose your ship and let rip!

The Japanese pilots in *Chaos Field* don't look old enough to get into a showing of *Spider-Man*, let alone be put in charge of the latest state-of-the-art spaceship. Nevertheless, this is exactly what happens and you'll soon find yourself warming to a particular craft. Unsurprisingly, each ship has different firepower (Flawed Red's lock-on lasers are our favourite) and they also feature individual lock-ons. Handling-wise they all play the same, though, so it's just a case of choosing your favourite and learning the intricacies of the game.



CUBE VERDICT

CHAOS FIELD EXP

A HARD BUT DECENT SHOOTER

VISUALS
Rather rough around the edges, but still has a unique charm.

AUDIO
Absolutely fantastic rocking tunes that perfectly suit the game.

GAMEPLAY
Despite being a standard shooter, there's plenty to learn.

LIFESPAN
Going through on one credit will take an age.

ORIGINALITY
Not exactly original but it still has plenty of nice touches.

CONCLUSION

IT'S NOT THE greatest shooter that we've ever played, but *Chaos Field* is still a welcome addition to the GC's rather poor catalogue of shmups. While it's frustratingly difficult at first, continual practice soon pays dividends. It's just a shame it's not as expanded as the title suggests.

ALTERNATIVE

Absolutely superb shooter from Treasure that pushes all the right buttons.



IKARUGA

Reviewed: 17 CUBE Rating: 9.0

FINAL SCORE

7.8

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HANDS ON

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NEWS

Everything happening in the world of DS plus the biggest GBA stories!



GBA 2

It's definitely coming, but when and where? Find out right here!

CASTLEVANIA DS

Vampire slaying at the flick of a stylus. New screens and info!

RETRO ATARI ARCADE CLASSICS

So much fun on such a little card... how do they do it? Read the full review, here!

PLUS MUCH MORE!

DS UK LAUNCH PICS!

You turned up in your hundreds to support the DS's midnight launch, and we were there to cover the entire thing!

HQ NEWS: ALL THE GOSSIP FROM THE NINTENDO TOUCH! CONFERENCE, QUOTES AND REACTIONS FROM THE INDUSTRY PLUS THE LATEST

CONTENTS



WELCOME TO HANDS ON – the only place where you can touch things in your trouser pocket and not get frowned upon. This month we've got some tasty DS previews and reviews for you to devour, plus Ryan wonders what's going rumbly in his tumbly. Our guess is an ulcer... or a lack of Minstrels.

Liz Morris
News Editor

AT A GLANCE...

THE SEQUEL?
Some strange announcements were made about the GBA 2, what's going on?
Page 070

GAMES NEWS
Games in the news that are new, making them the new news games.
Page 072

DS LAUNCH, YET AGAIN
Right, the Bear was there, as was Chandra Nair. There's a joke there somewhere, but it's too late.
Page 074

REVIEWS!
With an exclamation mark. So that means they're the most exciting reviews ever! See how this journalism thing works?
Page 076

GBA MARK 2

GBA2 to arrive in 2005?

EVEN THOUGH IT'S only been out for a few months, the DS could be facing stiff competition in the form of the reported GBA 2. Rumours started spreading like wildfire after US news company CNN reported that the sequel to the GBA could be hitting stores at the end of 2005, making this the third handheld console Nintendo has released onto the market in as many years.

The news came about after an analyst report by PJ McNealy of American Technology Research (ATR) stated: "We believe it is likely that the next version of the Game Boy Advance SP will ship as early as this holiday, ahead of most expectations of calendar year 2006." McNealy also predicted that the new handheld system would cost $99, with the GBA SP dropping in price to $49, and believed that the GBA2 would not infringe on the DS market as the two systems targeted different audiences... well, so the theory goes. All could be revealed much sooner than anyone expected, though, if reports on website Spong are to be believed. According to the site, Nintendo staffers had confirmed that the GBA2 would be unveiled at this year's E3 in May, alongside the Revolution. The same report also stated that: "Revolution connectivity was confirmed".

Hands On spoke to Nintendo on the subject, curious why no announcements had been made regarding the GBA 2 if there were plans to show it at E3, and the company was quick to rebuff the claims. "It was not confirmed by us at all and is speculation based on the report from a US analyst," said Nintendo. "There is always speculation on what the next Game Boy will be, however, at this time there are no announcements about a new Game Boy SP product." Whether this is just another example of Nintendo playing the secrecy card is unknown; we'll just have to wait until E3 rolls around to find out for certain. ■



The DS has only just arrived, but speculation is already growing around the GBA 2.





WILD DOWN UNDER

DS goes down a storm in Oz

NINTENDO SCORED A home run with the successful launch of the DS in Australia at the end of February, smashing Australian launch sale records for the "fastest selling console". Between the dates of 24 February and 27 February Nintendo managed to shift an impressive 19,191 units. This might seem small-fry compared to first-week sales in the US and Japan but, then again, Australia only has a population of 19 million, compared to Japan's 126 million and the United States' 275 million. "We are ecstatic at the success the Nintendo DS has shown during this launch period. This is a huge result and we are delighted with it," enthused Rose Lappin, director of sales and marketing at Nintendo Australia. "We look forward to continuing the drive with some strong titles still due for launch and the great support we have received from

TOTAL RECALL

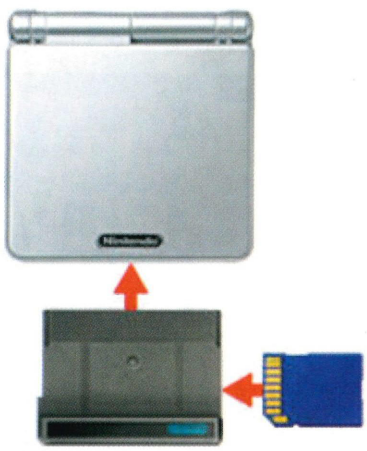
Play-Yan returned

JUST A FEW days after its Japanese release, Nintendo's new MP3/MPEG4 player for the GBA and DS, the Play-Yan, had to be recalled. According to an email sent out by Nintendo to all Play-Yan purchasers, the Play-Yan units were shipped with an audio problem: apparently, the headphone jack outputted sound from the wrong channels (audio meant for the left channel would come from right channel and vice-versa). It wasn't a serious problem, but one that Nintendo clearly felt was imperative to deal with.

Fixed Play-Yan units were swiftly shipped to customers who had returned their faulty systems, free of charge. Still, despite this small hiccup, the Play-Yan has been receiving some good press this month after Nintendo revealed that Japanese gamers could download 12 specially designed games onto their Play-Yan systems. Titled *Garage Games* the games would be made available one at a time over a period of 12 weeks, the first title being *Insect*, with another game being made exclusively available for Nintendo Of Japan club members. If the Play-Yan ever makes it over to this side of the world we really hope Nintendo offers a similar deal, otherwise there might be some cross words had... ■



Play-Yan – it totally connects together and everything! Backwards!



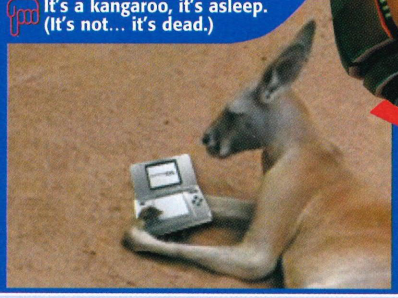


The people at Nintendo may be the masters of innovation, but they still can't tell the left from the right, those monkeys!

WE SAY...

both retailers and third-party publishers." Talking of software sales, Nintendo took the crown for the highest-selling DS game during the same time frame, with *Super Mario 64* and *Wario Ware Touched!* top of the DS charts. ■

It's a kangaroo, it's asleep. (It's not... it's dead.)





STRANGE, BUT TRUE

GREEN

Samus's visor is green yet she sees everything clearly, not tinted green. Weird, no?

HANDS ON Accessories

JOYTECH NINTENDO DS TECH PACK



If you haven't already entered our nifty comp (page 23) to win one of these great Tech Packs, then get dialling now! Done that? Okay, then. King of accessories, Joytech, has released this nifty pack for your DS. Containing a dapper black carry case to help prevent those nasty scratches that make the DS casing scruffy, a sterling set of headphones (plus adapter for GBA), a range of DS and GBA game cases to protect your beloved games and an in-car adapter, you have everything you need to get gaming on the go! Go on, your DS is worth it.

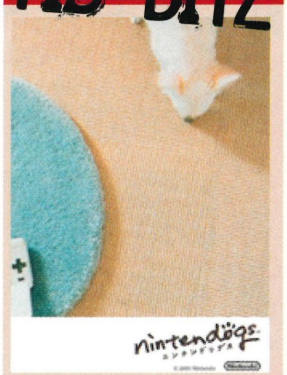
RRP: £14.99

COLOURS OF THE RAINBOW

True to form, Nintendo is releasing a range of coloured DS units in a similar vein to its ever-popular GBA range. They will come in four colours, the first two to be released being Granite Black and Pure White (out in Japan at the end of March), with the other two, Candy Pink and Turquoise Blue, out on 21 April in conjunction with the Japanese release of *Puppy Times*. How soon we'll see these colours over here is another matter, although importing's always an option if you can't wait.



TID BITZ



PUPPY TIMES THREE

Our tails have been wagging all month after hearing that Nintendo will be releasing three editions of its pet simulator *Puppy Times* (or *Nintendogs* as it's also known). Each edition of the game, which is due out in Japan on 21 April, will contain five loveable pooches. The first edition, *Dachs & Friends*, will contain a Yorkshire Terrier, Miniature Dachshund, a German Shepherd, a Miniature Schnauzer and a Pug. Edition two, called *Chihuahua & Friends*, contains a Cavalier King Charles Spaniel, a Chihuahua, a Shih Tzu (bless you), Labrador and a Beagle while edition three, *Shiba & Friends*, features a Shetland Sheepdog, a Miniature Pinscher, a Shiba, a Toy Poodle and a Welsh Corgie puppy! If you're anything like us then you'll be going barking mad trying to decide which edition you want. But fret not as, according to reports, players can download dogs from their friends' editions of the game, meaning that you can get all 15 adorable mutts for the price of five. Gotta walk 'em all.

POKÉMON STASH

To celebrate the launch of *Pokémon Dash* in the US (read: bribe Poké-fans into buying the game), Nintendo released some special *PD* bundles which were made available in Pokémon Centres across the nation. The three bundles included a copy of the game plus a keychain for $29.90; a copy of *Pokémon Dash*, a keychain and *PD*-styled DS cartridge case for $33.95 and, for the richer types, a copy of the game, a DS, a DS carry pouch, keychain and cartridge case for $193.90. All of that sounds really good...apart from the bit about the game itself, of course.

MOVIE MAGIC

Gaming website Kotaku has reported that the DS might be getting a little treat in the form of DivX movies. According to Kotaku, Nintendo is currently working on a way to compress DivX movies onto a DS cartridge, and mentioned that the first planned film would be an animated one – possibly from Disney or Pixar (although we think that a *Pokémon* movie would be more likely). Hands On spoke to Nintendo and asked the company to confirm the report but, as usual, it refused to comment. Come on guys, throw us a frickin' bone here!

SHIZZLE

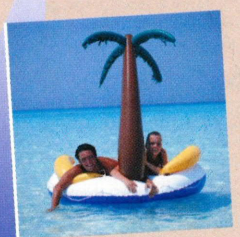
COLOURED DSs
Yeah, we know we're complete mugs but they're soooo pretty, we just have to have one.



PAC-MAN STYLUS
The Japanese version of *Pac Pix* comes complete with this rather nifty Pac-Man-inspired stylus. Might poke you a bit, though…



HOLIDAY BLUES
There's nothing worse then coming back to work after a nice long break. Getting up before noon seems so wrong.



EYE STRAIN
We've been staring so intently at our DSs all month that our tired old eyes just can't take it. Poor Liz is starting to look like Mr Magoo…



RIVIERA: THE PROMISED LAND

Take me to the Riviera, throw me in the water…

AFTER NABBING THE publishing rights to *Puyo Pop Fever* on the DS, Atlus USA hasn't been resting on its laurels as it has also managed to get its mitts on the RPG *Riviera: The Promised Land*.

The game, which is being developed for the GBA, begins when the Gods' realm, Asgard, is overrun by demons and is almost destroyed. Nearly all hope is lost, but in their death throes the Gods managed to create a clan of warriors known as the Grim Angels who defeated the demons using a special weapon called a "Diviner". Before the Gods disappeared altogether they managed to leave their power behind on an island called Riviera, where the game takes place.



One thousand years later, the demons return and another war on Asgard is feared. Terrified for their existence the Seven Magi, "proxies of the Gods", attempt to bring about the Retribution by summoning two Grim Angels. Their hope is to destroy the demons, but Riviera will be taken along with it. However, will the angels learn of the Seven Magi's dark plans before the terrible fate of Riviera is sealed?



Riviera features stylised, hand-drawn graphics and over 30 hours of gameplay that boasts multiple endings. The game also features five types of mini-games that unlock rare items and secret paths, and a unique item system which causes items to function differently depending on the character. *Riviera* is scheduled for a summer release. ■

ZELDA DS

Is Link coming to the DS?

IN A RECENT interview with French publication *Libération*, Nintendo producer Eiji Aonuma fulfilled all our wishes by stating: "there's no doubt about a *Zelda* game for the DS." Yay! Okay, it offers no clue as to how long we might have to wait, but it's good to see that Nintendo is seriously considering some dual-screened Link action.

Aonuma then claimed that his ideas for *Four Swords* "greatly contributed to the concept behind the DS," adding "the gameplay ideas we came up with for *Four Swords* provided examples on what kind of games would be possible on the Nintendo DS and what kind of advantages the double-screen would enable.

"It was all theoretical, but today we realise it's a pity – a real shame – that we haven't created a demonstration of a real, great *Zelda* game for DS".

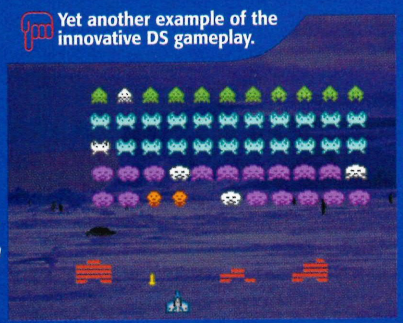
Yeah, what's that all about? Nintendo had time to scrape *Pokémon Dash* out of the crap pile but failed to bring us a demo of *Zelda*? Oh well, we'll just have to console ourselves with the console version whenever Ninty gets round to releasing that… but check out the new screens on the In-Depth on page 42 of this issue! ■

SPACE INVADERS REVOLUTION

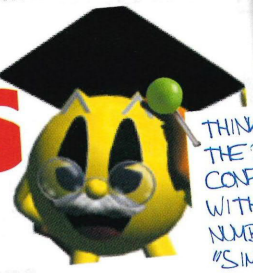
Mars attacks! No, wait, it's the moon

DESPITE RYAN'S RESERVATIONS about the commercial appeal of *Space Invaders Revolution*, the rest of us reckon this will be on top of every retro fan's wish list. Developed for the DS, *Space Invaders Revolution* is based on the classic arcade game where players have to shoot the marauding alien invaders before they reach Earth.

Of course, this wouldn't be a 'Revolution' if there hadn't been an update somewhere along the line, and this comes in the form of the New Era mode. Here players have to compete in a world tour, travelling the globe to 20 different locations and defeating all the invaders before blasting off to the moon to take on the UFO mother ship. Each location has three tough rounds to complete before you can move on to the next location, each with unique challenges such as having to destroy the invaders in a colour-coded order or defeating one heavily armoured invader. To help players out there will be a number of power-ups, such as protective shields, support craft and "column-clearing laser beams". *Space Invaders Revolution* will be in shops this spring. ■


Yet another example of the innovative DS gameplay.

HANDS ON Announcements



THE MASQUERADE LULLABY
JAPANESE DEVELOPER, GENKI, HAS ANNOUNCED THAT IT IS DEVELOPING THREE TITLES FOR THE DS INCLUDING THE MASQUERADE LULLABY, WHICH IS A POINT-AND-CLICK MURDER MYSTERY GAME. BY THE TIME THIS ISSUE HAS HIT THE STORES, THE MASQUERADE LULLABY WOULD BE ON SALE IN JAPAN FOR 5040 YEN.

I.C.STUDIOS
I.C.STUDIOS HAS BEEN ENLISTED BY KONAMI TO WORK ON A MAJOR MULTI-PLATFORM GAME FOR THE PS2, PC AND GBA. THE TWO COMPANIES HAVE YET TO RELEASE ANY INFO ABOUT THE PROPOSED GAME, THOUGH, THE TEASES

DRAGON BALLS
ATARI HAS ANNOUNCED THAT IT WILL BE RELEASING DRAGON BALL ADVANCED ADVENTURE FOR THE GBA THIS SPRING. THE GAME FEATURES THREE MODES AND FOLLOWS KEY EVENTS FROM THE ORIGINAL DRAGON BALL SERIES

THINKARTS
THE DEVELOPMENT COMPANY HAS CONFIRMED PLANS TO DEVELOP GAMES WITH SQUARE - ENIX AND KOEI FOR A NUMBER OF PLATFORMS INCLUDING A "SIMULATION" GAME FOR THE DS. NO FURTHER DETAILS WERE GIVEN. HANDS ON WILL KEEP YOU POSTED

DS DOWNLOADS
NINTENDO GAVE JAPANESE DS OWNERS A REAL TREAT BY MAKING A NUMBER OF DS GAME DEMOS AND ALSO SOME MUSIC AVAILABLE FOR DOWNLOAD. THE DEMOS INCLUDE METEOS, CHOKKAN HITOFUDE AND MUSIC FROM BAND BROTHERS. FINGERS CROSSED THAT NINTY DOES SOMETHING SIMILAR OVER HERE.



WE HAVE LI

Great start for Nintendo's new baby

SO THAT'S IT. It's finally here. On Friday 11 March the DS launched in Europe to complete Nintendo's 14-week global launch campaign. Stores across the country opened their doors at midnight on Thursday to cater for the initial rush, but as it turns out the demand was less than other launches in the company's history. The main launch event took place at Oxford Street's Virgin Megastore, where several hundred hopefuls queued outside. Though nowhere near as impressive as the GameCube's launch in terms of attendance, the promotional material was certainly far better. No boxes with some Fisher Price-esque purple make-up box on them here. Lamp-post demo pods and nifty mirror-enhanced holograms were the order of the day, and 'the finger' was thankfully conspicuous by its absence (or maybe we just chose to forget about it).

The first place in the queue for Nintendo's new handheld was reserved for the winner of a competition run by the *Daily Mirror*. Nicola Fletcher won the honour of jumping to the front of the queue and facing the onslaught of cameras and film crews. Nintendo must have been thanking the heavens that the picture intended to speak a thousand words featured an attractive young lady as opposed to the stereotypical 'geeky gamer'. It's



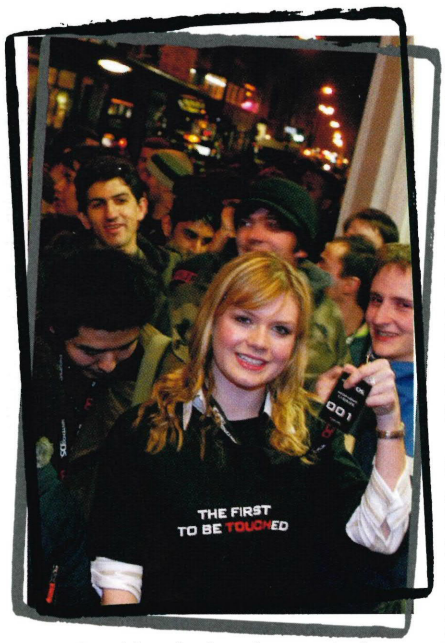


PUT YOUR HANDS IN THE AIR ...like you've got a DS and you just don't care!

HUNDREDS OF PEOPLE stood out in the cold to see in the launch of the DS, and while the lucky *Daily Mirror* competition winner, Nicola Fletcher, got the luxury of the DS people carrier, the rest of the crowd had to wait in line. It's all part of the experience, though, as far as we're concerned. Brrr. Coffee, DS giant fingers and space blankets (you know, those silver sheets) were handed out to all and sundry, with some curious and outlandish headgear being the results rather than the sensible keep-warm option. Hey, there's a little cosplayer in all of us. Of course, politely queuing is all very English and we felt a bit bad about getting straight up to the front – but then again, perk of the job, innit?

FTOFF!





questionable whether that particular DS unit will ever get used, but who cares? It's all good publicity for Nintendo UK.

The DS launch was about more than just the launch day though. On 10 March, Avid Merrion's Bear persona officially became the face of the DS by way of a ceremony at the very same venue. Without wanting to sound crude, the whole point of the Bear is that he swears himself silly and gets his knob out – both characteristics that are obviously a no-no in this situation. We'd say Nicola wins hands down.

The launch is just the beginning of a long road for Nintendo, but we came away from the day in a surprisingly upbeat mood. Nintendo's advertising campaign highlights the unique features of the machine: dual screens, touch screen, voice recognition, Wi-Fi, *PictoChat* messaging and backwards compatibility. On top of that Satoru Iwata announced on the same day (at the Games Developers' Conference) that DS owners will be able to hook up and play online wirelessly, and more importantly, free at the end of the year. All Nintendo needs to do is get the right games and the right message out there and we think it will be a huge success. *Ridge Racers* vs *Ridge Racer DS* is a situation that Nintendo should avoid (perhaps that's why the game is absent from Nintendo's schedule at the moment), but we think that once developers get to grips with what the two machines are all about we'll see the software taking different paths.

Nintendo now has the luxury of a few months to make the public fully aware of what the DS can offer and how it's a very different proposition from the PSP. These few months will be instrumental in grounding the machine, and we can only hope that Nintendo takes full advantage of that.

AVID BEARS ALL

Erm, okay... maybe he doesn't

AND THE NEW face of Nintendo is... the Bear! Naturally, you all want to see pictures of the Bear from *Bo Selecta*, so here's, um, one of them.

If Nintendo can script some really funny lines for him to say then that'll be great, but at the moment his persona is somewhat lacking. He can't use obscene language, and can't get the old chap out, so at the moment he's a just a boring old bear. Come on, Nintendo, push the boat out a bit, be a little bit daring. You need to grab people's attention and associating yourself with a toned-down version of the Bear isn't the way to do it.

Unless you let him touch it with his 'tail' rather than the stylus...



"THE WHOLE POINT OF THE BEAR IS THAT HE SWEARS HIMSELF SILLY AND GETS HIS KNOB OUT – BOTH ARE OBVIOUSLY A NO-NO IN THIS SITUATION"

CASTLEVANIA

Insania Castlevania mania

HANDS ON INFO

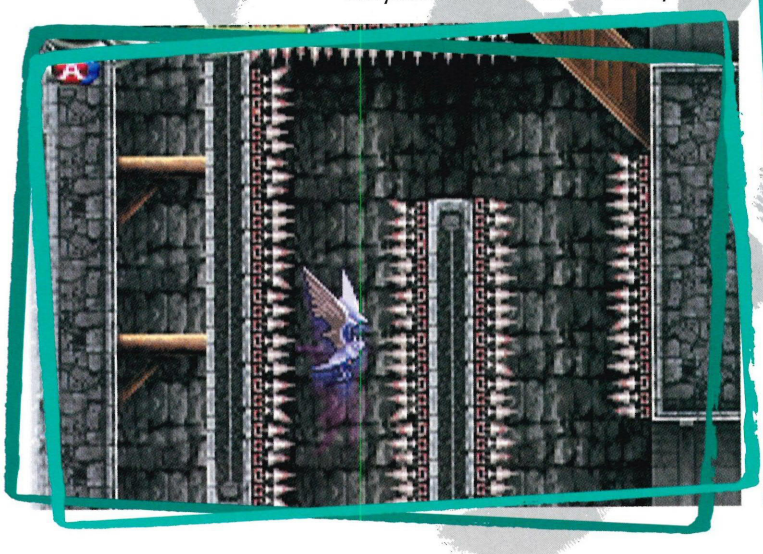
PUBLISHER: KONAMI
DEVELOPER: IN-HOUSE
RELEASE: Q3 2005

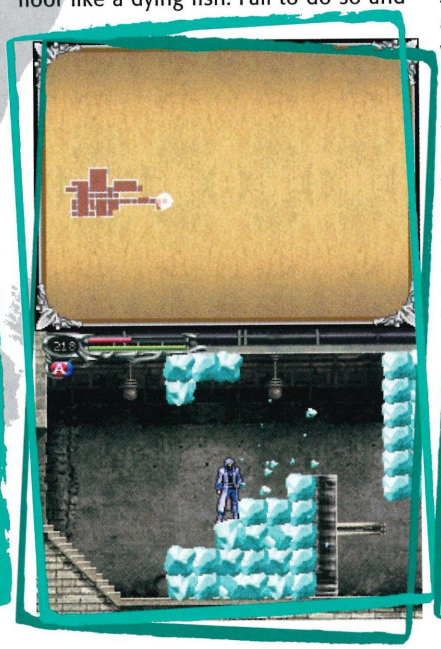
HERE'S ONE CULTURE clash we wouldn't miss for anything (unless the anything in question was a new Girls Aloud video, then we'd watch that first). *Castlevania*, with its roots stubbornly entrenched in old-school 2D visuals and gameplay, meets the Nintendo DS, with *its* roots stubbornly entrenched in innovation and originality, head-on. One digital, slightly pixellated explosion later and the result is the rather sumptuous-looking *Castlevania DS*. Like a Girls Aloud video! It's strange how these things work sometimes.

The plot follows on from *Castlevania: Aria Of Sorrow*, also known as 'The One With The Really Bad Storyline'. Soma Cruz was watching the first eclipse of the century when – uh oh! – he blacked out and woke up in Dracula's castle. A rubbish storyline that doesn't make too much sense but somehow Konami has figured out a way to make the plot for *Castlevania DS* even worse. Set in 2036 (one year after *Aria Of Sorrow*, fact fans), Soma Cruz finds himself caught up in a mysterious cult's plans to resurrect Dracula blah blah he has to infiltrate their castle blah blah blah he has to hit them really hard in the face. No, *Castlevania* isn't about the storylines. *Castlevania* has always been about Reggie approved ass-kicking and name-taking. That's what the series is famous for, that's what the recent NES Classics Series *Castlevania* re-release brought to the table, and that's what this DS version should deliver with acclaimed series producer Koji Igarashi back at the helm. Onwards with Captain Igarashi! Set sail for gameplay! Arrr.



It should be smooth sailing for the maiden voyage of *Castlevania* on the good sea DS, but there are potential icebergs to navigate. We're worried about what every DS series update seems to be forced to have by Nintendo law – the DS Bits. There's a new Magic Seal system where players use the stylus to connect a series of symbols to "unlock an enchanted opening and disperse their enemy's magic into it when they are weakened". We're not sure what crazy moon language the press release is written in, but here's a quick translation for you – bosses have to be banished by drawing specific Magic Seal symbols when their energy is low and they start flapping about on the floor like a dying fish. Fail to do so and the boss regains energy and presumably goes back to the same attack patterns, not having learnt a thing from his near death experience. We love videogames. They're awesome! Our concern here is that *Spider-Man 2* tried a similar system and it was mostly guff, especially the way you had to switch from the buttons to the touch screen and back again in an instant. It wasn't the most fluent of control systems and we've even seen clumsy mugs drop their DS while trying to do so (in all honesty we haven't, but it's almost happened to us a few times so there's bound to be someone out there that has actually done it). Anyone not familiar with finger judo won't have the nimble







DS

thumb dexterity required to quickly switch back and forth, so hopefully Konami has figured out a way to allow for more control scheme-switching leniency. If not, there will be words; if this latest *Castlevania* causes us to drop our DS trying to play it, there will be *swear* words.

New attacks and skills are learnt by collecting the souls of your enemies and, better yet, you can trade them with other players using the DS's wireless connection. Theoretically, you could boost weaker players by giving them better skills. This suggests one of two things: there are either quite a few skills to learn or there aren't many skills at all, rendering the entire feature pointless. You can even break the trademark weak bricks by tapping them with your stylus, although how this actually works has yet to be revealed. Here are some questions we prepared earlier regarding this feature – can you shatter bricks an entire screen away? Can you collect the items by tapping them or do you have to go retrieve them yourself? If so, what's the point of shattering bricks with the stylus? Why does *Pokémon Dash* exist?

While there's no denying that *Castlevania DS* will be good – Igarashi's involvement alone should make sure of that – whether it will be *great* depends on how well the new DS exclusive features are worked into the gameplay. We look forward to having our questions answered come *Castlevania DS*'s autumn release.

THE VAMPIRE CHRONICLES

The Belmont clan (and friends) have been a regular fixture on Nintendo's systems ever since the early days, appearing on every platform bar the GameCube (what!? Suddenly the GameCube's not good enough for you, Konami?). **CUBE** takes a nostalgic trip down memory lane and charts the rise and fall of everyone's favourite vampire hunters...

CASTLEVANIA
NES, 1987
Vampire slayer Simon Belmont is introduced to the world and whips gamers into a frenzy.

CASTLEVANIA II: SIMON'S QUEST
NES, 1988
The first *Castlevania* game to include RPG elements, *Simon's Quest* sees the titular hero attempt to destroy the body parts of Count Dracula.

