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FIRST FOR DS AND GBA

GUN

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Exclusive first play inside!

TRUE CRIME 2

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- ADVANCE WARS DS
- BATTALION WARS
- SPARTAN: TOTAL WARRIOR
- CHIBI-ROBO
- BATMAN BEGINS
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- FANTASTIC 4



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CUBE



WELCOME

TIMES HAVE BEEN tough for GameCube owners over the last few months with games getting thinner and thinner on the ground, so it's great to be able to introduce a potentially cracking new title this month which deserves to go straight into your wanted lists. The Wild West ought to present a rich canvas for games developers yet it's been chronically ignored over the years. The only recent game of note to feature cowboys was Rockstar's okayish *Red Dead Revolver* which came to PS2 and Xbox last year. Finally Activision has grabbed the bull by the horns however, and *GUN* looks like it could be the business. Check out our exclusive feature starting on page 42 for all the goodness.

Also from the Activision stable come the first screens of *True Crime 2* which promises to deliver on all the promise of the potentially great but fatally flawed original.

Not so hot is EA's interpretation of *Batman Begins*. It starts promisingly with all the usual EA jazz and some good ideas but all too soon you realise it's a slimmed down, sub-*Splinter Cell*, by the numbers stealth game that will nevertheless shift buckets on the back of the film. Thank goodness for the DS with *Famicom Wars* proving just how compelling handheld gaming can be with the right treatment.

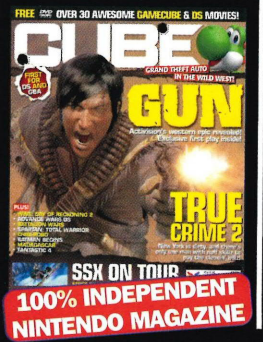
Elsewhere we preview *WWE: Day Of Reckoning 2* to whet your appetite for next month's totally exclusive review as THQ takes grappling to new levels of sweat-soaked realism. More real, in fact, than the real thing.

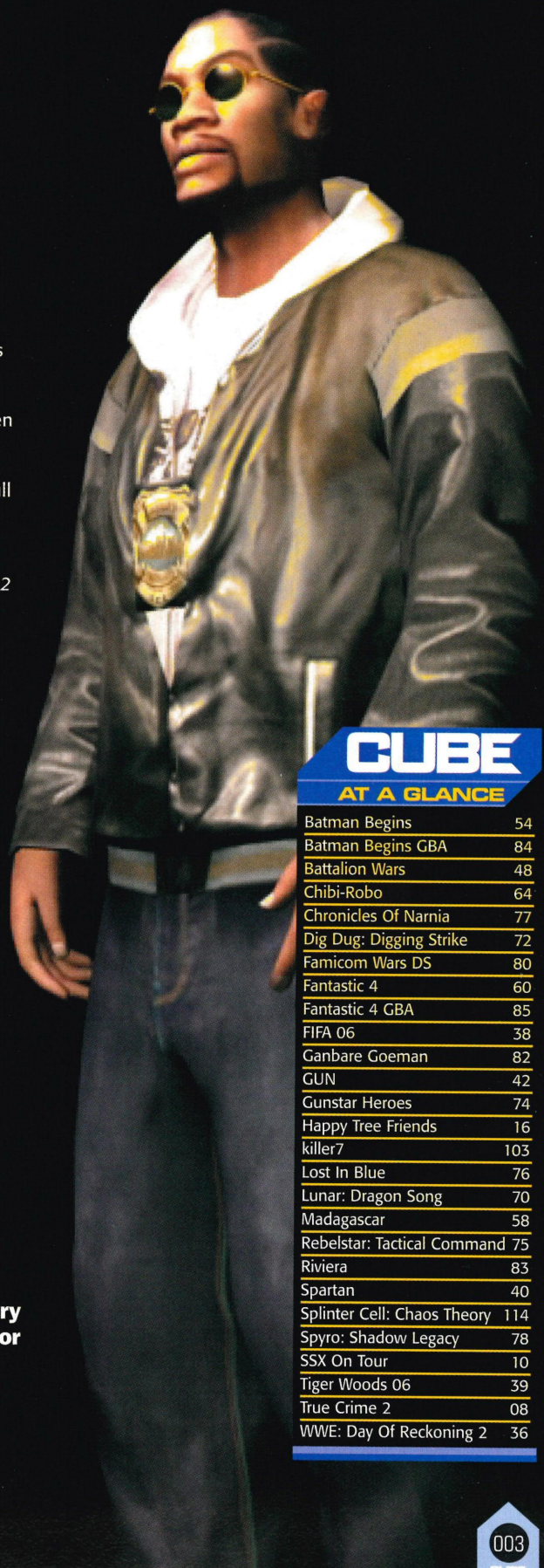
We also dusted off our party dresses to go in search of the ultimate party game. Read all about it from page 28.

Hope you enjoy the issue and appreciate the fact we've all been locked away in a dark, cold office to put it together for you while the streets and beaches of Bournemouth have been bathed in glorious summer sunshine. That's dedication for you. It'll no doubt be back to grey skies and cardies zipped up to the neck next month, so enjoy it while you can. That's all she wrote, folks. Thank you and goodnight.

Miles

Miles Guttery
Editor





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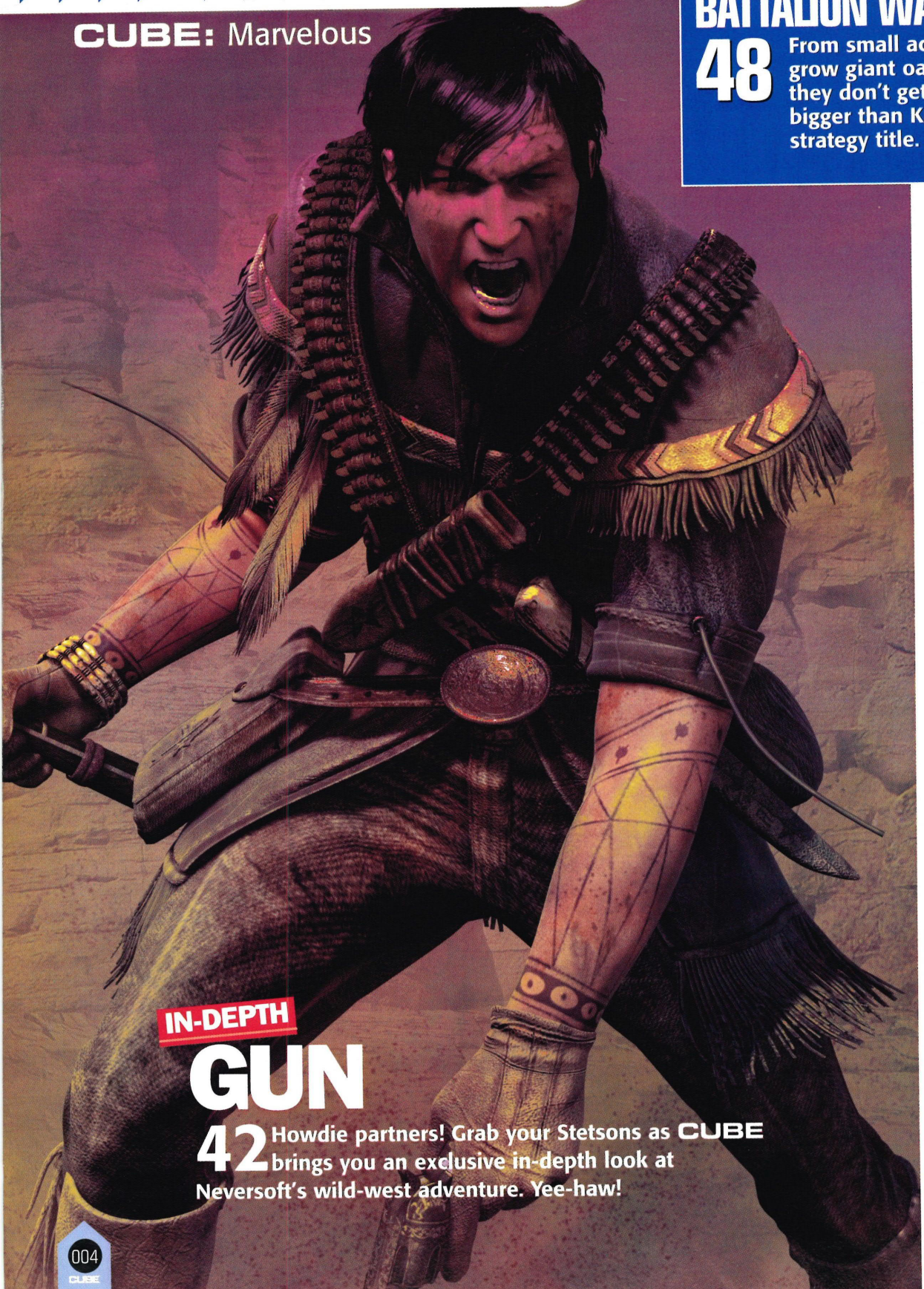

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IN-DEPTH

BATTALION WARS

48 From small acorns grow giant oaks, and they don't get much bigger than Kuju's latest strategy title.



IN-DEPTH

GUN

42 Howdie partners! Grab your Stetsons as CUBE brings you an exclusive in-depth look at Neversoft's wild-west adventure. Yee-haw!

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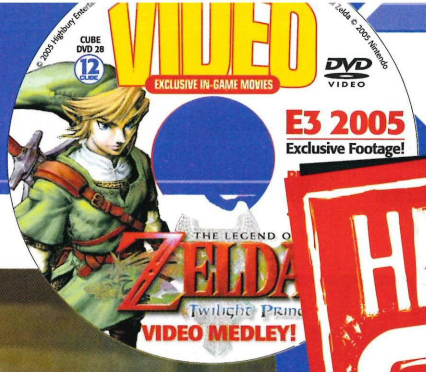
FIND OUT WHAT'S ON THE DISC - TURN TO PAGES 6 & 7



REVIEW

BATMAN BEGINS
54



REVIEW

CHIBI-ROBO
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PLUS!



SUBS ON PAGE 101

PARTY ON, DUDE!



28 CUBE separates the party-poppers from the party-poopers to discover the GameCube's ultimate multiplayer game.

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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ON THE DISC

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

THIS ISSUE SEES us bringing you the second part of our E3 coverage. Last month was all about the conference, Revolution and *Zelda*, but now it's time to concentrate on the best of the rest, and there's an awful lot of goodness to show.

E3 2005: PART 2

It's about the games...

NINTENDO HAS GONE Mario crazy. No developer in its right mind would turn down the chance to work with Nintendo and feature Mario and pals in its games, and with this set of games there are four external teams involved. Hudson is working on *Mario Party 7* (more of the same but we thought you'd like to see it, after all, it does sell obscene amounts every year), Konami is throwing shapes with *Dance Dance Revolution: Mario Mix* (dancing games rule, nobody can deny it), Namco is on board for *Mario Baseball*, and Next Level Games is ripping up the turf with *Super Mario Strikers*. This one has us particularly excited, being developed as it is by key members from the original *Sega Soccer Slam* team. Then of course you've got *New Super Mario Bros*, *Mario Kart DS* and *Mario & Luigi 2*. *New Super Mario Bros* has us very excited. We haven't been able to show you all the footage but believe us you'll be impressed by what's here. If you liked the SNES game you're going to be in love with this new version. Take a deep breath... we're going in.

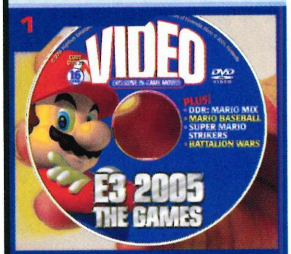


▲ We imagine there will be a lot of tie-in packages available this Christmas...

USING THE DVD

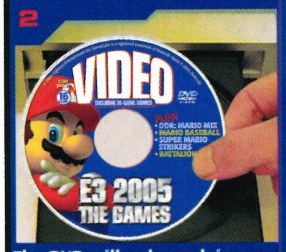
SLAP IN AND PRESS PLAY

1



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

2

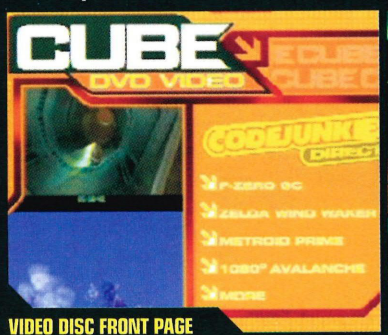


The DVD will only work in a Region 2 or multi-region DVD player, see?

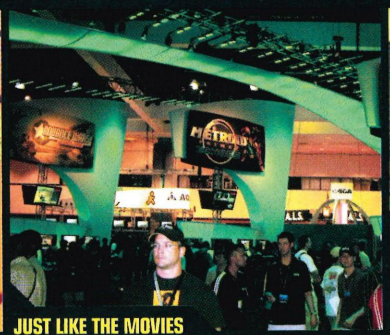
Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console, it's far too big) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

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.



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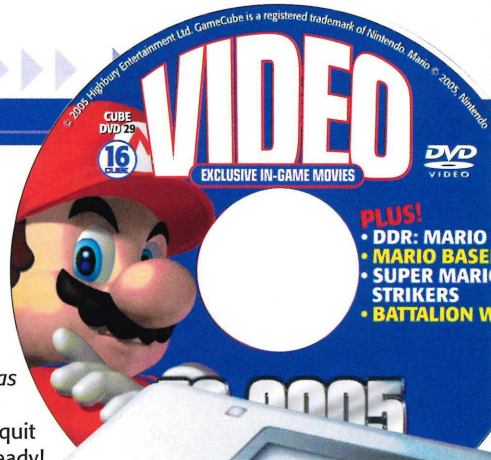
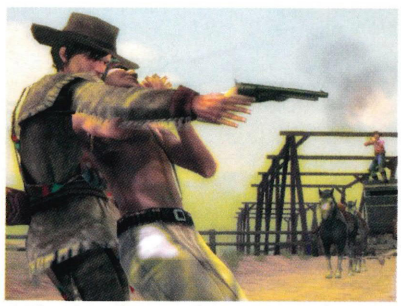


ALSO ON THE DISC!

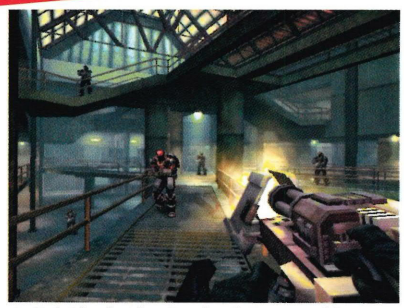
GAMECUBE GROWS UP!

It seems that *Resident Evil 4*'s popularity has proven one thing: GameCube is not just for kids. *RE4*'s global sales are now in excess of 1.2 million (after six months on sale), proof if any were needed that third parties can do well with mature themed games on Nintendo's console. Funnily enough we've had two 18+ games announced this month: the sequel to *True Crime* and Neversoft's *GUN*. We can show you the trailer for *GUN* as it doesn't include any in-game footage. Sadly though we can't include any actual gameplay for either game as we'd have to slap an 18 rating on the magazine, and that would be silly.

We managed to find some *killer7* footage that stays relatively clean, so you can get your fix of that stylish shooter instead.



▲ **There's no in-game footage as yet, but just you wait until next month. Oh yes!**



▲ ***Geist* is slowing turning into something quite exciting. Check back next issue for more.**

GAMECUBE FIRST-PARTY

We've had two extremes so far: Mario and extreme violence, but there are a whole load of games to fill in the gaps. *Battalion Wars* is shaping up to be better than we expected (check out the In-Depth on pages 48-51). We're really looking forward to *Geist* as well. It's finally reaching the stage where it's actually turning into a decent game. Then you've got the other Nintendo titles for 2005 in the form of *Pokémon XD*, *Kirby's Adventure*, *Odama* and *Fire Emblem*.

DS STORMS THE SHOW

E3 proved that the DS is most definitely here to stay. With strong efforts from Nintendo and all the major third parties, we're extremely excited about the DS moving into 2006. Sales in Japan are putting the PSP right in its place, and here's your chance to see what all the fuss is about. *Elekroplankton*, *Touch Golf*, *Nintendogs*, *New Super Mario Bros*, *Metroid Prime: Hunters*, *Animal Crossing DS*, *Mario Kart DS*, *Mario & Luigi 2*, *Kirby Canvas Curse* and *Meteos* videos are all just waiting to be clicked on so quit reading this and get viewing already!

One last thing before you go: remember that this is only the first-party stuff. All the third party DS offerings will be with you next month.

CUBE



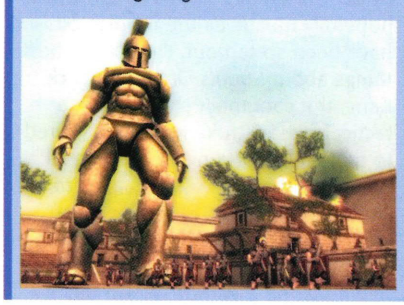
▲ **Just wait until you see *Metroid Prime: Hunters*. Who said DS can't do decent 3D?**



NEXT MONTH

THE BLURB

The final part of our E3 2005 coverage includes all the third party software. GameCube and DS offerings from the likes of EA, Activision, Ubisoft and Capcom are all waiting to have their turn in the limelight. Highlights include the first ever footage of *GUN* and *King Kong*!



THE GAMES

PRINCE OF PERSIA 3
GHOST RECON 3
SSX ON TOUR
SPARTAN
SHADOW THE HEDGEHOG
TONY HAWK'S WASTELAND
RAINBOW SIX: LOCKDOWN
AND MUCH, MUCH MORE...

UP FRONT

CUBE

⊖ INFORMATION

TRUE CRIME 2

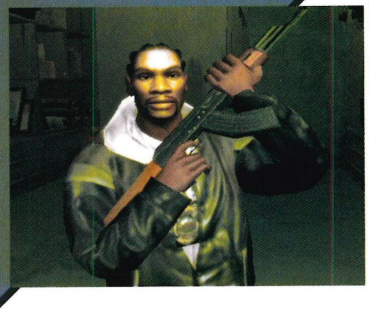
PUBLISHER:	ACTIVISION
DEVELOPER:	LUXOFLUX
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1

⊖ WHAT'S NEW

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

Kang! That's the sound of Nick dropping out making way for the new blood.

SEPT '05 | TBA | SEPT '05





TRUE CRIME 2

The crime spree goes coast to coast

THIS IS A sequel a long time in the making. Two years have slipped by since *True Crime: Streets Of LA*, which hopefully means all the rubbish bits will have been sorted out. One of the best things about *Streets Of LA* was Nick Kang, the cool main character. In a tactical masterstroke he's been retired to make way for a new hero and all new storyline which seems a bit of a shame, but if new kid on the block Marcus Reed is in the same league and the game delivers on its promises it might just be a gamble worth taking.

It's not just a change of face, but a whole change of scene. *True Crime 2* ditches the shimmering heat and smog of Los Angeles for the bustle of New York City. It's a move that could eradicate many of *Streets Of LA*'s problems at a stroke. Luxoflux's boast that it could recreate the whole of LA accurately street by street was folly, not because it failed to do so, but because LA is simply too vast and sprawling.

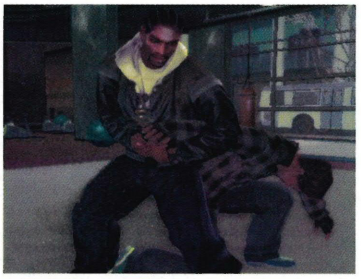
New York will lend itself better to the concept if, as was the case with LA, the city is to be modelled accurately. Being a tighter environment ought to make it easier to create the illusion of life so sorely missing from *Streets Of LA*. Even so, the project is made vastly more ambitious by the promise that you'll be free to enter almost any building in the city. How this will be handled remains to be seen, but if done well it'll put one over *GTA* for sure.

The story goes that Marcus was born into a crime family but joined the police force thanks to the influence of his father's childhood friend Terrence rather than go into the shady family

"YOU'LL BE FREE TO ENTER ALMOST ANY BUILDING IN THE CITY"

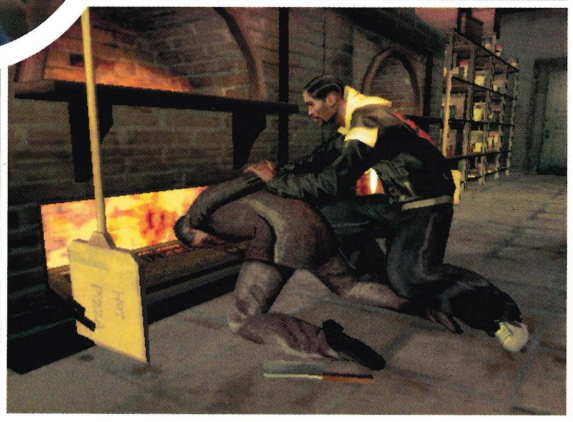














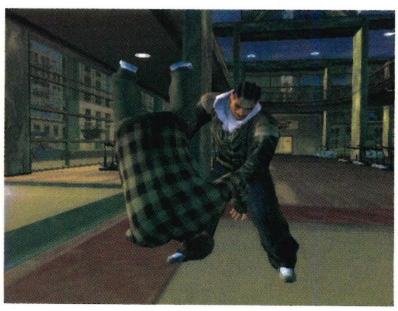
▲ Sometimes there's only one language these perps understand. Three cheers for Daily Mail policing! Whoop! Whoop!

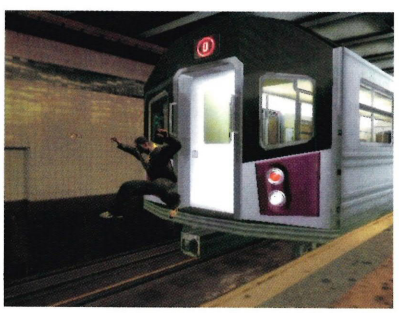
▼ It's a bit like *Splinter Cell* except not as good, probably. *True Crime* dabbled with stealth. Will *TC2* fare better?

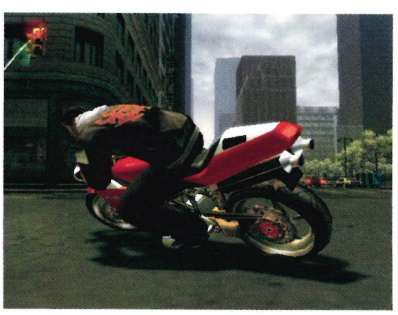
business. Terrence gets offed on Marcus's first day on the job and that sets the scene for what follows.

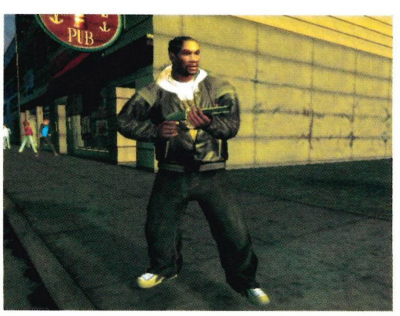
Once again you'll be able to play good cop or bad cop depending on your mood but, as in life, choosing the higher path offers the greater challenge. No word yet as to whether the story driven sections will be better integrated than before. One of *Streets Of LA*'s main failings was the fact that missions came in three flavours – stealth, beat-'em-up and shooty-shooty – and although all played from the same viewpoint, each one worked in a totally different way with different controls and moves available. This gave it a stop-start feel totally out of keeping with the sense of freedom offered by the open city and desperately needs to be sorted out second time round. We do know however that the *GTA*-style free-roaming aspect will be improved with escalating crime in the city reflected in the number and variety of incidental crimes you encounter along the way.

The potential of the original *True Crime* was plain to see but for whatever reason it failed to live up to its possibilities. With the right care and attention, *TC2* could be outstanding. *Streets Of LA* had several fundamental problems that all but killed it, however most of them ought to be pretty easy to put right. If it happens, this could be a ball-breaking blockbuster.









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INFORMATION

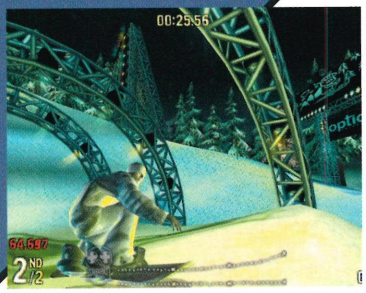
SSX ON TOUR	
PUBLISHER:	EA BIG
DEVELOPER:	EA VANCOUVER
ORIGIN:	CANADA
GENRE:	SPORTS
PLAYERS:	1-2

WHAT'S NEW

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

TRICK STICK! First hands on with the most extreme game of them all.

Q3 '05 TBA Q3 '05



▲ The uber-meter and on-screen stats now have a graffiti-style look.



▲ Now you get to create your own board-riding alter-ego to go head to head with the SSX crew on their home turf.

SSX ON TOUR

A game to make you wish it was winter again…

SSX ON TOUR isn't *SSX* as you know it. It's still pimped-out tricks, wild characters and deceptively simple controls but the 2005 version has had a welcome gameplay tune-up and lo-fi facelift for a more grunged out vibe. *SSX3* was awesome and it would have been a cinch to design a new mountain, bung in a couple of extra moves and call it a sequel. We're happy to report that *SSX3*'s main criticism (forced track resets) has been addressed. No longer will it be possible to wander out of bounds accidentally only to get zapped back on track and simultaneously bounced out of any immersive contact with the game. *On Tour*'s environments are self-contained so it'll be physically impossible to ride off the map.

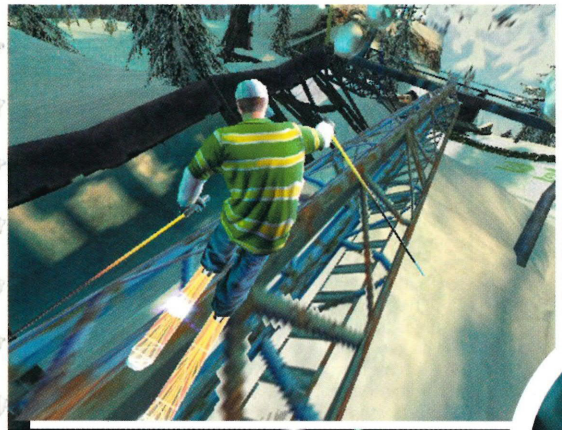
Gone but not forgotten is Radio Big and its dance-heavy playlist to be replaced with a rockier soundtrack complimented by some stylishly unslick and punky presentation. Think Roobarb meets Gorillaz.

The familiar *SSX* faces will be back, no doubt backed up by a few new ones, but this time it's about you, the player. Create your own character and earn the right to stand alongside the established SSXers in winter sport folklore.

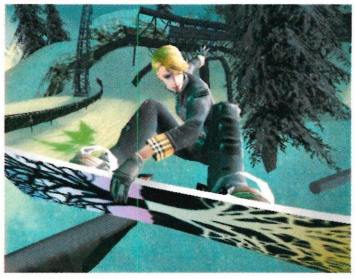
The only significant gameplay change to have been revealed so far is the introduction of the "trick stick" for performing ubers. The system is more skilful than before where all you had to do was tweak any grab with a full adrenaline meter. Now basic ubers will be assigned to directions on the ⊙-stick with more complex ones available via fireball/dragon punch-style stick movements affording the maddest tricks real bragging rights. To make things a little easier you'll be able to slow time slightly and a dynamic camera will offer spectacular views of your in-flight posing in full effect.

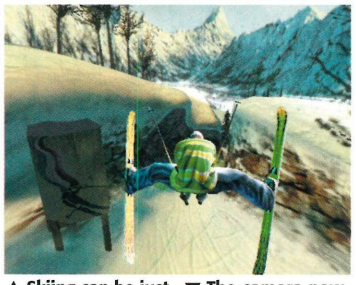


"[IT'S] STYLISHLY UNSLICK AND PUNKY. THINK ROOBARB MEETS GORILLAZ"











▲ Never eat yellow snow. Not sure what the rule is for green though.

▲ Skiing can be just as extreme as boarding, just close you legs before you land or you'll end up with a nasty groin strain!

▼ The camera now pans in and swoops to give the best possible view when you're pulling off big tricks. Look and learn.

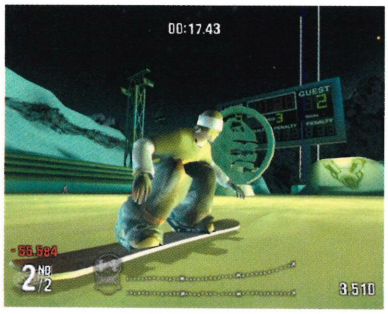




As you'll be aware if you read Issue 46's preview, skiing has been accepted into *SSX* theology. Not the sort you see Prince Charles doing on the *Six O'Clock News* two or three times a year but, as you can imagine, a mega extreme ker-razy version, although it'll play pretty much the same as the boarding. You won't however be able to chop and change once you've designed your character so choose your discipline wisely.

Our speculation that there would be more than one mountain and multiple world locations appears to have been incorrect with progress around a single mountain similar to *SSX3* apparently the order of the day. However when prodded with the stout staff of truth, the game's producer Tim Fields did hint that there are a few surprises to come. Oh EA, why do you tease us so?

Whatever these secrets turn out to be, *SSX On Tour* has gone straight to the top of the most wanted list. Electronic Arts gets a lot of stick, some of it warranted, but for all it's franchise updates and middle of the road pap, it is responsible for some great games. The *SSX* series has pushed the envelope of the genre with every successive release and continues to leave challengers eating snow in it's wake. Even the mighty Nintendo has tried and failed to take the crown with *1080° Avalanche* and *On Tour* is poised to make *SSX*'s position even more untouchable. More hands on impressions very soon.









GCN

REVOLUTION REPORT: PART 2

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

NEWS CONTENTS

AT A GLANCE

REV NEWS
Almost everything you need to know about Nintendo's new beastie. Not Bestie – he's drunk. Possibly... more than likely.
PAGES 12-13

NEWS ROUND UP
Link speaks his first words, who's a clever little chap? It's only taken like 20 years. And an interview with a chick, woah.
PAGES 14-15

VANISHING POINT
Meesta Vanishing Point blows his top (yes – top) about developers and screenshots, freaking weirdo.
PAGE 18

WORLD NEWS
All the latest gossip from around the world on two pages. The font size is really small to fit it all in.
PAGE 20-21

GAMER'S DIGEST
Grab your sporrans as Edinburgh opens it's kilted legs to the Interactive Entertainment Festival, och.
PAGE 24-25

CHARTS/RELEASES
Rarts and Cheleases – ho ho we're just as funny as John Cena, but that doesn't have much to do with these pages.
PAGES 26-27

REVOLUTION RELEASE

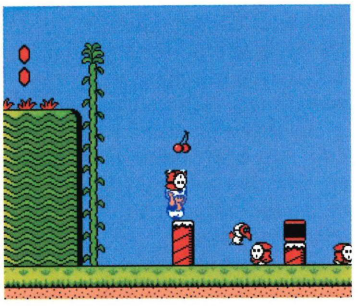
Last issue CUBE reported that the Revolution may not appearing in Europe until 2007, and sadly this seems almost certain now despite some promising news earlier this month when CUBE spoke to Marko Hein, NOE's head of product analysis and online. In the interview CUBE asked Hein about the Revolution's release in Europe, and he stated: "Europe is an increasingly important market and Nintendo will continue to pay close attention to the needs of the European market when Revolution launches in 2006." However, in a recent stockholders meeting, Nintendo president Satoru Iwata was asked if the Revolution's release would experience delays, and his response was typically vague: "There is no possibility that the Revolution's launch will fall behind by too much, but there might be some small changes [to the release date]." Could this mean that the Revolution will not be launching in Japan until mid-to-late 2006? It seems highly likely now meaning we probably won't see the next-generation machine on these shore until 2007. CUBE will keep you posted on any changes.

REVOLUTION POSSESED

Blitz Games has confirmed that its zombie game, *Possession*, will be coming to the Revolution. The unique survival/horror game does a flip-reversal on the genre, by putting the gamer in the rotting shoes of the enemy. You take control of The Enslaver, the leader of an undead army, whose mission is to destroy the city and turn all its inhabitants into flesh-eating zombies. As well as being able to control The Enslaver, you can possess other zombies to utilise their specific strengths so you can get one over on the US forces, which have been sent in to take you down. According to reports the game will also support both online and offline play. *Possession* has yet to receive a publisher, but it's only a matter of time before the zombie army comes to eat your brains...

EXTREME MAKEOVER

After the slightly disappointing, but understandable, news that Nintendo's back catalogue of games won't be free to download the company has given us a reason to splash the cash as the classic games will be getting a graphical tweak. "We are doing several experiments, including working with the original *Super Mario Bros*, with the new technology," commented Nintendo president Satoru Iwata in an interview with Electronic Gaming Monthly. "The game itself and the gameplay shall be identical, but the look will be different; it's possible that with Revolution, we may be able to see the old games with new looks." It's not yet known if Nintendo intends to "improve" all its old games, or just the 2D ones from the NES/SNES era, but no matter what it's enough to get our resident Retro Monkey swinging from the rooftops with glee.



CUBISTS



MILES, EDITOR

Miles is for life, not just for Christmas. He might be cute now, but he's only going to grow bigger and eventually he won't fit in his basket. Ensure you have a large enough garden if you really want to keep him, otherwise leave him where he is.



CHANDRA, DEPUTY EDITOR

Chandra smouldered so hard this month his socks got singed. It was quite the spectacle about town and remains the subject of whispered conversation around the local hostelries. He claims not to remember a thing, but his eyes betray him.



TIM, SUB EDITOR

During breaks Tim has begun to stalk random members of the office. Male, female, young, old, no-one's safe. It got out of hand when he started on objects. Last seen asking the colour printer if it wanted to see some puppies.

"ACCORDING TO THE REGGINATOR THEIR 'EYES TRULY LIT UP'"

HIGH OR LOW?

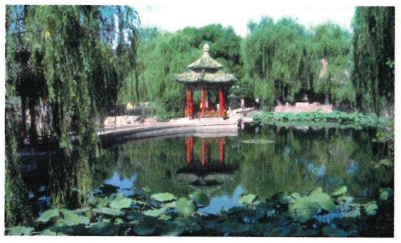
Nintendo has announced that the Revolution will not be supporting high-definition video output, despite the fact that both Sony and Microsoft's next-generation machines will. "There currently are no plans for Nintendo Revolution to support high-definition video output," said Perrin Kaplan, Nintendo Of America's VP of marketing and corporate affairs, in an interview with GameSpot. "We have thoroughly considered the best means of video output for the system and are dedicated to delivering the best hardware possible to meet the demands of our consumers." Whilst this isn't really a big deal in Europe, as few households have high-definition TVs, both Japanese and North American gamers are up-in-arms and are even trying to convince Nintendo to change its mind with an online petition. Good luck fellas, but don't hold your breath.

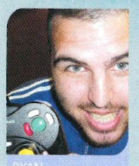
CONTROLLING THE SITUATION

After admitting last month that the Revolution controller's design had yet to be finalised, it seems Nintendo is back-on-track and raring to go. In an interview with 1Up, Nintendo's man mountain, Reggie Fils-Aime confirmed that the controller had been shown to a key group of third-party publishers and, according to the Regginator their "eyes truly lit up" at the possibilities it offered... although that could have been because he was kicking their asses at the time. He also confirmed that Nintendo had spent "quality time" with the five major western publishers, which have all shown their appreciation of the Revolution. In related news, Shigeru Miyamoto told Wired Magazine in a recent interview that one of the reasons why Nintendo remains so secretive about revealing the controller is so it can keep an edge over its competitors. "Nintendo is always trying to be on the forefront of control innovations, like the analogue stick, rumble or wireless," said Miyamoto in the interview. "As soon as these are available, our competitors snatch them up. Because the user interface is going to drive the Revolution software design, that's what's going to make our software stand out. Nobody else is going to be able to do what we do with next-generation game software. So, I can't reveal anything. It's under wraps because it's the big gun." Oh-er.

MADE IN CHINA

According to a report from the press agency ZAKZAK, Nintendo will be manufacturing the Revolution in China, in a bid to lower production costs, the benefit of this being that when it reaches the stores it'll be a lot cheaper, yay! This wasn't a surprising choice as Nintendo already manufactures the GameCube in China.





RYAN, STAFF WRITER

Ryan loves monsters. In fact he's crazy about them. "What do you love, Ryan?" We asked. "MONSTERS!" He replied. "I bloody LOVE 'em, why, have you got some? Gimme, gimme. Seriously, don't mess about or I'll smack you in."



LIZ, NEWS EDITOR

Guinea pigs are way cute with their fat little furry cheeks and twitchy noses. The way they scuffle around in their cotton wool bedding and squeak and run like crazy in their exercise wheels. And they go all soft and floppily doppily when sleepy. Liz doesn't like them.



LEWIS, SENIOR DESIGNER

"Why are you talking to me? Are you still talking to me? What? Who are you anyway? Leave me alone. You're still talking, aren't you? You and me are going to fall out. Make me a coffee. I've just levelled up."
These are the words of Lewis.

SOUND BYTE

"SONY'S PLAN FOR PSX DID NOT WORK. THE STRATEGY FAILED."

Reggie Fils-Aime points out to Sony that just because the PS3 has all the bells and whistles, it isn't necessarily a winner. Me-ow! Retract those claws immediately, gentlemen. Play nice.

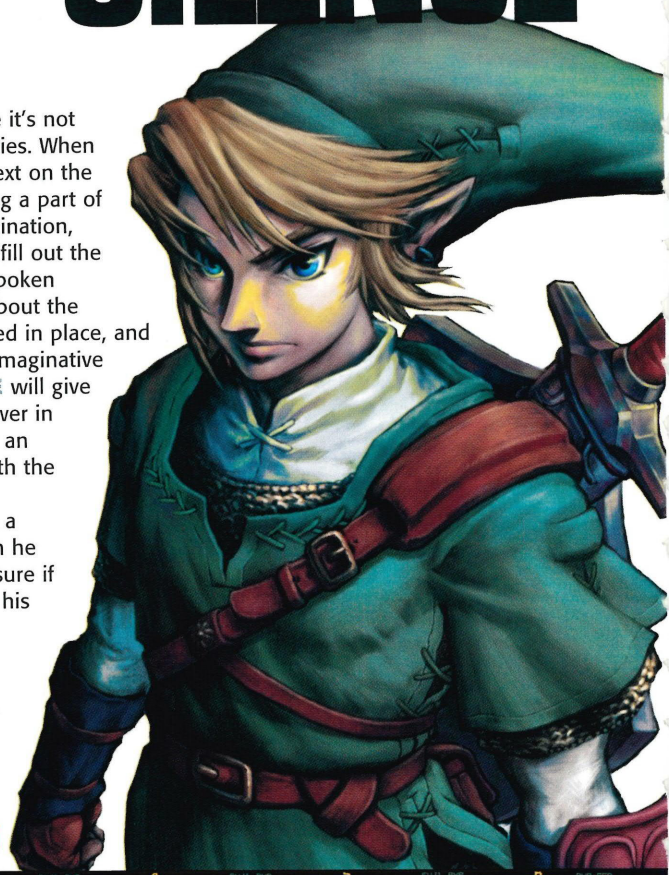
SOUND OF SILENCE

Will Link be getting a voice?

IT'S BEEN WIDELY debated over the years as to whether or not Link would ever get a proper speaking voice, so earlier this year when www.imdb.com listed Nobuyuki Hiyama as the voice actor for Link in *The Legend Of Zelda: Twilight Princess* the rumour mill went into overdrive. Now it seems there may have been some substance to these claims, although it's not necessarily what we were expecting.

In a recent interview with *Wired* magazine, *Legend Of Zelda: Twilight Princess* producer, Eiji Aonuma, hinted that Link *is* getting a voice (beyond his usual squeaks and grunts, we assume) although we probably shouldn't expect him to start spouting Shakespeare any time soon. "I've always felt that if we can use voice in a way that's new and unique, it could be very positive for the *Zelda* series," commented Aonuma in the interview. "Unfortunately, we weren't able to do that in time for the E3 demo, but we do have some ideas that we're thinking about."

When asked why Link has yet to receive a speaking voice, Aonuma was very candid: "I feel like it's not suited to the *Zelda* series. When the player is reading text on the screen, they're inserting a part of themselves, their imagination, into the reading. They fill out the world. But with fully spoken dialogue, everything about the character becomes fixed in place, and you lose a bit of that imaginative aspect." Well, CUBE will give you the definitive answer in Issue 50 when we get an exclusive hands-on with the game! Until then, let's speculate... right, he's a teenager so we reckon he should warble, never sure if the next sound out of his pixie gob will be embarrassingly high-pitched (like Miles) or scarily deep like when Ryan yawns, almost shattering the earth with tectonic plate-shifting bass. Hey, speculating's fun!



TRAILER OF THE MONTH

MARIO BASEBALL

It's-a-me! Playing-a-baseball; another sport I am an expert at, even though I am a plumber. I shall win, no problem. Look at-a Waluigi, he can't even catch a ball!



NEWS FLASH



CARNIVAL!

Capcom has confirmed that its forthcoming *Viewtiful Joe* game on the GameCube will now be called *Viewtiful Joe: Battle Carnival*.

GOOD, BAD AND UGLY

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

GOOD: EA freebies

TO ENTICE AMERICAN football fans into buying *Madden NFL '06*, the company is giving away free one-year subscriptions to its EA Sports Fantasy Football Commissioner service to those who pre-order the game at EA Sports' online store, EBGames.com or GameStop.com.

BAD: Videogame violence

21-YEAR-OLD James Tuff from Stowmarket, Suffolk, is currently in court facing manslaughter charges after he allegedly killed one of his twin sons and badly hurt the other. According to reports, Mr Tuff became "irritable" when interrupted while playing videogames.

UGLY: Game over

RETAIL STORE GAME, has reported a 2.6 per cent downturn in sales, citing a lack of blockbuster titles as a reason. The highstreet retailer had previously seen its sales receive a tremendous boost when Nintendo released the DS in March.



▲ Americans like to *throw* their pig bladders, while over here we give them a good kicking. Funny old world, isn't it.

(OVER THE) COUNTER CULTURE...

If your teddy bear is getting a little ragged round the ears then throw it out, abandon those precious childhood memories, break your mother's heart and seep yourself in marketing and commercialisation with these Nintendo plush toys from www.plush-toy.co.uk – you can own an officially licensed squishy Mario! Or Donkey Kong! Or even Yoshi! Sweet, sweet dreams filled with Nintendo goodness.



ASTERIX & OBELIX XXL 2: MISSION LAS VEGUM

Atari has some Gaul...

ASTERIX & OBELIX XXL may have been a steaming pile of Dogmatix doo-doo (it scored 5.1 in Issue 34), but Atari's next foray into the world of Romans and Gauls has us interested. Why so, you might ask? Well *Asterix & Obelix XXL 2* takes place inside Las Vegum theme park, where every Roman Centurion is a parody of a popular videogame character! How very post-modern.

"Along the way, the programme for Caesar's farcical festivities is packed with pumped-up Romans alongside some curiously familiar characters paying tribute to the wider world of videogames," said the Atari press release. As well as micky-takes of *Tomb Raider* and *Splinter Cell*, *Asterix & Obelix XXL 2: Mission Las Vegum* also makes a homage to other stellar games including *Super Mario Sunshine*! Awesome. We wouldn't mind playing this game, except we can't, as Atari has only announced this for the PS2 and PC so far. Bah.

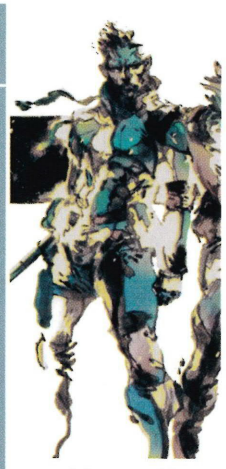




SPEAKING OUT...

Your money where your mouth is

ALTHOUGH CHARACTER DESIGN is paramount in creating an iconic videogame character, the voice can be just as important. Where would Solid Snake be without David Hayter's gravely voice, or Lara Croft without Jonell Elliott's sultry tones? Yes, voice acting in games is vitally important, so it's disappointing to hear that the Screen Actor's Guild (SAG) has rejected a proposition that would have given voice-over artists a 36 per cent pay increase over the term of their contracts. Well noodles to them, as the American Federation Of Television and Radio Artists (AFTRA) has approved the deal instead, so we can guess which union will be getting more members this year.



▲ Don't be a David hater, he's awesome.

IN THE CUBE WITH... SOPHIE BLAKEMORE



POSITION: DESIGNER
COMPANY: CREATIVE ASSEMBLY

CUBE: First of, could you tell us who exactly is Spartan?

SB: Spartan is a young Spartan warrior who was raised in the city of Sparta. He's undergone the 18 years of training that all Spartan warriors did. There is something special and unique about him. He was basically abandoned in Sparta; he doesn't know his heritage, he doesn't know his name and he doesn't know his parents, so as well as being a physical journey for him the game is an emotional journey as well. It's about discovering his roots.

CUBE: We've heard that Spartan gets bestowed with powers from the gods. Can you explain how this happens and what types of powers Spartan can get?

SB: We've got some really awesome powers and weapons. Each weapon has a slightly different effect associated with the power. You're basically given powers by the gods, which you can restock in the health shrines around the levels or harvest orbs of special powers from enemies that you've killed. The powers call on 'Earth Powers', so we have a lightening strike attack, a flame strike attack and an earth-based attack depending on which weapon you're using.

There's a very simple control system as well: one button does a direct attack, another button does a circular, radial attack and it doesn't matter what weapon or power you're using, as it'll always be those two buttons. It's a simple system that can have devastating effects; you can take out tens of enemies at one time.

CUBE: Thinking about enemies, we heard that there can be over 100 characters on-screen at once.

SB: We can have way more than a hundred characters on-screen – at the moment we're up to 170 characters on-screen at the same time; it's literally a battle going on in front of you. There's hundreds of Spartans and hundreds of Romans just clashing! We've still got a couple of months of development so we're hoping to get those numbers even higher.

CUBE: You've mentioned Romans, but do you only fight humans or is there a mythological aspect to the game?

SB: We've managed to handpick nice bits of mythology and legendary beasts and creatures. Obviously it's not historically accurate as the Romans never met the Spartans, but we've taken some ideas from mythology that work well from a gameplay point of view. From a game designer's perspective you take a look at someone like Medusa and think "Brilliant! A character that turns people to stone", or the Hydra which is a multi-headed beast that you have to decapitate and cauterise to kill.

CUBE: Is the game solely focused on combat or will there be other objectives, like maybe escort missions?

SB: We've actually come up with a new genre, which we're calling Epic Combat. But it's not all about combat; there are reconnaissance missions; secret stealthy missions where you have to go out and take out certain objects, protecting people missions... it's not *all* about fighting, although there's some really good rucks there.

See the full *Spartan: Total Warrior* preview on page 40.

Level Up

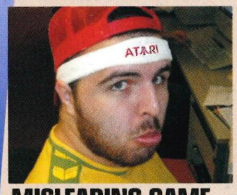
ROBOTS AHOY!
PLAY magazine got a miniature robot man, Pokémon World got a cool dinosaur robot and the **CUBE** team got the best robot of all: Chibi Robot!



ELECTRIC DREAMS
Ah ha ha ha ha ha! Tim slipped into a Buckfast-induced coma right in the middle of a battle in *Pokémon Colosseum*. What a bottler! So of course Ryan took a picture so we could share his embarrassment with you lovely lot.



RETRO WARS
Darran, gamesTM's retro editor, went into a retro huff when Ryan stole his awesome Atari sweatband. Just face it Darran, Ryan looks better in it mainly because his head isn't 2D...



MISLEADING GAME NAMES
Fantastic 4? *Fantastic 4*? Is Activision trying to be ironic? No.



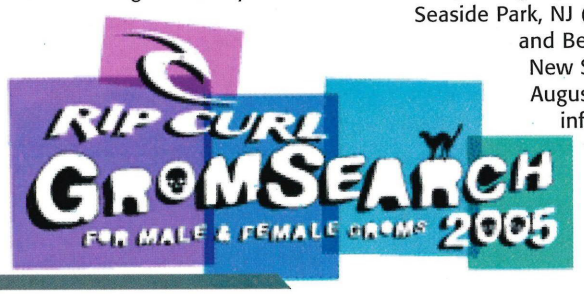
Level Down

SURF'S UP, DUDE!

Nintendo makes a wave with surfers

GROMMETS EVERYWHERE, LISTEN up! Nintendo has announced that it is sponsoring the RipCurl GromSearch 2005 national surfing competition; an international search for the world's best surfers between the ages of 6-16. Sadly Nintendo will only be sponsoring the US leg of the competition, but if you happen to be over in the US of A this August you might want to grab your board and get down to the beach to check out the competition plus all of Nintendo's latest offerings. Not only will Nintendo offer attendees the chance to play GBA SP games like *Wario Ware Twisted!* and *Mario Golf Advance Tour*, but each day the best grom will be awarded with the "Nintendo Wave of the Day" award. The following locations will play host to GromSearch 2005: Kewalos, South Shore Oahu, Hi (13 August), Byrd Street (south of Kitty Hawk Pier), Kitty Hawk, Outerbanks NC (20 August), 13th Ave. Seaside Park, NJ (24 August) and Bethune Beach, New Smyrna, Fl (27 August). For more information visit www.ripcurl.com. Mmmm, we've just had a though for a game.

Mario

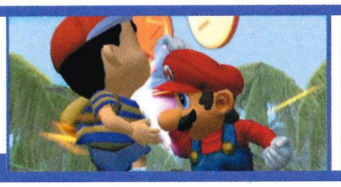




Super Smash Bros Melee...

250,000

...units sold in first 9 days of release in the US

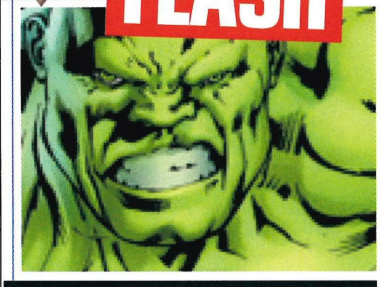


Vs Duck Hunt...

1,033,300

...highest score recorded

NEWS FLASH



HULK SCAN!

Radical Entertainment has changed its mind and confirmed that *The Incredible Hulk: Ultimate Destruction* will now have progressive-scan support, after GameCube owners complained. Power to the people!

HAPPY TREE FRIENDS

Somebody call the RSPCA

THE CULT HIT animated series, *Happy Tree Friends*, is being turned into a videogame. YAY! The popular show features a gang of adorable, accident-prone forest critters, Cuddles, Giggles, Lumpy, Flippy, Nutty and Petunia, who have a nasty habit of injuring themselves very badly. It's gross, it's hilarious, it's *Looney Tunes* for adults and we love it.

"It's an almost perfect brand for videogames," said Brad Young, Chief Executive Officer of Flashman Studios. "The simple, cute and hugely appealing graphical style, combined with the very dark, clever humour and the cartoon violence provides a wonderful opportunity for the videogames market to tap into a huge global fan base." Flashman Studios has yet to confirm on which platforms the *Happy Tree Friends* game will appear, but it'll be an absolute travesty if it doesn't come to GameCube. So there.



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GENTLEMEN, START YOUR ENGINES.

ALL SIX OF THEM.

Ridge Racer DS

Gentlemen, start your engines! Ridge Racer DS brings you wireless multiplayer gaming for up to 6 players with only one Game Card. Friends can download any track from your Nintendo DS and the race begins. Ultra-realistic graphics, 32 cars, 20 spectacular tracks and countless sleepless nights.
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OUT 3RD JUNE

TOUCH ME!



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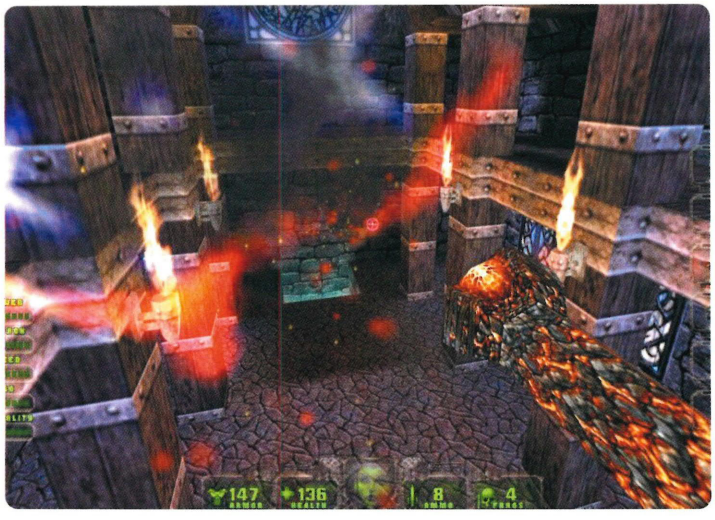
VANISHING POINT

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

BIG UP YOURSELF

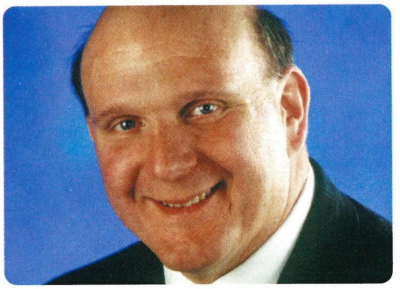
"DEVELOPERS, DEVELOPERS, DEVELOPERS, developers," chanted Microsoft CEO Steve Ballmer during his infamous mentalist performance at a Microsoft conference back in 2000 (do a Google search for 'dance monkey boy' if you never saw it, it's legend). The happy pills were clearly affecting more than his confidence in his own dancing ability since 'complete b******s' would have been far more apposite. It doesn't have quite the same rhythmic cadence but better represents the work-shy, molly-coddled prima donna clique to whom it refers. Hear that sound? That's the development community sitting up as one and taking notice. Now listen up, boys, and you listen good. We want to promote your games. For free. It's not out of generosity, it's just that that's what videogames magazines do. We might not always give favourable reviews but that's our job. If you make a game that sucks, expect a sucky score. There's more to games mags than reviews though. There's news, there are previews, there are features and all sorts of other opportunities for coverage before we get to beat the final product with our reviewing stick. Free coverage where we say nice things and tell people about your game. You spend bunches of cash on advertising and PR to get publicity so why is it such a blimmin' ordeal for you to send us a poxy screenshot to illustrate our freaking news story? Huh? I'll tell you why. It's because you've got far too high and mighty for your own good. Many development teams these days are so insulated from the outside world they think it's perfectly acceptable to spend up to four years on a project and then moan about creative asphyxiation when someone from the publisher has the audacity to suggest it might be nice to release the thing sometime this millennium.

