CUBE ISSUE 45 ■ WWE: DAY OF RECKONING 2 ■ KILLER 7

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IMPORT REVIEW!

DONKEY KONGA VOL 3

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FIRST SCREENS

SHADOW THE HEDGEHOG

BLACK IS THE NEW BLUE!

killer7

KOBAYASHI ON THE YEAR'S MOST STYLISH GAME!

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- KIRBY: CANVAS CURSE
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WWE DAY OF RECKONING 2

WORLD EXCLUSIVE!

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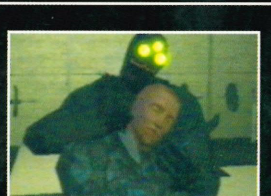
SPONGEBOB SQUAREPANTS THE MOVIE

More aquatic stupidity!



SPLINTER CELL CHAOS THEORY

More sneaking about in the dark and shooting out lights!



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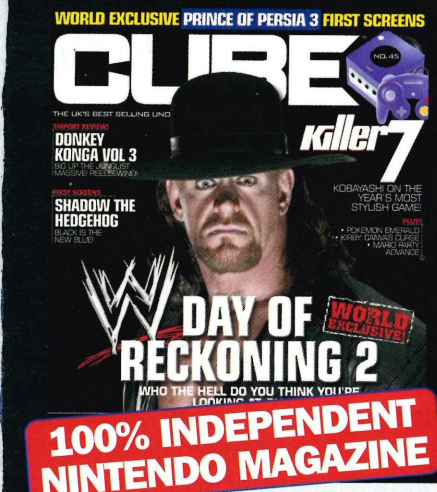
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FIRST PLACE FOR GAMES – WE'VE GOT THE LOT!



CUBE 46 ON SALE 2 JUNE

WELCOME

THE GREAT VIDEO GAME SWINDLE

Lesson 1: Sign up the biggest third party exclusive title you possibly can. Find a game people want to play and make sure they can only play it on your console. Boom – you're back in the game.

Lesson 2: Cultivate expectation. Don't give too much away too early. Tantalise the masses with the odd screenshot and a few choice soundbites until they're gagging for something tangible, then wait a little longer.

Lesson 3: Steal the show at the biggest event of the year with a fully playable level that catches the industry with its pants down. Now everyone knows you're for real.

Lesson 4: Scoop consistently gushing reviews across the board. Bask smugly in universal acclaim and envious gazes from the other formats.

Lesson 5: Don't let anyone buy it.

Yes, unbelievably Nintendo has bungled again. The launch of arguably its most important title in a decade has been handled with a level of ineptitude to beggar the belief of the staunchest Nintendo critic. Capcom received precisely three promotional copies of *Resident Evil 4*. That's right. Three. Stores across the country had run out of stock within two weeks of the game going on sale. That's good, right? Well, wrong actually. The game entered the all format chart at number five and that's as high as it went. At the time of writing (less than a month after going on sale) it has slipped out of the chart completely. The reason – there just weren't enough copies made. Unbelievable as it may seem, Nintendo has committed hari-kari in its hour of triumph and a game that could have significantly boosted the company's profile at a crucial time in this console generation will instead be remembered for another classic marketing balls-up.

Copies of the game should have been shipped out to every videogames and lifestyle journalist in the country. Get people talking about it, keep the buzz going. Above all, fill the shelves. We're not talking long division here. Perhaps most damaging is the message this debacle sends out to other developers. Who is going to sign exclusively with Nintendo if this is the sort of support their products are going to receive? It's too late to salvage anything from the wreckage of the *RE4* launch and it's going to take a big E3 from the Big N to pull things around.

Miles

Miles Guttery
Editor

AT A GLANCE

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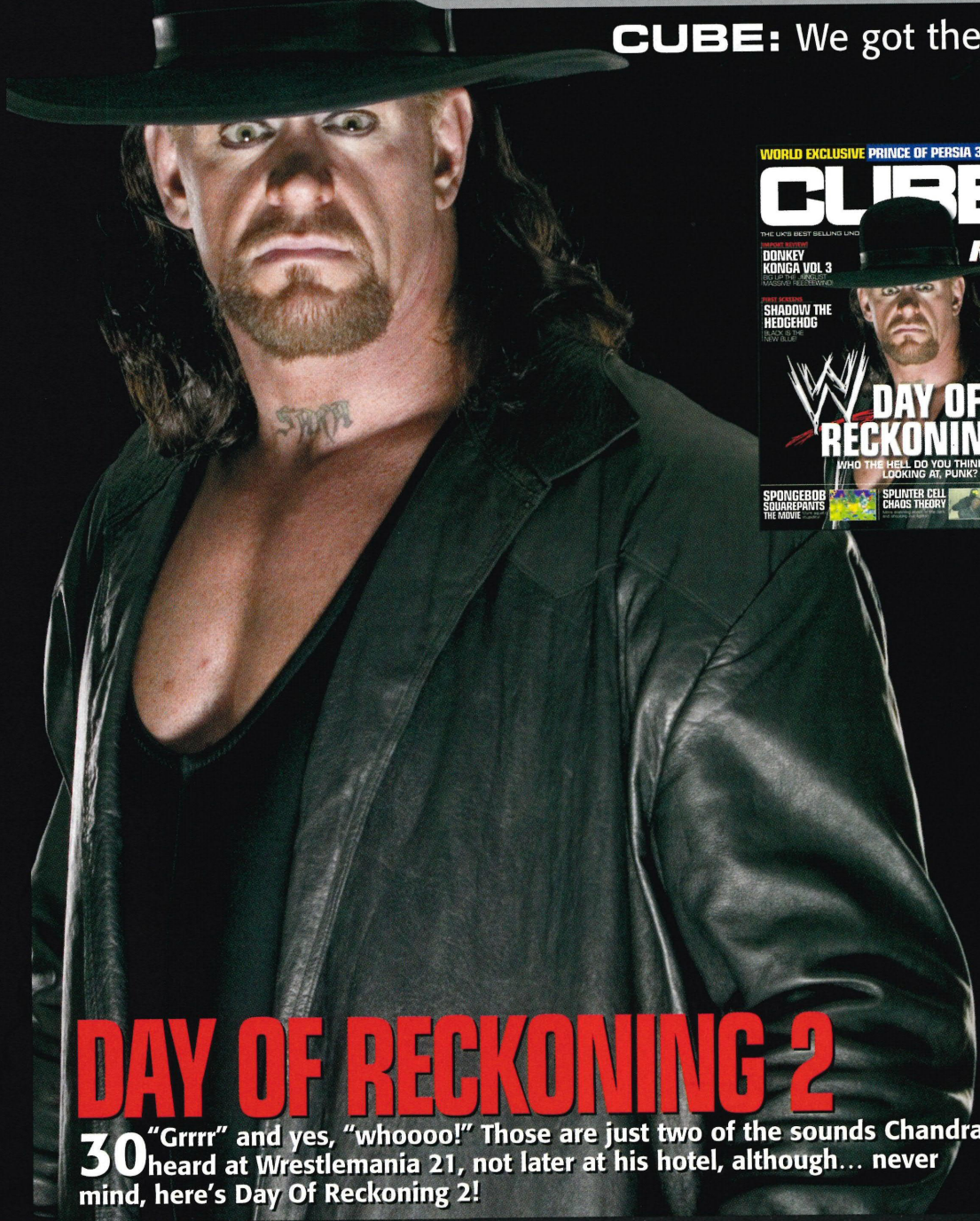
CUBE

ISSUE FORTY FIVE

ON THE DISC
PAGES 6 & 7

CONTENTS

CUBE: We got the tools, we got the talent!



DAY OF RECKONING 2

30 "Grrrr" and yes, "whoooo!" Those are just two of the sounds Chandra heard at Wrestlemania 21, not later at his hotel, although... never mind, here's Day Of Reckoning 2!

UP FRONT

Hedgehogs shouldn't be shrouded in mystery, they should be shrouded in misery. Sonic gets all racially aware and grabs a gun.

Spartan: Total Warrior 08
Shadow The hedgehog 10

GCN

Will there be any news? Is the news that there is no news? Is that news? Who knews... wait, that's not a proper word.

News probably 12

PREVIEWS

"I have to go to film stuff," says Chandra about E3. "We could do it," pleaded the rest of us. "I'm not letting any of you touch my camera! It's worth more than you earn!" Fine, go, have a good time.

E3 Preview 38

FEATURES

We've looked back, now let's take a glimpse at the future and how gaming may change and yet stay the same. It's profound.

Fight For The Future 44

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

REVIEWS

See how short this list is? See how many words we have to write to fill up the space? Don't worry, the words are good, the games, they're alright. Don't worry, this time last year we were in exactly the same position. We hate spring.

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HANDS ON

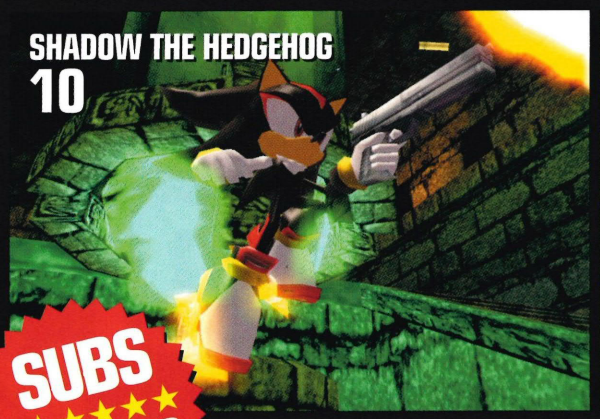
There's loads of stuff going on in your pocket, mon. Sorry to sound al Jamaican but it's funny!

Meteos 76
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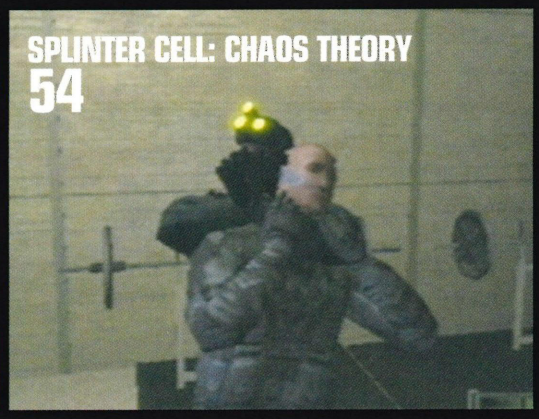
NETWORK CUBE

All change this month with Ryan doing the forum. Well no, that's the only change and the *Resident Evil* guide still isn't finished! When will it end!? Next month? Oh, okay.

Viewpoint 88
On The Forum 92
Beat The World 94
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10



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SUBS PAGE 99



FIGHT THE FUTURE

FIGHT THE FUTURE

44 With the next-gen consoles being shown-off for the first time at this year's E3 we gaze into our crystal ball for a clue as to where it all might end. It's a road littered with hopes, fears and pitfalls...



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

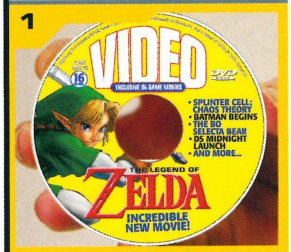
Your monthly fix of brand new videogame footage for the GameCube's most exciting new games

YOU SEE THAT DVD on the front of the magazine? Well, these here pages exist purely to tell you exactly what's on that DVD. As a semi-sequel to the genius of 'Miles Gets Drunk', this month we bring you 'Miles, The Master Of Pro Evo.' You can probably smell the irony from here...

USING THE DVD

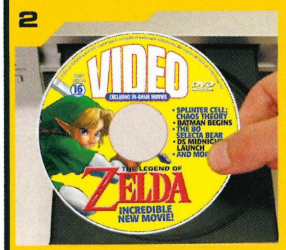
SLAP IN AND PRESS PLAY

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.

GORGEOUS DARLING Bringing you the special stuff...

LEGEND OF ZELDA

JUST LAST MONTH we brought you a four-page In-Depth feature on Nintendo's potential 'Game Of The Decade' and we promised to get you the footage this month, so here it is. High quality direct feed footage from Nintendo's very own vaults – everyone in the world has to watch this. Twice. We've also included last year's E3 trailer so you can watch them back to back.

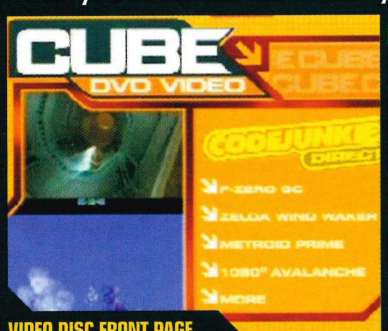
Watch Link ride a horse. Watch him ride a giant hog. Watch him carry cats. Watch him swim. Watch him battle Gorons. Watch him get tangled in a spider's web. Watch him fight dragons. Watch him smell the dead! The list goes on and on...



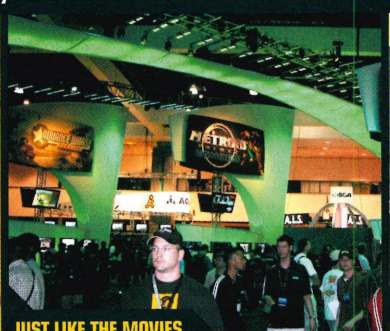


DVD MENU OPTIONS

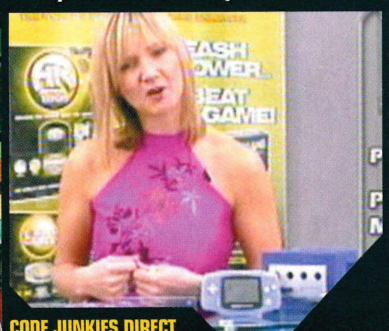
When you insert the VIDEO disc you'll see the main menu from which you can make your selection



VIDEO DISC FRONT PAGE
Navigate using your remote control.



JUST LIKE THE MOVIES
Choose from trailers and interviews.



CODE JUNKIES DIRECT
Learn all about Datel! Yay!

DISC NOT WORKING? THEN PLEASE CALL CUSTOMER SERVICES ON 01202 200200 AND GET A WARM FEELING IN A SPECIAL PLACE!

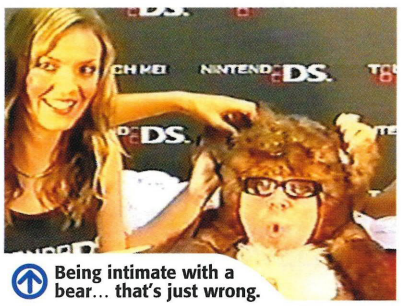
ALSO ON THE DISC!

NINTENDO DS UK LAUNCH

By the time you see this it will have been a few months since the DS hit our shelves but here's some footage from the Virgin Megastore Midnight Launch. Were you there? Then you might be right here on the CUBE DVD, so keep an eye open. As well as the queues of hundreds outside the store you'll also get to see the mad rush and some of the brand new point of sale.

NINTENDO BEARS ALL

You all know who Avid Merrion is right? And you all know who the Bear is, right? Hopefully that was a resounding 'yes', but even if you don't know Avid's Bear from Yogie Bear, you will after you watch this. Nintendo drafted in the normally mouthy and rather crude Bear to do some set pieces for the DS's launch. He doesn't swear or get his knob out but he's still rather amusing all the same.



Being intimate with a bear... that's just wrong.

BATMAN BEGINS

The Hollywood studios responsible for the film won't let any footage out just yet. Instead we tracked down one of the producers, dragged him into our offices, tied him to a chair and made him talk. It wasn't all bad though: at least he got to be questioned by Liz. We found out all sorts of things about the game, but worryingly it sounds quite similar to *Catwoman*. Ooops, we're not allowed to say that until we've played the final version. Tut, aren't we bad children.

MILES: MASTER OF PES

Just as we were putting the finishing touches to this month's DVD Ryan Bling came charging over insisting that he had something worth adding. "It's on the PS2, but you REALLY have to let the readers see it!" Turns out it was as good as he suggested. Hands up who wants to watch Miles completely bungle one goal and score a hideously embarrassing own goal? Stupid question... everyone of course! Your inevitable wish is our command.

SPLINTER CELL: CHAOS THEORY

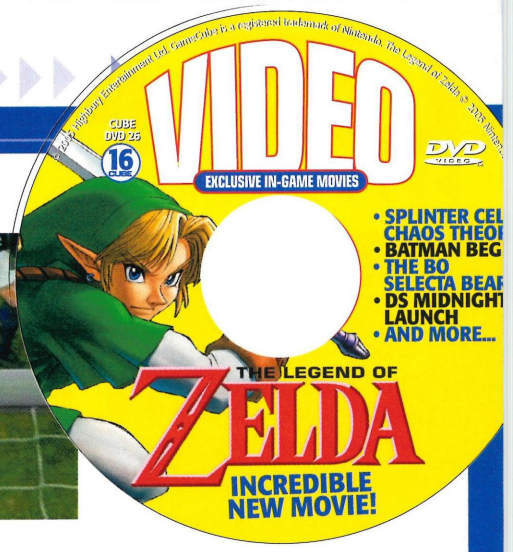
Ryan has reviewed it this month, and despite the GameCube version being a bit glitchy in places, it's still damned good. As such we've recorded a section of footage from the start of the game. Before you ask, yes this is from the GameCube version. Ubisoft did eventually get it to us! There's about 15 minutes' worth on here as well!



How exactly do you miss from there!?



DS? All I care about is being on the CUBE DVD.

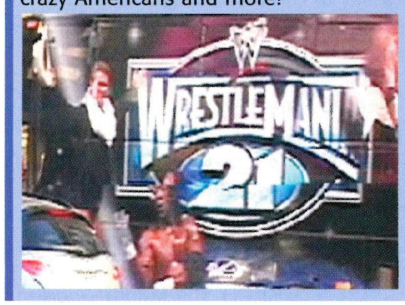




NEXT MONTH

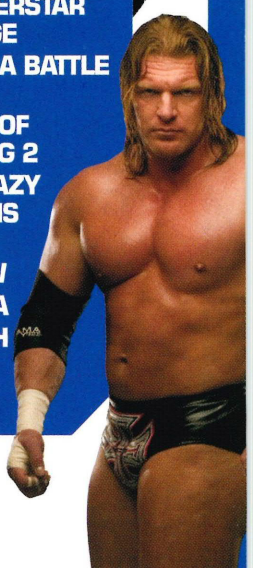
WWE DVD!

Chandra is back from LA and he's got two hour's worth of WWE footage to filter through just for you! It doesn't matter if you're not a WWE fan: you need to see this. Interviews, rapping, crazy Americans and more!



FEATURING:

- WWE SUPERSTAR CHALLENGE
- JOHN CENA BATTLE RAPPING
- WWE DAY OF RECKONING 2
- THOSE CRAZY AMERICANS
- DOR2 DEV INTERVIEW
- CUBE IN LA
- AND MUCH MORE...



UP FRONT

CUBE

⊖ INFORMATION

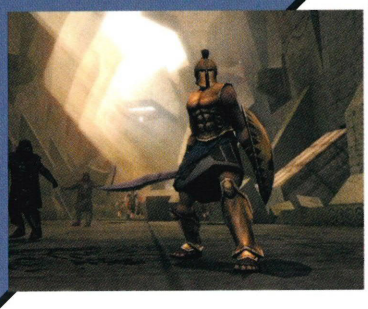
SPARTAN: TOTAL WARRIOR	
PUBLISHER:	SEGA
DEVELOPER:	THE CREATIVE ASSEMBLY
ORIGIN:	UK
GENRE:	ACTION ADVENTURE
PLAYERS:	1

⊖ WHAT'S NEW

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

New info: Sega goes completely against type for its latest offering.

SEP '05 | TBA | SEP '05



This caption was written in real-time, you'll read it later.



SPARTAN: TOT

Time Commanders comes to the GameCube – sort of

NO HEDGEHOGS. NO arcade gameplay. It'll probably take more than a day to complete. Is *Spartan: Total Warrior* really a Sega game? Apparently so. You take control of a warrior plunged into combat against the Roman Empire, fighting mythological monsters as well as the Roman army. The battles are certainly looking big enough to warrant the word 'epic', bloody enough to warrant the word 'exciting' and interesting enough to warrant the word 'interesting'.

CUBE's Fact O' The Month: *Spartan: Total Warrior* is by the same development company responsible for *Rome: Total War*, which powered the historical clashes you can see in that BBC2 programme *Time Commanders*.

That doesn't explain why Sega decided to break convention to publish this (unless the Sega chairman is a massive *Time Commanders* fan or something) so maybe Tim Ansell, token gushing spokesman at The Creative Assembly, can explain: "All of us at CA are delighted to be working with Sega, who share our vision of creating genre defining games!" That doesn't really help. Tell us more. "*Spartan: Total Warrior* is an original gameplay experience based upon dynamic, epic action combat..." he says before drifting away into the crazy press release moon language that means absolutely nothing but sounds vaguely impressive. Although he does say Sega wrote the book on console gaming. We'd like to read it.

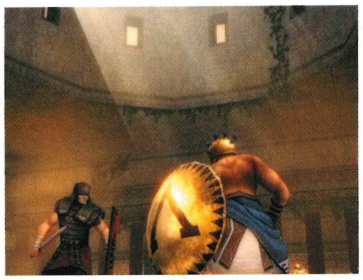
Scott A Steinberg, vice president of marketing at Sega of America, also offers more garbled press release speak that would simply bore you if we reprinted it

"THE BATTLES ARE INTERESTING ENOUGH TO WARRANT THE WORD 'INTERESTING'"





Soldier complete with Jesus sandals. That's you!









Oooh, check you with your pecs! A very Attitude style caption, that. Men, eh?

The battles are epic! Other suitable adjectives: bloody, grand, gory, brutal.



AL WARRIOR

here, so we've saved you the bother and plucked out the keywords for you: dynamic, real-time, combat, epic, battles. Which means a lot of fighting, a lot of action on screen at any one time and totally unnecessary usage of the phrase 'real-time'. There will be various different moves available such as melee and missile attacks, finishing moves, shield charges and combos. Slightly lower down on the scale of excitement are evasive manoeuvres and blocks. Not registering any excitement on anyone's pulse are 'spectacular special moves', which are probably just normal special moves with the benefit of an adjective in front of them.

No word on the story yet but over the course of the game, you'll find yourself in wastelands, cities, dungeons, mountains and finally, the Imperial Coliseum. Hopefully, this means we'll have a better story than 'your mother was killed by Caesar and you're now hunting his army in wastelands, cities, mountains and the Coliseum! (the dungeon being when you're thrown in jail and have to fight your way out)'.

There will be a lot of firsts for *Spartan: Total Warrior*, such as the first time Creative Assembly have developed a game for GameCube and the first time Sega has delved into this genre. It will be interesting to see how Creative Assembly treat the console versions, given how their critically acclaimed *Rome: Total War* was heavily strategic and console games are usually dumbed down. And it's all dynamic and in real-time. You couldn't ask for more from a game, really. Probably. CUBE

SHADOW T

CUBE

INFORMATION

SHADOW THE HEDGEHOG	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
ORIGIN:	JAPAN
GENRE:	PLATFORM
PLAYERS:	1-2

WHAT'S NEW

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

SHADOW THE HEDGEHOG: More fun with guns?

Q4 2005 Q4 2005 Q4 2005



Guns! Death! Destruction! Ruined *Sonic* memories!



What's that!? No Sonic!? You're joking, right?

SONIC WITH GUNS. That's the three word summary of *Shadow The Hedgehog*, which is bringing gunplay and vehicles into the *Sonic* series for the first time ever. How does this make you feel? Excited? Angry? Happy? Depressed? All four? We're not even remotely close to *Shadow The Hedgehog*'s release and already the *Sonic* fanboys have been split by the decision to include guns. The once united sea of blue who formed a protective circle around *Sonic Heroes* are now losing faith. "Why has Sonic got guns?" they ask. "Sonic doesn't have guns!" It's not Sonic. It's Shadow. Shadow is dark and mysterious (possibly 'gritty' but we're trying to save that word for the eventual review) and so he has guns. Not fantastical guns that look like they could be lifted from any number of made-on-the-cheap sci-fi films but guns that look like proper, actual guns. We've even seen Shadow the Hedgehog brandishing a machine gun, spinning on the spot while firing at those around him. Jesus wept. Then he swore.

The storyline is mostly good versus evil nonsense with side-orders of amnesia and 'dark past' clichés thrown in for good measure. Over the duration of 50 missions, Shadow has to fight off Dr Eggman, the G.U.N. army and aliens. Shadow could tip the balance between good and evil! Yes, the storyline sounds like nonsense so that leaves the gameplay fighting for your attention on its own. *Sonic Heroes* was held together by a few strands of quality platforming but they were stifled by the gimmicky nature of the team aspect and level design. With many fingers burnt and little blue hearts broken by that ultimately

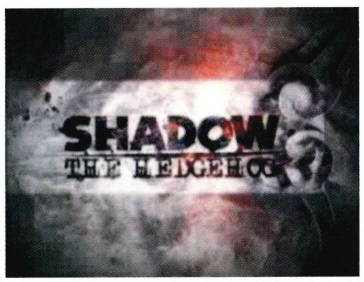
"SHADOW THE HEDGEHOG IS ALREADY CARRYING PLENTY OF WARNING SIGNS"

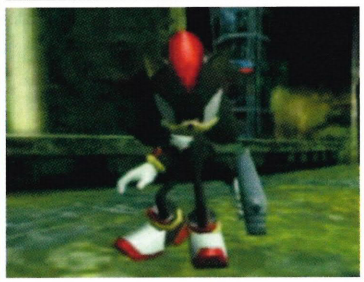
HE HEDGEHOG





Daily Mail alert – the gun looks realistic! Oh no!









Shadow the Hedgehog is particularly grumpy here. Grrrr! Roar! Primal noise!

Motion blur means speed. But do guns neccessarily mean good gameplay?



disappointing game, it makes the decision to create *Shadow The Hedgehog* incredibly brave or incredibly stupid. To convince us, it's the former game director Takashi Iizuka!

"Since we first introduced him in *Sonic Adventure 2*, we have wanted to feature Shadow in his own game," says Iizuka. Not convinced. Keep going. "We maintained Shadow as a mysterious character and now fans can control his destiny by engaging in a unique gameplay experience that offers a multitude of possibilities!" Not only does that phrase contain the most unnecessary exclamation mark ever, it also fails to explain anything significant about the gameplay.

So we'll step in and tell you there are rails to slide along, moving platforms to jump on, enemies to shoot at and multiple endings. The levels look slightly darker with a strange black and purple colour scheme (tick 'moody' off on the checklist), the gunplay looks to feature heavily (tick 'new thing' off the checklist) but other than that it looks like a step-for-step retread of *Sonic Heroes* (tick 'reason to worry' off the checklist). In fact it's looking exactly like *Sonic Heroes* with guns. There haven't been guns in a *Sonic* game ever and we're inclined to believe that there's been a good reason for that.

We're not going to lie. *Shadow The Hedgehog* is already carrying plenty of warning signs. However, with Sega dropping coy clues that it wants to turn *Shadow The Hedgehog* into a series rather than a one-off title, it must know it's onto something good. *Sonic* with guns. It's got to work. Right? Right.

CUBE

GCN

AD FINITUM

Buy, sell, buy



Level complete! We'll be back with level 2 right after these messages...

NO, NO, NO, no, NO! An Advertising In Games Forum was held recently in New York City to highlight the marketing potential for in-game advertising. Whilst advertising in games isn't unheard off at the moment, it has been kept to a minimum much to our relief. However, this is set to change with Gizmondo offering a massive discount to customers who are willing to receive "Smart Adds" media messages on their systems, and Ubisoft has confirmed that *Splinter Cell: Chaos Theory* features product placements by Nokia, Advance Micro Devices (AMD) and Axe. "In-game advertising and product integrations bring realism to Ubisoft's games and enhance the overall entertainment experience," explained Jay Cohen, vice president of publishing for Ubisoft North America. "One of the major advantages for developers in partnering with consumer brands is that we can achieve this realism while helping advertisers reach their target market."

Oh, so the adverts are there to improve our gaming experience? Pull the other one! Still, we do concede that advertising could help supplement ever-increasing production costs, meaning not so many corners have to be cut during development, resulting in a better game at the end of it. Damn. It's a Catch 22 situation. Saying that, the moment we see Mario wearing Nike trainers we're giving up gaming for good. CUBE

NEWS CONTENTS

AT A GLANCE

THE NEWS!
Well as it turns out news was thin on the ground this month but, ahh well, here's some good news and, aw bum, some bad news.
PAGES 12-13

NEWS ROUND UP
Little, bite-sized, easy to read, and it won't spoil your appetite. That's what we love about the round up!
PAGES 16-17

VANISHING POINT
What's he wittering on about this month? Dog toys? How the heck does that relate to games? "It just does." Oh.
PAGE 20

WORLD NEWS
Not only World News (World Of Nintendo) there's also the US and Jap charts – now that is interesting!
PAGE 22-23

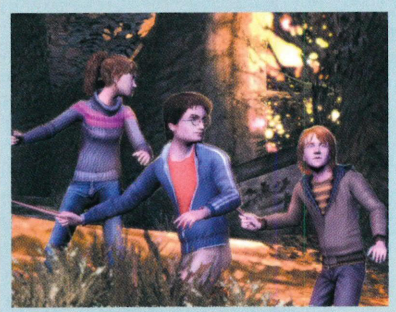
GAMER'S DIGEST
This has remained the digest for just one gamer as no other gamers wrote in to try to claim it as their own.
PAGE 26-27

CHARTS/RELEASES
Possibly two of the best pages in all videogame journalism, this is where all the action takes place, you know it!
PAGES 28-29

EA GA

Electronic Arts goes on gaming overdrive

EA'S GAME CONVEYOR belt has been running at top-speed this month with the company announcing two new games (well as "new" as a sequel can be) plus the purchase of another licence, despite profit losses (see World of Nintendo). First up is the latest instalment of the *Need For Speed* franchise, entitled *Need For Speed: Most Wanted*. The basic premise of the game will remain the same as the Underground titles, with its blend of street car racing and tuner customisation, although this time round players get to explore larger environments whilst attempting to avoid the long arm of the law, which is in no way similar to *Driver* or *GTA*... ahem. Next up is a new *Harry Potter* title (like JK Rowling needs any more money... grumble, grumble), based on the



SHOP TILL YOU

Nintendo opens World St

As reported in Issue 43 Nintendo recently shut the doors of its Pokémon Center in New York City, breaking the hearts of Poké collectors the world over, but fret not as you can still 'catch 'em all'! The company has confirmed that the store has been turned into a Mecca for Nintendo products.

The Nintendo World Store, which opens this spring, takes up two storeys of the Big Apple's Rockefeller Center and contains an all-new Pokémon Center where customers can purchase all the

"IF WE SEE MARIO WEARING NIKE TRAINERS WE'RE GIVING UP GAMING FOR GOOD!"

MES



fourth book and forthcoming movie *Harry Potter And The Goblet Of Fire*. The game follows Harry's trials at the Triwizard Tournament where he comes face to face with a fire-breathing dragon, has to rescue his lame friends from the "icy depths of Black Lake" and navigate his way around a labyrinth; all this before confronting the evil Lord Voldemort, who Harry's beaten so many fricking times already that he should just kill himself to save any more embarrassment. Finally, EA has nabbed the rights to develop, produce and distribute college (American) football games. The deal gives EA exclusive rights to use college football teams, stadiums and schools in its games, the first of which is *NCAA Football 2006* due out in the US this summer although EA has yet to confirm whether or not the game will be making it across this side of the pond. We doubt it – that's a long way to throw... CUBE

SUPER SONIC

The ear is mightier than the sword

TEAM TARSIER HAS announced it will be unveiling a prototype of its unique next-gen game, *Metronome*, at this year's E3 – a game where "sound is your weapon". The game takes place in Metronome, a rough-and-ready city, run by the corrupt Corporation. Too busy to stop and think about their dire situation, the citizens continue to work their fingers to the bone, leaving it up to you to discover the truth about the Corporation and it's secret agenda. *Metronome* utilises unique "sound" gameplay, where players have to record sounds to progress through the game. Each sound has a different property, allowing you to complete a number of tasks such as tricking people, fighting enemies using loud/destructive noises, calming characters using soothing sounds or controlling citizens using subliminal sound suggestions. You can also manipulate your surroundings by replacing an object's natural sound, which will make the object behave differently, or fusing sounds together to create new items. Although Team Tarsier has yet to confirm which platform *Metronome* is being developed for, we've got our fingers crossed that it will make an appearance on the Revolution. CUBE

I'm being really quiet. Look how quiet I'm being . Don't hit me, waaaah!



Innovative new concept or silly idea that'll never work?



ROUND-UP



ROUND 2

Nintendo has filed a new patent for *Punch Out!*, the boxing franchise that first hit homes on the NES. The games starred a skinny boy called Little Mac who had to face the likes of Mike "eat your ear" Tyson and Mr Dream. The *Punch Out!* series saw a revival recently when *Super Punch Out!!* made an appearance in the EA game *Fight Night Round 2*, the popularity of which could have spurred Nintendo to consider releasing a new *Punch Out!* title. CUBE will keep you posted on any developments.

DON'T PLAY IT

Play It, producer of budget games on the PS2 and recently on the GBA (see Hands On), is seeking legal council after Digital Bridges announced its plans to re-brand itself as I-Play. "We are absolutely shocked to see Digital Bridges' rebranding based around the word 'Play', a red ball on which is printed the 'label' name [similar to Play It's logo] and an animated sequence involving the red ball in motion to a similar jingle," commented Play It CEO, Mark Cale. "Indeed, on the homepage of their website is splashed the slogan "You name it, I play it" – incorporating our very name." However, the CEO of I-Play, Brian Greasley, doesn't believe there is any case to be made, issuing the following statement: "We have been advised by our lawyers that we are not in any way infringing the rights of 'Play-it' and that we will be vigorously defending any claim that is brought." There's only one way to settle this – joysticks at dawn, gentlemen!

CATCH A FIRE

We're starting to feel like Nintendo is playing favourites, as Japanese gamers have gotten another bonus treat from the company. According to reports the first copies of *Fire Emblem: Souen no Kiseki* will be bundled with a soundtrack CD and *Fire Emblem* calendar. The odds of that happening over here? 100,000,000,000/1 we reckon.

DROP!

re

latest Pokémon toys, games and merchandise as well as take part in a number of Poké-events. On top of this, the World Store features game bars where attendees can 'try before they buy" all of Ninty's new and unreleased software and hardware for the GameCube, DS, GBA and in the future the Revolution.

Now if you'll excuse us, we're going to Hurn Airport (it's our local, look it up) to see if they do flights to New York... CUBE

KILLER 7 SPECIAL

We get even more time with the magnificant Killer 7!

DEEP IN THE heart of London (okay, next to Hammersmith tube station) resides Capcom's HQ where, on the eighth floor, sit a handful of tired but expectant journalists, with only one question on their minds: "Where's the loo?" But thoughts of latrines soon went out the Plexiglass windows as Capcom producer, Hiroyuki Kobayashi, strolled into the room and switched on the turtle-green GameCube at the end of the table. A hush descended as he took his place by the wide screen television, and began the journey into the dark world of *Killer 7*.

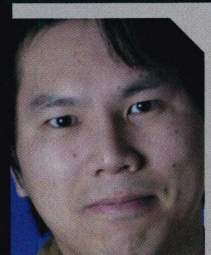
The cel-shaded action/adventure takes place in 2003, where the world is on high-terror alert after assassin, Kun Lan, and his army of mutant humans known as the Heaven Smiles rain bloody havoc across the globe. Only Harman, a wheelchair-bound prophetic assassin with multiple-personality disorder (are you keeping up?), can save the day. You see Harman has seven personalities who form a group of assassins known as the Killer 7. Led by Garcian, the Killer 7 must utilise their unique skills and weapons to defeat the Heaven Smiles.

The game is divided into six individual stories, interwoven with the back-story between Harman and Kun Lan who were once friends but are now sworn enemies, beginning with the story *Angel* (If you don't want to know what the stories are about, look away now.) In this story Christopher Mills, a US informant, commissions the Killer 7 to infiltrate the Heaven Smile HQ, where they are ordered to kill 13 Heaven Smiles before capturing the Heaven Smile chief to discover who their boss is. The team quickly learns, however, that the Heaven Smiles are breeding and the threat to humanity is even greater than they first anticipated. The second story, *Sunset*, requires the Killer 7 team to kill a Japanese restaurant owner who could be behind the planned missile attack on Japan which could devastate the country, whilst the third level, *Cloud Man*, takes the team to Texas to assassinate Garcian's enemy Ulmeyda. If you manage to live through all that, then the forth story, *Encounter*, sees Dan come face-to-face with his former mentor, Curtis, a silver-haired professional assassin who has attacked the Foreign Office. Capcom refused to give us any specific details regarding levels five and six, although we do know that level five is set in a place with loads of white-washed buildings, possibly in Mexico. What happens in level six is anyone's guess, but we reckon we'll see a showdown between Harlan/Killer 7, Kun Lan and a whole hoard of freaky Heaven Smiles, although this is just speculation.

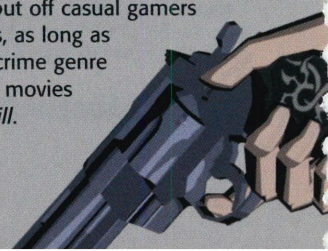
For the full low-down on *Killer 7*, check out next month's issue of CUBE!

IN THE CUBE WITH... HIROYUKI KOBAYASHI

POSITION: PRODUCER
COMPANY: CAPCOM



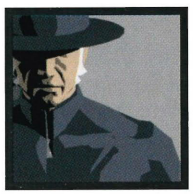
HK: Did you like the game?
CUBE: Yes, very much. The controls took a little getting used to though...
HK: Proceeding with ▲ is quite different. I wanted to move the characters around with the [analogue] sticks but it was Mr Suda's idea. He wanted to break the traditional rules.
CUBE: What was the inspiration behind the game?
HK: Mr Suda [director of *Killer 7*] wanted to make a game about crime, about Yakuza – the Japanese mafia. Something with that sort of concept in it. Mr Suda had such a huge imagination! He took lots of aspects from animation and movies and that was the inspiration behind *Killer 7*.
CUBE: Goichi Suda sounds like he was the main creative force behind *Killer 7*. Is this true, or did producer Shinji Mikami and yourself have creative input?
HK: Basically all the original ideas came from Mr Suda. He's a complete creator. But Mikami, as you know, is also a very famous creator [Mikami was responsible for the *Resident Evil* series] so advised him on the gameplay aspects of it. I'm a true producer. I have to deal with staffing, promotion, support work – if I'd left it up to Mr Suda and Mr Mikami, as creators, we'd still be making the game! I had to put the breaks on sometime.
CUBE: Actually, we were going to bring that up. *Killer 7* has been in the works for so long, so why is it that we're only starting to see code for it now?
HK: Because this was the first time Mr Suda and Mr Mikami were working together they had different perspectives [on the game]. So there was lots of trial and error and it took a long time.
CUBE: The game is very filmic – in fact the trailer for the game even describes it as a "Film by Shinji Mikami". Do you intend to bring *Killer 7* to the big screen?
HK: At the moment it is just a pure game, but some producers from Hollywood are in talks with Capcom to turn this into a movie. But nothing's decided. Nothing's final yet.
CUBE: Back to consoles, do you think *Killer 7* will become a franchise?
HK: (laughs) We haven't even released it yet, so we'll have to see how well it sells on the GameCube and PS2 before we start thinking about the next generation...
CUBE: Are you concerned its "off the wall" nature will alienate casual gamers?
HK: I don't think the complexity of the concept will put off casual gamers or any players, as long as they like the crime genre or Hollywood movies such as *Kill Bill*.



"THE KILLER 7 MUST UTILISE THEIR UNIQUE SKILLS TO DEFEAT THE HEAVEN SMILES"



MEET THE KILLER 7 TEAM



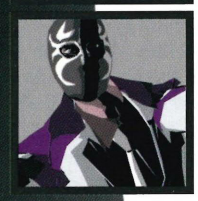
HARMAN SMITH – He may be old, wheelchair bound and unconscious for large portions of the day but don't judge a book by it's cover. Harman is a trained assassin and is the creator of the Killer 7.
Weapon of choice: Anti-tank rifle



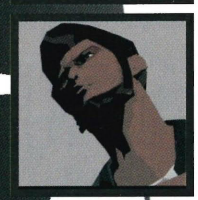
GARCIAN SMITH – This cool cat is the leader of the Killer 7. He may not be able to punch his way out of a paper bag but Garcian has the ability to see the invisible Heaven Smiles and resurrect the team using his trusty bag.
Weapon of choice: Hand gun with silencer



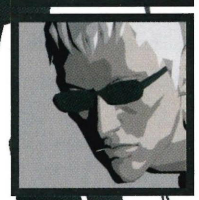
DAN SMITH – This nasty piece of work has plenty of attitude and baditude, but some crazy skills as well. Dan also has the special ability to destroy Heaven Smile nests.
Weapon of choice: Custom magnum



MASK DE SMITH – He may look a bit daft, but the former wrestler is as deadly with his hands as he is with his grenades. MASK also has four special outfits that offer different skills/powers when worn.
Weapon of choice: Double grenade launchers



COYOTE SMITH – As a thug that grew up on the streets, the wily Coyote knows how to pick locks and has the ability to jump really high. He's also pretty swift with his gun.
Weapon of choice: Custom revolver



KEVIN SMITH – Clearly not a sun lover, the albino has the ability to turn invisible by taking off his shades - ideal for sneaking past guarded areas and security traps. As with MASK, Kevin prefers his action up close, and opts for knives instead of guns.
Weapon of choice: Knives/throwing knives



KAEDE SMITH – The only chick on the team, Kaede can destroy barriers by summoning her deadly spirits by "blasting out a shower of blood from her wrists". Her area of expertise is long-range shooting, although the weight of her gun makes her slower than the guys.
Weapon of choice: Automatic pistol



CON SMITH – He may be a kid and he may be blind, but Con has lightning quick reflexes that make him a mighty foe to anyone that crosses his path. He also has heightened hearing that allows him to visualise sounds.
Weapon of choice: Dual automatics

SOUND BYTE

"WE PLAN TO INTRODUCE A FRIENDLY USER INTERFACE SO THAT, FOR EXAMPLE, A MOTHER WHO'S WATCHING HER CHILD PLAYING A GAME MIGHT SAY, 'OH, I'D LIKE TO TRY THAT TOO'"

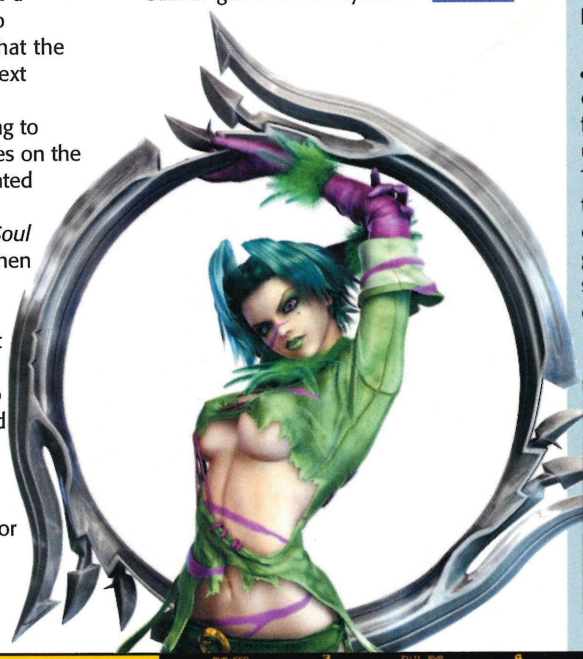
Lord and master of Nintendo, Satoru Iwata Never. Going. To. Happen.

SOUL PATROL

Soul Calibur series coming to Revolution?

AFTER THE DISAPPOINTING news that *Soul Calibur III* wouldn't be making it to the GameCube, despite sales of over one million units for *Soul Calibur II*, Namco has offered a glimmer of hope to Nintendo supporters after telling IGN that the series would be coming to next generation systems.

"Namco is definitely planning to develop the *Soul Calibur* series on the next-generation platforms," stated Namco, further explaining the company's decision to make *Soul Calibur III* a PS2 exclusive. "When we started development for *SCIII*, the specs for the next-generation platforms were not set, and there were no dev kits, which ultimately led us to development on the PS2," and cited the greater number of PS2s on the market as its reason to develop for that platform over the GameCube or Xbox. However, Namco didn't confirm which next-gen platforms it intended to bring the *Soul Calibur* series to, but considering the Revolution's potential for innovation and unique gameplay we're confident that there will be a *Soul Calibur* game on the system. CUBE



CRASH BASH

Tag! You're it

VIVENDI UNIVERSAL HAS announced the latest title in the *Crash Bandicoot* series, *Crash Tag Team Racing*. Developed by Radical Entertainment, the game sees the return of Dr Neo Cortex who plots to get rid of the marsupial once and for all. His plan? To challenge Crash to a race on a dilapidated racetrack in the hopes that he can squish Crash under the ruins.

In a similar vein to *The Simpsons Hit & Run*, players will race around the vast environments in their vehicles and on foot, exploring the surrounding area for upgrades for their car. Unique to Crash Tag Team Racing is the ability to fuse two cars together during a race to create a "super vehicle" complete with a gun turret, which players can control should they so choose. The game is due out on the GC and DS this autumn.



NEWS FLASH



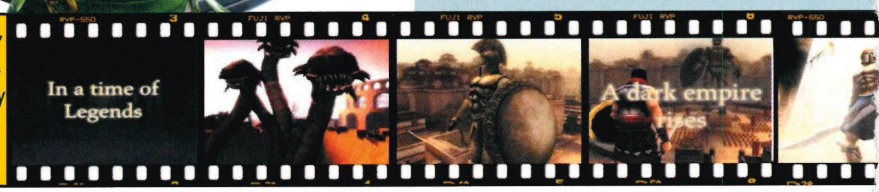
JOE SCHMOE

Capcom is releasing a *Viewtiful Joe* fighting game called *VFX: Battle*. The game will feature Captain Blue, Joe, Silvia and Alastor.

TRAILER OF THE MONTH

SPARTAN: TOTAL WARRIOR

You've read the upfront, now marvel at the trailer. If you move your eyes really, really quickly it almost appears to be moving. Just like the real thing, innit.



GOOD, BAD AND UGLY

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

GOOD: NeenerNeener

NEENERNEENER.NET, a website dedicated to MMORPGS, has raised more than $30,000 for the annual MS Walk, an event which raises money for multiple sclerosis research. "This year's support from game developers is even more proof that the gaming community is full of wonderful, caring people," commented Shawn Williams, founder of NeenerNeener.

BAD: EA

AFTER THE DISAPPOINTING no-show of *Burnout 3* on the GameCube we really shouldn't be surprised that EA has announced the latest Burnout game, *Burnout: Revenge*, won't be making it to the GameCube either. We're hurting deep inside.

UGLY: SCi

SCI HAS OUTBID ageing rocker and U2 front man, Bono, for the purchase of ailing company, Eidos. The musician's equity firm, Elevation Partners, put in a bid of £71 million but was gazzumped by SCi. If the deal goes ahead SCi will become the UK's leading games publisher.

SCi GAMES

SCi beats Tony's bestest mate, Bono, to Lara's leftover implants.

(OVER THE) COUNTER CULTURE...

You can combine your love for gaming with your need for Vitamin D with these neat *Mario Kart* remote controlled cars. Yes, you and your mates can relive those epic battles for pole position with these nifty little gems. There are three types of Kart available, featuring Mario, Donkey Kong or Yoshi. Each kart costs $14.90 (roughly £8) and can be ordered from www.lik-sang.com CUBE

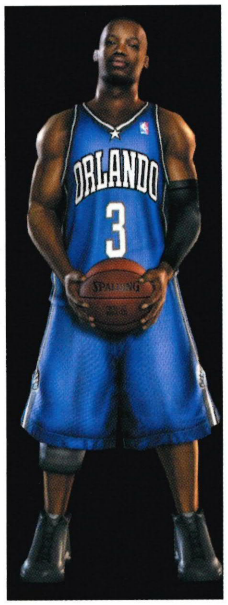


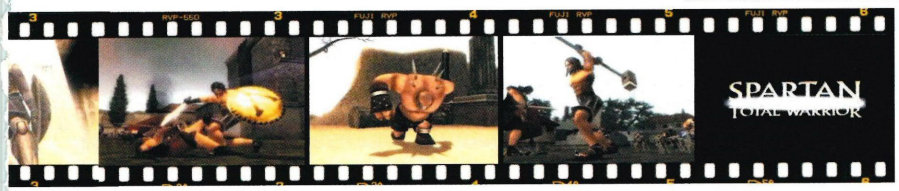
SLAM DUNK

NBA shares the wealth

SNUBBING THE RECENT trend for EA sports exclusives, the National Basketball Association (NBA) has signed non-exclusive deals with Take-Two, Midway, Atari, SCEA and EA, which will allow the companies to develop, publish and distribute NBA games featuring stars from today and yesteryear. As well as ensuring a wide range of games are made available on the market, its also a savvy move by the NBA to secure as much coverage as possible as, according to reports, by October over 100 countries will be able to get NBA games. "This is a great day for NBA gamers," said Adam Silver, NBA Entertainment President.

NBA intends to work alongside the companies to promote the game on NBA TV and NBA.com, but in the meantime basketball fans why not grab your balls and practice dribbling? That sounded wrong...



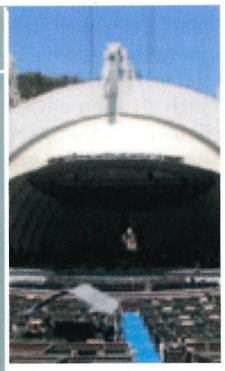


MUSIC, VIDEOS AND GAMES

Hollywood celebrates videogame music

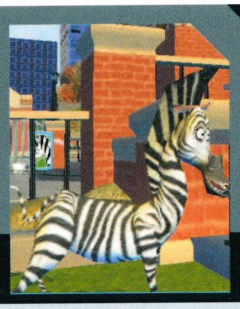
VIDEO GAMES LIVE, a concert dedicated to music from videogames, is starting the first leg of its US tour at the infamous Hollywood Bowl in sunny old California. The concert will feature music from popular game series such as *Sonic The Hedgehog*, *Myst*, *Beyond Good & Evil* and *Metal Gear Solid* and will be performed by the Los Angles Philharmonic orchestra.

On top of the music, attendees will be treated to a laser light show, video clips of games and live "character performances" which we assume is some poor schmoe dressed up in an over-sized costume. Should you happen to be swanning about the Los Angeles region on 6 July then pop on over to www.hollywoodbowl.com to snap up some jazzy tickets. CUBE



Monty Python played there, very good acoustics for comedy sketches.

IN THE CUBE WITH... TOBY SCHADT



POSITION: LEAD DESIGNER
COMPANY: MADAGASCAR

CUBE: In a nutshell can you tell us what Madagascar is all about?
TS: Based on the highly anticipated animated feature film from DreamWorks Animation, *Madagascar* is the only game that lets players enter the world of four hilarious Central Park Zoo animals – a personality-packed crew made up of a lion, zebra, giraffe and hippo. Players must master each animal's natural skills while adventuring through the exciting city of New York and the dangerous island of Madagascar, interacting with other animals and tackling obstacles and enemies in scenarios from the movie and beyond.

CUBE: Will you get to play as all of the characters during the game?
TS: Yes, you play different parts of the game as each of the four main characters and you even get to choose from the different characters and use their unique skills to solve different puzzles. You also get to play as a penguin.

CUBE: Please can you go into more detail about the animals' abilities and special moves?
TS: Alex the lion has a double-jump, a roar, and a super-roar. Marty the zebra has a special kick, a sneaky crawl, a long jump, and a slide attack. Gloria the hippo has a tumble attack, a butt smash, a hip check and a chili pepper-fueled charge. Melman the giraffe has a ground spin attack, and helicopter spin glide move, a head bash attack, and can use his neck as a slingshot to throw various things, like coconuts, durian fruit, and even lemurs.

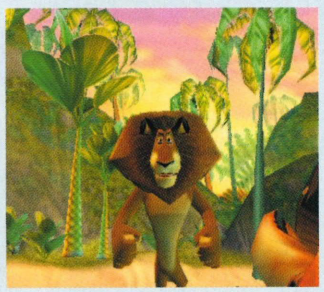
CUBE: Some of Hollywood's hottest stars have lent their voices to the movie. Will they be reprising their roles in the game?
TS: We worked with DreamWorks approved sound-alikes to bring the sound and feel of the film to the game. This team of talented voice actors has done a great job of capturing the personalities and the characters from the film.

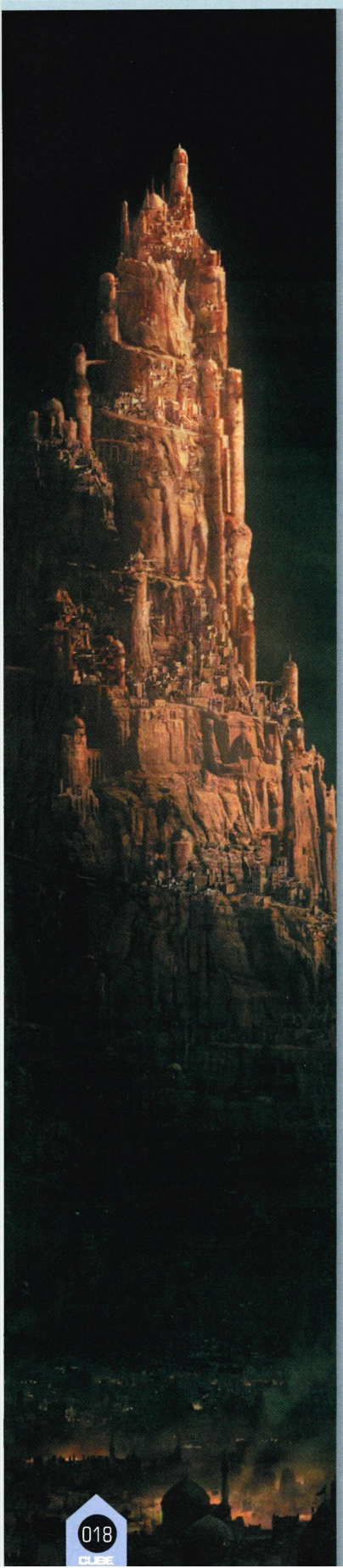
CUBE: Did you have a close relationship with DreamWorks during the making of *Madagascar*? Did you work together from the start or were you brought in at a later date?
TS: We started working on the game pretty early in the development cycle of the film. The director of the film, Eric Darnell, gave us the pitch for the movie at an early stage, and it's been interesting to see the story evolve. DreamWorks did an excellent job of providing us with resources from the film to help us create a game that makes the player feel like he's been dropped into the world created in the film. Our animation team had the pleasure of spending a couple weeks at the studio (PDI) where the film was animated which gave them a first-hand look at the techniques used to give the movie its unique look and feel.

CUBE: All too often games based on movie licences are a big let down. Why do you think this is? Also, can you tell us why this won't be the case for *Madagascar*.
TS: I think that unrealistic schedules are a common cause of "let down" games, and when a developer is forced to hit an unrealistic launch date, bad things can happen. Here at Toys for Bob, we are dedicated to making great games and have been working with Activision for quite a while, so we worked together to develop a realistic development schedule and deliver a finely tuned, really fun game in *Madagascar*.

CUBE: There are 11 chapters in the game. Do each of these chapters follow specific set pieces from the movie and if so, which ones?
TS: The game follows the plot of the movie pretty closely. That said, in many cases we added elements to the basic story to make the levels more exciting to play. Early chapters like the "King of New York," "Manhattan Street Chase," and "Penguin Mutiny" put the player in settings he or she will recognise from the film. In order to offer more gameplay to the player, we also added segments you won't see in the movie, like an expanded version of "Marty's Escape" (an homage to *Metal Gear Solid*) where Marty sneaks out of the zoo, and the "Lemur Rave" mini-game (rhythm-based gameplay).

CUBE: Was there anything you wanted to put into the game that you weren't able to do?
TS: I was particularly enamoured with a level we prototyped early on wherein the lemurs were bungee-fishing from Melman's tongue into a rushing river. We also talked about a "Crate Sailing" level where the player would guide all four zoo animals in their crates over enormous ocean swells while avoiding dangerous rocks and other sea hazards. It also would have been fun to pilot Marty around on the back of a dolphin, but it just didn't make it in this time around.











EXCLUSIVE NEW SCREENS!

PRINCE OF PERSIA 3

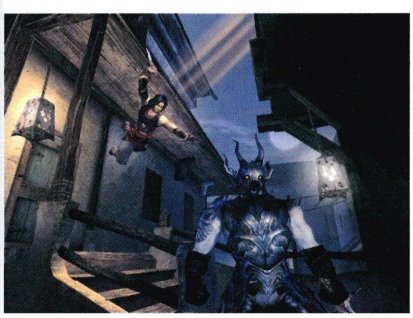
Blondes really do have more fun...



Quite literally as we were putting this baby to bed, Ubisoft invited us to take a sneak peak at a few of its big E3 titles. While we're not allowed to tell you anything about *187 Ride Or Die*, *Splinter Cell: Chaos Theory* (DS), *Splinter Cell 4* or *Ghost Recon 3*, we've managed to forcibly squeeze these new screens out of them.

Prince Of Persia 3 (name to be finalised at E3) continues where the last game left off. The Prince finally arrives in Babylon with Kaileena, only to find that his own city is ravaged by war. The destruction of the Sands Of Time has changed his world so much that his people are now against him. His time meddling has given rise to a 'dark' version of himself who is causing all kinds of havoc in Babylon. When the Prince arrives in his hometown everyone automatically assumes he is the Dark Prince. His father, the King, tries to kill him, only to have Kaileena come between them.

From our 15-minute playtest we can already tell that this is going to be something special. The big differences come with the graphics and the fact that you can control two different versions of the Prince. The level we played took part in Babylon, a sprawling expanse of rooftops. This is the first time that the game has offered such an open environment. It's not just limited to rooftops though and you can jump down to the cobbles streets and alleyways if you so wish.





The general flow of the game is a little smoother this time around. Wherever possible the game introduces sure-fire ways of killing enemies in one smooth motion. So, you might run along a wall, jump, swing off a beam and land on an enemy's head. If you screw it up you can always use the game's improved free-form fighting style.