CASTLEVANIA III: DRACULA'S CURSE
NES, 1989
Set 100 years before *Castlevania*, great-granddaddy Trevor C Belmont takes the reigns.

THE CASTLEVANIA ADVENTURE
Game Boy, 1989
This tiresome attempt left many *Castlevania* fans as dead in the heart as Dracula, although a new hero, Christopher Belmont, arose.

SUPER CASTLEVANIA IV
SNES, 1991
In essence a remake of the original *Castlevania*, but its polished graphics and SFX made this a hit with fans.

CASTLEVANIA II: BELMONT'S REVENGE
Game Boy, 1991
Yay! A much better effort by Konami. Young whipper-snapper Christopher Belmont returns for more ass-kicking.

CASTLEVANIA: VAMPIRE KISS
SNES, 1995
A watered-down "sequel" to the PC title *Dracula X: Circle Of Blood*, featuring Richter Belmont and Maria Renard.

CASTLEVANIA: LEGENDS
Game Boy, 1997
Set before the previous Game Boy titles, players took on the role of Sonia Belmont who used Soul Powers to attack enemies.



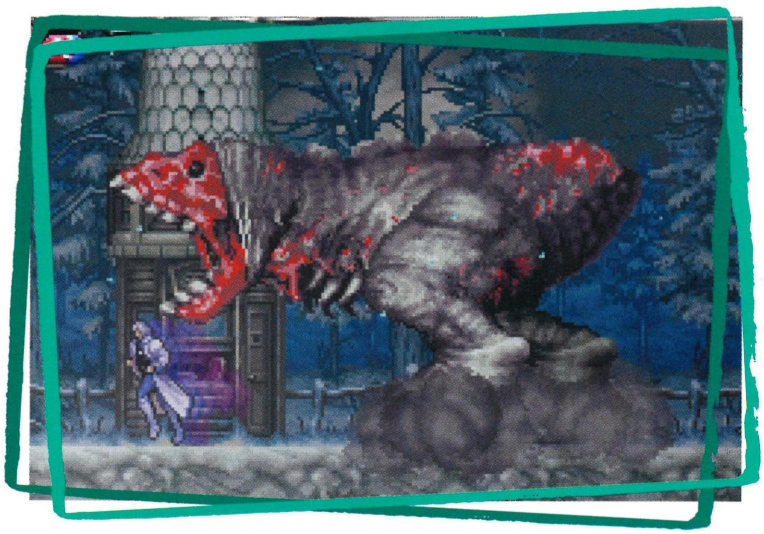
CASTLEVANIA 64
N64, 1998
The first *Castlevania* game to go into 3D, starring vampire lover Reinhardt Schneider and Carrie Fernandez. Not entirely successful, but still enjoyable.

CASTLEVANIA: LEGACY OF DARKNESS
N64, 1998
Practically the same game as *Castlevania 64* except it featured two extra characters, Henry Oldrey and Cornell, and two new levels. What a jip...

CASTLEVANIA: HARMONY OF DISSONANCE
GBA, 2002
Konami injected some colour and vibrancy into the game, making life easier on the eyes although the game lacked oomph. Characters included Juste Belmont, Simon Belmont and Maxim Kischine.

CASTLEVANIA: CIRCLE OF THE MOON
GBA, 2001
Styled and structured on *Symphony Of The Night*, the game suffered slightly because of the original GBA's dark screen combined with the game's dark graphics. Featured Nathan Graves.

CASTLEVANIA: ARIA OF SORROW
GBA, 2003
The storyline was a bit crap, but the excellent music, art and animation was a hit with gamers. Soma Cruz is also introduced to the world.





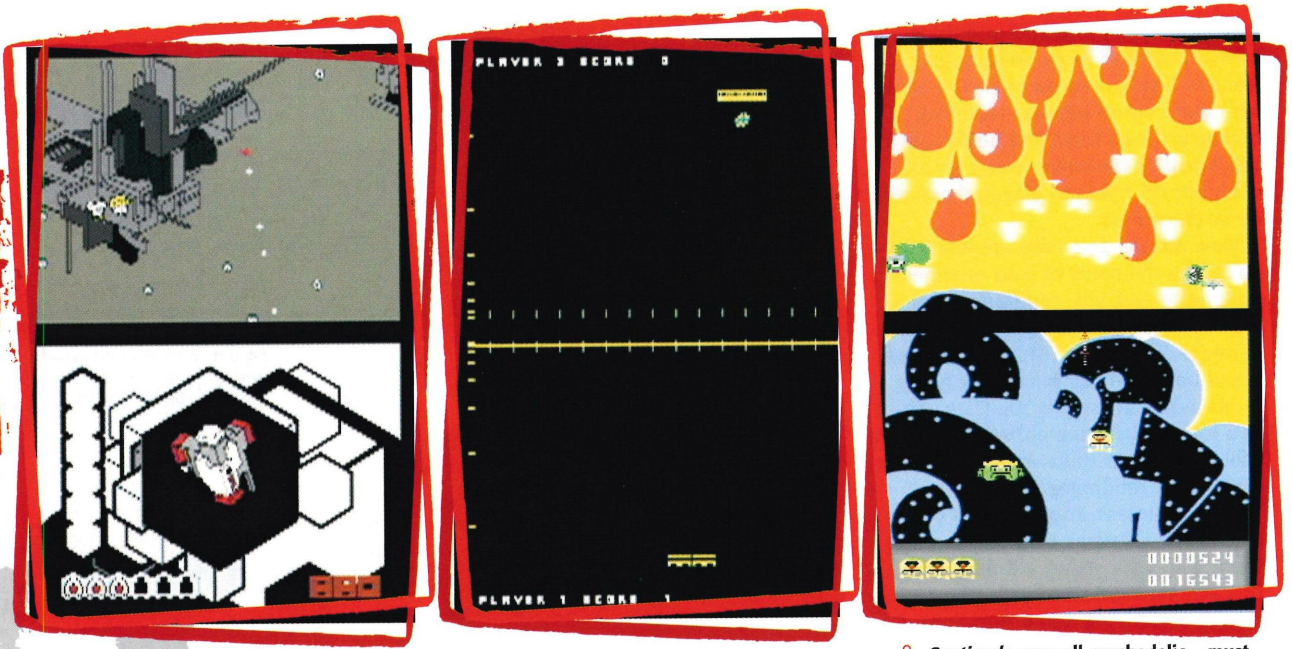
HANDS ON

Drawing pentagrams on a touch screen!? Won't that open the gates of Hell? Possibly not, but we're still not convinced it's a good idea.

WE SAY...

RETRO ATAR

Let's do the time warp again



Centipede goes all psychedelic – must be all the mushrooms…

HANDS ON INFO

PUBLISHER: ATARI
DEVELOPER: ATARI
PLAYERS: 1-4

DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	

THE IDEA: BRING retro Atari classics to the DS and rope in three graffiti artists to work their magic on the creaky looks. The choice: you get to choose between the original version and new, remixed version. The verdict: well…

CENTIPEDE

Centipede works fine using the touch-screen controls and it's one of the few games that survives the transition to the dual-screen format intact. As an added bonus, the paint-cans of Reas give *Centipede* gaudy, off-beat visuals that look lush – playing for new backgrounds becomes as much of an incentive as playing for the high scores does.

PONG

Two-player *Pong* matches can easily go 15 minutes without anyone scoring a point, thanks to the stylus making it incredibly easy to play. This makes *Pong* – a boring game to begin with – almost hazardous with its ability to make you sleep. It doesn't help that remix is exactly the same game bar a few yellow lines.

MISSILE COMMAND

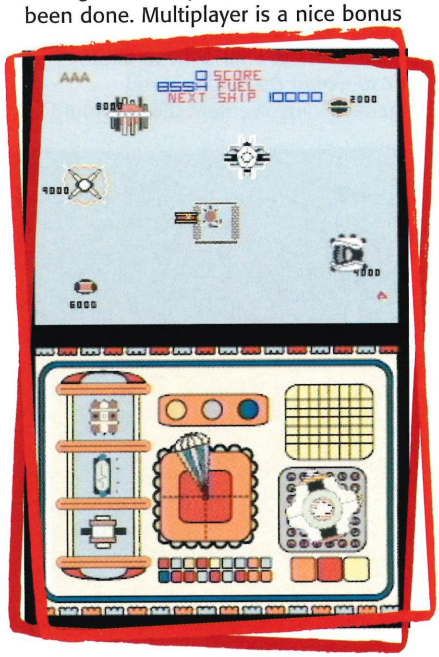
You tap the screen where you want to fire missiles – simple but effective… possibly a little too effective, as using the stylus makes it incredibly easy to rack up ridiculous scores. The dual screen makes it much easier to see the missiles but this helps *Missile Command* revel in the high-score chase. The remix is strong, with funky stylised icons and sharp colours.

BREAKOUT

This would be a competent DS port with workable touch-screen controls had the dual screen not got in the way. When the ball switches screens it's hard to keep track of its exact position on higher speeds. *Pong* suffers from the same problem but for some reason it has a bigger effect on *Breakout*'s gameplay. Cute remix but again, more could have been done with it.

SPRINT

'Not bad' might not be a definitive, cutting opinion but it's the only way to describe *Sprint*. The remix is neither here nor there, looking pleasant enough but doing nothing to discourage the feeling that surely more could have been done. Multiplayer is a nice bonus



I CLASSICS

but nothing special. It's just... not bad. The touch-screen controls, however, are absolutely woeful.

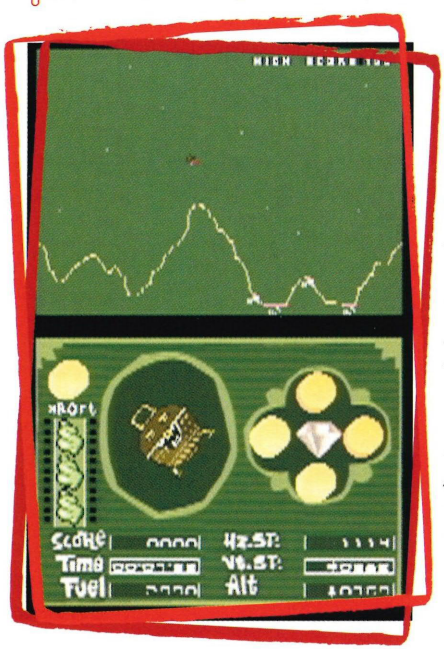
GRAVITAR

Gravitar might be a long way behind the other games on the list of Atari classics that everyone remembers but it's not bad at all. If you use the D-pad instead of the stylus, it holds together as an enjoyable game at a chilled pace, backed up by a competent visual remix. Not the first game you'll play but a strong one nevertheless.

ASTEROIDS

The remix is visually striking and looks wonderful. The look is similar to when The Designers Republic worked its magic on *WipEout* – angular, pastel-coloured and futuristic. Sadly, the touch screen and stylus combination lets the team down. Again. Have you spotted a pattern emerging yet? (If you haven't, it's that touch-screen controls are total balls).

Pretend you're Buzz Aldrin trying to push Neil Armstrong out of the way.



LUNAR LANDER

An absolute pig to play using the touch-screen controls and, if we're being entirely honest, not really that fun using the D-pad either. When up against the simple elegance of *Missile Command* or frantic nature of *Warlords*, it's hard to see the appeal of such a fussy game. The visual remix is also rather weak. Only *Tempest* stops *Lunar Lander* collecting the wooden spoon.

WARLORDS

Warlords is the dark horse of the compilation – a strongly put together game that features bright, vibrant graphics for the remix and solid touch screen controls that genuinely work. The added bonus of four-way multiplayer adds to the appeal of *Warlords* and it's one of the few games that will survive the initial nostalgia rush.

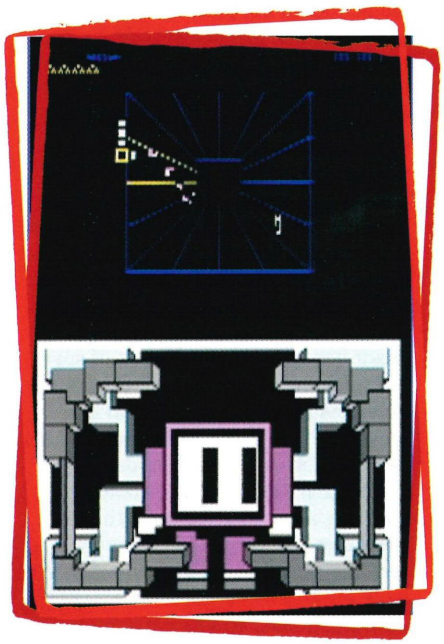
TEMPEST

The touch-screen controls turn the tight control of *Tempest*'s space ship into a drunken joyride, as your ship careers about with reckless abandon and all the obedience of a naughty child. The remix doesn't score any points either, swapping the vector graphics for bland visuals. Sadly, this DS version is far removed from the definitive *Tempest* that became one of gaming's milestones.

CONCLUSION

Apart from *Asteroids* and *Centipede*, the remixes are disappointing, as though the graffiti artists were afraid of ruining the core gameplay or on a tight leash. Where they needed to be bold, they bottled it. The touch screen and stylus combination is the usual explosion of ill-defined accuracy and unnatural controls that kills some games outright (*Tempest*, *Asteroids*), with others merely wounded by the shrapnel (*Warlords*, *Missile Command*). *Retro Atari Classics* is not a bad compilation but it could have been much better.

RYAN



***Tempest* gets incredibly difficult to control when you're rubbing directions using that thing on the the touch screen.**

HANDS ON Verdict

GRAPHICS
The games touched up by Reas are vibrant and full of personality; the others are underwhelming.

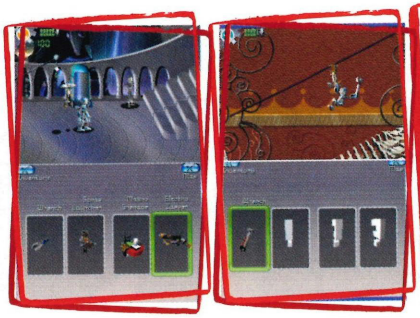
AUDIO
Blip. Blip. Blip blip. Blip. Neuwneuwneuw (that's the noise when you die). Blip. Blip. Blip blip.

FINAL SCORE

6·0

ROBOTS

01110010011011 1
10110001001101 1
11011101000111 0





HANDS ON INFO



PUBLISHER: VIVENDI
DEVELOPER: EUROCOM
PLAYERS: 1

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

ROBOTS ROCK. THIS is just a universal fact, so you'd think that a game consisting entirely of robots and set in a robot world would rock to the power of three, but sadly the math just doesn't add up. This could be due to the curse of the movie licence, although *Spider-Man 2* (on the GameCube at least) proved that it could be done, and in fairness *Robots* is an okay game for the most part.

Based on the animated film from 20th Century Fox, the game follows the exploits of a young inventor called Rodney Copperbottom who travels to the big city in search of fame and fortune. However, an evil corporate tyrant has stopped production of spare parts, forcing robots to have unwanted upgrades in order to survive. In true movie fashion it's up to Rodney and his band of Rusties to save the day.

Although *Robots* is your standard platform/adventure fodder with the clichéd moving platforms, jumping sections and mini-quests, it does boast large environments based on locations from the movie, adding panache to the whole affair. Equally, the game is brimming with characters from the film, so kiddies should get a kick out of that.

But that's about all the good things we can say regarding *Robots*. The main gripe of the game is that it's like an annoying child who keeps asking "are we there yet?" during a 20-hour car journey. It's supremely irritating in places, partly because it's difficult to figure out the depth perception. This makes it difficult to judge where you are in relation to the objects around you and you often fall off ledges (particularly in the rollerball levels) or end up striking thin air when you attempt to attack your enemies.

Another flaw is that the game doesn't use the DS's functions particularly well. The touch screen is mainly used as a map/inventory, which the developer attempted to jazz up a bit by allowing players to draw on the map, for example. The touch screen is also used to control the rollerball although this feels like a very superfluous addition to the game and, considering the above concerns, probably not the best idea.

In all, *Robots* is a standard platformer that has some nice flourishes and some charm, but rarely manages to claw its way out of the quagmires of mediocre averageness.

LIZ

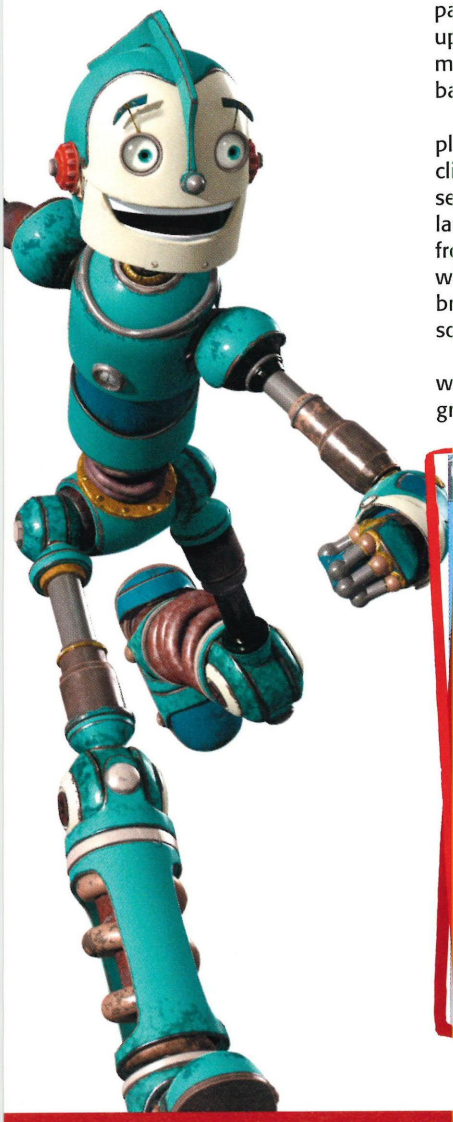
HANDS ON Verdict

GRAPHICS
Sets out to look like the film and succeeds, with great character models and a colourful palette.

AUDIO
Lots of bleep, bloop and clang sound effects with Eighties, *Tomorrow's World*-style techno music.

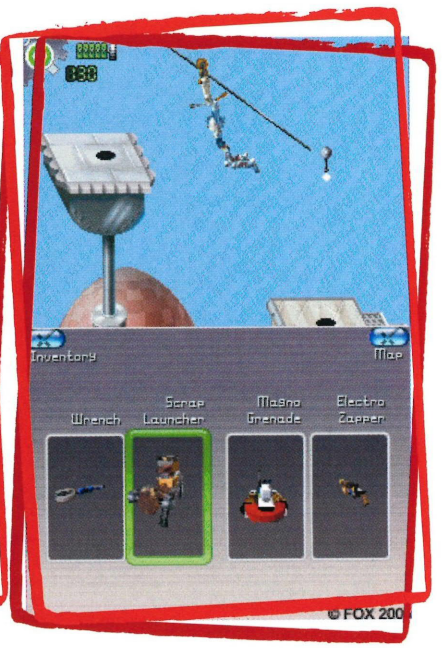
FINAL SCORE

6·4









TIGER WOODS PGA TOUR 2005

Pitch and putt





WITH AROUND EIGHT billion *Tiger Woods* games under its belt, EA certainly knows its way around a golf course. What it hasn't managed to master yet is the DS. Like *The Urbz*, *Tiger Woods* feels very much like a GBA game that's been tweaked just enough to warrant its purchase by sports fans, although this isn't to say *Tiger Woods PGA Tour 2005* is a bad game – far from it, but it certainly doesn't score a hole-in-one.

Based on the tried and tested *Tiger Woods* formula, *PGA Tour 2005* features a limited but impressive range of golf pros – such as Jack Nicklaus, Adam Scott, Arnold Palmer and Tiger Woods himself – who players can unlock by playing through the Legend Tour. The tour is separated into Rookie, Pro and Legend modes and offers a range of challenges like Old Vs New, Stroke Of Luck and Back For More so there's huge amounts of replayability… as long as you can unlock the modes, of course. This isn't particularly easy as you have to play with a newbie golfer and need to level-up their stats in order to have a hope in hell of competing at a higher level.



Other familiar modes include Quick Play where players can enjoy a number of challenges on the variety of courses (real and fantasy) on offer. The challenges include Stroke, Match Play and Skins plus a Multiplayer mode that allows up to four players to compete against each other using the DS's Wi-Fi function, so again there's plenty to sink your teeth into.

So far this is all standard *Tiger Woods* stuff and, as always, is top-notch quality. However, the game fails on one fundamental level: the control system. Instead of using an analogue stick to control the club, players have to use the touch screen. Here there's a boost bar that you can rub to add power to your shot and a U-shaped meter that represents the angle and power. It takes a bit of practice to master, and even then you might not always get the result you were expecting. Putting is the real problem as there's no handy dotted line to indicate where the ball will end up, making the whole process very trial and error. This really puts a dampener on an otherwise enjoyable experience but if you're not angered easily and are willing to put in the time and effort then the rewards will outweigh the drawbacks.

LIZ

HANDS ON Verdict

GRAPHICA
Blocky in places and a very muted colour palate, but hey it's golf. What do you expect?

AUDIO
EA presents the "Sounds Of The Ocean Volume 02". No annoying commentary though.

FINAL SCORE

7·8

TENNIS NO OUJI-SAMA 2005: CRYSTAL DRIVE

Turns a tennis game into a zoo. We're talking crazy heat!

IMPORT REVIEW!



INFO

PUBLISHER: KONAMI
DEVELOPER: KONAMI
PLAYERS: 1-4

DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	

IF YOU'RE WONDERING what 'Tennis No Ouji-Sama' means, it means 'Tennis No Sanity'. Online translators might say differently ('Prince Of Tennis', apparently) but then if they spent less time translating "How do I get to the train station?" and more time playing tennis games that involved poking your coach in the eye, things would probably be different.

Crystal Drive is crazy. It's not ker-azy but plain standard crazy because there is a strong, sensible tennis game underpinning the colourful layers of Japanese eccentricity. The basic controls are simple enough, with deeper, riskier shots available for those confident enough to try them. For some reason, *Crystal Drive* accidentally hinders rather than helps whoever's serving; otherwise, there's nothing to fault about the gameplay.

What we don't understand is the extra stuff that's been added in a bid to clock as high a rating as possible on the Great Japanese Scale Of Craziness. For example, there's a tennis bench on the bottom screen. You can tap the button that lets you look at the opposing tennis bench, for reasons we don't understand. Stranger still, poke your coach in the eye and he'll suddenly appear on the top screen, shouting while slowly sliding across a crazy single-colour background (hello anime!) before your player unleashes a bonkers, looping, spinning shot. Building up your super bar to perform these moves is the bottom line of *Crystal Drive* but how you actually do so, let alone how you unlock extra characters through these moves, is buried underneath a sea of Japanese text.

So perhaps it's not Tennis No Sanity after all. Maybe it means Tennis No Reason To Buy This Now Instead Of Waiting For The PAL Version That Pasty Skinned Brits Will Be Able To Understand. Admittedly, it might have been tricky fitting that title on the box.

RYAN



HANDS ON Verdict

GRAPHICS
Standard tennis graphics with a delicate, ever-so-slight droplet of anime.

AUDIO
Fairly redundant tunes but random Japanese shouting is always awesome.

FINAL SCORE

7.0







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TAK 2: STAFF OF

Tak it to the max

INFO

PUBLISHER: THQ
DEVELOPER: HELIXE
PLAYERS: 1

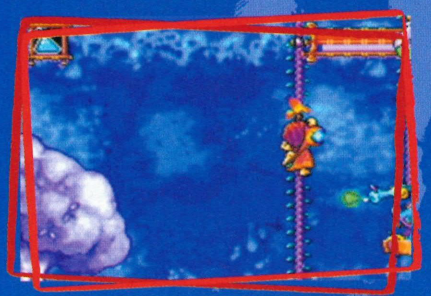
AFTER READING OUR GameCube review of this game in Issue 42 you're probably so familiar with the story of *Tak 2* that you could pick it as your specialist subject on *Mastermind*. But we've got two pages to fill and that's a lot of words, so here's a brief rundown.

Now Tak has got his JuJu back you'd think he'd be too busy flexing his man-boobs and flirting with Flora to have time to sleep, but alas the feather-headed lump did, and during his dream witnessed the theft of the Staff Of Dreams – a device that can rip through reality and unleash nightmare creatures into the 'real' world. Lummee.

And so begins the adventure, where poor old Takky has to traverse the vast world in search of dream rifts that must be sealed before the universe collapses in on itself. Or something. We're sure Stephen Hawking has a theory.

During the game Tak has to explore a number of perilous locations such as the Planetarium – an icy deathtrap full of spike-backed creatures, icicles of doom and slippery platforms; the Woodland, which comes complete with acorn-throwing mice-monsters, waterfalls and white-water rivers; and the Swamp, which is full of deadly brambles, bubbling green bog juices and giant toadstools. As this suggests, each environment is varied in its look and content, preventing the game from becoming visually stale.



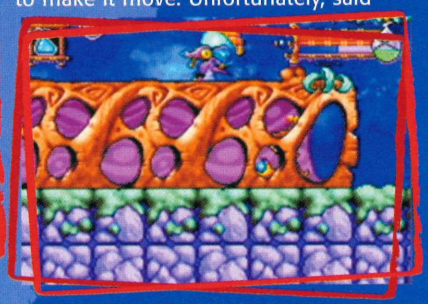


Tak plays with his yobels all day long, dirty little Tak.



What is staler than week-old bread, however, are platformers that include ridiculously stupid jumpy sections where one wrong move results in you having to redo the level right from the start, and *Tak 2* has these sections in abundance, making some parts a real chore to play. The worst offender we discovered was a turning tyre-like platform that Tak had to jump up and down on over and over again to make it move. Unfortunately, said platform just happened to be over a carpet of spikes that could kill you upon impact... something that happens mighty easily, as you have to hit the platform in a precise spot or fall to your death. Note to developers: that's not gameplay, that's torture.

The situation wouldn't be so bad if Tak had the clichéd double-jump to get him out of trouble, but he doesn't. Instead, Tak has the Spirit Of Air that makes him float or soar high into the

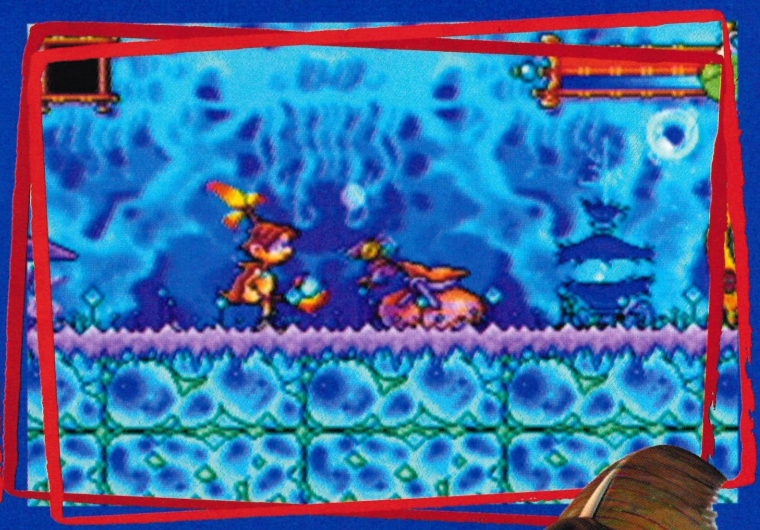




DREAMS







air, and while it's a good idea, the power can only be activated when Tak is juiced up on Mana. Unfortunately, the meter runs out pretty quickly, meaning you have to spend the majority of the game collecting more Mana so Tak can progress or risk getting caught short when your JuJu powers are needed the most.

Thankfully, despite these irksome moments, the game does invite you to return to it, as in true *Tak* fashion the universe is brimming with colour, especially when you enter the Dream World. When you activate the Dream World (which you can only do once your green vase is filled) the backgrounds go all melty and bright, somewhat resembling a Global Hypercolour T-shirt worn by a sweaty teenager who has yet to master the art of deodorant. Nice. We think.

Sadly, unlike the console version, the addition of the Dream World doesn't bring much to the game – all it does is turn some monsters into bubbles or allows Tak to see invisible platforms, but that's okay as Tak isn't about dream worlds – he's about animal bothering and boy, does he bother his animals.

In the game Tak can mount a number of creatures such as a bear, a vulture and a tortoise, which he can then steer through danger hot spots. The animals are only a secondary tool, however, as Tak has all new JuJu powers to aid him on his quest: the Spirit Of Earth, Air (as mentioned earlier), Movement and Strength.

