THE UK'S BEST SELLING UNOFFICIAL NINTENDO MAGAZINE

NO. 50

CUBE™

GC | DS | GBA SP | MICRO | REVOLUTION



SSX ON TOUR EXPOSED!

SPECIAL 50TH ISSUE!

JOIN THE PARTY INSIDE!

THE LEGEND OF ZELDA TWILIGHT PRINCESS

- 30 MINUTES OF NEW FOOTAGE
- AWESOME NEW SCREENSHOTS

REVIEWED

POKÉMON XD GALE OF DARKNESS

Beat small animals... then have them fight for your entertainment!

"excite, inform and entertain"

ISSUE 50 £3.99

HIGHBURY

9 771475 139021 50

CUBE ISSUE 50 ■ THE LEGEND OF ZELDA: TP ■ POKÉMON XD: GALE OF DARKNESS

BUBBLE BOBBLE revolution

Bub and Bob are back!

in a new BUBBLE BOBBLE adventure exclusively for Nintendo DS™



- **100** new exciting levels to explore!
- All-new power bubbles and bubble attacks.
- Microphone-activated challenges.
- Bubble mini games.
- Dual screen action.
- Multi-player mode 2-4 players – friends can play!
- Includes a perfect re-creation of the original Bubble Bobble arcade machine game!

Rising Star Games

www.risingstargames.com

©TAITO CORP.1978, 2005 ALL RIGHTS RESERVED
©MARVELOUS INTERACTIVE INC.
©RISING STAR GAMES LTD.

ATARI

NINTENDO DS™

TM, ® AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO.

100% INDEPENDANT NINTENDO MAGAZINE
ISSUE FIFTY LAUNCHING 22/09/05

CUBE



WELCOME

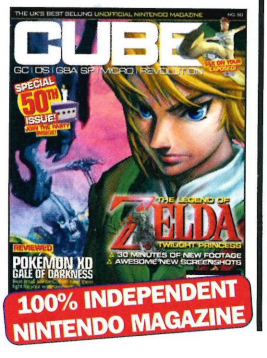
WE'VE DONE THE half ton. That's right, folks, your friendly neighbourhood **CUBE** has well and truly hit middle age and what better party frock to adorn the cover of such a momentous issue than *The Twilight Princess*. We've got four pages of brand new screens upon which to feast your eyes over on page 40.

It's been quite a ride getting to where we're at. There have been tons of great games, one or two disappointments and a lot of people have come and gone since **CUBE** first hit the shelves way back on 22 November 2001. We're still here though, going strong and Nintendo is going from strength to strength. The continuous re-imagining of the GBA continues apace while enticing morsels of information (and a vast quantity of conjectural bull) regarding the Revolution gather in small clumps, intoxicating us with the tantalising aroma of infinite possibility.

While all that's been going on we've had to put a magazine together as well, and there are more comings and goings to report. Both Liz and Ryan say their goodbyes this month. After 19 and 13 issue of active service respectively Private Ryan and Lieutenant Morris are standing down to assume cushy desk jobs back in Blighty while the rest of us embark on another tour of duty on the Nintendo frontline. Lucky for us we've had *Pokémon XD*, *Geist*, *Tiger Woods*, *FIFA 2006* and *Rainbow Six 3* to take our minds off the loss of two respected comrades. Expect a couple of new faces next month.

All that remains for me to say is thank you all for making the last 50 issues such a success and here's hoping the next four years will be just as exciting. Stick with **CUBE** and be a part of it. Oh, and enjoy this issue as well.

See you next month!





Miles Guttery
Editor

CUBE AT A GLANCE

Animal Crossing DS 73
Bubble Bobble Revolution ..72
Castlevania 74
Chaos Field Expanded 37
FIFA 2006 40
Geist 50
Gun 10
Jump Superstars 76
Madden 2006 58
Ouendan 77
Pac 'N' Roll 78
Pokemon XD: GOD 46
Rainbow Six 3 Lockdown ...62
Sigma Star 79
SpongeBob: Lights, Camera, PANTS! 36
SSX On Tour 34
The Legend Of Zelda: TP 40
Tiger Woods 2006 54
Tony Hawk's American Wasteland 08
Trauma 75
Zooo Action Puzzle Game ...79

CONTENTS

CUBE: Eet's game time!

REVIEW

GEIST

50 Nintendo's long-delayed tale of possession finally sees the light of day, but was it worth the wait?



IN-DEPTH

LEGEND OF ZELDA: TWILIGHT PRINCESS

40 It's gone back to 2006 (sob!) but here's a bunch of new screenshots to remind you just why this is becoming the most wanted game of all time.

UP FRONT

TONY HAWK'S AW 08
GUN 10

GAMECUBE NEWS

READ ALL ABOUT IT 12

PREVIEWS

SSX ON TOUR 34
SPONGEBOB: LCP 36
CHAOS FIELD EXPANDED 37

FEATURES

HAPPY BIRTHDAY TO CUBE 26
STUDIO EYE: CREATIVE ASSEMBLY .96

IN-DEPTH

THE LEGEND OF ZELDA: TP 40

REVIEWS

POKEMON XD: GALE OF DARKNESS 46
GEIST 50
TIGER WOODS 2006 54
MADDEN 2006 56
FIFA 2006 58
RAINBOW SIX 3 LOCKDOWN 60

NETWORK CUBE

VIEWPOINT 84
ON THE FORUM 88
BEAT THE WORLD 90
CHEATING MONKEYS 92
ACTION REPLAY 94
SUBSCRIPTIONS 95
GUIDE: RAINBOW SIX 3 98
GUIDE: THE INCREDIBLE HULK: UD 114
DIRECTORY 122
BACK ISSUES 128
HORIZON 130

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



REVIEW

POKÉMON XD: GALE OF DARKNESS
46



REVIEW

FIFA 2006
60

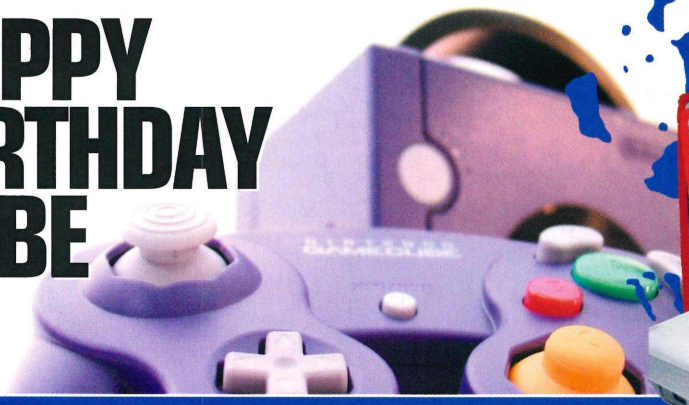


PLUS!



SUBS ON PAGE 95!

HAPPY BIRTHDAY CUBE



26 We're 50 issues old this month, so come with us on a trip down memory lane. The years and the tears that have seen everyone's favourite Nintendo magazine hit the half-century.

HANDS ON











Back on the handheld scene with all you need to know about Game Boy Advance and Nintendo DS. If it fits in the palm of your hand, you'll find it here. Well almost.

CONTENTS

66 BREAKING NEWS
70 BUBBLE BOBBLE REVOLUTION
71 ANIMAL CROSSING
72 CASTLEVANIA
74 ANIMANIACS
75 TRAUMA
76 JUMP SUPERSTARS
77 OUENDAN
78 PAC N ROLL
79 SIGMA STAR
79 ZOOO ACTION PUZZLE GAME
80 DS DIRECTORY

ON THE DISC

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

WITH THE CRUSHING news that *Zelda* has been delayed until some time next year, it seems only right that we should bring you something special to ease the pain. Will 30 minutes of *Zelda* footage do it? Thought so...

LINK LEADS THE WAY

BUT THAT'S NOT ALL WE'VE GOT...

A few weeks ago we had the chance to sit down with the latest in the *Zelda* series and film a whole load of footage for you. In all honesty we weren't supposed to film this, hence the rough quality of the footage, but we're sure you won't mind.In among the half an hour of in-game footage you'll find the following:

Tauro Village
Watch Link doing his everyday chores as a wrangler, which include herding the animals and teaching Epona to jump over fences. You can also see how different grasses can be used to call upon various animals that will then help you to solve the many sub-quests. This opening stage is the typical Zelda training area. You'll learn how to perform all the basic tasks as well as learn Link's basic combat moves.

Forest Temple
The Forest Temple will be a familiar sight to many of you. Watch as Link discovers the brand new Gale Boomerang and swings through the level with his monkey mates.

Forest Temple Boss
The Forest Temple guardian takes on the form of three skyscraper-sized mutant plants. Launching from the murky depths of the forest swamp, they can only be hurt by a combination of the Gale Boomerang, bomb seeds and the monkey leader. Come on, you're intrigued now, aren't you?



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

USING THE DVD

SLAP IN AND PRESS PLAY

1



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

2

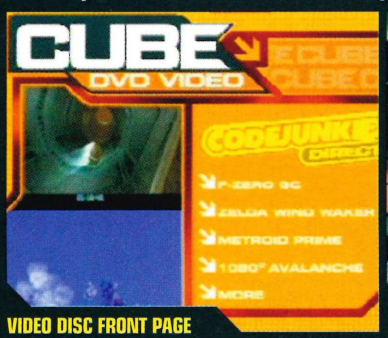


The DVD will only work in a Region 2 or multi-region DVD player, see?

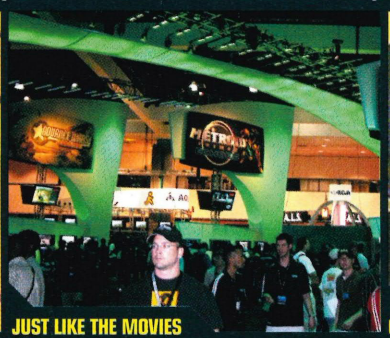
Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console, it's far too big) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

DVD MENU OPTIONS

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



VIDEO DISC FRONT PAGE
Navigate using your remote control.



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



CODE JUNKIES DIRECT
Damned adverts. Grrr...

DISC NOT WORKING?
THEN PLEASE CALL CUSTOMER SERVICES ON 01202 200200 TO DEMAND YOUR RIGHTS!

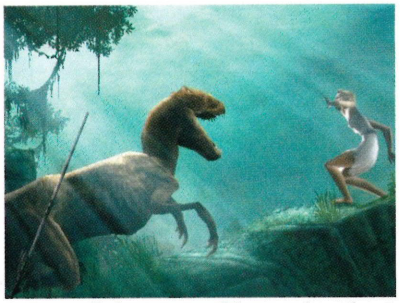
ALSO ON THE DISC!

PETER JACKSON'S KING KONG

We've been raving about it ever since it was first shown at E3, and with good reason. Now it's your chance to see what all the fuss is about. We've got not one, not two, but three brand new in-game videos showing off humans vs T-Rex, escaping on a raft and Kong vs two T-Rexes. They really are quite special... so special in fact, that Lewis has been watching them back-to-back, 12 times a day. Every time we watch them we see something new that we didn't see before. They're the perfect material for any adventure fan and anyone looking forward to the blockbuster Xmas movie release.

SPARTAN: TOTAL WARRIOR

Next month we'll have a lovely little studio feature to go with the *Spartan* review, but for now here's some footage of the game in action to keep you going. Unfortunately the final review code for the game is running late. It should



▲ **You really have to see this game in action to believe it. It's awesome... and then some!**

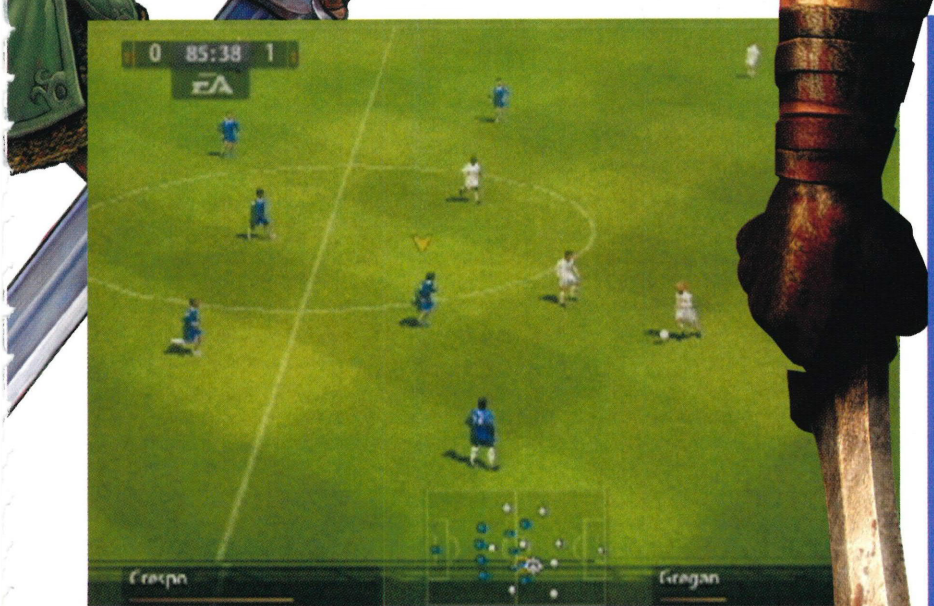
have been with us for this issue (the game is out at the start of October, after all) but Sega has told us not to expect the final version for a few weeks yet. What this means is anyone's guess. It could mean the game is going to be delayed or it could mean something more sinister. Whatever the case be sure to wait for our final verdict before you take the chance.

ELECTRONIC ARTS

It has to be done really doesn't it? We're reasonably confident that you all know what to expect from EA's Bond games by now (ie not all that much) but we thought you'd like to see the latest title in action... just to make sure. There's far more here than just an average shooter though: we've also got trailers for all the sports titles. *FIFA 2006*, *NHL 2006* and the really quite wonderful *Tiger Woods 2006*. How can *Tiger* get any better?

NINTENDOGS

Our sincerest apologies to all the people who were hoping for some *Nintendogs* footage this month. It is on the DVD cover, however, there was a bit of a screw up at the production facility and the little puppies were pulled at the last minute. We will have a special featurette for you next issue though, we promise. Once again, our sincerest apologies. Our bad.



▲ **Believe it or not, *FIFA* is actually quite good this year. Check out the review on p58.**



NEXT MONTH

THE BLURB

Next month is going to be very special. In fact, next month is going to be very, very special. Chandra's off to the Tokyo Game Show as we speak in order to film the official unveiling of the Revolution. The final design, the controller, the games... it'll be must-see stuff, we guarantee it.



THE GAMES

TOKYO GAME SHOW SPECIAL
REVOLUTION CONSOLE
REVOLUTION CONTROLLER
REVOLUTION GAMES
MIYAMOTO-SAN INTERVIEW
IWATA-SAN'S SPEECH
AND MUCH, MUCH MORE!

UP FRONT

CUBE

⊖ INFORMATION

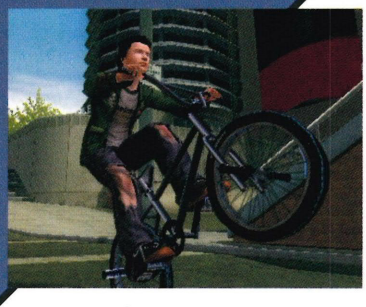
TONY HAWK'S: AW	
PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
ORIGIN:	USA
GENRE:	SPORTS
PLAYERS:	1-4

⊖ WHAT'S NEW

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

Wheelies! And endos and half hearted bunny hops, that's what we know of BMX.

OCT '05 TBA OCT '05





TONY HAWK'S AMERI

Rubbish title, awesome game. And Ving Rhames!*

SO TO GET the dithering story out of the way, you're playing as a down and out skater who moves to Los Angeles to learn the moves, build a skatepark and have all the fun. Good. The story in *Tony Hawk's American Wasteland* will be about as relevant to your life as *Eastenders* plot twists. You won't really care and unless Activision hire Ving Rhames as a voice-actor and get Tom Clancy to write the plot, it's hard to see that changing.

What you will care about is the gameplay and thankfully, *Tony Hawk's American Wasteland* is in rude health in this department. No loading times, more objectives and tighter level design build on the grow-your-own-combo gameplay you know and love. Granted, the new moves don't really affect the gameplay too much but are a fancy addition nevertheless. For example, there are a number of wall flips and wall grabs, which bring to mind that poncy French urban sport "parkeur" (pronounced as though you have phlegm in your throat) where teenagers throw themselves at buildings and run around a bit because there's nothing worth watching on French TV. Again, it doesn't really add anything significant to the gameplay but it's stylish and will impress females who are won over by virtual athletics, if such dream girls exist. So that brings the moves list up to an estimated 3,792 moves. In other words, there's a stupid amount of them to remember but for the most part, you can get by on the same kickflip, revert and manual mainstays. And the Rocket Air of course, that's one graceful grab.

The screenshots of skaters riding around on BMX bikes set **CUBE** alarms off and no doubt caused a few series fans to cringe in a "what the hell are they doing?" manner. So to put your mind at ease, it works. It feels sufficiently different to the skateboard mode as the analogue stick controls

* Not yet anyway

"TEENAGERS THROW THEMSELVES AT BUILDINGS AND RUN AROUND A BIT"

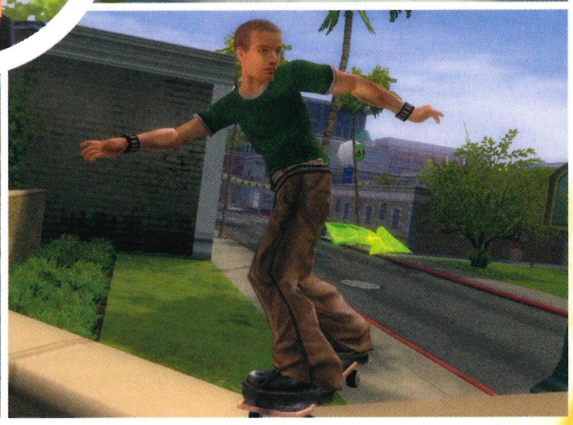












CAN WASTELAND

your weight. Yank back on the analogue stick and you'll slowly plummet backwards until your head cracks the pavement to the sound of pain and embarrassment. When we say the BMX addition works, we mean it worked while playing *Tony Hawk's American Wasteland* for an hour with free orange juice and a cute Activision PR chirping "is everything alright?" in a Sarf Larndon accent every few minutes and frankly, *FIFA Street* would seem "alright" under those conditions. Well... oh never mind. It's how the BMX elements hold up under long-term play that we're interested in. It's how the BMX elements hold up under long-term play that we don't know yet.

Nevertheless, *Tony Hawk's American Wasteland* is shaping up to be the best *Tony Hawk's* game ever. Predictable conclusion? Yes but it's also true. Stay tuned for the review when we find out if Activision read **CUBE** and has drafted in Ving Rhames as a voice-actor.

CUBE

INFORMATION

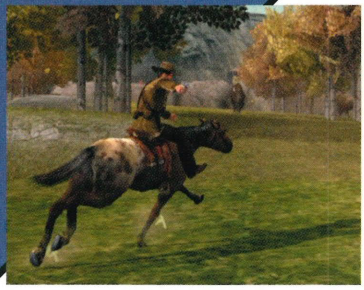
GUN	
PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1

WHAT'S NEW

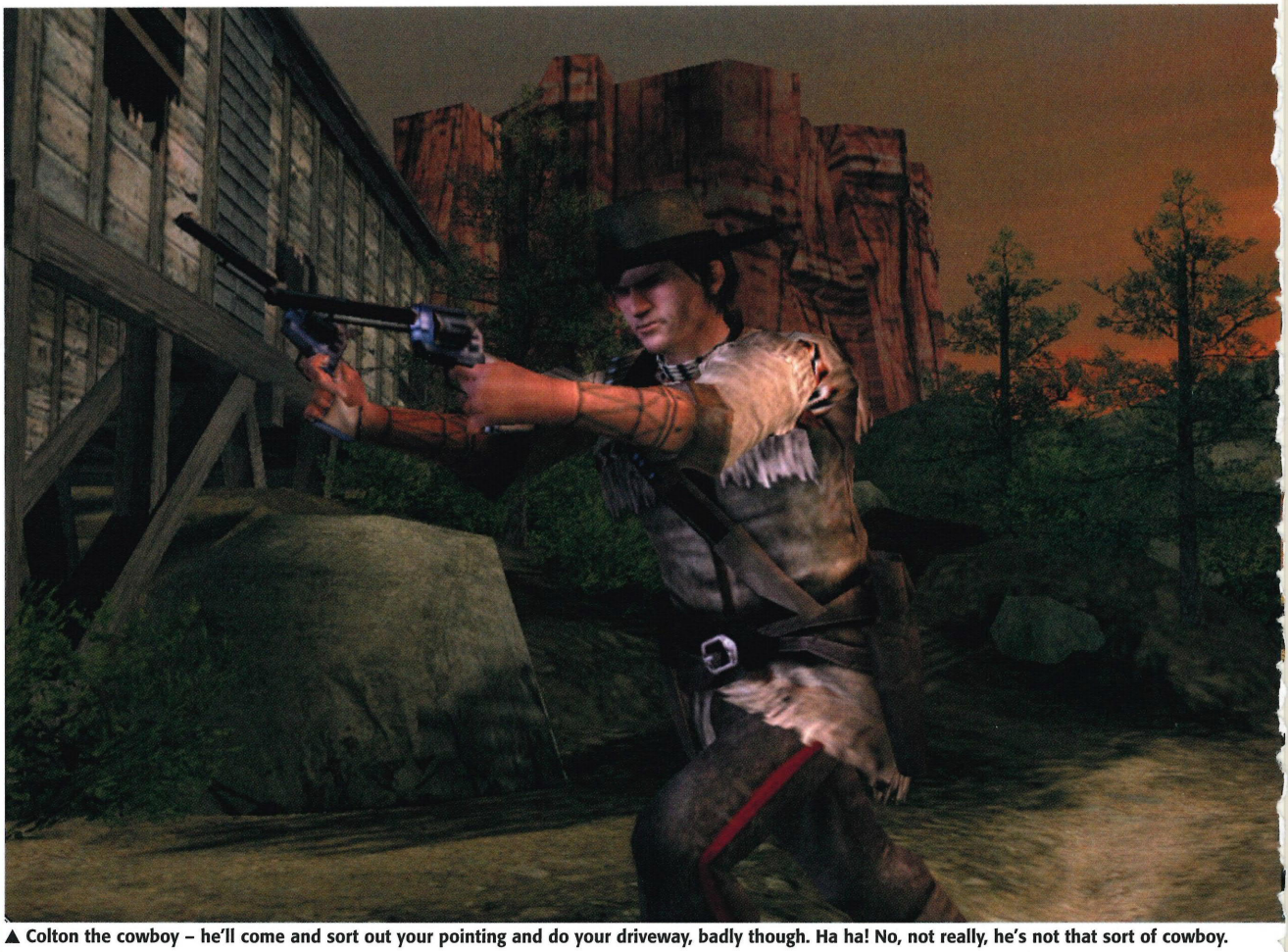
- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✗ STORYLINE SPOILERS

Fresh Meat! We learn how to hunt with Colten, and pan for gold! Panning!

NOV '05 TBA NOV '05



▲ Don't kill all the buffalo or you'll end up on a diet of apples for the rest of the game.



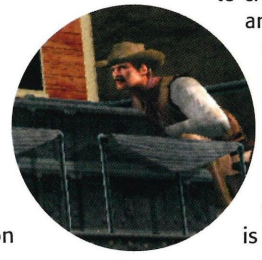
▲ Colton the cowboy – he'll come and sort out your pointing and do your driveway, badly though. Ha ha! No, not really, he's not that sort of cowboy.

GUN

Neversoft's epic adventure takes Zelda place

WE NEVER THOUGHT we'd say it, but Activision really is saving Nintendo's arse this quarter. Sure Nintendo has some great games coming such as *Battalion Wars*, *Mario Smash Football* and *Fire Emblem* but when it comes to third party support Activision is only publisher providing a brand new and exciting IP as well as several other strong offerings.

If you haven't read the *Zelda* In-Depth or the On The Discs pages yet, there's something you should know: *The Legend Of Zelda: Twilight Princess* has been delayed until next April at the earliest. And breathe... relax. Regular readers may recall that based on our exclusive playtest we were quite willing to put *GUN* right up there with *Zelda* on our most anticipated games list. With *Zelda* out of the game for a while the way is clear for Activision to jump in and claim adventure game of the year. Well, okay, *Resident Evil 4* might have something to say about that, but we'll leave that particular fight for later. Activision's recent Activ8 event allowed us to go hands on with some new stages in the game, so we thought we'd tell you all about them. The most significant of the new stages is the hunting level. Here Colton gets to creep through the forest and along a cliff edge with his father, looking for deer. You have to be really quiet and keep among the bushes if you're to get close enough for a shot. Once your target is down you'll have to get

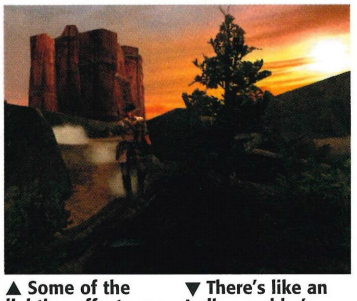


"WE CAN SEE COLTON QUITE EASILY FILLING LINK'S BOOTS THIS XMAS"







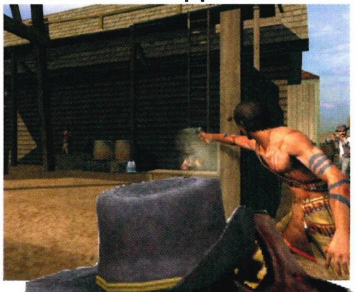


▲ Some of the lighting effects are "great spectacular lighting effects" but that's a joke we nicked from elsewhere.

▼ There's like an Indian and he's totally shooting cowboys, after this he'll have a smoke from his peace pipe. Kismet!







▲ Sometimes you'll have to fight off enemies from a train. Loco!

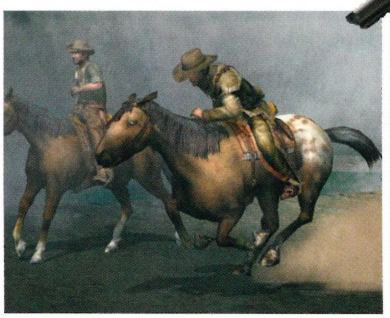
to your kill before the wolves arrive. If they spot the carcass they'll claim it as their own and defend it, meaning you'll have to take them out as well, and wolves are a lot more viscious than Bambi. The level comes to a close as we approach the riverside only to be attacked by a massive grizzly. The eight-foot tall beast swipes Colton's dad to the floor before charging at you. He's fast and you'll have to strafe out of the way before reloading and taking a shot. It'll take at least six rifle blasts to even bother him. But after all that you get to skin it.

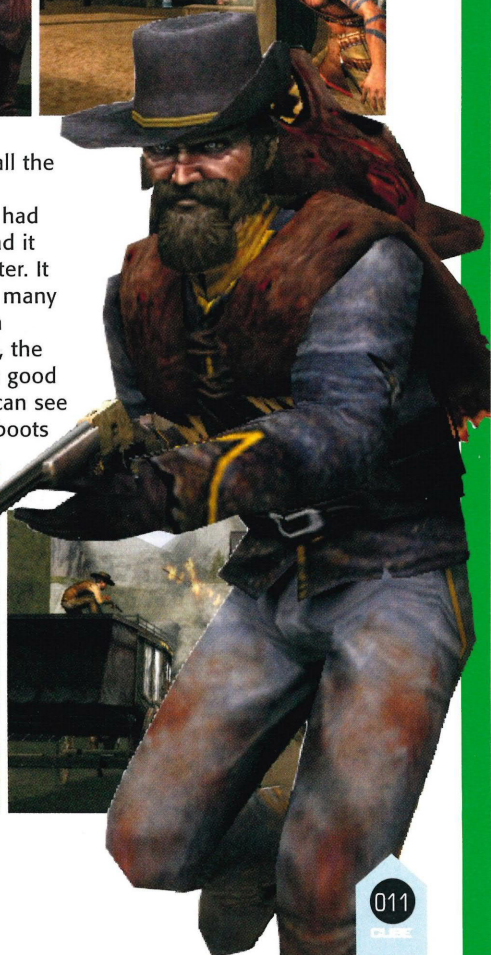
All this occurs before the main crux of the game begins, and it's a way of showing you the game's basics. You'll need to earn money in order to progress through the game, and hunting is one of the main ways. You can use the meat to stay alive, or you can sell the pelts and the meat in town. The latest build also allowed us to dabble in a bit of gambling in Dodge City, yet another way of earning some much needed money for all the items you'll need to buy.

This is the second time we've had the chance to play with *GUN*, and it just seems to get better and better. It can be compared to *Zelda* in so many ways. The horse-riding, the open expanses, the attention to detail, the many sub-quests and the classic good versus evil underlying it all. We can see Colton quite easily filling Link's boots this Xmas. And now we're all off to buy cowboy boots.









GCN MEGATON COM

Will the real Revolution please stand up?

THE WAITING IS finally over. By the time you read this we will have been treated to a hands-on, behind closed doors Revolution experience. We're not talking about watching Nintendo president Satoru Iwata holding up the machine. We're not talking about holding the machine in a guarded room. We're talking about sitting down with gaming guru Shigeru Miyamoto and trying out the mysterious new controller. We're talking about seeing actual in-development software. And yes, that means *Mario*.

We can confirm that the press day of this year's Tokyo Game Show (18 September) will be the date on which Nintendo will officially unveil what the Revolution is capable of. We reported last month that Iwata-san would be giving a speech on this opening day, and we can now confirm that the final part of the speech will consist of concrete details of the Revolution's interface and brief clips of first party software.

CUBE will be among a select few granted access to an hour-long round-table session with Miyamoto-san, where he will take us through the functions of the revolutionary new controller and explain how they are being applied to the games that Nintendo is working on. Then we will become the first people outside of Nintendo to go hands-on with the new *Mario* title and Miyamoto's brand new IP.

Our newshounds recently discovered that despite news to the contrary, major publishers such as Sega, Ubisoft, Square Enix, EA, Namco and Capcom have already received early development kits. These kits do not reveal the revolutionary features of the controller, but they do enable teams to get an idea of the power inside the machine. NDAs have prevented any leaks, but TGS could well be the time when these third parties decide to announce their support. Ubisoft has already announced this month that it will be throwing its full support behind Revolution when the time comes. Yuji Naka (Sega) and Peter Molyneux (Lionhead Studios) have also been saying very positive things about the Revolution, though NDAs have prevented them from revealing any specific information.

Nintendo's Reggie Fils-Aime had always said that E3 '05 would not be the Revolution's coming out party, but it seems that the Tokyo Game Show '05 will be. Whether this was always the plan is anyone's guess, but in hindsight it was far more important for Nintendo to reaffirm its commitment to GBA, GameCube and DS at E3. Relatively





NEWS CONTENTS

AT A GLANCE

MEGATON COMETH!
The time ha come for Nintendo to rule once more. 18 September is when it all kicks off.
PAGES 12-13

NEWS ROUND UP
Nintendo prepares to woo us with its final offerings for the year, and Micro Mania hits the world... wee!
PAGES 14-15

VANISHING POINT
Unless Miles sees this bit and fills it in, the rest of the team will get away with saying how RUBBISH Vanishing Point is!
PAGE 18

WORLD NEWS
Juicy games related chunks of information from the far corners of the globe... and Southampton.
PAGE 20-21

GAMER'S DIGEST
There's all sorts in here this month. Presidential ball-grabbing, DIY Revolution pads... it's all good.
PAGE 22

CHARTS/RELEASES
The latest sales charts for the last month and up-to-date release dates for all the games you need to know about.
PAGES 24-25

CUBISTS



MILES, EDITOR

Miles tried growing a beard this month but it didn't go well. Then he shaved it off and no one noticed. A failed experiment all round really, and the team had to take it in turns to sit with him until he calmed down. "There, there," they said.



CHANDRA, DEPUTY EDITOR

Chandra claimed not to be working on **CUBE** this month. Reckoned he was on some sort of special assignment. He kept whispering into his collar and disappearing from his desk for days at a time. Don't miss the next exciting episode.



TIM, SUB EDITOR

It's Tim's last issue as sub editor and he's very happy about it indeed. He really wanted to be a sub editor when he joined, then he found out they don't get to write, play games, go on trips, get sent cool free stuff and generally blag.

FLIP REVERSE

ETH!

little damage will have been done by Nintendo's decision to delay showing Revolution as long as it pulls something impressive out of the bag at TGS. Be sure to check back with us next issue for a Revolution special feature and exclusive DVD footage.



Open the floodgates

IT'S ENTIRELY POSSIBLE for Nintendo to turn the tables on its competitors at TGS. All the secrecy, negative reports and lack of third party support could count for nothing if Nintendo shows the right hand. Even without any third party announcements Nintendo could walk away laughing if it has good enough first party offerings. Here are the games that we think will be shown in Japan:

MARIO 128 (TENTATIVE TITLE)
The concept behind this game has existed for years but only now is it coming to fruition. This title will define the Revolution much like *Mario 64* defined the N64. Miyamoto himself will demo the game and show off the unique aspects of the controller.

NEW IP
Iwata stated at E3 that he wanted Miyamoto to have his brand new concept ready for launch. Whether this will happen is unknown at this stage but it will almost certainly be shown in an early form at TGS.

METROID PRIME 3
The E3 trailer was running on GameCube hardware. A recent interview with Retro revealed that this game will bring closure to the *Prime* series and will stick with the tried and tested first person perspective.

SUPER SMASH BROS
The latest in the smash hit series is confirmed as being a Revolution launch title and the game that will show off the machine's online capabilities. This time we expect several third parties to include their characters in the roster.



▲ **Retro Studios has been working on *Metroid Prime 3* for some time now...**

FINAL FANTASY: CC
There's a reason why Square Enix's Wada-san was so outspoken about Revolution at E3, and there's a reason why *Final Fantasy: CC* was the only third-party title announced for Revolution. Hopefully all will be revealed at TGS.





RYAN, STAFF WRITER

The first of this month's casualties is Ryan. Whisked off the magazine right before deadline to the shady land of Xbox 360, all we were left with was this cryptic note. Regulars on the TGN forum may recognise this as what is known as an 'in-joke'.



LIZ, NEWS EDITOR

Liz also departed this month leaving the whole team rather heartbroken. The only sensible thing to do seemed to be to make an effigy of her and sit it at her old desk. Sensible? Yes. Scary, stalker behaviour? Of course not. Tim, stop rubbing that effigy's face!

LEWIS, ART EDITOR

Lewis was up and down more often than a rabbit during the mating season this month. Happy one minute, angry the next, sobbing into his coffee and then giggling at internet jokes. To misquote those northern kids in that rather good car ad, "ooh, he's tired!"

SOUND BYTE

"WE CREATED PORTABLE GAMING... WE'RE NOT MOVING OUT OF IT"

Nintendo UK MD, David Yarnton

Round 2... fight!

MIXED BLESSINGS

Do they know it's Christmas time?

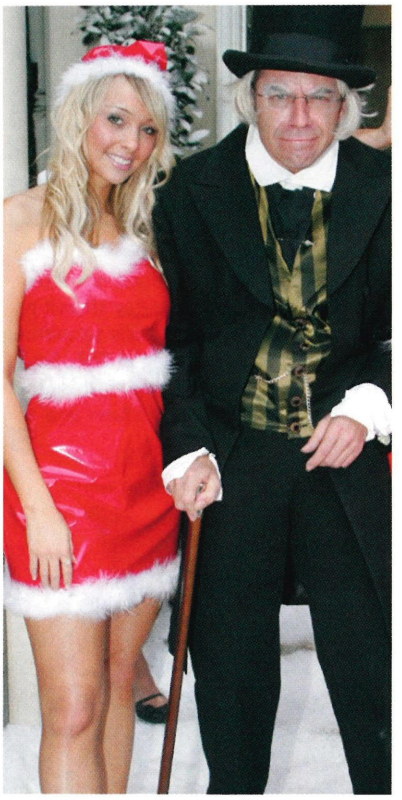
NINTENDO UK SUMMONED members of the media and retail this month in order to outline its plans for the final three months of the year. The event took place at the prestigious In & Out Club in London's St James' Square, where Nintendo decked out the venue's courtyard with snow, reindeer, Santa's little helpers and mince pies.

It's been a quiet summer for Nintendo's new handheld in the UK, but with a fantastic line-up for the next three months Nintendo was keen to make sure everyone knew that the DS is here to stay. Without a doubt Nintendo's most important title is *Nintendogs*. Having sold over 700,000 copies in Japan to date, and over 250,000 in the US in just one week, the puppy simulator is all set to become a global phenomenon. *Nintendogs*' importance to Nintendo is obvious, and the presentation took up a large portion of the presentation.

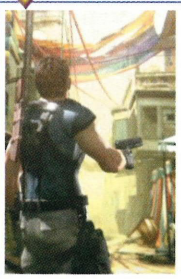
Although the Nintendo Wi-Fi Connection was not part of the presentation it's becoming increasingly obvious that the UK could well be the first country to sample DS online gaming. The UK team is reportedly testing the system now and is confident that it will be up and running in order for *Mario Kart DS* to launch on 11 November. Another good piece of news for DS owners is that games such as *Brain Training* and *Electroplankton* will indeed be coming to the UK, although Nintendo has yet to put any kind of timescale on their release.

Micro is another marketing priority and Nintendo announced the unit will ship on 4 November for £69 in four colours: silver, green, blue and pink. Sadly the GameCube was notably low on the priority list. Despite some strong quarter four releases in the form of *DDR: Mario Mix*, *Pokémon XD*, *Mario Smash Football*, *Fire Emblem* and the marvellous *Battalion Wars*, *Zelda*'s absence has obviously hurt Nintendo UK's plans, and it's definitely a mute point among the major retailers.

A bit of a mixture then, but nothing can change the fact that we've got some great titles to look forward to on all formats.



NEWS FLASH



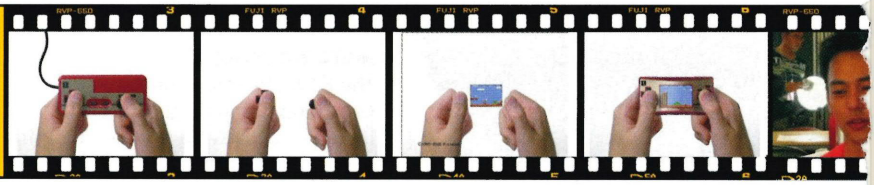
HIGH FIVE!

It seems *Resident Evil 5* is coming to Revolution after all. Once the NDAs are dropped the news will be announced.

TRAILER OF THE MONTH

YOU CRAZY GUYS

Micro adverts have kicked off in Japan this month, and what better way to promote it than to have a weird bloke and a cute girl marvelling at them?



GOOD, BAD AND UGLY

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

GOOD: Nintendo

AT LONG LAST Nintendo is going to show us what the Revolution is all about. We have a gut feeling that after all the disappointment it's going to be quite special. We'll have the full skinny for you next month, in the mag and on the DVD. Whatever you do, don't miss it.

BAD: Nintendo

WE'RE SURE THAT *Twilight Princess* will be absolutely stonking when it finally arrives but we can't help but think that the delay is yet another nail in the coffin as far as UK shelf space is concerned. Retailers are already talking about giving GameCube one row per shop... if we're lucky that is.

UGLY: Nintendo

A PARTICULARLY AGGRESSIVE spokesperson at Sony has been spouting off about the irrelevance of Nintendo in the handheld market. Yeah, and that's why global sales of the DS are one million above those of the PSP.

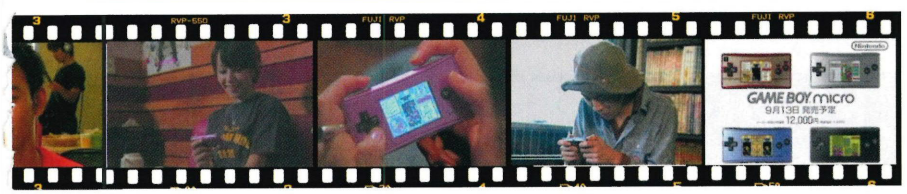


▲ Yes, we know, you're a hero, but it's going to take more than that to save GameCube this Xmas...

(OVER THE) COUNTER CULTURE...

AFTER ATTENDING NINTENDO'S press day for *Advance Wars: Dual Strike* on the DS (at which we got to drive tanks, shoot down planes, go on an SAS mission and take pot shots at Nintendo UK staff) Nintendo decided to give us a limited edition Camo DS. You can't get them anywhere and they were only made for the purposes of promoting *Advance Wars*... however, if you check eBay over the next few days we might let you have ours for a few hundred quid. Joke! Or is it? Tim's a bit short this month... and Darran really wants it...

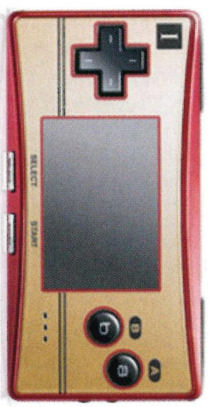




LITTLE TEASE!

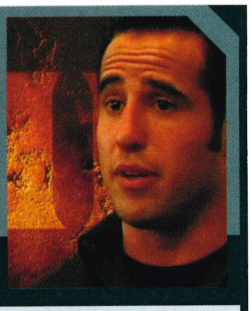
It's all about the size

IT'S ALL ABOUT the Micro this month. While we're very pleased that it'll be here as soon as November, we're not so pleased about the fact that Japanese gamers have the chance to get their hands on a limited edition Mario 20th Anniversary Famicon version. They also have an extra colour in the form of jet black. Admittedly we get a colour they don't, in the form of metallic green, but, well... we want it all and we don't see why we shouldn't get it. We should console ourselves with the knowledge that the US is only getting black and silver versions. Then again, they're getting their units seven weeks before us. Tut, swings and roundabouts isn't it?



▲ Mmm... the limited edition model is nice.

IN THE CUBE WITH... DAVID FARKAS



POSITION: PRODUCTION STAFF
COMPANY: ACTIVISION

CUBE: Tell us a bit about *GUN*...
DF: Basically Neversoft had this idea for a game, and the more research they did into this violent and brutal time in America's past, the more they realised that it would lend itself to an epic, free-roaming adventure. It just started as an idea and progressed into something amazing.

CUBE: Can you tell us a bit about the storyline?
DF: You play as Colton White. You're 18-20 years old and you're surviving in a completely war-torn United States straight after the Civil War. You've been raised by your mountain man father, Ned. You go out hunting one day after which you go to a steamboat to sell the skins, and your father gets killed. All of a sudden you're thrown into this crazy story, you find out that Ned's not really your father, and before he dies he gives you this token that you have to give to a whore in Dodge City... and it kind of just all blows up from there.

CUBE: For the benefit of all those who haven't played this game, what are the main differences between this and something like *GTA*?
DF: *GUN* is not just a shooter. You're going to be mining for gold, participating in local economies, you'll be gambling , you'll be hunting, ranching, rustling cattle... you'll be finding wild horses and be attacked by mountain lions and bandits, you're even going to be a bandit yourself. You can become part of the Pony Express and deliver packages. There's a massive world that you can become part of in *GUN*.

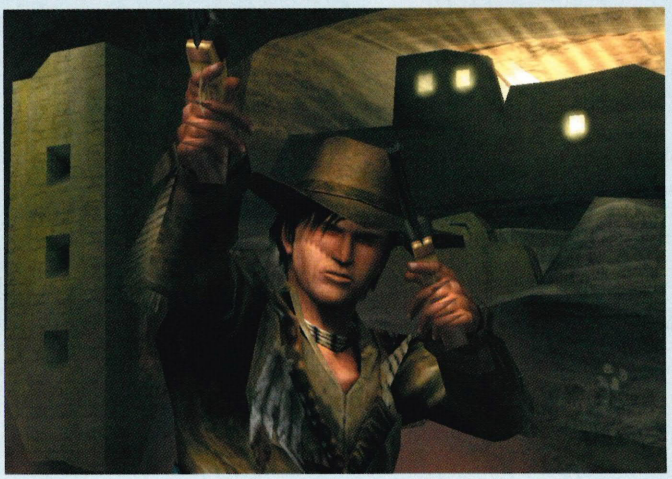
CUBE: So, you can do all these things but there are missions. Could you simply live your life and not take part in any of these missions?
DF: Yes, you could. You can take part in a lot of the free-roaming aspects without completing any of the missions. However, some of the free-roaming aspects will only become available after you've completed certain missions.

CUBE: So how does something like gold mining actually work?
DF: Well, you go to a store and buy a pickaxe! Throughout the game there are around 50 gold mine locations and they're hidden throughout the world. It's a cool little element that allows you to participate in the economies of local towns.



CUBE: There's obviously a lot to this game, but the shooting is a significant part of that. How does that work?
DF: The slow-mo part of the shooting is called Quickdraw. When you enter Quickdraw everything slows down and you'll be able to dispatch your enemies with greater ease and precision. So, you can walk into a room and empty a six-shot, and by the time you come out of Quickdraw they'll all be falling to the ground. You recharge your Quickdraw by pulling off Skill Shots, so things like head shots, combo kills, linking shots and things like that.

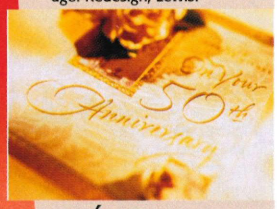
You can read more about *GUN* on pages 10-11.



Level Up

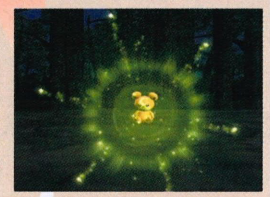
CUBE'S 50TH EDITION!

By heck, it only seems like yesterday that an eager Chandra bounded into the CUBE offices, full of schexy love for Nintendo and donning a spiky red 'do'. Hang on, that was yesterday. Chandra's like so 50 issues ago. Redesign, Lewis!



POKÉMON

Pokémon: Gale Of Darkness has rekindled our love for the funny-named critters. We don't need to play anything else, which is lucky since Twilight Princess has slipped into the ether.



DAIM BARS

Daim bars? DAIM bars? What the muffins? How are we supposed to buy our mid-gaming snacks if our local kiosk goes and buys cheap chocolate imports on us? What else have they changed? They hard on the outside, soft in the middle now? Arma-bloody-dillos!



MOSQUITO BITES

Yes, we know this has nothing to do with videogames other than the very tenuous link that Liz has been nibbled on her elbow by one of the little fecks and won't stop moaning about it. Grrrrr.



Level Down

ON THE RAMPAGE

Golden oldie returns on GameCube

ALTHOUGH ITS NAILS are scraping the bottom of the barrel, Midway has somehow managed to dredge up one more arcade game to get a millennium makeover. This time *Rampage*, Midway's popular 1986 smash-'em-up, has been dusted off and brought into the twenty-first century with its new incarnation *Rampage: Total Destruction*.

The original game saw three mutants, George the giant ape, Lizzie the lizard and Ralph the wolf, wreak havoc across North America as they bashed everything in their wake. Why? Well, what else is there to do when you're a twenty-foot mutant? In *Rampage: Total Destruction* the essence of the game will remain the same as players smash their way around the world, causing as much destruction as humanly possible, although there will be some new elements to the game including some additional giant mutants to play as, plus some power-ups which improve your demolition skills. Better still, Midway has assured us that almost everything in the environments can be "damaged, broken, and utterly destroyed", which is simply smashing. *Rampage: Total Destruction* is currently scheduled for a Q1 2006 release.



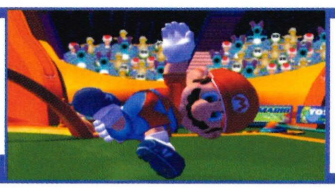




Mario Smash Football bundle...

To celebrate the launch of *Mario Smash Football*, Nintendo is releasing a bundle pak which contains a Pearl White GameCube and a copy of the game.

...out 18 November

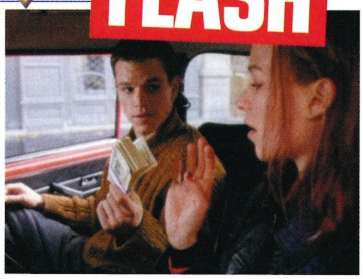


Mario Kart: Double Dash...

28.338 SECS

...fastest recorded Mario Circuit lap

NEWS FLASH



I, SPY

Vivendi Universal Games has secured the rights to develop and publish games based on Robert Ludlum's books, including *The Bourne Identity*. Move over Sam...

CHRONICLES OF DELAYS

GameCube gets pooped on again...

BUENA VISTA HAS shoved *The Chronicles Of Narnia: The Lion, The Witch And The Wardrobe* firmly back inside the closet with the news that the GameCube version of the game has been delayed until spring of 2006! The action/adventure game is based on the forthcoming movie directed by *Shrek*'s Andrew Adamson, which is due out in December, and was originally penned in for a November release. However, those sneaky chaps at Sony have struck a deal with Buena Vista making the game a PS2 exclusive (for consoles) in PAL territories, shafting us GameCube owners good and proper. Still, Xbox owners will have to wait just as long, which makes us feel slightly less singled out, plus the game is still coming out on the DS this November so that's something, we suppose.



IF YOU ENJOY NEATLY STACKING BLOCKS

YOU'LL ENJOY CHUCKING THEM AT ASTEROIDS



METEOS™

DON'T PANIC! Ok Panic!

Can you stand firm as thousands of blocks rain down on you? Have you got the balls and the brain power to save the galaxy from asteroid storms?

Can your fingers dance across the screen to solve 30 frenetic puzzles? Do you love frantic? If the answer is 'yes' to any of the above you'll love Meteos.

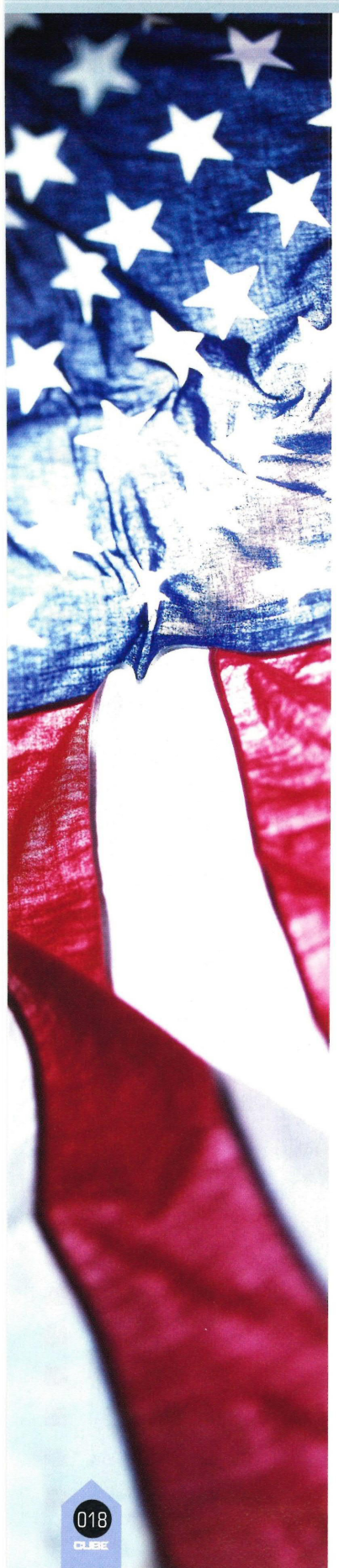
"9 out of 10." NGC



©Q Entertainment. ©Bandai 2005™, ® and the Nintendo DS logo are trademarks of Nintendo. © 2005 Nintendo. Meteos is a trademark of Bandai.

NINTENDO DS™

open up and play



VANISHING POINT

NO STARRING ROLES PLEASE, WE'RE BRITISH

Preparing to rant... 3... 2... 1... we have mouth off!

I SAY, WHAT ho and all that. There was a bit of a stink kicked up over *GTA: San Andreas* over the fact it was one of very few games to cast a black character in the lead role. More specifically that the first real high profile black character in a videogame was of a pretty nefarious disposition. Vanishing Point is far too morally ambiguous to pry open that particular can of worms, but a period of idle pondering on the subject did lead down another avenue of thought – where are all the English gaming leads [what, apart from every James Bond character ever? - Chan]? Apart from the obvious stereotypes, nearly all lead characters are off the peg Americans. Fine if the role demands it, but sometimes a bit of pithy stiff upper-lipped attitude goes a long way. Yeah, we had Lara Croft, but she was just the sort of upper class totty myth of a non-existent Britain that appeals to Americans. Same goes for all that cockney geezer malarkey in The Getaway.

Perhaps the answer has something to do with the fact we're not particularly rough and tumble as a race. We might engage in a spot of fisticuffs (having first stepped outside and removed jackets, of course) in defending the honour of our ladyfolk, but that's about it. We don't have 'cops', we have police constables. We don't have bandits and outlaws, we have burglars and chavs.

Obviously that's not entirely true. This started out as a serious sociological think piece and already it's degenerated into perpetuating the fairytale of an unspecified home county Britland theme park. See how easy it is?

Perhaps we should encourage EA to licence the works of PG Wodehouse. Then again EA'd only arse it up by filling it full of bullet time and gamebreakers and give all the characters urban attitude.

The worst thing we can possibly do is try to take on the Americans at their own game. It's never worked in the past. Look at programmes like *The Professionals* and *Dempsey And Makepiece* (if you're old enough to remember them. If not, check out the Men And Motors channel. Actually scratch all that. Please don't ever watch Men And Motors!)

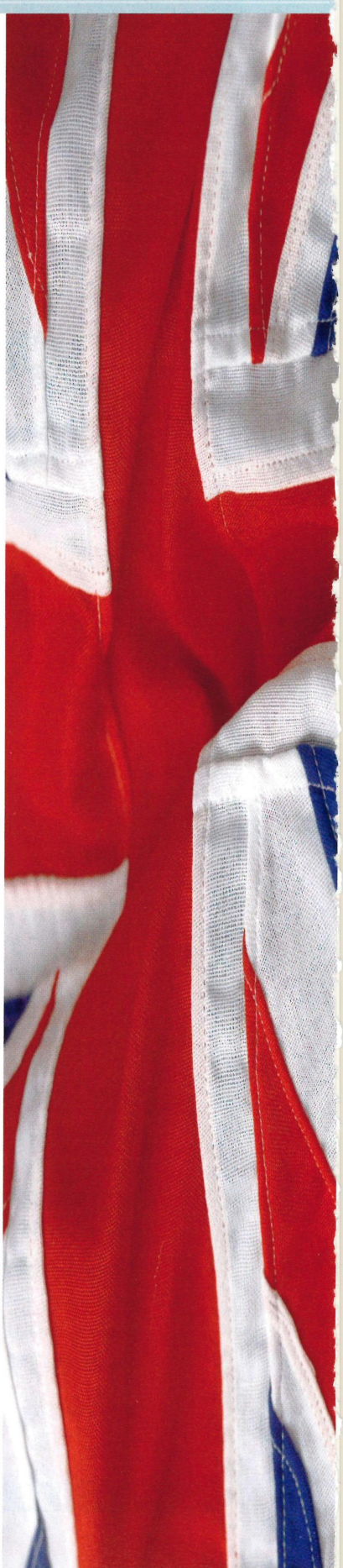
We do what we do and they do what they do and never the twain shall meet, at least not without dire results. *Coupling* was meant to be the British answer to *Friends* and it was just horrible. By the same token, the less said about the US version of *The Office* the better.

They do big, glossy and brash. We do bungling and self-conscious. Just look at the biggest grossing US movies of all time. *Titanic*, *Terminator 2*, *The Lord Of The Rings*. Compare and contrast with *Four Weddings*, *Lock Stock* and *Chicken Run*.

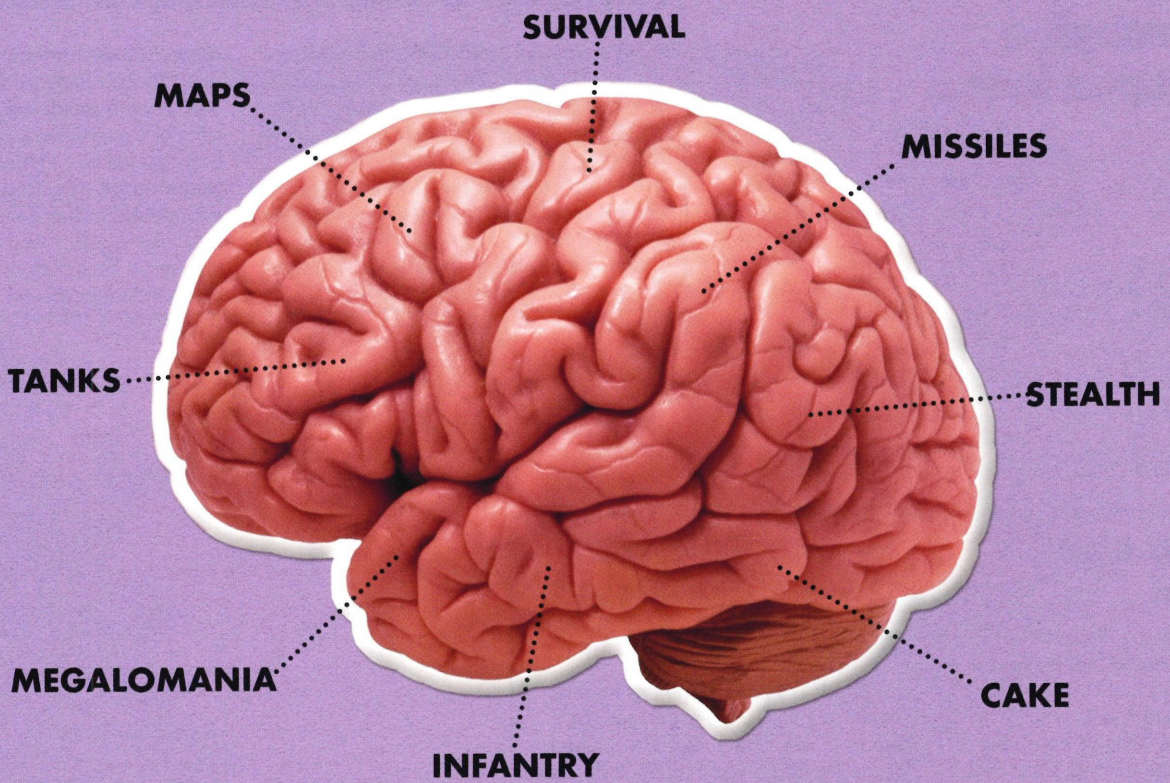
When you break it down, gentle humour and tea on the lawn just doesn't translate into great material for videogames. What it does mean is that we're going to have resign ourselves to continued disenfranchisement of our national identity. Mercenaries and Navy SEALS just aren't that thick on the ground in rural Shropshire.

