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# CUBE™

CUBE ISSUE 47

MEGA FEATURE!

## Pokémon XD Gale of Darkness

Massive Pokémon RPG hits GameCube - it's super effective!



6 PAGE BLOW-OUT!

## THE LEGEND OF ZELDA: TWILIGHT PRINCESS

Check out the latest mouth-watering screens inside!

PLUS!

- BATTALION WARS
- KING KONG
- KILLER7
- HOMELAND
- TONY HAWK'S AMERICAN WASTELAND
- MARIO PARTY 7
- RAINBOW SIX: LOCKDOWN
- MARIO BASEBALL

FIRST REVIEW!

## MEDAL OF HONOR EUROPEAN ASSAULT

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POKÉMON XD: GALE OF DARKNESS ■ TLOZ: TWILIGHT PRINCESS

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DON'T YOU CHEAT!

GAME OVER!

OUT 6TH MAY

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ISSUE FORTY SEVEN LAUNCHING 30/06/05

# CUBE



# WELCOME

**IT'S SUMMER. YOU** should be outside playing sports and making the most of the nice weather. Forget your GameCube for the next couple of months and go work on that tan. Ha ha only joking, readers. What better way to spend summer than with the curtains closed and the GameCube cranked up to full gaming power? That's what we're doing and we've got a whole heap of new stuff to look forward to over the sunny months and beyond.

The front of the magazine this month is devoted to two games that could hardly be more different. The main cover feature is *Pokémon XD: Gale Of Darkness*. Will it be the fully loaded *Pokémon* RPG we've been crying out for ever since *Stadium* underwhelmed on the N64? Time will tell, but signs are good. If you looked at the bag before tearing it off, you'll know we also have the long awaited full review of Capcom's *killer7* and it's as bizarre, disturbing, original and downright gruesome as we'd hoped. It takes some getting into, but Capcom has delivered a twisted title that's a reminder of why we all got into gaming in the first place. If it's a bit off the wall for you, we've also got the word on *European Assault*, the new *Medal Of Honor* game that comes packed with cool new features.

Importers check out *Homeland*. It's Japanese RPGing at it's most, well, Japanese. If you think you can handle the language barrier, the very best of luck to ya.

Predictably the fallout from E3's next generation announcements continues to overshadow things that are actually happening in the now and we've attempted to address some of the main queries that have been doing the rounds. Go read the feature starting on page 28 to get yourself clued in. Enjoy.



**Miles Guttery**
Editor




## CUBE AT A GLANCE


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**CUBE:** Rude, crude and totally full of 'tood! Dude!



IN-DEPTH

## THE LEGEND OF ZELDA

**48** It's won awards and it hasn't even been released yet. Here's all you need to know about the early stages.

IN-DEPTH

## POKÉMON XD: GALE OF DARKNESS

**54** Are you up for loads more snagging than catching? If so then have a gander at our In-depth feature on the sequel to Colosseum.


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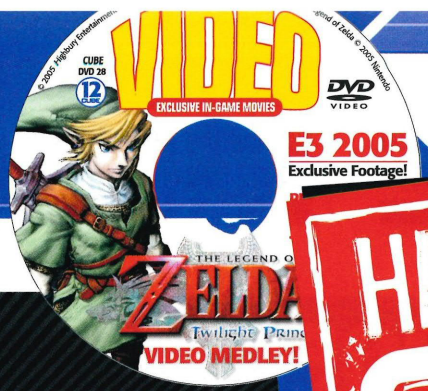
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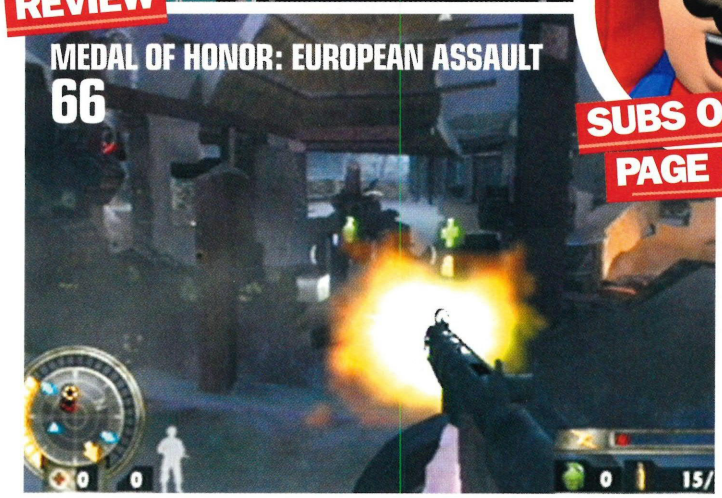

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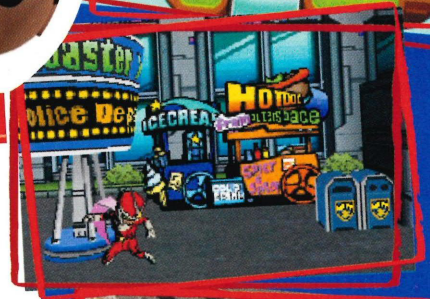


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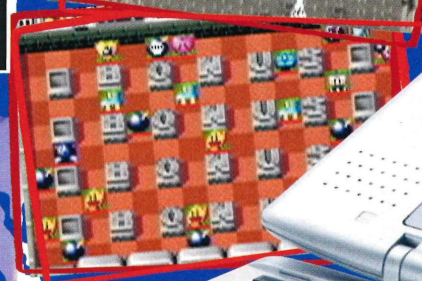
# HANDS ON

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







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# E3® BACKLASH







28 Picking through the rubble of E3 and analysing the aftermath with our purple tinged GameCube Magnifying Glass Of Verdict. Magnificent!

# ON THE DISC

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

**AND SO BEGINS** our E3 2005 coverage. There's so much to show that we simply have to break it up into monthly chunks, but fear not: we've made sure that the most important stuff is right here in Part 1.

## E3 2005: PART 1

### Footage that you simply can't miss!

**NINTENDO PRE-E3 PRESS CONFERENCE**

This is for the press only, right? Get outta here. Thanks to CUBE this DVD is essentially your all-access pass to the conference that everyone wanted to be at. While we can't show you the whole thing (it was an hour long, a big portion of it was boring financial data) we've edited together the highlights, including Reggie dissing Sony's inability to launch PSP globally (yeah, that'll teach them), Miyamoto-san hitting on a young lady, *Nintendogs* getting jiggy with it and wearing a Mario hat, creating great dance tunes with *Elekroplankton* and the official unveiling of the GB Micro. This last one is quite special actually. You'll totally get to see the biggest man in the world (Reggie) clutching the smallest games console in the world.

It's 20 minutes long and it's packed with goodness. Come on, where else are you going to find such a soap opera? Eastenders you say? Pah, Nintendo beats it hands down.

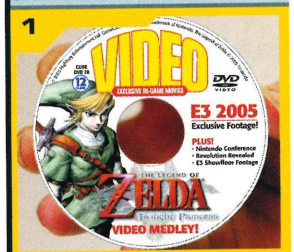


E3 expo

## USING THE DVD

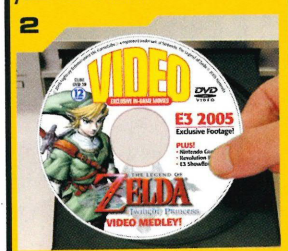
### SLAP IN AND PRESS PLAY

1




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

2

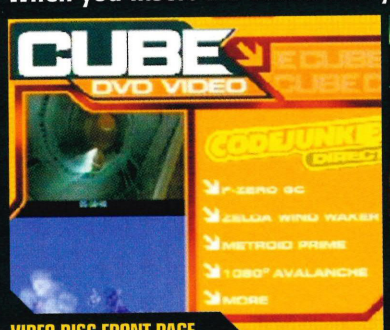



**The DVD will only work in a Region 2 or multi-region DVD player, see?**

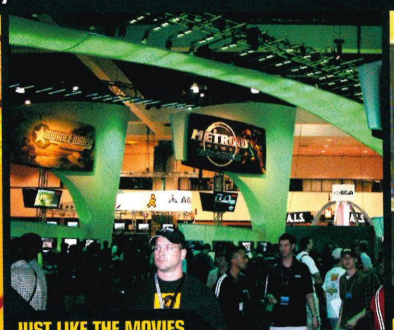
Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console, it's far too big) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

## 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**
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**CODE JUNKIES DIRECT**
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CUBE DVD 28

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VIDEO

EXCLUSIVE IN-GAME MOVIES

DVD VIDEO

E3 200
Exclusive Foot

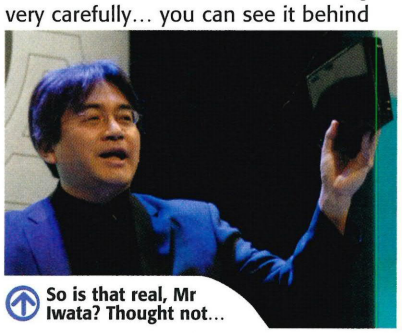
PLUS!
• Nintendo Confe

# ALSO ON THE DISC!




## REVOLUTION REVEALED

Between last issue's Revolution Revealed feature and this issue's Revolution Q+A we've told you everything there is to know about Nintendo's new console, however you probably haven't seen it outside of magazine screens. Now you can watch the section of the press conference where Iwata-san whipped out the DVD case sized machine. He wasn't hiding it very carefully... you can see it behind his back the whole time! You can also catch a brief glimpse of the *Metroid Prime 3* sequence. Just remember though: this is not supposed to represent the Revolution's graphics.



So is that real, Mr Iwata? Thought not...

## E3 2005 SHOWFLOOR

Something we noticed when we looked through the footage from the show was that, well, all these shows look the same. A bunch of stands, pretty girls, fat Americans and hundreds of 'company CEOs'. If you put last year's footage next to this year's, the only noticeable difference is that the *Mario Party* banner has a '7' at the end of it. Because of this there's just enough to give you a taster, which is just the way it should be.

## LEGEND OF ZELDA: TP MEDLEY

This is the game that everyone was talking about coming away from E3. Games like this prove that there's plenty of juice left in the current generation, and Microsoft really is jumping the gun with Xbox 360. Because this is such a special game we've put all three trailers back-to-back. The E3 2004 trailer, the Games Developers' Conference 2005 trailer and the awesome new E3 2005 trailer, all right here. What's that? You want in-game footage? Patience dear readers, it's coming, but not this issue.

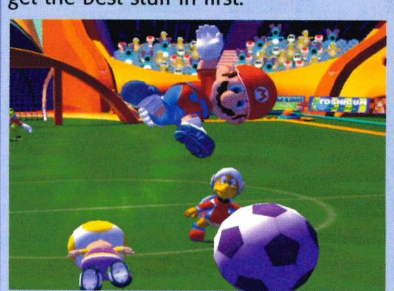



Ever seen Mario breakdance? Here goes...

# NEXT MONTH

## BRING IT ON!

With the important announcements covered we can start to show you a truckload of in-game footage. It's going to have to be split up over several issues, but don't worry, we'll get the best stuff in first.



## THE GAMES

BATTALION WARS
POKÉMON XD
CHIBI ROBO
DDR: MARIO MIX
MARIO BASEBALL
MARIO KART DS
PRINCE OF PERSIA 3
CASTLEVANIA: DOS
MYSTICAL NINJA
ODAMA
MARIO STRIKERS
ADVANCE WARS: DS
GEIST
AND MUCH, MUCH MORE...

# UP FRONT

**CUBE**

**⊖ INFORMATION**

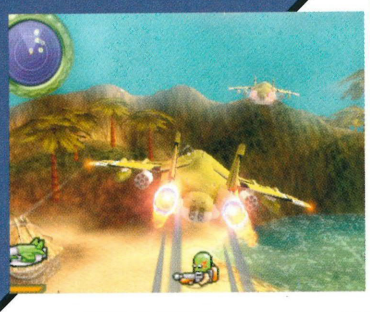
| BATTALION WARS | |
|---|---|
| PUBLISHER: | NINTENDO |
| DEVELOPER: | KUJU ENT |
| ORIGIN: | UK |
| GENRE: | ADVENTURE |
| PLAYERS: | 1-4 |

**⊖ WHAT'S NEW**

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

**War torn!** Fresh screens hit the doormat as development begins to wind down.

OCT '05 | Q4 '05 | 19 SEPT '05



Not the most effective camouflage is it?



# BATTALIO

It's war but it looks like a cartoon... that makes it okay, right?

**IT'S ALWAYS A** cause for concern when Nintendo trusts a major franchise to a lesser known developer. Changing the game's name (more on that later) doesn't change the fact that this game has made an appearance at one too many E3s, and at no stage in the development process has it looked amazing. With the latest build though, the UK-developed strategy adventure is taking big steps in the right direction.

Firstly there's the name change. Nintendo reportedly thought the name *Advance Wars* was misleading, being the name of the GBA series. We'd have to agree, although we're mystified as to why it's taken nearly two years to come to that conclusion. Confusion isn't the only reason for the change though – we're now told that the game is not a console version of the GBA games, but an all-new take on the successful franchise. This should silence the fanboys who were moaning that it looked nothing like their favourite handheld title.

Speaking of looks, the latest version of the game boasts many subtle graphical changes. You won't really

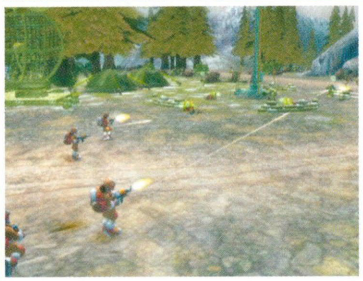
"NINTENDO REPORTEDLY THOUGHT THE NAME 'ADVANCE WARS' WAS MISLEADING"





Kill! Crush! Destroy! Yaa! Get ready to die! Aegis!









You will fight in many different environments, including grassy places!

And desert ones too. Yup we can't make these screens more interesting.



# N WARS

notice unless you directly compare the new shots to older ones, but we're mainly talking about textures, camera angles and level design. Overall the game also looks far smoother and a little more cartoon-like than before.

Something else we can now reveal is the size of the game and some storyline elements. There will be more than 20 different missions (read '21 missions') and you'll be fighting against the Xylvanian forces (sounds worryingly like 'Sylvanian Families, only from Tomy' to us). Players can choose to go through each mission in a full-on action style or a stealthy and strategic fashion. For example, in one mission you can choose to send your troops through a forest and attack the enemy camp from behind, or simply plough through the front door with a tank, which is always more fun.

With the game due out in just over three months it's nice to see everything coming together into a solid little package. We'll be sitting down with the developers and going through the game in detail in time for next issue, so you can expect some solid gameplay details in a month's time. CUBE

CUBE

INFORMATION

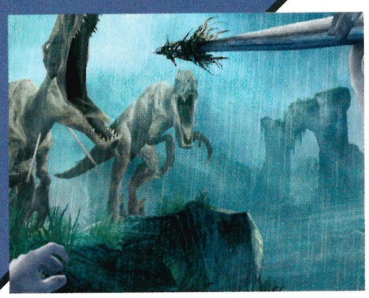
| KING KONG | |
|---|---|
| PUBLISHER: | UBISOFT |
| DEVELOPER: | IN-HOUSE |
| ORIGIN: | FRANCE |
| GENRE: | ADVENTURE |
| PLAYERS: | TBC |

WHAT'S NEW

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

**Super-size me!** The first in-game screens of Ancel's giant adventure

Q4 '05 TBA Q4 '05



Hah ha! No Marc Bolan jokes for us, no way.



# KING KONG

If you go down to the woods today you're in for a BIG surprise

**BACK IN MAY** it was announced that Buena Vista had nabbed the *Turok* licence from the now-defunct Acclaim, and we started to fantasise about the potential of a decent dinosaur hunter on current systems (obviously we're choosing to ignore *Turok Evolution*). Given what Capcom and Nintendo have achieved with the likes of *Resident Evil 4* and *Zelda*, the GameCube could create utterly compelling pre-historic vistas where dinosaurs lie mere yards away from you without you knowing. Days after that announcement came another, this time from Ubisoft detailing its plans to create a game in conjunction with *Peter Jackson's King Kong*. It's as if someone was peering into our minds (hate to think what they might find).

Anyway, last month we brought you the first 'screenshots' of the game. We say screenshots, but they obviously weren't in-game, and existed only to give an impression of what to expect. Now though we have early screens that give a far better impression of what the game's all about. At this stage there aren't any energy bars or gauges of any kind, but you can see

## "WE STARTED TO FANTASISE ABOUT THE POTENTIAL OF A DECENT DINOSAUR HUNTER"



the perspective from which the game will be played and some weapons that'll be available.

When you first enter the forest you're there in an exploratory capacity, not part of a military outfit, and only have meagre defensive weapons. The rest of your team are carrying equipment such as cameras and tripods while you have a rifle, a handgun and a blade... enough to scare off a lion but certainly not enough to take on a T-Rex. For the most part then you'll be hiding, using stealth and working with the other guys in your team to outsmart the enemies. You can pick up items from the ground as well, so when you come across the local tribe's spears you can lob those in the vague hope that they'll pierce the T-Rex's skin. As you can see from some of the screens though, this first part of the game isn't about killing the T-Rex: it's about surviving for as long as you can, keeping the beast away from your team and finding paths the T-Rex can't go down.

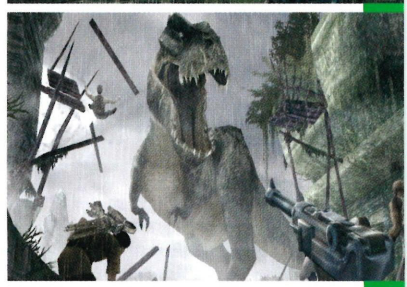
The 30-foot tall lizard is only the beginning of your problems though. You'll also come up against Pteradons, giant centipedes and raptors, and this is all before you even get a sniff of King Kong himself.

One interesting element we've seen is the ability to turn the super-sized creatures against each other. Rather than take on a pack of raptors yourself you can find another enemy such as a centipede and let them fight it out while you make your escape.

Presumably once the game switches to the big city you'll be able to use more powerful weapons, but we're intrigued by this 'intelligent' adventuring. We should be granted access to playable code in a few months' time and you can be sure that we'll be first in line to play what will undoubtedly be one of the games of the year.

On another note we're starting to wonder if games were ever made out of Peter Jackson's early films, you know *Braindead*, *Bad Taste*, er, *Meet The Feebles*. We would check but the internet is broke there's space to fill. Hey, it fits now! CUBE





# GCN

# REVOLUTION REPORT

All the latest gossip on Nintendo's next-generation machine

## NEWS CONTENTS

AT A GLANCE


**REV NEWS**
When three tribes go to war, they sit round a table and call each other rubbish, hang on, that's not like war at all.
PAGES 12-13

**NEWS ROUND UP**
It's a round up of all the latest news, and by 'latest' we mean stuff that you've forgotten reading about on the internet.
PAGES 14-15

**VANISHING POINT**
Very recently in a couple of countries far, far away... it's summer blockbuster time!
PAGE 18

**WORLD NEWS**
You'd think we'd run out of news at some point, but he's another page filled with the stuff.
PAGE 20-21

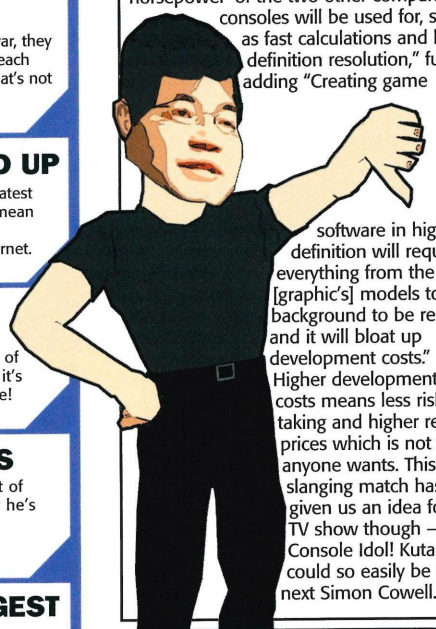
**GAMER'S DIGEST**
We did discuss the apostrophe in the title, but we decided to leave it there in case it upset some people.
PAGE 22-23

**CHARTS/RELEASES**
Does exactly what it says on the headline. Aha ha – you thought we were going to say tin, didn't you. Rhetoric, innit.
PAGES 24-25


## IN THE RED CORNER

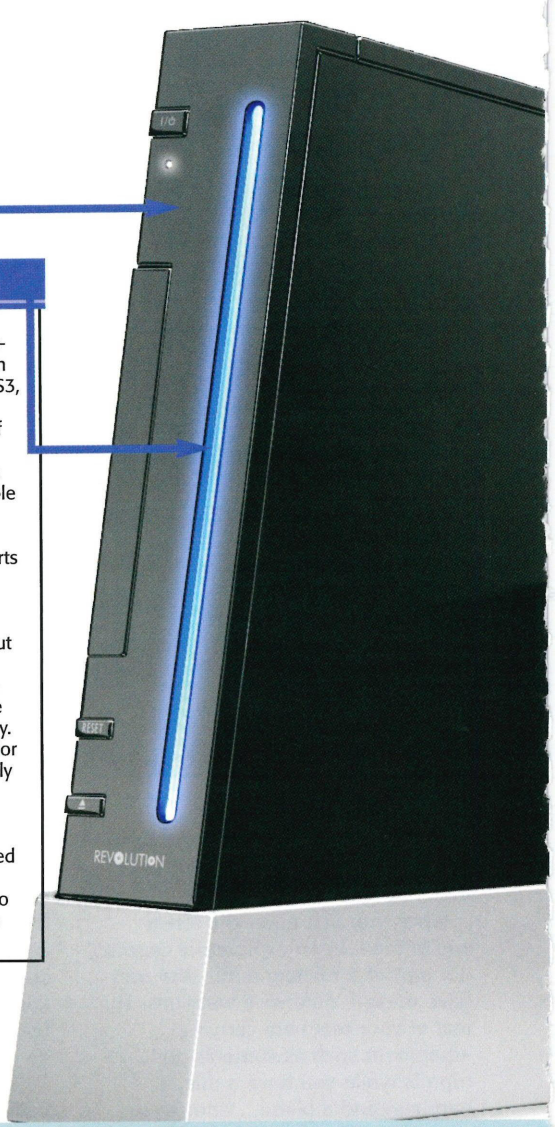
There's nothing like a good bitch-fest, so imagine our delight when Jap newspaper Asahi Shinbun got Nintendo, Microsoft and Sony together to discuss the next-gen systems. Microsoft's senior vice president, Robert Bach, was the first to lash out, saying: "Nintendo is aiming for the niche market." Not to be outdone Sony Computer Entertainment's president, Ken Kutaragi added: "[Revolution] will be something like a new model of a family car. Some people might want it, but if it was me I'd want to advance to the next level."

Nintendo president, Satoru Iwata, remained unphased however, pointing out that, "it's questionable what the 'horsepower' of the two other companies' consoles will be used for, such as fast calculations and high-definition resolution," further adding "Creating game software in high definition will require everything from the [graphic's] models to the background to be redone, and it will bloat up development costs." Higher development costs means less risk-taking and higher retail prices which is not what anyone wants. This slanging match has given us an idea for a TV show though – Console Idol! Kutaragi could so easily be the next Simon Cowell.



## TIME AND DATE

It has been widely assumed by the gaming community that Nintendo's next-generation console will be coming out in early 2006 in conjunction with Sony's PS3, in order to compete with the Xbox 360 (due out at the end of 2005). This belief seemed to have been confirmed when Mark Voll, the CEO of Monolithic System Technology Inc, (the company responsible for providing the Revolution's SRAM memory), let slip that the Revolution is due out in mid-2006. According to reports Voll was quoted as saying in the conference call: "We are excited to be a participating member of the Nintendo team once again as Nintendo will roll out its successor game console to the GameCube in mid-2006." Don't pop the champagne yet though as industry trade magazine, MCV, is telling a different story. According to MCV, who spoke to a "senior Nintendo source" at E3, a late 2006/early 2007 launch date is more likely: "We're currently looking at mirroring the DS strategy, so Revolution would release in the US first in November, closely followed by Japan – then we're looking at March 2007 for PAL territories." Fancy moving to the US with us? We hear internet brides are pretty cheap these days...

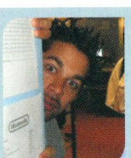



## CUBISTS



MILES, EDITOR

When not editing the world's premier GameCube magazine, Miles spent the month hauling moonshine across the state line and leading smokey a merry dance. He's taken to calling everyone 'son' in a most inappropriate fashion.



CHANDRA, DEPUTY EDITOR

When not deputy editing the world's premier GameCube magazine Chandra pursued his interest in 'study without interference' this month. He engaged himself in discreet observation for several days during which time he was repeatedly asked to move on.



TIM, SUB EDITOR

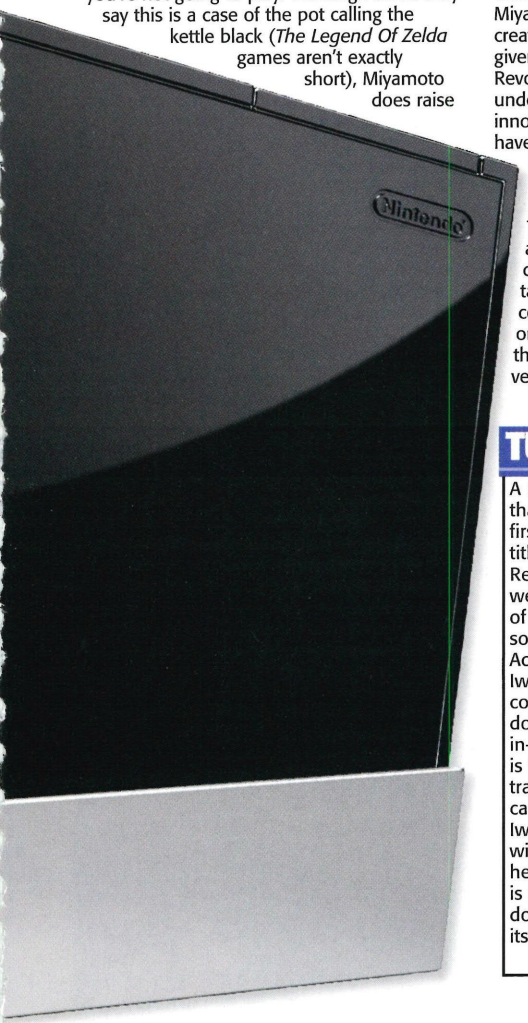
When not sub editing the world's premier GameCube magazine Tim took the opportunity to whinge about not being allowed to drink beer in the office, then someone introduced him to ginger beer. He has never been so happy.

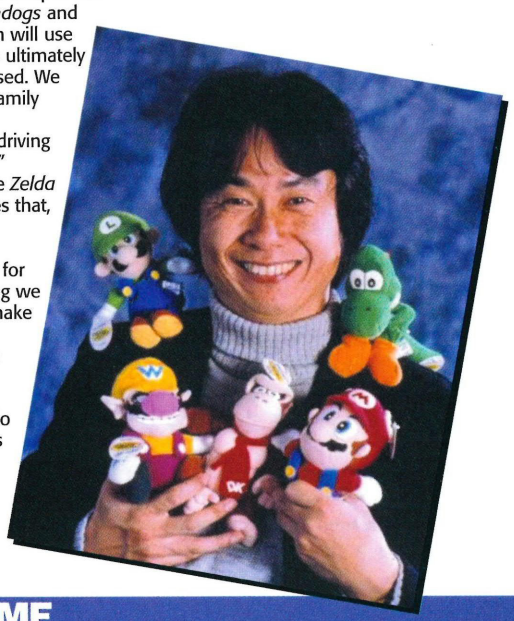
# "FANCY MOVING TO THE US WITH US? WE HEAR INTERNET BRIDES ARE PRETTY CHEAP"

## ALL-ACCESS GAMING

Innovation has been Nintendo's mantra for the past year, although the company's focus seems to have drifted from the DS onto the Revolution. In a recent interview with CCN/Money, Shigeru "Nintendo owes me everything" Miyamoto reiterated the company line that many of today's games lack innovation and are simply too long to keep people interested: "There's not a lot I want to play now," Miyamoto admitted in the interview. "A lot of the games out there are just too long. Of course, there are games, such as *Halo* or *Grand Theft Auto*, that are big and expansive. But if you're not interested in spending that time with them, you're not going to play." Although some may say this is a case of the pot calling the kettle black (*The Legend Of Zelda* games aren't exactly short), Miyamoto does raise a valid point that few games these days have a "pick-up and play" quality and certainly aren't that accessible to casual gamers. However, this may change with Nintendo's new strategy of "all access gaming" which the company hopes will attract a wider audience thanks to a combination accessible technology, innovative ideas and simple but addictive games, such as *Nintendogs* and *Electroplankton*. "The Revolution will use cutting edge technology, but it's ultimately about how that technology is used. We asked ourselves 'why would a family need or want to have a gaming console?' The answer is what's driving development of the Revolution," Miyamoto told CNN/Money. The *Zelda* creator also stated that he hopes that, given enough time with the Revolution, developers will understand its unique potential for innovation: "Rather than thinking we have a new console [so] 'let's make epic games', I want [developers] to make more unique products."

The success of the DS has already proved that Nintendo can walk-the-walk as well as talk-the-talk, and with the company's continued focus on innovation and originality the future of gaming looks very rosy indeed.






## TURN BACK TIME

A recent issue of Famitsu Weekly stated that Nintendo will be making over 200 first-party published NES, SNES and N64 titles available for download when the Revolution is released in Japan, and whilst we all know Europe is the least favourite of Nintendo's children we should expect something similar. Fingers crossed. According to Nintendo president, Satoru Iwata, at a recent business strategy conference in Tokyo these games can be downloaded onto the Revolution's in-built flash memory. Once the memory is full these games can then be transferred onto a compatible SD media card and stored on your PC. Sadly, Iwata reportedly stated that the games will not be free to download, although he allegedly did say that the company is planning on giving limited-offer, free downloads to those who purchase its games.






RYAN,
STAFF WRITER

When not staff writing the world's premier GameCube magazine Ryan decied to see how many things he was able to wear. He managed 46 but he was too warm, so he took most of them off and then he was too cold. Then his face went itchy.



LIZ,
NEWS EDITOR

When not news editing the world's premier GameCube magazine Liz likes to look sweet. 'Give me angry, grrr!' encouraged the photographer for this month's team pics, and this is the face she made. She also did 'mean', 'hungry' and 'playful'. They were very similar.



LEWIS,
SENIOR DESIGNER

When not designing the world's premier GameCube magazine Lewis likes to wear hats. "A hat," says Lewis, "is metaphor for life. No matter how many you have, they just aren't appropriate in all situations." Then he went back to his colouring in.

SOUND BYTE

**"WE'RE NOT EXPECTING ADVANCED GRAPHICS OR COMPLEX STORYLINES"**

Catherine Jackson, site editor, channel4.com/games
She won't be disappointed with her copy of *Kao The Kangaroo* then...

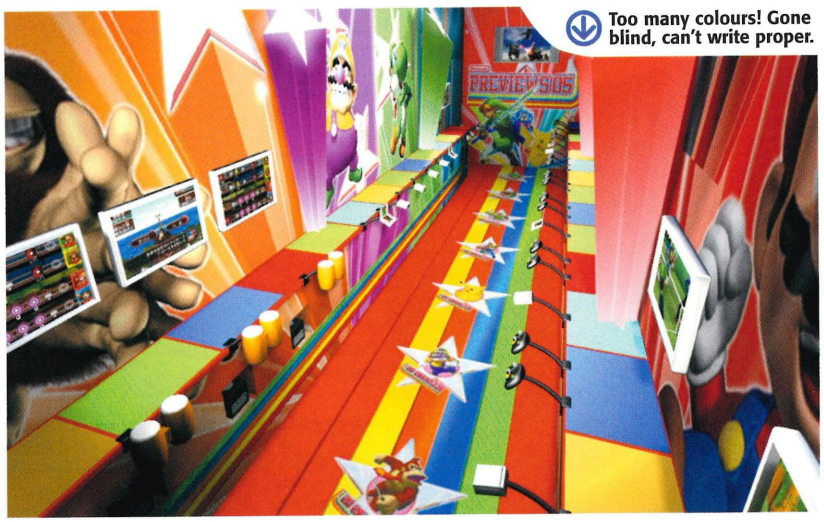
# BIG N TOURS THE UK

## Nintendo hits the road... Jack!

**AFTER THE SUCCESS** of its Donkey Konga tour last year, Nintendo is bringing out the big guns for the ultimate gaming extravaganza – The Nintendo All Stars Tour '05. Between 15 July – 29 August Nintendo will be touring the UK, stopping at seven locations across the country to allow avid gamers the chance to test out the latest GC, GBA and DS products, including *Mario Party Advance*, *Pokémon Emerald* and *Wario Ware: Twisted!*

Better still, attendees will get the chance to play the *Legend Of Zelda: Twilight Princess* and see for themselves what's been making the CUBE team salivate like rabid dogs. Talking about dogs, Nintendo will also be showcasing its puppy-sim, *Nintendogs*, so be prepared to lose your mum/sisters for the day as they coo over the adorable pooches. Whilst they're busy, you can visit the other attractions including a seven-metre high Pikachu bouncy castle, the Star Dash bungee game or simply pop into the onsite Game store where you can snap up the Nintendo All Stars GameCube Pak, which includes a platinum GameCube and controller, a copy of *Mario Kart: DD!!* and your chosen copy of any Nintendo All Stars game.

The tour kicks off at the Guilfest on 15 July, proceeding to the Royal Lancashire Agricultural Show on 26-28 July, before moving on to the Sunderland Air Show on the 30-31 July. Mario and chums will then make their way to the Nottingham Riverside Festival (5-7 August), the will stop off at the Eastbourne Air Show (11-14 August) before heading on to the Northampton Balloon Festival (18-21). The final destination for the Nintendo All Stars will be the Town and Country Festival in Warwickshire on the 27-29 August, so make sure you make a note of these dates in your calendars. CUBE




Too many colours! Gone blind, can't write proper.

NEWS FLASH



**FINALLY ONLINE**

Square-Enix stated that the company plans to release its online RPG *Final Fantasy XI* on multiple formats including the Revolution. Yay!

**TRAILER OF THE MONTH**

**METROID PRIME 3**

Although Nintendo failed to showcase any Revolution games at E3, it did reveal a snippet of footage of Samus' next adventure. We can't wait!



# GOOD, BAD AND UGLY

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

**GOOD:** Revolution Downloads

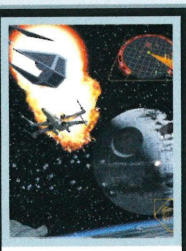
**CONFIRMING OUR SUSPICIONS,** Nintendo's next-generation console will be able to download all of Nintendo's first-party published NES, SNES and N64 games!

**BAD:** Factor 5

**THE CREATORS OF** the *Rogue Squadron* games may be severing ties with Nintendo once and for all. In an interview with CNET news.com, Factor 5's president, Julian Eggebrecht, enthused about the PS3 but made no mention of any plans to develop for the Revolution.

**UGLY:** Ubisoft

**THE COMPANY'S TOP** cat, Yves Guillemot, has lashed out at Electronic Arts again by urging stockholders to resist a hostile takeover by EA. "We are in a business of creation," Guillemot commented in an interview with the BBC, adding, "we need to keep the creativity and that is the value of the company."



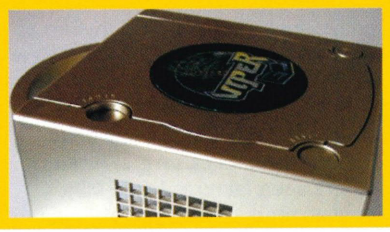
Can you imagine how long a title the next *Rogue Squadron* will have?

"YOU CAN VISIT OTHER ATTRACTIONS INCLUDING A PIKACHU BOUNCY CASTLE"

## (OVER THE) COUNTER CULTURE...

These replacement cases from Team Xtender's GameCube come in a variety of lush shades including orange, blue, black and the blinging Champagne Gold. Mmmm, slurpilicious. And other completely made up adjectives. Nice one.

For details on where to snap up a Team Xtender GameCube replacement cases visit the company's website at www.teamxtender.com CUBE



# 4 GAMERS

## Channel 4 opens the floor to new developers

**FANCY YOURSELF AS** a homebrew game developer? Are you bursting with ideas but haven't got an outlet for your creativity? Then it's your time to shine as Channel 4 has launched a new competition, Game Guru, to search for the nation's best amateur talent. "The Channel4.com/games site provides endless entertainment for our users, with hundreds of fun and quirky games in the chart," said the site's editor Catherine Jackson. "We commission games from established agencies and want to showcase talent from new, unknown sources too."

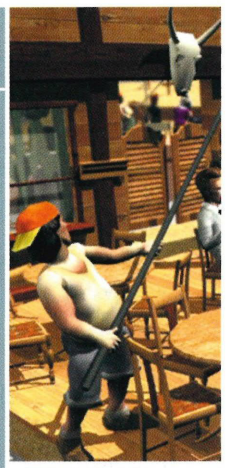
The competition will be open to all UK citizens for the next five months, and the winner will be announced on 6 November. The prize is a top-of-the-range PC and 1000 moneys. In addition, all games that meet the competition requirements will be hosted on the website, so even if you don't win the main prize your game will still get exposure on a national level. For more details on how to enter the competition visit www.channel4.com/games. CUBE



## GAMES OF FILM

### Molyneux on movies...

**HAVE YOU EVER** wondered how videogames are adapted into films and vice versa? If so then you might want to make a note in your diaries about the British Film Institute's National Film Theatre Videogame weekend running on Saturday 9 July to Sunday 10 July. A number of guest speakers will be attending, including the director of Lionhead Studios Peter Molyneux, who will be talking on a number of topics including the importance of videogames in modern culture, how Lara Croft became a Hollywood star, the *Bond* videogame franchise, "movie" acting and action in games and how *Silent Hill* has been adapted into a feature film. For more details visit www.bfi.org.uk/nti. CUBE



Behind the scenes on *The Movies*.

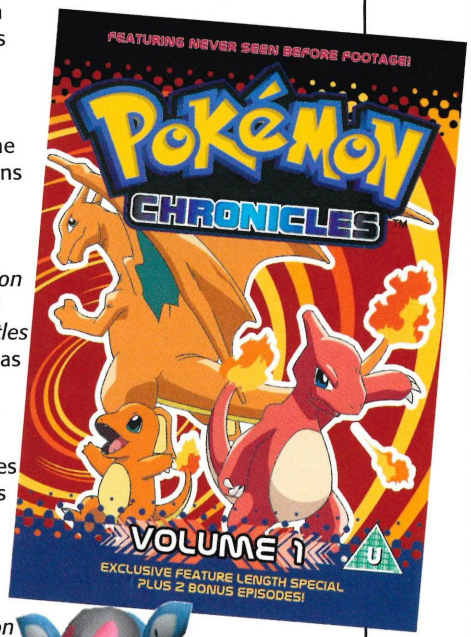
# WIN! WIN! WIN! CHRONICLES OF PIKACHU

## Pokémon coming to a DVD near you!

**SINCE 1996 THE** world has been gripped by *Pokémon* fever and this isn't about to change with the release of *The Chronicles Of Pokémon* on DVD and VHS.

For the first time ever on a home entertainment format *Pokémon* fans will be able to watch the feature length special, *The Legend Of Thunder*, plus two stand alone episodes (*Pikachu's Winter Vacation – Delibird's Dilemma* and *Snorlax Snowman*, and *A Family That Battles Together Stays Together*), as well as extra material that's never been seen before. Contender Entertainment and CUBE (aka Team Awesome) have joined forces to give five lucky CUBE readers the chance to win a copy of The Chronicles Of Pokémon on DVD (worth £12.99 each).

To be in for a chance to win a copy of *The Chronicles Of Pokémon* simply answer this easy-peasy question:




**QUESTION: WHAT WERE THE NAMES OF THE FIRST TWO POKÉMON GAMES?**

**A. POKÉMON FIRERED/LEAFGREEN**

**B. POKÉMON PEARL/DIAMOND**

**C. POKÉMON RED/BLUE**



THE DEADLINE FOR THIS COMPO IS 28 JULY 2005

**Call 0905 168 0679**

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

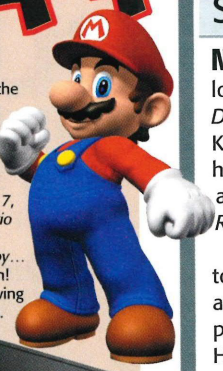
**Text 'GAMECUBEK' plus your answer (A, B or C), name and address to 87025**

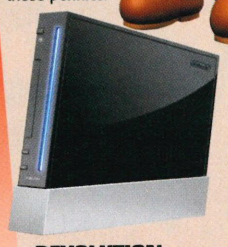
Highbury Entertainment Ltd would like to make you aware of forthcoming value added promotions and offers by text. If you do not wish to recieve this information, please type in 'OPT OUT' at the end of your text. Messages cost 50p plus the cost of a normal text message. Please seek permission of the bill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

## Level Up

### NINTENDO BONANZA

Just look at all the games coming out from Nintendo! *LOZ: Twilight Princess*, *Mario Party 7*, *Odama*, *Mario Baseball*, *DDR: Mario Mix*, *Kirby*... the list goes on! Better start saving those pennies.





### REVOLUTION

Nintendo may have only shown a prototype of its next-gen console but its already looking gorgeous, which bodes well. We can't wait to see the controller...



### E3 BLUES

We've crashed and burned after all the excitement of E3. We need another fix and quick!



### THIEVING JOURNOS

Ryan has been sulking all month after Lukémon from gamesTM nicked off with our copy of *Electroplankton* and then refused to give it back. Git.

## Level Down

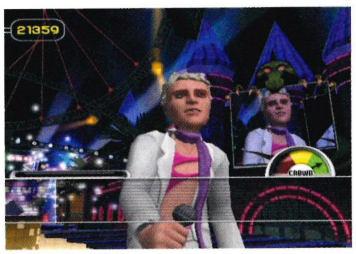
# KARAOKE REVOLUTION PARTY

## Sing when you're winning

**NOT CONTENT WITH** making you all look like berks as we get jiggy with *Dance Dance Revolution: Mario Mix*, Konami is throwing more personal humiliation your way with the new all-singing, all-dancing *Karaoke Revolution Party*.

The game features 50 songs for you to croon to, the largest track list of any *Karaoke Revolution* game and it's playable in single or multiplayer. However, you have to know more than just the words, as *Karaoke Revolution Party* judges you on the accuracy of your pitch and rhythm as well as your dancing skills in the new Sing & Dance mode.

"Just when you thought *Karaoke Revolution* couldn't get any better, Konami introduces several never before seen features," said Matt Knoles, product manager at Konami America. "*Karaoke Revolution Party* is a landmark title for the music videogame genre and the addition of the 'Sing & Dance' mode creates a truly unforgettable entertainment experience." Golly!










As if embarrassing yourself in front of your mates (or in our case, professional colleagues) wasn't bad enough, the game also gives you real-time feedback on your performance in the form of a virtual audience who will either applaud or boo depending on how well you did. Everyone's a critic.

*Karaoke Revolution Party* is currently scheduled for an autumn release in the US and we expect the PAL release to follow shortly behind. CUBE

E3 2005...

**OVER 70,000**

...attendees



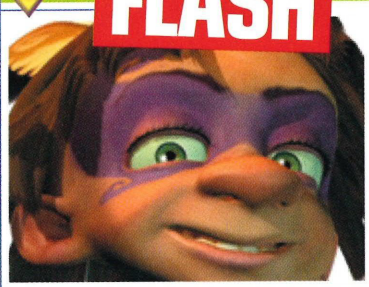
E3 exhibitors...

**OVER 1,000**

...computer and videogame products shown



## NEWS FLASH



### TAK'S BACK!

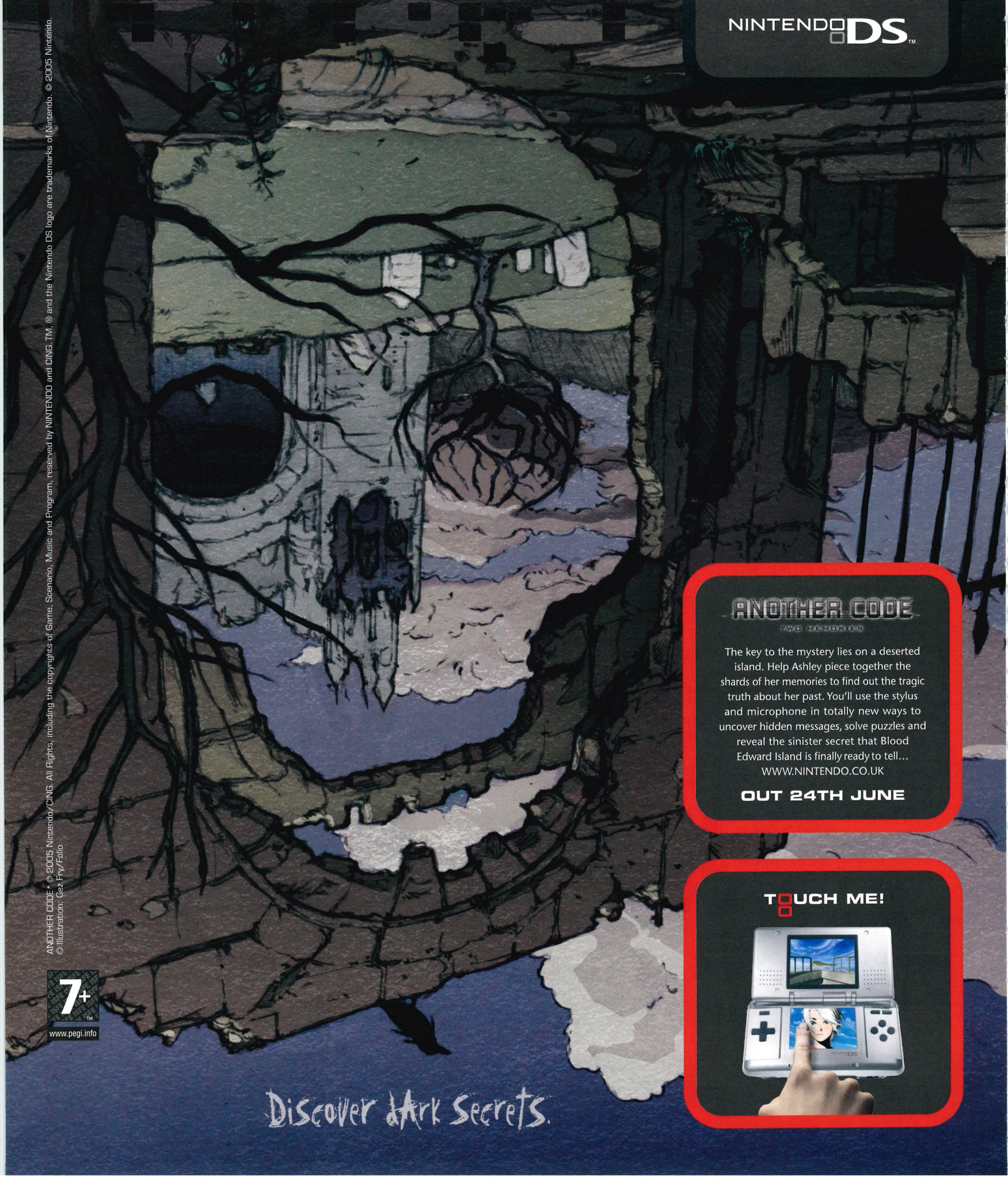
THQ is currently at work on a new *Tak* game, *Tak: The Great Juju Challenge*, due out at the start of 2006. Players control Tak and Lok as they work together to defeat their competitors and win the Great Juju challenge.

# ULTIMATE SPIDER-MAN

## Does more than a spider can

**SPIDER-MAN 3 IS** currently in production but it's not due out until 2007, so in the interim fans can sate themselves with Activision's forthcoming web-slinging adventure, *Ultimate Spider-Man*. Based on the comic book, *Ultimate Spidey* will enable you to control both Spider-Man and a super-villain in an original story penned and illustrated by Brian Michael Bendis and Mark Bagley. The game features free-roaming environments that have been expanded to include Queens, as well as an enhanced combat system that gives two unique styles of gameplay depending on the chosen character. For instance, Spider-Man has his trademark agility whilst the super-villain prefers to use brute force. In addition to this, *Ultimate Spider-Man* utilises 3D Comic Inking Technology for a very stylised, "living comic book" feel. The game is currently scheduled for a summer release. CUBE




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TWO MEMORIES
The key to the mystery lies on a deserted island. Help Ashley piece together the shards of her memories to find out the tragic truth about her past. You'll use the stylus and microphone in totally new ways to uncover hidden messages, solve puzzles and reveal the sinister secret that Blood Edward Island is finally ready to tell...
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© Illustration: Gez Fry/Folio

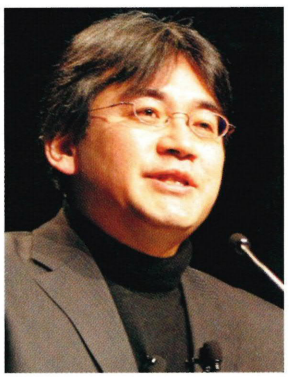
# VANISHING POINT

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

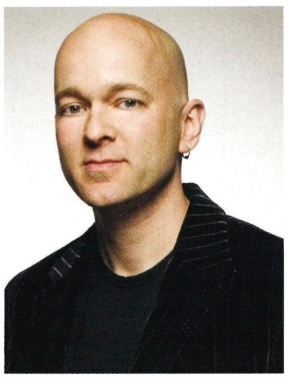
# CONSOLE WARS EPISODE III REVENGE OF THE NINT

It's the summer blockbuster you've all been waiting for...

Satoru Iwata: Not as cuddly as he looks.



J Allard: Looked cool with bleached hair.



**SATORU IWATA'S OFFICE,** Nintendo HQ, Kyoto, Japan. Soothing music plays in the background. Pastel shades abound and everything is in ever-so-slightly soft focus.

*(Shigeru Miyamoto enters Iwata's office)*
**IWATA:** Ah, Miyamoto-San, how good it is to have the pleasure of your company my most honourable colleague and dear friend. I trust you have been keeping well.
**MIYAMOTO:** Ah so, indeed yes. My mind is a playground *(swishes at the air with a wooden sword.)*

*Meanwhile Somewhere in Seattle J Allard crashes through the doors of Bill Gates' office on a skateboard, pulls an ollie and grinds the radiator before sitting down opposite Bill.*
**ALLARD:** Dude, I had the most awesome idea.
**BILL:** Awesome dude, lay it on me.
**ALLARD:** I think I should bleach my hair again. I know there isn't much of it, but it looked awesome the last time.
**BILL:** Hell yeah, man. You rocked with bleached hair.
**ALLARD:** Thanks dude!

*Back in Kyoto*
**IWATA:** Shigeru, my friend, there is a grave matter upon which I wish to seek your great wisdom.
**MIYAMOTO:** Ah so, please continue honourable managing director and great close personal friend.
**IWATA:** I am speaking of the machine known as Xbox. Word has reached me from the United States and Europe that it is indeed a popular machine and selling in greater numbers than honourable GameCube. I find this news disturbing.
**MIAYMOTO:** Ah so! We must innovate, but we must act quickly. Microsoft has many things, but it does not have Mario.
**IWATA:** Ah my respected friend, always with the Mario.
**IWATA:** *(picks up phone)* Honourable secretary, please have my very good friend and honourable colleague Aonuma-San come up at his pleasure.

*Back in Seattle Bill Gates finds J Allard out base-jumping downtown.*
**BILL:** Hey dude.
**ALLARD:** Wassup yo!
**BILL:** Dude the Xbox is like totally way behind Sony.
**ALLARD:** I know dude. It sucks.
**BILL:** Any ideas?
**ALLARD:** Dude I gotta tell ya, yesterday afternoon I was free climbing the north face of my office and tripping out on some crazy karma, and it hit me. Like, the answer, man. The Xbox is awesome, but why not make it, like, more awesome. I don't mean like two times as awesome, or even ten times as awesome. Let's go for it, man, let's make it 360 times more awesome!
**BILL:** Dude, you rule! Have a million dollar a month pay-rise.
**ALLARD:** Thanks dude. Wanna go ride BMXs on the freeway?
**BILL:** Sure.

*Meanwhile in Iwata-San's office, Iwata and Miyamoto are awaiting the arrival of Aonuma. A secretary shows him in and places a plate of fortune cookies on the table.*
**IWATA:** Ah, honourable colleague and close friend. Your presence is of great comfort to me.
**AONUMA:** It is I who am comforted to be in your presence, my friend.
*(Iwata breaks open a cookie and studies the fortune for a few seconds)*
**IWATA:** Gentleman, honourable fortune cookie brings grave intelligence of our American adversaries. It appears they wish to force an early end to the current console generation.
**AONUMA:** This is indeed a most unfortunate turn of events.
**MIYAMOTO:** We can give Mario a quadruple jump, this has never been attempted before!
**IWATA:** Gentlemen, although the GameCube can still offer many years of gaming pleasure, we must react to this disturbing news. Aonuma-San, you must buy us some time. Go and make the finest *Zelda* game you have ever made. Miyamoto-San, you are the greatest innovator of them all. If this new machine is to succeed you must innovate like you have never innovated before.
**MIYAMOTO:** Honourable friend I relish the challenge. I will create a new way of playing games, you'll see.
**IWATA:** My trust in you is without measure. Now gentleman if you would leave me, I must make a telephone call.

*(Miyamoto and Aonuma bow and leave the room)*
**IWATA:** *(picking up phone)* Valued secretary, tell the Pokémon Company we need MORE *POKÉMON* GAMES. Then get me our American representative on the line.
*(a moment passes)*
**MYSTERY VOICE:** Yo.
**IWATA:** The clouds over Mushroom Kingdom gather mainly in the west.
**MYSTERY VOICE:** Understood.

*In Seattle Reggie Fils-Aime, wearing dark glasses, approaches the main desk at Microsoft HQ.*
**SECRETARY:** May I help you?
**REGGIE:** I'm a friend of Mr Allard, I was told that he's here, could I see him please.
**SECRETARY:** I'm sorry sir, he can't see anyone right now. He's in break-dance class.
**REGGIE:** I'll be back.

**ROLL CREDITS**

**PRAISE FOR REVENGE OF THE NINT**
*"Rather short"* **FILM CRITICS REVIEW**
*"Fortune cookies are Chinese, aren't they?"* **POPCORN**

CUBE

NINTENDO DS™

practise me

practise me

practise me

practise me

1 Start here

90!

Draw me!

Circa 1907

Picasso me!

