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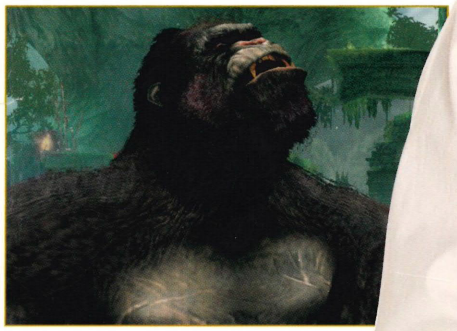
CUBE ISSUE 49



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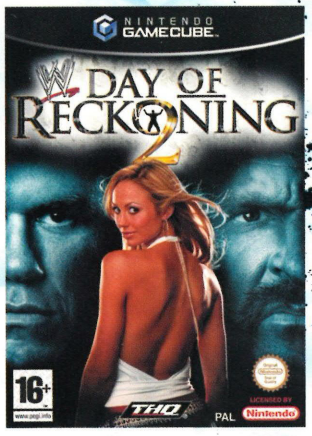
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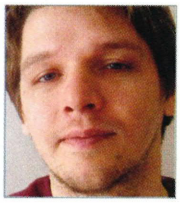
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CUBE



WELCOME

YES, THIS IS CUBE. You might think, glancing at this month's cover that you've picked up some lads rag in error, but no, we've just sexed things up a bit in honour of the exclusive *WWE Day Of Reckoning 2* review. Grappling doesn't get any sweatier!

We've also got the first play of Ubisoft's dazzling-looking *King Kong* tie-in which has simply backed up our previous opinion that this is going to be one movie licence you won't want to miss. Elsewhere *Incredible Hulk: Ultimate Destruction* gets the review treatment and shows just what's possible with a comic book licence given a bit of time and effort. That bodes well for *Ultimate Spider-Man*, the first screenshots of which can be found over on page eight.

Perhaps the biggest challenge of the month came in producing the definitive guide to Link and the history of the *Legend Of Zelda*. The results of weeks of painstaking research can be found nestling on pages 30-35.

As much fun as we've had putting this issue together, everyone's had at least one eye on next month which, you may or may not have noticed, will be **CUBE**'s 50th. That's right, we've reached the half ton, and what a ride it's been. We've got the party poppers, the jelly and the cakes on order and we'll be chatting with a few of the people who've contributed to **CUBE** down the years. Remember Byron, Steph, Martin? And of course the man who's been here since day one – none other than the Chandyman. It's going to be a big old bash so I really need to get on and help with putting the decorations up.

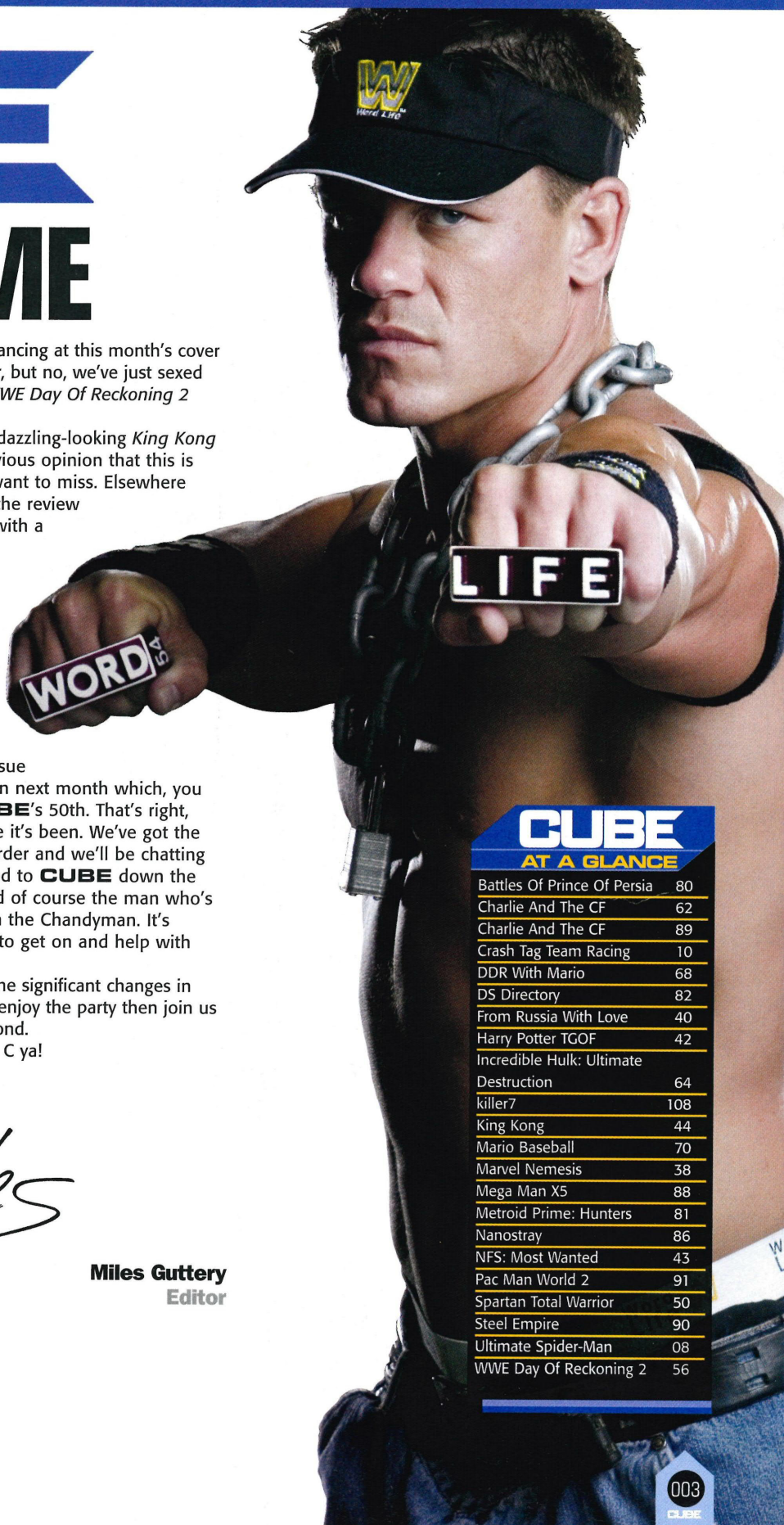
The next few months are going to see some significant changes in the world of **CUBE** magazine as well, so enjoy the party then join us as the journey continues into 2006 and beyond.

Oh, and enjoy this issue in the meantime. C ya!



Miles Guttery
Editor





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CUBE: Breaking dinosaurs and getting off with blond girls

IN-DEPTH

SPARTAN: TOTAL WARRIOR

50 Hack and slash, and dice and julienne the myths and monsters in Spartan's world of death.



IN-DEPTH

KING KONG

44 The ape's got massive hands! There are rumbles in the jungle as we track down the biggest primate of all!

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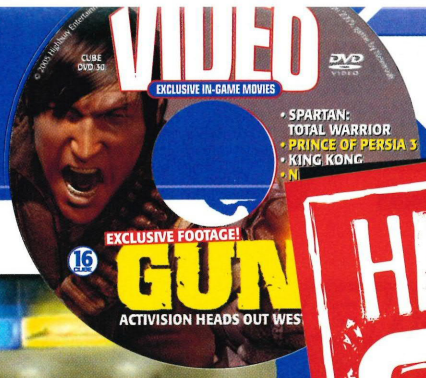
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FIND OUT WHAT'S ON THE DISC TURN TO PAGES 6 & 7

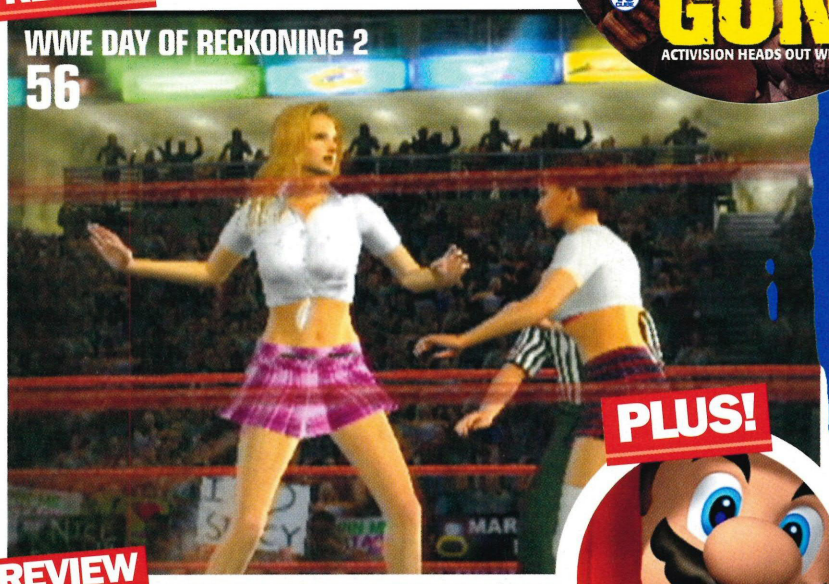


HANDS ON

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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PLUS!

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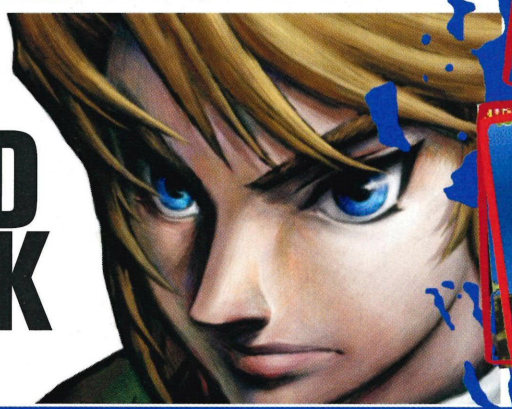




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THE LEGEND OF LINK



30 How do the *Legend Of Zelda* games fit together? Don't know? We chronicle Link through his ages and adventures and it all becomes clear, ish. Or not.

ON THE DISC

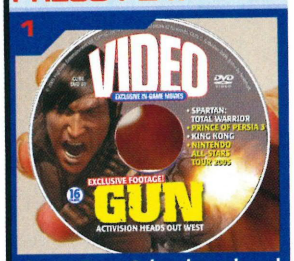
Your monthly fix of brand new videogame footage for the GameCube's most exciting new games

FINALLY, THREE MONTHS after the big event, the E3 mark is starting to fade. This month we've got the final few E3 trailers for you in the form of *Hulk*, *Crash*, *POP 3* and *Castlevania: Dawn Of Sorrow*. More importantly though, we've got the first ever in game movie of *GUN*.

USING THE DVD

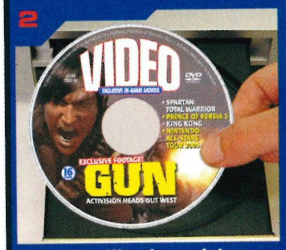
SLAP IN AND PRESS PLAY

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.

E3 2005: NEARLY GONE

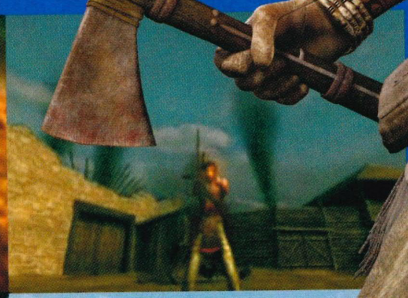
GUN

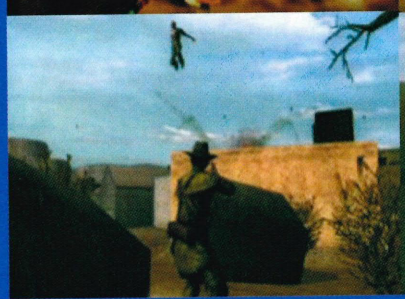
REGULAR READERS WILL recall that we made quite a big deal about this last month, what with the six-page In-Depth and the teaser on the DVD. Now though, we can bring you the first ever footage of the game in action. We won't pretend it's not violent because it is, hence the 16+ label on the front, but believe us when we say the game is fantastic with or without adult themes.

You'll get to see the fantastic intro sequence, the game's Adrenaline mode in action (juggling galore), a couple of whores, erm, ladies of leisure, and some quality horse riding. Soak it up because it will probably be the only videogame horse riding you'll get to take part in this year. Now what could we mean by that...

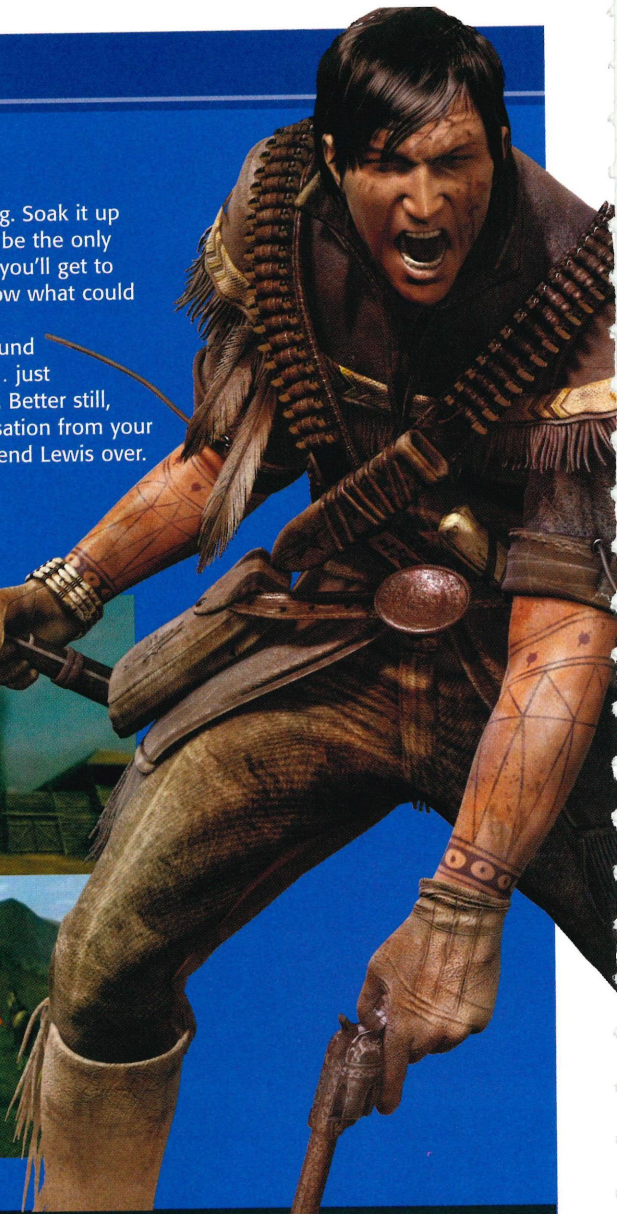
Anyway, let's skirt around that that last comment... just pretend we didn't say it. Better still, erase this entire conversation from your minds otherwise we'll send Lewis over. Got it? Good.







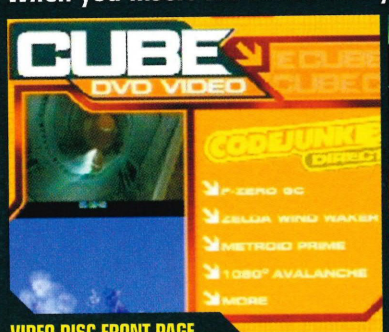




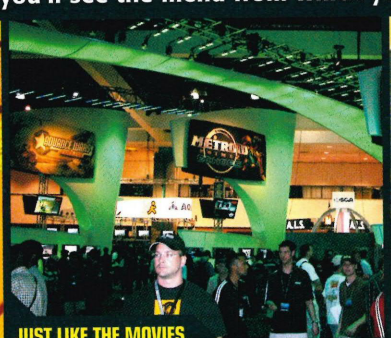
▲ Just look at that. It's gonna be special, just you wait and see.

DVD MENU OPTIONS

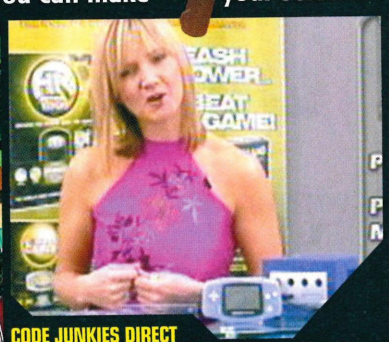
When you insert the VIDEO disc you'll see the menu from which you can make your selection



VIDEO DISC FRONT PAGE
Navigate using your remote control.

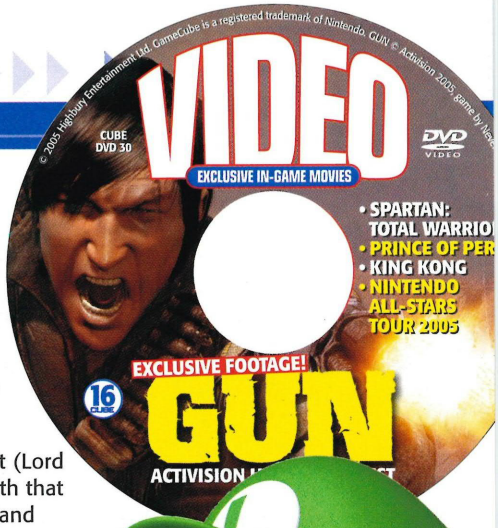


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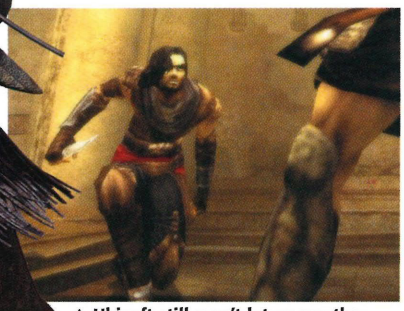


ALSO ON THE DISC!

PRINCE OF PERSIA 3

It's hard to believe it but Nintendo had so many games at E3 that everyone else had to wait until now to get their games shown on the DVD. Even a prolific developer like Ubisoft has had to wait three months, and as for EA... yes, well...

Anyway, the point is that this month we can finally bring you the trailer for *Prince Of Persia 3*. We were among the first to play the game a few months back at Ubisoft's pre-E3 press showing so we know that the game is coming along really well, but since then the team has been very quiet. If all goes to plan we'll have brand new in-game footage next month, along with a massive feature on Ubi's other smash hit in the making, *King Kong*. For now though, enjoy the E3 trailer.



▲ Ubisoft still won't let us see the Dark Prince. Erm, hello? Anyone?

KONAMI GETS TOUCHY FEELY

There's been very little in the form of Konami love recently. Anyone would think it had no faith in the GameCube... which is strange when you consider that the latest *Power Pro Baseball* did really well for it in Japan. As did *Dance Dance Revolution: Mario Mix*. The DS on the other hand is Konami's dream child and portable support is coming thick and fast. This month we can bring you footage from the two most anticipated titles in Japan at the moment: *Castlevania* and *Lost In Blue*.

WWE DAY OF RECKONING 2

It's becoming a yearly event here at **CUBE** Towers. Code comes in for the latest grappler and within 30 minutes Tim has created the **CUBE** team and has Chandra in a headlock. It's an obsession, and one that feels has to be shared.

As such we've included Miles Vs Chandra in full. You might think that these characters are merely comedic representations... shadows of the real deal... but you'd be wrong. What you see here pretty much hits the nail on the head.

We also thought you might like to see the real stars of the game in action (we don't understand it ourselves) so you can also watch a standard match. Go on, get outta here.

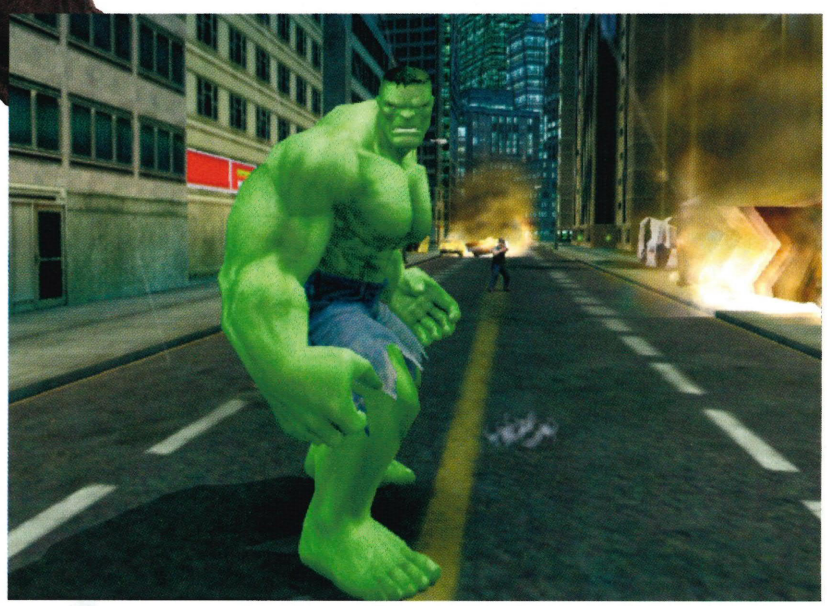
VIVENDI @ E3

We'll readily admit that Vivendi doesn't normally make us turn our heads but this year their games aren't all that bad, in fact, *The Incredible Hulk* is actually pretty good. We can't show you anything on *StarCraft: GHOST* yet (Lord only knows what's happening with that one) but we can bring you *Hulk* and *Crash Tag Team Racing* footage.

As we've already said, *Hulk* is definitely worth keeping an eye on. Think *Spider-Man 2* with a whole load of destruction and you're some way towards understanding what Vivendi is trying to give us. *Crash Tag Team Racing* is never to going to set the world on fire but from the looks on things it will offer an experience not dissimilar to *Diddy Kong Racing* on the N64. Obviously it won't be as good as that game though...

NINTENDO ALL-STAR TOUR 2005

This summer Nintendo has been touring the UK with the All Star 2005 truck. You can't miss it: just look for the 60-foot long vehicle with Mario et al plastered on the side. If you were lucky enough to get along to one of the events you'll have had the chance to play a truckful of games as well as something quite special.



▲ Miles loves the Hulk. He thinks he's awesome. Do you think he wants to touch his ass?

NEXT MONTH

THE BLURB

Next month probably isn't even worth thinking about. Why on earth would you bother entertaining the idea of a DVD that only had one game on it? Nah, forget it... who wants to see 30 minutes of in-game footage from the latest *Zelda* game? Exactly...



THE GAMES

THE LEGEND OF ZELDA: TWILIGHT PRINCESS SPECIAL EDITION DVD INCLUDING:

- FIGHTING ON HORSEBACK
- LEARNING TO FIGHT
- LINK IN HIS HOME VILLAGE
- LINK HERDING
- CALLING ANIMALS
- AND MUCH, MUCH MORE!

PLUS...

- FROM RUSSIA WITH LOVE
- SPARTAN: TOTAL WARRIOR
- STUDIO EYE
- DDR WITH MARIO
- CHIBI ROBO
- MARIO BASEBALL
- KING KONG
- PRINCE OF PERSIA: KB

UP FRONT

CUBE

INFORMATION

ULTIMATE SPIDER MAN

PUBLISHER:	ACTIVISION
DEVELOPER:	TREYARCH
ORIGIN:	US
GENRE:	ACTION
PLAYERS:	1

WHAT'S NEW

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

THWIPP! Saying that makes you sound like you have a lithp.

SEP '05 TBA SEP '05



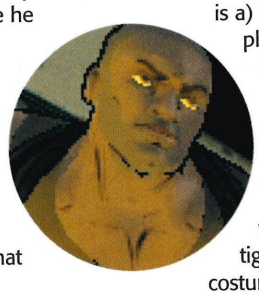


ULTIMATE SPI

Peter Parker swings back into town

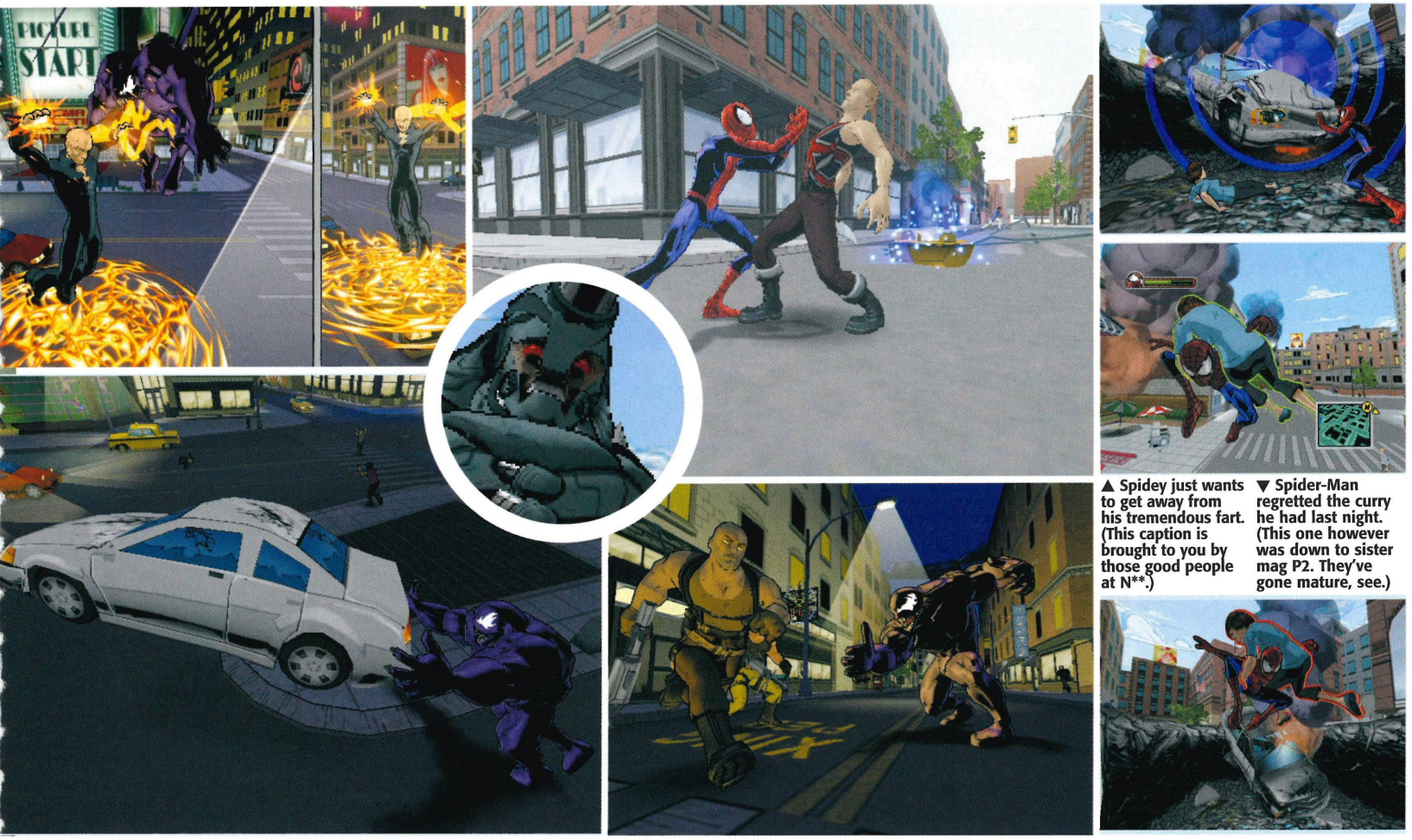
LET'S GET STRAIGHT to the point here, Spider-Man is leaving behind the big screen and going back to his humble comic book roots. No more catchy "with great power..." slogans and no ogling Kirsten Dunst's cleavage this time because this, apparently, is all about the comics (official reason: it's what the fans wanted. Probable reason: *Spider-Man 3* isn't out yet).

You still spend the majority of your time in tights swinging between buildings, scaling skyscrapers and generally mucking about in a huge, sprawling metropolis but once you get your head down and crack on with the storyline, there's more meat and variation to the gameplay. Spider-Man can use context-sensitive moves in set-pieces, such as the moments where he has to lift a car to free trapped civilians. These sections will prompt you to press button combos to perform them. It's tempting to say "a bit like in *Fantastic 4*" but it's a bit too early to be lumbering *Ultimate Spider-Man* with that odious label.



In any case, this has a much bigger ace up its sleeve. The context sensitive moves aren't what's truly awesome. What will make this the ultimate Spider-Man game is a) the title and b) the option to play as Venom along with Spider-Man. Venom is a life-form known as a symbiote and it was supposed to be Spider-Man's replacement costume but instead, became jealous when Spider-Man went back to his red and blue tights rather than the new costume. Venom attached itself to

"IT LOOKS LIKE CEL-SHADING BUT IT'S NOT! IT'S 3D COMIC INKING!"



▲ Spidey just wants to get away from his tremendous fart. (This caption is brought to you by those good people at N**.)

▼ Spider-Man regretted the curry he had last night. (This one however was down to sister mag P2. They've gone mature, see.)

DER-MAN

the nervous system of Eddie Brock and the rest, as they say, is history. As if you didn't know. So *Ultimate Spider-Man* will allow you to play as Venom but the parasitic nature of Venom means it will constantly drain Eddie Brock's life-force. Naturally, Venom can grab any nearby bystanders and absorb them into the suit to keep his health topped up. He can also fling cars, smack people with his tentacles and crash into the floor from 100 foot jumps. Venom is cool. Very, very cool.

Ultimate Spider-Man is based on the recent comics rather than the films and as you can tell by looking at the screenshots on these pages, the look is definitely NOT cel-shaded Spider-Man. Nope. Nothing like it. The look here is, and we're quoting straight from the horse's mouth on this one, "innovative 3D comic inking technology™". Yes, it looks like cel-shading but it's not. It's 3D comic inking. Thanks horse! The differences between 3D comic inking and cel-shading aren't all that interesting but what is slightly more interesting is the phrase "motion graphics panels". Yes! It's just a funky way of saying the cut-scenes will be handled in comic book fashion with the camera flying around various panels to reveal various characters and snippets of storyline. It's easier to see and coo at in motion than it is to describe. One cut-scene shows Spider-Man getting punched by Rhino across various panels before splatting against the wall on the last panel. Again, it looks much better than we've made it sound. Visually, *Ultimate Spider-Man* doesn't have any concerns with enough beauty and bravado to please fanboys and graphics whores alike. There should be enough in *Ultimate Spider-Man* to keep them entertained until *Spider-Man 3* and Kirsten Dunst's baps return anyway.

CUBE

INFORMATION

CRASH TAG TEAM RACING	
PUBLISHER:	VIVENDI
DEVELOPER:	RADICAL
ORIGIN:	USA
GENRE:	EVERYTHING
PLAYERS:	1-8

WHAT'S NEW

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

CRASH! Isn't onomatopoeia like one of the most fun things in the world?

SEPT '05 TBA SEPT '05



▲ In Target Smash you have to knock done the Venus Flytraps which definitely don't resemble Petey Piranha. No they don't!



▲ Tag teaming in action! With a simple button press two vehicles become one, of course splitting them up at the right time is important to get the win.

CRASH TAG T

Platforms, Wumpa Coins, corners and Crash

IF YOU THOUGHT *Mario Kart: Double Dash!!* was the epitome of multiplayer kart racing, well, you'd be correct. Also correct in that assumption is Radical, which has decided to follow suit and shove two characters into one kart, sort of.

One of the big draws of *Crash Tag Team Racing* (only one, there's loads to come) is the wacky way you can merge two vehicles together while racing to make a huge super-duper, gun-turret boasting racing death-machine. While in this twinned state you can choose to drive the truck or man the turret and do a good job of blowing your opponents up. But there's more...

Whereas *Mario Kart* was just about the racing (and trying not to get hit by that damn blue shell) *Crash Tag Team Racing* is about... well nearly everything. Racing, shooting, platforming, stunts, collecting coins, unlocking, battling... there's no mention of a stealth section as yet but hell, there might be one. Through the medium of double-jumping (and Crash has one of the best, most useful double-jumps we've seen in a while) and crate smashing you can unlock more levels by collecting and buying the power crystals, though some are hidden in the highest reaches of the levels. Staggeringly high, like "how the hell do I get up there" high.

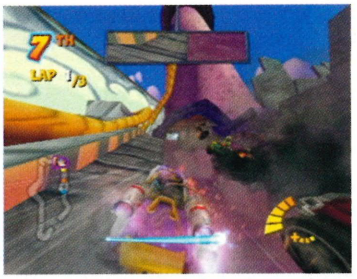


There are hub levels within hub levels each with their own special themes ranging from Crash's traditional Tiki tastes to underwater races and spooky death-related tracks. Within each track are various modes to play

"MERGE TWO VEHICLES TOGETHER TO MAKE A HUGE DEATH-MACHINE"



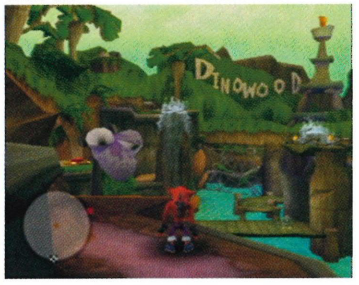






▲ An hilarious Die-O-Rama is about to take place! What will the yeti do to your favourite marsupial? Eat him? Yes.

▼ Just one of the many hub worlds that house tracks and coins and ninja penguins and power crystals and crates and...







▲ The more missions you do, the more cars you unlock, like this one.

EAM RACING

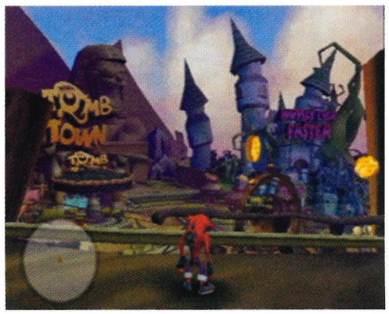
with – straight racing, combined racing, target shooting, target smashing and boring time trials. AND then there are stunt tracks and other special tracks to play with.

It's difficult to tell you about everything without this Up-Front turning into a big list, and nobody likes lists. They're dull. But when it comes to the things you can unlock, there's a lot. Actually there's more than a lot. In fact the game seems almost centred about all the things you can unlock such as Die-O-Ramas, mini-games... let's stop this before it becomes another list, but we'll tell you that the Die-O-Ramas are little cut-scenes depicting various deaths of Crash. And Crash dying is always fun.

In the races themselves there are weapons to collect from item boxes, including a homing chicken which hilariously explodes in a cloud of feathers. Also power-sliding round corners (without any of the *Mario Kart* wiggling) rewards you with a *Burnout* style speed boost to help you catch the git who launched that dynamite-carrying monkey at you.

It does seem like Radical has thrown enough stuff at *Crash* in the hope that some of it will stick. Will it? Find out in the review next month!





GCN REVOLUTION RUNDOWN

This month's gossip on Nintendo's next-gen machine...

NEWS CONTENTS

AT A GLANCE

REV NEWS
Wading through the leaks and the fakes to sort out the gold from the bottom of the information river, it's just like panning, not trepanning!
PAGES 12-13

NEWS ROUND UP
Including news from the Nintendo All Star Tour! Did you go? Have fun? Did you get a go on *Zelda*? Good, yes?
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VANISHING POINT
This month in the gaming world-weary Vanishing Point, platform games! Admit it, it's no Timmy Time, it lack knowledge.
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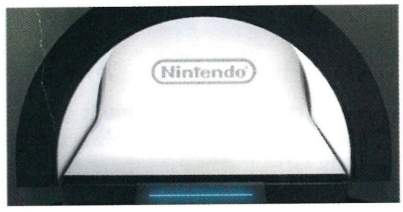
WORLD NEWS
The world according to Nintendo (and other companies as well, it wouldn't be right if it was just about Nintendo).
PAGE 22-23

GAMER'S DIGEST
It's no Reader's Digest... thankfully, otherwise it'd be filled with "The funny things children come out with".
PAGE 26-27

CHARTS/RELEASES
Is there a game you like coming out? Then see when you can buy it by using our release list, it's handy that way.
PAGES 28-29

REVOLUTION CONTROLLER NO. 23456

The rumour mill has been in overdrive this month when another purportedly "leaked" image of the Revolution controller did the rounds on the internet. However, soon after the story surfaced a blogger on Newsground's message board confessed that it was fake and that he had Photoshopped it himself, although he later retracted that statement but by that point everybody had stopped listening. So what can we expect from the controller? Well, its certain that the controller will be wireless and will need to be able to support NES, SNES, N64 and GC games, although it won't have loads of buttons and analogue sticks if Nintendo president Satoru Iwata's recent comments are anything to go by. In an interview with The Guardian newspaper, Iwata stated: "There are too many buttons and sticks on controllers for novice players, which is likely to discourage them from ever playing games at all," further adding "We [Nintendo] want the Revolution's controller to be relevant to everybody and we really want people to feel like they want to touch and play with it." Shigeru Miyamoto, who is currently working on the Revolution's controller agrees: "The controllers for this generation do not look fun to use. You don't look at any of the controllers and think, 'Wow, I want to play [with] this.' You look at these controllers and think, 'Oh my God, it looks so difficult.' That scares people away." Hopefully Iwata will shed some more light on the subject at the Tokyo Game Show this September otherwise we're going to face another few months of outlandish rumours and "leaked" images. Sigh.



SEGA SUPPORT

In a recent interview with Nintendo Power, Sega president Simon Jeffery took time out from ring collecting to comment on the Revolution and why Sega and Nintendo, once bitter rivals, now get on like a house on fire. According to the interview, Sega is a strong supporter of Nintendo because the two companies share a similar fan base. "The Nintendo fan, I think, is very similar to the Sega fan of old," said Jeffery in the interview. "I think Sega and Nintendo have similar software philosophies. A product like *Sonic* is very family-oriented. It's all about entertainment rather than trying to be controversial or anything like that. It's pure, good old-fashioned entertainment." In the past few years, Sega has released a stream of titles on the GameCube including the chart topping *Sonic Heroes*, *Amazing Island* and *Super Monkey Ball*, so it's hardly surprising



CUBISTS



MILES, EDITOR

Miles is a mess of contradictions. He disapproves of cruelty to animals but he loves to eat meat. He makes fun of youth culture then insists on doing things like this when a camera is pointed at him. Odd fellow.



CHANDRA, DEPUTY EDITOR

Chandra became convinced if he moved his mouse round enough he'd be able to scrape off all the gunk from the inside of his screen and see inside his computer, like an Etch-A-Sketch. "It's all done with levers" He suggested, rather cryptically.



TIM, SUB EDITOR

Liz is going and Tim has vowed never to be happy again. "What the hell do you mean... again!?" we responded in chorus. Tim would like it to be known that he has, in the past, been very happy. Stupidly so in fact.

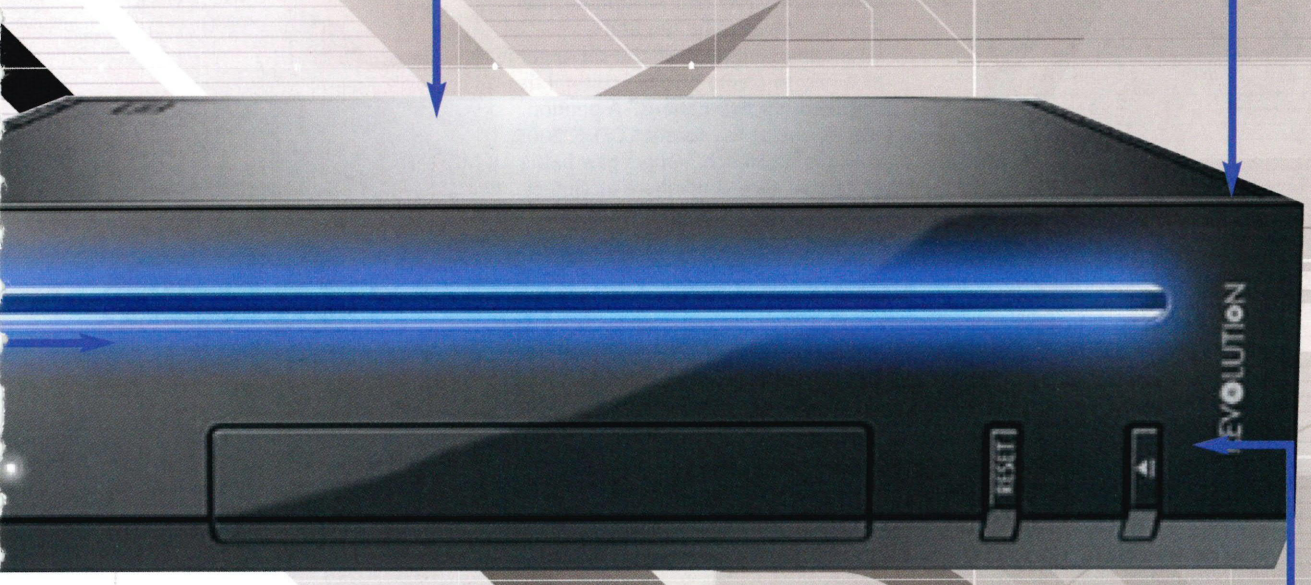
"THE CONTROLLERS FOR THIS GENERATION DO NOT LOOK FUN TO USE"

that Sega is contemplating bringing some of its classic franchises to the Revolution. In the interview Jeffery confirmed that the company is currently deciding which IPs are best suited to which platform and that Sega is "very excited about the prospects of Revolution, because the Nintendo platforms have been great for *Sonic* and the classic franchises. We think Revolution can absolutely be the same." However, Jeffery would not confirm whether or not Sega would allow gamers to download its classic titles on the Revolution, although he did say it was an interesting feature. Still, given the amount of money Sega is generating from its compilation games like *Sonic Mega Collection* it's unlikely that it will jump onto that bandwagon straight away.

OUT WITH THE OLD

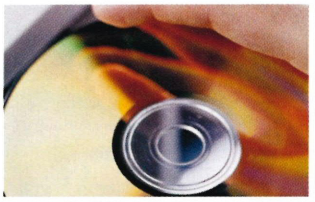
Good news retro fans! As well as being able to download your favourite games from Nintendo's vast back catalogue, you might even be able to play some of them online. In an interview with EGM, Satoru Iwata stated that the company was "discussing the possibility of having older games like *Mario Party* playable online." If Nintendo does decide that it's a feasible option, it's going to be a real coup for the Revolution as people across the world can relive the thrill and excitement of playing these old multiplayer games but in a refreshing new way. Make it happen Ninty. Pretty please?





ON THE INSIDE

Nintendo has said it time and time again, but the Revolution isn't going to be a home entertainment system, it's going to be a pure gaming system. But this hasn't stopped gamers continually hounding them on the subject of DVD compatibility. In the latest grilling on the subject, Nintendo president Satoru Iwata said that the company decided not to include a DVD player in the Revolution because, "The majority of households already own a DVD player or two". That said, some gamers may wish to use their console as a DVD player so Nintendo will be offering a DVD player but, "the DVD player isn't going to be an attachment," according to Iwata, "it's going to go inside the machine so you won't even (be able to) tell the difference." **CUBE** will bring you more news on the DVD player as soon as possible.





RYAN, STAFF WRITER

Ryan took some degree of interest in *Hulk* and *King Kong* this month. He wasn't impressed though. "I'm much bigger and stronger than them, observe..." He then marched into Bournemouth and caused a mighty ruckus.



LIZ, NEWS EDITOR

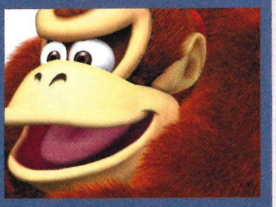
Liz hasn't gone yet, but this is what her desk will look like when she does. See how cold and empty it looks. And grey. That's because Liz's rays of sunshine bring colour and joy to the office and everything she touches. Tim and Lewis aren't taking it well.



LEWIS, ART EDITOR

"I'm swathed in melancholic pathos." Swooned Lewis like the big, sloppy drama queen that he is. "Stop acting like such a girl." Retorted the rest of the team. "Right, that's it, that's bloody it!" Retaliated Lewis. We're still waiting to find out what 'it' is.

ROUND-UP



GIVE ME FEVER

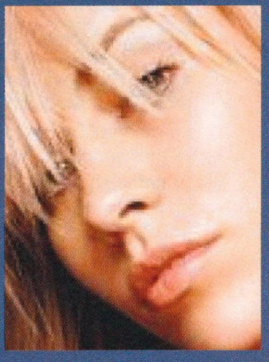
Nintendo's number one ape is coming back to the arcades in the form of *Donkey Kong: Jungle Fever*, although the company won't be developing the game; that honour is going to Capcom. Nothing more is known about the game at this time, although given its name we suspect some bongos may be involved...

NINTENDO SNUBBED?

In a recent interview with Japanese gaming magazine, Famitsu, EA vice president David Gardner stated that the company would be focusing its attention on the Xbox 360 and PS3. Given that EA is one of the world's leading third party publishers, with chart topping games like *Tiger Woods PGA Tour Golf*, *Need For Speed* and *FIFA* on its roster, this doesn't bode well for the Revolution. However, its early days yet and perhaps the company will change its mind when it gets the full skinny on the Revolution's controller.

BOND BEDS BEDINGFIELD?

The non-scary Bedingfield sibling, Natasha, is staring in EA's new *Bond* game *From Russia With Love*. The award-winning songstress will lend both her likeness and voice in the game as the character Elizabeth Stark who is the British Prime Minister's daughter. This is the second *Bond* game Natasha Bedingfield has worked on with EA, she previously supplied music for the ending credits in *GoldenEye: Rogue Agent*. "I am thrilled to be featured along side Sean Connery in the game version of one of my favourite *Bond* films," gushed Natasha over some hip-hop beats, "it's not every day you get to become a Bond girl, this is a great honour." D-E-F!



SOUND BYTE

"...THE PS3 CAN'T BE OFFERED AT A PRICE THAT'S TARGETED TOWARDS HOUSEHOLDS."

Sony Computer Entertainment president, Ken Kutaragi

Ah ha ha ha ha! Nintendo 1, Sony 0

LONDON VS PARIS

The two cities to unite for the ultimate battle?

EVER SINCE WE lost the Hundred Years War at the hands of the French, England and France have shared a love-hate relationship, although thankfully the broad swords have been replaced by verbal mudslinging about each other's questionable cuisines and pungent body odours. However, the fight is going back to the battlefield where it belongs, although this battlefield doesn't get covered in blood and dismembered archers. The Classic Gaming Expo-UK is attempting to set up the London vs Paris videogame championship, in order to "settle a 650 year-old rivalry".



"The 'London vs Paris' event will be conducted in a spirit of fun and friendship," explains Chris & Christine Milliard, co-founders of the CGEUK. "The difficult years of past Anglo-Franco conflicts are now long behind us and we can now use the fun and entertaining medium of the video game as a way to create positive cultural ties between our two nations." A petition was signed at the recent CGEUK 2005, challenging French gamers to a battle at next year's event, where attendees from the two nations will have to compete against each other on ten classic videogames "from all eras of videogame history" including arcade games, PC and console titles. The event will be organised by the staff from the *Twin Galaxies' Official Videogame & Pinball Book Of World Records*, and already has the support of the 1999 Tokyo Game Show's Player Of The Century, Billy Mitchell. **CUBE** will bring you more news as to whether or not the French decide to participate, otherwise it'll be a bit of a one-sided event. Sort of like WWII...ah ho ho ho. Only kidding.



NEWS FLASH



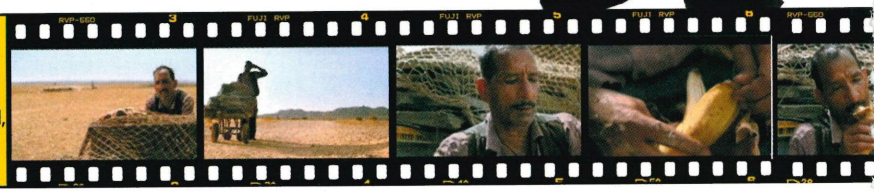
RED HOT!

Viewtiful Joe has had another name change! This month it's called *Viewtiful Joe: Red Hot Rumble*. Wonder what we'll get to call it next month.

TRAILER OF THE MONTH

THE AGONISING TALE OF BHUVAN GANGULY

This trailer for the DS online "demonstrates Wi-Fi as it relates to the Nintendo brand... and it does this in a magical, clearly 'ownable' by Nintendo kind of way."



GOOD, BAD AND UGLY

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

GOOD: Acclaim

THE DEFUNCT GAMES company is getting a second chance. Sort of. According to reports Central Investment Holdings has put in a bid for the rights to the Acclaim Entertainment name, meaning it may come back albeit in a different form.

BAD: Hip Interactive

HIP INTERACTIVE CORP (based in Canada) has gone into receivership after discussions regarding financial aid failed, but for once us Europeans aren't going to suffer! Hip Interactive Europe is still buoyant and will continue to churn out games and peripherals. Every cloud...

UGLY: Nintendo

OH, OUR POOR beloved Ninty! The company has released its first-quarter earnings for 2005 and it's not good news – the operating profit (whatever the fudge that is) has gone down by 78.5 per cent! Lummy. The good news? Nintendo expects profits to rise sharply when Twilight Princess is released.

Acclaim Entertainment GmbH

▲ This logo might look a bit squished – that's because it is. Serves Acclaim right. Remember *BMX XXX*?

"THE BROAD SWORDS HAVE BEEN REPLACED BY VERBAL MUDSLINGING"

(OVER THE) COUNTER CULTURE...

Tired of drab kitchen appliances? Need some more colour in your life? Then why not get some of these Mario fridge magnets to brighten up your day? All your favourite characters from the Mushroom Kingdom universe have been transformed into plastic-tastic magnets including Mario, Luigi, Bullet Bill and Paratrooper. Each magnet costs $2.95 each (roughly £1.60! Bargain). The magnets can be bought at www.lik-sang.com



MARVELLOUS NEWS

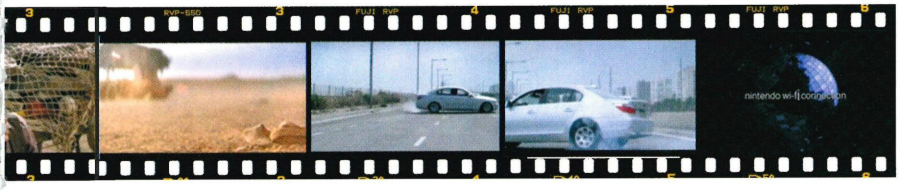
Activision reaches super-hero saturation

HOT ON THE heels of games like *Ultimate Spider-Man* and *Fantastic Four* comes the announcement that Activision has secured a new licensing agreement with Marvel which gives the company the exclusive rights to develop and publish "non-persistent role playing games" for consoles and PC. As part of this agreement, Activision can develop games that feature an ensemble cast of Marvel characters, such as The Avengers, The Hulk, Daredevil, X-Men, Spider-Man and Fantastic Four. "Rather than focusing on just one character, this unique licence enables Activision to develop role playing games that tap a broader base of characters from



Marvel's expansive universe," commented Ames Kirshen, VP of Interactive at Marvel Enterprises

The first game under this agreement is due out in 2007. At least it'll give us time to figure out what Activision means by "non-persistent RPG".



ROCK ON!

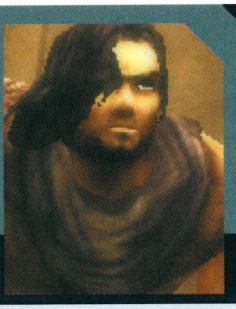
Namco turns back time...

NAMCO HAS REVEALED that its forthcoming compilation, *Namco Museum 50th Anniversary*, will have an Eighties inspired soundtrack. The game features a virtual arcade that allows players to try their hand at some classic titles from Namco's back catalogue including *Galaga*, *Dig Dug*, *Pole Position*, *Xevious*, *Spy Kid* and *Galaxian*, and to accompany these retro games Namco has got some authentic Eighties choons including *Come On Eileen* by Dexy's Midnight Runners, *Talking In Your Sleep* by The Romantics and *She Drives Me Crazy* by Fine Young Cannibals. Hey, we never said they were any good. Namco Museum 50th Anniversary is due out on the GC and GBA this year.



▲ Mmm, Mrs Pac Man, she's one shexy honey!

IN THE CUBE WITH... OLIVIER LEONARDI



POSITION: ART DIRECTOR
COMPANY: UBISOFT MONTREAL

CUBE: The *Prince Of Persia* series has received much critical acclaim for its stunning graphics and level designs, as well as its gameplay. Can you tell us what the main difference is in terms of environments between *Prince Of Persia 3* and *Sand Of Times* or *Warrior Within*?

OL: *Prince Of Persia 3* is the end of the *Sands* trilogy and we [Ubisoft] want it to be the climax of the *Prince Of Persia* series. For the first time in the *Prince Of Persia* franchise, this third instalment will take place primarily in an outdoor environment, as opposed to a huge fortress like *The Sand Of Time* or an island like *Warrior Within*. The Prince will evolve in the city of Babylon, his hometown. Our goal is to make Babylon feel like a rich, vibrant city... but plagued by conflict. That is a huge challenge for our team!

CUBE: Where did you get your inspiration for the look of Babylon?

OL: To make this legendary city feel credible and realistic, our team took inspiration from real Middle Eastern cities: Cairo in Egypt and the medinas of Marrakech and Casablanca in Morocco all inspired the colour palette, textures and architecture for *Prince Of Persia 3*. The pre-production of the game was done by Ubisoft's studio in Casablanca, allowing us to draw on the daily life of the team to lend authenticity to the environment.

CUBE: What will this new urban environment to the gameplay?

OL: It will bring a lot of new features that will refresh the whole experience for *Prince Of Persia* players. Babylon, like most ancient Middle Eastern cities, features a succession of rooftops that form a real 'city above the city'. The rooftops are the player's kingdom. Being a powerful acrobatic warrior, here the Prince reigns as a predator. High on the rooftops, the player will see foes and



objectives from a distance. Massive jumps and amazing heights will give players a great sense of vertigo. Conversely, when the Prince is in the streets, the claustrophobic environment will serve to reinforce the feeling of being hunted.

CUBE: Will the legendary Tower of Babel make an appearance?

OL: The mythical Tower of Babel is omnipresent in the game. The player will see it from afar when he's perilously evolving on Babylon's rooftops or even driving a chariot at full speed through its narrow alleys! We wanted to break from the traditional image of the Tower of Babel established by 16th century European painters. We aimed to create an original tower, both in terms of its shape and internal structure. In *Prince Of Persia 3*, the tower serves as the Royal Palace. It is divided into two parts. The first part is inspired by the bark of a tree – a defensive layer that protects the palace from enemy projectiles or sand storms. The second part is much more open with terraces, apartments, the throne room and the famous Hanging Gardens. All of this splendour overlooks the whole city of Babylon.

Well, its better than overlooking a chavvy bar in Bournemouth. *POP 3* is scheduled for an autumn release.





The summer-long party draws to a close

EVERY SUMMER NINTENDO goes on tour to give the public a taste of what's to come in the following six months. It's turning into a bit of a tradition: last year Nintendo had a small stand at most of the major music festivals



(Reading, Leeds, T In The Park) but this year is, in every shape and form, a more significant affair.

The Nintendo Live team has toured England during the months of July and August (you can still catch the final showing at The Town and Country Festival, Warwickshire 27-29 August) in a full-size touring truck decked out with playable versions of *Super Mario Strikers*, *Donkey Kong: Jungle Beat*, *Mario Party Advance*, *New Super Mario Bros* and *Mario Kart DS* among many others. The truck is just the beginning though. The Nintendo stand takes up approximately 400 square metres of floor space, and this is taken up by a huge Pikachu ball pit (disturbingly there are two transparent 'windows' where you would imagine its bollocks to be), a two-lane bungee run, *Pokémon XD* and *Emerald* mini-stands, and the tour de force, the *Zelda* castle. Yup, you read correctly, *The Legend Of Zelda: Twilight Princess* is playable and is made up of castle towers complete with *Zelda* flags. The levels on offer are identical to the ones made available at E3, which means you get to play exactly what we did a few months back.

Amazingly though the events we attended proved that *Pokémon* is still going strong, being as it was far more

"THE PERFECT OPPORTUNITY TO GET YOUR HANDS ON TWILIGHT PRINCESS"

popular than *Zelda*! The sales figures prove this of course, but it was shocking to see people choosing to play *Pokémon Emerald* over *Twilight Princess*. Not that we're dissing *Pokémon* but come on, it's hardly that different from any other version. Surely you'd want to see what Link had to offer?

Twilight Princess aside, highlights of the stand were as follows:

Mario Kart DS – this is Nintendo's biggest release of the year. *Super Circuit* on the GBA sold an obscene amount of units and we have no doubts that this will follow on from that. Add to that the fact that it will be the first DS to take advantage of Nintendo's new online network and you're talking big numbers.

Watching people playing *DK: Jungle Beat* – we scored this game highly and absolutely loved it, but we always worried that people might not really get it. It was almost gratifying to see kids and adults alike really getting into the controls within a few minutes of playing.

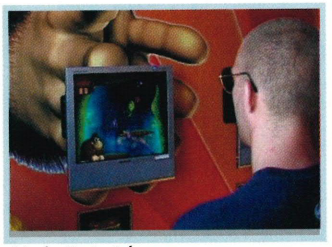


Don't forget, if you live anywhere near Warwickshire you have the perfect opportunity to get your hands on *Twilight Princess* and *Mario Kart DS* months ahead of the official release. The Nintendo All Star Tour 2005 will make its finally stop at The Town and Country Festival, Warwickshire 27-29 August.

WHAT GOES ON TOUR...

...comes out in 2005!

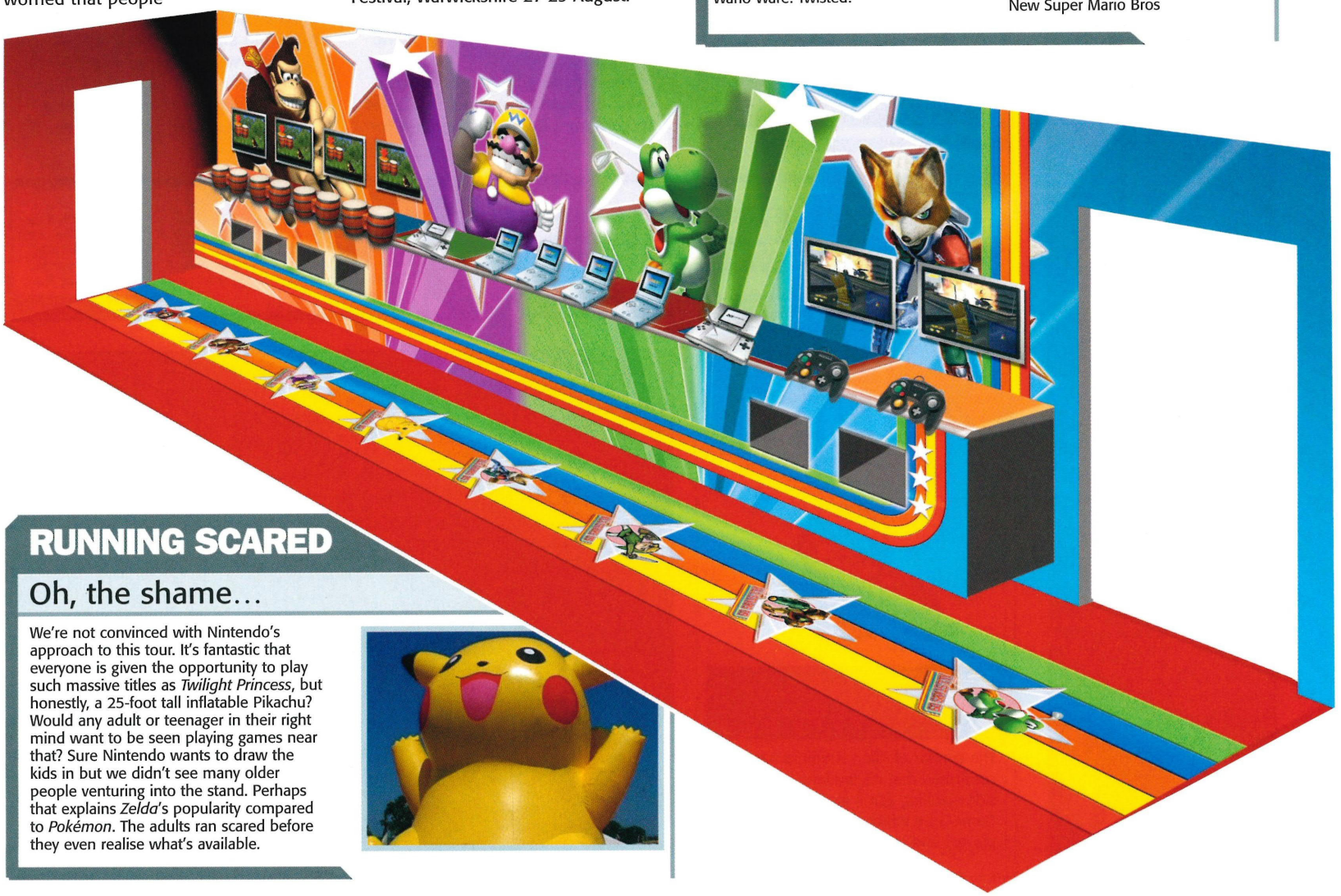
You know how things are with videogames: it's entirely possible (and probable) that any number of these games could slip to next year, but at the moment all of the games on show at All-Stars 2005 are due to arrive in the UK this year. Here's a full list of what games were available to play.