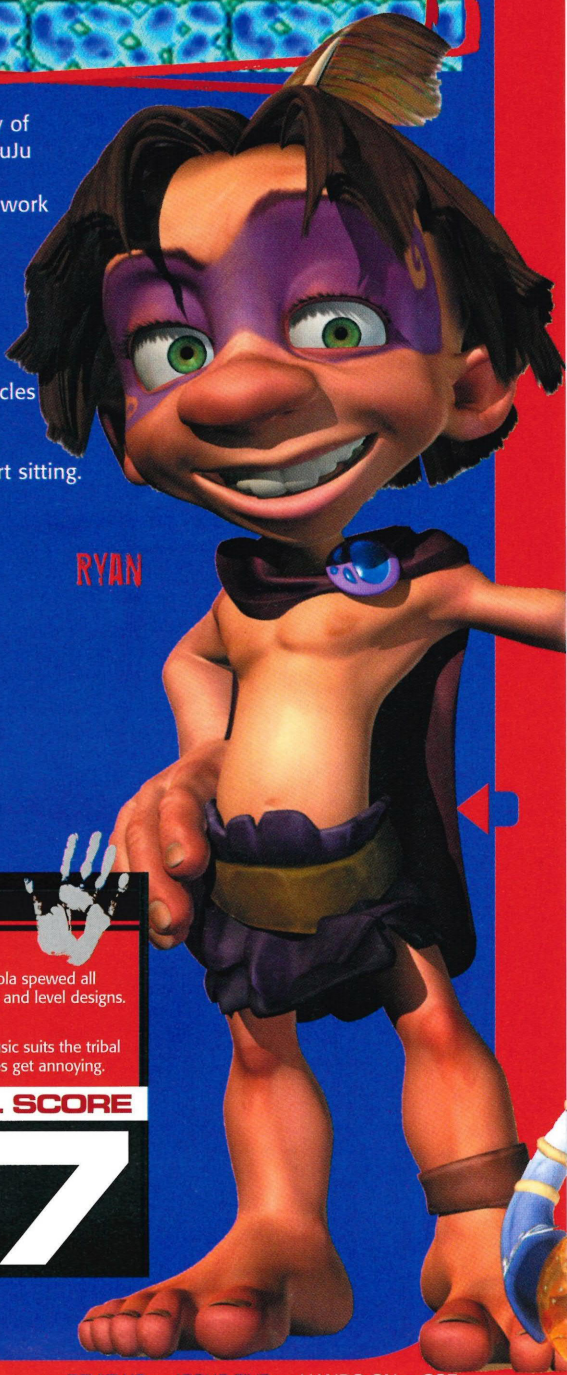




Although you need plenty of Mana to charge up your JuJu meter, once charged the majority of these powers work incredibly well within the context of the game.

All in all, while *Tak 2* may not be the stuff of dreams, it's a jolly adventure full of creepy monsters, plenty of obstacles and all the platformy jumpiness that you could possibly need in one short sitting. Definitely one for any *Tak* fanatic.

RYAN



HANDS ON Verdict

GRAPHICS
Bring out the sunglasses – Crayola spewed all over the screen. Good character and level designs.

AUDIO
African-sounding percussion music suits the tribal tone of the game, though it does get annoying.

FINAL SCORE

7.7

DUEL MASTERS: KAIJUDO SHOWDOWN

What? Who? Why? How?

HANDS ON INFO

PUBLISHER: ATARI
DEVELOPER: MISTIC SOFTWARE
PLAYERS: 1-2

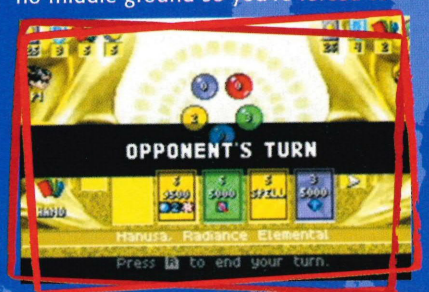
"CARDS IN YOUR Mana Zone generate Mana, which you can use to pay for creatures and spells. Each Mana Card can generate one Mana per turn. You can add only one card into your Mana Zone each turn, unless a card says otherwise. Once you add a card to your Mana Zone, that card does nothing but generate Mana for you."

Enter stage right Armored Cannon Balbaro (when attacking, this creature gets +2000 power), enter stage left Dark Titan Maginn (when this creature attacks, your opponent discards a card at random) as watched by a very, very confused audience. Welcome to the incestuous world of card trading games! This is one of those genres that you either understand or don't. There's no middle ground so you're forced to either be on the outside looking in or revel in the glee of swapping Spiral Grass for Corile Cyber Lord.

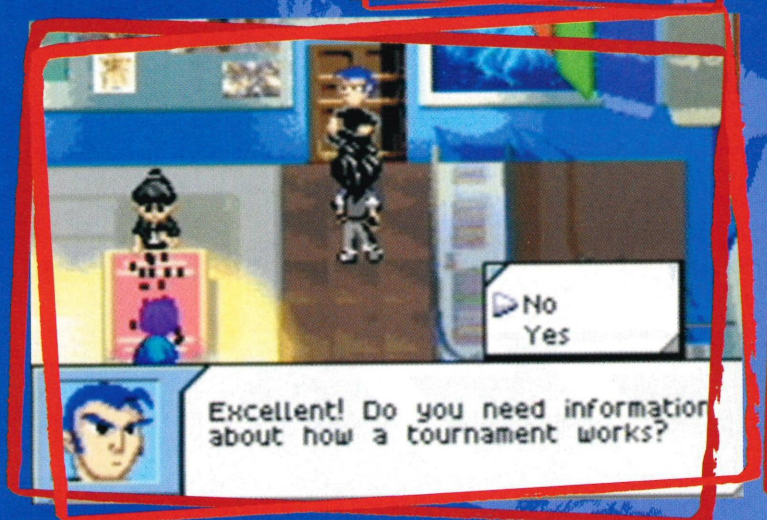
As always, there are never-ending rules unique to this *Kaijudo Showdown* edition of the *Duel Masters* series that lend it a unique slant. A basic summary is that you and your opponent have five shields each, and must cast a series of attacking and blocking monsters to destroy the shields and win the fight. In theory it's a clever idea, but in reality the interface is a little too convoluted and awkward to allow you to really get to the depths of the tactics involved. Finding out what unique properties each card, such an important part of succeeding here, has means the smallest of loading delays, which quickly add up to a major headache if you aren't instantly familiar with the cards.

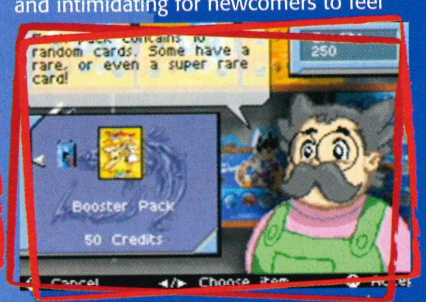
Bless, *Kaijudo Showdown* tries too hard to be nice and friendly. Little professors give you advice on whether card trades are good or not, lots of training advice and plenty of help along the way. However, that doesn't change the fact that this is horrendously complex and loses out on user-friendly status to the likes of *Yu-Gi-Oh!* or *Mega Man Battle Network*. And so, the obvious conclusion: if you've played other trading card games then enjoy your rare cards, enjoy your limited edition booster pack and enjoy another slice of complicated trading fun that you'll find here. Otherwise, it's still a little too confusing and intimidating for newcomers to feel confident and comfortable in this peculiar world. But for fans, you do get a free Booster pack with game – we got Galsaur (a creature that has "Power Attacker +4000" and "Double Breaker" gets +4000 power. Cool. Maybe).

RYAN



Nah we'll wing it – five shields, you say? No problem.







Aww, look at the little monsters there, all trying to fight each other's numbers.



HANDS ON Verdict

GRAPHICS
Quite ugly when battling, thanks to the horribly digitised monsters. Otherwise, they're okay.

AUDIO
Lame sound effects and dull music. Turn the volume down – this way you can save battery.

FINAL SCORE

7.0

WINNIE THE POOH'S RUMBLY TUMBLY ADVENTURE



Winnie The Pooh says...

IT'S FOR KIDS! That's what Winnie The Pooh says when he's asked why *Rumbly Tumbly Adventures* is patronising, dull and refuses to offer any lasting challenge beyond finding the power switch on your Game Boy Advance. "It's for kids!" he shouts, waving his fat, stupid Pooh arms before waddling away with that strange running animation of his.

The short, unprofessional opinion that would save everyone's time and money would be to say that this simply sucks. The longer, slightly more professional opinion is that Winnie The Pooh has nothing too exciting to offer as far too much time is spent waddling around trying to find something, *anything* that's fun. A rumbly tumbly adventure sounds like it could involve rolling down a grassy hill naked but, instead, it's actually what happens when Pooh gets hungry. He gets a 'rumbly tumbly', see? So off he goes on a rumbly tumbly adventure to find some food. That's not adventure as in 'excitement and general mayhem', that's adventure as in 'kicking bushes, talking to Pooh's dull friends and occasionally pressing A to solve fetch-the-right-object puzzles'.

All this is in an effort to find things to do so Winnie The Pooh forgets about his rumbly tumbly. This is the plot as we understand it, although a lot of it is lost thanks to the way dialogue is handled. Here's a typical conversation: "Do you think maybe my mama saw where the costumes blew..." Press A to continue. "To?" Considering the only thing that breaks up the constant running is the dialogue, it's disappointing to see that it's been handled in this scrappy manner. Mini-games are present but they're far too short, more of the blink-and-you'll-miss-'em variety than anything genuinely diverting. There really is nothing more to do than watch a fat bear waddle around lifeless environments designed with too much green and brown.



Completing the game unlocks a Time Attack option, where you can play through the same dull 'adventure' again with a time limit imposed on you. The limits for the game's four sections are 15 minutes, suggesting you could feasibly complete *Rumbly Tumbly Adventures* in under an hour. Why would you want to? It's too short, too tedious, too dry. It's not quite *Elf 2*, but it's certainly contending for the same Champion Of Chuff crown.

RYAN





HANDS ON INFO

PUBLISHER: UBISOFT
DEVELOPER: PHOENIX GAMES STUDIO
PLAYERS: 1

HANDS ON Verdict

GRAPHICS
Boring. There's lots of green and lots of brown, the two most boring colours in the world.

AUDIO
Twee music that relentlessly beats your spirit down and down until you reach for the volume.

FINAL SCORE

2.5


Control Stuff with THE Microphone
"Run!"
Work that jaw!
Left-Right-Left!
Jumpy-Jumpy-Jumpy-Jump-Jump
"Jump"
Scraaaamblllllleeee!
LeftRightLeftupdownup
"Right"
"up"
THE PARTY'S Faster
FASTER THAN A SPEEDING BULLET
MARIO PARTY 6
6 new Boards 75 new MINI games
"Dance"
NINTENDO GAMECUBE
"GO LEFT STRANGE BROWN BEASTIES"
Launch 18TH March
Nintendo
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NETWORK

Network – the place of dreams, the place where we laugh at you. Dreamy!

VIEWPOINT

90 We're wrong, you're right... yeah, *okay*. And who's getting paid for their opinion? Here's a clue. It ain't you...





BEAT THE WORLD
Beeeaat the wuuur-urld, do they know it's Christmas time at aaaaaaall?
96

CHEATING MONKEYS

98 After the unfortunate death of Cheating Monkey #2, the chimps have been busy auditioning for a simian replacement.





RESIDENT EVIL 4 – PART 2

102 Don't fret, you can finally play the second half of the best game ever! Ooh, isn't the bit at the end with the... oh, you're not there yet? Sorry.



FORUM FRENZY
You wouldn't believe how much people care about this section...
94

REGULARS

BEAT THE WORLD

96 Prove to the world that you're the man, and lay the smack down on these scores.

ACTION REPLAY

100 Got an Action Replay? Then pump in these codes and get gaming to the Xtreme!

THE DIRECTORY

122 The best bit of the mag? We think so. Do you like Liz's drawing? Huh? HUH? No? Oh.

BACK ISSUES

128 Accidentally dropped your issue of CUBE down the crapper? Then get a smell-free replacement...

NEXT MONTH

130 Does exactly what it says on the tin... er, paper. Whatever.

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VIEWPOINT

The page that's starting to think a dual-screened PSP with touch-screen functionality would be awesome

GET IN TOUCH

You've got no excuse not to get in touch with CUBE. We're always waiting to hear from you, because we love you!

EMAIL

To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk

LETTER

CUBE, Highbury – Entertainment Ltd, St Peter's Road, Bournemouth, BH1 2JS

TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.

PHONE

Call the CUBE team any time between 4pm and 6pm weekdays on 01202 209335.

FAX

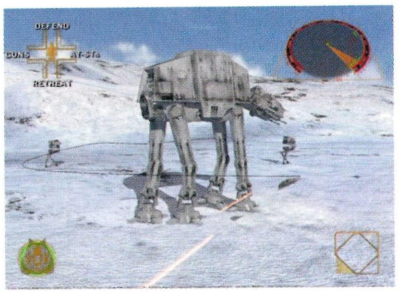
Or you can send your letter to us by fax on 01202 299955.

CLONE BORES

You've obviously heard a number of people in the past telling you the score you gave *Super Smash Bros Melee* is crap, and heh, I'm one of them. But you say that you don't like this game because it is all too much the same as the first one back on the Nintendo 64, right? Well, have you guys ever realised that *Star Wars Rogue Squadron II: Rogue Leader*, a game you so much love, is almost exactly the same as *Star Wars Rogue Squadron* back on the Nintendo 64? I'm going to give my reasons of why *Super Smash Bros Melee* deserves a better score, and craps all over *Rogue Leader* with mass momentum.

Super Smash Bros Melee has very good graphics, fluid animation and is packed full of fun. It may have the same gameplay, but there are many new changes, such as a lot more characters (including unlockable characters), there are many multiplayer game modes, which obviously can support bots/computer players, there is more than one single player mode which can be used to unlock more characters, unlock more/new levels, and the special trophies, which include the past of Nintendo, its characters, stories etc, and there's nothing wrong with that. This game definitely has a lot of playability and lifespan. Now, let's look at *Rogue Leader*.

Rogue Leader has a linear storyline (due to it being a platformer), its gameplay is almost exactly the same as *Rogue Squadron*, except with the feature of controlling wingmates... which is s***, because all they do is sadly try and take out enemies, run away, or sit with you and barely ever shoot, giving you a bit of extra fire power. There are even some levels that are from *Rogue Squadron*, except modified, which just shows Factor 5's lack of originality/creativity. There are the same unlockables that appeared in *Rogue Squadron* (the Millennium Falcon, the Naboo Starfighter), and every mission in *Rogue Leader* revolves around one thing – protecting something in a certain amount of time, you may think I'm bulls******g, but think about it. You're flying into the Death Star, your task is to destroy it from the inside, but what? If Lando dies, mission fail? You're battling the Star Destroyer in an attempt to get the Death Star plans? Your task is to destroy the enemy capital ship, but what's this? If you don't destroy it in time, it destroys your capital ship, mission failed!



Rogue Leader is sweet with a capital SWEET, and don't you ever forget it.



Also, I believe you said (regarding the game, *Star Wars: Clone Wars*) "You aim, you shoot, you dodge, that's it." Isn't that exactly what you do in *Rogue Leader*!? You tried to make *Clone Wars* sound bad, when *Rogue Leader* is pretty much almost exactly the same! You simply fly around, aim at something, fire, and dodge incoming fire. Okay, "w00t", this game sounds excellent already. *Rogue Leader* is also a fairly easy, short game. I got this for Christmas and was looking forward to it due to your review and, well, I thought it

RESI STEADY GO!

Great, another standfirst – kid likes Resi movie shocker!

I just bought *Resi 2* and *3* for my GameCube to have every one before *4* comes out. I want to know why it costs so much for them. I paid £15 each, do you think it's worth it?

I rented out *Resi Evil 2: Apocalypse*. It was much better than the first one. What do you think, if you've seen it? Imagine the Nemesis against Freddy and Jason. Would that be great?

W CAMPBELL, DURHAM

CUBE: *We said the same thing when we reviewed em. First* Resi *movie – rubbish.* Apocalypse *– better but still crap. Nemesis vs Freddy vs Jason vs Chandra's more like it!*



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MORE DS VS PSP

The argument that will run and run



My mate got a Nintendo DS last year from America, and I've played it loads and I think it's great! The stylus is a great touch, and the overall hardware is impressive, although the American launch titles weren't the best, but *Metroid Hunters* looks and plays amazingly! But I am concerned about the PSP, even though the look and processing power are impressive, I think the battery life and the future games aren't very good, and it is a huge shame that the PSP has overtaken the DS in sales in Japan, a trend which will probably continue in America and almost certainly here. Nintendo needs to sort out its marketing plans here, not just tour around the country with the DS, when it really needs to appeal to the rest of the gaming audience.
LUKE MEAD, LONDON

CUBE: ***The PSP is an impressive piece of kit, no doubt, but as suggested elsewhere on this letters page, neither the PSP's nor the DS's launch titles have fully explored the possibilities of the machines. Give it a few months.***

was crap. All it was was *Rogue Squadron* but with better graphics, once again, "w00t". One final note regarding *Rogue Leader*, no multiplayer, no co-op, no death match, no nothing, a bundle of crap.

When it comes to *Star Wars* games, you always seem to compare them to *Rogue Leader*, such as you did with *Clone Wars*, *Bounty Hunter*, and *Jedi Outcast*, but due to your standards (and *Rogue Leader*'s score), these games don't easily compare at all. Hell, they pretty much don't stand a chance at all (but I will agree with you, *Bounty Hunter* is pretty lame).

So yeah, this is why I believe that *Rogue Leader*'s score should be reduced, while *Super Smash Bros Melee*'s score should be increased to its rightful place, because *Rogue Leader* is crap and is not worth it (hear ye, hear ye, if you do not currently have *Star Wars Rogue Squadron II: Rogue Leader*, DO NOT get it, you will surely be disappointed). *Super Smash Bros Melee*, on the other hand, is a bundle of joy that can last a long, long time.
CRAIG BROWN, VIA EMAIL

CUBE: **Rogue Leader** ***is awesome.*** **Clone Wars** ***isn't even in the same league. How can you even suggest such a thing? You don't like some of the missions because they're essentially against the clock, but surely that's a perfectly reasonable game dynamic and adds a bit of extra intensity? If you had infinite time to beat the Star Destroyers in the Battle Of Endor mission, where would the challenge be? It's a fair point that co-op mode would have been pretty cool, but you get it for free with*** **Rebel Strike.** ***Also you seem to be making the schoolboy error of lumping the classic original*** **Star Wars** ***in with the lamentable*** **Episodes 1** ***and 2. Go away and think about what you've done.***

ZELDA VISION

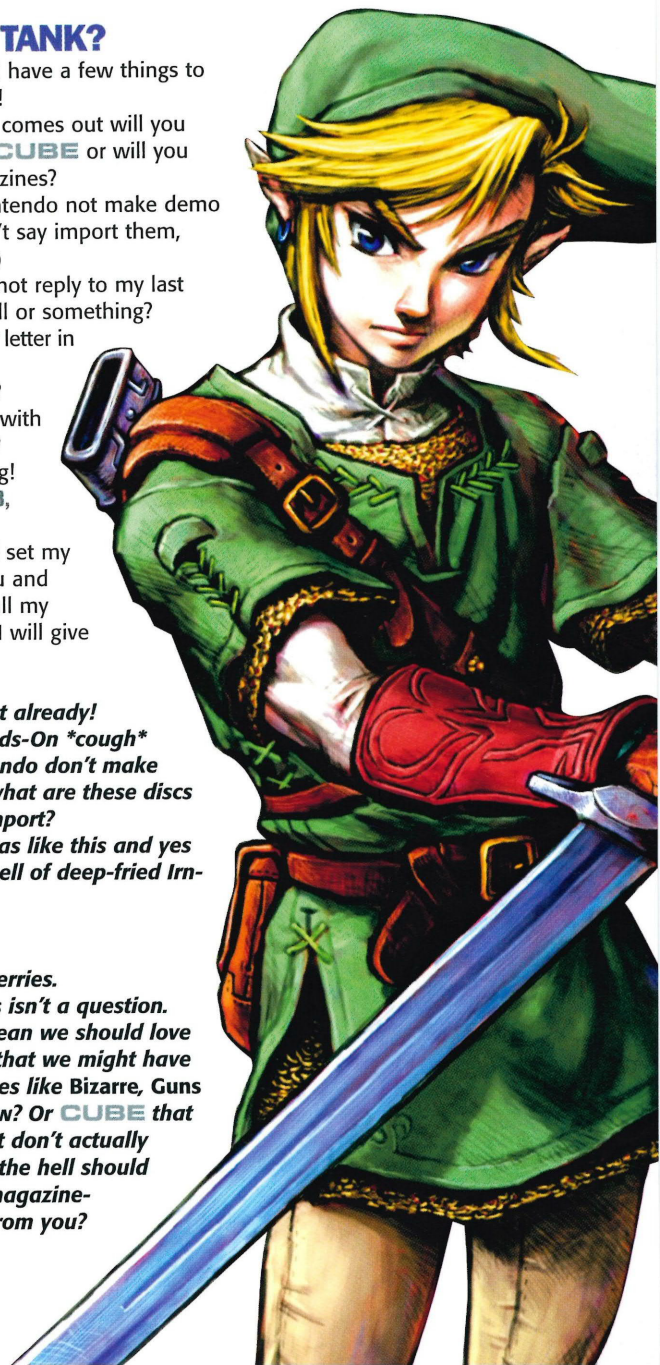
I would like to suggest a new item for *Zelda* games called Magic Glasses. When you look through them you look at the monsters and press the A button and you can take control of the enemy and the other monster won't attack you because they think you are one of them. This will let you sneak up close and kill them.
BEN WILSON, 8, BERKS



CUBE: ***Makes it a bit easy though, dunnit? Darned sneaky games. We want it up front and in our faces.***

ARE YOU TANK?

Hello CUBE I have a few things to ask so here I go!
1. When the DS comes out will you still be making CUBE or will you make two magazines?
2. Why does Nintendo not make demo discs? (And don't say import them, because I can't!)
3. Why did you not reply to my last letter? Do I smell or something?
4. Please put my letter in your mag.
5. Pretty please?
6. Pretty please with a cherry on top?
7. Love your mag!
CARL MCGRUER, 13, SCOTLAND
PS Please, or I'll set my monkeys on you and please answer all my questions (and I will give you gold).



CUBE: ***Alright already!***
1. *cough* Hands-On *cough*
2. Well, if Nintendo don't make demo discs... what are these discs that you can import?
3. Because it was like this and yes you do, you smell of deep-fried Irn-Bru and chips.
4. Done.
5. Uh.
6. Don't like cherries.
7. See, now this isn't a question. Also, do you mean we should love our mag? One that we might have bought ourselves like **Bizarre, Guns & Ammo** ***or*** **Now?** ***Or*** **CUBE** ***that we work on but don't actually own? And why the hell should we be taking magazine-loving advice from you?***



Look! It's Vexx! On the Letters page! Mental!

HOUR HOUSE

My parents are refusing to let me play on my GameCube for more than ONE HOUR A WEEK! The reason is they do not think that I'm being respectful towards them. Tell them how unfair they are being. The same goes for the DS. My parents aren't letting me get one because I'm "not working hard in school". Tell them how unfair all this is.

OLIVER DICKSON, NEWTOWNARDS

PS I completed *Metroid Prime 2*!

CUBE: ***Are they doing this as a punishment for something you did? If so, who are we to comment? On the other hand, if it's just one of those rules that parents make, it's well harsh. Still, imagine how long your games will last you!***

ANOTHER STORY

I'm writing in about something you said in Issue 41's 'How to make a game in 13 easy clichés' and how games don't need plots. Yes, you are right that they don't need plots, but I personally believe they are better with them – I like cut-scenes, I like in-depth back-story, I like mysteries that unravel as you play the game. It's things such as these that keep me playing a game – it saddens me that you dislike them so much, as I think it is this attitude that keeps so many appealing games off British soil.

You see, I think as games have evolved, they have gone beyond merely being something where if you hit a button your character will do whatever – by pulling together film-esque attributes they become perhaps the highest form of entertainment one can have. A game with a good plot is like a movie, only better because you can actually interact with and take part in the story... that is part of the reason why most movies based on game are bad because they take a step away rather than a step towards being more involved in a story. I like CGI cut-scenes because I always want to find out more about the background of the game I am playing, and the way they are presented is usually visually stunning. While they halt gameplay for a while, in my mind they're more of a treat than something to be loathed. No, I can't interact with them, but if they're compelling I don't mind not having anything to interact with for a while – I'll soon be able to play again.

I do believe that games are like everything else, and each gamer has different tastes, and mine seem to differ from yours – that is fine. But I just thought I'd write in to defend something about games I personally enjoy.

GRACE, SUNDERLAND

CUBE: ***You're mostly right, but the Japanese are especially guilty of stupidly over-complicated back-stories that offer nothing to the overall experience and are only there to add perceived depth for the benefit of rabid fanboys.***



SIMPLY THE CHEST

There are a few things that I have to get off my chest. They have been eating away at me and now I need to let them all go. The first thing is the whole *Sonic Heroes* debate... [snip – Ed].

My next point is that everyone has a reason to be pissed with Nintendo. I have been a Nintendo patriot for ever, and even I get pissed with the things they do or don't do (ie not going online or not listening to what their gamers want or, as you said, concentrating on other places and not just the East). If they did that, all those Xbox followers wouldn't slag off Nintendo all the time.

Don't get me wrong Nintendo are the legends, but I don't mind the PS2, I have a GC and a PS2, though I like my GC

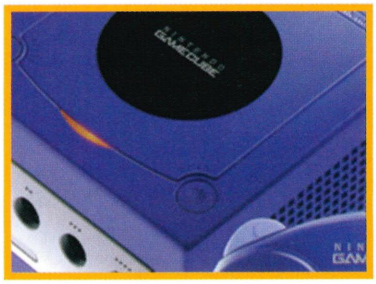
BUSTED!

You might think this was about the band, but they've split up

My life is ruined. I want to warn others about Nintendo! I have had my GC for about two years and the other day it died on me and my dad. The motor has gone and I don't know where I can get it repaired. Please can you tell me where I can get it repaired and how much will it cost? Nintendo has let me down, if I do not get it repaired I will buy a different console and I will never buy any Nintendo product again. I will name and shame them, I thought Nintendo made quality consoles, but it has let me down. Please can you email me back?

ASH, VIA EMAIL

CUBE: ***You can't really name and shame. Electronic devices break from time to time, that's life. You could try taking it to an electronics specialist and you might get lucky.***



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more, the PS2 is still decent, it's the Xbox I would like to destroy though. It's crap, only a few good games are on it and you can find those on the PC most of the time. And yet they still say on forums and angry letters "Xbox is the best!" and give no reason.

But I have a reason for liking Nintendo, all the great franchises that put everything else to shame – the new *Zelda* game is simply going to kick ass, the graphics are the best I have ever seen on a game and with the GC's graphical power.

Then there is my final point, the DS. I am sure the Revolution is going to be the revolutionary console it was promised to be, however, that won't be coming to us for a while. The DS is going to be on everyone's mind until then, and let me tell you that the DS is going to be the best handheld gaming device ever: Wi-Fi compatibility, dual screens, the touch-screen, the stylus, a rechargeable battery that lasts for hours. And then you've got the PSP that doesn't even last two hours, for Christ's sake! [Christ's sake; new rice wine? – Ed]

And there are other things that make the DS special: 16-player wireless link up facility, microphone input, and backwards-compatibility that allows you to play old GBA games, and did I mention that the DS's battery is rechargeable? And then there is the PSP that can't even recharge.

Not only that, the PSP doesn't even have a flip-down lid! A simple thing but I have never seen that on the PSP, so while the DS's screens are all nice and safely tucked in the PSP's screen will have more lines on it than Dot from *East Enders*. Reggie Fils-Aime is right to support Nintendo and it's people like him that Nintendo needs.
NINTENDO PATRIOT, VIA EMAIL

CUBE: ***Whatever the good and bad points of the hardware, consoles live or die on the strength of their games and we've yet to see the best of either DS or PSP. We could speculate further on the Revolution, but with E3 around the corner, let's just wait and see, eh?***

AUSSIE AUS-BORNE

G'day CUBE, my name is Ashley and I live in the land down-under. Do you guys get *Little Britain* over there on the TV. It's a funny show. My favourite games are *Metroid Prime 1* and *2*, no questions asked! I have a few questions and suggestions for your mag. Is there any chance of extending the competition dates or getting the mag over here earlier because by the time I get it it's about a month too late! Any chance of *San Andreas* getting released on the GameCube, because I noticed the Game Boy Advance just got a *GTA* game.

Don't you just hate those people who say, "oh yeah GameCubes are the worst things ever" and they own a PS2. I have nothing against the PS2 or Xbox, but the only good PS2 game is *San Andreas*, and *Halo 1* and *2* suck. Is *Wario Ware* on GameCube worth buying or is it just the same as the Game Boy version? And when the heck are they going to bring out the new *Zelda*, I'm getting desperate.
ASHLEY WHITE, VIA EMAIL

CUBE: **Little Britain?** ***Do we get it? We invented it, mate! Unfortunately for you our comps are only open to UK residents and to continue the negative theme,*** **San Andreas** ***on the GameCube – Hahahahaha! But seriously, hahahahaha!*** **Wario Ware** ***is*** **Wario Ware.** ***That's all there is to it.*** **Zelda's** ***going to be the end of the year so you'll have to find something else to occupy you 'til then.***

TXT LIFE

We want your text!

I HAV BIN ON A LEADIN GAME RETAILERS WEBSITE AND DEY SAY DA THE NEW LEGEND OF ZELDA IZ OUT IN JULY IZ DIS TRUE?
CUBE: Nope.