▼ *Daikatana* – a game that took five years to make and five minutes for you to realise it's pants.



Now, as regular readers will know, Vanishing Point is no friend of the corporate marketing whore. However some developers are only too happy to believe their own press, often on the back of one vastly overrated game. Others live off a reputation built on one truly classic title, the quality of which they have consistently failed to reproduce since. There's a select band of 'superstar' developers whose names are always in circulation despite years of highly moderate output, and in some cases no output at all. What's that all about?

We're always blathering on about how the games biz is bigger than music and films but they have something that games never will – stars. Characters come and go, but it's names and faces that put bums on seats. Games don't work like that. A big star can carry an average film and make it watchable, but a crap game is a crap game no matter who appears in the credits. An increasing number of games companies are starting to believe their branding is enough to shift copies of whatever bought-the-t-shirt sequel they happen to be pimping in any given month. It'll work for a while, but just when you're sitting down to a smug picnic of self-satisfaction it'll bite you on the arse like a big, fat complacent snake in the grass. You can't fool all the people indefinitely and rather than treating the games press as an irritant, it's worth listening to what we have to say. Our hearts are in the right place, see. We want to play good games just as much as anybody else. We have nothing to gain from panning decent games or vice versa since people have to trust our opinion, otherwise they won't buy our magazines and we'll have to go out and get proper jobs. That means you're guaranteed a fair crack of the whip and it's up to you to produce quality titles to take advantage of it.



▲ Steve Ballmer, one of the most powerful business men in the world. Not a hamster.

You see, despite what some of you developers might think, you need us, oh yes you do. Games and franchises that sell on name alone are few ad far between and there are plenty of great games that don't do the business they deserve to simply because not enough people know about them. We'd love to tell people how great they are, sometimes we do. All we need is a screenshot, or two if you if you can manage it.


NINTENDO DS
practise me
practise me
practise me
practise me
Start here
Go!
Draw me!
Circa 1907
Picasso me!
Ha Ha your mullet's on fire
Looks silly but still works
Turbo me!
Give in to me!
Art for people who like eating ghosts
OUT NOW
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Pac-Pix™
namco
Do it yourself! Use the DS stylus to draw your very own Pac-Man and see him come to life. Once you've finished, he will move around the screen, eating those pesky ghosts. Let the games begin!
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TOUCH ME!
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WORLD OF NINT

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

Nintendo cooler than Dell – it's official! (USA)

According to a new survey, the most recognised and best-liked brand for American urchins aged eight to twelve is Nintendo. 42 percent of the munchkins asked reckoned Nintendo was the coolest thing in the universe, followed by 36 percent for Disney, 31 percent for McDonald's, 21 percent for Nike and 20 percent for Hummer (Hummer? What are they going to do, put down a deposit for when they're 18?). Bizarrely Toyota, Volkswagen, Ford, Levi, Starbucks and Dell all got 3 percent of the vote.

The same survey also asked 13 to 17-year-olds the same question and they came up with Nike at 26 percent; Hummer at 23 percent; Abercrombie, Sony and Nintendo at 21 percent; Ford, Levi and Burger King at 4 percent; and Volkswagen and Toyota at 1 percent. Golly!

Nintendo camps it up online (USA)

They've already started calling school terms "semesters" so it's probably only a matter of time before British school kids are forced to experience the bizarre American tradition of summer camp.

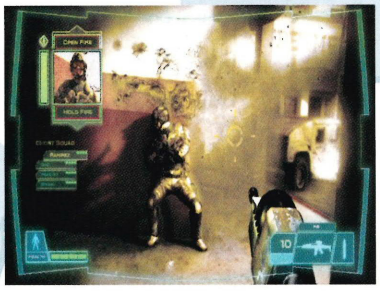
If you want to ease yourself into it gently then Nintendo is organising its 11th annual Camp Hyrule event. We're not sure the internet was even going in 1994, so maybe these used to be actual physical events, but this one is all online with virtual cabins to occupy and lots of online chat with promised, but so far unnamed, celebrities. If you want to recreate that scene from *Addam's Family Values* online then whisk yourself along to www.camphyrule.com to find out more.

Namban, thankyou ma'am! (USA)

Namco's shareholders have approved a merger with Bandai, which had already been approved by Bandai shareholders last month. The merger is not expected to affect Namco or Bandai's videogame divisions in the short term, with no layoffs or significant reorganisations planned. However the newly conjoined company will need a new name, with the current suggestions being just about the silliest we've ever heard. It starts off with the obvious but dull Bandai Namco or Namco Bandai, moves on to the Japanese centric Bandai Namuko or Namuko Bandai, dallies with the meaningless BNH or NBH, before entering the world of the surreal with Bannam or Namban. We hope they go for Namban, it makes us titter.

I'll name that Ghost in three (France)

Ubisoft has announced that *Ghost Recon 3* will no longer be identified by a lone digit at the end of its title but a properly hard sounding name. *Ghost Recon: Advanced Warfighter*, as it's now known, features not just ordinary war fighting but "advanced" war fighting. We had initially taken this to mean the kind of war fighting demonstrated by Arnold Schwarzenegger in *Commando* or Sylvester Stallone in *Rambo III*.



What it actually refers to though is some kind of namby-pamby new futuristic soldier get-up with all sorts of satellite communications and guns-that-can-fire-round-corners type malarkey. The game is out this Christmas on GameCube, but with an Xbox 360 version also due it could mean there'll be a Revolution one as well.

Boy cites Pokémon as reason to live (USA)

Not that we'd suggest our every waking breath isn't drawn purely in order that we should enjoy *Pokémon* branded products, but you'd have to say that the story of one Alan Thomas from the US is somewhat peculiar. Young Al and his pal got separated from their Boy Scout troop, while out on a wilderness trek and had to survive on their own for six days until they were found. Malnourished and close to death the young whippersnapper claimed that only the thought of getting home to check the post, through which he expected some new *Pokémon* trading cards to be delivered, gave him the strength of will to make it through his ordeal. Cripes.

ENDO

Resident Evil 5: have your say (UK)

If you pop along to Capcom Europe's forum at forum.capcom-europe.com you'll find a rather interesting official thread asking for gamers to list what they did and did not like about *Resident Evil 4*, and what they'd like to see in a sequel.

We're not quite sure what there is not to like about the game (okay maybe a better inventory and a weapon change button), but this is your big chance to make some suggestions for the sequel. Apart from obviously a Revolution version feel free to suggest even more percussive weapons, the return of the zombies and of course that which all *Resident Evil* fans crave: more Barry Burton and his hilarious mangling of the English language.

Sony to take bath on PS3 (Japan)

According to analysts Sony is likely to be in the hole for more than $2 billion next generation, as it makes a loss of around $95 on each PlayStation 3 sold. The console itself is thought to cost $494 to manufacture, with the price in the US expected to be $399.

Although Nintendo traditionally always makes a small profit on hardware other companies never do. Sony is not only expected to lose $1.18 billion in its first year, but also $730 million in its second and $457 million in the third. It's likely that it will only ever make any money on the console itself when it inevitably rolls out a new slim line version in its fourth or fifth year.

Pac-Man racks up quarter century (Japan)

It's enough to make the older members of **CUBE** weep but the fact is that Pac-Man is now older than probably the majority of people that play his games. Namco is celebrating the Pacsters' 25th birthday this year after his arcade debut in 1980. According to Namco, or Namban as we hope to be referring to it in the future, 294,000 Pac-Man arcade machines were shipped in just that first year. Interestingly (sort of) the only man to ever rack up a perfect score of three million points was Billy Mitchell who made it through all 256 levels in 1999. (Before his life as the world's biggest loser was immortalised in EastEnders.)

GAMECUBE CHARTS

WEEK ENDING 1 JULY

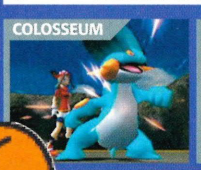
Shigeru Miyamoto's golden touch has been proven yet again, with the changes he made to Bandai's *Chibi Robo* gaining it a number one entry in the Japanese chart. In doing so it beat out Capcom's almost infinitely delayed *killer7*, while causing ChunSoft's *Homeland* to sit and cry in a corner. But really – an online-centric community game at this stage in the console's lifetime. What were they thinking? Which is the same question you might ask LucasArts of their decision not to release the *Episode III* game on GC with the otherwise barren US chart proving there are a heck of a lot of *Star Wars* fans among GC owners.

JAPANESE CHART

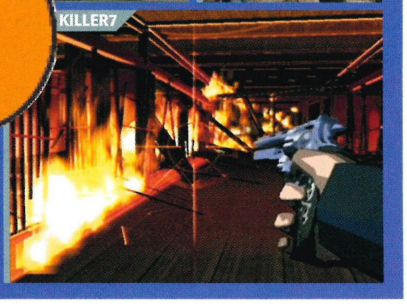
POS	LAST	TITLE	PUBLISHER
1	NE	CHIBI ROBO	BANDAI
2	NE	KILLER7	CAPCOM
3	1	METROID PRIME 2: ECHOES	NINTENDO
4	2	FIRE EMBLEM	NINTENDO
5	6	PSO EPISODE I & II PLUS	SEGA
6	5	SUPER SMASH BROS MELEE	NINTENDO
7	3	NBA STREET V3	EA
8	RE	STAR FOX: ASSAULT	NINTENDO
9	NE	HOMELAND	HOMELAND
10	7	ANIMAL CROSSING	NINTENDO

US CHART

POS	LAST	TITLE	PUBLISHER
1	3	THE LEGEND OF ZELDA: WW	NINTENDO
2	RE	SUPER SMASH BROS MELEE	NINTENDO
3	RE	STAR WARS: CLONE WARS	LUCASARTS
4	8	SUPER MARIO SUNSHINE	NINTENDO
5	RE	RESIDENT EVIL 4	CAPCOM
6	NE	MADAGASCAR	ACTIVISION
7	6	TALES OF SYMPHONIA	NAMCO
8	9	MARIO KART: DOUBLE DASH!!	NINTENDO
9	RE	STAR WARS: RSIII	LUCASARTS
10	7	POKÉMON COLOSSEUM	NINTENDO







ROUND-UP



SONIC'S STREETS OF RAGE

According to certain websites, the Japanese version of *Sonic Gems Collection* will feature four bonus Sega Mega Drive games: *Streets Of Rage*, *Streets Of Rage II*, *Streets Of Rage III* and *Bonanza Brothers*. As usual, Sega has yet to confirm whether or not Europe will get a similar bonus deal (probably not. Sniff), so we'll just have to make do with the likes of *Sonic CD*, *Sonic Drift* and *Sonic Spinball*.

BLACK BOX

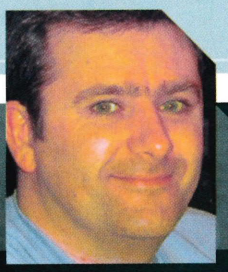
Nintendo is releasing a *Pokémon XD: Gale Of Darkness* box-set in conjunction with the game's Japanese release on 4 August. The box-set includes a silver GameCube and controller, a Memory Card 59 and a copy of the game. It will retail at 16,800 yen (roughly 85 moneys). No mention has been made about a similar pack being released in Europe when the game hits these shores, but after the phenomenal success of the *Pokémon Colosseum* box-set, Nintendo would have to be a few mushrooms short of a kingdom not to release one.

NINTENDO CARTOON CAPERS

Sony and Nintendo may be sworn enemies on the console front but that isn't preventing Sony Music from cashing in on the Big N's success. According to reports the company is releasing *The Legend Of Zelda* animated series and the *Super Mario Bros Super Show* on DVD this October (in the US). *The Legend Of Zelda* DVD box-set will be released on the 11 October, whilst *Super Mario Bros Super Show* will be released on the 25 October and will both have an ERP of $29.95 (€16.50), so get your pre-orders in now.



IN THE CUBE WITH... DAVID DOOTSON



COMPANY: TRAVELLER'S TALES POSITION: LEAD PROGRAMMER, THE CHRONICLES OF NARNIA

CUBE: Buena Vista is adamant that the film will have a broad audience appeal. Are you hoping to reach a similar audience with the game?
DD: Absolutely! Obviously we've got to target our core audience, which is the younger gamer, but we are trying to appeal to adults with [the game's] combat, its complexity and "hidden things" as well. It's like *Lego Star Wars*: it was aimed at a younger audience but there was a thread through the game that appealed to adults too.

CUBE: Will *The Chronicles Of Narnia* appeal to boys as well as girls?
DD: At the end of the game there's a lot of combat, plus big battle sequences and a lot of attacks and moves – why isn't it going to appeal to boys? They're going to love it!



CUBE: You mentioned there was going to be a build up of combat towards the end of the game, but what about earlier on?
DD: The game really follows the events of the book and the film. The opening attack on the children's home, where the house is blown to pieces, is very dramatic but then it goes quiet for a while before building to a crescendo. Obviously there are a few key moments along the way. So the game does move from being puzzle-based to more combat-based as you progress.

CUBE: So you can level up your character's skills as you go?
DD: Yes, because you're going to need those [improved] skills to help you achieve your goals. As you complete a level you get the opportunity to power-up your character's abilities and introduce new moves based on what you've achieved earlier on.

CUBE: Can you focus on levelling up one particular character or do you have to level up each character equally?



DD: If you have a preference for a particular character then you're likely to power them up more. But each character has very distinct skills. The boys have a lot of combat moves that can be enhanced whilst the girls have different panpipe tunes, archery skills and healing spells. On top of that there's the introduction of the combination moves, which is another twist in the gameplay. For example Peter and Edmund can join together to create a spin attack, Susan can give Lucy a piggyback to help get her across deep snow and Peter can throw Lucy so she can slide into things or break objects.

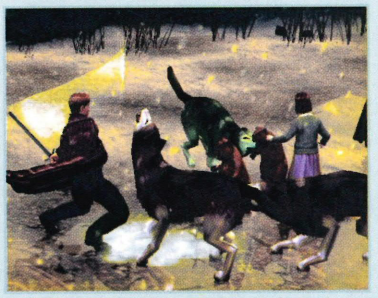
CUBE: *Lego Star Wars* had this combo element. Is it similar?
DD: Obviously there's going to be similarities. We had combo-play in *Lego Star Wars* and it went down very well, but we wanted to do more with it in *Chronicles Of Narnia*.

CUBE: You can "drop in" to the game at any point. Why did you decide on that?
DD: It was something that worked very well in *Lego Star Wars* and something we think makes the game very accessible, not least of which because if a child is struggling a parent can drop in and help out. It's a great way for parents and children to interact.

CUBE: Can you take control of creatures?
DD: It's part of Lucy's combo moves. She can climb onto creatures and take control of them; it gives Lucy the chance to be a very powerful character in the game.

CUBE: There's around 60 races of creature in the movie. How many will appear in the game?
DD: We've got Minotaurs, Centaurs, Minoboars, Cyclopses, Ankle Slicers; we're following the movie as close as we can and are trying to put in as many creatures as we can.

CUBE: The environments seem very interactive. Can they be used to solve puzzles?
DD: Yes, there's a lot tied into the gameplay that requires you to interact with the scenery so it's not just a passive backdrop. For instance you can light a fire which in turn melts the snow around a boulder causing it to topple and create a pathway for you. Its all part of the puzzle element, but its getting the balance right so its not confusing but interactive and fun.



▲ Therw will be many creatures from C S Lewis' classic novel, like Goat Boy.

CUBE: You collect statues during the game and near the end, Aslan can bring these back to life so to help out in the final battle. What happens if you don't collect enough statues?
DD: It won't stop you completing the game, but the more statues you find the more forces they can overcome making the game easier. If you have none of the statues you can complete the game, but it's just that much harder. Of course, you can always go back and collect statues from earlier levels.



With that, Dootson hopped into a nearby wardrobe clutching a box of Turkish Delight. *The Chronicles Of Narnia* is due out this winter.

NINTENDO DS™

BLOW them aWay!

BLOW'N'CONTROL!

BECOME THE CHAMP!

BLOW BLOW BLOW!

DON'T YOU CHEAT!

GAME OVER!

OUT 6TH MAY



YOSHI Touch & Go

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

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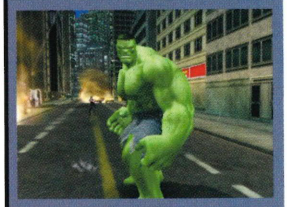
ROUND-UP



HULK GOES TO HOLLYWOOD

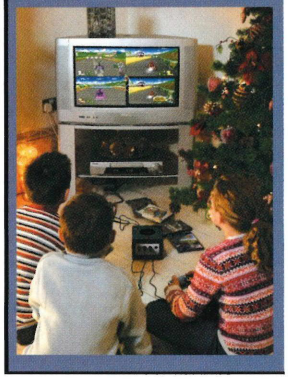
Vivendi Universal Games has enlisted the help of some of Tinsel Town's top talent to voice the characters in its upcoming game *The Incredible Hulk: Ultimate Destruction*. First up is *Hellboy* star Ron "even my mother couldn't love this face" Perlman, who is lending his vocal cords to Hulk's nemesis Abomination. Ironically, Richard Moll who voiced Abomination in *The Incredible Hulk* animated series in the Nineties will be voicing Devil Hulk, whilst Neal McDonough who voiced Bruce Banner in the same series will be reprising his role as Hulk's alter ego in the game. Smash-ing.

CHECK-EM OUT

The kind-hearted chaps and chapettes at Ubisoft are doing their bit to raise awareness about male-specific cancers that affect thousands each year, by sponsoring the charity Check-Em. Ubisoft launched its campaign earlier this month with a special event held at the Everyman Cinema in Hampsted, and continues its support with the release of the Check-Em DVD. "If we can help to increase attention for Check-Em by appealing to this audience through their interest in gaming, then we are happy to be on board," said Rob Cooper, managing director at Ubisoft UK. For more information visit www.check-em.com

SONIC TEAM

Ever wanted to play games for a living? Well now's your chance as Sega is looking for dozens of game enthusiasts to join its London team of game testers. The hours will be gruelling, so Sega is looking for gamers with plenty of stamina, keen attention to detail and great literary and verbal skills. If this sounds like your dream job, then visit www.sega-europe.com and download the application form.



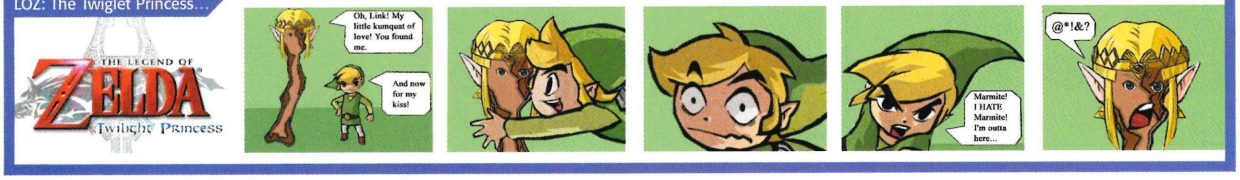
HIGHLAND FLING

Edinburgh gets interactive

If you're at a loss for things to do this summer, then head on up to Scotland where Edinburgh is playing host to the Interactive Entertainment Festival (EIEF) this August. All the industry big-wigs will be there, including Nintendo which will be featuring a number of its games at the Go Play Games! event which runs from 10-14 August. Go Play Games! boasts over 1,280 square metres of gaming goodness, including playable code of the mouth-watering *The Legend Of Zelda: Twilight Princess*, *Nintendogs* and *Battalion Wars*. In addition Go Play Games! attendees can get a behind-the-scenes look at several upcoming games including *Wallace And Gromit: The Curse Of The Were-Rabbit* [cough – the CUBE team], at the Game Screenings programme from 11-14 August. The programme also includes the Insider's Guide, where industry experts give invaluable advice on how to get into the business, so if you want a career in games then this is a perfect opportunity to find out what it takes. For more information on the event visit www.eief.co.uk, or call 08700 600 100 or visit www.ticketweb.co.uk to book your tickets.

EIEF Edinburgh Interactive Entertainment Festival

LOZ: The Twiglet Princess...



GIRLS VS BOYS

Let the battle commence

THE BATTLE BETWEEN the sexes is coming to a head this summer, as GameStation invites you to test your gaming skills against the renowned female online community, PMS Clan. Every Saturday until 3 September the PMS Clan will be touring GameStation stores up and down the land, competing against anyone brave enough to take them on. If you're too chicken to face the them, you can still pop along to chat to the girls and hear their views on girl gamers, snap up one of the snazzy PMS Clan t-shirts from Joystick Junkies or even sign-up to be a member of the Clan yourself.

"We cater for gamers who love games, whatever their age or sex," commented Mike Logue, managing director, GameStation. "We're thrilled and excited that the PMS girls will be working with us to promote videogaming amongst women. Attitudes are changing in our industry and we are proud that as a company we are playing our part in achieving this."

For your chance to meet the PMS Clan simply turn up at the following stores between 1pm and 5pm on these dates:

Glasgow, Sauchiehall St – 30 July
Newport, South Wales – 6 August
Stockport – 13 August
Liverpool, Lord Street – 20 August
Southampton – 27 August
London, Camden – 3 September

If you wish to participate in the event then you will have to sign-up before hand. Of course, there's not much point. We all know girls are better than boys anyway [calm down, Morris – The CUBE team except Liz].



"IF YOU WANT A CAREER IN GAMES THEN THIS IS A PERFECT OPPORTUNITY"

WIN! WIN! WIN!

SKIN UP!

Make your console the prettiest in the land

THE DEADLINE FOR THIS COMPO IS 25 AUG 2005

WHEN IT COMES to getting new console colours, Europe always gets the bum deal. While Japan is bursting with a bevy of brightly coloured DSs including Candy Pink, Flame Red and Turquoise Blue (not to mention the Pokémon themed models), we're stuck with our dull old silver and black cases.

Never fear, as Gamer Graffix has released a wide range of stylish skins to customise your DS, GBA SP and GameCubes with. The stunning skins come in a variety of themes including skulls, lightening, planets and tattoos, and are easily removed or repositioned without any threat of chipping your console's paintwork.

CUBE has joined forces with the generous chaps at Gamer Graffix to give five lucky readers three Gamer Graffix skins each (one GameCube skin, one DS skin and one GBA SP skin).

To be in with a chance of winning these great prizes, answer this easy question:

WHAT COLOUR OF DS WAS RECENTLY RELEASED IN THE US? :

A. ELECTRIC BLUE

B. MELLOW YELLOW

C. EMERALD GREEN

Call 0905 168 0690

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

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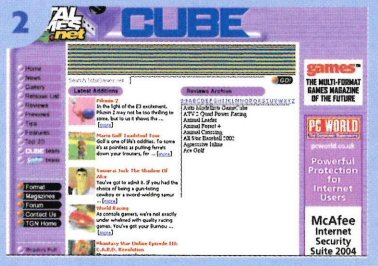
The place: the Net. The time: whenever. The mission: unfettered GameCube news, reviews, tips and gossip!

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



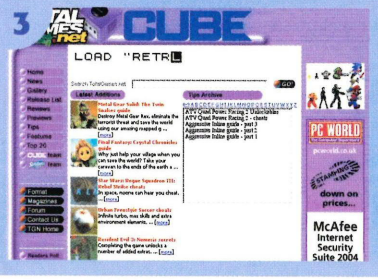
1 **UP-TO-THE-MINUTE NEWS**

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



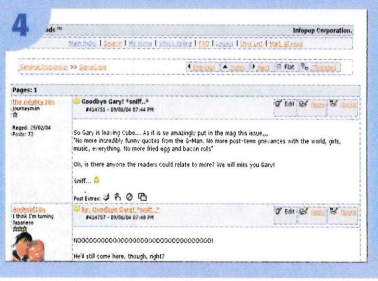
2 **CUBE, WITHOUT THE PAPER**

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



3 **HOTTEST CHEATS IN TOWN**

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

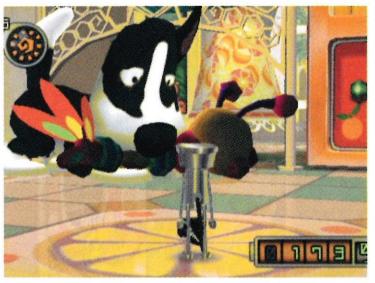


4 **THE FORUM**

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

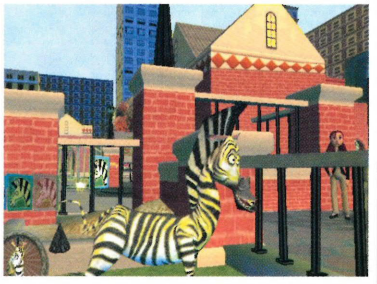
CUBE MOST PLAYED

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



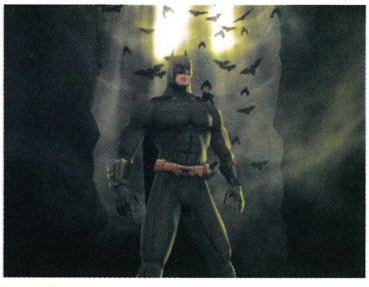
CHIBI ROBO

Forget *Nintendogs*, this is officially the cutest game since the dawn of time. Fact. "OMG! He's got a frog costume on," squealed Liz. "Can this get any better?" Then a pirate turned up. Level up + 100.



MADAGASCAR

"If I have to play one more game like this I'm going to break", sighed Ryan as he double-jumped his way to hell and back again. You gotta love platform games. What do you mean you don't, Ryan?



BATMAN BEGINS

The office was divided into two groups this month. Those who were playing *Batman Begins* and those who were laughing at *Batman Begins*. Actually, coming to think of it, there was really only the latter group.

MARIO BASEBALL

BATTER UP, MAZZA



Ah, baseball. The US version of rounders but with tighter pants, more convoluted rules and blokes. It's still essentially hitting a ball with a big stick and running around in circles – fun, we're sure you'll agree. Plus Mario's in it. Hooray.

ANTICIPATION ★★★★

UK RELEASE LIST

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

Charlie And The Chocolate Factory	Adventure	Take-Two	July 2005	★★★
Mario Superstar Baseball	Sports	Nintendo	29 August	★★★★
Namco Museum 50th Anniversary Collection	Arcade	Namco	August 2005	★★★
The Incredible Hulk: Ultimate Destruction	Action/Adventure	Vivendi	August 2005	★★★
Madden NFL 06	Sports	EA	Q2 2005	★★★
Hello Kitty Roller Rescue	Adventure	Namco	9 September	★★
Rainbow Six: Lockdown	Action/Adventure	Ubisoft	9 September	★★★
Midway Arcade Treasures 3	Racing	Midway	26 September	★★★
Spartan: Total Warrior	Action/Adventure	Sega	September 2005	★★★
WWE Day Of Reckoning 2	Sport/Beat-'em-up	THQ	September 2005	★★★★★
Dancing Stage: Mario Mix	Rhythm	Nintendo	October 2005	★★★★
Geist	Action/Adventure	Nintendo	October 2005	★★★★
Prince Of Persia: Kindred Blades	Adventure	Ubisoft	Q3 2005	★★★★
Call Of Duty 2: Big Red One	Shoot-'em-up	Activision	Q3 2005	★★★
True Crime 2	Action	Activision	Q3 2005	★★★
Crash Tag Team Racing	Racing	Vivendi	Q3 2005	★★
Pac-Man World 3	Adventure	Namco	Q3 2005	★★
Peter Jackson's King Kong	Adventure	Ubisoft	Q3 2005	★★★
Ultimate Spider-Man	Adventure	Activision	Q3 2005	★★★
Shrek SuperSlam	Beat-'em-up	Activision	Q3 2005	★★★
The Chronicles Of Narnia: TLTWATW	Adventure	Buena Vista	25 November	★★★
The Legend Of Zelda	Adventure	Nintendo	November 2005	★★★★★
Pokémon XD: Gale Of Darkness	RPG	Nintendo	November 2005	★★★★★
Fire Emblem: Path Of Radiance	RPG	Nintendo	November 2005	★★★★
Need For Speed: Most Wanted	Racing	EA	November 2005	★★★
Harry Potter And The Goblet Of Fire	Adventure	EA	November 2005	★★★
Marvel Nemesis: Rise Of The Imperfects	Beat-'em-up	EA	November 2005	★★★
The Incredibles: Rise Of The Underminer	Adventure	THQ	November 2005	★★★
Battalion Wars	Action	Nintendo	TBC 2005	★★★★

CALL OF DUTY 2

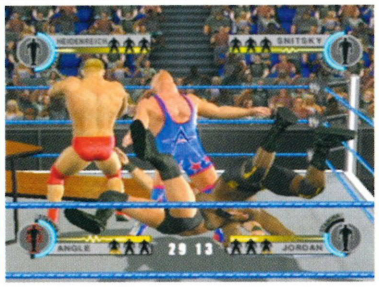
CALL OF DOODIE



The "Big Red One" is the official patch of the US Army's 1st Infantry Division? The patch is *olive green* with a large red "1" on it! *The Big Red One* was also a movie starring Luke Skywalker.

ANTICIPATION ★★★★







POKÉMON XD

SNAGGING >_<



Call the exorcist, as the Shadow Pokémon are back and need all sorts of purifying, the dirty things. Return to Orre to "unravel the mystery of Shadow Lugia" in this new RPG adventure. We can't wait! Well, we can, we're pretty good at waiting.

ANTICIPATION ★★★★★

NFS: MOST WANTED

NO IT'S NOT



It's never a good idea to call your game "Most Wanted", as us mean journos just love to take the Micky, but maybe the title is warranted after the huge and mystifying success of *NFSU 2*.

ANTICIPATION ★★★

SOUND BYTE

"HOW AM I EVER HAPPY?"

Chandra dispelling the myth that he's Nintendo's biggest happy-clappy fanboy.

SLIP-O-METER

Games that dodged their release dates and those that got away

PENNANT CHASE BASEBALL

According to reports, sources close to the project have said that the game has been "indefinitely delayed". Considering the lacklustre response its been getting, it's no surprise...



SLIPPED!

LUNAR: DRAGON SONG

New name, new release date. Originally scheduled for a July release in the US, the game isn't due out until September now. Worse still, Ubisoft has yet to confirm a PAL release.



SLIPPED!

ADVANCE WARS DUAL STRIKE

Look, we invented a new catagory just for this! The PAL release has been brought forward to 30 September, so get your stylus ready for some point-and-click action.



FAST FORWARD!

IMPORTANT DATES...

Pokémon has turned to the dark side this month with the Japanese release of *Gale Of Darkness* (please change the name, Ninty!), while EA's rewriting history with *Medal Of Honor: European Assault*. Team America, f-yeah!

JAP RELEASE DATES

POKÉMON XD: YAMI NO SENPUU DARK LUGIA	NINTENDO	4 AUGUST
MEDAL OF HONOR: EUROPEAN ASSAULT	EA	11 AUGUST
SONIC GEMS COLLECTION	SEGA	11 AUGUST

US RELEASE DATES

GEIST	NINTENDO	8 AUGUST
MADDEN NFL 06	EA	8 AUGUST
THE INCREDIBLE HULK: ULTIMATE DESTRUCTION	VIVENDI	23 AUGUST



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

"Bananas in pyjamas, are coming down the stairs. Bananas in pyjamas, are coming down in pairs"... just like Donkey Kong who's shaking his rhythm stick all over the charts, from top to, erm, middle. Meanwhile, Capcom's masterpiece *Resident Evil 4* has been infected with the T-Virus and is now so busy trying to nibble on passers-by that it's slipped from the top spot into second place while *FIFA 2005* has roared back into the premier league, placing ninth in the charts just in front of *Metroid*. We prefer being behind Samus, though. Thong, thong, thong, thong, thong...

UK CHART

ChartTrack

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

1 NEW



DONKEY KONGA 2
PUBLISHER: Nintendo
CUBE RATING: 8.0
"Runaway train..." never picking that one again.

2 ▼



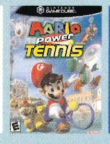
RESIDENT EVIL 4
PUBLISHER: CAPCOM
CUBE RATING: 9.8
The PS2 version gets loads more stuff. Evil!

3 ▼



STAR FOX: ASSAULT
PUBLISHER: Nintendo
CUBE RATING: 6.9
Assault... hmm, there's a joke there somewhere.

4 ▲



MARIO POWER TENNIS
PUBLISHER: Nintendo
CUBE RATING: 8.5
We didn't play this for the feature, thank God.

5 ▼



MARIO PARTY 6
PUBLISHER: Nintendo
CUBE RATING: 6.9
Shout at Mario, he loves the abuse. Maybe too much.

6 ▲



DONKEY KONGA
PUBLISHER: Nintendo
CUBE RATING: 9.0
Rock in *Soul Blade* was pure class. "Bongooo!"

7 ▲



LEGEND OF ZELDA: FSA
PUBLISHER: Nintendo
CUBE RATING: 7.6
If you rearrange "FSA" it gets very rude.

8 ▼



BATEN KAITOS
PUBLISHER: namco
CUBE RATING: 8.6
Do you think you could be a master of *Baten*?

9 ▲



FIFA 2005
PUBLISHER: EA GAMES
CUBE RATING: 7.0
Bet you feel silly, there's another one out next year!

10 ▼



METROID PRIME 2
PUBLISHER: Nintendo
CUBE RATING: 9.6
Liz wrote that 'thong' joke. Mmm Liz and Samus...

ON A SHOE-STRING



Budget GameCube games still making the rounds

1	SONIC ADVENTURE 2: BATTLE
2	SUPER MONKEY BALL
3	SONIC MEGA COLLECTION
4	VIEWTIFUL JOE
5	WWE: DAY OF RECKONING
6	THE LEGEND OF ZELDA: WIND WAKER
7	THE POLAR EXPRESS
8	SONIC HEROES
9	HARVEST MOON: A WONDERFUL LIFE
10	STAR WARS: CLONE WARS



GCN GAMECUBE NEWS

FINAL THOUGHT

FIGGIN

The behemoth that is Nintendo's chief of marketing, Reggie Fils-Aime, may think that Sony and Microsoft's next-generation systems contain too much "fluff", but is this really a belief that is shared by the majority of the gaming public? We think not.

While Nintendo may be content with disassociating itself from its rivals, touting the Revolution as a games system first and a dedicated entertainment system second, one can't help but wonder just what in the jiggins the company is up to. Is this strategy really reflective of what the public wants and expects?

Yes, when we buy a console we want it to play awesome games in an awesome way, and in this regard it seems the Revolution will triumph. But when you consider that something as basic as your average mobile phone can play MP3 and MPEG 4 files, quality games, take digital photos and go online, it seems that Nintendo may be off the mark somewhat with its plans for the Revolution.

Do we really *need* HD support? Well, not necessarily, but we'd certainly like it to be there just in case. Do we want to be able to watch DVDs without having to buy an attachment? Almost certainly yes. These may be small things, but without any idea of what the Revolution's controller can offer yet, they're important things. We just hope Nintendo reveals the controller sooner rather than later, before the gaming community writes the Revolution off before it's even been given a chance to shine. C

FIGHT FOR YOUR RIGHT (TO PARTY)

It's our party and we'll cry if we want to, cry if we want to...

GAMES ARE ABOUT fun, and what's more fun than a party? To answer this question, the **CUBE** team embark on the ultimate quest – to find out which game can lay claim to the title of the greatest party game on the GameCube (It also gave us a good excuse to spend a fun day out of the office, but don't tell anyone). After much debate we nominated the ten games most likely to get any party jumpin' so, without further ado, place silly hats on your head and party on, dudes!

SUPER MONKEY BALL (SEGA)

Scored 9.3, Issue 6

We said: "...looks stunning it's colourful and it's tasty, like a fruit salad."

First out of the hat are those crazy monkeys in their famous orbs. As usual we must leave aside the moral argument regarding the ethics of imprisoning our simian cousins in see-through spheres. This is after all a day to par-tay and one thing you can't do after getting all worked up over animal rights is par-tay.

It was a while since any of us jiggled our monkey balls in anger but, such is the beauty of simple concepts, it was like we'd never been away. From the skill of Monkey Race to the high-flying tomfoolery of Monkey Target this serves as a reminder of what's so great about Sega and the pure joy of games. The graphics aren't what you'd call state of the art but they are pure Sega with bold, bright colours and the gameplay is instantly addictive. One or two of the games rely more on luck than judgement but the sheer variety keeps things fresh for long sessions. The mix of turn-based and simultaneous multiplayer action is a nice dynamic, combing the intensity of head to head play with the sheer evil joy of willing your friends to fail in the turn-based challenges. So the party's off to a great start and everyone's right well getting in the mood for jelly and ice cream. Just the ticket, but we can't monkey around all day.

Scores on the doors

Fun Factor 9
Skill Factor 7
Jip Factor 5

Results

First: Ryan
Second: Tim
Third: Miles
Loser: Liz

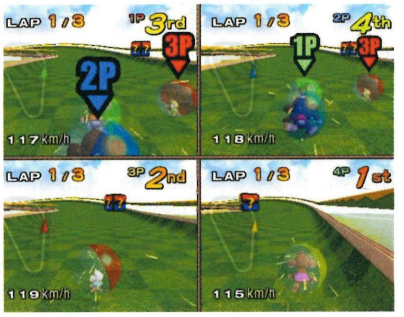


BEACH SPIKERS (SEGA)

Scored 8.0, Issue 10

We said: "Get some mates round to be ladies for the evening."

Sega's a beach volleyball sim was underrated at launch and got lost in the mists of time, which is a shame because it's a corking little game and perfect for recreating those balmy summer days in the cold depths of midwinter. Perhaps the whole genre has been forever tainted by the disturbingly lecherous *Dead Or Alive Xtreme Beach Volleyball* which engulfed the Xbox like a dirty raincoat a couple of years ago. The stars of *Beach Spikers* are all babes in beachwear but that's not the be-all-and-all of this game. Its arcade heritage is plain to see with simple controls ensuring that everyone will have the hang of it after no more than a couple of games. it's simplistic but always satisfying to tee-up and despatch the big spike. The only dissenting voice in the crowd came from Ryan who managed to finish on the losing side in every single game. Good, and unlike *DOA*, clean summer fun with co-operation and team work essential.



Scores on the doors

Fun Factor 6
Skill Factor 7
Jip Factor 3

Results

Tim & Liz beat Miles & Ryan
Miles & Liz beat Ryan & Tim
Miles & Tim beat Liz & Ryan

PARTY CENTRAL

Where better to hold such an event than the fun palace that is Miles' house? Well, nowhere actually, so that's where it's gonna go down. We've got the games, we've got a load of grub in, all the neighbours are out – these are strict party conditions. All we need now is a nice sunny day which we can shut out with heavy curtains. There's no place for natural light at a games party and this one could go on as late as six in the evening! Altagevvernah... THERE AIN'T NO PARTY LIKE A GAMECUBE PARTY!



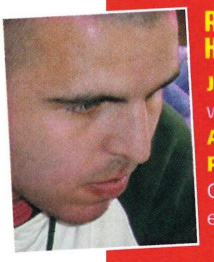
24 HOUR PARTY PEOPLE

You won't find these people in the kitchen – they're all up at the buffet with their fingers in the jelly and their hands in the salmon paté. That's right, we're **CUBE** and we like to party, rock the party!



LIZ 'PARTY DOWN' MORRIS

Job: CUBE Newshound
Age: Not telling
P-A-R-T...why?: To get rid of the stresses and strains of life.



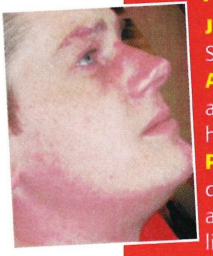
RYAN 'PARTY HEARTY' KING

Job: CUBE writing ninja
Age: 22
P-A-R-T...why?: Cos you get to eat Pringles



MILES 'PARTY ON' GUTTERY

Job: CUBE Commander
Age: It's got a 3 in it. And another one.
P-A-R-T...why?: because I gotta!



TIM 'PARTY POOPER' EMPEY

Job: CUBE Spelling expert
Age: 21. No really I am, honest, I just had a hard life.
P-A-R-T...why?: I don't. Never been to a decent party in my life. Let me tell you something about... (snip - Ed)

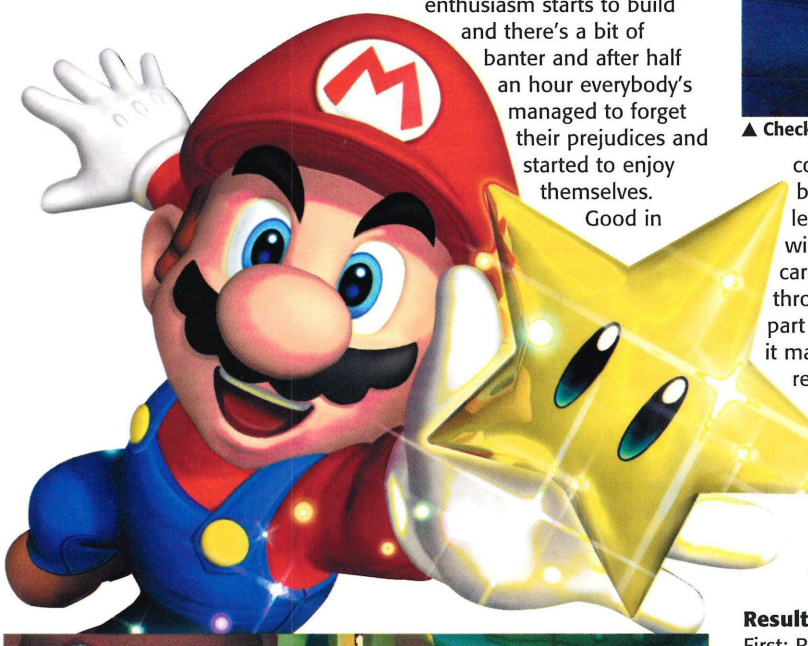
MARIO PARTY 6 (NINTENDO)

Scored 6.9, Issue 42

We said: "Newcomers to the series should seek out the previous version on the cheap."

This didn't score particularly highly at review, but that was down to the fact it's one rehash too many for the formula rather than a reflection of quality of this as a standalone title. It is the best yet, but simply not so much better that you should buy it if you own any of the others. However if you're looking for a party game, well, we could hardly leave it out. Hell, it even has the word party in the title! Now that's what we're talkin' about.

After the first couple of mini-games, enthusiasm starts to build and there's a bit of banter and after half an hour everybody's managed to forget their prejudices and started to enjoy themselves. Good in concept though it is, and despite being fun to play *Mario Party* is let down by a sense that the winner is decided on the turn of a card or the roll of a dice rather than through any real interaction on the part of the players. Not only does it make losing frustrating, but also removes much of the satisfaction of winning. Jolly while it lasts, but it just kind of fizzles out.







▲ Check out that body language. There's definitely a spark there, right?

Scores on the doors
Fun Factor 6
Skill Factor 3
Jip Factor 8

Results
First: Ryan
Second: Liz
Third: Miles
Loser: Tim

DEF JAM: FIGHT FOR NEW YORK (EA)

Scored 9.2, Issue 37

We said: "YEEEAAAHHH BOOOYYYYEEEEEEE! So, awesome."

This one might seem a bit out of place, but what party would be complete without a spot of fisticuffs? Of all the quality fighting games available for the GameCube (which isn't many) *Fight For NY* is the obvious choice for two reasons – bunches of dirty moves and wealth of multiplayer options. Two on two, every man for himself, three on one, timed matches, last man standing, all these are available along with a whole range of arenas that have a huge influence on tactics and gameplay. Some are small, some have baying crowds who'll give you a shoeing if you get too close, you can throw opponents under trains on the subway level for instant kills, smash their faces into bulldozers in the scrap-yard or throw them out the window of a high rise office. As the brawling begins however, *Def Jam*'s limitations as a party game soon become obvious. First, as with most beat-'em-ups and especially those with a heavy wrestling element, it can easily degenerate into button bashing frenzy. Combined with the fact many of the arenas feel rather cramped with four players all going at hit hammer and tongs and you end up with a fairly unfulfilling party experience. This was a dark horse tip for the title when the games list was compiled, but without four players who know what they're doing it's fairly pointless. Oh. and somehow Ryan came first when he'd never even played it before!

Scores on the doors
Fun Factor 6
Skill Factor 6
Jip Factor 5

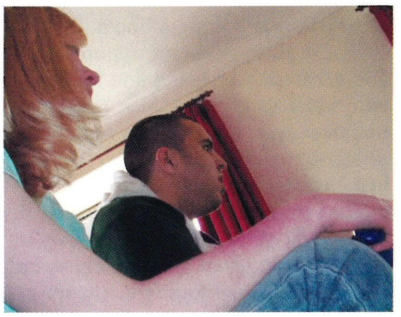
Results
First: Ryan
Second: Liz
Third: Tim
Loser: Miles

DONKEY KONGA 2 (NINTENDO)

Scored 8.0, Issue 46

We said: "Elton John is never a good idea."

One can't help but wonder if the whole of the *Donkey Konga* concept was built around the pun-tastic title. Did someone deep inside Nintendo one day come up with the name and then design a game to fit it? Well fear not, because we have no intention of answering that question here. It's rhythm action, what could be simpler than that? In theory, nothing. Clapping, bongo-bapping and foot-tapping is what it's all about and it's impossible not to have a laugh with it for at least an hour or two with four people all desperately trying to keep up with the ever more difficult songs. The problem is some people are far more adept than others at this sort of thing and it quickly became obvious that this was going to be a battle for second place with Ryan annihilating everybody, although this might have had something to do with the fact he reviewed both *DK2* and *3* in recent months. The fact you also need to get hold of four sets of bongos to get the most out of it means any *DK* party is a potential logistical nightmare to organise. It gets marked down for this since playing with a pad rather loses the point. A fun element in any party session but not really an essential one, and not everyone's cup of tea. Next...



Scores on the doors
Fun Factor 6
Skill Factor 9
Jip Factor 3

Results
Winner: Ryan
Losers: Miles/Tim/Liz

SUPER SMASH BROS MELEE (NINTENDO)

Scored 8.5, Issue 8

We said: "Every fight is a spectacle of chaotic gameplay."

Here's a game that never fails to divide opinion and spark debate. We still get letters to this day from irate readers bemoaning our criticism of the game at review. We called it shallow, we called it a button-basher, and we stand by that. Of all the games on the party agenda, this was the one that generated least enthusiasm. There's a compulsion to plug away at it in single player mode simply because of the vast number of medals and unlockables to win, but as a game to be played against friends for any period of time it simply doesn't get the pulse racing. We tried, we really did, but coming back to it fresh only reassured us that we were right all along. *SSBM* is dull.



▲ ***Super Smash Bros Melee*** **has many devoted fans but it's still dull and shallow. Go on, write in, you know you want to!**

Scores on the doors
Fun Factor 4
Skill Factor 5
Jip Factor 6

Results
First: Liz
Second: Tim
Third: Miles
Loser: Ryan







▲ The CUBE boys don't like being this close together but they do it because they love GameCube parties!

MARIO KART: DOUBLE DASH!! (NINTENDO)

Scored 9.4, Issue 26

We said: "Brilliantly balanced gameplay with a ludicrously fun multiplayer."

Double Dash saw the series take a leap of faith away from what made the franchise one of the best loved in Nintendo history. This isn't a racing game, but a party game and playing in multiplayer is whole different experience to the dullness of the single player mode. Everyone has tracks they hate but there are enough of them to ensure there's something for everyone and the satisfaction of getting a boost out of a corner to rocket past an opponent and across the finishing line for the win is always great. *Double Dash* is however even more reliant on power-ups than previous instalments, and this is both its best and most irritating aspect. Blasting somebody off the track just as they're getting cocky never fails to amuse, but the obvious weighting (you always get good power-ups if you're last) becomes a problem with four players. Basically there are far too many spiky shells flying about so the best player is always likely to find themselves under fire unless they get lucky with a good supply of defensive bananas and it really doesn't matter who's in the lead until the final lap. However the consistency of the results prove there's more skill involved than you might think when you're getting bombed off the track by yet another incoming missile. A surprise hit with everybody and shows the little plumber has still got it where it counts. Did you ever doubt it?

Scores on the doors
Fun Factor 8
Skill Factor 7
Jip Factor 9

Results
First: Ryan
Second: Miles
Third: Tim
Loser: Liz





WARIO WARE INC (NINTENDO)

Scored 8.9, Issue 36

We said: "Everyone will want to be invited to this party, bit it ends at 9pm."

Miles had never played *Wario Ware* until the CUBE party bandwagon rolled into town. Strange but true. Cue lots of shouts of "Eh?" and "What?" from the boy Guttery and plenty of pointing and laughing from the others. The beauty of the *Wario Ware* concept though is that once you get your head around what's going on, it's amusement at its most pure. There are loads of modes that will seem fairly incomprehensible to first time players but you just have to go with it and soon the insanity washes over you and the time just flies by. Some of the games are over before you've even figured out what you have to do, but before you can get irritated you're faced with another one. *Wario Ware* defines 'off the wall' and even though it doesn't feel particularly skilful at first, the fact that it keeps you permanently on your toes means it never gets boring. It also improves the longer you play. As microgames start to repeat themselves you find yourself slowly getting better and the laughter and mocking that accompanies the early rounds begins to give way to a steely, silent concentration. This is a party game in every sense. Without playing it it's easy to dismiss it, but a couple of hours round the TV with friends and you'll be hooked like a snotty finger lodged up a disembodied nostril.

Scores on the doors
Fun Factor 8
Skill Factor 7
Jip Factor 3

Results
First: Liz
Second: Ryan
Third: Tim
Loser: Miles



STAR FOX: ASSAULT (NINTENDO)

Scored 6.9, Issue 43

We said: "Our beloved Star Fox has been tainted and we'll never forgive you, Nintendo"

This one's included more out of necessity than better judgment. Some sort of deathmatching is needed in any party, but the other main contender, *Metroid Prime 2*, with it's dark hues didn't seem to fit in with the party atmos so we plumped for Fox and friends on the strength of their colourful approach to life. As you'll know doubt recall, the game didn't fair too well at review, and it doesn't turn out to be the life and soul of this party either. In a perfect world the idea of deathmatching with flying machines and tanks to jump into seems almost too good to be true. Unfortunately *Star Fox* just isn't too good, period. Nintendo really needs to get its finger out if this franchise isn't just going to fizzle out and die.



Scores on the doors
Fun Factor 3
Skill Factor 4
Jip Factor 3

Results
Ryan "Ha, I killed you!"
Miles "Did you, I wasn't really concentrating?"
Liz "Nah, neither was I?"
Tim "More dips, anyone?"

BOMBERMAN GENERATION (MAJESCO)

Scored 8.8, Issue 8

We said "Ka-boom!"

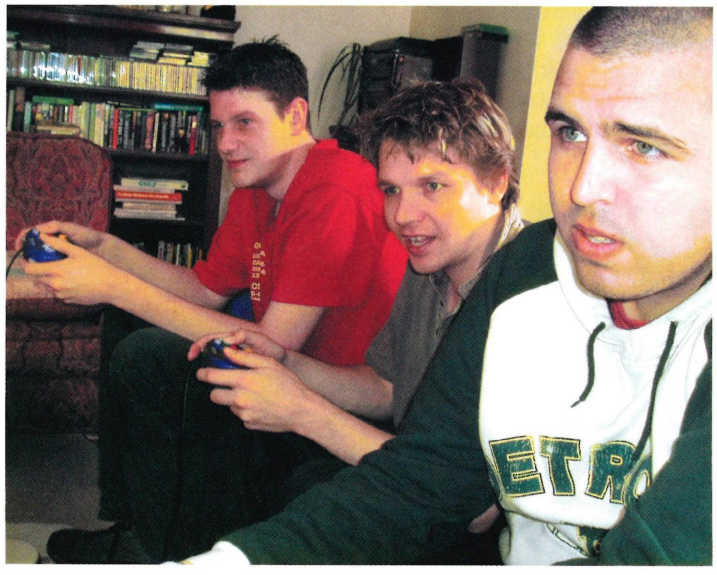
Who'd have thought *Bomberman* would still be going after all these years? Unlike almost any other franchise you care to mention, our incendiary-obsessed buddy survives in a form virtually identical to the one in which he made his name back in the early 90s, and why not? The format doesn't need snazzy 3D graphics. In fact it doesn't even lend itself to the idea. *Bomberman* was virtually perfect in its day and it's still virtually perfect in this. The tension of knowing that you're never more than two seconds away from potential disaster makes *Bomberman* one of the most manic multiplayer games you'll ever play. You can go from cruising to victory to being blown to smithereens with the slightest loss of concentration but you never feel like you were stitched up and instead berate yourself for not seeing it coming. It's hard to imagine a more perfect balance of action and puzzle gaming. The downside is that inexperienced players will get a right hammering, so if it's a *Bomberman* session you're planning, make sure you get like-minded people to play against.

Scores on the doors
Fun Factor 8
Skill Factor 9
Jip Factor 2

Results
First: Miles
Second: Liz
Third: Tim
Loser: Ryan

TAKE THAT AND PARTY

The lights have been turned on, the buffet's finished, there's stains all over the carpet and the last guest has shuffled out the door, apart from the one guy asleep behind the sofa. All that's left to do is sit amid the debris and reflect on a fun-filled day of joy. What was it all about anyway? Ah, to find the ultimate party game. Well folks, the unanimous winners are those cheeky little monkeys in their shiny balls. Just the right amount of colour, variety, skill and luck to ensure everyone goes home happy. If you want to make your party a showstopper however, you might want to add *Bomberman Generations* and *Wario Ware* to your playlist. And with that it's time for bed. This party's over, so get the hell out!



▼ The day is drawing to an end, Tim looks non-plussed, Miles seems to be going manic and Ryan just wants a good cry.

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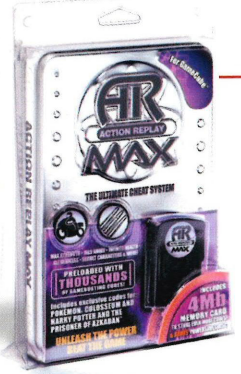

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PREVIEWS

CUBE INFORMATION

WWE: DAY OF RECKONING 2	
PUBLISHER:	THQ
DEVELOPER:	YUKES
ORIGIN:	JAPAN
GENRE:	SPORT
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

Q4 '05 TBA AUG '05

PREVIOUS

FROM THE MAKERS OF...