Still, if we're not used to it now, we never will be. It's not as if we're alone anyway. In fact the whole of Europe is in the same boat. The US caters for itself and we've all been assimilated to accept and go along with it. It's time for a change. Come on Codies, lets have a *Four Weddings* game. Or how about Ubisoft gets on the case and make A Very Long Engagement. Cool Britannia! Vive La France! Viva Espagna! Mind you we'd all be singing Deutschland, Deutschland Uber Alles if it wasn't for our chums across the puddle, apparently. God bless America!

This rant was brought to you in association with the right dishonourable Miles Guttery. Here's your chance to set the record straight once and for all. Do you loves Miles' rants or do you just wish his points would well and truly vanish? Answers on a postcard...



IF YOU LIKE THINKING



YOU WILL LIKE

ADVANCE WARS DUAL STRIKE

"Yes Sir! Your army awaits your command, Sir! Artillery, Air force and Navy ready, Sir!"

Obliterate your opponents by touching the screen. Link up and battle fellow War Lords on the Home Front. Earn the respect of your armies. Only a master tactician can save them from becoming cannon fodder. Victory awaits!

"9 out of 10. The best reason to own a DS."
Games TM



© 2005 Nintendo/Intelligent Systems. ™, ® and the Nintendo DS logo are trademarks of Nintendo.

NINTENDO DS™

open up and play

WORLD OF NINT

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

Nintendo UK embrace difference (UK)

As far as games publishers are concerned British gamers are as scared of new ideas as a Frenchmen is of soap. Sports, racing and shooting is all the average Brit wants according to them and thanks to the fact that no one ever bothers to import the weirder Japanese stuff over here that's all we ever get.

Even Nintendo can be guilty of this sort of carry on – as the three year wait for *Animal Crossing* demonstrates – but fears that the decidedly peculiar *Chibi Robo* and *Odama* would never see the white cliffs of Dover have been dashed. Both games were shown at a recent Nintendo UK Christmas preview event and although that doesn't guarantee that they'll be out this year it should mean they're on their way at some point. Huzzah! Some games!

Buy this sick filth (USA)

As Rockstar will be the first to tell you, there's no such thing as bad publicity. It certainly hasn't hurt that fruitcake US lawyer Jack Thompson who now appears to make a living by appearing on TV to tell anyone that will listen that videogames are evil. He's already got *GTA: San Andreas* recalled from shops in the US of A and he's also had a go at *The Sims 2* for turning children into Satanists, or something. One of his latest campaigns though has been against *killer7*, which he also wants slapped with an Adults Only label (which means most US shops won't sell it). We're all for this one though because with a bit of luck it'll give the game some well deserved publicity and it can finally pull in the sales it deserved all along.

Super Mario Snowboarding (USA)

In the last 20 years Mario has been a doctor, a kart racer, a golfer, a pinball, tennis player, karate expert and a board game counter. Thanks to EA's *NBA Street Vol 2* he (and Luigi and Peachy) also got a chance to "shoot some hoops" and it looks like they enjoyed challenging everything so much that they're coming back for more in *SSX On Tour*.

Considering not even just Mario made it into Nintendo's own *1080°* it's quite a coup. In fact, with Little Mac appearing in *Fight Night*, Nintendo and EA seem to bezza mates at the moment. Which pours cold water on all that nonsense about EA refusing to support the Revolution.

To infinity and beyond (France)

Ubisoft's forthcoming *King Kong* game is looking like just about the best movie game since *GoldenEye 007*, and certainly the best ever to feature giant monkeys. In fact so loud is the buzz on the game that Gallic genius Michel Ancel has been able to start thinking the unthinkable: a sequel to *Beyond Good & Evil*. Originally conceived as a trilogy the game's painfully poor showing during Christmas 2003 made sure that was never going to happen. Or did it? Ancel has now started talking openly about the possibility, suggesting that any sequel would "have a lot of advantage because of the time we've spent on *King Kong*".



Big Brother wants to watch you (UK)

A month or so ago NOA was asking its fans to fill out a questionnaire about what kind of internet connection they'd got. In a rather encouraging sign the same thing is now happening in Europe via this web page: http://ms.nintendo-europe.com/wifitest/en_home.htm.

The DS uses a Wi-Fi connection to get online and it seems Nintendo want to know what kind of hardware they'd need to sell in order to help people set up their own hot spot.

ENDO

Chinese government back "Anti-Japanese War Online" (China)

China and Japan haven't been getting on now for centuries, with the countries enjoying a particularly low watermark in their relation when Japan invaded China prior to World War II and was quite thoroughly unpleasant about it too. Funnily enough China hasn't forgotten about it (not least because Japan keeps trying to play down it did) but even so it's still a bit much to find out the government is backing a new game called *Anti-Japanese War Online*. Apparently they want the game to generate "a national spirit" as they encourage Chinese developers generally to develop more "patriotic" titles.

Suggestions that Tony Blair will be personally overseeing the government funded *Anti-French War Online: 1066 - 2005* are entirely made up by ourselves.

Shemue III for Revolution? (Japan)

Sega fans have been hoping and pray for a new *Shenmue* game for so long now it's worrying to think what effect on their sanity it would be if one was actually announced. All Sega had to do was announce a game called *Ryu Ga Gotoku* and the internet nearly melted – simply because one of the words in the title was the same as the name of *Shenmue*'s metrosexual protagonist. As it turn out it didn't have anything to with *Shenmue* (the title actually means "Like a Dragon"), but only a day later rumours began to emerge that Sega was working on a next generation *Shenmue* title that incorporated the stories of the first two games and finally finished them off. The only stickler? The series' progenitor Yu Suzuki is apparently not involved.

It's your birthday! It's your birthday! (Japan)

No sooner have the Japanese finished celebrating the NES (or Famicom as they'd have it) 20th Anniversary than they're moving on to everyone's favourite fat, ugly plumber and the landmark release of *Super Mario Bros*. Proving it's just as successful now as it ever was the Famicom Mini release of the game has been one of the best selling games of the year in Japan. If you pop along to this website: http://www.nintendo.co.jp/mario20th/index.html you can see a bunch of TV adverts Nintendo have made to really make the little fella feel special on his birthday. It's rather hard to imagine the same thing happening over here, but thanks to the power of the Internet you can now pretend to be part of a global celebration.

GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

The Japanese don't have a summer games drought in the same way we do, but they seem to be doing their best to emulate one this month, with only *Pokémon XD: Gale Of Darkness* selling in anything like decent numbers. Rounders sim *Mario Baseball* continues to do the business on both sides of the Atlantic though, which means Nintendo's sports sims have hit it three for three so far. *Mario Smash Football* is looking a corker too, but whether this will bring *Super Mario Smash Cricket* any closer to reality we really couldn't say.

JAPANESE CHART

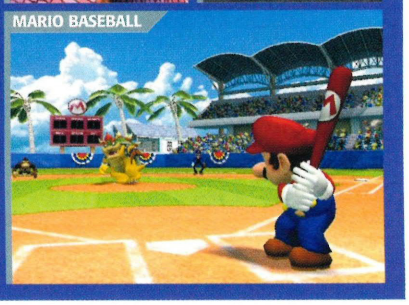
POS	LAST	TITLE	PUBLISHER
1	NE	POKÉMON XD: GOD	NINTENDO
2	2	DDR: MARIO MIX	KONAMI
3	1	MARIO BASEBALL	NINTENDO
4	3	CHIBI ROBO	BANDAI
5	4	POWERFUL PRO BASEBALL 12	KONAMI
6	RE	STAR FOX ASSAULT	NINTENDO
7	6	PSO EPISODE I & II PLUS	SEGA
8	RE	RESI EVIL CODE: VERONICA X	CAPCOM
9	RE	ANIMAL CROSSING	NINTENDO
10	RE	SUPER MARIO SUNSHINE	NINTENDO

US CHART

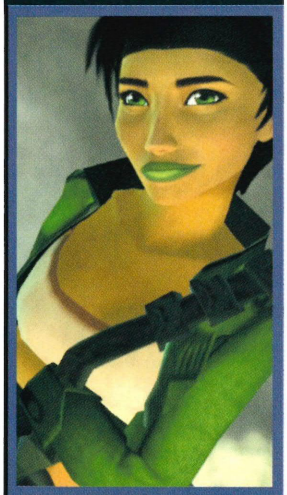
POS	LAST	TITLE	PUBLISHER
1	NE	MARIO BASEBALL	NINTENDO
2	10	POKÉMON COLOSSEUM	NINTENDO
3	9	SUPER SMASH BROS MELEE	NINTENDO
4	2	TALES OF SYMPHONIA	NAMCO
5	5	ANIMAL CROSSING	NINTENDO
6	RE	MARIO KART: DD!!	NINTENDO
7	NE	MADDEN NFL 06	EA
8	RE	SONIC ADVENTURE 2: BATTLE	SEGA
9	3	SUPER MARIO SUNSHINE	NINTENDO
10	4	LOZ: WIND WAKER	NINTENDO







ROUND-UP



UBI'S SOFT ON NINTENDO

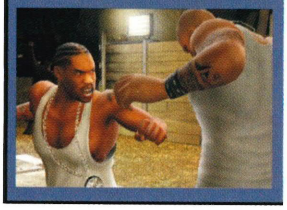
Ubisoft has confirmed that it will be supporting all next-generation consoles, including the Revolution. Ubisoft's UK MD, Rob Cooper, recently stated in a press and retail event that the company had many next-generation games in the works and that it would fully support the Revolution, Xbox 360 and PS3. With games like *Beyond Good & Evil* and *Prince Of Persia* under its belt, we can't wait to see what Ubisoft has to offer in the next-generation race.

MUSIC AND GAMES

Electronic Arts has announced the track list for *FIFA 06*, which will feature 39 carefully selected songs that EA believes have an "up-beat tempo and ability to propel the player towards victory." Erm, okay. The tracks include *Lyla* from Oasis, *Black And White Town* by Doves and *Feels Just Like It Should* by Jamiroquai. We can see the cup trophy now...

THREE'S THE MAGIC NUMBER

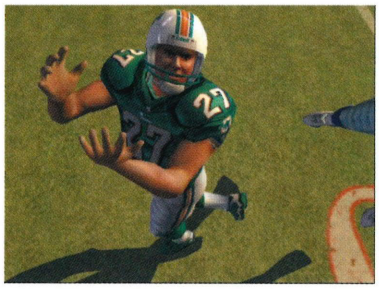
EA has struck up a "multi-year exclusive agreement" with Def Jam Enterprises allowing the gaming giants to develop and publish *Def Jam* games for the next-generation consoles. The first game under the new deal will be *Def Jam 3*, the latest in the chart topping fighting games featuring the world's leading hip hop stars. No more details have been given at this point although EA promises that it will "look, feel and sound like a cutting edge video with the intensity and drama of a big budget action film."

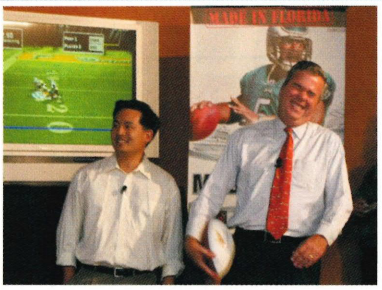


TEAM AMERICA

F-yeah!

WE THOUGHT WE'D seen and done it all, but never in our years in the business did we think that we'd see the President Of The United States grabbing his brother's balls... American footballs that is. In honour of Florida Governor Jeb Bush's recent visit to EA's Tiburon Studio in Orlando, the developers of *Madden NFL 2006* made two special editions: they inserted Jeb Bush and President George W Bush into the game, as players for the Miami Dolphins and





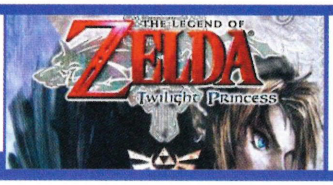
Dallas Cowboys. The developers then pitted the brothers against each other in an exclusive "battle of the titans". According to EA, the video footage showed the governor (who plays as a wide receiver for the Miami Dolphins) catching a long pass before "flattening" George W Bush (who is playing defensive back for the Dallas Cowboys) and scoring a touch down in the end zone. It's the American dream! Of course this isn't the first time the Bush brothers have been involved in American football – President George "Dubya" Bush was a head cheerleader in his day. Look there he is! Ha ha ha!



Number of bottles of Nintendo beer drank

8

by Tim before he declared beer to be rubbish



Legend Of Zelda...

Recently the box art for *Legend Of Zelda: Twilight Princess* was released and doesn't it cover the black plastic of the case really well? Look out for a better shot of it when we eventually do the review next year.

...Twilight Princess box art

NEWS FLASH



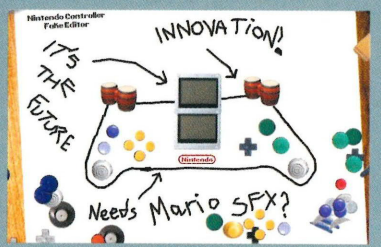
ARRRR, ME HEARTIES

Bandai is releasing *One Piece: Pirates Carnival* in Japan at the end of the year. The game will feature over forty mini games and support four players.

FAKING IT

Create your own Revolution controller

FOR THE PAST couple of months the **CUBE** team have typed the words "revolution+controller" into Google more times than "naked+pics+cheryl+tweedy", and quite frankly we're starting to get bored of trawling through page after page of blatantly fake pictures that are trying to pass themselves off as the real deal. So it was a nice surprise when we stumbled upon http://claudiotosado.vilabol.uol.com.br/nintendocontrollerfakeeditor/, which allows disillusioned gamers to create their own "vision" for the Revolution controller using the collection of parts



on offer. We're sure you'll agree that our picture is vastly more impressive than the faux photoshop deelies that have been knocking about recently. Still, we'd better not show our controller to anyone on PLAY in case they sell our ideas to Sony...

SHONEN JUMP'S

Yu-Gi-Oh!

TRADING CARD GAME
COLLECTIBLE TINS



Get duelling with these limited edition tins specially made to fit your deck. Each tin contains 5 booster packs plus a Fantastic Monster card. There are 6 tins to collect. So, get duelling.



Available at

Argos

SPONGEBOB SQUAREPANTS

HE SAID PANTS!



A game should never set itself up for mockery by using the word "pants" in its title twice. Us journos are lazy, and it makes standfirsts too easy. Anyway, complete to win the starring role in *The Adventures Of Mermaid Man And Barnacle Boy.*

ANTICIPATION ★★

X-MEN LEGENDS II

SEXY MEN



Film and television composer, Gregor Narholz, is supplying the music to the game? His music has appeared on hit TV shows such as *Friends, X-Files, Seinfeld, Star Trek*...zzzzzzz *thud*

ANTICIPATION ★★★

UK RELEASE LIST

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

The Incredible Hulk: Ultimate Destruction	Action/Adventure	Vivendi	9 September	***
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	****
Scooby-Doo! Unmasked	Platform/Adventure	THQ	16 September	**
Midway Arcade Treasures 3	Racing	Midway	26 September	***
Spartan: Total Warrior	Action/Adventure	Sega	September 2005	***
NBA Live 06	Sports	EA	7 October	***
Geist	Action/Adventure	Nintendo	7 October	****
Zatch Bell!	Beat-'em-up	Bandai	11 October	***
Tony Hawk's American Wasteland	Sports	Activision	28 October	****
Dancing Stage: Mario Mix	Rhythm	Nintendo	28 October	****
Fire Emblem: Path Of Radiance	RPG	Nintendo	4 November	****
Need For Speed: Most Wanted	Racing	EA	4 November	***
The Incredibles: Rise Of The Underminer	Adventure	THQ	11 November	***
SSX On Tour	Sports	EA	11 November	****
Mario Superstar Baseball	Sports	Nintendo	11 November	****
Pokémon XD: Gale Of Darkness	RPG	Nintendo	18 November	*****
SpongeBob SquarePants: Lights, Cameras, PANTS!	Platform	THQ	18 November	**
Shadow The Hedgehog	Platform	Sega	18 November	***
Mario Smash Football	Sports	Nintendo	18 November	****
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	***
Call Of Duty 2: Big Red One	Shoot-'em-up	Activision	Q3 2005	***
World Series Of Poker	Party/Puzzle	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	***
Ultimate Spider-Man	Adventure	Activision	Q3 2005	***
X-Men Legends II: Rise Of Apocalypse	RPG	Activision	Q3 2005	***
Battalion Wars	Strategy	Nintendo	9 December	****
Chaos Field	Shoot-'em-up	O~3	Winter 2005	***
James Bond: From Russia With Love	Shoot-'em-up	TBC	2005	***
Madden NFL 06	Sports	EA	TBC 2005	***
Tak 3	Platform/Adventure	THQ	February 2006	****
The Legend Of Zelda: Twilight Princess	Adventure	Nintendo	TBC 2006	*****

CHAOS FIELD

YVETTE FIELDING



Retro monkey, Darran, was quoted on the press release as saying this shmup "had us at hello". If they'd printed the rest of the conversation Ryan's response would have been: "No it didn't. You're lame, Darran. Shut up."

ANTICIPATION ★★★

FROM RUSSIA WITH LOVE

SHE'S WORTH IT



EA has confirmed that Maria Menounos is featuring in the game as Eva, a henchwoman for Red Grant. Menounos is most known as the face (hair?) of Pantene hair grooming products.

ANTICIPATION ★★★

SOUND BYTE

"I'M TRYING REALLY HARD NOT TO SAY THAT CHAOS FIELD IS POO"

Ryan explains why his preview was taking so long to wirte.

SLIP-O-METER

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

LOZ: TWILIGHT PRINCESS

It's slipped until 2006. The reason? Nintendo wanted to add some "incredible new elements" to the game. We bet Zelda can turn into a duck. Phub-bubb-bub.

SLIPPED!

THE INCREDIBLE HULK: UD

Originally penned in for an August release, the grumpy green giant won't be smashing things until September now. That makes us so mad! Grrrrrr!

SLIPPED!

THE CHRONICLES OF NARNIA: LWW

The GC version of the game has been held back until March 2006, as it is now a PS2 exclusive. The Xbox version's been held back too, so we don't feel so hard done by.

SLIPPED!

IMPORTANT DATES...

Yet another crap month for Japan with only one awesome GameCube game, *Viewtiful Joe: VFX Battle/Battle Carnival/Red Hot Rumble*. In comparison the American's are buckling under their own bodyweight.

JAP RELEASE DATES

DIGDUG: DIGGING STRIKE (DS)	NAMCO 8 SEPTEMBER
TAMAGOTCHI NO PUCHIPUCHI OMISECCHI (DS)	BANDA 15 SEPTEMBER
VIEWTIFUL JOE: RED HOT RUMBLE	CAPCOM 29 SEPTEMBER

US RELEASE DATES

MADDEN NFL 2006	EA SPORTS 13 SEPTEMBER
BATTALION WARS	NINTENDO 19 SEPTEMBER
SPARTAN: TOTAL WARRIOR	SEGA 27 SEPTEMBER



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

Resident Evil has stuck its chainsaw into the neck of the charts and is clinging on to the top spot for dear life, whilst Willy Wonka's been temping all the kiddies with his sweet treats this month, and has soared into second place above the vastly superior *killer7*. It looks like you all read our Fight For Your Right To Party feature, as *Super Smash Bros: Melee* and *Super Monkey Ball* are both sitting pretty on the budget charts.

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
Look at the cool Cammy Capcom logo we found.

2 NEW



CHARLIE CHOCOLATE
PUBLISHER: T2
CUBE RATING: 5.8
Charlie Chalk was much better, cool songs too.

3 NEW



KILLER7
PUBLISHER: CAPCOM
CUBE RATING: 9.0
So gory and sexy it'll leave you reeling on its rails.

4 NEW



FANTASTIC 4
PUBLISHER: ACTIVISION
CUBE RATING: 6.2
God she's rubbish in *Sin City*, and in this.

5



MADAGASCAR
PUBLISHER: ACTIVISION
CUBE RATING: 6.1
"There's no sex in the champagne room"

6



STAR FOX: ASSAULT
PUBLISHER: Nintendo
CUBE RATING: 6.9
Five Ninty games in a row at the end of the charts.

7



MARIO PARTY 6
PUBLISHER: Nintendo
CUBE RATING: 9.0
And two of them with Mario in, soon you'll be…

8



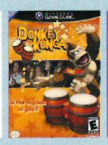
THE LEGEND OF ZELDA: FSA
PUBLISHER: Nintendo
CUBE RATING: 9.5
…playing *SSX On Tour* as Mario, Luigi and Peach.

9



MARIO POWER TENNIS
PUBLISHER: Nintendo
CUBE RATING: 8.5
They make sound effects when they jump.

10



DONKEY KONGA
PUBLISHER: Nintendo
CUBE RATING: 9.0
"Wa hoo" "Weiner" and all that…



ON A SHOE-STRING

Budget GameCube games still making the rounds

1	SONIC HEROES
2	SONIC ADVENTURE 2: BATTLE
3	THE LEGEND OF ZELDA: WIND WAKER
4	THE INCREDIBLES
5	CALL OF DUTY: FINEST HOUR
6	SPIDER-MAN 2
7	SUPER MARIO SUNSHINE
8	SUPER MONKEY BALL
9	METROID PRIME 2: ECHOES
10	SUPER SMASH BROS: MELEE

GCN GAMECUBE NEWS

FINAL THOUGHT

JUDGEMENT DAY…

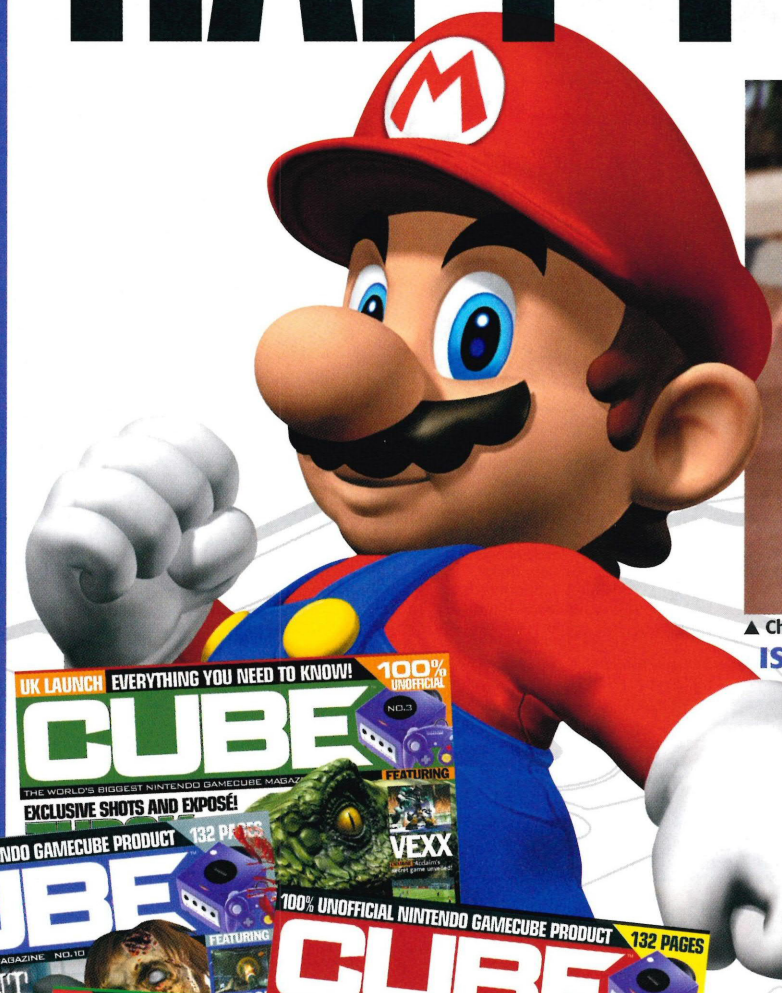
We're a bag of mixed emotions this month. On one hand we live in a country where retailers are undoubtedly going to scale back their GameCube stock (as if it's not minimal enough already) as a direct result of the Xbox 360 and PSP's arrival and *Zelda*'s delay. Despite a load of great gaming experiences just around the corner, it's not looking good for GameCube.

On the other hand the DS is doing really well, Micro is just around the corner and we're finally going to see exactly what Revolution is all about. Next month could see us going either way… if Revolution is all that it should be we'll be ecstatic, safe in the knowledge that there is light at the end of the tunnel. If Revolution disappoints… well, let's not even think about that. Never has an hour-long speech been so important. Over to you Mr Iwata.



With **CUBE** hitting the big 5-0, we look back at the publication's illustrious past and see how the magazine and GameCube have evolved throughout the years...

HAPPY BIRTHD





▲ Chandyman being all wacky – thankfully he's stopped doing that and now he's depressed! Yay!

ISSUE 1 TO 10: THE BEGINNING

TEAM: Simon Phillips, Martin Mathers, Chandra Nair, Will Johnston, Simon Griffin
CRAYONS: Rob Sullivan, Stephanie Peat, Dawn Roberts

Issue 1. The arrival. The debut. The beginning. The conception. Mario is on the cover punching the air in delight as the inaugural issue of **CUBE** thunders its way on the shelves of newsagents with the opening words, "Oh, hello there." Hmm. Perhaps not the ideal war cry but while the GameCube hasn't hit the shelves, **CUBE** still finds plenty to get the gaming juices flowing. Namely in-depth previews of games such as *Super Smash Bros Melee*, *Resident Evil*, *Eternal Darkness: Sanity's Requiem* and, er, *Galleon*. Meanwhile, Nintendo is throwing lavish launch parties, getting stars like Mandy Moore to spout gibberish such as "Nintendo is always the best, so you expect quality from them!" while **CUBE** asks "Where is Mario?" moaning that Nintendo's mascot doesn't look to be playing a big part in the line-up. Be careful what you wish for...



And so, the great **CUBE** adventure begins. Issue 2 cracks on with previews of *Animal Forest +* (which would later

AY TO CUBE

WHO? WHAT? WHEN?

NAME
Will Johnston
WHERE IS HE NOW?
Features Editor, PLAY
FAVOURITE CUBE GAME:
"Gary"
FAVOURITE CUBE MEMORY:
Gary. And Byron owes me 80 quid.



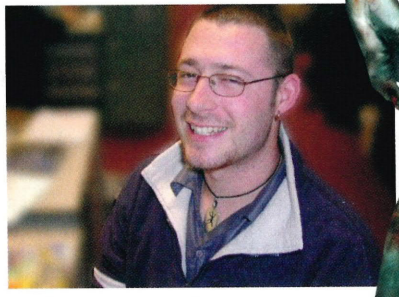
BAM! The GameCube hits the UK and Issue 6 kicks off – nay, explodes – with a massive 49 pages on Nintendo's little box of fun with a massive Q&A, reviews of the launch titles and previews of what to expect in the coming months. Forty-nine pages! That's bigger than The Sun on a slow news day! Finally, **CUBE** has overcome its embarrassing obsession with *Galleon* and Turok and is starting to shape into the magazine you all know and love today, while Nintendo is gearing up for a renewed assault on the UK market with Metroid Prime looming on the horizon. Die-hard **CUBE** fans will also have noticed this issue marks the sole appearance of staff writer Darren Mayes, who decides he's had enough after a few days and doesn't bother coming in ever again. He couldn't handle the excitement of GameCube! What a bottler.

And so **CUBE** marches onward until we reach Issue 9. Here's some inside info for you lovely readers: Martin Mathers, ex- **CUBE** Games Editor, often gets mocked for his love of *Street Fighter* stalwarts Ken, Ryu and Chun-Li. "I play as lots of different characters!" he protests in an attempt to defend his dirty skill. Witness his *Capcom vs SNK 2* review in this very issue. Out of the 22 action screenshots, 16 contain Ken, Ryu or Chun-Li. Thanks for showing the readers different characters, Martin! Yet another bottler. Anyway, Martin assesses *Resident Evil* in Issue 9. A score of 9.5? Suits you, sir. And then there are *Prime*, *Legend Of Zelda: Wind Waker*, *TimeSplitters 2* and *Super Monkey Ball 2* on the horizon.

WHO? WHAT? WHEN?

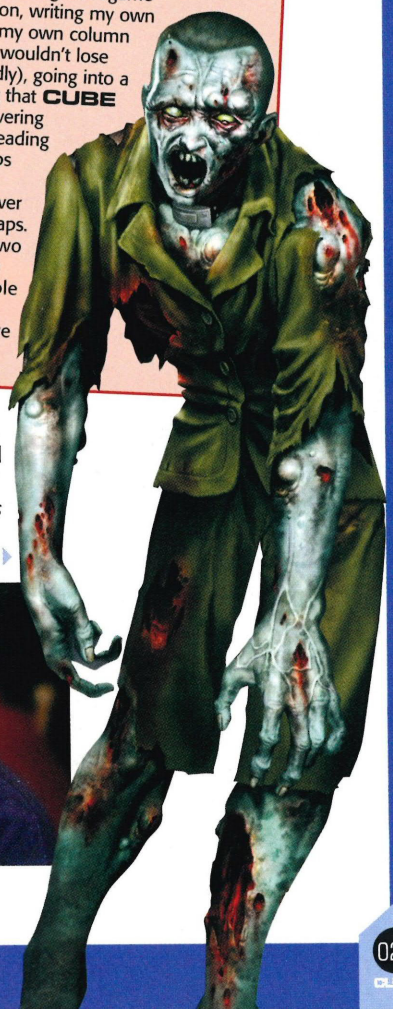
NAME
Tim Empey
WHERE IS HE NOW?
Staff Writer, **CUBE**
FAVOURITE CUBE GAME:
Probably Resident Evil. Four.
FAVOURITE CUBE MEMORY:
God, there's so many: writing captions about hairy gay men in a *Tak* review, baiting Americans with talk of dead presidents, breaking videogame reviewing tradition, getting shouted at for breaking videogame reviewing tradition, writing my own column, having my own column rewritten so we wouldn't lose our jobs (allegedly), going into a shop and seeing that **CUBE** has sold out, hovering around people reading **CUBE** in shops waiting to be recognised (it never happens), Liz's baps. It's been a fun two years, met some really good people and some really good people have fecked off to other places.





▼ **The screenshot is ages old, but that didn't stop us from getting off a CD and putting it here!**









ISSUE 10 TO 20: GAMECUBE GATHERS PACE

TEAM: Simon Phillips, Martin Mathers, Chandra Nair, Byron Wilkinson, Gary Adams
CRAYONS: Nick Trent, Stephanie Peat, Dawn Roberts

Nintendo GameCube is now in full effect, as Public Enemy might have said if they loved Mario. Sales are healthy, games are plentiful and the future is looking good. Issue 10 looks at Nintendo's online strategy. Well, Issue 10 looks at how Nintendo doesn't have an online strategy. This is also around the same time that the 'Rare situation' kicked in thanks to a suggestive Christmas card featuring all the consoles under the Christmas tree. That's not to say things are bad for Nintendo GameCube. In fact, if you look at the exclusive games reviewed around this period there's *Legend Of Zelda: Wind Waker* (9.7), *Metroid Prime* (9.6), *Super Mario Sunshine* (9.6) and *Eternal Darkness: Sanity's Requiem* (9.3) and that's not even mentioning the multiformat games also cropping up such as *TimeSplitters 2* and *Tony Hawk's Pro Skater 4*. Life is good for GameCube owners. Life is very good indeed.

There's also good news for RPG fans as Square finds a loophole in its exclusivity deal with Sony, allowing the Japanese uber-developer to elope with GameCube. The result of their short fling is *Final Fantasy: Crystal Chronicles*. More good news for readers who picked up Issue 16: **CUBE** 's most surreal competition yet as we gave away KFC food vouchers. Unbelievably, this was actually a genuine competition. No one quite remembers how or why but the weak response meant that not only



WHO? WHAT? WHEN?

NAME
Ryan King
WHERE IS HE NOW?
Community Editor, X360
FAVOURITE CUBE GAME:
T.H.U.G.2.
FAVOURITE CUBE MEMORY:
The first ever time I told Miles that Vanishing Point is absolute BS. Oh, the look on his face!



WHO? WHAT? WHEN?



NAME
Gary Adams
WHERE IS HE NOW?
Studying for an English degree at Bath University
FAVOURITE CUBE GAME:
Legend Of Zelda: Wind Waker
FAVOURITE CUBE MEMORY:
There may be a thousand cases of free games, free lunch and free women to choose from during my time working for **CUBE** but doing a word-association type test where I say the first thing that comes to mind after the name 'Miles' is said, I (curiously) think of sunny afternoons on the benches outside the offices eating ice-creams while listening to Tim and Miles whinge about something and watching Chandra sun his legs. What this says about me, I don't want to know. We were neither working, nor tying to be homoerotic about anything. I suppose it just came naturally to us at the time. Oh yeah, Friday's bacon and egg sandwiches. Happy days.

did readers suspect this competition was fake (it wasn't) but the **CUBE** team put on 3lbs eating their way through unsent food vouchers.

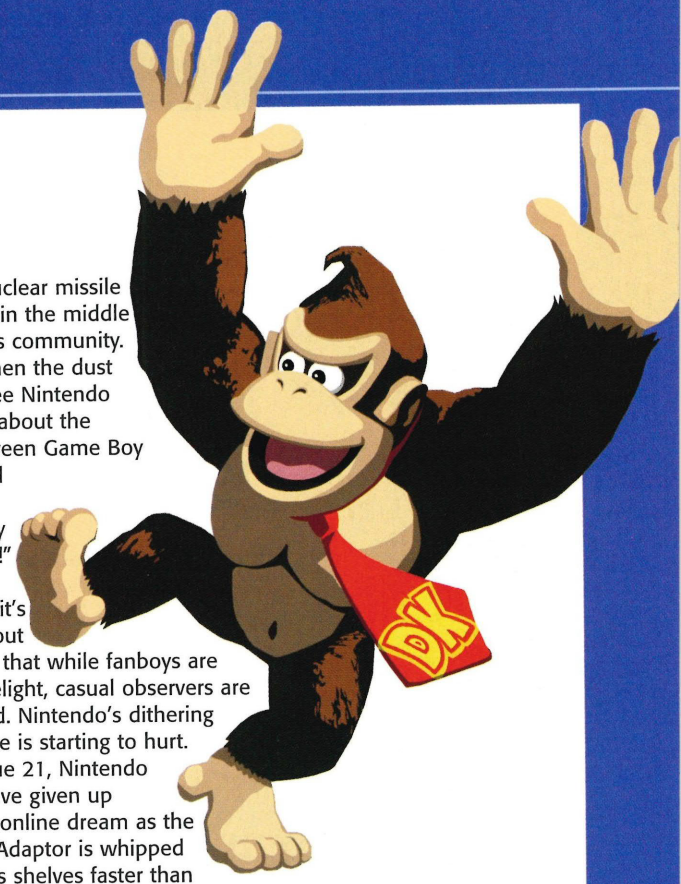
Issue 17 has **CUBE** 's first ever doubts about GameCube's future, as *Haven* and *Colin McRae* are cancelled. "Nintendo gains more financially from its franchises than any other videogame company in existence. Why isn't it accused of cynically exploiting its intellectual property?" Ooh, we say give it about two years and watch that argument solve itself. The rant then continues that third-party support is essential, with games being cancelled reflecting badly on the poor GameCube. The next page? A preview of *Unity*. Ouch.

However, this issue remains one of **CUBE** 's favourites. Why? The infamous *Dakar 2* review by Chandra, of course! Containing fabulous lines such as "the geometry and texturing are good but not out of this world" and "there are some great spectacular lighting effects", Nair Bear absolves himself of blame by saying it was these lines were the work of the long-departed Swedish sub-editor. Which is a great spectacular excuse but not out of this world. GameCubes are still flying off the shelves (not literally, they don't actually have wings) and business picks up in Issue 19 as it hosts a mass of gaming goodness in *Legend Of Zelda: Wind Waker*, *Burnout 2* and *Soul Calibur II*. Remember them? Thought you might.

ISSUE 20 TO 30: GAMECUBE MATURES!

TEAM: Miles Guttery, Chandra Nair, Gary Adams, Byron Wilkinson, Charlotte Martyn
CRAYONS: Stephanie Peat, Nick Trent

Issue 20 proves that GameCube has a good innings ahead, with *Pikmin 2*, *Final Fantasy: Crystal Chronicles*, *Tales Of Symphonia* and *F-Zero GX* and *Harvest Moon: A Wonderful Life* all previewed and all exclusive to Nintendo's little box of fun. Then E3 hits like a nuclear missile smack bang in the middle of the games community. Kerblam! When the dust clears, we see Nintendo prattling on about the link-up between Game Boy Advance and GameCube. "Connectivity is the future!" Nintendo shouts. "No it's not!" we shout back, aware that while fanboys are cooing in delight, casual observers are unimpressed. Nintendo's dithering online stance is starting to hurt. Then, in Issue 21, Nintendo seems to have given up chasing the online dream as the Broadband Adaptor is whipped from Game's shelves faster than you can say "the Broadband Adaptor is whipped from Game's shelves."



Worth noting in Issue 23, Yu Suzuki announces work on a project referred to as *Virtua Fighter Quest*. "Hey, it sounds a lot like *Shenmue III*. Maybe *Shenmue III* is coming to GameCube!" is the conclusion we eventually reach after a bout of playing detective. As it turns out, the secret *Virtua Fighter Quest* project turned out to be, er, *Virtua Quest*. Ahem. Does this sound all gloom and doom? It's not! In Issue 24, there's an In-Depth on *killer7*, a game that will tantalise and tease GameCube owners over the next few years with its abstract presentation.

But the best is yet to come with Issue 26 having a look at the best games to come out in 2004 with *Prince Of Persia: Sands Of Time*, *Beyond Good & Evil* and *Pikmin 2* on the horizon. And *Metroid Prime 2*, *Baten Kaitos*, *Harvest Moon*, *Wario Ware* and *Donkey Konga* all primed for assault on GameCube owners. Then, of course, there's the small matter of *Resident Evil 4*. At this stage, there's only one screenshot of Leon that isn't disconcertingly vague but that proves enough to whet the appetite of most GameCube owners...



▲ And then Chandra gave *Dakar 2* 9.0! "Did any of you play it?" "No." "Well then, shut up."

WHO? WHAT? WHEN?



NAME
Liz Morris
WHERE IS HE NOW?
Editor, Cruise and Short Breaks
FAVOURITE CUBE GAME:
The Sims: Bustin' Out
FAVOURITE CUBE MEMORY:
I know it sounds gushing but my favourite **CUBE** moment was when Ryan and Lewis came on board and **CUBE** suddenly became Team Awesome. It was a perfect union of yin and yang, with Lewis' metal to Miles' gay rock, Chandra's pop to Ryan's hip-hop and my sunshine to Tim's stormy temperament. A team of such perfect balance and unity hasn't been seen since the days of the Turtles and probably never will be seen again. Sniff.



ISSUE 30 TO 40: STAYING POWER

TEAM: Miles Guttery, Chandra Nair, Liz Morris, Gary Adams, Tim Empey
CRAYONS: Stephanie Peat, Lewis Somerscales

Final Fantasy: Crystal Chronicles and *Metal Gear Solid: Twin Snakes* usher in this next step in GameCube's existence, both exclusive titles proving there are plenty of life left in Nintendo's machine. Not convinced? Then Issue 31 has a *Resident Evil 4* In-Depth to win you over. Still not convinced? Then Issue 32 has *Pikmin 2* and *Paper Mario 2* previews for you. Still not convinced? Then go play *Dig Dug*, you bloody bum.

In any case, Nintendo has something else up its sleeve. Two screens, a touch screen, a microphone, a pen that doesn't work... yes, it's the Nintendo DS! Nintendo unveils its baby at E3 and the world sits up and takes notice.

Everyone coos at the design and wonders how the second screen will be used (inventory screen) and how the touch screen will be used (selecting items on the inventory screen) while *Super Mario 64 DS* can't be done on handheld, surely... can it? Then the world sits back down again as Miles gets excited about EA and starts prattling on about the games it showed at E3. Then the world turns its attentions to upcoming games on the horizon including *Second Sight* and *Lord Of The Rings: Third Age*.



Issue 37 is special. Very special. *Donkey Konga* finally hits UK shores and is rewarded with 9.0 for its awesome multiplayer gameplay. After that, a *Def Jam: Fight For New York* review that scores 9.2. Then *Pikmin 2* weighs in with a hefty 9.3! Just to round things off, *Tiger Woods PGA Tour 2005* scores 9.1. This is probably the issue with the highest scores in **CUBE** history but it's going to take too long to go back and check now. We're mid-way through this damn feature already. Perhaps if some reader takes it upon himself to find out for us? Yes? Good. And thus concludes the **CUBE** era from Issue 30 to 39, which leads onto a certain Capcom survival horror game...

WHO? WHAT? WHEN?



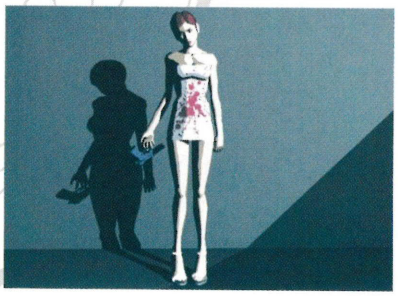
NAME
Martin Mathers
WHERE IS HE NOW?
Editor, games™
FAVOURITE CUBE GAME:
Legend Of Zelda: Wind Waker
FAVOURITE CUBE MEMORY:
It's going to sound mushy but my favourite **CUBE** moment was when the magazine first started – we'd managed to create a magazine that really got it right, that did things that were genuinely fresh and interesting. Sure, Chandra and I used to bicker over who'd get to review what (being Games Editor, I usually won) and there was a fair amount of stress brought on by some ridiculous management decisions but, ultimately, we managed to make the best Nintendo magazine out there. And that's something we can all be proud of.

You know what this era was about. It was about *Resident Evil 4* and its gigante 9.8. That's only 0.2 short of being flawless, closer than any other game in **CUBE** history has come to perfection. The review says there is nothing to fault and, looking back, it's still hard to disagree. Maybe Ashley should have said more than "Leon! Help!" and "Argh!" Maybe... er, no, that's it. *Resident Evil 4* is also one of the rare PAL games that manages to improve on its NTSC counterpart, thanks to extra differences such as Ganados falling off ledges more regularly when shot, balanced pick-ups and so on. It's the only game that the **CUBE** team can agree on.

All this talk of *Resident Evil 4* is neglecting to mention the DS, which has hit Japanese shelves and

ISSUE 40 TO 49: THE ELDERLY YEARS

TEAM: MILES Guttery, Chandra Nair, Liz Morris, Ryan King, Tim Empey
CRAYONS: Lewis Somerscales



WHO? WHAT? WHEN?



NAME
Simon Griffin
WHERE IS HE NOW?
Deputy Editor, PowerStation
FAVOURITE CUBE GAME:
Star Wars Rogue Squadron II: Rebel Assault
FAVOURITE CUBE MEMORY:
I'd prefer to tell you about the many times I've bapped Miles at *Pro Evo*. He rarely has anything to offer except his whining Gollum-like voice, which gets more high-pitched the more jipped he gets. My favourite moment is watching him wander back to his desk at the end of lunchtime as a broken man. The only happy memories I have of the Nintendo machine are when I made a tidy sum of money after selling mine on eBay. The bloke who bought it never left feedback though – must have been as disappointed as me.



▲ This is Miles pretending to do some work – it took absolutely ages to set up this shot.

sent the Eastern territories into an absolute frenzy. Cue pictures of mad rushes, massive queues and cute Japanese girls standing a few metres from the store, DS in hand, looking slightly confused by PictoChat. Later in the year, it arrives on British shores with a fairly meagre launch line-up that later expands to include *Electroplankton*, *Nintendogs* and *Another Code*, showing just how the DS can break gaming and put it back together in a wholly original way.

As we count down to the issue you're holding in your hands, the big hitters are *Star Fox: Assault*, *Splinter Cell: Chaos Theory* and *killer7*. *Star Fox: Assault* turns out to be disappointing and *Chaos Theory* struggles to fit inside GameCube's tidy confines but *killer7* rises above the disappointment and proves itself to be truly awesome in Issue 47. Capcom kicks arse with *Resident Evil 4*, and while your backside is stinging with the pain, Capcom slaps it hard again with *killer7*.

Thus, another era of **CUBE** draws to a close. We began **CUBE**'s life with Mario on the cover and the sun sets on this era with an import review of *Super Mario Stadium Miracle Baseball*. Everything comes full circle eventually…

ISSUE 50!

TEAM: Miles Guttery, Chandra Nair, Tim Empey,
CRAYONS: Lewis Somerscales

Which leads us to the issue you have in your hands now. Faces have come and gone but The Chandyman remains at **CUBE**, some 50 issues later. His hair is still rubbish. Miles continues to call the shots and still continuing his doomed mission to reform the games industry through Vanishing Point. Lewis is still **CUBE** 's king of crayons, occasionally pausing to shout "do some work!" at Miles and "whoop whoop!" at girls. As usual, Tim moans about everything but he has recently found a soft spot for Baby Mario [top of his skull, there's a soft spot there, just push it – Tim].

As for GameCube's future? Most GameCube owners are still recovering from the sticky goodness of *Resident Evil 4* but there's still *Legend Of Zelda: Twilight Princess* to look forward to, which is becoming more and more important as Nintendo looks to reload and prepare for the next chapter in its history. There are many questions left to be answered. How will the Nintendo DS continue to fend off Sony's PSP? What exactly is the revolutionary new controller that holds the key to Nintendo's future? Can Nintendo join the online gaming arena and make up lost ground? Will Miles ever do any work? There's only one way to find out – and that's to keep buying **CUBE**!

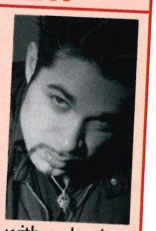


WHO? WHAT? WHEN?



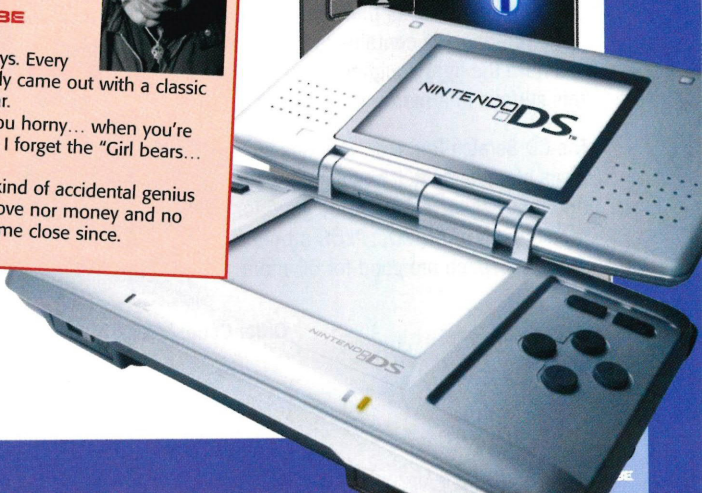
NAME
Miles Guttery
WHERE IS HE NOW?
Editor, **CUBE**
FAVOURITE CUBE GAME:
Resident Evil 4
FAVOURITE CUBE MEMORY:
Ah, so many memories. We sit in an office surrounded by Xbox and PlayStation magazines, but there's love on the **CUBE** team, no really. It's hard to pick out one moment though, but if there was one then it would have to be the look on Tim's face when someone wrote in and suggested he wasn't as funny as Chandra. Oh, and when I got a free DS at the London launch party. Call me a grasping freeloader, but that was awesome!

WHO? WHAT? WHEN?



NAME
Chandra Nair
WHERE IS HE NOW?
Miles' Nemesis, **CUBE**
FAVOURITE CUBE GAME:
Resident Evil 4
FAVOURITE CUBE MEMORY:
Definitely the Gary days. Every time Gary inadvertantly came out with a classic quote it made my year.
"Marriage makes you horny… when you're eight…" and how can I forget the "Girl bears… aren't they rabbits?"
You can't buy that kind of accidental genius (read 'instability') for love nor money and no single member has come close since.





max.TV

Switch On to max.TV

Tech Toys,

Delivered direct to your door!

Delivered direct to your door!

Spy Cam

Spy Cam is a tiny camera with a micro lens and discreet microphone, which can be placed pretty much anywhere.

It's powered by an ordinary 9v battery and wirelessly transmits a high-quality signal to its receiver at a distance of up to 100 metres. The receiver can then be hooked up to a TV, a VHS recorder, a PC with capture card, a full-size camcorder or even a DVD recorder. It's great for surveillance, practical jokes or even just obtaining footage that wouldn't be possible with an ordinary camera. Simple to use - just insert the battery tune in the receiver and you're away!

Order Code: MAX439

Only £39.99 +p&p



NEW

Action Replay Max™ for GBA/DS™

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

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

So what are you waiting for? Action Replay MAX™ contains everything you need to put the power in your hands today!

Order Code: MAX315



Only £29.99 +p&p

Features

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

Radio-controlled Sports Roadster

Few things rank higher on your average bloke's 'Things I Want To Own' list than a big, shiny, flashy sports car...

Unfortunately, big, shiny, flashy sports cars also tend to rank pretty high on most bloke's 'Things I Can't Afford At The Moment' list, so until such time as you can afford to have a fleet of Ferraris and Lamborghinis parked on your drive, why not get yourself one of these? What's a Ferrari if not just a big, showy toy anyway?

First, it's approximately a metre in length, which is certainly BIG for a machine of its type. It's definitely SHINY, and it's got tons of cool extra features that make it undeniable FLASHY. Not only does it have a sporty, Ferrari-esque design, it also boasts luxurious details such as sound effects, working lights and remote controlled doors – everything you could possibly want from a big, showy toy!

Only £59.99 +p&p



Red - MAX662
Silver - MAX663

CD Scratch Repairer Kit

Most scratches on CDs and DVDs merely damage the transparent surface of the disc and not the refelective layer that actually contains the information. If you have the right equipment you can repair this surface in a matter of minutes.

Only £19.99 +p&p

The CD Scratch Repairer Kit is one such piece of equipment. It comes with pads and repair fluid, which will be good for repairing up to 50 CDs, **PLUS** a bonus spare set which are good for 50 more.



Order Code: MAX467

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

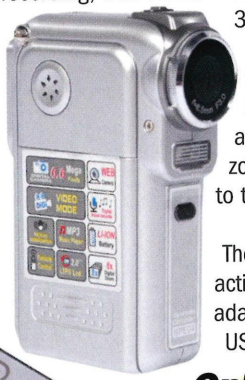
Gaming & Gadgets...

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

Digital Video Camcorder with Remote Control

The Digital Video Camcorder with Remote Control is an all-in-one multimedia solution for capturing your memories as stills and videos.

The Digital Video Camcorder with Remote Control features DVD-quality video recording, with MPEG-4 compression. As a stills camera, you have 3.3 mega pixel resolution, and there's an MP3 player and voice recorder thrown in for good measure. The 2.0" LCD screen is rotatable through 270° for those awkward shots, and there's an 8x digital zoom for when you need to get up close to the subject.



The pack also includes a remote control to activate your camera from a distance, a power adapter to charge its rechargeable battery, USB and AV cables allowing you to connect your device to your PC, video or hi-fi. A wrist strap and pouch are also supplied to keep your camera safe and sound.



Only £129.99 +p&p

Order Code: MAX504

DVD Recorder

DivX/MPEG4 Compatible



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

Only £129.00 +p&p

Order Code: MAX461

Features

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

256MB MP3 Music Player

Only £39.99 +p&p

Order Code: MAX401



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

The Ultimate Digital Music Player has 256MB of built-in memory, enough for over 4 hours of MP3 music. Simply transfer your music files across from any USB-compatible PC.

ALSO AVAILABLE

512MB MP3 Music Player **Only £59.99 +p&p**

Order code: MAX434

Twin Talker Walkie - Talkies

The Twin Talker Walkie-Talkies, are an ideal alternative to mobile phones in many situations. Each set includes two handsets, and you can use up to 8 handsets together, operating on a channel each.

Ever had one of those nights where you and some friends spend far too much time and money calling each other going, "Where are you now?", "We're in the pub.", "No, the other pub.", "Quick, I'm running out of credit!"? With Twin Talker, you can round up your wayward friends quickly and free of charge.

And they're not just for nights on the town. If you run a business and find your employees spend far too long wandering around the premises looking for each other, Twin Talker could be just the solution you've been looking for.

Finally, they're great for kids. Kids love playing around with walkie-talkies, and these are much higher quality than most of the 'kiddies' walkie-talkies on the market.



Only £19.99 +p&p

Order Code: MAX433

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

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

Broadcasting on: sky Digital CHANNEL 669

PREVIEWS

SSX goes global







CUBE INFORMATION

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

PERCENTAGE COMPLETE
00 25 50 75 100

NOV '04 TBA OCT '04

PREVIOUS
FROM THE MAKERS OF...
SSX3
■ EA Big is also responsible for – go on, guess – SSX3! Never saw that one coming!



TOTALGAMES.NET RATING: 93

SSX ON TOUR

Number four brings more for those On Tour

THE COMPANY LINE

"YOU CAN NOW CHOOSE YOUR WAY TO BECOME A MOUNTAIN ROCKSTAR"

EA PRESS RELEASE

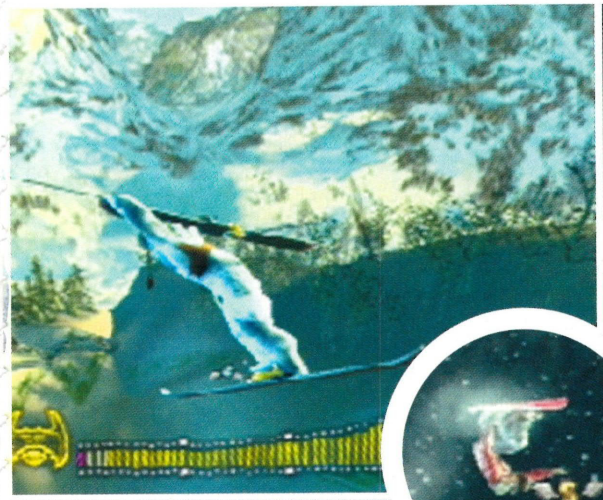
CUBE BACKATCHA
Que?

SSX ON TOUR will be brilliant. Those are really the only words you need to read and delivering verdicts ahead of review means there is plenty of egg-on-face potential but it will take a disaster of titanic proportions for EA to get this wrong now. EA has finally taken the covers off its baby and paraded it around for all to see and the much-trumpeted changes really are adding up to make this the best extreme sports game around. Ever. Possibly? Oh dear, Tony Hawk doesn't appear too happy with that. Well, *SSX On Tour* will be the best extreme sports game with snow in, that's for sure.

The most obvious change is a visual one. The style has been ramped up from the techno, withdrawn minimalism of *SSX3* to a juvenile, wild MTV sketch style with child-like drawings propping up the loading screens, menus and everything in between. Even in-game, scores now flash with green felt-tip stabs and luminous colours. The visual enhancements aren't just restricted to onscreen furniture either with other boarders lurking about on the slopes, going about their own business. To put the visual differences into some sort of comparison, *SSX3* felt like you were tackling a lonely, stark mountain on your own. *SSX On Tour* feels like a party resort with a cheesy Eighties rock soundtrack and lashings of 'tood. And for once, that's a good thing. Oh yes.

Yes, *SSX On Tour* still sports the finger twisting controls that punctuated its predecessor but the variety in missions means you're more likely to stick with it for the long haul. Missions that we played include the usual such as racing over

"THE STYLE HAS BEEN RAMPED UP TO A JUVENILE, WILD MTV SKETCH STYLE"





▲ Grinding is still the best way to build up your speed.







▲ These rollers speed you up – exponentially!

boarders in an attempt to finish first (easy), the weird such as grinding 1,500 metres (tricky) and the awkward such as reaching the bottom of the snowy slope without clocking up more than 10 seconds of air-time (hopeless). It all takes place on one huge mountain as *SSX3* did but there is now an impossibly big amount of tasks and missions to tackle. Given *SSX3* wasn't exactly left wanting when it came to replay value, it's scary to think how long you'll need to play this before the illusive 100 per cent completion rating starts singing and dancing on your screen.

The music has changed as well and is much more in line with Miles' flavour of Eighties cock rock, but not only that, guess wha? There's no DJ! Gone are the robotic Razel and Atomica (that's the guy from *SSX3*, didn't even know he had a name) and in place is just the soundtrack, mixing from song to song, which is much better than someone repeating "tricks equals boost" all the time.

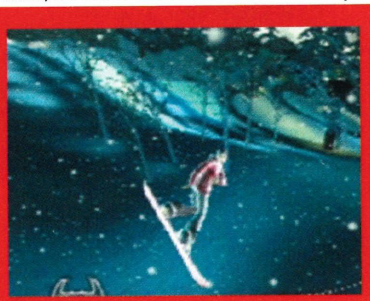
Skis! We were quite nervous about their inclusion, wondering why an extreme sports game would include the transport of choice for poncey Norwegians. The good news is they actually work, giving you a whole new way to tackle the snowy mountains. The controls are largely the same, featuring the same style tricks of tricks as their snowboard cousins, with the only obvious difference being flicking forward on the ⊖-stick lets you face forwards if you've been skiing backwards. They feel a little less secure than the snowboard did but a lot cooler – getting the hang of skiing backwards down the slopes and landing all your tricks backwards isn't necessary but earns you style points in your mind, respect from everyone watching and the love of the ladies.

