FREE DVD VIDEO

WWE SPECIAL EDITION

TOTALLY EXCLUSIVE!

CUBE

BEST SELLING UNOFFICIAL GAMECUBE MAGAZIN 46

E3 GAMES BLOWOUT

OVER 30 NEW TITLES REVEALED INSIDE!

WORLD'S FIRST SCREENS!

REVOLUTION

Nintendo unveils the next generation!

FULL REPORT!

E3 SPECIAL!

- Need For Speed: Most Wanted
- Advance Wars: Under Fire
- Viewtiful Joe: VFX Battle
- DS Online Details
- Splinter Cell 4
- Mario Kart DS
- Pokémon XD
- SSX 4

FIRST PLAY

THE LEGEND OF ZELDA

The game your GameCube was built for!

"excite, inform and entertain"

ISSUE 46 £3.99

HIGHBURY

9 771475 139021 46

CUBE ISSUE 46 ■ E3 GAMES BLOWOUT ■ REVOLUTION ■ THE LEGEND OF ZELDA

NINTENDO DS™

BLOW them away!

BLOW'N'CONTROL!

BECOME THE CHAMP!

BLOW BLOW BLOW!

DON'T YOU CHEAT!

GAME OVER!

OUT 6TH MAY



Yoshi is back to face off against the evil Kamek. Guide him through a world of danger and adventure by scribbling with the Nintendo DS stylus – and blowing into the built-in microphone. It's easy to pick up, but tough to master. Blow that high-score away!

WWW.NINTENDO.CO.UK

TOUCH ME!

TM. ® AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO. © 2005 NINTENDO.

3+ www.pegi.info

100% INDEPENDENT
NINTENDO MAGAZINE
ISSUE FORTY SIX LAUNCHING 02/06/05

CUBE



WELCOME

WHAT A MONTH. Not for reviews, obviously, with only three of the blighters, but E3 has been and gone and Nintendo has unveiled the future of videogaming. Yes folks, the Revolution has started, and although we didn't get to see a similarly impressive line-up of game and tech demos as showcased by Sony and Microsoft, the sleek design and impressive specs of the Revolution prove that Nintendo is far from a spent force in the console war. Our in-depth feature starts on page 28 and gives you all the important information that came out of Nintendo's pre-E3 press conference.

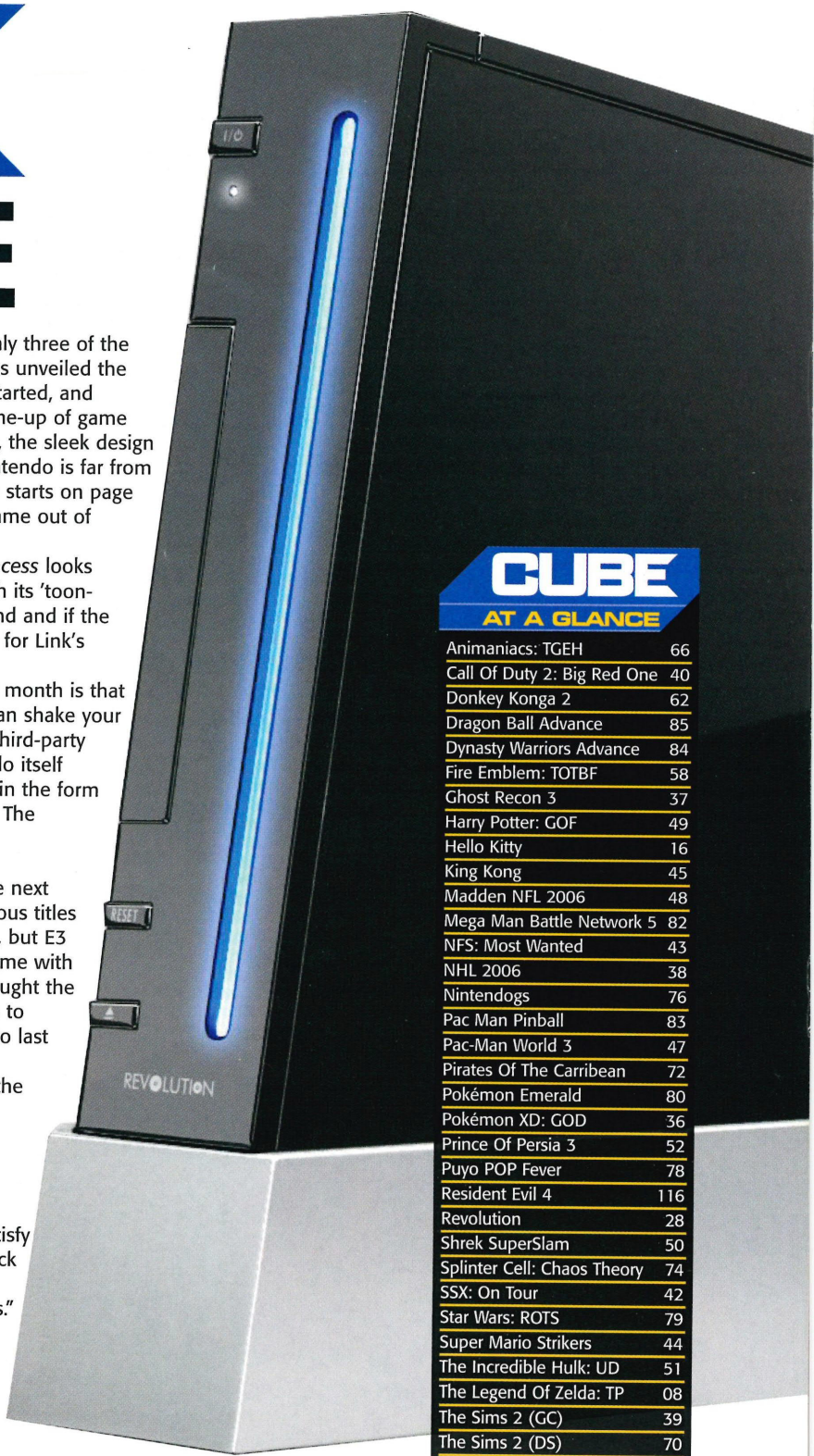
Just as exciting is the new *Zelda* game. *Twilight Princess* looks simply stunning. *The Wind Waker* divided opinion with its 'toon-shading but there'll be no such debate this time around and if the game matches up to the visuals then prepare yourself for Link's greatest adventure to date.

The positive upshot of having so little to review this month is that we've been able to pack in more previews than you can shake your booty at. As usual EA, Activision and Ubisoft lead the third-party charge with Capcom getting in on the act and Nintendo itself revealing a couple of tasty morsels to look forward to in the form of *Mario Strikers* and *Pokémon XD: Gale Of Darkness*. The clear message is don't even think about retiring your GameCube just yet.

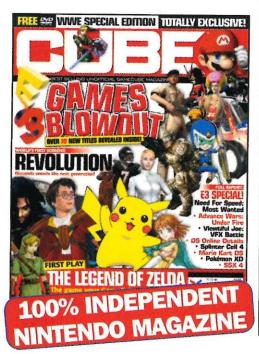
We've been sceptical as to just how much better the next generation of consoles can be given some of the glorious titles that have appeared on all three of the current formats, but E3 offered a mouth-watering taster of the goodness to come with some truly scintillating stuff on show. Anyone who thought the games industry was destined to fall into decline needs to re-evaluate their opinions pronto. Finally, in response to last month's editorial regarding the lack of copies of *Resident Evil 4* available at retail, Nintendo has made the following statement.

"We are aware that a small number of people are currently unable to obtain a copy of *Resident Evil 4* on Nintendo GameCube, due to the success of the game some retailers are experiencing stock shortages. We manufactured units of the game in line with and to satisfy retailer demand and expectation. Large volumes of stock are currently being shipped to retailers across the UK and this re-stock will continue over the next few weeks."

Keep 'em comin, boys!



Miles Guttery
Editor



CUBE AT A GLANCE

Animaniacs: TGEH	66
Call Of Duty 2: Big Red One	40
Donkey Konga 2	62
Dragon Ball Advance	85
Dynasty Warriors Advance	84
Fire Emblem: TOTBF	58
Ghost Recon 3	37
Harry Potter: GOF	49
Hello Kitty	16
King Kong	45
Madden NFL 2006	48
Mega Man Battle Network 5	82
NFS: Most Wanted	43
NHL 2006	38
Nintendogs	76
Pac Man Pinball	83
Pac-Man World 3	47
Pirates Of The Carribean	72
Pokémon Emerald	80
Pokémon XD: GOD	36
Prince Of Persia 3	52
Puyo POP Fever	78
Resident Evil 4	116
Revolution	28
Shrek SuperSlam	50
Splinter Cell: Chaos Theory	74
SSX: On Tour	42
Star Wars: ROTS	79
Super Mario Strikers	44
The Incredible Hulk: UD	51
The Legend Of Zelda: TP	08
The Sims 2 (GC)	39
The Sims 2 (DS)	70
TimeSplitters: Future Perfect	108
Viewtiful Joe: VFX Battle	41
X-Men Legends II: ROA	46

CONTENTS

CUBE: What it is, what it was, what it shall be!

IN-DEPTH

PRINCE OF PERSIA 3

52 We go hands-on with the third in the series and discover that it's more than just sequel.



UP FRONT

THE LEGEND OF ZELDA® Twilight Princess

08 A year on from the unveiling of Link's new adventure and things are taking shape, strange lupine shapes...

UP FRONT
THE LEGEND OF ZELDA: TP 08

GAMECUBE NEWS
E3 NEWS SPECIAL 12

PREVIEWS
POKÉMON XD: GALE OF DARKNESS 36
GHOST RECON 3 37
NHL 06 38
THE SIMS 2 39
CALL OF DUTY 2: BIG RED ONE 40
VIEWTIFUL JOE: VFX BATTLE 41
SSX: ON TOUR 42
NEED FOR SPEED: MOST WANTED ..43
SUPER MARIO STRIKERS 44
KING KONG 45
X-MEN LEGENDS II: ROA 46
PAC-MAN WORLD 3 47
MADDEN 2006 48
HARRY POTTER: GOF 49
SHREK SUPERSLAM 50
THE INCREDIBLE HULK: UD 51

FEATURES
REVOLUTION REVEALED 28

IN-DEPTH
PRINCE OF PERSIA 3 52

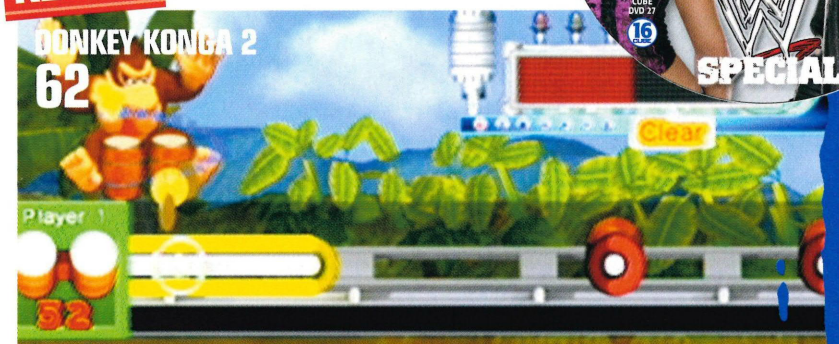
REVIEWS
FIRE EMBLEM: TOTBF 58
DONKEY KONGA 2 62
ANIMANIACS: TGEH 66

NETWORK CUBE
VIEWPOINT 90
ON THE FORUM 94
BEAT THE WORLD 96
CHEATING MONKEYS 98
ACTION REPLAY 100
GUIDE: SPLINTER CELL: CHAOS THEORY 102
GUIDE: TIMESPLITTERS: FUTURE PERFECT 108
GUIDE: RESIDENT EVIL 4 116
GAMECUBE DIRECTORY 122
BACK ISSUES 128
HORIZON 130

FIND OUT WHATS ON THE DISC TURN TO PAGES 6 & 7

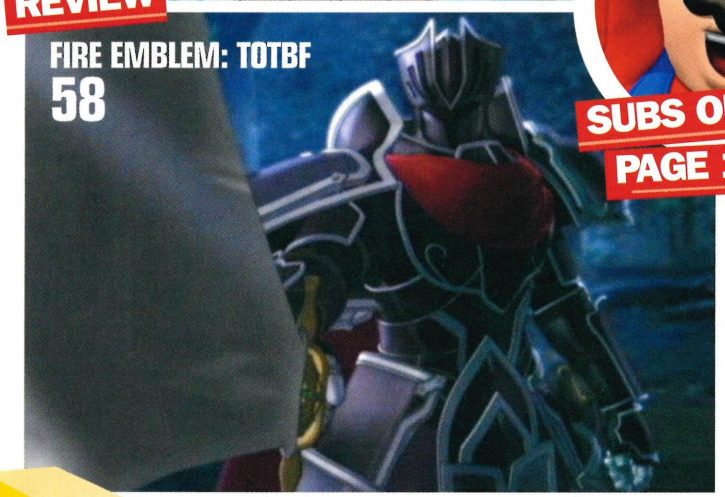


REVIEW





REVIEW

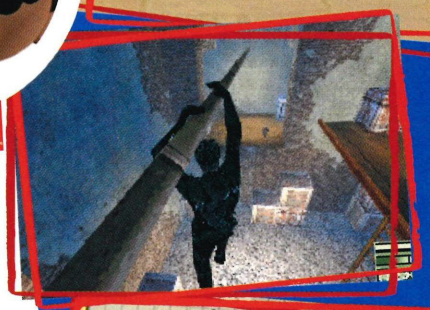




HANDS ON E3®

Your in-depth guide to all things handheld, from GBA and Nintendo DS right through to the very latest on GBA2!









70 Breaking News
72 In The Works
74 Splinter Cell: Chaos Theory
76 Nintendogs
78 Puyo POP Fever
79 Star Wars: ROS
80 Pokémon Emerald
82 Mega Man Battle Network 5
83 Pac-Man Pinball
84 Dynasty Warriors
85 Dragon Ball Advance
86 DS Directory

E3® REVOLUTION



28 Nintendo blindsides the competition by giving gamers everything they'd want from a console. Revenge is so sweet!

ON THE DISC

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

THIS MONTH WE'VE a one-off special DVD for you. To go hand-in-hand with last month's WWE Diary we bring you Chandra dossing about in LA. The Superstar Challenge, interviews with the stars and of course, the game. It's a must see feature. See it!

MUSCLEHEAD

Californiaaaaaaaa... here we come!

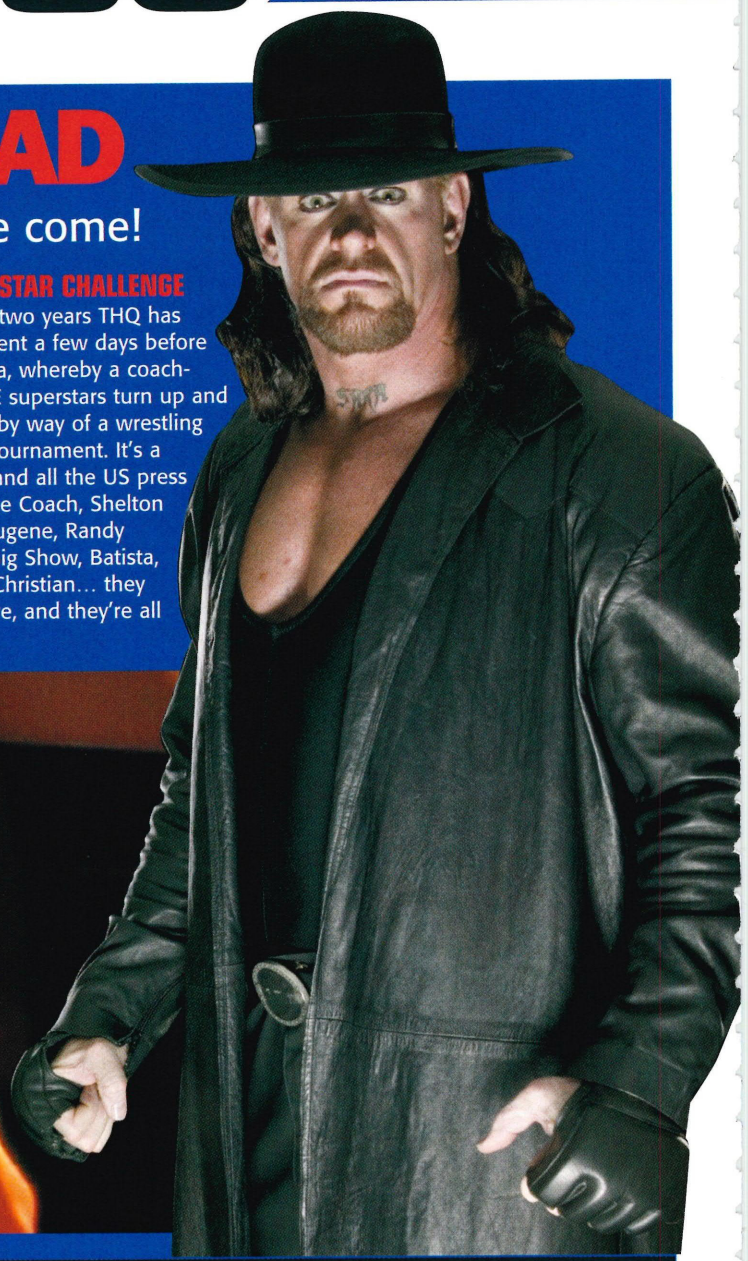
BEHIND THE SCENES

Every month we bring you previews, In-Depths and features, but have you ever wondered what goes on behind the scenes? The CUBE team travel all over the world (and sometimes we even go to London when we really feel like pushing the boat out) to see the latest games, and this month we filmed the WWE trip so that you can see what exactly what happened. It's not all games, that's for sure. There's lots of 'other activities' like spending on expenses, for instance.

THQ SUPERSTAR CHALLENGE

For the past two years THQ has set up an event a few days before Wrestlemania, whereby a coach-load of WWE superstars turn up and battle it out by way of a wrestling videogame tournament. It's a huge event and all the US press are there. The Coach, Shelton Benjamin, Eugene, Randy Orton, The Big Show, Batista, Kane, RVD, Christian... they were all there, and they're all on camera!

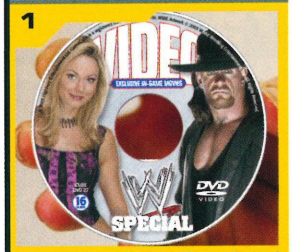




USING THE DVD

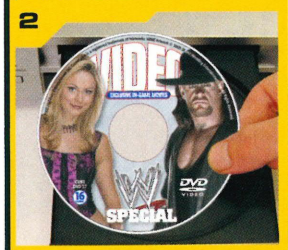
SLAP IN AND PRESS PLAY

1



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

2

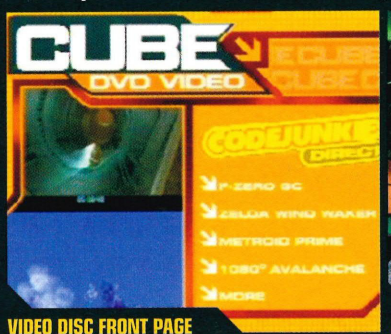


The DVD will only work in a Region 2 or multi-region DVD player, see?

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.

DVD MENU OPTIONS

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



VIDEO DISC FRONT PAGE
Navigate using your remote control.



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



CODE JUNKIES DIRECT
Damned adverts. Grrr...

DISC NOT WORKING? CALL CUSTOMER SERVICES ON 01202 200200 AND THEY'LL PUT THE SMACKDOWN ON ALL YOUR PROBLEMS.

ALSO ON THE DISC!

SUPERSTAR INTERVIEWS

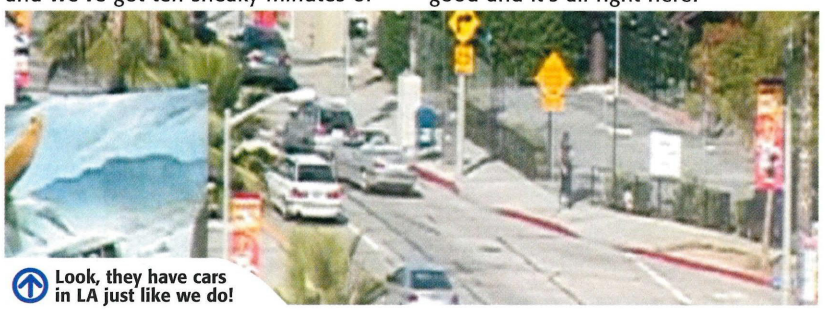
Regular readers may remember Chandra's Big Show interview from last year (we've put clips of it on this DVD if you missed it), and as well as speaking to Batista, Kurt Angle and the gorgeous Stacey, we also set up a Chandra Vs Big Show: Round 2 interview. If you want to see how angry he gets, if you want to hear advice from Olympic Gold Medal winner Kurt Angle, or if you want to see what Stacey looks like in extreme close-up (we put her on there as much as we could, we promise), you have to watch this.

JOHN CENA ON STAGE!

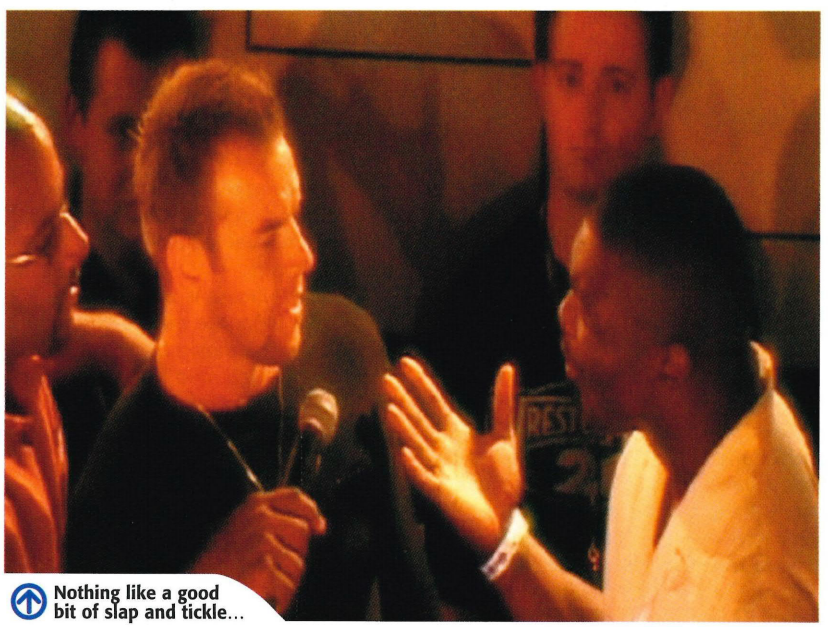
This year's Wrestlemania Champion has teamed up with The Trademark to create a hippedy-hop album called *You Can't See Me!* Strange that, because you blatantly can't miss him... never mind eh? It's out in the US right now, and we've got ten sneaky minutes of his Superstar Challenge performance on camera. You'll get to see John Cena rapping, jumping up and down, and ripping his top off... the funniest bit has to be the mini-brawl that ensues when the fans argue over his T-shirt. Pure American dumb-ass genius! Naturally we caught it on camera, so when you see a strange cut-away scene that's what we're trying to show you.

WWE DAY OF RECKONING 2

We thought we should remind you that this was in fact the entire reason for flying to LA in the first place [oh yeah, so it was – Chandra], so it seems only right that it should be on the DVD. It's looking really nice and the control system and superstar roster has been upgraded. We have 10 minutes of Kane Vs Booker T that show off the new intros, the detailed facial expressions and the all-new ⊖-stick submission system. It's all good and it's all right here!



Look, they have cars in LA just like we do!



Nothing like a good bit of slap and tickle...

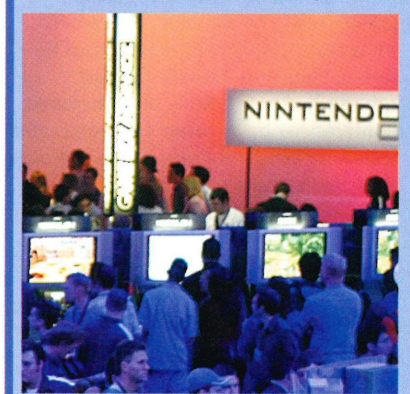


"Get outta my face punk!" So rude...

NEXT MONTH

BRING IT ON!

Chandra is back from LA (again!) and has all the best bits of E3 on lots of little tapes!



THE GAMES

KILLER 7
DS ONLINE
REVOLUTION
POKEMON XD
MARIO KART DS
ADVANCE WARS DS
LEGEND OF ZELDA: TWILIGHT PRINCESS
FOUR SWORDS DS
PRE-E3 CONFERENCE
VIEWTIFUL JOE: VFX BATTLE
FOOTAGE FROM THE SHOW FLOOR
INTERVIEWS WITH NINTENDO BODS
AND MUCH MORE...

UP FRONT

CUBE

⊖ INFORMATION

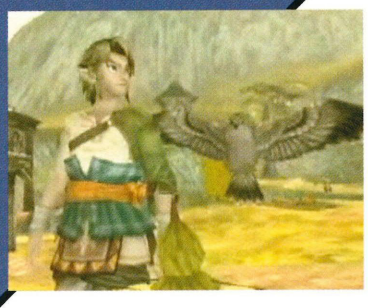
THE LEGEND OF ZELDA: TP	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	ADVENTURE
PLAYERS:	1

⊖ WHAT'S NEW

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

Megaton! Stunning new screens and info that scream 'Game Of The Decade!'

DEC '05 | OCT '05 | NOV '05



This has got to be the GameCube maxed out.

ALL NEW SCREENS!



THE LEGEND OF ZELDA:

For once we are absolutely lost for words... okay, maybe not

SO HERE WE are, sat in our hotel room, six hours before Nintendo's pre-E3 press conference. We're here because it's 3am and we need to be online checking the web for last minute leaks. The Sony and Microsoft conferences have come and gone, and everyone who's anyone is arguing over PS3 specs and Xbox360 HD output capabilities. Then, all of a sudden something happens that demands everyone's attention. What could it be? New Revolution pics? *Resident Evil 5* leaked screens? The news that Final *Fantasy XIII* will be cel-shaded? Nope. The buzz is being caused by a bunch of leaked screenshots of the GameCube's new *Zelda* game. Why? Just look at these very pages and you'll understand. Each one of these new screens has more beauty and magic in it than all of the next-gen showings put together. Link is back... and this time he's cursed!

Each time Nintendo has showed us a new trailer for this game we have been wowed. The successive screens just get better and better, but somehow this latest batch trump them all. Just look at the lighting and the detail on the character models. Every screenshot throws question after question at you. Who is the wolf? Who is the character riding it? Who is the elf girl? Who is the hooded character? Who is the hawk? Why is everything black and white? Calm down, dear readers, for we have all the answers.

Twilight Princess is actually the name of a Japanese manga story inspired by the movie Ladyhawke. In the story a knight and his lady are inflicted with a curse that sees both unfortunates transform into animals under certain conditions. By the light of the moon the knight turns into a wolf, and by the light of day the lady transforms into a hawk. The two can only see each other in their true form for a split second every day. It's quite obvious that Link's new adventure is

"MORE BEAUTY AND MAGIC IN IT THAN ALL OF THE NEXT-GEN SHOWINGS PUT TOGETHER"





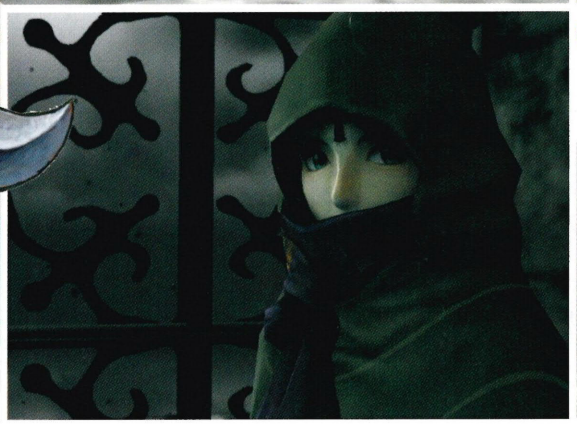
The Twilight Realm Guardians have no faces!





Aonuma-san must've listened to our request for monkeys. Fantastic!

The Twilight Realm is void of happiness and colour. Don't worry, Link's here.





TWILIGHT PRINCESS

heavily based around the events of this story.

Anyone not wanting to read spoilers of the game's opening story should turn away now. Link starts off the game as a wrangler in a small, out of the way village. One day the village mayor sends him to attend the Hyrule Summit as a representative of the village. Somewhere along the way Link is unfortunate enough to fall foul of the Twilight Curse. Evil has consumed the kingdom of Hyrule causing it to be in a constant state of twilight. As such this entire land is drained of all joy and colour. As soon as Link finds his way through the dark forest and into the Twilight Realm he goes through a shocking transformation and morphs into a wolf before being captured and locked in a cell. The wolf form has Link's eyes and even has his earrings! It's not too long before a bizarre character by the name of Midna comes to your rescue. This creature rides the wolf and helps you to find your way through the kingdom to break the cruel curse and free Hyrule from the grip of the Twilight Realm. All the while a mysterious hooded girl is being kept captive in a turret at the very top of an ominous castle at the very centre of the Twilight Realm.

While in his wolf form Link has various abilities thanks to Midna. He





can use charge attacks and perform combos that see him darting in several directions, biting as he goes. Midna wears a strange stone hat that covers one eye and has a vibrant hand protruding from the top. This hand can pick up items on the fly and cast magic spells. Yes, we know: very strange indeed. This is just the beginning of some stunningly original character design though, as you'll see from some of the screens on these four pages. The source of all this evil is a mystery, however the Twilight Realm Guardians arrive in Hyrule by way of a wormhole. Where is this wormhole originates is anyone's guess right now, but one thing we've noticed is that the wormhole, the guardians and Midna all share similar markings. Midna must have the same origins.

Evil aside, there is far more to talk about. At the start of the game Link is a wrangler. He has regular farm-boy clothes and he does his chores. On the farm he can learn how to ride a horse,

"FIND YOUR WAY THROUGH THE KINGDOM TO BREAK THE CRUEL CURSE"

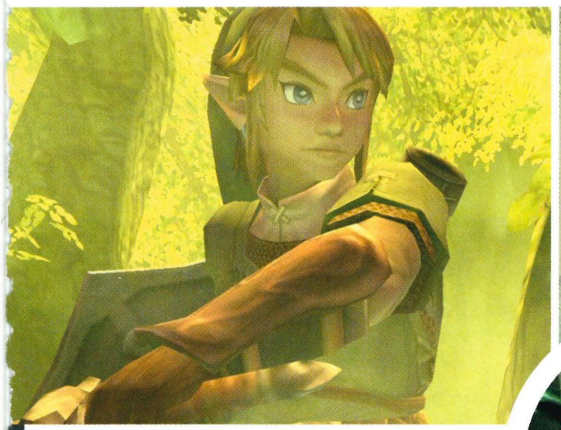
how to herd cattle, how to glide with chickens, how to row a boat and how to fight. This is all done by way of magical little mini-games such as 'whacking the scarecrow'. Link can also meet a girl by the lake who looks after the horses. It's here where Link is given his horse. Could it be Epona? We're still not entirely sure. The pattern on the girl's dress is amazing. You probably can't see it on the screenshots as it's quite subtle, but trust us: it's astonishing how much detail Nintendo has put into the game.

At this early stage of the game Link has a friend in the form of a hawk. Our prediction is that this hawk and the hooded captive are in fact one the same: Princess Zelda! By day she flies as a hawk but by night she is forced to return to her prison where she exists in human form.

In terms of controls *Twilight Princess* is very much an extension of *Ocarina Of Time*. The game still retains the lock-on battle system and the automatic jumping. As far as weapons are concerned we've only sen the sword, the bow and the boomerang. The latter has been given up upgrade in the form of a wind attack. The boomerang spins so fast that it leaves a mini whirlwind in its wake. As well as causing additional damage to enemies it can also clear things out of its way such as piles of leaves. The sword and the bow are Link's weapons of choice while he's on horseback. One particularly memorable section sees Link facing up against a sub-boss who has a little girl strapped to his lance. You have to charge him on a drawbridge to save her.

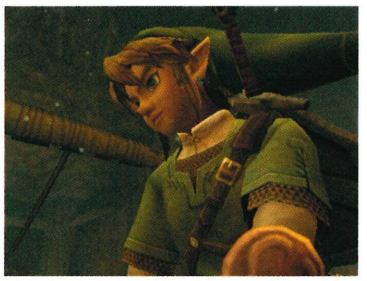
Nintendo has also just released a new trailer, which once again manages to put all previous trailers to shame. Obviously this trailer will be on the DVD next month but we've included a few choice screens here. There is so much to say about this game that we're going to have to wait until next month to cover it all, but for now we've covered the really important information. The *Legend Of Zelda: Twilight Princess* is epic in every way. It's *Ocarina Of Time* taken to a whole new level. We've been told that it's far larger in scale than *OOT*. The music we've heard so far is beautiful. The graphics are unbelievable. The gameplay has already been proven. The best news of couyrse, is that it will be on the shelves in under six months' time. What else can we say other than oh... my...

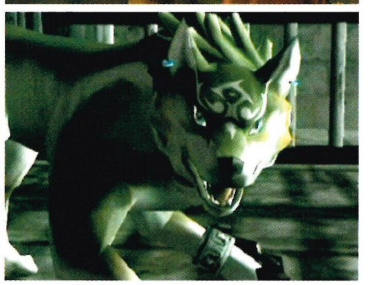




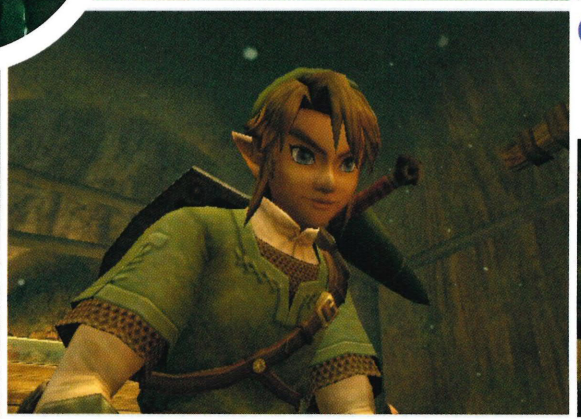


There's your horse sonny... and who's this?









As soon as Link turns into a wolf he is captured and locked up.

You'll be able to buy potions, food and containers from locals.



GCN

ALL ACCESS GAM

A Revolution has begun!

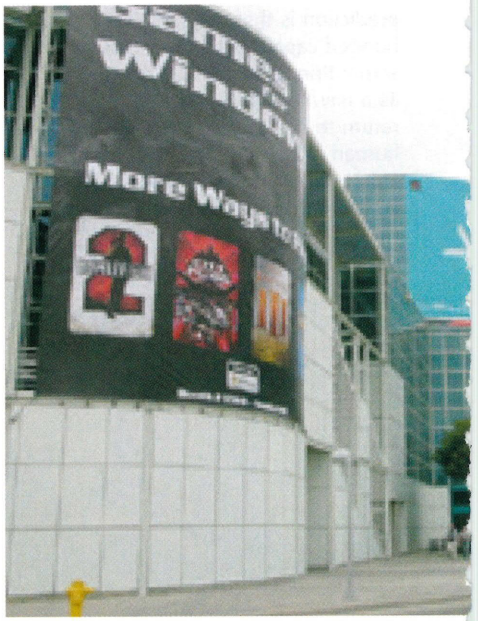
ANOTHER YEAR HAS passed, another E3 has been and gone but one thing is certain – Nintendo is here to stay. For the second year running Nintendo has wowed the E3 crowds with its impressive line-up of software and hardware, including the worldwide unveiling of its next-generation console, the Revolution.

Despite the fact Microsoft and Sony had already revealed their systems earlier in the week, Nintendo's E3 conference was brimming with eager beavers desperate to catch a glimpse of the company's revolutionary new system. After a short delay the event kicked off with a series of video-clips showcasing a range of games including



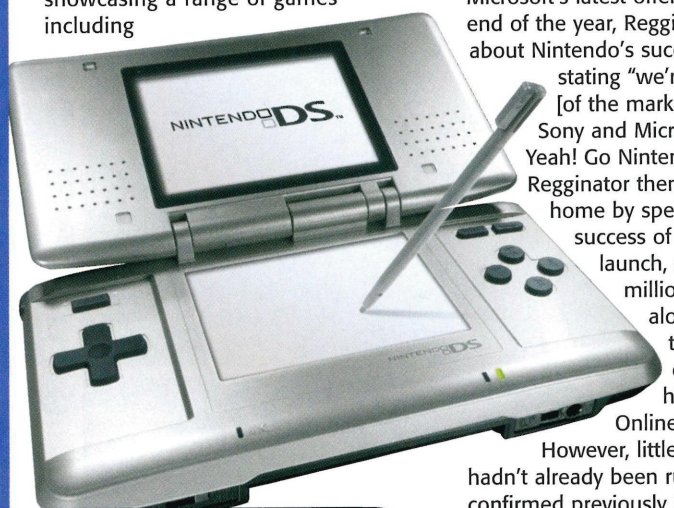
Geist, *Mario Kart*, *Viewtiful Joe DS* and *Battalion Wars*, before Reggie "The Giant" Fils-Aime took to the stage to much applause from the crowd.

After joking about the Xbox360, Microsoft's latest offering due out at the end of the year, Reggie spoke briefly about Nintendo's success over the years stating "we're not moving out [of the market place]" despite Sony and Microsoft's best efforts. Yeah! Go Nintendo! Kick ass. The Regginator then drove the point home by speaking about the success of the GBA since its launch, selling over 28 million units in the US alone, before finally talking about one of the conference's highlights – DS Online (see boxout). However, little was said that hadn't already been rumoured or confirmed previously but it was still good to see the company's dedication to bringing top-notch online gaming to the masses, stating that DS online will be simple and intuitive.



The LA conference centre where magical things happen to magical people.

This wasn't all the handheld news, however, as Nintendo whipped out the much-rumoured GB Micro, which received a mixed reception from the gaming community (page 14 for more details). Contrary to previous speculation the GBA Micro isn't the GBA 2, but a new version of the current GBA SP, which we assume Nintendo is releasing in a bid to scupper Sony's PSP European launch.



NEWS CONTENTS

AT A GLANCE

REGGIE'S BACK!
Straight from Nintendo's pre-E3 conference, here's all the juice, straight from the Rigginator's mouth. Mmm, Reggie's juice!
PAGES 12-13

NEWS ROUND UP
The GBA micro is revealed. Yes, that's right, the GBA is so small you'll now be able to lose it just like that!
PAGES 14-15

VANISHING POINT
What's it about this month? What's it ever about? That's one of life's great mysteries, a mystery not solved here.
PAGE 18

WORLD NEWS
EA makes loads of money, Microsoft loses loads of money, you get to read about it over breakfast.
PAGE 20-21

GAMER'S DIGEST
Easy-to-swallow chunks of Nintendo news for you to consume in a relaxed and non-fattening manner.
PAGE 22-23

CHARTS/RELEASES
Games in list form, arranged in such a way as to indicate how popular they are. Or when they're coming out. Neat.
PAGES 24-25

CUBISTS



MILES
EDITOR

M to the I, call him Sarge, our resident flyboy has had to ditch behind enemy lines more times than he cares to remember. He doesn't play by the rules but he gets the job done. He's also a very big fan of Devon cream teas. 'Sweet!' He said.



CHANDRA
DEPUTY EDITOR

He's the pimp of the nation and that's his station. Big C, as Chandra has insisted on being called this month, is smooth with a captital SMOOTH, and that means look out ladies, wherever you may be. He also likes elves. 'Green!' He said.



TIM
SUB EDITOR

Tim has levelled up in life and acquired the cloak of indifference which enables him to lurk about in such a way that people become slightly uncomfortable and downbeat. That is the way of the Empey. He doesn't like much and said nothing.

ING



Finally, the moment we'd all been waiting for arrived when Iwata took to the stage and revealed the Revolution. The sleek prototype system, which is no bigger than a Mac Mini, received a rapturous reception as Iwata held it up for all to see... which wasn't easy, as its wee. In fact, it is the smallest console Nintendo has ever produced and, according to Nintendo, it's going to get even smaller by the time it hits stores next year. (For the full skinny on the Revolution, check out our Revolution Revealed feature on page 28) CUBE

DS ONLINE

Play together!

Whilst the Revolution was the biggest draw at the Nintendo conference, the DS had its fair share of interest with the talk of DS Online. Nintendo has confirmed that IGN Entertainment's Gamespy service will "provide wireless online play". The service will be free of charge, with Reggie stating, "users won't face monthly gameplay bills," although it appears that third-party publishers can charge should they chose to do so. According to Ninty the service will be so "simple and intuitive" to use that the company predicts that up to 90 per cent of DS owners will go online, and will do away with the "macho style of online games" that prevails at the moment.
Finally, the company revealed that 25 companies are already working on DS wireless games, including all the "big players". Three DS online games were confirmed at the event: *Mario Kart DS, Animal Crossing* and a new *Tony Hawk* game from Activision. We like the sound of that. Especially Ryan, who now has a manic grin. Scary.

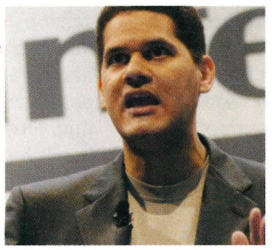


SHOW STOPPERS

Highlights of the Nintendo conference

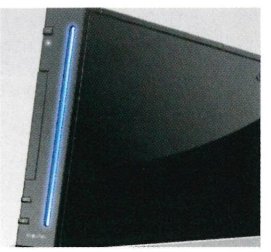
1: REGGINATOR

A star was born at last year's E3, and this year we were like teenage groupies squealing with glee as he blathered on about Nintendo being an "and" company not an "or" company. Whatever, kick some ass.



4: VIVA LA REVOLUTION

The Revolution is unveiled to the world, and gamers across the globe got a little sticky "down there". Awesome machine. For all the details, check out our feature on page 28.



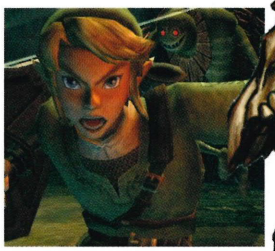


2: DS ONLINE

(see next box out). Nintendo believes 90 per cent of DS owners will be online and that's a hell of a lot of potential for interaction right there. Who needs real life?

5: LEGEND OF ZELDA

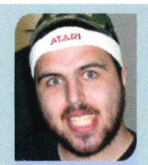
A new trailer for the *Legend Of Zelda: Twilight Princess* is shown. Link can turn into a wolf! Totally cool...



3: MICRO MACHINE

The Regginator showcases the tiniest Game Boy ever, the Game Boy Micro. Essentially a scaled-down GBA, with removable face-plates so it can be customised. (see page 14)





RYAN
STAFF WRITER

He's a soldier, he thought he told ya. Ryan rolls with the nines and all sorts of other stuff we don't really understand. He combines the 'street' with being a keen 'ironic' gamer and spends a lot of money on things he really ought not to.



LIZ
NEWS EDITOR

The Princess of CUBE never ever gets kidnapped, ever. In fact we're starting to believe she's no blue blood at all, but a common imposter. We're watching her. We're always watching her. No wonder she always look slightly alarmed. Sirens?



LEWIS
SENIOR DESIGNER

Lewis' band broke up due to musical differences. No one had the heart to tell him you're not supposed to do this until AFTER you've made shed loads of money and scored with tons of chicks. He's already planning to go solo. Well, aren't we all?



SOUND BYTE

"BE PREPARED TO LET YOUR RIGHT BRAIN RUN WILD"

Taking time out from ass-kicking and taking names, NOA's Reggie Fils-Aime, E3 2005

MARIO MIX

GameCube goes Mario mad

AH, THERE'S NOTHING we like more than seeing a company milking a franchise until there's nothing left except two chapped, shrivelled teats, and Nintendo (gawd bless 'em) has won the crown with the confirmation of four, yes FOUR, *Mario* titles due out on the GameCube within the next year.

First up is two sports titles to join the ranks of *Mario Golf* and *Mario Power Tennis – Mario Baseball* and *Super Mario Strikers* (see preview on page 44). Whilst both games will feature authentic gameplay (that's right 'authentic gameplay' it's a new term we've just coined. Ha ha! 'Coined'!), they will also get the Nintendo treatment with the inclusion of power moves that the company promises will "add to the craziness of the competition." Lets just hope these power moves aren't as irksome as the ones in *Mario Power Tennis*.

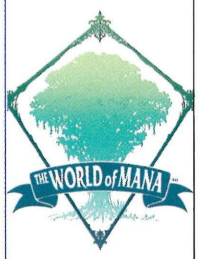
Next up is the previously reported *Dance Dance Revolution: Mario Mix*, which will feature 25 songs (presumably a selection of Nintendo theme-remixes, some ghastly cover versions of naff pop songs and the obligatory techno-tune for the hardcore gamer) and will come packaged with a dance mat. Handy that. Finally, Nintendo announced that it will be releasing a new *Mario Party* title, cunningly named *Mario Party 7*. Like its predecessor the game will utilise the GameCube microphone and will include over 80 fun-packed party games. Some reports have also suggested that the game will support up to eight players, although given the GameCube only has four control ports that might be a tight squeeze. We'll wait to hear the official line on that one. Release dates for *Mario Baseball*, *Super Mario Strikers* and *Mario Party 7* have yet to be announced, although *Dance Dance Revolution: Mario Mix* will be hitting stores this October, just in time to burn off all those Halloween sweeties you've scoffed. CUBE





Go Diddy Kong! You're the weiner! Actually we're all weiners *Mario Baseball*!

NEWS FLASH



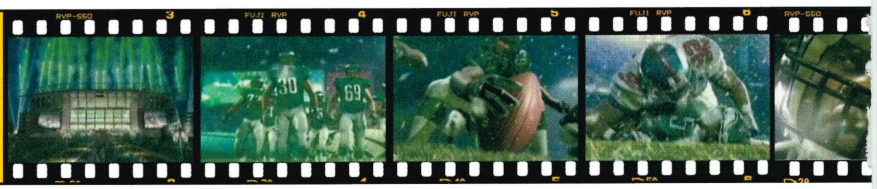
WHOLE WIDE WORLD

Square-Enix has confirmed that work is underway on its new title, *The World Of Mana*. No platform has been confirmed yet, however.

TRAILER OF THE MONTH

MADDEN NFL '06

EA got ahead of the game by releasing this trailer a few weeks before E3, showcasing the awesomeness of next-generation gaming. Woo!



GOOD, BAD AND UGLY

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

GOOD: Homeland

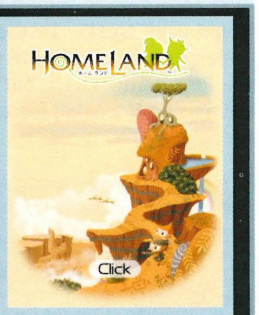
WHEN CHUNSOFT'S ONLINE GameCube title, *Homeland*, was initially released it was only available to buy on the company's website. However, a nationwide launch has been confirmed (in Japan) on the 30 June. Huzzah!

BAD: Gaming Officials

THE TWIN GALAXIES' Official Video Game & Pinball Book of World Records is now demanding that participants take a blood test after their record-breaking attempts, otherwise their scores won't count. Where's the fun, that's what we want to know?

UGLY: Play It

THE COMPANY HAS finally managed to get an injunction on Digital Bridges to prevent the company from using its new I-Play logo that looks suspiciously like Play It's own logo. Why can't they settle it the normal way and just rock, paper, scissors for it?



Landing in Jap homes soon.

GAME BOY MICRO

Nintendo's Micro machine unveiled

"WHAT ON EARTH IS that?" we gasped at E3, fearing for the life of the tiny piece of hardware Reggie Fils-Aime was holding aloft in his giant man hand, lest someone shouted "Xbox360!" and he crushed it by mistake. Fortunately, it survived (phew!) and it turns out the dinky little machine is actually the Game Boy Micro.

And lo! The new Game Boy Micro weights in at a featherweight 2.8 ounces or "about the weight of 80 paper clips!" according to Nintendo, as though we can possibly imagine how much 80 paper clips actually weigh. Its dimensions are 4 inches wide, 2 inches tall and 0.7 deep, which officially makes it dwarf size in hardware terms. Technically, this will be exactly the same as the Game Boy Advance SP except Micro has a removable face-plate that allows you to customise its look.

Game Boy Micro is definitely the sleekest, cutest piece of kit to bolt from the Nintendo stable yet, and we want one. Hint, hint. CUBE





GIRLS, GIRLS, GIRLS

Ubisoft searches for game girls

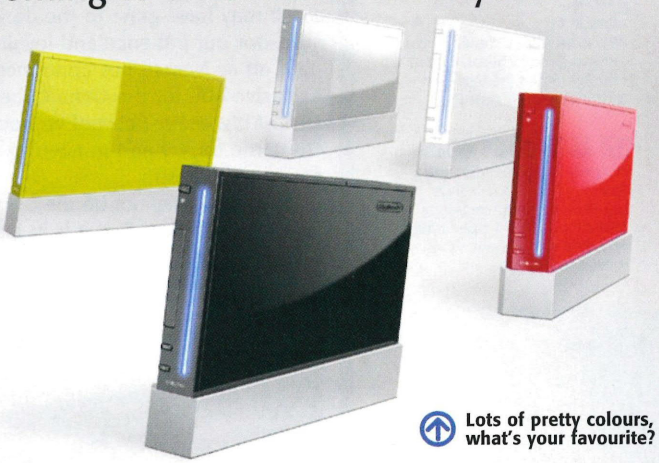


UBISOFT IS ON the search for the UK's best girl gamers to join its new FRAG DOLLS team. Having already proved hugely successful in the US, the FRAG DOLLS are a group of lucky female gamers who get paid to tour the country and take part in tournaments in a bid to stir up more interest in videogaming. "They encourage more women and girls to pick up controllers, helping break down gender barriers in the male-dominated world of online gaming," enthused Ubisoft in its press release. The company is looking for girls who have an extensive knowledge of videogames, have a "positive attitude" and if you're easy on the eye then all the better. For more information on how to become a FRAG DOLL then visit www.fragdolls.co.uk



NEXT UP

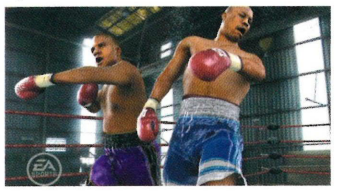
Coming to a Revolution near you soon?



Lots of pretty colours, what's your favourite?

FIGHT NIGHT:

Whilst its not been confirmed as a Revolution title yet, considering EA's *Fight Night* series has appeared on the GameCube we think it's a safe bet. Just look at those graphics! Its like you're there in the ring. Lets hope they include a "chew opponents ear" option this time.



METROID PRIME 3:

Schexy Samus is back, with a redesigned ship, and is looking better than ever. Shame Ninty wouldn't give us any more details. Hurumph.



FINAL FANTASY: CRYSTAL CHRONICLES:

Nintendo confirmed that Square-Enix is already busy beavering away on this Revolution title. We'd have liked an all-new *FF* adventure, but it'll do. For now.

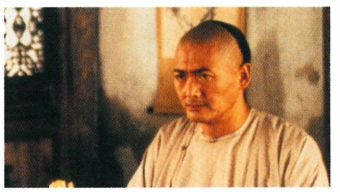
SMASH BROS MELEE:

Nintendo's president, Satoru Iwata, confirmed that *Smash Bros* will be a launch title for the Revolution. No further details were given other than the fact it will support WiFi.



STRANGLEHOLD:

Midway has joined forces with Tiger Hill Entertainment, owned by Hollywood director and all-out god John Woo, to bring us this high-energy action game featuring the voice talent of Chow-Yun Fat (*Crouching Tiger Hidden Dragon*). The game is due out in 2006, although Midway has yet to confirm which next-generation platform it will appear on.



ZELDA AND MARIO:

Nothing specific confirmed, other than the fact these franchises will star on the Revolution. Like we couldn't have guessed that. Who know, the legendary *Mario 128* might make an appearance... ha ha ha ha ha ha ha ha ha... ha! CUBE

A BUTTON

E3
Possibly the greatest event in the world. After Miss World. Which isn't as good as Miss Universe, though. So it's the third best thing in the world, thus E3.

THE LEGEND OF ZELDA
It's totally awesome! (See the Up Front if you don't believe us.) Plus it'll give Chandra the chance to wear his green tunic and foppish hat again, which makes him happy.



REVOLUTION RUMOURS
Enough already! Our ears are starting to bleed. Check out the feature for the full skinny on Nintendo's next generation.



BRITISH WEATHER
Aww! We want to go outside and show the world how cute our *Nintendogs* are. But we can't. Because it's raining. Which sucks.



Z BUTTON

HELLO KITTY ROLLER RESCUE

Have a break have a kitty cat

HEY EVERYBODY, THE GameCube is saved! We may not have got *Burnout 3* and *Resident Evil 4* and *Viewtiful Joe 2* may have gone to the dark side, but our patience and loyalty has paid off as Namco has announced an exclusive title for the GameCube, *Hello Kitty Roller Rescue*! Wooooo! Oh come on, try and muster up some enthusiasm.

Hello Kitty may not be the phenomenon here that it is in Japan but there's still a dedicated fan base in Europe and the US and those people are sure to be delighted at the prospect of playing with their favourite puddy-tat in her very own 3D adventure.

Hello Kitty Roller Rescue puts you in the role of Hello Kitty as she attempts to thwart Block-O's evil plans to take over Sanriotown with his hordes of (thankfully clumsy and incompetent) troops. During the game you will be expected to complete a number of missions with the aid of 20 popular Sanrio characters including Lucky the frog and a blob with ears (can't remember his name), while exploring *Hello Kitty*'s world. "The Hello Kitty property is recognized and loved on a global scale," said Jeff Lujan, Business Unit Director of Namco Hometek Inc. "We are very excited to bring Hello Kitty to life and give fans the chance to interact with her and other Sanrio character favourites in a delightful adventure." Aww, bless.







Hello Kitty is due out in the US in August. A PAL release has yet to be confirmed. Don't cry. CUBE

Resident Evil 4...

200,000

...units sold in a month in Europe

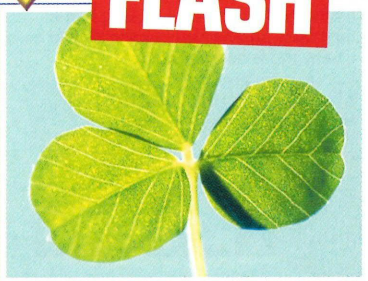


Teen Titans...

Majesco has snagged the licensing rights to Warner Bros' *Teen Titan* animated TV series. Play as the Teen Titans as they fight the likes of Robin, Slade, Overload, Jinx, Gizmo and Mammoth.

...coming to GameCube in 2006

NEWS FLASH



ROLL ME OVER

...in the Clover. According to reports, Clover studios is currently working on two new projects including an "all original title". The other, we suspect, will be a sequel to *Resident Evil* or *Viewtiful Joe* although that's unconfirmed.

BRATZ ROCK ANGELZ

One for the kidz

MANY-A-YEAR may have passed since the CUBE team were dashing about the school playground terrorising the poor lunch ladies, but we have it on good authority that these big-headed Bratz dolls are a hit with the young girls of today, even over-taking Barbie in terms of sales, and THQ is cashing in with a GameCube game starring the fashion dolls. Players can take control of one of the four Bratz girls as they explore the world in search of interesting stories to put in their new fashion magazine whilst tarting themselves up with the latest trends en route.

Bratz Rock Angelz is scheduled for a Q4 release. CUBE



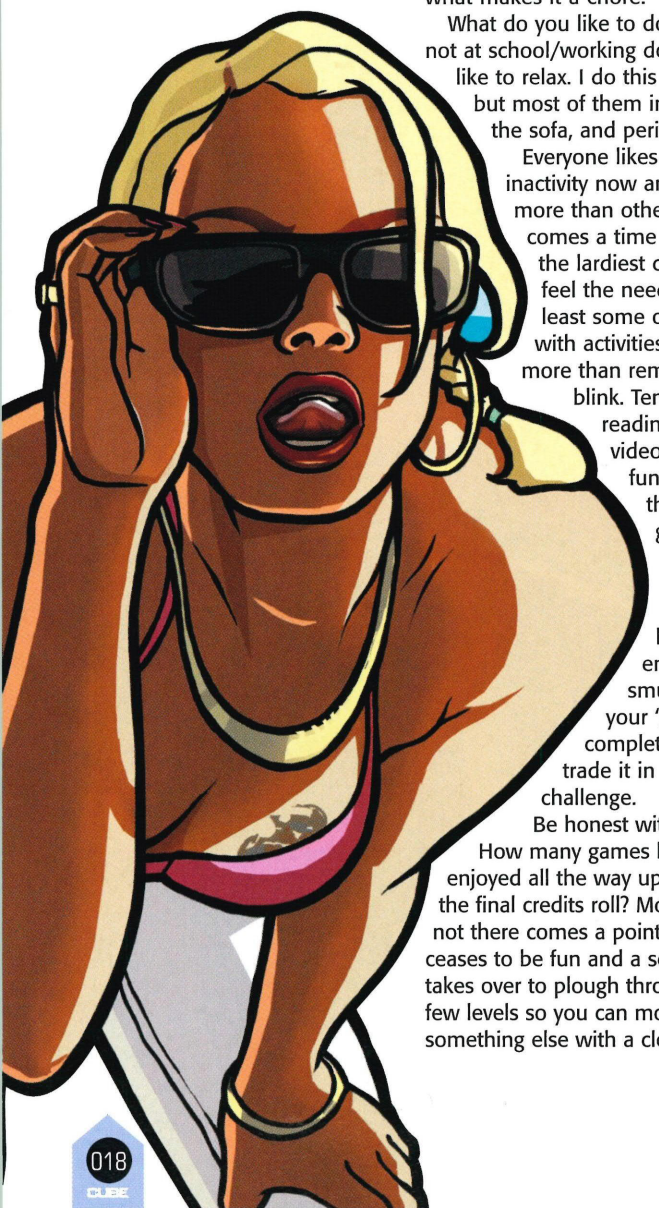


RIDGE RACER™ DS © 1993, 1994, 1995, 2000, 2004 NAMCO LTD., ALL RIGHTS RESERVED. Converted by Nintendo Software Technology Corporation.
New Game Elements © 2004 Nintendo. Published by Nintendo. TM, ® and the Nintendo DS logo are trademarks of Nintendo. © 2005 NINTENDO.

VANISHING POINT

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

HI-HO, HI-HO, IT'S OFF TO WORK WE GO



THERE'S THIS THING I have to do every day that I never really want to. It comes after getting out of bed and before laying down on the sofa in front of the telly for the evening. It's called work. It's not an unpleasant job that I do. I don't have to wade around in filth or deal with irate trouble makers. I am obligated to be in the office from 9:30 through to 6:00 though, and that's what makes it a chore.

What do you like to do when you're not at school/working down t'pit? Me, I like to relax. I do this in several ways, but most of them involve being on the sofa, and periodic scratching.

Everyone likes a spot of inactivity now and then, some more than others, but there comes a time when all but the lardiest couch potatoes feel the need to occupy at least some of their time with activities that involve more than remembering to blink. Tennis, shopping, reading, jogging, er, videogames. They're fun, right? Or are they? Most games set you an ultimate objective to achieve. This being get to the end so you can smugly add it to your 'games I've completed' file and trade it in for the next challenge.

Be honest with yourself now. How many games have you enjoyed all the way up to the moment the final credits roll? More often than not there comes a point when a game ceases to be fun and a sense of duty takes over to plough through the final few levels so you can move on to something else with a clear conscience.

Further evidence can be gathered from watching our resident tipsters in action. These guys play through and write complete guides to the big games every month. That's what they're paid to do, and you should hear the language. Sailors have been seen running from the office covering their ears, such is the profanity that pulsates like a giant invisible blob engulfing the corner affectionately dubbed 'tips village'.

Here are some absolutely genuine comments to have been bellowed by members of the solutions team in reference to games widely regarded to be, as the street people put it, top banana.

****ing ***t game! – *GTA: San Andreas*

This is crap! – *Splinter Cell: Chaos Theory*

This game is ***ing b*******! – *Gran Turismo 4*

****ing rubbish ******** game! – *Prince of Persia: Warrior Within*

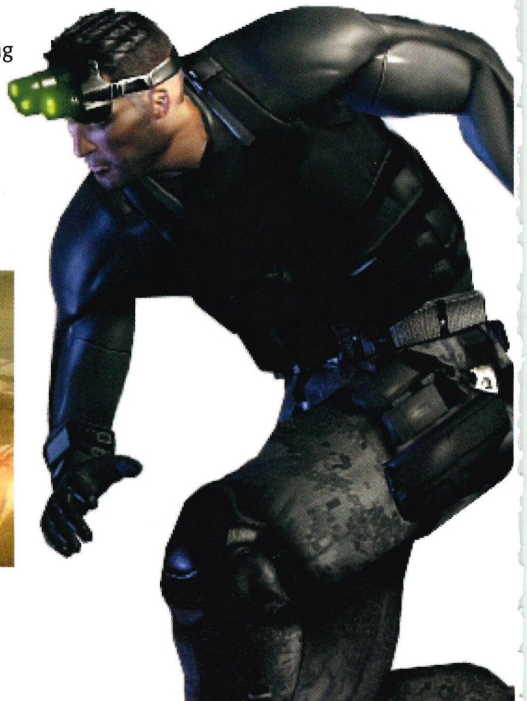
People with real jobs go home and play these games to relax at the end of the day. It sounds like a dream job until you break it down and realise that completing videogames for a living is just as much a job of work as delivering letters or stacking shelves in Tesco.

It all boils down to psychology. Games are only fun because we play them out of choice. The moment obligation is added to the equation they cease to be entertainment and become a task.





An essential ingredient in a happy life is to enjoy your work, so try to see things from a different perspective. Imagine that when you go home, it's the games you play that are responsible for the money that gets deposited into your bank account at the end of the month. Then you're free to convince yourself, through a combination of mental conditioning and self-denial, that work is simply a fun way to get through the day. The up-shot of this is a relaxed, fulfilling existence with the downside being you'll never enjoy another videogame as long as you live. CUBE



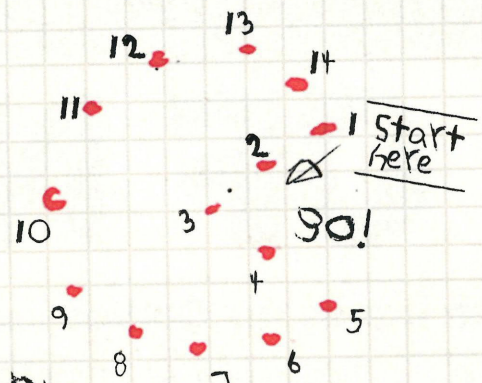
NINTENDO DS™

practise me

practise me

practise me

practise me

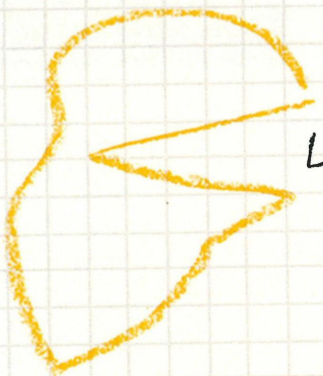


Draw me!