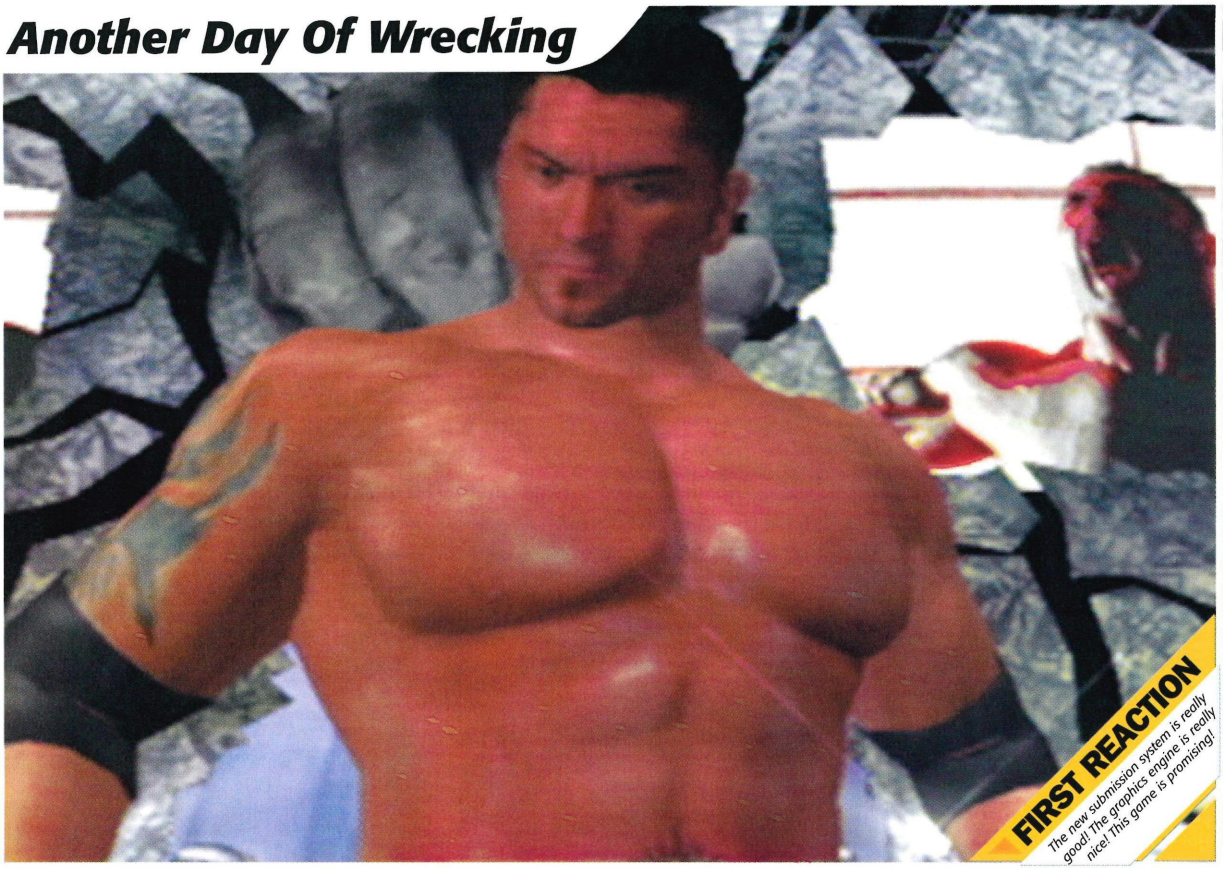
WWE: DAY OF RECKONING



Yuke's also developed the previous outing, *WWE Day Of Reckoning*. Surprising, eh?

TOTALGAMES.NET RATING: 91

Another Day Of Wrecking



FIRST REACTION

The new submission system is really good! The graphics engine is really nice! This game is promising!





WWE: DAY OF REC

Body slams last year's version!

THE COMPANY LINE

"PLAYERS CAN CREATE A SUPERSTAR AND TAKE HIM ON A COMPLETELY ORIGINAL JOURNEY"

THQ PRESS RELEASE

CUBE BACKATCHA

Completely original journeys are great, especially if you're on a bus!

YOU'VE NOTICED THE number. The number two. It's a lovely, curvy, sexy number and it's hanging on the end of *Day Of Reckoning*'s arm like a proud housewife. Why is it there? Because *WWE: Day Of Reckoning 2* isn't being touted as the usual annual update but as a full-blown sequel, building upon last year's storyline. Hence it deserves a number of its own.

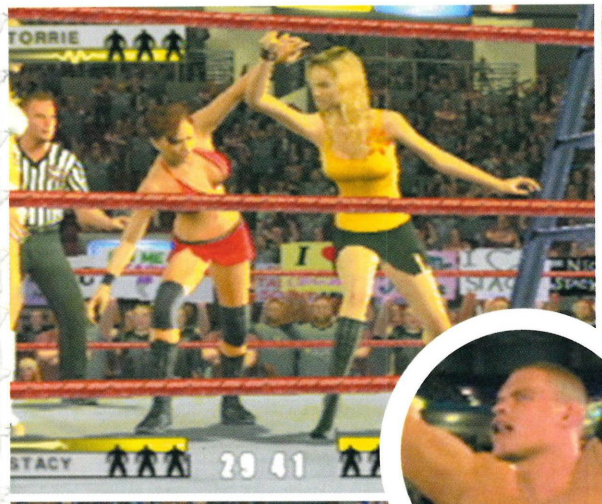
Last year's *Day Of Reckoning* saw you start by fighting dark matches before slowly building your way up to the role of champion. *Day Of Reckoning 2* – it's a sequel, not an update! – sees you start off as champion, thus following on from last year's storyline, thus following the criteria that classify this as a sequel. However, that doesn't mean life is easy for you and in the not-really-allowed-to-ruin-it-for-you-storyline, it soon transpires that life as a champion is no easier than life as a jobber working dark matches, talking to the dirt sheets (don't understand this crazy wrestling moon language? See the Wrestling Glossary boxout).

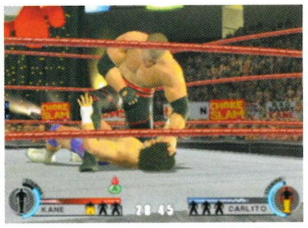
The roster is bang up-to-date. Eugene and Paul London have been kicking around the WWE for a while now, so it's no surprise to see them in but even guys like Carlito Caribbean Cool have made the final cut. Whether guys like Kenzo Suzuki, who are in the game but have just been given their marching orders by WWE, stay in is another matter.

Still, when you throw in the usual mainstays such as John Cena, Randy Orton and Batista alongside old favourites like Triple H and Kane you have an impressive roster. While there are a few noticeable exceptions, the time that's been spent on the included superstars makes up for it. For example, fans will notice that Eugene even has his inside-out jacket on as he waddles towards the ring. God is in the details! He's not really, he's hovering around the clouds throwing thunder at people, but it's a saying that means the attention to detail shows the love and care gone into making this.

Fighting-wise, it builds on last year's system and there are two obvious changes. The first is the introduction of a Stamina bar. Attacking the other wrestler, running around the ring or

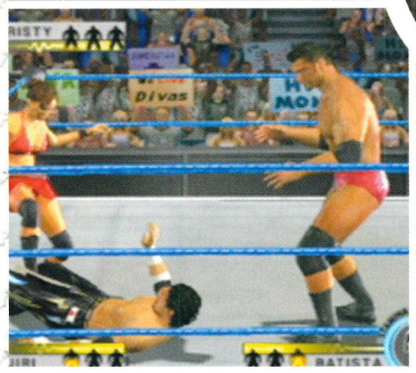
"WE'RE NOT ALLOWED TO TALK ABOUT NEW ADDITIONS BUT WE'RE GOING TO"





▲ John Cena – Kano would kill John Cena. Kano is awesome.







▲ "Oh good, it's the gay one!" shouted Ryan when finding pictures to caption. Such liberal attitudes!

KONING 2

having moves performed on your will eat away your Stamina until eventually it's completely drained and hits red status. Which is a fancy way of saying that you're in a trouble. Red stamina sees you become the grappling equivalent of a zombie (or Hulk Hogan, ho ho) as you struggle for breath after every move or reversal and limp around the ring. You become exposed and you need to stall for time to get your breath back. Or, conversely, just avoid tiring yourself out in the first place. See?

The other main change is to the submissions system. Clamp a Crippler Crossface or Angle Lock on a fellow grappler and a small menu will come up. From here, you have the choice of four ⊖-stick-activated options: Drain, Rest, Taunt or Submit. Rest allows you to get your own Stamina back while Drain concentrates on sapping theirs. Submit really puts pressure on your opponent to keel over and declare "Referee, this has been a fantastic bout of grappling but I yield and therefore concede this match!" while Taunt is the option for rubbing salt into the wounds (not literally – *Day Of Reckoning 3* maybe?).

Unfortunately, we also saw some really exciting new additions to the game that THQ said that we're not allowed to talk about. But we're going to anyway! Are THQ around? No? Good. Right, lean forward, eager ones, and we shall reveal all to you. Shush! Now, listen carefully. Also included in *WWE: Day Of Reckoning 2* are...

WRESTLING GLOSSARY

Damn those dirt sheets! Damn them!

Wrestling is full of strange terms and words you might not understand. We asked the hardcorest of hardcore wrestling fans, James Denton of XBM and sometimes CUBE word-correcting fame, to explain what this little lot meant. It still makes no sense. James thinks this boxout mocks him. It doesn't! It's educational.

Dark matches – "Non-televised matches. Usually tryout matches."
Dirt sheets – "A kind of inside gossip... erm... what the hell is this for?"
Worker – "Wrestler"
Kayfabe – "Shoot, put over, heat, all those terms that commoners don't understand. Used... er... it's carnival speak."
Shoot – "Shoot is something that's legit"
Put Over – "Put work underneath shoot because work goes with shoot. No!"
Work – "Work means when something is fake"
Workrate – "Someone's performance, wrestling ability. Hulk Hogan has none!"
Jobber – "A job is a loss. A jobber is a loser. Miles is a jobber."
Blading – "Sadly it's not roller skating, it's cutting your head with a razor - to bleed. Steve Corino's got MASSIVE scar tissue."
Push – "I can't say anything or you'll put it down and make fun of me... er, awesome! It's um... when a wrestler's... getting a push. Innit."
Puro – "Japanese wrestling and you can put why it's called puro because it makes fun of the way Japanese pronounce 'puro wresu' instead of pro wrestle."

▼ Christy Hemme, winner of WWE's Diva search, is a truly awesome worker.



CUBE EXPECTATIONS

SEQUEL, NOT AN UPDATE



- ⊕ New submission system works well
- ⊕ Animation looks absolutely spot-on
- ⊖ Still chugs away at its own, laborious pace
- ⊖ How much depth will final game have?

■ ***WWE: Day Of Reckoning 2*** **enhances its predecessor by keeping the same storyline and building upon it, while the fighting engine gets a vigorous workout thanks to the submission and Stamina tweaks. It will be interesting to see how much depth this has but this is definitely one to watch.**

Hey, hey, hey, FIFA 06!



FIFA 06

Ponytail physics and massive gameplay!

AT THE MOMENT EA is busy pimping *FIFA 06*'s graphics rather than letting anyone dig under the surface and it's hard to tell how the gameplay differs. As for the graphics, the faces look better, the shirts are crisper, the grass is greener – it's a standard EA sequel with the visual improvements. In one of the most ridiculous graphical effects ever, stealing the crown from "volumetric fog", everyone say hi to "ponytail physics". It beggars belief. This is great if you pick Barcelona and can marvel at Ronaldinho's girl hair swinging about but bar a few Serie B Argentine nobodies where else will ponytail physics come in handy? You have to wonder.

Slightly more impressive are the new reaction shots. For example, Ronaldinho walks to the spot to take a penalty (no doubt showing off the impressive ponytail physics) and his team-mates stand side-by-side, looking worried, clasping their hands together. In a touch borrowed from EA's very own *UEFA Champions League*, reaction shots also extend to the manager walking up and down the touchline, shouting instructions and throwing his head back in disappointment. Gameplay? Not a word. Expect the usual tonne of attention to detail and hopefully an improved control system to go with it.



▲ Ponytail physics! Seems a bit far away for a penalty... zoomed-out physics!

CUBE EXPECTATIONS

GO PONYTAIL PHYSICS!



⊕ Looks exceptional, even at this stage

⊖ No gameplay details yet...

■ ***FIFA 06*** **is doing everything you'd expect of an EA Sports sequel – playing to its strengths, namely the graphics. No word on what to expect gameplay-wise but, hopefully, it'll be on par with the visuals and (ahem) new physics.**

CUBE INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

TBA TBA TBA

A BIT OF PREVIOUS

PREVIOUS

FROM THE MAKERS OF...

FIFA STREET

■ Hey, hey, hey! EA's suicide note to sports almost killed gaming's soul but instead emptied kiddie's wallets. D'oh.



TOTALGAMES.NET RATING: XX

THE COMPANY LINE

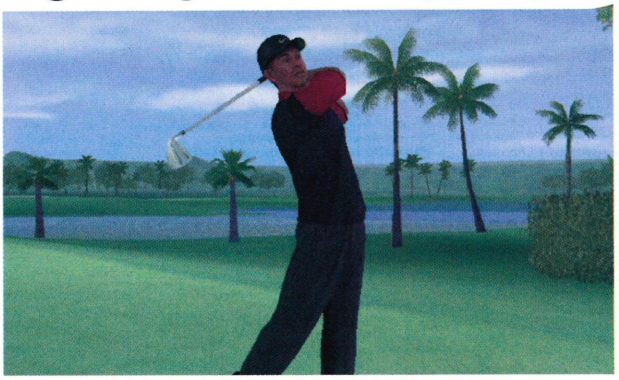
"THE QUICKER, SMOOTHER AND UNPRECEDENTED DEPTH TO ANIMATIONS..."

EA PRESS RELEASE

CUBE BACHATCHA

And the ponytail physics!

Tiger, tiger, burning bright...





FIRST REACTION
The graphics are really, really nice and combined with the control system, this could turn out to be a winner.

TIGER WOODS 06

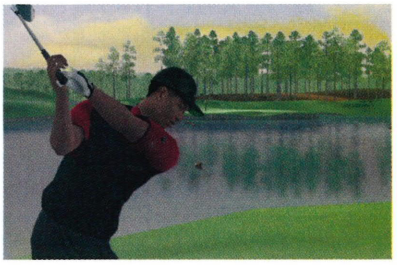
Tiger Woods only wins when he's swinging

FOR THOSE OF you who have spent the last few years comfortably playing through each *Tiger Woods* sequel adjusting to each slight change to the analogue stick swing, look away now. No seriously. Look away. It's not going to be pretty.

Have they gone? Good. *Tiger Woods*' swing – the old pull-back-on-the-analogue-stick-and-push-forward trick – has been unceremoniously booted out the series. Its replacement is a double analogue stick system, using the left to swing the club and the right to control the ball. A small marker will appear on the golf ball with the right analogue stick controlling fade, draw, slice and so on.

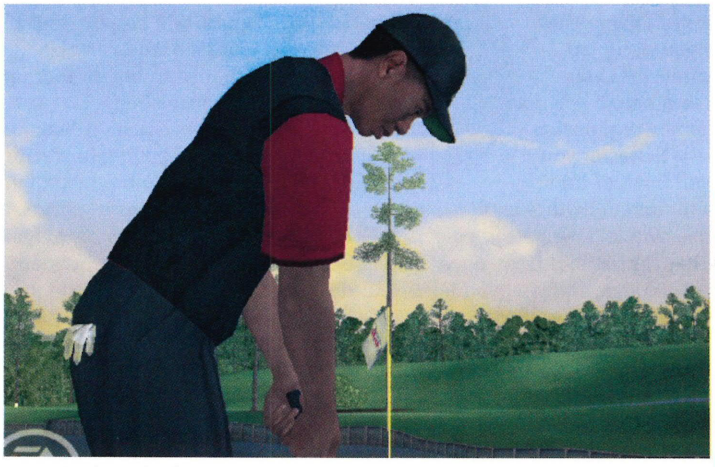
It now means you have to use both analogue sticks to hit the ball. The left stick has to stay smooth, the right stick has to stay accurate. Rub your stomach, pat your head. Double the amount of control over your shot, double the chances of screwing it up spectacularly.

That's not even the Best New Feature In The Game™! No, that award goes to the putting system apparently, with EA refusing to tell anyone about it. EA is promising it really will make you jump up and down with joy, although how a man hitting a little ball with a bit of metal can achieve that probably won't ever be revealed. Other changes include a rather bizarre Tiger Proofing makeover, where the courses level up in accordance to your skill, keeping veterans on their toes. As certain members of the CUBE team keep insisting ad nauseam, the grass looks really, really nice in this one too.

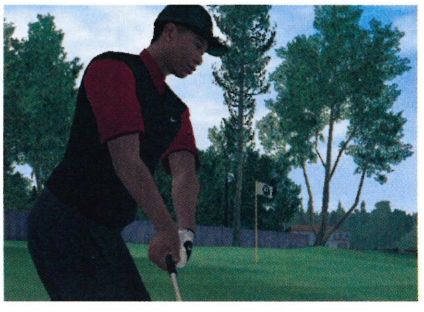


▲ Here's Tiger Woods. He's about to hit another golf ball! Golf is great.

Basically, if this were an episode of *Friends*, it would be called *The One Where EA Pulled Its Thumb Out And Made A Proper Sequel*. But it's not an episode of *Friends*. It's an EA game. Hence why it's called *Tiger Woods 06*. See?



▲ Here's Tiger Woods. He's about to hit a golf ball! Say what you see.



CUBE

INFORMATION

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

PERCENTAGE COMPLETE
00 25 50 75 100

Q4 '05 | TBA | Q4 '05

PREVIOUS

FROM THE MAKERS OF...

TIGER WOODS 2005

Tiger Woods 2005. Who'd have guessed it? Before that – *Tiger Woods 2004*! Wow.



TOTALGAMES.NET RATING: 86

THE COMPANY LINE

"THE LEFT ANALOG [SIC] STICK WILL CONTINUE TO CONTROL THE BACKSWING..."

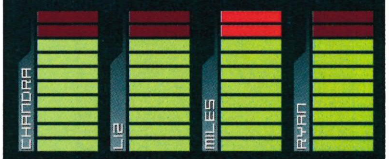
EA WEBSITE

CUBE BACKATCHA

A-N-A-L-O-G-U-E. Eight letters, monkey.

CUBE EXPECTATIONS

A PROPER SEQUEL?



⊕ Proofing improved, grass looks nice!
⊖ Swing system could alienate fans.

■ **This looks like the genuine, bonafide sequel that's eluded the *Tiger Woods* series for a few years. No clues on whether the new swing system will be met with boos or cheers but otherwise, it's looking good.**

I am Spartacus!







FIRST REACTION
Looks very entertaining but, as with other games in this genre, the action could get repetitive after a while

CUBE

INFORMATION

SPARTAN: TOTAL WARRIOR	
PUBLISHER:	SEGA
DEVELOPER:	CREATIVE ASSEMBLY
ORIGIN:	UK
GENRE:	HACK 'N' SLASH
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

SEPT '05 (UK) | TBA (Japan) | SEPT '05 (US)

PREVIOUS

FROM THE MAKERS OF...

ROME: TOTAL WAR (PC)



Epic strategy war game that makes up one of several titles in the *Total War* series.

TOTALGAMES.NET RATING: NA

SPARTAN: TOTAL

Mythical mayhem melee!

THE COMPANY LINE

"SEGA, WHO WROTE THE BOOK ON CONSOLE GAMING"

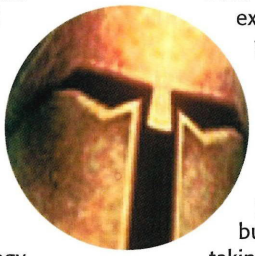
SEGA PRESS RELEASE

CUBE BACKATCHA

A bit illiterate these days, though, aren't you Sega?

WE HAVE TO admit we were a tad cynical about this game when we covered it a few issues ago. You have to be wary, though, when Sega starts relying on third-party developers that have little console experience and zero GameCube experience for its latest smash hit. In our eyes the words 'Sega' and 'PC developer' don't really go together. If the recent preview code for *Spartan: Total Warrior* is anything to go by, though, we've no reason to worry.

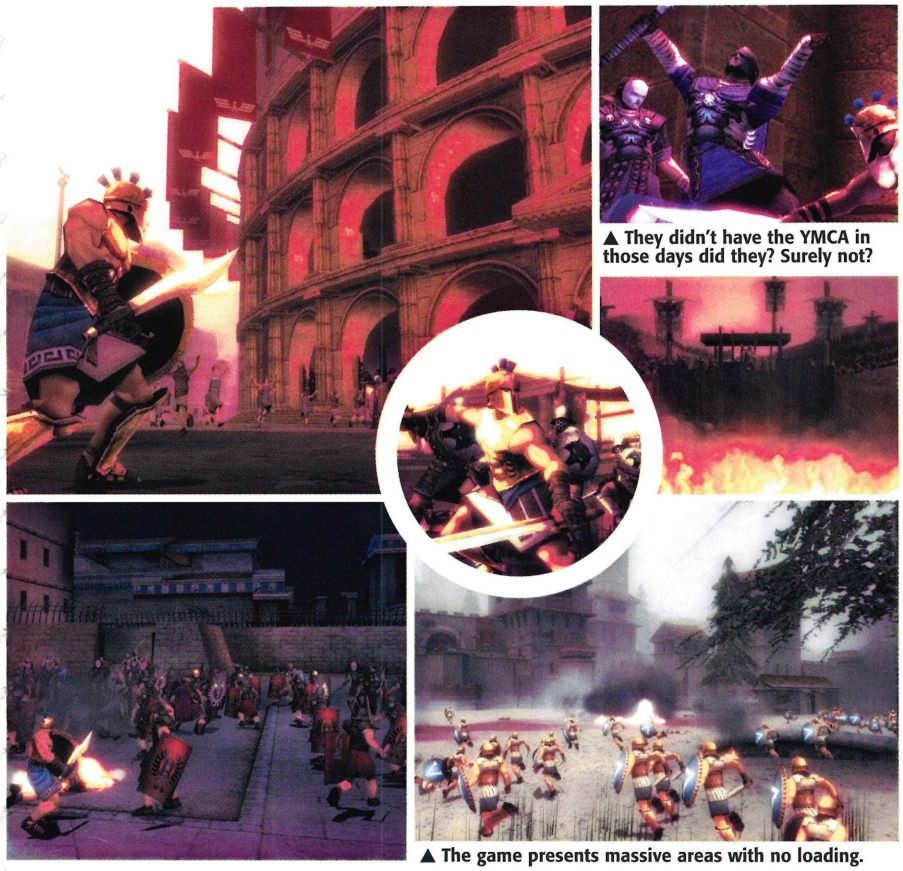
UK softco The Creative Assembly might not be well known to console fans, but in the PC (yawn) strategy war-gaming world (YAWWWN) it's a big name, having been responsible for a string of titles based on the *Total War* series. *Spartan: Total Warrior* brings with it a similar level of historical authenticity but opts to kick any inklings of strategy out of the window, preferring instead to rely solely on non-stop hack 'n' slash gameplay to keep you occupied.



The game sees you playing as a heroic warrior in a world oozing with every character you could ever think of from Greek and Roman mythology. The aim is simple: take part in epic battles that consist of dozens upon dozens of soldiers, and win; you take control of one person and everyone else is responsible for themselves. The controls are very simple; you run around and attack. That said, there are several different attacks on offer: at its most basic the game offers two forms of attack – melee and long-distance – both of which have their uses. For example, if you have a bow in your hands, a close-range attack will be powerful and focused. You can also choose to fire off four long-distance shots simultaneously. A less powerful option, fo shizzle, but certainly more helpful in taking down groups of adversaries. Your basic weapons (swords, axes, bows and the like) can be permanently upgraded every now and then by beating sub-bosses and picking up their wares. Each weapon can also offer temporary power-ups such as flaming arrows for the bow.

There's also a super move bar of sorts. When your character gets pumped up enough he can call upon

"IN THE PC (YAWN) STRATEGY WAR-GAMING WORLD (YAWWWN) IT'S A BIG NAME"



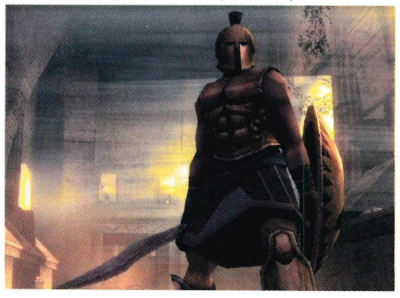
▲ They didn't have the YMCA in those days did they? Surely not?

▲ The game presents massive areas with no loading.

WARRIOR

the power of the Gods. As you progress through the game these get steadily more impressive, and are very useful for taking out an entire room of enemies in one go.

The most impressive aspect of *Spartan* is the sheer volume of enemies on the screen at any one time. Between your troops and the enemy hordes, the *Spartan* team currently has up to 170 characters battling it out without frame-rate issues. While it's possible that this could increase yet further, we honestly think it would be a bit silly. Surely 170 barbarian foes all baying for your blood has got to be enough carnage by anyone's standards.

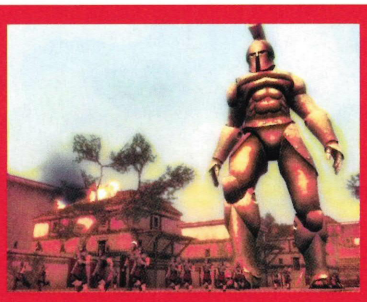


The only doubts we have at the moment come down to longevity. The time we spent with it proved that it's good fun and there's plenty to keep you occupied, but after hammering the same two buttons for a few hours, are you going to get bored? That's a matter that will have to wait until we sit down with the review code, but we'd hope that there's going to be enough variety to avoid that problem. Check out next month's DVD for some in-game footage, which should whet your appetite for our final verdict.

MYTHS AND LEGENDS

The bigger they are, the harder they fall

While the majority of the game's foes come in the form of pumped-up humans, there are always surprises around every corner. The team has drawn its inspiration from ancient mythology in order to take the battles to a whole new level. Thus, characters range from oversized thugs to bearskin chiefs to Minotaurs amongst others. The most impressive character we've seen is a 60-foot high warrior statue that comes to life towards the end of the level. We didn't get a chance to find out whether it was on our side or not, but it seems pretty unlikely. We imagine creatures such as the Loch Ness Monster and Puff the Magic Dragon are also in there somewhere.



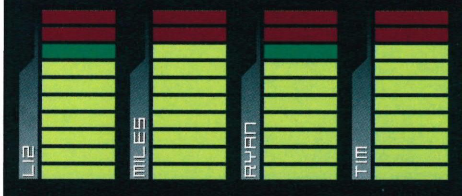
◀ This massive warrior statue comes to life towards the end of your mission. We don't fancy our chances much.

▼ These brutes can do major damage with a single flick of the wrist. That's what bows are for, right?



CUBE EXPECTATIONS

FANTASTIC MYTHOLOGICAL HACK



- ⊕ Exciting hack 'n' slash action
- ⊕ Impressive 'super-move' attacks
- ⊖ Could get repetitive after a while
- ⊖ Brings little innovation to the genre

■ As well as looking the business and impressing with the sheer volume of enemies on-screen at once, *Spartan* also conveniently fills a genre gap for us GameCube owners. We just hope that the game lasts long enough to warrant the price tag. Still, between now and September the team have the chance to ram it full of extras...

IN-DEPTH

EXCLUSIVE HANDS-ON!



GUN

Hookers, outlaws, guns, horses, bloodlust, revenge – *Gun* has it all...

CUBE INFORMATION

GUN	
PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
ORIGIN:	US
GENRE:	ACTION ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

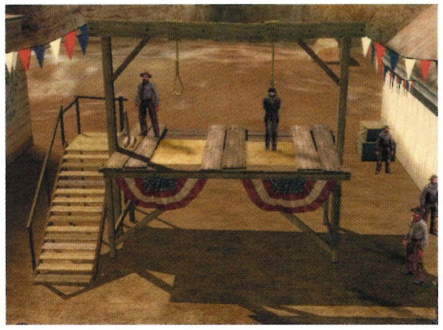
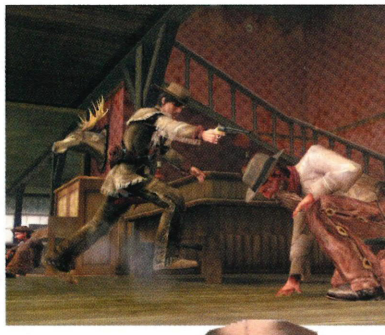
OCT '05 TBA SEPT '05

DEVELOPER INFO
NEVERSOFT ENT

Based in California, Neversoft is best known for the phenomenally successful *Tony Hawk* games. Together with *Apocalypse* and *Spider-Man*, *Tony* has helped the company shift over 25 million units in ten years. Last year saw a change in the company as it split into two teams in order to tackle development of both *Gun* and *Tony Hawk's American Wastelend*.

"A BRAND NEW GAME FROM A THIRD-PARTY THAT WE THOUGHT WAS LEAVING US"





FIRE!
There are many weapons to pick up or buy, and you can equip a different weapon for each hand. The best tactic is to have a pistol in one hand and a melee weapon in the other.

GIDDY UP!
Horses play an important role in the game, providing your main mode of transport. If your horse dies you'll either have to walk or nick someone else's.

KILL!
Colton White is the main character in *Gun*. A simple man, highly skilled in the art of hunting, his life is transformed when his parents are murdered by an outlaw named Hollis and his gang of thugs.



IT'S NOT VERY often that we get to tell you about a brand new IP, but here's a new third-party GameCube game that looks like it's going to be a corker. *Gun* is a brand new game from a third-party that we thought was leaving us for dead, and this is anything but 'for kids'.

Neversoft has been planning this game for years. It's existed in concept form – sketches on a storyboard, notepads brimming with gameplay ideas and storyline briefs – since the days of *Tony Hawk's 4*, but the company needed to grow before attempting to develop such a grand idea into a fully fledged game. With the success of the *Tony Hawk's* series Neversoft is now in a position to have two core development teams working simultaneously: one on *Tony* and the other on this ambitious new project: an IP based around a classic tale of revenge, set in a time and place where anything goes and only the strongest survive. Welcome to the wild west.

Neversoft is adamant about one thing: this is *not Grand Theft Auto* with cowboys. It's easy to draw comparisons: the open expanses, the level of violence, the ability to go pretty much anywhere and do (within reason) anything. However, there's one thing above all others that separates this from Rockstar's till-busting gangster sim, and it's the storyline that flows all the way through the game. Sure there's violence – it's there by the spadeful – but it's *provoked* violence and not there merely as a shock tactic. *Gun* follows the story of Colton White, a skilled hunter from the Montana mountains, whose life has been a relatively peaceful one until the day that he's travelling on a steamboat with his parents when it's attacked by a gang of outlaws. All except Colton are slaughtered, and with his dying

RIDE 'EM COWBOY!

Gonna get me a steed

Gun and *Twilight Princess* have many similarities despite both being well into development and having nothing to do with each other. One playable section in *Gun* enables you to ride around an open landscape and take on a bunch of enemies on horseback. Some enemies have guns, but some also lob axes and fire off arrows.

There are many different ways of finishing off the opposition. You can shoot the men off their horses but picking them off can take some time, so you might find that it's better to shoot their steeds out from under them. Then, while they're laying helpless on the floor, you can trample them with your horse.

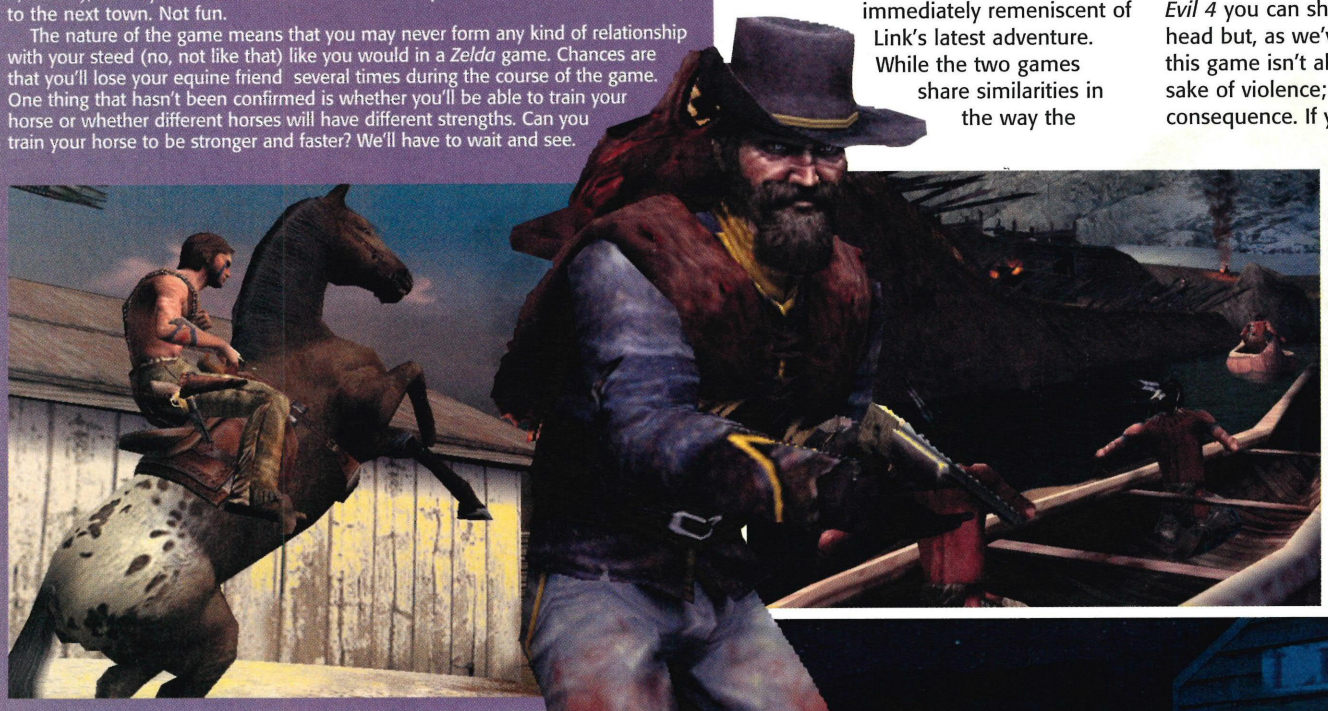
We've already mentioned that you can kill or wound other people's horses, but you can also lose your own Whether it's by enemy fire or by your own hand, losing your horse is a major inconvenience – if you're in a fight with a group of other horsemen you'll have a chance of stealing another mount (if you can catch it, that is), but if you're in the middle of nowhere you'll have to walk all the way to the next town. Not fun.

The nature of the game means that you may never form any kind of relationship with your steed (no, not like that) like you would in a *Zelda* game. Chances are that you'll lose your equine friend several times during the course of the game. One thing that hasn't been confirmed is whether you'll be able to train your horse or whether different horses will have different strengths. Can you train your horse to be stronger and faster? We'll have to wait and see.

breath Colton's dad decides to mention that he's not Colton's biological father. With that he hands Colton a coin and tells him to find a whore named Jenny in Dodge City. And so your mission begins. Fuelled by the desire to discover his roots and with raging flames of vengeance burning in his stomach, Colton very quickly becomes a legend in his own right.

As always, the best way to give you a flavour of the the way the game plays is to take you through a few sections that we've been able to play for ourselves. The first section of our exclusive hands-on takes us straight to Dodge City. We're on a horse, which is immediately remeniscent of Link's latest adventure. While the two games share similarities in the way the horseriding works, there are some key differences. For example, you can dismount at any time, but the speed at which you're travelling will have an effect. if you dismount when your horse is still you'll simply swing your leg and jump off. However, if you leap off at top speed you'll be dragged along for a few seconds before your trusty steed stops.

As far as attacking on horseback goes you can aim directly behind you if the need arises. The direction of the horse is controlled with one analogue stick while your aim is controlled with the other. The other massive difference with horseplay in *Gun* is that you can kill them. Much like the cow in *Resident Evil 4* you can shoot your horse in the head but, as we've already explained, this game isn't about violence for the sake of violence; there's always a consequence. If you kill your horse









▲ You wouldn't shoot a man when he's down would you? Of course you would, duh!

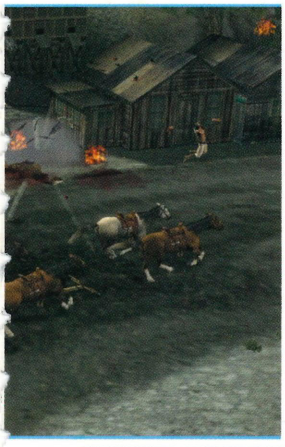
"HE DOESN'T TAKE KINDLY TO YOU 'GIVIN' HER A POKIN' FIRST' (HOW CHARMING)"

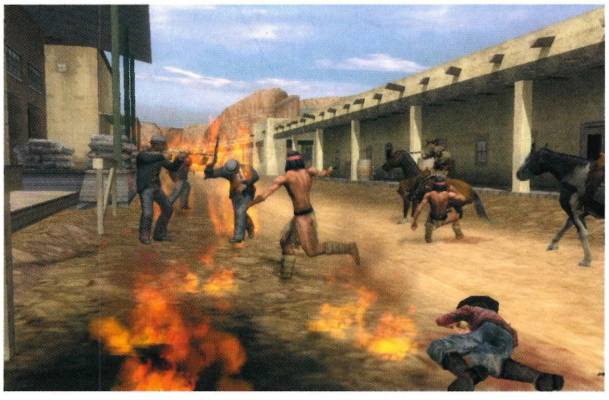
you're going to have to make your way on foot – and that can take a mighty long time.

Dodge City is a hamlet of wooden houses with a dusty road running down the middle. There's a blacksmith, a stable, a bar, a brothel and even an unfinished railroad towards the end of the street, which we're told will get finished at some point during the game allowing you easier access to other cities. Your first point of call is, of course, the brothel. In a cut-scene Colton places the coin on the bar and asks for Jenny, who's entertaining a man named Hollis. He doesn't take kindly to you "givin' her a pokin' first" (how charming) and a gunfight starts. Hollis takes Jenny hostage and retreats upstairs leaving you to face a brothel full of his men. This is the first time you get to try out the combat system, and it's immediately apparent that Neversoft has thought of pretty much everything.

For starters, you can shoot while you're moving as movement comes via one stick and aiming via the other. Enemy reactions are context-sensitive, even moreso than *Resident Evil 4*. Shoot an outlaw in the belly button and that's where you'll see the hole. Shoot them just to the left of the belly button and, you guessed it, that's where you'll see the wound. Every enemy reacts differently. If you shoot someone in the leg they may fall to their knees. You can't predict their next move, though: sometimes they'll drag themselves up, sometimes they'll give up and stay put and occasionally they'll wait for you to turn away before sneaking up behind you. You can't afford to let anyone live.

As with many other games you can blow up barrels sending enemies



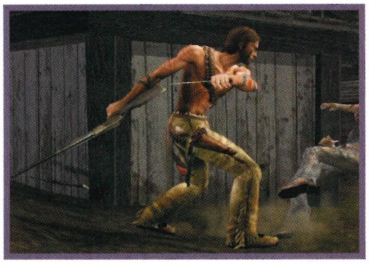


▲ Gunfights are all about prioritising. The bloke with the shotgun has got to go first. His mate is on fire so he can wait.

ROOTIN', TOOTIN'!

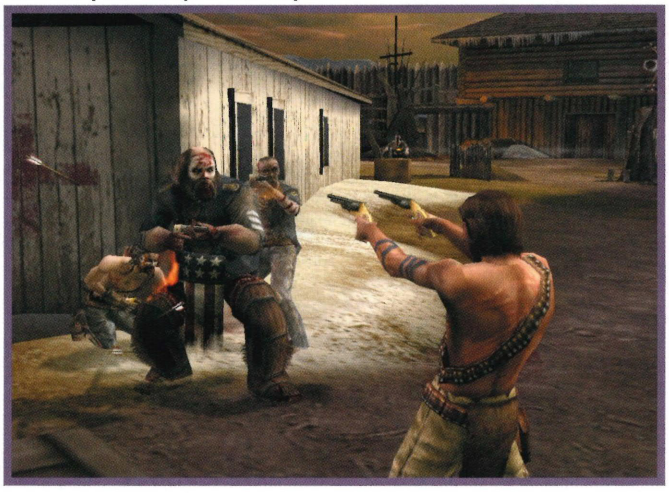
Outnumbered but never outgunned

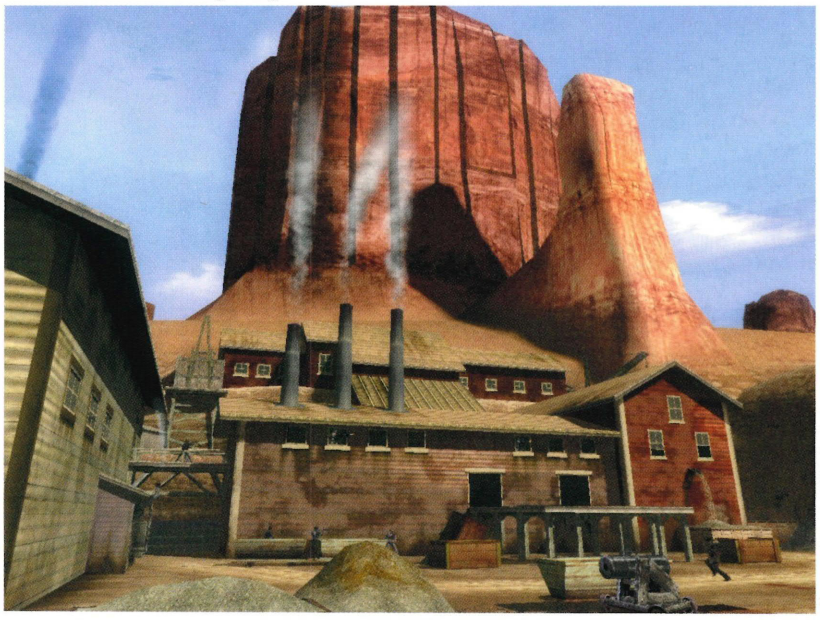
There are loads of weapons available, and most can be viewed in the inventory. Any weapon that you pick up or buy has four stats so you can quickly see the pros and cons of each. You can carry a single-handed weapon in each hand while something like a shotgun or a rifle will obviously need two hands. You can also select what blade you have in your pocket and what bow you have on your back.



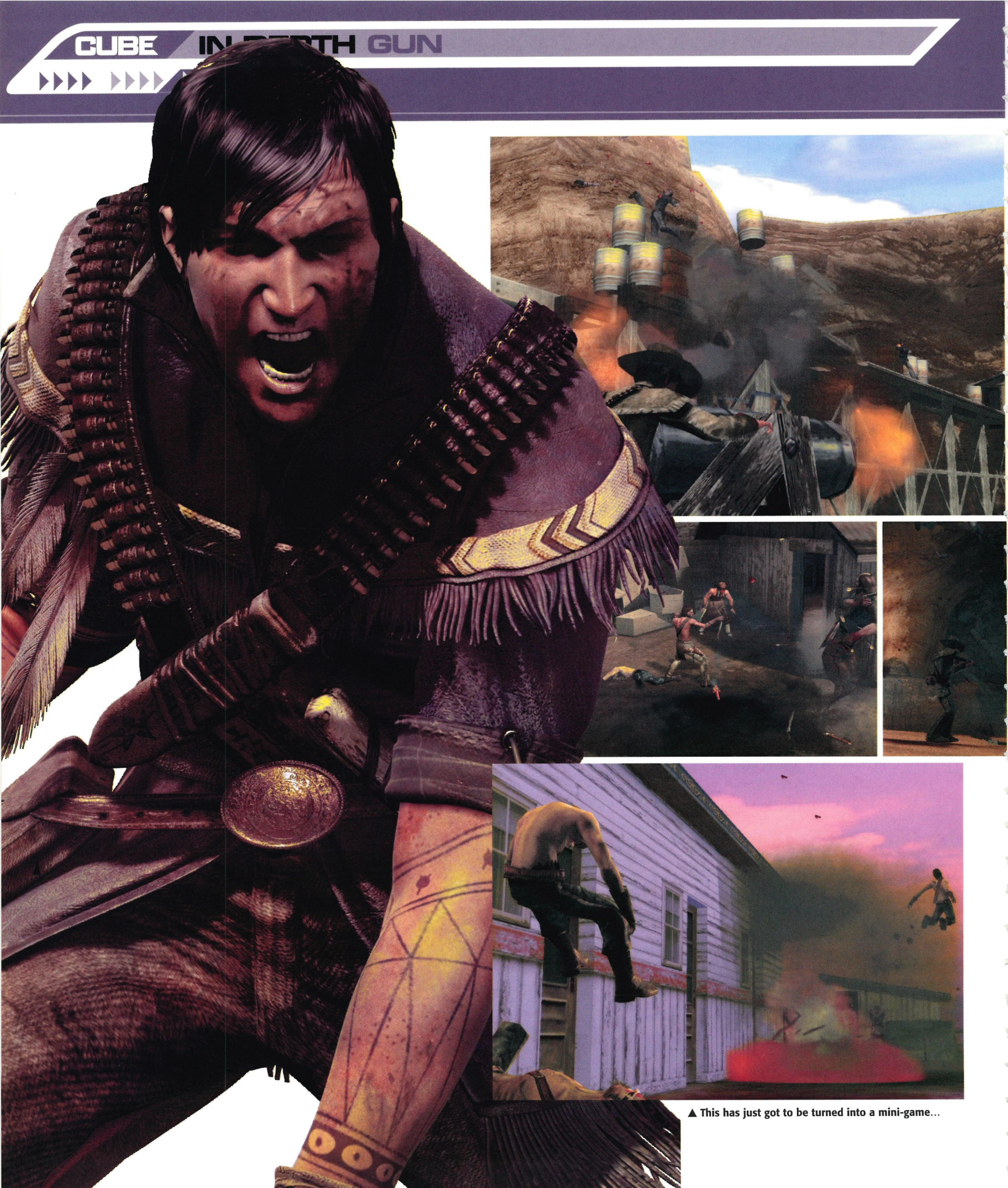
So, you can be shooting away with a set of pistols and quickly whip out an axe for an up-close-and-personal melee attack. The animation for these quick changes is really impressive. As you can see from the screen to the left, Colton's right arm swings behind him as the momentum of his knife attack affects his whole body. These physics work throughout the duration of the game.

▼ Erm... we have more pistols and way more war paint than you. Give it up, son.







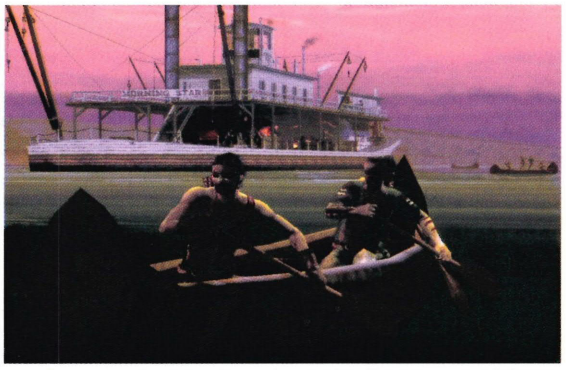


▲ This has just got to be turned into a mini-game...

"ENEMY REACTIONS ARE CONTEXT-SENSITIVE, EVEN MORE-SO THAN RESI 4"







▲ Colton's attackers are dressed as Red Indians but we think there's more to this than meets the eye...

GAME TIME

Blood money

There are many ways of earning cash, but the main one is Colton's speciality: hunting. Ever since he was born he's been hunting in the Montana mountain ranges and there ain't no better hunter... well, not now that his father has been murdered. At any point in the game you can go off into the wilderness and hunt wolves, coyote and deer. The meat and hides can then be sold in town or exchanged for the going rate.



If you're not a fan of culling natural resources you can always stay in town and partake in a bit of gambling. You can bet on horse races (which you can take part in once you're up to speed with riding your horse) or play poker and blackjack. There will no doubt be other mini-games at which to try your hand but these are the only ones we know of at the moment.

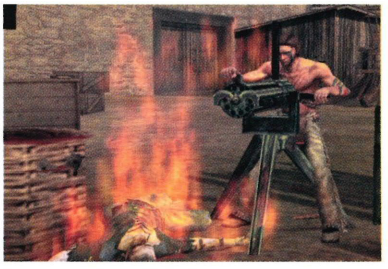
▼ Would you really want to wear a bear's head? It's got to pong a bit, surely?



flying into the air, and body parts quite literally fly! This part of the game needs to be turned into a mini-game as far as we're concerned. A bit cruel, perhaps, but if there was a 'who can make the redneck fly the furthest' game we'd be on it for a good few hours.

Moving swiftly onwards, the barrel fun can be taken to the next level thanks to the game's Adrenaline mode. Once your Adrenaline level is high enough you can tap a button to make the world around you move in slow motion. Yes, we know, the world is no doubt letting out a collective sigh right now, but trust us, it actually works. The thinking behind this is that a skilled gunner is quicker on the draw and boasts lightning fast reactions, so occasionally you get to make use of this skill. While you're in 'the zone' you can juggle items and opponents. For example, if you shoot a barrel and blow a few enemies into the air you'll have time to pop them before they hit the ground, shoot their guns out of their hands or even shoot another barrel to keep that air-time going. See? This absolutely *has* to be turned into a mini-game. Neversoft, are you listening?

At times you'll come up against insurmountable odds – two men in gun turrets or perhaps a group of outlaws – but Colton has some cool moves to help even things out. He can lean around corners, thus giving him the ability to pop out and snipe an enemy. Combine this with slow motion and double six-shots, and you can lean out and pop off 12 rounds inside of five seconds. Colton can also grab baddies and use them as human shields; once they're dead they go limp and become too heavy to drag around, but they buy you a few extra seconds to think about what you're doing. There are plenty of other great little details to tell you about and we've dedicated sections to them within these very pages. At this early stage we're really excited about *Gun*. There are plenty of things that need tweaking and smoothing out, but the next few months of development should solve these glitches making this one to watch over the coming months.



CUBE SAYS...

■ *Gun* has come as a bit of surprise, and now we have two epic adventures to look forward to before the end of the year: this and *Zelda*. It's nice to see Activision supporting the GameCube so heavily – with this, *True Crime 2*, *Spider-Man* and *Tony Hawk's* it looks like we've got plenty of goodness to come.

As always it's difficult to see how the game will all tie together at this early stage, but it has the potential to be something special and our very own *Grand Theft Auto*. Next issue we'll have the first ever in-game footage on the DVD, so be sure to check it out.







CUBE

INFORMATION

BATTALION WARS	
PUBLISHER:	NINTENDO
DEVELOPER:	KUJU ENTERTAINMENT
ORIGIN:	UK
GENRE:	STRATEGY
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

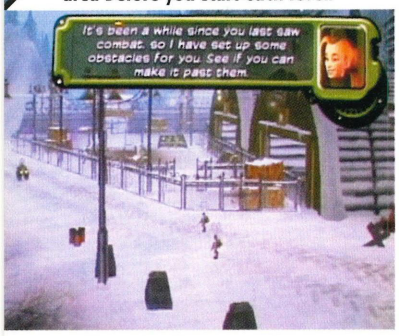
OCT '05 TBA SEPT '05

DEVELOPER INFO
KUJU ENTERTAINMENT

Over the past few years UK soft-co Kuju has expanded, and now has six studios in the UK. The various teams are working on projects for EA, Konami and Sony among others, and have worked on *Call Of Duty: Finest Hour*'s multiplayer mode, *Fireblade* and *Fire Warrior*.



▼ You get an overview of the mission area before you start each level.





BATTALION WARS

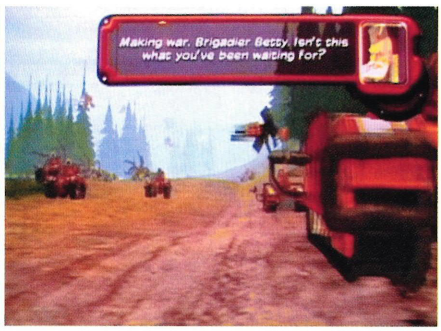
Heads up soldiers!

LAST MONTH WE brought you the news that the GameCube iteration of *Advance Wars* was turning out far better than we'd expected. Now that we've been able to sit down and spend some quality time with the game (ie somewhere other than E3) we can tell you about the game in far more detail.