So not only does the inclusion of skis mean that the number of potential puns is doubled (switch out "feeling board?" for "pole position") but it means EA has taken the most impressive sports game available on GameCube and still found room for improvement. Like we said – *SSX On Tour* will be brilliant.

PISTE UP

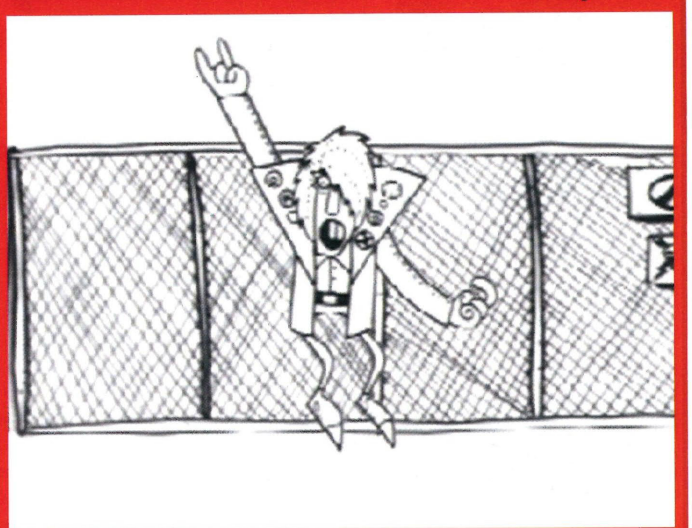
The most exciting boxout in the world

The actual slopes look... different. It's hard to explain in a short snappy sentence, hence the reason we've got a boxout dedicated to it. In *SSX3*, the snow was blue-ish, the mountain felt lonely, cold and stark. In *SSX On Tour*, the snow is white, the mountain feels warm and there are other skiers about. But there are more differences as that, such as the way music will change from cheesy Eighties Def Leppard rock to party style rap when you slide towards one of the resorts, or the way the different areas of the slopes are now seamless without sudden, drastic changes highlighting when you enter a new area. In short, it's much better. No word on the top-to-bottom mountain races though...



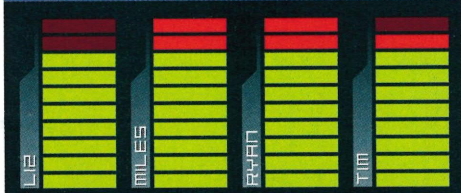
◀ Racing about on the neon soaked slopes of *On Tour* will unveal sneaky shortcuts, not like the obvious ones from before.

▼ This is Miles' game, he's even in it. He wants to rock, he's about to rock, he'll rock the night.



CUBE EXPECTATIONS

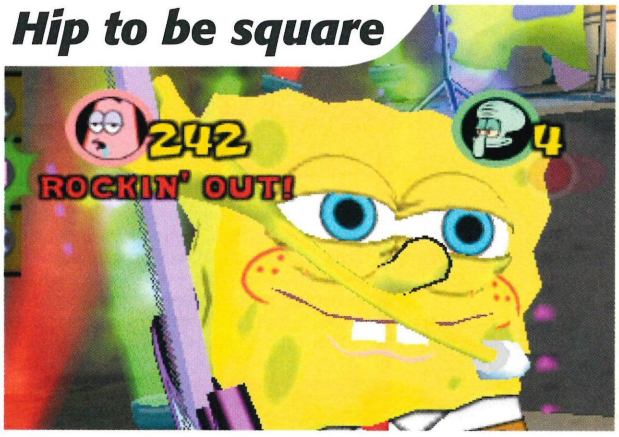
EA BRINGS THE NOISE



- ⊕ New style looks fantastic
- ⊕ Skis are fantastic new addition
- ⊖ Still sports complicated controls
- ⊖ It costs money

■ The sign of a great game is when the CUBE team starts fighting over who gets the right to review it at the preview stage. That's already happened with *SSX On Tour* – this will be awesome, but Miles will undoubtedly bagsie the review, he always does. Stupid bloody 'being the boss' thing.

Hip to be square

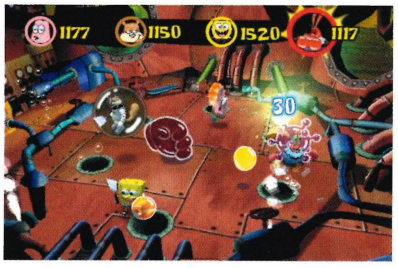




SPONGEBOB SQUAREPANTS: LIGHTS, CAMERA, PANTS!

The sponge with square pants hosts his first party

MARIO PARTY IS dead. After beating the dead horse year in year out, desperately trying to push the flagging series to number seven despite dwindling review scores, the fans have rebelled and finally started pushing back. In case you're wondering how *SpongeBob SquarePants: Lights, Camera, Pants!* figures into this, it's ditched its platforming shoes to go partying. It's now a fully formed party game, ready to jump in where Mario is failing. It won't ship with a pretentious microphone that mishears what you say either. Pop the cork on the champagne everyone! *Lights, Camera, Pants!* comes equipped with a ludicrous plot that no-one understands (SpongeBob and Patrick are fighting to star in 'The Adventures Of Mermaid Man & Barnacle Boy' or something) but that's not important. What is important is that it'll be a four-player mini-game frenzy carrying on right where the music died in Mario's parties. The mini-games vary from the classic bump competitors off the platform mainstay to a more complex game where you have to memorise commands to serve food to customers at the Krusty Krab restaurant. So far, *Lights, Camera, Pants!* seems to be working to the party game formula that dictates the simpler the mini-game, the more fun it is. The total number of mini-games quoted stands at a fairly average 30. That includes the team mini-games, where you have to work with your partner to fix up machinery, bounce barrels to safety or catch jellyfish.



▲ **So hang on... this is all underwater, right?**

There's nothing else to it really. Sure, the cringe-worthy words "You have unlocked concept artwork" flashed up a few times while playing but that doesn't change the fact that *Mario Party* is dead. Long live SpongeBob? C



▲ **It's everybody's favourite scrape the barnacles game! Woo! Pants!**



CUBE EXPECTATIONS

GET THIS PARTY STARTED



⊕ Team-work mini-games are fun

⊖ Probably needs more mini-games

■ **Now Mario's get-togethers have gone off the boil, the party genre needs a new leader. The question is, will *Lights, Camera, Pants!* have enough fun to become its replacement? We'll find out next month and tell you!**

CUBE INFORMATION

SPONGEBOB: LIGHTS, CAMERA PANTS	
PUBLISHER:	THQ
DEVELOPER:	THQ AUSTRAILIA
ORIGIN:	AUSTRAILIA
GENRE:	PARTY
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

NOV '05 (UK) TBA (JP) OCT '05 (US)

PREVIOUS

FROM THE MAKERS OF...

SPONGBOB SQUAREPANTS

■ THQ has the SpongeBob licence, so *SpongeBob: The Movie* also bolted from its stables.



TOTALGAMES.NET RATING: NA

THE COMPANY LINE

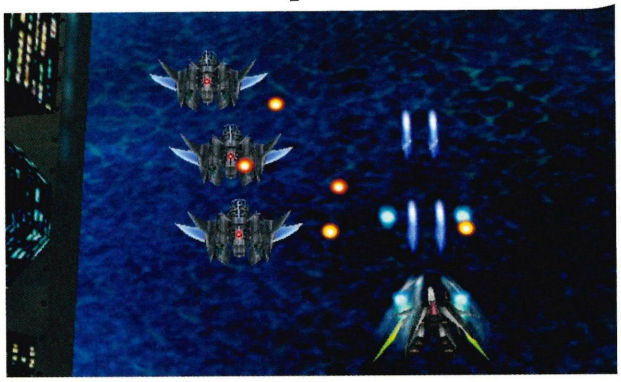
"BIKINI BOTTOM IS ABUZZ!"

THQ PRESS RELEASE

CUBE BACHATCHA

The dictionary says this means Bikini Bottom is filled with buzzing. Ahem.

Chaos F-eory





CHAOS FIELD

Now you can slowly scroll upwards even more!

CUBE

INFORMATION

CHAOS FIELD	
PUBLISHER:	03 ENTERTAINMENT
DEVELOPER:	MILESTONE INC
ORIGIN:	JAPAN
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TBA | OUT NOW | Q4 '05

PREVIOUS

FROM THE MAKERS OF...

CHAOS FIELD

■ MileStone Inc was also responsible for *Chaos Field* on Dreamcast. MileStone really likes *Chaos Field*!



TOTALGAMES.NET RATING: 78

THE COMPANY LINE

"CHAOS FIELD IS AN EXCELLENT EXAMPLE OF THE NEW BREED OF ARCADE ACTION"

03 PRESS RELEASE

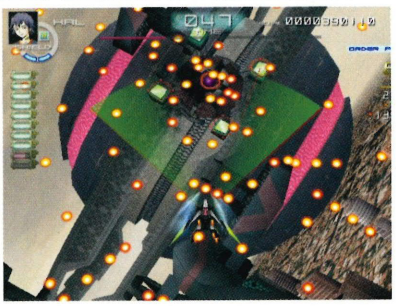
CUBE BACKATCHA

New? Shmups are new eh? Hello R-Type!

YES, CUBE HAS already reviewed *Chaos Field*. Those with memories good enough to ensure they're labelled "special" and struggle with girl problems for the rest of their life will remember how the resident shmuppet around these parts slapped it with a slightly disappointing 7.8 score while blathering on about pink bullets, laser swords and dancing pensioners. We don't really know how to describe his review, buy Issue 44 and find out or something. The point is, it was inferior to *Ikaruga*, which remained the definitive shmup for veterans and anyone with even a passing interest in the genre.

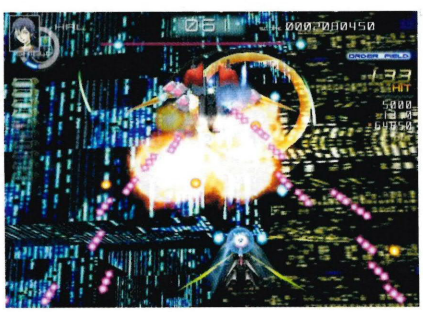
So *Chaos Field* is reloading and aiming to shoot its insane, multi-coloured brand of schmupping over the US, using its second life to try and overtake *Ikaruga*. *Chaos Field* is adding more meat to its bones to address the main problem it ran into when the Japanese import was reviewed. Although the murky world of shmup hearsay and gossip shows the insiders to be as confused as those looking in from the outside, the one rumour that sticks is MileStone Inc will be tinkering with the balance to try and make the scoring system more accessible for newcomers and satisfying for veterans. As usually happens when Japanese games make their long delayed trip overseas, you can also expect that the difficulty will be tweaked and altered.

Otherwise, the scoring system that made *Chaos Field* unique will return, as you can choose the sane, calm Order Field or switch into Chaos Field for an infinitely more dangerous but higher scoring option. There will be three playable characters, which should cover the Japanese videogame cute girl, angry boy and wise old man stereotypes. *Chaos Field*'s main challenge is to add lots of new while avoiding the not-bad-but-not-as-good-as-*Ikaruga* feeling of old. Will it succeed? It's too close to call so keep an eye out for the definite **CUBE** review, you shmuppets.





▲ We could try and describe what's happening but in all honesty, who knows?



CUBE EXPECTATIONS

FIEL-ING GOOD VIBES



⊕ Addresses some import problems

⊖ Still the same old game underneath?

■ **Chaos Field was good, after getting beefed up for the plump US market, it should be even better. Should. Ikaruga won't be having restless nights over the new additions but shmup fans probably are. They do things like that.**



Top 10 U.K Games

Urban

Asphalt Urban GT

You are taken out on 8 tracks inspired by genuine places. Each track is part of a specific graphic universe and includes different tunnels and elevations that enable you to perform impressive jumps,among other things ...

Prince

Prince of Persia Warrior Within

You enter a totally original universe, with 10 levels, on board a pirate ship and within ancient palaces that are swarming with evil forces. You'll have to confront pitiless enemies who each have different combat skills (life points, parade, aggressiveness).

New York

New York Nights

With its colorful graphics and its innovative and interactive gameplay, New York Nights creates a new standard for the simulation games style and its entertaining scenario, full of surprising twists and turns offer a great replayability.

Pool

Midnight Pool

Whether you're a beginner or an experienced pool player, the intuitive gameplay and realistic graphics will make for rapid and total immersion, allowing you to enjoy the game right from the break! Don't miss out.

Chaos

Lockdown

Rainbow Six Lockdown

Tactics and action are at the heart of the explosive mixture embodied by Rainbow Six®. You'll have to make the right decisions at the right moment if you want to stay alive and save the hostage victims of a cowardly kidnap plot.

Golf

Vijay Singh Pro Golf 2005

You'll be playing on a dream golf course: the Harbour Town Golf Links at Seapines Resort in the United States. From total immersion in the universe of professional golf to a "Quick Play" game, a variety of modes are available to you.

Skate

Vans Skate & Slam

You're Geoff Rowley, the coolest, classiest skateboarder of his generation. Your objective is to become a real pro and join the highly respected Vans team. To do this, you'll have to accept all challenges - by day and by night.

Poker

Sexy Poker 2004

Play saucy strip poker whenever you want... Animated using brilliant artificial intelligence, your sensual partners take great pleasure in adding a little fantasy to your mobile. But watch out, these girls aren't easy.

ONLY £1.50

XPUZZLE

Text Play 232

Strike2

Siberian Strike 2

Chess

Chessmaster

Trivia

4-4-2 Trivia Quiz

Soccer

2005 Real Football

To subscribe text your game choice to 60111 eg. text **urban to 60111**

powered by gameloft

To check if your phone is compatible, we send you a preview video for NO CHARGE

To subscribe to the video club text **xvid to 89095**

If you have problems with a content locked phone text xvid to 81313



To subscribe to the babes gallery text

sexy to 81313

Nokia Samsung Panasonic Siemens Sony Ericsson LG Motorola Sharp

Animations £1.50 Each



laugh1



laugh2



laugh3



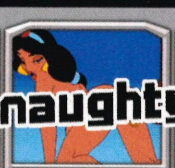
laugh4



laugh5



laugh6



laugh7



laugh8



laugh9

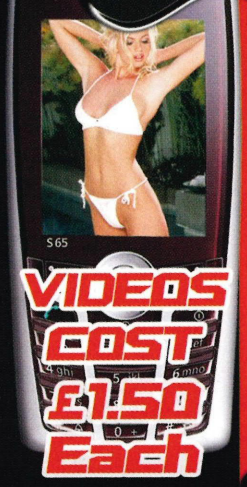
To subscribe to the animations club just text the keyword under the picture to 83535 eg. text **laugh6 to 83535**

You must be 18 years old or over to use these services. By selecting any item you are agreeing to download and view that item. You will be billed the amount shown via reverse SMS. All phones must be colour and WAP enabled. Standard GPRS or GMS data transfer costs apply. No liability is accepted for any delay omissions or damage or loss of data incurred by any party. Wallpapers cost £1.50. Action & Sexy services *1 wallpaper or video is sent at no charge to customers to check compatibility. Subsequent images or videos cost £1.50 each. You receive 3 videos or wallpapers p/week. Text xvid stop or sexy stop or stop to opt out. The pole dancing service is a subscription service costing £4.50 p/week. You get 2 dances p/week. To opt out text pole stop

mobilesexshop

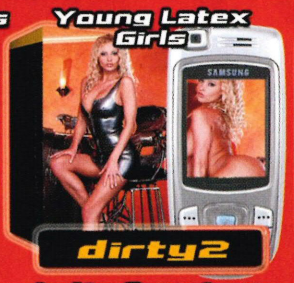
Top UK Mobile Videos

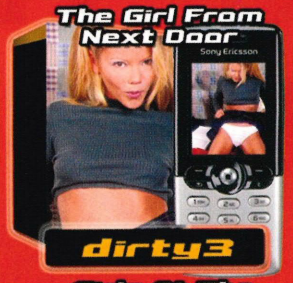
The only Specialist Adult Mobile Content Company.

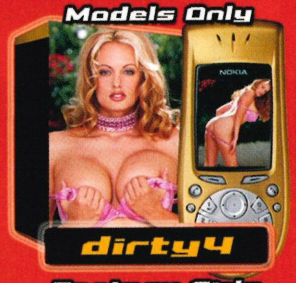


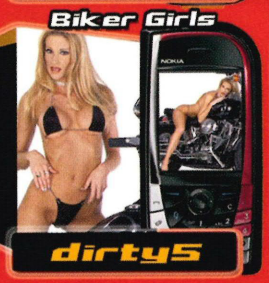
VIDEOS COST £1.50 Each

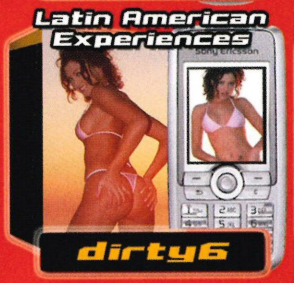


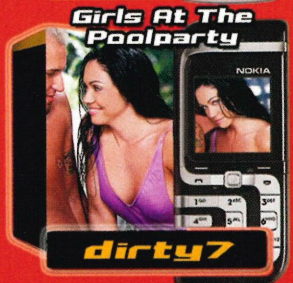


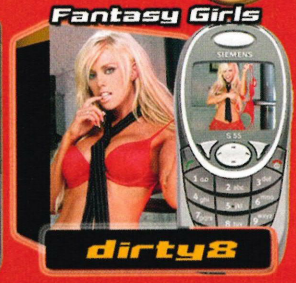












To subscribe text your video choice to 89095 eg. text dirty7 to 89095

If you experience problems with content lock on your phone, please text to 81313

Manga Girls



Join the SEXY Manga Girls club now! To subscribe text ANIME to 83535

£1.50 Each

To order a manga girl animation just text anime to 83535

Lapdancing



Join the Lap Dancing Club & let our sexy girls entertain you

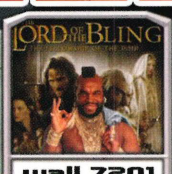
To Subscribe text POLE to 83535

For a limited time only £1.50 each

Wallpapers £1.50 EACH



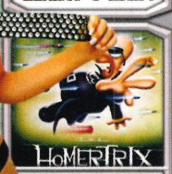
wall 7211





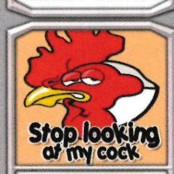












To order a wallpaper just text the keyword under the picture to 81313
eg. to order wall 7201 text: wall 7201 to 81313

Weather Girls

Available in high quality videos

Join the HOT Weather Girls Club

To Subscribe text SUNNY to 83535

Only naughtier...



£1.50 Each

The weather girls service is a subscription service costing £1.50 each. You get 3 weather reports/week. Text sunny stop or stop to opt out. The Top UK Mobile Videos is a subscription service. Each video costs £1.50. You receive 3 videos/week. To opt out text back the keyword you used to opt in with followed by stop or just send stop.The Top 10 UK games is a subscription service. Each game costs £4.50. You receive 1 game/week. To opt out text back the keyword you used to join followed by stop or just send stop. The animations is a subscription service. Each animation costs £1.50. You receive 3 animations/week. To opt out text laugh stop or stop. © 2004 Gameloft. All Rights Reserved. Please see website for full details on copyrights and trademarks. For customer support please email customerservices@mobilesexshop.com or call our helpline on 0870 8554194.

IN DEPTH

CUBE ⊖ INFORMATION

TLOZ: TWILIGHT PRINCESS	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

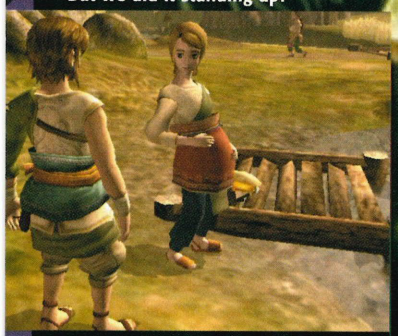
Q2 '06 Q2 '06 Q2 '06

WHO'S MAKING IT? NINTENDO EAD

Twilight Princess is being worked on by Nintendo's largest internal team, Nintendo EAD. Aonuma-san is the main man on the title, a very talented man who also worked on *Wind Waker*, *Majora's Mask*, *Four Swords* and *Ocarina Of Time*. We're in good hands.



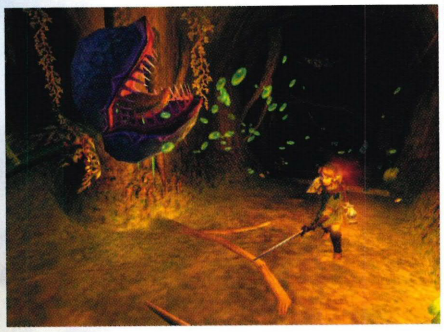
▼ "Yes Link you're the father." "But we did it standing up!"

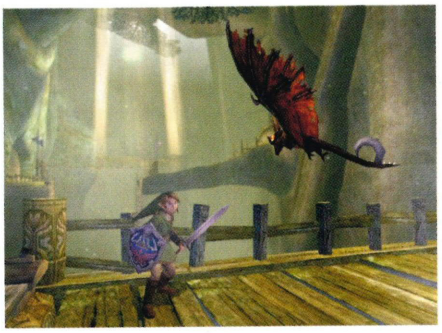
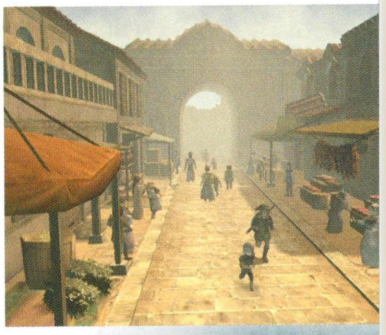


THE LEGEND OF ZELDA TWILIGHT PRINCESS

It's just a bittersweet symphony that's life

"OUR DEVELOPMENT TEAM HAS DECIDED TO TAKE TIME TO ADD SOME NEW ELEMENTS"



GAME ON

■ The new graphics engine allows dozens of townsfolk to be shown at any one time. There are over 50 people here, which should result in plenty of mini games and sub-quests.

MYSTERY ITEMS

■ Balconies such as this one serve more than just an aesthetic purpose. There will be secrets that can only be seen from certain angles and elevations. It's a typical Nintendo trick.

GOOD VS EVIL

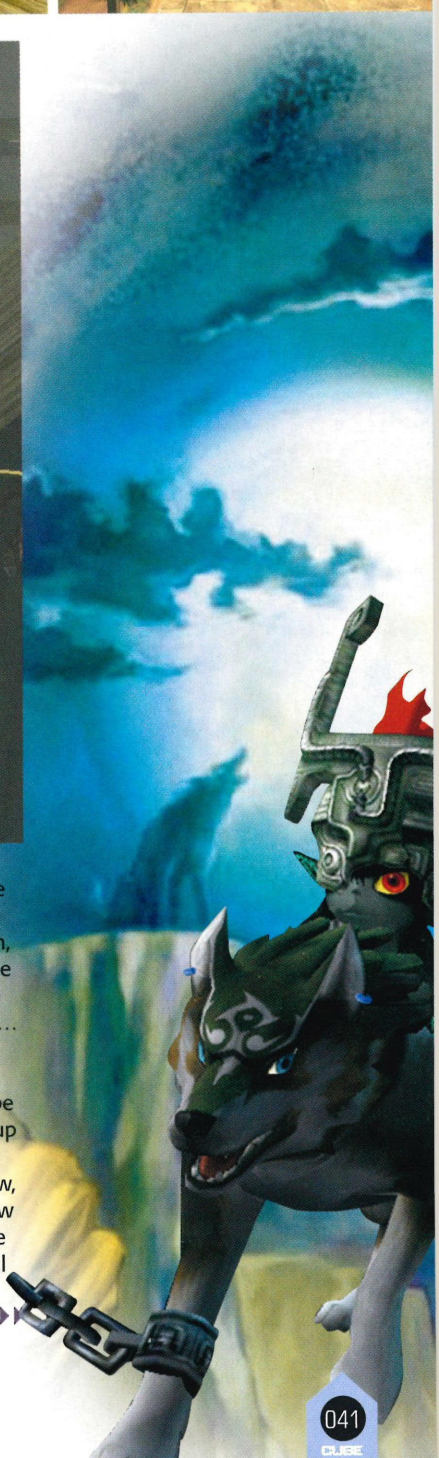
■ The Twilight Realm may have gripped the land of Hyrule, but as Link pushes evil back from whence it came he can free the towns from the dark cloud and visit them in his human form.



FOR EVERY REACTION, there is an equal and opposite reaction. It's a basic rule of physics that applies to all objects in the known universe, and unfortunately Nintendo's great white hope is no exception to the rule. There we were, all excited to see seven gorgeous new screenshots arrive down the wire, when we noticed the press release underneath:

"Our development team has decided to take extra time to add some incredible new elements to *The Legend Of Zelda: Twilight Princess*. As a result, the game will now launch in 2006 globally. We recognise there may be some disappointed fans, however we firmly believe this additional time will result in a much more enjoyable gaming experience".

Noooooooo, for the love of God! Why have you forsaken us!? Whyyyyyyyyy!? *drops to knees with head in hands, camera contra-zooms, spins around and pans out, crowd hold up 9.9 cards* So there you have it: what was undoubtedly going to be the game of the year has slipped to April '06 at the earliest. What these incredible new elements will be is anyone's guess right now, but we have no doubts that Iwata-san will mention them at the Tokyo Game Show on 16 September. It seems obvious to us though that there is more to this delay than simply improving the game for the current generation. Don't forget that Nintendo's next console, the Revolution, will be capable of playing all GameCube titles. *Twilight Princess* not only has the potential to shift a load of GameCubes... it also has the potential to be a must-have purchase for anyone buying a Revolution next year. Could Nintendo be incorporating elements that will open up when the game is inside the belly of a Revolution? It's all speculation right now, but it seems very likely. Nintendo is now in a position with the Revolution where it knows exactly what the controller will do and what the hardware will be capable of. It makes perfect sense



WHY ARE WE WAITING?

Patience dear readers...

The big question now is: when will we get to see more from this game? Well, here's a little fact for you: there are no gaming events that Nintendo will attend in an exhibitor capacity between now and April. Nintendo is attending the Tokyo Game Show but all the good stuff will be behind closed doors. We aren't expecting *Zelda* to be there. It also seems unlikely that Nintendo will hold an event specifically for *Zelda*.

There are two possible answers:

1. *Zelda* won't be released until May/June and we won't get to play it until E3 in May.
2. *Zelda* will be released in April and Nintendo will hold an event in February or March in order to promote *Zelda*, DS and have Revolution titles playable for the first time.

Either way it's going to be some months before we get to play *Zelda* again but guess what? We'll be bringing you brand new footage and exclusive new screens as soon as December. What a Xmas gift that will be.



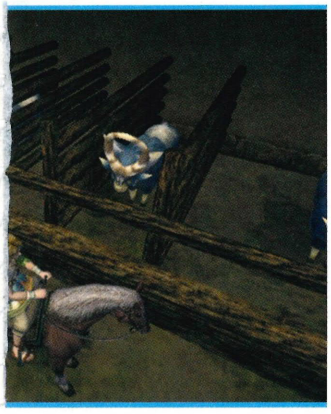
"THE NEW SCREENS MAKE IT EVEN MORE DIFFICULT TO SWALLOW THE BITTER DELAY"





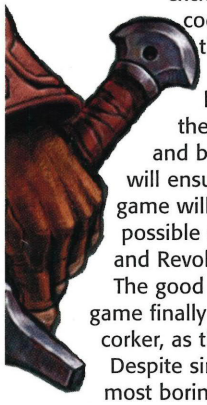








▲ Epona rears up at the tusky ugliness of the Moblin's steed. "Cut its face off Link!" thinks Epona, the mad violence-loving horse.



to start incorporating Revolution-exclusive elements into the code. Traditionally games that are released towards the end of a machine's life get ignored thanks to the next generation releases, and by holding off Nintendo will ensure that this fantastic game will reach the maximum possible audience on GameCube and Revolution.

The good news is that when the game finally ships it's going to be a corker, as the latest screens testify. Despite simultaneously being the most boring shot, the snow filled screen is also the most revealing. For the first time ever Link in his wolf form is seen outside the Twilight Realm. Link transforms into a wolf whenever he enters the Twilight Realm, at which point a character named Midna jumps on his back and helps him. Now we know that Link will reach a point where he can control his transformation on his own and use his wolf abilities in the normal world. Will regular people run in fear from the wolf? What attacks will the wolf be able to perform? Sadly there are no answers at this point in time. Also note that Midna is not on the wolf's back. She cannot exist outside of the Twilight Realm in her regular form, however that's not to say that she cannot be found in some other form. Is Midna actually Princess Zelda? The mystery continues...

The new screens of the Forest Temple prove that the game is changing at a dramatic pace. The level has changed notably from the version that we played back in June. Brand new enemies and areas are present. You can see from one screen that one of the passageways dives down into the darkness, a feature that hasn't be used in *Zelda* games previously. Nintendo has also released a lone screen of a brand new water area featuring corals and incandescent rocks. There's very little to say about it other than the fact that it looks stunning.

Last but not least are the two shots of a large town. It's difficult to tell whether it's Hyrule, but wherever it is, it's really nice to see Aonuma-san and his team taking this direction. A town square busting with activity... we counted 50 people in this screen, which means plenty of mini-games and sub-quests.

The new screens make it even more difficult to swallow the bitter delay pill, but what a game it's going to be. There's only one thing left to do: go watch the 30 minutes of footage on this month's DVD.



CUBE SAYS...

■ We can't help but be extremely miffed by the news that *Twilight Princess* has been delayed. Our Xmas hols were all planned and now we'll have to play *Geist* instead. Erm... maybe not.

Still, it's nice to see that Nintendo isn't bowing to pressure and is instead concentrating on making it the best game ever, unlike the end part of *Wind Waker*, and you really can't complain about that.

ARE YOU READY FOR THE READ OF YOUR LIFE?



Toonami Special Edition packed with your favourite Toonami shows!

Be afraid. The king TCGs, comics, toys and videogames is here.
Monster World Issue 8

ON SALE NOW!

REVIEWS

CONTENTS

POKÉMON XD
46 A cool little game, but why do we feel like we're being short-changed here?

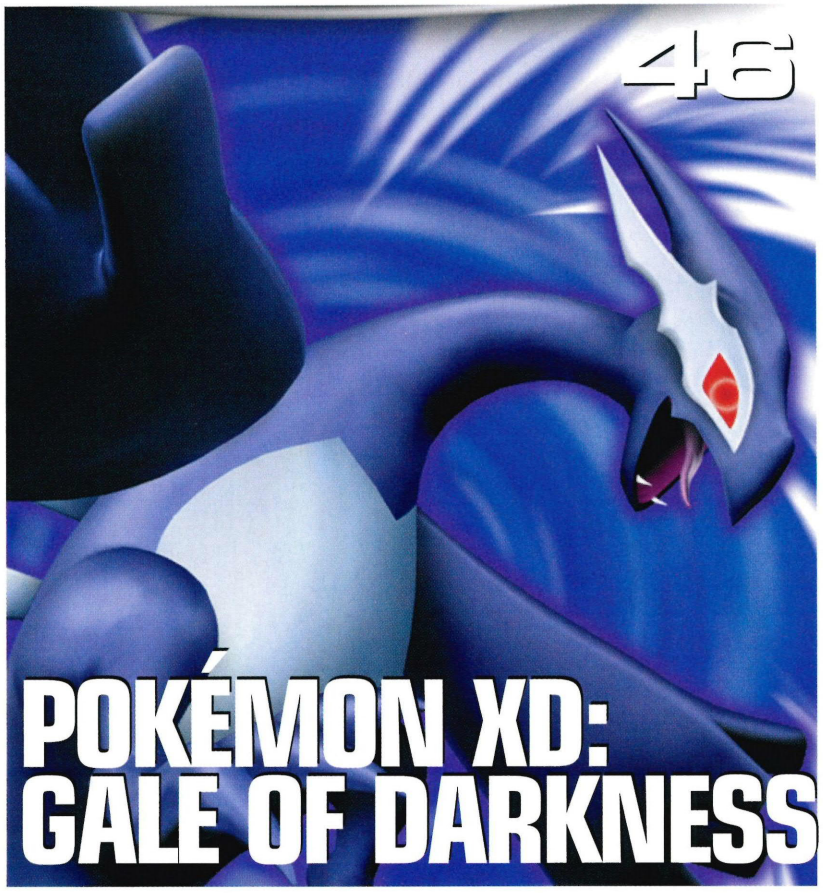
GEIST
50 The potential was there... it could have been so good... sadly the result is way off the mark.

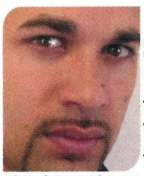
TIGER WOODS '06
54 What could they possibly do to make this any better. Erm... the grass looks a bit better...

MADDEN 2006
56 EA's utter dominance in this field continues with yet another must-have for the fans.

FIFA 2006
58 Shock! Horror! *FIFA* has actually, genuinely got better this year. A good job too...

RAINBOW SIX: LD
60 Every previous game in the series being pretty average. Sure enough, this isn't any different.



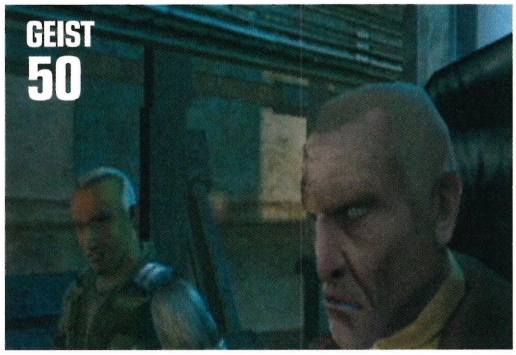


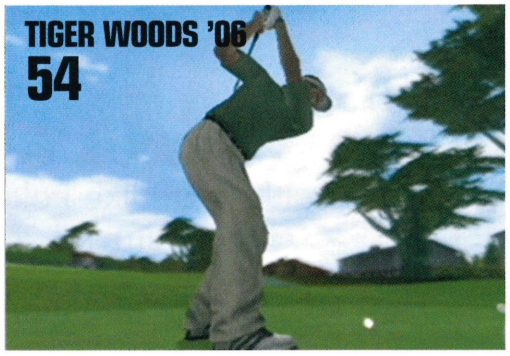
THERE'S SOMETHING

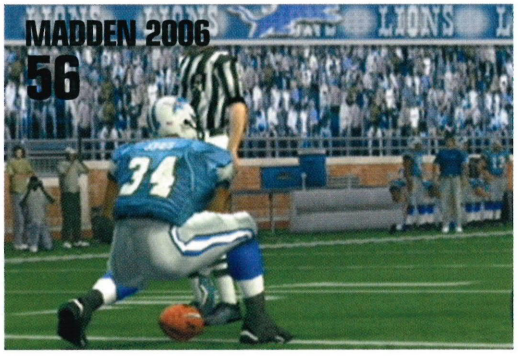
I feel we need to get straight. You'd be forgiven for thinking that I was a bit ill in the head last month. My reviews editorial last month wasn't me at all, the reason being it was written by Miles [because you were skiving off, now stop moaning and do some work – Miles]. Moving on... we're out of the drought and rushing full steam ahead in the busiest release period of the year. We've got about 15 EA Sports updates for your attention. Sure enough they make themselves that little bit better than last year.

Disappointment of the century comes from what has to be Nintendo's worst game to date: *Geist*. It's all okay though because the Pokémon are back... well, it'll do to keep the adventurers among you happy...ish.

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.

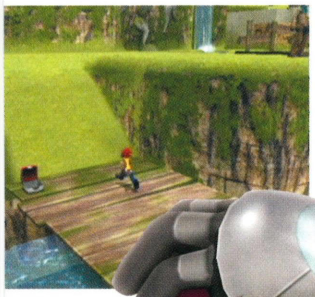
5.5 - 6.9
Games in this area are likely to be fundamentally flawed. Think very carefully before buying unless your a confirmed fan of the genre/franchise/license.

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.

LEVEL UP!

Work your way up from little baby level 5 monsters to level 100 legendaries, fool.









CUBE

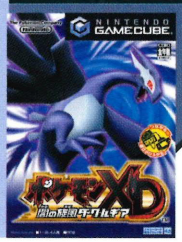
INFORMATION

POKÉMON XD: GOD	
PUBLISHER:	NINTENDO
DEVELOPER:	GENIUS SONORITY
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	43 BLOCKS

STATS

- 83 SHADOW POKÉMON TO SNAG
- CATCH (A FEW) WILD POKÉMON!
- MULTIPLAYER BATTLING GOODNESS
- GET SOME RARE MONSTERS

NOV '05 | OUT NOW | OCT '05







Gotta Milk 'Em All!



POKÉMON X

It's more like Pokémon Colosseum 1.5

DON'T YOU JUST hate being led to believe one thing only to have it turn out to be staggeringly untrue? That's what happened to us here. Be it through sheer wishful thinking or misreported information, we were under the impression for some time that *XD* would be what all Pokémon fans are dying to see – a true 3D RPG version of the Game Boy classics. Instead, we get something equally familiar but nowhere near as awesome...

Yes, in no uncertain terms, *XD* is just *Colosseum* all over again. Take that as you will: if you enjoyed the last 3D adventure then we recommend you do a little dance to celebrate but if, like many of us, you'd rather have a beefed-up version of the handheld games, disappointment sets in rather early. Which is slightly unfair really, since *XD* does improve on its predecessor in most every way. Basically, the game takes the idea of Shadow Pokémon one step further with the creation of monsters that supposedly cannot be purified. XD001, Shadow Lugia to the rest of us, is the first of these, but as you might expect, purification of these super Shadow monsters isn't impossible. It's just really, really difficult.

Which is quite strange since purifying the rest of the Shadow Pokémon in the game is almost too easy. As well as being saved a little by battling for you, monsters are slowly made less evil just by being in your party. Go for a stroll and you'll notice hefty improvements

MEW'S CLUES: Got a Mew you can trade over to *XD*? Good. A friendly chap at Realgam Tower can teach it, like, every move you could ever want. Awesome.



FAMILY FUN?

NO MINI-GAMES

C'mon, Nintendo. Surely you haven't forgotten the mini-games from the N64 Stadium games. Remember? The ones that were sort of like *Mario Party* only fun?

▲ **Lapras is as Lapras does, a waterbound ice thingy.**



◀ **The Poké Centres still have that rustic feel to them, though some are shinier.**

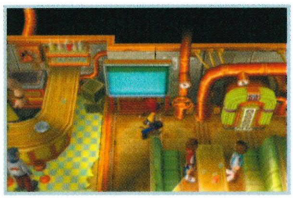


▶ **"This has to be the most fun screenshot to caption I've ever done!" – Tim**

POKÉ-DÉJÀ VU

Get the feeling you've been here before?

If you're one of the millions of people who play *Pokémon Colosseum*, it doesn't take too long into your return trip to the Orre region to notice more than a few similarities. Not only are *XD*'s layout and goal absolutely identical, you'll end up revisiting a fair few familiar locations. First up is Agate Village, the place you'll once again need to visit to purify any Shadow Pokémon you may have snagged. And it isn't just similar – it's all but identical to last time around. Then you get to visit Pyrite Town, Realgam Tower, Outskirt Stand, the Shadow Pokémon Lab… pretty much everywhere you went in *Colosseum* is reused for *XD*. Laziness? Making the player feel comfortable? Continuity? The jury's still out.





D: GALE OF DARKNESS

in heart gauges across the board, and calling a Pokémon out of Hyper Mode is crazy effective, restoring almost an entire chunk of the meter. Still not easy enough? Fine – try the Purification Chambers for size. You'll have access to a set of nine separate rooms in which to place Shadow Pokémon to have them healed over time. The catch is that they need to be surrounded by four regular monsters in a ring. For best results, each type must be super effective on the next monster in the chain to complete the circle – Fire, Ice, Grass and Water types in that order, for example, would yield rather special results. It can get a little confusing in there…

So let's take it back to something simple. Something so simple, in fact, that you can work it out without even playing the game. Visually, *XD* isn't a massive progression from *Colosseum*. A bit of smoothing here and there, plenty of new animations and so forth, and while the overall feel of the game is just ever so slightly more solid and polished, you still can't help but feel it could still look better. Things like the way Trainers react to their Pokémon's actions are neat touches and the sensation of seeing the team that you've seen for hundreds of hours as tiny sprites on the GBA suddenly inflated into massive 3D characters is as warming as ever. In some cases, you can even see what the creatures are actually supposed to look like – Mawile is a perfect example.

Similarly, the sound hasn't really changed. Which, to be honest, is a real shame. The same old sugar-coated tunes jingle and jangle along as you parade around the Orre region, and while the reworkings of GBA themes are enough to raise a wry smile the first couple of times, there's simply no excuse for the game falling back on GBA sound effects. Pokémon cries are the same pathetic synth scrapes and barks that we love to criticise even in the handheld versions – quite how the GameCube can't do better than this when even the DS can approach CD-quality sound is beyond us. Oh well. It doesn't ruin the game too much as long as you try not to pay attention to it that much.

There are some interesting new additions across the board – Purification Chambers, side quests galore and even the ability to grab a few wild monsters. It isn't much but it does add to the experience and stop the game feeling too much like 'Colosseum 1.5'.



LEGENDARY SKILLS

Nintendo rolls out the big guns of Pokémon

If you've never been one for tracking down and capturing the rarest of the rare, look no further than *XD* to get your very own power trip. While you're not able to export most of them, pretty much every super-rare and legendary Pokémon can be found and used at your leisure in the single-player battles. Here's a few of them and the moves you'll get to play around with.

Mew:
Transform
Shadow Ball
Ancientpower
Protect

Jirachi:
Psychic
Thunder
Doom Desire
Protect

Latias:
Luster Purge
Dragonbreath
Waterfall
Helping Hand





LINGO BINGO

WHAT'S THIS?

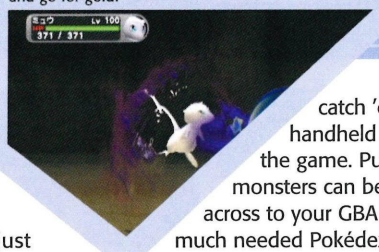
Unless you've either got an encyclopaedic knowledge of Pokémon or your Japanese is pretty tasty, wait a few months for the PAL release.

But even when you either finish or tire of the single-player adventure, there's still a bit of fun left on the disc. Quick Battle lets you jump straight in with randomly selected squads based on the rank you select – battle anything from little baby monsters to fully grown super-Pokémon with some of the best abilities in the game. There's no real lasting reward or purpose to this but it's quite a good way of testing your skills as a Trainer, overcoming unknown situations with alien move sets and teams as you go. And if nothing else, you get to use ultra-rare creatures like Deoxys that you still can't even get over here without cheating. A bonus in itself for any *Pokémon* fan.

And as you'd expect from a *Pokémon* title, there are plenty of opportunities to link up your trusty GBA and get even more out of *XD*. Pit your trained team against the GameCube's finest squads, swap



RENT OR BUY: Rental Pokémon are back in force and this time they come in classes and teams. Pick a pair you like and go for gold!



monsters between *XD* and the portable versions of the game, and you can even get some sweet extras if you look hard enough. But, for the most part, link-up is all about seeing just what your team is really capable of. If you're anything like us you'll have a whole load of monsters already primed at level 50 ready for just this kind of challenge. If not, you've got a few months to try to get as many double-hard Pokémon capped at a set level for the release of the PAL version of *XD* – we don't want to see any cheap Legendaries in there, either. A good squad is all about variety and individuality. Anyone can send out Mewtwo, Groudon, Kyogre and the three Legendary birds and expect to do well. Let's see a few of you repeat that kind of performance with the likes of Luvdisc, Nosepass, Lunatone, Murkrow and the rest of the underdogs...

Indeed, it's the kind of person who's ready, willing and able to hook up a GBA version of the game that will get the most out of *Gale Of Darkness*. Many of the bonuses and extra features that it offers won't be of interest – or perhaps won't even make sense – to anyone who isn't trying to catch 'em all in a handheld version of the game. Purified monsters can be traded across to your GBA titles for much needed Pokédex assistance, existing Pokémon can be transferred across and taught new moves, and you'll even have the opportunity to get your hands on rare creatures with moves that they wouldn't naturally learn. If the idea of an Elekid with all three Elemental Punch moves doesn't excite you even slightly, you're simply beyond help. Or just a bad person. Either way, you lose.

Pokémon fans – especially younger ones – will undoubtedly revel in the lush game world and get a massive kick out of just seeing their GBA monsters get an extra dimension. Even for older Pokémaniacs, the main quest is entertaining enough to while away a few hours and even though it seems like a slightly lazy effort on Nintendo's part, we can only hope that this means that *Diamond* and *Pearl* will be the exceptional titles they need to be. There really is no excuse any more.

LUKE

CUBE 2ND THOUGHTS

IT SPELLS GOD!

I shirked the responsibility of reviewing this onto Luke, nothing's going to ruin the experience of playing the PAL version with an understandable story and everything. Ha! This is what happened the last time too! It's like life is cyclical. Or maybe it's just reviewing sequels. Whatever. Anyway: "it's more of an update than a proper sequel... when will we see a proper GBA type adventure..."

TIM

ANY STARTERS?

Take a look at what you could have won...

For hardened Pokémaniacs, even the fact that *XD* isn't a true adventure isn't too much of a blow. You see, the Orre region is full of ways to help fill your Pokédex in the GBA versions of the games and even improve your existing monsters. One of the most helpful extras is the ability to earn one of the previously unobtainable *Gold/Silver* starters – Cyndaquil, Totodile or Chikorita. To do this, you'll need to beat all 100 Trainers at Mt. Battle in sequence (you can take a break every ten if you wish) and your reward will be one of the three rare monsters. How do you get the other two? Let's just say it'll take another 200 battles...



"POKÉMON CRIES ARE THE SAME PATHETIC BARKS WE ALWAYS CRITICISE"



CUBE VERDICT

LINEAR ACTION FOR POKEFANS

VISUALS
Solid and pretty detailed, if predominantly somewhat simple.

AUDIO
GBA-quality effects spoil an otherwise chirpy soundtrack.

GAMEPLAY
It's *Pokémon* – catch 'em, raise 'em then battle 'em. Great stuff.

LIFESPAN
Relatively short Adventure mode but it's all about the link-up...

ORIGINALITY
Almost ten years old in concept but it still hasn't been done better.

IT MIGHT NOT be the true Pokémon adventure that fans are so desperate for but XD is still a decent little game in its own right. It builds on the solid foundations set by Colosseum and offer fans plenty of opportunity for expansion and progression but newcomers to the series may leave the experience feeling slightly short-changed.

ALTERNATIVE

XD's forerunner isn't quite as good but there's a different selection of 'mon to grab...



POKÉMON COLOSSEUM
Reviewed: 32 **CUBE Rating:** 8.6

FINAL SCORE

7.7

SCAREDY DOG

Look at the poor little doggy. Let's scare the crap out of him and then possess him.



GEIST

Scarier than Poltergeist

CUBE

INFORMATION

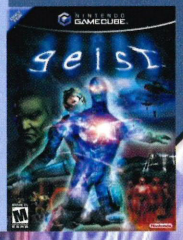
GEIST

PUBLISHER:	NINTENDO
DEVELOPER:	N-SPACE
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	4 BLOCKS

STATS

- NINE BORING LEVELS
- MANY CHARACTERS TO POSSESS
- WORST MOTORBIKE SECTION EVER
- HORRENDOUS AI

OCT '06 | TBA | OUT NOW







N-Space's new game doesn't stand a ghost of a chance

THERE'S NOTHING LIKE a great game. A great game can immediately pull you into its world and make everything within it entirely believable. It uses its aesthetics to add an extra layer of depth to what is an already solid title and can often stun you with its gripping storyline, complex characterisation and superb gameplay. Yep, there's nothing quite like a great game to put a spring in your step. Sadly, *Geist* is not that great game.

This is a real shame as *Geist* – at least on paper – sounds like a very promising and original title, a game more than worthy of Nintendo's publishing benevolence. But the concept proves to be an expensive cheque that developer N-Space doesn't have the balls to cash. Still, it certainly starts off promisingly enough...

After a standard recon mission goes horribly wrong, John Raimi finds himself captured and turned into the titular

MIRROR MIRROR: N-Space seems set on reminding you that you're just a spirit and has placed mirrors all over the place. Cruel buggers.



▲ You have to possess the important people to get by.

◀ What sort of ghost can't pass through walls? A crap ghost that's what...

▶ Once you possess an item you can then scare nearby creatures. Usually with, er, hilarious consequences.

INTELLIGENT? NOT LIKELY

Prepare for some of the worst AI ever

Artificial intelligence can make or break a title. When it's to the standards of *Resident Evil 4* you'll praise the great gods of gaming and will never want to settle for anything else. Sadly, when it's of the calibre seen in *Geist* you may want to have your hands cut off so that you'll never have to hold a joypad again. If that sounds a little harsh then listen to this pathetic example: several soldiers will often move out from behind an object and fire at you before retreating back into their hiding place. Sounds perfectly logical really. Until you realise that they're actually trying to hide behind a tiny crate and are exposing about 75 per cent of their back to you. Fortunately, *Geist* isn't a true FPS, but it still doesn't excuse the cruddy AI.



Geist by the insidious Volks Corporation. He becomes a disembodied spirit that has the ability to possess any item, be it a human, animal or even a computer screen. Not at all happy with this turn of events Raimi sets out to bring down the Volks Corporation and maybe even find a way to return to his old body. Along the way he meets up with the mysterious girl ghost Gigi (say that fast 12 times...) and realises that possession really is nine tenths of the law (ahem).

So far so good, but upon turning into a ghost you suddenly realise that *Geist* is nothing more than a series of contradictions all wrapped up in a reasonably impressive game engine. This realisation emerges within ten minutes of play and remains with you for the rest of *Geist* 's nine dull-as-ditchwater levels. Being a ghost you have no way of interacting with physical objects. Doors can't be opened, for instance, and (more importantly) you'll never get to first base with a girl.

"So what?" you say. "I'm a bloody ghost, I can go anywhere I please and there's nothing you can do about it." A-ha, but that's where you're wrong. It may sound like N-Space is giving you freedom beyond your wildest dreams, but you quickly realise that your 'body' is about as gaseous as a ton of rocks. A ghost, spectre, poltergeist, wraith or any other spirit has no body so it can effectively go anywhere. Rooms may as well not exist because a spirit can pass through walls as easily as a hot knife through butter. Not so in *Geist*. If you want to move from room to room you'll either have to find a handy crack or, better still, a physical body.

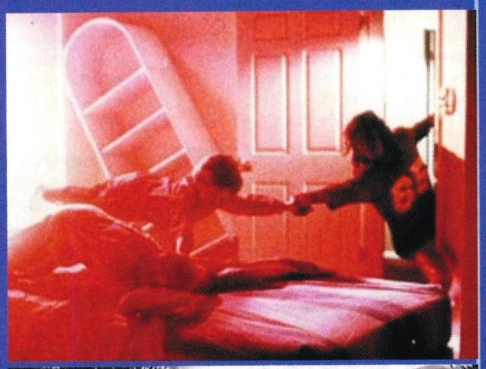
Okay, so it's easy to forgive N-Space for putting limitations up; after all, it's creating a game and all games need a certain amount of structure. However, the way it's handled the possession of creatures leaves a lot to be desired. While you're more than strong enough to possess inanimate objects like buckets, soda cans or bathroom taps, it's a lot harder trying to push your way into a living entity (fnarr). As a result, you'll need to scare your target in order to turn their body into a waiting receptacle that can then be exploited. Initially, these possessions are great fun and you'll quickly find yourself leaping into anything from dog bowls to halogen lamps in order to scare your witless opponents.

Once you have a host, the room you were trapped in is no longer a prison and it's possible to carry out whatever assignments you've been given. As a result, *Geist* plays somewhat like a point-and-click adventure that's been spliced with a first-person shooter. It's an interesting mix, but one that's ultimately flawed. Just because you used a certain item to scare one foe, it isn't necessarily going to work on a later opponent. Each room has literally dozens of potential hiding places, but N-Space has ensured that you'll only be able to access certain items to perform your scares. By the end of level one you quickly realise that for all the inventive ways N-Space has ▶▶▶▶

"GEIST PLAYS SOMEWHAT LIKE A POINT-AND-CLICK ADVENTURE AND A FPS"

KNOW YOUR GHOST

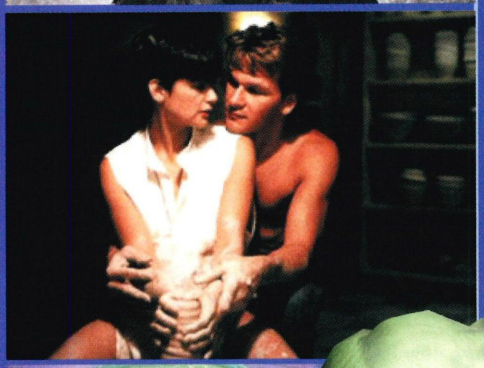
CUBE teaches you to spot the many different types of undead spirits



Poltergeist – These restless spirits will animate objects and then use them to cause all sorts of problems. Throwing plates, possessing clowns and animating trees are all in the repertoire of the average poltergeist, so be well aware of how dangerous they are.



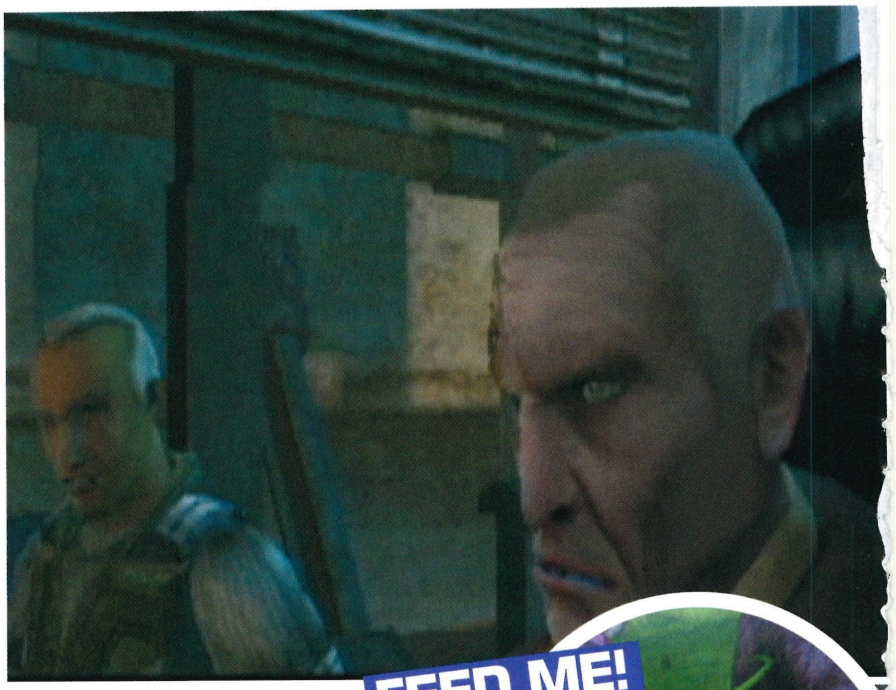
Wraith – The wraith is an undead spirit that has normally been enslaved by a more powerful being. The Ring Wraiths from *The Lords Of The Rings* trilogy are perfect examples of this type of restless spirit.



Ghost – Yup, your bog-standard spirit. Don't be fooled though, as depending on the storyteller your average ghost has a terrifying set of abilities. Passing through walls and creating pottery with Demi Moore are just a few of its deadly skills.



Slimer – Not only is he a horrible shade of green, he's also a gluttonous slob. Slimer will think nothing of downing massive amounts of food in one sitting and will then leave you with a disgusting ectoplasmic trail to clean up. Charming.



created, you're ultimately just moving from one linear objective to another. Moving around rooms looking for an item to interact with becomes crushingly dull and kills what could have been an amazing gameplay hook. Sadly, things don't get any better in later levels.

While you spend a fair amount of *Geist* as a disembodied spirit, you'll also find yourself taking over a variety of humans and animals in order to achieve objectives. While practically every human is armed in some way (with unlimited ammo, no less), the levels are often so empty that you'll often wonder why your opponents are carrying weapons in the first place. When you encounter *Geist*'s pathetic AI and annoyingly loose controls you'll quickly understand while there are so few enemies – if N-Space had put in too many you'd probably go mad. There are many times when you feel like you're wrestling with *Geist*'s controls as they lack the pinpoint precision of titles such as *Timesplitters: Future Perfect* and *Metroid Prime*.

FEED ME!

FEED ME NOW!

Floating around as a disembodied ghost quickly wears down your health, so be sure to eat plants whenever you get the chance. Mmm, weed...



This means shooting sections become a chore rather than exciting firefights. While N-Space should be applauded for bravely trying to mix two very different genres, the result is simply a mess that looks as if it's been created by the work-experience kids while N-Space staff were out at lunch.

For all its duff AI, linear possession and unnecessary gameplay elements (check out the horrendous stealth and motorbike sections) there are still plenty of enjoyable elements in *Geist*. Granted, many of them are based around various possessions (rolling a possessed grenade towards an opponent is absolutely hilarious) but they're still few and far between.

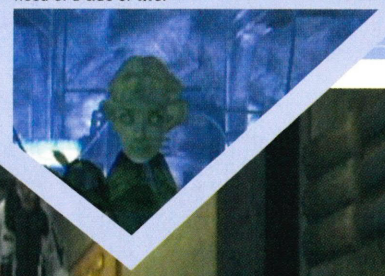
CUBE 2ND THOUGHTS

IT CAME! IT'S RUBBISH!

■ You wait and wait while a game is delayed again and again, then just as you've given up caring about it, it gets released! And it turns out to be rubbish. Geist's problems are legion with idiotic AI stretching so far to a boss that can't hurt you if hide in a corner, but you can still shoot away at it. The thing is, with *Zelda* being delayed does this mean it's going to as bad as *Geist*? Hope not!

