

CUBE



100% UNOFFICIAL NINTENDO PRODUCT

ISSUE 20

FREE DISCS

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Discs missing? Go see your newsagent immediately!



EXCLUSIVE FIRST SHOTS!

£5 GAMES VOUCHER INSIDE!

MARIO KART

Double Dash!!

Getting in gear for the Karting rev-olution

FULL DETAILS PAGE 6

- PLUS!**
- PIKMIN 2
 - STARFOX ARMADA
 - ROGUE SQUADRON III
 - RIDGE RACER EVOLUTION
 - METAL GEAR: TWIN SNAKES

ENTER THE MATRIX

Get yourself reloaded



REVIEWED

SKIES OF ARCADIA

High altitude RPGenius



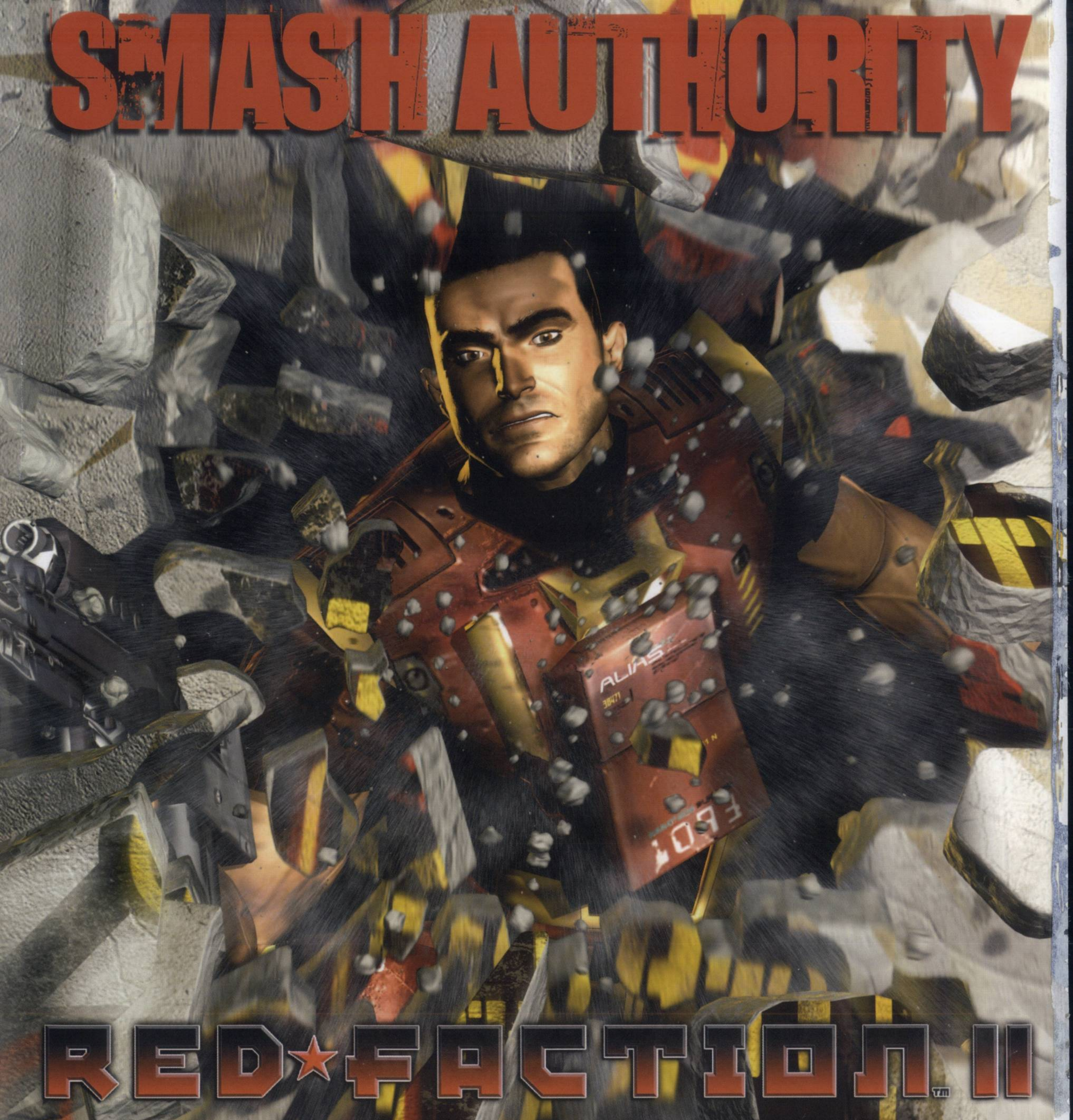
REVIEWED

"excite, enthuse and inform"



£3.99

SMASH AUTHORITY



RED★FACTION™ II

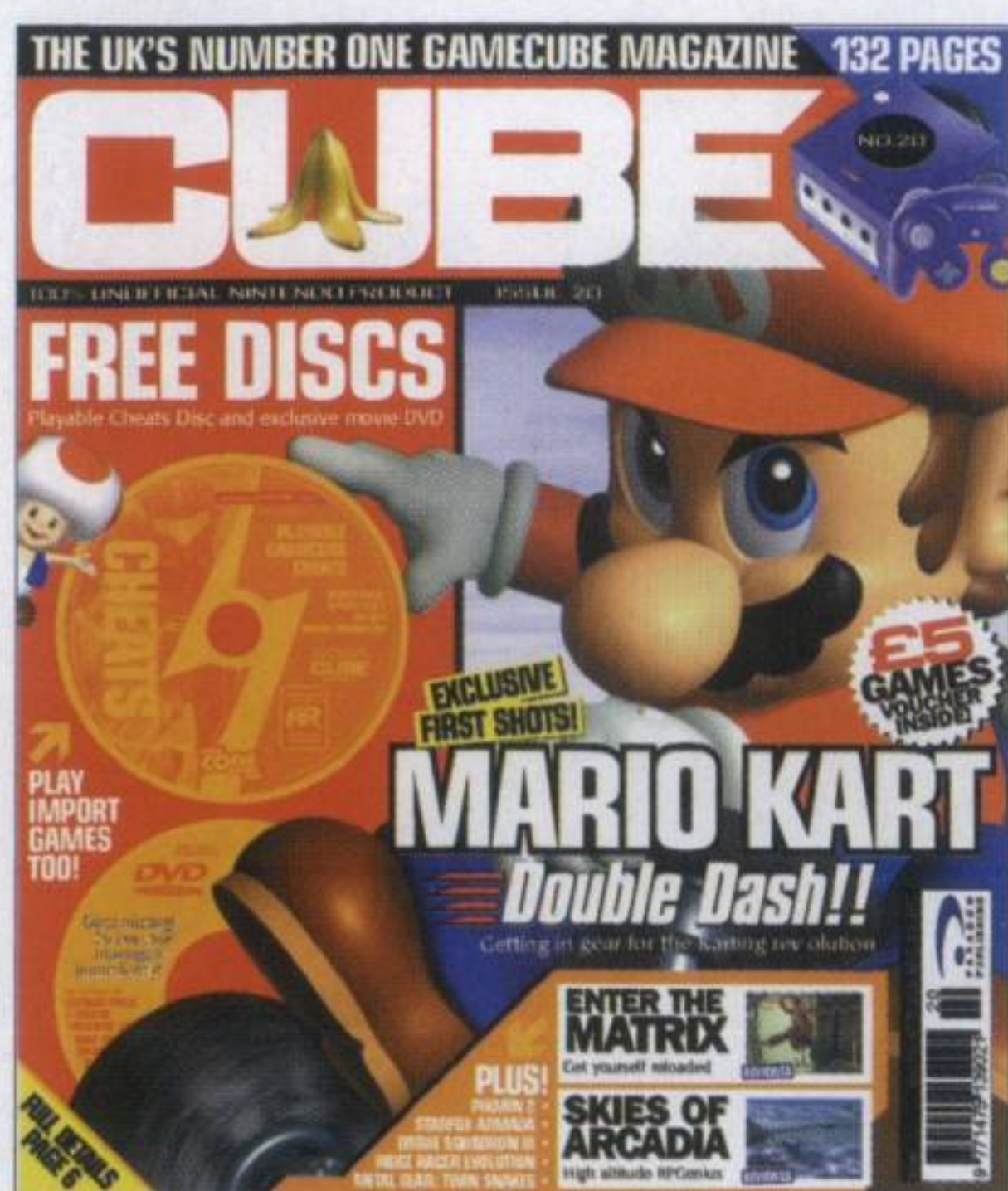
RED FACTION 2 BLASTS ITS WAY ONTO GAMECUBE
WITH REVOLUTIONARY GEO-MOD™ TECHNOLOGY



www.redfaction2.com



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WELCOME



I SIT WRITING this in the E3 press room. The conference center is preparing to close its doors on the videogames industry for another year, and if this show has shown us anything, it's that Nintendo is nothing if not bullish in its stance as regards the competition.