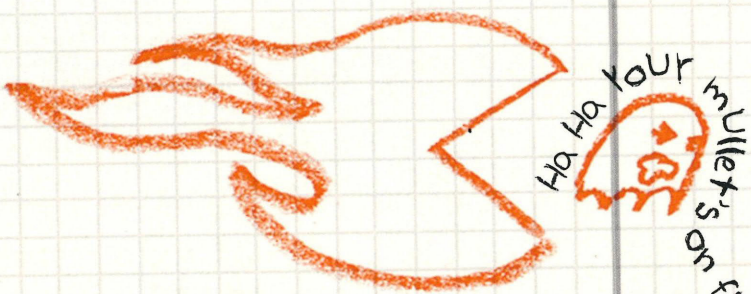


Circa 1907

Picasso me!



Looks silly but still works



TURbo me!

Give in to me!





OUT NOW

3+
www.pegi.info



Pac-Pix™
namco

Do it yourself! Use the DS stylus to draw your very own Pac-Man and see him come to life. Once you've finished, he will move around the screen, eating those pesky ghosts. Let the games begin!

WWW.NINTENDO.CO.UK

TOUCH ME!



PAC-PIX™ & © 1980 2004 NAMCO LTD., ALL RIGHTS RESERVED. TM, ® AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO. © 2005 NINTENDO.

WORLD OF NINT

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

Cash boost for Codies (UK)

Codemasters is the oldest and biggest publisher in the land but it looks like it could be getting even bigger with the news that it's sold 40 per cent of the company off to an investment firm.

In part this is to stop any rivals taking Codemasters over but it's also to give the company a big cash boost, which its currently using to snap up deals with developers at E3 and beyond. Codemasters even got a new boss, albeit the guy that used to be in charge of Acclaim, so you can expect a bunch of new game announcements in the near future.



Bad news for EA record breakers (US)

Phone the Guinness Book Of Records – EA is even richer than ever! Everyone's favourite global corporation has become the first third-party publisher ever to bring in revenues of more than $3 billion. Yes, billion.

It's not quite smiles all round though because profits have actually been down. EA only made $504 million this year, compared to $577 million last year. What's more its results over Christmas were well down on expectations with a measly $8 million profit in the busiest period of the year. EA's share price plummeted as a result, but really, how much sympathy can you have for a company that complains when it only makes $504 million in a year?

Microsoft king of the loss leaders (US)

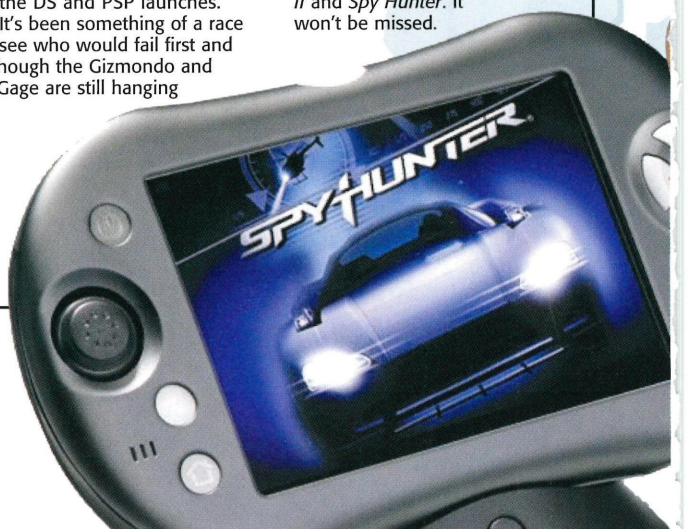
Last month Nintendo announced it expected to make $769 million in profit this year. As you can see just over there on the left, EA has clocked up $504 million. And what has Microsoft achieved? Well, in the last three months it's managed to lose $154 million. That's one hell of a sofa and an awful lot of spare change! Incredibly this is actually a better result than last year when Microsoft was in the hole for $209 million.



Game Boy claims another scalp (US)

Trying to create a rival to the Game Boy, if you're not Microsoft or Sony, is a pretty stupid idea at the best of times, but you really have to wonder at the sobriety of anyone attempting it right on the back of the DS and PSP launches.

It's been something of a race to see who would fail first and although the Gizmondo and N-Gage are still hanging on, Tapwave's Zodiac console has already bitten the dust. We imagine most people haven't even heard of it, but it was a sort of PDA/console hybrid with a few specially made games such as *Tony Hawk's Pro Skater 4*, *Doom II* and *Spy Hunter*. It won't be missed.



MTV awards games (US)

The 2005 MTV movie awards are to include a category for best videogame for the first time. The new award will be for Best Video Game Based On A Movie, the winner of which will be voted on by viewers.

The nominees, for a genre that has some of the worst offences against gaming ever seen, are *Spider-Man 2*, *Chronicles Of Riddick: Escape from Butcher Bay*, *Harry Potter And The Prisoner Of Azkaban*, *Van Helsing* and *The Incredibles*.

Except for the last two that's not actually a bad list – the winner will be announced, in the typically nauseating style for which MTV is famous, on 9 June.

ENDO

Big giant robots to invade Europe (Europe)

Although Bandai and Namco are now one giant corporate entity it's going to make little difference to most gamers. The biggest change though will probably be in how Bandai handles its *Gundam* games.

You can see the first signs of this with the news that Bandai has set up a new videogames forum dedicated purely to *Gundam* at www.GundamOfficial.com. Namco is also setting up a new Euro HQ this autumn so that should mean a lot more *Gundam* titles will be making the trip over from Japan, and we wouldn't be surprised if they started with *Mobile Suit Gundam: One Year War*, which ironically was Namco's last game before the merger.



Nintendo DS downloads, part deux (Japan)

With Nintendo now seemingly embracing the concept of online gaming it's already started experimenting with downloads in Japan. Demos of *Meteos* and *Polarium*, as well as bonus songs for *Jam With The Band* are already available to anyone that gets close to a download kiosk in Japanese stores. The demos disappear if you turn the machine off, but you can keep them for longer by putting the DS in sleep mode. Stage two of the experiment will see playable demos of *DS Training For Adults*, *Mystical Ninja* and *Kadokeusu*. *Nintendogs* owners will be able to download Japanese popstar Utada Hikaru's very own virtual pet. Hopefully this means that if the service launches here we'll get to play with Kylie's mutt, or something.

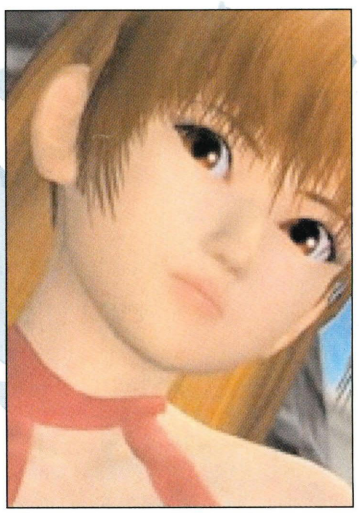


Team Ninja to revolutionise Nintendo? (Japan)

The *Dead Or Alive* games maybe the shallowest, most sexist, beat-'em-ups in all creation, but you can't deny they sure are pretty. For this generation all of Tecmo's Team Ninja games have been Xbox only (someone else at Tecmo does the *Project Zero* and *Rygar* titles) but it looks like that might all be about to change.

When asked point blank whether he'd support the Revolution, Team Ninja boss Tomonobu Itagaki uttered the promising sounding quote of: "I should be able to talk about that soon. I promise."

Just think how many polygons the new generation of consoles will be able to bounce around. Yes, bounce.



GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

The first ever *Fire Emblem* has gone down a storm in Japan this month, getting to number two in the all formats charts and generally proving popular with all and sundry. The rest of the Japanese chart is rather less inspiring, although it's nice to see *Resident Evil 4* getting a bit more love than before. The US chart, on the other hand, is the dullest thing since watching *Celebrity Wrestling* without the picture. Even more so because Resident Evil 4 is only place above *Luigi's Mansion*. Really, *Luigi's Mansion*!? What's going on? Perhaps it's just a misprint. Two years' worth of misprints, actually!

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	FIRE EMBLEM	NINTENDO
2	5	RESIDENT EVIL 4	CAPCOM
3	4	SUPER ROBOT WARS GC	BANPRESTO
4	2	STARFOX: ASSAULT	NINTENDO
5	1	DONKEY KONGA 3	NINTENDO
6	7	PSO EPISODE I & II PLUS	SEGA
7	RE	MARIO PARTY 6	NINTENDO
8	3	HARVEST MOON: POH	MARVELOUS
9	6	ONE PIECE GRAND BATTLE!	BANDAI
10	RE	GOTCHA FORCE	CAPCOM

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	SUPER MARIO SUNSHINE	NINTENDO
2	RE	SUPER SMASH BROS MELEE	NINTENDO
3	3	ANIMAL CROSSING	NINTENDO
4	4	ZELDA: THE WIND WAKER	NINTENDO
5	RE	POKÉMON COLOSSEUM	NINTENDO
6	2	MARIO KART: DD!!	NINTENDO
7	RE	HARVEST MOON: AWL	NATSUME
8	7	DONKEY KONG: JB	NINTENDO
9	5	RESIDENT EVIL 4	CAPCOM
10	6	LUIGI'S MANSION	NINTENDO







ROUND-UP

amazon.co.uk

UP THE AMAZON

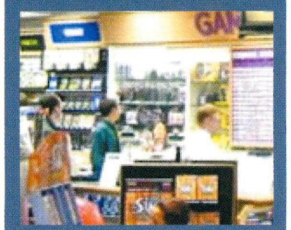
In the wake of E3, online retailer Amazon has announced that gamers can now sign up to be notified the minute next-generation games are available for pre-order on the website. "We are delighted to be able to offer gamers the first opportunity to sign up for pre-order information for the next generation consoles," said Rikki Price, PC and videogames editor at Amazon.co.uk. "The new technology will be incredible, and we're hoping gamers will come to us and sign up now to ensure they have the future first!"

BROADEN YOUR HORIZONS

It's taken its sweet time but good ol' Ninty is going all-out to bring wireless gaming to the world with the Revolution. The latest buzz on the scene is that leading wireless broadband expert Broadcom is providing Nintendo with wireless technology for use in the next-gen console. "By integrating Broadcom wireless solutions into our next-generation systems, we can provide the high performance gaming and connectivity capabilities that will delight users of Revolution," said Genyo Takeda, general manager, integrated research and development division for Nintendo. Delight us you say? By how much: Angel Delight or Sunny Delight? We're hoping for sunny delightedness. [Sunny Delight is gross, don't drink it, kids, especially the green one – Ed]

GAME ON

Videogame retailer, Game, has received a much needed boost in morale after the company announced that it had seen an eight per cent increase in like-for-like sales (in the first eleven weeks of the year) thanks to the massive uptake of the Nintendo DS. A strong software line up at Easter was also attributed to the company's success. Go into Game, observe the staff and see how they're all smiling.



IN THE CUBE WITH... RED STORM TEAM

GAME: GHOST RECON 3

Red Storm ENTERTAINMENT

CUBE: Are we still in Korea or is there a new setting this time around?
RST: The US President has joined the Canadian Prime Minister and the Mexican President in Mexico City to sign NAJSA [the North American Joint Security Agreement], a new policy designed to share the policing responsibilities along the borders of these three countries and control illegal immigration and the movement of drugs and terrorists in the hemisphere.

As a symbolic gesture a number of US military weapons and vehicles have been sold to the Mexican Government and are now situated at the Mexican Whitehouse, Chapultepec castle.

During the public signing of the document the three leaders are attacked by Mexican soldiers opposed to what they consider an unreasonable concentration of military power in civilian hands (and even worse, in politicians' hands).

The Ghosts, as the only US Special Forces on the ground, are ordered to meet up with Secret Service agents protecting the US President and ensure his safety until he is extracted. Unfortunately, the US president never reached the Airport and is now in enemy hands. The Ghosts must now hunt down his captors in a war-torn Mexico City and fight off a well-equipped Mexican force.

CUBE: How tough will it be for players unfamiliar with the previous games to get into the new one?
RST: The game design has been written to allow the player to develop with the game. The idea is to immediately immerse the player and let him pick up his pad and be part of the experience. The first mission puts you into character and allows you to familiarise yourself with the Cross Com system and how it will assist the gameplay. Basically you are given the chance to accustom yourself to the controls before all hell breaks loose!

CUBE: How did you go about capturing the tone and flavour of the new environments?
RST: We spent a number of months researching areas for the Ghosts to enter and to ensure the environment was as realistic as possible. The desert, Vietnam, Iraq has been done over and over, so we went looking for Urban warfare with scope, hence Mexico. The traditional vision of Mexico might be of sombreros, cigars and donkeys, but Mexico City itself is enormous and has diverse locations within the city limits, allowing us to really explore Urban warfare. There are over 20 million people in Mexico City, and with its border being linked to the US it makes the threat more realistic.



CUBE: How many levels and missions will there be?
RST: [There are] twelve single player missions, with an average of six sub missions within each; seven to fifteen additional multiplayer levels.

CUBE: Do you get to control all team members or just the leader?
RST: He or she will only take on the role of Major Mitchell, leader of the ghosts.

CUBE: For the uninitiated, can you just explain who the 'Ghosts' actually are?
RST: In an era when the United States is the only global superpower, the US Army needs an elite group of soldiers who can be put in the field immediately, anywhere in the world. The point of the spear in every operation, US Special Forces Group 5, First Battalion, D Company is an elite Green Beret unit made up of the best of the best. First into any conflict and last to retreat, they handle the missions that no one else can. Often inserted deep behind enemy lines, they strike swiftly and suddenly, and then vanish. They are the quiet professionals; they call themselves the "Ghosts".

CUBE: *Ghost Recon 2* shifted its game design from a 100 per cent tactical shooter to a more action-based game in order to broaden the audience. Fans of the original questioned this shift. What can we expect from *Ghost Recon 3*?
RST: We are keeping the realism that the core fan base has loved since the original *Ghost Recon*, but we are looking to give the game a huge boost with the help of next generation technology in terms of immersive gameplay. In terms of tactical gameplay, you now have intel from unmanned drones which you control, you can call in Apache Air strikes which will work in conjunction with your team. You order your team to move in on enemy positions. The vision of the Integrated Warfighter System is that you now have



situational awareness on the battlefield near, mid and far range.

CUBE: What about new features?
RST: The biggest feature of *Tom Clancy's Ghost Recon 3* will be the Cross Com system: you will receive information, news reports, briefings, and interact with your troops on the ground, all while you are carrying out missions.

CUBE: What about weapons and devices – do we get any cool new stuff to play with?
RST: The Ghosts will be decked out with next-generation military technology. Their weapons, communication systems, and combat suit will feature an unprecedented level of technology for a military shooter.

The GC version of *Ghost Recon 3* is scheduled for release in summer 2005. Let's hope it's better than *GR2*, eh!




LOTS OF THIS
PAN!
PAN!
DONKEY KONGA 2
OUT 03.06.05
NINTENDO GAMECUBE
LEADS TO THIS
BONGO-BANGO-HANDO
JUNGLE BOOGIE
PUMPING ON YOUR STEREO
MAN SIZE ROOSTER
SECRET EXTRA SONG
BREAKFAST AT TIFFANYS
ARE YOU READY FOR LOVE
I'M A SLAVE 4 YOU
POKEMON THEME
DON'T LET ME GET ME
LA BAMBA
LA CUCHARACHA
BOOMBASTIC
SHINY HAPPY PEOPLE
32 NEW SONGS
EINE KLEINE NACHTMUSIK
LOSING MY RELIGION
OK
GREAT! RED HANDS!
NEED NEW ONES?
Hands R Us
I LIKE FISHING BUT I'D RATHER BE KING OF
DONKEY KONGA 2
I ROCK
JAM ON THE MULTIPLAY MAN!
Nintendo
DRUM STICKS ARE FOR WIMPS. USE YOUR HANDS
www.nintendo.co.uk
© 2004 - 2005 NINTENDO © 2004 - 2005 NAMCO TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2005 NINTENDO

ROUND-UP

LIES! ALL LIES!

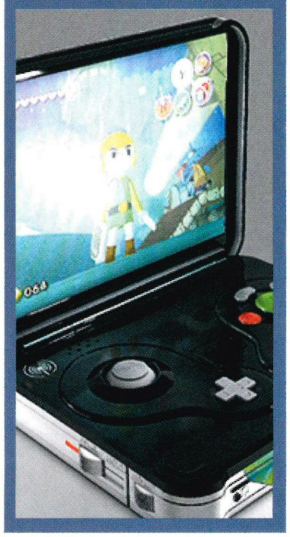
World leading manufacturers of virtual reality accessories, eDimensional, has issued a statement denying that the company has been in negotiations with Nintendo to use its patented stereoscopic 3D technology in the Revolution. "While it is typically our policy not to comment on rumours or speculation, due to the overwhelming number of phone calls and emails inquiring about this we felt the need to acknowledge that eDimensional is in no formal discussion or negotiation with Nintendo regarding our stereoscopic 3D technology," said Michael Epstein, CEO of eDimensional. For the truth about the Revolution, check out our feature on page 28.

SONIC RETURNS FOR MORE

According to the rumour mill Sega is releasing a new Sonic Mega Collection exclusively on the GameCube. The game, allegedly to be titled *Sonic Gems Collection*, is reportedly going to feature the likes of *Sonic CD* and *Sonic Fighters* plus many more. CUBE contacted Sega for confirmation, but no comment was forthcoming. Instead we asked the big, plush, cuddly Sonic who used to live on top of Steph's computer and now sits under a pile of cack on Miles' desk. He just looked embarrassed.

POCKET PLEASURE

With everyone's attention focused on the Revolution at the moment it's nice to see that some gamers out there still care about their GameCubes. Possibly too much, in fact. This picture has been giving us chuckles all month, as it purports to show the "GameCube Advance". Could this be the much rumoured GBA 2? Well, it could be since rumour has it the GBA 2 will feature GameCube-level technology. It looks suspiciously like a Sony Walkman to us though... oh, the betrayal!



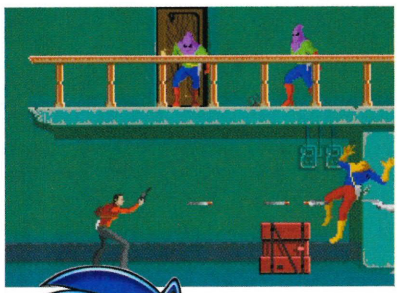
BACK TO FRONT

Namco goes retro

NAMCO, THE CREATORS of retro icon Pac-Man, has decided to revisit its roots with the announcement of *Namco Museum 50th Anniversary*, due out on the GameCube and GBA this autumn. The game will feature 14 classic games from the Seventies and Eighties, including the legendary dot munchers *Pac-Man* and the bow-headed *Ms Pac-Man*. Next up are the space shooters *Galaga*, *Bosconian* and *Galaxian*, followed by a generous side-order of racing goodness with the likes of *Pole Position*, *Pole Position II* and *Rally X*. If this doesn't float your boat then Namco is also offering players the chance to soar through the skies and shoot down all sorts of aliens in *Spy Kid* and *Xevious*, take on the role of a police mouse in *Mappy* or a secret agent in *Rolling Thunder*. Unfortunately the GBA version will only feature a handful of these titles. "*Namco Museum 50th Anniversary* brings countless hours of family-friendly entertainment to gamers everywhere," said Jeff Lujan, business director, Namco Hometek Inc. Well for starters there isn't a *Star Fox* insight, so that's already a bonus. CUBE







Sonic The Hedgehog series...

33 MILLION

...copies sold worldwide



Prince of Persia: WW...

1.9 MILLION

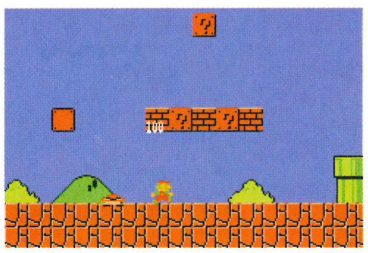
...copies sold in one month



GONE FOR GOOD?

Give them a low-down beat

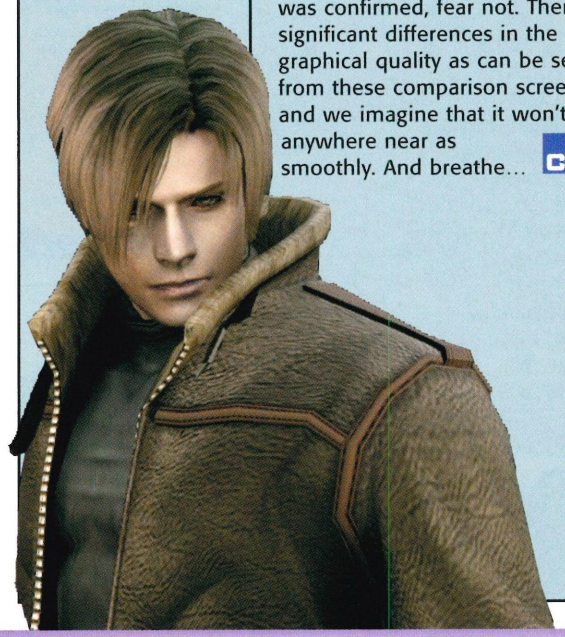
FORMER NINTENDO PRESIDENT, Hiroshi Yamauchi, will be handing in his GameBoy and Mario cap once and for all with the announcement that he will be stepping down from his position on the Board Of Directors on 29 June. Yamauchi was made president of Nintendo back in 1949, and through those times has seen the company turn from a card manufacturer to a multi-billion pound enterprise that boasts a successful catalogue of arcade, console and handheld games, a host of popular franchises such as *Pokémon*, *Mario* and *Donkey Kong*, and a bevy of landmark gaming systems such as the NES, GameBoy and the DS. Yamauchi handed the mantle on to Satoru Iwata back in 2002, but still maintained a strong voice in the company over the last three years. According to reports, Yamauchi encouraged the company to go into film production and was a central figure in the concept of the DS, so his departure will be felt in the gaming world. Thankfully, he'll still have some say in the working of the company: he has allegedly been asked to stay on as an advisor to Nintendo and will retain 10 per cent of the company stock. Now that's a pension plan we'd like to sign up for! CUBE





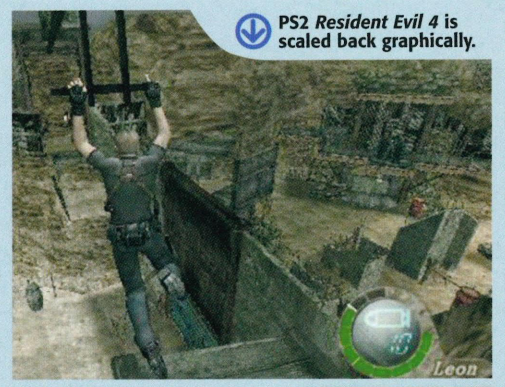
RESIDENT DOWNGRADED

That'll teach Sony to nab our games

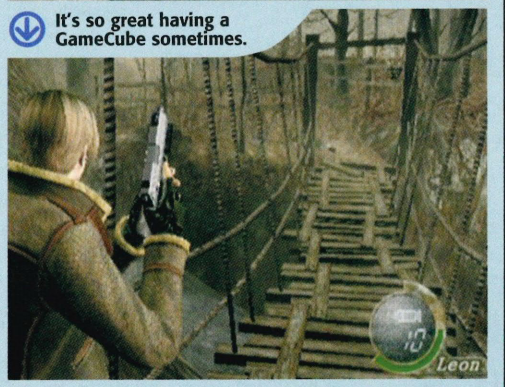


IT BEING A topic that's quite close to our hearts, we thought you might like to see the first ever screens of the PS2 *Resident Evil 4*. Those of you who felt a bit let down when the PS2 conversion was confirmed, fear not. There are significant differences in the graphical quality as can be seen from these comparison screenshots, and we imagine that it won't run anywhere near as smoothly. And breathe... CUBE

PS2 *Resident Evil 4* is scaled back graphically.



It's so great having a GameCube sometimes.



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

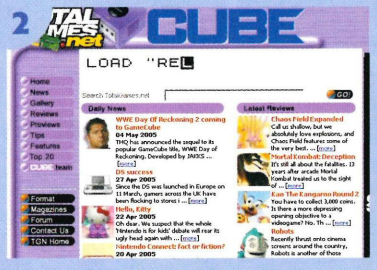
1



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...

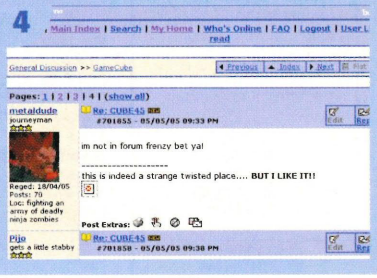
3



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...

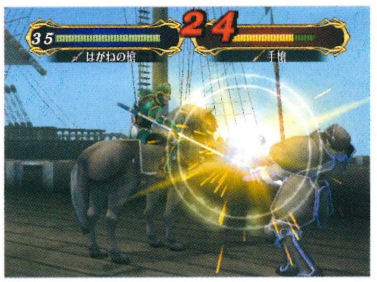
CUBE MOST PLAYED

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



POKÉMON EMERALD

"It's no *Street Fighter III* is it?" No Tim, it isn't. Nothing is. Except for *Street Fighter III*. This is *Pokémon Emerald*, so what do you have to say about that? "It's no *Pokémon Colosseum*, is it?"



FIRE EMBLEM: TOTBF

"I'm not doing this Miles! Seriously, it's all in Japanese and everything." This, dear readers, is how Tim goes about delegating the workload onto our poor unsuspecting freelancers. Then Chandra did it, level down Tim.



NINTENDOGS

"Hey, nice puppies." Ho ho, what larks we had this month with that old gag. Of course, it would have worked better if we'd said it to Liz rather than Darran.

CHARLIE AND THE CHOCOLATE FACTORY

EASES CRAMPS



Every child and woman's dream comes true as the weird Willy Wonka opens his factory doors to the gaming world. Grab your golden ticket and sample the sweet delights for yourself – just don't stand too near the chocolate river. Or the Oompa Loompas, of course!

ANTICIPATION ★★★

UK RELEASE LIST

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

Donkey Konga 2	Rhythm/Action	Nintendo	3 June	****
Chicken Little	Adventure	Buena Vista	7 June	***
Medal Of Honor: European Assault	FPS	EA	17 June	****
Madagascar	Adventure	Activision	24 June	***
Batman Begins	Action	EA	24 June	***
Killer 7	Shooter	Capcom	27 June	*****
Fantastic Four	Adventure	Activision	15 July	***
Charlie And The Chocolate Factory	Adventure	Take-Two	July 2005	***
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	**
Crash Tag Team Racing	Racing	Vivendi	Q3 2005	**
Midway Arcade Treasures 3	Racing	Midway	Q3 2005	***
Pac-Man World 3	Adventure	Namco	Q3 2005	**
The Chronicles Of Narnia: TLTWATW	Adventure	Buena Vista	Q4 2005	***
Peter Jackson's King Kong	Adventure	Ubisoft	Q4 2005	***
Harry Potter And The Goblet Of Fire	Adventure	EA	TBC 2005	***
Marvel Nemesis: Rise Of The Imperfects	Beat-'em-up	EA	TBC 2005	***
Fire Emblem	RPG	Nintendo	TBC 2005	***
Advance Wars: Under Fire	Strategy	Nintendo	TBC 2005	***
The Legend Of Zelda: Twilight Princess	Adventure	Nintendo	TBC 2005	*****
Odama	Strategy	Nintendo	TBC 2005	***

PETER JACKSON'S KING KONG

LORD OF THE APES



If anyone can mess with a classic and get away with it then it's the hobbit master, Peter Jackson. A giant ape is dragged out of his natural habitat and brought to the big city and merry havoc ensues. There's a moral there somewhere.

ANTICIPATION ★★★★★

CRASH TAG TEAM RACING

DOUBLE CRASH!!

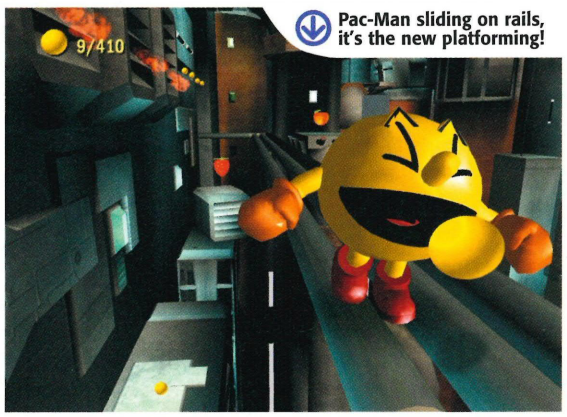


Crash Bandicoot is pretty lame as mascots go, but he certainly knows his way around a race course. Compete against the dastardly Dr Neo Cortex, fuse cars together to create "super vehicles" and try to look interested. Or ignore it, that's what we plan.

ANTICIPATION ★★



JK Rowling's fetish for gingers continues.



Pac-Man sliding on rails, it's the new platforming!

MARVEL NEMESIS RISE OF THE IMPERFECTS

POBODY'S NERFECT



It's every comic-book lover's fantasy – take on the roles of Marvel's top super heroes including Elektra, Spider-Man and Wolverine in a beat-'em-up game that sees the heroes test their skills against the Imperfects – a family of evil supermen and women created especially for the game.

ANTICIPATION ★★★

SOUND BYTE

"QUICK, SOMEONE SAY SOMETHING FUNNY TO PUT IN THIS BIT"

Tim getting a bit desperate on deadline. Nobody uttered a word. It's very quiet.

SLIP-O-METER

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

187 RIDE OR DIE

Chandy Bear has got the inside scoop once again, informing us lesser mortals that this "urban themed combat racing game" won't be getting a GameCube release after all. Actually, we're not that bothered. Sounds lame.



BINNED?

MARIO KART GP

Word on the street has it that the *Mario Kart* arcade game won't be coming out in Japan until December 2005, meaning we'll have to wait even longer.



SLIPPED!

SUPER PAC-MAN PINBALL

Rumour has it that Pac-Man mightn't be coming to the DS after all (other than *Pac Pix* of course!). Oh well *Pac-Man Pinball*'s rubbish anyway, see page 83.



BINNED?

IMPORTANT DATES...

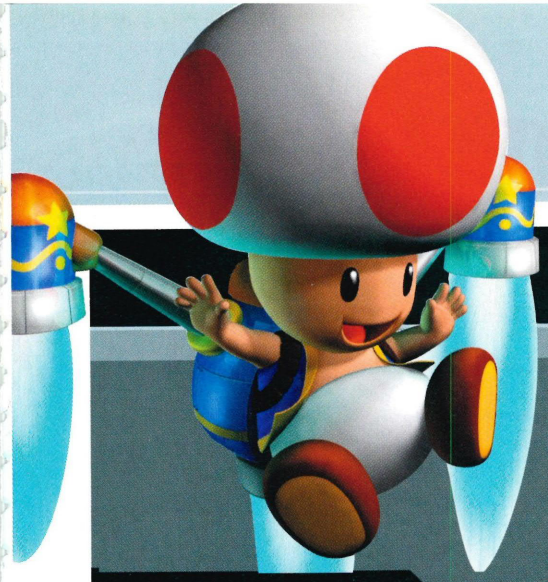
After a barren month, Japan is looking forward to a fertile few weeks with a wealth of stellar games including the elusive *Killer 7*, while the US can feel all big and clever with *European Assault* on D-Day.

JAP RELEASE DATES

KILLER 7	CAPCOM	9 JUNE
HOSHI NO KIRBY	NINTENDO	23 JUNE
MARIO BASEBALL	NINTENDO	23 JUNE

US RELEASE DATES

MEDAL OF HONOR: EUROPEAN ASSAULT	EA	6 JUNE
NINTENDO PENNANT CHASE BASEBALL	NINTENDO	13 JUNE
GEIST	NINTENDO	27 JUNE



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

It seems the ladies love Nintendo's new microphone, as *Mario Party 6* has gone straight into the number one spot, followed closely by *Resident Evil 4*. We suppose the chainsaw controller didn't have the same appeal. New kids on the block include *Baten Kaitos*, the shady *Splinter Cell: Chaos Theory* and the cel-shaded masterpiece *Viewtiful Joe 2*. On the downside, you're still buying *FIFA Street* – stop it at once!

UK CHART

ChartTrack

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

1 NEW



MARIO PARTY 6

PUBLISHER: Nintendo | CUBE RATING: 7.3

It's my party and I'll gob down a mic if I want too.

2 NEW



RESIDENT EVIL 4

PUBLISHER: CAPCOM | CUBE RATING: 9.8

Enter your Mercenaries scores in Beat The World.

3 ▲



METROID PRIME 2

PUBLISHER: Nintendo | CUBE RATING: 9.6

Morph balls will be the cars of the future.

4 NEW



BATEN KAITOS

PUBLISHER: Nintendo | CUBE RATING: 8.6

It's like the *Hollyoaks* cast did the voice overs...

5 ▼

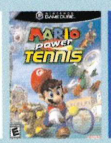


FIFA STREET

PUBLISHER: EA GAMES | CUBE RATING: 4.1

Makes us hate people, which can't be good for anybody.

6 ▼

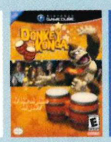


MARIO POWER TENNIS

PUBLISHER: Nintendo | CUBE RATING: 8.5

MPT... MPT. Empey T. Empey Tim. Subliminal...

7 ▼



DONKEY KONGA: JB

PUBLISHER: Nintendo | CUBE RATING: 8.0

Still banging around the lower end of the chart.

8 NEW



SPLINTER CELL: CT

PUBLISHER: UBISOFT | CUBE RATING: 8.8

See, we knew it wouldn't enter very high up.

9 ▼



TIMESPLITTERS: FP

PUBLISHER: EA GAMES | CUBE RATING: 9.0

FP doesn't stand for First Person, that's just sily.

10 NEW

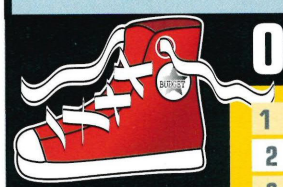


VIEWTFUL JOE 2

PUBLISHER: CAPCOM | CUBE RATING: 8.6

Hey Joe, don't make it bad, take a sad... this isn't right.

ON A SHOE-STRING



Budget Sonic games still making the rounds

1	SONIC ADVENTURE 2: BATTLE
2	RESIDENT EVIL ZERO
3	SONIC HEROES
4	SONIC MEGA COLLECTION
5	THE LEGEND OF ZELDA: WIND WAKER
6	SOUL CALIBUR II
7	HARVEST MOON: A WONDERFUL LIFE
8	MARIO PARTY 5
9	GOLDENEYE: ROGUE AGENT
10	SUPER MARIO SUNSHINE

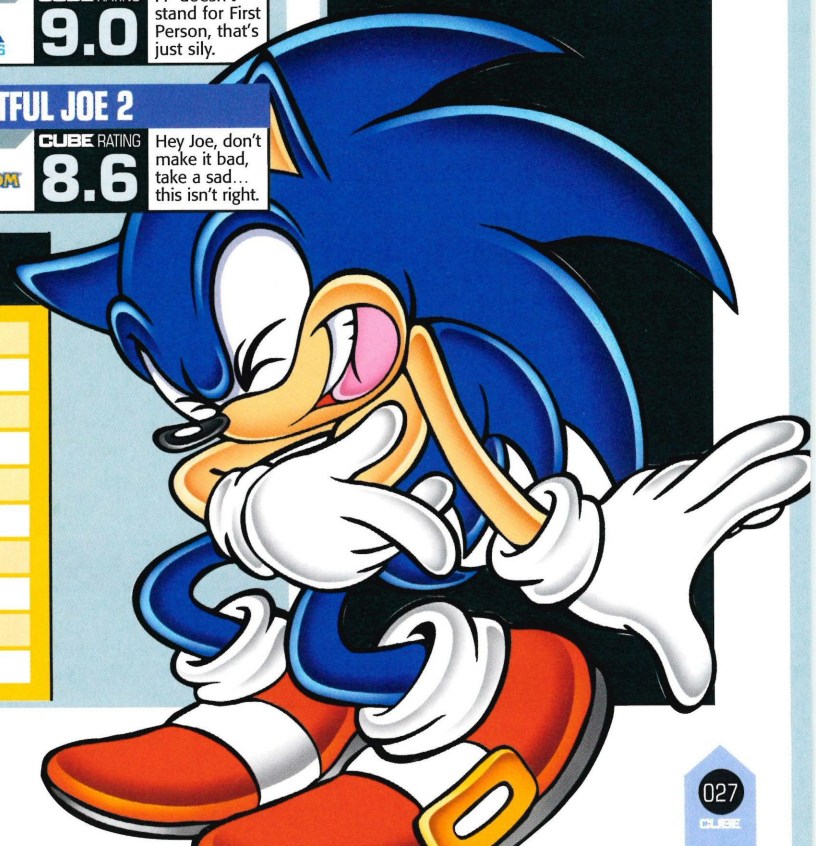
GCN GAMECUBE NEWS

FINAL THOUGHT

MOVE OVER, DARLIN'

We've always thought of ourselves as loyal people, but this month all we've done is gaze over the GameCube's proverbial shoulder at the hotter, newer Revolution. We're gaming adulterers! For shame. After all, our trusty GameCubes have provided us with countless hours of joy and entertainment and asked for nothing in return except the occasional once-over with a duster. But now the Revolution is on the horizon our fickle hearts have moved on faster than J-Lo can upgrade her husbands, but we do feel guilty about it. The humble GameCube has plenty of life in it yet; within the next 12 months we'll be blessed with the likes of *The Legend Of Zelda, Viewtiful Joe: VFX Battle* and *Prince Of Persia 3*, proving the ol' bird can scrub up nicely given half a chance. Oh come back GameCube, we love you! Please forgive us...

CUBE



NINTENDO REVOLUTION

LIFE SIZE!

SLEEK AND SEXY

When it was first announced we weren't too sure what to think. It's so... not Nintendo. It's slowly grown on us though and now we're in love with its sleek simplicity.

EXTRA!

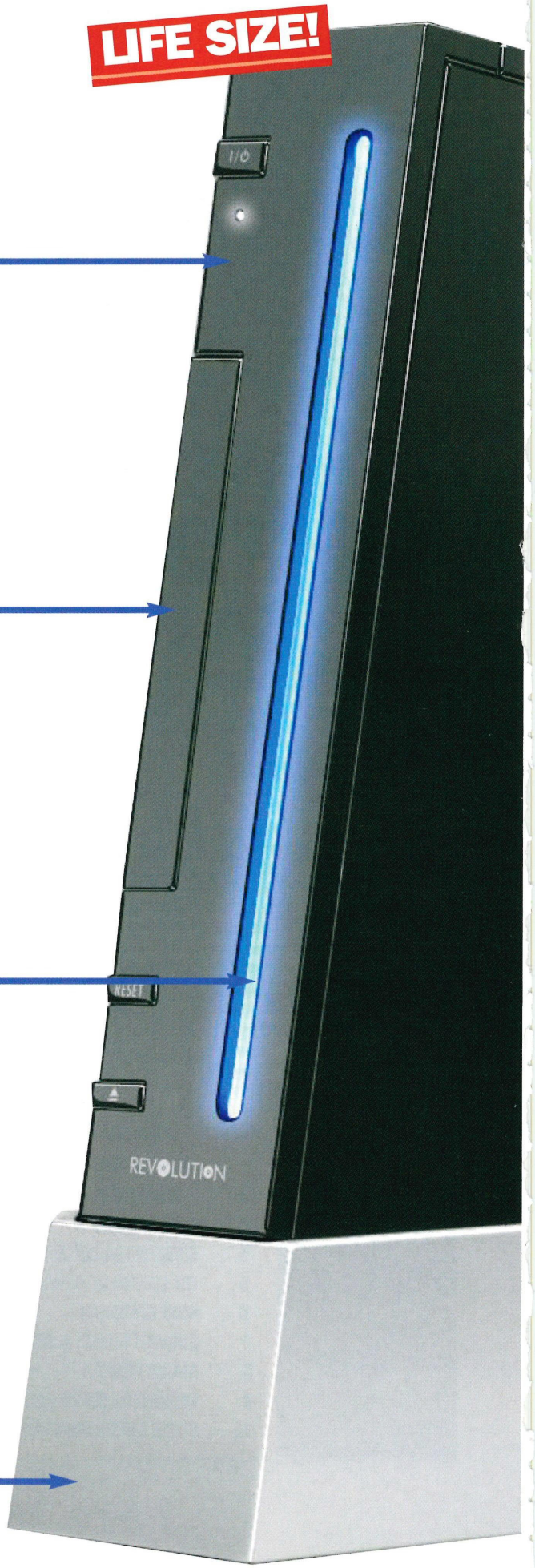
With HD DVD and Blu-Ray formats on the horizon, Revolution owners will be able to attach separate drives depending on how the future pans out. Right now it's anyone's guess.

CLEVER GIRL...

This sexy blue slot houses an innovative slot-loading drive. Simply place a Revolution or GameCube disc inside and it'll get sucked in, much like a Powerbook slot-loading drive.

SITTING PRETTY

This silver stand allows you to store the Revolution either on its end or on its side. It may also act as a docking port and have the mains adapter built into it, although this has yet to be confirmed.





Definitive coverage of the hardware that you're going to be playing on in the years to come...

SOMETIMES WE ENVY you, we really do. It's all very well being flown to LA to see Nintendo's latest offerings, but this year is different. Over the past two days gaming forums have been rife with speculation, and most of it is concerning Revolution. Some attention-seeking sites have even gone as far as to claim that the successor to the GBA will be shown, but we know better than that. What's more difficult to ignore is the hype surrounding the Revolution.

Just one week ago Microsoft was due to be the only company to have a significant next-generation presence at the show. Fair enough, the Xbox360 is out way before the others. Revolution and PS3 would be touched upon and if we were lucky we might even get to see a mock up of the hardware and some tech demos. Sony was misleading us though, and it's entire pre-E3 conference focused on the next generation, which included plentiful stats and very impressive tech demos. Sony gave everyone what they wanted. Hours later Nintendo released the first ever pictures of the Revolution, a move that sent the gaming industry into a frenzy. Gaming websites the world over predicted that Nintendo would come out fighting and show versions of *Mario*, *Zelda*, *Metroid*, a finished controller... in short, a Revolution blowout. And so the world watched and waited... and Nintendo showed nothing. Gamers went berserk, predicting the company's downfall and filling forums with hate mail. Despite the presence of two new pieces of kit and possibly the best game ever created (*Zelda: TP*), the atmosphere for the rest of that day was one of defeat and depression. Had we closed our ears to the hype and listened to what Nintendo promised we wouldn't have been disappointed. Reggie Fils-Aime said some time ago that "E3 2005 will not be Revolution's coming out party". With that in mind, and the rollercoaster-ride of emotions out of our system, we're all set to report the facts and maybe just a touch of well-wishing. Ladies and gentlemen, introducing the Nintendo Revolution...

REVOLUTION BREAKDOWN TURN THE PAGE

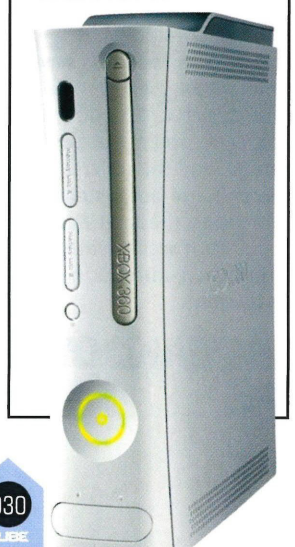
IN THE GREEN CORNER

Microsoft presents... Xbox360

In terms of next-gen unveilings E3 2005 was always going to be the Xbox360's launch party. The machine is set for a November release (that's a mere five months away) and E3 was rife with playable software. As far as we can see everything about the machine is final: the hardware, the specs, the controller... everything. While the graphics are impressive, some of the games on offer aren't that much of a step up from current Xbox titles. Ironically *Perfect Dark Zero* was one title in particular that failed to impress on any level. The joypad itself is merely a redesign of the standard Xbox S-pad, and while there's nothing wrong with it (it's quite nice actually), it suggests that Xbox360 will provide gaming experiences that play identically to the current generation, albeit with better graphics. There's nothing new here and no scope to create anything new either. We've no doubt that it will sell bucket-loads though.

The Stats!

- CPU: three cores running at 3.2 GHz each
- GPU: 10Mb embedded DRAM
- Polygon Performance: 500 million triangles per second
- Internal Memory: 512Mb of 700MHz GDDR3 RAM
- Memory Bandwidth: 22.4Gb/s memory interface bus bandwidth, 256Gb/s memory bandwidth to EDRAM
- Storage: Dual-layered DVD ROM
- Overall Floating Point Performance: 1 Teraflop
- Release: Nov '06



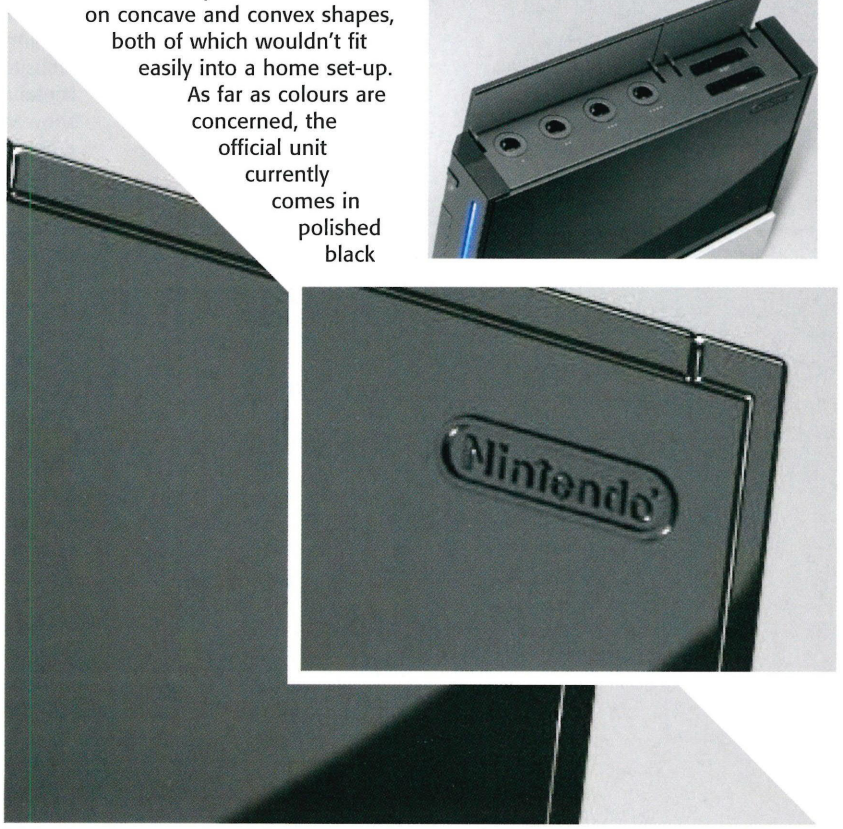
THE PLOT THICKENS

So what exactly can we expect?

THE LOOK

The sleek and sexy design of the Revolution shows a departure from Nintendo's previous 'fun, kiddy' attitude. It's so different to what we were expecting that the first time we saw it we didn't know what to think. Now that we've got used to it we fully approve though. At just 20cm long and 14 cm wide, Revolution is approximately the size of three DVD cases stacked together. That's the smallest games console ever, and it even rivals the likes of Apple's Mac Mini in the diddy stakes. That said, NCL president Satoru Iwata stated at the pre-E3 conference that this was not the final design and that the fished unit may be even smaller.

Unlike Sony and Microsoft's offerings, Revolution has been designed to fit alongside your home entertainment system. Essentially the unit is the shape of a hi-fi separate and can be incorporated as such if you so wish. Competing designs from the other two companies are based on concave and convex shapes, both of which wouldn't fit easily into a home set-up. As far as colours are concerned, the official unit currently comes in polished black with a silver stand, but Iwata-san has already said that many different colours are being considered. Indeed, Nintendo did its typical trick of showing a vast array of coloured Revolutions in glass cases on the show floor.



THE BUTTONS

In keeping with the machine's simplistic design, there are only three discrete buttons. At the top of the unit is the power button. When the power is on a small white light will glow underneath it. Mmmm... pure white light.

At the base of the unit you'll find two more buttons: Eject and Reset. We're sure you're quite aware of what these buttons do.

COMPATIBLE MEDIA

As we've already confirmed in previous issues on the magazine Revolution will be able to play GameCube games as standard. The main format of the machine however, will be dual-layered,



12cm DVD discs. These DVD-9 standard discs can hold up to 8.5Gb of information – that's roughly six times that of the GameCube's proprietary DVD format. Both these formats are read using the machine's innovative slot-loading drive. As with Apple's Powerbooks you just insert the disc partway into the drive (which glows neon blue by the way) until the disc gets sucked in. As far as we were concerned the technology to slot-load different sized discs didn't exist, but Nintendo has obviously found a way.

To get around piracy issues it seems likely that the discs will be proprietary in some way, and the machine will not play DVD/HD-DVD/Blu-Ray films out of the box. Instead you will have the option of purchasing a separate, self-contained upgrade that slots into the Revolution's expansion port. This will mean that whatever the outcome on the high definition film front, Revolution will be able to handle it. This is a far better idea than opting for one or the other as the competition has. You might be wondering how you can replace an entire DVD drive when the expansion port is narrower than a DVD... well, it's simple. The upgrades will only need to contain the relevant laser and lens combo. If you ever seen the lens/laser/motor section on its own you'll know that it could easily fit into a container that's 10cm wide.

BACKWARDS COMPATIBILITY

We already knew that the Revolution would be able to play GameCube games. What we didn't know was how it would do it. On the left-hand edge of the console (as you'll see from one of the pics on this page) is a flap that can be opened to reveal four GameCube controller ports. That's that mystery solved. What we don't know is whether the technology involved to run the games will be an emulator or whether the Revolution hardware will be used to upgrade it. Considering that the Revolution will output a high



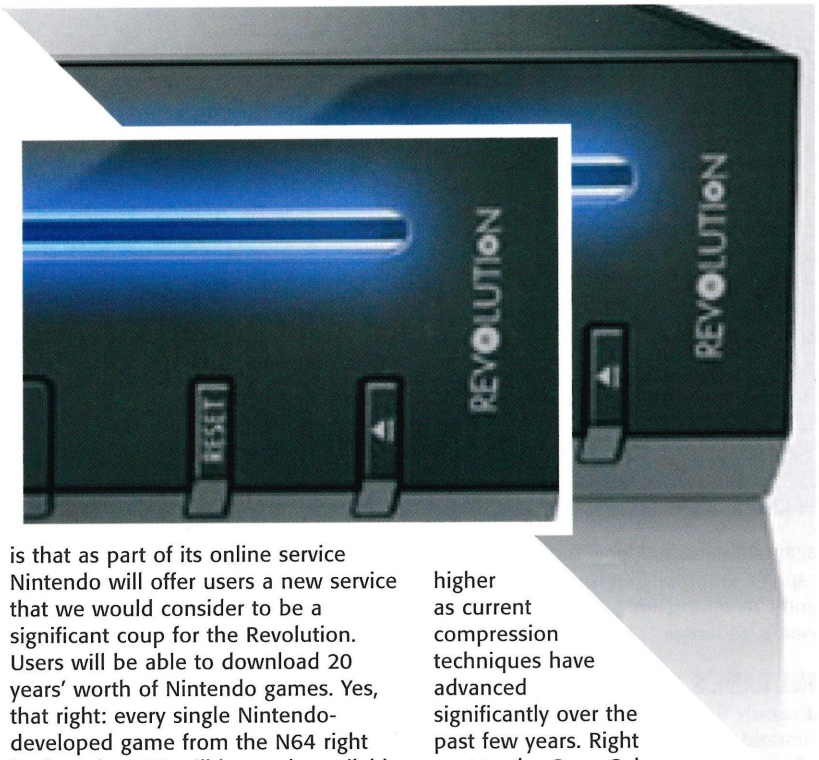
definition signal it would make sense that GameCube games would be upgraded slightly to allow for this.

THE CONTROLLER

As expected Nintendo didn't show the controller. When it comes to the control mechanism Nintendo is traditionally cagey, and changes to the design tend to go on right up until the last minute. When it comes to living up to its name, it's this part of the machine that will offer the main 'revolution.' For the past year gamers have been speculating as to what this revolutionary aspect would be and it looks like we won't be finding out anytime soon. The most Iwata would say was that the controllers will be wireless and they will be unique "in ways we will share with you... later."

NINTENDO WIFI CONNECTION

That's the new name for it apparently. Catchy, huh? The entire machine is based around WiFi technology, so the console, the controller, the TV and the internet will all be interacting with each other. The massive, massive news is that as part of its online service Nintendo will offer users a new service that we would consider to be a significant coup for the Revolution. Users will be able to download 20 years' worth of Nintendo games. Yes, that right: every single Nintendo-developed game from the N64 right back to the NES will be made available as a simple download, in a similar way to Apple's iTunes Shop. No prices were mentioned but we would quite happily pay a quid to have a NES game, a few quid for a SNES game and maybe a fiver for an N64 game. All downloads are stored on the Revolution's 512Mb of internal flash memory. That's enough to hold 10 average N64 games or around 50 SNES games, although we expect that figure to be much higher as current compression techniques have advanced significantly over the past few years. Right next to the GameCube controller ports you'll find two SC Card slots. These are to be used as the system's memory cards (you can save to the internal memory, but if you want to take info to a mate's house you'll need to save to SD) but they will also allow you to save downloaded games. So, if you fill up your internal memory and don't want to delete some of the games you've downloaded you can stick them on an SC Card.





THE GRAPHICS

We have absolutely no idea. Nintendo has chosen to not give any indication of the machine's graphical capabilities. Iwata offered some 'insight' into what we can expect: "When you turn on Revolution and see the graphics, you will say 'wow!' Our competitors have detailed the power of their core processor and display. But the advantages of our technology will also have no bearing on gameplay. I know, this is one of those mysterious comments." Erm, yeah... thanks for that.

So, while we know nothing specific Nintendo has already said that the machine will be able to hold its own

CUBE THINKS... TURN THE PAGE!

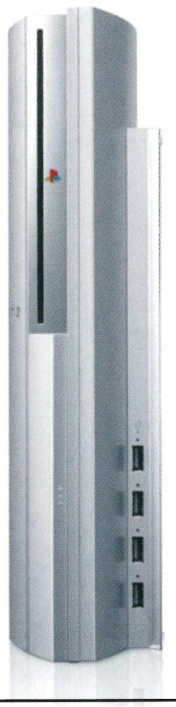
IN THE WHITE CORNER

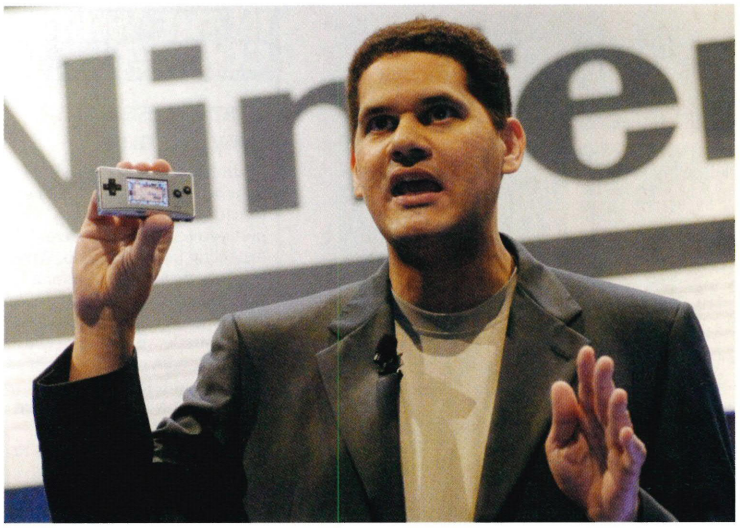
Sony presents... PlayStation 3

Up until a few days before E3 Sony wasn't expected to show much. We were expecting pretty much what we were expecting from Nintendo. What happened came as a bit of a shock though. Not only did Sony show the machine and the controller: it also knocked us for six with countless tech demos and third-party offerings. This is what we were expecting next generation graphics to look like. Thanks to the Cell processor the P3S is able to deliver a floating point performance that's twice that of the Xbox360. The result of this is a phenomenal graphical performance. Granted none of the videos were true in-game graphics but developers are claiming that they can offer this quality and more. It's not all good though... the controller looks diabolical!

The Stats!

- CPU: Cell processor running at 3.2GHz
- Internal Memory: 256Mb of 700MHz GDDR VRAM, 256Mb system RAM running at 3,2GHz
- Storage: Blu-Ray DVD
- Overall Floating Point Performance: 2.18 Teraflops
- Release: Spring '06







against the competition and that a capable graphics chip is just the price of entry. As for anything else, we'll have to wait a bit longer.

THE GAMES

Bizarrely the only specific title that Nintendo announced was a third-party effort: Square-Enix's Final Fantasy: Crystal Chronicles. Iwata also chatted about what Miyamoto-san is up to: "Miyamoto is challenging his teams to create something new." It was revealed that Revolution will launch with Miyamoto's new offering and a new *Smash Bros* game. As well as that *Zelda*, *Mario*, *Metroid* and *Donkey Kong* games are also in the works. We never saw them coming. As far as third-party efforts go Iwata sated that "we expect strong third-party support in both hemispheres." Expecting or hoping Iwata?

"EVERY SINGLE NINTENDO-DEVELOPED GAME WILL BE MADE AVAILABLE AS A SIMPLE DOWNLOAD"



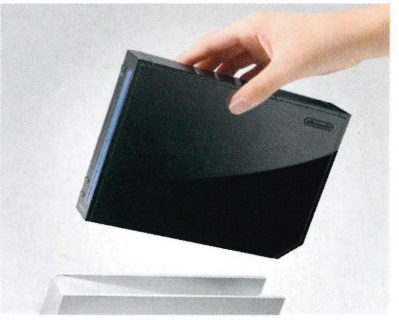
THE RELEASE

When can we expect it? Nintendo has said that it is preparing to launch the Revolution in line with Sony's plans. PS3 is set for a spring '06 launch, which could mean anywhere from March to June. MoSys (the company that provided the GameCube's internal memory and is also providing the Revolution's IT-SRAM) has stated that it expects the machine to launch 'mid-2006.' That suggests that both machines could be hitting Japanese and US shelves as early as May/June 2006, a year from now.

BUT DOES IT HAVE THE IMAGE?

When we talk about image, we're talking about public perception. On the one hand the Revolution has succeeded in giving itself an air of mystery. On the other hand some people will see it as Nintendo opting out of the E3 war because Sony scared it off. Sony played a very aggressive hand and this day and age aggression gets you places. That said Sony really shouldn't have shown so much. It's showing prooved that amazing graphics aside it really has nothing more to offer than the Xbox360. And that pad is awful...

The most important factor though is that in terms of image Nintendo has managed to change very little. Yes the design of the hardware is far more stylish and mature, but by being so secretive it stands to be forgotten in the public's eyes. It's very important for Nintendo to get something in place for the Autumn. Whether that's in the form of a conference, a trade show or a mini tour, it needs to send a very clear message out that Revolution is every bit the contender and not in any way third on the list. Leaving it later than September could spell disaster for its public image.



CUBE THINKS...

We make sense of the madness

WE'LL ADMIT IT: we're angry. E3 2005 was the big showdown. For once in its life we wanted Nintendo to come out fighting, but it didn't even try. Regardless of how good the machine turns out to be and no matter how many revolutionary features it has, Nintendo has dropped the ball on this one. Like we said, we're angry right now. We will calm down though...

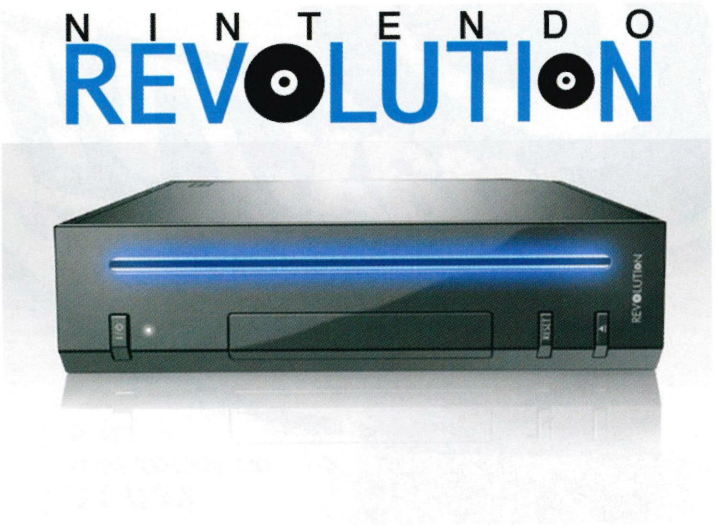
(A few hours later) Well, we were angry but now that we've actually thought about it we're quite excited. In reaction to the knowledge that Microsoft would be blasting the Xbox360 open wide Sony prepared something that pissed all over it. Well done Sony: you succeeded in belittling Microsoft and making sure that the PS3 is on everyone's shopping list. However, in doing that you've very much exposed your hand. There are no surprises left between now and next June, and if anything the first in-game movies won't look as good as the demos we saw at E3. Nintendo, on the other hand, has put itself in a unique position.

Once all the anger (from fans desperate to see some games) has dissipated people will look at Revolution and see the facts: a sleek, sexy design. Backwards compatibility with hundreds of GameCube games. A familiar development environment (more on that in a bit). An upgradeable laser reader. A potentially phenomenal games download system. Free WiFi network play. They'll look at these things and get very excited again.

Even without having any idea of the machine's graphical performance we're excited. Nintendo has plenty of secrets to share over the next 12 months: the controller, the machine specs, the price of the download service, the games in development and of course the graphical capabilities. By not showing us anything the competition has no idea what to expect. Neither Sony or Microsoft cam prepare themselves, thus leaving Nintendo is the best position of all.

Even now we can start speculating about other aspects of the machine though. As we've already said the download service has the potential to draw third-parties in like moths to a candle. No publisher in their right mind would turn down the chance to charge a minimal fee for gamers to download their games of old. Third-parties will have everything to gain. Let's just hope that Nintendo allows everyone else to join the party and not keep it all to itself. One very important attribute of the Revolution is the ease of development. Nintendo has purposely kept the architecture very similar to the GameCube. This means that developers already know how they should be working with the dev kits and in turn means that first generation games will already be using much of the machine's power. We will see better games earlier on in the machine's life. This also means that development costs will be far lower than Xbox360 and PS3 games, which are reportedly going to demand massive teams and development resources. This will almost certainly result in smaller developers working exclusively for Revolution and handhelds, purely because they can't afford to develop for the competition.

Next issue we'll break down the potential the Revolution has in even more detail, but in the time being we're going to track down some developers and see what they think. It's going to be a very, very exciting year.





max.TV

Switch On to max.TV

Tech Toys,

Delivered direct to your door!

Delivered direct to your door!



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.

Order Code: MAX576

Only £349.00 +p&p

NEW



Action Replay Max™ for GBA®/DS™

Action Replay Max™ is preloaded with THOUSANDS of unauthorised cheats and powersaves for the latest and greatest DS™ and GBA® games, and you can easily update it with new codes.