NINTENDO GAMECUBE:
The Legend of Zelda: Twilight Princess
Pokémon XD: Gale of Darkness
Mario Strikers
Mario Kart: Double Dash!!
Mario Power Tennis
Mario Party 6
Donkey Kong: Jungle Beat
Donkey Konga 2
StarFox: Assault

GAME BOY ADVANCE:
Yoshi's Universal Gravitation
Wario Ware: Twisted!
Mario Party Advance
Pokémon Emerald
Mario Tennis

NINTENDO DS:
Nintendogs
Metroid Prime: Hunters
Super Mario 64DS
Pokémon Dash!
Yoshi Touch and Go
Mario Kart DS
New Super Mario Bros



RUNNING SCARED

Oh, the shame...

We're not convinced with Nintendo's approach to this tour. It's fantastic that everyone is given the opportunity to play such massive titles as *Twilight Princess*, but honestly, a 25-foot tall inflatable Pikachu? Would any adult or teenager in their right mind want to be seen playing games near that? Sure Nintendo wants to draw the kids in but we didn't see many older people venturing into the stand. Perhaps that explains *Zelda*'s popularity compared to *Pokémon*. The adults ran scared before they even realise what's available.

WHICH GAMING SUPERHERO ARE YOU?

THE INCREDIBLE HULK

Beneath your cool, calm exterior lurks a beast of unfathomable rage. When someone makes you angry, there's no point asking for your forgiveness.

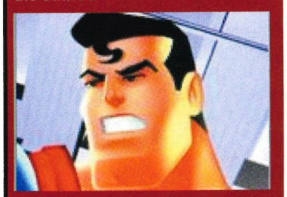
How to spot: Wardrobes full of torn shirts and over-sized jeans.



SUPERMAN

You're loyal, morally upright and athletic with the kind of good looks that make women swoon at your feet. Sadly, you suffer from bizarre rock allergies…

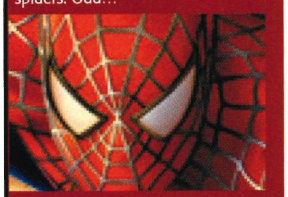
How to spot: An unsavoury penchant for wearing underwear on the outside.



SPIDER-MAN

A geek by day, a star by night, you're motivated by your guilt and are determined to protect those that you love.

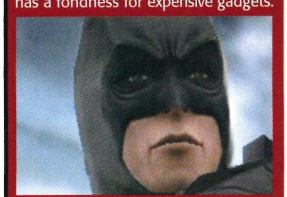
How to spot: House is full of cobwebs although there are no spiders. Odd…



BATMAN

You're a rich playboy with a secret; you have a split personality. You're controlled by vengeance and have an obsession with all things dark and gothic. Great hearing though

How to spot: Only wears black and has a fondness for expensive gadgets.



FIVE ALIVE!

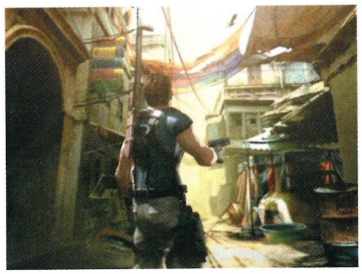
Resident Evil 5 coming to Revolution?

EVEN THOUGH RESIDENT *Evil 4* was only released a few months ago Capcom has already announced a sequel to the game, *Resident Evil 5*. The downside? Its only been confirmed for the PS3 and Xbox 360! Nooooo! Does this mark the end of a beautiful friendship between Capcom and Nintendo? Looking back over the last year, its clear that relations between Nintendo and Capcom have weakened somewhat as previous Nintendo "exclusives" such as *Resident Evil 4* and *Viewtiful Joe* found their way onto the PS2. So has Capcom finally given up on Ninty for good?



Thankfully, it doesn't appear so. Phew! According to reports Nintendo Of America has stated that *Resident Evil 5* "may" be coming to the Revolution and whilst this is hardly the ringing assurance we were hoping for, Capcom has purportedly stated that *Resident Evil 5* will be coming to other platforms which suggests it will indeed make it onto Nintendo's next-generation system. However, **CUBE** spoke to Capcom, who stated that there was, "no news on the Nintendo version yet," so don't pop the Champagne just yet.

The only feasible reason we can think off as to why Capcom has yet to confirm a Revolution release for *Resident Evil 5* is because the company may not have received development kits from Nintendo yet, or is working out ways to implement the controller's innovative system into the game. We've got our fingers crossed anyway. It would be a massive blow if Capcom overlooks Nintendo after the amazing *RE4*. **CUBE** will bring you more details on *Resident Evil 5* as soon as they are revealed, but in the meantime feast your eyes on these screens.



Super Smash Bros Melee…

11.060 SECONDS

…fastest recorded time on Break The Targets as Donkey Kong

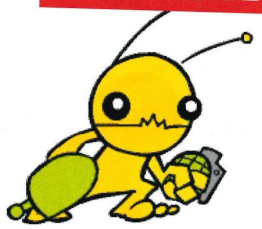


Pokémon XD: Gale Of Darkness…

Nintendo are giving those lucky Americans a special treat. If they pre-order a copy of *Pokémon XD: Gale Of Darkness* at one of the selected retail outlets, they'll receive a free GameCube skin featuring characters from the game. If you have a Freeloader, then you might want to slap your name down for a copy ASAP.

…pre-order bonus

NEWS FLASH



THE BEHEMOTH

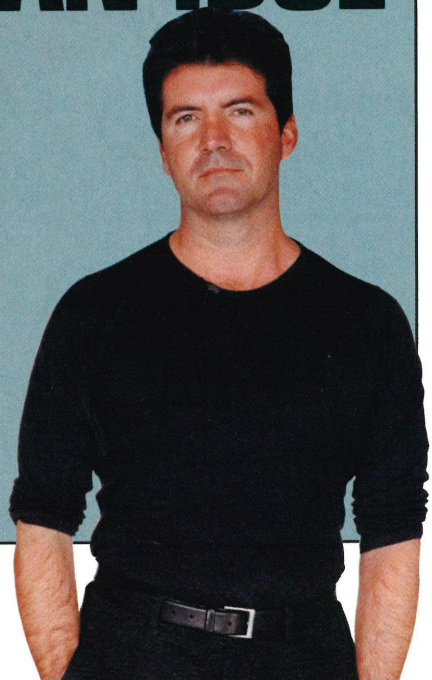
The creator of Alien Hominid has confirmed that it's working on a new side-scrolling game exclusively for the GameCube which supports four players and is due out in January.

AMERICAN IDOL

Music to our ears?

KONAMI HAS ANNOUNCED that it has secured the licensing rights to the massively popular TV series, *American Idol*, starring Simon Cowell, Paula Abdul, Randy Jackson, some loud mouthed warblers and some fatties.

No further details about the game have been revealed, although we assume given Konami's long history with karaoke titles, this will be a karaoke-style game and may even feature some dance-mat support. Whatever the deal is, we just hope Konami's efforts are better than Codemaster's *Pop Idol*, which wouldn't have made it past the elimination rounds on the show.



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VANISHING POINT

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

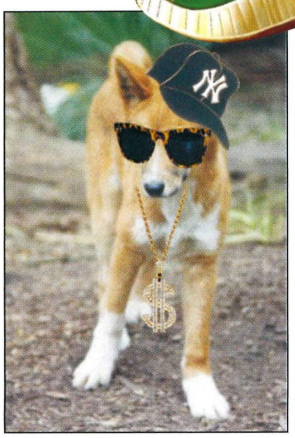
Putting the smackdown on City Hall

SMASH PLATYPUS

WHAT IF THERE was a female character who was powerful but slow? That would put the cat amongst the pigeons. Talk about sticking two fingers up in the face of conformity. While the fabric of the industry strains against the weight of that bombshell, let's drop a hand grenade down the back of its trousers – how about a character that's powerful AND fast. Woah, stand back folks... KABOOM! In your face convention!

There's something that's always puzzled Vanishing Point. Moving platforms. Why? Who put them there? Were they always there since the dawn of time? Not only do they defy gravity, but they move on a steady and eternal vector with no evidence of any propulsion system or indeed purpose. They're also completely indestructible. The people have a right to know.





Now then, why is it that super evil uber-villains always choose a location for their strongholds based on the specific skills of whichever attitude-laden woodland creature happens to be their designated arch nemesis? In all honesty, any threat to society posed by someone who is repeatedly outwitted and thwarted in his plans by a squirrel or a duck is probably fairly minimal. Let the cuddly creatures get on and frustrate these retarded buffoons if that's what makes them happy, but don't lose any sleep over the safety of the world.

Speaking of which, the world isn't a very safe place at the moment. Have you noticed how the US government hasn't hired a platypus to take care of business in the Middle East? There's a reason for that.

Logically we're far more at risk from disenfranchised animals who've spent years jumping all over other people's property, wilfully smashing boxes and stealing fruit with impunity than any half-arsed mad professor. How ever is anyone going to get any peace and quiet with those little buggers running amok in our cities, in the very streets where we played as children?

Stick every sodding one of them in a big iron box and drop it in the sea, I say. And no, Dr Anarchy, not one with a big red button inside that deactivates the locks and let's the them all escape at the touch of a bottom bounce. Don't you ever learn, you stupid flipping muppet?

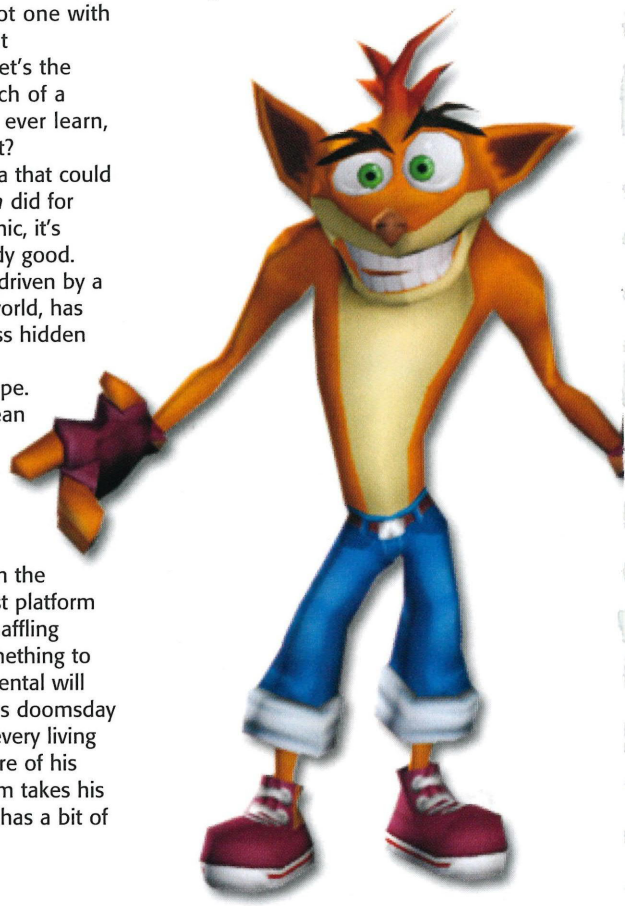
I've come up with an idea that could do for gaming what *Scream* did for slasher movies. It's post-ironic, it's self-referential and its bloody good.

Dr Mental E Challenged, driven by a lifelong desire to rule the world, has built an impregnable fortress hidden deep inside a mountain somewhere in eastern Europe. By 'impregnable' I don't mean 'accessible to anyone with a spin attack and a double jump'. I mean impervious to anything short of tactical nukes.

Meanwhile somewhere in the Australian outback the latest platform superstar 'Slam' Dingo is snaffling around in the scrub for something to eat. In just 24 hours Doc Mental will have completed work on his doomsday device which will atomise every living thing on the planet. Unaware of his impending obliteration, Slam takes his snout out of an anthill and has a bit of a scratch. The following day he gets blown to smithereens along with the rest of the world. That's what you get for entrusting the security of planet Earth to a random animal on the basis that it happens to have an inappropriately cool-sounding name.

What this game lacks in playability it more than makes up for in gritty realism and platform buffs will get a kick out of the way it irreverently sends up the genre's foibles.

No doubt some of you are fidgeting about wondering where this is going. In fact it wouldn't surprise me in the least if you're half way through World Of Nintendo right now. Well if there was a point, you obviously missed it. I think it had something to with girls.



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WORLD OF NINT

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

Why UK pirates pirate (UK)

A study into why British gamers pirate games has found that 72 per cent of them flew the Jolly Roger because they didn't want to wait for games to be released in the UK or were worried they wouldn't be released at all. According to the study's author Alex Dodge: "The message to manufacturers is clear: to minimize illegal downloading, ensure worldwide product releases, lower prices, and make it harder to pirate. [British gamers] feel videogames are too expensive and resent the long wait for many games released in the US or in Asia before the UK."



Pokémon Emerald is super effective! (USA)

It's always such a nightmare getting sales figures out of the US we can only assume they're too busy eating hamburgers to count how many games they've sold. However the top ten games for the first half of the year have been revealed and after the PS2's *Gran Turismo 4*, *Pokémon Emerald* has turned out to be the best selling game in the US on any format. Not only that but there's only one Xbox game in the whole top ten (*Revenge Of The Sith* at number ten) and that got trounced by *Resident Evil 4* at number eight and *Zelda: The Minish Cap* at number seven. Of course the second half of the year is the really important one, but then Nintendo has *Zelda: Twilight Princess* ready for that...

Gaming in the name of the Lord (USA)

It's not quite an Olympic sport yet, but *Super Smash Bros Melee* certainly managed to pack out the gym of the Evangelical Free Church in South Bend, Indiana with more than 200 GameCube fans. The holy gym housed a massive three day long tournament which boasted an international presence in the form of Brit Douglas Williams flying in to be part of the event.

"I just love the competitive spirit involved in these games and I've just loved videogames since I was about 7 years old", said the British ambassador of *Smash Bros*. There was no expense spared as first prize winners walked away with $800 (£455) for their troubles and free food (possibly including corndogs) was available to all who paid the £28 entrance fee.

Twilight Princess dated (USA)

The Legend Of Zelda: Twilight Princess has been pegged for a 14 November release in the US, according to various online stores. This is not an official date from Nintendo but it does tally with its pre-Christmas promises for America.

The big question of course is whether the game will make it out in Europe this year, with Nintendo being worryingly vague on the subject while at the same time harbouring a history of making us wait for no very good reason. Online stores in the UK though, which have traditionally not proven quite as reliable as their American counterparts, have it down for 25 November, which is obviously smashing news.

Of course as far as Nintendo is concerned release dates were made for missing, but let's not be too pessimistic just yet.



Blizzard keen on Nintendo (USA)

After making some very positive rumblings about working on future Nintendo formats, Blizzard has given its biggest hint yet of what it's up to. A recent newsletter asked fans how interested they'd be in seeing online hack 'n' slash *Diablo II* on the Nintendo DS.

Originally a PC game, *Diablo*'s mouse-based control system would work surprisingly well on a DS, which has lead to further speculation that Blizzard are attempting to port real-time strategy game *StarCraft*, possibly based on the well regarded N64 version.

Blizzard have had a bit of previous on portable formats with its old SNES games *Rock 'n' Roll Racing* and *The Lost Vikings* both having appeared on GBA.



ENDO

Atari brings Driv3r to GBA, World wonders why (France)

It's playing games like *Driv3r* that almost makes you glad the GameCube doesn't get so much third party support. Despite having possibly the worst quality to hype ratio of any game released last year Atari are planning to bring the game to the GBA. The least they could have done is put it on the DS, but no – GBA it is.

Possibly the world's least anticipated game announcement, the conversion will be worked on by the same guys behind the GBA versions of *Stuntman* and *V-Rally* 3. 25 missions, 25 vehicles and the cities of Miami and Nice will all be included in the game. If it's an accurate conversion so too will a legion of bugs, sloppy controls and general game design ineptitude. Then again... well, we'll just have to wait and see.

Sega franchise to rise from the grave (USA)

Sega has signed up Californian developer Secret Level to revive an unnamed Sega franchise for the next generation consoles. Only the PS3 and Xbox 360 were mentioned by name, but Nintendo appears to be preventing any publisher from announcing Revolution titles for the time being so it's not ruled out. Neither company has said what the game will be but Secret Level's previous work on *America's Army*, *Magic: The Gathering – Battlegrounds* and the forthcoming *Final Fight: Streetwise*... gives no real clue at all.

The latter could possibly point towards a much called-for revamp of *Streets Of Rage*, although new versions of *Vectorman*, *Golden Axe* and *Wonder Boy* have all been mooted. Just as long as it's not *Alex Kidd* we don't mind.

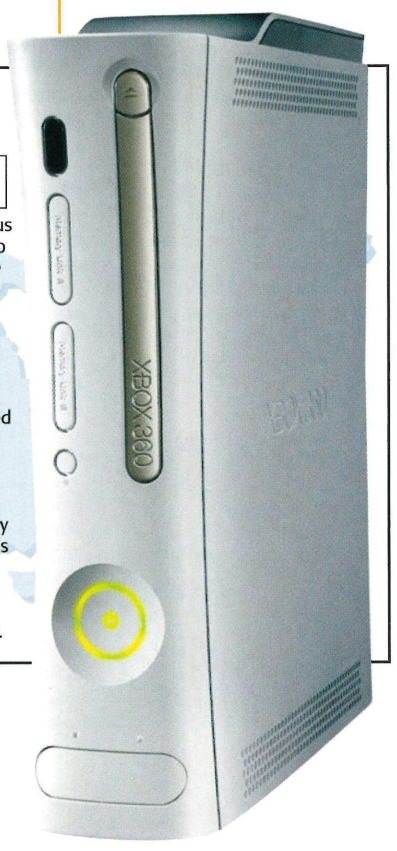
Xbox 360 to suffer like G did (Japan)

One of the non-Nintendo highlights for us at E3 was Sega's "next generation" demo reel showing new versions of *The House Of The Dead*, *Virtua Fighter*, *Afterburner* and *Sonic* running on what Sega described as its next generation arcade hardware, codenamed Lindbergh.

Even though it clearly implied otherwise at the time, foolish internet posters the world over became convinced it was based on the Xbox 360, as the current Chihiro technology is based on the Xbox.

Sega though has confirmed that Lindbergh is all its own work and actually uses PowerVR derived technology. What's more Sega also claimed that all four games are destined only for the arcades and not home console conversion, but then they always say that so don't worry.





GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

It might be the middle of summer games drought elsewhere in the world, but in Japan the GameCube's actually been taking quite a few names, if not actually prodding a few posteriors. *Mario Baseball*, *DDR: Mario Mix* and *Jikkyou Powerful Pro Baseball 12* have all made it into the all formats top ten and the GameCube chart actually has more third party games than Nintendo ones! There's no such excitement in the US though, where the only new entry is a farming sim.

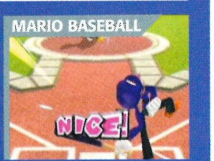
JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	MARIO BASEBALL	NINTENDO
2	NE	DDR: MARIO MIX	KONAMI
3	1	CHIBI ROBO	BANDAI
4	NE	JIKKYOU PRO BASEBALL 12	KONAMI
5	RE	DK: JUNGLE BEAT	NINTENDO
6	5	PSO EPISODE I & II PLUS	SEGA
7	RE	WWE: DAY OF RECKONING	YUKE'S
8	4	FIRE EMBLEM	NINTENDO
9	2	KILLER7	CAPCOM
10	6	SUPER SMASH BROS MELEE	NINTENDO

US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	HARVEST MOON: IAWL	NATSUME
2	7	TALES OF SYMPHONIA	NAMCO
3	4	SUPER MARIO SUNSHINE	NINTENDO
4	1	LOZ: WIND WAKER	NINTENDO
5	RE	ANIMAL CROSSING	NINTENDO
6	RE	HARVEST MOON: IAWL	NATSUME
7	RE	F-ZERO GX	NINTENDO
8	RE	LUIGI'S MANSION	NINTENDO
9	2	SUPER SMASH BROS MELEE	NINTENDO
10	10	POKÉMON COLOSSEUM	NINTENDO



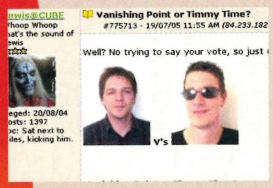




Level Up

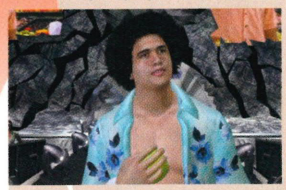
WAR OF THE WORDS

It's good to see that the totalgames.net forums are used for serious debates, in this case which is better? Timmy Time or Vanishing Point? It was a draw.



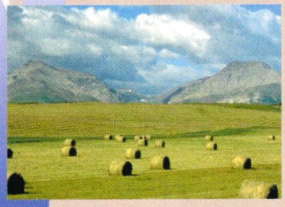
CREATE-A-CHARACTER

We've been having a total blast this month creating the **CUBE** team in *WWE Day Of Reckoning 2*. Why Miles looks like a gay cowboy is anybody's guess, though...



HAYFEVER

It's officially impossible to play a game when your eyes are streaming and you're sneezing every nanosecond. Nature sucks.



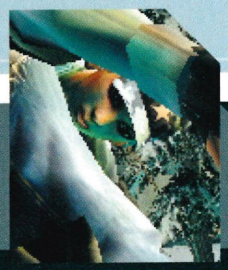
ABANDONING TIM

Poor Tim turned to the Buckfast this month after learning that his two bestest **CUBE** buddies were trotting off to pastures new. "My precious Buckfast won't leave me," sobbed Tim, before glugging it all down and wailing, "It's gone too! WAAAAAAAAA."



Level Down

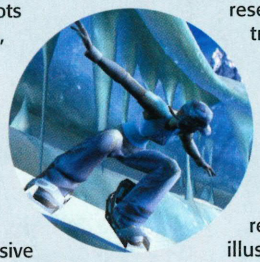
IN THE CUBE WITH... TIM FIELDS



COMPANY: EA BIG **POSITION:** PRODUCER, SSX ON TOUR

CUBE caught up with Tim Fields at the Sports Cafe in Haymarket, and got the full skinny on *SSX On Tour*. Here's what he had to say...

CUBE: What's new about *SSX On Tour*?
TF: One of the new things you can do this year is create your own character. We tried to make sure that the character build is really accessible and approachable and that it's easy to get into. You can continue to develop your character throughout the game and can customise almost any aspect from their hair to their boots with all sorts of real-world, sponsored gear from all the big names on the mountain like K2 and Special Blend...[leans over to barman] I'll have a Guinness please.



CUBE: Will the character creation be as comprehensive as *Tiger Woods'* Game Face?
TF: Parts of it are similar to *Tiger Woods*, but in that game you spend a lot of time adjusting minor details about your face, but we focus more on the clothes, boots and the custom boards. We've got a whole bunch of board graphics and ski graphics. When you're under a hat and goggles you can't really see what you look like so it's not as important.

CUBE: Good point. Do the mountain tracks play in a similar way to *SSX 3*?
TF: It's hard to compare them directly because of the way the mountain is structured [in *SSX On Tour*], with inter-relationships between the different tracks and runs. Last year the tracks were linear from top to bottom but now you can criss-cross from one to another.



CUBE: Is it possible then to get lost during a race?
TF: In the Race mode the track is clearly marked, plus there's loads of other people on the mountain with you so you can see where they're going. In the Free mode you can explore a great deal and you can get lost... well, lost is the wrong word. As long as you head downhill you'll always get to the base!

CUBE: Do you still get reset if you ride out of bounds?
TF: (shakes his head) We hate resets. That is something we're trying to fix this year. If it looks like you can go there, you can go there. If we don't want you to go there then we will make sure you can't get there, rather than allow you to ski about the mountain only to get reset. It totally breaks the illusion and it's not fun. Our track builders are very good at what they do, and have spent a lot of time this year to make sure that you never go out-of-bounds. You really can't get to places we don't want you to go. It's probably the single biggest customer complaint and it's something we take really seriously.

CUBE: Will Radio BIG be back?
TF: We're much less focused on DJ music this year. Now we've got two music styles: rock-n-roll style and chilled-out music. We'd say hip-hop, but you'd think Snoop Dogg and that's not what we're about. It's a step away from the techno/trance style from before as a lot of our fans aren't really into that anymore, neither are older people like you and me [Who, me? – Miles].

CUBE: It would be cool to see more interaction with other characters.
TF: We worked a lot on the AI so the characters pay attention to how you interact with them. They will hold a grudge, and they may well hunt you down. In the story mode some of the relationships and rivalries between the characters will become clearer, you will get to know the character well. This is probably a good time to mention that the previous *SSX* characters will make a return but there will also be some new characters as well.



▲ **Burberry cuffs? What in the hell? *SSX* has gone all chavvy!**

CUBE: How does the *On Tour* aspect work?
TF: The Tour Career mode is basically the story of you being a nobody on the mountain and you progress to become this rockstar legend. You start out doing a lot of after hours, off-the-record events where people challenge you, giving you a chance to get known on the scene. This builds up your hype, and when you've built up enough hype you get invited on the tour. You work your way up from there to ultimately become the champ of the tour.

CUBE: Being a tour we assume you get to travel all over the world?
TF: The tour will stop in other places, but that's all I can say about that.

CUBE: *SSX On Tour* allows you to play as a skier or a boarder. How does this work? Do you start the tour as a boarder and become a skier later on?
TF: No, the tour is a little bit different whether you play as a boarder or a skier, so to open all the events you have to play the tour as both. You can't switch once you've started.

And with great timing the barman finally returned with our drinks in tow, and the interview was over.




LOTS OF THIS
PAN!
PAN!
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NINTENDO GAMECUBE
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BONGO-BANGO-HANDO
JUNGLE BOOGIE
PUMPING ON YOUR STEREO
MAN SIZE ROOSTER
SECRET EXTRA SONG
BREAKFAST AT TIFFANYS
ARE YOU READY FOR LOVE
I'M A SLAVE 4 YOU
POKEMON THEME
DON'T LET ME GET ME
SHINY HAPPY PEOPLE
BOOMBASTIC
LA BAMBA
LA CUCHARACHA
LOSING MY RELIGION
EINE KLEINE NACHTMUSIK
32 NEW SONGS
GREAT! RED HANDS!
NEED NEW ONES?
Hands R Us
I ROCK
JAM ON THE MULTIPLAY MAN!
I LIKE FISHING BUT I'D RATHER BE KING OF
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ROUND-UP



NINTENDO AT TGS 2005!

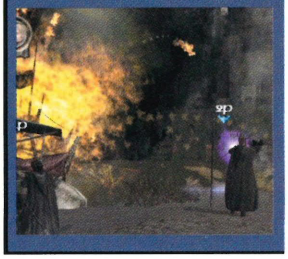
After skipping the Tokyo Game Show last year in favour of the Touch Tour, Nintendo is back with a vengeance. According to reports, Nintendo president Satoru Iwata will be making a keynote speech at the event on 16 September, starting at 11am. Little other news is available at the moment, so keep an eye out in a couple of issues time for the full skinny on what Nintendo's head honcho had to say.

MODEL BEHAVIOUR

Hollywood model/actress and general babe, Josie Maran, is starring in EA's latest instalment of the *Need For Speed* series, *Need For Speed: Most Wanted*. EA will be using its new process of taking Hi-definition video footage of the actors and turning them into "synthetic-looking videogame characters" in the game. Maran, who appeared in *Van Helsing* and *The Aviator*, will play the roll of a local street racer, Mia. "Videogames are much more personal than films since it's an interactive experience for the audience; it's like being invited into their home," commented Maran, who wasn't reading a script at all. "For *NFS: Most Wanted*, we performed in front of a green screen, much like a Hollywood set, so all the gamers will see will be real-life video of the actors merged into environments from the game; it's simply amazing." Check out the preview on page 43 for more.

LORD OF THE RINGS

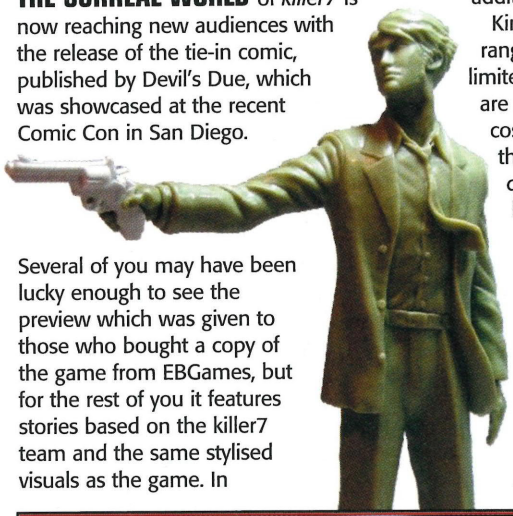
EA has secured the full rights to *The Lord Of The Rings*, meaning it can develop games based on the novels as well as the three films by Peter Jackson. "Now that we are expanding our *Lord Of The Rings* universe to encompass Tolkien's books, we'll be able to combine the visual impact of the films with those complex stories," said Steve Gray, Executive Producer of *The Lord Of The Rings Tactics* at EA. "The RPG genre in particular is a great medium for story telling. We are delving into unexplored depths of Tolkien's works to deliver new, compelling, and immersive experiences."



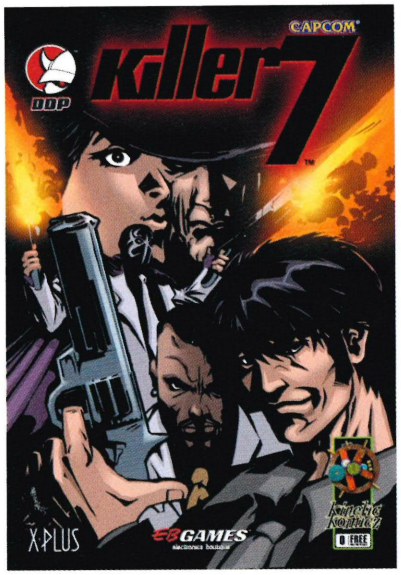
KILLER 7 COLLECTABLES

Capcom brings a heavenly smile to our faces

THE SURREAL WORLD of *killer7* is now reaching new audiences with the release of the tie-in comic, published by Devil's Due, which was showcased at the recent Comic Con in San Diego.



Several of you may have been lucky enough to see the preview which was given to those who bought a copy of the game from EBGames, but for the rest of you it features stories based on the killer7 team and the same stylised visuals as the game. In addition Capcom has teamed up with Kinetic Underground to bring out a range of *killer7* figures, including limited edition resin statuettes. These are sculpted by Paul Harding and will cost $100 each. If you want one then you'd better get your order in quick as there's only 50 – 100 being made in total. If $100 is out of your price range then don't worry as Kinetic Underground is reportedly releasing three or four series of *killer7* figures. Series one will reportedly feature Kun Lan, Dan Smith, Kaede Smith and Mask De Smith, whilst Series Two will likely feature a Heaven Smile, Ayame and a "spirit or two".





KING WRONG

King Kong does away with gaming norm...

BACK IN ISSUE 47 **CUBE** reported that *King Kong* had yet to receive any type of energy bars or gauges, although we assumed that these would be put in later. However, it turns out that Ubisoft hadn't forgotten to put them in – they were never intended to go in in the first place! According to one of the game's developers, Michael Ancel, *King Kong* is doing away with on-screen HUD graphics so the game looks and feels as real as possible. Whilst this isn't a totally new idea, its still surprising that Ubisoft has opted to go down such a route. How can you tell when your character is about to shuffle off their mortal coil? It depends on which character you play. If you play as King Kong then the giant ape's battle scars and wounds will show up in real-time on his body, indicating the level of damage he has sustained. If you play as Jack Driscoll however, your vision will begin to blur as your health diminishes. Equally, when you need to know how much ammo you have left, you simply press a button to get Jack to check his gun. Sweet. How effective this system will be remains to be seen, but it should make the experience more immersve and realistic. For the In-Depth report on *King Kong* then turn to page 44.



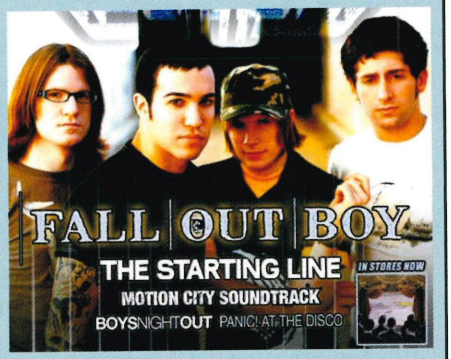


"THE GIANT APE'S BATTLE SCARS AND WOUNDS WILL SHOW UP IN REAL-TIME"

ROCKING IN THE USA

Nintendo fuses games and music

AFTER THE SUCCESSFUL All Stars Tour (see the report pages 16-17), Nintendo has hopped on board the King Of Red Lions and sailed across the Atlantic to host the Nintendo Fusion Tour. The annual event, which starts on 28 September in Detroit, blends music with gaming allowing Nintendo fans across the United States to get a taste of the company's latest products whilst taking in some choons. This year the group Fall Out Boy will be headlining the tour, with support acts including Starting Line, Motion City Soundtrack, Panic! At The Disco and Boys Night Out (we must be really old as none of the **CUBE** team have heard of any of them. Answers on a postcard please...). The tour will visit 29 locations including Chigago, Dallas, Las Vegas, San Diego and San Francisco



where attendees can wander about the kiosks and test out the new Game Boy Micro, the DS and a plethora of games. If you happen to be visiting the USA between September and November, then check out www.nintendofusiontour.com for the full list of venues and dates.



www.totalgames.net

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

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

TOTAL GAMES .net

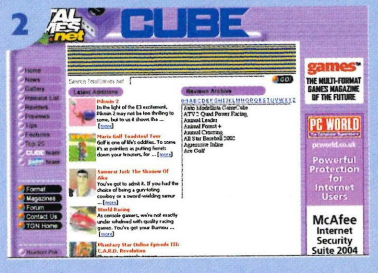
1



UP-TO-THE-MINUTE NEWS

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

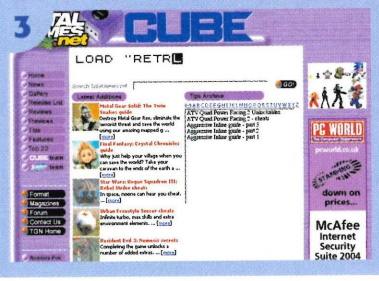
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CUBE, WITHOUT THE PAPER

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

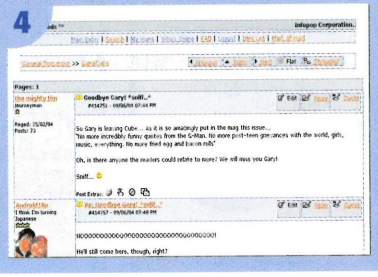
3



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...

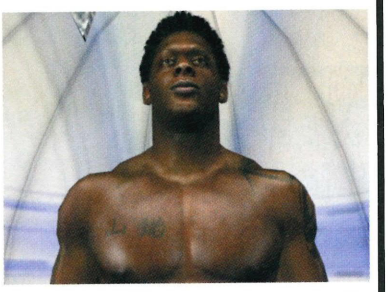
CUBE MOST PLAYED

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



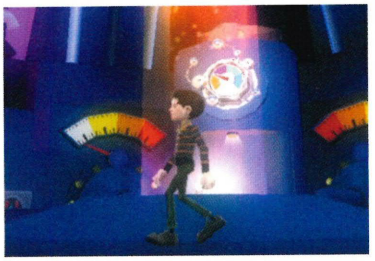
KING KONG

"That ape is well big!" enthused Tim after playing *King Kong*. "He totally grabbed that T-Rex's gob and did this..." *pulls hands apart in a ripping motion* "Awesome." What this? Tim likes a game? The world is ending! AHHHHHHHHH!



WWE: DAY OF RECKONING 2

To be honest, the majority of the team have no idea if the game's any good or not as we spent our whole time creating the campest looking Miles that we could. It wasn't hard. Oh, Ryan says it's awesome.



CHARLIE AND THE CHOCOLATE FACTORY

In fear of Ryan's head exploding in a fit of platform-hating rage, poor old Liz got lumbered with this one. "It's about chocolate", said Miles hoping to tempt her, "you love chocolate, right?" "I hate you Miles," said Liz.

GUN

OR GNU, WE LIKE IT!



GUN is a classic spaghetti western where you take on the role of Colton White, a hunter from the Montana mountains, on a journey of self-discovery and revenge after his adoptive parents get knocked off by bandits.

ANTICIPATION ★★★★★

UK RELEASE LIST

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

Namco 50th Anniversary Arcade Collection	Arcade	Namco	August 2005	★★★
The Incredible Hulk: Ultimate Destruction	Action/Adventure	Vivendi	August 2005	★★★
Hello Kitty Roller Rescue	Adventure	Namco	9 September	★★
Rainbow Six: Lockdown	Action/Adventure	Ubisoft	9 September	★★★
WWE Day Of Reckoning 2	Sport/Beat-'em-up	THQ	9 September 2005	★★★★★
Battalion Wars	Strategy	Nintendo	19 September	★★★★
Midway Arcade Treasures 3	Racing	Midway	26 September	★★★
Spartan: Total Warrior				
Zatch Bell!	Beat-'em-up	Bandai	11 October	★★★
Dancing Stage: Mario Mix	Rhythm	Nintendo	October 2005	★★★★
Geist	Action/Adventure	Nintendo	October 2005	★★★★
Call Of Duty 2: Big Red One	Shoot-'em-up	Activision	Q3 2005	★★★
Crash Tag Team Racing	Racing	Vivendi	Q3 2005	★★
GUN	Action/Adventure	Activision	Q3 2005	★★★★★
Pac-Man World 3	Adventure	Namco	Q3 2005	★★
Peter Jackson's King Kong	Adventure	Ubisoft	Q3 2005	★★★
Prince Of Persia: Kindred Blades	Adventure	Ubisoft	Q3 2005	★★★★
Shrek SuperSlam	Beat-'em-up	Activision	Q3 2005	★★★
True Crime 2	Action	Activision	Q3 2005	★★★
The Incredibles: Rise Of The Underminer	Adventure	THQ	11 November	★★★
The Chronicles Of Narnia: TLTWATW	Adventure	Buena Vista	25 November	★★★
Fire Emblem: Path Of Radiance	RPG	Nintendo	November 2005	★★★★
Harry Potter And The Goblet Of Fire	Adventure	EA	November 2005	★★★
Mario Party 7	Party/Puzzle	Nintendo	November 2005	★★★★
Marvel Nemesis: Rise Of The Imperfects	Beat-'em-up	EA	November 2005	★★★
Need For Speed: Most Wanted	Racing	EA	November 2005	★★★
The Legend Of Zelda	Adventure	Nintendo	November 2005	★★★★★
Pokémon XD: Gale Of Darkness	RPG	Nintendo	November 2005	★★★★★
Ultimate Spider-Man	Adventure	Activision	Q4 2005	★★★
Mario Superstar Baseball	Sports	Nintendo	TBA 2005	★★★★
Madden NFL 06	Sports	EA	TBA 2005	★★★

HARRY POTTER GOF

GOBLIN OF FIRE



The speccy wizard is back, and this time Harry's been entered in the Triwizard tournament where he has to face his biggest threat to date – Lord Voldemort himself! Dum-dum-duuuuuuurrr. Yeah, we made that sound pretty exciting, eh!

ANTICIPATION ★★★

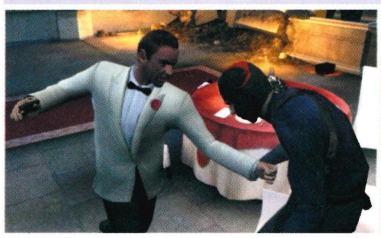
TRUE CRIME 2

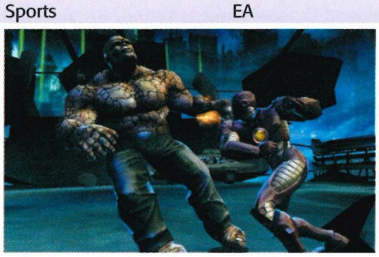
LIES ALL OF IT, LIES!



Luxoflux is shaking off the stench of Los Angeles and relocating to the Big Apple. This time, you take control of cop Marcus Reed, trawling the streets of New York in search of his buddy's killer.

ANTICIPATION ★★★







MARIO PARTY 7

FARTY PARTY



The good news? Nintendo is inviting you you and up to seven chums to battle it out in eighty new mini games! The bad news? That stupid microphone has its own mode.

ANTICIPATION ★★★

SOUND BYTE

"IT'S LIKE PAXMAN WITH A GUN"

Miles on the journalistic values of Vanishing Point.

SLIP-O-METER

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

ULTIMATE SPIDER-MAN

Peter Parker is obviously too busy snogging Mary Jane to notice that he's running late. According to Activision's CEO, Ron Doornink, the game won't be out until Q4 2005.



SLIPPED!

METEOS

After months of waiting, Nintendo has finally announced a PAL release date for *Meteos*, and it's just around the corner! 23 September to be exact. Now there's something you don't hear often.



FAST FORWARD

LUNAR: DRAGON SONG

As if it wasn't bad enough that the US release date slipped, it looks like *Lunar: Dragon Song* isn't coming to PAL territories at all. Sniff. For more details see page 72 in Hands On.



BINNED?

IMPORTANT DATES...

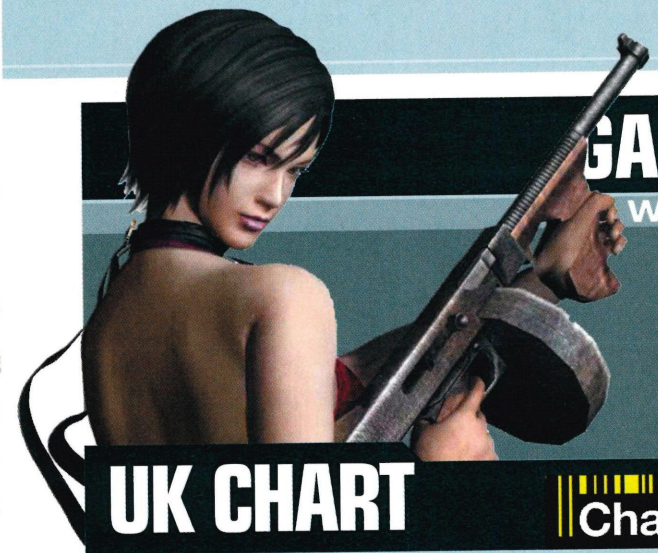
What's this? No GC games released in Japan this month? Whaaaaaa...? Still, the plethora of DS titles ought to satisfy those dirty gaming urges, while the Americans rub their wealth of GameCube games in our faces.

JAP RELEASE DATES

CASTLEVANIA: DAWN OF SORROW	KONAMI	25 AUGUST
LOST IN BLUE	KONAMI	25 AUGUST
LUNAR: DRAGON SONG	MARVELLOUS ENT	25 AUGUST

US RELEASE DATES

MARIO SUPERSTAR BASEBALL	NINTENDO	29 AUGUST
BATTALION WARS	NINTENDO	19 SEPTEMBER
TAK: THE GREAT JUJU CHALLENGE	THQ	19 SEPTEMBER



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

The fantastic *Resi 4* is riding high in the charts once more, while Mario serves up an Ace and crawls back into third place, trampling those evil Nazi's into fourth position in the process. Losers. In the budget charts, we're happy to report that Sonic has lost his top spot, meaning there's finally some new artwork over there. Lewis is delighted.

UK CHART

ChartTrack

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

1 ▲



RESIDENT EVIL 4

PUBLISHER: CAPCOM
CUBE RATING: 9.8
President Weevil... we've used that before...

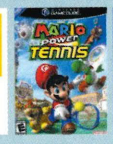
2 NEW



MADAGASCAR

PUBLISHER: ACTIVISION
CUBE RATING: 6.1
"Mini-games and stuff. Get it away from me!" – Ryan

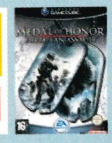
3 ▲



MARIO POWER TENNIS

PUBLISHER: Nintendo
CUBE RATING: 8.5
"It's Nintendo. It's Mario. Best. Game. Ever!" – Chandra.

4 NEW



MOH: EURO ASSAULT

PUBLISHER: Nintendo
CUBE RATING: 8.8
"It's EA, it's killing Nazis, Best. Game. Ever!"– Miles

5 ▼



STAR FOX: ASSAULT

PUBLISHER: Nintendo
CUBE RATING: 6.9
Nobody had anything left to say about this, oh dear.

6 ▼



MARIO PARTY 6

PUBLISHER: Nintendo
CUBE RATING: 6.9
"I still think about this sometimes, brrrr." – Tim

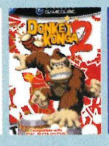
7 ▼



DONKEY KONGA

PUBLISHER: Nintendo
CUBE RATING: 9.0
"I love pan pan and clapping." – Liz.

8 ▼



DONKEY KONGA 2

PUBLISHER: Nintendo
CUBE RATING: 8.0
"But I don't like Britney Spears!" – Liz, again.

9 NEW



BATMAN BEGINS

PUBLISHER: EA GAMES
CUBE RATING: 6.2
"He was good in *American Psycho*!" – Lewis.

10 ▲



TIMESPLITTERS: FP

PUBLISHER: EA GAMES
CUBE RATING: 9.0
We split time once, couldn't put it back together, sorry.

ON A SHOE-STRING



Budget GameCube games still making the rounds

1	METROID PRIME 2: ECHOES
2	SONIC ADVENTURE 2: BATTLE
3	SUPER MONKEY BALL
4	SONIC HEROES
5	SPLINTER CELL: PANDORA TOMORROW
6	HARRY POTTER: THE CHAMBER OF SECRETS
7	THE LEGEND OF ZELDA: WIND WAKER
8	THE SIMPSONS: HIT AND RUN
9	MARIO KART: DOUBLE DASH!!
10	WWE: DAY OF RECKONING

GCN GAMECUBE NEWS

FINAL THOUGHT

LOSING INTEREST

We love Nintendo, obviously, but sometimes we do despair at its secrecy. Case in point, the Revolution controller. Despite the Revolution having been unveiled at E3, little else has been said about the controller other than it will be easy to use and will be compatible with NES, SNES, N64 and GameCube games. But this doesn't even hint at what the "revolutionary" feature is and we're getting a wee bit impatient with all the waiting to find out. The controller is going to be integral to the Revolution's success and the main thing that will separate Nintendo from the crowd in the next-generation race. But the people that really matter, the gamers, need something, Ninty. Anything. We're just sick and tired of seeing "leaked" images of the controller then all the arguments and speculation that follows. Plus, the lack of a controller also means there's a lack of games to get excited over as developers are waiting to see what Nintendo has to offer. Which means we're sitting here, twiddling our thumbs as we stare at the same handful of Revolution images just having to use our imaginations, which are full of castles and mushrooms. Our imaginations rule!



THE LEGEND OF LINK



The legendary hero of Hyrule has been battling evil for countless years now but what of the man beneath the silly pointy hat? Is it actually just one person and if not why are all his girlfriends called Zelda?

Goddess of song, teach me the story of a hero. This was the man of wide-ranging spirit who had saved the realm of Hyrule uncounted times and wandered afterwards long and far. Many were those whose kingdoms he viewed and whose minds he came to know, many the troubles that vexed his heart as he sailed the seas and rode the land, always answering the call of adventure. But who was this legendary hero and what was the nature of his quests, was he in fact but one man or many?

Goddess to me in turn impart some knowledge of all these things, beginning where you will.

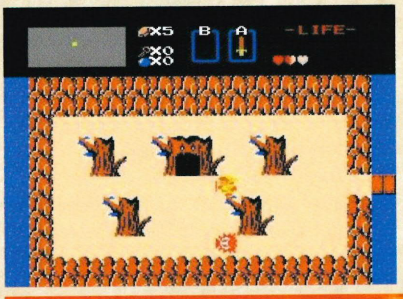
The tale begins eighteen years ago when I was saved from certain death by the legendary hero in green, the saviour of Hyrule sent to battle the ancient evil that... blah, blah, blah.

The truth is when I first met Link it wasn't just his stupid pixie clothes that were green: he was so wet behind the ears you could've water rafted down his lug holes. I'm Impa, Princess Zelda's most trusted confidante, and I've known the so-called legendary hero ever since he first showed his face in Hyrule. No one, except Princess Zelda, knows him better than me and yet I still have no clue where he's from or if he's really the same guy that keeps coming back to save the world.

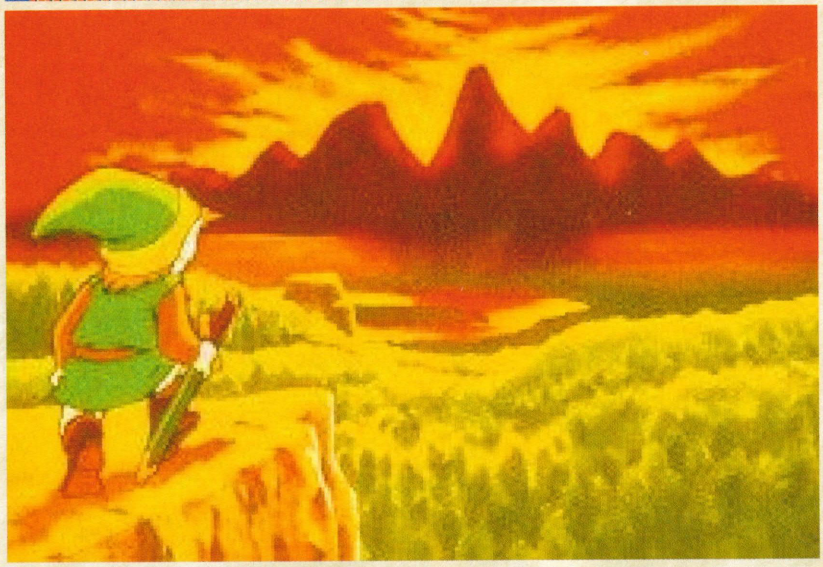
What I do know is that if Link hadn't rescued me from Ganon's army, the King of Evil would've got his mitts on the whole of the Triforce and that would've been it for goodness and light right there and then. In saving me, Link highlighted a cast of characters and a sequence of events that have been repeated throughout the ages. You've got your evil bad guy Ganon, the all powerful Triforce, the Princess Zelda and her hero Link.

As it turns out Link's first adventure was pretty straightforward, which is a good thing really because in those days he could only turn in big 90 degree arcs which was a real problem when it came to fighting. Actually I've noticed he still occasionally has this problem – it's so sad to see arthritis afflicting someone of his age. Anyway, after being sent off to find the eight pieces of the Triforce of Wisdom, Link managed to off Gannon with a special silver arrow, rescue the princess and return peace to Hyrule.

"GANON STAYED DEAD, LINK STAYED SANGUINE AND ZELDA STAYED AWAKE"



It wasn't a peace that lasted though because Ganon's henchmen (henchmonsters, whatever) were still roaming the land, killing, plundering and boiling soup to impair the flavour. As things started to get really bad Link came to see me, complaining that an image of the Triforce had appeared on his hand. It was then that I revealed the truth about Princess Zelda: that she'd fallen asleep and never woken up. This wasn't some euphemism for the royal cat falling off the parapet though – she'd been cursed and only the Triforce of Courage could wake her up. What really upset Link though was when I mentioned that Ganon's hordes wanted to chop him up and sprinkle his blood over Ganon's ashes to bring him back.



▲ Link sets out on his first adventure. Little does he know what lies ahead, swamps and stuff.



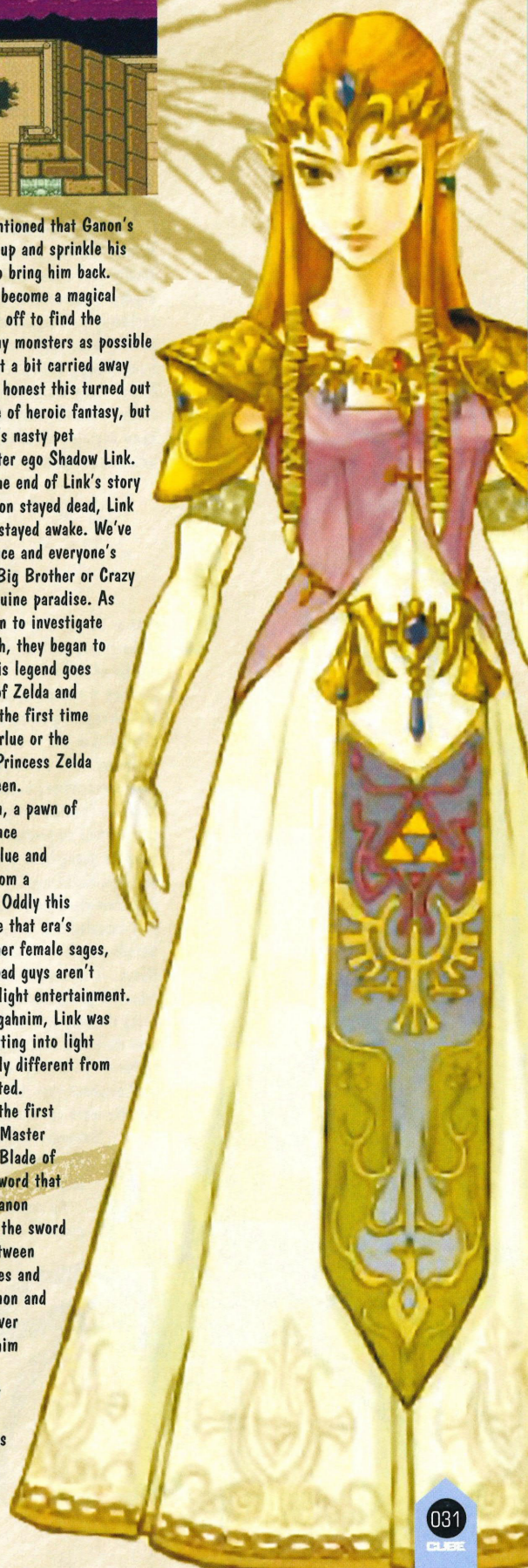
Evidentially not keen to become a magical vinaigrette of evil, Link set off to find the Triforce and duff up as many monsters as possible on the way. Actually, he got a bit carried away with the fighting and to be honest this turned out to be easily his dullest tale of heroic fantasy, but at least he defeated Ganon's nasty pet Thunderbird and his evil alter ego Shadow Link.

This should have been the end of Link's story and technically it was. Ganon stayed dead, Link stayed sanguine and Zelda stayed awake. We've not had a bit of trouble since and everyone's happy. You don't even get Big Brother or Crazy Frog in Hyrule – it's a genuine paradise. As our sages and wizards began to investigate the history of Ganon though, they began to realise just how far back his legend goes and ultimately the legend of Zelda and Link. It seems this wasn't the first time Ganon had turned up in Hyrlue or the first time he'd menaced a Princess Zelda or a mysterious hero in green.

The evil wizard Agahnim, a pawn of Ganon it transpired, had once overthrown the king of Hyrlue and sought to release Ganon from a mysterious ancient prison. Oddly this plan also seemed to involve that era's Princess Zelda, and six other female sages, falling asleep – but then bad guys aren't known for their powers of light entertainment. Despite easily defeating Agahnim, Link was unable to stop Hyrlue splitting into light and dark worlds, each subtly different from each other yet interconnected.

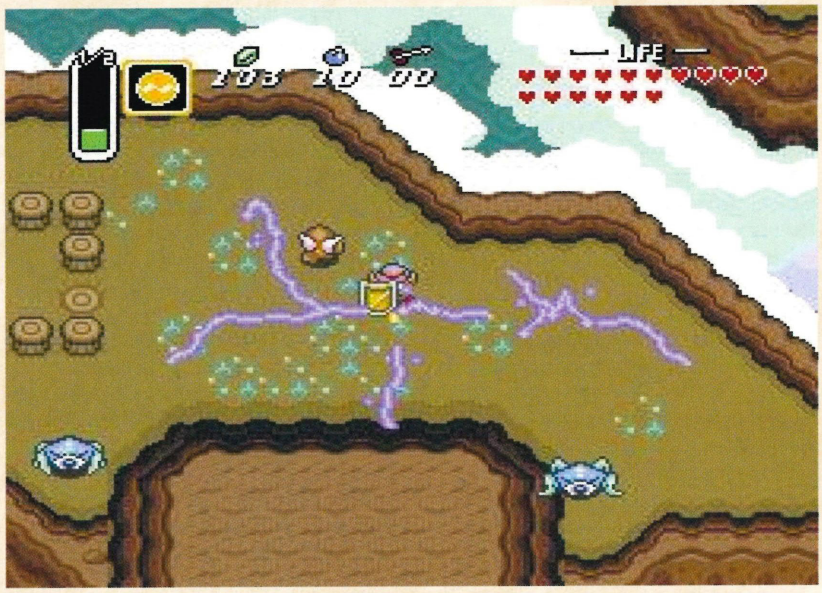
This adventure marked the first recorded reference to the Master Sword, also known as the Blade of Evil's Bane, a legendary sword that has been used to defeat Ganon throughout history. Using the sword Link was able to travel between worlds, awakening the sages and eventually confronting Ganon and defeating him with the silver arrows that had done for him in our own time.

Although Ganon doesn't seem to have resurfaced again at this time, this was



not the only adventure undertaken by that era's Link. The legendary hero went on a "journey of enlightenment" that led to him being shipwrecked on the mysterious Koholint Island. Although the records are obscure on this point the island seemed to exist only in the dream realm, with Link's quest to recover eight magical musical instruments to wake the mythical Wind Fish. The whole realm was apparently nothing more than a dream of the Wind Fish, who had begun to have nightmares while encased in a gigantic egg.

Assuming Link didn't just eat too much cheese before bedtime, and this is actually true, when he finally awoke the Wind Fish he had to defeat shadow versions of a wide range of enemies, including both Agahnim and Ganon. These appear to have been apparitions taken from Link's own mind though, with the final evil of Koholint Island being a nightmare named Dethyl. No further records exist of this Link, but since we know anything about Koholint Island at all it's assumed he made it back to Hyrule okay. Either



"LINK USES THE OCARINA, MASTER SWORD AND THE TEMPLE OF TIME TO SLEEP FOR SEVEN YEARS"

that or he was able to write a very detailed diary as he slowly expired on a lonely raft in the middle of the ocean.

Once it became clear that the adventures of Link were being repeated throughout history the obvious task was to find the origin of the legendary hero. After year's of research and unreturned library book fines the story of a young Kokiri in familiar emerald garb was discovered, that seemed to predate all others. As the story goes the young hero is made aware that he is not in fact a Kokiri but the only guard against an "evil man from the desert": Ganondorf Dragmire. Here it is revealed that Ganondorf is the king of the Gerudo people – an infamous band of desert thieves to whom only one male is born every thousand years. You would've have thought that being the only man in the whole country would have mellowed anyone, but Ganondorf was dead set on being evil through and through. There seems good evidence that this is the true origin of the monster more commonly known as Ganon – with Ganondorf taking on that name and pig like visage in his final battle with Link, before his apparent destruction.