We've tried to cram as much info as possible into this issue, but expect a ton more stuff next month when we've had a chance to sit down and sift through the wealth of press releases and screenshots gathered over the last three days.

Of course, the other big news for this issue is the presence of those lovely discs over there on the cover. Now you don't just have to take our word for it – you can see for yourselves exactly how all the big games are shaping up. We're sure you'll agree a 49p rise in the cover price is a small price to pay for such goodness. Turn to page 6 for more info.

Now, with the show done and dusted, I'm faced with the small matter of killing two days in LA, but by the time you read this we'll be well into issue 21, which will be just as packed as this one, if not more so.

In the meantime, just paw over this

month's big games. *Mario Kart: Double Dash!!*, *Rebel Strike*, *F-Zero GX* et al are all covered in the magazine. Also be on the lookout for further news of EA's new *James Bond* game which is looking very sweet indeed – leaps and bounds on from *Agent Under Fire*. *Medal Of Honor: Rising Sun* is another to keep an eye on – although the PS2 code on show at E3 was distinctly pre-alpha, this has massive potential and hopefully we'll be seeing a game more optimised for the GC than *Frontline* was.

Well, that's about all from me for now. I'm off to investigate the sun-bathing possibilities of Venice Beach and perhaps do a spot of shopping on Rodeo Drive. Then it's back to that lovely office GameCube. Oooooooh, I can't wait!

Miles Guttery
Editor

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CUBE

ON THE DISC
★★★★★
PAGES 6 & 7

ISSUE TWENTY

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The only magazine for people serious about Nintendo gaming. 100% unofficial, 0% jive

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and in your face

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you ain't seen these, right?

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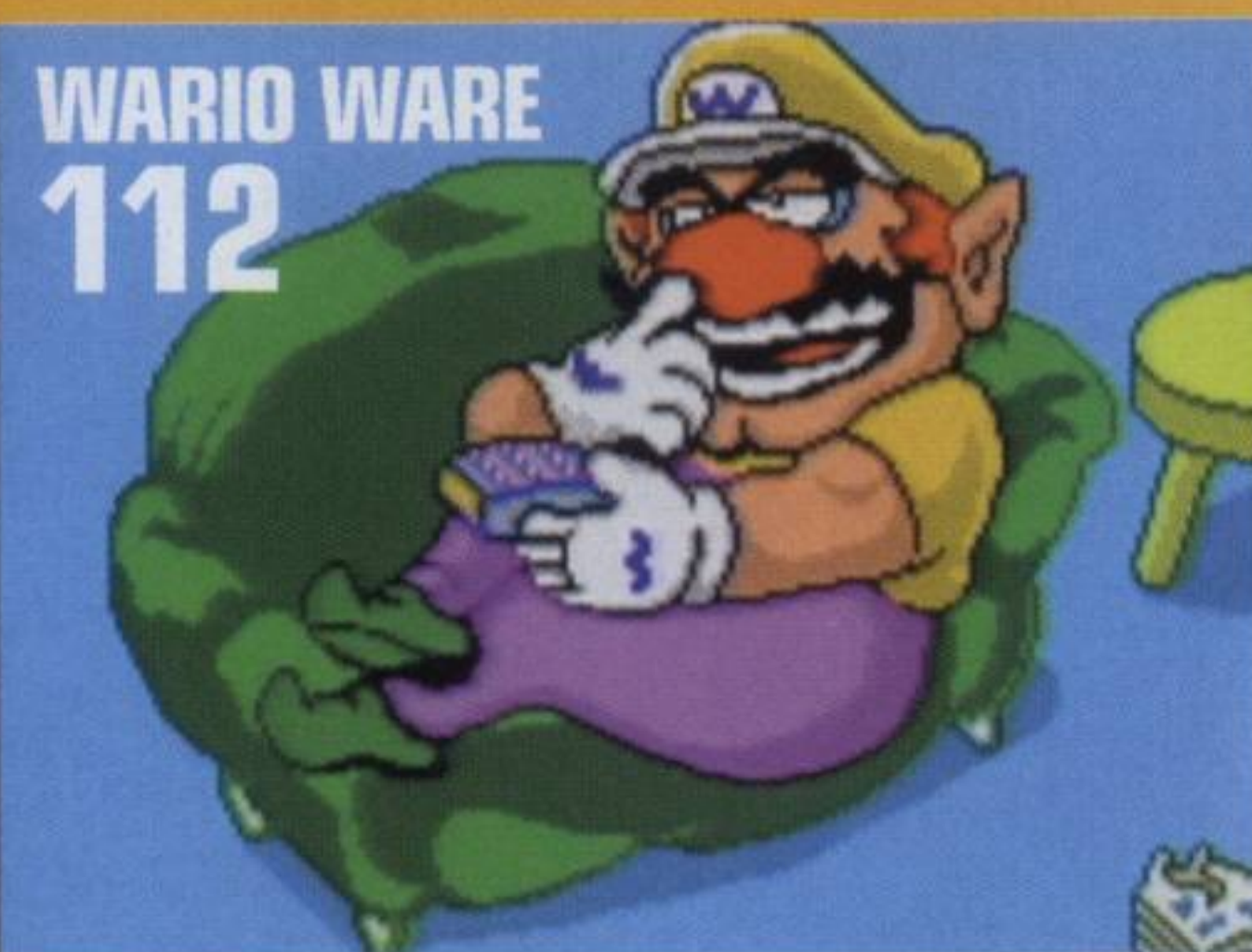
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the biggest games blown apart

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SONIC ADVENTURE DX 88



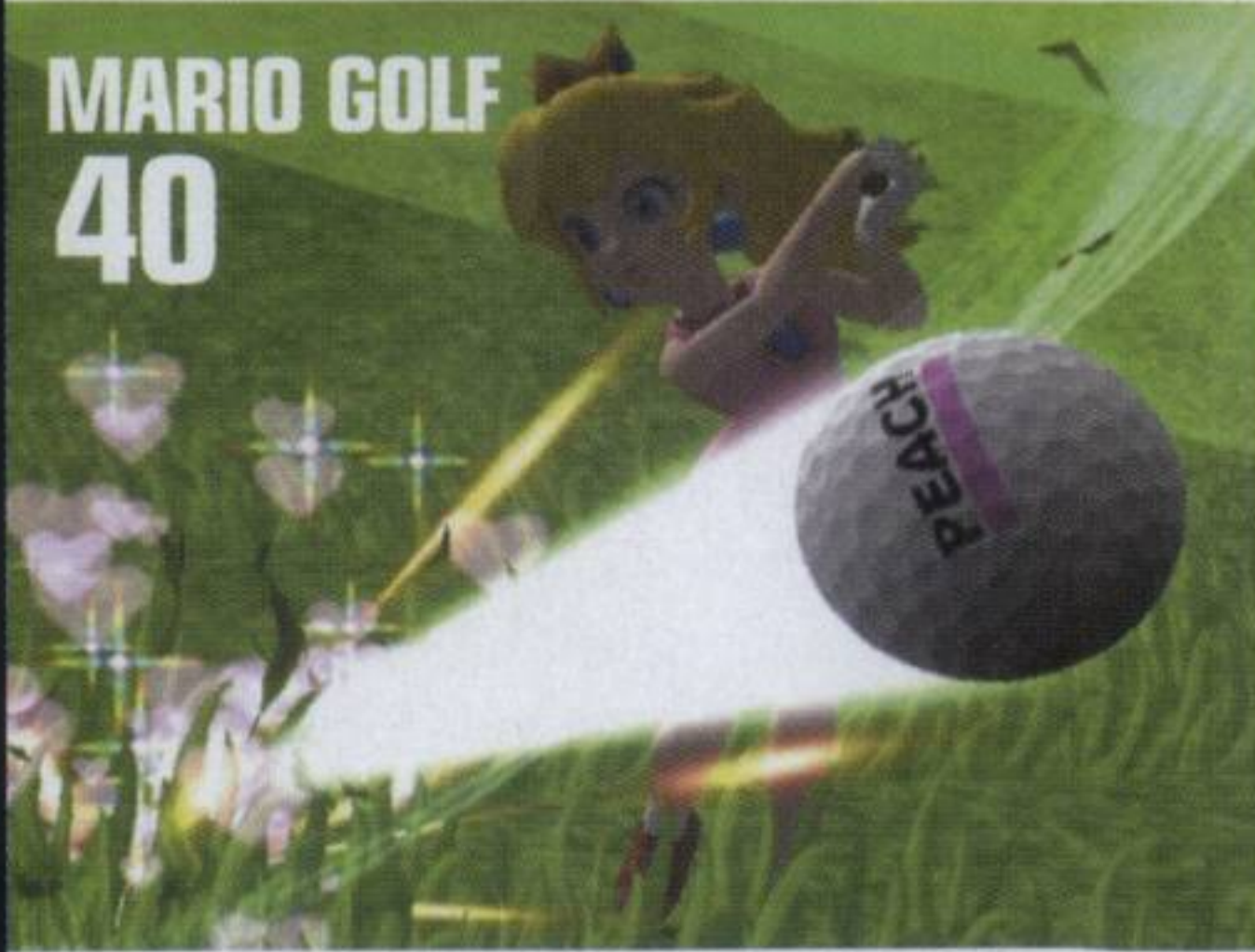
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PREVIEW

REVIEWS

🎮 get 'em while they're hot

A pair of RPGs and a pair of movie tie-ins lead the way this month. How exactly will you know what to buy?