We're not too sure how different the two characters' playing styles will be as yet, but we can tell you that the Dark Prince is very cool. Instead of blades he has a spiked chain, which he whips round his enemies' heads before reeling them in for the kill. He also has blonde hair, a feature that Ubisoft has shadowed out in the screen we've shown here. Stay tuned for a full playtest in the sweaty summer.

ADVENTURE IS IN THE CARDS

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CHAIN OF MEMORIES

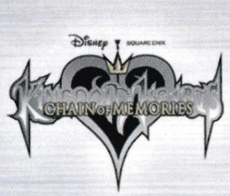
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VANISHING POINT

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

THE PATH OF EAST RESISTANCE



I'LL TELL YOU what gets right up my nose. Dust particles. Haha, only kidding. My little joke. Jokes are a device we writers use in order to lighten the subject matter and hopefully avoid a sack full of hate mail from hundreds of Japanese pop culture fanboys dribbling venom at the following assertion: something being Japanese doesn't make it cool.

Of course, good journalism is all about balanced argument, so let's open this one up to the floor.

What about Ninjas? Terry Fluff, Oldham

Well Terry, what about them? They're like, okay and stuff, but they don't have cool one-liners and they're not as good as cowboys.

What about *Transformers*? Philip Poop, Truro

Ah *Transformers*, yes, they really are, and I say this without fear of being proved wrong, nonsense. One minute it's a car that doesn't look quite right because none of the bits quite fit together and the proportions are all slightly wrong. Several minutes of fiddling around later and it's a robot that appears to have random auto parts attached to it.

What about anime/manga? Aaron Trousers, Leicester

Yeah, some of it's alright.

What about sushi? John Burp, U-Bend-On-Sea

Exactly.

The case for the defence rests.

Before moving on I would like to make it abundantly clear that this is in no way meant to be a comment on Japan, its culture or its people. I went to Tokyo once and found them to be the most polite, eclectic and helpful race of people I have ever come across. It's this blinkered obsession held by certain westerners that everything that comes out of Japan is awesome by association. Let's get some perspective here. You might say you like British sit-coms, but that doesn't mean you can't acknowledge that *Coupling* is a damp fart straight from Satan's own bowel.

"YOUR NORMALLY FLACCID VANISHING POINT IS ALL RILED ALL UP INTO A TOWER OF RAGE"

What gets your normally flaccid Vanishing Point all riled all up into a rigid tower of rage is the misconception apparently held by many that even though you don't understand something, it's brilliant. Worse are the ones who wear it as a badge of honour and get all snooty with people who don't 'get' it. Get out of my way. I'm not listening to you anymore, so nerrr.

Here's a quick test to check whether you're afflicted with the Jap fanboy lurgy:

Do you have a random Japanese cosplay girl for your desktop wallpaper?

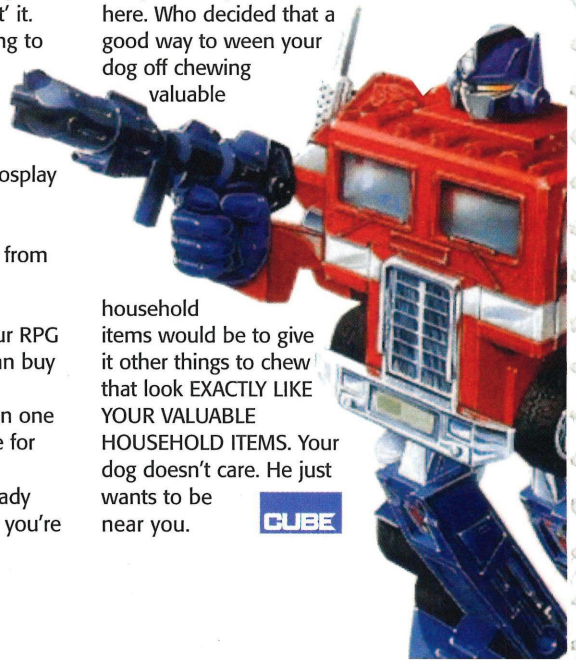
Do you routinely dismiss western developed games, especially those from America, and especially, especially anything by EA?

Would you sooner import a 60-hour RPG and play it through in Japanese than buy the Region 2 version?

If you answered yes to more than one of these questions then it's too late for you. That won't bother you in the slightest however, since you're already way too far in denial. Either that or you're actually Japanese in which case you are excused.

Next time you're pawing over something or other that you think is so cool because of it's Japanese origins, consider this – you don't know how the Japanese view different aspects of their own culture. What you think is the height of cool might to right thinking Japanese represent the Japanese equivalent of Chavdom. Yes, you could unwittingly be metaphorically adorning yourself in the uniform of the unintelligent. There's none so blind as them wot can't see.

Vanishing Point is all for the appreciation of games, art, culture, cooking, Nintendo goodness, personal grooming products, squeaky dog toys, et cetera on the basis of merit. You might think one squeaky dog toy is much like another, but no. Some are in the shapes of household items – shoes, mobile phones, while others are shaped like bones. The more perceptive among you will already have spotted the irresponsibility at work here. Who decided that a good way to ween your dog off chewing valuable household items would be to give it other things to chew that look EXACTLY LIKE YOUR VALUABLE HOUSEHOLD ITEMS. Your dog doesn't care. He just wants to be near you.



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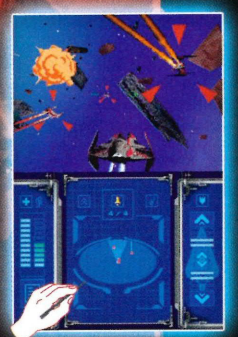
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WORLD OF NINT

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

GameCube game wins Swedish design contest (Sweden)

We'll forgive you if you haven't heard of the Game Concept Challenge (GCC) before, but apparently it's really big in Sweden. It's basically a competition for a bunch of Swedish (and one Norwegian) universities to create the best sounding game concept they can imagine.

The winner this year was a concept called *No Matter What* which, you guessed it, was designed to work as a GameCube exclusive. The game is described as a "third person espionage comedy with bizarre agents fighting each other in a comically twisted world," where international agents get to rig traps in a *Tom & Jerry* style to hinder their opponents.

Anyway, the winners get a whole year of free financing for their idea and erm... a subscription to Swedish games magazine Player1, we're sure it's very good. Boy, when they see a preview of *Spy Vs Spy* are they going to feel like fools...

PSP launch fails to impress (US)

Oh dear, what a terrible shame: it turns out that the US PSP launch hasn't been the world shattering success Sony had been planning for after all. Sony has just released figures for the first week of sales and rather than selling out of the entire stock of a million units it had prepared for the launch they only managed a relatively paltry 600,000 – and all but 100,000 of those in the first two days.

Analysts have been quick to pour scorn on the results, with one business type at Friedman Bilings Ramsey stating that: "We believe that the PSP launch was solid but likely did not live up to the high expectations of a complete sellout in 24 hours." The main problem with the launch seems to have been a lack of marketing and, more importantly, the price of the games – which are $10 more than GBA/DS titles. The PSP is nowhere near being a failure yet, but it looks like Nintendo were right not to be too worried.

EA profits take a dive (US)

EA might have been responsible for *GoldenEye: Rogue Agent*, but it's still not right to kick someone when they're down. Not even when it's a global mega publisher whose just issued the first ever profits warning in its history.

That's right, the previous untouchable EA have had to warn investors that they won't be making as much money this year, resulting in the company's share price taking a 13 per cent dive into Sticky Brown Creek. EA blamed the misfortune on hardware shortages over Christmas (fair enough), the fact that back catalogue titles aren't selling as much as it thought (who the heck is going to want to buy a two-year-old version of *FIFA*?) and, most bizarrely, World Of WarCraft. For some reason EA thought a spoddy PC MMORPG game was stealing all its customers who usually opt for *Need For Speed*. What-evah, Prime Minister.

Warp Pipe goes legit (US)

Considering how trigger happy Nintendo is on the old Lawyer 9mm, it's something of a surprise that it's never tried to shut down Warp Pipe, the "tunnelling" project used to get the GC working online. Not only have the dedicated group of *uber*-nerds behind it managed to avoid getting their asses sued off but they've now started up a legitimate company called Demasked. As Demasked though, the same people will be selling "online infrastructures" to developers so they can add online options to their games with the minimum of effort. This probably won't help the GC any but it's entirely likely that it'll be talking to Nintendo about the Revolution. In the meantime Demasked is cutting all support for the Warp Pipe project, although it'll still provide a forum for the GameCube's online community to complain in.

Ubisoft still in bed with the GC (France)

While some developers shy away from releasing games on the GameCube like the stinking rats they are, it's easy to spot who Nintendo's friends really are. They may be French, but Ubisoft has confirmed a whole bunch of forthcoming titles will still be heading Cubewards – and best of all they all sound rather good. *187 Ride Or Die*, Peter Jackson's *King Kong*, *Prince Of Persia 3*, *Splinter Cell 4*, *Ghost Recon 3* and *Rainbow Six: Lockdown* are all scheduled for release within the next 12 months or so, although admittedly not necessarily at the same time as other versions. Vive la Ubisoft! Garlic trousers...

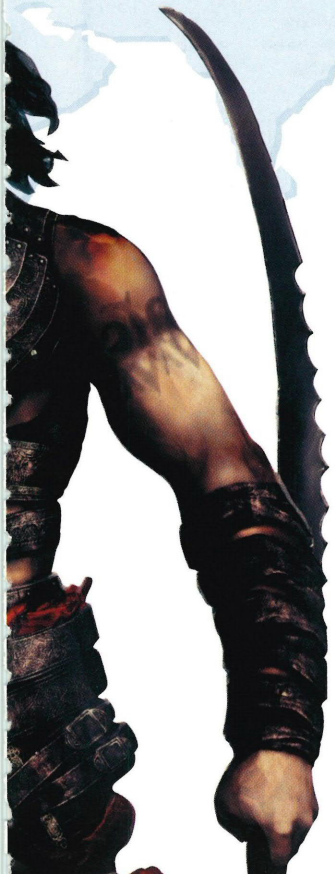


ENDO

Sega continue European Blitzkrieg (Germany)

You get the feeling that somebody at Sega got an atlas at Christmas and suddenly discovered that Europe was actually really big and important. Following a suite of announcements and acquisitions, most of which have been centred in the UK, Sega has now announced it is opening up new offices in Germany.

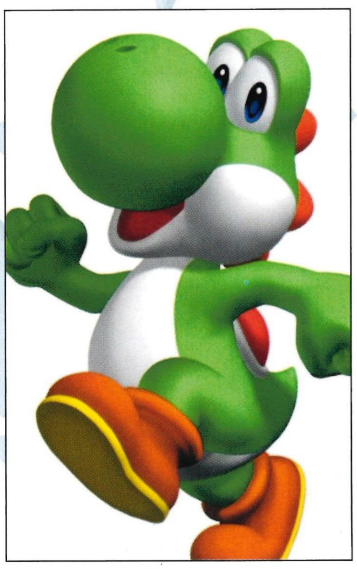
The main headquarters remains here in Blighty but on 1 April the company opened up a second front (office) in Munich. Sega describes the move as "a crucial step towards achieving Sega's strategic targets for the Western market", which is a pretty ominous way of putting it. It's actually good news though because not only does it mean that Sega thinks Europe is even more important than ever but it should mean less of a delay in games making it over from Japan, plus more Euro friendly releases – perhaps even that MegaDrive compilation everyone's always been wanting.



Nintendo is king of the world (Japan)

AEA might be in Gordon Gecko's bad books at the moment but Nintendo's bank balance has never looked healthier. So healthy in fact that it upped its estimate of how much profit it would make this year from £345 million to £404 million. Just to put that in perspective, that's enough money to buy 404 million toilet roll holders from Mr Pound.

Although better than expected DS sales helped a bit the real reason for the increase in fortunes was actually the currency markets, which this time seesawed in Nintendo's favour (last year it didn't). We're not sure whether it's a reassuring fact or not but Nintendo now has so much cash (£4.2 billion in monetary reserves, to be precise) it doesn't really matter how well the GameCube, or any home console, does – Nintendo can sit pretty and make pots of moolah out of their property and currency investments. By comparison Microsoft is still losing millions of dollars on the Xbox every year, with no sign that that's about to change soon.



GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

Poo! What's that smell? Why it's the US and Japanese GameCube charts of course! Throwing good taste to the wind, the residents of the two largest games buying nations on Earth have been snaffling up nothing but pap, with the Japanese still going ga-ga for *Star Fox: Assault*, America disappearing into some sort old game buying stupor and both countries refusing to buy *Resident Evil 4* in the enormous quantities it so richly deserves. To be fair there's not been a lot out recently but we're sure they could've managed better than this if they'd only tried.

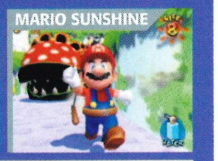
JAPANESE CHART

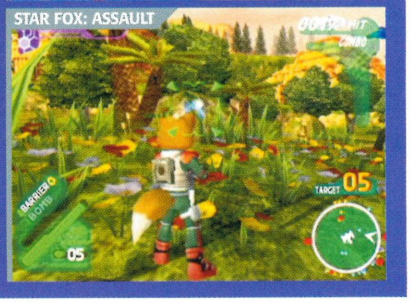
POS	LAST	TITLE	PUBLISHER
1	NE	DONKEY KONGA 3	NINTENDO
2	1	STAR FOX: ASSAULT	NINTENDO
3	2	HATVEST MOON	NINTENDO
4	RE	SUPER ROBOT WARS	BANPRESTO
5	3	RESIDENT EVIL 4	CAPCOM
6	NE	ONE PIECE GRAND BATTLE!	BANDAI
7	RE	PSO EPISODE 1 + 2 PLUS	SEGA
8	5	PIKMIN 2	NINTENDO
9	RE	SKIES OF ARCADIA LEGENDS	SEGA
10	10	NARUTO:GEKITOU NINJA TAISEN! 2	TOMY

US CHART

POS	LAST	TITLE	PUBLISHER
1	10	SUPER MARIO SUNSHINE	NINTENDO
2	9	MARIO KART:DOUBLE DASH!	NINTENDO
3	1	ANIMAL CROSSING	NINTENDO
4	3	ZELDA: THE WORLD WAKER	NINTENDO
5	4	RESIDENT EVIL 4	CAPCOM
6	RE	LUIGI'S MANSION	NINTENDO
7	RE	DONKEY KONG:JUNGLE BEAT	NINTENDO
8	7	MARIO PARTY 6	NINTENDO
9	RE	MARIO POWERTENNIS	NINTENDO
10	8	PAPER MARIO 2	NINTENDO







ROUND-UP

SOUND-ALIKE

Other than releasing a few trailers for the game, Nintendo is keeping its cards close to its chest regarding *The Legend Of Zelda* but the wily cats at Internet Movie Data Base (imdb.com) have an ace up their sleeves. According to the world-renowned movie website, Takashi Nagasako will be reprising his role as Ganondorf Dragmire (Nagasako originally voiced the character in *Ocarina Of Time* and *Wind Waker*). More importantly, Nobuyuki Hiyama, who voiced adult Link in *Ocarina Of Time* and Fierce Deity Link in *Majora's Mask*, will be voicing Link in his latest incarnation. However, when CUBE contacted Nintendo to confirm IMDB's listings this is what the company had to say: "These details are still unconfirmed and have not been announced. Mr Nagasako and Mr Hiyama have provided their vocal talents to many *Zelda* games in the past including *The Legend Of Zelda: Ocarina Of Time* on N64 – we hope to share more details on the new *Zelda* game at E3 this year." Helpful as ever.

MICROSOFT 4 NINTENDO

In a generous step by Microsoft the company changed its development plans at its Redmond studios to accommodate its rival, namely Nintendo. Nintendo recently filed a proposal for development but the Redmond planning staff felt that if both Microsoft and Nintendo's plans went ahead it would exceed the "development cap" preventing other businesses from entering the area. Instead of fighting it out *Gladiator* style, Microsoft decided it would be better to drop some of its development plans to allow Nintendo to build up its studios without either company exceeding the cap, so everyone's happy. Darn. We would have paid good money to see Satoru Iwata and Bill Gates scuffling in the car park.

STAR WARS

Activision and Viacom recently settled a dispute regarding their licence agreement for *Star Trek* games. The two companies each filed a lawsuit against the other, but managed to kiss and make up before anyone had to go to court. The companies are said to be "very pleased" that the situation was solved amicably. What the problem was in the first place has yet to be disclosed, but our guess is that they were fighting over whether or not *Star Trek: Enterprise* is utter pap.

GAME.

The US's largest gaming retail chain, Gamestop, will be coming to the UK. The company, which already boasts an impressive 1,746 stores worldwide, is putting another notch on its post with the opening of a store at the Bull Ring shopping centre in Bir-ming-ham. According to reports the company is already planning to acquire smaller game stores to quickly establish itself in the company.

IN THE CUBE WITH... BEN O'DONNELL



POSITION: ASSISTANT PRODUCER, EA
GAME: BATMAN BEGINS

CUBE: Batman doesn't have any super powers, other than being double-hard, so how does he defeat his enemies?

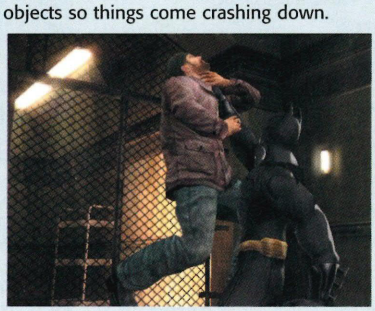
BOD: Chris Nolan, in trying to create the new *Batman Begins* [the movie], has gone back to the Dark Knight. He's a very menacing character, but at the same time Nolan's tried to ground him in reality. He's not invincible. He's not Superman – he can't be shot and not feel any pain so that is something [the developers Eurocom] tried to concentrate on very much. Obviously he's very well trained, he's good at close-quarters combat with his martial arts training plus he's got his gadgets as well.

All of his gadgets are grounded in reality too. He's got his flash-bang, smoke grenades and a high-frequency transponder, which is a method of attracting bats to his enemies, surrounding them and scaring them to death. It's a sonic device that could potentially happen. Then there's his bat cape. It's supposed to be a sort of futuristic membrane that flows around him when its loose, but when he pulls it taught it becomes like a wing which gives him extra air time.

So obviously he's able to overcome many enemies but not in a fantastical way. If he ran into a room with three guys with machine guns then they'd take him out. So you really have to concentrate on his intelligence and how he assesses the situation and uses his fear – his reputation with the bad guys – to take them out.

CUBE: You were talking about the fear factor – how does he go about doing this. We assume he needs to scare the enemies to make them drop their weapons or run away?

BOD: Absolutely. There are various ways he can do it. He's got his environment – each environment is a puzzle in itself. You've got to use the environment, like moving objects so things come crashing down.



You've also got your gadgets, things like your flash-bangs. Also your very presence at times is enough to instil fear into your enemies, so that's also something you've got to take serious advantage of.

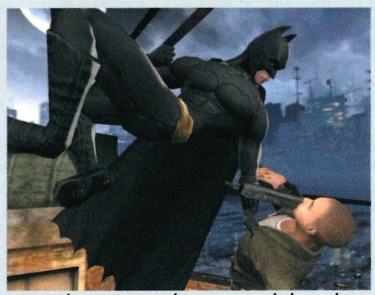
There's also another mechanic that [Eurocom] worked into the game called Fear Inheritance. When you're with someone who's calm then you feed off that. Then again, when you're with someone who's scared and jumpy then you'll feed off that too. So if one of the NPCs sees their friends getting taken apart by Batman then they're going to freak out because it's like: "Oh my God, it's going to happen to me next." You'll find that the more damage you do to one person the less you'll have to do to the next guy because they know what you're capable of. It's all about using these different techniques in a good way to instil fear. So much so you can take these guys out using your martial arts skills.

CUBE: Could you talk a bit more about Batman's close combat fighting? What types of moves does he have?

BOD: It's very much grounded in martial arts. There's a martial art called Kisai. The designers have been working in conjunction with the stunt co-ordinators from the film, so it's very visceral – lots of elbows and headbutts – very dirty fighting. In the game they've made it very fluid. You've got your punch and your kick and then you've got a context sensitive button. You've got your finishing move, your air move, your ground move – which ever position you find yourself in there's always a cinematic move you can use to take out your enemies. It's also proximity sensitive, so if you finish one guy you'll automatically move onto the next so the whole thing looks great.

CUBE: As your reputation builds, will it become easier to scare people?

BOD: Yeah. Your reputation builds through out the game – you've got a little meter at the bottom [of the screen]. So all the set-pieces you do, all the fights that you have will build your reputation. The further the game progress and the better you do – the more you use the environment appropriately – then the game rewards that by giving you a reputation. Your reputation proceeds you; in the beginning of the game the guards talk about you like you're a ghost, an urban myth. It's great hearing that



paranoia amongst the guys and then there you are. It's very effective.

CUBE: Will the Batmobile be making an appearance?

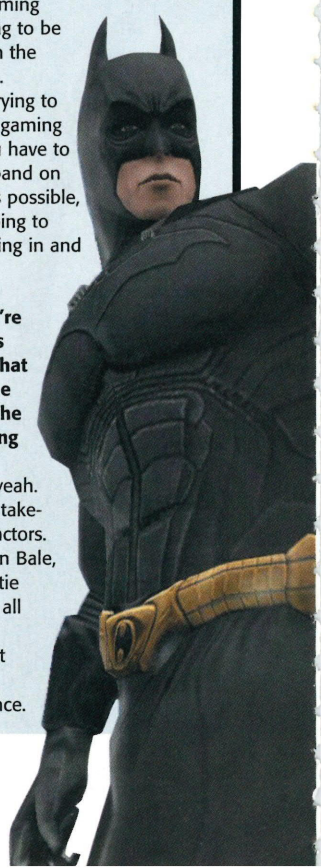
BOD: Absolutely. The Batmobile looks amazing – we had to use it in the game. It's almost like a tank. There are some great driving sequences through the city of Gotham; it's going to be amazing actually. In some games it feels like a tacked on element but a lot of time and effort has gone into it by Eurocom to make sure it's a really solid driving experience.

CUBE: Will many of the locations from the movie be making an appearance in the game?

BOD: Yes. The gaming experience is trying to be as in keeping with the movie as possible. Obviously we're trying to create a ten-hour gaming experience so you have to elaborate and expand on things as much as possible, but players are going to think they're dipping in and out of the movie.

CUBE: Since you're using the movie's set-pieces does that mean many of the characters from the film will be turning up too?

BOD: Of course, yeah. We've got a great take-up from the film actors. We've got Christian Bale, Michael Caine, Katie Holmes, – they're all giving voice performances so it really feels like a seamless experience.



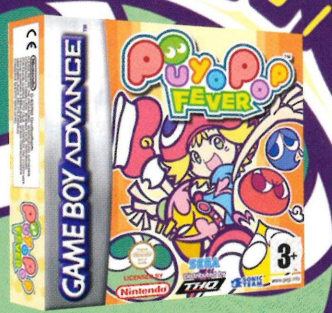
PUYO POP FEVER™

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









OUT NOW ON GAME BOY ADVANCE

SONIC TEAM

SEGA

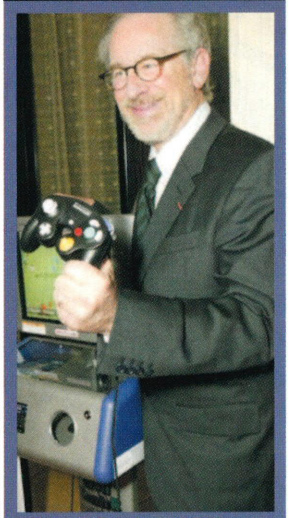
THQ

www.thq.co.uk

Available at ASDA

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ROUND-UP



THE COLOUR PURPLE

Nintendo recently honoured beardy Hollywood director and Lord of all things schmaltzy, Steven Spielberg, for his years of service with the Starlight Starbright foundation – a charity that "brightens the lives" of millions of seriously ill children worldwide. Spielberg was photographed standing by Nintendo's Fun Centre: a portable device that contains a GameCube and DVD player and can be taken to hospitals to entertain bedridden children. There are currently 4,000 Fun Centres in North America.

WORD PLAY

EA has pulled out the big guns with the latest instalment of its *Medal Of Honor* series, *European Assault*, with Hollywood writer/director, John Milius, to pen the script. "The *Medal Of Honor* franchise stakes its reputation on epic, cinematic action, and so does John Milius. It's a natural fit!" cooed executive producer, Dan Winters. Milius' credits include *Clear And Present Danger*, *Apocalypse Now* and *Conan The Barbarian* so we expect great things from the game... or at least a script that's vaguely historically accurate. Unlike the game's plot.

EURO VISION

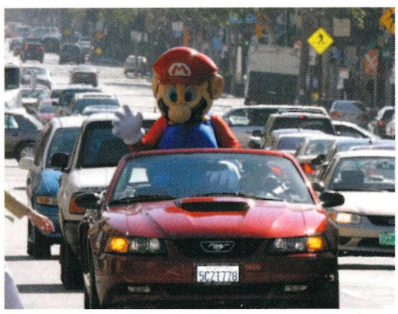
The European Game Developers Federation (EGDF), which represents the gaming communities in the UK, France, Germany, Denmark and the Netherlands, is appealing to governments to financially support the European games industry. "Productions appealing specifically to the European public or national audiences have existed for two decades but are now struggling because of increasing production costs, and global market consolidation," stated Fred Hasson, board member of EGDF. "If we want to maintain cultural specificity in videogames in Europe we need intervention of the sort applying to other creative audio visual sectors."

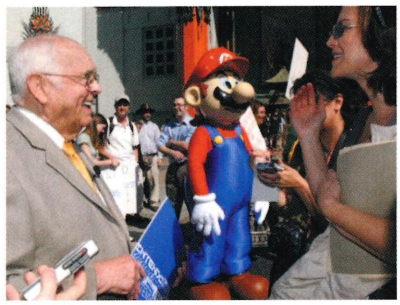
WALK THIS WAY

Mario gets stars in his eyes

NOT CONTENT WITH just collecting stars, Mario now wants one – a star on the Hollywood Walk Of Fame that is. First reported in Issue 44 (see World Of Nintendo), over 3,300 Mario fans worldwide signed the online petition asking, nay demanding, that the moustachioed one get a place on Hollywood's infamous walkway. "I spent my whole life chasing stars," said Mario, "and now my fans want to give me one? Woo-hoo!"

To hammer the point home Nintendo sent Mario himself to personally deliver the proposal to the Hollywood Chamber Of Commerce. Rolling up in a snazzy convertible Mustang with a crowd of picketers alongside him, Mario wobbled over to the honorary mayor, Johnny Grant, and handed over his proposal that requested the Hollywood Walk Of Fame include a videogame category. "Videogames are a huge part of the entertainment industry," commented George Harrison, Nintendo of



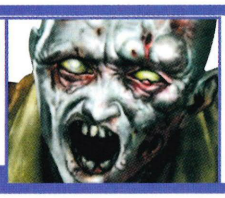


America's senior vice president of marketing and corporate communications. "Revenues from the videogame industry routinely equal or top revenues from the film industry's US box office. That's how big we are." Ooh, get you. What about Crash Bandicoot then? CUBE

Resident Evil series...

26 MILLION

...units sold worldwide



Mega Man series...

22,900,000

...units sold worldwide

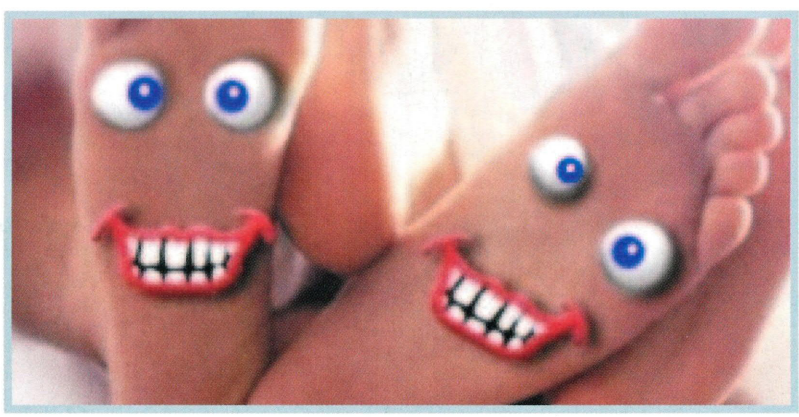
HAPPY FEET

Give them a low-down beat

MIDWAY HAS SNATCHED the rights to Warner Bros' upcoming movie, *Happy Feet*, starring Elijah Wood, Nicole Kidman and Hugh Jackman and directed by *Mad Max*'s George Miller.

Few details have been released at this point other than the comedy/adventure follows the tale of Mumble, an Emperor Penguin, and his parents Elvis and Norma Jean who live in the icy depths of Antarctica. Mumble is looking for his soul mate but has a slight problem – in order to attract a mate the penguins need to sing to them but Mumble is completely tone deaf. Can his gift for tap-dancing win the heart of his dream girl? Well, yes, otherwise it would be a sucky movie and game, but we'll play along. "We're very excited to bring consumers top quality interactive games to accompany the release of *Happy Feet*," commented David F Zucker, Midway president and chief executive officer. "This phenomenal licence will attract younger gamers and serve as one of the anchors in our new line of family friendly games."

Happy Feet is due out in conjunction with the film in November 2006, suggesting it will be a next-gen title. CUBE



"I SPENT MY LIFE CHASING STARS AND NOW MY FANS WANT TO GIVE ME ONE?"

PRICE ISN'T RIGHT

Activision forecast price increases

NOOOOOOOO! GAWD DAMMIT.
Activision has confirmed what we've all feared – that next-generation games will put us even further in the red thanks to a rise in production costs.

In an interview with Investors Business Daily, Activision's top cat Robert Kotik suggested that the company's next-gen videogames could cost anything up to $10 more (that's around 5 squid, the thieving bar stewards!), justifying the increase by saying: "We [Activision] haven't raised prices as an industry in 20 years. Look at the movie business as an analogy. You're not getting any more hours of entertainment – it's the same two hours of a motion picture – and yet you're spending twice as much as you did 10 years ago."

Fair point, but at least when we buy a game we don't need to fork out another £3 for a watered-down drink and £4 for a vat of stale popcorn. Or have to put up with pesky, screaming kids running all over the place. CUBE



CUBE MOST PLAYED

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



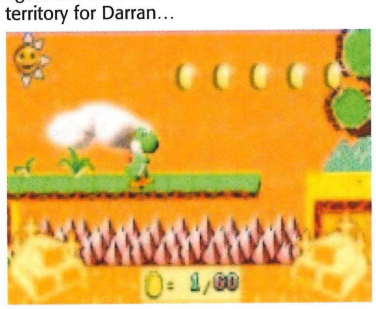
SPLINTER CELL: CHAOS THEORY

All month we thought we had a "ghost in the machine" as it appeared that *Splinter Cell* was playing itself. That was until Tim heard the faint growl of "Snoooorlax" coming from the shadowy depths of the games room. We did wonder where Ryan had got too.



PAC-PIX

Retro Man has been attempting to make us all jealous this month by loitering around our desks and saying rather loudly: "Look! I can draw Pac-Man and make him chase ghosts. You can't do that? Can you? CAN YOU?" Bless. He gets so excited. But then again the third-dimension is still uncharted territory for Darran…



YOSHI'S UNIVERSAL GRAVITATION

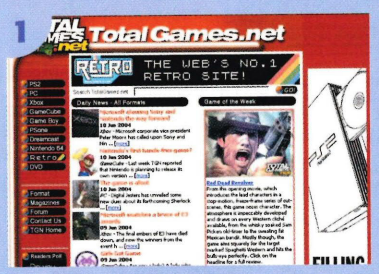
Liz has been making herself dizzy all month playing this topsy-turvy game. We did explain to her that she only had to turn the GBA and not the chair, but she'd have none of it. Blondes, eh? Actually, it looks fun. Hang on…*gets on chair* Wheeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee!

www.totalgames.net

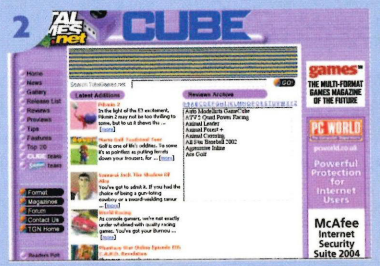
The place: the Net. The time: whenever. The mission: unfettered GameCube news, reviews, tips and gossip!

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

TOTAL GAMES .net

1 

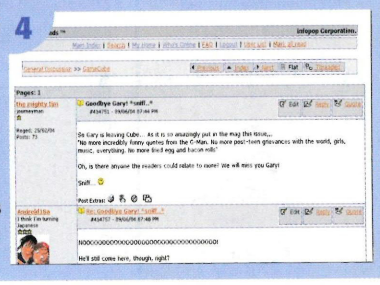
UP-TO-THE-MINUTE NEWS
Every day of the week our rabid news hound updates the GameCube stories that matter.

2 

CUBE, WITHOUT THE PAPER
Read back issues of CUBE without even having to go and buy them! We're too good to you…

3 

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

4 

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

FANTASTIC FOUR

GRIMMGER!



Michael Chiklis plays Ben Grimm AKA The Thing AKA the Sunburnt Turd in the movie on which this game is based. Also featuring in the movie are *Dark Angel*'s Jessica Alba, *Hornblower*'s Ioan Gruffudd and Chris Evans. No, not that Chris Evans. How crap would that be?

ANTICIPATION ★★★

UK RELEASE LIST

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

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	★★★
Zatchbell	Beat-'em-up	Bandai Games	August 2005	★★
Geist	Action/Adventure	Nintendo	Q2 2005	★★★★
The Incredible Hulk: Ultimate Destruction	Action/Adventure	Vivendi	Q2 2005	★★★
Spartan: Total Warrior	Action/Adventure	Sega	September 2005	★★★★
Scooby Doo Unmasked!	Adventure	THQ	September 2005	★★
Midway Arcade Treasures 3	Racing	Midway	Q3 2005	★★★
The Chronicles Of Narnia: TLTWATW	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	★★★
Medal Of Honor: European Assault	FPS	EA	TBC 2005	★★★★
The Movies	Life simulation	Activision	TBC 2005	★★★★

SPARTAN: TOTAL WARRIOR

SPARTAN MARTIN



Not sure if Sega knows this but "Spartan" means frugal, plain, simple. *Frugal: Total Warrior*! Doesn't have the same ring to it really. Never mind. Bar the rather silly title, *Spartan* looks set to be an epic adventure for the more blood-thirsty amongst you.

ANTICIPATION ★★★★

ZATCHBALL

DON'T ZATCH, CATCH

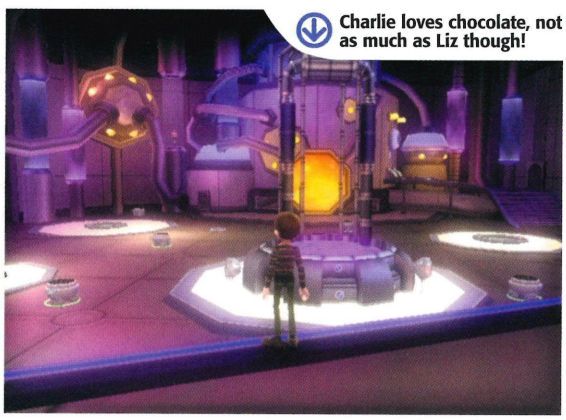


According to the press release the Mamodo need "human partners" to use their spell books. Now that's possibly the worst pick-up line we've ever heard. Play as one of your favourite Mamodo characters from the TV show... assuming you have one.

ANTICIPATION ★★



Hulk smash! Hulk gurn! Hulk not very good!



Charlie loves chocolate, not as much as Liz though!

THE CHRONICLES OF NARNIA: TLTWATW

BAD ACRONYMS!



Forget about coming out of the closet kids, stay inside and you might just stumble upon a magical world of ice and snow. However, if you discover some peas and a box of McCain's Microchips in there then you've stumbled into the freezer and there's nothing magical about that.

ANTICIPATION ★★★

SOUND BYTE

"I'VE LEVELLED UP. I'VE ACTUALLY LEVELLED UP!"

Hairy Retro Monkey Darran off GamesTM astonished at 'new' gaming developments.

SLIP-O-METER

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

PENNANT CHASE BASEBALL

Has slipped up in the last innings and finds itself put back to second base – or June in other words. You really care, don't you?



SLIPPED!

GEIST

Slip-o-meter regular Geist has now slipped until June for its NTSC release which means we'll never get it. EVER! Or until Q2...



SLIPPED!

RAINBOW SIX 3: LOCKDOWN

According to the Chandyman who's got his gaming ear to the gaming ground, this isn't coming out until October.



SLIPPED!

IMPORTANT DATES...

To quote Dr Kong: "What!?" Now *Geist* has slipped into the ether only one game is coming out in Japan this May! Those poor people, having nothing to play... except the brilliant *Bomberman* of course.

JAP RELEASE DATES

BOMBERMAN DS	HUDSON	26 MAY

US RELEASE DATES

NINTENDO PENNANT CHASE BASEBALL	NINTENDO	4 MAY
DONKEY KONGA 2	NINTENDO	9 MAY
ANIMANIACS: THE GREAT EDGAR HUNT	CONSPIRACY	15 MAY
INTERNATIONAL GOLF AND TENNIS	IGNITION ENT	15 MAY
MADAGASCAR	ACTIVISION	24 MAY



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

It seems the added POWER to *Mario Power Tennis* convinced a nation to buy the game as its rocked to the number one spot, with Mario's double-dashing tomfoolery screeching into third place despite the fact the game is older than Jim Davidson's gags. What baffles us though is how the Lyrical Miracle Bad Boy MC Harvey managed to persuade you lot to buy *FIFA Street*. Did you not read the review?

UK CHART

ChartTrack

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

1 NEW



MARIO POWER TENNIS

PUBLISHER: Nintendo
CUBE RATING: 8.5
It's gettin', it's gettin', it's gettin' kinda hectic.

2 NEW



FIFA STREET

PUBLISHER: EA GAMES
CUBE RATING: 4.1
Look, we gave it 4.1! It's a rubbish game. Youse suck!

3 ▲



MARIO KART: DD!!

PUBLISHER: Nintendo
CUBE RATING: 9.4
Not a bad wee racer if you like that sort of thing.

4 ▲



METROID PRIME 2

PUBLISHER: Nintendo
CUBE RATING: 9.6
A good shooter, if you like that kind of game.

5 ▼



DK: JUNGLE BEAT

PUBLISHER: Nintendo
CUBE RATING: 8.0
The best bongo platformer ever!

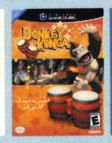
6 ▼



LEGEND OF ZELDA: FSA

PUBLISHER: Nintendo
CUBE RATING: 7.8
Good GBA connectivity if you like extra peripherals.

7 ▼



DONKEY KONGA

PUBLISHER: Nintendo
CUBE RATING: 9.0
You like bemani? Then you might like this.

8 ▼



THE INCREDIBLES

PUBLISHER: THQ
CUBE RATING: 6.0
If you like Pixar films you might want to check this out.

9 ▼



THE SPONGEBOB MOVIE

PUBLISHER: THQ
CUBE RATING: 7.0
If you like sponges and starfish... it's just a game.

10 ▲



PAPER MARIO: TTYD

PUBLISHER: Nintendo
CUBE RATING: 9.0
Mario is Mario, of course if you like Mario...

ON A SHOE-STRING



Budget Sonic games still making the rounds

1	SONIC ADVENTURE 2: BATTLE
2	SONIC MEGA COLLECTION
3	SONIC HEROES
4	THE LEGEND OF ZELDA: WIND WAKER
5	SUPER MARIO SUNSHINE
6	MARIO PARTY 5
7	THE SIMS: BUSTIN' OUT
8	THE SIMPSONS: HIT & RUN
9	SHREK 2
10	WARIO WARE INC: MEGA PARTY GAME$

GCN GAMECUBE NEWS

FINAL THOUGHT

AD BREAK

A LITTLE PIECE of our hearts died this month with all the talk of in-game advertising. Already we're having to endure tortuous amounts of product placement in films and TV is no better as programmes fast become the "pesky things" schedulers have to wedge in between ad breaks. Gah! Enough already! We don't want "authentic gameplay" if that means having to sit through countless hours of not-so-subtle advertising, lingering product shots and tacky jingles. When we play games we want to escape into a fantasy world, and nowhere in that dream place do the words McDonalds, Nokia or Coca-Cola appear. Mmmm, suddenly we're in the mood for some burgers and possibly a nice fizzy beverage to wash it down with. Miles, pass over your phone... CUBE



WWE

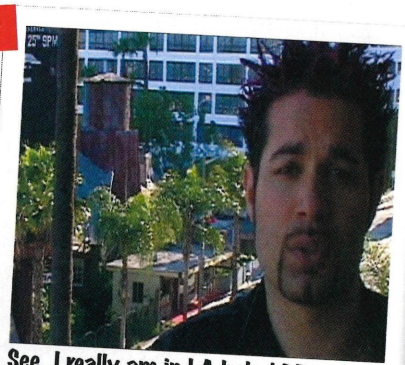
CUBE 'does' the WWE for an entire week!

CHANDRA RECENTLY SPENT a week in LA in the lead up to this year's highly anticipated Wrestlemania 21 event. What follows is an account of everything that happened over those seven days: the Superstar Challenge, the Hall Of Fame inductions, the *WWE Day Of Reckoning 2* presentation and finally, the big event itself.

COUNTDOWN TO WRESTLEMANIA: T MINUS 4 DAYS

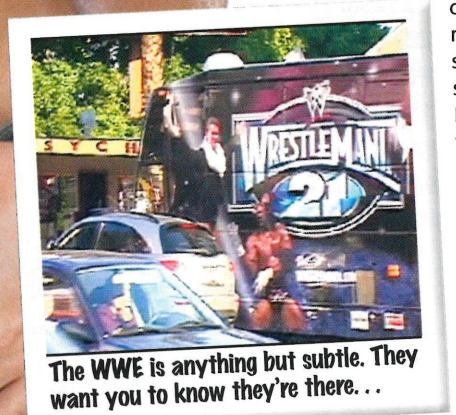
ARRIVING IN STYLE

We've been bringing you this magazine for 45 issues now... that's three and a half years of GameCube goodness, and in all that time we've never really revealed what happens behind the scenes. We travel all over the world to see the latest and greatest gaming experiences, but you the reader only get to experience a fraction of what we do. In what will almost certainly be a one-off, we've decided to turn this feature into something a little more. We could have just written about the purpose of our visit to the west coast (first play with *WWE Day Of Reckoning 2*), but instead we're going to tell you about the entire trip. It's an opportunity for you to get an insight into what goes into bringing you the big features. We hope you enjoy it...



See, I really am in LA baby! Man, I look tired. Hey, I was working hard...

It's a 12-hour flight to LAX, LA's only international airport. That's an awfully long time to be sat in a chair. Virgin Atlantic's 50-film entertainment system and seriously well-toned air hostesses succeed in taking the edge off the journey though, and a few fantasies later we've magically arrived in the land of opportunity. After the events of 9/11 security is tighter than ever before. They don't like us Brits much. They don't like journalists either. They especially don't like British journalists who are carrying camera gear and cases shaped like rocket launchers. To cut a long story short they don't like me, but the situation takes a u-turn when the Passport Control Officer mistakes me for someone else... "Hey, I have to admit, I can't remember your name sir but my youngest daughter is a massive fan of yours! You wouldn't believe who we get coming through here... just last week I was stamping the passports of that Lionel Richie guy. Now he's got a voice, he's got



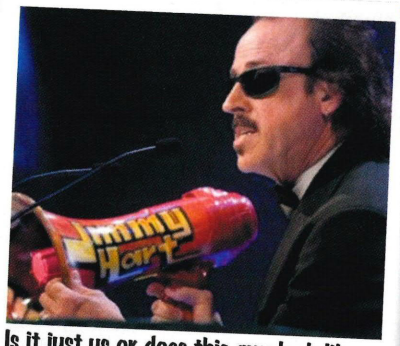
The WWE is anything but subtle. They want you to know they're there...

DIARY

soul!" It's at this point that I shock myself with my acting skills, cruising through security and scanning like the rock star I obviously am. Must be the hair I guess [Craig David more like – the rest of the team].

Outside the airport our driver makes the mistake of offering to help with my bags. It may have been the fact that the camera tripod weighs 25kg... then again I did have a lot of hair products in my suitcase... either way, his over-zealous porter instincts resulted in him putting his back out and he'll probably sue. Ho hum.

Despite being only 12 miles drive from the airport the freeway traffic means it takes a good hour to get to our place of temporary residence, the Hyatt West Hollywood Hotel, located on Sunset Boulevard no less! Yes, that's right, when we go on press trips we tend to get put up in lovely hotels with roof-top swimming pools, in-house nightclubs and most importantly, mini-bars. Hey, it's a hard life. We have to give up a week of our lives, and for the most part of that week we'll have nothing work-related to do, so it seems only fair that we should be treated to recreational luxuries. And the recreation starts here. It's Wednesday evening and tonight is all about chilling out and settling in. Tomorrow the wrestling mania begins...



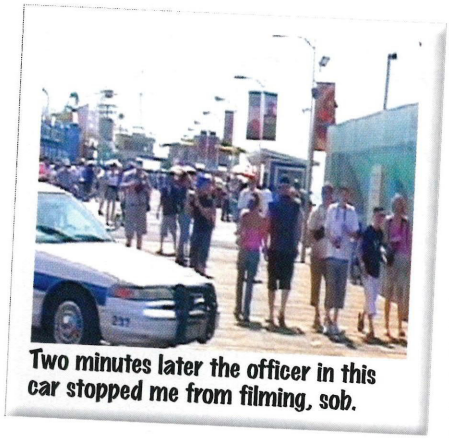
Is it just us or does this guy look like a penguin? Not that we would tell him.

COUNTDOWN TO WRESTLEMANIA: T MINUS 3 DAYS

WWE HALL OF FAME

Now the real work begins. The first event of the week is the WWE Hall Of Fame, a ceremony where a number of deserving wrestlers will be inducted into the legendary Hall Of Fame. It doesn't kick off until 7pm, but it's taken me all day to get the camera equipment sorted out... well okay, maybe I did a bit of sightseeing first... oh, and yeah, I sat by the pool for a while... oh, and I had to go and get myself an iPod Shuffle on the cheap... but boy am I tired now. This really is hard work!

Tonight's event will take place at the Universal Amphitheatre, nestled smack-bang in the heart of Universal Studios. It's easily impressive enough to induct the 'Class Of 2005.' Timeless stars Hulk Hogan, Nikolai Volkoff, Jimmy Hart, Bob Orton, Paul Orndorff, The Iron Sheik and "Rowdy" Roddy Piper will join legends such as Andre The Giant and Big John Studd. Everyone whose anyone in the wrestling world is here, but rather than strutting around in spandex, an all-star cast including John Cena, "Stone Cold" Steve Austin and Triple H are suited, booted and in awe of their peers. The highlight of the evening had to be WWE and Hollywood superstar Hulk Hogan being inducted by none other than Sylvester Stallone.



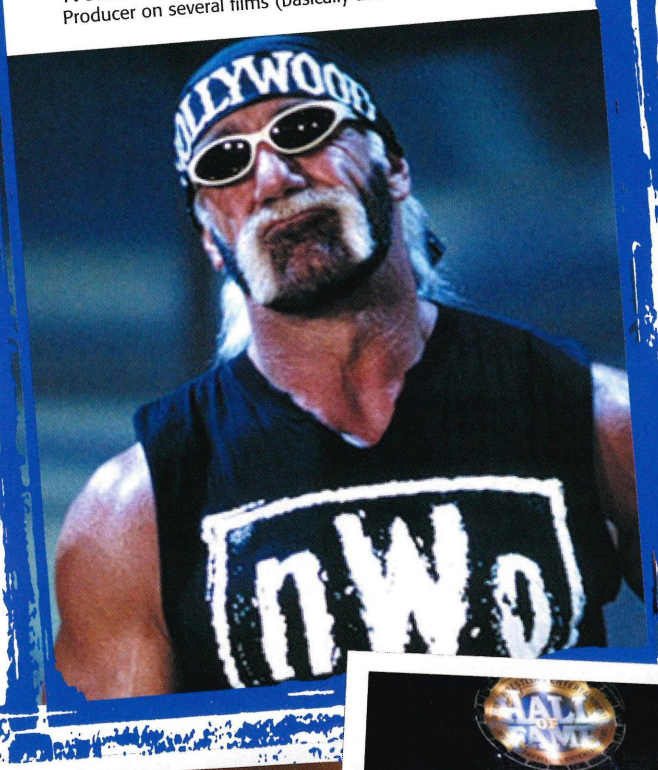
Two minutes later the officer in this car stopped me from filming, sob.

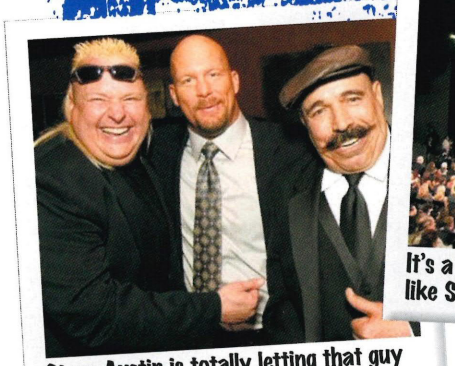
WHO ARE YOU THEN?

It's all in the mullet...

Born in 1953 in Georgia, USA, Hulk Hogan is without a doubt the most recognized wrestler in the business' history, and was instrumental in propelling the WWE (then WWF) into the big-time. He's often told stories of how his life changed dramatically throughout the Eighties, which started out with him sleeping in his banger of a car and ended up with him as a universally loved Hollywood film star.

As well as holding the WWE Championship belt for four years (a feat that no one has come close to since) Hogan headlined eight of the first nine Wrestlemanias, after which he left, joined the WCW and won the WCW Championship six times. He then returned to the WWE before starring in films such as *Rocky III*, *Spy Hard* and *Muppets From Space* and the TV series *Thunder In Paradise*. He's even credited as Executive Producer on several films (basically this means he's loaded)!





Steve Austin is totally letting that guy touch him up. The things they get up to.



It's a big deal this Hall Of Fame. Kinda like Stars In Their Eyes... but bigger.

COUNTDOWN TO WRESTLEMANIA: T MINUS 2 DAYS

WWE SUPERSTAR CHALLENGE

Out of all the events that the week's itinerary holds, this is easily the one that I'm most looking forward to. Organised by THQ (the publisher behind the WWE games), the WWE Superstar Challenge is where a load of WWE superstars get together and battle it out on one of the WWE videogames before making themselves available for interviews. Translation: I get to square up to sexy divas who could potentially fall irretrievably in love with me, and hulking monstrosities of men who could knock me out with one cold, stark stare. The sweet and the sour – the best of both worlds. As if that wasn't enough to satisfy the romantic adventurer in me, rumour has it that John Cena will be performing on stage. When we say performing, we mean battle rapping!

Tonight's challenge will take on the form of a knockout tournament on the Xbox's newly released *WWE Wrestlemania 21*. Among the wrestlers taking part are Stacey, Trish, Miss Jackie, Randy Orton Jr, Benjamin Shelton, Eugene, Big Show, Batista and John Cena. It's a little bit surreal watching The Coach introduce the wrestlers, who walk on wearing shirts and jeans while performing their signature taunts. You fully expect them to rip their tops off and launch into a mass brawl. They probably had them tanked up on Thorazine or something. You can see all of this on next month's DVD, because unlike the Hall Of Fame we're allowed to film tonight's events.

The idea is that once a wrestler has been defeated they come up the stairs (menacingly one would hope) and hang out at the free bar. I've set up my camera right at the top of the stairs in



Either Eugene is mentally impaired or he's a damned good actor...

IN THE CUBE WITH... Stacey Keibler

CUBE: There are so many people out who really look up to you and would love to do what you do. What advice would you give to anyone hoping to get into professional wrestling?

SK: You know honestly, I would just hope that those people get an education and stay in school, and after that if this is what they really want then they can look into wrestling schools in their area, work out and pray. It's a tough business and you have to be ready to give up everything: their family, their friends and their life, and if you can do that then good luck to you.



CUBE: How much training do you do? How much work do you put into this thing?

SK: I work out as much as I can. If I can work out four days in a week then I will, but if I can only work out on one day then that's it, and I do cardio and some weight training, and that's about it.

IN THE CUBE WITH... Big Show

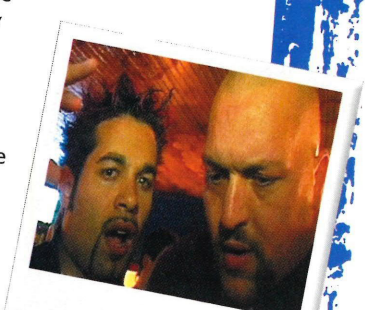
CUBE: This fight with Akebono... how did it all come about?

BS: I met Akebono in Japan, he's a legend over there. We met, and people were buzzing and talking. There was a challenge issued by Akebono for a match, and I stepped in and said "any kind of match you want". He offered a sumo match at Wrestlemania, I accepted and that's how we got into it. I have zero sumo experience so it should be a lot of fun.

CUBE: Some people might say that sumo is just for fat people. He's really fat and you're a giant. Surely you'll be at a bit of a disadvantage?

BS: Well anybody who says that sumo is for fat people is a dumbass. Sumos are strong in the legs, they're strong in the upper body and it's all about balance, grace and technique. Any person that says something like that is talking out of their ass! This guy is like a God in Japan, he's like Michael Jordan. It's like me stepping in the ring with George Foreman, or playing Jordan in a one-on-one. I don't know how I'm going to do but I'm honoured to be there in the ring with him.

"You calling me fat!? Anybody who says that is talking out of their ass!"

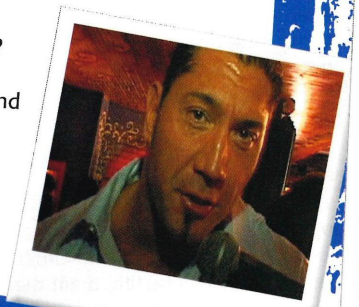


IN THE CUBE WITH
Batista

CUBE: It's the big one on Sunday. Is there anyone in particular who you you have no respect for at the moment?
B: I wouldn't say I'm disrespecting anyone, but I've got some harsh feelings for Evolution right now. The prediction is that I'll walk away the World Heavyweight Champion.

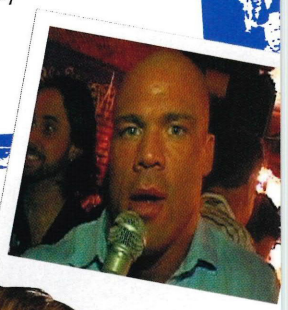
CUBE: Let's talk about your Leviathan days for a second. There's definitely still a fan-base for Leviathan. Which character do you prefer?
B: There's no comparison. Leviathan was a character. I'm what you see, this is me. There are fans who want the character back but it really wasn't me. The character I'm portraying on TV now, it's really just me. I think the crowd is really relating to that too.

CUBE: Have you got any advice for people who want to do what you do?
B: I would always suggest that when people are young they go to school and finish that first. I fell into it by chance and I got a lot of lucky breaks. I met the right people and I was just lucky, so it's hard for me to give advice. For the kids I would suggest finishing school first.



IN THE CUBE WITH
Kurt Angle

CUBE: Wrestlemania, it's the big one: have you got any predictions for Sunday?
KA: Only one, my match. I'm wrestling the greatest wrestler in the history of the WWE, Shaun Michaels. A lot of my peers and a lot of the other wrestlers will consider Shaun Michaels and myself to be the best wrestlers in the business so when I beat him on Sunday I'll be considered the best wrestler in history. And I've only been doing it for five years. I'm going to prove to everybody that I am the very best.





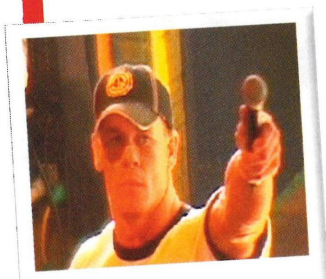
I suggest a new strategy, R2. Let the wookie win. Miles wrote this, sheesh.

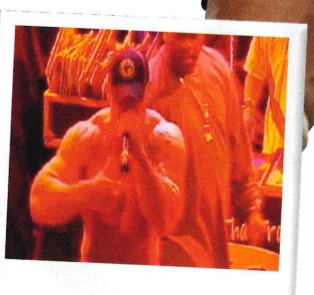
such a way that none of the US press can get ahead of me and the wrestlers have to practically walk over me to get past. I'm taking a risk, sure, but it's my job and if I get a black eye for my efforts then so be it. I is representin' CUBE and the UK and that counts for a lot in my (admittedly overblown) opinion. Luckily for me my cheekiness pays off. Not only do I get prime access to my pick of the talent, but I also get to piss them off, meaning the next journalist in the queue has a tough time of it. Genius. The only downside is that I'm a good ten metres away from the bar. Ooops, how could I forget... I'm working so I couldn't possibly be thinking about the bar at an important time like this. I did miss some of the wrestlers, purely because of the fact that some walked past while I was in the middle of another interview. I think you'll agree though, the likes of Stacey, Batista, Big Show and Kurt Angle are good enough, and you can read what they had to say on these very pages. My biggest regret is that we didn't get to talk to John Cena, the reason being that as soon as he was defeated (by Benjamin Shelton, the champion of the evening) he was whisked away to prepare for his debut hip-hop performance.

Cena came on stage with his crew and did his thing for 20 minutes before he was succeeded by the headline act of the evening, Unwritten Law. What do you mean you've never heard of them!? They're big in the US apparently. All-in-all an amazing evening though.

CENA TAKES CENTRE STAGE
You Can See Me!

It was Cena's first public performance and to be honest it showed. Don't get us wrong, he looked good on stage and the crowd screamed at his every word, but his crew outshone him. After a few songs he settled in, just in time for *Word Life*. Before the song started Cena ripped his top off, and a moment of a sheer comedy genius ensued. We managed to get a bit of it on camera. Cena threw his shirt into the crowd and instead of audience members giving in to the fact that they didn't get to catch it, a mini brawl kicked off! We kid you not, a full 20 minutes after the shirt landed 10 people were still holding on for dear life, white knuckles and all. Funnier still was that fact that there were people holding onto the people holding onto the shirt. Eventually security had to airlift them out and separate the horde by way of a controlled explosion. What would Arnie say...