Even the odds by arming yourself with infinite health, bullets and time. Unlock secret levels, characters and vehicles. Now YOU can become all-powerful and beat ANY game!

Only £29.99 +p&p

Order Code: MAX315

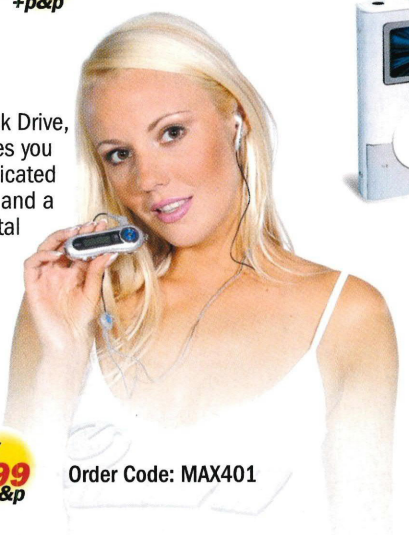
Features

- Preloaded with loads of cheats and powersaves for the latest and greatest games.
- New cheats and powersaves can be easily added and saved via built-in USB link.
- Colourful hi-resolution graphics

256MB MP3 Music Player

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.



Only £49.99 +p&p

Order Code: MAX401

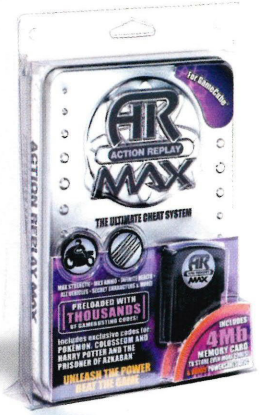


2GB MP3 Jukebox

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.

Only £149.00 +p&p

Order Code: MAX468



Action Replay Max™ for Gamecube™

The best-selling cheat device for Gamecube™ comes packed with over 12,000 powerful codes that put you in control of the action. Whether it is unlocking hidden layers in Zelda™ or giving you infinite cash in Pokemon® Action Replay Max™ makes the impossible possible.

Only £19.99 +p&p

Order Code: MAX117

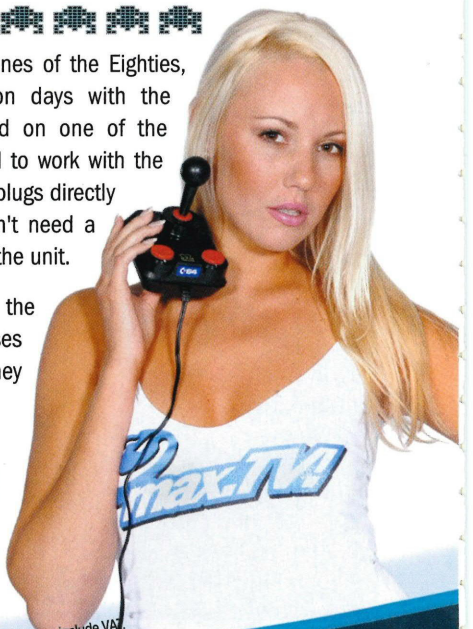
C64 Arcade Stick

It was one of the greatest games machines of the Eighties, and now you can relive those halcyon days with the Commodore 64 30-Game Stick! Based on one of the popular eight-direction joysticks designed to work with the C64, the Commodore 64 30-Game Stick plugs directly into your TV or video recorder – you don't need a computer to play the 30 games built into the unit.

Some of the greatest games ever to grace the C64 are included, and as the device uses the same operating system as the C64, they play exactly like they did back in the day.

Order Code: MAX464

Only £29.95 +p&p



CONTAINS 30 ACTION PACKED ARCADE GAMES

UK mainland orders. Some products may not yet be available, please check availability. Prices correct at time of going to press, we reserve the right to change prices and special offers without prior notice. E&OE. Prices include VAT. Direct is a trading name of Datel Holdings Ltd. Stafford Road, Stone, Staffordshire, ST15 0DG. Datel has been trading since 1983. For full details on our Terms & Conditions visit www.max.tv.

Gaming & Gadgets...

Delivered direct to your door! - Delivered direct to your door! - Delivered

Motorized Skateboard

NEW



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!

- 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

Only £149.00 +p&p

This product ***MUST*** be used with full safety gear (pads, helmet etc.) and cannot be used in public places.

Order Code: MAX661

DVD Recorder

DivX/MPEG4 Compatible



The time has come to get yourself a DVD recorder and, as you'd expect from MAX TV, this is no ordinary DVD Recorder. The main features that set it apart are its USB Socket and its DivX/MPEG4 compatibility. Both of these unusual features make this DVD Recorder the perfect choice for you if you have a large library of video files on your PC. It means you no longer have to sit at a desk to watch some of your favourite movies any more. This DVD Player can play them from disc (CD-R or DVD-R depending on file size) or even directly from a USB Flash Drive. And it's not just video, it even recognises MP3 music and Picture CDs! All this is in addition to the ability to record up to 6 hours of TV per DVD+R(W) disc.

Only £129.00 +p&p

Order Code: MAX461

Features

- One-Touch Record
- I-Link - Digital Video Input
- USB socket input
- Divx/MPEG-4 compatible
- SCART RGB video output
- S-video input
- 5 recording modes (60-360 minutes)
- DVD/CD/MP3/Picture CD/DVD+R(W)/DVD-R(W)/CD-R(W) playback

256MB MP3 Music Player

Only £39.99 +p&p

Order Code: MAX401



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.

ALSO AVAILABLE
512MB MP3 Music Player
Order code: MAX434
Only £59.99 +p&p

Paintball Marker Kit

NEW

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.



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.

Order Code: MAX628

Only £89.00 +p&p

Broadcasting on: sky Digital CHANNEL 669

Orderline: 0845 070 2571 or visit www.max.tv

SALES LINES OPEN:
Mon to Fri 8am - 11pm / Sat & Sun 10am - 10pm

Emoticon madness!





I know you, you're Jonny Bravo!

POKÉMON XD GALE OF DARKNESS

And we thought the XD bit was an internet joke

CUBE INFORMATION

POKÉMON XD: GALE OF DARKNESS	
PUBLISHER:	NINTENDO
DEVELOPER:	GENIUS SONORITY
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

FEB '06 | OCT '05 | DEC '05

A BIT OF PREVIOUS

POKÉMON COLOSSEUM
GAMECUBE

POKÉMON EMERALD
GBA

POKÉMON BLUE
GAME BOY



THE COMPANY LINE

"PURIFY THEM BEFORE IT'S TOO LATE"

NINTENDO PRESS RELEASE

CUBE BACHATCHA

But if we fiddle with the GC clock...

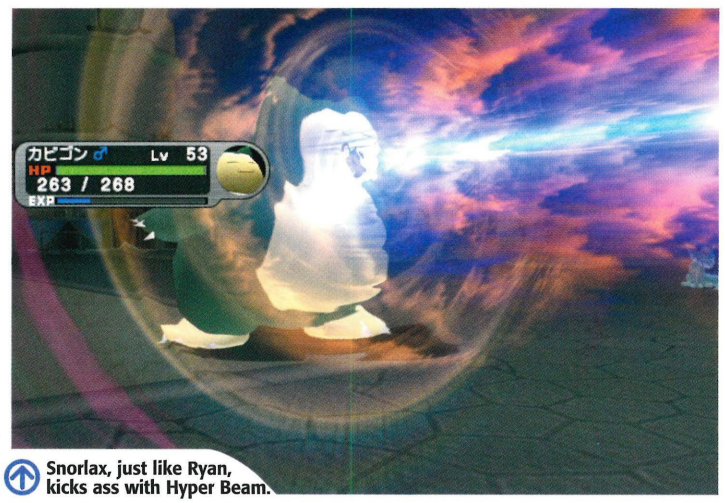
SOD IT, WE'RE on deadline like you wouldn't believe so here's the entire press release of *Pokémon XD*, enjoy: "Return to Orre for a new role-playing game in an expansive setting with a sinister plot and characters the likes of which have never been met before. With Eevee as their companion, players seek to unravel the mystery of Shadow Lugia. The fate and welfare of Pokémon lies in their ability to Snag and Purify them before it's too late."

And on the page are the only screenshots that exist. So read over that press release again, have a gander at the pictures and then we can all start hypothesising about the next GameCube *Pokémon* game.

Ready? Good. So no mention of the fabled long grass for traditional *Pokémon* catching then, hmm. And clearly you have to snag and purify the Shadow Pokémon again. But there will be an "expansive" setting, so that might mean it's quite big. However the "sinister" plot sounds a bit dubious, but "characters the likes have never seen before" seems promising, remember Mirror B? We'd never seen a camp man in a yellow suit with a rainbow afro before *Colosseum* (apart from that guy in *The Sims* artwork).

So there are wacky, possibly sinister, characters to throw your Shadow Pokémon at. And you do start with an Eevee so that means you can make it evolve with various elemental stones, on that shot with Snorlax (awesome!) you can just make out Vaporeon sitting on its tail. What's Snorlax doing? Kinda looks like Hyper Beam.

And it's going to be out in October this year, we're really scraping the press release for info now... Genius Sonority is making it! But you knew that, ah... remember how *Colosseum* was good for levelling up your Pokémon and catch... sorry, snagging some of the more special ones? Well that might happen here too. And you'll be able to link it with other *Pokémon* games, though maybe not *Dash*, which could mean that Munchlax isn't in it, but it might not. See ya, this has to go! CUBE



Snorlax, just like Ryan, kicks ass with Hyper Beam.





CUBE EXPECTATIONS

POKEMON :P



⊕ More Pokémon snagging!
⊖ Still no normal catching.

■ "More of the same" there's a cliché for you, and it describes life as well, well your life when you're playing *Pokémon*, it can get repetitive and the battles take a long time. Still, who's not going to be playing this? Oh, you and you and...

GHOST RECON 3

Hot in the city

CUBE INFORMATION

GHOST RECON 3	
PUBLISHER:	UBISOFT
DEVELOPER:	RED STORM
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

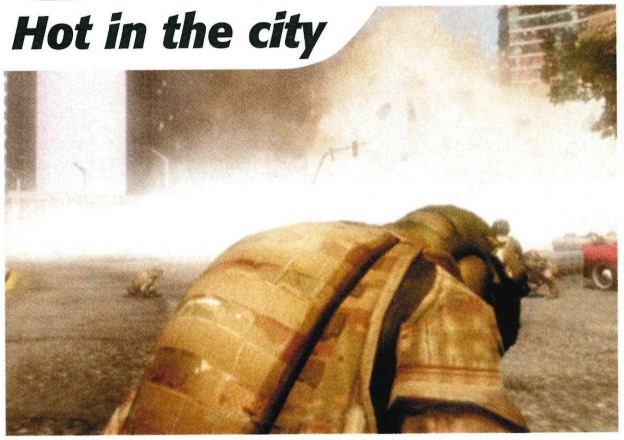
00 25 50 75 100

Q4 '05 | TBA | Q4 '05

A BIT OF PREVIOUS



SPLINTER CELL: CHAOS THEORY
GAMECUBE
POP: WARRIOR WITHIN
GAMECUBE
BG&E
GAMECUBE





Just how will the GC version hold up?

FIRST REACTION
How on earth are they going to recreate this on the current machines?

Can Ubisoft better its last attempt? It won't be difficult...

AND SO BEGINS a situation that will no doubt plague us for the rest of the year. There are currently many titles that are slated simultaneously for Xbox, PS2, GameCube and Xbox360. Just recently we've discovered that this is leading to developers going mad for the 360 versions and then wondering afterwards how exactly they're going to recreate their games on the lower spec platforms. *Ghost Recon 3* is a good example.

You can see from these screens that this game is not running on the GameCube. We wouldn't normally run a preview with non-GameCube screens, but this being E3 and all, we figured you wouldn't mind. Plus it's the only way we have of illustrating the game at this point in time. These screens are from the Xbox360 version of the game. Set in 2013, *Ghost Recon 3* features the US Army's newest invention: the Integrated Warfighter System. These soldiers combine advanced arms knowledge, satellite comms devices and enhanced survivability into one fighting package. A small team of these ghosts can take out an entire uprising... in theory. Of course in practice, it's all down to you and your gaming skills.

The game is set in various locations within Mexico City, and the big draw in terms of graphics are the many window-in-window displays that make up the options menus. Naturally the graphics in these screens are beyond what we can expect for the GameCube, although they aren't that far ahead of something like *Resident Evil 4*. Certainly the locales and character detail could be recreated to some degree. However, we already know how Ubisoft will handle it: the GameCube version will be last on the list of priorities and will no doubt be a port of the significantly inferior PS2 title.

The 360 version of the game looks fantastic, but then so did the Xbox version of *Ghost Recon 2*, and we all know how our version of that game turned out. Don't jip us again, Ubisoft.

CUBE

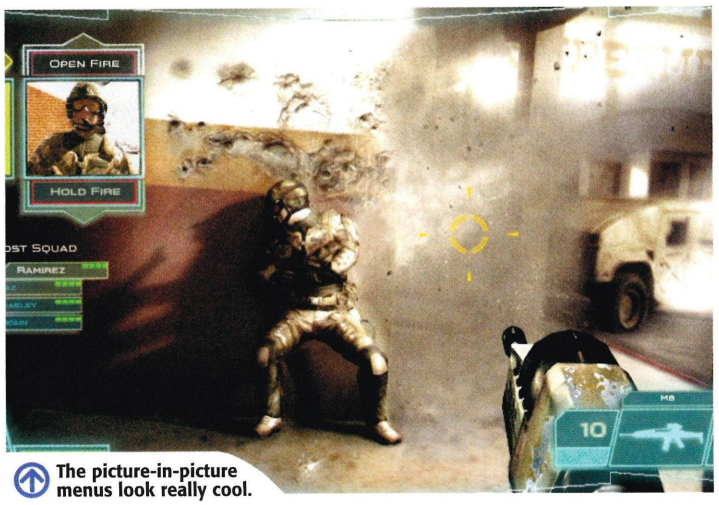
THE COMPANY LINE

"BUILT USING TOP TECHNOLOGY THAT PUSHES SYSTEMS TO THEIR LIMITS..."

UBISOFT PRESS RELEASE

CUBE BACKATCHA

So completely the opposite of *Ghost Recon 2* then?



The picture-in-picture menus look really cool.

CUBE EXPECTATIONS

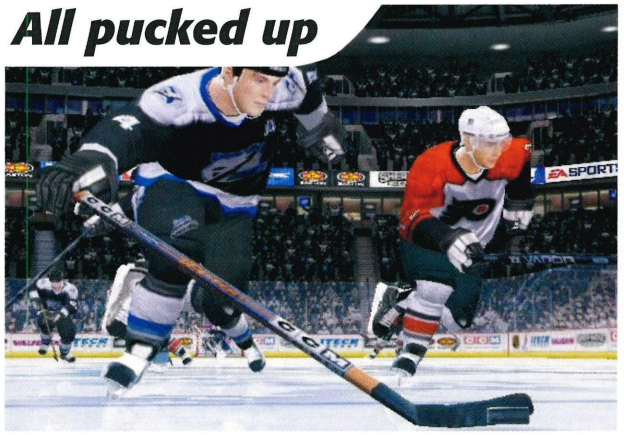
NEXT-GEN WARFARE



⊕ Many exciting new features.
⊖ We're worried about the GC version.

While we have no doubts that this game will be a fantastic Xbox/Xbox360 title, the GameCube ports of *Ghost Recon* titles are traditionally rubbish. Until we've seen advanced code we can only go by what we know.

All pucked up





Wasn't bad, spent some time with the kids, like.

FIRST REACTION

Apparently there are the expected gameplay tweaks but it will take a while to appreciate what difference they make.

NHL 06

This might be the only way the NHL will have a 2006 season...

CUBE INFORMATION

NHL 06	
PUBLISHER:	EA
DEVELOPER:	EA
ORIGIN:	CANADA
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

Q4 '05 | TBA | Q4 '05

A BIT OF PREVIOUS

NHL 2005 GAMECUBE
SSX 3 GAMECUBE
AGENT UNDER FIRE GAMECUBE



THE COMPANY LINE

"NHL 06 PLAYERS CAN SCORE LIKE A SUPERSTAR"

EA PRESS RELEASE

CUBE BRICHATCHA

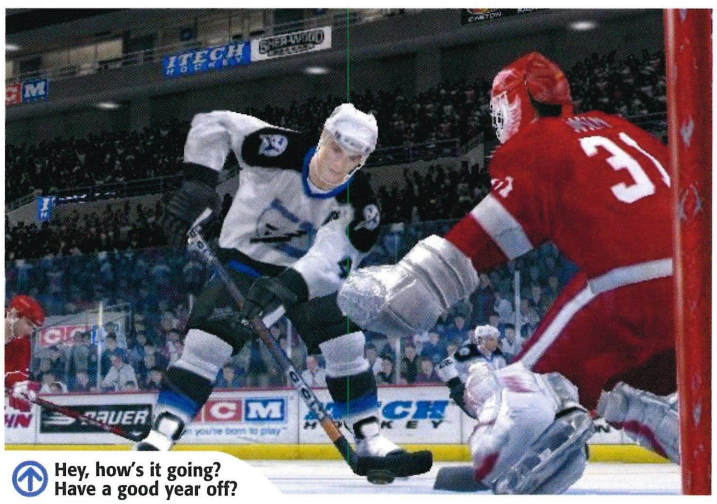
Roasting! Wahey!

THE NATIONAL HOCKEY League is an absolute mess. With the NHL wanting to impose a salary cap on all teams to "preserve economic viability" and the NHL Player's Union disagreeing, the 2004-2005 season was a lockout. In layman's terms, the entire season was cancelled with next season looking like it could be culled too. NHL.com has been regurgitating stories for the past year, free agents with no contracts have scampered to the lower pay European leagues and young draftees have had their futures thrown in doubt. It's a wonderful life for the NHL fan.

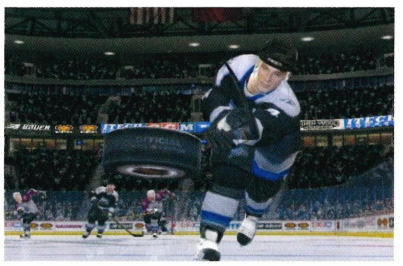
But hey, there's always *NHL 06*! As there hasn't been 'latest season' to provide new stats, that means – oh Jesus, oh Christ, oh God – EA is relying on gameplay and gameplay alone to pull in the punters. This is like a smut film hinging on its storyline or Girls Aloud counting on voices alone for people to turn up to their shows – entirely possible in theory, but unlikely. For the sake of completion, here is the List Of New. Players can now try various different shots using the EA Sports Skill Stick or ESSS for short (our abbreviation, not theirs). Spinoramas, toe drags, bat-ins and between-the-legs shots are also included. *NHL 06* will basically inch its own brand of digital ice hockey closer to the game you actually don't remember anymore because no NHL teams have played it for almost a year.

Other than that, there's "classic" deke control, with classic being a fancy way of saying "we couldn't really be bothered to change it, so it's the same as last year." Stroppy Tampa Bay Lightning centre Vincent Lecavalier will be on the cover. "I am very excited about being a member of the EA SPORTS team!" he shouts, perhaps realising that's the only team he'll be a part of this year. So there you go. This is basically the only way anyone's going to be watching the NHL in action anytime soon, so it had better be good. Or just another frantic ice hockey button mash.

CUBE

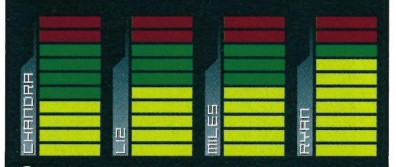


Hey, how's it going? Have a good year off?



CUBE EXPECTATIONS

EA SAVES ICE HOCKEY!



⊕ At least there will be hockey this year...

⊖ But without last season's stats?

■ **The current NHL situation is bad for EA. Ice hockey was haemorrhaging fans anyway and this hardly helps. EA will be applauded by fans for putting out a new game anyway, but the lockout could mean it's more complacent than usual.**

CUBE INFORMATION

THE SIMS 2	
PUBLISHER:	EA
DEVELOPER:	MAXIS
ORIGIN:	US
GENRE:	PUZZLE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

SEPT '05 TBA JUN '05

A BIT OF PREVIOUS

THE URBZ
GAMECUBE
THE SIMS: BUSTIN' OUT
GAMECUBE
THE SIMS
PC



Sim-ple life





Look it's Bournemouth in a game! Old!

FIRST REACTION

The Sims is getting back to what it was all about when it was the best selling game in the world, ever.

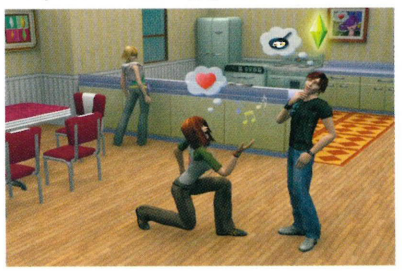
THE SIMS 2

The Sims 2 street for you? This isn't The Urbz, thankfully

IF YOU'RE READING this preview but you don't know who The Sims are, then you're probably cleaning your son's room. Damn nosy mothers (to ensure mother/son relationship stays intact, don't clean under the stereo, it's the modern day 'under the mattress' trick). So here's a crash course lesson for the uninitiated. The Sims are are people whose lives you control. You help them get jobs, to earn money, make friends and live a fulfilling virtual life. Essentially, it's a videogame that enables you to tell virtual characters to play videogames. Modern technology eh? Crazy.

The Sims 2 on GC should be identical to the PC version that came out last year, which in itself was *The Sims* with loads of new options. The only discernable difference when the sequel hits consoles will be that you'll directly control your Sims rather than having to wield a cumbersome click-mouse thing to get them to do want you want. The handheld versions are coming with a plot attached but GameCube thankfully remains free of any amateurish attempts at storytelling shackling the open-ended gameplay. We've played *The Urbz*. We know what happens when storylines get involved.

As for improvements over the original *Sims*, the compulsory 'new and improved gameplay!' for the sequel means you'll be able to influence the personality of your Sims, watch them collect memories, make enemies for life, see them try to fulfil their dreams. You can create a carbon copy of yourself, whether it's a depressed couch-potato or a city slicker drinking gallons of Evian





and flirting with the girls in finance. Sure, cynics can argue it's a re-run of *The Sims* in prettier clothes but you'd be hard pushed to find someone who didn't like *The Sims* and with personality playing a much bigger part now, it should be even better. CUBE

THE COMPANY LINE

"THE MOST AUTHENTIC SIMS EXPERIENCE EVER ON A CONSOLE"

EA PRESS RELEASE

CUBE BACKATCHA

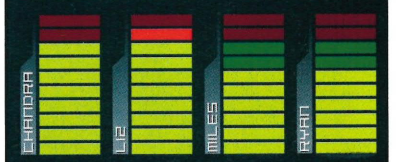
The most exciting line in the most boring press release of all time.



She's a lucky bride, everyone fancies him.

CUBE EXPECTATIONS

BELATED CONSOLE PORT



⊕ It's *The Sims 2*. Everybody loves *The Sims*!

⊖ Control seems a bit clunky at the moment.

■ **The *Sims 2* will be awesome. How awesome it will be depends on whether it receives the usual dumbed-down-for-consoles treatment and if the controls work properly.**

When duty calls





Miles: "Nazi's are not a laughing matter!" Fine.

FIRST REACTION
It's Call Of Duty with more men! And the fear! But not The Fear, obviously.

CALL OF DUTY 2

Witness! The power of men bonding in times of conflict!

CUBE INFORMATION

CALL OF DUTY 2: BRO	
PUBLISHER:	ACTIVISION
DEVELOPER:	TREYARCH/ GREY MATTER
ORIGIN:	US
GENRE:	FPS
PLAYERS:	1

PERCENTAGE COMPLETE
00 25 50 75 100

NOV '05 | TBA | NOV '05

A BIT OF PREVIOUS

SPIDER-MAN 2
GAMECUBE
KELLY SLATER'S PRO SURFER
PS2
NHL 2K3
GAMECUBE



THE COMPANY LINE

"ATTENTION SOLDIERS!"

ACTIVISION PRESS RELEASE

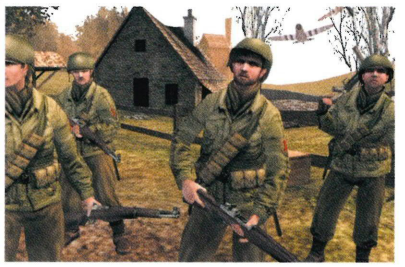
CUBE BACKATCHA

Please, don't ever start press releases like that again Activision.

WE COULD FILL this entire page with reasons why merely thinking back to *Call Of Duty* causes us to stifle a yawn but a paragraph should suffice. The artificial intelligence of the soldiers was beyond retarded. The heavily scripted events sucked the atmosphere out rather than adding to it. The idealistic approach to war screamed Disney with soldiers falling asleep when you shot them so you didn't have to worry about dirtying your hands with their blood. In short, it quickly revealed itself to be a mediocre FPS hiding behind a thin war veil. In shorter, it sucked. Big ones.

This isn't a preview wasted on giving *Call Of Duty* a kicking (well, it partly it is) but exists to point out that the sequel recognises the faults of its predecessor. Well, one of them anyway. *Call Of Duty 2* is about camaraderie, so the soldiers alongside you get angry, scared, fearful or brave depending on the situations they're in. Sadly, you can't order them about. The reason for this is in the confused chaos of gunfire and explosions, soldiers aren't the disciplined men whipped into lapdogs of war that they should be. This is all well and good but all Treyarch had to say was "we've improved the artificial intelligence a bit!" without having to try to make it sound more impressive than it actually is. In future Treyach, just tell us straight. We don't bite.

Otherwise it looks like business as usual with this World War II segment taking in North African missions against Rommel, Sicilian beach landings and an encounter with the Vichy (Google it if you're not sure, we're running out of space). The soundtrack should be excellent, the graphics polished up and the set-pieces more dramatic and hopefully *Call Of Duty 2* will get the big dollop of atmosphere required to hold these elements together. CUBE





"Where are we?" "Dunno, Scotchland?"



CUBE EXPECTATIONS

MORE OF THE SAME



⊕ See scared soldiers! Revel in their horror and fear!

⊖ Then get annoyed at the linearity all over again.

■ **There's nothing here to suggest this will be anything but another inferior *Medal Of Honor* wannabe. The first console *Call Of Duty* fell flat on its over-hyped ass. Keep your haemorrhoid cushion handy.**

CUBE

INFORMATION

VIEWTIFUL JOE: VFX BATTLE	
PUBLISHER:	CAPCOM
DEVELOPER:	CLOVER STUDIOS
ORIGIN:	JAPAN
GENRE:	ACTION
PLAYERS:	1-4

PERCENTAGE COMPLETE

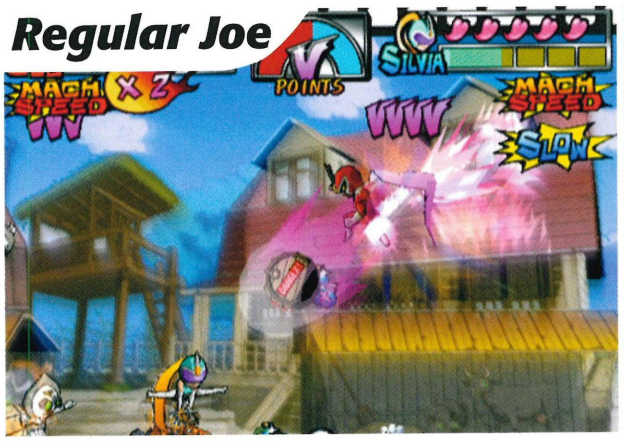
00 25 50 75 100

Q3 '05 Q3 '05 Q3 '05

A BIT OF PREVIOUS

RESIDENT EVIL 4
GAMECUBE
VIEWTIFUL JOE
GAMECUBE
VIEWTIFUL JOE 2
GAMECUBE







Fever Chance? Is that like a Limit Break?

VIEWTIFUL JOE: VFX BATTLE



His name is Joe, but he ain't no schmo!

THE COMPANY LINE

"WHO WILL STAR IN CAPTAIN BLUE'S NEXT MOVIE..."

CAPCOM PRESS RELEASE

CUBE BACKATCHA

Oooh, me, me! *jumps up and down*

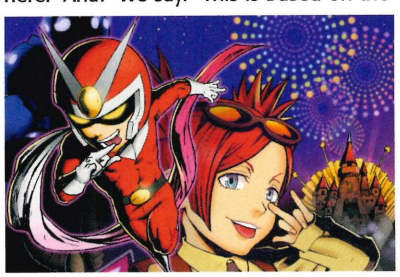
CAPCOM HAS BEEN keeping unusually quiet about *Viewtiful Joe: VFX Battle*. In journalism school, you're taught to make the opening sentence dramatic to draw in readers and the words 'unusually quiet' don't make for gripping reading. Well, unless you have acousticophobia, which is a fear of noise (thanks phobialist.com!). However, it is true and so after much digging around, research and using contacts, this is what we discovered.

The GameCube version will be complimented by a DS *Viewtiful Joe* but they'll both be different games. The DS *Viewtiful Joe* will have slightly scruffy graphics, some awkward and forced touch screen 'innovation' and carry on the series in the slow-mo, side-scrolling vein that previous Viewtiful games have done. The GameCube version will take the series down a different path altogether, opting for *SSBM* style combat with multiple characters on screen at once. It's been rumoured that there could well be a four-player mode kicking around. Two-player is all but confirmed, as early screenshots only show two health bars on the screen, and that alone is enough reason to work yourself into a frenzy over this *Viewtiful Joe* spin-off.

There's a concern that there aren't enough characters to support a *SSBM* style game. Actually, there's no real concern but we're trying to pre-empt you here. "Aha!" we say. "This is based on the anime series currently airing in Japan!" And so fears are put to rest as Captain Blue Jr and Sprocket are among the new faces. Captain Blue Jr is Captain Blue's son, obviously, while Sprocket is a female labour shark working for the syndicate Joe has to defeat. Sylvia, Joe's girlfriend, and his rival Alastor will also be present. Keep your eyes on this space for more information! But not literally. We mean a similar space in a future issue. CUBE



Two energy bars and picture in picture display.



CUBE EXPECTATIONS

BRAVE NEW DIRECTION



⊕ New gameplay twist shows Capcom is brave enough to try something new.

⊖ Needs four-player mode to fulfil its potential?

■ ***VFX Battle*** **is going to be an interesting experiment. The side-scrolling action has probably gone as far as it can and Joe needs freshening up.**

Extreme for your bunghole





Give us gnarly... yeah, that's what we said!

FIRST REACTION

Looks amazing but just how much better can it be than SSX 3? And what are those? Skis? Didn't expect that.

SSX ON TOUR

She'll totally be coming down the mountain when she comes, dude!

CUBE INFORMATION

SSX ON TOUR	
PUBLISHER:	EA
DEVELOPER:	EA BIG
ORIGIN:	CANADA
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

Q3 '05	TBA	Q3 '05

A BIT OF PREVIOUS

SSX TRICKY
GAMECUBE
SSX 3
GAMECUBE
NBA STREET
GAMECUBE



THE COMPANY LINE

"CHOOSE YOUR WAY TO BECOME A MOUNTAIN ROCKSTAR"

EA PRESS RELEASE

CUBE BACKATCHA

A beard and a guitar then. Woah, ZZ Top – awesome!

THERE AIN'T NO party like an *SSX* party, and you're cordially invited to this year's shindig courtesy of EA's Big boys. It's been two years since *SSX 3* shredded up the pistes with the most gravity-defying, over-blown and maxed-out boarding action ever conceived, so how do you top that? Easy – you pump it with even more steroids and step the hell back. Yeah, that's the cop out answer since we don't have much in the way of hard, cold facts to lay on you at the moment.

First, what we do know: this time you'll be able to hit the slopes on skis as well as snowboards but don't for a second imagine that makes it in any way less extreme, baby. Just think of *Jonny Moseley Mad Trix*. Eww, actually don't do that. Don't ever do that.

It also seems that you'll be able to create your character from scratch rather than having to choose from the existing band of reprobates, although you'll no doubt get to play with your old friends if you so choose. Mmm, we want to play with Elise again. Ahem. Bearing in mind the depth of character development available in *Tiger Woods 2005* for example, the possibilities a re limitless for creating your dream rider and you'll then be able to pit your skills against the veteran *SSX*ers you know so well from previous instalments.

Presumably given the On Tour label you'll be off around the world, which hopefully means multiple mountains to trash. The open environment of *SSX 3* worked brilliantly and it would be a crying shame to lose that aspect.

A further two years digging around inside the current generation hardware has enabled the boffins at EA's Vancouver development studio to crank the visuals up several notches, which once again begs the question of why the next generation of consoles are being foisted upon us so soon and just how much better they can possibly look given the quality that's being squeezed from the current platforms. Anyway, here's the rub. *SSX 3* scored a resounding 9.3 back in Issue 25 and it still rocks as hard as it did in 2003. Hit me *SSX*, one more time! CUBE

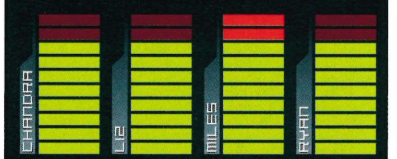




Trees coming up fast... very fast... uh oh!

CUBE EXPECTATIONS

SSX, THUGS 'N' ROCK 'N' ROLL



- The greatest extreme sports franchise.
- Create your own character!

■ **The likes of *Cool Boarders* and *Amped* come and go, but *SSX* has stuck its flag in the summit and claimed the snowboarding crown for its own. The last game was outstanding and there's no reason to suppose *On Tour* won't be.**

NEED FOR SPEED: MOST WANTED

Ain't got time to speed

CUBE INFORMATION

NEED FOR SPEED: MOST WANTED	
PUBLISHER:	EA
DEVELOPER:	EA
ORIGIN:	CANADA
GENRE:	RACING
PLAYERS:	1-2

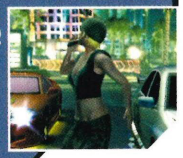
PERCENTAGE COMPLETE

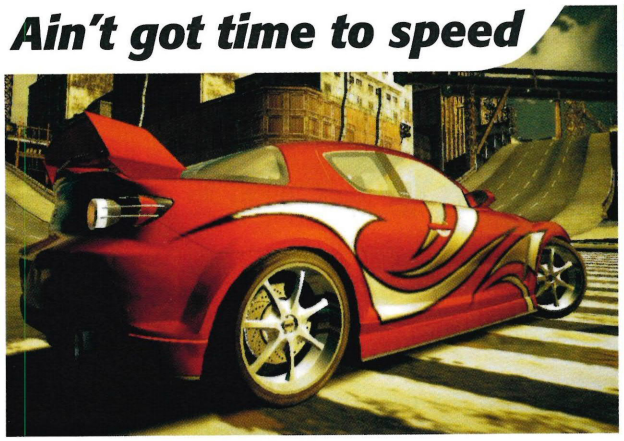
00 25 50 75 100

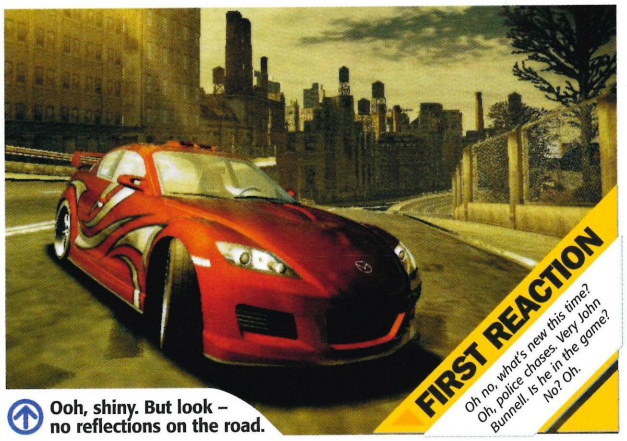
NOV '05 (UK) TBA (Japan) NOV '05 (US)

A BIT OF PREVIOUS

NEED FOR SPEED: UNDERGROUND 2
GAMECUBE
MOH: UNDERGROUND
GAMECUBE
THE URBZ
GAMECUBE







FIRST REACTION

Oh no, what's new this time? Oh, police chases. Very John Bunnell. Is he in the game? No? Oh.

Ooh, shiny. But look – no reflections on the road.

THE COMPANY LINE

"STREET RACING DOESN'T GET ANY BETTER THAN THIS"

EA PRESS RELEASE

CUBE BACKATCHA

OMG!!!1 CUBE'S FIRST 10 OUT OF 10 GAME!!!!1!

Is it really the most wanted?

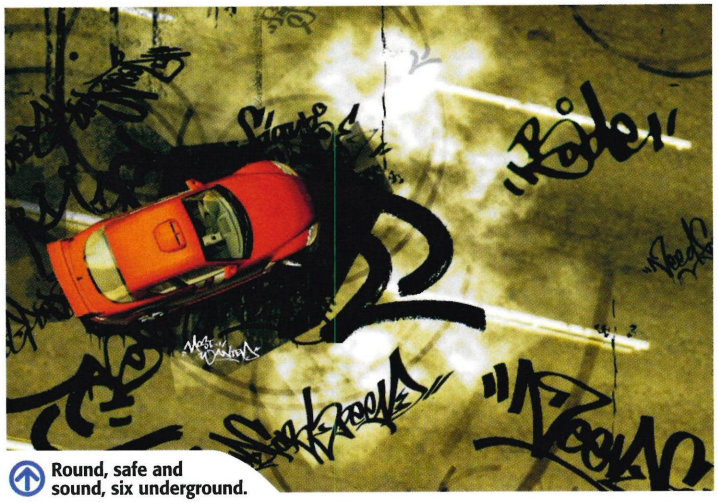
CHASING IS MAN'S most primal instinct. Whether it's playground games of tag or bush-twitching in the rain waiting for Sarah out from Girls Aloud to do her weekly shopping at Spar, the art of chasing is about man at his most feral. So *Need For Speed: Most Wanted* ditches the laborious photo shoots and drag racing that clogged up *Underground 2* for the thrill of the chase.

This is the best move EA could have made after *Underground 2* ground to a halt with its tedious objectives and freeform gameplay suffocating any sensation of speed. The open world will remain but should make more sense as a Rap Sheet and Black List means you'll have police (or cops, this is America remember) chasing you, so you can improvise your own getaway route. Apparently, chase experts have been brought in to ensure the cops use real tactics to make sure your joy-ride quickly comes to an end, although what exactly constitutes a "chase expert" we're not sure. Probably just someone who's watched re-runs of *World's Scariest Police Chases*.

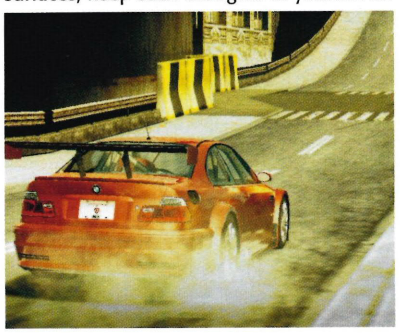
It could immitate classic driving films like *Bullitt* and *The Driver* but remember how slow *Need For Speed: Underground 2* was? Until evidence of eye-peeling speed surfaces, keep such thoughts to yourselves.

In any case, *Most Wanted* will retain that Burberry-tinged element of car-modding to keep any comparisons to such films at an ASBO restraining order distance. You can put your own vinyls and extravagant colour schemes over any muscle car or sports car you want. Ultimately, it will be the chasing that determines this title's worth and while it might not be as sexy as watching Sarah squeeze an orange in the fruit aisle, it makes *Need For Speed: Most Wanted* a more exciting prospect than *Underground 2* ever was.

CUBE



Round, safe and sound, six underground.



CUBE EXPECTATIONS

NOW WITH ADDED CASE!

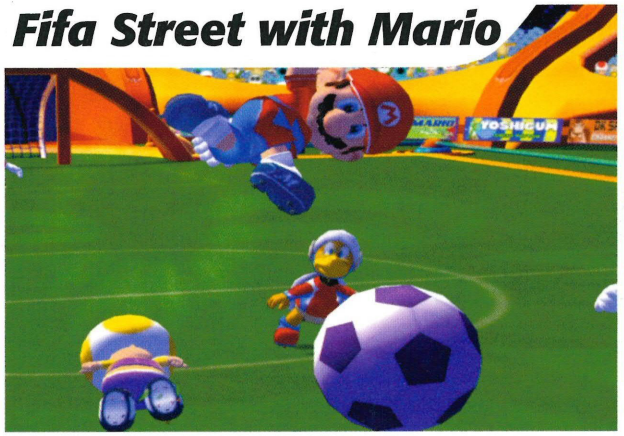


⊕ New chase mode should inject speed into game.

⊖ Will still be chav-tastic in all likelihood.

■ It will have a bling soundtrack, it will have shiny graphics, it will have car customisation for us to make fun of, it will probably score between 6 and 8. "Better than *NFSU2*," we might say, "but not great."

Fifa Street with Mario





Wario is up to his dirty tricks again... tsk...

FIRST REACTION

We love Mario and we love football. The two together could be a blessing from heaven... maybe...

SUPER MARIO STRIKERS

Nintendo still hasn't run out of sports!

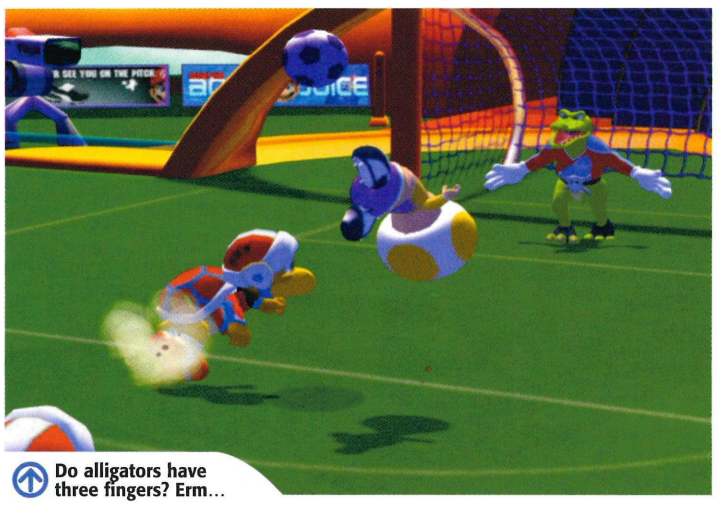


WE COULD GO for the generic introduction here that other mags will no doubt employ – *Mario Golf* was awesome blah blah blah *Mario Power Tennis* was awesome blah blah blah *Mario Baseball* is zzzz. BORING. We're not interested in that tedious blathering. Getting straight to the point, *Super Mario Strikers* looks to be a tricked-up five-a-side take on the world's most popular sport. *FIFA Street* with Mario up front? Possibly.

What we know is this. As in *Mario Power Tennis*, you can use power-ups to swing the advantage in your favour. So you can freeze players on the other team using an ice shell or chase the entire team away using a Chain Chomp. As for the teams, there's probably going to be a Mario team and Mario is obviously going to be the lone striker, shouting "Here we go!" at kick-off and "Yes, I'm a winner!" whenever his team triumphs. Which is an improvement on Man United's horse-in-a-man-costume lone striker Ruud Van Nistelrooy but we sincerely hope there are more soundbites to go around the Nintendo characters this time. Even now, the sound of "Waaaaluigi" after listening to it in *Mario Power Tennis*' ad nauseam is enough to make a sane person punch his mum in the face.

If the press release is anything to go by, it's certainly not going to be a simulation thanks to it referring to 'soccer', 'corner kicks' and really ramping up enthusiasm with phrases such as "get ready for the world cup of gaming." WORLD CUP IS CAPITALISED FOOLS. It'll most likely be geared towards multiplayer gaming, where you can invite all your Mario loving friends around for a big session of *Super Mario Strikers*. As Miles says, "Football? Awesome! Mario? Awesome! Football plus Mario? Double awesome!" Is he right? No, because we all know that only *Winnie The Pooh* is doubly awesome. Miles, you should know better...

CUBE



Do alligators have three fingers? Erm...

CUBE INFORMATION

SUPER MARIO STRIKERS	
PUBLISHER:	NINTENDO
DEVELOPER:	NEXT LEVEL GAMES
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

Q2 '06	Q1 '06	Q1 '06

A BIT OF PREVIOUS



MARIO POWER TENNIS
GAMECUBE

MARIO PARTY 6
GAMECUBE

MARIO GOLF
GAMECUBE

THE COMPANY LINE

"...SURE TO SEE SOMETHING NEW AROUND EVERY CORNER KICK"

NINTENDO PRESS RELEASE

CUBE BACKATCHA

Corner kick? Yee-haw! I love soccer ball! Go reds!

CUBE EXPECTATIONS

ARCADE-STYLE SOCCER!



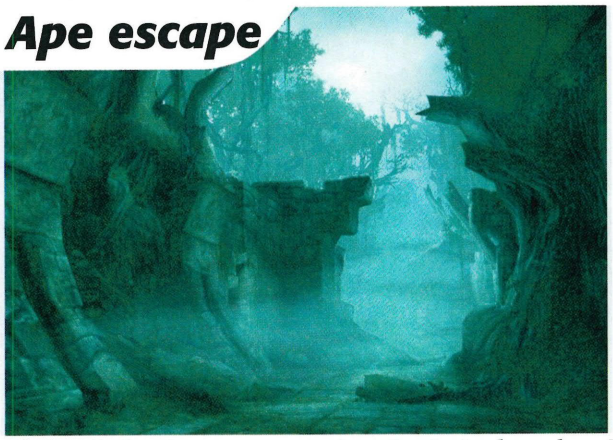
(+) It's got Mario in it.

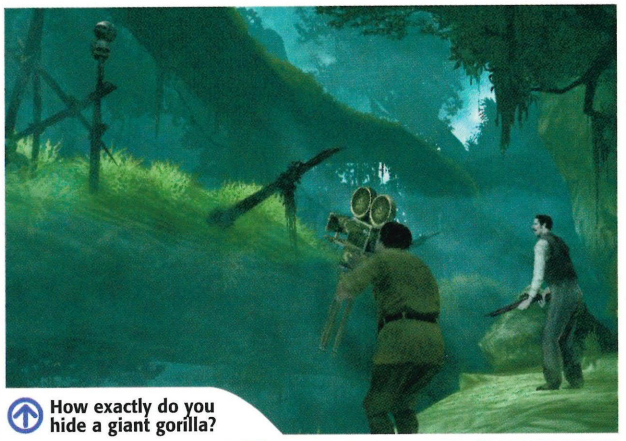
(–) It's got Mario in it.

■ Going on past performances with *Mario Golf* and *Mario Power Tennis*, it's already easy to lump this in the multiplayer category and then kick back and wait for release day. We await something spectacular.

KING KONG

Ape escape





How exactly do you hide a giant gorilla?

Ubisoft in 'great movie tie-in' shocker!

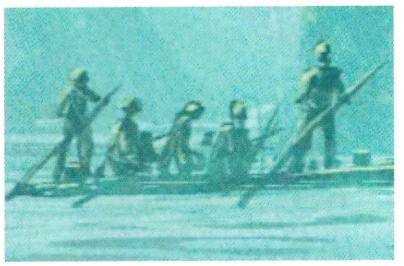
EVERY NOW AND then a really special game comes along. You don't have to see screenshots to know how good it will be. Just the name of the person guiding the development team and a rough idea of what it will encompass should be enough to get you very excited. *King Kong* is one such game.

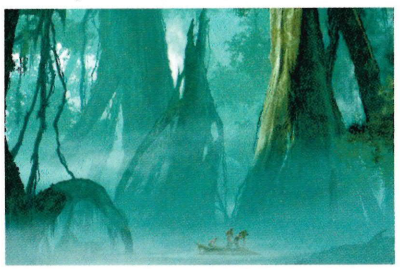
Headed up by Michel Ancel (the mastermind who dreamed up *Rayman* and brought us the quite magical *Beyond Good & Evil*), the game will be based on the forthcoming Peter Jackson movie and will feature a collaborative effort quite unlike any film tie-in that has gone before it.

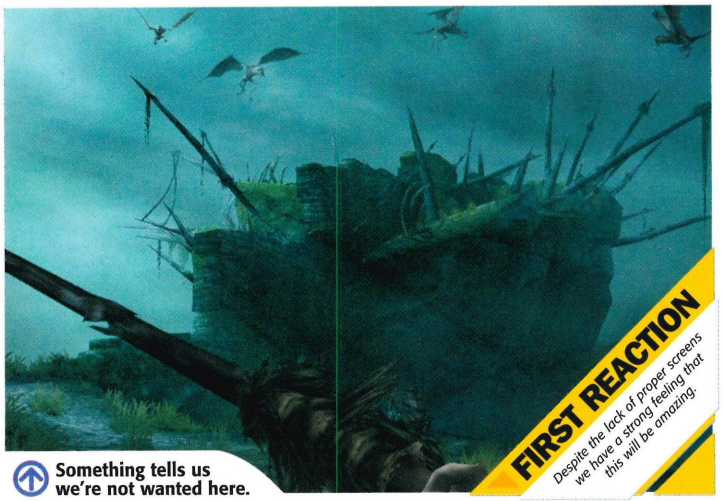
The story goes that Peter Jackson played through *Beyond Good & Evil* some time ago, and was so impressed with Ancel's work that when the business of creating the game came about Ancel was the first person Jackson called. With any other game we would simply dismiss this as PR spin, but under the circumstances it's entirely believable.

The film looks to be re-telling the classic story whereby a group of explorers/scientists and a hot blond go to an island and capture the giant ape, King Kong, before bringing him back to civilisation. The only shots that are available right now show the explorers wading through the swamp, but already it has a good feel to it. We're just waiting for other giant animals or dinosaurs to leap out of the murky depths causing chaos and panic.

This is one game that we're all really excited about. It was extremely gutting to watch *Beyond Good & Evil* perform so badly at retail, so much so that a sequel wasn't even a consideration. Perhaps now Mr Ancel will get his chance to shine on a mass market level. We'll be sure to bring you the very first hands-on feature, exclusively, towards the end of the summer. Hope the film's as good!







Something tells us we're not wanted here.

FIRST REACTION

Despite the lack of proper screens we have a strong feeling that this will be amazing.

CUBE

INFORMATION

KING KONG	
PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	FRANCE
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TBA TBA TBA

A BIT OF PREVIOUS

BG&E
GAMECUBE
PRINCE OF PERSIA: WW
GAMECUBE
SPLINTER CELL: CHAOS THEORY
GAMECUBE



THE COMPANY LINE

"PLAYERS WILL TRULY LIVE THE MOVIE EXPERIENCE"

UBISOFT PRESS RELEASE

CUBE BACKATCHA

For once, we have nothing sarcastic to say.

CUBE EXPECTATIONS

A POTENTIAL CLASSIC

CHANDRA TIM MILES RYAN

⊕ It's by Michel Ancel.
⊖ No proper screens as yet.

■ **Anyone who played *Beyond Good & Evil* knows how good it was. *King Kong* should have that same magic, the same compelling storytelling and will be running on an enhanced version of the *BG&E* engine. It's going to be awesome.**

Power Extreme





Fight in caves! That's pretty exciting, no?

FIRST REACTION
More of the same or MORE of the same? Dunno yet, this is just a Preview.

X-MEN LEGENDS II: RISE OF APOCALYPSE

X-Men! Level up!

CUBE INFORMATION

X-MEN LEGENDS II: ROA	
PUBLISHER:	ACTIVISION
DEVELOPER:	RAVEN SOFTWARE
ORIGIN:	US
GENRE:	RPG
PLAYERS:	1-4

PERCENTAGE COMPLETE
00 25 50 75 100

TBA TBA TBA

A BIT OF PREVIOUS

X-MEN LEGENDS
GAMECUBE
SPIDER-MAN 2
GAMECUBE
THUG 2
GAMECUBE



THE COMPANY LINE

"DELIVERING SIGNIFICANT ENHANCEMENTS OVER THE FIRST TITLE"

ACTIVISION PRESS RELEASE

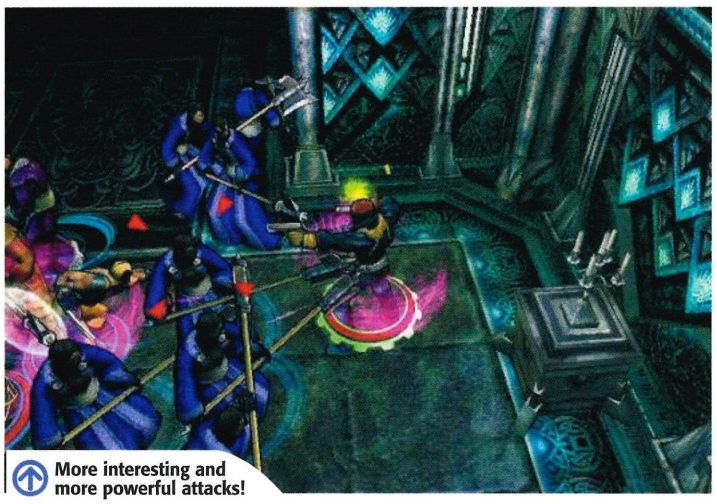
CUBE BACKATCHA

Better had. Right!

X-MEN LEGENDS GOT good scores across the board including a big fat 8.0 from us. Unfortunately this 8.0 was based on playing half the game. Due to time constraints we didn't get to finish it. If we had that score would've been marked down a bit. Why? Because it got dull, the graphics were boring, all the characters tended to fall into three groups – long range, short range and status effects – you could see what was coming next on the levelling up screen, the AI was rubbish at fighting and all the big special attacks were just smart bombs. There just wasn't that much diversity within the game, even with all the different powers of the X-Men, which only became apparent after the review was written and after the game was completed at a later date. And we only unlocked some extra costumes! How about some more levels or characters?

X-Men Legends II is set to rectify that! Aren't we enthusiastic? Yes, but it's a lie. That's the power of the exclamation mark.

It's funny though – through all the different X-Men games the same (early) plotlines are used over and over. This one however "is set to rectify that!" and concerns the immortal Apocalypse and his Four Horsemen (the *Age Of Apocalypse* storyline that was in the comics in the mid Nineties, though there's bound to be quite the bit of artistic licence going on). Which means you get to control Magneto and his Brotherhood (of evil mutants) as well as the X-Men in a two-headed purple monster from Sesame Street co-operation kinda way. This is good, there's one mission (just one) in the original where you teamed up against some Sentinels and it was good fun. Except that's not the case here. In *Legends II* you still only take four mutants into the field to defeat the 100 or so different enemies using a greater variety of powers than before. And travel all over the world – snow levels! The conclusion to this Preview is in the Expectations box. Read it there first!



More interesting and more powerful attacks!



CUBE EXPECTATIONS

HEX-MEN AND WOMEN



"X-men Legends II is set to rectify that!"

It may very well not.

■ **The original was a bit of let down after the promising beginning. If Activision can keep your interest going past the half-way mark then *Legends II* could be the definitive X-Men game. (Hmm, that's sounds rather familiar.)**

Yellow Fever





Pac-Man, pills, Pac-Man, this ain't easy.

FIRST REACTION
Looks exactly like all the others but there are some new moves to try. Well, new to Pac-Man, not to platforming.

PAC-MAN WORLD 3

Ever wondered how Pac People procreate?

CUBE INFORMATION

PAC-MAN WORLD 3	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE
00 25 50 75 100

DEC '05 (UK) OCT '05 (JAPAN) NOV '05 (US)

A BIT OF PREVIOUS

SOUL CALIBUR II
GAMECUBE



STAR FOX: ASSAULT
GAMECUBE

SMASHING DRIVE
GAMECUBE

THE COMPANY LINE

"NOW YOU CAN CLIMB FENCES AND JUMP UP WALLS"

NAMCO PRESS RELEASE

CUBE BACKATCHA

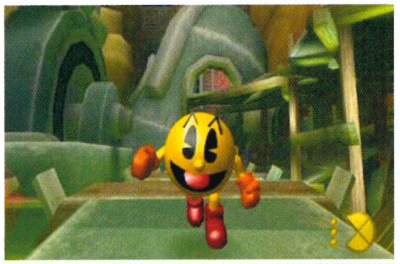
Yay for Pac-Man! Skillz.

WHO IS BUYING these games!? How can it be possible that the series is selling so well that a third game can possibly be justified!? It just doesn't make sense... we're talking about an average platformer based on a gaming icon here. People must go into a shop and think "oooh, it's Pac-Man, I've heard of him... I'll buy that for £40." Stopitrightnowyoumuthers!

You've probably gathered by now that Namco is indeed developing yet another game in the *Pac-Man World* series, but this time there's a difference. This time he's so powered up it's unbelievable. Unlike other super heroes who save the world and then sit back, Pac-Man has spent his time working out at the gym and jogging along the beach just in case he needs to save the world again. And guess what? He is going to have to save the world again, so it's lucky he didn't just sit about chatting up ladies.

Thanks to his dedication to the job he now has a bunch of new abilities such as the Power Ribbon, Time Decelerator (*collective sigh*), Electro-Charge, Chrome Power and Super Butt Bounce. Hmmm... it all sounds very *Super Mario 64*-but-not-as-good. Anyway, other new features include the ability to control the ghosts Pinky and Clyde. Why? Erm, because they want to save the world as well... maybe? Hey, it's probably what we would do if we were making the third game in a series of such staggering averageness. Lest we forget, it does include the original *Pac-Man* arcade game.

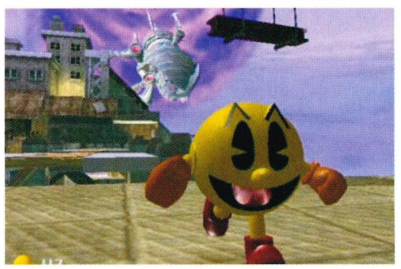
Seriously though, if you haven't experienced the other two games this could be worth a look. Despite our cynicism (curse our cynicism) they weren't all that bad and there are some mildly interesting sounding new features in the new game. You have been told. CUBE





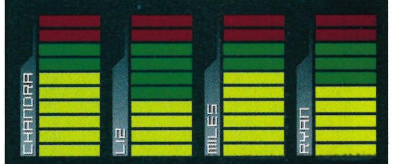


Pac-Man – he's a boxther, not a fighter.



CUBE EXPECTATIONS

DEFINATIVE PAC-MAN



⊕ Plentiful new features.
⊖ Still an average adventure.

■ **The original *Pac-Man World* wasn't all that bad, so really our cynicism only stems from the fact that Namco is dragging the series on for as long as it can. This new game will most likely be the best of the (very average) lot.**

Got the turnover!





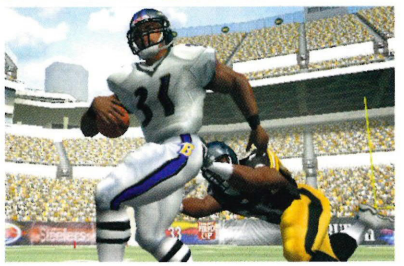
Go boy, fetch! Good boy, give daddy the ball...

FIRST REACTION

The cone of vision thing is an alright idea but you get the feeling EA are running out of things to tweak.

MADDEN NFL 2006





CUBE INFORMATION

MADDEN NFL 2006	
PUBLISHER:	EA
DEVELOPER:	EA
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

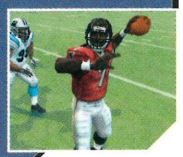
NOV '05 | TBA | OCT '05

A BIT OF PREVIOUS

MADDEN NFL 2005
GAMECUBE

NEED FOR SPEED: UNDERGROUND
GAMECUBE

SSX TRICKY
GAMECUBE



THE COMPANY LINE

"MAKE PERFECT THROWS WITHING [SIC] YOUR QUARTERBACK'S FIELD OF VISION"

EA WEBSITE PRESS RELEASE

CUBE BACKATCHA

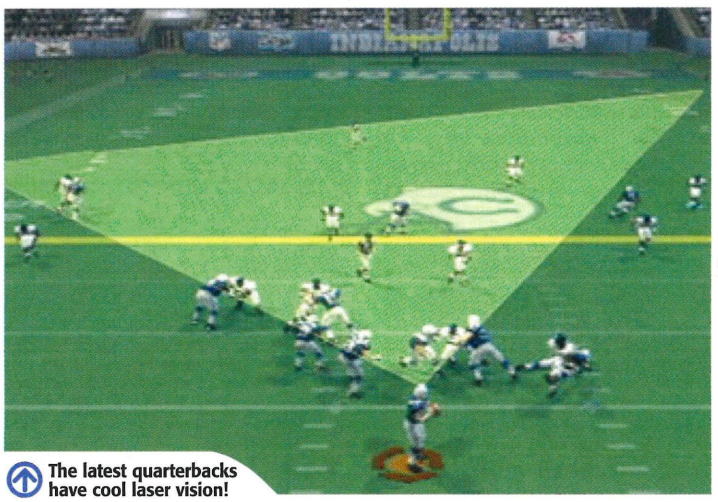
Dictionary? This is EA. EA? This is dictionary. Look up within. Now.

Turnover on downs!

IF A SPORTS sequel wants to stand out as bright and bold, having fat fans is not the way. Yet that's exactly what *Madden NFL 2005* did when it bounced onto the sports scene proclaiming greatness. "What's different about you this year?" we asked in eager anticipation. "Erm... them!" said *Madden NFL 2005*, pointing to the new create-a-fat-fan mode before wobbling off to eat more burgers.

Madden NFL 2006 shouldn't suffer from such problems because it actually has some gameplay innovations. The most prominent is Quarterback Vision Control which places a field of vision on the field to show where your quarterback is looking. Throw the ball to a receiver in your field of vision and he's more likely to grab it. The biggest benefit will be you can now use proper fake-out techniques on the field. With the cone of vision looking one way and all the defenders scrambling to cover that receiver, you can now throw to another, but he'll probably drop the pass. D' and indeed oh.

The biggest disadvantage we can think of is instead of just hitting the corresponding button to throw the ball to your receiver, you now have to set the vision cone first. It could prove just as cumbersome as it is "groundbreaking" or "innovative" but there's a back-up plan in the form of Quarterback Precision Placement. This allows you to throw the ball directly wherever you want to on the field. If you want to throw it behind the receiver so he has to come back and get it, you can. Alternatively, you can throw the ball far ahead of him and watch him take flight as he runs to catch up with it.



The latest quarterbacks have cool laser vision!

Basically, EA is turning *Madden NFL* into an extremely convoluted game of fetch. Even before EA signed up the NFL license exclusively Madden had long since left the competition for dead. How much all this excites you depends on how anal you are about it. CUBE

CUBE EXPECTATIONS

MORE THINGS CHANGE...



⊕ New quarterback features could be revolutionary.

⊖ But you know what? They probably won't be.

■ It's looking like *Madden NFL 2005* plus one (or *Madden NFL 2004* plus two, depending on how cynical you are). The new quarterback features sound gimmicky and included for the sake of having something new.

CUBE INFORMATION

HARRY POTTER AND THE GOBLET OF FIRE	
PUBLISHER:	EA
DEVELOPER:	EA
ORIGIN:	US
GENRE:	ACTION
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

NOV '05 TBA NOV '05

A BIT OF PREVIOUS

THE PRISONER OF AZKABAN
GAMECUBE



FIFA 2005
GAMECUBE

TIGER WOODS 05
GAMECUBE

Haarryy Poootteeeer!