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NETWORK CUBE

🎮 get with the program

All the cheats and tips you could want plus the opportunity to get yourself in the magazine

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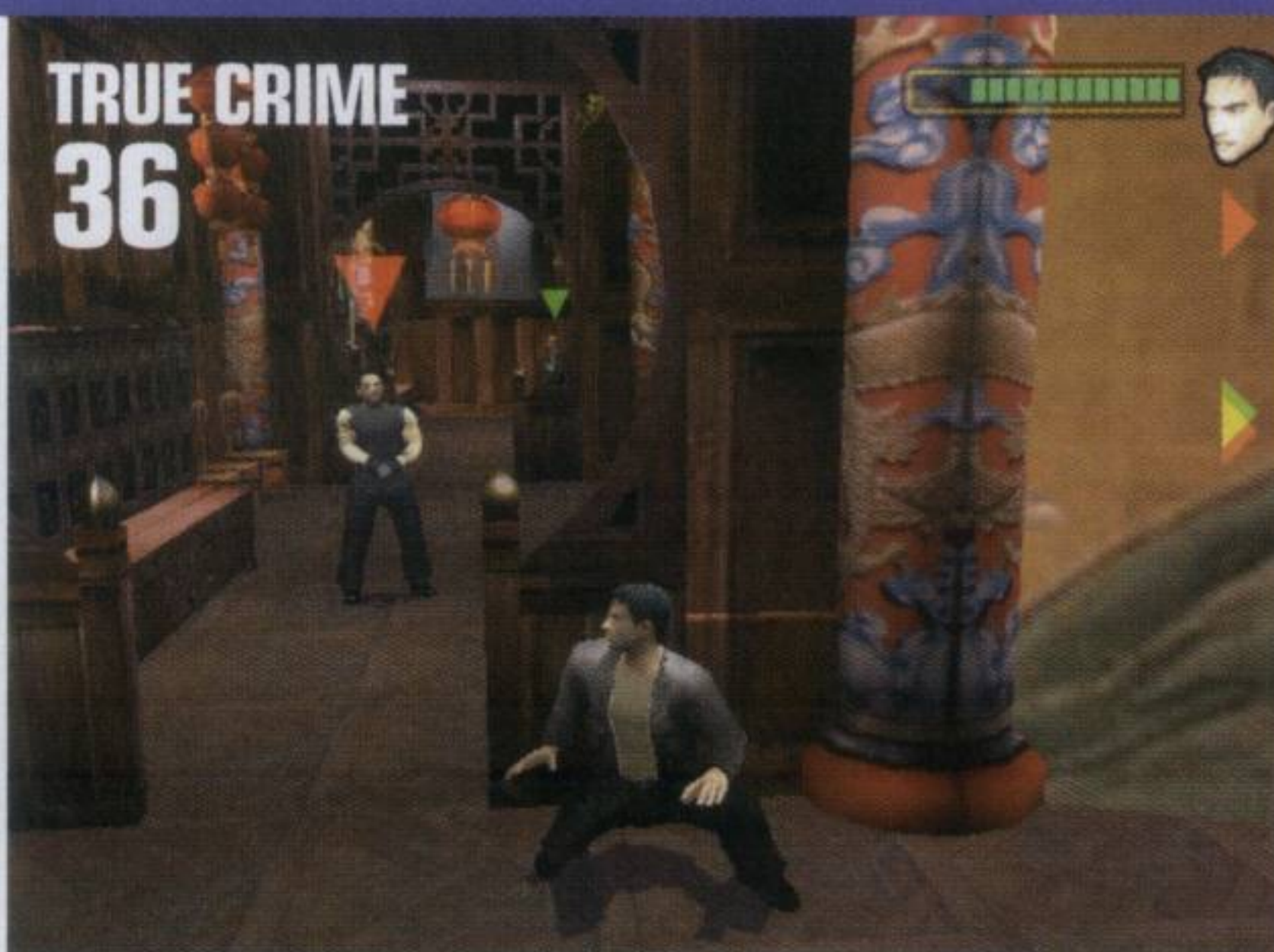
ADVANCE

🎮 little screen, big thrills

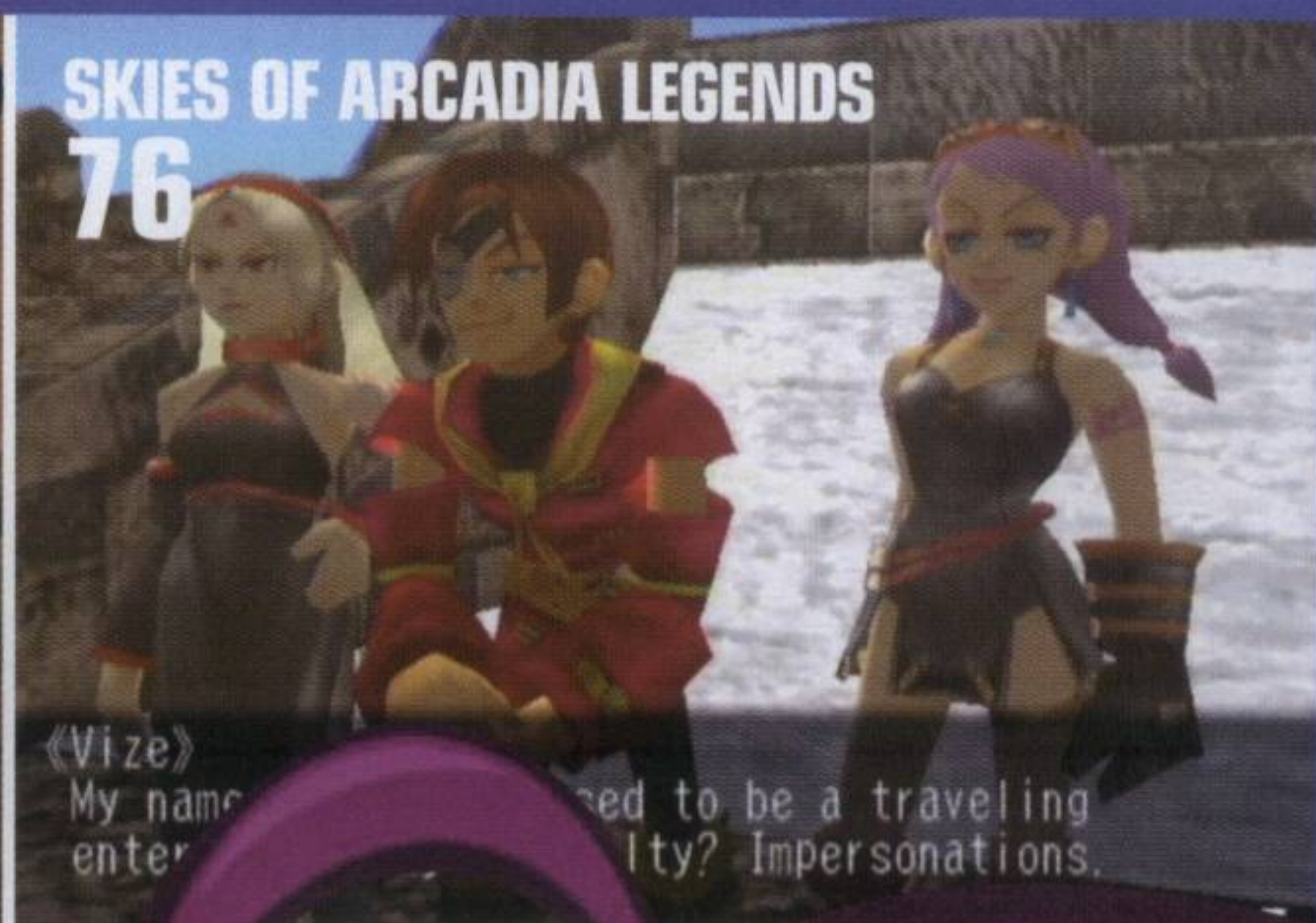
Only the best GBA titles are covered in Advance. There's only one this month, but it's a good 'un