THAT SACK HEADED GIT KEEPS TAKING MY HEAD OFF!
CUBE: Grenades, boy.

DO YOU THINK THAT RESIDENT EVIL 4 IS THE BEST GAME ON GAMECUBE?
CUBE: Yup.

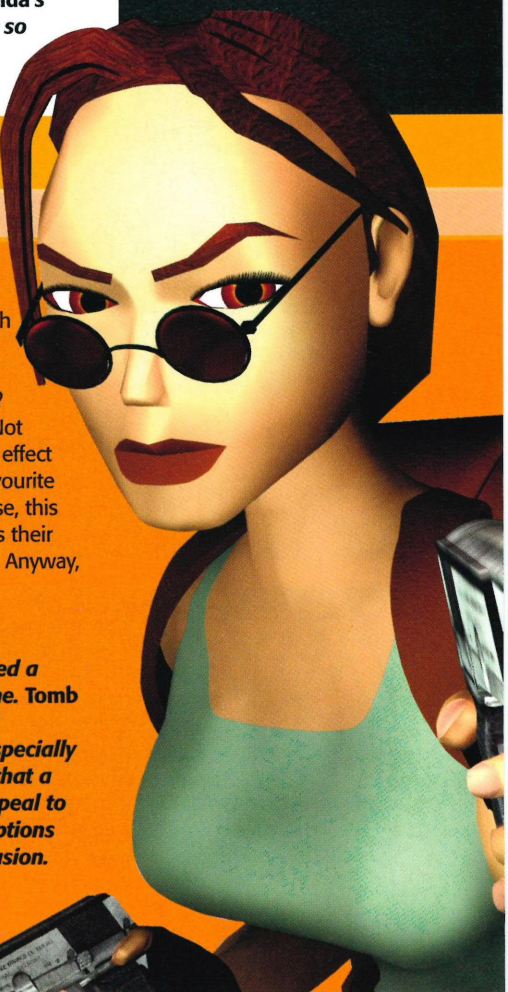
MILES IS FUNNY WHEN HE'S DRUNK
CUBE: Funny haha or funny weird?

I HAV ONLY BIN GETTING THIS MAG 4 A COUPLE OF ISSUES BUT I THINK IT'S THE BEST! AN GRAHAM THINKS SO 2!
CUBE: Is Graham real?

HI JUST ME HERE TO SAY I LOVE YOU AND YOUR BLOODY LUCKY TO HAVE SUCH FIT GIRLS IN YOUR TEAM! PS FF:CC IS AMAZING!
CUBE: We only have one girl, unless you mean Lewis.

OI!! LOSER PUT THE KETTLE ON AND STOP PLAYING WITH THAT STUPID PHONE!
CUBE: Hmmm...





CHARACTER REFERENCE

Look, it's Tomb Raider 3's Lara!

This is my first time writing to a mag, and this is kind of in response to Michael Bierton's 'Snail Mail' in Issue 42, in which he said "Mario sucks!" This raises an interesting point about the characters in games, and how much effect they have on the actual gameplay. If Michael had said "Mario games suck!" then that would have been understandable, but he said that Mario sucks. Not the game, the character. What does Michael base this opinion on? How much information do we actually get on Mario himself in the games? Not much. Also the fact that Michael thinks that Mario sucks, does that have any effect on the games? I am sure that not many people would rate Wario as their favourite character, but does that stop people liking *Wario Ware* games? No. Of course, this works the other way round. Lots of people would vote Mario or Link as their favourite characters, yet there are some bad *Mario* and *Zelda* games. Anyway, it feels like I'm ranting on now, so I think I'll stop.
WILLIAM OAKLEY, VIA EMAIL

CUBE: ***Appealing characters are important.*** **Jak & Daxter** ***owed a great deal to Daxter's wise-cracking character while Rayman is just lame.*** **Tomb Raider** ***was a great game in its own right but Lara was still an essential ingredient. Mario, for all his great games, isn't everyone's cup of tea, especially in the world of the casual gamer. It's perfectly reasonable to consider that a character sucks and, if that's the case, their games are unlikely to appeal to you. The problem is when people form opinions based on preconceptions rather than personal experience, but we're all guilty of that on occasion.***

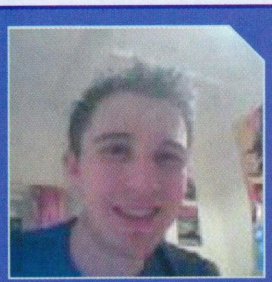
FORUM FRENZY

Look – these two lines are new! Every month we'll be bringing you two new lines of text just for this bit! What amazing words we'll use and jokes we'll make, join us...

OH THE FUN we have on the forum, you wouldn't believe it – well you would if you read it cause it's there, like, but... oh, damn those sweeping statements. Okay, the fun we have on the forum... is merely transient. Yeah, every minute a new post happens and every minute an old post is forgotten. It's like dust in the wind, dudes. (Except, right enough, it's all archived on the servers – goddammit!)

USER PROFILE...

NAME: Graham Eyre
USER NAME: Imagonnawin
OCCUPATION: Civil Engineering Student (and Tesco)
FAVOURITE GAME: Ocarina Of Time



Please comment on why something as irrelevant as gaming plays such an important part in your so-called life: Back in the day, I loved games (on my Amiga 500) because they were fun; you didn't have realism in many aspects of a game. Games seem to have developed along with my tastes and mentality. I enjoy partaking in the watching of films and the listening of music much more than I used to. Games are the ultimate medium; they combine cinematic scores (or soundtracks), well-directed cut-scenes, breathtaking locales and a challenging interactivity that other media can't provide. They can also be used as a good social foundation too and the sexy ladies just adore geeks.

POSTS WITH THE MOSTEST

1. *"In a way, words are numbers too."*
   TheWhinox
2. *"Sometimes I like to put tampons in my mouth and feel them grow."*
   Fighter O' Foo
3. *"Nadine has a squashed face but Cheryl... pure filth"*
   Imagonnawin
4. *"Never, Liz does no wrong, for she is Liz."*
   Switch
5. *"Ryan is a right softie! Thank God Tim is there to represent the twisted side of all of us."*
   Zebedee
6. *"Anyway new Zelda is going to kick Halo 2's ass! Because it is on that coffee table the xblock!!!"*
   Frasier



HONOURABLE MENTIONS

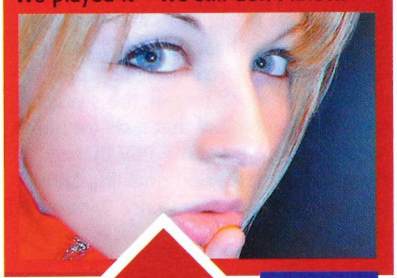
Alastor for being worse at games than his younger brothers (aged five and six), cubekid for letting us all fantasise about what his mum looks like, and The Baker for all his n00b welcoming techniques and sorting them out with stuff, know wot we mean?



HOT TOPICS...

HILLER 7

AS MORE NEWS leaked onto the internet, the speculation returned. We played it – we still don't know.



YESTERDAY'S NEWS...

TOP 10 GAMES

WHO CARES WHAT your top ten games are? No one, that's who. Keep this sort of info to yourselves.



WHERE IT'S AT!

TOTAL GAMES .net

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).

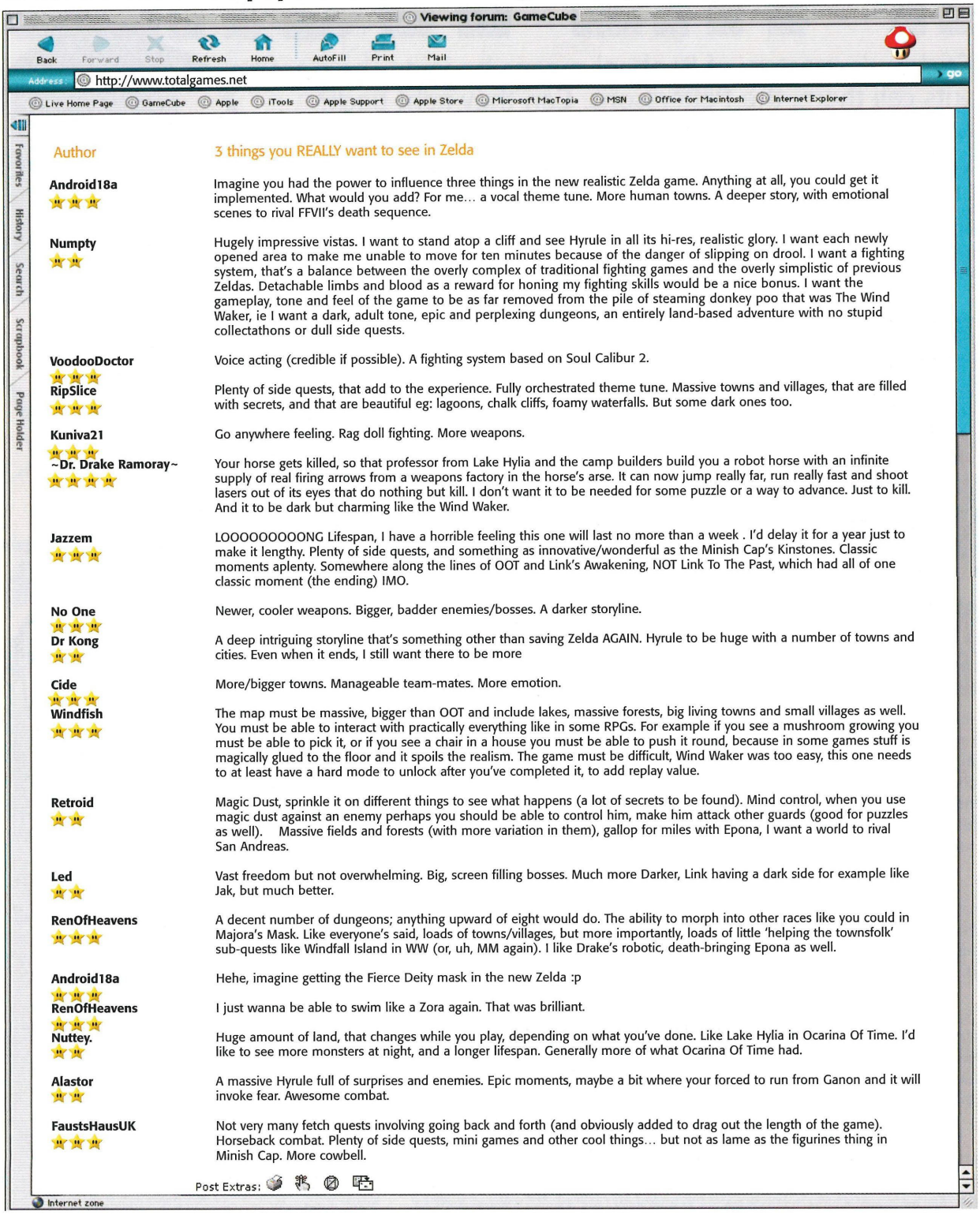
STEP THREE:

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-regarded by internet users.



Author	3 things you REALLY want to see in Zelda
Android18a	Imagine you had the power to influence three things in the new realistic Zelda game. Anything at all, you could get it implemented. What would you add? For me... a vocal theme tune. More human towns. A deeper story, with emotional scenes to rival FFVII's death sequence.
Numpty	Hugely impressive vistas. I want to stand atop a cliff and see Hyrule in all its hi-res, realistic glory. I want each newly opened area to make me unable to move for ten minutes because of the danger of slipping on drool. I want a fighting system, that's a balance between the overly complex of traditional fighting games and the overly simplistic of previous Zeldas. Detachable limbs and blood as a reward for honing my fighting skills would be a nice bonus. I want the gameplay, tone and feel of the game to be as far removed from the pile of steaming donkey poo that was The Wind Waker, ie I want a dark, adult tone, epic and perplexing dungeons, an entirely land-based adventure with no stupid collectathons or dull side quests.
VoodooDoctor	Voice acting (credible if possible). A fighting system based on Soul Calibur 2.
RipSlice	Plenty of side quests, that add to the experience. Fully orchestrated theme tune. Massive towns and villages, that are filled with secrets, and that are beautiful eg: lagoons, chalk cliffs, foamy waterfalls. But some dark ones too.
Kuniva21	Go anywhere feeling. Rag doll fighting. More weapons.
~Dr. Drake Ramoray~	Your horse gets killed, so that professor from Lake Hylia and the camp builders build you a robot horse with an infinite supply of real firing arrows from a weapons factory in the horse's arse. It can now jump really far, run really fast and shoot lasers out of its eyes that do nothing but kill. I don't want it to be needed for some puzzle or a way to advance. Just to kill. And it to be dark but charming like the Wind Waker.
Jazzem	LOOOOOOOOONG Lifespan, I have a horrible feeling this one will last no more than a week . I'd delay it for a year just to make it lengthy. Plenty of side quests, and something as innovative/wonderful as the Minish Cap's Kinstones. Classic moments aplenty. Somewhere along the lines of OOT and Link's Awakening, NOT Link To The Past, which had all of one classic moment (the ending) IMO.
No One	Newer, cooler weapons. Bigger, badder enemies/bosses. A darker storyline.
Dr Kong	A deep intriguing storyline that's something other than saving Zelda AGAIN. Hyrule to be huge with a number of towns and cities. Even when it ends, I still want there to be more
Cide	More/bigger towns. Manageable team-mates. More emotion.
Windfish	The map must be massive, bigger than OOT and include lakes, massive forests, big living towns and small villages as well. You must be able to interact with practically everything like in some RPGs. For example if you see a mushroom growing you must be able to pick it, or if you see a chair in a house you must be able to push it round, because in some games stuff is magically glued to the floor and it spoils the realism. The game must be difficult, Wind Waker was too easy, this one needs to at least have a hard mode to unlock after you've completed it, to add replay value.
Retroid	Magic Dust, sprinkle it on different things to see what happens (a lot of secrets to be found). Mind control, when you use magic dust against an enemy perhaps you should be able to control him, make him attack other guards (good for puzzles as well). Massive fields and forests (with more variation in them), gallop for miles with Epona, I want a world to rival San Andreas.
Led	Vast freedom but not overwhelming. Big, screen filling bosses. Much more Darker, Link having a dark side for example like Jak, but much better.
RenOfHeavens	A decent number of dungeons; anything upward of eight would do. The ability to morph into other races like you could in Majora's Mask. Like everyone's said, loads of towns/villages, but more importantly, loads of little 'helping the townsfolk' sub-quests like Windfall Island in WW (or, uh, MM again). I like Drake's robotic, death-bringing Epona as well.
Android18a	Hehe, imagine getting the Fierce Deity mask in the new Zelda :p
RenOfHeavens	I just wanna be able to swim like a Zora again. That was brilliant.
Nuttey.	Huge amount of land, that changes while you play, depending on what you've done. Like Lake Hylia in Ocarina Of Time. I'd like to see more monsters at night, and a longer lifespan. Generally more of what Ocarina Of Time had.
Alastor	A massive Hyrule full of surprises and enemies. Epic moments, maybe a bit where your forced to run from Ganon and it will invoke fear. Awesome combat.
FaustsHausUK	Not very many fetch quests involving going back and forth (and obviously added to drag out the length of the game). Horseback combat. Plenty of side quests, mini games and other cool things... but not as lame as the figurines thing in Minish Cap. More cowbell.

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ABC
27,213
JUL – DEC 2004

BEAT THE WORLD

New blood! Fergus Crichton's mastery of Raphael means he joins The Gaming Elite or, as their parents call them, the Petterssons. Can they fight back? You can bet your ass they'll be trying to when they see this!

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 get your mum to do it for you, and assuming she's well good at games, which a lot of mums aren't.



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.
- If you know someone who knows what he knows then you must know Henry's Cat.

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:

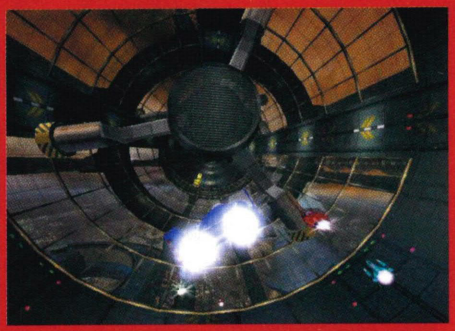
I'VE BEATEN THE WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS



WARIO WARE INC: MEGA PARTY GAME$

Or *W Wimp G* as we sometimes call it

MINI-GAME	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	Chris Jones
Heads Up	22	Liz
High Hoops	29	Liz
Hurry Hurdles	27	Tim
Jumpin' Rope	36	Jonas Pettersson
Pro Curling	30	Jonas Pettersson
Set A Spike	49	Ryan
Ski Jump	33	Liz
Snowboard Slalum	23	Chris Jones
Wrong Way Highway	44	Jonas Pettersson



F-ZERO GX

What about F-One? Or F-Two?

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

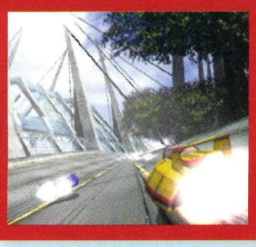
Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

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



Whaaa!? What do you want us to tell you about this screenshot? That's Coldplay on the right.



1080° AVALANCHE

We'll be comin' down the mountain...

EASY

Course	Time	Name
Ski School	48'68	Jonas Pettersson
Tenderfoot Pass	42'96	Jonas Pettersson
Frosty Shadows	46'54	Jonas Pettersson

HARD

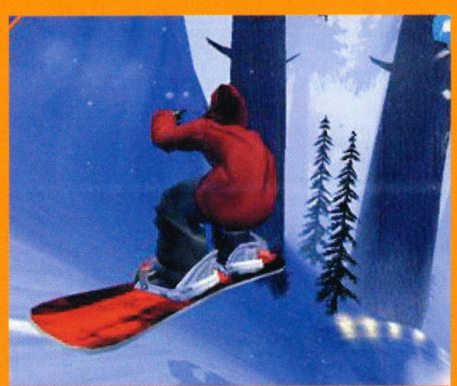
Course	Time	Name
Power Threat	44'40	Jonas Pettersson
Tree Top Trauma	1'03'32	Jonas Pettersson
Grits N' Gravy	51'88	Jonas Pettersson
Trestle Trouble	1'20'97	Jonas Pettersson

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



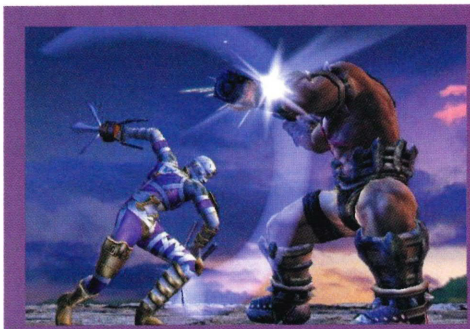
This, however, is him off the Kaiser Chiefs – or that guy from The Bravery... snowboarding.



TONY HAWK'S UNDERGROUND 2

Putting up with buskers, broken vending machines and 10-minute delays

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	5,000,006	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

No using Kilik, dirty scrub

Course	Score	Name
Time Attack – Std	2'27"88	Fergus Crichton
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

CHEATING MONKEYS





Bill Oddie's Monkey Fact #65: Monkeys are a bit like donkeys, except with an M instead of a D. Next month: the monkeys visit Sting's house. All the fun!

RESIDENT EVIL 2

UNLOCKABLE	HOW TO UNLOCK
Unlimited Ammo	Go to Button Config Option when you start the game. Highlight 'Aim', hold R and press Z 10 times. If you've done it right, the white boxes will change to red.
Extreme Battle Mode	Complete both of either character's scenarios with an 'A' rank.
Extra Costumes	Start a new game on Normal. Don't pick ANYTHING up and go to the police station. Down the stairs you'll find Brad Vickers as a zombie. Kill him and the key he drops will open the closet in the dark room.
Ada Wong	Beat Extreme Battle Mode Level 1 with any character.
Chris Redfield	Beat Extreme Battle Mode Level 2 with any character.
Hunk	Complete the game with an A ranking as either character.
Tofu	Complete the game using Hunk as your character.
Rocket Launcher	Beat the game on Hard mode with an a 'B' rank.

NEED FOR SPEED UNDERGROUND 2

Press these directions (and sometimes buttons) at the main menu.

$1000 Cash	Left, Left, Right, ↘, ↘, Right, L, R
Extra $200 in Career Mode	Up, Up, Up, Left, R, R, R, Down
Unlock Burger King Vinyl	Up, Up, Up, Up, Down, Up, Up, Left
Unlock Hummer H2 Capone	Up, Left, Up, Up, Down, Left, Down, Left
Unlocks the Best Buy Vinyl	Up, Down, Up, Down, Down, Up, Right, Left
Level 1 Performance Parts	L, R, L, R, Left, Left, Right, Up
Level 1 Visual Parts	Right, Right, Up, Down, Left, Left, Up, Down
Level 2 Performance Parts	Right, Right, L, R, Left, Right, Up, Down
Level 2 Visual Parts	L, R, Up, Down, L, Up, Up, Down
Auto Motor	Get 20 wins on stage 5
AutoMaxx Magazine	Get 16 wins on stage 4
Car Audio and Electronics	Get 6 wins on stage 3
Chrome und Flamen	Get 27 wins on stage 4
Elaborare	Get 3 wins on stage 4
GTI Magazine	Get 11 wins on stage 3
GTI Magazine	Get 16 wins on stage 5
Hot 4's	Get 18 wins on stage 3
Import Tuner	Get 4 wins on stage 5
Maxi Tuning	Get 7 wins on stage 4
Power Magazine	Get 32 wins on stage 5
Spoiler	Get 11 wins on stage 4
Sports Compact Car	Get 8 wins on stage 2
Street Car Magazine	Get 2 wins on stage 3
Street Car Magazine	Get 9 wins on stage 5
Street Tuner	Get 34 wins on stage 5
Stuff Magazine	Get 20 wins on stage 4
Super Street	Get 28 wins on stage 5
Swiss Tuner Magazine	Get 25 wins on stage 5
Turbo	Get 4 wins on stage 2



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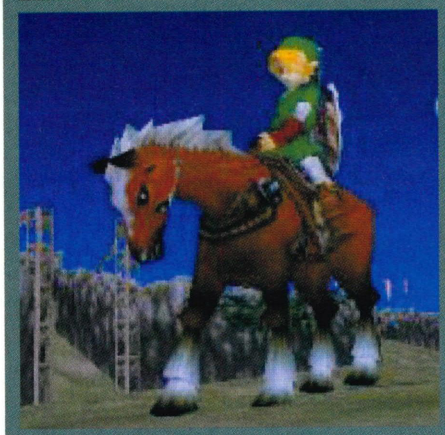
NFL STREET 2

UNLOCKABLE	HOW
Maximum catching stats	Enter "Magnet Hands" as the password
Beat the tutorials	Enter "Team Xzibit" as the password
Unlock EA Field	Enter "EAField" as the password
No fumbles	Enter "Gluehands" as the password
NFC East All-Stars	Enter "NNOFRCTH" as the password
NFC North All-Stars	Enter "NNAS66784" as the password
NFC South All-Stars	Enter "SNOFUCTH" as the password
NFC West All-Stars	Enter "ENASFSCT" as the password
AFC East All-Stars	Enter "EAASFSCT" as the password
AFC North All-Stars	Enter "NAOFRCTH" as the password
AFC South All-Stars	Enter "SAOFUCTH" as the password
AFC West All-Stars	Enter "WAEFSCT" as the password
Team Reebok	Enter "Reebok" as the password
Anthony Munoz	Hit a hotspot in The Cage
Bo Jackson	Hit a hotspot in Sportsplex
Chris Carter	Hit a hotspot in The Alley
Darrell Green	Hit a hotspot in The Backlot
Jack Lambert	Hit a hotspot in Royal Park
Joey Browner	Hit a hotspot in The Dig
Mean Joe Greene	Hit a hotspot in The Tracks
Mike Singletary	Hit a hotspot in Second St. Station
Randell Cunningham	Hit a hotspot in Imperial Tower
Sterling Sharpe	Hit a hotspot in The Aquaduct



CHIMP'LL FIX IT

After fighting off fierce competition from The Cheating Ring-Tailed Lemurs and Julius Caesar The GameCube Geezer, the monkeys continue to remain at the helm of your gaming problems. Write to Chimp'll Fix It at CUBE Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.





A CONVERSATION

I need help on *Zelda: Ocarina Of Time*. As adult Link I'm stuck in the volcano. As soon as I go in I can't do anything. I keep asking Navi but she just says there is something strange about the cloud over Death Mountain. Please help or I'll burn Link in effigy! What am I supposed to do?
BEN ENGLAND, MARKET WEIGHTON

Cheating Monkeys say: "Being simian types of limited power, we threw this question out to the floor. Watch as games™ and CUBE put their mental powers together to come up with the solution!
Darran: You need the fire suit don't you? Cos it's erm... too hot in there. Or was it just... wasn't it brown? Was there a suit?
Rick: Er, yeah you do, you need to go to speak to the king of Goron people and get a red suit.
Chandra: More importantly, he dances!
Rick: Yeah, he does dance. You get the red suit, go down to the bridge and bloody... what's-her-face will turn up. If you've already got the suit, you need to play Saria's theme.
Ryan: The what?
Rick: Play Saria's theme to whatever the bloke's name is. He'll dance around and open a secret passage.
Et voila!"

A GIRL

Hi CUBE!
My name is Lisa. I was given *Paper Mario: The Thousand Year Door* for Xmas and I'm stuck! I have just talked to Don Pianta and he told me to find his daughter and her boyfriend so I can get a ticket to go to Glitzville but I can't find them! I have been wandering around aimlessly to places I have been before looking for them. Can you help me? It's really starting to do my head in! And also, do you know how to defeat Vaati in *Zelda Minish Cap* in the last dungeon?
LISA SEWELL, MARKET DRAYTON

Cheating Monkeys say: "Whoa, a chick. You'll find the daughter and her boyfriend over at the pier. Return to Don Pianta and tell him you found them. After he has an argument with his daughter, talk to Don Pianta again. He gives you the Blimp Ticket so you can set sail for Glitzville. As for* Minish Cap*, sure. First Vaati phase – hit the eyes surrounding him with his sword, sucking up the black hole with the Gust Jar if necessary. When he flies around the room, shoot the eight eyes with arrows. Second Vaati phase – hit his arms with the Cane of Pacci, shrink and enter his arm. Hit his reddest eye with your sword then quickly exit the arm. Do the same for the other arm, using the Flame Lantern this time. Duplicate yourself and walk over the four flashing tiles. Wait until the eyes turn blue, clone yourself and hit the energy balls back at Vaati. If you hit all four at the same time, you'll hit his eye. Repeat until he's dead. Not so much an answer, really. It's almost the opposite."



CODE JUNKIES

Jaffa Cakes aren't actually biscuits because of the tax rates on them and the fact that they're not double baked. Erm… oh, wrong magazine. Sorry.

THE INCREDIBLES

Master
TP3F-JHWP-Z4G7J
M90B-DJE2-X0D6N

Infinite Health
TZHW-EBQ4-CC3Z7
N2BV-V43M-7BNMK

Infinite IncrediPower
M9W7-KG8Q-X6XUA
JMT5-QCQX-XEJPW

Player Is Invisible
GA0F-257T-A86W0
XQ3U-32NX-1JP8Q

Copter Cam (Hold L)
7ZKQ-ZA3P-0UMRX
N9HF-4GN9-5R5YA
XDCP-X1XJ-BMXE7
UT2J-83N7-CF6DB

Unlock All Artwork
5MHA-97F2-6KJHN
16CQ-66AR-ZFDFT

Unlock All Movies
0XQX-WNMQ-C7RJB
MHVR-BB85-RQ21Z



UEFA CHAMPIONS LEAGUE 2004-2005

Master
TCUH-R6Y2-7KUMC
6H26-ZHCM-96X2T

Player 1 Scores 99
HFFU-2YGU-4TD26
RVGM-7U0C-1ZDYH
738H-08P2-HR2ZD
DD64-CVMN-6EG4U
XCPN-QJA2-N2PEN

Player 1 Scores 0
4AZM-AFCF-VGTUT
RVGM-7U0C-1ZDYH
3H1G-2ZH8-4YQTG
DD64-CVMN-6EG4U
8HWQ-078D-7ZXF2

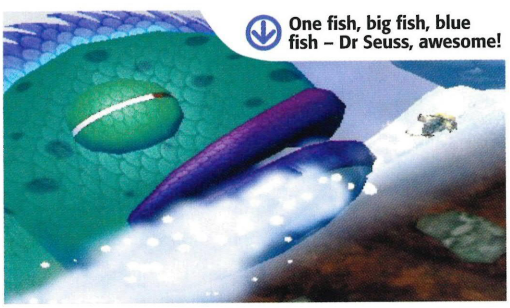
Player 2 Scores 99
XMWX-J6X2-0ZXGX
JZ7Q-AXKB-XANXU
738H-08P2-HR2ZD
ZG0Y-7XQW-D27ZF
XCPN-QJA2-N2PEN

Player 2 Scores 0
Y771-BDFM-G085U
JZ7Q-AXKB-XANXU
3H1G-2ZH8-4YQTG
ZG0Y-7XQW-D27ZF
8HWQ-078D-7ZXF2

Freeze Timer (R3 + D-pad Left)
KX6M-M2QN-J66K0
0EE1-7BVM-DEW99
51FD-89DG-V1TG9

Enable Timer (R3 + D-pad Right)
CFD8-E7UF-BQBBM
F4CT-V8UM-JTX19
QZZ0-9EKF-R1GA3

All Unlockables
7WC3-JPFQ-J6KGW
ZZ1G-BJEK-69AKR



One fish, big fish, blue fish – Dr Seuss, awesome!