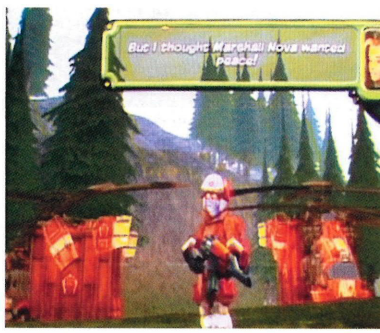
As regular readers will already know, the game has undergone a name change to *Battalion Wars* in order to distance it from the GBA games. Nintendo was worried about people's expectations for the game, and the current direction represents quite a departure from the handheld series we all know and love. In the same way that *Pokémon Colosseum* is very different to *Pokémon Ruby/Sapphire/Emerald*, *Battalion Wars* is only loosely connected to *Advance Wars*. It's still very strategic and many of the characters from the handheld games feature, but the way the game plays is very different. Naturally it's rendered in full 3D, and

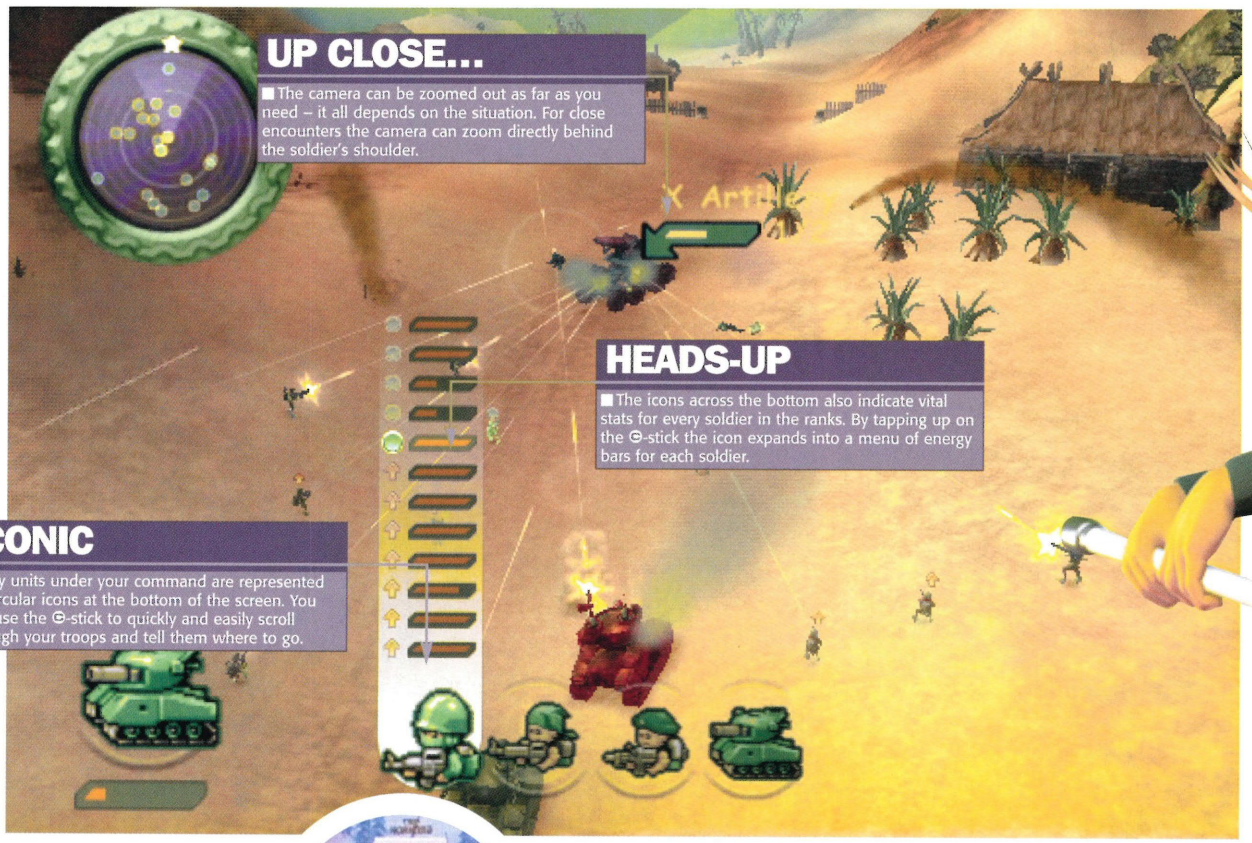
"BATTALION WARS IS ONLY LOOSELY CONNECTED TO ADVANCE WARS"

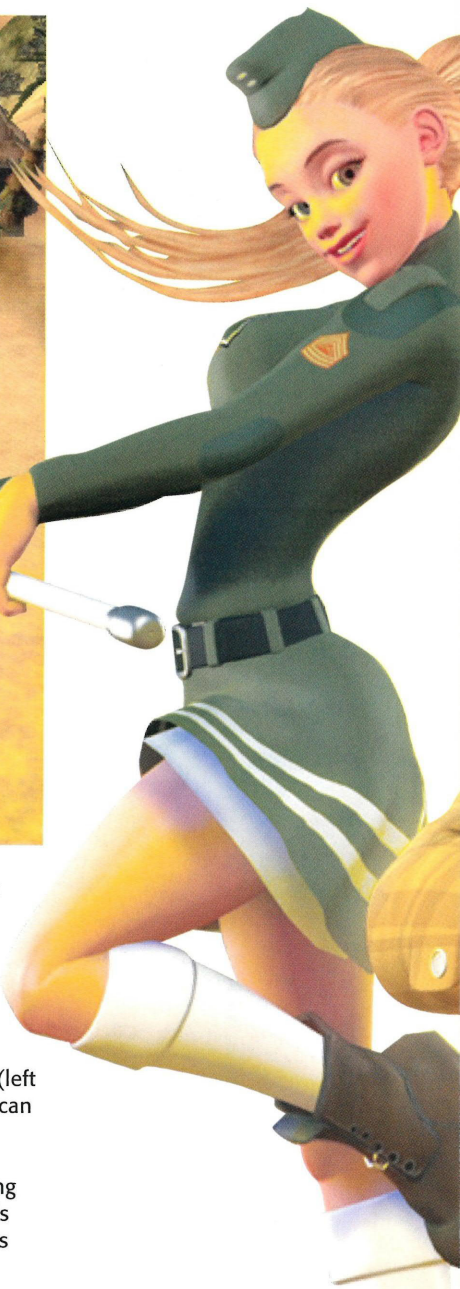














you now control your troops from a third-person, over the shoulder perspective. The viewpoint can be changed at any point, and ranges from directly behind the shoulder to a zoomed out camera that's ideal for surveying your troops, wherever they may be.

The controls are quite simple, with Ⓐ to fire your weapons and R to lock onto opponents. Whenever you lock on you'll be given the benefit of an energy bar for your enemy, be it a soldier, a vehicle or a comms outpost. You've also got a combat roll courtesy of the Ⓑ button. If you come across a unit that you want to control simply target it (R) and tap Z to jump in. If you die or if that unit is destroyed control is automatically transferred to the next available unit. At the start of every mission you'll have all your troops gathered around you. They'll be divided up according to their speciality, so you might have twelve riflemen, ten bazookas, two tanks and four Jeeps. All four groups are presented as icons that run along the bottom of the screen. In order to control them you need to first highlight a particular group (use R targeting) before pressing ↖ to rally them into active mode. Units that are in your control will be represented by an icon at the bottom of the screen. Giving them orders is as easy as scrolling through the icons with the ⊖-stick (left and right) and selecting them. You can easily see the status of each unit within the group by using the expanded icon system. While tapping left and right with the ⊖-stick scrolls through the icons, tapping up opens up a semi-transparent menu of the units' energy bars. With all the troops awake, locked and loaded ▶▶▶▶

GO WEST

Changing the game

There are currently four *Advance Wars* games in existence. *Advance Wars* and *Advance Wars: Black Hole Rising* are available for the GBA. Both games did really well in the US and Europe, though bizarrely the series isn't all that popular on home turf.

Advance Wars: Dual Strike has just been released in Japan for the DS. It's along very similar lines to previous games and adds the obvious option to command your troops using the touch screen. *Battalion Wars* is the first game in the series to appear on a home console, and it's the first to be developed outside of NCL. It has a decidedly western feel to it in contrast to the anime inspired characters in the other versions. This will do nothing to make it more popular in Japan, but it seems as if Nintendo is very much concentrating on the western market with this one.



▼The handheld versions of the series have always done better in the western world.









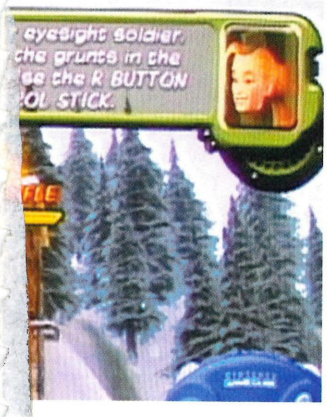




▲ There are a few training missions to plough through before you get into the meat of the game.

"THE VEHICLES AND THEIR HANDLING IS VERY BLAST CORPS ON THE N64"







▲ Your soldiers can do anything: climb up sheer mountain faces, jump twice their height and yes, they can swim.

THERE'S NO LIMIT

Exploration is the name of the game

Something we weren't expecting from the game is to be able to go anywhere (within reason) on the map. The first level is a training mission. One section requires you to send your troops up a mountainside and use the bridge to cross the valley. The correct path isn't immediately obvious but with a bit of exploration you'll discover that you can actually climb up mountainsides and explore the peaks. You can't actually do anything up there but it's nice to not have limitations on where you can and can't go. Once you learn this you realise that the bridge can be reached by going up a mountain side. We're so used to invisible walls in games that we assumed you wouldn't be able to do it. Your men can also swim short distances, albeit slowly, which is understandable.



▼ What's that? There's a mountain in the way? No problem sir, I'm a soldier!



you can be on your way safe in the knowledge that they're right behind you and full of health.

Whereas *Advance Wars* (both games) is an accomplished strategy game, *Battalion Wars* is more of an action/shooter with strategy elements thrown in. The good thing about the latest version is that you can choose to let your army do what they want or you can control their every move. No doubt in the later levels you'll need to keep a close eye your troops to succeed. We've seen a few videos of later levels where there is so much going on, and we have no doubts as at that a decent amount of strategy and planning will come into play.



Despite being decidedly unrealistic in it's presentation there's something about this game that'll make you all warm inside. It's probably because the graphical style, radio chatter, range of vehicles and their handling is very reminiscent of *Blast Corps* on the N64, the one reason to miss Rare. A new *Blast Corps* game would be quite special. *Battalion Wars*' vehicles and soldiers handle in a similar style though. Slightly over-exaggerated and very much how you would expect Tonka toys to handle. The Jeep for example, flies several metres into the air if you drive it off a hill and it bounces all over the place when it lands. Things need a little tweaking in this department. Some of them are a little bit too bouncy leading you to overcompensate on the controls a lot of the time. If you haven't played *Blast Corps* then you might not know what we're talking about, but we promise: you'll like the way the game feels.

Nintendo has consciously tried to create a game that will appeal to *Advance Wars* veterans and new comers alike. Those looking for something as strategic as the handheld games will find the action a little too simplistic on this evidence, but that really isn't what *Battalion Wars* is all about.



CUBE SAYS...

■ *Battalion Wars* may not initially deliver the same level of strategy that fans of the handheld games are used to, but Kuju's more action-oriented attempt looks just as much fun. It isn't mind-blowing in any single department at the moment, but it's coming together considerably better than expected. We're actually pleased that Nintendo is taking this game in a new direction. The past has proven too many times that trying to immitate a 2D game in 3D very rarely works. In a few short months we'll know for sure. In the meantime check out the DVD for the latest trailer!

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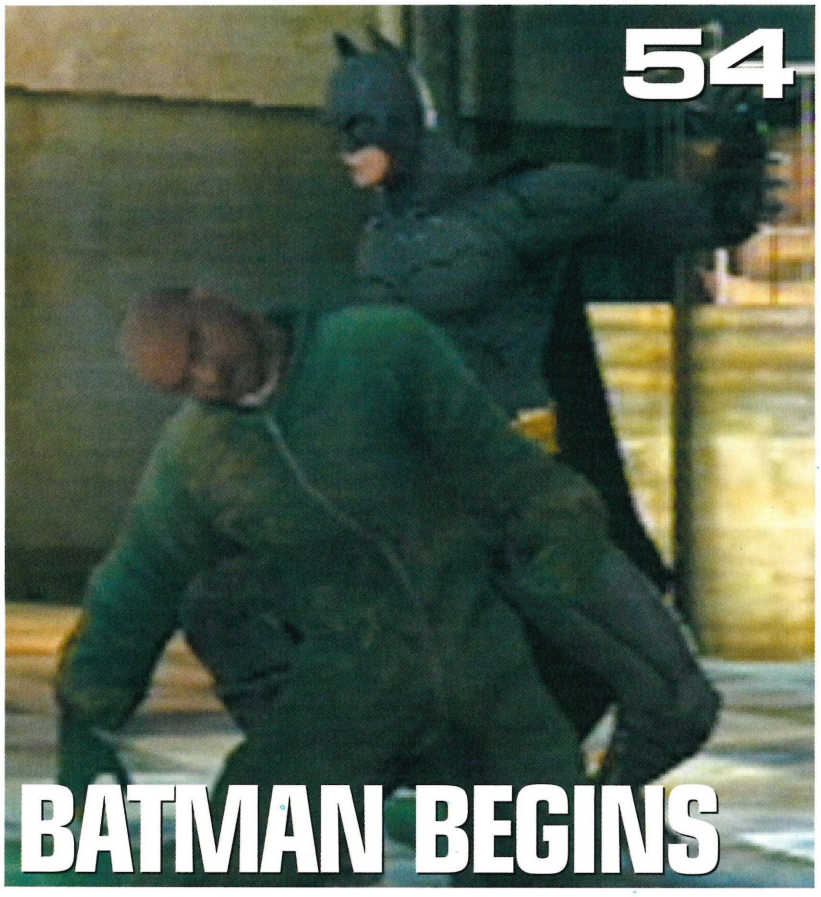
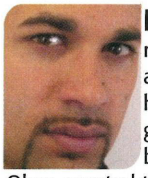
MADAGASCAR
58 It's another cute and cheeky CGI adventure from Dreamworks, and it's another colourful and functional platformer from Activision. Well, what did you expect?

FANTASTIC 4
60 One super hero is awesome, so four should be super awesome. Sadly the game isn't.

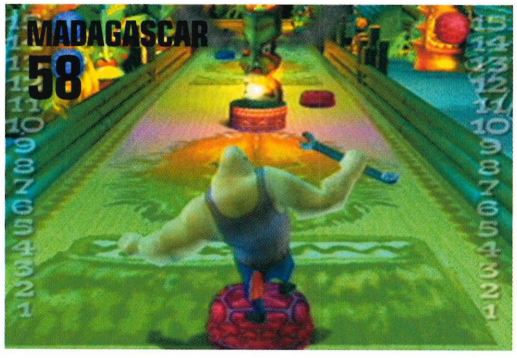
CHIBI ROBO
64 Be a robot servant and wait on your human masters hand and foot. Is this how you want to spend your leisure time? Japanese kitsch as it should be.



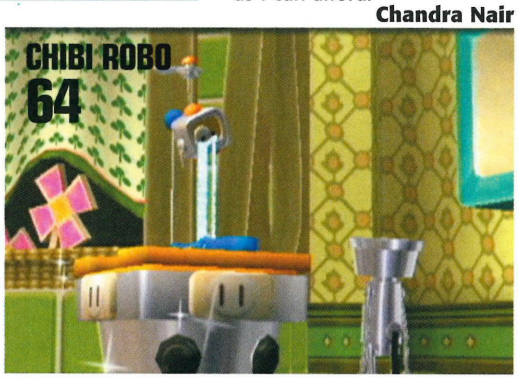


I'M A LITTLE robot, short and stout... here's my gameplay, bring me out! Okay, granted that could well be the worst sentence I've ever written but there's a reason: Skip's little robot game deserves to have ten thousand songs sung about it. Are we over-egging the cake here? Nope. Admittedly this month's PAL releases plummet back down to the traditional depths of MOR film tie-ins, but hey, what else do you expect in the middle of the summer? Go and buy an ice cream, laugh at the lobster people, go strawberry picking, but most importantly, count down the days until *Chibi-Robo* gets a UK release. It's happening, oh yes siree! Wow, the sun really has gone straight to me head. Since there's nothing else to keep me occupied I'm off down the beach to ogle girls and eat as many lollies as I can afford.

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.

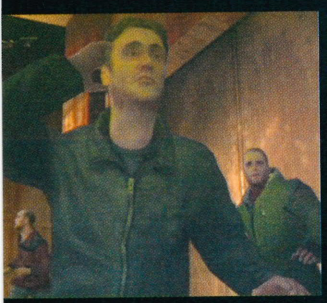
5.5 - 6.9
Games in this area are likely to be fundamentally flawed. Think very carefully before buying unless your a confirmed fan of the genre/franchise/license.

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.

DAYDREAM BELIEVER

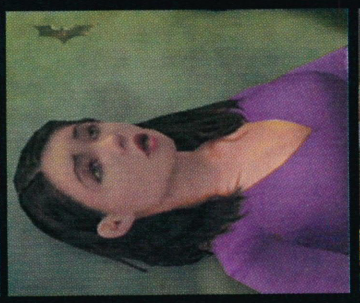
The opening level is one of Batman's nightmares. Stop eating cheese Batman!













Lights, camera, traction



CUBE

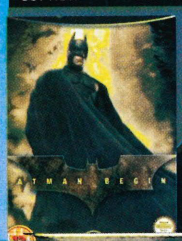
INFORMATION

BATMAN BEGINS	
PUBLISHER:	EA
DEVELOPER:	EUROCOM
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1
MEMORY:	6 BLOCKS

STATS

- FEAR-BASED GAMEPLAY
- AUTHENTIC VOICES
- BATMOBILE LEVELS
- UNLOCKABLE FILM CLIPS

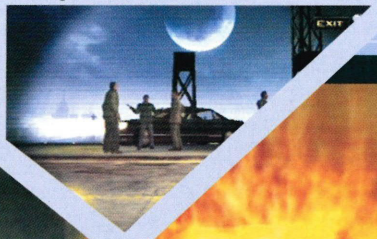
OUT NOW | OUT NOW | OUT NOW



BATMAN BEGINS

Batman Begins with a cut-scene.
Then another. Then another…

OPTICAL ILLUSION: Batman has an optic cable, like Sam Fisher. Minus lighting effects. And the espionage. And the decent game to return to.



▲ This is what happens when your oven doesn't have a timer.

◀ Batman lifting an asylum inmate over his head. Would be cool except it's another damn cut-scene.

▶ Another cut-scene. This one is proceeded by three cut-scenes and followed by another in a space of five minutes.

BURNOUT

Takedowns, boosts and an EA lawsuit

When Batman takes his crime-ridding campaign to the streets, he does so in a weird tank/car/bike/mess thing that's the early prototype of the Batmobile. He also takes part in a boost/takedown/car driving/mess thing that plays like an early prototype of *Burnout*. You drive through Gotham taking down thugs by driving into them but where *Burnout* requires some sort of skill to nudge rivals into other cars or walls, the Batmobile lets you plough straight through them without too much thought. All this is in an effort to reach a freight container, which you then have to blow up with missiles. Now everyone agrees that the new Batmobile is absolute guff. However, the Batmobile section isn't too bad and makes a welcome change from the cut-scene, hit button, cut-scene, find switch, cut-scene gameplay the clogs up the rest of the game.



BATMAN BEGINS THE videogame is remarkably similar to *Batman Begins* the movie. Go to the cinema, sit on your behind for two hours stuffing overpriced popcorn into your gob, feel your left leg go numb from lack of leg room and your neck slowly erode from being forced to look up at a right angle just to see the cinema screen, then go home and play the game. There aren't many differences to spot. That's the ultimate compliment you can pay any videogame film licence, correct? Yes! Except it's not! Because you spend more time watching *Batman Begins* the game than you do watching the film and the interactivity is just as limited. It's cut-scene-o-riffic, if such a word exists (and that damn Microsoft Word paperclip has underlined it in angry red and started wagging its stupid metal finger, suggesting it's not).

We'll get onto the cut-scenes later. First, the premise. The main concept behind *Batman Begins* is underneath the rubber gimp suit, Batman is merely Bruce Wayne and needs to avoid situations that put him in mortal danger. Batman does this by preying on the fear of the goons around him, perpetuating the myth that Batman is a demonic killing machine. Later on you'll even hear the guards talking amongst themselves about how scared they are of Batman and debating whether he exists or not in hushed tones. It sounds rather cool but what this translates to in gaming terms is 'Batman has an onscreen radar that highlights the guy with the machine gun who you need to avoid while reaching the interactive bit of scenery'. Yes, *Batman Begins* foregoes fists in favour of stealth and jumps on the gaming bandwagon that's been rolling around town for the past few years. It's crowded, it's now a bit smelly from the BO but it's still popular. And so you tap down on the D-pad and Batman ducks into an awkwardly animated stealth mode, where his footsteps are muted and he can move around freely, desperately clinging onto the coat tails of Sam Fisher. But wait! There are also vision cones, so you also have to avoid walking into an enemy's line of sight. And there's more! Each room has a bit of scenery that you can interact with, highlighted by EA's subtle "LOOK IT'S OVER HERE!" touch.

If *Batman Begins* sounds like a *Splinter Cell* or *Metal Gear Solid*-lite, the reality is that it's actually different. Stealth doesn't really come into the gameplay so much since figuring out how to get close enough to activate the interactive bit of scenery is so painfully obvious. A lot of the ▶▶▶▶

"IT'S CROWDED, IT'S SMELLY FROM ALL THE BO, BUT IT'S STILL POPULAR"





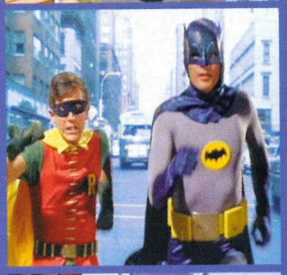
A BETTER BAT

Why Adam West, The Caped Crusader, is the greatest Batman of all time and why the *Batman: The Movie* licence simply has to be picked up.

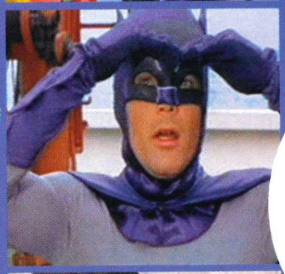
FIGHTING
Forgot Christian Bale and his 'Keysi' kung-fu oh-look-at-me-fight-ninjas-except-you-can't-because-the-cuts-are-too-quick nonsense. Check out Adam West. He can fight Riddler while holding a cat!



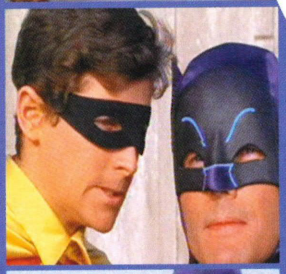
ACTION
Batman Begins has white-knuckle moments but remains nowhere near as wired, adrenalin-fused or macho as *Batman: The Movie*. God damn, is there anyone as manly as Adam West? Answer: No. There really isn't!



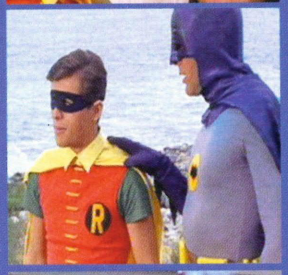
MORE EMOTIONS
Christian Bale growls his way through game and film rather well but Adam West has mastered all emotions from melancholy to heartbroken to angry. This emotion is surprise!



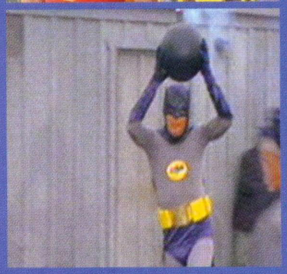
ROBIN
Batman needs Robin to punch his left palm and shout "Gosh, you're right Batman!" when Batman suggests an implausible/suicidal/rubbish idea. Robin is essentially a moving, 24-hour second opinion for Batman to consult.



CAMARADERIE
The reassuring hand on the shoulder. The comforting nod. The "you ballsed up Robin but I'm still your friend" speech. *Batman Begins* doesn't have this trusty sidekick friendship and suffers for it.



SET-PIECES
"Some days you just can't get rid of a bomb!" *Batman Begins* has great set pieces but simply put, *Batman: The Movie* has more of them and they're more 'dynamic' (nope, still don't know what that means).



time you won't even notice there are other guards around as you trot on your merry way. You have to stay out of sight, yes, but as the way forward is so clearly highlighted, calling it 'stealth' would be doing that entire genre something of a disservice. If it is stealth gaming, then it's stealth gaming without the drama, the tension or the fun. Stealth gaming without much of a point. The gameplay is easy to get to grips with but it's neither here nor there, not really stealth or action, not really distinctive enough to burn a smoking bat-shaped impression on your gaming soul.

So why not just wade in with fists first rather than go through the motions with the stealth? Because *Batman Begins* asks – nay, demands – you hit the interactive scenery to remind you that the fear concept exists. Head straight for the thugs without scaring them first and they'll be tooled up with machine guns, cutting Batman to ribbons upon sight. Hit the explosive kerosene drums/weakened struts/patronisingly highlighted scenery and in the ensuing cut-scene the enemies will drop their machine guns in fear, letting you fight them in their weakened state. A clever idea but because it's built on rails and because *Batman Begins* has such watertight design, there's absolutely nothing you can do to stop it hurtling along those rails and it quickly feels like you're simply jumping through the hoops Eurocom has devised for you. Try to deviate from the script and it's either impossible or you get slapped with a Mission Failed screen for your efforts. The reason? Eurocom is so eager to show you the fear concept, it's cut off just about every other viable option. You can't use your batarang until you're told to, can't use your grapple hook until you're shown where you can use it, can't use flash grenades until you've activated the 'fear' state in the guards. It's all by the book for Batman and with your hand held every step of the way, *Batman Begins* quickly feels like a join-the-dots adventure. Arguably this makes it more accessible but all it really does is make the game patronising to the point where there's no satisfaction in solving problems yourself. It would be like a maths teacher asking you a question and then shouting "three!" before you open your mouth.

LOVE ME

DO

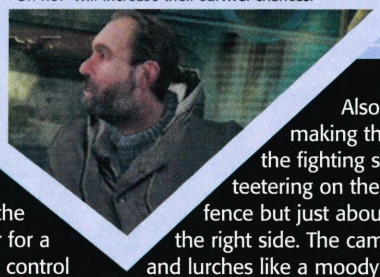
Grab a goon while clambering to an overhead pipe and Batman will drop down and stare the thug in the eye for a pulsating, steamy, homoerotic second before dragging him away. Hello sir!





▲ Batman displaying his 'Keysi' skills. It sounds a bit like 'queasy'. It also sounds a bit like 'cheesy', 'breezy', 'sleazy' er... 'peasy' – aren't rhyming dictionaries fun!

FEAR FACTOR: Scare simple-minded goons and their faces light up with fear. "Oh no!" they shout, as if shouting "Oh no!" will increase their survival chances.



It's not helped by the way you're force-fed cut-scenes. Holy blue hell, the cut-scenes. Everything in *Batman* is punctuated by a cut-scene where the game kicks in, plays virtual director for a while and you're forced to wait for control to be handed back. Here's a brief list of cut-scene triggers – hitting bits of scenery, opening the wrong door, approaching anyone important, throwing a flash grenade, throwing a smoke grenade, throwing any grenade. The list goes on, your patience doesn't.

Good points? The detail on the characters is stunning, lifelike and yes, typically EA. It's not just the likes of Christian Bale who get their faces modelled with such accuracy that you can almost pick out the beads of sweat on their shiny foreheads, but the goons too. There's plenty of variety compared to the usual identikit fist-fodder. The levels are also well thought out and coherent with the tight design allowing for some clever moments, such as when Batman gets to unleash Arkham Asylum inmates on the guards. A better job could have been made of disguising the "collect key, go here, hit switch, go there" structure but it doesn't really detract from the fun.

Also narrowly making the grade is the fighting system, teetering on the tolerable fence but just about falling on the right side. The camera swings and lurches like a moody drunk and the combat is more bar-room brawl than martial arts but the addition of finishing moves and context sensitive attacks keeps it reasonably interesting. It's button-bashing buffoonery but at least it's enjoyable. It's also a nice touch is seeing some of the thugs back off in fear when they've seen you deal with the other goons in a ruthless manner. Sometimes, you get to see yourself through their eyes as an all-black, veiny, demonic monster (although this requires yet another cut-scene, so let's not reopen that debate. Not much room left.)

Batman Begins is a rollercoaster ride of cut-scenes and second-hand Splinter Cell gameplay. On the scale of Batman, this isn't as bad as George Clooney but doesn't hit the lofty heights of Michael Keaton, playing as more of a Val Kilmer – occasionally thrilling but all too often feels empty, vacuous and unfulfilling.

RYAN

CUBE 2ND THOUGHTS
BATMAN ENDS

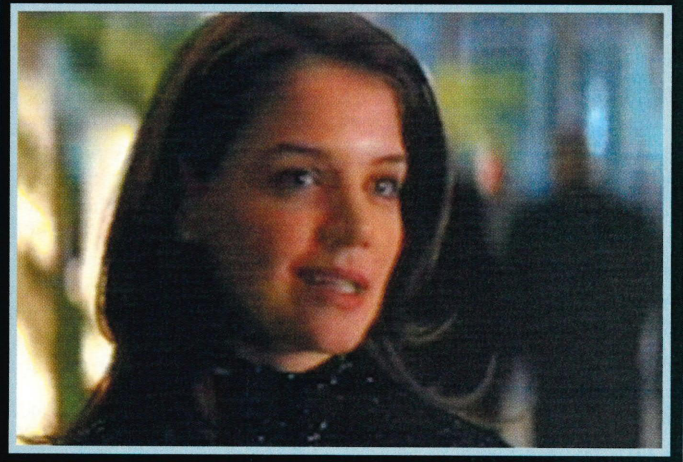
I've seen all the *Batman* movies, I've watched the animated series and flicked through the graphic novels in my time. Since when has Gotham City been just a collection of blandly coloured warehouses? EA has attempted to make this a serious stealth affair and failed quite badly. Once you see 'The Bat' wading up a ladder, I'm sure you'll agree. Rubbish.

RICK

WHAT'S THE STORY?

That's the question, here's the answer...

Batman Begins follows the movie fairly closely, echoing the memorable moments and set-pieces of the big screen flick to good effect. Likewise, there's a healthy amount of unlockable film footage to tie the levels together and although it's a bit choppy and short (arguably enforced by Warner Bros wanting people to see the movie), it works rather well. Ha! You didn't think it was going to get away that easily did you? One of the problems in telling the story and in explaining the objectives is it relies on radio relays from Alfred "if I may, Master Bruce", Batman's butler. Without subtitles, it's easy to miss key moments from the aging fool and you risk missing chunks of story or clues if your attention slips as it innevitably will when a game includes so many prolonged periods of inactivity on the part of the player.



"IT DOESN'T BURN A BAT-SHAPED IMPRESSION ON YOUR GAMING SOUL"



CUBE VERDICT

PRETTY BUT BLAND ACTION GAME

VISUALS Lifelike character models but otherwise bland, generic visuals.

AUDIO Great voice acting. Christian Bale growling! Katie Holmes sobbing!

GAMEPLAY If feels stiff and on-rails, which means you'll soon lose interest.

LIFESPAN Too short and easy to last but some levels are worth re-visits.

ORIGINALITY Fear and reputation angle new, gameplay is *Splinter Cell*-lite.

AT ITS HEART this is a competent beat-'em-up that's suffocated by cut-scenes and stealth-lite gameplay. *Batman Begins* needed to go down this route to emulate the movie but emulating the *Splinter Cell* series on the way and getting it wrong was a left turn someone should have advised against. Just about enjoyable but could have been so much better.

ALTERNATIVE

Batman Begins clings to Sam Fisher's coat tails but fails to hang on.



SPLINTER CELL: CHAOS THEORY
Reviewed: 44 CUBE Rating: 8.8

FINAL SCORE

6.2

FUNKY MONKEY

You have to help this lemur collect fruit. Be careful monkey! Watch out!



Mada gash car

MADAGASCAR

Film licence in 'it's fairly average' shocker!

CUBE

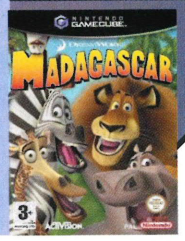
INFORMATION

MADAGASCAR	
PUBLISHER:	ACTIVISION
DEVELOPER:	TOYS FOR BOB
PRICE:	£35.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	2 BLOCK

STATS

- 4 PLAYABLE CHARACTERS
- AUTHENTIC VIOCE ACTORS
- UNLOCKABLE MINI-GAMES
- 6 PLAYER MINI-GOLF

OUT NOW | NOV '05 | OUT NOW



WHAT DO YOU do when you're reviewing the umpteenth platform game to appear on Nintendo's little purple box of joy? Make a double-jump joke. What do you do when you've run out of double-jump jokes? Make a joke about how you've run out of double-jump jokes. What do you do when those dry up too? Good question. Then you're stuck.

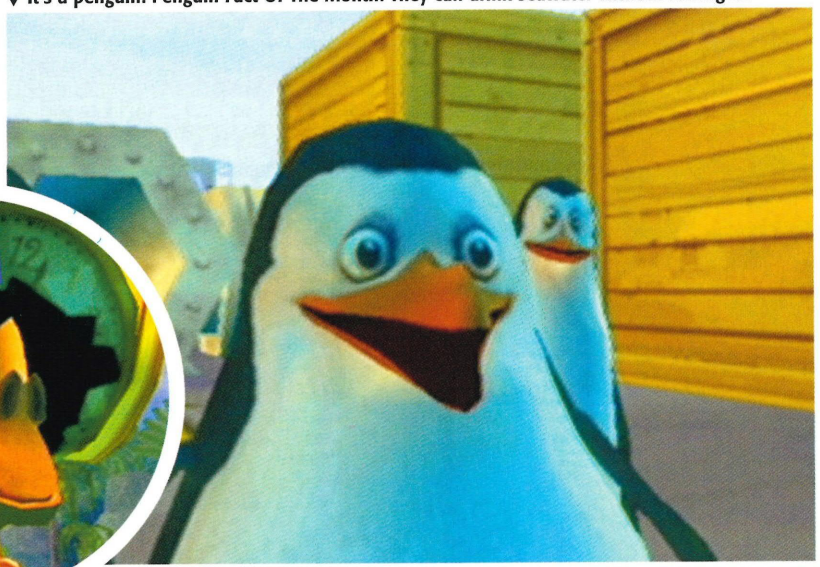
Madagascar is yet another platform game with commendable attempts at variety, personality and humour but spends far too long struggling to shift out of second gear. There's nothing wrong with the game itself, which is clearly aimed at younger gamers and will do a good job of distracting kids from throwing chips at next door's cat or whatever it is that kids do these days. There's nothing wrong with the source material either, with the big screen adventure leading to *Madagascar* the game having voice talent such as David Schwimmer, Ben Stiller and the totally awesome Chris Rock drafted in.

It's simply that *Madagascar* doesn't do anything you haven't seen done before. There's nothing new here. Absolutely nothing at all. With so many platform games being pumped out at an alarming rate, the ideas well has run dry and unfortunately, games like *Madagascar* are forced to clean up the mess and pick whatever hasn't been ravaged by games before it. Characters having their own unique abilities is expected in this genre now and so Alex the Lion can attack monsters and double jump, Marty the Zebra kicks and has a long jump, Melman the Giraffe can hover and Gloria the Hippo runs around breaking obstacles.

There are stealth sections too! Hurray! Or yawn, depending on your tolerance levels. There's nothing wrong with these sections. They're lenient enough to stop you throwing a tantrum whenever your plans go awry and have just enough invention to stop them becoming too tedious. Still, it's an idea that's been beaten to death and stealth just isn't exciting anymore unless it involves skulking around in a cardboard box, using cigarette smoke to see laser traps and shooting Mr Big in his fat heart with a tranquilliser dart. *Madagascar* has penguins waddling past stupid sailors before blowing a trumpet to signal the coast is clear. Rubbish. Similarly, collecting coins, unlocking extra abilities, double-jumping... the platform genre is quickly stagnating and *Madagascar* isn't about to kick start its resurrection.

So what's left? Mini-games! Some levels are broken up into mini-games

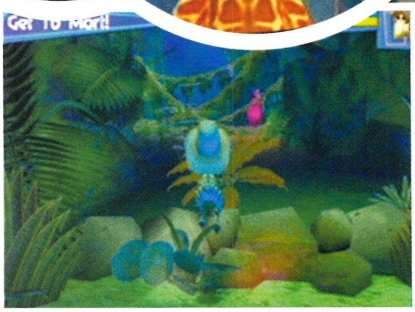
▼ It's a penguin! Penguin Fact Of The Month: They can drink seawater without feeling ill!





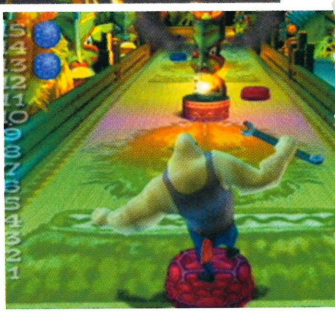
DRESSED TO KILL

You can unlock extra clothes but there's no way of taking them off again, which is why all the screenshots look a bit strange. Sorry. But it's not strictly speaking our fault, is it?









HIDDEN GEMS: You can find extra mini-games throughout, such as the thoroughly dire Wobble with its Satanic music drivel.



▲ **"Where can I find some sailors?" A notorious videogame line that *Madagascar* completely ignores. Oh well.**



CUBE 2ND THOUGHTS

NO PUNS LEFT, SORRY

■ Funny story: new boy on gamesTM, Jon, came over to laugh at Ryan playing Tiki Golf: "Ha ha! What are you like? Bet you a tenner you can't get a hole in one on your next shot." And then "plop" Ryan sinks it. Even funnier is the fact that because he's only just started he's skint, but even funnier is the fact he honoured his debt and wrote Ryan an IOU. Jon's a monkey, and there's monkeys in *Madagascar*.

TIM

"IT HAS PENGUINS WADDLING PAST SAILORS BEFORE BLOWING A TRUMPET"

designed for each character to tackle. Mini-games are often the staple of platform games, so it's all too easy to let out a bored sigh when confronted with yet another slew of the pesky little sods, but the mini-games here are actually good fun. They're the saving grace of *Madagascar*, the one tasty ingredient that stands out in an otherwise bland recipe of double-jumping and coin-collecting.

Then there are further unlockable multiplayer mini-games, all of which are absolutely fantastic. There's Lemur Rave, the usual take on rhythm action as you hit buttons in time to the music. That's rubbish. Let's not waste any more words on that. Let's waste them on Tiki Golf! This is the jungle-themed mini-golf game that's only nine levels long but as anyone who's been bored and Google searched 'flash golf game' will tell you, mini-golf is awesome enough to warrant use of the phrase "seriously addictive!" It's complemented by Shuffleboard, *Madagascar* 's own take on curling, that strange sport which involves shoving huge pucks up a rectangular rink into score zones. Great fun in single player, more so in multiplayer.

Amazingly, even the levels that are made up entirely of mini-games – usually an open invitation to disaster, RSVP – are good fun. Throwing bombs at anthills, attacking turtles, racing crocodiles down waterslides, bouncing around on musical mushrooms, it's weird but cool. It's only really when you tackle the usual jump-from-platform-to-platform-until-the-cut-scene-kicks-in levels that *Madagascar* really sags below acceptable standards and waves a one-way ticket to tedium under your nose. There's nothing to talk about here. Usual 'played one, played them all' rules apply as the levels degenerate into a mess of moving platforms, smashable crates, pressing buttons and other nonsense that's been clogging up the creativity pipes in this genre for far too long. Sadly, these levels account for at least half of the game, which means one half of *Madagascar* manages to drag the other respectable half down to a not so impressive 6.1 score. Still, Tiki Golf eh? Awesome.

RYAN

TIKI GOLF

So good, it gets its own boxout!



Tiki Golf is available to buy at the Zoovenir shop (ho ho) for a few of the shiny Madagascar coins you collect throughout your adventures. You can then unlock up to six players but enough of this waffle. Tiki Golf is awesome. It's a wee bit basic as you can sometimes hit the same angles for exactly the same results and the power alternates between "really, really gentle" or "full-on red-blooded twatting it" but it's still the highlight of the entire game. Later courses involve greens that run around trees, with cars driving through and pot holes with moles. It's a shame there's only nine courses but it does make you think – GameCube already has *Pool Paradise*, so why not a dedicated mini-golf game?

CUBE VERDICT

AVERAGE FILM LICENCE GREAT MINIGAMES

VISUALS
Functional with lively characters but disappointing backgrounds.

AUDIO
Great gags from the voice actors that quickly wear thin, sadly.

GAMEPLAY
Not hugely original but the mini-games are fun.

LIFESPAN
Two days, tops. Mini-games will stretch lifespan to a third day.

ORIGINALITY
Not a single original bone in Madagascar's fat animated body.

MADAGASCAR IS very much a game of two halves, kind of like football but the complete opposite. There's good *Madagascar* with fun, light mini-games that aren't too demanding but still entertaining. Then there's bad *Madagascar* with its stale, generic platform gameplay. And Tiki Golf is awesome, it's just a shame it's so short.

ALTERNATIVE



It's got exactly the same score. Less double jumping, more shooting.

TUROK EVOLUTION
Reviewed: 11 CUBE Rating: 6.1

FINAL SCORE

6.1









MR BOOMBASTIC

Mr Fantastic has spinny arms, spindly legs and long limbs. What a useful man!

Not fantastic at all

FANTASTIC FOUR

CUBE

INFORMATION

FANTASTIC 4	
PUBLISHER:	ACTIVISION
DEVELOPER:	7 STUDIOS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	1 BLOCK

STATS

- PLAY AS ALL THE FANTASTIC 4
- FOUR PLAYABLE CHARACTERS
- FOUR UNIQUE ABILITIES
- MORE THAN FOUR LEVELS

OUT NOW | TBA | OUT NOW





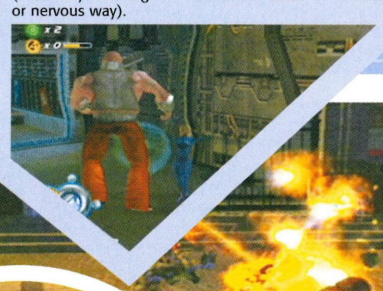


There are four of them, they're fantastic… the Fantastic 4!

FANTASTIC 4, BEING a licence based on a film where four superheroes trudge through a linear plot while smacking people, is a game where you wander along a set path smacking people. No real surprises and it is every bit as fun and tedious as it sounds. "What ho!" says the CUBE reader clutching this very magazine, spitting out his pipe in shock and disgust. "How can such a venture be fun and tedious at the same time?"

Let's explain. First, the fun. For a while, it works and *Fantastic 4* has all the fun. There's always something gratifying about wading in fists first without having to deal with stealth, double-jumping or any extra worries like that and so *Fantastic 4* is initially… well, fantastic. It's the whole "ask questions later" attitude that carries it. Bad cop, bad cop, if you will. The Thing gets to smash people about with his huge rock fists, The Invisible Woman uses psychic force and invisibility to

CALM DOWN DEAR: The camera tends to 'flitter' about (dictionary meaning: flit-ter. To move around in a restless or nervous way).





▲ Who'd win between This Thing and The Thing?

SPECIAL MOVE

Great headline! All the characters have special moves available, from The Human Torch's useful Fire Vortex to Mr Fantastic's cool-looking Spinning Fists. Guess what that move does!

◀ Sue Storm can turn invisible and then enemies can't see her, obvious really.



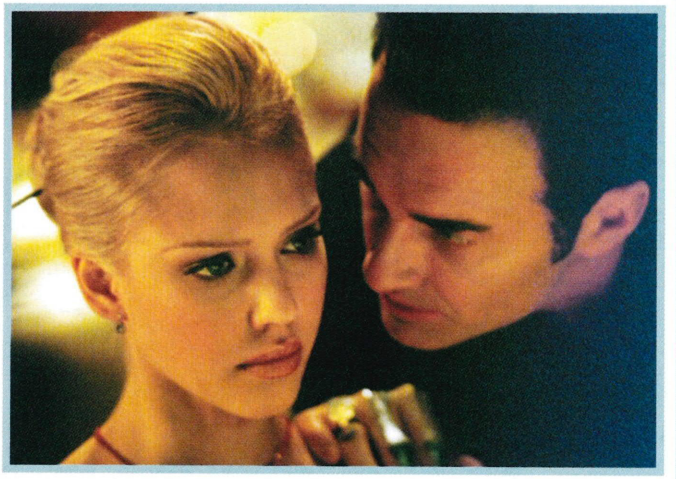


▶ Use Johnny Storm's flame power to melt things... er like turrets and stuff.

ISN'T SHE LOVELY?

Jessica Alba levels down a bit

Let it be said – Jessica Alba is lovely. The sort of girl who would giggle if you said a 'rude word'. The sort of girl who hugs cats while squealing girly noises. The sort of girl whose tummy you'd tickle in the morning. You'd tickle her tummy, she'd giggle and smile sweetly, then she'd say something annoying like: "I can sneak by people, I can pop up at the last minute and I can also, sort of, control things with a force field! So it's kind of a dream come true to be in a videogame!" Yes, you can unlock tiresome interviews with the actors from the film who loathe videogames but will try hard pretending otherwise for the sake of a few lousy quid! Also unlockable: *Fantastic 4* comic covers, secret interviews with the likes of Stan Lee and, of course, concept art! Hurray!



protect herself, The Human Torch can throw fireballs and Mr Fantastic is your typical all rounder with his flailing limbs smacking enemies, bridging gaps and accidentally copping a feel of The Invisible Woman. They can join up for further attacks in a fairly clumsy tag-team system, though for the majority of the game, you'll be using straightforward combo attacks. Mash Ⓐ, mash Ⓑ, alternate between mashing Ⓐ and Ⓑ. Accessible, simple, easy.

The likenesses aren't great – The Invisible Woman looks like Jessica Alba after she's been melted in a furnace then mauled by an angry cat – but the essence of the characters come through. This The Human Torch can't go wading into trouble like The Thing can, having to attack from a distance instead (gameplay translation: if enemies gang up on The Human Torch, he dies within seconds. This is obviously annoying and makes him the least fun character to use. Anyway, back to the main text. Bye!) The Invisible Woman can shield other characters to protect them from harm and use Force Burst attacks as a pseudo-smart bomb, clearing the area of nearby enemies. Away from the tag-team attacks mentioned before, there are more cute team-work elements that work quite well. For example, fight Moleman and you'll need to switch to Sue so she can use her psychic force to tie his hands down with a Big White Shield Of Stuff, allowing The Thing to punch Moleman in the face with his big rock fists while making angry shouty noises. When integrated into set-pieces, the addition of teamwork is fine but away from set-pieces, the team-work element fails dismally. After all, the point of the Fantastic 4 is that a) there are four of them and b) they're fantastic but the second point has been completely missed by the developers. It doesn't take long before you realise your three buddies will do absolutely nothing to help you out no matter how much trouble you're in, so your dreams of throwing fireballs from a distance with The Human Torch while The Thing engages enemies in close quarters never materialises. Instead, the dream turns into throwing fireballs from a distance with The Human Torch while The Thing runs off to stare at the nearest wall. Mr Fantastic? He's been over in the corner fighting the minion for the last half-hour. As for The Invisible Woman, five mummies have been smacking her about ever since the fight broke out. Oh dear.

You can take out every single enemy in the room and kick back, watching your friend struggle against the last remaining goon and taking five minutes to do what it took you about five seconds to. What's the point of having team-mates at all if they're so woefully inept at what they do? Not to mention that they don't actually take damage and are never in any danger of dying, robbing you of the urge to usher them through danger. So you have team-mates who cannot dish out damage and cannot take damage. Wonderful. At best, they're little more than decoys to take some of the pressure off your back. At worst, they get in your way when you're ▶▶▶▶

"FANTASTIC 4? SPASTIC BORES MORE LIKE."

NOUGHTS AND CROSSES

This review distilled into a mere checklist

THE CHARACTERS

✓ Individual characters with unique abilities?
✓ At least one massively overpowered character?
✓ At least one massively underpowered character?
✓ Sections featuring massively overpowered character boringly easy?
✓ Sections featuring massively underpowered character really annoying?
✗ So the sections featuring the other characters are truly awesome then?

THE ENEMIES

✓ Sections where you have to fight millions of rubbish, pathetic enemies before a giant creature emerges?
✓ Does giant creature roar before it attacks?
✓ Bosses with a weak spot flashing red on its back and an unfortunate inability to turn quickly, allowing you to attack said weak spot?
✓ Bosses that recharge health, requiring something else in the room destroyed to stop it recharging its health?
✓ Another boss later in the game with exactly the same health recharging weakness?
✗ A cut-scene with 7 Studios staff apologising for the lack of originality?

THE GAMEPLAY

✓ Annoying platform jumping sections?
✓ Stealth sections?
✓ Annoying platform jumping stealth sections?
✓ Stupid mini-games?
✓ Artwork to unlock?
✓ Hidden interviews with Stan Lee?
✓ Coins to collect?
✗ Will you care?

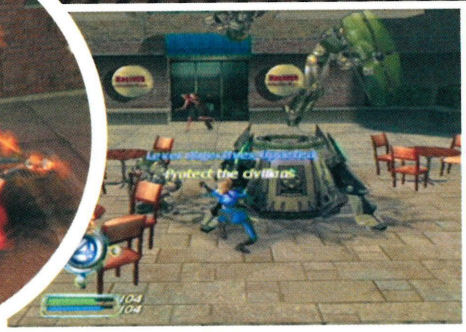




FLAME ON

READ some other magazines and tally up the number of times this has been used for a headline/caption or whatever for a pic of the Human Torch. Who needs imagination? Not us!







trying to get in close to perform finishing moves and run into you, showing off their pondlife AI and inimitable ability to ruin plans. At no point would you ever feel describe them as 'helpful' let alone 'fantastic'. Fantastic 4? Spastic bores more like.

Which nicely leads onto the next point, the generous helpings of tedium to counteract the fun. By the time the third level has kicked in, you're already ignoring what's happening onscreen and looking around the room for something else to do ("Hey, let's play *FIFA Street*! I mean, er, let's watch Beastmaster! I mean, er, hold on..."). There's nowhere near enough variation to spice up the button bashing. True, sometimes you get a quick mini-game where you have to rotate the analogue sticks as quickly as possible or hammer the Ⓐ button into oblivion but it's mostly about wandering along a set path smacking bad guys around. A bit like the film, a bit like every 3D beat-'em-up ever, a bit like any film licence that dares to drift from the platform genre. None of this would matter if the game was more fun but *Fantastic 4* isn't very interesting at the best of times and downright dangerous with its ability to bore at others. Set-pieces are crammed on top of each other but none of them are exciting enough to really ignite your gaming juices and as a result, *Fantastic 4*

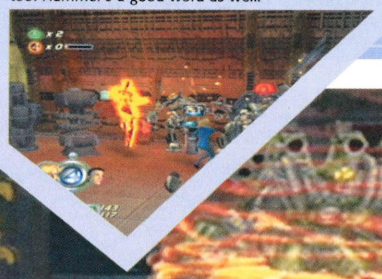
CUBE 2ND THOUGHTS

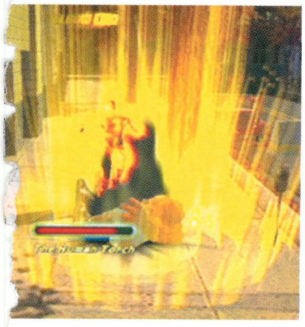
FANTASTIC FOIBLE

■ Again dismay fills the games room as three different magazines review the same game on their respective platforms. "Oh that bit's stupid." "Have you seen this?" "No." "Well it's stupid too." "Ha! Wait 'til the Tips guys have to write guides for it, that'll really annoy them." And so ends the small-talk in the games room, it's like that a lot when we play rubbish multi-format games.

TIM

BUTTON MASH: It's not just when fighting that you have to mash buttons, some of the puzzles require you to do it too! Hammer's a good word as well.





◀ Umm, yeah, looks like The Thing is fighting The Human Torch, doesn't it? Yes.



▶ The further you progress the more combos you unlock! Like this one, here, in the pic.

really starts to drag its heels before you've even hit the halfway point. Remember the praise for not containing stealth sections in the second paragraph of this review? Later levels do finally vomit up that dreaded cliché and they're every bit as half-baked and woeful as you can expect. You'll keep playing out of misguided faith that things will improve but when the game moves from the realm of brawling while the superheroes struggle to adapt to their new lives



(first three levels) into plot-light, generic button-bashing gameplay (every level after that), it's so difficult to care.

It's not quite that bad though. There's something that just keeps you playing. While the simple nature of the gameplay proves its downfall as Fantastic 4 succumbs to repetition, it also ensures that it's an undemanding game to play. The characters are fairly interesting and while too much credit shouldn't be given to the plot, being that it's been nabbed straight from the big screen, it does at least twist and turn in all the right areas. Fantastic 4 is the type of game that you'll see through to the end, it's just you won't have that much fun doing so. It keeps threatening to explode into something more, something gripping or exciting, but the threat never materialises. And that, friends, is *Fantastic 4* – it's competent, it's above average but it's certainly not fantastic.

RYAN

WE'RE IN THIS TOGETHER

Co-operation is the key to a happy marriage!

The co-operative mode in *Fantastic 4* is kind of amusing, in the same way that tennis is kind of enjoyable or Lion bars taste kind of nice. 'Kind of' meaning 'a bit but not enough to make you really interested'. And so it turns out that co-op mode isn't amusing enough to carry it past the faults of the main game. Sure, it corrects one of the faults in that you can now have at least one effective team-mate battling alongside you but it doesn't escape the mindless button bashing of the actual gameplay. It's a shame because the appeal of *Fantastic 4* is built on the team-work element and it fails dismally in single player and fails slightly-less-dismally-but-still-fails-nevertheless in multiplayer.



"LATER LEVELS DO FINALLY VOMIT UP THAT DREADED CLICHÉ"

CUBE VERDICT

ANOTHER FILM LICENCE, GREAT...

VISUALS
The likenesses aren't that great and the special effects lacking.

AUDIO
Cute voiceovers and film music with punchy sound effects.

GAMEPLAY
Button bashing starts off fun but quickly slides towards repetition.

LIFESPAN
Takes the better part of two days completing it. Then that's it.

ORIGINALITY
X-Men Legends, TMNT, Superman, Battle Nexus. It's been done before.

FANTASTIC 4 HAS some nice ideas but... actually wait. No it doesn't! It doesn't have any ideas. *Fantastic 4* is just another beat-'em-up where you run around a few rooms, hit a few people, hit a few switches, hit the power switch on your GameCube. It's all above board and competently executed with no glaring faults to report but it's nothing to get that excited about.

ALTERNATIVE

Bland, dull, gets boring quickly, not really that good. So don't buy it.

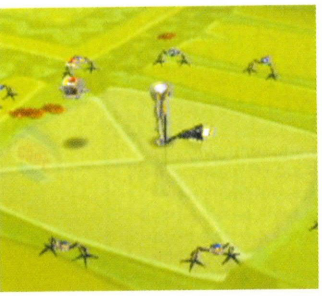


TMNT 2: BATTLE NEXUS
Reviewed: 44 CUBE Rating: 44

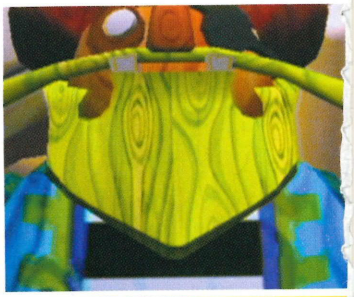
FINAL SCORE

6.2


TRIGGER HAPPY
He's not as harmless as he looks. Chibi can blow enemies away with his arm laser.