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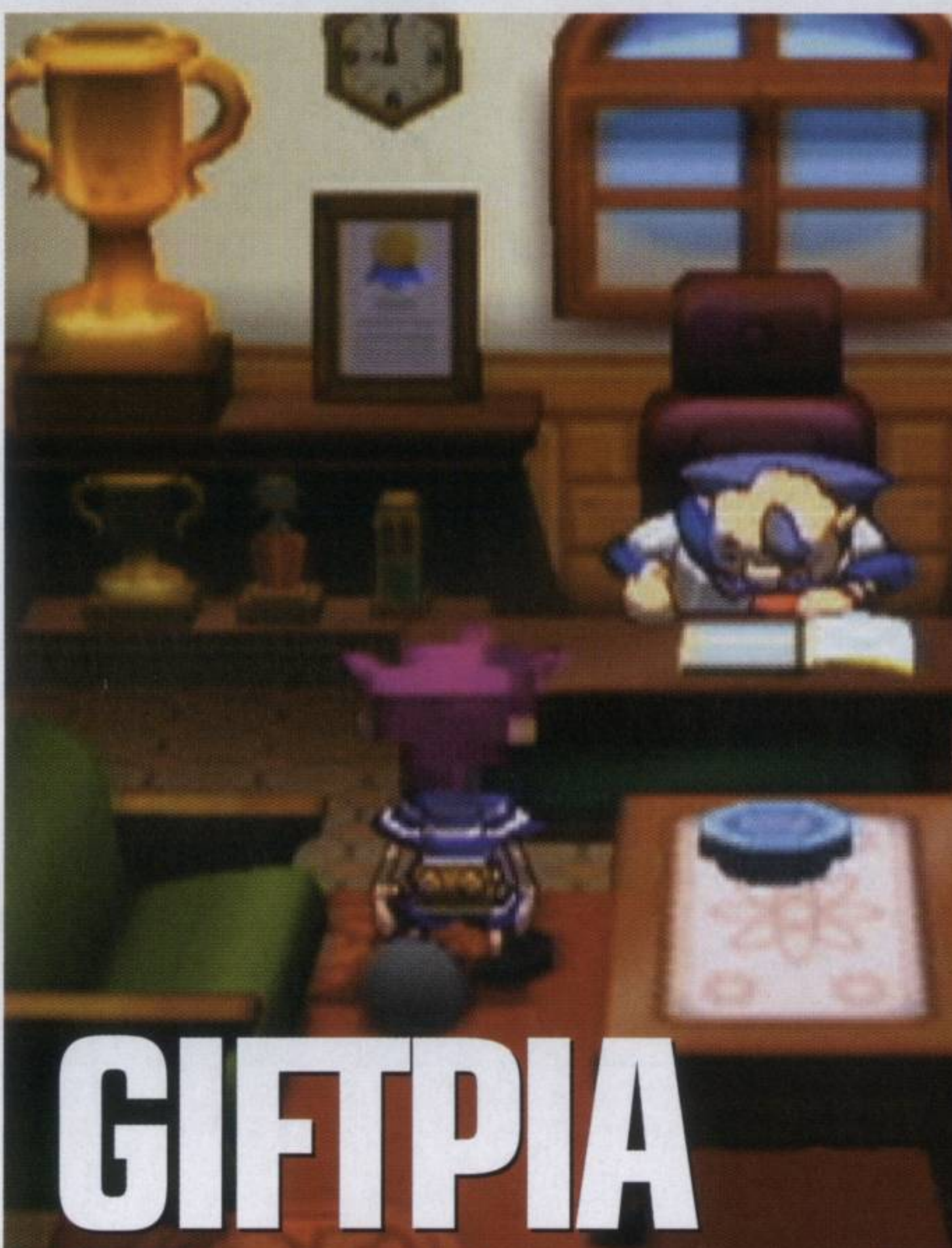
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SKIES OF ARCADIA LEGENDS 76



«Vize» My name is Vize. I used to be a traveling entertainer. Impersonations.



GIFTPIA

66 We wouldn't recommend trying to take it on in Japanese, but Nintendo really has struck gold with Giftpia. The countdown to the PAL release commences!

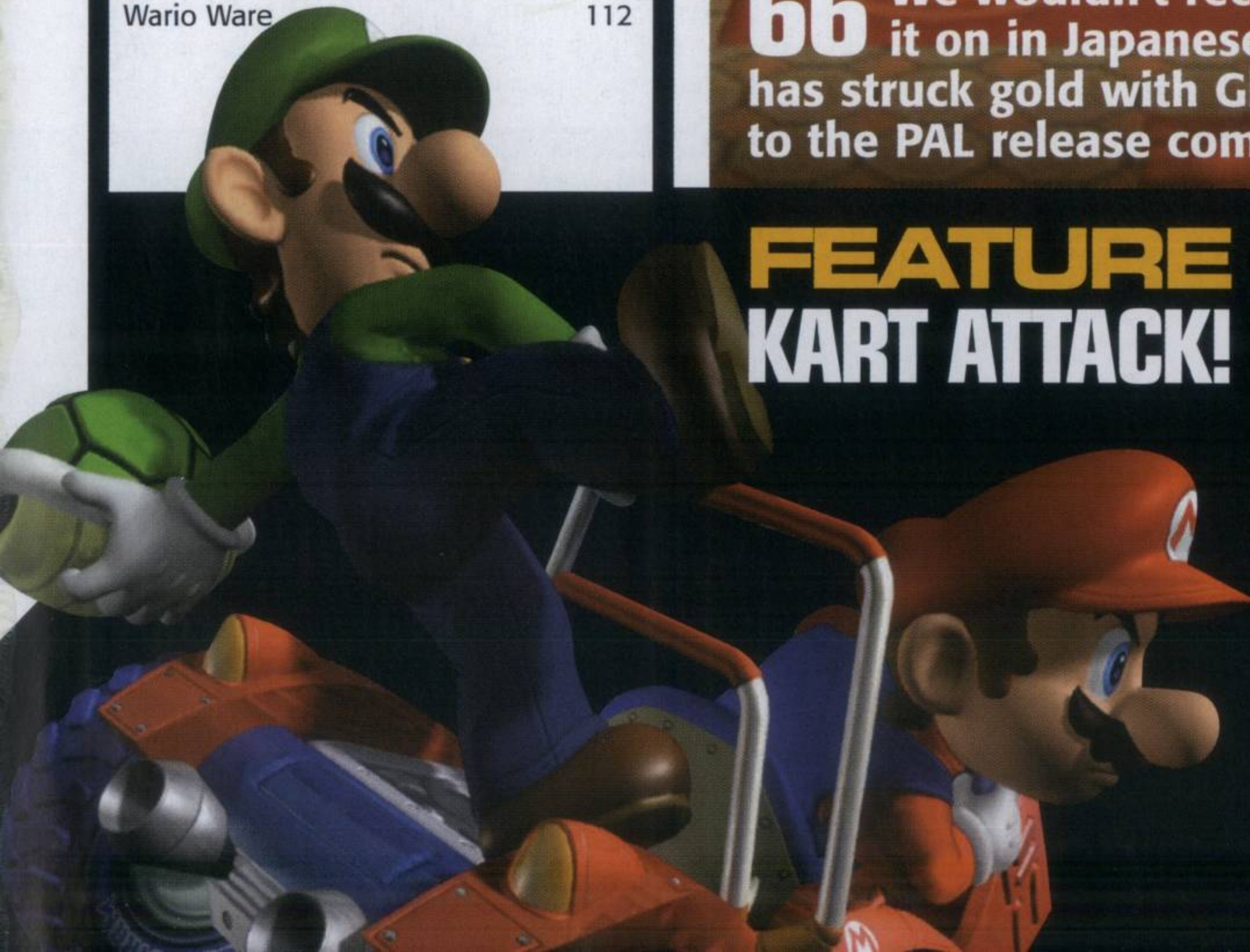
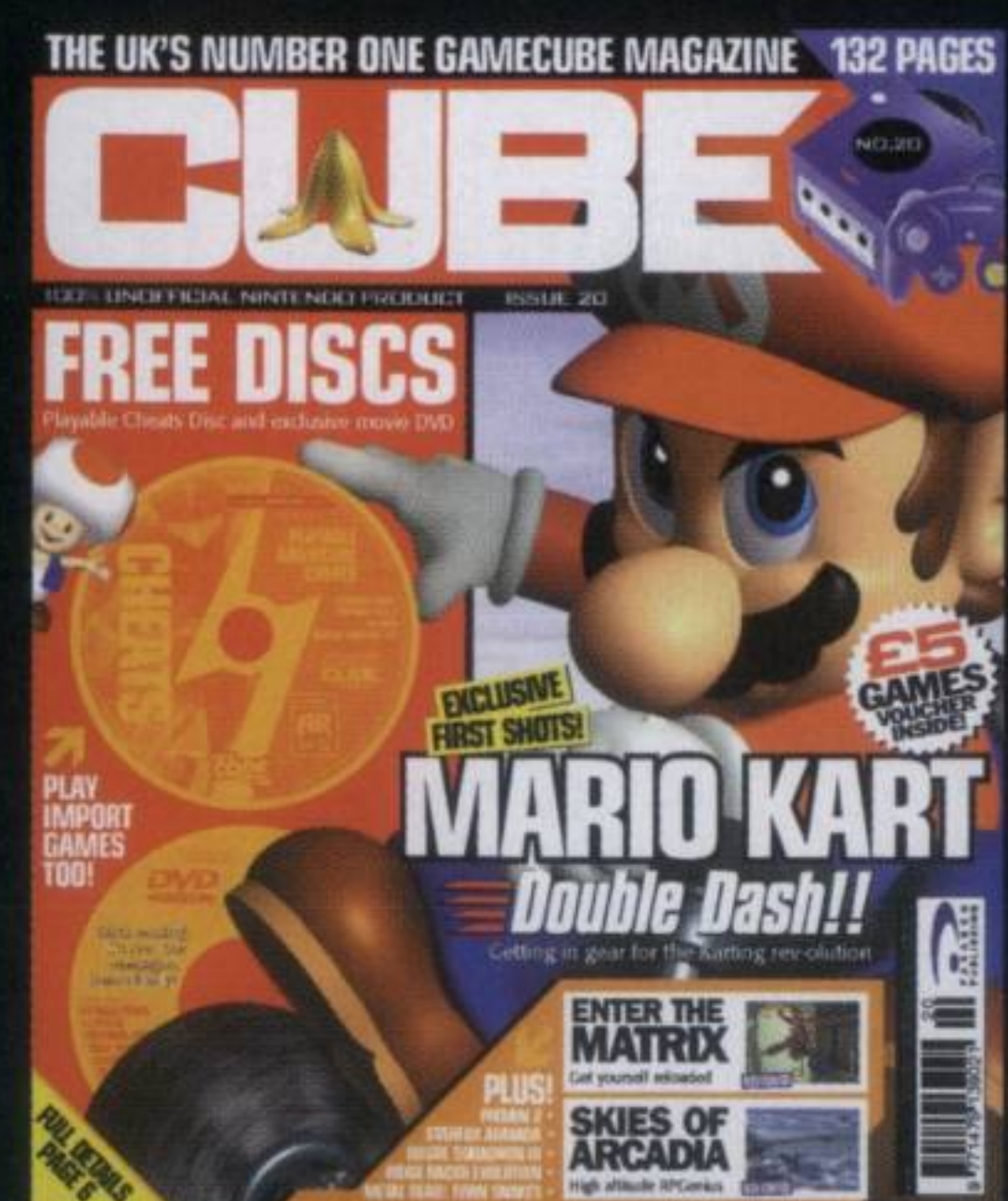