As ever Link's own origins remain obscure, although it is hinted that the first one may in fact be human and that this was indeed the first ever incarnation of the legendary hero (it's not at all clear how far back the Princess Zelda naming laziness extends). Although a number of recurring characters and elements are introduced to the legend at this point, including Epona the trusty stead, the fairy companion Navi and the venerable Deku Tree, the most striking element of this Link's adventure involves the peculiar Ocarina of Time. Unable to take on the mantle of "Hero of Time" as a child Link uses the power of the Ocarina, combined with the Master Sword and Temple of Time to sleep for seven years until early adulthood. As he awakes the world has been ravaged by Gannondorf's evil, although Link is eventually able to overcome all obstacles and

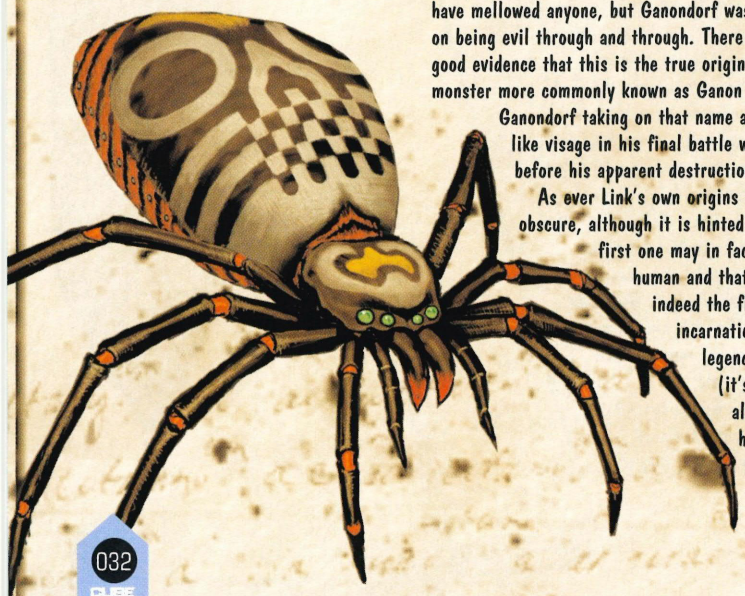


ensure this terrifying alternative future never came to pass.

As often seems the lot for the legendary hero his victory over Ganon did not lead to an altogether happy ending for Link, with the unexplained disappearance of Navi leading him to be tricked by an imp named Skull Kid, turned into a Deku Scrub and deposited in the peculiar land of

▼ *Majora's Mask* has a really dark and unsettling vibe to it, watch out for the moon!







▲ In *4 Swords Adventures* Link divides himself and conquers the windy Vaati.

Termina. Thought to be some form of parallel dimension, Link arrived in Termina only three days before its moon was due to crash into it, destroying everything.

This dark and disturbing adventure saw Link retaining his powers as the Hero of Time, as he skipped through back and forth between the three days remaining to him battling both the Skull Kid and the malign influence of Majora's Mask. Other masks gave Link his own powers, most notably those of a dead Zora and Goron which allowed him to transform into their form or that of the Deku Shrub, whenever their particular skills and powers were needed. By waking the four guardians of Termina and defeating the various incarnations of Majora's Mask Link was returned to his own world and renewed his search for the lost Navi. No further records exist of his exploits though, which form the whole basis of the Legend of Zelda.

Within decades the whole concept of the legendary hero had become nothing but fable and when Ganondorf remerged for the first time only the gods of Hyrule appeared to defeat him, sinking the entire realm below the waves in order to contain Ganondorf's evil. Soon even this act fell into legend and by the time Ganondorf made his next attempt at escape few existed to acknowledge his existence, let alone defeat him. When the human girl Arill was kidnapped from Outset Island though, her brother had just finished celebrating his twelfth birthday by wearing the traditional garb of the legendary hero. This catapulted him into an adventure with the female pirate Tetra, later revealed to be the latest incarnation of Princess Zelda. This Link was given the somewhat inglorious title of "Hero of Winds" and gained the ability to control the direction of the four winds and to call down great tornados to use as transport across the seas.

As ever Ganondorf sought the ultimate power of the Triforce and only by sacrificing the original land of Hyrule (the current land shares only its name with that ancient place) and defeating Ganondorf with the Master Sword did Link and Princess Zelda manage to defeat him. Several hundred years of peace followed, until the appearance of Agahnim. In the interim period there was no further trouble with Ganon, but this second Link was called upon for a series of other quests, the first against the Wind Sorcerer named Vaati who appears to have originally been defeated by a young hero who sounds deceptively similar to Link himself – although whether this is the original hero or some as yet unidentified new incarnation is unclear.

In any case the "Hero of Winds" took up the challenge of the Four Sword, splitting himself into four whenever he wielded the strange sounding new weapon. Vaati was defeated with relative ease

"GANONDORF SOUGHT THE POWER OF THE TRIFORCE BY SACRIFICING THE ORIGINAL LAND OF HYRULE"







▲ Joy! How can anyone say this isn't all that? *Wind Waker* is truly awesome!

but returned almost immediately to menace the same Link and his Princess Zelda. Vaati's actions, whether purposeful or not, awakened Ganon but he was sealed away within the Four sword by Zelda and the other six maidens who had been the original focus of Vaati's plan.

Although Ganon's brief chance of escape had been blocked, Vaati was still not defeated and managed to interrupt the arrival of the tiny Picori and turn Princess Zelda to stone – which presumably made a nice change from being sent to sleep. Link was given not just the Pictori blade to aid him but also Ezlo, the Minish Cap, which enabled him to shrink to the microscopic size of the Pictori and explore their tiny world. Vaati was again defeated, although his downfall this time did not seem any more obviously permanent than before. Thus far though it has endured and there have been no reports of any wind obsessed wizards kidnapping attractive maidens in the meantime.

Even these strangely recursive tales do not represent the full extent of the Legend of Zelda and there are well documented stories involving the Oracle of Ages and of Seasons. Here again Ganon's cohorts sought to revive him with the witches Twinrova planning to light the three flames of Sorrow, Destruction and Despair – reviving Ganon through the possession of the body of that era's Princess Zelda. The adventures of yet another new Link in the lands of Holodrum and Labrynna were only partially successful and in the end Twinrova sacrificed herself to revive Ganon, who was only temporarily defeated – leading to the problems only recently solved in my own time.

With all these legends unravelled the last remaining question is one that cannot be answered: will Ganon return again and will our current hero oppose him or will another rise to meet the challenge? The sad truth is that history suggests Ganon will never truly be defeated, at least not by any of the means so far employed. Still, as long as Link always wins it keeps the land of Hyrule interesting and quite frankly there's never been anything quite as entertaining as watching the little fella go about his moblin slicing, Ganon upsetting work.

The Others

Although Link has appeared in various spin-offs, most notably the Super Smash Bros series and SoulCalibur II, there is one other set of games not covered in the generally accepted continuity of the series. These are the CD-i games and they don't count because a) they weren't by Nintendo and b) they were completely rubbish. The CD-i was a hugely unsuccessful CD-ROM based console from Philips, who Nintendo lent the licences to both Mario and Zelda, in exchange for a vague promise of helping out with CD technology in the future. Three games were produced between 1993 and 1994, in the form of Link: The Faces of Evil, Zelda: The Wand of Gamelon and Zelda's Adventure. They were all dire side-scrolling hack 'n' slashers, vaguely similar to The Adventures Of Link. Apart from their awe-inspiring awfulness they were







notable for being the only Zelda games to feature proper voice acting and the latter two are so far the only to feature Zelda as a playable character.

The Missing Link

One of the burning questions for Zelda fans at the moment is where in the labyrinth of chronology Twilight Princess lies and whether it features an existing Link or a new one. The only thing we know for certain is that Link will be aged 16 in the game, which is considerably older than usual. This has lead many to ponder whether he is in fact the original (chronologically speaking) Link from Ocarina Of Time, grown up to near adulthood. Another possibility is that he's the fifth Link and that this is a sequel to Zelda II: Adventures Of Link. We would say that you'll only find out for sure when the game's released, but to be honest that's never really been the case in the past.

What's in a name?

Just as it's not supposed to be the same Link in each of the games, it also follows that it's not the same Princess Zelda. A Link To The Past did actually address this point with the King decreeing that all future princesses of Hyrule would be named Zelda. This doesn't explain why the first Zelda, from Ocarina of Time, had the same name, but maybe the Hyrule royal family just aren't very good at making up names. Although he also appears in every game under the same name, Ganon is always assumed to be the same person/thing, unless we're expected to believe there's a family of pig monsters somewhere who keep naming their hapless sons Ganon Jr.

What's it all about, Zelda?

In case you haven't cottoned on, the adventures described over these pages encompass all of the various Legend Of Zelda games, organised roughly in the order they came out – but also with reference to which Link they featured. In actual fact though Zelda fans have been arguing for years over exactly when each game takes place and how many different Links there have been (five seems to be the generally accepted number). Since there's never likely to be a definitive answer from Nintendo we've got no illusions of ending the arguments ourselves, so if you want to make up your own continuity here are all the Zelda games there's ever been:

"THE SAD TRUTH IS THAT HISTORY SUGGESTS GANON WILL NEVER TRULY BE DEFEATED"





1987 - The Legend of Zelda (NES)
1988 - Zelda II: The Adventure of Link (NES)
1992 - The Legend of Zelda: A Link to the Past (SNES)
1993 - The Legend of Zelda: Link's Awakening (GB)
1998 - The Legend of Zelda: Ocarina of Time (N64)
2000 - The Legend of Zelda: Majora's Mask (N64)
2001 - The Legend of Zelda: Oracle of Ages (GBC)
2001 - The Legend of Zelda: Oracle of Seasons (GBC)
2003 - The Legend of Zelda: A Link to the Past/Four Swords (GBA)
2003 - The Legend of Zelda: The Wind Waker (GC)
2004 - The Legend of Zelda: The Minish Cap (GBA)
2005 - The Legend of Zelda: Four Swords Adventures (GC)

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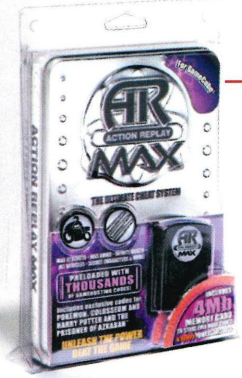
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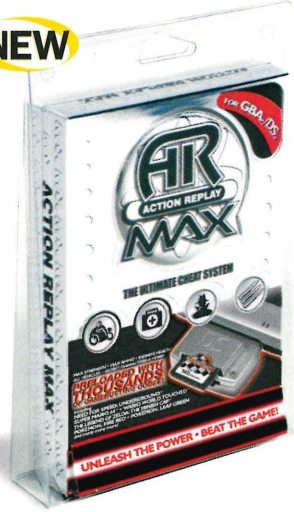
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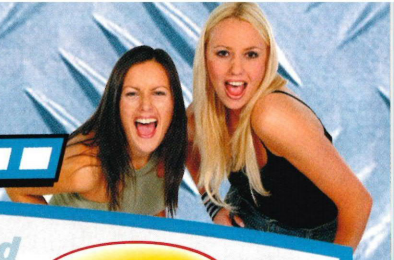
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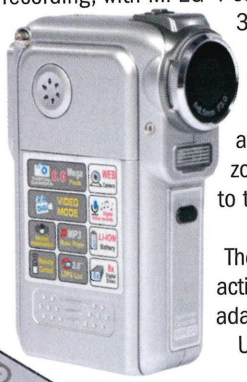


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PREVIEWS

Imperfect scoundrels







CUBE INFORMATION

MARVEL NEMESIS: ROTI	
PUBLISHER:	EA
DEVELOPER:	EA
ORIGIN:	CANADA
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

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PREVIOUS

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VIEWTIFUL JOE

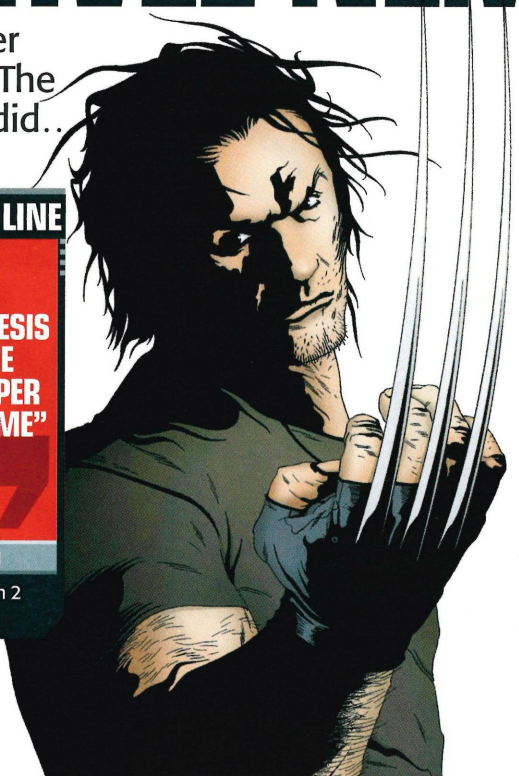


■ *Def Jam: Fight For NY* earned 9.2, healthy sales and a YEEEAH BOYEEE in the **CUBE** review. Sweet.

TOTALGAMES.NET RATING: 92

MARVEL NEMESIS: RISE OF T

Looking better than Rise Of The Robots ever did..



THE COMPANY LINE

"MARVEL NEMESIS DELIVERS THE DEFINITIVE SUPER HERO VIDEOGAME"

EA PRESS RELEASE

CUBE BACKATCHA

It's no Marvel Vs Capcom 2

WHEN SOMETHING IS hugely successful, the old trick is to keep releasing it again and again and disguise it as something new. Look at vanilla Coca-Cola that tastes exactly the same as normal coke but with a hint of another flavour that definitely isn't vanilla, or special edition DVDs featuring one extra interview with the director's fourth assistant that cost the same price. In marketing BS speak, this is known as 'expanding'. In the real world, this is known as 'BS'.

Which leads nicely onto... *Marvel Nemesis: Rise Of The Imperfects*! Initial impressions are that EA has taken the template for its hugely popular *Def Jam: Fight For NY*, tagged out the rappers for superheroes, added a few sparkly special effects and saddled it with a ridiculous subtitle. To clear up any confusion, *Marvel Nemesis* has absolutely nothing to do with the *Marvel Vs Capcom* series of old. The licence has been passed on from Capcom so the Marvel name is now EA's baby, which means Nemesis will have flashy graphics inked by renowned artist Terry Dodson (who?) and a flashier storyline penned by Mark Millar (what?).



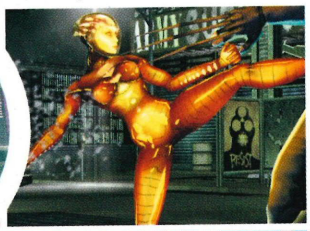
The fighting is one-on-one in an open arena, which is where the *Def Jam* comparison immediately comes in. The fighting looks far more out there and eccentric than even *Def Jam* managed – already we've seen Spider-Man grab his enemies with his sticky fluid (insert predictable innuendo here) and use his

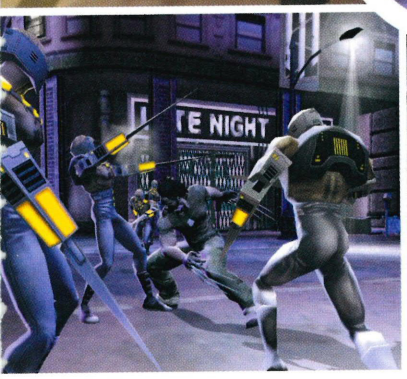
"MARVEL NEMESIS HAS ALREADY STIRRED THE INTERNET POND-LIFE"





▲ Spider-Man versus Venom. The match-up of dreams!







▲ The Thing punched in his stupid rock face.

HE IMPERFECTS

web-sling move to throw bodies into buildings, pillars, lamp-posts, everything. All with EA-sized explosions, of course. The superhero slant means *Marvel Nemesis* has plenty of room for comic book violence and exuberant special moves and it goes without saying that EA will throw enough money at this title to ensure it all ticks along smoothly and looks prettier than a Japanese schoolgirl.

See that box in the corner? The box in the top-left where it says Players 1-2? That's a lie! Not the entire boxout, of course. Just that bit. EA is keeping hush over how many players will be brawling together and while two player mode is a given, it's likely that a four player option could well sneak in through the back door before the eventual release (sigh, insert another predictable innuendo here). Some eager fans are already noting similarities between *Marvel Nemesis* and *Powerstone* but it's far too early to be making comparisons to one of the Dreamcast's best games. It has the potential to be the new *Powerstone* but EA had better hurry up and confirm four player first.

Marvel Nemesis has already split opinions and stirred the pond-life over at GameFAQs. "I am so mad EA got the Marvel licence!" fumes jmar2445. "*Marvel Vs Capcom 3* would own this so hard. I wish I could hack EA and just sabotage everything in their system. Then they would be sorry." Yes, quite. What jmar2445 doesn't realise, probably in his haste to add extra numbers on the end of his username, is that *Marvel Nemesis* still has the potential to be awesome in a different way. Just how different remains to be seen – it will have a hard time trying to chase the success of *Def Jam: Fight For NY* though.

MARVEL DIET

Character list not as big as Marvel Vs Capcom 2

Here are the confirmed faces thus far: Wolverine, Magneto, Storm, Elektra, Daredevil, Ironman, The Thing, Human Torch, Spider-Man and Venom. More secret characters are promised, which is just as well. No Toad? No Invisible Woman? Put Nemesis up against the bloated roster in *Marvel Vs Capcom 2* and it looks lightweight. There are also The Imperfects who round off the character list but honestly, it's hard to see too many people whooping and cheering for characters called Niles Van Roekel. In any case, The Imperfects are: The Wink, Johnny Ohm, Hazmat, Paragon, Fault Zone, Solara, Niles Van Roekel and Brigade. Niles Van Roekel is an even worse name than Miles Van Guttery.



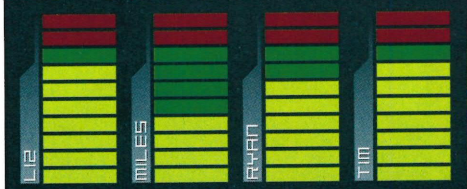
◀ Shiny gal Solara against not-as-shiny Spider-Man. Comic book fact: the shiniest fighter always wins.

▼ Witness this big cloud of electrical purpley stuff. This won't be the official name for the move.



CUBE EXPECTATIONS

COULD IT BE MARVEL-LOUSP



- ✚ Visuals are pretty damn spectacular
- ✚ Marvel licence is always awesome
- ✖ Looks very, very *Def Jam* right now
- ✖ Character selection needs beefing up

■ ***Marvel Nemesis: Rise Of The Imperfects*** **will have to shake off the disappointment of not being a *Marvel Vs Capcom* game (God those games were brilliant) and sharing a few too many similarities with *Def Jam*. If it lives up to its promise though, this has all the makings of top multiplayer beauty.**

CUBE

INFORMATION

JAMES BOND: FRWL	
PUBLISHER:	EA
DEVELOPER:	EA
ORIGIN:	CANADA
GENRE:	ACTION
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

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PREVIOUS

FROM THE MAKERS OF...

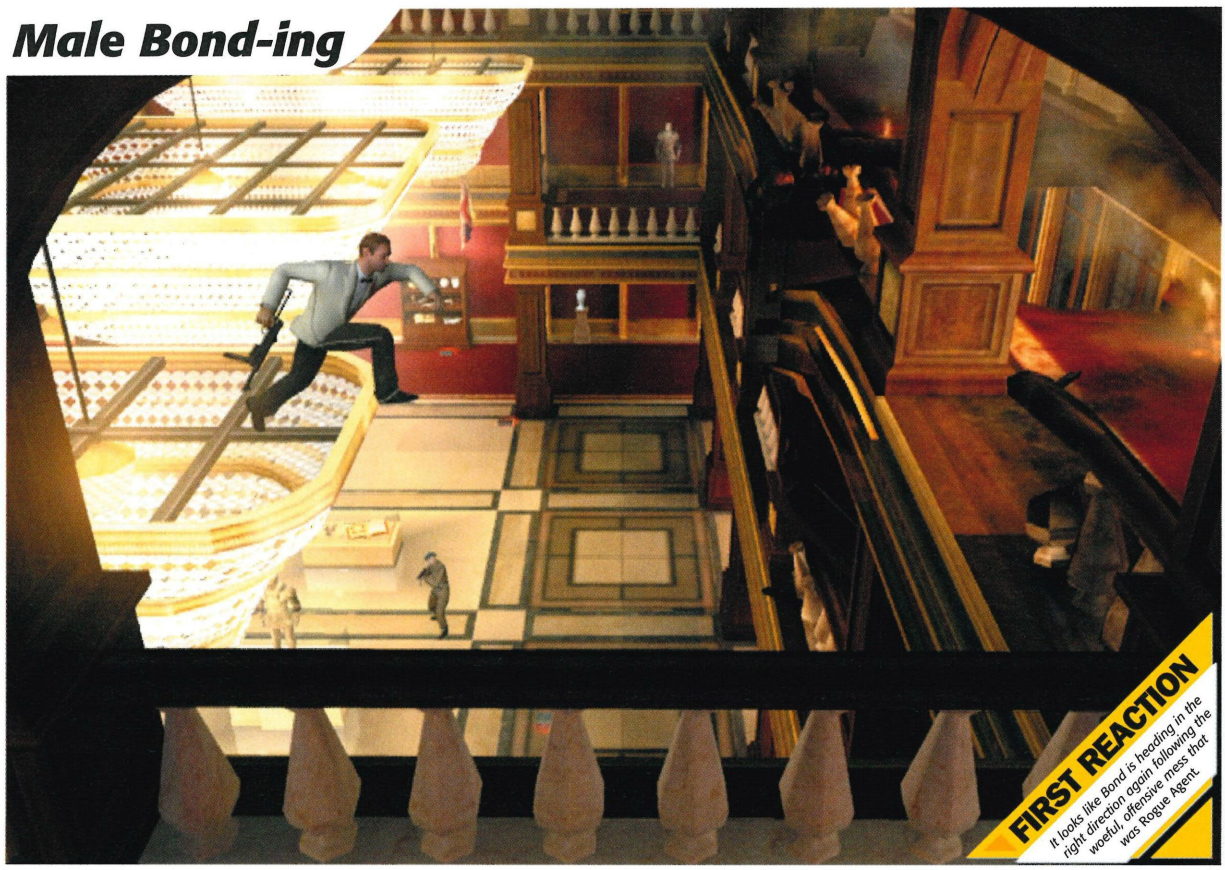
EVERYTHING OR NOTHING

■ The developers were previously responsible for *Everything Or Nothing*. Bet you didn't know that!



TOTALGAMES.NET RATING: 82

Male Bond-ing



FIRST REACTION

It looks like Bond is heading in the right direction again following the woeful, offensive mess that was Rogue Agent





JAMES BOND: FROM RUSS

Everything Or Nothing was not enough, so what's next?



THE COMPANY LINE

"BLEEDING EDGE HOLLYWOOD PRODUCTION!"

EA PRESS RELEASE

CUBE BACKATCHA

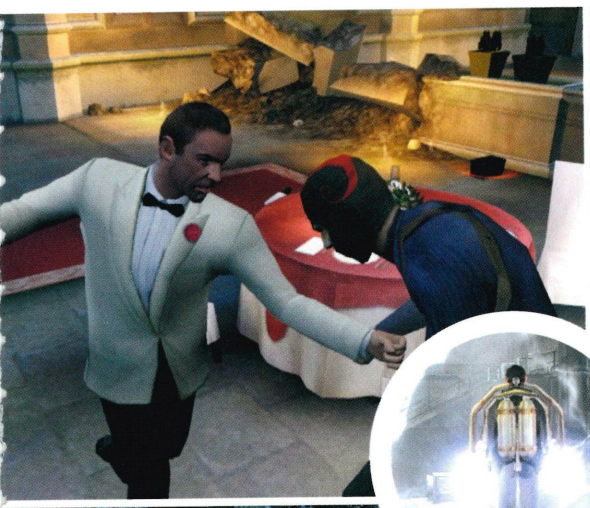
Eh?

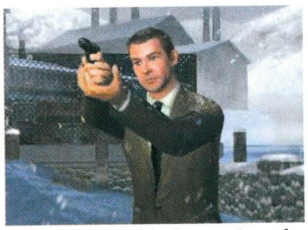
YOU ONLY LIVE Twice? It's fortunate for EA that it does get a chance to live again after *GoldenEye: Rogue Agent* almost saw the *James Bond* series commit hara-kiri in the most spectacular fashion possible. After steadily building *Bond* back up as a reliable franchise over the years, carefully tweaking and pruning each sequel so the series began to represent something respectable again, *Rogue Agent* managed to urinate all over *GoldenEye*'s legacy and kick the digital James Bond cause in the teeth. "Ha ha!" it laughed wickedly. "I am *GoldenEye: Rogue Agent* and I am rubbish." If you listened carefully, you could hear the gentle moaning sobs of Ian Fleming.

Here comes the damage limitation: *From Russia With Love* isn't about Bond gone bad or another creative licence mauling the James Bond name to pieces. This is about Sean Connery's take on the secret agent. You know, the cool James Bond. So in place of the generic Bond of old you now get the knowing smirk, shaken not stirred catchphrases and "Missch Moneypenny". EA is aiming for the suave cool that's associated with James Bond, with Connery also providing the voice for his likeness here. The cars, the fashion, the architecture, everything will echo the 1960's setting of the film, with certain missions also plucked straight from Bond's big screen adventures.

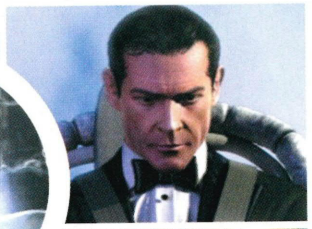
With regards to gameplay, *From Russia With Love* ignores *Rogue Agent*'s rotting corpse and is instead follows in the footsteps of *Everything Or Nothing* as a third-person action game. Stealth will play a part as Bond can pull off all the expected tricks from

"THE KNOWING SMIRK, CATCHPHRASES AND MISSCH MONEYPENNY"





▲"Yesh itsch cold when you're only wearing a schuit in the schnow."







▲ The jetpack will be fun to try out. Like women's clothes!

IA WITH LOVE

sliding along walls and stealth attacks to rather nifty moves such as shooting guard's radios to stop them calling for back-up. It's nice to see the inclusion of context sensitive moves adding some meat to the bones. As in *EON*, he can rappel to other areas and leap over obstacles but he can also kick over furniture for cover, just like in the films. Awesome! Bond's trademark Aston Martin will also feature in the final version, complete with rocket launchers and machine guns. The ultimate vehicle of death for any secret agent's mid-life crisis, and Miss Moneypenny is bound to find it a turn-on too. Double awesome!

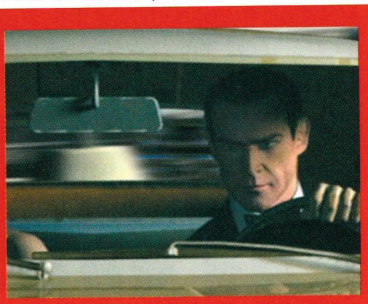
Also new is upgrading weapons by gathering enough points through performing Bond Moves. If it sounds suspiciously like levelling up, erm, that's because it is. More bizarrely are the promises by EA for a "customisable Bond", something that's been kept very quiet. There are two possible reasons for this. It could be because this is a truly awesome feature that lets you tweak and manipulate every facet of Bond, from his attributes right down to what he wears, or it could be that "customisable Bond" simply refers to his upgradeable weapons, which would be disappointing. We don't know yet. No-one knows. EA has been keeping very quiet. Maybe even EA doesn't know yet. There's been no word on how this will work yet and likewise, boasts of "gadgetry with modern mechanics" sounds very impressive/somewhat stupid but there's no walk to back up the talk yet.

Still, Sean Connery's involvement will raise eyebrows (Roger Moore's included) as will EA having to make up for *Rogue Agent*. Will *From Russia With Love* be the game to do it?

GAS ATTACK

No Player 1, I expect you to die!

Those wonderful chaps at EA have confirmed that *From Russia With Love* will have multiplayer, which will come in the form of split-screen deathmatches and capture the flag. Bond games post-*GoldenEye* have been disappointing when it comes to multiplayer shoot-outs but again, *From Russia With Love* will try to put this right by implementing various gadgets. Jet packs? Gas bombs? Mini-helicopters? As Sean Connery himself would probably say, if he wasn't a multi-millionaire and spent Sundays playing on his GameCube rather than playing a round of golf with other multi-millionaires, "schweet!"



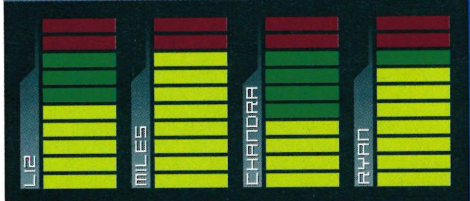
◀The famous Aston Martin DB5 – the quintessential Bond motor, well, that and the underwater Lotus Esprit!

▼ Umm this seems to be getting all *Resident Evil*, if you push the blocks you get the heart key.



CUBE EXPECTATIONS

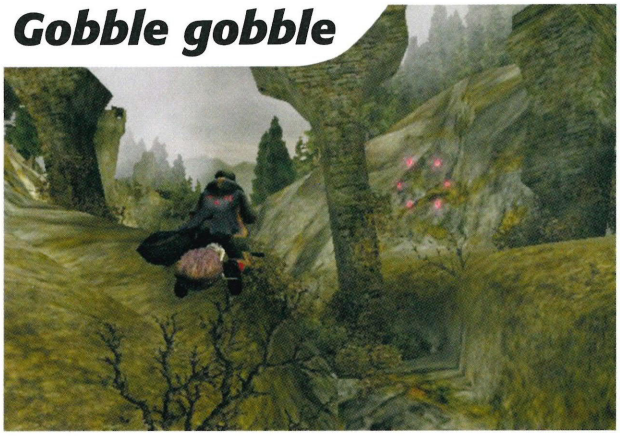
IT'S LOOKING SCHEXY



- ⊕ Sean Connery is a real coup for EA
- ⊕ Looks much better than the previous Bond
- ⊕ It's still Bond though!
- ⊖ Bond's stock is down of late

■ With *GoldenEye: Rogue Agent*'s smell still making GameCube owners retch, *From Russia With Love* has its work cut out from the off. Sean Connery's likeness will help a lot and it needs to get back to where *Everything Or Nothing* was then improve on it to keep people interested in 007.

Gobble gobble





HARRY POTTER AND THE GOBLET OF FIRE

Harry Potter blazes it up on tha GameCube. Bo!

CUBE INFORMATION

HARRY POTTER ATGOF	
PUBLISHER:	EA
DEVELOPER:	EA
ORIGIN:	CANADA
GENRE:	MAGIC
PLAYERS:	1-2

PERCENTAGE COMPLETE
00 25 50 75 100

OCT '05 | TBA | NOV '05

PREVIOUS
FROM THE MAKERS OF...
HARRY POTTER POA



■ *Harry Potter And The Prisoner Of Azkaban* was the previous game. That's all we wanted to say.

TOTALGAMES.NET RATING: 68

THE COMPANY LINE

"PLAYERS EXPERIENCE THE THRILLING MOMENTS OF THE MOVIE..."
EA PRESS RELEASE

CUBE BACKATCHA
Thrilling? That's a misnomer right there

EA HAS FINALLY revealed information on *Harry Potter And The Goblet Of Fire* so rather than admiring how pretty it looks without knowing what's going on, like when girls hug, here's the actual low-down. Harry Potter is fighting in the Tri-Wizard Tournament. You probably know this yourself from the *Goblet Of Fire* book or people who've read the book or heard about it on TV or read about it on the Internet. It doesn't really matter. The plot is the usual – Potter fights evil and casts magic gubbins and he probably shouts "Gee whizz!" a lot.

The gameplay is what matters and much variety is promised, with Quidditch World Cup Camp Site invasions to fight off and Tri-Wizard challenges to plough through. *GOF* has also been confirmed as two-player, so for the Quidditch camp invasion you can have the trio of Harry, Hermione and Ron combine their powers to create stronger spells to solve puzzles, blast enemies and have all the fun. Whether your fellow wizards are computer or player controlled depends on whether you can convince someone to join in or not. The spells fall into Jinx, Charm and Axia categories with Charm manipulating the environment, Jinx attacking enemies and Axia summoning entities.

Finally, the Tri-Wizard challenges involve set-pieces that see you flying through valleys and mountains avoiding dragons while another sees you underwater shooting at enemies. It stays true to the material and while *Goblet Of Fire* probably won't be as entertaining as the American who stood outside bookstores shouting the ending to break the hearts of a thousand children, very few things in life are. Polish the multiplayer, polish the already impressive graphics even further, ah what the hell, you'll buy it anyway!



▲Harry Potty flying through a canyon. It's no *Panzer Dragoon Orta*, that's for sure.



CUBE EXPECTATIONS
HARRY ON CAMPING



⊕ It looks very, very pretty
⊖ The series has been average so far

■ **It's yet another *Harry Potter And The Something Of Something* game and this has the best prospects of actually being decent. Mainly because it looks quite good, mostly because we're getting bored of hating Harry Potter.**

NEED FOR SPEED: MOST WANTED

I want it all







▲ Shiny! EA keeps up its reputation as the shiniest developer around.

Whoop, whoop, that's the sound of da police (not Lewis)

NEED FOR SPEED: *Underground 2* was slow. As a game, it had a sound concept, cute graphics and a clever modding slant but as a racer? You might as well be watching a single mum push a broken shopping trolley around Asda, occasionally stopping to shout "Justin! Justin, stop hiding, mummy's getting cross!" In short, it was dull. In slightly less short, the treacly speed meant it was less *The Fast & The Furious* and more *Das Boot*.

Need For Speed: Most Wanted recognises this and has tried to inject some speed back into the flagging series, putting the emphasis on car versus car rather than pootling around a massive city trying to find your next race/objective/car-spraying shop. Have a look at these lovely new screens. See? See the sense of urgency? See the danger? You don't get that shopping in ASDA (unless you're stuffing various food items under your jumper as you wander from aisle to aisle but that's another story for another time.) We've mentioned the Blacklist and Rap Sheet features in **CUBE** 46 but to recap, drive badly and the police will remember it. And chase after you. And slam into you.

With the next-gen on the horizon and a new set of buzzwords about to come to the fore, EA has is going hell for leather with *Need For Speed: Most Wanted*. Graphical effects include "normal mapping", which doesn't sound very awesome and the ever-dependable classic "real-time lighting". In other words: *Most Wanted* will be really shiny! Still, all that matters is that these graphical effects allow the cars to clip along at a decent speed. That's what the series needs and if *Need For Speed: Most Wanted* reaches the eye-watering speeds it's crying out for, this should make up for the disappointment of *Underground 2*.

CUBE
INFORMATION

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

PERCENTAGE COMPLETE
00 25 50 75 100

TBA TBA NOV '05

PREVIOUS
FROM THE MAKERS OF...
NFS UNDERGROUND

■ All the modding and stuff sounds great but it chugs along like a grandma in a Fiat Panda.



TOTALGAMES.NET RATING: 71

THE COMPANY LINE

"UTILIZING GRAPHICAL TECHNIQUES INCLUDING NORMAL MAPPING..."
EA PRESS RELEASE

CUBE BACKATCHA
Normal mapping? Call it something like volumetric criss-cross bumping

CUBE EXPECTATIONS
VROOM! LOOKS FAST



⊕ The cops are reckless
⊖ As slow as *Underground 2*?

■ ***Most Wanted*** **is making up for the disappointment of *Underground* 2 by ticking all the right boxes and including raw speed and police chases. However, it needs to be really fast. Really, really fast. Otherwise we'll be cross.**

IN-DEPTH

EXCLUSIVE HANDS-ON!

KING KONG

We always new monkeys were better than dinosaurs...

WE'RE NOT ENTIRELY sure what's going on. Has the world suddenly gone mad? First we had *Twilight Princess*, our saviour who art in Heaven. Then one month later *GUN* arrived, yet another corker of a game. Another month later and what turns up in the office but the very latest playable code for Peter Jackson's *King Kong*. Regular readers will already know that this is in our top 5 for 2005, and that's even without playing it. So, there you have it: in the next four months there are already guaranteed three AAA titles. Whoever said GameCube was dead?

So... *King Kong*. Before we go on to tell you about our experience we need to set the tone. This game is headed up by Michael Ancel, the man behind *Rayman* and more importantly *Beyond Good & Evil*. Here at **CUBE**, we

CUBE

⊖ INFORMATION

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

PERCENTAGE COMPLETE

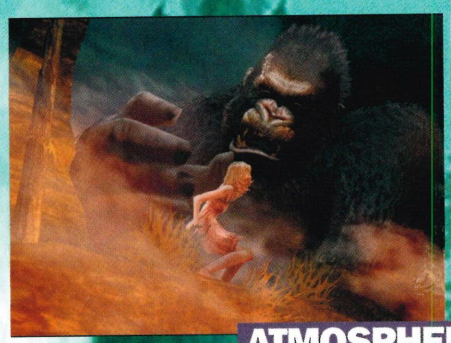
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DEC '05 | TBA | DEC '05

DEVELOPER INFO
MICHEAL ANCEL

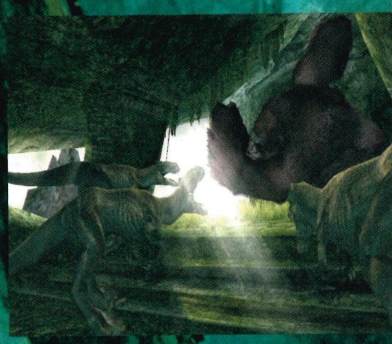
Micheal Ancel is famous for Ubisoft's mascot of sorts, Rayman. The limbless hero solidified Ubisoft's presence in the minds of PS owners many years ago. Ancel's greatest achievement however, is without a doubt the wondrous *Beyond Good & Evil*, an adventure that matches *Zelda* in many ways. Sadly it was a commercial failure and a sequel is unlikely.

"HERE AT CUBE, WE WOULD TRUST OUR £40 TO THIS MAN WITHOUT SEEING THE GAME"









ATMOSPHERE

The environments in the game are awe-inspiring. This is exactly how we thought *Turok: Evolution* would look when it was first announced. Oh well... we've omly had to wait a few years...



RAPTOR HORDES

Skull Island is filled with oversized creatures that really should have died out a long time ago. The dinosaurs are the best we've ever seen in a videogame. Check out the skin textures.

DAMSEL TIME

Ann is the girl who gets captured by the natives and then sacrificed to Kong. As you can see here though, she manages to escape and even lends a hand against the Raptors.

would trust our £40 to this man without even seeing the game. Now that we have seen the game however, we'd be willing to part with a lot more. Is that enough hype? You excited yet? You should be, because *King Kong* is the kind of game that we've been dreaming about ever since *Turok: Dinosaur Hunter* blessed the N64. What follows is a detailed account of our experience with the game. Take note that this playtest is not based on the very limiting code from E3. You may have seen other features on this game over the past few months but this article is based on a far more advanced version of the code with two mind-blowing new levels.

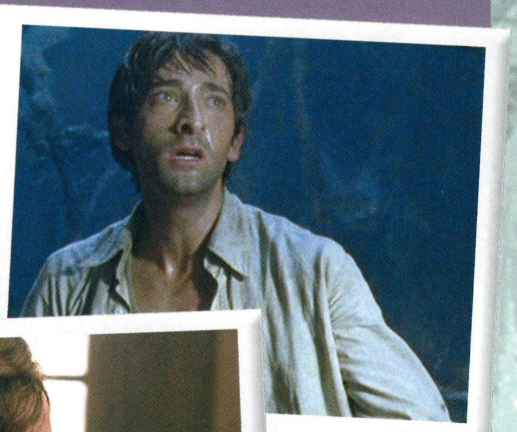
LEVEL 1: ESCAPE FROM THE NATIVES

The demo begins with you regaining consciousness after falling from a cliff. You're assuming the role of Jack Driscoll, the lead character in the film. It's difficult to tell what's going on at first – you appear to be lying on the edge of a precipice with flames all around you and chanting going on in the background. Suddenly one of your crew creeps around the corner and calls over to you. It's Carl Denham, the cameraman in your expedition.

All of a sudden you hear a scream. You look up to see Ann being lowered onto the other side of the precipice via a makeshift drawbridge. Then everything goes quiet. After about 20 seconds the trees on the other side start to move as if something large is lurking inside. Then you see him. King Kong is enormous and super realistic in both appearance and movement. He slowly plods out of the trees and up to Ann who is screaming her head off at this point. Tut, women! As Kong delicately scoops her up the chanting changes to screams of approval and you suddenly realise that the

STRAIGHT FROM THE SET

King Kong is the first videogame ever where both film and game teams are working so closely together. Ancel's team have access to whatever they need from the set and this includes the latest photos, all the creature models, sound samples, textures and interviews with the stars. It certainly makes for a far more interesting development process.











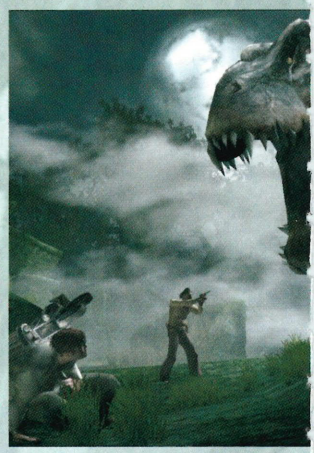
tribe must be watching from above. The whole time you're in control of the camera though you can't actually go anywhere until Kong walks off, girl in hand. Lucky guy.

Carl, voiced by Jack Black, stealthily creeps over to you and leads the way round to the other side of the precipice. As you come into view the natives start firing darts and spears at you. At this point your best move is to run, although you can pick up spears and throw them back. You can even hold the tip of the spear in a flame and you get a flaming spear.

On the other side we feel a bit safer, although we're still very aware of the fact that the giant ape is walking into the fog ahead of us. Carl is apparently void of all fear. All he cares about is getting his footage of Kong. It's now that you suddenly realise how graphically stunning this game is. The area around you is like something out of *Indiana Jones*. A steamy rainforest setting with overgrown temple walls that have obviously been there for decades. The jungle draws off into the distance and on the left you see a narrow passageway. Now the game truly begins...

The passageway leads to an enclosed area with a gateway that can only be opened by turning two switches. Before you get anywhere near the switches though a Raptor appears as if from nowhere. Carl runs into a corner and manages to hide inside what appears to be a room with narrow doorways. The raptor is too big to follow, and from here you can throw spears at the creature's head. You can also opt to prod the creature rather than lose your spear. Any spears you





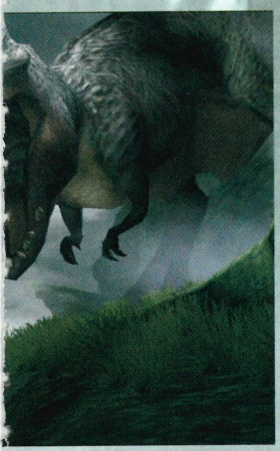


▲Come off it, all we did was shoot you in the face... there's really no need to over-do it.

"BEING SO LONG AND THIN IT HAS NO PROBLEMS GETTING INTO THE ROOM WITH YOU"

do throw can be retrieved but you have to take that chance. Just when you think you've got a pattern going something else happens to ruin your day: an enormous centipede wriggles into view. It's easily as big as the raptor, but being so long and thin it has no problems getting into the room with you. As it rears up and prepares to attack the raptor sticks its head through the gap and tears the centipede out into the open. The animation is truly something. The raptor holds the insect down and rips away before flinging it into the air. This is your chance to run over to the switches and start turning. Alternatively you can choose to take part in the fight from a distance, wounding one enemy if it starts getting the upper hand. Eventually one enemy will die and the other will be so weak that you can take care of it.

As you may have expected though, this is only the beginning of your problems. The gateway leads to yet another area full of temple ruins, another gateway and an enormous T-Rex! The entire screen shakes as it tilts its head back and reels off an obligatory roar. The only way to escape is to lure it away from Carl while he sees to the switch. You soon realise that your handgun will have no effect and that the entire environment is destructible. You can't hide behind a temple wall because the T-Rex will crash through it, however, running and hiding does give Carl the extra time he needs to jimmy the switch. The T-Rex is genuinely scary. Aside from the detail of the scales, the realistic animation and the realistic sounds, the sheer size of the thing is enough to paralyse you with fear.





▲ He looks kinda cute doesn't he really? We can see why Ann fell for him. His breath must be sweet as...

SOUND GREAT

Best... voice acting... ever

We've already reported in previous issues that *King Kong* the game and *King Kong* the film represent an all new level of interaction. Jackson and Ancel are working together very closely on this project and the game will utilise every creature made for the film. There are many creatures that didn't make it into the film that will be used in the game. Likenesses of all the characters are allowed, and the likeness of Carl (played by Jack Black) is uncanny. Naturally the game is also set to features plenty of voice acting from the film, much of which is already present in the code we were privy to.

Jack Black's voice is particularly amusing. We must admit it's hard to take him seriously at first, after all we're used to him playing outrageous characters. After a hour of play we warmed to him though.



▼ Jack Black's character Carl plays the part of an inquisitive cameraman.







LEVEL 2: WHITE WATER RAFTING

A little further on in the game you manage to rescue another member of your team. Hayes and Carl find some wooden rafts tied up by the river but they're only big enough for two people so you jump on one while they take the other. Just as you push off two T-Rexes come crashing through the undergrowth. You're at the mercy of the narrow river and the only way to get away safely is to slow them down with the shotgun and spears. There's a torch on your raft and you can use it to set fire to the tip of your spear. If you then throw it at the areas of dry brush you can set the riverbank ablaze to give you a little bit more time.

It's here that you learn how clever the monstrosities are. At several points along the river's length rock formations bridge the water. One of the lizards is considerably more switched on than the other and it keeps running ahead so that it can stand on the bridge and lunge at you. Even when you enter a cave network the pair of industrial crushers are waiting for you on the other side! Thankfully though, just as the end draws near Kong swings in from the jungle and faces up to them.

LEVEL 3: KONG VERSUS T-REX

It's really strange being thrown into Kong's body because you get to see the jungle from a whole new perspective. It's a complete flip reversal in that creatures that were once life threatening are now mere distractions. The T-Rex is of course a different matter, but instead of being indestructible it is now a formidable opponent. The two giants are roughly the same height but whereas the T-Rex has massive jaws, Kong has two powerful arms. There are several moves that Kong can perform such as the standard fist swing, and an overhead clenched pound but it's the special moves that really impress. You can go on punching a T-Rex for ages and it'll still get back up. You need to finish them off to say goodbye for good and this can only be done when they're down. The first sees Kong raising the lizard over his head and slamming it down on the floor, this breaking its back. The second, and best move, sees Kong holding the Rex down with one foot while he grabs the upper and lower part of the jaw with each hand and rips them apart. Awesome.

We also discovered that Kong can use his environments to launch attacks. Much like *Prince Of Persia*, Kong can climb a wall and launch himself into an enemy. He can also swing from pillars and switch hands on the fly, it's all very monkey-tastic

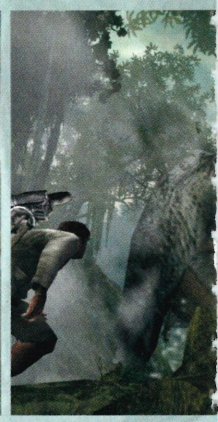
LEVEL 4: AN AWESOME SPECTACLE

Without a doubt the most impressive

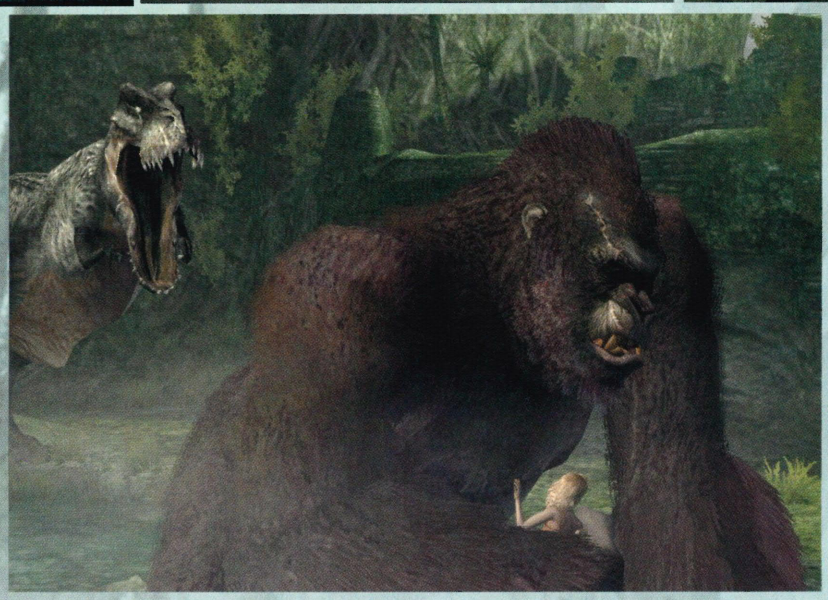








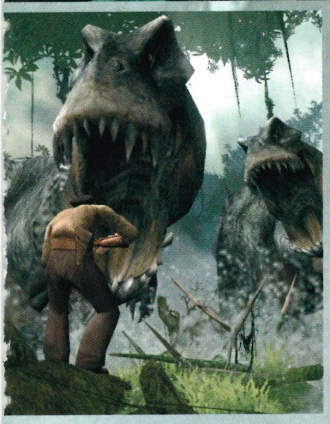




▲ You can't do anything these days without a bloody T-Rex poking you in the ass...

"IMAGINE SHELOB'S CAVE AND ADD FOUR GIANT CENTIPEDES IN PLACE OF SHELOB"







▲ Wait until you can see the whites of their eyes, then rip their jaws apart. It's simple when you know how.

level we played through was this one. It takes place in a dark and dingy part of Skull Island. There are bottomless ravines all around you and sheer cliff faces rise up on all sides. There's so much fog down here that hardly any light can reach you. Progress is made by following the narrow paths that cling to the cliff faces a network of rickety old wooden walkways.

Our first puzzle has us stumped but only because we're thinking in 'videogame terms'. A wooden walkway spans the ravine to the next stony path, but every time we try to walk across it a flock of pteradons fly up and knock us off. There aren't enough spears to kill them all and we can't afford to waste all our ammo on them. It turns out that we can prod a nearby giant dragonfly and walk around with it skewered on the spear. It wriggles around and suddenly the solution clicks into place. We can use this as bait! We throw the spear past the group and down into the ravine. Voila! One of them sees it and dives down after the food, at which point the others scream and follow in hot pursuit. You only have a few seconds before they give up and return to their roosting spot but it's just enough time to cross over. Dragonflies aren't the only bait available to you. A little further on you travel through a cave and come across prehistoric fish in a small pool. These are perfect for distracting the ball of giant spiders that are blocking your path.

And now we come to the scariest part of the game: the centipede attack. Imagine Shelob's murky cave from *The Return Of The King* and add four giant centipedes in place of Shelob. It's really dark and you have no very little ammo. Even if you were stocked up the creatures are too numerous and too fast on their feet for you to shoot them all. They're so fast in fact, that every time you turn you'll come face to face with one. It's not pleasant.

Finally we come to the most impressive part of the game part of the entire demo. The caves eventually open out to a lush valley landscape. No sooner are we out in the open than we feel the ground start to shake. As the seconds pass the shaking gets more intense and we suddenly see a head on the end of a snaking neck coming through the fog. Then another. Then another. Then another, until eventually dozens of skyscraper sized Brontosauruses are cruising past. It's an awesome sight, and a fitting end to our time with the code.

FEELING STRANGE

Stop for a breather

One aspect of the game that separates it from many others is the complete absence of on-screen furniture. There are no health bars and no ammo gauges. So how on earth do you know what's going on? Well, it's simple. The game utilises common sense when it comes to health. If you get nipped by a raptor the screen will flash red and you'll take some damage. You'll be fine as long as you take it easy for a while. If you get bitten by a raptor or if a T-Rex knocks a rock onto you the screen will remain red for a while, your vision will become blurred and the sound will be drenched in reverb. This means you're badly damaged and need to take time to heal. If a T-Rex gets you between it's teeth you'll die instantly. As for ammo, you just need to keep count of what you're firing. These are old fashioned weapons and they don't have gauges on them. You character will tell you to reload when you get down to the last round.



▼ Gauging your health is common sense. Get munched by a T-Rex and you'll die.



CUBE SAYS...

■ *King Kong* gives us the same feeling that we got when we played *Resident Evil 4* for the first time. It really will be that good. This is what *Turok: Evolution* should have looked and felt like. It's a prehistoric world recreated perfectly in videogame form. The tension, the urgency, the insignificance of the characters compared to the world they've inadvertently stumbled into... it's all there and it's all amazing. Be sure to check back with us next month for some awesome in-game footage on the DVD. Honestly... you have to see it.









CUBE

INFORMATION

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

PERCENTAGE COMPLETE

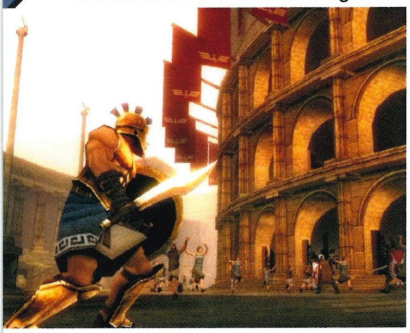
00 25 50 75 100

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

DEVELOPER INFO
CREATIVE ASSEMBLY

This UK based developer is well know among PC gaming enthsiasts, thanks mainly to its series of *Total War* games. These highly detailed strategy war games have received critical acclaim across the board. It must have been tough for the team to drop most of the strategy side and go for an full-on action game, but it's done well.

▼ **The colosseum is done one of the massive landmarks used in the game.**



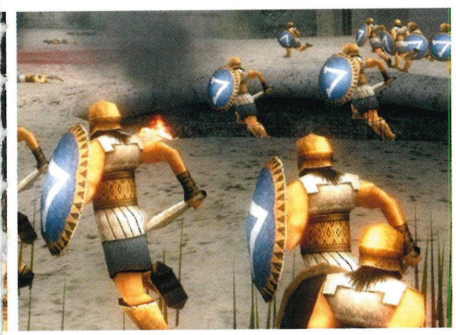
SPARTAN: TOTAL

I have the power!

SEGA'S SPARTAN: TOTAL *Warrior* is, by our own admittance, a game that was unfairly judged at an early stage. When something like this happens it comes as a pleasant surprise though: a game we thought was looking pretty tedious has actually blossomed into something much more as the months have passed. We're now at the final stage in the development process so we've decided to sit down with the newest code from developer Creative Assemble and tell you all about it.

In its most basic form *Spartan* is just a hack 'n' slash in the vein of the *Gauntlet* titles, however, the most you delve into it the more depth you'll discover. What grabbed our attention from the very start was the presentation values. Each mission has a real-time intro movie, where the scene is set and the different characters act out the storyline. In mission one the Romans are invading Sparta and you are merely a gifted soldier. The Gods choose you to be their weapon of vengeance against the

"IT HAS BLOSSOMED INTO SOMETHING MUCH MORE AS THE MONTHS HAVE PASSED"











BUNDLE!

There are dozens upon dozens of soldiers taking part in every fight. Sometimes you'll see well over a hundred in one place, yet somehow your warrior manages to scrape through.

BIG OLD BRUTE

Most of the enemies take on the form of standard soldiers, but there are also larger enemies such as this freak of nature. You need to take these out before they get a chance to touch you.

WARRIOR

Romans, and so the game begins. Your King gives his battle speech and off you go. There's definitely a good atmosphere going on, which is helped no end by the high quality scripting and voiceovers.

To begin with the fighting does seem a very shallow experience. You run into a crowd of Romans and bash the A button repeatedly. After a minute or so the game starts to teach you different moves which come via combinations of L, R, A and B. For example, B on its own is a darting swipe, but pressing B while holding R allows you to barge opponents out of the way with your shield. The different moves all have their own uses depending ▸▸▸▸

ON A MISSION

Take them all on

Spartan is very much a mission-based experience, with new objectives being given to you once you've completed your current orders. The first level sees you defending Sparta from the Roman invasion. Initially you have to push back the hordes and protect your bombers while they blow up the enemy towers. There are literally dozens of soldiers coming at you, all of them baying for your blood. With that done you need to move onto the perimeter gates and protect your King who is fighting on the front line. At this stage the enemy is breaking in via giant ladders. It's a simple affair to knock them down to their death, but when attacks start coming from two different angles things get more complicated.

Despite your best efforts the city walls are still at risk, thanks mainly to the 60-foot tall iron man that the Romans have created. This is where the fantasy element of the game comes into play. Obviously the Romans would never have been able to create such a weapon, but it makes the game all the more fun. You have to arm the catapults and fire them at the giant, but setting them up takes time. Time which needs to be bought by keeping the angry hordes at bay. While you're fighting off the enemies who are jumping over the walls you also need to drop vats of oil on the soldiers who are trying to bash down the gate. It's pretty intense stuff. Eventually (after three giant catapault attacks) the giant weapon falls to the floor, shattering the enemy's confidence and opening the way for the next part of the Spartan story.



▲ There are loads of combos to master, but the best moves are the death moves.

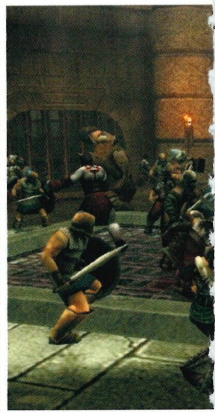


▲ There are some fantastic weapons to find, such as this hammer.







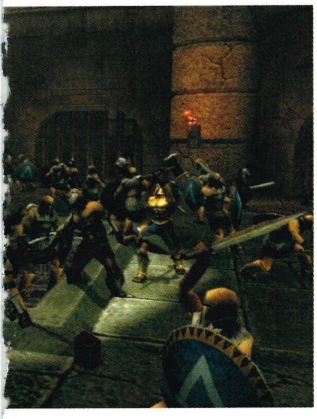


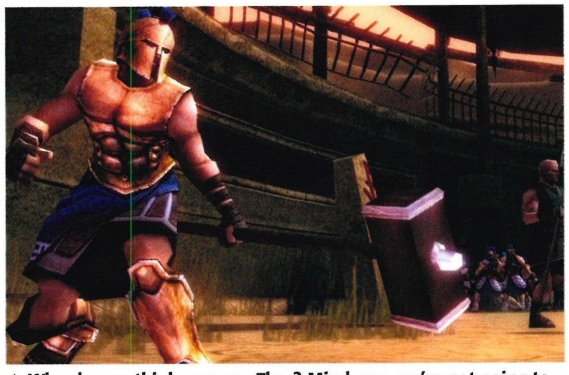


▲ The Centurions are far tougher than standard enemies. Just look at that shield.

"IN ITS MOST BASIC FORM SPARTAN IS JUST A HACK 'N' SLASH LIKE GAUNTLET"







▲ Who do you think you are, Thor? Mind you, we're not going to argue with you. But seriously, give us a smile eh?

on the situation. The standard A attack damages enemies in a semi-circular area in front of you. The standard B attack propels you a few metres forwards and as such takes out a line of enemies in front of you. The shield bashing moves (R + A, R + B) follow a similar pattern though they actually push the opponents to the ground. You do less damage with the shield but if you're in a tight spot it's ideal for creating some breathing space.

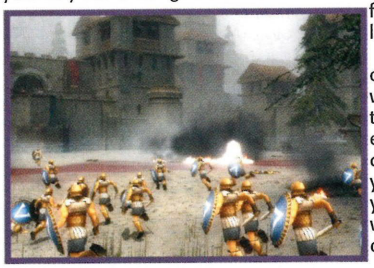
After you've learned these moves you'll discover that you can open chests with the Y button. More often than not you'll find bows and arrows inside, or even flaming arrow upgrades. Whipping out the bow is simply a case of holding down Z, then tapping A for a standard arrow or B for a volley. Arrows are limited however, so you should use them wisely. Flaming arrows are ideal for blowing up explosives to break through barriers. The Y button also has other uses and is essentially the 'action' button in the game. You can open chests with it, ignite bombs and finish off enemies. The latter move is only available with downed enemies, but it finishes them off immediately, which is preferable to hitting them five more times once they get up.

With the more powerful enemies this finishing move is essential. One of the screens on this page shows a Centurion. These experienced warriors have thick armour and powerful blades... oh, and they're at least 10 times more powerful than regular enemies. The Centurions are just the beginning though. They appear right from the word 'go'.

BIG BAD WORLD

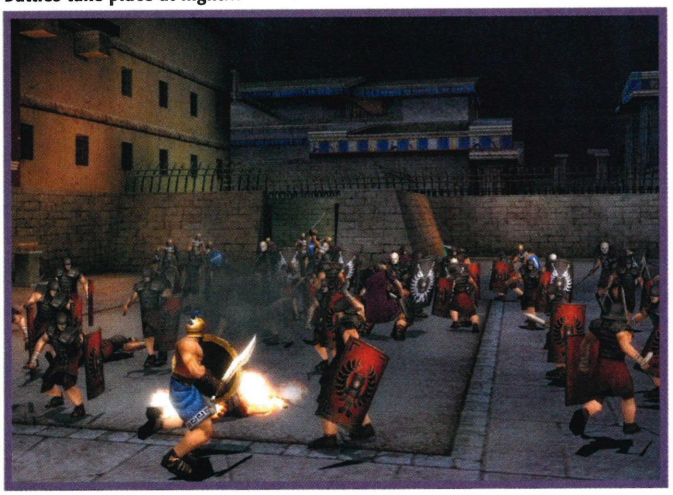
It's a monster!