DONKEY KONG JUNGLE BEAT

Master
TE50-VQZF-5DD04
RVZM-8KUB-24D5Q

Infinite Beats During Bosses
2F9Z-KUNM-VW6H3
WG0D-J9RE-QPJ2C

9999 Beats
80TV-T1DC-RDAX5
Y5Z5-FRR7-MWZTU
NDXQ-9NHQ-J84DH
MVXK-KX45-A2F8T

TONY HAWK'S PRO SKATER 4

Master
CCB2-WZ3Z-FXMXB
2JWK-EVFB-NXV44

Pick Up 100 Dollars For Lots Of Cash
DBF3-E0X0-69K5F
8ZGD-JZFR-4CU1M

Have All Movies/Decks/Cheats/Clothes/Levels
Save with this code on then restart without it or it will keep turning all the cheats on.
RUYD-Y4K5-Z8672
Y820-Q579-HVZKN
HR26-C1KT-7HE9F

'Trick' For Full Special
P1E5-A5V8-CYRJ5
PTYP-K2XF-1K6CZ

D-pad Down To Freeze Challenge Timer
CU93-JJKW-G42UT
J7PG-TCVG-96WW7
A089-109C-ERR43

D-pad Up To Restart Challenge Timer
KXHE-AQQG-U56D4
ZW6Y-JJKJ-1BAQB
T278-535N-MTEXN

Floor Has Less Friction
5J02-JQJ2-U1V3H
N1YV-M7N0-MTUZ4

Floor Has A Lot Less Friction
0QMD-52KW-7AUEZ
4BF3-GQUF-BDGPY

Never Fail Goals
3FYV-QV06-MWAPV
EYGB-N3T3-BXNTR



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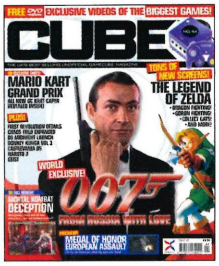
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Postcode

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Branch sort code

Bank/building society account number

Originator's Identification Number: 8 5 1 4 1 2

Reference Number

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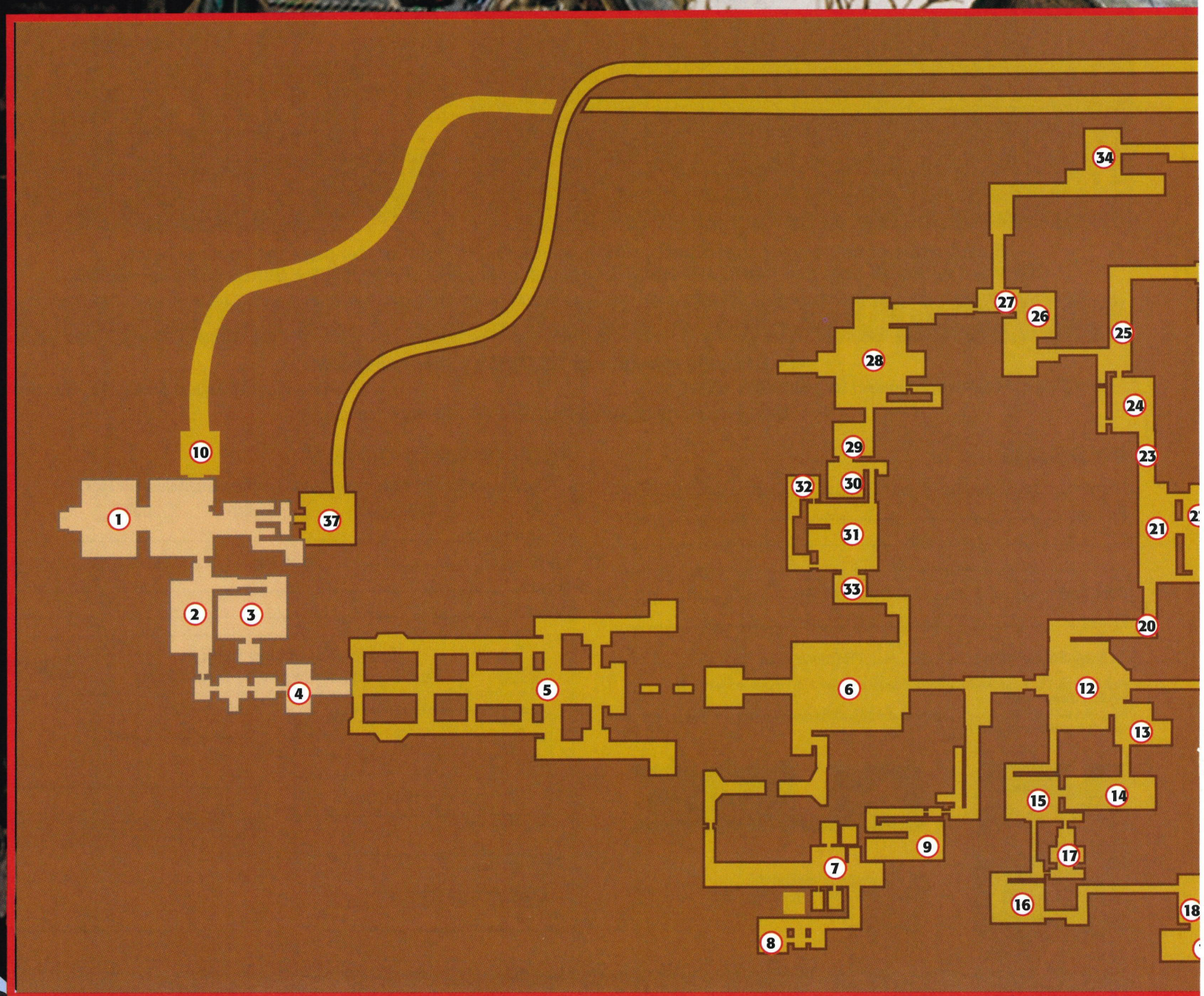
Date

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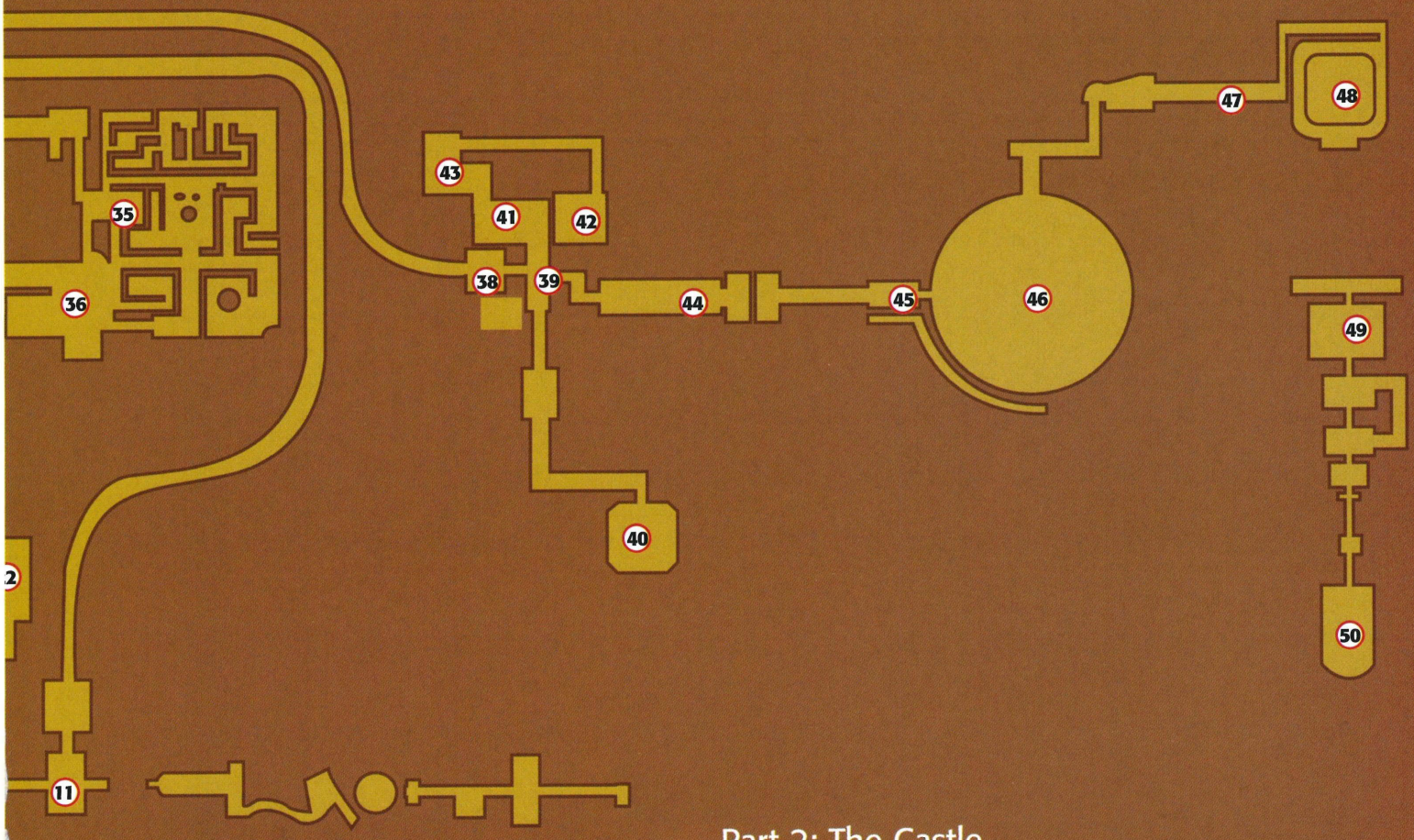

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EVIL 4

TAKE CONTROL

It's all about the buttons

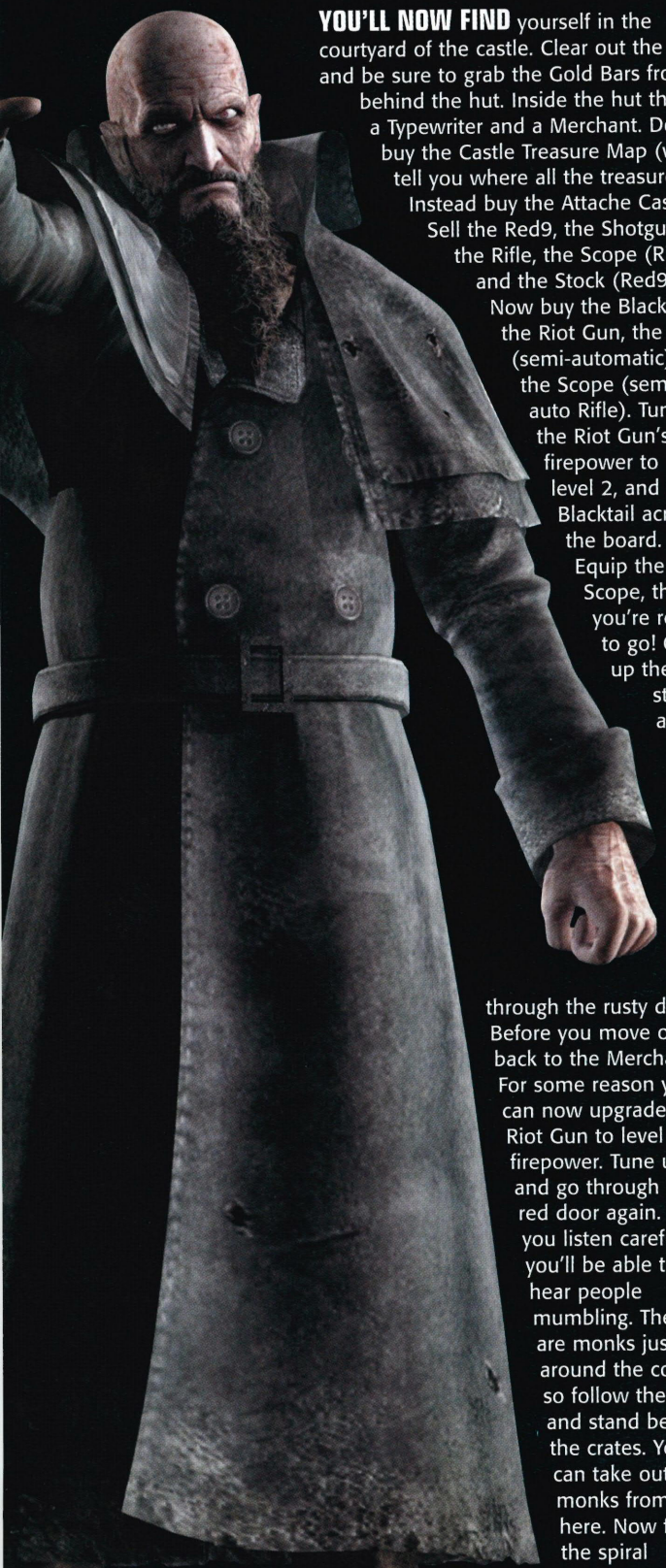
Analogue Stick	Move Leon around/move sights when R is held down
C-stick	Move camera position/zoom in and out
D-pad	Make selections in Options menu
Start	Pause game
A	Shoot weapon/confirm selections
B	Run/undo selection
X	Inventory
Y	Command Ashley
L	Hold down to equip Combat Knife
R	Hold down to bring up weapon sights
Z	Map screen



Part 2: The Castle
Your guide to the horrors that lie beyond the village

HERE IT IS: part two of our mammoth *Resident Evil 4* guide. By now this awesome game will be in the shops, and we're here to uncover all the secrets, the locations of the items and those all-important boss tips. This issue we'll be breaking down the enormous Castle area and the dank passages that lie under its floors. Next issue we'll bring you the final part, which will cover the Island area and the game's amazing extra modes. Enjoy... and, erm... don't have nightmares!

GREAT BALLS OF FIRE!

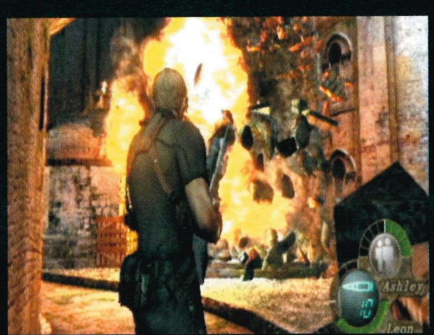


YOU'LL NOW FIND yourself in the courtyard of the castle. Clear out the area and be sure to grab the Gold Bars from behind the hut. Inside the hut there's a Typewriter and a Merchant. Don't buy the Castle Treasure Map (we'll tell you where all the treasure is). Instead buy the Attache Case L. Sell the Red9, the Shotgun, the Rifle, the Scope (Rifle) and the Stock (Red9). Now buy the Blacktail, the Riot Gun, the Rifle (semi-automatic) and the Scope (semi-auto Rifle). Tune the Riot Gun's firepower to level 2, and the Blacktail across the board. Equip the Scope, then you're ready to go! Go up the stairs and through the rusty door. Before you move on go back to the Merchant. For some reason you can now upgrade your Riot Gun to level 3 firepower. Tune up and go through the red door again. If you listen carefully you'll be able to hear people mumbling. There are monks just around the corner, so follow the path and stand behind the crates. You can take out two monks from here. Now follow the spiral staircase and tell Ashley to wait a few steps before you get to the top. As soon as you step out into the open two monks will begin to launch flaming boulders at you. Take a few steps forward and shoot out the two enemies on the left. You can't target the ones on the right just yet. Grab the Spinel from the broken building, call Ashley and move on.



On the left is a path that will take you down to a large cannon. You can't do anything here just yet but you can ransack the barrels. Go back up the steps and turn left. Follow the steps and as before, tell Ashley to wait just before you get to the top. Go to the top and turn right. Shoot out the barrel to remove the danger. Be aware that two monks will soon be upon you (following the path you've just taken), so run back down the steps and take them out before they get too close to Ashley.

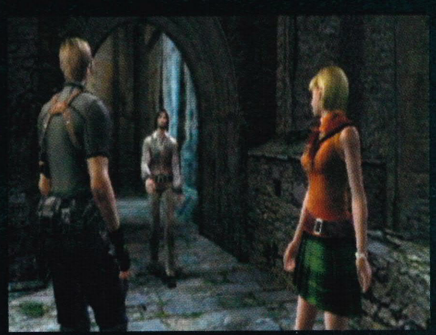
Go back to Ashley and look around. The wooden door on the left is locked. Walk up to the bridge on the right, then turn around and take out the catapult above you (shoot out the barrel). Turn around and head towards the building on the right. There's a reaper monk inside. He has a Gold Mask on so shoot him in the leg/body instead. Call Ashley and go into the building. There are a few crates and a Yellow Herb in the chest. There's also a Gold Bangle to be found behind the building. Tell Ashley to wait here.



Opposite the building is a path that leads to a small dome. Slowly walk along this path a stop a few feet before the steps. Look left and take out the monk in the distance. If you can't see him move a step forwards. With him gone, run up the steps and use the winch to raise the cannon. Blast open the door and call Ashley.

Just past the now non-existent wooden doorway is another Merchant, so sell your Gold Bangle and move on. Grab the ammo on the table and the Platinum Sword from the mount. Run upstairs, position yourself in the far corner and take out the monks. Once the first wave have gone tell Ashley to wait and run to the top of the stairs. Take out the remaining monks and their red-robed master from here. Here's a quick tip for defeating monks: if you shoot them in the leg and make them drop to their knees, Leon can perform a suplex instead of the usual kick! This normally crushes their heads. Now call Ashley and clear out the room. Grab the Golden Sword. Put the Platinum Sword on the platinum mount and the Golden Sword on the golden mount. This will unlock the door for you. Go through and talk to Luis.

Leave Ashley by the big wooden doorway and go through the steel door. Snipe the monk who is standing directly in front of you, then quickly turn right and lure the monks out of the room so that you can take them all out using the explosive barrel. Clear out the building, then aim out of the window and take out the dart-gun monk. Now two shielded monks will walk through from the next area. Either use a Grenade to take them both out or blast through the shields with a shotgun. Go through to the next room and grab the Castle Gate Key. As soon as you've done that turn left and shoot out the explosive barrel. This will take out the group of monks. Now go back to Ashley and go through the big door.



INSIDE THE CASTLE

ONCE YOU'VE SPOKEN to the whiny Salazar you should get to the Typewriter and save. Turn around and look up to see a treasure set in the wall: the Green Gem. There are also some vases to break in this room. Go through to room 2 and clear it out. If you look down into room 3 you'll see some ammo on a rafter. Shoot this to knock it down. You can pick it up in a bit. At the far end of the room there's a letter on the wall. There's also a Yellow Herb in the barrel next to it. Turn the corner to see the flaming horse heads. Obviously you can't get through here but you can pick up the Prison Key from the painting on the right. Go through the door to room 3 and leave Ashley at the top of the stairs... (read the 'Boss: Blind Psycho' box on the right).

Pull the lever in the boss' cell to shut off the horse heads. Go back up the stairs, leave Ashley where she is, and turn left. Line up the two monks and take both their heads off with the Rifle . Run to the end and turn left. There are two dart gun monks and two regular monks. Call Ashley and go through the big door into room 5.

Quickly zoom in on the red monk directly ahead of you and take his head off. Turn right, take out the monk and run to the left-hand corner. Put your back to the wall and take out the remaining enemies from here. After the first wave another wave will arrive from the left- and right-hand doors. Use the Rifle to take their heads off before they get anywhere near you. Head towards the far end of the room. There are three or four monks in the area at the bottom of the stairs. Take them out and go through the door. Step on the gold pressure pad and tell Ashley to wait on it. Now stand on the other one to activate the control crank in the main room. Leave Ashley where she is and wait here for the next wave of monks. There will be around eight of them to deal with. Now go back to the main room and turn the crank to lower the steps. Grab the Shotgun and take out the blade monks. Be careful, as if you give them the chance they'll throw the blades at you. Call Ashley and go up the stairs. For this next section you'll have to be very quick. The general idea is to look after Ashley while she activates the platforms. Give her a piggyback up to the walkway and position yourself at the top of the stairs. You'll need to use the Rifle to protect Ashley from the monks, while protecting yourself from the monks that are after you with the shotgun.

The best tactic is to put your attackers on the floor and use the spare few seconds to take the heads off the monks who are near Ashley. Once the platforms are raised catch Ashley and go through to room 6. Clear out the room and use the typewriter. Now turn around and look up at the statues: one of them has a Spinel in its eye. The Merchant doesn't have anything new to sell to you, but you should tune up the Riot Gun and the Rifle in every department. Now you have to option to take part in one of the game's sub-quests (the door to the left with the weapon emblem). Go to the 'Hot Shot' section (page 106) to find out more.





BOSS: BLIND PSYCHO

Difficulty: Medium
Tips: This boss is completely blind, and he uses his hearing to locate you. Once you walk inside his cell he'll break free and come after you. Run to the other side of the room and shoot one of the bells. The boss will go straight for it. With his back turned to you, equip the Rifle and zoom in on the parasite on his back. Take a shot then reposition yourself. He'll go mental for a while, after which you can line up for the second bell. All it will take is one more shot in the back after this, but you're fresh out of bells. Stay out of his way and keep still. If he can't hear you he can't find you. Wait for him to present his back, then take a shot with the Shotgun. That third shot should finish him









HOT SHOTS

Hold your breath and squeeze

Here are the rules, folks:
* Shoot the targets to score points
* Score more points for headshots
* Prize awarded for scoring over 3,000 points
* Special prize awarded for over 4,000 points
* Special prize awarded for hitting all targets
* Salazar target appears after five consecutive hits
* Points deducted for hitting Ashley

There are four Shooting Ranges in the entire game. Bottle Cap prizes can be viewed in your inventory. There are 24 to collect in total, six in each shooting range. You have to use the weapons that the merchant gives you. Don't worry, you're using his ammo not yours. The six prizes in each range are set out in this way:

Rapid-Fire (Shotgun, TMP)
1) Score over 3,000
2) Score over 4,000
3) Hit every target
Sniping (Rifle, Handgun)
4) Score over 3,000
5) Score over 4,000
6) Hit every target

Once you collect all the prizes from each range you'll receive something special. There are no real walkthroughs to these ranges as the set-ups change slightly each time. However, we can give you some tips:

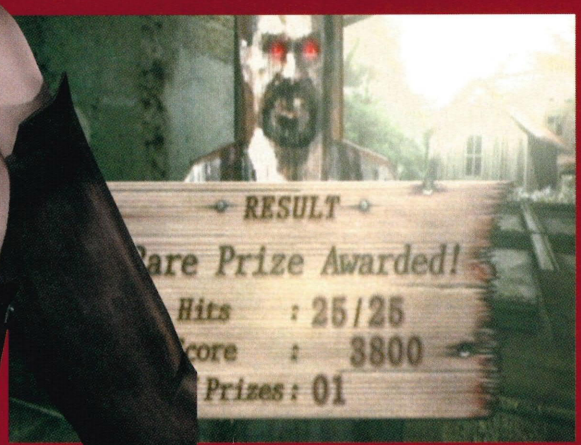


Room 6 Shooting Range: This one is relatively simple. When sniping always use the Handgun – it's far quicker. You should be able to get to the reload point without running out of ammo. Stay in the middle and make sure every shot is a headshot. Make every shot hit the target (it's worth spending the extra second aiming properly) as consecutive hits are the only way to raise the Salazar target at the far end. This target will move right to left then disappear. Shoot it out for 500 points! If you get two of these targets and headshots all-round, you'll easily score over 4,000 points. As for the Rapid-Fire option, use the TMP. It'll take a while to get used to (it tends to jump a millimetre or so to the right when you fire), but it's far more effective than the Shotgun. There are two Ashley targets in this round so be careful. Also watch out for the row of villagers at the end. The second one in is holding dynamite. Shoot it to take them all out for maximum points.

Remember that even if you get over 4,000 points and hit every target (thus covering all three requirements) you won't get all three prizes. You have to go for the prizes one at a time. Your bonus for all six prizes will be 15,000 in Gold.

Room 39 Shooting Range: Make sure you choose Game B, otherwise you'll be repeating the same old game. You should start with the Rapid-Fire option, as after four prizes the difficulty increases to silly levels, and it's easier to do the later ones with the Handgun. Getting all 25 enemies and scoring above 3,000 isn't that hard but scoring above 4,000 certainly is. It's a good job then that from Shooting Range 2 onwards you only have to score above 3,000 to get the prize (so you have to get 25 targets and score above 3,000 twice). The main problem stems from the fact that at least half of the targets are moving, and in one place an enemy is right behind Ashley. The best place to stand is four steps to the right of the bell. You have to get two Salazar targets to score the big points. For prizes five and six the course changes and the range becomes twice as deep. You'll have to be very accurate to get the far targets. At the end you'll be faced with two groups of targets, all of which can be taken out by shooting the dynamite. Your bonus prize for all six prizes is 25,000 in Gold!

Underground Shooting Range: Though this will seem very tough at first it's just a matter of learning the pattern. The general rule is that there are more Ashleys to avoid. When the room freezes you know that a meteorite is going to hit (you get a 100 point bonus for it), and you need to make sure that you time your shots so that it hits when the field is empty. If it falls when there's an Ashley target you'll lose 1,000 points. After four prizes you'll start getting long distance moving targets and more Ashleys! Your prize for completing the row will be 35,000 in Gold.



TYPICAL GIRLS!

THERE ARE TWO ways out of this room... but it's not quite that easy. Go through the door into Area 9. This next section will make your heart pound so hold onto something. Go to the end of the corridor and turn right. On your right is a hole in the wall. Grab the money from inside and go out again. Equip the Rifle and prepare yourself. Squeeze R and zoom in to the end of the corridor. The insects have a Predator-style cloaking device, but if you look carefully you can see where they are due to the visual distortions. If you aim for the round section just above the drool (the head) you can take them out with one shot from the Rifle.

Now run to the end and go round the U-bend. On your right is a pit containing two insects. Walk up to the barrier and take them out using the Rifle . You should be able to kill them without them ever getting close. Grab the items and go through the door on the other side. Turn right and take a few steps forward. An insect will drop from the hole in the ceiling. Take care of it and prepare for the next one that will venture out from one of the rooms on the left. In this room you may be better off using the shotgun. There's a path on your left, a ladder at the far end and four cells in the immediate area. Go into the far left cell



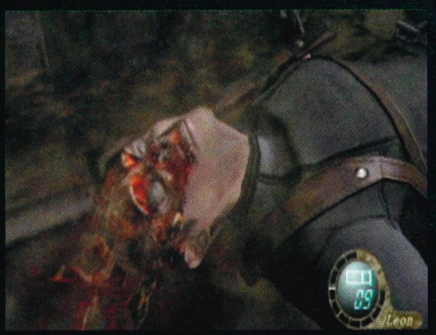
and turn around. Another insect will come and find you. With this taken care of clear out the four cells for ammo, a Yellow Herb and a memo from Luis. Now follow the path around the back of the cells. You need to get to the other side of the cave-in, so use the cells on the left to get there. Turn the valve to drain the water and be sure to grab the items and the Butterfly Lamp from the chest. By now you should have picked up a Red, Green and Blue Eye (the insects drop them). Sometimes you get all Greens, though, in which case you

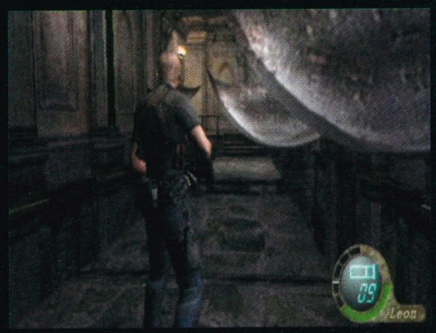


won't get the valuable lamp), so combine three Eyes with your new treasure to create something quite valuable. Don't worry if you didn't get Red and Blue Eyes: there will be other opportunities later. Open the door and turn 45 degrees to your right. Now look up at the hole in the ceiling and shoot the insect. Once that dies another will fill its place, so take that out too.



When you go back into the main area two more will ambush you. With them gone you can drop down into the area that you've just drained. Run forwards, open the gate and run up the steps. Now turn and take out the final insect. The next section is quite simple: you have to get past the swinging blades. Just watch the shadows to see where the danger areas are and run as soon as the blade passes.