Stripy jumpers eh, eh? Undulations. Eh, eh?

HARRY POTTER AND THE GOBLET OF FIRE

Against the odds, the Pottermeister continues to be 'much loved'

THE COMPANY LINE

"PLAYERS CAN ALSO TEAM UP WITH FRIENDS IN CO-OPERATIVE PLAY"

EA PRESS RELEASE

CUBE BACKATCHA

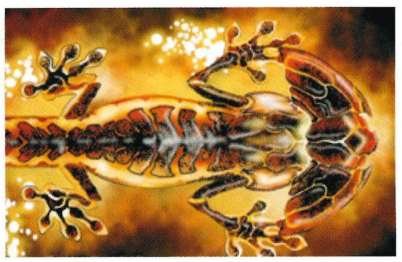
That's going to be one hell of a lad's night in.

THE THOUGHT OF Harry Potter might not make you oily with pleasure but look at the screenshots dotted around this page. Go on. Look. Look at them! Look at the graphics and tell us you didn't at the very least squint to try and spot signs that they're fakes. Well they're real shots, they look awesome and they're bound to drum up some interest in a series that's moved us to use the phrases "way too simple" (CUBE 14), "pretty duff" (CUBE 27) and "no challenge" (CUBE 34). *The Goblet Of Fire* game will closely follow events from the film. For those who don't know what muggles are (we sincerely hope it's the majority of you), the *Goblet Of Fire* sees Harry taking part in the Triwizard Tournament. We've been reliably informed that this tournament is "dangerous" and so includes the icy Black Lake, a twisty maze and a fire-breathing dragon. That lot might sound two-thirds boring and only one-third dangerous but hey, this is *Harry Potter* after all, which is about as menacing as a plate of cold chips.

Other movie moments that will find their way into the game include Quidditch World Cup and a showdown with Lord Voldemort. There's also co-operative play and with the trio of lead characters all playable, expect plenty of Ron and Hermione teams. No-one should ever even want to use Harry. Unless they want to make him die over and over again, or run his stupid face into the nearest magical tree or something. Then picking him will still be frowned upon but accepted. Finally, there's a new spell-casting system included and although there's no word on how it will work (apart from the obvious adjective "magic" on the press release), the CUBE-O-Meter Of Predicting Things says co-operative spells will play a major part. As for how the final game will turn out? Even the great CUBE-O-Meter Of Predicting Things isn't that great. CUBE



Oh it's all just about the elements really.



CUBE EXPECTATIONS

WHAT ABOUT GAMEPLAY?



- ⊕ Even at this early stage, the graphics look truly awesome.
- ⊖ It's still about that geek monkey Harry Potter.

■ **EA is remaining coy about this one but the graphics suggest that Harry's latest adventure has seen more man-hours than usual. We're interested to see how this one turns out.**



SHREK SUPERSLAM

Finally we can chuck Donkey at a wall...

THE COMPANY LINE

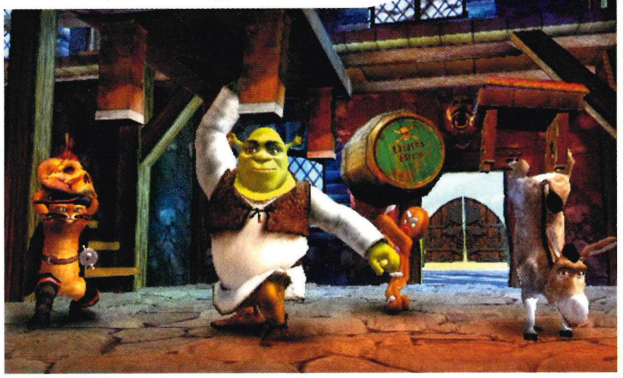
"ENDLESS MELEE ACTION FOR UP TO FOUR PLAYERS"

ACTIVISION PRESS RELEASE

CUBE BACKATCHA

But it will end eventually, or how will you know who won?

Everybody bundle





"Hit him!" That's essential fighting advice.

FIRST REACTION

It looks like this is using the same engine as Shrek 2 which is a solid and promising start...

CAST YOUR MINDS back to the original *Shrek* game published by TDK Mediactive. Aaarrgghh! Okay, fair point, let's forget about that shall we? Fast forward a little to *Shrek 2*, this time published by Activision. A much more pleasant title that, while not without its flaws, delivered a fun little game that remained true to the style and humour of the films. *Shrek SuperSlam* is a spin-off from that game that concentrates on fighting each other rather than CPU enemies. It makes sense. All we did in *Shrek 2* was kick Donkey in the ass so why not turn it into a *Smash Bros/Powerstone* style game?

SuperSlam will offer exactly what you'd expect from this sort of game. There's a whole host of characters from the film (20 to be exact) including Shrek himself (duh), Puss-In-Boots, Princess Fiona, Prince Charming and Cap'n Hook. Arenas are all fully interactive and destructible, so within reason you can pick up pretty much anything and lob it at your opponents. As well as weapons, potions and magical items will also be available to make things a bit more interesting. You can also break through walls into other areas *Dead Or Alive/Killer Instinct* style, and some arenas are booby trapped with environmental hazards. The game basically brings together the successful elements from a bunch of fighting games and combines them with the *Shrek* licence, the result of which is something that will no doubt appeal to the same people who enjoyed *Shrek 2*. No alarms, no surprises... just a bit of fun that will no doubt bring a smile to everyone's faces for a few hours. Heck, if we can get Miles to play as Donkey while we lob tables at his head we'll all be loving it. CUBE

CUBE INFORMATION

SHREK SUPERSLAM	
PUBLISHER:	ACTIVISION
DEVELOPER:	SHABA GAMES
ORIGIN:	US
GENRE:	BEAT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

Q3 '05 TBA Q3 '05

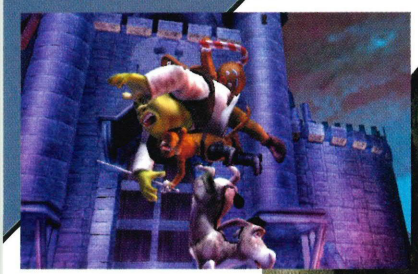
A BIT OF PREVIOUS

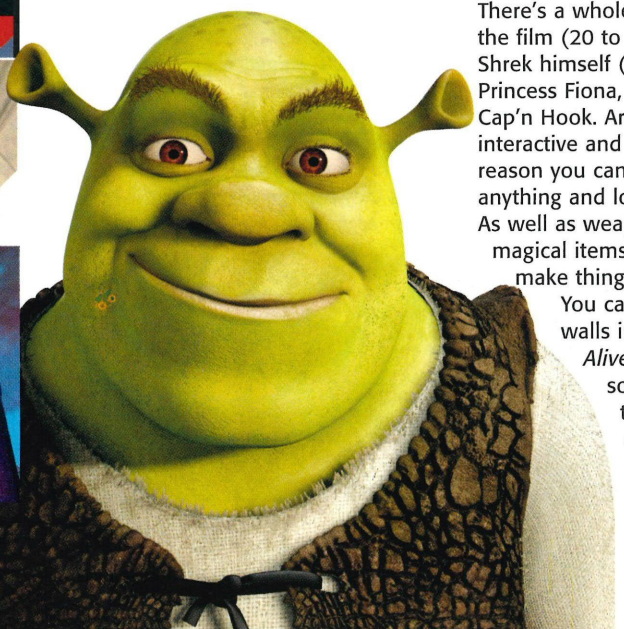
SPIDER-MAN 2
GAMECUBE

SHREK 2
GAMECUBE

CALL OF DUTY: FINEST HOUR
GAMECUBE







CUBE EXPECTATIONS

SUPER SHREK BROS



Faithful to the licence.

Aimed at a younger audience.

■ **Don't expect this one to push the envelope. It's obviously using the same engine as *Shrek 2* which is solid enough and if you like your free for all beat-'em-ups, most notably *Powerstone* and *SSBM*, it could be a fun.**

CUBE INFORMATION

THE INCREDIBLE HULK: UD	
PUBLISHER:	VIVENDI
DEVELOPER:	RADICAL
ORIGIN:	US
GENRE:	SMASH-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AUG '05 (UK) TBA (JAPAN) AUG '05 (US)

A BIT OF PREVIOUS

THE SIMPSONS: HIT & RUN
PS2
DARK SUMMIT
XBOX
CRASH TEAM RACING
GAMECUBE



THE COMPANY LINE

"...JUMP EVERYWHERE, CLIMB ANYTHING AND SMASH EVERYTHING – EVEN ENTIRE BUILDINGS"

AMES KIRSHEN, DIRECTOR OF VIDEO GAME DEV, MARVEL

CUBE BACKATCHA

This doesn't make us angry. It makes us very happy.

Anger Mismanagement





Pick up and hurl scenery and vehicles.

You never realised how destructive the green-eyed monster can actually be!

THE HULK TORE up the GameCube good and proper in 2003, and by 'tore up' we mean 'was in an instantly forgettable button-bashing tie-in to a movie that no-one really cared about'.

Enough has already been written about *Ultimate Destruction* so you're doubtless aware it's not based on any liberty-taking CGI Hollywood-isation of the big, green wreckin' machine, but an original story penned by heavyweight comic book author Paul Jenkins. So far so yeah yeah, tell us something we don't know. Well here's your starter for ten – it's looking pretty neat. Ignore the screenshots for a moment and imagine the sprawling, free-roaming playground of *Spider-Man 2*. The green angry isn't confined to the city streets though and we had a go at a bit of a desert level as well. It's too early to tell how persistent and open the world is actually going to be, but it appears to follow in the *GTA/Spider-Man 2* tradition of letting you run amok to your heart's content, or until you get bored and decide to trigger a mission. You might recall the word 'weaponization'. It was featured a few issues ago in an interview with developer Radical's project designer Eric Holmes. You might not recognise it immediately because in the aforementioned article it was printed in CAPITALS. This was designed to elicit EXTREME EXCITEMENT and to indicate that as features go, this one could very easily share a bed with adjectives like AWESOME and SPIFFING. Eric Holmes is American, and therefore given to great enthusiasm. We merely stroked our stiff upper lips, put the kettle on and awaited the chance to play it with the reserved dignity of the British.

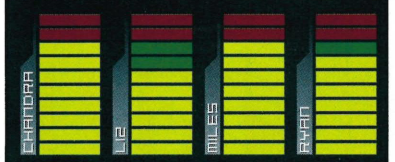
Now we have, and... dude, you can totally use cars as knuckle dusters! Check it out, we just body slammed that rooftop sniper 30 stories onto a tank which we then chucked at an incoming gunship to send it spiralling into a nearby gas station that like, blew up and stuff. That rocks! Who'd have thought it? CUBE



Surf a wrecked truck down Main Street!

CUBE EXPECTATIONS

THIS IS HULKAMANIA



Cut loose and trash everything in sight!

Comic licences often flatter to deceive.

■ With moves to buy and a bunch of mini-games as well, this promises more depth than the usual comic-based trash-a-thons which could be an irresistible combination for Hulk fans and people who just like breaking stuff alike.

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

IN DEPTH



CUBE ⊖ INFORMATION

PRINCE OF PERSIA 3	
PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	FRANCE
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

NOV '05 | TBA | NOV '05

PREVIOUS

FROM THE MAKERS OF...

PRINCE OF PERSIA: WW

■ The second game from the resurrected series.



TOTALGAMES.NET RATING: 90

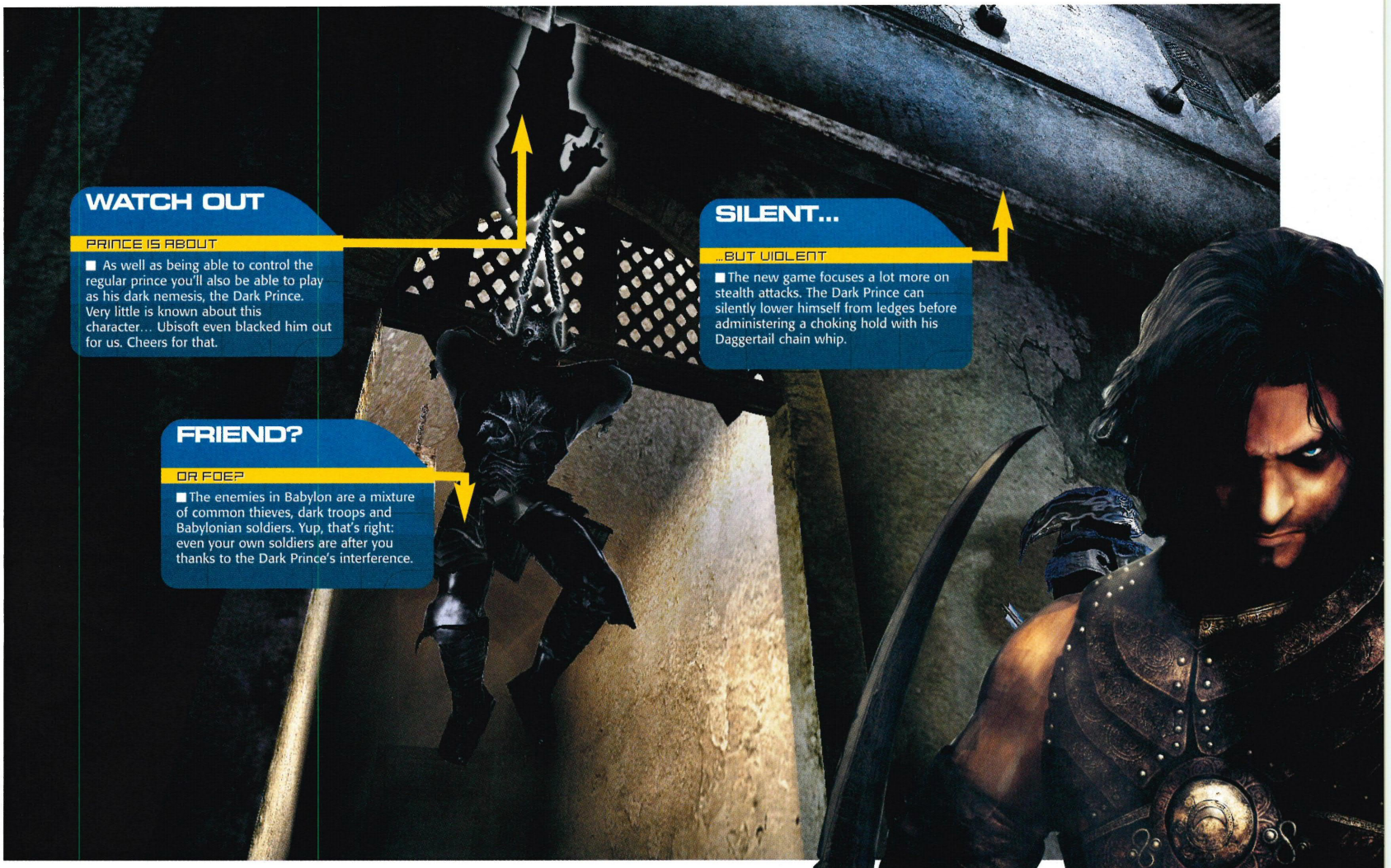
PRINCE OF PERSIA 3

He's behind you... ooops, too late, you're dead!

IT'S NOT VERY often that we get so excited about a third-party annual update. Usually third parties stick to the tried and tested formula and try to improve on it. You know roughly what you're getting and you're not expecting to be shocked in any way. Think any EA sports title, *Medal Of Honor*, *Need For Speed*, blah, blah, blah. Until a few weeks ago we didn't expect *Prince Of Persia 3* to go against that philosophy. Then we actually saw it in action...

Regular readers will already know from last month's news story that the next instalment in the *Prince Of Persia* saga will feature two very different playable characters. With the *Sands Of Time* restored the prince returns to the kingdom of Babylon only to find his hometown ravaged by war. It seems that altering the timeline has given rise

"A CROSS BETWEEN AN ING WARRIOR FROM METROID PRIME 2 AND A XENOMORPH"



WATCH OUT

PRINCE IS ABOUT

■ As well as being able to control the regular prince you'll also be able to play as his dark nemesis, the Dark Prince. Very little is known about this character... Ubisoft even blacked him out for us. Cheers for that.

SILENT...

...BUT VIOLENT

■ The new game focuses a lot more on stealth attacks. The Dark Prince can silently lower himself from ledges before administering a choking hold with his Daggertail chain whip.

FRIEND?

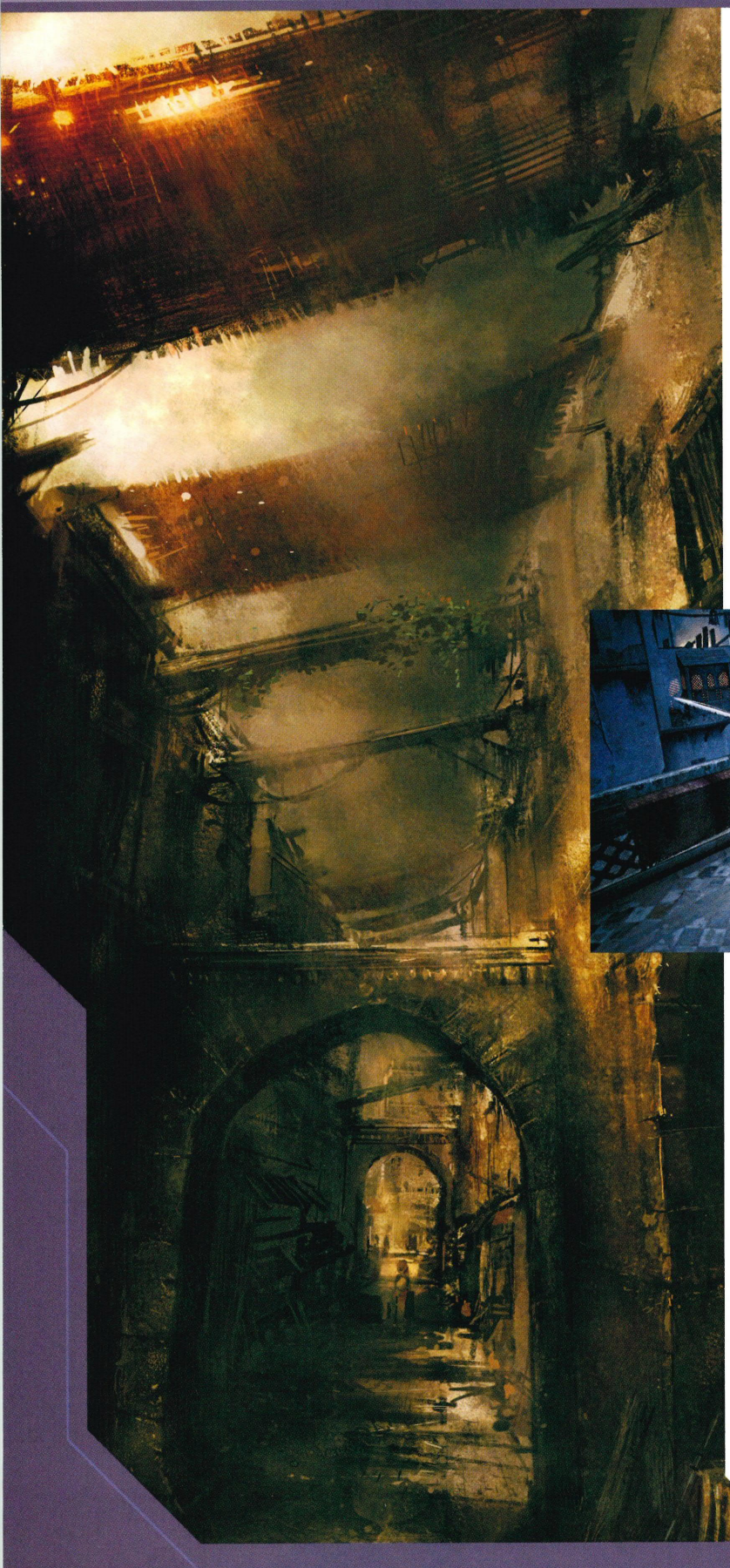
OR FOE?

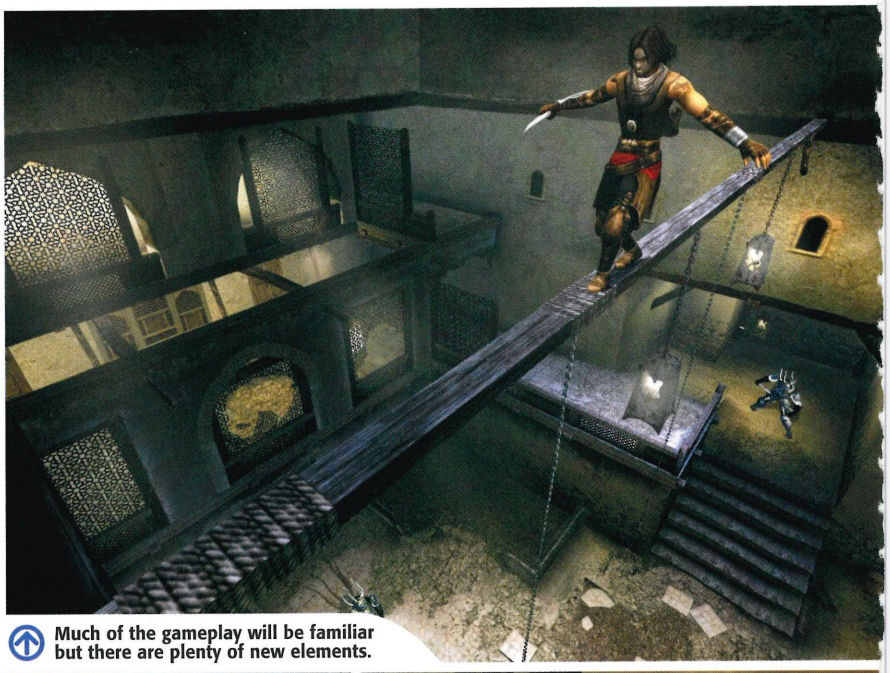
■ The enemies in Babylon are a mixture of common thieves, dark troops and Babylonian soldiers. Yup, that's right: even your own soldiers are after you thanks to the Dark Prince's interference.

to a 'dark' version of the prince that we're all familiar with. We're not talking dark as in a bit of a tan and some eye shadow either... we're talking full-on evil. The Dark Prince has travelled to Babylon and made his way into the king's palace under the guise of the genuine prince in order to assassinate the king and assume control. Regardless of whether or not the genuine Prince is guilty, even a glimpse of his outline has Babylonians running in fear and soldiers called to arms. The Prince is now a fugitive in his own home, and with so many troops looking for him, capture is inevitable. The Prince's lover Kaileena ends up sacrificing herself in order to save him, by unleashing the Sands Of Time once more.

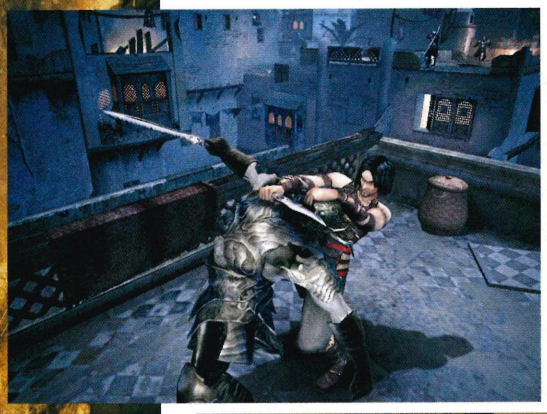
Now banished to the shadows of Babylon's back alleys, the prince must find a way to clear his name and save his disillusioned home, all the while with the Dark Prince on the loose. Ubisoft is still refusing to reveal full details on this mysterious character but he's more of a ghost than a physical being. With the original Prince out hunting dark blood the Dark Prince is making it his mission to destroy his nemesis. While he won't attempt a head-to-head confrontation he will attempt to possess the Prince with his dark spirit. This new information has us a little confused at the moment. Ubisoft previously hinted that you'd be able to play the game as two separate characters, but this is apparently no longer be the case (if it ever was). If the Prince







Much of the gameplay will be familiar but there are plenty of new elements.







"RUN YOUR BLADE THROUGH THEM BEFORE THEY EVEN KNOW YOU'RE THERE"



There he is: the Dark Prince. Come on, use your imagination.





Silly guard. If you didn't have that stupid helmet on you'd be able to hear him coming.

Even in the sketches he's been blacked out. For crying out loud Ubisoft, sort it out!

PICTURE PERFECT

Looks great in theory

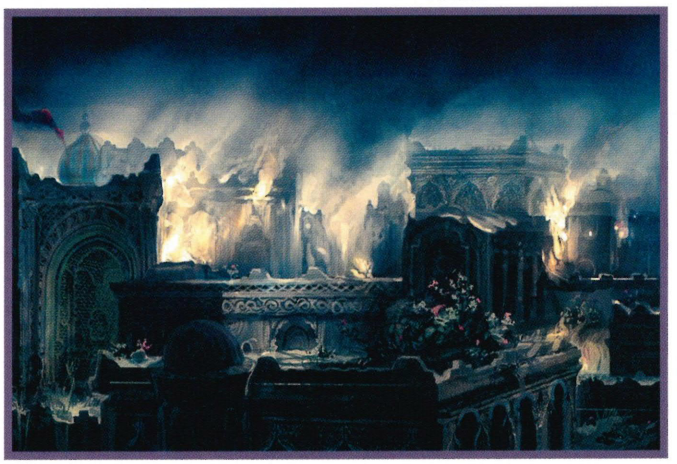
Even though screenshots are pretty thin on the ground right now (it takes a long time to grab screens apparently – that's news to us) Ubisoft has managed to get us a load of concept art that shows off the rich environments and fantastic vision of the designers. If the there's anywhere near this level of detail and exotic atmosphere in the final game then we really are in for a treat.

We have yet to find out where the Prince's quest will take him, but at the moment it looks like there are many different styles of environment within Babylon's walls: the wharf, the streets, the groves and the back alleys.



The artwork has a sumptuous level of detail, adding to the atmosphere.

The prince arrives home to find Babylon in flames thanks to the nasty Dark Prince.



CONTINUED gradually becomes possessed during the game there may be periods when the Dark Prince is in complete control (rather like the occasions in *Resident Evil 4* when Leon loses control). At these times you'll be able to play as the Dark Prince and have access to his special abilities. It could also be that you will indeed get to play out the two characters' stories, following the story from both sides as they attempt to track each other down. The relationship could work in a similar way to *Metroid Prime 2*, albeit with Dark Samus being a playable character.

Whatever the case we're really looking forward to playing as the Dark Prince. In the two screens Ubisoft has given us the Dark Prince has been blacked out so you can't see him. Apparently this is to keep an air of mystery about him. We're not too sure if anyone cares enough about him to be filled with a sense of mystery though... more an air of annoyance at Ubisoft's tight-fistedness. Would it really have been so world-shatteringly damaging to show everyone his face? No, of course not. Thankfully we've seen him in action though, and there's definitely a draw towards playing as the dark side. Imagine if you were able to play as an Ing Warrior from *Metroid Prime 2*... a cross between that and a Xenomorph... that's kind of how we'd imagine that to be. Skulking in the shadows, before effortlessly lowering yourself from the ceiling and lashing out with the Daggertail (a razor sharp chain whip). This is one of the Dark Prince's specialities in fact: he can hang from ledges and platforms with his feet, freeing up his hands to deliver the choke hold.

As well as an array of new Free-Form Fighting moves both characters also have several 'full-speed, one-shot kills' moves, which come as part of a brand new stealth art. Players are encouraged to think about every attack and in many cases you'll be able to use your momentum from a wall-run or a pole swing to dart past an enemy and run your blade through them before they even know you're there.

At this early stage we know very little about the game's secrets, but we do know that Ubisoft is dedicated to making the most out of this generation's last *POP* game. It's going to be something special, and over the next few months we'll be able to reveal all about the Dark Prince and the GameCube exclusive features, oh yes. CUBE

CUBE SAYS...

■ It would've been so easy for Yannis Mallat and team to simply continue the storyline, upgrade the graphics and add a few new moves. Instead we now have a completely new gameplay dynamic. We don't know much about how the Dark Prince will work in tandem with the regular prince but the previous *Prince Of Persia* games have been great and set the standard. Preview code is expected towards the end of the summer, so check back with us then for more in-depth impressions.

More DVD reviews than any other magazine!



ON SALE NOW

Interviews: George Clooney • Brad Pitt • Leonardo DiCaprio
The Aviator • Ocean's Twelve • Elektra • Charmed • Swingers
Ray • Scum • Criminal • James Dean and the latest DVD news!

AVAILABLE FROM ALL GOOD NEWSAGENTS OR CALL FOR A COPY DIRECT ON 01202 200200

REVIEWS

CONTENTS

FIRE EMBLEM: TRAIL OF THE BLUE FLAME

58 Strategy RPG fans the world over can rejoice! Well, the Japanese speaking ones can anyway. Nintendo's brand new RPG takes the handheld classic and drags it kicking and screaming into full 3D. We don't understand a word of it, but we still like it.

DONKEY KONGA 2

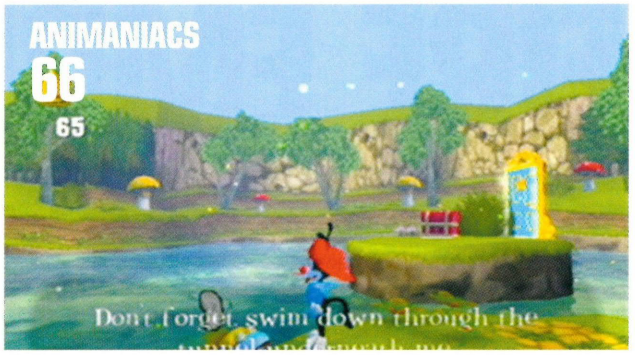
62 Yes, we know we reviewed the Jap import months ago, and we know we've already reviewed *Donkey Konga 3*, but this is the European release and it has a completely new song-list, ya hear?

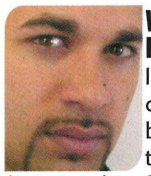
ANIMANIACS

66 The Animaniacs are great, right? Right. So the game should be great, right? Well, kind of. Anyone remember *Tiny Toons: Buster Busts Loose* on the SNES? Well, it's not as good as that.









WOULD YOU LOOK at that line-up! That is quite special. I bet you never thought you'd be treated to three whole games in one month. Well believe us it could be worse. In the month of April the US saw a grand total of zero GameCube releases! So you see, somebody else always has it worse.

Let's face it though: the months of May and June are all about E3. It's quite convenient that we've only got a few reviews this month otherwise we wouldn't have enough room for all the hot new games.

For all the PAL gamers out there, you have the second in the *Donkey Konga* series to mess around with. For the younger market there's *Animaniacs*. You can probably guess how this plays already. Jump, jump, ha ha jump again! Oh, and collect stuff of course.

Our main review sees Nintendo delving into its chest of franchises and dragging out what has been a very successful handheld S-RPG over the years. You should definitely read the review if you're into your RPGs. Once I understand what's going on I get the feeling it's going to become addictive as hell (hmm, that analogy doesn't work).

Chandra Nair

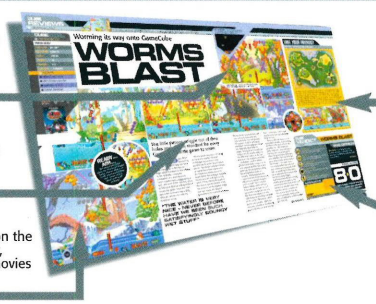
WHAT DOES IT ALL MEAN?

Feeling a bit daunted by all the information? Don't panic – it's pretty easy to find what you need once you know where it all is...

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.

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...

INFORMATION
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.

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.

CUBE THE BREAKDOWN!

WHAT'S THE SCORE BRO?

Every game gets a rating but does it really mean anything? Of course! Here's a detailed look at what we're saying in those all-important numbers...

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

8.5 - 8.9
Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are very worthy of your attention and will keep you happy for a fair old while.

7.0 - 8.4
Yep, it's that tricky middle ground that a lot of games walk. With this sort of rating you might want to try it if you're into that sort of thing before parting with your hard-earned money.

5.5 - 6.9
Games in this area are likely to be fundamentally flawed. Think very carefully before buying unless your a confirmed fan of the genre/franchise/license.

0.0 - 5.4
There's a simple summing up for any game scoring under 5.5, and that's do not buy it under an circumstances. It covers a wide rating range, but be assured these are merely levels of crapness.

EYE CANDY

The animé cut-scenes are really quite special. Shame the rest of the visual aren't as good.













This is hardcore





CUBE

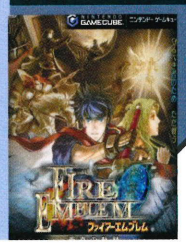
INFORMATION

FIRE EMBLEM: TOTBF	
PUBLISHER:	NINTENDO
DEVELOPER:	INTELLIGENT SYSTEMS
PRICE:	£49.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	19 BLOCKS

STATS

- FIRST EVER 3D FIRE EMBLEM
- GORGEOUS ANIME CUT-SCENES
- TURN-BASED FIGHTING
- BUILD YOUR OWN ARMY

Q4 '05 | OUT NOW | Q4 '05



FIRE EMBLEM: TRAIL

Nintendo's S-RPG series steps into the real world

IT SEEMS like it's becoming a trend with Nintendo home consoles to have one good strategy RPG per platform. The N64 had nothing to boast of except for the magnificent *Ogre Battle 64* (we'll ignore *Quest 64* as that left out the strategy) and the GameCube is only just being graced with *Fire Emblem* (we'll ignore *Gladius* as it's a pile of ****). If you think logically, it doesn't make any sense. Nintendo gamers like hardcore RPGs as much as anyone else: just look at sales of *Final Fantasy Tactics* for proof. Sadly though it's not to be, and the SNES days of *Front Mission* and *Tactics Ogre* dominance are long gone. It looks like any GameCube owner who wants a dose of strategy and team-building in their RPGs will have to rely solely on Nintendo's latest offering.

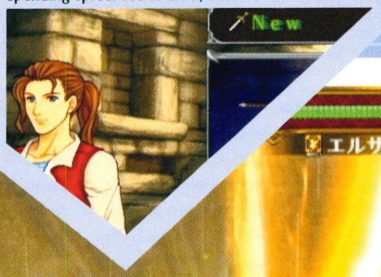
For those of you who don't know what a strategy RPG is, it's basically an RPG that concentrates on strategic nurturing of many different classes of characters in your group in an effort to create the ultimate all-round fighting team. You build your own personal army, and no one army will ever be the same as another. The *Fire Emblem* series is one of the most popular S-RPGs in existence. Having been around since the NES days it has a massive following in Japan, though most of the games have never seen the light of the western day. *Trail Of The Blue Flame* will (eventually) be a notable exception. Having skipped the N64, *Fire Emblem* is also one of the few Nintendo franchises that hasn't been translated into 3D. Needless to say there's been a lot of anticipation leading up to its release.

Let's get one thing out right now, we can't recommend this to anyone not fluent in Japanese. We've gone through many Japanese RPGs and not had that many problems (even with *Final Fantasy VIII* we managed to copy down item names and find the necessary combinations) but *Fire Emblem* is so intense that it really does ruin the experience. That said, it is possible to understand what's going on and we can tell you all about the new additions. This review is by no means definitive, but it will give import fans a good idea of whether they should get into it, and everyone else will get a glimpse of what to expect from the PAL release later in the year.

The story is a typical tale of a kingdom under attack from warmongering neighbours. The kingdom of Crimea suffers a major blow when its princess is



FLAT BROKE: It takes a good few hours before you get to the first shop, and even then you won't be able to go on a spending spree. You're skint, see?





THE LONG...

...WAIT

It takes so long to build up your characters that this is the extent of our magic casting abilities. Pretty awesome huh? Yeah, we knew you'd agree. Sigh.

Stop waving and help me out, damn you woman!



Grrr... it took us 10 hours to get those four hit points!

That'll be the Fire Emblem they keep going on about.

DARK STREAK

The power of the dark side

The enemy forces are headed up by a mysterious and very powerful dark knight. He turns up and kills one of your main characters before being magically transported off to his ship by way of an advanced spell. This cut-scene suggests that later on in the game there will be far more powerful magic spells available, but how far in we don't yet know.

As soon as we can get hold of some English language code we'll plough through and let you know but for now you'll have to make do with these screens of the dark knight cut-scene. Isn't he menacing? Wouldn't you like to wear his armour?





OF THE BLUE FLAME

"THAT'S WHAT LOVE AT FIRST SIGHT DOES TO A SANE GUY'S HEAD"

kidnapped (girls... can live with 'em, can't live without 'em...), but lead character Ike inadvertently saves her, and so begins his quest to rid the land of the heartless Daeins. See, that's what love at first sight does to a sane guy's head. Ike was quite happy farming carrots until SHE came along. Because of this unfortunate meeting Ike is lumbered with the task of scouring the land for mercenaries to become part of his army. Whether it be for money, for personal reasons or for king and country, you'll fight alongside white mages, black mages, pike-men, archers, knights, cavaliers, Pegasus knights and many others. Every member of your team is under your direct control, as is the unique development of each.

The game is presented in four main modes. Firstly you have the gorgeous anime cut-scenes that pop up occasionally to tell the story. All other storyline events take the form of still character art against static backgrounds and subtitles... all of which are quite dull. The majority of the game takes place on the battlefield from an isometric viewpoint. You get to see the battlefield along with low polygon interpretations of every participant. You can move the camera up and down











INTRODUCING THE BAND

And a right assorted bunch they are too

There are many classes of warriors available for you to incorporate into your team, and all are vital to your progress in the game. Here are just some of the characters you'll meet:



Swordsman: skilled with a one or two-handed blade, these characters are great for up-close combat.

Axeman: generally more powerful than a swordsman but what they gain in strength they lose in speed. They're less likely to dodge an attack.

Pikeman: as you would expect, these guys have pikes. They can throw them from distance or stab at close quarters.

Knight: very slow, but heavily armoured. Only certain weapons can break through their armour.

Horseback Knight: less heavily armoured than regular knights and able to travel further on the grid. They have the added benefit of being higher up and can also travel a limited distance after attacking.



Pegasus Knight: knights that ride winged horses. This allows them to cross streams and embankments.

White Mage: the only characters in the game who can learn white, defensive magic spells.

Black Mage: the only characters in the game who can learn black, offensive magic spells.



(it always fixes its focus on the ground, so either looking at an angle or watching from a bird's-eye view) and spin around the focal point. The L trigger allows you three levels of zoom, ranging from right in on the action (5 x 5 grid squares) to a view of 20 x 20 grid squares. The analogue stick lets you fly over the grid and see every square on the battlefield. The final presentation mode is the battle screen. Like many other RPGs, when you start a fight the action switches to a full 3D arena where you see your characters carrying out the commands you've given them. The only difference is that there are no command menus on the fight screen. All commands and preparations take place on the battlefield or in the safety of the fortress grounds, and it's these preparations that make the game so intense.

Before each battle begins you're given a list of eight options. You can take a look at all the stats and abilities of each character. You can set the starting positions of each character. You can also scan the battlefield, set up each character's equipment and look at a map that highlights the positions of all troops. This setting up period is essential because when a character dies in battle you lose them for good. To start with this makes the game extraordinarily difficult, as one ill-conceived move on the grid can see a new character fall to the sword. If this happens you may as well start again. If you lose a white mage or a black mage you may not meet another one for five or six hours and this will seriously impede your progress.

Even if you do get through a battle with all your team intact the development process is a slow one. All characters level-up on the battlefield once they gain enough experience points. Upon rising a level you won't see that

CUBE 2ND THOUGHTS

POKEMON WITH SWORDS

■ You have to admire Chandra (mental, we know) but he's the only one brave/eager/dumb enough to bother going through this. What's the point in getting this yet? Some sort of self-satisfaction that you're better than others? That you can say it was "no bother"? That's how Chandra was afterwards. Smug git. [GIRL! – Chan] See what I mean?

TIM





"Somebody stole all my cakes..." "The shame..."





WOODEN ACTING: Most of the conversations are depicted with still artwork and moving mouths. Come on guys and gals, you can do better than that.

much difference: your character may see a +1 added to their maximum HP and a few other +1s in other areas. Very slowly, over time, your characters will rise through the levels and learn new abilities. For example, your archer will eventually be able to attack characters more than two squares away, and your warriors will be able to perform simple combos and counterattacks. A few hours into the game you'll come across your first shop where you can trade in what appears to be secondary experience points for level-ups. You can also pay the blacksmith to upgrade your weapons.

Despite the language barrier, negotiating the menus and upgrading characters is quite possible. The game definitely has its faults though. In the options you can increase the speed of the battles, but even at full speed the game is too slow. When you're fighting against a 20-strong group of enemies you have to wait for the computer to command every single one independently. This might be more bearable if the end result was some pleasing eye candy, but the fights and special attacks are hardly pushing the hardware. Some may argue that it's the best-looking S-RPG this generation, but the GameCube can perform significantly better than this. The still artwork conversations are particularly lame.

Trail Of The Blue Flame is very much a niche market product, and as much as we hate to say it, you'll either love it or hate it. To some, the idea of spending long nights slowly building up an army and playing the same battle over and over again until you get it right is like Christmas come early. To others it comes second only to scraping your gums with a rabid toenail. Fans of S-RPGs will adore it. When you play a game as in-depth as this you aren't paying too much attention to how pretty the graphics are. That said, Intelligent Systems has had experience with the GameCube previously and there's no excuse for the game looking as bland it does. As a highly detailed S-RPG with dozens of hours of gameplay the latest incarnation of *Fire Emblem* comes highly recommended to fans of the genre. Now all you have to do is wait six months for the English translation...

CHANDRA



Imagine if you could actually command a flaming bolt of lightning!

Fighting on horseback is rubbish. Would be cooler if you could charge.



DEATH BECOMES US

Watch your back, Ike!

There are a few ways of seeing the Game Over screen in this game and you'll probably be seeing quite a lot of it. While many characters in your party will come and go, if your main character Ike does, it's all over. He is after all the leader of the army. Just as important as Ike is the princess. Much of the game is about protecting her from the enemy who are trying to kidnap her. Whatever stronghold you're protecting, if the enemy gets to the entrance it's game over. This means that you always need someone sat on the entrance square.



"YOUR CHARACTER MAY SEE A +1 TO THEIR MAXIMUM HP!"

CUBE VERDICT

INTENSE STRATEGY RPG

VISUALS
Great cut-scenes but functional in-game graphics let the side down.

AUDIO
Fantastic compositions and voice acting in the cut-scenes.

GAMEPLAY
Plenty to do and dozens of options to tinker about with.

LIFESPAN
Massive. This will take you a long time to get through.

ORIGINALITY
It's the handheld game engine with bolts on and a makeover.

HERE AT CUBE we're not audio-visual whores by any stretch of the imagination, but when a second-party title such as this one looks so functional we have to start knocking points off. Average graphics and lack of voiceovers aside, *Fire Emblem* is a great addition to the series and continues a long tradition of in-depth character development, impressive art direction and a quality soundtrack.

ALTERNATIVE

Gorgeous card-based RPG from Namco. Not an S-RPG, but very enjoyable.



BATEN KAITOS
Reviewed: 41 **CUBE Rating:** 8.6

FINAL SCORE

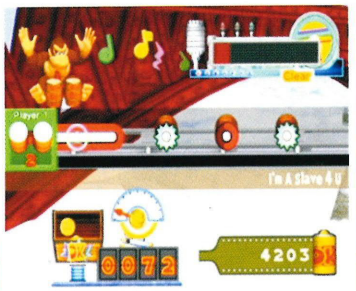
7.9

BINGO BANGO

Observe these screens. Here, we're playing with a pad and the volume on mute! Hardcore!













CUBE

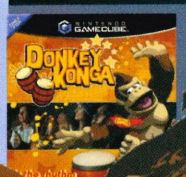
INFORMATION

DONKEY KONGA 2	
PUBLISHER:	NINTENDO
DEVELOPER:	NAMCO
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	05 BLOCKS

STATS

- USES THE BONGOS
- BRITNEY IS ON IT!
- AS WELL AS OTHER NEW SONGS!
- LOWER PRICEPOINT

JULY '05	OUT NOW	OUT NOW



Feel the noise!





DONKEY KONGA 2

The only game that's funkier than The Game

WE KNOW how you think! You want to know what the song list for *Donkey Konga 2* is. Whether you're playing *Tony Hawk's*, *Def Jam*, *SSX*, the first place you head for is the track listing. It's an easy way to make early judgements on the game, to scroll through and slot songs into easy 'cool' and 'not cool' labels. *Donkey Konga 2* is a game based on music so the track listing is of paramount importance. So why it's being propped up by the likes of Story Of The Year (who?), Good Charlotte (why?) and Deep Blue Something (just... no) is anybody's guess.

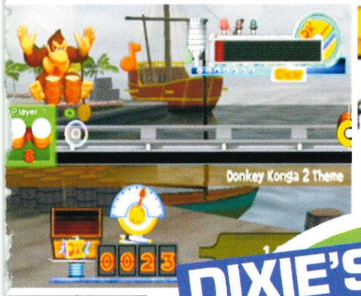
We know how you feel! Slightly confused. In its yearly pilgrimage from Japanese gaming stores to our rainy shores, *Donkey Konga* sheds its infectious J-Pop and picks up songs that supposedly appeal to us pasty, westerners. Some of the songs are inspired choices. The driving percussion of *Enjoy The Silence*, the handclaps of *Shiny Happy People*, the bouncy verse of *That's The Way I Like It*, the hyper R&B beat of *I'm A Slave 4 U*, all examples of songs that translate brilliantly into bongo bashing. When playing through these types of songs, *Donkey Konga 2* is unmatched for entertainment and fun.

Unfortunately at least one-third of the soundtrack is... well, angsty rock that doesn't really fit *Donkey Konga 2*'s bright and happy day-glo mood. *Sidewalks* by Story Of The Year is a typical example of the emo nonsense that's recently swamped music and the soppy acoustic ballad by Incubus, *Drive*, doesn't carry enough weight to work out properly on the bongos. Or how about *Predictable* by Good Charlotte? Not only does this song fail to translate to bongo bashing in any sense whatsoever, it doesn't fit in with Nintendo's ethos of happy-clappy jolly fun times. "This isn't the first time/That you left me waiting/Sad excuses and false hopes high/I saw this coming, still I don't know why". Christ. You don't hear Lemmy singing that he can't get laid.

And that's before we even get to the fact that, once again, they aren't the 'proper' songs. As with the original *Donkey Konga*, you're not getting the official versions of the songs that you can buy in the shops. Instead, it's a

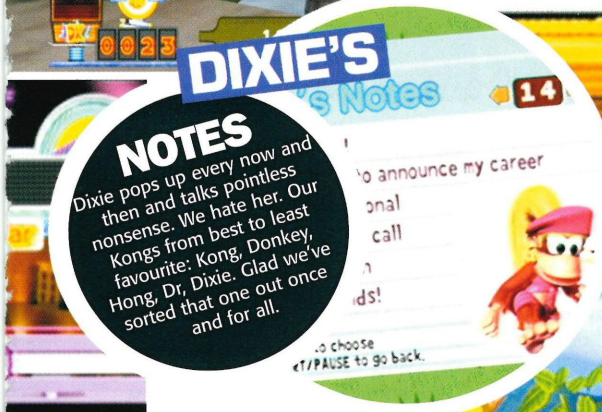
BOXOUTS ARE TOUGH: Here's a screenshot of the tracklisting. It's very pink and the best thing about it is, it's educational too!



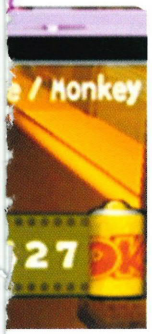


DIXIE'S NOTES

Dixie pops up every now and then and talks pointless nonsense. We hate her. Our Kongs from best to least favourite: Kong, Donkey, Hong, Dr, Dixie. Glad we've sorted that one out once and for all.



...there's no getting away from it. Pan doko clap...



Aww man *Donkey Konga* to caption again, umm...

...pan pan clap! Oh we've done that so many times...



GAMES THAT ARE MINIATURE

Or as they're often referred to – mini-games

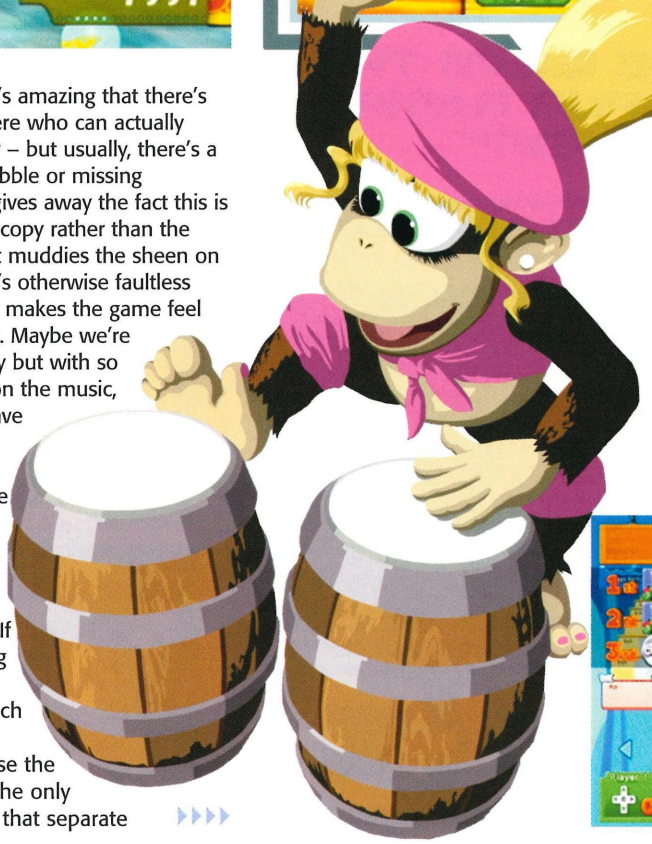
Donkey Konga 2 has two mini-games available when you have enough coins to spend. Spend 50 mini-moneys and you get to play the *Donkey Konga* quiz game! Which is actually just a race to hit the symbols onscreen before the other person. It's clearly not a quiz if a) there are no questions and b) it hasn't got Vernon Kay going "WA-HEY!" every few seconds. The other mini-game asks you to memorise a series of symbols before repeating them yourself without the onscreen prompts. Again, 50 mini-moneys are required and like all games in life that are dressed up memory tests, it's not actually very much fun. Remembering things is boring. That's why we're always forgetting stuff! Think about it.



cover of the song designed to sound as close as possible to the original without having music lawyers spitting out their coffee and pricking up their ears. So Pink sounds like a man. Okay, real Pink sounds like a man too, bad example. Here's a better one. *All Star* by Smash Mouth sounds like it's missing half the instruments, the scream in *Jungle Boogie* sounds more like a painful wail than urban cool and the duet chorus in *Shiny Happy People*... well, the less said about it, the better, so all we'll say is it's RUBBISH. With some tracks the differences are negligible and you'll barely notice – it's amazing that there's someone out there who can actually outwhine Britney – but usually, there's a tell tale vocal wobble or missing instrument that gives away the fact this is a cut-price photocopy rather than the genuine article. It muddies the sheen on *Donkey Konga 2*'s otherwise faultless presentation and makes the game feel needlessly cheap. Maybe we're being overly fussy but with so much attention on the music, would it really have hurt so much to shell out a few extra coins for the proper tracks?

So that's the track listing covered in extensive detail. If you're wondering why we've dedicated so much coverage to the songs, it's because the tunes are really the only major difference that separate





CUBE 2ND THOUGHTS

FAKE BARS

And that's the thing with the PAL version – all the covers are of songs you'd rather forget. The NTSC version gives you all sorts of mental J-pop and manga themes. If you can navigate the menus then you're better off with that. It's still awesome in multiplayer though, but your timing goes after the pub.

TIM



REVIEW IN A REVIEW

Selection Of Songs

Yeah. So there isn't much else to write about in *Donkey Konga 2*. So here's the CUBE team reviewing songs!

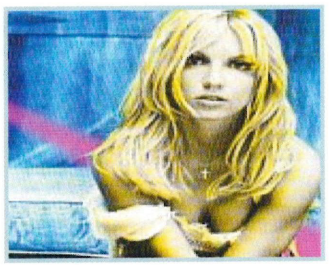
Liz reviews Shiny Happy People (REM)
It's a happy-clappy song. *Donkey Konga* is a game that asks you to clap to make you happy. An ideal partnership? I think so. Shame the song is so lame. 3/10.

Tim reviews I Don't Want To Know (The Donnas)
Yeah they're pretty cool and write some pretty cool songs. And these days being pretty cool is what it's all about. Shame the rest of the songs on here aren't pretty cool, Good Charlotte? Good grief. 7/10.

Ryan reviews I'm A Slave 4 U (Britney Spears)
This song is awesome because she, you know, does the breathless groaning thing. She still does it now but that's after she's walked up stairs while stuffing her face with a Big Mac. 8/10.

Chandra reviews Mute City Theme (F-Zero)
Sweet! Now all I need is all the tunes from the SNES verson and the grungy GX tunes and I'll be happy. Screw Spitwee and Superass: *F-Zero* is all I need. 9/10.

Lewis reviews Losing My Religion (REM)
Just cause it's the best of a rubbish selection for me. Good stuff from the most depressing band ever. 8/10.



Miles reviews himself (Miles)
Where's the rock out guitar, where are the cowboy boots, where's the denim, I can't write about this. I'm going to bed. Wake me up when it's 1987 again. 0/10.

"DK 2 IS THE GAME THE TERM POST-PUB GAMING WAS COINED FOR"





Donkey Konga and its sequel. The game is the same – hit the bongos in time to the left/right/both/clap prompts. You can still play with a pad if you like but doing so misses the point and makes songs on the toughest Gorilla setting all but impossible to complete. You can still cheat by hitting the side of the bongos instead of clapping. Rolling on the drums still feels like a pointless waste of energy because it doesn't add to your combo score. All the quirks of the prequel have carried over but that's because nothing has changed. There are new mini-games, the songs themselves are obviously new but turn the volume down and it's very, very hard to spot any differences.

Yet despite our misgivings over the track list, scowls at the cheap cover versions of the songs and moans that *Donkey Konga 2* hasn't really moved on since the original, we're still playing it. It's testament to its addictiveness that there's a GameCube permanently set-up on our desk to provide entertainment for one of the many times during the day our computer crashes, lunch breaks or we get bored listening to Miles drone on about being jipped at *Pro Evo* (occasionally nod your head and he thinks you're still listening – genius). It's a perfect game to dip in and out of. It's the game the term post-pub entertainment was coined for, even if post-pub entertainment usually consists of nothing more than rolling into bed and falling asleep.

We know what you're asking! You want to know if *Donkey Konga 2* is worth buying. The answer is yes for several reasons. Yes because when *Donkey Konga 2* gets it right, as in *I'm A Slave 4 U*, it's the most fun you'll have on the GameCube. Yes because fans of the original will appreciate that the toughest difficulty setting will test their hardened bongo hands. And finally, yes because the next bongos game is likely to be the PAL conversion of *Donkey Konga 3* and an ice age will probably come and go in the time it takes for that game to work its way here. So buy it, crank up the volume, select Britney Spears and rock out. Awesome.

RYAN



CUBE VERDICT

HIT AND MISS SONGS

VISUALS
Bright, bouncy, beautiful... bold... erm... buoyant...

AUDIO
For the most part, great but some odd choices.

GAMEPLAY
Still addictive, still easy to grasp, still awesome.

LIFESPAN
A looooooooong, long time in multiplayer.

ORIGINALITY
Not at all different from last year's bar mini-games.

RHYTHM ACTION GAMES live and die by their track list and *Donkey Konga 2* could and should have been much, much better in this regard. Elton John is never a good idea but Good Charlotte and Incubus just screams of Nintendo clutching at adolescent cool. Otherwise, it's every bit as fun and funky as the original.

ALTERNATIVE

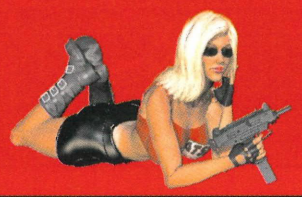


It's in Japanese and you won't know what's going on. Just like Japan!

DONKEY KONGA 3
Reviewed: 45 CUBE Rating: 8.6

FINAL SCORE

8.0



Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

PlayStation 2 · PlayStation Portable · PlayStation · XBOX · GAMECUBE · PC · NINTENDO 64 · Dreamcast · NINTENDO DS · GAME BOY ADVANCE · GAME BOY COLOR

Cheats & Walkthroughs also available for all these consoles.

TOP WALKTHROUGHS PLUS OVER 20,000 CHEATS & TIPS

A = 0 1
A Goddess Reborn
A Link to the Past
Ace Golf
Action Man: Robot Attack
Advance Guardian Heroes
Advance Rally
Animal Crossing
Asphault: Urban GT
Attack of the Clones

B = 0 2
Back to Baghdad
Bad Boys: 2 Miami Tdown
Baiten Kaitos: E.W. & L.O.
Baldur's Gate: Dark Alliance
Banjo Kazooie: Grunty's Rev.
Banjo Pilot
Barbarian
Beyblade: Ult. Blader Jam
Billy Hatcher and Giant Egg
Blood Omen 2
BloodRayne
Blues Brothers 2000
BMX XXX
Breath of Fire
Buffy 2: Chaos Bleeds

C = 0 3
Call of Duty: Finest Hour
Command & Conquer 64
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Croc 2

D = 0 4
Def Jam Vendetta
Die Hard: Vendetta
Donkey Kong Country 2
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Dragon Ball: Advance Adv.
Dragonball Z: L. of Goku 2

E = 0 5
Enter the Matrix
Eternal Darkness

F = 0 6
FIFA 2003
FIFA 2004
FIFA Football 2005
FIFA Street Soccer
Final Fantasy Tactics
Final Fight One
Fire-Red Pokemon
Freedom Fighters
F-Zero GX

G = 0 7
Gekido: Kintaro's Revenge
Ghosts 'n' Goblins (NES)
Gladiator: S. of Vengeance
Gladius
Goddess Reborn
Golden Sun 2
Gotcha Force
Grand Theft Auto Advance

H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
Harvest Moon 2: Wond. Life
Harvest Moon: F.of M.Town
Haunted Mansion
Hitman 2: Silent Assassin
Hobbit

I = 0 9
Incredibles
Italian Job: L.A. Heist

J = 1 0
James Bond 007: Nightfire
James Bond: E. or Nothing
James Pond: Robocod
Jedi Knight 2: Jedi Outcast

L = 1 2
Leaf-Green Pokemon
Leg. of Zelda: Master Quest
Leg. of Zelda: Wind Waker
Leg.of Zelda: Majora's Mask
Legend of Zelda Minish Cap
Lego Star Wars
Lord of the Rings: 3rd Age
Lost Expedition, Pitfall
Luigi's Mansion

M = 1 3
Majora's Mask
Mario 64
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mat Hoffman's Pro BMX 2
Medal of Honor Frontline
Medal of Honor: Infiltrator
Medal of Honor: R. Sun
Mega Man Battle Network 4
Metroid Fusion
Metroid Prime
Metroid Prime 2: Echoes
Metroid Prime: First Hunt
Mortal Kombat: Deadly All.
Mr. Driller: Drill Spirits
MX Superfly

N = 1 4
Need for Speed: Undergr.
Need for Speed: Undergr. 2
Nightfire

P = 1 6
Pac-Man World 2
Paper Mario: 1000 Yr Door
Perfect Dark
Phantasy Star Online
PictoChat
Pikmin
Ping Pals
Pokemon Blue
Pokemon Colosseum
Pokemon Crystal
Pokémon Dash
Pokemon Fire Red
Pokemon Gold
Pokemon Leaf Green
Pokemon Red
Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Pokemon Stadium
Pokemon Stadium 2
Pokemon Yellow
Prince of Persia: War.Within
Project Rub

R = 1 8
Rayman: Hoodlum's Rev.
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil
Resident Evil 3: Nemesis
Resident Evil 4
Resident Evil Zero
Return of the King
Rise of Sin Tzu
Roadkill*
Robotech: Macross Saga
Rogue Ops

S = 1 9
Sapphire Pokemon
Scooby Doo: Cyber Chase
Scooby Doo: Night of 100 F.
Second Sight
Serious Sam Next Encounter
Shrek 2
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims in the City (The Urbz)
Sims: Bustin' Out
Sonic Advance
Sonic Advance 2
Sonic Advance 3
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Battle
Sonic Heroes
Sonic Mega Collection
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Spyro Fusion
Spyro: Enter the Dragonfly
Star Fox 2
Star Wars Trilogy:A.of Force
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Star Wars: Rogue Squadron
Starfox Adventures
Super Mario
Super Mario 64 DS
Super Mario Sunshine
Super Monkey Ball
Super Smash Bros Melee
Super Smash Brothers
Superstar Saga

T = 2 0
Tales of Symphonia
The Fellowship of the Ring
The L.of Zelda: Wind Waker
The Return of the King
The Urbz
Tiger Woods PGA Tour
Time Splitters 2
TimeSplitters: Future Perfect
Tomb Raider
Tomb Raider: Prophecy
Tony Hawk's Undergr'nd
Turok, Evolution
Turok: Dinosaur Hunter
Ty the Tasmanian Tiger
Ty the Tasmanian Tiger 2

U = 2 1
Urbz: Sims in the City

V = 2 2
Viewtiful Joe 2
Virtua Striker 3: v2002

W = 2 3
WarioWare: Touched!
WWE Day of Reckoning

X = 2 4
X-Men Legends

Y = 2 5
Yoshi's Touch and Go
Yu-Gi-Oh! 7 Trials to Glory
Yu-Gi-Oh! Dung.Dice Mons.
Yu-Gi-Oh! False. Kingdom
Yu-Gi-Oh! World C.Tour.'04
Yu-Gi-Oh! World Wide Ed.
Yu-Gi-Oh!: R. of Destruction

Z = 2 6
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: Oracle of Ages
Zelda: The Minish Cap
Zelda: The Wind Waker

Plus Many More...



UK's BIGGEST & BEST CHEATS SERVICE

- OVER 20,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY EXPERTS
- 100s OF QUALITY WALKTHROUGH GUIDES
- OVER 2,000,000 SATISFIED CUSTOMERS

CALL NOW!

CALL THIS NUMBER TO GET CHEATS & GUIDES FROM YOUR HOME PHONE

09067 592 709

CALLS COST ONLY 75p PER MINUTE

OR JOIN NOW FOR UNLIMITED ACCESS TO OVER 20,000 CHEATS, TIPS & GUIDES ON YOUR MOBILE

TEXT CHEATS211 TO 81822

UNLIMITED ACCESS FOR ONLY £3‡

IN THE REPUBLIC OF IRELAND

1560 500 445

Calls cost only €1.25 per minute (Calls from mobiles normally cost more)

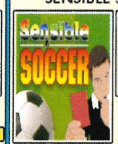
Irish Customer Service: 1850 927 197

Users must be aged 16 or over. All logos & game titles are trademarks of their respective companies. Details correct at time of going to press. *Information for forthcoming releases is added when it becomes available, this is usually before the release date. ‡Mobile service requires a WAP connection (your network provider can set this up if WAP is not currently activated), for which your mobile operator may charge you at your normal rate. The mobile service will be billed at £3 per month for continued unlimited access after the first month, text STOP or STOP CHEATS to 81822 to cancel the service. To contact customer service email custserv@cheatsunlimited.com or call our **UK 24hr Customer Service: (Local Rate) 0845 0207 505.** Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, UK, PL25 5AA

MOBILE GAMES UNLIMITED

FOOTBALL MANAGER 2004

ORDER CODE: MGU589 FBALLMAN
Manage transfers, strategies and training, then watch the highlights as you rise through divisions.