The levels in the game are absolutely massive. You don't realise how expansive they are until the camera pans out to show you what's going on elsewhere. Even on Level 1 you'll be amazed when the camera swoops to a location about a mile away and shows you what's going on. Then you get the chance to slowly fight your way there. The game loads in entire cities, so that, if you wish, you can travel from area to area without any loading times.



At any one time there can be well over 100 soldiers on the screen, but we imagine there are thousands of troops in the level as a whole. At the end of each level you'll get a score depending on how many soldiers you slaughtered, and it's then that you realise how many men there were in the level. We've tried to get it over a thousand but we failed.

▼ As you might expect, many of the battles take place at night...



At the end of every mission you'll be awarded a certain number of points depending on how many enemies you killed, how many secrets you found, how skilfully you fought and how much damage you took. These points can be used to upgrade either your attack power or your defence. There are ten slots available to fill, but there is also space for two more attributes on the page so you can be sure that as the game progresses other upgradeable features will open up.

Spartan is due to hit store shelves in October so be sure to check back with us next month for the full review. We've also got that Studio Eye that we've been promising you for an eternity (hey, it's not our fault. Blame Sega) as well as the brand new trailer and 10 minutes of in-game footage. Enough for you? Good.

CUBE SAYS...

■ *Spartan* is coming along really nicely now. It had improved considerably at the preview stage and now, just before the PAL launch, it's a well-rounded and fun little title. It's not going to set the world on fire but it looks, sounds and feels really nice. Hack 'n' slash fans the world over should make a date.



THE MIDNIGHT HOUR IS CLOSE AT HAND!



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

Be afraid. The King of TCGs, comics, toys and videogames is here. Monster World Issue 7 – with free DuelMasters poster and cards!

ON SALE NOW!

REVIEWS

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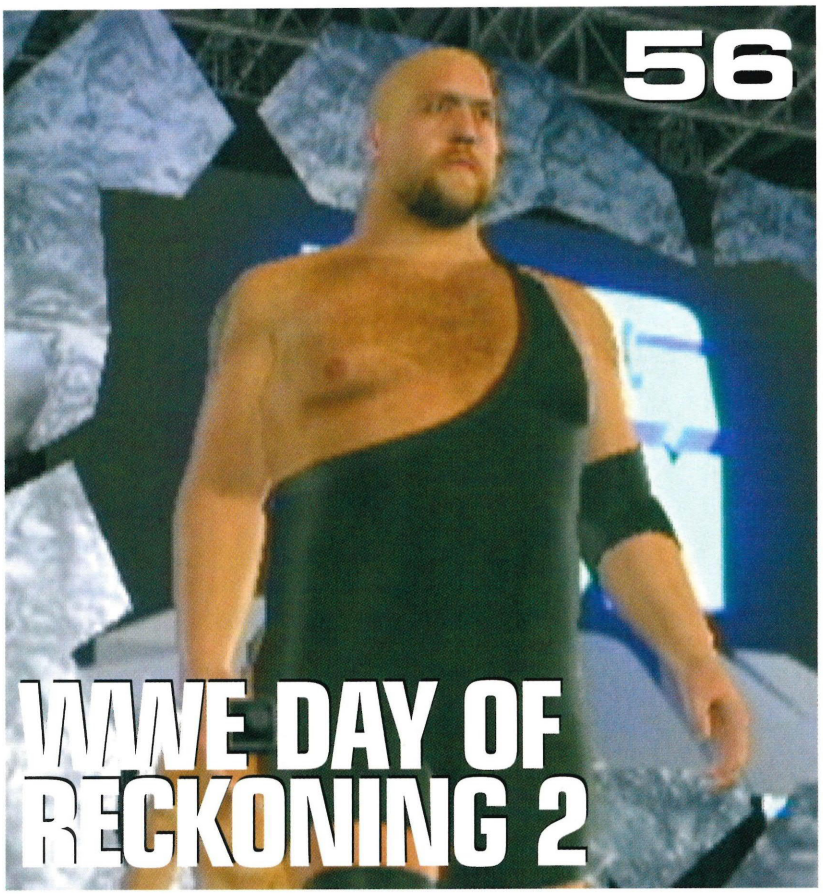
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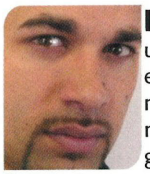
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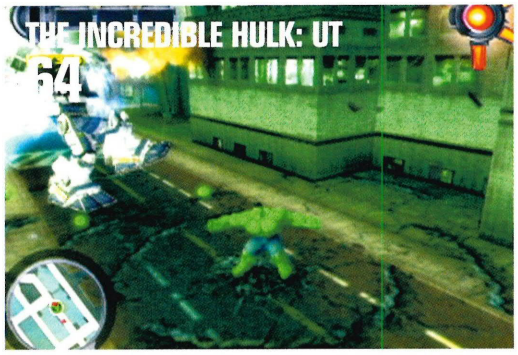
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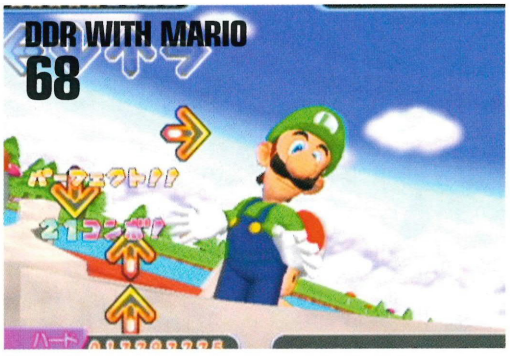


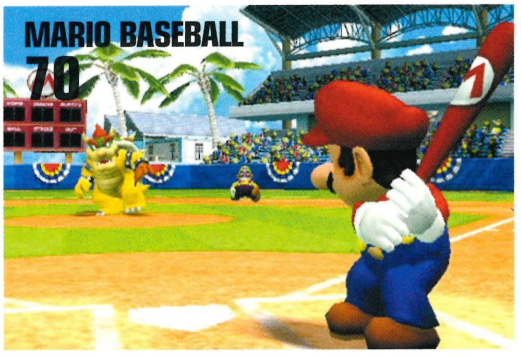


I WAS WELL up for everything this month. Two new *Mario* games no less for me to wrap my joypad around AND the new *Day Of Reckoning* as well. I had my John Travolta suit, my baseball bat and my leotard all ready to go. You can only imagine my disappointment when *DDR* and *Mario Baseball* turned out to be less than impressive. *DDR* in particular is just far too easy to work you up into a sweat while *Baseball* just isn't as much fun as it might have been. Perhaps it's time Nintendo realised that just levering Mario into genres where he's not wanted isn't the way forward. Oh well, at least Stacy Keibler and *DOR 2* didn't let me down. I did have to buy a new leotard though. Last years was starting to look a bit the worse for wear.

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.



Recking ball

CUBE

INFORMATION

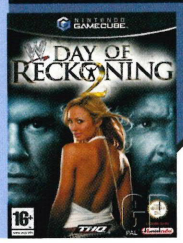
WWE DAY OF RECKONING 2

PUBLISHER:	THQ
DEVELOPER:	YUKE'S
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	34 BLOCKS

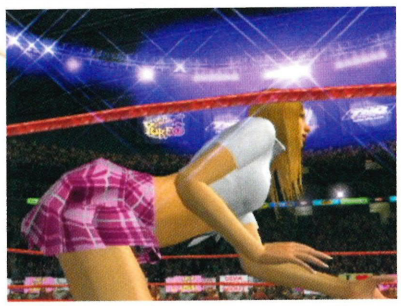
STATS

- NEW SUBMISSION SYSTEM
- STORYLINE FOLLOWS LAST YEAR
- NEW SUPERSTARS INCLUDED
- INCLUDES CHRISTY HEMME

SEP '05 | TBA | AUG '05





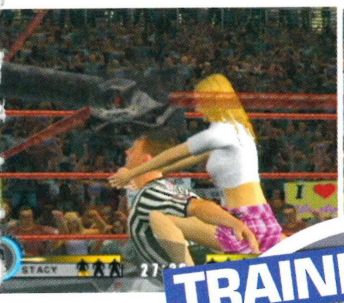


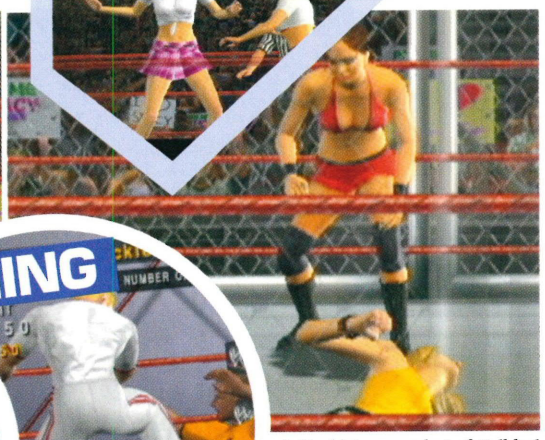
WWE reckons its time to crank up the volume... and the anger

IF THERE'S one thing in the world that's absolutely guaranteed to antagonise a videogames reviewer, it's readers questioning a score without reading the text accompanying it. The anger it will cause is akin to asking Big Show to eat fruit. Sometimes, games are more than just a cutesy little score and it can be hard to pin down the merits and flaws of a game with a tidy little number.

Speaking of which, ladies and gentleman, say hello to *WWE Day Of Reckoning 2*. Hello there to *WWE Day Of Reckoning 2*! You probably met *WWE Day Of Reckoning*, which was rather sexy and earned itself a princely 9.1

SLAP STICK: Bam! We love Stacy. We also love Christy. Stacy slapping Christy makes men shudder with delight. And they're wearing schoolgirl outfits!





▲ Upskirt screenshot of Keibler! Baps shot of Christy Hemme!

TRAINING DAY

This mode is actually really helpful and the only tutorial you'll ever actually enjoy. Other games take note! This is proof that tutorials don't have to be as painful as drawing on your eyes.

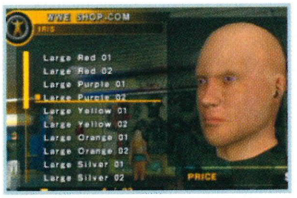


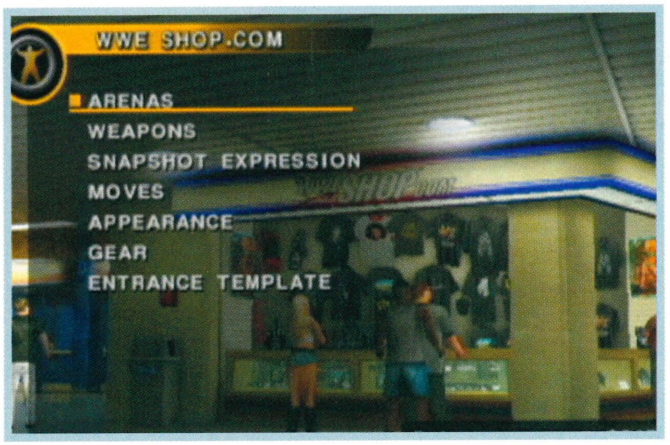
▶ The Royal Rumble matches are tough, especially when Christian punches you up the ass.

WWESHOP.COM

Look everyone! You can buy things!

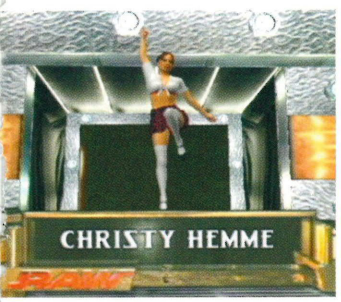
It's a well-known fact that shopping is tedious. It either involves being dragged along by a partner so you can coo "no darling, you look fab in that dress!" while a small part of you dies or sighing while wondering where Asda have moved the chocolate milk to this week. WWE's shop is slightly better than that because you can spend the money you earn in Story mode on new arenas, new taunts, new clothes and so on. Best of all are the options to buy new weapons for the No DQ or hardcore matches. The fire extinguisher can be used to blind your opponent, making it the most fun weapon ever. And if you can't buy chocolate milk, then surely the next best thing is buying Stacy Keibler's Template. Mmm... Stacy.





score. Those of you who are keen, eager or just plain rubbish at turning pages will have already skipped to the score for this sequel and noted this has scored 8.9. Maths suggests that's a lower score and maths is right. Thank you maths! Logic suggests this isn't as good as *WWE Day Of Reckoning* but logic sometimes gets things wrong. Silly logic! *Day Of Reckoning 2* is better than *Day Of Reckoning*, except it isn't. Sort of. It's not as good yet, it's better. You see the problem? There's more to reviews than scores and six pages littered with attempted up-skirt screenshots of Stacy Keibler.

Bar the absence of commentating, the presentation is flawless. As you'd expect from a game based on sports entertainment where the Over-The-Top Dial™ is stuck on 11, the menus are flashier than they need to be, the distorted rock chugs away until the guitarist passes out from exhaustion and there are more fancy options available than a West End restaurant. All the exuberance of WWE has carried over into this title, with nothing left to chance. Look at the wrestlers. Look at them! Christian's grimace, Batista's bulging veins, Big Show's burger breasts, Kenzo Suzuki's stupid face, everything is recreated in painstakingly accurate detail. Only the occasional awkward switch between animations gives away the fact this is powered by the mice on wheels inside your GameCube rather than SKY television. Well, that and the health bars. And the onscreen timer. And the lack of commentating. Perhaps missing The King rambling on about puppies and JR screaming "HIS CAREER IS ON THE LINE! BAH GAWD!" does deal this game a hefty wallop in the atmosphere stakes but it's not a critical blow, thanks to effortless performance in other areas such as the attention to detail. Witness Eugene's jacket turned inside out and Rene Dupree ▶▶▶▶



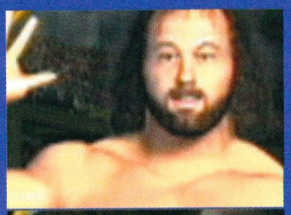








THE NEW FACES



EUGENE
Finishing Move: Eugene Stunner
Mentally disadvantaged wrestler who surprised everyone by winning over WWE fans in record time since his debut last year.



CARLITO CARIBBEAN COOL
Finishing Move: Neck Crank Rolling
Latest WWE pet project. Is supposedly cool but we're not sure why. Something to do with him eating an apple.



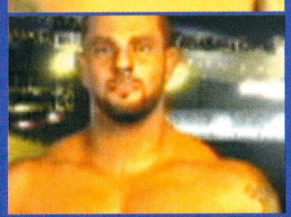
HEIDENREICH
Finishing Move: Heidenreich Shoulder Buster
Notoriously rubbish but the WWE is refusing to listen to the fans and insists on pushing him as a superstar.



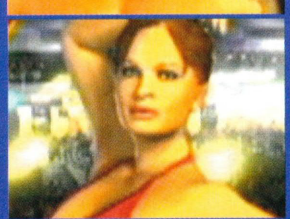
ORLANDO JORDAN
Finishing Move: Shuffle Combination
Again, typical of WWE's stubborn attitude. No-one likes Orlando Jordan yet WWE keeps on hyping him. Why?



PAUL LONDON
Finishing Move: 450 Splash
A fan favourite in similar mould to Spanky and Shannon Moore, small, nimble, agile and always fighting as the underdog.



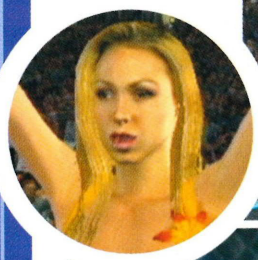
MUHAMMAD HASSAN
Finishing Move: Modified STO
Yet another WWE Bad Guy Of The Moment™ as seen with French duo La Resistance last year.

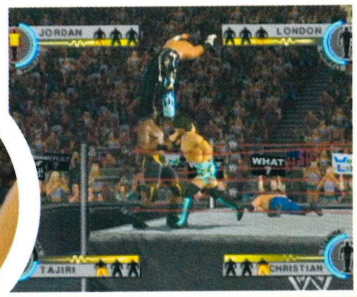


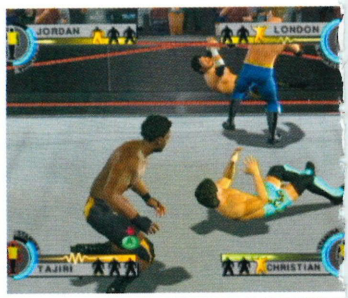
CHRISTY HEMME
Finishing Move: Twist Of Fate
Winner of RAW Diva search. One of the best workers (male or female) and is one of the rare divas with REAL personality.



SNITSKY
Finishing Move: Pump Handle Slam
We'd rather catch a tropical disease than ever play a videogame as that idiot Snitsky.



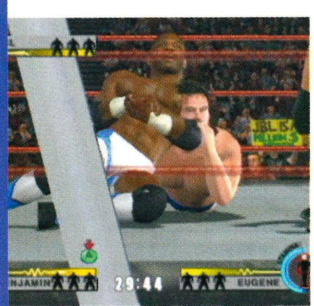


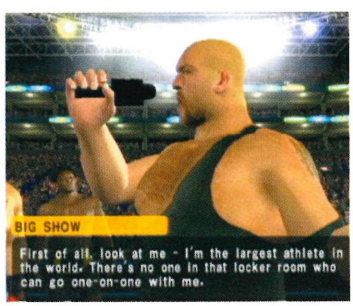


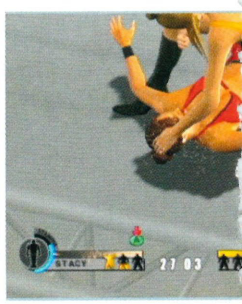


having Fifi for his entrance. WWE fans will be in heaven, non-fans… well, they won't buy this anyway. You know what they're like, refusing to even try a game just because of the subject matter. "Oh but it's wrestling and I don't like wrestling and, and, and…" Shut up. No-one cares. More Christy Hemme for the rest of us. Onwards to the rest of the review!

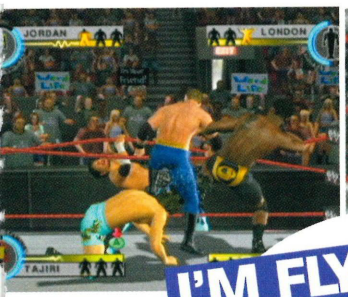
The good news carries on once you head inside the squared circle. The grappling system initially feels clumsy and inconsistent. There's a stamina bar to consider. Keep ploughing into the other wrestler, running around the ring, performing high risk moves off the top rope and using weapons and you'll end up sweating more than Ron Jeremy at work. It's a difficult balance to maintain and pretty quickly, you'll find yourself succumbing to injuries, being busted open and losing matches over and over and over again. The moment when you realise you have to go through the tutorials first is always depressing in any game but for once, the guides here are clear, concise and actually helpful. Plough through these training modes and everything starts to make sense and pretty soon, you'll figure out how to body slam wrestlers, knock out the ref, snatch a steel chair and crack it over your







FISH BOY: Orlando Jordan looking like a fish. This boxout was going to highlight submissions but we changed our mind and decided to mock Jordan instead. He's an idiot!





I'M FLYING

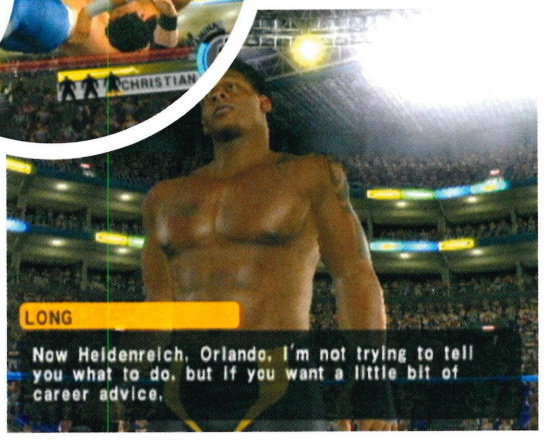
IN THE AIR

DOR 2 switches to dramatic camera angles to accentuate the DANGER that these, brave men are placing themselves in. They're putting their careers on the line!





▲ **What Happened Next? Christy cracked her skull open!**

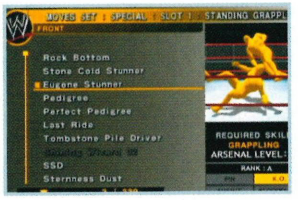


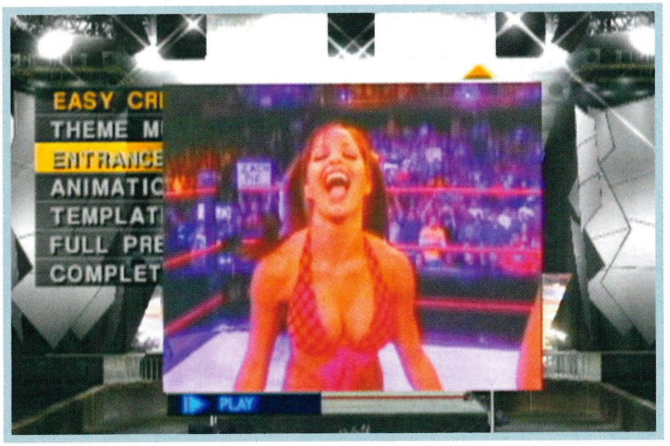
▶ **If you want a bit of career advice THEN RETIRE! YOU'RE RUBBISH! EVERYBODY HATES YOU!**

CREATE-A-WRESTLER

"Give him bear hands! Yeah, those gay ones!"

The option to create your own wrestler has been expanded for more entrances, more clothes, more moves… basically, more everything from facial hair colour right down to the lighting effects used for your character's mugshot. For the lazy, there are plenty of decent templates already included for you to steal. This is a godsend when you have to create your own wrestler for the Story mode, as this allows you to blitz through CAW to have your own grappler ready as soon as possible. The memory card also has room for plenty of goons and in an incredibly long afternoon fuelled by Squares and warm Coke, we created our own stable – Pedro Mexicano, Hot Chick, The Bearman, Sean-Mill and Danny Flash.





opponent's head before catching your breath back. There are enough modes from Bra & Panties to TLC to Ironman matches to keep you busy and while some will complain the fighting is slow, wrestling isn't exactly fast paced so why should the wrestling game be?

The new submission system works brilliantly. If you get caught in a leglock or Crippler Crossface, you have four options to select to try and escape. If you correctly guess which of the Taunt, Drain, Rest or Submit options your opponent will go for, you break out of the hold before the pain kicks in. This means that even if your legs have been battered and now have the strength of a Smartprice matchstick and Chris Jericho locks in the Walls Of Jericho, you can still fluke a get out of jail card by second-guessing your opponent's tactics. It means there's always a chance of avoiding the subsequent button-bashing to escape the hold. Along with other additions, such as the way it's now much easier to sling opponents off the top rope, this makes this the best wrestling seen on console to date. It's much better than *Day Of Reckoning* and nothing has been overlooked. In single-player, exhibition matches are awesome fun. In two-player, exhibition matches are double awesome fun. In multiplayer with maximum players, *WWE Day Of Reckoning 2* becomes all the fun.





When you enter the Story mode though, the love story quickly turns sour. It follows on from the storyline of *Day Of Reckoning* but the premise is the same, so while your wrestler will already have some backstory, you build up the stats from scratch. This leads to the first problem: while early opponents don't offer much resistance beyond staring at you and occasionally flailing in your general direction, later rivals are stupidly tough to beat. Every move will be reversed, every attack will be countered, everything will eventually end in defeat. Imagine being punched in the face over and over and over again. This probably hasn't happened to you but imagine! Imagine how annoying it would be! This is how *Day Of Reckoning 2*'s Story mode feels. This ties in with the second problem. Because you haven't got the boosted stats of the normal wrestlers to paper over the flaws, the minor cracks in the actual wrestling system quickly manifest themselves into gaping holes. For example, countering is almost impossible. In an effort to avoid being tagged with the dreaded 'button basher' label, *Day Of Reckoning 2* demands that you time your counter with the moves performed. Unfortunately, it's impossible to tell when the move will happen, so it quickly becomes a frustrating mess of guesswork and luck.

In any case, these attempts to sidestep the button basher are slapped right in the arse by the fact you have to hammer Ⓐ to recover. When you

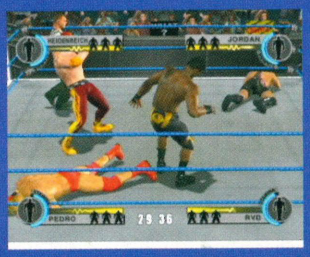
BOREY STORY

It's no Hollyoaks, that's for sure

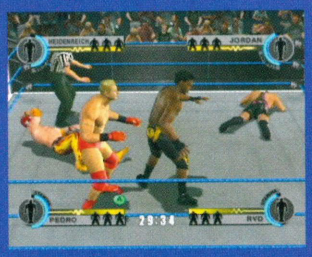
Story mode matches are fun! Up until the point the opponents start countering everything you do. Then they become really fun! Whoops, wrong word, we meant not fun. Damn typos. Here are the inner thoughts of Pedro Mexicano!



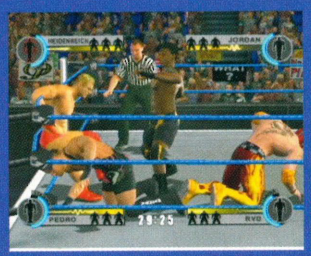
The match is going well so far. Ha! EAT **** JORDAN!



Okay, starting to lose hold in the match. Still confident though!



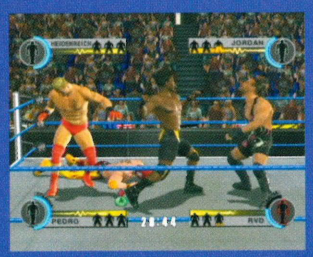
Right. Okay. Things are starting to go wrong now… hmm. Yup.



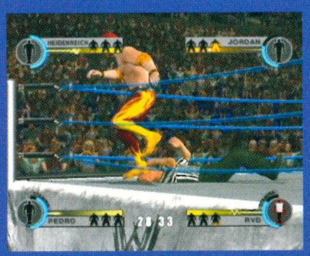
The appropriate text smilie for this moment during match is >:(



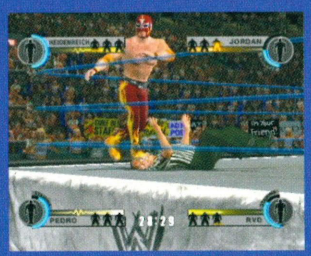
Now I'm being used as a weapon against Orlando Jordan. Sigh.



Never mind me guys. Just, you know, keep fighting or whatever.



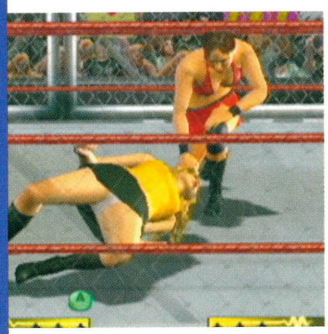
Sod this, I'll beat up the ref! He's rubbish! He'll never fight back!



HAHAHAHAHAHAHAHAHAHA! This game is totally sweet.



▲ As we all know, girls + fighting = awesome. Try it for yourself and see!







do recover, your wrestler will stagger about before you regain full control, just enough time to get picked up and slammed to the mat, repeating the whole process over again. You can spend entire matches doing nothing but hammer Ⓐ as you get kicked from pillar to post. One match saw Shawn Michaels perform his Sweet Chin Music finisher FOUR TIMES on our feeble, created wrestler before going for the pin. Again, this isn't a problem when using wrestlers such as Randy Orton or Triple H because they can counter easily and recover quickly. However, when starting from scratch, it's a depressing, frustrating experience as Story mode starts digging its heels in and refusing to let you have any fun.

The third problem is that tag team matches never end. It's near impossible to stop the other team breaking up any pinfall attempts when fighting on your own, making Story tag team matches real slogs. Problem Number Four: The storyline is too rigid. You never have the freedom of choice to make your own decisions to any real effect and you're forced to rematch when you lose rather than the storyline heading off in a different direction, which means the plot quickly grinds to an all-too-familiar ritual of lose, rematch, lose, rematch, lose, rematch. Combined with the other problems in Story mode, you soon find yourself longing for a quick, easy way to end

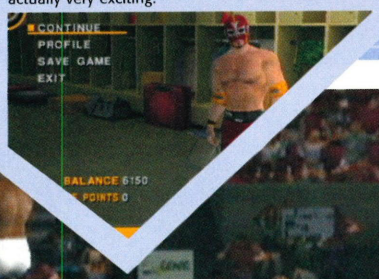
CUBE 2ND THOUGHTS

DORIS DAY

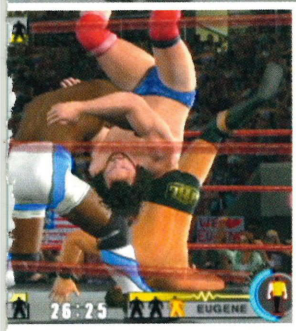
■ The new stamina bar is confusing: running about flinging punches drains it really fast, yet picking wrestlers off the floor with Ⓑ and throwing them back down in a definitely not homoerotic way doesn't. You can win a few matches pretty quickly, you don't want to thanks to the experience points system which rewards you the longer you fight.

TIM

BOY'S ROOM: The locker room where you boost your stats, save the game and continue the storyline. It's not actually very exciting.









▶ **Here is the submission system. This is where you guess the correct option to escape. Look!**





the love affair. However, it's not as easy as that – there's a WWE shop lurking in the menu options and if you want to raid it for extra costumes/arenas/taunts, you need money. You earn money by ploughing through the Story mode. Story mode quickly becomes a tedious obligation, as *Day Of Reckoning 2* becomes less of a saucy affair with Stacy Keibler and more of a forced tag-team match with Snitsky as your partner. Snitsky has a beard. Beards aren't sexy. Neither is Story mode. Even thinking about Story mode will make you depressed.

That's a lot of moaning about the Story mode but it's flaws are made more obvious by the fact the game has every other element in place – the wrestling is fantastic, the presentation unmatched and the options endless – it seems that Yuke's has fallen short at the final hurdle. Given Story mode is THE main mode, it's the one thing *Day Of Reckoning 2* really ought to have got right. Instead, it's the only thing it manages to get wrong. It seems determined to accentuate its flaws and irritate you. It doesn't matter how much the storyline twists and turns – if you're struggling to enjoy yourself.

In short, there's more to *Day Of Reckoning 2* than before. The actual wrestling is better than *Day Of Reckoning*, which should automatically warrant a higher score but Story mode, the main meat of the game, is just too frustrating to be fun. Thankfully there's an absolute wealth of other modes to take your mind off it and ensure this will be your grappler of choice at least until next year's installment. Let's just hope as much time and effort goes into the story as has so obviously been lavished on the the presentation, the wrestling mechanics, the character creation and the vast number of options on display here.

RYAN

CUBE VERDICT

MARRED BY CRAZY DIFFICULTY

VISUALS
For once, fully justifies usage of the word 'lifelike'.

AUDIO
No commentary is a shame but the SFX are spot-on.

GAMEPLAY
Wrestling itself is perfect, deep and complex to learn.

LIFESPAN
In multiplayer forever, but Story mode is too frustrating.

ORIGINALITY
Plays sufficiently differently to other wrestling games.

AFTER ALL IS said and done, *WWE Day Of Reckoning 2* is a shade disappointing. The basic fighting is much improved over its predecessor but the difficulty curve in Story mode is absolutely maddening. It's a shame but it's the one thing that stops *Day Of Reckoning 2* from scoring higher. Sort it out for next year, eh boys!

ALTERNATIVE



Story mode shades it but the wrestling system isn't as good. No Christy either.

WWE: DAY OF RECKONING
Reviewed: 36 CUBE Rating: 9.1

FINAL SCORE

8.9

BALL BEARINGS

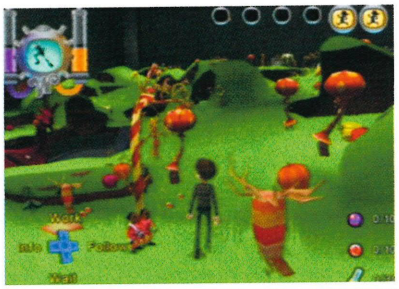
Generate a robot then entwine it in a vine ball and use it to plug the vent. It's not fun.

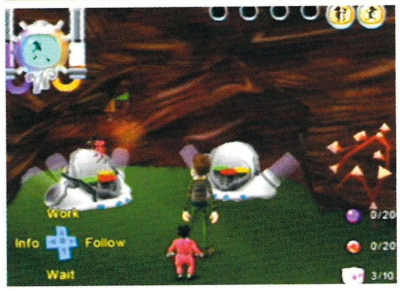


Sweet like chocolate? Nope

CHARLIE AND THE CHOCOLATE FACTORY

Wonka's back with a bag full of factory rejects





FANS OF SOUTH *Park* will probably recall an episode where the kids set up the "Save Films From Their Own Directors" club, after their favourite childhood movies were remastered beyond recognition. If only a club like that really existed then Tim Burton wouldn't have remade *Charlie And The Chocolate Factory* and no one would have had to suffer this toothache of a game.

Charlie And The Chocolate Factory follows the story of the book/new film, where an impoverished young boy named Charlie wins a Golden Ticket that gives him access to Willy Wonka's amazing Chocolate Factory [drrrooooooool – Liz]. Clearly not concerned with child-labour laws, Wonka puts Charlie to work inside the factory, getting him to fix all the broken sweet machines with the aid of the Oompa Loompas, put his life at risk as he clears the factory of murderous robots and protect Wonka's inventions from the greedy mitts of Violet Beauregarde, Mike Teavee, Veruca Salt and Augustus Gloop. All the kid wanted was some free candy.

These bratty kids play an important role in the game however, as each chapter is focused on Charlie undoing the damage they've done in the factory whilst saving them from a fate worse than death-by-chocolate.

In the first chapter, for example, you have to get Augustus' lardy arse out of the chocolate chute by blocking vents and fixing machines to get the pumps working again.

As such, the puzzles in each chapter are designed specifically around these characters, giving you a range of unique challenges to undertake on each level offering some much-needed variety in an otherwise stale and dull experience.

Of course, just getting around the levels is a challenge in itself as the collision detection is appalling. So much so that you'd be forgiven for thinking that you're playing an early version rather than the finished product. For example, Charlie will occasionally warp through platforms or float a few centimetres above the ground after being ejected from a Candipult, while the Oompa-Loompas randomly fall off platforms or get stuck behind a pumpkin for no reason whatsoever. Eejits.

An erratic camera that seems to be possessed by a malicious poltergeist whose only goal in the after-life is to annoy you so much that you'll want to drown yourself in a chocolate river, makes life even more difficult. There just seems to be no logical reasoning behind the camera angles sometimes.

CUBE

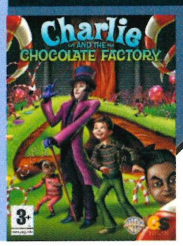
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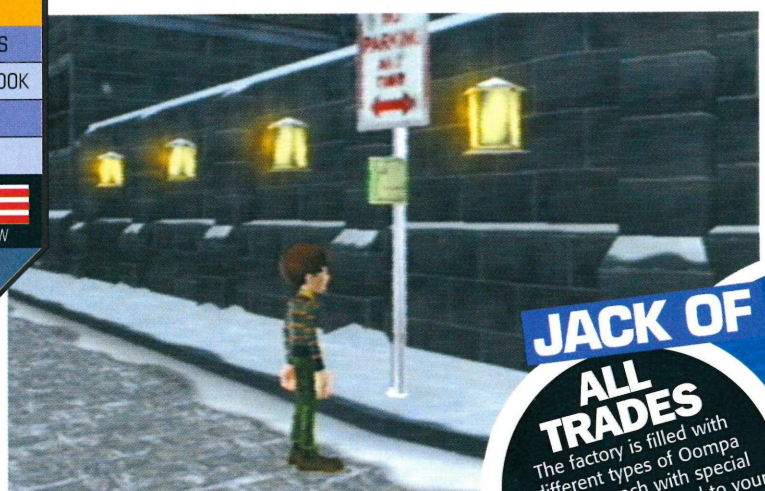
CHARLIE AND THE CHOC FACTORY	
PUBLISHER:	TAKE-TWO
DEVELOPER:	HIGH VOLTAGE
PRICE:	£34.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	4 BLOCKS

STATS

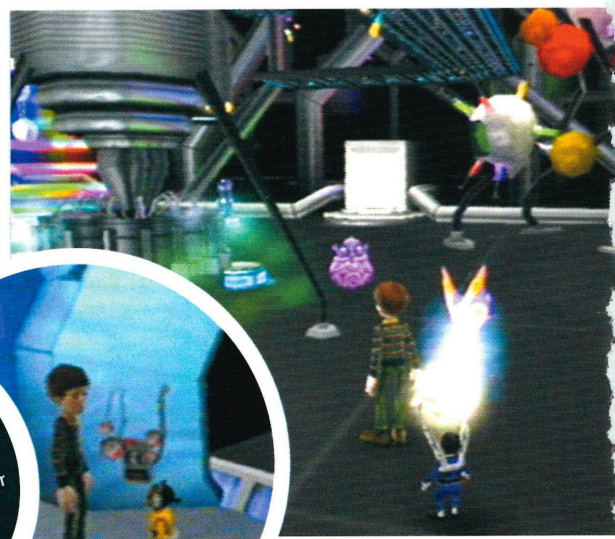
- NUMEROUS OOMPA-LOOMPAS
- ENVIRONMENTS FROM THE BOOK
- WONKA BARS UNLOCK STUFF
- USE SWEETS AS WEAPONS

OUT NOW | TBA | OUT NOW





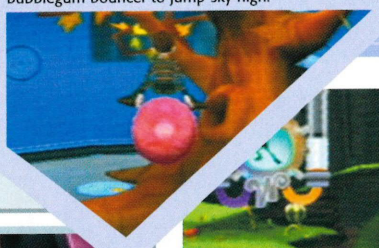
▲ Which way? Home to a bed full of grandparents or to the Chocolate Factory? Mmmmmm, decisions, decisions...



JACK OF ALL TRADES

The factory is filled with different types of Oompa Loompa, each with special skills that can be used to your advantage such as harvesters, electricians, welders and general lackies.

BUBBLE GUM: Some of the tasty treats are out of Charlie's reach. Thankfully, you can acquire this bubblegum bouncer to jump sky-high.



OOMPA LOOMPA

They don't look the same as before!

Anyone who's watched the 1971 classic *Willy Wonka And The Chocolate Factory* will probably remember it the most for the scary Oompa Loompas, with skin so orange that it makes Jodie Marsh look like an albino. So it was a bit of a surprise to see the Oompa Loompa's portrayed as bronzed men with dark hair in the new film and game, but this is much nearer to how Roald Dahl had originally described them in the book. However, when the book was released in the US there were countless complaints about the way Dahl described the Oompa Loompas, saying it was racist, so he changed the description of them to dwarves with "golden-brown hair" and "rosy white" skin. How that was later translated into bright orange Munchkins with shocking green barnets we don't know.





▲ Charlie couldn't shake off the feeling that he was being followed...

"GET AUGUSTUS' LARDY ARSE OUT OF THE CHOCOLATE CHUTE"

For instance, on a number of occasions you'll enter a room only to be attacked by an enemy that was hidden off-screen somewhere, and before you can say Everlasting Gobstoppers you're flat on your back wondering what the heck happened. The camera also has a tendency to zoom in and out like it's in art-student movie, or freeze altogether so you can't see what you're walking towards or into. Arrgggghhhhhhhhhh!

This could all be forgiven if *Charlie And The Chocolate Factory* offered a modicum of entertainment, but it doesn't. On any level. Well, that's a tiny lie. Shearing the cotton candy sheep is pretty fun to watch, but that's not saying much.

Although the game has numerous levels, each with their own specific puzzles and challenges, they tend to retread the same ground over and over again, milking each "scene" for all its worth. There's only so many times you can make vine balls and roll them into vents before you get bored, there's only so many times you can get an Oompa-Loompa to fix a broken machine before it gets tired and there's only so many times we can say "so many times" before you get the point and we can on.

It's just so unbearably tedious that it's difficult to imagine anyone would play this for more than 30 minutes before opening up *Tak 2* and shoving that in their GameCube instead.

Visually the game isn't exactly eye-candy either, with scrappy graphics and bland environments. They are however faithful to those featured in the film and there are occasional visual flourishes although not many.

So here we are already, at the summing up bit. What can we say about the game then to conclude this sweet pun-filled review? *Charlie And The Chocolate Factory* is a bitter-sweet experience; whilst fans of the book will say it remains true to the story the overall experience leaves a decidedly unsavoury flavour in your mouth. Like when you bite down on a coffee Revel when you thought it was the orange one. And we all know how horrid those are, right?

LIZ

CUBE 2ND THOUGHTS

OOMPA LOOMPA

■ Roald Dahl books are awesome – such an imagination sculpting images of wonderful and slightly worrying things for kids (like the Vermicious Knids) and then *Tales Of The Unexpected* for adults. Did you see that one when the guy decapitated his nagging wife? And his first autobiography (*Boy* I think it's called) is also very interesting. So read stuff instead of playing rubbish games.

TIM





▲ As he stared at the Oompa Loompa bones, he figured out the ingredients of Wonkavite.

CUBE VERDICT

A TORTUOUS PLATFORMER

VISUALS
Scrappy graphics and uninspired levels, looks like a PSone game.

AUDIO
"How isn't that music driving you insane?" said Ryan. Says it all really.

GAMEPLAY
Like filling out your tax forms, dull, repetitive and you're not sure why.

LIFESPAN
Less than a Curly Wurly, but more than a Milky Way.

ORIGINALITY
There are some interesting bits, but its all been done a million times.

AN UNINSPIRED ROMP into the world of Roald Dahl, which lacks the magic and imagination of the book or the edge of Tim Burton's movie. The insipid environments and scrappy graphics are made even worse by the monotonous gameplay, whilst the world's dodgiest camera is enough to drive you Willy Wonkas. Chocolate fantasy? Chocolate starfish more like.

ALTERNATIVE

A colourful, exciting platformer that offers a real challenge, humour and entertainment



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

FINAL SCORE

5.6

TANKED UP

You don't learn the tank toss move for a while but it's worth the wait.





CUBE

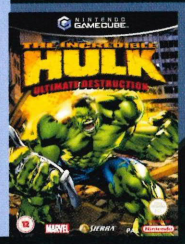
INFORMATION

THE INCREDIBLE HULK: UD	
PUBLISHER:	VIVENDI
DEVELOPER:	RADICAL ENT.
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1
MEMORY:	4 BLOCKS

STATS

- UNLOCKABLE MOVES
- SMASH EVERYTHING - ALMOST
- FREE-ROAMING GAMEPLAY
- NO CRAPPY BANNER BITS

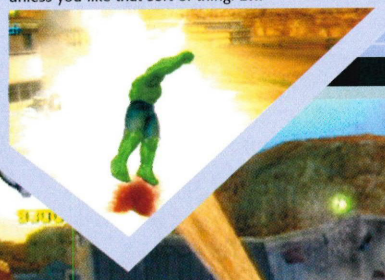
SEPT '05 | TBA | OUT NOW



He's a lean, green, smashing machine – don't make him angry

THE INCREDIBLE HULK
ULTIMATE DESTRUCTION

THIS IS PANTS: No matter how many times you get blown up, Hulk never loses his pants which is good, well, unless you like that sort of thing. Ew.





YOU'RE NICKED

ASBO

You can't run around causing mass destruction and expect to get away scot-free. There's a handy threat meter, which tells you how close the residents are to bringing out the big guns – be afraid.

▲ Is this what you meat by batman? No? Well screw you!

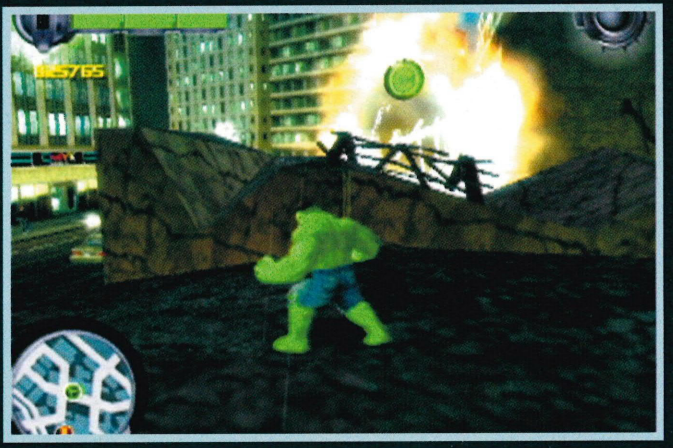


NOT JUST FOR KIDS

Never knew the Hulk enjoyed reading

As seems to be the case in any game that features a free-roaming environment there are items to collect. In *The Incredible Hulk* you'll be searching for what the game calls Comic Books, although they are actually just spinning disc-shaped icons with the letter 'C' emblazoned on them, which look nothing like comic books – how confusing. Picking up any of the 60 that are strewn throughout the game will gain you a reward such as Smash Points, artwork or cheats. Finding all of them is a real bitch though and several hours of hunting will be required unless you are unusually lucky. While this improves the longevity of the game it's not exactly a great deal of fun. Jump, look, jump, look, climb, look... boring!





LET'S FACE IT, Hulk doesn't have any higher purpose or hidden meaning, he's just the raging green embodiment of how we feel when something really ticks us off. Forget your tortured souls like Batman or Spider-Man, the Hulk simply likes to smash stuff. He's always been a bit mental and that's why we love him.

Despite some 'Hulk smash' moments in Vivendi's movie tie-in a couple of years ago it never really captured the raw power that is bubbling beneath that green skin, especially when you had to play as weedy Bruce Banner in some unbelievably rubbish stealth sections. While Banner is obviously a big part of Hulk legend, a geeky, insecure scientist doesn't really translate into frenetic gameplay. On the whole the last *Hulk* game was a disappointment all round and is probably best forgotten. In the meantime the bar for comic book character games has been raised by none other than Spidey, and his free-roaming New York City playground is universally adored. It comes as little surprise then that Vivendi has been busy taking notes and come up with a not too dissimilar product. The Incredible Hulk isn't at home in linear levels with checkpoints and corridors, he needs wide open spaces to throw his weight around in and that's just what he's got. *Ultimate Destruction* provides two expansive maps to play in, one in the city with shimmering skyscrapers to climb and one out in the dusty, desert-based badlands. As with *Spider-Man 2* the areas are completely open for you to wander around in until you fancy doing a mission. Connecting these two maps is Doc Samson's church hideout, which you return to between missions, or just when the going gets rough and you need a breather. Connecting all the areas are 'Jump Points' which allow you to travel not only between maps but also across the individual maps themselves, allowing you to cut down lengthy travel times.

The missions string together a weak plot that involves the green-haired Doc Samson's attempt to assist Banner in ridding himself of his angry alter-ego. Of course, things never run smoothly for poor old Bruce and it isn't long before General Ross and the mysterious Emil Blonsky are on his tail. During the course of the game many themes and storylines from the comic books are touched upon, including Blonsky's change into Abomination and Banner's venture into his own psyche to confront the Devil Hulk. It's all just an excuse for lots of big fights, but that's fine. One drawback with the plot is that many of the missions involve you retrieving an item that's needed to build Samson's machine, a smash and grab, if you will. There isn't much else the Hulk can really do though. He's hardly cut out for going about solving puzzles is he?

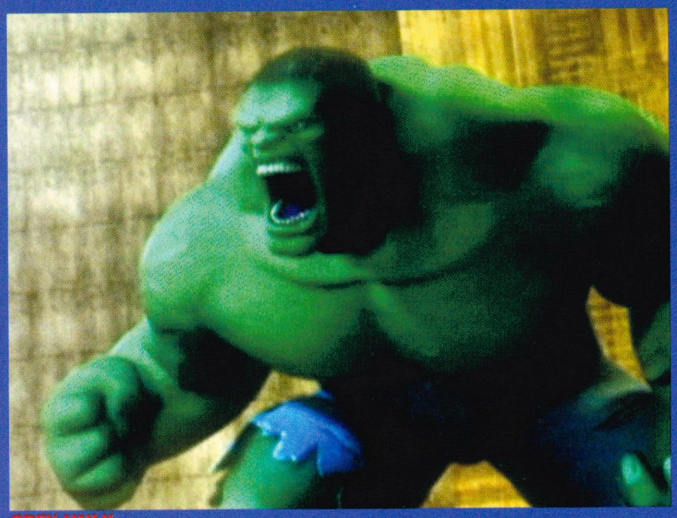
Fortunately the variety and interchanging between the two maps manages to keep things fresh, along with the perpetually expanding ▶▶▶▶





YOU'VE GOT THE LOOK

Over the years the old Hulkster has had a few different looks and wasn't always the mean, green, smashing machine most of us are familiar with. And no, one of his incarnations wasn't Hulk Hogan.



GREY HULK
The first incarnation of the Hulk was a great deal smaller than the green goliath we know and love. Rather than being a mindless beast he was intelligent but exhibited many of the characteristics that embarrassed Banner. More of a mean spirited brute, the Grey Hulk later took on the identity of Joe Fixit, a Las Vegas 'heavy' who didn't mind smashing the odd face for his boss.

SAVAGE HULK
The most well-known and popular incarnation of the Hulk, this green beast has a childlike mind and limited vocabulary. Proclaiming that he only wanted to be left alone, the Savage Hulk would only use his great strength when provoked, usually by General Ross.

SAVAGE BANNER
The doctor created a psychic failsafe in fear of the return of the Savage Hulk. This resulted in a reversal of his powers causing him to revert to his human form when angry with his strength lessening the more enraged he became.

MINDLESS HULK
All subconscious influence by Banner was removed in this incarnation, with the Hulk reverting to basic animal instinct with only the will to survive remaining. This Hulk would remain in a perpetual state of anger and would destroy anything in his path.



repertoire of moves that you unlock as the game progresses. Every time you destroy something you receive Smash Points, which can then be used to purchase new moves. You start off with a decent array of attacks and each mission should earn you enough to buy a handful of new ones so you always have something new to learn.

One of the major problems with the movie tie-in was how the action didn't really mirror its celluloid counterpart. Although action was thin on the ground for much of the film, there are a few notable scenes with the Hulk swinging a tank around his head, catching a missile and grabbing a helicopter to bring it down. Thankfully loads of this sort of stuff is included, albeit as unlockable moves. The control system makes them all surprisingly easy to pull off and when you throw your first tank it's guaranteed to put a big smile on your face. This is one area where the Hulk does get one over on old web-head. Many of the moves were tricky to pull off in *Spider-Man 2*, so much so that you wouldn't bother using a large portion of them. This isn't the case in *Ultimate Destruction* and everything is satisfyingly simple.



Another big part of the combat is the ability to 'weaponise' certain objects. Why use your fists when you can tear up a telephone pole and use it as a makeshift club or spear? Perhaps there are bullets flying in from every angle, just flatten a nearby truck and use it a shield to protect your green hide. Anything that can be picked up can be thrown as a projectile, including people and even the odd cow. Of course, simple punching plays a big part in the combat and many of the unlockable moves revolve around Hulk's fists. You can even vary the strength of your attacks by holding down the button to charge up and unleash a powerful blow.

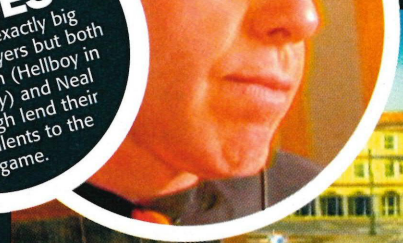
It's all very well throwing things around and pummelling everything in sight but no self-respecting superhero is complete without some signature moves to show off. By far the most important and impressive of all the moves are those that require you to be at Critical Mass. Littered around the play area (and dropped from defeated enemies) are green orbs. Picking these up not only replenishes your health but also fills your critical meter, which can then be used to perform any one of a number of special moves that send out a shockwave big enough to give any nearby baddies a serious headache.

Not all the abilities you unlock relate to combat and movement can also be

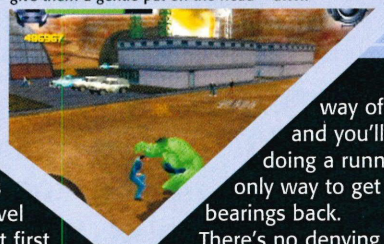
FAMOUS FACES

...OR VOICES

They're not exactly big Hollywood players but both Ron Pearlman (Hellboy in um, *Hellboy*) and Neal McDonough lend their vocal talents to the game.



BIG SOFTIE: Pick up a civilian then put them back down rather than wanging them into a building and Hulk will give them a gentle pat on the head – aww.



upgraded such as the ability to stay in the air longer when jumping. Without any webs the Hulk must leap tall buildings in a single bound in order to travel anywhere quickly. This is tricky at first but once you learn the rhythm and utilise the charge capability for bigger jumps you will soon be stringing together leaps like a pro.

None of these fancy moves would really matter if it all looked unconvincing but fortunately the Hulk and everything around him looks pretty impressive. Okay, so the graphics won't win any awards, but the animation is fluid and there are plenty of fancy effects and nice little touches. For instance, every time the Hulk lands after a big jump, the ground, or whatever he lands on, will splinter and crack in a satisfying manner. It's not all perfect though – the city map can start to look a little bland, as many of the buildings look very similar and there obviously isn't the thrill of running around a real city like you experience with *Spider-Man*. In the heat of battle events can also get a little confusing, especially with larger enemies around. The various effects do tend to get in the way of the action and you'll often find doing a runner is the only way to get your bearings back.

There's no denying that *Spider-Man 2* has been a major influence in *Hulk*'s development but that's not such a bad thing. The open environments give so much more freedom and enable you to just go and have fun if you get bored of the missions. The story mode may get bogged down by repetition but there's enough in the way of extras to make sure things don't get too stale. Compared to the recent comic book movie tie-ins like *Batman Begins* and *Fantastic 4*, *Ultimate Destruction* is leaps and bounds ahead in terms of both originality and entertainment. With no movie to stick to this time round the developers have had the time and the freedom to mould and craft the experience and it shows. Even the most hardened cynics will crack a smile as they run around destroying everything in their path. If some simple mindless fun is what you're after then look no further.

SIMON

CUBE 2ND THOUGHTS
PRETTY GOOD SHOCKER!

■ The last *Hulk* game was a disappointment with a mix of poorly executed action sequences and boring stealth sections. But it's nice to see someone finally taking the franchise seriously and creating a game that really reflects the Hulk's character. Look, vandalism really is fun after all!

KEITH

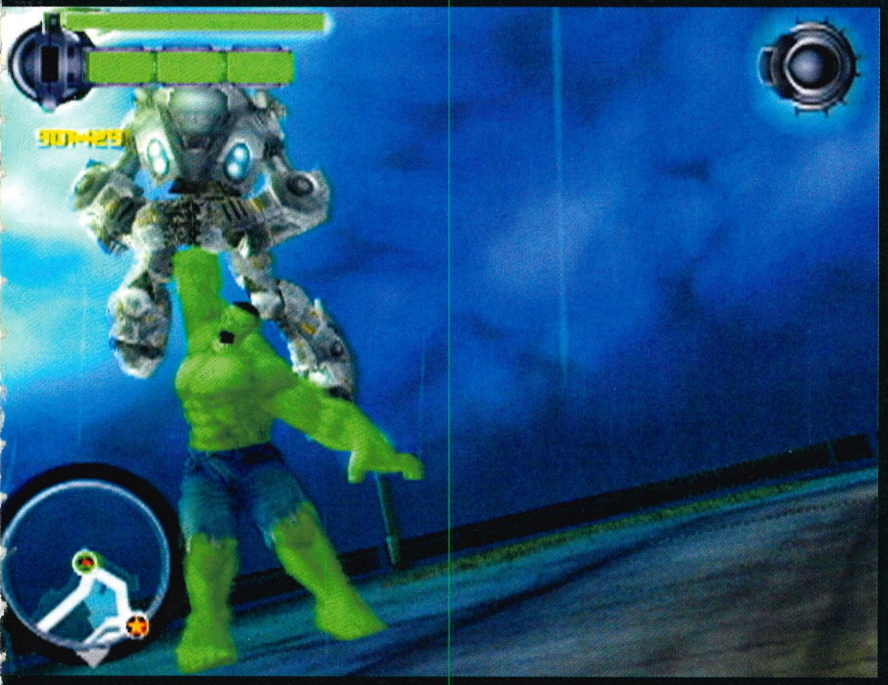
MENTALLY CHALLENGED

It's not all about jumping and smashing

In a welcome distraction from the somewhat repetitive missions there are challenges spread throughout the two main areas designed to test your various Hulk skills. Not only are they fun but will also provide you with valuable Smash Points so you can buy up all those lovely extra moves. They range from simple point-to-point races to more complex tasks such as kicking cars, football style into a goal or jumping as far across the city as possible using only the rooftops. One challenge even finds you holding onto a giant inflatable blue gorilla as you float towards a designated landing area. Depending upon how well you perform you will be rewarded with bronze, silver or gold ratings, which carry with them a certain number of Smash Points. You can do the challenges as many times as you like, until you get bored of that novelty gorilla, of course.



"THAT SPIDER-MAN 2 HAS BEEN A MAJOR INFLUENCE"



CUBE VERDICT

DEEP AS A PUDDLE BUT SMASHING STUFF

VISUALS
Fluid movement and some really pretty explosions.

AUDIO
Turn up the bass and revel in the 'BOOM' every time Hulk lands.

GAMEPLAY
Missions can get samey but there are plenty of other activities.

LIFESPAN
Story mode won't take very long, unlocking everything will.

ORIGINALITY
Borrows *Spider-Man 2*'s biggest idea but puts it to good use.

BORROWING FROM ANOTHER game isn't necessarily a bad thing when done right and *The Incredible Hulk* proves the point by being rather good. While the missions can get a little repetitive, the fun to be had from smashing stuff rarely lets up. Like a Hollywood blockbuster, disengage you brain before playing and have a blast.

ALTERNATIVE

Awesome gameplay and web-swinging action.



SPIDER MAN2
Reviewed: 35 **CUBE Rating:** 8.8

FINAL SCORE
8.2

WHA' HAPPEN'D?
Step! Wait... step! Wait... keep waiting... step! Games shouldn't be this simple.



DANCE DANCE REVOLUTION WITH MARIO

It's-a-mediocre

Is Mario's dancefloor debut too little, too late?



CUBE

INFORMATION

DDR WITH MARIO	
PUBLISHER:	NINTENDO
DEVELOPER:	KONAMI
PRICE:	£69.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	2 BLOCKS

STATS

- 30 ODD SONGS TO BOP TO
- TWO PLAYER VERSUS PLAY
- LOTS OF SILLY MINI GAMES
- MARIO REMIXES GALORE

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YOU HAVEN'T SEEN anything until you've seen Luigi dance. That may not be the most conventional way of opening a review but after stepping along with everything *DDR With Mario* has to offer, that's the one thing that stays fresh in the brain above all else. Seriously, he's an animal. He's got moves you haven't even heard about. Damn it, just put his name on the box of this silly game rather than that limelight whore Mario's...

But yes, what a silly, silly game this is. The whole idea of *Dance Dance Revolution* is that you can boot it up and immediately go mental in whatever song you choose. Not so here. On starting up *DDR With Mario* for the first time you'll be able to make your selection from a massive one song. One. Pathetic. It's not even very good – a nauseating remix of *Twinkle Twinkle Little Star*. In order to unlock more music (which you're going to need to do, obviously), you'll need to tackle a strange Quest mode. Now usually, the word 'tackle' would suggest some degree of difficulty but in this instance, it's used to convey the hardship of keeping your eyes open. Even on Hard mode, this is 90 minutes of unbridled simplicity and between the oh-so-basic patterns, the retardedly easy mini-games and the annoying (and unskippable) cut-scenes that bind the whole mess together, there may never have been a less rewarding or entertaining way of unlocking content in a game. You might as well just hand over £40 for a "Congratulations! You Win!" screen.