CUBE

INFORMATION

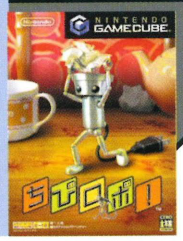
CHIBI-ROBO

PUBLISHER:	NINTENDO
DEVELOPER:	IN HOUSE
PRICE:	£49.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	15 BLOCKS

STATS

- TWO VEHICLES
- LOADS OF CHARACTERS
- A HOUSE-FULL OF ROOMS
- UPGRADES GALORE

TBA | OUT NOW | TBA



He ain't heavy...




CHIBI-ROBO

Nintendo introduces an unlikely hero



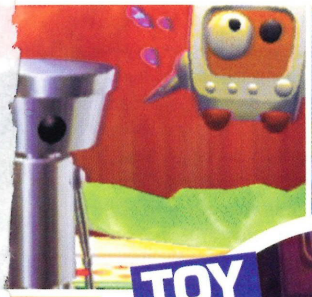
IT'S CERTAINLY SAFE to say that everyone hated doing chores as kid. It's a curse that's dealt upon almost every child in existence. Dressed up as either an attempt to "prepare you for later life" or "build character", parents thrust this unwanted responsibility on their children. Even now, years after the torture has ended, we can't help but think that it's perhaps a little unfair. Servants. That's what's needed. Only the richest of families in today's society can afford a butler or maid to take care of all the unpleasant aspects of family life and that's just wrong. Of course, you could always argue the utter unfairness of the situation where a child who hates doing chores growing up only to become employed solely to perform them continuously. Actually, that's kind of funny when you think about it...

No, the whole system is wrong. Very wrong. What's really needed are little robot buddies to do all the cleaning for us. Can you imagine such a thing? Cute little blighters that would run around, balance crisp packets on their heads and be incredibly happy with the fact that they were doing all our work for us. Kinda like a metal Pikmin. Yup, that would solve the problem for everybody.

Well, Nintendo has managed to harness this ideal and produce a tidy little title out of it. *Chibi-Robo* sees you in control of such a robot. Not a big, clunky bag o' bolts cleaning robot either – the phrase 'cleaning robot' brings to our minds a large *Bertha* type machine – but a tiny, cute, awesome looking one. Your mission is simply to clean the house of your 'family', which sounds very uninteresting, but there's far more to keep a little robot busy in this house than a few screwed up bits of paper. As you make progress through the house you'll find a host of characters, each with their own set of problems to solve. Obviously, the family are going to make frequent appearances and request the odd cup of tea, but also, when the lights go down at the end of the day, all the toys in the house spring to life and

STRIKE A POSE: This spaceman toy teaches you how to throw out a wicked pose. Now you can impress the masses with your moves. Woo.



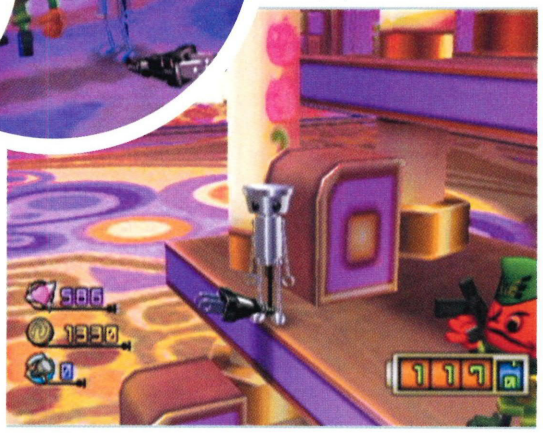


TOY STORY

When night falls, the toys wake up. But this isn't always a good thing. These guys, for instance, will block your way to the basement when it's dark. Best find a way to move them.

▲ **The pink spoon allows you to dig up the flowerbeds.**

◀ **It's one of those situations where it would be better to be really big.**



▶ **Awww, look how unbelievably cute he is. We all want one. Maybe two.**

FROG IN YOUR THROAT?

Puzzles come in many forms...

Many games nowadays feature a puzzle element, but this is the first time we've ever had to manipulate dehydrated amphibians. For some reason the frogs that live in the area around the house have run out of water – a very bad thing for froggies we assure you. The obvious way around this is to bring them a bit of moisture. Alas, Chibi isn't adequately armed for such a task and must look to his surroundings for inspiration. Admittedly, in a regular day-to-day situation, frogs in this state would be ignored, but a thirsty frog can't give you valuable tips though can it? A bit of a drink is sure to loosen their lips and you can then be on your way, having obtained a stack of information that looks like a pile of Japanese text. Great.





have there own favours to ask of you – this is where the problems arise.

Despite your tiny size, these folk seem to expect a lot of you and dish out all manner of tasks for you to complete. Most are merely of the 'fetch this' or 'take that' sort, but it's actually getting to the places that requires the effort. Most objects are hidden high in the rafters or in an equally treacherous place – it's certainly no job for a sanitarily minded bot.

It's a good job, then, that our little hero doesn't have to head out empty handed, thanks to the love and money you collect from the good deeds you do, you can purchase various gadgets that make your life that little bit easier, These come in the forms of brushes, lasers, syringes... anything you could dream of really, and when put together with the various other useable items that are waiting for you around the house, give you an adequate arsenal to take on all these characters problems – all the while keeping the house as tidy as possible.

Making your task that tiny bit more difficult is your internal battery. A quick glimpse around the screenshots on these pages will show you that Chibi has a rather cute looking plug hanging off of him, and as lovely as it is to look at, it's the bane of his existence. Every movement the little robot makes drains his battery. That really is every movement. Walking, climbing, pushing... everything. If the battery counter reaches zero, he collapses and the little TV fella that flies around with him cries a lot. To prevent these tears – and the need to start out from your base all over again – you need to recharge the battery by plugging your plug into one of the many power outlets that are scattered throughout the building. This is one of the key gameplay elements and it's been ▶▶▶▶

CUBE 2ND THOUGHTS

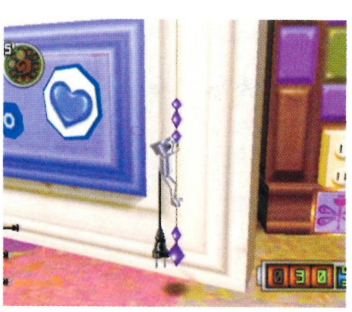
CHIBI-CHIBI!

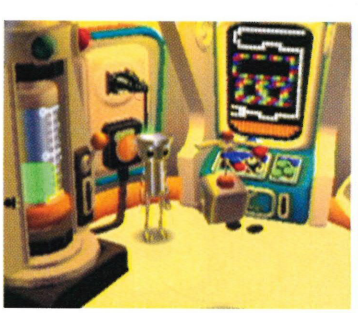
■ You know a game does something good when you're convinced to spend money on your own copy after just an hour of watching someone else play it. Packed with charm and comedic moments, *Chibi-Robo* has to be one of the most compelling and smile-inducing games to appear on the GameCube recently. If playing it doesn't make you grin constantly... well, you're clearly dead inside or just plain mean.

MARTIN











I WISH I COULD FLY

Air Chibi, The Only Way to Fly

Being really small has quite a range disadvantages. One of the main problems is that you're not actually big enough to actually get anywhere easily. This is a problem that Chibi knows much about. It takes the little guy about 10 minutes just to walk across a room – and even longer if he's scaling a dressing table.

Thankfully, Chibi has been constructed with this problem in mind and comes complete with his own handy rotor blades hidden inside his head. This wonder of technology can allow him to fall from great heights and float over large distances without all the trouble of climbing over things. It's actually one of his most useful abilities and you'll be very glad that this feature comes as standard in every Chibi unit.



"COMES COMPLETE WITH HIS OWN HANDY ROTOR BLADES HIDDEN INSIDE"

implemented fairly well, it could have been made a little fairer admittedly, but we'll go into that a little more later.

The game is made larger with the introduction of ladders. After playing for a while, you'll be introduced to a clan of evil robot spiders that are ripe for taking out with your arm laser. A solid hit in the face will see the death of these creatures and will also reward you with a machine part, and it's these nuts and bolts that can be exchanged for ladders. When purchased, a ladder will appear in the room of your choice. Having this ladder will finally grant you access to all the places in that room are so high up, that you could only stare at them in wonder previously – and it'll also reveal a host of new puzzles for you to solve. As nice as it is to get the chance to visit these areas at last, you can't help but get the feeling that revisiting these areas was an easy way to extend the game's length, and you so feel a tiny bit cheated when having to traipse around the same old rooms, but at a slightly different height.

Although this is quite annoying, our main gripe is with how the game-flow is interrupted so frequently. The fact that you have to get all the tasks you wish to achieve complete within the day/night time limit is tough enough most of the time, but having to recharge yourself at a power point all the time eats into this time as well, meaning that you often find yourself repeating simple tasks just because you've been held up or accidentally used a little too much firepower to progress through an area. Sure, this problem lessens slightly as you progress thanks to your battery growing in strength and the purchase of power-ups to make the day go slower, but it's still fairly irritating at times and could have done with being made a little more streamlined.

At the end of the day though, these small matters mean very little. Nintendo has done what it does so very well once again with *Chibi-Robo*. A great little title that couldn't have been thought up by anyone else, *Chibi-Robo* presses all the right buttons when it comes to being a simple, addictive little game. Sure, the language barrier is going to cause you a few problems and you may find yourself lingering on simple areas a little longer than you should because of it, but it's nothing you can't conquer by using a little common sense. In fact, even a lack of common sense shouldn't cause too many problems here, as a translation should be floating around the internet by the time you're reading this. If we were you, we'd be having a word with our local importer right now and getting our mitts on a copy.

RICK

CUBE VERDICT

QUITE BASIC BUT DEFINATLY A LOT OF FU

VISUALS
The detail is amazing and everything shines.

AUDIO
Twee little sound effects can grate after a while.

GAMEPLAY
Fun for as long as you can handle the cuteness.

LIFESPAN
Not huge, but the Japanese language will help drag it out.

ORIGINALITY
It's a little cleaning robot. Nuff said.

WHO'D HAVE THOUGHT cleaning up could be so much fun? *Chibi-Robo* reminds us once again that Nintendo do this sort of thing best – there's really no competition. We just hope that a PAL release will arrive at some point, hopefully it's in the works now and we won't have to wait too long for another chance to lead a frog to water.

ALTERNATIVE

Lift things and compete against the clock. Awesome.



PIKMIN 2

Reviewed: 37 CUBE Rating: 9.3

FINAL SCORE

8.6



▲ Pulling bricks out of walls is actually quite a neat trick for something of that size.

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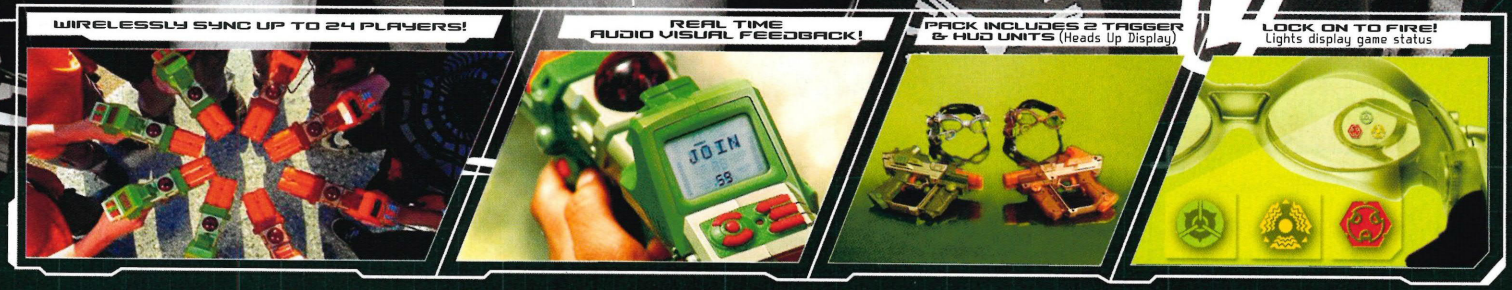

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POKÉMON WORLD

ISSUE 50 IS OUT NOW!





THIS ISSUE...

We have all the action from the UK National Championships, plus loads more information on Pokemon Emerald. Join us for competitions, puzzles and lots of fun for absolutely everyone!

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

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PLUS PUZZLES, POSTERS AND COOL COMPETITIONS!

FREE WITH CUBE

ALL THE LATEST ON NINTENDO DS™

HANDS ON

THE ... ST SELL... CIAL HANDHE...

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



GUNSTAR
"God his pants are tight aren't they?" – Liz

LOST IN BLUE
The Survival Kids are back – help them live on your DS!

GANBARE GOEMON
Japanese import aside, we can't keep our hands off this little fella!

PLUS MUCH MORE!

FAMICOM WARS DS
Command two COs on two screens while dealing with double the amount of eneimes – war has never been so tactical!

HQ NEWS: DS SELLS OVER A MILLION UNITS IN EUROPE. LOADS OF NEW DS AND GBA GAMES ANNOUNCED INCLUDING DIG DUG: DIGGING STRIKE,

CONTENTS



WELCOME

Welcome to Hands On, the one and only place you should visit for all your handheld needs. This issue we have a retro flashback with *Gunstar Super Heroes* and *Lost In Blue* whilst we review the hotly anticipated *Famicom Wars DS*. Enjoy!

Liz Morris
News Editor

AT A GLANCE...

HANDS ON NEWS!
The DS has sold fupping loads but we always knew it would, psychic us.
Pages 070

STILL GOING WITH NEWS!
China gets the DS iQue and we get Dig Dug: Digging Strike – we win?
Pages 072

PREVIEWS!
Gunstar Super Heroes, Rebelstar, Lost In Blue, Narnia, Spyro – it's a list!
Page 074

DS REVIEWS!
Famicom Wars DS, Ganbare Goemon, Riviera – it's another list!
Pages 080

GBA REVIEWS!
Batman and Fantastic 4, huh that's a short list
Pages 084

ONE MILLION AND COUNTING

Europeans love Nintendo. FACT!



FUPPING NORA, THE DS is taking over the world! It's only been out in Europe since March but Nintendo's dual-screened beauty has already shifted well over one million units, despite that dreadful "giant finger" advert. This brings worldwide DS sales well over the 5 million mark.

"The European launch of Nintendo DS has been a massive success with sales shattering all previous records in the opening weekend and remaining consistently strong," gushed Jim Merrick, senior director of European marketing, Nintendo Of Europe. "This product reflects Nintendo's dedication to innovation and the advancement of gaming, providing novel and exciting new ways to play games. European consumers have adopted Nintendo's sense of fun and innovation to give fantastic support to the Nintendo DS."

In the first three weeks of its launch, the DS sold a whopping 500,000 units across Europe, and has continued to sell steadily thanks to games like *Super Mario 64*, *Ridge Racer* and *Another Code: Two Memories*. Nintendo's success looks set to continue when games like *Nintendogs* are released in Europe later this year, not to mention the inevitable release of new DS colours such as Electric Blue, Candy Pink, Red and Pure White, although Nintendo has yet to mention when we're likely to start seeing these in shops. We'd hazard a guess that it'll be around September when Sony launches the PSP in Europe, but don't hold us to that.

Interestingly, the DS is massively popular in the UK, which accounts for one quarter of total European DS sales to date. Blimey, that's a lot of DSs, so how come we've yet to see anyone with one? We want some two-player *Zoo Keeper* action on the train, dammit. Maybe everyone's quite embarrassed playing it in public... ■



GB MICRO DATED

Wake me up when September ends...

NINTENDO ISN'T ONE to sit idly by as the competition moves in on its turf, so its little wonder that the company will be releasing its GB Micro shortly after Sony's releases its PSP in Europe this September. According to recent reports, Nintendo will be releasing the diminutive GB Micro in Europe this November and that some of the units will be packaged with a Play-Yan, the company's MP3/MP4 media player. On that topic, its been announced that the Play-Yan is actually upgradeable through the use of firmware updates. Nintendo has already announced the first update, which offers MP4 movie playback that gives stereo sound compared to current ASF format MPEG-4 video files which is in monaural.

Back to the point, Nicolas Wegnez, head of marketing at the Spanish division of Nintendo, told the Spanish website Finanzas.com that: "We do not

LUNAR: DRAGON SONG

Dragon Song... geddit?

ORIGINALLY TITLED LUNAR *Genesis*, *Lunar: Dragon Song* sees the resurrection of the Lunar franchise after a ten year wait. The fantasy RPG game takes place 1,000 years before the events of *Lunar: The Silver Star*, where the peaceful world of Lunar is under threat by invading demons. Only Jian, a young human boy, and his friends can protect the goddess Althena and save their world from the clutches of evil. Jian, Gabryel, Lucia, Flora and Rufus, five original characters to the Lunar universe, must defeat the invading demons by turning them into Beings of Light.



To help you on your quest the game features a range of new weapons and items to collect, which can be shared with your friends by connecting via wireless LAN, as well as Battle Cards that can alter your characters powers and abilities. In addition to these traditional methods of gameplay, the game utilises the DS's microphone allowing players to give orders to the characters by speaking into the microphone. Neat.

So far *Lunar: Dragon Song* hasn't received a PAL release date althoug the game will be available in North America this September. Hands On will bring you the full review later this year. ■

HANDS ON Accessories

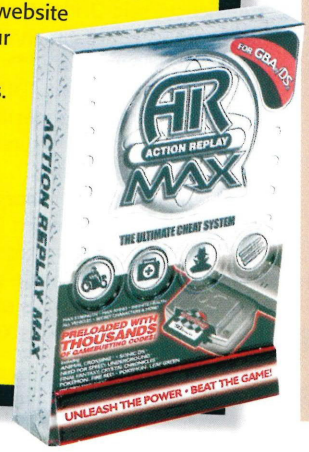
RED DS

It was only a matter of time before it happened, but Nintendo is finally releasing a red DS...in Japan. This gorgeous edition to the DS range has a vivid red and black casing, and is available to import from 8 August. The Red DS can be purchased at www.jpngames.co.uk for £120.



ACTION REPLAY MAX DUO

New-ish from Datel is the Action Replay MAX Duo (first highlighted in Issue 45) which lets you not only create additional saves for your DS and GBA games but also lets you bust them wide open. To put it to the test, up stepped *Ridge Racer DS* – in a few seconds all the cars and tracks were unlocked, then *Ridge Racer* went back in its box. Next *Pokémon Emerald*, unfortunately the device doesn't have these on it, but a quick stop at www.codejunkies.com unveiled the completed Pokédex codes. We stopped, we couldn't break *Pokémon*, it's just not right. The codes are easy to input on the on-screen keyboard and even easier if you download them from the site to your DS/GBA with the supplied PC link cable. At £29.99 it's the quickest, cheapest way to have someone complete your games for you. Bargain! Click on the Code Junkies website for all your cheating needs.



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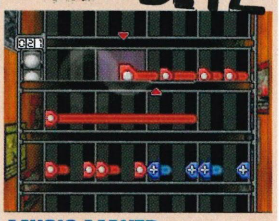


MUSIC MAKER

Nintendo is releasing an expansion pack for its popular music game, *Daigasso! Band Bros* (reviewed Issue 43) later this year. The expansion pack will be on a GBA cartridge, which will be used in conjunction with the DS game, and will feature 20 new songs selected by Japanese gamers on Nintendo Of Japan's website. We'll bring you more details on the *Daigasso! Band Bros* expansion pack when it comes in, because that's our job.

GOLDEN OLDIES

A recent survey conducted by the Japanese magazine, Otonafami, has revealed that adult gamers are more interested in getting their mitts on the DS than Sony's PSP! Of the 1,000 over-twenties asked, 25 per cent stated that they owned a DS, compared to the PSP's measly 14 per cent. Further questioning revealed that 35 per cent of those asked who hasn't got a handheld gaming system wanted a DS, whilst only 31 per cent plumped for the PSP. It seems Nintendo is finally shaking off its "kiddie" image and nabbing Sony's market share in the process. Mwa ha ha ha ha ha.

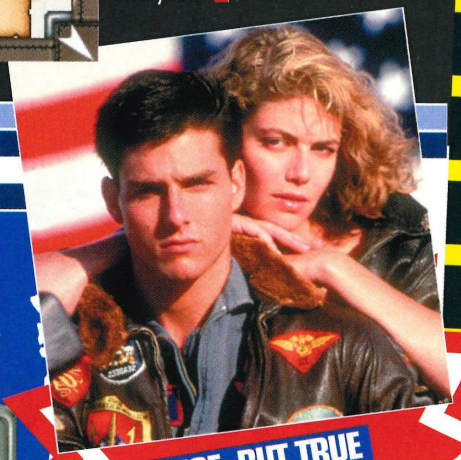
UNHOLY UNION

Rumour has it that Microsoft's forthcoming Xbox 360 will be compatible with the Nintendo DS, allowing gamers to use their DSs to download content online and possibly even play games, although our resident expert, Andy on XBM, doesn't think the latter option will be likely. Still, considering Microsoft's decided not to enter the handheld market (at this time, at least), it makes sense that its system should be compatible with the DS and PSP in order to compete with Nintendo's Revolution and Sony's PS3.



want to stop being leaders," and with the GB Micro's unique size, attractive design and changeable face-plates it seems Nintendo's position is secured. We certainly know what we'll be asking Santa to get us this Christmas. ■





STRANGE, BUT TRUE

TOP GUN

Mastiff is publishing *Top Gun*, starring Tom "I'm doing Joey from *Dawson's Creek*" Cruise.

SHIZZLE

DOG KENNEL

The US version of *Nintendogs* comes complete with three extra pooches: a Golden Retriever, a Boxer and a Husky. Good a reason as any to buy another copy...



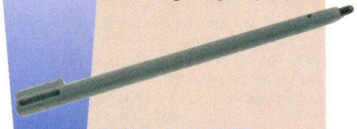
HANDHELD GAMING

As if sitting on a beach eating lollipops and soaking in the sun wasn't great enough, you can also play *Pokémon*! Wooooooo!



STYLUS STABBAGE

Excessive *Zoo Keeper* playing and man-hands isn't a good combination when the DS stylus is involved. Poor Tim looks like he's got finger leprosy.



SINGLE PLAYER

Ryan's giant-sized heart was shattered this month after he learnt that the Tweedy has gone and got engaged to some hit and hope footballer. We've not seen him this broken since he reviewed *Kao The Kangaroo*...



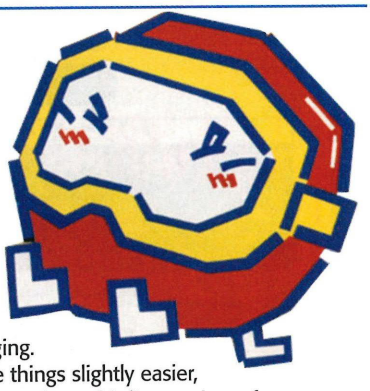
DIG DUG

Journey to the centre of the earth

NAMCO IS BRINGING its classic *Dig Dug* series to the DS with *Dig Dug: Digging Strike*. Based on the original Dig Dug title and its successor *Dig Dug II*, the game will feature Hori Taizou and his two sons Susumu (from *Mister Driller* fame) and Ataru. The game begins when Taizou takes a phone call meant for Susumu requesting his help in eradicating evil creatures that have spawned across the land.

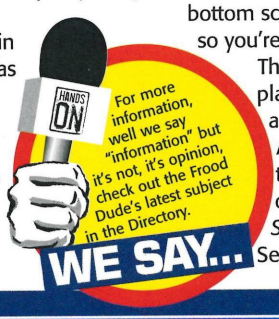


You play as Taizou for the most part, digging his way deep underground in search of nasty beasties that are trying to get to the surface so they can be consumed by the boss to enable it to mutate and grow in size. The enemies need to eat food so it's up to you to find and destroy the food or, better still, find and destroy the nasties themselves. As well as your drill, you can pick up magnets, boxing gloves and bombs to help polish-off the pesky things, although this won't be enough to defeat the main boss. To do this, Taizou has to call in the help of his son Susumu who can drive a vehicles and do damage to the boss from the surface. The type of vehicle Susumu gets depends entirely on the type and number special power-ups you collect whilst digging.



To make things slightly easier, the top screen has a bird's eye view of the action (as in *Dig Dug II*), while the bottom screen shows the action side-on so you're covered from all angles.

The game also features a two-player mode where you can play as either Taizou or his other son Ataru. The idea of this mode is to collect more coins than your opponent. *Dig Dug: Digging Strike* is scheduled for a September release in Japan.



WORST. NEWS.EVER.

Rrrring-ding-ding

WE HAVE A SNEAKY suspicion that the government is trying some horrible Room 101-type experiment on the people of Britain – it's the only reason for the existence of C**** F***. The world's most annoying creation has already destroyed society with his inane ring tone, television adverts and hideous song and now he intends to take away our last frog-free sanctuary with the announcement that the he's to star in his very own videogame. Noooooooo! DTP Entertainment has snagged the licensing rights to publish a GBA game starring the little b******. "The C**** F*** is one of the most popular licences of today's entertainment market. It is an exciting project to apply all our developing and publishing experience", said DTP's CEO Thomas Baur with Stefan Heinmann from the licensing agency of C**** F***, Wallaroo, further adding "DTP's quality and flexibility perfectly suit to continue C**** F***'s success in the range of the platform comprehensive game concept." We hate you both so much. The C**** F*** game is scheduled for a Christmas release, so make sure you're good boys and girls otherwise you might find this in your Xmas stocking...



CHINESE WHISPERS

Nintendo launching DS in China

THE DS HAS been a phenomenal hit in Japan, North America, Australia and Europe and now Nintendo is preparing to launch the system in China under the Chinese licensing name, iQue DS, along with the games *Polarium* and *Wario Ware: Touched!*. Unlike the iQue Player, which was styled on an N64 controller and used flash memory to store and download games, the iQue DS is a standard DS system and will use cartridges. According to the iQue DS website a Chinese version of *Nintendogs*, *Super Mario 64*, *Band Bros* and *Yoshi's Touch & Go!* are also expected at some point. The iQue DS is expected to cost 1600 CNY (roughly £106) and will be out by time you read this.



NIZZLE

HANDS ON Announcements



COLOUR PICTURE
RUMOUR HAS IT THAT NINTENDO IS PLANNING ON RELEASING A NEW VERSION OF PICTOCHAT, THIS TIME IN FULL TECHNICOLOR! ITS ALSO BEEN SUGGESTED THAT THE UPDATED PICTOCHAT WILL HAVE ONLINE CHAT AND IS SCHEDULED TO SEE THE LIGHT OF DAY IN JAPAN ON 20 NOVEMBER.

FEEL THE BURN
ACCORDING TO WEB RUMOUR, AN "EA INSIDER" HAS CONFIRMED THAT BURNOUT LEGENDS WILL BE CRASHING ONTO THE DS AND IS CURRENTLY IN DEVELOPMENT AT A THIRD-PARTY STUDIO IN FRANCE. WE PHONED UP EA FOR SOME OFFICIAL BLAB AND GOT A BIG, FAT NO COMMENT, BUT WE'RE STILL OPTIMISTIC.

BREADLINE
BANDAI IS BRINGING THE ANIME SERIES YAKITATE! TO THE JAPANESE THIS SUMMER. THE GAME IS SET OUT LIKE A TRADITIONAL BOARD GAME WITH PLAYERS TRAIPSING AROUND THE BOARD IN SEARCH OF INGREDIENTS TO MAKE BREAD. YES, BREAD. THE AIM OF THE GAME IS TO SET UP A SHOP AND FORCE YOUR OPPONENTS TO BUY YOUR YEASTY TREATS.

HI HI PUFFY
D3PUBLISHER OF AMERICA IS TURNING THE HIT CARTOON NETWORK SHOW, HI HI PUFFY AMIYUMI, INTO A GBA GAME. THE PROGRAMME FOLLOWS THE WACKY ADVENTURES OF TWO POP STARS, AMI AND YUMI, FROM TOKYO WHO'VE BEEN A MASSIVE HIT AROUND THE WORLD. HANDSMORE DETAILS TO COME WHEN WE GET 'EM.

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

ROMANCING THE STONE
KOEI IS SET TO RELEASE A DS ADDITION TO ITS HIT STRATEGY SERIES ROMANCE OF THE THREE KINGDOMS THIS SEPTEMBER. THE GAME WILL SUPPORT TOUCH-SCREEN AND FEATURE MINI-GAMES, WFI BATTLES AND DOWNLOADABLE CONTENT.



GUNSTAR SUPER HEROES

More than your ordinary heroes

INFO

PUBLISHER: SEGA
DEVELOPER: TREASURE
PLAYERS: 1

03 '05	TBA	OCT '05

IT'S BEEN 12 years since the classic 2D shooter *Gunstar Heroes* first blasted its way onto the Mega Drive and every night since then we've dreamt of a sequel. At long blinking last Sega has taken the Treasure development team out of their storage boxes and set them to work on the next instalment for the GBA. Yippee!

Despite the platform change it appears that *Gunstar Super Heroes* is going to be very similar to its predecessor in terms of characters, weapons and gameplay.

The game sees the return of Red and Blue, who once again have to stop an evil empire from getting its grubby mitts on a "stone of great power" that will resurrect the God of Ruin. As before each character will have four types of weapon at his disposal although they're slightly different to those on offer in the original. This time round we get rapid fire, machine gun, laser and explosives, although it's not certain at this point if you'll be able to combine the weapons as before. As well as weapons, Blue and Red also have other abilities including ground-slides, punching and melee attacks which is handy as each level will be swarming with enemies, similar to Metal Slug, not to mention the end-of-level bosses who are so big that they fill the entire screen. Somebody needs to lay off the pies.







Depending on which difficulty setting and character you select (either Red or Blue) your journey will differ, as will the story. There's a total of six story paths to play, giving the game plenty of potential replay value, which more than makes up for the fact there's only six levels (boo! We want more).

If this isn't getting you feeling all fuzzy downstairs, then you might like to know that Treasure has included a few treats for Sega fans, including a level from the original *Gunstar* game, music from *After Burner* during an "aerial sequence" which, according to reports, also takes place over an *After Burner* landscape, plus a bevy of enemies from other popular Mega Drive titles who will pop up mid-game. It sounds so awesome you're probably going to burst into a cloud of sprites as soon as you touch it. Sega has yet to reveal if there's a multiplayer mode, although given the nature of the game the company would be missing a beat if it failed to include one. Besides, it'd make Darran angry and nobody wants to see a grown man having a retro rage, so we've got our fingers and toes crossed that Sega does the right thing.

Gunstar Super Heroes is due out this autumn, so get your trigger fingers ready and prepare for some explosive action as Hands On brings you the full review later this year.

WE SAY...

The original was a classic shooty beaty game so let's hope that this will do it justice. We have a sneaky feeling it will...

LIZ





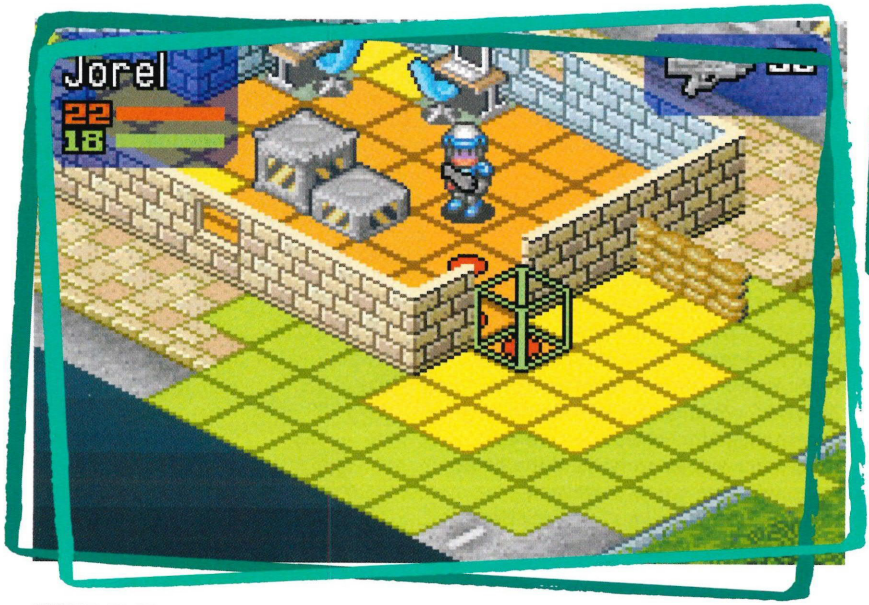
REBELSTAR: TACTICAL COMMAND

Roswell was only the beginning...

INFO

PUBLISHER: NAMCO
DEVELOPER: CODO
PLAYERS: 1-4

03 '05	TBC	AUG '05





WHAT IS IT about Earth? There always seems to be some blasted alien race determined to take over the planet and enslave mankind. It's tough being human sometimes, especially if you're a human in 2117 when *Rebelstar: Tactical Command* is set.

For the past 70 years the Arelian Empire has controlled Earth, bringing prosperity and peace to the world after decades of war and disease. Mankind's fortune changes however, when the Arelians' start to abduct humans who have recently turned 30 and forced them into taking part in gladiatorial matches to the death. To add insult to injury, the Arelian feed the losers to their henchmen, the Zorn, who roam the streets with their Urdogs, keeping the humans in check. Angry at being treated like commodities, a band of rebels decide to take action. Under the leadership of Jorel (no, not Superman's dad although that would be cool), the rebels plan to take back what is rightfully theirs – planet Earth.



Rebelstar: Tactical Command features turn-based gameplay "with a twist". This twist comes in the form of destructible environments, which can be used to your advantage, as well as gas canisters that you can use to hide from the Urdogs – a race of alien beasts that are a cross between a dog and an insect. The flesh-eating pack hunters have a keen sense of smell and sight, so you'll have to use these grenades to hinder their vision and sense of hearing.

In addition to this, *Rebelstar: Tactical Command* features a "true-line-of-sight" system, whereby you can only see enemies that your character can see. Tie this in with the game's action-point system, where you have a limited number of points per turn to spend on things like moving, firing your weapon or issuing orders to your team, and you've got a game that sounds like it's going to test even the best turn-based players.

To give you an upper-hand in the battles, you can equip your characters with various different weapons and equipment such as missile launchers, sniper rifles, laser rifles and flamethrowers. Equally, you will be able to level up your characters during the game, improving attributes such as perception, courage, strength and leadership as well as improving your character's unique skills such as computer, medical, close-combat and handgun abilities.

"*Rebelstar: Tactical Command* delivers a strategic and addictive gaming experience on the Game Boy Advance," said Jeff Lujan, Business Director, Namco Hometek Inc. "Role playing elements and a new twist on turn-based strategy bring depth and high replay value to *Rebelstar: Tactical Command*."

There are four player modes in total, including the main Campaign mode, a Skirmish mode and two multiplayer modes: hotseat and link-up, so grab a couple of friends and get prepared for the fight of your life this autumn.

LIZ



LOST IN BLUE

Where are you? Where do you hide?

INFO

PUBLISHER: KONAMI
DEVELOPER: KONAMI
PLAYERS: 1

TBA	AUG '05	AUG '05

THERE MUST BE a bunch of very happy programmers out there somewhere clutching a mountain of royalty cheques as the amount of old franchises that have been dredged up from the past, dusted off and given a DS makeover is quite astonishing.

Lost In Blue is the latest notch in the DS's revival bedpost. Based on the *Survival Kids* games which appeared on the Game Boy and Game Boy Color many moons ago, the game takes place on a desert island where a boy has been washed ashore after a "disastrous incident at sea". The boy and a 17-year-old girl are the only inhabitants of the island, and they need to work together in order to stay alive and find a means of escape. Bet he wished he'd watched Ray Mears' *Survival* series.

The game throws you in the deep-end straight away, requiring you to complete objectives such as knocking coconuts out of trees so you can drink their milk, finding a cave to sleep in and wood to make a fire. As the game progresses you're expected to take on tougher challenges such as digging for vegetables, milking a goat, setting traps to catch food and fishing. Of course once you've got all the tasty ingredients, you still have to cook them.

All these challenges take the form of mini-games which utilise the DS's unique functions. For instance, when you want to light a fire you have to blow on the microphone to encourage the flame to grow. You can also tap the touch screen to make trees shake, draw symbols to put ingredients in your cooking pot or shut your DS to make your food simmer.

Teamwork also plays an important part in *Lost In Blue*. To succeed you have to share the workload with the girl who, at this time, is a non-playable character. According to Konami, each character's actions have a direct effect on the events and dialogue within the game so no two games will be exactly the same. The ending is also supposed to differ depending on the characters relationship with one another, their "lifestyle" while on the island and how they managed to escape. No matter what, once you've completed the game you unlock the girl as a playable character, allowing you to replay the game with a new spin.

Lost In Blue is due for an autumn release in Japan and the US. No PAL date has been confirmed yet, although we hope we don't have to wait too long, it's not like we're on a desert island or anything.



WE SAY...

Like Another Code this looks like it's going to use the all of the DS's fuctions to their full extent – more DS games should do this!



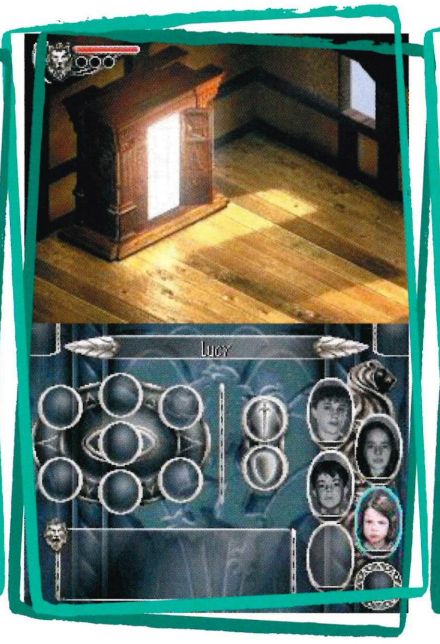




THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE

C S Spewis







INFO

PUBLISHER: DISNEY INTERACTIVE/BUENA VISTA
DEVELOPER: GRIPTONITE GAMES
PLAYERS: 1

NOV '05	TBA	NOV '05

COMING SOON TO cinemas is *The Chronicles Of Narnia: The Lion, The Witch And The Wardrobe* film. This will be a story of four children who stumble through a magical wardrobe into Narnia, finding it's run by an evil witch, Jadis, and joining lion Aslan to try to defeat her, and coming soon to DS is the game of the film. Will this be a story of how film licences don't always have to be total guff and how the touch screen doesn't always mean a gimmicky item selection system? Also look out for the re-released C S Lewis book that will cost three times as much as it did previously except it now has a shiny new cover! Hurray!



The Lion, The Witch And The Wardrobe has just about caught the tail-end of *Lord Of The Rings* hype and might benefit from the classic fantasy novel association. It's harder to tell how the game will fare. For one thing, the DS iteration is being developed by Griptonite Games and the only other DS title on its gaming CV is *The Urbz: Sims In The City*, which was… average. Secondly, the film itself is still very much an unknown quantity. Still, with Disney's backing there's always hope.



And so onto what's known about the game itself. Rather than play as the usual GBA-style collect-a-thon, *Narnia* will focus more on RPG elements and yes, levelling up! Accompanied as always by a glittering effect and sparkly sounds no doubt. The presence of the four protagonists Edmund, Suzy, Peter and Lucy means there should be unique abilities. For instance, Peter will be the brawler dealing with the enemies while elder sister Suzy can use a bow and arrow to attack from distance – you know the score. You'll be up against an array of odd creatures from dwarves to trolls to Cyclops… erm… Cyclopsi? Cyclopses? Cyclopes? Let's try again. *Chronicles Of Narnia* will also feature more than one Cyclops to fight!

"We have enlisted some of the top creative talent in the games industry to work on *The Chronicles Of Narnia* videogames," says Graham Hopper of Buena Vista games. "Building on the fantastical worlds and amazing creatures…" Zzzz. He basically says the game is going to be awesome, which isn't much of a surprise. Is Graham Hopper right? Don't listen to him. Listen to CUBE! Around October preferably, when the review pops up .

WE SAY...

It's no Lord Of The Rings, but kids are bound to love this iteration of the classic novel with all the publicity generated by the film.

SPYRO SHADOW LEGACY

How can a shadow have a legacy? We're confused...

INFO

PUBLISHER: VIVENDI
DEVELOPER: AMAZE
PLAYERS: 1

OCT '05 | TBA | Q3 '05

WRITING FOUR HUNDRED-or-so words on Spyro would usually be a piece of piddle but unfortunately we're no longer allowed to be mean about games during previews [GAAAAAAAYYYYYYY! –Ryan], so now we're stumped. Erm...good things to say about Spyro ...he's purple! That's a wicked colour. Spyro's a dragon! Dragons are awesome. Did we mention Spyro's purple?

Oh! He's got all new abilities too. Clearly taking some notes from his cousin Puff, Spyro's picked up some magic tricks. Vivendi has yet to state what types of tricks Spyro can do, although we suspect it has nothing to do with pulling a rabbit out of a hat, but it has been confirmed that these spells will be cast by drawing symbols on the touch screen, like in the forthcoming *Castlevania: Dawn Of Sorrow*. However, we imagine the spells won't be used for defence or attacking purposes (unless Amaze expects us to all have Rolf Harris' speed-drawing skills) instead they'll probably be used to do things like freeze water or burn something down, although this is just wild speculation so you should probably just erase that last sentence from your memory. Do it. Do it now.





As well as magical powers, Spyro's gone all *Kung-Fu Hustle* on our arses with his new martial arts skills. Again, specific moves have yet to be confirmed although we suspect they'll be the usual roundhouse kicks, karate punches and some possible head-buttage. Although that last one was probably just wishful thinking.

On top of new skills, Spyro can also level up thanks to *Shadow Legacy*'s "RPG-lite" elements. During the game you can collect experience points by fighting and defeating Spyro's enemies. These experience points can then be used to level-up the dragon's spell-casting abilities and martial arts skills. You can also swap the creatures that you've collected during the game with your mates, using the DS's Wi-Fi functions. Sweet.



We've still got a bit of space to fill, so lets turn to the trusty press release and see what Vivendi has to say on the matter: "*Spyro Shadow Legacy* will take the *Spyro* heritage to the next level with more advanced and interactive features, as well as a greater emphasis on the story, richly developed characters and the introduction of Spyro's magical abilities," commented Edward Zobrist, Senior Vice President, Global Marketing of Vivendi Universal Games. "*Spyro Shadow Legacy* will give players an entirely fresh and fun experience with one of their all-time favourite videogame characters." We can't say if there is "more emphasis" on the story as we don't know what it is yet, although we suspect it'll have something to do with dragons.







Lummy, we're a few words short. What can we write about now? Famous purple things! Purple Rain. Ribena. Barney. Nope that's it. Famous dragons! Puff The Magic Dragon, Norbert, Barney again...

LIZ



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FAMICOM

"With their tanks and their bombs. And their bombs and their guns"



HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: INTELLIGENT SYSTEMS
PLAYERS: 1 (2-8 VIA WI-FI)

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

Q3 '05	OUT NOW	OUT NOW

WHILE THERE'S NO real shortage of enjoyable releases for the DS, there's a distinct lack of 'proper' games. *Yoshi's Touch & Go!*, *Pac Pix*, *Feel The Magic*... so many titles are, while fun, little more than glorified mini-games designed to highlight the unique features that the DS has to offer. With games like *Another Code* already proving that the DS is just as capable of true standalone games and a horizon full of titles like *Mario & Luigi 2* and *Pokémon Diamond/Pearl* looking set to continue that trend, Famicom Wars DS is the latest in a line of games that should see many DS haters stuff their mouths with cotton wool. Or just stop talking smack about the 'gimmicky' nature of the handheld. But hey, that's just as good, right?

HANDS ON Star Game

While it seems at first that little has changed since the GBA versions, Intelligent Systems' first DS title slowly but surely reveals itself to be a real evolution. As expected, there are several interesting new units – the Piperunner, for instance, is a turret that can only move along Black Hole pipelines while the new Megatank is an absolute powerhouse, demolishing even Neotanks with ease while being practically unstoppable in the right hands. But better still is the new twin CO system, allowing you to select a pair of commanding officers for most battles and switch between them at any point between turns. This means there's an even greater level of tactics possible than ever before. Use Grit's mastery of long range units to rain death from a distance, for example, before switching to Max and taking an army of tanks in to finish the job next turn. For the ultimate assault, you'll even be able to use both COs in a single turn. Fill the power gauge for each CO and the two will be able to perform a tag attack, powering up all units, activating both generals' special abilities and best of all, allowing the two of them to attack, move and build units in a single turn.

It's all about the tactics – tactics of death and destruction, and bombs.

Two turns for the price of one – who could complain about that?

And the good news just keeps coming. *Advance Wars*' turn-based movement and menu-driven nature both lend themselves perfectly to stylus control. Sure enough, commanding an army is as simple as a few taps on the touch screen and while the precision can take a little getting used to (a lot of the menus are rather small), you can easily move a whole battalion of troops in a matter of seconds. Even the second screen is put to pretty good use in a number of ways. Certain stages display impending threats on the 'monitor' on the top screen, others give a whole new plane (no pun intended) for things like aerial battles while later on, you'll be expected to juggle two separate full-scale battles with the action jumping between screens when required. The default setting is for these second confrontations to be controlled by a second AI commander but once you get annoyed with the CPU

WARS DS

doing some crazy things with the units you so kindly donated (which probably won't take long), there's an option to take control of both battles. Victory, while not always crucial, is a real bonus, bringing the winning CO into the remaining battle – win one fight and you'll have the benefit of an extra commander but suffer defeat and you'll find yourself facing both enemy COs at once. Which, as you can probably imagine, can be quite a struggle.

To make your life even more difficult, AI has been ramped up substantially since the last *Advance Wars* title. Tricks like sending out empty APCs as decoys are now far less effective and improved path-finding means that the enemy will blow through pipes, capture buildings and set up blockades almost as well as you can.

But the odds aren't entirely stacked against you. New CO advancement means that success in battle is rewarded with new ranks and skills – add a defensive bonus to your favourite officer or make them more effective on certain terrain types, for instance. There's just so much to do that it'll take weeks just to max out one CO, let alone the entire cast. Then there's all those other modes in which to while away months – to see and do everything within this game could actually take a lifetime, especially when you consider the joys of the map maker and its ability to share maps wirelessly with friends.





Commanding Officers – cowboys and eskimos the lot of them.

You may think you've got the enemy on the run then they laser you from space.



We have little doubt that when this is released in a few months' time (under the title *Advance Wars Dual Strike*), it'll be possibly the best game available for the twin-screened handheld. Even in Japanese, there's very little stopping us from declaring it the best DS game right now – sure, you'll miss out on the simple plot and if you've not played either of the previous games, some of the menu options might seem a little alien to you but the sheer quality of the game shines through regardless. Everything that is wonderful about the pair of GBA titles has been built upon, enhanced and taken to the next level here and whether you've got a soft spot for strategy games or not, this is one of the most engrossing, rewarding and feature-packed titles on not just the DS but any system, period. So sit back, save up your moneys and prepare to lose an awful lot of your life to this game…

LUKE

HANDS ON Verdict

GRAPHICS
Not far beyond the GBA games but the close-up action scenes look as beautiful as ever.

AUDIO
Great theme tunes for each CO and decent effects – overall, a splendid sonic experience.

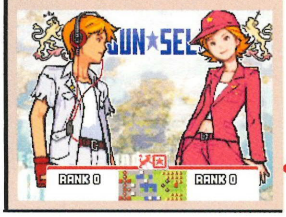
FINAL SCORE

9.0

MULTIPLICITY



One of the best features of the *Advance Wars* games is the wealth of multiplayer options, something also present in *Famicom Wars DS*. Sadly, the single cart options are limited to Download Play in Combat mode, a new real-time action mode that sees up to eight players to scurry around the map, blowing each other up and snagging buildings and bases to achieve cheeky victories. Get a few friends who also have a copy of the game involved, though, and the true potential is realised. Everything that makes the single player experience so special works even better against a human opponent and while your strategies might work on the sometimes predictable CPU, testing them on a real life rival is a real thrill. There are so many maps and options available (not to mention your own custom creations) that it's no exaggeration to say that this mode has almost infinite replay value. Yes, that is a lot. Just hurry up and buy the damn game already. We're always looking for fresh victims…



GANBARE GOEMON: TOUKAI DOUCHUU



A game with a language barrier so high you can actually limbo under it



WITH NINTENDO CONTINUING its age-old tradition of politely dumping on the European gaming scene, it's hardly surprising that we've had to import many of the DS's most unique titles from Japan. Now don't get us wrong, the big N has pulled its socks up recently (*Animal Crossing* not withstanding) but why are we still waiting for titles like *Nintendogs*, *Meteos* and *Electroplankton*? It's just not fair dagnabbit and we demand answers (or at least the games in question). With no firm date for Konami's latest *Goemon* game (or *Ganbare Goemon: Toukai Douchhuu* to give it its full tongue-bending title) we've had to go ahead and import it – and boy, is it a bittersweet experience...

Unlike the many puzzle and score-attack titles that have so far made up the glut of the DS's library, *Goemon* is a solid arcade adventure romp that will easily convince the doubters that the DS is not actually the 'gimmick' they think it is. Like *Kirby's Canvas Curse* and *Advance Wars Duel Strike*, *Ganbare Goemon* proves that the DS is really coming into its own now and we're extremely excited to see what the next wave of DS games are like.

For the moment though all focus is on Konami's latest release, and it certainly manages to impress from an aesthetic viewpoint. Konami's vision of ancient Japan appears to have been painted onto the DS's screens with masterful brushstrokes, and while Goemon and everyone he interacts with are made up of polygons, they blend in perfectly with the beautifully realised backdrops. Music is also of an incredibly high standard, and delivers a mixture of re-mixed tunes from previous games and plenty of new ones for you to enjoy.

Sadly though, *Geomon*'s biggest problem is that the Japanese language barrier makes it practically impossible to play. It's all very well being impressed by innovative mini-games (using a potters wheel was our favourite) gorgeously designed locations and an interesting mixture of D-pad and touch screen controls (that do sometimes prove cumbersome) but it doesn't matter one jot when you've no idea what to actually do. Wandering around the gloriously detailed landscapes in the hope that you'll stumble upon a clue to your quest is not our idea of fun and we soon got bored of constantly having to talk to people.

There's no denying that *Ganbare Goemon* has the potential to be a very good game, but in its current state it's all but inaccessible. Expect a damn good score in a future issue, providing of course that it gets released that is.

DARRAN





HANDS ON Verdict

GRAPHICS
Meticulously sculpted characters that are full of charm blend perfectly with the stunning locations.

AUDIO
You'll recognise many of the tunes if you're a fan of the original games.

FINAL SCORE

5.9

RIVIERA: THE PROMISED LAND

So much better than that French Riviera…

HANDS ON INFO



PUBLISHER: ATLUS
DEVELOPER: STING
PLAYERS: 1

TBA | OUT NOW | OUT NOW

NINTENDO MAY BE ALL about the DS at the moment but the Game Boy Advance is still managing to deliver the goods for those gamers that aren't quite ready to 'touch'.

Riviera: The Promised Land is the latest strategy RPG to hit Nintendo's cute portable, and while it's a tad easy and seemingly aimed at beginners, it still manages to deliver an enjoyable gaming experience throughout its 30-hour playing time. It's also refreshingly unique and delivers quite a few surprises that you wouldn't expect to find in a more traditional RPG.

Of course, every story has a beginning and *Riviera*'s starts off with two Grim Angels who must travel to the demon-infested isle of Riviera and restore it to its original beauty. While the trite good versus evil tale that unfolds throughout *Riviera*'s game time is hardly new, Sting (no, not that one…) has paced the game in such a way that the story at least reads like a good novel, as opposed to a patchy paperback.

Each (beautifully drawn) scene is laid out such a way that continual wandering is practically non-existent and you can just focus on the story and battles. Whenever you enter a new area direction arrows will point out any new routes that are available. If you appear to be at a dead end, a quick stab of the A button will put you in Look mode and allow you to interact with any on-screen objects or characters and possibly point out new paths. While this is a refreshing take on the genre and keeps everything running along at a brisk pace, it isn't without its drawbacks. Most items that you interact with in Look mode require a certain amount of turn points in order to look at them. As turn points are awarded for completing battles, you'll often find that you can't access a certain item – very annoying.

Riviera's battle system is also rather hit and miss (pun intended) and frustrates just as much as it delights. While there's a certain amount of strategy to enjoy (choosing which items you want to take into battle, or what weapons you choose to upgrade) it's hampered by the ease with which you can defeat many of your opponents. The game's many quick-time events also cause problems, as the controls aren't always that responsive and can often get you into series trouble. A shame really as aesthetically the game is a real looker with lush visuals, a superb soundtrack and impressive amounts of speech.

Riviera is definitely worth a look for beginners, but experienced gamers may wish to find their thrills elsewhere.

DARRAN





HANDS ON Verdict

GRAPHICS
Beautifully drawn backgrounds that perfectly capture Riviera's idyllic settings.

AUDIO
Strong rousing music that's complemented by a fair amount of impressive speech.

FINAL SCORE

6·7

BATMAN BEGINS

He's flying on rooftops!

HANDS ON INFO

PUBLISHER: EA
DEVELOPER: EA
PLAYERS: 1

OUT NOW | OUT NOW | OUT NOW

AFTER THE GAWD-AWFUL *Batman And Robin* we never wanted to see a man in a skin-tight rubber bat-suit ever again. *Batman Begins* goes a long way towards repairing the damage done to the Dark Knight's repuation but, unfortunately, the same can't be said for the tie-in game.

Like the movie, it's focused on Batman's 'fear factor', which translates as "loads of stealth sections". Sneaking around and capturing your foe unawares is the name of the game, so learning to hide in the shadows, zip-lining up to the ceiling and finding alternate routes is the key to progress. Of course you can always try to fight your way through the game, as Batman certainly knows how to whoop ass. However, you're guaranteed to see the wrong end of a smoking barrel on numerous occasions if you opt for this approach; although Batman is good with his fists, he has a limited number of weapons at his disposal (a flash bang, (holy) smoke grenade, bat-sonar) and with no health pick-ups on offer you'll have your work cut out. So, sneaking about it is.