Looks silly but still works

Ha Ha your mullet's on fire

TURBO me!

Give in to me!

Art for people who like eating ghosts

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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!

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# WORLD OF NINT

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

## GameCube controls your mind (UK)

You can already see how successful *Zelda* proved to be at E3 by how many awards it has been nominated for. A more unlikely sounding measure of Nintendo's success at the show though, comes from statistics company GamerMetrics who claim that the GameCube beat out the PS2 and Xbox in terms of "mind share".

This is apparently the level of interest gamers had in a system at E3. The GameCube had a 17 per cent mind share, compared to 10 per cent for the PS2, 3 per cent for the Xbox, 5 per cent for the PC and 3 per cent for handhelds. The PS3 and Xbox 360 got 60 per cent, although we reckon this remaining percentage was more likely to have been used for ogling dolly birds.

GamerMetrics
Insight into the Gamer Audience

## BioWare to join the Revolution? (Canada)

It's not the most obvious of converts to the Nintendo cause but RPG lord BioWare has been making some fairly unsubtle hints about supporting the Revolution. While many western developers usually don't bother to even mention Revolution, BioWare has gone out of its way to praise it in a number of different interviews.

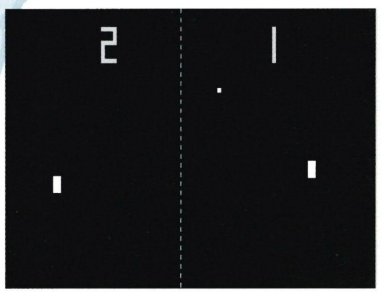
The new console's ability to download games has come in for specific praise and BioWare also admitted that it's been in talks with Nintendo about bringing games to the format. Best known for spoddy role-players such as *Baldur's Gate*, *Knights Of The Old Republic* and *Jade Empire*, BioWare has been one of Xbox's most loyal developers. Quite what it's got planned for the Revolution we can't imagine.

## The Legend of E3 (US)

We may have mentioned it in passing already but *The Legend Of Zelda: Twilight Princess* looked absolutely amazing at E3. We weren't the only ones to think so to as it won numerous "Best in Show" awards, but perhaps most importantly it's also been nominated in three separate categories of the official Game Critics Awards Best of E3 2005. These are judged by a fairly unlikely mix of games journos, newspaper columnists and representatives from the likes of Time magazine and Rolling Stone. Not only has *Zelda* been nominated as Best of Show, but also in the Best Console Game and Best Action Adventure Game categories. The winners of the awards though, have not been announced at time of press.

## Pong godfather starts restaurant chain (US)

Nolan Bushnell really should be more famous than he is. He oversaw Atari (the original company, before it sold its name to the French) when it practically invented the videogames industry with games like *Pong* and *Breakout*. Once Atari bought the farm he then went on to create the Chuck E Cheese fast food chain. His new idea is to start a new restaurant chain called Media Bistros, which won't have waiters – but instead will use touch screen displays for you to order food on and then play various videogames and trivia quizzes while you wait for it to arrive. Yes, you read that right: this is what the grandfather of the videogames industry is doing nowadays. Sad innit?



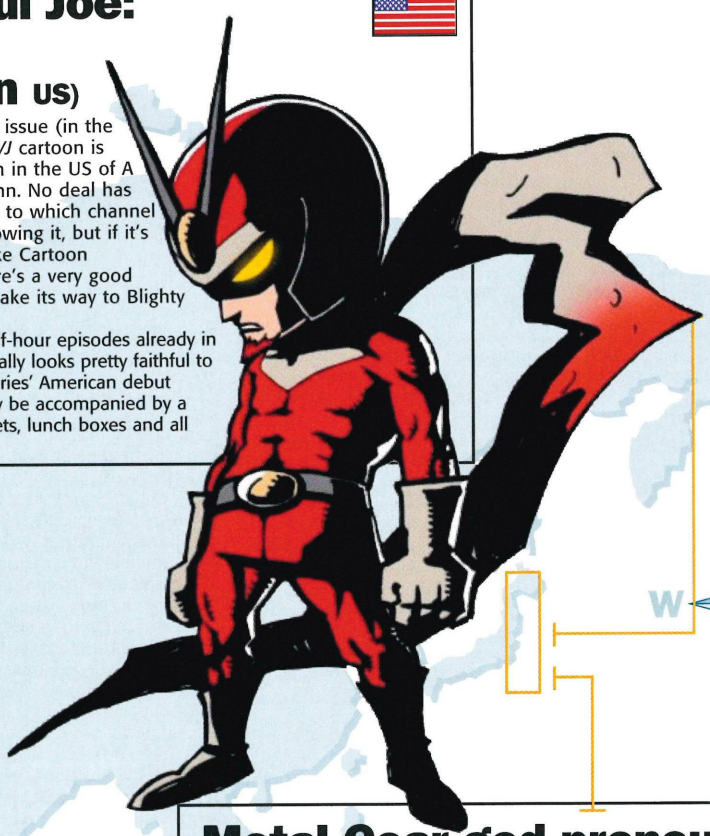

## Canada bans children (Canada)

The Canadian government has outlawed children under the age of 18. Any child found to be younger than this in Canada will now face the risk of heavy fines or a jail sentence of up to six months. The move came after growing concerns that videogames were adversely affecting youngsters, forcing the government to ban them outright.

No, hang on. We've read this press release wrong. It turns out Canada has only banned selling games to under age children. Well, that makes more sense but we think the way we wrote it first would be a more reliable way to ensure little Johnnie doesn't get his hands on a copy of *Manhunt*, avoiding the killing spree that would almost certainly follow.

# ENDO

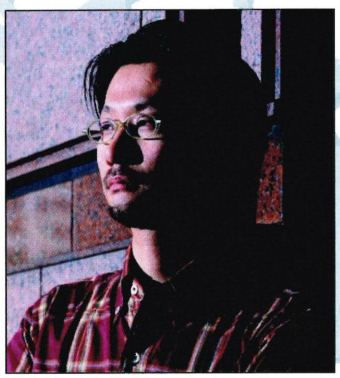
## Viewtiful Joe: The Cartoon US)



As mentioned last issue (in the *VFX* preview) the *VJ* cartoon is going to be shown in the US of A starting this autumn. No deal has yet been struck as to which channel exactly will be showing it, but if it's a big cable one like Cartoon Network then there's a very good chance it'll also make its way to Blighty at some point.

There are 51 half-hour episodes already in the can and it actually looks pretty faithful to the original. The series' American debut will also apparently be accompanied by a range of toys, sweets, lunch boxes and all the rest of it.

## Metal Gear god pronounces on Revolution (Japan)



In yet another big up for the Revolution, creator Hideo Kojima has spoken of his concerns that the PS3 may be too expensive and time consuming to develop for. With this in mind he has publicly spoken in favour of the Revolution and although stopping short of confirming that he would be developing games for it, stated that: "I get the impression that the developers could create games on less budget or create titles that are not super high expensive in cost." Although Kojima still works for Konami he is now in charge of his own studio and has a large degree of autonomy that would make it easy for him to support the Revolution even if Konami itself was more reticent.

## GAMECUBE CHARTS

### CHART-TOPPERS THE WORLD OVER

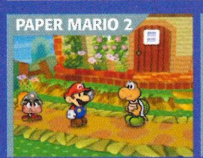
As usual the US and Japanese charts are a perplexing mix of brand new titles doing jolly well and ancient living dead games returning from nowhere to haunt the living. *Metroid Prime 2* has proven a surprising hit in Japan – considering the Japanese hate first person games and have never been too keen on *Metroid* either – while the addition of Mario and pals to *NBA Street V3* has also gone down well. The only faintly interesting new release in America though is *Digimon World 4* and by faintly interesting we mean not at all.

### JAPANESE CHART

| POS | LAST | TITLE | PUBLISHER |
|---|---|---|---|
| 1 | NE | METROID PRIME 2: ECHOES | NINTENDO |
| 2 | 1 | FIRE EMBLEM | NINTENDO |
| 3 | NE | NBA STREET V3 | BANPRESTO |
| 4 | RE | THE LEGEND OF ZELDA: WW | NINTENDO |
| 5 | RE | SUPER SMASH BROS MELEE | NINTENDO |
| 6 | 6 | PSO EPISODE I & II PLUS | SEGA |
| 7 | RE | ANIMAL CROSSING | NINTENDO |
| 8 | RE | PIKMIN 2 | NINTENDO |
| 9 | 5 | DONKEY KONGA 3 | NINTENDO |
| 10 | 8 | HARVEST MOON: POH | MARVELOUS |

### US CHART

| POS | LAST | TITLE | PUBLISHER |
|---|---|---|---|
| 1 | NE | DIGIMON WORLD 4 | BANDAI |
| 2 | RE | PAPER MARIO 2 | NINTENDO |
| 3 | 4 | THE LEGEND OF ZELDA: WW | NINTENDO |
| 4 | RE | MVP BASEBALL 2005 | EA |
| 5 | NE | MADAGASCAR | ACTIVISION |
| 6 | RE | TALES OF SYMPHONIA | NAMCO |
| 7 | 5 | POKÉMON COLOSSEUM | NINTENDO |
| 8 | 1 | SUPER MARIO SUNSHINE | NINTENDO |
| 9 | 6 | MARIO KART: DOUBLE DASH | NINTENDO |
| 10 | 3 | ANIMAL CROSSING | NINTENDO |









## ROUND-UP



### YOU ARE BEAUTIFUL...

...no matter what they say, GameCube. In a recent interview with Gamespot, NOA's senior vice president of marketing, George Harrison, has stated that Nintendo has no plans to introduce a smaller version of the GameCube, despite shrinking the GBA 'Micro' proportions: "GameCube will stay in its current form," stated Harrison, further adding, "we'll be looking at more value in bundling options late in the lifecycle."

### SWEET DREAMS MY P-A-X

Nintendo has confirmed that it will be exhibiting at this year's Penny-Arcade Expo (PAX), to be held in Seattle between 26-28 August. The company has yet to confirm what it will be showcasing at the event, although many speculate that a playable demo of *The Legend Of Zelda: Twilight Princess* will be made available, plus there's a chance attendees could ge to test out Nintendo's new DS online gaming service. However, despite Nintendo stating it will reveal more details about the Revolution by the year's end, we suspect it will go for a bigger-profile event to do so.

### A LOAD OF BALLS

Activision is launching its 2004 "sleeper hit", *Greg Hastings' Tournament Paintball MAX'D* on multiple platforms this autumn. The game, which was a surprise hit on Xbox Live, is a first-person shooter that pits two teams of pro-paintballers against each other. It features over 100 field layouts, "Breakout" gameplay that allows you to direct and position your AI team mates at the start of the game, and a variety of multiplayer modes. Outdoor activities are so much more fun when they're played inside.




# IN THE CUBE WITH... MARKO HEIN



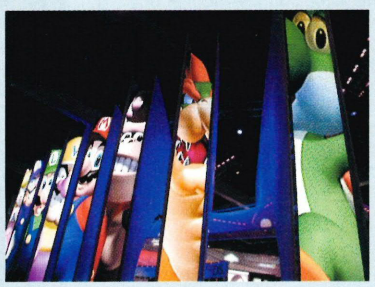
**COMPANY:** NINTENDO OF EUROPE **POSITION:** HEAD OF PRODUCT ANALYSIS AND ONLINE

**CUBE: This year's E3 has had a strong focus on hardware, with our first look at the Revolution and GB Micro. In years where there is no new hardware, does Nintendo find it harder to put on a good show?**
MH: At the end of the day the company is about software, not hardware. The hardware announcements are interesting to analysts, trade press and hardcore gamers – they always want to see what's new on the market, and what they'll be playing in two to three years time. For consumers this isn't the case at all. He's interested in "when can I buy this" and one week before he gets the score and makes his purchase decision.

**CUBE: Is that why you've been so coy about revealing the Revolution? Sony's been brandishing numbers and stats all over the place...**
MH: Yep. E3 is about "showing your muscles", it's always been like this. But we [Nintendo] are deliberately not talking about the specs much. You have to play the game, touch the game, see the graphics in flight – this cannot be touched upon by talking about power.

**CUBE: Nintendo's never really talked about specs, it's always been about the software...**
MH: If you look at the current generation the PS2 has the lowest specs of all three consoles, but it's the best selling of them all. So at the end of the day specs don't mean anything as long as you can provide the right games and a choice of games for the consumers.

**CUBE: Why did Nintendo decide to give Revolution owners the chance to download 20 years worth of games?**
MH: We've seen a huge demand for older games, less complex games. Sometimes people enjoy very old, very standard games which they can play for five minutes before going out. It's a huge opportunity [for Nintendo] to be able to provide 20 years of history to our fans and to the people who probably never experienced these games before.



**CUBE: What sort of restrictions will there be for game downloads? Will there only be Nintendo games, or will there be third party games included?**
MH: We haven't made any announcements, but it's technically possible to have everything.

**CUBE: Wouldn't there would be a lot of problems with licensing?**
MH: Of course. These issues will have to be sorted out. But if a publisher came on board then it's technically possible. It will be determined by the end of the year.

**CUBE: Nintendo's focus has always been on innovation so, with regards to the GB Micro, why did you decide to keep the GBA hardware the same and just scale down the size?**
MH: We're playing around a lot with what we can do with current systems. We've released a lot of colours [for the GBA SP] and funnily enough it's worked very, very well. When we released the pink GBA SP it generated a huge boost [in sales], especially in Italy and in Spain, so with new colours you can reach new audiences. This is exactly what we're trying to do with the current Game Boy [and it's removable face-plates]. Also, its technologically possible to bring in a much smaller format, which we're confident will reach a new [type of] gamer who's more "lifestyle" orientated.

**CUBE: (Ogling the GB Micro) The screen quality is practically on a par with the DS...**
MH: The screen is amazing. You see, you can even do something with old technology! The image is much better, so playing games is more enjoyable.

**CUBE: Going back to the Revolution. Nintendo has always been very cautious with regard to online gaming, saying the online market isn't ready. Is it ready now?**
MH: Everything we do we want to make it accessible to everybody. For a little kid, the hurdle of online gaming is still a very high one. You have to subscribe, you have monthly payments, it's technically quite complicated. With Nintendo we envisage online gaming without any fees, hassles or subscriptions. You should just be able to have online gaming: you check over the machine, you see a player, then you play. I think that it's at this level when online gaming really makes sense on the mass market.

**CUBE: What will make the Revolution more attractive than the other new console formats?**
MH: What helps us is innovation. That's the only thing that helps us. When you look at



the current industry right now the Japanese market is in decline, the American market is stagnating. The only healthy market right now is Europe.

There is a huge variety of things that you can do in your spare time, so how can we convince people to play computer games? Make the graphics a bit better? No. Nintendo wants to give people a reason to get into videogames again; to get casual gamers interested in games. That's what we're trying to achieve with the Revolution.

Then there are development issues. At the moment it costs around 10 million euros to make a game and analysts are saying it'll be 20 million euros with the next generation. There's only a few development companies worldwide that can develop games for the Xbox 360 and PS3. When we talk about accessibility we mean for developers as well as gamers.

**CUBE: Talking about developers, few companies will be able to compete with rising development costs without merging with larger companies. This could reduce the amount of creativity and original ideas as a result. Do you think this will be bad for the industry?**
MH: Bad for the industry, but quite good for us! There are less opportunities for developers to programme games on such demanding consoles. But with the DS, with a budget of 500,000 euros you can achieve great things and we're broadening our reach to look for new development opportunities.



Nintendo

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## ROUND-UP




### SUPER GRAN

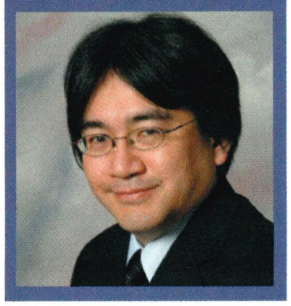
Doris Self, an 80-year-old woman from Iowa, is attempting to regain her title as the world's oldest gaming champion after having the title snatched from her by 72-year old John Lawton. Ms Self first appeared in record books back in 1984 when she achieved a high score of 1,112,300 points on the game *Q*Bert*. The *Q*Bert* series has appeared on numerous platforms over the years, including the NES and SNES. Ms Self is currently practicing her *Q*Bert* skills on an arcade machine lent to her by "player-of-the-century" Billy Mitchell. We wish her the best of luck!

### CYBER WORLD

Obvious statement of the month alert: videogaming is a mainstream pastime. Whilst us avid gamers have been well aware of the joys of gaming 25 years now, it seems that the rest of the world has finally caught up. According to a survey commissioned by AOL Games, nearly 80 per cent of US consumers have admitted to playing videogames with their families, with a quarter of those asked stating that they sometimes play games all night long. "These large numbers were expected and confirm our belief that gaming on all platforms is becoming a bigger part of people's lives," commented Ralph Rivera, Vice President and General Manager of AOL Games. Well, d'uh. We could have told you that. What next: children like sweets?

### CASH FLOW...

...ing away. Despite seeing a small increase in annual operating profits (whatever the hell that is), Nintendo's forecast for next year isn't a rosy. The company expects GameCube sales to decline by 33.8 per cent and GBA sales to decline by 28.6 per cent due to waning demand for these systems.



# POKÉMON BREEDING

## There's millions of the darn things

**POKÉMON'S CATCHY SLOGAN** "gotta catch 'em all" seems to have worked a treat as Nintendo recently reported that over 100 million *Pokémon* handheld games have been shipped worldwide since Squirtle and his chums first appeared on the scene back in 1996.



Nintendo saw sales soar over the 100 million mark thanks to *Pokémon FireRed/LeafGreen*, which sold over 6.09 million units combined, and the most recent title, *Pokémon Emerald*, which has already shifted over 1.72 million copies (we'll brush over *Pokémon Gash*...the less said about that the better).

This milestone marks *Pokémon*'s entrance at the number-two spot of Nintendo's all-time great franchises. Unsurprisingly, the top spot went to the *Mario* series, which has sold over 181 million units to date, with *Donkey Kong* and *Legend Of Zelda* taking third and forth respectively.

However, these figures seem a little biased since *Pokémon* is the only franchise that hasn't had its console sales figures taken into account. If figures like these aren't the kind of thing to get you all excited don't worry, you can simply move on and read the next story. That's the great thing about news. CUBE

Legend Of Zelda franchise...

**46 MILLION**

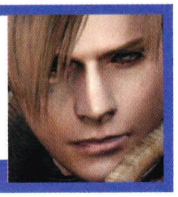
...unts sold worldwide



Resident Evil 4...

**1 MILLION**

...copies sold worldwide



## NOT SUITABLE FOR KIDS

### Ignorance is no excuse

**THE DEBATE ON** videogames ratings has been raging on for donkeys years now, although everyone can agree that more needs to be done to prevent under-age gamers getting access to mature games – and that's exactly what the American group Coalition of Entertainment Retail Trade Associations (CERTA) has done. In a bid to inform parents about videogame ratings, CERTA has set up a website that has detailed information regarding the ratings system, what it means and why it has been put in place. In conjunction with the website, public service announcements will also play in over 5,000 game stores across the US, just to ensure the message is rammed home.

"While parents have the ultimate responsibility for determining which movies, computer and videogames, and music recordings are appropriate for their families, entertainment retailers understand that they have a role to play in educating parents about the tools available for making informed decisions and in helping them make appropriate decisions," commented a CERTA spokesperson. "We believe these resources will empower parents to control their families entertainment choices." Somehow, despite their best efforts, we don't see this scheme working. If these parents haven't figured out what the word "mature" means yet, we honestly don't believe a website is going to help matters. Stupid parents. CUBE



# JAPAN ❤ REVOLUTION

Japanese show support for Nintendo

**JAPAN'S TOP GAMING** magazine, Famistu Weekly, recently ran a survey asking its readers which next-generation console they were most interested in: the Revolution, Xbox 360 or PS3. The results proved positive for Nintendo, with 42.2 per cent of the vote going to the Revolution despite the fact that Nintendo has yet to unveil the "revolutionary" controller. Reasons for the support of the Revolution included its potential for innovation, the ability to download a back-catalogue of classic games and its compact size. The big loser of the week was Microsoft's Xbox 360, which only received 18 per cent of the vote, although considering the Xbox is the least popular console currently on the Japanese market, this is hardly surprising. However, Nintendo has always had a strong fan base in Japan, so whilst these figures seem promising they may not reflect the opinions of the rest of the world. As such, CUBE ran its own poll on totalgames.net to get a sense of what European gamers preferred and once again the results went in Nintendo's favour, with a staggering 70 per cent of the vote going to the Revolution. In contrast, the Xbox 360 and PS3 both shared 15 per cent of the votes, indicating that Nintendo may regain its crown as the king of consoles when the Revolution is released. Yay!



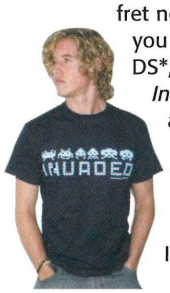
Everybody loves Nintendo, especially us!

# WIN! WIN! WIN!

# MARS ATTACKS

**YOU'D THINK THAT** bringing something from the past into the present would cause some sort of paradox resulting in time and space imploding, although we have to admit our knowledge on the matter comes entirely from *Back To The Future*. So it's probably perfectly safe to play the classic *Space Invaders* on your sparkly new DS.

What's that? You've not got a DS? Or *Space Invaders* for that matter? Then fret not, as CUBE is giving you the chance to win a DS*, a copy of *Space Invaders Revolution* and a Joystick Junkies "*Invaders* themed" t-shirt! Four lucky runners up will each receive a copy of Space Invaders Revolution and a Joystick Junkies T-shirt**. To be in for a chance of scooping these great prizes simply answer this question:



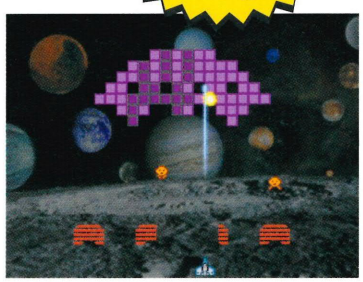

THE DEADLINE FOR THIS COMPO IS 28 JULY 2005

## QUESTION: WHEN DID SPACE INVADERS FIRST HIT THE ARCADES?

A. 1978

B. 1980

C. 1982



* First-prize winner will receive a Japanese DS, so a step-down converter or GBA charger will be needed for charging.
** T-shirt illustrated is not necessarily the design winners will receive. Check out the latest range at www.joystickjunkies.co.uk

**Call 0905 168 0678**

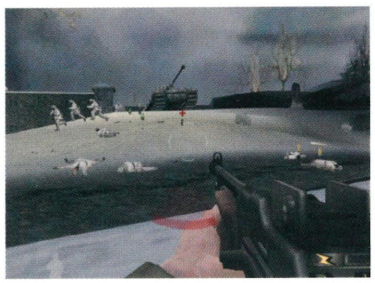
Calls cost 50p per minute. Please seek permission from the bill payer before calling. This number may not be accessible from some networks. Calls should last no longer than one minute.

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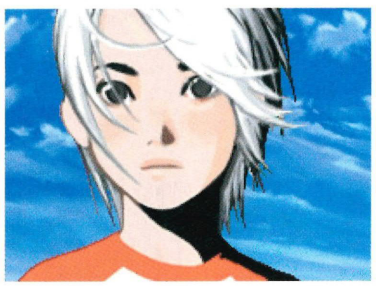
# CUBE MOST PLAYED

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



## MEDAL OF HONOR: EUROPEAN ASSAULT

Being the world's biggest EA fanboy Miles was so enraptured by *European Assault* that he missed the season finale to *Desperate Housewives*! Now he'll never know that Rex died... what's that Miles? Oh, sorry.



## ANOTHER CODE

"Pffft, this is too easy," boasted Liz until she got stuck on a really, REALLY obvious puzzle and nearly cried, proving once and for all that blondes don't have more fun.

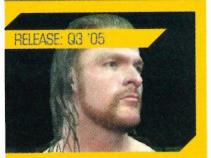



## BOKTAI 2: SOLAR BOY DJANGO

We had an attack of the green-eyed monster when Liz trotted out of the office and down to the beach so she could get "the best sunlight" to play the game. Cow.

## WWE: DOR2

DOREEEN!




We can't get enough of sweaty men in lycra shorts around these parts – just ask Chandra about the schexy looks he gets when he turns up to work in his cycling get-up. Did we say schexy looks? We meant frightened.

ANTICIPATION ★★★★★

# UK RELEASE LIST

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

| | | | | |
|---|---|---|---|---|
| Fantastic Four | Adventure | Activision | 15 July | ★★★ |
| Killer 7 | Shooter | Capcom | July 2005 | ★★★★★ |
| Namco Museum 50th Anniversary Collection | Arcade | Namco | August 2005 | ★★★ |
| Zatchbell | Beat-'em-up | Bandai Games | August 2005 | ★★ |
| The Incredible Hulk: Ultimate Destruction | Action/Adventure | Vivendi | Q2 2005 | ★★★ |
| Spartan: Total Warrior | Action/Adventure | Sega | September 2005 | ★★★ |
| Rainbow Six: Lockdown | Action/Adventure | Ubisoft | September 2005 | ★★★ |
| Scooby Doo Unmasked! | Adventure | THQ | September 2005 | ★★ |
| Geist | Action/Adventure | Nintendo | October 2005 | ★★★★ |
| WWE Day Of Reckoning 2 | Sport/Beat-'em-up | THQ | Q3 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 | ★★ |
| Hello Kitty Roller Rescue | Adventure | Namco | Q3 2005 | ★★ |
| The Incredibles: Rise Of The Underminer | Adventure | THQ | Q3 2005 | ★★★ |
| Marvel Nemesis: Rise Of The Imperfects | Beat-'em-up | EA | November 2005 | ★★★ |
| The Chronicles Of Narnia: TLTWATW | Adventure | Buena Vista | Q4 2005 | ★★★ |
| Peter Jackson's King Kong | Adventure | Ubisoft | Q4 2005 | ★★★ |
| Prince Of Persia 3 | Adventure | Ubisoft | Q4 2005 | ★★★★ |
| Ghost Recon 3 | Action/Adventure | Ubisoft | Q4 2005 | ★★★ |
| Harry Potter And The Goblet Of Fire | Adventure | EA | TBC 2005 | ★★★ |
| The Legend Of Zelda | Adventure | Nintendo | TBC 2005 | ★★★★★ |

## PRINCE OF PERSIA 3

EVIL TWIN, LIKE LIZ




You shouldn't meddle with time. Fact. You could end up dating your mum or accidentally rewriting history. Or, in the Prince's case, somehow create a dark version of yourself who goes around the place killing everyone. Oops.

ANTICIPATION ★★★★

## THE INCREDIBLES: RISE OF THE UNDERMINER

EMASCULATION!




*Rise Of The Underminer* sees Mr Incredible and Frozone enter the underground world of the Underminer to do battle with his robot minions and try to put a stop to his dastardly plans.

ANTICIPATION ★★★




"Aww look at her! Sooo cute!" Shut up Liz.




That's *Hydro Thunder*. It's on Midway's collection.

## GHOST RECON 3

WOOO, SCARY




Don't be blinded to *Ghost Recon 2*'s complete crapness by the awesome box art. However, we're optimistic that this will be better. Regain control of Mexico City with the help of your team of Ghosts.

ANTICIPATION ★★★

## SOUND BYTE

"YOU CAN'T PARRY NATURE"

Ryan explains to Tim why he must comply with the laws of the natural world.

# SLIP-O-METER

**Games that dodged their release dates and those that got away**

### GEIST

Again!? Yes – AGAIN! According to Nintendo's latest release schedule this isn't coming out 'til October now. We officially don't give a damn anymore.



**SLIPPED!**

### STARCRAFT GHOST

This game's been lost in development hell after Blizzard announced that "additional time" had been "built into the schedule" to make improvements.



**RESURRECTED**

### KILLER7

July now. It's funny how we use exclamation marks for the bits down there. "It's slipped! OMG!" But it's hardly surprising is it?



**SLIPPED!**

# IMPORTANT DATES...

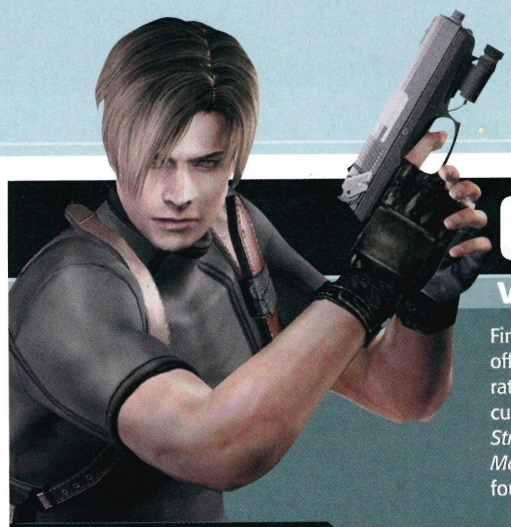
Japan may be the first port-of-call for some games, see *Mario Mix*, but it also gets our nasty cast offs (AKA *Robots*). Americans are chowing down on *Wonka*, while lady gamers finally get to play *Harvest Moon* as a chick.

## JAP RELEASE DATES

| | | |
|---|---|---|
| DANCE DANCE REVOLUTION: MARIO MIX | NINTENDO | 14 JULY |
| JIKKYOU POWERFUL PRO YAKYUU 12 | KONAMI | 14 JULY |
| ROBOTS | VIVENDI | 28 JULY |

## US RELEASE DATES

| | | |
|---|---|---|
| CHARLIE AND THE CHOCOLATE FACTORY | GLOBAL STAR | 11 JULY |
| HARVEST MOON: ANOTHER WONDERFUL LIFE | NATSUME | 12 JULY |
| LUNAR GENESIS (DS) | UBISOFT | 26 JULY |



# GAMECUBE CHARTS

## WHAT'S TOP OF YOUR LIST?

Finally! *Resident Evil 4* gets the position it deserves after chainsawing off Mario's head and taking first place in the charts. Surprisingly, the rather duff *Star Fox* has sidled into second. That Fox McCloud is a cunning one. Holding steady in third is Samus, while the dreadful *FIFA Street* clings onto fifth like a bluebottle to a fetid turd. In sixth place is *Mario Power Tennis* and it seems that we left out *Mario Party 6*, it's in fourth, as for seventh... oh just look down there.

# UK CHART

ChartTrack

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

**1** ▲



**RESIDENT EVIL 4**
PUBLISHER: Nintendo
CUBE RATING: 9.8
Did you see that caption about *Hydro Thunder*?

**2** NEW



**STAR FOX: ASSAULT**
PUBLISHER: Nintendo
CUBE RATING: 6.9
It was rubbish! No jokes, no witty asides...

**3** -



**METROID PRIME 2**
PUBLISHER: Nintendo
CUBE RATING: 9.6
...just: "That's *Hydro Thunder*. IOt's on Midway's...

**4** ▼



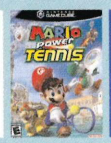
**MARIO PARTY 6**
PUBLISHER: Nintendo
CUBE RATING: 6.9
...collection." How dull. But it is quite informative.

**5** -



**FIFA STREET**
PUBLISHER: EA SPORTS
CUBE RATING: 4.1
Did you know it was *Hydro Thunder*? Did you know...

**6** -



**MARIO POWER TENNIS**
PUBLISHER: Nintendo
CUBE RATING: 8.5
...Midway made it and it's going to be on *Arca*...

**7** ▼



**BATEN KAITOS**
PUBLISHER: namco
CUBE RATING: 8.6
...*de Treasures*? If you did – well done! But...

**8** ▲



**TIMESPLITTERS: FP**
PUBLISHER: EA GAMES
CUBE RATING: 9.0
...still there has to be a balance between wit...

**9** ▼



**SPLINTER CELL: CT**
PUBLISHER: UBISOFT
CUBE RATING: 8.8
...and information we suppose, so therefore:

**10** ▼



**ROBOTS**
PUBLISHER: VIVENDI UNIVERSAL PUBLISHING
CUBE RATING: 6.0
*Robots* is quite rubbish, kick it on the (ro)bottom!

# ON A SHOE-STRING




Budget GameCube games still making the rounds

| | |
|---|---|
| 1 | SONIC ADVENTURE 2: BATTLE |
| 2 | SONIC HEROES |
| 3 | RESIDENT EVIL ZERO |
| 4 | SONIC MEGA COLLECTION |
| 5 | THE LEGEND OF ZELDA: WIND WAKER |
| 6 | SUPER MONKEY BALL |
| 7 | SUPER MARIO SUNSHINE |
| 8 | HARVEST MOON: A WONDERFUL LIFE |
| 9 | THE URBZ: SIMS IN THE CITY |
| 10 | MARIO PARTY 5 |



# GCN GAMECUBE NEWS

## FINAL THOUGHT

### REVVED UP

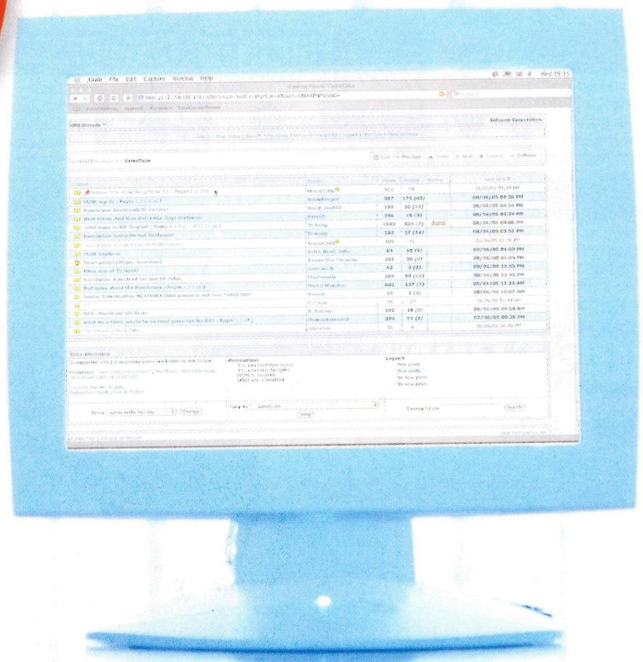
Oooh, Nintendo does like to tease us. We've been drip-fed snippets of information about the Revolution all month but the one thing we're most interested in, the controller, remains a mystery, not only to us but seemingly to Nintendo as well! This is rather disconcerting. Still, we have total faith in Nintendo's claims that the controller will bring about a revolution in gaming – after all, this is the company that brought us the awesome DS!

At least it sounds as if Nintendo has a clear idea of what it intends the controller to do; it just wants to make it as easy to use as possible in order to fulfil its promise of "all-access gaming" (those modern controllers are soooo complicated to get the hang of...). At least this delay over the controller's final design explains why the Revolution's launch date has apparently slipped from early to late 2006 (and possibly even as late as 2007 in Europe). Although we're a little disappointed that we'll have to wait that long (if indeed the dates turn out to be true) we'd rather hold-our-horses and get a truly revolutionary experience once the console is finally released. The best things come to those who wait, right?

CUBE

# E3 BACKLASH

## The readers speak out on E3, Nintendo and life itself...



**IT'S BEEN SIX** weeks since the LA Convention Centre closed its doors to the gaming world for another year, yet we're still feeling the repercussions of this year's rather controversial E3. When a company holds out on its fans there's little left to do but speculate. Speculation leads to pain. Pain leads to suffering. There's a lot of misinformation out there, much of it based on incorrect translations and misunderstandings, but there are also a lot of valuable opinions. For this feature we've turned to the forums and the mailbag to see what everyone thinks. We've broken the comments up into three main categories: the GameCube, the handhelds and the Revolution and there are some very interesting comments in there (from both believers and non-believers) plus we've added a bit of food for thought ourselves...

# GAMECUBE

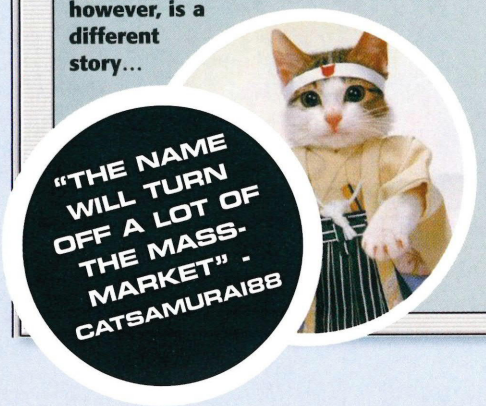
## Focusing on the here and now

"I would say Nintendo's performance with home consoles is very bad and paints a grim picture for the GC's remaining life. Only *Zelda* is keeping the GC alive in the future."
**Sean-Mill**

"I like how they're [Nintendo] not feeling pressurised to bring the system out early. They will probably wait the average five years, which is a good thing. Rushing a system may spoil it, which is worrying for the relative newcomers Microsoft who I feel are jumping the gun."
**Master hunter**

**CUBE: These two opinions are fairly representative of what most people think. On the one hand Nintendo didn't announce anything new for the GameCube, but on the other hand most people are agreed that Microsoft is way too keen to drag gamers into the next generation.**

**Let's look at what we've got to look forward to, and what Nintendo is preparing to use to counter Microsoft's November Xbox 360 launch. The big, 2005 PAL releases are: *killer7, Viewtiful Joe: VFX Battle, Battalion Wars, Geist, Pokémon XD, Mario Baseball, DDR: Mario Mix, Legend Of Zelda: TP, Super Mario Strikers, Fire Emblem, King Kong, Ghost Recon 3, Need For Speed: Most Wanted, Prince Of Persia 3* and *From Russia With Love*. That's 15 potentially A-grade (B-grade at worst) titles inside of six months, half of which are exclusive. Granted none of these are new announcements games (some have been in the works for years), but they are solid titles that will be out this year as opposed to vapourware. So, that should keep us happy for the rest of the year. Beyond that however, is a different story...**



"THE NAME WILL TURN OFF A LOT OF THE MASS-MARKET" - CATSAMURAI88



"I keep reading different stories about when the Revolution is coming out here. The other day someone even said 2007! What am I gonna do until then – buy a 360!?"
**Johna Ryder**

**CUBE: We're quite happy waiting until mid/late 2006 for the next set of consoles, but can the GameCube last that long?**

**It's all well and good for Nintendo to release the new hardware when it's ready, but 2006 is going to see the death of the GameCube in terms of hardware sales. A few titles may slip to the first quarter of 2006, that is where the release list unofficially ends.**

**In answer to the question, erm... sorry, there really isn't one. Revolution isn't due until June '06 in Japan at the earliest. If by some small miracle Nintendo manages to achieve what it did with the DS, we could see the PAL Revolution as early as October. So, in the best-case scenario GameCube owners will still have a six-month period with no worthwhile releases. There's no silver lining for this particularly evil storm cloud... it's just the way it is. Our suggestion: Nintendo WiFi service will be up and running by then so grab a copy of *Mario Kart* and make some friends in preparation for Revolution online.**

"Game of show was by far *Zelda: Twilight Princess*. It looks so fab. I want to get this more than the next-gen consoles at the minute."
**muckers**

"*Zelda* definitely has some great game mechanics. I can't help but think that the name will turn off a lot of the mass-market. Unfortunately it will probably be overlooked, much like *Paper Mario 64*."
**catsamurai88**

**CUBE: Despite blowing everyone away with stunning tech demos and lots of rubber ducks, the next-gen unveilings failed to rain on Nintendo's current generation parade. Even if *Twilight Princess* can't compete with the likes of the Killzone demo or Xbox 360's Kameo in terms of raw polygon count, it makes up for it with artistic style, brand awareness and pure magic. Coming away from E3 the new *Zelda* title was the game that everyone was talking about, and come November we won't be thinking twice about where our money is going.**

**As much as Nintendo would like to deny it, *Twilight Princess* will be going head-to-head with Microsoft's hardware launch. Both launches will have record breaking amounts of money thrown at them and we fully expect *Zelda* to break all launch-week sales figures thus far. Yes, the game is arriving very late on in the machine's life, but if anything the arrival of another piece of hardware will only make Nintendo raise its game. As for the name, the logo has the words "The Legend Of Zelda" on it. That's all that matters. And anyway, are you trying to say that it's not as good as 'Wind Waker'? We think not.**



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# HANDHELD

## Nintendo DS and Game Boy Micro



"THE GAME BOY MINI IS A FREAKIN' RIP OFF!" - NINJAMONKEY SPUNK

"I thought this E3 was the time when the DS was truly born. What with the WiFi, *Mario*, *Metroid* and co it seems like now we are going to be able to really experience what Nintendo had intended from the beginning."

**Randy_Pan**

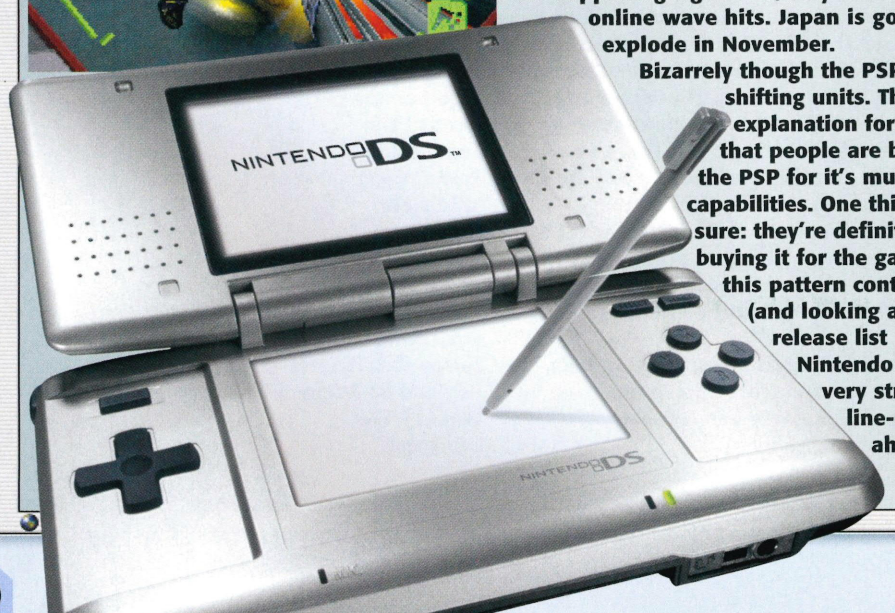
**CUBE: Come the end of the year, the DS is really going to take off on a global scale, and this is all down to the launch of the online games. We're finally getting to the point where the software being released fully realises Nintendo's original promises. By the end of the year gamers the world over will be able to clearly see the difference between the DS and the PSP and the graphical difference will mean nothing. If anything that difference has already started working against the PSP in terms of software support.**

**Right now the DS is selling quite well in the US and Europe, but the lack of decent releases is holding it back. Japan however, is a good six months ahead of everyone in terms of releases, and the current sales patterns are a good indication of what could happen both here and in the US. The DS is consistently outselling Sony's machine week after week, and it's all down to strong software such as *Nintendogs*, *Kirby's Magical Paintbrush*, *Gundam SD* and *Brain Training*. The machine will continue to go from strength to strength in Japan, what with *Mystical Ninja*, *Castlevania*, *Jump Jump Superstars* and a new *Tamagotchi* game arriving over the summer. DS software consistently top the charts: in comparison PSP software barely gets a foot in the door of the weekly Top 20. This is happening right now, way before the online wave hits. Japan is going to explode in November.**










**Bizarrely though the PSP is still shifting units. The only explanation for this is that people are buying the PSP for it's multimedia capabilities. One thing is for sure: they're definitely not buying it for the games. If this pattern continues (and looking at the DS release list Nintendo has a very strong line-up ahead) publishers will start to take note. Why pump lots of money into PSP development (where high sales are not guaranteed) when you can throw far less into DS development and hit a guaranteed installed base of software buyers?**

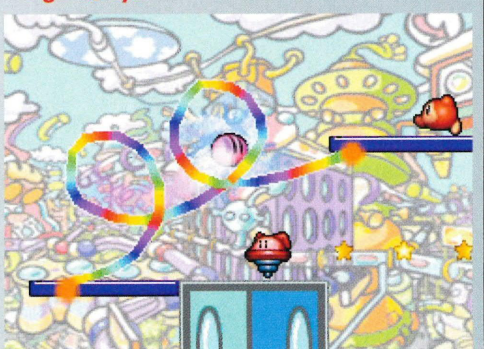
"You concentrated too much on the DS. People don't see the handheld consoles as the big market."

**RipSlice**

**CUBE: On the contrary... publishers and developers alike see the handheld market as a far more lucrative means of income than the home console market. Yes, Nintendo did place emphasis on the DS at E3, and with good reason. As we've already said, Nintendo is doing very well in that market at the moment. It's making a lot of money with the DS and there's a whole ton of third-party support on the way. Just remember, it's the DS and the GBA SP that are raking in the money right now. The fact that Nintendo has enough money to go another round in the home console war is all thanks to the handheld cash cow. Don't ever underestimate the power of the handheld market and Nintendo's involvement in it.**

"The Game Boy Micro is not as dumb as it first sounds. Having a Game Boy that would fit comfortably in my pocket is quite an attractive proposition."

**i gone, bye**






"Game Boy Micro. Its clearly another instrument for Nintendo to milk money from but dammit, I want one."

**Dr Kong**

"The Game Boy mini is a freakin' rip off. Especially with t3h ul7im473 DS out. Come on, who's gonna pay for a mini version of a console people have already got? Come on!"

**NinjaMonkeySpunk**

**CUBE: Out of all the posts and letters we've read about the Game Boy Micro, the negative comments far outweigh the positive ones. Most of you are annoyed that you'll have to buy yet another machine. Come on folks, you don't HAVE to buy anything, and you're rather missing the point. As with any machine that gets treated to a redesign or an alternative colour, it's done purely to attract new customers.**

**Of course Nintendo knows that there is a group of people who will go out and buy ever new colour as it becomes available, but the main objective is to attract people who might not find the old design appealing. The Micro takes it a step further though, and by introducing the first truly pocket-sized games machine Nintendo has thrust the Game Boy brand into an all-new market.**

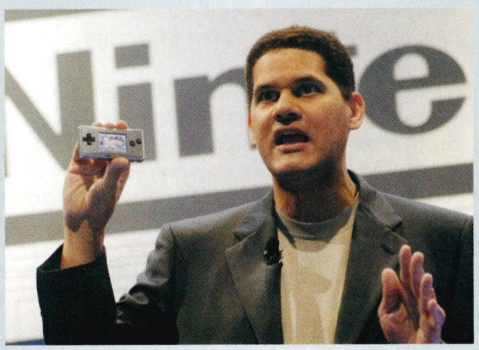
**Let's face it: you can't put a GBA SP in your trouser pocket without looking strange, let alone the DS. The Micro is the size of a phone, and it's designed to appeal to the people who have phones and like playing games on them for a few minutes here and there.**

**You may think that Nintendo is milking it by giving us aged technology but really: there's no point having stunning graphics on such a small unit. People want simple games that can be played for a few minutes at a time. From where we're standing the Micro delivers exactly what it needs to, and as long as the price is right, this will be another massive success for Nintendo.**

"Price will make or break this. If it connects to the GameCube and maybe even Revolution and DS (sort of a WiFi but still with cable option), and is very cheap (£50 at most) I may consider buying it."

**Master hunter**

**CUBE: We can tell you right now that Game Boy Micro will not be linking up to the DS or the Revolution. It's a redesigned GBA SP and it isn't set to be any part of the company's new online infrastructure. But you're right: price will be the make or break element.**





## HERE THEY COME

### DS Releases For 2005

| Game Name | Release Date |
|---|---|
| Space Invaders Revolution | Q2 '05 |
| Madden NFL '06 | August '05 |
| Meteos | 23 Sept '05 |
| Advance Wars DS | 30 Sept '05 |
| Big Mother Truckers | Sept '05 |
| Ford Racing 3 | Sept '05 |
| Ultimate Spider-Man | Sept '05 |
| Castlevania DS | Sept '05 |
| The Sims 2 | Sept '05 |
| Nintendogs | Oct '05 |
| Metroid Prime Hunters | Oct '05 |
| Mario Kart DS | Nov '05 |
| Touch! Kirby | Nov '05 |
| Harry Potter: GOF | Nov '05 |
| Harvest Moon DS | Nov '05 |
| Need For Speed: Most Wanted | Nov '05 |
| King Kong | Dec '05 |
| Bubble Bobble | Dec '05 |

"THE GAME BOY MICRO IS NOT AS DUMB AS IT FIRST SOUNDS" - I GONE, BYE

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# REVOLUTION

## Fighting for a better future...

"I couldn't care less right now, perhaps even less now than just before E3. They've [Nintendo, Sony, Microsoft] done nothing to impress me, now that I know the Killzone 2 video wasn't running in real time."
**Mr. Party Hat**

"Sony and Microsoft have nothing left to announce whereas Nintendo still has a lot of hype building up over the Revolution, its games and, in particular, its controller."
**Foo Paul**

"The thing is, now it does have me wanting more, and so I'll be keeping up to date with Nintendo's goings on much more."
**Barney_**

**CUBE: After the madness of E3 we're finding that many people have come away nonplussed. Microsoft screwed up by running that nonsensical MTV show and then telling everyone that the games they were showing were running on 30% dev kits and therefore weren't showing the full power of the hardware. Then there was Sony who showed us gorgeous demos that turned out to be pre-rendered, and running off similar spec PCs. So, after the media circus had left town Nintendo was the only company that hadn't lied or misled anyone. Nintendo is also the company that hasn't shown it's hand and this automatically focuses the attention of the gaming world. Everyone is eagerly awaiting the unveiling of the controller, which will happen within the next five months. For now though we'll throw this into the equation: ex-NCL president Yamauchi-san was recently quoted as saying the Revolution "will interact with the DS in ways never thought possible".**

"Nintendo once again let Microsoft and Sony gain the edge over them by refusing to reveal the controller (always integral to a new Nintendo system) and concrete details of *any* games."
**FaustsHausUK**

"I really, really wanted to see the controller, I know they have fears of people stealing it but bloody hell, and like so many have already said before me, one screenshot would have been nice."
**Barney_**

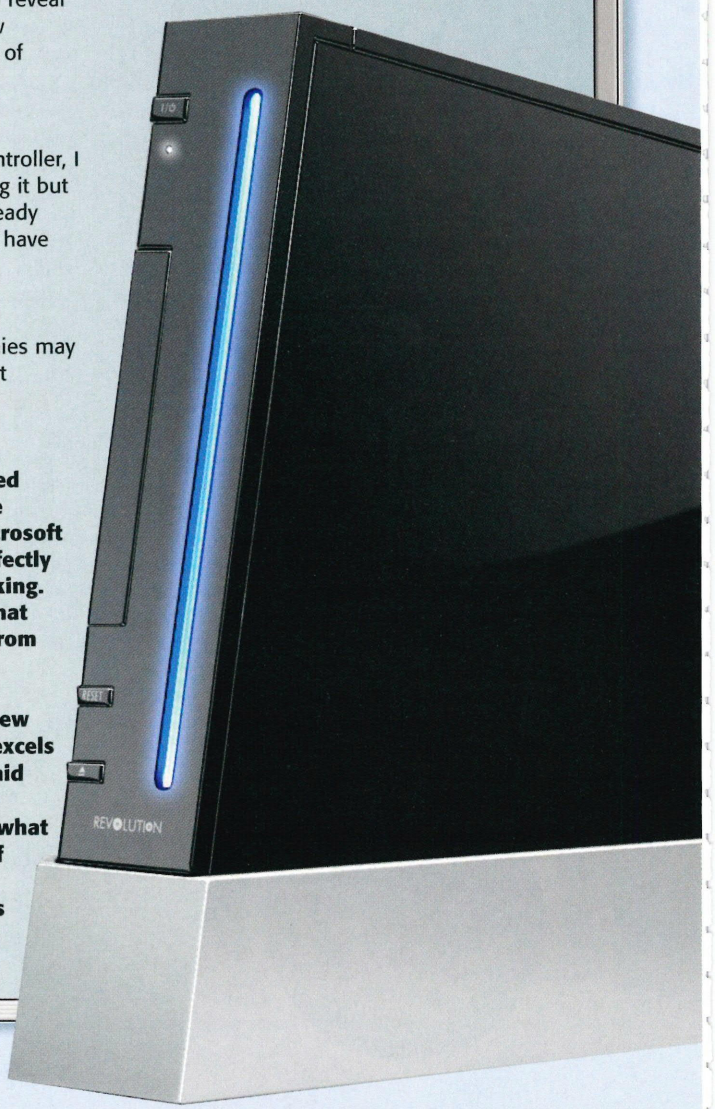
"I think it was unwise. Sure, companies may have copied their ideas, but that's what patents are for."
**RipSlice**

**CUBE: As far as we're concerned Nintendo's decision to not show the controller was a very good one. Microsoft showed a controller that, while perfectly useable, isn't anything groundbreaking. Big deal. Sony showed something that appears to take a step backwards from the DualShock 2 in terms of design and functionality.**

**The controller is integral to any new system and Nintendo traditionally excels in this department. Nintendo has said many times that the Revolution's controller will account for much of what makes the machine revolutionary. If that's true why on earth would Nintendo want to show everyone its secret at such an early date? Nintendo has been burned before**




**(Sega managed to get *Nights* to the market with an analogue controller before Nintendo launched the N64, and that's because the N64 controller was shown at such an early date) and to show the controller so early would be to reveal Nintendo's strategy. Patents can only protect companies to a certain extent. It wouldn't be hard for Sony**







Internet zone

**to find a way around a patent if it wanted to. There will come a point when Nintendo has to show the controller, and that will happen before the end of the year. There's no way Nintendo can prevent other companies from 'borrowing' its ideas, but it can at least make their lives harder by holding off for a while.**

"I heard that Nintendo hasn't even sent out development kits to anyone yet but Sony sent theirs out months ago..."

**Dan The Man**

**CUBE: One thing you have to remember is that Sony's technology is very different to the PS2. Developers are going to need a long time to get to grips with it. That said, the innards of the machine are in no way finalised and any teams who claim to have anything are working with PCs that meet the Sony recommended specs. To give you an idea of where Microsoft is right now, Xbox 360 is out in November, and finalised dev kits were only sent out at the start of June.**

**Nintendo has been working with the big publishers since the end of last year, and with anyone who was interested since the Games Developers' Conference in March. Revolution's technology is very similar to GameCube technology is terms of development techniques, and Nintendo tells us that anyone familiar with the GameCube will have no problems getting to grips with this new system. We expect full dev kits to roll out towards the end of the year, which is in line with Microsoft's time line (comparatively). It all comes down to how developer-friendly Nintendo is being right now, and the proof will come in the nature of launch line-up.**

"... and that stand looks stupid. It's not like it does anything useful!"