And the silliness continues. While most dancing games that come out of Japan require footwork similar to Michael 'Riverdance' Flatley going bonkers on hot coals, *DDR With Mario* goes to the other extreme – most of the songs in the game could be easily cleared by anyone who's so much as looked at a *Dancing Stage* machine. Once you have the songs unlocked, you'll be able to play on four difficulties ranging from Beginner (presumably for people who are afraid of arrows) to Expert (nowhere near as hard as it sounds) and with a choice to turn event items such as Koopa Troopers, coins and Boos on or off. Finish a song on the hardest difficulty to unlock a final challenge, this time one that will actually test rhythmic skills in a way that hints at what the game could have

▼ **Bash the Goombas with-a big hammer. Playing this will make your life complete.**



ALL CHANGE!

SPIRAL ARROW
As well as the usual arrows, this throws in characters, bombs and distractions to mix it up. It almost works but in the quicker tunes, it just creates confusion.

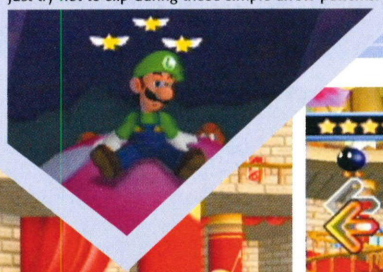


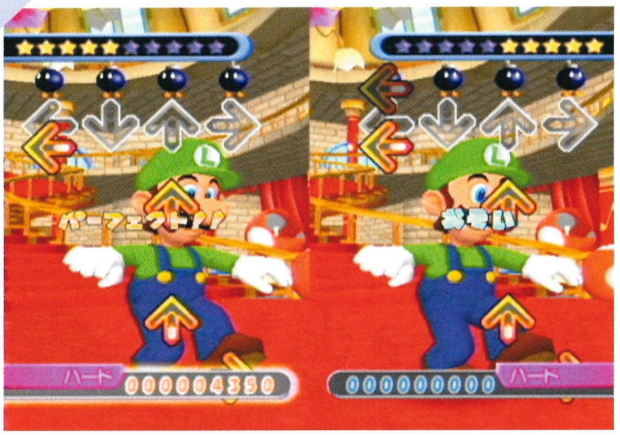






MAT'S ENTERTAINMENT: The dance mat that comes bundled with the game is of surprisingly good quality, just try not to slip during those simple arrow patterns.





▲ Ooo! The story bits – "Waaaaaaa-you dancing?"

"EVEN ON HARD MODE, THIS IS 90 MINUTES OF UNBRIDLED SIMPLICITY"

been. The main problem is that there's no room for growth – once you're relatively decent at the game (which many players will be from the off), there are only a couple of tunes where you won't get a perfect run first go. Indeed, we'd aced every single track in the game with a maximum combo in just a couple of hours.

It's the unique ideas that add a bit of weight to the package, though. As well as the little additions to the main game that simulate the extra options that exist in most *DDR* titles (stealth arrows, ones that spin, quick arrows and so forth), there are a series of mini-games that use the dance mat too. While some of these are frivolous and throwaway, others are actually quite decent, if underplayed. The *Track And Field*-style games are the best, demanding that you stomp on left and right as quickly as possible to get a run up then tap the up arrow to jump. This could have been expanded into a great little party game but alas, it wasn't to be.

In its defence, Nintendo knows its audience and for people that list Mario among their friends, *DDR With Mario* is like a dream come true. Most of the music is remixed from classic Nintendo games (primarily of the *Mario* variety) and the backdrops portray your favourite dungaree-wearing slackers (except for perhaps the Chuckle Brothers) getting up to all kinds of craziness and busting some absolutely ridiculous moves as your combo rises. There can be little doubt from the simplicity and reliance on familiar faces that *DDR With Mario* was designed with young gamers and Nintendo fans in mind rather than seasoned *DDR* players. But even for a younger audience, much of the game is still far too easy to be enjoyable. Unless you're an absolute *DDR* virgin with no sense of rhythm or totally mad about Mario, there's no reason to pick this over the vastly superior *Donkey Konga* duo. Fingers crossed the PAL version gets a bit of an overhaul before release – a better catalogue of tunes and a couple more mini-games would actually make dancing with the chubby plumber worthwhile.

LUKE







CUBE 2ND THOUGHTS

IT'S NOT VERY GOOD

Not a very interesting second thought I know but it's not a very interesting game. Skitting about in your socks trying to make Mario shuffle his wee legs isn't really high on the the list of gaming awesomeness. There are better dancing titles out there and there are better dancing titles for you. I wonder what songs will be on it when it gets released over hear, but going by *Donkey Konga* – rubbish ones.

TIM

STORY TIME

It's not all bad at Mario's party...



We've been pretty quick to dismiss the single player Quest mode, and with good reason – it's drivel. It didn't have to be this way. The variety of activities is pretty good, ranging from proper *DDR* levels through distracting mini-games to boss battle levels where damaging arrow replacements (such as fire and hammers) are exchanged between screens until one player misses them and takes damage. Sadly the whole thing is tied together by a crushingly linear series of cut scenes when you should be able to control the moustachioed one's movement about the maps. It was never going to be anything other than a painfully simple chore to open up extra tunes. Sigh.

CUBE VERDICT

LACKING IN CRUCIAL AREAS

VISUALS
Beautifully rendered scenarios and characters.

AUDIO
A combination of classical and Mario remixes.

GAMEPLAY
Only the game's toughest songs approach 'challenging' status.

LIFESPAN
Pitiful. Poor tunes and you can blitz them all in a few hours.

ORIGINALITY
Listen to the new Oasis album. About that original...

NOT CONTENT WITH missing the crest of the Dancing Stage wave by a good five years, Mario's first rhythm action title also manages to be only marginally more entertaining than doing a forward roll. Naturally, multiplayer is a good laugh and *Mario* fanboys (you know who you are) will lap up the classic tunes but this really isn't quite as good as it should have been.

ALTERNATIVE

Pan pan! Get the bongos out and enjoy some proper rhythm action gaming.



DONKEY KONGA
Reviewed: 37 CUBE Rating: 9.0

FINAL SCORE

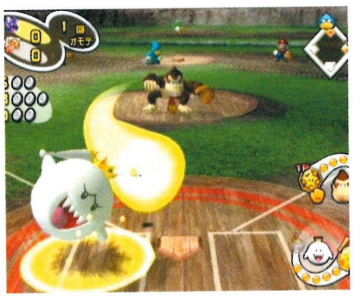
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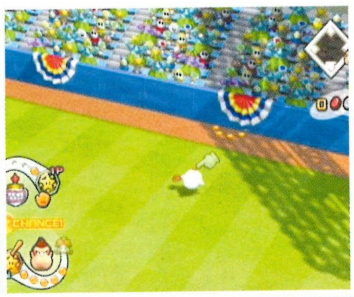
STEEEEEE-RIKE!
Bowser challenges the Mushroom Kingdomites to some baseball... and that's it, story-wise.













CUBE

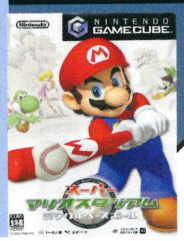
INFORMATION

MARIO BASEBALL	
PUBLISHER:	NINTENDO
DEVELOPER:	NAMCO
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	8 BLOCKS

STATS

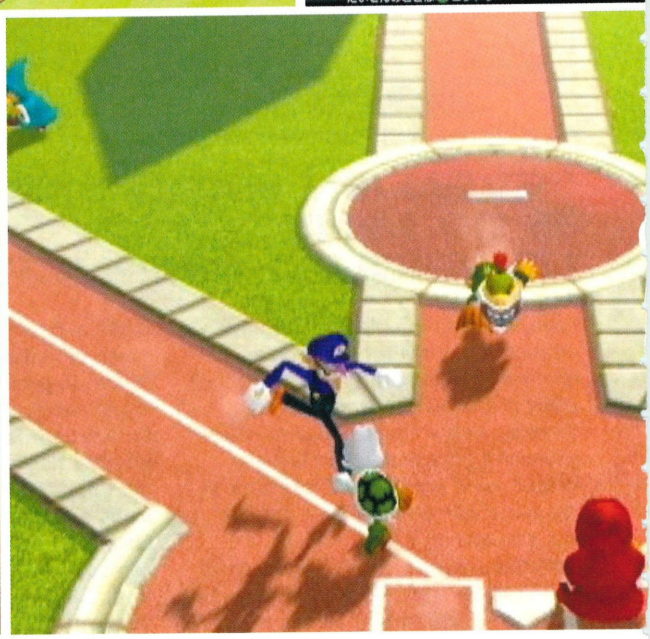
- OVER 50 MARIO CHARACTERS
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- FIVE GAME MODES
- STACKS OF MINI-GAMES

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Zwingy-a da batta





SUPER MARIO STADIU

All your base are belong to Mario and chums...

ANYONE OLD ENOUGH to remember the release of the original *Super Mario Kart* on the Super Famicom (that's a SNES, to you PAL folk) will recall the smug cynicism that came from Sega-loving fanboys like... well, like Ryan, actually.

"Mario? Go-karting? What the hell's Mario got to do with go-karting? What's next – *Mario Football*? *Mario Golf*? *Mario Wrestling*?" Hmm, we daren't think about the last one. They were right though. It seems that Mario spends more time playing sports, hitting the disco and throwing parties than he does rescuing wayward princesses (or fixing blocked toilets, for that matter).

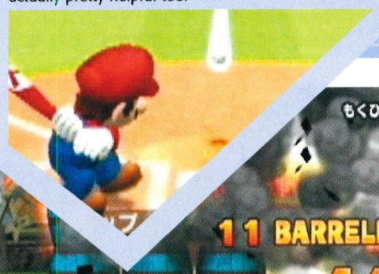
It wouldn't be a problem, were these spin-offs as good as the first *Mario Kart*. But they aren't. We used to be able to look at Ryan atop his pixelly platform and say, "Yeah, it's a cheap tie-in, but it's awesome to play!" Nowadays all we can muster is, "Yeah, it's a cheap tie-in, but... hey look, *Shenmue 3*!" before double-jumping to safety.

While it's by no means a disaster, *Mario Stadium* is another example of Nintendo's magic wand starting to puff out a little less magic and a little more smoke. But that's another rant – we're here to talk baseball! Bottom of the ninth, two outs, and no balls... or something. *Mario Stadium* starts off doing everything right: nice, rendered, candyfloss intro, tons of game modes, stacks of mini-games and all your favourite *Mario* characters. Fancy some no-hassle bat-and-ball fun for up to four players? Hop into an Exhibition game. Need to brush up on your skills? Training mode is for you. Got four players and a whole night to kill? Then go for Toy Field and Mini-Game mode.

However, the main event is Challenge mode. Starting off with a mascot-led team of rubbish players, you navigate the game world in a top-down, RPG perspective, visiting different baseball 'stadia' (we're being generous and counting castles and jungles as proper sporting grounds) and challenging other teams to a game. Not a friendly game, mind you: by completing 'missions' during matches (such as striking out a certain player or hitting the ball and stealing a base) you get to poach players and build a squad of all-stars so you can trounce Team Bowser. Along the way you'll take part in grudge matches, Star Challenges that award stars to level-up your team, and mini-games where you win coins to spend in the local shop.



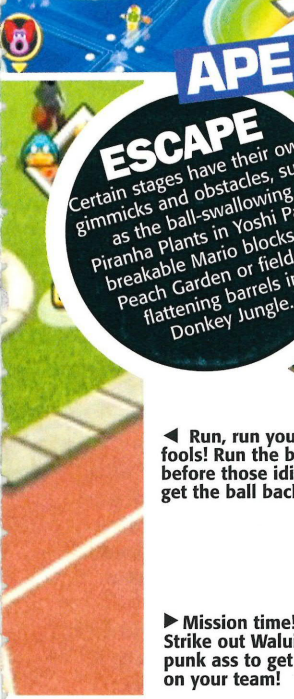
DO THE BAT, MAN: The Training mode tutorials are all in Japanese, but they're easy to figure out and they're actually pretty helpful too.





APE ESCAPE

Certain stages have their own gimmicks and obstacles, such as the ball-swallowing Piranha Plants in Yoshi Park, breakable Mario blocks at Peach Garden or fielder-flattening barrels in Donkey Jungle.





▲It's like *Columns* – nail the barrels and they go boom!

◀ Run, run you fools! Run the bases before those idiots get the ball back!

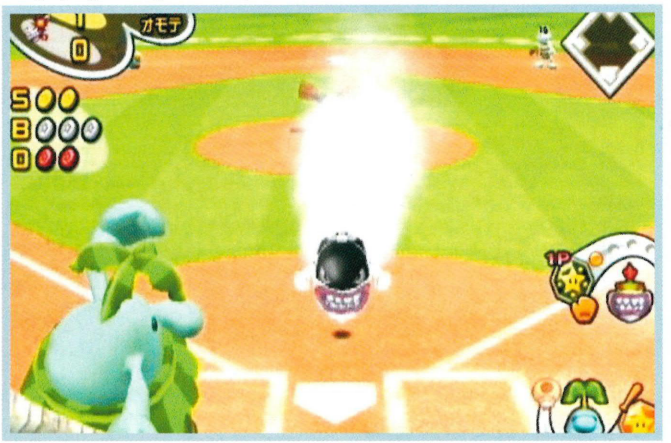
▶ Mission time! Strike out Waluigi's punk ass to get him on your team!

SHO-RYU-WOOHOO!

You got the touch, you got the power!

During each match you have a Charm Meter that contains five stars. Each one of these allows you to pull off a super swing, a power pitch or a signature move, which takes the form of a Super Battle Pro Extra Fireball Death Mega Super Power Pitch, filling the screen with *Pokémon*-style power lines and giving the opposing batter virtually zero chance of hitting the ball. Use these moves sparingly, though, as it isn't easy to refill your Charm Meter. The main way get more stars for your meter is to complete the 'Star Chance' missions. The only other way is to hit the special gimmicks in certain character's arenas: break the Mario blocks at Peach's castle or nail the Klaptraps in Donkey Kong's jungle to regain those precious stars!





M MIRACLE BASEBALL

Gameplay is simple. You've got the standard repertoire of bunts and swings but, like *Mario Power Tennis*, you've also got power shots, and not all characters use a standard bat – Donkey Kong has a big red boxing glove and winds up before taking a swing, Pakun (Petey Piranha) uses one of his leaves to slap the ball, and those daft, grass-skirted islanders from *Mario Sunshine* use palm tree trunks. Likewise with pitching, you've got standard throws, power throws and some crazy, screen-filling signature moves: Mario has a *Shaolin Soccer*-esque fireball, Donkey Kong throws a banana-shaped curveball and Bowser Jr fires a low-flying Bullet Bill. Using these specials depletes your star meter, so you'll have to save your big moves for the powerful mascot characters instead of wasting them on grunts like Goombas and Shyguys.

So far, so *Mario* sports game. But while *Mario Power Tennis* was a fast-paced frenzy of hits and power moves, here it feels slow and disjointed – as much a knock on from the mechanics of baseball as anything else. Nevertheless, charging your power swing and desperately trying to hit the ball as the pitcher gives it some last-second aftertouch gets tiresome a lot faster than it should. Directing your hits is pretty haphazard, the number of swings is fairly limited and you'll actually find that you're far better using regular swings than your power moves, which more often than not send the ball sailing in a beautiful rainbow and into the waiting hands of a fielder.

This might explain why the fielding mechanic feels so… bleh. Your fielders take default positions on the field, always too far away for a catch ▶▶▶▶

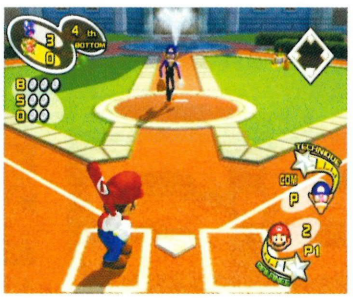
CUBE 2ND THOUGHTS

DOUCHE BALL

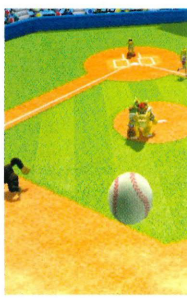
■ Mario's N64 tennis and golf outings were top japes and provided already popular genres with a shot of welcome novelty. Unfortunately seeing Nintendo's herd of mascots turning their hand to yet another sport is becoming increasingly tiresome. Oh look, another crazy big move, look how funny Bowser looks playing baseball. He doesn't look funny, he looks bored. So do we.

MILES







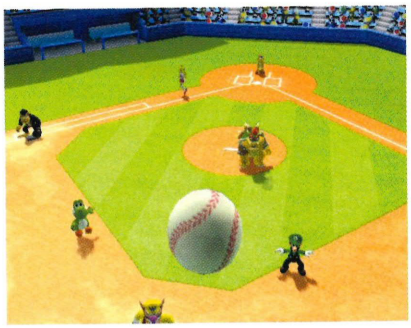


WHO THE HELL ARE YOU?

Favourite characters from the past!

With any Mario sports or party title, you're guaranteed all the major characters, let's call them the Nintendo A-list, such as the little red and blue blighter himself, his dim-witted brother, their inbred cousins, a couple of princesses, Donkey and Diddy, Bowser and probably Toad (let's face it, Mario games without Toad are rubbish). The beauty of Mario Stadium is that baseball teams are pretty big, and there aren't enough A-list characters to fill all the slots. Enter Nintendo's B-, C- and D-listers! Yes, now you can finally take control of your favourite, obscure Mario bit-part players like Birdo (the pink, egg-spitting dino), Monty Mole (the, um, mole called Monty), Petey Pirahna (the big loveable piranha plant) and perhaps the most confused character of them all, Toadette (a pink, female, pigtailed version of Toad). There are a host of *Mario Sunshine* characters, too, but nobody cares about them.







when you're in control, always perfectly placed for one when the computer is. You can only dive for a catch when the ball's within a certain perimeter, otherwise you jump uselessly in the air while it bounces away. And if the ball is between two fielders, the game automatically selects and reselects which player you control, leading to more than a few "Grr" moments. The game also decides when your team-mates should run the bases, inevitably leading to players getting out when you didn't want them to run and staying put when you wanted them to go for it. You never really feel like you're playing an actual innings of baseball, more a stop-start series of challenges where you have three chances to perform your special move.

Thankfully, *Mario Stadium* is saved by what we call 'MBS' – *Monkey Ball* Syndrome – whereby the mini-games are actually more fun than the main game. The best of these is the home run derby: a slot machine decides what kind of Bob-omb is pitched at you, which you then smack into the sky to create fireworks. Chain successive hits into combos for big points and pretty patterns. There are seven mini-games plus the Toy Field mode (that plays a lot like Monkey Baseball, funnily enough), and these are far and away the most entertaining options whether you're party playing or on your tod.

At the end of the day (Thursdays in particular), the main game is still pretty good. The signature moves are the usual hyperbolic fun, the match 'missions' liven things up and the RPG elements add a unique twist. The problem is that these all seem like gimmicks added to cover up the flawed, longwinded and cumbersome core gameplay. The mini-games strip all of that away and bring it back to fast-paced, *Mario Party*-style madness, and make an otherwise rent-worthy title almost a must-have. Almost.

JAMES

"THE MINI-GAMES MAKE A RENTWORTHY TITLE ALMOST A MUST-HAVE"

CUBE VERDICT

HIT-AND-MISS GAMEPLAY

VISUALS
Typically shiny, fluffy, colourful Mario fare, and slick presentation.

AUDIO
Hearing the Japanese equivalent of "strike" gets old FAST.

GAMEPLAY
Clunky, cumbersome and slow, but the mini-games rock the house.

LIFESPAN
Play solo to unlock characters, but the party games will last forever.

ORIGINALITY
The crazy specials and RPG elements are certainly 'unique'.

ANOTHER UNDERACHIEVING

Mario game, Mario sports title and Nintendo-Namco collaboration all in one. The clunky baseball mechanics really let this down, and the wacky specials and RPG trimmings feel like sweet candy coatings on a really average bar of chocolate. The mini-games are pure Dairy Milk, though, and a 1kg bar at that, so it's best enjoyed with friends and family.

ALTERNATIVE

All your Mario mascot needs and a much better game to boot.



MARIO TENNIS

Reviewed: 42 CUBE Rating: 8.5

FINAL SCORE

8.2



▲RPG? Baseball? Mario? Ye gods, what in the hell is going on?

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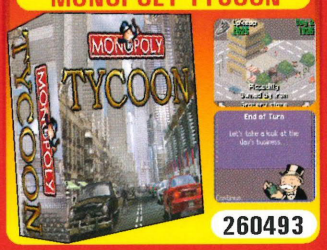


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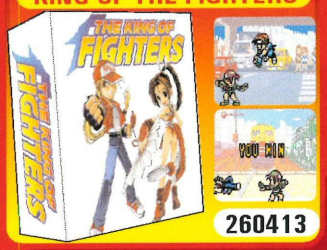
"Street Fighter - Maximum Blow" brings ultimate first-person view fighting to your mobile. Fight in different locations against various opponents! You have to win in all eight stages to become the fighting champion! Quick reactions and strong fighting skills are required to win against Sakura and the others.

MONOPOLY TYCOON



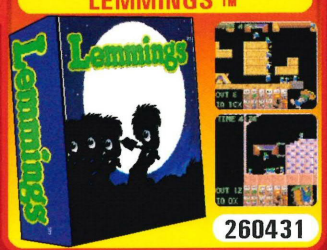
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KING OF THE FIGHTERS



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LEMMINGS ™



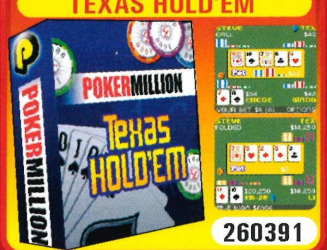
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FANTASTIC FOUR ™



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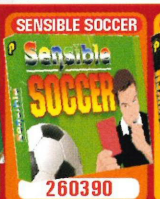
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VIDEO POKER



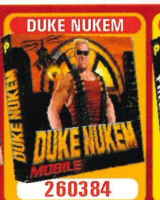
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SENSIBLE SOCCER



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DUKE NUKEM



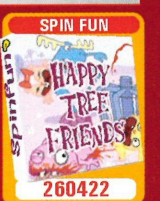
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PREDATOR



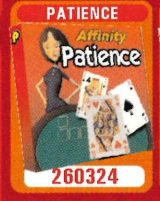
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SPIN FUN



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PATIENCE



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BOMBERMAN



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BRUCE LEE



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FRUIT MACHINE



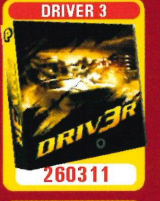
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SOCCER MANAGER



260227

DRIVER 3



260311

PHIL TAYLORS



260456

FALLING BLOCKS



260368

MR BEAN RACING



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POOL CHALLENGE



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KAMASUTRA



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SHARK HUNT



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COLLAPSE



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CONNECT FOUR



260339

BUBBLE GUN



260433

TJ HART IN SNAKE



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BIPLANES



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PUSS IN BOOTS



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MOBILE PET 2



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PRINCE OF PERSIA
But why is he fooling around with a deck of cards?

BLAST FROM THE PAST
Why are there so many remakes released on the DS?

NANOSTRAY
It's a shmup. Don't know what a shmup is? Worry not, all is explained

PLUS MUCH MORE!

METROID PRIME: HUNTERS
Samus is fully powered-up and ready for some blasting action, but there are other bounty hunters out to take her prize!

HQ NEWS: RARE SET TO RELEASE SOME DS GAMES! POKÉMON DIAMOND AND PEARL GET DATED! AND ANOTHER REVIEW OF CHARLIE AND THE CHOCOLATE FACTORY THAT'S TWO IN ONE ISSUE!

CONTENTS



WELCOME

Hello! It's Hands On's tenth issue and to celebrate we've rounded up all the biggest names in games, including *Pokémon*, *Metroid Prime* and *Prince Of Persia*, and squished them together in one bite-sized section. Mmmm, delicious.

Liz Morris
News Editor

AT A GLANCE...

HANDS ON NEWS!
Tim wrote this DPS of news, doesn't he write like Liz? Ha! Tim writes like a girl!
Pages 076

STILL GOING WITH NEWS!
Liz wrote this one though. She wrote about games like *Pokémon* and *Tony Hawk's*.
Pages 078

PREVIEWS!
More details on *Metroid: Hunters* and the Prince swaps swords for cards?
Page 080

FEATURE!
It's not often we get a feature in Hands On so make the most of this one.
Pages 080

DS & GBA REVIEWS!
Retro Darran teaches us new words and Liz dicusses her hatred of Pac Man.
Pages 084

RARE DS GAMES

The prodigal son returns?



IT'S JUST RECENTLY that several job advertisements have gone up on Rare's website for "Experienced 3D Artists (Nintendo DS)" and "Games Programmers (Nintendo DS)". This seems to be pretty much concrete evidence that Rare is making a return to Nintendo's farm, er, stable. Sty?

Rare is famous for bringing classics like *Donkey Kong Country*, *GoldenEye* and *Perfect Dark* to the SNES and N64, before selling-out and jumping onto Bill Gates' Xbox and making... well, *Grabbed By The Ghoulies* and updating the N64's *Conker's Bad Fur Day*. Huh, that's not much. But in between those two Xbox 'classics', to keep the team members from staring at the walls in apathy, the odd GBA game has been slipping out. *Donkey Kong Country 2*, *It's Mr Pants* and *Banjo-Pilot* have sneaked their way onto Nintendo's handheld, hopefully to much blustering from Bill.

A while ago Rare received DS Development kits but denied using them for anything other than research while its full attention was concentrated on Xbox and 360. But while it's deciding on *Grabbed By The Ghoulies 360* (or something), Rare obviously needs its people to get to grips with the Dev kits before they gather too much dust on the touch screen.

What possible games could Rare be developing for the dual screened wonder system? *Perfect Dark Zero* is being developed for the 360, so could we actually see a cross-platform release? Or will Rare just rehash the N64 original? It would be quite easy to do if a system similar to *Metroid Prime: Hunters* (see page 81 for more on that) is used.

Looking through Rare's back catalogue there are plenty of N64 games that can be re-worked such as *Banjo-Kazooie*, *Jet Force Gemini* and *Mickey's Speedway USA*. Well maybe not *Mickey's*.

Hands On will keep you updated on all of Rare's rumblings. ■



FOR ART'S SAKE

Bloke draws a poster

REMEMBER STAYING UP all night and making posters for Nintendo's Change The World design competition? You know, the one where you had to design a poster for Nintendo Power Magazine which would then be printed and how you got your mum to help with the sharp scissors and noxious glue? Yeah? Well you didn't win.

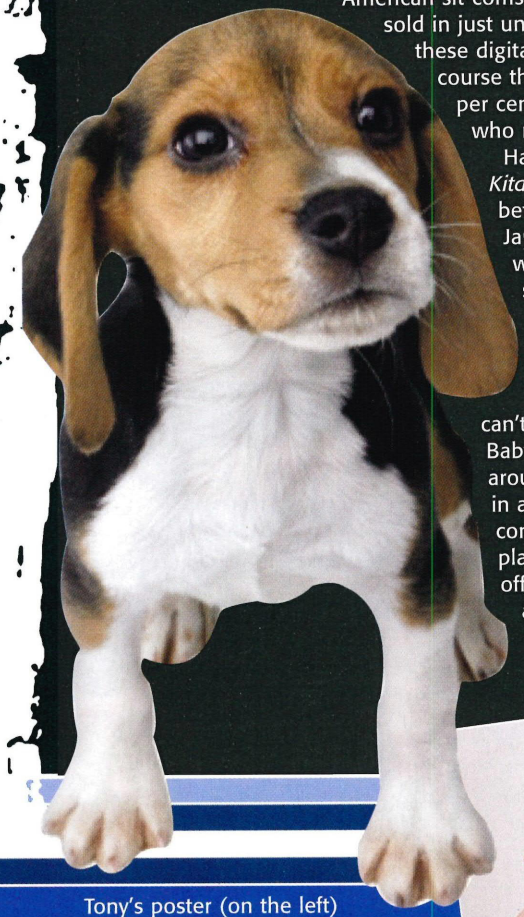
That honour goes to Tony Solary of Cleveland, Ohio. Don't worry though, the mag was obviously looking for people with some skill as Tone is a 24-year-old art graduate and life-long Nintendo fan, claiming to own all of Nintendo's systems, though we doubt he could draw so well if he'd spent any time with the eye-wrecking, headache-inducing Virtual Boy.

GIRLS LIKE GAMES

And so do old people!

THAT'S RIGHT, AND it's all down to the DS and a couple of kooky titles. Everybody knows how girls love cute things, so obviously *Nintendogs* has flown off the shelves in a frenzy women going crazy as they do at clothes sales in American sit-coms. Around 490,000 copies have been sold in just under two months and 42 per cent of these digital puppy owners were women. Of course this means that the remaining 58 per cent of purchasers were blokes who must be right girls at heart.

Hands On has mentioned *No-o Kitaeru Otona-no DS Training* before but it has really taken off in Japan (where they can read it) with older gamers. Based on a self-help book about training your mind by Ryuta Kawashima, it features maths, reading games and a bit of drawing, the perfect entertainment for elitist snobs who can't handle the pressure of guiding Baby Mario to Yoshi's back. Apparently around 205,000 copies have been sold in a month thanks to the stylus controls. "We eliminated a barrier to playing the game," said a Nintendo official, before eliminating some more at a multi-story car park. ■



Tony's poster (on the left) shows a typical gamer (really that's what you all look like, it's true!) wearing a Tanooki suit surrounded by images from *Super Mario Bros 3*, including a sleeping Chain Chomp, some nice perspective on the checked floor and the "Who Are You" advertising slogan.

It's quite nice really, but what did all of Tone's hard work get him, bar the poster being printed? A GBA and one game. Jipped! Just for the record, Nintendo, we'll settle for cold, hard cash and lots of it. That's the kind of people we are, and don't you ever forget it! ■



STRANGE, BUT TRUE BABIES

Sega is reportedly releasing a sequel to *Feel The Magic*, subtitled "Where Do Babies Come From". Er...

HANDS ON Accessories

CYBERLINK MULTICARD CASE

Those DS game boxes are massive and awfully obtrusive if you're trying to pack them into a small travel bag. So here, use these wee jobbies to carry three games at once. A little calculation makes that five games in total, sort of, you know – three in the box, one in the DS and a GBA game. They protect your games from impact shock and static shock so they'll be resistant to any knocks or sudden solar flares. They cost $12.95 (£7.40) and are available from lik-sang.com



GBA OPENING TOOL

Everybody wants to know how things work and inquisitive minds definitely want to see the inside of their GBAs. Now you can with this GBA Opening Tool, or screwdriver if you like. We started undoing the six obvious screws on a GBA SP, but were told to stop tampering with company property, so we don't know if there are any more, why not write in a tell us! The Tool costs just $5.99 (£3.40) at liksang.com.



DUST CAP DS

The DS has a multitude of holes (well, four), but what no one ever tells you is that these holes can get clogged up with dust which stops vital connections from connecting! So don't block them up with dust, block them up with these Dust Caps from play-asia.com priced just $4.99 (£2.85).



TID BITZ



WI-FI COMES?

There are tenuous reports that Nintendo may soon release a USB Wi-Fi adaptor for the DS enabling you to use your existing wireless network setup to go online with the DS. A shadowy Nintendo representative said: "This accessory will make your current internet connection compatible with Wi-Fi. The adapter would simply plug into a USB port on the user's PC and would allow the DS and Revolution consoles to access their respective online services." This online gloriousness could happen as early as Christmas this year, but as ever Nintendo refused to comment on the speculation.

NANOSTRAY SHORTAGE

Majesco is having a difficult time of it of late what with an impending lawsuit (it's about shares and lack of sales and stuff, it's really not that interesting) but what's really sticking the knife in is that retailers are not showing much support for its new release *Nanostray*. Apparently the game will only be stocked to fill out the pre-orders at shops like Gamestop and Walmart. Check the review on page 86 to see what we thought of it. Stop Press! This just in – we gave it...[enough of that! – Liz]

FEELING BLUE

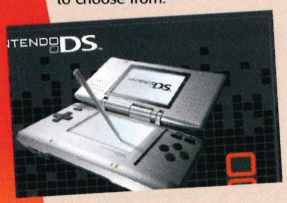
Some interesting figures for you: weekly sales of the DS have increased 86 per cent mostly due to the snazzy Electric Blue DS and *Mario 64* DS bundle. Everybody likes a bit of colour in their life, but if you don't you can get the bundle with the Titanium DS, if you're really dull.



SHIZZLE

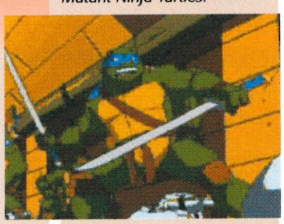
SEPTEMBER COMES!

The GB Micro will be coming out in Japan on 13 September along with three new GBA titles: *Mario Tennis Advance*, *Dr Mario & Panel De Pon* and *Super Mario Bros 20th Anniversary Edition*. There will also be 12 facsias to choose from.



GBA VIDEOS

Nintendo has confirmed that the popular GBA video series will be coming to Europe by the end of 2005. The first titles to be released will include *Cartoon Network Compilation*, *DragonBall Z*, *Yu-Gi-Oh!* and *Teenage Mutant Ninja Turtles*.



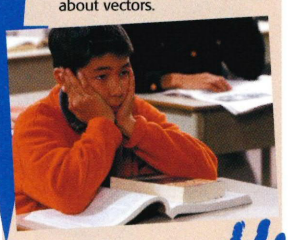
SAD SONG

According to reports Ubisoft isn't planning to release *Lunar: Dragon Song* in Europe!



SCHOOL BLUES

The summer's over and its back to school for a lot of you. Ah ha ha ha ha ha ha ha! We can play games ALL DAY LONG, whilst you have to learn about vectors.



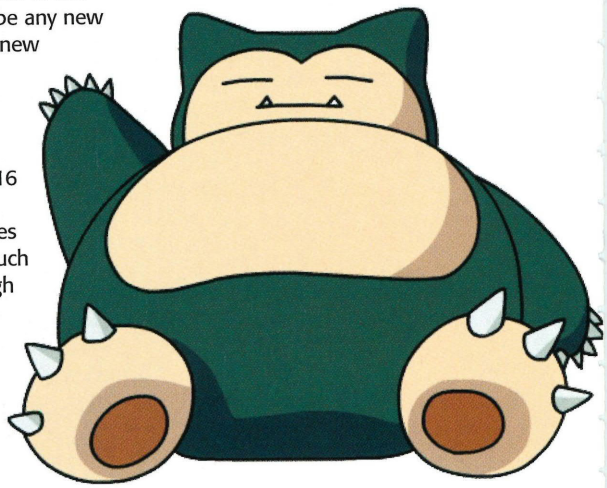
NIZZLE

POKÉMON DIAMOND/PEARL

Journey to the centre of the earth

POKÉMON FANS AROUND the world have been waiting with bated breath for news on *Pokémon Diamond* and *Pearl*, the first real *Pokémon* titles to come to the DS, and after months of waiting Nintendo has finally released some tasty morsels of information. In a recent interview in Korokoro Magazine with the games' producer Tsunegazashi Ishihara, director Jyunichishi Masuda and art/graphic director Kenshi Sugimori, it was revealed that *Diamond* and *Pearl* features GBA and GameCube connectivity. This means you can import your Pokémon from *Ruby/Sapphire*, *FireRed/LeafGreen*, *Emerald* and *Colosseum* (and we assume *Pokémon XD: Gale Of Darkness* as well, although this hasn't been confirmed by Nintendo yet). It isn't certain yet how many new Pokémon will appear in the game, although it was confirmed in the interview that there wouldn't be any new types (boo!) but there will be new combination types (yay!). *Pokémon Diamond* and *Pearl* will also take place in a brand spanking new region and features Wi-Fi enabling up to 16 people to link up.

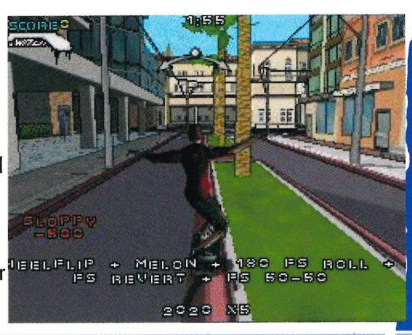
How the touch screen comes into play wasn't covered in much detail in the interview, although Ishihara did say that it would function like *Pokémon Dash*. The only disappointing news is that the game isn't due out in Japan until 2006, so we're going to have to wait for ages before we get it in Europe. Hurumph. ■



TONY HAWK'S AMERICAN WASTELAND

Nothin' wrong with a little bump and grind

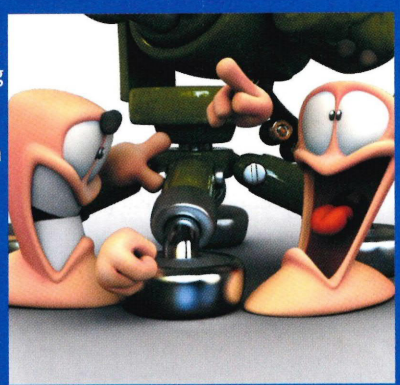
VICARIOUS VISIONS, THE team responsible for bringing the first Tony Hawk game to the GBA is working its magic once more with *Tony Hawk's American Wasteland* on DS. The game will feature "toon-shaded" graphics to set itself apart from the console versions and maximise the DS's capabilities, allowing it to run at 60 fps. It will feature expansive environments that you can ollie and grind your way around. The touch screen is reportedly being used as an over-head map, to draw avatars and customise board decals, as well as to activate special moves by tapping the on-screen icons. In addition to touch screen, the microphone will also play a part with players able to record phrases which their character will then use. The best news however, is that *THAW* will have an online multiplayer mode and you will be able to swap your customised decals and voice samples with other players online. The DS version is currently scheduled for a Q3 2005 release. ■



WIGGLY WORMS

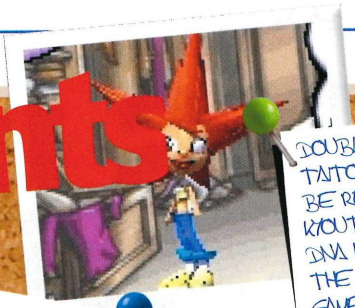
Nobody loves me, everybody hates me, down the garden eating worms

THQ HAS ANNOUNCED that it will be publishing Worms on the DS. The game is being developed by Team 17, the guys responsible for the enjoyable *Worms 3D* and *Worms Blast* on the GameCube, and will feature the "same award-winning gameplay" and "laugh-out-loud comedy" of the previous *Worms* games. "We are developing incredibly addictive new versions of our classic game for existing fans of the series and newcomers to the world of *Worms*," said Martyn Brown, Studio Director, Team 17. "It's time to dust off the Holy Hand Grenade and unleash some more exploding sheep!"



No specific gameplay details have been confirmed although our educated guess is the touch-screen will be used to select your target and choice of weapons. We'd also like to see the microphone brought into play, plus some all-new weapons, so fingers crossed Team 17 reads this and makes with the good stuff. ■

HANDS ON Announcements



LONE RANGER
REPORTS SUGGEST THAT THERE MAY BE A NEW POKÉMON GAME IN THE WORKS, POKÉMON RANGER, TO BE BASED ON THE NEW POKÉMON MOVIE DUE OUT IN 2006. NO DETAILS ARE AVAILABLE, NOT EVEN THE PLATFORM ON WHICH IT WILL APPEAR, ALTHOUGH WE ASSUME IT WOULD BE FOR THE GBA.

HELD TO RANSOM
ACCORDING TO REPORTS, THE CULT CLASSIC NES GAME RIVER CITY RANSOM IS COMING TO THE DS. NO FURTHER DETAILS ABOUT THIS FIGHTING GAME HAVE BEEN RELEASED AT THIS TIME, BUT HANDS ON WILL KEEP YOU POSTED.

DOUBLE TROUBLE
TAITO HAS ANNOUNCED THAT IT WILL BE RELEASING TWO NEW DS GAMES: KYOUTRYU TAISEN DINO CHAMP: SAIKYOU DNA HAKUTSU DAISAKUSEN (ROLLS OFF THE TONGUE THAT ONE!) AND TOUCH GAME PARTY. THE FIRST TITLE IS A PUZZLE GAME WHERE YOU HAVE TO EXCAVATE DINOSAUR FOSSILS THEN USE THE DNA TO RECREATE THE DINOS A LA JURASSIC PARK, WHICH YOU CAN THEN PIT AGAINST YOUR FRIENDS. KYOUTRYU TAISEN DINO CHAMP IS DUE OUT IN JAPAN ON 22 SEPTEMBER. THE SECOND GAME FEATURES SEVEN CARD GAMES/BOARD GAMES WHICH CAN BE PLAYED WITH A NUMBER OF YOUR MATES VIA THE SYSTEM'S WFI CONNECTION. TOUCH GAME PARTY IS DUE OUT ON 29 SEPTEMBER.

CINDERELLA STORY
THQ IS RELEASING CINDERELLA: MAGICAL DREAMS ON THE GBA WHICH ALLOWS YOU TO PLAY AS CINDERELLA, THE FAIRY GODMOTHER OR THE TWO MICE, GUS AND JAQ, AND DEPENDING ON WHOM YOU SELECT, THE STYLE OF GAMEPLAY WILL CHANGE. IT'S LIKE A FAIRYTALE COME TRUE. AHEM. CINDERELLA: MAGICAL DREAMS IS DUE OUT THIS SEPTEMBER.

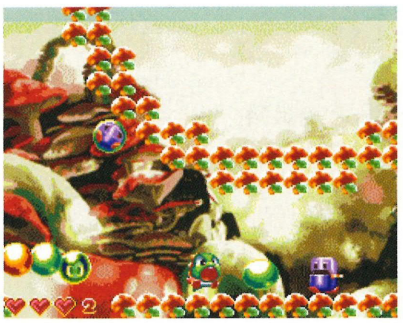
TROLLZ ARE BACK!
DO YOU REMEMBER THOSE UGLY TROLL TOYS WITH THEIR SHOCKING FLUORESCENT HAIR? WELL THEY'RE BACK WITH A VENGEANCE AND HAVE GOT THEIR VERY OWN GBA GAME: TROLLZ: HAIR AFFAIR.

BUBBLE BOBBLE REVOLUTION

Bub and Bob return on the DS

FIRST ANNOUNCED BACK in Issue 43, the bubbly Bub and Bob are bounding back into the spotlight with *Bubble Bobble Revolution* on the DS. As the second "Revolution" title released by Rising Star (the first was *Space Invaders Revolution*), *Bubble Bobble Revolution* takes the classic arcade game and adds all new features for a modern twist, such as microphone controls, Wi-Fi compatibility, touch-screen controlled mini-games, new bubble types and unlockable characters designed by Igusa Matsuyama of *Harvest Moon It's A Wonderful Life* fame.

The single player New Age mode sees Bub or Bob traversing an island is search of their missing friends, which is no easy feat as the action takes place over both screens for double the bubble trouble. Thankfully, *Bubble Bobble Revolution* has done away with one-hit kills and now features a health bar, plus they have all-new bubbles to blow. Players can also control the direction of the bubbles by blowing into the DS microphone, which activates fans adding even more fun and strategy than ever before! In addition to the single player mode, the game also features a four-player multiplayer mode where players compete to collect the most monsters on each level, and a two player Classic Mode where you and a buddy can play the original *Bubble Bobble* arcade game. *Bubble Bobble Revolution* is due out this September, and it looks thoroughly bubblicious! ■



FLIPPER CRITTERS

The DS goes pinball crazy

DESPITE SUPER PAC-MAN *Pinball* being ditched by Namco this hasn't deterred developer Zen Studios, as the company is repackaging the game as *Flipper Critters* on the DS. The pinball game will feature all the classic features such as rail, bumps, ramps and gates but will take the game to adventurous locations such as castles, the moon and mountain valleys. According to the Zen Studios the game will feature a bevy of mini-games as well as touch screen and microphone controls. *Flipper Critters* has yet to secure a publisher, but we expect it'll only be a matter of time. ■



BATTLES OF PRINCE OF PERSIA

The Prince goes back to his 2D roots...

HANDS ON INFO

PUBLISHER: UBISOFT
DEVELOPER: UBISOFT MONTREAL
PLAYERS: 1-2

Q4 '05	TBA	TBA

AFTER THE CRITICAL success of *Prince Of Persia: The Sands Of Time* and then the commercial success of *Warrior Within*, it was a logical step for Ubisoft to release a DS *POP* game. With the *Prince Of Persia: Kindred Blades* (working title) in the works, you might assume the DS game will be a tweaked version of the console one, featuring the trademark 3D action/adventure gameplay. However Ubisoft has now announced that *Battles Of Prince Of Persia* will be a turn-based tactical game more on a par with *Yu-Gi-Oh!* or *Dynasty Warriors* than any of the current *Prince Of Persia* games.

Battles Of Prince Of Persia takes place between the events of *Sands Of Time* and *Warrior Within*, with the land of Persia under threat from the Dahaka – the mythical beast from *Warrior Within* which brought death and destruction everywhere it went. Clearly having eaten Stupid Pie for dinner that night, the Prince releases an even worse evil whilst attempting to combat the threat which in turn stirs up conflict between India and Persia. Actually, the country could do with getting rid of that Prince. He's already caused loads of trouble by nicking the Dagger Of Time, which was then stolen and used to release the Sands Of Time, ticked off the Dahaka with his time-travelling shenanigans and created a "dark" version of himself in the meantime. What a turnip. Anyway, it's up to Prince Stupid and his generals to restore peace to the land and rid Persia of evil. Again.

The game utilises turn-based action, which is "driven by a collectable card system" according to Ubisoft. Whaaaaaaaat? What in the jiggins does a turn-based card game have to do with *Prince Of Persia*? But let's roll with it. As you play through the single-player mode you collect money that can be used to buy new cards to improve your deck. Alternatively you can trade cards with your buddies using the Wi-Fi connectivity or simply challenge them to a game in the multiplayer Multiboot or Hotseat modes.

In addition to the new card-based action, *Battles Of Prince Of Persia* enables you to play as any of the nine characters available including the Prince and his Generals. You then get to create a custom army from the three factions and twenty-seven units on offer. As you can tell from the screens the game has also taken a departure from the realistic graphics of the console versions, instead opting for toon shading, presumably to make the most out of the DS's limited graphical power.



Battles Of Prince Of Persia is due out by the end of the year, so until then feast your weary eyes on these luscious looking screens.







LIZ WE SAY...

We'd rather have seen a 3D platformer than a turn-based card game, but it could work. Perhaps...

METROID PRIME: HUNTERS



A taste of paradise! No wait, that's the wrong Bounty

HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PLAYERS: 1-4

Q4 '05	TBA	OCT '05

CONSIDERING IT WAS the first "game" to be released on the DS, very little had been seen of *Metroid Prime: Hunters* until E3, when Nintendo showed a new demo. Whoopie! Since then some more dribs and drabs of information have filtered through, so we've kindly compiled it all into one bite-sized preview.

First off, *Metroid Prime: Hunters* has a new focus: the collecting of alien relics rather than collecting armour parts to soup-up Samus. Whilst Nintendo is remaining typically tight-lipped as to what these relics can do it has revealed that because Samus starts off the game fully powered, the focus is more on power and "how the tension plays back and forth between sometimes being the hunter, sometimes being the hunted," according to Richard Vorodi at Nintendo Software Technology.





Samus isn't the only bounty hunter after the relics, however. The game features six bounty hunters in total, including Samus, each of whom has unique abilities and back-stories. Nintendo has yet to reveal all six characters, although it has confirmed three of the new ones: Noxus, Spire and Kanden. Noxus is a "spiritual being" who is attempting to vanquish the galaxy of evil. He can crawl around like a bug to get into small areas as well as plant bombs with his tail. Then there's Spire, a rock-based creature whose race is on the verge of extinction. Spire is out to discover the reason behind his race's demise. Spire has the ability to curl into a spiky-ball which can roll up walls. Then there's Kanden, a murderous solider who was made as part of an experiment to create the ultimate warrior. Each character has certain weapon preferences, so learning which weapons your character uses best is important, especially in the multiplayer mode.

Ah! The multiplayer mode. Sadly the game won't be online-compatible due to "time constraints", but it will feature a multiplayer mode that supports up to four players on one cart. You've all probably played the *First Hunt* demo by now and have a fair idea of what the multiplayer mode has to offer but there are a few differences. For starters, according to some reports Nintendo has suggested that the controls will be customisable, such as selecting the sensitivity of the stylus controls. In addition, the multiplayer mode will feature a number of game types including Death Match and a King Of The Hill-style mode.

And that's about it for the time being, but rest assured that you'll be getting the full skinny soon.



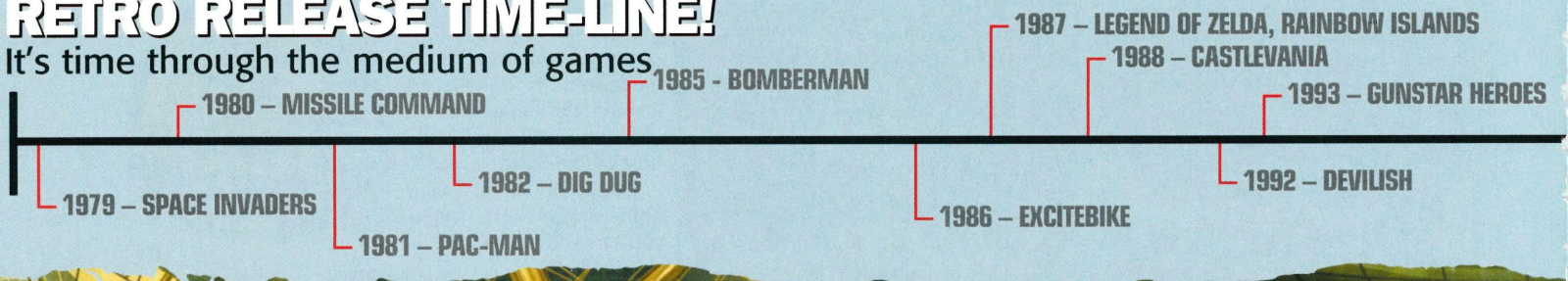
LIZ

BLAST FROM THE PAST

New games! But they're old! How come?

RETRO RELEASE TIME-LINE!

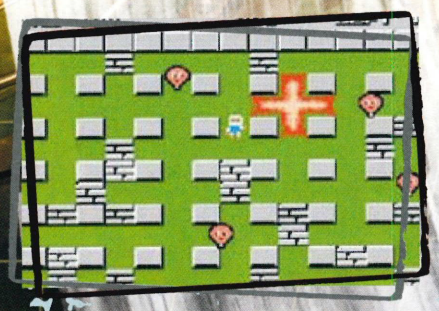
It's time through the medium of games





NINTENDO PREACHES THE future. Nintendo loves the future. "Innovation!" Nintendo shouts, holding a DS aloft in its big red and white hands, showing off the touch screen, stylus, dual screens and microphone. And lo, *Electroplankton*, *Nintendogs* and *Wario Ware: Touched!* came into the world and children of all shapes and sizes danced a merry jig.

Then there's the other side. The non-innovation. The re-releases. *Missile Command* being dug out of its grave, handed a stylus and asked to hide its age with an urban graffiti makeover before being shoehorned into a compilation with nine other equally confused Atari games.



Considering the amount of letters **CUBE** gets asking about remakes and why they're made, it's time to answer a few questions: When should the sword of cynicism be drawn and when should it be kept sheathed? Where do you draw the line? Are re-releases and remakes good or bad for the DS?

The answer is yes! And no. Sort of. What a great answer! The reason it's difficult to come to an answer is because there are so many different types of remakes, it's not always easy to lump them into good and bad categories. *Pac-Pix* is yet another iteration of *Pac Man* but uses the touch screen to create truly innovative gameplay that's never been seen before in any game, let alone the *Pac Man* series. You see! It's not easy. You can damn *Pac-Pix* for being yet another *Pac Man* game, you can praise it for taking the series in new directions. You can call *Retro Atari Classics* a cynical cash-in or justify it by saying it gives fans a chance to play *Missile Command* on the move.



So instead, let's look at the reasons why remakes are so common: the most obvious is that they're a safe bet for publishers. Example: if Sega were to release *Streets Of Rage* on the DS tomorrow, it would have guaranteed sales because *Streets Of Rage* has a fan base still tediously crying out for another addition to a series that was suddenly ended after its third iteration. Search for '*Streets Of Rage* petition' o

"PAC-PIX IS YET ANOTHER ITERATION OF PAC MAN"

the internet and Google will probably start crying with the amount of rubbish it has to drag back to your browser. Petitions demanding dead and buried games are revived can be found everywhere. Established names have power. You might think a game like *Dig Dug* doesn't have much of a fan base anymore, given it has been 20-odd years since it first showed its pixellated face to the world, but



FOURSOME

When games are re-released, they fall into four categories and we don't mean old, older, oldest and Darran. Retro remakes are easily identifiable and slot into the following:

THE NOSTALGIC WHIFF

The best category, given that these games tend to take the best elements from retro titles without being shackled to the past. *Castlevania: Dawn Of Sorrow* is a perfect example, it's an old series but it should use the DS innovations to good effect, with soul trading and touch screen controls providing the sparkle it needs.

THE OLD IDEA REMIXED

While the beloved DS might have brought the world accessible gaming, in some cases it has also brought along unworkable DS controls which seem to violate games that aren't sure how to deal with them. Retro games fear the future. Saddling them with touch screen controls is not the answer. *Retro Atari Classics*? *Space Invaders Revolution*? *Ridge Racer DS*? Pah.

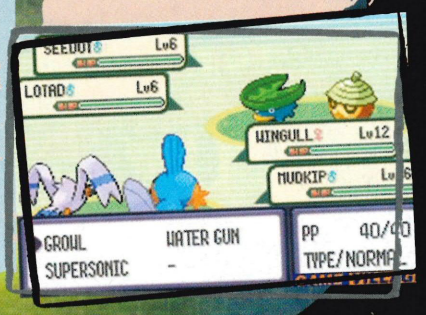


THE CHEEKY RE-RELEASE

Nintendo DS has ushered in an era of Nintendo 64 conversions with an extra screen, stylus and token mini-games bolted on so developers can shout the word "NEW!" whenever anyone even thinks of shouting "RE-RELEASE!" *Super Mario 64* was great for its time but did it really need another outing on Nintendo DS, with controls that could never match the original? It's debatable. Same goes for *Rayman DS*, minus the "was great for its time" comment.

THE BLATANTLY CHEEKY RE-RELEASE

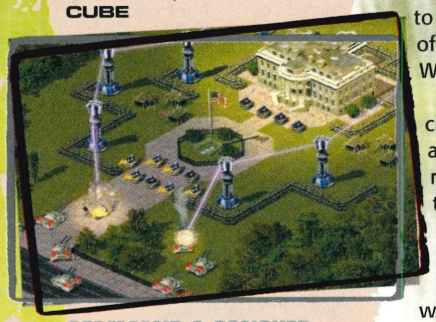
Classic NES Series for Game Boy Advance: genuine chance to relive classic games or Nintendo milking its back catalogue for a few more pennies? A £20 price tag for games that were often over 20 years old made this one nostalgic 'tribute' too far from Nintendo.



1995 – RIDGE RACER
1996 – POKÉMON RED (JAPAN)
1997 – SUPER MARIO 64
1999 – RAYMAN 2
2000 – MR DRILLER
2002 – SONIC ADVANCE
2003 – MARIO & LUIGI
2005 – ALL OF THE GAMES ARE RE-RELEASED IN SOME FORM WITH SHINIER GRAPHICS, TOUCH SCREEN CONTROLS AND CUTER TITLES. JOY!

DEAR DEVELOPERS,

Stop arsing about with re-releases for games like *Dig Dug*. If you're going to re-release anything, then please consult the list we have sent you (we also sent a lump of unidentified... stuff we found under Tim's desk, by way of a bribe. We don't know what it is but whatever you do, don't smell it).
Love and kisses,
CUBE

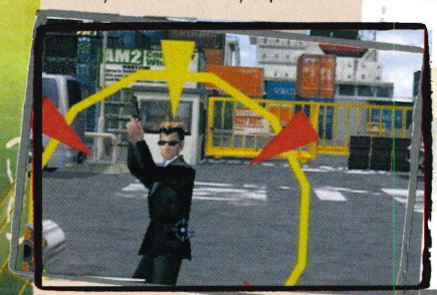


COMMAND & CONQUER

Strongly rumoured to be heading the DS's way, the touch screen and stylus would be perfect. Drag the stylus around your troops, point to where you want them to go and away they march. Awesome.

VIRTUA COP

Take away the red targets highlighting the villains and that combined with the small screen should ensure a tap-screen-to-shoot system might actually work. No inventory required!



DISCWORLD

Take out the speech and there's no need to put this on CD-ROM, just ram the rest onto the DS's cart and hey presto, a classic point 'n' click adventure that lasts longer than *Another Code* and is double the fun. Ensure "That doesn't work" stays in and you're onto a winner.

FINAL FANTASY VIII

We know it's near impossible but go on, please.



you'd be surprised how many extra sales the name alone will pull in. Think about it. Even Nintendo adds names and faces to games that don't necessarily need them to ensure its war chest is kept topped up. If you saw *Yoshi's Touch & Go!* on the shelf but it didn't have Yoshi's name on the box, would you still buy it? The chances are that you're not as likely to reach for your wallet – the power of established names, people! Witness and learn.

For developers, it's easier and cheaper to take an existing game and simply port it across to the DS rather than create a new one from the ground up. Think about many of the DS's releases titles. *Ridge Racer DS* might have had a new control system but underneath it was the same as the original N64 version. There was no need for developers to sit down and design new tracks, cars, game engine or anything like that. Everything was already there and ensured Namco could quickly pump a game onto the shelves in time for the DS's release. *Super Mario 64 DS* is another example, adding new mini-games, enemies and characters, adding cosmetic touches to a game fundamentally the same as the 1997 original. In the case of the NES Classic Series, it's even easier. Port the original NES games onto GBA cartridges, add a funky save system (that's almost impenetrable to all but the most persistent, well done Nintendo!) and stick it in a new box. Add a £19.99 price tag et voila, easy money because the games only need a few sales to cover the minimum cost. You see! Remakes are good for publishers and developers.



"REMAKES CAN OFTEN LEAD TO GOOD THINGS"

But are they any good for you? The trend for remakes can often lead to very good things happening, causing fanboys the world over to punch the air with their fat hands and retro buffoons to say: "Oh gee whizz mister, that's exciting news!" *Gunstar Super Heroes* is a dream come true for those who played the original *Gunstar Heroes* on Mega Drive and it also neatly sidesteps any remake argument by being a brand new game rather than an old one dusted down and thrust into a brave new world of touch screens and styli. Likewise, *Castlevania: Dawn Of Sorrow*, *Lost In Blue*, *Mario & Luigi 2* and the new *Super Mario Bros* game can all be branded remakes, re-releases or simply unambitious but you won't hear any complaints from Game Boy Advance or DS owners. That's the main reason remakes exist and will continue to exist. Yes, they're often guaranteed sales for publishers and yes, they're easy for developers who can switch to auto-pilot and simply polish a game they made over a decade ago. Above all that, however, they're pleasing for long-term fans clamouring for the revival of their favourite games. And if you don't like them, don't buy them. Vote with your wallet and the games industry will listen. Good. Hopefully that clears up why there are endless remakes and re-releases clogging up the GBA and DS release schedules and you don't have to write in about it anymore. You can go back to writing about why Nintendo makes you happy instead! Hurray! ■





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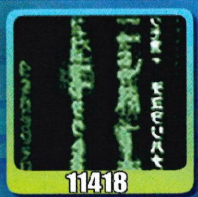
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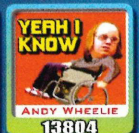

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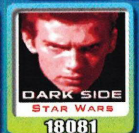
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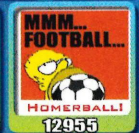
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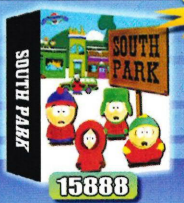
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TXT UK Top 10

1.	22609	Daddy Yankee	Gasolina
2.	16244	M V P	Roc Ya Body
3.	15022	Lee Ryan	Army Of Lovers
4.	20076	Axel F	Beverly Hills Cop
5.	20168	Charl Church	Crazy Chick
6.	22611	Roll Deep	The Avenue
7.	22322	Uniting Nations	You and Me
8.	16259	Gorillaz	Feel Good Inc
9.	18262	Audio Bullys	Shot You Down
10.	11227	Green Day	...September Ends

R'N'B Top 10

1.	22399	Ludacris	Pimpin'AllOver...
2.	22328	Snoop Dogg	Ups and Downs
3.	22329	Amerie	Touch
4.	11058	2Pac/Elton John	Ghetto Gospel
5.	14485	Eminem	Ass Like That
6.	16092	Akon	Lonely
7.	15401	Ice Cube	You Can Do It
8.	12220	Gwen Stefani	Hollaback Girl
9.	18371	Will Smith	Switch
10.	18250	Black Eyed Peas	Dont Phunk With...