SENSIBLE SOCCER

ORDER CODE: MGU589 SENSI
The best selling 2D football game of all time returns with all the fun and features of the original classic.

ASPHALT: URBAN GT

ORDER CODE: MGU589 URBANGT
At the wheel of dream cars, take part in frantic races in Tokyo, Paris, New York, London and more.

DRIV3R™

ORDER CODE: MGU589 DRIVER
Play as Tanner by car and on-foot on the city streets of Miami, Istanbul and Nice.

PRINCE OF PERSIA: WARRIOR WITHIN

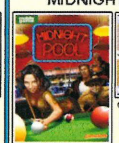
ORDER CODE: MGU589 WARRIOR
The Prince is back but Empress of Time is hunting him down, sending an evil army on his trail.

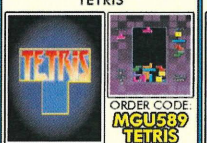
NEW YORK NIGHTS

ORDER CODE: MGU589 NEWYORK
A new kind of simulation game, with funny & unexpected situations as you try to live in New York.

ADIDAS ALL-STAR FOOTBALL

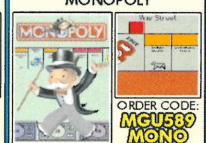
ORDER CODE: MGU589 ADIDAS
Play as Beckham and his all-star friends as you perfect your football skills on an All-Star World Tour!

MIDNIGHT POOL

ORDER CODE: MGU589 MIDP
Play US & UK 8 ball or 9 ball against colorful characters. Try trick shots to earn respect or bet on each game.

TETRIS

ORDER CODE: MGU589 TETRIS
Tetris, the addictive game that everyone loves. Arrange the ever falling blocks into rows to score.

WHO WANTS TO BE A MILLIONAIRE

ORDER CODE: MGU589 MILLION
No need to phone a friend or ask the audience to know that you've just got to have this game.

MONOPOLY

ORDER CODE: MGU589 MONO
The most famous board game in the world is now available on mobile phones.

TOM CLANCY'S® SPLINTER CELL CHAOS THEORY

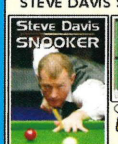
ORDER CODE: MGU589 CHAOS
Once again, as Sam Fisher you must infiltrate the enemy to prevent an explosive new World War.

PREDATOR

ORDER CODE: MGU589 PRED
You are a high ranking Predator, having the honour of being the 1st Predator sent to hunt the humans!

ELEKTRA

ORDER CODE: MGU589 ELEKTRA
Become the deadly assassin Elektra Natchios, as you aim to derail the evil intentions of The Hand.

STEVE DAVIS SNOOKER

ORDER CODE: MGU589 STEVE

SOLITAIRE

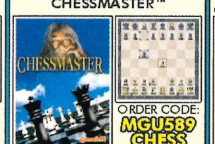
ORDER CODE: MGU589 SOL

GOLF CLUB

ORDER CODE: MGU589 CLUB

RAYMAN® 3

ORDER CODE: MGU589 RAY3

CHESSMASTER™

ORDER CODE: MGU589 CHESS

BANJO KAZOOIE GRUNTY'S REVENGE: MISSIONS

ORDER CODE: MGU589 BANJO

ALIENS™ UNLEASHED

ORDER CODE: MGU589 ALIENS

TOP GUN AIR COMBAT 2

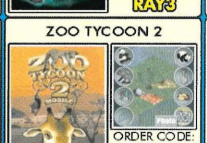
ORDER CODE: MGU589 TOPGUN2



WWW.GAMES2GET.COM

PUB FRUITY

ORDER CODE: MGU589 FRUITY

ZOO TYCOON 2

ORDER CODE: MGU589 ZOO

BLOCK BREAKER DELUXE

ORDER CODE: MGU589 BLOCK

WORMS FORTS

ORDER CODE: MGU589 FORT

BLADE TRINITY

ORDER CODE: MGU589 BLADE

POPEYE KART RACING

ORDER CODE: MGU589 POPEYE

TO ORDER FROM A LANDLINE

CALL **09061 293 485**

Calls cost £1.50p per minute, the cost of the call covers the cost of the game. Calls to this number should only be made from a landline. Callers must be aged 16 or over. When ordering from a landline, please check compatibility at www.games2get.com prior to ordering.



TO ORDER FROM YOUR MOBILE PHONE

Text the correct **ORDER CODE** & **PHONE MODEL** to **81822**

Example: To order **DRIV3R** for **Nokia 6600**:
Text **MGU589 DRIVER 6600** to **81822**

This message will be charged at your standard rate. You will then receive two billing messages and a service/browser message with the link to your game

OUR GUARANTEE TO YOU

- All games cost only £6 each
- No subscription to buy any of our games!
- No unsolicited sms messages
- Replacement game guarantee
- No hidden message charges
- 24 hour customer services helpline

WHY WAIT? - IT'S EASY TO ORDER - BE PLAYING THE BEST GAMES IN MINUTES!

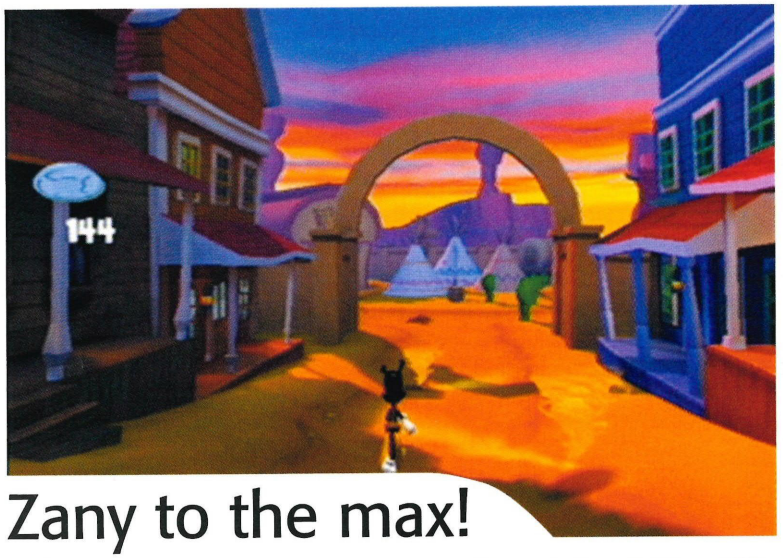
Please ensure you have read all instructions carefully. Pre-pay customers, check you have enough credit before ordering. Your mobile phone must be Java capable. The delivery of games requires a short WAP connection (your network provider can set this up if WAP is not currently activated), for which your mobile operator may charge you at your normal rate. At peak times there may be a small delay in delivery. All logos and game titles are trademarks of their respective companies, check www.games2get.com for full details of copyrights & trademarks. Put comments and questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA. To contact customer service, email: cc@mgul.co.uk, or call (local rate) **0845 0207 500**

AVAILABLE ON NOKIA, MOTOROLA, SONY-ERICSSON, SHARP, SAMSUNG, SAGEM, SIEMENS, PANASONIC, NEC, LG, ALCATEL, O2 & SENDO PHONES

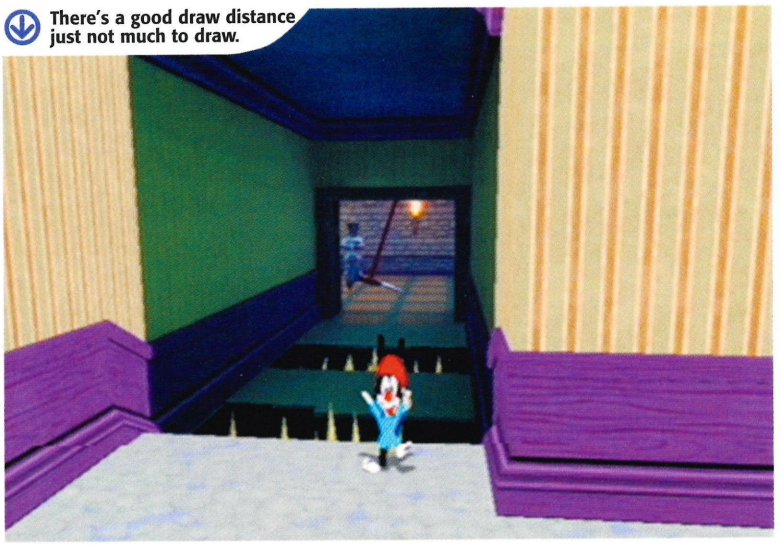
LOOK! THINGS!

"You run around, double jump and collect stuff." If we trademarked that phrase, we'd be rich.





There's a good draw distance just not much to draw.



Zany to the max!

ANIMANIACS: THE GREAT

The only GameCube game with 17 physics!

CUBE

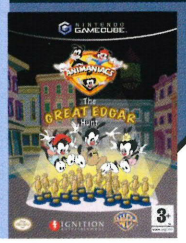
INFORMATION

ANIMANIACS: TGEH	
PUBLISHER:	IGNITION ENT
DEVELOPER:	WARTHOG
PRICE:	£19.99
ORIGIN:	UK
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- SIX LEVELS
- THREE CHARACTERS
- ALL THE FUN
- THINGS!

JUNE '05	TBA	JUNE '05



THANKS TO the fact we've wasted all the double-jump jokes, unlockable artwork witticisms and crate analogies on the previous ten billion platform games to come strolling through CUBE Central, reviews in this genre are becoming increasingly hard to write. This month, it's the turn of *Animaniacs*. Hi *Animaniacs*! Its unique selling points are the licence and the fact there are three of them, which isn't that great when you consider no-one really knew who the Animaniacs were in the first place, let alone remember them, and three characters just means two more generic Crash Tyro the Kangaroos to deal with instead of one. So what to do for an intro? Hey, here's a radical new idea! Let's sweep the intro under the carpet! Just this once. Go on, it'll be fun. Yes? Good. Onwards to the fat bit of the review!

It goes without saying that *Animaniacs* is for kids (although apparently it doesn't because we've gone ahead and said it anyway). By "for kids" we don't mean the gameplay is patronising, and borderline offensive (sit down Kao, we're not talking to you). We mean it's a little too one-note to appeal to the older gamer. That's not to say *Animaniacs* does anything wrong. This is probably the least frustrating example of the genre to have appeared in a while, thanks to its abundant checkpoints, infinite lives and lenient approach to platforming. One example is a boss battle that keeps the same amount of energy it had when you pop your clogs. Little touches like that will guide young hands through the game with ease rather than guiding the pad out the nearest window.

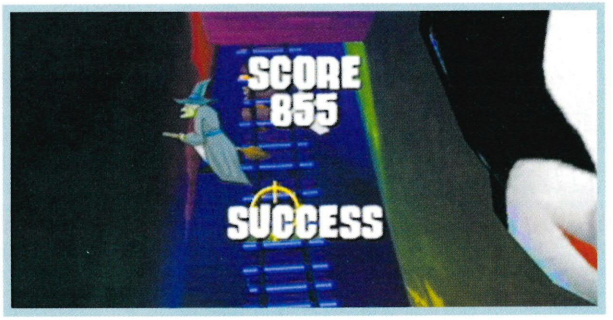
Sadly, it wears a little too thin a little too quickly. The constant slew of mini-games is a decent enough smoke and mirrors act to convince you that

MINI-GAMES

Here we go again...

There are some mini-games in *Animaniacs*. There's the one where you grab horse-shoes but it's a bit simple. There's the obligatory thinking one in the form of a cube puzzle thing (quite good). There's the one where you drill through the earth avoiding bombs. Retro Monkey said, "oh, that's like *Mr Do*!" but we checked and he's wrong. It's still good fun though, and rather 'fiendish'. Hmm. Despite the fact the mini-games are of an above average standard, this has quite possibly been the least inspired boxout of all time.

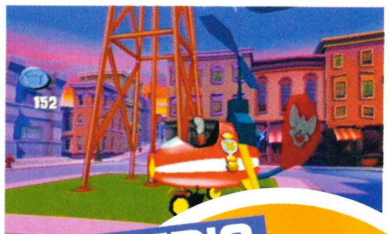
You know you're in trouble when you use 'Mini-Games' as the headline and think "Christ, we've done that before haven't we?" Come on guys. Isn't there any of way of mixing up the gameplay? Does it always have to be mini-games? Answers to the usual address please. With chocolate and Girls Aloud pictures! Obviously.

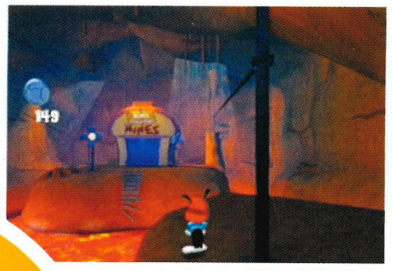


HONK HONK!: You can pull your tail to make a honking noise. It makes you laugh the first few times and annoys anyone in the vicinity thereafter.



The Warner Sister Dot is a part-time Ghostbuster!







MOTHER'S FAVOURITE

Our favourite is Wakko for wearing his cap at a jaunty angle. He's like 50 Cent in that regard, only with brighter colours and less trying to rhyme things with "I've been shot".

EDGAR HUNT

there's enough variety going on underneath the surface to keep the first few hours interesting. Likewise, the different requirements to collect the necessary Edgars spice up the formula a little – the boulder chase, the train top race, the cube puzzle – but the overall result is still a slight tingling rather than attention-grabbing meltdown. And that's the problem with *Animaniacs*. After a fairly entertaining induction period, it just trails off with nothing to really drag you back and kick your senses into gear. The gameplay settles into a cosy collect-the-set-amount-of-Edgars-to-open-the-door routine that neither offends nor pleases. Even with the ability to backtrack and use newly unlocked abilities, it's hard to find the inclination to do so. At the same time though, it's not bad.

The *Animaniacs* experience is difficult to describe. It's Keane, it's vanilla milkshakes, it's Kimberly from Girls Aloud, it's *CD: UK* minus Cat Deeley. It's just kind of there without any real purpose. Elder statesmen of the gaming world who were completing games before the GameCube came along won't find any real point to *Animaniacs*. It's just, you know, for kids.

Kids are less likely to care that the presentation isn't that great either. The proper *Animaniacs* voice actors are all present and correct, so there's no faulting that. The music is the usual jolly and annoying fanfare too. However, unambitious visuals let the side down.

It's obvious the budget dedicated to making *Animaniacs* look pretty would barely cover the developers' Big Mac lunches, let alone any kind of graphical wizardry under the GameCube's purple bonnet, so it's unfair to be too harsh. After all, while the environments feel sparse and underfed, they still manage to pack plenty of personality. True, it's hard to shake the feeling the graphics are held together by the flimsiest lines of programming code but the threat for the visuals to fall apart never materialises. It's surprisingly glitch free and while the camera would have benefited from more lessons in good behaviour before being sent into the big, sparse, empty world of *Animaniacs*, there's nothing to seriously detract from the gameplay. "The graphics are not that great," we might say if CUBE offered rubbish closing statements to end paragraphs. "But at least they're functional!"

And that, folks, is *Animaniacs*. Not great but not bad. It's hard to have any love or hate feelings on any aspect of the game and if this review could have been conveyed with an image, there would be a picture of the CUBE team shrugging spread over these two pages. Even now, 800 words later, we're not sure how we feel about *Animaniacs*. The lack of frustration means it's good for kids but for everyone else, why settle for Kimberly when you can have Cheryl?

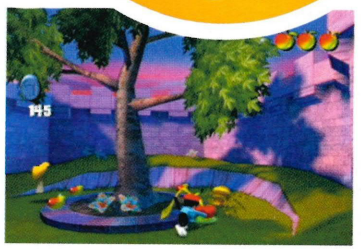
RYAN

CUBE 2ND THOUGHTS

BALONEY IN OUR SLACKS

■ Wakko sounds like Ringo in *Yellow Submarine*. It's better than *Tiny Toons*. Not as good as *Space Ghost Coast To Coast*, but that's a different matter really.

TIM





"IT'S VANILLA MILKSHAKES, IT'S KIMBERLY FROM GIRLS ALOUD..."

CUBE VERDICT

NEITHER HERE NOR THERE

VISUALS
Functional at best, it's just too bland to really engage.

AUDIO
Proper voice actors! Annoying music! Sound FX that work!

GAMEPLAY
Miraculously, not that frustrating but still too simple.

LIFESPAN
However long kids' attention spans last for these days.

ORIGINALITY
It has a triple jump and almost manages a quadruple jump.

IT'S HARD TO hate *Animaniacs* but it's just as hard to like it. It's the kind of game you'd happily play through out of politeness if your grandmother misheard your request for *Alien Hominid* but you'd still have a quiet word with the daft old mare when your dad is out of earshot. You know what we mean. It's just one of those games.

ALTERNATIVE

Best animal-collecting-things-3D-platformer-with-artwork-to-unlock out there.



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

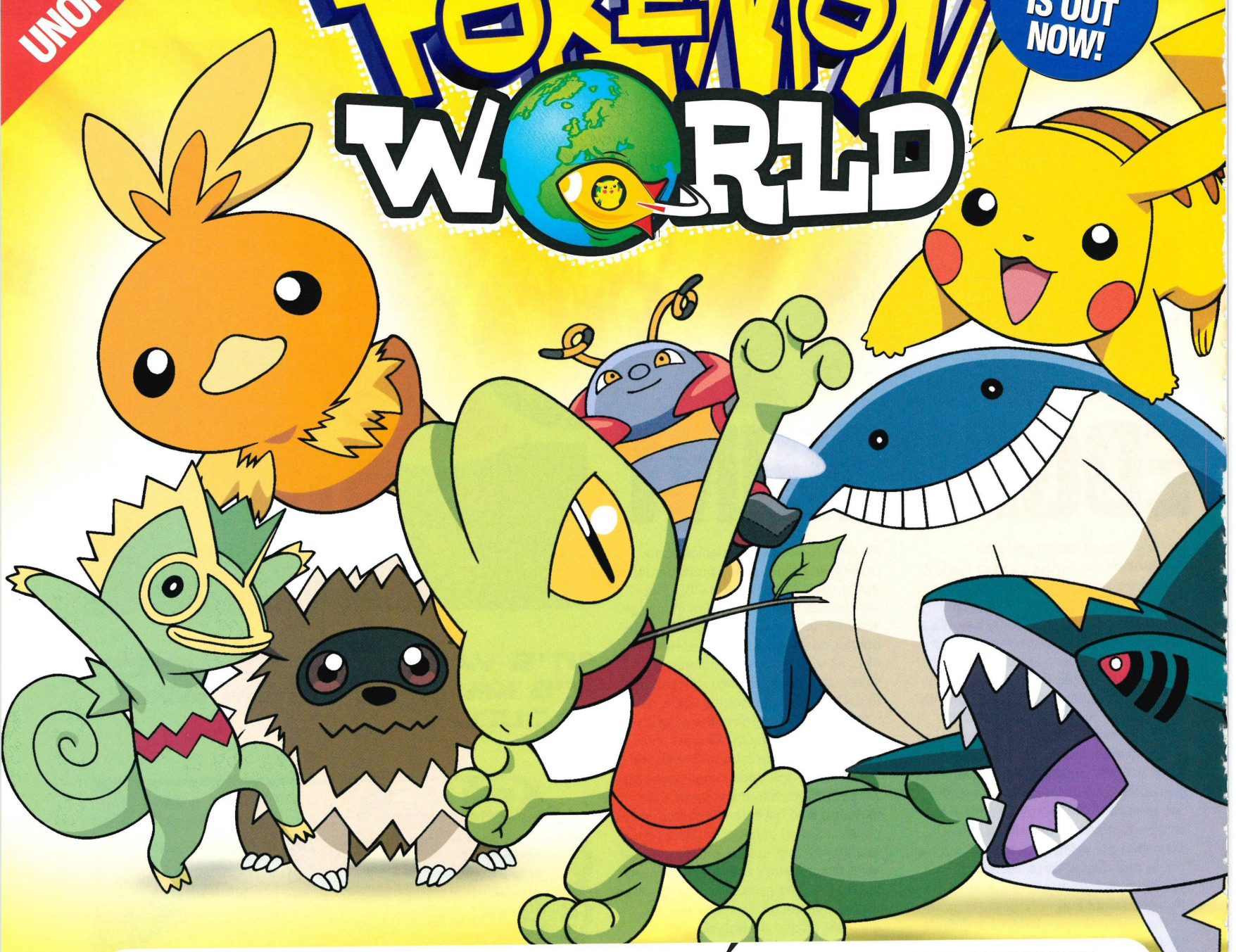
FINAL SCORE

6.0

101% UNOFFICIAL!

POKÉMON WORLD

ISSUE 49 IS OUT NOW!



THE UK'S BEST-SELLING POKÉMON MAGAZINE!

Join us for loads of *Pokémon* fun! Inside you can find a look at the awesome new *Pokémon TCG expansion EX Emerald* plus our Safari Survival Guide for the UK Nationals! There's also the usual Poké-tastic helping of videogames, news and competitions!

THIS IS ONE HOT ISSUE – DON'T MISS IT!

Pokémon is ©1998 Nintendo, Creatures, Game Freak, TV Tokyo, ShoPro, JP Kikaku. ©2002 Pokémon. ©1995-2002 Nintendo/Creatures Inc./GAME FREAK inc. TM & ® are trademarks of Nintendo.

PLUS PUZZLES, POSTERS AND SO MUCH MORE!

FREE WITH CUBE

ALL THE LATEST ON NINTENDO DS

HANDS ON

THE UK'S BEST SELLING UNC

NEWS

Everything happening in the world of GBA and DS, plus all the latest on GBA 2!



POKEMON EMERALD

Nintendo's latest monster mashing hit reviewed!

SPLINTER CELL CHAOS THEORY

Full playtest with Sam Fisher's new sneak-'em-up.

PLUS MUCH MORE!

NINTENDOGS

They've taken Japan by storm and they're coming this way! Are they the puppies parts or a stinking turd? Read our exclusive review inside...

HQ NEWS: ALL THE E3 GOSSIP FROM THE HANDHELD SCENE, WORD ON THE SIMS 2, SOARING DS SALES IN JAPAN, SQUARE-ENIX'S

CONTENTS



"WE'VE GOT THE whole world in our hands, the whole wide world, in our hands..." with the DS Online! Nintendo has finally jumped onto the online bandwagon and we couldn't be happier. Now we can play against someone decent, instead of Darran. But that's the future and we're all about the now, so read on for all the latest DS and GBA news, previews and reviews.

Liz Morris
News Editor

AT A GLANCE...

HANDS ON NEWS!
Yes! News! Lots of it! This bit's annoying to write, just go read the good stuff.
Pages 070

STILL GOING WITH NEWS!
And Shizzle/Nizzle, see how hip we are! Plus a pic of Orlando Bloom! Schexy.
Pages 072

SPLINTER SELL
Ho ho! Look at us spelling things diferently! That's brightened your day!
Pages 074

NINTENDOGS!
Woof! Bark! Is it a game or a complicated screensaver?
Pages 076

POKÉMON EMERALD
The latest remix from the *Pokémon* stable, plus loads more games!
Pages 080

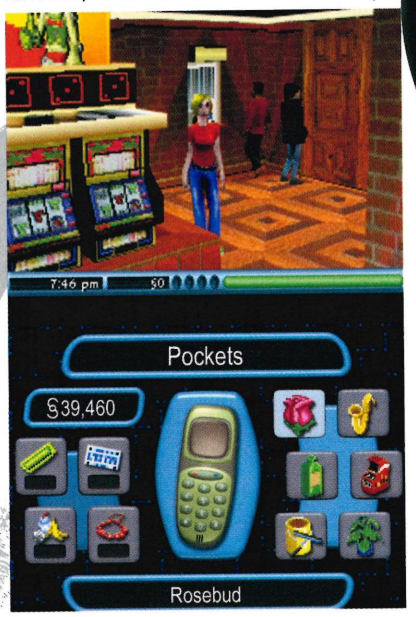
THE SIMS 2

The Sims return to suburbia

AFTER THE MIXED reaction to *The Urbz* from *Sims* fans, it's perhaps not entirely surprising that Electronic Arts is dragging the gibberish-spouting Sims off the city streets and placing them firmly back in their natural habitat in *The Sims 2*. This time round players won't need to worry about their street cred or clothes, but instead will focus on their aspirations, needs and desires.

This is where the similarities between the two games end, however. For starters the GBA version will be separated into 24 story-based episodes, each of which has an "aspiration" that you must complete.

Thankfully, these episodes can be played in any order although the DS version will be more open-ended like the PC version. The DS version will also be fully 3D (a complaint made against *The Urbz*, which was essentially a port of the GBA game), and will feature touch screen and microphone controls, which we assume will be utilised to create musical pieces to play in the lounge/hotel rooms or drawing pictures to hang up in the local gallery. In fact, word has it that players can even swap their musical and artistic creations with fellow DS owners using the WiFi function, which in turn will be rated by the Sims when visiting the gallery or hotel. Not to be outdone, the GBA version also includes a link-up function where players can compete in mini-games, trade items or exchange unlocked episodes. *The Urbz* tried to do something new with the series but didn't quite pull it off and it's good to see the game is going back to its roots. The games are currently scheduled for an autumn release. ■







DS SALES SOAR

Sony handheld no threat to DS?

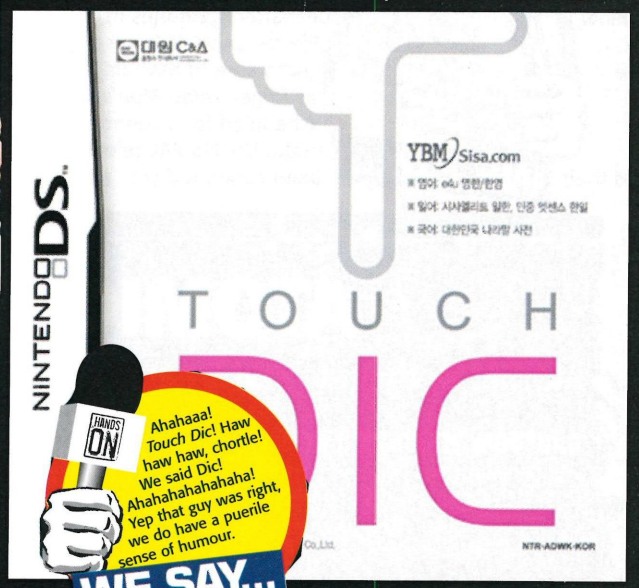
SONY MAY HAVE announced the European release date for the PSP (1 September) but Nintendo isn't exactly quaking in its Gucci boots. The company recently reported DS sales of over five million units from 21 November through to mid-March, putting it well on track to reach its predicted six million sales target. In addition to this, over 200,000 DS units were sold in the UK within the first six weeks of launch, proving that Nintendo is still the daddy when it comes to handheld gaming: "Nintendo believes that competition is healthy and vital to industry growth," said David Yarnton, managing director of Nintendo UK. "...the Nintendo DS has cemented itself as firm favourite with UK gamers." Stick that in your PSP and smoke it Sony. ■



DO NOT TOUCH!

It's educational, honest

THE WORLD MAY be one global community but even so sometimes the meaning of words gets lost in translation. Take for example the whole Jif/Cif debate. We all knew the product as Jif but because our lovely European chums couldn't pronounce the "J" sound without drenching unsuspecting cashiers in flob, the name was changed. This may also be the fate of the brilliantly titled *Touch Dic*, a new dictionary "game" for the DS by Korean company Daiwon C&A Holdings. *Touch Dic* is both a dictionary and calculator, and is clearly a great excuse to allow kids to bring their DSs into school with them. Parents and teachers over here might not be too pleased when the obvious hilarity ensues, however. ■





STRANGE, BUT TRUE

SPIDERS!

According to reports, Activision will be bringing us *Ultimate Spider-Man* on the DS and GBA.

HANDS ON Accessories

NINTENDOGS PLUSHY TOYS

Like some sort of Pinocchio fairytale the *Nintendogs* have come to life! And by that we mean turned into inanimate stuffed toys, but hey, you can actually hug these ones without looking weird. Play-asia.com has a range of these adorable squishy toys on offer, which are just waiting to be taken home and loved... or given to annoying siblings/children so they stop nicking your DS.

Price: $19.90 (ext P&P. Roughly £10.50)



MOBILE BAG DS POKÉMON

Nintendogs may be de rigueur at the moment, but *Pokémon* is still kicking ass and taking names. Just look at this swish DS carry case, complete with Pikachu, Torchic and Munchlax on the side. You want it, don't you? Yes? Well then pop along to www.play-asia.com and get one ordered before our Snorlax eats you.

Price: $24.90 (ext P&P. Roughly £13.10)



GAMER GRAFFIX SKINS

We may be last in line to get the new DS colours, but that doesn't mean we have to stick with our silver casings. Gamer Graffix has released some great skins which come in a wide range of designs including skulls, fireworks, tattoos and animal prints. Each skin is easily placed on your DS, but if you do make a mistake the skins are removable and cause no damage to your DS. For the full range and latest prices, visit www.gamergraffix.com

TID BITZ



CROSS OVER

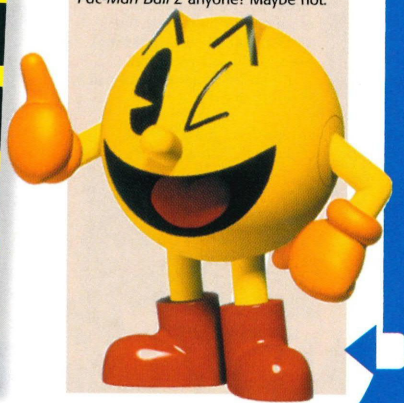
This year we've seen a growing trend for characters, such as Mario, making cameo appearances in random games like *NBA Street V3*, but Konami has gone one step further with the ability to link up the recently released *Boktai 2: Solar Boy Django* on the GBA with *Mega Man Battle Network 5* in the unique Crossover Battle mode. In this mode players from both games will have to take on the character ShadeMan, and whoever gets the most hit points wins.

FREE WORLD

The classic PC game (which also appeared on the SNES) is now available to play on your GBA for free. GBA programmer, Cyril Cogordan, worked with the game's creator Erich Chahi, to create a portable version of the game which can be downloaded at www.foxysofts.com. You'll need a re-writeable cartridge or GBA emulator to play it though.

PAC-MAN DEVOURED

Bandai, the guys behind the *Dragon Ball Z*, *Digimon* and *Power Rangers* games has joined forces with Namco, creating Namco Bandai Holdings. According to reports, mounting development costs were the driving force behind the merger, which makes Namco Bandai Holdings Japan's second biggest maker of videogames and toys after Sega Sammy. We'd be interested to see if Namco's yellow mascot makes an appearance in any of Bandai's franchises now the two companies have hopped into bed together. *Pac-Man Ball Z* anyone? Maybe not.



SHIZZLE

DS NO-LINE

Playing against Darran from across the office or playing against a stranger from across the world? Hmm. Yep, the stranger wins out.



PUPPIES

Nintendogs proves once and for all that dogs are better than cats. Can't throw a Frisbee at a cat and expect it to be caught and returned, can you?



WAITING GAME

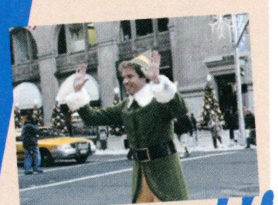
Why do we always have to wait around for the good stuff? Japan already has a choice of four DS colours, not to mention the Poké Park one, while the US has the Electric Blue version. Not fair. We're so jealous.



GBA GAMES

They're a bit lame at the moment, to be honest. For every *Pokémon Emerald* there are ten *Elfs* lurking about.

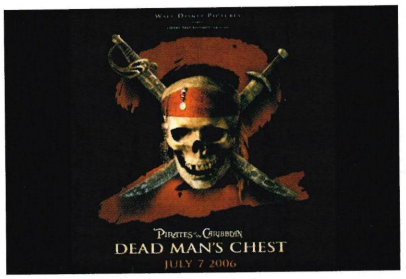
Come on people! It's not all about the DS.



REBELSTAR TREASURE ISLANDS

You're a dead man...'s chest

BUENA VISTA GAMES has announced that *Pirates Of The Caribbean: Dead Man's Chest* is currently under development. The game will be based on the forthcoming movie of the same name, a sequel to the 2003 hit, *Pirates Of The Caribbean*, starring Johnny Depp. This time round players will be able to step into the boots of Captain Jack Sparrow, Will Turner and Elizabeth Swann as they search the high seas and sandy shores in search of the Dead Man's Chest.



"The *Pirates Of The Caribbean* franchise will develop over the next few years as one of the most exciting and important initiatives BVG will spearhead," said Graham Hopper, senior vice president and general manager of Buena Vista Games. "Our upcoming games will expand the *Pirates* world and allow fans to take on the roles of some of the most rousing characters ever created, and experience firsthand their perilous adventures." *Pirates Of The Caribbean: Dead Man's Chest* will feature set pieces from the movie, but will also explore previously uncharted territories in the *Pirates* universe in an adventure that's sure to have us all as jolly as Roger. *Dead Man's Chest* is scheduled for a summer release in the US. No PAL release has been confirmed yet. ■





WE SAY... This one goes out to Dr Drake Ramoray off the TGN forum. Now he can actually be Johnny Depp, not just wish he spent every waking moment with him.

WORK TOP DOG

Japan goes barking mad for Nintendogs

As much as we adored the idea of *Nintendogs*, Hands On secretly scoffed at the idea that a puppy sim could be such a big hitter for the DS, but like *Tamagotchi* before it these virtual pets have captivated the hearts of Japanese gamers. Nintendo managed to shift a whopping 181,000 units in just four days with all three versions of the game placing in the top ten all-platform charts according to Japanese market researchers, Media Create. *Shiba & Friends* got the most tails wagging selling nearly 83,000 units, whilst *Dachs & Friends* placed second with 52,563 units sold with *Chihuahua & Friends* placing third with 45,826 sold. During the same period DS sales spiked to an impressive 96,191 units, thanks in no small part to the release of *Nintendogs*, but also helped by the launch of the Candy Pink and Turquiose Blue DSs. To see what all the fuss is about check out our import review of *Nintendogs* on page 76. ■



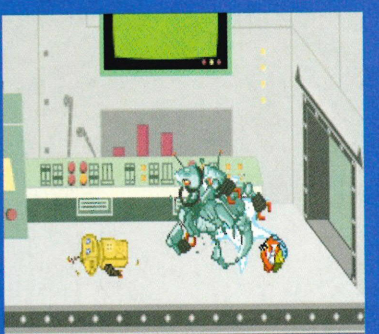
WORLD ATOMICA

Atomic Betty gets star treatment

CARTOON NETWORK'S HIT animated series, *Atomic Betty*, will be getting its very own action adventure GBA game later this year. The game will feature Atomic Betty, an ordinary girl by day, a "Galactic Guardian and Defender of the Cosmos" by night, who has to save the galaxy from the wicked Maximus IQ with the help of Sparky and X-5 while simultaneously protecting her Earth reputation from being ruined by her arch nemesis, Penelope.

"*Atomic Betty* rockets kids into the action-packed world from the hit cartoon series and lets them be the hero," said Jeff Lujan, Business Director, Namco Hometek. "Young players will be able to experience a new style of gameplay with *Atomic Betty*'s easy-to-use three character control scheme. Playing as a team adds strategic depth to the game that kids will love, and allows fans to take control of all their favourite characters."

There will be five playable characters in total, as well as a whole host of weapons and gadgets to help defeat Maximus IQ's evil minions. *Atomic Betty* is currently scheduled for a November release. ■



NIZZLE

HANDS ON Announcements

CASTLEVANIA DS REVIVED?
HURRAH REPORTS HAVE STATED THAT KONAMI HAS REGISTERED A PATENT FOR THE NAME CASTLEVANIA: DAWN OF SORROW. CONSIDERING THE DS OUTING'S STORY FOLLOWS ON FROM THE GBA TITLE, CASTLEVANIA: ARIA OF SORROW, IT WOULD APPEAR TO BE RIGHT ON THE MONEY.



WORLD OF MANA
SQUARE ENIX HAS PATENTED THE NAME WORLD OF MANA. COULD THIS POSSIBLY BE THE TITLE FOR THE FORTHCOMING MANA GAME ON THE DS? WELL KEEP YOU POSTED, SO WE WILL.

SLIME MORIMORI DRAGON QUEST 2
THE SQUARE ENIX TITLE WILL BE HITTING JAPANESE STORES ON 8 AUGUST. SO FAR, NO PAL RELEASE DATE HAS BEEN ANNOUNCED.



CONVENIENCE SHOPPING
IN A RECENT INTERVIEW WITH THE JAPANESE BUSINESS MAGAZINE, ZAIKAI, NINTENDO PRESIDENT SATORU IWATA ANNOUNCED PLANS TO SELL THE DS IN OUTLETS OTHER THAN GAME STORES. "WE WOULD LIKE TO HAVE AS MANY PEOPLE AS POSSIBLE TO TRY OUT THE DS. FOR THAT REASON, WE ARE SEARCHING FOR OUTLETS TO SELL THE DS ASIDE FROM VIDEO GAME STORES. TRADITIONAL METHODS OF MARKET EXPANSION ARE NO LONGER WORKING."

RANBOW BRIGHT
RISING STAR IS CURRENTLY DEVELOPING RANBOW ISLANDS FOR THE DS, WHICH IS CURRENTLY SCHEDULED FOR AN AUTUMN RELEASE. THE ORIGINAL GAME FIRST APPEARED ON THE GAMING SCENE IN THE LATE EIGHTIES.



£98.24
Includes P & P.



£18.24
Includes P & P.

Get them while they're hot!

The hottest games. The latest movie releases. Buy them online now!

Choose from thousands of movie and game titles, plus our large selection of music CDs. And with our efficient online service and speedy delivery, you get your order while they're still smokin hot.

dvdboxoffice.com
movies · games · music

FREE SHIPPING WORLDWIDE
FAX 011.905.709.4073 · TEL 011.905.709.1571
E-MAIL orders@dvdboxoffice.com

SPLINTER CELL: CHAOS THEORY

If nobody can see you hiding in the shadows, do you exist? CHAOS!

INFO

PUBLISHER: UBISOFT
DEVELOPER: GAMELOFT
PLAYERS: 1-4

JULY '05	TBA	JUNE '05

SAM FISHER MAY going grey around the temples, but the guy could still kill you using a toothpick and two marshmallows and you know it. It's unsurprising then that the National Security Agency's number one black-ops agent is back for another adventure... actually, to be more accurate it's the same adventure but on a different platform. Doesn't sound as grand though.

As before, Fisher is sent to gather intel on terrorists waging an information war on the world, including sabotaging the stock exchange, plunging cities into darkness and hacking into the National Defence System. Blocking porn on the internet would have been more effective in our opinion, but back to the point!

Splinter Cell: Chaos Theory on the DS will be the first fully 3D *Splinter Cell* on a handheld system and will feature eight missions, one of which is exclusive to DS. Swish. To get through the levels Sam will be equipped with all the skills and gadgets that were on offer in the console versions, including combat knife, rifle and neck-snapping "stealth kills", although this time he'll also have the SWAT Turn, enabling Sam to step bewteen doors really sliently, added to his moves roster.

The trusty touch screen will be used to navigate the inventory, swap between three vision modes and to control the camera. The touch screen will also be used in some mini-games but Ubisoft has yet to reveal what these will be, although by the looks of it hacking into computer systems or picking locks would be a fair bet.

Once you've crept your way through the single player missions you can also grab a friend and try out the WiFi multiplayer modes: Co-operative and Versus. In the Co-operative mode two players need to choose between Hacker or Assault (each offers different skills to get through the missions) and work together to complete the five levels on offer. Alternatively, two to four players can compete against each other in Versus mode, where one team takes on the role of Shadownet Spies who have to hack into computer terminals, whilst the other team are ARGUS mercenaries who need to patrol the stations and prevent the spies from accessing the computers.

Hands On will be bringing you the full review shortly, so keep your peepers peeled.











Nintendo

3+
www.pegi.info

Get on board!

PAPER GAME BOARD INCLUDED





DON'T MISS THE ONLY PARTY THAT'S PORTABLE!

For the first time, Mario Party hits Game Boy Advance! Live it up with over 60 single-player minigames, touring Shroom City on the road to the ultimate showdown with Bowser. Link up with a friend to party together and swap minigames and crazy gadgets. Unfold the game board included for a party of 4 or go wild with multiplayer battle games for up to 100 players – using just one Game Boy Advance!

MARIO PARTY ADVANCE
Only on Game Boy Advance

OUT 10th JUNE



GAME BOY ADVANCE SP

www.nintendo.co.uk

© 2005 NINTENDO. © 2005 HUDSON SOFT. TM AND ® ARE TRADEMARKS OF NINTENDO.

NINTENDOGS

Puppy love

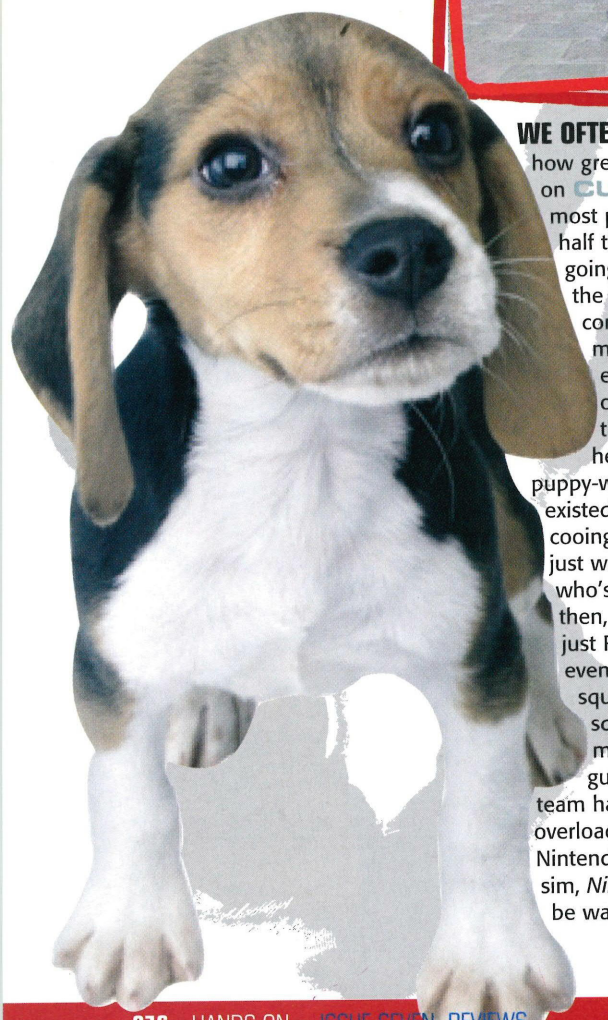


HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PLAYERS: 1

DUAL SCREEN	
MICROPHONE	
WI-FI	
TOUCH SCREEN	

TBA | OUT NOW | 2005



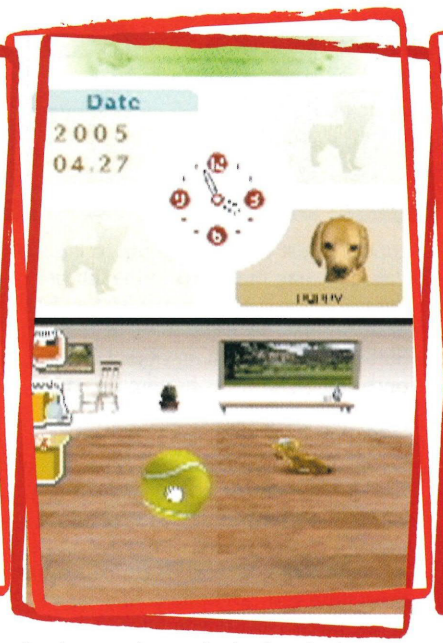
WE OFTEN GET letters saying how great it must be to work on CUBE, and it is for the most part. Except this month half the team have been going insane listening to the incessant baby talk coming from the other members. We've had to endure a whole month of: "Awwwww, look at the wickle doggie! Isn't he just the cutest, lickle puppy-wuppy that ever existed? Yes it is! (insert cooing sounds) LOOK! He just wagged his tail! Awwww, who's a good little doggie then, huh?" and that was just Retro-Darran. You don't even want to know the squeals of joy that were squeaking out of Liz all month. Yes, as you guessed, the CUBE team has gone into girly overload with the release of Nintendo's long awaited puppy sim, *Nintendogs*, but will you be wagging your tails with delight or going all hang-dog with sadness? Read on...

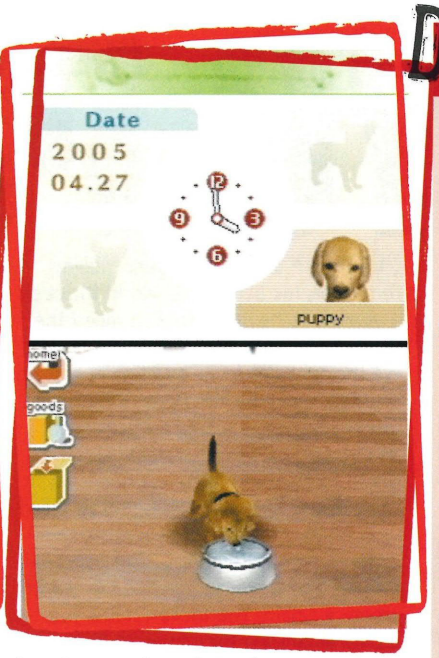
The game comes in three versions, Miniature Dachs and Friends (Liz's choice), Shiba and Friends (Darran's choice de jour) and Chihuahua and Friends (Martin's reluctant option. He wanted Dachshund.) Each version of the game contains five breeds of puppies (see boxout) so there's bound to be something for every dog lover. At the start of the game players get to select their pooch of choice, including the dog's gender and colour, which you then take into your "house" to train up and look after. The first task you're expected to undertake is to name your dog. A menu screen appears with a little microphone logo on it, and once pressed you can record your dog's name. However, you have to do this process several times in order to calibrate your voice so don't get annoyed with the game and think it's stuck in a *Groundhog Day*-like loop. Once achieved, you can play with your puppy by rubbing the stylus over its body to stroke it or to make it perform tricks. Initially you will have to make your dog sit down. Once you've managed to get your pooch's butt on the ground, a light bulb icon appears in the top right hand corner of the screen. Simply press this icon and record the corresponding command word. Thankfully, despite this being a Japanese import, you don't have to say the commands in Japanese. Just pick any word you desire, such as Sit, Roll Over, Beg, and record it. The only slight snag is, like a real dog, your puppy won't learn the trick instantly, so you have to perform it at least three times (and record the same command word) before it registers in the Trick List. Equally, you can only learn a set number of tricks in a 24 hour period (the amount appears to differ slightly depending on your dog), which the game registers using the internal clock. We tried changing the DS's time and date settings to trick the game into believing a day had passed, but it doesn't work, which is a shame as teaching your dog new tricks is a large part of the game's appeal.

That said, there's still mountains to do when you're not making Rex do his monkey tricks. For starters, you can take your puppy for a walk around the neighbourhood and even select your

If you play some tunes, he'll bark along, just like a real life dog! Only better!







route by drawing it on the map before hand. Not only does it do your puppy good, it also gives him a chance to relieve himself (don't forget to scoop that poop!), find gifts for you and play with other dogs in the park. In addition, you can visit the obstacle course and a discount store, which is full of tasty treats, toys and collars for your number one pet, but watch your pennies as everything costs money. Thankfully you can earn some more yen by entering your dog into a contest, such a Frisbee tournament, a "command" tournament and an obstacle course. Although entertaining, the language barrier smacks you in the face in the command tournament as all the instructions are in Japanese so you just have to guess what it is you're supposed to be telling your pup to do. You're chances will improve, however, if you train your pup in the house, go through the commands and play Frisbee with it regularly. Of course it's not all work and no play, and you can entertain your pup by playing music to it, blowing bubbles at it or playing catch.

Nintendogs is a heart-warming and entertaining experience, making fantastic use of the DS's unique touch screen and microphone functions. In fact, the only reasons you're not going to love *Nintendogs* is if you're missing a soul, you're a cat lover or named Miles [I never said I didn't like it! – Miles].

LIZ

You can also dress your pup up, look at the little bows... aww look, aww...



HANDS ON Verdict

GRAPHICS
Very realistic with great textures and superb animation, plus lovely pastel environments.

AUDIO
Lots of woofing and yapping, as you'd expect, with some jolly "elevator" style muzak.

FINAL SCORE

8.7



DOG POUND

WHO LET THE DOGS OUT

Nintendo, savvy business-minded company that it is, has gone down the "gotta catch 'em all" *Pokémon* route with the release of three versions of *Nintendogs*. Each version of the game has six adorable pooches to play with, but which version is the leader of the pack?

DACHS & FRIENDS

Yorkshire Terrier: Loyal but fierce, these pooches love to be pampered and are a favourite in UK households.
Miniature Dachshund: Snappy and sometimes unresponsive; often suffer from spinal problems but look totally awesome.
German Shepherd: Intelligent and protective but double hard and will eat you whole.
Pug: A bit of an ugly bug and lazy to boot, but loves human companionship. Ideal handbag fodder.
Miniature Schnauzer: Perky, energetic and affectionate with a wicked "moustache".

RATING: 8/10

CHIHUAHUA & FRIENDS

Chihuahua: Tiny and stupid looking. Loses points for being the celebrity dog-of choice, but it did star in the Taco Bell ads.
Cavalier King Charles Spaniel: Beautiful and a favourite amongst regal types, this dog is friendly, gentle and loving. Awwww.
Shih Tzu: Put it this way, Geri Halliwell owns one.
Labrador: Possibly the best dogs ever? Yeah, totally. Smart, obedient and gentle looking. A great family pet.
Beagle: Totally adorable, with plenty of stamina and good hunters.

RATING: 7/10

SHIBA & FRIENDS

Shetland Sheepdog: It's Lassie! She could communicate with humans and everything. Plus Liz wants one, so they've must rock.
Miniature Pinscher: Looks like a tiny Doberman, and is equally hardy. Smart and strong-willed, these are ideal for little thugs.
Shiba Inu: Sometimes referred to as "little wolves", these pooches are hard to train and require plenty of stimulation.
Welsh Corgi Puppy: If they're good enough for the Queen, then they're good enough for us peasants.
Toy Poodle: The hairdresser's dog of choice. They're a bit Eighties if you know what we mean, and frankly right daft looking.

RATING: 7/10



PUYO POP FEVER

Enough to get you hot under the collar?

PUYO POP FEVER has been raising temperatures across the world for over a year now, having already graced the GameCube and GBA, and to be honest we thought our fever had finally broken. Then along came the DS and here we are again, popping those Puyos like there's no tomorrow. However, can a game that's done more rounds than Mike Tyson have anything new to offer?

When it comes to the premise, the answer is no. Like before, you need to link up four or more matching Puyos to create a Chain. The more Chains you create in one go the better, as this drops Nuisance Puyos onto your opponents screen as well as filling your Fever Meter. Once the Fever Meter is full, you go into Fever Mode, where the goal is to create as many chains as possible in the short time available Whoever's screen fills up first is the loser. Easy huh? But what's new, dagnammit?

For starters there's the touch screen. That's new. It's also crap. You see instead of doing the logical thing of placing the game board on the touch screen, a la *Zoo Keeper* (which would have been very straightforward to control), the game is viewed on the top screen and controlled on the bottom one. Although it's pretty simple to control – just poke the screen to flip the Puyos or drag the stylus to the left or right to move them – it just isn't as fast or as accurate as using the D-pad and buttons, which you'll inevitably opt for once the game starts hotting up and you've got to keep up with the pace.

So WiFi then? This is a real perk to the DS version of *Puyo POP Fever* as up to eight people can play using just one cart in the Everybody Puyo POP Mode, offering endless hours of fun and more challenge to POP pros. Of course, in the meantime you can hone your skills in single player, where you have to defeat round after round of enemies in the easy, normal and hard modes or train up in the Free Battle mode. Equally, if you tire of the main game you can try your hand at Endless Puyo where you can play in constant Fever mode, get set challenges to complete (such as doing two chains in a row) in Mission mode or be a purist and go for the original *Puyo POP* game. So much to do, but so much we've seen before. Although it's a good game, there's no real point in buying it if you own another version except for the WiFi, but if your Puyo cherry has yet to be popped then its worth a play.

LIZ



HANDS ON INFO

PUBLISHER: ATLUS USA INC
DEVELOPER: SONIC TEAM
PLAYERS: 1-8

DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	

TBA | OUT NOW | OUT NOW

HANDS ON Verdict

GRAPHICS
All the colours of the rainbow blended together in a sumptuous cartoony style.

AUDIO
Very bubbly, cheerful music that suits the game down to a tee.

FINAL SCORE

7.0



STAR WARS: REVENGE OF THE SITH

This one seems pretty forced







INFO

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

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

OUT NOW | TBA | OUT NOW

LAST MONTH WE got *Lego Star Wars*, a game totally reliant on its cute factor. This month we get *Star Wars: Episode III – Revenge Of The Sith*, a game totally reliant on being a *Star Wars* game. Oh dear.



Some of us don't like *Star Wars* that much, while some of us take it all far too seriously. In fact Miles was frothing at the mouth one night over his pint of lager-top in the pub that the conversation had to be quickly redirected to ye olde *Star Wars* and how cool Han Solo is. ("But he should shoot him first! He's a space pirate!" "Smuggler." "Pirate!" "Oh shush, Miles.") Such is the only way to satiate an aging fanboy. Let's hope he doesn't read this, even though it's his job and stuff.

Because! Because *Revenge Of The Sith* is the GBA game Version 1.5. In the exactly same way *Spider-Man 2* had the DS gimmickry slapped on, this has the dubious advantage of having your special moves (in)accessible from the touch screen. (And to demonstrate its GBA roots, the special moves are all available from D-pad and button combinations as well.) Other than that it's just *Streets Of Rage* set in a galaxy far, far away. *Endless Expanse Of Rage* perhaps.

Tucked away is the levelling up system. Collect enough green orbs, by smashing scenery (or merely scarring some of it) and defeating certain enemies (though there's no indication which), and you can upgrade your damage potential and health bars. And that's good, isn't it? That adds a bit of depth to the gameplay, yes? Tell you what does though, you can play as Anakin and Obi-Wan AND they have branching storylines that involve defeating identical looking droids and the odd space ship shooting section.

It doesn't look good, doesn't play good and the DSness is moot. But still, if you like *Star Wars* you might like it.*

TIM

HANDS ON Verdict

GRAPHICS
Looks okay, but there's something very cheesy about the faces for the dialogue.

AUDIO
John Williams never sounded so tinny – in stereo! Do do doo.

FINAL SCORE

6.5

*By order of management.

POKÉMON

Return to the green, green hills of Hoenn

INFO

PUBLISHER: NINTENDO
DEVELOPER: GAME FREAK
PLAYERS: 1

OUT NOW | OUT NOW | OUT NOW

POKÉMON EMERALD IS hardcore. Not Tera Patrick hardcore (though she does look like Espeon), it's hardcore Pokémon battling, training and levelling up. You might have finished *Ruby* and *Sapphire*, you've probably breezed through *FireRed* and *LeafGreen* on half remembered strategies and tricks, but this is something more.

"It's just another expansion game made to line Nintendo's pockets even more. It's not like there's not thousands of *Pokémon* games, toys, merchandise, cartoons, movies, an unbelievable amount of stupid wee critters to catch, train, make happy, breed so you get stronger versions, trade and try to get a shiny version of… don't get me started on the Trading Card Game… surely Nintendo has enough money to make a proper new *Pokémon* game rather than palming us off with yet another expansion game that's just made to line…" Jesus, these voices have got to stop.

Upon returning to Hoenn you'll notice little differences, the Pokémon moving your stuff are now Vigorths instead of Machokes, the text font is the same as *FireRed/LeafGreen*, and your character's clothes have changed! "You really didn't need that exclamation mark there." Huh? Shut up.

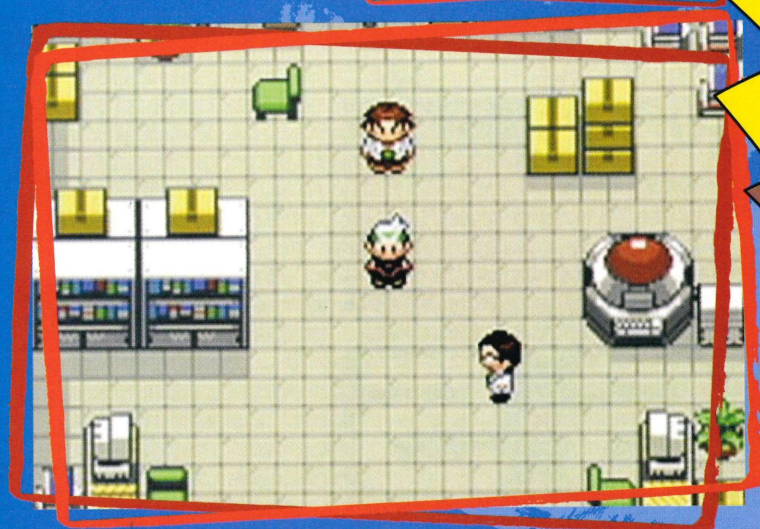
Seriously though there are important changes, and some less important but nice touches such as Pokémon animations when they enter battle. The main change to the story is that you don't choose sides between Team Magma and Team Aqua – here you have to sort both of these nefarious cults out. This of course means that there are a lot more Pokémon to catch for your dollar and you get more of a chance to catch the legendary Pokémon: Rayquaza, Latios, Latias Kyogre and Groudon. An easy to catch Mew is tucked away, but you need to go to the Nintendo events to get the tickets, or upload them from *Ruby* or *Sapphire*. You'll still need the Nintendo download to get Lugia, Ho-oh, and Deoxys. (Deoxys this time comes in a speedy version to complement the defensive and attacking stats of the *Ruby* and *Sapphire* versions.)



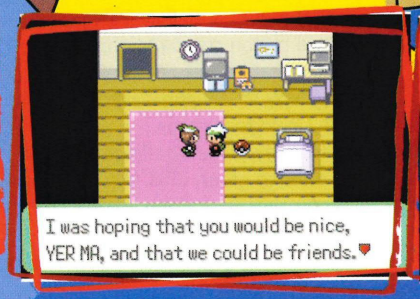
Some other slightly less impressive changes include the Abilities. These now have effects outside of battles, such as enticing more higher level wild Pokémon into battle so you can catch 'em. Move tutors teaching TMs from *Red* and *Blue* are now abundant and there are five new Berries that help control the happiness of your Pokémon. "Bit like Prozac then." Shush, jeez… you can also gain items from each battle depending on the level of your Pokémon and your luck. "Aye, luck that's been mathematically worked out."

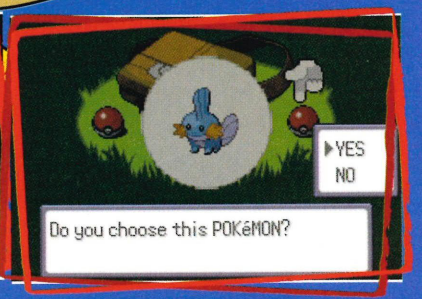
If you've already done *Ruby* and *Sapphire* then there will be plenty of déjà vu for you











So are you up for it, all over again? It's either this or puppies.

EMERALD

but if you power on to the Elite Four and beat them then you'll gain access to the Battle Frontier. Here all your battling dreams come true. "Apart from the one where you actually earn experience points for all your battling, not just the stupid badges." Go away! At the Battle Frontier you take part in battles with stipulations on how many Pokémon you can take in, whether you control them, two on two, one on one, without knowing which Pokémon you'll use, winning on a judge's decision and so on. "And on." This all opens the game up for more strategising and really "Really?" puts the emphasis on owning and training your 'mon to specific levels.

So *Emerald* is hardcore – gym leaders have been made more difficult, the Elite Four have upgraded some of their Pokémon and eventually you'll get to battle Steven, the real champion in *Emerald*. "It's like the Red fight from Gold and Silver, remember that? That gave you what, ten more minutes battling?" You can also trade between *Ruby*, *Sapphire*, *Colosseum*, *FireRed* and *LeafGreen*, so you can build up your... "The thing is though whether you are such a *Pokémon* nut to buy it again, play through it all again, raise some of the same critters again, just to fill your National Pokédex. Of course the real pleasure comes down to battling your friends, but if you've been doing this from the start it's a certainty that you've either out grown it or your friends have. Basically if you don't like *Pokémon*, then you mightn't... " Hey! You've ruined this review. "What you going to do? Call the police?" I might! Gosh!

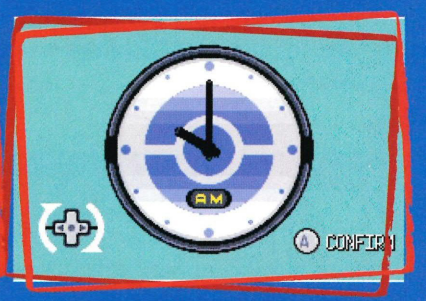
TIM



It seemed funny at the time, it's even funnier now.









HANDS ON Verdict

GRAPHICS
Right up there with *Pokémon Ruby* and *Sapphire*. You weren't expecting that were you?

AUDIO
Cool tunes make the volume bearable, but the usual squeaky Pokémon noises return.

FINAL SCORE

8.5

MEGA MAN BATTLE NETWORK 5: TEAM PROTOMAN

Not the Mega Man from So Solid Crew (he's rubbish)

INFO

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
PLAYERS: 1

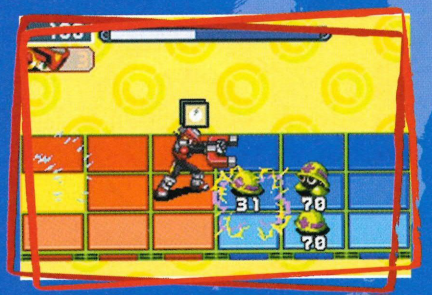
10 JUNE | OUT NOW | 21 JUNE

WE CAN'T PUT graphs in **CUBE** because Lewis gets grouchy when you ask him to do anything that deviates from colouring in, but you need one to show how *Mega Man* rewards time with awesome gameplay. After five minutes, you're not convinced the idea of chip-battling works. After a few hours, you've got a few decent chips ready to go and are starting to get a grasp of the game. After a few days, you're fully hooked. The graph would be one of those silly graphs that starts with a gentle slope and ends up flying off the paper. Then again, we could forget the entire graph thing and just say "rewards time with awesome gameplay." Which we did. Writing reviews is a confusing business.