COUNTDOWN TO WRESTLEMANIA: T MINUS 1 DAY

WWE: DAY OF RECKONING 2

One day to go until Wrestlemania 21, and it's probably about time I fulfilled the purpose of my 6,000-mile journey. The presentation takes place in one of our hotel's conference rooms (which is a good job considering last night's free bar), and after a brief Powerpoint sequence it's straight onto playing the game.

Last year's game was good but by no means perfect and Yukes (the Japanese team behind both last year's and this year's games) has gone to great lengths to scour the forums and improve on everything that the fans weren't happy with. What's immediately noticeable is the quality of the graphics. Part of the presentation put the two games next to each other, and the level of detail on the new wrestlers is very impressive. The facial modelling and expressions are scarily realistic, and Yukes' claims that the game as a whole has seen a 25-30 per cent increase in polygon count seem justified. The result is a game that looks even better than the Xbox's *Wrestlemania 21*. The crowds are now fully 3D (as opposed to last years sprites), and the textures and particle effects have been improved.

It seems that certain third-party teams are really getting to grips with the GameCube hardware and are tapping into a power that few thought was there. Yukes has had the advantage of working with the hardware before of course, and this advantage has led to more than just graphical improvements. The team can now take everything they wanted to do before (but didn't have time to) and put it in this game. As you can tell by the name, *Day Of Reckoning 2* is a sequel in every sense, and believe it or not this is the first time there has been a direct sequel to a wrestling game. In terms of gameplay this has seen the team enhancing and expanding on the original engine. The biggest improvement comes with the removal of button bashing altogether. When it comes to submissions each character will have an option of four moves, courtesy of the C-stick. You can choose to either sap your opponent's health, drain their stamina or to build up your health and build up your stamina. It's all down to how strong a position you think you're in and where your opponent's strengths lie. The outcome is down to a calculated computer decision rather than how fast you can bash the buttons.

In terms of game modes, everything you'd ever want is in there. Here's a quick rundown of every options I saw, and it's a pretty definitive list I think you'll agree:

CUBE

INFORMATION

VIEWTIFUL JOE 2	
PUBLISHER:	THQ
DEVELOPER:	YUKES
ORIGIN:	JAPAN
GENRE:	BEAT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

SEPT '05 | Q4 '05 | SEPT '05

PREVIOUS

FROM THE MAKERS OF...

WWE: DAY OF RECKONGING

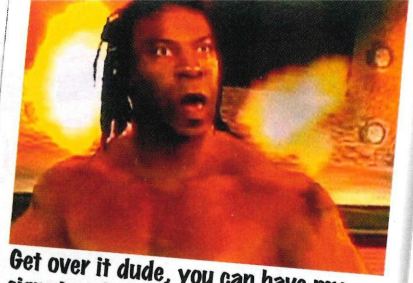
■ A perfectly playable wrestling game, and a strong start for Yukes on GameCube.



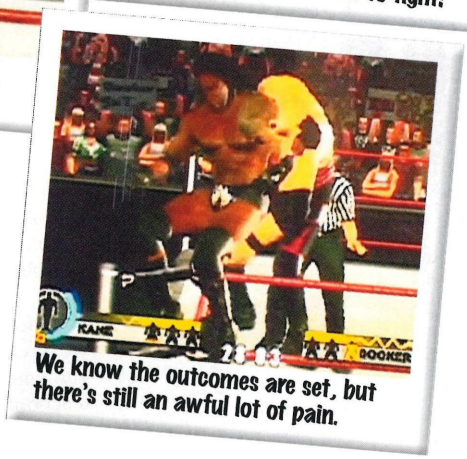
TOTALGAMES.NET RATING: 91



Booker T shows Kane the way... straight to painsville, CA.



Get over it dude, you can have my signature later. You're here to fight!



We know the outcomes are set, but there's still an awful lot of pain.



Booker T has totally just spotted me in the crowd. Hey, you can't blame him.



The C-Stick submission now replaces the button bashing from last year



That sheet doesn't make you any more scary mate. Take it off eh?

WWE DAY OF RECKONING 2

IN THE CUBE WITH

Matt Greig, Creative Manager - THQ

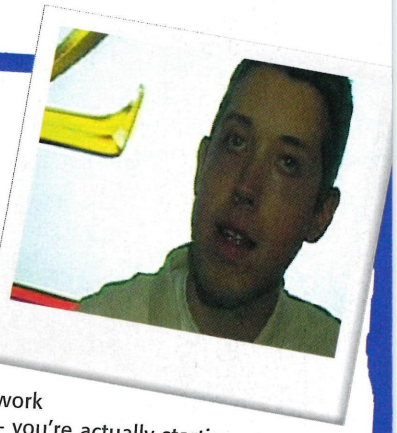
CUBE: What is it that makes *WWE Day Of Reckoning 2* so different from other WWE games?

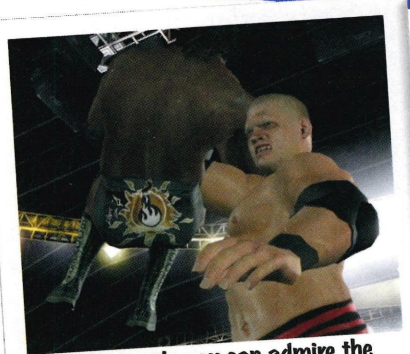
MG: In terms of graphics we've done a lot to increase the realism in the game. Surprisingly, when we did fan feedback for *Day Of Reckoning* that fans really wanted a more realistic visual style. We went to great lengths to bump up the poly count, we've managed to increase it by 30 per cent which has allowed us to do a lot more with the motion and the players faces, which is where most of those polys went. We've also improved the textures on the superstars. The entrances for the superstars are another area where we've tried to bring it closer to the programming. *Day Of Reckoning* had some fairly interesting sequences but for the most part you were a little bit far back and the cameras weren't really close, and you couldn't really get a lot of emotion from the superstars. This year we've really focused on making the superstars emotional and making the fans react to what they see when they come into the ring.

The overall presentation has also been improved. We've now got a full 3D crowd for the first time as opposed to just a bitmap in the background. If you do a great move you'll hear them. On the visual side at least these are the big things that we've focused on this year.

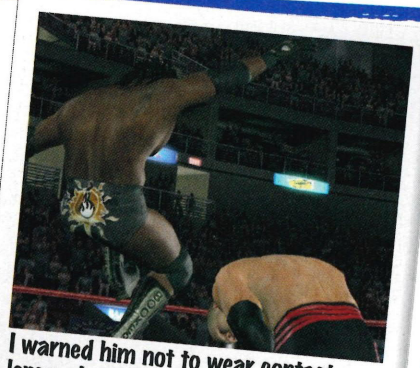
CUBE: Being a sequel, what has this meant in terms of development?

MG: It's given us new ways of approaching the game, especially the story. Instead of starting from scratch, which is what we usually do on each title – you usually start as a rookie wrestler and work your way up – you're actually starting as the champion. *Day Of Reckoning* ended with you as the champion, so now we're acting out what happens to you as the champion throughout the next WWE year. Does he maintain his belt, does he go on to greater conquests, what are his trials and tribulations... those are the stories we're trying to tell with the sequel.





From this angle you can admire the stitchwork on Booker T's pants.

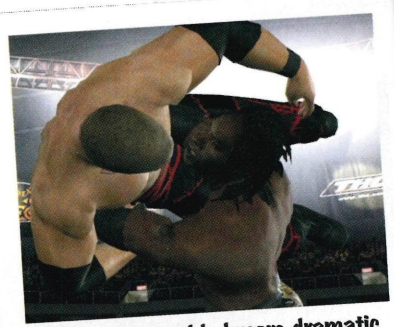


I warned him not to wear contact lenses, I really did...

Option 1: Exhibition, Story, Shopzone, Tutorial, Create A Superstar.
Option 2: Single, Tag Team, Triple Threat, Fatal 4-Way, Handicap, Royal Rumble.
Option 3: Normal, Hardcore, Ladder, TLC, Steel Cage, Hell In A Cell, Bra & Panties, Ironman.
Option 4: Raw, Smackdown!, Summerslam, Unforgiven, No Mercy, Survivor Series, Armageddon, Royal Rumble, No Way Out, Wrestlemania.

Naturally everyone from *Raw* and *Smackdown!* is in there as well new legend additions in the form of Hulk Hogan, The Ultimate Warrior and Mankind.

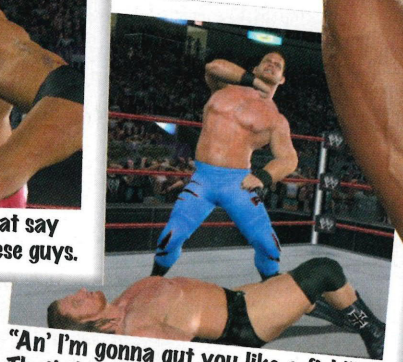
From the hour-long playtest I was treated to it's obvious that the game will deliver all the thrills and spills of the last game with an improved control system, more realistic character differentiations and a definitive game mode listing. If you fancy watching the game in action, including the fantastic new intros for Booker T and Kane, check back with us next month for the *Wrestlemania 21* Special Edition DVD. It's awesome. Wooo!



The team has added more dramatic camera work to the proceedings.



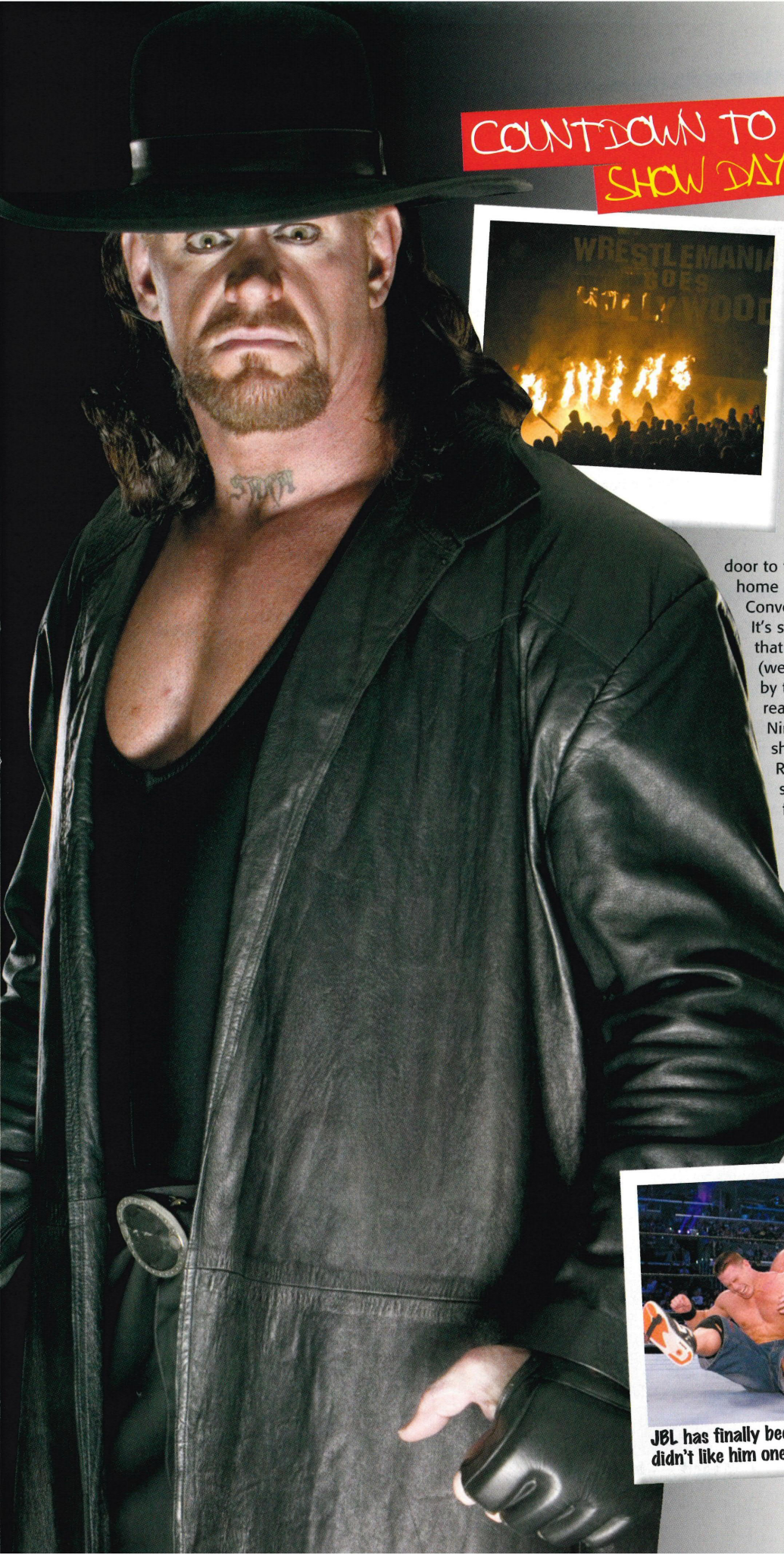
"I pinch you in the chin sir! What say you?" Damned considerate, these guys.



"An' I'm gonna gut you like a fish!" That's how his voice should sound.



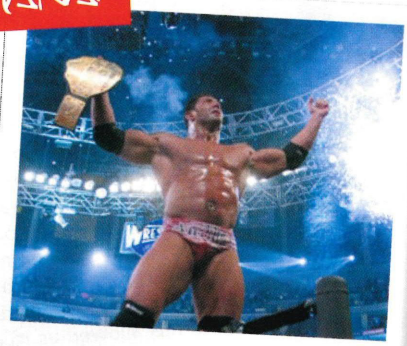
COUNTDOWN TO WRESTLEMANIA: SHOW DAY



THE BIG SHOW!

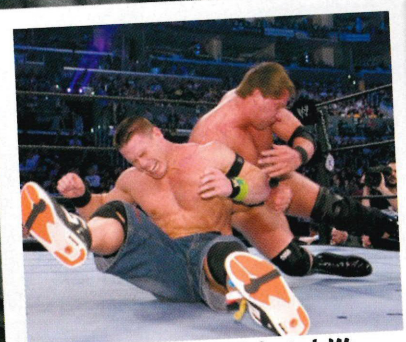
The date: Sunday 3 April. The time: 4pm. The venue: Staples Center, Downtown LA. Yup, this is the big one. Wrestlemania happens but once a year and this year it's all kicking off at the Staples Center, home to the Lakers and right next door to the current home of E3, the LA Convention Center. It's strange to think that in six weeks (well, two weeks by the time you read this) Nintendo will be showcasing Revolution only a stone's throw from where I'll be seated tonight. Anyway, onto more important things like why there's only one bottle of champagne in the stretched Hummer that's come to pick us up. It simply won't do and the only way around the problem is to sit in the corner and hope nobody sees me... a devious trick, which I pull off quite well, until the driver tells the Head of US PR for THQ that there's a bottle of bubbly in the back if anyone wants some. "Champagne? Really? Behind me you say? Oh, this thing? Nah, it was empty when we got in." Silly Americans, they'll never catch on.

We arrive to find that we've been given our own suite, which looks down onto the ring. For some reason the lights aren't working though and the six tables' worth of finger buffet





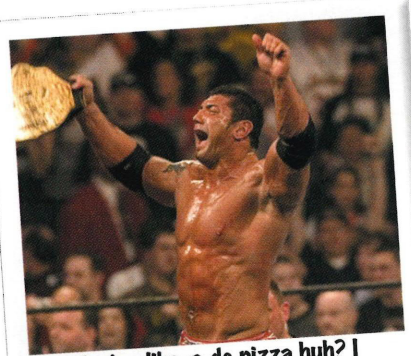
Cena! Cena! CEEEEEENNNAAAA! He's the new champion if you didn't guess.



JBL has finally been defeated. We didn't like him one bit.



Chandra makes his traditional low key entrance to a PR event.



You don'-a like-a de pizza huh? I wanna my mama!

could well be dog turd for all I can see. Hmmm... it tastes of chicken, but then doesn't everything? Oh well, I'm living life on the edge!

The event soon begins and the first match is Rey Mysterio vs Eddie Guerro. The two Latinos are Tag Team Champions and close friends but there's been a bit of friction between the two recently so this seems like the only way to settle their differences. I was expecting something quite special, what with the two superstars being renowned for their athletic ability and outrageous performances, but there was very little in the way of impressive mid-air strikes.

Next up was the Money In The Bank, Six-Way Ladder Match. Six superstars have to battle out and climb a ladder to the case of money suspended in the centre. Never have I seen quite so much pain inflicted in the space of 15 minutes. Despite running up one ladder and up the second ladder (which it was jammed against) before clotheslining Jerico into next week, Benjamin Shelton had to be carried off by two referees after sustaining serious damage. Edge got knocked out cold early on, but this worked to his advantage as the other fighters forgot about him, leaving him to claim victory after the other five had practically killed themselves.

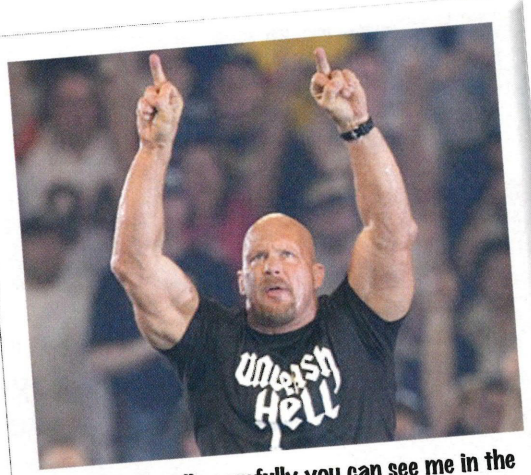
The Trisha Vs Christie Hemme match was somewhat downplayed and it seemed to be over within a few minutes. Strange considering the storyline that accompanied it: Christie took part in a nude photoshoot for Playboy a few months back, which Trisha took great offence, to labelling her a slut. The ladies thought it best to fight it out and Trisha ended up pinning Christie and spray painting 'slut' on her back. Tonight's match was the culmination of all those months of bad feeling, and although there was some serious smackdown laid, it was a bit uneventful. Another lowlight came in the form of Big Show Vs Akebono, a sumo style match where, after two minutes, Akebono threw Big Show out of the ring. Erm... right, okay.

The three major events of the evening had to be Taker vs Orton, Batista vs Triple H and Cena vs JBL.



Shelton is taking his skidiving lessons quite seriously it seems. There's a time and a place...

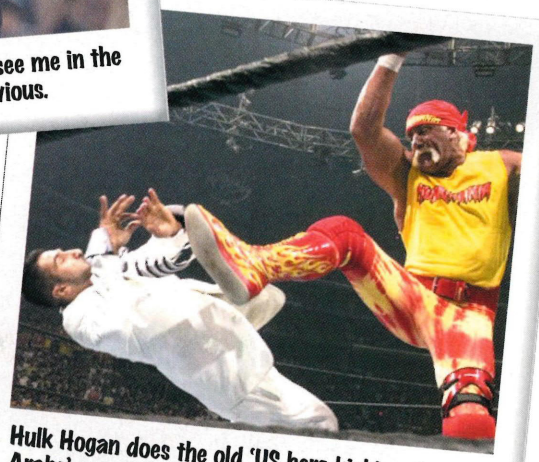
Taker is the man as far as I'm concerned. There's a reason why he's on the front cover and that's because he's got a perfect Wrestlemania record. 12 wins in a row, and tonight it's a case of legend vs legend killer. As much as I like Orton, the fact that he brought his dad into the ring to psych out Taker makes him a whiney girl in my book. Never mind, after a gruelling fight Taker came through with a Tombstone finish. Event of the evening had to be John Cena taking the championship belt from JBL. There's something inherently wrong about JBL. I think it's the fact that he models himself on the untouchable Texan mayor image, and to me that says George Bush! So there you have it: a week in the life of a games journalist. Be sure to check back with us next month for the DVD.



If you look really carefully you can see me in the crowd. When it's pointed out it's obvious.



Look, I can see Chandra Nair up there. No, it really is him!



Hulk Hogan does the old 'US hero kicking the Arabs' arses' trick. Dear Lord...

NEXT MONTH!

SPECIAL EDITION WWE DIARY DVD

This entire trip has been caught on camera, so if you want to see CUBE in LA, the Superstar Challenge, Cena battle rapping, rabid Americans fighting over a T-shirt and *Day Of Reckoning 2* in-game footage, check back with us next issue for a very special DVD!

PREVIEWS

WHAT'S ON SHOW

Your definitive E3 GC listing!

NINTENDO
Advance Wars: Under Fire
Donkey Konga Vol 3
Fire Emblem
Geist
Kirby Adventure
Legend Of Zelda
Mario Baseball
Mario Kart Grand Prix
Odama
Pennant Chase Baseball
Pokémon XD

UBISOFT
187 Ride Or Die
Ghost Recon 4
King Kong
Prince Of Persia 4
Rainbow Six Lockdown
Splinter Cell 4

EA
Batman Begins
From Russia With Love
Harry Potter And The GOF
Madden 2006
Marvel Nemesis
MOH: European Assault
NFS Underground 3
SSX 4
Tiger Woods 2006
Urbz Next

CAPCOM
Killer 7
Mega Man X Collection
Viewtiful Joe: VFX Battle

TAKE TWO
Charlie And The Chocolate Factory

SEGA
Shadow The Hedgehog
Spartan: Total Warrior

NAMCO
Pac-Man World 3
Soul Calibur III

CHUNSOFT
Homeland

ACTIVISION
Fantastic Four
Madagascar
The Movies

VIVENDI
Hulk: Ultimate Destruction
Starcraft: GHOST

THQ
SpongeBob SquarePants
Tak 3
The Incredibles 2
WWE Day Of Reckoning 2

KONAMI
Dance Dance Revolution
Frogger: Helmet Havox



COUNTDOWN TO CHAOS

The most exciting videogame event of the past ten years

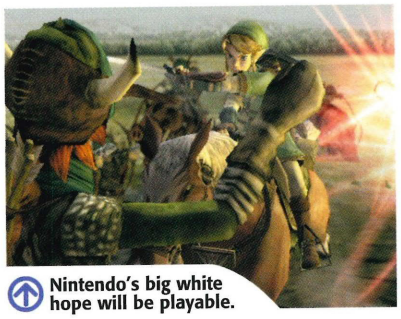
THAT'S NO EXAGGERATION either. With Xbox2, PS3 and Revolution all out to blow our minds, the DS embracing 'no-line', and some of the best GameCube titles you'll ever see on the machine, it's safe to say that there has never been a show as exciting as E3 2005. If you're a Nintendo fan you're in for a treat... if you're a gaming fan in general, this is going to be heaven. There's going to be way too much to see and we guarantee that we won't get to see everything over the three days that we're there... still, that won't stop us trying.

What follows are six pages of the games and announcements you need to know about.

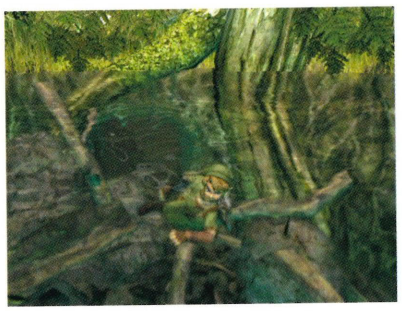
LEGEND OF ZELDA

Darkness falls

LAST MONTH WE brought you a four-page In-Depth bursting with new screens and information on the brand new offering from Aonuma, so you should already know what a stunner this game is going to be. For the all the things we do know though, there is a cloakful of secrets that Nintendo is holding back. E3 is where that will change. Three levels (well, sections of levels) will be playable on the show floor, and these will most likely to consist of a swimming level, a horseback level and a traditional dungeon level.



Nintendo's big white hope will be playable.



There's so much we want to know, and in a few weeks we will know so much more. Can Link talk to the animals? Will he be able to ride anything else apart from a hog and a horse? Can he really see the dead? All will be revealed, soon.

Naturally we'll be there playing it at much as we can, uncovering all its secrets and filming every second for the DVD. We'll also be talking to Miyamoto-san and Aonuma-san in an effort to squeeze every last drop of info out of them. In case you're interested, Tim thinks this is going to be rubbish. [Not entirely true, it's just it's been a year, y'know? – Tim]

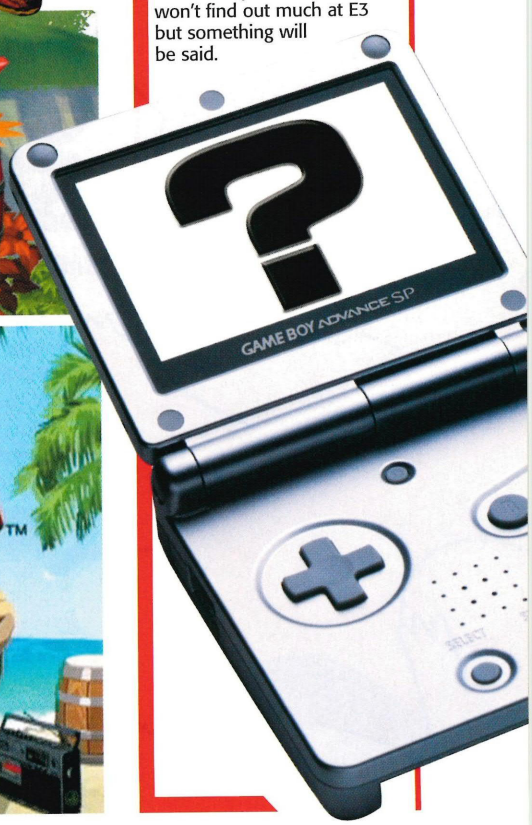


GBA2

Will it, won't it?

Regular readers who read our 'Talkin 'Bout Our Revolution' feature will already know what we think of the GBA 2. In short, it's in development. The Game Boy brand is one of the three pillars and as such is not in competition with the DS (well, so Nintendo says). GBA 2/Game Boy Next will most likely launch towards the end of next year and will be compatible with the Revolution in some way.

Given the predicted launch timeframe we'd say that E3 2006 will be remembered as the year of the Game Boy, but we fully expect Nintendo to say something about it at this year's show. In a recent interview with 1-UP, Reggie Fils-Aime bellowed (rather vaguely of course) about what we could expect: "Right now it is rumour and speculation that we're working on the new GBA. But we've always got things up our sleeve. So uh, wait for E3." There you have it. We won't find out much at E3 but something will be said.



BONGOS STRIKE BACK

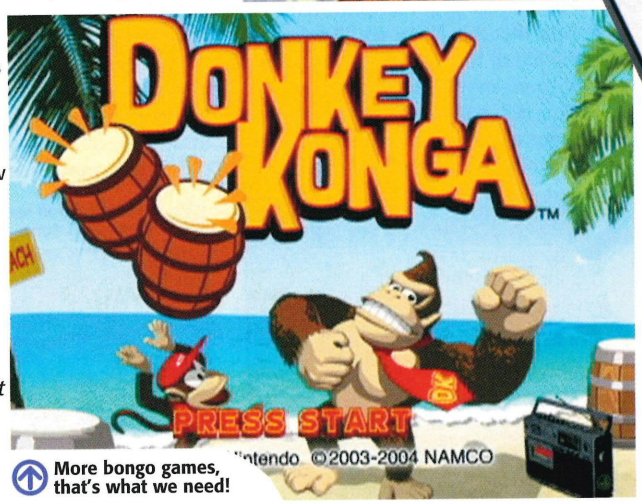
Not limited to apes after all...

THERE ARE NOW four games available that utilize the rather wonderful bongo peripheral: *Donkey Konga Vol 1, 2, 3* and *Donkey Kong: Jungle Beat*. Aside from endless versions of *Donkey Konga*, are there ever going to be any other games? Until recently we thought not, but at this year's Games Developers' Conference several teams apparently asked Nintendo for bongo development kits. It seems that *Jungle Beat* has put ideas in people's heads. If and when we'll see these ideas turn into actual games is anyone's guess, but it's entirely possible that some early demos could be in place by E3. We also know that Nintendo has a few new ideas for the bongos and these will be shown (only in video form) at the show.

Hey, maybe we'll get to see *Splinter Cell 4: Not As Good As The Other Versions But It Works With The Bongos...*







More bongo games, that's what we need!

POKÉMON XD

Pokémon returns!

Pokémon Colosseum was a big step in the right direction, but bizarrely there has never been a console version of the Game Boy's monster franchise. We've had *Pokémon* games, granted (*Channel*, *Box*, *Colosseum*), but never a full-blown RPG. All Tim ever goes on about is "when is Nintendo going to give me a proper *Pokémon* RPG, Nintendo sucks ass." This is set to change though, and Nintendo is obviously hoping to recreate the kind of GameCube software sales that you would normally associate with GBA *Pokémon* software sales. Nintendo has gone on record as saying that *Pokémon XD* is not an extension of *Colosseum*, and will in fact be a brand new game based on the GBA's *Ruby* and *Sapphire*-style gameplay. *Pokémon* fans the world over have been waiting for this for years, and it will be playable at E3.

DS GOES NO-LINE

More important than you might think...

E3 WILL BE where Nintendo shows off the DS's Wi-Fi capabilities to the full. We saw the potential that *Mario Kart* has at the Touch! Conference earlier in the year, and that was based on an extremely short and limited build of the game. By E3 Nintendo will have several tracks and modes ready to go with 16-player Wi-Fi booths set up.

Other games such as *Advance Wars* will also show where Nintendo is aiming to go. What we don't know is how far Nintendo will push the whole Wi-Fi idea.





A strong start for DS's 'no-line' strategy...

It has massive potential but we won't know more until full details of Nintendo's on-line plans are revealed at the Pre-E3 Press Conference.

Another reason to look forward to this announcement is the implication for Revolution. The DS's online strategy should give us an insight into Revolution's innovative new world.

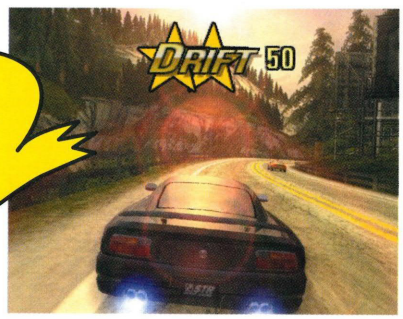


INCREASED GAMECUBE SUPPORT!

Backwards compatibility shines through

BACK IN ISSUE 43 we mentioned that GBA 2 could well be backwards compatible with the GameCube, and that this factor could extend the life of the GameCube by giving publishers an increased installed base. You see, backwards compatibility is the equivalent of shifting GameCube consoles, and is something that would definitely affect publishers' decisions on what games should come out on what consoles. Well, it turns out that Revolution will boast this very feature (it's still possible that the GBA 2 will include it as well), and while we won't be able to play more GameCube games at this E3, we think you'll see publishers announcing more titles by the end of the year. Xbox and PS2 titles that might not have come to our machine before will now have a far greater chance, and publishers will at least consider them.

We're talking titles such as *Mortal Kombat*, *Burnout*, *Full Spectrum Warrior*, *Silent Hill* and *Colin McRae*. These, and titles like them are now within our reach.





MK: Deception was never released in Europe.



"BACKWARDS COMPATIBILITY IS THE EQUIVALENT OF SHIFTING GAMECUBES"

MARIO KART GRAND PRIX

Eight-player LAN anyone?

WHILE NINTENDO HAS yet to confirm the GameCube version of this game (at the moment it's only an arcade game) we're confident that it will either be announced at E3 or be playable. At the very least the four-cabinet arcade set-up will be there... Nintendo would be foolish not to show it off.



Mario Kart GP may well be shown in GC form.





SOUL CALIBUR III

How about Ganondorf this time?



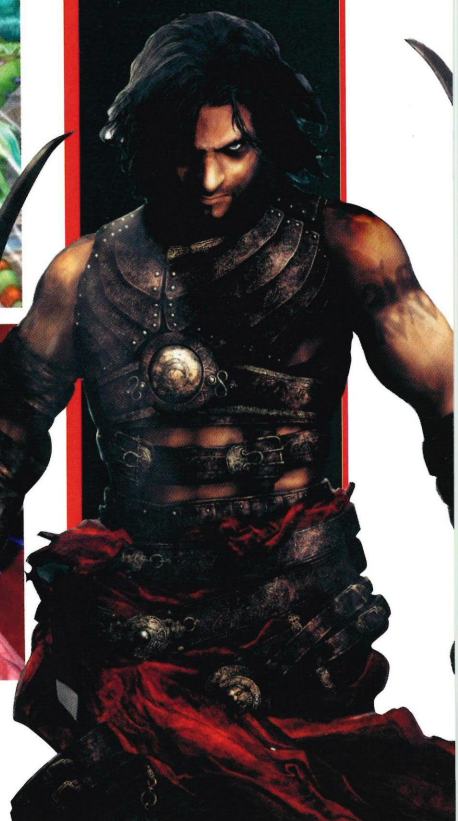


WE'VE KNOWN ABOUT *Soul Calibur III*'s existence for a few months but insider sources suggested that it was going to be a PS2 exclusive. Disturbed by this news we watched and waited, and now it turns out that this is actually true.

For a few months at least, the next game in the series (which doesn't look that different from the last one apart from a few new characters) will be PS2 exclusive. How this has happened is beyond us, but you can assume it involves lots of money. It makes sense that it will come out on Xbox, Xenon and GameCube eventually. *Soul Calibur II* on the GameCube outsold the other versions in the launch period, and it wouldn't make sense for Namco to limit itself. If we had to predict what's going to happen we'd say that part of the exclusivity deal means Nintendo and Namco have to keep silent (for the time being at least) and hopefully we'll hear more at E3.







UBISOFT OFFERING

No rest for the French

Ubisoft as a company may well be going through a confusing period at the moment, but that hasn't stopped development rocketing ahead behind the scenes. Not only will we get to see a continuation of all the major brands (no *Beyond Good & Evil* though, sob), but we'll also be treated to a few new ones. We have to admit: following recent PS2/GameCube software sales comparisons we were fully expecting Ubisoft to hold back on titles such as *Ghost Recon* and *Rainbow Six*, but they must be making the company enough money because they're set to return. The full list of GameCube support for fiscal year 2005-2006 goes like this: *Rainbow Six Lockdown*, *187 Ride Or Die*, *Ghost Recon 3*, *King Kong*, *Prince Of Persia 3* and *Splinter Cell 4*. Two of these you won't be familiar with. *187 Ride Or Die* is an urban street-racing game, obviously inspired by the licence to print money that is *Need For Speed Underground*, while *King Kong* is a videogame adaptation of the Peter Jackson film remake.

NINTENDO



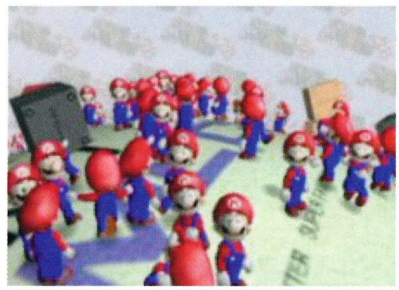
Gaining credibility by the day...

WE NOW KNOW for sure that the GameCube's successor will not be displayed on the show floor. Neither will we see the design of the pad or be treated to the full specifications of the machine. Instead Nintendo will spend a significant chunk of the Pre-E3 Press Briefing showing videos of what the Revolution can offer in terms of in-game graphics and innovative, new and exciting gameplay possibilities.

While we were previously worried about the direction Nintendo was planning (Iwata reportedly said the nature of Revolution may put off third-parties), last month's Games Developer's Conference has put a lot of minds at rest. In fact, interviews with Iwata and Reggie have suggested those early concerns are entirely groundless. Reggie told IGNcube that: "We believe a stronger CPU and a great graphics card is just the price of entry," hence proving that Revolution will indeed by giving the competition a run for its money in terms of pure eye candy. A bit of digging reveals that all three next generation machines will contain similar components, suggesting that it's what the parent companies choose to do with their powerhouses that will make the difference. All of a sudden Nintendo appears to be in a very promising position.

We should remember that when it comes to graphics the GameCube is a very powerful machine. ATI, the company behind GameCube's Flipper graphics chipset is yet again in the driving seat with Revolution's 'Hollywood' GPU. ATI is also in charge of the Xbox2/Xenon chipset, but the two teams are very separate. Flipper was actually developed by Silicon Graphics offshoot ArtX, a company that was eventually bought out by ATI. As far as we know the very same team is working with Nintendo on Hollywood, so rest assured the Nintendo and Microsoft teams have nothing whatsoever to do with each other.

As for Revolution's CPU, we know very little. Nintendo has once again partnered with IBM, the company behind GameCube's 485MHz Gekko. 'Broadway' is essentially Gekko's big brother, and it's almost a given that it will feature IBM's silicon-on-insulator (SOI) semiconductor technology. To cut a long story short, this new technology provides higher performance semiconductors that demand a significantly lower power consumption than ever before. Apple's MAC G5s



feature them, and that says a lot (mmmm... G5s).

This is all very well and good, but what will we actually see at the E3 Press Conference? As far as first-party demos go we fully expect to see some titles that show off Nintendo's new vision for 'no-line gaming.' We already know that Revolution will feature free Wi-Fi link-up in a big way. It makes sense that a new *Animal Crossing* demo (or perhaps an all-new IP?) would serve to put across Nintendo's message. There will also definitely be a *Metroid* demo from Retro Studios. That's a given, as is the long-awaited *Mario 128*, which will show off the machine's revolutionary new capabilities.



GC and Revolution have ATi in common.

"IN A STUDIO SOMEWHERE, A SMALL TEAM IS BEAVERING AWAY AS WE SPEAK"

REVOLUTION





You'll be able to use GC pads on Revolution...

In terms of third-parties Nintendo has gone on and on just recently about how it really wants to focus on collaborations. Rather than buying out developers (*cough* EA *cough*) Nintendo wants to work closely with teams, rather like it did with Factor 5, N-Space, Silicon Knights, Sega, Capcom and Namco. Indeed, third-party relations are high on Nintendo's list of priorities for DS, GBA 2 and Revolution. There are a number of companies Nintendo has almost certainly drafted in to create demos to show off what the Revolution can do. Factor 5 is one of them. If it shows a *Rogue Leader* or *Pilotwings* sequence we may well scream. Yes, we know: we've been going on about *Pilotwings* for what seems like forever, but in a studio somewhere, a small team is beavering away on it as we speak. Trust us on this one.

Capcom, Sega and Namco are also involved. These publishers already have very early development kits and we fully expect to see a short *Resident Evil* demo as well as glimpses of *F-Zero* and Link fighting in a *Soul Calibur* arena. The only remaining feature that will be touched upon is backwards compatibility. How will the new machine's architecture integrate with the old GameCube chipset? It seems most likely that Revolution will feature an emulator of sorts that will read the code and quite possibly enhance it (much like the PS2's backwards compatibility). There's more to this backwards compatibility than meets the eye though. The fact that it exists suggests that you will be able to plug your GameCube controller into the Revolution. How else would Nintendo get around control issues? This suggests that other GameCube input devices will also work, meaning that Revolution developers will have access to the *PSO* keyboard, the bongos and the microphone from day one. Pretty interesting stuff we'd say...



Enough speculation. In two weeks we'll know for sure, so keep your eyes tuned.

In the meantime we're off to pack our bags, dust off our shades and listen to The Eagles.

CUBE SAYS...

FIRST IMPRESSION

■ Initially it might seem like E3 is going to be about the DS and Revolution, but it's not until you list out all the GameCube titles that you realise how many are due over the next 12 months. As we've already suggested this figure looks set to rise thanks to Revolution's backwards compatibility. DS will make a big splash though, as will the Revolution demos, so overall this is going to be a monster E3 for Nintendo, and unless something goes terribly wrong we can see Nintendo owning the show once again. CUBE



FIGHT THE FUTURE

The gateway to gaming nirvana or gaming hell – what does the future hold for videogames?

The next generation of consoles stalks towards us like a giant stalking thing and yet there's as much to fear from their arrival as there is to anticipate. We've employed the use of two crystal balls, one charged with pure evil the other with only goodness and light, to see what possibilities the new world order really has in store for us. The reality will inevitably be a mixture of the two extremes but don't think the worst, or best, can't happen...

The Problem: Sequels

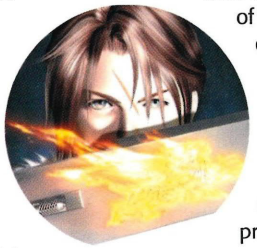
THE ISSUE OF sequels, originality in games and yearly updates is, most world leaders agree, the most important issue currently facing mankind. While it's become a familiar complaint that the only games that sell nowadays are sequels, it's also increasingly true that the only good ones also enjoy a digit after their name. Try to think of a decent GameCube game that doesn't have at least an indirect predecessor from the past and you'll be concocting a pretty short list.

Games cost so much time and money to make now that a serious amount of both can only be justified on titles which have a reliable pedigree. This doesn't mean that a sequel can't innovate within itself – just take a look at how different *Resident Evil 4* is from what has gone before – but it does mean that completely new games are becoming too much of a financial gamble.

The Fear

The problem's only getting worse. Before it has even begun all the publishers have been glibly commentating that in the next generation making a videogame will become such a massively complex and expensive business that they expect all small and mid-sized developers to go out of business almost immediately.

Since these are the only people naïve enough to think than an original concept might sell it, doesn't bode well for anyone expecting the killer apps of the next generation to be anything we haven't seen before.



In fact, since next generation games will be even more expensive it will become essentially impossible for anyone to risk large amounts of money on something that may or may not sell. Not only will there be less original games, but there'll probably be less games overall as smaller publishers go out of business and those that are left put all their chickens in one basket. The future is going to seem all too familiar.

"EXPECT ALL SMALL DEVELOPERS TO GO OUT OF BUSINESS IMMEDIATELY"

The Hope

There are a number of very good reasons to expect that the next generation will actually be good for original gaming, indeed that new concepts will be essential to the success of all three of the new consoles. In a sense we're caught between two stools at the moment: the current consoles are powerful, but still little more than souped-up versions of the last generation, so all the old concepts can be ported over with just a new lick of paint and a few more polygons. The same trick is not going to work a second time though, not least because these aging concepts are going to look pretty empty on a console that can outthink SkyNET with its hands tied behind its back. Publishers will need new ideas, not out of some egalitarian desire to better the world of gaming, but because they need those new concepts to be the starting points of a whole new series of franchises (which sadly they'll then probably try and milk for the next ten years).

Of course there's a second reason why we should hope for the best, and that's because Nintendo is great. Of course we all know that Nintendo has been responsible for just about every hardware and software innovation in the last 20 years but this time, with the Revolution, it's actually going out of its way to do something different.

If the Revolution is, in hardware and controller terms, even half as radical as Nintendo is suggesting then there's going to be no place for the old franchises unless they undergo far more substantial changes than just better graphics. There's nothing that gets Nintendo developers' creative juices going more than new hardware, which will mean that originality is going to be a requirement, not just a hopeful side-effect of the next generation.



Sequels or just merely yearly updates?



The Problem: Online Gaming

ONLINE HAS BEEN the future of gaming for so long now we've almost begun to believe. Yet despite Microsoft ploughing millions upon millions of dollars into it, the online console population of the world is still miniscule.

Nobody has yet come close to finding a way of getting ordinary people interested in the concept or solved some of its intrinsic problems – not least the large number of deeply unpleasant people you run into in cyberspace.

The problem in the next generation is going to be creating an online community that is both a safe and pleasant to be in, as well as games that are intuitive enough for everyone and which actually offer a genuinely different experience. Ensuring that single player doesn't suffer at the same time is an equally problematic issue and one that many developers seem worryingly happy to ignore.

"ONLY SIX PER CENT OF XBOX OWNERS HAVE TAKEN THEIR CONSOLES ONLINE"

The Fear

Only six per cent of Xbox owners, and just three per cent of PS2 gamers, have ever bothered to play their consoles online. That's pretty pathetic considering how much time, money and advertising has been spent pretending that online gaming is the new rock 'n' roll. The stupid amount of money that publishers throw at the concept is only set to increase in the next generation as well, as Sony and Microsoft continue to believe their own hype and waste even more time on this niche concept.

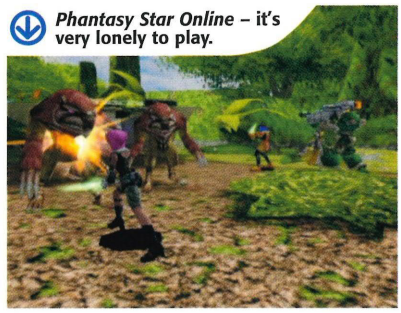
Already we're seeing developers buoying up their inability to create an engrossing single player experience by just throwing online options at it. Most people are reasonably happy to admit that the single player mode in *Halo 2* was a huge disappointment, simply because the online was really great. That's all fine and well, but what happens when this becomes the rule rather than the exception? Could the next generation actually be the death knell of single player gaming as we know it?

Previously we've had Nintendo to fall back on with its rather more level-headed approach to online gaming, but now it seems the Revolution will be going online too and no doubt all of Nintendo's developers will be beavering away on new online games – thereby leaving no steady hand upon the single-player tiller.

The Hope

Although it's true that a quick online mode has become a handy crutch to more than a few less talented developers, that doesn't mean there's anything intrinsically wrong with it. The more online comes into the mainstream the more demanding the buying public will become and developers just won't be able to get away with a poorly thought out deathmatch mode that runs like you've got the console set on slow-mo. Indeed, if there's any company more likely to streamline the experience and make it both user friendly and a genuinely different alternative to split screen, it's Nintendo. The boys from Koyoto have kept away from online for one reason only: because it doesn't make any money. If they're convinced they can make a go of it now though, they must have some pretty seriously interesting ideas up their sleeves that are going to amount to more than just a new level map every six months.

We needn't worry about the single-player experience being sidelined either. All but the most dunderheaded of developers realise that not everyone always has access to an internet connection all the time, whether it be Wi-Fi or not, so again it's cold hard business sense that will save the day and ensure that single-player gaming remains the dominant style of choice. It's just in the next generation it will be supplemented by a radically different alternative.



Phantasy Star Online **– it's very lonely to play.**



Halo 2 **– "It's not finished!" shouts Ryan.**

The Problem: Maturity

FOR MANY UNBALANCED teens violence, swearing and nudity are the three sole attributes that decide whether a game is referred to as a mature or not. Such unpleasantness has also become a way to attract 20-something men who see it as a novelty to attract them to an otherwise uninteresting hobby.

The problem is that since most parents seem to have a complete blind spot when it comes to reading age ratings on boxes they immediately run off to complain to their MP, The Daily Mail and anyone else that will listen that the 18+ rated copy of *Naked Death Swearathon IV* they bought for their urchin isn't suitable for family viewing.

This is more of a problem than you might think. People enjoy blaming others for their own mistakes and more often they do it through the medium of lawyers. The minute publishers think they're in any danger of getting successfully sued they'll immediately ensure they don't put out anything more offensive than *Barbie's Hair Dressing Sim*.

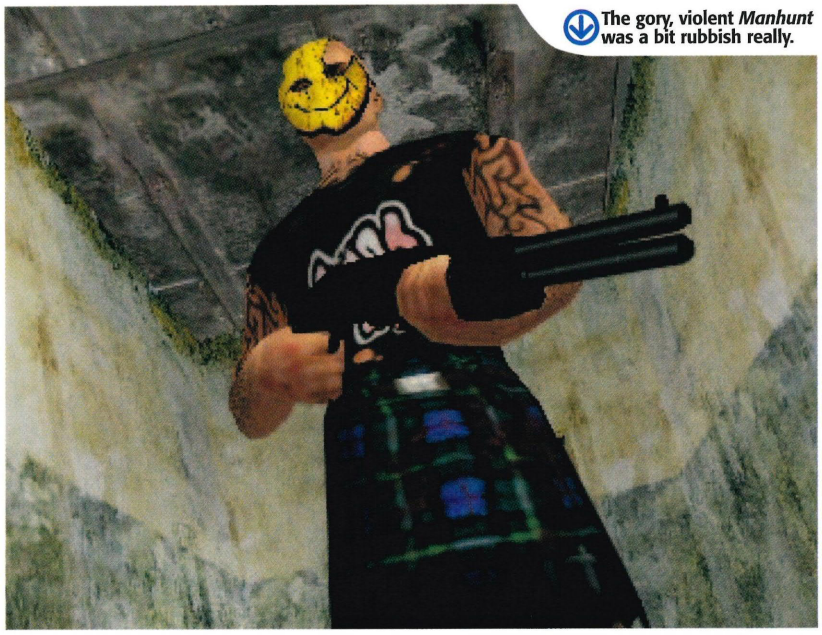
The Fear

The problem is that as graphics get more and more realistic and the average age of gamers goes up and up developers are tempted to put more blood, nudity and general unpleasantness into their games. This is fine (if, ironically, a little immature) for anyone that knows what they're buying but for lazy parents snatching games off a shelf just because the little one pestered them for it, it can lead to real problems.

All it needs is one successful lawsuit citing a link to games and some nutcase American teen's misadventures with his dad's shotgun and it's going to be game over for everyone. Ever wondered why those Health and Safety warnings have suddenly sprung up before every Nintendo game starts? It wasn't Nintendo worrying about the well-being of its customers, it was nearly getting sued to kingdom come when someone with epilepsy claimed their GameCube had almost killed them.

"NAKED DEATH SWEARATHON IV ISN'T SUITABLE FOR FAMILY VIEWING"

Despite this, and the obvious legal disaster waiting to happen, there doesn't seem to be any attempt by publishers to either tone down their games or, preferably, figure out some way to keep them out of the hands of impressionable young uns. This is going to lead to the inevitable outcome that a game's quality in the next generation will be measured purely according to some Mary Whitehouse scale of gratuitousness. Either that or *Manhunt 2* (or whatever) will have the morale majority so up in arms that laws will be passed that will ensure that *Kirby* is the most OTT videogame of the next generation.



The gory, violent *Manhunt* was a bit rubbish really.

The Hope

Despite all the hoopla, the host of "mature" games that have popped up after the success of *GTA* are rarely particularly profitable nor actually all that offensive. Regardless of all the hype and the coup of being banned, *Manhunt* still didn't sell well.

It's true though that the average age of games players is going up and here hopefully is an opportunity for the games industry, not just a danger. The current obsession with violence and nudity is nothing unusual and you can see some obvious parallels with the video nasties of the Eighties: when videos first came out there was a great rush to create the grossest movie possible. After a bit people calmed down and we started to get a more varied range – or at least as varied as Hollywood has ever managed.

Certainly the effect an aging audience will have on Nintendo ought to be fascinating. Who hasn't wondered what Miyamoto and his crew might do with an entirely new, adult themed game, unrestricted by the Mushroom Kingdom or Hyrule? With luck we'll find out once the Revolution gets going.



The Problem: Hollywood

VIDEOGAMES AND HOLLYWOOD share more than a fascination with violence at the moment. As anyone that has had to sit through the non-interactive drudgery of the latest *Metal Gear Solid* or *Final Fantasy* will tell you, there are certain developers who seem to be rather frustrated by the fact that they make videogames and not movies.

The problem seems to be getting worse as well, in part due to the improvements in technology which mean that you can get a pretty realistic looking cut scene using just in-game graphics nowadays. Just like the maker of *Police Academy: Mission To Moscow* though, these people never seem to realise that just because a thing can be done it doesn't meant that it should be done. Even Nintendo appear to have given in to the new fashion, with the odd decision to give an elongated story behind something as abstract as *Super Mario Sunshine*. Is this really the way we want things to go? Would *Tetris* really be better with a 50-minute intro written by Quentin Tarantino, or wouldn it be better to just get on with the game?

"WOULD TETRIS BE BETTER WITH A 50-MINUTE INTRO WRITTEN BY TARANTINO?"

The Fear

It's peculiar, but even some of the most accomplished developers such as Hideo Kojima and Yu Suzuki seem to give the impression that in actual fact they'd much rather be movie directors.

One important reason why Miyamoto stands so obviously above them is that he is unashamed to be making videogames and he properly understands their limited narrative needs.

Unfortunately it's much easier to make an impressive looking cut-scene then it is to create a top notch videogame. What's more it looks better in video trailers as unwary customers peruse shop shelves. As not just developers but even console manufacturers like Sony and Microsoft seem to be almost embarrassed that they're making videogames there seems to be a perverse movement towards making games as non-interactive and as least like an actual videogame as possible.

With the advent of the next generation it's going to be very easy to make a game with real-time cut-scenes featuring graphics and special effects that would put to shame most Hollywood movies. With this additional temptation how long is it going to be before that dreaded phrase "interactive movie" rears its head once more? If things carry on the way they are we'll be lucky if the term "interactive videogame" isn't needed before too long.

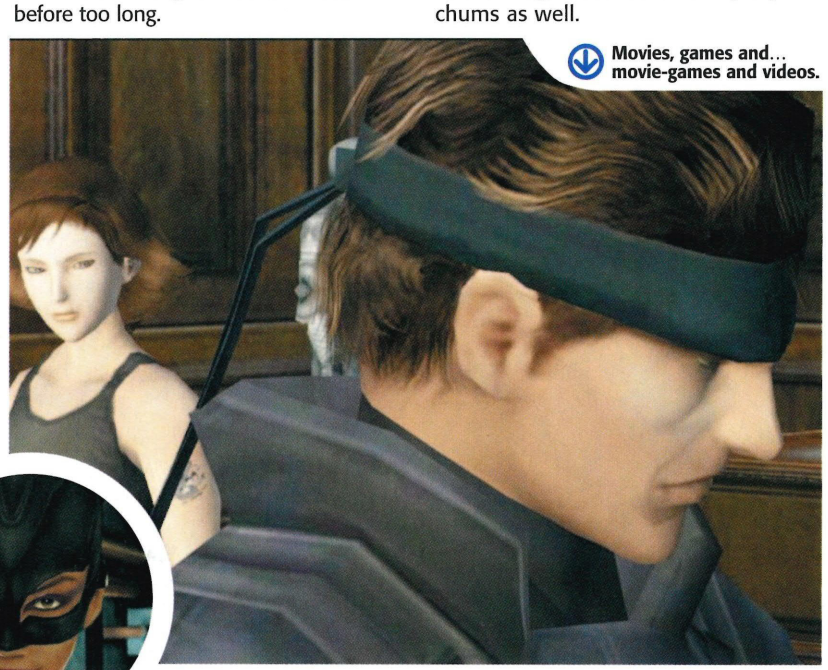
The Hope

Although it's true that certain older developers do seem to be exhibiting a certain career envy when it comes to their newer games, that doesn't mean everyone else has to be so silly. The power of next generation graphics might make it easier to produce cut-scenes, but you'd have to suffer from a terminal lack of imagination if that's all you wanted to do with it.

Like the current obsession with OTT violence, overly long cut-scenes and unnecessary exposition is much more likely to be seen as a passing phase within videogames – an experimentation with new abilities that is then channelled into something new and far more creative.

Some of Nintendo's action titles might have begun to take themselves a tad too seriously but importantly those games in which the storyline was always more important – such as *Metroid Prime* and *The Legend Of Zelda* notably aren't spending any more time on dialogue than they ever did. Nintendo has never used the term "interactive entertainment" or any of those other rather demeaning terms for videogames. The future's safe in Miyamoto's hands and we've more than enough faith in his third party chums as well.





Movies, games and... movie-games and videos.

The Problem: Pricing

ANOTHER SOURCE OF considerable consternation at the moment is exactly how much next generation games are going to cost. A number of industry big wigs, including the head honchos at EA and Activision, have suggested an increase of $10 or so in the US, which could easily translate to another £10 over here.

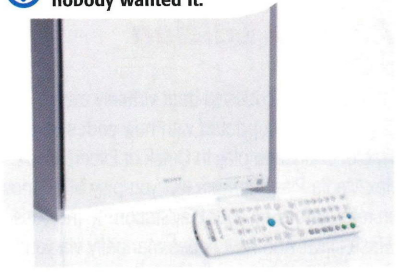
The only thing likely to stop such an unwanted increase is, oddly, the PSP whose mega expensive games are currently warming shelves across America as gamers balk at being forced to pay $10 more than would have to for GBA and DS games. Will the public's voice be heard or will we all be stuck paying £49.99 for *FIFA 2007*?



We liked Ardal when he was Father Dougal...

Convergence Sucks

Have you ever heard of the Commodore CDTV, Philips CD-I or Sony PSX? If you have, it's certainly not within a sentence containing the phrase "huge success". For years companies have become convinced that what people really want is all their electronics gadgetry in one handy box, peculiarly ignoring the fact that the concept not only ensures that said box costs a fortune but also invariably means the individual components are of decidedly inferior quality to buying them separately. Sure, having the PS2 play DVDs was a neat trick for a while but who didn't end up buying a better, standalone DVD player afterwards? Not that this seems to be stopping Microsoft and Sony who seem hell bent on some sort of tiresome Betamax vs VHS battle with the new Blu-Ray and HD-DVD formats – and that's before Microsoft in particular starts to fill the Xbox 2 with all kind of MP3 playing, PC interfacing nonsense. Hopefully Nintendo can still be trusted to keep their games console as just that, but with the news that the Revolution will be online who knows what else they'll be making it do.



The PSX did everything but nobody wanted it.

"THERE'LL BE AT LEAST NINE ACTIVE FORMATS ON THE GO BY THE END OF NEXT YEAR"

Too Many Cooks

If this next generation of consoles seems to be coming around a bit quickly then pity (or not, it's entirely up to you, we don't want to sway your fanboy leanings) the poor Xbox owners whose console has been out for just three years only to find out that there's a new, entirely incompatible, version on the way. In fact so premature is the Xbox 2, at least, that most multiformat games this Christmas will be on both the Xbox 1 and 2 as entirely separate versions. This means that there'll be at least nine active formats (the PS2, PS3, Xbox 1, Xbox 2, GameCube, Revolution, GBA, DS and PSP) on the go by the end of next year. Which is clearly stupidity on a scale that's not been seen since the BBC okayed a new series of *My Hero*.



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Tech Toys, Gaming & Gadgets

Check out the ultimate Race Pack for PS2•

It has everything you need to get the very most out of Gran Turismo• 4 - the blockbuster PS2• race game. Including a copy of the game, a top-quality steering wheel and Ultimate Cheats for GT4, a collection of hacks and enhancements to blow the game wide open!