Fart Top 10

1.	14082	South Park Fart Song
2.	14079	Loud Burp!
3.	13120	Blow Raspberry
4.	12362	Slippery Fart
5.	12351	Puke
6.	12247	Sizzle Fart
7.	12492	Burp-tastic!
8.	13846	Go Pee
9.	15186	On Fart For Man
10.	12385	Fart & Burp Man

REAL Top 10

1.	22720	Uniting Nations	You and Me
2.	22708	Gwen Stefani	Cool
3.	22710	Gorillaz	Dare
4.	22614	Daddy Yankee	Gasolina
5.	22615	Paul Weller	...Floorboards Up
6.	20252	Mario	Here I Go Again
7.	20255	Basement Jaxx	U Dont Know Me
8.	20105	Bizarre	Rockstar
9.	20107	Eminem	Ass Like That
10.	20067	2Pac/Elton John	Ghetto Gospel

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15417 Mad Cow
15982 Disco Chick


19064 Vicky Pollard
11088 Lou and Andy
18515 Bitty Bitty
18537 Daffyd
19052 Michael And Pm
19062 Ray McCooney

Celeb Tones

14826	Dirty Sanchez
11146	Jordan
12389	Peter Kay
11106	Avid Merrion
11071	Bear (Bo)
12381	Borat (Ali G)
11150	Frodo and Gollum
11143	Kat Slater (Bo)
11069	Mel b (Bo)
11067	Michael Jackson
11159	Ozzy Osbourne
11151	Alan Partridge
11102	Ali G
19035	Kenny Craig
19038	Marjorie Dawes

Crazy Tones

15417	Mad Cow
15416	Crazy Frog
12492	Burp
15467	Dog Eats Frog
15565	Kill All Phones
15982	Disco Chick
12518	Creepy Door
15095	Scary Voice
15563	Torture Tone
12507	Alien Talk
12510	Baby Sound
12487	Ambulance
12518	Creepy Door
12537	Godzilla
12504	Crazy Cat



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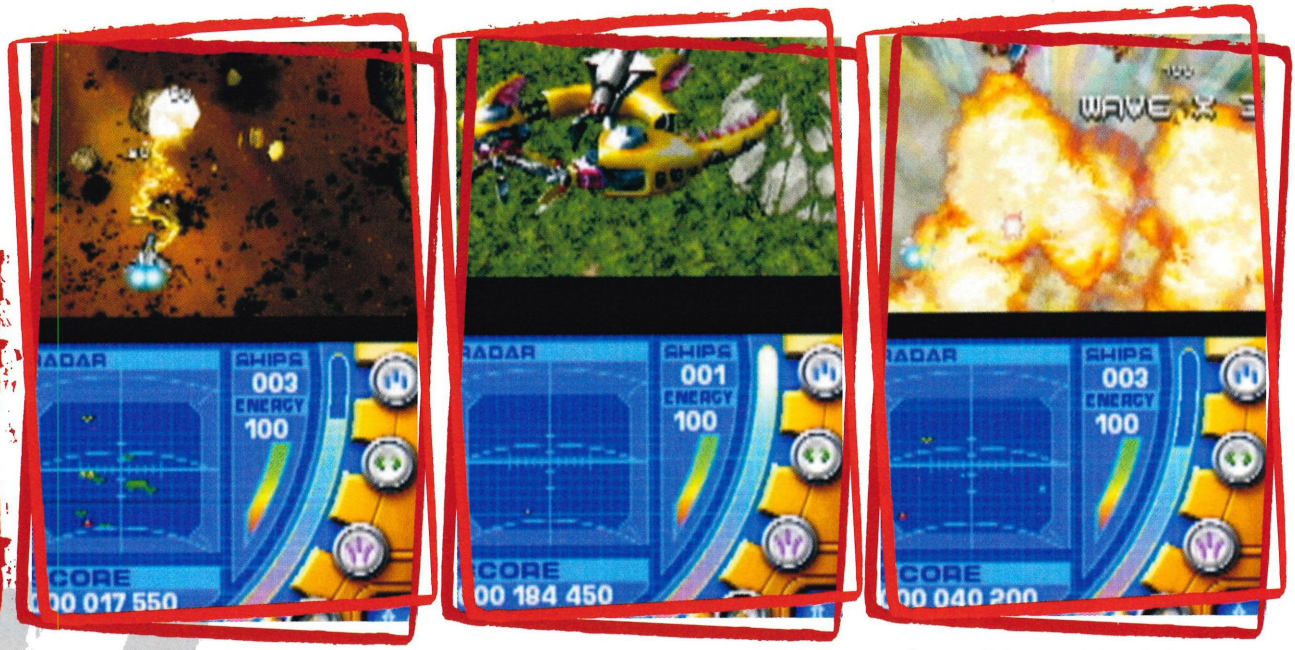
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NANOSTRAY

New words: shmup, Axelay and ungulate



HANDS ON INFO

PUBLISHER: MAJESCO
DEVELOPER: SHIN'EN
PLAYERS: 1-2

DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	

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EVER SINCE THE dawn of time people have loved shmups (or shoot-'em-ups, as they're more commonly known). While there's no firm proof to suggest otherwise, it's widely believed that the term shmup was originally coined after cavemen were spotted attacking mammoths and other vicious prehistoric beasts by rapidly firing rocks at them. Several hundred million years later the term was adjusted to infer illicit drug use (something **CUBE** would never condone). It wasn't until the very first videogame appeared (that's *SpaceWar!* not *Pong* you young upstarts) that the term Shmup found its true home and it has been used to describe the genre ever since.

"What do you mean I'm supposed to be talking about *Nanostray*? That wasn't in the contract... Oh, it was... Don't call me a shmuppet, Miles, I know where you live and I can hurt you..."

Ah sorry about that. You let your mind wander and you're all over the place... Anyway let's talk about *Nanostray* – easily the greatest looking DS title this side of *Ganbare Goemon: Toukai Douchuu* and a damn sight more accessible to boot. With so many people harping on about the ridiculous amount of polygons that the PSP can push around, it's pleasing to see that Shin'en knows how to get the best out of Nintendo's hardware. This is the third shoot-'em-up that the German developer has produced and as with its Game Boy Advance titles *Iridion* and *Iridion II*, *Nanostray* looks absolutely gorgeous and puts earlier DS titles to shame.

Fly over the industrial Chuuroh City and your jaw will drop in amazement as your fighter flies through a bustling metropolis of tall skyscrapers and immense pipe structures. Zip across the Hibashira Plains and you'll encounter some incredible cloud effects and deadly gouts of molten lava. The Mitsurin Jungle on the other hand is a patchwork of lush forests and deep rivers. Shin'en has produced a work of art and it can be seen in every single polygon. Ship design is superb and every enemy has been meticulously crafted. A lot of love has gone into this game and it's apparent in practically every one of *Nanostray*'s eight levels.

It could be argued that all shmups are the same, but not in front of Darran.

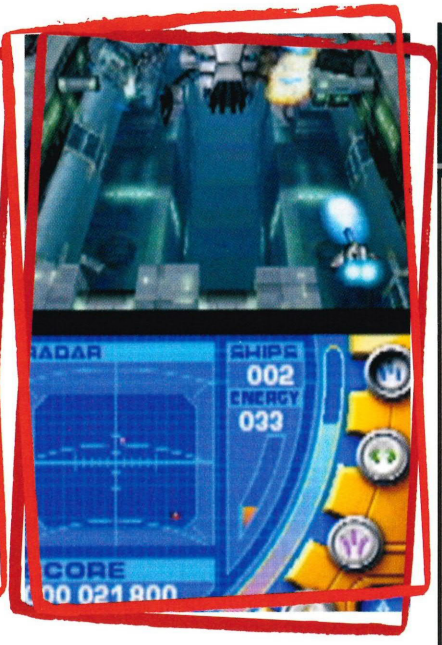
Not only are many of the levels based on previous shmups such as *Ikaruga* and the amazing *Axelay*, but many of the enemies are based on classic games as well. The giant golden fishes and constantly twisting snakes are just are few of the more obvious nods to classic enemies from the likes of *Darius* and *R-Type*, but the eagle-eyed shmupper is bound to spot many more.

Of course, a good shooter is nothing without a rousing score to back it up and *Nanostray*'s is particularly good. There's a superb selection of tunes to accompany all the frenetic blasting and fans of hectic techno beats and crashing rock tunes are well catered for. It perfectly suits the on-screen action and is further bolstered by some suitably aggressive spot effects.

Considering how dull both *Iridion* titles were to play its encouraging that Shin'en has really thought about *Nanostray*'s structure. While there are only four different weapons to choose from they all have more powerful variations that can be accessed by







pressing B. Continual use drains their power though, so you'll need to replenish it by shooting down waves of enemies and collecting the coins they leave behind. While the gold currency slightly boosts your score, it's the blue coins you should be seeking out. Suck one up with your ship's handy vacuum and it'll completely recharge your bar. Collecting further blue coins will enhance your score multiplier, so *Nanostray* actually rewards you for not using your most powerful weapons. It's a great touch and adds a surprising amount of strategy to what would be an otherwise straightforward blaster. Shin'en has created a great risk vs reward structure that will keep you playing long after *Nanostray*'s eight main levels have been completed.

Fortunately, there are plenty of unlockables to ensure that you'll constantly be returning to this classy little shooter. Arcade mode enables you to play any level you've completed in Adventure mode, while the challenge section will keep you going for ages. There's also a rather nifty two-player option that's jam-packed with all manner of cool game modes. Variety thy name is *Nanostray*. For all its greatness though, *Nanostray* isn't without its share of problems. While the scoring system has some nice touches, it's possible to shoot enemies that are off-screen (which will cost you precious blue coins) *Nanostray* also suffers from some invisible walls that can make boss encounters annoyingly tricky. Perhaps the biggest problem though is how poorly the second screen has been used. Using the touch screen to change weapons is quite frankly a pain in the arse and totally kills the instictiveness that any good shmup needs.

These niggles aside, *Nanostray* is still a great little blaster and well worth looking at if you're a fan of the genre, let's just hope Shin'en decides to do a sequel.

DARRAN

He gets well miffed if you do that and starts swearing. He's great.





HANDS ON Verdict

GRAPHICS
Gob-smacking visuals that will make you wonder why the DS doesn't have more 3D titles.

AUDIO
Fantastic mix of tunes that are complemented by some outstanding spot effects.

FINAL SCORE

7·6

RETRO LESSON NO 1: AXELAY



It's obvious to any old timers that Shin'en dreams of eventually realising a new version of the classic Konami shooter *Axelay*. Originally released in 1993, Konami's superb shooter stunned everyone with superb level design, intricate weapon system and some of the most amazing bosses ever encountered in shmupland.

While many of *Axelay* 's levels took place on a horizontal 2D plane (albeit one resplendent with parallax scrolling) it was the stunning pseudo 3D levels that had SNES owners drooling. Utilising some clever Mode7 trickery Konami created some breathtaking backdrops that still stand up today. Indeed, *Axelay* plays so well still you have to wonder why Konami hasn't re-released it. Here endeth the lesson.



ROCK MAN EXE 5 DS TWIN LEADERS

And you thought Ganbare Goemon was indecipherable

INFO

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

DUAL SCREEN	
MICROPHONE	
WI-FI	
TOUCH SCREEN	

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EAGER READERS MAY recall that we reviewed Konami's rather spiffy looking *Ganbare Goemon: Toukai Douchuu*, but had to mark it down due to its incomprehensible language barrier. Well guess what? Exactly the same thing is about to happen right here, before you very eyes.

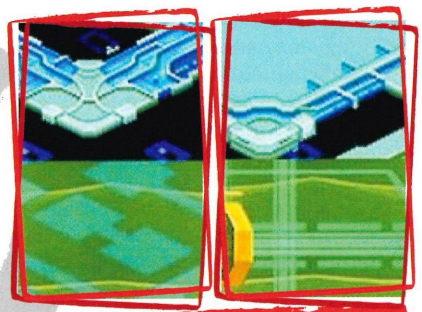
Indeed, at one stage we even thought about just reprinting the *Goemon* review and substituting all the *Goemon* references for *Rock Man* ones. Sadly, even Miles isn't that stupid and after much deliberation, we decided to write an all new review – which is quite decent of us considering Capcom hasn't bothered to release an all-new game.

Yup, that's right *Rock Man EXE 5 DS Twin Leaders* is actually a reworking of the two *Mega Man Battle Network 5* titles that were recently released for the Game Boy Advance. Luckily, Capcom has included a decent amount of extras to ensure that loyal *Mega Man* fans won't be disappointed, but it still feels like a bit of a jip.

If you're a fan of the *Battle Network* games you'll know exactly what to expect with this DS latest offering. You're able to jack into various parts of the internet, collect different cards to attack your opponents with and every battle takes place on a 3x6 square grid. You can select up to three cards at any one time and you'll find yourself facing off against plenty of famous *Mega Man* opponents. So far, so *Mega Man*.

Sadly, being a remake of the Game Boy Advance titles means that Team Battle isn't the greatest looking title around (it certainly pales in comparison to Konami's gorgeous *Goemon* title and it would have been nice to see an all-new graphics engine. Still, it's the little touches that are important and Capcom has made a fair few tucks and tweaks to ensure that the gameplay is better suited to the DS's unique screen layout. Menus are incredibly easy to negotiate and while everything is easily accessible via the D-pad and face buttons, using a stylus feels so much more natural (roll on the first proper *Pokémon* RPG). Another nice addition is the ability to cheer into the mic in order to improve Mega Man's abilities. Granted, it's only a throwaway touch, but it's cool all the same.









Still, for all its enjoyable combat and intuitive menus *Twin Leads* suffers from that old chestnut – the Japanese language barrier. Indeed, if it weren't for the fact that a walkthrough already exists for the previous games we wouldn't have made it past the second level. Our advice? Wait for a PAL or US release.

Please note – We're well aware that this is a *Rock Man* game, but we're calling it *Mega Man* because we can.

DARRAN

HANDS ON Verdict

GRAPHICS
Bold, bright visuals that perfectly capture the *Mega Man* franchise

AUDIO
Chirpy little tunes that will be instantly recognisable to *Mega Man*'s legions of fans.

FINAL SCORE

5·6

CHARLIE AND THE CHOCOLATE FACTORY

It's Charlie And The Chocolate Factory but fun-sized!

HANDS ON INFO

PUBLISHER: TAKE TWO
DEVELOPER: BACKBONE ENT.
PLAYERS: 1

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AH, YOU LUCKY, lucky readers; you're getting not one but two chances to play *Charlie And The Chocolate Factory* this month. Woooo! If that doesn't sound like it's dripping with sarcasm, then please re-read that last sentence with the appropriate disdain attached. This depressing thought aside, it's probably worth mentioning that despite its flaws the GBA version of the game comes out trumps over its GameCube counterpart.

Taking the essence of the console game, the GBA version is heavily focused on puzzle solving with the occasional mini-game thrown in for good measure.



The levels are centred round the four rather unpleasant children, Violet, Augustus, Mike and Veruca, who were foolish enough to mess about with Wonka's sweets, and it is up to you (playing as Charlie) to get them safely back to their normal selves.

The majority of the game asks you to get from point A to point B without getting attacked by any boy-hating candies or robots. Whilst this could be immensely tedious, boredom is staved off for the most part by some well-implemented puzzles that use the environments fairly well. Most of the puzzles require you to find a way to open locked doors, fix switches or clear blocked pathways. To do the majority of these things you will have to find some Oompa Loompas and then figure out ways to get the little critters to the part of the level where you need them (hey, they're like two inches tall. They can't even walk over a grain of dust), such as flinging them off see-saws, getting them to float using helium balloons or air vents, or getting them to break through walls by giving them a pickaxe. In fact a large portion of the game is working out how to get the Oompa Loompas from one place to another in order for them to fix the relevant switch or machine, but unlike the console version it never feels contrived. Repetitive maybe. However, whilst these puzzles will tax younger brains, older players will find they get incredibly predictable after a while.

The game doesn't solely feature "find switch" puzzles thankfully, as you are expected to do tackle challenges such as blocking a vent by throwing chocolate drops into it or chase Augustus down the chocolate river, as well as collecting all the letters in WONKA or ingredients scattered about the levels to unlock movie artwork (how imaginative) and mini-games.

In all the game is varied and challenging enough to amuse the younger gamer, although older Roald Dahl fans would be wise to avoid it if you don't want to tarnish those childhood dreams.

LIZ



HANDS ON Verdict

GRAPHICS
Some tasty looking level designs, with plenty of variety to stimulate the eye.

AUDIO
If you like the same music to be played on a loop then you'll love this.

FINAL SCORE

6.5

STEEL EMPIRE

This is one retro game that hasn't gone rusty...

INFO

PUBLISHER: ZOO DIGITAL
DEVELOPER: ZOO DIGITAL
PLAYERS: 1-2

OUT NOW | TBA | OUT NOW

DID YOU KNOW that hidden inside development studios the world over are mysterious Shaman, who open pathways between Earth and the heavenly realm of the Retro god, seeking out old franchises that can be re-released to generate oodles of money for their overlords? No? Maybe that's just wishful thinking on our part then, but there's no denying the number of retro games on the GBA and DS at the moment is impressive.

The latest classic to get a millennium makeover is *Steel Empire*. Originally released on the Mega Drive in 1992, the side-scrolling shoot-'em-up tells the story of a world enslaved by the evil Motorhead Empire. It is up to you, a lone pilot from the Republic Of Silverhead to take down the enemy fleets and restore order to the world once more.

At the start of the game you get to select one of two ships: either a zippy airplane (which has less life) or the slower Zepplin (which has more life). Each vehicle comes equipped with standard two-way weapons (press A to shoot forwards, B to shoot backwards) and miniature bombs which can be upgraded during each level by collecting EX tokens. As your weapons level up they become more powerful and effective against your enemies, something that is vital in the later stages as the action heats up. However when you die, which is often, your Experience levels go down so getting your weapons levelled up isn't always easy. Thankfully you get a limited number of special Thunder bombs, which kill everything on the screen or inflict serious damage on the mammoth end-of-level bosses.

Still, even with these weapons, getting through *Steel Empire* is no easy feat as each stage is brimming with enemies, from laser-shooting windmills to rolling gun turrets and missile-launching locomotives. In fact it's a bit too much for your eyes to take in sometimes; even the game can't handle the shear load of enemies as it suffers from slow-down from time to time.

To make life even harder you only have a limited number of lives and continues to get through the entire game. Getting through the game in one sitting takes practice and even more patience and in today's world of multiple checkpoints and memory card saves some gamers may not appreciate *Steel Empire*'s old fashioned, "arcade" style. However, hardcore old-skoolers will relish the challenge and will undoubtedly experience a wave of nostalgia at its simplistic yet taxing gameplay. We know we did.

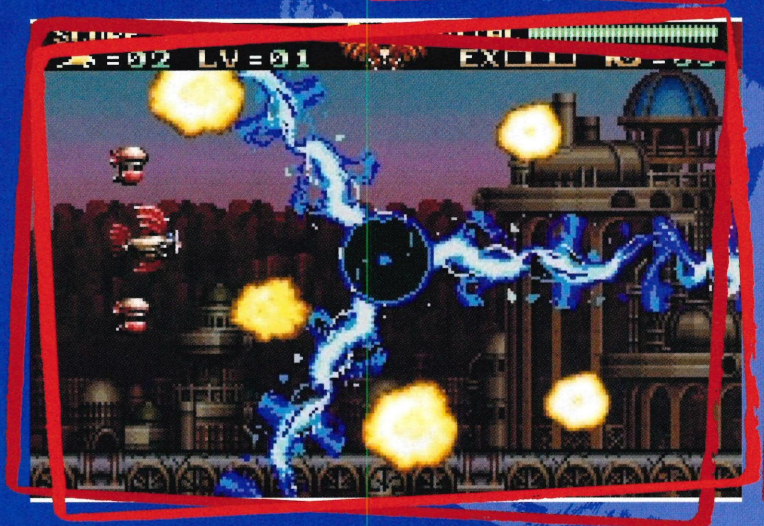
LIZ







Kill! Crush! Destroy! Yah! Electirc death from above!





Shoot! Super! Special! Shinkuu-Hadoken! (it's a big fireball, y'see?)



HANDS ON Verdict

GRAPHICS
Vivid and colourful environments, jam packed with WWII inspired vehicles.

AUDIO
Standard bleeps and bloops. Fairly basic stuff.

FINAL SCORE

7.0

PAC MAN WORLD 2

It's never good when you side with Blinky, Pinky, Inky and Clyde...





WORDS SIMPLY CANNOT describe the absolute agony you'll experience when playing *Pac Man World 2*, which is a slight problem given that words are our weapon of choice. So how do we describe this game? Like this: GAH! ARGGGGHHHHHH!!! No, you stupid Cheese Monkey! Die! Die! Die! Why do you hate me so much? Whhhhhyyyyyyyy? [head slumps on table]. Yes, that's pretty much it, and here's why.

Pac Man World 2 features one of the most insufferable control systems known to man. Instead of having the traditional double-jump Pac Man has a Butt Bounce. Yes, a Butt Bounce. It really is as stupid as it sounds, so why it keeps appearing in Pac Man games we'll never know. If you want to get Pac Man to reach a platform high above you, you have to butt bounce to it, but getting Pac Man to butt bounce accurately in this game is as about as probable as getting a SCUD Missile to blow up a weapons silo without hitting the local school. Good fupping luck mate. It's just so annoying! Why can't he just double jump like a normal platform hero?

To make matters worse, the game has a nifty trick of hiding platforms behind foliage so you have no idea whether you're jumping to safety or to your imminent death. It's normally the latter option, if you were wondering. Equally, should you attempt to jump to a higher ledge and fail, instead of falling back down to safety on the platform you saw directly below you, you plunge into nothingness and die. WHY? Whimper.

As if this wasn't bad enough, if you try to charge or butt bounce on enemies, Pac Man has a nasty habit of rebounding straight off the cliff. Bad luck, as the game occasionally resets you to a really stupid point, such as on top of a Rota saw. What a great choice! Yes, put Pac Man on a spinning blade of death. We can see the logic behind that. Okay, enough ranting. What about the good points? Well, the game features Pac Man, who is normally pretty awesome. *Pac Man World 2* also features a wide range of locations, each with their own unique challenges and themes, and if you don't gouge your eyes out from frustration then they're actually quite nice to look at.

Sorry, we're really struggling to say anything else good about this game, so here's a word of advice: don't buy *Pac Man World 2* unless of course it's a present for someone you hate.

LIZ

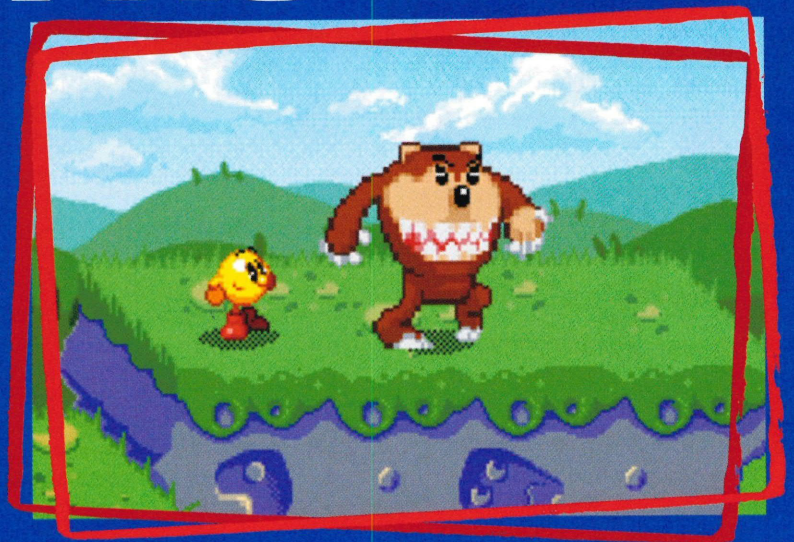




INFO

PUBLISHER: ZOO DIGITAL
DEVELOPER: ZOO DIGITAL
PLAYERS: 1

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Verdict

GRAPHICS
Pac Man looks as cheesy as ever, but overall it raises a shrug of indifference.

AUDIO
Better than your average plinky-plonk tunes, but they do grate very quickly.

FINAL SCORE

3.5

DIRECTORY

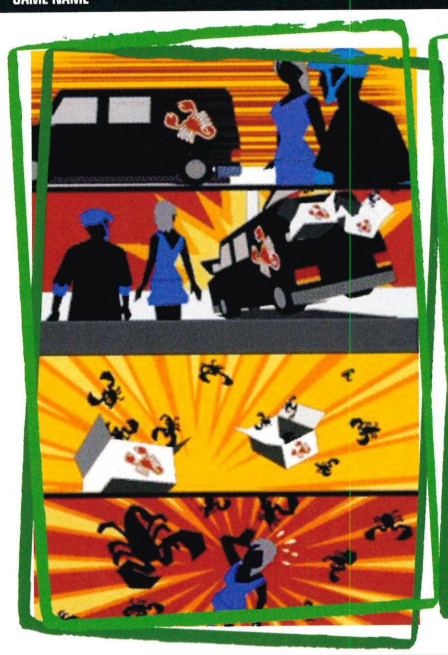
Got a new DS? Got a big wad of cash to spend on games to play on it? Well here they all are, along with exactly what we thought of them. Good, eh?



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**
Rag tag 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**	
Make plinky-plonky tunes on your own!						
Famicom Wars DS	**Nintendo**	**Intelligent Systems**	**1-8**	**48**	**NTSC**	**9.0**
It's Advance Wars but double the fun!						
Ganbare Goemon: Toukai Douchuu	**Konami**	**In-House**	**1**	**48**	**NTSC**	**5.9**
Innovative mini-games, but the language barrier is impenetrable						
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!						



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







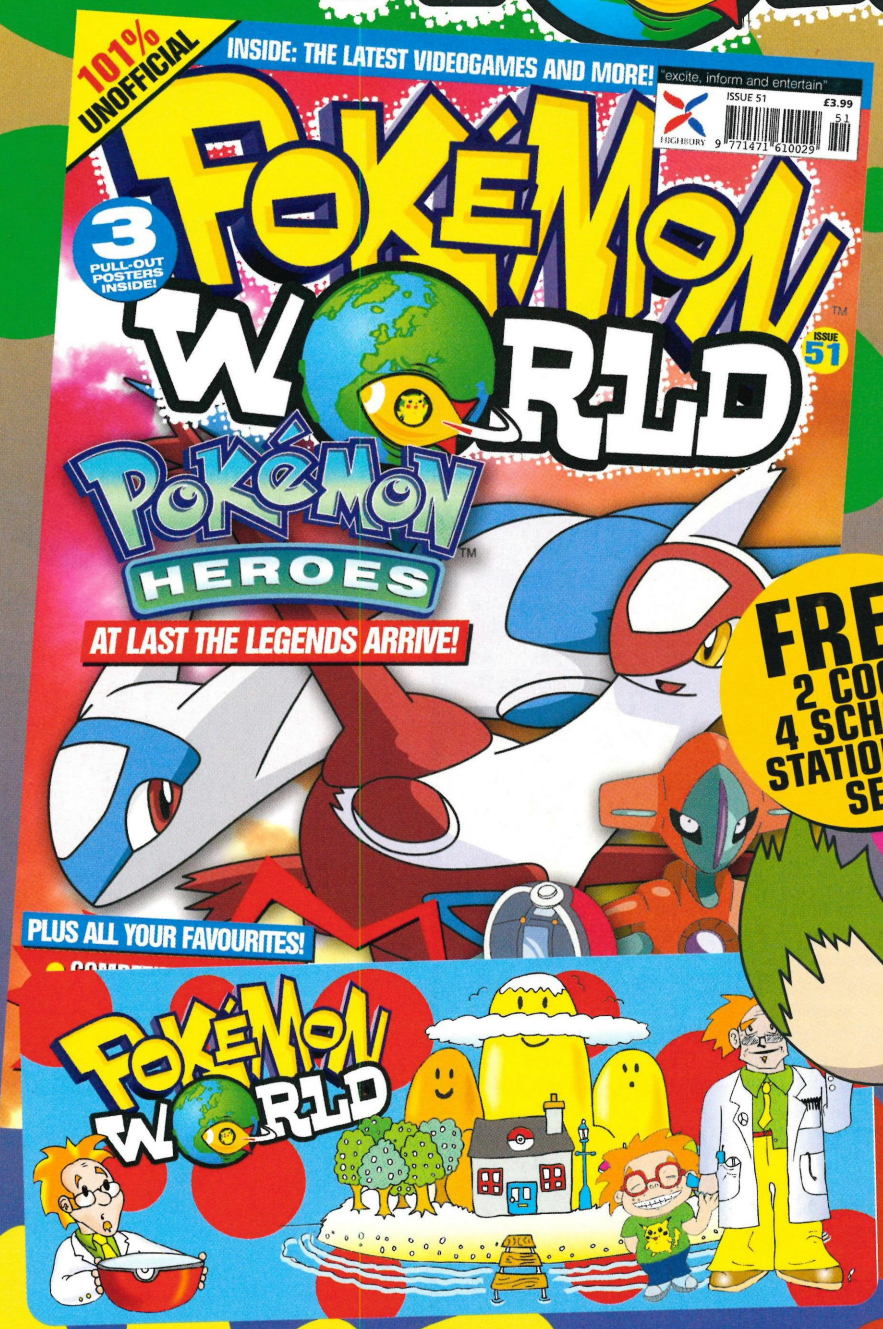
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Nintendogs	**Nintendo**	**In-House**	**1-4**	**46**	**NTSC**	**8.7**
Like sniffing the crotch of gaming Heaven						
Pokémon Dash	**Nintendo**	**Ambrella**	**1-6**	**41**	**NTSC**	**4.0**
Horrible, horrible racing game, but with added Munchlax.						
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

101% UNOFFICIAL!

POKÉMON WORLD

ISSUE 51 IS OUT NOW!



THIS ISSUE...

We reveal the latest Pokémon DVD and show you how to capture the legendary Deoxys. We have a complete list of all the EX Unseen Forces Pre-Release tournaments and a fantastic compeition to win a full box of the new cards..

FREE 2 COOL 4 SCHOOL STATIONERY SET

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

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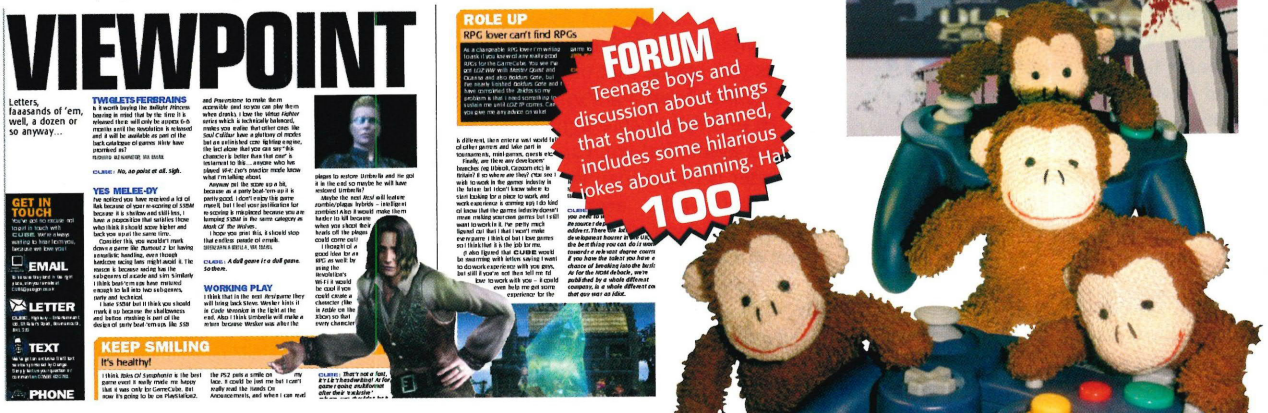
PLUS PUZZLES, POSTERS AND COOL COMPETITIONS!

NETWORK

Welcome to the Network! We have no idea why it's a network, it's not like it's LANed up or anything and it's certainly no Xbox Live – no lag!

VIEWPOINT

96 Forum people have been complaining about the letters on the letters page, then they decided to write in themselves – they were rubbish.



CHEATING MONKEYS

104 The Cheating Monkeys aren't real! It was us all along. Right that's that debunked. What's next? Santa? Chandra?

REGULARS

BEAT THE WORLD

102 Jonas Pettersson has become complacent – he didn't send any entries in this month, maybe he's bottled it.

ACTION REPLAY

106 You love these codes don't you? Yeah you do, otherwise we wouldn't print them.

THE DIRECTORY

122 The long list of games, but don't read that, read the bits at the side, this is where we try to be funny.

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 "Find out what's coming out in the next issue of CUBE magazine!" We copied and pasted that bit from last month.

CONTENTS

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KILLER7

108 What's the story about Chandra? "Well it starts of with..." Zzzzz, oh shush will you. We must stop asking him questions, but you can find your answers here. In the guide that we did.

VIEWPOINT

Letters, faaasands of 'em, well, a dozen or so anyway...

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 Peters 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.

TWIGLETSFERBRAINS

Is it worth buying the *Twilight Princess* bearing in mind that by the time it is released there will only be approx 6-8 months until the Revolution is released and it will be available as part of the back catalogue of games Ninty have promised us?

RICHARD BLENKINSOP, VIA EMAIL

CUBE: ***No, no point at all. Sigh.***

YES MELEE-DY

I've noticed you have received a lot of flak because of your re-scoring of *SSBM* because it is shallow and skill-less, I have a proposition that satisfies those who think it should score higher and back you up at the same time.

Consider this, you wouldn't mark down a game like *Burnout 2* for having unrealistic handling, even though hardcore racing fans might avoid it. The reason is because racing has the sub-genres of arcade and sim. Similarly I think beat-'em-ups have matured enough to fall into two sub-genres, party and technical.

I hate *SSBM* but It think you should mark it up because the shallowness and button mashing is part of the design of party beat-'em-ups like *SSB* and *Powerstone* to make them accessible (and so you can play them when drunk). I love the *Virtua Fighter* series which is technically balanced, makes you realise that other ones like *Soul Calibur* have a gluttony of modes but an unfinished core fighting engine, the fact alone that you can say "this character is better than that one" is testament to this... anyone who has played *VF4: Evo*'s practice mode know what I'm talking about.

Anyway put the score up a bit, because as a party beat-'em-up it is pretty good. I don't enjoy this game myself, but I feel your justification for re-scoring is misplaced because you are lumping *SSBM* in the same category as *Mark Of The Wolves*.

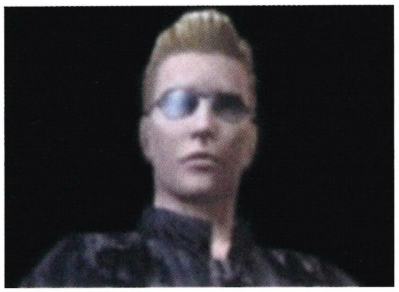
I hope you print this, it should stop that endless parade of emails.

SHEHZAAN ABDULLA, VIA EMAIL

CUBE: ***A dull game is a dull game. So there.***

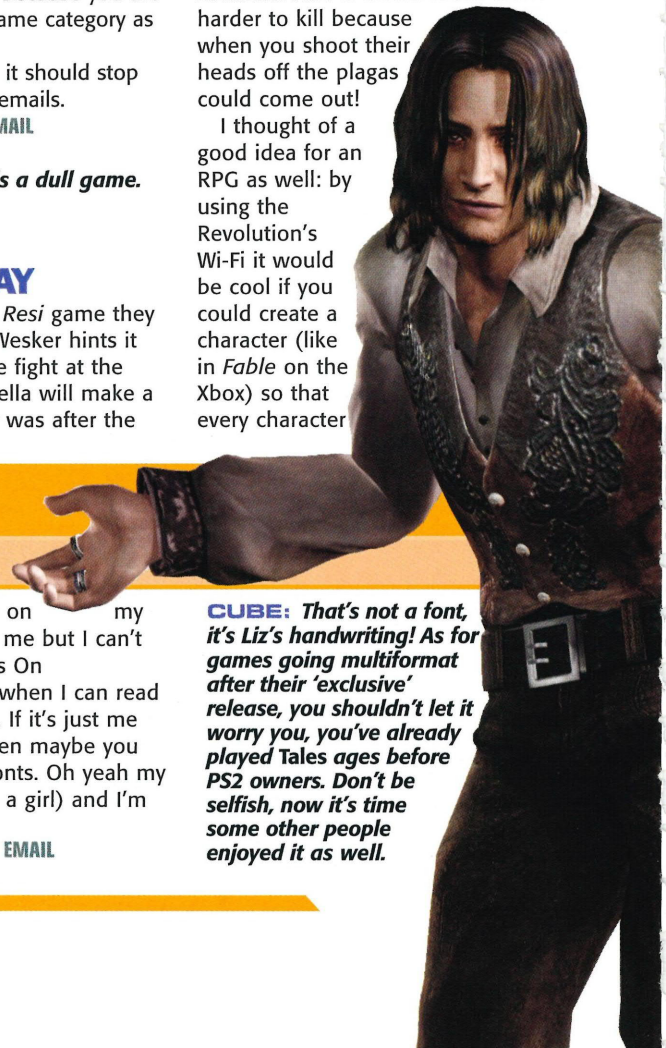
WORKING PLAY

I think that in the next *Resi* game they will bring back Steve. Wesker hints it in *Code Veronica* in the fight at the end. Also I think Umbrella will make a return because Wesker was after the plagas to restore Umbrella and He got it in the end so maybe he will have restored Umbrella?



Maybe the next *Resi* will feature zombie/plagas hybrids – intelligent zombies! Also it would make them harder to kill because when you shoot their heads off the plagas could come out!

I thought of a good idea for an RPG as well: by using the Revolution's Wi-Fi it would be cool if you could create a character (like in *Fable* on the Xbox) so that every character



KEEP SMILING

It's healthy!

I think *Tales Of Symphonia* is the best game ever! It really made me happy that it was only for GameCube. But now it's going to be on PlayStation2. I was continuously depressed by this until I read **CUBE** Issue 46. So if *Resident Evil 4* looked that much better on GameCube than PS2, do you think *Tales Of Symphonia* will too? Thinking of its lousy graphics on the PS2 puts a smile on my face. It could be just me but I can't really read the Hands On Anouncements, and when I can read its kind of a struggle. If it's just me forget it but if not then maybe you should change the fonts. Oh yeah my name is Monica (yes a girl) and I'm 14-years-old.

MONICA, 14, A GIRL, VIA EMAIL

CUBE: ***That's not a font, it's Liz's handwriting! As for games going multiformat after their 'exclusive' release, you shouldn't let it worry you, you've already played* Tales *ages before PS2 owners. Don't be selfish, now it's time some other people enjoyed it as well.***

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ROLE UP

RPG lover can't find RPGs

As a changeable RPG lover I'm writing to ask if you knew of any really good RPGs for the GameCube. You see I've got *LOZ:WW* with *Master Quest* and Ocarina and also *Baldur's Gate*, but I've nearly finished *Baldur's Gate* and I have completed the *Zeldas* so my problem is that I need something to sustain me until *LOZ:TP* comes. Can you give me any advice on what game to get?
JOSH BOSWELL, VIA EMAIL

CUBE: ***Well there's* Tales Of Symphonia, Final Fantasy: Crystal Chronicles, 4 Swords, Skies Of Arcadia, Sphinx, X-Men Legends, Pokémon Colosseum – *these are all solid adventures which will keep you busy 'til* Twilight Princess.**



is different, then enter a vast world full of other gamers and take part in tournaments, mini-games, quests etc.

Finally, are there any developers' branches (eg Ubisoft, Capcom etc) in Britain? If so where are they? (You see I wish to work in the games industry in the future but I don't know where to start looking for a place to work, and work experience is coming up) I do kind of know that the games industry doesn't mean making your own games but I still want to work in it. I've pretty much figured out that I that I won't make every game I think of but I love games so I think that it is the job for me.

(I also figured that CUBE would be swarming with letters saying I want to do work experience with you guys, but still if you're not then tell me I'd love to work with you – it could even help me get some experience for the future cause I could say that I have worked with professional gamers) (just in case you wanted to know I want to be a programmer)

In Issue 47 someone called you guys NOM – is the NOM address on the same site as yours/was he joking?
RICH HOBSON, VIA EMAIL

CUBE: ***For* CUBE *work experience you need to write in to the Human Resources department at the usual address. There are lots of development houses in the UK, but the best thing you can do is work towards a relevant degree course and if you have the talent you have every chance of breaking into the business. As for the NOM debacle, we're published by a whole different company, in a whole different county, that guy was an idiot.***



DOUBLE DS

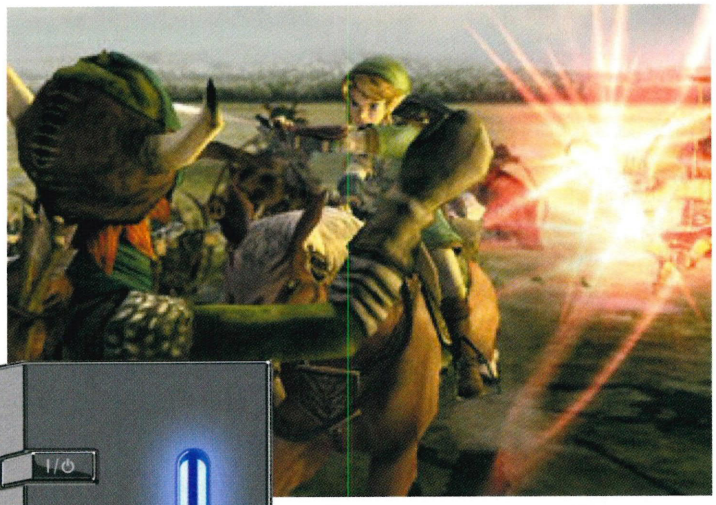
Hello, my name is Michael and I come from Australia. That's right the eternal underdog of the UK. Anyway I want to ask a few questions, just for help and interest. Firstly what on earth is going on about *Mario Kart: DD!!* over there. Did you guys not get it or something? We got it but its still bloody $80 AUS which is... I have no idea how many pounds. Secondly, I am still trying to decide on a DS or a PSP. I know it's probably a stupid question to ask a Nintendo mag, but I want an honest answer. In recent days I've been leaning towards the DS but I am still not sure. Can you please help me out?
MICHAEL WILSON, VIA EMAIL

CUBE: ***Sorry, dunno what the deal is with* Double Dash *over there. As for the question of PSP or DS, you need to figure out what you want from the machine. Do you want to play PS2 ports or have something a little more quirky with original titles you can't play anywhere else?***

NO SCHMO

Hi this is Joe. I'm writing in because I would like to ask a few questions.

1. I was looking at Issue 44 and I noticed that you mentioned some no





line thing for the DS and revolution. I like this idea because my internet is slow. Now is this like a satellite thing or what and don't say look at different issue because Issue 44 is the latest issue were I live or is it where you just plug it in your DS and another in the phone line?

2. The new *Zelda* game look's great and I can't wait for it to come out but why are Gorons fighting Link? Has Gandorf made a brainwashing device?

3. If you get a demo disc for *Zelda* can I have it after you?

4. Why do you review bad games, why don't you make something up?

5. Because I get my mag later than the rest of the world can I look at your website and read issue's that haven't come out yet?

6. Can you get a good definite pic of the Revolution and send it to me?

7. In the back of Issue 44 there's a comp to win a DS and PSP but the DS looks real weird is there a new type of DS?

8. When the Revolution comes out will you rename the mag?

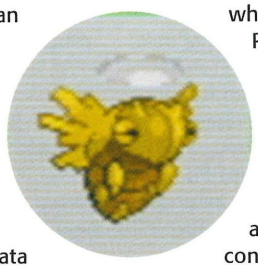
9. Why is Link left-handed?

JOE TUNKS, VIA EMAIL

CUBE: ***1. 2. You'll have to wait and see. 3. No. 4. Eh? 5. You can read the reviews on the website about a week after the issue goes on sale in the UK. There's also a daily news service. 6. No. 7. It doesn't even look slightly weird. 8. Well we'll have to think of something. 9. Them's the breaks.***

64 DOLLAR QUESTION

Hi to everyone at **CUBE** in the UK now lets get down to business. I have discovered that when the 64 and PlayStation was around the 64 was in more houses in Australia than a PSone. This only changed when PlayStation went "Lets put a second rate DVD player in it and see what happens" and the arse-holes did and so was born the PS2 the anti-Christ and Nintendo's nemesis.



As the great man Satoru Iwata said "we are all about games" which is so true I'm not sure if the Revolution will have a DVD player but Nintendo has a soul where the other consoles don't.

JOSH BROOKS, DOWN UNDER

CUBE: ***True, but it would be cool if it could play DVDs, eh.***

CAPCON

First let me congratulate on putting together a superb magazine. I really enjoy the unbiased reviews that are given out to new games that come out for both the DS and GC. I write this letter because I am anxiously waiting for *killer7* to come out. This game appears to be the first game designed for adults rather than children. I know Capcom has finally finished the game, but do you know any news if they will release anymore games based on the adult genre? What is going on with Capcom when it comes to releasing *Street Fighter Vs* games? They seem to be PS2 and Xbox exclusive only, so what is Nintendo missing here? I am currently chuckling at pictures for *Resident Evil 4* for the PS2. This game seems a lot watered down compared to the GC version, by the looks we could have another *Resident Evil: Code Veronica* on our hands. Finally what is going on with the PSP, I mean how can Sony compete with Nintendo in this handheld war? Nintendo is the cream of the crop and cannot be beaten by this blind attempt for a handheld console (I might give the impression I hate Sony, but I don't). Finally I have a few questions to ask. 1. Is *Geist* ever going to be released, or will they hold it back so it's one of the first games to come on the Revolution? 2. Will Nintendo release any DS software for organising and planning much like PDA software? 3. Do you think *Fire Emblem* will be released in Europe? 4. Will Capcom release a new *Street Fighter* game for the GC?

ADAM CADWELL, VIA EMAIL

LEON! HELP!

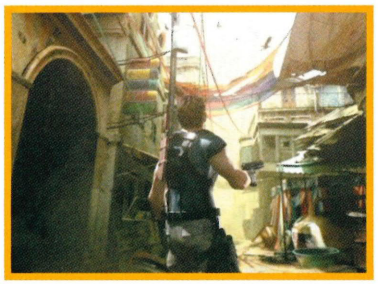
No Resident Evil 5 for Revolution?

Just writing to say I can't believe Capcom, it is releasing *Resident Evil 5* on PlayStation3 and the Xbox 360. I feel that Capcom has stabbed Nintendo in the back. The series was dying and if hadn't had been for *Resi 4* on GameCube the series would have long been dead.

Strange that *Resident Evil* to be made good again only for Capcom to release it for the machines. I have started to notice that all the game developers are only releasing the best for one machine namely only on Sony machines, but yet most of the games don't appear on other machines. It seems like there trying to make single platform ie only Sony machines in every home. I hope that Nintendo realise that you can't trust third party games to just appear exclusive on Nintendo machines, because they will end up on other platforms.

RYAN DUNKLEY, VIA EMAIL

CUBE: ***We'll have to wait and see.***



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CUBE: ***You can get* Capcom VS SNK EO *for GameCube. Capcom has never explained it's reasons for neglecting the GC with the rest of its 2D fighters, but we're as miffed about it as you are. 1. Review next month. 2 Hopefully not! 3. November. 4. Doubtful.***

GOING DOWN

I was just thinking about Revolution's ability to download old games... and whether it could do even more than that. If you can download whole games, it should be possible to download upgrades and stuff for the Revolution games. For instance, you could download new car models for racing games, new weapons in fighting games, new characters and music for something like the *SSX* series, and even whole new levels for RPG and platform games. You might be able to customise your own vehicle or wrestler etc and upload it for the whole Revolution community to download for themselves. Now that really would be a revolution!

HEDD THOMAS, 15, MID WALES,

CUBE: ***Makes sense, dunnit.***

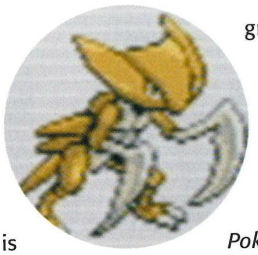
SMASH BRUVVER

Hello I just want to say I love Nintendo, the games and ideas are great. I can't wait until the Revolution. I just wanted to say that as I am waiting for this new Nintendo will there be another *Super Smash Bros* before the Revolution even if its on the DS, I don't think I can't wait till 2007 for *Super Smash Bros*. Oh and also when will the DS be getting the online functions and will the Nintendo ever get the Dreamcast classic *Shenmue* as I'm not buying an Xbox just for that. Seeing how Sonic always gets a *Sonic Mega Collection* will Mario ever get one as I want *Mario RPG* bad, I've got it on my PC but its not the same.

RICKY MOIR, KIRKCALDY

CUBE: ***Well you're going to have to wait, sunshine. Expect Nintendo to launch its DS online services around Christmas or early in the new year. No to* Shenmue*, and you'll be able to get all those classics as downloads for Revolution, remember?***

POKÉ IN THE EYE



Hey hey! Ever since I've been 11 I have been totally devoted to the *Pokémon* game franchise (the games! The series lost its appeal to me after a year). Though every time a new *Pokémon* game comes out it is met with mass appeal. But I believe this is because fans are only hoping that something innovative will come out of it.

Look at *Pokémon Colosseum*. Everyone was happy about the previous 3D adventure. Maybe wild Pokémon in wild grass! But it was the snagging system (which I do not intend to diss, it was really ingenious), but was slightly monotone and boring. I have a suggestion! A light to the darkness!

When the Revolution comes out with total online support a hard worked 3D *Pokémon* game should come out. It should follow the Game Boy series where you are a trainer seeking to be a master. But when the single player mode is finished, an online mode should be created, with a whole new world, where people can seek other trainers, become gym leaders and maybe compete in a true Pokémon league (like in the series, no Elite Four nonsense). But what do I need gratification for?

I urge you to read this (why am I saying this if you have come to here you've probably read it all). And to reply me with feedback on this idea.

I also ask for Nintendo's *Pokémon* division so I can send this idea to them.

A VIDEO GAME FREAK, DAVID

CUBE: ***A massively multiplayer online* Pokémon *RPG would be nothing short of awesome. Who knows, what Nintendo has in store for Revolution, but that's something we'd love to see!***

SENSE TALK

I'm writing because *Resident Evil 4* is the best game that I have played in a long time. You know how in your guide for the Island (I get your mag late in Australia, gimmie a break) on *Resident Evil 4*, you can shoot the search light out. That way nobody comes running at you.

ANDREW ASSELS, VIA EMAIL

PS I like Tim's column. It's funny. ABUSE!!!!

CUBE: ***Thanks!***

TXT LIFE

We want your text!

WHY IS LIZ ALWAYS HAPPY AND TIM ALWAYS ANGRY AND HOW BIG IS RYAN?
CUBE: It takes all sorts and massive.

WHY ISN'T THE NEW HARRY POTTER GAME THE HALF BLOOD PRINCE IT DOESN'T MAKE ANY SENSE. THE GOBLET OF FIRE IS OLD.
CUBE: Cos the games come out to coincide with the films, dumbass.

DOES LEWIS REALLY LIKE CRAYONS? WHICH ONES IS HIS FAVOURITE?
CUBE: Red.

CAN I BECOME AN HONOURARY MEMBER OF THE CUBE TEAM, YOU GUYS ARE TOO COOL!
CUBE: Are you cool enough?

DID THE CUBERS KNOW EACH OTHER BEFORE THEY WORKED ON CUBE?
CUBE: Perhaps in some deeply spiritual way.

WHY HAS STEVEN SPIELBERG TURNED INTO SUCH A P****. SORRY IF THIS ISN'T VERY RELEVANT BUT HE USED TO BE AMAZING AND NOW HE JUST ANNOYS ME WITH STUPID SUGAR-COATED ENDINGS. T***.
CUBE: By jingo, you're right!

TO TIM, AYE YAS MAS YA DA.
CUBE: Tim says: "Feck off, your da's yer ma's ma."

HA HA HA HA!

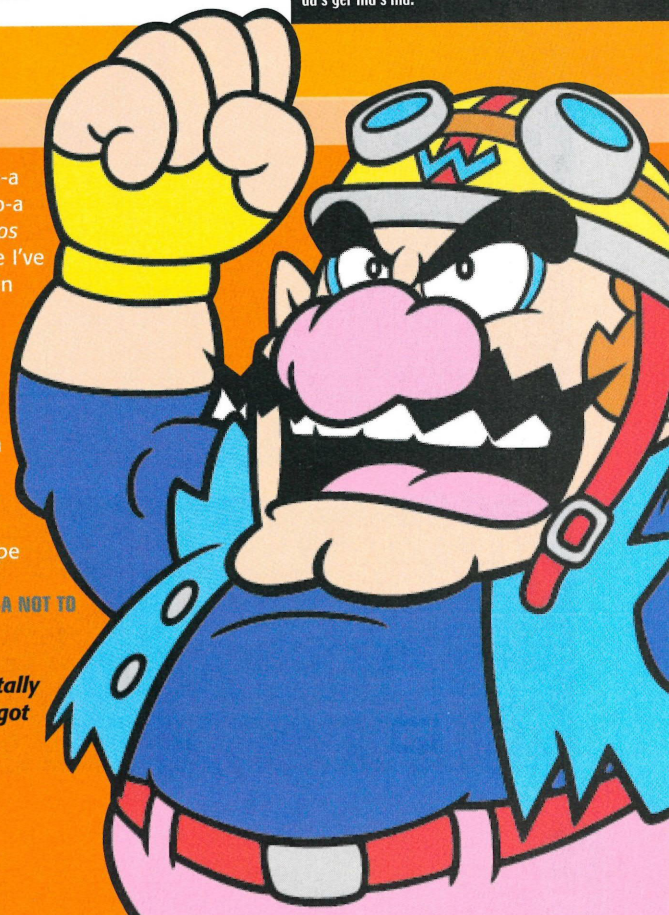
More of these types of letters!

Its-a-me, Wario! I am taking-a the time-a to right to you-a today because I would like to complain about Nintendo-a and some of their-a games. First off-a, *Super Smash Bros* Melee for the GameCube is pure rubbish-a, worst game I've ever played-a for one reason: they wouldn't let me be in it-a! When I came into Shigy's-a special room and said "Its-a me, Wario," he just said in his funny Japanese accent "Its-a, going out of the door!" That made me really angry-a, so when they came and asked me to do *Mario-a Kart Double Dash*, I just said-a "only if you-a change it to a Wario Kart". They never-a came back to a me, that's-a why my jaw-a looks a odd in *MK:DD*.

Thankfully-a though, Nintendo has being a talking to me about the new *Super Smash Brothers* for the Revolution, and I'm a hoping I get a role in-a that. I hope you have a rotten day!!

WARIO (OR SAM TEMBLETT, THE NAME I-A USE WHEN IN PUBLIC-A NOT TO ATTRACT TO MUCH ATTENTION-A), VIA EMAIL-A

CUBE: ***Do you see what he's done here? It's like totally Wario writing in and being really, really funny. Even got his catchphrase down to a tee.***



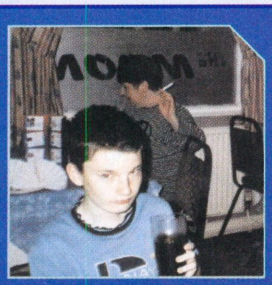
FORUM FRENZY

This is the standfirst to the Forum page, it's supposed to lead you into the page and make you want to read the rest of it. This one doesn't. Must do better.

THERE! AS PROMISED, one picture of a teenage boy, isn't he small? Anyway ignoring the pre-puberty innocence of Alastor's clean soul look over his shoulder – who's that? What's she doing there? Where is it? Some sort of working man's club? Look at the seats, look at her hair. Why do round women get their hair cut like that when they hit 40? Is that a Benson & Hedges Superking-lite she's smoking? Can we get her for the next User Profile?

USER PROFILE...

NAME: Daniel
USER NAME: Alastor
OCCUPATION: Member of FOXHOUND (honest!)
FAVOURITE GAME: Meatal Gear Solid 3



What, er, do you like about the forum?:
I like it because I can talk about great videogames with great people, I may have other places to be, but I wouldn't want to be anywhere else, it's great to talk to people who are as crazy and enthusiastic about games as I am as well!

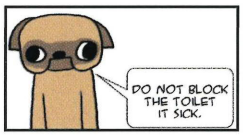
A forum is only as good as its members and this one is host to the most wonderful people I have met and it's always good to get advice or a second opinion on a particular game I am thinking of buying, the fact that **CUBE** and other mags are on it is a bonus too, anyone reading this with an internet ready computer should definitely join and you will have a great time, it's the best site on the web.

POSTS WITH THE MOSTEST

1. ***"Babies can't die if they are on fire."***
   Slaughtered
2. ***"No offence Lewis, but look at my pug, then look at your pug. Aside from some synthetic cape additions on your pug, mine just kicks its ass."***
   Mr. Party Hat
3. ***"If evolution was real we'd have evolved good memories, wings and sonic speed by now."***
   Android18a
4. ***"I haven't anything against Tim it's just Vanishing point makes you think more."***
   king_Boo
5. ***"Vanishing Point takes up too much space for not much... er... point."***
   corinthians9:25
6. ***"Vanishing Point is hit and miss while Timmy time is always good."***
   Zeb's Dead, Baby



HONOURABLE MENTIONS

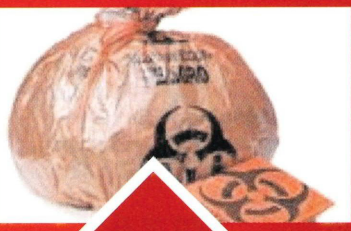


Voodoo Doctor for all his medical advice, got a problem? PM him and he'll tell you to run it under the cold tap. Slaughtered for explaining EXACTLY how dinosaurs evolved. All those that buy **CUBE** rather than just bum around on the forum. Also the bums on the forum and all those users who never posted, well it keeps the numbers up.

HOT TOPICS...

BIO HAZARD

LIGHTWIND CAME BACK! And changed his name to BIO HAZARD! See, told you he couldn't keep away from the place.



YESTERDAY'S NEWS...

MCDONALDS

NOBODY WANTS TO steal McDonalds 'fries' so stop it with your stupid shouty advert. NOBODY WANTS YOUR SOGGY PIECES OF FLUFF!



WHERE IT'S AT!