TIM

POOR LITTLE GHOST: She may be dead and has a rubbish name, but Gigi is rather handy when you're in need of a clue or two.





◀ ***Geist*** **has some of the worst rag-doll effects we've ever seen. Stupid N-Space.**



▶ **Every weapon in the game has unlimited ammo, which is weird considering how few people you actually shoot.**

IT'S HORRIBLE

The worst action sequence ever

In amongst all the dull exploration and naff first-person sections, N-Space has decided to treat you lucky gamers to one of the worst action sequences ever conceived in a videogame. You're helping a friend to escape and after an extremely dull sequence that sees you protecting him from an army of soldiers you get to possess a motorbike. What happens next is both horrific and hilarious at exactly the same time. N-Space didn't even bother to change the controls, so you can actually strafe while travelling along at 180 miles per hour. Add appalling visuals, extremely loose controls and some pathetic enemies and you'll think you're playing *Spy Hunter 2*. Whatever next?



"GEIST JUST FEELS LIKE A HORRIBLY RUSHED PRODUCT"

What you'll find most annoying about *Geist* is that it's just so damned inconsistent. Why can you make any creature do your bidding, yet a simple mouse's love of cheese forces you to wrestle with the controls whenever he approaches some? Why can't you chat when you're interacting with friends, but you're able to talk to others when there's no real need to? Why can you use one way to scare someone, yet not be able to try the same approach on a later enemy? Why are some bosses annoyingly tedious to kill, when others can be dispatched by just standing in a corner? The list goes on.

Of course, the real answer to these questions is because N-Space doesn't want you to, or it could be that *Geist* has been rushed. Take the visuals, for example. Some sections look absolutely fantastic and are able to generate a wonderful gothic atmosphere. Lighting and particle effects are superb, textures make various rooms come alive with atmosphere, and the attention to detail is paramount. On the other hand, you have atrocious animation, a duff physics engine and poorly modelled characters. Sound suffers in a similar fashion; certain parts of *Geist* feature huge sweeping scores, while other sections sound terrible and are an assault to the ears.

In fact, *Geist*'s one saving grace isn't anything at all to do with the main game at all; it's based around the reasonably enjoyable multiplayer experience. There's a wealth of different modes to try out, but the best games are when you get to play as ghosts and can simply kill enemies by possessing them and running them into deadly objects – great stuff.

Geist is certainly different – and N-Space should be applauded for thinking of such an interesting idead – but there's no denying that it should have been so much better than it actually is.

DARRAN

CUBE VERDICT

FLOORED BY COUNTLESS PROBLEMS

VISUALS
Some sections are impressive, while other bits look horribly dull.

AUDIO
Mixed to say the least. Inconsistency, thy name is *Geist*.

GAMEPLAY
Dull, linear gameplay that will soon have you falling asleep.

LIFESPAN
The multiplayer modes will last a fair amount of time.

ORIGINALITY
Sure *Geist* has original ideas, but they're badly executed.

WE WANT TO like *Geist*, but it simply has way too many flaws. It doesn't matter how many great ideas a game has, they all mean nothing if the core gameplay is horrifically dull. Don't be fooled by the official Nintendo seal of approval, that ends up on every game and is obviously a complete lie. *Geist* is a real letdown and is best avoided.

ALTERNATIVE

It's nothing like *Geist* but is miles better. Play this instead.



KILLER7
Reviewed: 47 **CUBE Rating:** 9.0

FINAL SCORE

5.8

FORE!

Line up your shot, perfect your swing, set the impact point and hope for the best!



Lion irons

TIGER WOODS PGA TOUR 06

Tiger gets even more realistic for 2006

OF ALL THE EA Sports games, *Tiger* is the one which consistently and significantly pushes the envelope year after year. While *FIFA* and *Madden*'s new features whiff more and more of token gestures with each instalment, the *Tiger* team are constantly improving, refining and expanding the product to ensure each successive iteration is as essential a buy as the one last year.

It's not always immediately obvious. Since the switch from power bar to analogue swinging a casual passer by might be forgiven for suggesting they all play the same but with a few new courses each time, but getting into the nuts and bolts of it all tells a very different story.

There have been a few challengers to *Tiger*'s crown. Links on Xbox, *Everybody's* and *Outlaw Golf* on PS2 and of course *Mario Golf* right here on GameCube. Not that Mario is really in competition with Tiger. Nintendo's blunderbuss tactic of firing its tubby icon into every conceivable sport and genre guarantees a few extra sales. However golf, tennis and baseball are simplistic with very little depth. Unlockable mini games do not constitute depth in the same way that technique and the ability to improve and develop your game do.

Consistently the biggest criticism of *Tiger Woods* games over the last few years has been that with a bit of practice it got far too easy to consistently shoot rounds in the mid to high 50s. 2006 addresses this with a fairly fundamental overhaul of the shot system. There are three things that make this a deceptively different experience to last year. First is the new dual analogue swing.

You can still execute draw and fade shots by angling your left stick swing as usual. The ball icon to the bottom right which was only previously used to indicate the current lie now has a black dot on it which can be moved about using the right stick during your swing. This sets the impact point on the ball, enabling you to apply spin and hopefully the correct trajectory. What it means in practice is that you can no longer rely on the old after-touch

CUBE STAR GAME

CUBE

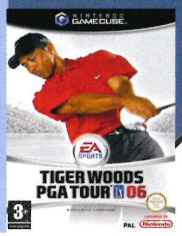
INFORMATION

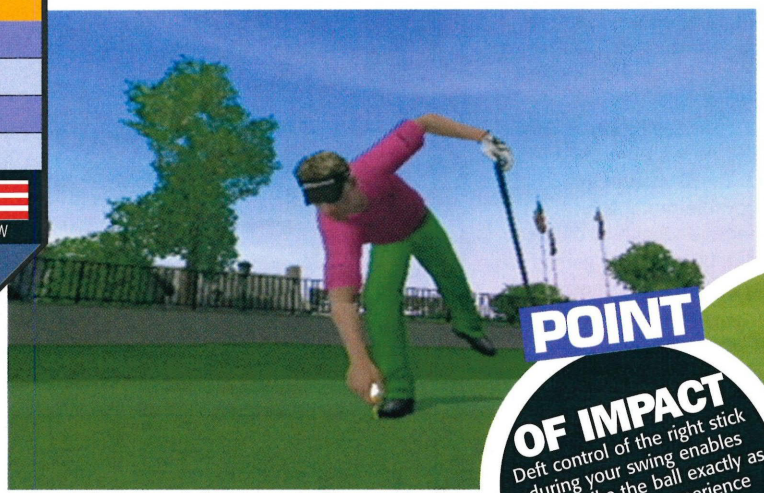
TIGER WOODS PGA TOUR 2006	
PUBLISHER:	EA SPORTS
DEVELOPER:	IN-HOUSE
PRICE:	£34.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	26 BLOCKS

STATS

- NEW SWING SYSTEM
- NEW COURSES
- EXPANDED 'RIVALS' MODE
- GAMEBREAKERS!

OUT NOW	TBA	OUT NOW





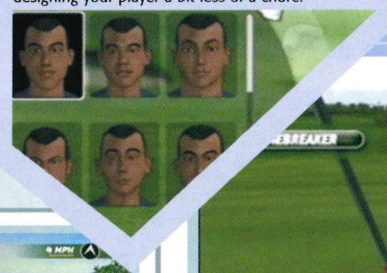
▲ Ian Poulter comes fully equipped with several pairs of trademark gaudy pantaloons.



POINT OF IMPACT

Deft control of the right stick during your swing enables you to strike the ball exactly as you want. With experience and practice you'll be able to shape the perfect shot as required.

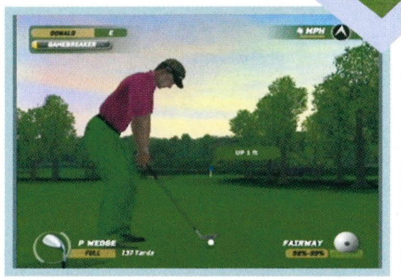
IT'S IN THE GAMEPLAY: The character creation is now presented in a more appealing, cartoony style to make designing your player a bit less of a chore.



BETTING MAN

What are the odds?

The new shot system is great, additional courses are expected and Rivals and career modes will keep you swinging for a long, long time, but there are so many neat little touches that have always set Tiger's games apart from the rest. A new feature this year is the ability to call shots before you play them and make wagers. Think you can clear a water hazard and hit the green from 200 yards? Then put your money where you mouth is. There are also the usual longest drive and closest to the pin challenges as well as a multitude of trophy balls to collect. If you manage to complete the full set you know you've truly mastered the game.





▲ You'll be picking these from your nose quite a lot the first few rounds.

"THIS [IS] A DECEPTIVELY DIFFERENT EXPERIENCE TO LAST YEAR"

technique of spinning the ball in flight to correct or minimise the damage with wayward approach shots. The result is a much more realistic feel and it will certainly add a few shots to your score over the course of a round.

The first time you get to the green you'll notice the putting system has been more or less redesigned from scratch. No more caddy tips, no more predicted ball path – this time you have to rely on an animated grid indicating green breaks and analogue putting to boot. Last year it was far too easy to one putt, especially with four 'Tiger Visions' per round, two-putting was usually a disappointment and three almost never happened. With the new system you really get a sense of achievement from sinking anything outside a five foot radius of the hole.

As in real golf, the aim of anything more to distant is simply to get it close and hope you get lucky.

Some of you might be feeling a bit jipped at this point. After all, both these elements are designed to make the game harder and between them ought to up your stroke average noticeably. The balance is tipped very slightly back in your favour however with the inclusion of a Gamebreaker. Good shots, hitting greens in or under regulation and making putts all fill up the Gamebreaker meter at the top left of the screen. On the other hand missing the fairway or hitting shots out of bounds drain it so you have to maintain consistency. When full it can be activated for a monster drive or a possible 70 yard chip in. Use it wisely.

On the options front there are all the improvements you'd expect. Several new courses are available, both licensed and fantasy. The Legend Tour has been expanded into what's now called Rivals mode. Here the idea is beat the best from different golfing eras with the ultimate goal to become the greatest of all time. All along, Tiger Woods himself will be stalking you and, of course, provide the ultimate challenge to your domination.

Gameface has been made friendlier to help you create your ultimate golfing alter-ego and rounds out the most complete and challenging golf sim available. Gotta go...

MILES

CUBE 2ND THOUGHTS

EAGLE PUTT

■ EA, while strong in many of its sporting fields, has always commanded the golfing world. Like the great man himself, *Tiger Woods World Tour 2006* is back and stronger then ever, thanks to the newly introduced spin and ball control mechanisms, while EA has finally made the putting a challenge. This is certainly the best version to date.

PAUL



▲ John Daly puts his full weight behind his approach. NB this is not a 'fat' joke.

CUBE VERDICT

PUT A TIGER IN YOUR BAG

VISUALS
Graphically similar to last year's instalment.

AUDIO
More amusing commentary and jolly bird tweets.

GAMEPLAY
As perfectly pitched as a tuning fork.

LIFESPAN
If you want to win and unlock everything, many months.

ORIGINALITY
The control system is truly innovative.

THE NEW SWING system is not only more realistic but adds significantly to the satisfaction gained from making a sweet shot. *Tiger* gets better and better every year and this is yet another worthy addition to EA Sports' most consistent performer. If you've never been into golf games, now's the time to start.

ALTERNATIVE

Simplistic and colourful, and great fun in multiplayer. Not the best though...



MARIO GOLF: TOADSTOOL TOUR
Reviewed: 33 CUBE Rating: 8.0

FINAL SCORE

9.1

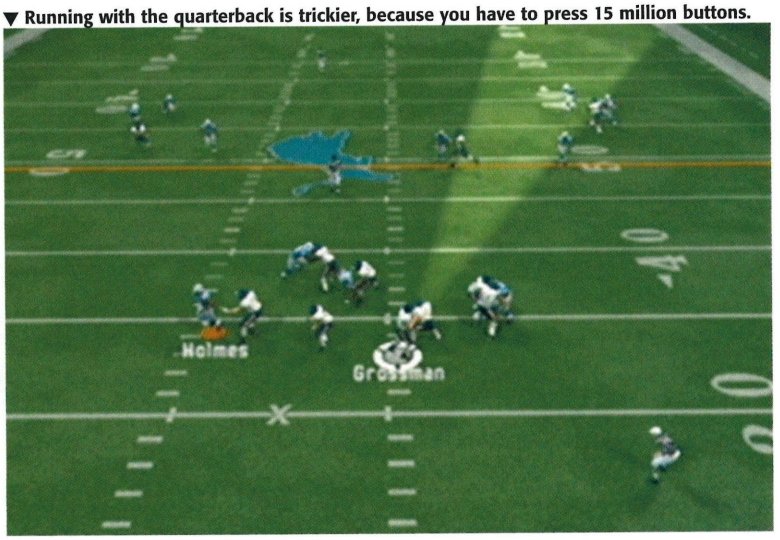
BEHOLD

Here's a project we call "Drama Of A Sports Match Told In Four Pictures." It's emotional!





▼ Running with the quarterback is trickier, because you have to press 15 million buttons.



No more fat fans

MADDEN NFL 06

Setting up for the field goal...

CUBE

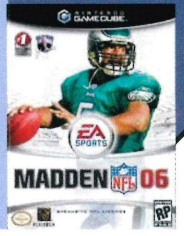
INFORMATION

MADDEN NFL 06	
PUBLISHER:	EA SPORTS
DEVELOPER:	EA SPORTS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	23 BLOCKS

STATS

- OFFICIAL NFL TEAMS
- CLASSIC NFL TEAMS
- OLD NFL TEAMS
- ALL THE NFL TEAMS!

OUT NOW | TBA | OUT NOW



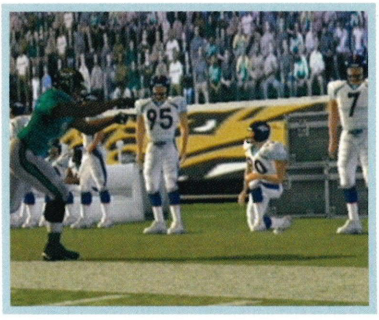
FAT FANS. EA has long been arguing that it does more than bring annual updates to the table in the sports genre but *Madden NFL 2005* was the game that killed that argument as it only brought one noticeable improvement over *Madden NFL 2004* – fat fans. There were probably other improvements but we can't remember them. The prevailing memory of *Madden NFL 2005* is a fat American dancing around on a fat American football terrace, half a hotdog in his mouth and a blue lion painted on his wobbling belly. Create-A-Fan mode was so unrelentingly bad, it was awesome.

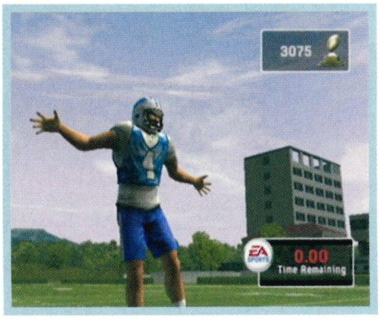
Maybe EA read **CUBE**'s review and hung its head in shame because this year, in *Madden NFL 06*, we now have QB Vision. This does change actually change the game but the problem is, within 0.3 of a second of trying QB Vision, you'll hate it. In previous years of *Madden*, you give the ball to the quarterback, then the quarterback throws the ball. For *Madden NFL 06*, QB Vision works something like this – you give the ball to the quarterback. The quarterback then has a cone of vision, which is laid out on the field. You needs to aim that cone of vision towards your intended target. The quarterback then throws the ball. It's the videogame equivalent of rubbing your stomach while patting your head, while dancing with a girl, while trying not to think about fat fans. It's needlessly difficult and there's too much happening in the middle as

CELEBRATE GOOD TIMES

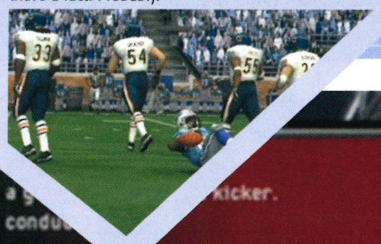
Weird camera angles we don't understand

EA's love of silly mini cut-scenes during the game can be found here, as the camera cuts away to a player celebrating or any angry linebacker going "grrr" or some such nonsense. This year, EA has taken its intruding and violating your game time to a worrying degree, with a new camera angle that focuses on the ball – and nothing but the ball – while the players line up. "Press A to return to game cam!" shouts a line of text lurking near the bottom of the screen, slightly embarrassed by the pointlessness of it all. Why does EA insist on breaking up the flow of the game with these silly cut-scene things?

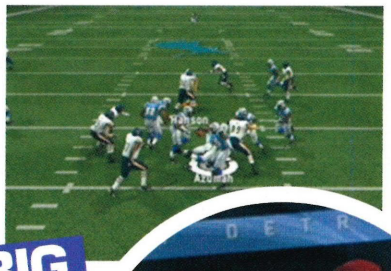


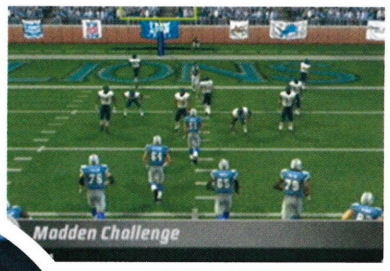


GEE WHIZ!: The animations are at least 36 per cent better than *Madden NFL 2005* and feature normal mapping! And that's a fact! Probably.



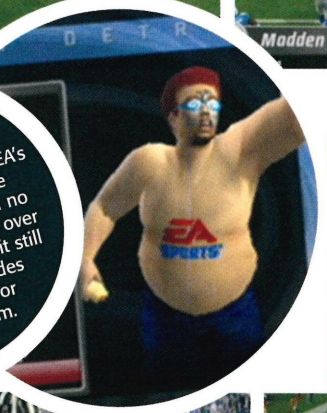
▲ **Text That Didn't Fit On The Review: There's a new Create-A-Superstar mode but it's rubbish.**





BIG BONED

Fear not chunky friends, EA's hilarious fat fans have returned this year with no notable improvements over last year's version. So it still lacks options besides making fans fat or really fat. Hmm.

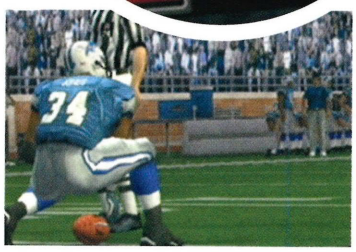


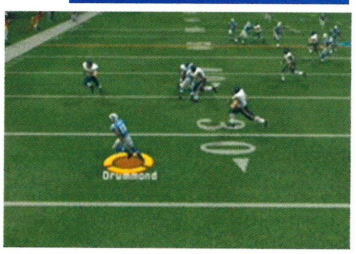
CUBE 2ND THOUGHTS

THE FRIDGE

■ Even with my limited knowledge of American Football and things only half remembered from primary school (hence the standfirst) it's still possible to get a pretty good game out of *Madden 06*. Grid Iron Gang…

TIM





you're also trying to fend off defenders and look for an open receiver. Past *Madden* games have been criticised for being tricky to learn – only John Madden's flabby arms could stretch wide enough to show how big the learning curve for *Madden NFL 06* is.

The flipside to this is once you get used to QB Vision, it works. EA has tried really hard to hold your hand and has even seen fit to include a patronising video when you try it out for the first time, that tries to make the transition as gentle and painless as possible. It doesn't really do much, besides insulting you a bit with its condescending waffle, but QB vision is the kind of mode that's hard to live without once you've adjusted to it. You can leave the cone aimed at a particular receiver and watch the defence slowly drift in his direction before hanging them all out to dry and switching the cone the other way and throwing there instead. It's a little convoluted, even once you get used to it, but it works. In two-player mode, it makes for some pretty tasty mind games, as we all know that humans are stupid compared to the brainbox GameCube, which isn't as susceptible to these meagre tricks. This makes it (cliché alert) more like the game of American football you see on TV! Minus commercial breaks featuring a smug suited New Yorker with a hot blonde girlfriend and skyscraper apartment who owes it all to the pair of Air Nikes he bought last week.

Despite that, it's still debatable whether it's worth preserving with QB Vision or not. Hardcore American football fans have been doing cartwheels of joy at its inclusion but there is the option to turn QB Vision off at the menu but take it away and what do you have left? Fat fans. Back to square one. The case to buy *Madden NFL 06* is strengthened by the fact that EA has bought the entire NFL licence, this is the only place you can find the authentic up-to-date names and teams, as EA now have carte blanche to set the dogs on any other developers using the authentic names. Do you know who Michael Vick is? If you don't, then you probably don't care anyway. So forget this entire paragraph ever happened.

Now onto the boring non-controversial summary of the review. Other than the above, *Madden NFL 06* remains an excellent American football game. The tactical gameplay is excellent. The presentation is excellent. John Madden's voice is as pleasingly fat and familiar as ever, so that's excellent. The animation is excellent. The EA Trax have exclusive songs by Papoose, Sam Scarfo and Slim Thug, which is excellent news for their collective fan base of five people. In other words, *Madden NFL 06* is still an excellent game. There's just not much incentive for anyone other than the hardcore to search this out over last year's versions. If nothing else, the memory of fat fans will stick in your mind for much longer than struggling with QB vision ever will.

RYAN

"DANCE WITH A GIRL WHILE TRYING NOT TO THINK ABOUT FAT FANS"

CUBE VERDICT

NEW UNWORKABLE PLAYING MODE!

VISUALS
Great animation that lives up to EA's excellent standards.

AUDIO
Best commentating around and an exclusive track by Papoose! Get in!

GAMEPLAY
Tons of depth and plenty of different tactics to try out.

LIFESPAN
The usual array of modes will last ages in single and multi-player.

ORIGINALITY
Only because games don't assume you have five thumbs.

THE ONLY REAL difference between this and *Madden NFL 2005* is a gaming mode that will make you feel silly and rubbish at games, which isn't really the point of it existing. QB Vision is an option for the hardcore only. Otherwise this is just another continuation of the best sports game around, with slimmer fans. Healthy isn't it?

ALTERNATIVE

Fantastic game complete with an utterly laughable Create-A-Fan mode.



MADDEN NFL 2005
Reviewed: 38 **CUBE Rating:** 8.9

FINAL SCORE

8.4

BACK OF THE NET

A flowing move, a whipped in cross, a great finish. Goooooooaaaaaal.



Load of balls

FIFA 2006

The FIFA conveyor belt just keeps on rollin...

YOU HAVE TO hand it to EA. The licensing juggernaught that is *FIFA* just rolls on and even when the changes made between versions are few and far between, the sales are always strong. Sure, gaming purists might huff and puff, mumbling on about 'originality' and 'money for old rope' but EA is in this business to sell games and *FIFA* does that by the lorryload.

Fortunately, this latest version of the game should please both camps, with plenty of effort being put into the game to make it a smoother, more playable title than previous versions. Many critics felt that *FIFA* had become too fiddly with innovations such as 'Off The Ball' sounding great in principal but proving utterly bloody ludicrous when it came to the execution. EA's Canadian development studio has listened to those complaints, gone back to the drawing board (to some degree) and taken on a load of Europeans to work on the game. Yeah, that's right, people who actually understand football and don't blather on about 'extra time multi-ball' and such nonsense.

The result is a definite step forward for the *FIFA* franchise. The game features more teams and countries than you can shake the proverbial stick at, with the ability to play through a 15-season-long career or you can just pick up the pad and play. From Lincoln to Liverpool, from Chester to Chelsea, from Bradford to Barcelona, the world's footballers are your playthings and you can rewrite the history books based on your own ability, as opposed to that of the 11 donkeys that usually ruin your Saturday afternoon.

Of course, the thousands of players and immersive real-life tournaments have always been a part of the *FIFA* games, so the main reason for taking more than a passing interest in *FIFA 2006* is due to the gameplay – and the good news is that the game plays smoothly and sweetly; a vast improvement on some of the previous versions of the game that we have been forced to endure in recent years. This smoothness has been accomplished by removing all the extra nonsense that our Canadian chums kept adding to the gameplay each year. No longer will you need four pairs of eyes and three sets of hands to pull off a through ball – simply holding down the L button as a pass is played will result in that player making a forward run, enabling the player who receives the ball to release his pal in behind the defence. The annoying jiggling for positions at corners has also been done away with, and these have now been cut back to the simple technique of swinging the ball into the box, aimed at one of your strikers. Hey, it might sound

CUBE

INFORMATION

FIFA FOOTBALL 2006	
PUBLISHER:	EA SPORTS
DEVELOPER:	EA CANADA
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1-4
MEMORY:	13 BLOCKS

STATS

- LEAGUES FROM 19 COUNTRIES
- THOUSANDS OF PLAYERS
- HUNDREDS OF CLUB TEAMS
- 39 TOP TUNES

OCT '05 | TBA | TBA



▼ **Free kicks are a much less exact science now.**



WHO ARE YA?

MICKEY MOUSE

If you happen to support a less-than-glamourous club, then fear not – *FIFA 2006* features players, kits and grounds from all four divisions. Miles is happy.













YOU'RE BEAUTIFUL: As usual, the players look remarkably like their real-life counterparts, and the customisation options are remarkably comprehensive.



▲ The momentum bar (top left) tells you who is in ascendancy.

CUBE 2ND THOUGHTS

HEY, HEY, HEY, FIFA 06!

Just as the *FIFA* series was becoming known as the game of a thousand buttons and 6.something review scores, EA has done the impossible and actually made a decent game. It's not exactly making up for the loss of the *Pro Evo* series but it does help us forget about how *FIFA Street* made us want to write the word 'death' on our eyes. That counts for something we s'pose.

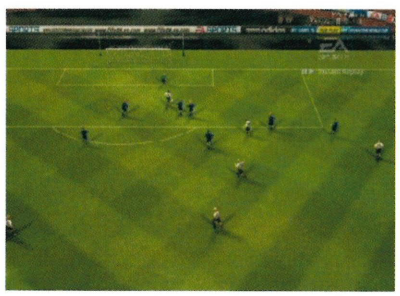
RYAN

"THE GOOD NEWS IS THAT THE GAME PLAYS SMOOTHLY AND SWEETLY"

simple but EA has gotten so carried away with corners in the past that they had become a positive chore.

Free kicks have also been 'simplified' by making them harder to score from. One of the most frustrating things about *FIFA 2005* was the fact that any free kick within shooting distance was a guaranteed goal as long as the player taking it had practiced enough. Aim for the corner, apply the spin, hit it hard and that was that. In 2006, however, there are no crosshairs to guarantee perfection and the power bar is a much trickier beast to master. It does mean fewer goals are likely to be scored with free kicks but it means those that do hit the back of the net are greeted with even more jubilation.

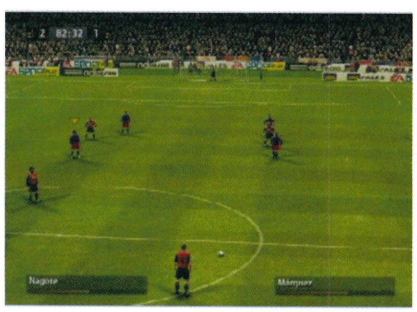
It is an odd situation to claim that a game has taken a step forwards by taking a step back but the adage is certainly true in the case of *FIFA 2006*. Those crazy-assed Canadians had just gotten too wrapped up in themselves and not noticed that, somewhere round about *FIFA 2003*, they had lost their focus and direction. All the arsing around with extraneous elements had not



added to the gameplay, but detracted from it. Fortunately, that oversight has been recognised by the influx of Europeans into the development team, and the result is a much more enjoyable game. However, the focus must now switch to sharpening up the gameplay, because there is still work to be done here. The AI of some of the defenders is shocking, using the wings is far too rare and games become congested down the middle, and attackers are far too weak against defenders, getting brushed off the ball with relative ease. That said, give this relatively new team a bit of time, and they might just turn that around as well.

MIKE







ON THE FLY

The best laid plans go out the window



No matter how much time would-be Wengers spend fine-tuning their tactical line-ups and tinkering with their squads, there often comes a time in the match when tactics need to be changed quickly. To this end, *FIFA 2006* introduces a system whereby the left D-pad (or analogue strick, depending on your control set-up) can be used switch immediately to pre-determined tactical choices. If you notice that your opponents are not using much width, for example, you may want to order your wingers to push up and out, making full use of the acres of space behind the full backs. You may have identified an arial dominance from your strikers, in which case you may want your side to throw bodies into the box at every available opportunity. Whatever needs to be done, it can now be done quickly with the push of a button.

CUBE VERDICT

A DEFINATE STEP FORWARD FOR FIFA

VISUALS
The usual fab graphics are all present and correct.

AUDIO
great stadium sounds, but the commentary quickly grates.

GAMEPLAY
Smoother and more intuitive than most previous versions.

LIFESPAN
The career mode will keep football fans quiet for weeks.

ORIGINALITY
FIFA 2003, 2004, 2005. Enough said. Actually no, now it's enough.

IT MAY WELL be some way from footballing perfection, but *FIFA 2006* is still the best footy title available for the GameCube by simple lack of any sort of competition. All we need now are a few more tweaks and we might just have a world-beater in time for the World Cup. Thing is, we've been saying that for years now and it always seems to come up just that little bit short.

ALTERNATIVE

A great big pile of steaming cack. All involved must die.



FIFA STREET
Reviewed: 43 **CUBE** Rating: 4.3

FINAL SCORE

8.3

PLAY DEAD

Go on, lads, go over there. Maybe you won't all die this time. Oh...





CUBE

INFORMATION

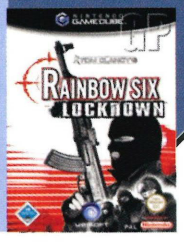
RAINBOW SIX: LOCKDOWN

PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	16 BLOCKS

STATS

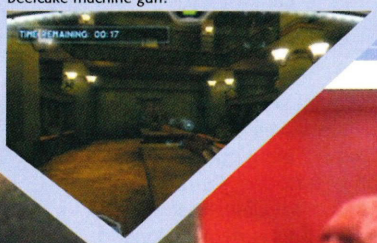
- 16 MISSIONS TO CHALLENGE
- EIGHT OPERATIVES TO USE
- LOADS OF WEAPONS TO UNLOCK
- CO-OP SPLIT-SCREEN MULTIPLAYER

OUT NOW	TBA	OUT NOW



All change for the most underrated Clancy series

EATON RIFLES: If you like guns, *Lockdown* is quite a playground. But why would you use anything that isn't the beefcake machine gun?





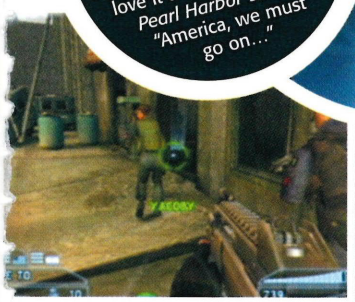
AMERICA! AMERICA!

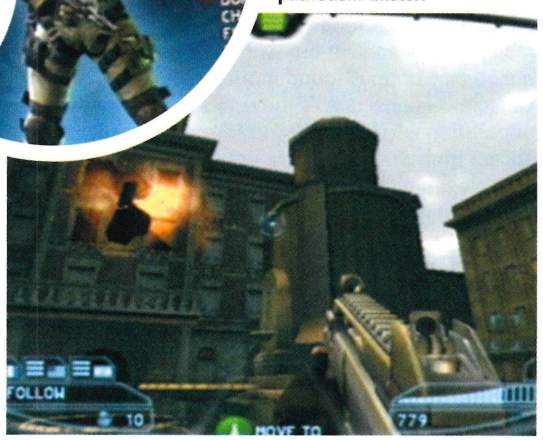
F* YEAH**

This loading screen never fails to make us laugh. Look at it. It's just so *Team America*. We love it a little bit less than *Pearl Harbor* sucked. "America, we must go on..."



▲ **"Swallow our thick veiny patriotism mister!"**





▶ **Shooting at terrorist buildings is one way to bring them down. Rising damp is another, less explosive though.**

SEND IN THE CLOWNS

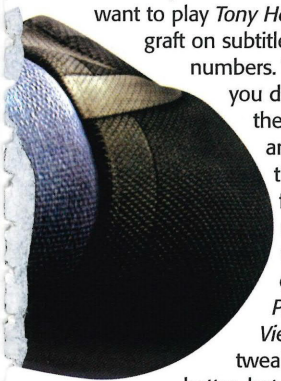
Why should Ding have all the fun?

Using your team well has always been key to your success but in *Lockdown* this aspect of the game seems to have been played down quite significantly. Sending in allies is usually a sure-fire way to see one of them put out of commission and you're usually better off scouting areas yourself as your reactions are sharper than theirs. In fact, the only times you'll really need your colleagues is when their specialities are called into play – like when a bomb that needs defusing, for example. But even if you do lose all three of your squad-mates, Lockdown still isn't that difficult. As long as you keep your eyes open and your shooting isn't too dreadful, most missions can be cleared solo.





DEVELOPERS AREN'T STUPID, you know. They know that nobody would want to play *Tony Hawk's 7* and so they graft on subtitles instead of numbers. They know that you don't want to play the same game over and over again so they sometimes see fit to make serious changes between versions. Often, in case such as *Pikmin 2* and *Viewtiful Joe 2*, these tweaks are for the better, but occasionally they seem like they've just been thrown in for the sake of it. *Lockdown* is a rare case in that it seems to represent every single one of these tricks, only in this case, in changing some of the fundamentals of the game, Ubisoft has pretty much lost everything that made the previous *Rainbow Six* games so good.



For a start, the game seems to have a whole new attitude. Gone are the subdued orchestral scores and barked instructions of *Rainbow Six 3*, replaced largely with a far less fitting and moody score and a lot more characterisation than you might expect a professional special ops unit to display on the battlefield. And rather than being a four-man squad as it was before, you'll now be given four from a possible eight – an octet with a level of ethnic diversity that'd make the Small World ride at Disneyland blush. Each has their own speciality, ranging from technology to bomb disposal, but it's with sniper Weber that the problems really show themselves. For some reason, Ubisoft has deemed it necessary to use his skills not in the main missions but in prelude objectives that precede the actual action. This might not be so bad were it not for the fact that the combination of this being dead simple and woefully drawn out just makes it rather tiresome.

But this isn't the only problem. Once you do get into the fray, counter-terrorist activity turns out to be a lot easier than the previous games have suggested. Chavez has clearly been training in the art of how not to be killed by bullets (until the odd stray pops your skull and you have to start over, which is hardly fair) while the rest of the squad seem to have dropped out of school and taken a little too fondly to recreational narcotics. You see, while AI path-finding may have been improved so far as to stop people telling you where they can and can't go, intelligence in general is pitiful. From reactions to accuracy, both your team and enemies show all the battlefield awareness of the Chuckle Brothers in kevlar vests. Many are the times you'll see one of your number ruined by an assailant they either can't find or can't hit, and more often than not, the old adage rings true – if you want a job done properly, do it yourself.

On a slightly more positive note, *Lockdown* certainly looks the part. Aside from some rag-doll silliness on bodies and the way they quickly fade away, visuals are really rather special. Effects like the visor fuzz when you take a bullet are well done (if a little confusing – what kind of magical space visors are these?) and night vision is as useful as ever in low-light

CUBE 2ND THOUGHTS

TOUCH THE RAINBOW

■ Anyone else get annoyed by the general trial and error of *Rainbow Six*'s gameplay? Trying to find out where the terrorists are going to pop up next means you die some pretty meaningless deaths until you find them all. You could just look at the guide we've done this issue but then that's kind of a waste of your 40 quid. It's slightly more fun with a mate but it's nothing like the online bits of the Xbox version.

TIM



ONE MAN ARMY

Flying solo isn't as easy as it seems...

After clearing a mission (which probably involved most of your team ending up as worm food due to their own gross incompetence), you'll be able to try it again on Lone Rush mode, a sort of time attack where rescuing hostages or taking out naughty terrorists will buy you a few more valuable seconds to reach the goal. In the last version, this mode felt strangely out of place but now that the game has been 'made more accessible' (to put it politely) it fits much better. With no team-mates to use as scouts or bait, you'll need to charge in guns blazing and be a pretty good shot to stay alive more than a few seconds. It's much harder than the main game, too. Enjoy.

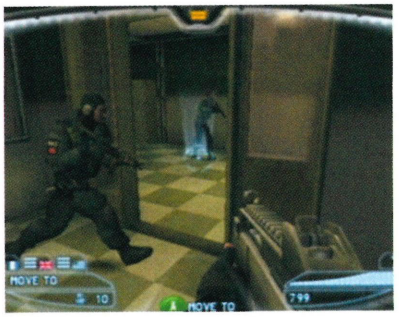


"PLOUGH THROUGH THE MISSIONS WITHOUT THOSE SILLY, SILLY TEAM-MATES"

situations. There are some neat ideas in the missions themselves too, even if main objectives are often guarded by an entire platoon of terrorists. Combining elements of bomb defusing, hostage rescue, infiltration and general terrorist culling, most of the 16 campaign levels are well put together (well, except for those silly sniping sections) and some of them are genuinely worth playing over with different equipment just to see how they pan out.

The modes that unlock after finishing a mission once are worth a look, too. Individual elements can sometimes be attempted separately and the random enemy placement of Terrorist Hunt means that the better missions should be different each time you try them. Multiplayer is present but without the online play options found in the other console versions, one of the series' unquestionable highlights is sadly absent from the GameCube iteration. Still, plug in another pad and you and a friend can plough through the missions without the need to rely on those silly, silly team-mates of yours.

Considering we've spent half the review slating key elements of Lockdown, it might come as some surprise to hear that it isn't actually all that bad despite these gaping flaws. In comparison to the rest of the series, this is pretty weak and doesn't even really deserve to carry the *Rainbow Six* name. But as a standalone title, it's still



far more entertaining than many GC games – level design is decent enough and the feeling of achievement derived from a well-planned piece of tactical teamwork is still as strong as ever.

We can sort of see how *Lockdown* has turned out this way. The series has always been quite a commitment in that a wrong move could mean mission over and many gamers simply can't be doing with this kind of frustration. But in trying to open the game up to a new audience, Ubisoft has given fans of the series a game whicthath just isn't what they know to be *Rainbow Six* – it's a bit like Franz Ferdinand coming out with an album of Ibiza floor-fillers for pilled-up morons much to the dismay of many a floppy-haired art student. If you've never played *Rainbow Six* before you might very well get on just fine with this, but for hardened Chavez fans it's pretty hard to recommend *Lockdown*.

LUKE

CUBE VERDICT

LED IN THE WRONG DIRECTION

VISUALS
Fairly pretty for the most part but with the odd anomaly.

AUDIO
Strangely inappropriate tunes but some good banter from your squad.

GAMEPLAY
It's *Rainbow Six*, only dumbed down a bit.

LIFESPAN
You'll trade it in once the missions are over.

ORIGINALITY
A few marks for trying new ideas here, at least.

HOW MUCH YOU'LL
enjoy *Lockdown* is directly related to your previous experiences with *Rainbow Six*. Seasoned counter-terrorist agents will see the gaping holes in *Lockdown* while newcomers may very well take to it with the same amount of joy that the rest of us know the series has to offer. But if you don't like this sort of thing you might not like this.

ALTERNATIVE

Much tighter, much tougher and generally the better game



RAINBOW SIX 3

Reviewed: 34 CUBE Rating: 8.2

FINAL SCORE

7.3



▲ The sniper sections are simple point and shoot exercises, you just need a steady thumb.

RINGTONES, WALLPAPERS & LOADZ MORE...



LOADZ.co.uk

NO SUBSCRIPTION FEES!

NEW Wallpapers & Logos



NEW Animations



NEW Realtones

FULL LIST ON THE WEBSITE

AMERICAN IDIOT - GREENDAY	CUBE50018
CANDY SHOP - 50 CENT	CUBE50001
CRAZY IN LOVE - BEYONCE FT. JAY Z	CUBE50004
HEY YA - OUTKAST	CUBE50030
IN DA CLUB - 50 CENT	CUBE50000
JENNY FROM THE BLOCK - JENNIFER LOPEZ	CUBE50019
MILKSHAKE - KELIS	CUBE50023
SLIM SHADY - EMINEM	CUBE50014
THEME - A TEAM	CUBE50044
THEME - DARTH VADER - STAR WARS	CUBE51035
THEME - HARRY POTTER	CUBE51004
THEME - KNIGHT RIDER	CUBE50072
THEME - MUPPETS	CUBE50077
THEME - STARWARS INTRO	CUBE50085
THEME - SUPERMAN	CUBE50021
THEME - THE SIMPSONS	CUBE50082
THEME - TOP GUN	CUBE51027
THEME - WAR OF THE WORLDS	CUBE51065

ONLY £1

SIMPLY PICK WHAT YOU WANT & TEXT THE CODE TO

84048

(e.g CUBE12345 to 84048)

NEW Polyphonics

FULL LIST ON THE WEBSITE

1,2 STEP - CIARA FT. MISSY ELLIOT	CUBE10119
99 PROBLEMS - JAY-Z	CUBE10254
AMERICAN IDIOT - GREEN DAY	CUBE10222
BEAT IT - MICHAEL JACKSON	CUBE11554
GANGSTA'S PARADISE - COOLIO	CUBE10124
HOLLA BACK GIRL - GWEN STEFANI	CUBE10227
I DON'T WANNA KNOW - MARIO FT. P.DIDDY	CUBE10421
I'LL BE MISSING YOU - P.DIDDY	CUBE10525
IN DA CLUB - 50 CENT	CUBE10004
LET ME LOVE YOU - MARIO	CUBE10419
LONELY - AKON	CUBE10015
MY NECK, MY BACK (LICK IT) - KHIA	CUBE10323
MOCKINGBIRD - EMINEM	CUBE10171
SWITCH - WILL SMITH	CUBE10994
THEME - AXEL-F BEVERLEY HILLS COP	CUBE10815
THEME - DUKES OF HAZZARD	CUBE10837
THEY - JEM	CUBE10264
UNDER THE BRIDGE - RED HOT CHILLI...	CUBE10613

18+ Gambling Games

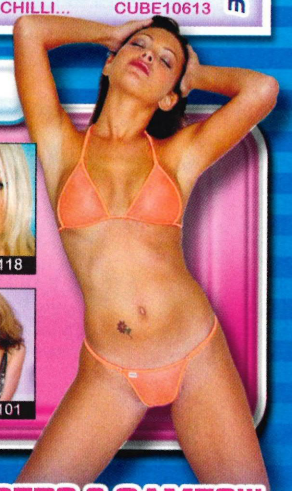
FREE DOWNLOADZ & BETS*



TRY YOUR LUCK WITH THE CHANCE TO WIN BIG CASH PRIZES TEXT THE GAME CODE TO **89989**

NEW Hot Babes





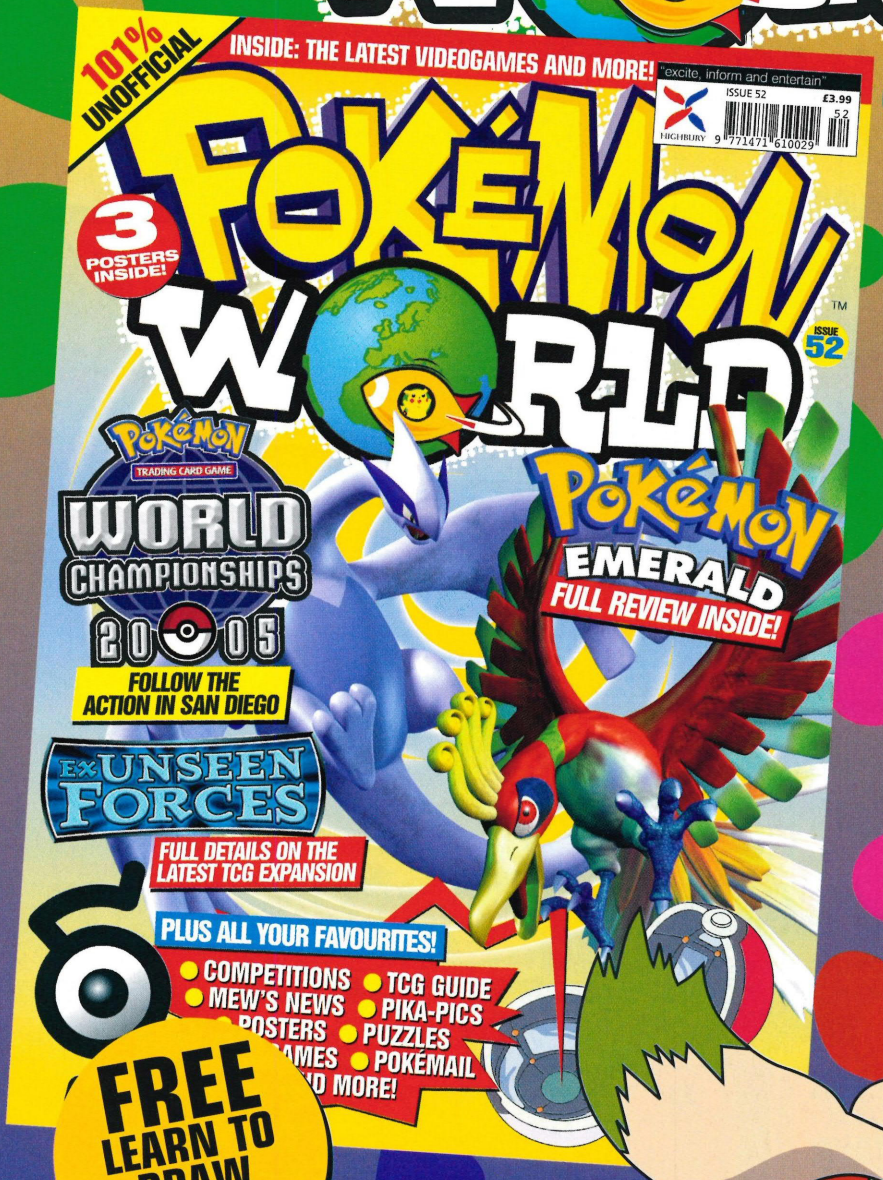
VISIT WWW.LOADZ.CO.UK FOR THE LATEST RINGTONES, WALLPAPERS & GAMES!!!

All items cost £1 each and are charged to your mobile phone via a £1 SMS message and are compatible to all relevant mobile phones. You can only order one item per time. You must be over 16 to use any of these services. To help identify the music, reference has been made to an artist that has recorded the song. The artist named has no connection with the music and may not be the person that has recorded the song. Responsibility cannot be accepted for delayed or distorted content delivery. Orders will usually arrive in minutes, but may take longer at busy times. Please wait 24 hrs before contacting customer services. For more detailed instructions and FAQ's go to loadz.co.uk, email support@loadz.co.uk or call 0870 238 7897 (customer service). Gambling downloads are for 18+ only. Game downloads are free plus GPRS costs. Additional costs will be incurred in crediting your account to begin playing. * £1 free Bet on each game you download

101% UNOFFICIAL!

POKÉMON WORLD

ISSUE 52 IS OUT NOW!



THIS ISSUE...

We have the full UK review of the fantastic Pokémon Emerald and all the action from TCG Championships in San Diego. Plus all the details on the new TCG expansion packs!



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

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

PLUS PUZZLES, POSTERS AND COOL COMPETITIONS!

FREE WITH CUBE

ALL THE LATEST ON NINTENDO DS™

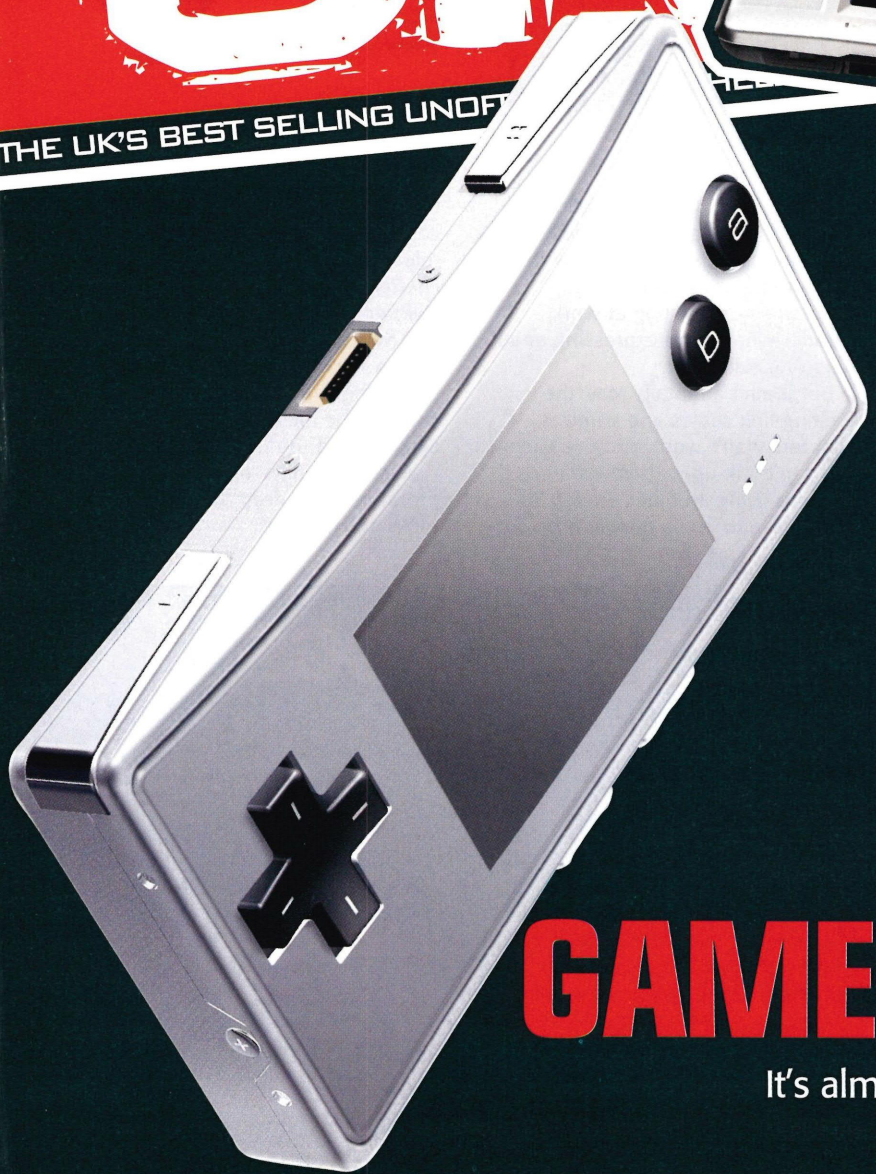
HANDS ON

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





THE UK'S BEST SELLING UNOFF



JUMP SUPERSTARS
The SSBM clone with your favourite anime characters, is it any good?

CASTLEVANIA
Dawn Of Sorrow to be exact, the vampire hunters come to the DS

PLUS MUCH MORE!

GAME BOY MICRO
It's almost out! But check up on the latest on the smallest console in the world!

HO NEWS: LOADS OF NEW GAMES ANNOUNCED FOR THE DS AND GBA, PREVIEWS OF BUBBLE BOBBLE REVOLUTION AND ANIMAL CROSSING DS AND REVIEWS OF SOME GOOD DS GAMES AND SOME OF SOME BAD ONES

CONTENTS



HELLO. WELCOME TO Hands On. This issue Liz and Ryan left and I had to write everythi... well a lot. Then I had to sub it all. But that's not important right now. What is important is the DS, and quite important to the DS is the PSP, which is important to Sony and very rich people. Rich people are important for taxes and... och sod it this isn't going anywhere, here are some words.

Tim Empey
Word Monkey

AT A GLANCE...

THE NEWS! But without Liz. Will it be the same? Will it be as sexy? Doubt it, here it is anyway.
Pages 066

MORE NEWS! That relates to to software announcements and sly digs at Miles.
Pages 068

PREVIEWS Get ready for the new old-school Bubble Bobble.
Pages 070

REVIEWS! That gets an exclamation mark because it's more exciting than Previews.
Pages 072

GBA REVIEWS See the lack of the exclamtion mark? Says a lot don't it?
Pages 079

GAME BOY MICROOOO

No reason for the extra 'o's but the Micro gets dated!



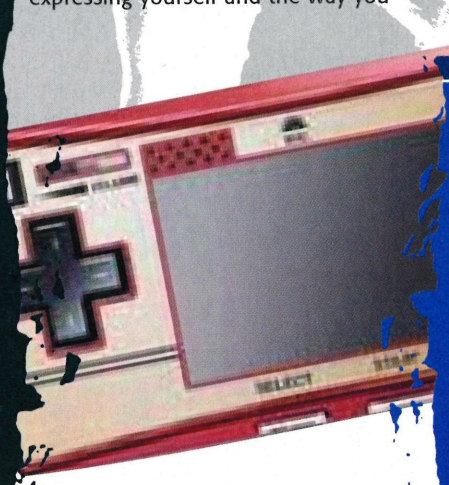
THROW AWAY YOUR GBAs and your SPs and any limited edition version you might have bought because the Game Boy Micro is going to be released on 4 November! And it's only £69!

The GB Micro is the smallest console ever, it's just four inches wide, two inches tall, 0.7 inches high and weighs 2.8 ounces which, we're reliably told is the same as 80 paper clips. The Micro also has the same high definition screen (when compared to the SP) as the DS and Nintendo has learned from its four-year-old mistake and you can adjust the brightness of the screen.

From the off the Micro will be available in four colours: silver, green, pink and black, but soon there will be interchangeable face-plates or as Jim Merrick, Senior Marketing Director for Nintendo of Europe likes to put it: "The Game Boy Micro is the latest fashion statement from Nintendo and is an absolute must have for those looking for a stylish console. Game Boy Micro is about expressing yourself and the way you play videogames." We play them at work, sometimes on the bog, sometimes on the bog at work, wonder what we're expressing about ourselves with that.

But it ain't all totally rosy, the existing link cables and wireless adapters won't work with the Micro so you can't link up with your friends if they are using an older model. So you'll have to buy a new adapter from Nintendo. A new wireless adapter will cost £10 and will work with adapters released with *Pokémon FireRed/LeafGreen/Emerald* and *Mario Golf: Advance Tour*. A link up cable (£7) will soon be released allowing up to four Micro users to play against each other but a conversion connector (£4) will be needed to use it with a GBA, SP and the GB Player.

We should have ours soon and we promise not to drop them down the toilet this time. ■



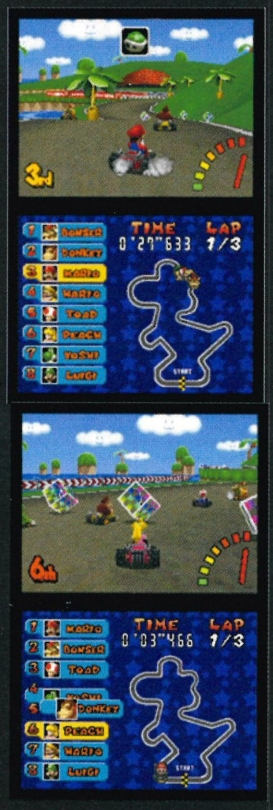
UNLOCKABLE DOGS

Find a new friend

NINTENDOGS IS OUT now! In America. But won't be coming to these shores for another month yet, so import it, take advantage of the no-region lock out of DS. Then before any of your doggy loving friends you can get your hands on a lovely wee spotty Dalmatian, aww innit cute, who's a cuddly wee ball of spots... ahem, guess this is what happens when you use Liz'z computer. By collecting enough owner points you'll eventually unlock the dogs from other editions of *Nintendogs*, until you have your own pound to play with/ignore while you go on holiday all the while hoping they'll remember you when you get back. But the Dalmatian is an even more secret puppy for you to play with which is unlocked once you find the Fireman's Helmet. We can't think of any fire-fighting dogs, let along Dalmatians so it seems like the secret puppies will appear from finding some obscure items.

GOOD NEWS FOR DS OWNERS

That's all of you right?



AT THE GAMES Convention in Leipzig in August Nintendo laid down its European plans for the coming months and it seems like we're all in for a good time.

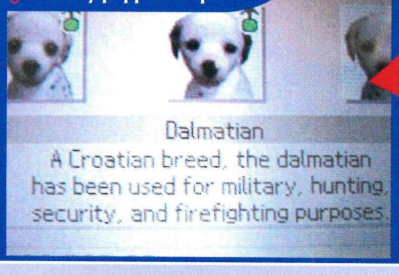
First off *Mario Kart DS* will be released on 11 November in Europe, with its eight-player Wi-Fi one cart link up it's sure to be a huge success. Eight people were on stage demonstrating this and all were playing from one cart. How popular would that make you if you were the first to own it? Hopefully more popular if the connection isn't lost like it was on this occasion. Fortunately the Wi-Fi connection is very easy to use with no password or Internet Provider addresses to input, it's the epitome of plug and play, as long as you're in a Wi-Fi hotspot. Speaking of which, more hotspots will be in place in videogame shops across Europe.

Other nuggets of Ninformation were revealed as well: the pink and blue DSs will be released to coincide with the European release of *Nintendogs*, because girls like pink and girls like puppies, genius marketing. A Play Yan 2, the MP3/MPEG4 player, will be released for Europe so you can still stand proud beside your mate with a PSP, unfortunately no release date has been set for that.

Hands On will of course bring you all the latest details as soon as possible.

Of course Nintendo is keeping pretty tight lipped about any other puppies that may become available but hey we don't mind, one spoiler is enough for one day. ■

Aww look at the lovely fuddly puppies. Baps.



BELIEVE IT OR NOT WE'VE BEEN JIPPED!

Since Liz and Ryan left We've been two men down and had loads of work to do, so we went on holiday. It's funny how these things work out.

HANDS ON Accessories

HANDY CHARGER BOY

When that red light of DS-about-to-die-doom flicks on you'll be glad you bought that extra battery and the means to charge it with – this. No more will you have to sit at an awkward angle with a wire plugged into the wall – just swap the batteries! The Handy Charger Boy is available from lik-sang.com priced $4.95 (£2.75).



MIN WINDING CHARGER

But say you're in a tent in a field surrounded by sheep with no power outlets, then what do you do? Do it yourself! Use your own wasted muscles to charge up your DS, just eight minutes of winding gives you thirty minutes of play time which is just enough for a game of Tokoton on *Zoo Keeper*. The Mini Winding Charger is available from lik-sang.com priced £7.99 (£4.44).