Gran Turismo• 4 is the latest title in the most successful driving series in video gaming history. And if you have the ultimate racing game, you're gonna need the ultimate steering wheel to go with it. Fanatec's Speedster 3 steering wheel features adjustable vibration function, realistic gear change, rubber hand grips, racing pedals, programmable steering sensitivity and tracking control. Never has a wheel been this good!



Finally, if gathering your garage is proving too tough or time-consuming, check out Ultimate Cheats for GT4. This 100% unofficial game enhancer blows Gran Turismo 4 wide open.

Product Code: MAX398 £79.99+P&P

17 inch Widescreen LCD TV



This 17" Widescreen LCD TV is the total package. Widescreen action, fast-screen Teletext and even PC compatibility making it one of the most versatile TV systems ever.

Product Code: MAX576 £349+P&P

Great fun indoors

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This MP3 player, USB Hard Disk Drive, and Digital Voice Recorder gives you the functionality of both a dedicated PC-compatible storage device and a high spec, super compact digital music player.

The Ultimate Digital Music Player has 256MB of built-in memory, enough for over 4 hours of MP3 music.

Simply transfer your music files across from any USB-compatible PC.



Product Code: MAX401 £49.99+P&P

2GB MP3 Jukebox



This handy, lightweight digital music player can hold up to 2 gigabytes of music files, either in MP3 format (approx. 33-34hrs), or WMA format (a whopping 68hrs).

This machine also allows you to create MP3 files in the simplest way possible. There's no need to fiddle about on a PC – simply play any audio source (such as a stereo or walkman) into its earphone socket using the jack lead provided, and you can record it to MP3 immediately.

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Packed with thousands of codes to beat virtually every PlayStation•2 game. Easily updated with new codes as they become available. Choose to play in Quick or Expert Mode. PLUS new Max Media Player feature lets you play MP3, movie files and even retro games on your PlayStation•2 from CD-R or USB Flash Drive.

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Packed with thousands of codes to beat virtually every PlayStation•2 game. Easily updated with new codes as they become available. Choose to play in Quick or Expert Mode. *PLUS* new Max Media Player feature lets you play MP3, movie files and even retro games on your PlayStation®2. Includes 16MB USB Flash Drive. Add new codes manually, via your PS2's• online connection, or transfer them from your PC using Evo's USB Flash Drive!

Product Code: MAX294 £29.99+P&P

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Motorized Skateboard

Ideal for experienced skaters looking for a new twist on their favourite pastime, as well as for anyone who liked the idea of skateboards but was always put off by all the legwork involved. These things are seriously fast. They're not electric like many motorized skateboards - these are proper petrol-powered machines! Even on a steep downhill, an ordinary skateboard would barely get up to these kinds of speeds. Single-cylinder air-cooled two stroke engine (25:1 mix of unleaded petrol and 2 cycle engine oil)

NEW

- 10" Pneumatic tyres
- 12 mph
- Pull start - with electric engine cut out
- Remote control with accelerator and brake
- Aluminium foot plate
- 1 litre capacity fuel tank - provides range of over 35 miles
- Max. Capacity = 120kg
- Includes full tool kit for assembly and maintenance

This product must be used with full safety gear (pads, helmet etc.) and cannot be used in public places. Skateboarding may not be a crime, but hammering down your local high street on one of these beasts certainly is.

Product Code: MAX661 £149.00+P&P

Pocket Bikes



Super Fun! Super Cool! Pocket Sized!!

So what's it all about?.. It's all about riding, racing and generally showing off mini superbikes scaled down to just 1/8 of the size of their full-size counterparts. And one of the best pocket bikes on the circuit is available right here at MAX TV.

- Recommended user age 14+ years
- Two stroke 49cc engine
- 13 inch tubeless tyres
- Oiltype: petrol: 1:25 engine oil mixing
- Maximum Load: >110KGS/17st

NO LICENCE REQUIRED* MAX SPEED 50 km/h

Yellow	Product Code: MAX618
Green	Product Code: MAX620
Orange/Blue	Product Code: MAX621
Red	Product Code: MAX619

***Only £199.00** +p&p*

*Not legal for use on public highways. Best suited to paved race circuits.

...or out!!!

Paintball Marker Kit

NEW

Paintball is the about the closest thing you can get to the adrenaline of real military combat. The only problem is hiring all the kit can cost a bomb. This is why more and more paintballers are buying their own gear. MAX TV's Paintball Player's Kit gives you max value, providing everything you need to be ready for action in one pack at an unbeatable price. Pack includes a Vexor semi-automatic pneumatic marker, a pre-filled 88g CO2 cylinder and an adapter for powering it up, a hopper that fixes on top and feeds paintballs directly into the marker, a barrel glove to place over the end of your marker between matches, and two paintball tubes for carrying extra ammo. As a bonus extra, one of these tubes will come with 200 paintballs, enough to get you started.

Product Code: MAX628 £89.00+P&P



While we recommend using this equipment at professionally supervised paintball centres, these kits can be used in your own paintball matches provided you have your own land to hold them on, and that your land is big enough that there's no chance of stray paintballs hitting anyone else or anyone else's property. It's recommended that you seek expert advice on all safety procedures before holding your own paintball games. It's also to important dress sensibly. Wear thick and/or padded clothing that you don't mind getting covered in paint - this should include gloves and a hood of some sort so that no skin is exposed. Always wear your mask when on the field of play. Even when all safety procedures are followed, you should be prepared for accidents, with first-aid and eye-wash kits at hand and qualified first-aiders present.

Sea Scooter



The Sea Scooter is the kind of thing you thought you'd only ever see in Bond movies, but you can get one of your very own right here at MAX TV. It can be used to potter around a pool, cruise along a beach or even for proper underwater scuba diving at depths of up to 65 feet!

NEW

Operating the sea scooter couldn't be easier. Simply hold it underwater just below your chest and use the trigger on the handle to accelerate. And if you want to use the Sea Scooter for scuba diving, it comes fitted with a buoyancy chamber which, when filled with stones, will neutralise the Sea Scooter's buoyancy and let you take it below the surface. Bear in mind that the Sea Scooter alone doesn't make you a qualified scuba diver. You must have exactly the same training and qualifications that you would need to scuba dive without the Sea Scooter.

Product Code: MAX677 £79.00+P&P

- Motor: 70watt • Battery: 12AH, 12V • Max speed: 3km/hour
- Max depth: 20metres/65ft • Run time: 1hour in normal use • Charging time of battery: 3hours

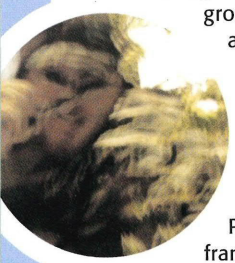
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REVIEWS

THIS MONTH IS a toughie for me. I've purposely stayed clear of reviewing *Splinter Cell: Chaos Theory* because I know that I'll just sit there and slate it... and then give it a good score. You see, *Chaos Theory* is a great little game. It improves on the previous game in every way, but out of all of the versions the GameCube comes off the worst. *Resident Evil 4* was built from the ground up on GameCube and it looks stunning. Capcom is having trouble getting it anywhere near as good on the PS2. *Chaos Theory* was designed from the ground up on Xbox, and the team spent a lot of time on the PS2 version. Our version however, looks like a rushed PS2 port. The frame rate, textures and polygon glitches may have been acceptable two years ago, but not in the final stages of a machines life. Like I said, it's still a good game, but it takes the Mick that our version looks so different to the gorgeous Xbox build. It's obvious where the GameCube stands in Ubisoft's eyes...



We'll end on a positive note though: for import fans *Volume 3* of Nintendo's bongo-basher has taken us all by surprise, delivering as it does a whole load of new features, tons of new songs, and most importantly, enough fun to get us through a very quiet month. For the younger audience there are also two movie tie-ins that despite being nothing special, deliver exactly what fans of those characters will be looking for. Nice. Now get outta my face y'all, you can't see me!

Chandra Nair



SPLINTER CELL: CHAOS THEORY

The best *Splinter Cell* yet, but the GameCube version is the weakest of three formats thanks to the fact it's a port of the PS2 game which is itself inferior to the Xbox version.

54

CUBISTS

This month we have mostly been listening to hippedy-hop and representing, but is the west coast really back?

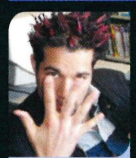
MILES GUTTERY



EDITOR, CUBE

West midlands boiiieeee! I used to hang in Compton. Compton, Wolverhampton that is, while my mum went to the Daisy Freezer Centre to buy peas and stuff. Yam alroight, word. Recognise. Just one small point... what does any of that mean?

CHANDRA NAIR



DEPUTY EDITOR, CUBE

West coast is where it's at. Bel Air, Hollywood, Sunset B, and Downtown LA. You can stick yo East Coast homies right up yo A. Between the Bronx and Venice rollerbladers I know where I'd rather be: cruisin down Sunset with D-to-the-O-Double-Gizzy, that's where.

RYAN KING



STAFF WRITER, CUBE

I'm neither. I'm about London. Dizzee Rascal, Wiley, Kano, Roll Deep. Yeah man. Hardcore upbringings in the grimy, mean streets of Enfield will do that to you. Represent. But if forced to pick, I'm all about The Game and west coast.

TIM EMPEY



SUB EDITOR, CUBE

In terms of rap – screw the Americans and all their stupid bling. The real scene is the UK underground hip hop, with all the massives, squads and crews and MCs like Kano, Sincere and the awesome Marga Man. 50 Cent? That's not gangsta.

LIZ MORRIS



NEWS EDITOR, CUBE

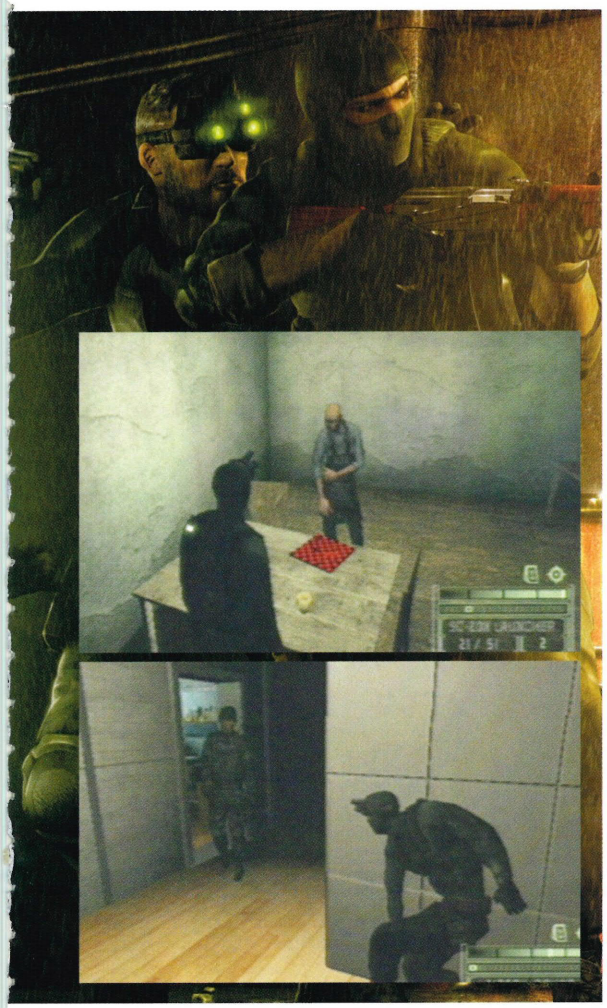
Mmmm, that's a toughy. It's tough because I know nothing about hip-hop despite my fella's best efforts to get me interested. So I'll say East coast, just to annoy Ryan. You need more than that? Get bent, m*********.

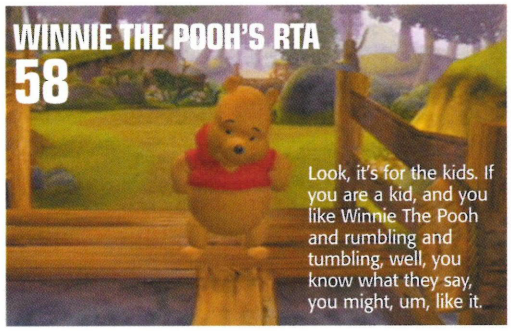
LEWIS SOMERSCALES



SENIOR DESIGNER, CUBE

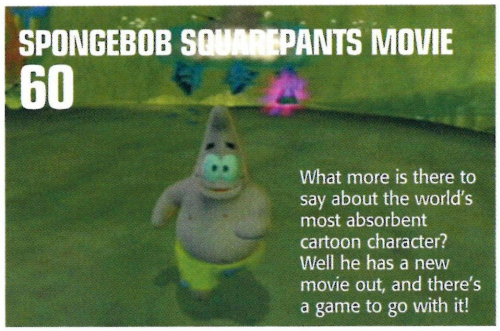
East coast or west coast, neither they're both rubbish. Me, I'm all about the south coast. It's got piers, women, and pubs and well... beaches too. Now back off homie or I'll pop an ice-cream in yo ass. Or something.





WINNIE THE POOH'S RTA
58

Look, it's for the kids. If you are a kid, and you like Winnie The Pooh and rumbling and tumbling, well, you know what they say, you might, um, like it.



SPONGEBOB SQUAREPANTS MOVIE
60

What more is there to say about the world's most absorbent cartoon character? Well he has a new movie out, and there's a game to go with it!



64

We almost had the PAL review of *DK2* this month but it slipped. Good thing really – that would have been far too much rhythm action for one month!

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 one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.



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

RATING 9.0

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

RATING 7.5

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

RATING 5.0

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.

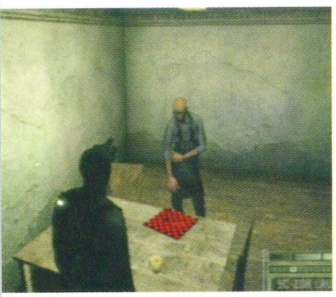
RATING 0.0

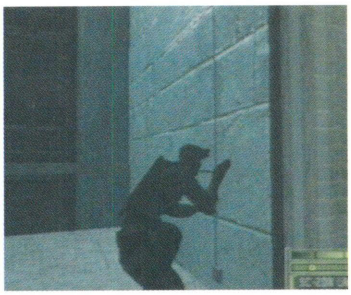
2.4 > 0.0
It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!

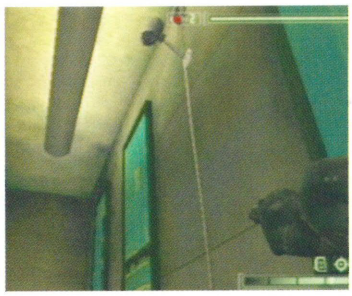
DISPLACED WATER

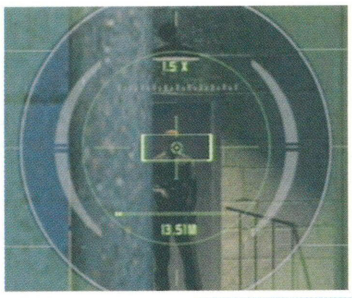
The start of the Displace and where you have to find out who's been talking to the bad guys...

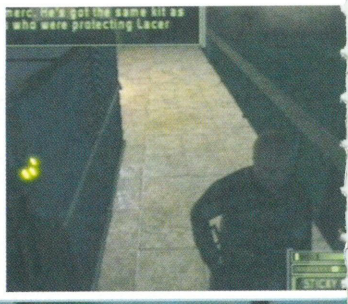












Dammit Lambert, shut up





CUBE

INFORMATION

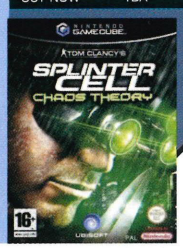
SPLINTER CELL: CHAOS THEORY

PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1-2
MEMORY:	69 BLOCKS

STATS

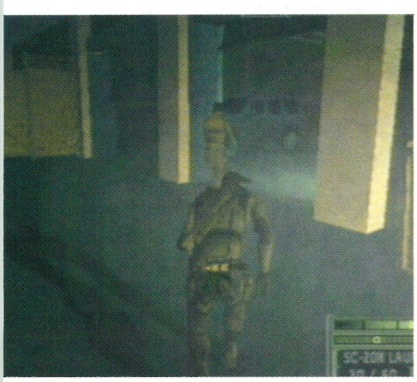
- BADGER HAIR
- GRUFF VOICE
- ALL MAN!
- GC EXCLUSIVE WATER MOVE

OUT NOW | TBA | OUT NOW



SPLINTER CELL:

No cut backs for the National Stealth Service



THE MORE things change, the more they stay the same. Utter cobblers of course but case in point, *Chaos Theory*. There are new moves, multiplayer modes and a brand new threat to national security but you'll still spend the majority of your time staring at the strongest thighs in the animal kingdom, you'll still wonder why Sam Fisher hasn't bought Strepsils for his sore throat yet and you'll still wish Lambert would shut up.

"Dammit Fisher, are you insane? The mission's over." And at long last, Lambert has been shut up. You'll no longer hear the second most hated phrase in gaming history ("that doesn't work" still holds top spot) because *Chaos Theory* is far more lenient when it comes to accomplishing objectives. Killing civilians doesn't see you forced to trudge back to the last checkpoint but now means you have to abandon secondary objectives as way of punishment. Failing to kill an important target before he scarpers doesn't turn the screen all gooey green with a Mission Failed message but simply means you'll have to try it again on a later level. For returning fans, this will be the most pleasing aspect by far, as it removes the tedious trial and error by turning a blind eye to the occasional mistake. For everyone else, it means you don't get to hear Lambert telling you off every two minutes. This is a good thing indeed.



Even better is that the basic gameplay feels a lot more lenient. There are far more shadows to hide in, alcoves to scurry into, walls to hide behind. You're far less worried about how exposed Fisher is because most of the time, he's perfectly safe. Sniping has deliberately been made more difficult to the point where you actually feel percentages favour your chances of getting up close and personal than going for the headshot. The emphasis is firmly on sneaking, grabbing guards, dragging them away to the shadows and



EXFILTRATE! EXFILTRATE!: At the end of the level, Lambert asks Fisher to exfiltrate. "Exfiltrate?" laughed Chandra. "Ha ha, exfiltrate's not a word! That's just silly."

NECK BREAKER
Thanks to the increase in hiding spots and secluded areas, it's much easier to sneak up on guards and civilians to give them a loving hug. Come here big fella! Ping!

Drunken guards – who'd employ them? Not us!

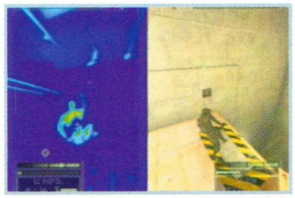
Advanced blue-screen techniques were used in *Chaos Theory*.

Who is the man that would risk his neck? Shaft! Lift shaft!

WHOOP! WHOOP!

That's the sound of multiplayer breaking

Multiplayer doesn't work. It does work in that it loads and you can press buttons to make things happen on screen (well, barely) but it doesn't work in that it's absolutely no fun to play. The levels are chopped into tiny segments separated by huge loading times and are often a case of interrogating one terrorist (when there's only two in the area), getting to the other side of the room (when there's next to nothing there to stop you) or opening the only door in the area (oooh tricky!). The actual co-op moves are too fiddly to work as well, plus impractical during the actual game. Still, there's always swap-pads-when-you-die in single player for gaming couples. Maybe. Possibly.





CHAOS THEORY

stabbing them. Brutal but oh so satisfying in the way most guilty pleasures are. The sound meter is new, indicating background sound levels and the noise Fisher is making while he's creeping along the floor. It only really comes in useful when creeping up on someone and really exists with the sole purpose of confirming the *Splinter Cell* adage of old – stick to the shadows and don't run around like an idiot. The actual structure of the missions (stay with us, this sentence does get more exciting) also reflects this new leniency but retains some of *Splinter Cell*'s maddening linearity (well okay, not that much more exciting). The one soldier left on the boat you didn't kill, the forged email you forgot to upload, even the notice on the cardboard box you didn't read – they call you back when you thought you'd completed all your objectives and leave you backtracking, desperately running alongside the scenery hoping the Interact window will flash up to show you've found something. The problem isn't as severe as previous *Splinter Cells* and secondary objectives ease the backtracking boredom somewhat but it's still there.

Sound in videogames usually doesn't warrant a paragraph of its own but that's because videogames usually rely on the dull Franz Ferdinand/DJ Bling/generic 'The Somethings' band making up the tunes. *Chaos Theory*, being a moody, paranoiac game has brought in moody, paranoiac Amon Tobin to fill the ambience with breakbeats and drum 'n' bass breaks. It really, genuinely, actually works too helping to create a suffocating atmosphere when stalking guards and a panic-filled one once you're spotted. It's a shame the music isn't really explored to its full potential, as it will sometimes kick in at inappropriate moments and remain conspicuously absent for others. Still, the silence often works in *Chaos Theory*'s favour as the background noises are great too. Yes, for the first time ever in this magazine's history, we've just gone ultra-nerdy and praised the background noises. The hum of the boat's engine room, guards

"CT STILL HAS SPLINTER CELL GORGEOUSNESS BUT IT'S FORGOTTEN THE CLEARASIL"

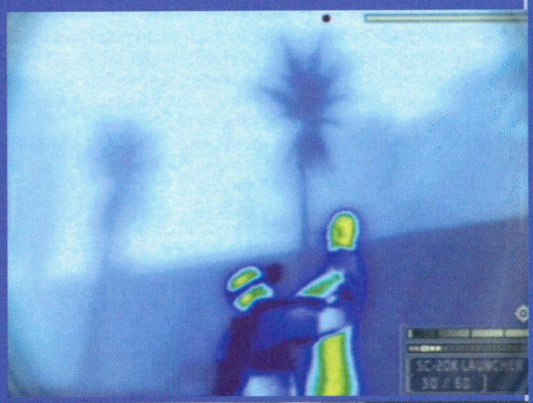
2ND THOUGHTS
GET THE XBOX VERSION

■ *Chaos Theory* smacks of a game that been designed for another system and then ported over as an afterthought. It looks amazing on Xbox, and is one of the best-looking PS2 games around, but it just doesn't cut it on GC. It looks like a rushed PS2 port. There's a great game in there, but it's the weakest version of the lot.

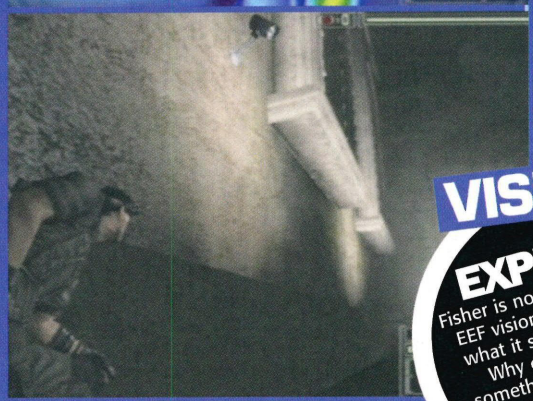
CHANDRA

BREAKING AND ENTERING BANKS

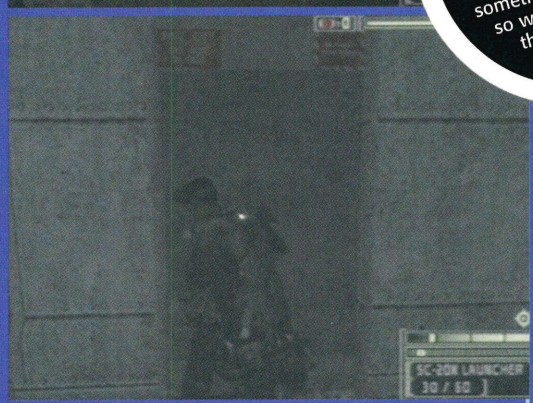
STEP 1:
Breaking into banks is easier when the guards (all two of them) keep doing the same patrols over and over and over again.



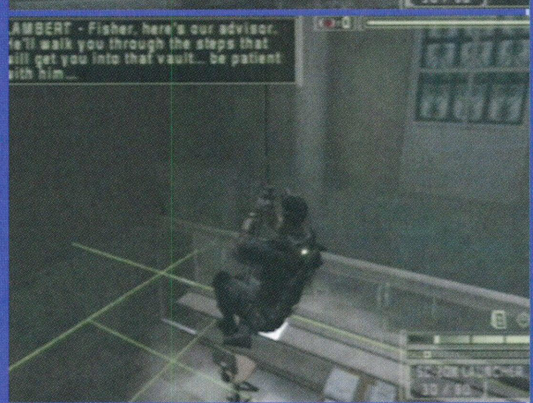
STEP 2:
We actually waited to see if they'd complain of sore feet or sit down or go buy The Sun or something. They didn't.



STEP 3:
Even after sneaking past the camera and breaking this lock, when we peered at them from the rooftops, they were still patrolling.



STEP 4:
And after we climbed down the rope, grabbed the money and legged it? Still patrolling. It makes you wonder sometimes.



CONTINUED

chattering, rain outside, everything plays a part and creates an atmosphere. Sadly, we can't be even nerdier and praise the 'real-time graphics' because visually, things are a different story.

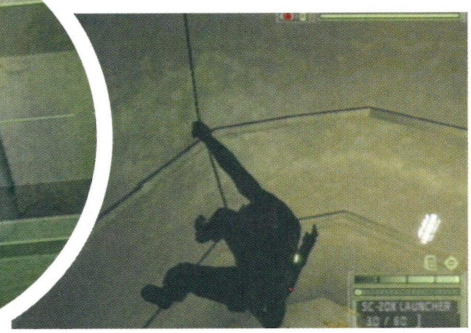
Sorry as we are to say it but *Splinter Cell*, the vainest of all games, has a few blemishes that no amount of lighting magic can disguise. The frame rate is particularly suspect, with smoke grenades having an unexpected bullet-time side-effect and even simple actions such as quickly turning around can cause *Chaos Theory* to scream "Christ, I wasn't expecting you to do that!" as it hits the panic button and the frame rate plunges to a manageable speed. It doesn't happen that often thanks to the slow-burning nature of the gameplay but it's often enough that you can't really forget about it. *Chaos Theory* effortlessly trumps the majority of GameCube games out there but this slowdown combined with the occasional cheap and nasty graphical effect ruin the sheen you expect. It still has *Splinter Cell* gorgeousness as you remember but this time it's forgotten the Clearasil.



Still, that's not the damning proof that *Splinter Cell* has outgrown the GameCube. The proof you're looking for is right there in your hands. It's in the pad. While the new moves oil the controls so *Splinter Cell* loses its clunkiness, it's also had the unfortunate knock-on effect of upsetting the old moves, which have been uprooted and forced to find new homes in the tiny residence of the GameCube pad. As you're well aware,

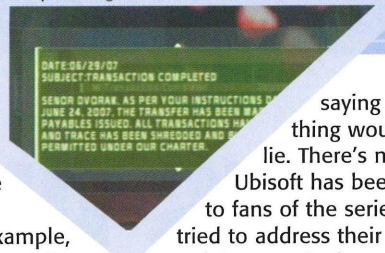
VISION EXPRESS
Fisher is now equipped with EEF vision. We don't know what it stands for though. Why don't you make something up and tell us, so we can pretend we thought of it first.







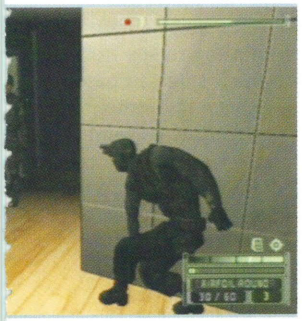




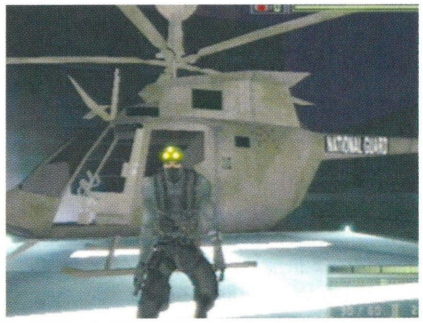
INFORMATION ACT: Using the computers handily lying around, you can flesh out *Chaos Theory*'s nonsense story and politicising. Oh no! North Korea is evil! And so on.

the GameCube pad only has seven buttons. Sam Fisher has approximately 3 million moves. You do the maths. There simply isn't enough room to accommodate everything. For example, sniping, the one move you always fell back on when your carefully thought out plans started coming apart at the seams, is now a case of holding Z Button and pressing Down on the C-Stick, then C-Stick to aim, L to hold your breath, B to fire. With Z Button and Down on the D-pad (not C-Stick) with Left and Right to choose the correct weapon first. What? Usually, the stock phrase that applies is "eventually you come to live with the quirks of the control system!" and the smiley exclamation mark means that hey, everything will be alright. But in all honesty, when you have to abandon moves such as sniping in time of panic or pressure simply because you know you can't rely on the input commands, saying such a thing would be to lie. There's no doubt Ubisoft has been listening to fans of the series and tried to address their complaints, nor is there any denying that *Chaos Theory* is an excellent game. The problem is Sam Fisher has outgrown the GameCube, plain and simple. *Splinter Cell* has always been at its best when you're stalking enemies and there's little feeling to match the satisfaction you get from moving from shadow to shadow systematically picking off every soldier in your path, something *Chaos Theory* provides in spades. However for all the new moves and multiplayer modes, it's still the same old *Splinter Cell* it's always been. Still tense, still frustrating, still endearing, still maddening, still badger-haired. The more things change...

RYAN



After much staring we decided not to caption this screenshot.



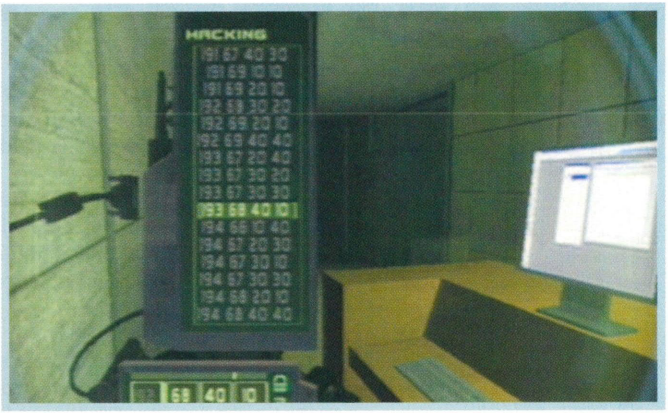
Much like a Black Widow spider Sam Fisher waits patiently for his mate.



LOVE HACK BABY

OMTG I JUST HACK TEH WITE HOUS!!1!

Sam Fisher can hack computers by matching up the numbers as they appear on the bottom to one of the many sequences on the top. Get it wrong and an alarm goes off. Get it right and you're in. The problem is waiting for the numbers to appear is time-consuming, which is a problem when guards are patrolling but then it's only really meant as a way of making sure you don't get stuck at any frustrating dead-ends (there's usually a better alternative to hacking). This was no doubt a deliberate move by Ubisoft to get us to use phrases like "It's really tense!" and "The atmosphere while hacking is electric!" but all we thought of while hacking was the flashing numbers looked a little bit like *The Matrix*. Oh well. Let's play ball anyway. It's really tense! The atmosphere while hacking is electric!



"THERE'S NO DOUBT UBISOFT HAS BEEN LISTENING TO FANS"

CUBE VERDICT

SPLINTER CELL: CT

STRONG SEQUEL WITH FEW FAULTS

VISUALS
Great real-time lighting effects but not without frame rate issues.

AUDIO
Brilliant Amon Tobin soundtrack but it feels underused and sparse.

GAMEPLAY
New moves add to the gameplay and neck-snapping is awesome.

LIFESPAN
Mission ratings are a genuine incentive to come back for more.

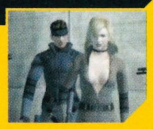
ORIGINALITY
Twin Snakes aside, there's still nothing really like it out there.

CONCLUSION

WHILE THIS REEKS of quality and class, there's also an occasional whiff of cheap graphics and unnatural control. Kudos to Ubisoft for making the missions more forgiving and lenient but it just seems to have come a game too late as the controls and graphics have naturally outgrown the GameCube.

ALTERNATIVE

The camper, more flamboyant stealth game of the two. Better cut-scenes, worse crawling.



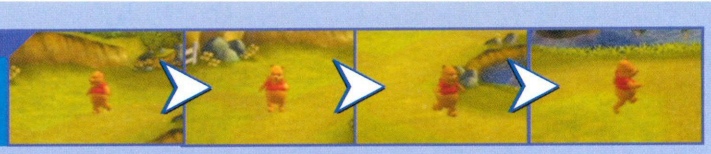
METAL GEAR SOLID: TTS
Reviewed: 30 CUBE Rating: 8.9

FINAL SCORE

8.8

LOOK AT HIM RUN!

Honestly, you haven't lived until you've seen Winnie The Pooh running. It's PERFECT.



Best. Title. Ever.

WINNIE THE POOH'S RUMBLY TUMBLY ADVENTURE

No rolling down grassy hills involved though

LOOK AT the way he runs! Listen to his voice! Oh my god, it's Piglet! We shouldn't be saying this. It's a kid's game. For kids. Little people who pick their nose, laugh at 'poo-poo' and live on a diet of chicken nuggets and chips. So why is it so fun? Why is it so enchanting? It makes no sense! We should hate this! This is for kids!

The simple truth is *Winnie The Pooh's Rumbly Rumbly Adventure* is a kid's game done properly, which up to now has been a rarity. It manages to sidestep the usual pitfalls of being extremely dull or patronising by concentrating on winning the little ones over with charm and cutesy characters. Yes, it's extremely easy and shouldn't take the smallest of hands more than a day to complete. Yes, you can argue it's nothing more than a fetch-this-object-for-this-character adventure. What you can't argue with is this has more personality than all the identikit platform characters you care to mention put together and this personality does a great job of dressing up the simplistic gameplay to make it feel sexier than it actually is.

The fat bear runs around Hundred Acre Wood talking to Piglet, Eeyore and Roo as he relives their birthday adventures. He also has a rumbly tumbly and needs to find food. Hence the *Rumbly Tumbly* part of the title. We're still disappointed to find this has nothing to do with rolling around grassy hills, just as we were when reviewing the GBA version, but unlike that vacuous interpretation, this manages to be fun and charming. So we can forgive the lack of rolling down hills.

The first thing you'll notice is the most uplifting song ever with its fat trumpet parps that suit Winnie the Pooh's fat little run perfectly. It's while watching the stupid little run that you notice just how good the animation is. Unlike the way he ran on the utterly laughable and utterly detestable GBA game, Winnie the Pooh has a cute little jog, as do all the characters. In fact, given this is a kid's game, the graphics in general are amazing. It's not going to trouble the likes of *Metroid Prime* but given the usual half-arsed attempts most developers fart out their backside with the "It's for kids" slogan slapped across the box, this will do nicely. And the sound! The shoulder buttons make Winnie the Pooh make noises. How good is that? Press L and he says "ho hum" to himself. Press R and he sings a little song. Brilliant! It's amazing to see how making Winnie the Pooh sing can pass the time as you're delivering a broom from one end of Hundred Acre Wood to the other.

There's a lot of delivering to be done as well, which is great if you want you child to grow up to be a postman. Most of the puzzles are collect-a-thons that have you retrieving items for certain characters or finding enough honey to keep bees away. Winnie the Pooh can find honey by kicking tree stumps and other scenery. The kick only works when finding honey.

CUBE

INFORMATION

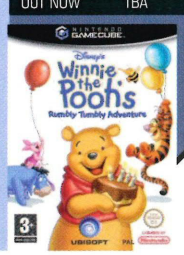
WINNIE THE POOH'S RTA

PUBLISHER:	UBISOFT
DEVELOPER:	PHOENIX GAMES
PRICE:	£19.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	14 BLOCKS

STATS

- POOH, PIGLET, TIGGER AND EEYORE!
- RELIVE FIVE MEMORABLE ADVENTURES
- FIVE FUNNY MINI-GAMES
- THAT'S WHAT THE BOX SAYS

OUT NOW | TBA | OUT NOW





Of course being that fat and furry means he'll drown.



FUNNY STORIES

Here's another "funny" mini-game. In this particular one, it's an open-maze *Pac-Man* where you collect the cookies while avoiding the enemies. Ha ha! Ha ha ha ha! HA HA HA!

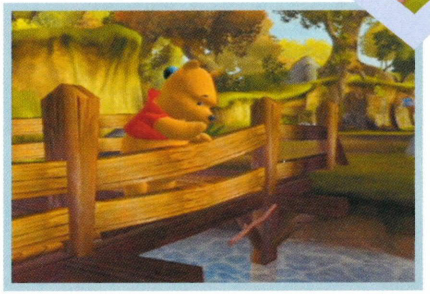
LOOK AT PIGLET!: That line was shouted at least three times while playing. Eeyore is still miserable, Tigger is still stupid, Roo is still pointless. But Piglet! Piglet is awesome.



JUNIOR MODE

It's for kids! No, really. It is.

Junior mode is for *uber*-kids, kids who can't even do the simple "Get the broom over there and bring it back to me!" quests. This mode is Winnie The Pooh walking around and talking to his friends. Watch him smell flowers! Watch him play with balloons! Watch him drop sticks in the river! Watch him eat honey! You can also control the other characters. It's a weightless, worthless mode except for five-year-olds who can barely grasp the concept of a videogame let alone play one. Pardon us for sounding glib, but for them it'll be more of an interactive story-book.





"WINNIE THE POOH'S RUMBLY TUMBLY ADVENTURE IS A KID'S GAME DONE PROPERLY"

We tried kicking Piglet in his stupid fat face but it didn't work. Winnie talked to him instead. Not quite what we meant but hardly surprising given the twee nature of the game. Finally, there are Heffalumps and Woozles chasing after you and you need to scare them away by popping nearby balloons. When they're scared, they scream, spin around, squash into a flat 2D shape and vanish in a puff of smoke while the pad rumbles. It's a bit dramatic considering all you've done is pop a balloon but it works. And hey, it's for kids!



The back of the box claims there are: "five funny mini-games!" Half of that sentence is true. There are mini-games but it's debatable whether they'll leave you guffawing or chuckling. We didn't laugh once. Again, it's something little children will appreciate more than our rough, *Resident Evil 4*-thrashing man hands ever will but some of them do seem far too simple. One mini-game sees you chasing after a moving honey pot but it's possible to complete it in under five seconds. Is that funny? Maybe. Poo-poo! Now that's funny.

Winnie The Pooh's Rumbly Tumbly Adventure is not going to win any gameplay awards but it is fun and yes, it is perfect for kids. You've probably shouted (or whispered) in disbelief "WHAT!?" after seeing the score but remember, the 6.0 reflects the fact that this is a children's game you'd be happy to let children play, rather than *The Polar Express* or *Kao The Kangaroo: Round 2*. Unless you actually want your kids to grow up hating you of course. A rare victory for the kid's game genre and shining example of how these games should be done.

RYAN

2ND THOUGHTS

I LOVE HONEY!

■ Well, I said it would be doubly awesome... and I was wrong. It's a game for kids, so obviously we wouldn't recommend it to anyone over the age of seven. However, it does what it sets out to do really well and we can't recommend it highly enough for kids and fans of the Poohster.

CHANDRA





"You talkin' ta me! Do you want some? Bring it punk!"

CUBE VERDICT

WINNIE THE POOH

CHARMING KID'S ADVENTURE

VISUALS
Given the kid's game genre, as good as you can expect.

AUDIO
Has the most delightful little ditty you'll ever hear.

GAMEPLAY
Extremely simple so kids can grasp it easily enough.

LIFESPAN
No more than a lengthy afternoon or day for little 'uns.

ORIGINALITY
No real original elements but it's put together nicely.

CONCLUSION

YES, WE REALLY do like this. It goes without saying that veteran GameCubers will be turned off by the simplicity but kids and Winnie The Pooh fans will lap this up. It has buckets of charm, wonderful voice acting and isn't the slightest bit patronising. Not perfect by any means but a surprise given how poor kid's games tend to be.

ALTERNATIVE

How not to do kid's games. Dull, annoying, patronising, pointless.



THE POLAR EXPRESS

Reviewed: 40 CUBE Rating: 3.8

FINAL SCORE

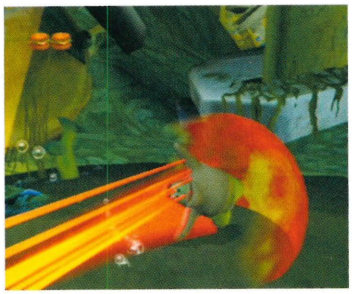
6.0

RUB-A-DUB TUB

Sliding down mountains in a bathtub. It's quite fast. Erm... more space to fill...it's fun! Done.













CUBE

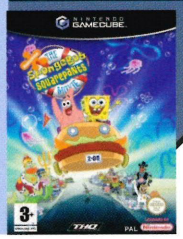
INFORMATION

SPONGEBOB SQUAREPANTS MOVIE	
PUBLISHER:	THQ
DEVELOPER:	HEAVY IRON STUDIOS
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	9 BLOCKS

STATS

- PLAY AS SPONGEBOB
- PLAY AS PATRICK
- ON SOME LEVELS
- PLAY AS BOTH!

OUT NOW | TBA | OUT NOW



I'm SpongeBob SquarePants!





THE SPONGEBOB SQUAREPANTS MOVIE

All aboard the rub-a-dub tub bath type thing!

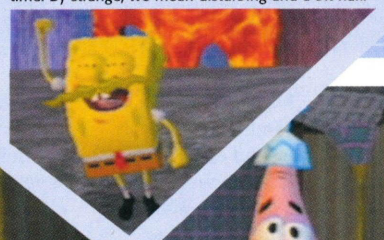


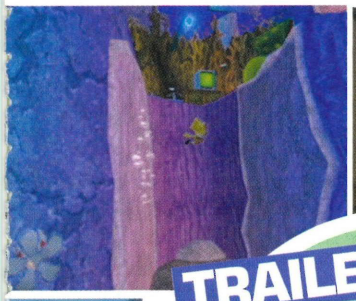
LET'S KICK OFF this review with the wonderfully clichéd "it's yet another platformer... but don't turn the page just yet!" opener. Because while this is yet another platformer to join the ever swelling ranks of coin-collecting titles on GameCube – don't turn the page just yet! – this is actually good. Enjoyable, even. Here is a platformer that actually has some genuine differences and competent gameplay to separate it from the reams of other double-jumping, crate-smashing, mini-game-playing identikit titles making the shelves of HMV sag with their depressing adventures.

That's not to say that *The SpongeBob SquarePants Movie* isn't without its flaws but given the fact that you'll happily play this through to the conclusion without swearing once or launching the Wavebird across the room in a blind rage, a few flaws are forgivable. The game of the movie of the cartoon doesn't ask you to hoover up coins with a sad, distant look on your face. All SpongeBob wants you to do is play some of his challenges and have some fun. Fun! That's what platform games appear to have forgotten in their desperate attempts to double-jump to the top of the heap. And fun is exactly what SpongeBob remembers to bring with him.

True, most of the challenges are the standard platforming fare as SpongeBob or Patrick double-jump around the levels fending off enemies and smashing crates but it's the other challenges where *SpongeBob* is at its best. The highlight of these challenges is riding around in the Patty Wagon, a glorified burger with an engine inside it (cue weak "What are they putting in McDonalds' burgers these days!" gag). It's a nice way of breaking up

DANCE THE NIGHT AWAY: leave SpongeBob alone and he'll start doing his own strange animation to pass the time. By strange, we mean disturbing and a bit naff.



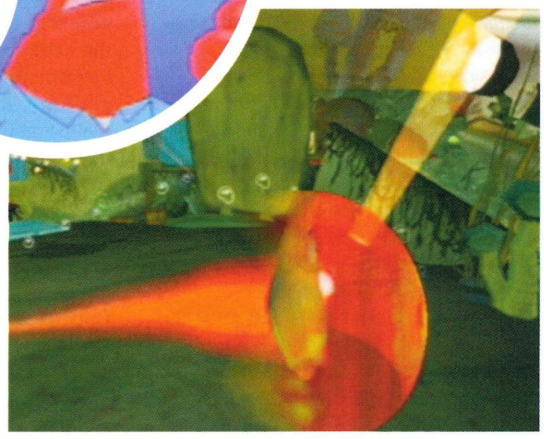


TRAILER

TRASH
The first thing you unlock in *SpongeBob SquarePants* is the trailer for the film itself. The first one is a bit guff but the second, the seventh thing you unlock, is much better. And luckier too.

Luckily none got in his eye – that stuff stings.





SpongeBob rhymes with: job, knob, blob (don't tell women!).

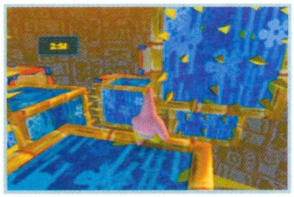
A burger! Sorry. We didn't try very hard with that caption.

FLOATING BLOCK CHALLENGE

It's actually more exciting than it sounds

It's not often we dedicate an entire box-out to just one mini-game but it's not often that they turn out to be this good. Patrick has to jump his way upwards via a series of blocks. Some blocks have spikes on and rotate, others fall away when touched, others bounce you up higher and higher.

Usual platform clichés, but they're melded together in a way that ensures the difficulty is perfectly pitched, the pace is tight and the whole concept just works. Heavy Iron Studios probably didn't even intend for the design to be quite this good. We're not even sure ourselves why it works as well as it does. But it just does and that's all you need to know.





the platform routine and are actually surprisingly fun due to the fact these levels are undemanding but still have enough of a whiff of challenge about them to keep their appeal. Given the further Time Attack, Ring Challenges and Macho Time Attack modes, there's something to challenge everyone from the mini-Beckham who barely knows which way up to hold the pad through to veteran hands. Then there are the combat arenas where SpongeBob fights off waves of enemies, boss fights, bungee jumping, Sonic Wave Guitar Challenge and the floating block challenge, which is the most enjoyable test of 3D platforming skills in some time. There's quite a collection here that help *SpongeBob* feel fresh after the recent flood of mediocre platform titles. The difference is, the quality of these diversions is consistently high enough to make them worthwhile, as opposed to the pick 'n' mix selection you usually get.

Progress is the usual 'collect x amount of coins to continue' so SpongeBob is forced into finding the round silver objects but as you're only rewarded one of these at the end of each challenge, they're cleverly disguised. You're not forced to collect 3,000 of them during the course of the game (no Kao, we haven't forgotten). You're not forced to ping-pong around levels trying to sniff out every last hidden coin to fulfil requirements. You can just play the game and go back and complete unlocked challenges when you get stuck. For once, it's a joy rather than a chore.

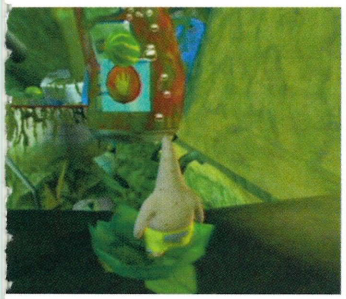
There are the usual arbitrary tokens to collect as in every platform game ever made (they're weights in this game) but they're used to upgrade your moves rather than anything central to the game itself. SpongeBob and Patrick have an unusual set of moves starting with the clichéd spin-attack before upgrading to bowling balls, cartwheels and metal fists.

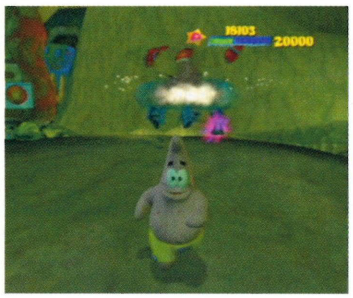
2ND THOUGHTS

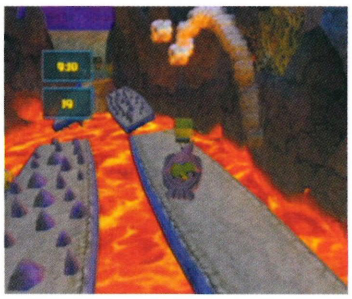
SOAK IT UP

■ Y'know it's lovely when you actually make a difference. I reviewed *The Battle For Bikini Bottom*, gave it 6.8 for being generic and dull. And look what happens! A decent *SpongeBob* game! And it's all down to me! Yeah, that's right – me! With a bit of slagging I managed to get Heavy Iron Studios to make a game that's 0.2 better than the last one.

TIM











UNLOCKABLE ARTWORK

There's more to life than unlockable artwork

The first time you spot the floating, glowing treasure chest, your heart sinks to sock level and your head sags. "Oh no," you think. "Not more artwork". Surprise! It's not artwork at all but a film trailer. And so, the quest to find unlockable extras is rejuvenated by the fact that you can unlock interesting items apart from the usual brand of hideous concept art. Extra costumes for SpongeBob and bad guy sound tests are among the best you'll find. While it might not sound like much, it's a decent incentive to explore the levels knowing the rewards are better than a drab bit of concept art that a monkey could have drawn.



"IT'S YET ANOTHER PLATFORMER... BUT DON'T TURN THE PAGE JUST YET!"

CONTINUED

These attacks are flamboyant enough to be interesting and useful enough to make it worth hunting down weights. These moves at least allow for different types of enemies and make sure you consider what type of attacks to use in the situation, particularly later on in the game when you've unlocked all the available moves. It's hardly going to make an Einstein of you but at least you have to think before wading in.

It's just as well the game works as well as it does because the use of the *SpongeBob* licence is hit and miss. The in-game cut-scenes are brilliant, the animation on the main characters is fantastic and some of the jokes are actually funny. Not laugh out loud funny, but funny enough to justify their inclusion. On the other hand, the 'animated' cut-scenes are told through stills, the actual levels lack personality and most of the humour feels forced. The stills feel particularly cheap and nasty. This is probably some contracted clause to make sure the movie isn't ruined by the game giving away what happens but even so, boo! BOO! Overall, the presentation doesn't get the thumbs up or a thumbs down. It just gets an apathetic shrug. Given how rich SpongeBob's world is, it should have been so much better.

Unfortunately, a bigger problem is that SpongeBob doesn't quite shake off his platforming heritage and so this suffers from the usual trio of faults rife in the genre: the level design is erratic, it can get quite boring at times and it becomes repetitive. The platforming between the challenges quickly degenerates into frustrating set-pieces as you try to jump between platforms while a distant enemy is firing endless streams of rockets at you. The level design is the first noticeable victim when the difficulty gets pushed up a few notches and while it's not particularly annoying thanks to infinite lives, it's far removed from fun. Then you slowly start to tire of the platforming between the challenges as boredom slowly seeps in between the cracks. Run here. Hit the switch. Jump there. Smash that crate. It's around this time that repetition creeps in too. While the extra diversions such as the Patty Wagon racing and bungee-jumping are great fun, you'll soon tire of the platforming glue holding them together.

Despite that, you'll see this through to the end because while *The SpongeBob SquarePants Movie* isn't the definitive platform game, it is damn good fun while it lasts. Platform games take note. Coins are rubbish. Collecting things is rubbish. Poor excuses for mini-games are rubbish. Stealth sections are rubbish. All platform games need a healthy dose of variety and fun. If a yellow simpleton made of sponge can do it properly, then so can you.

RYAN

CUBE VERDICT

THE SPONGEBOB SQUAREPANTS MOVIE

COMPETENT AND FUN PLATFORMER

VISUALS
As always for platformers, cute animation offset by bland levels.

AUDIO
Quirky *SpongeBob* soundbites will either delight or irritate you.

GAMEPLAY
Not hugely inspiring but a nice set of moves keeps things interesting.

LIFESPAN
Chunky adventure with plenty of challenges and extras to discover.

ORIGINALITY
Enough variation to set it apart from the dozens of me-too titles.

ALTERNATIVE



Not sure why anyone would play this but we did and we're still angry about it.

KAO THE KANGAROO: ROUND 2
Reviewed: 44 CUBE Rating: 4.8

CONCLUSION

FOR A LICENSED platformer, this is much better than anyone could have expected. It does peter out towards the end but *The SpongeBob Movie* is fun to play and isn't as frustrating as other games in the genre. Well worth considering if you're after an undemanding game or you're a fan of the squeaky yellow sponge.

FINAL SCORE

7.0




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BAP BAP BAP

CUBE isn't advanced enough to have sound, so please provide the doko pan noises yourself.













CUBE

INFORMATION

DONKEY KONGA VOL3

PUBLISHER:	NINTENDO
DEVELOPER:	NINTENDO
PRICE:	£40 APPROX
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	5 BLOCKS

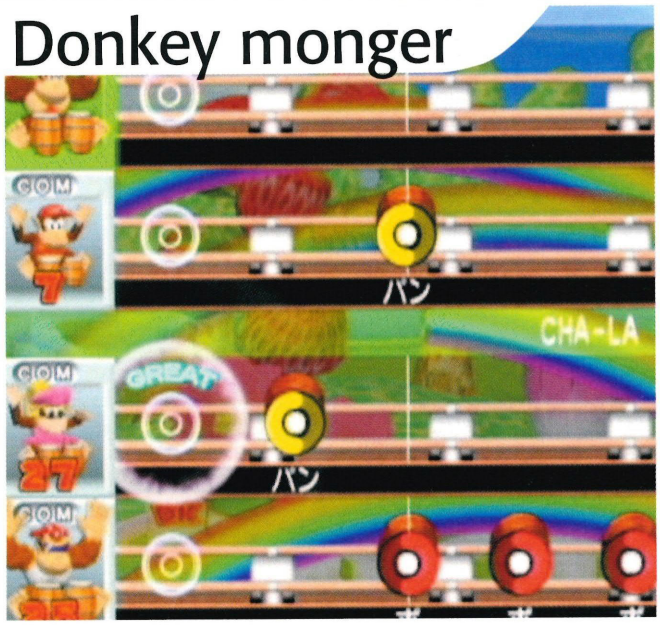
STATS

- TWO BONGOS
- ONE GAME
- PLAYABLE WITH PAD
- BAP THE BONGOS

TBA | OUT NOW | TBA



Donkey monger





DONKEY KO



Bapping and clapping to your heart's content

DOKO DOKO pan pan. The cute little Japanese cartoon on the side of the *Donkey Konga* bongos box says "doko" is the noise made when you bap the bongos, while "pan" is the noise when you clap. It sounds more like "bap" and "clap" to us and bap and clap rhyme, which opens up the potential for serious wordplay but whatever. This is an import review of the Japanese version, so we'll go with the dokos and the pans this time but feel free to add baps and claps whenever you want (and hey, that's pretty good advice for all walks of life anyway).

So, doko doko pan pan. Noise transcends international language barriers but words don't and so, being a Japanese import review, you have to consider that not speaking Japanese will limit your enjoyment of *Donkey Konga 3*. It should be a moot point considering this is simply about hitting bongos in time to music, which is nothing to do with actual words, but there are enough menus to fluster Gordon Ramsay and it's hard to spot the difference between the various game modes without some basic knowledge of Japanese. A few hours of experimenting will eventually see you uncover the four-player mode against the computer, an improvisation mode where you hit bongos to get pictures of *Donkey Kong* characters to appear onscreen and an endurance mode where you endlessly tackle songs, amongst others. *Donkey Konga 3* is now about earning gold medals to unlock extra modes but it's something that gets lost in translation.

If you're new to *Donkey Konga* and the mention of doko doko pan pan noises scare you, here's what you do. You play by hitting the bongos in time to the music according to the onscreen prompts. There are four symbols that scroll across the music bar at the top of the screen – left bongo, right bongo, both together and clap. You see the symbol and perform the appropriate action in time to the music. And, erm, that's it. You can play it with a pad but

BANANA TREE: There's probably more to this mode than spinning around the banana tree, zooming in and watching bananas grow. We just don't know what.



FUNKY NEWS

We don't get the point of Funky News because we can't read Japanese. Other things we don't get the point of: alcopops, cats, Rayman, retro gaming, Yu-Gi-Oh!, Miles, the Gizmondo, Travis, Sting.

Yep they're still banging away at those bongos.

Doko doko, pan pan, to the hip-hop you don't stop, or you'll lose.

Another mini-game! Launch DK out of a barrel at stuff.

PICTURE STORY SHOW

One Word Summary: Unsatisfactory.

One of the modes you'll stumble across in I-can't-speak-Japanese induced confusion is the Picture Story Show. Sounds interesting right? Well, okay, no it doesn't. Guess what? It isn't interesting! This is probably why it didn't sound interesting, unless you like reading Japanese text while watching particularly dull slides. So anyway, Picture Story Show. First picture: Donkey Kong, Diddy Kong, Dixie Kong and Wrinkly Kong are arguing about something. It's in Japanese, so no-one understands. Second picture: they're still arguing. Third picture: still arguing. We're starting not to care. Fourth picture: still arguing. Final picture: they've started running somewhere. And Clancy reckons he can tell stories? Ha!





NGA VOL 3

doing so is difficult, not to mention daft and silly. Playing with the bongos is dafter and sillier but more fun because of it.

As for the music, this being a Japanese import means we're treated to a faceless list of 'zany' and 'wacky' J-Pop. There is the occasional classical music song that's almost impossible to play along to thanks to the lack of beat and the other oddity thrown in (*The Entertainer*, *BINGO*) but it's mostly wholesome Japanese pop. Ultimately, this playlist will decide if you want to plump for the import version or sit tight and clench your bumcheeks waiting for the PAL version, where the *Ignited* and *GO!!!* songs on this playlist will inevitably get substituted for McFly and other such nonsense. The songs here aren't as consistently catchy as previous *Donkey Konga* games but the playlist doesn't hit as many duff notes either.

After a few hours of playing, other magazines in the building were scowling at the general bappage of bongos. *Donkey Konga 3* isn't a spectator sport, as there's no room for skill or interpretation to breathe alongside the timing of the notes, so all that's left is noise pollution as you bap the bongos. Doko doko, pan pan. Constant *Donkey Konga* noise. Pan pan doko. On and on it goes. Doko pan doko. Digital Photography Made Easy, a magazine staffed almost entirely with cute girl-next-door types, had perfected the art of throwing dirty looks our way until we reluctantly turned the volume down. We don't like them anymore. *Donkey Konga 3* is just that kind of game.

Playing *Donkey Konga 3* on your own is a somewhat sad and lonely experience, as it's still about multiplayer. The notes come at different times for different players, so while you're bapping the bongos, someone else is clapping. While you're clapping, someone else is bapping. Sometimes you'll clap together. What those three most boring sentences in the





2ND THOUGHTS

AWESOME BAPS

■ It is still fun and it does still bring a huge monkey grin to your mug when you're swapping and comboing during a tune in multiplayer. It all depends on just how much you love your J-pop and how much you loathe bad covers of old S Club 7 songs that will invariably be on the PAL release.