**Mike Parks**

**CUBE: We thought it was quite cool... shows you what we know. As it happens the stand is far more important to the machine than just allowing it to stand up: it provides the power for the unit. See the black box that sits along the length of the GameCube's power cable? The Revolution's equivalent is housed inside the silver stand.**

"I don't know much about technology but I don't see how a smaller machine can be as powerful as the others. Won't they need a big fan to cool all the processors down?"

**Chris Hecktum**

**CUBE: You're totally right. The chipsets give out an awful lot of heat, meaning heat sinks and fans are required to cool them down. Combine this with a hard drive, DVD drive, memory blocks and everything else, and you have a minimum size that a console can be. So how can the Revolution be so much smaller yet compete technologically with the other two machines?**

**Without knowing the specs of the machine we can't say for sure, but here are some suggestions:**

- **The mains adapter is inside the stand as opposed to being in the machine.**
- **Revolution has no hard-drive as far as we know. Instead it uses 512Mb of flash memory for storage.**
- **Revolution utilises IBM's most recent semiconductor technology that draws 70% less power than that of previous chips. Less power consumption = less heat.**
- **Revolution could be using brand new rendering techniques that don't require as much raw processing power as the competition. If Nintendo has found a new way to display graphics without using polygon-crunching GPUs this would explain everything. The best analogy we can give you is Donkey Kong Country on the SNES. Pre-render quality graphics without the need to create high-polygon character models.**






**"IT WILL INTERACT WITH THE DS IN WAYS NEVER THOUGHT POSSIBLE" - YAMAUCHI-SAN**

## RETRO CONSOLE

### Hundreds of games at launch?

With the Revolution able to play GameCube games, and gamers able to download every Nintendo game ever created (NES, SNES and N64) the Revolution potentially has a launch line-up of hundreds. What would be your first download? Here's what we would opt for:

**Miles: Pilot Wings 64**
I just remember the feeling of liberation on playing this for the first time, sailing through the air sometimes with nothing more than the sound of the wind for company. Why wasn't there a GC version?

**Chandra: Chrono Trigger**
I know it's still great as I played it a few months ago, but the convenience of having it on my current system would be awesome. I'd also really like to play *Castlevania IV* again though, so those two might have to fight for my attention.

**Liz: GoldenEye 007**
Yes, I know it's sacrilegious and I'll probably be shunned from the gaming community by admitting this, but I've never played *GoldenEye 007* and I'd like to see what all the fuss is about. Besides, I need an antidote to the poisonous bile that *GoldenEye: Rogue Agent* inflicted on me.

**Ryan: Wave Race 64**
Because it's awesome. No other racing game has been able to match it, despite many attempts to recreate its bouncy, bouncy water racing feel. Imagine! Imagine if Mai was... actually, no, let's not. Let's just leave it at *Wave Race 64*. It would be cool playing that again.

**Tim: Uni Racers**
I was going to say the *Final Fantasy* series, but I've played them all now, bar *III* and that's coming to the DS. *Majora's Mask* I haven't played but there's enough Special Edition discs round here, so I can play it on that. So I dunno, *Uni Racers*?

**Lewis: Starwing**
It was probably the first game I bought for a console myself, and still have some great memories of how good the game felt at the time. There was adventure, shooting, spacecraft, foxes and speed. The whole lot... even a talking frog... which is probably where a burning hatred for Slippy began...



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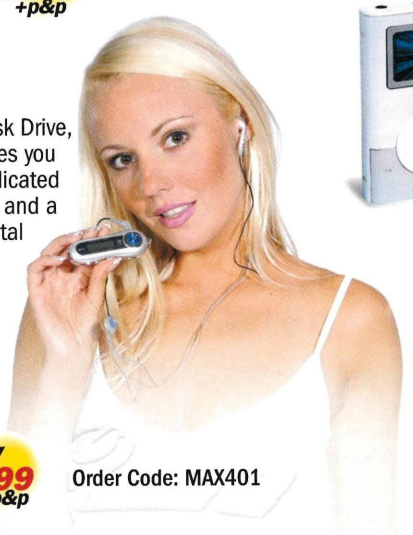
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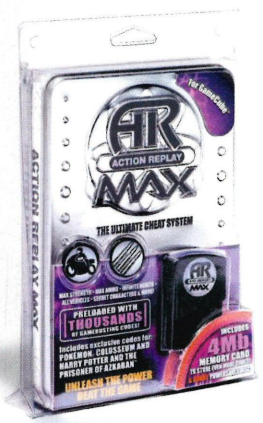


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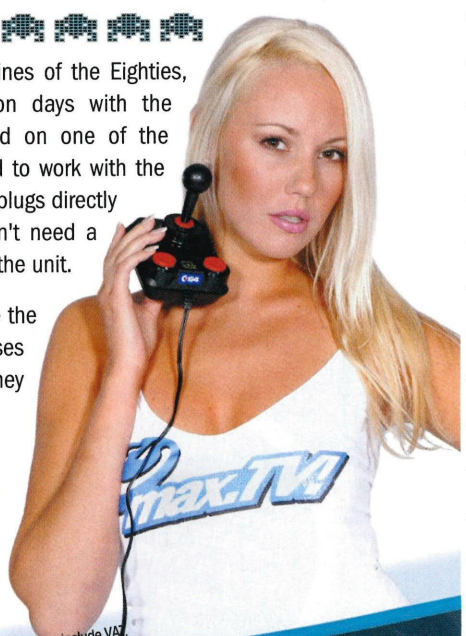
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# PREVIEWS

CUBE

INFORMATION

| | |
|---|---|
| DDR: MARIO MIX | |
| PUBLISHER: | NINTENDO |
| DEVELOPER: | KONAMI |
| ORIGIN: | JAPAN |
| GENRE: | PARTY |
| PLAYERS: | 1-2 |

PERCENTAGE COMPLETE

00 25 50 75 100

OCT '05 | JULY '05 | OCT '05

**A BIT OF PREVIOUS**

**TMNT 2**
GAMECUBE

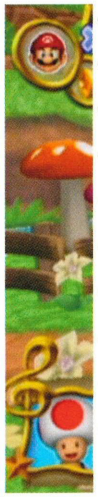
**WINNING ELEVEN 7**
GAMECUBE



## Mario's 'avin' it large!



**FIRST REACTION**
*Dancing games have been a big miss on the GameCube and DDR is the king of the genre but Mario always sticks his oar in!*






# DANCE DANCE REVOLUTION

**THE COMPANY LINE**

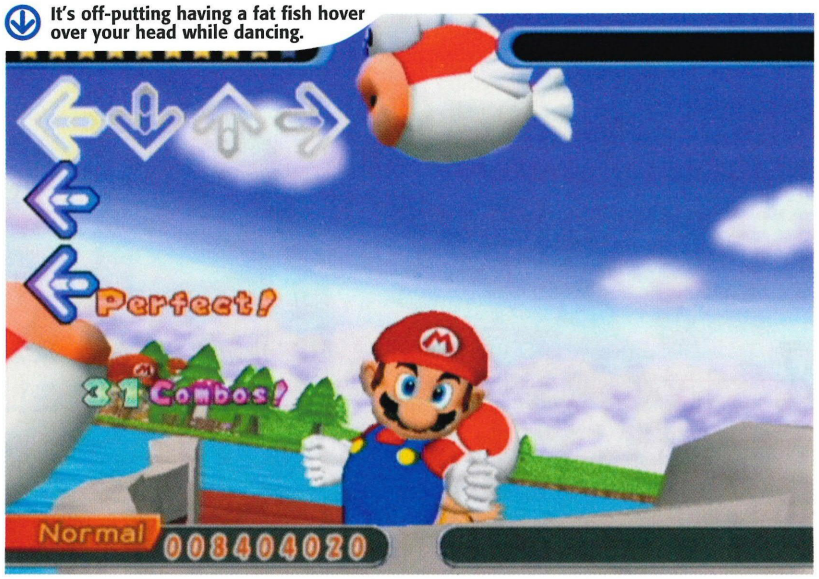
**"BOOGIE DOWN WITH MARIO IN HIS OWN DANCE PARTY!"**

NINTENDO PRESS RELEASE

CUBE BACHATCHA

At last, a press release that sounds vaguely excited. Hurray!

It's off-putting having a fat fish hover over your head while dancing.




## Everybody dance now! Dun dun, dun dun DUN!

**THE DANCE DANCE** *Revolution* series is awesome. Konami has been cranking out these games on consoles since its unexpected Japanese arcade hit combined girls with jumping up and down back in 1998. Finally, it's the GameCube's turn to get in on the action with the ever present five difficulty levels, 'Workout' mode and up, down, left, right arrows all making it into this eidition. And before you ask, it does come with a mat.

It also comes with Mario. Here's something stupid for you to chew on, *Dance Dance Revolution: Mario Mix* has a storyline. How do you like the taste of them onions? "Someone has stolen the Music Keys" and the unstable power of the music they contained is wreaking

**"IT SEEMS THAT DDR STILL HAS A MAGICAL EFFECT ON PEOPLE..."**

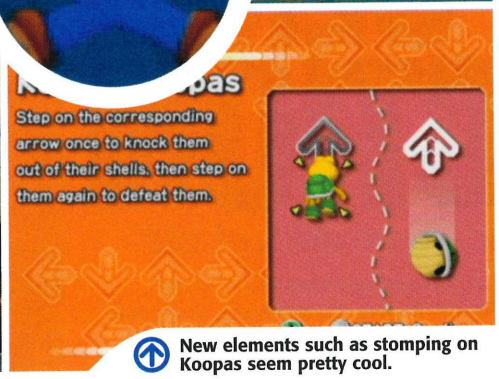





When we see three Koopas we think violent thoughts...








New elements such as stomping on Koopas seem pretty cool.

# V: MARIO MIX

havoc on the land. Oh dear. And so Mario is on a quest to recover the Music Keys before chaos consumes the Mushroom Kingdom. A simple dancing game would suffice but alas, it's now a dancing game with a plot and selectable Nintendo characters (Mario, Luigi, Toad and so on).

Well, *Dance Dance Revolution* is good, there's no denying that. Yet Mario's association with *Mario Mix* makes us shift uneasily in our seats. Not just because it's Mario and we're starting to wonder if anyone else is also starting to tire of his "It's-a-me!" antics creeping into every GameCube game ever but because his involvement has already led to the inclusion of an unnecessary plot and the fact that some of the 25 songs here will be 'classic' Nintendo themes. The *Mario* theme tune? Again? Say it ain't so. There are some nice sounding additions such as being able to step on Goombas and unlockable mini-games but we're not ready to put our necks on the line and declare this awesome just yet. We shall wait and see...

Still, there were plenty of punters ready to shake their booties at E3, proving that *DDR* still has a magical effect on people and Mario makes people laugh, so the two work really well together. Add to that the fact that this will only be available in the home, and the concept of dancing along to the *Mario Bros* theme isn't be quite so embarrassing. Or is it? Hmm.

Nintendo's putting out a hardware pack to compliment the game, and if you're one of those who's spent the last three years sobbing about the lack of a GameCube dance game, you can finally shut your stupid, fat head!

CUBE

## ANIMAL LOVE

### Don't kick da penguin...

It's nice to finally be getting a dance game on the GameCube, and sticking Mario in it may make it sell, but filling the game with Nintendo characters? Why? Who wants to watch a penguin dance. We want to beat it in the slide race. We want to jump kick it in the face. Who wants to watch a Shy Guy dance? We want to jump on his head or swallow him whole.

We have only violent feelings towards the other characters from the *Mario* universe and it's tempting to pretend we're rubbish at dancing (which we're not by the way) just to watch those bloody penguins fall to the ground in despair. Slippery arctic b******s!



It's wrong we tell you. Whoever heard of a Shy Guy dancing? Dear Lord...

Yeah, you might be all gay* now, but just you wait until we take control of the dance mat.




*happy, jolly, et cetera

## CUBE EXPECTATIONS

### MARIO SHAKES THAT ASS




- ⊕ *DDR* has always been awesome.
- ⊕ It's the GameCube's first proper dance mat.
- ⊖ Mario again? Sigh. Why Nintendo? Why?
- ⊖ Every other console had *DDR* years ago.

■ It's been a long time coming but *Dance Dance Revolution* is finally going to hit GameCube, albeit it with a fat plumber clutching onto its coat-tails. It could be a dream partnership, it could be arranged marriage material, it's too early to say. Next month we should have a chance to play all the new modes.

## Classic sega magic







Knuckles is on the rim of the ring! Eating rings!

# SONIC GEMS COLLECTION

"Some games are classic, some are just old"

**CUTTING STRAIGHT TO** the chase and ignoring a tiresome dithering intro, this is essentially *Sonic's Greatest Hits Volume II*. Like the second time a band is forced to take a trip around its vaults for another 'Best Of...' compilation, this retrospective is full of latter year classics (*Sonic CD* and *Sonic R*) and b-side filler (*Sonic The Hedgehog 2* ported from... Game Gear?).

*Sonic CD* was arguably the Mega CD's only decent game and as our very own Retro Monkey says, it's the "best 2D Sonic game ever. Made all the better because it's not made by Yuji Naka." Then he started talking about Atari and we stopped listening. There's also *Sonic R*, the best 3D *Sonic* game ever, which had the most unbalanced characters ever made (it was actually impossible to win races with Amy) combined with brilliant, inventive track design. Both games will provide plenty of nostalgia for fans and fresh awesomeness for newcomers. The unknown quantity is *Sonic The Fighters*, a game that never saw the light of day on our rainy shores. It looks so horrendously bad, we really can't wait to play it.

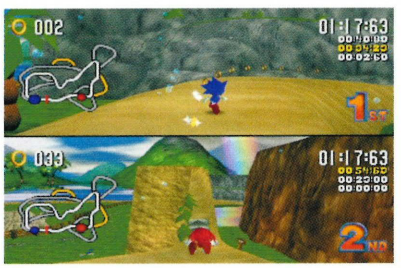
The only problem is that having shot its sizeable load with *Sonic Mega Collection*, *Gems* is forced to trawl the back catalogue to pack out the rest of the compilation. And so, picked from under Sega's fingernails after some barrel bottom-scraping, we get a bunch of Game Gear ports. "Hidden are six of the most popular *Sonic* Game Gear games as well as some other surprises, too!" shouts Sega. *Chaotix* maybe? It's the only one yet to be given the compilation treatment and would it round off a tidy package nicely.

CUBE




Knuckles chokes on Fang's dirty rings.










### CUBE EXPECTATIONS

MIXED BAG OF SEGA FUN




**+** *Sonic CD* and *Sonic R* are guaranteed awesomeness.

**−** Game Gear games are a poor relation to *Sonic Mega Collection*.

■ The chance to relive *CD* and *R* will be enough for most Sonic fans but a lot rests on how the unknown Game Gear games measure up. We've been itching to play *Sonic The Fighters* ever since seeing the screens. Look at them!

### THE COMPANY LINE

"HIDDEN ARE... SOME OTHER SURPRISES, TOO!"

SEGA PRESS RELEASE

CUBE BACHATCHA

What, you mean like *Shenmue III*?

### CUBE INFORMATION

**SONIC GEMS COLLECTION**

| | |
|---|---|
| PUBLISHER: | SEGA |
| DEVELOPER: | SEGA |
| ORIGIN: | JAPAN |
| GENRE: | PLATFORM |
| PLAYERS: | 1-2 |

PERCENTAGE COMPLETE

00 25 50 75 100

Q4 '05 AUG '05 AUG '05

### A BIT OF PREVIOUS

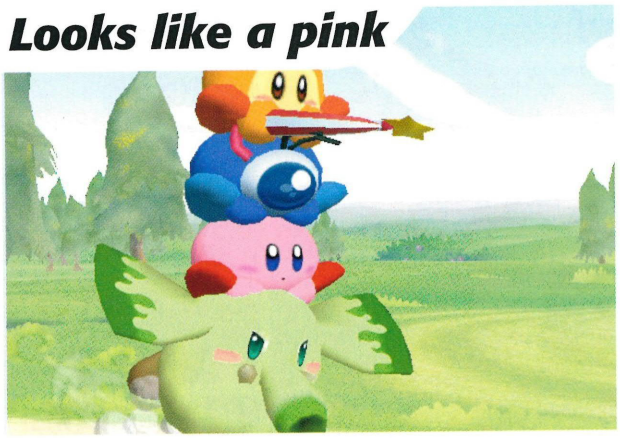


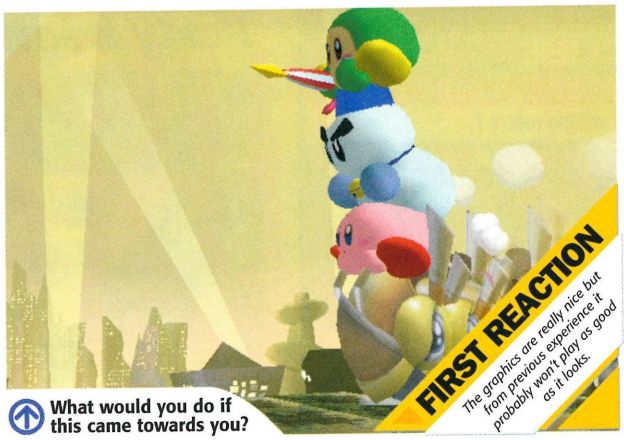
**SONIC HEROES**
GAMECUBE

**SUPER MONKEY BALL 2**
GAMECUBE

**SEGA SOCCER SLAM**
GAMECUBE

## Looks like a pink



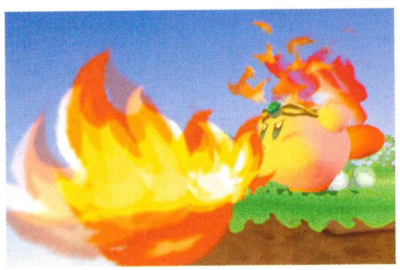


What would you do if this came towards you?

**FIRST REACTION**
The graphics are really nice but from previous experience it probably won't play as good as it looks.

# KIRBY'S ADVENTURE





Kirbys running about will either fill you with gaming glee or leave you slightly nauseous. Whichever of these emotions you're feeling right now determines whether you will want this game or not.

CUBE

### CUBE INFORMATION

| | |
|---|---|
| KIRBY'S ADVENTURE | |
| PUBLISHER: | NINTENDO |
| DEVELOPER: | HAL LABS |
| ORIGIN: | JAPAN |
| GENRE: | ADVENTURE |
| PLAYERS: | 1-2 |

PERCENTAGE COMPLETE

00 25 50 75 100

NOV '05 | OUT NOW | NOV '05

**A BIT OF PREVIOUS**

SUPER SMASH BROS MELEE
GAMECUBE

KIRBY 64: THE CRYSTAL SHARDS
NINTENDO 64

POKEMON STADIUM
NINTENDO 64




### THE COMPANY LINE

**"IT'S UP TO KIRBY TO SAVE THE BEAUTIFUL WORLD OF DREAM LAND."**

NINTENDO PRESS RELEASE

CUBE BACKATCHA

STOP BEING SO UNENTHUSIASTIC!

The opposite of scurvy. He loves Vitamin C!

**KIRBY'S ADVENTURE, AS** it's currently known, looks awesome. It's bright, it's colourful, it's bouncy and it's almost tempting to lift the magazine's ban on the word 'buoyant' for the sake of one preview. *Kirby's Adventure* doesn't sound awesome, thanks to the dull, office-like nature of working titles, but ignore that and glance at the screens and see how colourful and lovely it looks. Don't agree? Please do. Then we can move onto the second paragraph.

Speaking of which, here is the second paragraph! The unique selling point of this outing is that Kirby can team up with his non-testicle-look-a-like friends and ride around on their backs. Doing this grants Kirby new attacks ranging from the usual elemental attacks (blowing wind, fire and so on) to standard variations of normal attacks. Best of all, you get to run around on a demented Kirby tower, as the bottom friend powers away to carry Kirby's fat, bloated arse around the pretty 3D environments.

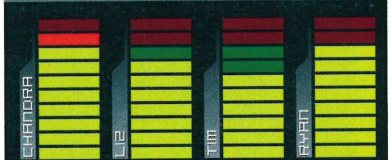
It's all in an effort to save Dream Land from King Dedede, who's angry at being given the worst videogame name in history. The good news is, wonky story aside, this will also come rocking to the tune of multiplayer. The most interesting feature is the one Nintendo is keeping quietest about. The thought of multiple



Woah, that's a pretty special umbrella Kirbs!

### CUBE EXPECTATIONS

TOTALLY AWESOME




⊕ Kirby's helpers sound great.
⊖ More emphasis on multiplayer.

■ ***Kirby's Adventure*** **is eye-catching but we really, really want to know how multiplayer is shaping up. Tell us Nintendo. Tell us and we'll give you sweets! Liz gives us sweets everyday and we'll get fat otherwise!**

## Party hearty!





It lasted half an hour, then they played *SFIII*.

FIRST REACTION

Another party, another innovation. Hopefully, eight-player will bring more to the series than a microphone that mishears things.

# MARIO PARTY 7

### He's still throwing parties! How is he not bored yet?

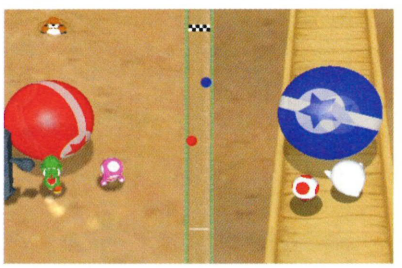
**IN A WORLD** where sequelitis is a disease pounced on by internet forum posters looking for an excuse to moan about anything and lazy fanboys with nothing interesting to say, *Mario Party 7* is either brave or stupid for proudly sticking the number 7 in the title. Lucky for some, unlucky for others, most games hide their age behind title renames and subtitles. The *Tony Hawk's* series is the rule, disguising its seventh outing with the '*Wasteland*' misnomer replacing the number. *Final Fantasy* is an exception as it comes up with brand new characters, settings and magic systems each time. So what's *Mario Party*'s excuse?

At the moment, the excuse is that eight players can now play, so it's still trying to squeeze its sagging, aging square butt into the round hole labelled 'innovation'. There's no word on how this will work – it could be two players to a pad as seen in *Micro Machines* or it could be a separate multitap style peripheral that comes bundled with the package, as the Mic was with *Mario Party 6*. Speaking of which, there's a new Mic Grand Prix mode although Nintendo won't say anything about this other than "there will be plenty of voice-over madness for everyone." Right. That clears that up then.

To be honest, all we want is the fun. Somebody stole all the fun from *Mario Party 6* and it was left feeling more like a chore than a joy, so we want Nintendo to put the fun back. That's more important than a new Mic Grand Prix mode and far more important than an eight-player mode, with players moaning they can't see the television or have to use the third party pad with the dodgy C-stick. Deliver the fun and the number 7 will be justified. Otherwise there will be trouble! And angry fist shaking!

CUBE





Tim and Ryan took *Mario Party 6* home.



### CUBE

**INFORMATION**

| | |
|---|---|
| MARIO PARTY 7 | |
| PUBLISHER: | NINTENDO |
| DEVELOPER: | HUDSON |
| ORIGIN: | JAPAN |
| GENRE: | PARTY |
| PLAYERS: | 1-8 |

PERCENTAGE COMPLETE

00 25 50 75 100

TBA TBA NOV '05

**A BIT OF PREVIOUS**

MARIO PARTY 6
GAMECUBE
MARIO PARTY 5
GAMECUBE
MARIO PARTY 4
GAMECUBE



### THE COMPANY LINE

**"THE ENTIRE MARIO GANG IS BACK FOR THE SEVENTH INSTALLMENT (SIC)"**

NINTENDO PRESS RELEASE

CUBE BACKATCHA

Christ, can anyone spell these days? ONE L – INSTALMENT.

### CUBE EXPECTATIONS

MARIO PARTY? HMM.




⊕ It's eight-player! 80 new mini-games! Weee!

⊖ Been there, done that, bought the T-shirt, cleaned the bike with it.

■ It's *Mario Party 7*! It's eight-player! There are more than 80 mini-games! Nintendo is simply throwing bigger numbers at its series and hoping it works. As Rincewind said, "that doesn't work." The mini-games have to be good.

# TONY HAWK'S AMERICAN WASTELAND

## Don't call me THAW

CUBE INFORMATION

| | |
|---|---|
| TONY HAWK'S AMERICAN WASTELAND | |
| PUBLISHER: | ACTIVISION |
| DEVELOPER: | NEVERSOFT |
| ORIGIN: | US |
| GENRE: | SPORTS |
| PLAYERS: | 1-2 |

PERCENTAGE COMPLETE

00 25 50 75 100

Q4 '05 (UK) TBA (Japan) Q4 '05 (US)

**A BIT OF PREVIOUS**

**THUG 2** GAMECUBE
**THUG** GAMECUBE
**TONYHAWK'S PRO SKATER 4** GAMECUBE








Will that other man-child Matt Hoffman appear? No.

**FIRST REACTION**

The open nature of SSX 3 breathed new life into the series and it could do the same for Tony.

### Not The Who song. That was Teenage Wasteland

**LOS ANGELES! THE** City of Angels is also the spiritual home of obese people, gang shootings, pornography and skateboarding. This explains why come the end of the year, digital Los Angeles will be the home of *Tony Hawk's American Wasteland* too. Going down the *SSX* route, the skateboarding trickery will now take place in one giant, fat level rather than broken up into smaller ones.

The obvious advantages are no loading times and the pick-up-play nature of the game will be bolstered by the fact you can just dive in, run around LA and ollie over some tramps. The disadvantage is that there might not be so much variety anymore but Neversoft is promising that with locations such as East LA, Hollywood and so on, that it won't be a problem. There's no word if Classic Mode will involve separate levels or simply break up the big LA level and there will be co-op play, for the first time. *American Wasteland* is all torn jeans, spiked hair and punk-goth fonts. The look of the game harks back to the late Seventies punk era so if Dead Kennedys, The Ramones and Sex Pistols don't make their way onto the track list, it would be a damn shame.

As for the actual skating, the new moves are extensions of what was already there rather than anything radically altering, such as wall flips, Natas spins and one-footed grinds. You're a gymnast on wheels rather than a skateboarder, moving *Tony Hawk's* even further away from its pure sim routes. And with that in mind, Neversoft has introduced BMXs. Oh. Not sure we like the sound of that, but you can ride them throughout the entire game. When we get more info, you'll be the first to know! Unless someone else buys the mag before you.

CUBE

**THE COMPANY LINE**

**"NO LOAD TIMES. NO LEVEL-BASED GAMEPLAY."**

ACTIVISION PRESS RELEASE

CUBE BACKATCHA

Totally, totally awesome.




You never see good skateboarders. Ever.




**CUBE EXPECTATIONS**

IS NEW DIRECTION ENOUGH?




⊕ New level structure sounds interesting
⊖ Too soon for yet another sequel?

■ The *Tony Hawk's* series keeps coming up with new ideas that just about justify a sequel but despite the consistent quality, many people are losing faith. Will this drag fans back or have they lost interest?

CUBE

INFORMATION

| | |
|---|---|
| RAINBOW SIX: LOCKDOWN | |
| PUBLISHER: | UBISOFT |
| DEVELOPER: | RED STORM ENTERTAINMENT |
| ORIGIN: | USA |
| GENRE: | SHOOT-EM-UP |
| PLAYERS: | 1-2 |

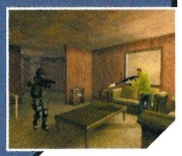
PERCENTAGE COMPLETE

00 25 50 75 100

SEP '05 TBA SEP '05

A BIT OF PREVIOUS

THE SUM OF ALL FEARS
GAMECUBE
GHOST RECON 2
GAMECUBE
GHOST RECON
GAMECUBE



*Rainbow 6 4*








# RAINBOW SIX: LO

## The longer version now: Rainbow Six Four!

**THE TERRORISTS ARE** getting personal. After three games of shooting-first-and-forgetting-what-question-to-ask-but-it-doesn't-really-matter-because-he's-dead-anyway, the *Rainbow Six* series is shifting away from the focus on Ding "Out of all the bloody names in the world, you had to pick this one Mum" Chavez. Terrorists are focusing their hatred on Team Rainbow themselves, meaning you get to spread your shooting love amongst other team members. There's Annika (keeps to herself, lives on a sailboat), Ayana (likes swimming, unmarried) and Eddie (enjoys smoking his pipe and reading). Ubisoft has been busy fleshing out its characters with unnecessary details when all they really needed to say was one of them is a Recon expert, one's a Demolitions expert and one's a whizz with electronics. Which is why we've said it for them. You're welcome Ubisoft!

Now Dieter (enjoys the outdoors, likes climbing) is the man you'll learn to love in *Lockdown*. Online modes will be missing for the GameCube so in their place to keep the single player from feeling lonesome at night, we have the all-singing, all-dancing Sniper Mode. It might have seemed like the *Rainbow Six* series had painted itself into a corner but this proves there are still new directions to explore. Rather than playing as the assault team on the ground, you can play as sniper Dieter Weber on a distant rooftop, giving cover and training your sights on the enemy, waiting for the commander to shout "GREEN LIGHT" so you can splatter evil brains with sniper lead all over Ding "I still hate my name" Chavez. Kerblam! We're promised "amazing new shot reactions" so crotch shots will definitely be the first thing to be tested when review code turns up.

Sniper Mode leads to even wordier gameplay modes, with Dual Perspective Gameplay being the latest twist on the *Rainbow Six* formula of old. Rather than playing as Ding "Dong" Chavez, you switch to Dieter

THE COMPANY LINE

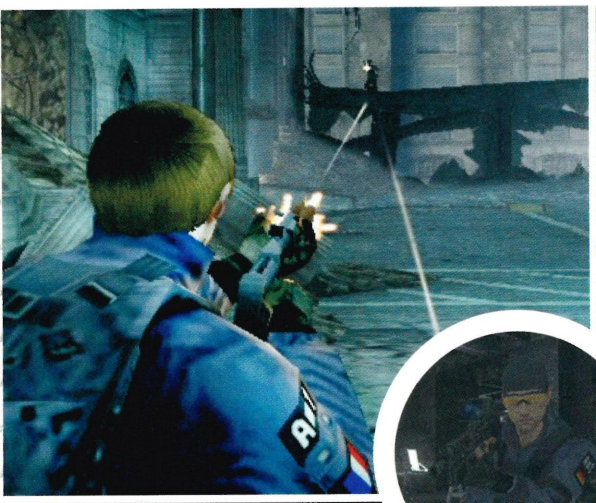
"DURING HER SPARE TIME, SHE READS MYSTERY NOVELS AND SPENDS TIME WITH HER FAMILY."

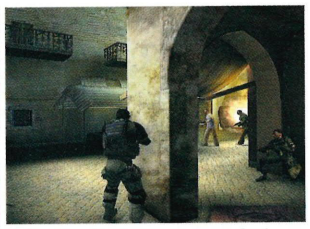
UBISOFT PRESS RELEASE

CUBE BACKATCHA

Erm... this is the right press release, isn't it?

"CROTCH SHOTS WILL DEFINITELY BE THE FIRST THING TO BE TESTED"





War games make you feel well hard.







This table has no business being here whatsoever. No sir!

# CKDOWN

during levels too. One level is set in a ferry crossing the English Channel with the team reaching insertion point by helicopter. You give cover with Weber by sniping from the helicopter while the team make their way onto the ferry and once he's done, you switch over to Chavez to complete the usual room clearing, hostage saving, bad guy blasting missions that Rainbow Six is known for. See how it works? There's a bit of on-rails sniping and then you're given back control of your team of killing machines.

There are sixteen missions in total and seven of them involve Dieter looking down a scope and going for a direct crotch shot. Once you play through the Sniper missions, they'll also be unlocked for you to play away from the main modes.

Gaming has had a torrid, lusty affair with sniper rifles ever since consoles have been capable of zooming in, so it's almost a given that Sniper Mode will rock. There's something worryingly empowering about the sight of an oblivious NPC at the end of a sniper scope. The area that Ubisoft has scrubbed with its grey crayon of doubt is the old grumble, multiplayer modes. Xbox Live support is what really enhanced the growing reputation that *Rainbow Six* is currently enjoying, so what's in store for multiplayer GameCube without online options? We'll have to wait and see. Hopefully it won't involve reading, painting or sailboats. CUBE

## NEW!

### More things for the List Of New

It's not just a focus on personalities and sniping that will prop up *Lockdown*. No! It's not! No! It's other things too! Like a battering ram. This will no doubt come in handy for 1) knocking down doors and 2) knocking down other things that look a bit like doors. There's a motion tracker too. Not very sexy but effective for having a bit of kit that annoys everyone else by going "Beep! Beep! BEEP!" and letting you shout "Behind us!" before dramatically spinning 180 degrees. And finally, the 'deadly' MTAR-21 Micro Assault Rifle. We're not even going to pretend to know what it is but Google says it's powerful and hurts people. To be honest, if we did pretend, that's exactly what we would have said. But with more jokes and stuff.



"Women have more hiding places than men." Really Merryl? Saucy mare.

"Hi I'm a highly trained killing machine, what you doing after?" "Let's hit the showers!"



## CUBE EXPECTATIONS

CLEVER IDEAS FOR ANTICIPATED SEQUEL




- Sniper Mode sounds awesome.
- MTAR-21 Micro Assault Rifle sounds wordy.
- Needs decent multiplayer modes.
- Ding Chavez is a stupid name.

■ *Rainbow Six: Lockdown* should have catered for its single player audience by throwing in Sniper Mode, appealing to just about every chest-beating, soldier-shooting, war-mongering gamer ever. Without online modes... weeeeell, we'll just have to wait and see what Ubisoft has planned.

## CUBE INFORMATION

| | |
|---|---|
| MARIO BASEBALL | |
| PUBLISHER: | NINTENDO |
| DEVELOPER: | NAMCO |
| ORIGIN: | JAPAN |
| GENRE: | SPORTS |
| PLAYERS: | 1-4 |

PERCENTAGE COMPLETE

00 25 50 75 100

TBA | JUL '05 | AUG '05

### A BIT OF PREVIOUS

**STAR FOX: ASSAULT**
GAMECUBE

**BATEN KAITOS**
GAMECUBE

**R RACING: EVOLUTION**
GAMECUBE



### THE COMPANY LINE

**"WILD, CHARACTER-SPECIFIC POWER MOVES"**

NINTENDO PRESS RELEASE

CUBE BACHATCHA

Nobody has used the adjective 'wild' since the Eighties.

## All your base







Look how stupidly happy Donkey Kong is!

**FIRST REACTION**

Another day, another sporting pie for Mario to stick his fat fingers in. He might just have pulled out a plum this time though.

# MARIO BASEBALL

## Batter up, steeeeeeee-rike, and so on…

**GUESS WHAT MARIO** *Baseball* is about? That's right! It's about Mario playing baseball! The *Mario* sports onslaught continues with *Mario Power Tennis* demonstrating what happens when Mario laces up his white trainers and does his best Greg Rusedski impersonation (he falls over a lot and shouts things in an annoying accent). *Mario Baseball* will feature the same mix of power moves, surrealism and cartoon lunacy featuring the portly plumber sliding for the bases and the referee/umpire person (played by Toad, probably) shouting "in!" or "strike point!" or whatever other nonsense they shout at each other in baseball.

So, you start by picking a captain for your team, choosing from the usual suspects – Mario, Luigi, Peach, Donkey Kong and so on. Then you pick from 50 other characters to make up the rest of your team. There are special moves available to captains, split into batting and pitching. For example, pitching is a case of holding down the A button until a glow appears underneath your character, then letting go to unleash a character-specific special move (egg ball for Yoshi, liar ball for Wario and so on).

Challenge Mode sees you 'wander the land' clearing baseball-related trials. Toy Field will have you hitting balls at circles to earn prizes and coins, presumably to spend on extra prizes, so why not just hand out the prize to begin with? Hurray for pointlessness! Baseball should be a better fit for Mario than football. Without wanting to cast any aspersions towards *Mario Strikers*, football games are very tough to get right and don't lend themselves well to wackiness. Stand up *FIFA Street*. Baseball however could be the ideal home for Mario and friends in a genre where the serious sims have never quite managed to hit the mark and that Nintendo magic could be just what's required to turn an apparently dull game into a fun-packed, Mario-infused classic. CUBE






Donkey Kong doesn't know his own strength.



### CUBE EXPECTATIONS

ANOTHER MARIO SPORT




⊕ Baseball should be a good fit for a Mario sport…

⊖ …if you aren't totally, totally sick of him yet.

■ What's there to say about *Mario Baseball*? It's Mario, it's baseball, it's nowhere near as bad an idea as *Super Mario Strikers* and it should make a decent game.

# ODAMA

## Odama Bin Laden

**CUBE INFORMATION**

| | |
|---|---|
| ODAMA | |
| PUBLISHER: | NINTENDO |
| DEVELOPER: | VIVARIUM |
| ORIGIN: | JAPAN |
| GENRE: | PINBALL |
| PLAYERS: | 1 |

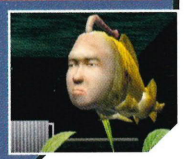
PERCENTAGE COMPLETE

00 25 50 75 100

TBA | Q4 '05 | TBA

**A BIT OF PREVIOUS**

**SEAMEN**
DREAMCAST









Not that the game is French or anything.

**FIRST REACTION**
"I think it's going to be classic fun," says Miles. How delightful! Classic Miles!"

**THE COMPANY LINE**

**"POWERFUL ENOUGH TO DESTROY WHAT IT STRIKES – FRIEND OR FOE"**

NINTENDO PRESS RELEASE

CUBE BACKATCHA

Anything with the phrase "friend or foe" must be awesome. It stands to reason.

## Two soldiers short of an army. Or a breakfast!

**ODAMA IS WEIRD.** Not weird in a people-who-buy-Crazy-Frog kind of way, not even weird in a goth hanging around shopping centres way. It's more French exchange student who sits at the back of the class stroking her hair all day weird. Good weird. Alluring weird. Sexy weird. Weird that makes you want to know more about what's going on underneath its confusing, conflicting surface.

There's a story attached to *Odama* but it would take a whole paragraph to explain which would detract from the main point of this preview, which is poking *Odama* with our Preview Stick and going "Look how strange it is!" The story involves 30 soldiers, the legendary Odama weapon, murdered fathers and the Way of Ninten. Make up your own plot. It'll probably make more sense than this one. The point is, if *Odama* wasn't strange enough when we first heard of its military/pinball crossover action, it's now even stranger.

The aim is to use the Odama pinball to smash the gates at the top of the screen so your soldiers can carry a bell through (we know, we know). We've also discovered that the GameCube Mic, the *Mario Party 6* peripheral that hilariously misinterprets you shouting "mumps!" as shouting "grapes!", will be used. That means you can shout orders at your soldiers to fetch items, defend positions, line up in formation and so on. Add pinball options such as tilting and you have a game that no-one in the world understands yet. Probably not even the developers, but we really want to play it. Like we said all along, *Odama* is weird.

CUBE




Some French things are class, like Stereolab.




**CUBE EXPECTATIONS**

WEIRD, CRAZY, SEXY, COOL




⊕ Unique concept brimming with insanity and innovation.

⊖ Too niche and quirky for the masses

■ **It's hard to predict how *Odama*'s going to turn out given it doesn't seem to know which side its bread is buttered. Is it pinball? Is it a strategy game? Party game? Is there any depth? Lots of questions. Answers coming in a future issue!**

## CUBE INFORMATION

| | |
|---|---|
| CHIBI-ROBO | |
| PUBLISHER: | NINTENDO |
| DEVELOPER: | SKIP LTD |
| ORIGIN: | JAPAN |
| GENRE: | PUZZLE |
| PLAYERS: | 1 |

PERCENTAGE COMPLETE

00 25 50 75 100

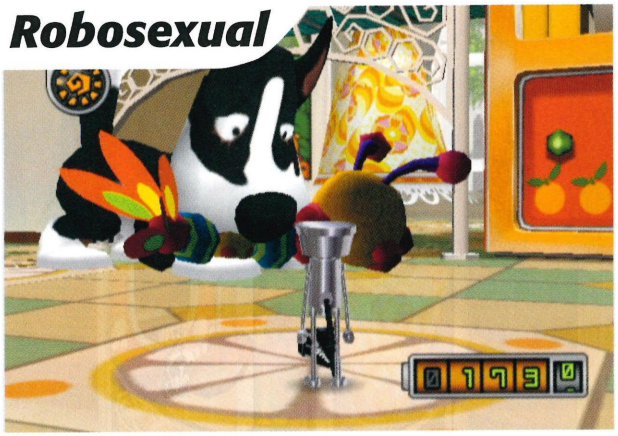
| TBA | NOV '05 | NOV '05 |
|---|---|---|

### A BIT OF PREVIOUS

**GIFTPIA**
GAMECUBE



### Robosexual





Down with monkeys! Long live robots.

**FIRST REACTION**

*This looks brilliant! What's going on? A robot thing serving things to people! Awesome! When do we get to play it properly?*

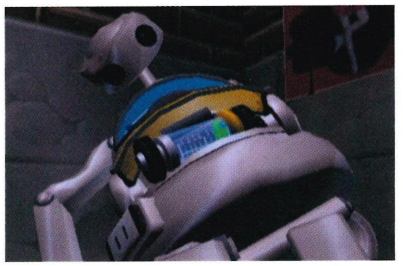
# CHIBI-ROBO

## Chibi as chips, this Chibi little chappy

**ROBOTS ARE GOOD.** Bender, Optimus Prime, R2-D2, the one in *Rocky IV* that serves drinks. All of them great examples of how our little digital friends have become the new monkeys, who themselves were the new ninjas, who were the new pirates. Robots are good because they have cheap red LED displays for eyes, serve you drinks and talk in a comedy voice. *Chibi-Robo* is even better than that because you get to play as a robot. Altogether now – awesome! And it's a game centred on your completing chores as a robotic butler. Altogether now – what?

There's a story behind *Chibi-Robo* (isn't there always?). It's something about The Sandersons having just bought a Chibi-Robo but anyway, the point is you have to complete chores, survive clashes with enemies and become the highest ranked Chibi-Robo. Because you're playing as a dwarf robot less than a foot tall, the living room is full of hazards. High drops off tables, wayward mothers with their damn hoovers, beer cans accidentally kicked around by drunk fathers, that sort of thing. Possibly. In any case, you have to team up with 'native' toys to get past these massive household obstacles.

The game also uses the GameCube Mic although there's no word on how. It's unlikely you'll get to shout things like "serve me drinks butler bitch!" because you are the robot butler. We shall see. Chibi-Robo also needs to plug into power outlets when he runs low on battery power, which already



annoys us by sounding rather tedious, but otherwise it all genuinely sounds fantastic. The kind of thing that we label "sleeper hit" because its niche appeal will see it overlooked by all but the well informed. Stay tooned.

CUBE

### THE COMPANY LINE

**"DOING CHORES HAS NEVER BEEN SO MUCH FUN"**

NINTENDO PRESS RELEASE

CUBE BACKATCHA

At least try and sound excited.



She drinks tea, you get to do the washing up.



### CUBE EXPECTATIONS

DIFFERENT IS GOOD




⊕ Looks genuinely innovative, different and fun.

⊖ Its quirky gameplay might not appeal to all.

■ **It has emerged from nowhere to explode all over the games radar. "KABAM!" it shouts, confident its quirky, unique appeal will win you over. It could actually be very good.**

# CHARLIE AND THE CHOCOLATE FACTORY

## Oompa! Loompa!





And there's Charlie... oh God that's so obvious.

**FIRST REACTION**

*Hey! This game looks a bit like that film, Charlie And The Chocolate Factory! Er... wait a minute...*

**CUBE**

**INFORMATION**

| CHARLIE AND THE CHOCOLATE FACTORY | |
|---|---|
| PUBLISHER: | TAKE 2 |
| DEVELOPER: | HIGH VOLTAGE SOFTWARE |
| ORIGIN: | US |
| GENRE: | PLATFORM |
| PLAYERS: | 1 |

PERCENTAGE COMPLETE

00 25 50 75 100

JULY '05 | TBA | JULY '05

**A BIT OF PREVIOUS**

**LEISURE SUIT LARRY: MAGNA CUM LAUDE**
XBOX



**HUNTER: THE RECKONING WAYWARD**
XBOX

**DUELMASTERS**
PS2

**THE COMPANY LINE**

**"EXPLORE ROOMS AND ENVIRONMENTS INSIDE WONKA'S FACTORY"**

2K GAMES PRESS RELEASE

**CUBE BACKATCHA**

At least try and sound excited. Like this! And this!

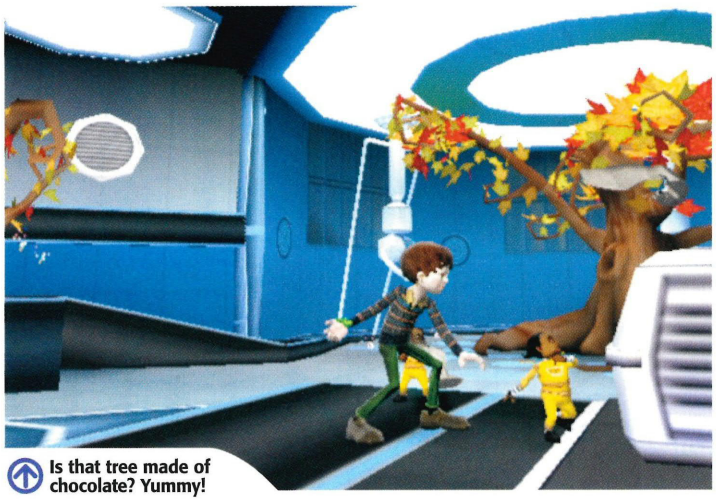
### Surely it would all melt into a big, brown gooey mess?

**SO THEN, CHARLIE** *And The Chocolate Factory*. It's taken two days to write this preview. 48 hours of hands hovering above the keyboard, ready to strike, ready to pounce on anything to say about Platformer #1561 on GameCube. Two days! That's about the same amount of time it takes to complete *Resident Evil 4*, watch a single *Lord Of The Rings* film or successfully stalk an ex-partner. Why did it take so long? First because we're lazy and second, early signs aren't pointing to anything dazzlingly original to hang the intro on, which has made it a bit of a struggle. It's mainly down to laziness though.

*Charlie And The Chocolate Factory* is based on both the Tim Burton film and the Roald Dahl book, promising interactive environments (switches), mystifying puzzles (hit switches in the correct order) and a chance to "win an unexpected prize", which sounds like the much-heralded return of unlockable artwork. Other collectables are found in the form of Golden Tickets as you team up with four other children to help Oompa-Loompas fix up the factory. Four children who gain unique abilities through eating certain coloured candy no less, so there could well be puzzles relying on your hunting out different candy in order to gain skills to let you progress. Stop us if this sounds familiar.

No wait, don't stop us yet, there's still another paragraph to write. *Charlie And The Chocolate Factory* has an appealing visual style that will make you tilt your head in interest and while the look is basic, it looks... well, different. Weird. Interesting. Strange. Delete as appropriate because we're not too sure yet. The game will also feature levels and scenes that didn't make it into the film, providing interest for film buffoons. So there you have it folks – join us next month for the full review.

CUBE



Is that tree made of chocolate? Yummy!



**CUBE EXPECTATIONS**

NOW WITH ADDED CASE!




⊕ It's based on the film and therefore looks nice.

⊖ Just another platform tie-in?

■ The main point of interest is that the visuals are weird enough to warrant the word 'kooky', which we'll no doubt read back in horror when the mag comes back and we think: "Did we really say... kooky?"

# IN DEPTH



CUBE

⊖ INFORMATION

| THE LEGEND OF ZELDA: TP | |
|---|---|
| PUBLISHER: | NINTENDO |
| DEVELOPER: | IN-HOUSE |
| ORIGIN: | JAPAN |
| GENRE: | ADVENTURE |
| PLAYERS: | 1-2 |

PERCENTAGE COMPLETE

00 25 50 75 100

DEC '05 OCT '05 NOV '05

**PREVIOUS**

FROM THE MAKERS OF...

**TLOZ: THE WIND WAKER**

■ Link takes to the open seas in this toon-shaded, epic adventure.



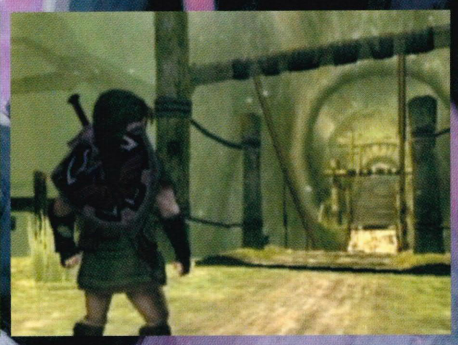
TOTALGAMES.NET RATING: 95

Every nook and cranny of the E3 demo explored!

# THE LEGEND OF Z TWILIGHT PRINC

"CHICKENS IN DISTRESS MAKE US HAPPY FOR SOME UNKNOWN REASON"






# ELDA: ESS

**AT E3 NINTENDO** completely blew people's minds, and it had nothing to do with Revolution. The brand new game in the *Legend Of Zelda* series was made openly playable for the first time. Regular readers will already have seen last month's four-page Up Front feature where we told you as much as we could from the show floor. As with any *Zelda* game though there is so much more to tell, and as is becoming habitual with our big In-Depths, we're going to give you a walkthrough of our entire hands-on experience. To go hand-in-hand with this feature the DVD features the awesome new trailer and a load of in-game footage. Here then, is a walkthrough detailing everything we got up to in the four playable levels from E3...

## PART 1: TOARU VILLAGE

The game begins in the farming village of Toaru, which is located just outside the Hyrule Kingdom boundaries. Link is a cowboy and he knows little more than what the village has taught him. He's been asked to represent the village at the imminent Hyrule Summit, and your first task in the game is to find your childhood friend (who just happens to be the mayor's daughter) Ilia so that you can say your goodbyes.

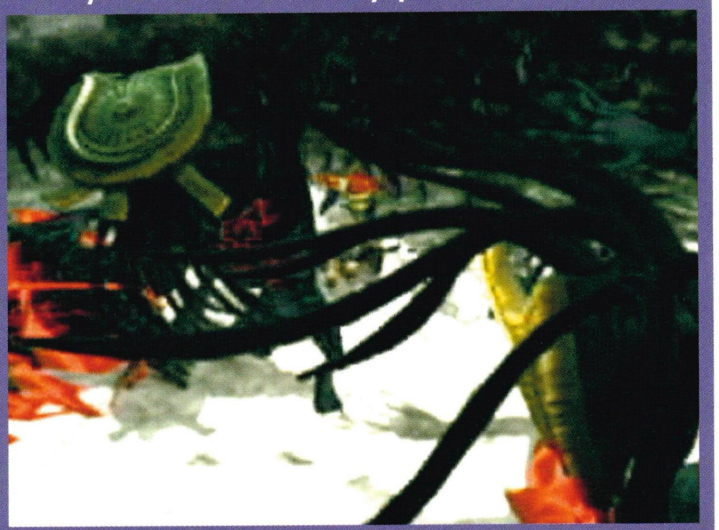
When you first take control of Link he's in the middle of doing some chores. You need to round up the goats and chase them into the barn, and for that you'll need your trusty steed. You can pick a nearby piece of Horse Grass and blow into it to call Epona. Naturally the melody you play is Epona's song. It turns out that you can actually name the horse yourself. It then bursts out of the barn and runs up to you at which point you can press Ⓐ to jump on. Epona is controlled via the analogue stick, and Link can also 'whoop' at the goats to make them run faster (Ⓐ button). This chore is timed (you have to get all 20 goats in the barn), and while there weren't any prizes for speed in the demo, we imagine there will be in the final code. With that done it's time to go and see the mayor, but you'll have to jump over the fence to get out of the pen. You can use the whip for a short burst of speed (you have six whip icons – once you've used them all you have to wait a few seconds before they fill up) and you have to use it at just the right time to successfully jump the fence.

You're now in the centre of the village and on foot. It appears that Ilia is looking after Epona somewhere. The mayor isn't the most handsome of men (hopefully Ilia hasn't inherited his dodgy looks) but still, he's the mayor so what can you say? He wants you to give a gift to the royal family when you attend the summit but to do that you'll need Epona. Mid conversation an angry goat will charge towards you (as they do). You can strafe left and right and press Ⓐ to grab its horns. If you screw up Link will be thrown to the ground and the goat will run off. All these sub-games are just fun little additions intended to teach you the controls. It really is time we went to find Ilia though, otherwise we'll never get out of this village.