NINTENDOGS CASE

Keep your pooches muzzled behind these *Nintendogs* branded cases. They're a limited edition so you'll need to be quick and they also hold three DS carts. Which makes them h[illegible]dy. Available from [illegible].com for $16.90 (£[illegible])



TID BITZ



NES MICRO!

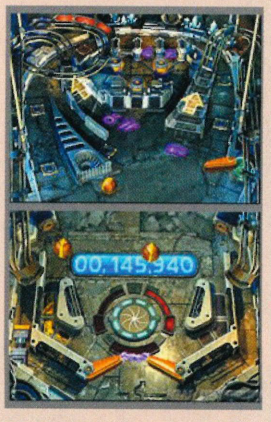
Even before the Micro hits the shelves the different designs are already being produced, check out this Classic NES version, doesn't it bring back memories of when you forked out for the NES SP? Apparently a Player-Two version will be available but only the Club Nintendo members in Japan. Oh well, no one wants to be player two anyway.

GBM PLAY YAN

Hot on the heels of the Micro's release date comes the Play Yan Micro. You can turn your teeny, tiny GB micro into a portable media device that plays music and (short) films. It should make it a bit of competitor for Sony's PSP, not much, but a bit. The original never made it over here but with the DS Play Yan 2 announced it shouldn't be too long before we get it. Naruto episodes on the bus! Awesome.

RUMBLE SAMUS

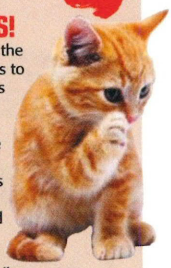
That Rumble Pak we talked about in Issue 47 is now a reality. The device pops into the GBA game slot and should provide you with enough vibrations to please even Tera Patrick. The Pak will ship with Metroid Pinball which is released in America on 24 October, so it should be over here by November. We don't know what it looks like so here's a pic of *Metroid Pinball*.



SHIZZLE

NINTENCATS!

After *Nintendogs* the next obvious pets to simulate are cats and if Hideki Konno's comments are true, then Nintendo has had some feline-based virtual petness in the works for a while.



KING OF FIGHTERS DS

"It's going to be ass," says Ryan, "on that D-pad, it'll never work." "Yeah but it's got enough buttons," explained Tim. "Still going to be ass." "But it might be a card based game." "Oh shut up."



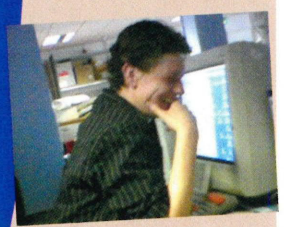
METROID HUNTERS

It's been delayed until early next year, which is a bit of a bummer. But, what if Nintendo is taking this time to add the full on Wi-Fi service rather than just the four-player download mode?



TIM'S FACE

Well it's no match for Liz'z really is it? "I just wanted a photo that would scare small children," grumbled Tim.



NEW NEW SUPER MARIO BROS

New details of the new old platformer

NINTENDO COMES UNDER a lot of flack for re-releasing its old games, and if the Revolution turns out the way most expect, it better get some body armour because there'll be hell of a lot more flack coming its way.

The latest of these re-releases (re-re-re-releases! It's a bit of grime, go with it) is this cunning reiteration of possibly Nintendo's most famous game, but … newer. The graphics have been updated to that mash of 2D backgrounds and 3D characters, the levels have all new additions to them but what is really surprising are the changes to the gameplay mechanics. Mario, and Luigi, can now use techniques from *Mario 64* and *Sunshine* such as triple jumps, wall jumps, backflips and can even batter foes with their tiny fists and feet.

This really does seem to an almost all new game – even the enemies are smarter, if you don't pick up a mushroom quickly enough then a Goomba will come along and eat it causing it to grow in size and cause wee Mario some serious problems that butt-bouncing won't be able to fix. We're expecting some new power-ups along with the old favourites of the Fire Flower and Tanooki suits (from *Super Mario Bros 3*) but so far details are scant.

So scant that at the minute there is no date for its release, but we'll be expecting it in the early part of next year. ■



TOO YOUNG TO GET PISTE

The kids hit the slopes again!

Originally a hit on the N64, the Snowboard Kids are about to turn your DS into a slidey slope of *uber*-snowboarding speed and the sickest tricks this side of *SSX On Tour*.

The visuals are less cartoony that before, maybe it should be called *Snowboard Teenagers*, though that would probably involve too much surliness. New weapons and character specific projectiles that are charged up as you perform tricks are on offer as well as the four-player download multiplayer from one cart system! On top of all that there are Sick Tricks and you can earn money to purchase new funky boards and duffel coats for your boarder.

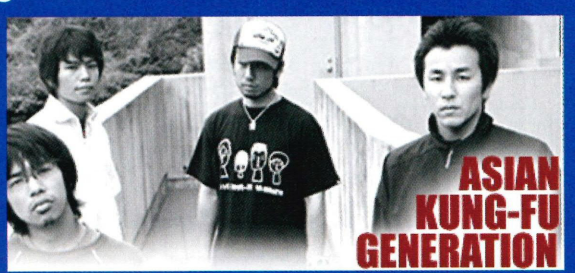
While there may be, on the surface, just six characters and eight long courses, there will be secret ones to unlock during the course of the game. Better than that though is the news that some weapons will put your boarder to sleep and you'll have to shout down the mic to wake the lazy kid up. Swearing!



Snowboard Kids will be released early next year. ■

NEW CHOONS

Band Brothers gets updated, fingers go mad



JUST AS YOU were becoming bored with being a musical maestro with the original tunes on *Band Brothers*, Nintendo answers your musical prayers and releases and add-on. The update contains 31 new songs including tunes from teevee shows and some fantastic J-pop including some from the awesomely named Asian Kung-Fu Generation and Bump Of Chicken. Of course there is a smattering of new videogames songs to play such as *Catch! Touch! Yoshi!*, *Sawaru Made in Wario: Ashley's Theme* and *Star Fox 64: Star Wolf Theme*. You have to agree that a pretty impressive update, Nintendo asked fans what songs they'd like to play and it listened! Thankfully Nintendo didn't ask Miles, otherwise Europe's *Carrie* would be on it.

Dai Gassou! Band Brothers Zoukakyoku Cartridge (snappy eh?) is out in Japan on 23 September. ■

SHIZZLE

HANDS ON Announcements

RESIDENT EVIL: DEADLY SILENCE
CAPCOM HAS ANNOUNCED THAT RESIDENT EVIL WILL BE COMING TO THE DS! DEADLY SILENCE IS RUMOURED TO BE A DS REMAKE OF THE ORIGINAL RESIDENT EVIL, WITH NEW PUZZLES TO BE WORKED OUT USING THE TOUCH SCREEN. JILL AND CHRIS WILL RETURN IN THE STARRING ROLES, LET'S JUST HOPE IT'S LOADS BETTER THAN THE SOMEWHAT LACKING SPLINTER CELL.

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.

MARIO & LUIGI SEQUEL
THE SEQUEL TO THE QUITE AWESOME MARIO & LUIGI SUPERSTAR SAGA HAS FINALLY GOT IT'S SUBTITLE. IT'S MARIO & LUIGI: PARTNERS IN TIME! THIS'LL PICK UP AFTER THE ORIGINAL GAME AND WILL HAVE THE RON JEREMY LOOK-ALIKES TRAVELLING BACK AND FORTH IN TIME TO MEET THE BABY VERSIONS OF THEMSELVES. NOT MEAT, THAT'S WRONG.

PUYO POP FEVER 2
YOU CAN NEVER POP ENOUGH PUYO AND IF YOU PLAY IT LONG ENOUGH YOU CAN EVEN POP THEM IN YOUR DREAMS. HOPEFULLY THIS TIME THERE'LL BE MORE DSEY STUFF IN IT TO MAKE IT A MORE WORTHWHILE PURCHASE. IT'S OUT ON 24 NOVEMBER IN JAPAN.

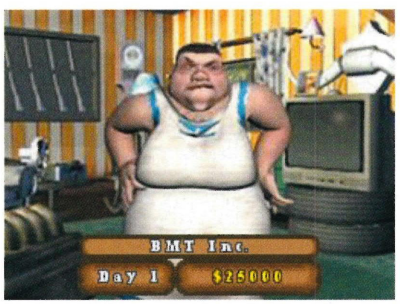
TMNT3
THE TURTLES ARE TAKING THE DS DOWN THE SEWERS. THAT'S NOT A TURTLES ANALOGY IT'S JUST ALL THE RECENT TURTLES GAMES HAVE BEEN ABSOLUTE RUBBISH. SO WE'RE NOT REALLY LOOKING FORWARD TO USING THE TOUCH SCREEN TO USE UNIQUE ABILITIES TO FLICK SWITCHES

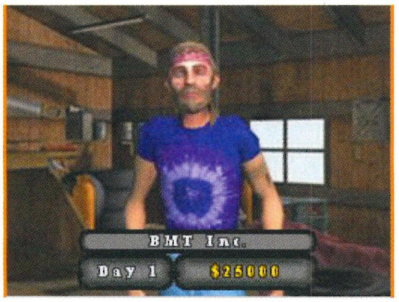
TRUCK ME AGAIN

Long Distance Mileo

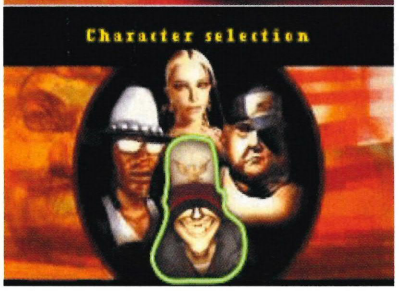
ONE OF MILES' FAVOURITE games ever is Big Mutha Truckers, it combines practically all his loves in life – rednecks, trucks, mothers, spittoons and new wave cowboys. So when we told him that Big Mutha Truckers was coming out on the DS he said… no not "Yee-haw" he just said "Yes!" in that effeminate voice of his.

Miles can't wait to take his trucks out for a spin around the five unique cities and get down and dirty in Hick State County while fending off bikers, truck-jackers and the corrupt police force.





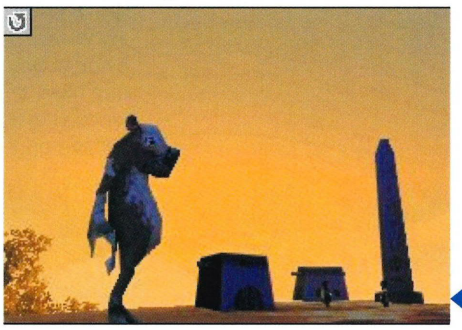


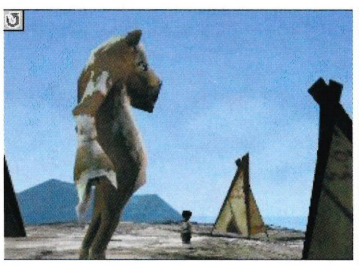


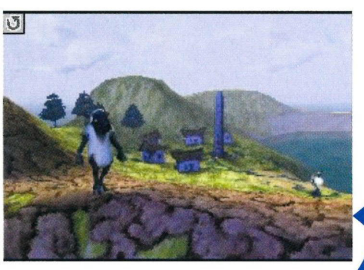
ALL CREATURES BLACK AND WHITE

Lionhead's Black & White get DSed

BACK IN 2001 Black & White surprised PC gamers with its take on the God-sim. Actually it didn't surprise them that much since it came from Peter Molyneux who was responsible for the awesome Populous. Anyway it's 2005 now and then it'll be 2006 next year which is when Black & White Creatures will be released. In it you are God and what a prankster god you are, creating a massive avatar and letting it loose on the population, while you try to gain their adoration or rule them through fear. Using the touch screen and microphone to guide your avatar (be it cow, monkey or one of the remaining eight out-sized monsters) you can help the villagers or crush them. It's like Doshin but good. ■







BUBBLE BOBBLE REVOLUTION

I'm forever blowing Bobble's...

AS DISCUSSED IN last month's Hands On feature, there are a lot of remakes released on the DS. Some with barely a new addition, other than maybe being able to pause the game by using the touch screen, and others that genuinely get you excited and yet confused with their 'new versus old' paradox.

The older members of the team, umm, the ones that are left, looked a bit wistful reminiscing about playing this in dingy seafront arcades and, strangely enough, a boat. Guiding the cutesy dragons about, blowing bubble to trap enemies before exploding them with spiky tails and collecting bunches of fruit as bonuses. Ahh, it was fun, remember *Bomb Jack* as well? Yeah that was cool. But before this turns into a retro preview, lets ring in the new.

Rather than being hemmed in on one screen Bub and Bob are allowed to stretch their claws over not only two screens but across a much wider field than before. Along with the element bubbles from the original, the water, fire and lightning ones which destroy large numbers of Bub and Bob's enemies, there is also the Ghost bubble which we're promised will be awesome. The microphone is even being put to good use with special fans that blow the bubbles around the level when you blow into the mic, just don't get spit on the screen.

Another New for this Old is the energy bar. Back in the day when games really were difficult, you only had to be touched by an enemy to die. These days we're all a bit sturdier and can take a few touches before shying away mumbling something about being made to feel uncomfortable. Or it's just that... well if you've ever properly 'retroed' it does seem incredibly unfair to be given just three shots at completing a game... either that or we're all rubbish at game these days.

But the best news is that *Bubble Bobble Revolution* will be multiplayer. Using the Wi-Fi link-up four players can battle each other in a race to capture the most enemies. Not only that but two players will be able to battle through the original arcade version of the game.

So far in the DS's life the decent titles can be counted on one hand (maybe one and a half) but with this awesome update of a classic, we'll soon start having to use our toes as well.

TIM



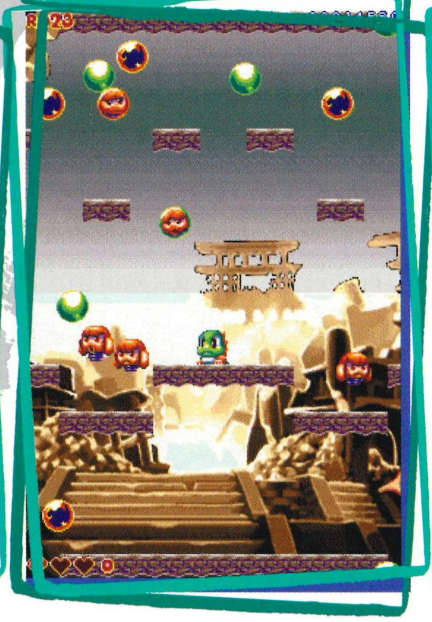
HANDS ON INFO

PUBLISHER: RISING STAR
DEVELOPER: DREAMS
PLAYERS: 1-4

OCT '05	TBA	OCT '05











ANIMAL CROSSING DS

Crossing paths with animals you may never meet



INFO

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PLAYERS: 1-4

Q4 '05 | Q4 '05 | Q4 '05

THE THING THAT *Animal Crossing* lacked, other than a decent release which left us waiting for three years before we were able to weed the garden, was any real way to visit other towns, swap items or go to other events. Even though it promised a whole town of cutesy possibilities, it was still a lonesome experience. Maybe it was just preparing you for later life.

The incredibly complicated password system for swapping things was pretty much ignored, even Gary who was a sucker for these things only tried it once and it took so many goes to get right that he eventually went back to just weeding. He then caught some bugs as well.

But now that's about to change. Maybe the DS is the spiritual home of *Animal Crossing*. Think about it – it's not like it has to push loads of polygons about the place, *Animal Crossing* was never great in the looks department. The touch screen brings a much more simple menu system, including a pad for drawing your hat/sweater/wallpaper designs and a keyboard for talking to your friends.

Using the Wi-Fi system you can link up with up to three friends at a time and go weeding together in real time. (There has to be something we can use instead of 'real time' – oh, got it – 'at the same time'.) This opens up whole new worlds of cross-country interactivity because if you sit yourself at a Wi-Fi hotspot you will be able to link up with anybody playing it from any hotspot in the world! Just think of all the fruit that'll be getting swapped at any time of day! Or night!





Nintendo is still being cagey about the Wi-Fi use and we're a bit concerned that you might find some unwanted company loitering around your town stealing stuff but we're pretty sure some sort of invite system will be in place. It'd be pretty disappointing to find your television and prized coffee table gone the next time you switch on your DS.

Again everything relates to the time you've set you clock to – day into night, summer into autumn and all the usual and some surprising events take place depending on the time and date.

So far no definite release date has been given for the *Animal Crossing DS* but Hands On will be back with the review either in the next few months or, going by previous form, 2008...



TIM **WE SAY...**

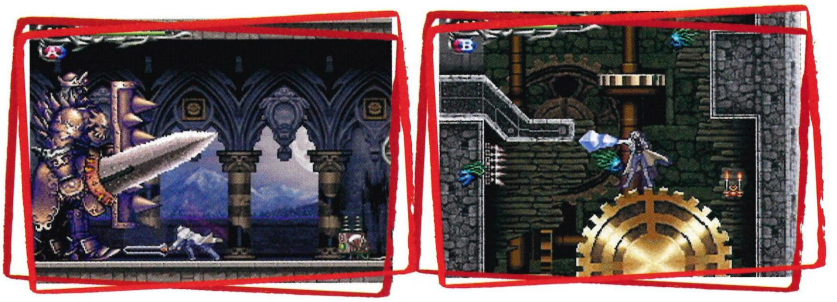
CASTLEVANIA: DAWN OF SORROW

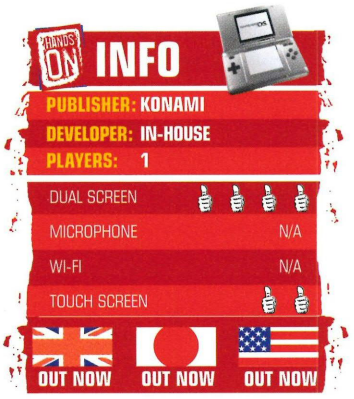
Konami vants to suck… your blaahd. Really, it does.

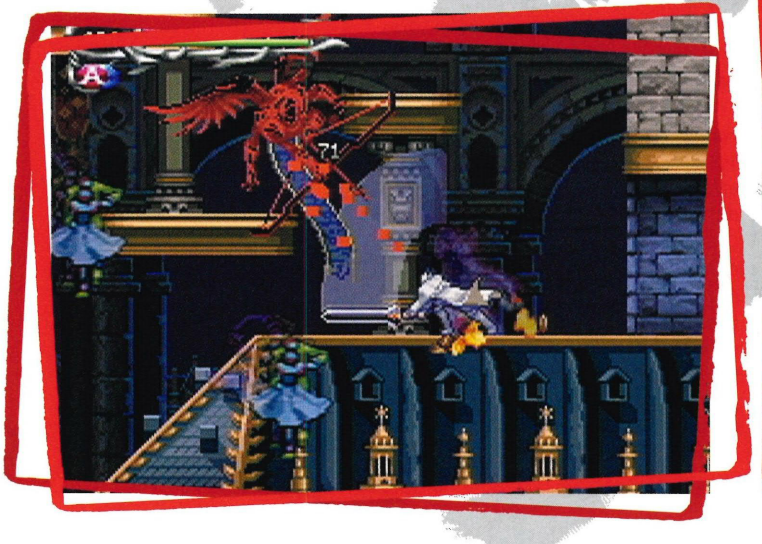
LIKE CASTLEVANIA, DO you? If you've got any appreciation for quality gaming, you should – since it has been appearing on the Game Boy Advance and, admittedly, during its days on the PSone, Konami's vampire-slaying series has ranked up there among the best action adventure games around. And thankfully, *Castlevania: Dawn Of Sorrow* (or *Castlevania: DS* if you're a fan of abbreviations; yes, we saw what you did there Konami) follows that tradition very well… for the most part, anyway. It's true, the game underneath is certainly grade-A *Castlevania* action but in bringing the series from the GBA to the DS – and trying to make a range of improvements in the process – Konami has gone and accidentally shoved a stake through its own heart. Oops.

That the game asks you to literally sign yourself in before you're allowed to play (rather than entering your name in a more conventional sense) is an early indication that when it comes to using the DS's unique functionality, *Dawn Of Sorrow* spends much of its time grasping at straws. That isn't to say that the ideas that Konami has implemented don't work, of course; it's just that they feel slightly crowbared into the *Castlevania* formula for the sake of it now being on the DS, instead of working naturally with the rest of the game. It's almost as though Konami felt obliged to try and fix what wasn't actually broken, but the resulting changes only serve to distract rather than enhance… although it's not nearly as bad as it sounds. Really, it's not.

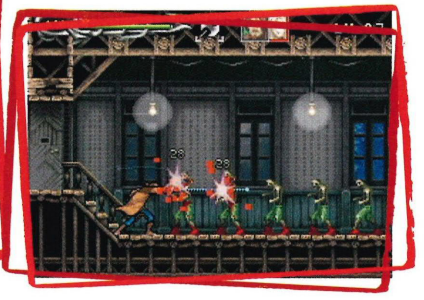
You see, thankfully Konami has seen sense and left the majority of the gameplay well alone, meaning that fans of *Castlevania*'s 2D legacy will feel right at home. What's more, Dawn Of Sorrow is actually the first game in the series to carry on directly from its predecessor – picking up where *Aria Of Sorrow* left off, the action follows Soma Cruz once again on his quest to protect the world from the forces of darkness… and himself too, being the reincarnation of Dracula that he is. Unfortunately, there's an evil cult on the loose looking to resurrect the Prince of Darkness (no, not Ozzy Osbourne) and so it's your job as Soma to stop them by, surprise surprise, infiltrating their castle-like base, exploring every inch of it, killing a variety of demonic bosses and ultimately destroying their plans once and for all. As you progress through the castle, killing enemies you encounter earns Soma experience; the more experience you get, the stronger you become. On top of that, defeating enemies (particularly bosses) can earn

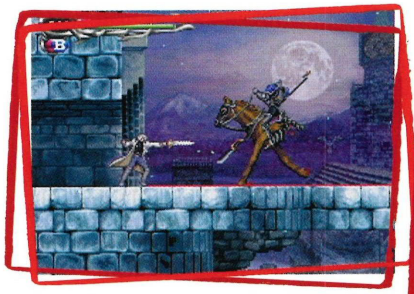


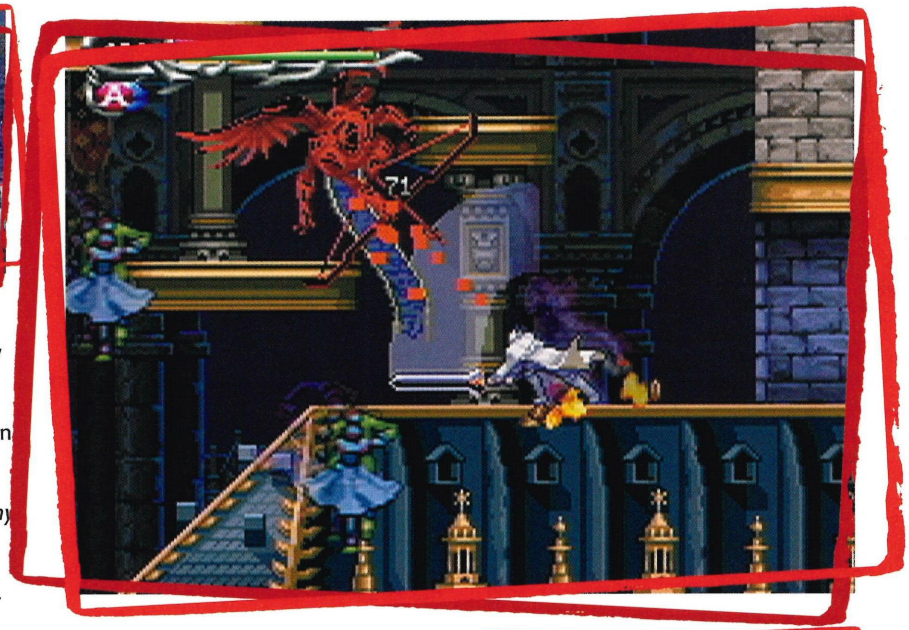






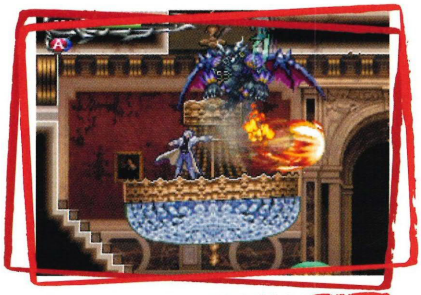






you souls that endow Soma with new powers, powers that can be used to help you progress further into the castle. It follows the formula laid down by previous great *Castlevania* titles: *Circle Of The Moon*, *Harmony Of Dissonance* and, specifically, *Symphony Of The Night* to a tee and is all the better for it... but then, that's why all the additions only seem so bolted on.

Obviously, it's not the use of the top screen that we've got an issue with; having it serve as either a map of the castle (which constantly updates as you make progress) or a record of your current statistics is certainly something of a cop-out, but at least it comes in useful. The touch-screen, on the other hand, is something of a wasted opportunity that gets more in the way than it does enhance the gameplay. Primarily, that's the fault of the newly-installed Magic Seal system; essentially a series of patterns that need to be memorised before you can finish bosses off, they're actually a lot more fiddly than they should be. Gamers with fat fingers need not apply, as some precision is needed (especially on the later designs) – however, fighting a boss with a stylus at the ready is far too much hassle. It's a thin line and, to be honest, it's more trouble than its worth... Konami take note, as we won't lose sleep if you should happen to drop it when the next game in the series comes along. The other uses, such as having to destroy certain blocks to clear a path, don't crop up often enough to become a pain, but they certainly stand out as a negative against the rest of the gameplay.





As we said though, these additions are fairly slight when compared to the quality of the overall package; *Dawn Of Sorrow*'s visuals are among the best ever seen in a 2D *Castlevania* game (despite rather cheekily reusing practically every asset from the last game without any apologies), while the sound is a veritable feast of audio goodness with some tunes that the most hardcore fans will no doubt appreciate. That the gameplay is strong enough to pull it off even with the meddling of whatever extras Konami has chosen to bolt on is testament to its greatness, but it's also a lesson that the developers need to learn fast – don't mess with greatness, or it might come back to haunt you.

MARTIN





HANDS ON Verdict

GRAPHICS
Not much of an improvement over the GBA games but they're still lovely to behold.

AUDIO
No real surprise, the sound is easily one of the high points of the game.

FINAL SCORE

8.9

ANIMANIACS: LIGHTS, CAMERA, ACTION!

Lights, camera, action? Try buy, play, bin…



A WISE OLD Jedi master once uttered the following words: "Fear is the path to the dark side. Fear leads to anger. Anger leads to hate. Hate leads to suffering." Believe it or not, you'll experience the same emotions after playing this woefully inept DS title. Indeed, play *Animaniacs* for any length of time and you'll cross over to the dark side quicker than Anakin Skywalker – probably… anyway, it's time to take a look at those base emotions…

Your apprehension initially grows upon noticing that *Animaniacs* is yet another sterile licence. Once you've got past the first few cut-scenes and started playing you realise that your DS is being severely underused. While the visuals and sound are appropriate for the wacky on-screen shenanigans, the average aesthetics wouldn't tax a Game Boy Advance, let alone a DS. Add a wasted bottom screen that's used for nothing more than displaying collected items or pausing the game and your fears are fully realised – then the anger and hate kick in…

Despite having a reasonable plot – after causing one zillion dollars worth of damage the Animaniacs must make three films to compensate – *Animaniacs: Lights, Camera, Action!* turns out to be yet another dire platformer, albeit one with an annoying isometric viewpoint. See the with rage as you continually miss-time pixel perfect jumps because of the isometric display and lousy controls; go purple with anger as you encounter the dull collect-'em-up gameplay; then finally pop a vein when you realise that Warthog has employed a password save system. The cartoon itself may be a laugh, but the same can't be said for this sorry DS effort. Granted, it's a title that's made for kids, but even kids like to play good games.

Of course, if you're a fan of pointlessly collecting items and the sort of old school gaming that even a retro monkey would scoff at then you'll probably be quite happy. Everyone else however is now at the fourth and final stage – suffering… It's bad enough knowing that you've handed over 30 notes for a painfully average platformer, but at least you'll receive a refund. Meanwhile your poor DS has to suffer with the realisation that's its hosting yet another generic title that could have easily appeared on its little brother.

DARRAN



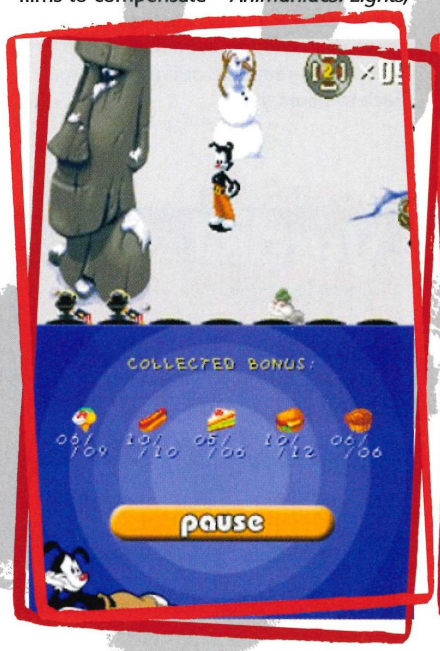
HANDS ON Verdict

GRAPHICS
Fairly entertaining to look at and reasonably animated, but it's nothing the GBA couldn't do.

AUDIO
While the tunes fit the nature of the game they do get incredibly annoying – just ask Chandra.

FINAL SCORE

4.8







CHOU SHITTOU CADUCEUS

The DS delivers yet another slash in the pan









NINTENDO'S INNOVATIVE HANDHELD has been out for nearly a year now and it's safe to say that in that short time its critics have been silenced. Don't believe us? Then simply take a look over the DS's back catalogue and see for yourself. No other handheld currently allows you to tickle puppies, draw misshapen Pac Men, imbue fish with the power of speech or even touch women in places where you shouldn't. Yup, the DS is certainly coming into its own now and *Chou Shittou Caduceus* continues this legacy with style.

Whilst *Caduceus* isn't the first surgery-based game to appear on the DS (that honour goes to *Tendo Dokuta*) it's certainly a cut (ho ho) above it. *Tendo Dokuta* was so heavily swamped in Japanese text it became practically impossible to know what to do. Not so with *Caduceus* though. While there's an intensive story that plays throughout, the game is perfectly playable without needing to know what exactly is going on. Indeed, *Caduceus*' accessibility has left us pleasantly surprised after the recent Japanese games we've had to tackle and it highlights the DS's abilities perfectly.

Operations take place on the bottom screen and you'll need a careful hand with the stylus and quick reactions if you wish to make progress to the later stages. There are 10 different surgical tools to master that range from bandages, to a high-precision laser, and you'll soon find yourself switching rapidly through each item in order to keep your patient alive. Placing bandages or making cuts can be made with a simple slash of the stylus, while more precise procedures like sewing up a wound require you to use a careful zigzagging motion. While each stage has a time limit, you also have to deal with the fact that your patient's life energy is constantly draining away. Granted, it can be boosted with a quick adrenalin injection, but if you prod around in the wrong place for too long, it's bound to end in tears. Add some ominous music and nerve-wracking sound effects – hearing a flat-line for the first time will panic the hardiest of gamers – and you have yet another DS title that couldn't be pulled off anywhere else.

Sadly though for all its uniqueness and gripping play, *Caduceus* is simply too short. You're likely to finish the main game in less then 10 hours and while you can constantly return to past operations, you'll soon achieve maximum ranks.

DARRAN

HANDS ON Verdict

GRAPHICS
Functional would be the best way to describe the various body parts you operate on.

AUDIO
Wonderfully gripping tunes and well-placed spot effects create an extremely tense atmosphere.

FINAL SCORE

8.1

HANDS ON INFO

PUBLISHER: ATLUS
DEVELOPER: IN-HOUSE
PLAYERS: 1

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

TBA | OUT NOW | OCT '05

JUMP SUPERSTARS

We were so close to using a Van Halen pun

HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: GANBARION
PLAYERS: 1-4

DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	

TBA | OUT NOW | TBA

YOU KNOW WE don't like *Super Smash Bros Melee*, and we know you love *Super Smash Bros Melee*. And we all know that *Jump Superstars* is a *Smash Bros* clone, so using the ball of predicting the future (it's not crystal, had to sell that, we needed the money) we'll say stuff like "the fighting mechanic is all that great" and youse'll go "Don't care it's *Smash Bros* with *Naruto* and *Bleach*. *Bleach*!" and buy it anyway, while we chase after you shouting: "It's all in Japanese!" But you'll be too far away to hear that because we're old and fat.

Obviously that's a bit of a sweeping statement, the one about it being a clone, but it's mostly true. You tackle your various opponents on small 2D stages either trying to beat them up or beat them out after you've knocked a wall away. It does differ in the way you go about completing the missions – each stage will have three to five challenges to complete such as never getting KOed, ringing-out your opponent several times or not getting hit. And completing each challenge results in a Koma card.

You may have noticed from the screens all the different anime characters on show. Look it's Luffy from *One Piece* and Sasuke from *Naruto*! There's Kujo Jotaro from *Jojo's Bizarre Adventure*, Norimaki from *Dr Slump*, Echizen from *Prince Of Tennis* and Gohan from *Dragon Ball Zzzzzz*.

To release these forces of animation you need to collect the Koma cards and the Serif cards. The Serif cards come in different sizes and require a Koma card to complete them, they start off as panels from a manga and by placing the correct Koma you finish off the panel leaving you with unlocked artwork… special unlocked artwork. Each of the completed Serifs grant you additional powers, a two to three block Serif is a Support Koma, letting you summon a character to help you in battle, while a four block and higher is a Battle Koma, the character you control on screen. You have to make a deck which appears on the touch screen while fighting, letting you call in your Supports and change characters. Unfortunately due to the frantic nature of the fights it is incredibly tricky to line up a Support attack, and even if you do get it out they can be blocked or destroyed. Which basically means the fighting mechanic isn't all that good. Unlocking all extra characters is good, but due to the language barrier it becomes a trial and error process, which is just distressing when you see the huge list of cards available. Oh and it's all in Japanese.

TIM



HANDS ON Verdict

GRAPHICS
Really good actually, great animation on all the wee characters and their mad attacks.

AUDIO
Awesome and with special stereo effects making full use of the stereo speakers!

FINAL SCORE

7·8







OSU! TATAKAE! OUENDAN

Yes, it's as crazy as it sounds



INFO

PUBLISHER: NINTENDO
DEVELOPER: INIS
PLAYERS: 1 (2-4 VIA WI-FI)

DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	

TBA | OUT NOW | TBA

HANDS ON Star Game

JAPAN HAS SOMETHING of a reputation for giving us the kind of game that seemingly no sane mind could ever conceive. Even just recently, the like of *Electroplankton* and *Wario Ware* have served up gameplay experiences like nothing else. So while *Ouendan*'s actual gameplay is an evolution of the sort of typical musical action seen in *Band Brothers*, it's the concept that goes beyond the boundaries of normality. Stop us if you've heard this one – a group of male cheerleaders take their 'routines' off the sports field and into everyday situations, helping out everyone from kids who can't concentrate on their homework to shop owners who are down on their luck. Yeah. Then, of course, they save the world too. Brilliant.



The game plays out entirely on the touch screen, mixing up three simple actions (tapping numbered circles in sequence, tracing lines on screen and spinning the RSI-inducing Cheer Wheel) into increasingly complex patterns which are tied perfectly into the tunes. The music itself is a fine selection of 15 J-rock tracks – they're covers but since you'll be lucky to have heard any of them over here, you'd never know as they're such good quality renditions. But better still is the interactive anime that runs on the top screen while you rock out on the bottom. Perform well at certain checkpoints and the story will take a turn for the better but mess up and bad things will surely happen. It's so well crafted that even without any knowledge of Japanese, you'll know exactly what's going on and better yet, really want to help out. A word of warning, though. The songs get difficult really quickly. Unlock hard mode and you're in for a world of pain.

It's criminal that the DS doesn't play host to more original games like *Ouendan*, developers preferring instead to just bolt on some kind of stupid touch screen element that is either unnecessary or totally broken. Or, in *Ridge Racer DS*'s case, both. Entertaining from the second you turn it on and as addictive as a game can be, *Ouendan* is a challenging and deeply original slice of rhythm action gaming, a genre which has always been somewhat poorly represented across Nintendo consoles. With localisation issues galore, there's little to no chance of *Ouendan* getting a PAL release so put your DS's lack of region coding to good use and grab a copy on import. You'll never find another game quite like this.

LUKE

HANDS ON Verdict

GRAPHICS
Beautiful anime style carried over throughout. A truly stunning game.

AUDIO
A sweet soundtrack littered with claps and shouts as you do well. Awesome.

FINAL SCORE

9·1

PAC 'N ROLL

Pac Man gets off with Mega Man's sister?



WHY DO OASIS order soup at a restaurant? Because you get a roll with it. That's not an attempt at humour, it's just something we heard. Okay, rubbish attempts at opening statements aside, here's *Pac 'N Roll*! It's a bit like *Pokémon Dash*!

Using the DS's touch screen you roll Pac Man about collecting his yellow pills and avoiding ghosts, while navigating platforms and making all sorts of wrong turns through the mazes. You control Pac Man by using the touch screen to roll him in the direction you want using the stylus and your frantic rolling is transferred to the Pac Man on the top screen. Roll, roll, roll. Roll Pac Man to the left and he goes left, it's all very innovative, even the story – the evil Golvis has taken over Pac-land, turned everyone into balls and wants to take over. But! Pac Man is out to stop him and his band of silly named ghosts with his various rolling abilities. ('Various' rolling abilities? There's really only one way to roll really.)

In each mission you have to roll about collecting the pills and tackle the tricky platforming bits. You can stop Pac Man from falling off ledges quite handily and this is a Good Thing because there's so many things trying to knock you off. From moving platforms to jump squares and panels that speed you up there is a lot for yer Man to contend with. Don't worry the big ball of Gouda can collect power ups such as the armour which prevents him from being blown off the higher ledges and the feather cap which makes you floaty-light for getting across the larger gaps. And then you get the themed levels. Levels with themes! Like sweets or lava, some have racing sections to complete within a time limit while navigating spike and things that through you off course.

But then you sit back and realise that there are much better games out there to play than piffling about with this rather boring release. God we'd rather play a bit of *Zoo Keeper* than continue rolling Pac Man about. It's not that it does anything specifically wrong, it is what it is after all, but when it's just what it is and not much more, it leaves feeling a bit let down. Even the original arcade game seems so dated that after turning a few corners you switch it off.

TIM

HANDS ON INFO

PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
PLAYERS:	1
DUAL SCREEN	
MICROPHONE	N/A
WI-FI	N/A
TOUCH SCREEN	
OCT '05	OUT NOW
	OUT NOW







HANDS ON Verdict

GRAPHICS
Too tiny to see everything but if you squint it's alright. Or you could get glasses.

AUDIO
Annoying start up Pac Man voice, but the tunes spin along at a decent pace.

FINAL SCORE

6·2

ZOOO ACTION PUZZLE GAME

It's not a keeper

IT'S CALLED ZOOO *Action Puzzle Game*... what? Are we living in a socialist nightmare? Why isn't *Jump Superstars* called *Anime Fighting Game*? Stupid names aside, let's move on to stupid control methods.

The DS version of *Zoo Keeper* works because you can twiddle your stylus around the screen with ease. It worked as a Flash game too because you can slide a mouse about real quick. Did you try playing with the D-pad? Impossible wasn't it. And it still is on the Game Boy Advance.





Well, not impossible, but close to it when it speeds up and the panic sets in as your time bar rapidly decreases, while your thumbs and eyes dance a merry jig all over the wee screen trying to find that elusive threesome. So it all boils down from a short-lived game that was only fun because of its control method to some burnt-on egg at the bottom of the gaming saucepan. Avoid it if you don't like burnt egg.

TIM



HANDS ON Verdict

GRAPHICS
Not as nice as the DS, it just loots flat, yes even though it's on a 2D plane.

AUDIO
Bah it's not even the same cool tune as the DS version. Dun du dun doo doo do do do do do do.

FINAL SCORE

5·6

HANDS ON INFO

PUBLISHER: IGNITION
DEVELOPER: BUDDIEZ INC
PLAYERS: 1-2

OUT NOW | OUT NOW | OUT NOW

SIGMA STAR SAGA

Krill them all, and let God sort it out

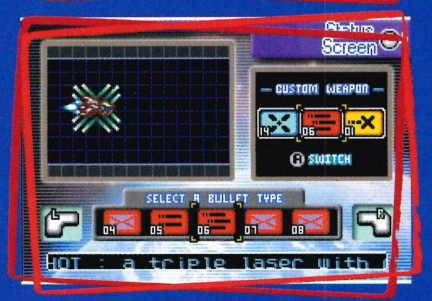
SIGMA STAR SAGA is an RPG shmup (thanks Retro Darran!) in that it's got RPG bits and a whole load of shmupping. Neither of which is very good. Sure it's got a lot of levelling up from the various weapons you can use on your ship and its attack and defence, but with that comes random battles and dungeon crawling as you infiltrate the Krill – evil aliens bent on destroying the Earth!

Please excuse the gratuitous exclamation mark, there really isn't much to get excited about. The story sees you captured by the Krill and sent out to do their dirty work, meanwhile you are filling in your Earthmates on all the Krill's bloody random battles!

Damn, they're annoying, just as you're making progress you get beamed up to a Krill ship for some horizontal shmupping. And you better make sure to power level-up before moving on to the next chapter, because you'll be too weak to kill anything. It might be nice to see all the power ups there are on offer but it's such a tough slog just to find one that it doesn't feel worth it. A bit like this review really.

TIM







HANDS ON Verdict

GRAPHICS
Bitsy – there's a word implying lots of bits, that are apparently called pixels.

AUDIO
Some rousing tunes and spot effects, as fuzzy as Miles' beard though.

FINAL SCORE

5·2

HANDS ON INFO

PUBLISHER: NAMCO
DEVELOPER: WAY FORWARD
PLAYERS: 1-2

OUT NOW | OUT NOW | OUT NOW

DIRECTORY

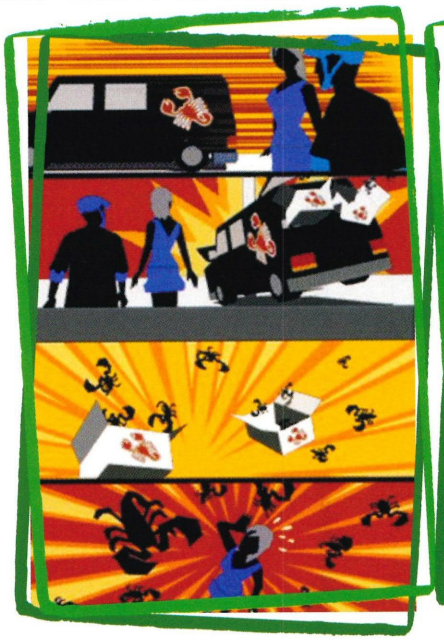
Got a new DS? Got a big wad of cash to spend on games to play on it? Well here they all are, along with exactly what we thought of them. Good, eh?



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**	**IMPORT**	**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**	**IMPORT**	**8.9**
Make plinky-plonky tunes with your friends.						
Devilish	**Star Fish**	**Genki**	**1**	**47**	**IMPORT**	**5.1**
Keep rollin', rollin', rollin' until bored.						
Electroplankton	**Nintendo**	**In-House**	**1**	**45**	**IMPORT**	
Make plinky-plonky tunes on your own!						
Famicom Wars DS	**Nintendo**	**Intelligent Systems**	**1-8**	**48**	**IMPORT**	**9.0**
It's Advance Wars but double the fun!						
Ganbare Goemon: Toukai Douchuu	**Konami**	**In-House**	**1**	**48**	**IMPORT**	**5.9**
Innovative mini-games, but the language barrier is impenetrable.						
Kirby: Canvas Curse	**Nintendo**	**HAL Laboratory**	**1**	**45**	**IMPORT**	**8.4**
Like Touch & Go but a bit faster.						
Nanostray	**Majesco**	**Shin'en**	**1-2**	**49**	**IMPORT**	**7.6**
The finest shmup the DS has to offer.						
Meteos	**Bandai**	**Q Entertainment**	**1-4**	**45**	**IMPORT**	**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**	**IMPORT**	**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**	**IMPORT**	**8.7**
Like sniffing the crotch of gaming Heaven.						
Pokémon Dash	**Nintendo**	**Ambrella**	**1-6**	**41**	**IMPORT**	**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**	**IMPORT**	**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, errah.						
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!						
Rock Man EXE 5 DS Twin Leaders	**Capcom**	**In-house**	**1-2**	**49**	**IMPORT**	**5.6**
DS update of the GBA series – it uses the touch screen!						
Space Invaders DS	**Taito**	**In-House**	**1**	**45**	**IMPORT**	**4.9**
One of the most pointless updates on the DS.						
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**	**IMPORT**	**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**	**IMPORT**	**8.6**
Catch a falling Mario and stick him on a Yoshi...						
Zoo Keeper	**Namco**	**NSTC**	**1-6**	**43**	**PAL**	**7.1**
Started off as a Flash internet game, then sold for £30.						

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



Bringing videogames into focus



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

Issue 36, on sale 8 September

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

NETWORK

It's the back end of the magazine! You've nearly finished reading it, coincidently this is one of the last things done, we've nearly finished writing it!

VIEWPOINT

84 Well the Forum people finally sent their letters in, you should be able to spot a few of them – some of them ain't half bad!



FORUM
Luckily we managed to get this done before the forum broke! Dunno what we're going to do for next month though.
88

CHEATING MONKEYS

92 Ignore last month's nonsense, of course the Cheating Monkeys are real, we ate them for dinner last night. Tasted like frogs' legs.





BACK ISSUES
You also get the front of the issue when you order one of the backs.
128

RAINBOW SIX LOCKDOWN

98 Here's the guide for Rainbow Six Lockdown. With this you will be the master of opening doors, flinging a grenade in and then running away as fast as your man muscles can carry you. Go you! Go team!

REGULARS

BEAT THE WORLD
90 Miles likes to sing "Beat the worrrrld" to the tune of *Do They Know It's Christmas*. And it gets really irritating.

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

STUDIO EYE
96 It's back! And we go and hang out with the boys at Creative Assembly, they've got really good office coffee and biscuits.

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 Up from the depths, 20 stories high, he stands in the sky. Godzilla, dun, dun, dun dunnn. He's not in next month's issue though.

CONTENTS

Viewpoint 84
Forum Frenzy 88
Beat The World 90
Cheating Monkeys 92
Cheating Monkeys AR 94
Studio Eye 96
Guides and Solutions
Rainbow Six Lockdown ...98
Incredible Hulk: UD 114
Directory 122
Back issues 128
Next Month 130

VIEWPOINT

More happiness, moaning and irrelevance from the **CUBE** mailbag...

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.

COOL FOR CATS

For months I have been quietly observing a steady stream of identikit letters that never fail to bore me or others I have been in correspondence with. While perusing the TGN forum, I couldn't help but notice a number of forum members complaining about the recent quality of the letters making it into **CUBE**. I myself commented that they all seem to follow a strict format, the likes of which I will not bother you with. After encouragement from "certain" members of **CUBE**, who insisted we write the letters we want to read, I have decided to write in.

A lot of the letters seem to be written to reassure the writer that a GCN is worth having. This is a useless display of illogical thinking. If a GCN was not worth having, you would not still be getting a magazine for it.

A lot of others are written in to comment on the "uncool" image of Nintendo. Since I am not interested in the idea in stating facts that we all already know, instead, I am going to discuss the very notion of cool. And challenge its very existence.

"Cool" is a paradox. In the context of human beings, to be seen as cool, you must be disrespectful. This already is a paradox, the gullible be disrespectful in order to gain respect. It goes on, though. If a person is disrespectful towards you – you being the "cool" one and the other person trying to fulfil the rite of passage to be cool – that person is uncool.

My point is that "cool" is simply too contradictory to itself to exist. It is merely a figment of our imaginations.

"Cool" is often associated with rebelliousness. A "cool" teenager buys clothes and music that he knows the "uncool" will disapprove of, in order to rebel against the system.

The contradiction lies in between the lines. Clothing, and music companies, anticipate this attitude, and even fuel it. As the "cool" teen is challenging the system, he conforms to it.

Then you have the "uncool" people. Who look and act the same as everyone else, but are still classed as uncool for some menial reason.

Cool is a paradox, there is no argument about this.

Despite this being interesting enough to consider by itself. I will relate this to the company who gives this publication its namesake, Nintendo.

You can argue that by advertising to the mass-market Nintendo will become "cool." However, the mass-market has already chosen sides, and



have got themselves affixed images of each company.

Gloomy as it may seem, Nintendo will now always be the 70-year-old grandpa wearing a Hawaiian T-shirt and a baseball cap, buying the latest record.

The point is clear, regardless of any of it's efforts, Nintendo will always be "uncool," and despite pretending otherwise, it will always be playing second-fiddle in a market that doesn't see it as its equal.

PS For the members of the Forum who may be reading this, hello from CatSamurai. PM me about any complaints or comments you may have.

CUBE: ***It's also harder to rebel these days because today's generation of parents all did it themselves. It's ironic really that icons of rebellion these days are in fact***

ROAD NO SHOW

Say no go

I must be one of the biggest *Zelda* fans in the whole world and as an avid gamer, *Zelda* and Nintendo fan I wanted to play the newest games that Nintendo has to offer. I saw that there was a Nintendo tour so I went and there was literally no one there. To play *Zelda* I had to queue up for about 15 minutes and it was definitely worth the wait. I loved it. The first thing is, why was this event not very well publicised all the adverts I saw were in Game and then a month after it had started on the Nintendo website. I would of thought that it would of been a big event but it wasn't.

Secondly it's about *Zelda*, when I was playing it the controls for the Epona were as smooth as anything. The thing is that in magazines and websites people have said the horse controls are something to be desired. Why is this what did you find awkward to play?

KEITH HIRST, VIA EMAIL

CUBE: ***Yeah, Nintendo should have pushed the tour harder than it did, but still a pretty cool idea, huh? Problems with Epona's control, who? Us? Don't be silly!***

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

BONGO PARTY

It's no Marty Party

I think *Mario Party 7* should use the bongo drums. One idea is Bash the Boos – whenever you Boo on the left or right you use the drums but you're only allowed to hit the colours. Left can be yellow and right can be red, get it wrong and you're out. So what do you think? Maybe other people have ideas too.

ANTHONY SCOTT, MANCHESTER

PS Come on Nintendo let us use the bongo drums in *Mario Party 7*.

CUBE: ***Yeah, we need a new excuse to annoy everyone else in the office with those things. Actually Anthony that's a brilliant idea! Do any more readers have brilliant ideas? If so we want to hear all about them, especially Miles.***



products of the establishment. Hey ho, what you gonna do?

BIG HAND JOB

In response to Pixxiechu's letter concerning hand sizes and console controllers I agree with her on some level. The Xbox controller is huge, designed for people with saucepans coming out of their hands. Now, I have big hands even for a guy, but that controller is... its a bloody abomination is what it is. Yeah. On the other (big) hand, I find the PS2 controller to be tiny. I go to press circle and I end up pausing the game with my huge beast thumb of hugeness. Thus, everyone yells at me. Gits. The GameCube controller is (obviously) best, although the damn D-pad is bloody fiddly. I can say I will not get a GBA Micro as I will end up snapping it in half with my massive hammy fists of doom. Unlucky. Seriously ask anyone (well not just anyone) I have massive hands and fingers. On regards to *SSBM 2* or *3* or whatever it will be (rhyme) they should get Waluigi in with his lanky frame. And how about characters like Viewtiful Joe, or Billy Hatcher (to be crushed by Viewtiful Joe). The revolution looks amazing, as is your magazine. Yes yes.

MICHAEL "THE" PEAKE, VIA EMAIL



CUBE: ***The Dreamcast controller was pretty meaty too. And crap.***

GUNSLINGER

In a change from the usual Nintendo based rants that usually populate the letters page, I've decided to write in about cowboys.

I like cowboys, they point guns at people and wear silly hats. Despite the shootouts, the women, and the hats cowboys enjoyed, our dear Hilary Clinton has never called for them to be banned. Why? Because she's slept with them. Cowboys always, always ride off into the sunset, more often than not, with a girl on the back of a horse.

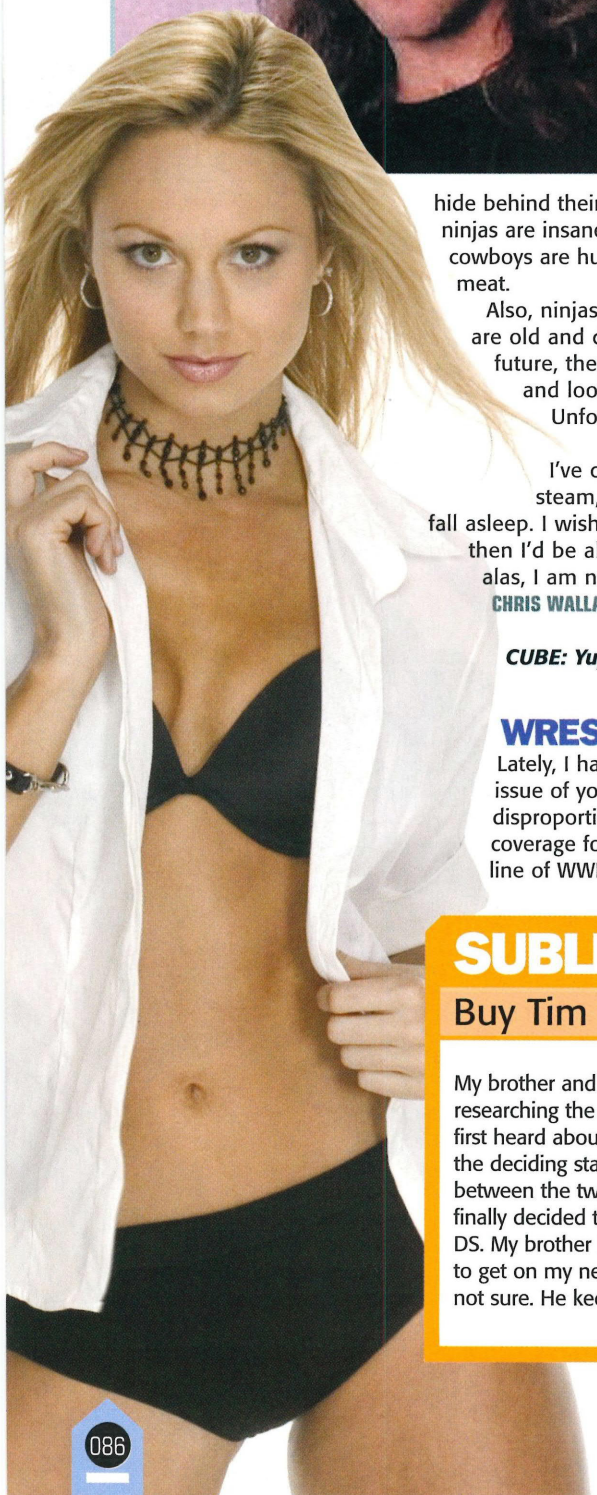
This has happened to Hilary Clinton, we just can't prove it yet. Have you noticed how the name "Hilary Clinton" is nothing like "Buffalo Bill"? It's a sign, I can tell you.

Moving away from that horrible and rather uncomfortable revelation, we move on. Cowboys, from the beginning of cowboy time, have worn sexy hats. These hats, although seemingly useless, send their enemies into a semi, which, I'm sure is rather uncomfortable when riding a horse. When cowboys fight cowboys, this power cancels itself out, causing the cowboy's well earned sexiness to be destroyed for a short period. Once the sexiness is removed, the overwhelming awesomeness takes effect.

Cowboys are much better than other famous characters, such as ninjas, as they don't







hide behind their clothing, meaning all ninjas are insanely ugly, whereas cowboys are huge chunks of man meat.

Also, ninjas use swords, which are old and dated. Guns are the future, they make loud noises and look cool.

Unfortunately,

I've completely run out of steam, and I'm starting to fall asleep. I wish I was a cowboy, then I'd be able to continue, but alas, I am not.

CHRIS WALLACE, VIA EMAIL

CUBE: Yup, cowboys rule.

WRESTLESS

Lately, I have noticed that every issue of your magazine features disproportionate amounts of coverage for the baffling popular line of WWE games. While I appreciate the sight of Stacy Kiebler, pert of wobblyparts and inch-thick of slap, seductively grinning as God intended within your fair pages, I can only object to the fact she is surrounded by one or more of the following:

1 (one) man or 2 (two) men (hommes), greasy and wearing just a completely unhomoerotic ensemble.

1 (ein) logo (sounds like Lego) comprised of the letters W, W and E written in some vaguely "edgy" typeface.

Plenty (beaucoup) of waffle about a forthcoming game from THQ or whoever it is these days that we all know will be pretty much the same as the last one.

Now, I understand you're all busy people (and Miles), but do you think you could turn your attention to more pressing gaming matters? I have a few suggestions:

1. A review of a computer game about a theoretical revamp of Eighties television staple *Bullseye* featuring a host of celebrities kept in a house for 10 weeks, completing darts-related challenges and being voted off by the public if they fail to sell their nude photos/kiss and tell stories to The Sun.

2. A regular feature in which you explain how a game was inspired by real life historical events (*Metroid Prime* inspired by Sir Francis Drake's exploratory voyages, *Super Mario Sunshine* inspired by Handy Andy from *Changing Rooms* visiting his local B&Q, etc).

3. Reviews of brand new games for the Nintendo GameCube.

I know these suggestions are all in fact gibberish and not based in reality, but I fear if I see one more glossy picture of a wrestler in your magazine, I might enter a psychosomatic state of blindness for the rest of my adult years.