TIM

KILLER CUTS

Waxing and relaxing

BINGO: B-I-NGO, B-I-NGO, B-I-NGO, something something something. We like this song. It's very sing-alongy and sounds like a Japanese playground rhyme. And it's about bingo. Probably. They don't actually play bingo in Japan though. They play *Virtua Fighter*. [It's about a dog you mook – Tim]

START: It's got squealing electric guitar and synth keyboards yet bizarrely enough, it wasn't written in the Eighties. The singer has got long hair but then again, she is female.

DONKEY'S GROOVE: A strange remix of the main *Donkey Konga* groove with a Japanese man occasionally shouting "DONKEY! KONG-A!" The rapping throughout the song is so terrifying, we're still not sure if it's in English or Japanese.

GO!!!: Not quite as exciting as it sounds. It doesn't warrant the capital letters and certainly not the triple exclamation mark. The only songs that do are the ones Lewis listens to.

THE ENTERTAINER: The song from the *Felix* adverts with the trademark tinkly piano making for some tricky combos. And the best bit is, you really want to buy cat food when the song finishes, even though cats are rubbish.

CONTINUED history of games journalism tell you is unlike most rhythm action games where players tackle the same sets of combos and notes, in *Donkey Konga 3* each player takes a different passage through the same song. It works because you're rarely playing exactly the same series of notes as the other players, which gives you time to see what other players are doing and conversely, means you have to put up with more eyes and ears paying attention to what your doing. Combos are split amongst you and if one person screws up, it throws everyone off their timing.

If the appeal of multiplayer is hard to describe, the random things happening throughout are impossible to explain.

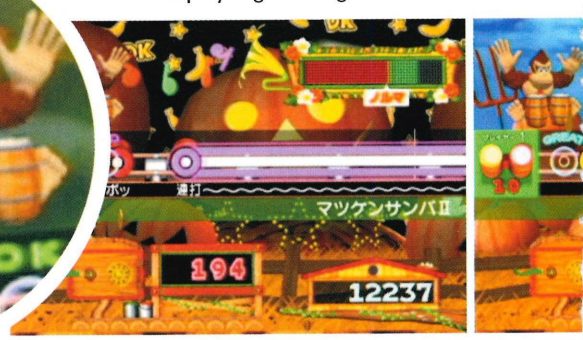


We'll try anyway because CUBE is a courageous magazine. POW symbols mean both players race to hit their bongos first. STOP symbols give you a chance to stop the spinning cards at the top of the screen, giving you a chance to hit three of a kind. Finally, the sustained bongo drumming at the end of a song leads to a game of paper, scissors and stone. The point? Points! Whoever wins these mini-games throughout the song will earn points and increase their chance of winning overall. Sadly, it's too random to really make any difference and you'll be too concerned with hitting your notes to care about stopping cards or winning paper, scissors, stone. It's a valiant attempt to try something new, just a flawed one.

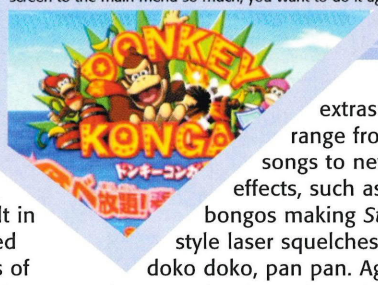
It suffers from the same two flaws as the previous games. First, playing multiplayer games against the











BRILLIANT NEWS: *Donkey Konga* has a 'return to title screen' option. Great if you loved the trip from the title screen to the main menu so much, you want to do it again.

computer is pointless, because the computer players will nail every note with a 'Great' rating every time. It's probably been made this difficult in order to make you feel depressed about the general friendlessness of your life and re-emphasises the fact that you need an extra pair of bongos and a buddy to get the most out of *Donkey Konga 3*. In which case, well done Nintendo! Job succeeded.

Secondly, and more importantly, is that *Donkey Konga 3* is more of the same. If you've played the previous *Donkey Konga*s, you won't have the same novelty rush and this will feel more like an add-on or expansion pack, albeit one dressed up in Japanese menus and *The Entertainer*. In other words, it feels like more of the same.

You can buy extras by collecting coins in one of the special modes and spending money in the shop. The extras you unlock range from new songs to new sound effects, such as the bongos making *Star Fox*-style laser squelches instead of doko doko, pan pan. Again, the language barrier reduces it to a hit-and-miss lucky dip as far as what you actually buy is concerned, so *Donkey Konga 3* relies on its bongo drumming more than it normally would. We're loathe to use the term 'party game' because parties are all about moaning about what you could have been doing in the meantime while standing in the kitchen drunkenly lusting after someone you know you'll never have, but well... *Donkey Konga 3* is a party game. Like all party games, it's short-lived but incredible fun while it lasts and certainly if you haven't tried it before, now is the time. Doko doko! Pan pan!

RYAN



Yeah umm, okay. The D-pad and button icons are really useful.

Woah! 6087! That's probably quite interesting to you!





IMPROVISATION

Three word summary: What's going on?

You hit the bongos and animals appear. The harder you hit the bongos, the bigger the animal is. Clap and a different animal will appear. Get 50 of them to appear onscreen (there's a counter in the corner) and the animals will change. So there you are, bapping away at your bongos, when a question suddenly occurs to you. Why? Why are there so many animals? Why am I making them appear? What's really going on? What's the point of this? You could try and make your own tunes but you're still limited to left, right, both bongos and clap.



"THE LANGUAGE BARRIER REDUCES EXTRAS TO A HIT-AND-MISS LUCKY DIP"

CUBE VERDICT

DONKEY KONGA VOL 3

MORE OF THE SAME

VISUALS
Not visually exciting but then it's not supposed to be.

AUDIO
Not as consistently strong as previously but still very, very good.

GAMEPLAY
Simple to play, easy to learn and addictive as hell.

LIFESPAN
In multiplayer, potentially forever but single player? Not long.

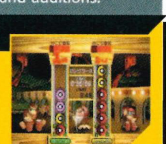
ORIGINALITY
It's *Donkey Konga 2* with very, very slight changes and additions.

CONCLUSION

MORE OF THE same, with the newness and extra modes buried beneath a sea of Japanese text that will drown all but the most persistent of you. *Donkey Konga 3* is still as fresh, funky and vibrant as it's ever been. We just need to wait for a PAL conversion before we can really understand how different things are beneath the surface.

ALTERNATIVE

It's the only *Donkey Konga* available on these shores. With added fake Kylie.



DONKEY KONGA
Reviewed: 37 CUBE Rating: 9.0

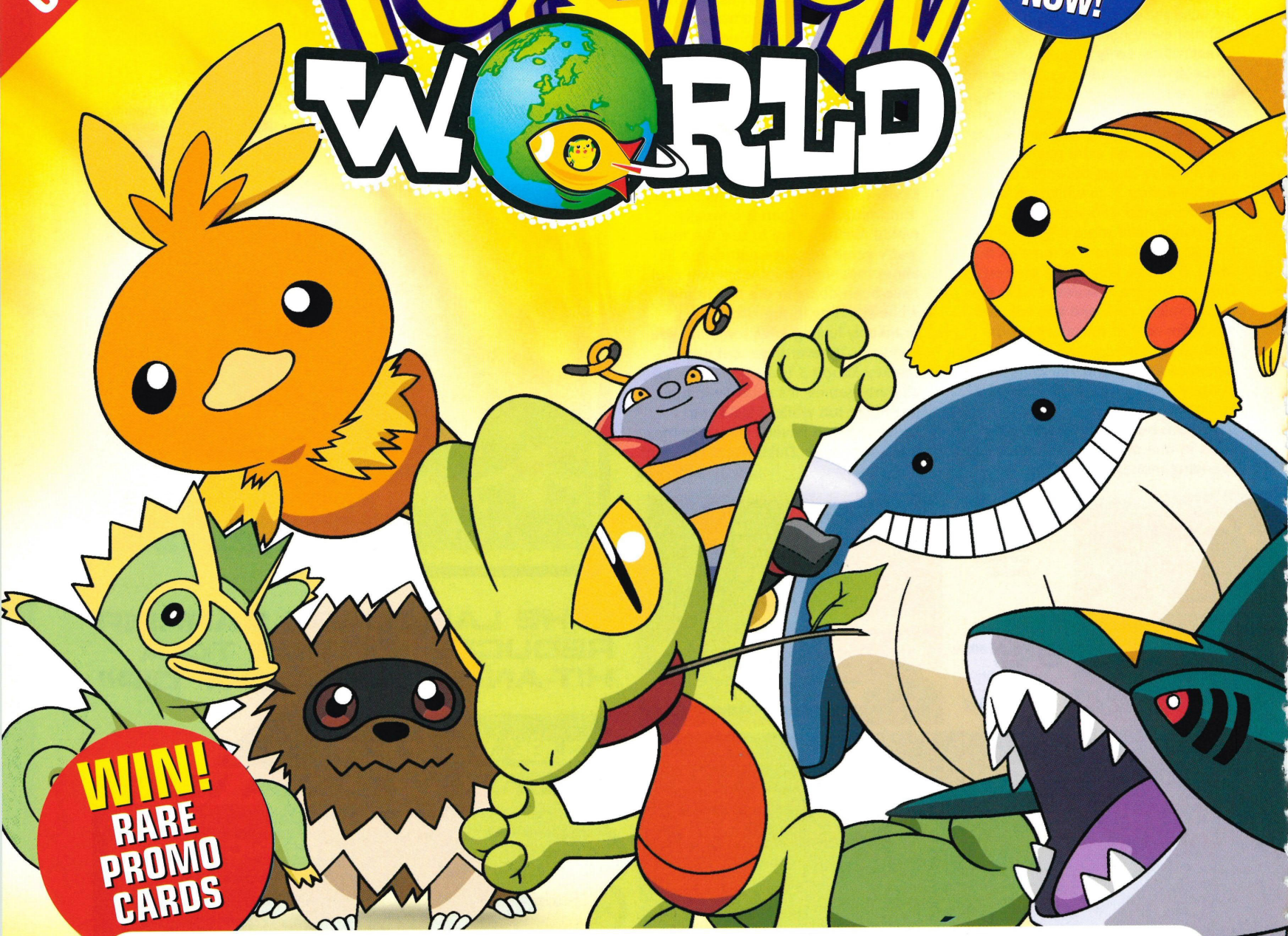
FINAL SCORE

8.6

100% UNOFFICIAL!

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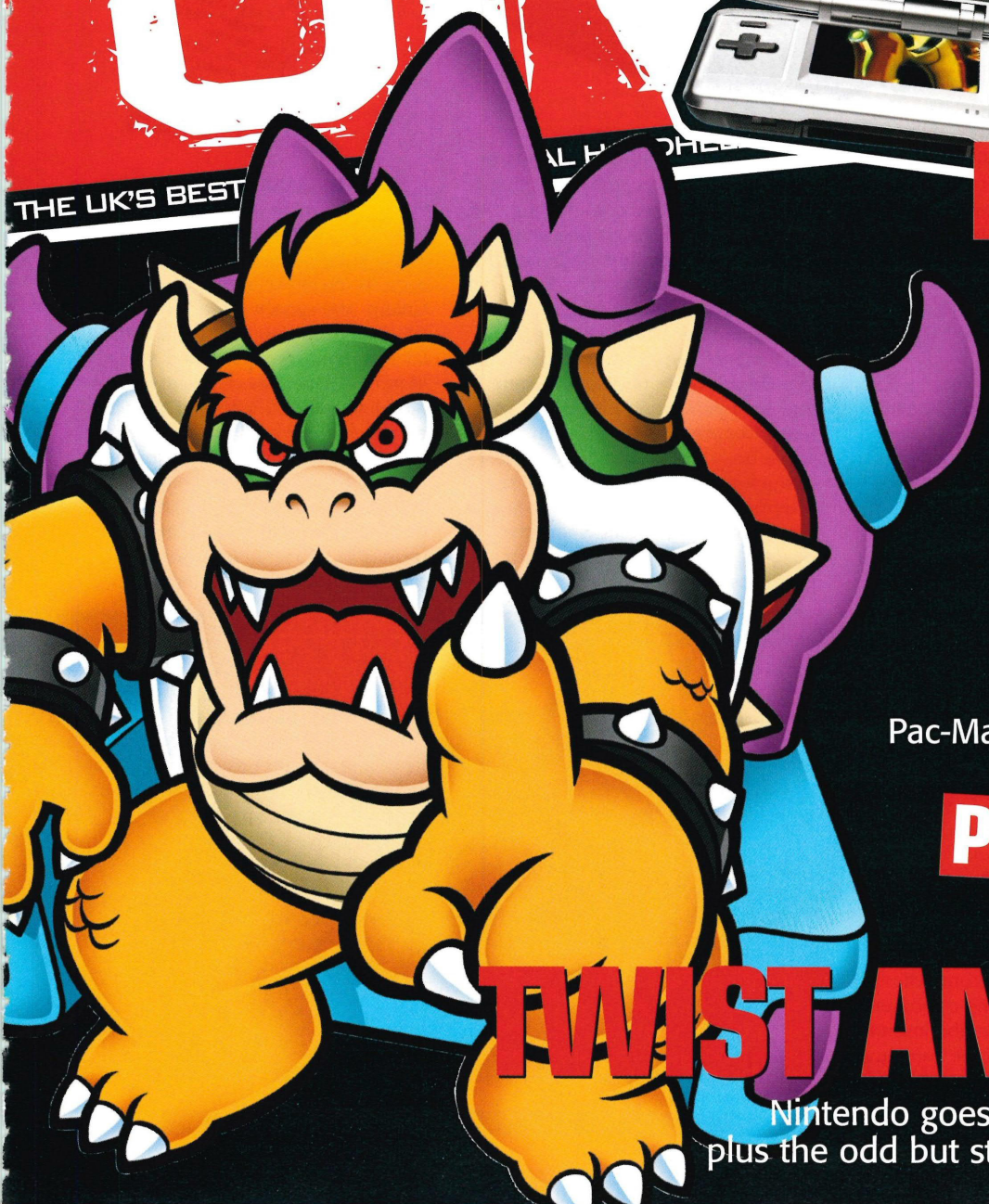
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THE UK'S BEST

NEWS
Everything happening in the world of D plus the biggest GB stories!







DS ONLINE
Nintendo finally enters the 21st Century and we like it

KIRBY!
The puce blob gets his own masterpiece in Canvas Curse

RETRO MONKEYS
Pac-Man, Space Invaders and Star Wars all dredged up from the past

PLUS MUCH MORE!

TWIST AND SHOUT
Nintendo goes gyro-crazy with Yoshi and Wario, plus the odd but strangely soothing Electroplankton

HQ NEWS: ALL THE GOSSIP FROM THE HANDHELD SCENE, INTRODUCING THE POCKET FAMI AND ART ATTACK ON YOUR PICTOCHAT! PLUS THE LATEST

CONTENTS



WELCOME TO another fun-filled edition of Hands On and this month we've gone franchise mad. In Nintendo's corner we've got *Pokémon*, *Mario*, *Wario*, *Kirby* and *Yoshi*, whilst in the retro corner we've got *Pac-Man*, *Space Invaders* and *Star Wars*! In addition to these games is the awesome *Electroplankton*, which has divided the office like Hadrian's Wall!

Liz Morris
News Editor

AT A GLANCE...

DS ONLINE!
Now everyone across the world will know how crap you are at *Wario Ware*!
Page 070

EDUTAINMENT!
What a hideous word, but still it might be fun?
Page 072

POKEMON EMERALD
Re-re-remix! Or extended 12-inch version if you're a bit old, like Miles.
Page 074

DS REVIEWS
Mostly good stuff this month and the musical rather odd *Electroplankton*.
Page 076

GBA REVIEWS
Spin your GBA to play games, plus *Star Wars*, but don't mention *Episode III*...
Page 082

I SPY

Nintendo gets online partner





A RECENT REPORT in Nintendo Power stated that Nintendo was teaming up with gaming website, Gamespy, to create a "wireless multiplayer network." The idea of the free service would be to connect people the world over using "wireless hotspots", allowing gamers to partake in games like the forthcoming *Animal Crossing To Go!*.

Hands On spoke to Nintendo, who confirmed that the story was indeed true: "As reported in Nintendo Power magazine, Nintendo are currently working with GameSpy on the Nintendo DS and its wireless online offering. We hope to announce much more about this exciting aspect of the DS at E3." So the waiting game begins again, although we do know that the service could be up and running by Christmas. According to the hunk of man-meat that is NOA's senior VP of sales and marketing, Reggie Fils-Aime, in an interview with IGN: "We [Nintendo] are really talking about wireless play through the internet and we're committed to making that happen on the DS by the end of the year."

This is a massive turn around from Nintendo, who only last year stated that "customers do not want to go online," although Iwata-san did stress that: "Most customers do not wish to pay the extra money for connection to the internet, and for some customers, connection procedures to the internet are still not easy." Could the company have simply been biding its time until it could make online gaming free to use? Well, if Perrin Kaplan's (VP of corporate affairs, NOA) comments to IGN are anything to go by then that's exactly what Nintendo was doing: "An online effort has always been top of mind for Nintendo, but we believe it should be easy, low cost and compelling in order to take it to the market and be successful with mass consumers," commented Kaplan in the interview. "We do understand there may be a perception that Nintendo hasn't supported online, but in fact we've been watching it since the days of the first NES launch 20 years ago... technology and game style has finally brought us to the point where this is doable... the DS is the first of our platforms to truly exploit it."

However, Christmas is a long time to wait to go online but we might be in luck as, according to the DSGaming website, Italian developer Jadrule is soon to release a system called DS Linkup. The system intends to connect DS gamers all over the world, and so far tests using *PictoChat* and *Super Mario 64* have proved successful. So hopefully your DS won't be showing empty chatrooms all the time, we've suffered many a lonely train journey wishing there were other players on the carriage. Whilst it's not the main deal it'll tide us over until Nintendo unveils its official online gaming system to the DS community. ■

CLASSIC NES

Turn back time

KEEN TO CASH in on the retro revival, Fire International has released the Blaze Pocket Fami – a handheld console that supports all NES and Famicom games from Europe, Japan and the US. The white and red portable boasts a 2.5" TFT screen, D-pad and "rapid-fire button configurations". The Pocket Fami can also be used as a replacement NES, and comes complete with a cable to connect it to your television and two controller ports to accommodate NES joysticks.

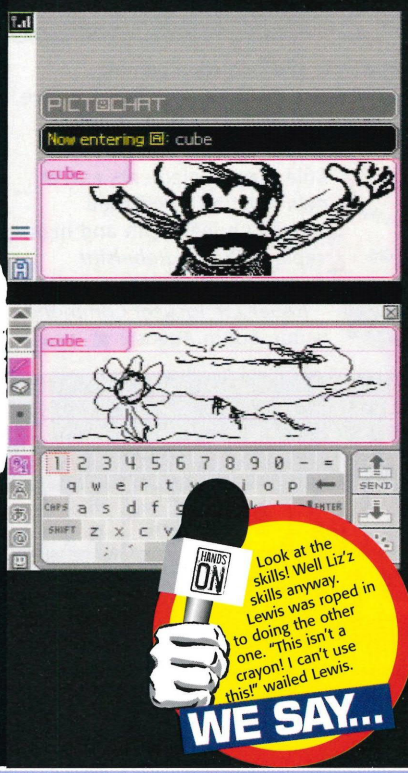
"Most of today's console gamers were brought up on the NES console, with its range of classic, playable titles," said Fire International's MD, Jason Cooper. "Gamers will now be able to experience the classic gameplay again and experience them in a whole new way... NES games are widely available through many retro games sites and eBay."

Whilst hardly a threat to Nintendo's GBA or DS, we can't imagine the company is thrilled with Fire International for releasing the Blaze Pocket Fami. Hands On spoke to Nintendo who confirmed: "We do not

PICTURE PERFECT

Can you guess what it is yet?

Liz drew this she loves drawing things, all the time.



Look at the skills! Well Liz'z skills anyway. Lewis was roped in to doing the other one. "This isn't a crayon! I can't use this!" wailed Lewis.

WE SAY...

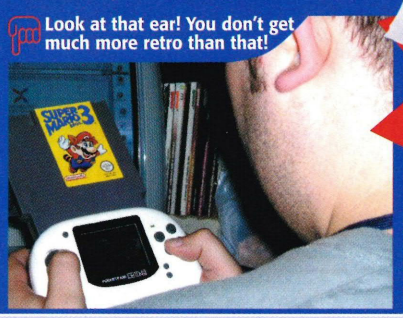
EVERYONE ON THE Hands On team has been aware of *PictoChat*'s artistic potential since day one, although until this point our sketching muscles have rarely flexed beyond drawing match-stick men and rude pictures of... well, that's probably better left unsaid. However, it seems that more mature types have been putting their DSs to better use and have been coming up with some very nifty pieces of artwork using *Pictochat*. Already a number of Nintendo forums have been showcasing an impressive array of PictoChart (we couldn't' think of anything better to call it. Sorry!), and even managed to catch the Big N's eye in the process. "The creativity shown by these artists illustrates the innovation and new thinking Nintendo DS was designed to inspire," commented NOA's senior VP of marketing and corporate communications, George "I'm not a dead Beatle" Harrison. "Nintendo DS fires the imagination with its dual screens – a touch screen to create the art and a second to display it."

If you fancy showcasing your own PictoChart efforts then pop along to www.totalgames.net and wow us.

endorse or support the new Famicom style system... we do not believe it will affect the sales of our official NES Classics range of software."

To purchase a Blaze Pocket Fami visit www.xploder.net. ■

Look at that ear! You don't get much more retro than that!



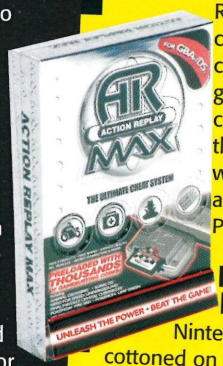
STRANGE, BUT TRUE MOUNTAIN

Two mountaineers are bringing a DS with them as they climb Mount Everest, making it the first gaming system to ever reach those dizzying heights.

HANDS ON Accessories

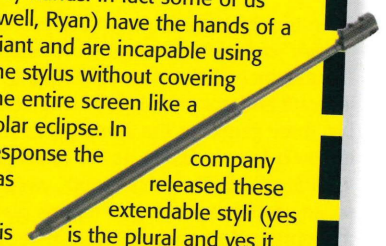
ACTION REPLAY MAX DUO

Action Replay is totally levelling up with its new MAX Duo that combines Action Replay for the GBA and MAX Drive for DS. First up is MAX Drive for the DS, which enables you to make multiple game saves so you don't have to overwrite your current game data. Using the PC cable, MAX Drive also allows you to download game save and cheats from www.codejunkies.com. Action Replay for the GBA contains over 20,000 cheats for 200 GBA games. Need more cheats? Simply go to the Code Junkies website for the latest and best codes. Price: £29.99



EXTENDED TOUCH PEN DS

Nintendo has finally cottoned on to the fact that not everyone who owns a DS has tiny boy hands. In fact some of us (well, Ryan) have the hands of a giant and are incapable using the stylus without covering the entire screen like a solar eclipse. In response the company has released these extendable styli (yes this is the plural and yes it does sound rubbish) for grown-up gamers. The Extended Touch Pen DS is currently only available in Japan, but you can import a pack of two extendable styli (again – errgh) from www.play-asia.com for $5.99 (roughly £3.10).

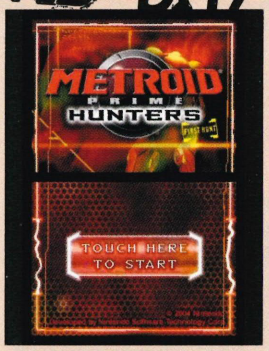


CARD POCKET 3 POCKET ONSTERS

Moritoys have released these nifty DS game cases styled on everyone's favourite franchise, *Pokémon*. Each pack contains three cases featuring Pikachu, Torchic and Munchlax. Surf on over to www.play-asia.com and order your cases for $8.90 (roughly £4.75 excluding P&P).



TID BITZ



METROID ONLINE?

Internet reports are claiming that *Metroid Prime Hunters* on the DS will be online. According to one site Nintendo and a "senior retail source" had confirmed as much, and further stated that players could expect to see some real-time FPS action. "The game will be fully online and we were as surprised as anyone," commented the "senior retail source" to the website. "Nintendo told us that we should 'think along the lines of *Halo 2*, deathmatches, online leagues and so on'. It is going to be shown running online at E3 and will hit [in the US] in mid-summer." This claim doesn't seem that far-fetched considering the company's current push for online gaming on the DS and later with the Revolution.

GOING, GOING, GONE

Nintendo's touchy feely campaign seems to be working wonders in Europe as the company managed to shift over 500,000 DS units (77 per cent of the total shipping order) within the first two weeks on sale. "The launch of Nintendo DS in Europe has been a huge success," enthused Jim Merrick, NOE's senior director of marketing. "European gamers have embraced the Nintendo DS and have left no doubt that it is the new must-have console! Nintendo set out to create a new way of hand-held gaming, offering an innovative and enjoyable experience and with the new Nintendo DS, we have certainly accomplished this." Unsurprisingly, DS software is also selling like hotcakes, with *Super Mario 64* DS shifting over 250,000 units alone. Mmmm, Mario hotcakes.

VIEW-VIEW-VIEWTIFUL

Famistu magazine has revealed some interesting tid bits about Capcom's upcoming DS title Scratch! *Viewtiful Joe*. The game, which will feature stylised cel-shaded graphics, will be set in a theme park and will star Joe and his sister Jasmine. According to Famistu the action will take place on the touch screen, with the traditional D-Pad and buttons used to control the majority of the game. However, the touch screen will be used to activate Joe's special moves. Hands On will bring you more information on this game when we have it.

SHIZZLE

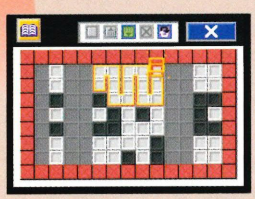
POKÉPARK DS

Ooooh, it's so shiny and blue with a little Pikachu in the corner. We like, we like. Shame its only available in Japan. Thank heavens for internet shopping, eh?



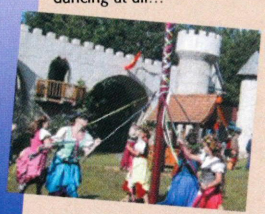
POLARIUM CODES

NOJ has released 30 new *Polarium* puzzles for you to enjoy. For the codes visit www.nintendo.co.jp/ds/asnj/collection/6/index.html



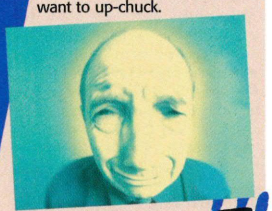
MAYPOLE DANCING

Before videogames, this is what people used to do for fun. It's like pole dancing but with ribbons. And clothes. And children. In fact nothing like pole dancing at all...



MOTION SICKNESS

Don't get us wrong, we loved *Yoshi's Universal Gravitation* and *Wario Ware: Twisted!*, but days of constant twisting, turning and tilting made us want to up-chuck.



REBELSTAR TACTICAL COMMAND

Rebel with a cause

NAMCO HOMETEK INC is looking to the future in its new GBA title, *Rebelstar Tactical Command*. The game is set on Earth in 2117, when the evil Arelian empire (why are empires always evil? Yes, even the British) has taken control of the planet. All is not lost for the innocent citizens however, as a rebel faction has arisen, determined to bring down the Arelian forces.



The game, which has RPG elements allowing you to "develop unique characters and relationships" features four game modes, campaign, skirmish, hot-seat multiplayer (that allows you to see your opponents last turn using the Replay option) and multiplayer link mode, so there'll be plenty to sink your teeth into. During the game you can also pick up a number of weapons to aid your quest as well as using the destructible environments and stealth to get that much needed edge over your enemy. "*Rebelstar Tactical Command* delivers a strategic and addictive gaming experience on the Game Boy Advance," commented Jeff Lujan, Business Director, Namco Hometek Inc. "Role playing elements and a new twist on turn-based strategy bring depth and high replay value to *Rebelstar Tactical Command*."



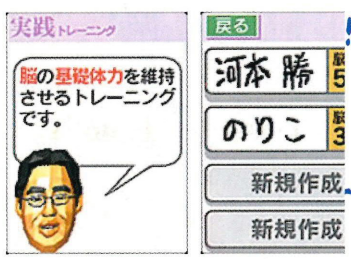
Rebelstar Tactical Command is due out in August. ■



WORK AND PLAY

We don't need no edutainment

Keen to prove to parents and Daily Mail readers that it is a "family" company, Nintendo is releasing a range of "edutainment" titles that, as the name suggests, are intended to educate and entertain kids and adults alike. Nintendo currently has three games in the works for its Japanese clientele. First off is *Nou o Kitaeru Otona no DS* Training ("*Brain Training On DS for Adults*"), due out this month, which is a maths and problem solving game. According to reports players can use the stylus and microphone to answer the questions. Next up is *Yawakara Atama Juku* ("*Prep School for Brain Flexing*"), which is another problem solving game but one using "visual questions" rather than written ones. This game will feature an eight-player mode and is due out in June. Finally, there is *DS Rakubiki Jiten*, which is the previously reported DS dictionary. The software will include three of Japan's most popular dictionaries, and will have character-recognition software meaning you simply have to write a word on the touch screen using the stylus and the system will be able to find the definition for you. *DS Rakubiki Jiten* will also be hitting Japanese stores this June. Now we know you're all desperate to get your hands on these thrilling titles, but sadly there has been no word from Nintendo regarding a PAL release. Ah well, we'll just have to sate ourselves with copious amounts of *Super Mario 64*... ■



WORLD CHAMPIONSHIP POKER

Play It ups the ante

GOT GAMBLING PROBLEM? Lost all your money/Pokémon collection/clothes because of a bad hand at the poker table? The solution could be at your fingertips! Budget game publisher Play It is offering risk-free card action in the form of *World Championship Poker* for the GBA.

The game puts you in the role of a young upstart desperate to earn your weight in gold by playing the tables on Casino Lane. During your tour of the casinos you'll have to take part in 16 poker tournaments at four casinos although with World Championship class players as your opponents you'll have your work cut out for you. If the pressure gets too much, or you need to up your stake, then you can take time out to play on the other casino games including Video Poker, Blackjack and Slots. Alternatively you can take on three friends in the multiplayer mode using the GBA link cable, and hone your skills on the four poker modes on offer including Texas Hold'em, Omaha Hold'em, Seven-Card Stud or Five-Card Draw. *World Championship Poker* is currently scheduled for a Q2 release. ■



NIZZLE

HANDS ON Announcements

GUMBY VS THE ASTROBOTS
THE GAME PUTS YOU IN THE ROLE OF THE CLAY-TASTIC GUMBY WHO'S OUT TO RESCUE HIS TOYLAND BUDDIES AFTER THE MALEVOLENT BLOCKHEADS KIDNAPPED THEM. THE GAME WILL FEATURE A RANGE OF ENVIRONMENTS, INCLUDING THE NORTH POLE, PLANET ASTROBOT AND THE OLD WEST AND WILL BE OUT THIS AUTUMN.



WHAT'S IN A NAME?
ANIMAL CROSSING DS HAS NOW HAD A CHANGE OF TITLE TO ANIMAL CROSSING TO GO WHILST JAPANESE GAME, GYAKUTEN SAIBAN, WILL NOW BE CALLED PHOENIX WRIGHT: ACE ATTORNEY.



ATV: QUAD FRENZY
MAJESCO IS BOOSTING ITS DS OUTPUT WITH THE ANNOUNCEMENT THAT IT'LL BE RELEASING ATV: QUAD FRENZY LATER THIS YEAR. THE GAME WILL FEATURE 40 DIFFERENT TRACKS, THE ABILITY TO UPGRADE YOUR VEHICLES PLUS A WFI MULTIPLAYER MODE.

MAHOU SENSEI NEGIMA
BASED ON THE JAPANESE SHOW AND COMIC, THIS RPG PUTS YOU IN CONTROL OF NEGI SENSEI, AN ENGLISH TEACHER AT MAHORA ELEMENTARY, WHO HAS TO FIND THE EIGHT FEMALE STUDENTS WHO ARE LOST ON LIBRARY ISLAND. MAHOU SENSEI NEGIMA USES A CARD-BASED BATTLE SYSTEM, BUT PLAYERS CAN ALSO USE THE CARDS TO SOLVE PUZZLES IN THE DUNGEON. MAHOU SENSEI NEGIMA IS OUT ON THE GBA IN JAPAN THIS JUNE.

SHOGUN WARRIOR
NAMCO HAS BEEN A BUSY BEAVER THIS MONTH WITH THE ANNOUNCEMENT THAT THE COMPANY IS BRINGING SHOGUN WARRIOR TO THE DS. BASED IN FEUDAL JAPAN THE RTS GAME, WHICH NAMCO PROMISES HAS GREAT 3D GRAPHICS AND AN IN-DEPTH STORYLINE, INVOLVES DEFEATING NEIGHBOURING ARMIES IN ORDER TO UNITE THE COUNTRY. UP TO 16 PLAYERS CAN ALSO BATTLE WIRELESSLY USING THE DS'S WFI CONNECTIVITY. A RELEASE DATE HAS YET TO BE ANNOUNCED.



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POKÉMON EMERALD

Green-eyed pocket monster

HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: GAME FREAK
PLAYERS: 1-4

ALTHOUGH ITS ALREADY out in Japan, our complete lack of ability to read or speak Japanese has meant that we decided to avoid importing *Pokémon Emerald* until we could save enough pennies to buy the US version. However, because of pesky deadline scheduling we were unable to bring you the review this month (you'll just have to wait a smidge longer), so to get your appetites whetted, here's a quick preview of what's to come.

Essentially the love child of *Pokémon Ruby* and *Pokémon Sapphire*, *Pokémon Emerald* gives players a double-whammy of trouble with the return of Team Aqua and Team Magma. The game takes place in the world of Hoenn, where Team Aqua and Team Magma are plotting to use Groudon or Kyogre to take over. Mwhahahaha. Thankfully Rayquaza, the cover star of the game, is on hand to help maintain the balance.

Whilst owners of either *Pokémon Ruby* or *Sapphire* might get a strange sense of déjà vu when playing *Emerald* since the game covers a lot of similar ground, players will still get a tasty treat in the form of enhanced graphics and animations, where the Pokémon show off their moves before entering battle, as well as the new Battle Frontier that, according to Ninty, is "more advanced and challenging". This challenge comes





in the form of the seven new Frontier Brain competitors whom you must battle with in order to obtain all the Battle Frontier symbols.

Included in the game is the new Battle Dome where players need to pick three Pokémon and send them into battle. If you win the battle then you get the opportunity to trade Pokémon with the defeated trainer. If that isn't enough, players can use the cell phone to call other trainers for more battle opportunities.

Uniquely, *Pokémon Emerald* is the first "Hoenn Pokémon adventure" that allows players to battle and trade wirelessly using the wireless adapter so kindly provided by Nintendo with the game. Players can also download Pokémon from other *Pokémon* titles including *Pokémon Ruby*, *Sapphire*, *Colosseum*, *FireRed* and *LeafGreen* should they so chose, so there's plenty to get your teeth sunk although whether this will be enough to sate *Pokémon Ruby* and *Sapphire* owners remains to be seen. It's pretty much a given however that this will sell like the proverbial baked products of a warm, sweet nature when it does finally make it over here. Will the public's appetite for *Pokémon* ever die?

HANDS ON WE SAY...

Tim's well up for this, having not played *Ruby* or *Sapphire* he's been pining for Poké-action since dominating *FireRed*.









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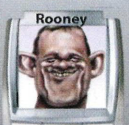

Eminem
F96594


Johnny
F96595


Ozzy
F96598


Thierry
F96648


Busta
F121198


Rooney
F96600


Britney
F96608


The Rock
F96602


Marilyn
F121213


David
F121201


Vin
F96655

Motorola C380,C385,C650,C975,E365,E398,V180,V220,V3,V300,V500,V525,V600, Nokia 2650,3100,3200,3220,3300,3510i,3650,3660,5100,5140,6020,6100,6220, 6230, 6260,6600,6610,6610i,6630,6670,6800,6810,6820,6822,7200,7250,7250i, 7260,7600,7610,7650,8910i,9300,9500,N-Gage(QD), Samsung E100,E330,E700,E710,E800,P400, P510,X450,X460,X600, Siemens A60,A65,C60,C65,CF62,CFX65,M55,MC60,SL55,SL65,ST60,SX1, Sony Ericsson K500i,K700i,T230,T610,T630,Z1010,Z200,Z600
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F93872
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Have you ever wanted to be a karate master?
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F93637
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So you think the world is safe from invading aliens, eh?
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F93849
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F93792
Strip Poker-Asia
Undress a female model by playing Poker.
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F93838
Conflict Vietnam
The story of ten soldiers behind enemy lines fighting their way back home.
C,D,E,F,G,H,I,K,O,P,Q,S



F93739
Real Soccer 2004 The sequel of the best selling Real Soccer game.
A,B,D,F,G,K,L,P,T



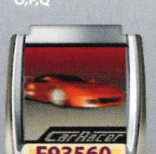
F93538
Battle For Titan
Fight against space pirates and mercenaries.
A,B,C,D,E,F,G,M,N,O,P,Q



F93845
Mid. Madness3
X-Box bestseller, now for your mobile.
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F93852
Terminator - I'm Back
Action is better than ever.
C,D,E,F,G,H,K,L,M,O,P,Q,S


F93560
Car Racer
Get points by picking up hitch-hikers.
A,B,C,D,E,F,G,N,P,Q


F93197
Sky Defender
Action packed shoot'em up game.
*



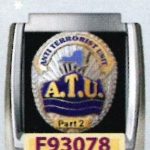
F93083
Babe Watch
Bra-shooting contest, wet T-shirts.
*



F93102
Changing Room
Take a peek in the changing room.
*



F93110
Combat Thumb
Thumb-Wrestling Challenge for you.
*



F93078
Anti Terrorist Unit II
Stop the terrorists!
*

* Nokia 3510i, 3530, 3595, 8910i, N-Gage (QD), 3650, 7650, 6600, 3600, 3660, 3100, 3200, 3300, 5100, 6100, 5140, 6200, 6220, 6610, 6800, 7200, 7210, 7250, 7250i.


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F93101
Center Court
Cool Tennis Game!
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F93698
Mobile Pet 2
It lives in your phone, ready to play with you whenever you like.
A,B,C,D,F,G,H,I,K,U

F93846
Shado Fighter
Fighting...
A,C,D,E,G,H,I,J,M

F93266
Micro Billiard
Realistic simulation pool game.
Nokia N-Gage (QD), 3650, 7650, 6600, 3300, 5100, 6100, 6200, 6220, 6610, 6800, 7210, 7250, 7250i. Sharp GX10. SonyEricsson P800, P900.

F93065
Garfield Bubble
Garfield is having bubble trouble.
Nokia N-Gage (QD), 7650, 6600, 3600, 3660, 3100, 3200, 3300, 5100, 6100, 5140, 6200, 6220, 6610, 6800, 7200, 7210, 7250, 7250i.

F93054
Stabs
A sharp knife and fingers is a bad combination.
Motorola i95cl, T720. Nokia N-Gage (QD), 3650, 7650, 6600, 3600, 3660, 3300, 5100, 6100, 6200, 6220, 6610, 6800, 7210, 7250, 7250i. Samsung S100, S200, S300, C100.

A Motorola T720, B Nokia N-Gage (QD), C Nokia 2650,3100,3108,3200,3300,5100,6100,6108, 6200,6220,6610,6800,6810,6820,7200,7210,7250(i), D Nokia 3220,5140,6230 E Nokia 3510i,3585,3590,6010,8910i, F Nokia 3650,3660, G Nokia 7650, H Motorola V300,V400,V500,V525M,V600, I Nokia 6260,6600,6620,7610, J Nokia 6650,7600 K Samsung E700, L Samsung X100, M Sharp GX10, N Siemens C55, O Siemens C60, P Siemens M55,MC60,S55,S56, Q Siemens SL55,SL56, R Siemens SX1 S Sony Ericsson K700(i),Z1010, T Sony Ericsson T610,T616,T618,T630, U Sony Ericsson Z600.
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METEOS

The best puzzle game so far for the DS – you better believe it



INFO

PUBLISHER: BANDAI
DEVELOPER: Q ENTERTAINMENT
PLAYERS: 1-4

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



"YOU CAN'T GIVE a puzzle game more than *Mario 64* DS," was Chandra's horrified reaction after hearing that the gamesTM boys were going mad for *Meteos* and were planning to give it more than the moustachioed plumber's first DS outing. While the Chandra bear (as Liz mysteriously likes to call him) was right, it's mainly because *Meteos* does suffer from a few translation blues and not necessarily because *Mario 64 DS* is the better game.

For those who may not be aware, *Meteos* is the latest creation from the staggeringly talented Tetsuya Mizuguchi, creator of Sega's much talked about (and rightly so) *Rez*. *Rez* was a masterful fusion of both sight and sound and while a DS puzzle game was never going to be an exact carbon copy of Mizuguchi's PS2 and Dreamcast hit, it's still going to be very familiar to fans of his work. In fact, Mizuguchi may well be picking up a few more admirers, as the audio in *Meteos* is absolutely superb. Indeed, we'll go as far as to say that this is the best sounding game currently available for Nintendo's new machine. Anyway, more on the superb sonics later. First let's concentrate on *Meteos*' challenging and extremely addictive gameplay.

Like the very best puzzle games, *Meteos* is incredibly easy to understand (once you've cleared the awkward menus) yet soul-crushingly hard to put down. All the action takes place on the DS's touch screen and consists of tiny coloured blocks that continually fall to the ground – so far, so *Tetris*. Funnily enough, once a line of blocks reach's the top of the screen it's game over, so you'll need to do plenty of manipulating to ensure the inevitable doesn't happen within the first few moments of each game. After you've linked three blocks together (either vertically or horizontally) they'll boost

Wonder if a *Rez*-like Trance Vibrator will become available. On Wi-FI!



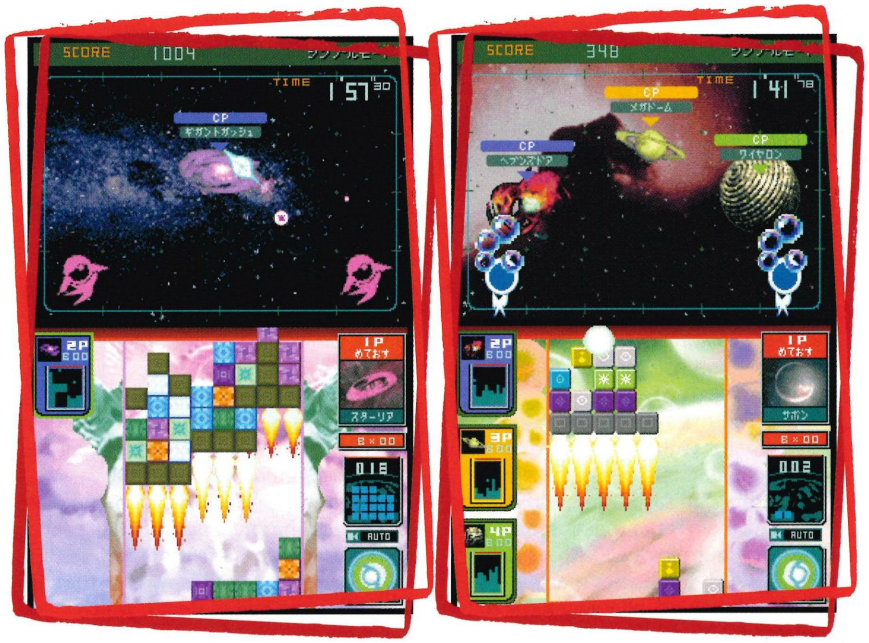
themselves off the ground and towards another player (or computer if you're playing on your own). While this sounds straightforward, Mizuguchi and his team have thrown in plenty of tricks to keep you on your toes. For starters, each of the 29 different planets you battle on has its own unique gravity, some are incredibly sluggish and require three or four chains to boost blocks into the atmosphere, while others cause bricks to disappear as soon as links are formed. If a group of blocks are rising too slowly you can simply throw a few others at them in order to give them that little extra boost – throw too many though and they simply all descend to the ground quicker. As you get deeper into the game the blocks fall increasingly faster (even more so if you speed them up with the L or R buttons) and it soon becomes ridiculously hectic. Needless to say, deft manipulation of the touch screen is required to ensure you don't get swamped in a never-ending rain of blocks. Luckily, there's a mass of different special items on offer, with plenty more to unlock, so you'll find lots of ways to demolish that continually rising wall.

As good as *Meteos* is, that would be it if it weren't for the fact that there are so many reasons to keep you playing. As well as the traditional Simple mode (which enables you to change a massive amount of game settings) there's Star Trip, Time Attack and Challenge. Star Trip enables you to travel through the different planets by taking multiple routes, Time Attack gives you a variety of tasks to achieve in a set amount of time, while Challenge lets you battle against any aliens you've unlocked. And then of course there's the utterly superb four-player mode. Up to four people can play off one cartridge and it makes for some of the best multiplayer fun on the DS since *Zoo Keeper* and *Daigasso! Band Bros*. Even when you've exhausted all the different gameplay modes there's still a mountain of unlockables to uncover. So great value for money then.

There's no point going on about the visuals, a quick look on these two pages will tell you that simplicity is the order of the day. What we can't show you though are the many fantastic tunes that have been crammed into the humble cart. There's a massive range of different musical styles on offer and each and every one is a masterpiece. Indeed we were nearly in tears when we heard the haunting melody that plays over the closing credits. No matter what your musical preference, there's bound to be something in *Meteos* that makes you very happy indeed.

As you may have guessed we're head over heels for *Meteos* and it's one of the greatest games currently available for Nintendo's cool console. If it weren't for the rather tricky menus (it's hard to work out what you're unlocking for example) this would have beaten Mario to the post. As it is *Meteos* slightly trails and waits impatiently for that UK launch date. Come on Nintendo, you know you want to!

DARRAN



Well if Darran can figure out how to play it, you should definitely be able to.



HANDS ON Verdict

GRAPHICS
Ridiculously simple looking visuals at least make everything nice and straightforward.

AUDIO
An amazingly eclectic range of tunes that just ooze quality. The best sound on the DS.

FINAL SCORE

9.1

KIRBY: CANVAS CURSE

Think pink



HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: HAL LABORATORY,INC
PLAYERS: 1

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

LIKE MARMITE, YOU either love or hate Kirby. There seems to be very little middle ground on the matter. However, *Canvas Curse* (or *The Magic Paintbrush* as it's known in Japan) might just be the game to convince Kirbyists that the little pink blob has more to offer than first meets the eye.

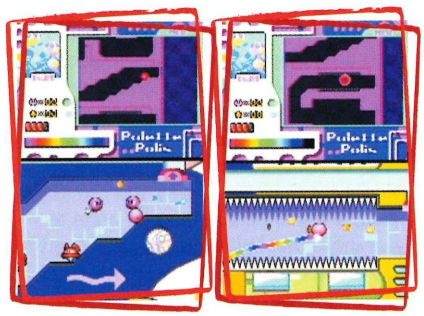
Canvas Curse begins when Kirby crosses paths with a sorceress, who turns the world into a painting and Kirby into a ball (as if Nintendo needed to make any more correlation between Kirby and round objects). Thankfully, the silly witch leaves her magic paintbrush behind, allowing Kirby to navigate the mystical world in an attempt to restore the land and himself to their former glory.

Although *Kirby: Canvas Curse is*, in essence, a rehashed version of *Yoshi's Touch And Go!*, with Kirby's rainbow coloured lines in place of Yoshi's clouds, the game has plenty of originality to keep it fresh.

For starters each of the stages are uniquely themed. One minute you can be running from a river of lava that's threatening to engulf you, the next you're swimming through an underwater world or trying to avoid being electrocuted in the mechanical environments. Each stage also throws up a variety of puzzles, such as colour-coded door locks or laser beams that need to be redirected, and have several secret rooms to discover so there's plenty to keep your mind alert. The only snag with the hidden rooms is that, well, they're hidden. Dumb thing to say, we know, but the game zips along at such a speed that you've often zoomed past the secret passage before you've had a chance to clock what it is, whilst others you simply stumble upon by chance. Annoying? Just a bit.

Each stage is brimming with enemies and natural hazards, but thankfully Kirby can absorb certain powers, such as emitting fire from his eyes or turning into a flaming ball of death, which helps no end.

Saying that, the game is fairly easy and doesn't require much effort to get through, although if you're a perfectionist you might want to replay the levels to collect all the stars and coins and even if you're not the game has enough charm and variety to lure you back for one more go. Besides, the pink stylus packaged with it is way awesome. Cheers Nintendo.



LIZ

HANDS ON Verdict

GRAPHICA
Ninty delivers the goods again, with a fantastic variety of original level and character designs

AUDIO
Ghastly tunes that wouldn't sound amiss on a nursery-rhymes song tape.

FINAL SCORE

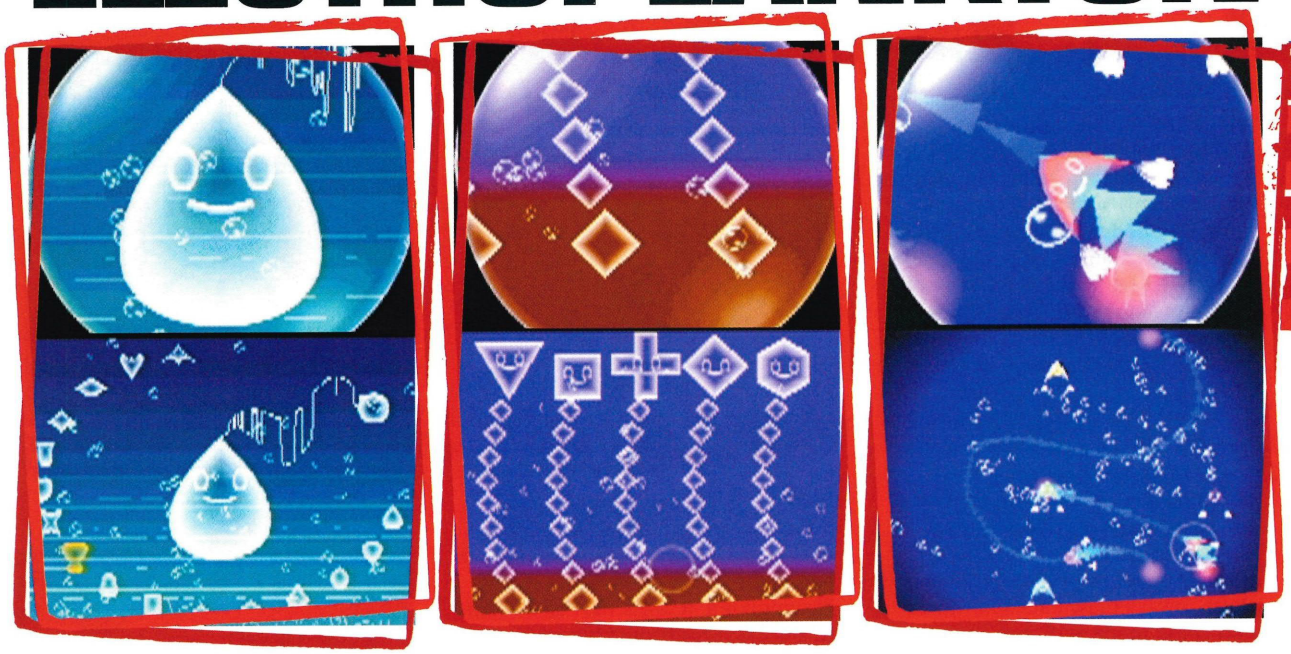
8·4





ELECTROPLANKTON

Videogame equivalent of acupuncture



HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PLAYERS: 1

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

ELECTROPLANKTON IS POSSIBLY the most bizarre title that's appeared on the DS to date, namely because it isn't a game but rather a musical instrument. The idea of *Electroplankton* is to manipulate the adorable critters to create sounds and form amusing, original compositions.

The game features ten different varieties of Electroplankton, firstly Tracy, where players have to draw lines on the touch screen for the plankton to trace. As they ride along the line it plays a scale of musical notes, the tone and speed of which depends on where and how quickly you draw the line on the touch screen. With a bit of practice you can get a good jam session going although don't expect to become the next Mozart or anything. Next up is Hanenbow, a tiny tadpole that leaps out of the water and flops about on plant leaves. These leaves represent different harp notes, which change every time the tadpole hits them or you move the leaf to a different position. Whilst the noise can be atrocious if you bugger it up, when you get the angles right its like listening to wind chimes. Very relaxing!

After this, you can try your hand at Luminaria – four glowing plankton that follow a course of arrows standing for piano notes. By turning the arrows you force the plankton in a new direction, creating different tunes. After this comes Sun-Animalcule, which are teeny-tiny plankton that burst when hit with bubbles, creating sounds similar to steel-drums. Its nice to listen too, but difficult to create a musical composition and is one of the less successful games. Ditto with Nanocarp, which are spinning plankton that can be played by tapping the screen to create water-ripples. It's pretty, but again, there's not much else on offer. Then there is the fantastic Rec-Rec where four fish swim along the screen to a beat. The unique feature is that each fish can record a word (by speaking into the microphone) so you can create some simple but fun/rude songs. Volvoice also makes use of the microphone. Players simply select a shape for the plankton to turn into and then speak into the microphone and revel at the silliness of the sounds. Each shape generates a different voice effect, so it's a lot of fun and handy if you're into crank calls...

Another favourite is Lumiloop – four Polo shaped plankton that create sonic waves of sounds when spun. Each plankton has two tones depending on which way they are spun and the harder they are spun the louder/longer the notes become. Finally, there's Beatnes – four snake-like plankton that play music/sound effects from popular Nintendo games. By tapping the plankton in different places you create various sound effects and if you get the timing right you can generate some amazing tunes.

All in all, *Electroplankton* is a truly Zen experience that will captivate your imagination and inspire your creative skills, although its lack of focus and limited options does mean this is more of a token title than a "must have" game. Students are going to love it though.

LIZ

HANDS ON Verdict

GRAPHICA
Simple but very beautiful, with a luminous "air-brushed" feel

AUDIO
Superb. Spot-on musical sounds, such as harps, piano and xylophones.

FINAL SCORE

7·8

PAC-PIX

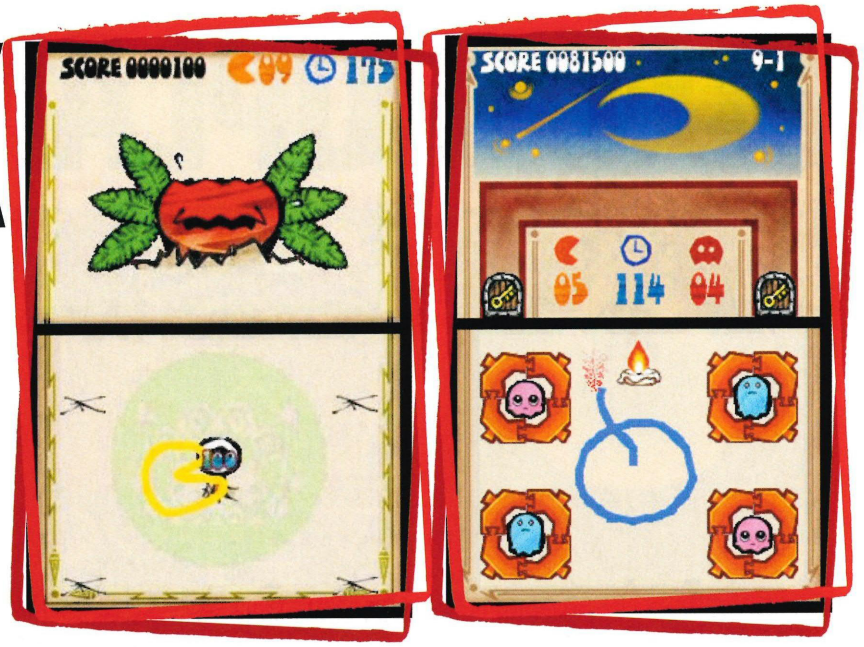
Draw a pizza with a slice taken out, that's easy!

IMPORT REVIEW!

HANDS ON INFO

PUBLISHER: NAMCO
DEVELOPER: IN-HOUSE
PLAYERS: 1

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



WHEN A DS game is innovative enough to get Ryan to raise an eyebrow, you know it's going to be something special. The tallest man on CUBE only glanced at Namco's latest DS title for a few moments before proclaiming it to be awesome (something he normally only reserves for *Street Fighter III: Third Strike*) so why all the love then?

Quite simply, *Pac-Pix* is just the sort of game that your DS was made for. It's refreshingly unique, it's a brand new spin on the traditional puzzle game and could only work on Nintendo's new handheld. Each level (of which there are 12) has a set amount of ghosts that need to be eaten in order to progress to the next stage. Simply draw Pac-Man, watch him come to life and then draw lines to steer him towards any ghosts – if your Pac-Man disappears off the screen a life is lost – once all your Pac-Men are depleted it's game over. Later on you gain the ability to draw items such as arrows and bombs, but your objective is always the same – get those damn ghosts. Sadly though, that's all there is to it. Sure, completing the game enables you to play through the levels again with slightly faster ghosts and also opens up a Sketch Book (that lets you draw things like butterflies and poo), but if you're looking for longevity (always crucial in a puzzler) you're going to be sorely disappointed. It takes next to no time to get the highest possible ranks and once that's achieved there's little else to do. Despite these major shortcomings *Pac-Pix* is still a thoroughly enjoyable game to play even if it does do little to convince the "that's not a proper game" brigade. It's hardly an essential purchase, but it's a unique gameplay experience that deserves to played even if it's just over a weekend.