A little way down the path a pregnant mother comes up. It appears she accidentally

# HATS OFF TO YA

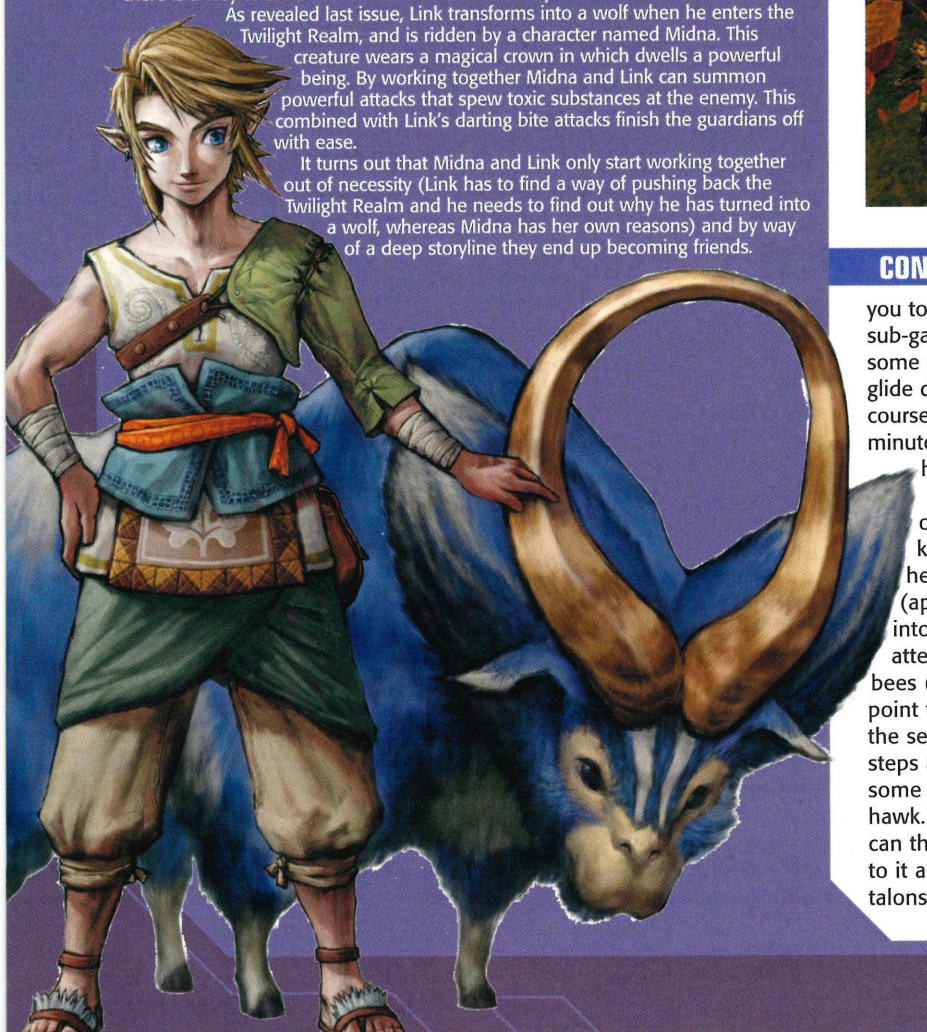
## Pretty colours = deadly powers

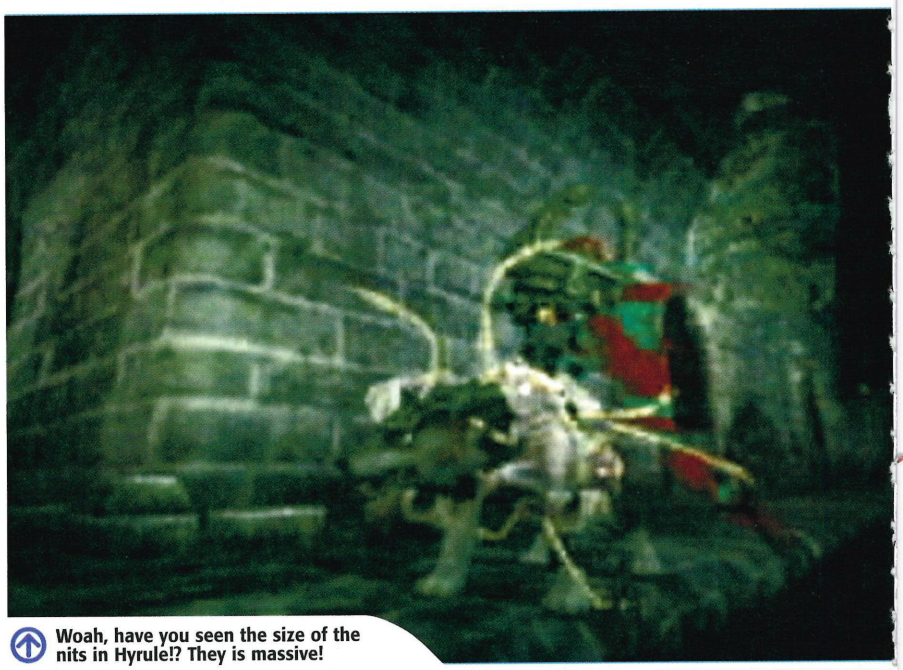


The Twilight Realm is an ever-expanding cloak of evil that's slowly taking over the land of Hyrule. Think the 'Nothing' entity from *The NeverEnding Story* and you'll be on the right lines. These ominous looking creatures are the guardians of the Twilight Realm. They enter this world via portals and only come when called upon by the Chief Moblin. It seems that they cannot be harmed by regular weapons, however there is a way to send them back from whence they came.

As revealed last issue, Link transforms into a wolf when he enters the Twilight Realm, and is ridden by a character named Midna. This creature wears a magical crown in which dwells a powerful being. By working together Midna and Link can summon powerful attacks that spew toxic substances at the enemy. This combined with Link's darting bite attacks finish the guardians off with ease.

It turns out that Midna and Link only start working together out of necessity (Link has to find a way of pushing back the Twilight Realm and he needs to find out why he has turned into a wolf, whereas Midna has her own reasons) and by way of a deep storyline they end up becoming friends.





**Woah, have you seen the size of the nits in Hyrule!? They is massive!**





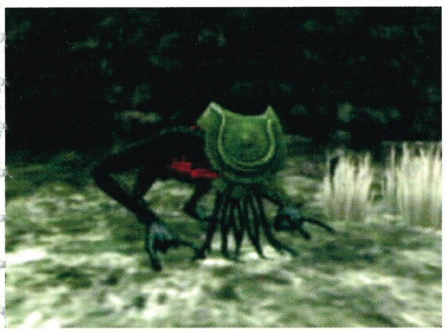
**CONTINUED** dropped her cradle in the river and wants you to help her find it. Yet another sub-game! A little further on there are some chickens. Can you grab them and glide down from the top of a hill? Of course you can. This kills a good ten minutes. Chickens in distress make us happy for some reason.

Just around the corner is an old man who wants some help knocking down a beehive so that he can get some Rupees (apparently Taorun Bees turn nectar into money). He has one last attempt and gets attacked by the bees (he deserves it really). It's at this point that you learn how to call upon the services of your pet hawk. A few steps away is some Hawk Grass. Pick some and blow into it to summon your hawk. With the hawk on your arm you can throw her at the hive. She flies up to it and hacks away at it with her talons until it falls. As you approach the outskirts of the village a little boy called Colin comes along claiming he knows where Ilia has gone. The only problem is that two kids are guarding the path and won't let him through. It turns out the kids want to be taught how to use a sword before they'll let you past (sadly you don't have the option to kick them out of the way… Leon Kennedy would deal better with this situation we imagine). This is where you learn the basics of combat, by going up against a scarecrow with a stick. Press B for a Horizontal Slice, press B while targeting (hold L) for a Vertical Slice, press up and B while targeting for a Stab, and hold down B to perform the Spin Attack. With the kids suitably impressed you can head into the forest with Colin, who will show you a secret passageway through to spring. How Ilia managed to get Epona through a three-foot wide tunnel is anyone's guess, but who are we to ruin the magic?

# "THE PARRY ATTACK FROM WIND WAKER IS BACK, BUT NOW IT'S MORE SKILFUL"



The Forest Temple is full of monkeys willing to help out.



The Twlilight Realm Guardians can only be defeated with Link and Midna's combined talents.

## ANIMAL MAGIC

### Take To The Skies?

Aonuma-san and his team have introduced the animals of the world as another major gameplay element. Already we've seen Link carrying cats from one place to another in the forest. We've also seen dogs following him on his travels. In the latest demos you can call upon a hawk, ride a horse and work with monkeys to cross chasms. We also know that Link can mount the steed of any enemy he defeats. Horse-jacking! Wonder what other animals will make an appearance. Aonuma has said that transforming into a wolf gives Link the ability to talk to animals, thus gaining their trust and earning their help. The reason this happens is because any humans caught in the dark realm are automatically transformed into their animal equivalent, therefore many of the animals that Link encounters in this realm will be humans in animal form. Lucky Link's animal form didn't turn out to be something rubbish like a slug, eh.



Link can call upon the hawk for help by blowing into Hawk Grass.




Just as Link is about to say goodbye a pair of Moblins riding a giant hog burst through a nearby gate, shoot Ilia in the back and knock Link unconscious with a wooden club. With the dirty work done an enormous Chief Moblin strolls in atop an armoured hog, surveys the area and blows a horn to summon the Twilight Guardians (black, faceless creatures that roam the Twilight Realm). A few moments later Link comes round only to find Epona, Colin and Ilia gone. He chases after them but comes to a dead end where the village exit normally lies. A strange black mist blocks the exit. Link doesn't get much choice with his next move as a black claw reaches out from the mist and drags him in screaming.

### PART 2: HORSE BATTLE

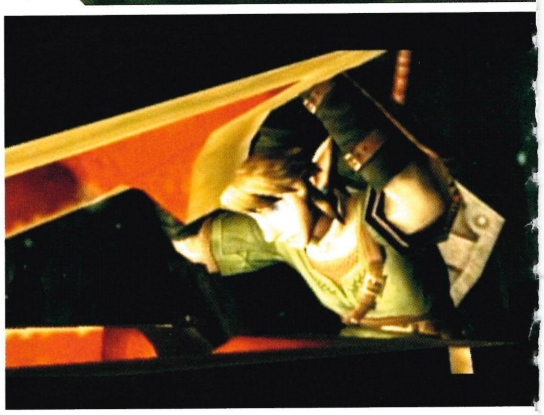
This boss battle sees you going up against the chieftain who kidnapped Colin and Ilia, however it occurs quite a way into the game. The boss has Colin strapped to a long pole which is attached





Only one horseback section was playable at E3, but it was wicked.





CONTINUED

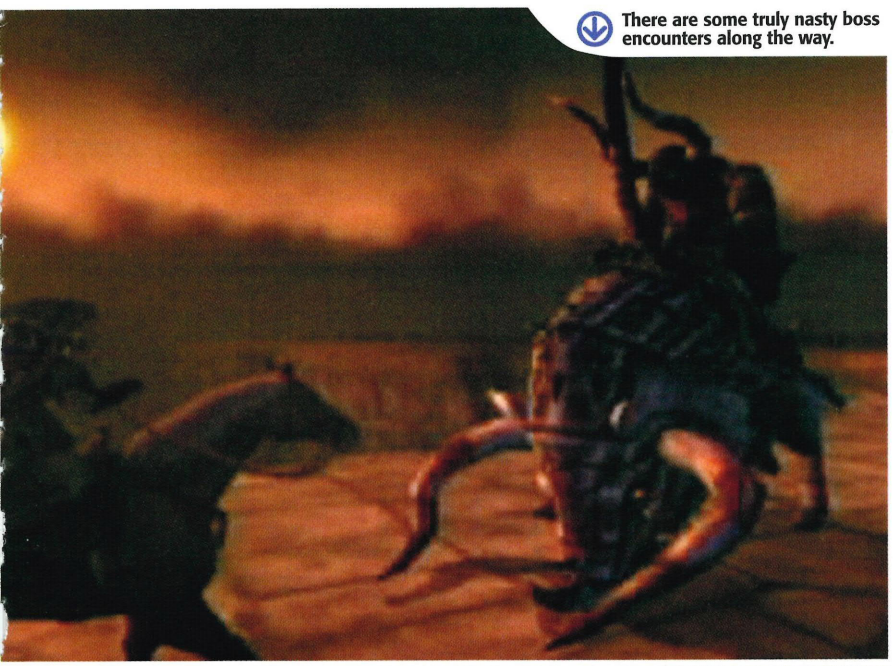
to his evil steed. The battle takes place on an open plain and your aim is to knock the fleeing boss from his hog. While you're chasing him his minions will join the battle, attacking you with clubs and flaming arrows. You can control Epona with the analogue stick and the A button (cracking the whip), while simultaneously attacking with the B button. You can also defend against attacks with R. Epona is easy to control: if the boss changes direction all of a sudden you can very quickly draw the reigns in and turn her around. If he gets knocked off Link has to get back on his feet and mount Epona once more. There are crates on the ground containing health. Simply running through them will top up your life hearts.

Once the boss has been damaged enough he'll retreat to a nearby bridge, where the final showdown takes place in the form of a joust. You can just about see the boss starting to charge from the other side of the bridge. The idea is to gallop towards him then dart left or right at the last minute and strike the boss as you go past. It only takes two strikes to send him flying into the abyss below, but timing is vital.

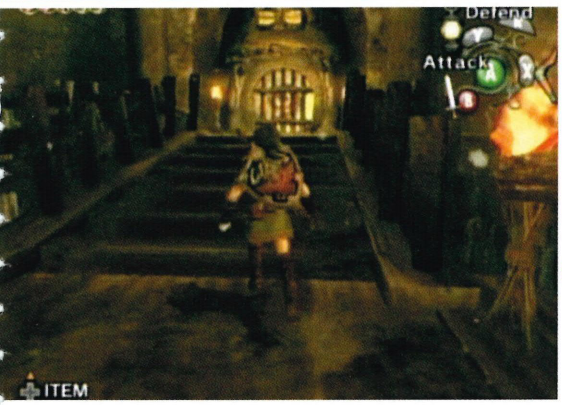
## PART 3: FOREST TEMPLE

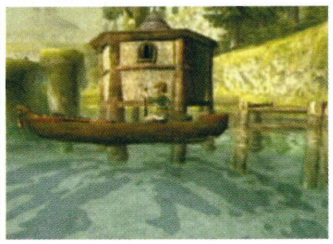
You're thrown straight into battle here and it's the first time that you get to try out the standard battle system. It's very similar to *Ocarina Of Time* – you can target and circle around an enemy, only now you use the L trigger in place of the

# "THE ATMOSPHERE IS AMAZING, JUST AS MAGICAL AS THE FORESTS FROM WIND WAKER"



There are some truly nasty boss encounters along the way.



Screens like this one remind us of *Ocarina Of Time*. Oh the memories.

Waterways will connect the many areas in the game apparently.

trigger. Once an enemy is floored you can finish them off (Link dives in with the sword) with the A button. The parry attack from *Wind Waker* is back, but now it's more skilful and has moved to the B button. Instead of waiting for the sword to glow green you have to rely on *Street Fighter*-esque timing.

The first area has Lizalfolos and Deku Scrubs in it. After defeating the scrubs you can pick up the deku nuts and throw them at nearby spiders.

The atmosphere in here is amazing. It's just as magical as the forests from *Wind Waker*, albeit with a completely different graphical style. You soon come to the first treasure chest and first special weapon: the Gale Boomerang. Like all *Zelda* boomerangs it can target multiple enemies. The difference is that it spins fast enough to create a mini tornado in its wake. This attribute is essential for spinning the fans that control the doors in this area. You can also use it to disperse leaves and uncover health and rupees.

Next you come across yet another animal that can help you out: a monkey. The Forest Temple is guarded by an evil baboon who cuts down a rope bridge ahead of you. Apparently this baboon is terrorising the other monkeys in the temple so they're only too willing to help you. They do this by hanging from ropes with their tails and swinging you across gaps.

The next corridor is pitch black but Link can choose to whip a lantern out for some impressive lighting effects. You can't hold the lantern and attack at the same time, but every sword strike lights up the corridor for a split second. The lantern doesn't last very long and you'll need to keep it topped up with oil. In the next room is yet another monkey, but this poor fella has been locked inside a cage and mounted on a pillar. Link can charge at the pillar, thus knocking the cage off and smashing it on the floor. The grateful monkey will then help you cross the larger gap just around the corner.

## PART 3: TEMPLE BOSS

This arena-sized plant boss has one main mouth and two tentacles, each with its own smaller mouth. The monkeys and the Gale Boomerang are the keys to defeating this boss. The monkeys swing across the arena carrying bombs with their feet. Your task is to target the bombs and the boss with the boomerang. The ensuing gale will suck the bombs from the monkeys and carry them straight to the boss's mouth, thus flooring the head and revealing the eye. A few bombs later and the temple will be free from evil, thus ending the E3 demo.

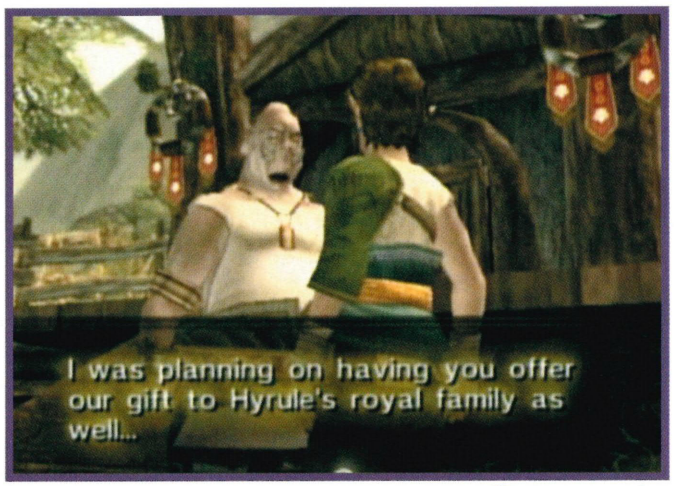
CUBE

## FAQ TIME!

### Mutes and menus

There are a few questions that keep popping up both online and in the mailbag, so we thought we'd answer them for you. The first concerns the matter of in-game speech, ie will there be any? The answer is no. Even though it may look like the characters are speaking in the trailer they're only making acknowledgement noises as they have done in previous *Zelda* games. Aonuma wants players to imagine what Link would sound like, and that including a voice for Link would ruin the mysticism of the game. This has long been his policy and he said the same thing when asked similar questions regarding *The Wind Waker*. Basically he wants everyone's experience of the *Zelda* games and Link's own personality to be personal and unique.

People have also been asking what the new menu system is like. In fact it's changed quite a bit. Instead of several screens containing boxes the menu is now based on a ring system, much like *Secret Of Mana* on the SNES. The change has been made to stop players being able to see what items they're missing. With the ring system a new icon can be added without much trouble and players will never know how many more items are hidden in each area. This sounds good in that it leaves plenty of room for surprises, but it could get frustrating if there's no way of telling how many hidden items you've missed. Oh well, we trust in Aonuma to get it right.




Aonuma-san is leaving the voices up to your imagination.

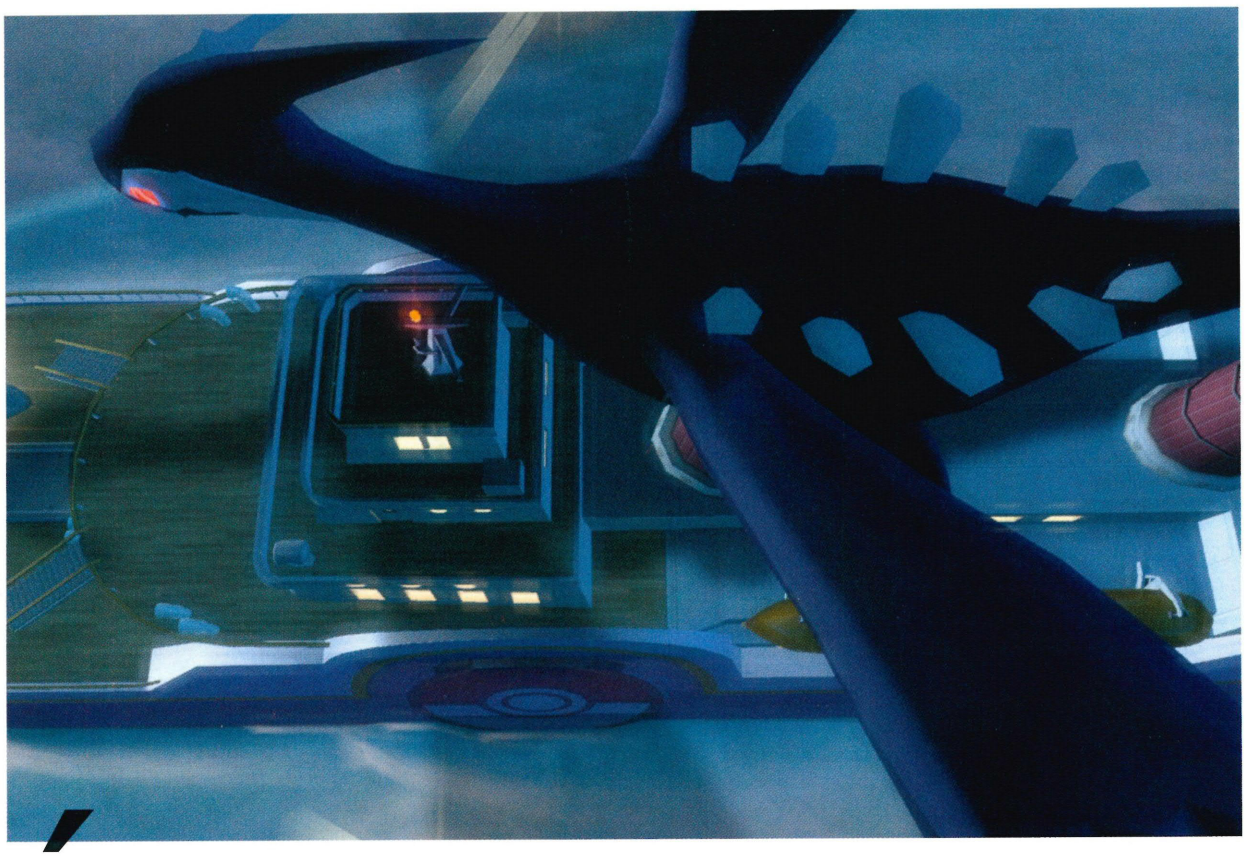
## CUBE SAYS...

The only problem we had with the four playable E3 demos was the fact that they didn't showcase the game's main gimmick – the wolf transformation. The only part of the demo significantly different to *Ocarina Of Time* is the horse battle. Rest assured though we absolutely love the game and in a way we're pleased not to have been allowed to see too many secrets so early. We'll bring you a hands-on feature based on advanced code, exclusively, towards the end of the summer.











CUBE

INFORMATION

| | |
|---|---|
| POKÉMON XD: GOD | |
| PUBLISHER: | NINTENDO |
| DEVELOPER: | GENIUS SONORITY |
| ORIGIN: | JAPAN |
| GENRE: | RPG |
| PLAYERS: | 1-4 |

PERCENTAGE COMPLETE

00 25 50 75 100

TBA '05 | AUG '05 | Q4 '05

PREVIOUS

FROM THE MAKERS OF...

POKÉMON COLOSSEUM

■ *Colosseum* is the only GC Pokémon title that's actually worth playing.



TOTALGAMES.NET RATING: 86

# POKÉMON XD: GALE

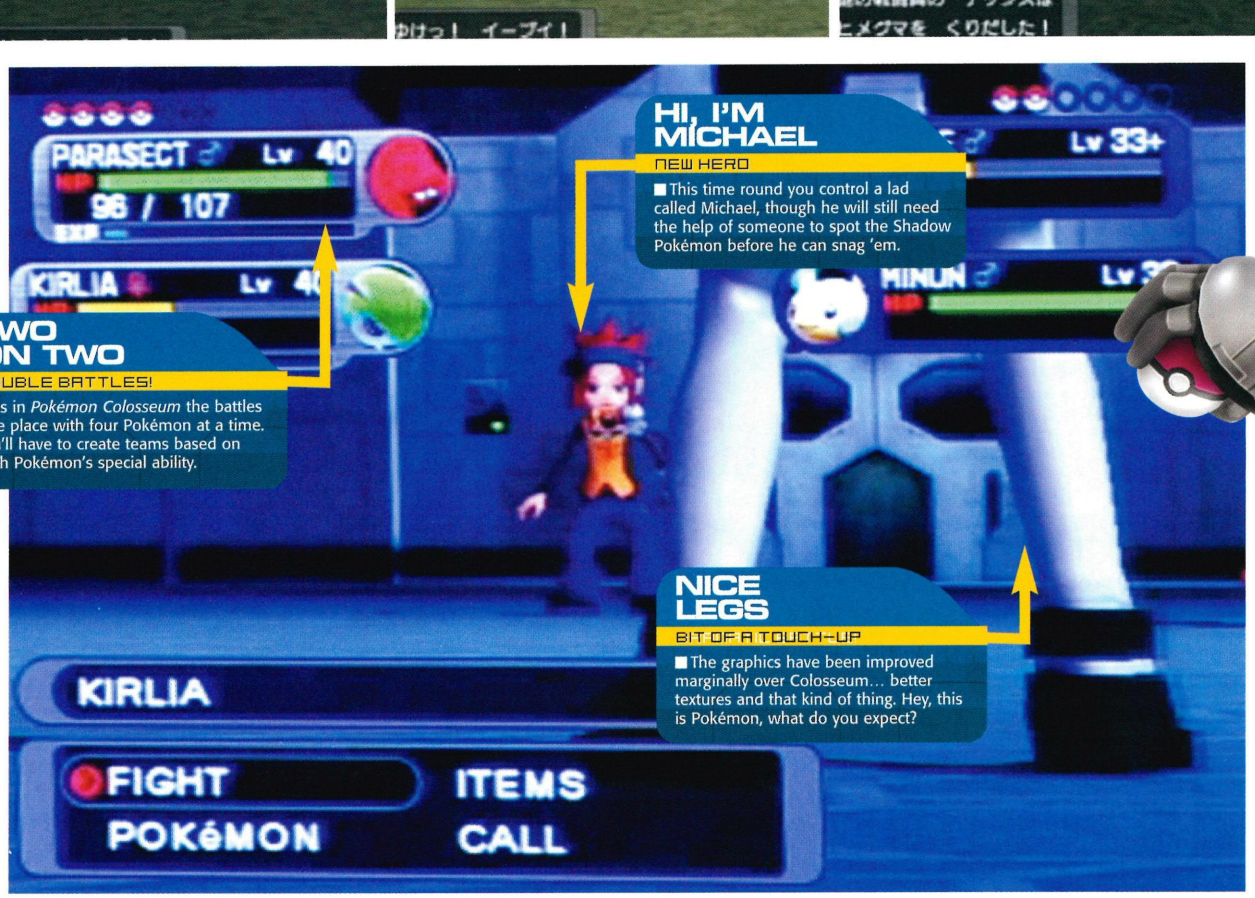
## Snagging is the new catching

It's amazing just how slim a grasp developers seem to have on the English language. There are 'Xtremes' to the left, silly made up words to the right and now, thanks to Nintendo's latest home *Pokémon* offering, even an 'xtra'. You see, the 'XD' in *Gale Of Darkness*' title apparently stands for 'Xtra Dimension' which seems wrong for two reasons. For one, they've spelled 'extra' wrong (perhaps we should tell them, although *Pokémon ED* looks kind of rubbish). Secondly, the game is set to revisit the world and laws of *Pokémon Colosseum* so it isn't really that 'xtra' at all. Still, all hopes are pinned on it being 'xcellent'. Sorry.

*XD* will see the player taken back to the land of Orre, the region where the events of *Pokémon Colosseum* took place and although this is being touted as a true GameCube *Pokémon* RPG, you'd have to say there's little evidence of this so far. Everything we've seen so far puts this far closer to the last GC release than any of the Game Box titles but – and this is a big but – this might not necessarily

"BELT A MONSTER WITH A POWERFUL ATTACK AND THE TRAINER WILL COWER AWAY"






**HI, I'M MICHAEL**
NEW HERO
■ This time round you control a lad called Michael, though he will still need the help of someone to spot the Shadow Pokémon before he can snag 'em.

**TWO ON TWO**
DOUBLE BATTLES!
■ As in *Pokémon Colosseum* the battles take place with four Pokémon at a time. You'll have to create teams based on each Pokémon's special ability.

**NICE LEGS**
BIT OF A TOUCH-UP
■ The graphics have been improved marginally over Colosseum... better textures and that kind of thing. Hey, this is Pokémon, what do you expect?



# OF DARKNESS

be so bad a thing. Although all the elements that were shown at E3 and beyond have focused on Shadow Pokémon and the Snagging thereof once more, *Gale Of Darkness* is shaping up to be a far more unique title than its predecessor. Rather than being an afterthought in a primarily battle-based game, *XD* will follow a proper story and hopefully go some way towards explaining the origins of the weird Shadow Pokémon.

A quick glance about these pages will be enough for you to know that the game uses the same graphical style as *Colosseum*, albeit tweaked and refined. As you'd expect, the 3D recreations of creatures usually only seen as sprites or drawings look great when static and even better when they're throwing out any one of the countless attacks they can learn. Better still is the visible bond between trainers and monsters that it simply hasn't possible to show on a tiny handheld screen. Belt an opponent's monster with a powerful attack and the trainer will cower away or wince in sympathy; start





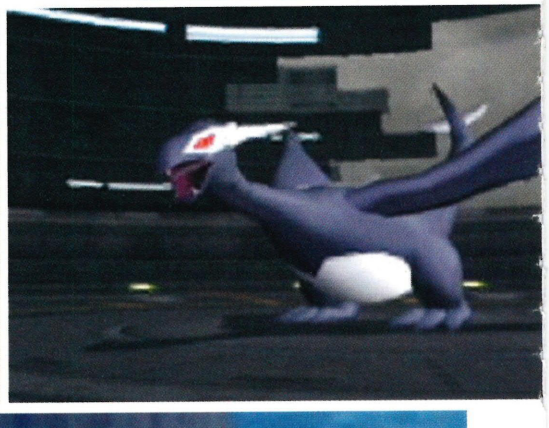

Michael's theiving techniques will unlock the mysteries of the Shadow Pokémon.

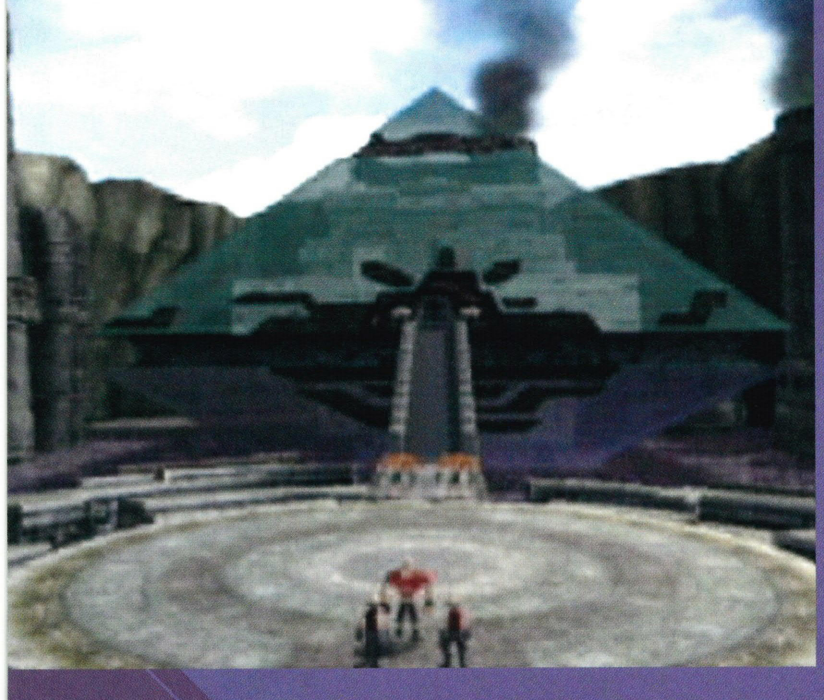
## A LINK TO THE PAST

### Import, battle, trade, repeat to fade...

One area that hasn't been addressed just yet is just how much connectivity *Gale Of Darkness* will have with the Game Box Advance versions of *Pokémon. Colosseum* got a lot of flak from seasoned trainers for being a cheap way for Nintendo to drum up extra sales by offering monsters hitherto unobtainable through link-up. While this might be a slight over-dramatisation, there'll unquestionably be a decent amount of connectivity in *XD* – we're just hoping it isn't used as a tool to get people to buy the game and can be genuinely worked into the story. Or at least used to bring in monsters from the GBA versions to help you on your big screen travels. This being *Pokémon*, you'll clearly have to play it all if you want to catch 'em all. Nintendo's classic strategy of hiding something in there that you can't get without trading isn't likely to stop now, is it? Just not too much please, guys?







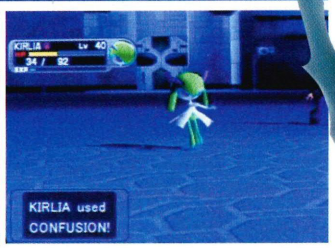


# "IT'S SHAPING UP TO BE A FAR MORE UNIQUE TITLE THAN ITS PREDECESSOR"




Magical crabs? Dear lord, whatever next...




Reactions from the fighters are now more realistic than before. They even wince...

Hard to imagine this little thing could kick our arse isn't it? Quiet at the back!



**CONTINUED** to fall behind and watch your rival gloat and celebrate; snag one of their Shadow monsters and watch their jaw hit the floor in a slightly more convincing fashion than the stock animations that *Colosseum* threw out time and time again. There's that much more going on that the game really is carving a niche for itself somewhere between the portable epics and the slightly disposable *Colosseum*.

Another change, however slight, concerns the hero and his chosen method of transport. In Colosseum, the hero was tough looking guy who liked nothing better than to cruise the land on his one-wheeled badass doom bike thing. Jump forward to *Gale Of Darkness* and it's a whole different story – lead character Michael (whose name you'll no doubt be able to change to something more comical) is a cute little chap who prefers his little moped. Not quite so awesome but you can't judge a person based solely on their choice of wheels. What you can judge them on, however, is their choice of Pokémon. We know already that Michael's main companion will be Eevee (which gives a lot of freedom for the player to evolve into whichever variant they choose) but more importantly, the mighty Snorlax looks to finally get the attention he so obviously deserves. C'mon... look at him. He's awesome.

But probably best of all isn't what we do know for sure – it's what we don't know. Based on what *Gale Of Darkness* is being hyped up to be, it'll have to do a lot more than Nintendo has revealed so far. While even as it stands, this could turn out to be quite a lengthy story-driven monster-catching quest, elements from the Game Boy games would turn the game from a good few hours of fun into a massively involving way of life. Being able to catch wild Pokémon, for instance, or the wealth of optional quests seen in the GBA games could bring the world to life and our fingers, tails and tentacles are crossed that many extras like this aren't overlooked.

There can be no denying that the fundamental changes and improvements we've seen so far will help massively. It looks lovely, it's full of awesome creatures and even if it does prove to be slightly different from the handheld games, surely that's a good thing? The way things are going, *XD* will be a great game in its own right and with *Diamond* and *Pearl* (the DS *Pokémon* games) on the horizon, you'll get your traditional *Pokémon* fix soon. CUBE

## CUBE SAYS...

■ As a team that houses several devout Pokémaniacs (and yes, that is a word), **CUBE** as a collective is awaiting the arrival of *Gale Of Darkness* with bated breath. If even most of the promises that have been made about the game are kept and the game continues to walk its own unique path as it seems it will, there could be another must-have GC game this year for even the most heartless of gamers.

# THE MIDNIGHT HOUR IS CLOSE AT HAND!




*Yu-Gi-Oh!* • *DuelMasters JDC Tournament* • *Batman*

**Be afraid. The king TCGs, comics, toys and videogames is here. Monster World Issue 6 – with free DuelMasters poster and cards!**

## ON SALE NOW!

# REVIEWS

## CONTENTS


### KILLER7

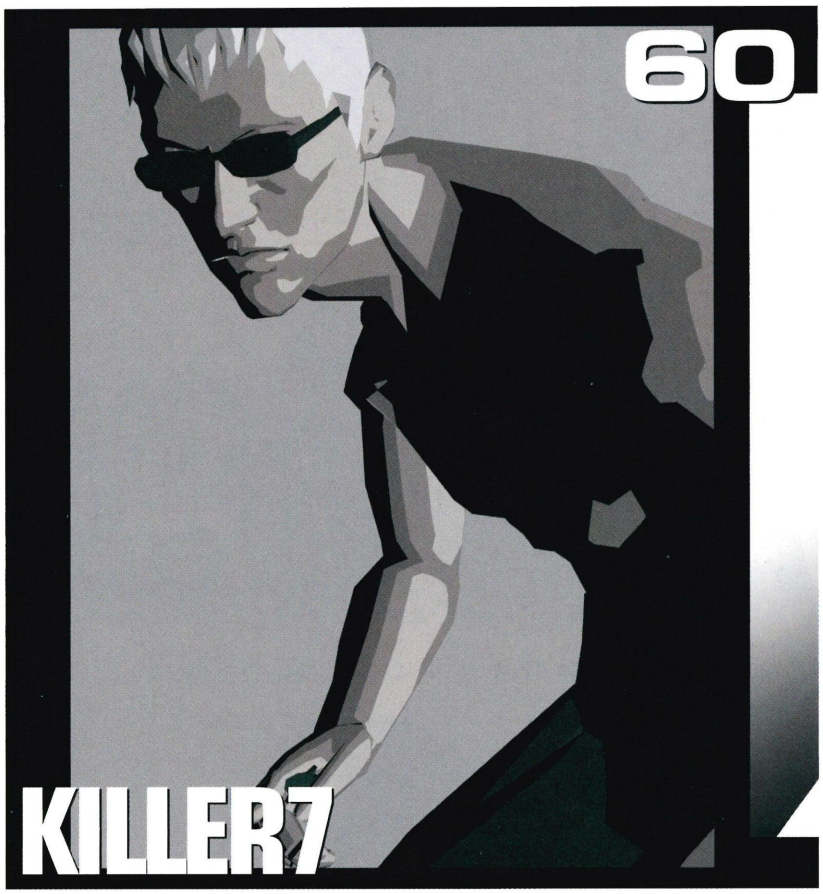
60 It's feels like we've been waiting for this one for a lifetime, but it's been worth it every second. It's mature, that's for sure, but it's a damned fine game as well. Style, substance, sound, gameplay... it excels in every way.

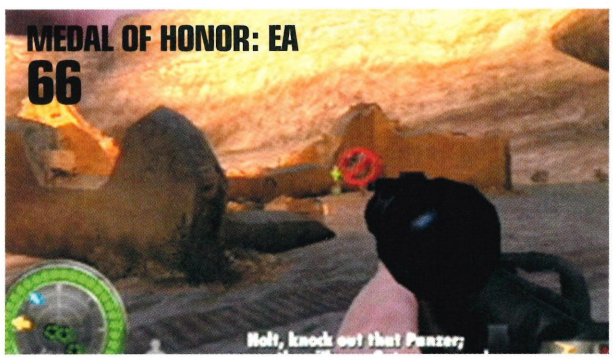
### MEDAL OF HONOR: EUROPEAN ASSAULT

66 Shock! Horror! EA has actually made an effort to significantly improve the game over its little brother! But, hot dammit, why does it insist on developing the PS2 version as the lead sku and then porting across to the GameCube? Fugly stuff...

### HOMELAND

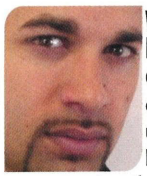
70 Quirky Japanese developer Chunsoft brings us something wonderful, surreal and massively multiplayer. The only problem is that we're unlikely to see it over here.







**WE'VE DONE IT** again! Come on, congratulate us... you know you want to. Another month, another three games in the reviews section. To be honest though we can't take all the credit. We don't make the games after all. Okay, enough sarcasm already, on with the show.

The biggest difference between this month and last month is that all three games are worthy of your hard-earned cash. Our lead review, *killer7*, has surprised us by being every bit as good as Kobayashi-san lead us to believe. We were starting to worry towards the end of last year following numerous delays, but the finished game makes up for it all.

Then there's the latest in the *Medal Of Honor* series. It's all new and improved, and fans of the series will no doubt go mental over it.

Last up is a magical game from Chunsoft. If you're suitably qualified in the far eastern language department it's a must-buy. Otherwise though it's strictly for the RPG hardcore.

All that's left to say then, is enjoy the sun while it's there, and start counting down the days to next issue when we'll have four (count 'em!) reviews!

**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.

**STORYTIME**

Government conspiracies, suicide bombers and deadly viruses is where it's at.



CUBE

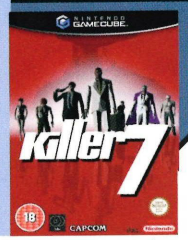
INFORMATION

| KILLER7 | |
|---|---|
| PUBLISHER: | CAPCOM |
| DEVELOPER: | GRASSHOPPER INC |
| PRICE: | £39.99 |
| ORIGIN: | JAPAN |
| PLAYERS: | 1 |
| MEMORY: | 02 BLOCKS |

STATS

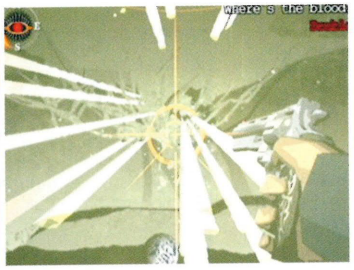
- 18+ ONLY, KIDS!
- SEVEN PAYABLE CHARACTERS
- SIX BIZARRE LEVELS
- SEXY DRUGS & ROCK 'N' ROLL

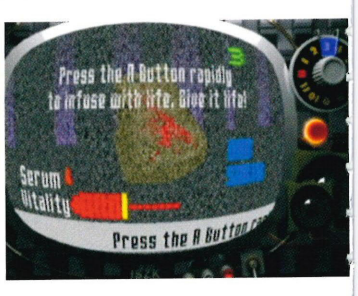
JULY '05 | OUT NOW | OUT NOW








# killer7

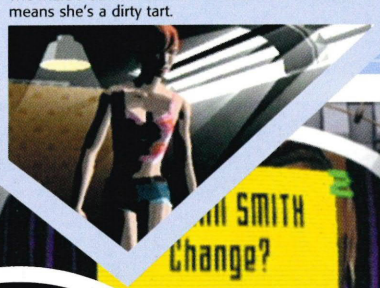
## Capcom proves that the GameCube isn't always for kids

CUBE STAR GAME



**AND SO IT** is that the fourth game from the Production Studio 4 group of games hits the shelves. Out of the five GC exclusives promised we lost one to the big can in the sky (*Dead Phoenix*) and two to multiformat wars (*Resident Evil 4*, *Viewtiful Joe*). *PN03* was our saviour. *killer7*'s appearance comes following numerous delays, and we can't imagine how much blood and tears has gone into it over the years, though we're not too sure whether all that work is going to be appreciated. In the US Capcom is predicting 300,000 combined format sales as opposed to over a million for *Resident Evil 4*. That doesn't say much for the company's expectations, so why even bother to create a game that you don't think will do that well? The answer is simple: this isn't EA. It isn't Microsoft. It isn't Activision. This is Capcom, one of only a few remaining publishers who strive to create stylish and innovative content

**SLUT HO:** Harman's maid's outfit reflects her personality. The maid's outfit means she's nice. The trailer trash outfit means she's a dirty tart.





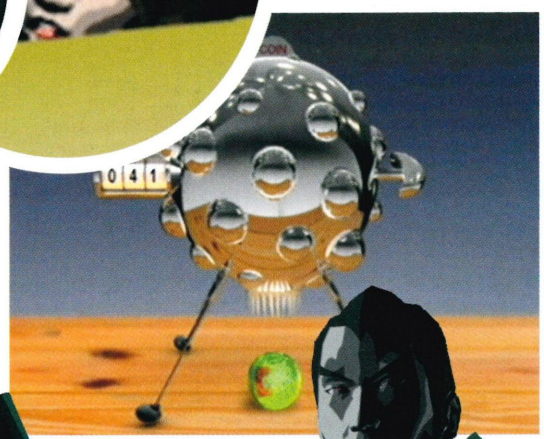



**You can change characters via the TV screen.**

**BIG WILLIE**
This head appears in the strangest of places with important items in its mouth. She's a bit of a psycho and often screams about cutting manhoods off...other than that she's a nice gal, honestly.



**The puzzles are similar in nature to the first *RE*.**



as well as the sure-fire big-hitters that represent only artistic decadence. After playing *killer7* for three days solid we fear it won't sell well – it's too good for that – but those who give it a chance will find it to be a defining moment in this generation.

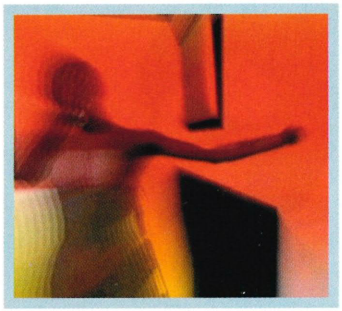
One thing we should mention before we go on is that *killer7* is very much a mature content game. It has a strong political storyline, it's full of blood and gore, holds no bars on the dialogue front and delves quite deeply into government corruption, religion, apparitions, greed, violence, sex and drugs. It's one hell of an experience, that's for sure. What's slightly worrying though is that we've become completely desensitised to it all. The hideous cackles from dark corners, the vacant stares, the bleeding eyes, the whispering voices... even

**"GOVERNMENT CORRUPTION, RELIGION, GREED, VIOLENCE, SEX..."**

# OOOH, I'LL GET BY...

## ...with a little help from my friends.

Out of the seven personalities there are six who you can select to play with in the main missions. Garcian delivers the personalities to the mission and cleans them up if they die, but he cannot be utilised in the same way as the others. Every character has one special ability that comes as standard and makes them useful in a certain area. These are as follows:



**Dan Smith** – wears a suit and carries a Custom Magnum. Has no special ability but is the character of choice because of his good all-round qualities (vitality, speed and so on).

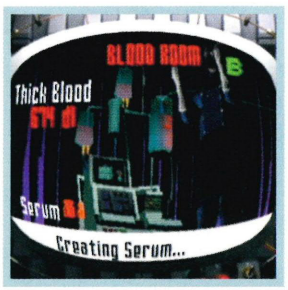
**Mask De Smith** – used to be a wrestler. Wears a cape, a mask and carries double grenade launchers. His wrestling past allows him to move heavy objects and his grenades can blow apart cracked walls.

**Coyote Smith** – wears a shirt and jeans and carries a Custom Revolver. This guy is a master lock picker and can also jump to great heights, both of which allow him access to areas the others can't get to.

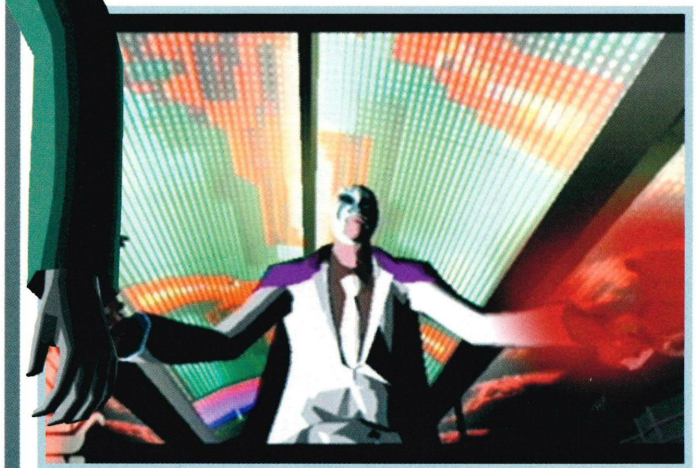
**Kevin Smith** – wears jeans but goes bare-chested, and throws knives. By taking off his shades he can become invisible, allowing him to bypass security systems and ominous enemies.

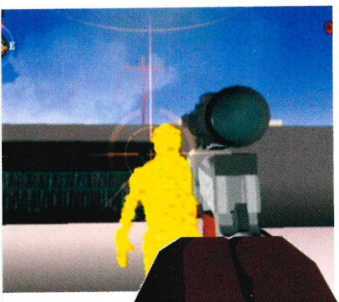
**Kaeda Smith** – the only girl in the team, Kaeda wears a tight, blood-stained dress and carries a handgun with zoom attachment. She can excrete a shower of blood from her wrists that shatters some barriers.

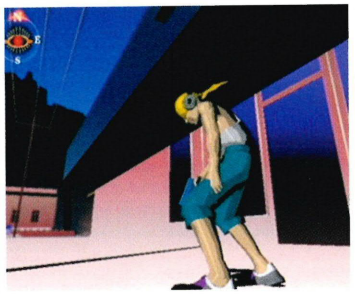
**Con Smith** – wears a bandana to cover his eyes as he's blind. He carries Dual Automatics. Con is extremely swift of foot and fast on the draw. He also has heightened hearing that enables him to visualize sounds.

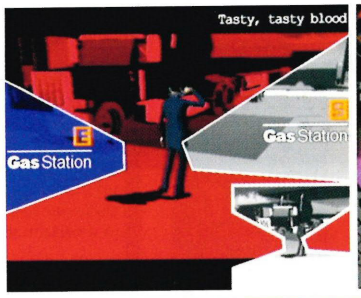



Dotted around the levels are TV rooms. By selecting different channels on the TV you can 'wake up' your personalities. Once they're awake you can change characters at will by selecting them. The TV is also the home of the doctor, who processes your blood in exchange for new abilities. Some abilities can be used by all. For example everyone is capable of Lock On, which sees you immediately locking on to enemy weak-spots. Others are exclusive to certain characters.

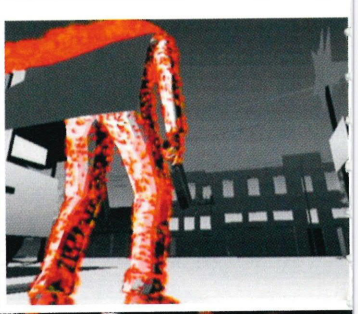














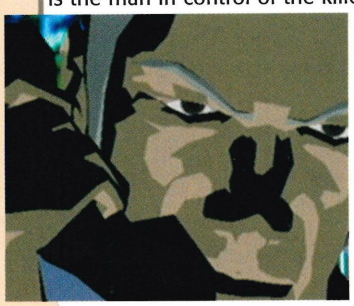


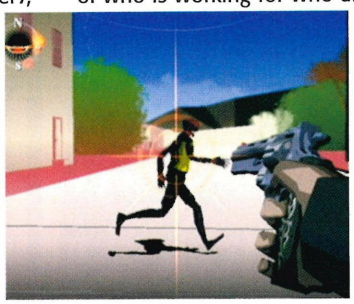

walking into a room and watching some young trailer trash tart bonking an old man, seconds from the grave. There was a time when these things would disturb us. *killer7* has helped us see the light though: such things are commonplace.

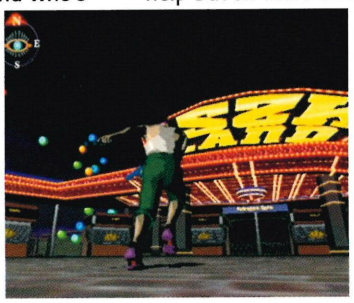
If you had to put the game in one particular genre it would be a story-driven shoot-'em-up, and a damned bizarre one at that. Harman Smith is the man in control of the killer7, a group of untouchable assassins. Every character has their own back-story that you learn as you play, and each has their own strengths and weaknesses. Garcian is the man that you start every level with. He takes orders from Harman and delivers the collective consciousness of the group to the relevant places. Dan, Kaeda, Coyote, Mask, Kevin and Con can then be woken up at various points throughout the level depending on what abilities the level calls for.

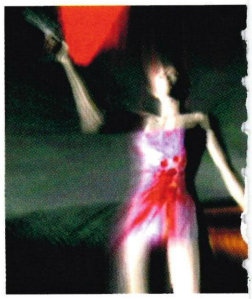
The aim of the game seems relatively simple, though as you progress the storyline becomes increasingly convoluted and it's hard to keep track of who is working for who and who's loyal to which corporation. At the core of it all though are the Heaven Smiles – humans infected with a virus curable only by death. Kun Lan is the maniac who is spreading this virus across the land, his intention being to put a stop to all the corruption in the world. An admirable quest admittedly, but when the means to the end involve slaughtering entire towns, abducting children and sabotaging peace talks, some guidance is called for. Enter our motley crew.

So far, so good. What will put most people off *killer7* though, is the first level. When a game is so unexpectedly bizarre without explanation you can't help but sit there and think 'what on



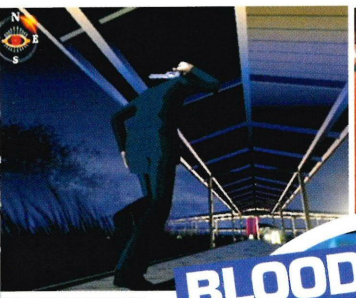






**EYES-ON:** Next month we'll put a few examples of the amazing cut scenes on the DVD. Be sure to check it out!







## BLOOD!

### TASTE IT

There's no shortage of blood in the game. In fact, the whole game is based around collecting the blood of your enemies and processing it into serum for the good of the team. You can use it to improve your abilities.

**Found some blood? Call Kaeda, she loves it!**



**The graphics are gorgeous. Uber-stylish!**

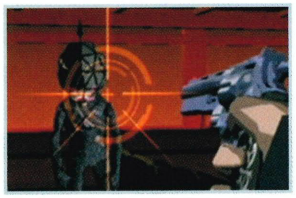
**Every level has an end of level boss and a mid-level sub-boss.**



## GIVE US A SMILE

### If you're happy and you know it

The Heaven Smiles enemies come in many shapes and sizes. They all have a weak point, and finding that weak spot is what it's all about. Regular Smiles walk towards you at a leisurely pace and their weak spot is obvious to everyone. Speed Smiles are similar but they run at you. Smile Nests are immobile however they lay eggs that hatch into Regular Smiles. Then there's the other extreme. Giant Smiles are 30-feet tall and cause massive damage if you don't shoot out their one eye (which stays closed most of the time). Other enemies require you to shoot certain body parts. Miss that specific part and they'll teleport to within a metre of you and explode. It's a funny old game...



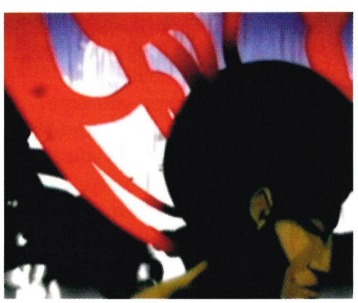


earth have I got myself into here!?' There's no one part of the game that contributes to this: it's the whole thing. The control system is completely the opposite of what you might expect and initially the game seems very shallow, but trust us on this one: the more you play it the more you'll love it. You just have to get past the first level before the genius of the game starts to sink in.

The controls are simple. Your character can travel along a set path by pressing Ⓐ. For example, you can run down a street. You can tap Ⓑ to turn around. If you come across a person who wants to talk to you, a shop door or a street junction your character will stop running and options will appear on the screen. Simply push in the direction of that option and tap Ⓐ to confirm your choice. Now you can either enter the shop, talk to the person or carry on down the next street, depending on what you chose. At any point in the game you can hold down R to bring your weapon sights up. Your weapons aren't enough on their own though: Heaven's Smiles are invisible to the human eye, and you need to hold down L to scan for them. With the enemy located you can let rip with Ⓐ. You'll know when enemies are closing in thanks to their cackle. Whenever you hear it, you scan the area. Simple shoot-'em-up rules apply, and you should reload whenever you can (just tap the Ⓒ-stick). Ammo is unlimited but the reload times are long enough to cause problems in close combat. So you see, the controls are actually very simple and work really well, but because they're so different it's enough to put people off.