TOTAL GAMES .net

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

STEP ONE:

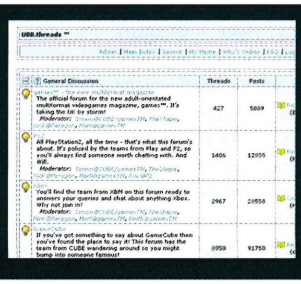
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're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

STEP TWO:

Type the following into the net browser window: **www.totalgames.net** then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

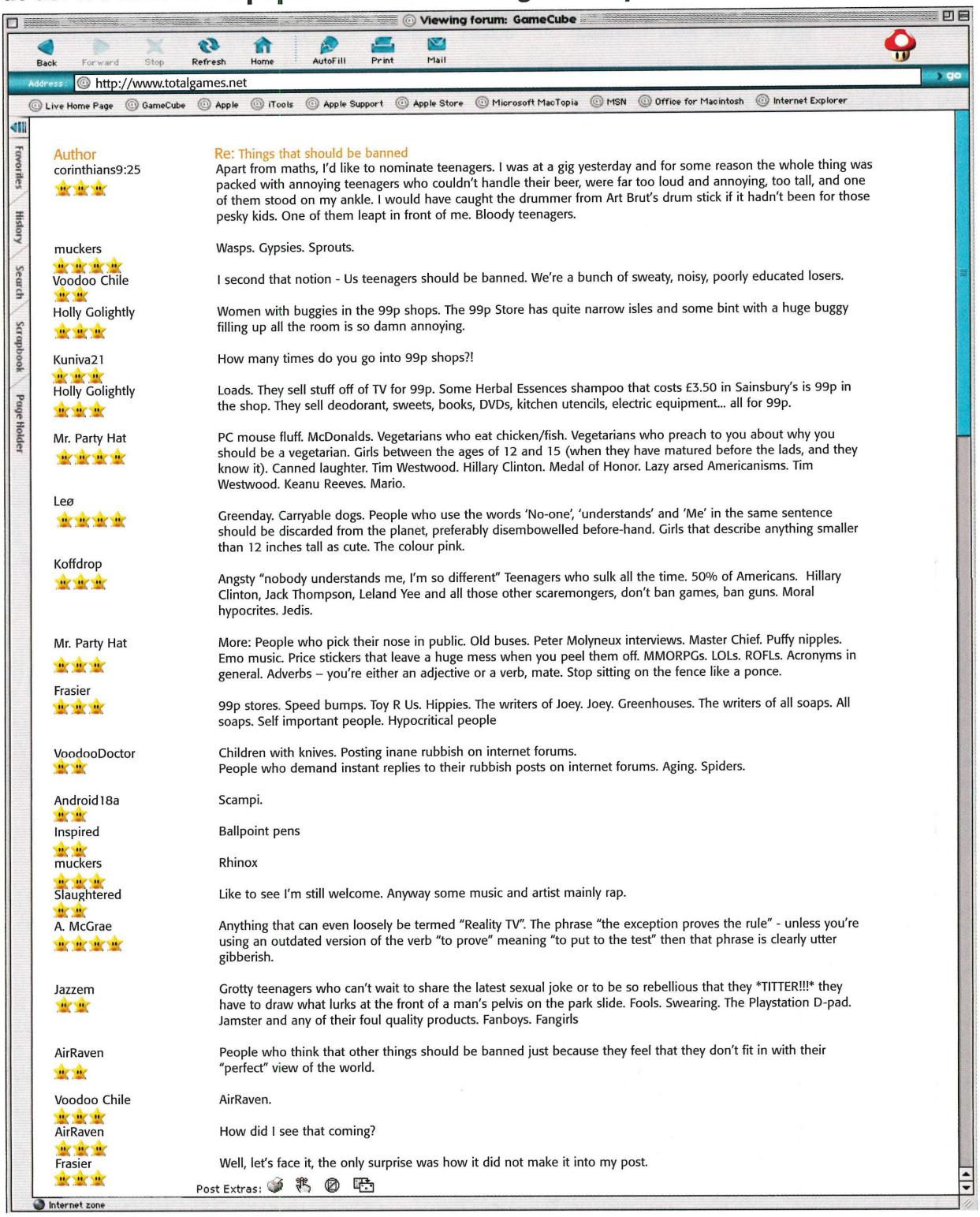
STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even the **CUBE** team did it.



THREAD OF THE MONTH

Bile, detestation, anger, all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well-regarded by internet users.



Author	Re: Things that should be banned
corinthians9:25	Apart from maths, I'd like to nominate teenagers. I was at a gig yesterday and for some reason the whole thing was packed with annoying teenagers who couldn't handle their beer, were far too loud and annoying, too tall, and one of them stood on my ankle. I would have caught the drummer from Art Brut's drum stick if it hadn't been for those pesky kids. One of them leapt in front of me. Bloody teenagers.
muckers	Wasps. Gypsies. Sprouts.
Voodoo Chile	I second that notion - Us teenagers should be banned. We're a bunch of sweaty, noisy, poorly educated losers.
Holly Golightly	Women with buggies in the 99p shops. The 99p Store has quite narrow isles and some bint with a huge buggy filling up all the room is so damn annoying.
Kuniva21	How many times do you go into 99p shops?!
Holly Golightly	Loads. They sell stuff off of TV for 99p. Some Herbal Essences shampoo that costs £3.50 in Sainsbury's is 99p in the shop. They sell deodorant, sweets, books, DVDs, kitchen utencils, electric equipment... all for 99p.
Mr. Party Hat	PC mouse fluff. McDonalds. Vegetarians who eat chicken/fish. Vegetarians who preach to you about why you should be a vegetarian. Girls between the ages of 12 and 15 (when they have matured before the lads, and they know it). Canned laughter. Tim Westwood. Hillary Clinton. Medal of Honor. Lazy arsed Americanisms. Tim Westwood. Keanu Reeves. Mario.
Leø	Greenday. Carryable dogs. People who use the words 'No-one', 'understands' and 'Me' in the same sentence should be discarded from the planet, preferably disembowelled before-hand. Girls that describe anything smaller than 12 inches tall as cute. The colour pink.
Koffdrop	Angsty "nobody understands me, I'm so different" Teenagers who sulk all the time. 50% of Americans. Hillary Clinton, Jack Thompson, Leland Yee and all those other scaremongers, don't ban games, ban guns. Moral hypocrites. Jedis.
Mr. Party Hat	More: People who pick their nose in public. Old buses. Peter Molyneux interviews. Master Chief. Puffy nipples. Emo music. Price stickers that leave a huge mess when you peel them off. MMORPGs. LOLs. ROFLs. Acronyms in general. Adverbs – you're either an adjective or a verb, mate. Stop sitting on the fence like a ponce.
Frasier	99p stores. Speed bumps. Toy R Us. Hippies. The writers of Joey. Joey. Greenhouses. The writers of all soaps. All soaps. Self important people. Hypocritical people
VoodooDoctor	Children with knives. Posting inane rubbish on internet forums. People who demand instant replies to their rubbish posts on internet forums. Aging. Spiders.
Android18a	Scampi.
Inspired	Ballpoint pens
muckers	Rhinox
Slaughtered	Like to see I'm still welcome. Anyway some music and artist mainly rap.
A. McGrae	Anything that can even loosely be termed "Reality TV". The phrase "the exception proves the rule" - unless you're using an outdated version of the verb "to prove" meaning "to put to the test" then that phrase is clearly utter gibberish.
Jazzem	Grotty teenagers who can't wait to share the latest sexual joke or to be so rebellious that they *TITTER!!!* they have to draw what lurks at the front of a man's pelvis on the park slide. Fools. Swearing. The Playstation D-pad. Jamster and any of their foul quality products. Fanboys. Fangirls
AirRaven	People who think that other things should be banned just because they feel that they don't fit in with their "perfect" view of the world.
Voodoo Chile	AirRaven.
AirRaven	How did I see that coming?
Frasier	Well, let's face it, the only surprise was how it did not make it into my post.

Post Extras:

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ABC
27,213
JUL – DEC 2004

BEAT THE WORLD

Another month where we copy the words "Jonas Pettersson" and paste it over and over and over again. Stop Jonas, please! Our keyboards hurt.

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.
- If you can't think of anything nice to say, you might be Lewis.

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:

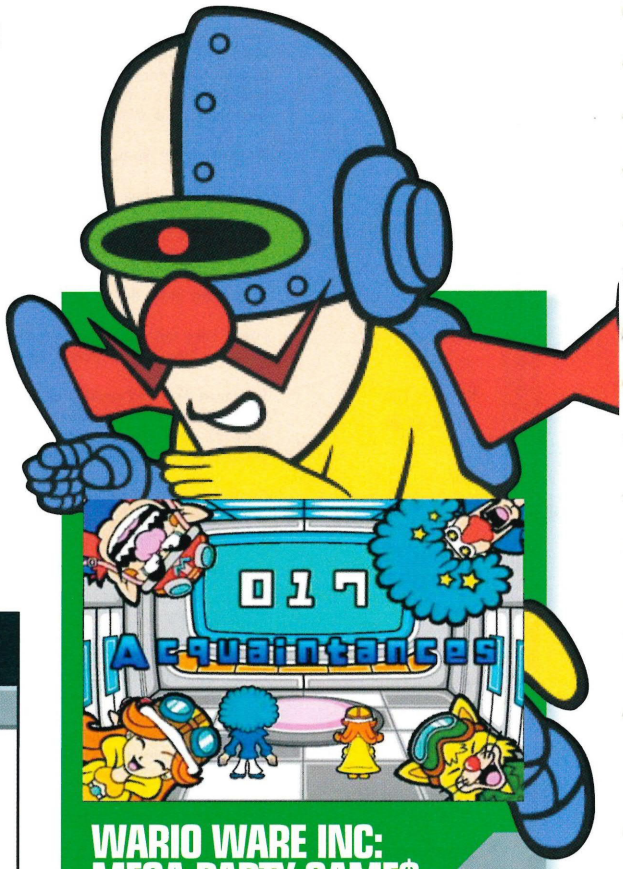
- Turn off all the lights in your room so that you reduce the chance of reflections on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up.
- Switch off the flash of your camera - the light from the TV will be more than enough to illuminate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

Let's all sing the Jonas Pettersson song!

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

"He's not as good as Rex McGee at F-Zerooo"

RUBY CUP

Course	Time	Name
Mute City: Twist Road	00'44"138	Rex McGee
Casino Palace: Split Oval	00'48"709	Rex McGee
Sand Ocean: Surface Slide	01'27"614	Rex McGee
Lightening: Loop Cross	01'44"283	Rex McGee
Aeropolis: Multiplex	01'49"1288	Rex McGee

SAPPHIRE CUP

Big Blue: Drift Highway	00'52"462	Rex McGee
Port Town: Aero Dive	02'02"750	Rex McGee
Green Plant: Mobius Ring	01'20"669	Rex McGee
Port Town: Long Pipe	02'24"845	Rex McGee
Mute City: Serial Gaps	01'17"765	Rex McGee

EMERALD CUP

Fire Field: Cylinder Knot	02'36"049	Rex McGee
Green Plant: Intersection	02'16"241	Rex McGee
Casino Palace: Double Branches	02'35"118	Rex McGee
Lightning: Half Pipe	02'33"603	Rex McGee
Big Blue: Ordeal	02'40"192	Rex McGee

DIAMOND CUP

Casino Terminal: Trident	02'47"084	Rex McGee
Sand Ocean: Lateral Shift	1"42"135	Rex McGee
Fire Field: Undulation	01'55"197	Rex McGee
Aeropolis: Dragon Slope	02'32"467	Rex McGee
Phantom Road: Slim-Line Slits	01'46"315	Rex McGee

AX CUP

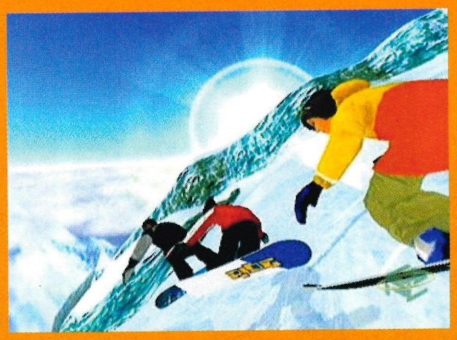
Aeropolis: Screw Drive	00'52"246	Rex McGee
Outer Space: Meteor Stream	01'22"069	Rex McGee
Port Town: Cylinder Wave	01'48"459	Rex McGee
Lightening: Thunder Road	02'36"097	Rex McGee
Green Plant: Spiral	03'16"412	Rex McGee

SPECIAL EXTRA TRACK

Mute City: Sonic Oval	00'32"124	Rex McGee



◀ It was a bit touch and go there for a while – we had the same screenshot in here as the one up above, but we quickly got another one and bosh! It's fixed!



1080° AVALANCHE

"But he's reeeally, reeeally good at this game"

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



▲ And that, everyone, is just part of the fun that goes into making a magazine – all the fun.



RESIDENT EVIL 4: MECENARIES

"Joooonaaaas, Jonas Pettersson"

VILLAGE

123,410	Thomas
116,760	Fabio Granado
105,510	Chandra CUBE
104,040	Ben Ashfield

CASTLE

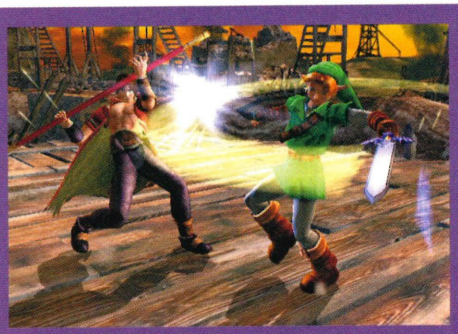
106,490	Ben Ashfield
84,360	David Charlston
73,270	Callum Roberts

BASE

124,410	Ben Ashfield
102,980	David Charlston
53,980	Callum Roberts

HARBOR

101,010	Ben Ashfield
92,780	David Charlston
66,050	Callum Roberts



SOUL CALIBUR II

"Jonaaaas, Jonaaaas, JONAAAAAAAAS!"

Challenge	No of wins	Name
Time Attack – Standard	2'27"88	Fergus Crichton
Time Attack – Alternative	2'00"84	Fergus Crichton
Time Attack – Extreme	54'16"99	The ever awesome Ryan
Extra Time Attack – Standard	2'04"32	Dave Every
Extra Time Attack – Alternative	3'55"42	Dave Every
Extra Time Attack – Extreme	4'53"38	Dave Every
Survival	24 Wins	Craig Ross
Extra Survival – Standard	83 Wins	Aaron Kleemann
Extra Survival – No Recovery	49 Wins	Dave Every
Extra Survival – Sudden Death	33 Wins	Jonas Pettersson

CHEATING MONKEYS



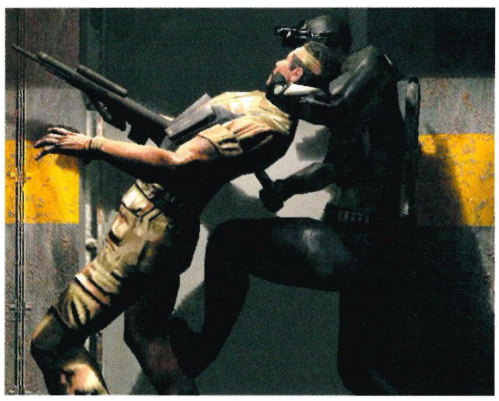


Cheating Monkeys are cool because a) they don't double jump, b) they don't collect coins and c) they don't smash crates. They HATE crates.

SPLINTER CELL: CHAOS THEORY

Stuck? STUCK? In the Solo or Co-Op Menu, hold the Left and Right triggers and press ↓ five times, then ↑ five times. This unlocks all the levels. Now you can be stuck on level 9 instead of level 3!

KEYCODES	LOCATION
3901	Mission 3: Bank - Code to bank's back door
3490	Mission 3: Bank - Code to keypad before the President's Office
3624	Mission 3: Bank - Code to left & right security booths on first floor
2306	Mission 3: Bank - Code to main security room
8645	Mission 3: Bank - Code to Treasurer's Office
0280	Mission 4: Penthouse - Code to Dvorak Room
2109	Mission 5: Displace - Code to central server room
2346	Mission 5: Displace - Code to CEO's meeting room
2609	Mission 5: Displace - Code to CEO's office
8136	Mission 5: Displace - Code to door between meeting room and lobby on the first and second floors
3485	Mission 5: Displace - Code to fire escape
1879	Mission 7: Battery - Code to shipping area
3650	Mission 9: Bathhouse - Code to Owner's Office





KILLER7

UNLOCKABLE	HOW TO UNLOCK
Young Harman	Complete full game on normal or hard
Killer 8 hard mode	Complete full game on normal or hard
Hopper 7 mode	Complete Killer 8 mode



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0906 9060374
Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7602

PAPER MARIO: THOUSAND YEAR DOOR

Here's something interesting: To get Ms Mowz, complete the ??? problem at Trouble centre by finding the secret badge in the Hooktail's castle. Return this badge to the mouse on top of Zess T's shop and Ms Mowz join your team!

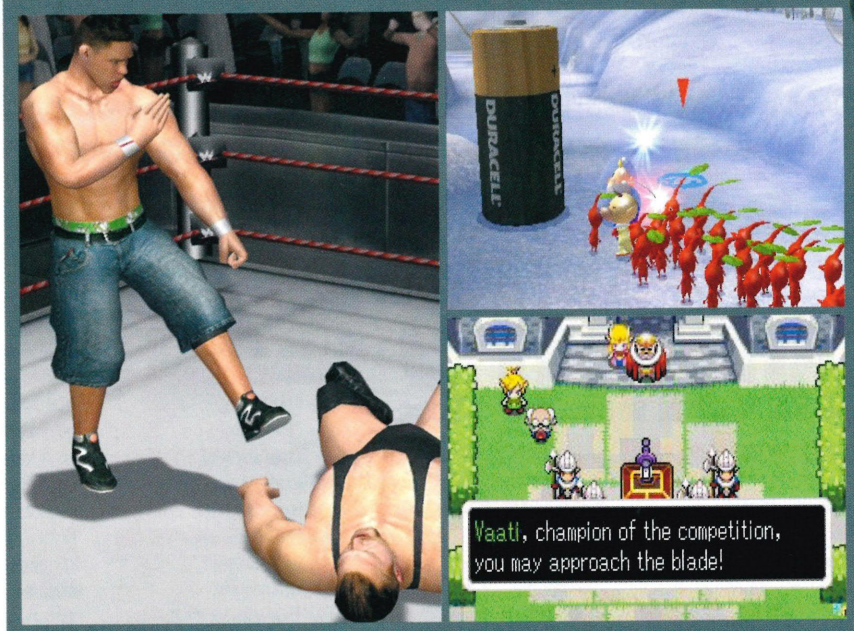
UNLOCKABLE	HOW TO UNLOCK
Boat Parlor Game	Do the "I must have that book" Sidequest by Toodles
Paper Parlor Game	Do the "Save My Daddy!" sidequest by Pine T Jr
Plane Parlor Game	Do the "Try and find me!" sidequest by Koopkook
Tube Parlor Game	Do the "Important Thing!" sidequest by Frankie
Sleepy Stomp Badge	Complete levels 1-10
Fire Drive Badge	Complete levels 11-20
Zap Tap Badge	Complete levels 21-30
Pity Flower Badge	Complete levels 31-40
Strange Sack	Complete levels 41-50
Double Dip Badge	Complete levels 51-60
Double Dip P Badge	Complete levels 61-70
Jump Attack Badge	Complete levels 71-80
Lucky Day Badge	Complete levels 81-90
Return Postage Badge	Complete levels 91-100



▲ We flipped this screenshot so it would look like Bowser and friends are attacking Mario's crotch. Probably not a good idea.

CHIMP'LL FIX IT

Your letter was only the start of it, one letter and now you're a part of it, now you've done it, Chimp has fixed for it you. Chimp'll fix it at **CUBE** Magazine, Paragon House, St Peters Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.



GIRLS ARE FUN

Dear Cheating Monkeys,
How do you get the Mole Mitts on *Legend Of Zelda: The Minish Cap*. I've tried everything I can think of, what about you, come on, tell me. I know I've got 78 other games I could play on including Nintendo, GameCube and GBA games but come on I'm dying here. I must complete *Zelda*!!!
;) B) !) :@)
ANNA WHITE

Cheating Monkeys: "Awww, girls and their smilies. Girls are great. Erm, anyway, fight Dark Nut in Fortress Of Winds and when it dies, take the blue portal to the room behind him. Go south and stand in the doorway. Some razor traps will pass you – run out when they do. Press the switch, take the door South then go East to see a skull on three strange tiles. Bomb the wall they are against and go through the door to find a chest containing the Mole Mitts. Hope that helps! :) ;) >:D"

MR FANTASTICAL

Dear Cheating Monkeys,
I can't beat Flair on the final match before I go to Raw. I've tried so many times but I can't hit him, his special meter builds up too fast and he reverses everything I do! Will it help if my CAW is really good at reversals too? Please help me!

THOMAS SWANSON, LIVERPOOL

Cheating Monkeys say: "You're not supposed to win this match, so it doesn't really matter what you do with your CAW. The reason Flair is so good is because it's rigged that you're not supposed to win it, so the storyline continues. As far as we know, NO-ONE has ever beaten Flair. If you have, write in and let us know, along with details of how..."

ICE PIK

Dear Cheating Monkeys,
I'm stuck on one of the bosses in *Pikmin 2*. He looks like a frog who rides around on these wee roller things. I can't remember what level he's on... I can't kill him.
SARAH CLAYTON, POOLE

Cheating Monkeys say: "See? Even the best get stuck sometimes. In the first four levels of the Submerged Castle, ignore the Waterwraith. On Level 5, knock down the walls and change 10 Bulbmin into purples using the Violet Buds. Nectar your purple pikmin up and move into the large, circular area. Throw purples at him from the side and he'll freeze. Call your Pikmin off and throw them again to keep him from moving. His rollers will break and eventually, the Waterwraith will run out of breath and you can finish him off with purple Pikmin for the Pluckaphone."



CODE JUNKIES

The Monkeys nearly died trying to get you these codes, it wasn't like we just looked them up on the internet, oh no. That's not how things work round here at all!

PAC MAN WORLD 2

Master
3EY7-55UU-BFN82
9J4K-H9DR-UUVMW

Infinite Lives
19U5-AR1Q-7FXPW
8MVK-1YWM-GP6W1

Infinite Health
0QHA-6BVZ-FZ3DX
A961-5Z6G-X6352

Have 999 Tokens
PY6C-2TXF-UA4EV
DTPQ-WX0H-N08VJ

Have A Huge Score
36P6-8BUM-ZMA3U
0FPY-PK0T-R0DQN

Have 99 Cherries
4Y65-4VE4-Q1TEG
5HKJ-UCHU-ZQG67

Have 99 Strawberries
AU32-P9CU-GPCZP
X1GG-MM53-3UGG6

Have 99 Oranges
G684-0ERV-7AK3Q
2M0P-F44G-M7NC8

Have 99 Apples
K40W-PERG-3282Z
D7CB-26JA-7Z66V

Have 99 Melons
DNQD-E8EY-F7QT9
1DMY-8VQM-JF3R7

Have 99 Medals
M6PW-ZT5N-QYFM2
NCRM-ZFQ6-K9WFA

Fast Mode
K39U-XB76-MTG35
HTJW-CVPQ-MZ7D5

Super Fast Mode
TCMF-PYRN-46AXV
H67Q-17W0-R82P8
Slow Anims/Bigger Jumps
VA50-RHF8-NGQKF
3CW4-9DM9-KGXC8

Fish Eye Camera
J541-2QQC-ABXJC
GZAT-XU0Y-VGU14

Giant Pac Man
E3W9-8G8A-B2A9P
YCD6-8WV9-PP526

DONKEY KONGA 2

Master
D6R8-M3R8-Q1KMN
7FJP-WHC1-VK3U9

Tons of Cash
8BX2-R9DP-QD8D6
CBYX-Z2XV-VGXTE

Quick Phonography Level
B7RK-ZY9P-22VWY
HT7P-JGX0-MGMPH

Instant Phonography Level
5P06-TUGC-5ZE3Q
37X9-RQNW-00EY0

Never Lose Phonography Level
RPGM-83EF-NNGJT
56P5-ERTM-KGUUG

Get 10 Coins Per Note
TC38-NGRQ-Q8U2W
YVGK-P6YT-5TQD6

Don't Lose Score on Misses
V2J7-Q3CG-60N63
FBCF-RNHJ-D7AUP

Hits Are Worth x2
D5CW-QABX-FF02F
62MM-0U92-QW70G
JH90-7UGY-UJHG4
80TH-V3J3-WEBMD
V9DW-XHHW-3XT7D
Y9J9-DBEA-QWVA5
4MR5-ATZU-Y7717
THFJ-M1HX-84D4H

Hits Are Worth x4
BJV6-069W-YDR89
FJFA-8YHU-2HC4F
096N-9GXX-YNDJ0
35UR-6EM7-24G05

Tons of Cash
EAV7-F106-50W81
UU8D-GDC3-Z3HB5
QW11-X91Z-1M7CB
164K-K9MG-C69ZV

Hits Are Worth x8
M8XX-Z57R-CDUJU
31GK-G6J6-6XD80
XKQ8-RWYF-PP32Q
6ZHG-805Q-GD0Q8
33BH-7HGP-9A7PQ
FKAJ-B2E1-J1ZP3
9Z89-Y3A2-UEKF0
D6RK-VZ75-AXEP3

Hit Are Worth 9999
9ENF-UCW1-96HWA
7TCU-2N3U-RWWBK
6GFH-8XMA-C5QP2
GZMH-D6PR-X7NRQ
RMJZ-8V3K-X393T
4M5X-B05Z-N7AUR
DMZE-EJYQ-VR108
4C4M-6H6N-AAQ8C

Play Minigames For Free
6FH6-9QFD-CHJ8C
HGHD-A3EU-63223

Store Items Are Free
D0EF-AYD1-89CEY
ENFG-UJ15-BMT3B

BATMAN BEGINS

Master
XVM4-ECQE-FPD0T
806G-YF2P-7ADJ6

Infinite Health
MMT4-YJDB-5RT2M
HRQW-ZYC4-UAR53

Big Batman
FE9Q-CC65-YD5HX
8RTX-8DFP-JQZN2
GTVT-BBTQ-NP8TX
B6UZ-KDZP-N8P4T
K5TQ-28XV-ZTCZN

Max Reputation
NTQQ-P0KT-QBVBB
WCWF-C1PG-5PQ0V

Super Unlock
QMF1-DJVY-0GE21
N7YX-NCW4-3ZQMV

Can Watch All Movie Clips
MGWA-3FAZ-XE3RR
ZVB9-XD1U-QG2XN



MADGASCAR

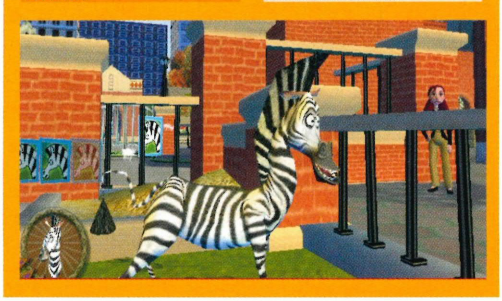
Master
JJ65-E3KR-2GGM4
MZRE-4BXT-430F9

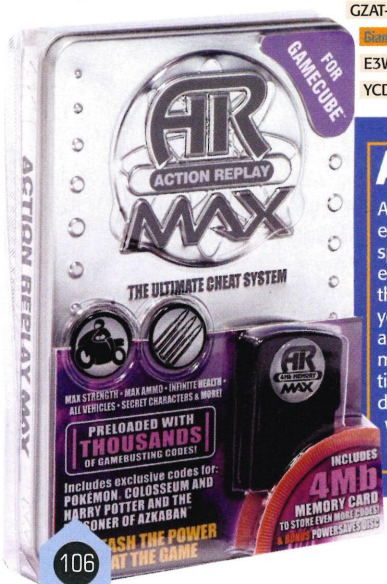
Infinite Health
4YWQ-T506-P6RVM
UEFU-PUXB-PA29X

Max Health
11A8-R7NV-519A9
1TCP-3CDZ-JCJMW

9999 Lives
P3N1-5V06-10BN9
CZWB-BHPR-G106E

9999 Coins
0B5N-XT0Y-CWMT4
6DWB-A6AP-RQEDQ
No Gravity (Hold A)
4CEJ-UK7D-QYD7M
27RM-3GEP-07Q33
ET86-YT44-NCHFT
5YW7-AJ3F-ZEMXA





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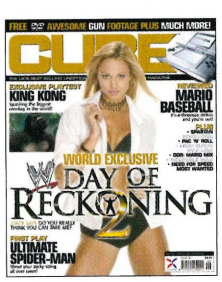
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kil



The craziness continues with the conclusion to our fully mapped guide. We can't explain the plot though.

Level 5 ENCOUNTER PART ONE

KEY

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

1 Garcian's House NOT ON MAP
Visit Harman's Room and watch the cut-scene then select Harman on the TV and watch another. Leave the room and the apartment.

2 Main Entrance NOT ON MAP
Run forward and you will change into Con. Enter Harman's Room to save then continue forward, talk to Iwazaru and Travis, then go to the gate and head through.

3 Arcade LIGHT CANOPY MAP
You will encounter the Protector Smile in this room, which can take loads of damage so it is a good idea to change into Mask. Once the way is clear run forward to the door and head through.

4 Passage LIGHT CANOPY MAP
Visit Harman's Room and watch the cut-scene then select Harman on the TV and watch another. Head down the stairs and talk to Iwazaru then continue down the corridor on the left.

5 ISZK String Quartet
SMALL THEATRE MAP
Look out for the Broken Smile and other enemies when you get outside then head east to Cinema 1 and go inside.

6 Cinema 1 SMALL THEATRE MAP
Move in and shoot the enemies then change to Coyote and head up onto the stage. Open the chest to find the Time Ring then exit the cinema.

7 ISZK String Quartet
SMALL THEATRE MAP
Head east again to the old dressing table and use the Time Ring on the clock then take the Odd Engraving that is revealed in the dressing table. Now head back to the Main Breaker at the other end and insert the Odd Engraving then flip the switch and watch as some balloons float down and get caught on a lamp. Head round and use the Wind Ring and they will be blown down to the ground where you can now pick up the Soul Shell, then enter Cinema 4.

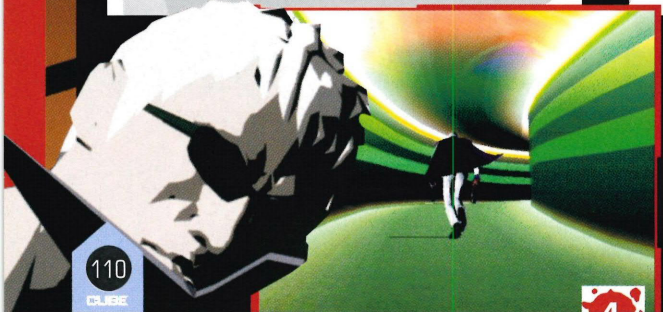
8 Cinema 4 SMALL THEATRE MAP
Shoot the enemies inside then head up onto the stage, change to Mask and use him to shoot through the wall. Open the chest that you find behind it and Mask will be given a new costume and be made more powerful. Now head back to the passage on the Light Canopy map.

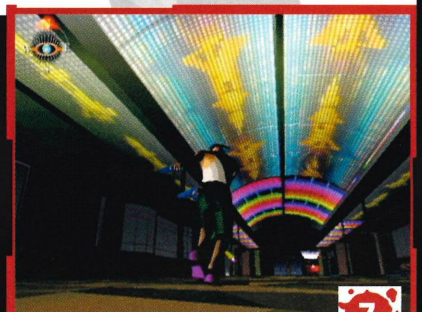
9 Passage LIGHT CANOPY MAP
Run to the hallway then turn north and blast the gate in your way. Go through the door behind it to the Adventure Plaza.

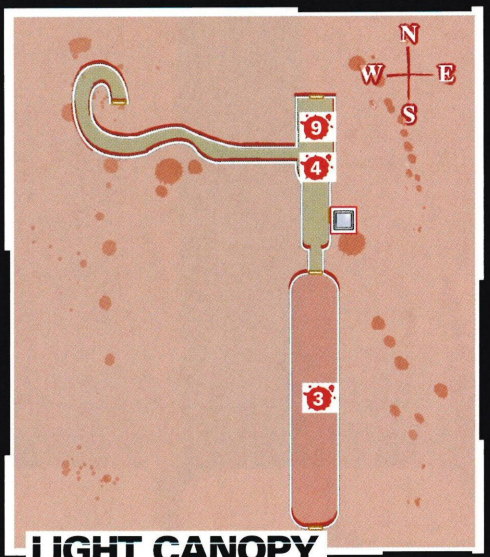
10 Adventure Plaza
ADVENTURE PLAZA MAP
You will encounter the Protector Z Smile here so use Mask's Shock Shell attack to destroy it. Run forward then head north to the Killer Ted Mansion and go inside.

11 Killer Ted Mansion
KILLER TED MANSION MAP
Talk to Iwazaru then head either way around the corridor. Only go through the door that has a picture of a Smile facing forward and ignore the rest. Head round each corridor using only these doors. Once you reach the centre, change to Coyote, jump to the ledge above and talk to Travis to get a Soul Shell. Drop back down and head west and you will change to Garcian. Sit on the sofa and you will be taken back to Adventure Plaza.

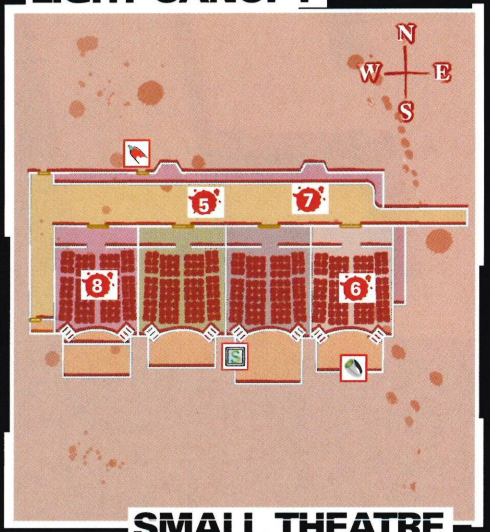
12 Adventure Plaza
ADVENTURE PLAZA MAP
Use Harman's Room on the right to change into Mask then head outside and west to the Freaky Fun House, speaking to Travis before you enter.



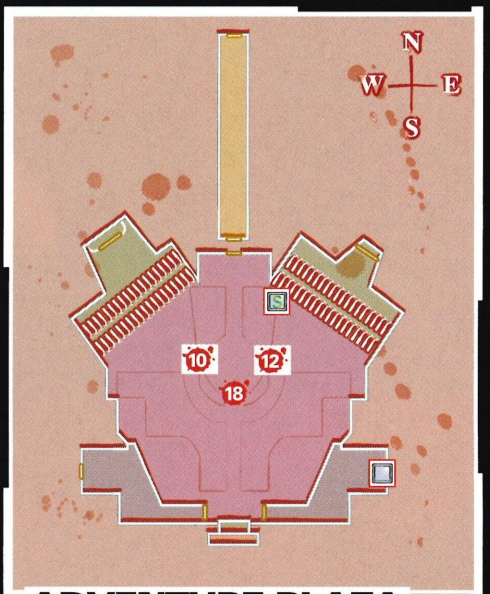




LIGHT CANOPY



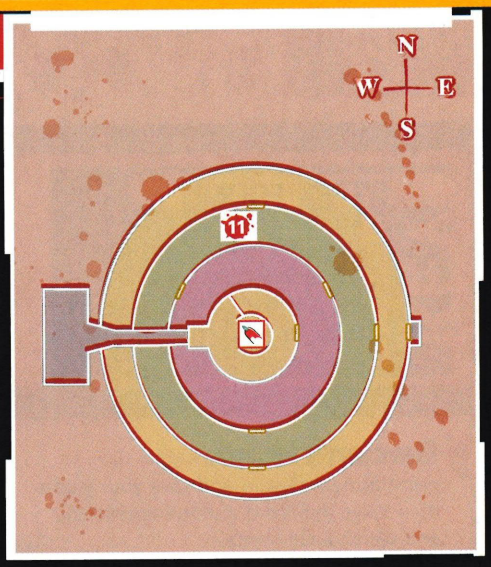
SMALL THEATRE



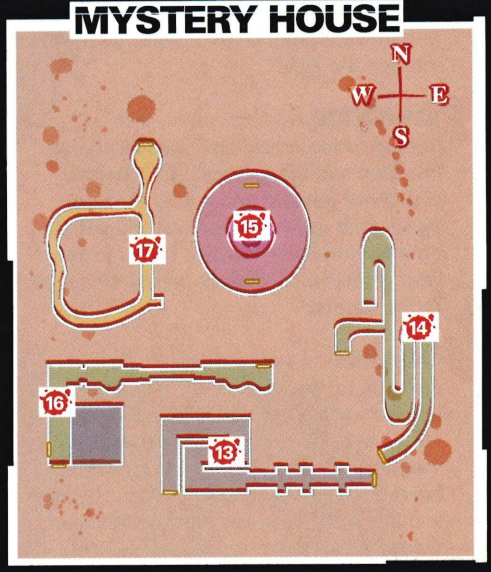
ADVENTURE PLAZA

Level 5 ENCOUNTER PART ONE (CNTD)





MYSTERY HOUSE



13 Freaky Fun House
MYSTERY HOUSE MAP

Change to Con Smith once inside and follow the corridors, shoot the enemies then crawl under the child's entrance. Go through the door at the end to the Loop da Loop.

14 Loop da Loop MYSTERY HOUSE MAP

Run forward until you encounter a crack in the wall and change to Mask so you can blast through it. Head though the hole and go through the door that leads to Squeaker's Attack.

15 Squeaker's Attack
MYSTERY HOUSE MAP

Shoot the two enemies then move round to the other side of the room and go to the door that leads to Burning Hot Hell. This will trigger a game where you have to shoot the moles, but it is easier to just destroy the whole thing with one blast from Mask. This will unlock the door to Burning Hot Hell so head through.

16 Burning Hot Hell
MYSTERY HOUSE MAP

Equip the Wind or Water Ring then cross the bridge and the flames will be extinguished. Shoot the Smiles coming toward you as you cross then you will reach a shooting gallery where you have to hit the targets on the gorillas. It is easiest with Kaede but you can do it with Coyote if you aim carefully. Hit all six targets and the two doors will be unlocked so go through the one that leads to Spinny-Spinny.

17 Spinny-Spinny MYSTERY HOUSE MAP

You will encounter the Ceramic Smile in here. You need to hit the heart on his chest to kill him but he will turn around and run the other way if he sees you aiming so you need to shoot quick. Once he is destroyed go down the corridor that is revealed and go over to the Fallen Angel to get the Demon Gun and a Soul Shell. She will now disappear so go through the door behind her back to the Adventure Plaza.

18 Adventure Plaza
ADVENTURE PLAZA MAP

Head outside and head north looking out for the Smiles running toward you then go through the door to the Gate Man.

19 Gate Man NOT ON MAP

Hand over your Soul Shells to the Gate Keeper then go through the door to the Colosseum. Run through the room and watch the cut-scene then go through the door to meet the (MITHRIL SMILE). Once it is defeated, make your way out of the Colosseum to the Parking Lot.

20 Parking Lot NOT ON MAP

Talk to Travis then enter Harman's Room and save your game. Move further into the parking lot to face another boss in the shape of (AYAME).

BOSS

MITHRIL SMILE

This is pretty much a normal Smile but with a suit of armour. His arms and legs should be exposed, so aim at the gold weak spot if you can see it. If not you will need to destroy the armour with a powerful weapon.



BOSS

AYAME

Ayame is very fast moving so you will need to aim carefully. You can only shoot Ayame when she moves into the light under the street lamps, so keep your eye on them and be ready to shoot. Use Dan or Coyote and use charged shots and you should be able to take her out with a few hits. If you are having trouble hitting her use Con to wear her down with his rapid rate of fire then switch back to Dan or Coyote for the final shot. It helps to have plenty of test tubes to heal with when she shoots at you.





Level 6 ENCOUNTER PART TWO

KEY

ITEMS FOUND

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

1 Garcian's House NOT ON MAP
Visit Harman's Room and save your game, then leave the room and the apartment and watch a cut-scene.

2 Under Iron Tower ENTRANCE MAP
Run forward and talk to Iwazaru then head through the gate.

3 Entrance ENTRANCE MAP
Run up to the house and you will change into Dan and the gate will close behind you. Move forward and talk to Iwazaru again, then move north when you get the option and enter Harman's Room to save your game. Now continue round the corner to the Garden.

4 Garden COURTYARD MAP
Run forward and shoot the enemy then head left, looking out for more spawning Smiles. Talk to Iwazaru then continue forward to the statue and shoot a fully charged shot at its heart to get the Soul Shell. Go back the way you came and head east then go left down the corridor that has security lasers across it. Change to Kevin and use his invisibility to get past the lasers and go into the Garage through the door at the end.

5 Garage COURTYARD MAP
Go to the other end of the Garage and talk to Yoon-Hyun then look at the picture. You need to arrange the cars so they are in the same pattern as in the picture, so use the control panel to make the space appear in the centre row on the right. A new car will then appear with Susie's head under it. Talk to her and you will get the Power Ring. Move back to the door out of the Garage, shooting the spark on the control panel as you pass to disable the lasers. Head into the Garden and north to the door leading into the Main Residence, talking to Travis before you enter.

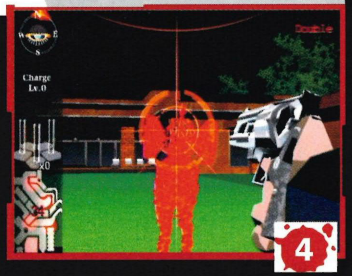
6 Main Residence MAIN RESIDENCE MAP
Go left and shoot the enemies that attack, then talk to Iwazaru. Continue forward then head south down the hallway and get the Carrier Pigeon from the room on the left. Head back the way you came and run through the house until you reach the fireplace. Use the Wind or Water Ring on it to put out the flames so you can reach the Soul Shell. Continue north and change to Mask so you can blast through the wall, then head through the door on the other side.

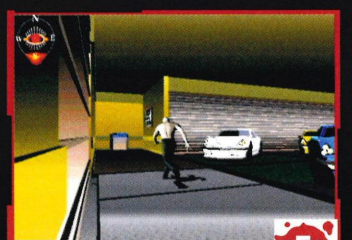
7 Passage COURTYARD PASSAGE MAP
Change to Kevin and use his invisibility to run through the lasers and enemies on this path, then go through the door at the end.

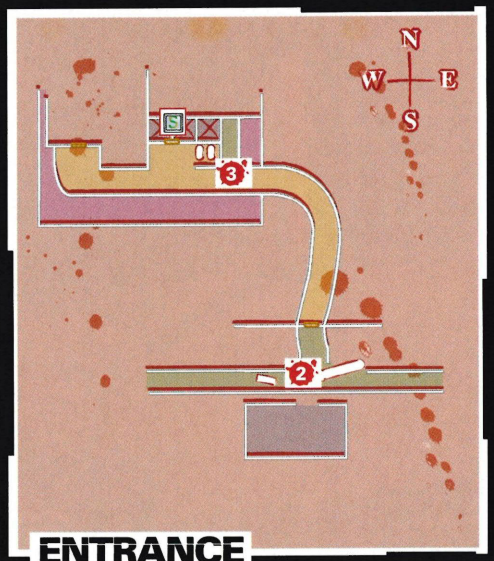
8 Hallway BACKHOUSE MAP
Head east looking out for the varied enemies on the way. It is a good idea to change into Mask, as there are some armoured Smiles walking about. Go through the door at the end to enter the Bedroom.

9 Bedroom BACKHOUSE MAP
Equip the Time Ring and use it on the clock to receive a Soul Shell, then head back out to the hallway.

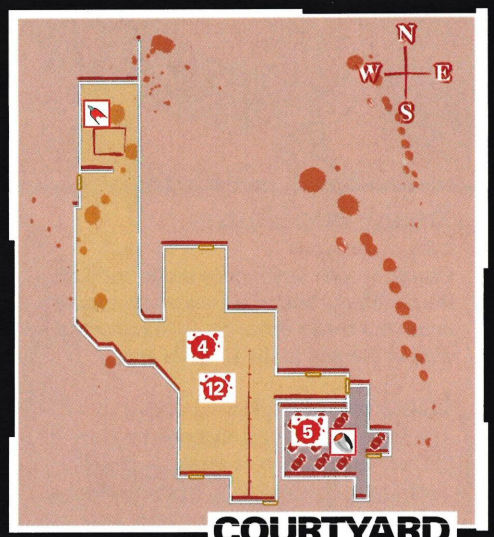




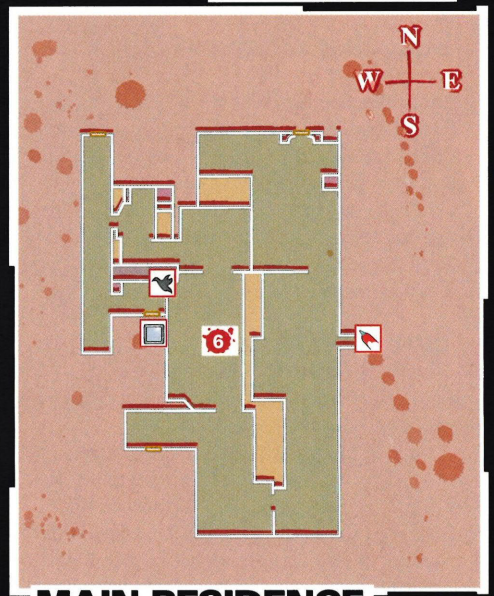




ENTRANCE



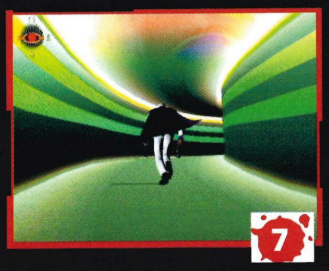
COURTYARD



Level 6 ENCOUNTER PART TWO (CNTD)



6


7



9

10 Hallway BACKHOUSE MAP

Head to the other end of the hallway, enter the room on the right and go over to the security panel and turn it off. Go back into the hallway and through the door at the end.

11 Bedroom BACKHOUSE MAP

Talk to Travis then change to Con Smith and head through the Child Entrance. Shoot the Smile then talk to Ulmeyda and finally pick up the Odd Engraving. Leave the room and go back to the door where you came in and go down the corridor opposite. Save in Harman's Room then head through the door at the end to face a familiar boss: (AYAME).

12 Garden COURTYARD MAP

Head over to the water tank and use the Fire Ring to get an Odd Engraving. Now head to the pool via the door in the passage.

13 Pool COURTYARD PASSAGE MAP

Head round to the valve and use the Odd Engravings to open it up, then turn it on to empty the pool. Head down into the pool and use Mask to blow a hole in the wall where a crack appears. Talk to Travis then save in Harman's Room. Now head through the other door in the pool to the Basement.

14 Gate Man NOT ON MAP

Give your Soul Shells to the Gatekeeper then head through the door to the Colosseum and through to a fight with a new Smile: (LASER SMILE). Once it is defeated, leave this area and head to the Stuffed Animal Room

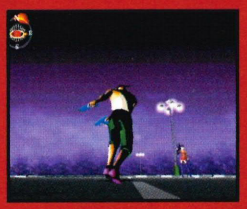
15 Stuffed Animal Room NOT ON MAP

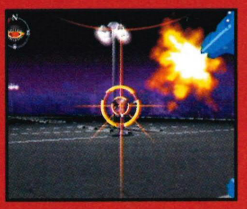
Head down the hallway and save in Harman's Room, then change to Dan and go to the door at the end for the final boss fight of this level, against (CURTIS).

BOSS

AYAME

Ayame doesn't run around as much this time but is only visible when the shutters are open. Once again you can wear her down with Con then switch to Dan and hit her with some charge shots. Get ready to run if she starts firing or you will quickly lose energy. Once she is defeated, go over to the security panel and turn it off – the lights around the pool will be activated. Now head all the way back to the Garden.

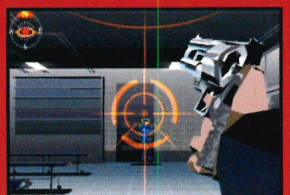




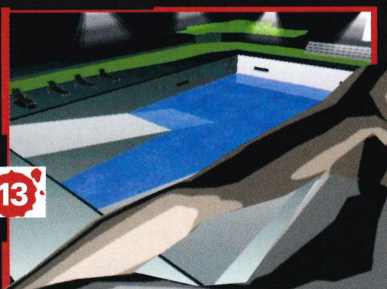
BOSS

LASER SMILE

It is best to use Kaede for this Smile, as you only have a few seconds to kill it before you are hit with its laser. Zoom in quickly and blast it in the weak spot before it does the




12

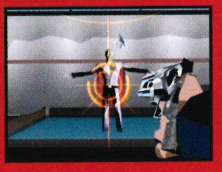

13

BOSS

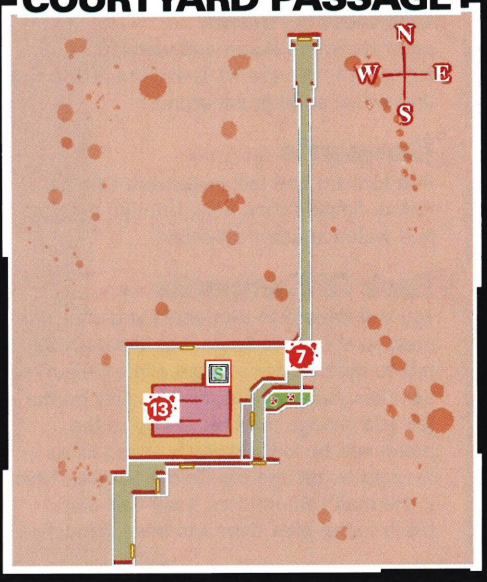
CURTIS

This is a pretty straightforward gunfight. You can only shoot when the pigeon flies from Curtis' shoulder, so aim quickly and fire when it does or you will get hit. The pigeon sometimes flaps its wings but does not actually fly away, so look out for that – if you aim when this happens, Curtis will shoot you. The first to four hits will win.

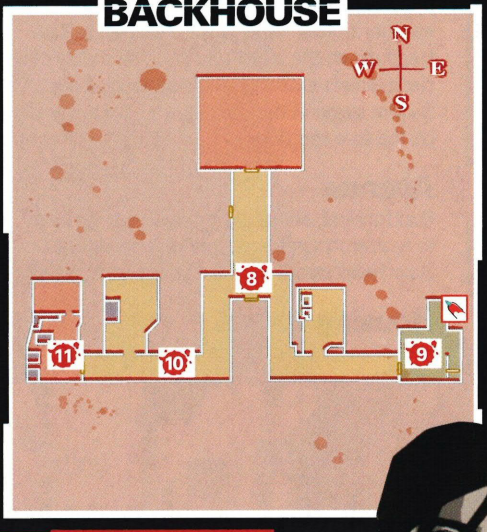




COURTYARD PASSAGE



BACKHOUSE



Level 7 ALTER EGO

KEY

ITEMS FOUND
- SOUL SHELL
- HARMAN'S ROOM
- HARMAN'S ROOM WITH SAVE POINT
- CARRIER PIGEON
- COLOUR SAMPLE

1 Garcian's House NOT ON MAP
Enter Harman's Room and watch the cut-scene and then the TV. Leave the apartment and watch another cut-scene.

2 Campanile TOWN MAP
Run forward and talk to Iwazaru to get a Colour Sample then head through the gate and watch another cut-scene.

3 Back Of Campanile TOWN MAP
You will change to Dan when you enter this area, so shoot the Smile that appears then talk to Iwazaru again to get some Colour Samples. How head down the alley on the left and change to Mask. Go up to the barrel and he will destroy it, then talk to Iwazaru to get another Colour Sample. Save in Harman's Room then head east and north to the blue door and head through.

4 Wandering Streets NOT ON MAP
Head forward and talk to Iwazaru to get another Colour Sample then change to Con. Head down the alley until you see a pulsating circle across a doorway; go down that alley. Do the same in the next alley and you should be led to a red door.

5 Avenue CHURCH FRONT MAP
Run forward, shoot the Smiles and continue to Iwazaru to get another Colour Sample. Now head through the red door at the end.

6 Housing Estate CHURCH FRONT MAP
Head forward and down the alley on the left then talk to Iwazaru to get another Colour Sample. Continue south and into the church.

7 Shrine 1F CHURCH MAP
Kill the Smiles in here then save in Harman's Room on the right. Talk to Iwazaru to get another Colour Sample then head east into the Shrine Alley.

8 Shrine Alley CHURCH MAP
Go up the stairs and through the door to the second floor of the shrine.

9 Shrine 2F CHURCH MAP
Head around the walkway, shooting the enemies as you go, then talk to Iwazaru to get another Colour Sample. Go through the nearby door to get back to Shrine Alley.

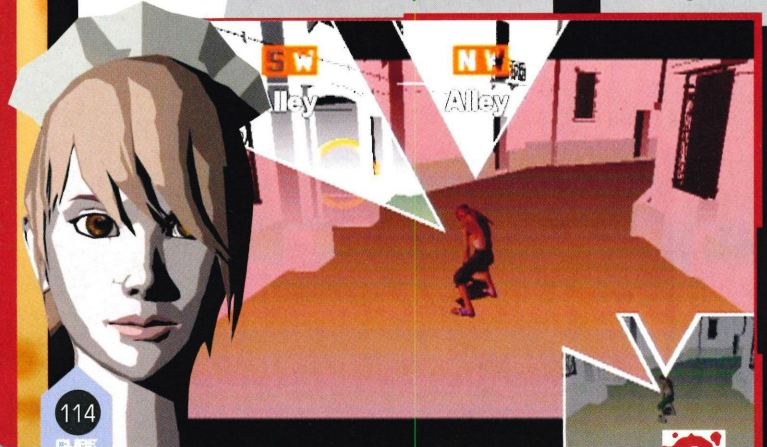
10 Shrine Alley CHURCH MAP
Go south into the corridor with the lamps hanging from the ceiling. Stop under the one that is not lit, then equip the Fire Ring and use it. This opens the secret passage on the left, so head down it and watch the cut-scene. Continue down to the door at the end and head through.

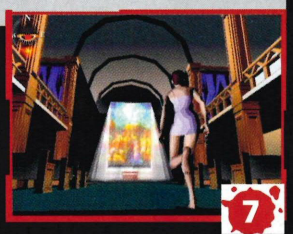
11 Old Shrine SANCTUARY MAP
Change to Dan and run forward then use his charged shot to hit all four of the weak points on the Replicator Smile. Head through the door once it is destroyed.

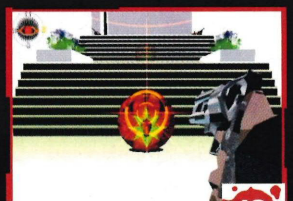
12 Waiting Room SANCTUARY MAP
Run forward and talk to Travis then head east and go through the door.

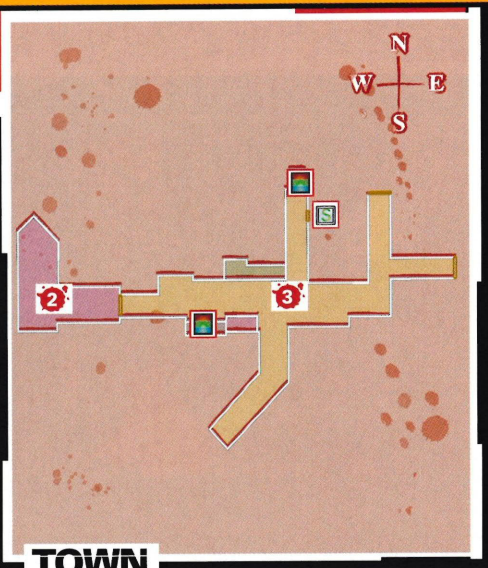
13 Grand Stairs SANCTUARY MAP
Head up the stairs, taking out the enemies as you go, then go through the door at the top.

14 Housing Street ENTRANCE MAP
Head east and save in Harman's Room then head west to the end of the alley and go through the door into the Artist's Studio.

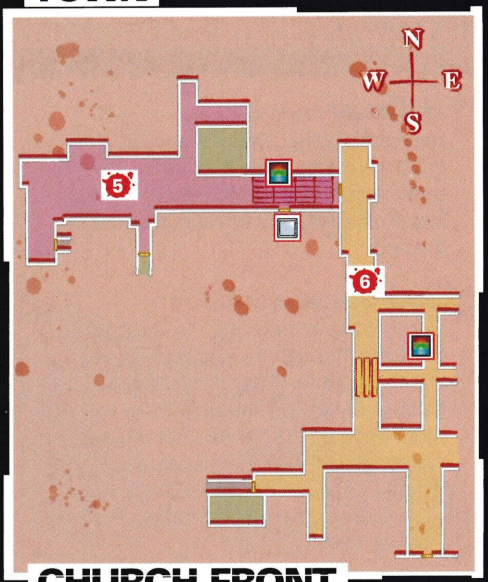




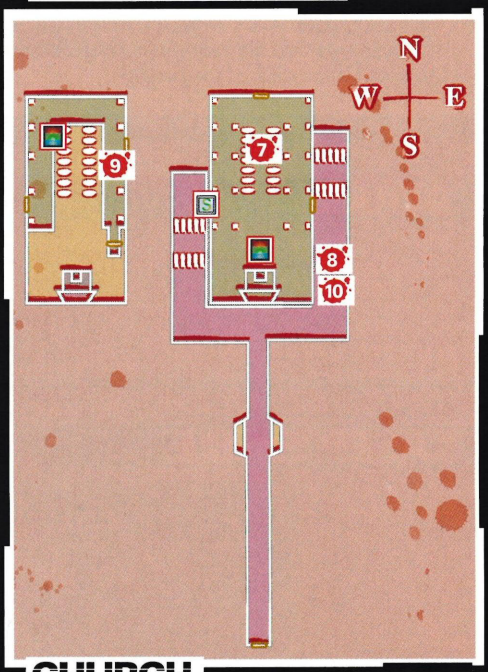




TOWN

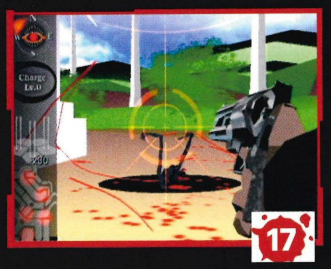


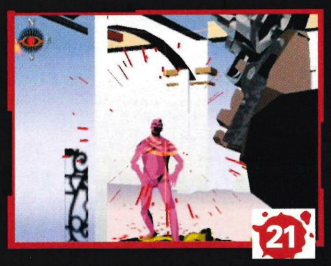
CHURCH FRONT

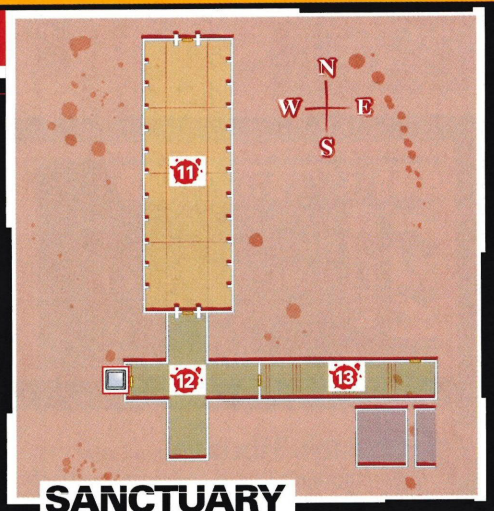


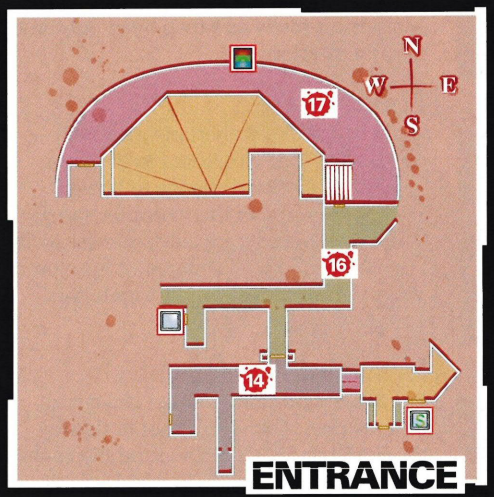
Level 7+ ALTER EGO (CNTD)

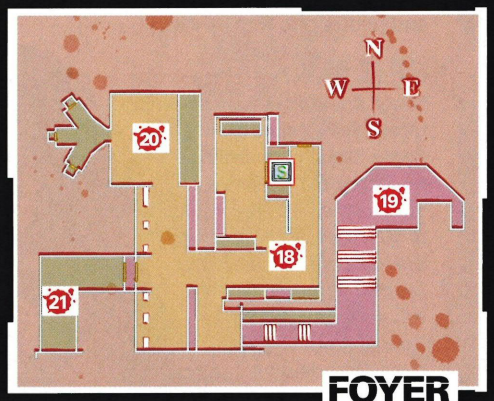












15 Artist's Studio NOT ON MAP

Change to Mask and blow a hole in the wall where there is a crack, then head through and speak to Iwazaru to get another Colour Sample. Leave the room and head back down the alley, then go through the gate to the north.

16 Stairs ENTRANCE MAP

Head east to the barrel and use the Time Ring then pick up the Odd Engraving that appears. Head north and talk to Curtis then go through the door.

17 Windmill ENTRANCE MAP

Run forward and shoot the enemies then talk to Iwazaru to get another Colour Sample. Continue forward to the door and head through.

18 Trevor's House FOYER MAP

Head south then turn right onto the terrace, talk to Travis and save in Harman's Room. Continue south and go through the gate.

19 Hill FOYER MAP

Run up the stairs and shoot the enemies that await, then use the Wind Ring on the windmills to open the gate to the house. Now head back to Trevor's house.