Yours warmly,

DALE OF LONDON

CUBE: Wrestling is awesome. CUBE49 anyone?

ASK A SILLY QUESTION

I can't wait for the Revolution. I have a few questions to ask:

1) Why do you like *Pokémon*, I think it's stupid.

2) In Issue 48 that kid Gareth's question was stupid, how could **CUBE** write EVERY detail about *Star Fox: Assault* in one review?

3) When does *Nintendogs* come on the DS in Britain?



4) Why haven't you written a review on the new *Incredibles* game?

5) Why doesn't **CUBE** mag have any game demos with it?

I have only got five issues of **CUBE** but I'm already addicted.

CUBE ROCKS!

DANIEL NELSON, VIA EMAIL

PS When will there be any REVOLUTION screenshots in your mag?

PPS The PS3 controller looks like a boomerang with buttons on it. I don't know how people will use it. Do you agree with me?

CUBE: 1. Your opinion. 2. Exactly. 3. 7 October. 4. Cos THQ haven't sent us it yet. 5. Because we'd have to charge a tenner for the mag.
PS When we have some.
PPS That's not the final design.

SUBLIMINAL PERSUASION

Buy Tim things... buy Tim things...

My brother and myself have been researching the DS and PSP since we first heard about them, and are now at the deciding stage. We have flitted between the two for ages and then we finally decided that we would go for a DS. My brother has just recently started to get on my nerves because now he's not sure. He keeps saying "I think I might get a PSP" and its really annoying me. Why can't he see that it makes more sense to get a DS. Please, talk some sense into him.

JOE RING, VIA EMAIL

CUBE: Oi, Joe Ring's brother – buy a DS you muppet!



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

SPOTTER'S BADGE

Following your request on the forum for more letters to be sent in for publication, I thought I'd make an attempt at putting pen to paper. So I thought I'd write in and point out a not so subtle mistake from the last issue's cover. What's a 'Twilght' Princess when it's at home? Some people we puzzled as how this mistake got through five people. **CUBE** Towers sounds not unlike the place I work at, so it probably happened something like this:

Author: Right, that's a wrap, I'll not bother reading through this, it's high time I showed that cocky XBM team who the real *Halo 2* daddy is. At least there's another four people going to check it after me.

Checker 1: Can't be arsed reading through this, it's nearly home time, and I've got games to play. Author usually gets his stuff right first time, and there's another three people going to check it anyway.

Checker 2: I reckon this'll be reet, two people have already looked at it, and it's got two more checks yet, so I'll just get on with writing my review.

Checker 3: Title, check, issue number, check, price, check, picture, check, DVD, check... when's my dinnertime?

Checker 4: Sweet, I'm final checker, there's bound to be no problems with this, after all this has been past four people! Right, where's the unreleased games I don't pay for gone to?

Am I close? Keep up the good work!

BOB BAILEY, CONGLETON

CUBE: ***Of course not – we never play* Halo 2*. It's one of those things where the human mind only really registers the first and last letters of a word, then guesses the rest. And since this is the only letter we've received about it, then at least 27,000 people didn't spot it either. Humans eh? They suck.***



FOOLS AND MONEY

I would like to say you have enlightened me and that you are truly the gods of gaming. I would also like to congratulate you on the mag and your cool way of rating games.

I remember looking at your review of *FIFA Street* (a truly awful game which is about as much fun as watching grass grow). I was stupid enough to buy it and after reading your review I knew I'd regret it.

So thanks **CUBE** team, especially Tim who I think should rule the world. By the way what console is *Street Fighter* on?

SAM FOORD, FROM SOMEWHERE

PS My surname is not spelt wrong

PUBE: ***You learned a valuable lesson there. The definitive version of* Street Fighter *is* Third Strike *which is unfortunately only available on the Xbox.***
PS Ours is.

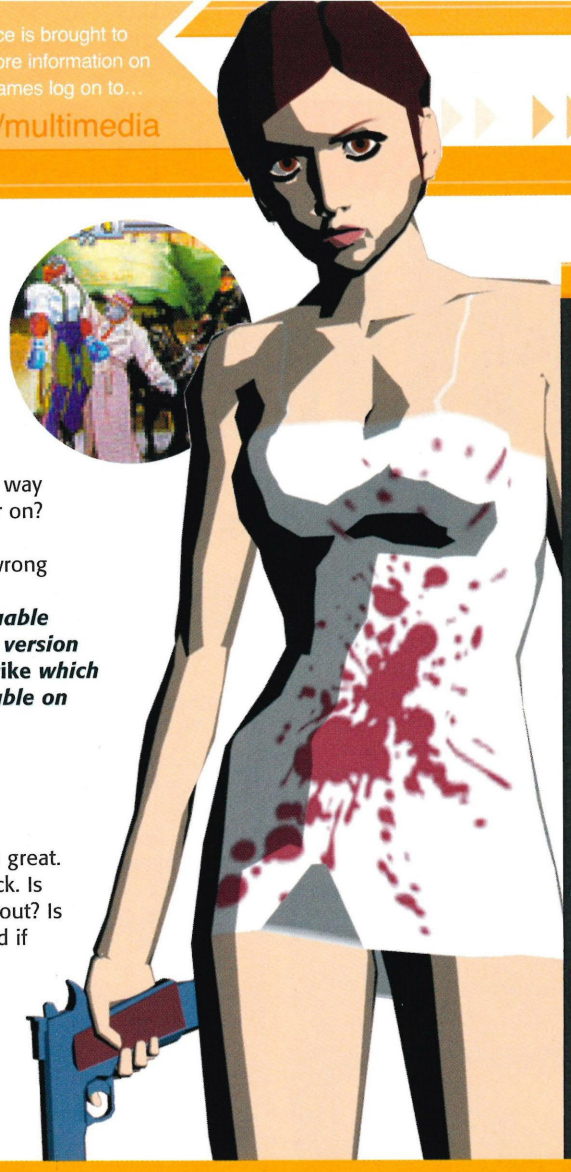
CAPCOMENTAL

I'm Capcom mad! The mag is great. *killer7* and *Resident Evil 4* rock. Is there another *killer7* coming out? Is there a program of *killer7* and if there is where can I get it?

EMETT DUFFY, HOWTH

PS Show my pic.

CUBE: ***No.***



TXT LIFE

We want your text!

LOVED THE ISSUE 49 COVER. STACY IS SOOOOOO FIT. DO YOU THINK SHED GO OUT WITH ME IF I ASKED NICELY?
CUBE: Well she refused to go out with Chandra when he asked. To be fair though, he is pretty impolite.

THERE'S ALREADY MAGAZINES ON SALE FOR THE XBOX 360, WHY ISN'T THERE A REVOLUTION MAGAZINE YET? I WOULD BUY IT AND I KNOW ALL NINTENDO FANS WOULD TOO.
CUBE: If there were any news or screenshots we'd love to, but there aren't so what do you expect us to put in it, huh? Huh? HUH?

CAN'T BELIEVE LIZ IS LEAVING. FIRST SANNA, THEN STEPH, NOW THIS. YOU NEED TO GET ANOTHER FIT GIRL ON THE TEAM SHARPISH. I CAN'T STAND TO GET MY HEART BROKEN AGAIN!
CUBE: We'll see what we can do, if only to cheer Timpey up.

NOM ROOLZ, CUBE SUX HAHAHAHAHAHAHAHA
CUBE: Well, that's that then.

WHAT'S UP WITH YOUR FORUM I HAVENT BEEN ABLE TO GET ON FOR BLOODY AGES AND ITS REALLY STARTING TO GET ON MY WICK. CAN SOMEONE THERE SORT IT OUT. IF I DON'T GET MY TGN FIX I GO MENTAL AND PEOPLE GET HURT.
CUBE: Yeah it did break and it's still broken at the time of going to press. Hopefully it will be all better soon.

BETTER DEAD THAN RES

We were funny, a kid laughed

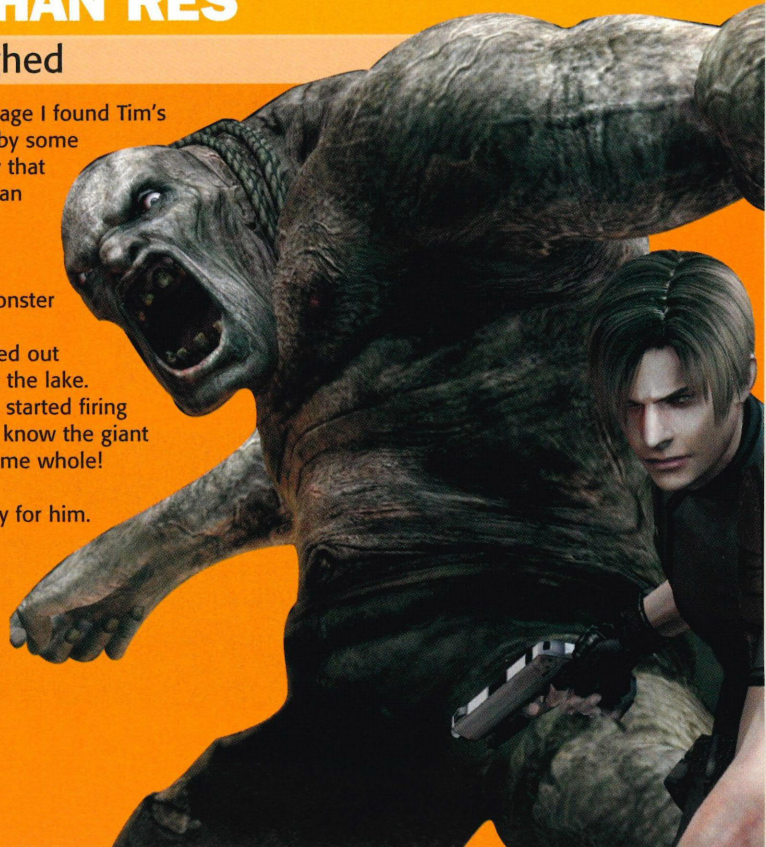
As I read Issue 47 in the **CUBE** directory page I found Tim's Top 5 Resi 4 deaths. I was utterly astounded by some of them. Did he really get himself run over by that explosive cart? Come on Tim, you're better than that! But anyway I set out to better him somehow and I found this one death which could compete with his five deaths.

As I was walking to the boat to face the monster in the lake I decided to try what I saw in the Cheating Monkeys page in Issue 48. So I pulled out my Chicago Typewriter and began to shoot at the lake. Having got a bit frustrated at the lack of fish I started firing into the lake like a madman. The next thing I know the giant monster jumps out of the lake and swallows me whole!

LUKE HATFIELD, MINEHEAD

PS The present enclosed is for Tim, I feel sorry for him.

CUBE: ***Tim says: "I thought the cart was going to blow up not chase after me, but thanks for the Pikachu keyring, it's yellow."***



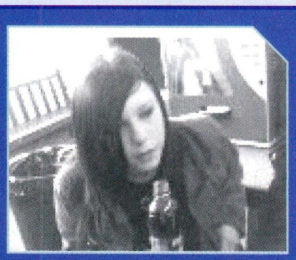
FORUM FRENZY

Golly there's been a lot going on on the Forum in the last month, stuff like all this! (We got some standfirst training this month too! And it's really paid off)

INFLAMMATORY AMERICAN JACK Thompson wants to ban your games! So does Hilary Clinton! And some other people! All because of some deleted sex scenes in *GTA: San Andreas* and the rudeness and violence of *killer7*. Probably some stuff *Resident Evil 4* too. But not Nintendo games and it's not because Nintendo is "teh kiddie", nope, Nintendo is "teh family". Just remember that when you're collecting stars and coins in *Mario Party 6* rather than punching prostitutes in the gut.

USER PROFILE...

NAME: Alex
USER NAME: KatzMotel
OCCUPATION: 'Sale Asistant', apparently
FAVOURITE GAME: Sonic 2 & SSBM



So do you like this whole internet Forum thing? If so what do you like about it?:
Yeah, this place is always fun – sometimes borders on insane, but fun nonetheless. Sorta like a psychopathic circus clown, I guess. Best place to check out if you're in need of some... entertainment is the Off Topic forum, which is always filled to the brim with various different 'delights'. The gaming forums are also friendly, welcoming places to chat about the latest releases and news, as well as your personal gaming experiences and observations. So basically, be it games or gravy, politics or phalluses... TGN is sure to have something that takes your fancy. And have me, too.

POSTS WITH THE MOSTEST

1. ***"Chandra's mum made me smile"***
   Ryan-Dean
2. ***"Yeah, but it'd still be awesome to have a wang the size of a skyscraper."***
   Quich
3. ***"This attraction I feel for all sexes, is it right? Am I normal?"***
   Dr Kong
4. ***"Most black people do not like to be called Coloured."***
   Rancid.
5. ***"My granddad died yesterday"***
   corinthians9:25
6. ***"My granddad died on Saturday"***
   FaustsHausUK
7. ***"I found a pube in my toothbrush"***
   Hawk Eye



HONOURABLE MENTIONS

Switch because he still hasn't got a title and because he sticks to his huge arsenal of guns in any argument. Condolences to Faust and Corin on the deaths of their Grandfathers, please know that the **CUBE** team's loving thoughts embrace you.



HOT TOPICS...

THE PSP

OOO SHINY! AND it does what? Plays films and music and games and has a wide screen and everything? Cool.



YESTERDAY'S NEWS...

THE DS

"BUT IT'S INNOVATIVE!"
"And who wants to play re-releases of old PS2 games?"
Oh you've got to love The Nile, it's a river in Egypt.



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:

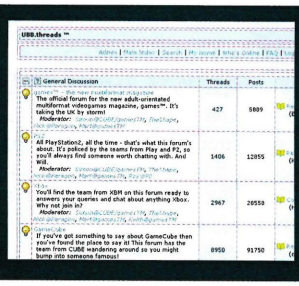
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're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

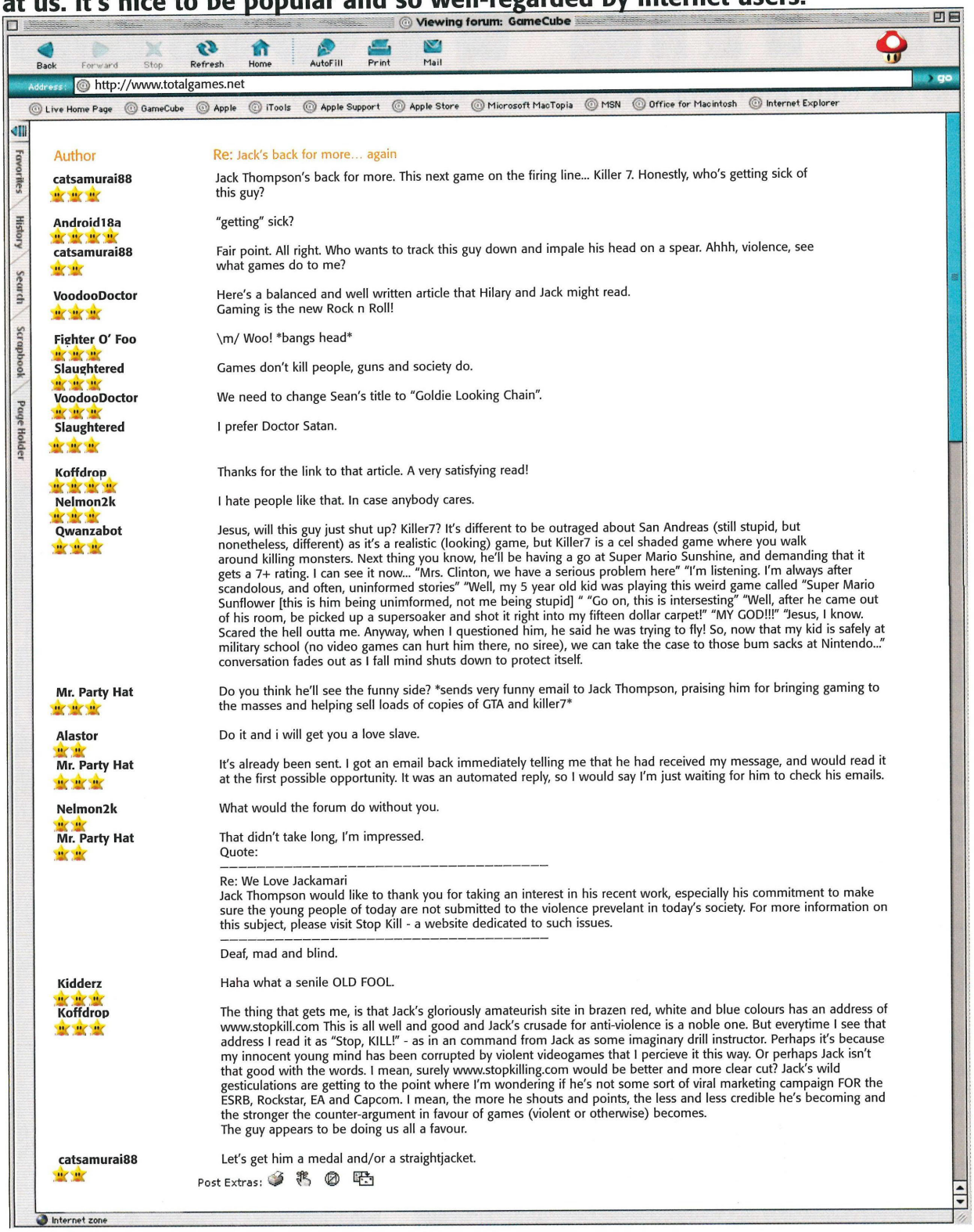
STEP THREE:

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: Jack's back for more... again
catsamurai88	Jack Thompson's back for more. This next game on the firing line... Killer 7. Honestly, who's getting sick of this guy?
Android18a	"getting" sick?
catsamurai88	Fair point. All right. Who wants to track this guy down and impale his head on a spear. Ahhh, violence, see what games do to me?
VoodooDoctor	Here's a balanced and well written article that Hilary and Jack might read. Gaming is the new Rock n Roll!
Fighter O' Foo	\m/ Woo! *bangs head*
Slaughtered	Games don't kill people, guns and society do.
VoodooDoctor	We need to change Sean's title to "Goldie Looking Chain".
Slaughtered	I prefer Doctor Satan.
Koffdrop	Thanks for the link to that article. A very satisfying read!
Nelmon2k	I hate people like that. In case anybody cares.
Qwanzabot	Jesus, will this guy just shut up? Killer7? It's different to be outraged about San Andreas (still stupid, but nonetheless, different) as it's a realistic (looking) game, but Killer7 is a cel shaded game where you walk around killing monsters. Next thing you know, he'll be having a go at Super Mario Sunshine, and demanding that it gets a 7+ rating. I can see it now... "Mrs. Clinton, we have a serious problem here" "I'm listening. I'm always after scandolous, and often, uninformed stories" "Well, my 5 year old kid was playing this weird game called "Super Mario Sunflower [this is him being unimformed, not me being stupid] " "Go on, this is intersesting" "Well, after he came out of his room, be picked up a supersoaker and shot it right into my fifteen dollar carpet!" "MY GOD!!!" "Jesus, I know. Scared the hell outta me. Anyway, when I questioned him, he said he was trying to fly! So, now that my kid is safely at military school (no video games can hurt him there, no siree), we can take the case to those bum sacks at Nintendo..." conversation fades out as I fall mind shuts down to protect itself.
Mr. Party Hat	Do you think he'll see the funny side? *sends very funny email to Jack Thompson, praising him for bringing gaming to the masses and helping sell loads of copies of GTA and killer7*
Alastor	Do it and i will get you a love slave.
Mr. Party Hat	It's already been sent. I got an email back immediately telling me that he had received my message, and would read it at the first possible opportunity. It was an automated reply, so I would say I'm just waiting for him to check his emails.
Nelmon2k	What would the forum do without you.
Mr. Party Hat	That didn't take long, I'm impressed. Quote: --- Re: We Love Jackamari Jack Thompson would like to thank you for taking an interest in his recent work, especially his commitment to make sure the young people of today are not submitted to the violence prevelant in today's society. For more information on this subject, please visit Stop Kill - a website dedicated to such issues. --- Deaf, mad and blind.
Kidderz	Haha what a senile OLD FOOL.
Koffdrop	The thing that gets me, is that Jack's gloriously amateurish site in brazen red, white and blue colours has an address of www.stopkill.com This is all well and good and Jack's crusade for anti-violence is a noble one. But everytime I see that address I read it as "Stop, KILL!" - as in an command from Jack as some imaginary drill instructor. Perhaps it's because my innocent young mind has been corrupted by violent videogames that I percieve it this way. Or perhaps Jack isn't that good with the words. I mean, surely www.stopkilling.com would be better and more clear cut? Jack's wild gesticulations are getting to the point where I'm wondering if he's not some sort of viral marketing campaign FOR the ESRB, Rockstar, EA and Capcom. I mean, the more he shouts and points, the less and less credible he's becoming and the stronger the counter-argument in favour of games (violent or otherwise) becomes. The guy appears to be doing us all a favour.
catsamurai88	Let's get him a medal and/or a straightjacket.

Post Extras:

CUBE

Highbury Entertainment Ltd,
Paragon House, St Peters Road,
Bournemouth, Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site www.paragon.co.uk

CUSTOMER SERVICES
If you have a query regarding a subscription please contact the subscription hotline on ***0870 444 8682***
or email ***cube@cisubs.co.uk***.
For all other queries, including missing covermounts, please contact our Customer Services Department on ***01202 200200*** or email ***subs@paragon.co.uk***.

MAGAZINE TEAM
Editor ***Miles Guttery***
miles@paragon.co.uk
Group Senior Editor ***Steve Bradley***
Deputy Editor ***Chandra Nair***
News Editor ***Liz Morris***
Staff Writer ***Ryan King***
Group Art Editor ***Paul Ridley***
Art Editor ***Lewis Somerscales***
Assistant Designer ***Matt Dean***
Sub Editor ***Tim Empey***
Contributors ***David Jenkins, Darran Jones, Steph Peat, Simon Griffin, James Denton, Luke Albiges***

PROMOTIONS
Commercial Manager ***Nick Roberts***

ADVERTISING
Advertising Director ***Dave Dumville***
Tel: 020 7608 6508
email: dave.dumville@highburygroup.com
Display Sales Executive ***Paul David***
Tel: 01202 200222
email: paul.david@paragon.co.uk
Ad Production Co-ordinator ***Lorraine Troughton***
Production Controller ***Caroline Bradford***
Copy Controllers ***Eleanor Clark, Rachel Evans***

PRODUCTION & DISTRIBUTION
Production Manager ***Dave Osborne***
Bureau Manager ***Chris Rees***
Circulation Manager ***Tim Harris***
Tel: +44 (0) 1202 200218
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
CUBE is available for licensing overseas.
For details, please contact
International Manager ***Leylah Honeyborne***
Tel: +44 (0) 1202 200223
Fax: + 44 (0) 1202 200217
leylah@paragon.co.uk

DIRECTORS
Managing Director ***Mike Frey***
Editorial Director ***Dan Slingsby***
Creative Director ***Trevor Gilham***
Finance Director ***David Collinson***
Advertising Director ***Dave Dumville***
CEO ***Mark Simpson***

SUBSCRIPTIONS
(13 issues) UK £33.99
UK direct debit £7.79 every three issues
Subscription Hotline: 0870 444 8682

PRINTED BY SOUTHERNPRINT (WEB OFFSET) LTD, 17-21 Factory Road, Upton Industrial Estate, Poole BH16 5SN

DISTRIBUTED BY Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD 0207 3968000

This publication is unofficial and is in no way approved, authorised, endorsed or sponsored by any Nintendo company. Any views expressed in this publication are those of Highbury Entertainment Ltd. Any and all trade marks, copyright and other intellectual property rights of third parties used in this publication are expressly recognised. NINTENDO, POKEMON, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE, GBA, NINTENDO 64, N64, GCN, NGC and NINTENDO GAMECUBE are trademarks of Nintendo Co. Ltd.



© ***2005*** Highbury Entertainment Ltd ***ISSN*** 1475-1399

Highbury Entertainment Limited is a wholly owned subsidiary of Highbury House Communications PLC. Registered in England. Registered Number 2483576. Registered Office: The Publishing House, 1-3 Highbury Station Road, Islington, London N1 1SE.

Cover image supplied by Nintendo
The Legend Of Zelda: The Twilight Princess © 2005 Nintendo
Disc packaging and video DVD on-body artwork supplied by Ubisoft and Nintendo
King Kong © 2005 Ubisoft/Universal

ABC
21,302
JAN – JUN 2005

BEAT THE WORLD

Wow. Thomas J Weeks has crept into Beat The World and smacked Jonas Petterson right in the behind with new Wario scores. How will Jonas respond?!

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!

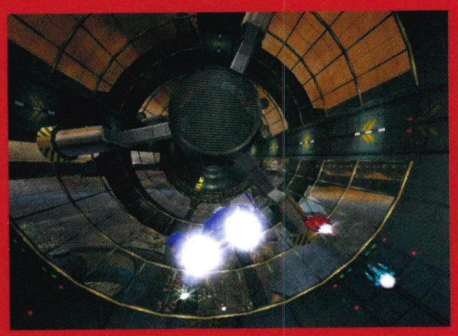
Once you've beaten any of our challenges and got your proof, you'll need to send it along to us – no proof means no entry, so make sure you post it to the usual address:

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

WARIO WARE INC: MEGA PARTY GAME$

Turbo controllers mean Banana Munch is gone

MINI-GAME	SCORE	NAME
Bam-Fu	47	Jonas Pettersson
Baseline Bash	45	Thomas J Weeks
City Surfer	36	Thomas J Weeks
Crazy Cars	77	Thomas J Weeks
Gifted Goalie	37	Jonas Pettersson
Heads Up	32	Jonas Pettersson
High Hoops	110	Thomas J Weeks
Hurry Hurdles	40	Thomas J Weeks
Jumpin' Rope	39	Thomas J Weeks
Pro Curling	35	Thomas J Weeks
Set-n-Spike	85	Thomas J Weeks
Ski Jump	60	Thomas J Weeks
Snowboard Slalom	44	Thomas J Weeks
Highway	55	Thomas J Weeks



F-ZERO GX

Nothing to see here people. Move along.

RUBY CUP

Course	Time	Name
Twist Road	00'44"138	Rex McGee
Split Oval	00'48"709	Rex McGee
Surface Slide	01'27"614	Rex McGee
Loop Cross	01'44"283	Rex McGee
Multiplex	01'49"1288	Rex McGee

SAPPHIRE CUP

Drift Highway	00'52"462	Rex McGee
Aero Dive	02'02"750	Rex McGee
Mobius Ring	01'20"669	Rex McGee
Long Pipe	02'24"845	Rex McGee
Serial Gaps	01'17"765	Rex McGee

EMERALD CUP

Cylinder Knot	02'36"049	Rex McGee
Intersection	02'16"241	Rex McGee
Double Branches	02'35"118	Rex McGee
Half Pipe	02'33"603	Rex McGee
Big Blue: Ordeal	02'40"192	Rex McGee

DIAMOND CUP

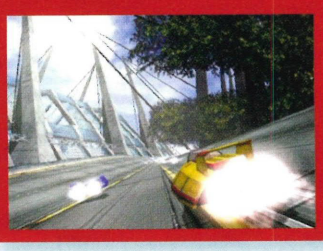
Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

AX CUP

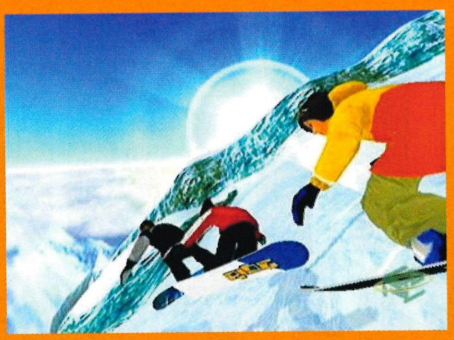
Screw Drive	00'52"246	Rex McGee
Meteor Stream	01'22"069	Rex McGee
Cylinder Wave	01'48"459	Rex McGee
Thunder Road	02'36"097	Rex McGee
Spiral	03'16"412	Rex McGee

SPECIAL EXTRA TRACK

Mute City: Sonic Oval	00'32"124	Rex McGee



◀ This might look like the same shot from ast month, but it's not, it's a few frames after.



1080° AVALANCHE

Or here. It's hard writing something new.

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



▲ He's been hanging there for ages now, wonder if he's going to modify his trick? Probably not.



RESIDENT EVIL 4: MECENARIES

Say hi to Dan Lowe! He's 14 and thinks "Liz rocks!"

VILLAGE

160, 100	Thomas J Weeks
116, 760	Fabio Granado
105, 510	Chandra CUBE
104, 040	Ben Ashfield

VILLAGE

200, 470	Thomas J Weeks
106, 490	Ben Ashfield
84, 360	David Charlston
73, 270	Callum Roberts

BASE

141, 630	Thomas J Weeks
124, 410	Ben Ashfield
102, 980	David Charlston
90, 300	Daniel Lowe

HARBOR

112, 293	Thomas J Weeks
101, 010	Ben Ashfield
92, 780	David Charlston
66, 050	Callum Roberts



SOUL CALIBUR II

And here's, you know, Soul Calibur II. Sigh.

Course	Score	Name
Time Attack – Std	2'27"88	Fergus Crichton
Time Attack – Alt	2'00"84	Fergus Crichton
Time Attack – Ex	54'16"99	Ryan
Extra Time Attack – Std	2'04"32	Dave Every
Extra Time Attack – Alt	3'55"42	Dave Every
Extra Time Attack – Ex	4'53"38	Dave Every
Survival	24 Wins	Craig Ross
Extra Survival – Std	83 Wins	Aaron Kleemann
No Recovery	49 Wins	Dave Every
Sudden Death	33 Wins	Jonas Pettersson

CHEATING MONKEYS





This is where we write something witty for your entertainment, thus tempting you to read cheats for games you probably don't even own. Onwards!

BATMAN BEGINS

Bored with it? Then play a few retro-style games.

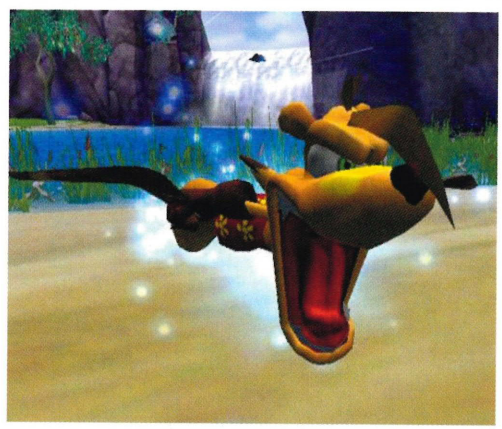
UNLOCKABLE	HOW TO UNLOCK
Two Batmobile missions	Complete the game
All movies and interviews	Complete the game
Gallery of Fear	Complete the game
Caped Crusader suit	Complete the game
Dark Knight suit	Complete the game
World's Greatest Detective suit	Complete the game



TY THE TASMANIAN TIGER 2: BUSH RESCUE

Enter these codes during gameplay

UNLOCKABLE	HOW TO UNLOCK
100,000 Opals	Start, Start, ●, Start, Start, ●, ◆, A, ◆, A
All the Bunyip Keys	Start, Start, ●, Start, Start, ●, B, ◆, B, A
Reveal all items	Start, Start, ●, Start, Start, ●, Up, Down, Left,Right
Level 1 Boomerangs	Start, Start, ●, Start, Start, ●, ◆, B, ◆, B
Level 2 Boomerangs	Start, Start, ●, Start, Start, ●, B, ◆, B, ●



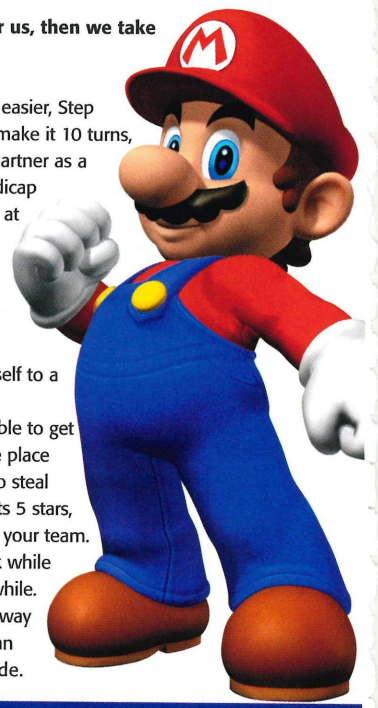
CHEATING READERS

People do our work for us, then we take the credit!

Mario Party 6

To get stars for the bank easier, Step one: Go to Party mode, make it 10 turns, a team game, put your partner as a hard character then handicap your stars to make yours at 9. Also, make the area that Snowflake lake thingy. Step two: After deciding who goes after who, pause and go to controllers. Change yourself to a hard COM character.

Final: You should be able to get a lot of stars, as at the ice place you use Chain-Chomps to steal stars AND each player gets 5 stars, making 10 more stars for your team. Just let them do the work while you do something for a while. That is one way. Another way is Endurance Alley. You can also get a lot in Solo Mode.



CUBE
GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!
LIVE CHEATS HOTLINE
0906 9060374
Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from **8am till 11pm**. If you have any queries call the customer helpline on **0870 739 7602**

TRUE CRIME

To use these cheats, create a licence plate with the following names and confirm the name by holding L and R while highlighting OK.

UNLOCKABLE	PLATE CODE
Become a biker	HAWG
Become a blindfolded donkey	JASS
Become an Asian butcher	PHAM
Become a commando	M1K3
Become a boxer	BRUZ
Become a female punk	B00B
Become a tattooed female	TATS
Become an Asian gambler	MRFU
Become a gangster	TFAN
Become a male punk	MNKY
Become a corpse	J1MM
Become a pimp	P1MP
Become a police officer	FATT
Become a S.W.A.T. member	5WAT
Become a street bum	B00Z
Become an Asian prostitute	HARA
Become police offer Johnson	FUZZ
Become your female boss	B1G1
Become your partner	ROSA
Become partner in lingerie	HURT_M3

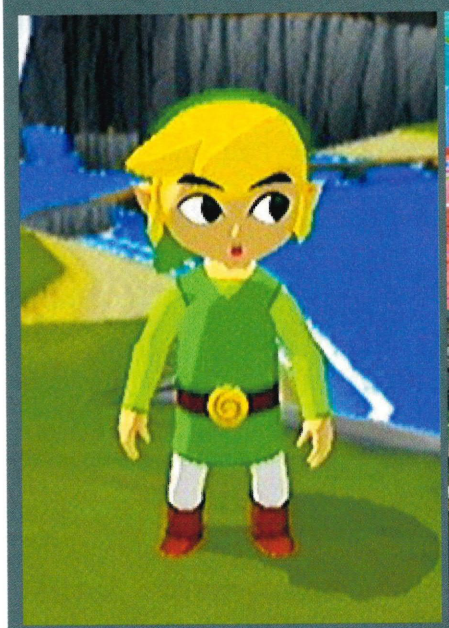
UNLOCKABLE	ON MAP SCREEN
Show Nick's location	●, ●, ●, ●
Snoop Dog	R, L, Up, Right, Left, Down, Z, Z, A, ●, ●, ●
Unlock all impound cars	Up, Right, Down, Left, Up, A
Cars go faster	Up, Up, Up, A
All driving skills	Left, Right, Left, Right, A
All fighting skills	Up, Down, Up, Down, A
All gunplay skills	Right, Left, Right, Left, A
Bigger car	Down, Down, Down, A

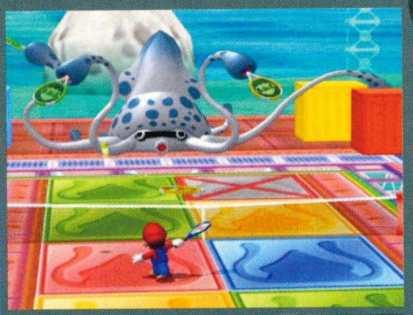


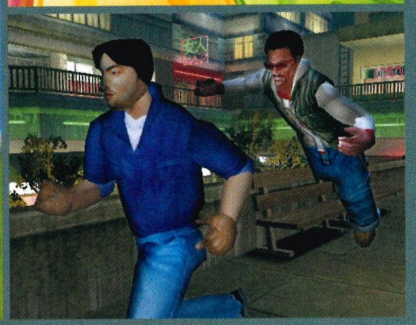
▲ See they should have used the All Gunplay Skills cheat then we wouldn't have had this stupid stand-off.

CHIMP'LL FIX IT

Here's a story about two chimps. They fixed things. The end! Not bad for a first try eh? Chimp'll fix it at CUBE Magazine, Paragon House, St Peters Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.







THE CHEESE-MAN

Dear Cheating Monkeys,
I've just bought *Mario Power Tennis* but I can't unlock any of the characters. I'm losing my mind, have you got any tips and cheats.
CHARLIE DEW, CHEDDAR

Cheating Monkeys: "To unlock Petey Piranha, beat the Fire and Thunder tournaments in doubles. To unlock Wiggler, beat the same tournaments in singles. To unlock Paratroopa, beat the three tournaments in Normal cup in doubles and beat the same tournaments in singles for Fly Guy. Basically, stop sucking at the game."

YES

Dear Cheating Monkeys,
Where do you get the magic armour?
EDDIE BARRINGTON, EXETER

Cheating Monkeys say: "If you're talking about* Legend Of Zelda: The Wind Waker*, then do the Merchant's Trade. Once you've done that and have the Exotic Flower, go back to Windfall and talk to Zumari. If you're talking about real-life, Asda stopped selling it a few years ago."

YESTERDAY'S NEWS

Dear Cheating Monkeys,
Help! I'm stuck on Television Free Indonesia. It's the bit where you follow Ingrid and she talks to the guards, they either kill her or kill me when I try to shoot them. I swear, it's actually impossible to take out both guards without one of them noticing what's happened! *Splinter Cell* is a lot tougher than *Crash Bandicoot* >:(
SIMON GRIFFIN, BOURNEMOUTH

Cheating Monkeys say: "Idiot. The trick here is to pre-empt the guards by shooting out the fluorescent lights. When Ingrid opens the doors, shoot out the lights to your right and head down the left tunnel. When Lambert talks to you on the radio, head back over to Ingrid's tunnel and shoot the first guard after she's talked to him for a while. When the second guard investigates, snipe him. Shoot out the lights to hide the bodies and walk through the doors that Ingrid opens for you."

BOTTLER

Dear Cheating Monkeys,
I'm stuck on *Jump Superstars DS*. It's all in Japanese. Can you help Cheating Monkeys? There's a translation, like, on GameFAQs but it's not very good.
TIM EMPEY, BOURNEMOUTH

Cheating Monkeys say: "Do some work."



CODE JUNKIES

The monkeys were resurrected after finding these codes, well it was only right after they died last month, they were a bit smelly when we dug them up though

KILLER 7

Komplete it with these killer kodes! Hackneyed? Yes.

Master
H48J-TP07-82N9M
ADYR-6A0J-X6DET

Infinite Health
R5GC-65X0-6TGZ9
QBYZ-QEBF-5A01N

Everlasting Ammo Clip
GFY4-GGCQ-16P5A
X2GR-ERTR-B1930

Full Blood Meter
RUQM-C9PJ-JCFBB
3NFM-4BMG-P048T

Infinite Vials
V3C3-JCDD-VWWB8
TBDJ-6ETM-PB16V

Infinite Serum
V88H-XUGC-4Z9AA
VMJ9-X64Y-353UR

All Personalities
9W1Q-KW4U-CH7H8
TKAK-BKG3-E78DM
4TH9-0Q7D-7DEM4

All Personalities Alive
AMNP-W5D7-XPPFT
AR5H-R2PB-PYE7C
NXW5-ZG7C-H3JWQ

Dan Smith Codes

Max Power
JB0P-PCBA-DZ312
QK6C-ZNT2-58NVT

Max Speed
JG7H-7X5X-Q8E45
9DYB-DX0J-RZ0QA

Max Waver
JGRF-UXZ9-B76EQ
A6F1-NJHU-UDUBB

Max Criticals
YME4-MKNH-9FEXW
59UW-UW6N-43GZV

Kaede Smith Codes

Max Power
G25V-1C5C-PK9T5
QQN2-QNKF-DEXX0

Max Speed
70QV-A20A-YY13W
860D-UUNH-1NDGK

Max Waver
DVYF-PZGX-9DXP6
VW9A-9TB2-H1BAV

Max Criticals
WFBP-7139-1HW8A
NTE9-MTTY-E7BZE

Kevin Smith Codes

Max Power
BQMC-FQ6Z-UWMJ6
AA3Q-2CTA-VNQMG

Max Speed
39D0-8E5J-WMWPY
J92D-1PER-RAW18

Max Invisibility
WAD9-J0YA-FM9P1
KHU7-4B5X-WREHU

Max Criticals
1KEK-EMW9-H21D7
NDHA-NTHN-CGFF3

Coyote Smith Codes

Max Power
HN52-FBA0-3XD6M
9YYY-7RNN-CN6M6

Max Speed
G5TZ-1NY2-4MU1D
2AHE-3NY7-7AKRJ

Max Waver
V2UA-C2HF-TJ4TA
APJC-VKWM-BD6H7

Max Criticals
RBNH-5MN0-EE6XB
450C-ZQZ8-W57U8

Coo Smith Codes

Max Power
3K39-430M-1JG5R
0NQG-R894-FZU9C

Max Speed
G3M3-W271-9A1MQ
0W44-2PJP-WHMK6

Max Waver
ZQA6-EWPT-4ERB6
YC6T-949X-WGJ53

Max Criticals
F63P-J718-2MCGA
79JA-3GNH-5PAE7

Mask De Smith Codes

Max Power
D74G-1H86-G16N8
HF7A-QDKJ-NPVMP

Max Speed
564Q-3876-V9RF8
3Q2A-MW0N-GY8CU

Max Waver
JW5R-W6DD-N1ZME
8114-134C-5PHNH

Max Criticals
U4TC-BFKY-M9DN2
C3X9-MFW4-8T7HW

FANTASTIC 4

Master
QY9F-N319-3TCU5
WG1K-46RA-T4MKY

Infinite Health
W5V6-GX1Y-E9NRB
1HR6-BUJQ-1RHDE
Y5V5-7JVF-2RBYZ
5ZAU-GNNB-2R5FW

Infinite Cosmic Power
XKNG-ZAR9-8HWNU
31K5-WFXG-47QPW

Infinite Upgrade Points
TTNQ-CXBA-Y3REB
5WZ2-0QEZ-T30KZ

Unlock All Levels
08G3-A22T-4UAQW
CU2P-FF3M-6J1U2

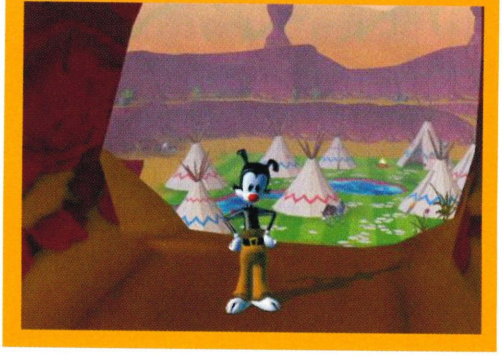


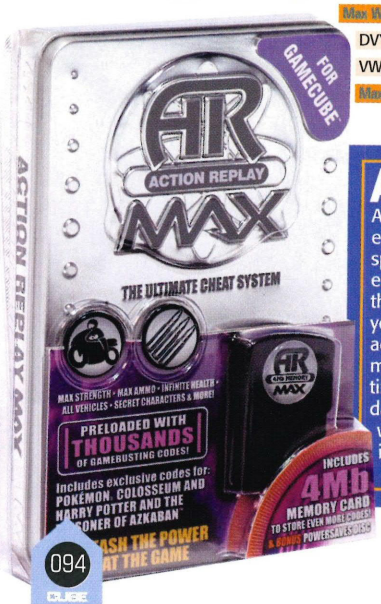
ANIMANIACS: THE GREAT EDGAR HUNT

Master
CQFU-8EKD-5QQ3G
34FT-80G5-JD6UF

Infinite Health
PDZ0-2V0R-1TTAZ
UW3V-76R6-M18UX

Max Health
3BEW-J2TR-7W58X
KV2U-KJF4-JY6UR





ACTION REPLAY FOR GAMECUBE

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

What's more, Action Replay for GameCube also contains FreeLoader, a groovy utility that lets you play imported games on your UK Cube without modifying the hardware. Get the latest releases from Japan and America months before they're released over here!

Action Replay for GameCube costs £19.99, and is available from all good games stores and online at www.codejunkies.com.

EXCLUSIVE READER OFFER

SAVE UP TO 42%
When you subscribe today!



YOUR SUBSCRIBER BENEFITS:

- ✔ Substantial savings
- ✔ Free home delivery
- ✔ Free playable DVD video disc each issue
- ✔ Money-back guarantee

If you are ever unhappy with our magazine or services, we will immediately refund you for all remaining issues

To subscribe or renew your subscription, simply call 0870 444 8682 or complete the voucher below.
Offer valid in the UK only. Call 44870 444 8682 for international prices. THIS OFFER EXPIRES WITHOUT NOTICE

DISCOUNT SUBSCRIPTION VOUCHER

Yes, I'd like to subscribe to CUBE as indicated below:

☐ Best Deal – Two years (26 issues) for just £59.99 – SAVE 42%

☐ One year (13 issues) for £33.99 – SAVE 34%

☐ Spread my payments with Direct Debit (£7.79 every three issues)

MY DETAILS

Name:.....

Address:.....

.....

.....

Post Code:..... Telephone:.....

Email:.....

☐ New Subscription..... ☐ Renewal.....

Please tick the box if you DO NOT wish your details to be used for internal promotions by Highbury Entertainment ☐

Please tick the box if you DO NOT wish to receive information about products and services from other carefully selected companies ☐



MEDIA CODE: CUBE0550

CUBE

Please post the voucher to:
HIGHBURY ENTERTAINMENT LTD
FREEPOST NATW1809
SOMERTON
TA11 6ZA

YOUR PAYMENT DETAILS

☐ Cheque enclosed (made payable to Highbury Entertainment Ltd)

☐ Visa ☐ Mastercard ☐ Switch ☐ Delta

Card number:.....

Expiry Date:..... Issue No:.....

Signed:.....

Date:.....

HIGHBURY ENTERTAINMENT

Instruction to your bank or building society to pay by Direct Debit

DIRECT Debit

Please fill in the form and send it to: Highbury Entertainment Limited, FREEPOST NATW1809, (Customer Interface), SOMERTON, TA11 6ZA

Name and full postal address of your bank or building society

To: The Manager — Bank/Building Society

Address

Postcode

Originator's Identification Number: 8 5 1 4 1 2

Reference Number

Instructions to your bank or building society
Please pay Highbury Entertainment Limited Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit guarantee. I understand that this instruction may remain with Highbury Entertainment Limited and, if so, details will be passed on electronically to my bank/building society

Name(s) of account holder(s)

Branch sort code

Bank/building society account number

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

A6 instruction form

EXPRESS ORDERS: PHONE 0870 444 8682 OR FAX 01458 271146

STUDIO EYE

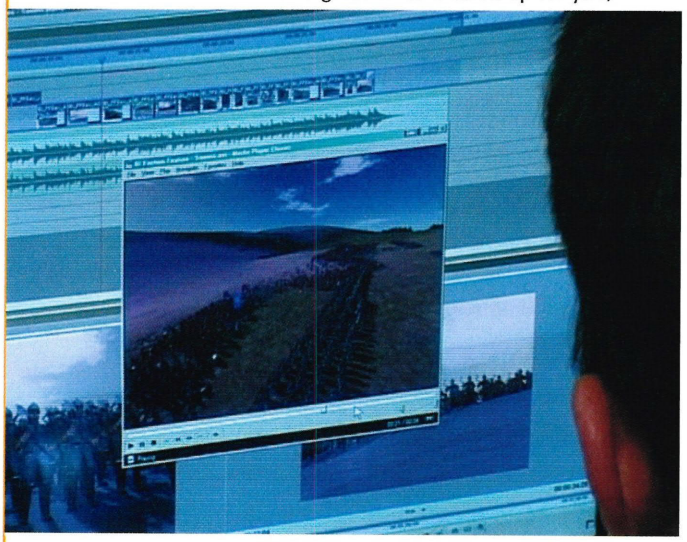
CUBE dons its trench coat and shades, in an attempt to infiltrate the world's most heavily guarded development studios...

THIS MONTH...CREATIVE ASSEMBLY



HEY, HOW YOU doing? It's been a while hasn't it? Absence makes the heart grow fonder though (apparently), and hopefully you're all dribbling at the mouth in anticipation of the new round of studio features we've got in store for you. We've even gone as far as to film the studio visits, and starting next month you'll be able to see them in motion. We've got some great studios lined up for you, including Nintendo second parties Kuju (no, it's true... we've only had to wait six months for Nintendo to say we can do it) and Next Level Games (those bouncy ex-*Sega Soccer Slam* lot), but this month we're down in Sussex visiting Sega's new acquisition Creative Assembly.

There we were, safe in the knowledge that we'd visited all the console related developers in the country, when Creative Assembly decide to divert its attention towards console games. Having made a name for itself with the *Total War* series of PC games, the Horsham based developer recently turned its eye to the current generation of consoles. It wasn't too long before it caught Sega's eye, which eventually led to them being bought out. In that sense the relationship is very much like that of Retro Studios and





THE COMPANY LOWDOWN



NAME
Creative Assembly
START-UP DATE
1987
FOUNDER
Tim Ansell
WEB-SITE
www.creative-assembly.co.uk
ADDRESS
Weald House,
Southwater Business Park,
Southwater Nr Horsham,
West Sussex
RH13 9JB
PLATFORMS
PC, GameCube, PS2, Xbox
VACANCIES
There are several positions available. Please refer to the website for more information.

Nintendo. CA is still very much an individual company but it operates under the Sega umbrella and is obviously in contact with the parent company on a daily basis.

Strangely CA consists of three teams spread across two continents. There are two teams working on the *Total War* titles and one team dedicated to *Spartan*. They operate seperately, are not allowed to know what the other is doing and work on seperate floors just to make sure.

Around 30 per cent of the total workforce is located in Australia, where most of the sound is created and shipped over. That might sound a bit strange but it seems to work really well.

Spartan is evidence enough that the system works.

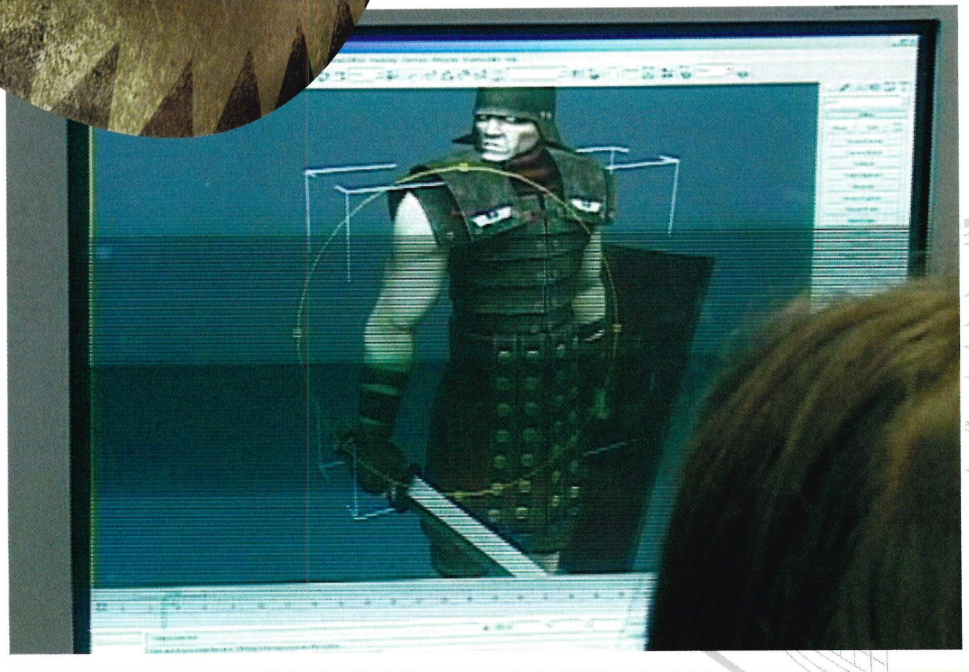




It's not always been all about strategy warfare. In the early days CA made a living by working on PC titles for EA, such as *FIFA*, *Rugby World Cup*, *Cricket World Cup* and *Australian Rules Football*. In fact, the PC version of *FIFA* was the first sports game to use interactive commentary. The bonus in doing title such as theze is that they're relatively low risk projects. The rules are set, so as long as you stay true to the game you're guaranteed ther sales. This allowed CA the luxury of developing original, high-risk content, safe in the knowledge that there was always money coming in.

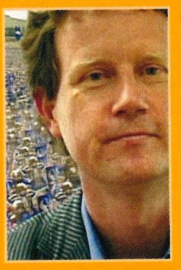
The company's awards cabinet is full of trophies and random bits of metal, thanks mainly to two games: *Shogun: Total War* and *Medieval: Total War*. *Spartan* is also shaping up to be a bit of a classic and you can check out our final verdict on that game, as well as the DVD studio feature for CA next month.

Planning has already begun on the team's next title, and with the advent of the next generation it will inevitably involve thousands of angry troops.



IN THE CUBE WITH...

Name: Mike Simpson
Position: Head Of Design & Development



CUBE: Can you tell us a bit about the company's history?
MS: Creative Assembly was founded in 1987 by Tim Ansell. It started off with just him as a bedroom developer working on systems like the Amiga doing games for companies like Mastertronic and Psygnosis. I met him a long time ago and we developed a few games together. In '96 I left Psygnosis and joined up with him. At that point he'd got one small team doing sports products for EA, things like Rugby, Cricket and Australian Rules Football. The idea when I joined was to expand out to a second team and start off in a new area. We went down the real-time strategy route and *Shogun* was the result of that.

CUBE: How long did it takes, from the word go, to get your first big hit on the shelves?
MS: It took around three years to go from the first idea to a finished game on the shelves. When we first started we were aiming for a B title. We wanted something nice and easy to do. It was around the time that the first 3D graphics cards came out for PC. We'd done a few tests with flocking units, so rather than the traditional 20 or 30 tanks we'd try and use an historical setting and do it with large numbers. The first tests for that looked pretty good, but at some point along the way we though what if we take the camera and move it down to the general's point of view. That meant doing a full 3D landscape. When we looked at the maths involved in that it was completely insane but we had some really good programmers who came up with ways of making it work.

CUBE: How many teams do you have now?
MS: Since '96 when Shogun started we've grown to about 60 in the UK and another 30 in Australia. There are three teams: two teams working on *Total War* and the *Spartan* team, which is the first in the *Total Warrior* series.

CUBE: What made you want to bring the *Total War* series over to consoles and turn it into the *Total Warrior* series?
MS: When we finished rugby on the PS2 the team were getting a little bit fed up of sports games. The rules of the game are set and the only way to innovate is with technology. So we had this team who were very good at pushing the PS2 hardware. We thought rather than put you in the role of the general why not throw you right into the action. The two angles just married together really.



RAINBOW SIX LOCKDOWN

MISSION ONE

OPERATION: DEADLINE

LOCATION:

PRETORIA, SOUTH AFRICA

SECTION 1

Move forward and round to the left then over to the truck on the right, using it for cover as the first lot of terrorists appear at the bottom. Head down the ramp, picking up the first piece of **Intel** on the way, then lean around the wall at the bottom to see more enemies. Shoot the ones that move toward you then use the car as cover as you take out the rest. Once the area is clear, continue forward and go through the door at the end. Follow the short corridor then go down the stairs to Level 3. Open the door and enter the corridor, then open the next door at the other end. There is an enemy behind the van ahead and more to the right. Move slowly into the room and kill the one behind the van. Use that van for cover as you take out the enemies in the room. Go to the ramp on the right and pick up the **Intel**, then move back up. Move to the other end of the room and shoot the terrorist who comes through the door. Move to that door and enter the corridor, then go down the stairs to Level 1 and go through the door. Go down the corridor and open the door. The room ahead is dimly lit so you may want to use your night vision. There is another van ahead, so run to that and use it as cover while you take out the terrorists to the right. Once the room is clear, move down to the door on the right-hand side and follow the corridor down to the end of the section.

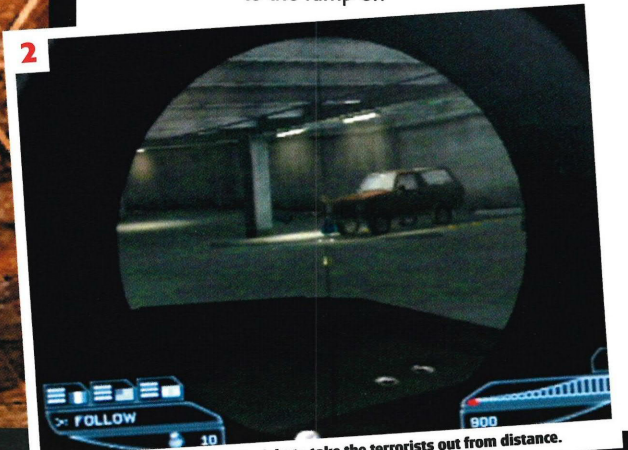
SECTION 2

You are now outside with a courtyard filled with enemies ahead. Move forward to the corner and pick off all the terrorists you can see. Now send the team into the middle of the courtyard, behind the nearest wall. Order them to suppress the alley ahead as you move to the alley on the left. Take care as enemies appear from the doorway, so shoot any that do. Pick up the **Intel** at the end of the alley then turn around and rejoin your team in the courtyard. Take out any remaining enemies, looking out for snipers in the windows. Once the area is clear, move to the alley in the corner and shoot the terrorists through the fence. Go through the gate, then move to the fence at the end of the alley to end the section.