Thankfully the stealth isn't too bad and you can easily manipulate the environment to your advantage by turning off lights or shimmying up drainpipes out of harm's way. It's not always clear what's coming up ahead of you, though, so you're forced to make the occasional leap of faith only to plummet down a giant hole or land directly in front of a machine gun.

When jumping Batman will instinctively do a ninja roll after a jump if you don't release the directional button fast enough, which is okay in some situations but not so good when you're trying to land on a tiny platform and accidentally roly-poly off the edge. It doesn't happen often, but often enough to be irksome.

This is a run-off-the-mill platformer that might amuse fans of the Dark Knight but certainly not for long. In fact, if we were to liken the game to one of the *Batman* movies it'd have to be *Batman Forever*: non-offensive but a distinctly average affair. Shame.

LIZ





Hang from pipes and jump across roofs in real-time!





HANDS ON Verdict

GRAPHICS
Environments are bland and samey but the characters look good, especially Batman.

AUDIO
Uninspired soundtrack that does the job, but not in the league of "nurna-nurna-nurna-BATMAN!"

FINAL SCORE

6.5

FANTASTIC 4

TIM

It's a licence, it's rubbish, it's tradition!

YOU CAN'T BREAK from certain traditions: Chandra getting the best games to review, Miles' squeals of "Refereeeee!" during *Pro Evo* matches, Ryan reviewing all the platform games – and that's just on **CUBE**. In the bigger picture there's summer, school holidays, summer blockbusters and summer rubbish licensed games – and that's just in one season.

Damn we wish there was something else to write about here, but some people get really stuffy when you try to do something different. Which leads us succinctly on to *Fantastic 4* on the GBA, the wee game of the film that wasn't shown to preview audiences/critics before it was released. Traditionally this means that the film isn't any good, and every superhero film traditionally needs its tatty merchandise. So here it is, and it's dismal. Tradition.

We were going to complete it, just so it would be another "We complete games so you don't have to" thing, but time constraints and sheer detestation for the game meant that we didn't. Unfortunately it isn't even funny, like in an *Elf* way.

From the fuzzy graphics to the isometric viewpoint, the repeating enemies and the abysmal collision detection, the structured levelling-up of powers and the bland, confusing level design, there's just no enjoyment to be had. The speech is awful as well, coming across like comics from the Fifties or something written by an excitable child. "Johnny! You're on fire!" "I *am* on fire! This is crazy!" goes one strangely excited conversation.

It's just so boring constantly battling the baddies, so sod it, run past them. You can!



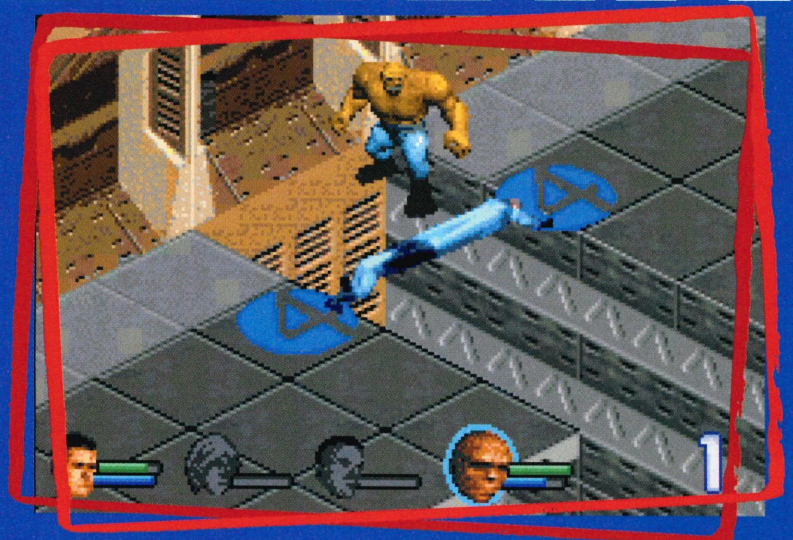




Levels can be completed without attacking anybody, just as long as you're quick with your thumb and can dummy them. But there are a set number of enemies on each level and, due to the identical nature of each level leading to "I'm sure I've been here" moments, killing them is the only indication that "I've definitely been here before".

The tag team gameplay lets you switch from character to character to solve the colour co-ordinated puzzles or, more likely, to free one of the NPCs that gets stuck behind some scenery. Yes, another poke in the eye is that the NPC AI is stupid. Why can't you get from behind that desk Mr Richards? Is it because you're an idiot? "Yes..."

So gaming tradition strikes again. It's a shame we can't break with reviewing tradition and just print a great big "NO!".



HANDS ON INFO

PUBLISHER: ACTIVISION
DEVELOPER: BEENOX
PLAYERS: 1

OUT NOW | TBA | OUT NOW

HANDS ON Verdict

GRAPHICS
Squidgy, digitised yet pixellated, isometric character models and levels. They're not nice.

AUDIO
If you put it in a DS then you get the horrible tunes and sound effects in stereo!

FINAL SCORE

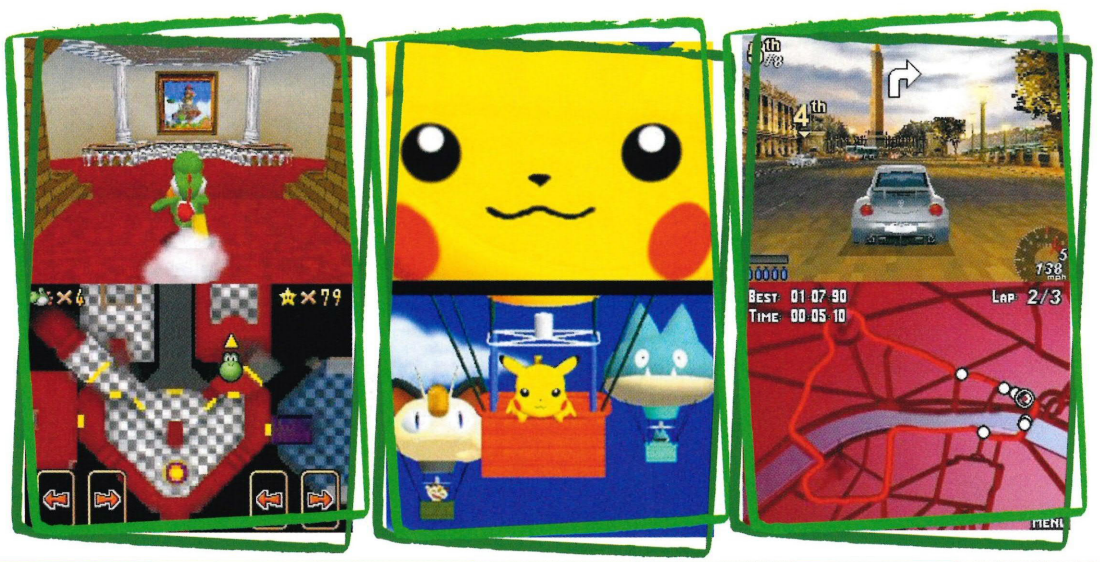
3·2

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
Another Code: Two Memories	Nintendo	Cing	1	47	PAL	7.8
A fun point-and-clicker that's a bit too easy.						
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
Ragtag collection of dubious classics, with graffiti!						
Bomberman DS	Ubisoft	Hudson	1-8	47	PAL	7.2
Too slow, but still a great multiplayer.						
Daigasso! Band Brothers	Nintendo	In-House	1-8	43	NTSC	8.9
Make plinky-plonky tunes with your friends.						
Devilish	Star Fish	Genki	1	47	NTSC	5.1
Keep rollin', rollin', rollin' until bored.						
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.						



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





GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Pokémon Dash	Nintendo	Ambrella	1-6	41	NTSC	4.0
Horrible, horrible racing game, but with added Munchlax.						
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	Nintendo	Namco	1-6	47	PAL	7.4
What's the point of the touch screen, eh?						
Robots	Vivendi	Eurocom	1	44	PAL	6.4
Rubbish! Next!						
Space Invaders DS	Taito	In-House	1	45	NTSC	4.9
Even worse!						
Splinter Cell: Chaos Theory	Ubisoft	Ubisoft	1-2	47	PAL	4.5
Should have stayed in the shadows with its pug ugly graphics.						
Star Wars: Episode III ROTS	Ubisoft	In-House	1-2	46	PAL	6.9
A disappointing end to a classic series.						
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



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NETWORK

It's the orange bit that everybody reads on the bog, in between classes or on the bus. Don't do it at the same time though. Messy.

VIEWPOINT

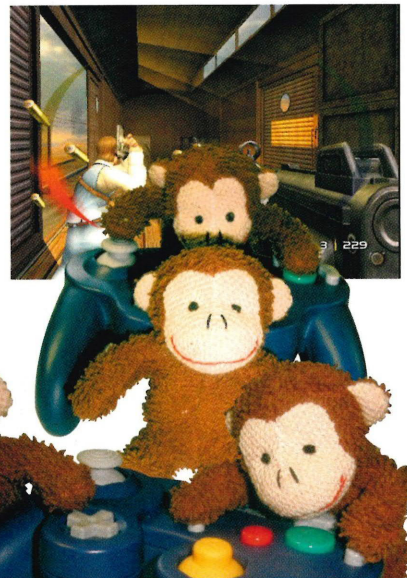
90 This month Tim's new mate from Derry explains the subtle complexities of the phrase "aye yer ma", whilst Sam Lambdon sticks the finger up at NOM.



FORUM
The TGNers attempt to restore order in the land of Hyrule, and fail. Miserably. What are the odds?
94

CHEATING MONKEYS

98 Why are we taking advice from monkeys? They don't know how to use an analogue stick.





BACK ISSUES
You're missing Donkey Kong's left eyeball. You'd better order that copy.
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KILLER7

102 Poor Chandra. His fragile little mind has been warped beyond repair and all in the name of good journalism. Take our guided tour through the twisted world of killer7...

REGULARS

BEAT THE WORLD
96 Forget the CUBE team, the only person worth beating is the ultimate games master, Jonas Pettersson.

ACTION REPLAY
100 When you absolutely, positively have to kill ever mutha in the room, then take a gander at our handy codes bit. You know you want to.

THE DIRECTORY
122 All the games listed alphabetically in a list. Makes it easy for you to see, you see?

BACK ISSUES
128 If you want back issues this is the place to find 'em, that's why it's called the back issues page. Avoids any confusion.

NEXT MONTH
130 Does exactly what it says on the tin. Find out what's coming out in the next issue of CUBE magazine!

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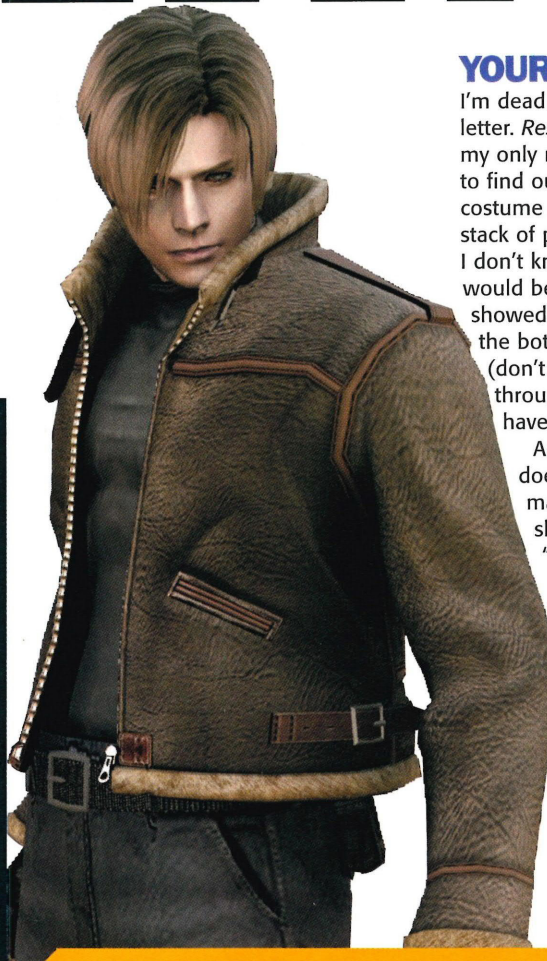
VIEWPOINT

Write us a letter. Go on. It's much better than sitting about playing games all day.



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.

YOUR MOTHER

I'm dead bored so I'm writing this letter. *Resident Evil 4* is finished and my only motivation to go back to it is to find out what the hell Ashley's new costume looks like, seriously a whole stack of people have mentioned it and I don't know what it looks like. It would be a lot easier if you just showed a picture of it, it'd save me the bother of playing through it again (don't judge me, I just can't play through it again straight away, ye have to wait a while).

And, by the way, "Aye yer ma" does not mean "Yes your majesty" *cringe*, it's a way of slagging someone off, you say "Aye yer ma," and they other person says, "What about me ma?" and you say something stupid back like "Aye me and yer ma last night". You can also use this is a comeback, eg someone says "Shape of ye," and you reply "Shape of yer ma," or "That's not yer ma was saying last night".



▲ Leon spying on Ashley's baps, what a cad.

Of course you can increase the level of offence considerably, however I don't want disgrace the pages of CUBE with such filth. Well see ye's later! Bye!

THOMAS GORDON, DERRY

CUBE: ***Tim says: "Yes! Finally someone who understands the magic of "Aye yer ma"! Tried explaining it to everyone here, but they're English. I also like the underused but bafflingly effective, "Aye, yer ma's yer da".***



PRIME MOVER

I really, really need your help. I've searched high and low for the official strategy guide to *Metroid Prime 2: Echoes* and have hopelessly failed. AND I HATE FAILING!

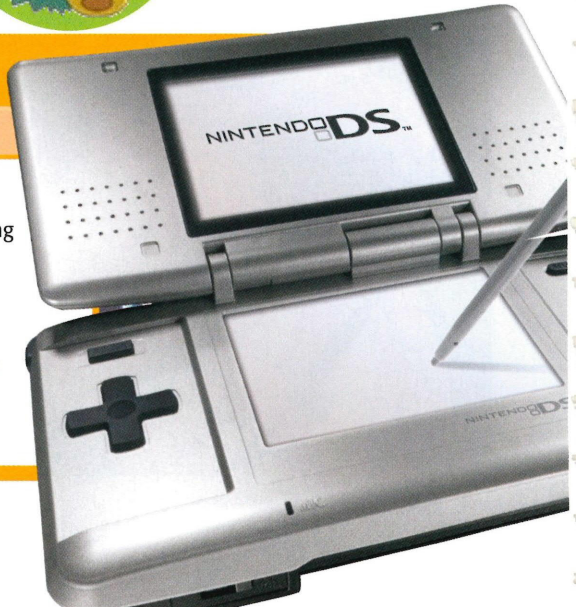
HARDLINE

We make all these letters up ourselves...

I have sent this mail message for two reasons firstly to see if you really print people's messages. And the second thing, I was searching www.ebay.com and I saw a movie mp3 player for around $20. That is without postage, would it work on my DS because it is from America. Although I bought my DS from America would it make a difference? Anyway keep making the great mag!

NICK HARRINGTON, HERTFORDSHIRE

CUBE: ***All DS hardware is identical no matter where you buy 'em from. And yes we do, see, here's a bit of it.***



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POKE-FUN

Poking fun at Pokémon is never a good idea

I know *Pokémon* has been going on for ages but why do people slag it off? I don't understand. Nowadays everyone apart from a few people say it is babyish and old fashioned but I do not think that way. All the cards now are grown up and more mysterious if they only saw the new ex emerald cards. So I just wondered what do you think?
ALEX HARVEY, VIA EMAIL

PS I love **CUBE** magazine it is the best and do you know what the price is for the Revolution console?

CUBE: ***That's two people asking how much the Revolution is going to cost. WE DON'T KNOW YET. As for Pokémon, the people that slag it off don't know what they're talking about, eejits.***

Sorry didn't mean to shout. I was wondering if you have written a guide for it yet as you so brilliantly did so with *Prime* (thanks to you I completed it 100 per cent). I've had this game since Christmas, played about half an hour of it and thought to myself I needed your expertise (yet again) to complete it 100 per cent.

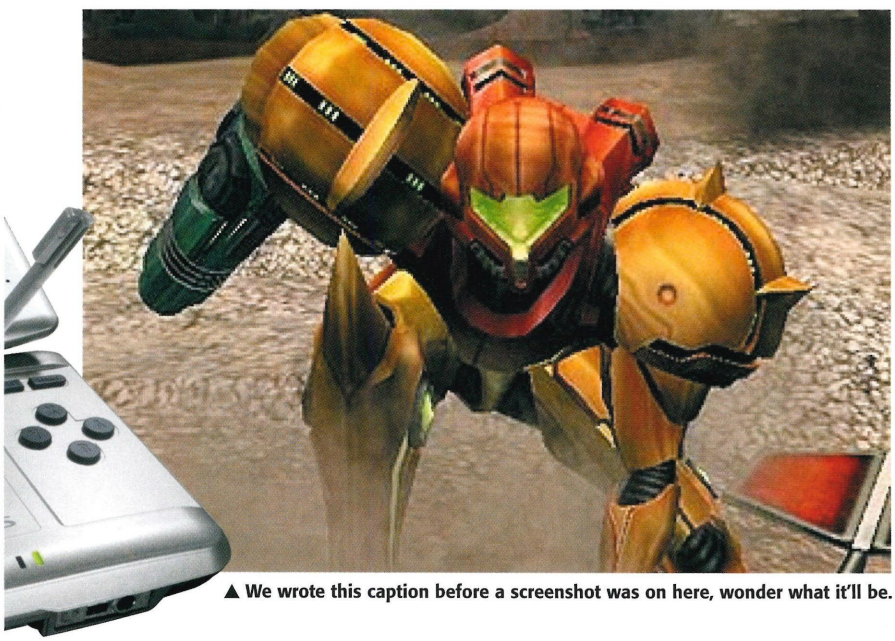
Please help me as I can't bear watching this brilliant game collecting dust on the shelf any longer. I know you wont let me down (you better not or I'll burn all the back issues I have of your mag!)
LEE JACKSON, VIA EMAIL

CUBE: ***You've got stuck on the first bit haven't you? And you've given up until you get someone to hold your hand through the game. Man you suck. You might want to specifically burn Issues 41 and 42 of your 'collection'. Liar! You haven't bought CUBE in ages!***

HEAR ME NOW

I will tell you how I got my GameCube. My brother Alan got cancer for the second time and he had to go to Sidney hospital and he got a Starlight Foundation wish where you get three wishes and cheapest one he chose a laptop computer, a fish tank and a dream world holiday, He got a laptop (that I am writing this message on now). Inside the room they have projectors, computers and Nintendo gave them about six GameCubes everyone's allowed to play on them and I wanted a GameCube. Cos I said that I got one on my birthday. I have now 11 games. I saw your mag in the newsagents and got it then you told me about the DS and I went crazy. I worked so hard to save up $200, I got it along with *Pokémon Sapphire*, *Mario 64* and *SpongeBob* multi-pack. Now I get annoyed with my friends saying "get an Xbox, get Xbox, get XBOX," argh! And cos my TV is shoved at the edge of the wall I would get annoyed about plugging the yellow white and red from Xbox to GC so now I am going leave Nintendo and sell my GameCube now I GOT AN EXTENTION CABLE SO NOW IT'S EASY! I am now saving up for an Xbox and keeping my GC and DS. Why are people so attracted to the girls like Liz its just c..... Maybe I've said too much byeeeeeeeee.
DANIEL, FROM AUSTRALIA

CUBE: ***Best wishes to your brother. Tim's somewhat confused by your last sentence however, and you definitely need some new friends!***



▲ We wrote this caption before a screenshot was on here, wonder what it'll be.

SONIC TONIC

Earlier this year my wife paid almost £300 for a set of four antique Chinese ivory-and-marble coasters. One of them was chipped in transit and two others were broken soon afterwards: they're very fragile and totally unsuitable for their intended purpose. Imagine my delight then upon purchasing *Sonic Heroes*. I got a useful DVD case, a cheery manual and a robust and attractive double-sided coaster for just £45 – a significantly lower unit cost. I fully intend to purchase three more copies of the game as soon as possible, not only to benefit from such excellent



▲ Let's guess – it's trying to kill you? Or maybe it's just trying to be friends, spikey rocks of death make great freinds.

value for money but also to help strike a blow against the ivory trade. Long may Nintendo prosper!
THE BEAR, VIA EMAIL

CUBE: ***It's a* Sonic Heroes *letter isn't it? Covered up in the disguise of humour admittedly, but a* Sonic Heroes *letter nevertheless, and we can't therefore print it. Oh arseholes!***



FINAL PANTS

Get Nintendo to put *Final Fantasy 9* on the GameCube. It is the best game that I have ever played and it stuffed up on the PS1 (stupid Sony. Nah, they're okay.) I love that game so much that when I hear the theme song I half want to cry because I know that I can never play it to completion (look, I know that's pathetic.) So if you can convince Nintendo to put *FF9* on the GC, I would be FOREVER grateful to you guys.
ANDREW ASSELS, VIA EMAIL

CUBE: ***We asked the person who answers the phones at Nintendo. He said no.***

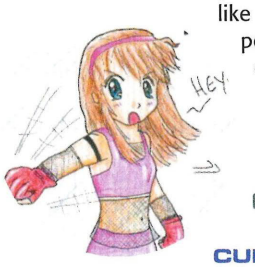
NUMBER TWO

I would like to tell you I'm your number 1 fan but that spot is already taken, I'm your number 2 fan. Anyway I was recently at my friend's house and I noticed something quite interesting. Almost everyone I know who owns a PS2 or Xbox has at some point owned a great console from Nintendo and a lot of other people refused to join the corporate scum and stick with amazing Nintendo wares. From all this my brilliant mind has come to the conclusion that all the best thing that Nintendo can do is build up on graphics and sound and maybe a DVD and music feature which I am certain will be in the Revolution, ergo most of those that have turned towards the bright lights of the Xbox and PS2 (or at that point Xbox 360 and PS3) will turn away and face the almost blinding, but just a little less so you can still play, light of the Revolution. I also have a few questions to which I hope you can answer. 1) I don't know that many people with *Sunshine* so is 96 Shine Sprites good for a 13-year-old? 2) Which should I get a DS or *Resident Evil 2*? 3) I plan on taking over the world. Should I use a giant robot or computer hacking?
ELLIOTT WILSON, VIA EMAIL

CUBE: ***1) It's better than we ever bothered to get if that makes you feel better. 2)* Resident Evil 2*, then with the change take your mum out for coffee and a scone because she works very hard and is unappreciated. 3) Robots, obviously.***

OUT-FOXED

Hello my name is Gareth and I am ten. I would just like to point out that in Issue 43 in your *Starfox Assault* review it didn't mention anything about Prince Tricky or the Earth Walker tribe or the Thorntail tribe or the Snowhorn tribe. Now I'm not exactly the ultimate *Starfox* collector but I still love it, I only have *Star Fox Adventures* and I've had it for about two years and I still haven't completed it and that is what I like about it, I just wanted to point out that the review didn't mention anything about Prince Tricky or the dinosaur tribes. I hope that doesn't mean he's not in it.
GARETH COLLIER, VIA EMAIL



CUBE: ***Two years and you still haven't finished it?***

ALEX VS ALEX

Hi, Alex Talbot here, comin' to tear Alex Hulme a new back side as he seems to be confused what it's for, its not for talking out of that's for sure! You're taking this too far mate, you're making an argument out of nothing. Games don't cause racism, people like you do. People don't care about a games character being black or white, they just enjoy the game for it's content not for

MARIO FARTY

That's one hilarious pun!

Great mag it has the best reviews ever and I've been subscribed since Issue 6, every issue as been as good as the last. Some are people are going to be screaming at the mag saying what am I on about but Nintendo need to buck up there ideas big style, it is getting predictable and the *Mario* games in particular are falling flat on there faces each time, take *Mario Pinball* and *Mario Party 6* new ideas but I hate to say but it is true they're rubbish (now I've got to punish myself you can find me in the fracture clinic). But it's not all bad the *Legend Of Zelda: Twilight Princess* looks amazing and *Resi 4* was stunning and will never be the same on the PS2.
SAM LOWE, UTTOXETER

CUBE: ***Now you're in for it.***



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what colour the characters are, IT'S JUST A GAME! You moan and groan but for god's sake GROW UP! You say if you ask a child to draw a super hero it's normally white but not necessarily and it's not a games fault it's TV shows and films that do it. But I suppose you don't care that Mr T was a hero and he was black. So "I PITY THE FOOL WHO THINKS GAMES ARE RACIST" Bye Bye!
ALEX TALBOT, VIA EMAIL

CUBE: ***Drink your milk, sucker, etc.***

NINTY-BASHING

Nintendo have once again slaughtered me in terms of my friends having different consoles. I have been a long term Nintendo fan, but am suffering more and more stick for it. After E3 my friends are having a go at me more than ever, claiming that no Revolution details have been released because its crap. This indeed is very hard to defend seeing as they have succumb to the mass marketing of Sony and Microsoft. So thank you Nintendo for blasting from my friends, but I shall ever stay loyal and no doubt will be getting a Revolution. I'm really excited about it and this no doubt will get me through my trouble with my friends. Oh and by the way any idea how much the Revolution will cost.
BEN DORMAND, VIA EMAIL

CUBE: ***Microsoft's decision to artificially accelerate the next console generation could be detrimental. Sony's so-called PS3 demos from E3 were apparently pre-rendered and the Xbox 360 screens that are starting to filter out aren't particularly impressive. It might just be that Nintendo will benefit from the fact Microsoft and Sony are unlikely to be able to deliver what they have led the public to believe is possible in the time frame given.***

GO GIRLFRIEND

I am relatively new to the whole games console thing. Okay, I have played *Diablo*, *MM6*, etc on my pc for years, but in the last ten months have got a PSone, PS2, GC, N64, NES, SNES, BG, GBP, GBC, GBA, SP, Wonderswan Colour, *Final Fantasy Collectors Edition*, game.com, Atari Lynx, Game Gear, SEGA Nomad, two Neo Geo Pockets, 2 Dreamcasts, a Phillips CDI450, a Jaguar, Panasonic 3d0 fz10, Mega Drive 2, Mega CD 2 and a few other bits and pieces. Oh and lots not forget the piles and piles of games! Not bad for a newbie, huh? What I want next is a GBA Micro... why? cos I am a female, and most controllers/consoles seem to be aimed at men. Men have bigger hands. I can't reach the buttons on my boyfriends ps2 controller and I had to go pay £15 for a Mad Catz Micron (excellent controller, btw). I am now planning to get Microns for as many of the systems as I can. Why don't most manufacturers take women (and for that matter, children) into consideration? What is so criminal about having tiny hands? Aren't girlies meant to like gaming? I have even cut off my nails so they stop splintering as I whack the key! I enjoy lazy sundays beating my boyfriends butt at *Burnout 2* (sorry dear!). I like the fact a gameboy is now as essential as my keys and mobile phone! so, manufacturers, magazine writers and games writers, consider us girlies more often! Its not all big hairy guys buying your stuff! Btw, great magazine, you have a female writer!
PIXXIECHU, VIA EMAIL



CUBE: ***It's an interesting point. Any other girls find this? A word of advice though. Stay off eBay for a bit. You think you can quit any time , but before you know it your house is full of junk!***

NOM JOCKEY

First things first, great mag. Second things second, in Issue 46 you had a letter from an anonymous writer that you titles 'Mmmmkay'. Well that guy was an idiot. You guys do your best so that we can choose games wisely and it was really unfair of him to say all those things. CUBE is far superior to NOM. NOM is far too biased. If so many people told him not to buy the mag (which I doubt) why did he buy it? I also refuse to believe that there are 20 people out there who hate your mag. Who cares how you make the DVDs, at least you do. *The Lord Of The Rings* games (not *Third Age*) is like a machine, it just spurts out the same thing over and over and over... Anyways, I am behind you guys all the way and I bet that that guy is really ugly and smells as well. I hope I helped you guys feel better.
SAM LAMBDON, DIDN'T SAY

CUBE: ***You know it makes sense.***

TXT LIFE

We want your text!

HOW MUCH WIL DA REVELATION COST? SSBM FOR LIFE!
CUBE: Dunno.

WHEN IS POKEMON PEARL OUT? GOTTA CATCH 'EM ALL!
CUBE: Winter in Japan.

WHEN DOES REVOLTION COMES?
CUBE: Whaaa?

DONT C Y U SLATE MARIO HES AWESOME BETTER THAN ALL THAT GAYSTATION BOLLOX
CUBE: Mook.

IF PS3 IS SILVER DOES THAT MEAN REVOLUTION CANT BE? I DON'T UNDERSTAND :0(
CUBE: Eh?

IS TEKKEN 5 COMIN OUT ON CUBE WITH MAXIMUS CHOOSE OUT CARACETRS INNIT.
CUBE: No, er, what?

I ALWAYS READ THE TEXT LIFE BITZ IN THE MAG AND I CAN'T BELIEVE PEOPLE SPEND 10P OR WHATEVER TO WRITE IN SOME OF THE COMPLETELY STUPID MESSAGES THAT YOU GET. THE WORST PART OF IT ALL IS THAT NOW I'M SPENDING 10P TO WRITE IN AND MOAN ABOUT IT AND YOU PROBABLY WON'T EVEN PUT IT IN THE MAG BECAUSE THIS TEXT IS GETTING FAR TOO LONG AND MY THUMB HURTS.
CUBE: Aw, go on then.

SMASHING IDEA

New ideas for Smash Bros Melee 3!

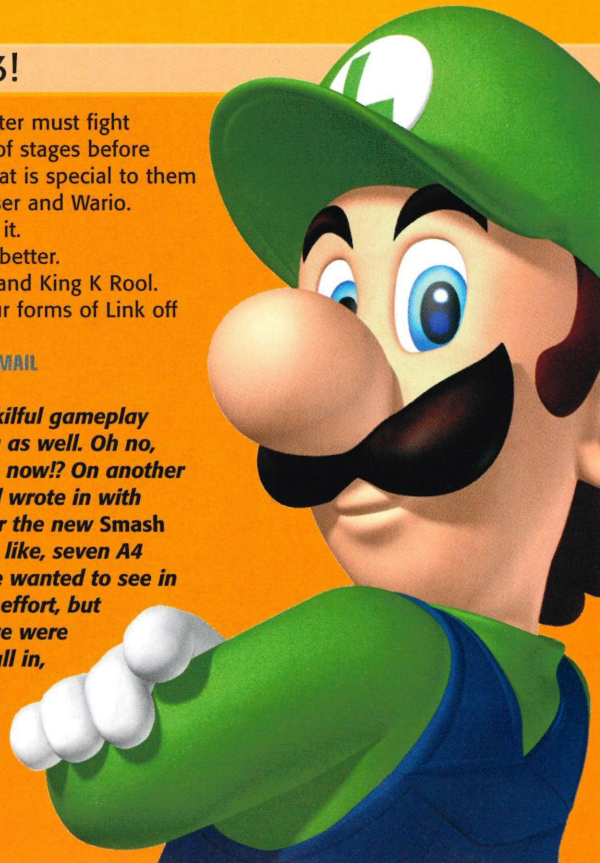
I've heard that Nintendo are making a new *SSB* game – is it true?

If they do here is a list of some things that I reckon they should change:

1. Get rid of Dr Mario – he is too similar to Mario, and replace him with Wario.
2. Have more stages, and because of having Wi-Fi have classic 2D stages and proper 3D fighting stages – how cool would that be playing in a place where you can sneak up on an unsuspecting player?
3. Make Luigi better – give him some original moves and not just the same as Mario, Mario's got plenty of upgrades for moves! (The same goes for other characters who have the same moves as someone else.)
4. Have Bowser's castle in it!
5. Some kind of special mode where the character must fight through a series of stages before fighting a boss that is special to them eg Mario vs Bowser and Wario.
6. Have Boo in it.
7. Make Peach better.
8. Have Diddy and King K Rool.
9. Have the four forms of Link off Majora's Mask.

RICH HOBSON, VIA EMAIL

CUBE: ***Some skilful gameplay might be an idea as well. Oh no, what've we done now!? On another note, another kid wrote in with loads of ideas for the new* Smash Bros *but he sent, like, seven A4 sheets of stuff he wanted to see in it. Full marks for effort, but there's no way we were going to type it all in, laziness rules.***



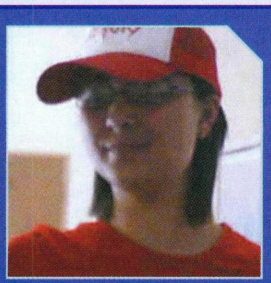
FORUM FRENZY

Welcome! Got some good things posted, stranger. (Sorry we were playing Resident Evil 4 again.) Here's all the usual insights to the minds of boys and girls hiding behind computers.

AND THE SEARCH continues to find all the girls on the forum and get their pictures in the mag. Girls are great, and we mean to encourage them. But if all the oestrogen is getting a bit much don't worry, next month we'll definitely have a picture of a teenage boy to balance things out.

USER PROFILE...

NAME: Smell (Ella Clarke)
USER NAME: Rinny iPMS
OCCUPATION: Assistant Manager, GameStation, Bangor
FAVOURITE GAME: FFVIII, Pokémon



So what brings you to this forum then?
I originally came here because **CUBE** told me to! Then, once I joined up I realised that I'd been away from the lands of "screaming fanboyism" versus "learned industry beards" for too long! I fell in love with Xbox live here and I'd certainly not go anywhere else to vent my gaming frustrations/share my end-level-boss winnings first! There's never a shortage of people to back you up/knock you down, and just about everyone is *beyond* passionate about gaming! It's exactly what you need to remind you why you play in the first place! ;) (I'm a one-woman advertisement, w00t!)

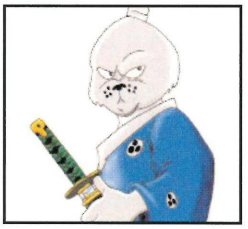
POSTS WITH THE MOSTEST

1. ***"Power = T*W2 <(veta 2) = 9356 * 10.83 = 101325.48 KW"***
   Sean-Mill
2. ***"there was just me and a fat ginger guy in a Manowar shirt going nuts and headbanging like retarded piglets"***
   Third Eye
3. ***"What's sex like? Is it all you thought it would be? (I'm only 15 btw)"***
   The Edge
4. ***"OPS2M makes me want to kill teenage boys to end their misery."***
   FaustsHausUK
5. ***"Think I prefer the size of NGC, you know CUBE seems more chubby whereas NGC is longer and thinner."***
   ImagonnawhoopTim



HONOURABLE MENTIONS

So then let's see: corinthians9:25, DFB, Zeb's Dead Baby, and everybody who's contributed to making the forum such an open-minded place where intelligent Nintendo discussion can lie comfortably beside foul-mouthed flaming



HOT TOPICS...

REV CONTROLLER

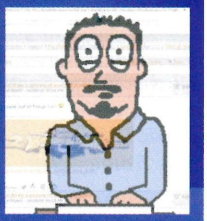
THAT BLOODY CONTROLLER has spawned so many fakes and 'leaked' images – just hurry up and show it!



YESTERDAY'S NEWS...

LIGHTWIND

WE TEASED HIM and he left. He'll probably come back at some point, well until he sees this. Oh well.



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:

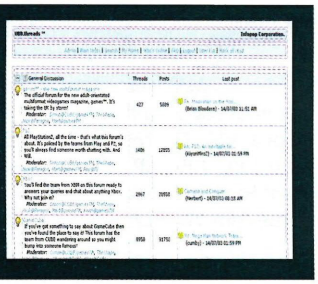
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're 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).

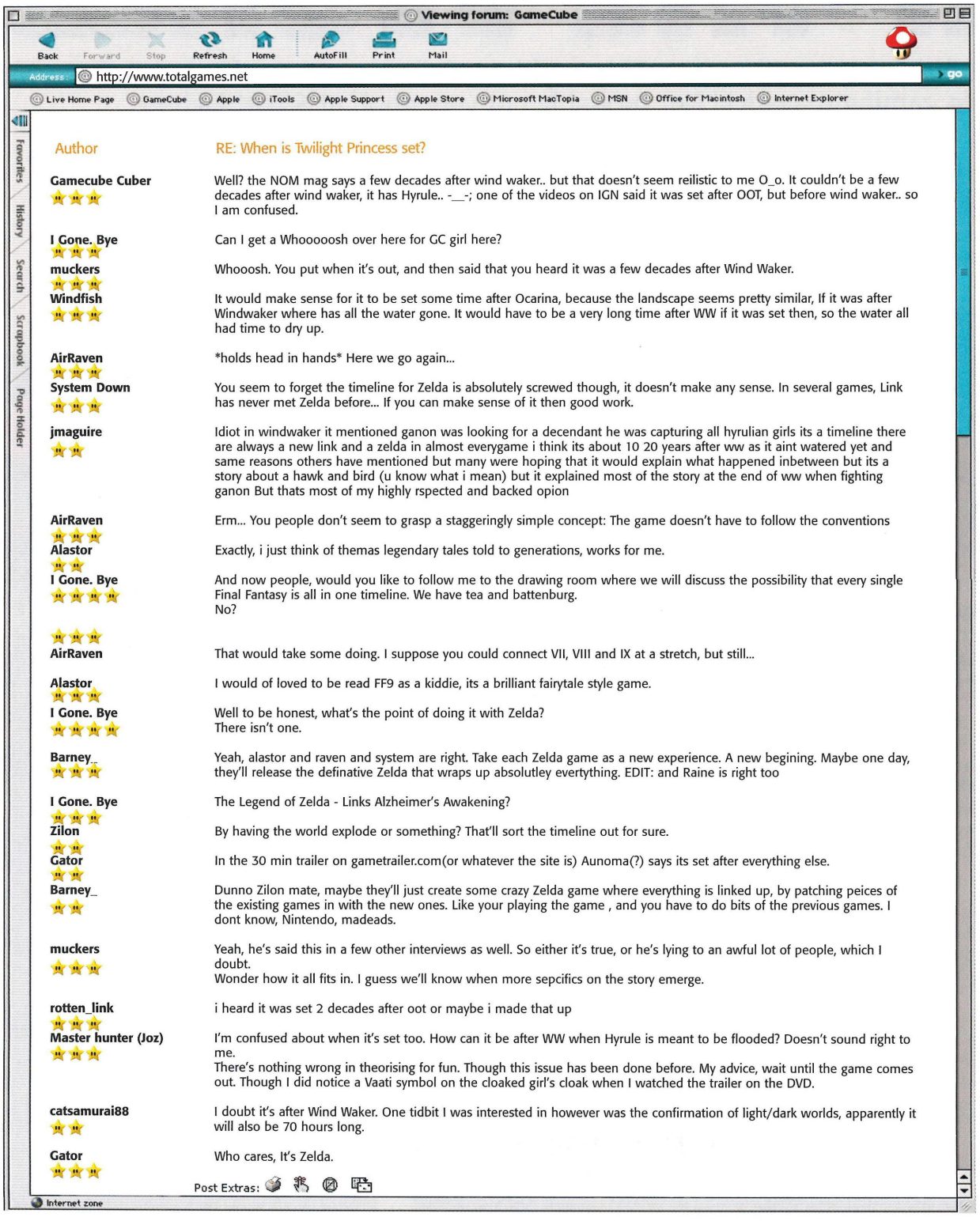
STEP THREE:

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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27,213
JUL – DEC 2004

BEAT THE WORLD

Another month, another letter, another Beat The World pounding courtesy of Jonas Pettersson. He's the unstoppable gaming maverick! But probably not very good at Street Fighter.

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:

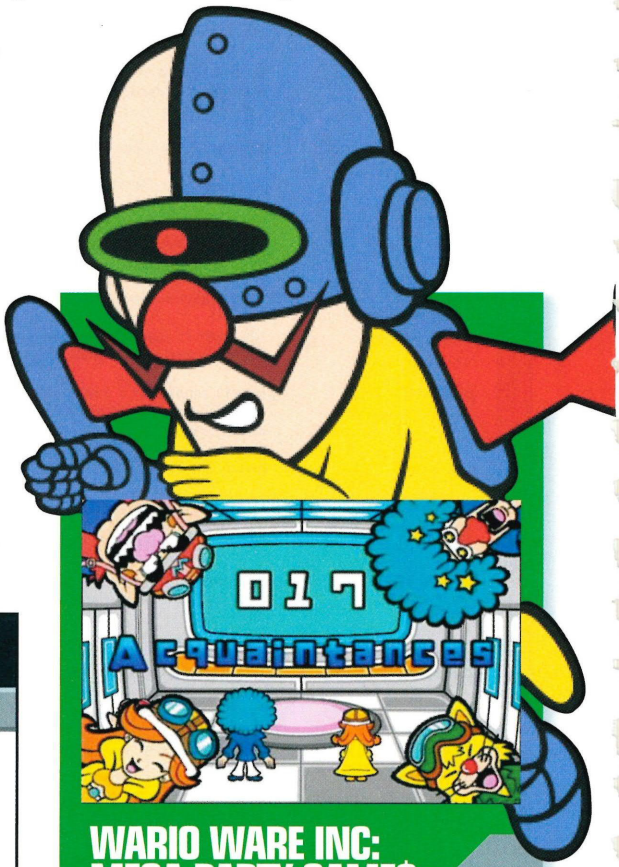
- Turn off all the lights in your room so that you reduce the chance of reflections on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up.
- Switch off the flash of your camera - the light from the TV will be more than enough to illuminate 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:

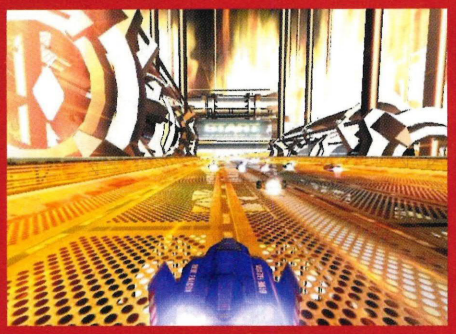
I'VE BEATEN THE WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS



WARIO WARE INC: MEGA PARTY GAME$

Pettersson has ruined another hi-score table.

MINI-GAME	SCORE	NAME
Bam-Fu	47	Jonas Pettersson
Banana Munch	999	Jonas Pettersson
Baseline Bash	42	Jonas Pettersson
City Surfer	31	The Petterssons
Crazy Cars	59	Jonas Pettersson
Gifted Goalie	37	Jonas Pettersson
Heads Up	32	Jonas Pettersson
High Hoops	101	Jonas Pettersson
Hurry Hurdles	33	Jonas Pettersson
Jumpin' Rope	36	Jonas Pettersson
Pro Curling	33	Jonas Pettersson
Set-n-Spike	52	Jonas Pettersson
Ski Jump	42	Jonas Pettersson
Snowboard Slalom	42	Jonas Pettersson
Wrong Way Highway	53	Jonas Pettersson



F-ZERO GX

And when Jonas doesn't ruin it? McGee does.

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

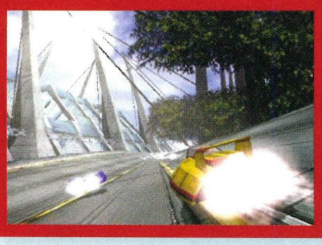
Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

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



◀ Elsewhere Ryan and Tim bapped a forum member 82-0 on *Street Fighter III*.



1080° AVALANCHE

See this high score table? Ruined by Jonas.

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



▲ "Jumping..." and "Rarrrr..." were the only things he said as he got yet another super art to the face.



RESIDENT EVIL 4: MECENARIES

Not many scores for this one yet. C'mon Jonas!

VILLAGE

159,700	Thomas J Weeks
101,070	David Charlston
88,930	Callum Roberts
59,470	Chris Wallace

CASTLE

186,770	Thomas J Weeks
84,360	David Charlston
73,270	Callum Roberts

BASE

128,830	Thomas J Weeks
102,980	David Charlston
53,980	Callum Roberts

HARBOR

112,293	Thomas J Weeks
92,780	David Charlston
66,050	Callum Roberts



SOUL CALIBUR II

Maybe Jonas and Rex forgot to buy this.

Course	Score	Name
Time Attack – Std	2'27"88	Fergus Crichton
Time Attack – Alt	2'00"84	Fergus Crichton
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





Britney Spears has started getting spots and Abi Titmuss has grown love handles, but Cheating Monkeys stay sexy forever. Mwah!

TIMESPLITTERS: FUTURE PERFECT

HERE'S SOME OF the things you can unlock in TimeSplitters: Future Perfect, some of them are pretty tricky to do!

UNLOCKABLE	HOW
8-Bit Cheat	Earn Bronze or higher on "Screw Loose"
All Characters Cloaked	Earn Bronze or higher on "Queen of Harts"
Play As Anya	Complete the first level
Badass Cyborg	Beat the Cut-Out Shoot-Out Challenge "Balls of Steel"
Berseker Splitter	Finish "The Hooded Man" on Easy difficulty or higher
Big Heads Cheat	Beat Outbreak Hotel
Booty Guard	Beat Zany Zeppelin
Braces	Earn Bronze or higher on "Old Blaggers"
Brains	Earn Bronze or higher on "Brain Drain"
Bricks	Complete "Don't Loose Your Bottle" challenge
Captain Ed Shivers	Earn Bronze or higher on "Pirate Gold"
Cardboard Characters	Earn Bronze or higher on "Hart Attack"
Carrion Carcass	Earn Bronze or higher on "Rare Or Well Done"
Cascade Cheat	Earn Bronze or higher on "Zone Control"
Changeling	Get all Golds or higher in Honorary League
Chinese Chef	Earn Bronze or higher on "Ninja Garden"
Corp Hart	Complete "Future Perfect" in Story Mode on Normal difficulty or higher
Daisy Dismay	Beat all Story Mode levels in Co-op
Deadwina	Complete "I Like Dead People"
Dozer	Earn Bronze or better on "Lip Up Fatty"
Dr Cortez	Finish "U Genius, U-Genix" on Normal difficulty or higher
Dr Lancet	Finish "What Lies Below" on Easy or higher
Dr Peabody	Get all Golds or higher in Amateur League
Elite Henchman	Earn Bronze or higher on "Melon Heist"
Elite Henchwoman	Complete "The Khallos Express" in Story Mode on Normal difficulty or higher
Fat Characters	Earn Bronze or higher on "Communing Will Kill You"
Fergal Stack	Beat Virtual Brutality
Flare Gun	Complete Scotland The Brave
Flare Gun x2	Complete Scotland The Brave
Gaston Boucher	Complete Story level "Mansion of Madness" on Normal or higher
Ghengis Kant	Complete story level "Machine Wars" on Normal or higher
Gideon Gout	Complete Amateur League with all Silvers or Golds
Gilbert Gastric	Earn Bronze or higher on "The Cat's Pyjamas"
Goddard	Earn Bronze or higher on "Come Hell or High Water"
Goliath SD/9	Beat "2234: Something to Crow About" on Normal difficulty or higher
Hans	Earn Bronze or higher on "Freak Unique"
Henchman Cortez	Complete "The Russian Connection" in Story Mode on Normal Difficulty or higher.
Human Gun Sounds	Earn Bronze or higher on "Cat's Out Of The Bag"
INSETICK SD/10	Complete Elite League with all Golds
Jack Sprocket	Complete "Breaking And Entering" in Story Mode on Normal difficulty or higher.

CUBE
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PRINCE OF PERSIA: THE SANDS OF TIME

PLUG A CONTROLLER into Slot 1 and another into Slot 4. Start a new game, hold B on controller 4 and press A, B, Y, X, Y, A, B, X on controller 1 to unlock a remade 3D version of *Prince Of Persia*'s first level. Here are the passwords for 'classic' *Prince Of Persia*, included with *Sands Of Time*...

PASSWORD	EFFECT
LRARUC	Go to Jafar battle
MZFYSC	Go to level 10
BRAYQC	Go to level 11
UUGTPC	Go to level 12
KIEJSC	Go to level 2
VNNNPC	Go to level 3
IYVPTC	Go to level 4
RWSWWC	Go to level 5
GONWUC	Go to level 6
DEFNUC	Go to level 7
SVZMSC	Go to level 8
DBJRPC	Go to level 9

CHEATING READERS

People do our work for us!

TIMESPLITTERS: FP

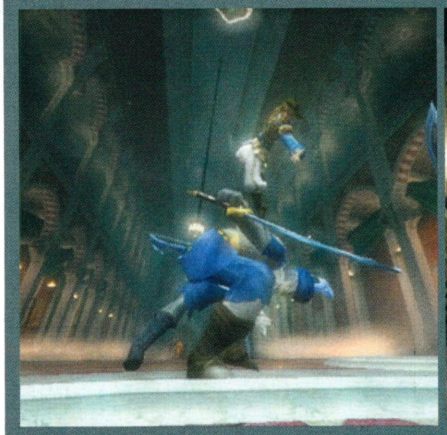
A cheat for *Timesplitters: Future Perfect* – when you fight the Deerhaunter in the Mansion Of Madness level, you can hide in the space he broke out of and he can't hurt you. Sometimes Jo Beth will start shooting him so you just need to wait for him to die. Easy.

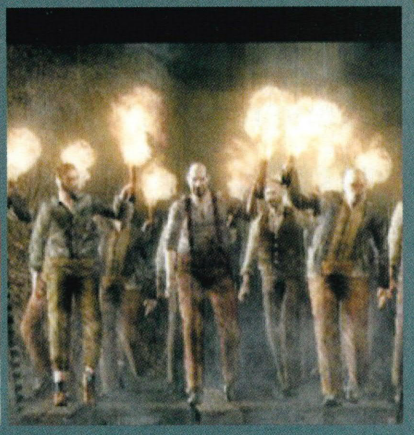
SEB SHARPE (AKA BISECTED8)



CHIMP'LL FIX IT

It's been a lazy month, with more readers sending in cheats than asking for them. Carry on like this in future please thank you very good! Chimp'll fix it at **CUBE** Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.





IRN-BRU MAN RETURNS!

Dear Cheating Monkeys, I really need help on *Star Fox Adventures: Dinosaur Planet*. I am at Ocean Force Point close to Cape Claw and Slippy keeps telling me that there are three switches awaiting my staff. I have activated them to green but he still tells me the same thing. There are two Sharp Claw patrolling around a pillar with a green shape on top of it. There is also a portal doorway that won't let me through t and a warp pad that won't let me travel through it AND a flame that goes blue, red, green, blue, red, green and so on. Please help because I have been stuck on it for months.

CARL MCGRUER, SCOTLAND

PS Yes, it's me from **CUBE** 44.

PPS In my last letter you said I smell of deep-fried Irn-Bru and chips. I can't smell of that because I'm English.

PPPS My brother Darren says you insult everybody, could you please stop, thanks!

Cheating Monkeys: "All you need to do is shoot the green shape on top of the pillar. You have to shoot it at the same time as the flames turn green, otherwise it won't work. Once that's done, the warp platform will work, so away you go. Easy peasy. As for the Irn-Bru thing, yeah, sorry about that. But that Darren sounds like a right monkey."

BIT OF A CHEATING MONKEY HIMSELF

Dear Cheat [who? – Cheating Monkeys],

I think I have found a new cheat for *Super Monkey Ball*. It's on Monkey Race and you can use it on Race Mode and Time Trail Mode. You press L, R, Up on the C-Stick, B, A, X, Y. If you can't press them all at the same time, just slide your thumb from B up to Y and hold down the L and R buttons and Up on the C-Stick. The cheat makes you finish as soon as you put in the cheat in the middle of a race or just after it says go. You don't need to pause the game, just put the cheat in the race without pressing pause. The cheat is for GameCube only and I know it works.

JOEL MURRAY, SWANSEA

Cheating Monkeys say: "We believe you. We really do. Otherwise we'd say we don't, believe you that is."

RESIDENT EVIL 4ISH

Dear Cheating Monkeys, a tip for more money in *Resident Evil 4*. First, save your game just before you fight the monster in the lake. Now look for fish swimming around the boat, shoot four of them. Then get in the boat and pick them up. Now, save your game. As soon as you have saved your game, go to the options screen and select Retry from continue point. Now, go back to the boat and you will see more fish have respawned. Shoot more and collect. Keep doing this until your inventory is full then go back to the merchant and sell the fish for 750ptas each. You can do this as much as you want.

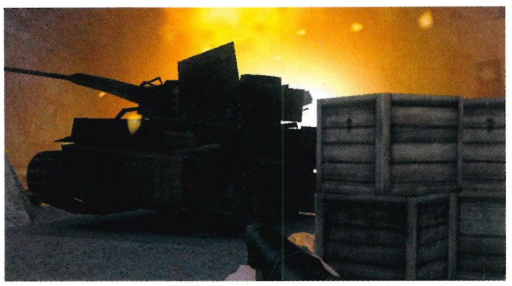
THOMAS J WEEKS, BLACKWOOD

Cheating Monkeys say: "Good work sir! Of course you could just find all the treasure and combine it and stuff..."



CODE JUNKIES

If the letters and figures below aren't enough to satisfy your number crunching needs, here are some more... THX7RT54E31.