Ghostly apparitions turn up all over the place, and you eventually learn that



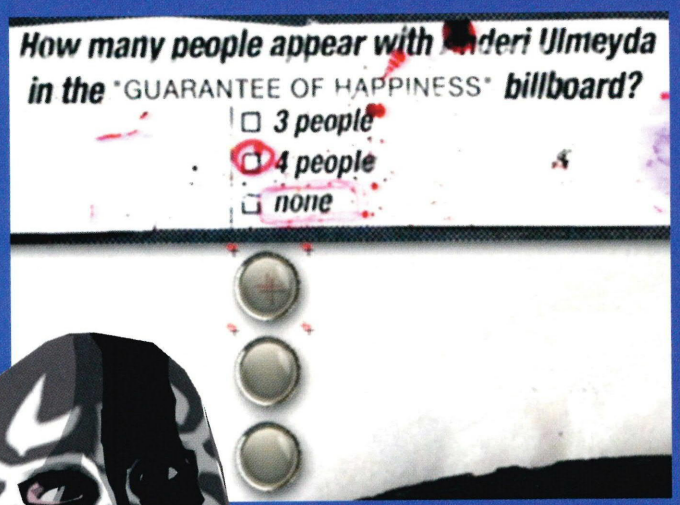




# QUESTION TIME

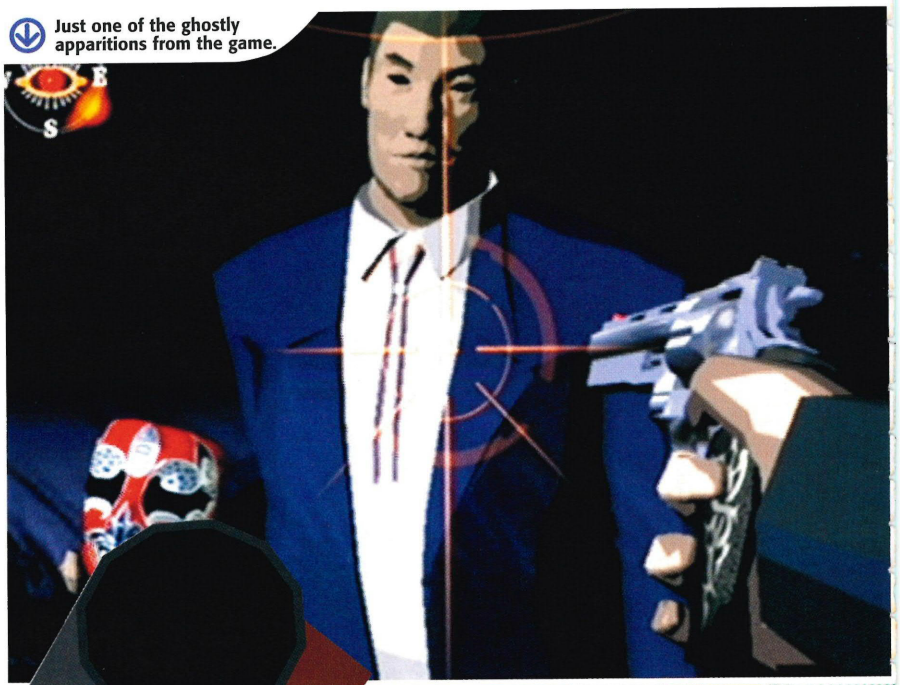
## Head-Scratching Stuff

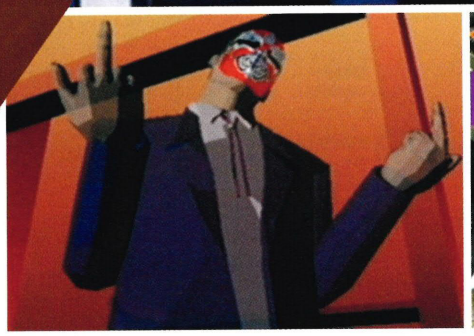
The puzzles take on many different forms such as quizzes, mini-games and riddle solving. For example, one requires you to answer six questions based on information found in the town. Another sees you setting off the sprinkler system in order to fill the toilet, in order to flush an item out of the system. Sometimes you'll be given hints by characters in the game, but later on you'll have to figure out most of it by yourself.






Just one of the ghostly apparitions from the game.







these spirits are people you've killed, who have come back to help you. A strange concept for sure, but these people are thankful that you freed their spirits. In return they offer you hints on how to defeat certain enemies, and information that furthers your understanding of the storyline. They also help you to solve the many puzzles that the game throws at you. In this respect the game is very much like the original *Resident Evil*. Puzzles are based around gathering information and solving riddles, much of which involves getting to grips with each character's special ability. Hints and tips start off in abundance but as the game goes on you'll be left to figure it out for yourself.

Something else that every important to the game is blood. Slaughtered enemies burst into a shower of blood, which you absorb. This blood is used for three main purposes:

- Health

Your character has three stages of health, which is represented by an eye in the top-left corner: closed, barely open, open and wide open. It takes one test tube of blood to replenish your health by one stage.

- Abilities

When you enter Harman's Room (the save point) you can visit the doctor. He'll process your blood, which can be used to open up new abilities for each character.

### CUBE 2ND THOUGHTS

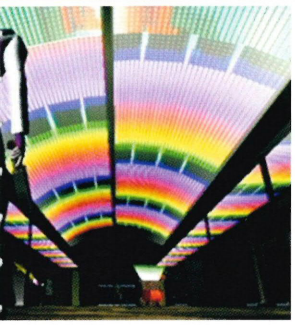
HILLING IN THE NAME OF

■ There's nothing wrong with being strange but *killer7* seems to be taking it a little too far. While I commend it for being different the plot is incomprehensible for the most part and it's easy to get frustrated just running around not really knowing what the hell is going on. It's not totally without merit however, and there are certainly plenty of memorable characters and locations. If you do pick it up then give it a chance before you dismiss it.

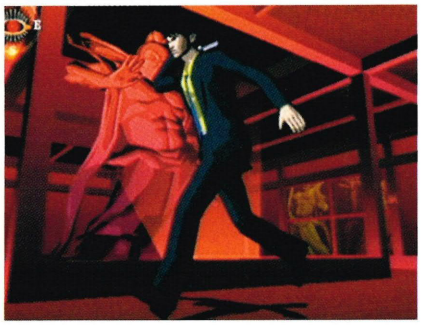
**SIMON**




**CLOSED!:** Sometimes the doctor's blood processing machine breaks and he goes home... why it happens is completely beyond us.



**This has to be the most stylish game we've ever played. Quality stuff.**

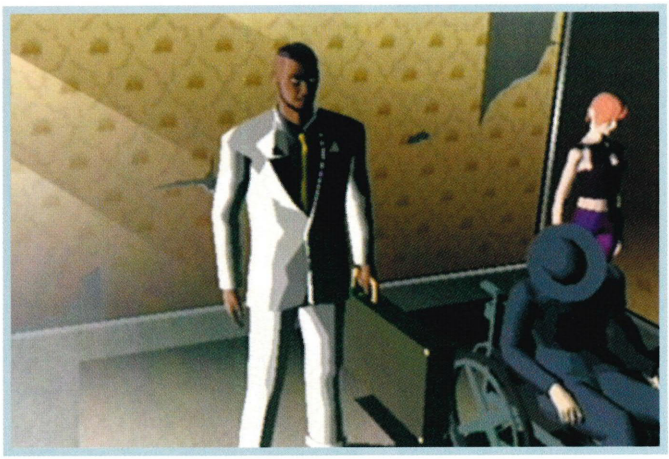


**Fancy a bit of a massacre at the fairground? *killer7* caters for all tastes.**

## HEADRUSH

### Garcian is a-head of the game

As you might expect, death works in a different way in *killer7*. If your character comes a cropper it's down to Garcian to come and find him. You control Garcian who has to get back to the area where you were killed. Garcian is a 'cleaner', and his job involves clearing up the mess that the other members leave behind. Once you find your dead character's head Garcian can place the head in his case and you can use his special ability – resurrection. You'll be required to tap the A button as quickly as possible to revive your character and return to the game. The only catch is that you'll now have to make your way back to where you were before. Any puzzles you'd solved will remain solved but enemies return to cause you hassle. The solution? Don't die.



**"KILLER7 IS THE MOST REFRESHING GAME WE'VE PLAYED IN A LONG TIME"**

• Puzzle Hints

One character in particular wears a mask that will tell you how to solve puzzles. This mask craves blood, which you must hand over to make it talk.

Sitting here writing this review brings home the realisation that *killer7* has far more depth to it than we were expecting. There's so much to tell, and so many funny anecdotes to draw upon. You know a game is good when you can talk to someone about the dozens of cool bits that you've both come across. We have to emphasise again though, there's a world of difference between our opinion after 20 minutes and our opinion after three days. Even halfway through the game some enemies are still terribly frustrating until you suddenly realise that the abilities in the game mean so much more than just solving puzzles. It's nice how many of the situations the game puts you in can be overcome in so many different ways. Faced with two Giant Heaven Smiles? You can either snipe their eye with Kaeda, run away from them with Con, turn invisible and slip past them with Kevin, or take them out with brute force as any other character.

The biggest compliment we can give to *killer7* is that it's the most refreshing game we've played in a long time. The overall package is a great experience and one that breathes a breath of fresh air into an increasingly stale release list. It's a sad reality though that this game will probably be returned to stores by attention-deficient people who find the first 30 minutes too inaccessible.

*killer7* is a fantastic game but you need to stick at it to appreciate it. It has graphics, sound, gameplay and depth that other games can only dream of, but at the end of the day it might just be a little bit too far off the beaten track for Average Joe. Do yourselves a favour: don't be that person.

**CHANDRA**

## CUBE VERDICT

HARDBOILED SHOOT-'EM-UP

**VISUALS**
Stylish, film noir-esque graphics and stunning anime cut-scenes.

**AUDIO**
Blood-curdling screams and well-scripted voice acting fill the game.

**GAMEPLAY**
Strange at first but it soon becomes addictive and compelling.

**LIFESPAN**
At six chapters long it's not huge, but every second is worth it.

**ORIGINALITY**
You won't ever have played a game like this before.

**KILLER7 IS ONE** of the best games we've played in a long time and comes thoroughly recommended to anyone who's willing to put the time in. The only problem is that too many people will steam into the first level, not listen to the hints, not read the tutorials and not understand what's going on. However those of an attentive and patient nature will be well rewarded.

**ALTERNATIVE**

Another great game with gore, puzzles, shooting and a cool storyline.



**RESIDENT EVIL 4**
Reviewed: 42 CUBE Rating: 9.8

**FINAL SCORE**

**9.0**

**WAR IS HELL**

Scratchy old footage and a sincere voice over reminds you that war is in fact quite bad.







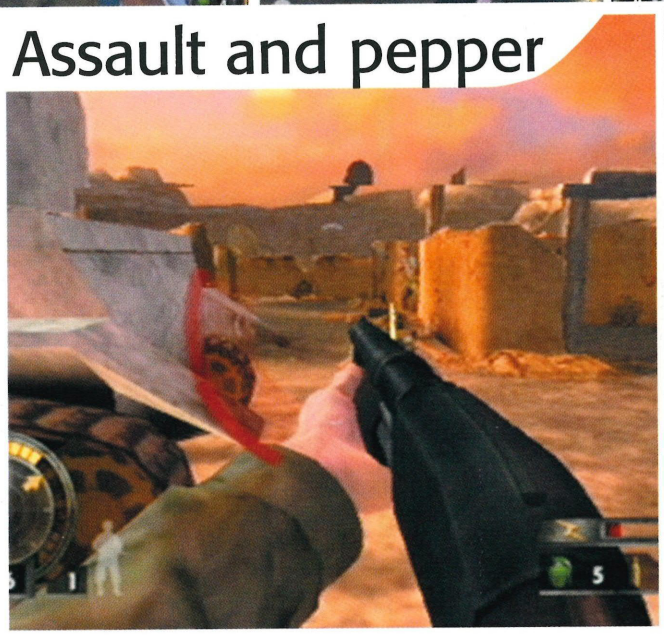








## Assault and pepper






**CUBE**

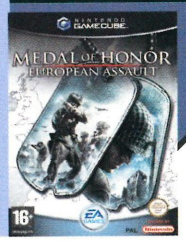
**INFORMATION**

| | |
|---|---|
| **MEDAL OF HONOR:EA** | |
| PUBLISHER: | EA |
| DEVELOPER: | EA LOS ANGELES |
| PRICE: | £39.99 |
| ORIGIN: | US |
| PLAYERS: | 1-4 |
| MEMORY: | 4 BLOCKS |

**STATS**

- 4 CAMPAIGNS
- 11 MISSIONS
- 75 ACTIVE SOLDIERS
- MULTIPLE ROUTES

| MARCH '05 | TBA | OUT NOW |
|---|---|---|



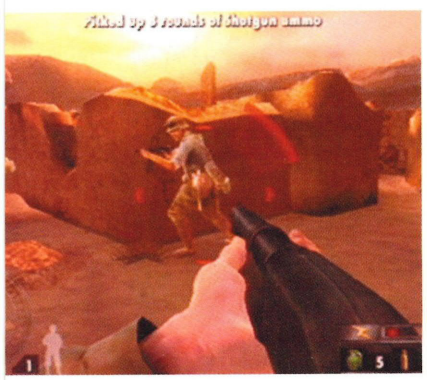

# MEDAL OF HONOR:

## For you ze vor is over...

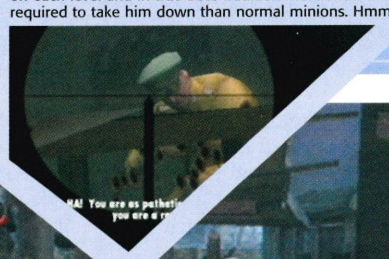
**HANDS UP** who likes war. One at the back. Thought so. Considering how many man-hours the human race has invested in 'war' over the centuries, it's amazing how unpopular it is in straw polls. Ever since the earliest cro-magnon first bipped his neighbour over the head with a rock and stole all his wood, man has consistently coveted his neighbour's ox, despite specifically being told not to around 2000 years ago. Not that you can blame the ox, per se. Apparently they were considered very attractive in biblical times but not, one hopes, in the biblical sense. The thing about oxes (oxen) is that they can only be coveted for so long before it gets boring. The Romans realised this and decided to covet Europe instead, Richard The Lionheart realised it and started to covet the Holy Land (which ironically is where the ox lived), in 1066 William The Conqueror coveted Britain, then France, Britain and Spain spent the next few hundred years coveting each other until Britain started coveting everywhere in the world with a decent climate, inventing tourism in the process. This worked fine right up until 1914 when the Germans popped up to do a bit of coveting of their own.

In conclusion, although everyone hates war, as a species it's the only thing we're truly and consistently good at. We can't swim as well as fish, we can't run as fast as horses, most people can't even drive a car with any degree of competence. It's impossible to organise a group of more than three people to arrive at the pub at the same time, but thousands can be recruited, mobilised and shipped halfway around the world in no time at the mere smell of a dust-up. Despite such enthusiasm, everyone is outwardly disapproving of the whole notion, especially politicians. In fact they're so embarrassed about the war in Iraq that they keep saying it finished two years ago. Fellas, a point of reference – wars end when the sides stop shooting at each other. What you then have is peace, as in 'peace and quiet'. See how that works? Presumably the idea is that pretending the war's over means you can carry on having it without feeling guilty.

Of course, if you're not at it for real, you can always pretend. That's where toy companies and games publishers come in. Too young to join the army? Here's a plastic AK47 with three realistic sounds.



**BOSS STICK:** There's a high ranking Nazi officer hidden on each level and in true boss tradition more shots are required to take him down than normal minions. Hmm.





## DON'T SHOOT

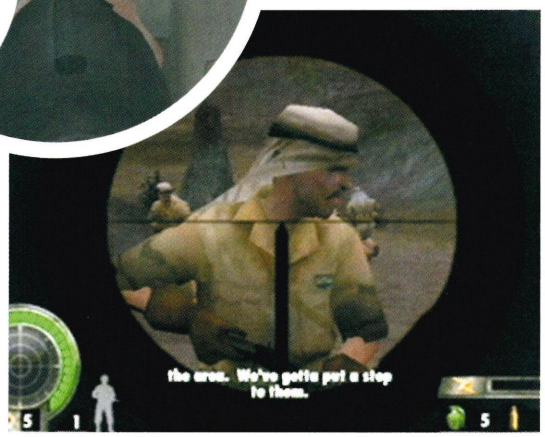
**SHOTGUN**
Everyone's favourite close quarters weapon, the shotgun is pretty effective even at range if you line it up right. Are you sure about this, EA?

Enjoy the rattle of classic machine guns.



Don't pull that trigger – he's on your side. No really.

The sniper rifle is even more essential in such open levels.




## FRIENDLY FORCES

### Over the top, lads!

*Rising Sun* had a few levels in which you fought alongside friendly troops but it was still a solitary affair for the most part. *European Assault* takes full advantage of the new engine's capacity to have up to 75 troops active on a level by packing heaps of allies and Nazis into the environments. It gives a greater sense of scale to the action and also adds a tactical element. In most missions you have men under your command who you can order about but you need to take care of them if you want maximum rewards at the end of the level.

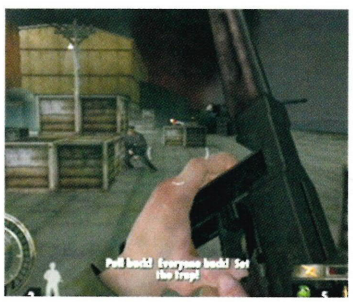


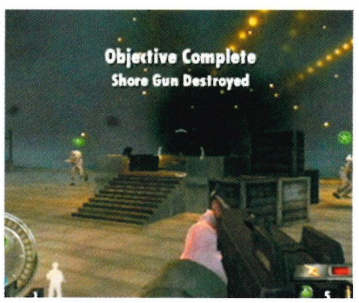

# EUROPEAN ASSAULT

You're probably wondering where all this is going. We are now approximately one third of the way through the main text of this review and our more alert readers will have noticed that no mention has yet been made of the game in question. Well have a little patience, because it's as important to understand the underlying motivations for playing a game like this as it is to know whether the enemy AI is any good. No wait, that's a bunch of arse, isn't it? Ah what the hell, let's go shoot some Nazis!

Yeah that's right, we're back in the moral comfort zone of fascism. *Rising Sun*'s foray into the Pacific theatre was a nightmare for us reviewers. It's not easy to make light quips about how fun it may (or may not) be to shoot people of a specific race (the Japanese). However, back in Europe we can pigeonhole all the enemies as filthy Nazis and not Germans (many of whom were not filthy Nazis, true fact), neatly avoiding any racial unpleasantness. Oh and yes, it is fun to shoot Nazis. A lot of fun, because despite being something of a misnomer (one of the campaigns takes place in North Africa), *European Assault* is pretty damn good.

Okay, you know the basics – it's WWII FPS action with a casual nod in the direction of historical fact. *European Assault* offers a few new features, at least one of which has been responsible for much conceited invective since it was announced some months ago. "Hey, look at me, I'm invincible and I've got infinite ammo, HOOOOOOOW realistic!" Yes, it's easy to dismiss Rally Mode (for that's what it's called) as yet another derivative form of bullet-time, but to do so is truculent. It's supposed to represent a psychological battlefield phenomenon which enables soldiers to carry out acts of extreme courage and although the idea of invulnerability and unlimited ammo sounds a bit clunky, it works well. A fair amount of time and headshots is needed to build up your rally meter and it only lasts a few ▶▶▶▶





# A BRIEF HISTORY OF WAR (IN ASSOCIATION WITH GOOGLE IMAGE SEARCH)

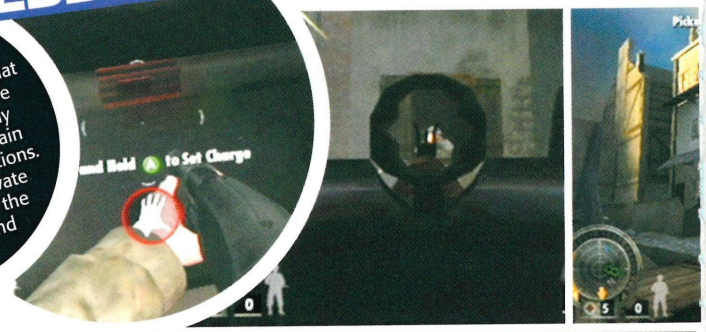



seconds so we're not exactly talking *Max Payne* here. In fact it's a neat tactical element that, used wisely, can tip the balance back in your favour just when all appears lost. It works, it's cool, end of.

Purists have more cause for concern with the introduction of a boss character in each mission, the elimination of whom appears as a secondary goal on the mission progress screen. This screen also offers evidence of the most fundamental addendum to the *MOH* mission statement – exploration and multiple mission goals. *Rising Sun* flirted with the idea of open levels and multiple routes but it boiled down to the odd forked path. Here for the first time the battlefields are largely open enabling you to plan your route of (hopefully) least resistance and tackle potential flashpoints and mission objectives as you choose. In addition to the main mission objectives there are certain side missions that only become active if you investigate the right bit of the level so it's worth poking around as much as you can. If you're low on health though, you might want to think twice about going after the glory. *Euro Assault* abandons the system of restart points from *Rising Sun* to be replaced with 'revives'. These are essentially lives that can occasionally be found hidden in nooks and crannies. When you die a revive is automatically used, returning you to your feet where you fell with 50 per cent energy. Unfortunately any enemies who were in the vicinity when you bit the big one are still there when your revive takes effect and it's often the case that you're cut down again almost instantly. It's a pretty decent system though, maintaining tension while

## ARMAGEDDON IT

These indicators signify that you can lay an explosive charge either to simply destroy an object or gain access to fortified positions. Hold down the activate button to wind up the timer then stand back.






The baddies are more adept at hiding this time round.

**CACK HAND GRENADE:** Due to the limited number of buttons on the GC pad you have to select grenades manually from the weapons menu before you can use 'em.



curtailing frustration to a reasonable degree. The open nature of the levels gives a refreshingly freeform twist to the norm but perhaps the single biggest improvement is the ability to ability to use scenery as cover. Holding the targeting button enables you to lean around corners or pop up above cover, get a couple of rounds away and get your nugget back out of the firing line. It might sound trivial but it's actually great. The open levels mean it often takes a while to figure out where the enemy are and it enables you to play with more stealth and strategy than the traditional run 'n' gun of *MOH* past.

For all its improvements, and they are many, *European Assault* may not win over the franchise's detractors. It's graphically unimpressive and lacks the big opening level fireworks of its predecessors. When you get into it though, it serves up a more varied and skilful slice of WWII pie than either *Frontline* or *Rising Sun*. With the multiple mission goals there's replay value if you didn't get everything first time around and it's also cool just to replay levels in different ways. *Medal Of Honor* vets will be all over this and rightly so. Ignore the snooty noises of the uninformed. Shooting Nazis has never been more fun on a console.

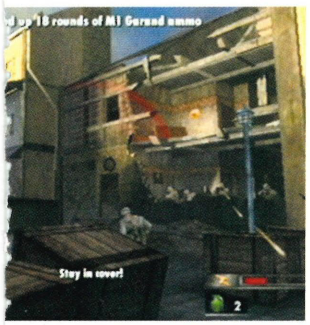
**MILES**

**CUBE 2ND THOUGHTS**

ASSAULT MORE LIKE

■ EA has managed to move the *MOH* franchise forward from the linear levels of *Rising Sun*. The wide-open spaces give a far more authentic feeling of taking part in large scale battles and make for a much more satisfying experience. The squad system is less than perfect and isn't used to its full potential but this is still the GC's best WWII shooter.

**SIMON**




**The shotgun is a welcome addition to the arsenal. Everyone's fave weapon!**



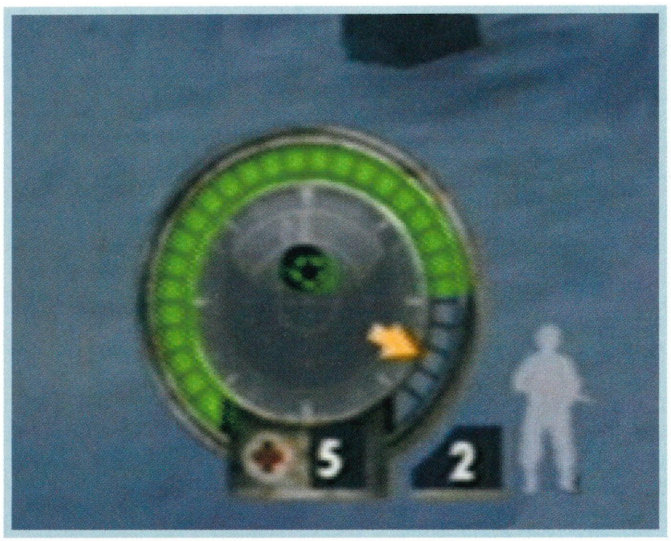
**The red splash indicates the direction of incoming enemy fire.**




## THE GOOD STUFF

### Odds and sods that keep you alive...

The status area now contains a lot more useful bobbins than the simple energy bar and compass of old. The compass itself now indicates the direction to the next primary target and also the location of the level boss (or Nemesis) if discovered. The number below refers to how many medikits your carrying. Collecting a red cross icon replenishes your health immediately but green ones can be stored and used whenever you wish, or even to heal injured team members. Also indicated are the number of revives remaining and your rally meter and current stance.



**"MORE STEALTH AND STRATEGY THAN MEDAL OF HONOR PAST"**

## CUBE VERDICT

A+ WITH HONORS

**VISUALS**
Typical multiformat graphics, lacking any sparkle.

**AUDIO**
Hugely evocative score, good voice acting and war noises.

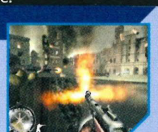
**GAMEPLAY**
Action-packed with added tactical overtones.

**LIFESPAN**
Lots of replay value and multiplayer options.

**ORIGINALITY**
Plenty of new ideas despite the age of the franchise.

**EURO ASSAULT ADDS** more than enough new twists and ideas to the formula to ensure fans will be plenty happy. However, EA's insistence on developing for the lowest common denominator and then porting across formats means titles like this invariably lack visual polish. It's a shame, but the lack graphical flair means this will struggle to find favour with non-*MOH* fans.

**ALTERNATIVE**



Activision's WWII PC hit promised big things on console, but it was a duffer.

**CALL OF DUTY**

Reviewed: 40 **CUBE** Rating: 6.6

**FINAL SCORE**

**8.8**

**GOOD MORNING**

Your character awakes and his mother tells him to do his homework and clean his closet out.

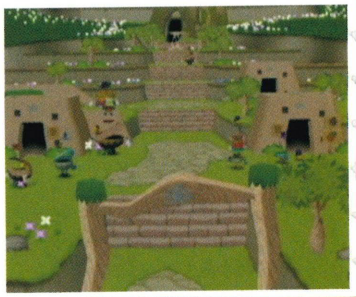












## There's no place like home






# HOMELAND

**CUBE**

**INFORMATION**

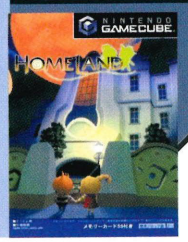
**HOMELAND**

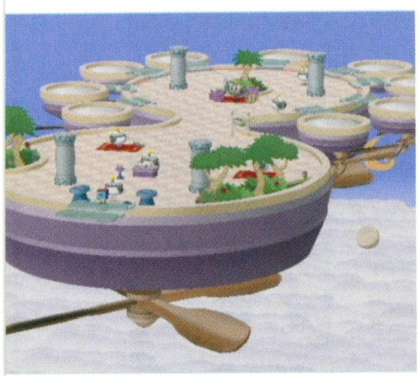
| | |
|---|---|
| PUBLISHER: | CUBSOFT |
| DEVELOPER: | IN-HOUSE |
| PRICE: | £49.99 |
| ORIGIN: | JAPAN |
| PLAYERS: | MASSIVELY MULTIPLE |
| MEMORY: | 9 BLOCKS |

**STATS**

- ONLINE AND OFFLINE GAMING
- IT'S UNBEARABLY CUTE
- IT'S BEARABLY SURREAL
- IT'S ALL IN JAPANESE

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## Think we're turning Japanese, really think so

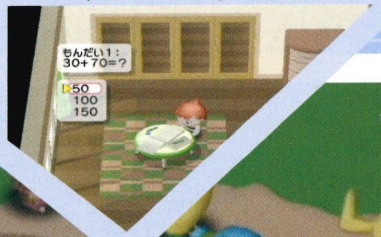
**YOU REALLY** are in trouble if you want to enjoy MMORPGs on your GameCube. Thanks to the Nintendo doing a pretty dire job of sorting out the GC's online experience, most developers are choosing to shun the machine and concentrate their efforts on more online friendly formats. It's a crying shame, but at least we've got connectivity, right?

Thankfully, there are those out there that have put the time into creating some decent titles for those of the massively multiplayer ilk, and many fans of the GameCube who weren't too afraid to brave the realm of cyberspace through their GameCube were treated to *Phantasy Star Online Episodes I & II* a while ago. These proved without too much doubt that playing games online through your GameCube wasn't anything like the dust-covered, rickety old roller-coaster ride that many feared it would be and that, if done properly, MMORPGs work just as well on GameCube as they do anywhere else. Jackpot.

Well, not quite the jackpot. Despite this, developers are still reluctant to give it a go and, as is so often the case, it's the Nintendo-friendly Japanese that we must rely on to give us our much-needed RPG fix. Of course, there is one problem with importing games – especially RPGs – from the east. No, it's not the slightly inflated price point, nor is it the extra waiting that you're forced to endure before the thing arrives. It's the fact that Japanese games tend to be in Japanese. We assume this is so Japanese people who read Japanese really well can read the text. We, needless to say, don't read Japanese really well – or at all, so imagine our dilemma when faced with *Homeland*.

This could well be the title that GameCube-owning MMORPG fans have been waiting a very long time for. Cute *Animal Crossing*-esque graphics, jaunty tunes and two – count 'em – two game types for you to throw your

**1+1=?:** Sure, questing is great, but in *Homeland* you won't be getting very far unless you can do some basic sums. See, your mother was right after all.










## GENDER?

**BENDER**
Before embarking on your quest you'll receive a box of things. What they are we don't know, but they seem to change your hair, nose and gender. Nice.



**The character design is stupidly wonderful.**



**He's a box, not that clever, but you can put things in him, cool.**

**And here, on the left we have, er, a shop? Maybe that's it.**

# UNUSUAL SUSPECTS

## You can't hit what you can't understand

Whether you're playing a MMORPG or just a regular run of the mill RPG, you can be fairly sure of the kind of beasties you'll be running into. Dragons, trolls and whatnot tend to populate the lands of adventurers – but not this time... No, we highly doubt that you'll see this bag of characters coming. Only moments after you've stumbled into one of the towns will you actually realise that it seems to be entirely inhabited by people made of multicoloured toast. It's true. Thanks to the barrier of language we don't actually know what these folk are called, but we doubt very much that they are named 'The Toasty Men' or anything quite as apt. The fact that they look like bread is likely down to someone being hungry. Probably us.



many spare hours into – talk about being spoilt. But there is a down side, as usual. There is, as yet, no planned release for the title anywhere outside Japan, ever, which means going online and taking part in any way is pretty much impossible. But, remember about two seconds ago when you read that there were two game types? Well the online aspect is only one of them. The other is an offline RPG in its own right and can be played by anyone able to play Japanese discs on their GameCube. Hurrah.

At the time of writing, there is no translation to be found for the title, so it's an epic battle with the Japanese language, but from the looks of things the story goes a little like this...

After waking up on his bedroom floor, your character is ordered to do his homework and tidy his closet – an action that ultimately ends with him/her being sucked into a floaty, pastel-coloured hub world by a weird ball thing with tiny wings (that could obviously never support his weight in the real world) and your quest begins.

This is certainly not the largest RPG you're going to find – something that's probably to be expected due to the RPG element only being half the actual game, and the bulk of the missions require you to perform classic RPG quests such as fetching certain things for certain people and exploring many labyrinthine dungeons to face off with a much larger version of an enemy that you've been facing for a while. It's standard stuff, but the whole thing has been put together so nicely that, even with the text in Japanese, it's hard not to get enthralled and sucked into the pretty, and frankly surreal, world of *Homeland*.

Admittedly, while after an hour or two we'd managed to master the menu navigation and battle commands needed to progress, the actual

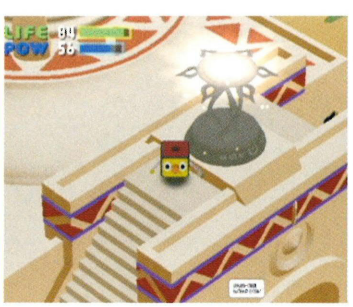
### CUBE 2ND THOUGHTS

TOASTLAND MORE LIKE

■ Ha ha! First Chandra does *Fire Emblem*, then we get Rick to do *Homeland* – suckers the pair of them. I mean how much fun are you going to have while scratching your head and pressing A at every character only to be confronted with squiggles? And as for taking it online – does anyone really do this? Seems a bit silly really, much like *Homeland* itself. Well that's what I think anyway.

**TIM**

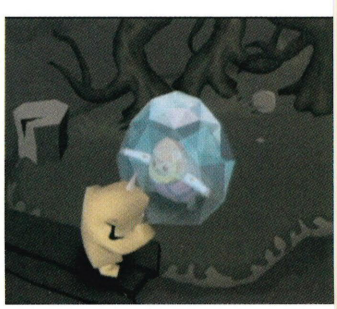










## HERE, HOLD THIS...

### I wanna hold your hand

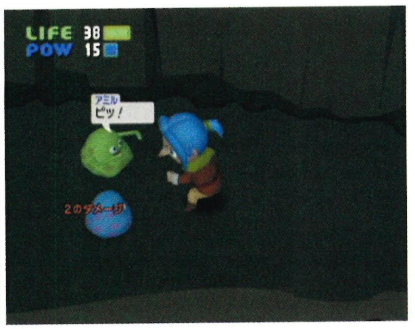
Possibly the most interesting feature that ChunSoft has crammed into *Homeland* is the Holding hands system. This is actually as simple as it sounds and will see your character holding hands with other party members and mascots to share stats and boost attack power.

This idea has been implemented well and we have it on good authority that it's useable in both online and offline play.

The interesting thing is, this is nothing like real life where rather than getting more powerful, holding hands just means you're a soppy goon.






story still managed to pass us by. For all we know we might have been partaking in a quest to track down some mighty magic walrus that's lucky enough to be made of four different cheeses. And when we named our character at the start of the game, rather than picking one of the traditional insulting nicknames we usually bestow upon our avatars, we merely picked the three Japanese symbols available to us that most looked like deformed rabbits – we certainly didn't get where we are today without resourceful selection techniques.

It's these language barrier elements that make up most of the negative experiences regarding *Homeland*. With any luck a full translation will be easily available from a simple peek at the internet sometime soon and this will help wash away any doubts about the title. It'll be an epic task, but someone out there will conquer it. After all, the *Animal Crossing* translation didn't take too long and that must have given some poor bloke a couple of nightmare weeks of pain, torment and much swearing.

As it stands though, this is certainly a worthy purchase should you have the patience to get through the first few hours. As long as you don't mind either struggling through trying to recognise the numerous strands of symbols that characters throw at you or referencing the inevitable translation guide every few moments. Of course, you could just pray for a US or European release date to be announced – but we wouldn't advise you hold your breath. You might die.

**RICK**

**"TRACK DOWN A MIGHTY MAGIC WALRUS THAT'S MADE OF FOUR CHEESES"**

## CUBE VERDICT

GOOD HARD-TO-UNDERSTAND-FUN

**VISUALS**
Simple, but oh so very pretty. Kinda pointy faces though.

**AUDIO**
You'll be whistling those little tunes all day.

**GAMEPLAY**
Pretty slow to start, but that's to be expected.

**LIFESPAN**
It'll take you ages, but not for the right reasons.

**ORIGINALITY**
You'd be hard pushed to find anything too similar.

**THERE ARE FAR** worse ways of spending your time than with this friendly title – watching *Big Brother* for instance. Although it'll take far longer to get into due to the amount of unreadable text there is to wade through. By the time you read this there may well be a translation available – or you may have learnt to read Japanese. Doubt it though, we've been reviewing Jap games for ages and we still can't.

**ALTERNATIVE**

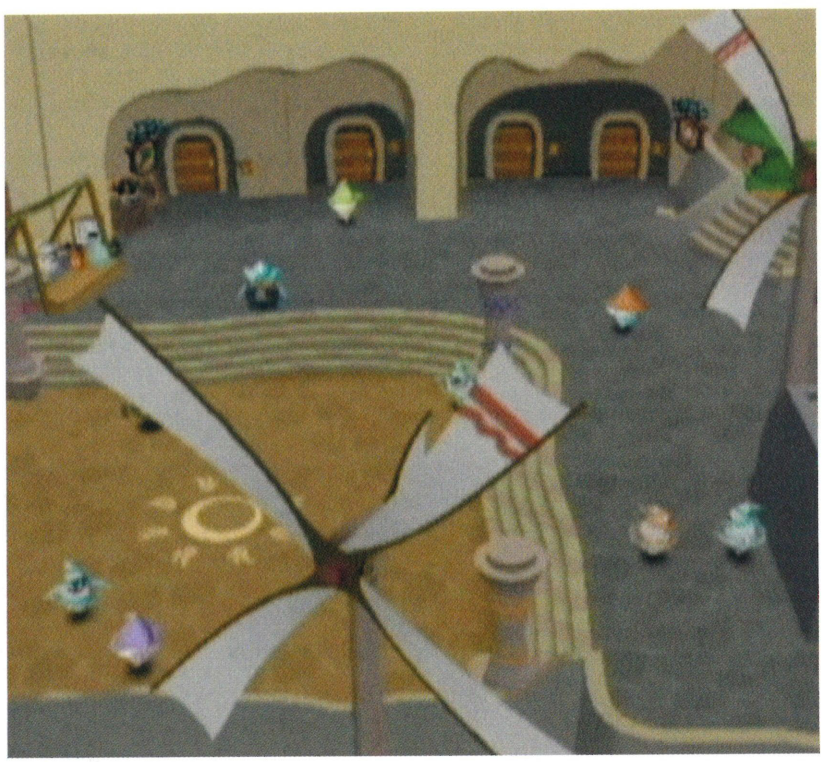


It's simply a great way to kill loads of hours. And level up! Levelling-up is awesome.

**PSO EPISODES I&II**
Reviewed: 16 CUBE Rating: 7.5

**FINAL SCORE**

**7.5**



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# THIS ISSUE...

We have world exclusive on Pokémon XD: Gale Of Darkness, plus news of Nintendo's next generation consoles. We also explore the new TCG expansion EX Emerald and get prepared for the UK Nationals!

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

**PLUS PUZZLES, POSTERS AND COOL COMPETITIONS!**

FREE WITH CUBE

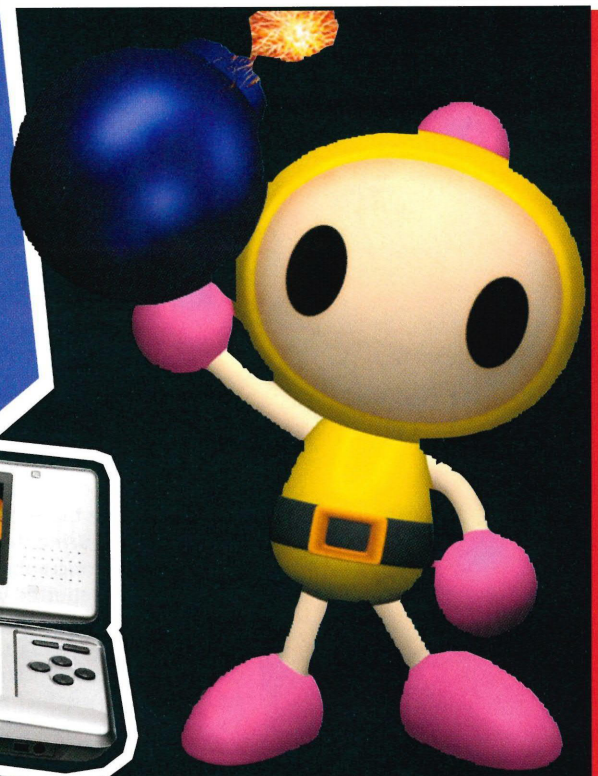
ALL THE LATEST ON NINTENDO DS™

# HANDS ON

THE UK'S OFFIC

**NEWS**
Everything happening in the world of GBA and DS, plus all the latest on GB Micro!





## BOMBERMAN DS
Will Hudson's first DS venture go with a bang? No.

## ANOTHER CODE
Point and click a teenage girl! If you remember where you left her.

## SPLINTER CELL: CT
Ubisoft gets a little too ambitious for its own good.

## PLUS MUCH MORE!

# MARIO & LUIGI 2
It was a huge hit on the GBA now let's see what's in store for the Bros with the help of two screens and a stylus!

**HQ NEWS:** NEW DSPERIPHERALS AND ACCESSORIES INCLUDING DSPEAK AND A POSSIBLE RUMBLE PAK! PLUS LOADS OF NEW GAMES AND A FIRST

## CONTENTS



**WELCOME TO** Hands On, your one-stop-shop for all things hot in the world of handheld gaming. To misquote Doc Ock, we had the "power of the sun, in the palm of our hands" this month with *Boktai 2*, whilst Nintendo's point-and-click adventure, *Another Code*, has us scratching our heads like the chimps we are.

**Liz Morris**
News Editor

AT A GLANCE...

**HANDS ON NEWS!**
More DS gubbins get announced including a rumble pak.
Pages .....076

**STILL GOING WITH NEWS!**
But this time it's more about the games like New Super Mario Bros. New?
Pages .....078

**PREVIEWS!**
Of Viewtiful Joe DS, Mario And Luigi 2 and Sonic Rush
Page .....080

**DS REVIEWS!**
Nintendo took gamesTM to Japan to see *Another Code*, it was just sent to us, hmm.
Pages .....084

**GBA REVIEWS!**
We've just realised there's an exclamation mark for each heading, how Eighties!
Pages .....089

# DS SPEAK 2

## It's good to talk

**WHAT DO YOU** get when you cross a DS, Mario and a phone? DSpeak of course! At this year's E3 Nintendo showcased a demo of its new voice over IP that allows DS owners to communicate with each other using the system's wireless capabilities. Using the headphone/microphone piece, which will reportedly be sold with DSpeak compatible games, DS owners can chat to each other over the internet. For a more personal touch (or so you don't think your DS is haunted and speaking to you in tongues) a picture of Mario or Wario will appear on the top screen, who will open and close their mouths in time to the sound coming out of the DS, making it appear that they are having a conversation with you. Nintendo has yet to say whether or not DS owners can download/select different characters to appear on the top-screen, but it seems highly likely. Whilst it's apparent that DSpeak can be used to chat to other DS gamers online, it has yet to be confirmed if system can be used a surrogate phone although analyst Boris Markovich was quoted in a report by TNI Securities last year as saying: "The headset will allow gamers to use the DS as a phone handset enabling free phone calls over wireless network hotspots. We think that this will be a very compelling application of the handset..." so it's a possibility at least.



However the best news for us impoverished gamers is that the software will allegedly be free to download, but so far there has been no talk from Nintendo as to when the company plans to release DSpeak onto the market, although we assume it will be by the year's end when the DS is due to go online. Hands On will bring you more news on DSpeak as soon as it comes in, because that's what we do. ■



# RUMBLY, TUMBLY

## DS to get rumble pak?

**WHILST THE MAJORITY** of people's focus was on DS online at this year's E3 (or in Chandra and Martin's case, the booth ladies), keen eyed attendees noticed something else of interest – a possible rumble pak attachment for the DS. According to staffers over on PlanetGameCube.com the demos of *Metroid Prime Pinball* had a cartridge inserted into the GBA slot, which is believed to have caused the DS to rumble. The staffer put two-and-two together when he noticed that when the DS was being booted up to play *Metroid Prime Pinball* the selection menu stated there was a "GBA Option Pak". Hands On contacted Nintendo and asked if it could confirmed the rumour, but the answer was typically vague: "we haven't confirmed any rumble features for *Metroid Prime Pinball* at present." So whether or not Nintendo intends to sell a rumble-pak alongside games like *Metroid Prime Pinball* remains to be seen, although we'd be chuffed to bits if it does. ■

# PROMISES PROMISES

## GB Micro to play MP3/MP4 files?

**IN A RECENT** interview with Gamespot, NOA's senior VP George Harrison, suggested that the newly announced GB Micro may come bundled with the Play-Yan when it is launched. "One of the things that they've launched in Japan that we're considering is... called the Play-Yan and it allows you to play MP3 music or MP4 video files in your Game Boy," said Harrison in the interview. "We're trying to see how that's doing and if that makes sense to bring out as a companion to this." It seems like a smart idea considering Nintendo hopes the GB Micro will attract "lifestyle" gamers, who tend to prefer their games system to have all the latest technological gadgetry including the ability to play MP3 and MP4 video files. The only foreseeable problem with this idea is how on earth can we be expected to watch videos on the GB Micro's teeny-tiny screen? Still, we'd be more than willing to give it a try even if it does mean losing our eyesight. ■








**STRANGE, BUT TRUE**

**PUPPIES**

Did you know 40 percent of people who bought *Nintendogs* were women?

# HANDS ON Accessories

### MEW-THEMED DS

Nintendo is continuing its *Pokémon* themed DS's with the announcement of its new Mew inspired DS. The system comes in this rather fetching pinky-purple colour and features a small logo of Mew on the top-panel. The Mew DS is currently only available in Japan, but check out www.play-asia.com or www.lik-sang.com for import prices and details.



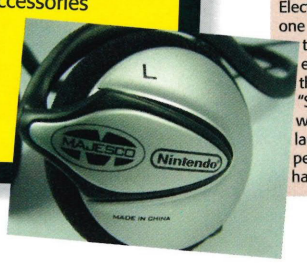
### PROTECT ARMOUR DS

Safeguard you DS from any nasty bumps and scrapes with its own suit of armour from the Keys Factory. The protective shell shields your DS from outside forces, which is ideal if you keep your DS in your rucksack or coat pocket. Protect Armour DS comes in either black or white and is available to buy from the 7 July (Japan only). For import prices and details visit www.play-asia.com



### GBA SP NECKBAND HEADPHONES

Majesco has released these officially licensed neckband style headphones for your GBA SP. For details on where to purchase these headphones visit Majesco's official website www.majescoentertainment.com/accessories



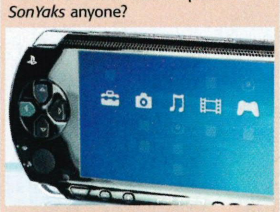

# TID BITZ

### SKY LARKS

Crave Entertainment has announced that it will be releasing a *Sky Dancers* game for the GBA this September. *Sky Dancers*, which are plastic Fairy-like dolls that can be launched into the air by pulling a cord, first hit the scene back in 1994 and became an instant hit with girls (they also hit girls in the face and had to be recalled, but lets not talk about that). The dolls are now being relaunched in conjunction with the new animated DVD series, and along with it is this GBA title. "Girls are playing videogames more than ever before, so it makes sense to extend the *Sky Dancers* brand to gaming consoles," commented John Gentile, President of Abrams Gentile Entertainment. Little has been revealed about the game, although we're sure it will come in soft packaging with no sharp corners that could poke children's eyes out.

### NUMBER ONE FOR THE RISING SUN

Although Sony may have the lead in the console wars, when it comes to the handheld market Nintendo is still number one. According to recent findings by market research group, Media Create, the DS continues to top the Japanese hardware market and has out-performed the PSP in year-to-date sales. Since its Japanese launch in December 2004, the DS has sold a whopping 904,000 units compared to the PSP's 892,000 units. A strong line-up of games, such as *Nintendogs*, has been highlighted as the foremost reason why Nintendo's system continues to outsell its technologically-superior counterpart. Maybe Sony should take note and release it's own pet-sim. *SonYaks* anyone?



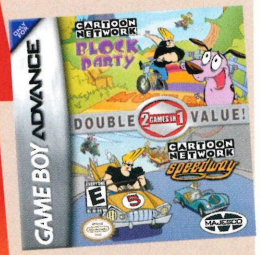
### CEASE AND DESIST

In more "Nintendo is better than Sony" news, Sony has slapped a number of Cease And Desist orders on internet-retailers who have been selling PSPs to European customers, claiming it is an infringement on its Trade Mark... despite the fact Sony has yet to secure several "vital Trade Marks in Europe", including the name PSP! "We are not trying to belittle the Sony brand or damage any future sales as demand for the product is so great," commented Dan Morelle, Managing Director, ElectricBirdLand. "All we offer is the one thing Sony has failed to do, and that is to give the customer exactly what they want, when they want it." He further added: "Sony Computer Entertainment is well known for fudged product launches and this is another perfect example." Oooh, get your handbags ladies!

# SHIZZLE

## DOUBLE TROUBLE

Everyone's going double pak crazy! Two GBA games on one cartridge – bargain! It's like buy one, get one free, class!




## GB MICRO

You may need a pair of tweezers and a magnifying glass just to be able to play it, but it's still awesome. We have to have one.




## IMPORTING GAMES

When something says it'll take two weeks to be delivered, we expect to see it on our doorsteps in 14 days. Not 40.




## CLOUDS

How, pray tell, are we supposed to play a game that requires sunlight when there's no sunlight? GAH! Stupid nature. [Parry! – Tim]



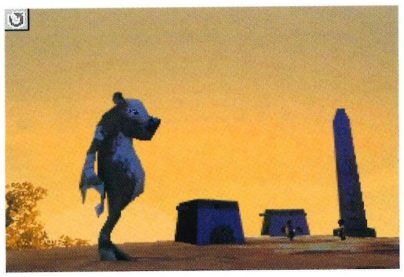
# MIGHTY MAJESCO

## Game on and on and on

**MAJESCO HAS ALWAYS** been a big supporter of Nintendo's handhelds, and is continuing the trend with the announcement of four new titles for the DS. First up is *A Boy And His Blob*, a follow-up to the 1989 NES game. Six years have passed since the Boy defeated the Evil Emperor of Blobolonia, but unbeknownst to him (although about to be knownst to you) the Emperor has been hiding out on Earth all this time, gaining strength and plotting evil deeds. Like always, it's up to the Boy and Blobert to save the day. There are over 15 types of jellybean to feed to Blobert, which can turn him into a different objects including a ladder, a blowtorch and a trampoline.



Secondly is *Age Of Empires: The Age Of Kings*. Based on the "best selling PC RTS title of all time", *The Age Of Kings* takes place between the Dark Ages and Middle Ages and gives players the opportunity to command five civilisations. *Age Of Empires* and *A Boy And His Blob* are due out this Autumn. Next up is *Black & White Creatures* where players get the chance to be a god or a devil. In the game you need to train and nurture your creatures to be the "ultimate good or the ultimate evil". There will be ten creatures and eight islands to chose from, as well as a range of modes to try out.



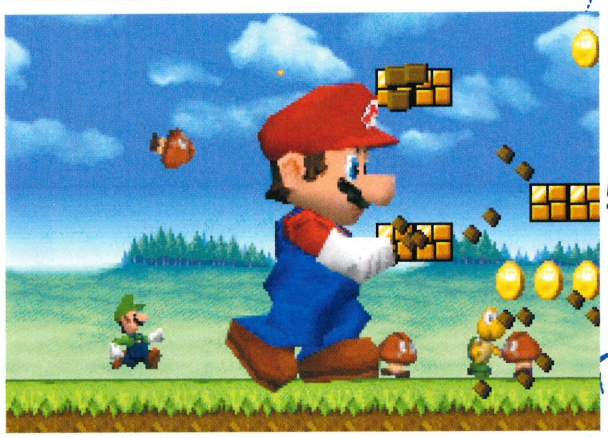
Finally there's *Bust-A-Move DS*, which sees the welcome return of the bubble-bursting Bub and Bob. With the addition of a multiplayer mode that allows five people to link up, *Bust A Move DS* is sure to be a puzzle fan's delight.




# NEW SUPER MARIO BROS

## Something old, something new

**MUCH TO EVERYONE'S** delight Nintendo is releasing a new instalment of its hugely popular Super Mario series which first appeared on the NES back in 1985 (1987 in Europe). The 2D game brings back the classic action of the previous titles, although this time round it features 3D graphics and several new moves such as the reported ability to wall jump and butt-stomp. "This fast-paced adventure will have Mario fans cheering as they make their way over fields, under water, through castles and into the air," enthuses Nintendo. "New and familiar enemies are everywhere, not to mention mind-blowing challenges made possible by the dual screens of the DS."



# SPYRO: SHADOW LEGACY

## A dark shadow just crossed our hearts

**FOR THE LOVE** of God, will you people stop buying *Spyro* games? They're crap, geddit? No? Oh well. Anyway, Vivendi has announced the latest in the *Spyro* series, *Spyro: Shadow Legacy for the DS*.

Tired of just offending people with his dragon's breath, Spyro has levelled up with two new skills: the ability to cast magic spells and, dare we say it, do martial arts. Details on the story are a little sketchy at the moment, although Edward Zobrist of Vivendi Universal Games does promise that there's a "greater emphasis on the story". Yippee. What is certain is that during the game Spyro can improve his skills thanks to *Shadow Legacy*'s new "RPG light" elements. By defeating his enemies Spyro will earn experience points, which can be used to level up his martial arts and magic skills. Players can then cast new spells by drawing symbols on the touch screen. If this isn't getting you all hot for the purple dragon then maybe you'd like to know that the game utilises the DS's wireless features so players can trade their caught Dragon Realm creatures with their buddies. Oooooooh! *Spyro: Shadow Legacy* is due out this autumn.



NIZZLE

# HANDS ON Announcements



DOUBLE TROUBLE

ORBITAL MEDIA HAS ANNOUNCED TWO NEW GAMES FOR THE GBA: SCURGE: HIVE AND JUKA AND THE MONOPHONIC MENACE. N SCURGE: HIVE PLAYERS TAKE CONTROL OF A FEMALE BOUNTY HUNTER NAMED JENOSA ARMA SENT TO A COMPROMISED TEST LABORATORY TO RETRIEVE RESEARCH TECHNOLOGY RELATING TO A "VIRULENT ORGANISM" CALLED THE SCURGE. N CONTRAST, JUKA AND THE MONOPHONIC MENACE IS AN ADVENTURE GAME THAT PUTS PLAYERS N THE ROLE OF JUKA, AN ALCHEMIST, OUT TO LIBERATE THE LAND OF OLBA FROM THE WICKED MONOPHONIC MENACE. SCURGE: HIVE IS DUE OUT N SEPTEMBER AND JUKA N AUGUST.

TWO TRIBES

ACCORDING TO TWO TRIBES' WEBSITE THE COMPANY IS CURRENTLY DEVELOPING TWO GAMES FOR THE DS: A SHOOTER CALLED REWND AND TOKI TORI 2, A SEQUEL TO THE GAME BOY COLOUR GAME TOKI TORI. NEITHER GAME CURRENTLY HAS A RELEASE DATE.

SUNNY DAYS

HIDEO KOJIMA, THE PRODUCER OF THE SOLAR CONTROLLED BOKTAI GAMES, HAS CONFIRMED THAT THERE IS A BOKTAI GAME N DEVELOPMENT FOR THE DS. NO FURTHER DETAILS YET.