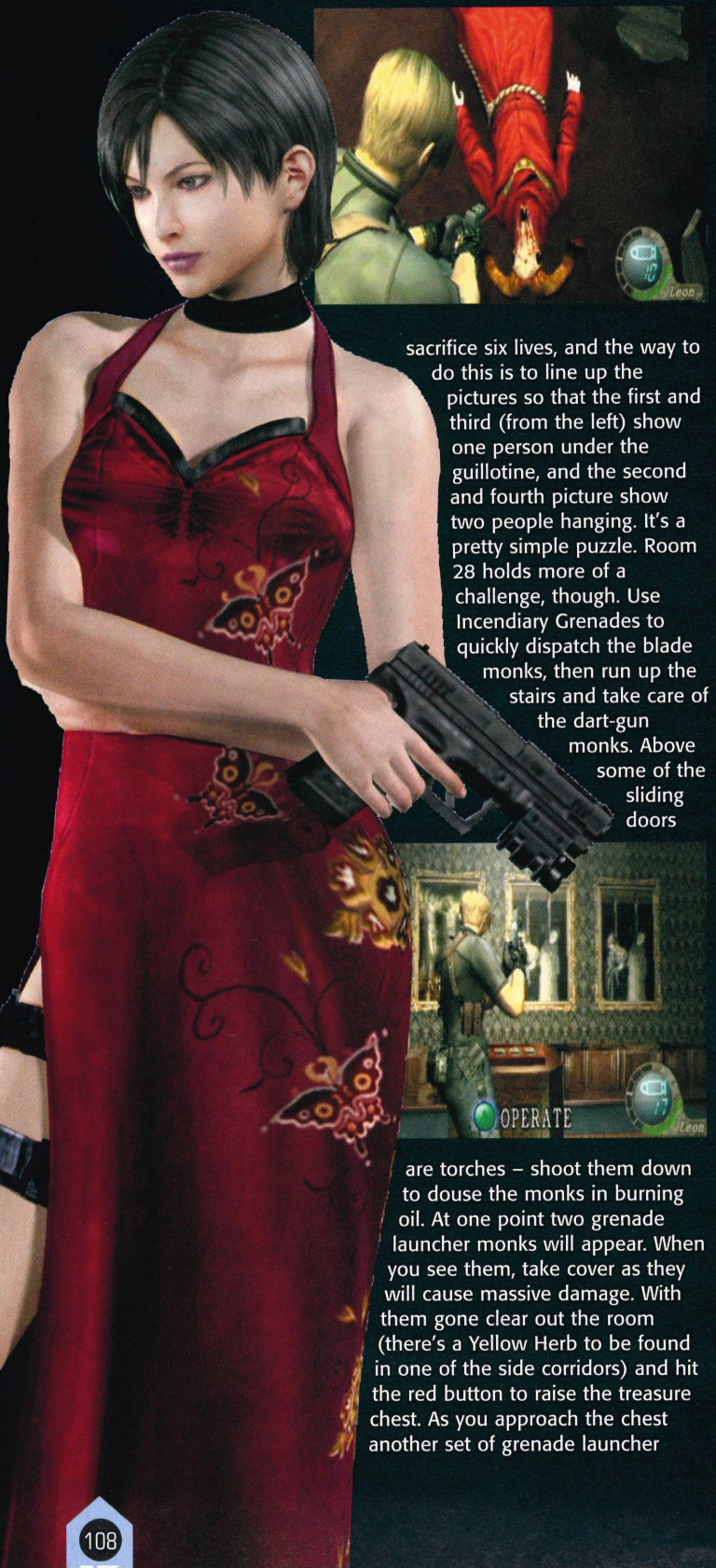


You'll now find yourself back in room 6, albeit on the balcony. Watch up to the edge and snipe the red monk. Cap him again (the insect crawls out) to get the treasure. If you're quick you'll be able to get another monk as well. Now follow the balcony around and use the chandelier to get to the other side. Follow this balcony around and use the other chandelier. Now you can pull the lever to open the door. This will allow you to get to the Elegant Mask (in the chest behind you) and the merchant on the other side. Drop down, grab the Illuminados Pendant and save!

Now it's time to go through to room 33. Ignore the merchant: he has nothing useful right now. Room 33 has a memo and some ammo in it. Open the door to area 31. Use the Rifle and concentrate on the red monk. The basic idea of this room is to take him out before he gets to the big gun in the centre (you can't see it just yet but it will appear). If you miss him to start with make your way up to the far balcony and take him out as quickly as you can. There are dart-gun monks and regular monks in here as well. The red monk will take a lot of damage, so keep chasing and keep firing until he drops and gives you the Gallery Key. Now clear the room (there are loads of items and money to collect) and go through to room 29. This is a puzzle room. You need to ▶



TYPICAL GIRLS! CONT...



sacrifice six lives, and the way to do this is to line up the pictures so that the first and third (from the left) show one person under the guillotine, and the second and fourth picture show two people hanging. It's a pretty simple puzzle. Room 28 holds more of a challenge, though. Use Incendiary Grenades to quickly dispatch the blade monks, then run up the stairs and take care of the dart-gun monks. Above some of the sliding doors

are torches – shoot them down to douse the monks in burning oil. At one point two grenade launcher monks will appear. When you see them, take cover as they will cause massive damage. With them gone clear out the room (there's a Yellow Herb to be found in one of the side corridors) and hit the red button to raise the treasure chest. As you approach the chest another set of grenade launcher



monks will appear, so hide and wait for them to shoot their load. There's another red switch to hit, and it's hidden under a vase in one of the rooms that come off the main room. There will now be two more grenade launcher monks guarding the chest. When you open the door they'll be facing you, so open the door and immediately step back and to the left to avoid the blast. Now go through and take them out before picking up the Goat Ornament.

From the windows of room 27 you can take out the crows on the far window ledge. There's no particular reason for this but it will put your kill rate up. You can't get through to 26 just yet so go to area 34. Pick off the crows from the fountain and collect the goods. You'll need Ashley to get into the locked room so leave it for now. Instead go to area 35, the garden. To get through the main door you'll have to find the two halves of the emblem, and guess what: they're somewhere in the garden. This garden just happens to be guarded by a whole load of devil dogs... joy.

This area tends to have random locations for the dogs, so we'll just give you tips. When you walk into the main area (with two barrels on the left) you're bound to be attacked by one dog. Two



point-blank Shotgun rounds should floor it. Head left and follow the path to the kennel. There are three dogs here. Take them all out with one Grenade. If you take the left-hand path from here you'll be able to either walk over the bridge or go round to a chest containing some ammo. Go to the ammo for now. Once you have it quickly turn out take out the two dogs. Now go over the bridge and head left for the ammo. The alternative route will take you to the first half of the emblem. On your way back to the bridge you'll be attacked by four dogs. Don't take any chances by trying to group them. Just blast them when and where you can.



Now go back to the kennel and run straight past it to the end. Turn right to find a Yellow Herb. Backtrack and take the first left. A dog will run past at the end of the path. Kill it, then turn right,



and right again to get the Red Gem. Turn around and follow the path round to the left. It will take you up some steps to the first piece of the emblem. Go back down the steps and follow the path around to the left (make sure you run). You will be ambushed from behind, so turn around and blast the dog. Keep on going and you'll come to a T-junction. Head left for a First Aid Spray, then backtrack and take the alternative route. Right next to the ▶

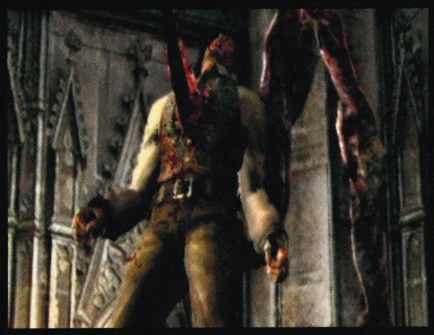
barrel is a kennel, which is where all the noise is coming from. Take out the dog, then move on. The first on the right will take you back the beginning; the second on the right will lead you to a Spinel. On your way back you'll be ambushed by two final dogs. Take them out, then use the emblems to get into room 36.

Room 36 holds plenty of goodies: Ada, cash, ammo, a Typewriter, a Merchant, a memo, a Spinel (in the roof of the bed) and a Mirror with Rubies and Pearls. Sell this and any Blue Velvet/Spinels you have.



You should tune up the Blacktail and the Riot Gun. Save your game and go into room 25. Pick up the items and go through to 26. There are loads of goodies to pick up in here (careful, the right-hand vase has a snake inside) and you can unlock the door that leads to 27. Go back to 25 and ring the bell on the right. Shoot the wine glass in the picture at the far end in order to unlock the door to room 24. As soon as you try to open the chest a cage will drop down and trap you. Quickly throw a Grenade at the gate in front of you to blast open the lock. Kick the gate down and get out.

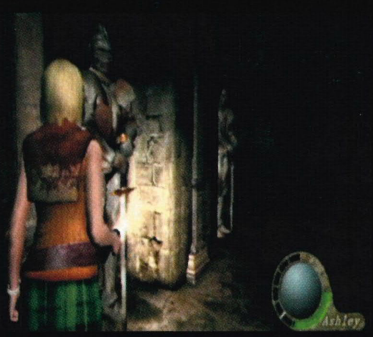
As long as you stay away from the open doorway the blind psycho will remain trapped and you can take him and the monks out at your leisure. The final two monks will explode revealing some new types of insect that crawl out and run after you. With the room clear grab the Hourglass with Gold Décor. You can also get into the corridor that holds the picture and pick up some Magnum ammo. Go into room 23 and look down into area 21. You can use the Rifle to take these monks out.



Now drop down and flip the switch. Quickly climb up the ladder and shoot out the torch at the far end. This will burn the monks. Take out the two monks behind you. Now cross the walkway and follow the path. Take out the monks and claim the grand prize. It's unlikely that you'll have room for the Rocket Launcher at the moment, but if you head into room 20 you can buy the Attache Case XL. Sell the Hourglass, then go back and get the rocket launcher from room 22. Now go back to room 20 and save. You'll meet Luis in room 12... for the last time, sadly.

AFRAID OF THE DARK?

GRAB ALL THE items in the room, including the 5,000 in Gold behind the painting of Lord Sadler. Walk down the steps, equip the Rifle and shoot the three restraints. Don't aim at the centre sections, instead aim to the left- or right-hand sections. Once Ashley is free some monks will come after her. Stay where you are and take them out with the Rifle. With them gone a second wave consisting of a red monk, two dart-gun monks and two regular monks will appear. Deal with them and Ashley will pick up the key.



You'll now be in control of Ashley. She has no weapons, so you'll have to find other ways of outsmarting and hurting the enemy. Room 13 has a Yellow Herb and a Typewriter in it. The first monk is waiting in room 14. You can crawl under desks to get away from him and throw lanterns to burn him. You need to throw three lanterns to take him out. Grab the Green Herb and open the gate with the crank. There's another monk in area 15. Repeat the process, grab the items and use both cranks to open the two barriers.

Go through, grab the Red Herb and turn right. Go into room 16 and push the cupboard on the right to reveal a button. Push it to raise the red barrier. Crawl under the desk and push the button at the end to raise the silver barrier. Go through to the centre, grab the Stone Tablet, and push the button to raise the blue barrier. Now go through and hit the switch behind the cupboard. There is a green herb, a Blue Velvet and some cash in the next room room. Go through to corridor 18. Scared yet? You should be...

Now it's time to solve the little puzzle. Move the mid-left piece into the centre. Now slide all the sections once in a clockwise direction until the symbol is complete (apart from the one piece that you have to put in). Complete the symbol to open the door. Go into room 19. Grab the Spinel from the cupboard and the Gold Bangle. Take the Salazar Family Insignia from the knight's chest: then the Serpent Ornament will be yours. Quickly turn around and wait until the very last second before you dash to the right. This will lure all the knights to the left.

Now run through the doorway as fast as you can. On the way back through there will be three knights that try to attack you. You'll have to use the A+B/L+R buttons to dodge them. Two are in the area 18 corridor and one is next to the exit door in room 16. Go through to room 17. Clear out the drawers and grab the memo. Now place the Salazar Family Insignia in the slot and turn the dial. Climb the ladder, grab the cash from the right and follow the corridor all the way back to Leon.

FANCY A RIDE?

NOW YOU CAN nab all the items that Ashley has picked up. Go to area 11 and ride the device over the lake. Go through the doorway and take a few steps to your right. As soon as you hear the devices starting up get the Rifle out and take out the two enemies – there's one on each side controlling the fire-breathing dragons. If you leave it too long the dragons will turn and you won't be able to see their masters. With the enemies dead, run down the stairs and grab the Gold. Now go up to the rotating platform and tap the B button to jump into the ring. Jump out the other side and take out the two monks. There's an Illuminados Pendant in the chest. Take a few steps forward to lure out the final dragon. Turn around and take care of the monks first. About eight of them will jump down. Wait for the final dragon to stop breathing fire, then quickly run and hide behind one of the barriers. The idea is to make the dragon turn towards the left or right. Once it has committed itself to breathing you can run to the other and shoot it's master. Claim the Lion Ornament and get back to Ashley.

It's definitely worth doing a bit of backtracking to pick up a very useful treasure. Take Ashley with you and go to area 34. The best way is via rooms 21 and 26. Be aware that rooms 24 and 25 have monks in them. Room 26 has two insects in it, so turn right and run to the end before turning and firing. Only one will attack you, leaving the other free for sniping! Once you get to area 34 try to open the door, then stand in front of the window and get Ashley to climb inside. Your prizes for backtracking will be 5,000 in Gold, a Red Herb, an Elegant Perfume Bottle and the mighty Broken Butterfly! Now go back to room 11 and use the railcar to get to room 1. Grab the items from the vases and use all the parts of the emblem to lower the barrier. Leave Ashley here and go up the stairs on the far right.



Smash the vase and grab the 5,000 in Gold from Lord Sadler's painting. There's nothing more in here so call Ashley and go through to room 37. Smash the vases before riding the railcar to room 38. There are some vases in here and 5,000 in Gold behind one of the paintings before you go through to area 39.

NOT AGAIN!

FIRST THINGS FIRST in this new area: go into the first room on the right and save your progress. Sell any treasures you don't need (like the Illuminados Pendants and the Elegant Perfume Bottle) and tune up the Broken Butterfly and the Rifle to monstrous proportions! Now you can have a go at the second shooting range if you want (check out the 'Hot Shots' section for tips).

Go back out and turn right. There's a memo, a Yellow Herb and a Spinel at the far end. Go into area 40, leave Ashley by the door and take the ammo under the lion. There are two more knights to dodge in here, so have your fingers at the ready. The next room holds an absolute delight in the form of six angry knights. As soon as you take the King's Grail three standard knights will attack. Your best bet is to group them together, wait until they get close and blast them with the shotgun. This will make them double over for a second or so. Now run away and do the same again. After a few shots the Las Plagas will erupt, and you should concentrate on sniping them to take them out.

With these three down three plumed knights will appear. Deal with them in a similar fashion. Call Ashley and go through to room 41. Push the two knight statues on any of the pressure pads. Now get Ashley to stand on one and stand on the remaining one with Leon. This will open the door to room 42. Salazar will try to trap you but there's an easy way to stop the contraption: just shoot out the four red lights in the ceiling. Tell Ashley to wait, and run around to room 43. Clear out the room, grab the Queen's Grail, equip the Rifle and reload. Now go to the doorway to this room (the one you just came in) and call Ashley. As soon as you're in control zoom in and take out one of the monks. You'll probably have to reposition yourself slightly to get the second one, as the bars will get in the way. Run to the other side of the room – make sure Ashley follows you.





Now head over to area 44. You should have a load of shotgun shells in your inventory so use some of these on the enemies at the far end. Remember that the blade monks tend to throw things at you so shoot them before they get the chance. There are three Spinels and a Purple Gem (that completes your Elegant Mask) on the statues in this room, so grab them and then use the Grails to open the door at the far end. The next corridor holds plenty of cash-giving cupboards. Don't go through the door at the end. Instead, jump out of the window on the right and grab the Red Herb. Now climb the ladder and grab the ▶



Butterfly Lamp from the end of the balcony. Jump down and prepare for an all-new enemy: the flying insects! As soon as you're in control turn around and run towards the doorway. Put your back to the door and blast away. One shot should take them down. Even when the music stops there will still be two more remaining: one on each side of the monstrosity in the centre. Take them out and pull the lever on the far side. Shoot out the chains to lower the bridge and go through to area 47. Save your game, sell the completed Elegant Mask and tune up the firepower of both the Blacktail and the Riot Gun. Follow the corridor and go through the door at the end. From here you can snipe two enemies on the balcony of the tower. Get over to the tower and take out the two blade monks before you go inside (be sure to pick up the Rifle ammo from the balcony). Once inside, walk up to the edge and look around. You should be able to see two pieces of pine stuck in the cogs. Shoot them out then climb up to the next level.

From here you should be able to see a third piece of wood. Shoot it out, grab the ammo and the cash from the crates, and climb up to the next level. Follow the walkway up to the letter and the green herb. Pull the level on the right to operate the bridge. With that done a wave of monks (including dyna-monks!) will join you from below. Make your way down to the balcony door. There will be three or four dart-gun monks on the way. Go outside and take out the three monks. Now go back into the clock-tower and make your way to the bottom. As soon as you jump down two monks will appear above you. Climb back up the ladder and take them out. Now continue en-route to the base of the tower. Clear out the crates and exit via the door at the bottom.

Wait for the three monks to come to you, then take them out. Equip the Rifle and run along the bridge. As soon as the cut-scene ends zoom in and take out the horned monk in the centre. He has a grenade launcher and needs to be dealt with immediately. Even if you don't kill him, making him fall to the floor will do for now. Then turn and run towards the enemies behind you. Take them out and position yourself in front of the clock-tower door. From here you can deal with the masses. Once they're dead you should pick up the Gold Bangle from the head monk, and go through to area 49. This room holds six monks and two blind psychos.

Use the Rifle to cap the two monks. Walk slowly to avoid the attention of the psychos. There are a few bells in this room and these should be used to lure them away. There's another monk in the corridor on the left. Once you've killed him another three will appear. You should have plenty of healing items and it's likely that you'll need them now. The blind psychos have a habit of appearing right behind you so always try to be aware of where they are. Now go through to room 50 and prepare for another Ⓐ+Ⓔ/L+R cut-scene.

DOWN IN THE DUMPS

COLLECT ALL THE items from this first area, including the Crown from the monk's lap. Sell the Gold Bangle and the Riot Gun, and buy the Striker. Tune up the Blacktail (in every department) and the Broken Butterfly (firepower) before you climb up the ladder. Run down the tunnel, picking up the items from the pipes and the Red Herb along the way. As you may have guessed, something particularly nasty is chasing you! You need to familiarise yourself with the next area. The first turning on the right leads to a non-functional life. Take the first aid spray and the ammo. Note that there's a liquid nitrogen container in here. As soon as you leave this room the chase begins. The enemy will spear its tail at you through the ceiling. Be ready to push Ⓐ+Ⓔ/L+R at a split second's notice as this will happen a lot!



The first turning on the left holds some TMP ammo and another liquid nitrogen container. The room at the end of the tunnel is where the real fight begins. Along the way you'll see another liquid nitrogen container. The room at the end contains some ammo, a Green Herb and a fourth liquid nitrogen container. Hit the switch in the corner to initiate the power for the elevator. Doing this initiates a temporary lockdown of this room. When you try to leave the enemy will appear. You need to survive in here for one minute before the door opens. Quickly run past the enemy and get to the liquid nitrogen tank. Push it over and freeze the enemy.

Now get the Magnum out and blast it as many times as you can (you should be able to get four shots in). Now run. When you hear the enemy running it means you'll need to tap Ⓐ+Ⓔ/L+R soon in order to dodge its attack. From now on just keep running. When the door opens get out and head for the next liquid nitrogen container. Don't waste it: make sure the enemy is on the ground before you kick it over.

With the enemy frozen get another four shots in. Now run and head for the next turning on the right. Knock over the container and get the final shots in. If you're lucky, 10 shots from the Magnum should do it. The Crown Jewel will be your prize. Now you can take the elevator down to the next level. ▶

DOWN IN THE DUMPS CTD...

There's a memo and a load of items to pick up down here. If you'd like some tips on Shooting Range 3 then go to the relevant section in the guide. Just around the corner are two villagers. Take care of them, smash the barrels and move on. Drop down at the far end and run at a 10° angle towards the lever. Pull the lever and turn around. The power will be cut off half way through the procedure and the power switch is up above you. Make your way through the villagers and collect the goods. Flip the switch at the top. Before you head back to the lever grab the 5,000 in Gold from behind the switch.

On your way back you'll be ambushed by another Baghead Man. Blast him with the Shotgun, then run up to him and pump his head full of lead. He'll give up 10,000 in no time. Now turn around and take out the four villagers. The dynamite can be found in the mine cart, which is at the end of the passageway, opposite the ladder. Blow up the boulder next to the lever. Run across, take out the villagers and go through the doors. As if one El Giganté wasn't enough, you'll now have two chucked at you. If you're looking to get 30,000 in prize money then you can try and take on these two with your weapons... but we wouldn't recommend it. The best way to do this is to climb up to the far platform and lure the beasts over to you. Once they're close enough slide down the wire to the lever on the other side. Tap Ⓑ once to get into position, and tap it again when they are over the circular area in the middle. The lever opens the circle and drops the enemy into the boiling lava below. Unfortunately you can't get both enemies to stand on the platform at once, but at least you can get rid of one. The other one can be beaten using Flash Grenades and the Shotgun for 15,000 in Gold. Clear the area of items and move on.

The next area is full of lying insects, hopefully you'll be able to get those rare blue and red eyes. Grab the green herb on the left, then walk to the edge and take a shot. This will wake them up, so turn around, run to the edge of the tunnel, then turn and fire. Now make your way up the path on the right. Keep your ears open, that's the best way to tell how close they are. At the top of the slope grab the ammo, then turn right and take the tunnel on the left. Grab the Green Herb at the end and hit the switch. Now walk halfway up the tunnel and wait for the insects to come to you. With them gone carry on up the slope. It doesn't matter which way you go as you'll need to explore the whole area anyway. The next switch is at the end of the second tunnel (check your map, it's opposite the door at the top). There are four insects guarding it. Go to the end of the tunnel, grab the green herb and hit the switch.

As before, go halfway up the tunnel and wait. This time there will be more, but you should deal with them in the same way. Go up to the door, hit the switch and walk through. There are falling pillars to negotiate in this tunnel. They're quite easy to get past. When you get to the bottom of the slope hit the lever to stop the second of the three pillars. Get past the final two pillars and take the Royal Insignia at the far end. You should now have two (one if you managed to get one before) complete Butterfly Lamps and one Salazar Family Crown. Hit the switch and ride the elevator to the top.

ROLLERCOASTER RIDE!

TURN AROUND AND go to the Merchant. There are some barrels and a letter from Ada. Once you've sold all the treasures you don't need you should be loaded, so you afford to max out the Rifle and the Striker. Now follow the path round and take out the two villagers. A little further on you can climb a ladder and look down on the group of villagers surrounding the bonfire. Use a grenade to take them all out. The door on the far side is locked, however there's a trapdoor in the wooden building to the right. Get in here via the window on the other side. Turn the crank and climb down the ladder. Run to the end of the tunnel and get the Rifle out. There are four villagers who can be taken out from here.

Up on the left is a room that holds a Baghead Man. The door to this area is just around the corner. Directly below you is another room that holds the Staff Of Royalty. Get here using the steps below you. Explore the rest of the area and be careful of the bear-traps. Go around to the left-hand side and open the door. There's a second Baghead Guy in here. It's probably worth taking a shot with the magnum. Once he's alerted, the other Baghead Man will come down the stairs. Take care of them both, then go upstairs and grab the Mine Key. Now there will be another group of villagers outside, so push the ladder down and go deal with them. Use the key to open the door outside (don't forget the Green Herb to the left).

Go down the path. Open the door and equip the shotgun. Run into the middle of the room, blast the insect on your right, then turn and blast the insect behind you. Now equip the handgun and shoot out the four red lights. Grab the money, then follow the steps down, smash the barrels and go through the door. There's a green herb to pick up before you jump into the mine carts. Jump into the second one and shoot the lever on your left. Now equip the Shotgun. Jump into the first cart and keep an eye on what's coming. Shoot the villagers way in advance to make them fall. If they get in behind you quickly turn and shoot them in the head. At one point you'll have to shoot out a low beam. After the ravine you'll come to a halt. Don't let the Baghead Man start his chainsaw and you'll be fine. There are shotgun shells to pick up on both sides. Take out all the enemies, then shoot the lever to continue. The next section will see a Baghead Man and lady jumping down. Don't get too carried away as there's a wooden beam to shoot out in front of you. When you start going down a steep slope be ready to press Ⓐ+Ⓑ/Ⓛ+Ⓡ. The Stone Of Sacrifice, and the exit, lie through the doorway. Climb up to the top and use the stone to open the door. Activate the elevator and save at the top.

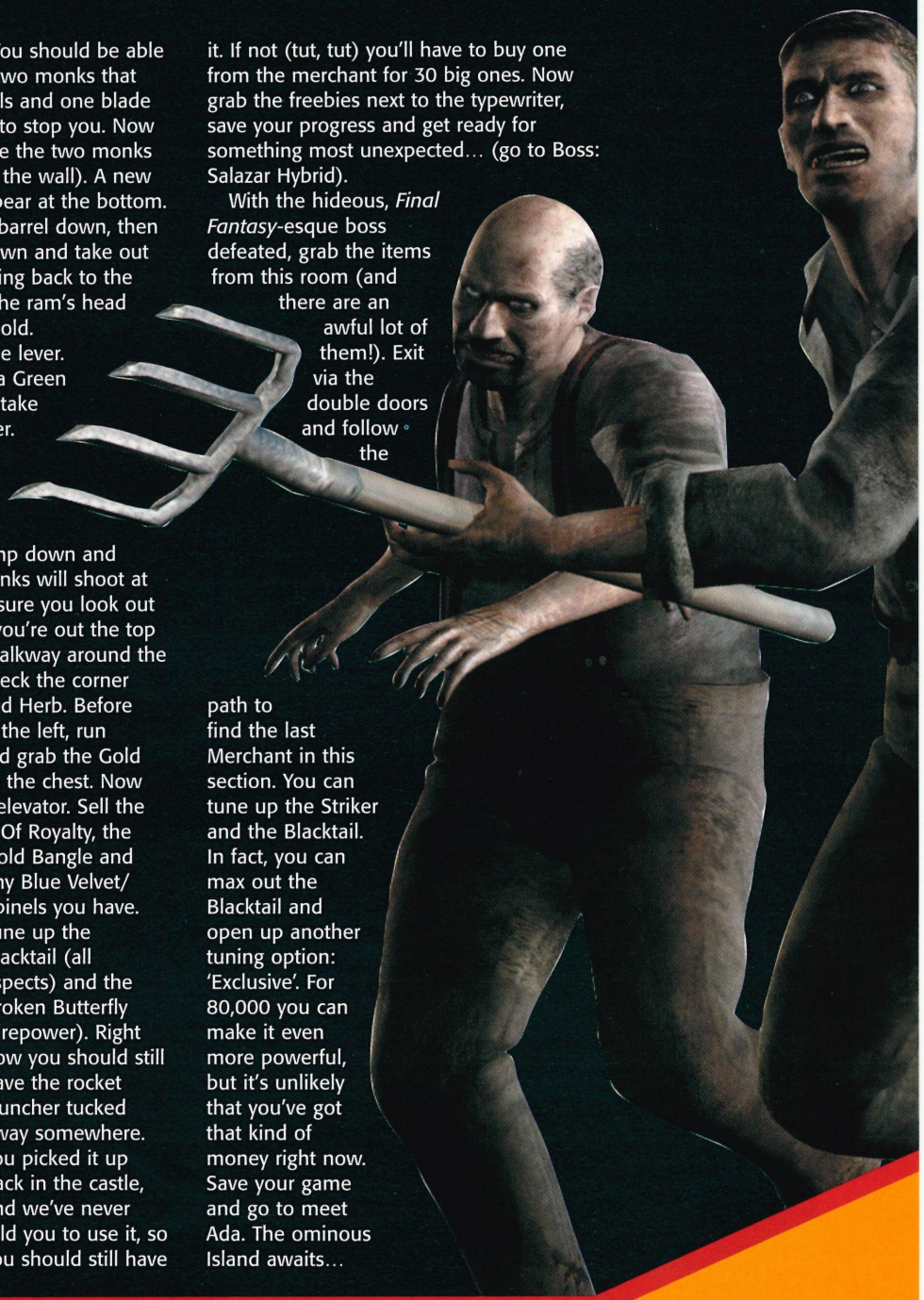
Go to the end of the corridor and walk down the steps. If you try and use the path to cross the water a whole load of monks will appear. Go back up the steps and climb the ladder. Wait for the monks to jump over, then take them out. There are a ▶

few monks on the far side, so use the Rifle to take them out. When the right hand comes down to your level, jump on, then turn around and let it take you to the next level. Jump off, clear this room and hit the lever to raise the first platform. Now jump back onto the hand and jump over to the central section. Hit the switch on the right to activate the left hand. Jump onto the left hand, and immediately across to the room ahead of you. Climb down the ladder and pull the lever. This will raise the second platform, open the gate and attract a new wave of monks. Take them out, then try to cross the water. Hammer the A button to run, then tap L, R and L+R at the appropriate times. Hack off the lock with your knife, kick the door open and keep running. This time you'll have to dive for safety at the end by pressing L+R.