SECTION 3

Move forward to the corner and then look round to the left. Shoot all the enemies you can see, then move forward and shoot the one behind the car. Move to the open door on the other side of the road. Move through the room to the door, and shoot the terrorist up on the roof opposite. Look to the left and shoot the enemy on the balcony. Move out to the left using cover as you fire. Move to the end of the road and go through the door to find the **Intel**. Head left to the bank entrance. Iinsid, follow the corridor right and shoot the enemy around the corner then another. Go through the door and take out the two terrorists. Head to the back of the room and go through the doorway. Move to the door and enter the room. Aim at the door on the left and shoot some enemies as they enter. Head through that door, up the stairs and into the corridor. Order the team to clear the second door while you enter the first, then assist the team in clearing the room. Head to the door in the corner and grab the **Intel**. Move through the doorway, down the stairs then enter the room. Through the door on the right is the vault. Shoot the terrorist inside the door. Head through the door on the left, aim at the vault entrance and shoot the enemies. Move into the vault and head round the corner and kill the two terrorists. Once they are both dead, the mission is completed.

2



Zoom in with your telescopic sight to take the terrorists out from distance.

MISSION TWO
OPERATION: BACKLASH

LOCATION:
AMSTERDAM, NETHERLANDS

SECTION 1

The first section sees you taking various fixed sniper positions as the rest of the team attempt to infiltrate the police station. Once the team make it inside, you take control of Chavez again. Head through the door in the corner of the room and assist the police officers with taking out the terrorists on the other side of the room. Look out for more coming through the door too. Go through the door on the left then through the next door and into the corridor. Move forward and shoot the enemy who comes round the corner, then go through the second door on the right to find the first **Intel** item. Head back into the corridor and continue forward then shoot the two terrorists who come through the door at the end. Move into the room, then go up the stairs on the right and through the door at the top. Order your team through the second door on the left and they will take out the enemies inside, then do the same again for the door on the right in the alcove. An enemy should appear through the door on the other side of the room, so shoot him and then move slowly into the corridor, looking out for one more enemy. Send the team into the room opposite and follow them in, looking to the right first so you can shoot the enemies. Keep your eye on the left corner of the room, as the door there will open to allow a group of terrorists to enter. Take care of them then go through that door and pick up the **Intel** at the end of the corridor. Head right and open the door at the end, shooting the two enemies inside the room. Head up the steps, shoot the guard to the left, and head to the door at the end of the corridor, looking out for snipers shooting through the window. Watch as an explosion blocks the stairs, then go through the next door. Head right and down the corridor, then open the door on the left and kill the two terrorists inside. Turn around to face the two doors on the other side of the corridor and go through the one on the right. Shoot the enemy through the window on the right, then go through the door at the end to the left. Go through the door on the right, then lean round the corner and take out the group of enemies ahead. Head round to the end of the corridor to find more **Intel**, then backtrack to the door you just passed on the right.



SECTION 2

Move forward and shoot the enemy in the control room, then use the switch to open the gate. Head through and right down the corridor, then through the door on the left. Move up the stairs and kill the enemy in the room at the top. Continue forward round the corner and shoot the terrorist in the room at the end. Now go down the stairs left, killing the enemy you meet on the way down. Once at the bottom, you are informed that there are chemical canisters in the next room so do not shoot them. Go to the doorway and use it for cover as you shoot the enemies in the next room. Once you can't see any more, move in slowly and use the nearest pillar for cover while you lean out and shoot any remaining terrorists. Head to the second cell on the left to find another **Intel** inside. Now go through the door in the corner on the same wall as that cell, and go up the stairs. Open the door and shoot the enemy ahead then move forward, look down to the left to see another two terrorists and take them out. Open the door on the right and shoot the enemy inside, then operate the console to unlock the door in the previous room. Move over to that door and head through, then go up the stairs and through the door. Move left and shoot the enemies ahead. Go forward and take out the the enemies on the rooftop then climb down the ladder on the left. Open the door and shoot the two terrorists inside, then move down the corridor on the left and shoot the enemies in the next room you come to. Continue down the next corridor, looking out for the enemy hiding in the alcove on the right. Continue to the end of the corridor and shoot the enemies. Move into the room and head to the door on the other side, looking out for more enemies coming through. Head into the corridor and open the door at the end on the right, killing the two enemies behind it. Move into the room, then go into the freezer on the right to find the last **Intel** item. Move back into the warehouse and head right. Move slowly to area outside and look out for the enemies lying in wait. Kill them then go through the door on the left. Head up the stairs and kill the two terrorists, being careful not to hit the hostage.

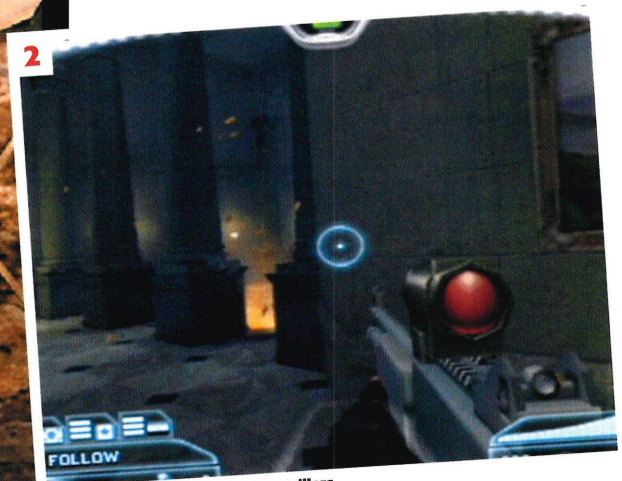
MISSION THREE

OPERATION: DRAGON HAMMER

LOCATION:
EDINBURGH, SCOTLAND

SECTION 1

Move to the main entrance and open the door, then shoot the two enemies inside. Move in and shoot another terrorist who appears from the right. Go left, open the door, and move inside. Roll a grenade toward the pillars on the right and you should take out at least one enemy who is lying in wait. Move into the centre of the room and you will be able to see more enemies over to the right. Take them out to clear the area then head over to the left side of the room to find some **Intel** behind the stairs. Head over to the other side of the room to the door opposite the stairs, and go through. Open the right-hand door on the other side of the room, then go through the next door and kill the enemy inside. Pick up the **Intel** in here, then open the door on the right and shoot the enemy, who should be patrolling the corridor. Move right then left and shoot the enemy through the window. Order a team member to disable the camera ahead, covering him in case any more enemies appear. Now move into the room with the window and disable the metal detector. Head through into the corridor past the metal detector and move right. Lob a couple of grenades into the room at the end then move in and use the console in the corner to discover the location of the bomb. Now move back to the corridor and head to the other end to complete the section.



There's someone hiding by those pillars.

SECTION 2

Move to the top of the stairs and order the team to open and clear the room behind the door. Head inside and follow the corridor, killing more enemies that you encounter on the way. Order an Open And Clear on the next door, then move into the room and disarm the bomb. Go over to the door on the right and open it just a crack so you can see the right-hand side of the next room. Shoot the enemies you can see through the crack, then open the door fully so you can see the left-hand side of the room. Use the pillars for cover as you take out the terrorists, then turn around to cover the stairs in the centre of the room, as more enemies will appear from them. Once the room is clear, go down the set of stairs in the centre and pick up the **Intel** on the left.

Now go back up and use the stairs on either side to get up to the next floor. Shoot the enemy ahead and another to the right, then head through the doorway to see another on the left. Kill him and move to the room by the metal detector, then kill another terrorist. Disable the metal detector and continue down the corridor, shooting the enemies who come through the door at the end. Move into the library and shoot the two terrorists who are coming down the stairs on the left, then go up those stairs. Move to the door in front and order your team to move to the door at the other end of the room. Terrorists will probably come through both doors at the same time, so be ready for it and take them out.

Go through the door and get your team to rejoin you. Move into the first viewing room, taking out some more enemies, then look down into the room below and shoot the terrorists around the hostage, taking care not to shoot her by mistake. Leave the team in this position looking down to the room below, and head into the next room. Keep your eyes open for enemies as you progress to the corridor and into the next viewing room. In the corner of this room you will find another **Intel** item. Grab it, then head down the stairs you just passed. Before you take out any terrorists down here, run to the doorway in the corner and go down the stairs to find the final **Intel** item. Now go back to the previous room and finish off the remaining enemies, looking out for the guy with the RPG on the balcony – although your team should take him out.



Chuck a couple of grenades in to clear the coast.

MISSION FOUR
OPERATION: RICOCHET

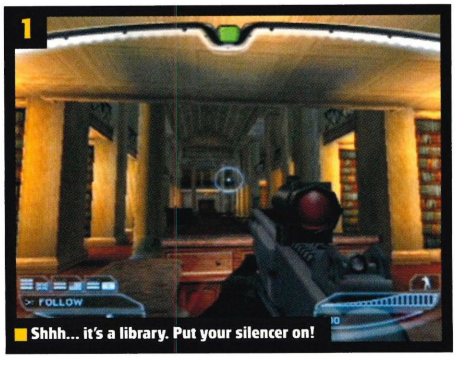
LOCATION:
EDINBURGH, SCOTLAND

SECTION 1

This is another mission that begins with a sniper section so see for some tactics. Once inside, open the door and use the counter for cover as you take out the enemies in the library ahead. Move forward, looking out for enemies on the upper level, then go up the stairs on the left. Turn around to shoot an enemy behind you and another on the opposite landing, then head forward and shoot another hiding behind a table. Move around to the other side of the landing and into the room ahead to find some **Intel**.

Go back to the stairs you just passed and head down to the floor below. Poke your head out and shoot a couple of enemies, then go through the door at the rear of the room. Move into the corridor and lean around the corner so you can shoot the terrorists coming toward you. There is another one hiding behind the table on the left, so do not miss him. Now move to the end of the corridor and order an Open And Clear on the next room. Go through the doorway on the left and take out the enemies inside, then move forward and round to the doorway that leads you back into the large room you were in just now. Move into the next room over on the left and take out any remaining terrorists.

Head through the door on the left and down the stairs to the basement, and open the door at the bottom. Use the shelves as cover while you take out the enemies in here, then move to the other end of the room and pick up the **Intel**. Go through the door on the left and shoot the enemy to the left. Head toward his location and another terrorist will run at you, so shoot him down. Continue forward then go down the steps and head through this room to the room containing the generators at the other end. Head right and shoot the enemies at the other end of the room. Go up the steps and into the room at the end and use the panel to cut off the electricity and complete the section.

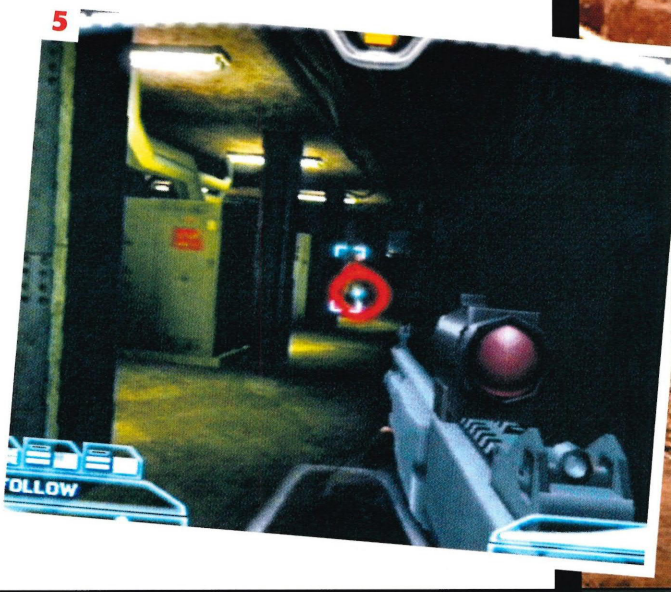


Shhh... it's a library. Put your silencer on!

SECTION 2

Head up the stairs and kill the two enemies in the room at the top. Now turn to the left and kill more in front of the double doors. Head through the doors and into the corridor, then lean around the corner so you can shoot more terrorists at the other end. Move into the alcove on the left, and open the door there. Move in, look up to the left and shoot the terrorists up by the seating. Look behind the curtains on the right to find more **Intel**, then move to the top of the room. Order your team to go through one of the doors and go through another yourself to catch the terrorists off guard. Head down the corridor and shoot the enemy in the gents' toilet on the left. Continue to the end of the corridor and through the double doors. There are loads of enemies in here so use the plentiful cover while you take them all out. Once the room is clear, use the stairs on the left to get to the upper level. Head right at the top and follow the landing around until you see the **Intel** on the right.

Now go back downstairs and through the left-hand doorway on the back wall. Move forward down the corridor and head through the door on the right. Pick up the **Intel** from behind the desk, then go back out into the corridor and through the door on the right. Head right then lean around the corner to see into the room on the left. Shoot the terrorists inside, then go through the door at the other end of the room. Head left then through the doorway on the right. Go through the door on the left, and order the team to Open And Clear the room behind the next door. Follow them in and kill any remaining enemies, making sure you do not hit the hostages in the process.



MISSION FIVE
OPERATION: CHIMERA

LOCATION:
OLIVET, FRANCE

SECTION 1

Leave the bathroom and go through the next two doors to a warehouse and kill the enemies inside. Move over to the door leading outside and kill everyone you can see. Head outside and round to the small alley on the right to find the first **Intel**. Turn around and go through the door on the right, killing the three enemies inside. Go through the door on the left and head down the corridor, killing the terrorists. Continue to the end of the corridor and open the door. Shoot the enemy ahead then move in and look up to the left to see another terrorist. Head through the door opposite and continue forward, looking out for the enemies firing at you from over on the left. Shoot them and head for their position. Enter the warehouse and go up the ramp on the left and through the door into the corridor. Follow it to the end and go up the stairs, then use the cover as you take out the terrorists at the other end of the room. Go down the stairs in the corner and through the door, then head right and through the next door, shooting the enemies inside as it opens. Follow the corridor round to the next door and head through, killing the two enemies who approach from the right as you do. Head to the stairway on the right and move up. Head left first and pick up the **Intel** at the end of the corridor then go back to the other end of the corridor and open the door. Kill the enemies in the centre of the room, then enter the room. Get the team to hold by the door, so they can take out the enemies who attack from the rear, and hack the terminal on the table to disable the security system. Open the door on the left and climb the ladder inside. Move onto the walkway and shoot the enemies in the room below, then go up the stairs on the right and follow the corridor. Kill the terrorist at the end and go up to the door to end the section.



Take cover and blast the enemies at the far side of the room.

SECTION 2

Go through the door and head outside. Look out for attacks from the rooftops and from the room on the left. Head round the corner and through the door, then move into the large room. There will be some terrorists having a conversation in the middle of the area, so take them out. Move over to the doorway in the opposite corner of the room and go through, then follow the corridor to a ladder. Climb down and turn around so you can kill the enemies coming up the stairs. Move down the stairs and go through the door at the bottom and be ready for more terrorists. Follow the corridor round to a ladder and climb up, then move round to another ladder, which will take you back down again. Move up the steps into the corridor and head to the T-junction. Lean out and take out all the terrorists you can see. Head left and go through the door on the left to find an **Intel** inside. Return to the main room and go through the area until you reach the door in the corner, to complete the section.

SECTION 3

Move forward and kill the two enemies you encounter, then go left and follow the smaller tunnel to the larger one. Kill the enemy on the right, turn around and kill the enemies ahead, then go through the second door on the left at the end. Pick up the **Intel** inside, then head back down the tunnel to the other end and go through the door on the left. Go right and kill the enemies who come through the door, then leave the room and go through the door opposite. Kill the two terrorists ahead and another to the left. Move forward to the tunnel opposite and head left to the door. Open it and shoot the enemies inside, then go through the door on the left side of the opposite wall. Follow the tunnel to another door and open it to find a firing range. All the enemies have their backs to you so roll in a grenade to take out a few, then shoot the rest, paying special attention to those at the end of the tunnel behind the sandbags. Once the path is clear, head in and enter the small room on the right to find the **Intel**. Continue down the tunnel and go left. Move into the next room and shoot the enemies on the left, then move to their position. Head right and peek into the next room on the right, so you can take out the enemies inside. Shoot the enemy who bursts in through the door on the left, then look through that doorway to see more enemies in the next corridor. Clear it, then head left into the next corridor and watch the cut-scene.

MISSION SIX
OPERATION: BLOODLINE

LOCATION:
PARIS, FRANCE

SECTION 1

Move forward and shoot the first terrorist round the corner. Continue down the corridor and shoot another two enemies in the room ahead. Follow the corridor and kill another two enemies who approach, then carry on until you reach the stairs. Tell the team to hold at the top. Move down into the next room, keeping to the wall so you stay out of sight of the camera. Move underneath and disable it, then order the team to rejoin you. Go through the door under the camera to find an **Intel** item inside then go back out to the corridor. Head through the double doors at the end, and kill the terrorist inside. Head round the corner and shoot another, then go through the door on the right.

You now need to defend the ICU, so look through the door on the left and shoot all the enemies you can see in the waiting room. The area is only clear when you are told that the objective is complete. Once it is, move into the room and go through the doorway on the right. Go left and enter the room on the right and pick up the **Intel**, then head back the way you came into the waiting room and go down the corridor on the left. Go down the stairs at the end of the passage, then move forward and through the door at the end on the right. Kill the terrorist inside on the left. Move to the other end of the room and shoot the enemy who appears, then take out another in the corridor.

Head right to the room on the right and kill the enemies inside both ahead and round to the left. Move to the other side of the room and out into the next corridor. Stick to the wall on the left to avoid the camera and move to the alcove on the left where you will find the next **Intel** item. Deactivate the camera when you get close enough, then continue down the corridor and round the corner. Open the door on the right and kill all the terrorists inside, then head through the door over on the left. Head down the stairs to the bottom and the section will be complete.



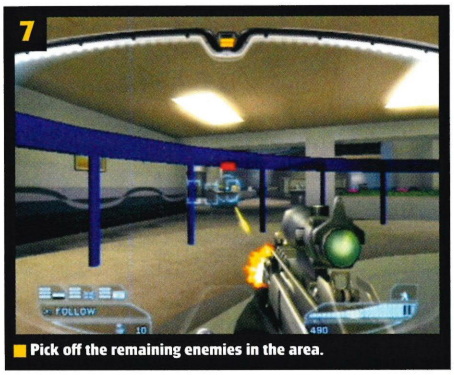
SECTION 2

Move down the stairs and kill the two terrorists at the bottom, then tell your team to hold. Move to the door, and two enemies with RPGs will appear in the windows of the building opposite. Run toward that building so that their rockets go over your head. Then move back and shoot up at them quickly before they can fire again.

There are doors on either side of this area which give you access to the next area. It does not matter which one you take, as you will still face the same enemies, but we shall take the left one for argument's sake. Open the door and quickly go left to take out the two enemies round the corner. Now turn around and focus your attention on the rest of the room. Pick some cover and fire until the area is clear. Move through the room and go over to the kitchen area on the right to find more **Intel**.

Now head through the double doors opposite this area and move into the reception area. Shoot more terrorists on the right, then head down the corridor on the right and into the ward. Shoot the lone enemy in here and continue into the next corridor. Head to the end, go through the door, and move down the stairs. Open the door at the bottom and follow another corridor, then go through the next door. Shoot the enemies inside, then move into the next part of this room and take out a couple more. Head through the door over on the left and shoot the terrorist in the corridor.

Go to the room on the right and kill the enemy inside, then pick up the **Intel**. Move back to the corridor and open the door to the room opposite, then shoot the two enemies on the left, being sure not to hit the hostages on the right.



Pick off the remaining enemies in the area.

MISSION SEVEN

OPERATION: BONE YARD

LOCATION:

PARIS, FRANCE

SECTION 1

Move forward to the door on the right and order the team to Open And Clear the room. Move into the next room via the door in the corner and kill the remaining enemies. Now use the ladder and head down the spiral staircase to the catacombs. When you reach the bottom, move behind the mound in front of you to find the first piece of **Intel**. Head right and follow the tunnel, killing the two enemies you encounter on the way. Take the right turn when you reach it and take out the enemy to the right, then another who is hiding behind the pillar. One more is toward the rear of this area on the right, so move ahead cautiously and take him out. Continue to the left and over to the gate to complete the section.

SECTION 2

Follow the tunnel to the next room and shoot the two enemies inside, then move to the doorway on the left and kill all the terrorists you can see in the cave. Move into the cave area and clear it of any remaining enemies before heading through the doorway over on the right. Move round to the right and pick up the **Intel** in the corner of the room, then head to the other end of the room and go through the opening. Go through the hole in the wall on the other side of the room then head right and down the stairs, killing the enemies ahead. Go up the steps on the left and through the door.

Now use the windows in this room to fire on the enemies on the platform below. Move down onto the platform and into the train carriage. Head right and through the open door on the left, then through the next carriage to get to the opposite platform. Head right and use the ramp to get down onto the tracks and you will find the next **Intel** item on the right. Return to the platform and head left, then use the rubble across the tracks to return to the other side. Head forward to the door to complete the section.



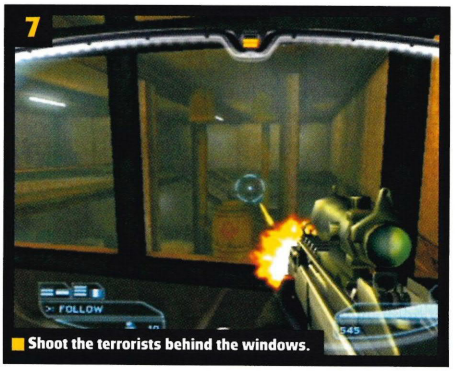
There are no cavemen in here, but plenty of terrorists.

SECTION 3

Head up the tunnel and shoot the enemies in the area ahead. Move into the alcove on the right and head through the door. Shoot the terrorist just inside then another over on the left. Open and go through the door on the other side of the room, then head up the stairs and into the corridor at the top. Pick up the **Intel** on the left, then look through the windows on the right and kill the enemies you can see .

Go to the end of the corridor and through the door, then head down the stairs ahead. More enemies will appear below, so take them out before heading back up and through the door at the top of the stairs.

Move up the steps and through the door into the station, quickly turning left to shoot the two enemies. Stand at the top of the escalator and shoot the terrorists below. Head down the escalator on the right and to the far end to find a door under the escalator there – enter this small room to find some **Intel**. Go up the escalator above, across the bridge and down the other side. Head forward to the passage on the right, shooting the enemies. Go round the corner and kill enemies ahead, then move to the station and shoot the bad guys in front of you – and one on the stairs to the left. Now go through the open gate on the left and look up to the balcony on the right. An enemy will appear so take him out quickly, then move further into the room and you will see the final enemy in a similar position. Take him out to clear the station and complete the mission.



Shoot the terrorists behind the windows.

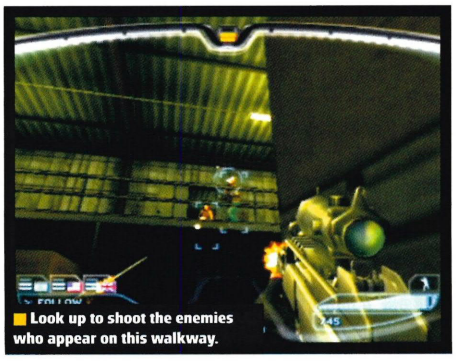
MISSION EIGHT
OPERATION: BREAKPOINT

LOCATION:
CALAIS, FRANCE

SECTION 1

This is another mission that starts with a sniper section, so see for some tactics. Once inside the warehouse, head forward and kill the enemies on the left side of the room – they are in a group so it shouldn't be too hard. Now move to the door on the left and shoot the two enemies just outside, then head out into the alley, shooting the enemy up on the stairs to the left. Go up the stairs and through the door at the top, then shoot the enemies below. Go back down the stairs and through the door on the left, then over to the top-left corner of the room to find some **Intel**.

Now head over to the door at the opposite end of the room and go through, killing the two enemies who appear as the door opens. Move into the alley and shoot the two enemies behind the truck, then head to the end and through the door on the right. Look out for the terrorist throwing viral grenades from the walkway in this warehouse and take him out first, being sure not to get close to the fumes of any grenades that he threw. There are containers holding the virus in here, so be careful not to shoot one by accident while you kill the enemies who are taking cover behind the crates. Use the cover yourself as you shoot the multiple targets, and look out for more enemies who will appear on the walkway above.


Look up to shoot the enemies who appear on this walkway.

Move to the other end of the room and head through the door and out into the alley. Pick up the **Intel** item over on the right, then go through the door on the other side of the area. Go into the warehouse and shoot the small group of enemies on the right. Now move to the office in the corner and through the door. Look out for enemies on the ground and up on the walkway in this room and use the containers for cover as you take them out. Now move along to the door ahead to end the section.

SECTION 2

Head down the alley and shoot the couple of enemies who appear, then head left and through the door on the right. More terrorists will attack in this room, so take them out, then move into the corridor, looking out for enemies on either side. Almost all the rooms in this area contain at least one enemy so move carefully through each one, clearing them as you go.

Head up the stairs and shoot the enemy round the corner, then continue round and take out more at the far end. Once the area is clear, head to the back of the room and go through the left-hand door of the three. Pick up the **Intel** item in here, then leave the room and head forward across the right-hand side of the room, looking out for the enemies shooting through the windows in the opposite building.

Head through the doorway and down the stairs, then through the door at the bottom, killing the enemy just inside. Duck down and use the cover from the terrorists

2



coming through the door. Take them out, then head through that door and down the corridor to another door. Go through it to find yourself outside again, and go through the door on the left. Follow the corridor to the next door and head through, shooting the enemy on the left as you do. Move forward and use the containers for cover as you take out the small number of terrorists in this area. Keep to the right-hand wall, then go left in-between the two containers on the left. You should be able to see an **Intel** item in a container in front of you, so grab it. Continue to the other end of the area and head down the alley. Look out for terrorists coming out of the container ahead when you reach the next area. Move round to the right, past that container, and head through the open one on the left. Kill the enemy ahead then another two over to the left, and head left to find the last **Intel** item behind a container. Continue forward to find the GIGN team who are being attacked by multiple enemies. Assist them in defending the area, using all the available cover until the mission is complete.

MISSION NINE

OPERATION: LEVIATHAN

LOCATION:

CALAIS, FRANCE

SECTION 1

We start with a sniper section again so see for some tips. Once inside the boat, order the team to Flash And Clear the room ahead while you enter through the right-hand door and assist them in clearing the bridge, making sure you don't kill the captain in the process. Once the room is clear, head out of either door at each end of the bridge and go down the stairs. Head round to the balcony beneath the bridge and in through the doorway in the middle.

The next room has two entrances but it doesn't matter which one you use. Head into the lounge and use the cover to take out the enemies at the other end of the room. Go through the door at the back of the room then through the second door on the left. Move forward and roll a grenade into the next area and shoot any remaining enemies once it goes off. Head down the corridor on the right and move to the end to find an **Intel** on the right.

Backtrack to the doorway on the left and head through. Brace yourself for an intense firefight. In the middle of the room are two enemies, so take them out quickly then take cover as more enemies appear from both the right and left. Bear in mind that you might need to venture into the room in order to tempt the terrorists out. The best way to deal with this is to retreat back out of this room to force the enemies to bottleneck through the doorway. If they don't follow you out, move very cautiously back into the room and they should all have taken up stationary positions, making them much easier to kill. When the area is finally clear you can then head in, move on over to the left and then head through the doorway and into the corridor.



Move left and down the stairs then either left or right to enter the bar. Take cover and shoot the terrorists in here then move to the doorway behind the bar and pick up the **Intel** item by the bar itself. Go down the corridor behind the bar and tell the team to hold in this corridor. Go through the door on the left first and stick close to the wall for cover while you shoot the enemies you can see. Now move back inside and go through the door on the right and do the same again so you can take out the remaining enemies. Head over to the stairs on the right and go down to the bottom. Shoot the enemies outside, through the doorway at the bottom. Look out for enemies attacking from behind as you make your way over to the door on the left to end the section.

SECTION 2

Take cover quickly and waste the enemies at the other end of the hold. Move forward slowly, using the vehicles for cover as you make your way forward. There's an **Intel** on the left of this area by the wall. Head down the stairs at the end of the room, then open the door at the bottom and shoot the two enemies inside. Head to the other side of the room, go through the door into the corridor and kill the two enemies. Now move round the corner and kill the two bad guys. Head through this door and kill the three enemies. Now move up the right side of the room and you'll find a bomb and a hostage. Disarm the bomb then go over to the other side of the room and through the door. You need to disarm a second bomb but you only have five minutes to do it, so don't hang about. Move down the corridor and through the door on the left, then descend the stairs. Pick up the **Intel** on the left at the bottom of the stairs, then kill the enemy at the bottom of the next set of steps and send the team in through the door at the bottom to clear the next area. Follow them in and take out any remaining enemies before going through one of the doors on either side of the central wall. Kill the enemies inside then head through the door at the other end, and then through the one on the left. Look out for enemies coming through the door at the other end of this room, then head through that samedoor. Turn to the right and open the door on the right. Look out for enemies at the other end of this room, both on your level and on a walkway above. Move round to the right and shoot the enemy round the corner, then pick up the last piece of **Intel**. Head to the other end of the room, looking out for any remaining terrorists, then disarm the bomb in the right-hand corner to complete the mission.



This is just the first bomb you need to disarm.

MISSION TEN
OPERATION: LOWLIFE

LOCATION:
MARSEILLES, FRANCE



Look down and shoot the enemies in the room below.

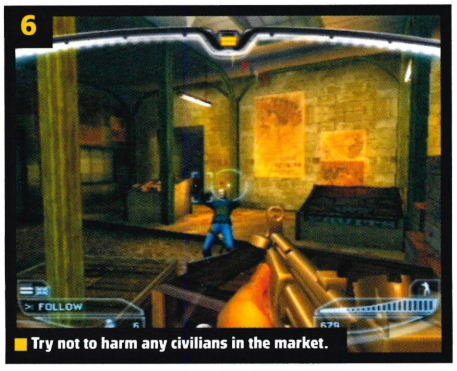
SECTION 1

Move into the corridor and head up the stairs. Go through the door on the right to find an **Intel** item inside, then move back into the corridor. Head to the room at the end and kill the three enemies on the walkway. Now clear the room below of terrorists then head back down the stairs to this room. Move through the door on the other side and out into the street. Kill the enemies round the corner then head through the door at the end and shoot the two enemies who appear through the door on the right. Go through that door then into the corridor through the next door and kill the enemy at the other end.

Move outside and use the cover while you kill the terrorists on the left and the right, plus the one up on the roof. Move forward and up the steps on the right and go through the door on the left at the top. Go through the door on the right and head down the alleyway. Shoot the enemies on the fire escape then pick up the **Intel** item behind the bin on the right.

Now go through the door on the right at the top of the steps. Move to the next room and shoot the enemies behind the shelves, then move through the next door and into the corridor. Follow it to find yourself on the stage of a club. There's no time for an impromptu performance so head into the bar and kill the terrorists who come running into the room.

Head down the tunnel and into the room on the left to find more **Intel**, then move into the entrance hall and go left. Go through the door on the right and up the stairs, then climb the ladder. Take cover in the doorway while you shoot the enemies on the opposite rooftop then move out and climb down the ladders to the street. Now head to the end of the alley to complete the section. Cool.



Try not to harm any civilians in the market.

SECTION 2

Move down the corridor and open the door, then watch as an enemy pushes over a shelf to try to stop you. It doesn't really work so head into the room and go up the steps at the rear. Head through the door on the right, then through the next door on the left and into the market. Use the stalls as cover while you take out the enemies who attack, making sure you don't hit any civilians. Move to the area where the enemies were and head down the alley on the right to find some **Intel**, then go down the opposite alleyway and into the next street. Kill the two enemies out here, then head through the open door on the right. Move through this building and out to the street.



Quickly kill the terrorists in the alley opposite before they kill any civilians, making sure you don't get too close to the steam coming from the car or your glasses will steam up. Go left in the alley to find the last piece of **Intel** between the bins, then go back and left through the door at the end. Follow the corridor to the next street and head forward until you can see some enemies ahead on the left. Shoot both of them to stop the KGB agent from escaping. Listen to what he has to say then protect him from the attack coming out of the alley, using the van as cover while you spray the area with bullets and throw a couple of grenades for good measure. If you are successful in your protection, the mission will be complete. Woo!

MISSION ELEVEN

OPERATION: SANDSTORM

LOCATION:
MALZIR, ALGERIA

SECTION 1

Head down the corridor and kill the enemies round the second corner. Go round the next corner and open the door, then kill the terrorists inside. Open the next door and kill another two enemies inside on the left. Operate the computer, then kill the three enemies who burst through the door, looking out for the grenade they throw in. Look out onto the balcony and take out the bad guys that are heading your way. Move along the right side of the area and kill the RPG-wielding bad guy below. Kill another enemy who appears from a door on the right, then continue forward. Head down the stairs and kill yet another terrorist, then turn to the left and shoot the enemy holding an RPG on the level below. Continue forward and another enemy with a RPG will appear so take him out. Go all the way round the balcony to the last door on the right and head inside to find some **Intel**. Now go back and through the open door in the middle. Go right and kill the enemy round the corner, and then go down the stairs and kill another bad guy at the bottom.

Head left out into the street and follow it round, making sure you do not kill the civilians by accident. Kill the enemy in the market, then go down the alley behind the stalls. Lean round the corner and shoot the enemies on the balcony, then more that are using the stalls for cover. Move into the area and kill the guy in the window up on the left, then pick up the **Intel** from the alcove on the other side of the area. Now head down the alley on the left and through the door, then go through another door on the left to another market area, and head forward. Kill the two enemies round the corner, then head down to the end of the alley to complete the section.



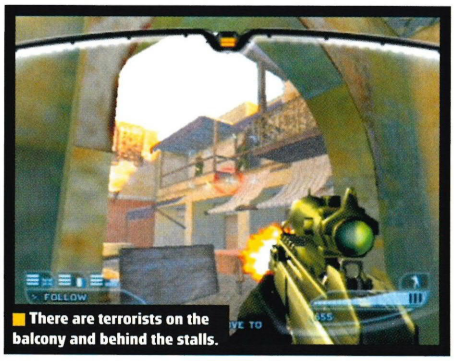
Show no mercy to the enemies hiding in this room.

SECTION 2

Move outside and down the steps, then run to the other side of the courtyard and into the alley on the right. Use this alley for cover as you take out the enemies who will attack from the rooftops around the area. Over on the opposite side of the courtyard an **Intel** item can be found behind a table, so make a break and grab it when you get the chance. Once the first wave is cleared, three terrorists will come through the door at the end of the alley. Kill them and head through this door, then open the door on the left. Kill the enemies inside and look out for a grenade being thrown through the door on the right. Move forward, killing any remaining enemies, then head into the next room and watch as a hole is blown in the wall. Focus your fire on this hole and the door on the right, and kill the terrorists who appear. Move through the next couple of rooms and out into the corridor. Head right and through the door on the left, then look behind the curtain on the right to find some **Intel**.

Go back out into the corridor and through the double doors on the right. Go down the steps and head along the street, taking out the two enemies you encounter. Continue round to the stairs and head up then through the door on the right. Kill the two bad guys inside, then go through the door on the left and take down another two enemies. Go through the door on the left, then through the next door and take out the enemy directly ahead. Look down the alley and kill the two enemies ahead, then go down the stairs. Pick up the **Intel** item at the bottom, and head down the alley. Turn right at the end and shoot the sniper up in the window, then head to the gate at the end to start a sniper section.





There are terrorists on the balcony and behind the stalls.

MISSION TWELVE
OPERATION: ARCHER

LOCATION:
DJASKRA, ALGERIA

SECTION 1

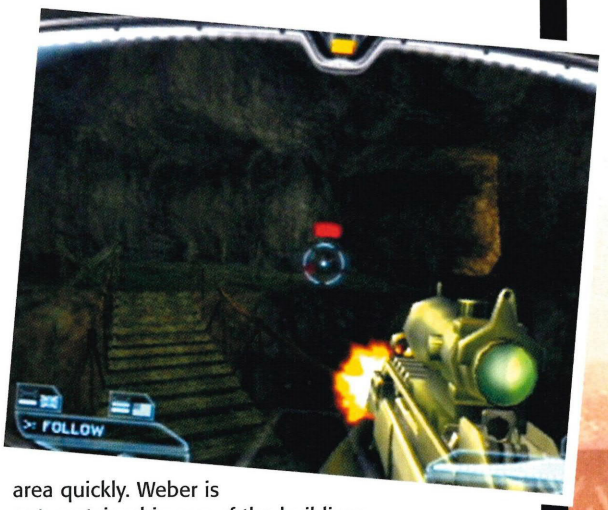
Head down the alley on the left, then out into the street, killing the two enemies to the left. Head toward their position, and shoot the guy who comes round the corner. Go through the door on the right and head up the stairs to the top floor to find the first **Intel**. Go back out to the street and open the door opposite. Head inside and up the stairs, killing the terrorist behind the table at the top. Head forward and up the next set of stairs to a balcony then go round to the right. Head up the ramp and through the door, then go through the next two doors and hold your position. The door on the other side of the room should open and an enemy will throw a grenade in. Stay away from the blast then shoot the two bad guys. Head through that door and down the stairs, then kill the two enemies at the bottom, then head right and over to the door on the left. Kill the enemy just inside then go through the door on the right. Follow the path and go to the bottom of the stairs, stopping at the bottom. There is a camera to the left so disable it. Head down the alley and follow it to a large archway with one guard. Kill him, then head under the archway and take some cover while you kill the enemies ahead. Go through the gap in the wall on the right to find more **Intel** in an alcove, then move back to the street and over to the large doorway which is the entrance to the main compound. Watch for more enemies as you go through the door on the right and through another to get outside again. Shoot two enemies up on the balcony, then take cover as enemies attack from the left and right. Once the area is clear, open the door in the centre of the wall in front of you, and move into a large room. Shoot the enemies at the other end of this room then proceed forward. Three more enemies will appear at the rear of the room, so be prepared and take them out when you see them. There are lots of little rooms down here but you do not need to search them all. Take the corridor on the left at the rear of the large area, then follow it as it bears round to the left then the right. Continue until you pass a small corridor on the right, but do not go down it – open the door on the right just after it. Kill the two enemies inside and pick up the **Intel**. Return to the corridor then go through the next door on the left. Go through the door on the other side of the room and take the ladder down to the caves, which completes this section.

SECTION 2

Move round the corner and kill the enemy ahead. Head round to the right and to duck behind the crates as you take out the enemies. Move to the opening at the rear of the area, to find yourself in a much larger cave. Look out for enemies on the right, then grab the **Intel**. More enemies will appear from around the waterfall, so fend them off. Head right and enter the smaller cave on the right and kill the enemy inside, then continue forward to another large cavern. Shoot the two enemies then head across the rope bridge and go right. Follow the tunnel until you reach another ladder and the end of the section.

SECTION 3

There is not a great deal of cover, so move forward and kill the two enemies on the other side of this



area quickly. Weber is not contained in any of the buildings here and all you will find is enemies so do not bother searching them. Head right out of the cave, then over to the red car. Just in front of the vehicle is a slope so head up it and you will find the final piece of **Intel** in the tunnel. Go down the slope on the other side and head forward then right into the tunnel. You may encounter enemies on the way out, so be prepared. Watch the cut-scene, then kill the terrorist who is checking on his downed comrade. Continue through the tunnel to the building directly outside. Weber is being held inside so shoot the door off its hinges and spray the room until no one is left standing. Move inside and quickly shoot the enemy behind Weber, being careful not to hit your friend in the process. Once Weber is free, follow him outside through the door on the right, and look out for multiple enemies to the left. Use all the cover as you move round to the pick-up zone. Once you get there you must defend the area from more enemies coming from both the left and right. Use the barrels for cover as you take them down. Once the chopper arrives, the mission is complete.

MISSION THIRTEEN

OPERATION: CATALYST

LOCATION:

CATALAN BAY, GIBRALTAR

SECTION 1

Move forward and through the door on the right, then down the passage and through the next door. Kill the two enemies, then go upstairs in the corner. Stay by the wall at the top of the stairs and kill all the enemies at the other end of the warehouse. Once the room is clear, head to the room under the stairs on the other side of the area, to find some **Intel** inside. Move back out of this small room and go through the door on the right. Follow the passage to the next door and open it, quickly killing the terrorists just inside. Use the shelves as cover while you take out the enemies on the other side of this room. Now head down the corridor at the back of the room, looking out for more lurking enemies.

Go through the door at the end, then up the stairs on the left. Peek round the corner at the top and shoot the enemies you can see. Move across the room to the door opposite, and enter the office. Now go through the door on the left into another office, then through the next door on the left, and you will find yourself in a corridor. Open the right-hand door and kill the enemies inside, then pick up the **Intel** in the corner of the room. Go through the door on the right and open the door at the end of the short corridor and then kill the enemies behind the desk. Hack the computer in this room to complete the section. Now prepare for a sniper game.

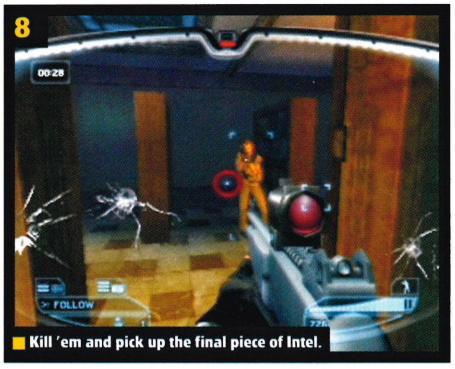


Shoot the first two enemies then head upstairs.

SECTION 2

Move down the steps and head right to the door. Open it and kill the enemy inside, then throw a grenade at the door on the right to blow it open. Kill the two enemies who emerge, then head through that door, and left to find some **Intel**. Head back to the previous room and over to the door on the right, then order the team to Open And Clear the next room to ensure the enemies inside do not catch you by surprise. Now open the door on the left, and shoot the enemy in front of you. Turn to the right and quickly throw a grenade at the door at the end of the corridor before the enemies on the other side do the same to you. If they survive the blast, take them down quickly and head through the door. Head either left or right and kill the enemies in the kitchen, then move onto the dining room and clear the handful of enemies in there too. Go through the door on the left, and up the stairs. Move along the corridor at the top, and shoot the enemies ahead in the large hallway.

As you approach the hallway, the security system will be activated and you will have five minutes to find the encryption code so you can unlock the office and get the intel. Go up the stairs, round to the right, and down the hallway on the left. Go left at the turn, and roll a grenade to the end, so you take out a couple of enemies lying in wait. Go left and order the team to Frag And Clear the door on the right, as there are lots of enemies waiting inside. Move in behind them and take out any remaining enemies, then go through the door on the right. Head left to the end of the corridor to find some **Intel**, then backtrack to the only door you can open. Kill the solitary enemy inside on the right, then go through the door on the other side. Head left to the door at the end and get the team to Open And Clear, then head in and over to the keypad on the wall. Hack it, then go back the way you came to the large hall, looking out for a couple of enemies in the games room. There are loads more bad guys in the hall too, so be prepared for a firefight.



Kill 'em and pick up the final piece of Intel.

The clock is still ticking, so deal with them quickly, and head to the open door on the other side of the landing. Head down the corridor and kill the enemy you encounter, then go through the door on the right, killing the two terrorists inside and picking up the final piece of **Intel**. Return to the corridor, and go through the door on the left and kill the lone guard inside. Quickly operate the computer on the right to open the security doors, then turn around and head through the now open door. Kill the enemies inside, both ahead and to the right, then hack the computer to complete the mission.

MISSION FOURTEEN
OPERATION: RED SCYTHE

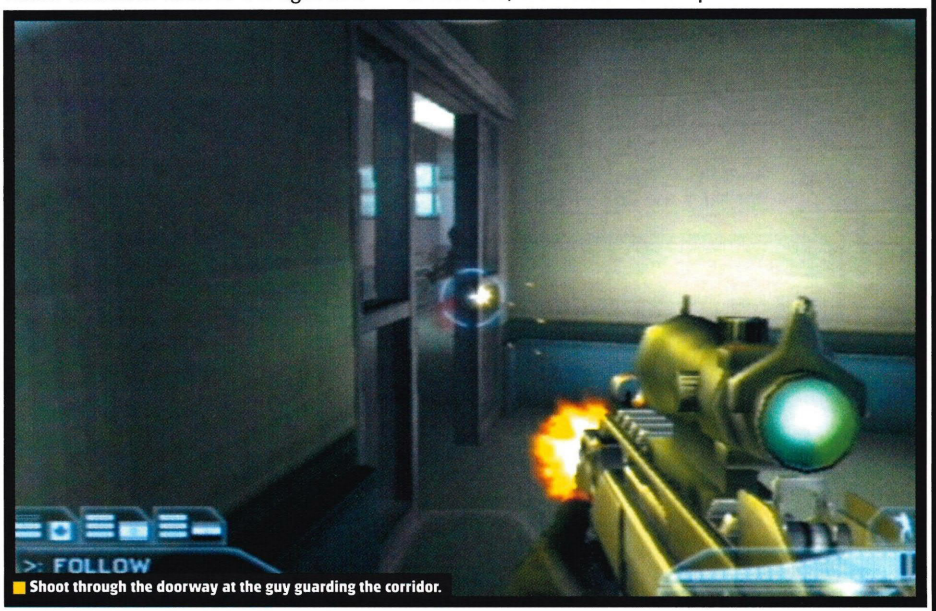
LOCATION:
BARCELONA, SPAIN

SECTION 1

Head through the door at the end of the corridor and kill the two enemies in this room. Look to the door on the left, and watch as an enemy throws a flash bang into the room. Look away, then focus your fire on that door and kill anyone who tries to come through. Head through that door and down the corridor, then kill the two enemies in the area you come to. Continue down the hallway on the other side until you reach the door on the right at the end. Head inside and pick up the **Intel**, then open the door on the right and kill the enemies in the next room. Keep your sights on the corridor on the left side of the room, as a steady stream of bad guys will emerge from there. Now head down that corridor and stick close to the wall so you can use it for cover from the enemies in the next room. Take them out, then go through the door on the left. Go right and kill the enemy you can see standing guard through the door on the left. Now peek round the doorway and kill the remaining three enemies in here. Operate the console, then go through the door on the other side of the room and follow the corridor, then go right at the T-junction. Open the door at the end and pick up the **Intel** inside, then go back to the corridor and head to the other end. Go through the door and kill the enemies in the area below, trying not to hit any of the bio-weapon containers. Now go down the steps and disable the satellite dish, then head down the tunnel under the steps and follow it down to a door. Head through and shoot the two terrorists on the top of the steps to the right, then head up those steps. Go left to the room at the end and pick up the **Intel** inside, then go back the other way to the next room. There are many enemies in this room so take them out. Once the room is clear, disable the nanovirus and go through the door on the right, to complete the section.

SECTION 2

Kill the enemies up the first set of stairs, then head up them, turning at the top to shoot the bad guys at the top of the next staircase. Move up the stairs and through the door once it is safe, and move into the corridor. Travel down it as far as you can, then order the team to Breach And Clear the door on the right, then pick up the **Intel** inside. Go back and through the door opposite, killing the two enemies on the right as you enter. Go through the door on the right and follow the corridor left toward the metal detectors. Look to the right and you will see some enemies behind the glass. You cannot shoot through it but there is a gap at the top big enough to throw a grenade through. Do this to take them out, then head through the metal detector and go right. Shoot the enemies in the room ahead, then go left and open the double doors on the left. Kill all the terrorists inside, without hitting any hostages. Go through the double doors on the other side of the room, and head left. Go through the door at the end and pick up the **Intel** inside, then head back out to the corridor. Follow it and kill the three enemies who come round the corner, then go through the door on the right and up the stairs. Once at the top, open the door and shoot the two enemies to the right. Now move forward and shoot the enemy with the RPG ahead. Stay where you are and fend off the incoming enemies who appear on the rooftop to the left and on the other side of the area. Once the roof is clear of enemies, the mission is complete.



Shoot through the doorway at the guy guarding the corridor.

MISSION FIFTEEN

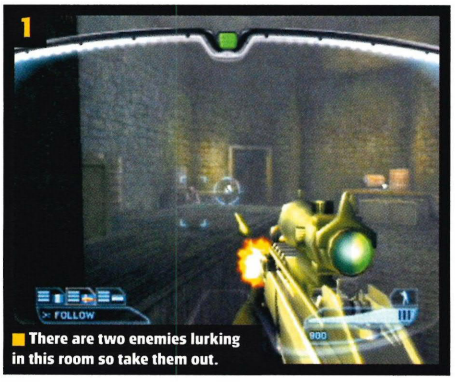
OPERATION: CITADEL

LOCATION:

CALA BRESCANA, MENORCA

SECTION 1

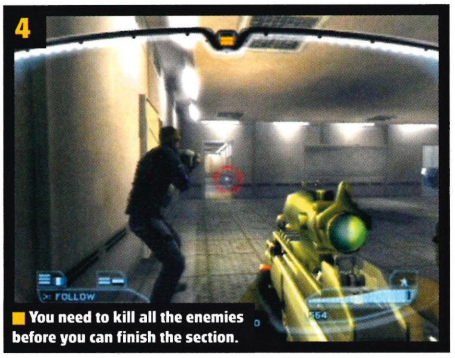
Head outside and along the walkway to the next room, killing the two enemies inside as you enter. Move into the passageway and defeat another bad guy. Kill the terrorist guarding the small room at the end, and climb down the ladder. Head left and open the door on the right, then kill the enemies inside. Hack the keypad on the door on the other side of the room, then go up the stairs. Head forward to the door round the corner and open it. Shoot the enemies inside, then follow the walkway round to the camera and disable it. Travel back along the walkway, down the stairs and through the door on the right. Go through the second door on the left, and pick up the **Intel**, then go back to the corridor and through the door on the right. Go across the bathroom and through the door on the other side. Shoot the enemies through the window to the right, then enter this room and use the console to deactivate the security system. Now go through the door on the right and move over to the next door on the right to complete the section once you have taken out all the enemies who appear. If the section-end icon does not appear, you may need to seek out any remaining enemies.



There are two enemies lurking in this room so take them out.

SECTION 2

Move forward and kill the enemy down the corridor then kill some more round to the right. Carry on forward picking up the **Intel** behind the crates. Head back to the passage you passed and go through the door. Move over to the other side of the room and kill the terrorists who come through the door, then stay in the doorway, killing the enemies ahead. Go down the corridor, round the corner and through the door, then use the barrels as cover while you fire on the enemies below. Head across to the door on the other side and down the corridor. Go through the next door and kill the enemy immediately on the right, then move round and take out more enemies with a couple of grenades. Head over to the keypad and hack it to open the door, then go through and down the passage to the next door. Open it and kill the three enemies inside, then go through the door on the other side. Hack the keypad to the next door to open it, then kill the enemies inside and grab the **Intel** on the right. Move across the lab and hack the keypad to unlock the next door. Shoot the two bad guys you can see ahead, then move down the corridor to the next door sealed with a keypad. Quickly shoot the RPG-wielding enemy up on the walkway, before he can fire at you. Kill the next enemy who appears up on that walkway, then look for more appearing up on the left. Once the room is clear, head up to the walkway and round to the left to another door with a keypad. Use it to open the door, and kill the enemies in the corridor, then head to the door to complete the section.



You need to kill all the enemies before you can finish the section.

SECTION 3

Head up the steps, then kill the enemy on the left in the room you come to. Open the door on the left and shoot the two terrorists inside, then go to the door at the other end. Open the door a crack, and zoom in on the enemies at the other end of this hallway. Move in once the area is clear, then throw a grenade down the corridor on the left to take out the enemies down there. Now open the door on the right, and throw some grenades in to take out the bad guys in the barracks. Move in cautiously and take out any remaining enemies, then move over to the small room on the left to find some **Intel**.

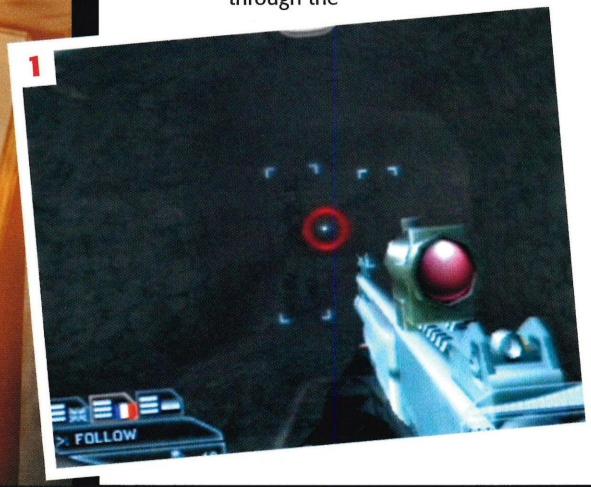
Go back into the barracks, then head through the door at the back of the room. Follow the corridor to the ladder and climb down it, and then on to another. Go through the door into the hangar and clear it of all enemies. There is plenty of cover, so make good use of it. The last piece of **Intel** is on the stairway opposite where you entered this room, so grab it when you have the chance. Once every enemy is defeated, the mission is complete.

MISSION SIXTEEN
OPERATION: LOCKDOWN

LOCATION:
PRETORIA, SOUTH AFRICA

SECTION 1

Move forward down the tunnel and kill the enemies round the corner. Continue to the junction and go left, then through the door on the right at the end, killing the two enemies just inside. You want to go through the door on the left but before you do that, head through the door opposite. Follow the tunnel, killing a couple of enemies round the first corner and continuing on to the door at the end. Open it and kill another two terrorists inside, then pick up the **Intel**. Now go back to the door that you passed in the previous room to get back to the mission. Head down the tunnel and go right at the junction, then shoot the enemies you can see around the corner. Follow the tunnel to a pair of doors on the left and order the team to Frag And Clear the room behind them. Move into the room and go through the door over on the left to find more **Intel** inside. Now head through the door on the opposite side of the room, and go up the stairs. Go through the door at the top, then up some more stairs. Move forward through the room you come to, and go round the corner. Kill the enemy up ahead, and go round the next corner, then prepare to take out another group of bad guys. Go through the door at the end, then follow the passageway left to the end of the section.



SECTION 2

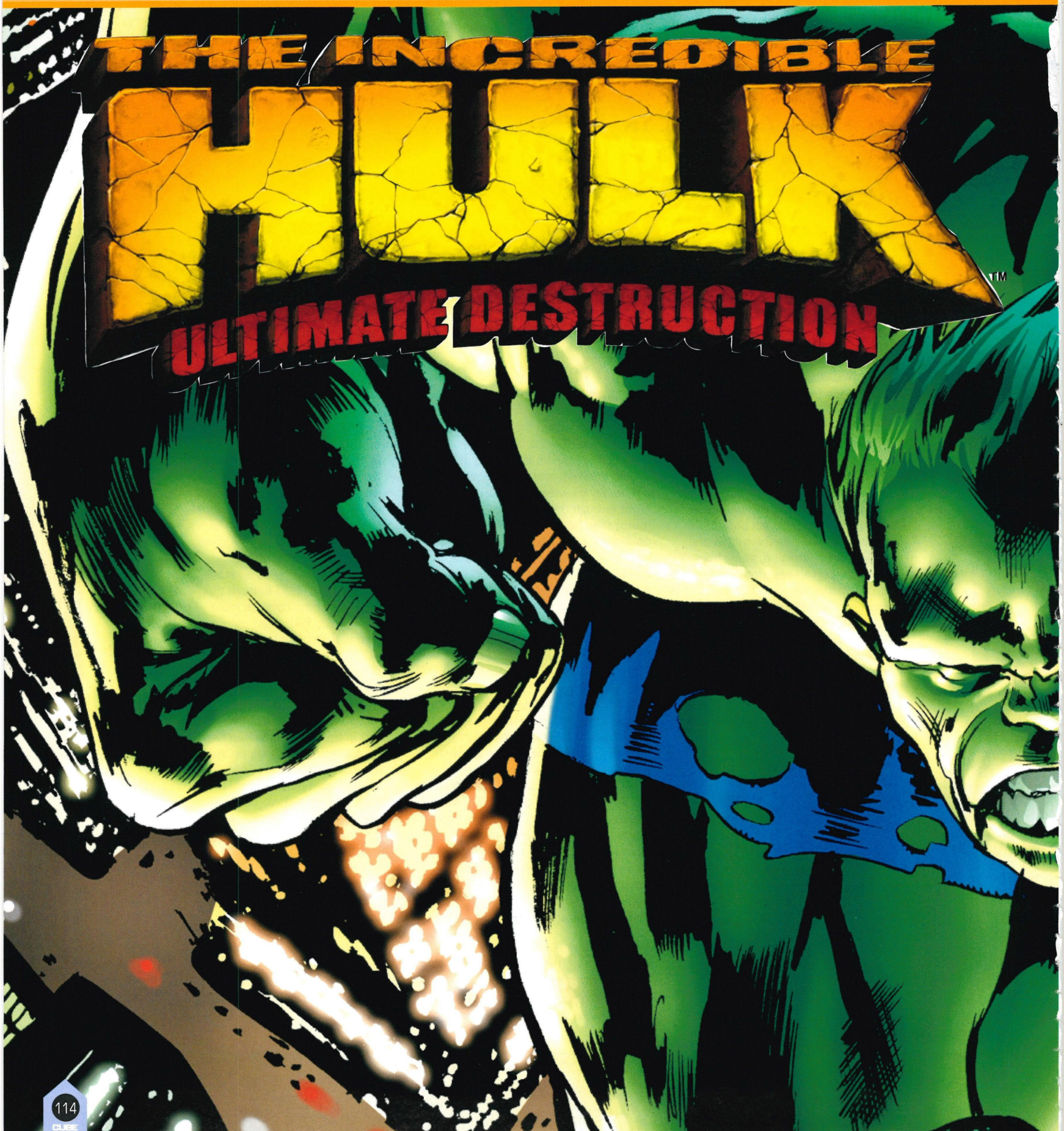
Move forward down the tunnel, and head outside. Go down the steps on the left, and into the lab on the right. Kill the enemies, making sure you do not hit any bio-weapon containers. Move through the next couple of rooms then head into the tunnel and up the staircase. Kill the enemies when you reach the top, paying particular attention to the one with a RPG. Use the crates for cover until the area is clear, then move forward and round to the left. Pick up the **Intel** in the alcove on the left, then head right, looking out for another wave of enemies coming from the left. Move round and look out for another group of enemies who may be hiding in an alcove on the left. Lob a grenade to make sure, then continue forward. Move through the doorway on the right, and up another staircase. Prepare for another firefight at the top and try to take the enemies out from as far away as possible. When the area ahead looks clear, move into the room and shoot some more enemies on the steps to the right. Move over to the stairs and go up them. Head round to the right and grab the **Intel**, then go back to the door that will end the section.