POCKET PC STUDIOS HAS ANNOUNCED IT'S WORKING ON THREE GAMES FOR THE DS: EUROPA UNIVERSALIS I, DISCIPLES I DARK PROPHECY AND JAGGED ALLIANCE 2: GOLD PACK. EUROPA UNIVERSALIS ALLOWS PLAYERS TO "LEAD HUNDREDS OF NATIONS NTO WAR ACROSS EUROPE". DARK PROPHECY TAKES PLACE N THE MYSTICAL WORLD WHERE FOUR RACES BATTLE FOR GLORY. JAGGED ALLIANCE 2 PROVIDES SOME MAJOR ROLE-PLAYING FUN. NTERACT WITH OVER 150 CHARACTERS, RECRUIT SOLDIERS AND CREATE YOUR OWN MERCENARY TO WN BACK ARULCO, WHICH IS CURRENTLY UNDER THE RULE OF A CRUEL TYRANT.

CRAVE ENTERTAINMENT IS RELEASNG THE BIBLE GAME FOR THE GBA. PLAYERS TAKE ON THE ROLE OF BILLY OR JENNY ON A QUEST TO PROTECT THE ARMOUR OF GOD BY ANSWERING QUESTONS ABOUT THE BIBLE. THE GAME FEATURES SEVEN ENVIRONMENTS. IT WILL BE AVAILABLE THS AUTUMN.





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# VIEWTIFUL JOE DS

## No ordinary Joe

**INFO**

PUBLISHER: CAPCOM
DEVELOPER: CLOVER STUDIOS
PLAYERS: 1

| Q1 '06 | TBA | Q3 '05 |
|---|---|---|

**CAPCOM IS TRULY** spoiling us this year with the release of two brand spanking new *Viewtiful Joe* titles – *Battle VFX* on the GameCube and Viewtiful Joe DS on, well, the DS obviously.

As is the way of these things Capcom hasn't released the full storyline for *Viewtiful Joe DS* yet, although we can tell you that the action takes place at the Movie Studio theme park, where Joe will have to do battle with hordes of all-new enemies.

We can also reveal that Joe's younger sister Jasmine, an aspiring actress, will appear in the game. According to our sources at Capcom she's a playable character too, like Joe's bit off stuff Silvia in *VJ2*.

What is certain is that *Viewtiful Joe DS* will feature the signature cel-shaded graphics and all of Joe's basic moves such as punch, kick, jump and dodge although, from playing the demo at least, it appears that he won't have the ability to slow down time. Still, Joe won't be left up crap creek without a paddle as he has all-new VFX abilities, including the ability to split the screen and move the action from the top screen to the bottom.







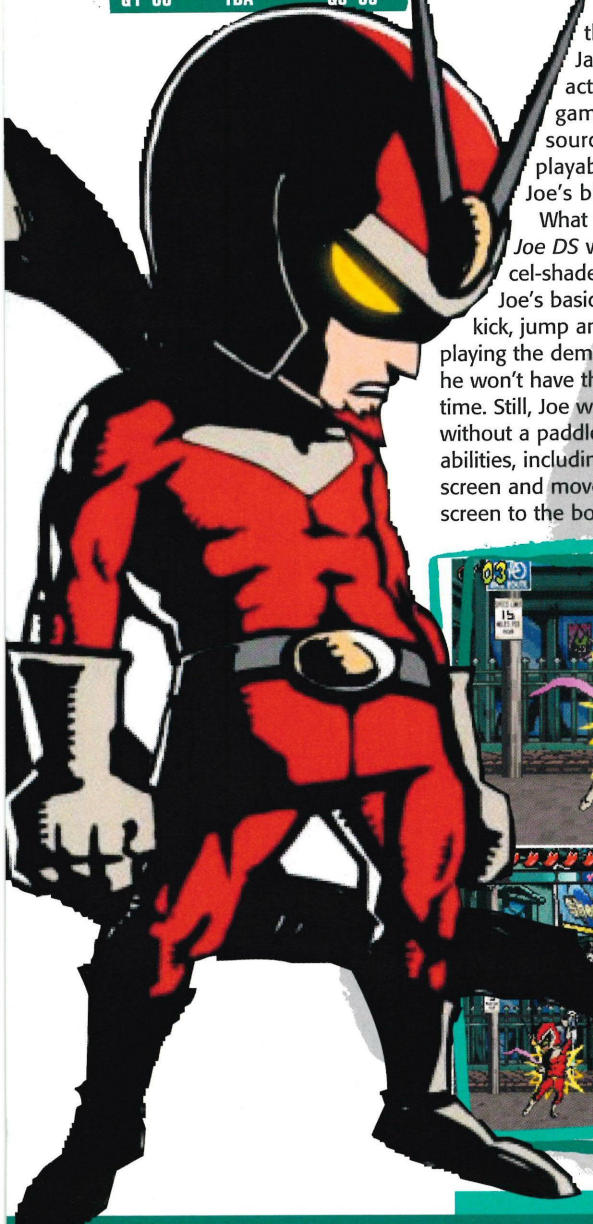
By drawing a horizontal line across the touch-screen you can activate the split-screen. This divides the environment in two, enabling you to slide the sections around to solve puzzles. For example, if you need to put out a fire you can divide the screen and move the top section across to burst the water pipe and douse the flames. As well as the split-screen, you can also swap the screens over so the action on the top screen will appear on the bottom. This comes in handy as you can only kill certain enemies by popping them with your stylus.

So far, *Viewtiful Joe DS* is scrubbing up to be a stellar title and one that we're certain will be a massive hit on the DS. Check back in for more juicy details soon.

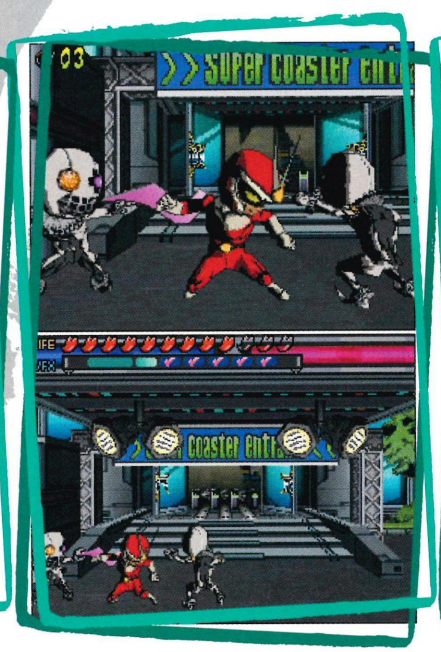
LIZ

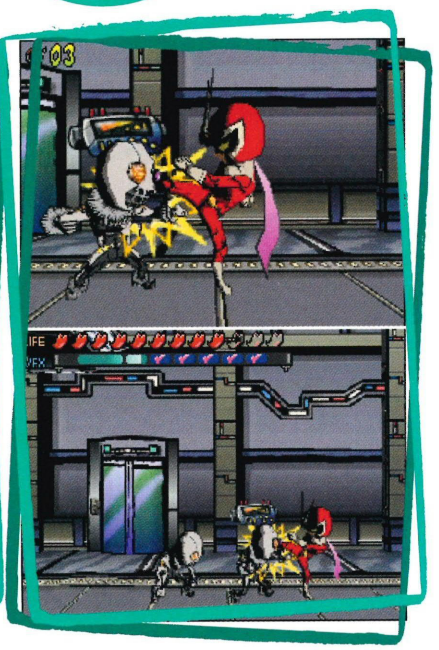
**WE SAY...**

"Bug powder dust and mugwump jism." Bet you never expected us to say that! It has nothing to do with Joe though...





# MARIO & LUIGI 2

Brothers in arms




**HANDS ON INFO**

PUBLISHER: NINTENDO
DEVELOPER: ALPHADREAM
PLAYERS: 1

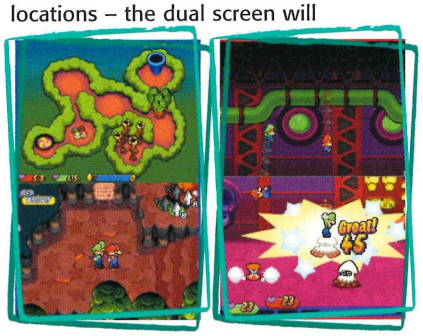
Q4 '05 | Q4 '05 | Q4 '05

**NINTENDO AND ALPHADREAM** have hopped back into bed together to create a sibling for their 2003 hit, *Mario & Luigi: Superstar Saga*. The original GBA adventure RPG had Mario and Luigi traversing the vast world of Beanbean Kingdom in a bid to retrieve Peach's stolen voice. How very *Little Mermaid*. This time round the brothers are getting the full DS treatment and an all-new adventure in *Mario & Luigi 2*.



Nintendo has yet to reveal the full story of the game, but the basic premise is that for some unknown reason Princess Peach has been transported into the past, so Mario and Luigi have to travel back in time to rescue her. However, like all good time-travelling adventures, the duo bump into baby versions of themselves, as well as diddy versions of Bowser and the Princess.

Like before, you can take control of both Mario and Luigi by using the Ⓐ and Ⓑ buttons, although this time round you can also control Baby Mario and Baby Luigi using the X and Y buttons. During the game, you need to utilise the grown-up/baby Mario and Luigi's unique abilities to solve puzzles and fight enemies. Reports have even suggested that you can control the two sets of Mario and Luigi's at the same time, even if they're in two different locations – the dual screen will apparently be used to show both locations simultaneously.



As well as being able to control multiple characters like before, *Mario & Luigi 2* also sees the return of turn-based action when fighting the multitude of enemies. This time round however, you'll have more characters to protect plus the enemies could be even bigger thanks to the dual screen, but we like a challenge.

Nintendo has yet to reveal any information about special moves or tools available, but in the previous title Mario and Luigi both had hammers which they could use to smash through rocks, plus a selection of powers such as fire-hand and thunder-hand so in all likelihood these will return in the DS version. So far, *Mario & Luigi 2* is scheduled for a late 2005 release. We'll bring you more news as soon as we get it.

LIZ



# SONIC RUSH

## So fast you won't hear it coming

**HANDS ON INFO**

**PUBLISHER:** SEGA
**DEVELOPER:** IN-HOUSE
**PLAYERS:** 1

Q4 '05 | Q4 '05 | Q3 '05

**JUST WHEN YOU** thought the market had reached Sonic saturation point, Sega unveiled a new DS adventure for the "blue dude with a 'tude" (their words, not ours) at E3. *Sonic Rush*, a 2D game featuring "3D visual effects" stars Sonic and his new chum Blaze the Cat – a mysterious queen from another world – who have to retrieve dangerous Sol Emeralds before they fall into the wrong hands. Sonic and Blaze will battle all-new enemies during their search for the Sol Emeralds, the outcome of which sends out "ripple effects" that will "change the events of their world's inhabitants." During the game you will get the opportunity to play as both Sonic and Blaze who, according to the press release, have separate adventures that interweave as the story progresses.

Sega has yet to reveal what Blaze's powers will be (odds are she'll have the ability to jump higher than Sonic) and whether or not the characters will team up to solve certain puzzles/clear obstacles, but it seems highly likely that they will, going on past *Sonic* titles.

**WE SAY...**

Sweet! This is the Sonic we prefer – 2D and sideways – none of this into the screen looking at his spikey ass nonsense.

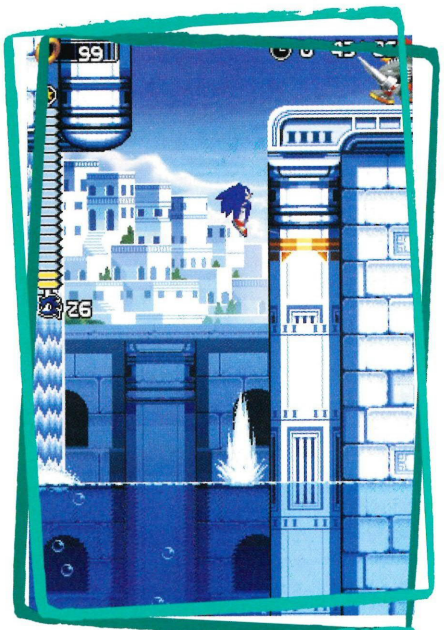
What's unique about Sonic's DS adventure is that the action takes place over both screens, opening up the playing field further than ever before. With the addition of the second screen Sega has the opportunity to flex its creative muscles, so instead of just the basic loops and jumps, *Sonic Rush* will feature giant loops, nose-bleedingly high jumps, dizzyingly steep slopes and new corkscrew loops which will whip Sonic and Blaze up or down the two screens.

As well as using the dual screen we understand that *Sonic Rush* will feature mini-games that can be controlled using the stylus, although none of these have been made available for us to look at yet.

Whilst Sonic may be getting on a bit, *Sonic Rush* looks fresh and innovative and will certainly inject some new life into the series. For all his cruddy recent appearances and Sonic Team's apparent decline into the kind of run-of-the-mill developer it once stood head and shoulders above, we still have a soft spot for the spiky one and we'd love to see him back on form.

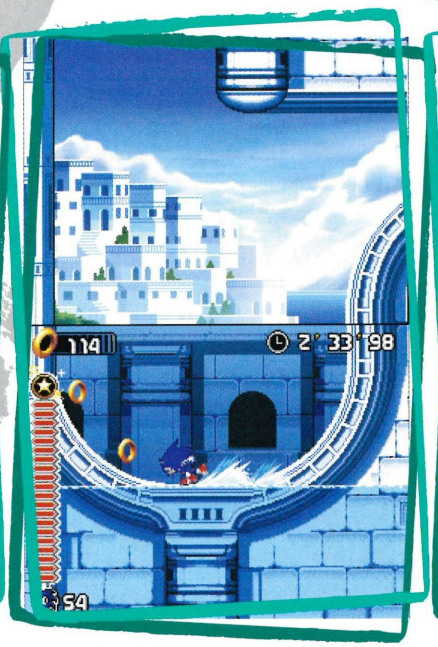
Sega hasn't confirmed a PAL release date but don't fret – we'll keep you notified of all new developments.

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# ANOTHER CODE: TWO MEMORIES

Memories, all alone in the moonlight, I can smile at the old days...



**INFO**

**PUBLISHER:** NINTENDO
**DEVELOPER:** CING
**PLAYERS:** 1

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

| OUT NOW | OUT NOW | SEPT '05 |
|---|---|---|

**SINCE IT WAS** announced, this point-and-click adventure has been widely regarded as Nintendo's new "killer app" for the DS, with some saying it'll even grow into a major franchise. Like a lot of people, we were suckered into believing the hype, but it's not as great as Nintendo thinks it is. It's still good, it's just not going to make you do backflips of joy.

The game begins when Ashley, a typical petulant teenager, gets a message from her father to meet him on Edward Island on her fourteenth birthday. This news comes as a bit of a shock since Ashley believed her father to be dead. So Ashley dons her Sherlock Holmes hat and goes to the island to find her father, learn the secrets of Another and discover who killed her mother and D (a ghost boy and your buddy).

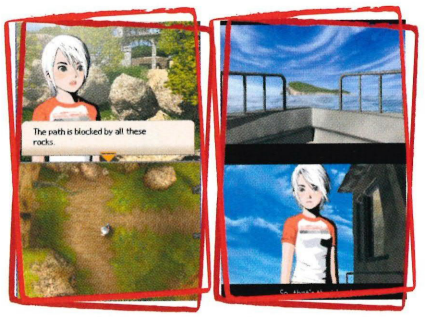
On the surface *Another Code* is a fantastic game. It has an interesting murder-mystery plotline that, although screamingly obvious, does involve you enough to make you want to reach the end. It also makes great use of the DS's features, especially the touch screen which is used to "steer" Ashley, select items/photos from the menu, click on objects you want to learn more about and solve mini-games, such as smashing a glass bottle. The dual screen is also brilliantly used, especially when you have to superimpose two photos on top of one another to solve a riddle, as is the use of the microphone which is used on a number of occasions to do things like breathing on a glass pane to reveal a secret code.

The game's main problem is that the puzzles fall into two categories. Category one (which consists of 99.99999 per cent of the puzzles) falls under the heading of "p*** easy", requiring only a handful of brain cells to work out. What's annoying about these puzzles is that you can't always pick up the objects you need until you've triggered an event, resulting in unnecessary backtracking. And nobody likes backtracking. Then the second category, which consists of one puzzle from Chapter 3 and goes under the heading of "stupid". The reason this is stupid is...oh, hang on *SPOILER ALERT* ...right, the reason this puzzle is stupid is because the book that contains the key to the music box is located on the bottom shelf of the large bookcase, right next to the "exit game screen" icon. That's a seriously daft place to put an important clue. *END SPOILER*

Bar that one brief blip however, the game can be completed in a handful of hours as there's only six chapters and an epilogue in total, which doesn't scream value for money, especially for a game that has little to no replay value.

*Another Code* is an acceptable rather than exceptional addition to the point-and-click genre. It has plenty of good qualities that will form a solid foundation for any sequels, which we truly hope Nintendo decides to do. Let's just hope the next incarnation offers more in the way of challenge and longevity than this one.

LIZ



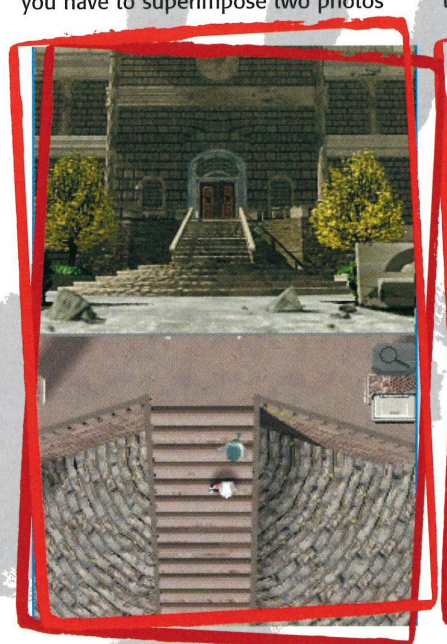

**HANDS ON Verdict**

**GRAPHICS**
Beautiful and stylised with a good level of detail.

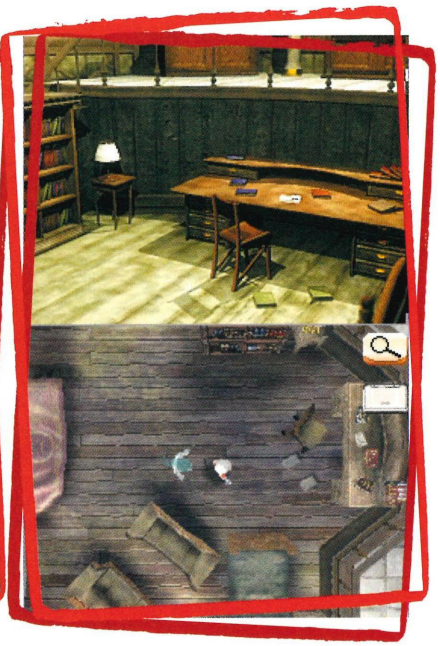
**AUDIO**
Abysmal 'easy listening" music that had Chandra throwing evils until we turned it down.

**FINAL SCORE**

**7.8**





# RIDGE RACER DS

Raise the chequered flag for Nintendo's new/old racer




**INFO**

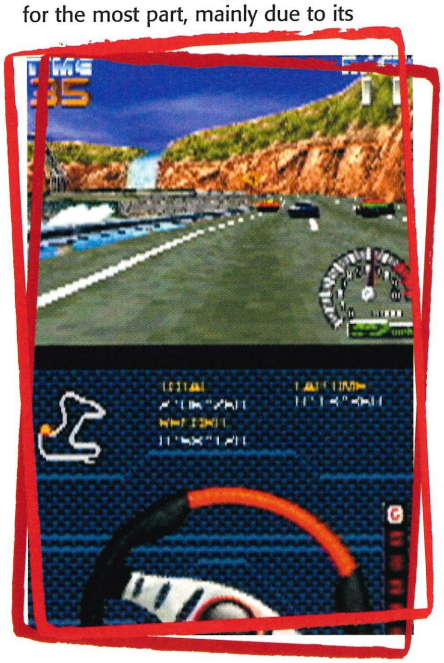
**PUBLISHER:** NINTENDO
**DEVELOPER:** NAMCO
**PLAYERS:** 1-6

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

OUT NOW | OUT NOW | OUT NOW

**RIDGE RACER'S BEEN** a hit on numerous platforms over the years, including the PlayStation and N64, so it's hardly surprising that Nintendo is hoping to repeat that success on DS. However, in the days of *Burnout*, *Project Gotham Racing* and *Need For Speed Underground*, can it really compete?

Despite treading old ground, *Ridge Racer DS* does manage to hold its own for the most part, mainly due to its signature power-slide gameplay, where you need to master drifting around corners to maintain control and speed. Learning to power-slide is of paramount importance if you're to achieve success as there's no reward for second place. Thankfully, after a little practice, sliding around the corners becomes second nature although you can easily misjudge a turn as you can build up tremendous speed, so you can never let your attention wander. Equally the controls can be a little tricky at times, which compounds the problem. The car can be controlled in three ways: with the D-pad, stylus or thumb-strap. The easiest method is the D-pad, although it's not as smooth and can often lead to over-steering but it's miles better to use than the stylus, which is fiddly and uncomfortable since your other hand is needed to press the accelerate/brake button and change gear. The thumb strap fairs a little better, but not much.



The three classic tracks from *Ridge Racer 64* are included, so fans of the series will get a kick out of that. There are twenty courses in total, based on these three tracks, which can be opened by placing first in each stage. After completing a stage you get the option of racing a single car in Car Attack. If you win, you're rewarded with that car, something which you'll find incredibly beneficial as each car has different stats, making certain cars more suitable for certain courses and driving styles. As well as the twenty-four cars to unlock in Single Player mode, there's an additional eight that can be unlocked in Multiplayer. The added incentive to unlock these is that they're themed on Nintendo/Namco characters and games, including Galaga '88, Shy Guy and 00-Agent to name three.

In all, *Ridge Racer* is an entertaining game that does exactly what you expect but little more. Fans will undoubtedly lap this up although new comers to the series may want more bells and whistles than this has to offer.

LIZ

## HANDS ON Verdict

**GRAPHICS**
Quite dated in look, but sharp, clear and get the job done.

**AUDIO**
Everything you'd expect from *Ridge Racer* – some great tunes and excitable commentary.

**FINAL SCORE**

**7.4**

# SPLINTER CELL CHAOS THEORY

## Chaos Bleary. Cos it's all fuzzy




**HANDS ON INFO**

| | |
|---|---|
| PUBLISHER: | UBISOFT |
| DEVELOPER: | UBISOFT |
| PLAYERS: | 1-2 |
| DUAL SCREEN | |
| MICROPHONE | N/A |
| WI-FI | |
| TOUCH SCREEN | |
| JULY '05 | TBA |
| OUT NOW | |

**OBVIOUS FACT OF** The Month #47: You can't make Xbox games on the DS. We know it. You know it. Everybody knows it. The *Splinter Cell* series has been raised on a diet of twin analogue sticks, ten buttons and raw Xbox man-power and it barely survived the nip and tuck procedure required to downsize for the GameCube, with only a few graphical scars suggesting any problems. In comparison, the DS version emerges from the operating room bleeding from the mouth, clutching its stomach and weakly waving you away, mumbling "Honestly, I'm fine."

Moving and firing is impossible. By impossible, we don't mean difficult. We mean impossible. You need the stylus to aim, the face buttons to shoot, the D-pad to move, your thumb to move the camera. In short, you need three arms minimum (four arms preferable).

How many arms have you got? Two? Oops! Bad luck you! The only way to avoid being hamstrung by the controls is to avoid getting spotted in the first place, especially given the return of the three strikes and you're out alarm system. This means *Chaos Theory* quickly degenerates into an extremely cagey fairground shooter where you're too afraid to sneak up to enemies, too annoyed by the touch screen controls to use them, too doubtful of the collision detection system to do anything with confidence. Or you could grow an extra pair of arms. It's probably easier.

This is before mention of the fugly graphics, with the frame-rate diving when you even think about switching on infrared or night vision. If you do so, the DS practically feigns death. Oh well. Unless you want to exchange atmosphere, slick controls and clever gameplay for portability, then all this leaden DS experiment proves is, as prviously pointed out, you can't make Xbox games on the DS. Games publishers need to wake up to the fact that the DS offers a wealth of possibilities, very few of which are being realised at the moment.

RYAN

**HANDS ON Verdict**

**GRAPHICS**
Fuzzy levels akin to running around a brown Lego maze that make your friends laugh.

**AUDIO**
Amon Tobin soundtrack survives DS shrinkage but no voices.

**FINAL SCORE**

**4.5**



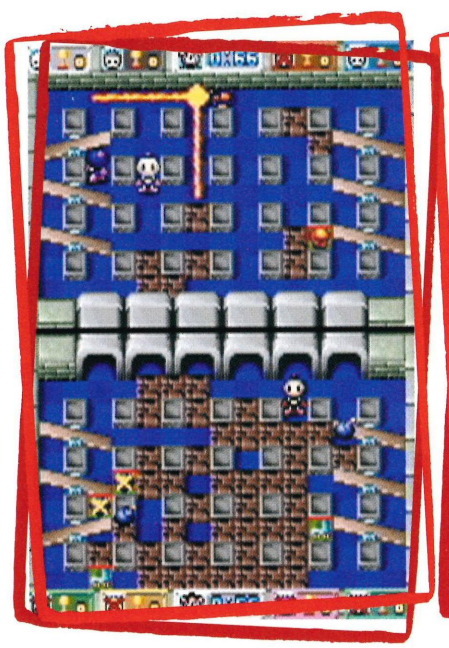


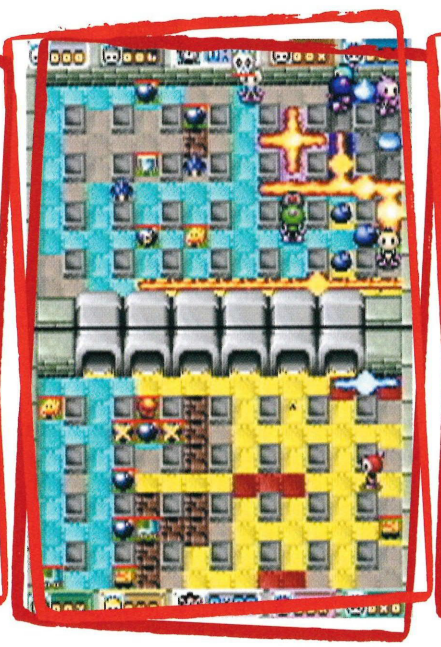


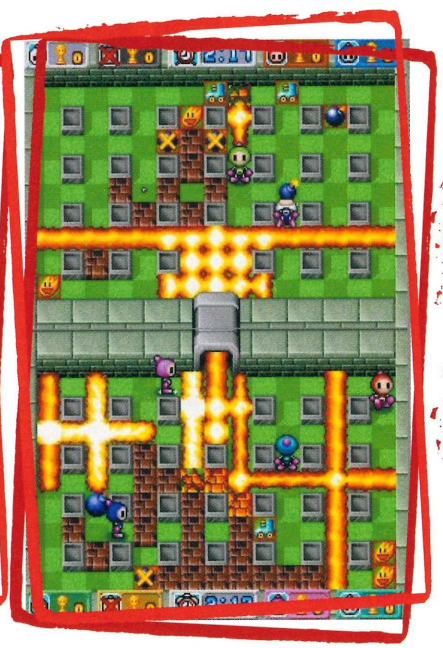


# BOMBERMAN DS

Tick, tick, tick, tick, BOOM







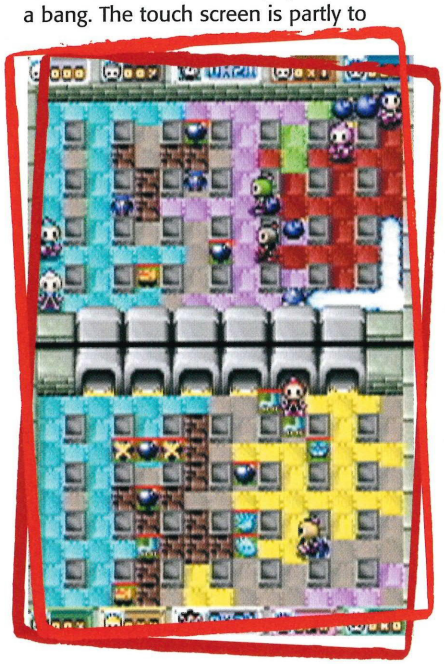
**HANDS ON INFO**

**PUBLISHER:** UBISOFT
**DEVELOPER:** HUDSON
**PLAYERS:** 1-8

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

| 1 JUL '05 | OUT NOW | OUT NOW |
|---|---|---|

**WHEN NINTENDO FIRST** sent out the development kits it should have included a leaflet on "useful ways to use the touch screen". Sadly *Bomberman DS* is yet another example of a puzzle game that should have blown the competition out of the water settles for a pop rather than a bang. The touch screen is partly to blame for this, mainly due to Hudson's rather uninspired implementation of the feature. Instead of using it to control Bomberman or to place bombs (as you'd expect), it's used mainly to navigate the menu system and to select the power-ups you've collected in Story Mode.



Story Mode also has its moments in the doldrums as you slog through level after level of achingly-slow action, blowing up cutesy enemies and searching for the exit porthole. Things are spiced up a little as you collect power-ups such as extended fire, multiple bombs and mines, but even with these additions it still feels like you've been trapped inside your very own version of *Groundhog Day*.

The game comes into its own in the Battle mode where up to eight players can compete against each other (either alone or in teams) in one of thirty battle areas available, such as Voice Mines (where you detonate all the mines on the screen using your voice), Conveyer Belt and Merry-Go Crown.

Like single-player mode, the battles start off excruciatingly slow unless you opt for handicaps where each player begins with certain powers, although only cheats will use these. However, honest players should be satisfied with the knowledge that after a short while the game picks up momentum and soon becomes as fast, frenetic and vindictive as the previous *Bomberman* titles.

Whilst it's not 'da bomb', *Bomberman DS* still retains the addictive gameplay that made the series a hit in the first place and it's perfect multiplayer fun.

LIZ

**HANDS ON Verdict**

**GRAPHICA**
Cute Bombermen + pastel colours = awesome. You know it, we know it.

**AUDIO**
The music sounds like it belongs on Disney's "It's A Small World" ride. Urgh.

**FINAL SCORE**

**7.2**

# DEVILISH

An enjoyable Game Gear title turns into a mediocre DS one

IMPORT REVIEW!

HANDS ON INFO

| | |
|---|---|
| PUBLISHER: | STAR FISH |
| DEVELOPER: | GENKI |
| PLAYERS: | 1 |
| DUAL SCREEN | 👍👍👍 |
| MICROPHONE | N/A |
| WI-FI | N/A |
| TOUCH SCREEN | N/A |

TBA | OUT NOW | TBA

**IT WAS ALWAYS** inevitable that the DS would get ports of older Nintendo titles. After all, here's a system that can easily play the likes of the excellent *Super Mario 64* and *Ridge Racer 64* without even breaking a sweat. And what's more, in some cases it even uses the DS's unique abilities to further enhance what were already great games. Spare a thought then for Japanese publisher Star Fish as it clearly has no idea when it comes to porting games to Nintendo's innovative new handheld.

For those not aware (we can't all be retro monkeys), *Devilish* is an interesting pinball/*Arkanoid* hybrid that initially appeared on Sega's Game Gear before moving across to the Mega Drive. The aim of each stage is to guide your ball to the exit without allowing it to drop off the bottom of the screen. What makes *Devilish* unusual though is that your bat can be split in two (although it always remains parallel with itself) which allows for much more interaction especially as the top bat can be rotated left and right via the DS's shoulder buttons. Along the way you've numerous power-ups to collect, fiendish monsters to avoid and plenty of bosses to fight. While it's not as frenetic as a standard pinball title, having two bats to deal with and plenty of random wandering monsters means there's still plenty to keep you busy.

Sadly, although *Devilish* was fairly enjoyable in 1991, the years have not been kind. Although it's still unique (no similar titles spring to mind) it's hampered by dull gameplay and a complete lack of variety. Star Fish's biggest oversight however is that it's done hardly anything to make *Devilish* a unique DS experience. Granted, the two screens now enable you to see more of the playing area but that's your lot. There are no touch screen options, no need to use the stylus, in fact, no need to use anything. *Devilish* may well have appeared on the Game Boy Advance, it certainly feels that way when you're playing it. We've no problems with older titles getting an airing, but come on Star Fish, you could've at least chosen a good game and given it some proper enhancements. Shame on you.

DARRAN



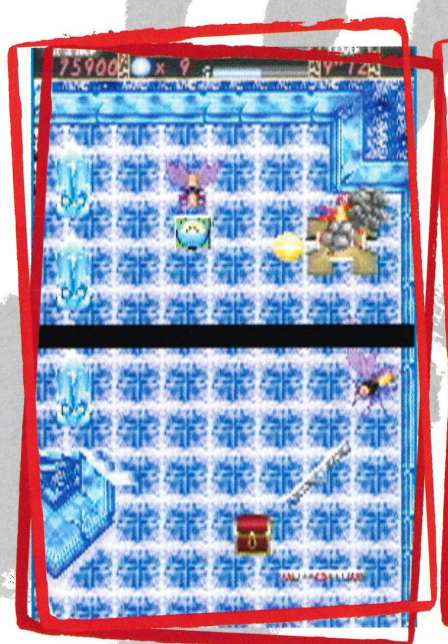

HANDS ON Verdict

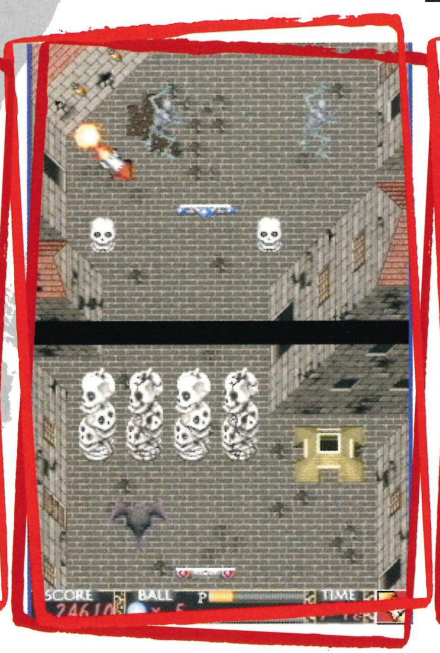
**GRAPHICS**
Not impressive at all, dull backgrounds and tiny, indistinct enemies are not pleasing to the eye.

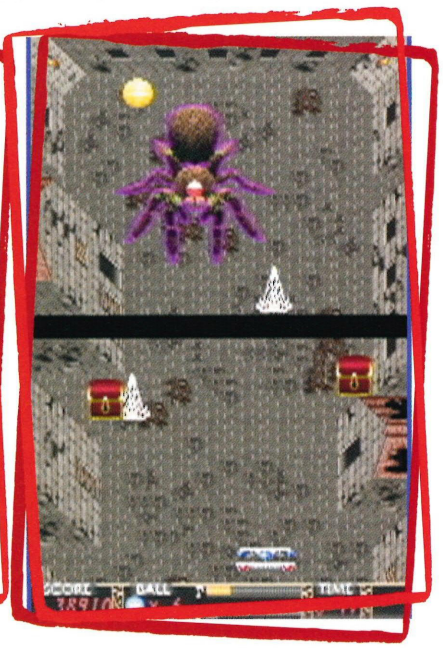
**AUDIO**
Some really nice tunes play throughout, but they can't disguise what a dull title this is.

FINAL SCORE

5·1



# MADAGASCAR

Sorry kids, it's no animal cracker...

**INFO**

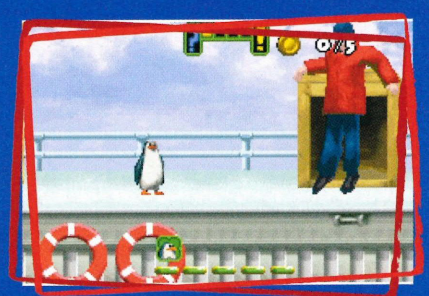
PUBLISHER: ACTIVISION
DEVELOPER: VICARIOUS VISIONS
PLAYERS: 1

OUT NOW | TBA | OUT NOW

**"HEY, HERE'S A** good idea! You know that *Madagascar* licence we bought? Well, how about using it to make – shut up Smith, this is good – a platformer! Yes! It can have double-jumps and characters with unique abilities that you can switch between at any time! And hell, let's put a stealth section in it too! *Madagascar* will be broken up with poorly animated clips from the movie, talking heads will do all the dialogue and the collision detection will be iffy to keep players on their toes! It's totally going to rock!"

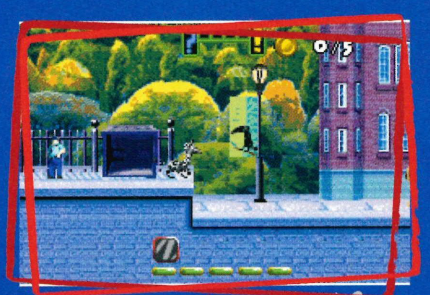
Yes, *Madagascar* is one of those. Those dreaded GBA film licences that clog up release schedules without promising innovation, excitement or originality. *Madagascar* is a barely competent platformer and struggles to ignite even the slightest whiff of interest in the player. It fails dismally because not only is the level design almost exactly the same as seen back in the days of the original Game Boy but the sluggish controls mean you can't even wrangle any enjoyment out of the lame gameplay. The switching characters trick is a waste – stick with the lion for double-jumps and use the other characters whenever a puzzle calls for it. This is what we call artificial puzzles. The stealth sections are a joke – hide until guards walk past, then push onward. The collision detection is just painful.



It's at times like these we can't help but wonder, who actually buys these games? Do *Madagascar* fanboys really exist? Will they really play through this out of their love for the film? Have they not played the near identical *Shrek 2*? Did they not realise how rubbish that was too? Oh boy, so many questions, a one-page review isn't enough to answer them. But there's room for to answer one question – is *Madagascar* any good? No. It's not.

RYAN






**HANDS ON Verdict**

**GRAPHICS**
Regularly zig-zags from basic but functional to downright disgusting, dirty and horrible.

**AUDIO**
Rudimentary. Functional. Unspectacular. Does the job, shuts up shop, goes home, has a kip.

**FINAL SCORE**

**4.0**

# BOKTAI 2: SOLAR BOY DJANGO

You are my sunshine, my only sunshine. You make me happy, 'til skies turn grey

**INFO**

PUBLISHER: KONAMI
DEVELOPER: KONAMI
PLAYERS: 1-4

OUT NOW | OUT NOW | OUT NOW

**THE DS MAY** be getting all the attention, but lets take a moment to ponder the greatness of the GBA. Yes the DS has a touch screen, but the GBA has gyro-controlled games. Yes the DS has an inbuilt microphone, but the GBA can harness the power of the sun! Now if that's not awesome to the power of ten we don't know what is.

Django the vampire hunter reprises his role as hero, although this time round the Solar Boy and his sunflower-shaped chum Otenko travel to San Miguel [Booze! – Tim] where they discover that the town has been infested by the "undeadening". It is up to Django to discover the source of the immortal-infestation and put a stop to it before the entire world is cast under its shadow.



The isometric viewpoint puts things at a different angle.

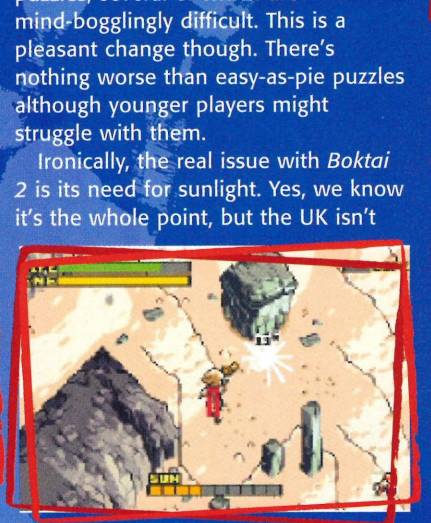


Like before, Django has the ability to use solar-powered weapons – handy since the immortals have yet to master using L'oreal Factor 50 sunscreen. Unfortunately, Django's Gun del Sol is stolen at the start of the game but he's given a range of weapons in its place including a magical gauntlet, a spear, a hammer and a sword. As well as having particular uses (the hammer can smash crates and turn switches, whilst the spear is ideal to reach out-of-the-way objects), all these weapons can become enchanted so they can wield various powers such as casting beams of sunlight or fireballs.

The game has a great mix of puzzles and action, although both can be vexing at times. The action suffers from slow-down when there are lots of enemies on screen and it can be difficult to aim accurately due to the isometric viewpoint. If it gets too much you can sneak past the vast majority of enemies, but you miss out on the opportunity to level-up your skills by doing so.

When not battling the forces of evil, Django has to solve a plethora of puzzles, several of which are mind-bogglingly difficult. This is a pleasant change though. There's nothing worse than easy-as-pie puzzles although younger players might struggle with them.

Ironically, the real issue with *Boktai 2* is its need for sunlight. Yes, we know it's the whole point, but the UK isn't exactly known for its sunny climate so charging up your energy meter can be tricky at times. Thankfully, the game does supply energy-bearing fruit and the occasional power-points but they're supposed to be a back-up, not the only option. Equally, some puzzles can only be solved using sunlight so if there's none about you're royally screwed.





Despite these flaws *Boktai 2* is an innovative and entertaining game, but its reliance on sunlight and our complete lack of it does cause serious issues. It makes you realise that innovation in games development is only half the battle. There should be an an alternative way to play it. If only Konami released a tiny UV torch with it.

LIZ

Use your pixel perfect solar powers to solve puzzles! And things!



**HANDS ON Verdict**

**GRAPHICS**
Good character and level designs with plenty of detail and variation.

**AUDIO**
Okay voice acting (you can select regional dialects!), and decent sound track.

**FINAL SCORE**

**7.5**

# FIRE EMBLEM THE SACRED STONES









## Kidney? Gall? Rolling? Stepping? No, Scared...

**FIRE EMBLEM IS** a game short on new ideas but seriously addictive. Like many other turn-based strategy titles the plot is simple, but well thought out enough to keep you engrossed. Your role is as Sain, an apprentice tactician controlling ally troops trying to look after Lin, heir to the throne in neighbouring Rikea. It doesn't sound like much but Lin has her own ideas to help you defeat your enemies. She's a tough girl.

The gameplay itself begins at an easygoing pace with a full tutorial in the first chapter. It's also a bonus that *Fire Emblem* has very few in-game menus to get bogged down with. Once you've mastered all the controls the game speeds up by skipping (if you want to) the narrative driven sections. If you do you will miss some fairly sophisticated interaction scenes designed to give the characters a sense of familiarity. Intelligent Systems has done a great job with the range of feelings and emotions that run throughout *Fire Emblem* and this aspect of the game sets it apart. Conversations between your troops can also offer tips for the main battle, like which weapon to use. This is important, as it's game over if you chose an axe instead of a sword on some enemies.

This is linear game in that you're told what to do, which will satisfy purists but disappoint those who are looking for a free flowing approach. That aside, the characters are well animated and the tactical element of using various weapons to defeat your enemies during battle keeps you trying to think a step ahead.




There's a multiplayer mode, which involves picking five units and pitting them against up to three others to create a four-way arena battle.

Whilst the story-driven style can get a little too self indulgent at times, *Fire Emblem* is still a quality GBA title that deserves your attention. The difficulty level is spot on and you can save at any time except during battle. In single-player mode it takes around 15-20 hours to complete and it never gets frustrating. Can't say fairer than that.

ANDY

### HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
PLAYERS: 1-4

| OCT '05 | OUT NOW | AUG '05 |
|---|---|---|

### HANDS ON Verdict

**GRAPHICS**
Well animated and characters have individual features making them instantly recognisable!

**AUDIO**
Some rousing compositions make for a great aural ambience.

**FINAL SCORE**

**8.4**

# DIRECTORY

Got a new DS? Got a big wad of cash to spend on games to play on it? Well here they all are, along with exactly what we thought of them. Good, eh!



| 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!* | | | | | | |
| **Nintendogs** | Nintendo | In-House | 1-4 | 46 | NTSC | 8.7 |
| *Like sniffing the crotch of gaming heaven.* | | | | | | |
| **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!* | | | | | | |
| **Puyo POP Fever** | Atlus | Sonic Team | 1-8 | 46 | NTSC | 7.0 |
| *Frantic puzzler that'll leave you in a cold sweat.* | | | | | | |
| **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!* | | | | | | |
| **Star Wars: Episode III ROTS** | Ubisoft | In-House | 1-2 | 46 | PAL | 6.9 |
| *Sith happens...* | | | | | | |
| **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 2005: Crystal Drive** | 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




# Bringing videogames into focus




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

## Issue 33 on sale 16 June

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

# NETWORK

Welcome to the back bit of the mag! It's kind of like the front bit except a) it's at the back and b) we can't think of any other differences.

## VIEWPOINT

**96** This month: Jon B from Glasgow sucks up to Liz, David Cairns makes an error and Monkey Virus is the world's only platform fan.




**FORUM**
This is our tribute to Sean 'Mill' Miller who, since his banning, has used 17 Phoenix Downs only to get banned again.
**100**

## CHEATING MONKEYS

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





**BACK ISSUES**
Older issues that now smell a bit funny but have Girls Aloud pics...
**128**

## SPLINTER CELL: CHAOS THEORY

**108** It keeps going! There was a guide in last month's CUBE and there's another one in this issue! That makes *Chaos Theory* two magazines big! From now on, we're rating all game sizes in units of magazine.

## REGULARS

### BEAT THE WORLD
**102** Beat The CUBE Readers. That's 30,000 odd people you can beat in one sweep. Imagine the power! It's like war, but smaller.

### ACTION REPLAY
**106** More cheat codes for people who try normal cheat codes but realise they're still rubbish at games.

### THE DIRECTORY
**122** Another month, another picture of Girls Aloud! Yes! There are also pictures of Tim dying!

### BACK ISSUES
**128** ...in them, along with flimsy justifications for them being there." That's the bit that cut out of the star on the left. Cool, huh?

### NEXT MONTH
**130** Next Month is only 30 days away but you can practically smell the excitement!

## CONTENTS

Viewpoint .....96
Forum Frenzy .....100
Beat The World .....102
Cheating Monkeys .....104
Cheating Monkeys Action Replay .....106
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Directory .....122
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Next Month .....130

# VIEWPOINT

Letters – you write 'em, we print 'em, that's the way this cookie crumbles...

## 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.

## POCKET WARS




I'm curious to hear what you guys (and lovely Liz) think will become of the new Game Boy now the Nintendo DS has shipped more than six million units worldwide. Here's my two cents:

I'm with you 100% on your Revolution feature in Issue 43. Third pillar my ass, the DS was always about Nintendo holding onto as much of its market share as possible now that it faces its first serious contender on the handheld scene since 1989. How else can the usually cautious big N explain the blinding speed with which it pushed the DS off the drawing board and into the stores? Trudging through the rumour mills now that E3 is upon us once more, I've seen stacks of gossip about the successor to the SP's throne; indeed many expect to see something on display at E3. Pants I say, surely Nintendo would not be stupid enough to announce another handheld immediately after their aggressive (if somewhat hit and miss *get that finger out of my eye*) marketing of the DS? Is it possible they have scuppered their own release schedule by trying too hard to interfere with Sony's?

Reactionary, rather than revolutionary, is how I would describe Nintendo's movements of late. Yet sceptical of the DS's role as I am, I must admit that the success of this debauched liaison between an N64 and a PDA speaks for itself.

On a different track: surely the Revolution presents Nintendo's best opportunity to take the fight back to Sony, especially if the third party developers show the same support for innovation as they have with the DS. Sticking with the GameCube's programming architecture has got to be a plus – I'm hoping we'll see a stronger launch line up for the Revolution now the developers have one less thing to worry about. But what am I saying? You'll already be able to play *RE4* and the new *Zelda* on it! You've got to admit Nintendo have thought this one through; they'll be able to cut out the massive waste usually generated when developers tearfully wave goodbye to the consoles they've only just become really good at making games for.

Like everybody, I have high hopes for Link's latest outing. I loved *The Lord Of The Rings* trilogy, and judging by the *LOZ* trailers so does the big N – no complaints there (I just hope they don't sue New Line should Legolas infringe Nintendo's IP! Lol). It's clearly going to be a hit – just hope it measures up to *The Ocarina Of Time* – THE finest game ever made on any system. Don't even try to deny it guys. You love it too! I noticed you didn't attempt to slip it into

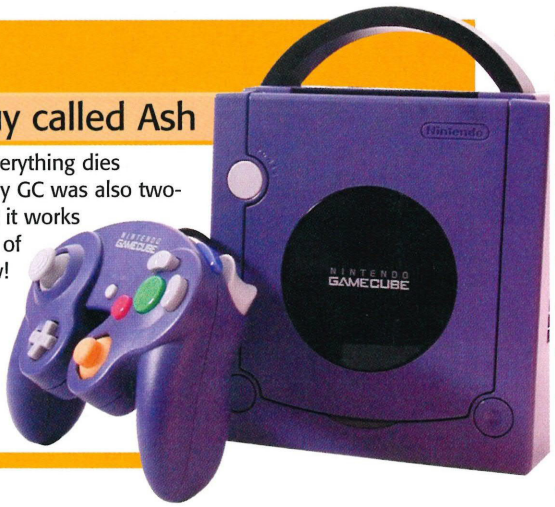
## ASHES TO ASHES

### It's a bit religious, but fret not, it's about a guy called Ash

I just have a quick message in response to the letter by Ash, in Issue 44, the letter is under the heading, BUSTED in the viewpoint section. My GameCube had a major disc read error so I sent it to the Nintendo service centre in Hampshire via post and it cost £32.15 + p&p and anyway send your GC there and they will fix it up completely, with my GC they took out most of the components and replaced it with new ones, replaced the fan, the facia, the little black feet, the lens, and even cleaned it free from dust and mess. So there is no excuse to throw out your GC and abandon Nintendo just because it fails, after all you have had it for two years, everything dies eventually, my GC was also two-years-old but it works 100 per cent of the time now!

**JAMIE, CORNWALL**

**CUBE:** ***Ash? Ash? You there?***



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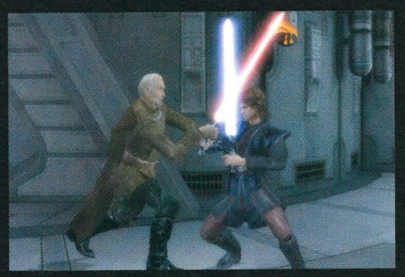
# SITHY FIT

## Because, like, the question is about Star Wars – Sith, see?

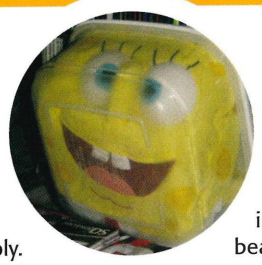
Hey **CUBE**, not that *Rogue Leader* and *Rebel Strike* aren't good cos they are but finally a decent *Star Wars* game released where you have the ability to use a Lightsaber and do something else other than fly. Would you believe it, *Star Wars: Episode III – Revenge Of The Sith* is not out for GameCube. My friend says it's about Nintendo not having correct licensing with LucasArts but then how can it be out for DS, and how come the *Rogue Leader/Rebel Strike* came out?

Could you tell me if there are any plans to ever release for GameCube, even if I have to wait until the films comes out on DVD.

**ROSS GOLIGHTLY, VIA EMAIL**



**CUBE:** ***Afraid you're out of luck.***



the Rose-Tinted Spectacles feature in Issue 44. Wise move. You can rip on *Super Smash Bros*, *Mario Kart*, *Super Mario 64* – hell even *GoldenEye* (have you no shame?) but some things remain holier than holy. Okay, I'm losing the plot a bit here, but you know what I mean. E3 is upon us! Let battle commence! The Npire strikes back!

**JON B, GLASGOW**

**CUBE:** ***It does seem that Nintendo is hopping up and down trying to come up with new ways to keep ahead in the handheld game until it can get Game Boy 2 out. However impressive the PSP might look though, there still isn't a single must-have game available for it and Sony gave it remarkably little exposure at E3.***

## OOPS

Dear NOM, I am a 22-year-old male who loves games... [snip – Ed]

**DAVID CAIRNS, VIA EMAIL**

**CUBE:** ***You're 22 and you read NOM!? How are those puzzles working out for you?***

## MOVE ANY MOUNTAIN

First off, I just wanna say how much your mag ROCKS! Okay, now that that's out of the way, here's my questions.

1. In Issue 42 on page 100, "Honourable Mentions", there is a picture. Shock horror, I know, but that isn't the question. The picture is an image of *Shaman King*, the game. What I want to know is when it will be released over here. I'm a huge fan of the series, and a game would be cool, but will it be another Japan only game? If not, what kind of game is it, ie is it a *Soul Calibur* style beat-'em-up, or a *Final Fantasy* style RPG?

2. Is there going to be a *Perfect Dark* game for the GC? It is about the only FPS that comes close to *GoldenEye*.

3. What is going on with *Resi 5*? If Umbrella is out of the picture, who is the Big Bad?

**DAVID REILLY, FIFE**

PS Lauren Thorpe (who wrote in on the same page in Issue 42), open your eyes and ears. Hello, *Dirge Of Cerberus*, PS2, released at some point this year? Staring Vincent from *Final Fantasy VII*. *Final Fantasy VII, Advent Children*, coming out at the Cinema this summer? Starring the entire cast from *FFVII*. Do some background searching before asking silly questions.

**CUBE:** ***1. It's* Shaman King *the game on PS2, it came out last year. 2. No 3. Dunno.***

## GOLD & BLACK ARMY

I've been hearing that *Soul Calibur III* will be a PS2 exclusive – I personally think that it's a load of balls but then again by the time you have answered this letter E3 will have been and gone so I NEED TO KNOW THE TRUTH! Also I'm looking forward to the Revolution launch, DO YOU KNOW WHEN THE REVOLUTION IS BEING LAUNCHED IN THE UK, ALSO DO YOU KNOW WHERE THE REVOLUTION'S LAUNCH WILL





Wolves do indeed rule. It's going to eat Ada!

BE? The Dreamcast was launched in Aston and I really NEED TO GO TO THE REVOUTION'S LAUNCH!
PS NINTENDO RULES!
PPS Sedgley rules!
PPPS Wolves rule!

Adding to the letter I sent a few minutes ago. The new *Zelda* game is supposed to be just around the corner (24 June!?) does this mean that it is coming out around the planet exactly the same date or is it already out in Japan and America? I just don't get it – hardly any info has come out regarding the game yet it comes out in Game on 24 June (apparently).