DARRAN

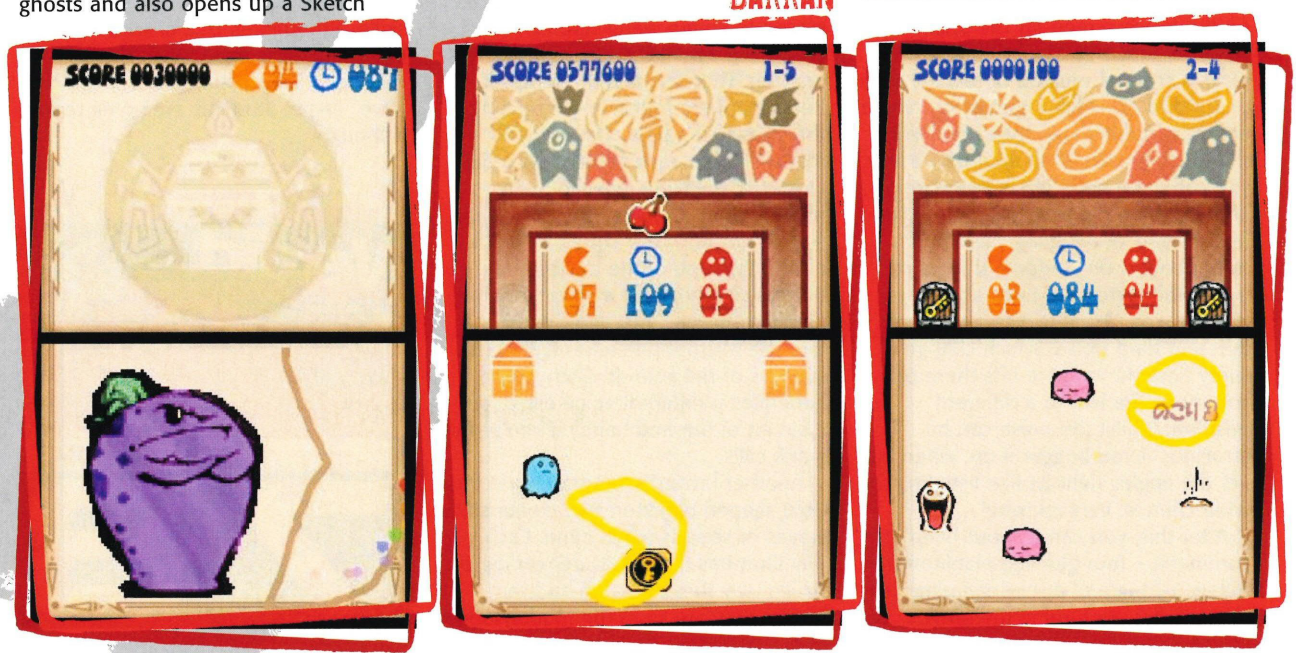
HANDS ON Verdict

GRAPHICS
Gorgeous pastel sprites remeniscent of *Yoshi's Touch and Go!*

AUDIO
The standard *Pac-Man* tunes have been given some jaunty remixes and sound very good indeed.

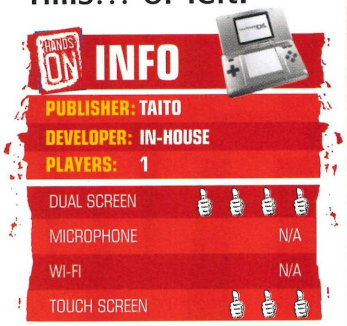
FINAL SCORE

6.9



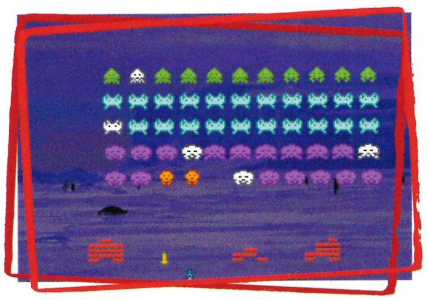
SPACE INVADERS DS

The Invaders are here, run to the hills... or left!



AFTER PLAYING RETRO *Atari Classics* you quickly realise that remaking old games for the DS doesn't really work. Sadly, it's a fact that Taito is going to have to learn the hard way, as *Space Invaders DS* is the latest retro title to aim high yet fail on practically every level.

For starters, *Space Invaders* is bloody rubbish. We appreciate its grand heritage in the great scheme of videogames, but have you actually played it recently? The original is about as exciting as giving a pensioner a massage and this DS interpretation is even worse as it woefully implements

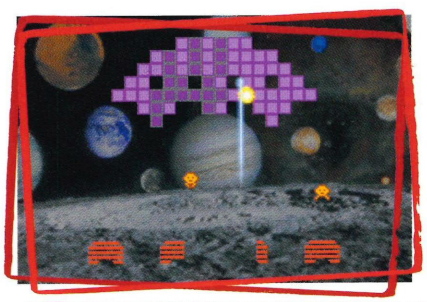


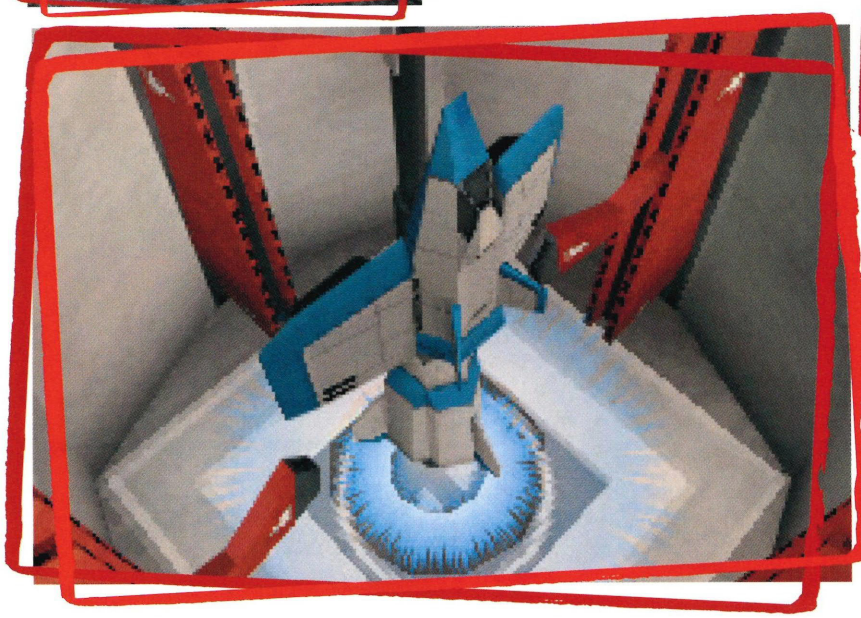
the DS's touch screen. Look, there's a little joystick on the screen... oh God, you mean we can control the action by using our stylus to move this joystick instead of the more functional D-pad? Wow, those crazy Japanese developers sure have some wacky ideas...

Sorry about the sarcasm overload, but there really is no need for *Space Invaders* to appear on the DS (indeed, it could have easily been released as a GBA title). While the enhanced version of the game (that sees you battling against world famous backdrops) gives you a few special weapons to select, the DS's screen is pathetically underused and a total waste of space. Luckily, the extra modes within the enhanced section are pretty cool. There are huge Invaders to blow up, armour-plated Invaders to blow up, tiny Invaders to blow up... you get the picture right? Whilst they offer an interesting spin on the traditional game, they are still pretty much identical in gameplay to the original.

If you're a hardcore retro monkey you may get a small sliver of satisfaction from Taito's latest release, but Atari's retro collection is the better buy, if only because it offers a range of different games to play.

DARRAN







HANDS ON Verdict

GRAPHICS
Simple visuals that look little different from 1978, still the new backgrounds look niceish...

AUDIO
Funky little tunes actually suit the onscreen action quite well, it's one of the game's stronger points.

FINAL SCORE

4.9

WARIO WARE: TWISTED!

Let's twist again. Like we did last summer...



INFO

PUBLISHER: NINTENDO
DEVELOPER: PAON
PLAYERS: 1-2

IF YOU'RE ANYTHING like us then you've already got *Wario Ware Inc: Minigame Mania*, *Wario Ware Inc: Mega Party Game$* and *Wario Ware Touched!* in your collection, so you're probably wondering if there's any room on your shelves for another title by the fat moustachioed one. Well, what if we told you that *Wario Ware: Twisted!* uses a unique gyro system to control the game? Would that convince you to throw out that old copy of *Sonic Heroes* to make some space? We thought so...

In true *Wario Ware* form, *Twisted!* features over 200 all-new microgames to test your reflexes. Of course, with the addition of the gyro system, all the games are controlled by turning the GBA to the right or left and by pressing the A button, bringing a whole new layer to an already delicious cake.

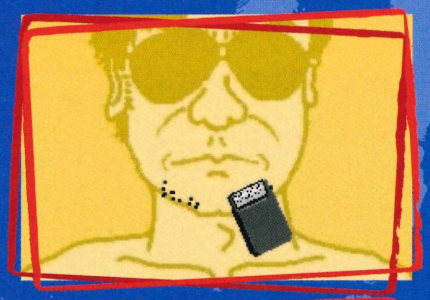
For the most part the gyro system works incredibly well because of the well thought-out and designed microgames. These include blowing out candles, shaving a guy's face, shaking rain off an umbrella and focusing a camera lens. Whilst they might not sound exciting, the games are utterly addictive and you can easily play the game for hours on end without noticing. However, there is a fly in the ointment as some games require you to tilt the GBA so far to the left or right that you can no longer see what's happening on the screen, making life difficult. One solution is to move your body instead of the screen, but you have to have a strong stomach for that!

As well as the plethora of microgames, there are over 130 'souvenirs' to unlock, such as mini-games, music, "moveable figurines" and instruments. These can be unlocked by playing through the main story mode, which features 18 classic characters from the series including Mona, Jimmy and Kat as well as guest appearances by 18-Volt and Wario's alter-ego Wario-Man. Like before, you have to complete all the challenges laid out for you before you can unlock the new character and progress to next level, but getting through the game doesn't take much time although with all the souvenirs and microgames on offer there's plenty of replayability to be had.

But the burning question: does it warrant its purchase? Well, yes, even if you already own the other titles as the gyro system offers a fresh and innovative new approach to the series. Just check your dignity in at the door because we guarantee you'll look like a real plonker when playing this game!

LIZ

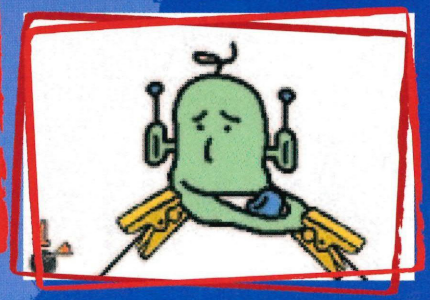
Tramps like Wario? Hold on we'll do a poll...



...hmm most of them just said: "Gerthe fragga stu". Odd.







HANDS ON Verdict

GRAPHICS
Really bold and cartoonish – typical *Wario Ware* fodder, which is a good thing..

AUDIO
Incessantly lively music, with loads of warbled "wooo ooo oohh" vocals that grate after a while.

FINAL SCORE

8·3

YOSHI'S UNIVERSAL GRAVITATION

You spin me right round

NINTENDO IS A veritable spin-doctor this month, bringing us not one but TWO gyro-controlled games. How lucky are we? (Answer: Luckier than a four leafed clover stuck on the bottom of a rabbit's foot.) *Yoshi's Universal Gravitation*, however, takes gyro gaming to a totally different plane by utilising the control system in a full-blown platform adventure staring the egg-popping lizard.

Bowser has been on the rampage again, and in a bid to stop him Hongo zaps him into the Forbidden Pop-Up book, trapping Yoshi's Island and everyone else on it in the process. It's up to Yoshi to traverse the pages of the book in order to find a way to release his island from the book whilst keeping Bowser firmly locked inside. This is no easy feat as Yoshi has to appease the book's spirits including Cuteness, Money, Power, Speed, Kindness and Scariness, by winning medals to buy his passage to the next page.

The gyro controls add a new depth to the game, preventing it from becoming stale too quickly. Instead of just going left or right, you can now make Yoshi walk up and down walls, direct enemies/hazards away from him, roll objects (such a giant snow balls), bounce the Yoshi ball, make waves move or steer his air balloon, all by tilting the screen – and these are just a few examples of what the gyro-system can do. Nintendo has integrated the system remarkably well, and the levels have been perfectly designed to accommodate this style of gameplay.

However, one niggle is that sometimes you miss a platform or a jump because there's no advance warning that it's coming up, meaning it can be a bit hit and miss sometimes. How much this bothers you depends on your tolerance-threshold, but if you're the patient type then you can easily overlook this flaw.

Yoshi's Universal Gravitation is an innovative and original game, but one that has a few teething problems. Still, it's a great introduction to gyro-gaming for the world and we look forward to seeing more refined gyro titles in the future.

LIZ







HANDS ON INFO



PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PLAYERS: 1

HANDS ON Verdict



GRAPHICS
Traditional but impeccable, just as you'd expect.

AUDIO
Usual Nintendo stuff – great sound effects but the music gets a little grating after a while.

FINAL SCORE

8·0

MARIO PARTY ADVANCE

All dressed up and no place to go

INFO

PUBLISHER: NINTENDO
DEVELOPER: HUDSON
PLAYERS: 1-2

DO YOU KNOW what it's like to be the only person not invited to the big party? Well if you do then you'll probably experience a similar sense of dejection when playing *Mario Party Advance*. This isn't to say the game is terrible, it isn't. It's just on par with a kiddies bash complete with jelly and ice-cream and a bouncy castle, instead of a full-on knees-up with Ryan, Girls Aloud and a can of whipped cream.

The main body of the game is in the Adventure Mode, which is split into a variety of different zones that players zip around using the nifty toadstool car. To move around the board you simply throw the dice and move the corresponding number of squares, like a traditional board game (we remember those! They didn't need batteries or anything). However, you're only given a set number of toadstools (turns) to reach your destination and complete the quest, but once you run out of toadstools it's game over. With over forty quests and only three toadstools to begin with, Nintendo is certainly making sure you have your work cut out for you. Thankfully the board is full of green "dice" squares that give you a free roll, so learning to navigate the board using these squares is key to success. Still, this often results in you going around in circles, taking three times longer to get to your destination than if you'd taken the direct route, but thems the breaks. Additionally, you can earn more turns by completing mini game challenges that can give you anything from two to six extra turns if successfully completed. These games include catching rabbits, walking a Chain Chomp, bombing Bowser statues and dodging rolling logs. Whilst entertaining at first, they quickly lose their appeal because of the sheer number of times you have to play the game, plus the challenges often curtail the flow of the main game. Why Nintendo didn't just give players a few more toadstools to begin with and save us all this bother does make us wonder, since stopping and starting the game over and over again seems a tad pointless.

These irksome problems aside, *Mario Party Advance* does offer a hours of enjoyable gameplay as you attempt to complete the quests thrown at you by the game's multitude of characters. Once completed you're rewarded with a Gaddget or a mini-game, which you and a buddy can play with at your leisure, so there's enough to keep you motivated to complete the game even if it does get a bit samey after a while.

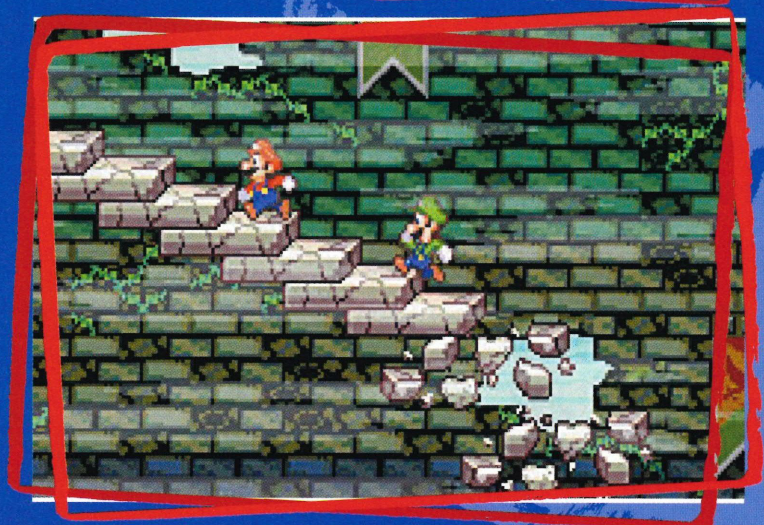
Mario Party Advance is a good game but sadly not quite up to Nintendo's usual standard. Still, there's plenty of fun to be had especially for the younger player.

LIZ





Luigi is like totally checking out Mario's ass. Mamma mia!





HANDS ON Verdict

GRAPHICS
Overly cheerful Nintendo choons and sound effects have you reaching for the volume control.

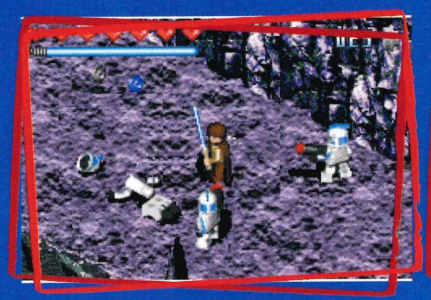
AUDIO
Lively, clear and very polished – everything you'd expect from Ninty.

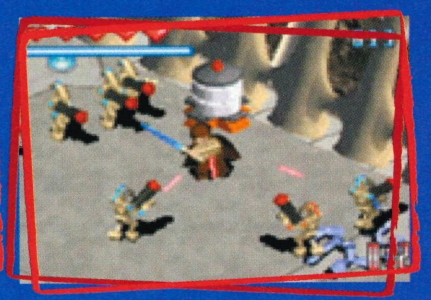
FINAL SCORE

7.0

LEGO STAR WARS







Anyone got a flat two-bit?

WARNING! SPOILERS! WELL actually there aren't. Nope, none. Can't, thanks to Non Disclosure Agreements we're not allowed to mention anything about *Episode III*. (Crap, can we say that there's an *Episode III* section in it that relates stuff from the film *Star Wars Episode III: The Revenge Of The Sith*? Dunno, you should see the legal jargon on this thing.) Which is a shame because we had this really funny opening paragraph worked out.

NDA mocking aside – it's *Lego Star Wars*! In your hand, and it's awesome. Taking in the first three *Episodes* (no, not the good ones unfortunately, but they're bound to be coming eventually, please?) you make your way through the levels vzzuuming (that's the Lightsaber sound effect and look, we made it into a verb!) through droids, reflecting laser blasts and using the Force to reassemble some scrap so you can get over a wall, which is a hell of a lot easier than looking through a bucket of Lego for a blocky six-bit. Each enemy you vzzuum pleasantly breaks down into its component pieces and a smirk appears on your face through the confusing double helix of Lego nostalgia and nu-*Star Wars* indifference.

It's not all mindless vzzuuming, nope, there are switches to stand on to open doors and you also switch characters to use their special skills to progress. And different weapons too, with Padmé's blaster and R2's mines, but most of your time will be spent with the favoured weapon of the Jedi. All this swapping unfortunately means you do have to play as Jar Jar Binks, but thankfully he keeps his mouth mostly shut tight so you don't have to listen to one of the worst characters in sci-fi history. And there's no Han (obviously). There is a little bit of slow-down when lots of enemies are on the screen and you could finish the whole thing in a day, but the thing that really irks is the NDA. By the time you read this the film will be out in America and you'll have downloaded it off the internet [insert generic "but of course we don't condone that sort of thing" magazine get-out statement] rendering the Agreement impotent. The game's great though, unless you own a PS2 or an Xbox and get the 'big' version.

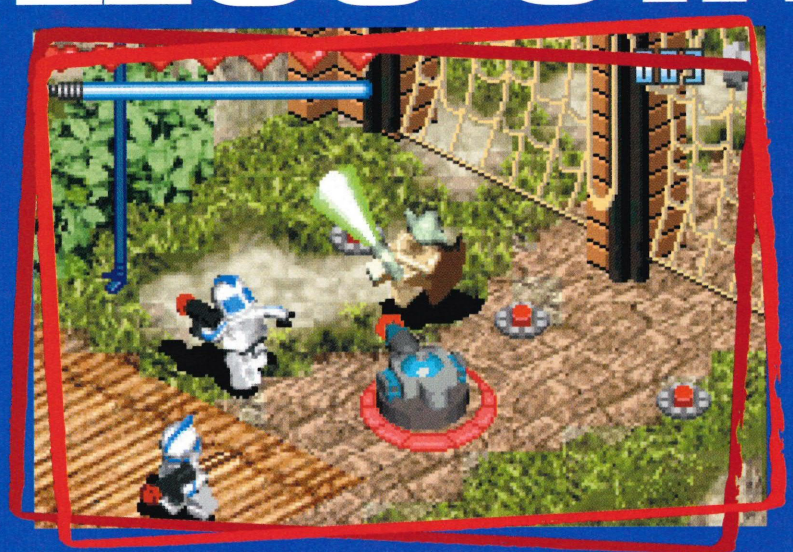
TIM



HANDS ON INFO



PUBLISHER: GIANT
DEVELOPER: TRAVELLER'S TALES
PLAYERS: 1



HANDS ON Verdict



GRAPHICS
Very, very nice apart from the small amount of slow-down, of course!

AUDIO
John Williams never sounded so tinny, but the Lightsaber effects are cool.

FINAL SCORE

8·4

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NETWORK

We couldn't really be bothered writing the introduction section this month, so we phoned around and got some of our friends to do it

VIEWPOINT

88 No-one wanted to comment on this. It's not that we couldn't think up a hilarious 'quote' that we in no way just made up.



BEAT THE WORLD

"All the scores are in real-time although the lighting effects could be better" 8/10, gamesTM

94



CHEATING MONKEYS

96 "Disappointing. The monkeys clearly aren't real. This does not promote wildlife!" – Bill Oddie



RESIDENT EVIL 4 – FINAL PART

100 "I don't like it. Too many gypsies. And law-breaking. It doesn't even take place in the United Kingdom! I hate games like this." – Robert Kilroy-Silk



FORUM FRENZY

"Brilliant! I really enjoyed it last month, especially that underage girl." – R Kelly

92

REGULARS

BEAT THE WORLD

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

ACTION REPLAY

98 "Ya... action is goot. Vot is replay?" – Arnold Schwarzenegger

THE DIRECTORY

122 "More CGI! More green screen! More lightsabers! More annoying characters everybody hates!" – George Lucas

BACK ISSUES

128 "The Back Issues section is all about the past, so it gets the Cliff Richard thumbs up!" – Sir Cliff Richard

NEXT MONTH

130 "The colour blue will be important. And watch out for the number 46." – Mystic Meg

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VIEWPOINT

The page that's slowly turning Australian, and it feels kind good.

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.

Q&A

Is the DS worth buying?
PHIL@HOMEBH5, VIA EMAIL

CUBE: ***Is this a trick question?***

PERFECT TEN-NIS

I am writing (well typing) to you regarding your firm but fair review of *Mario Power Tennis* in Issue 40. Don't worry, I'm not going to be critical, well just a teeny bit. God knows we don't need another war like that one started by Amy Henchcliffe. She didn't even present any evidence for her point. It was just like: "I'm right because I am!"

But I'm not going to do that. Stuff like that is for losers and kids filled with sweets and fizzy Coke. Even though I totally took heed of what you guys were saying in the review, I thought the game would be fun so I went out and bought it. And I'm enjoying it quite a lot. Sorry Tim, but I'm with Ryan on this one. The game was fun! The graphics are bright and bubbly, there are plenty of tournaments to plough through and the pick-up and play factor is amazing. Also, the power moves are not at all obtrusive – yes I'm talking to you Liz Morris! Although you said that the mini-games were a bit crap, I found them to be a fun distraction from the main game. Of course there were some disappointing parts. The repetitiveness of the audio for example. But therein lies more greatness. I could keep repeating "Waluigi" until my friends wanted to shrivel up and die – he he – sweet. It's my favourite game at the minute apart from *Metroid Prime 2* which I STILL haven't finished! To finish, I think you guys were a bit harsh on this one. I think a score of 8.0 or 8.1 would have been better for this game. But hey, there's nothing wrong with the mag – it's great. You guys have the best sense of humour in the world. Keep up the good work!
KYLE GREEN, BELFAST

CUBE: ***We knew this one would split opinion as it did the team's, that's why we did the review that way. And yes, we're pretty funny innit.***

IMPORTAL KOMBAT

This is my first time writing to a magazine, so I'm really excited and not quite sure where to start. Right, firstly I would like to thank you on your great magazine, I have been reading them since Issue 1 and have always read your reviews before purchasing any games. I can't believe that it's the final year of the GameCube,



It's divided opinion but who cares? It's Mario! Playing tennis! Wooo!

but what a year it is going to be. With the DS out over here very soon, I pre-ordered mine over a month ago and I'm finally going to get my hands on it. The touch screen will give developers the ability to produce some really innovative features in their titles, and give gamers a new way of playing games, just imaging a *Command & Conquer* game on the DS, using the touch screen to move your people and construct buildings, it would work but that depends on if EA can be bothered to make it happen. It's also a shame that *Metroid Prime Hunters* is not going to be a release title, because I was looking forward to that game, but at least there is a demo free with the DS. I'm also excited with all the killer titles coming out on the GameCube

CUSTOMER ROBO

Banged up

I recently bought a GameCube and am well chuffed with it after comparing it with a PS2 (a PSone with slightly better graphics!). I've been saving for more games but am having difficulty getting hold of a particular one: *Custom Robo Battle Revolution*. In Issue 35 you gave cheats for it, I've seen a review for it on ITV's *Cybernet*, yet no shops I ring know anything about it. It looks to be a fantastic game and I'd give my right arm for it, but I just can't find it anywhere. Has it been released in the UK and if so where can I get it from or is it just an NTSC game, not PAL? If you could solve this mystery for me I will be eternally grateful as your rating of 8.5 is nothing to be sniffed at!

I wait in hopeful anticipation for your reply and hopefully a solution.
IAN CAVANAGH, HMP GRENDON, BUCKS

CUBE: ***You can get a copy from www.play-asia.com. So what did you do?***

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INNOVATE TO ACCUMULATE

Mikey Whipwreck was awesome

First of all I'm a big fan of your mag. I've got all 42 issues. Second I'm also a big Nintendo fan. Since I first touched the SNES, I was sold. Nintendo has the most innovative games and best ideas I can think of. But lately I've been a bit let down. The titles that have been updated like the *Mario* games are not so innovative. I hope the revolution can make up for it. Just one last comment. I've been importing *Resident Evil 4* and the game is really breathtaking... the moment you see the intro you're hooked and it's really survival horror at its best. It's the best title of the GC or any other console I've seen so far. But I found one little mistake – if you have a shotgun or a rifle and Ashley stands close to you, the gun goes trough the body of Ashley – doesn't look normal to me, does it? Keep up the good work – I love you guys (not really, but you get the picture).

FABIAN D, HOLLAND

CUBE: ***What, you don't love us? That hurts! And then you manage to find glitches in a game as resplendent as*** **Resi 4.** ***Shame on you! Whippersnapper!***

such as: [he thenjust lists loads of good games that are coming out. Hey this saves me putting their names in italics! – Tim] to name a few. I can't believe that Capcom is releasing *Resident Evil 4* on the PS2, the PS2 isn't worthy of such a title, but at least the GameCube gets it first.

Okay, now that I have gotten that out of the way I need your expertise, I want to order a game from the USA, the game I want to order is *Mortal Kombat: Deception*, which I have been waiting for ages to be released on the GameCube. So I was hoping that you could tell me what would be the best site to order the game from, and one that delivers the game to Britain, because I can't find one that does. I would also like to know if the new *Zelda* game will be released on the GameCube or not because my mate seems to think it wont and I'm not sure either.

MICHAEL BEDFORD, NEWPORT

CUBE: ***www.videogamesplus.com ships to the UK so give them a try. And*** **LOZ = GC.**



ONLINE VS SINGLE PLAYER

This is a response to the two letters which were printed in Issue 43 of CUBE: 'Humourless' and 'Monkey'. First of all, someone get the telekinetic Chandra to recall every copy of CUBE on the planet and remove the 'Monkey' heading. A monkey is far too cool to be associated with the gimp that composed the letter. 'Humourless pt2' would be a far more appropriate heading. Or just call it 'Gimp' and be done with it.

I'm 21-years-old. I read and I enjoy CUBE. I find it both amusing and informative. CUBE is one of those rare magazines that appeals and caters to a wide range of ages. I find this fool's comments that his Xbox mag is somehow superior and aimed at 20-somethings ridiculous. No Xbox magazine that I have read is aimed solely at a mid-20s demographic. To do so would be utterly stupid. Or is he simply referring to the 8-10 pages of sex chat phone ads that a certain 'adult' Xbox magazine contains between its covers? Maybe CUBE should get some of these to keep him happy. I read CUBE for gaming goodness. For an honest, amusing, fun, yet detailed examination of the latest games and gaming news. And that's exactly what CUBE delivers.

Onto my next moan regarding the 'Humourless' letter. Online gaming. The future. Or so we are told. Odd since it's been around for well over a decade. Indulge me if you will. Quickly compile a list of your top ten games of all time. See any that are online only? See any that are there purely for their multiplayer/online bits? Not in mine I didn't.

I play games online. Right now I'm currently hooked on *World Of Warcraft*. But as for shooters such as *Counter Strike* or *Unreal*? Or *Battlefield 1942*? I played them, I enjoyed them for a time, but ultimately I lost interest.

Unlike games such as *WoW*, there is no sense of progression or achievement involved, no room for them to evolve. They don't last and I don't think they ever will. *WoW* and games like it I would say are the future of online gaming (except maybe Steam like download systems) They offer long term online gaming. But, and (no comments or intentional typos please) it's a big but – they will never surpass or even compare to a finely crafted single player gaming experience. When I log out of WoW, where do I go? Right now, I'm playing *Resi 4* and *KOTOR2*. Quality single player





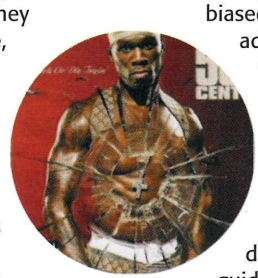
CJ or Fiddy? Who is more influencial?

games. Online gaming is not the be all or end all of gaming – as you so rightly pointed out. And why complain about split screens? The most fun I've ever had with a console is with three friends crammed around a small 17inch TV playing *GoldenEye* deathmatch. It certainly beats popping some unknown American in the head with an M16 and watching him spam the chat channel with "OMG111!!WALLHAXXOR!!11". Which quite frankly, gets tedious after a while.
JAMES WELLER, BORED AT WORK, VIA THOUGHT PROJECTED EMAIL!

CUBE: ***Variety of experience is the lifeblood of games. To dismiss one facet as irrelevant in the face of another is pointless and short-sighted. Sometimes you want to shoot people, sometimes you want to collect coins, sometimes you want to plant potatoes. Life's like that.***

RAP IT UP

I am writing to you again in response to Alex Talbot's letter in Issue 42. First let me just say that I'm pretty sure that everyone knows that videogames aren't real and that they are not meant to imply any racial issues, but in a world where almost every house in Europe and America holds a games console, games have a strong influence on the younger generation of gamers. The problem is stereotypes. If you ask a child to draw a super hero they will undoubtedly draw a white, muscular male, guns a blaze. The same problem occurs in TV. Have you ever heard of a black Superman? Racism in games, is not a "load of old cobblers" as stated by Alex. If any one can tell me five games where the main hero is black (excluding *San Andreas*) then I would be very much obliged. I think that racism in games is definitely something that needs to be looked into. Great mag guys keep up the good work.
ALEX HULME, OAKENCLOUGH



CUBE: ***It's a difficult question because what you're talking about is implied racism. Suggesting racism is involved because of the absence of ethnic characters is much more difficult to prove than having non-white races portrayed in a bad or stereotyped way. What it keeps coming back to in the* San Andreas *argument though is that the characters are portrayed in exactly the same way the west coast hip-hop scene portrays itself. Why not accuse 50 Cent of stereotyping in the same way? Just because something is represented as a popularly held image doesn't instantly make it a stereotype.***

TIPICAL

Hi, this is Matt who has bought your mag since Issue 1 (failed to have all from that point cos I also like GamesMaster as well and they are good to) but in the way of NGC, NOM and any other GameCube mag, CUBE is by far the best as it isn't biased unlike NOM who rate all adventure games good whether they are or not! Yeah I have just read this month's issue and it has a comment on the cheat discs. If you don't like people cheating then what's the difference in putting a guide for *THUG2* cos that is basically cheating, when you could have reviewed about at least two other games. Why waste pages on guides when you can just go out and buy CUBE Solutions? If you are going to have guides then you might as well put in the Cheat Discs because people are still paying the same price without them. Don't worry your mag still rocks and I will get all my mates to get it but please answer back or sort this out!
MATT SIMPSON, HOLCOMBE IN SOMERSET

CUBE: ***Using a guide isn't the same as using a cheat. We wouldn't expect someone to go through a***

OLDIE SCHOOL

Even older than Miles – that's mega old!

Having purchased my first console at the ripe old age of 43, I have to admit that the GameCube is one brilliant machine. I currently only have a couple of titles (*Shrek 2* and *Euro 2002*), my wife has just beaten me 11-0 at football but I will have my revenge!

However, my main reason for writing is that I decided that I ought to buy a magazine to keep up with the new releases and yours was the first magazine I picked up. Luckily for me, I did, as it is one of the best magazines on the market. The writing style is just right and reminds me of a certain Spectrum magazine called Crash with its no-nonsense reviews and witty one-liners. Please keep up the good work.
MIKE CHAPPELL, VIA EMAIL



CUBE: ***11-0. Against a girl. Oh dear. You're rubbish!***

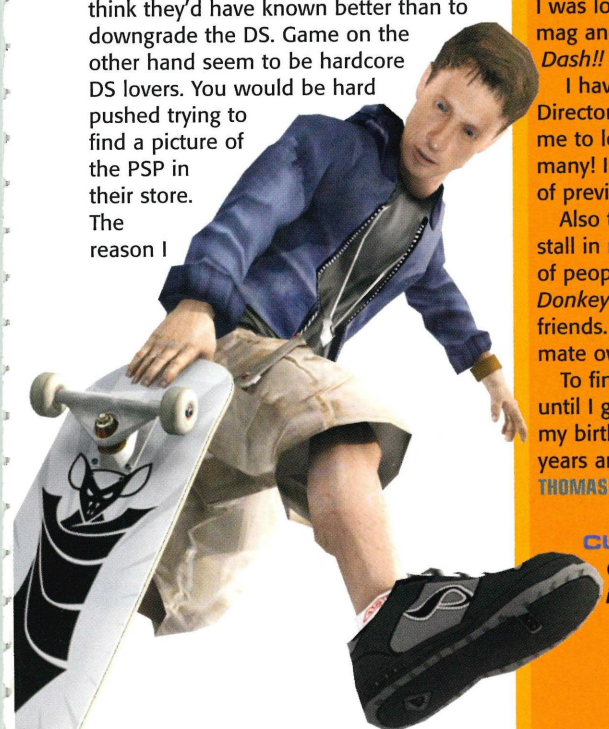
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whole game using a guide every step of the way, but if you become hopelessly stuck or simply can't find some hidden bonus in the case of* THUG*, it's good to have a guide to dip into. Afraid to say CUBE SOLUTIONS no longer exists, so you don't have that option. We review every GameCube game anyway, so it's not like we're dropping games in favour of tips.

NO PAIN, NO GAME

Dear CUBE (and oh how dear it is to me), at the very moment of time I wrote this letter, a thought came to me. It seemed not too long ago I was fighting to achieve the 100 per cent ending on *Metroid Prime 2: Echoes*, but now that I have done it I have completed every single game I own to death. Now I look forward to both *TimeSplitters* and *Resident Evil 4*. Oh well, at least Nintendo's "short and sweet" strategy didn't really happen. Oh by the way I didn't get lost on Sanctuary Fortress, I breezed through the whole game. However, it took me a while to figure out how to complete it 100 per cent.

A few weeks ago I tip-toed across to my local game stores to post some questions about the DS and the PSP and I found out that the PSP has "over four times the power of the PS2 and better sound". At the same shop – I'm not going to name names (*cough* Action Replay! *cough*) I learned that the DS "has a pen thingy". Tsk, tsk you'd think they'd have known better than to downgrade the DS. Game on the other hand seem to be hardcore DS lovers. You would be hard pushed trying to find a picture of the PSP in their store. The reason I am telling you all this is that it seems everyone (bar Game and myself) despise Nintendo. They seem transfixed with the "awesome" graphics of the PSP. Nintendo could easily do that, it just didn't want to and anyway it's not like the PSP has any analog control so there! (That was rather fanboyish, wasn't it?)



To conclude this wonderful letter, I'd just like to mention a few things:

I don't think Ryan looks like Snorlax – he IS Snorlax!

French-land people call Jigglypuff 'Rondoudon' and people from German-land call it 'Pummeluff'. Why did I tell you this? I don't know.

"Aye yer ma" roughly translates as "Yes your majesty". So I'm going to put these sheets of mashed up tree pulp in that big, red box-thingy now. Goodbye! All the best! And don't forget to take it on the chin!

AMIR HUSSAIN, THE HERO OF TIME, VIA EMAIL

CUBE: ***Game doesn't come in for much praise on these pages usually. Who'd a thunk it. But wait...***

PRE-ORDERLY QUEUE

Once again I have been caught up in the team's enthusiasm and have pre-ordered a DS. I then noticed something and began to wonder. Every handheld that the big N has brought out is backwards compatible (except of course the original Game Boy). So with all this retro gaming going on why, in your opinion, doesn't Ninty make home consoles backwards compatible. I know they probably couldn't do this when they changed from cartridge to disc but surely the next gen could manage it. What do you think?

Incidentally I was in my local Game to pre-order my DS when for the first time I overheard a sales assistant promote a Nintendo product over a Sony one.

The video footage of *TimeSplitters 3* looks great. I'm looking forward to the PAL release as well as the next packed issue of CUBE.

COLIN MORGAN, BRIDGEND

CUBE: ***The only reason Game is promoting the DS over the PSP is because the DS is out now (the PSP is out in summer) so of course they'll tell you to buy a DS now rather than waiting for your cash. Game just wants your money.*** **Timesplitters 3** ***is good, plays good, looks good but without the online modes to keep you even busier it lacks something, unless your mates are round every night.***



TXT LIFE

We want your text!

PLZ PLZ PLZ CN U ASK NINTY TO USE U 64DDS FACE EDITOR ID LUE 2 PLAY AS LINK WITH MY FACE.
CUBE: How will you be able to press the right buttons with your face?

WOULD THERE BE ANY CHANCE OF NINTENDO BRINGING THE ORIGINAL BANJO KAZOOIE OUT ON THE DS? IT ROCKED!
CUBE: That's all we need – more N64 ports, class.

WHY CAN PEOPLE NOT TEXT TO YOUR MAGAZINE IN PROPER ENGLISH INSTEAD OF IN NUMBERS AND OBSCURE ACRONYMS? I SPEND ENTIRE MINUTES OF MY SHORT LIFE DECIPHERING THE STUFF. I AM OF THE MTV GENERATION AND DEMAND TRANSLATION TO READABLE ENGLISH. I HOPE YOU ENJOYED MY POMPOUS RANT.
CUBE: Immensely, dear boy.

HOW DO YOU UNLOCK THAT 'SAUCY' HIDDEN OUTFIT FOR ASHLEY IN THE BEST GAME EVER? YOU KNOW WHAT I'M TALKING ABOUT ;) RE4 RULES (COULD U SHOW US A PIC OF IT)
CUBE: You just need to complete the game once then start a new game using your old save. When you meet Ashley, she'll be rather more 'uncovered' than before. Boo ya!

KONGA PARTY

There ain't no party like a DK party

I was looking through the newsagents of Savacentre and saw you beautiful mag and was drawn in by the fact there was a video disc and the *Double Dash!!* review (Issue 26) and have got every issue since.

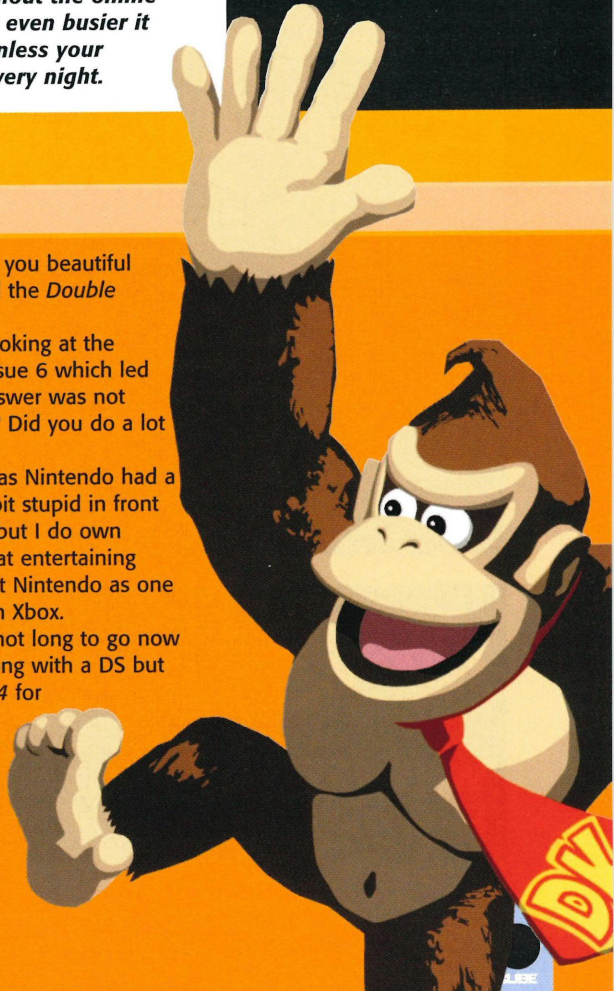
I have got a few things to talk about but I wrote in after looking at the Directory recently. All the launch titles were all reviewed in Issue 6 which led me to look at what was reviewed in Issues 1 to 5 and the answer was not many! I just wondered what happened in the first five issues? Did you do a lot of previews, news etc?

Also the other day I got to play *Donkey Kong: Jungle Beat* as Nintendo had a stall in my town centre. It was very enjoyable but you feel a bit stupid in front of people in the shopping complex! I am currently very poor but I do own *Donkey Konga* which is a great laugh and hasn't failed once at entertaining friends. The most annoying thing is that most friends have left Nintendo as one mate owned a GC but gave it to his little sister and bought an Xbox.

To finish off I want to say I am getting impatient although not long to go now until I get *Resident Evil 4*. it is part of my birthday present along with a DS but my birthday's in April but Mum knows that I have wanted *RE4* for years and she said I can have it on the release date. Phew!

THOMAS PARFETT, READING

CUBE: ***The magazine launched before the GameCube was launched so yeah, the first few issues were all previews.***



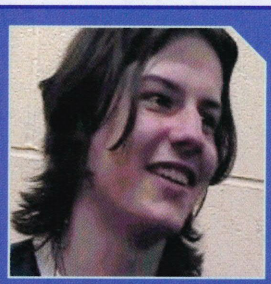
FORUM FRENZY

Tim used to look like Paul Richards – all long hair and angular cheekbones. Now he's got stupid short hair and uses far too much gel. And smells of beef jerky. Good luck Paul!

LOOK! IT'S PAUL Richards! He totally fights foo, like, all the time! "Foo: *n* a term used as a universal substitute for something real, especially when discussing technological ideas and problems." Wow! What a crazy guy! Here's hoping you keep winning those fights buddy! Never give up hope! Oh, and the rest of the usual bleatings from everybody's favourite GameCube forum. It's a bit like band camp, only way funner.

USER PROFILE...

NAME: Paul Richards
USER NAME: Fighter O' Foo
OCCUPATION: Former Sixth Former (heh heh)
FAVOURITE GAME: Ocarina Of Time



Please comment on why something as irrelevant as gaming plays such an important part in your so-called life: I've thought about this for a while and I've realised that either I don't know or that there's so many reasons and my tiny little brain can't decipher them into word form. It's all mainly about the characters. I've been a blue hedgehog, a fat Italian plumber, an elf wearing a green skirt, an African-American youth and many more. I've never been a large breasted woman who raids tombs, though, thank god. In the future, I hope to be a fat, Italian, large breasted hedgehog in a green skirt but that's got nothing to do with videogames...

POSTS WITH THE MOSTEST

1 ***"First I doubt a spaear has 360, I think it would be 360 degrees squared but it perfect for on a bowling pitch. The Name 360, you can't have polymores to have shaep corners when they are being formed, it will cause cracking. But name subjest the console be a circle shape. Interesting."***
TheWhinox

2 ***"I do not have puffy nipples!"***
corinthians9:25

3 ***"Are you implying that Captain Birdseye doesn't just make great nutritious food because the smile on a small child's face is enough to satisfy him?"***
david_reed48

4 ***"You XBM writers are so unprofessional."***
Neio2

5 ***"Excuse me I do have laughs, like walk home on a cold night from town only wearing a t-shirt."***
TheWhinox



HONOURABLE MENTIONS

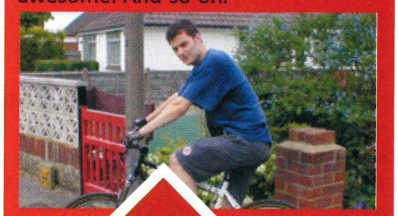


Sean-Mill for sending us his unwanted DVDs including the awesome *Spiders* and *Club Dread*, cubekid for overcoming his terrible days at school just so he can get battered on the forum, mastermario01 for fighting XBM single handed, Koffdrop for laying off the Nintendo fanboy baiting for a whole month and Sammie Jo (she's 15 now!).

HOT TOPICS...

RESIDENT EVIL 4

IT'S FINALLY OUT! Where are you buying it from? What do you think of the cover? Look at the first cut-scene! Why is it so hard? The controls are awesome! And so on.



YESTERDAY'S NEWS...

JAPANESE FANBOYS



JUST BECAUSE games are in Japanese, they're good? Because the characters have huge eyes, they're awesome? Just because you don't know what's going on, it's great?

WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Getting in on the action couldn't be easier...

STEP ONE:

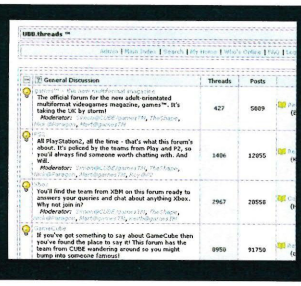
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're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

STEP TWO:

Type the following into the net browser window: **www.totalgames.net** then click on the 'FORUM' link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

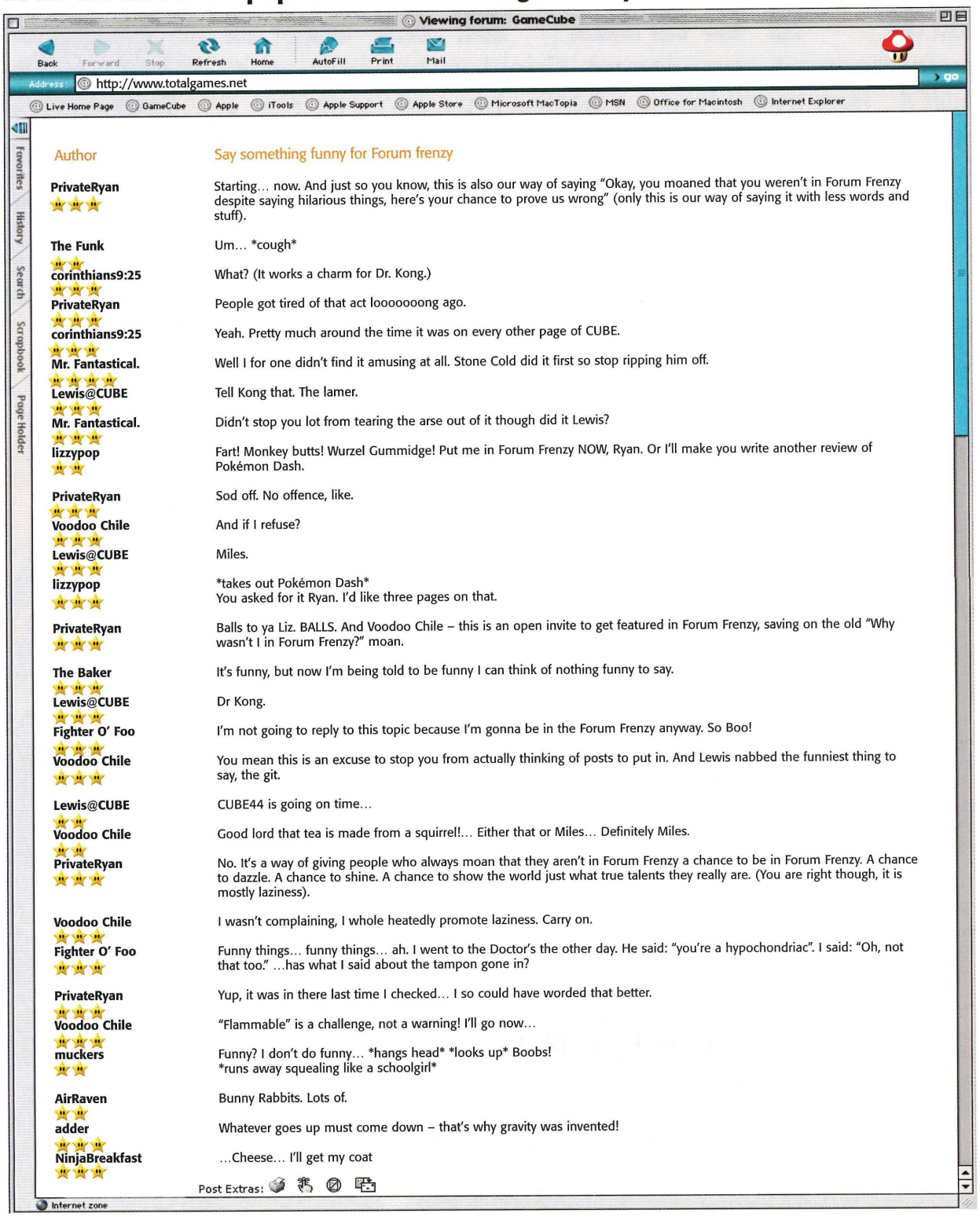
STEP THREE:

Er, that's it. Thousands of you have already joined in, so it's obviously pretty simple – heck, even the **CUBE** team did it.



THREAD OF THE MONTH

Bile, detestation, anger, all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well-regarded by internet users.



Author	Say something funny for Forum frenzy
PrivateRyan	Starting… now. And just so you know, this is also our way of saying "Okay, you moaned that you weren't in Forum Frenzy despite saying hilarious things, here's your chance to prove us wrong" (only this is our way of saying it with less words and stuff).
The Funk	Um… *cough*
corinthians9:25	What? (It works a charm for Dr. Kong.)
PrivateRyan	People got tired of that act looooooong ago.
corinthians9:25	Yeah. Pretty much around the time it was on every other page of CUBE.
Mr. Fantastical.	Well I for one didn't find it amusing at all. Stone Cold did it first so stop ripping him off.
Lewis@CUBE	Tell Kong that. The lamer.
Mr. Fantastical.	Didn't stop you lot from tearing the arse out of it though did it Lewis?
lizzypop	Fart! Monkey butts! Wurzel Gummidge! Put me in Forum Frenzy NOW, Ryan. Or I'll make you write another review of Pokémon Dash.
PrivateRyan	Sod off. No offence, like.
Voodoo Chile	And if I refuse?
Lewis@CUBE	Miles.
lizzypop	*takes out Pokémon Dash* You asked for it Ryan. I'd like three pages on that.
PrivateRyan	Balls to ya Liz. BALLS. And Voodoo Chile – this is an open invite to get featured in Forum Frenzy, saving on the old "Why wasn't I in Forum Frenzy?" moan.
The Baker	It's funny, but now I'm being told to be funny I can think of nothing funny to say.
Lewis@CUBE	Dr Kong.
Fighter O' Foo	I'm not going to reply to this topic because I'm gonna be in the Forum Frenzy anyway. So Boo!
Voodoo Chile	You mean this is an excuse to stop you from actually thinking of posts to put in. And Lewis nabbed the funniest thing to say, the git.
Lewis@CUBE	CUBE44 is going on time…
Voodoo Chile	Good lord that tea is made from a squirrel!… Either that or Miles… Definitely Miles.
PrivateRyan	No. It's a way of giving people who always moan that they aren't in Forum Frenzy a chance to be in Forum Frenzy. A chance to dazzle. A chance to shine. A chance to show the world just what true talents they really are. (You are right though, it is mostly laziness).
Voodoo Chile	I wasn't complaining, I whole heatedly promote laziness. Carry on.
Fighter O' Foo	Funny things… funny things… ah. I went to the Doctor's the other day. He said: "you're a hypochondriac". I said: "Oh, not that too." …has what I said about the tampon gone in?
PrivateRyan	Yup, it was in there last time I checked… I so could have worded that better.
Voodoo Chile	"Flammable" is a challenge, not a warning! I'll go now…
muckers	Funny? I don't do funny… *hangs head* *looks up* Boobs! *runs away squealing like a schoolgirl*
AirRaven	Bunny Rabbits. Lots of.
adder	Whatever goes up must come down – that's why gravity was invented!
NinjaBreakfast	…Cheese… I'll get my coat

Post Extras:

CUBE

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ABC
27,213
JUL – DEC 2004

BEAT THE WORLD

The Petterssons have become complacent, Crichton has bottled it, Every has gone AWOL. Has there been a better time to Beat The World? No! (We're ignoring when it first started, of course)

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.
- Meat eating dinosaurs are awesome. Vegesauruses are crap. Fact.

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:

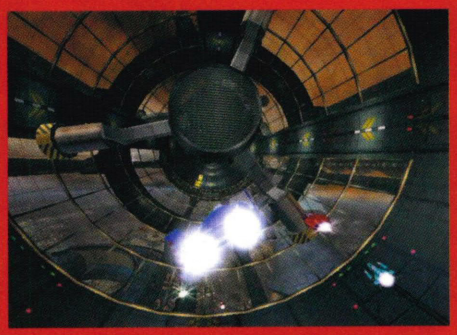
I'VE BEATEN THE WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS



WARIO WARE INC: MEGA PARTY GAME$

No-one can beat the Set A Spike score

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

Rex McGee still hasn't been beaten

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

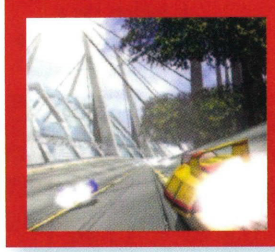
Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

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



F-Zero. **It's not as good as *Wipeout*. It's got no guns and you need guns in driving games.**



1080° AVALANCHE

Snow! Snow! Snow! Sleet. Snow! Snow! Snow!

EASY

Course	Time	Name
Ski School	48'68	Jonas Pettersson
Tenderfoot Pass	42'96	Jonas Pettersson
Frosty Shadows	46'54	Jonas Pettersson

HARD

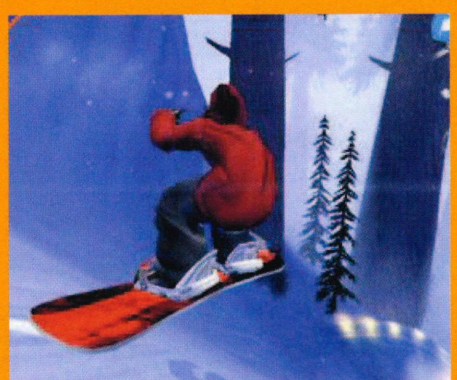
Course	Time	Name
Power Threat	44'40	Jonas Pettersson
Tree Top Trauma	1'03'32	Jonas Pettersson
Grits N' Gravy	51'88	Jonas Pettersson
Trestle Trouble	1'20'97	Jonas Pettersson

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



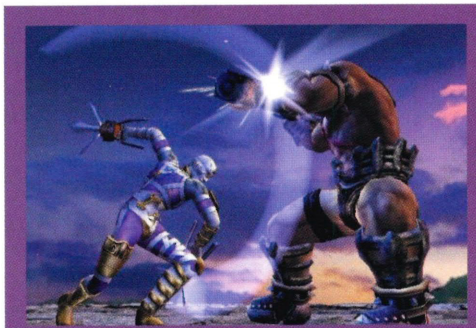
Otherwise it may as well be NASCAR. But this is snowboarding! Still no guns though. Or NASCARs.



TONY HAWK'S UNDERGROUND 2

The CUBE monopoly on this table still hasn't been broken! Madness! Madness!

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

It's that bloody stage of history again

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

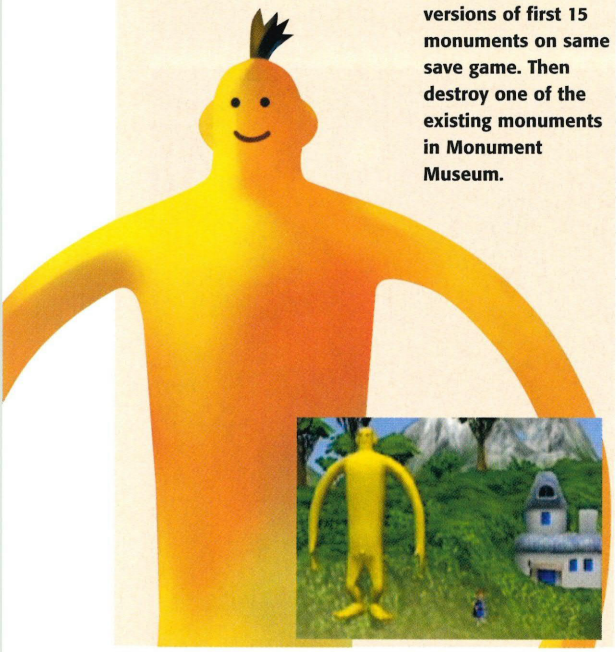




The monkeys were on the verge of quitting this month. Then we gave them biscuits and they were happy again. Hurray! Biscuits solve everything!

DOSHIN THE GIANT

UNLOCKABLE	HOW TO UNLOCK
Infinite Good Counters	Enter Z, Up, A, B, A, L at options
Infinite Evil Counters	Enter Z, Down, A, B, A, R at options
Mystery Monument	Build Love or Hate versions of first 15 monuments on same save game. Then destroy one of the existing monuments in Monument Museum.



MARIO PARTY 6

MICROPHONE SECRET	HOW
Brighton Waves	Say "Brighton" on the mode select screen
Twila waves	Say "Twila" on the mode select screen
Fly Guy swarm	Say "Fly Guy" on the mode select screen
Leaping Cheep Cheeps	Say "Cheep Cheep" on the mode select screen
Running Goombas	Say "Goomba" on the mode select screen
Scare the Goombas	Say "Boo" on the mode select screen



Use these microphone secrets to make the...