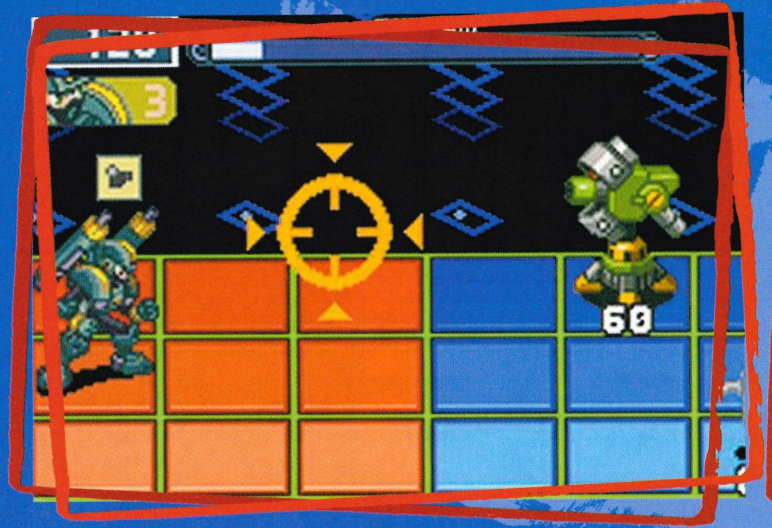
Even more confusing is trying to describe the gameplay in a concise paragraph. It would probably take the entire review to explain, which would be as boring to type as it would to read, so here's our best attempt at a distilled version. You fight things on a small grid using different chips as weapons. Some chips attack the back row, some smash huge holes in the grid, some are status attacks, it all varies. As with previous *Mega Man* games, there's a random element to proceedings – the five chips you can pick from are picked for you – so the game is ultimately is about collecting chips and whacking the right combinations into the folder that they're picked from. This is getting confusing already. Needless to say, it's about collecting chips and setting them up correctly, which is far more engaging than it sounds. We've made it sound rubbish. It's not.

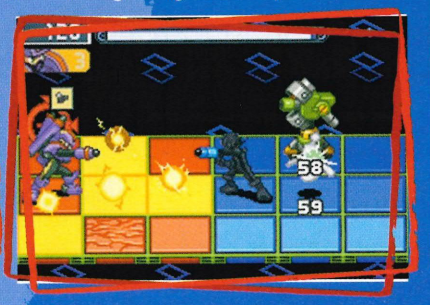
Megaman Battle Network 5: Team Protoman is needlessly difficult to get into thanks to its convoluted gameplay and love of unnecessary menus but once you're there, it's brilliant. In the same way that *Pokémon* is about collecting stupidly coloured monsters and *Yu-Gi-Oh!* is about collecting stupidly named cards, *Megaman Battle Network* is all about collecting stupidly hard-to-find chips. You can dip in to add a few more chips to your collection or throw yourself into a whirlwind session that lasts hours, tinkering with your chips folder and mucking about without actually playing the game at all. It's the reason handheld gaming exists – perfect for long-term hauls on the 12.15 to Cardiff, equally perfect for a short blast while waiting for Michelle Ryan to appear on *EastEnders*. Hell, you might not even look up rightaway when Michelle Ryan finally appears – it's that good (you will look up eventually, it's just it will probably take longer than usual. That's all we're saying).

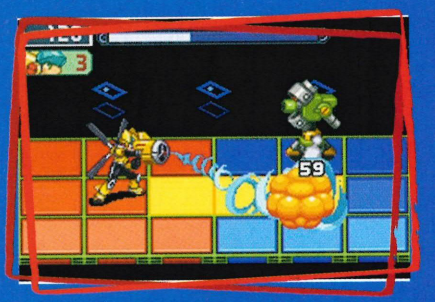
RYAN



Let's have a caption competition for this, write in...







You want to know the best bit about *Mega Man*? Right after this fight, you...



HANDS ON Verdict

GRAPHICS
Pretty good – bursting with personality! We don't actually know what that phrase means.

AUDIO
The usual bunch of silly Japanese tunes. Some call it quirky, we call it annoying.

FINAL SCORE

8.5

PAC-MAN PINBALL ADVANCE











Flipping boring

SINCE PAC-MAN munched his first pellet back in 1981, the gaming world hasn't been able to get enough of the Edam shaped hero. So we came to *Pac-Man Pinball* with high hopes – after all, *Pac-Man* plus pinball? What could be better? Unfortunately a swift stab in the eye with a Philips screwdriver would be far preferable.

Not that *Pac-Man Pinball* is all bad, the idea itself is worthy of a point or two. Pac-Man has been sent on a mission by Professor Pac to rescue the residents of Pac Land who have been kidnapped by the ghosts Pinky, Inky, Blinky and Clyde. This, for some bizarre reason, results in Pac-Man being turned into a pinball. Okay, so the story's lame but let's not get sidetracked. The point is we've got Pac-Man, Pac-dots, and massive scores on offer. Woo! Equally whoop-worthy is the ability to play mini-games during the main game, such as collecting Pac-dots while trying to avoid being hit by the ghosts, as well as the chance to buy power-ups like extra lives, extra fruit and Ms Pac-Man. Yes folks, you can also play as the bow-haired "beauty" who appears on the screen alongside Pac-Man. This does mean you have to juggle two balls at once, but the simplicity of *Pac-Man Pinball* means it doesn't throw out much of a challenge. In fact, the game in general requires very little effort. Just keep wiggling the flippers, and eventually you'll achieve your goal, if you can stay awake long enough. Although you can say that about many pinball games, this one seems particularly lacking in the challenge department. Whether this is because *Pac-Man Pinball* is aimed at kids or whether Namco's development team all booked their holidays at the same time and had to whip this out in a few weeks is unclear, but we'd opt for the latter considering that the game only features four tables, two of which are just lame variants…sorry, "classic" versions of the regular ones. There's Pac-Village, Pac-Village Classic, Haunted Boardwalk and Haunted Boardwalk Classic, and other than a cosmetic makeover the classic tables are the same as their regular counterparts. How crap is that?

Thank heavens that Namco and Bandai have teamed up, so Pac-Man may get his juju back sometime soon. The sooner the better we say, because we don't need any more dross like this cluttering up the games cupboard!

LIZ

HANDS ON INFO

PUBLISHER: NAMCO
DEVELOPER: HUMAN SOFT INC
PLAYERS: 1

TBA | TBA | OUT NOW

HANDS ON Verdict

GRAPHICS
Very bright, very basic but not very good due to lack of variety.

AUDIO
Harks back to classic *Pac-Man* days, so that's okay. Otherwise, just lots of bloops and pings.

FINAL SCORE

4.5



DYNASTY WARRIORS ADVANCE

China in your hand

INFO

PUBLISHER: KOEI
DEVELOPER: KOEI
PLAYERS: 1

TBA | OUT NOW | TBA

WITH THE RECENT announcement that *Dynasty Warriors* will be coming to the DS the GBA version seems to have been woefully cast aside like last year's *FIFA* game. Compared to the DS's 3D graphics and flash technology it's easy to see why *Dynasty Warriors Advance*'s 2D graphics and basic "hit A" gameplay may seem like vanilla ice-cream compared to the DS's triple-chocolate treat, but you know what? Vanilla may be simple, but boy can it be tasty.

Dynasty Warriors Advance takes the basic elements of the PS2 games, with the return of the Shu, Wu and Wei, the dynasty warriors who have to rid the provinces of enemy forces. Being a GBA title the number of characters are limited.





Liz with cramps and not enough chocolate. Scary.



At the start you are restricted to nine characters, including favourites Cao Cao, Zhen Ji, Liu Bei and Sun Shang Xiang, each of which has strengths and weaknesses although every character has the ability to level up during the game as you gain more experience and collect additional weapons.

The biggest change with *Dynasty Warriors Advance* over its PS2 counterparts is its board game style gameplay. Unlike the free-roaming environments of the console versions, the GBA game is set out on a *Risk*-like board where you can only move one/two steps at a time towards the enemy troops. Each "player" (you, your CPU team and the enemy forces) take it in turns to move, although you can lose a turn by failing to complete a battle within the set time frame. However, if you complete a battle within record time then you gain a turn – something that is vital to do if you want to keep on top of the enemy forces. As you battle the screen changes to an isometric view of an environment and it is here that the real fun begins. Like a traditional hack 'n' slasher, you come face to face with a barrage of enemy forces who must be defeated using a skill us professionals like to call "button mashing". Simply hammer the A and B buttons until all your opponents are defeated (or your thumb breaks), but try not to lose too much health in the process otherwise its game over. Thankfully each enemy you kill increases your Attack meter. Once full your special attacks level up, which can be unleashed by pressing the L button. These are particularly handy when you're seriously out-numbered or when facing the end of level bosses.

The game in general is relatively fun, although the hack 'n' slash element gets tiresome after a while. Still, *Dynasty Warriors* lovers will inevitably lap this up, although we do suggest taking a course in Japanese if you want to get the most out of the wealth of stats and information on offer.

LIZ

HANDS ON Verdict

GRAPHICS
Very basic but gets the job done, with some nice background touches such as falling blossoms.

AUDIO
"Power-chord" electric guitar soundtrack mixed with plenty of "hi-ya" sound effects.

FINAL SCORE

6·0

DRAGON BALL ADVANCE ADVENTURE

Dragon balls

AFTER READING TIM'S review of *Dragon Ball Z: Budokai 2* back in Issue 44 you will probably be aware of two things: 1) the **CUBE** team loves fighting games. 2) the **CUBE** team don't really care about *Dragon Ball*. But Hands On came to this adventure with open arms and an open mind, mainly because the powers that be ordered us (well, Tim) to stop comparing everything to the mighty *Street Fighter III* [what, so I can't compare a good fighting game to a bad one, where's the sense in that? – Tim].

There's at least one thing going for this game – you certainly get value for money. It's crammed with *Dragon Ball* goodness. Not only do you meet a variety of the stars from the show, such as Roshin, Krillin, Emperor Pilaf, Bulma and King Piccolo but you also get to face the Red Ribbon Army, fight in the World Tournament battles and fly about on the Nimbus Cloud of Roshi. We can hear *Dragon Ball* fans across the nation literally bursting with glee.

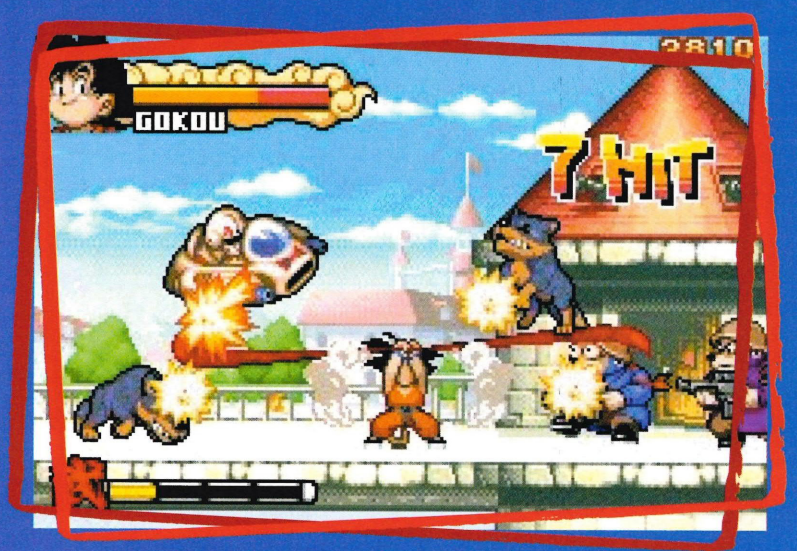
In addition to the plethora of *Dragon Ball* characters and show highlights, the story mode also features a veritable gumbo of game styles, from straight-up, built for beef platform levels to boss fights and beat-'em-up battles, with a few mini-games, training levels and sky battles thrown in for good measure. Whether this is a tasty dish is another matter however, as some stages (namely the platform ones) are desperately longwinded and repetitive, although kudos to Banpresto for attempting to make the game non-linear with the inclusion of multiple routes in some of the stages. Equally, these stages have numerous items that you can pick up, including level-ups for Goku's Magical Stick, so there's always a reason to return to the game once completed. As well as this, once completed you unlock mini-games, new characters to fight with in the one-on-one or Link-up modes plus you can replay the Story mode as baldy Krillin.

Sadly, it's just very difficult to get excited over *Dragon Ball Advance Adventure*. It's one of those games that caters entirely for fans of the show, so those of you who are new to the *DB* universe might feel left out in the cold. Then again, who else but *Dragon Ball* aficionados are going to buy this game anyway?

LIZ







HANDS ON INFO

PUBLISHER: ATARI
DEVELOPER: BANPRESTO
PLAYERS: 1-2

17 JUNE	OUT NOW	OUT NOW

HANDS ON Verdict

GRAPHICS
Spot-on *Dragon Ball* style, simple but pleasant level designs and good character likenesses.

AUDIO
Typical Japanese-trying-to-be-western rousing music, with good, solid sounding sound effects.

FINAL SCORE

6.9

DIRECTORY

The GameCube has a directory and the DS got all jealous, so here's a directory that's just like the one for GameCube, only it's all about the DS. And everyone's friends again!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
■ Asphalt Urban GT	Gameloft	In-House	1-4	41	NTSC	4.1
Dull arcade racer that forgets there's a touch screen.						
■ Atari Retro Classics	Atari	In-House	1-4	44	PAL	6.0
Rag tag collection of dubious classics, with graffiti!						
■ Daigasso! Band Brothers	Nintendo	In-House	1-8	43	NTSC	8.9
Make plinky-plonky tunes with your friends.						
■ Electroplankton	Nintendo	In-House	1	45	NTSC	7.8
Make plinky-plonky tunes on your own!						
■ Kirby: Canvas Curse	Nintendo	HAL Laboratory	1	45	NTSC	8.4
Like *Touch & Go* but a bit faster.						
■ Meteos	Bandai	Q Entertainment	1-4	45	NTSC	9.2
Addictive little puzzler that makes you want to play it more!						
■ Mr Driller: Drill Spirits	Namco	In-House	1-4	43	PAL	7.0
A good little puzzler that doesn't work well with the stylus.						
■ Pac-Pix	Namco	In-House	1	45	NTSC	6.9
Not such a good little puzzler, but Pac-Man's in it!						
■ Pokémon Dash	Nintendo	Ambrella	1-6	41	NTSC	4.0
Horrible, horrible racing game, but with added Munchlax.						



Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action



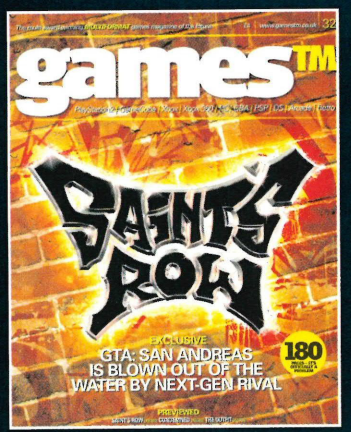


GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Polarium	Nintendo	Mitchell Corporation	1-2	43	PAL	8.0
Not as addictive a little puzzler than previous little puzzlers.						
Project Rub	Sega	Sonic Team	1	43	PAL	7.3
Rub the lady silhouette up the right way to win!						
Rayman DS	Ubisoft	In-House	1	43	PAL	6.0
Absolute tosh of an N64 port. And it's Rayman, errgh.						
Ridge Racer DS	Namco	NSTC	1-6	42	NTSC	7.8
Does not control well, PSP version better.						
Robots	Vivendi	Eurocom	1	44	PAL	6.4
Rubbish! Next!						
Space Invaders DS	Taito	In-House	1	45	NTSC	4.9
Even worse!						
Spider-Man 2	Activision	Vicarious Visions	1	43	PAL	7.2
Not that good, feels like a GBA game, looks nice though.						
Super Mario 64 DS	Nintendo	In-House	1-4	43	PAL	9.3
The best platformer ever, in your hands.						
Tennis no Ouji-Sama: CD	Konami	In-House	1-4	44	NTSC	7.0
Obscure tennis title that we gave seven out of ten.						
The Urbz: Sims In The City	EA	Griptonite	1	43	PAL	6.6
It's the GBA game with a touch screen! Super!						
Tiger Woods PGA Tour 2005	EA Sports	EA	1-2	44	PAL	7.8
More dodgy controls – swing the stylus to swing!						
Wario Ware Touched!	Nintendo	In-House	1-2	43	PAL	9.0
An addictive puzzler crammed with addictive little puzzlers.						
Yoshi's Touch & Go!	Nintendo	In-House	1-2	43	NTSC	8.6
Catch a falling Mario and stick him on a Yoshi...						
Zoo Keeper	Namco	NSTC	1-6	43	PAL	7.1
Started off as a Flash internet game, then sold for £30.						

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

Still the industry's favourite games magazine





The multi award-winning multiformat magazine – available from all good newsagents or call for a copy direct on 01202 200200.

- **180 pages of essential gaming**
- Written by gamers for gamers
- **32 pages dedicated to retro games every month**

Issue 32 out now!

NETWORK

Putting something witty here each month is hard. We suggested a picture of Liz instead but that idea got poo-pooed (by Liz).

VIEWPOINT

90 A 'reader' writes to say: "Tim couldn't tell a joke to save his life and Chandra is way funnier." Oh, how we laughed! Except Tim.





FORUM
Revel in Sean-Mill's pearls of wisdom, such as "half the time I wasn't hitting the monsters when I bloody was."
94

CHEATING MONKEYS

98 Monkeys that cheat. Simians that twist the rules. Primates that... there aren't too many ways to reword this. Let's move on.



SPLINTER CELL: CHAOS THEORY

102 "Shoot the lights, move slowly, check your surroundings. When you're close enough, use the chloroform soaked rag. She's yours! Now she'll have to love you."

BACK ISSUES
We don't have to explain this to you. But we will anyway. No we won't!
128

REGULARS

BEAT THE WORLD
96 There's something new about Beat The World, but what? That's right! It's now on page 96 instead of page 94!

ACTION REPLAY
100 Unrelated letters that only make sense if you have an Action Replay. Kind of like hieroglyphics. But not like them at all.

THE DIRECTORY
122 Last month, we snuck a picture of Jenna Haze into the mag. This month, Girls Aloud. Yes.

BACK ISSUES
128 Oh okay we'll explain what this page is about in this small box here: THE BACK ISSUES ARE ON THIS PAGE!

NEXT MONTH
130 Oh dear, we've run out of jokes. Next month – we'll try to think of some more.

CONTENTS

Viewpoint 90
Forum Frenzy 94
Beat The World 96
Cheating Monkeys 98
Cheating Monkeys Action Replay 100
Guides and Solutions
Splinter Cell: CT 102
TimeSplitters: FP 108
Resident Evil 4 Part 4 116
Directory 122
Back issues 128
Next Month 130

VIEWPOINT

You don't only have to send letters, you can send sweets too!

KEEP WALKING

Dear Sir/Madam
Please can you send me *Resident Evil* walkthrough for Nintendo GameCube please thank you.
Yours faithfully
MR PETER BURLING, LEEDS

CUBE: ***No. Buy the last three back issues. We need cash to impress girls.***

FEED THE TEAM

To Tim, hope you are all well in the CUBE office. I felt a bit sorry for you guys the other day with all the talk of Highbury being in debt and you all not being certain about your jobs. I thought it was time for a little care package to cheer you all up a bit!
Included is:
Dazed And Confused on DVD
Six Fudge bars, one for each member of the team
One Dairy Milk bar for Lizzy
One CD of Seventies music
Paper aeroplanes to make
Assorted stolen stuff from our stationary cupboard

The DVD is a present for you for being a good guy on the forum and a quality reviewer. I hope you like it, it is one of my favourite films. Feel free to lend it Snorlax too – top bloke as well!

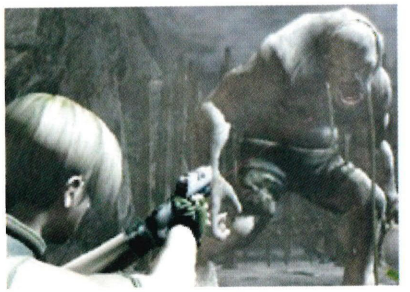
I am entrusting you to share out the Fudge bars to everyone in the CUBE team (none to XBuM or IamesTM!). Liz gets an extra Dairy milk as she can't even afford a haircut... poor girl. The CD, aeroplanes and pens are just stuff I have stolen from work. It's free so don't moan!

Keep up the good work on the mag and pass on my best to everyone there. I enjoy your mag every month and this is my small way of saying thanks. All the best.
PETER, LONDON

CUBE: ***We love you Pete.***

A BRIEF HISTORY OF TIM

Hiya CUBE! Just wanted to say I love your mag and I buy it every month. You guys are so damn platform friendly and I think that's great because I'm bored of the whole console wars thing. Each console has its own unique games and positives so there is no best console, only a favourite depending on what you like. One of the GameCube's best exclusive games is *Tales Of Symphonia* in my opinion and I love this game to death! I've already completed it twice since I bought it and the battle system is



Here's bit of *Resi 4*, remember the first time you saw him!? Scary!

nothing short of amazing. I thought it was harsh of Tim to include that spoiler in his review, I didn't think it was obvious. there's a similar twist in the *Final Fantasy VIII* story but in Issue 42 he rated this game as one of his favourites. Hmm. I just think more people need to play this game cause it's wicked, I prefer it to *Resi 4* actually (too short) and its probably the "funniest" RPG I've played since *Chrono Trigger*.
TOM FX, VIA EMAIL

CUBE: ***Tim says: "I'll spoil it even more and let on that Kratos starts off good, turns bad, and then... blimey! He turns out to be good all along. Didn't see that one coming, woah what a startling...*press ⓐ*... revelation."***

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.

WHO IS NINTENDO KIDDING?

Not you lot, that's for sure

This is a letter for the disgusted reader who thinks that Nintendo shouldn't aim at children. Has it ever thought that most adults ain't interested in fat Italian plumbers (*Mario*) or a child who has a sword to defend evil (*LOZ*) because they are what a lot of 11-13-year-olds are mostly interested in. Also children get money too although not as much as adults but it is children who get their parents to buy them games for their birthday (Santa does it at Christmas). Lastly I would like to say the mag is brill even though I had not read them since Issue 42 (sorry) your mag is great.
CALLUM, VIA EMAIL
PS Tim couldn't tell a joke to save his life and Chandra is way funnier. *Four Swords* rules and if you print my letter I will send you all chocolate.

CUBE: ***You made Tim cry. Now make with the chocolate. Crisps are good too.***

The CUBE SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to...
orange™ www.orange.co.uk/multimedia

HANDY PANTS

And trousers of time

I hate it when people always slag off the GC, Yeah, sure it's not a good console but it's still a console, also when you walk into a shop (eg Virgin Megastores) the lack of GC games makes me angry, and then near it a whole row of Xbox games and PS2 is really disturbing, since there's a vast variety of game choices there, while the GC has about 6!

Now my next complaint is when people slag off the DS, it's most likely, the BEST hand-held console Nintendo has released, with the dual screen format, the WiFi system and microphone it makes it a great console, but still people who want the PSP say that's better, heck it has no flap which means it could get easily damaged, and I think Sony have copied of Nintendo, releasing a handheld (but my friend said that they started making the PSP before Nintendo released a hand-held, but I don't believe him). So there you have it.

LIAM MULLAN, VIA EMAIL

CUBE: ***Your friend is an idiot.***



BEAR FOR A DAY

I'm sure you have better things to do and this has been the first time I've ever been inclined to write to you, but please at least read my letter. I went through Issue 44 and found a few things that interested me so here I go. First of all in one of your boxouts about the DS and this bear that will be the new face of DS, you said that the bear should be using his tail as the stylus BUT bears don't have a tail long enough to use as a stylus so unless you want a picture of a bear with a DS up its arse think again. And another thing that annoys me is the fact that people like Craig with his *SSBM* vs *Rogue Squadron* are idiots and don't realise that you are just weighing up the pros and cons of a game to give a personal opinion (by the way I think both games are cool).

Oh and the pic of Vexx on the letters page – don't you think that he looks like a more evil version of Tak? Oh and why do you have a random pic of Pikmin on the other letters page? Umm and one last thing – where can I get the *Zelda* soundtrack CD I've been looking of it for ages and haven't found it. Be expecting lots of other letters from me cause I have lots of opinions about the mag!



JOSH MATHEWS, VIA EMAIL

PS Why is there so much blasphemy in your mag with the adverts for PS2 and Xbox things. I don't mind the RC cars and the DVD players but why the hell PS2 and Xbox in a GC mag!

CUBE: ***You clearly haven't seen that bear's tale/stylus in action. Anyway, we found the*** **Zelda** ***soundtrack on Amazon for a rather steep 23 quid, so take a look on there if you want it that bad. As for the adverts, blame our advertising department – we always try to.***

EVIL GENIUS

Okay lets get the usual cack out of the way, your mag's great I've been buying it since I bought the GC (well just before). Now on to the gory bit, I bought *Resident Evil 4* a few days after it came out thinking that it was gonna rock. Well it does, almost too well, I've barely had any sleep as it keeps drawing me back into its parasitic grip. But there are a few things that bug me, first why did they change the name of the series from the Japanese *Biohazard* to *Resident Evil*. I know it worked for the first game but since then the title has made no sense and why haven't they done this before.

I'd also like to say that Nintendo had better take note as Capcom has done what Nintendo have been saying they will do for the past couple of years, they evolved the *RE* series, Nintendo need to do something like this with their flagship titles as they are becoming a bit stale, maybe that's just me. I have been playing them since the NES days (and yes I mean NES. People keep trying to say that I mean the SNES!). All I hope is that the new *Zelda* game will be as good. If not be sure to show them my way as I have a few ideas up my gamer sleeves.

PAUL SEDGMORE, 20, LONDON

CUBE: ***Dunno,*** **Biohazard** ***is a pretty cool name, but they can't use it over here for some reason. You're right though. Nintendo needs to take a good look at it's big franchises and decide very carefully where each one is headed.***

FUNNY MAN

Hey CUBE mag and everyone who makes it. This really is just a tester letter to see if it gets in. If it does I'd like to say that I'm a massive *Zelda* fan and I absolutely love the pics you put in Issue 43. They were great and also Miles is funny when he's drunk as in funny strange funny. So then since you're putting both the old an the new DVDs in the next issue I'd also like to know two more things:

1. Who is gonna run the review of the new *Zelda* game?
2. When is it coming out?

Thanks a lot guys oh and my name's Jordan and I'm 14.

JORDAN, 14, VIA EMAIL

CUBE: ***1. Us. 2. End of the year (yeah, right, as we've seen in the past these things never come out when their supposed too). Miles says just to call him Uncle Squeezers. Dunno why, he just does.***



We totally got to play this at E3! It's ace!

SONIC DREAM

Hiya, I haven't emailed you in a while (mainly because you stopped printing my letters you evil people you). Anyways, I still collect your magazine and haven't missed an issue yet. Great stuff. Since I haven't emailed you in a while I have a few questions for you: I was wondering if you will be turning the Hands On Section of CUBE into a separate magazine when the PSP is released? One based solely on handheld gaming? That would be pretty cool since I have only brought two GBA games since Total Advance was stopped.

My next question is, do you have a DS release list for the coming months? I have played *Feel The Magic* to death as I've had it since just before Christmas (such a good game) and I'm done with *Mario*. If you don't do you have any idea when *Sonic DS* is coming out? And also if *Kenshuui Tendo Dokuta* will be getting an English translation?

As all regular readers of CUBE will know you guys aren't the biggest fans of *Sonic Heroes* (understatement of the year award goes to...) which is fair enough. We can't all like the same things. But do you have something against Sonic Team? I only ask after reading your piece about *Shadow The Hedgehog* in the GCN section of Issue 44. It seemed very negative with very little backing for your negativity. Do you guys not like Sonic Team? Or maybe just the Sonic series?

JAYMS NICHOLS

CUBE: *The problem with Sonic Team is it's been a bloody long time since it actually did anything good. When it gives us a reason to be positive, we will be.*



RED, OLD AND GREEN

Although I'm probably not the oldest GC owner (at 42), reading through your magazine I thought I'd add my thoughts to some of the issues in your letters page.

1. You were right in your reply to Ash, whose GC broke down. I don't know how old he is, but get some years under your belt and you'll learn that at some time electricals break down (unless you replace them beforehand).
2. I'm on my third GameCube, first one was nicked by my ex wife, second was burnt in a house fire and third I still have. Nonsense I know but I thought I'd just add that.
3. I own an Xbox and GameCube, the question of "my console is better" should have been left in the playground back in the days of the SNES and Mega Drive.
4. People shouldn't worry too much about what next gen machine will be the most powerful. The important thing is what machine will be the most successful. This generation has proved that multi-format titles will always be produced with either the lowest common denominator or the most successful first. Any Xbox and GameCube owner knows that too many games don't look significantly better on that machine than they do on the PS2.
5. I own a DS, I may buy a PSP also, I have heard so many shop employees (Gamestation and Game) saying that graphically the PSP is better and I should wait for that one. "The PSP can produce PS2 graphics!" they cry, well forgive me for being a bit anal in this, but the thought of PS2 graphics on a screen so small that you don't get the chance to appreciate it is lost on me. I also have the same view to those DVD players with a 6" screen. I like puzzle games and handhelds are the only place you really get the best ones. I have really enjoyed *Halo 2* and *Resi 4*, to name just two, my console TV is a 32" wide screen jobbie and I couldn't imagine that level of beauty on such a small screen. The *Resident Evil* games would just

HOMIN-STUP-ID

Kids like Jungle Beat 1.2 points more than us!

Yo dudes @ CUBE my mum won't let me get *Alien Hominid* cos she thinks it's too stupid! Please tell her how realy good it is. Do you think it's fair? Oh yeah can I mention how good *Donkey Kong Jungle Beat* is, why did you rate it 8.0? It should be 9.1 or 9.2 or something.

I'm really stuck on Durian Kingdom, so please help me out here.

HARRY ADAMS,12, DROITWICH SPA

PS why don't you make cheats discs any more!

CUBE: *Well it's both good and stupid, so you're both right. Chandra did Durian Kingdom on his first go and his advice is "...tell him to pull his finger out." So there you have it.*



The CUBE SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to...
orange™
www.orange.co.uk/multimedia

not look right, some games can transfer well onto a small screen, Nintendo has proved that but I look at PS2 titles and struggle to think of any that would do the small screen justice.

The DS is about games, Nintendo's experience in the handheld market is plain for all to see. Sony will no doubt have the street cool, but it will not have that essence of what handheld gaming is about. It's just so sad to think that in this image "cool" world we live in that style over substance will no doubt win.
DAVE PONSFORD, VIA EMAIL

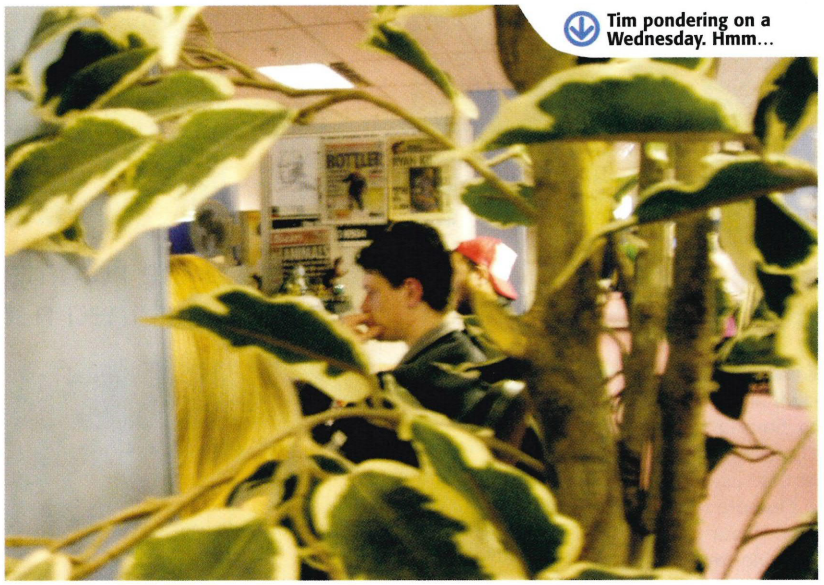
CUBE: ***We're just lucky that we have both style AND substance.***

MMMMMMKAY

Dear **CUBE**, I have bought this magazine the second time and it is the second time I have ended up ripping it to shreds. Just because you don't like the game you literally slaughter the game by chatting crap. *LOTR 3* was given a 6.4 rating and didn't have and optimistic review of the game. The problem is that I thought this game was superb and probably millions of others because two weeks after it had been released I went to buy it but I had to go to every games shop in north London. There are 200 shops and nearly all the ones I visited had sold out of all their *LOTR 3*s. If its got such a crap rating how come it sold really well,

Similar with the *Dragon Ball Z 2*, it sold loads of units on the PS2 but because of your crap observation the game won't be as successful and you lot moan GameCube isn't as successful. Well because people like you lot are bad critics and deter people from buying the game. About 20 of my friends all told me not to buy this magazine because they had crap analytical skills whereas NOM is much more precise and what's with the CDs. You literally recording the TV when playing which is so cheap. Can't you afford to do better, probably because you lot are really stingy. Oh yeah – Ryan, Trunks doesn't have grey hair it's light purple.
ANON





Tim pondering on a Wednesday. Hmm...

CUBE: ***Two words*** **– FIFA Street.** ***Now more words to explain those two – just because something is successful, it doesn't mean it's actually any good.*** **FIFA Street** ***is an abomination of a game, yet the public went out and bought it, enough to keep it at the top of the charts for four weeks running. Similarly*** **– The Da Vinci Code,** ***Will Young,*** **The Matrix** ***films,*** **GoldenEye: Rogue Agent,** ***Dido, and yes everything about*** **The Lord Of The Rings.** ***"But, but, but they sold really..." Shut up! It's a matter of taste, of not swallowing what you're force fed through the telly and having a frickin' clue.*** **DBZ 2** ***is a rubbish fighting game, Kid Trunks' hair is grey, and anyway, it's not like the public actually pay attention to what we score games,*** **FIFA Street** ***got 4.1 yet "top of the charts for four weeks". Quit your whining. Aye, NOM's class... right.***



TXT LIFE

We want your text!

ON THE NET I SAW UK RELEASE DATES FOR LOZ SET FOR AN OCTOBER RELEASE. IS IT TRUE I ONLY GOT A FEW MONTHS TO WAIT 4 MY DREAM GAME? (SOZ RE4)
PS UR MAG ROCKS.
CUBE: That's what they're saying at the moment.

HOW GOOD IS THE REVOLUTION GOING TO LOOK. GC HAS AMAZING GRAPHICS SO WILL REVOLUTION LOOK LIKE REAL LIFE OR WHAT?
CUBE: It's hard to see how things will get much better.

WHY DID YOSHI CROSS THE ROAD?
CUBE: Presumably to avoid getting blatted by a pesky Shyguy.

I'VE TRIED CALLING BUT YOU NEVER PICK UP. PLEASE REPLY TO THIS WHEN YOU RECEIVE IT. I NEED TO TALK TO YOU.
CUBE: Wrong number dear boy.

IF I WAS CHANDRA I WOULD OF SNOGGED STACEY KEIBLER AND NOT CARE IF I GET ASS KICKED BY WRESTLERS SHE HOT LIKE MUSTARD. CHANDRA IS LUCKY DOG 4 REAL.
CUBE: Yeah, he smooth like-a da honey.

I'M FED UP WITH READING ABOUT PEOPLE WHO THINK NINTENDO ARE THEIR FRIENDS. THEY ARE IN IT FOR THE MONEY LIKE SONY AND MICROSOFT.
CUBE: That's the legacy of Nintendo's glorious past, and hopefully the future.

OW OW OUTSPAN!

A package from the Transvaal, how strange!

You are not only the best GameCube mag but also the only GameCube mag we get where I live. Let me tell you about myself and you will all understand. I live in Johannesburg in South Africa and I am but one of the few people in SA that owns a GameCube. You see here in SA you only have one choice when it comes to gaming and that is either get a PlayStation 2 or you don't get anything. Nobody in SA even has an Xbox unless they imported it because nobody stocks it here. That is how bad it is here concerning gaming. Though only two chain shops in the whole of SA stock GameCube games and accessories (Toys R Us and Reggies) the support is atrocious. We only get the major releases and the prices are so high it's unbelievable.

But my letter is not to get sympathy from any of you lucky lucky people living in a country that actually supports gaming to the fullest, my question is this: I am a huge *Resident Evil* fan, and I recently got *Resident Evil 4* and it is brilliant. Probably one of the best games I have ever played. I have finished it twice already, finished Assignment Ada and the Mercenaries sub games and still I am not tired of it. I also have *Resident Evil 0* and *1* and *Code: Veronica X* but here comes the point. None of the suppliers in SA stock *Resident Evil 2* and *3* and I so badly want them to complete my *Resident Evil* collection. I know they didn't score that well and they didn't receive a makeover like *Resident Evil 1*, but I would still like to have them. Could you please give me an internet site in the UK that can supply them to me because I am desperate? Or better if you have a copy or so lying there in your offices wouldn't you be so kind as to send them to me? Thanks for the wonderful mag and keep up the good work.
YOUR BIGGEST SA SUPPORTER, VIA EMAIL

CUBE: ***Amazon.co.uk doesn't ship outside Europe but you're bound to find someone who will if you surf around a bit.***

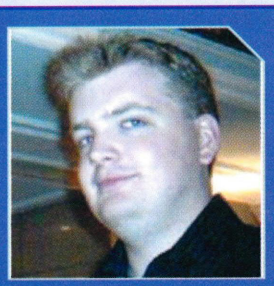
FORUM FRENZY

Yer ma. What? Imagonna… These are popular in-jokes on the Forum, why not join and make your joke a catchphrase. It'll make you funny for five minutes then hated for the rest of time.

WE DON'T GET many freebies as we're a Nintendo mag. The PS2 and Xbox mags get jetted off all over the place, taken out for meals and everything. Sure Chandra got to see Wrestlemania but that was THQ taking him, Nintendo? Nothing. Nintendo must hate us or something. So it came with great surprise and pleasure when all this chocolate and gifts started turning up in our pigeon-hole. Who was it from? It was from the people that matter, the readers, the forum members, people like these:

USER PROFILE…

NAME: Dale
USER NAME: FaustsHausUK
OCCUPATION: Online geek
FAVOURITE GAME: The Secret Of Monkey Island (Amiga)



Please comment on why something as irrelevant as gaming plays such an important role in your so-called life: From the age of six, I've been playing games across a wide number of systems. They've kept me company when I've been alone, they've added to the fun of social gatherings, helped me form a common bond with friends, made me more endearing to girlfriends, given me something to blow wages on… but most of all, they've entertained me when TV fails. Aside from all that, I like beating several bells out of squeaky Japanese girls, running down old people and bouncing around pastel pastures without the legal implications. Where else can you do all that?

POSTS WITH THE MOSTEST

1 ***"I just whispered "yes Lewis" when I saw it."***
Imagonnawin

2 ***"Most forum frenzy "posts with the mostest" suck."***
RipSlice

3 ***"It just came, oh yes. Bye."***
Sean-Mill

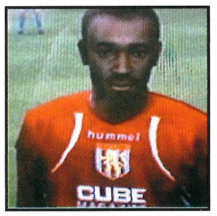
4 ***"I like curling myself up in my bed sheets in the style of a sausage roll. "I am the sausage." I mutter to myself, before falling into a deep sleep."***
Paul Your Skin Back

5 ***"But the picture os the media are painting that these inre os the media are painting that these insurgents are running the country."***
Sean-Mill

6 ***"I've met Rick Waller. He's huge, and has tiny T-Rex arms. I don't know how he gets all the food into his mouth."***
ApocalypseDude

HONOURABLE MENTIONS

Tricky, Zeb's Dead Baby and FaustsHausUK (him on the left) all sent us chocolate and gifts! Gifts! Gifts are awesome, and we love them (the gifts, not the… ah sod it we mean the forum members too). And to Foo Paul for making us the sponsors of Aston Villa in *Pro Evo 4*, good work!

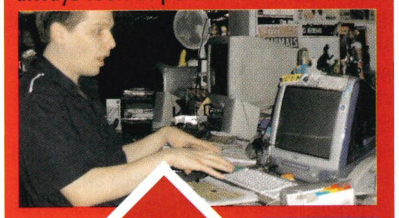




HOT TOPICS…

E3

BAM! SERVERS ALL over the world screech to a virtual halt and you have to sit for hours watching nothing but a download progress bar. You could always look at porn… like Miles here.



YESTERDAY'S NEWS…

FAKE ACCOUNTS

HO HO HO! Youse are so funny, pretending to be something you're not. It really amuses every… actually no, it amuses no one but yourselves, eejits.



WHERE IT'S AT!

TOTAL GAMES .net

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

STEP ONE:

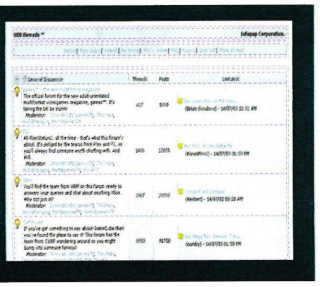
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're very lucky, you might be one of those people who have a computer at home.

STEP TWO:

Type the following into the net browser window: **www.totalgames.net** then click on the 'FORUM' link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

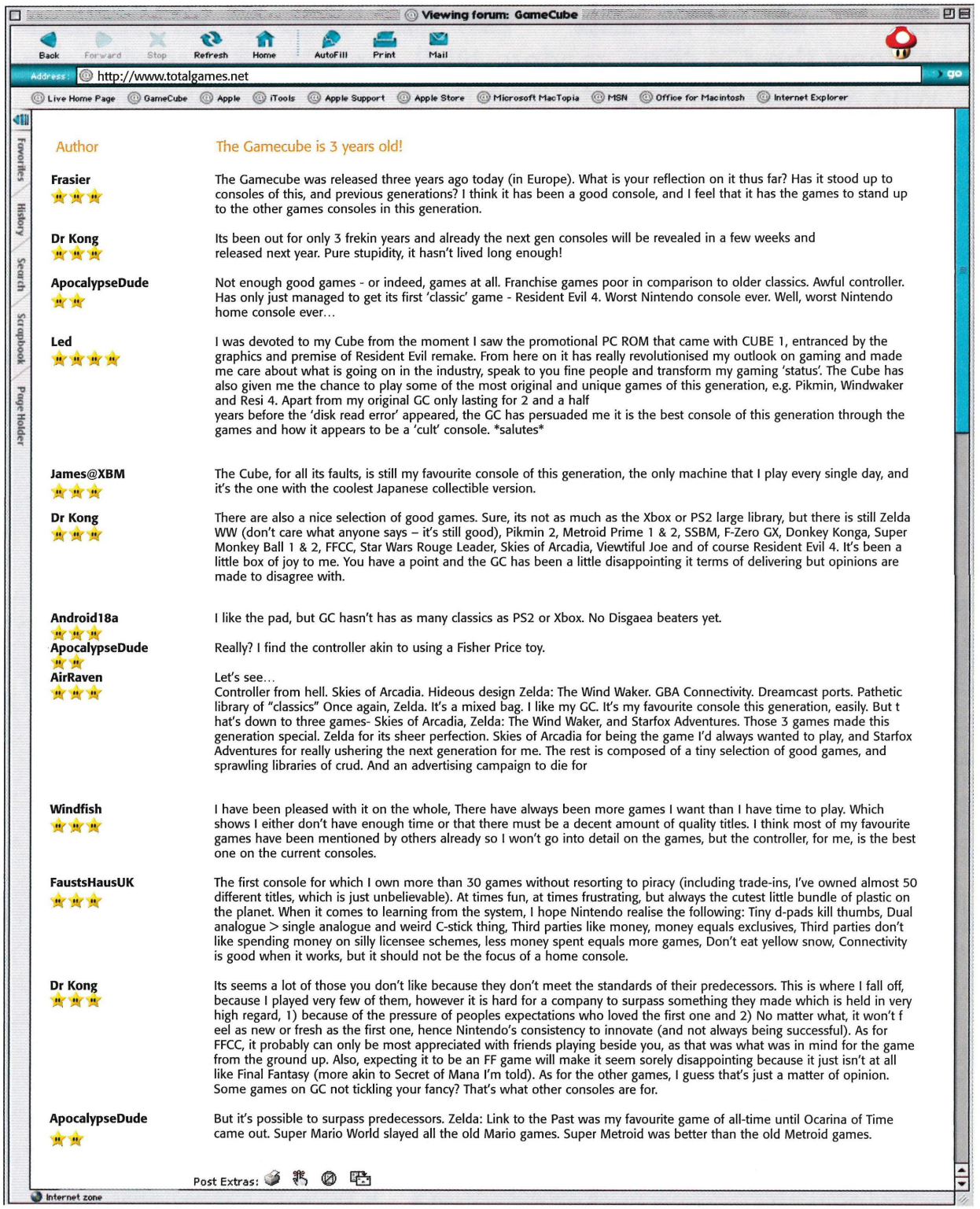
STEP THREE:

Er, that's it. Thousands of you have already joined in, so it's obviously pretty simple – heck, even the **CUBE** team did it.



THREAD OF THE MONTH

Bile, detestation, anger, all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well-regarded by internet users.



Author	The Gamecube is 3 years old!
Frasier	The Gamecube was released three years ago today (in Europe). What is your reflection on it thus far? Has it stood up to consoles of this, and previous generations? I think it has been a good console, and I feel that it has the games to stand up to the other games consoles in this generation.
Dr Kong	Its been out for only 3 frekin years and already the next gen consoles will be revealed in a few weeks and released next year. Pure stupidity, it hasn't lived long enough!
ApocalypseDude	Not enough good games - or indeed, games at all. Franchise games poor in comparison to older classics. Awful controller. Has only just managed to get its first 'classic' game - Resident Evil 4. Worst Nintendo console ever. Well, worst Nintendo home console ever…
Led	I was devoted to my Cube from the moment I saw the promotional PC ROM that came with CUBE 1, entranced by the graphics and premise of Resident Evil remake. From here on it has really revolutionised my outlook on gaming and made me care about what is going on in the industry, speak to you fine people and transform my gaming 'status'. The Cube has also given me the chance to play some of the most original and unique games of this generation, e.g. Pikmin, Windwaker and Resi 4. Apart from my original GC only lasting for 2 and a half years before the 'disk read error' appeared, the GC has persuaded me it is the best console of this generation through the games and how it appears to be a 'cult' console. *salutes*
James@XBM	The Cube, for all its faults, is still my favourite console of this generation, the only machine that I play every single day, and it's the one with the coolest Japanese collectible version.
Dr Kong	There are also a nice selection of good games. Sure, its not as much as the Xbox or PS2 large library, but there is still Zelda WW (don't care what anyone says – it's still good), Pikmin 2, Metroid Prime 1 & 2, SSBM, F-Zero GX, Donkey Konga, Super Monkey Ball 1 & 2, FFCC, Star Wars Rouge Leader, Skies of Arcadia, Viewtiful Joe and of course Resident Evil 4. It's been a little box of joy to me. You have a point and the GC has been a little disappointing it terms of delivering but opinions are made to disagree with.
Android18a	I like the pad, but GC hasn't has as many classics as PS2 or Xbox. No Disgaea beaters yet.
ApocalypseDude	Really? I find the controller akin to using a Fisher Price toy.
AirRaven	Let's see… Controller from hell. Skies of Arcadia. Hideous design Zelda: The Wind Waker. GBA Connectivity. Dreamcast ports. Pathetic library of "classics" Once again, Zelda. It's a mixed bag. I like my GC. It's my favourite console this generation, easily. But t hat's down to three games- Skies of Arcadia, Zelda: The Wind Waker, and Starfox Adventures. Those 3 games made this generation special. Zelda for its sheer perfection. Skies of Arcadia for being the game I'd always wanted to play, and Starfox Adventures for really ushering the next generation for me. The rest is composed of a tiny selection of good games, and sprawling libraries of crud. And an advertising campaign to die for
Windfish	I have been pleased with it on the whole, There have always been more games I want than I have time to play. Which shows I either don't have enough time or that there must be a decent amount of quality titles. I think most of my favourite games have been mentioned by others already so I won't go into detail on the games, but the controller, for me, is the best one on the current consoles.
FaustsHausUK	The first console for which I own more than 30 games without resorting to piracy (including trade-ins, I've owned almost 50 different titles, which is just unbelievable). At times fun, at times frustrating, but always the cutest little bundle of plastic on the planet. When it comes to learning from the system, I hope Nintendo realise the following: Tiny d-pads kill thumbs, Dual analogue > single analogue and weird C-stick thing, Third parties like money, money equals exclusives, Third parties don't like spending money on silly licensee schemes, less money spent equals more games, Don't eat yellow snow, Connectivity is good when it works, but it should not be the focus of a home console.
Dr Kong	Its seems a lot of those you don't like because they don't meet the standards of their predecessors. This is where I fall off, because I played very few of them, however it is hard for a company to surpass something they made which is held in very high regard, 1) because of the pressure of peoples expectations who loved the first one and 2) No matter what, it won't f eel as new or fresh as the first one, hence Nintendo's consistency to innovate (and not always being successful). As for FFCC, it probably can only be most appreciated with friends playing beside you, as that was what was in mind for the game from the ground up. Also, expecting it to be an FF game will make it seem sorely disappointing because it just isn't at all like Final Fantasy (more akin to Secret of Mana I'm told). As for the other games, I guess that's just a matter of opinion. Some games on GC not tickling your fancy? That's what other consoles are for.
ApocalypseDude	But it's possible to surpass predecessors. Zelda: Link to the Past was my favourite game of all-time until Ocarina of Time came out. Super Mario World slayed all the old Mario games. Super Metroid was better than the old Metroid games.

Post Extras:

CUBE

Highbury Entertainment Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site www.paragon.co.uk

CUSTOMER SERVICES
If you have a query regarding a subscription please contact the subscription hotline on ***0870 444 8682*** or email ***cube@cisubs.co.uk***.
For all other queries, including missing covermounts, please contact our Customer Services Department on ***01202 200200*** or email ***subs@paragon.co.uk***.

MAGAZINE TEAM
Editor ***Miles "Nothing To Offer" Guttery***
miles@paragon.co.uk
Group Editor ***Simon Phillips***
Managing Editor ***Nick Roberts***
Deputy Editor ***Chandra Nair***
News Editor ***Liz Morris***
Staff Writer ***Ryan King***
Group Art Editor ***Paul Ridley***
Senior Designer ***Lewis Somerscales***
Sub Editor ***Tim Empey***
Contributors ***David Jenkins, Darran Jones, Russell Murray, Matt Dean, James Denton***

ADVERTISING
Advertising Manager: ***Felicity Mead***
Tel: 01202 200224
email: felicity@paragon.co.uk
Display Sales Executive: ***Paul David***
Tel: 01202 200222
email: paul.david@paragon.co.uk
Display Sales Executive: ***Mark McLean***
Tel: 01202 209308
email: macster@paragon.co.uk
Classified Sales Executive: ***Kristie Barnes***
Tel: 01202 200220
email: kristie.barnes@paragon.co.uk
Ad Production Co-ordinator ***Lorraine Troughton***
Assistant Production Co-ordinator ***Caroline Bradford***
Copy Controllers ***Eleanor Clark, Hayley Buchan***

PRODUCTION & DISTRIBUTION
Production Manager ***Dave Osborne***
Bureau Manager ***Chris Rees***
Scanning/Prepress ***Wesley Neil***
Circulation Manager ***Tim Harris***
Tel: +44 (0) 1202 200218
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
CUBE is available for licensing overseas.
For details, please contact
International Manager ***Cathy Blackman***
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
cathb@paragon.co.uk

DIRECTORS
Managing Director ***Mike Frey***
Editorial Director ***Dan Slingsby***
Creative Director ***Trevor Gilham***
Production Director ***Jane Hawkins***
Circulation & Marketing Director ***Kevin Petley***
CEO ***Mark Simpson***

SUBSCRIPTIONS
(13 issues) UK £33.99
UK direct debit £7.79 every three issues
Subscription Hotline: 0870 444 8682

PRINTED BY SOUTHERNPRINT (WEB OFFSET) LTD, 17-21 Factory Road, Upton Industrial Estate, Poole BH16 5SN

DISTRIBUTED BY Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD 0207 3968000

This publication is unofficial and is in no way approved, authorised, endorsed or sponsored by any Nintendo company. Any views expressed in this publication are those of Highbury Entertainment Ltd. Any and all trade marks, copyright and other intellectual property rights of third parties used in this publication are expressly recognised. NINTENDO, POKÉMON, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE, GBA, NINTENDO 64, N64, GCN, NGC and NINTENDO GAMECUBE are trademarks of Nintendo Co. Ltd.

HIGHBURY ENTERTAINMENT
A HIGHBURY HOUSE COMMUNICATIONS PLC COMPANY

© ***2005*** Highbury Entertainment Ltd ***ISSN*** 1475-1399

Highbury Entertainment Limited is a wholly owned subsidiary of Highbury House Communications PLC. Registered in England. Registered Number 2483576. Registered Office: The Publishing House, 1-3 Highbury Station Road, Islington, London N1 1SE.

DVD Packaging artwork supplied by THQ
Artwork © 2005 World Wrestling Entertainment, Inc.
All rights reserved.

ABC
27,213
JUL – DEC 2004

BEAT THE WORLD

Beat the world! Or at least the CUBE readers. Well, the CUBE readers who own these games, who are good enough to beat these scores, and actually bother to send them in. Beat The World – the name is a lie!

SIMPLY PLAY ONE of the games listed below (make sure you choose one that you're good at, obviously). Beat one of the times/scores, send it in and you'll see yourself in print! It couldn't be easier. Unless you've got your mum to do it for you... or your dad (woah, close one...)



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 there are too many categories.
- 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.
- Never ever, ever sit down with a pocket full of caterpillars. Ever.

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:

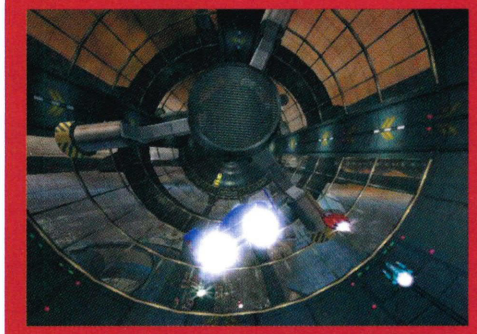
I'VE BEATEN THE WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS



WARIO WARE INC: MEGA PARTY GAME$

No-one can beat the Set A Spike score

MINI-GAME	SCORE	NAME
Bam-Fu	41	Jonas Pettersson
Banana Munch	999	Jonas Pettersson
Baseline Bash	35	Jonas Pettersson
City Surfer	30	Peter Pettersson
Crazy Cars	59	Jonas Pettersson
Gifted Goalie	33	Chris Jones
Heads Up	32	Jonas Pettersson
High Hoops	101	Jonas Pettersson
Hurry Hurdles	27	Tim
Jumpin' Rope	36	Jonas Pettersson
Pro Curling	33	Jonas Pettersson
Set A Spike	49	Ryan
Ski Jump	42	Jonas Pettersson
Snowboard Slalom	42	Jonas Pettersson
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

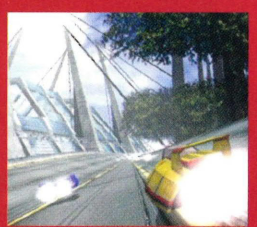
Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

AX CUP

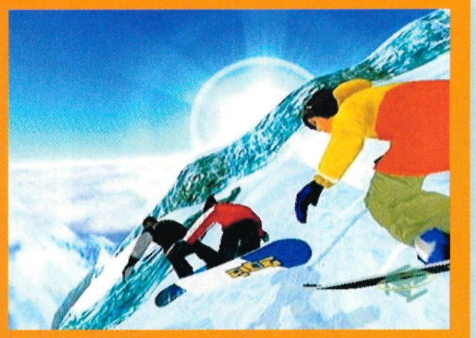
Screw Drive	00'52"246	Rex McGee
Meteor Stream	01'22"069	Rex McGee
Cylinder Wave	01'48"459	Rex McGee
Thunder Road	02'36"097	Rex McGee
Spiral	03'16"412	Rex McGee

SPECIAL EXTRA TRACK

Mute City: Sonic Oval	00'32"124	Rex McGee



Don't look here, look over there. We've *Resi 4* to Beat The World! What are you scorin'?



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

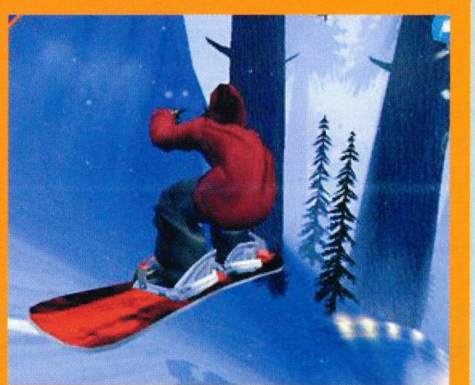
Course	Time	Name
Power Threat	44'40	Jonas Pettersson
Tree Top Trauma	1'03'32	Jonas Pettersson
Grits N' Gravy	51'88	Jonas Pettersson
Trestle Trouble	1'20'97	Jonas Pettersson

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



Ha ha, yeah that impression still makes us laugh, well it's more amusing than "It's-a me!"



RESIDENT EVIL 4: MECENARIES

Kill many people, get top score

Village	
105, 510	Chandra
64, 445	Tim
Your Score!	Your Name!
Your Score!	Your Name!
Castle	
Your Score!	Your Name!
Your Score!	Your Name!
Your Score!	Your Name!
Island	
Your Score!	Your Name!
Your Score!	Your Name!
Your Score!	Your Name!
Island 2	
Your Score!	Your Name!
Your Score!	Your Name!
Your Score!	Your Name!



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





What do monkeys do when they're bored? Pretty much the same as us. Pick their toe nails, read the newspaper and talk about Zoe Slater off Eastenders while half-watching TV

MAT HOFFMAN'S PRO BMX 2

If you were interested, we'd say that you could unlock Vanessa in the LA park by doing a 20,000 point trick in front of the girl sitting on the brick building. Just as well you're not interested, really.

UNLOCKABLE	HOW
Adrenalin meter full	Down, A, A, A, R, R, R
All music tracks	L, Left, Left, Right, Right, Left, A
Fiery hands and feet	Down, B, B, A, A, R, R
BMX costumes	↑, ↓, Left, Right, Left, ↓
Elvis costumes	↑, L, L, Up, Up
Invisible bikes	Down, Up, Left, Down, Right, Down, Left, Up
Level select	B, Right, Right, ↑, Down, B
No onscreen displays	Down, B, ↓, A, ↑
Perfect balance	Down, Up, ↓, Down, Up, X, Down, Up, ↓
"Gear" rags	↓, B, Left, Right, Left, ↓
"Vegas" rags	↓, L, L, Up, Up
Nastazio videos	R, ↑, ↓, ↓, ↑, ↑, ↑, R
Kowalski videos	R, Up, A, B, Down, R
Robinson videos	R, A, B, Down, Up, R
Hoffman videos	R, Left, ↓, Left, ↓, Left, R
Escamilla videos	R, ↓, A, A, ↓, A, A, R
Wessel videos	R, Down, B, ↓, Down, B, ↓, R
Alcantara videos	R, Left, Right, Left, Right, Left, Right, R
Kimbrough videos	R, Up, Up, ↓, ↓, ↓, R
Tabron videos	R, L, L, R, L, L, R
Bigfoot	B, Right, Up, Right, Up, ↑
Day Smith	B, Up, Down, Up, Down, ↑
Mime	B, Left, Right, Left, Right, Left
All levels	↑, Right, Right, B, Down, ↑
Boston	↑, Up, Down, Down, Up, ↑
Chicago	↑, Up, B, Up, B, ↑
Las Vegas	↑, R, Left, L, Right, ↑
Los Angeles	↑, Left, B, B, Left, ↑
New Orleans	↑, Down, Right, Up, Left, ↑
Portland	↑, A, A, B, B, ↑
New outfits	X, L, Down, Up, R
Bling 540	A, R, Left, Left, R, Left
Street bike	A, Left, Left, L, R, Left
Tiki Battle mode	L, L, Down, R, A, L
Vanessa	B, Down, Left, Left, Down, ↑
Volcano	B, Up, A, Up, Up, A



This game sucks! Have some cheats, lucky you!

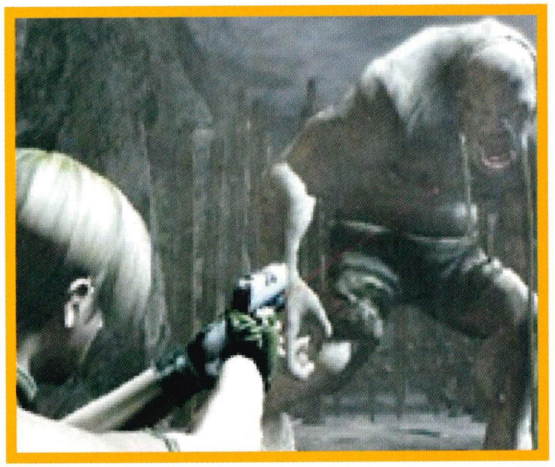
CHEATING READERS

People do our work for us!

RESIDENT EVIL 4

Dr Salvador is easily taken down if you knife a normal ganado in the head so he's stumbling, wait for Salvy to approach, and then kick the ganado. If our chainsaw wielding friend is close enough, you'll kick him too and knock him down to the ground, allowing you to repeatedly slash him in the head. Repeat several times and he's dead. Congratulations, you just bagged yourself Dr Salvador.

JIMI_HAPA



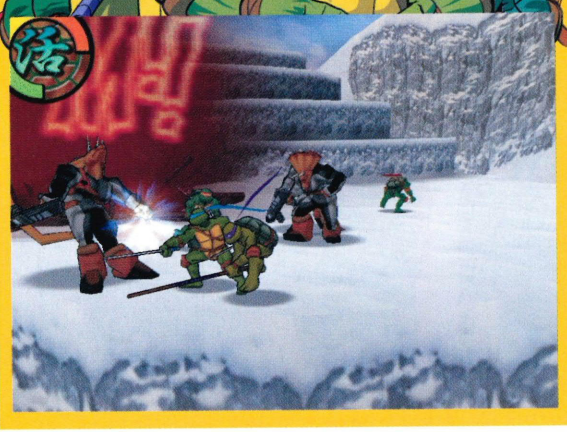
CUBE
GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!
LIVE CHEATS HOTLINE
0906 9060374
Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from **8am till 11pm**. If you have any queries call the customer helpline on **0870 739 7602**

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

EFFECT	PASSWORD
Abyss	S D S D R L D
Stamina restore not available	M R M D R M D
Cheat code health	D S R D M R M
Fatal blow	L R S R D R D
Infinite shuriken	R S R L R S M
Lose shuriken	R L M R D S L
Mighty turtle	L S D R R D R
Donatello Nexus outfit	D S L R D R M
Leonardo Nexus outfit	L M R M D R D
Michelangelo Nexus outfit	M L M R D R M
Raphael Nexus outfit	R M S R M D R
Nightmare	S L S D R D L
Pizza Paradise	M R L M R M R
Playmates	S R M L D D R
Poison	D R S L L S R
Self recovery	D R M S R L R
Squeaking	M L D S R D M
Super Defence power	L D R M R L M
Super Offence power	S D L S R L L
Super-tough	R D S R M R L
Toddling	S S S M R D D

SECRET CHARACTER	HOW
Casey Jones	Beat Open Brawl Tournament or wait 5 days
Karai	Beat her in Foot Fight in less than 150 seconds or wait 35 days
Slashuur	Beat Battle Nexus Tournament or wait 45 days
Splinter	Beat Chapter 11-7 or wait 10 days

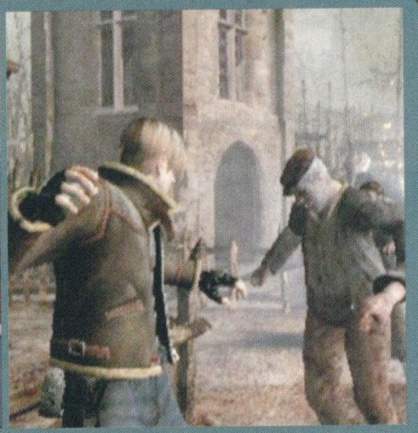




CHIMP'LL FIX IT

The monkeys are depressed! They're not really, but it makes for a dramatic opening line and gives us an excuse to use our favourite weapon in the grammatical war, the exclamation mark. Chimp'll fix it at **CUBE** Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.