FEATURE KART ATTACK!



Nintendo has a habit of reinventing Mario Kart for each of its consoles. See the changes the series has gone through, and see what amazing new additions Double Dash!! has in store for us

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POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

Welcome to the inaugural **CUBE** disc contents page. If you're wondering what the hell it's all about, take a peek at the cover since you've obviously not yet spotted the two shiny circles of joy mounted thereon and bubbling with GameCube goodness to brighten your month... →

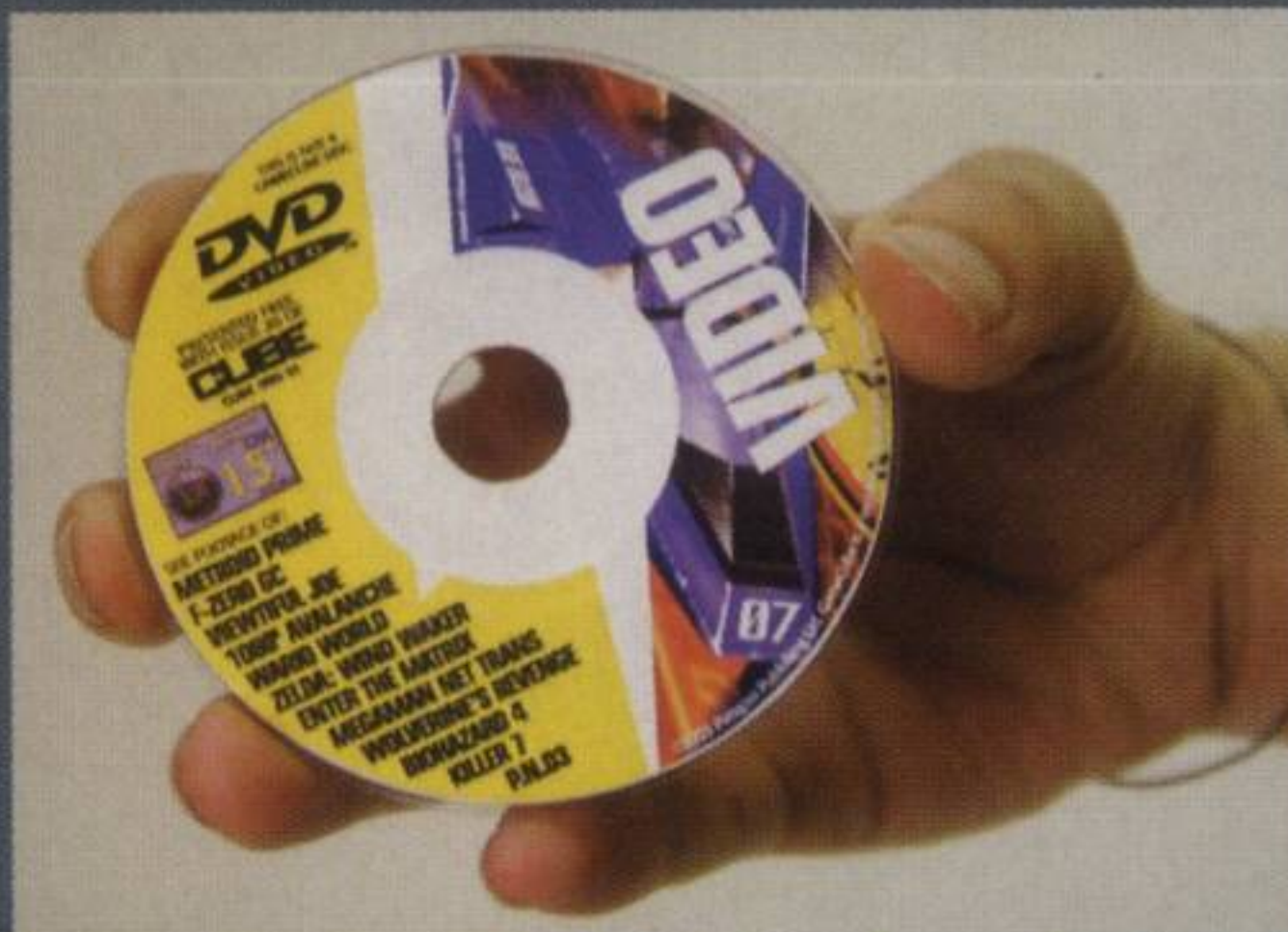
ALTHOUGH THEY MIGHT look similar, those two little discs are in fact very different indeed. Oh yes, dear reader, for one is a fully working Action Replay cheats CD while the other is a DVD packed with footage of some of the coolest games of the year. The DVD will *not* work in your GameCube but will work on any standard Region 2-compatible DVD player as long as it has a ridge in the tray enabling it to hold 3-inch discs.