SECTION 3

Head forward and open the door in front of you, killing the bad guys inside. Pick up the **Intel** in the corner, then go over to the door, look right and kill the enemies. Throw a couple of grenades through the door at the end of the corridor as there is a large group of enemies inside. Go through the door on the other side of the room, then kill the enemies who come through the door on the right. Head through that door and take some cover as more enemies appear. Take them out, then head round the corner to the door at the end. There are lots of enemies directly behind the door, so roll a grenade over to it, and kill any remaining enemies after the blast. Move forward and kill yet more terrorists in the next room, then head through the hole in the wall on the left. You will be able to see some distant enemies, one of whom is holding a RPG. Take them out from as far away as possible, then head forward and down the stairs on the left. Go left and move around the central raised area, looking out for some enemies on the way. Move round to the steps that lead up onto the central area. Take out the remaining enemies, then Vanderwaal's chopper will arrive and promptly be shot down by Rainbow. Vanderwaal himself will now appear on the battlements, so shoot him to complete the mission and the game.



He's survived the grenade blast, but not your bullets.


THE INCREDIBLE
HULK
ULTIMATE DESTRUCTION
TM


Smash your way through the Hulk's latest adventure with our guide to all the bosses and maps to help you find all those elusive comic book icons

HULK SMASH!

As you progress through the game, you will learn lots of amazing new combat moves. We have put them all in a handy list to help you cause maximum destruction!

STEEL FISTS	(holding car)
DASHING STRAIGHT	(while running)
AIR RECOVERY	(when hit)
RUNNING GRAB	(while running)
GROUND SMASH	+
BACKHAND	, ,
PUNT KICK	, ,
SONIC CLAP	+
AIR STOMP	(in air)
SMASH EXPRESS	(run while holding large vehicle) or
DOUBLE FIST TOSS	(while running)
CRITICAL ATOMIC SLAM	(max) + (in Critical Mass)
SLAM KICK	(holding large vehicle) ,
SHIELD	(holding large vehicle)
SHOCKWAVE SMASH	(max)
AIR DASH	(in air)
DASHING SONIC CLAP	+ (while running)
TORNADO UPPERCUT	, (max) (while running)
TORNADO FRENZY	, (max) (while running) ,
RAPID PUNCH BURST	, (pause) , , ,
CRITICAL THUNDERCLAP	(max) + (in Critical Mass)
POWER SURGE LEVEL 1	Upgrade to total power
CLUB SMASH	+ (with club)
RISING UPPER	(while targeting enemy) Away +
AIR GROUND SLAM	+ (in air)
AIR SONIC CLAP	+ (in air)
MISSILE PUNCHBACK	Any attack (incoming missile)
HEADBUTT	+
AIR CRITICAL ATOMIC SLAM	(max) + (in air, Critical Mass)
AIR ENEMY GRAPPLE	(in air)
SPEAR IMPALE	(max) (while running with club)
DASHING UPPERCUT	(while running)
BOWLING	(holding round boulder or item), then
CYCLONE SKYJACK	(towards aircraft) +
DASHING GROUNDSLAM	+ (while running)
GAMMA QUAKE	(grab enemy) + (charge)
ELBOW DROP	(from wallrun or climb)
FLOOR KICK	(on prone enemy)
CRITICAL MASS SURGE LEVEL 1	Additional Critical Mass
SHIELD GRIND	(create shield) ,
HITCHHIKE	(in air near large enemy)
MISSILE CATCH	(incoming missile)
SUPER AIR DASH	(in air)
SHOCKWAVE SMASH REPEATER	(max) , , , ,
AIR CRITICAL THUNDERCLAP	(max) + (in air, Critical Mass)
HAMMER TOSS	(tank barrel), left analogue stick
MISSILE PACK WEAPONIZE	(missile pack),
BALL AND CHAIN	(holding wrecking-ball truck)
AIR SPIKE	, (max) (during air combo)
TARGET KICK	(max) (from riding aircraft)
GAMMA GRINDER	(grab large enemy) + (max)
CRITICAL PAIN	(max) + (in Critical Mass)
POWER SURGE LEVEL 2	Upgrade to total power
DOUBLE AIR DASH	, (in air)
RUNNING CLUB RAM	(while running with club)
GAMMA BOMB	(grab mech) (in air)
AIR CANNONBALL	(max) (in air)
CRITICAL MASS SURGE LEVEL 2	Upgrade to Critical Mass
SUPER SHOCKWAVE SMASH	(max) , , , ,
DOUBLE SUPER AIR DASH	, (in air)
POWER SURGE LEVEL 3	Upgrade to total power

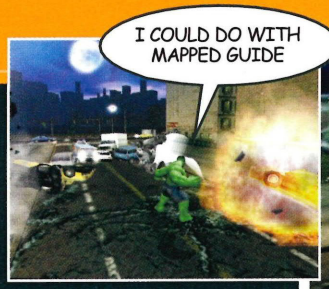


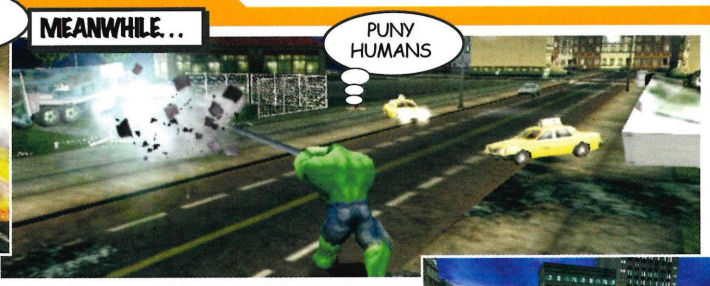
Note: When performing button combos, you need to time the button presses as the Hulk performs each part of the move.

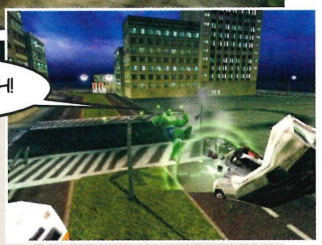
BADLANDS MAP



HULK LOOK FOR HIDDEN ICONS







MAP: BADLANDS

GOTTA FIND COMICS



MAP KEY

- COMIC BOOK
- HINT
- JUMP POINT

CITY MAP

MAP: CITY



NOTE: YOU ALSO GET FOUR COMIC BOOKS DURING THE TRAINING MISSIONS AT THE START OF THE GAME – ONE PER MISSION, PLUS ONE IN THE TUNNEL.

NICE BAPS

SOME TIME LATER...



BOSS BATTLES

MISSION: NEMESIS
BOSS: ABOMINATION

Your first boss fight is with a rather angry Abomination, who is determined to pound your skull. There are plenty of items around the area to throw at him, but none of them cause much damage. Abomination will grab you and throw you around at every opportunity so try to keep your distance from him, although going in to pound him with your fists can knock off a bit of health. Don't bother trying to do any charged attacks, as Abomination won't stand around waiting for you to hit him. The best way to get his health down quickly is to make the walls collapse on him. Run up the walls and he should stay at the bottom, hitting the wall until it falls down on top of him. Repeat this until he is buried under the rubble.





MISSION: PROVING GROUNDS
BOSS: HULKBUSTER DESTROYER



Your main priority is the uplink satellite dishes, which will summon Hulkbuster infantry units until they are all out of action. Destroy them all quickly, then turn your attention to the Hulkbuster Destroyer. Hopefully you bought the Critical Thunderclap before attempting this fight, so get to Critical Mass as often as possible so you can use it close to the Destroyer. Using that move and throwing objects is the best way to defeat this enemy. Getting close and using your fists is not very effective and the Destroyer will often just pick you up and take a chunk of your health.

Run around the area, grabbing boulders and vehicles so you can throw them at the boss. Try to keep moving and use the running grab move so you do not have to stop to pick up objects.







BOSS BATTLES

MISSION: MERCY
BOSS: MERCY



The best way to harm Mercy is by throwing objects, so grab stuff while on the move. She has some nasty attacks, which centre round her telekinesis, and involve teleportation and throwing you around the room. She has a laser-type attack that is pretty easy to avoid, but what you need to look out for are the floating energy balls, as they will trap you if they connect. If she manages to grab hold of you, there is not a great deal you can do and you will just have to ride it out. The best time to throw your chosen object is right after she attempts a big attack, as she will be momentarily vulnerable. If you run out of stuff to throw, run toward her and punch as she is attempting an attack – just after she has sent out one of those energy balls is a good time. One accurate, charged punch can knock a fair chunk of energy off her bar.

When her energy is depleted to a certain amount, a cut-scene will start, showing her falling to the ground. It is not over yet though, and she soon gets up for more. Mercy will now throw objects at you and not just one at a time – so keep moving. She will also have a new energy field around her, which makes her even tougher to hit.





MISSION: TURNING POINT
BOSS: TITAN



Do not even think about trying to defeat General Ross in the Titan with your fists – it will not work. Even throwing cars and trucks at him will do little damage. What you need to do is use the Hammer Toss to pick up tanks that appear and then throw them. However, while you wait for the tanks to show up, you must keep moving and throwing anything you can while you dodge Ross's attacks. The latter include missiles and a nasty laser that you should definitely avoid. Once you finally get hold of a tank, throw it quickly before Ross attacks and makes you drop it. If you manage to hit him you will knock off a large chunk of energy, so keep throwing them to finish him off – but run away when you can, to avoid his attacks.



BOSS BATTLES

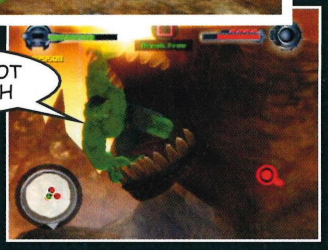
MISSION: CROSSROADS
BOSS: DEVIL HULK



Devil Hulk is your toughest foe yet, but he can be beaten. Hit him as many times as possible before he jumps into the pit. You will not do a massive amount of damage, but every little helps. Once he is in the pit, try your best to avoid his attacks and smash the three embryos around the pit, collecting the green orbs that are released, to attain Critical Mass. The best way to do this is by throwing boulders that you can get by smashing the rock spikes that come up through the ground. But make sure you are not standing where a spike will appear – if the ground glows red, move away. Do not get too close to the pit, or Devil Hulk will either swat you away or grab you. And look out for the fire and ice boulders that he throws (although these can be caught and thrown back if you time it correctly).

Once you have Critical Mass, try to keep it, as once the embryos are destroyed, he will leave the pit so you can attack. If you do not have Critical Mass, use boulders as projectiles and keep moving. After a short time he will return to the pit and the embryos will return, so repeat the process. Make sure you are ready to bash the Ⓐ button to escape if you get caught by Devil Hulk's attacks, which is almost inevitable. There is one attack that sees him picking you up with both hands, which you cannot escape, so try to avoid letting this happen.









MISSION: ENDGAME
BOSS: ABOMINATION







Abomination is attempting to destroy the dam and flood the city below. There are four generators at the base of the dam, which he will attempt to destroy. Once all four are gone, the dam will collapse. There are plenty of objects to throw at him, so keep moving so he cannot grab you, and pick stuff up as you go. There are also a few planes flying around shooting at both of you, so try to grab them and throw them at Abomination.

As you would expect, Critical Mass attacks cause considerable damage to Abomination, but there isn't much in the way of green orbs and you will need to run up the dam wall itself to grab some. The best way to cause harm to Abomination is to attack while he is attempting to destroy a generator. Hit him enough and he will fall on top of the generator and receive an electric shock. However, this also results in the destruction of the generator, so do not do this if there is only one left!

If Abomination manages to pick up a generator, run away quickly or he will throw it straight at you. Even if it does not hit you, the shockwave from the explosion can cause you harm, so jumping into the water can be a good idea.

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	In-house	1-2	8	PAL	4.4
2002 FIFA World Cup	EA	In-house	1-4	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	12	PAL	8.1
Agent Under Fire	EA	In-house	1-4	9	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis,	1-4	10	PAL	9.1
Alien Hominid	O3 Entertainment	The Behemoth	1-2	41	NTSC	8.9
Animal Crossing	Nintendo	In-house	1-4	37	PAL	8.0
Animal Leader	Nintendo	Saru Brunei	1	5	NTSC	7.5
Amazing Island	Sega	Sega	1-2	38	NTSC	7.4
Asterix & Obelix XXL	Atari	In-house	1	34	PAL	5.1
ATV 2	Acclaim	Climax	1-2	16	PAL	8.1
Barbarian	Virgin	Saffire	1-4	11	PAL	4.3
Baten Kaitos	Namco	Monolith Software	1	41	NTSC	8.6
Batman: Dark Tomorrow	Kemco	Hot Gen	1	20	PAL	3.9
Batman Vengeance	Ubi Soft	In-house	1	6	PAL	6.2
Battle Houshin	Koei	In-house	1	7	NTSC	7.0
Beach Spikers	Sega	AM2	1-4	10	PAL	8.0
Beyond Good & Evil	Ubisoft	In-house	1	29	PAL	9.4
Billy Hatcher And The Giant Egg	Sega	Sonic Team	1-4	26	PAL	7.0
Big Air Freestyle	Ubi Soft	In-house	1-2	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	18	PAL	8.3
Bionicle	EA	Argonaut	1	25	PAL	4.4
Black & Bruised	Vivendi	Digital Fiction	1-2	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	15	PAL	7.7
BloodRayne	Vivendi	Terminal Reality	1	19	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	14	PAL	4.5
Bomberman Generation	Majesco	Hudson Soft	1-4	8	NTSC	8.0
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	25	PAL	7.9
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	19	PAL	9.3
Burnout	Acclaim	Criterion	1-2	6	PAL	8.4
Call Of Duty: Finest Hour	Activision	Spark Unlimited	1	40	PAL	6.6
Capcom Vs SNK: EO	Capcom	In-house	1-2	9	PAL	8.2
Carmen Sandiego	Acclaim	Bam!	1	30	PAL	7.0
Catwoman	EA	Argonaut	1	35	PAL	4.0
Cel Damage	EA	In-house	1-2	6	PAL	4.3
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

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

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

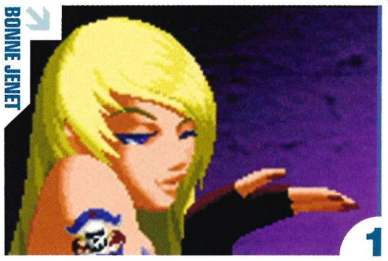
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Crash Bandicoot	Vivendi	Eurocom	1	13	PAL	5.6
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	27	PAL	4.8
Crazy Taxi	Acclaim	In-house	1	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	23	NTSC	6.2
Custom Robo Battle Revolution	Nintendo	Noise	1-4	31	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	Ari	1-4	37	PAL	9.2
Die Hard: Vendetta	Vivendi	Bits Studios	1	13	PAL	8.2
Disney's Extreme Skate Adventure	Activision	Neversoft	1	24	PAL	7.0
Disney's Magical Mirror	Nintendo	Capcom	1	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-house	1	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	6	PAL	5.0
Donald Duck: Quack Attack	Ubi Soft	In-house	1	6	PAL	6.2
Donkey Konga	Nintendo	Namco	1-4	28	NTSC	9.2
Donkey Konga	Nintendo	In-house	1-4	37	PAL	9.0
Donkey Konga Volume 2: HSP	Nintendo	Namco	1-4	35	NTSC	9.2
Donkey Kong: Jungle Beat	Nintendo	In-House	1	41	PAL	8.0
Doshin The Giant	Nintendo	In-house	1	12	PAL	7.4
Dragon Ball Z: Budokai	Atari	Dimps	1-2	26	PAL	4.5
Dragon'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
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	30	PAL	9.0
Finding Nemo	THQ	Traveller's Tales	1	24	PAL	6.1
Fireblade	Midway	Avalanche	1	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	23	NTSC	9.4
Future Tactics: The Uprising	Crave	Zed Two	1-2	38	PAL	6.5
Gauntlet: Dark Legacy	Midway	In-house	1-4	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	18	PAL	6.5
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: COS	EA	Eurocom	1	14	PAL	7.0
Harry Potter: Prisoner Of Azkaban	EA	EA	1-4	34	PAL	6.8

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

NON-GAMECUBE CHARACTERS

Because sometimes, you need a break from Mario's pornographic moustache.

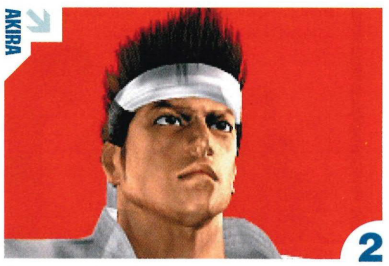
BONNE JENET



1

British pirate lady Bonne Jenet, taken from obscure-ish SNK beat-'em-up *Garou: Mark Of The Wolves*. Garou has music that sounds a bit like Robert Miles, Bonne Jenet sounds a bit like a cat. But she is HOT.

AKIRA



2

"Because he's the hardest to use!" says Tim when asked why he suggested *Virtua Fighter*'s Akira for this Top Five. Akira is cheap. The best bit? Tim doesn't even play it. [There aren't any explosions! – Tim]

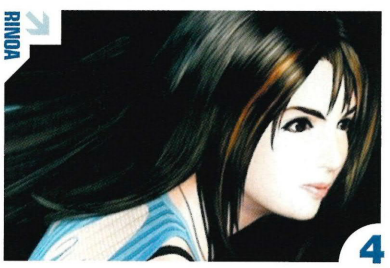
DANTE



3

Yes, a bit obvious but we couldn't find a decent picture of Lady, the girl with the coolest name ever. (Translation: there wasn't a decent picture on the first page of Google image search results.)

RINOA



4

Oh Rinoa. Sweet, angelic Rinoa. "Dance with me? Let me guess... you'll only dance with someone you like. Okay then... look into my eyes... you're-going-to-like-me, you're-going-to-like-me... did it work?" Yes! It did!

TWELVE



5

The alien thing in *Street Fighter III*, the worst character by miles. But, he does have a silly voice and a move where his hand turns into an axe and he shouts "WOROAH!" Swings and roundabouts.

TOP FIVE RESIDENT EVIL 4 QUESTIONS

We often get asked stupid *Resident Evil 4* questions. Here are some serious answers to those stupid questions!



1

DIFFICULTY?

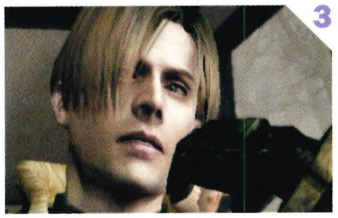
Is *Resident Evil 4* difficult? Not really. It actually gets easier – the difficulty adjusts itself so enemy health is lower, AI dumbs down and damage reduction kicks in every time you snuff it, explaining why Tim found it so easy.



2

CHILDREN?

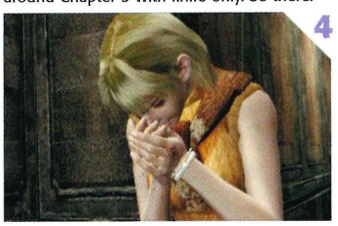
Why are there no kid ganados? Because shooting children means worried mothers, which means lawsuits. It's the same reason the camera cuts away when the zombie child gets shot in Romero's *Dawn Of The Dead*.



3

KNIFE?

Can you beat the game using just the knife? Nope. Leon needs a gun for some sections (freeing Ashley from the metal straps). Most players also say the game gets too damn hard around Chapter 5 with knife only. So there.



4

RAPE?

Does Ashley get raped while she's in the cell? Unlikely. It's can be interpreted as such but Ashley seems too normal afterwards for such a traumatic event. The entire scene was still taken out the German version though.



5

MONKEY EARS?

Why does Ashley have ears like a monkey? ASHLEY DOES NOT HAVE EARS LIKE A MONKEY. She is softer than a cloud, purer than the sky, hotter than the sun. ashleyfromre4.ytmnd.com is full of lies. We hate them. We love her. Ashley... Ashley!

NETWORK DIRECTORY

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	27	PAL	6.5
Harvest Moon: A Wonderful Life	Ubisoft	Natsume	1	31	PAL	9.0
Hitman 2	Eidos	IO Interactive	1	21	PAL	7.9
Hulk	Vivendi	Radical	1	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	17	PAL	9.0
I-Ninja	Namco	Argonaut	1	30	NTSC	7.5
ISS 2	Konami	Major A	1-4	6	PAL	8.2
ISS 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: D Vs D	Vivendi	Rebellion	1-4	27	PAL	7.5
Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	11	PAL	7.6
King Arthur	Konami	Krome	1-2		PAL	4.3
Kinniku Man 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
LOZ: Four Swords Adventures	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
LOTRs: 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
Lord Of The Rings: 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 Kart: Double Dash!	Nintendo	In-house	1-16	26	PAL	9.4
Mario Party 4	Nintendo	Hudson	1-4	13	PAL	9.0
Mario Party 5	Nintendo	Hudson	1-4	27	PAL	7.0
Mario Party 6	Nintendo	Hudson	1-4	40	NTSC	7.3
Mario Power Tennis	Nintendo	Camelot	1-4	40	PAL	7.9
Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	11	PAL	8.2
Medal Of Honor: Frontline	EA	In-house	1-4	14	PAL	8.6
Medal Of Honor: Rising Sun	EA	In-house	1-4	25	PAL	9.0
Medabots Infinity	Ubisoft	Natsume	1-2	38	PAL	4.0
Mega Man Anniversary Collection	Capcom	Atomic Planet	1	36	PAL	8.5
Mega Man Network Transmission	Capcom	In-House	1	22	PAL	7.9
Mega Man X: Command Mission	Capcom	In-house	1	39	PAL	8.2
Men In Black II: Alien Escape	Infogrames	Melbourne House	1	16	PAL	4.2
Metal Arms	Vivendi Universal	Swigin' 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	9.6
Micro Machines	Infogrames	Sheffield House	1-4	16	PAL	5.2
Minority Report	Activision	Treyarch	1-2	15	PAL	5.0
Mission: Impossible OS	Atari	Melbourne House	1	31	PAL	6.7

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

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	32	NTSC	5.8
MSG: Gundam Vs Zgundam	Bandai	Capcom	1-4	41	NTSC	6.6
Mortal Kombat: DA	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
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
NFL Quarterback Club 2002	Acclaim	In-house	1-8	4	PAL	6.1
NFL Street	EA	EA 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	Blackbox Games	1-4	6	PAL	8.4
NHL Hitz 2003	Midway	In-house	1-4	14	PAL	8.4
NHL Hitz 20-03	Midway	Blackbox	1-4	11	NTSC	8.6
Nightfire	EA	In-house	1-4	14	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-house	1-4	17	NTSC	7.0
One Piece Treasure Battle	Bandai	In-house	1-4	15	NTSC	5.8
Outlaw Golf	THQ	Hypnotix	1-2	19	PAL	7.9
Pac-Man Fever	Namco	In-house	1-4	12	PAL	5.7
Pac-Man Vs	Namco	In-house	1-4	28	NTSC	8.8
Pac-Man World 2	Namco	In-house	1	16	PAL	4.2
Pac-Man World 2 (import)	Namco	In-house	1	5	NTSC	6.1
Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	36	NTSC	9.4
Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	39	PAL	9.0
Phantasy Star Online I+II	Infogrames	Sonic Team	1-4	16	PAL	7.5
Phantasy Star Online III C.A.R.D.	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 Exhibition	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	Ubi Soft	In-house	1-2	13	PAL	5.9
Puyo Pop Fever	Sega	Sonic Team	1-4	30	PAL	7.8
R: Racing Evolution	EA	Namco	1-2	29	PAL	8.4
Rainbow Six 3	Ubisoft	In-house	1-2	34	PAL	8.2
Rally Championship	SCi	Warthog	1-4	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	9	PAL	6.0
Resident Evil	Capcom	In-house	1	10	PAL	9.0
Resident Evil Code: Veronica X	Capcom	In-house	1	30	PAL	7.1
Resident Evil: Nemesis	Capcom	In-house	1	19	PAL	7.0

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

TOP 10

GAMECUBE

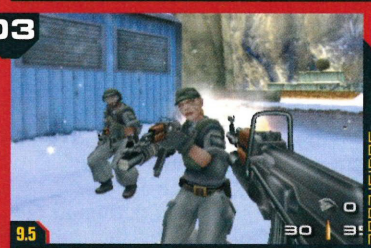
GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01

9.7
METROID PRIME 2
2002/NINTENDO

02

9.5
THE LEGEND OF ZELDA
2002/NINTENDO

03

9.5
TIMESPLITTERS 2
2002/EIDOS

04

9.4
ZELDA: FOUR SWORDS +
2004/NINTENDO

05

9.4
F-ZERO GX
2002/NINTENDO

06 MARIO KART: DOUBLE DASH!! 9.4
2003/NINTENDO

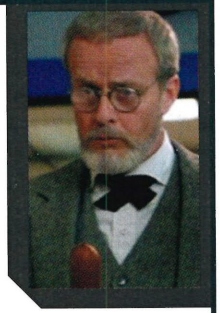
07 PAPER MARIO 2 9.4
2004/NINTENDO

08 BEYOND GOOD & EVIL 9.4
2003/UBISOFT

09 SUPER MARIO SUNSHINE 9.4
2002/NINTENDO

10 PIKMIN 2 9.3
2004/NINTENDO

SIGMUND FROOD (OUT OF BILL AND TED) AND HIS AMAZING PSYCHOLOGICAL ADVENTURES



Every month Dr Frood investigates the motivations that drive your gaming heroes. This month his victim is...

ASHLEY, RESIDENT EVIL 4

Yes, yes, I know. Sigmund Frood knows he's covered Ashley in this column before. This is different. This is important. Sigmund Frood, your world-famous scribe and five times **CUBE** Award nominated columnist, has something to say. Listen. Something struck me while I was hitting up dem be-atches on Fifth Avenue during a recent excursion to New York. Turned out it was a bottle of Budweiser thrown by an inebriated, common lout but anyway, I digress. Hearing the blaring hip-hop of the pimped-up love wagons that drove by Fifth Avenue while I was cruising for some fine, fine women, I heard these lines by a rapper called Mase:

"From the first day I met you, I knew you was special

You had lot of drama but I used to protect you."

Yes! Yes! That's how the Froodster feels about Ashley! Then I realised... is the Froodster... in love? Yes. Yes he is! Behind this well-groomed, finely trimmed beard lies a man crying out for some love. A man who needs a big, warm love hug. Sadly, the Froodster realises there are problems in marrying his huge wealth of eroticism to the pretty, sweet, diminutive little cupcake of love that is Ashley. First of all, her heart is with that fop Leon. Excuse me while I engage in modern expressions of motion...

Ahh, much better. Secondly, and perhaps more importantly, Ashley isn't real. But the Froodster has tasted love and he wants more. Is there anyone out there – anyone at all – for the Frood? There has to be someone. Just... someone. Anyone. At all? Oh god, please. PLEASE. There has to be. Anyone. Oh god... please?

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Resident Evil Zero	Capcom	In-house	1	16	PAL	9.0
Robocop	Avalon	Avalon	1-2	34	PAL	5.4
Robotech: Battlecry	TDK	Mediactive	1-2	13	NTSC	8.0
Rock Man EXE Transmission	Capcom	Akira	1	18	PAL	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	Blackbox Games	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: The Movie	Activision	Treyarch	1	7	PAL	6.0
Splinter Cell	Ubi Soft	In-house	1	19	PAL	8.8
Splinter Cell: Pandora Tomorrow	Ubisoft	In-House	1	35	PAL	8.5
SpongeBob SquarePants: BFBB	THQ	Heavy Iron	1	29	PAL	6.8
Spyhunter	Midway	Point Of View	1-2	7	PAL	5.9
Spyro: A Hero's Tail	Vivendi Universal	Eurocom	1	39	PAL	6.8
SSX Tricky	EA	EA Big	1-2	7	PAL	8.0
SSX3	EA	EA Big	1-2	25	PAL	9.3
Starfox Adventures	Nintendo	Rare	1	12	NTSC	9.4
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 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

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

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 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	EA	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
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	Ubi Soft	Crave	1-4	11	PAL	6.4
Universal Studios	Kemco	In-house	1	6	PAL	3.0
Urban Freestyle Soccer	Acclaim	Silicon Dreams	1-4	30	PAL	3.6
Vexx	Acclaim	In-house	1	18	PAL	7.0
Viewtiful Joe	Capcom	In-house	1	25	PAL	8.6
Viewtiful Joe 2	Capcom	Clover Studios	1	41	NTSC	9.1
Virtua Fighter Cyber Generation	Sega	Sega	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 Games	Nintendo	Nintendo	1-4	36	PAL	8.9
Wario World	Nintendo	Treasure	1	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	6	PAL	8.9
Winning Eleven 6	Konami	In-house	1-4	17	NTSC	9.2
World Racing	TDK	Synetic	1-4	33	PAL	5.0
Worms 3D	Sega	Team 17	1-4	25	PAL	8.3
Worms Blast	Ubi Soft	Team 17	1-2	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-house	1-4	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	21	PAL	6.8
WWE Day Of Reckoning	THQ	Yukes	1-4	36	PAL	9.1
WWE: Wrestlemania XIX	THQ	Yukes	1-4	25	PAL	6.9
XG3: Extreme G Racing	Acclaim	In-house	1-4	6	PAL	8.2
XGRA	Acclaim	ACC. Entertainment	1-2	23	PAL	9.0
XIII	Ubi Soft	In-house	1	26	PAL	8.2
X-Men Legends	Activision	Raven	1-4	38	PAL	8.0
X-Men 2: Wolverine's Revenge	Activison	Genepool	1	20	PAL	7.0
X-Men: Next Dimension	Activison	Exact Ent	1	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	9	PAL	7.0

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

TIMMY TIME! (DO, DO, DO, DO)

JESUS CHRIST! THE forum broke last month! It was something technical to do with too many posts piling up in the archives that should have been deleted. That's not to say that wild speculation of rival infiltration and sabotage wasn't suspected, butt that wasn't the case at all.

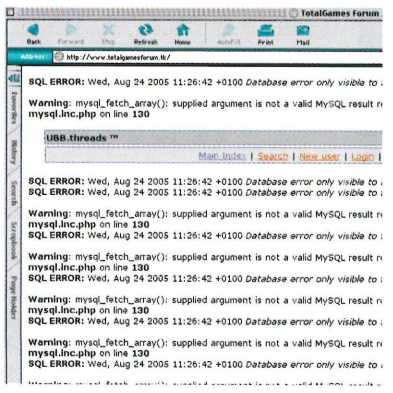
It was really strange not having the forum, I hadn't realised just how much I use it, chatting people... actually that's a lie, I do know how much I use it after that time I was hauled up in front of the boss for the extreme amount of time I spend on the internet, but that was ages ago.

Anyway it left us all at a loss – how were we going to chat to Dr Kong and Alastor? Or read Sean-Mill's posts? (He's back by the way.) Or even talk with everyone else on the forum who've made the place a pretty good community, most of the time. So yeah that's everybody bar mallorn.

Here's a list of things I did while the forum was down:
Hit Refresh several times.
Went on The Society.
Starred into space.
Eventually did some work.
Loaded the forum and hit Refresh, just to see.
Then awesome forum member Kidderz using his own money, time and ginger hair set up TGN2.
Went to a Nintendo party thing in London, got drunk on Nintendo beer.
Then spent the weekend in Amsterdam. Awesome!

I'm back now but the forum still isn't, which is a shame, if you want to log on to www.mysega.co.uk you'll find TGN2, hopefully it won't be too long before TGN1 is back up.

Bonus! I don't sub the magazine anymore, I get to write all the time and don't have to worry about turning apostrophes the right way round. 'Bout time really. Woo.



BACK ISSUES

MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

Back issues cost £4.99 each including postage and packaging. UK only – overseas prices available on request



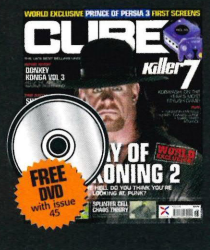
ISSUE FORTY FOUR

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.



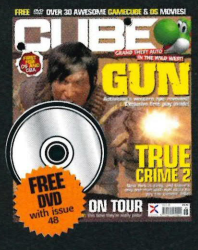
ISSUE FORTY SEVEN

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.



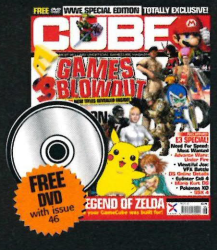
ISSUE FORTY FIVE

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*.



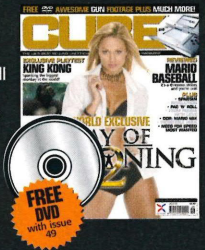
ISSUE FORTY EIGHT

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*.



ISSUE FORTY SIX

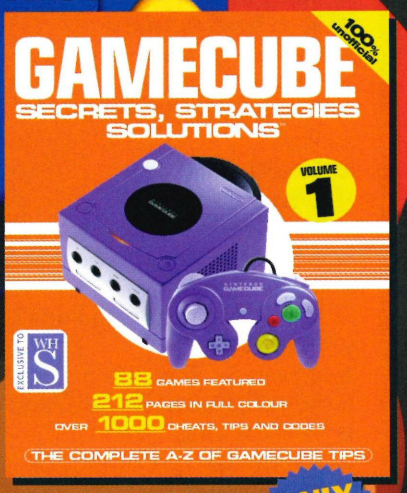
It's preview city in CUBE all thanks to sweaty Americans showing off new games at E3 and some new consoles to play them on. So we wrote stuff about it. Some of it's really good! Plus three whole GC reviews. Three!



ISSUE FORTY NINE

Baps. And legs and tiny pants, no not Chandyman – Stacey Keibler! On the front of CUBE, we feel just like Maxim now, except there's no ladies in the middle, apart from Liz but she was more near the end.

ALSO AVAILABLE...



GAMECUBE SECRETS, STRATEGIES SOLUTIONS VOLUME 1

ONLY £9.99

Comprehensive solutions and guides for top GameCube games including *Zelda: The Wind Waker, Metroid Prime, Resident Evil Zero, Super Monkey Ball* and many more

PLUS! COMPLETE SOLUTIONS TO...

THE LEGEND OF ZELDA: THE WIND WAKER	only £3.99
LUIGI'S MANSION	only £3.99
METROID PRIME	only £3.99

CUBE

CUBE0550

YOUR DETAILS

Name.....

Signature .....

Address.....

.....

.....

Postcode.....

Tel .....

PAYMENT METHOD

☐ Cheque/postal order made payable to Highbury Entertainment Ltd.

Amount enclosed .....

☐ Credit card type .....
(ACCESS/VISA/MASTERCARD/SWITCH)

Issue no (Switch) .....

Expiry date .....

Card number.....

If you don't want to receive related promotional material please tick this box ☐

BACK ISSUES ORDER FORM

Please tick issues required (£4.20 each inc. p+p) UK only.
Overseas prices available upon request.

- ☐ ISSUE FORTY FOUR (FREE DVD)
- ☐ ISSUE FORTY FIVE (FREE DVD)
- ☐ ISSUE FORTY SIX (FREE DVD)
- ☐ ISSUE FORTY SEVEN (FREE DVD)
- ☐ ISSUE FORTY EIGHT (FREE DVD)
- ☐ ISSUE FORTY NINE (FREE DVD)

ORDERING DETAILS

HIGHBURY ENTERTAINMENT
Phone: 0870 444 8682 **Fax:** 01458 271146 **Email:** CUBE@cisubs.co.uk
Freepost Address: Highbury Entertainment Ltd, FREEPOST NATW1809, (Customer Interface), SOMERTON, TA11 6ZA

JavaGamer.net
GAMES PEOPLE PLAY

Check **wap.javagamer.net** to find out how to download our FREE catalogue of GAMES, WALLPAPERS and RINGTONES!

SCAM FREE!

SPAM FREE! No unwanted promo texts



Choose your Wallpaper

To order, text: WILD WALL code to 80160
E.g: WILD WALL C150637 to 80160


C150630


C150673


C150670


C150651


C150655


C150637


C150679


C150678


C150662


C150643


C150635

Fantastic Keith G. Airbrush Art

Motorola C350,C380,C385,C450,C550,C650,C975,E365,E380,E398,T720,T721,T722i,V150,V3,V80,V220,V300,V400,V500,V525,V547 **Nokia** 2600,2650,3100,3108,3200,3220,3300,3510i,3560,3620,3650,3660,5100,5140,6100,6108,6200,6230,6260,6600,6610,6620,6630,6650,6670,6680,6800,6810,6820,6822,7200,7210,7250,7250(i),7260,7600,7610,7650,8910i,9300, N-Gage (QD) **Sagem** MyC-2,MyV55,MyV65,MyV75,MyX-2,MyX-5,MyX-5m,MyX5-2 **Samsung** C100,D410,E100,E330,E700,E800, 400,S100, S300,T100,V200,X100,X427,X450,X460,X600 **Sharp** GX10,GX15 **Siemens** A60,C60,C65,CFX65,M55,M56,MC60,S55,S56,SL55,SL65,ST55,ST60,SX1 **SonyEricsson** F500i,K500i,K700i,P800, P900,T226,T230,T300,T310,Z600,Z1010



Choose your Java Game

To order, text: WILD JAVA code to 80160
E.g: WILD JAVA C93912 to 80160



C93916

Bruce Lee
The Legendary King of Kung fu and the greatest martial arts expert ever meets incredible challenges head-on.
C,D,E,F,G,M,S,V,W,X,Y, AB,AC,AD,AE,AF,AG,AH

BRUCE LEE and the Bruce Lee likeness are trademarks and copyrights of Concord Moon L.P. All Rights Reserved & (c) 2005 Indiagames Ltd.



C93921

Crash Twinsanity
Encounter wacky enemies and immersive environments in Crash Bandicoot's craziest and funniest adventure ever.
B,C,D,E,F,M,S,W,X,Y,AA, AB,AC,AD,AE,AF,AG,AH

Copyright © 2005 Wonderphone. © 2005 Universal Interactive, Inc. Crash Bandicoot and related characters are and © of Universal Interactive, Inc. All rights reserved.



C93918

Dakar 2005
Participate in Dakar 2005 - the legendary Africa rally. Choose from Rally-Mode or Arcade-Mode and pilot your car cross the dunes and savanna.
C,D,E,S,T,V,W,X,Y,AA,AB,AC,AD,AE,AF,AG,AH,AI

©A.S.O.



C93936

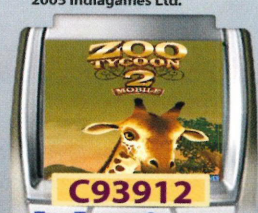
Streetball Extreme
Most respectful city crews are all here to face your challenge in the street basketball!
Start the boom box and get ready to play!
B,C,D,E,F,G,M,S,W,X,Y,AA, AB,AD,AE,AF,AG,AI



C93935

Son of the Mask
Play as Alvey Avery - the Son of The Mask. Find your way through the colorful, wild and wacky make-believe worlds.
B,C,D,E,F,G,S,V,W,AD,AE, AG,AH

SON OF THE MASK and all related names, characters and indicia are trademarks of New Line Productions, Inc. (s:05). All Rights Reserved.



C93912

Zoo Tycoon 2
Design, build and manage your ultimate zoo.
B,C,D,F,G,I,L,M,S,T,V,W, X,Y,AA,AB,AC,AE,AF,AH

© 2004 Microsoft Corporation. All Rights Reserved Microsoft, Zoo Tycoon and the Microsoft Games Studios logo, are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license.



C93872

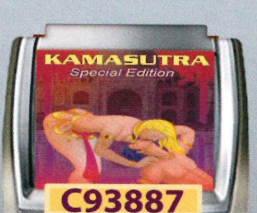
Leisure Suit Larry
Larry is back and on your mobile!
B,C,D,E,F,G,H,I,K,M,S, AA

Copyright © 2005 Wonderphone © 2005 Sierra Entertainment, Inc.



C93792

Strip Poker - Asia
Play well to see Asian beauty undressed.
B,C,D,E,F,G,H,I,K,S,T,U



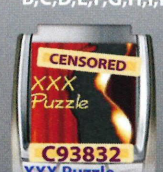
C93887

Kamasutra - Special Ed.
Educational classic!
A,B,C,D,E,F,G,H,I,K,M,O, P,Q,S,V,W,AC



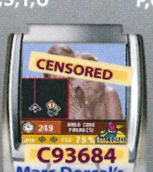
C93662

Julie 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

A Motorola T720 B Nokia N-Gage (QD) C Nokia 2650,3100,3108,3200,3300,5100,6100,6108, 6200,6220,6610,6800,6810,6820,7200,7210,7250(i) D Nokia 3220,5140,6230 E Nokia 3510i,3585,3590, 6010,8910i F Nokia 3650,3660 G Nokia 7650 H Motorola V300,V400,V500,V525M,V600 I Nokia 6260,6600,6620,7610 J Nokia 6650,7600 K Samsung E700 L Samsung X100 M Sharp GX10 N Siemens C55 O Siemens C60 P Siemens M55,MC60,S55,S56 Q Siemens SL55,SL56 R Siemens SX1 S Sony Ericsson K700(i),Z1010 T Sony Ericsson T610,T616,T618,T630 U Sony Ericsson Z600 V Sony Ericsson K500(i) W Motorola V220,C650 X Sharp GX15 Y Sharp GX20,GX22(s),GX30,GX32 Z Sony Ericsson S700i AA Siemens C65 AB Nokia 6630,6680 AC Sony Ericsson F500i,Z600 AD Nokia 3230,6260, 6600,6620,6670,7610 AE Motorola E550,V300,V400,V500,V525M,V547,V600 AF Motorola C975,V3,V547,V635,V80 AG Sagem MyV55,MyV65,MyV75 AH Samsung E330,E700,E800 AI Sharp GX25

All games cost £4.5 and all wallpapers cost £3. The network operator will charge you for each sent message, so be careful with the spelling of your orders and phone compatibility. You will receive 1-3 billing messages per order. To order you need to have a Vodafone, T-Mobile, O2 or Orange subscription in UK & N. Ireland. The delivery of games and wallpapers requires a short WAP connection (your network provider can set this up if WAP is not currently activated), for which your mobile operator may charge you at your normal rate. At peak times you may experience a small delay in delivery. Please ensure that the owner of the subscription consents to this order. This service is available to users 16 and above. Send your feedback to: feedback@javagamer.net or JavaGamer.net, P.O. Box 121, Shaftesbury, SP7 9WX.

ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT! ISSUE 51 ON SALE 20 OCTOBER 2005

NEXT ISSUE

Next Month... Next Month... Next Month... Next Month...

HORIZON

EXCLUSIVE FOOTAGE!



REVOLUTION ARRIVES

FINALLY, THE WAITING IS OVER

By the time you read this we'll be in Japan watching Nintendo president Satoru Iwata showing us the first ever in-game footage of the company's Revolution games. WE'LL GET TO SEE THE PAD, HOT DAMN IT!

GAME BOY MICRO

EXCLUSIVE HANDS ON!

GAME BOY FOR THE IPOD LOVERS

It's slinky, sexy and most importantly, actually fits in your pocket. Our units are on their way right now. Do you need one? Would you want one? Find out about it all right here.





FEATURE

NINTENDO DECLARES WAR ON THE UK

TANKS FOR THE MEMORIES

Well come on... we can hardly hope to understand *Battalion Wars* properly unless Nintendo teaches us how to shoot things first. Well, that and driving tanks... and re-enacting SAS missions. Watch us kill stuff. Sweet...

SOLUTIONS

GEIST

GHOSTLY GOINGS ON

Nintendo's weird and wonderful possess-'em-up is one of those games that you'll definitely get stuck on at some point, so naturally we'll be bringing you the full guide.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube, DS, and GBA games, including:

THE BIGGEST GAMES!



TONY HAWK'S AMERICAN WASTELAND (GC)
Tony can do anything now...



ULTIMATE SPIDER-MAN (GC)
Ultimate? What, better than Spider-Man 2?



SONIC GEMS COLLECTION (GC)
A trolley-full of classic gaming on one little disc!

PLUS

- NHL '06
- Madden NFL '06
- Battalion Wars
- Mario Smash Football
- GUN
- King Kong
- True Crime 2
- Lost In Blue

Partymob.com™

THIS IS NOT A SUBSCRIPTION SERVICE

MOBILE RINGTONES

MONOPHONIC - POLYPHONIC - REALTONES

POLY: Nokia - Samsung - Sharp - Siemens - Sendo - Motorola - Sagem - Panasonic - Sony Ericsson - LG - O2 Active
MONO: Nokia - Samsung - Siemens - Sendo - Motorola - Sagem REALTONES: Nokia - Sony Ericsson - Motorola - Sagem - Panasonic - Siemens - Samsung - Sharp - LG Realtones sound just like the real thing, real music, real singing,(not original artists)

TITLE	REAL	MONO	POLY
ILL BE OK		116652	126652
OHH LA LA		116649	126649
GHETTO GOSPEL	176256	116256	126256
ASS LIKE THAT	176139	116139	126139
ROCK YA BODY		116223	126223
LIL' LOVE		116684	126684
JUST A LIL BIT	176017	116017	126017
GASOLINA	176455	116455	126455
SINGING IN THE RAIN		116244	126244
DON'T LIE		116240	126240
THESE BOOTS ARE MADE..		116492	126492
FADING LIKE A FLOWER		116480	126480
WHY		116219	126219
DREAMS		116530	126530
YOU AND ME		116102	126102
DARE		116468	126468
SAY HELLO	176496	116496	126496
THE AVENUE	176540	116540	126540
TOUCH		116486	126486
SHOW ME THE REAL YOU		116529	126529
LONG HOT SUMMER		116531	126531
THE IMPORTANCE OF ..		116598	126598
SCHNAPPI		116601	126601
THIS TOWN AIN'T BIG..		116471	126471
BIG CHIPS		116449	126449
COOL		116221	126221
THE BOXER	176440	116440	126440
ROUND AND ROUND		116463	126463
FIX YOU		116615	126615
CHERRY PIE		116491	126491

CHART	REAL	MONO	POLY
HOLLABACK GIRL	175832	115832	125832
CRAZY CHICK		116339	126339
SWITCH	175616	115616	125616
WE BELONG TOGETHER		116106	126106
INCOMPLETE		116191	126191
FEEL GOOD INC	175935	115935	125935
PARTY STARTER		116694	126694
CALL MY NAME		116528	126528
LA TORTURA		116228	126228
FILTHY/GORGEOUS	175319	115319	125319
BREATHE EASY	173599	113599	123599
TOXIC	173435	113435	123435
OBSESSION	175664	115664	125664
CRAZY IN LOVE	172707	112707	122707

Get the latest music gossip, news direct to your mobile
Send **MUSI** to **83010**

R & B	REAL	MONO	POLY
LET ME LOVE YOU	175335	115335	125335
LOCKED UP		114747	124747
GRIND WITH ME		116448	126448
TRAPPED IN THE CLOSET		116254	126254
HERE I GO AGAIN		116263	126263
F*** IT	173519	113519	123519
MY NECK MY BACK	172416	112416	122416
DILEMMA	172221	112221	122221
IGNITION - REMIX	172642	112642	122642
SHOULD I GO		116640	126640
LONG AS YOU COME HOME		116645	126645
GET IT WHILE ITS HOT		116655	126655

INDIE	REAL	MONO	POLY
MR BRIGHTSIDE		114139	124139
EVERYDAY I LOVE..	176162	116162	126162
TOURIST		116439	126439
FOOLS GOLD		111230	121230
JOLENE		115047	125047

PARTYTIME	REAL	MONO	POLY
SUMMER OF 69	172531	112531	122531
BUILD ME UP BUTT..	173009	113009	123009
BROWN GIRL IN TH..	173307	113307	123307
CHA CHA SLIDE	173506	113506	123506

HIP HOP	REAL	MONO	POLY
LONELY	176024	116024	126024
CANDY SHOP	175499	115499	125499
HATE IT OR LOVE IT	175830	115830	125830
GANGSTERS PARA..	171128	111128	121128
IN DA CLUB	172440	112440	122440
LIKE TOY SOLDIERS	175265	115265	125265
MOCKINGBIRD	175264	115264	125264
FRIDAY		116637	126637
BECAUSE I GOT HIGH	171454	111454	121454

FOOTBALL	REAL	MONO	POLY
MATCH OF THE DAY		111126	121126
YOU'LL NEVER WALK..	171351	111351	121351
SOCCER AM CATWALK		112559	122559
THE GREAT ESCAPE	171354	111354	121354
BLOWING BUBBLES	175178	115178	125178
Z CARS	174731	114731	124731
BLUE IS THE COLOUR	171348	111348	121348
FLOWER OF SCOTLAND	175212	115212	125212
WHEN THE SAINTS GO..	172645	112645	122645
CARNIVAL DE PARIS	173712	113712	123712
TERRY AND JUNE	175129	115129	125129
GLORY GLORY		111353	121353
BLUE MOON		111352	121352
COUNTRY ROAD		111571	121571

DANCE	REAL	MONO	POLY
LOVE ON MY MIND		116075	126075
PRETTY GREEN EYES		112877	122877
I LIKE THE WAY	175957	115957	125957
NASTY GIRL	175365	115365	125365
OUT OF TOUCH	175090	115090	125090
STAR TO FALL	175614	115614	125614
CALL ON ME	174436	114436	124436

ROCK	REAL	MONO	POLY
LYLA	175946	115946	125946
COLD		116646	126646
UNSATISFIED	176654	116654	126654
A LIFETIME		116663	126663

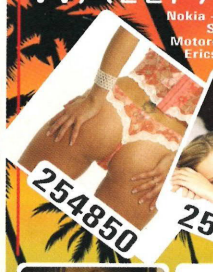
THEMES	REAL	MONO	POLY
THE SIMPSONS	171132	111132	121132
THEME FROM CITROEN AD		115641	125641
MISSION IMPOSSIBLE	171121	111121	121121
AGE OF AQUARIUS..		116668	126668
DR WHO	173311	113311	123311
MAX & PADDY'S ROAD TO..		116082	126082
BIG BROTHER	171342	111342	121342

Hear the latest ringtone listings:
Call 0871 222 5323

WALLPAPERS

Nokia - Samsung - Sharp - Siemens - LG - Motorola - Sagem - Sony Ericsson - Panasonic


254346


254850


254925


255028


255023


255019


254856


254967


255022


250665



250844



250810



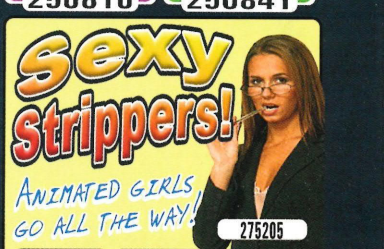
250841



250400



250826



275205


250347



250821




275243


275257

275255

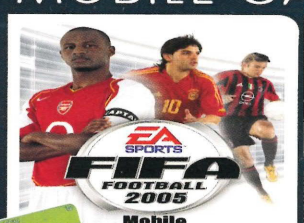
Call: 09061 922 914 (UK)
1580 932 701 (IR Euro 2.40 per min)

SMS: Send CUBE + NUMBER + MAKE to 80308 (UK)
57857 (IR Euro 2 per SMS) Example: CUBE 175178 NOKIA

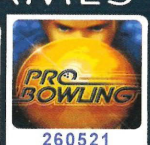
MOBILE GAMES

Nokia - Samsung - Sharp - Siemens - LG - Motorola - Sagem - Sony Ericsson - Panasonic

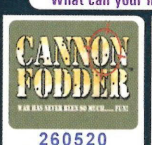
What can your handset handle? *Call* 0871 222 5326 or visit wap.partymob.com for compatibility.



260516
FIFA 2005 MIE



260521
Pro Bowling



260520
Cannon Fodder



260391
Texas Hold'em



260514
X-Poker



260519
3D Pool



260456
Phil Taylor



260524
Asteroids Deluxe



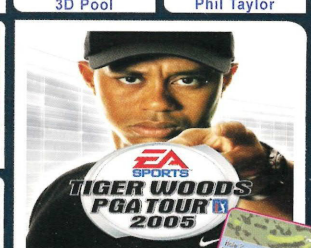
260366
Fruit Machine



260515
X solitaire



260369
Bomberman



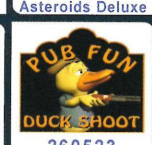
260517
Tiger Woods 2005



260431
Lemmings



260525
Frankie Dettori



260523
Duck Shoot



260338
Kamasutra



260484
BOOB Machine



260493
Monopoly Tycoon

291194

291196

291193

291184

291195

291192

291181

Call: 09061 922 914 (UK)
1580 932 701 (IR Euro 2.40 per min)

SMS: Send CUBE + NUMBER to 80308 (UK)
57857 (IR Euro 2 per SMS) Example: CUBE 260311

Calls cost £1.50 per minute. Mobiles charges vary. We recommend you call from a landline. Ireland calls cost Euro 2.40 per min. You must be 16 or over to use any of these services. You must complete the call to receive your order. Your call is likely to take 3 minutes but will take longer if time is spent browsing information. SMS charges(UK): Vodafone, O2, T-Mobile, Virgin and Orange £4.50 (Games £6). 25p items are UK SMS only. Text Alerts: cost 25p per text. To cancel send STOP to 83010. UK SMS only. SMS Charges (IRE): Vodafone, O2 and Meteor Euro 6 (Games euro 8) You must have sufficient credit to receive your order. Products require a WAP enabled handset. You will also incur your normal SMS and WAP charges. Royalties paid to MCPS & PRS. Partymob.com, PO Box 28 Northampton NN1 5DS. You may be contacted by Partymob with offers and information. After Sales: Visit www.partymob.com/cs or call 0871 750 3030(UK). 1850 927274 (IR. CallSave).

Lemmings and Lemmings Logo are registered Trademarks of Psygnosis Limited, Copyright: Psygnosis Limited. Produced and published by iFone. Copyright © 2004 iomo ltd. Developed by IOMO. Co published by IOMO and Player One. Pokermillion name, logos and trademarks used under license from Matchroom Sport Ltd. MONOPOLY© 2004 Hasbro Inc. Licensing by Hasbro Consumer Products. All Rights Reserved. Produced and published by iFone under licence from Atari. Copyright (C) Capcom. 2005 SW 19, Inc. 2004 Copyright iWin, Inc. Jewel Quest is a trademark and iWin.com is a registered trademark of iWin, Inc. All rights reserved. Published by iplay, trading name of Digital Bridges Ltd. All Rights Reserved. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. All other trademarks and trade names are the property of their respective owners. All rights Reserved. JAMDAT and JAMDAT Mobile are trademarks of JAMDAT Mobile, Inc. Published by Player One Ltd. & Dinnya Interactive. Copyright © 2005 Dinnya Interactive & Player One Ltd. Phil Taylor names, trademarks, logos and images used under license from Matchroom Sport Ltd. The relevant logos and images are copyright of Manchester United PLC. Including player and manager images. © 2005 Player One Ltd. All rights reserved. © 1998-2004 Celador International Limited. Official FIFA licensed product. The FIFA logo (c) 1977 FIFA IM. Player names used under license from FIFPro, national teams, clubs and/or leagues. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA SPORTS™ is an Electronic Arts™ brand. Developed by Distinctive Developments Ltd on behalf of Electronic Arts. Certain materials (c) 2004 Electronic Arts Inc. All rights reserved. Distributed on behalf of Electronic Arts Inc. by Digital Bridges Ltd. (c) 2004 Electronic Arts. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. The name, likeness and other attributes of Tiger Woods reproduced on this product are trademarks, copyrighted designs and/or other forms of intellectual property that are the exclusive property of ETW Corp. or Tiger Woods and may not be used, in whole or in part, without their written consents. PGA TOUR, PGA TOUR and Swinging Golfer design, are trademarks of PGA TOUR, INC. and used by permission. Used under license by Electronic Arts. All rights reserved.

infomedia

Partymob.com is a registered trademark of InfoMedia Services Ltd.



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

15

18+

www.pegi.info

PAL 60Hz ONLY



HOW DO YOU FIGHT WITHOUT A BODY?

Subjected to a gruesome experiment, John Raimi exists only as a spectral phantom – a ghost, seeking for revenge against the corporation that tore his soul from his body.

Possess and control humans, animals and objects in this stunning supernatural shooter, and blast your way to the truth no-one wants you to know.

GEIST. OUT 7th OCTOBER

Only for Nintendo GameCube

geist™

NINTENDO GAMECUBE™

www.nintendo.co.uk

FREE DVD VIDEO

THREE EXCLUSIVE MOVIES!

KING KONG

HAIL TO THE KING BABY!

FANTASTIC NEW FOOTAGE!

THE LEGEND OF ZELDA TWILIGHT PRINCESS

WATCH THE GAME OF THE CENTURY RIGHT HERE!

SPECIAL 50TH ISSUE!

FICIAL NINTENDO MAGAZINE NO. 50

CUBE™

GC | DS | GBA SP | MICRO | REVOLUTION

HANDS ON FOR DS, GBA & GB MICRO!

FIRST PLAYTEST!

TONY HAWK'S AMERICAN WASTELAND

GET LIKE, TOTALLY WIPED OUT DUDE!

REVIEWED INSIDE!

- GEIST
- SPARTAN: TW
- RAINBOW SIX
- CASTLEVANIA DS
- JUMP! SUPERSTARS

MASSIVE REVIEW!

POKÉMON XD™ GALE OF DARKNESS

THE GREATEST POKÉMON ADVENTURE YET HITS GC!

THE LEGEND OF ZELDA TWILIGHT PRINCESS

30 MINUTES OF NEW FOOTAGE

AWESOME NEW SCREENSHOTS

"excite, inform and entertain"

ISSUE 50 £3.99

HIGHBURY 9 771475 139021 50