TOO MANY QUESTIONS

I beat *Resident Evil 4* in under 5 hours (2 hours and 58 minutes, actually) and did not unlock Mario... or maybe I did and the game didn't tell me? What exactly happens when you unlock him, and how do you use him? Why did it take everyone so long to beat the game, anyway? I beat it the first time in under 18 hours and got over 900 kills. By the way, your guide is great and it really helped on pro mode, I'm still waiting for the second part. You were the one who made it, right? Anyway, the reason I'm sending this to you, specifically, Chandra, is because I want to know what your top ten favourite games of all time are. Please send a reply.

JOHN RYDER, VIA EMAIL

Cheating Chandra says: "The answers to your questions are: you can't unlock Mario, you can't unlock Mario, don't know, yes, my favourite games are* Chrono Trigger, Resident Evil 4, Castlevania IV, Final Fantasy VII...*" [at this point Chandra was taking too long to reply, so we stopped caring and ignored his other answers].

NO

Dear Cheating Monkeys,
On *TimeSplitters: Future Perfect*, I've made some good maps on map-maker but I can't use more than seven bots in death match. Is there a way to select more?

JAMES WRIGHT, LONDON

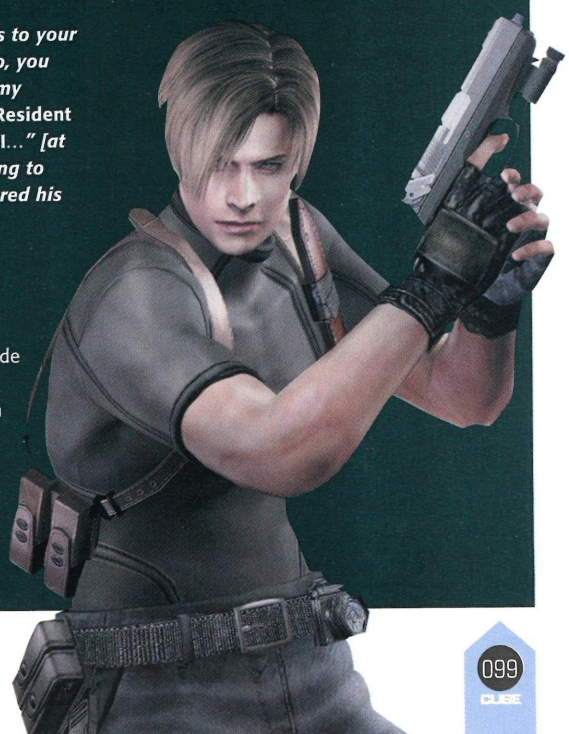
Cheating Monkeys say: "No."

YOU CLOWN

Dear Cheating Monkeys,
In *Tony Hawk's Underground 2* I can't find the Jester. Where is he? By the way I didn't record *Graceland*.

PAUL SIMONS, NEWCASTLE

Cheating Monkeys say: "There are plenty of cars going around New Orleans. The answer has nothing to do with them though. We just thought it was an interesting fact. Ollie into the shark float (wait at the start and it will eventually drive by) and jump to the top to find the Jester. No you didn't record* Graceland*, that was Paul Simon, singular."





CODE JUNKIES

This is the part of the mag where we start to run out of jokes and and have to print inconsequential letters and numbers out of mild desperation

BATEN KAITOS

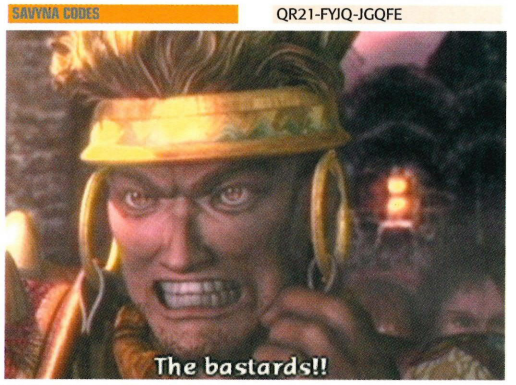
Master
FMRB-T67D-4JH62
2F5M-60CE-QJQHH
Max/Infinite Money
HJ2F-J628-T3YH5
BXVA-2WG6-FE76Q
Save Anywhere
1C9Y-9CM2-FN6PR
U2Q9-N8EW-CYUDR
All Magnus Gathered
35M3-GTN9-XCYPM
5PRZ-DH24-ANEX2
Have All Characters
6EP5-WTMH-T4T7M
QHZJ-0UPH-X7KNY
J1Q8-GPZJ-RY2CF
XH4X-5YP3-W86RJ

KALAS CODES:
Max Health
KXY5-BZ4B-40F7U
64MQ-WCP9-DQFW1
Max Level
03U4-6C8C-5UT8A
D3X9-QGTD-Q0ZMG
Max Deck
W8MM-2CQX-22D7B
FH8Y-GT8E-RA47D
Max Attack
VC0K-33V0-6DUU9
ZW6D-9DXF-N0QK3
Max Defence
TEFK-MQT0-XYNJZ
7BXW-WDCW-DW1FU
Max Agility
FRCB-49V0-PZJE2
TEYZ-2ZQV-G0MXF
Max Vitality
B4Z6-5WBM-R60F4
DTK5-8FVP-RZY0J

XELNA CODES
Max Health
J6DD-2DF5-AG62Y
E7B3-JW5F-C3CYQ
Max Level
T77E-FF7D-1CQE6
2NU3-A5GQ-40JKM
Max Deck
K5CH-06WJ-M8296
2H5X-1GHE-RURAD
Max Attack
U608-NYJP-FWTQY
GUJH-DFTM-5ACWU
Max Defence
VVYG-82RC-AC8R0
CE4Q-1887-V71FF
Max Agility
8B9E-NANT-6T7R0
NCQW-PKBC-4K4WU
Max Vitality
44GW-ZRNN-FCB77
CXXG-68Q6-405T6

GIBARI CODES
Max Health
2CCN-AVGY-7CVMF
GYFZ-Z054-PMBX9
Max Level
UVA3-60CZ-2YB6V
FRRX-BKHA-U0QTM
Max Deck
081U-6C7R-NKM4D
FUH1-JGCN-MJ40K
Max Attack
8YAW-TEXA-FPCPH
B620-52TQ-ZQ97Y
Max Defence
2E0N-JWX5-T5RRU
CJUN-9EVX-0ZDH8
Max Agility
8A8T-33P1-Z9449
9KV7-JZ4U-TMT9B
Max Vitality
1ZZ1-4M3R-H2TM1
KA6T-RNEX-PT2Z5

LYUDE CODES
Max Health
V3GT-Q9Z6-B721E
MUM8-6BBQ-MTBW7
Max Level
TZVQ-X08N-RQYWB
FRBM-GDK3-A62HB
Max Deck
8ZBX-YC27-29HXC
F1DD-667C-M9HHQ
Max Attack
28AD-45Y2-P713F
3EF3-U536-M623P
Max Defence
WFZE-0Q80-79U27
7UPY-1Y2F-ZJH27
Max Agility
M34H-30QF-6H1DN
PZQW-NE7W-GC6EG
Max Vitality
KR0R-XD6U-GT224
MT1V-519U-MEWU2
SAVYNA CODES
Max Health
FKX8-TK6C-4CCXU
KN6T-5V1X-G3ZCC
Max Level
MWU3-4Y8P-XMNGT
QR21-FYJQ-JGQFE



GHOST RECON 2

Master
ABM3-9B8F-CH9BR
3QD3-8TJX-PZXBJ
QTB2-1N97-MZFTA
14A5-G0KQ-D08EP
RJ9G-9D7C-YP119
Infinite Ammo
5H5B-B2UY-EN6HA
M6TU-DEDQ-KBPNE





ACTION REPLAY FOR GAMECUBE

Action Replay is the ultimate game enhancer for GameCube. Using specially-created codes, you can enhance and cheat your games in ways the programmers never intended. Give yourself infinite lives, infinite health, access all levels, have all vehicles and more. New codes are created all the time, so Action Replay never goes out of date. Just check out the new codes on www.codejunkies.com and right here in **CUBE** every month!

What's more, Action Replay for GameCube also contains FreeLoader, a groovy utility that lets you play imported games on your UK Cube without modifying the hardware. Get the latest releases from Japan and America months before they're released over here!

Action Replay for GameCube costs £19.99, and is available from all good games stores and online at www.codejunkies.com.

EXCLUSIVE READER OFFER

SAVE UP TO 42%
When you subscribe today!



YOUR SUBSCRIBER BENEFITS:

- ✔ Substantial savings
- ✔ Free home delivery
- ✔ Free playable DVD video disc each issue
- ✔ Money-back guarantee

If you are ever unhappy with our magazine or services, we will immediately refund you for all remaining issues

To subscribe or renew your subscription, simply call 0870 444 8682 or complete the voucher below.
Offer valid in the UK only. Call 44870 444 8682 for international prices. THIS OFFER EXPIRES WITHOUT NOTICE

DISCOUNT SUBSCRIPTION VOUCHER

Yes, I'd like to subscribe to CUBE as indicated below:

☐ Best Deal – Two years (26 issues) for just £59.99 – SAVE 42%

☐ One year (13 issues) for £33.99 – SAVE 34%

☐ Spread my payments with Direct Debit (£7.79 every three issues)

MY DETAILS

Name:.....

Address:.....

.....

.....

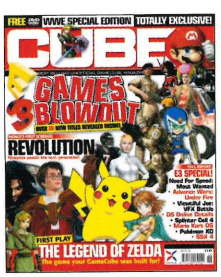
Post Code:..... Telephone:.....

Email:.....

☐ New Subscription..... ☐ Renewal.....

Please tick the box if you DO NOT wish your details to be used for internal promotions by Highbury Entertainment ☐

Please tick the box if you DO NOT wish to receive information about products and services from other carefully selected companies ☐



MEDIA CODE: CUBE0546

CUBE

Please post the voucher to:
HIGHBURY ENTERTAINMENT LTD
FREEPOST NATW1809
SOMERTON
TA11 6ZA

YOUR PAYMENT DETAILS

☐ Cheque enclosed (made payable to Highbury Entertainment Ltd)

☐ Visa ☐ Mastercard ☐ Switch ☐ Delta

Card number:.....

Expiry Date:..... Issue No:.....

Signed:.....

Date:.....

HIGHBURY ENTERTAINMENT

Instruction to your bank or building society to pay by Direct Debit

DIRECT Debit

Please fill in the form and send it to: Highbury Entertainment Limited, FREEPOST NATW1809, (Customer Interface), SOMERTON, TA11 6ZA

Name and full postal address of your bank or building society

To: The Manager — Bank/Building Society

Address

Postcode

Name(s) of account holder(s)

Branch sort code

Bank/building society account number

Originator's Identification Number: 8 5 1 4 1 2

Reference Number

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

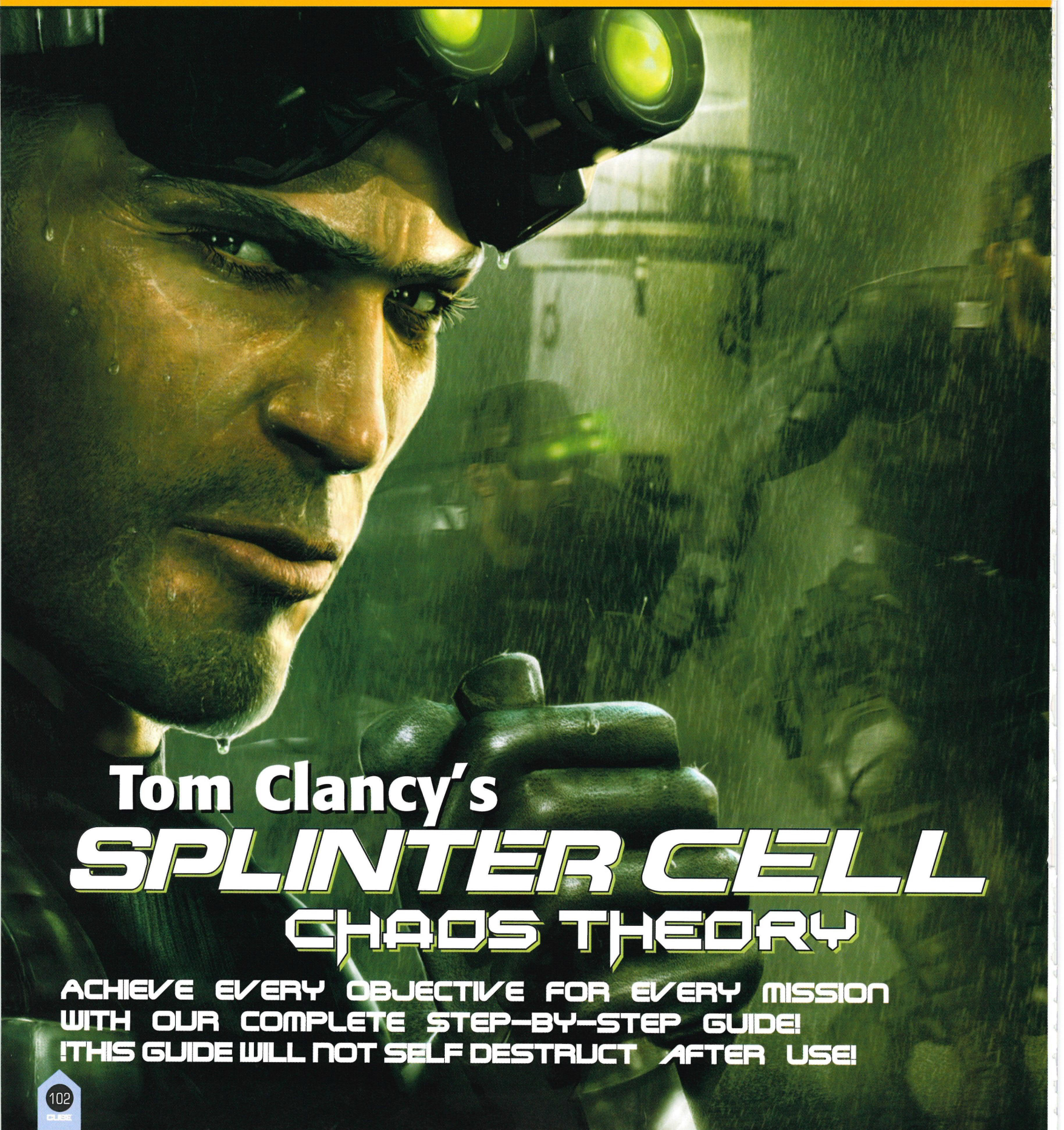
Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

A6 instruction form

EXPRESS ORDERS: PHONE 0870 444 8682 OR FAX 01458 271146

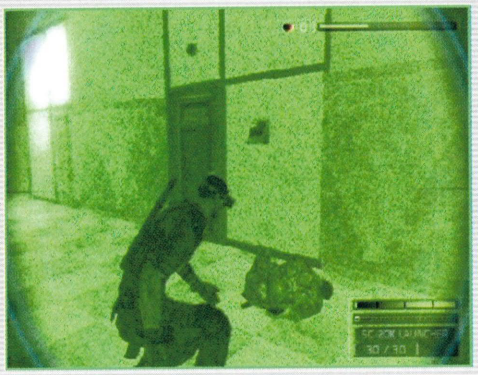


Tom Clancy's SPLINTER CELL CHAOS THEORY

ACHIEVE EVERY OBJECTIVE FOR EVERY MISSION WITH OUR COMPLETE STEP-BY-STEP GUIDE!
!THIS GUIDE WILL NOT SELF DESTRUCT AFTER USE!

COMBAT TACTICS

SOME STANDARD TECHNIQUES CAN BE USED THROUGHOUT THE GAME TO HELP SAM STAY UNDETECTED AND GAIN THE UPPER HAND OVER HIS ENEMIES



SHOOT OUT THE LIGHTS

If Sam is to retain any kind of advantage over his opponents, he needs to worship the dark. Whenever the chance arises to shoot out lights and shroud rooms in darkness, that opportunity should be taken; it makes Sam much harder to spot, and increases your chances of slipping past enemies unnoticed.



SAVE YOUR BULLETS

Ammunition is a valuable commodity in *Chaos Theory* and, as you progress through the levels, you will discover that it increases in value. As such, it pays to preserve it at every opportunity. Rather than shooting enemies in the back of the head, it is far better to sneak up behind them and grab them, knocking them out or killing them as appropriate. It is also sometimes possible to interrogate enemies when doing this, giving Sam some useful titbits of information into the bargain.

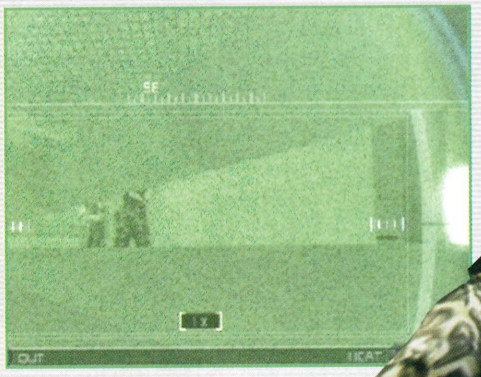
WHISTLE WHILE YOU WORK

Groups of enemies are the most difficult things that Sam will encounter, as it is not possible to take them down without engaging in a good old firefight. The best way to deal with groups of enemies is to stick to the shadows and lure them into the darkness with a whistle, or by throwing an object. They will wander over to investigate and you should be able to take them down silently in the darkness.



STICKY CAMS

If you are not sure about what may or may not be lurking around the next corner, then use a sticky cam. Fire it at the wall and use it to look back around to see what the future holds. You can pick the camera back up again so you can re-use it.



CHOOSE YOUR LOAD-OUT

At the start of each mission, you can choose your weapons set-up from three presets: Redding's Recommendation, Stealth or Assault. This mapped guide is based on the Redding's Recommendation setting but, if you favour more sneaky techniques or even some all-out blasting action, you may want to try using different weapons when starting each mission.



Mission 01 PUNITA BLANCO LIGHTHOUSE

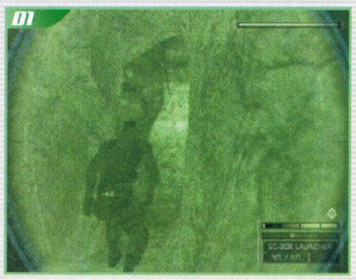
OUTSIDE TALARA, PERU

PRIMARY OBJECTIVES:
- Rescue Morgenholt [cancelled]
- Recover or destroy information about the Masse Kernels
- Discover where the guerrillas got their arms and equipment
- Exfiltrate to the primary extraction point

SECONDARY OBJECTIVES:
- Eliminate Hugo Lacerda [cancelled]

OPPORTUNITY OBJECTIVES:
- Scan the SSCC bar code of the delivered crates [5]

BONUS OBJECTIVES:
- Disable the guerrillas' communications equipment



01 Climb up the rocky path and enter the breach – you eventually end up in a cavern with a suspended bridge.

02 At the bridge, you can either go left and follow the ledge around to the other side or cross the bridge and continue towards the wine cellar.



03 Scan the **weapon crate [1]**. Continue upstairs to the right.

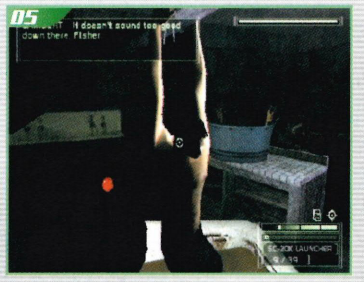
04 Head up the stairs and scan the **weapon crate [2]**. Open the door here.

05 **Watch the scene** then continue. Pick the lock or break down the door that leads to the front courtyard.

06 Cut open the tent to the left from the back, grab the enemy inside and then **interrogate him**. After that, take the passage to the left that leads to the weapon storage room.

07 Cross the room. Use the optic cable on the door to make sure there are no guards on the other side. Open the door.

08 Scan the **weapon crate [3]** inside the tent. Take the corridor on the left to continue to the keep or enter the crawlspace near the projector light to skip ahead to the southwest tower.



09 **Listen to the dialogue between the two guards** and follow them into the next section. Grab one of the guards to interrogate him. Enter the doorway in the back to get inside the southwest tower.

10 Sneak past the two guards to reach the tunnel.

11 Continue until you reach a set of stairs. Climb up into the technician's room.

12 **Access the computer to destroy the information about the Masse Kernels.** Scan the **weapon crate [4]** located near the broken window. Go through the door into the storage area.

13 Go through the corridor and enter the next room. Go around the crate and open the trap behind it.

14 Exit the room carefully. Once outside, scan the **weapon crate [5]**. Sneak left, around the crates, to reach the stairs. Go down.



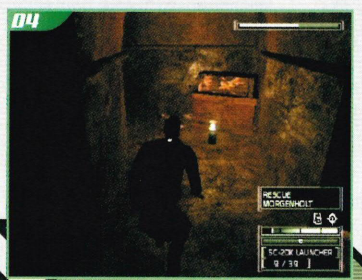
15 Open the first prison door. Go down the ladder. Jump over the second prison door. Go down the steps to the scenic path.

16 Jam the light and sneak behind the guard, then grab and interrogate him. Make your way to the lighthouse.

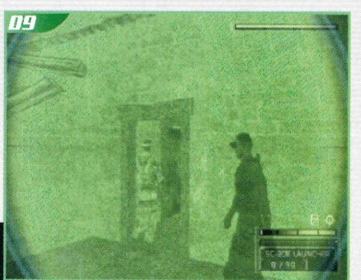
17 Enter the lighthouse and either **listen to the conversation that the radio operator is having** or **search the cabinet**. Now **shoot the radio**. Climb all the way up to the top of the lighthouse. Eliminate the guard, shut down the lights and then **call for extraction** on the footbridge outside.







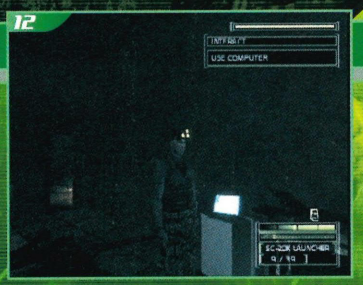




01 TEXT POINTS A MAP LINKS

Lighthouse Map 1



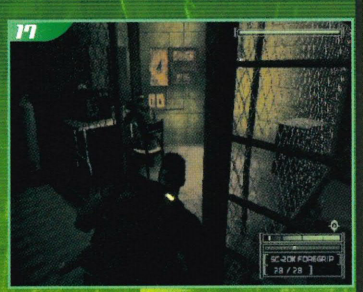












Lighthouse Map 2





Mission 02 CARGO SHIP

PACIFIC OCEAN, 90KM SOUTHWEST OF THE PANAMA CANAL

PRIMARY OBJECTIVES:
- **Retrieve the Bill of Lading for Lacerda's arms shipment**
- **Retrieve the ship's transit ledger for Lacerda's shipments**
- **Find out which cabin Lacerda is in**
- **Eliminate Hugo Lacerda**
- **Exfiltrate to the extraction point**

SECONDARY OBJECTIVES:
- **Find the name of Lacerda's Panamanian contact**

OPPORTUNITY OBJECTIVES:
- **Place tracking devices on any illegal weapons crates [6]**

BONUS OBJECTIVES:
- **Interrogate Lacerda**

01 Go down the right-hand side of the boat, down the stairs at the end and open the sliding door.

02 Climb down the ladder and enter the narrow gap in-between the wooden crates. Follow the gap until you reach a space between the bulkhead and the hull. Go through it. On the other side is the first illegal **weapons crate [1]** – place a tracker on it. Enter another narrow gap and follow it until you reach a ladder. Climb up the ladder and follow the corridor to the machining room.

03 Sneak up to the guard and knock him out. Enter the crawlspace to the left to reach the bilge pump room.



04 Exit the crawlspace and make your way down from the catwalk. Reach the pump's control panel and activate it. Wait a few seconds and go through the door on the right and into the corridor.

05 Walk down the corridor until you reach a door on the right, just after the bend. Go through it to access cargo hold C.

06 Climb the first crate on the left and then the one on the right. **Read the Bill of Lading.** Go back down and out from where you came in.

07 Turn right and make your way to the end of the corridor and into the engine room.

08 No weapons fire is allowed in this room because of a gas leak. Make your way to the stairs on the right-hand side of the room. Climb up and follow the catwalk to the opposite side of the room where another set of steps is located. Go up and reach the doorway to gain access to the ship's office.

09 Go up the stairs and through the doorway on the left. Enter the crawlspace on the left and



wait for the conversation to end. Exit the crawlspace and find a way to access the computer or cabinet to retrieve the **ship's transit ledger.** This is not as easy as it may sound due to the presence of two guards in the immediate vicinity, but as long as you stay in the shadows you should be able to get the drop on them and take them down from behind before they see you.

10 Open the second door on the left and enter the infirmary. A medikit has been placed here. Go back outside, turn left and reach the end of the corridor, then open the door and step outside. Place a tracking device on the **weapons crate [2].** Go up one floor to reach the mess hall.

11 Enter the kitchen in the back and place a tracker on the **weapons crate [3].** Come back out and take the door on the right, and then turn left and go up the stairs.

12 Place a tracker on the **weapons crate [4]** at the top of the stairs. Follow the corridor and turn right at the first intersection, and then right again at the second. Go up the stairs at the end of the corridor to reach the bridge.

13 Grab the captain and interrogate him to **find out in which cabin Lacerda is located.** Make your way down the inside flight of stairs. Turn left at the first intersection and then right, past the stack of boxes, to reach the end of the corridor and enter the captain's cabin.

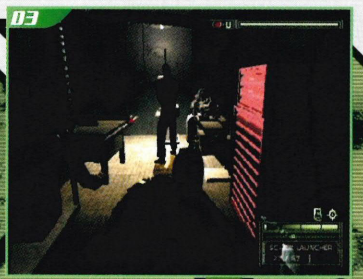
14 Open the door and sneak up to the doorway. Walk in the room and hide behind the open door. Listen to Lacerda's conversation to learn **the name of Lacerda's Panamanian contact.** Wait for Lacerda to exit the room and make his way to the mini-fridge. Grab and **interrogate him** to complete the bonus objective, then **kill Lacerda** to complete the primary objectives and make your way back to the bridge.

15 Cross the bridge and exit through the door on the left. Go through the second door on the right and onto the exterior deck.

16 Place a tracking device on the **weapons crate [5],** then go up the stairs and follow the catwalk to the end. Turn left once you have reached the other set of stairs and go on to the stern.

17 Climb down both the long ladder and then the smaller one to the right. Place a tracking device on the final **weapons crate [6].** Go back up the smaller ladder and sneak to the end of the catwalk. Go up another ladder and **call for extraction** near the back of the small rescue boat.





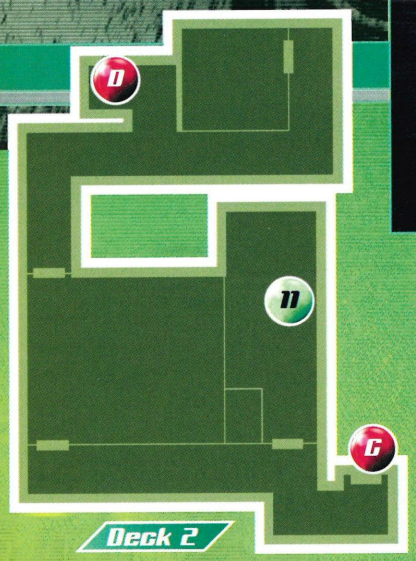


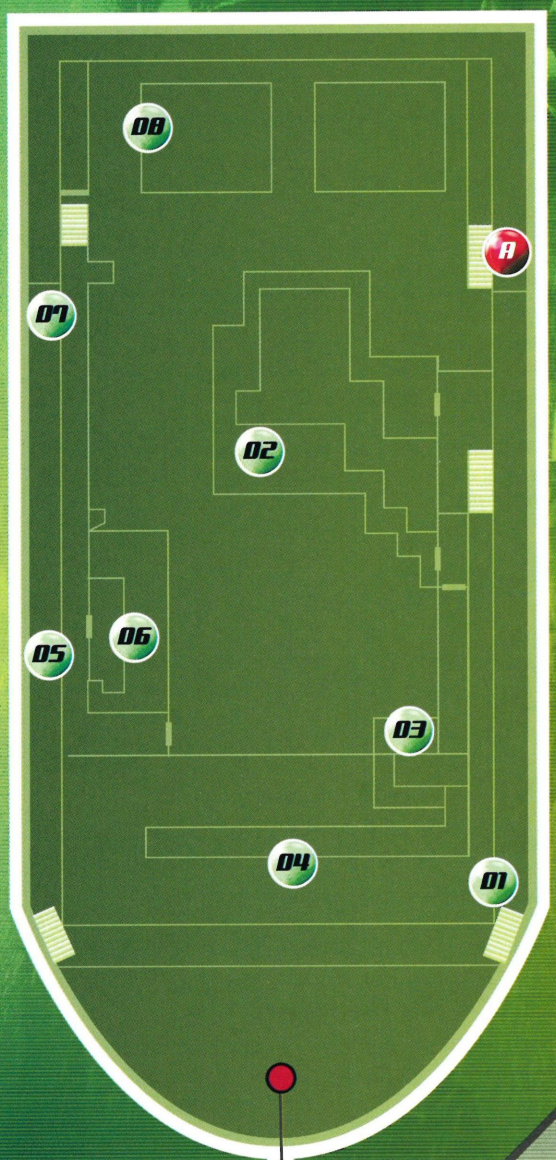


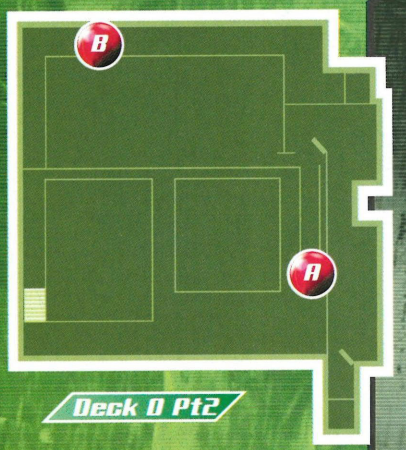


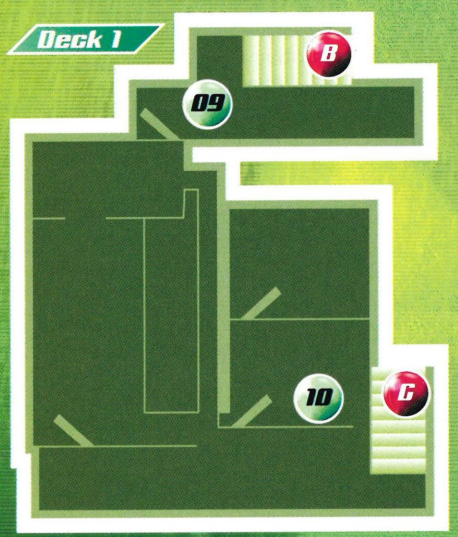


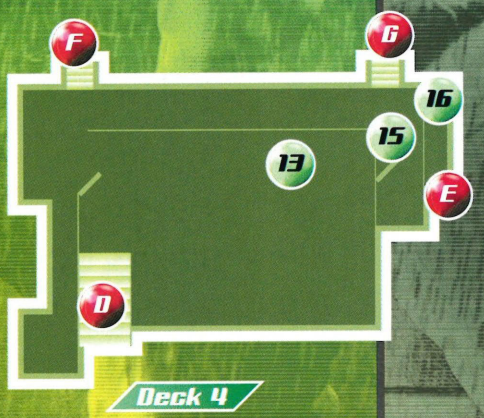


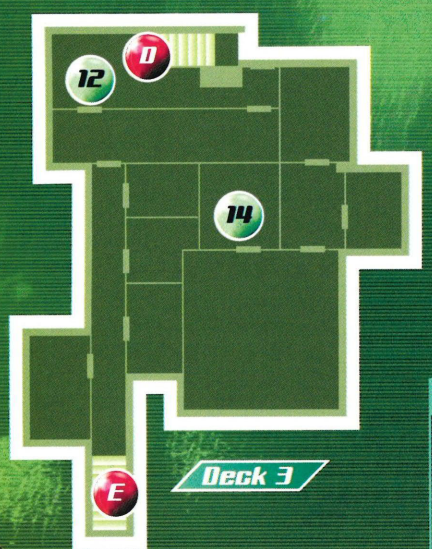


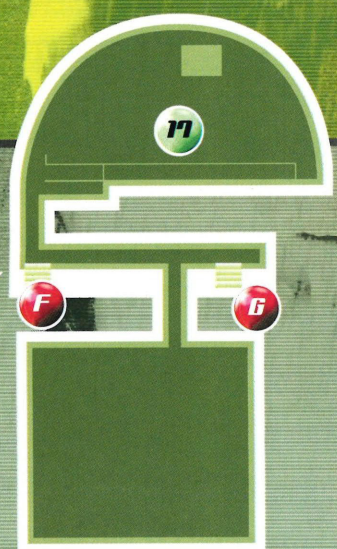












THREE STRIKES AND YOU'RE OUT

At the start of this mission, Lambert tells Fisher that the boat has an alarm section. Fisher asks if three alarms will mean the mission is over, to which Lambert replies, "Don't be stupid Fisher, this isn't a videogame" — a clear reference to earlier versions of *Splinter Cell* where a mission was deemed a failure if three alarms were raised. Ho ho!

Next Month: Part two of our walkthrough

2243 MACHINE WARS

TimeSplitters FUTURE PERFECT

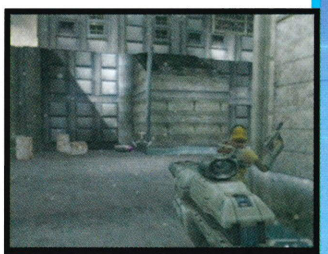
The final part of our definitive walkthrough



REBEL ASSAULT



This is your first patrol droid encounter.



Grab the Plasma Grenades!

After you are handed a **Sci-Fi Handgun**, follow the rebel soldiers through the streets until you run into the patrol droids. Use the handgun's zoom to take out as many from a distance as you can, then drop down to street level to help kill the rest. Keep moving through the streets until you see the rebel soldier giving cover. Run across the cover to grab the **Plasma Grenades** and use these to kill the 'fat' patrol droids. The Grenades stick, so throw them directly at the bots. Watch out for the fat patrol droids' rocket attacks. They are easy to dodge at a distance but easy to forget about when fighting them close up.

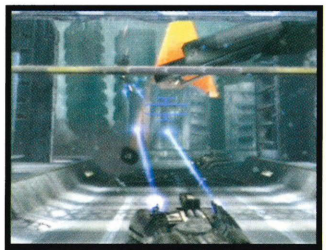
Plasma Screen

Use Plasma Grenades liberally. There are plenty to be found around the level and the 'fat' patrol droids are quite hard to kill without them.



BATTLE TANK

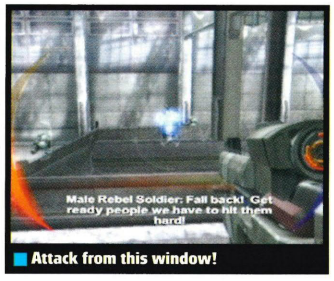
You will reach a Battle Tank, so hop immediately on board to take control. Follow Future Cortez's orders – turn left, turn right, blow up the barricade, keep moving, take out the tank. You don't need to destroy the first tank, nor do you need to worry about the airships shooting at you – just keep driving. Once you have done all that, drive to the end of the tunnel to get out of the tank.



Follow the instructions in the tank.

SECURITY IMPLANTS

When the cut-scene ends, run forward to grab the **Plasma Autorifle** and **Health**. You see a rebel soldier get shot through a window. Take up his position to kill as many patrol droids as possible from this viewpoint, as you are fairly safe from fire up here. Once you are done, run down to ground level and help the rebel soldiers kill the rest of the droids. Run up the walkway in the middle for the perfect vantage point to take out the patrol droids on both sides. Run forward and take out the one on the balcony before throwing a Plasma Grenade to take out the droids just turning the corner. Keep moving forward, taking out the patrol droid on the hill using the Plasma Autorifle's zoom function and the one hiding in the little alcove by shooting at the explosive box next to him. Eventually, you'll reach a door that Angel hacks into. When she opens the door, immediately open fire on the three droids before they have a chance to react. Once everyone is dead, the male rebel soldier will hack the implant controls so run into the implant room. Now just wait for everyone else to get their security implants before you proceed.



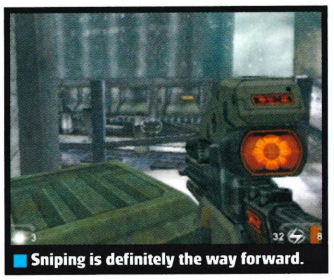
Attack from this window!

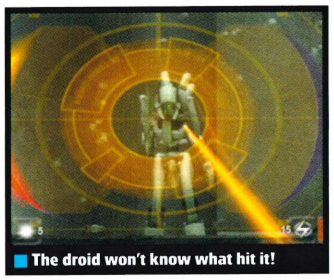


Protect Angel at all costs!

SNIPER RIFLE

Grab the two **Health Packs** in the corridor and the **Sci-Fi Sniper Rifle** and fight your way back into open air. When you reach the end of the walkway, take cover behind the boxes and use the Sci-Fi Sniper Rifle to take out as many bots and guns as possible before crossing to the other side. If you cross to the other side without taking any out you will be shot to ribbons, so spend as much time searching for droids and guns with your scope as patience will allow. When you cross the trenches, you are ambushed by more droids so make sure you have the Plasma Autorifle ready. Use the Sniper Rifle to take out enemy soldiers to your left once you climb out the trench. Walk to the left and kill the droids and enemy soldiers you missed with the Sniper Rifle and go through the small entrance on the right. Pick up the **Armour** at the end of the corridor and turn left to activate the cut-scene.


Sniping is definitely the way forward.

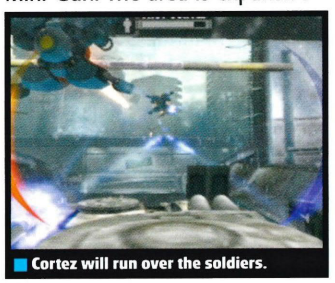

The droid won't know what hit it!

GUNNING FOR GLORY

You control Past Cortez as the tank's gunner so aim for all the airships shooting at you. Don't shoot at enemy soldiers as you can't aim that low, and Future Cortez should run them over anyway. It is much easier controlling the gun turret and, as long as you take out at least three airships, the tank is strong enough to survive everything else. Eventually, you reach the end of the tunnel again. After the cut-scene, run forward to collect the **Plasma Grenades**, **Mini-Gun** and **Health**. Follow R110, killing the droids on the way using your Mini-Gun. The area is expansive so you may get lost – just keep following R110 upwards while taking out the droids and soldiers. You reach a jeep, so get in and start driving.



Try to aim for the airships.


Cortez will run over the soldiers.

Headshot

It is easy to forget, as it doesn't matter when shooting at droids or autoguns, but always go for headshots with human soldiers to save ammo.



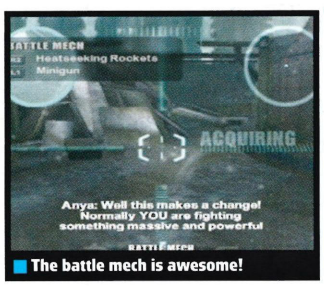
MECHA

The droids shoot at you but ignore them and keeping moving – the moment you slow down, you'll be shot to shreds. Keep following R110's directions until you reach a giant robot mech. R110 will hack into the controls. Activate the panel next to R110 to take control of the mech. Fire the Mini-Gun continuously and fire a volley of missiles the instant you get a lock-on. Anya tells you to blast the barricade but just keep shooting the aircraft. Keep attacking them and when enough are killed, a cut-scene shows you carrying on through by foot to signal the end of the level.

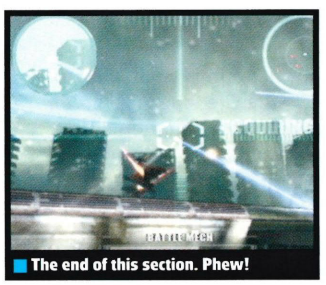
Angel Delight

Don't forget to grab the **Sci-Fi Sniper Rifle** from behind Angel after the security implant room, it is the most important gun on this level!





The battle mech is awesome!


The end of this section. Phew!

UNLOCKABLE CHARACTERS

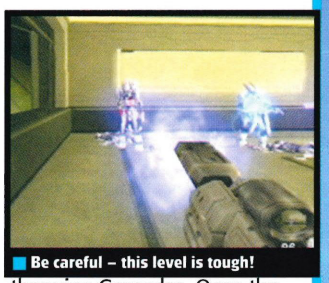

MORDECAI JONES


GHENGIS KANT

2243 SOMETHING TO CROW ABOUT

FIRST WAVE

This is the hardest level by far, thanks to the lack of Health Packs and scarce checkpoints, so be very patient and don't go needlessly charging in! You start off on a lift that is slowly going down. Wait for the lift to stop and R110 to hack the door rather than shooting at the aircraft – you can get a much better shot at them later. When R110 hacks the second door, shoot the female guard and grab the **Plasma Grenades** from behind the computer terminal. Droids start beaming in, so start shooting at them while throwing Grenades. Once the wave of droids has cleared, grab the **Plasma Autorifle** from one of the fallen droids and turn to your left. You are able to get good shots at the attacking aircraft now, so take them all out. A cut-scene signals the end of this first wave of attacks.



Be careful – this level is tough!

ELECTROTOOL

Run forward and grab the **Electrotool** from the wall. You need this to disable the shield on the next droid. Don't use the Electrotool to kill the actual droid as it takes too long, so use an Electrotool and Plasma Autorifle combination instead. Shoot the autogun in the next room with the Plasma Autorifle and use the same gun to attack the droids that start warping in. Once they are all dead, use the Electrotool to disable the shield by overloading the power node with it. As soon as the shield is down, switch to the Plasma Autorifle to take out the two droids before they activate. Grab **Plasma Autorifle Ammo** from the wall behind the shield and wait for R110 to hack into the next door.



The Electrotool is most handy!

DEACTIVATE POWER CORE

Use the Electrotool/Autorifle combination on the next set of droids and then use the Electrotool to disable the shield door by overloading the hidden power node to its left. Switch to the Autorifle for the droids and roll bot guard in the winding tunnel. Grab the **Health Pack** on the right of the entrance and run up the stairs to the lift and activate it – there are too many guards to take your time picking your way through. You find the power core here but droids quickly overwhelm you so activate the panels on either side and run through the newly opened door to get away from the droids (killing them individually loses you a lot of health). Kill them as they amble after you in the corridor. Once they are dead, turn around and disable the shield by overloading the power node with the Electrotool. Kill the next wave of droids with the Plasma Grenades, grab the **Autorifle Ammo** and go down in the lift. Grab the **Plasma Grenades** and **Health** at the bottom of the lift. Run through the next room to find the power source. You can grab more **Grenades** from the ramp at the end of the room – you need to aim one to land in the small hole in the power core.

BOSS FIGHT

BATTLE MECH

Once the power core is deactivated and everything in the room is killed, a battle mech stomps through the main doors. There is a very cheap and efficient way of killing it. As it starts walking through the doors, throw five Plasma Grenades at it. By the time it opens fire and is vulnerable to attack, the Grenades will go off and wipe three-quarters off its health bar, leaving you to finish it off with the Plasma Autorifle. Otherwise, using the pillars as cover and throwing Grenades is the best way to deal with this embarrassingly easy boss.



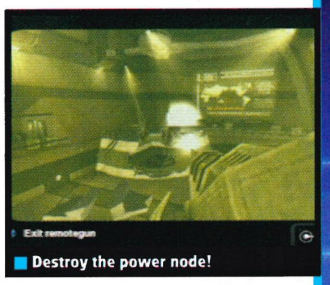
This battle mech may look tough, but there is an easy way to defeat it.



Hide behind the pillars and blast away to beat this opponent.

REMOTE GUN

Run through the double doors the battle mech entered from and through the air vent. Collect the **Armour** from the corner of the room you emerge in and find the control panel on the huge gun. Use the remote gun to fire at the power node. Run through the gap it creates and use the Electrotool/Autorifle combination to deal with



Destroy the power node!

the fat droid guarding the door. Run through to find yourself in a small pipe room. Run through the room killing the guards and teleporting droids. Watch out for the roll bot right at the end: wait for him to roll towards you and throw a Grenade, using the pipes to protect yourself from its fire.

Remote Control

The remote gun destroys the huge power node to enable progress, but you can also use it to take out other guards in the room!



DESTROY THE TIMESPLITTER ARMY

Run down the ramp, picking up the **Armour** and **Plasma Grenades** on the way. In the next plus-shaped room, grab the **Rocket Launcher** from the first female guard and prepare yourself. You face a series of droids warping in from all angles, and they all need to be killed. One of the droids drops a Mini-Gun so start using it as soon as you get it. When all the droids are dead, continue through the corridor, which is now open, you find yourself in the TimeSplitter hive. Walk around the left, killing the roll bots on the way, until you find the control panel. Activate it and overload the power node using the Electrotool. Once this is done, you have destroyed the TimeSplitter army. Quickly run to the left around the hive until you reach the lift, killing the guards who come after you.


That should get rid of them!

FINDING JACOB CROW

Crow's palace is just in front of you, but first there is a bridge to cross. You get shot at by aircraft but, unless your energy is really low, ignore them and start using your Electrotool on the bridge instead. Each node, when powered up, will make a panel on the bridge solid for a few seconds, so move quickly. When you reach the double doors, enter Crow's palace and kill the guards inside. They all have **Rocket Launchers** or **Mini-Guns**, plenty useful for the battle ahead. Before you climb the stairs for the final battle, grab the **Health Pack** on the right and the **Armour** on the left. Now you can walk through the double doors...

BOSS FIGHT

CREATURE

To defeat Creature, you have to disable all its weaponry. You can do this by aiming at its individual weapons, which are highlighted by a green circle. The weapons turn green, then yellow, then red to show how much damage they have taken. Creature has several different attacks, but most of them can be avoided by using the pillars as cover. The attack to look out for is the *Bomberman*-style attack where flames travel between the pillars. It is hard to react to this attack as you never know when it is coming and you can only avoid it by hugging the pillars. To stop this attack, aim for the small gun with four black dots first (there is one on either side) – use all your Plasma Grenades to take it out. Once those weapons are down, switch to the **Mini-Gun** and aim for its rocket launcher. After that, attack any weapon you can. Use your own Rocket Launcher when the Mini-Gun runs out; don't get too close to Creature because of its breath attack, and if it starts looking for you with red lasers hide behind the pillars. Once all the weapons are disabled, the boss fight ends. Remember, your main priority is stopping the *Bomberman* flames. Disable them and Creature won't have any sure-fire way of attacking you. Also know that the boss' energy bar is a decoy, just aim for the weapons.



Aim for the small gun with four black dots to start with.



Stopping the annoying *Bomberman* flames is the main priority.

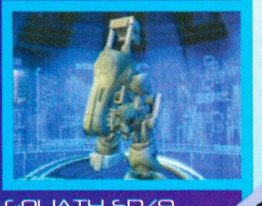
Got The Power

Whenever you see a yellow shielded door, look for the nearby power node and use your Electrotool to overload it until it explodes.



UNLOCKABLE CHARACTERS


PRIVATE JONES

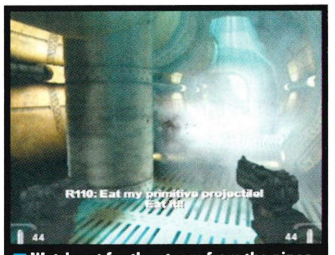

GOLIATH SD/9

1924 YOU TAKE THE HIGH ROAD

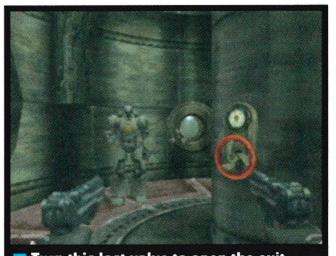
CLEANING UP

Hit the switch in front of you and follow R110 through the gap that opens up. There is a huge, circular door blocking the way but it eventually opens – be ready for the five guards waiting for you on the other side. Grab the **Kruger 9mm (x2)** from one of the fallen guards.

Walk up the stairs and run up and down the corridor, making sure all the guards are dead. Be careful of steam coming off the pipes, as it can hurt you and obscure your vision. When all the guards are dead, go back to the stairs and turn the valve next to them so the stairs lead up instead of down. Hit both levers, grab the **Vintage Rifle Ammo** and run back down the corridor through the newly opened door (watch the cut-scene and follow R110 to see where the door is).



Watch out for the steam from the pipes.

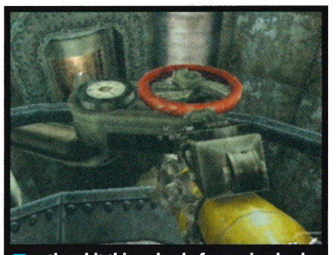

Turn this last valve to open the exit.

BACK TO THE STREETS

Wait for the circular door to open and shoot the three guards in the main corridor. Walk forward and down the stairs to your left onto a metal platform just above water – you get attacked by harpoon-wielding guards on your left. Kill them and grab the **Harpoon Gun**. Go back to the main corridor and walk forward through another round door. Hit the valve and fight your way back to the metal platform where you killed the harpoon men. This time, you can go right so press onward through the next set of doors, killing the final harpoon guard, until you reach street level.



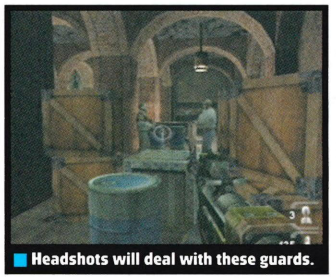
Kill these guards to clear the walkway...

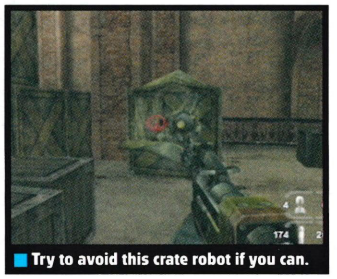

... then hit this valve before going back.

THE WAREHOUSE

You are not quite on street level yet, so run forward into the small warehouse where two guards are having a conversation. Kill them both with headshots before they notice you and collect the **Armour** and **Health** from the far side of the room. Walk down the ramp in the middle to continue. Three guards attack when you reach the bottom, so have your K-SMG to the ready. Watch out for the guard standing on the higher stack of crates.

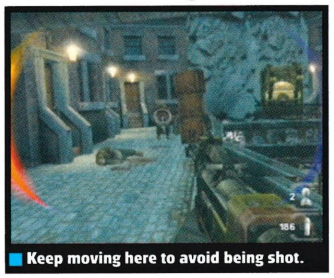
Keep moving forward and see a robot burst out of one of the metal crates. It is near indestructible so ignore it and press onward, running down the ramp. You find another robot but this one is blocking the way, aim for the yellow area on its chest and hit it with rockets and machine gun fire. When it is dead, run past it and up the ramp, killing the two guards on the way. Be quick as the first robot is slowly coming after you, and you don't want to waste health or ammo fighting it off.


Headshots will deal with these guards.

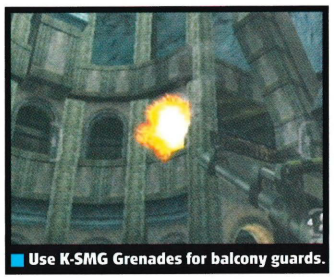

Try to avoid this crate robot if you can.

THE STREETS

You now find yourself on street level, surrounded by guards on either side. Run to the right and grab the **Health** and slowly move through the streets killing the guards on either side as you go. Use the Temporal Uplink to pluck the **Armour** off the top of the stairs leading down. Run down the stairs and grab the **K-SMG Grenades** at the bottom. Run around to the right and you find yourself getting fired at from a balcony. Kill the guards there and the cheeky guard who charges you from a locked door. Kill him, grab the **K-SMG (x2)** that he drops and continue onward. Guards are now shooting at you from the higher, curved balcony so watch for bullet trails and muzzle flashes to locate them and kill them (if you are not sure exactly where they are, fire a K-SMG Grenade in their general direction). Run through the lower curve killing the three guards on your level, and go up the passage to your left. You end up on the higher balcony along with any guards you didn't kill earlier. Finish the guards off and then walk down the stairs and around the pillar. Be quick though, as there are three guards shooting at you from a distant ledge.



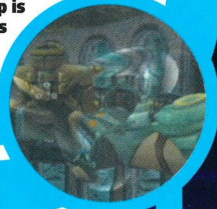
Keep moving here to avoid being shot.



Use K-SMG Grenades for balcony guards.

Full Metal Jacket

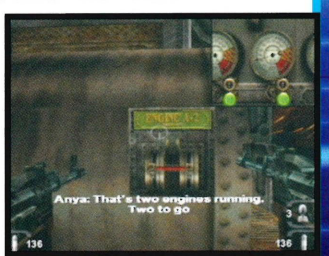
It is easy to forget about the Armour pick-up just above the stairs but bear it in mind after you grab the Health. All help is needed at this stage!



ACTIVATE THE DRILL MACHINE

Walk straight towards the green light and you are asked to activate the drill machine. Grab the **Armour**, turn around and head down the left corridor towards engine A-1 and engine A-2. Make your way down the bottom of the stairs and hit the switch for engine A-2 (the A-1 switch has already been flipped). Make your way out of the room quickly, as there is another robot patrolling and you don't want to waste health or ammo.

Quickly head for the other corridor and the engine room with A-3 and A-4 switches. The layout is identical so again, make your way to the bottom as quickly as you can and hit the switches for engine A-3 and A-4. There is a robot at the bottom near the switches so be extra careful. Once all the switches are thrown, exit the room via the right-hand side walkway (a robot is blocking the left) and run back through the A-1 and A-2 engine rooms to get back to the driller controls – it is a longer but safer way of getting back to the drill control room. Activate the driller, then run down to the newly opened door to rejoin R110. Be quick as the robots are catching up by now. Run into the driller and hit the switch to make your escape. When the drill machine stops, exit through the door and head up the steps to complete the level.



Hit all the switches to start the drill.

Pick Me Up

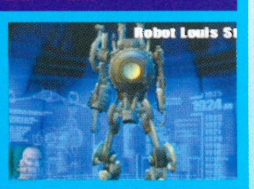
When you finally emerge on the streets, don't forget about the Health pick-up to the right. It is protected by two guards so use your K-SMG to take them out.



UNLOCKABLE CHARACTERS



TIME ASSASSIN CORTEZ



ROBOT LOUIS STEVENSON

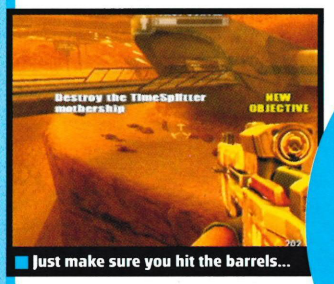
2401 THE HOODED MAN

PROTECT CORTEZ I

This is the opening level, except you are now playing it as Masked Cortez protecting Past Cortez from the time assassins. You begin the level staring at your own shipwreck, so turn 180 degrees and run through the cliff. There is one assassin hiding in a small alcove to your left and another standing in your way as the hill climbs upwards. Eventually, you reach a cliff with the bridge you ran across as Cortez in the first level. Use your scope with and press ↑ to zoom in and take out all the time assassins – keep an eye on Past Cortez's health. If you get lost, a compass appears to help you. Remember, you have to stay alive too. While you are sniping, you get rushed by a time assassin wielding dual pistols. Kill him and pick these **Pistols** up. After the first wave of attackers, move forward to the end of the cliff and eliminate the next wave of attacks. Be careful of the time assassin on the cliff directly opposite, as he aims for you rather than Cortez. Once Cortez is safe, double back on yourself and run down the entrance to the right (again, follow the compass). Ideally, you want Past Cortez to still have around 80 per cent health at this point.

PROTECT CORTEZ II

Switch to the Dual Pistols. As you run through the tunnel, you get attacked by more guards. Kill the first one and pick up his **Plasma Autorifle** to make short work of the others. When you emerge in the open air again, grab the **Sniper Ammo** by the tunnel exit and run to the right to protect Cortez. If you aim for the explosive barrels, just like in the first level, killing the third wave of assassins need only take one shot; make sure the assassins are all grouped together by the explosive boxes before you shoot and try not to waste time – Past Cortez loses health here faster than at any other part of the level. Once that is done, continue to your left.



Just make sure you hit the barrels...

Use Your Head

The reloading animation is really slow, so take more time than you normally would to make sure you register headshots. You can't waste a single bullet here.

1924 FUTURE PERFECT

UNLOCKABLE

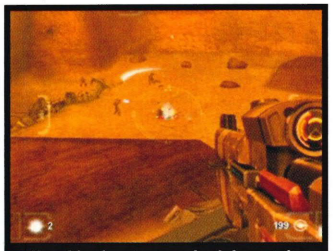


TIME TO SPLIT

Run through the circular door and kill the first guard to grab a **K-SMG**. Run around the top ring of the level killing all the guards here then take the stairs to the ground floor and do the same there. A cut-scene shows another guard running up the stairs, so kill him and make a mental note of where the stairs are (if you are lost, run around the outside of the room until you find the stairs). Grab the **K-SMG Grenades** and **Armour** from the middle of the room then go back to the stairs. Grab the **Health** to the left of them then head down the stairs. Kill the two guards in this small tunnel, using explosive barrels to save ammo, then run forwards into the small opening and grab the Time Crystal. Return to the circular room up the stairs for your final confrontation with Crow...

PROTECT CORTEZ III

Run back to the base and turn to the left. Time assassins will attack you so kill them by shooting at the explosive barrels. Once they are dead, run to the window and look for Cortez. When he turns the corner, a TimeSplitter scrambles down the cliff to his right and attacks him. Kill that TimeSplitter then wait for a TimeSplitter at the very top of the cliff to appear, who attacks Cortez just as he is about to leave your line of sight. Once it is dead, TimeSplitters start warping in and attacking you. Charge to the end of the corridor, get on the lift and activate it to get away from the Splitters as quickly as you can. At the top of the cliff you emerge on, give Past Cortez cover until he can make it back to base. This is easily the most frustrating part of the entire game as Past Cortez with anything less than 60 per cent health is very unlikely to see it through. It is also much harder to spot the Splitters when they camouflage themselves – look for the other guard's fire to see where they run when invisible. Despite the **Sci-Fi Sniper Ammo** nestling on top of this cliff the Plasma Autorifle, when used in bursts, is a far safer bet – try and hold 300 bullets back for this final surge of TimeSplitters. Once you have killed all the TimeSplitters, a cut-scene will kick in to signify the end of the level. Only one more to go…



Use this view to see what's happening.

DESTROY THE MOTHER SHIP

The TimeSplitters' mother ship is next on your agenda. Run onto the bridge and kill the assassin but ignore the mounted gun for now. Keep running into the base and grab the **Health** and **Grenades** from the right-hand side. Now go back to the mounted gun and activate it. The mother ship is firing guided missiles at you, so shoot them down and aim anywhere on the mother ship during the breaks in missiles. You have infinite ammo so keep shooting no matter what! Eventually it falls but, before it does, grab the **Health** (the reason being that, when the TimeSplitters' mother ship crashes into the bridge, it will detonate the explosive box next to the health, making it much harder to safely pick up). Don't forget to shoot the remaining missiles when the ship starts to fall either. All that is left to do now is get off the bridge before the TimeSplitters' aircraft crashes into it!

Sniper Ammo

You are low on Sci-Fi Sniper ammo after the first two waves of attacks so it is crucial you remember to grab this ammo top-up when emerging from the first tunnel.



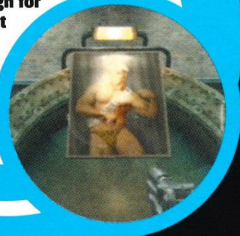
Safety First

Grab the Armour BEFORE you get the Time Crystal – you just don't have time during the battle against Splitter Crow to run off and pick it up.



Humour Me

Look above the first circular door you walk through for a cute joke at Cortez's expense!



UNLOCKABLE CHARACTERS



BERSERKER SPLITTER



TIME ASSASSIN

BOSS FIGHT

SPLITTER CROW

To defeat Splitter Crow, you need to disable his weaponry then attack him while he is down. To disable his weaponry, aim at the two guns on the end of his hands (they are colour-coded like Creature was) and then aim for his two feet. When you take out all four of these weapons, he starts flashing red. This is your cue to start emptying K-SMG clips into him. Don't bother with the Grenades as the reloading is too slow to take advantage of his vulnerable state. If you run out of rounds, grab some **Ammo** from one of the crates dotted around the circular arena or use a Temporal Uplink to fling an explosive barrel at him. After a while, Splitter Crow recovers and carries on attacking. His attacks are very easy to avoid – just keep circle strafing and make sure he doesn't get too close. When you take Splitter Crow's health down to 66 per cent, duplicate Cortez will give you a hand. This makes the boss easier as Splitter Crow now has three targets to aim at instead of focusing all his fire on you. Repeat the same tactics as before – aim for the four circles on the front of Splitter Crow and fill him with K-SMG bullets when he is red. When he is dead, sit back and relax – you've just completed *TimeSplitters: Future Perfect*!



Always aim for the green circles, as nothing else will harm Splitter Crow!

RESIDENT EVIL 4

Part 4: Extra Modes

What to do after you finish the game

AS ANYONE WHO has completed the main game in *RE4* knows, there's plenty more to be done after Ashley is safely home. There's Assignment Ada, The Mercenaries and of course you can opt to go through the game again. Here's the definitive guide to all of it!

PLAY IT AGAIN SAM!

Once you complete the main mission you'll be given a breakdown of how well you performed and the option to save your game. You can now start a new game using this save. Before the intro sequence even begins you have the option to play through wearing the Special costumes. Initially this sees Leon wearing his RPD jacket, but once you get to Ashley you'll notice that she also has a rather revealing new costume.

Before you start the game the merchant will offer you two new weapons: the Matilda and the Infinite Launcher. The Matilda is a burst-fire handgun that has a 100-round capacity. This will cost you 70,000. The Infinite Launcher is exactly what it says: a rocket launcher with infinite ammo. A fantastic weapon we think you'll agree, but for a cool million you'll need to save up some more money before you can buy it.