ON THE DVD

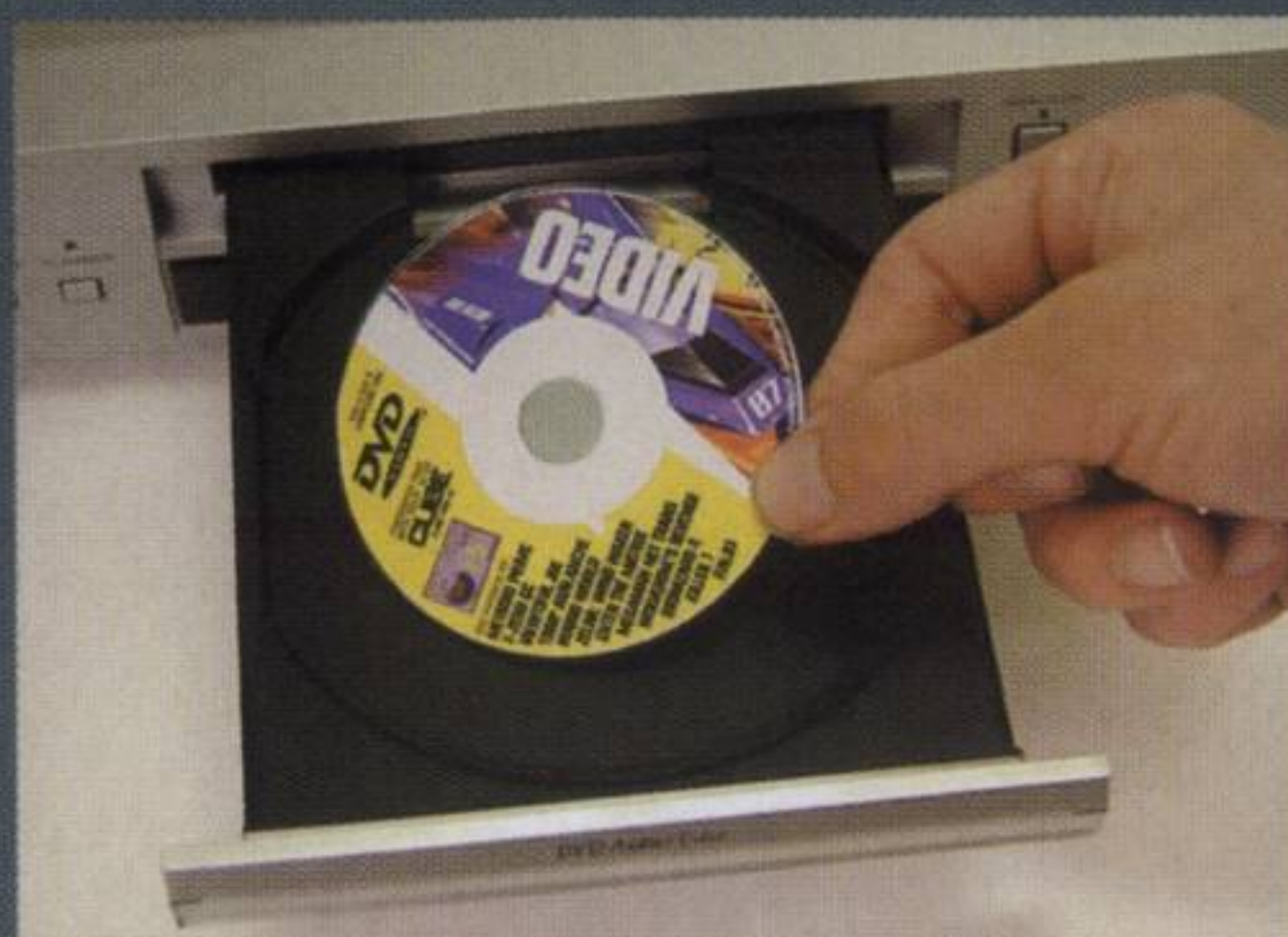


USING THE DVD

Insert the VIDEO disc into your Region 2-compatible DVD player (it won't work on a GameCube console) 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.



It may be GameCube disc-shaped, but sadly it won't work in your GameCube



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

F-ZERO

A taste of how spectacularly fast Nintendo's anti-grav racing extravaganza is running. Eyes in the back of your head? Not 'alf!

ZELDA: THE WIND WAKER

Still not convinced about Link's new cel-shaded persona? See it in action and we guarantee you will be charmed to within an inch of your life

METROID PRIME

There's very little more to be said about Samus Aran's latest and greatest mission. If you still haven't got it, take a look at what you're missing

1080° AVALANCHE

The GC follow-up to the N64 hit has had a few hiccups in development but it's starting to come together now.

WARIO WORLD

Watch Wario thump and grimace his way through this platform adventure. It's not quite *Mario Sunshine* – maybe that's why he's so angry...

VIEWTIFUL JOE

Now ya talkin'! Capcom's superstar for the new millennium cannot be appreciated in static shots. See those Viewtiful moves for real.

KILLER 7

More Capcom action, this time in super-stylish and violent cel-shaded adult comic style. Hard to tell how it will play, but it looks damn good!

BIOHAZARD 4

Leon Kennedy embarks on what threatens to be the darkest and most graphically astonishing *Biohazard* adventure yet.

DVD MENU OPTIONS

Upon inserting the VIDEO disc, you'll see the main menu, from which you can make a selection



VIDEO DISC FRONT PAGE

Navigate using your remote control



JUST LIKE THE MOVIES...

Choose from a whole load of movies



CODE JUNKIES DIRECT

Try not to laugh at this guy



USING THE CHEATS

Insert the CHEATS disc into your GameCube and turn it on. Select from the on-screen menu the game you want to hack and then the cheat or cheats you'd like enabled. Follow the on-screen instructions and you'll have those troublesome games beaten in no time. You can also use the disc to play an imported copy of *Animal Crossing* on your PAL GameCube.

ON THE CHEAT DISC

METROID PRIME (UK)
 TIMESPLITTERS 2 (UK)
 THE SIMS (UK)
 ANIMAL CROSSING (US)

P.N.03

Watch the delectable Vanessa Z Schneider arch, pirouette and blast her way through level after level of mechanical mayhem. Who said violence wasn't sexy?

MEGAMAN NETWORK TRANSMISSION

Megaman keeps the 2D platform fires burning as he takes on computer viruses and stuff. It's old-skool and it's rock hard!

WOLVERINE'S REVENGE

Everyone's favourite X-Man isn't a happy bunny, as usual. So what does he do? Beat stuff up, that's what.

ENTER THE MATRIX

In-game footage and a mini 'making-of' documentary demoing motion-capture techniques and some words from developer Shiny Entertainment's Dave Perry.

NEXT MONTH

As you'll no doubt be reminded as you read through the mag, next issue is our big E3 issue. We touched on what was shown this issue, but in issue 21 we'll take an In-Depth look at the big games and Nintendo's showing as a whole. To wrap up the package we'll be filling next month's VIDEO disc with as much E3 footage as we can cram in there. You can't afford to miss it!

THE GAMES...

XGRA, *Killer 7*, *RE4*, *Rebel Strike*, *Metal Gear Solid*, *F-Zero GX*, *007*, *Star Fox 2*, *Geist*, *Pikmin 2*, *Pokémon* and more...

FREELOADER!

JUST WHEN YOU THOUGHT THINGS COULDN'T GET ANY BETTER...

The CHEATS disc not only allows you to access cheats for *Metroid Prime*, *TimeSplitters 2* and *The Sims* — it also allows you to play the US version of *Animal Crossing*. We now know for sure that Tezuka-san's life simulation will not be coming out in Europe. **CUBE's** CHEATS disc acts as a FreeLoader for this one title. A FREE FreeLoader? Can't be bad, eh? Now you have absolutely no reason to complain. Heck, if enough of you ask for it, we might even start up our *Animal Crossing* Diary again. Oh go on, please ask. We so love doing it.



The CHEATS disc will work in any PAL GC



Simply slap it in and boot up your machine...