20 Trevor's House FOYER MAP

Go through the now open gate. If you have already collected all three Colour Samples, you can enter the house. If you haven't, head round to the right. In front of you is a room with three lamps inside. Light them with the Fire Ring and three doors will be revealed. These lead back to different parts of the level and act as a shortcut to retrieve any missing Colour Samples. Once you have them all, head over to the front door and activate the colour panel and the Odd Engraving will open it. It will automatically check your Colour Samples, then unlock the door so you can enter.

21 Trevor's Corridor FOYER MAP

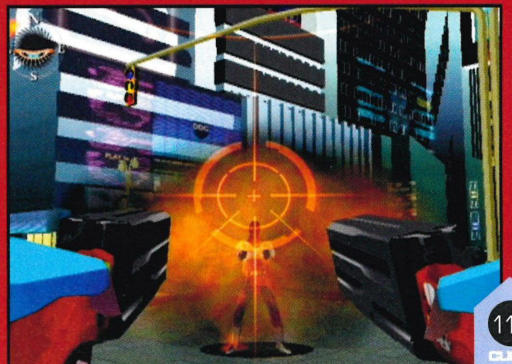
Head down the corridor and take out the Heaven Smiles, then use Dan's charged shot to destroy the big smile blocking the doorway, and watch the cut-scene. You will return to Garcian's House when it is over, so save in Harman's Room, then head outside for a boss fight with the HANDSOME MEN.

BOSS

HANDSOME MEN

You first face off against Handsome Red as Harmon. Shoot him before he shoots you, to win the fight. Next you face Handsome White Pearl as Con. It doesn't seem possible to win this fight, so just keep shooting until you're killed. Now you change to Coyote and fight Handsome Gold, so simply shoot his leg to win. Handsome Light Brown is next and you change to Kaede; this is another fight that seems tough to win since once you reload you will be killed. Next is another tricky fight as Kevin against Handsome Dead; no matter how many knives you throw, he simply deflects them back until you are killed. The next one is simple: as Dan you need to shoot Handsome Purple in the head. Next you fight as Mask against Handsome Purple, so keep shooting until you appear to die, but instead you change to a more powerful Mask; now use his charged shot to win the fight. Finally, you face Handsome Blue as Garcian, but a cut-scene will kick

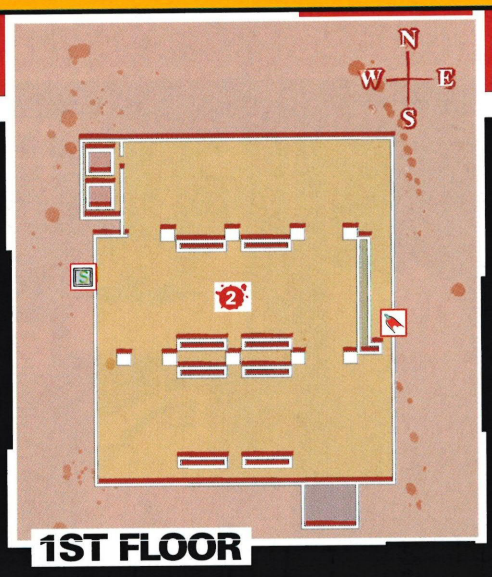




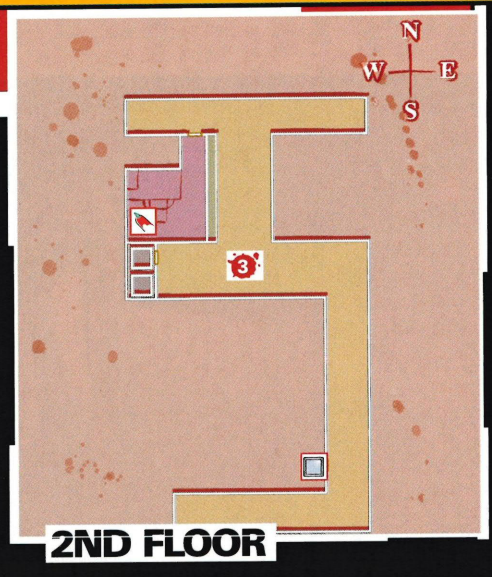
Level 8+ SMILE

KEY

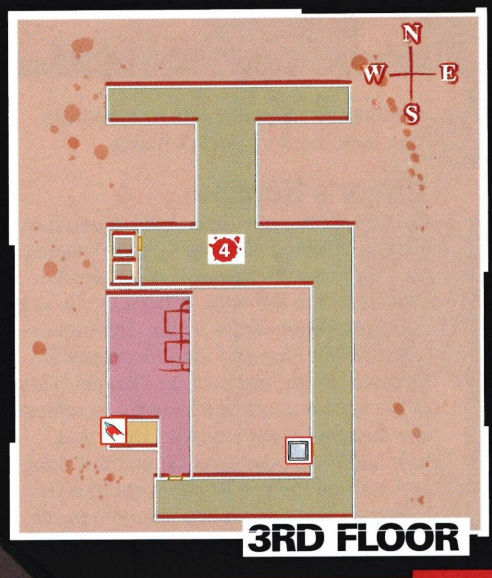
ITEMS FOUND
- SOUL SHELL
- HARMAN'S ROOM
- HARMAN'S ROOM WITH SAVE POINT
- CARRIER PIGEON



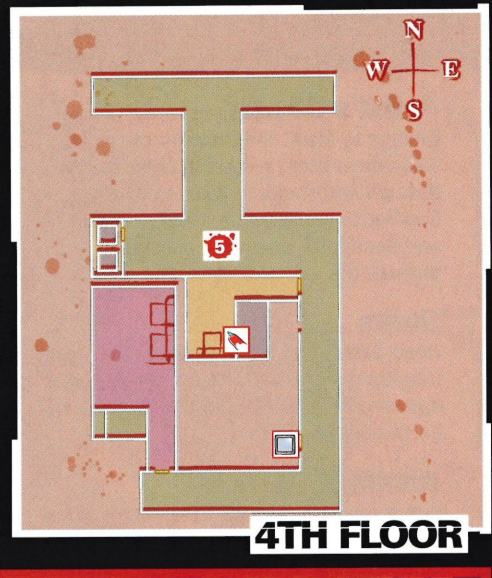
1ST FLOOR



2ND FLOOR



3RD FLOOR



4TH FLOOR

1 Garcian's House NOT ON MAP
Enter Harman's Room and watch a short cut-scene, then continue down the corridor and into the Forbidden Room. Watch another cut-scene and then head outside to start the mission.

2 Lobby 1ST FLOOR MAP
Look out for the Mother Smile and run over to the Harman's Room to the west. Save your game and change to Kaede. Head back round to the reception and go behind the desk. Use Kaede's special ability to reveal a Soul Shell and pick it up. Now get in the elevator and ride it up to the 2nd Floor.

3 2F Hallway 2ND FLOOR MAP
Head down the corridor then change to Dan and use his charged shot to destroy the Duplicator Smile. Run round the corner and head into Room 203 to find a Soul Shell inside, then go back to the elevator and head up to the 3rd Floor.

4 3F Hallway 3RD FLOOR MAP
Shoot the enemies ahead, then follow the corridor round to Room 306 and go inside. Enter the bathroom to see a Soul Shell in the bath. Before you try to pick it up, shoot the wire of the hairdryer that is also in the bath, otherwise you will get a nasty shock. Now go back to the elevator and ride it up to the 4th floor.



Level 8 SMILE (CNTD)



5 4F Hallway 4TH FLOOR MAP

Kill the Smiles coming toward you, then head round the corner to Room 404. Change to Mask and blow open the wardrobe to reveal a Soul Shell. Pick it up, then return to the elevator and go up to the next floor.

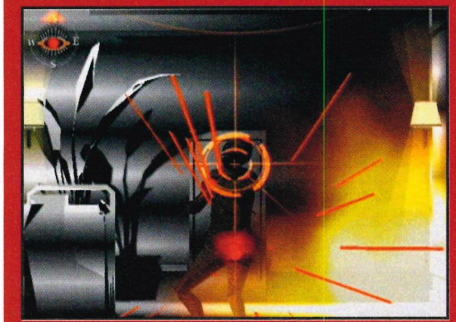
6 5F Hallway 5TH FLOOR MAP

Look out for Protector Smiles on this floor and use Mask to defeat them. Head left to Room 502 and go inside, then talk to Mills. Equip the Fire Ring and light the candles, then pick up the Soul Shell that appears. Return to the elevator and head up to the next floor.

BOSS

TIMER SMILE

This smile has boils over its body, which all need to be shot before it is killed. Zoom in with Kaede and pick them off. When there is only one left it will charge, so look out for that.



7 6F Hallway 6TH FLOOR MAP

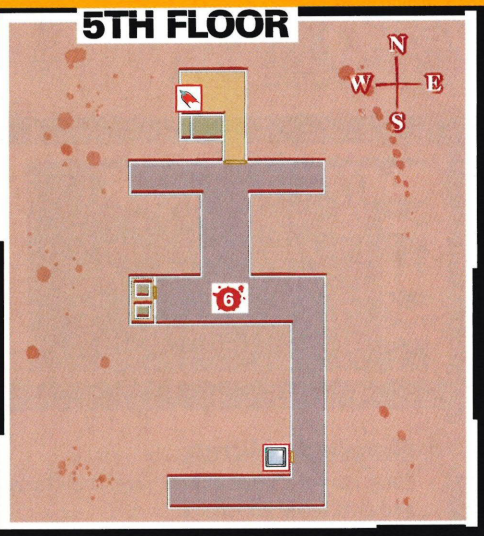
Change to Coyote and head left to Room 601. Unlock the door and head inside, then talk to Travis and pick up the Soul Shell. Now go back to the elevator and go up to the 7th Floor.

8 7F Hallway 7TH FLOOR MAP

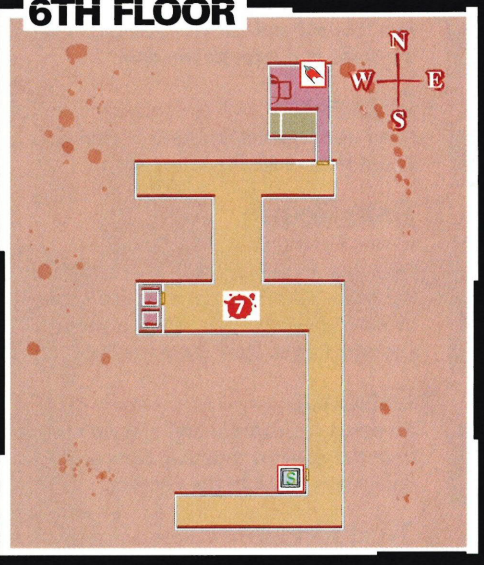
Enter Harman's Room and change to Kaede, then save your game. Now move to the end of the hallway and use the Wind Ring to blow the flowers away to reveal a Soul Shell. Pick it up then enter the Suite. Hand your Soul Shells to the Gatekeeper and head through the door to the Colosseum to face the TIMER SMILE. Once it is defeated, head back to the hotel room and go through the door, then watch the cut-scene that completes the level.



5TH FLOOR



6TH FLOOR



7TH FLOOR

Level 9 SMILE PART TWO

KEY

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

1 Garcian's House NOT ON MAP
Enter Harman's Room and save, then leave and watch the cut-scene.

2 Main Gate NOT ON MAP
Run forward and talk to Travis then head up the steps and through the door.

3 Entrance SCHOOL ENTRANCE MAP
Head up the stairs and save in Harman's Room then enter the Data Room.

4 Data Room
SCHOOL ENTRANCE MAP
Walk over to the Control Panel and enter the code 3576 to reveal a hidden room. Talk to Travis inside and he will give you a Cassette Player. Now leave the Data Room.

5 Entrance SCHOOL ENTRANCE MAP
Go down the corridor and pick up the Tape from the drinking fountain. Now go back downstairs and into the corridor.

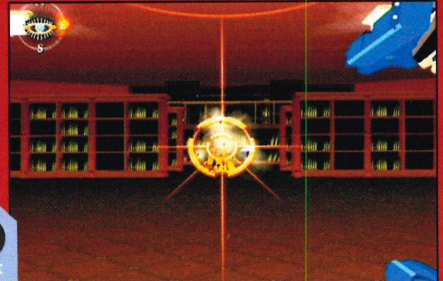
6 1F Hallway 1ST FLOOR MAP
Shoot the Smile then talk to Iwazaru and enter the Ladies' Room on the left.

7 Ladies' Room 1ST FLOOR MAP
Enter the stall and flush the toilet to make a Carrier Pigeon appear. Read the memo and you will get another Tape. Head back into the hallway and to the classroom at the end.

BOSS

GALACTIC TOMAHAWK SMILE

This Smile fires rockets at you, which must be shot before they hit you. Someone with a fast rate of fire, like Con, is a wise choice here. And it is also handy to have some test tubes to heal yourself. Keep firing and the Smile will eventually be defeated.



8 L2F Classroom
1ST FLOOR MAP
Go to the back of the room and pick up the Tape, then go to back to the hallway and through the door on the right.

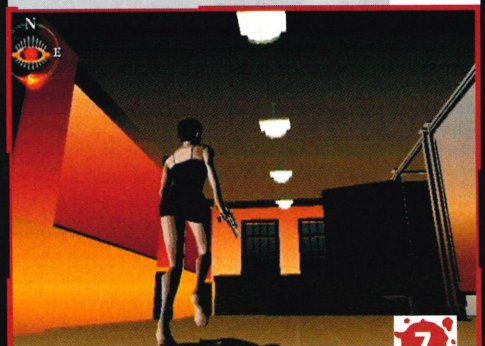
9 1F Hallway 1ST FLOOR MAP
Every classroom on this corridor has a Tape inside, so visit each one and pick them up, looking out for Smiles on the way. Once you reach the section of the corridor with the last classroom, look at the locker numbers and shoot number 656. Talk to Travis, who is inside, then shoot locker number 666 to find a Soul Shell and another Tape. Another locker door will be open, so shoot to close it and another will pop open. Keep shooting them until you see the Iron Mask. Shoot the door of whichever locker it is in, then continue to shoot the doors that pop open until the door to the second floor opens. Head to the end of the corridor and save in Harman's Room then go through the door to the second floor.

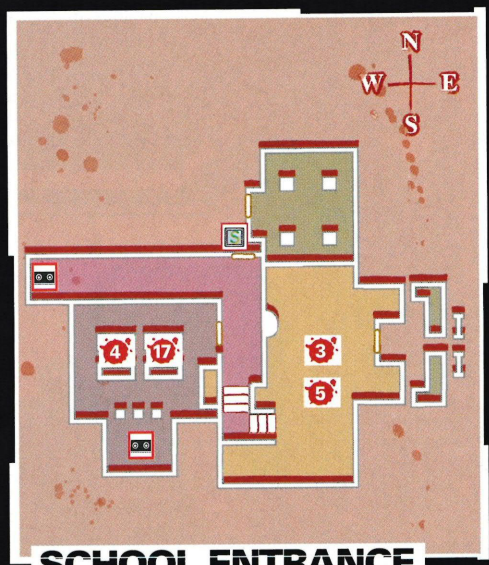
10 2F Open Space 2ND FLOOR MAP
Head forward and talk to Travis then go upstairs and into the Cafeteria.

11 Cafeteria 2ND FLOOR MAP
Change to Dan and use his charged shot to take out the weak points on the Duplicator Smile, then head right and through the door.

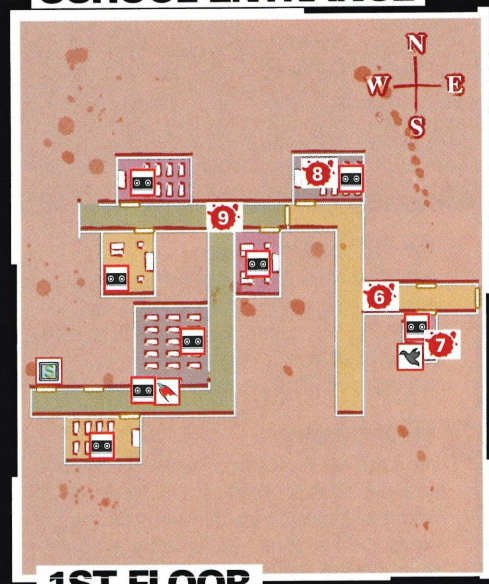
12 2F Hallway 2ND FLOOR MAP
Save in Harman's Room then continue down the corridor and through the door to the Gatekeeper. Hand over your Soul Shells and head to the Colosseum to fight (GALACTIC TOMAHAWK SMILE). Once it is defeated, run forward and pick up the Tape then head back and through the door to the corridor.

13 2F Hallway 2ND FLOOR MAP
Save in the Harman's Room on the left, then head to the end of the corridor and up the stairs to the Principal's Office.

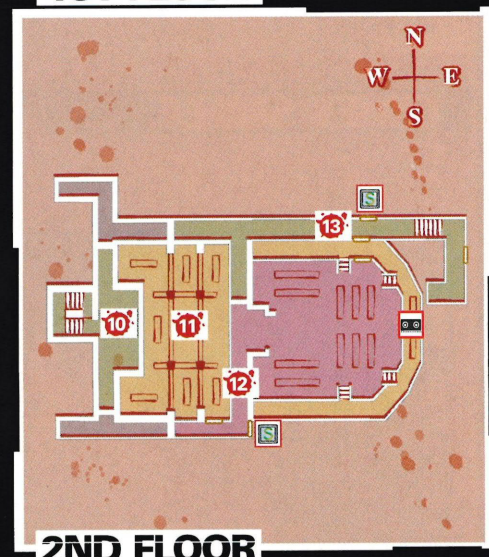




SCHOOL ENTRANCE



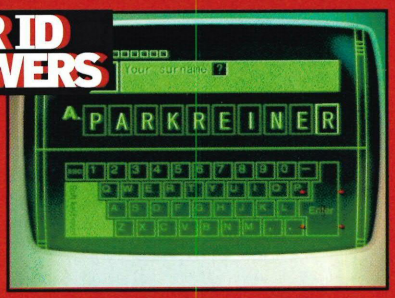
1ST FLOOR



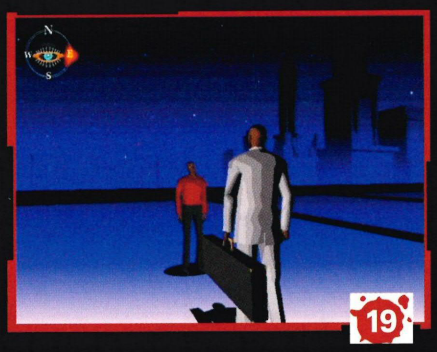
2ND FLOOR

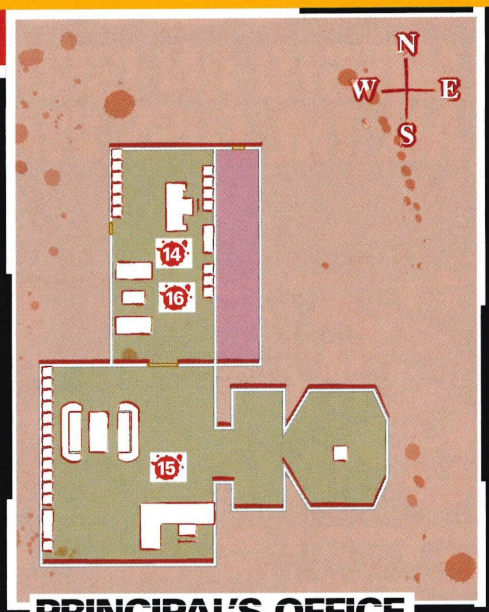
Level 9 SMILE PART TWO (CONTD)

EMIR ID ANSWERS



1. PARKREINER
2. 00480158
3. ALABAMA
4. 11221942
5. B
6. MICHAEL
7. KATHARINE
8. 04281952
9. EAGLE





PRINCIPAL'S OFFICE

14 Principal's Office
PRINCIPAL'S OFFICE MAP

Watch the cut-scene then enter the Chairman's Room on the right.

15 Chairman's Room
PRINCIPAL'S OFFICE MAP

Head over to the Operation Panel and enter the codes 55549 and 72712 then enter the safe. Use the fingerprint ID to open the next door, then turn the dial on the safe all the way to the right then all the way to the left to open it up. Once you have the Odd Engraving inside, head back into the Principal's Office.

16 Principal's Office
PRINCIPAL'S OFFICE MAP

Shoot the glinting trophy and head into the secret room, then go through the door to the emergency staircase. Head down to the Main Gate and inside to the Data Room again.

17 Data Room SCHOOL ENTRANCE MAP
Go over to the terminal and use the Odd Engraving and you will now have to answer a series of questions to identify yourself as Emir. Most of the answers are found on the tapes, but do not worry about that: we have them all here for you – see (EMIR ID ANSWERS). Once you have answered all the questions correctly, the Gymnasium doors will open, so head back outside and go through them.

18 Gymnasium NOT ON MAP
Run to the control panel and press the button then watch the cut-scene. Once it has finished, it is time for another boss fight, with (GREG). Once you exit the gym again, you will be taken back to Garcian's House, so save in Harman's Room then head outside and you will return to the hotel.

19 Lobby NOT ON MAP
Go behind the reception and examine the blood stain, then enter the elevator and go up to the next floor. There are no enemies and only one way you can go, so visit the rooms on each floor and examine the blood stains and watch the cut-scenes. Watch another cut-scene in the Suite on the 7th Floor, which will reveal some big plot points. Finally, head to the roof and enter the Forbidden Room to see another cut-scene then go up the stairs. Shoot young Garcian in his third eye and watch another cut-scene.

BOSS

GREG

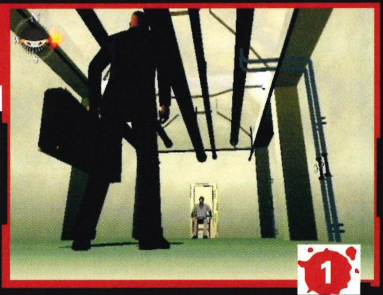
You need to shoot this hanging man in the arms to make him swing from side to side. When he swings fast enough, his trousers will come off to reveal a weak spot. Shoot this until his legs are blown off. Seven invincible Heaven Smiles will now appear and kill the Killer 7 one by one until you get to Garcian. As Garcian, pick up the Golden Gun that Greg dropped and shoot the final Smile. Now shoot Greg once more, then exit the gym.

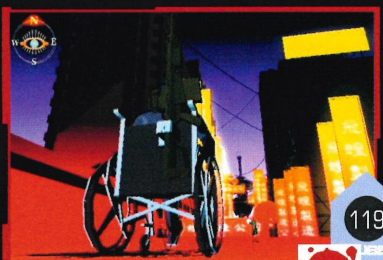


Level 10 LION

1 Battleship Island NOT ON MAP
There is only one route you can take, so run forward. Look out for Smiles on the way, as you cannot scan for them but you can still just about make them out; they die with one shot. Once you reach Matsuken you are given the option to kill him or let him live. Whatever you do only changes a cut-scene, so pick whichever option takes your fancy. Keep going until you reach Garcian's House and head down into the basement. Chase and kill Iwazaru and the credits will roll, after which a familiar scene will appear and you will know what to do.



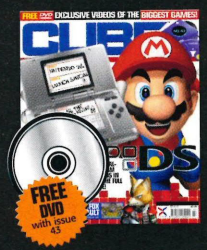




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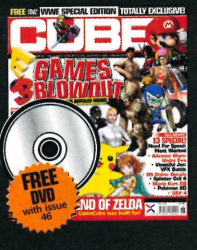
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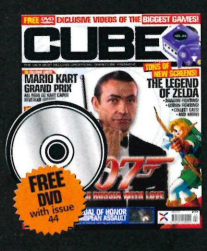
ISSUE FORTY THREE

The Nintendo DS launch special with every launch title reviewed and rated. Elsewhere *Star Fox Assault, Flight Night Round 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.



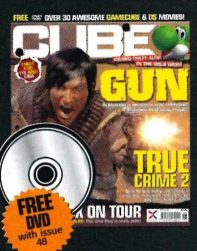
ISSUE FORTY SEVEN

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.



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 EIGHT

GUN – it's the surprise that no one expected, so we stuck it on the cover and In-depthed it. Then we did a few more things to the likes of *Batman Begins, Fantastic 4, Chibi-Robo, Famicom Wars DS* and *Riviera*.

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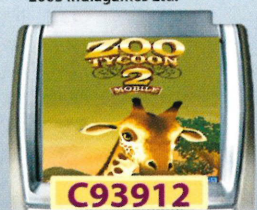
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Adrénalin
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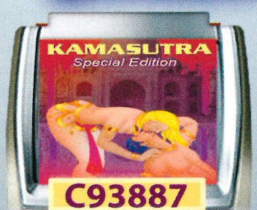
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C93887

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Julia Channel Strip Cards
Challenge Julia Channel
B,C,D,E,F,H,I,J,K,M,P,Q,S



C93832

XXX Puzzle
A,B,C,D,E,F,G,J,P, Q



C93684

Marc Dorcel's Girls Undressed
C,D,E,F,H,I,J,K,L,M



C93793

Strip Strap Strup
B,C,D,E,F,G,I,O,P,Q,T, U



C93821

Wet T-Shirt Competition
B,F,G,T



C93742

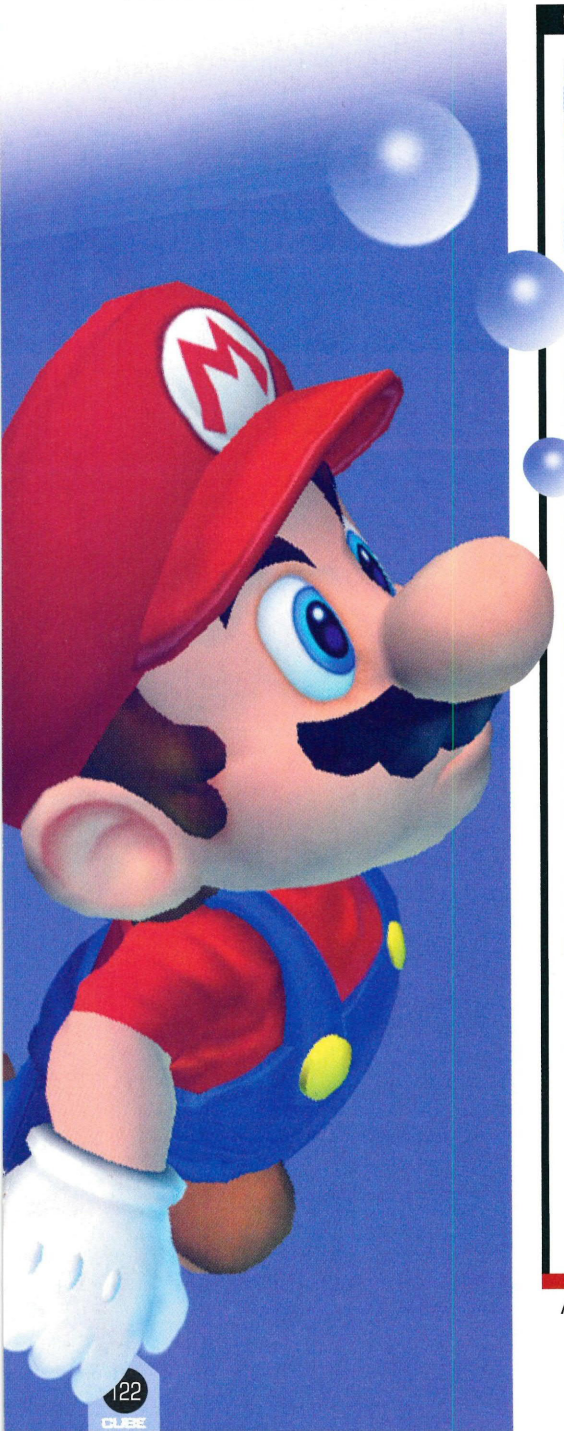
Reveal Me
B,F,G

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DIRECTORY

Your complete at-a-glance guide to every game **CUBE** has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
007 Everything Or Nothing	EA	In-house	1	29	PAL	8.2
1080° Avalanche	Nintendo	NSTC	1-8	26	PAL	9.0
18-Wheeler AM-PRO Trucker	Acclaim	Acclaim/Sega	1-2	8	PAL	4.4
2002 FIFA World Cup	EA	In-house	1-4	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	12	PAL	8.1
Agent Under Fire	EA	In-house	1-4	9	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis	1-4	10	PAL	9.1
Alien Hominid	O3 Entertainment	The Behemoth	1-2	41	NTSC	8.9
Animaniacs: Great Edgar	Hunt Ignition	Warthing	1	46	PAL	6.0
Animal Crossing	Nintendo	In-house	1-4	37	PAL	8.0
Animal Leader	Nintendo	Saru Brunei	1	5	NTSC	7.5
Amazing Island	Sega	Sega	1-2	38	NTSC	7.4
Asterix & Obelix XXL	Atari	In-house	1	34	PAL	5.1
ATV 2	Acclaim	Climax	1-2	16	PAL	8.1
Barbarian	Virgin	Saffire	1-4	11	PAL	4.3
Baten Kaitos	Namco	Monolith Software	1	41	NTSC	8.6
Batman: Dark Tomorrow	Kemco	Hot Gen	1	20	PAL	3.9
Batman Vengeance	Ubi Soft	In-house	1	6	PAL	6.2
Battle Houshin	Koei	In-house	1	7	NTSC	7.0
Beach Spikers	Sega	AM2	1-4	10	PAL	8.0
Beyond Good & Evil	Ubisoft	In-house	1	29	PAL	9.4
Billy Hatcher And The Giant Egg	Sega	Sonic Team	1-4	26	PAL	7.0
Big Air Freestyle	Ubi Soft	In-house	1-2	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	18	PAL	8.3
Bionicle	EA	Argonaut	1	25	PAL	4.4
Black & Bruised	Vivendi	Digital Fiction	1-2	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	15	PAL	7.7
BloodRayne	Vivendi	Terminal Reality	1	19	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	14	PAL	4.5
Bomberman Generation	Majesco	Hudson Soft	1-4	8	NTSC	8.0
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	25	PAL	7.9
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	19	PAL	9.3
Burnout	Acclaim	Criterion	1-2	6	PAL	8.4
Call Of Duty: Finest Hour	Activision	Spark Unlimited	1	40	PAL	6.6
Capcom Vs SNK: EO	Capcom	In-house	1-2	9	PAL	8.2
Carmen Sandiego	Acclaim	Bam!	1	30	PAL	7.0
Catwoman	EA	Argonaut	1	35	PAL	4.0
Cel Damage	EA	In-house	1-2	6	PAL	4.3
Chaos Field Expanded	Able/Milestone	Milestone	1	44	NTSC	7.8
Conan	TDK	Cauldron	1	32	PAL	4.2
Conflict: Desert Storm	Sci	Pivotal	1-4	18	PAL	8.2
Conflict: Desert Storm 2	Sci	Pivotal	1-2	25	PAL	8.5
Crash Bandicoot	Vivendi	Eurocom	1	13	PAL	5.6

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

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	27	PAL	4.8
Crazy Taxi	Acclaim	In-house	1	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	23	NTSC	6.2
Custom Robo Battle Revolution	Nintendo	Noise	1-4	31	NTSC	8.5
Dakar 2	Acclaim	In-house	1-2	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	6	PAL	7.4
Dead To Rights	EA	Namco	1	22	PAL	6.8
Defender	Midway	In-house	1-2	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	19	PAL	8.9
Def Jam: Fight For New York	EA	AKI	1-4	37	PAL	9.2
Die Hard: Vendetta	Vivendi	Bits Studios	1	13	PAL	8.2
Disney's Extreme Skate Adventure	Activision	Neversoft	1	24	PAL	7.0
Disney's Magical Mirror	Nintendo	Capcom	1	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-house	1	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	6	PAL	5.0
Donald Duck: Quack Attack	Ubi Soft	In-house	1	6	PAL	6.2
Donkey Konga	Nintendo	Namco	1-4	37	PAL	9.0
Donkey Konga Volume 2: HSP	Nintendo	Namco	1-4	35	NTSC	9.2
Donkey Konga Vol 3	Nintendo	In-House	1-4	44	NTSC	8.6
Donkey Kong: Jungle Beat	Nintendo	In-House	1	41	PAL	8.0
Donkey Kong: Konga 2	Nintendo	Namco America	1-4	46	PAL	8.0
Doshin The Giant	Nintendo	In-house	1	12	PAL	7.4
Dragon Ball Z: Budokai	Atari	Dimps	1-2	26	PAL	4.5
Dragon Ball Z: Budokai 2	Atari	Dimps	1-2	44	PAL	6.2
Dragon's Lair 3D	THQ	Dragonstone	1	32	PAL	4.0
Dream Mix TV World Fighters	Hudson	Eighting	1-4	30	NTSC	3.4
Dr Muto	Midway	In-house	1	17	PAL	5.0
Driven	Bam!	In-house	1-2	6	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	11	PAL	5.2
Enter The Matrix	Infrogrames	Shiny	1	20	PAL	6.8
ESPN Int Winter Sports '02	Konami	In-house	1-2	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	12	PAL	9.3
F1 2002	EA	In-house	1-2	9	PAL	7.6
F1 Career Challenge	EA Sports	In-house	1	21	PAL	6.4
FIFA 2005	EA	EA Sports	1-4	38	PAL	7.0
FIFA 2004	EA	EA Canada	1-4	26	PAL	8.9
FIFA Football 2003	EA	In-house	1-4	13	PAL	8.2
FIFA Street	EA	EA Sports Big	1-4	43	PAL	4.1
Fight Night Round 2	EA	EA Sports	1-2	43	PAL	8.9
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	30	PAL	9.0
Finding Nemo	THQ	Traveller's Tales	1	24	PAL	6.1
Fireblade	Midway	Avalanche	1	16	PAL	6.5
Fire Emblem: Trail Of The Blue Flame	Nintendo	Intelligent Systems	1	46	NTSC	7.9
Freedom Fighters	EA	IO Interactive	1-4	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	23	NTSC	9.4
Future Tactics: The Uprising	Crave	Zed Two	1-2	38	PAL	6.5
Gauntlet: Dark Legacy	Midway	In-house	1-4	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	18	PAL	6.5
Ghost Recon 2	Ubisoft	Red Storm	1	44	PAL	5.9
Giftpia	Nintendo	Skip Ltd.	1	20	NTSC	7.5
Gladius	Lucasarts	In-house	1	26	PAL	6.5
Goblin Commander	Jaleco	In-house	1	30	PAL	6.2
Godzilla: DAMM	Infogrames	Pipeworks Studios	1-4	13	PAL	4.0
GoldenEye: Rogue Agent	EA	EA LA	1-4	40	PAL	5.9
GPX Cyber Formula	Sunrise	In-house	1-4	37	NTSC	6.1
GT Cube	MTO	In-House	1	22	NTSC	4.9
Harry Potter: Chamber Of Secrets	EA	Eurocom	1	14	PAL	7.0

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

OFFICE TAT 1

It's official, we're running out of ideas for Top Fives!

THE ROCK



1

The Rock, twisted backwards, wearing a plastic hat taken from a tequila bottle and Budweiser garrotte that forum member Imagonnawin sent in. It really angers Ryan when people pick it up and play with it.

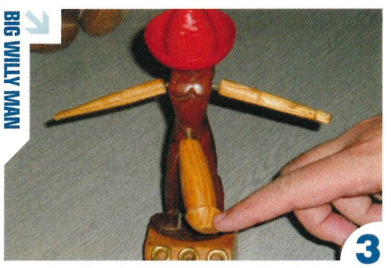
NIGHTSCOPE



2

Ian from XBM uses this to stare at Ryan. Then he stares at Chandra. Then he tries to stare at Tim, even though Tim has The Biggest Monitor In The World™ in the way. Then he goes away. He does things like that.

BIG WILLY MAN



3

An African doll thing with a... yes. Just look at it. The best bit (or worst, we're not entirely sure ourselves) is his 'thing' just keeps on wobbling, no matter what. It's quite disturbing yet strangely hypnotic.

DINOSAURS



4

Bought from Wilkinsons for 99p and then distributed among the team. Special dinosaur fact: Did you know dinosaurs have CHINA stamped on their bellies? Us neither. They don't teach you that in school.

LEG

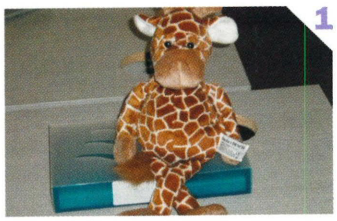


5

True Story 56: This leg belonged to a plastic knight that sat on Tim's desk. "I'm a plastic knight that sits on Tim's desk!" it used to shout in our minds. "And I guard the realm!" Then Darran smashed it to pieces.

OFFICE TAT 2

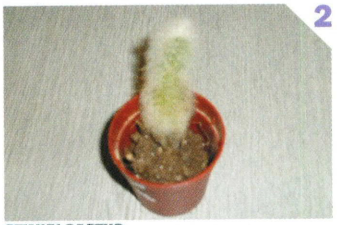
It's official, we're still running out of ideas for Top Five!



1

GAY GIRAFFE

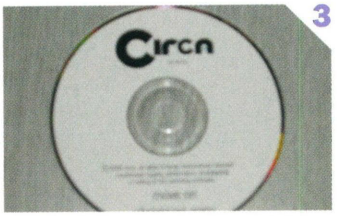
The gay giraffe. Sits on the desk, legs crossed, looking kind of smarmy. Not that we're insinuating this is what makes it easy to distinguish a giraffe's sexuality, far from it, but it is massively, screamingly gay.



2

STINKY CACTUS

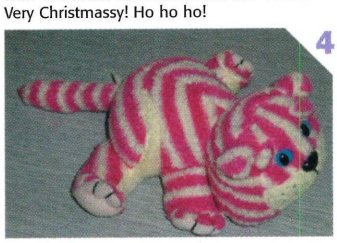
Liz says it's called Stinky Cactus "cos it's all mouldy and wonky and he keeps falling over and he's stinky." Ha ha! Look at the way Liz calls this cactus thing 'he' like it's a person! Girls eh? Awww.



3

CIRCA PROMO

Promo CD of Chandra's band. It features *Move On* and *Christmas Song*, a song that seems to be played every month-that-has-nothing-to-do-with-Christmas and sometimes in December. Very Christmassy! Ho ho ho!



4

BAGPUSS

A small Bagpuss doll/cat/toy thing on Liz's monitor. There's not much to say about it really. "He belonged to Roy." So did you steal him? "No, he was a leaving gift." Liar. Now sits on Ryan's monitor with the dinosaurs.



5

TIGGER BALL THING

A strange toy thing that sits on Liz's desk. There's not much to say about it really. It's very glittery and shiny and cute and when we look at it, we think "girl." Miles asked if it has Winnie The Pooh in it. No. It doesn't.

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

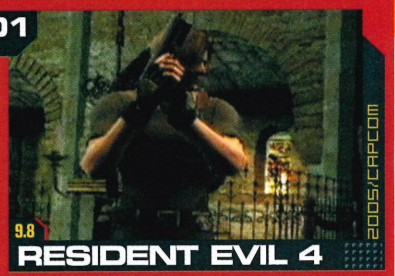
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

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!



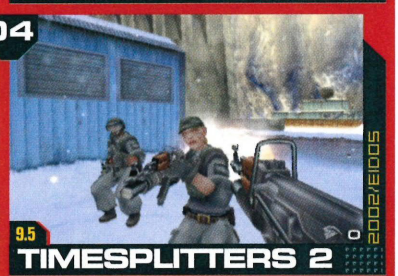
01 RESIDENT EVIL 4 — 9.8 — 2005/CAPCOM



02 METROID PRIME 2: ECHOES — 9.7 — 2004/NINTENDO



03 LOZ: WIND WAKER — 9.5 — 2002/NINTENDO



04 TIMESPLITTERS 2 — 9.5 — 2002/EIDOS



05 LOZ: FOUR SWORDS + — 9.4 — 2004/NINTENDO

06 MARIO KART: DOUBLE DASH!! — 9.4 — 2003/NINTENDO

07 PAPER MARIO 2 — 9.4 — 2004/NINTENDO

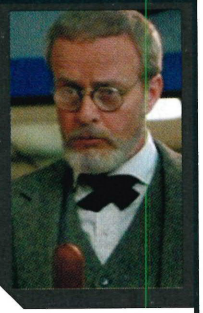
08 BEYOND GOOD & EVIL — 9.4 — 2003/UBISOFT

09 SUPER MARIO SUNSHINE — 9.4 — 2002/NINTENDO

10 F-ZERO GX — 9.4 — 2002/NINTENDO

SIGMUND FROOD (OUT OF BILL AND TED) AND HIS AMAZING PSYCHOLOGICAL ADVENTURES

Ashley, Resident Evil 4

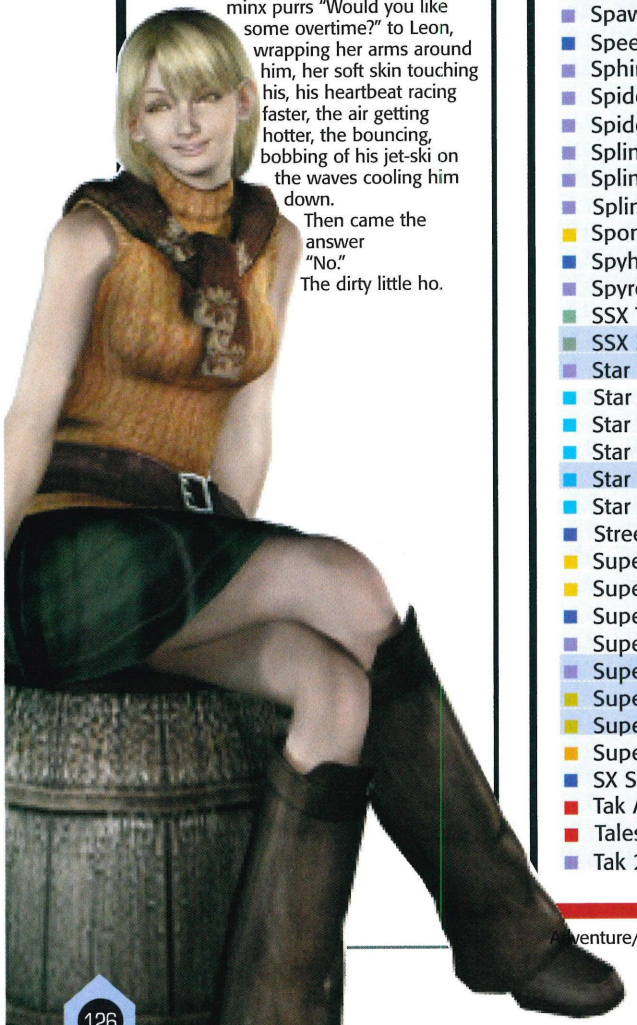


"Leon! Help!" Ashley. So young, so beautiful, so innocent, so pure. The coy scarf around the slender neck, the short skirt that symbolises promiscuity, the naïve terror when she curls up in fear... as Barry Manilow once sang about the young harlot: "Oh Ashley. Well you came and you gave without taking. But I sent you away, oh Ashley. Well you kissed me and stopped me from shaking. And I need you today oh Ashley." Barry Manilow might have a really big nose but by God, he's right. Ashley, the Froodster loves you. The Froodster needs you.

But then in one stroke, one pulsing, throbbing line at the end of the game, Ashley throws it all away. Destroys the Froodster's love. All the innocence, all the naivety, all the purity – everything is smashed and corrupted when the little minx purrs "Would you like some overtime?" to Leon, wrapping her arms around him, her soft skin touching his, his heartbeat racing faster, the air getting hotter, the bouncing, bobbing of his jet-ski on the waves cooling him down.

Then came the answer "No."

The dirty little ho.



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

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

TIMMY TIME! (DO, DO, DO, DO, DO)

OH. OWW. OCH. By the time you read this (unless it's the first bit of the mag you turn too, but that's hardly likely) Liz and Ryan will be gone. Bam! Just like that – vamoosed. It's heart-rending. Not heart-rendering because that... oww, can't even bring myself (off?) to finish that rubbish game related 'joke'.

Ryan, I'm not going to miss that much – he's only going to the other side of the office to suck up to Bill Gates [Bill Gates is awesome! C'mon Bill! Come on! – Ryan] and the Xbox 360 – and I share a flat with him so... y'know – meh.

But Liz! Oh God, no Liz. She used to buy us cakes and doughnuts, and come outside for fresh air breaks and little chats. We used to do our food shopping together! It was really handy; having company while selecting frozen chips makes shopping much easier. Now what am I going to do? Go on my own I suppose.

So that now makes five **CUBE** members I've been through in just two years: Byron, Gary, Steph, Ryan and Liz, all gone. Away.

Except Steph cause she's back here now and Gary will be down this month so there'll be a bit of pubbing and bizarre conversation. Spoke to Byron a few weeks ago on the forum, he seems fine. And Liz has already invited me up to Milton Keynes to go shopping and sight-seeing(?) so, y'know, maybe it'll be okay.

It also means we'll have two new people on **CUBE** – who they will be, you decide...well you won't but Miles might get round to it eventually. Anyway here's Liz:



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DIRTY - CHRISTINA AGUILERA FT. REDMAN	CUBE50010
HEY YA - OUTKAST	CUBE50030
IN DA CLUB - 50 CENT	CUBE50000
JENNY FROM THE BLOCK - JENNIFER LOPEZ	CUBE50019
MILKSHAKE - KELIS	CUBE50023
OUT OF LOVE - ANASTASIA	CUBE51021
OUTTA MY HEAD - KYLIE MINOGUE	CUBE51015
SLIM SHADY - EMINEM	CUBE50014
THEME - A TEAM	CUBE50044
THEME - MUPPETS	CUBE50077
THEME - THE SIMPSONS	CUBE50082
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99 PROBLEMS - JAY-Z	CUBE10254
AMERICAN IDIOT - GREEN DAY	CUBE10222
ANGELS - ROBBIE WILLIAMS	CUBE10628
BEAT IT - MICHAEL JACKSON	CUBE11554
CAUGHT UP - USHER	CUBE10957
DON'T PLAY NICE - VERBALICIOUS	CUBE10968
HOLLA BACK GIRL - GWEN STEFANI	CUBE10227
IGNITION - R KELLY	CUBE10599
IN DA CLUB - 50 CENT	CUBE10004
LET ME LOVE YOU - MARIO	CUBE10419
LONELY - AKON	CUBE10015
MOCKINGBIRD - EMINEM	CUBE10171
OVER & OVER - NELLY FT. TIM McGRAW	CUBE10494
SWITCH - WILL SMITH	CUBE10994
THEME - AXEL-F BEVERLY HILLS COP	CUBE10815
THEY - JEM	CUBE10264
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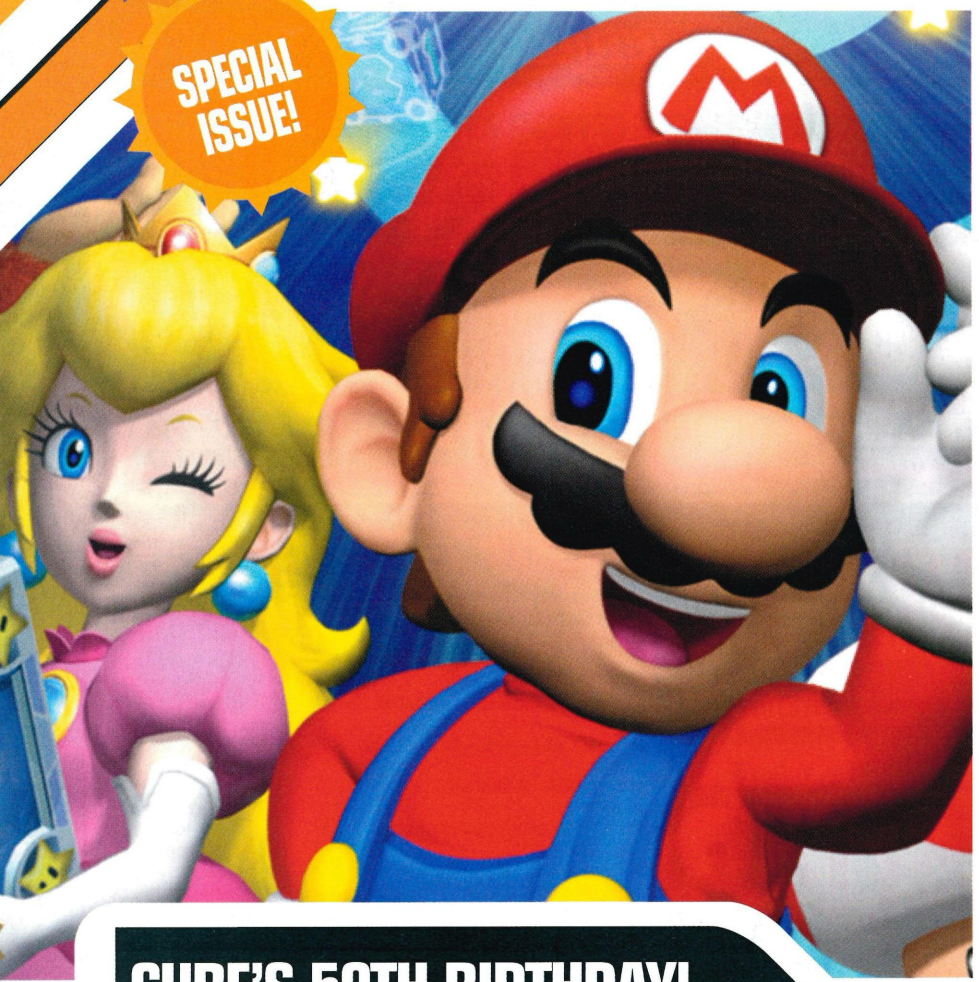
ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT! ISSUE 50 ON SALE 22 SEPTEMBER 2005

NEXT ISSUE

Next Month... Next Month... Next Month... Next Month...

HORIZON

SPECIAL ISSUE!



CUBE'S 50TH BIRTHDAY!

...AND CHANDRA IS STILL HERE...

Ah, the memories. We've been going for over four years now, and as the big five-o draws near we're going to head down memory lane. Remember Simon? Martin? Steph? Gary? Byron? Where are they now... we're not sure.

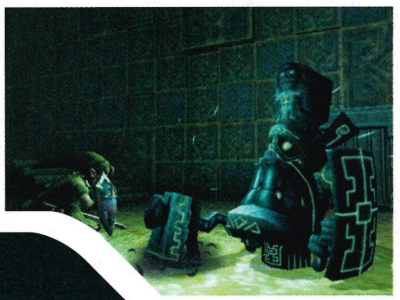
LOZ: TWILIGHT PRINCESS

EXCLUSIVE FOOTAGE!

30 MINUTES OF LOVELY FOOTAGE

Last month we managed to spend some more time with Nintendo's finest. Naturally we had a secret camera under our jacket, which means a whole ton of in-game footage for you lot.





FEATURE

ABSOLUTELY 100% WE'RE DOING IT

STUDIO EYE

Developer Creative Assembly has been quite busy of late, but *Spartan* development is coming to an end very soon so we'll be paying them a visit to find out what it's like to be under pressure. Seriously, we're definitely going to get this done, we've been promising it for ages and people have started to complain. Sorry.

SOLUTIONS

SHURLY SHOME MISHTAKE

FROM RUSSIA WITH LOVE

You just know that, being a *Bond* game, this will be full of unlockables, time challenges, secret weapons and expert strategies, so we've got our best man on the case. He'll break it in no time.

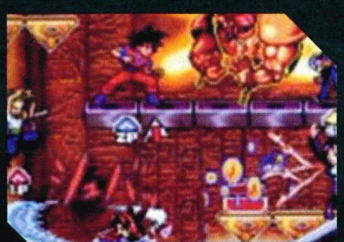
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Definitive reviews of ALL the latest GameCube, DS, and GBA games, including:

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Ringtoneking

Ringtone Charts

	polyphonic	monophonic
1) 2Pac - Ghetto Gospel	Rin9145	Rin9155
2) Eminem - Ass Like That	Rin9146	Rin9156
3) Crazy Frog - Axel F	Rin9147	Rin9157
4) Akon - Lonely	Rin9148	Rin9158
5) 50 Cent - Just A Lil Bit	Rin9149	Rin9159
6) James Blunt - You're Beautiful	Rin9150	Rin9160
7) Daniel Powter - Bad Day	Rin9151	Rin9161
8) K. Clarkson - Since U Been...	Rin9152	Rin9162
9) Daddy Yankee - Gasolina	Rin9153	Rin9163
10) MVP - Roc Ya Body	Rin9154	Rin9164

Named artists may have no connection with the featured ringtones & may not be the only artists who have recorded the song.



Pop Goes The Frog!

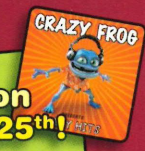
Videoringtones


Video1073

Crazy Frog
Axel F

The ALBUM

Ringtone	poly	mono	real
Popcorn Mix	Rin9205	Rin9206	Real3630



out on july 25th!

Ringtone	poly	mono	real
Crazy DJ	Star2160	Star2161	Star2162

Wallpapers

Pic2956

Videoringtones


View692

DJ Crazy Frog
Don't Eat Me

DJ Crazy Frog
Rock Me


View693

Themes


Theme883

Videos


Play425

Games


Game435

Animated Screensavers


Ani1381

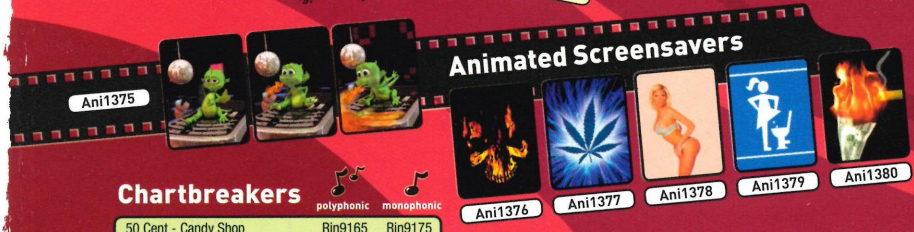

Pic2957


Pic2958

Crazy Sound Effects

Crazy Frog Original	Fun4930
The Frog Gets Shot	Fun4931
Crazy Frog Is High	Fun4932
Frog Is Puking	Fun4933
Frog & Girlfriend	Fun4934
Goooooaal	Fun4935

Animated Screensavers



Chartbreakers

	polyphonic	monophonic
50 Cent - Candy Shop	Rin9165	Rin9175
Audio Bullys - Shot You Down	Rin9166	Rin9176
Bananarama - Move In My	Rin9167	Rin9177
Bobby Valentino - Slow Down	Rin9168	Rin9178
Charlotte Church - Crazy Chick	Rin9169	Rin9179
Eminem - Mockingbird	Rin9170	Rin9180
Gorillaz - Feel Good Inc.	Rin9171	Rin9181
Green Day - Wake Me Up When...	Rin9172	Rin9182
Kanye West - Diamonds From...	Rin9173	Rin9183
Lee Ryan - Army Of Lovers	Rin9174	Rin9184

Telly Tunes

	polyphonic	monophonic
Benny Hill	Rin9185	Rin9195
Beverly Hills Cop	Rin9186	Rin9196
Exorcist (Tubular Bells)	Rin9187	Rin9197
Halloween	Rin9188	Rin9198
James Bond	Rin9189	Rin9199
Mission Impossible	Rin9190	Rin9200
Mortal Kombat	Rin9191	Rin9201
Pulp Fiction	Rin9192	Rin9202
Rocky	Rin9193	Rin9203
The Great Escape	Rin9194	Rin9204

Realtone Charts

1) Ciara - Oh	Real3610
2) Faithless - Insomnia	Real3611
3) James Blunt - You're Beautiful	Real3612
4) 2Pac - Ghetto Gospel	Real3613
5) Eminem - Ass Like That	Real3614
6) Audio Bullys - Shot You Down	Real3615
7) Daniel Powter - Bad Day	Real3616
8) Gorillaz - Feel Good Inc	Real3617
9) 50 Cent - Candy Shop	Real3618
10) Charlotte Church - Crazy Chick	Real3619
11) Destiny's Child - Cater 2 U	Real3620
12) Mariah Carey - We Belong	Real3621
13) Bodyrockers - I Like The Way	Real3622
14) Snoop Dogg - Signs	Real3623
15) The Game - Hate It Or Love It	Real3624
16) Akon - Lonely	Real3625
17) 50 Cent - Just A Lil Bit	Real3626
18) Mario - Let Me Love You	Real3627
19) Eamon - F**k It	Real3628
20) Uniting Nations - You And Me	Real3629

Sound Effects

Angry Phone	Fun4910
Best Of Bo Selecta**	Fun4911
Best Of Britain**	Fun4912
Bogies (Dick And Dom)**	Fun4913
Captain Abu Dai-Air India	Fun4914
Check Your Text	Fun4915
Dark Telephone Force	Fun4916
Elvis - Caught In A...**	Fun4917
Fred Elliot**	Fun4918
Indian Phone Advisor	Fun4919
Its A Geezer	Fun4920
Joey - How Are You...**	Fun4921
Lou And Andy**	Fun4922
Man Uni. Commentary	Fun4923
Nessie - Fly Together	Fun4924
Peter Kay - Pick Me !**	Fun4925
Pick Up You Silly Moo!	Fun4926
U Have Got A Message	Fun4927

**Celeb sound effects are performed by voice artists.

Ringtoneking Stars

Ringtones

	poly	mono	real
Dirty Turtles	Star2148	Star2149	Star2150
Nessie The Dragon	Star2151	Star2152	Star2153
Sweety Remix	Star2154	Star2155	Star2156
Little Birds Rock	Star2157	Star2158	Star2159

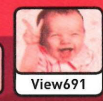
Videoringtones



View690

Kiss Me

Peace Man


View691

Videoringtones


Video1070

Raghav
Angel Eyes

Eric Prydz
Call On Me


Video1071


Video1072

Soul Crew
Boyfriend...

Themes



Theme880
Hemp



Theme881
Blue Dragon



Theme882
Fingerprint

Wallpapers


Pic2945


Pic2946


Pic2947


Pic2948


Pic2949


Pic2950


Pic2951


Pic2952


Pic2953


Pic2954



Pic2955

POLYHONIC RINGTONES: Nokia: 7250(i),6610,3510i,6230,3100 Samsung: E700,E800,E600,V200,E330 Motorola: V220,V500,V525,V600V300 SonyEricsson: T610,T630,K700i,Z600,K500i Siemens: MC60,SL55,A55,A60,C65 MONOPHONIC RINGTONES: NOKIA: all popular handsets, SAMSUNG: C100, N500, N620, R210, S100, S300 REALTONES: Nokia: 6230,3220,6600,7610,3200 Samsung: E800,E700,D500,E600,V200 Motorola: V600,V500,V220,V525,V300 SonyEricsson: K700i,V800,K500i,S700i,P900 Siemens: SL65,C65,CX65,S65,CFX65 Sharp: GX 10(i),GX30,GX15,GX20,GX25 SOUND EFFECTS: Nokia: 6230,3220,3200,6600,6820 Samsung: E800,E700,E600,D500,V200 Motorola: V500,V525,V600,V220,V300 SonyEricsson: K700i,K500i,S700i,F500i,P900 Siemens: C65,SL65,CX65,CV65,M65 Sharp: GX 10(i),GX30,GX15,GX20,GX25 COLOUR WALLPAPERS: Nokia: 6230,7250(i),3510i,6610,3220 Samsung: E800,E700,E600,D500,E330 Motorola: V220,V500,V525,V600,V300 SonyEricsson: T610, K700i,T630,K500i,Z600 Siemens: MC60,A60,C65,C62,SL55. WALLPAPERS will not work on handsets MOTOROLA A920, A925 and A1000 for "3" customers. VIDEOS Nokia: 6230,7610,6600,6610,3200 Samsung: D500 Siemens: CX65,SX1,M65,S65,SL65 Sharp: GX30,GX25,GX20,GX15,902 ANIMATED SCREENSAVERS: Nokia: 6230,3220,6600,3100,7610 Samsung: E800,E700,P510,V200,E820 Motorola: V600,V220,V525,Razr V3,V300 SonyEricsson: T610,K700i,T630,K500i,F500i Siemens: SL65,C65,A60,SL55,CX65Sharp:GX10(i),GX30,GX15,GX20,GX25VIDEORINGTONES:Nokia:3230,3650,3660,6260,6600,6630,6670,7610,7650,N-Gage,N-GageQDTHEMES: Nokia: 6260,6600,6620,6630,6670,6680,6681,7610 PICTURE MESSAGES & OPERATOR LOGOS:: NOKIA: all popular handsets. More handsets on www.ringtoneking.co.uk.

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