**RICHARD HOBSON, VIA EMAIL**

**CUBE: Soul Calibur III *is PS2 exclusive, soz. You're right though, Wolves do rule. Stevie Bull's a tatter, he wears an England cap, he plays for Wolverhampton, and he's a lovely chap etc...***

## FREE HOLIDAYS

Hello from the Cyprus! Could I suggest a new item for *Zelda* games? How about if Link had a long rope that [he] could attach to an arrow so when he fires the bow and hit[s] a target that [the] hookshot can't, he could then attach the other side of the rope to a tree or a rock behind him and then go to the other side using the stre[t]ched rope! Also can I ask about release date of the new *Zelda* game? Come on have mercy, don't keep us in the dark! Sorry for amy (*sic*) spelling mistakes! Come and visit Cyprus on your vacations!

**NIKIFOROS FROM CYPRUS, VIA EMAIL!**

**CUBE: *No you can't. Oh, you just did! So er, can we stay with you then?***

## DOWN UNDIES



G'day CUBE! It's me, all the way down in Australia, grovelling over yet another four-month-old issue of CUBE. Any way, as I sit here relaxed after an intensely satisfying bout of *Mario 64* on my DS and watch my cat consume a very large fur ball whole, I ponder over some very serious issues pertaining the inner workings of my subconscious. You see CUBE, I have been having some very odd recurring dreams of late, and I have high hopes that you might inhabit both the intelligence and insight necessary to interpret them. I mean seriously, who else can I turn to?

In the first dream I find myself lost in a dark forest with many interweaving paths, I pick one at random beginning my search for a way out but only to find that the path I am on leads to an even more complex web of paths. The situation is al too confusing but on the other side of the paths are gaming consoles of all kinds. "Oh just a little play," I say and sit down for a bout at a nearby GameCube. Sufficiently distracted for what seems like days, I get up refreshed and continue getting lost in this impossibly complex maze stopping only to play videogames intermittently until I wake up...

I the next dream, myself, Batman, Obi-wan Kenobi and that chick from the Brand Power ads, rob a McDonald's restaurant at gunpoint and demanding specifically a large bag of sesame seeds as well as several tubs of cheeseburger pickles. (Figure that one out.)

Most people usually end the letter with stuff like: "Your mag is sooo great etc" or "GameCube is so great, your ratings suck, Chandra's band sucked, etc yada yada." But I'm gonna end my letter with a warning to all you gamers out there. One thing I would like to warn all of you that there are some individuals that should never be trusted. For example: never, ever, trust a chicken, it is never what you think it will be. To prove my point, you should never trust anything that tries to be something it is not, eg the chicken. Trying to be bloody everything! That's right. A chicken is always trying to disappear into the crowd and fit into society. Wishing to be excepted. It does this by always masquerading into something else. Such as other types of food. Ever heard someone tasting something new and different, and they say: "Wow, not bad. It tastes like chicken!" This is because everything

# LEON TO BE HUNG

## Sorry – no idea what this headline means

I've read in one of my friend's mags that Capcom will be adding length and new weapons to the PS2 version of *Resident Evil 4*. Do you know if this is true?

*Zelda* looks absolutely brilliant cannot wait to play it. *Geist* shows that Nintendo are willing to experiment with something new. I enjoyed the first *Bloodrayne* and was wondering will number 2 ever reach GC. Glad I don't have to read that biased load of tripe that you get when reading an Xbox mag. Also what exactly do you mean that *Splinter Cell* has outgrown the GC?

**ROB W, VIA EMAIL**

**CUBE: *We asked our man at Capcom and he refused to confirm anything but we can tell you a few ideas have been thrown around regarding extra content for the PS2. It's reasonable to suppose there will be some extra stuff in there though.***

***No* Bloodrayne 2 *for sure. The criticism of* Splinter Cell *is aimed at the GameCube pad which has effectively three less buttons than both Xbox and PS2 and this really hinders control.***

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really does taste like chicken. Because chicken tastes like FREAKIN' EVERYTHING!
**THE MATT MENDOZA, AUSTRALIA**

**CUBE:** ***Nuff said.***

## PLAY YOURSELF FIT

I am a platform game fan. Yes, I know you believe I am some sort of mythical creature and if I am real why on earth would I want to pledge myself as a platform game fan? The answer is... I enjoy platform games, this perfectly honest. I like the moving platforms and sideways scrolling linear landscapes. People may find them too restrictive but I feel they have a real pick-up-and-play quality uncommon in most games. However, if people take more risks in this slightly cliché formula great things could happen! I'm serious they need to get away cutsie animals, break more boundaries. In fact I love ice and fire levels even though some added quirks could add originality.

Don't worry I'm not a fanboy and I love all games but there will always be a place in my heart for the original *Crash*, *Rayman* and so many other platform gems that prove the simple ideas can still work. On another note I also enjoy storylines and have stayed hooked on many a game as the story unfurls, also I love your mag and I'd like to thank the team for giving me the best read in the cubing world.
**MONKEY VIRUS, VIA EMAIL**

**CUBE:** ***Platforming has, is and always will be a staple of any healthy gaming diet. Nutritious, good exercise and usually packed with fruit.***

## CHANDRA LOVING

Dear CUBE team. (Chandra is the best member of the team)

I have been meaning to write to you for a long time, I never had the time, but now I finally have, so I have a lot to say, and please, don,t make a silly reply like "So let's get this straight, you like Mario, right?". Now, to the point. Well, points.

Cosplay: I found your feature on Cosplay really interesting in Issue 42, I already new about it but very little, and to read the best GameCube magazine out there (you deserve a round of applause I've only read one better magazine and that stopped in August 2001) right out of the blue to do a feature on it, I was amazed and found it very interesting and how do they get the money!? I then looked at some of the websites that you put in the magazine and I was fascinated by the amount of detail. Anyway, I think that it was very good of you to put it in a European magazine because I would like to see Cosplay events in England and the rest of Europe so I hope that got some people's brains and hopes fired up.

*Super Smash Bros Melee*: What is wrong with you? People can always like 2D, no annoying camera angles, mum and dad can play, and so can your three-year-old cousin. And you get some of the most famous and popular games characters in the world! So what is wrong with it? You don't get bored with it. Ah, yes! You thought there was no skill involved and it was mindless button bashing! Well, you're a load of bathtubs if you think that, because there's loads of skill involved!

*Resident Evil 4* and *Metroid Prime 2: Echoes*: how can you rate *Resident Evil 4* higher than *Metroid Prime 2*? I thought you said it was the best game on the GameCube. Epic! And how long does this last? Two months! I really want *Resident Evil 4*, but is it really that good, I mean, it has to be bloody amazing! And stop rating games so highly! You have to leave room for the *Legend Of Zelda* remember!



And that was what I was going to say to you, but now I have bought it, completed it on easy mode, and you're right, it is much better than *MP2*, much, much better, so I admit, you are correct.

WWE feature: best feature I have ever read in a magazine. Why did it have to be a one off? It was so funny, and I am thinking of going into the world of videogames journalism.

Final note: I hope that wasn't too long. [It was, I had to cut loads out – Tim] Your magazine is the best out there that is being published to date, please don't stop and keep up the good work.
**JOHNNY NORRISS**

**CUBE:** ***The cosplay thing was all Ryan's work, although it might just have been an excuse to spend a week sharking around websites full of pictures of Japanese girls.***



## TXT LIFE

### We want your text!

HI I BOUGHT UR MAG 4 THE 1ST TIME AND I THINK IT A GREAT MAG I LIKE THAT U GIVE AN HONEST REVIEW ABOUT THE GAMES I ALSO AV A PS2 BUT MUST ADMIT I PLAY ON MY GC MORE NOW IVE FOUND GAMES LIKE TALES OF SYMPHONIA AN CANT WAIT TO GET MY HANDS ON BATEN KAITOS ALSO RE4 LUV THE PREVIEW OF IT ON DVD IS THERE ANY OTHER RPGS OUT THERE THAT ARE AS GOOD KEEP UP GOOD WORK LUV THE MAG IT BRILL CANT WAIT 4 THE NEXT ISSUE AN WILL B ORDERING SOME BACK COPYS URS ANGELA BAKER F
CUBE: Try Skies Of Arcadia.

FOR ****S SAKE IT'S UNBELIEVABLE COLD. WISH I HAD SNAKES SNEAKING SUIT ON. COLD HANDS ARE NEVER GOOD HAHA
CUBE: When we get cold we hug Liz. She's never cold.

WHAT IS YOU FAVOURITE SONG. MINES GOTA BE PINBALL WIZARD.
CUBE: Tim – Rave Down, Swervedriver. Ryan – Ruthless, Amon Tobin. Lewis – One, Metallica. Miles – Mr Brownstone, Guns N' Roses. Chandra – Country Feedback, REM. Liz – Cruel, Tori Amos.

I JUST READ MY SISTERS COPY OF PSM2 AND THEY USED GC SCREENSHOTS IN A RE4 PREVIEW. ISNT IT CHEATING A BIT?
CUBE: Monkeys.

## GOAT YOGHURT

### Because he's Greek, but there's one Greek thing we can't mention

This is my first time writing to a magazine, and I would like to congratulate you on the great job you're doing! First of all, I am writing to oppose two letters printed in Issue 43 written by Gareth Jones and some anonymous guy. The letters complained that CUBE has no adult humour, but this is necessary since the age of gamers ranges from 4 to around 70 and if children buy magazines with adult humour, the parents wouldn't approve and may complain/sue the mag.

However, in CUBE Issue 43 in the article about the DS midnight launch, was the quote "THE BEAR GETS HIS KNOB OUT" in bold letters. I admit that this isn't the rudest way of putting it, but it's still a little too rude for young children.

My second reason for writing is about a Chimp'll Fix It, letter printed in Issue 44 asking for help on *Ocarina Of Time*. In your answer you mixed up the quests of young and adult Link. As an adult, you get the red (NOT brown!) tunic from the rolling Goron in Goron City (Darunia's son). Then go down to Darunia's room and pull the statue. Once through, hookshot the beam in front of you and land on a bridge. Sheik will meet you. Now turn left and go down the stairs to get to the Fire Temple.

Darunia only dances when you're young Link, and I admit, it is VERY funny! For your mistake, you owe Ben England an apology and should all get a smacked botty, especially that Darran (brown tunic? Tut-tut-tut!).

Finally, I have some questions that I hope you can answer:

1. Why did you change *Wind Waker*'s score from 9.7 when you first reviewed it to 9.5?
2. When is *Metroid Prime: Hunters* out?
3. Game advertised *Street Racing Syndicate* as out for PS2 and Xbox ONLY, but isn't published by Nintendo?

**ALEX VISSARIDIS**

PS The names Greek. Please print my letter because for the past 3 issues I have received my copy of CUBE late (I'm a subscriber) and I'd like the next issue to be worth the wait, if it arrives late again! Also, I saved Tim some time by putting all the games titles in Italics for him! [Awww, cheers! – Tim]

**CUBE:** ***Well this gives us the chance to print THE BEAR GETS HIS KNOB OUT again, twice in fact. We bad! You win on the Ocarina thing though. We'll have the monkeys roundly whipped for their slackness. Okay, questions...***
***1. Good point. After further play and greater consideration plus a different reviewer the PAL review had a slightly different perspective than the earlier import review.***
***2. Could be end of the year now.***
***3. Yes it was, in Europe, but it's a Namco game.***

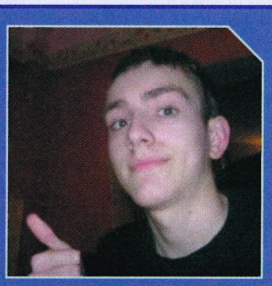
# FORUM FRENZY

Ahh the internet – a metaphorical place where you can meet people from all walks of life, whether they be like-minded, completely obtuse or Sean-Mill. The fun never stops.

**JUST WHO THE** hell is Sean-Mill? He's been banned again for shouting absolute nonsense but he keeps coming back. Love him or hate him, CUBE forum regulars will know you just can't ignore him. This month's Frenzy is dedicated to the insane, foaming moon language of... erm, what's he called this month. Oh, he's still banned. Ah well, he'll be back. Altogether now: "Nintendo do not sucks". Genius... ish.

## USER PROFILE...

| | |
|---|---|
| NAME: | Tom McShane |
| USER NAME: | muckers |
| OCCUPATION: | Uber noober boober lamer gamer NOM Jocky |
| FAVOURITE GAME: | Conker's Bad Fur Day |



**Please comment on why something as irrelevant as gaming plays such an important role in your so-called life:** There's bugger-all to do in my town so when I plonk a disk in my GameCube and switch the black box of gaming lurve on, I can be anything and do anything. I can be an ex-police officer blowing the brains out of crazy-ass villagers, or a fat Italian plumber with a beast of a Super Soaker attached to my back cleaning up brown gunk. I can kick the crap into my mates and throw them into oblivion, and still have them there to do it again. And again. Games fill me with such excitement when you play them, that you feel like exploding in an orgasm of gaming pleasure.

## POSTS WITH THE MOSTEST

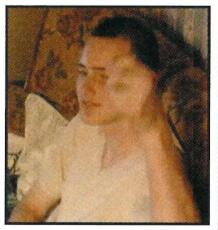
**Sean-Mill on:**

1. *Animals: "If a ape doing a headstand, he is taking a flying s**t"*
2. *Bowel Movement: "When I got home it felt better then I need to do a poo, it is over 60cm long for bloody sake, no wonder I been feeling this pain, I had great western turd going throw my flipping intestines. And now I'm suffering from more pains, what next virgin turds or thames valley turds."*
3. *Bowel Movement Aftermath: "Jesus, I'm still feeling pain from it and it did came in one lot, damn I think i have an extended bum hole."*
4. *Holding Back: "I only be serious when I want to and this is 3% of the time on the forum. I always like to hold back to have a huge pounch in reserve."*
5. *Porn: "there more importants things than watching women becomes low standard."*
6. *Religion: "jesus, what a complete tosser. What about the pope."*



## HONOURABLE MENTIONS

Herbert, Dark Soul, DarkSoul2, Whinox, Rhinox, Sean-Mill, TheDangerousFoe, HelloAlastor, The7eventh. Fortunately the Forum archives all posts; seek out these names and relish in vintage Sean-Mill: "Listen to these words, I'm not being racist but why in hell is catwoman?" Classic.



## HOT TOPICS...

THIRD STRIKE

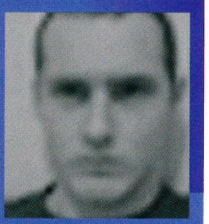
**2D FIGHTING TALK** steps up as Retroid and Immagonnagetbeat want to take on Ryan and Tim at *Street Fighter III: Third Strike*.



## YESTERDAY'S NEWS...

SEAN-MILL

**WELL HE GOT** banned but here's, like, a tribute to his best bits, this is just like *Big Brother*! But good.



## 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:

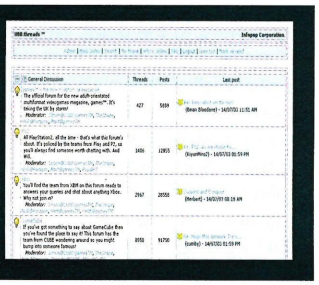
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're 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).

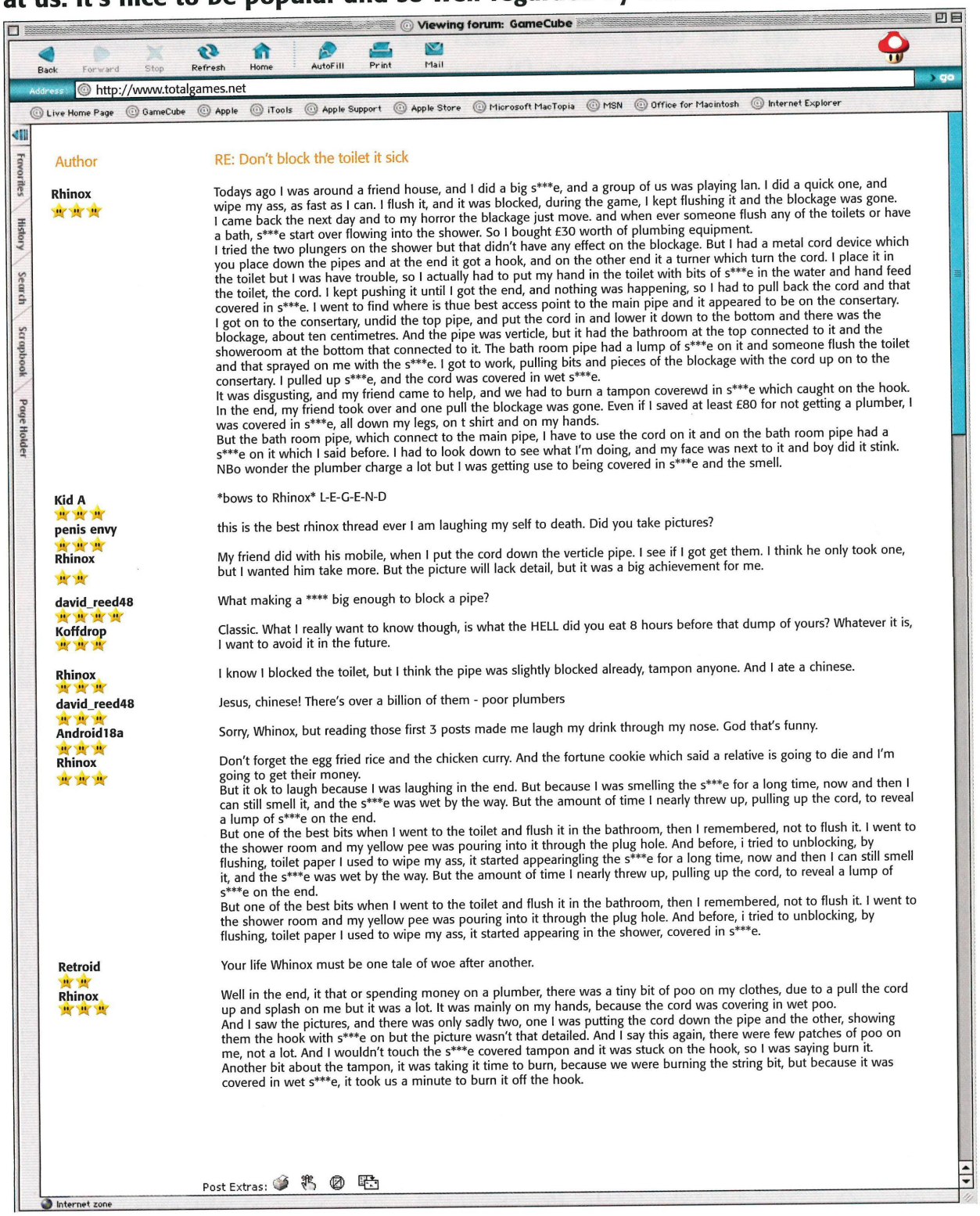
### STEP THREE:

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.




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ABC
27,213
JUL – DEC 2004

# BEAT THE WORLD

"I'm glad I beat Ryan and Liz!" shouts Tyrone Phear, a reader who clearly made his surname up. Well, we wrote a phone number on the back of your letter when we needed something to write on, so nerr.

Simply play one of the games listed below (make sure you choose one that you're good at, obviously). Beat one of the times/scores, send it in and you'll see yourself in print! It couldn't be easier. Unless you've got your mum to do it for you...




### RULES SUCK, BUT WE NEED THEM TO MAKE THINGS FAIR

- Prizes won't be given out because none of you deserve any. Not really – it's just that 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.
- Making jokes with Americans about not having ID never gets you served in US bars.

## 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:

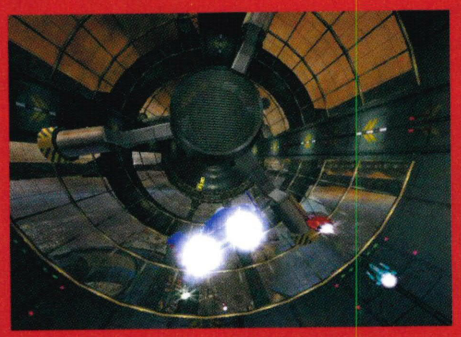
**I'VE BEATEN THE WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS**




### WARIO WARE INC: MEGA PARTY GAME$

Street Fighter is awesome. Imagine being Ryu!

| MINI-GAME | SCORE | NAME |
|---|---|---|
| Bam-Fu | 44 | Tyrone Phear |
| 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 | 179 | Tyrone Phear |
| Hurry Hurdles | 27 | Tim |
| Jumpin' Rope | 36 | Jonas Pettersson |
| Pro Curling | 33 | Jonas Pettersson |
| Set A Spike | 112 | Tyrone Phear |
| Ski Jump | 42 | Jonas Pettersson |
| Snowboard Slalom | 42 | Jonas Pettersson |
| Wrong Way Highway | 44 | Jonas Pettersson |



## F-ZERO GX

Rex McGee, haven't seen him play SF though.

### 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

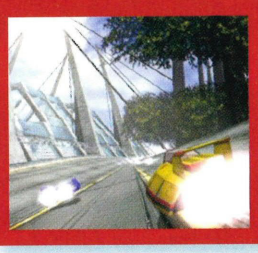
| | | |
|---|---|---|
| Trident | 02'47"084 | Rex McGee |
| Lateral Shift | 1"42"135 | Rex McGee |
| Undulation | 01'55"197 | Rex McGee |
| Dragon Slope | 02'32"467 | Rex McGee |
| Slim-Line Slits | 01'46"315 | Rex McGee |

### AX CUP

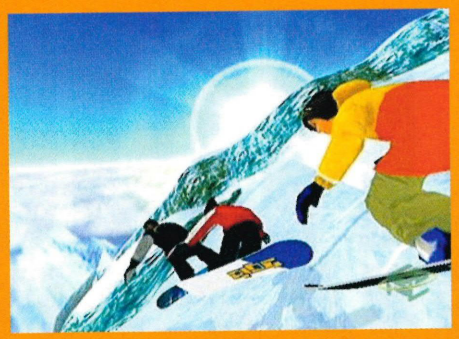
| | | |
|---|---|---|
| Screw Drive | 00'52"246 | Rex McGee |
| Meteor Stream | 01'22"069 | Rex McGee |
| Cylinder Wave | 01'48"459 | Rex McGee |
| Thunder Road | 02'36"097 | Rex McGee |
| Spiral | 03'16"412 | Rex McGee |

### SPECIAL EXTRA TRACK

| | | |
|---|---|---|
| Mute City: Sonic Oval | 00'32"124 | Rex McGee |



Maybe we should bring *Street Fighter* to Beat The World. "But it's not on the GameCube!" squeaked Miles.



## 1080° AVALANCHE

Pettersson is probaby rubbish at Street Fighter.

### EASY

| Course | Time | Name |
|---|---|---|
| Ski School | 48'68 | Jonas Pettersson |
| Tenderfoot Pass | 42'96 | Jonas Pettersson |
| Frosty Shadows | 46'46 | Jonas Pettersson |

### HARD

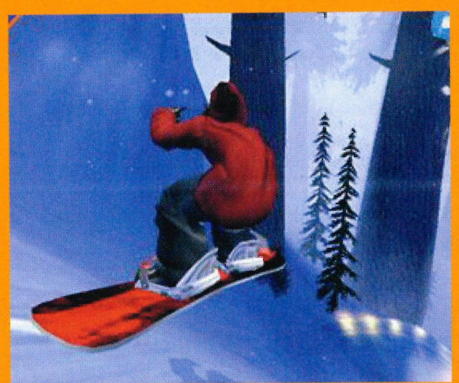
| Course | Time | Name |
|---|---|---|
| Power Threat | 44'22 | Jonas Pettersson |
| Tree Top Trauma | 1'03'32 | Jonas Pettersson |
| Grits N' Gravy | 51'46 | Jonas Pettersson |
| Trestle Trouble | 1'20'97 | Jonas Pettersson |

### EXPERT

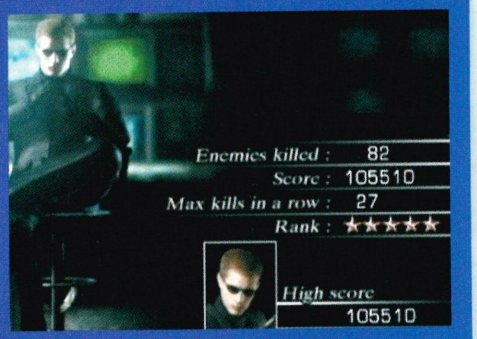
| Course | Time | Name |
|---|---|---|
| Revolution Cliff | 1'06'48 | Jonas Pettersson |
| Midnight City | 1'29'63 | Jonas Pettersson |
| Rotted Ridge | 1'01'62 | Jonas Pettersson |
| Diesel Disaster | 1'10'38 | Jonas Pettersson |
| Sick with it | 1'21'97 | Jonas Pettersson |

### 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 |



"So!?" we bellowed. "We're a GameCube mag you idiots!" squealed Miles. Oh, fine then.




## RESIDENT EVIL 4: MECENARIES

Where are the Dragon Punches? Rubbish!

| | |
|---|---|
| Village | |
| 105,510 | Chandra CUBE |
| 101,070 | David Charlston |
| 88,930 | Callum Roberts |
| 59,470 | Chris Wallace |
| Castle | |
| 84,360 | David Charlston |
| 73,270 | Callum Roberts |
| 52,270 | Ryan Dean Hall |
| Base | |
| 102,980 | David Charlston |
| 53,980 | Callum Roberts |
| 49,070 | Ryan Dean Hall |
| Harbour | |
| 92,780 | David Charlston |
| 66,050 | Callum Roberts |
| 58,580 | Ryan Dean Hall |



## SOUL CALIBUR II

It's no Street Fighter. "Don't trust it."

| 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





Cheating Monkeys, they were a couple of flunkies. Spent all their moneys on becoming tips junkies. Which is what they are. Today.

## RESIDENT EVIL 4

"What're you buying?" You know what makes us laugh now? The way the merchant shouts "WELCOME!" We're building up confidence to greet people we know in this manner.

| UNLOCKABLE | HOW |
|---|---|
| Assignment Ada | Complete the main game |
| Alternative title screen | Complete the main game |
| Professional difficulty | Complete the main game |
| Infinite Rocket Launcher | Complete the main game |
| Matilda Handgun | Complete the main game |
| Special Costumes | Complete the main game and start Round 2 with Special Costumes option |
| Chicago Typewriter | Complete Assignment Ada |
| Hidden Trailer | Wait for one minute at the title screen |
| Tokyo Game Show Trailer | Wait for one minute at the title screen after the first trailer ends |
| Alternate Ada music | Watch the credits again after completing Assignment Ada and new music will play. |
| Alternate Ada Scene | After the second encounter with The Village Chief, head straight back to the room where you met him. |
| Luis 'Death' Cut-scene | Shoot Luis in the cabin until a cut-scene kicks in where Luis shoots back... |
| Hidden Hunnigan Conversation | Near the church in Chapter 1-3, instead of heading towards the church, walk towards the lake. |
| Saddler's Cash | Check every painting of Lord Saddler in the castle for 5000 moneys. |
| Broken Butterfly | South of the hedge maze, there is a locked door. Piggy back there with Ashley and she'll unlock the door. |
| Extra Ammo | When in the cabin with Luis, stand by him until he starts throwing ammo to you. |
| Free Ammo | Upgrade any weapon's capacity and the merchant will refill the ammo, free of charge. |
| Quick Reload | If you dodge (A and B or L and R) while in the middle of a reload, Leon will recover from the dodge with a full clip of ammo. |

## CHEATING READERS

### People do our work for us!

### SUPER MARIO SUNSHINE

I thought of a newer, easier, longer way to do the Sewer Water Bonus Stage! This requires a lot of patience and good control with the Hover Nozzle. Anyway, if you look to the left and right of the water, you will see tiny pieces of wood (supposedly the boundary line). You can walk on them! They are narrow, but they work. Anyway, walk along them until you are in front of the red coin. Jump towards it (in the water) and RIGHT BEFORE HITTING THE WATER, hover and you will grab the coin. Go to the other boundary wood thing. Repeat for the other 6 and grab the last one on the huge piece of wood at the end. If you run out of water, grab the 1-Up for a refill in water. Good luck!

**MARC5THIRD3**




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# MERCENARIES

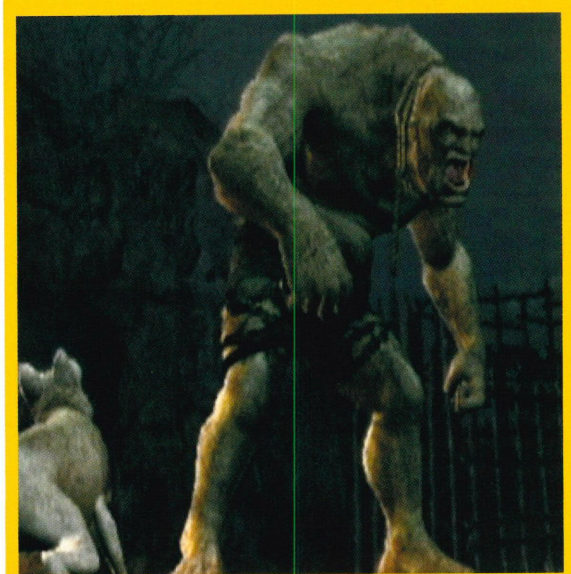
The unlockable mini-game you get when you complete the main game. Two minutes, limited ammo, lots of Ganados... go!

| | |
|---|---|
| Ada Wong | Get Mercenaries four-star rating in Village |
| Albert Wesker | Get Mercenaries four-star rating in Harbour |
| Hunk | Get Mercenaries four-star rating in Commando Base |
| Krauser | Get Mercenaries four-star rating in Castle |
| Handcannon | Get a five-star rating with all characters on all stages |

Unlimited Ammo Handcannon
Fully upgrade the Handcannon's firepower, reload and capacity, then buy the 'exclusive' option

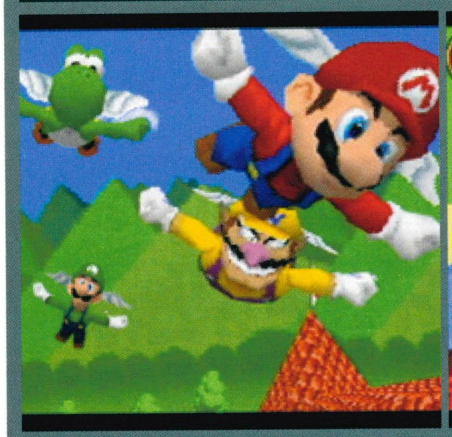
Bottle Caps
Sometimes, the Merchant has a blue door next time him where another Merchant with a shooting range game awaits. And so, to unlock the following bottlecaps...

| | |
|---|---|
| Salazar explosion | Shoot 5 targets in a row for a Salazar target to appear. Shoot that and an explosion will clear the area of targets and award you 500 bonus points. |
| Ada Wong | Hit all the targets on Game Type A |
| Ashley Graham | Score 3000 or more on Game Type A |
| Bella Sisters | Hit all the targets on Game Type B |
| Don Diego | Score 3000 or more on Game Type B |
| Don Esteban | Score 3000 or more on Game Type B |
| Don Jose | Score 3000 or more on Game Type B |
| Don Manuel | Score 3000 or more on Game Type B |
| Don Pedro | Hit all the targets on Game Type C |
| Dr. Salvador | Score 3000 or more on Game Type B |
| Leader Zealot | Score 3000 or more on Game Type C |
| Leon with Handgun | Score 3000 or more on Game Type A |
| Leon with Rocket Launcher | Score 3000 or more on Game Type A |
| Leon with Shotgun | Score 3000 or more on Game Type A |
| Luis Sera | Score 3000 or more on Game Type A |
| Merchant | Score 3000 or more on Game Type C |
| Zealot with Bowgun | Score 3000 or more on Game Type C |
| Zealot with Scythe | Score 3000 or more on Game Type C |
| Zealot with Shield | Score 3000 or more on Game Type C |



# CHIMP'LL FIX IT

Liz sometimes buys chocolate for the **CUBE** team but never the Cheating Monkeys. You think there's a joke coming don't you? There's not. It's a fact and fact isn't humour. Chimp'll fix it at **CUBE** Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.






## RUBBISH AT GAMES

It's Cheating Monkeys, isn't it? Anyways, I am soooo stuck on three games: *Wind Waker*, *Ocarina Of Time*, and *Super Mario 64 DS*. Firstly, I'm gonna say that *Ocarina* is top priority. I'm stuck inside Jabu-Jabu's belly. I've just got in; and I can't find the boomerang to kill the [BLEEP] tentacle. On *Wind Waker* I am in the Wind Temple. Makar is captured and in a cell but apparently there's this king, with the hookshot. TELL ME HOW TO DO IT OR I'LL KILL MY NEIGHBOUR! Wait... *Super Mario DS* is the real devil. I have 85 power stars, plus I've killed Bowser in the sky (isn't that murder? Shouldn't Mario get arrested?) and I can't find Luigi or Wario, I haven't rescued 'em ya see. I NEED HELP!

**PREM PHUGURA, LETCHWORTH GARDEN CITY.**

***Cheating Monkeys say: "Are you good at any games? Inside Jabu-Jabu's belly, go up the elevator with Princess Ruto. Press onwards to the room where you first met her, take the path on the right and put Ruto on the switch. Now kill ALL the stingers in this next room to unlock treasure. Boomerang treasure. Hurray! Although imagine how jipped you'd feel if you were an actual pirate looking for actual treasure. Second query – head through the rooms next to Makar, using the Deku leaf and the updraft to proceed until you use the Iron Boots to get through the cracked tile. Move the spring switch block onto the odd tile, put the other block next to it, use the spring switch to get to the upper level and a chest containing a Small Key. Exit the room, unlock the door across the way, defeat the enemies et voila! A chest with the Hookshot. Final query – to unlock Luigi, you need Big Boo's Haunt to be unlocked. Head there, find the picture of Luigi in the mansion and jump into it. Keep going until you find Big Boo and defeat him to unlock Luigi. To unlock Wario, defeat the second Bowser. Switch to Luigi and find the picture of Luigi opposite of the entrance to Snowman's Land. Grab a power flower from one of the flower stands in the room and then run through the mirror and jump into the Wario picture. You'll be in Chief Chilly'sworld. Push onwards until you meet Chief Chilly and knock him into the ice three times to get the key to unlock Wario."***

## YOU ARE KIDDING, RIGHT?

Dear Cheating Monkeys, can you please send a list of the items and which characters get those times and in which stage for *Sonic Adventure 2 Battle*.

**RYAN RUDOLPH BULLOCK, VIA EMAIL**

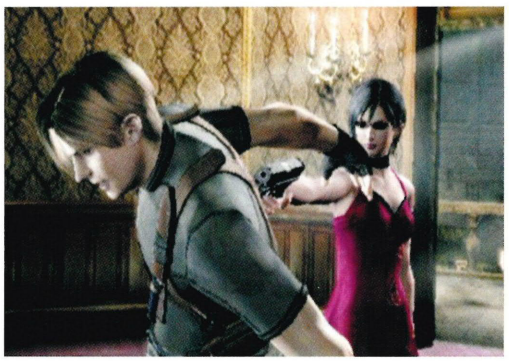
***Cheating Monkeys say: "Not all of them, that would take far too long and be boring to read after the first five. That would be like writing in and saying 'Hey CUBE, list all your favourite GameCube games in order!' (please don't do this, it's merely an example). But here are some items anyway. Win all 12 Challenge Races for Chao TV, all five levels of the Diamond Race for Note In A Bottle, all five levels of the Garnet race for the Pogo Stick and all four Dark Races for the Radio."***



# CODE JUNKIES

Have you ever seen a bigger list of letters and numbers? HAVE YOU? If so, yay you. We don't really care, to be honest.

## RESIDENT EVIL 4



| Master |
|---|
| 8QZC-K75F-TDARM |
| DT5D-5DVB-ZQ1JK |
| **Infinite Health** |
| QV9R-WYZA-TN20G |
| RDU6-G26H-QE721 |
| **Max Health** |
| Z9HG-865F-YRBVJ |
| RYTK-K0H6-2BB1D |
| **Infinite Ammo** |
| RDGE-G0R4-P9M4Z |
| 01HQ-83Q1-TKKQY |
| **Infinite Ammo (Alt)** |
| CK93-P9M0-46GAY |
| KURM-36NX-YX95T |
| **Infinite Rockets** |
| TCR5-U3XD-ZHVAM |
| VDH5-K40A-V1W2A |
| CGX4-CVAR-DXX4V |
| 88NP-J80X-KV59A |
| **Tons of Cash** |
| HJDH-42E1-XKBX4 |
| F6VM-V98W-C3KFE |
| **All Medallions** |
| 2QG5-RV59-ZXF8C |
| C264-5HH7-FQ2MV |
| **P2: Infinite Health** |
| Y7G6-YMUB-TJMPJ |
| UFCV-ETQG-1ECCM |
| **P2: Max Health** |
| 8G3A-U59E-W9B4W |
| T242-QXNU-GNRPN |
| **1 Hit Kills** |
| 68BM-XWUK-DYY56 |
| M86K-AHY0-1BP16 |
| **Unlock Extras** |
| CXCN-2RQC-CU6Z9 |
| N9T6-QZWA-KQ4F5 |
| **Faster Game** |
| G45E-KDJ3-XCMR4 |
| FZW8-PY2Z-CPH6T |

## SPONGEBOB SQUAREPANTS THE MOVIE

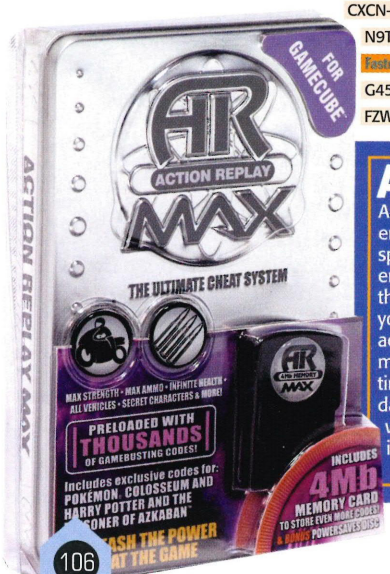


| Master |
|---|
| MMXU-0G4U-4BZQN |
| JRTQ-HBNM-XVE96 |
| **Infinite Health** |
| FUXW-R8RT-78F93 |
| 3M8C-AK1Q-Z94CG |
| U1F9-KGWW-R0M7W |
| **Max Health** |
| 12EM-577D-1VWF3 |
| WE7R-78J9-TUYE5 |
| K7TE-UR5P-KWAAH |
| **Infinite Upgrade Points** |
| CA04-T4GR-KR2PU |
| DGQC-KMQ3-E5WZQ |
| **Spongebob: Upgrades** |
| CHJB-VD10-GZYHU |
| Y1F8-N8XQ-XH9MV |
| PEW3-H8PD-7462E |
| **Patrick: Upgrades** |
| BQ89-1EW0-DZF6B |
| FFWQ-EBZK-E750Z |
| V79N-KR1D-BRYNZ |
| **Turn into Spongebob (Press ⊟+🅒)** |
| YUYN-36TW-345DV |
| 8PM4-RVEJ-B7W3K |
| 7YHA-EKTV-JW0Z5 |

## BURNOUT

| Master |
|---|
| ZMX2-HUCJ-XHC4A |
| NJVY-CA03-YKAFM |
| **Infinite Continues** |
| 8HEA-4YN4-TP6GQ |
| B96Y-XGUD-7VN7E |
| **Infinite Boost** |
| 622E-YQZT-00XDQ |
| 4QBD-60VA-72PRF |
| **All Vehicles Unlocked** |
| XTZG-J98K-JGMWW |
| 8DE2-BER5-9V95V |
| P07J-71T5-FJERC |
| FQFZ-MFMZ-0C4EM |
| AHRT-DZZ8-4XGKR |
| **All Tracks Unlocked** |
| R1DQ-35VM-H0A7K |
| 31EH-C8FY-R1CK8 |
| 1X3N-CT6R-EMVPD |
| **All Championship Races Open** |
| AHYJ-VBQB-GJABM |
| 09E3-K6M2-Q4MEG |
| MNVA-YDG5-A3JB0 |
| **All Face Offs Unlocked** |
| F9T3-906E-2UU1A |
| E6X8-9WZ1-4R19D |
| VT98-5CX2-40JHF |
| **Survival Mode Unlocked** |
| 3QUD-XA17-MXPCG |
| ZJQH-JAXQ-WQJFQ |
| On 3rd Lap (Hold L+R) |
| 4HGZ-N172-RYQTM |
| NVNZ-K4CE-PUP5D |
| XY7Y-9NWV-6MGJV |






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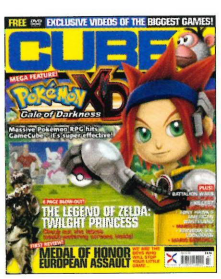
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Branch sort code

Bank/building society account number

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# SPLINTER CELL: CHAOS THEORY

Here it is – the second part of the Splinter Cell guide. It'll take you by the hand and lead you through the dark alleys where Sam Fisher likes to hang out. Just don't make eye contact.

## Mission 03 M.C.A.S. BANCO DE PANAMA

### PANAMA CITY, PANAMA

**PRIMARY OBJECTIVES:**
- Enter the bank
- Determine whom the MCAS bank purchased the arms for
- Steal $50,000,000 in French government bonds
- Find the name of Lacerda's Panamanian contact
- Authorise the vault access from three officers' panels
- Exfiltrate to the primary extraction point

**SECONDARY OBJECTIVES:**
- Look for any suspicious transaction records

**OPPORTUNITY OBJECTIVES:**
- Plant a series of false emails to make it look like an inside job [8]

**BONUS OBJECTIVES:**
- Delete the camera archives for the bank

**01** To begin with, lurk in the shadows and dispose of the three patrolling guards silently. If you get too close to the lights around the edge of the area, they come on. If you need to, whistle to lure the guards into the darkness where you can take them down.

**02** On the roof, head to the junction box and bust the door open. Short out the fuse to open the central window on the roof, and drop through it to **enter the bank**.

**03** Upon landing here, you are surrounded by a laser grid. Go into First-person mode and use the computer situated in here to turn off the grid.

**04** Sneak up behind the guard here and silently take him out. Hide the body in the shadows and use his computer to upload a **false email [1]** covering your tracks in the process. You need to upload eight of these in total.

**05** Sneak up to the snoozing guard, grab him and force him to the retinal scan. Once it is done, knock him out and leave his body in the shadows. Enter the corridor ahead and shoot out the light.

**06** Sneak in the dark so you can overhear the guard fixing this keypad. Once you overhear him reveal the number, backtrack down the corridor and lure him to you with a whistle. Get behind him in the dark (look out, as he sometimes uses a glow stick) and subdue him. You must now repeat the trick with three terrorists in the camera room. Whistle at them and lure them away into the darkness of the corridor, then take them down.

**07** Hack your way into the control room and use the computer to send a **false email [2]**. Now enter the room across the hallway to find another computer, from which you can send another **false email [3]**, as well as the first security **access panel**. Search the filing cabinet here to discover the **suspicious transaction records**.

**08** Head all the way back







round to find two guards in this room. Again, shoot out the lights and lure them out before taking them down in the darkness. Use the computer in this room to send a **false email [4]** and head upstairs.

**09** Grab the guard up here and knock him out, then carry him into the room – he carries a sensor that shuts down the lasers. Use the computer to send another **false email [5]**, and head through to the next section.

**10** Dump the first guard's body here and take out the second one when his back is turned and he is facing away from you in the corridor.

**11** There are two people in this room, so sneak around in the shadows and enter the room behind them. Grab the first, take him out of the room, and silence him. Enter the room again and repeat the task with the other guy, use the security **access panel**, then use the computer in here to send another **false email [6]**, as well as deactivating all the cameras and **wiping the archives** too.

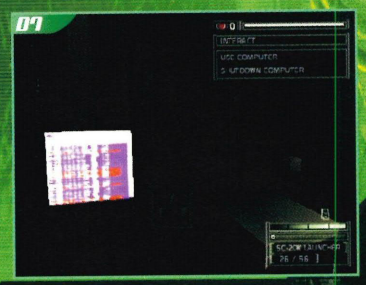
**12** The last security **access panel** is in here, as is another computer that can be hacked to send a **false email [7]**, covering your tracks. The vault is now open, so make your way back through the level.

**13** Pop into this room and search the deposit boxes to find your safe-breaking equipment. Use the computer to **find the name of Lacerda's Panamanian contact**.

**14** Use the lock pick to pick both locks simultaneously, waiting for all the lights to go green after each stage. When that is done, attach the charges to the safe door, retreat a safe distance and detonate it.

**15** Head to the computer at the end to **determine for whom MCAS bank purchased arms** and send the final **false email [8]**. The same computer also unlocks the central cage in the vault, allowing Sam to **steal $50 million** in bonds – not a bad day's work...

**16** As you leave the vault, an alarm sounds. However, most of the guards should already have been dealt with and it should not be too difficult for you to head out and into this room. From here, head back to the part of the grounds you started in to complete your **exfiltration** and the mission!







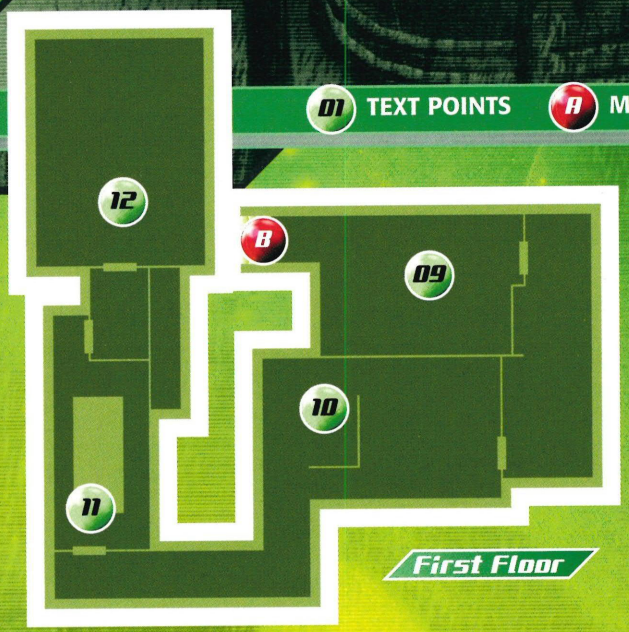


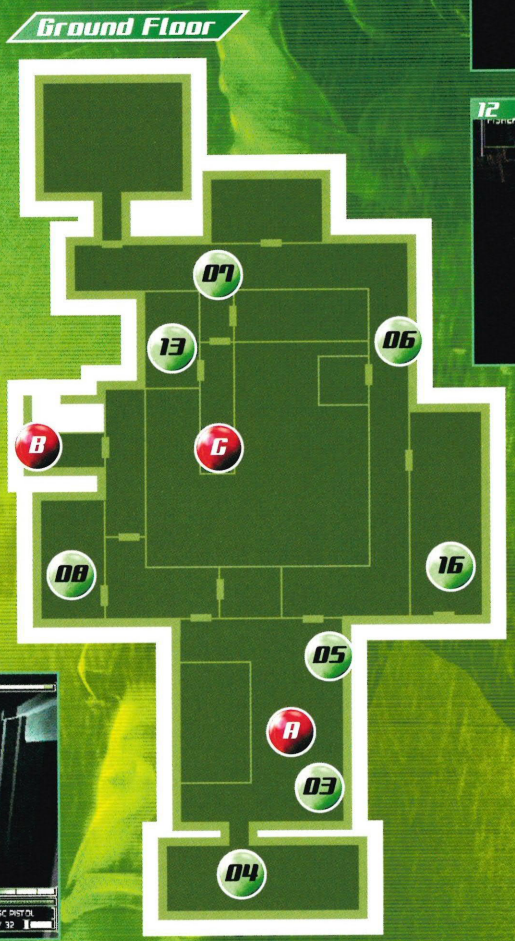






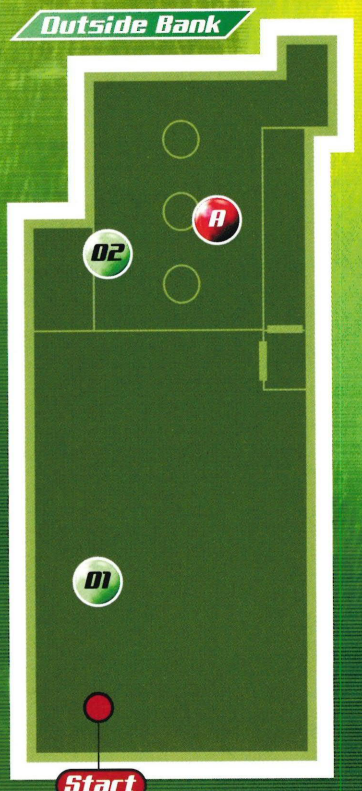

01 TEXT POINTS A MAP LINKS





















# Mission 04 PENTHOUSE

## MANHATTAN GARMENT DISTRICT, NEW YORK CITY, USA

**PRIMARY OBJECTIVES:**
- Get to Zherkezhi's penthouse apartment in the adjacent building
- Access Zherkezhi's server to determine who Dvorak is
- Obtain the missing transaction records
- Find out whom the mercenaries work for
- Locate Dvorak
- Retrieve a Hardcopy Output for a single Dvorak execution cycle
- Exfiltrate to the primary extraction point

**SECONDARY OBJECTIVES:**
- Discover who is in charge of the Zherkezhi protection detail

**OPPORTUNITY OBJECTIVES:**
- Tap the penthouse video cameras [6]

**BONUS OBJECTIVES:**
- Find architectural plans

01 Follow the alley until you reach the parking garage. Go in and cross the doorway over on the right in order to enter the abandoned building.

02 Follow the corridor until you reach an elevator. Enter and jump inside the open trap in the far right corner. Climb the ladder to reach the attic.

03 Cross the room and climb the flight of stairs to get to the roof.







04 Cross the roof and reach the lighted billboard on the other side. Climb the ladder and walk on the catwalk to reach a zipline. Use **the zipline to get across to the penthouse**.

05 Walk forward and enter the building through the opening on the left. Follow the corridor to a computer resting on a makeshift table. Access it to **find the architectural plans**. Go back outside. Turn left and get inside the crawlspace set in the far wall to reach the penthouse roof.

06 Exit the crawlspace. Tap the **camera [1]** on your right. Use the vertical pipe beside the camera to gain access to the upper balcony.

07 Traverse the balcony and tap the **camera [2]**. Open the door to enter the kitchen.

08 Sneak through the kitchen and proceed into the following corridor. Follow this hall all the way until you come to the elevator shaft, and then tap the nearby **camera [3]**. Continue following the corridor until you reach the living room.







09 Open one of the double doors and enter the living room. Sneak over to the **camera [4]** near the TV and tap it. Then make your way over to the spiral staircase and climb up to the next floor. Open the door and enter the master bedroom.

10 Tap the **camera [5]** near the closet. Access the computer to acquire the **information about the missing transaction**. Enter the closet, turn left and open the secret door in the wall. Follow the corridor into the panic room.

11 Use the computer to **determine whom Dvorak is**. Go back to the master bedroom.

12 Use the door on your left and cross over to the other room. Go around the partition and open a second door that leads you to the greenhouse.

13 Listen to the conversation between the two guards to **learn who the Mercenaries are working for**. Interrogate one of the guards to learn that **Milan Nedich is in charge of the protection detail**. Before leaving, tap the last **camera [6]**. Go back to the penthouse roof.





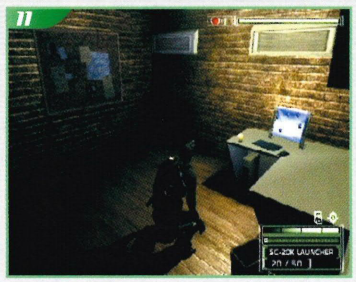


14 Go up the metallic stairs and through the door. Open the locked door and enter the **Dvorak room**.

15 Talk to Gnome or do the Dvorak sequence alone – in both cases you will **locate and discover that Dvorak is a computer**. Once the sequence is done, **take the outputs** and proceed to the elevator shaft inside the penthouse.

16 Go down the hatch and **call for extraction**.




01 TEXT POINTS
A MAP LINKS
Adjacent building
Penthouse
Middle Level
Upper Level
Start
01
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B
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13


16

# Mission 05 DISPLACE

## OFFICES OF DISPLACE INT, MIDTOWN, MANHATTAN, NEW YORK CITY, USA

**PRIMARY OBJECTIVES:**
- **Don't kill anyone**
- **Retrieve the server access algorithm [2 options]**
- **Discover who is in charge of the Zherkezhi protection detail**
- **Access the central server in the server room**
- **Find information linking Displace and Zherkezhi**
- **Exfiltrate to the primary extraction point**

**SECONDARY OBJECTIVES:**
- **Discover the real identity of Milan Nedich**

**OPPORTUNITY OBJECTIVES:**
- **Insert tracer programs into each of Displace's division servers [3]**

**BONUS OBJECTIVES:**
- **Retrieve the Turret Performance Report**

**01** Go over the chain-link fence on the far side of the roof and find the switch that turns off the ventilation system. Make your way to the ventilation shaft and pick the lock on the trap. Close in on the metallic post nearby and enter Rappel mode – rappel down the ventilation shaft. Follow the shaft until you reach a trap in the floor. Use your optic cable to watch the conversation below. Once the conversation has ended, wait for the two NPCs to leave the room and drop down into the meeting room.

**02** Exit the meeting room and go into the outer office. Continue into the corridor and turn left. Enter the operations room.

**03** Access the topmost







computer to insert a **tracer [1]**. Access the only other operational computer to **discover who is in charge of the Zherkezhi protection detail**. Exit the room and head back into the corridor.

**04** Cross the corridor and pass through the keypad door on the other end. This leads you to the 2nd floor main corridor.

**05** The two NPCs should be in this corridor having a conversation. You should use this time to remotely access the briefcase computer by using the EEV. This allows you to **retrieve the server access algorithm**. If you don't manage it, don't worry as you get another chance. Now you can take out the NPCs using non-lethal means or you can wait for them to leave. Make your way to the guard station at the end of the corridor and go through the door on the left to gain entry to the gym (shoot the light out and then lure the guard into the darkness, then nip inside and past him to get into the changing rooms en route to the gym).

**06** Access the server located along the far wall to **retrieve the server access algorithm** and to insert a **tracer [2]**. Go back to the 2nd floor guard station.

**07** Sneak behind the guard and grab him. Force him to use the retinal scanner and make your way into the R&D department. Keep the guard with you. If you find grabbing the guard too tough, then you can always take him down with an airfoil round, hack the retinal scanner and then carry his body past the lasers.

**08** Cross the corridor leading off from the guard station while still holding the guard. This allows you to cross the laser grid with ease. Cross the following room and into the lab, then enter the testing area. Access the computer in front of the observation window to grab the **Turret Performance Report**. Enter the firing range and walk past the turret until you reach the far wall. Jump and pull yourself up into the airshaft to reach the server room.