...then follow the simple prompts

UP FRONT

METAL GEAR SOLID THE TWIN SNAKES

SOLID

The finest Metal Gear remade exclusively for GameCube

CUBE

INFORMATION

METAL GEAR SOLID: TTS

PUBLISHER: KONAMI

DEVELOPER: SILICON KNIGHTS

ORIGIN: US

GENRE: STEALTH ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



STATS

■ CLASSIC GAME REMAKE

■ VASTLY IMPROVED GRAPHICS

■ NEW GAMEPLAY MECHANICS

■ GREAT FACIAL ANIMATION

TOTAL GAMES MOVIES PICTURES

Q4 '03 TBA Q4 '03



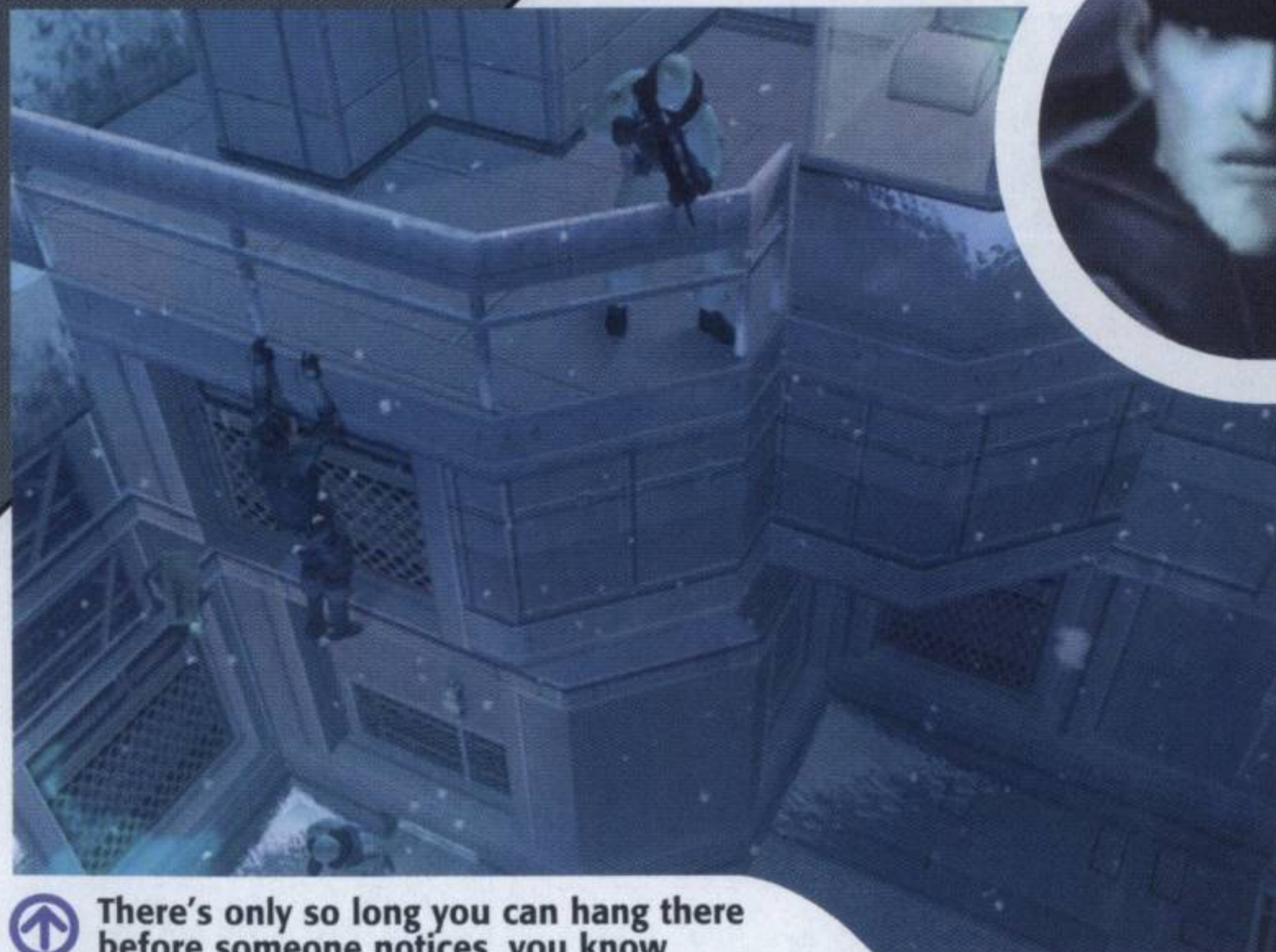
SOMEHOW, EVERY E3 Nintendo manages to completely pull the rug out from under our feet. Just last issue we filled you in on the news that Nintendo and Konami would be working closely together to bring a remake of the PSone *Metal Gear Solid* title to the GameCube. This much we expected. What we didn't expect was that Nintendo's own second-party, Silicon Knights (responsible for the bone-chilling *Eternal Darkness*), would be developing the title, and that the game would hit the US and Europe as early as November of this year!

Yes, you read correctly — the Canadian team that made us question our sanity in the comfort of our own homes has been given the job of bringing Solid Snake to the new generation. Denis Dyack and his talented team are working very closely with Kojima-san and Miyamoto-san in order to please everybody. Only the first area was on show at E3, but it gave us a good enough idea

The kinder way to dispose of enemies is to knock them out then hide them in a cupboard. Much nicer than death...



Snake's facial expressions are particularly impressive



There's only so long you can hang there before someone notices, you know



It looks like they're too busy attacking each other to worry about you...

“METAL GEAR SOLID THE TWIN SNAKES WILL HIT THE US AND EUROPE AS EARLY AS NOVEMBER THIS YEAR!”

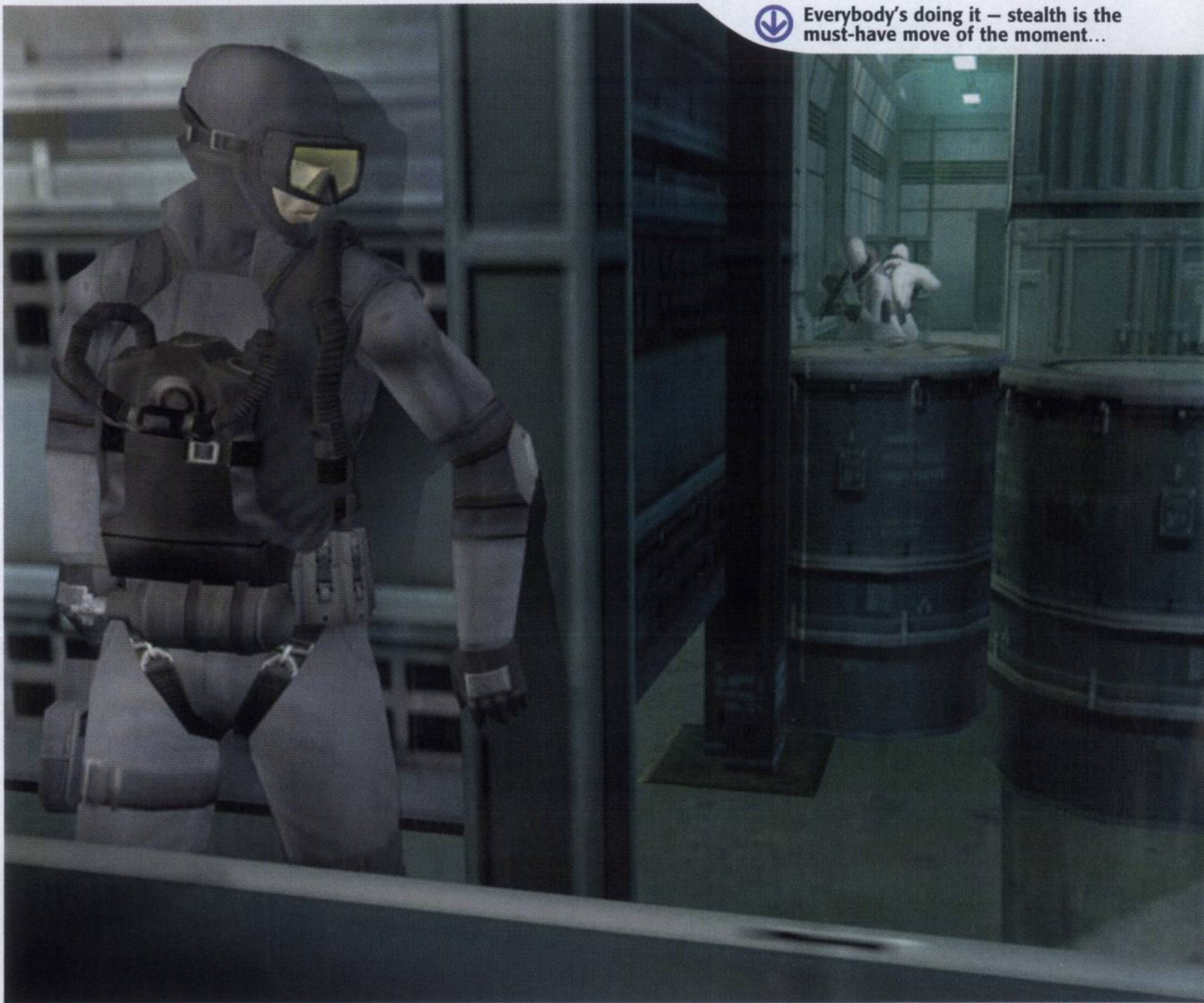
of what improvements we can expect. Firstly, the graphics have been improved ten-fold. The upgrade is massive, though not as impressive as *Resident Evil Remake* due to the fact that *Metal Gear* uses a completely polygonal world. At this early stage the character models are the most impressive part of the game. The main enemies look real – remember the first time you watched the soldiers walking around in the snow in *GoldenEye*? It's that kind of step up again. Once the final animation routines are in place they'll look amazing. Solid Snake looks great as well, the best aspect being his facial animations.

As for the rest of the game world, it looks nice, but it's quite apparent that the team still has plenty of texture work to do. There are bump-maps in some places but blurry textures in others, but we wouldn't expect anything better at this stage.