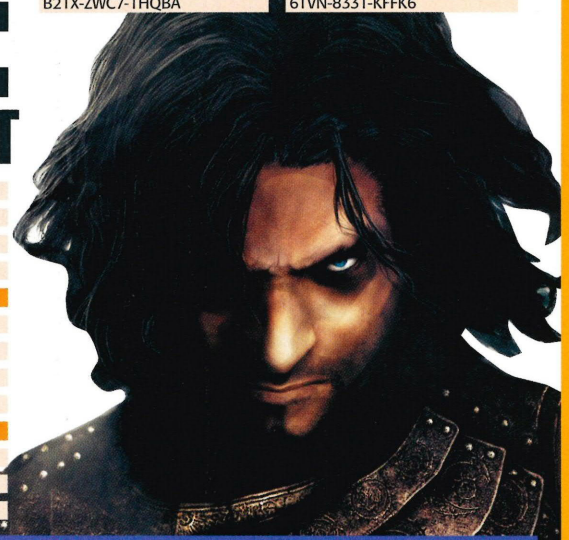
MEDAL OF HONOR: EUROPEAN ASSAULT

Master Code	22VT-3GGX-649RX
1RQ0-18NU-B5PA8	0X49-4WED-7VDEM
Y8C1-743X-AG1WN	0WFE-Z4TB-8DK98
KTZ1-1GPB-9V3PN	
FRRH-RYJA-Q83PX	**Infinite Medkits**
2N7W-A10J-BP8UN	ZQ14-673E-XZHU8
Infinite Revives	22VT-3GGX-649RX
KH5Z-YJ2V-Q9CE3	HK4B-60VR-NCB7M
	GYKP-5GRH-QXD9P
	Infinite Ammo
	RWEW-TCGN-K9MVW
	FRRH-RYJA-Q83PX
	1H0J-A781-8WVAH

PRINCE OF PERSIA: THE SANDS OF TIME

Master Code	8QDC-EDP5-63DY6
W82G-7FYC-7A76N	**Disable AI**
1EGT-Z0T5-BCYTJ	68ZB-CTBA-RKCVH
Infinite Health	3DZH-WBZT-6A55V
EC16-KTCB-TXFQ3	**Speed Up (Hold L + D-Pad Down)**
R32G-UUHE-Z01N5	3DQY-U6GT-40UJ0
Infinite Sand	GD3A-UX31-AH5BZ
MNZN-G01Z-Y725F	3VQD-14TU-V5QKJ
V88M-QVCA-2UVJX	5FY4-ZXJV-YP09E
Infinite Health (Farah)	QEV8-FZTT-44TZZ
QNVF-JNYH-Q4562	**Unlock Prince of Persia 1**
B21X-ZWC7-1HQBA	61VN-8331-KFFK6

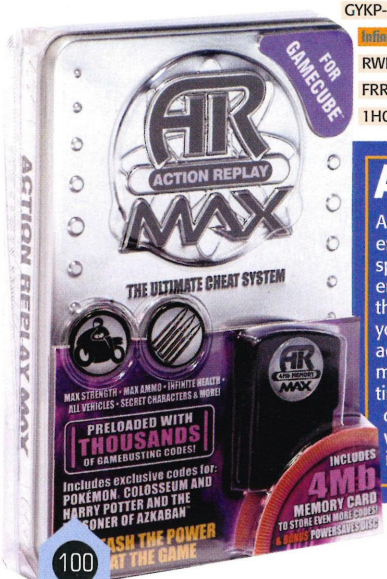




007 NIGHTFIRE

Master	THQ0-TVUY-BNMQE
0Z96-9F44-VM0V8	**Infinite Ammo**
J28B-DABN-6KDK2	1KX8-BJMB-5JMHU
H4WX-CDFT-D52F6	73G9-6T7T-BK2EZ
QK9M-FXUT-KVC0F	B897-3GZ8-8W25G
67EN-C9XG-T8KM8	XDY1-XT32-WMQZ3
AKP9-53FW-FUEC2	8A4B-5D72-M4RDJ
4381-EURF-BNE7T	2G6P-19KP-BH117
HJAP-8GGB-2RQ2G	**Moon Jump (Hold)**
6FQT-A7F4-YVK4P	AFYT-EGKT-ZREV8
F568-NGUR-AQ644	JTU5-GPXU-UD6P6
CAXN-EACA-02ETT	UXZA-57NU-KX81F
Infinite Health	NDVC-DAAX-6NWWA
9Y8B-KY76-7R4YM	**More Weapons**
73G9-6T7T-BK2EZ	AVY5-J3M1-T81GT
769E-3V1T-AJTJN	73G9-6T7T-BK2EZ
0G6Q-GYPZ-APXNF	YGDW-4BV3-KNBMY





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Action Replay is the ultimate game enhancer for GameCube. Using specially-created codes, you can enhance and cheat your games in ways the programmers never intended. Give yourself infinite lives, infinite health, access all levels, have all vehicles and more. New codes are created all the time, so Action Replay never goes out of date. Just check out the new codes on www.codejunkies.com and right here in **CUBE** every month!

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killer7

If you don't understand what the hell is going on in Capcom's latest adventure, don't worry as we are here to guide you through with part one of our fantastic mapped guide!

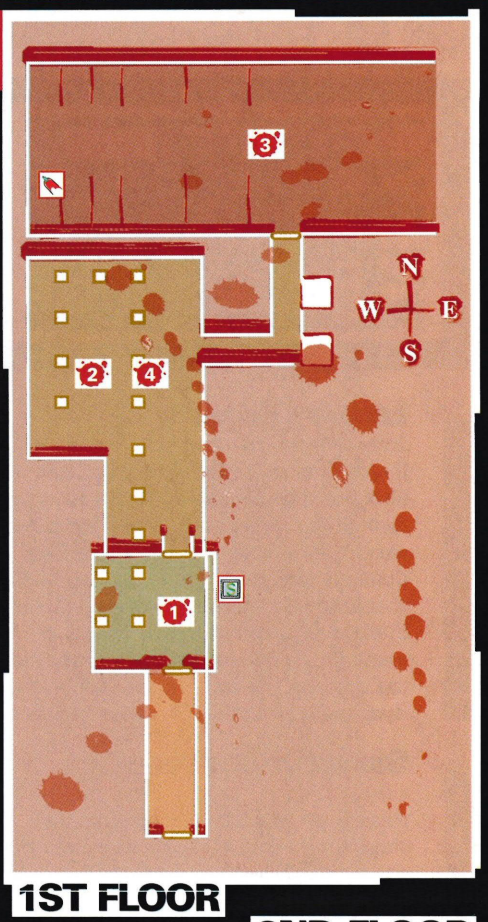
Level 7 ANGEL



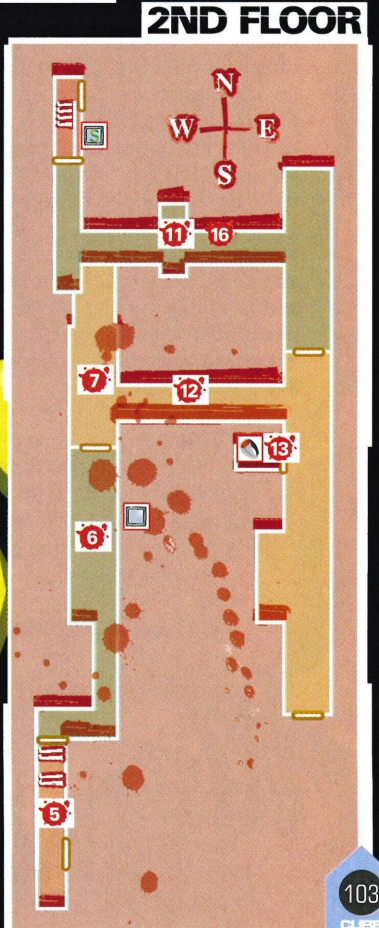
KEY

ITEMS FOUND

- SOUL SHELL
- HARMAN'S ROOM
- HARMAN'S ROOM WITH SAVE POINT
- CARRIER PIGEON
- FIRE RING



1ST FLOOR



1 Lobby 1ST FLOOR MAP
After you have completed the tutorial and gained access to Harman's Room save your game and read all Iwazaru's files, taking particular notice of Dan's Special Attacks. Leave Harman's Room and enter the Elevator Hall.

2 Elevator Hall 1ST FLOOR MAP
Kill the Heaven Smile that appears ahead then talk to Iwazaru, who tells you a little more about the enemies you will be facing. Continue forward and shoot the enemy who appears then talk to Travis in the elevator. Continue down the corridor and talk to Iwazaru again then head though the door to Parking.

3 Parking 1ST FLOOR MAP
Move forward and talk to Iwazaru then shoot the Camellia Smile, who will run away if you do not kill him with the first shot. Scan the end of the car park to see the Duplicator Smile, move forward and it will begin to drop eggs. Shoot an egg and an enemy will appear so aim carefully and shoot the gold particles on their body to fill the test tubes with blood quickly. You need to fill three test tubes before you can use Dan's Special Attack on the yellow core. Once you've done that it will be destroyed so move forward and talk to Travis then pick up the Soul Shell from the boot of the car. Now go back to the Elevator Hall.

4 Elevator Hall 1ST FLOOR MAP
Head to the north hallway, shooting the Heaven Smile on the way and go through the door to the Stairs.

5 2F Stairs 2ND FLOOR MAP
Run up the stairs and talk to Iwazaru then continue up and through the door into the passage.

6 2F Passage 2ND FLOOR MAP
Move forward and watch the cut-scene then continue forward and take out the four Heaven Smile who appear then run through the door to the Hallway.

7 Stairs For Residents 2ND FLOOR MAP
Shoot the two Heaven Smile ahead then aim carefully to take out the Micro Smile so you get some lovely energy. Run forward down the North Hallway and talk to Travis at the end then turn around and head down the East Hallway. Shoot the Heaven Smile who runs toward you then head round the corner, head down the South Hallway and shoot another enemy then go through the door at the end.

3F Stairs 3RD FLOOR MAP

8 Run up the stairs and talk to Iwazaru on the way then go down the SSW Hallway and get the Courier Memo from the Carrier Pigeon at the end. Go back to the West Hallway and through the door to the Hall.

Hall 3RD FLOOR MAP

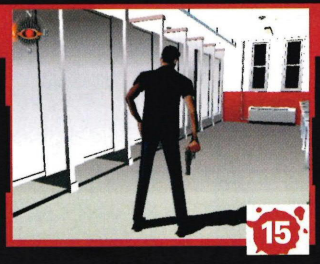
9 Shoot the Heaven Smile that appears in front of you then more to the right and move into the North Hallway and go through the door to the Library.

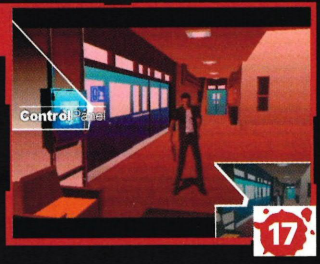
Library 3RD FLOOR MAP

10 Head down the West Hallway to the Laundry Room at the bottom of the stairs.

Level 7 ANGEL (CNTD)







KEY

ITEMS FOUND
- SOUL SHELL
- HARMAN'S ROOM
- HARMAN'S ROOM WITH SAVE POINT
- CARRIER PIGEON
- FIRE RING

11 Laundry Room 2ND FLOOR MAP
Enter Harman's Room on the way down the stairs to save your game then head back out and continue down the stairs. Turn off the dryer in the laundry room and watch the cut-scene to get the Fire Ring. Continue forward down the hallway and shoot the Micro Smile and Heaven Smile that appear then talk to Iwazaru. Head round the corner and change personalities to Coyote so you can pick the lock on the door and return to the Stairs For Residents.

12 Stairs For Residents 2ND FLOOR MAP
Head south and talk to Yoon-Hyun then shoot his mask to get some more info if you want it. Now enter Room 212.

13 Room 212 2ND FLOOR MAP
Equip the Fire Ring then use it to light the candles in the order one to five (make sure the air conditioning is off before you do this). A cupboard will open once they are all lit so pick up the Odd Engraving from the shelf. Leave the room and head back up to the Hall on the third floor.

14 Hall 3RD FLOOR MAP
Shoot the Heaven Smile on the right again and talk to Yoon-Hyun, shooting the mask if you want more information. Head down the West Hallway and go through the door into the Restroom.

15 Restroom 3RD FLOOR MAP
Use the Fire Ring on the sprinkler to set it off then flush the toilet and something will fall from the pipe in the Laundry Room so get back there.

16 Laundry Room 2ND FLOOR MAP
Pick up another Odd Engraving from the floor of the Laundry

17 Room then head back to the Library.

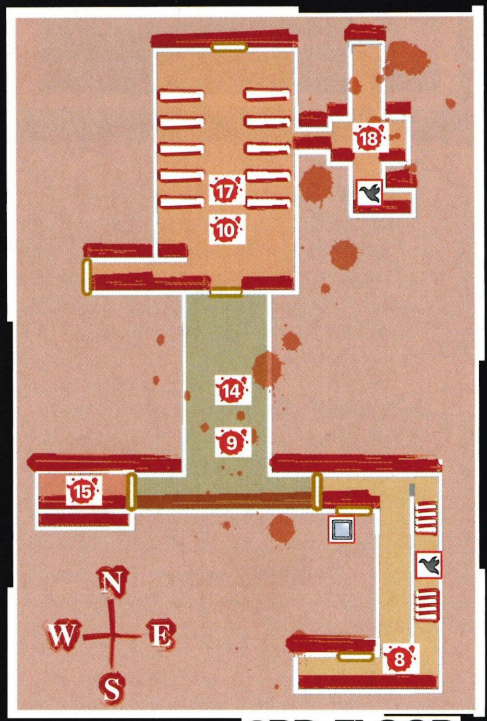
Library 3RD FLOOR MAP
Go over to the control panel in the corner of the room and both Odd Engravings will slot into and move the bookshelves. Heaven Smile will appear so shoot them and move forward through the bookshelves then turn right to the Warehouse. Change personalities to Mask De Smith so you can blast through the wall and head inside.

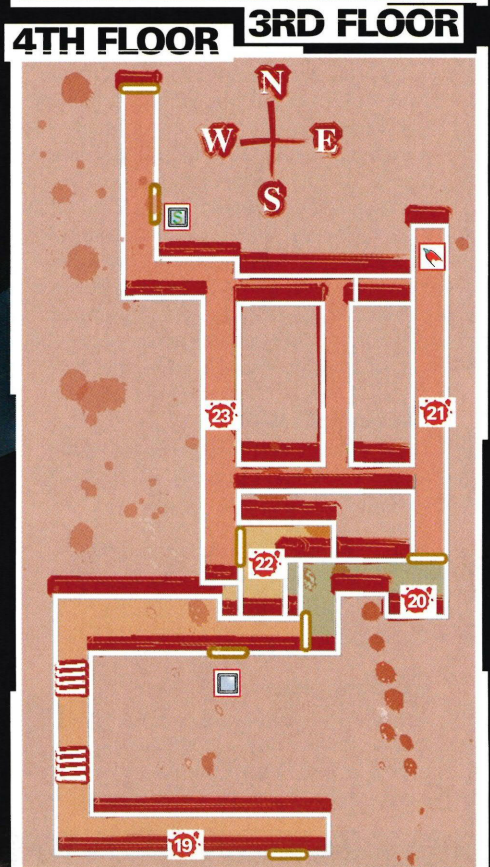
18 Warehouse 3RD FLOOR MAP
Go right to the Carrier Pigeon and get a Courier Memo, now turn around and head to the other end of the room to talk to Travis. Now head back into the Library and through the door to the north.

19 4F Stairs 4TH FLOOR MAP
Head down the corridor and talk to Iwazaru then go up the stairs, down another corridor and through the door.

20 Elevator Hall 4TH FLOOR MAP
Move forward and watch the cut-scene then go through the door to the next hallway.

21 4F Passage 4TH FLOOR MAP
Head down the West Hallway. If you are still Mask De Smith blow a hole in the wall in front of you then go down the North Hallway then the South Hallway and change to Kaede. Talk to Travis then use Kaeda's special ability on the graffiti to reveal the word 'No'. Head back the way you came and go down the ESE Hallway then go east, then north to see Iwazaru. Talk to him then move forward and use the Death Shower to break through the barrier and find a Soul Shell. Head back to where you destroyed the wall with Mask De Smith and head through and round the corner to Room 406. Change personalities to Coyote Smith and unlock the padlock to get in.





Level 7+ ANGEL (CNTD)

22 Room 406 4TH FLOOR MAP
Kill the Heaven Smile and talk to Travis then return to the hallway.

23 4F Passage 4TH FLOOR MAP
Go back the way you came and take the North Hallway then the WNW Hallway and enter Harman's Room to save your game then head to the Boiler Room door and enter 'No' as the code to unlock it.

24 5F Passage 5TH FLOOR MAP
Head forward and talk to Travis then continue round the corner and quickly shoot the Micro Smile. Move forward and shoot more Heaven Smile then head to the end of the passage and talk to Iwazaru then go through the door.

25 Gate Man 5TH FLOOR MAP
Walk forward and talk to the Gatekeeper and he will let you through the Vinculum gate if you have two Soul Shells (which you should have) so head into the hallway, run up the stairs and into the Colosseum.

26 Colosseum NOT ON MAP
Walk forward and talk to Iwazaru then run to the other end of the room, watch the cut-scene then head through the door to the first sub-boss fight (SPEED SMILE). Once the Speed Smile is defeated go though the door at the end of the corridor, run past the Gatekeeper and down the stairs to the Elevator Hall.

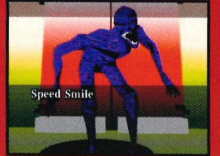
27 Elevator Hall 5TH FLOOR MAP
Move forward and enter Harman's Room to save, then leave the room and enter the Express Elevator.

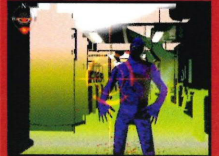
28 6F Passage 6TH FLOOR MAP
Once you step out of the elevator you will automatically change personalities to Garcian Smith. Move forward and listen to what Travis has to say then continue forward and head right round the corridor and watch the cut-scene. Once that has finished head through the door to the Dance Hall.

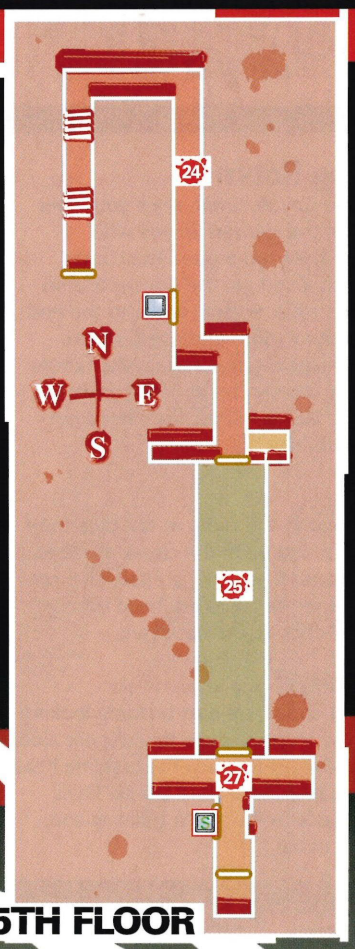
BOSS

SPEED SMILE

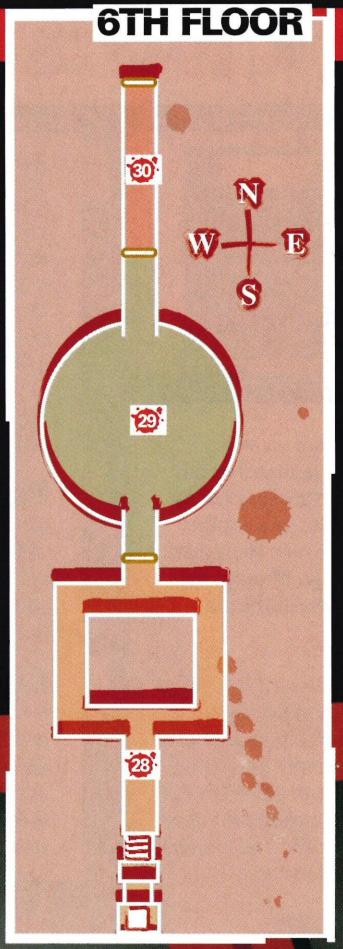
His gold particle weak spot is his mouth but he keeps bobbing his head up and down so it is a difficult target to hit. You can kill him by just pumping him with bullets but this takes time and he's constantly moving toward you. Your best bet is to hit that gold spot to get the one-hit kill.

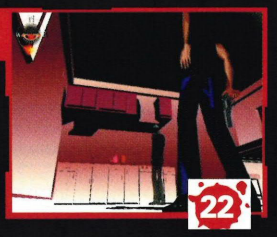


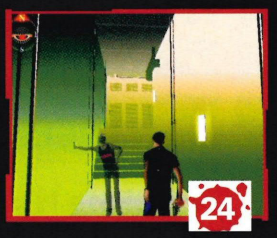




5TH FLOOR









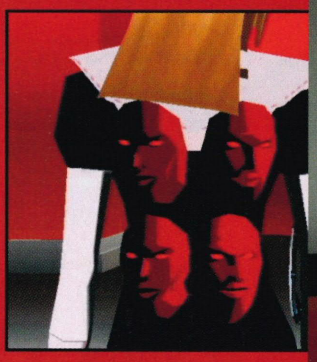


BOSS

ANGEL

Angel won't move at first so use Harman to shoot her wings then you will change into Dan Smith and be able to run around. You need to shoot the four faces on her back but she will turn as you move round the room. Stand still and wait for her hand to glow as she charges up he attack then run to avoid it. Run until you are behind her then shoot one of the faces. Simply repeat this until all four faces are destroyed. If you are having trouble hitting her, change to Kaede Smith so you can zoom in. Once she is defeated move into the North Hallway.





29 Dance Hall 6TH FLOOR MAP
As you enter the room you will change personalities to Harman Smith and a cut-scene will kick in to reveal the boss (ANGEL).

30 Hallway 6TH FLOOR MAP
As you leave the Dance Hall you will change to Harman again so wheel yourself to the other end of the corridor and go through the door.

31 Top Floor NOT ON MAP
Move forward and you will see Angel ahead. Zoom in on her and you will see Kun Lan appear and disappear behind her. Shoot him when he appears Zoom in and shoot

Level 2 SUNSET PART ONE

KEY

ITEMS FOUND

- SOUL SHELL
- HARMAN'S ROOM
- HARMAN'S ROOM WITH SAVE POINT
- CARRIER PIGEON

1 Garcian's House NOT ON MAP

Move forward and enter Harman's Room and watch the cut-scene. Now use the TV and select Harman Smith to see another cut-scene then leave the room. Head back into the living room then go through the door to get outside and watch the cut-scenes that play.

2 Main Gate ENTRANCE MAP

Run forward to the gate and talk to Iwazaru then go through the gate and you will change to Mask De Smith. Blast the two Heaven Smile in front of you then run to the rock and Mask will headbutt it. Now watch the cut-scene and you will find yourself inside.

3 Foyer WAITING ROOM MAP

Run forward then enter the Waiting Room on the right.

4 Waiting Room WAITING ROOM MAP

Change to Coyote Smith once you enter and shoot the Heaven Smiles who approach then run around the corner, talk to Travis and get the Courier Memo from the Carrier Pigeon. Move to the end of the waiting room and use Coyote's special ability to jump up into the rafters (you need a test tube of blood to do so). Shoot the Heaven Smile then head out onto the roof.

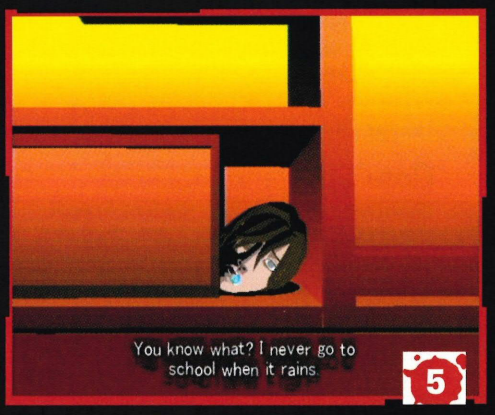
5 Roof NOT ON MAP

Run around to the room at the other end of the roof and open the closet inside to get the Water Ring. Now go back the way you came to the Foyer the head through the north door to the Courtyard.

6 Courtyard WAITING ROOM MAP

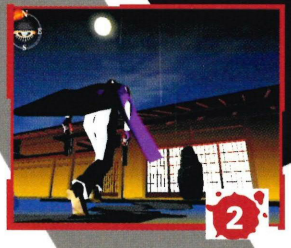
Head forward to the next building looking out for the Heaven Smile that appear along the way. Once you reach the building head into the East Hallway and talk to Travis then go back to the North Hallway and into the Lobby.

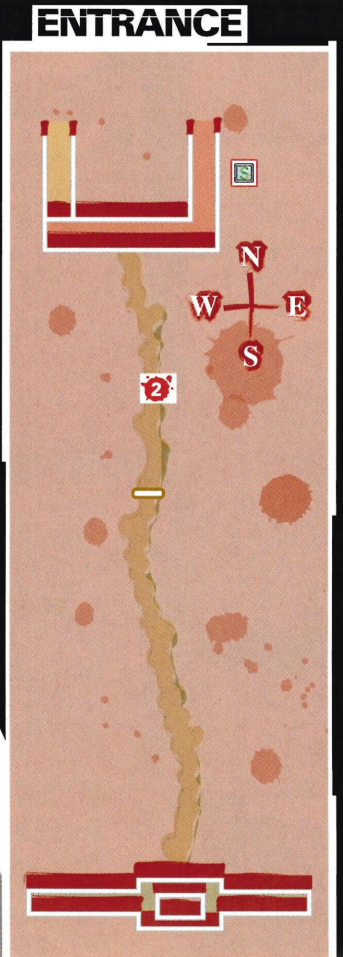


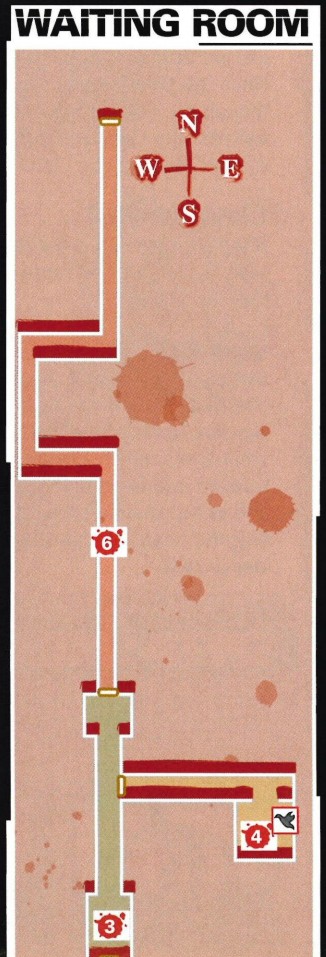












Level 2 SUNSET PART ONE (CONTD)

7 Lobby HALLWAY MAP

Shoot the Bombhead Smile then move forward, shoot another in the Lounge then move into the Lounge and over to Harman's Room to save your game. Go back to the Hallway and head north through the door.

8 Guestroom Alley HALLWAY MAP

Run forward then turn left into the Garden and change personalities to Kaede and run forward, shooting any Heaven Smile you encounter. When you can't go any further use Kaede's special ability to destroy the barrier then change into Coyote and use his special attack to destroy the Duplicator Smile. Once that is done move forward and talk to Travis then go back the way you came and continue north to the stairs.

9 Great Hall HALLWAY MAP

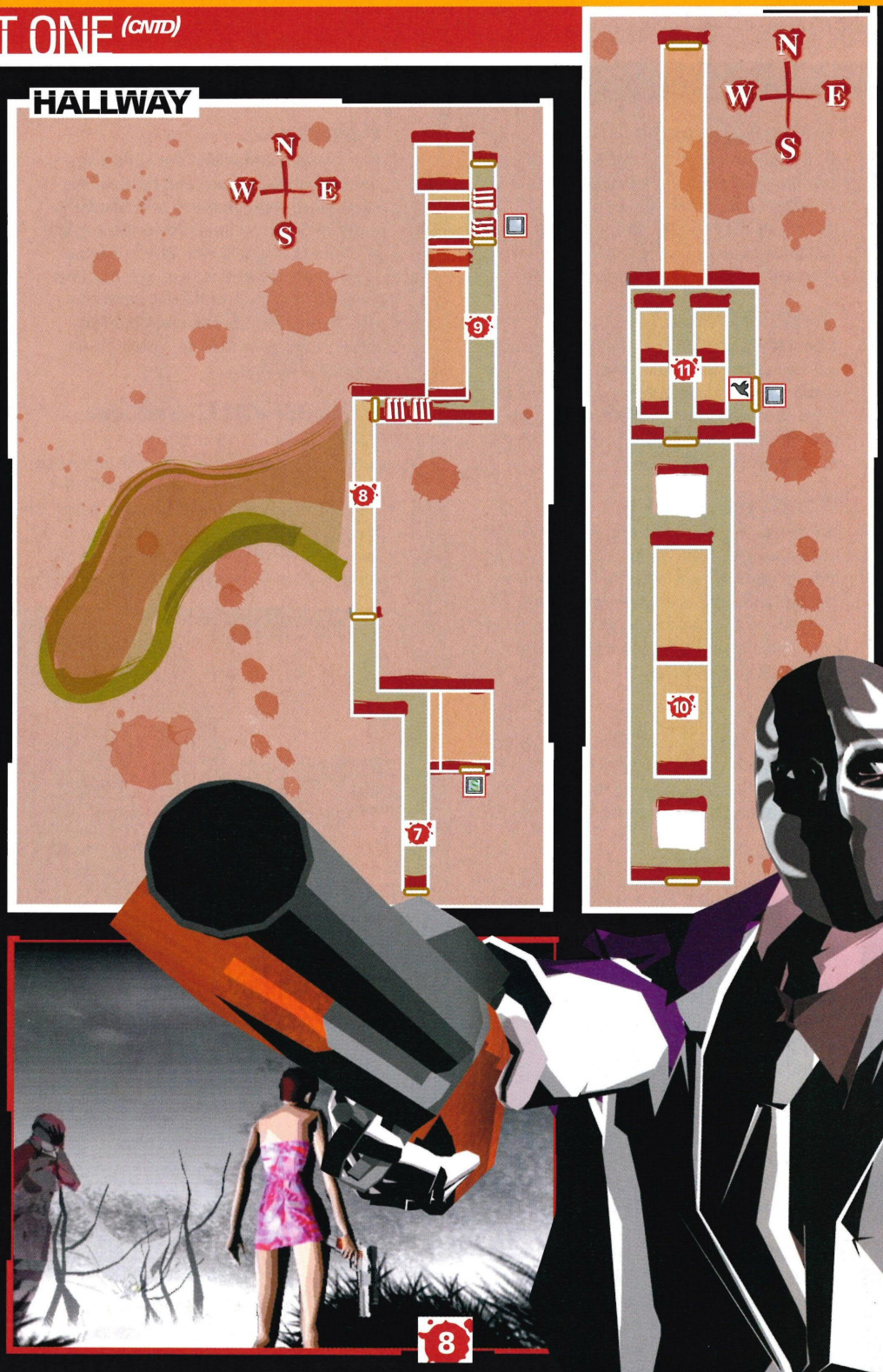
Run up the stairs and shoot the Spiral Smile at the top then move forward and shoot another two. Head north into the Guestroom and equip the Water Ring and use it on the Vase and watch as the picture in the room changes. Go over to the picture to get the Odd Engraving then head back to the East Hallway and go through the door to the stairs and head down to the Guestrooms.

10 Guestrooms GUESTROOM MAP

Run around the statue and head down the North Hallway shoot the Bombhead and Heaven Smile you encounter then go into the room on the left and speak to Travis. Now return to the hallway and continue north to the door. The Odd Engraving you picked up will deactivate the lock and allow you to continue.

11 Special Room GUESTROOM MAP

Head forward then take the East Hallway until you reach the Carrier Pigeon and get another Courier Memo. Now go back the way you came and take the North Hallway and talk to Iwazaru. Now change to Mask De Smith and try to enter the Kitchen on left and he will destroy the lumber blocking the door. Watch the cut-scene then you will be back in the hallway. Continue to the door at the end, which will now be clear of flames.



Level 2 SUNSET PART ONE (CNTD)

12 Detached House ANNEX MAP

Run down the alley and through the door to this area and your first encounter with Another Smile. Shoot it then run forward and check out the Feng Shui map on the left. Continue forward and take the North Hallway, then enter the West Room on the left.

13 West Room ANNEX MAP

Shoot the Micro Smile then talk to Iwazaru. Continue forward to the room containing three doors and close the White Tiger door. Now leave the house and follow the path to the North Room stopping at Harman's Room to save on the way.

14 North Room ANNEX MAP

Shoot the Heaven Smile and Another Smile when you get inside then head forward and talk to Travis. Now move into the room on the left and close the Black Warrior door. Leave the house and head to the East House and collect the Courier Memo from the Carrier Pigeon outside.

15 East Room ANNEX MAP

Shoot the two Another Smiles then talk to Iwazaru and make your way into the room and close the Azure Dragon door then leave the room and continue to the South Room.

16 South Room ANNEX MAP

Kill the two Another Smiles then run forward to the end and close the Red Phoenix door. Leave the room and watch as the bridge in the centre of the area is lowered.

17 Detached House ANNEX MAP

Head round to the bridge and cross it to find a Soul Shell. Now continue to the island and enter the building.

18 Gate Man NOT ON MAP

Go up to the Gatekeeper, talk to him and you will hand over two Soul Shells to open the Vinculum Gate. Change to Kaede Smith then head through to the Colosseum.

19 Colosseum NOT ON MAP

Head across the room and through the door to come face to face with a sub-boss (PHANTOM SMILE). Now continue down the passage and through the door. Run past the Gatekeeper again and through the doors to reach the Hallway of the Owner's Room.

BOSS

PHANTOM SMILE

Part of this Smile's body should be larger than usual and this is its weak spot. Zoom in using the sniper scope (hopefully you changed to Kaede) and shoot that particular part in order to kill it with one shot.



20 Hallway OWNER'S ROOM MAP

Run forward and watch the cut-scene then continue forward and through the door. Once through it you will change to Harman Smith so head down the corridor and into Owner's Room. Watch the cut-scene then, when it is over, you will find yourself back in the Hallway. Return to the Owner's Room and head forward through the door in to the Work-Of-Art Collection Hallway.

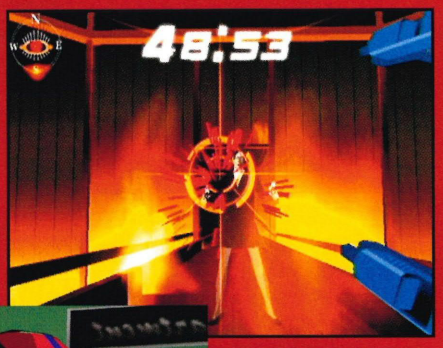
21 Work-Of-Art Collection Hallway OWNER'S ROOM MAP

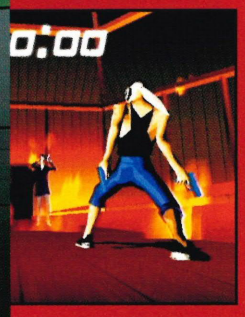
You will change to Mask De Smith when you enter this hallway so run forward and talk to Travis then enter Harman's Room to save. Use the TV to change to Con Smith and leave the room. Run to the door at the end into the Large Hall to face the boss (JULIA KISUGI).

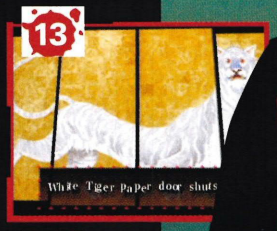
BOSS

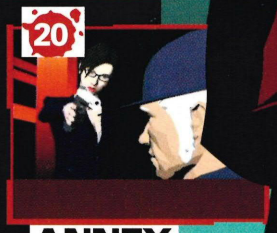
JULIA KISUGI

This is pretty simple and all you need to do is hit Julia more times than she hits you within the time. With Con's dual guns and quick reloading this is a cinch as long as you keep your aim on her.









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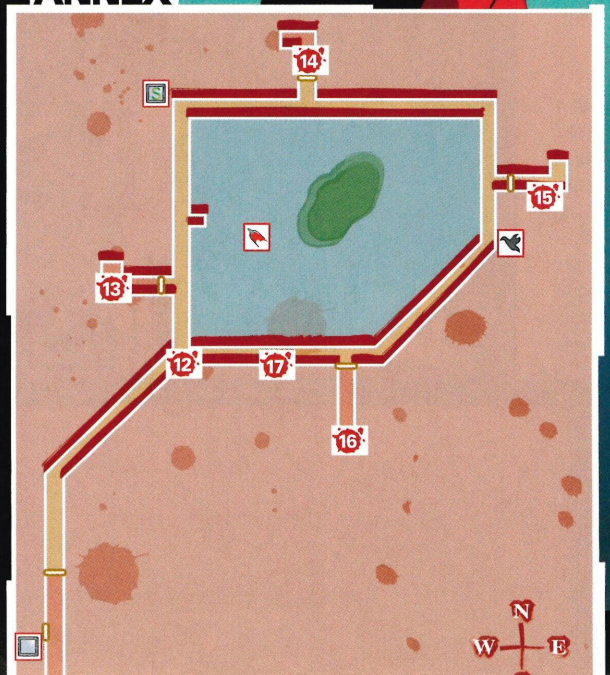
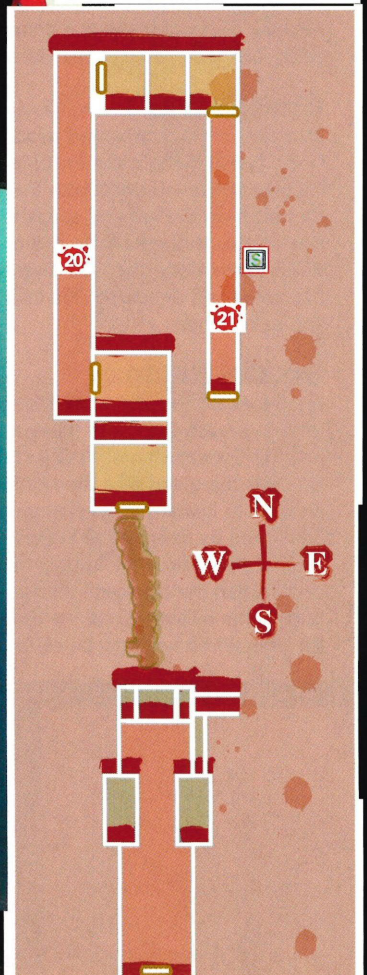


OWNER'S ROOM



Level 3 + SUNSET PART TWO

KEY

ITEMS FOUND

- SOUL SHELL
- HARMAN'S ROOM
- HARMAN'S ROOM WITH SAVE POINT
- CARRIER PIGEON
- WIND RING

1 Garcian's House

NOT ON MAP

Enter Harman's Room and save then head outside and watch the cut-scene that plays.

2 Outside Kaku Building

OUTSIDE MAP

Walk over to the car to see the graffiti on it then head up the road and you will change into Kevin Smith. Enter Harman's Room to save again then continue north along the road to the vending machine. You need to order the drinks that have the same initials as those written on the car windscreen, which were BTJ, CSC and WTS. The vending machine should then slide out of the way revealing a doorway and allowing you into the building.

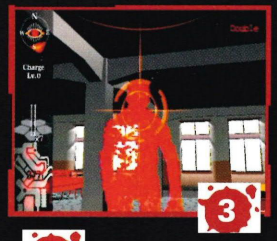
3 1st Floor 1ST FLOOR MAP

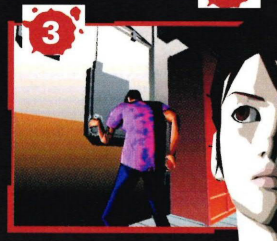
Head forward and kill the Smiles ahead including the new Poison type. Go down the South Hallway into the Manager's Room and change to Coyote so you can undo the padlock on the Control Panel. Flip the switch inside then go back into the hallway and head west then into Room 105 and quickly shoot the Micro Smile. Roll the dice on the table until you get double ones and a Soul Shell will appear in the draw. Grab it and shoot the Heaven Smile behind you then talk to Travis at the end of the hallway. Now turn around and go back and up the stairs to the second floor.

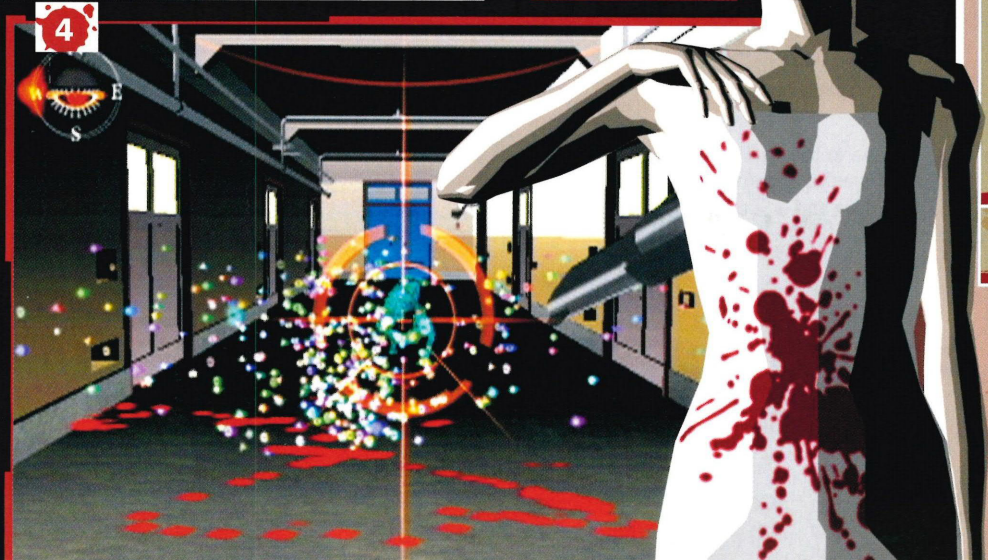
4 2nd Floor 2ND FLOOR MAP

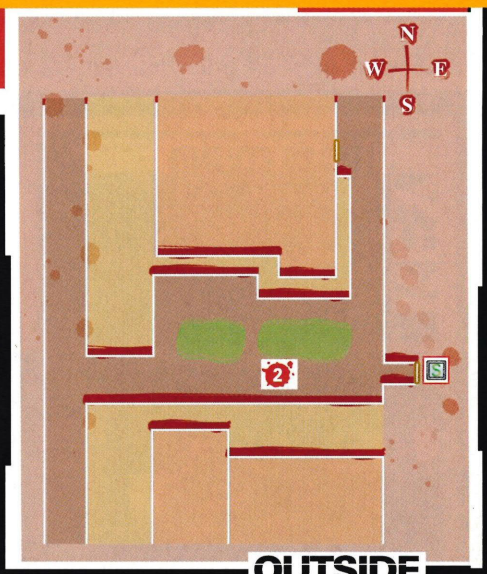
Take out the Smiles then head west to the room at the end and shoot a Poison Smile. Walk over to the table and turn the number nine card over to get a royal straight flush and reveal another Soul Shell in the drawer. Pick it up then return to the stairs and head up to the third floor, talking to Iwazaru on the way.

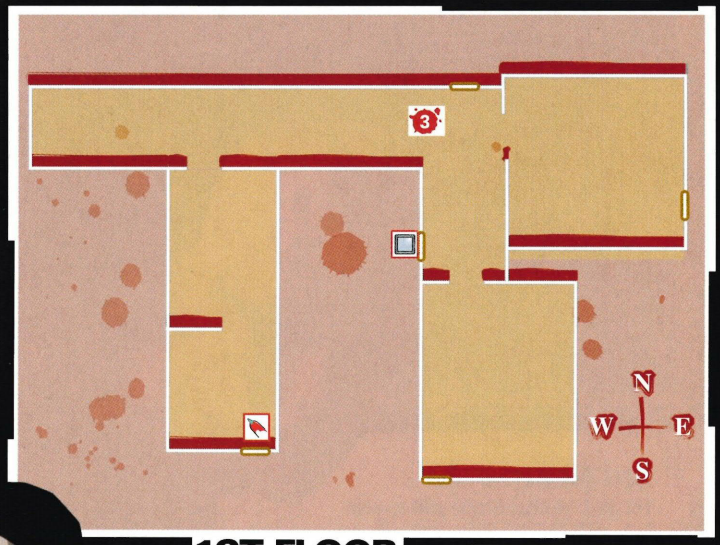


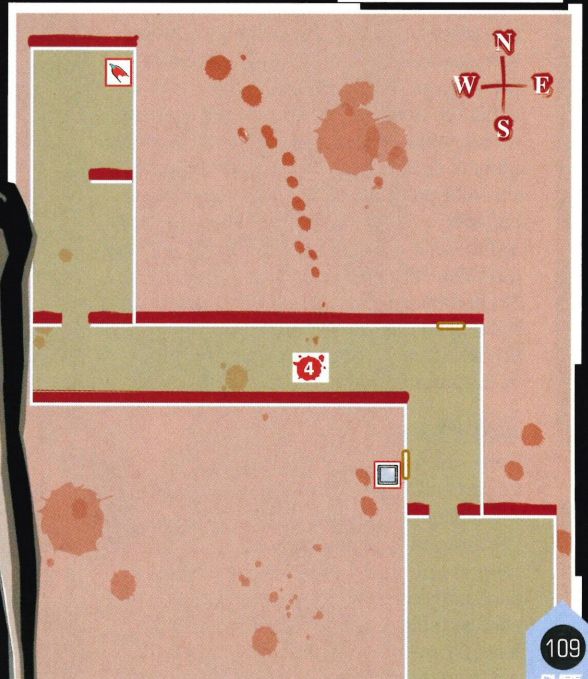










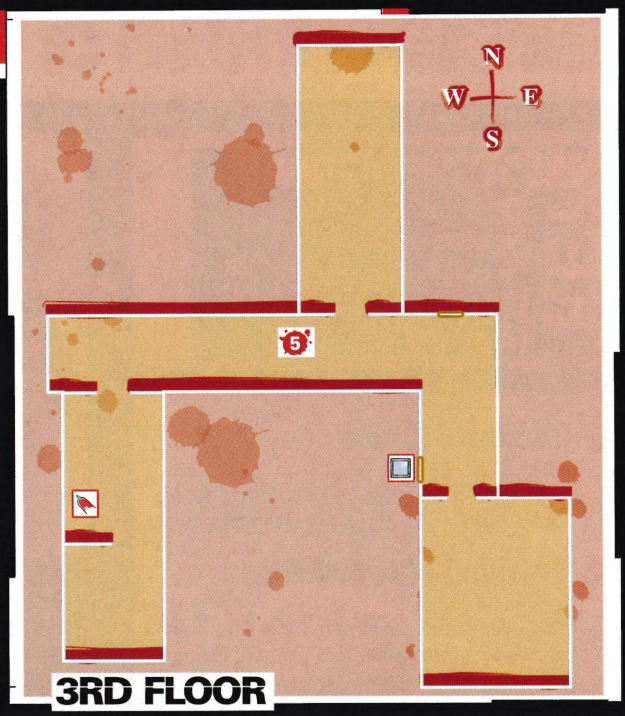


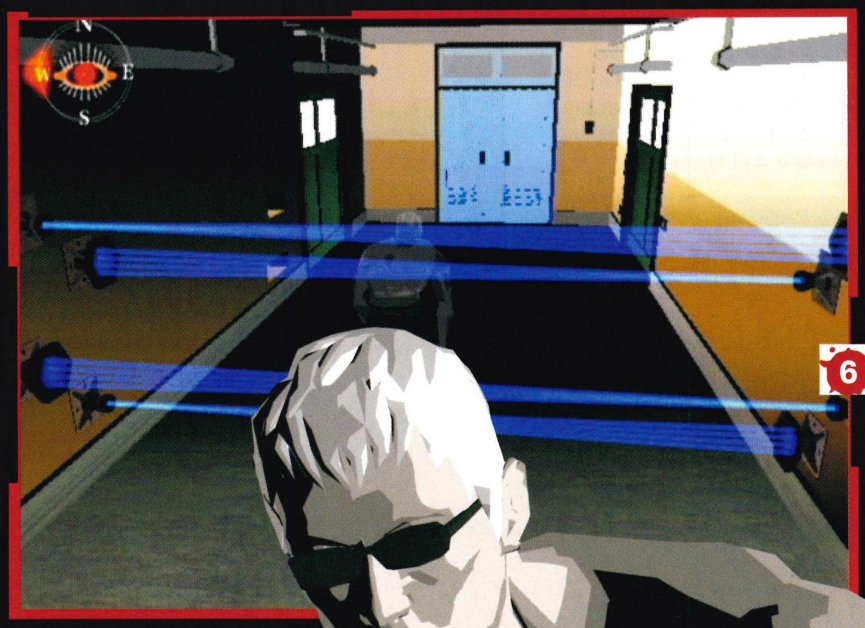
Level 3 SUNSET PART TWO (CNTD)

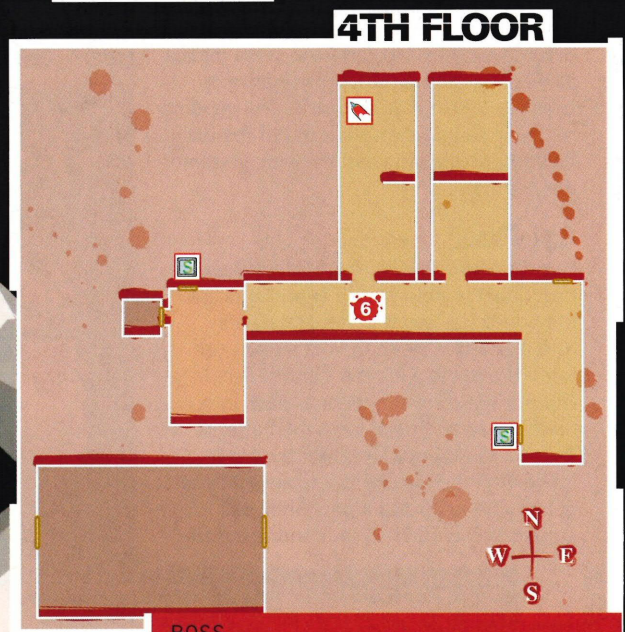
KEY

ITEMS FOUND
- SOUL SHELL
- HARMAN'S ROOM
- HARMAN'S ROOM WITH SAVE POINT
- CARRIER PIGEON
- WIND RING









5 3rd Floor 3RD FLOOR MAP

The first Mother Smile will appear here and she is reasonably tough to kill. Not only that but she drops eggs that spawn more enemies. Your best bet is to change into Mask De Smith so you can take more damage, then aim for her belly. Once the way is clear, head west to the room on the left at the end. Go to the horse racing game on the table and arrange the numbers in the order 1, 4, 3, 7, 6, 2, 5 then start the race to see your prediction is correct. A Soul Shell appears in the drawer – pick it up and return to the Hallway. Head into Room 301 and use a charged shot to destroy the Duplicator Smile then use Coyote to jump up through the hole in the ceiling. Pick up the Odd Engraving, then drop back down. Now head to the stairs and go up to the fourth floor.

6 4th Floor 4TH FLOOR MAP

Head north then west, looking out for Poison and Phantom Smiles that appear, then enter Room 401 and talk to Travis. Return to the corridor and enter the next room on the right and go over to the tables. Look at the first set of cards on the left and change the deer card pattern to the spiky leaves. Now move to the next set of cards and give them the rounded leaves pattern then move to the final set of butterfly cards and change the pattern to the red flower. Do this correctly and a Soul Shell will be available from the drawer. Change personalities to Kevin Smith and use his invisibility to get through the lasers. Now go through the door at the end to meet the Gatekeeper and give him your Soul Shells so you can get to the Colosseum.

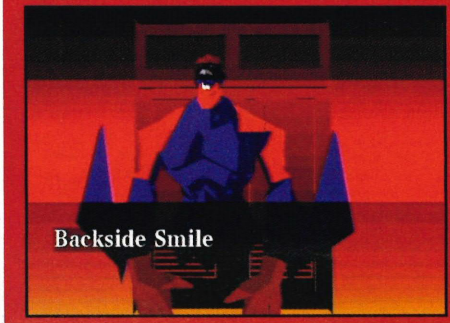
7 Colosseum NOT ON MAP

Run through the room and watch the cut-scene at the door then select a personality with a good gun, and head through the door to meet a sub-boss (BACKSIDE SMILE). Once he is defeated return to the fourth floor.

BOSS

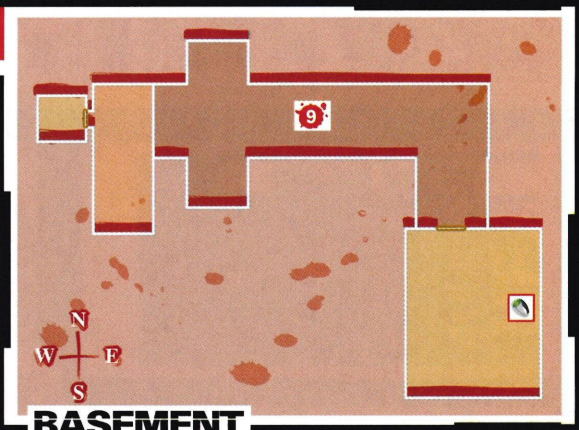
BACKSIDE SMILE

To defeat this Smile you need to shoot the scythes on his arms so he spins round and exposes the weak spot on his back. He does not always spin all the way round so you will need to keep at it until he does – make sure you do not miss when you have the chance to kill him.



Level 3 + SUNSET PART TWO (CNTD)





BASEMENT

ROOF



8 4th Floor 4TH FLOOR MAP

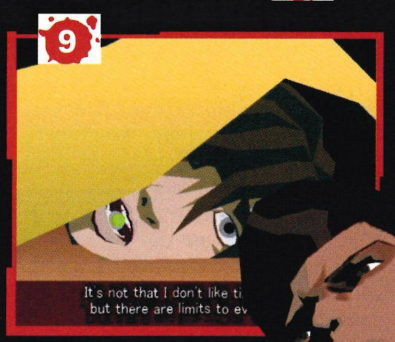
Talk to Iwazaru, save in Harman's Room then get into the Elevator and ride it down to the Basement. Change into Mask De Smith and blow a hole in the wall to meet the next boss (SUSHI CHEF DEPAUL).

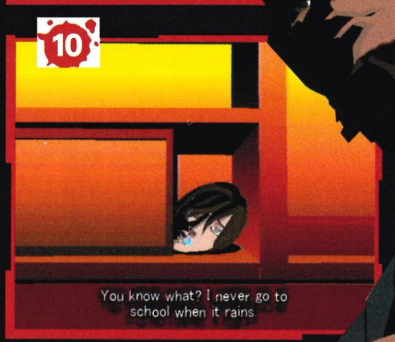
9 Basement BASEMENT MAP

Watch the cut-scene then move through the room to the storage box and look in it to get the Wind Ring. Move forward again and talk to Travis then open the control panel with the Odd Engraving and press the button marked 'Top'. Now return to the Elevator.

10 Roof ROOF MAP

Change to Kaede then run forward across the roof and shoot the Heaven Smile that appear. Talk to Iwazaru and Travis then enter Harman's Room to save your game. Now go back to the roof and use the Wind Ring to get into the Meeting Room to face the next boss (ZOMBIE POLITICIANS).