You'll get to watch a cut-scene once you're inside the tower, but be ready to tap those buttons when Salazar gets impaled. Now you have to get to the top of the tower. Firstly collect the ammo and the yellow herb from this lower area. Run up the stairs and follow the path round to the left. The monks will start throwing barrels down the slope, so stay where you are and snipe them from here. You should be able to get three heads: the two monks that are controlling the barrels and one blade monk who'll run across to stop you. Now run up to the area where the two monks were (there's a lever on the wall). A new group of monks will appear at the bottom. Pull the lever to send a barrel down, then use the ladder to get down and take out the others. It's worth going back to the bottom and taking out the ram's head monk for the 5,500 in Gold.

Now go back up to the lever. Follow the slope to get a Green Herb, then go back and take the path next to the lever. Pick up the items, push the two crates off the platform and activate the lift. On the way up, waves of monks will jump down and attack you. Dart-gun monks will shoot at you from afar, so make sure you look out for them as well. Once you're out the top get off and follow the walkway around the outside of the tower. Check the corner opposite the lift for a Red Herb. Before you use the elevator on the left, run forwards, drop down and grab the Gold Bangle from the chest. Now use the elevator. Sell the Staff Of Royalty, the Gold Bangle and any Blue Velvet/Spinels you have. Tune up the Blacktail (all aspects) and the Broken Butterfly (firepower). Right now you should still have the rocket launcher tucked away somewhere. You picked it up back in the castle, and we've never told you to use it, so you should still have it. If not (tut, tut) you'll have to buy one from the merchant for 30 big ones. Now grab the freebies next to the typewriter, save your progress and get ready for something most unexpected... (go to Boss: Salazar Hybrid).

With the hideous, *Final Fantasy*-esque boss defeated, grab the items from this room (and there are an awful lot of them!). Exit via the double doors and follow the path to find the last Merchant in this section. You can tune up the Striker and the Blacktail. In fact, you can max out the Blacktail and open up another tuning option: 'Exclusive'. For 80,000 you can make it even more powerful, but it's unlikely that you've got that kind of money right now. Save your game and go to meet Ada. The ominous Island awaits...

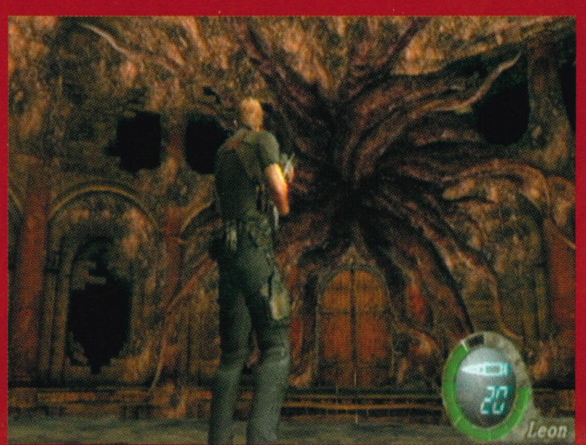


BOSS: SALAZAR HYBRID

Difficulty: Easy

Tips: This boss can be very hard if you don't know what you're doing, but with our tips you'll defeat it in under 30 seconds. As soon as you're in control equip the Magnum and shoot the central tentacle in the eye. A direct hit will knock it out, leaving the core (Salazar) open to fire. Whip out the Rocket Launcher and zoom in on Salazar's head. Ta-da! Boss defeated!

If you decide you don't want to do it this way then you can spend 15 minutes slowly taking out the eye while dodging its mouth and the other two tentacles. When you eventually break down the eye you can then take a few weedy shots at Salazar before the eye comes back to life. It's up to you, of course.



NEXT MONTH!

The third and final part of our mammoth guide

Check back with us next month for the third and final part of our monstrous *Resident Evil 4* guide. All the treasures and secrets of the Island and tips for the Ada's Mission and Mercenaries secret modes!

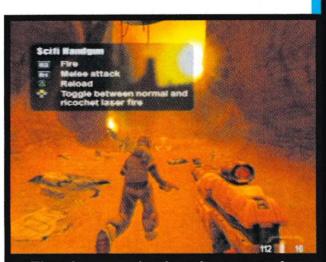


PART ONE
IT ALL STARTS HERE...

2401 TIME TO SPLIT

CRASH

You start the level dangling from your wrecked spacecraft. Your troops will help you to your feet and hand you a Sci-fi Pistol. The rate of firing is fairly slow so try to go for headshots if possible and use normal, not ricochet, shots. Reload at any opportunity, as the reloading animation for all guns is quite slow.



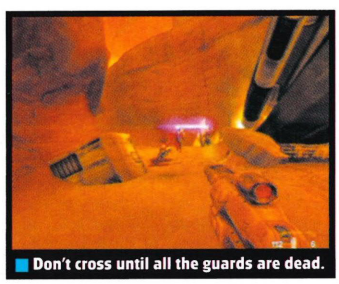
The alternate ricochet shots are usless.

REACH THE BASE

Follow your troops until you reach the wrecked spacecraft connecting the cliffs. Take out the three time assassins on your side of the cliff, then move to the left of the spacecraft to get a better shot at the two assassins on the other side. Run across the spacecraft in order to reach the other cliff.

Three more time assassins rush at you, so use the nearby rock as cover if you need to reload. Run forwards and find a group of marines fighting with time assassins. Take down the first group of assassins and one of them will drop a Plasma Autorifle – switch to this gun immediately. When using the plasma rifle remember to fire in short, sharp bursts so it doesn't overheat otherwise it takes forever to cool down, leaving you completely vulnerable. Use the autorifle to take out the second group of time assassins. Keep moving and you'll see a group of them lurking under a bridge. Aim at the small, glowing boxes next to them and they'll explode, killing all the nearby assassins. Once you're done, run forward to the small opening in the cliffs.

A cut-scene plays and you are given a sci-fi sniper rifle to take down the two time assassin snipers. Inch forward to get a clear headshot at the first assassin before repeating the same technique for the second. If you get stuck, aim at the glowing boxes behind them. Once they're dead, move forward and pick up the Sci-Fi Pistols (x2). Stick to your plasma autorifle for now. TimeSplitters start attacking you once you turn the corner. Try to take them down before they become invisible – if they do, simply follow another marine's line of fire to figure out where they are. Keep moving forward the whole time and then turn right through another opening in the cliff.



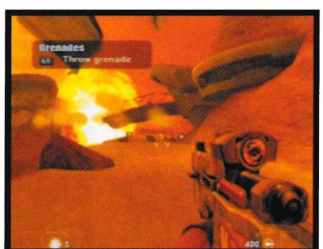
Don't cross until all the guards are dead.

Help the marines to clear the area of TimeSplitters then pick

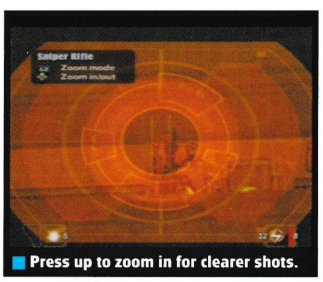
TimeSplitters

FUTURE PERFECT

Having trouble chasing Jacob Crow? Then you'll need our expert guide to every enemy and boss



Use the glowing boxes to kill this group.

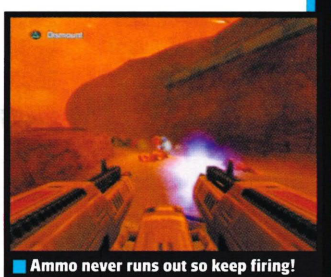


Press up to zoom in for clearer shots.

up the Ammo and Plasma Grenades from behind the gun emplacement to your left.

REPEL THE ATTACK

Use the gun emplacement as ordered to keep the TimeSplitters at bay. They tend to attack from the left more than the right, so keep your crosshairs trained on the opening there if nothing seems to be happening. Chances are, they've turned invisible again. You have to kill about 15 TimeSplitters before reinforcements arrive and if they get too close, dismount the gun and throw plasma grenades. Eventually, reinforcements arrive and your objective will be complete. Move forward through the opening on the left, taking out TimeSplitters as you go. There's a makeshift bunker to your left. Run around the front of it and pick up the Armour and Health from the back. Fight off the TimeSplitters to complete the new objective: Defend The Rebel Base. All that's left is to run through the metal door to reach the rebel base and complete the first level.



Ammo never runs out so keep firing!

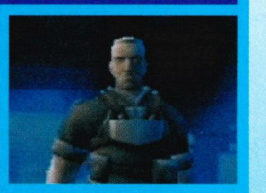
Plasma Auto Rifle



Grab the Plasma Autorifle from the gang of time assassins just after the first checkpoint — make sure you don't miss it. It is far better than the Sci-fi Pistol that you start out with!

UNLOCKABLE CHARACTERS

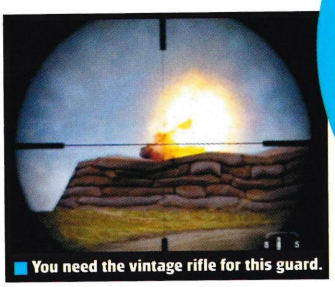

ANYA


THE GENERAL

1924 SCOTLAND THE BRAVE

INFILTRATE THE CASTLE

To begin with turn back and pick up the Flare Gun from the boat. It's not accurate but packs a punch. First infiltrate the castle – protecting Captain Ash because if he dies, it's game over. Follow him to the small archway and take a shot at the two soldiers talking inside an outpost, using the Flare Gun. The shot will loop horribly but if you aim at the soldier on the left, it should take them both out. Switch to your Kruger 9mm to pick off the remaining guard and collect the Vintage Rifle from the outpost. Move up the road and you'll see three snipers hiding behind the walls taking potshots at you – use the Vintage Rifle to return the favour. Remember, aim for the face. Carefully continue up the road and you'll see a machine gun nest when the road turns right. Use the vintage rifle to take the gunner out before he has time to aim. Once he's done with, switch back to Kruger 9mm, taking the two guards out as you continue towards the castle door. Before entering the first castle, equip the Flare Gun.


You need the vintage rifle for this guard.

Show us your flares

It's vital you grab the Flare Gun behind you at the start of the level. It's your best chance of escape when you walk into a trap. If you forget it, life will be much tougher later on in the level!



ESCAPE THE TRAP

Here things begin to get extremely tricky as you have now walked straight into a trap. Captain Ash will deal with the walkway to the left so run through the right walkway and keep the Flare Gun crosshairs trained on the bottom step of the stairwell in readiness.

Some guards will come racing down the stairs, so give them a warm welcome with a few shots from the flare gun. Aim at the stairs rather than directly at the guards themselves as the splash damage should kill them anyway. One of them will drop a K-SMG so switch to that weapon, run up the stairs and head towards the small room at the end of the walkway. There is a lever in here but before you activate it you should take out the guard located in the opposite lever room (it is actually possible to shoot him through the glass). Once all of the guards are dead, hit both levers and head towards the console in the walkway adjoining both sides.

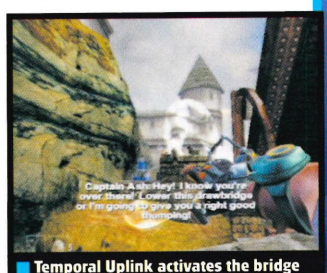

Ensure everyone by the console is dead.

ENTER THE CASTLE

Use the console to drop the turret on the gunship in the water. Head downstairs and pick up the Grenades from the left walkway. Captain Ash will lead you towards the castle

Turn right where the lorry falls into the sea. Kill three guards in the guardhouse using the explosive barrels (the Flare Gun is good for this) and pick up the vintage rifle Ammo from the backroom. Switch to this gun. Hop in the backseat of the lorry to take the gunner's seat. As you head towards the bridge, try to take out the roadside guards. Captain Ash will run over those on the road. Eventually, you reach a bridge so jump out and snipe the guard by the lever, and another on the castle itself. Switch to K-SMG and finish any survivors, then use the temporal uplink on the lever to lower the bridge Run towards the castle while shooting guards and avoiding the barrels.

Get the TNT from the cul-de-sac at the end and use it on the smaller white door on the castle.


Temporal Uplink activates the bridge

LOCATE THE TIME CRYSTAL MINING SITE

Switch to K-SMG, take out all the guards inside the room and move up the stairs. Enter the room on the right where Captain Ash tells you to go on ahead while he signals the Navy. Leave the room and proceed around the walkway. Before heading upstairs, kill the guard to your left and pick up the Health he was protecting. When you try to open the door just past the stairs, a cut-scene plays and you are given the key. Walk into the cellar – you don't have to kill the drunk guard. Captain Ash will tell you to get on the lift so do as he says. Once you get off the lift, turn right and walk down the corridor then enter the dining hall through the door on your left. Proceed down the corridor and up the stairs until you find a group of guards talking. Use a grenade to kill the first batch of guards and use the K-SMG to mop up the rest. Go through the first door to your right (near where the guards were talking) and walk through the bedroom.

Open the door and take out as many guards as you can from the safety of the balcony. Grenades are useful if you still have some. Move down the stairwell to finish off the stragglers and walk through the door at the end of the room for another cut-scene. After the cut-scene ends, go through the door to your left and kill the two guards. There's Health and a Kruger 9mm (x2) in this room. Once you're done, go back out and proceed through the corridor and up the stairs. Take out the first guard and retreat a few steps – more guards will be attracted to the noise and this is an ideal spot to take them out. Head up the stairs and into the room with the periscopes. Kill the two guards here and grab the Vintage Sniper Rifle Ammo at the top of this room.

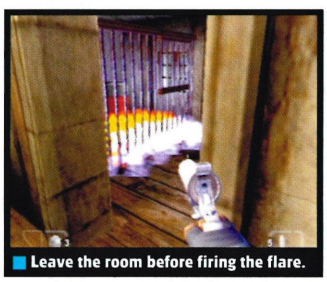
Head back out and along the passageway – don't worry about the guards in the distance as a plane will crash into them. You will find Captain Ash trying to break a woman out of jail.



No need to waste bullets on this drunk.

HELP ASH

Head into the adjoining room and immediately take a shot at the barrel so that the oil pours out. Shoot the oil with the Flare Gun to create a fireworks display all of your own, and this explosion sets Captain Ash's assistant free. Now head downstairs to the organ room and pick up the Armour. You should now head out into the courtyard where a tank comes thundering towards you - looks like you're set for a fight!

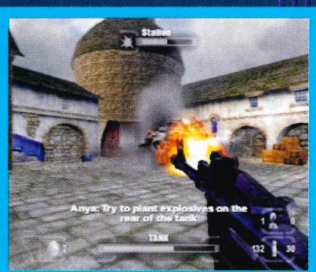


Leave the room before firing the flare.

BOSS FIGHT

TANK

Run around the outside of the courtyard collecting K-SMG Grenades and press up to change the SMG's mode of fire. Fire a K-SMG grenade at the tank to stall it. Use this opportunity to collect everything around the outside of the arena then use the crates and pillars as cover to pop out and shoot. Repeat this pattern and eventually it'll fall. Try to finish off the battle as soon as possible because the longer you leave it, the less cover there will be as it gets blown up during the battle. If you get stuck for K-SMG grenades, use your temporal uplink to fling barrels at it or throw normal grenades. The quickest way to end this fight is grabbing the TNT from the small corner room and then attaching it to the rear of the tank when it is stalled. Once it is destroyed, run onto the lift it came from. Get off the lift at the bottom, run across the bridge and through the door to complete your remaining objectives and end the level.



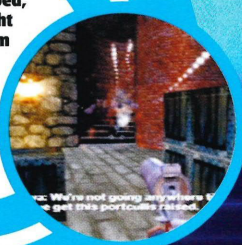
Stall the tank with K-SMG grenades, which gives you enough time to...



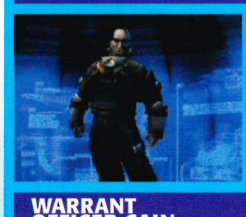
...run around the back of the tank to attach a TNT for explosive results.

Escape the Trap!

After you're trapped, run to the right stairwell and aim as the screenshot shows to take out the ambushing guards.



UNLOCKABLE CHARACTERS



WARRANT OFFICER CAIN

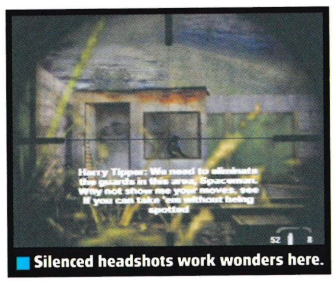


THE JUNGLE QUEEN

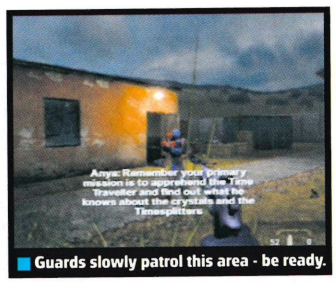
1969 THE RUSSIAN CONNECTION

FOLLOW TIPPER

The aim is to find the mystery time traveller. The best way to complete this section is to creep towards the distant guard when he's facing away then go for the the small building, shooting the guard and the two who run out on hearing the shots. You can grab Armour from the bottom floor of this building but have to kill guards protecting it. That done, follow Harry Tipper and he will cut the pipes open on the drainage canal using laser glasses. Follow him through.

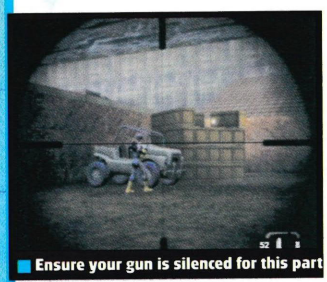


Silenced headshots work wonders here.



Guards slowly patrol this area - be ready.

THE WATER TOWER

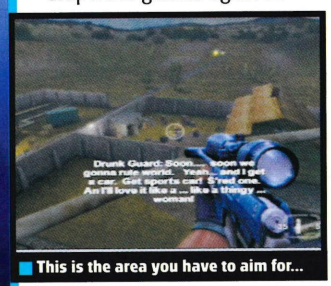

Ensure your gun is silenced for this part

Silence your gun. Walk up the stairs and shoot the guard, with a headshot. Crouch towards the container using the truck as cover. Duck past the next container until you get a shot at the guard by the door. Wait for a guard to pass before shooting him. Shoot the guard by the door then take his Machine Gun. Move past this door and, using the containers as cover, take out the guard on the other side of the container and the guard near the electric fence. Return to the guarded door and walk through the alley on the right. Shoot the guard patrolling the Jeep. Enter the far door into the generator room and shoot both guards with the machine gun (they are too near each other for silent kills). Collect the Health in the corner then deactivate the electricity using the lever on the wall. Exit the room, head past the Jeep through the alley taking out guards as you go – use the Silencer and Scope on your pistol. There is a guard where you turn the corner after you leave the generator room, one just around the containers, one just past him and one on top of the distant containers. If they see you, switch to Machine Gun to kill them. Now you're back at the electric fence, which is open. A cut-scene will play showing Jacob Crow walking through the guarded B1 doors. Climb up the water tower as Harry Tipper goes underground.

PROTECT HARRY

Collect the Sniper Rifle from the inebriated guard. Harry Tipper will now try to make it across the two sections that are overlooking the water tower. Snipe the guards shooting at him to make sure he makes it through this first section alive. If you get stuck, aim at those explosive barrels.

Once you're done, go back to the drunk guard and collect more bullets then shoot the explosive barrel over the second manhole. Snipe the guards again so Harry Tipper makes it through. 'Protect Harry Tipper' is now complete.



This is the area you have to aim for...

Switch to your machine gun and walk along the plank and through the hole in the roof. Open the door and make your way to the bottom of the stairs, taking out six guards on the way. There is a Full Armour pick-up in the far room on the second floor.

There are two more guards on the bottom floor so kill them and walk through the far door to meet up with Harry Tipper again. A cut-scene plays in which you both put on disguises enabling you to get past the B1 doors that Crow went through.

Run through the tunnels and take out the two guards using silenced headshots. You can rely on your disguise to get you through but this only makes the second part of these objectives much tougher.

GAIN ACCESS TO SECTOR 3

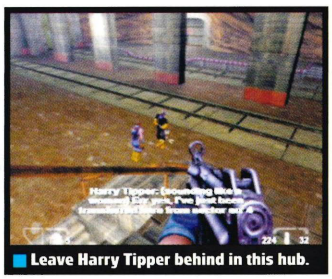
There are four guards to kill in this next room, the main hub. There is one on the right, two on the lofted walkway (one of them drops a Soviet Rifle) and one by the Restricted Area doors. You need the engineer's swipe card to enter Sector 2 so walk up the stairs and through the door in front of you marked Sect. 1A. Walk along the corridor and through the first opening to the right. The engineer is in here so kill him and take his Swipe Card.

You will now recieve a new objective, namely to activate the starter motor. Continue along the corridor and you end up back in the main hub so proceed to Sector 2 and open the door, using the Swipe Card. Walk along the corridor until you find the generator then pick up the Health and you'll have another objective to deal with: restoring the water pressure.

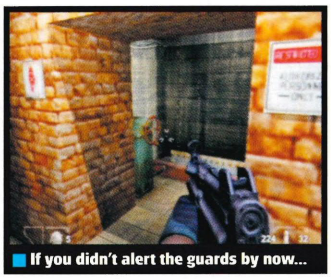
Head through the corridor on the right to the turbine room (you will know you are on the right track if you see markings for Sect. 2C Lev. 3). You can take out the three guards located here using the silenced pistol. Walk across the turbines, down the stairs and through the door at the end. Keep moving forward until Anya mentions there being no water. There is a valve on the left so turn it and watch the water level rise. Restore water pressure is complete. Head back to the generator and activate it. If you've been relying on your disguise up until this point, you will now be found out and have to fight your way back there. That is the Activate Starter-Motor objective dealt with.

Finally, go back to where you found the swipe card and throw the lever. Objective Restore Main Power is also now complete. Head back to the main hub and press the button by the Restricted Area doors to complete the Gain Access To Sector 3 objective. Take out the three guards with the Soviet Rifle. Head to Level 2 using the jeep or the stairs and take out all the guards in the long corridor. There could be up to six of them, depending on how many have been killed by Harry Tipper, so between the Soviet Rifle and machine gun, use the one with the most ammo.

There is a Health and Armour refill on the table inside the room at the end. Keep moving forward until you find a blast door labelled Trans. At last, an escape route – activate the first door on the corridor to your right.



Leave Harry Tipper behind in this hub.



If you didn't alert the guards by now...

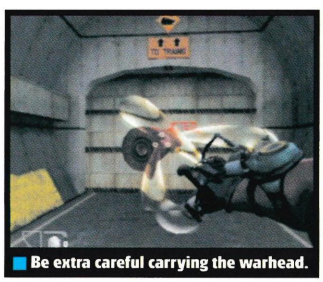
Cunning Disguise

After you have successfully protected Harry Tipper, it is possible to don a disguise — now you can follow Jacob Crow through the B1 doors and no-one will bat an eyelid.



LOCATE KHALLOS' TRAIN

There are six guards in here. You can be stealthy, killing the two straight in front of you but have to wade in to get the rest. Make sure you have a lot of energy for this, otherwise use the entrance as cover; that done, head back out and activate the last door. Pick up the Grenades and use your temporal uplink on the warhead to carry it back to the Trans blast door. Use the warhead on the blast door, blowing a hole in it and allowing you through. There are five guards in the next area, so be careful, you will also run into two more on the stairs. When you reach the bottom, a cut-scene plays so stay on your toes because two guards will attack you as soon as it ends. Activate the door to find Khallos' train and complete the level.



Be extra careful carrying the warhead.



Use grenades to clear the last corridor.

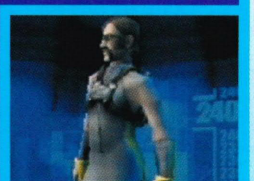


Beware two guards after this cut-scene.

UNLOCKABLE CHARACTERS



HENCHMAN CORTEZ



SWINGING TIPPER



PICS4FONES™

TUNES

FOR POLY & REAL: TEXT TUNE THEN THE CODE TO 80010 EG: SEND TUNE 18011 TO 80010
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

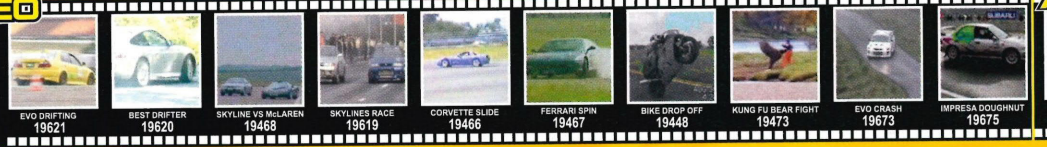
REAL TXT ALERTS

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*

VIDEO & ANIMATION

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VIDEO



ANIMATION



WALLPAPERS

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see details below



Crazy Frog

Get the most annoying sound!

Ringtone Charts

	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



Pic4080



Pic4081

Wallpaper



Pic4083

Game



Game177

Ringtone	polyphonic	monophonic	realtone
Crazy Frog	Hit5500	Hit5501	Real6878

Videoringtone



	keyword
Crazy Frog + Sound	Video238

Animated Screensaver



Move2130

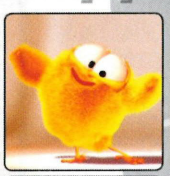
Theme



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

Wallpapers For Your Mobile!



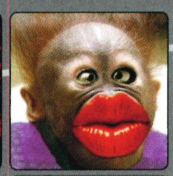
Pic4084



Pic4085



Pic4086



Pic4087



Pic4088



Pic4089



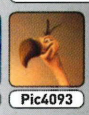
Pic4090



Pic4091



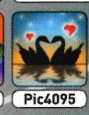
Pic4092



Pic4093



Pic4094



Pic4095



Pic4096



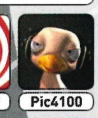
Pic4097



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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Animated Screensavers

Move2132

Move2132

Move2133

Move2134

Top Games - Action For Your Mobile!

Game178

Pull on the Plus Fours and grab that putter for 18 holes of obstacle filled mayhem.

Game179

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

Game180

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

Game181

You play the part of the Prince, who is more mature than he was in the previous adventures.

Game182

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

POLYPHONIC RINGTONES: MOTOROLA: V525, NOKIA: 3200, 3510(i), 6100, 6220, 6230, 6610, 7250(i) SAMSUNG: E600, E700, E800, P510 SIEMENS: C60, CF62, M55, MC60, SL55, SONY ERICSSON: T610, T630 MONOPHONIC RINGTONES FOR: NOKIA: all popular handsets; SAMSUNG: C100, N500, N620, R210, S100, S300, T100 REALTONES: MOTOROLA: V525, V600, NOKIA: 3200, 3650, 6230, 6600, 7610, 7650 SAMSUNG: D410, E300, E600, E700, E710, E800, P400, P510, V200, X450 SIEMENS: S65 SONY ERICSSON: K700i SOUND EFFECTS: MOTOROLA: V300, V525, V600 NOKIA: 3200, 3650, 6230, 6600, 6820, 7650 SAMSUNG: E600, E700, E710, E800, P510, V200, X450 Sharp: GX10(i), GX20, GX30, K700i COLOUR WALLPAPER: MOTOROLA: V525 NOKIA: 3200, 6100, 6220, 6230, 6600, 6610, 7210, 3510i, 7250(i) SAMSUNG: E600, E700, E800, X450 SIEMENS: A60, CF62, M55, MC60 SONY ERICSSON: T610, T630 ANIMATED WALLPAPER: MOTOROLA: V525, V600 NOKIA: 3650, 6230, 6600, 7610, 7650 SAMSUNG: E300, E700, E710, E800, P510, V200, X450 SIEMENS: A60, M55, S65, SL55 SONY ERICSSON: K700i, T610 PICTURE MESSAGES: NOKIA: all popular handsets; SAMSUNG: A800, C100, N500, N620, R210, S100, T100 OPERATOR LOGOS: NOKIA: all popular handsets, VIDEO RINGTONES: NOKIA: 3560, 3660, 6600, 7610, 7650, N-Gage (QD), CRAZY FROG THEME: NOKIA: 6260, 6600, 6630, 6670, 7610, CRAZY FROG GAMES: MOTOROLA: V300, V500, SONY ERICSSON: K700, NOKIA: 3650, 3660, 6610, 7650, N-Gage (QD), 6260, 6600, 6630, 6670, 7610, 6610, S65, SL65, SIEMENS CX65, CX70, CXT65, M65, CRAZY FROG GAME, SOLITAIRE, PRINCE OF PERSIA, PLATOON: NOKIA 2600, 2650, 3100, 3200, 3220, 3300, 3510(i), 3650, 3660, 5100, 5140, 6100, 6170, 6230, 6260, 6600, 6610, 6630, 6670, 6800, 6810, 6220, 6310i, 6610, 6820, 7200, 7210, 7250(i), 7260, 7270, 7600, 7610, 7650, 8910i, N-Gage (QD), Motorola V300, V500, V525, V600, DUKE NUKEM: NOKIA: 3100, 3200, 5100, 5140 ,6100, 6220, 6230, 6610, 6800, 7210, 7250i, 3650, 3660, 6600, 7650, N-Gage, 7610, Sony Ericson T610, Samsung SGH 700, Sharp GX 20, Motorola V500, MICROGOLF: NOKIA: 3510i, 3650, 3660, 6230, 6600, 6610, 7210, 7250(i), 7650, 8910i, N-Gage, SHARP: Gx10, Gx20, SIEMENS: SX1, MOTOROLA: V300, V500, V525, V600, SONY ERICSSON: K700i

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DIRECTORY

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	Acclaim/Sega	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
Crash Bandicoot	Vivendi	Eurocom	1	13	PAL	5.6

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	27	PAL	4.8
Crazy Taxi	Acclaim	In-house	1	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	23	NTSC	6.2
Custom Robo Battle Revolution	Nintendo	Noise	1-4	31	NTSC	8.5
Dakar 2	Acclaim	In-house	1-2	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	6	PAL	7.4
Dead To Rights	EA	Namco	1	22	PAL	6.8
Defender	Midway	In-house	1-2	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	19	PAL	8.9
Def Jam: Fight For New York	EA	AKI	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	Namco	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
FIFA Street	EA	EA Sports Big	1-4	43	PAL	4.1
Fight Night Round 2	EA	EA Sports	1-2	43	PAL	8.9
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: Chamber Of Secrets	EA	Eurocom	1	14	PAL	7.0
Harry Potter: Prisoner Of Azkaban	EA	EA	1-4	34	PAL	6.8
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	27	PAL	6.5

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP FIVE ANIMALS

With a twist! These are under-rated animals that haven't yet had a leading role in a videogame. Surely, their time is now. Or soon. Ish.