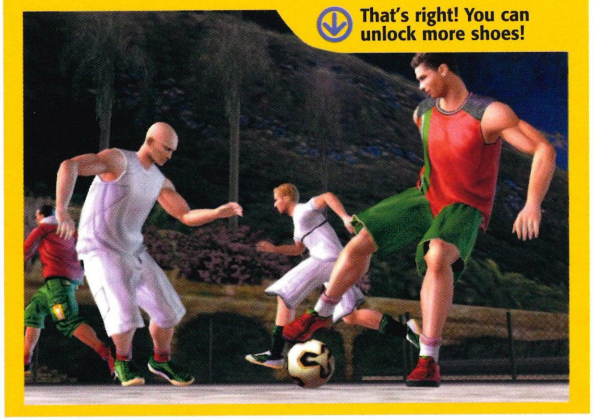
...slightly less pleasant for around five minutes.

Bullet Bill	Say "Bullet Bill" while playing Verbal Assault
Secret Weapon	Say "Gears" or "Nuts" while playing Verbal Assault
Thwomps Attack	Say "Zero" in Shoot Your Mouth Off to drop thwomps on your opponent's head
Pick Number	While the dice block is rolling, say a number from 1-6 to get that number

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0906 9060374
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FIFA STREET

UNLOCKABLE	HOW TO UNLOCK
All apparel and footwear	At main menu, hold L+B and press Right, Right, Left, Up, Up, Up, Down, Left
Mini players	Pause game, hold L+B and press Up, Left, Down, Down, Right, Down, Up, Left

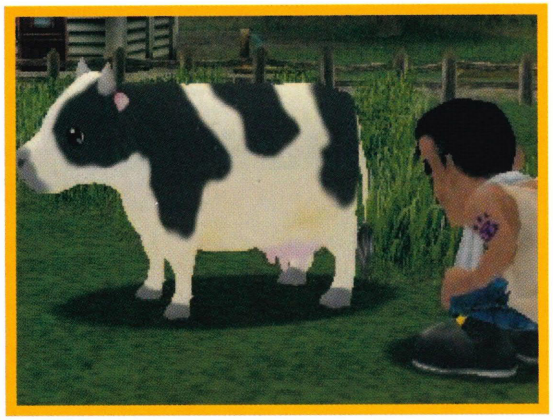


That's right! You can unlock more shoes!

CHEATING READERS

People do our work for us!

Dear Monkeys,
In *Harvest Moon: A Wonderful Life*, I found an easy way to get more money. First, you need to plant some trees. I suggest the banana trees [good work – the Monkeys]. Take care of them everyday. Give gifts to the scientist for at least 15 days and walk into his house. An event will happen that shows he will give away the seed maker (if he doesn't, you have to spend 600G to buy it in town). Next year, harvest the bananas and put them in the seed maker. Then you can sell the seeds for 150G each.
Easy money, isn't it?
Hope that helps others,
J CHEN, HUNTINGDON



CHIMP'LL FIX IT

The monkeys tire of answering "how do you get wario o mario". Whatever happened to questions like what's your favourite biscuit? Girls Aloud or B*Witched? Honestly. Usual queries to Chimp'll fix it at **CUBE** Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.





HE HASN'T GOT A NAME!

Hi Monkeys,
I'm stuck on *Tales Of Symphonia* in Tethe'alla where you have to get the three codes so that you can get your Rheairds back. I have all three codes but I can't seem to find the hangar if you help me I will give you free banana splits for life.
THE MAN WITH NO NAME, SOMEWHERE

Cheating Monkeys: "We don't want banana splits! So you're not getting the answer! What? Really? We're contractually obliged to answer? We've been jipped! In the warehouse, it's about pushing the boxes to climb up towards the lifts with a switch to examine and a cylinder to shoot at. At the save point, drag a block onto the lower right lift again and ride it up. Push the block so you form a bridge to reach the north part of the room. Use the lift to reach the console and enter the code, determined by the order you kill the enemies who had the passwords. There. Now shove off. Go on. Shoo!"

ELISHA CUTHBERT NAKED

Dear Cheating Monkeys,
Please tell me how to open the door to the boss at Keelhaul Key on *Paper Mario 2*. I'm really, really stuck and you're the people (well monkeys) that can help me, I will do anything to open the door... I'm begging you.
ROB, STOCKPORT

Cheating Monkeys say: "You'll do anything? Okay. We demand Elisha Cuthbert wearing nothing but banana custard. Now. In exchange for that, the solution: Go past the shipwrecked Toads and enter the pipe. Cross the ship, go left, enter the pipe there to find the Plane Panel. Use this to glide to either of the two rocks with pipes (why isn't Elisha here yet? You can forget about the banana custard if it makes things easier). Enter either pipe to reach the high ledge in the background and hit both switches so the Toads can escape to the right. Return to the first pipe you took and follow the Toads. Walk through them to the exit on the right and just keep going to find Cortez and his treasure. Still no Elisha we see. Wait a second... we've been jipped!"

OH DEAR

dear cheating monkeys
how do you get wario o mario 64 ds and how do you get luigi

Cheating Monkeys say: "This is a genuine, unedited cheating monkeys letter. Just what is "wario o mario"? Is it a song? A tribal Nintendo chant? Warioooooo, o Marioooooo.

In any case, the answer to your query is this – you simply find the appropriately coloured hat around the game world to switch characters, using the map to help you find them.

Next month: How to get off the title screen in* Metroid Prime 2: Echoes *(you press start!)."



CODE JUNKIES

Basketball, The Terminator and little Japanese girls. What do they have in common? We don't actually know. That's why we're asking.

NBA STREET V3

Master
4WXN-VYWM-BQERM
X5H3-CJDK-019EQ

Must Be On
3Q0Z-18FQ-90BP1
CR6Z-G5AM-ADGJY
9NKW-ZY9D-8DKQY
UEV2-PCCG-3UCVY
YNQJ-UXJD-91NCW
KK05-5JD5-5K9Y3

Stacks of Custom Points
7YUZ-AAUT-A3HBJ
7U1H-T1X9-7AT0W

Player 1 Instant Win
0D7N-NN3Y-VTYW2
CBTG-XZGM-A31N4
3YFH-XUZG-5EGVK
K08Q-KA2P-82JJ2
WU8W-KZ0M-04VZJ

Player 2/CPU Scores 0
04NB-4Z4M-MX837
CBTG-XZGM-A31N4
3EM1-DH12-U895N
K08Q-KA2P-82JJ2
3AFQ-G0X3-XC0YE



Spank him Raine. Spank him like the monkey he is.

Jump you out of place, green hatted buffoon, find coins too!



TALES OF SYMPHONIA

Master
29DT-QM1W-B7FPY
WYET-JQU0-MVBR7

Infinite Gald
NU45-WNBQ-J64F4
GND2-YJ6F-9ED0C

Infinite Grade
QW6U-BBC5-8BXF0
TWV4-808D-PC1JJ

Max Encounters
2VJB-ZXNA-AX59Q
KCR5-0BUQ-1ZMH4

Max Combo
8YDM-H31J-01KR4
WBA0-6UYD-BX4E7

Less Random Encounters
171C-5AM7-75UZ1
H6JB-K02A-WQX1D

More Random Encounters
0AAJ-1QYN-0REAB
AE3V-WTRU-352C7

Have Tons of Items and Weapons
1K3R-N3Y8-V1597
W0YY-3D5P-TJX5A
DC8W-15EW-1728M

All Recipes
V1Q4-4ZUG-R9EQU
DF8M-8V0Y-P81A9

LLOYD CODES

Full HP
N2NY-KV4A-YF87K
4EUC-ZTB8-F2XR6

Max HP
2EV3-4XXD-R9QUU
V0FQ-C0K9-BM3NU

Full TP
CQQQ-257B-3J9P3
NQ8Q-QVXB-U5RV9

Max TP
YHMD-3WBG-AARH6
C3F3-XC8C-0GJAM

Max Stats
3BFY-DJ4T-YC677
YHQ1-59F7-GPTAD

Status Always Normal
Z92Z-XRCD-7GENY
JQGW-MF7R-H4Q84

Super Quick Level Up
0VM6-1JAC-RWD4H
353Q-90ZX-FBGMK

Have All Titles
1ZJD-XRMD-75AU3
7V38-KW6A-YKHXG

COLETTE CODES

Full HP
4P05-1Y9W-V0UK6
72RZ-D3EH-JA106

Max HP
0E31-KVNN-6KP52
2DCU-A2CD-PNP87

Full TP
59VX-CD6W-V3GY2
0060-4ZH5-WZJP2

Max TP
ZCA8-85ZM-AA0ZG
Z77B-8ER8-0J2DZ

Max Stats
RA95-XF02-AVHUF
6T09-FMXX-R0JG9

Status Always Normal
EFYY-6JMM-3YZYH
J9KQ-162V-NN6ZQ

Super Quick Level Up
YPX7-074D-21YCN
YKHT-KXDF-G6B35

Have All Titles
HDUZ-43EE-XP8CC
Z87E-F7UY-5PU4K

GENIS CODES

Full HP
J7W9-62GY-H07M4
PWMX-W03R-FCM7C

Max HP
J92E-12V3-9UP0J
A8T1-RUJF-76RG9

Full TP
PQQ5-2FVJ-AQ15W
QD5X-ZBEU-VFYUM

Max TP
5U4T-3XE9-4D9GU
5BEK-59TF-MC9D8

Max Stats
GP1A-ZUY7-7MNKU
R5UG-2DNN-C4JUA

Status Always Normal
GJRU-ADP7-VZJU4
BZF4-A97Y-4H3NM

Super Quick Level Up
0ZDP-GBEK-4CCG4
BRQ1-8EJ7-R78EV

Have All Titles
2H95-XYAV-F0JUR
98VD-N2G7-UE1QT

RAINE CODES

Full HP
0WAM-QFW2-XVX8J
8UDC-AMMF-AUC1T

Max HP
VF11-3392-V4KB3
YUR9-K5KH-14888

Full TP
UDHA-KGZJ-GUE5A
AKR9-5Q28-401WM

Max TP
N5TE-MNUC-FNTE0
843R-42YF-H90B8

Max Stats
H6WJ-C5VM-Z4X6T
TFC5-RUU9-R07TW

Status Always Normal
B94W-J33K-RJVV5
DF3N-6F62-QNBN3

Super Quick Level Up
K32B-DKPT-A1FX6
4HZ3-8Y73-4U9X5

Have All Titles
MRVQ-BXFA-TX49U
5Y6G-9V0U-XCG7J

KRATOS CODES

Full HP
9QCW-A7KG-7CUZU
YYBJ-C6HB-ETDC7

Max HP
GD7Y-4VJH-EPFRX
ZYQX-0H61-XP5EC

Full TP
DMU6-WXQU-T1M8G
PFZ4-KZK5-GBVPG

Max TP
X0FR-FMN0-5EP3K
HZV7-53MW-3JTKK

Max Stats
TF3A-ED31-YZZY0
T3U8-F4F6-TQCF2

Status Always Normal
3ZDY-YN8T-NG9TM
FCB5-EZX3-570E1

Super Quick Level Up
9H30-AJK6-T8XR2
H5XH-XHQG-YA5TV

Have All Titles
Z2AT-G416-DTZC1
7QDM-B097-34HHG

SHEENA CODES

Full HP
UC1Q-MQX2-KH1CN
RU70-PT6K-2YYPW

Max HP
UUTC-Q5MT-B47H4
JHP7-60VN-4H5GZ

Full TP
JBPV-VJUE-PMDUG
JUJT-R2V0-238C2

Max TP
7GVX-D8U2-6HW1V
8PAV-3VE0-1DVQ7

Max Stats
9N7M-5G85-X0NF1
AG2W-9FZR-476QX

Status Always Normal
6QZQ-85AV-0RNAW
T1DH-UAKG-FTZJQ

Super Quick Level Up
51DF-T8GH-7WVC8
E5D4-TADF-718J0

Have All Titles
2QDE-X2NZ-97X97
N741-WZJB-UYVC6

ZELOS CODES

Full HP
41DJ-24AN-MZ6G3
BWJV-HE2Q-HU0DQ

Max HP
2C94-E6WB-JR9EH
85U0-AG7B-2ET33

Full TP
RPBZ-8H3U-HCQ58
0541-TVDR-HCDY4

Max TP
V8M9-ARTQ-3VCXJ
MM9D-MY2D-JNDRW

Max Stats
UNAJ-GCUG-GUJ8Y
13PV-U9N6-JXDQN

Status Always Normal
0N11-1UUB-5GJT4
R1EE-N22M-QZPGB

Super Quick Level Up
4B8Z-5EPN-E1DNP
TRXK-9GX5-3PB5D

Have All Titles
C0AG-DQRV-KN80U
1TA8-PR8D-7D4W5

PRESEA CODES Full HP
09AT-F573-EAZ0R
B9PB-J8NT-WUE6N

Max HP
2KNK-84NN-QNPRC
BEZ9-VTX3-9KPMV

Full TP
530F-X4JE-J84YF
UYFD-QAZK-2HCMG

Max TP
NN9E-BRJW-98JX9
1P02-UY15-UH0YH

Max Stats
JVB4-HKM6-BFJN7
CUX3-J2HG-1ZJR8

TERMINATOR 3: REDEMPTION

Master
59B2-6P05-TKZAA
N54E-5W4U-T84TY

Infinite Health
4JMX-F87R-WNA62
8V10-0MMF-G8MTE

Infinite Ammo/No Reload
DCY1-XH25-AKTN3
ZNR9-6T3N-MW4AH

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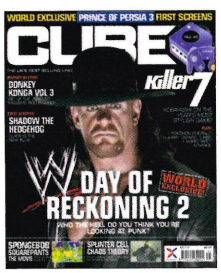
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Postcode

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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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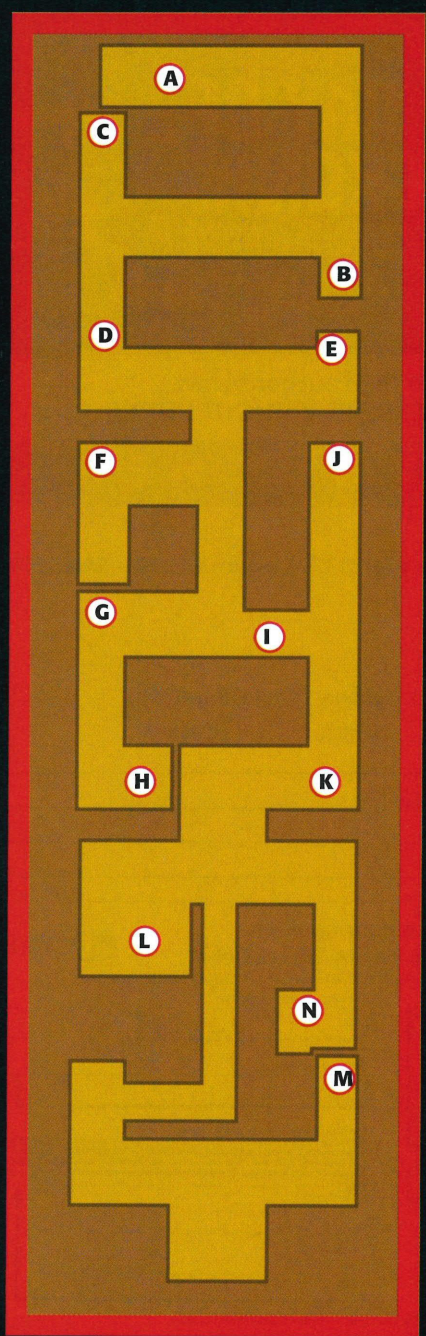
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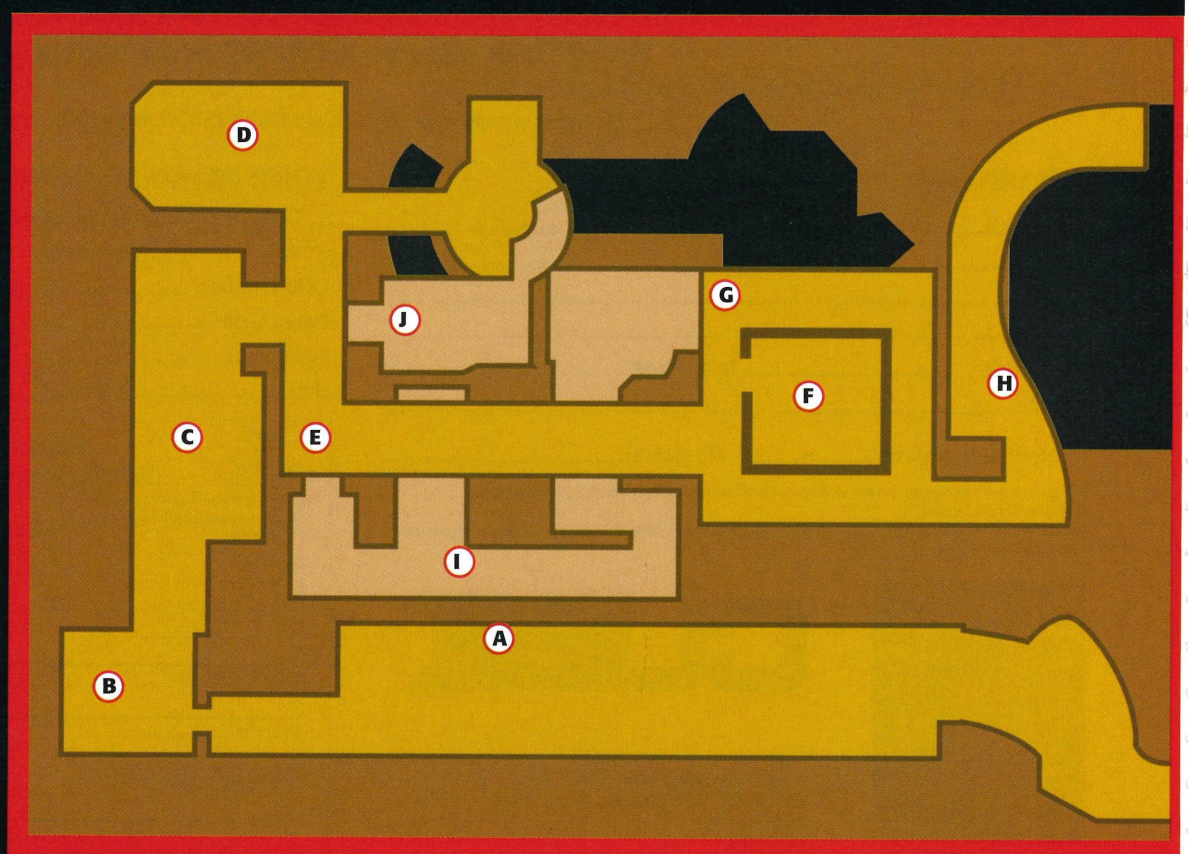


Part 3: The Island & Beyond
The final section and all the secrets!

IT'S TAKEN US three issues to get here, but we've finally reached the end of our massive *Resident Evil 4* guide! This covers final part of the Island section of the game, and gives you tips on the bosses lurking there.

BOSS: SALAZAR'S PET

KRAUSER MAP



EVIL 4

ISLAND MAP



TAKE CONTROL

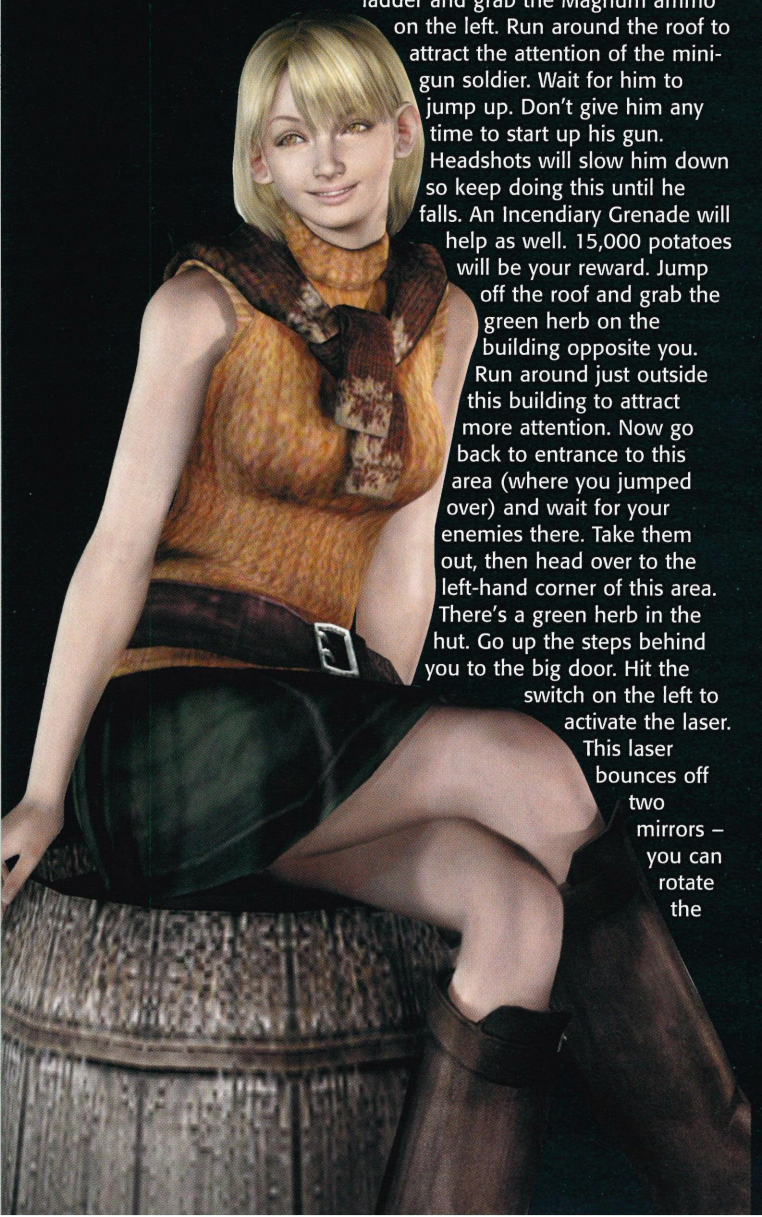
It's all about the buttons

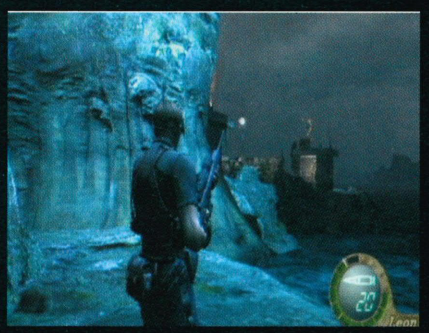
Analogue Stick	Move Leon around/move sights when R is held down
C-stick	Move camera position/zoom in and out
D-pad	Make selections in Options menu
Start	Pause game
A	Shoot weapon/confirm selections
B	Run/undo selection
	Inventory
	Command Ashley
L	Hold down to equip Combat Knife
R	Hold down to bring up weapon sights
Z	Map screen

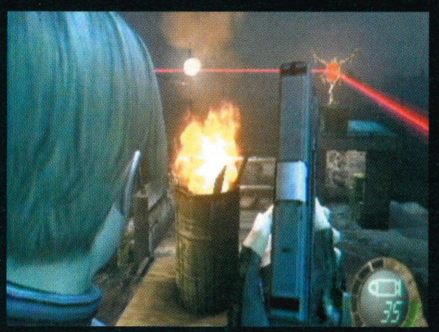


PERIMETER DEFENCE

YOU'RE NOW ON the island, and make no mistake, the enemies will get tougher from here on in. Run along the rocky path and head left at the fork in the road. Climb up and grab the items, including an Emerald. Now go back to the fork and take the other path. Go to the end and jump over to the outpost. The alarm will sound, alerting four enemies. These guys are quick and will do plenty of damage if they hit you. Look left and shoot the two guys in the leg to stop their advance. Now shoot the guy climbing out of the window before concentrating on the floored enemies. With all four gone, grab the ammo from the crate in front of you and jump in through the window. Over on the right is a ladder. Climb up the ladder and grab the Magnum ammo on the left. Run around the roof to attract the attention of the mini-gun soldier. Wait for him to jump up. Don't give him any time to start up his gun. Headshots will slow him down so keep doing this until he falls. An Incendiary Grenade will help as well. 15,000 potatoes will be your reward. Jump off the roof and grab the green herb on the building opposite you. Run around just outside this building to attract more attention. Now go back to entrance to this area (where you jumped over) and wait for your enemies there. Take them out, then head over to the left-hand corner of this area. There's a green herb in the hut. Go up the steps behind you to the big door. Hit the switch on the left to activate the laser. This laser bounces off two mirrors – you can rotate the

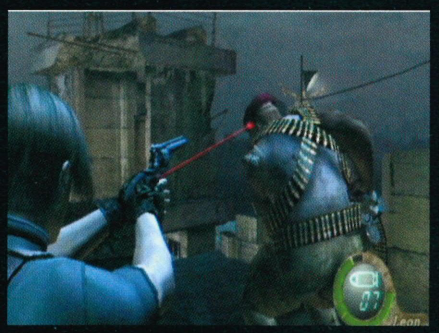






mirrors (found on top of two buildings) so that the laser hits the sensor on the left of the door, thus opening it. Go through the door, grab the ammo and turn right. Slowly walk along the path. The camera will shift to show you a boulder, and you just know there's going to be an A+B/L+R moment here. Keep walking and smash the crates on the right. Now cross the bridge and take out the two enemies just around the corner. Grab the ammo from the far end, then climb the ladder. At the top, turn right and grab the Emerald. Now walk out onto the ledge, take out the enemy on the left and grab the ammo. Jump over to the next ledge and go through the window. Explore this hut area and be wary of the masked enemies as they do a lot of damage. There's a red herb and a Golden Lynx (shoot the red barrel to get through to the secret room) to find.

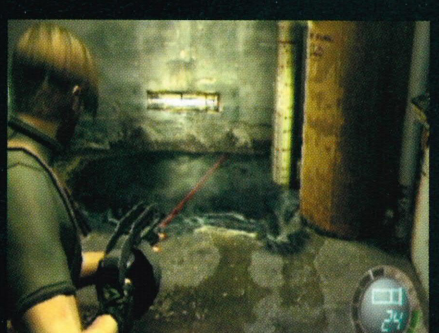




Go back outside and snipe the dart-gun enemies. From a vantage point around the corner you can hit a red barrel to take out the top most enemy but be careful of the dyna-man on your level.

There are a load of enemies here, but if you head left and go up the slope you stand on the bridge and snipe the barrel trailer to take most of them out. There will still be a few more masked enemies on the way to the door at the end but only a few. Open the door and go through. Once you get to the merchant sell any goods you don't need (Spinels etc) and upgrade the Striker before saving and moving on. Walk around the corner to see four enemies on the roof. Shoot them down with the handgun before sniping them otherwise you'll lose the items. Then walk to the end and go through the door on the left.





WHERE'S ASHLEY?

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).

There's some cash in the locker and an Incendiary Grenade in the bin around the corner. Go through the door and slowly advance. Take out the red, masked man and grab the herb and the ammo from the room. When you get to the hanging carcass, stop and turn left. Get the shotgun out and slowly advance. As soon as the enemy burst out of the oven fire once to drop him. Grab the grenade from the sink and go through the door. Walk forwards and look through the grate on your left. You can take out the big enemy around the corner by sniping him. You can also take out two more enemies in the room below. Now run around and go down the stairs. Once you taken care of the other enemies (who will run down the stairs after you) you should find the Red Stone Of Faith, the yellow herb and the cash.

Go back up the stairs and through the door on your left. There's some much needed handgun ammo right in front of you. After the cut-scene turn around and grab the gold from the locker. Now go to the control desk and go through the door on the left.

Make your way over to the merchant. There are two lots of shotgun ammo and some rifle ammo to find on the way. The merchant now has a new priority item: the Tactical Vest. This reduces damage by 30% and is a must have item. If you don't have enough just sell all your TMP ammo... it's not like you'll need it. You can also take part in the Shooting Range mission here before you continue.

As you turn the next corner the gate on the right will open and two dyna-men will throw their wares. This will keep happening until you stand behind the window and snipe the dynamite. After this three dart-gun men will appear in the same place. Use a grenade to take them all out. There's an emerald in the drawer on the left before you go through the door. There's some ammo and a red herb in here before you go through the next door. Unlock the door on your left (leads back to a previous area) before you go to the save point. Grab the Brass Pocket Watch and save. Go up the stairs and head for the Operating Room (4 on the Island map). There's an Incendiary Grenade to pick up on the way (red box). There's a strange body in room 6 but you should concentrate on room 7 for now. Solve the puzzle to open the lock (press blue once, green twice and red three times). Grab the memo and the TMP ammo, and lastly take the Freezer Card Key from the body. As you go to leave the strange enemy from room 6 will attack. Firstly check an Incendiary Grenade. Then take shots with the shotgun and target different body parts each time (arms, legs, head, stomach, chest). Eventually you'll destroy all the Las Plagas and the creature will explode. There's an Emerald to pick up in room 6. Now head towards the Freezer Room (8). There are two more whining enemies on the way to room 8, and the second one can damaged by shooting out the red cylinder outside room 8. There's also an Emerald to pick up opposite room 8. Go into room 8 and re-write your card key using the writer in room 9. You should also turn off the cryogenic device. You can now get the herb from the end of the room and the Infrared Scope from room 10. Equip the new scope and check out what it can do. You can use it to locate the parasites inside the new enemies' bodies. Bring up the scope and target the hot spots to take these enemies out in no time! Take out the enemy and head to 11.

Grab the ammo at the end of 12 and take the grenade from 13. You can snipe all four enemies from here. Go through to 15 and grab the shotgun ammo, the Flash Grenade and the yellow herb. Grab the ammo from 16, then take out the two guards (standing outside 17) with a grenade or two. Ashley is in 17 but the door is locked. Go through to 20 and take out all the enemies. The rifle is your best bet as there are plenty of parasites and a pesky dart-gun enemy around the corner. Pick up the spoils and head straight through to 21 and the save point.

HOT SHOT

Hold your breath and squeeze

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 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 head-shots all-round, you'll easily score over 4,000 points. As for the rapid-fore option, use the TMP. It'll take a while to get used to (it tends to jump a millimeter or so to the right when you fire), 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: Make sure you choose Game C, otherwise you'll be repeating the same old games. 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.

Island Shooting Range 1: Make sure you choose Game D, otherwise you'll be repeating the same old games. The first four are pretty tough. Use the TMP first, the difficulty is that there are Ashley targets everywhere, and the two most difficult shots are the ones where there are targets behind Ashley targets. For these you'll have to go to the far left and shoot from an angle. You have to get the Salazar target to be able to score over 3,000, as well as shoot the dynamite for bonus points. The fifth and sixth bottle caps are very tough indeed. The only way to get them is to study the movements of the targets. Remember which targets you have time for and which ones you don't. You have to get two Salazar targets to stand a chance. Your prize for completing the fourth row will be 50,000 in gold.

SET-PIECE EXTRAVAGANZA!

GO THROUGH TO 23. You'll see a hideous new creature coming towards you, so back track and stand with your back to the area 21 door. As soon as you can see it use the infrared scope. There are four hot spots on the front, but there are also some hidden ones that can only be targeted from the back. You can either try to run round the back (stun it with a Flash Grenade) or take pot shots. Your reward will be the Storage Room Card Key. There are two lots of ammo in room 23, and herbs and ammo in 24 and 25. There are a number of crows in area 26 and you can take them all out with a few blasts from the shotgun. There's a merchant in this area but he won't offer anything new right now. Use the elevator at the far end and try to use the radio in the control tower. Grab the ammo and leave. Just before you take the elevator back down there's a herb to pick up.

Now it's time to backtrack. Room 20 will be full of enemies again so stand in the doorway and snipe away. You can now get Ashley out of room 17.

With Ashley in your control pick up the ammo and the paper aeroplane, and leave this room. As you do you'll be attacked by enemies so tell Ashley to wait and take all five out before you move on. You have to make your way to room 14, the waste disposal. Room 15 holds more enemies, and with them gone you'll have to use the control panel to open the door to room 14. As soon as you do this three more enemies will charge in. Now you can drop down into the waste disposal. Get up and pull the lever. Run forwards, pull the next lever, run to the edge, then turn and aim at the barrel. When the enemy is in range shoot the barrel. Then target the enemy's hot spots. You'll get 20,000 in gold for that! Get Ashley to help you push the crate into the water, then tell her to hide in the bin (the room behind you). There's another enemy coming, so don't call Ashley out until it's dealt with. To get through to the next room you'll both have to push the crate out of the way. There are three enemies in the next corridor. Take them out and run to the end of the corridor. Tell Ashley to wait by the top of the steps. This next bit is quite tough. Jump down into the arena and prepare to take out a ton of enemies. Use the rifle to take care of the big guys, and also be aware of where the enemies are. If Ashley screams, turn and snipe her attackers. With all the enemies gone you can use the wrecking ball in the control room to smash through the wall. Three more enemies will now appear, but it's no trouble really. Go through the door.

Tell Ashley to wait, then take out the enemy that comes through the door. Head right and clear out the room. Now go back the main corridor and take the next on the left (take out the second enemy up ahead first). Clear out the room and hit the switch. Call Ashley and go up to the partially opened door at the end of the corridor. Send Ashley through to open pull the lever on the other side. Grab the yellow herb that's at the end of the corridor and turn right to get to the save point. There's a red herb in the locker, which means you'll be able to make up the final gold tonic that Leon will be able to take (if you found all the yellow herbs and gave them all to Leon that is), as once you take this Leon's energy bar will be maxed out. From now on you should give gold tonics to Ashley.

At this stage we recommend buying the rocket launcher (trust us!), so make some room in your case. You should also tune up the firepower of the rifle and the Striker. Now save and head outside. Place Ashley near the left-hand switch and with Leon hit the right-hand switch. You'll get a countdown: after three, hit the A button to unlock the door. Put the normal scope on the rifle and equip the shotgun. Go through and grab all the items. Climb into the truck and prepare yourself for an intense ten minutes! Get as close to



Ashley as possible and face the back of the truck. Try to wait as long as possible so that you can blast a big group of enemies when they are on the truck. This way you can collect the spoils. After a few waves you'll see a truck heading on a collision course. Use the rifle to blast the engine. After another wave of enemies the truck will start up again. This time you'll need to use a grenade to blow it up for good.

As soon as Ashley drives into the elevator get off the truck and climb the ladder. Run around the walkway blasting your way through the six enemies. With the enemies taken out look down at Ashley and snipe the enemies down below. Clear out the walkway (herbs at each end and boxes in the middle), pull the central lever and get back to the truck. Reload the shotgun and the rifle. Ready? It's showtime! This time position yourself in the right-hand corner (your right if you're facing the back of the truck). Blast the enemies as they fall, Many of these enemies have parasites so if things get hectic use an Incendiary Grenade just to be sure. As soon as the truck stops you have to stop what you're doing and equip the rocket launcher. Turn to face Ashley. A truck will come on a collision course down the slope. As soon as you can see it zoom in and fire. The truck will fly over your head and land on the other side! It's lucky you had the rocket launcher really, isn't it...



HOT SHOTS: PART DEUX

Complete bottle-cap listings

	1	2	3	4	5	6
4	Soldier (dynamite)	Soldier (stun-rod)	Soldier (hammer)	Isabel	Maria	JJ
3	Merchant	Zealot (scythe)	Zealot (shield)	Zealot (bowgun)	Leader Zealot	Don Pedro
2	Don Jose	Don Diego	Don Esteban	Don Manuel	Dr Salvador	Bella Sisters
1	Leon (rocket)	Leon (shotgun)	Leon (handgun)	Ashley	Luis	Ada

GOING UNDERGROUND

THERE ARE A load of provisions in the next room as well as a merchant, a save point and a Green Stone Of Judgement. The merchant doesn't have anything of worth so you should save your game and move on.

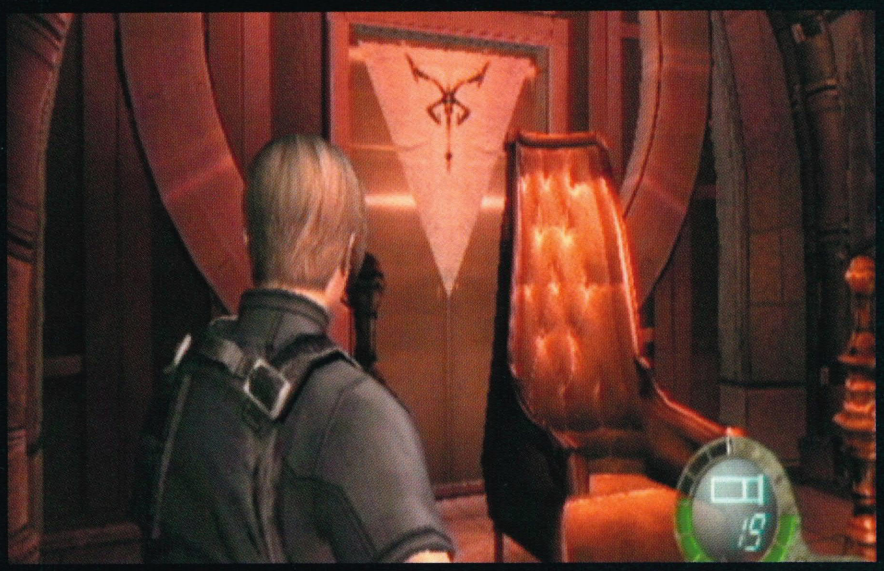
Well, it looks like you're on your own again. Grab the memo from the alter and go through the door on the left. Clear out this next area (watch for the snipers) and walk to the end of the corridor. Straight ahead is a door, but head left (up the steps to an office with provisions) and right (to the room with more provisions) but you go through. You'll now find yourself in a large room with platforms above you. Grab the item ahead of you and ride the elevator to the higher platform.

What follows is one of the best interactive cut-scenes you'll see in the game. There's no way of guiding you through this, you'll just have to be alert and ready to hit the buttons when they come up. What we can say is that you'll need to hammer buttons right at the end of the fight, so be ready for that. With Krauser chased off you can go through to the next set of obstacles: laser traps. The first and second set of lasers have automated patterns. Just learn the pattern and run through. Immediately after you'll have use the Ⓐ+Ⓑ/L+R buttons to dodge the moving lasers. Another set of button taps later you'll be able to progress. As soon as hit the switch on the door turn around and face the oncoming lasers. Be ready to tap your buttons.



Now you can go through to Saddler's throne room. Turn around and shoot the Elegant Headdress from the ceiling. Take the Emerald from the seat, then sit in the chair. Go through the door behind the throne and use the elevator. Go down the steps and get the goods from underneath them. Now go round to the merchant, grab the memo and clear out the room behind him. Sell the emeralds and the Elegant Headdress. Upgrade the firepower of the Broken Butterfly as you're going to need it. Now save and prepare for the worst. Go through the wooden gate, grab the yellow herb from the fenced off area and follow the path (go to Boss: Salazar's Pet).

With the boss defeated you can go through the door and along the corridor. There's a herb under the stairs, and another herb at the end of the cable car ride if you fancy going back. Your main focus though should be to go up the ladder on the right. This will lead you to a room with some items, and a mountain path.



BOSS: SALAZAR'S PET

Dificulty: Medium

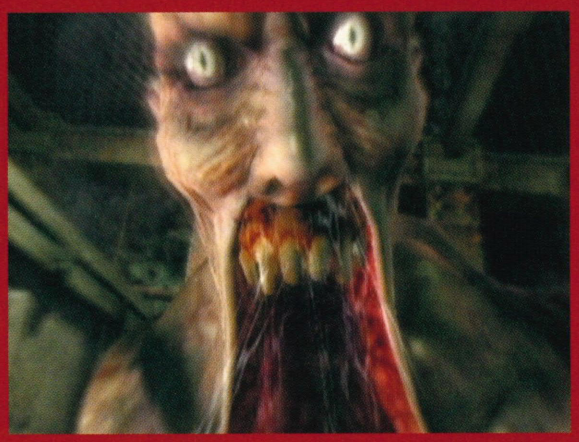
Tips: We've made you a map for this boss as there are plenty of areas to get lost in. The basic format of this fight is that you have to advance through the sections of the suspended cage before they fall away. The gate for each section can only be opened by shooting out the two green safety catches (which are well hidden) and hitting the red buttons that they protect. While you're trying to find them the boss will be after you.

You'll need the Magnum for this one, and to be honest you shouldn't have been using it up until now so you should have plenty of ammo. When the boss appears in front of you shoot it in the head. If it still hangs around shoot it again to get rid of it. Then quickly go to the next switch and shoot it out with the handgun. Every now and then you'll need to do the old Ⓐ+Ⓑ/L+R trick to avoid its reach. When you hear it land behind you turn and shoot. Now here are your directions...

Immediately shoot the boss in the head and go to point A. Shoot the green light (with the handgun), then run through and hit the button. Quickly turn around and prepare to dodge the attack. Run to B and grab the ammo. Turn and shoot the boss in the head. Go to C and grab the herb. Turn, shoot the boss, then go to D and shoot the second green light. The second switch can be found at E.
Quickly get the Incendiary Grenade at F, then turn and go to G. On your way the boss will attack as part of a small cut-scene. This may disorientate you so get your bearings and shoot out the green light. Be very aware from now on, as button presses will fly in from all angles. Hit the red button at H, then run round to I. Look up and shoot the green light above you. Hit the red switch at J, then turn, pick up the grenade (K) and go through the door.

The first red button is to your right at L. Hit it and prepare for the boss to take on its second form. Once again, one Magnum shot will scare it off (you'd have thought it would have learned by now). Now you're in for some running. Run round to M and shoot the green light that's on the other side of the fence. Now backtrack and go to the final red button at N. Now you can get out of here! Run outside and jump for the crane. Once you're on dry land reload all your weapons and prepare for part two.

Chuck an Incendiary Grenade at the boss then run behind it and use the levers to get through the passageway. When you see a red barrel run past it then turn and blow it up in the bosses face. There are several items to collect on the way. With both barrels blasted you should go back through the passageway (make sure the monstrosity is following you) and hit the lever so that the gate comes down behind you. Now blast away with the magnum or whatever you have. After a few shots the boss will burrow into the ground and attack you with its pincers so be ready for button tapping. Eventually it will resurface at which point you can repeat the gate trick and finish it off for good. Your prize will be 50,000 in gold!



BOSS: KRAUSER

Dificulty: Hard

Tips: You'll start off at point A, behind a wall. Equip the infrared scope and take two shots. After the first Krauser will duck, but he'll appear again a few metres away. After two shots he'll move to somewhere else in the ruins. From now on you need to get the insignias and be ready for his attacks. He'll immediately jump up to where you are. Don't waste ammo on this guy – there's no need. Keep an eye on him (he darts about) and when he gets close slash him with the combat knife. That'll get rid of him far quicker than any weapon will.

Go to B, grab the herb and the ammo, and climb the ladder to get yet more provisions. He'll attack you again in C, only this time he'll throw a grenade at you first. Dodge it with a button combo, then prepare to slash him.

Go to D. Ashley is behind this door. You'll need three insignias to get through here. Pick up the ammo and run to E. Turn left and get ready to dodge the grenade. Hide behind the wall to dodge the machine-gun fire. Now get the rifle out and use it to snipe him. After one shot he'll jump down and run towards you. Stick with the rifle and take another shot to get rid of him.

Go into room F and clear it out. Now run around the building once and go to G. Krauser will be waiting for you so be ready for three button combos in quick succession. Then he'll attack you with a grenade (button combo) before coming at you. Slash him twice to ward him off. Now go to H and pick up the herb. At the top of the stairway you'll find the first insignia: Holy Beast – Panther. Now quickly run and hide in a corner, forcing Krauser to come to you. Dodge the grenades and get your two slashes in. His cap should fall off at this stage. Clear out the room, then push the statue onto the patterned tile and uncover the levers. You can now pull the lever at G, but not before Krauser has tried to stop you yet again.

Jump down and turn left. Use the rifle to shoot one of the robots. It will explode and take out its mate. Grab the items. On your way through you'll some across five more robots. When you get to J, Krauser will talk to you. As soon as the conversation is over two robots will attack so shoot them out straight away. Grab the yellow herb and go up the stairwell. The gate at the top is locked but remember its position as you'll need to leave via this point later on. Climb the ladder and prepare for the final confrontation. Turn left and get the ammo and the herb. Now go the other way and follow the wooden walkway around to the second insignia piece: Holy Beast – Eagle. Krauser will attack so be ready to tap the buttons. Hammer A to climb back up… now the final fight begins. Let Krauser come up to you. He'll sweep you at which point you should hammer the buttons to avoid his attack. Then run up to him and slash him. Another attack will see him dive at you. Avoid it and immediately get in there with the knife. A few slashes later and possibly one or two magnum rounds, and he'll fall, rewarding you with the Holy Beast – Serpent. Get to the insignia door and use the parts to open it.



TAKE COVER!

THERE'S A BARREL on the right to smash. Look down into the area below. Shoot the central red barrel to take out all the villagers (one may escape so cap him from here). Jump down and clear out the area. Don't miss the yellow herb over on the right. There's a ladder inside the hut, so use it to get down to the next level. There's an Emerald in the ceiling before you go anywhere. Follow the path and take the first right to get the final part of the Golden Sphinx: the Blue Stone Of Treason. The next left-hand turn has a few more items. Now you can go and see the merchant. There's a memo on the table. There's also a Master Shooting Range where you can try out all the games if you missed any. Sell the Golden Sphinx and the Emerald and save your game. Now climb the ladder by the merchant and go through the big double doors. Follow the path round to be faced with Krauser (go to Boss: Krauser).

This next section is absolutely mental. The soldiers have got some serious weaponry, and you'll have to take cover most of the time. Check every nook and cranny for ammo and items. Try to get as many of your own kills as possible, otherwise the chopper will claim them all. Go through the first section and go right, down the ramp. There's a yellow herb down here. Be sure to clear out this entire area before you hit the red switch (inside the building on the other side of the small bridge) and move into the next area. As soon as you step through the doorway enemies will attack. There's a machine-gun soldier on your top-left, so be wary of him. Make your way to the top and slide across to where the machine-gun bloke was/is. Now you can pull the lever to open the gate. Go through and quickly dart left into the tunnel. Stay here until the chopper clears out the gun turrets. Keep turning around to make sure enemies aren't dropping down behind you. Now explore



this area, take out any stray enemies and pull the two levers to open the gate.

Go through the door and shoot the Emerald from the top of the stairs. After the cut-scene clear out the area (including another Emerald from one of the pillars) and go through the door around the corner. Climb down the ladder and pickup the Pearl Pendant. Take the ammo from the next room and go through to the typewriter. Save and equip the infrared scope. There's some ammo in this room as well as something weird in the red bin. Shoot it to be safe. Before you go down the corridor go into the room on the right for another yellow herb. The enemy that you can hear is in the second cell on the left. Kill it, clear out the cells and grab the red herb from the steps. This next section is full of enemies. There are two red switches in this area, but they can only be pressed once you have put the Key Card in the machine. Clear out all the soldiers. When you try to press one of the switches a whole load of new enemies will appear. One of them will give you the Key Card. Now find the machine (right at the top, use the ladders) and put the Key Card in the slot. You can now get to the two switches and hit them to open the door. There's another yellow herb in here as well as a ton of other provisions. Go through the door and take out the two soldiers on the other side. Right, that enough soldiers for a while.









A SCORE TO SETTLE

AFTER THE CUT-SCENE take a breather. You should now have six gold tonics in your case. You can give four to Ashley. This will mean both of you have max energy, which is nice for completion's sake. Go through the door and grab all the items and the memo. By now you should have loads of money, so how about treating yourself to the 'Exclusive' upgrade for the Blacktail? Go through the doorway and tell Ashley to wait. There are some enemies around the corner, all of which contain parasites. Use grenades to blast through their armour. Now call Ashley and go through the door at the end of the right-hand corridor. You'll now find yourself in the room where Ashley was being held. Grab the ammo and use the ramp to get up to the next level. There are some items in the control room. Now go back down to where the three enemies were and take the other door through to the next section. Once the parasites have been removed follow the path up the stairs. There's yet another yellow herb, some ammo and a memo. Go through to the merchant. Buy a rocket launcher (you should still have tons of money), pick up the items and save. Go down the steps and prepare for your final encounter (see Boss: Lord Saddler).

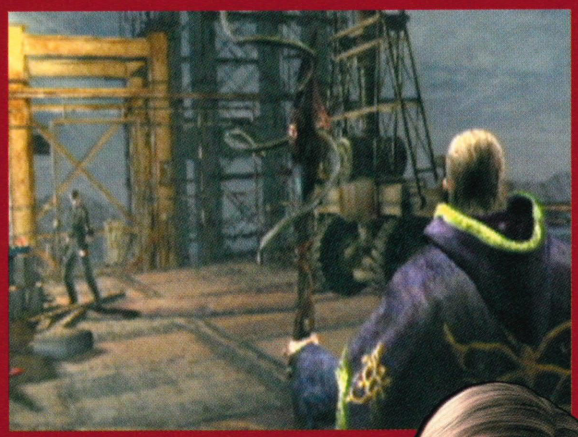
With Lord Sadler defeated you've got three minutes to get out of here. Grab the 100,000 and get back to Ashley. Climb down the ladder, catch Ashley and get on the Jet Ski. The first section is quite easy: go right, left and right again through the arches. For the next section you have to accelerate (press forwards) otherwise the water will swallow you. When you see the big explosions that means a boulder is falling. You should steer away from them otherwise you'll die. The first is on the right, then there's one on the left. In the final section there are two on the left. Now you're home free! Yes!



BOSS: LORD SADDLER

Dificulty: Hard

Tips: Saddler's weak point is his eye, but he only opens this when you hurt one of the four eyes on his knee joints. Once you're in control dart left and get around him. Run along the walkway, then turn and shoot out one of the eyes. As soon as the boss falls get the rocket launcher out and zoom in on the central eye (Salazar's head). This will cause enough damage to trigger Ada. She'll drop the special rocket launcher but it's on the other side. When you try to walk across the bridge Salazar will break it, so press the relevant buttons and hammer A to climb up. Now run for the rocket launcher. Pick it up, turn and fire. Whatever you do don't miss!





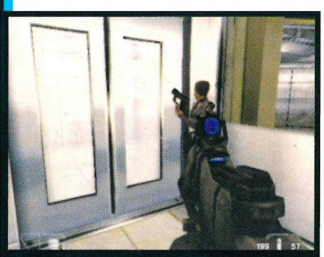
NEXT MONTH!

Okay, really the final part now yeah?

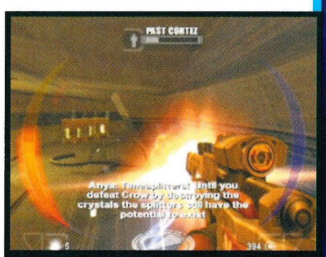
Next month really is the final part of the guide, we didn't have room to put the Mercenaries and Ada's Mission tips in this time around so we'll do a full guide to those next issue.



MELEE ATTACKS



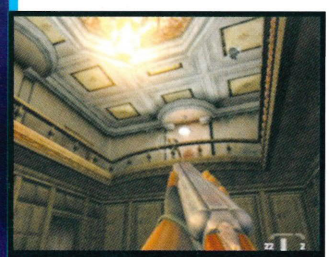
Get up close and personal.



It is far better to use a weapon!

Unless you're out of ammo, it's not worth bothering with melee attacks for the simple reason that you rarely find an enemy on his own, and you'll be shot to shreds while charging the guard down. Also, melee attacks are fairly weak – it often takes three or four strong hits from your weapon to put a guard down. Melee attacks are best used when you know a guard is about to snuff it but you've started reloading. Charge him down, melee him for the kill, then reload. As the reloading animations are so slow, this is the only way of attacking during these moments.

SHOTGUN



Shotguns cause damage a-plenty!



They're no good at distance though.

To use shotguns, get as close as possible before letting rip. Headshots are optional but, as long as you get as close as possible (or better yet, wait for the enemy to come to you) before firing, you should take them down with little fuss. The only problem is the reloading animation is agonisingly slow, especially for the double-barreled shotgun, so you need to crouch behind scenery while reloading. Turn the crouch toggling off so you only have to let go to stand back up – it's quicker, and it's another skill that comes into its own in multiplayer.

TimeSplitters

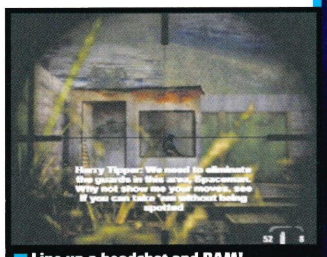
FUTURE PERFECT

As the second half of Future Perfect begins to crank up the intensity, you need to start paying attention to how you take out enemies as they begin hiding behind cover, flanking you and retreating under pressure. Here are some hints and tips to help take them out

SNIPER RIFLE



Sniper rifles are very handy indeed.



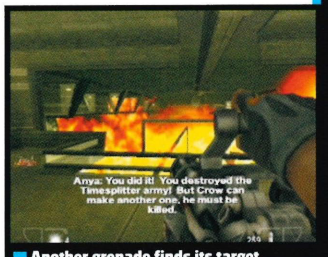
Line up a headshot and BAM!

Always, always aim for the head. When you are zoomed in, switching back out to reload takes the longest out of all the weapons, which makes it more important than ever to use each shot properly. This is especially true for the sci-fi sniper rifle, which holds an impressive eight shots but takes longer to reload than all of the other single-player weapons (even the rocket launcher!). Sniper rifles are next to useless in multiplayer because bots and humans move around far too much. If you are stuck with one, switch to the default pistols instead.

GRENADES



Grenades = awesome.

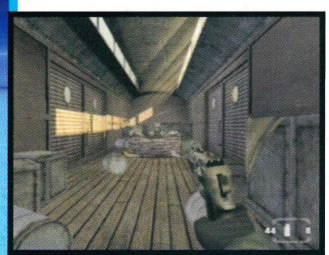


Another grenade finds its target.

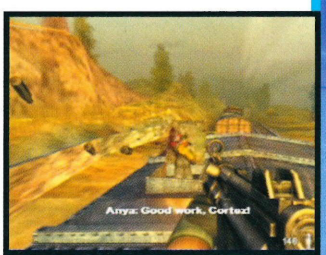
We have highlighted where grenades are useful in the guide, but in multiplayer they can make the difference between first and second. The radar is on by default so you can see where other players are. Before you ambush them, or if you see them about to ambush you, always throw a grenade, in preparation. That way, you can take advantage of the player scrambling to avoid the grenade while you're firing at them. Even better, they might not notice it and get killed in the blast! Learn where the grenades are on each map and get some once you've found yourself a handy weapon!

1969 THE KHALLOS EXPRESS

TRAVERSE THE TRAIN



Aim for the barrels if you get stuck.



Be quick when you're on the train top.

A guard opens fire on you straight away so use Harry Tipper as cover to take him out – he's on top of the next train carriage. Climb up the ladder onto the train carriage and move to the end, shooting the female guard as you move to the right walkway. Harry Tipper will say "Shall we take them silently or go in shooting?" when you reach the end. This is your cue to press ↑ on your Pistol to silence it and zoom in with L – snipe the four guards below you in this way.

Once they are all dead, run through the boxes on the carriage to reach the next train. The next room is full of guards who all run to the gun nest when they see you. As soon as you enter the room, start shooting at the barrels to the right of the gun nest; it will explode, taking out the guards. Move to the back of the room and take out the two guards there too, then enter the next train carriage. Sneak through to the next room, using the silencer on your pistol as before, and snipe the guard on the radio. Sometimes, the second guard doesn't notice so if you hear no commotion, sneak forward a bit more into the room and shoot him too; otherwise, charge him as he kicks over the table for cover. He'll leave a **Machine Gun** behind so pick it up and use your Temporal Uplink to reach the **MediKit** on the shelf. Harry Tipper will stay behind while you go on ahead.

Just past the toilet is a long corridor full of guards, with small rooms to your left and a helicopter to your right shooting at you. Shoot as many guards as you can before the helicopter fire forces you to duck into the small rooms for cover. If you are low on health, the second room has a **MediKit**. Eventually, you will reach the other toilet where the last guard is lurking; kill him and then leave the train carriage.

Helicopter Hell

You have to use the surface to air missiles to scare the helicopter away. It makes the next section much easier as well, which is also something of a bonus!



DESTROY HELICOPTER

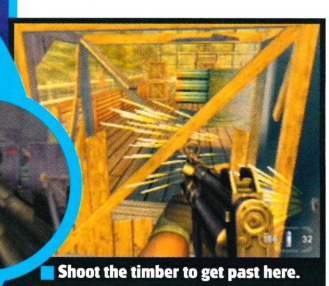
You have to complete these next sections as quickly as possible because you are exposed to helicopter gunfire throughout. Not only does this mean you have to look out for enemies around you, you are also likely to take a volley of bullets from above, often when you are least expecting it.

Be extra careful as the next checkpoint is some distance away. First, smash the brown crates to move forward, using a machine gun. Eventually, you'll find surface-to-air missiles – the control panel is behind the crates just in front of the missiles so head there straight away and activate them. The helicopter will temporarily be out of action so climb up the ladder and run along the top of the train carriage, shooting the guards as you go. Drop onto the lower train carriage and shoot the three guards who ambush you; the one behind the crates drops a **Soviet Rifle**.

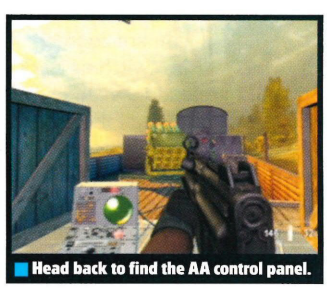
The helicopter has returned but so has Future Cortez. He'll shoot the helicopter with heatseeking missiles, so you have to keep guards from attacking him – they'll attack from the higher train carriages on the train to your right and, all the while, you have to keep moving to avoid the helicopter's gunfire. The soviet rifle is good for this job. Eventually, the chopper will crash into the carriage in front of you but be careful of the flaming guard who rushes from the wreck.