TAKE CONTROL

It's all about the buttons

Analogue Stick	Move Leon around/move sights when R is held down
C-stick	Move camera position/zoom in and out
D-pad	Make selections in Options menu
Start	Pause game
A	Shoot weapon/confirm selections
B	Run/undo selection
X	Inventory
Y	Command Ashley
L	Hold down to equip combat knife
R	Hold down to bring up weapon sights
Z	Map screen



ASSIGNMENT ADA

Not only does this new mission give you extra adventuring for your money: it also earns you extra weaponry in the standard mission and fills in parts of the storyline. Here's a guide to what is initially a tough little side-quest.

Run forwards until you can see the outpost in the distance. From here you can snipe the lone guard. Now turn the corner and drop down. Jump over the gap and use the handgun to take out the two soldiers. At this early stage you have to be very careful. Make every shot count as your ammo is extremely limited. Up ahead there are two more enemies: one on the right-hand walkway and one at the far end. Take them both out, then go straight to the end of the path and climb up to the crates. There's a yellow herb and a grenade in them. Use the TMP to crack them open. Now cross the wooden walkway and take out the soldier (one in the head and a Fan Kick from behind will do wonders). Now it's time for the outpost.

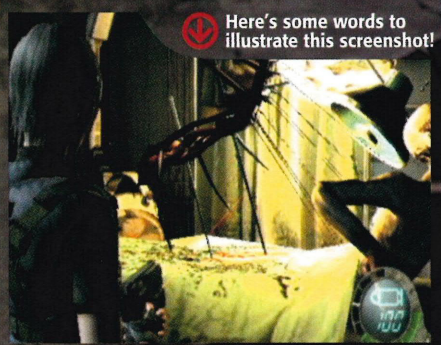
Run up to the edge of the walkway and snipe the two guards in the top-right corner (where the exit doorway is). Two soldiers will now approach from the hut. Jump over the gap and take them out. Grab the ammo from the crate in front of you. Another soldier will approach from the left, though he may change his mind and go through the hut. Take him out, then go into the hut and climb up the ladder. Grab the First Aid Spray, then walk to the edge. A bunch of enemies will approach. Quickly snipe the chain gun soldier in the head five times to take him out. Now stand to the right of the ladder and wait for soldiers to come up. Shoot them in the leg to make them fall back down. Keep looking over to the exit. Once the other soldiers have had a chance to gather at the base of the ladder throw a grenade down to take them all out. Jump down and take out the stragglers. Collect all the goods and search the compound for the green herb, rifle ammo, handgun ammo and two lots of TMP ammo.

Go up the stairs to the exit and grab the yellow herb behind the sandbags. Run forward and shoot the first enemy once to slow him down. Now take all three out with a grenade. Smash the barrels on the right and move on. Take the red herb (you now have your first golden tonic) and climb the ladder. Run outside and smash the crates on the left. Turn around and take out the three enemies that will come at you. Jump over the gap and snipe a few of the enemies in the distance. Now go into the cave on the right and find the ammo, the yellow herb and the grenade

(blow up the red barrel to get to the chest). This will attract the attention of a shielded soldier. Use the rifle to get through. Run outside and follow the left-hand path up the slope. Blow up the red barrel to take out the dyna-man, then run to the end and get the red herb. Now go back to the walkway and take out the dart gun soldier on your right. Jump down and run up to the door. Another enemy may come through (with a shield) so use the rifle to blast through his defense. Now turn and take out the remaining three or four with a grenade. By this point your inventory will be full, so take a minute to sort yourself out.

Go through the doorway and run down the slope. Take the green herb from the table and turn around. Three enemies will come at you. Take them out, then turn and grab the rifle ammo from the crate. Snipe the two enemies in the distance and run to the end of the path. The door is locked (as are many of the doors in this area) so climb the ladder (hmmm, was that there before?) and infiltrate the building. Turn left and go down the slope. Take out the lone enemy and grab the ammo and the herb from the store room. Now go back up the slope and take the green herb from the top of the stairs. Turn left and follow the corridor. The shelves on the left hold some rifle ammo. You should have loads of TMP ammo by now so switch to that and go through the door at the end of the corridor.

Grab the ammo from the computer, then shoot the glass once to attract the attention of the two enemies. Mow them down and take the yellow herb from the cabinet in the room. Go into the next room and take out the lone enemy. His mate on the floor is holding the first of five Plagas Samples. Take it. There's also some ammo on the side. At this point three more enemies will enter the room, so mow them down as well. Switch back to the handgun and backtrack. Open the gate and take out the dart gun soldier in the left-hand corner. There's some ammo in the chest. Turn around and take out the soldier who is running towards you. Grab the red herb from the red cupboard on the left before going into the freezer room. There are a few items in here as well as the second Plagas Sample. At this stage you're probably cursing at how little room you have. Make sure you have enough ammo and dump the rest. You'll simply have to leave stuff behind: just make sure you remember where you left it as you can always come back.



Here's some words to illustrate this screenshot!

Go outside and take on the masses. There will be four shielded soldiers and two hammer soldiers. Either group them and use the red canister to blow them up, or use the rifle. Head shots will take the hammer men out in one go. There's only one door left to go through in this area and that's the red-lit doorway at the far end (round the corner from the freezer room). Run to the end of the corridor and grab the ammo. Kick open the door and take out the two soldiers. Equip the rifle and concentrate on hitting the chain gun soldier (through the glass). Kill him, then take out the others. Go through the door into the garbage disposal. Two dyna men will run in, so take them out before they can throw their death sticks. Grab the red herb from the other side and move on.

Run up the stairs (there's a herb on the way) and take out the two soldiers in the far room. Hit the switch to unlock the door, then quickly turn and pump a few shots into the first enemy to slow him down. Now chuck a grenade to take out the remaining four. Pick up the spoils and go into the next room.

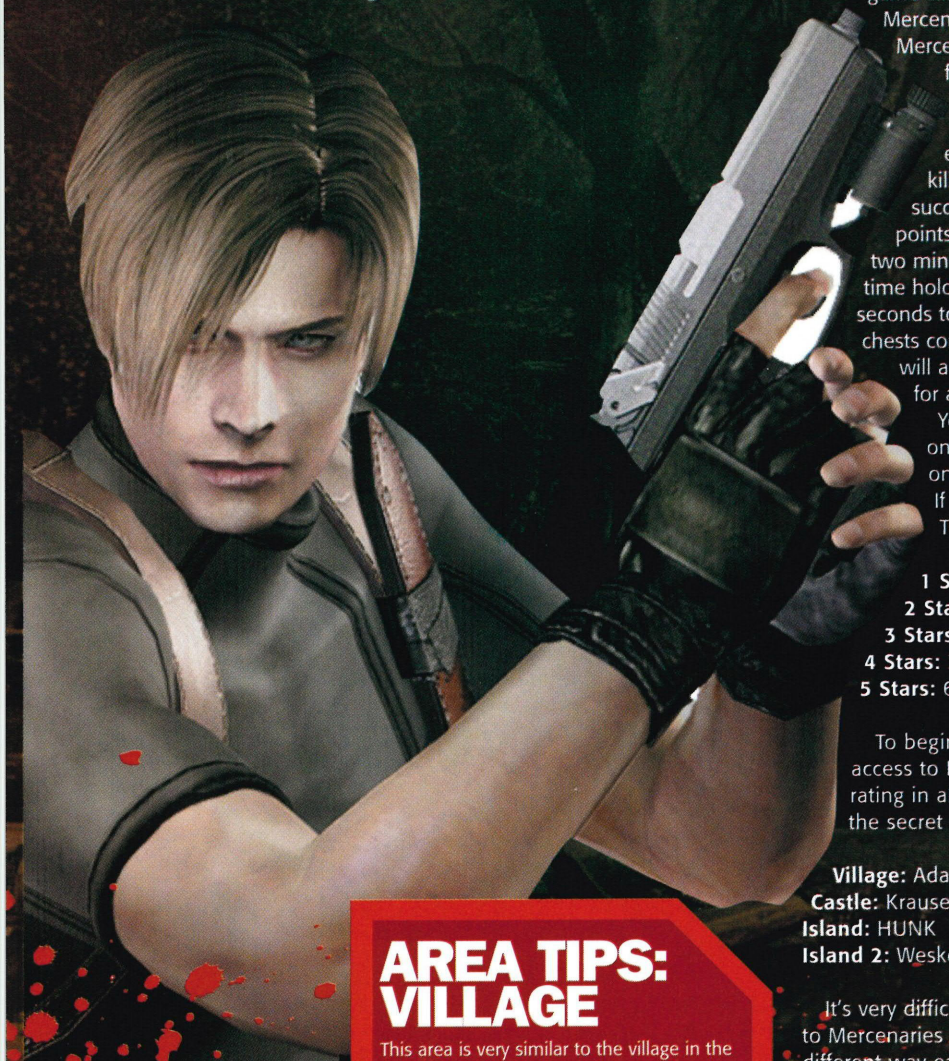
Grab the grenade from the red cupboard and the yellow herb that's just behind you. Go into the room on the right (where Ashley was held in the normal game) and take out all four enemies. There's some ammo and the third Plagas Sample in this room. Go back out and through the door on the right. Run down the corridor and into the next room. There are five enemies and a green herb in here. Run down the stairs and try to open the door at the end. Now turn and position yourself so that you can just about see the stairs. Take one shot at a guard and they'll come down the stairs. Use a grenade to blast them apart. Now use the rifle to cap the chain gun soldier. Clear the room out (ammo and a red herb) and take out the two soldiers who will come from the door behind you. Now go through to the next room. A shielded soldier and two dyna men are in here. Go to the door at the end and the take the ammo and the yellow herb.

Go outside and take the door on the right. There are a few soldiers to take care of in here. Explore the immediate area before jumping into the lab through the window, As soon as you take the fourth Plagas Sample from the central stasis tube enemies will appear. Go back to the broken window, wait for the enemies to get close and shoot out the red canister on the right. Jump through the window and hit the security switch on the left. Two hammer soldiers and four regular soldiers will approach from the right. With them gone you can clear out the lab (there's way too much ammo in here, as well as a whole selection of herbs) and move on.

This is where your final battle will occur. As you get to the end of the walkway Krauser will drop down behind you. Now you can use up all that TMP ammo (you should have at least 400 rounds). Just aim at his head and fire away. When he gets close use the button combos to avoid his attacks. When he jumps at you avoid him and use his recovery time to your advantage. After you've pumped about 250-300 rounds into him he'll use a Flash Grenade and run off. and drop the fifth Plagas Sample. Use the elevator to get up to the control tower and call your chopper. Your prize for completing this mission will be the Chicago Typewriter in the regular mission. This is a powerful machine gun with infinite ammo, but it costs a million bucks!

THE MERCENARIES

One of the toughest bits of the game



THE FINAL BONUS weapon for the main game can be earned here in Mercenaries... but it won't be easy. Mercenaries sticks you in one of four battle arenas, based loosely on areas in the game. You earn points for every enemy you kill, and killing several enemies in quick succession will earn you combo points. You start each area with two minutes on the clock. Yellow time holograms will add precious seconds to the clock and treasure chests contain bonus hourglasses that will add extra points to your kills for a limited amount of time.

Your rating is calculated based on the points accumulated once the timer has run down. If you die, you get nothing. The ratings are as follows:

1 Star: 1,000 Points
2 Stars: 10,000 Points
3 Stars: 20,000 Points
4 Stars: 30,000 Points
5 Stars: 60,000 Points

To begin with you'll only have access to Leon. By achieving a 4-Star rating in all four areas you can unlock the secret characters as follows:

Village: Ada
Castle: Krauser
Island: HUNK
Island 2: Wesker

It's very difficult to give you a set guide to Mercenaries as events will unfold is a different way each time. We can however, give you some general tips and tell you the best routes to follow, the best hiding places and the best tactics to use in each area.



General Tips: The way to score highly is to keep killing and rack up the combos. Before you start the killing spree though, you should grab one of the time bonuses. This will mean that every consecutive hit over the next 30 seconds earns you even more points. You'll know the bonus points are racking up, as a yellow message will flash up in the corner. Once this goes it's time to move on and grab the next one. If you're killing without the bonus in place you're wasting potential points.

It's very easy to get overwhelmed in The Mercenaries. You can go from full health and on top of the world, to headless in a ditch in a matter of seconds, so always be fully aware of what is around you. Your best bet is to grab your extra time and bonus, then put your back to a dead end. That way you can only be approached from one direction. Enemies tend to come in waves of four or five and you'll very quickly run out of ammo, so

AREA TIPS: VILLAGE

This area is very similar to the village in the standard game, however there are some important structural changes. The first house on the left is now accessible, and has extra time and a score bonus in it. Some other areas are now closed off, and one of the rooms now has a window in it. Enemies in this area are standard villagers, Las Plagas villagers and Chainsaw Women. If you survive for long enough you'll get o the stage where four Chainsaw Women are attacking you at once. In this situation it's far better to take them all out together rather than shooting one down and then taking out another while she's down. Obviously you shouldn't let them get anywhere near you as the chainsaw means instant death. As far as we can tell the game will keep chucking pairs of Chainsaw Women at you for as long as you stay on your feet. We managed to go through 10.



AREA TIPS: CASTLE

This area is based very loosely on the standard game's Castle area. Enemies you'll find here are Monks, Masked Monks, Scythe Monks, Las Plagas Monks, Dart-gun Monks, two Ram's Head Monks, Hooded Monks and a lone Blind Psycho. Without a rifle this is a tough one, mainly due to the fact that the rooftops re constantly replenished with a supply of snipers. The way to get around this is to stick close to the walls, thus staying out of their line of fire.

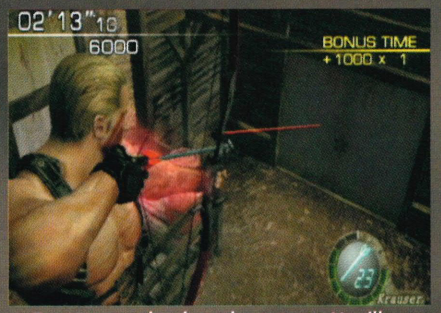
When the Blind Psycho appears quickly put some distance between yourself and the clawed maniac. It isn't worth spending too much time on this one, but chucking a Flash Grenade, then darting behind him and shooting him in the back is a good tactic. He can't kill you outright, but his claws do major damage.

AREA TIPS: ISLAND 1

There are dozens of little cubby holes and tunnels to explore in this area. Enemies include Soldiers, Las Plagas Soldiers, Ball and Chain Soldiers, Beret Soldiers and two Mini-gun Soldiers. The biggest problem with this area is that there are very few places where you can actually put your back to a wall and channel your enemies. There's also the fact that the mini-gun can harm you from a good 200m away, and it's very difficult to see where he is unless you follow the stream of bullets back to the source. As soon as you hear the grunt you know it's time to take cover. The best place to be with this guy is right in front of him. Grenades and shotgun rounds to the head will finish him off in no time.

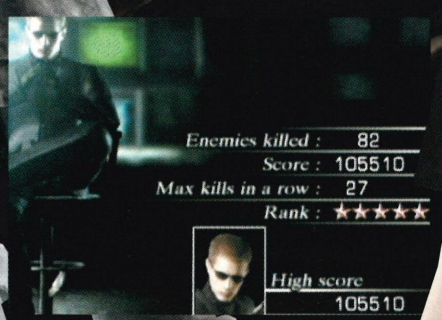
when you get a breather (even if it's a few seconds) run forward and grab the spoils. Take every opportunity to reload: reloading mid-attack simply isn't an option.

Every area has regular enemies such as villagers, soldiers and the like, but these aren't the enemies that tend to cause the problems. It's the sub-bosses that are the problem. For instance, the Village has Chainsaw Ladies that take 10+ shotgun shells to knock down. Defeating these enemies will earn you essential First Aid Sprays.



Every area also has dyna men. You'll know from playing the standard game that upon dying these guys take out everything around them, and in The Mercenaries this can mean taking out a dozen or more enemies in one go. It's all about the timing. If a dyna man approaches you before the rest of the group does just shoot him in foot and play with him until the group has gathered.

Unlocking all four secret characters isn't that hard (you only have to score 30,000 on each level), but getting five stars is a different matter altogether. In order to win the ultimate weapon (the Hand Cannon) you have to get a five star rating on all levels with all five characters. Achieving over 60,000 points with Wesker is relatively simple (we manage over 100,000 on Village), but Krauser's poxy bow and Ada's TMP are not conducive to high scores, especially on Island 2. It will take a long time and a lot of practice to get the Hand Cannon. Right, now for the specific area tips...



AREA TIPS: ISLAND 2

This area is absolutely mental, thanks mainly to the addition of a brand new enemy: the Chainsaw Man Mk II. These guys are just like the Chainsaw Men, albeit much bigger, more enraged than a Blind Psycho, and, oh... did we mention they wield twin-bladed, flaming chainsaws? And there are two of them by the way. As if that wasn't enough you've also got every type of soldier imaginable, including a few rocket launcher soldiers.

In terms of the sheer volume of enemies coming at you, this area has the most potential for insanely high scores... if you manage to survive to the end that is. The main tips you'll need are for defeating the psycho chainsaw dudes. Very little hurts these guys. They run at you wildly swinging. They're so fast that you can't even afford to stand your ground. Only powerful weapons and head shots will halt their progress. Handguns, Incendiary Grenades and even the shotgun have little effect. They'll damage him, sure, but they won't slow him down. The best way to hurt them is to lure them into an explosive barrel blast or a dyna-man. Grenades sometimes halt them for a few seconds, and a magnum/rifle shot to the head will do the same. Whatever you do, don't stand your ground. Take a shot, then turn and run. Keep doing this until he falls.

KONAMI

TAKE THE ROAD TO DOMINATION!

AT LAST...DUEL WITH THE POWER OF DARKNESS

Behold, Yu-Gi-Oh! Dark Revelation TRADING CARD GAME - your chance to get a hold of all the rare and dominant cards that you have been searching for from Dark Crisis, Pharaonic Guardian and Magician's Force expansions.
Included in every pack is one all new Player Tip Card.
Yu-Gi-Oh! Dark Revelation - Supreme tools for the serious duellist!



SHONEN JUMP'S Yu-Gi-Oh! TRADING CARD GAME
DARK REVELATION Volume 1 ™



www.yugioh-card.com

Manufactured by KONAMI CORPORATION. KONAMI and design are TMs or Reg. TMs of KONAMI CORPORATION. All rights reserved. Distributed by The Upper Deck Company and Upper Deck Europe BV. Upper Deck Upper Deck Entertainment and design are the TMs or Reg. TMs of The Upper Deck Company. All rights reserved. Printed in the USA. The Upper Deck Company, 985 Trade Drive, North Las Vegas, Nevada 89030. Upper Deck Europe BV, Flevolaan 15, 1382 JX Weesp, The Netherlands. www.upperdeck.com U.S. Pat. RE37,957

Free trial

Unlimited WAP Downloads

Why pay per download

Access a Library of Content for all makes
Over 25,000 quality tones, games, movies & Pics

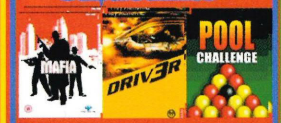
Text
ALL to 81415
to get your free week WAP access

Images & Movies



Sexy Girls, Brands,Logos, TV & Films,Funny Images, Animations & Movies

JavaGames



Platform, Arcade, Puzzle Strategy, Shoot em up, Strip Games, Applications

Poly & Real tones



R&B, Rock, Hip Hop, Pop, TV & Movies, Dance, Indie, urban

Why pay per download, when you can have it all !

To end service reply stop WAP. For support, write to My WAP, BCM Box 6713 WC1N 3XX.
First week is completely free , then £2 a week for unlimited downloads

NINTENDO GAMECUBE. PC CD GAME BOY ADVANCE GAME BOY COLOR

Go On, Cheat!

PS2 XBOX PlayStation.

All 1st cheats are FREE per game

Cheating can't be easier so try it



The largest store of cheats
over 55,000 across all platforms

Just txt
Combo to 81415
e.g. Combo xbox driver

To end service text Combo stop. For Customer Support, write to My Cheats, BCM Box 5552 WC1N 3XX. First cheat free, then 38p each

Free Trial



Unlimited Gold WAP DOWNLOADS

Just Text **GOLD** to **81415**
to get your free WAP access
Why Pay per download? When you can have it all !

VOTED UK's No.1 VALUE DOWNLOAD SITE

Unlimited access to a library of content for all makes
Over 25,000 quality tones, games, movies & Pics

Images, Sexy Movies, Music Videos



Loads and Loads of Gorgeous Girls, Celebs, Music Videos, TV & Films, Funny movies, Animations

Poly - MP3 - Voice Tones



R&B, Rock, Hip Hop, Pop, TV, Movies, Dance, Indie, Urban

Play JAVA Games !



Platform, Arcade, Puzzle, Strategy, Shoot em up, Cool applications

To end reply WAP STOP. Support, write to My WAP, BCM Box 6713 WC1N 3XX. 1st week free, then £3 a week for unlimited downloads

GAMES CREATED BY GAMERS FOR GAMERS

STOP PRESS
IGN.COM 2004 AWARDS
BEST MULTIPLAYER GAME



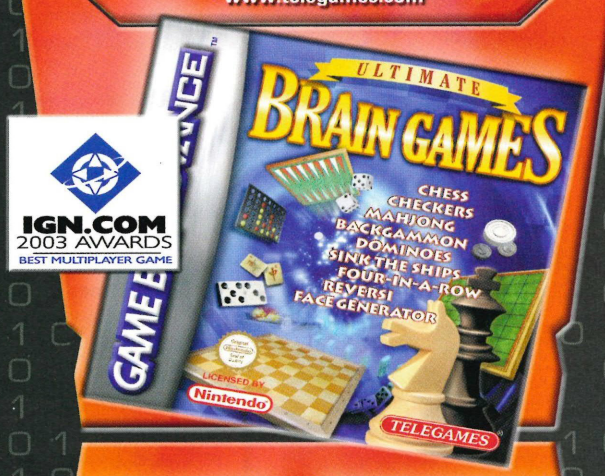
"CHEAT CODE CENTRAL rates it 100 out of 100 - This game alone may be a reason to purchase a GBA"

"Ultimate Card Games is, without a doubt, one of the very few games that can be considered an absolute must-have Game Boy Advance title. This with so much replayability, you probably wouldn't even care if someone permanently superglued this cartridge into the slot." - IGN

GAME BOY ADVANCE

BUY NOW

TELEGAMES
www.telegames.com



IGN.COM 2003 AWARDS
BEST MULTIPLAYER GAME

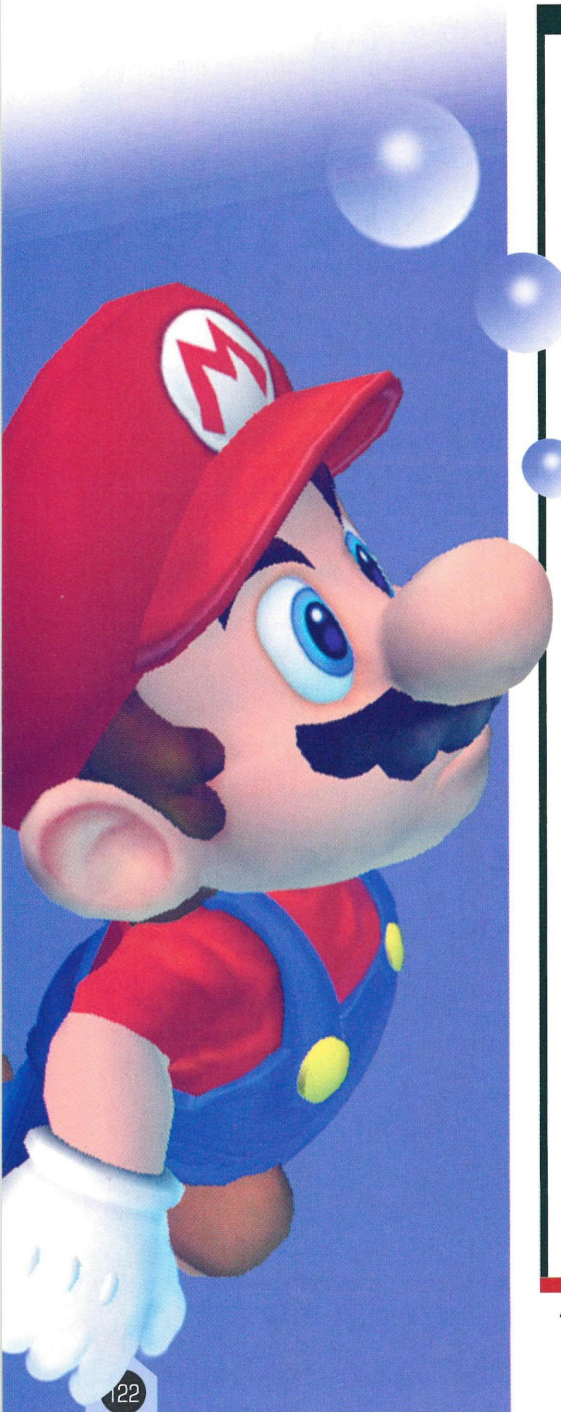


PlayStation® ULTIMATE BRAIN GAMES AVAILABLE NOW ON PLAYSTATION

Telegames UK, Kilby Bridge, Wigston, Leicester LE18 3TE Tel: 0116 2880445 Fax: 0116 2813437
E-mail: sales@telegames.co.uk Web site: www.telegames.co.uk

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	37	PAL	9.0
Donkey Konga Volume 2: HSP	Nintendo	Namco	1-4	35	NTSC	9.2
Donkey Konga Vol 3	Nintendo	In-House	1-4	44	NTSC	8.6
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

JAPANESE WOMEN PLAYING ON A DS AND SOME CHEFS

THE LITTLE GIRL



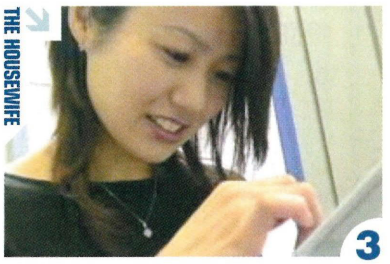
We're not entirely sure what game requires this technique shown by a little girl. Nor are we sure what Pingu is doing in the background. One thing we do know is the next picture is more interesting.

FRIENDS



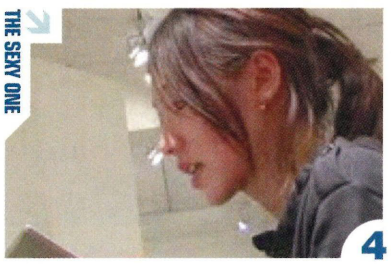
"Look! It's Mario!" says the Japanese cutie. "How do you get Wario on Mario 64 DS and how do you get Luigi" asks her friend (this joke only makes sense if you've read CUBE 45. Even then, it's not that funny).

THE HOUSEWIFE



There's not a lot to say. She has nice hair. She's Japanese. She looks like she's having fun. And that's it. The power of the DS! It makes girls smile and we struggle to comment intelligently.

THE SEXY ONE



"Hi there! *Zoo Keeper* huh? Let's play! What's your name? Okay Tamika, can you turn the volume down a bit? It's there. Bottom left. Turn the volume down. No I'm not kidding! [censored] is your problem Tamika!?

THE CHEF

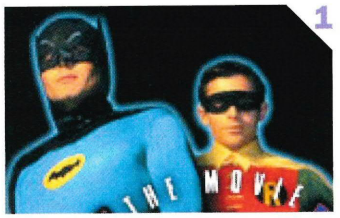


There's no rational justification as to why 1) two chefs are playing a DS 2) one of them is really bored 3) the other looks like he's about to hit the DS and 4) there's a Spanish flag in the background.

LICENCES

Licences that either haven't been picked up, we've just made up or we want to see return. Which covers just about everything.

1



BATMAN: THE MOVIE

The sooner games boast lines such as "there are some days when you just can't get rid of a bomb" and "they may be drinkers, but they're still human beings", the better. None of this dark nonsense.

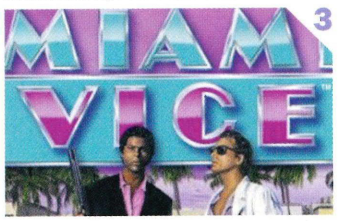
2



PEPSIMAN

Some loonies out there actually made a game about a man who drinks Pepsi all day. Unbelievable! More games we want to see: Pepperamiman, Minstrelman, Frijjman, Marsdrinkman, Pom-Bearman...

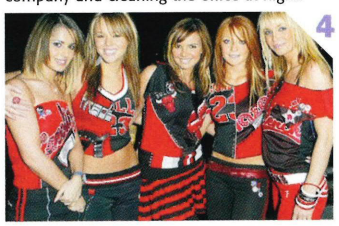
3



DAVILEX: THE MANAGEMENT SIM

The developers behind hits *Knight Rider 2* and *Miami Vice*. Only 10 people work there, so gameplay objectives could be telling Dave to make the graphics, making tea for the entire company and cleaning the office at night.

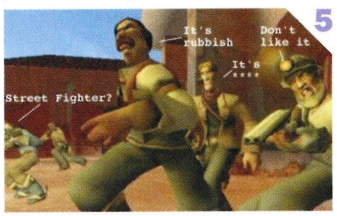
4



GIRLS ALOUD: THE GAME

It could be rhythm action, wrestling, FPS or karting for all we care (Cheryl corners well, Sarah's quick, Nadine is good at braking, Kim's an all-rounder, Nicola is crap). This Top Five is just an excuse to get their pic in the mag.

5



TIMSPLITTERS: FUTURE RUBBISH

This is a compilation of games that you get to play for 10 seconds max before damning them as rubbish because you're no good at them. Better yet, the cost to buy Tim's licence is only a bottle of Buckfast and a pack of beef jerky.

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 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
Mobile Suit Gundam: G Vs ZG	Bandai	Capcom	1-4	41	NTSC	6.6

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

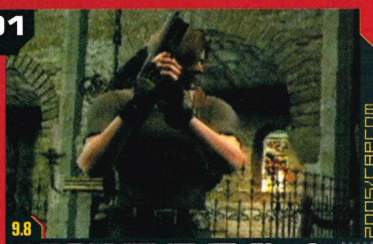
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mortal Kombat: Deadly Alliance	Midway	In-house	1-2	15	PAL	8.6
Mr Driller: Drill Land	Namco	In-house	1-2	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	11	PAL	7.1
Naruto 2	Tomy	Eighting	1-4	31	NTSC	7.0
Naruto 3	Tomy	Eighting	1-4	44	NTSC	8.4
NBA 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
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
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

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP 10 GAMECUBE

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01 RESIDENT EVIL 4 — 9.8 — 2005/CAPCOM



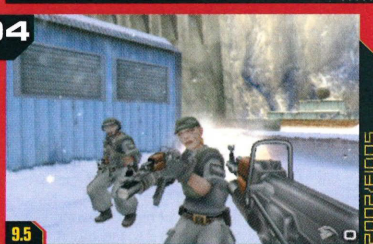
02 METROID PRIME 2: ECHOES — 9.7 — 2004/NINTENDO



03 LOZ: WIND WAKER — 9.5 — 2002/NINTENDO



04 TIMESPLITTERS 2 — 9.5 — 2002/EIDOS



05 LOZ: FOUR SWORDS + — 9.4 — 2004/NINTENDO



06 MARIO KART: DOUBLE DASH!! — 9.4 — 2003/NINTENDO

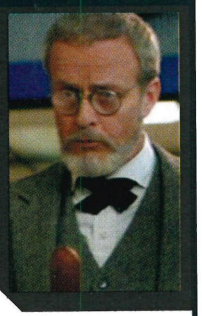
07 PAPER MARIO 2 — 9.4 — 2004/NINTENDO

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...

MEEMEE, SUPER MONKEY BALL

Meemee. Meemee. Me. Me. Me. At this point, Sigmund Frood could stroke his marvellously groomed beard and say "Look, look how egotistical that stupid little chimp is!" but no. Sigmund Frood doesn't patronise his audience. Sigmond Frood knows. Sigmund Frood cares. Look at me. Look at me! This is the face of a man who understands. This is the face of a man who has loved and left a thousand bitches and by God, when I say love them, I really mean love them.

Erm... what? Oh yes. Meemee. The question is this – why does Meemee have an air of pretension about her? Why the self-centred ego-stroking? It's because Meemee is trapped. Trapped inside a small, horrible, smelly plastic ball with no ventilation holes and no easy way to relieve herself. Yes, those horrible taskmasters at Sega crammed little monkeys into tiny plastic balls and made them roll around courses for their own sick, personal pleasure.

She avoids dying of starvation by eating her toenails, but the emotional cost! Oh, the scars. And so all Meemee has to give herself some self-belief is her name. Meemee. Meemee. Me. Me. Help. Me. Yes, Meemee looks happy. Yes, Meemee looks content. But remember this, children: a bit like Stacey Keibler talking to Chandra at Wrestlemania 21, she might be smiling on the outside but inside, she's crying [jealousy is such a tedious emotion - Chandra].



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Robotech: Battlecry	TDK	Mediactive	1-2	13	NTSC	8.0
Rock Man EXE Transmission	Capcom	Akira	1	18	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
Splinter Cell: Chaos Theory	Ubisoft	In-House	1-2	44	PAL	8.8
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
Taz Wanted	Infogrames	Blitz Games	1-2	11	PAL	5.6
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	31	PAL	6.0

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Terminator 3: The Redemption	Atari	Paradigm	1	37	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	26	PAL	7.1
The Incredibles	THQ	Heavy Iron Software	1	40	PAL	6.0
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	23	PAL	8.0
The Polar Express	THQ	Blue Tongue	1	40	PAL	3.8
The Simpsons: Hit & Run	Vivendi	Radical	1	26	PAL	7.4
The Sims	EA	Maxis	1-2	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	27	PAL	8.2
The SpongeBob SquarePants Movie	THQ	Heavy Iron Studios	1	44	PAL	7.0
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
Winnie The Pooh's RTA	Ubisoft	Phoenix Games1-2	44	PAL	6.0	
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

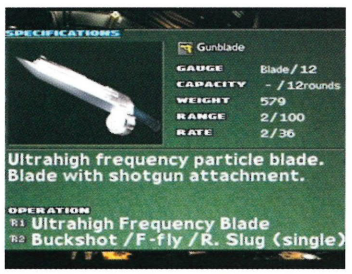
TIMMY TIME! (DO, DO, DO, DO, DO)

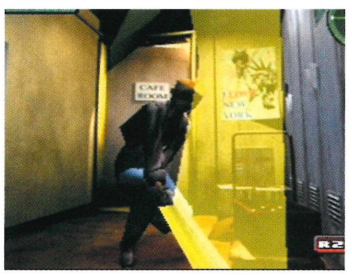
THE GUNBLADE. Is this not the most awesome weapon in gaming history? Dunno why I'm asking, it's my column and what I say, goes. Okay, the Gunblade is the most awesome weapon in gaming history. Squall and Seifer wielded theirs to great effect in *Final Fantasy VIII* and it started a little obsession in me. An obsession that has lasted five years, has meant many, many hours of game time and contributed to the break up with 'the one'.

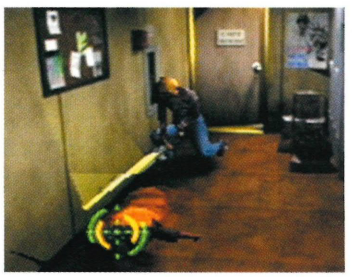
It's about *Parasite Eve 2*, a Squaresoft (remember eh? Eh? Ahh) game, kinda like *Resident Evil* but with magic. Every time you complete it you unlock more weapons to buy at the start of the game, in fact you have to complete it ten times to unlock, dun dun dunn, the Gunblade! The other day I finally did it. Press R1 (this is on PSone by the way) and you swing the blade, press R2 when the blade strikes and you fire a shotgun blast resulting in *uber*-damage.

Down below is a pretty exclusive screenshot, I've checked t'net and everything – there it is – the Gunblade in *Parasite Eve 2*.

So five years, a huge amount of time, 11 times completed, now what? I dunno, maybe I can move on and stop thinking about her every day of my life.



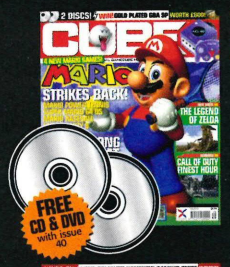




BACK ISSUES

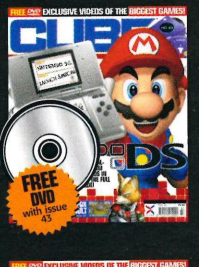
MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

Back issues cost £4.99 each including postage and packaging. UK only – overseas prices available on request



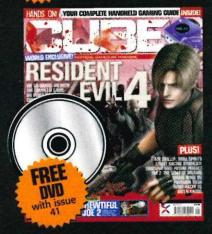
ISSUE FORTY

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 more stuff.



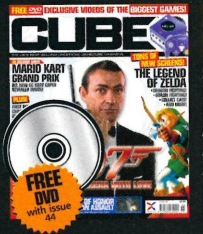
ISSUE FORTY THREE

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!



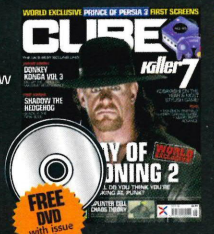
ISSUE FORTY FOUR

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.



ISSUE FORTY TWO

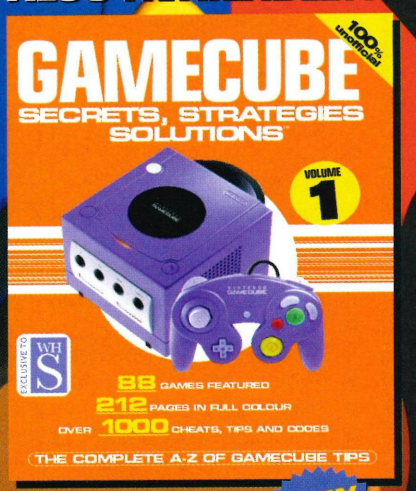
The one with the *Resi 4* review and the re-scoring of *Mario Power Tennis* because Chandra's such a frickin' fanboy. Plus the feature that Ryan worked so hard-on that he almost went blind and some DS stuff is in here too.



ISSUE FORTY FIVE

Thwack! It's the *Day Of Reckoning 2* Special of Awesomeness! Join Chandra as he gets up close to some big men. He even touches some of them. Brrrr. Also there's some reviews and guides to *RE4* and *TS: FP*.

ALSO AVAILABLE...



GAMECUBE SECRETS, STRATEGIES SOLUTIONS VOLUME 1

ONLY £9.99

Comprehensive solutions and guides for top GameCube games including *Zelda: The Wind Waker, Metroid Prime, Resident Evil Zero, Super Monkey Ball* and many more

PLUS! COMPLETE SOLUTIONS TO...

THE LEGEND OF ZELDA: THE WIND WAKER	only £3.99
LUIGI'S MANSION	only £3.99
METROID PRIME	only £3.99

CUBE

CUBE0546

YOUR DETAILS

Name .....

Signature .....

Address .....

.....

.....

Postcode .....

Tel .....

PAYMENT METHOD

☐ Cheque/postal order made payable to Highbury Entertainment Ltd.

Amount enclosed .....

☐ Credit card type .....
(ACCESS/VISA/MASTERCARD/SWITCH)

Issue no (Switch) .....

Expiry date .....

Card number .....

If you don't want to receive related promotional material please tick this box ☐

BACK ISSUES ORDER FORM

Please tick issues required (£4.20 each inc. p+p) UK only.
Overseas prices available upon request.

- ☐ ISSUE FORTY (FREE CD & DVD)
- ☐ ISSUE FORTY ONE (FREE DVD)
- ☐ ISSUE FORTY TWO (FREE DVD)
- ☐ ISSUE FORTY THREE (FREE DVD)
- ☐ ISSUE FORTY FOUR (FREE DVD)
- ☐ ISSUE FORTY FIVE (FREE DVD)

ORDERING DETAILS

HIGHBURY ENTERTAINMENT

Phone: 0870 444 8682 **Fax:** 01458 271146 **Email:** CUBE@cisubs.co.uk

Freepost Address: Highbury Entertainment Ltd, FREEPOST NATW1809, (Customer Interface), SOMERTON, TA11 6ZA

trippy tones

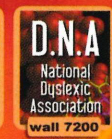
Wallpapers only £1.50 Each


wall 6100



wall 6101


wall 6102



wall 7200


wall 6104



wall 7201


wall 6106

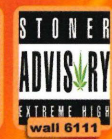

wall 6107


wall 6108


wall 6109



wall 7203



wall 6111


wall 6112



wall 6113



wall 6114

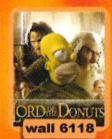


wall 6115

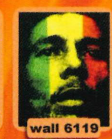


wall 6116


wall 7205



wall 6118


wall 6119



wall 6120



wall 7206


wall 7207



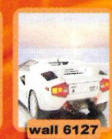
wall 6123


wall 6124



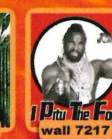
wall 7214


wall 6126


wall 6127


wall 549


wall 6129



wall 7217


wall 6131

To order a wallpaper just text the keyword under the picture to 81313 eg. to order wall 7214 text: wall 7214 to 81313

SPECIAL OFFER !
2 Animations for £3.00

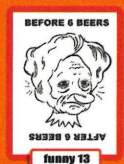

funny offer


funny 9


funny 2


funny 3


funny 19

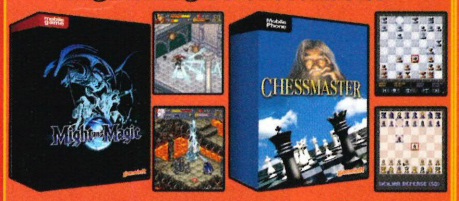


funny 13

To order an animation just text the keyword under the picture to 60111 eg. text funny 19 to 60111

GAME SALE! TWO GAMES FOR £6

Might & Magic & Chessmaster



game offer3

Splinter Cell Pandora Tomorrow™ & 2004 Real Football



game offer5

Rayman 3 & Rayman Bowling

game offer7

Planet Zero & Siberian Strike II

game offer4

Nightmare Creatures & Prince of Persia

game offer6

Blockbreaker Deluxe & Sexy Poker 2004

game offer8

To order a game just text the Item Code to 60111 eg. to order Rayman Bowling & Rayman 3 text game offer7 to 60111

powered by gameloft

Realtones

Baby Boy Big Brovaz	11
Celebration Kool & The Gang	24
Down Boy Holly Valance	46
Dy-Na-Mi-Tee Ms Dynamite	47
Like I Love You Justin Timberlake	104
Need You Tonight INXS	121
New York New York Frank Sinatra	122
Night Fever Bee Gees	123
Surfin USA The Beach Boys	133

Realtones are actual songs that play when your phone rings. To order a realtone just text Real + Number to 60111 eg. to order Baby Boy you would text : real 11 to 60111

Ringtones

U2 Vertigo	1
Green Day American Idiot	2
Groove Armada I See You Baby	3
Natasha Bedingfield These Word	4
Maroon 5 She Will Be Loved	5
R.E.M Leave New York	6
Destiny's Child Lose My Breath	7
William Shatner Common People	8
Joss Stone Love Machine	9
Ashlee Simpson Pieces Of Me	10
Rachael Stevens More More More	11
Maroon Five This Love	12
Deep Dish Flash Dance	13
Nelly My Place	14
Brian McFadden Real To Me	15
3 Of A Kind Babycakes	16
Punk'd Main Theme	17
Dodgeball/Skatman John Skatman	18
Mase Feat P Diddy Breath S Shake	19
Black Eye Peas Let's Get It Started	20
Snoop Dogg Ft. Pharrel Drop It Like It's Hot	21
Avril Lavigne My Happy Ending	22
Usher & Alicia Keys My Boo	23
LL Cool J Head Sprung	24
Christina Milano Dip It Low	25
Eminem Just Lose It	26
Joss Stone Don't Cha Wanna Ride	27
Britney Spears My Prerogative	28
Christina Aguilera Ft. Missy Elliott Car Wash	29
Ja Rule feat. R Kelly & Ashanti Wonderful	30
Jamelia DJ	31
R Kelly Happy People	32
Paul Weller Thinking Of You	33
Prodigy Hotride	34
ShapeShifters Lola's Theme	35
Estelle Free	36
Christina Milian Whatever You Want	37

To order a ringtone text Poly or Mono + Number to 60111 e.g poly 14 or mono 21 to 60111

NEW

play 40

play 39

ASPHALT URBAN GT
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.

VIJAY SINGH PRO GOLF
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.

PRINCE OF PERSIA WARRIOR WITHIN
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).

RAINBOW SIX 3
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.

VANS SKATE & SLAM
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.

SPLINTER CELL PANDORA TOMORROW
play 11
Once again Sam Fisher is sent where no one else can go to do what no one else can do. A riveting new infiltration mission to get to grips with on your mobile phone!

To order a game just text the Item Code to 60111 eg. to order Rainbow Six 3 text play 37 to 60111

Please see website for full list of compatible handsets.

£4.50 each

Need help? Why not call our helpdesk on 0870 8554 194 or visit www.trippytones.com

Terms & Conditions. You must be 18 years old or over to use these services. By selecting a wallpaper or animated gif you are agreeing to download and view that wallpaper or animated gif. You will be billed the amount shown via reverse SMS. All phones must be colour and WAP enabled. Additional GPRS or GMS data transfer costs apply. No liability is accepted for any delay omissions or damage or loss of data incurred by any party. Wallpapers cost £1.50. Java Games cost £4.50. Ringtones cost £3.00. Animations cost £4.50. Real Tones cost £4.50. All game titles are a trademark of Gameloft Ltd. All rights reserved. Please see website for more details. For customer support please email customersupport@trippytones.com or call our helpline on 0870 8554194

CUBE HORIZON

ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT! ISSUE 47 ON SALE 30 JUNE 2005

NEXT ISSUE

Next Month... Next Month... Next Month... Next Month...

HORIZON

EXCLUSIVE REVIEW!



KILLER 7

FINALLY THE WAITING IS OVER

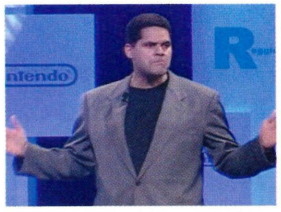
We've covered this to death over the past two years, which is why we've backed off a bit recently, but now it's finished. The only impressions that count, from the finished game, right here!

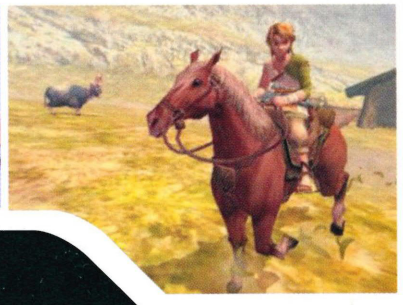
NINTENDO@E3 '05

EXCLUSIVE FOOTAGE!

SEE IT WITH YOUR OWN EYES!

Want to see Revolution in action? Want to see *Zelda* in action? Want to see all the highlights from this year's monumental E3? Of course you do, and you can get it all on next month's DVD.





FEATURE

E3 ANALYSIS

WHAT DOES IT ALL MEAN?

Having had four weeks to deliberate over Nintendo's many E3 offerings, the team will sit down and figure out what it all means. What exactly will Revolution, DS and GBA 2 bring to the party? It's all here...

SOLUTIONS

WHERE'S HE GONE?

SPLINTER CELL: CHAOS THEORY PT. 2

This month we've given you the first instalment of our detailed Chaos Theory guide, so it seems only fair you should get the second part next month, eh.

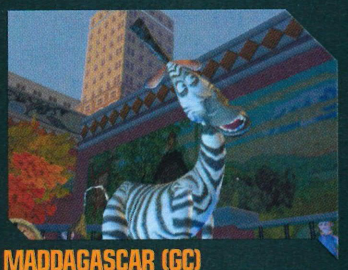
PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube, DS and GBA games, including:

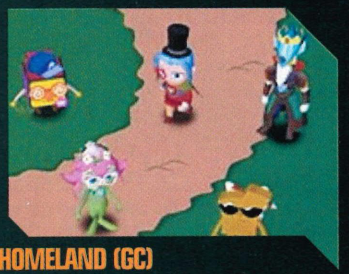
THE BIGGEST GAMES!



MEDAL OF HONOUR: EA (GC)
Miles loves *Medal of Honor*. Fact. He wants this bad.



MADDAGASCAR (GC)
Activision has been surprisingly secretive about this one...



HOMELAND (GC)
Extremely limited distribution meant it didn't turn up this issue!

PLUS

Revolution
Mario Baseball
The Legend of Zelda
Mario Kart DS
Odama GC/DS
Legend of Zelda DS
Viewtiful Joe: VFX BAttle
Pokémon XD

Partymob.com™

Check out our top game titles...

Top 10 Java Games



MR BEAN RACER



Take the role of Mr Bean in a series of races against the rival three-wheel cars.

260379

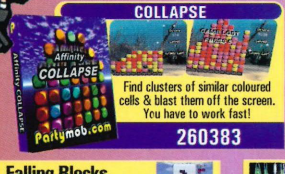
2 FAST 2 FURIOUS (TM)



2 Fast 2 Furious™ ups the ante of racing games with total 3D action on your phone.

260410

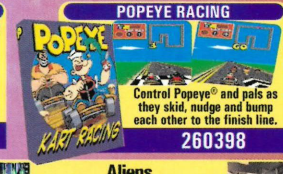
COLLAPSE



Find clusters of similar coloured cells & blast them off the screen. You have to work fast!

260383

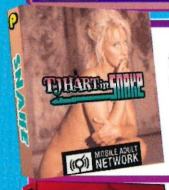
POPEYE RACING



Control Popeye® and pals as they skid, nudge and bump each other to the finish line.

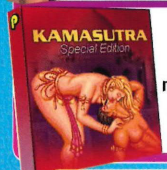
260398

Falling Blocks	260368	Aliens	260313
Speedball	260386	Blade Trinity	260385
Sensible Soccer	260390	Speed chaser 3D	260382



Steer the snake through multiple levels to reveal the babe that awaits your viewing pleasure

260407

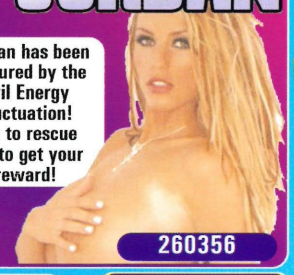


The ultimate resource of the art of lovemaking is now available in the palm of your hand!

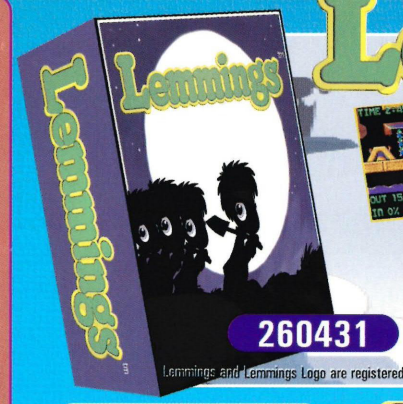
260338

JORDAN

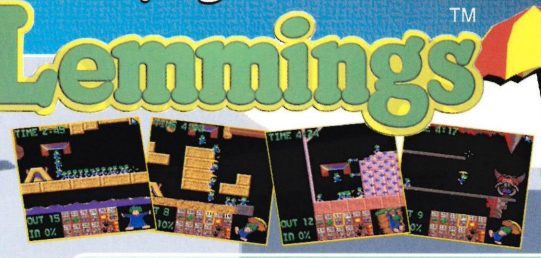
Jordan has been captured by the Evil Energy Fluctuation! Try to rescue her to get your reward!



260356



Lemmings™

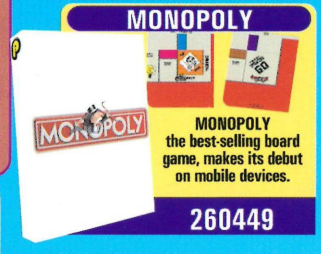


Lemmings is a beautifully addictive game to play! Safely guide as many of the cute little Lemmings from entrance to exit within a set time limit using a variety of commands. Failure to give a command at the right time can spell disaster!

260431

Lemmings and Lemmings Logo are registered Trademarks of Psygnosis Limited. Copyright: Psygnosis Limited. Produced and published by iFone.

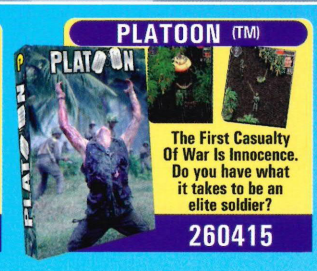
MONOPOLY



MONOPOLY the best-selling board game, makes its debut on mobile devices.

260449

PLATOON (TM)



The First Casualty Of War Is Innocence. Do you have what it takes to be an elite soldier?

260415

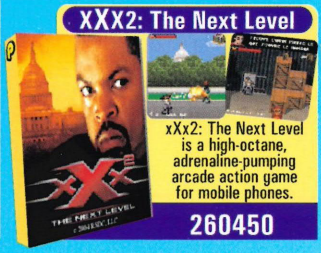
KING OF FIGHTERS



Prepare to fight your way through multiple levels with signature moves & special combos!

260413

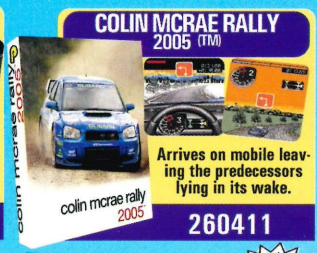
XXX2: The Next Level



xXx2: The Next Level is a high-octane, adrenaline-pumping arcade action game for mobile phones.

260450

COLIN MCRAE RALLY 2005 (TM)



Arrives on mobile leaving the predecessors lying in its wake.

260411

ROBOCOP (TM)



Rid Detroit of criminal scum & protect the city's innocent citizens from evil crime lords!

260417

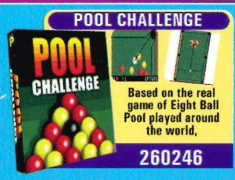
DUCATI EXTREME



Experience the thrills & challenges of Ducati Extreme Wireless Motorcycle Racing.

260355

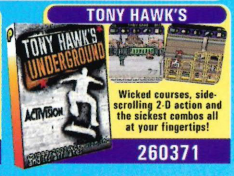
POOL CHALLENGE



Based on the real game of Eight Ball Pool played around the world,

260246

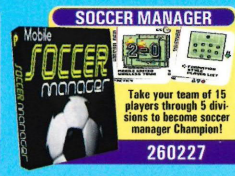
TONY HAWK'S



Wicked courses, side-scrolling 2-D action and the sickest combos all at your fingertips!

260371

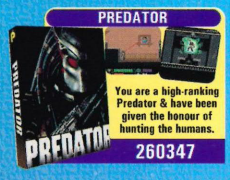
SOCCER MANAGER



Take your team of 15 players through 5 divisions to become soccer manager Champion!

260227

PREDATOR



You are a high-ranking Predator & have been given the honour of hunting the humans.

260347

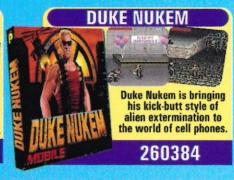
METAL SLUG (TM) (MOBILE)



A side-scrolling shoot-em-up, the game features 7-9 Missions, in several locations.

260414

DUKE NUKEM



Duke Nukem is bringing his kick-butt style of alien extermination to the world of cell phones.

260384

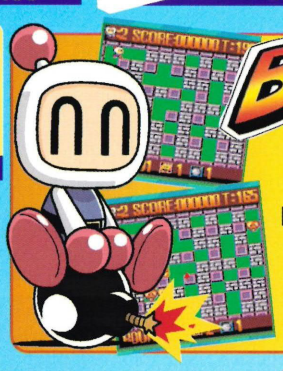
FRUIT MACHINE



Partymob Fruit Machine is the real thing in the palm of your hand.

260366

BOMBERMAN



Enjoy the famous and well known Bomberman game on your mobile! Power up your BOMBERMAN by picking up the hidden items in the block. Many different stages are provided in the game!! Clear all the 30 stages!

260369

POKERMILLION



Vegas styled game ensures quick fire action & a chance to beat the house by drawing any one of nine hands!

260392

260391

The Invisible Man	260440	Everything Explodes	260425
College Basketball	260435	Calling Yuki	260432
Bubble Gun	260433	Microgolf	260423
Go To Hell	260426	Athletics	260427

Puzzle Time

Affinity Patience	260324
Goolie	260200
3D Chess	260436
Word Search	260430



MB Board Games 260395

Nokia | Samsung | Sharp | Siemens | Motorola | Sagem | Sony Ericsson | LG

To Order by Telephone, Call:
09061 922914 (UK)
1580 932701 (IR 2.40 euro per min)

To Order by TEXT SEND:
CUBE + NUMBER *to* 80166 (UK) *or* 57857 (IR Euro 2 per sms)
Example: CUBE 260338

Which game works on your handset?
Call 0871222 5326 or visit wap.partymob.com for compatibility.

Calls cost £1.50 per minute. Mobile charges vary. We recommend you call from a landline. Ireland calls cost Euro 2.40 per min. You must be 16 or over to use any of these services. You must complete the call to receive your order. Your call is likely to take 3 minutes but will take longer if time is spent browsing information. SMS charges(UK): Vodafone, O2, T-Mobile, Virgin and Orange Games £6. SMS Charges (IR): Vodafone, O2 and Meteor Games Euro 8 You must have sufficient credit to receive your order. To cancel your Membership to the Premier Games Club send STOP PREM to 83350. Mobile games require a WAP enabled handset. You will also incur your normal SMS and WAP charges. Partymob.com, PO Box 28 Northampton NN1 5DS After Sales: Visit www.partymob.com/cs or call 0871 750 3030(UK). 1850 927274 (IR. CallSave).

Die Hard:tm & (c) 2005. FOX. All rights reserved. (c) 2005, Mobile Scope AG. The HASBRO and MB MILTON BRADLEY names and logos are trademarks of Hasbro and are used with permission, (c) 2004 Hasbro. All Rights Reserved. Published By Player OneDesigned by Morpheme Wireless Ltd and Player One. Delevoped by Morpheme Wireless Ltd. Code Copyright © 2004 Morpheme Wireless Ltd Pokermillion name, logos and trademarks used under license from Matchroom Sport Ltd. Sensible Soccer © 2004 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. Speedball ™ © 2002 The Bitmap Brothers. All rights reserved. Under license to Sorrent Ltd. Guffy the vampire slayer(TM) & © 2005 Twentieth Century Fox Film Corporation. All rights reserved. © 2005 Indiagames Ltd. TONY HAWK(c) 1999-2003 Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. All other trademarks and trade names are the property of their respective owners. All rights Reserved. JAMDAT and JAMDAT Mobile are trademarks of JAMDAT Mobile, Inc. LOTR's:© MMIII New Line Productions, Inc. TM lic. to MLP, Inc. All Rights Reserved. Predator(TM) & © 2005 Twentieth Century Fox Film Corporation. All rights reserved. © 2005 Indiagames Ltd. True Crime©: Streets of LA™ © 2004 Activision, Inc. Activision & True Crime are registered trademarks & Streets of LA e a trademark of Activision, Inc. All rights reserved. ALIENS:Unleashed TM & © 2003 TWENTIETH CENTURY FOX FILM CORPORATION. ALL RIGHTS RESERVED. Driver 3 Copyright 2002 Sorrent Inc. All Rights Reserved. Sorrent and the Sorrent logo are trademarks of Sorrent in all countries. DRIVER® 3 and DRIV3R® & © 2004 Atari, Inc. All rights reserved. Under license by Atari Interactive. Copyright © 2004 inmo ltd. Developed by IOMO. Co-published by IOMO and Player One. Some Dave name and images are used under license from Matchroom Sport, Elektra Motion Picture Elements. © 2005 20th Century Fox Film Corporation. All Rights Reserved. garfield © 2005 PAWS. All Rights Reserved. © 2005 Indiagames Ltd. © SNK Playmore and The King of Fighters, are trademarks of SNK Playmore Corporation. ©Copyright 2003 Digital Bridges Ltd. All rights reserved. The Weakest Link ® British Broadcasting Corporation, 2003. Licensed by BBC Worldwide Limited. 'BBC logo ® BBC 1996. BBC is a trade mark of the British Broadcasting Corporation. (C) 2004 The Codemasters Software Company Limited ("Codemasters") All rights reserved. "Codemasters"(R) is a registered trademark owned by Codemasters. "Colin McRae Rally 2005"(TM) and "GENIUS AT PLAY"(TM) are trademarks of Codemasters. "Colin McRae"(TM)and the Colin McRae signature device are registered trademarks of Colin McRae used under license. All other copyrights or trademarks are the property of their respective owners and are being used under license. This game is NOT licensed by or associated with the FIA or any related company. © Metal Slug is a trademark of SNK PLAYMORE Corporation 2003 all rights reserved. PLATOON™ & © 2004 Orion Pictures Corporation. Published by db®games, a division of Digital Bridges Ltd. Developed by Mobile Gang. All rights reserved. Gauntlet is a trademark of Midway Games West Inc. used under license by THQ Software, Inc. 2 Fast 2 Furious is a trademark and copyright of Universal Studios. Licensed by Universal Studios licensing, LLLP. All Rights Reserved. ©SNK Playmore. All Rights Reserved. Developed and published by db. THE PINK PANTHER™ & © 1964 - 2004 Metro-Goldwyn-Mayer Studios Inc. All Rights Reserved. ROBOCOP(tm) & (c) 1987 - 2004 Orion Pictures Corporation. Licensed by MGM Consumer Products. All Rights Reserved. Ice Age © 2002 Twentieth Century Fox Film Corporation. All rights reserved. For Interactive, Ice Age and Hoar respective logos are trademarks of Twentieth Century Fox Film Corporation. © 2002 Mobile Scope AG. Speedball ™ © 2002 The Bitmap Brothers. All rights reserved. Under license to Sorrent Ltd. Shark Hunt Copyright 2002 Sorrent Inc. All Rights Reserved. Sorrent and the Sorrent logo are trademarks of Sorrent in all countries. MONOPOLY® © 2004 Hasbro Inc. Licensing by Hasbro Consumer Products. All Rights Reserved. Developed and published by iFone under licence from Atari. Lemmings and Lemmings Logo are registered Trademarks of Psygnosis Limited. Copyright: Psygnosis Limited. Produced and published by iFone.

LAZER TAG TEAM OPS

THE ULTIMATE GAME OF ELECTRONIC TAG™



Assemble a team of highly skilled LAZER TAG players and lead them into THE ULTIMATE GAME OF ELECTRONIC TAG.

WIRELESSLY SYNC UP TO 24 PLAYERS!

REAL TIME AUDIO VISUAL FEEDBACK!

PACK INCLUDES 2 TAGGER & HUD UNITS (Heads Up Display)

LOCK ON TO FIRE! Lights display game status

NO TV. NO CONSOLE. NO CONTROLLER. ALL ACTION! CAN YOU HANDLE IT?

Someone's got you in their sights. You know because you see it in your Heads Up Display. You hear the tagger audio warning you. This is Lazer Tag -- the best game of Lazer Tag ever. Features like wireless data transfer to synchronize the game clock and score tracking make Lazer Tag Team OPS the superior Lazer Tag system! Whether you're customizing your game, or playing the classic game of tag, Lazer Tag puts you in the game like no console can.

www.LAZERTAG.com

TIGER ELECTRONICS®

© 2005 Hasbro. All Rights Reserved. LAZER TAG UNIFORM NOT INCLUDED. Product and colors may vary. www.hasbro.co.uk