1 DONKEYS



"But they're the new monkeys!" we scream whenever a PR tells us that no, the game they're showing doesn't have donkeys in. Cue a slightly confused (it could be scared, we're never sure) expression.

2 VOLES



Like a mole but with a different consonant. There's a certain kind of shrew you can stand on and its back doesn't break. But that's a shrew. Not a vole. All things considered, we should have done this about shrews.

3 DINGOS



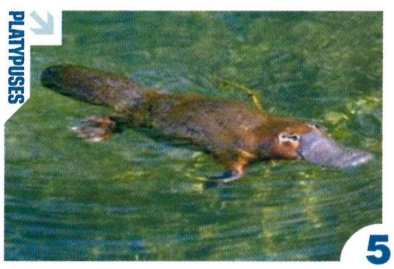
We're not entirely sure what dingos are, what they do, what they eat, how they behave, or where they live. We didn't even know what they looked like, pre-Google. We just like the sound of the word. It's nice.

4 SHARKS



The eternal nemesis of the pirate, sharks are dangerous, fierce and deadly. If you ever find one in the sea, you're supposed to wave your arms to make yourself look big. They're rubbish on land though.

5 PLATYPUSS



Tim's suggestion for the last under-rated animal. Platypusses (platypi?) are awesome. They have claws and bills and stuff. "Are you talking about *Street Fighter*?" Tim asks five mins later. Erm... no.

TOP FIVE CHANDRA EXPRESSIONS

Some people say the expressions of Chandra 'Nair bear' never change. We use a day in his life to prove them wrong.

1



ON THE PHONE

When Chandra arrives for work, he doesn't even give people a chance to say "hi" before his hand is reaching for the phone and tapping numbers. Just look how happy being on the phone makes Chandra!

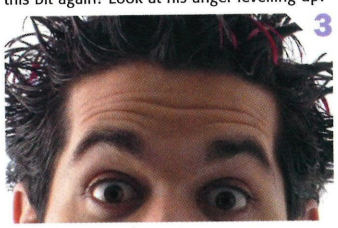
2



ANGER

Once the phone conversations have ended, it's time for Chandy Man to play *Star Fox*. Questions he asks: what's Fox doing on the wing? Why can't I kill Slippy? Why am I doing this bit again? Look at his anger levelling up!

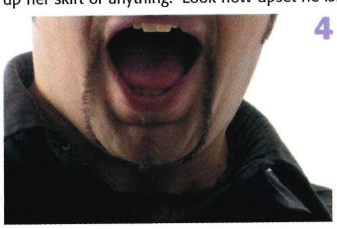
3



DISAPPOINTMENT

Chandra calms down and starts to reminisce. "At the DS conference, I went to the lobby and Nadine from Girls Aloud was having a coffee. I was filming. She had jeans on. So I couldn't film up her skirt or anything." Look how upset he is!

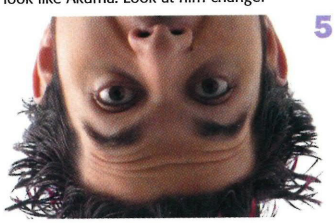
4



SEVERE ANGER

Chandra playing *Street Fighter III: Third Strike*. He's alright, actually. Until he loses to Tim and kicks his legs in the air while shouting rude words. His hair gets redder and he starts to look like Akuma. Look at him change!

5



MAKING UP WORDS

"Can't come into work today, I'm feeling sketch" started a Chandra email to Miles. We discussed what 'sketch' meant but didn't reach any conclusions. At first, talking about 'sketch' seemed a good idea. Now it seems quite dull.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
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
International Superstar Soccer 2	Konami	Major A	1-4	6	PAL	8.2
International Superstar Soccer 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: Dredd Vs Death	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	40	PAL	4.3
KinnikuMan 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
Legend Of Zelda: Four Swords Adv	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
LOTR: 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
LOTR: 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 Power Tennis	Nintendo	Camelot	1-4	42	PAL	8.5
Mario Kart: Double Dash!!	Nintendo	In-house	1-16	26	PAL	9.4
Mario Party 6	Nintendo	Hudson	1-4	42	PAL	6.9
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	Swingin' Ape Studios	1-4	27	PAL	7.9
Metal Gear Solid: The Twin Snakes	Konami	Silicon Knights	1	30	PAL	8.9
Metroid Prime	Nintendo	Retro Studios	1	17	PAL	9.6
Metroid Prime 2: Echoes	Nintendo	Retro Studios	1-4	39	PAL	9.6
Micro Machines	Infogrames	Sheffield House	1-4	16	PAL	5.2
Minority Report	Activision	Treyarch	1-2	15	PAL	5.0
Mission: Impossible OS	Atari	Melbourne House	1	31	PAL	6.7
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	32	NTSC	5.8
Mobile Suit Gundam: G Vs ZG	Bandai	Capcom	1-4	41	NTSC	6.6

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

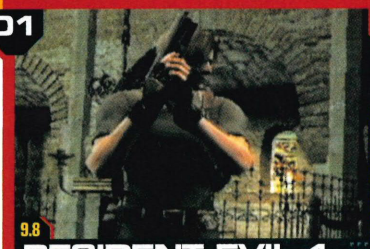
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mortal Kombat: Deadly Alliance	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
Neighbours From Hell	JoWooD	In-House	1	43	PAL	9.2
NFL Quarterback Club 2002	Acclaim	In-house	1-8	4	PAL	6.1
NBA Street V3	EA	EA Sports Big	1-4	42	PAL	6.8
NFL Street	EA	EA Sports 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	Black Box	1-4	6	PAL	8.4
NHL Hitz 2003	Midway	In-house	1-4	14	PAL	8.4
NHL Hitz 20-03	Midway	Black Box	1-4	11	NTSC	8.6
NFL Street 2	EA	EA Sports Big	1-4	42	PAL	8.0
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	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 Episode I & II	Infogrames	Sonic Team	1-4	16	PAL	7.5
Phantasy Star Online III: C.A.R.D. Rev	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 Expedition	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	Ubisoft	In-house	1-2	13	PAL	5.9
Puyo Pop Fever	Sega	Sonic Team	1-4	30	PAL	7.8
Rainbow Six 3	Ubisoft	In-house	1-2	34	PAL	8.2
Rally Championship	SCi	Warthog	1-4	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	9	PAL	6.0
Resident Evil	Capcom	In-house	1	10	PAL	9.0
Resident Evil Code: Veronica X	Capcom	In-house	1	30	PAL	7.1
Resident Evil: Nemesis	Capcom	In-house	1	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	16	PAL	9.0
Resident Evil 4	Capcom	In-house	1	42	PAL	9.8
Robotech: Battlecry	TDK	Mediactive	1-2	13	NTSC	8.0

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

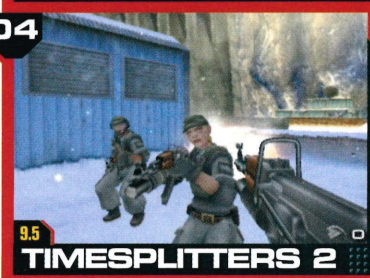
TOP 10 GAMECUBE

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01 
9.8 RESIDENT EVIL 4 2005/CAPCOM

02 
9.7 METROID PRIME 2: ECHOES 2004/NINTENDO

03 
9.5 LOZ: WIND WAKER 2002/VEIDOS

04 
9.5 TIMESPLITTERS 2 2002/NINTENDO

05 
9.4 LOZ: FOUR SWORDS + 2004/NINTENDO

06 9.4 MARIO KART: DOUBLE DASH!! 2003/NINTENDO

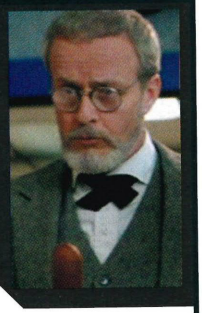
07 9.4 PAPER MARIO 2 2004/NINTENDO

08 9.4 BEYOND GOOD & EVIL 2003/UBISOFT

09 9.4 SUPER MARIO SUNSHINE 2002/NINTENDO

10 9.4 F-ZERO GX 2002/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...

SLIPPY, STAR FOX ASSAULT

In the same way that Everybody Loves Raymond, so Everybody Hates Slippy. He gets in the way. He always needs saving. He talks in that whiny voice. You try to shoot a power-up and he'll fly in front of you, get shot, then moan at you for shooting him. If you contained anger within, Slippy was the key that unlocked it. For years, he remained the scapegoat of gamers' emotional problems; now, let's begin dissecting his personality and the reasons behind his unfair treatment.

"Enemy shield analysed!"

Slippy and myself have something in common: a love of analysis. I analyse the human condition, Slippy analyses enemy shields. We're both saddled with thankless tasks, mechanics constantly striving to understand and remedy the world and environments around us. The difference is, of course, I get all the bitches and Slippy doesn't.

Moreover, Slippy wears a red hat. Red is the colour of hot, steamy love, and so we can deduce Slippy loves, and is therefore devoted to, his friends. "I can't stand to see Fox this way," he sighs, a warty toad anguished with his role as both Fox's guardian and the comedic epicentre of the team.

More moreover, Slippy has reached breaking point and is fighting back. "Shut your beak, Falco!" he screams in his whiny toad-going-through-puberty voice. Yes, Slippy! Fight back! So I suggest this: instead of hating Slippy, why not hate Krystal? "FOX! AIM FOR THE LASERS!" she shouts, after you have shot 7 of the 8 blasters on the butterfly boss. Stupid [censored] [censored] [censored] thing.



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
RockMan EXE Transmission	Capcom	Akira	1	18	NTSC	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	Black Box	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	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 Sports Big	1-2	7	PAL	8.0
SSX3	EA	EA Sports Big	1-2	25	PAL	9.3
Star Fox Adventures	Nintendo	Rare	1	12	NTSC	9.4
Star Fox: Assault	Nintendo	Namco	1-4	43	PAL	6.9
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 Robot	Taisen Banpresto	In-house	1	42	NTSC	6.7
Super Bubble Pop	Jaleco	Runecraft	1-2	18	PAL	5.5
Supercross World	Acclaim	In-house	1-4	9	PAL	4.6
Superman: Shadow Of Apokolips	Atari	Sheffield House	1	21	PAL	6.5
Super Mario Sunshine	Nintendo	In-house	1	10	NTSC	9.4
Super Monkey Ball	Sega	Amusement Vision	1-4	6	PAL	9.0
Super Monkey Ball 2	Sega	Amusement Vision	1-4	16	PAL	9.1
Super Smash Bros Melee	Nintendo	In-house	1-4	11	PAL	8.3
SX Superstar	Acclaim	Climax	1-2	21	PAL	4.8
Tak And The Power Of Juju	THQ	Avalanche	1	30	PAL	8.6
Tales Of Symphonia	Namco	In-house	1-4	37	PAL	8.0
Tak 2: The Staff Of Dreams	THQ	Avalanche	1	42	PAL	8.1
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

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
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
Ty 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	In-house	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
TimeSplitters: Future Perfect	EA	Free Radical	1-4	43	PAL	9.0
TMNT 2: Battle Nexus	Konami	Mirage Studios	1-4	43	PAL	4.4
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	Ubisoft	Crave	1-4	11	PAL	6.4
Universal Studios	Kemco	In-house	1	6	PAL	3.0
UEFA Champions League	EA	EA Canada	1-2	42	PAL	7.1
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
Viewtiful Joe 2	Capcom	Clover Studios	1	43	PAL	8.6
Virtua Fighter Cyber Generation	Sega	In-house	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 Game$!	Nintendo	In-house	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

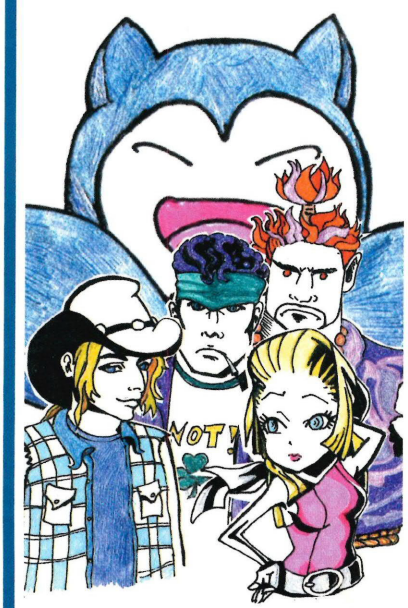
TIMMY TIME! (DO, DO, DO, DO)

AIN'T NO FATE but the fate we make... and the fate that others make for us. You know that feeling when you're not in control of your life? While you're doing your best to get on with it, something can happen that will leave you in limbo guessing about your future. It's not like you have any effect on the events but, boy, are they going to affect you. If you take a step back, zoom out, take a look around and see what an infinitesimal blob you are – well, it makes you feel rather small.

Yeah, well that's what it's been like round here for a few months. "What's going on?" we cried at the start, then "What?" then "Oh... eh... are we okay then?" And then there was lots of worry about moving house, moving desks, moving huge cupboards and some very moving scenes involving much confusion and fear.

Then the ABC results came out and we laughed and basked in CUBE 's popularity, only to become increasingly paranoid when looking at the other statistics. (The ABCs are magazine sales figures for a set period, you can see ours on the Forum page, bottom right of the boring bit.)

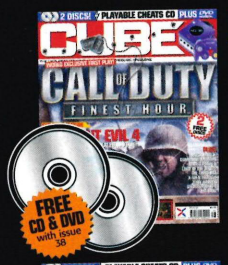
At the time of writing, we still don't know exactly what's going to happen – good things, bad things, mediocre things like having plastic stirrers for the tea and coffee drinkers – but hopefully everything will turn out rosy, CUBE will continue to fill newsagent's shelves with Nintendo goodness every month and Ryan won't be sleeping on my floor any more. Here's to the future.



BACK ISSUES

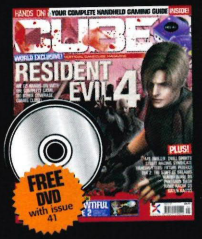
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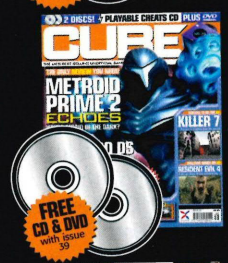
ISSUE THIRTY EIGHT

Hey hey! What about you? In this **CUBE** there's *Mega Man, Call Of Duty, Four Swords, THUG2, LOTR: The Third Age* and oh, you know it – Ty's back! Yay... *Wario Ware* and *Pikmin* cheats, plus Big Boy Barry!



ISSUE FORTY ONE

Ten 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!



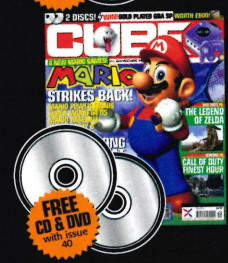
ISSUE THIRTY NINE

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.



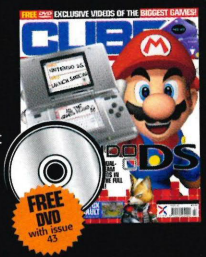
ISSUE FORTY TWO

The one with the *Resi 4* review and the re-scoring of *Mario Power Tennis* because Chandra's such a frickin' fanboy. Plus the feature that Ryan worked so hard-on that he almost went blind and some DS stuff is in here too.



ISSUE FORTY

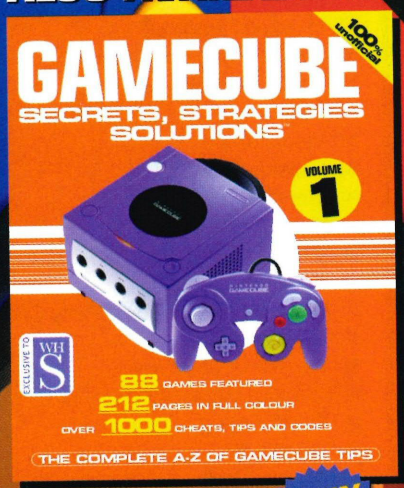
Mario hits the net which lets us create a racket while we discuss whether this is better than the original. Plus the first news of the DS launch and the first reviews of the launch games. And the DVD gets bigger with even more stuff.



ISSUE FORTY THREE

The Nintendo DS launch special with every launch title reviewed and rated. Elsewhere *Star Fox Assault, Fiight Night Round 2, Viewtiful Joe 2* and *TimeSplitters: Future Perfect* all the come under the review microscope.

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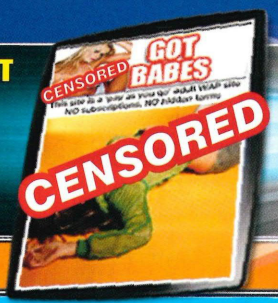
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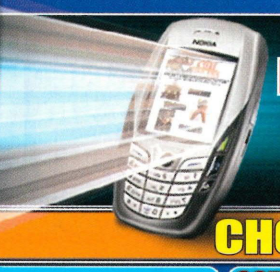
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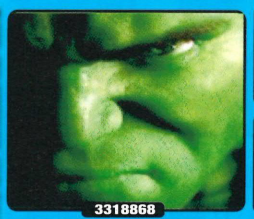
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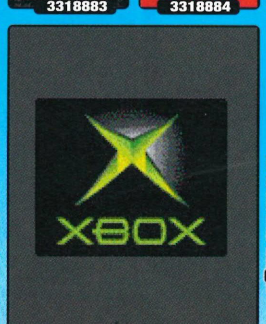

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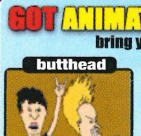


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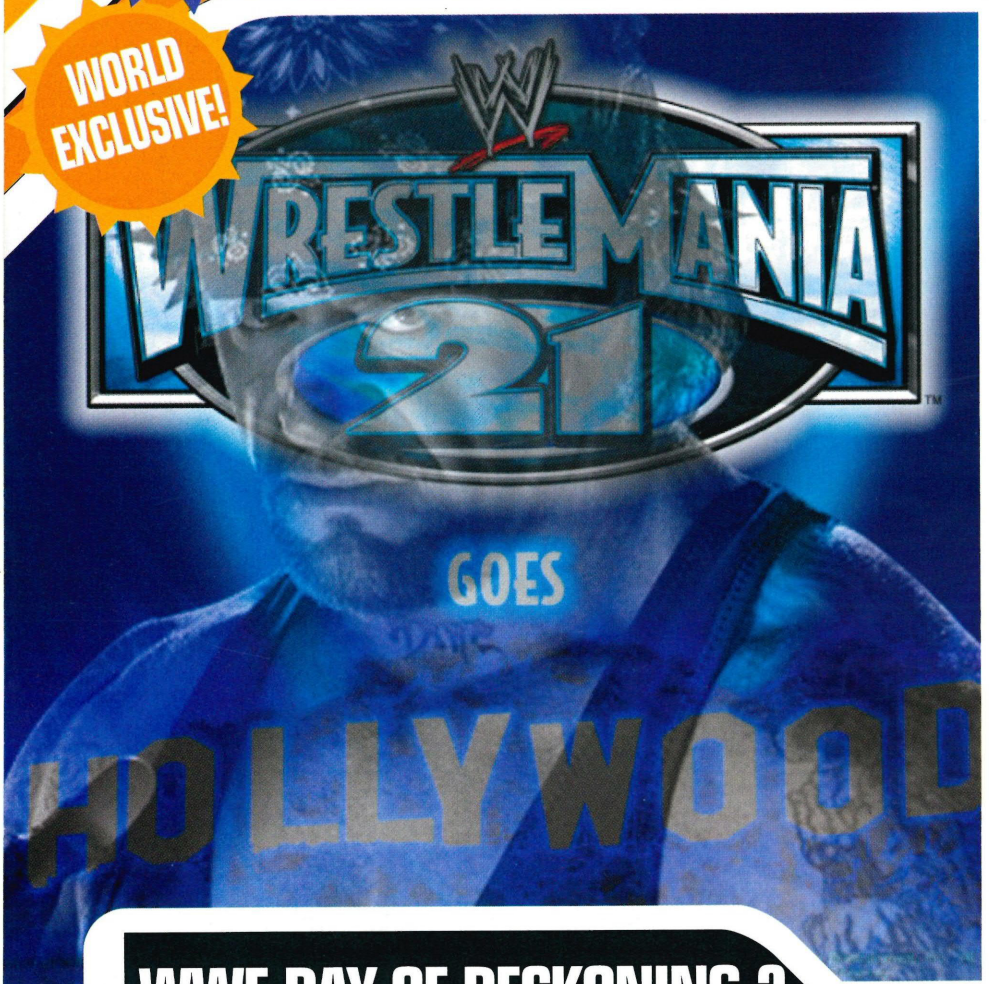
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Next Month... Next Month... Next Month... Next Month...

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WWE DAY OF RECKONING 2

FULL REPORT STRAIGHT FROM WRESTLEMANIA XXI!

We're flying over to Californ-I-A to be among the first in world to go hands-on with the sequel to last year's fantastic grapple-fest. Interviews with the stars and those all-important first impressions, only in CUBE 45.

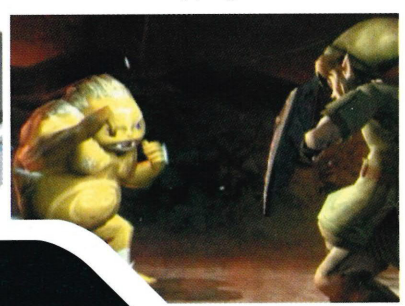
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E3 2005 PREVIEW

WE LOOK INTO OUR CRYSTAL BALL...

Nintendo's most important E3 ever is so close we can taste it. We already know some secrets, and you can be sure we'll be telling you all there is to know in this show-stopping feature.





FEATURE

STUDIO EYE

KUJU ENTERTAINMENT

Yup, you read correctly: next issue will see the return of our classic studio features. We have to admit we ran out of studios to cover, but now we've found a bunch of new ones! Tune in for new screens of *Advance Wars: Under Fire* and interviews with the team at Kuju.

SOLUTIONS

TRIPLE HIT!

SPLINTER CELL: CHAOS THEORY

Well, that's a bit of a lie really. We haven't just got the start of our guide to the latest *Splinter Cell* game, we've also got the final parts of our *RE4* and *TimeSplitters: Future Perfect* walkthroughs. Phew!

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

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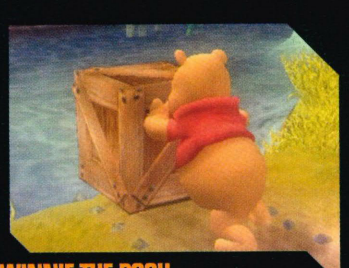
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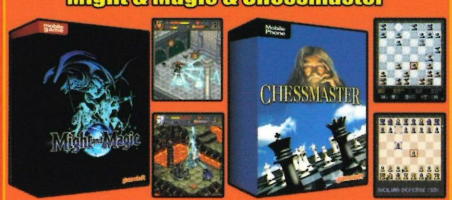
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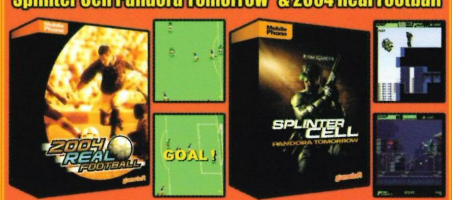
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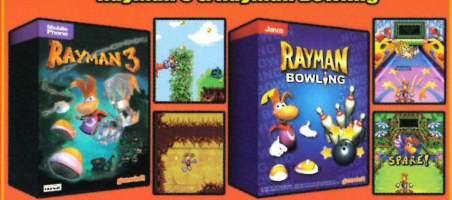
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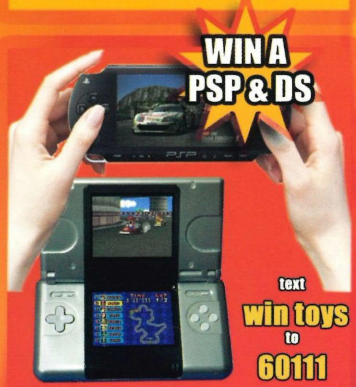
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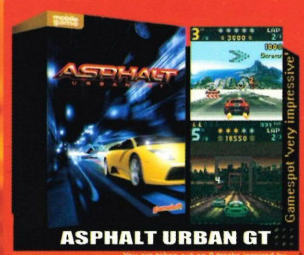
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Joss Stone Love Machine	9
Ashlee Simpson Pieces Of Me	10
Rachael Stevens More More More	11
Maroon Five This Love	12
Deep Dish Flash Dance	13
Nelly My Place	14
Brian McFadden Real To Me	15
3 Of A Kind Babycakes	16
Punk'd Main Theme	17
Dodgeball/Skatman John Skatman	18
Mase Feat P Diddy Breath S Shake	19
Black Eye Peas Let's Get It Started	20
Snoop Dogg Ft. Pharrel Drop It Like It's Hot	21
Avril Lavigne My Happy Ending	22
Usher & Alicia Keys My Boo	23
LL Cool J Head Sprung	24
Christina Milano Dip It Low	25
Eminem Just Lose It	26
Joss Stone Don't Cha Wanna Ride	27
Britney Spears My Prerogative	28
Christina Aguilera Ft. Missy Elliott Car Wash	29
Ja Rule feat. R Kelly & Ashanti Wonderful	30
Jamelia DJ	31
R Kelly Happy People	32
Paul Weller Thinking Of You	33
Prodigy Hotride	34
ShapeShifters Lola's Theme	35
Estelle Free	36
Christina Milian Whatever You Want	37

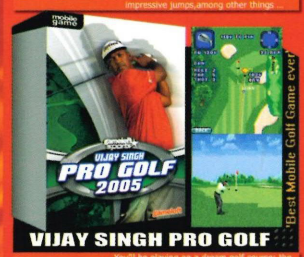
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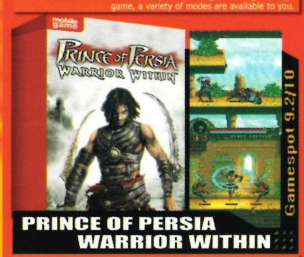
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play 36 You are taken out on 8 tracks inspired by genuine places. Each track is part of a specific graphic universe and includes different tunnels and elevations that enable you to perform impressive jumps,among other things.



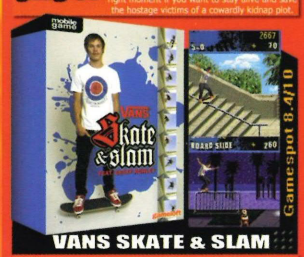
play 34 You'll be playing on a dream golf course: the Harbour Town Golf Links at Seapines Resort in the United States. From total immersion in the universe of professional golf to a "Quick Play" game, a variety of modes are available to you.



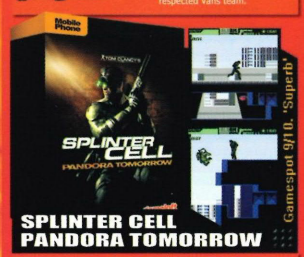
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play 37 Tactics and action are at the heart of the explosive mixture embodied by Rainbow Six® 3. You'll have to make the right decisions at the right moment if you want to stay alive and save the hostage victims of a cowardly kidnap plot.



play 35 You're Geoff Rowley, the coolest, classiest skateboarder of his generation. Your objective is to become a real pro and join the highly respected Vans team.



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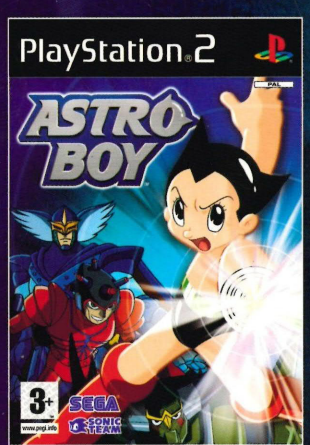
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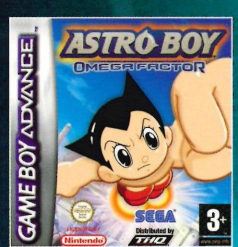
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