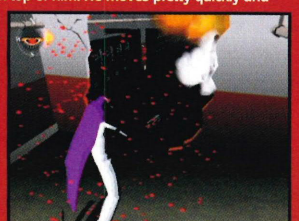




BOSS

SUSHI CHEF DEPAUL

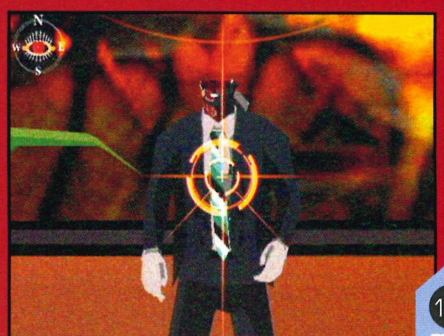
You cannot shoot the chef directly so you need to bring a section of the ceiling down on top of him. He moves pretty quickly and every time he shoots you, which is often, you lose your aim. He sometimes rolls out of the room on either side so try to get him as he rolls back in. Once he is defeated, head into the Mah-



BOSS

ZOMBIE POLITICIANS

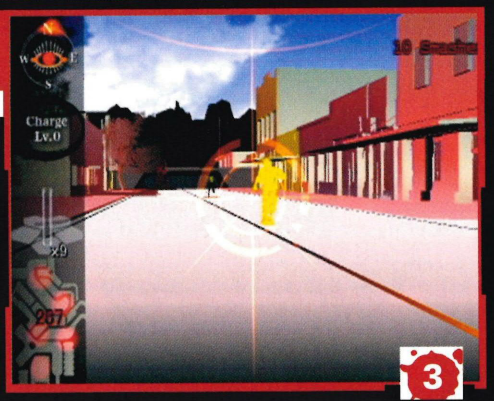
You need to shoot both these guys in their exposed brains but where you are standing you don't have a shot. Look out for the slow moving chunks of brain they throw at you and shoot the tie of the guy on the right. The left zombie will turn to straighten it so zoom in and shoot at his brain when he does. Repeat this until he is defeated and then turn your attention on the remaining guy. He sends out three pieces of brain that circle around him before heading in your direction. Shoot two of these and he will bend forward briefly so you must shoot his brain as quickly as possible.



Level 4 CLOUDMAN

KEY

ITEMS FOUND
- SOUL SHELL
- HARMAN'S ROOM
- HARMAN'S ROOM WITH SAVE POINT
- CARRIER PIGEON
- WATER RING



3



4


6

1 Garcian's House NOT ON MAP

Enter Harman's Room and watch the cut-scene then use the TV to select Harman and see another. Now leave the apartment to start the mission.

2 Entrance NOT ON MAP

Run forward and talk to Iwazaru then continue forward to the main gate, talk to Travis and head through.

3 Main Street 1 MAIN STREET 1 MAP

You will change into Coyote Smith once you get through the gate and encounter an Ulmeyda Smile. Shoot its t-shirt to kill it then head into Harman's Room on the left to save your game. Return to the street and head over to the Gas Station and talk to the Cult Member. Move to the front of the Semi Truck and change to Mask so you can pull it out of the way. Go back round to the Gas Pump to get the Stamina Ring. Now talk to Travis and make a note of the password on his t-shirt then head north, looking out for more enemies who continue to spawn. Go through the gate and you will see the first Giant Smile ahead. You will also see Ulmeyda Smiles running past you and as they are so easy to kill and keep respawning, use the opportunity to top up your blood supply (you also get a coin for each one you kill, which you will need later). Now head down the road on the left to get another Courier Memo from a Carrier Pigeon then go through the gate to the Suburbs.

4 Suburbs MAIN STREET 1 MAP

Talk to the Cult Member then head up the road until you reach 210 Terry Street on the right then use Coyote to jump up onto the roof then climb in through the window. Shoot the Ulmeyda Smile in front of you then run over to the vase and use the Water Ring on it to get an Odd Engraving. Now leave the house and head back to the Central Road.

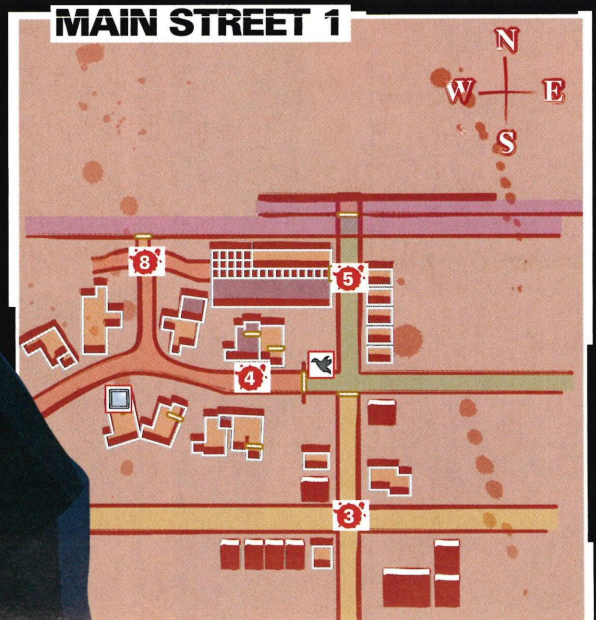
5 Main Street 1 MAIN STREET 1 MAP

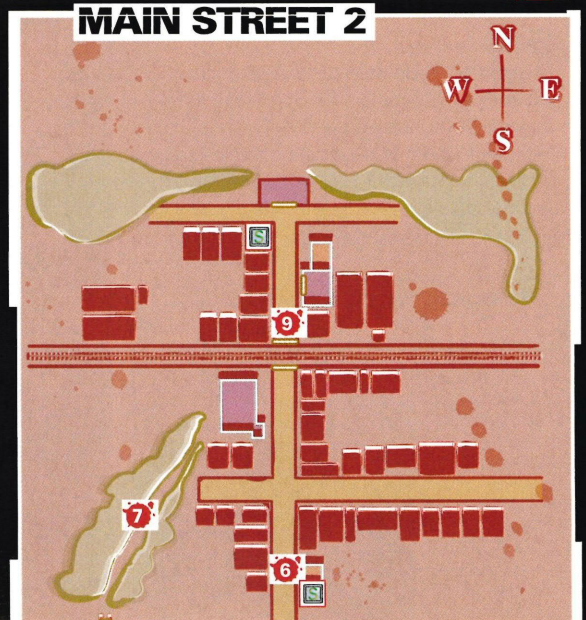
Change to Mask De Smith and head north to the gate at the end taking out the Giant Smiles. The Odd Engraving will allow you to enter the code, which is HUSTLE so do that to reach the next section.

6 Main Street 2 MAIN STREET 2 MAP

Quickly shoot the Giant Smiles then run forward to Harman's Room on the right to save. Continue down the road to the diner and head inside. Go over to the Toy Dispenser on the right and use the coins from the Ulmeyda Smiles to buy toys until you have the entire President's Collection apart from 7 and 12. Now head to the other end of the diner, have a quick look at the photo on the wall and then go through the door here.







Level 4+ CLOUDMAN (CONTD)

7 Shortcut Road MAIN STREET 2 MAP

Run forward and talk to Kisugi then change to Coyote once you reach the gate. Pick the lock and head back into the Suburbs.

8 Suburbs MAIN STREET 1 MAP

Head left and run over to 206 Terry Street then jump up onto the roof and climb in through the window. Change to Kaede and run to the bloody figure on the wall then use your special ability to reveal the President's Collection 12. Return to the street and turn right and destroy the Duplicator Smile then head to the gate at the end and pick the lock. Quickly change to Mask so you can take out the Giant Smiles, then go through the gate on the right.

9 Main Street 2 MAP

Run forward and save in Harman's Room on the right then run north past the railroad to the drugstore. When the music plays go to the Item menu and look at the photo you are carrying. Watch the cut-scene, and the warehouse will be unlocked so head inside. Go over to the box to find the President's Collection 7. Now leave the warehouse and head right to the Post Office and head inside. After the cut-scene you will be out on the Mountain Path.

10 Mountain Path MOUNTAIN PATH MAP

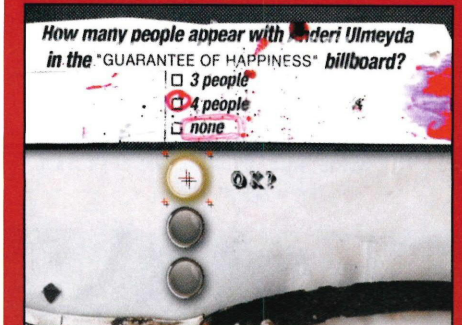
Talk to Travis then follow the path, taking out the Smiles on the way. Talk to the Cult Member at the gate, then head through. Continue forward to Travis and talk to him then go up to the First Life Gate. You now have to do a quiz on the posters you just passed and we have the answers right here

BOSS

PRESIDENT'S PSYCHOLOGICAL LOYALTY ANALYSIS

Input the following answers to the questions to get past the gate.

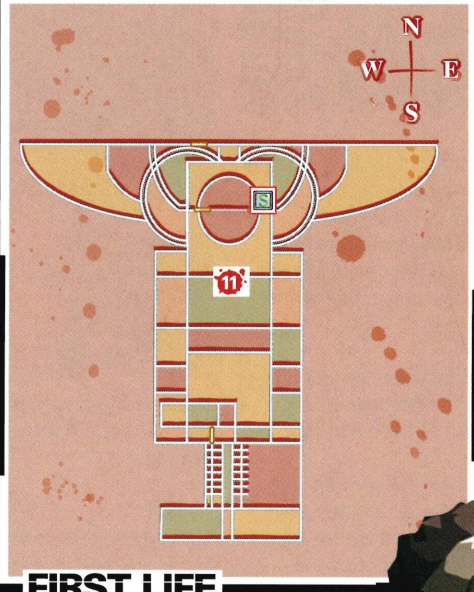
- **Question 1:** 3 people
- **Question 2:** 4
- **Question 3:** Purple
- **Question 4:** Texas Bronco
- **Question 5:** A Perfect City
- **Question 6:** 6
- **Question 7:** Suit



(PRESIDENT'S PSYCHOLOGICAL LOYALTY ANALYSIS).

11 First Life FIRST LIFE MAP

Head to the Guard Station and watch the cut-scene then go through the open gate. Defeat the Backside Smiles then go through the door on the right to Harman's Room and save your game. Now head through the door on the left to discover that the building is a fake. Run to the caravan and head into the Control Room. Watch the cut-scene then head over to the ambulances for a boss fight (ANDREI ULMEYDA).



FIRST LIFE



MOUNTAIN PATH

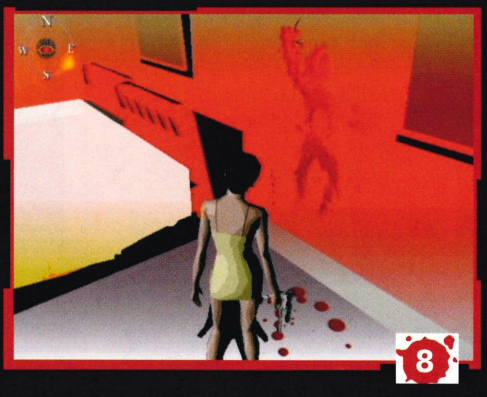
BOSS

ANDREI ULMEYDA

You only need one shot at Ulmeyda's Afro to take him down, but as you can see, it is floating along behind him, so can be tough to hit. Keep a good distance away from him to avoid his attacks and make your way through the ambulances to get behind him so you have a clear shot.









SPLINTER CELL: CHAOS THEORY

Here it is – the last part of the Splinter Cell guide. Promise.

Mission 09 SEOUL – PART 2

SEOUL, SOUTH KOREA

PRIMARY OBJECTIVES:
- Get to the EA-6B crash site
- Prevent data on board the EA-6B being recovered by North Korea
- Designate the wreckage of the EA-6B for aerial bombardment

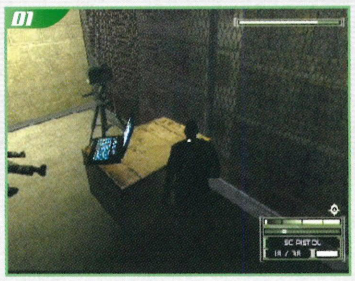
SECONDARY OBJECTIVES:
- Tap a Mobile Command Center

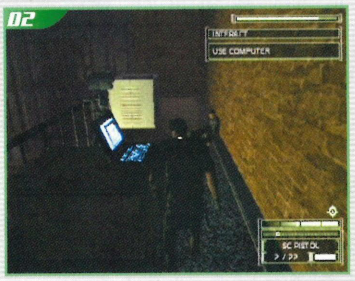
OPPORTUNITY OBJECTIVES:
- Disable portable radar reconnaissance receivers [5]
- Gain information about North Korean UAVs

BONUS OBJECTIVES:
- Disable all type-86 battle tanks [2]
- Rescue the EA-6B pilots [2]

01 Disable the **portable radar reconnaissance receiver [1]** located under the walkway and proceed to the next roof using the zipline. Continue ahead to find another **portable radar reconnaissance receiver [2]** on the top part of the second building – disable it.

02 Head through the locked door or trapdoor to reach the office corridor. Continue until you find a closed door. Open it to reach the toilets.



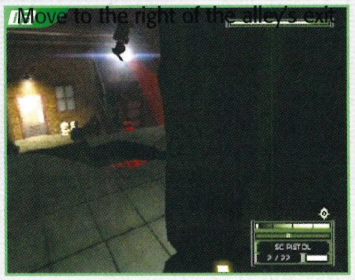


03 Go down, floor by floor, and then jump in order to get over to the next building. Disable the **portable radar reconnaissance receiver [3]**, and then go inside the building. You are now entering the city streets.

04 Go downward by grabbing onto parts of the destroyed floor. You have reached the restaurant.

05 Head for the computer in the kitchen and access it to **gain information about North Korean UAVs**. Exit the restaurant by the kitchen door. You are now in the back alleys.

06 There is a North Korean fighting with a South Korean. Move towards the end of the alley and then climb the fence. Here you witness more fighting in the market street ahead. Continue in that direction to reach market street 1.





and find a ladder to pass over the street and avoid some of the fighting.

07 **Destroy the tank [1]** by throwing a grenade in its hatch. There is a pipe on the wall to its right; climb it and disable the **portable radar reconnaissance receiver [4]**, then go inside the building. Head downward through the hole in the wall and exit by the window to reach the north market.

08 Go down the building and **head for the Mobile Command Center ahead and tap it** (if you didn't do so when you walked by one next to the NDT building in Seoul – Part 1). Continue ahead to find a hole in a wall. Walk through it and you reach the crash site.

09 **Enter the crash site.** Walk next to the EA-6B cockpit to learn that it isn't possible to **prevent data on board the EA-6B from being recovered by North Korea.**

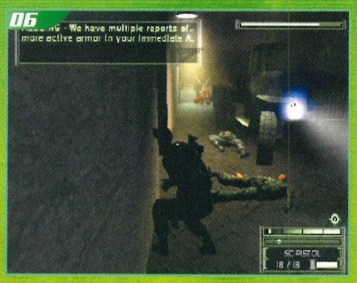
10 **Grab a pilot [1]** and bring his body with you into the alley that you walked through to reach the crash site. Leave the body there when Lambert tells you that the pilot will be safe. Now head back and do the same thing with the remaining **pilot [2]**.

11 There is a pipe hidden in the shadows next to the garbage containers on the aircraft's left side. Climb it to find and disable the **portable radar reconnaissance receiver [5]**.

12 Walk along the wooden structure in order to reach a zipline. Use it and land on the scaffolding over on the opposite side. From there, throw a grenade into the tank's hatch to **disable the tank [2]** which completes your outstanding bonus objective.

13 Move to the top of the scaffold and **designate the EA-6B with your EEV.** A missile destroys it and the mission ends.


05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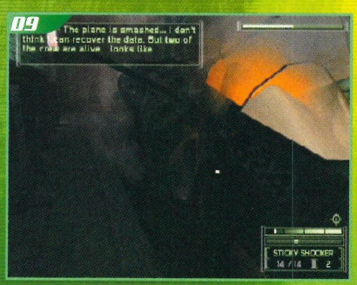
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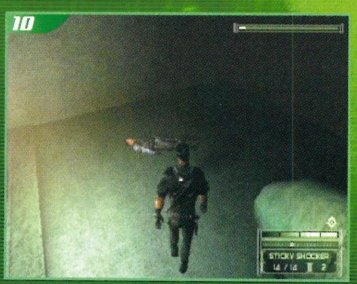
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Mission 10 BATH HOUSE

SHINJUKU DISTRICT, TOKYO, JAPAN

PRIMARY OBJECTIVES:
- **Gain entry to the Bath House**
- **Discover who Shetland's contact is**
- **Eavesdrop on Shetland's meeting before the I-SDF takes him down**
- **Disarm Shetland's bombs**
- **Eliminate Shetland**

SECONDARY OBJECTIVES:
- **Find out who gave the I-SDF assault team their orders**

OPPORTUNITY OBJECTIVES:
- **Tap the Bath House telephone lines [3]**

BONUS OBJECTIVES:
- **Hack Shetland's computer**

01 Head to the end of the alleyway and take out the guard in the clearing while he investigates the phone junction. Approach the junction box in the corner to plant a **telephone tap [1]**. You will probably find this is easiest done after luring the two guards in the alley into the area and dealing with them.

02 Drop into the sewers here and make your way round to **gain entry to the bath house**.

03 Exit the sewers and take out the two guards in the first room.

04 There are two guards in here. Lure them into the darkness and take them down, then head up to the private office.

05 Waste the two guards in here, then use the computer to disable the camera system.

06 Head up the stairs and grab the civilian, then interrogate him to discover the door code: **3650**.

07 Enter the office and use the computer or search the cabinet to **discover who Shetland's contact is**. Exit via the air vent in the corner.

08 Interrogate one of the guards in here to **discover who gave the I-SDF assault team their orders**, then dispose of them. (If you don't manage to interrogate them, the info is stored on the laptops they are using.)

09 Go through these rooms into the pool area and deal with the two guards there (luring them to you is the best way, then raking them with sub-machine-gun fire when they're close enough). **Tap the phone box [2]** in the far corner, and then backtrack a little and enter the dry baths.

10 In the steam room, use your thermal vision to navigate, and take down the two guards.

11 **Tap the phone line [3]** in here to complete that set of objectives. Take out the guard in the corridor if he investigates.

12 Nip through to the water garden room. You might be spotted here so be ready to take down any overly inquisitive guards! Enter the glass room at the rear, the one with all the plants, and enter the crawlspace in there.

13 From the end of the crawlspace, **eavesdrop on the conversation** and **use your EEV to scan the laptop** too. When it all goes pear-shaped, get back out of the crawlspace.

14 From this room, take down two enemies to your right, then their would-be assailants to your left. They use cover, so thermal vision is recommended.

15 Don't forget to disarm the wall mine by the doorway! When you're ready, drop a smoke grenade in the doorway and toss in a flashbang. Using thermal vision again, assault the room and take down two enemies.

16 Break the lock and run to the **first bomb**, which you can find on the ground floor. After **defusing it**, head back towards the entrance with your pistol drawn, while sticking to the shadows. A guard



enters the room and he is very dangerous. You MUST take him down with a headshot or it's big trouble for you!

17 Drop off the walkway here to **defuse the second bomb**. When that's done, jump up and grab the walkway, then pull up and run right quickly!

18 The **third bomb** is here. **Defuse it** and Shetland will leave to head for the roof as you do so. When the bomb is defused, you have three deadly guards to deal with. Use the airfoil rounds from your machine gun as this incapacitates them quickly and you don't need to be as accurate. Two are patrolling the walkway and appear from your right as you look into the room, and the last one comes in from the door that Shetland left by.

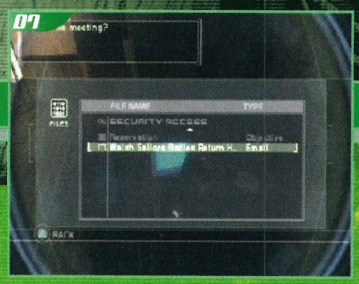
19 Climb the ladder to find Shetland. You are faced with no option but to **eliminate him** after the cut-scene.



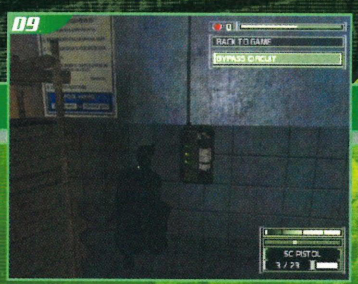


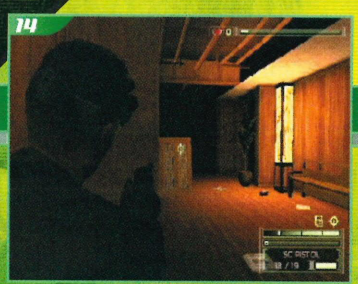


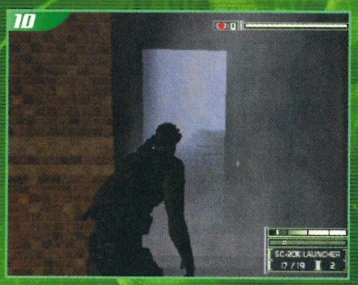






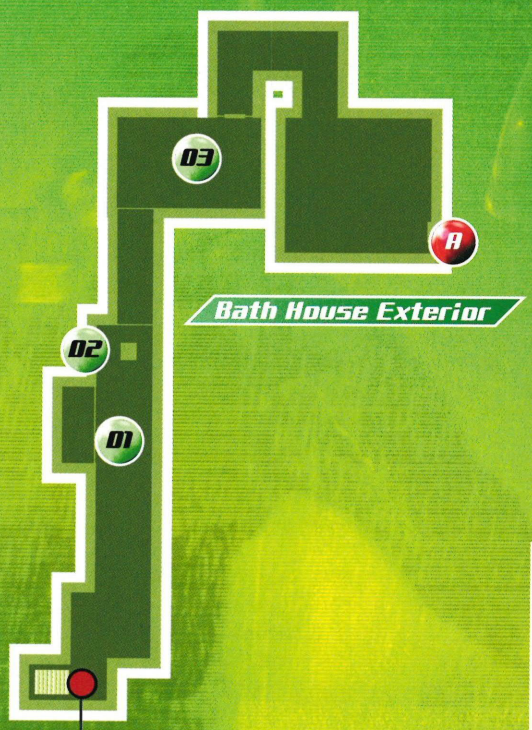


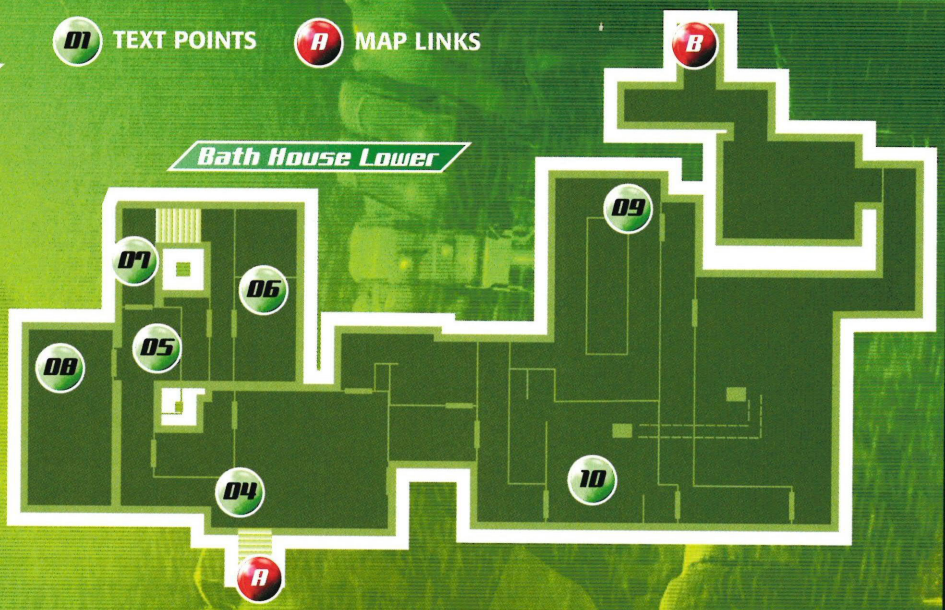


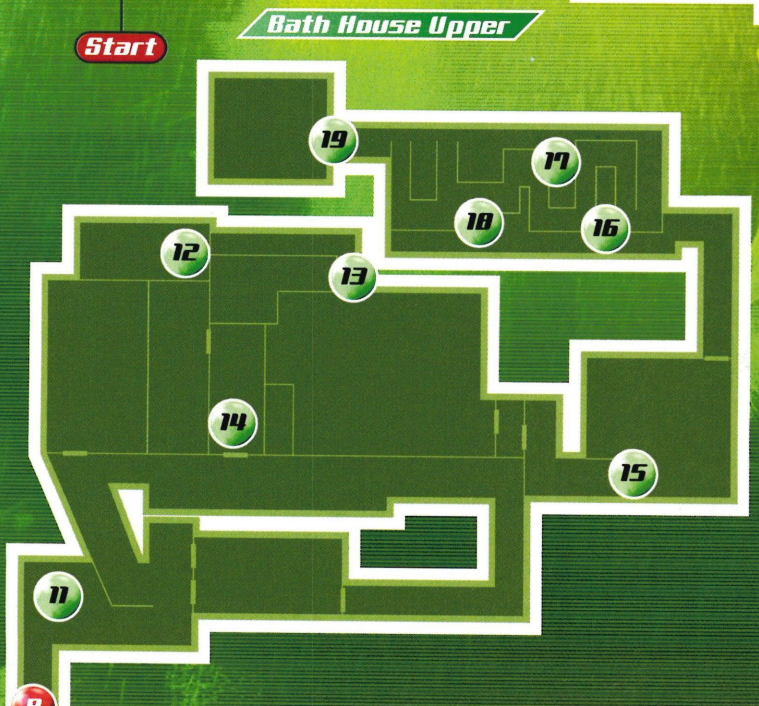




01 TEXT POINTS A MAP LINKS















Mission 11 KOKUBO SOSHO

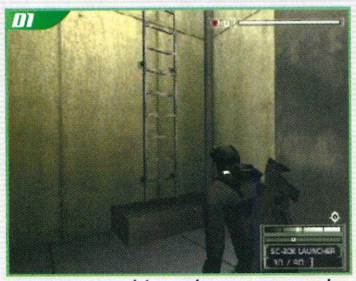
JAPANESE DEFENCE MINISTRY, TOKYO, JAPAN

PRIMARY OBJECTIVES:
- Do not kill anyone [cancelled]
- Contact the detained American officers
- Gain access to the war room
- Record the meeting in the war room
- Access the G-SDF general's laptop
- Cripple Otomo's I-SDF servers
- Capture Otomo alive
- Exfiltrate to the only available extraction point

SECONDARY OBJECTIVES:
- None

OPPORTUNITY OBJECTIVES:
- None

BONUS OBJECTIVES:
- Back up Otomo server information before you destroy it



01 Head into the garage and move right, using night vision to avoid the camera's gaze (and the two guards who are patrolling). Pick the lock of the door on the right and climb the ladder within.



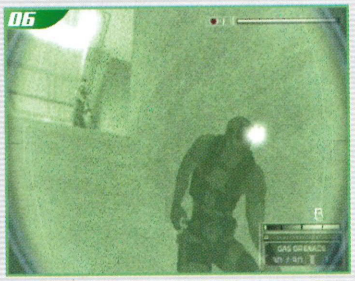
02 Head out of the crawlspace and move into the right cubicle. When the guard finishes and leaves, grab him from behind and interrogate him, then move on.

03 Take this next guy out with an airfoil round, and then dodge the camera and head into the small crawlspace.

04 Interrogate the guy in this room, then climb the sculpture to reach the second floor. Head into the crawlspace to gain access to the press room.

05 You can now approach the **detained American officers**, but you must do so by skirting round the outside of the building and staying below the security camera. When you are close up behind them, **talk to them**.

06 Head into the basement. Take the right-hand conveyor belt down and walk against it to stay in a dark spot as the guard passes going in the other direction.



07 At the bottom, wait until the guards are all looking away and quickly head down the small flight of stairs into the shadows.

08 Enter this room by hacking the retinal scanner and turn the lights off, then take the two guards out with a well-timed gas grenade as they attempt to enter the server room.

09 Hack the keypad on this door. This next part is tough! You need to enter the room and hide behind the nearest bank of servers. Move to the far right, and then peek around the edge. You need to use the computer on the far right of the second bank of servers, so time your run to it as soon as one of the cameras has panned past you. Use the computer QUICKLY in order to **gain access to the war room** and head IMMEDIATELY back behind the first server. Hide behind it again until the camera has panned past, then run like hell to the door.

10 Make your way through these doors and head round the right-hand side of the room. Take out the guard with an airfoil round, or some gas.



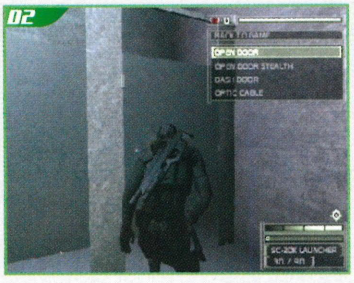
11 Run past the camera as best you can – this is a little bit dependent on luck so be sure to save! Take down the remaining guard in the area.

12 Jump into the ventilation system to get above the war room. Use your EEV to **record the meeting** and also to **access the G-SDF general's laptop**. Exit the crawlspace, then dodge past the cameras and exit the area.

13 Take the elevator down. Halfway there the power gets cut, so drop the rest of the way from ledge to ledge after exiting via the trapdoor in the floor.

14 You only have three minutes! Climb out of the lift shaft and round to your left. Toss a frag grenade round the corner to waste three guards (shoot any survivors).

15 Equip your night vision in this corridor AND AVOID THE LASER BEAMS! If you don't, you trigger a turret gun at the far end and you'll never make it. Weave between the lasers slowly to











continue through to the next room.

16 Sneak immediately right to avoid an automated sentry gun on the ceiling. Head to the far corner of the room and use the computer next to the servers in order to **back up Otomo's server information**. That done, plant a charge on the servers (in the far right of the room as you enter), retreat to a safe distance and detonate them to **destroy Otomo's servers** and abort the missile.

17 Four guards attack from this area – take them down. There's no subtle way to manage this – equip your machine gun and go for it!. Head through to Otomo's office.

18 After the cut-scene, head into this room and drop through the hatch. Head through to Otomo's office and **save him**. All that remains now is to plant the charges on the window and retreat to a safe distance before they detonate. This leads to your **exfiltration**, completing the mission and the game. Congratulations!





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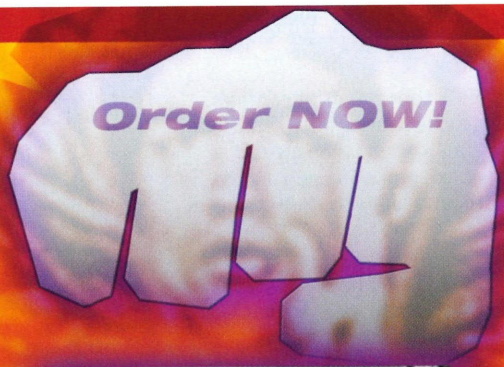

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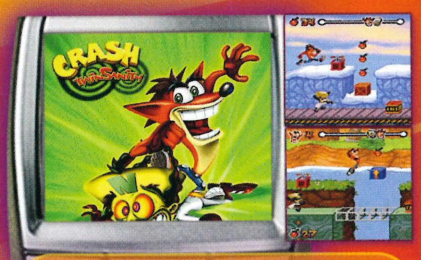

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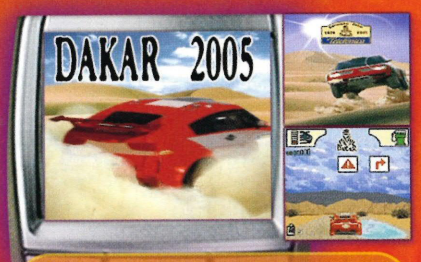

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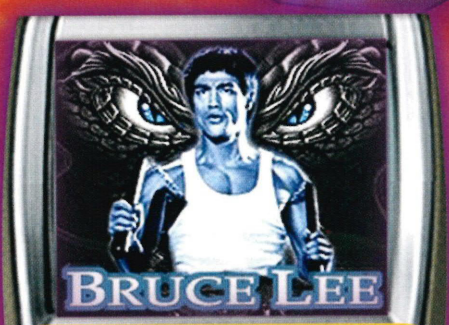

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* A Nokia 2650,3100,3108,3200,3300,5100,6100,6108,6200,6220,6610,6800,6810,6820,7200,7210,7250,7250i,3220,5140,6230,6020, 6822,7260,3510i,3585,3590,6010,8910i,6630, 6680,3230,6260,6600,6620,6670,7610; Samsung E710,E330, E700, E800; Motorola C650, V220,E550,V300,V400,V500,V525M,V547,V600,C975,V3,V547,V635,V80,V975; Sagem MyV55,MyV65,MyV75; Sharp Gx15,Gx20,Gx22, Gx22s,Gx30,Gx32; Sony Ericsson K700(i),Z1010; B Panasonic X60; Siemens C(X)65,M65,S(L)65; SonyEricsson F500i,Z600; C Nokia 3650, 3660; Sharp Gx10; D Nokia 7650; E Sharp Gx25; F Nokia N-Gage (QD); G Sony Ericsson K500(i); H Sony Ericsson T610,T616,T618,T630

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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	Infogrames	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

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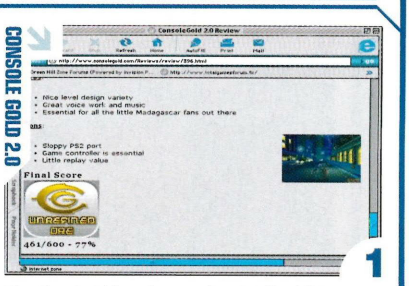


1

The Alan Partridge of game sites, totally oblivious to how funny they are with out-of-600 ratings and points deducted where controllers are essential. We love Console Gold with all our fat, stupid little hearts.

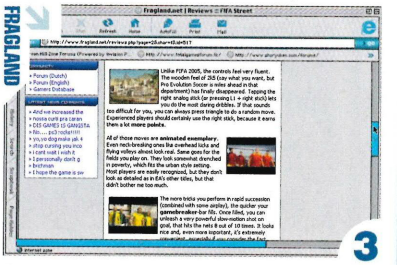
PMS CLAN



2

"We're always up for some friendly fun!!!!" shouts member Rinny. So Tim signs up and tries to tempt them with talk of chocolate. He fails. He moans. He reminisces about Sammie Jo. Ahhh, Sammie Jo.

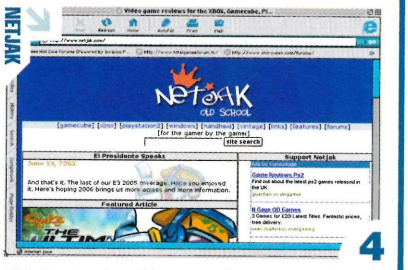
FRAGLAND



3

"Most *FIFA Street* matches end after **5-five scored goals**. All of those moves are **animated exemplary**." No-one knows what any of that means or why so much shouting is required, but isn't Fragland fun?

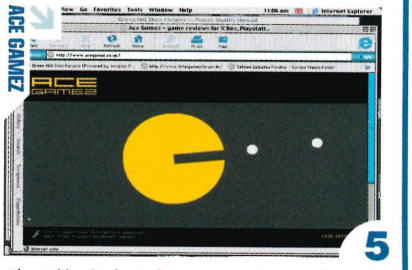
NETJAK



4

FIFA Street review: "The game also resorts to the European spellings for words. That's what localization is for man! So I don't have to be pestered with extra vowels!" Dude! Vowels are totally lame!

ACE GAMEZ



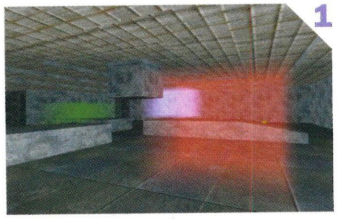
5

The writing is above the average review poo that clogs up the internet but someone, has to die for that horrendous theme tune that accompanies the opening animation and spelling 'Games' with a z.

TOP FIVE GEEK SPEAK

Silly phrases that are only ever used in press releases, geek forums and four-page gamesTM reviews.

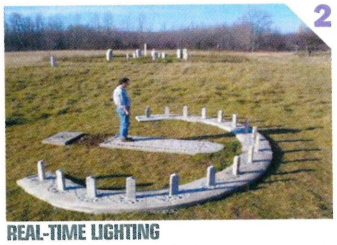
1



VOLUMETRIC FOG

When "thick fog" doesn't sound intellectual enough, we have "volumetric fog". It's the only time in your life you'll ever describe anything as volumetric. Although you might try saying "volumetric farts", just to see how people react.

2



REAL-TIME LIGHTING

Means anything from "shadows move around a bit" to "shadows look really nice". It has lost its meaning over the years and become a filler phrase about shadows. Run out of witty jokes? Sound clever by mentioning real-time lighting!

3



DYNAMIC GAMEPLAY

Mobile phone game *Super Reax* is said to have "attractive and absolutely dynamic gameplay!" Which means... what? It's just random words! Here's one we made earlier: "Compulsive and enormously enigmatic gameplay!"

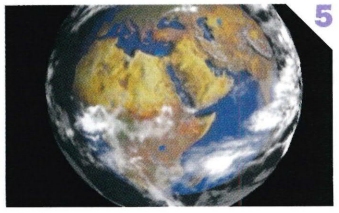
4



PARTICLE EFFECTS

In layman's terms, "this game has smoky bits in it". If you know a game has particle effects, it means you'll watch something on fire and won't be able to move until the cut-scene ends. Hey! It's absolutely dynamic gameplay!

5



BUMP-MAPPING

Definition: Where Texture Mapping adds colour to a polygon, Bump Mapping adds what appears to be surface roughness. In other words: things look bumpier than normal. Why they can't just say that is anyone's guess.

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
Homeland	Chunsoft	In-house	1	47	NTSC	7.5
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
killer7	Capcom	Grasshopper Inc	1	47	PAL	9.0
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: European Assault	EA	EA Los Angeles	1	47	PAL	8.8
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

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

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

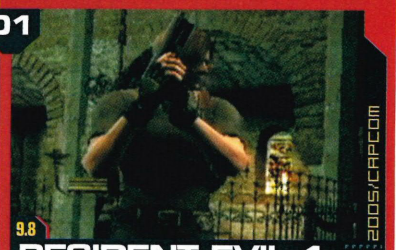
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Minority Report	Activision	Treyarch	1-2	15	PAL	5.0
Mission: Impossible OS	Atari	Melbourne House	1	31	PAL	6.7
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	32	NTSC	5.8
Mobile Suit Gundam: G Vs ZG	Bandai	Capcom	1-4	41	NTSC	6.6
Mortal Kombat: 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	39	PAL	9.0
Phantasy Star Online Episode I & II	Infogrames	Sonic Team	1-4	16	PAL	7.5
Phantasy Star Online III: C.A.R.D. Rev	Sega	In-house	1-2	33	PAL	6.0
Pikmin	Nintendo	In-house	1	7	PAL	9.0
Pikmin 2	Nintendo	In-house	1-2	37	PAL	9.3
Pitfall: The Lost Expedition	Edge Of Reality	In-house	1	30	PAL	7.8
P.N.03	Capcom	In-House	1	23	PAL	8.2
Pokémon Box	Nintendo	In-house	1	21	NTSC	2.9
Pokémon Channel	Nintendo	In-house	1	30	PAL	8.0
Pokémon Colosseum	Nintendo	Genius Sonority	1-4	32	PAL	8.6
Pool Paradise	Ignition Ent.	Awesome Studios	2	31	PAL	8.0
Prince Of Persia: Sands Of Time	Ubisoft	Ubisoft Monteral	1	29	PAL	9.3
Prince Of Persia: Warrior Within	Ubisoft	In-house	1	40	PAL	9.0
Pro Rally	Ubisoft	In-house	1-2	13	PAL	5.9
Puyo Pop Fever	Sega	Sonic Team	1-4	30	PAL	7.8
Rainbow Six 3	Ubisoft	In-house	1-2	34	PAL	8.2
Rally Championship	SCi	Warthog	1-4	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	9	PAL	6.0
Resident Evil	Capcom	In-house	1	10	PAL	9.0
Resident Evil Code: Veronica X	Capcom	In-house	1	30	PAL	7.1
Resident Evil: Nemesis	Capcom	In-house	1	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	16	PAL	9.0

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

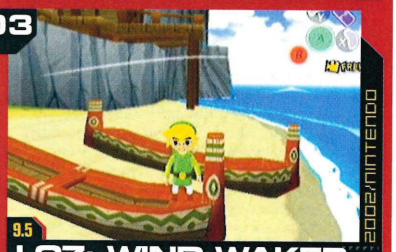
TOP 10

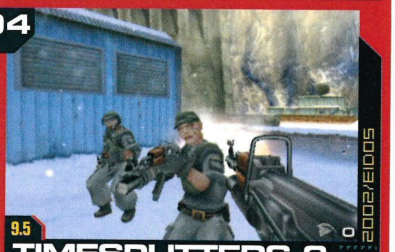
GAMECUBE

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01 
9.8 RESIDENT EVIL 4 2005/CAPCOM

02 
9.7 METROID PRIME 2: ECHOES 2004/NINTENDO

03 
9.5 LOZ: WIND WAKER 2002/NINTENDO

04 
9.5 TIMESPLITTERS 2 2002/EIDOS

05 
9.4 LOZ: FOUR SWORDS + 2004/NINTENDO

06 MARIO KART: DOUBLE DASH!! 9.4
2003/NINTENDO

07 PAPER MARIO 2 9.4
2004/NINTENDO

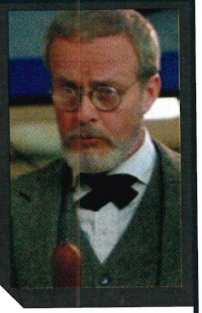
08 BEYOND GOOD & EVIL 9.4
2003/UBISOFT

09 SUPER MARIO SUNSHINE 9.4
2002/NINTENDO

10 F-ZERO GX 9.4
2002/NINTENDO

SIGMUND FROOD (OUT OF BILL AND TED) AND HIS AMAZING PSYCHOLOGICAL ADVENTURES

Darran 'Retro Monkey' Jones, gamesTM



Sigmund Frood is all about the future. All the ladies loved and left behind are nothing more than memories drifting in the romantic, fragrant winds emanating from the Froodster's pants. It's not for Sigmund Frood to look over his shoulder. You'd never catch this critically acclaimed psychologist digging up the past. Who wants to live in the past? And so on the couch this month – Darran 'Retro Monkey' Jones. CUBE contributor and the man turned to when opinions are needed on games around long enough to have gathered enough dust to choke anyone without a respirator. *GoldenEye*, *Duck Hunt*, *Super Mario Bros* and so on. It doesn't matter that we've moved on. Retro Monkey lives in the past. Some of you have asked who Darran Jones is. Below, the answer.

Questions. First, a test. Is *Dig Dug* retro?

"Course it is. Came out in the Eighties."

Good. Next question.

"Turns up on every bloody Namco collection known to man. It's everywhere."

Okay, sure, next question…

"It's been on the GameCube, the PSone, the PS2, the PlayStation, the Dreamcast…"

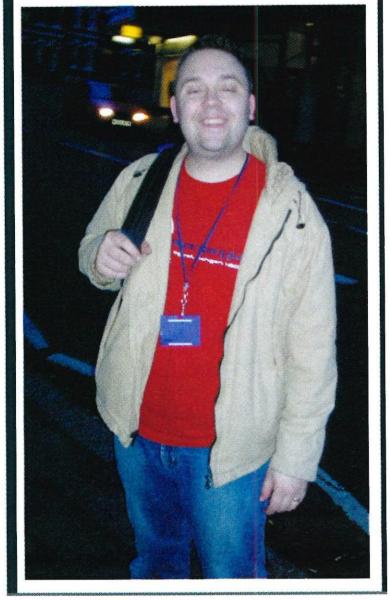
SHUT UP! Jesus. Is *Final Fantasy VIII* retro?

"Yeah because when you look at it now, it looks [censored] awful."

Now the important question. Why do you love retro games? Why spend £500 on a PC Engine, declare it the best thing ever, then sell it a week later? Why the obsession with Japanese 'shmups'? Why so… retro?

"I've got to be honest with you, there are no games out that interest me at the moment. It's like, you know that *Panzer Dragoon*? I've been enjoying that more than *Resident Evil 4*."

Panzer Dragoon over *Resident Evil 4*? Conclusion: Darran Jones isn't just a Retro Monkey. He's an Ass Monkey too.



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Resident Evil 4	Capcom	In-house	1	42	PAL	9.8
Robots	Vivendi	Eurocom	1	44	PAL	6.0
Robotech: Battlecry	TDK	Mediactive	1-2	13	NTSC	8.0
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

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

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Taz Wanted	Infogrames	Blitz Games	1-2	11	PAL	5.6
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	31	PAL	6.0
Terminator 3: The Redemption	Atari	Paradigm	1	37	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	26	PAL	7.1
The Incredibles	THQ	Heavy Iron Software	1	40	PAL	6.0
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	23	PAL	8.0
The Polar Express	THQ	Blue Tongue	1	40	PAL	3.8
The Simpsons: Hit & Run	Vivendi	Radical	1	26	PAL	7.4
The Sims	EA	Maxis	1-2	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	27	PAL	8.2
The 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	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

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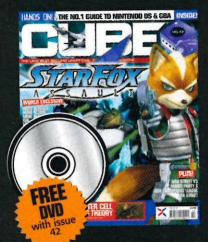
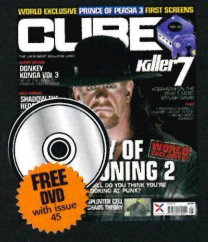


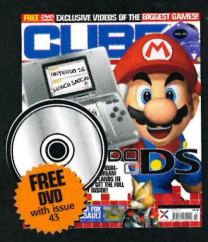
ISSUE FORTY TWO

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.



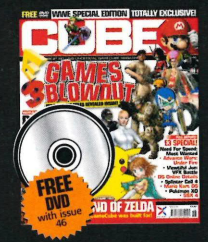
ISSUE FORTY FIVE

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*.



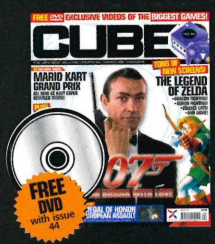
ISSUE FORTY THREE

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!



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 SEVEN

Things get better this month with another three GameCube reviews! Not to worry, there's buckets of reviews in Hands On. Also Previews on *Pokémon XD, Twilight Princess* and more things! Like the monkeys and stuff.



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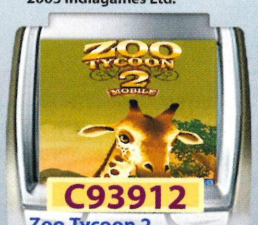

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Larry is back and on your mobile!
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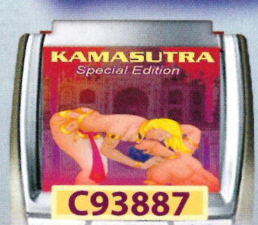

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NEXT ISSUE

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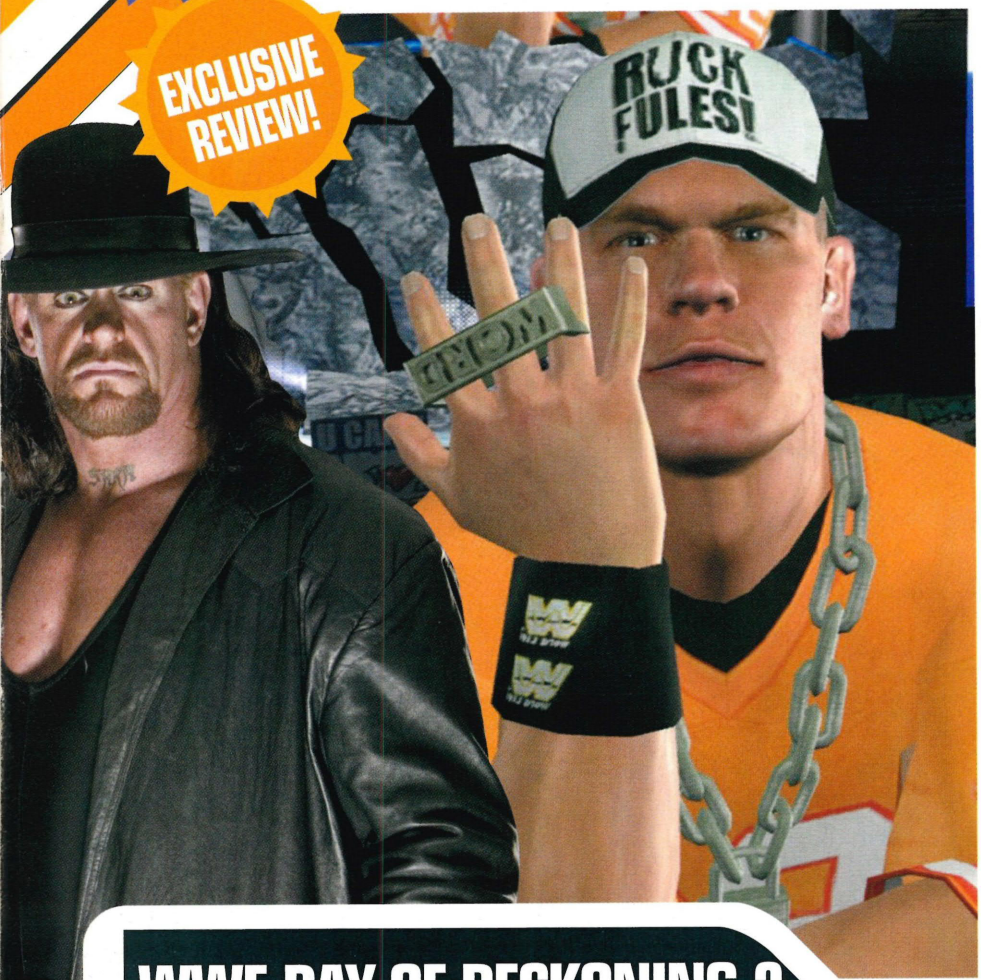
EXCLUSIVE REVIEW!



WWE DAY OF RECKONING 2

FINALLY THE WAITING IS OVER

Tim's already preparing to better last year's attempt at creating the ultimate CUBE wrestling team. THQ's sequel is looking great, but can it improve enough to keep us interested? Keibler? Check. Sorted.

EXCLUSIVE REVIEW

DDR: MARIO MIX

CAN'T STOP YOUR FEET!

This game has split the CUBEers down the middle. Half of us can't wait to get the mat into the lounge. Half of us don't appreciate Mario shaking his booty where it isn't wanted. Get the verdict.





FEATURE

FINGER LICKIN' GOOD

GAME BOY MICRO REVEALED

You've seen pictures of it, you've watched videos of it, and you've read what we think about. Now we have one in the office, so what say we rip it to pieces and take lots of photos? The last time we did that Chandra's Japanese GameCube blew up.

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Looks nice... but it's still baseball *big sighs all round*



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Tim has been praying every night that this will be great.



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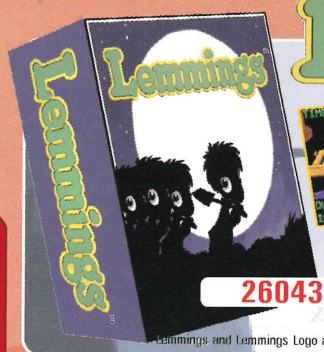



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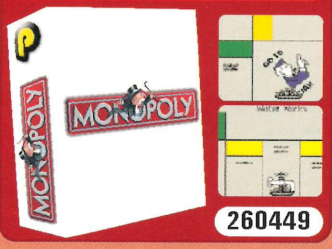

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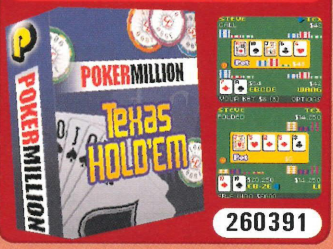

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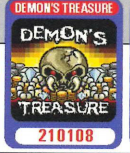

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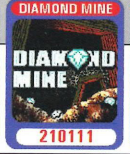

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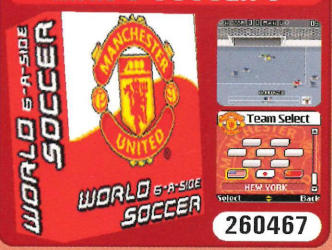

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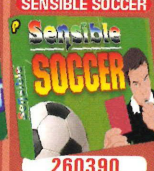

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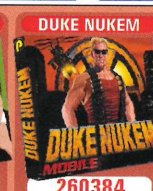

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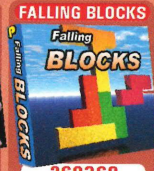

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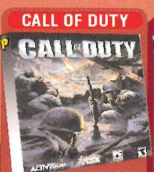

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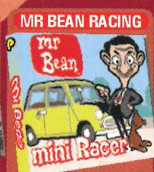

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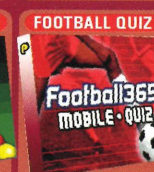

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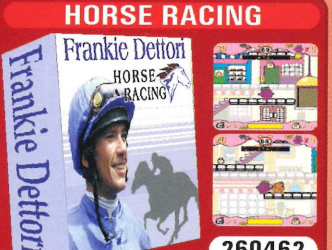

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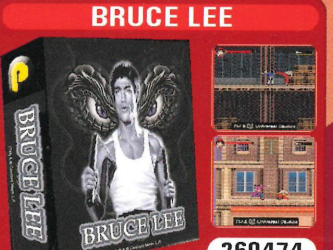

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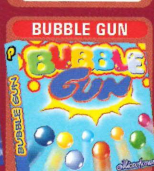

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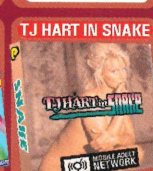

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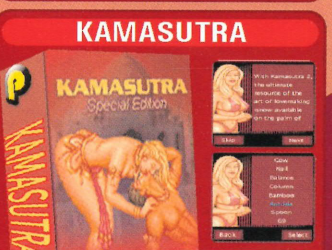

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