**09** Walk up to the vent and grab the rope to descend into the room. Use the algorithm on the server to **access it**. Here you learn **who is in charge of the Zherkezhi protection detail**. Once the objective has been completed, the electricity comes back on, opening the door to the server room. Go through the door and follow the corridor, past the airlock, now you should find yourself on the 1st floor main corridor.

**10** Walk past the elevator banks and turn right at the small desk. Go to the end of the corridor and then turn left. Head past the bathroom and into the second room on the left. Access the computer in the back to insert the final **tracer [3]**. Make your way back to the elevators and ride the one on the right to the 3rd floor.

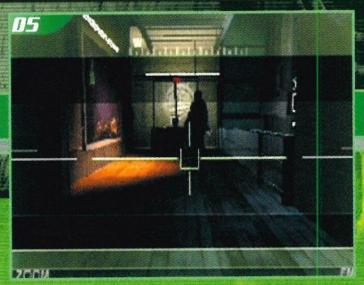
**11** Exit the elevator, turn left, left again and then right. You should be facing an automated sliding door. Go through it when the camera in the corner has panned away, then hack the door on the other side to gain entry to the executive area.

**12** Open the second door on the right and use your EEV to record the conversation that reveals **the real identity of Milan Nedich**. Step back into the corridor and follow it to the end. Bypass the locked door and enter **Nedich's Office**.

**13** Access the first computer on the right to **find information linking Displace and Zherkezhi**. Backtrack all the way past the two automated sliding doors, and to the 3rd floor main corridor.

**14** Turn right, then right again and go through the door on the far left. Open the fire emergency door and climb the set of stairs on the other side until you cannot climb higher. **Call for extraction**.



















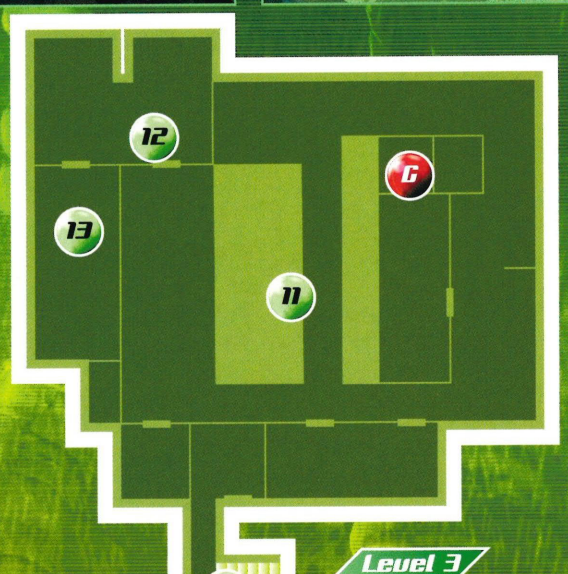


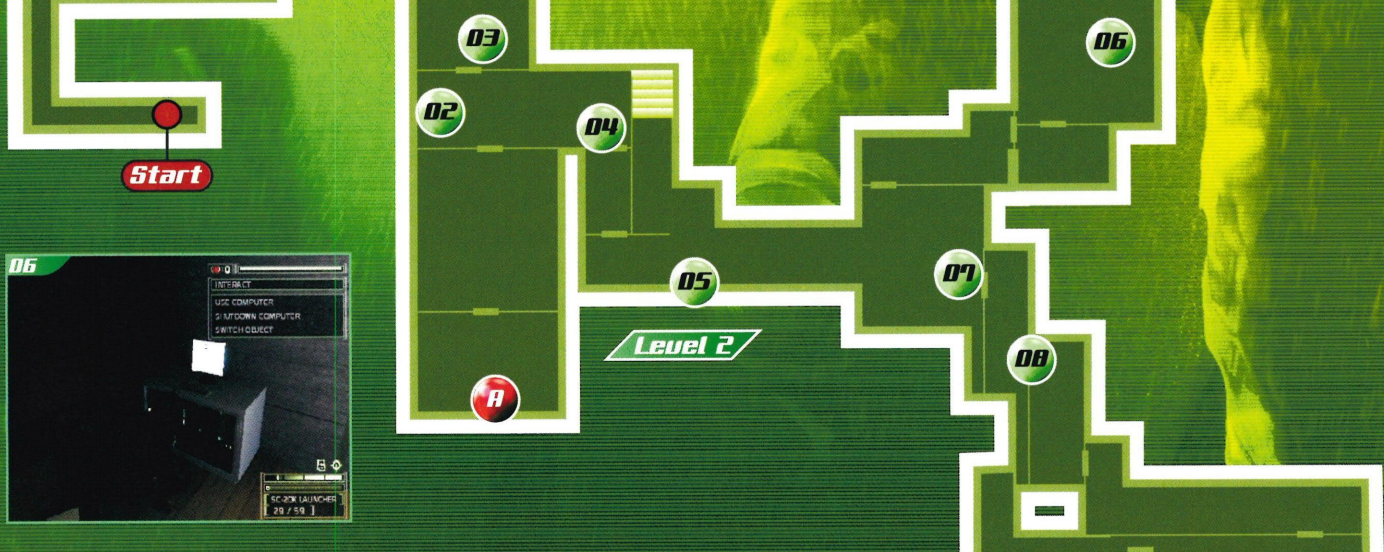
Level 1

01 TEXT POINTS

A MAP LINKS



# Mission 06 HOKKAIDO

## PRIVATE RETREAT OUTSIDE SAPPORO, HOKKAIDO, JAPAN

**Primary Objectives:**
- Discover the real identity of Milan Nedich
- Eliminate Milan Nedich
- Abduct Abrahaim Zherkezhi [cancelled]

**SECONDARY OBJECTIVES:**
- None

**OPPORTUNITY OBJECTIVES:**
- Retrieve hidden microphones [6]

**BONUS OBJECTIVES:**
- None

01 Climb up the rocky path and enter the dojo.

02 In the dojo, there is a guard lighting a candle. He goes out to have a chat with his buddy.

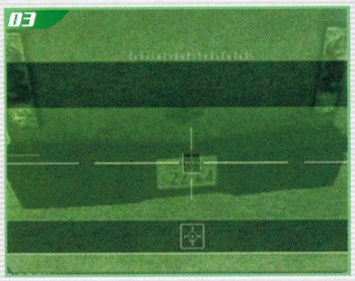
03 **Scan the cars' licence plates**, either by using the EEV or by simply walking up to them and interacting with them.

04 Go through the window on the right and go through the crawlspace to the right of the door. From there go to the left. You won't be far from the guard looking for hidden microphones – interrogate him. In that room, near the phone is the first hidden **microphone [1]** (spotted by using thermal or EMF vision). Deactivate it by simply getting close to it and interacting with it. Keep going until you reach the decorative pool area (use a stealth kill to dispose of the nearby guard). Continue to the dining area.

05 After coming out of the decorative pool area, follow the hallway. It leads to the dining room where some ammunition for the 5.7mm handgun can be found to the right of the hallway inside. Proceed to the Temple Gate area by going through the sliding door.

06 Proceed through here to enter a living room. In that room, near the phone is the next **microphone [2]**. Deactivate it by interacting with it. Exit through the corridor on the left and enter the kitchen. Use the medikit and pick up extra 5.56mm ammo on the central island. Exit the kitchen through the door leading to the exterior courtyard. Cross the courtyard area and enter the Central Palace.

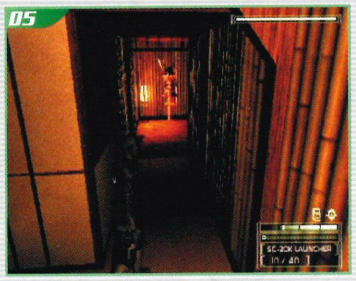
07 When entering the Central Palace section, there's a bedroom to the right (with multiple entrances) containing another **microphone [3]**. Now, to the far right there is the meeting going on between **Milan Nedich** and three of his guards. The best way to approach the meeting is by going through the crawlspace and watching it unfold. Then **kill Nedich**. (Note: this meeting can be avoided; if so, this objective will be available for completion




later in the level.) Behind the meeting room there is a waiting room that also contains a **microphone [4]**, again this is located next to a telephone.

08 To enter the next area, use the sliding door to the right of the statue. After continuing down the hallway, there is a room with the terrarium. There are also two switches that can interact with the terrarium's windows and sprinkler. In addition, there's a ledge making its way around the room which can provide an alternate way to exit the small room.

09 When exiting the sprinkler room, either path (left or right) leads to the TV room where another **microphone [5]** can be found. It also contains a medikit. Right outside that room, another room contains the last **microphone [6]**, right next to the telephone. Keep going through the hall until you reach the end and have no other option than to make a left. Continue towards




the sliding door.

10 Once the sliding door opens, go up the stairway and slide the door open. Go all the way to the end and enter the crawlspace there.

11 When exiting the crawlspace, watch the memorable moment and proceed in the tea house. Exit the tea house and head through the fence.

12 Note: at this point, if **Nedich** is still alive, the second opportunity to complete this primary objective becomes available as Milan is somewhere around the exterior garden. Find him and **eliminate him**.
Note: if the **licence plates** haven't yet been scanned, this is your last chance to complete this primary objective.

13 Head back to the lake shore to **extract** at the very location where it all started.













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Start
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01 TEXT POINTS
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# Mission 07 BATTERY

## N.K.A. COASTAL BATTERY, OUTSIDE PUPORI, NORTH KOREA

**PRIMARY OBJECTIVES:**
- Determine whether the Koreans intentionally launched the missile
- Tap the launcher BIOS for a fingerprint of Dvorak algorithm fragments
- Stop the missile [cancelled]
- Acquire the missile abort codes
- Abort the missile
- Exfiltrate to the primary extraction point

**SECONDARY OBJECTIVES:**
- None

**OPPORTUNITY OBJECTIVES:**
- Recover the shipping and repair logs [4]

**BONUS OBJECTIVES:**
- Determine North Korea's divisional strength down the Kaseun Musan approach
- Prime a missile in each of the missile bays

**01** Take the maintenance shaft located under the truck. This leads you into the security outpost.

**02** Through a doorway just off the main office area, you find a **shipping log [1]** on the computer.

**03** Dodge the camera and head right, then pick the lock on the door at the top of the stairs. In the Control Room, there is a **repair log [2]** on the computer. Now head into the stairway and descend in order to enter the command area.



**04** In the loading bay to the left, move the missile by bypassing a panel next to the truck. Then hold onto the beam on the ceiling and climb along it until you find the opening on top of the door.



**05** You need to use the elevator in order to reach the command centre. There's a trap located to the left of the elevator, so climb into it and on top of the elevator, where you can bypass a panel to make the elevator move.

**06** When the elevator reaches the top of the shaft, don't worry – you won't be crushed! At the top, climb into the crawlspace and head along the air duct. Head through to the right, drop down and eavesdrop on the conversation in the control room to determine that **the Koreans unintentionally launched the missile**. (If you miss this conversation, you can retrieve a technician's report located on one of the lower level computers to achieve the same objective.) A bonus objective can be achieved here as well (**determine North Korea's divisional strength down the Kaseun Musan approach**), when you interrogate the commander for some information. Furthermore, you can retrieve a **shipping log [3]** on the higher-level computer consoles in the first area in front of you when you open the door. When you're finished, return via the lift to the missile battery area below.



Once you have opened the casing to the launcher, you can then **tap the BIOS found on the launcher**. You can also access a computer for the final **repair log [4]**.

**07** Here you can **prime a missile** to achieve the first part of the bonus objective (the other missile is located in the east missile bay).

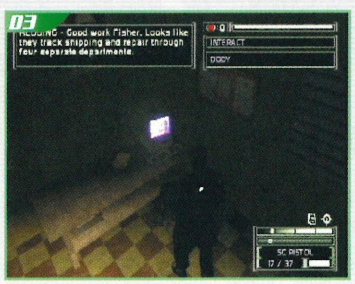
**08** You need to bypass a circuit in the control room in order to access to the launcher upstairs.



**09** The second part of the bonus objective is found here, where Sam will be able to **prime a missile**.

**10** Retrieve the **abort codes** located on one of the computer consoles in the control room. Then run back to the east missile control room and enter the abort codes on the computer in order to **abort the missile**. You can now proceed to an **extraction** point, either in the east or west battery.

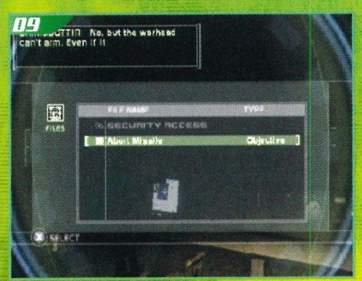








01 TEXT POINTS A MAP LINKS







Battery Missile Bay

Battery Command

Battery Offices

Start

# Mission 08 SEOUL – PART 1

## SEOUL, SOUTH KOREA

**PRIMARY OBJECTIVES:**
- Locate and retrieve data drives from the NDT
- Interrogate a special forces agent to determine the location of Jong
- Get up to the rooftop in order to transfer the data to the EA-6B

**SECONDARY OBJECTIVES:**
- Tap a Mobile Command Center

**OPPORTUNITY OBJECTIVES:**
- Stop the North Korean propaganda broadcasts [3]

**BONUS OBJECTIVES:**
None

**01** Head for the ruined wall of the apartment and rappel down to the street level. You are now in the market alleys.

**02** A North Korean is patrolling the street where, on one side, you notice a large speaker attached to the wall. Disable it by using the Bypass Circuit command when you're

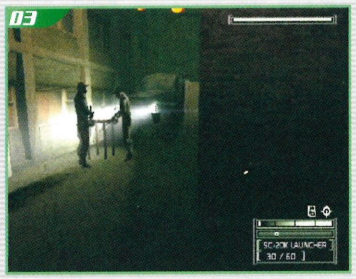



standing next to it, in order to stop the first **North Korean propaganda broadcast [1]**.

**03** As you approach the fence, you receive a new primary objective about interrogating special agents. You must climb over the fence and pass the wall mine to find the two special agents on the right. **Interrogate one of them.**

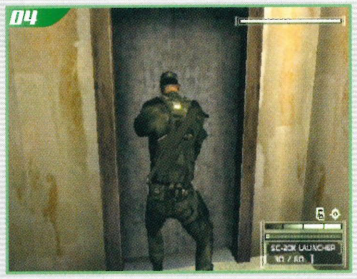
**04** Head down the street to find a pipe. Close to it is the second speaker to disable, to stop another **North Korean propaganda broadcast [2]**. Climb the pipe to reach the empty apartment.

**05** Once you have climbed the pipe and are in the empty apartment, Grim updates you with a new secondary objective. On the




left, perform the Cut Material command to access the room containing a patrolling North Korean. Here, climb out of the window to enter the market place. The room on the right has a door that accesses the market place balcony. Proceed to the truck, enter it, and use the computer to **tap the command center** and complete your secondary objective. To complete your opportunity objective, find the third speaker and disable it. The third speaker is on a wall across from the garbage dumpster, so disable it to stop the last **North Korean propaganda broadcast [3]**.

**06** Enter the air duct located pretty close to the last speaker you disabled, or climb back down the ladder and head for the







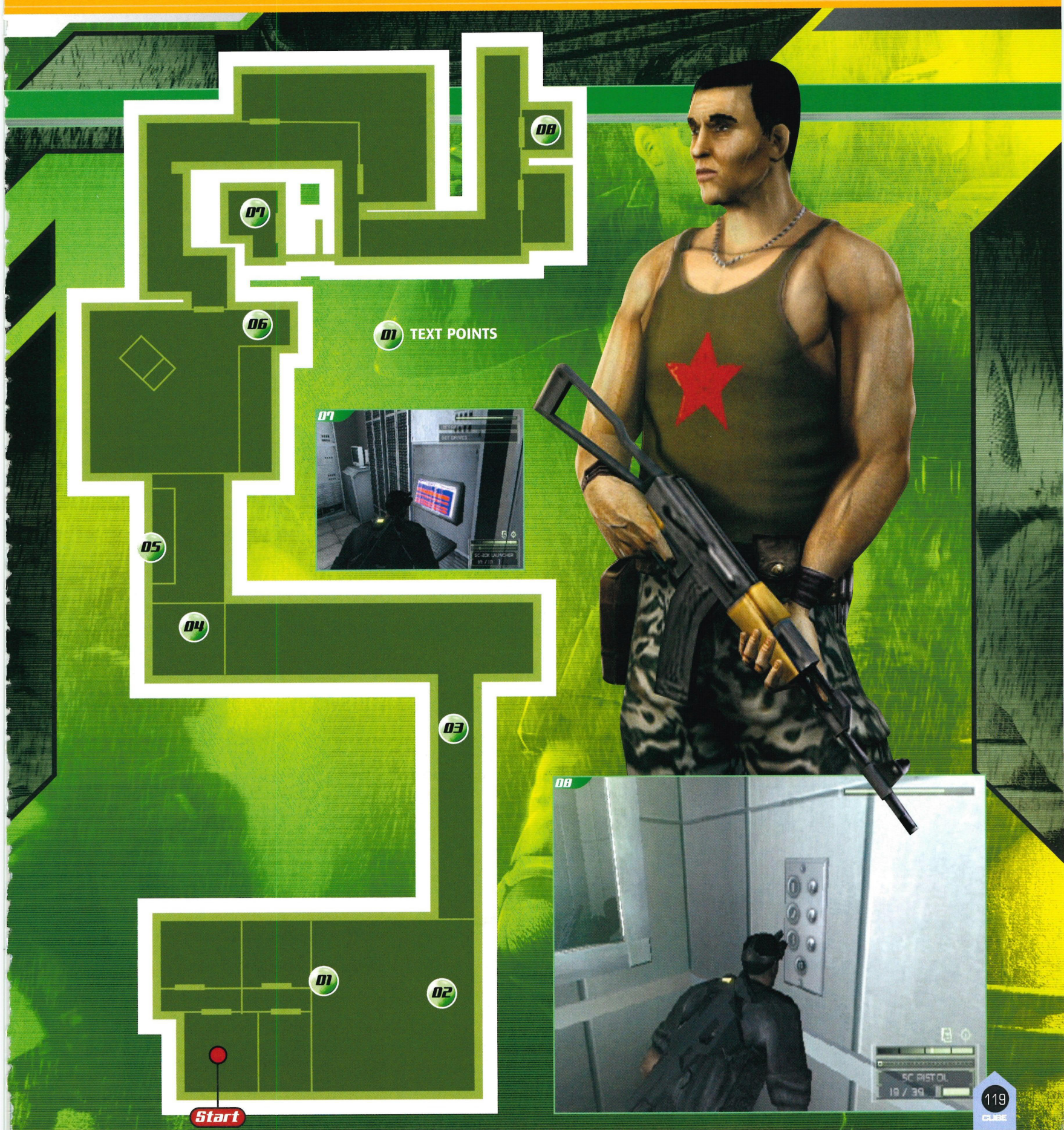
building's door (which is located above a few steps, next to the truck's left side).

**07** **Retrieve the data drives** in the server with the monitor, and wait for the doors to explode.

**08** From here you can walk up the stairs to the lift. Enter and use the elevator to **get to the rooftop to transfer the data to the EA-6B.**







08
07
06
01 TEXT POINTS
07
05
04
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01
02
Start
08
SC PISTOL
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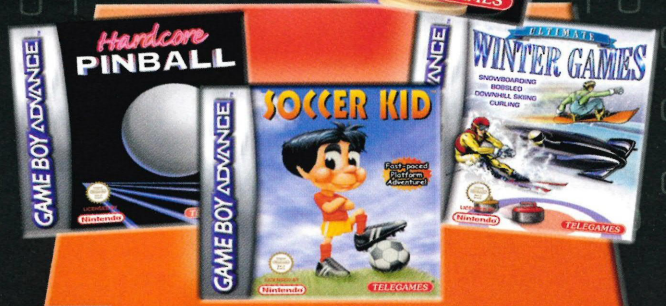



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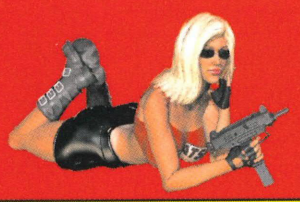
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**G = 07**
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Harvest Moon: F.of M.Town
Haunted Mansion
Hitman 2: Silent Assassin
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Incredibles
Italian Job: L.A. Heist

**J = 10**
James Bond 007: Nightfire
James Bond: E. or Nothing
James Pond: Robocod
Jedi Knight 2: Jedi Outcast

**L = 12**
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 = 13**
Majora's Mask
Mario 64
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
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Medal of Honor Frontline
Medal of Honor: Infiltrator
Medal of Honor: R. Sun
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**N = 14**
Need for Speed: Undergr.
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**P = 16**
Pac-Man World 2
Paper Mario: 1000 Yr Door
Perfect Dark
Phantasy Star Online
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Pikmin
Ping Pals
Pokemon Blue
Pokemon Colosseum
Pokemon Crystal
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Pokemon Red
**Pokemon Ruby**
**Pokemon Sapphire**
Pokemon Silver
Pokemon Stadium
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Prince of Persia: War.Within
Project Rub

**R = 18**
Rayman: Hoodlum's Rev.
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**S = 19**
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Turok: Dinosaur Hunter
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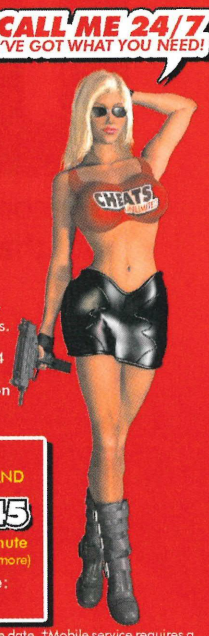
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WWE Day of Reckoning

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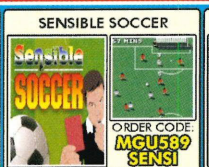
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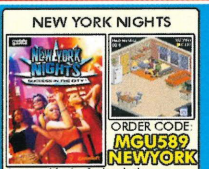
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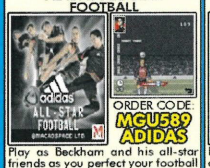
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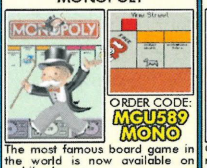
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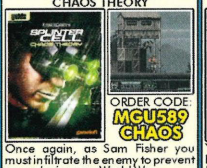
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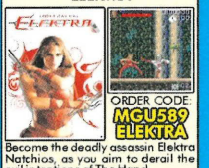
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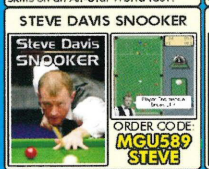
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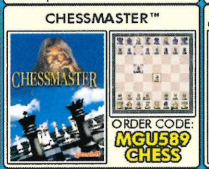
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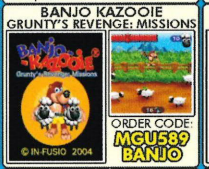
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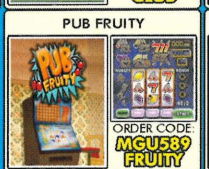
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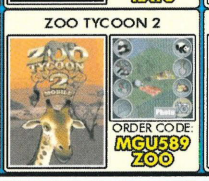
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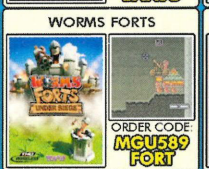

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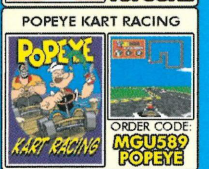
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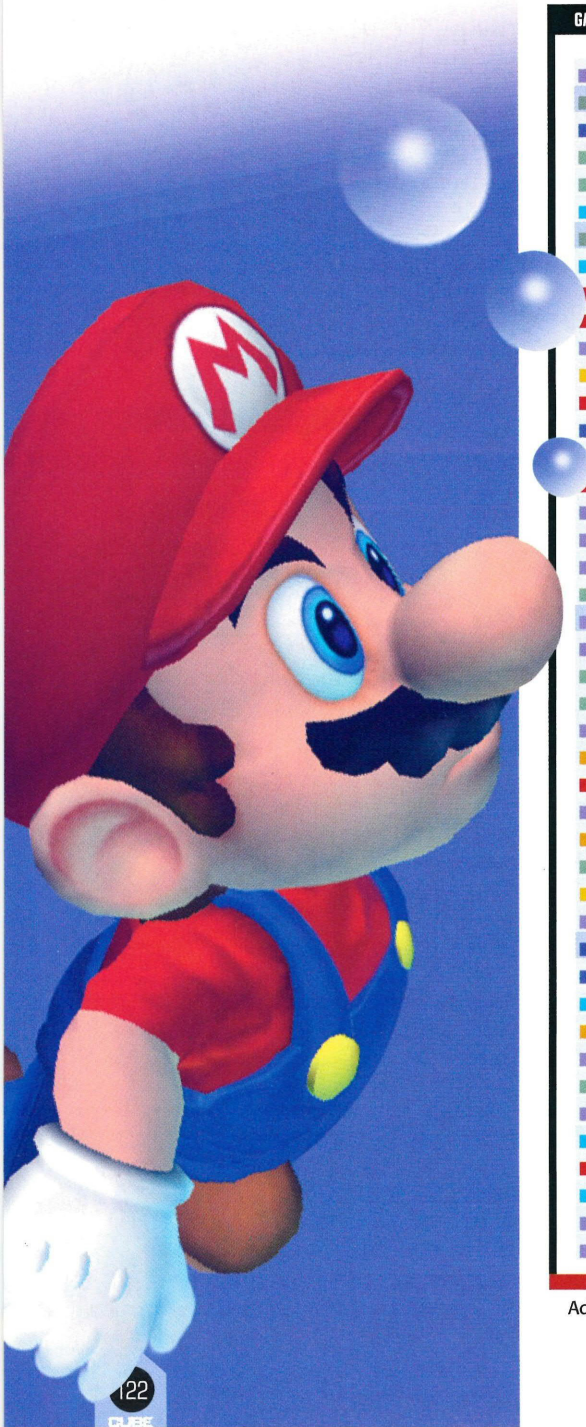
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# DIRECTORY

Your complete at-a-glance guide to every game **CUBE** has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



| GAME NAME | PUBLISHER | DEVELOPER | PLAYERS | ISSUE | REVIEW | RATING |
|---|---|---|---|---|---|---|
| 007 Everything Or Nothing | EA | In-house | 1 | 29 | PAL | 8.2 |
| 1080° Avalanche | Nintendo | NSTC | 1-8 | 26 | PAL | 9.0 |
| 18-Wheeler AM-PRO Trucker | Acclaim | Acclaim/Sega | 1-2 | 8 | PAL | 4.4 |
| 2002 FIFA World Cup | EA | In-house | 1-4 | 13 | PAL | 8.2 |
| Ace Golf | Eidos | Telenet Japan | 1-4 | 12 | PAL | 8.1 |
| Agent Under Fire | EA | In-house | 1-4 | 9 | PAL | 6.4 |
| Aggressive Inline | Acclaim | Z-Axis | 1-4 | 10 | PAL | 9.1 |
| Alien Hominid | O3 Entertainment | The Behemoth | 1-2 | 41 | NTSC | 8.9 |
| Animaniacs: Great Edgar | Hunt Ignition | Warthing | 1 | 46 | PAL | 6.0 |
| 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

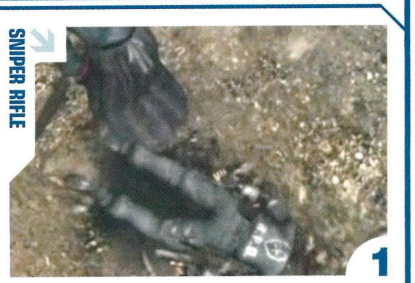
| GAME NAME | PUBLISHER | DEVELOPER | PLAYERS | ISSUE | REVIEW | RATING |
|---|---|---|---|---|---|---|
| Crash Nitro Kart | Vivendi | Vicarious Visions | 1-8 | 27 | PAL | 4.8 |
| Crazy Taxi | Acclaim | In-house | 1 | 6 | PAL | 7.3 |
| Cubic Lode Runner | Hudson | In-House | 1 | 23 | NTSC | 6.2 |
| Custom 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 |
| Donkey Kong: Konga 2 | Nintendo | Namco America | 1-4 | 46 | 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 |
| Fire Emblem: Trail Of The Blue Flame | Nintendo | Intelligent Systems | 1 | 46 | NTSC | 7.9 |
| 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 |

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



# TIM'S RE4 DEATH SKILLZ

SNIPER RIFLE



1

Tim hates reloading the rifle, spent ages aiming... waiting for the zombie to come closer, just a little closer oh ****! Reload! Reload! He aims again and the last thing Tim sees is the zombie's face, magnified x5.

THE TRUCK



2

Tim goes spastic with the pistol, truck flips over, Tim dies. "Fair enough," he thinks, "I know where the truck flips." The second time, he waits... waits... oh oh! Truck hasn't flipped! And now he's dead.

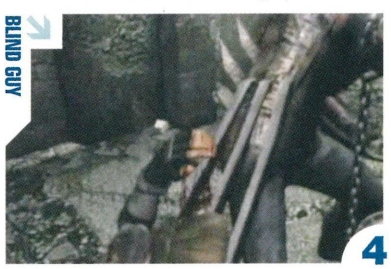
TWO GIANTS



3

Tim gets the first El Gigante in the pit and becomes a bit too confident, running around shouting "easy!". Then a giant hand reaches out and pulls Leon into the lava. Tim looks crestfallen. And slightly embarrassed.

BLIND GUY



4

More frequent than amusing, thanks to Tim using the shotgun FROM LONG RANGE. Use the sniper rifle. "No!" Use it. "No!" Use it! "Oh okay." Bang. Dead. "Erm... I should have done that before shouldn't I?"

EXPLODING CART



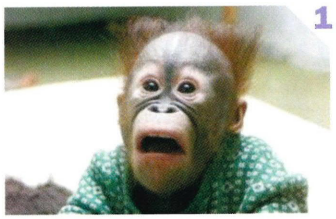
5

The best death ever. Having wiped out a horde of zombies, Tim spies a horsecart packed with explosives on top of the hill ahead. "Oh!" he shouts and shoots it, watching it tumble down the hill towards him...

# TOP FIVE THINGS TO DO DURING E3

Chandra was there. We weren't. We wondered if he was having all the fun, like what Sting does.

1



### MONKEY VS ROBOT

This video of a monkey fighting a robot is accompanied by a song that goes "M-O-N-K-E-Y! Moooonkey!" We weren't sure whether to like it or not but shouting MONKEY over and over in a music video is definitely "cool".

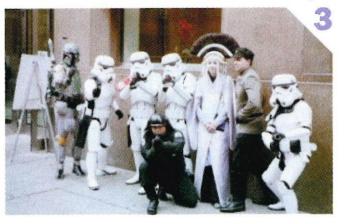
2




### PLAY THIRD STRIKE

It's our personal lives spilling over into our work lives. Like crossing the streams, it shouldn't have happened. Now playing this at home reminds us of work and playing it at work reminds us we should be at home. Sigh.

3



### GET ANGRY AT STAR WARS

"Oh my god! Ha ha ha!" It's amazing how grown men are reduced to wibbling idiots at the sound of a lightsaber. We waited for the hordes to go to the cinema, watch it, and come back telling us it was rubbish. WE KNOW.

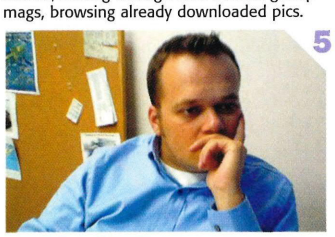
4



### DOWNLOAD GIRLS ALOUD

Well, not actually downloading them per se, but downloading their pictures. Also see: buying The Sun to see if they've made it in Bizarre, flicking through Liz's rubbish gossip mags, browsing already downloaded pics.

5



### STARE INTO SPACE

You know that dead look you have on your face when you're peering over your monitor contemplating life before someone says "what's up?" and you're forced to make small talk until they leave you alone? Yeah. That.

| GAME NAME | PUBLISHER | DEVELOPER | PLAYERS | ISSUE | REVIEW | RATING |
|---|---|---|---|---|---|---|
| Harry Potter: Prisoner Of Azkaban | EA | EA | 1-4 | 34 | PAL | 6.8 |
| Harry Potter: Quidditch World Cup | EA Games | In-house | 1-2 | 27 | PAL | 6.5 |
| 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 |

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

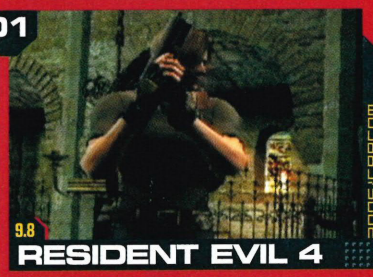
# EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

| GAME NAME | PUBLISHER | DEVELOPER | PLAYERS | ISSUE | REVIEW | RATING |
|---|---|---|---|---|---|---|
| Mobile Suit Gundam: G Vs ZG | Bandai | Capcom | 1-4 | 41 | NTSC | 6.6 |
| Mortal Kombat: Deadly Alliance | Midway | In-house | 1-2 | 15 | PAL | 8.6 |
| Mr Driller: Drill Land | Namco | In-house | 1-2 | 17 | NTSC | 8.8 |
| MX Superfly | THQ | Pacific Coast | 1-2 | 11 | PAL | 7.1 |
| Naruto 2 | Tomy | Eighting | 1-4 | 31 | NTSC | 7.0 |
| Naruto 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 |

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

## TOP 10 GAMECUBE

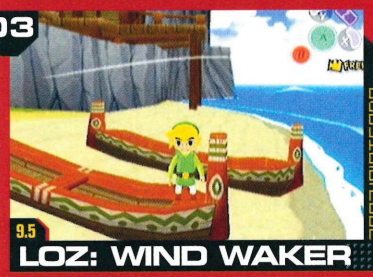
GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!



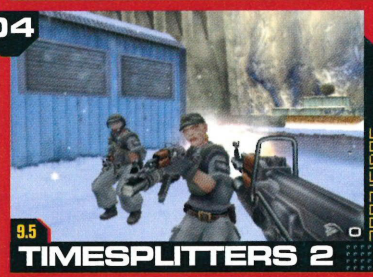
01 RESIDENT EVIL 4 — 9.8 — 2005/CAPCOM



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

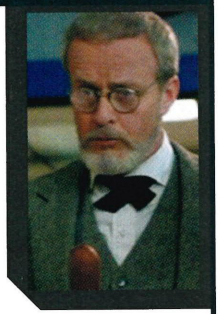
07 PAPER MARIO 2 — 9.4 — 2004/NINTENDO

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...

### THE THING

So there I was, in the CUBE offices with my sausage roll from Gregg's and 55p can of Coke from the vending machine ready to crank out another hit edition of the Frood Dude's monthly analysis, when I noticed a... thing. A small demon/animal enclosed in a glass casing, surrounded by yellowish water, sitting on top of past issues of CUBE. It couldn't have been more than a few inches tall, a few centimetres wide. I'm not even going to begin to describe the shape of it...

"What's that?" I enquired.

"It's a thing," answered Miles.

Oh. A thing. Right. Unable to satisfy my animal curiosity, I picked it up and examined it. Noticing two buttons on its side, I pressed them both.

"Don't do that!" screamed Chandra, flinging a toy at The Thing to try and break it. And soon I realised why. The Thing broke out into a little ditty, a broken tune that, for a lack of a better description, is jingly jangly and misses all the correct notes. Soon you realise that while there might be an 'On' button, there's no 'Off' button. You simply have to wait for it to fall asleep.

It got me thinking. What drives an animal to live in a plastic test tube, forever swimming in its own urine and condemned to a fate of singing for the amusement and eventual fury of anyone nearby? Then I thought of the bigger picture. Along with Crazy Frog and Nessie The Dragon, who actually makes these damned things? Then I thought of an even bigger picture. Who actually buys them? Then I thought of the biggest picture of all – a lifesize cardboard cut-out of Cheryl Tweedy. Ah, Cheryl. You're so good to Uncle Sigmund.



| GAME NAME | PUBLISHER | DEVELOPER | PLAYERS | ISSUE | REVIEW | RATING |
|---|---|---|---|---|---|---|
| Robots | Vivendi | Eurocom | 1 | 44 | PAL | 6.0 |
| 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 |

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

# EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

| GAME NAME | PUBLISHER | DEVELOPER | PLAYERS | ISSUE | REVIEW | RATING |
|---|---|---|---|---|---|---|
| Teenage Mutant Ninja Turtles | Konami | Konami | 1-2 | 31 | PAL | 6.0 |
| Terminator 3: The Redemption | Atari | Paradigm | 1 | 37 | PAL | 6.0 |
| Tetris Worlds | THQ | Radical | 1-4 | 11 | PAL | 4.7 |
| The Hobbit | Vivendi | Inevitable Studios | 1 | 26 | PAL | 7.1 |
| The Incredibles | THQ | Heavy Iron Software | 1 | 40 | PAL | 6.0 |
| The Italian Job: LA Heist | Eidos Interactive | Climax | 1-2 | 23 | PAL | 8.0 |
| The Polar Express | THQ | Blue Tongue | 1 | 40 | PAL | 3.8 |
| The Simpsons: Hit & Run | Vivendi | Radical | 1 | 26 | PAL | 7.4 |
| The Sims | EA | Maxis | 1-2 | 18 | NTSC | 8.6 |
| The Sims: Bustin' Out | Electronic Arts | Maxis | 1-2 | 27 | PAL | 8.2 |
| The 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 | 1 | 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)

**BLOODY RYAN! BLOODY** tricky fingered (and thumbed) git. I can't stand the self-righteous, sanctimonious, 'I-am-so-much-better-at-*Street-Fighter*-than-you' smugness that spreads across his big face every time we play. Take one weekend for example: Saturday 25-0, Sunday 20-0. That's 45 games I lost to Ryan and I didn't win one.

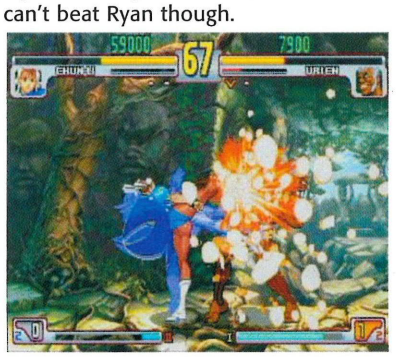
Now, I reckon I'm not actually that bad – I can beat my other housemate, Mike, more often than not and I've beaten people online with some regularity, but it got me thinking – I used to be awesome at games! I could beat all my friends at *Street Fighter II*, *Mortal Kombat II* & *III*, the whole *Tekken* series, in fact did I ever tell youse about the time I won the Queen's University *Tekken 2* championship? That's right, there was me against six other people, I beat them all and won some beer tokens (I was supposed to get a PSone but not enough people entered to cover the cost) and I got really drunk that night. It also happens to be one of my favourite anecdotes and I can describe each match in intricate detail.

Unfortunately, now I've had to accept that I'm not good at *Street Fighter*, can't hit buttons accurately or quickly or sometimes slowly enough. Dragon Punches turn into Fireballs (I'm not using dirty, cheap Ken, it's just a way to describe the pad rotation) and I can't parry with any conviction and see trying to get my fingers down to the throw buttons and then back up? Well, that never happens quick enough.

I don't want to give up, but the hatred, revulsion, disbelief and hatred again that I feel towards Ryan as he parries yet another three-hit shoulder barge (I use Yun) is getting a bit much.

I am awesome at *Final Fantasy* though, I can sit for hours levelling up as my ass levels out.

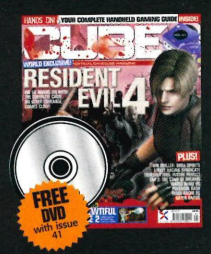
Stop press! I levelled up at *Street Fighter* during the month, sweet. Still can't beat Ryan though.



# BACK ISSUES

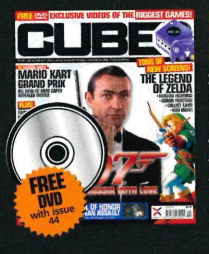
## MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

Back issues cost £4.99 each including postage and packaging. UK only – overseas prices available on request




### ISSUE FORTY 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!



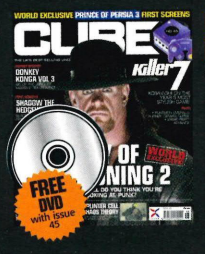

### ISSUE FORTY FOUR

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.



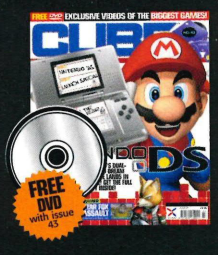

### ISSUE FORTY TWO

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.



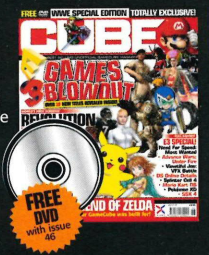

### ISSUE FORTY FIVE

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*.




### ISSUE FORTY THREE

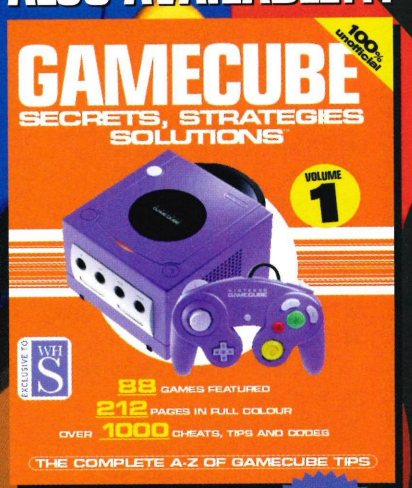
The Nintendo DS launch special with every launch title reviewed and rated. Elsewhere *Star Fox Assault, Fiight Night Round 2, Viewtiful Joe 2* and *TimeSplitters: Future Perfect* all the come under the review microscope.




### ISSUE FORTY SIX

It's preview city in CUBE all thanks to sweaty Americans showing off new games at E3 and some new consoles to play them on. So we wrote stuff about it. Some of it's really good! Plus three whole GC reviews. Three!

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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

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ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT! ISSUE 48 ON SALE 28 JULY 2005

NEXT ISSUE

Next Month... Next Month... Next Month... Next Month...

# HORIZON

EXCLUSIVE HANDS-ON!




## BATTALION WARS

FINALLY THE WAITING IS OVER

Nintendo has promised this to us on so many occasions, and on so many occasions we've been denied. Apparently the game isn't rubbish anymore though, so now we're allowed to see it. Result!

HANDS ON!

## E3 IN THE UK...

QUALITY TIME WITH ALL THE GREATS

E3 is great, but there's never enough time to sit down and play everything properly. That's why, just after E3, Nintendo gives us an entire day to play all its games in a quiet room. Mmmm... *Zelllda*.






## FEATURE

STUDIO EYE

### THE CREATIVE ASSEMBLY

The team behind Sega's *Spartan* invited us up to have a few beers, munch some pizza, oh, and to take us through the latest version of their multiformat slash-'em-up. Studio Eye returns, and this time we mean business! Big business. Business bigger than you've ever seen before!

## SOLUTIONS

BIT STUCK ARE YOUP NOP OH

### MEDAL OF HONOR: EURO ASSAULT

To quote Miles: "This is awesome!" His reaction to *MOH* games is about as predictable as the path of the sun, so we got him to write the guide. Sigh...

**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:**

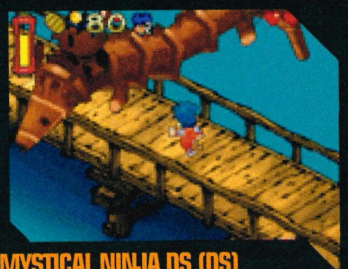
THE BIGGEST GAMES!



**KIRBY'S ADVENTURE (GC)**
Betty Swollocks you say? How dare you! Munch on Kirbster...




**FAMICON WARS (DS)**
Yet another triple-A DS title hits Japan. What about us?



**MYSTICAL NINJA DS (DS)**
The spikey Goeman returns for more bizarre adventuring.

**PLUS**

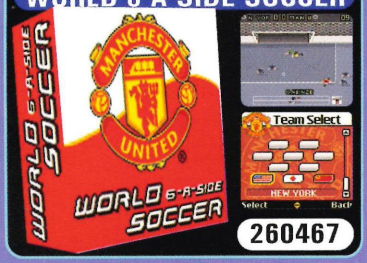
Revolution
Geist
The Legend Of Zelda: TP
Game Boy Micro
SSX On Tour
Batman Begins
DDR Mario Mix

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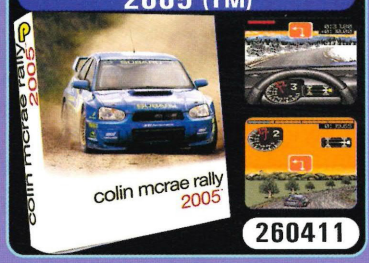
## NOW YOUR GAMING GOES MOBILE!

### MANCHESTER UNITED WORLD 6 A SIDE SOCCER



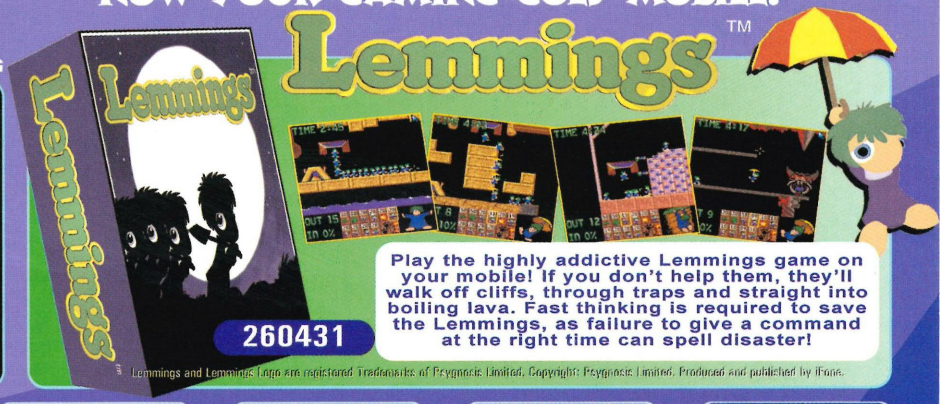

260467

### COLIN MCRAE RALLY 2005 (TM)




260411

### Lemmings™

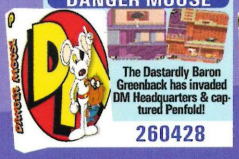



260431

Play the highly addictive Lemmings game on your mobile! If you don't help them, they'll walk off cliffs, through traps and straight into boiling lava. Fast thinking is required to save the Lemmings, as failure to give a command at the right time can spell disaster!

Lemmings and Lemmings Logo are registered Trademarks of Psygnosis Limited. Copyright Psygnosis Limited. Produced and published by iFone.

### DANGER MOUSE



The Dastardly Baron Greenback has invaded DM Headquarters & captured Penfold!

260428

### BOMBERMAN




Bomb all the enemies appearing on the screen, find the exit hidden in the block & enter inside.

260369

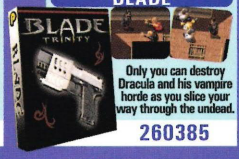
### CONNECT FOUR




One of the world's best loved family games on your mobile.

260339

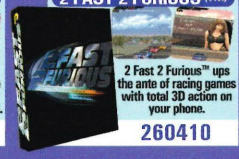
### BLADE




Only you can destroy Dracula and his vampire horde as you slice your way through the undead.

260385

### 2 FAST 2 FURIOUS (TM)




2 Fast 2 Furious™ ups the ante of racing games with total 3D action on your phone.

260410

### 21 BLACKJACK




You play Blackjack against the dealer. To win, your hand must be closer to a total of 21!

260378

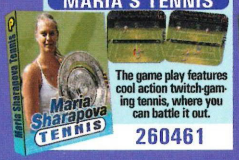
### BRUCE LEE




Control a furious Bruce Lee, taking maximum advantage of his fighting technique

260447

### MARIA S TENNIS




The game play features cool action twitch-gaming tennis, where you can battle it out.

260461

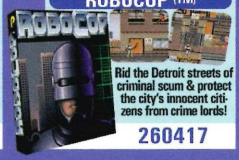
### PLATOON (TM)




Experience combat as a member of the young infantry rifle platoon in the Vietnam jungle.

260415

### ROBOCOP (TM)




Rid the Detroit streets of criminal scum & protect the city's innocent citizens from crime lords!

260417

### METAL SLUG (TM) MOBILE




Humorous combination of frantic shooting, jumping & driving that constantly surprises.

260414

### FANTASTIC 4




It's clobberin' time, take control of all four Super Heroes in this mobile movie adventure!

260468

### MONOPOLY




The best-selling board game, makes its debut on mobile devices. Build up your property empire!

260449

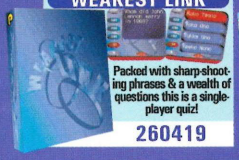
### FOOTBALL 365 QUIZ




Featuring 1000 questions compiled by football experts, have you got what it takes?

260448

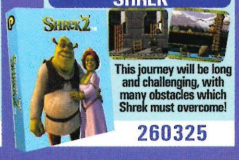
### WEAKEST LINK



Packed with sharp-shooting phrases & a wealth of questions this is a single-player quiz!

260419

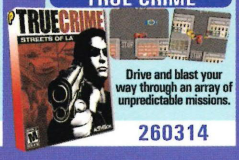
### SHREK




This journey will be long and challenging, with many obstacles which Shrek must overcome!

260325

### TRUE CRIME




Drive and blast your way through an array of unpredictable missions.

260314

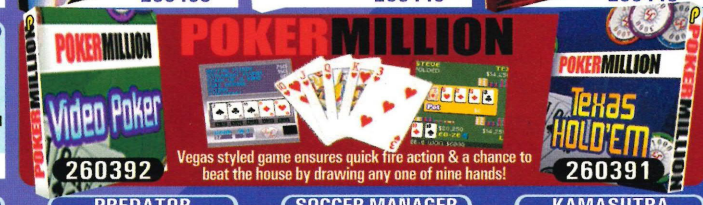
### POOL CHALLENGE




Based on the real game of Eight Ball Pool played around the world,

260246

### POKERMILLION

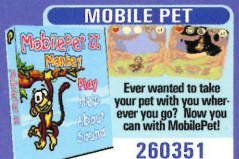



260392

Vegas styled game ensures quick fire action & a chance to beat the house by drawing any one of nine hands!

260391

### MOBILE PET




Ever wanted to take your pet with you wherever you go? Now you can with MobilePet!

260351

### FALLING BLOCKS




A classic game. Simple geometric blocks made of four squares fall down the screen.

260368

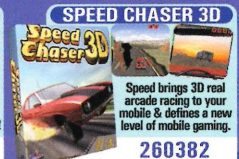
### TOWNSMEN 2




This game captures the user with its well-polished game play and guarantees hours of fun!

260367

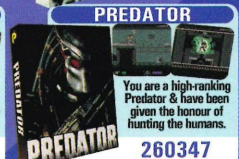
### SPEED CHASER 3D




Speed brings 3D real arcade racing to your mobile & defines a new level of mobile gaming.

260382

### PREDATOR




You are a high-ranking Predator & have been given the honour of hunting the humans.

260347

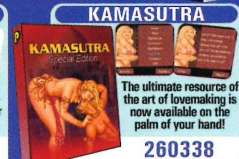
### SOCCER MANAGER




Take your team of 15 players through 5 divisions to become soccer manager Champion!

260227

### KAMASUTRA




The ultimate resource of the art of lovemaking is now available on the palm of your hand!

260338

### Pamela vs Jordan

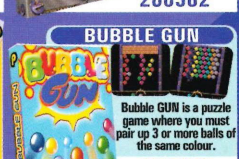



260349

Set these girls free & in return they will give you some special impressions of themself!

260356

### BUBBLE GUN




Bubble GUN is a puzzle game where you must pair up 3 or more balls of the same colour.

260433

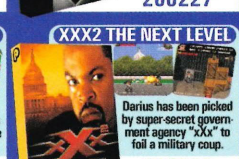
### MICROGOLF




MicroGolf's unique Bluetooth mode allows two players to compete against each other!

260423

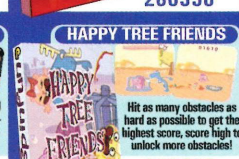
### XXX2 THE NEXT LEVEL




Darius has been picked by super-secret government agency "xXx" to foil a military coup.

260450

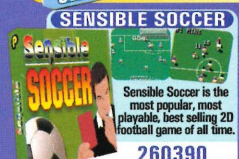
### HAPPY TREE FRIENDS




Hit as many obstacles as hard as possible to get the highest score, score high to unlock more obstacles!

260422

### SENSIBLE SOCCER




Sensible Soccer is the most popular, most playable, best selling 2D football game of all time.

260390

### BOARD GAMES




Play classic versions of draughts, dominoes and backgammon alone or against friends!

260395

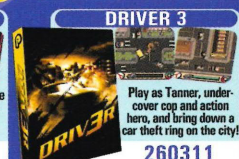
### FRUIT MACHINE




Partymob Fruit Machine is the real thing in the palm of your hand.

260366

### DRIVER 3




Play as Tanner, undercover cop and action hero, and bring down a car theft ring on the city!

260311

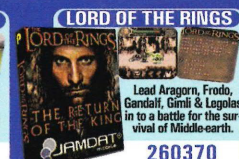
### GRAND NATIONAL




This game features a Quick Race, Grand National and Training mode.

260421

### LORD OF THE RINGS




Lead Aragorn, Frodo, Gandalf, Gimli & Legolas in to a battle for the survival of Middle-earth.

260370

### PUB DARTS




Step up to the board and play the classic game of darts on your mobile phone.

260299

### COLLAPSE




Find clusters of similar coloured cells and blast them off the screen. You have to work fast!

260383

### BUFFY




Play as Buffy - kicking demon butt ! Walk, run, climb, and jump through 5 levels!

260380

### MR BEAN RACER




Take the role of Mr Bean in a series of races against the rival three-wheel cars.

260379

### BIPLANES




Bluetooth Bi-Planes brings you award winning, fast-paced, aerial dog fighting for two players.

260424

### S.W.A.T SNIPER




You arrive at the site of a crime. After a quick briefing, take your position at the rooftop.

260357

### TONY HAWK'S




Wicked courses, side-scrolling 2-D action and the sickest combos all at your fingertips!

260371

### ALIENS vs PREDATOR




It's our planet. It's their war. Whoever wins... We lose. Which one is stronger, smarter, faster?

260348

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POKEMON THEME
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LA BAMBA
LA CUCHARACHA
SHINY HAPPY PEOPLE
BOOMBASTIC
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