Move to the next room where more guards are lurking inside – stand by the entrance for the perfect ambush point as they rush out to attack you. Once they're dead, grab the **Health Pack** and **Tactical Shotgun** from inside. Switch to the tactical shotgun as there's another guard lurking around the corner. Move toward the door. When the cut-scene ends, you're instantly attacked by three guards, so take them out using your shotgun (try to do it within eight shots, as the tactical shotgun takes forever to reload). There's a guard who tries to tag you from behind the small box in the centre of the room. Collect **Heatseeking Rockets** from the next room, then the grab the **Heatseeker** from the next carriage.

You now need to defend Past Cortez using the heatseeker. Aim it at the helicopter attacking from



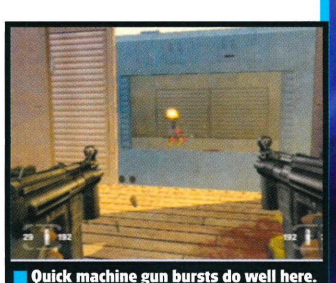
Shoot the timber to get past here.



Head back to find the AA control panel.

your right until you get a lock on (the target turns red and "Target Acquired" will appear in the top-right of the screen) then fire, moving all the time. It takes three shots – one to each of its side engines and one in the centre. When it is down, switch back to the tactical shotgun, collect the remaining **Heatseeking Rockets** and head back to where you started for another cut-scene.

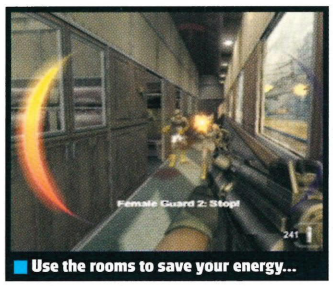
The guard who says "That sounded close" is to your right. Kill him and move forward to another corridor like the one before, this time without the helicopter. Kill the guards in the same way, using the small rooms as cover, and collect the **Twin Machine Guns** from the first guard you kill. The next carriage has guards jumping in from the other train, so use the twin machine guns in bursts to deal with them. Once they're dead, open the door at the end of the room where Harry Tipper will join up with you to kill the guards in the gambling room. There are lots of them so use your twin machine guns or the soviet rifle, depending on which has more ammo. Make sure you have at least a quarter of your energy left and then leave the room at the far exit.



Quick machine gun bursts do well here.

ESCAPE GAS TRAP

Climb up the stairs and you'll walk into a gas trap from Khallos. It's easy to escape from – simply walk to the bulletproof glass at the end of the room and use your Temporal Uplink on the switch. Be quick as your energy will slowly deplete, which is why you need at least a quarter of your health to play around with. Hit the switch on the wall inside Khallos' room and wait for Harry Tipper to unlock the safe to pick up a much-needed **MediKit**. Head back to the checkpoint, taking the guards out with your shotgun on the way. When you're at the bottom of the stairs again, walk through the door and past the missile to find a control panel that stops the countdown. You have to turn the switches as shown in the picture. Once you're done, grab the **Armour** and switch to the soviet rifle. Climb up the ladder in front of Harry Tipper.



Use the rooms to save your energy...

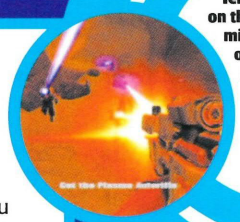


... to escape this gas trap to complete...



... this!

Temporal Uplink

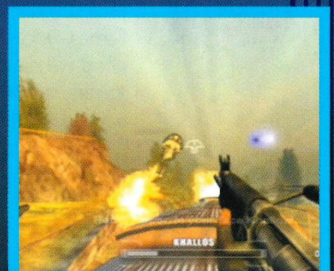


Use your Temporal Uplink on the statue on the middle of the table in order to escape from Khallos' gas trap in one of the last carriages.

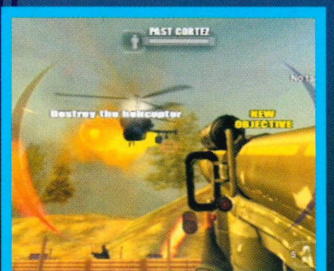
BOSS FIGHT

KHALLOS

You now have to fight Khallos, the easiest boss in the game. Simply blitz him with your soviet rifle (then twin machine guns if you run out of ammo) while dodging his blue missile attacks by strafing left and right. As long as there's distance between the two of you, it's easy to see his attacks coming. If he starts to get close, charge him and he'll back off again, giving you more distance. Once he is dead, run to the engine room at the end of the train to complete the level and unlock Kitten Celeste and Elite Henchwomen for multiplayer.



Khallos is the easiest boss in the game, but if you're still struggling...

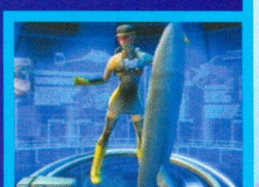


... simply hold back heatseeking rockets from the helicopter battle!

UNLOCKABLE CHARACTERS



KITTEN CELESTE



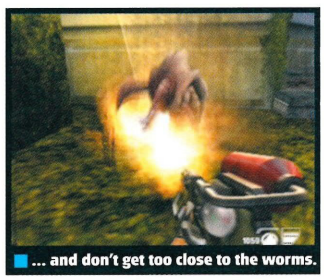
ELITE HENCHWOMAN

1994 MANSION OF MADNESS

THE MANSION



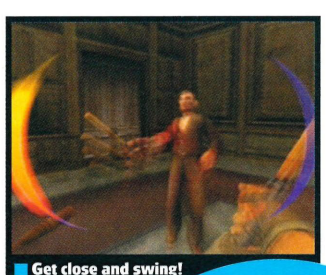
Remember, use the flamethrower...


... and don't get too close to the worms.

The mission objective for this horror level is to investigate the mansion. Word to the wise – the shotgun zombies must be taken out first as they're the biggest threat to you thus far, and always aim for the head.

Start the level by walking through the entrance to the haunted mansion. The scientist who calls for help gets crushed by a flaming chandelier – pick up the **Flamethrower** in front of the chandelier as soon as this happens. Stay on the ground floor and kill three ghosts using the flamethrower – a prolonged burst sees them catch fire and explode. The first door on your right will unlock once they're dead. Pick up a **Baseball Bat** and attack the zombies in the pool room, aiming for their heads and keeping them away from Jo-Beth Casey. It usually takes three clean hits from the baseball bat to down them.

In next room, a ghost will appear and cast flames along the ground to stop entry to the attic while flaming zombies attack. Use the same tactics as before, but dart in and out when attacking to stop flame attacks. Switch to the flamethrower to save the scientists – run onto the grass and attack whichever groundworm pops out of the ground – and keep firing until it dies. There are about five groundworms to take care of, so try to concentrate on one at a time rather than taking them all on at once. When they are dead and the scientist is saved, you will have access to the attic so walk through the doors. Go through the next sets of doors and you'll come to a dining room where zombies will be falling from the balcony to attack you, so stay on the move and aim for their heads – Jo-Beth Casey proves quite useful for this part of the level, as she shoots any alive zombies. If you're confident enough to use the baseball bat, do so as you will need the shotgun ammo shortly. Once they're dead, a cut-scene will play and the (DEERHAUNTER) will attack.


Get close and swing!

Balcony Attack



The nasty zombies will flop over this balcony and then attack you after they have hit the floor. Wait for them to land and then fire!

BOSS FIGHT

DEERHAUNTER

Right from the start of this battle, it is important that you keep backpeddling away from the Deerhaunter, emptying your shotgun into it as you flee. You have to run backwards along the outskirts of the room, just evading it's grasp so that it keeps following you.

Your biggest problem here is going to be Jo-Beth Casey, who gets in the way, plus the debris from the zombies' attacks. If you stop running backwards, then backwards-strafe left or right to keep moving. After ten shotgun rounds, the Deerhaunter will die.


Keep moving and you'll be fine as Deerhaunter needs to get in close.


Jo-Beth Casey doesn't get in the way if you stick to the other side of the room.

EXPLORE THE ATTIC

Walk up the stairs with your shotgun equipped – you will reach an attic where zombies attack you while the ghost returns to spew flames at you. At the far end of the room are two shotgun zombies. Run here first, killing these zombies and using the wooden pillar to protect you from the ghost's flames. Once they are dead, the ghost will disappear and a zombie will burst through the wall – kill him and walk through the hole. Watch out for the 'dead' shotgun zombie on the floor – he'll come back to life as soon as you walk past him so kill him straight away, and then run back down the corridor for cover, taking out the zombies as they come towards you. There are two shotgun zombies to kill in this sequence. Run through until you drop into another attic, pick up the **Health Pack** by the dying scientist and listen to him.

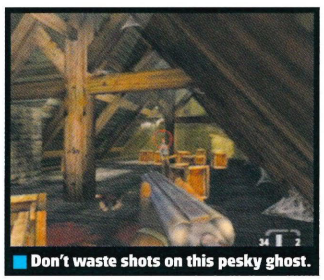
Run down the stairs to find four shotgun zombies including another 'dead' shotgun zombie. If you have any revolver bullets left switch to that gun, otherwise use the pillar as cover when forced to reload your shotgun. Run towards the scientist and

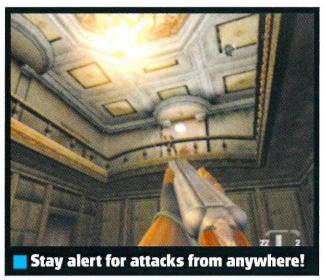
EXPLORE THE MANSION

Run through the door Jo-Beth Casey is looking at and save the scientist from the zombie running down the stairs. There's no bonus for doing this but he fills you in on the story behind the mansion. Head up the stairs and through the first set of doors to end up on the balcony the zombies were attacking from. Stay by the door to shoot the first zombie in front of you, the zombie to the left of the doors and then the shotgun zombie to your right. Once they are all dead, run around to the other side of the balcony to pick up the revolver. Once you have it, head back out and through the other double doors.

Through the first door on the right are two zombies, one with a baseball bat and one with a shotgun. Kill them using the doors as cover. As you head to the second door, three more zombies attack from the far end of the corridor – take out the one armed with the shotgun first (he's at the back of the group) then finish off the others. The second door to your right only houses a solitary scared scientist, so continue through where the zombies attacked from. Continue down the corridor to the library room, arming the revolver before entering. Be extra vigilant as there is a shotgun zombie and this is the last trouble you will find before the next checkpoint.

If you have trouble killing them dart into the library, run back out and let the zombies come to you, using revolver headshots to kill them. Once you're done, run up the library's spiral stairs and walk through the white doors. Keep walking through the corridor, ignoring the doors, until you activate a cut-scene involving a scientist attacking beetles. They quickly turn their attention to you, so use the flamethrower to kill them while running backwards. If you run out of room, just run over them and back up the corridor – you'll only lose a tiny amount of energy. If you are unfortunate enough to run out of fuel, then there is more **Ammunition** at the room on the right at the end of the corridor. Once they're dead, advance forwards cautiously in order to see a zombie burst out of the cupboard in the dining room. Waste no time in blowing him away, and just keep walking through the doors ahead (the rest of the doors in this area are all locked so there's no exploring to be done, unfortunately) until you reach the bottom of some stairs.


Don't waste shots on this pesky ghost.


Stay alert for attacks from anywhere!


Watch out for the scurrying bettles.

Wiggly Worms

Keep firing at the groundworms once you have one in your sights, as it will skulk away given half a chance. If you don't let up with your fire, you'll be in with a chance of taking it down before it can escape!



listen to what he has to say. Head towards the garden the scientist is looking at. Walk through the door to your left and grab the **Revolver** and **Health Pack** from the small closet. Switch to the revolver and make sure it is reloaded. Walk through the big metal doors into the garden and the (PRINCESS) emerges to meet you. Enter the kitchen, kill the chef and the charging carrion carcasses. As they have no heads and have to get in close to attack, use shotgun blasts to the body to attack. There's **Health** in the top-left corner of the kitchen if you need it. Enter through the door they came from and take out the shotgun chef in the meat freezer – he's well hidden in the top left corner of the room. Walk through the door to complete the level.

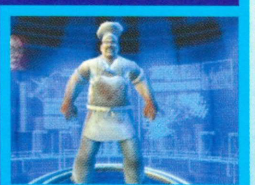
BOSS FIGHT

PRINCESS

Princess has three attacks: its swipes are avoided by hanging back and its blue missiles and fiery breath are avoided by circle-strafing. The problem is Princess' bite is very tough to avoid unless you are as far away as possible and circle-strafing at the same time. As its bite is so difficult to avoid, you want to kill Princess as quickly as possible. Shoot its head with the revolver until it stretches into the sky. At this point, it will reveal a small eye in its belly – shoot that with your revolver to knock off a fifth of its energy. Repeat this pattern until it falls and Jo-Beth Casey will rejoin you. Walk past the rubble and through the other metal doors.

UNLOCKABLE CHARACTERS

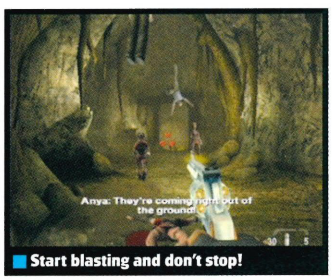

ARTHUR ACHING


GASTON BOUCHER

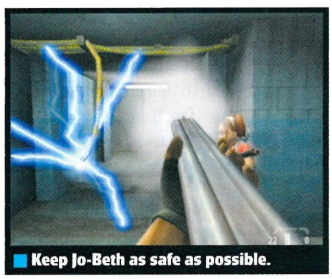
1994 WHAT LIES BELOW

SAVE JO-BETH CASEY

Now you have to investigate the mansion's basement. Keep walking forward until you fall through a floor into a dingy tunnel. You see Jo-Beth Casey... except it is a shapeshifter. Shoot it in the head before it gets a chance to attack. Then hang back in the tunnel and kill the other shapeshifters who come out of the ground towards you. When they are all dead, walk down the steps and see the real Jo-Beth Casey hanging from the ceiling – you have to protect her from the zombie horde. The safest place to do this from is the entrance to the room, as you can see all the zombies coming towards you and Jo-Beth from here without having to fend them off yourself. If you run out of bullets, there is a **Shotgun** by the stairs near Jo-Beth Casey and more **Ammo** underneath the platform. Run up the stairs onto the platform to continue onward once Jo-Beth frees herself.



Start blasting and don't stop!


Keep Jo-Beth as safe as possible.

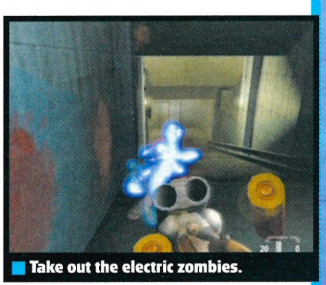
Social Experiment

You can use the computer to conduct experiments on the test subjects. It makes no difference to the game, it's only there to amuse you!



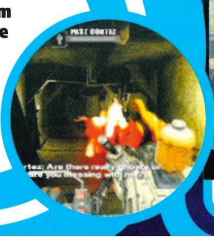
HIGH VOLTAGE

Use the Shotgun from now on and let the zombies get as close as possible before firing, as the reloading animation is very slow and kicks in after just two shots. Move down the stairs, killing the zombies as you go until you can see a scientist being attacked through a window. Run around the window and kill the two zombies eating him, then kill the zombie scientist. Use the computer next to him: open Security OpSys3 and then Unlock Security Door A. You have to deal with five electricity zombies as you move through the corridor – watch out for their long-distance electricity attacks. The Magnum is a better choice of weaponry for these zombies, as you have to kill them as quickly as possible. Keep moving forward and you end up in the corpse slide room.


Take out the electric zombies.

Ghostbusters

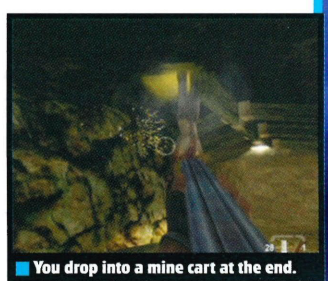
When using the Ghost Gun, ignore zombies as you can't harm them but keep the trigger held down — you have infinite ammo so use it!



ESCAPE THE TRAP

As Jo-Beth Casey tries to unlock the doors, you need to kill the zombies falling out of the corpse slides and protect both yourself and your female friend. There is a **Harpoon Gun** on the first table to help you, as you are running low on ammo at this point. Remember to collect the **Harpoons** after you fire them to make the ammunition last longer. Once they are all dead the doors unlock, so move through the next set of doors by the mad scientist and into the small experimental room. Pick up the **Harpoon** and **Shotgun Ammo** here. Move into the next experimental room to pick up **Health** and **Pistol Ammo**. Keep moving forward until you find Harvey feeding Princess. Kill him, go back to the corridor and turn left until you end up in the pentagon room – Jacob Crow hits a switch that drops you into a mine cart.


Keep the corpse slides clear.


You drop into a mine cart at the end.

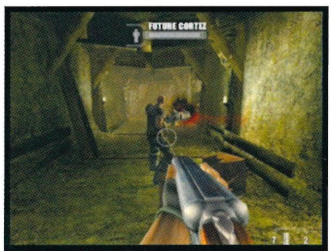
Head Case

Grab the **Harpoon Gun** from the corpse slide room and remember that sometimes you will need two headshots in order to kill zombies with it.

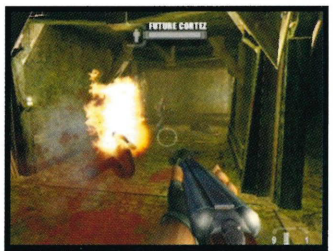


GHOST HUNTER

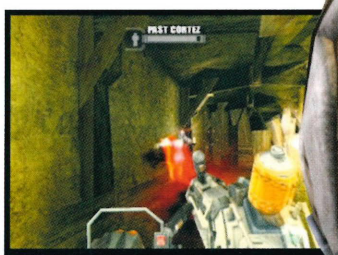
Switch to your Shotgun if you haven't already. Your main threats on the mine cart are the zombies dangling from the ceiling, so make them your priority. You do not need headshots, any direct hit will do. Eventually, you crash and meet up with Future Cortez. He is dealing with the ghosts so grab the **Shotgun Ammo** by the tunnel entrance and protect him by shooting the zombies. Stay slightly ahead of Future Cortez to eliminate the threats – take out the running zombies first, then flaming zombies, then normal zombies. Don't worry about the ghosts as they can't harm you if you stick close to Cortez. When you both reach the end of the tunnel, run up the wooden plank to collect the **Ghost Gun**. Run to the end of the tunnel while keeping the trigger held down (picking the ghosts off individually is too tricky). Once that is done, you have to protect Past Cortez. Aim for the ghosts while leaving the zombies to Past Cortez – again stay slightly ahead of him, but not too far. If Past Cortez is struggling with the zombies, switch to a normal weapon to help him. Eventually you reach the end of the tunnel. When the cut-scene ends, drop down the hole to face Princess.



Keep those zombies away from Cortez.



The flaming zombies must be stopped!



Grab the Ghost Gun when you can.

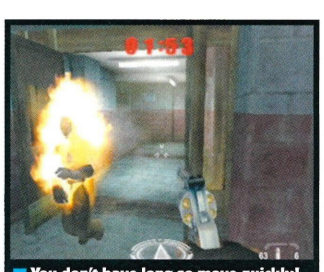
BOSS FIGHT

PRINCESS


Shoot the cannister and BOOM!

Princess is back and this time, you only have a few minutes to kill it before it eats Jo-Beth Casey. Princess has a gas canister in its mouth (very *Jaws*), so aim for that. It is quite hard to hit with normal weapons so switch to the ghost gun and hold the trigger down while keeping the crosshair near Princess' mouth. Don't worry about the mutant bugs flying around the level, just focus on the gas canister. When the canister blows up, Princess is killed. Get in the lift to meet up with Jo-Beth Casey in the same place that you killed Harvey earlier.

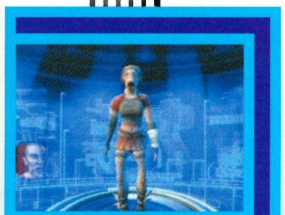
COUNTDOWN



You don't have long so move quickly!

Run back to the pentagon room and enter Jacob Crow's lab through the double doors. Picking up the **Pistol Ammo**, **Shotgun Shells** and **Harpoons** on the left side of the room and reload every weapon you have. When you are ready, use Crow's computer to look at his personal diary and the exit will open. The only problem is you only have two minutes to escape the catacombs! Switch to whatever gun has most ammo (Shotgun is best) and follow the compass. Only kill the zombies in your way and just keep running. It should take about one minute to get there so don't panic if you get stuck behind a wall of zombies – blast through them and keep going.

UNLOCKABLE CHARACTERS


JO-BARF CREEPY


DR LANCET

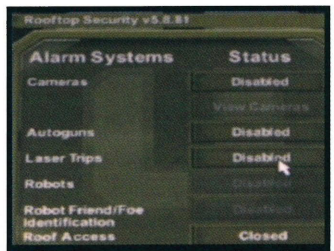
2052 BREAKING & ENTERING

BREAKING

You begin this level unarmed, so turn around and see a guard looking at the distant buildings. Grab the **LX-18 Gun** next to him and shoot him with it. Use alternate fire to zoom in and shoot the autoguns dotted around the area. They don't fire at you unless you raise the alarm, so it is better to disable them before they become active! Explore the area taking out the cameras, autoguns and the one sentry robot – do not cross any red laser beams until they are all knocked out. Then cross the laser beams to the right of the starting point and enter the small office. Kill the guard, use the computer to disable all the electronic systems and enable roof access. Hang back to kill the guards who enter the room. Switch to the **Pistol** that the heavily armoured guard drops – save the LX-18 for sentry bots and cameras. Run to the opposite end of the rooftop and enter through the fire escape.



Take out all of the guns and cameras.



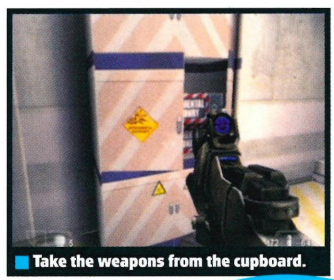
Use the computer to access the roof.

ENTERING

Health is a premium concern now so move slowly and carefully through the rest of the level. Shoot the autogun inside with your LX-18. Move through the room on floor 66 using the Pistol for guards and LX-18 for autoguns and cameras. Stay at a distance if you can. Cross the laser beams into the next room, where two guards and an autogun await. Watch out for steam coming off the pipes if the guards shoot them. Reload both guns before every room. You find an **SBP500** on the way, so start using that. Move through the corridors until you reach a locked door. Turn 180 degrees and enter the door in front of you. You find yourself in a room with a sole guard. Kill him, grab the **Health** and **Armour** from the shelves and then the **Time Grenades** from the experimental weaponry cupboard.

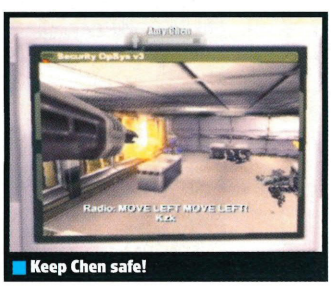


Look out for guards in the corridor.



Take the weapons from the cupboard.

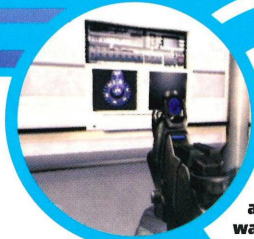
PROTECT AMY 1



Keep Chen safe!

Activate the console at the far end of the room and the view switches to that of a remote controlled gun turret. You see Amy Chen hack into a computer and guards come after her. You need to protect her from the guards by using the gun turret. Guards mainly attack through the door on the top right and through the windows, so keep your fire trained on these areas. Watch out for the one guard who takes position behind the desk on the bottom right about halfway through – he might catch you out if you are not careful. Kill them all and Amy can go back to disabling the security systems for you. When she does, return to the locked door and it is now open.

Touch Me



If you're stuck on where to go next, touch one of the nearby control panels. They nearly always reveal the way forward!

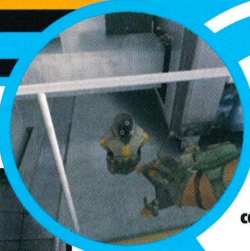
ASSAULT

Take out the autogun just inside the door. Move down to floor 65 and go through the first door, taking out the sentry bot with the LX-18. There's a security panel on the far wall – use it to activate the cleaning robot and follow the robot through the locked doors. There is another panel just to the right of the doors; activate it, then move into the storage room and shoot the small, round containers to set off the fire alarm. Head back out into the corridor, turn right and go through the now open door to your left. You are attacked by several guards crashing through the window, so use Time Grenades to buy yourself some seconds and move up and down the boardroom, killing them with the SBP500. After the first wave is dead, switch to LX-18 to take out the sentry bot who enters through the far door, and throw a Time Grenade right after it dies to buy yourself time to kill the two remaining guards without taking any damage (your health will be really low at this point so taking no damage is vital). Move through the corridor following Amy Chen until the cut-scene kicks in.


Use the contol panel on the far wall.

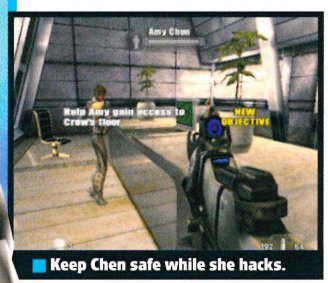


Follow the cleaning robot.


Use the temporal uplink in order to grab the Armour and Health pick-ups from the first control room.



PROTECT AMY II



Keep Chen safe while she hacks.

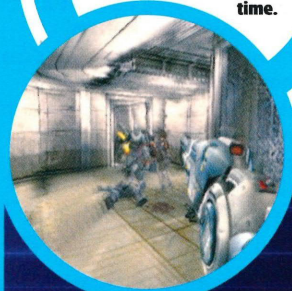


When she succeeds, the level is over!

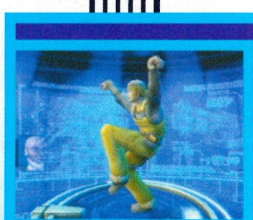
When the cut-scene ends, kill the three guards near Amy Chen. Follow her until she enters a small room and starts hacking into a computer. You need to protect her so switch to the Dispersion Gun and take out the guards coming through the door with fully charged shots until you kill the sentry bot. Then switch to the SBP500, watching out for two guards crashing in through the window on either side. When Amy says "almost there!" the remainder of the guards attack from the door, so focus your fire on there. Once she is done, follow her into the lift. When you both get out, you are attacked by guards from the right. Use the Dispersion Gun to take them and the sentry bot out, using your remaining Time Grenades to help you. There are two guards waiting by the double doors at the end of the corridor and then another guard and sentry bot in Crow's office itself. Once Amy is done hacking this computer, five more guards will attack but you should be able to take them out comfortably with one clip. Follow Amy back to the lift, killing the guards on the way and use her as a shield if you must – at this point, her health will be much higher than yours. Kill the last sentry bot and activate the lift to complete the mission.

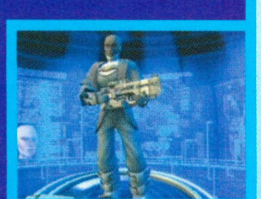
Time To Split

The Time Grenades are your greatest allies on this level — use them when overwhelmed by enemies to take them out in record time.



UNLOCKABLE CHARACTERS

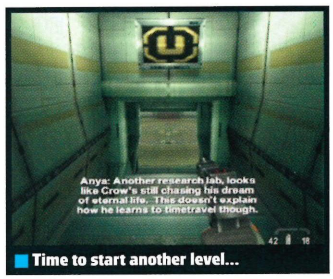

JACK SPROCKET


INCEPTOR

2052 YOU GENIUS, U-GENIX

DISABLE SECURITY

Move forward until you see a room entrance with a U above it. You are attacked by a spider bot, by far the most annoying creatures in the game. If you can, trap it between yourself and Amy Chen to take it out as safely as possible. Enter the room and another spider bot comes through the door to the left. Kill it and walk through the door it just entered from. Eventually, you find the main hub where another spider bot awaits. From the main hub enter the showers and grab the **R03 Access Card** from the ledge. Head back to the main hub and enter R03 to pick up an **ID Card**, **Disguise** and **Injector Weapon**. Before leaving, grab the full **Armour** from on top of the boxes. Switch back to Pistol (the Injector is useless for now) and go back to the main hub. Walk back to the room where you first encountered the spider bots and walk through the security door. Walk through the Detector and walk up the steps to the rail bot control – use the rail bot to kill the two guards. Turn the Detector off on the control panel opposite you so Amy Chen can pass through and pick up the **Dispersion Gun** from the dead guard. Now pick up the **Time Disruptor Grenades** from the small table in the next corridor.



Time to start another level...

STERILISATION CHAMBER

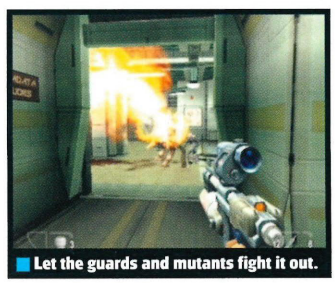
You reach a security door with green flashing lights. You can't pass through it yet, so continue to the left of the door and find yourself in the sterilisation room – don't waste ammo on the doctors as they are completely harmless. Do a quick lap around the room to trigger a guard ambush. Kill them and pick up the **SBP500 Anti-Mutant Serum** – *now* your Injector is useful.



Chen will hack the computer for you.

FIGHTING THE MUTANTS

Move to the next lab rooms and wait for Amy Chen to somersault through the window. Move through the door to the right and Amy starts attacking guards. Shoot at the guards she is not attacking, as she kills anyone she attacks. Once the guards are dead, move through the doors into the next room. The mutants are fighting with the guards in here, so arm your Injector and wait for the carnage to end. Only a few mutants should survive, so fire the Serum at them. When you hit, they jump towards you and explode. This explosion REALLY hurts you, so keep some distance between yourself and the mutants. Pick up the **Flamethrower** from this room and exit through the security door. In the next room, there are more guards fighting mutants so again, wait for their fights to end before killing any survivors. Exit on the far right and stick with the Injector as your weapon, as more mutants attack. Before walking down the stairs to your right, use your Temporal Uplink to pluck a **Health Pack** and more **Time Disruptor Grenades** from the red room.


Let the guards and mutants fight it out.

MASTER LOCK

Walk down the stairs and into the long, plus-shaped room. Throw a Time Disruptor Grenade before ambushing the guards with the SBP500 and walk down the small ramp to hit the master lock. This will also open up the small cells around you, so pick up the **Time Disruptor Grenades, Injector Ammo** and **Armour** before heading back up the ramp. As you go back, you see more guards attack you – throw a few Time Disruptor Grenades up the ramp first, then take the guards out before the slo-mo effect wears off.

Exit through the newly opened door where a guard fights with the mutant. Wait for the guard to die, then blast the mutant with the injector. Repeat on the mutant further up the corridor. Then you arrive at the circular LB-08 room. Kill the mutants with the Injector – their explosions should also kill the guards. If not, clear up with the **Flamethrower** (it kills both guards and mutants).

Reload your Injector, head back up the stairs and through the newly opened door, watching out for the mutants on the stairs. Kill the four mutants in LB-09, grab the **Health** and **Armour** pick-ups from the bedside table and exit through the door to the left. Walk along the corridor and you eventually reach the time portal. Things are about to get tricky...



The Flamethrower comes in handy.

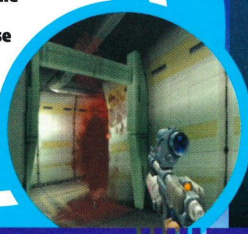
Payback Time

You can experiment on the mutants in the LB-08 room using the control panel. That'll learn 'em for messing with Cortez!



Anti-Mutant

Keep Injector ammunition on hold until you get the Anti-Mutant Serum, then use it to take out those mutants.



BOSS FIGHT

CROW'S DROIDS

This should prove to be an easy battle in comparison to what you just went through. Switch to the SBP500 and throw a Time Grenade. When the Grenade goes off, unload as much ammo as you can into the flying droids. At least three should fall in this time. Use your other Time Grenade in order to finish off the stragglers while using your SBP500 (the Dispersion Gun is all but useless here). As long as you constantly stay on the move, you will be fine.



Those flying enemies aren't too difficult to hit.



This battle is easy in comparison to what you have already faced!

BOSS FIGHT

MEETING THE CORTEZES

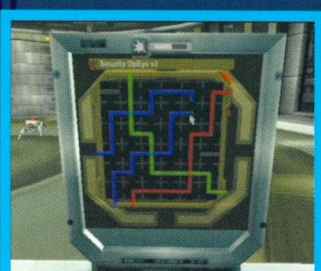
This fight takes place in several stages. To complete the first stage, solve the first puzzle as shown in the screenshot by twisting the blocks until you connect the lines. Then solve the second puzzle as shown in the screenshot to complete the second stage. For the third stage, you have to kill the rail bots. The best way to do this is using either direct shots with the SBP500 or fully charged Dispersion shots aimed just above the rail bots. The SBP500 method is slightly easier but it is better to save ammo for later. You then have to destroy both rail bots AND spider bots. Again, the SBP500 is the best weapon to use here but don't forget about the Time Grenades either, especially if Cortez is low on health. The fourth stage is decoding the security terminal – follow the screenshot to see how to do it. Finally, you have to kill the spider bots. Use the Dispersion Gun and Time Grenades to do so but make sure you keep at least one; if you can hang onto two, even better. Once you are done, pick up all the **Ammo** and **Health** before continuing onwards.

In order to solve the third puzzle, follow the guide shown in the screenshot below to improve your chances!



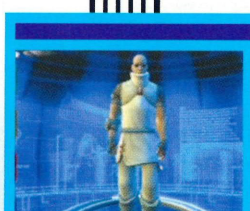


The first puzzzle would be tough if we hadn't solved it for you here!

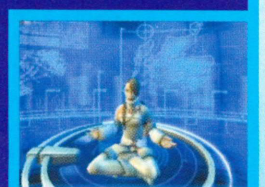


Follow this guide in order to solve the second puzzle.

UNLOCKABLE CHARACTERS



DR CORTEZ



DR AMY

NEXT MONTH: PART 3 OF OUR WALKTHROUGH

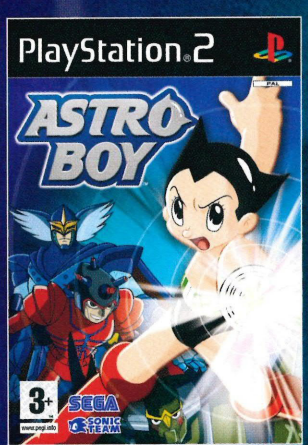
PlayStation 2

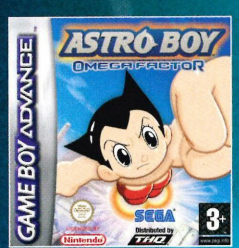
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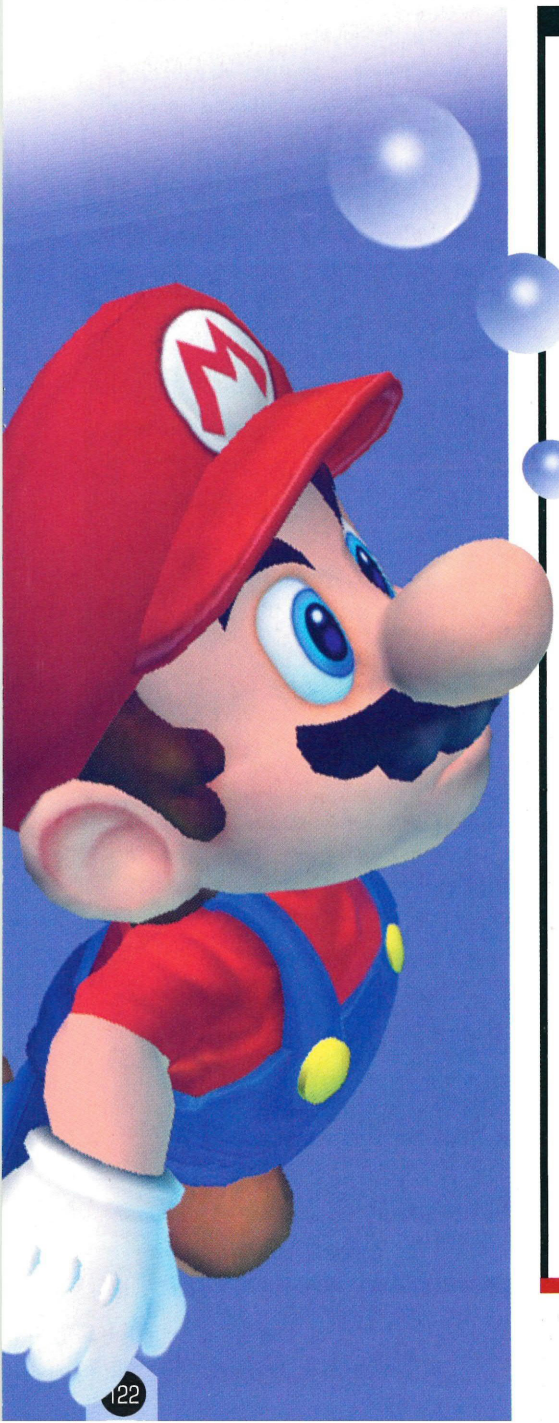


Platform, Arcade, Puzzle, Strategy, Shoot em up, Cool applications

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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
Chaos Field Expanded	Able/Milestone	Milestone	1	44	NTSC	7.8
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 Ball Z: Budokai 2	Atari	Dimps	1-2	44	PAL	6.2
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
Ghost Recon 2	Ubisoft	Red Storm	1	44	PAL	5.9
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

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP FIVE TIMES

Gaming is all about the times, so here are our top five times! And here are more words to fill up the word count. And a few more!

BULLET TIME



1

The world goes slow, the camera goes spinning, the player hovers in the air for what feels like an eternity. Because that's what bullets do? No. Why is it called bullet time then? Probably because it sounds cool.

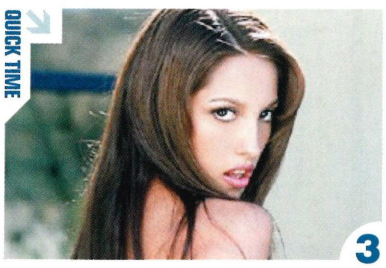
REAL TIME



2

GamesTM use this term. Sometimes we use it too, when we want to be cool and geeky. If someone asks what it means, we say: "Ooh you know, it's like, when things happen quickly," waving our arms for effect.

QUICK TIME



3

That program that plays all those naughty videos you download and rename DEFINATELYNOTPRON.avi to throw your parents off the scent. It never works but hey, as long as Dad doesn't tell, right?

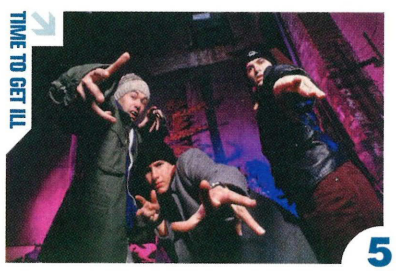
GAME TIME



4

Stranded with Luis, surrounded by zombies. It goes quiet. Luis readies his gun and utters the line: "Eet's game time". The atmosphere is ruined somewhat by Miles shouting back "Lame time more like!"

TIME TO GET ILL



5

A classic Beastie Boys lyric. Yes, we know, clutching at straws. A Top Four would have been fine. A fifth 'time' is hard to think of. Other suggestions included time warp, *Time Crisis*, *TimeSplitters*, The Times.

CUBE DESKTOPS

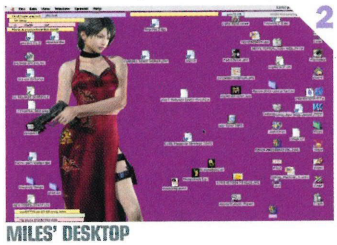
No Lewis because he's on holiday and his computer is password protected, to stop us putting pictures of naked men on his desktop.



1

CHANDRA'S DESKTOP

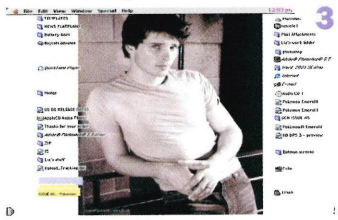
If the desktop reveals the man within then Chandra is clearly organised chaos backed by *Resident Evil 4*'s Leon. Chandra's desktop also has boys_n_girls.jpg (we don't know what it is, so we'll presume it's rude).



2

MILES' DESKTOP

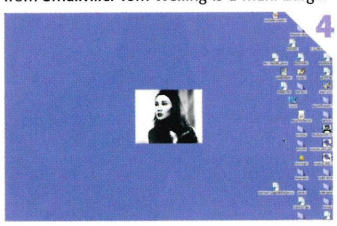
There should be some joke linking purple being the colour of fruity love with Ada Wong. But instead, let's point out there are THREE *Pro Evo* documents on Miles' desktop. And he still sucks at the game!



3

LIZ'S DESKTOP

Liz is a girl. We know this because not only have we asked her but also because her past desktops have included hamsters, dogs and Hello Kitty. Her current desktop is Tom Welling from Smallville. Tom Welling is a man. Eurgh.



4

TIM'S DESKTOP

This desktop takes a stark, minimalist approach with Maggie Cheung looking lost in a vast sea of blue space. What's interesting is the presence of smirk.gif, despite it being a fact that Tim hates life and never smiles.



5

RYAN'S DESKTOP

2D fighting strategies all over the place. A folder called ErikaDoorIsAwesome, full of Erika JPGs. A cosplay chick dominating the view. Long overdue work obscuring the view. Surprise! This desktop belongs to Ryan!

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	27	PAL	6.5
Harvest Moon: A Wonderful Life	Ubisoft	Natsume	1	31	PAL	9.0
Hitman 2	Eidos	IO Interactive	1	21	PAL	7.9
Hulk	Vivendi	Radical	1	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	17	PAL	9.0
I-Ninja	Namco	Argonaut	1	30	NTSC	7.5
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
Kao The Kangaroo Round 2	Tate Interactive	Jowood	1	44	PAL	4.8
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	9.7
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

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

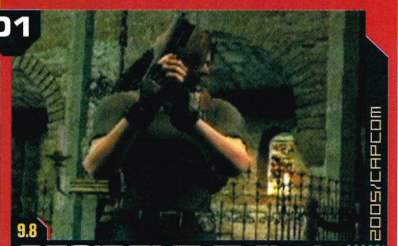
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mobile Suit Gundam: G Vs ZG	Bandai	Capcom	1-4	41	NTSC	6.6
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
Naruto: Gekitou Ninja Taisen 3	Tomy	Eighting	1-4	44	NTSC	8.4
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
Pokémon Colosseum	Nintendo	Genius Sonority	1-4	28	NTSC	8.4
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

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

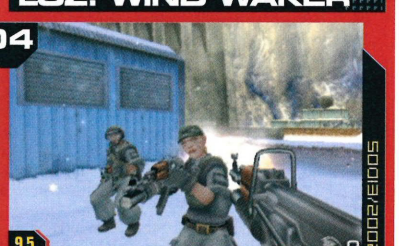
TOP 10 GAMECUBE

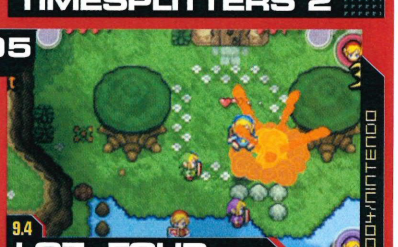
GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01 
9.8 RESIDENT EVIL 4 2005/CAPCOM

02 
9.7 METROID PRIME 2: ECHOES 2004/NINTENDO

03 
9.5 LOZ: WIND WAKER 2002/NINTENDO

04 
9.5 TIMESPLITTERS 2 2002/EIDOS

05 
9.4 LOZ: FOUR SWORDS + 2004/NINTENDO

06 MARIO KART: DOUBLE DASH!! 9.4 2003/NINTENDO

07 PAPER MARIO 2 9.4 2004/NINTENDO

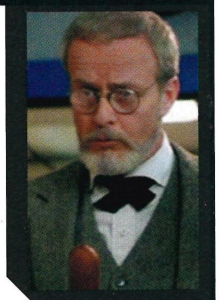
08 BEYOND GOOD & EVIL 9.4 2003/UBISOFT

09 SUPER MARIO SUNSHINE 9.4 2002/NINTENDO

10 F-ZERO GX 9.4 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...



SAM FISHER, SPLINTER CELL: CHAOS THEORY

Sam Fisher is getting old. He might be able to stop the Georgian president and the terrorist antics of Sodano, but Fisher will be damned if he knows how to fight middle age. He leans on the wall when he pees. He makes a growling noise as he fights gravity every time he gets off the sofa. He circles *Last Of The Summer Wine* in the TV guides in fat, red felt-tip. Sam Fisher has hit mid-life crisis and emerged with pastel coloured jumpers and The Police's back catalogue. Sam listens to his old Police albums and knows every word (he doesn't sing along though. He just gently taps his foot in time to the music).

What Fisher really cares about is his image. And so I, Sigmund Frood (out of *Bill And Ted*), have noticed his strange grey streak of hair in an attempt to preserve said image. This streak of hair is representative of the punk streak buried deep inside Fisher that he wishes to show the world, the streak that says no! No! I will not go quietly into the night! I will not die in my sleep smelling of Night Nurse! I will fight on! I will live! It doesn't work, of course. Sam Fisher has become the bank manager going to the Sex Pistols reunion gig wishing to relive his youth. Sam Fisher has become the man who wishes to click his fingers at ladies and ends up cursing arthritis. Sam Fisher has become an idiot with particularly stupid badger hair. I'm not saying I would fight him or anything. I'm a doctor, not a boxer. But you know. He's an idiot. That's all that I'm saying. I just don't like the guy very much.



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Resident Evil Zero	Capcom	In-house	1	16	PAL	9.0
Resident Evil 4	Capcom	In-house	1	42	PAL	9.8
Robots	Vivendi	Eurocom	1	44	PAL	6.0
Robotech: Battlecry	TDK	Mediactive	1-2	13	NTSC	8.0
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
SSX 3	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

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Taz Wanted	Infogrames	Blitz Games	1-2	11	PAL	5.6
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	31	PAL	6.0
Terminator 3: The Redemption	Atari	Paradigm	1	37	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	26	PAL	7.1
The Incredibles	THQ	Heavy Iron Software	1	40	PAL	6.0
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	23	PAL	8.0
The Polar Express	THQ	Blue Tongue	1	40	PAL	3.8
The Simpsons: Hit & Run	Vivendi	Radical	1	26	PAL	7.4
The Sims	EA	Maxis	1-2	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	27	PAL	8.2
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

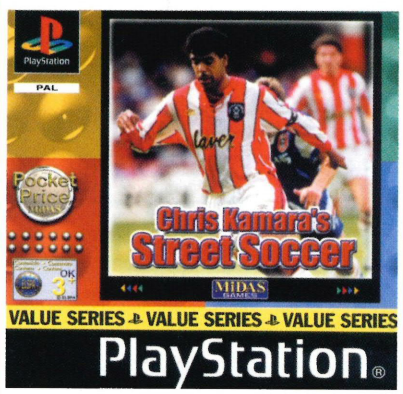
TIMMY TIME! (DO, DO, DO, DO, DO)

I DID IT! Finally! (Wow! Unsarcastic exclamation marks!) I moved house! I got out of the dealer-infested shared house thing situated in the most prostitute afflicted, wino gathering, people fighting on the streets in the morning, girl sobbing in the gutter... err... areas in Bournemouth. And moved into a class place.

Yes I'm wittering on but there's a point. Kind of like my imaginings of what Andy Warhol's Factory Studio was (before I found out it was all about the mass production of his art) I'm living with two of the finest, living videogame journalists: Ryan King and Mike Richardson (he works on XBM, the loser). And here, every night, we can discuss videogames, how to write the best reviews, why Mike gets to spend a week in LA looking at one game and we never get anything – that sort of thing.

Other subjects have included *Splinter Cell* or MSG (monosodium glutamate wins every time), the best way to describe: AI ("unforgiving"), puzzles ("fiendish"), real-time lighting effects ("blinky") and whether we actually have a "real" job, or not, as our parents suggest. All the while playing the latest preview code of whatever and *Street Fighter III: Third Strike* online. It's a hotbed for words, games and punctuation.

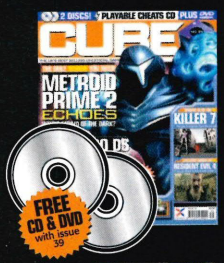
We've also come up with the term 'Ironic Gaming'. On the first night in the new place we played *Mario Party 6*, then we played *Chris Kamara's Street Soccer*, *FIFA Street* and *Need For Speed Underground*. "Ho ho," we laughed, "look at us playing crap games and not enjoying it. Oh the irony, aren't we funny." No, we're pretentious arses. But pretentious arses living in a nice flat.



BACK ISSUES

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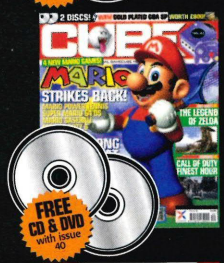
ISSUE THIRTY NINE

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.



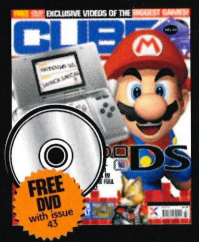
ISSUE FORTY TWO

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.



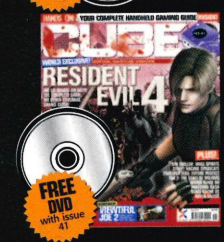
ISSUE FORTY

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.



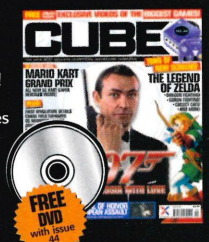
ISSUE FORTY THREE

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.



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 FORTY FOUR

Sean Connery on the cover heralds a new *Bond* game. Inside there's new screens of *Legend Of Zelda, Geist, Mario Kart Grand Prix* and *MOH: European Assault*. There are some reviews too! But there are no classics.

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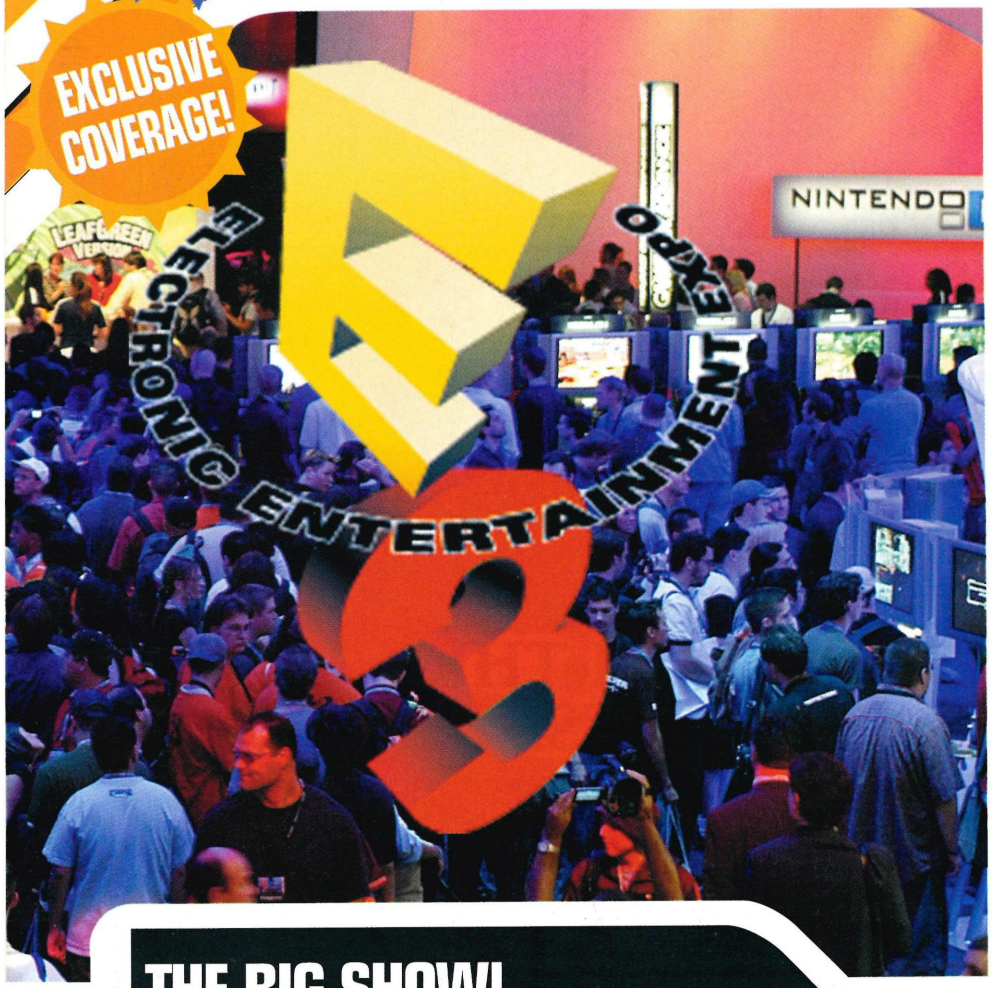
ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT! ISSUE 46 ON SALE 2 JUNE 2005

NEXT ISSUE

Next Month... Next Month... Next Month... Next Month...

HORIZON

EXCLUSIVE COVERAGE!



THE BIG SHOW!

THE BEST E3 NINTENDO WILL EVER HAVE

That's right, it's finally here. Right now we're packing our suitcases and preparing for the flight to LA where Nintendo will unveil Revolution and DS on-line. For the only first-hand report that matters, read **CUBE**.

EXCLUSIVE REVIEW!

HOMELAND

KIND OF LIKE THE MOOMINS...

Prepare yourselves for one of the weirdest games you're going to see this or any year. The GC's first massively multi-player online RPG hits Japanese shelves.





FEATURE

BECAUSE YOU'RE GORGEOUS!

WE'D DO ANYTHING FOR YOU...

Being the official unveiling of the Revolution and all, we'll be ripping apart every little bit of information on Nintendo's big secret and laying the cards on the table.

SOLUTIONS

TRIPLE HIT!

SPLINTER CELL: CHAOS THEORY

Here's a slight change of plan. *Splinter Cell* has now shifted back to next month along with our guide to *RE4*'s Mercenaries and Ada's Mission. Nice.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

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Liz is getting the Dachshund version! She can't wait!



DONKEY KONGA VOL 2 (GC)
The UK song-list is looking... erm... mixed, to say the least.



POKÉMON EMERALD (GBA)
Surely we've caught them all by now? No? Here we go again...

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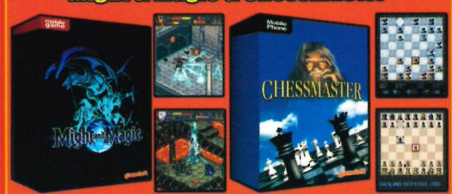
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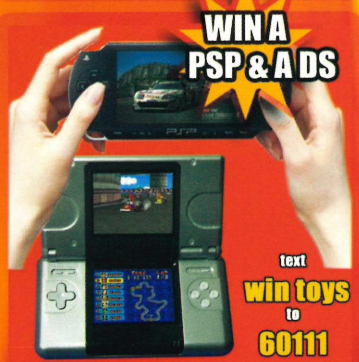
Baby Boy Big Brovaz	11
Celebration Kool & The Gang	24
Down Boy Holly Valance	46
Dy-Na-Mi-Tee Ms Dynamite	47
Like I Love You Justin Timberlake	104
Need You Tonight INXS	121
New York New York Frank Sinatra	122
Night Fever Bee Gees	123
Surfin USA The Beach Boys	133

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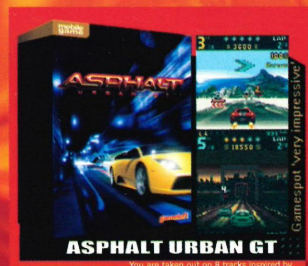
Ringtones

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Green Day American Idiot	2
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Natasha Bedingfield These Word	4
Maroon 5 She Will Be Loved	5
R.E.M Leave New York	6
Destiny's Child Lose My Breath	7
William Shatner Common People	8
Joss Stone Love Machine	9
Ashlee Simpson Pieces Of Me	10
Rachael Stevens More More More	11
Maroon Five This Love	12
Deep Dish Flash Dance	13
Nelly My Place	14
Brian McFadden Real To Me	15
3 Of A Kind Babycakes	16
Punk'd Main Theme	17
Dodgeball/Skatman John Skatman	18
Mase Feat P Diddy Breath S Shake	19
Black Eye Peas Let's Get It Started	20
Snoop Dogg Ft. Pharrel Drop It Like It's Hot	21
Avril Lavigne My Happy Ending	22
Usher & Alicia Keys My Boo	23
LL Cool J Head Sprung	24
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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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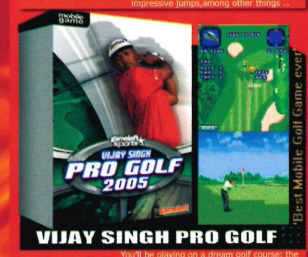


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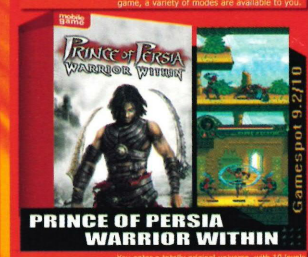
play 36

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 ...



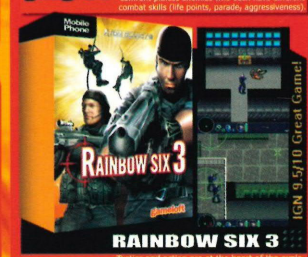
play 34

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.



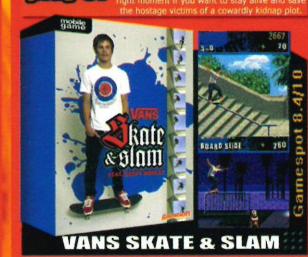
play 38

You enter a totally original universe, with 10 levels on board a pirate ship and within ancient palaces that are swarming with evil forces. You'll have to confront pitiless enemies who each have different combat skills (life points, parade, aggressiveness).



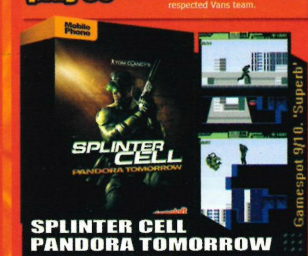
play 37

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.



play 11

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