As for the gameplay changes, Kojima is obviously being very strict. The game will follow the PSone titles almost exactly for the most part. The levels will be adapted slightly to incorporate new elements such as dragging bodies – once Snake knocks an enemy out he can drag them *MGS2*-style and place them in lockers and cupboards. He can also hide himself in these areas. Basically, it would be a bit strange for players to not be able to use the abilities that Snake has in *MGS2*, so the best ones will be incorporated into the remake.

We're hoping to talk to Silicon Knights' president Denis Dyack next week in order to get the full lowdown on the rest of the game, but for now here are some tantalising first screens. Enjoy.

CLUBE



Ⓣ Everybody's doing it – stealth is the must-have move of the moment...



Ⓣ Okay, one gun, three bad guys – think fast, sunshine



Ⓣ A mixture of stealth, cunning and firepower is all you need to survive



AT-ATs and AT-STs vs a bloke on a Tauntaun... we don't like dem odds!

Those flight suits look familiar, so do those Stormtroopers – in fact, everything's looking pretty faithful so far

This is the first game since the *Return Of The Jedi* arcade machine to enable you to explore the lush forests of Endor



ROGUE SQUADRON

CUBE

INFORMATION

ROGUE SQUADRON III

PUBLISHER: LUCASARTS

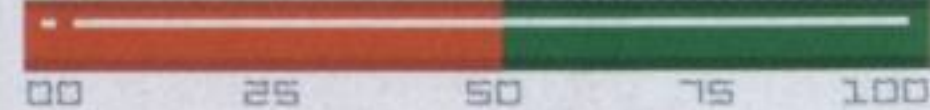
DEVELOPER: FACTOR 5

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1-2

PERCENTAGE COMPLETE



STATS

CLASSIC FILM MOMENTS

TWO-PLAYER CO-OPERATIVE

SPEEDERBIKE SECTIONS

EWOKS APLENTY

TOTAL GAMES LIST MOVIES X PICTURES ✓

Q4 '03 TBA SEPT '03

Factor 5 returns to show us how Star Wars should be done



R2-D2 and C-3PO are looking lovely – someone's been at them with the Brasso

IF IT HADN'T BEEN for *Rogue Leader*, we may well have associated the term *Star Wars* with mediocre games by now. Let's face it – *Jedi Knight II* and *Clone Wars* weren't really up to much, particularly when placed next to Factor 5's attempt.

It's been 19 months since the US was graced with the sequel to the N64 classic, and in that time the California-based company has been working on *Thornado*, *DivX* and this new title. Though *Rebel Strike* hasn't even been so much as hinted at, the fact that *Rogue Leader* sold so many copies the world over green-lit the project almost immediately.

While *Rogue Leader* was basically *Rogue Squadron* with souped-up graphics, *Rebel Strike* potentially offers so much more. For starters, many of the levels from *Rogue Leader* have been brought back with enhanced graphics and a two-player co-operative mode. LucasArts is still keeping very cagey about this, but so far we've seen split-screen

“AT THIS STAGE, REBEL STRIKE APPEARS TO BE A TRUE SEQUEL TO ROGUE SQUADRON”



⤴ X-Wings and TIE Fighters put in an appearance in the asteroid belt



⤴ You'll be able to race through the forest on a Speederbike – just look out for that tree...



⤴ Say what you like about the Ewoks but they're useful little guys to have on your side

III: REBEL STRIKE

versions of the Trench Run and the Asteroid Field. In the former, player one assumes the role of Luke Skywalker and player two controls a Y-Wing.

We're still not sure whether you get the option to control anything else, but the Millennium Falcon would be the one everyone wants – “You're all clear, kid!” As for the Asteroid Field, you get to shoot down TIE Fighters as you did previously, albeit with two gun turrets. The fact that Factor 5 has managed to get these levels running with enhanced graphics in split-screen is really quite impressive, but that's just the tip of the iceberg.

What will really interest the *Star Wars* fans out there is the existence of brand new levels and all-new gameplay modes. Believe us, once you see some of the screens and the game in action, you'll begin to understand how the split-screen mode is possible. Most impressive of the new levels has to be Endor. The Empire has set up a base on the planet and

it's your job to get past the troops and shoot down the Shield Generators. Yes, you get to ride the Speeder Bikes at ridiculous speeds through the forest, and yes, there are plenty of Ewoks to provide a helpful paw. Third-person sections come into play on this level, and you can use a grapple line to get into the AT-STs, take out the Stormtroopers and assume control of a box-on-legs.

The only other new level we've seen is the escape from the Death Star. This level lets you play out the section where Luke, Han and Chewie save Princess Leia and the droids from the clutches of the Empire. This entire level takes place in a third-person viewpoint – the graphics aren't anywhere near as impressive as Endor, but there's plenty of time to sort this out.

At this stage *Rebel Strike* appears to be a true sequel to *Rogue Squadron*, whereas *Rogue Leader* was just a graphical leap. We're very excited about this one – expect an In-Depth feature in a few months. **CUBE**



⤴ Sod the descriptive captions – LOOK AT THIS! AWESOME! *faints*

“TAKE CONTROL OF AT-STs, RIDE SPEEDER BIKES THROUGH THE FORESTS OF ENDOR AND FIGHT ALONGSIDE THE EWOKS!”

GCN

GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

IT'S SHOW TIME

CUBE lifts the lid on the games on display at E3 and brings you impressions straight from the show floor

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L.A. CONFIDENTIAL

An in-depth look at what Nintendo's plans are for 2003 and what to expect from other GameCube developers

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SHEIK, BATTLE AND STROLL

One of the very best third-party games of the show gets a closer look, including a developer interview

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YOU'RE HISTORY

A first look at the new *Medal Of Honour* title as well as info on *Lord Of Rings: Return Of The King*

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EA GOT GAME

CUBE gives you the inside scoop on the titles that, when they launch, are bound to sell a million

PAGE 020-21



GAMES GALORE

Yet more breaking news as we round up a batch of new games and pass comment on this month's events

PAGE 026-27



IT'S SHOW

CUBE's first impressions of the world biggest electronics expo

ANOTHER E3 FINALLY rolls around, and if you've attended one of these events before you'll be well aware it's not all fun and games. Walking through the blazing, smog-concentrated L.A. sunshine into the Convention Centre's main hall and a wall of pumping music, flickering screens and eager crowds who would happily walk over their own grandmothers to get at the playable *Mario Kart: Double Dash!!* booths isn't quite how you want to start your first day of trying to

acclimatise to a new time zone, having flown in just 24 hours beforehand.

The four-foot-six Japanese chap with a digicam fighting his way through the throng muttering a mantra of "Metal Gear! Metal Gear! Metal Gear!" in an increasingly manic tone sets the scene nicely as we join a stream of people and are carried along in the general direction of the Nintendo stand that towers above everything else in the West Hall. Following their considerably prominent presence at previous E3s, Miyamoto-san and co are still clearly out to prove a pretty major point here. Consider this a shot across the bows of Sony and Microsoft – the GameCube is still a major contender in this

"ALL EYES ARE ON DOUBLE DASH!!, F-ZERO GX, ROGUE SQUADRON III AND METAL GEAR THE TWIN SNAKES"



TIME

market, and the number of rabidly anticipated titles on show back this up.

All eyes are on *Double Dash!!*, *F-Zero GX*, *Rogue Squadron III* and *Metal Gear: The Twin Snakes*. After the mixed reception of *Mario Kart 64*, the new game simply oozes character and marks a change in direction that will surely silence the doubting Thomases out there. This was reflected in the queue for the pods – worse than Alton Towers on a sunny bank holiday.

F-Zero is, well, fast. If you've watched the movie on this month's DVD you'll know that, it really does rip along to the point where you almost get motion sickness if you stare too hard at the screen. Even playing on an

ultra-wimp level will test your reactions and shred your nerves. Definitely one to sort the men from the boys.

When the first screenshots of *Rogue Squadron III* appeared we wondered just how genuine they were. Could there be that many TIE fighters on screen at any one time? Hell yeah! You simply have to see it to realise the power LucasArts has squeezed from Nintendo's console. It's hard to imagine more activity on screen than that which occurs in the Hoth escape sequence. Add to that the wicked-looking AT-ST Endor levels and the ability to play all the original *Rogue Leader* levels in two-player co-op mode, and this equals one special game.

By contrast, *The Twin Snakes* looks early in development. But when you've got Hideo Kojima of Konami, Dennis Dyack of Silicon Knights and Miyamoto-san at the helm of a title it seems churlish to moan that the game isn't far enough along yet. Anyhow, *Twin Snakes* drew big crowds and showed a lot of promise.

Talking to Nintendo big-wigs about what wasn't at the show, there's still no confirmation of Nintendo's online plans, although Anouma-san, producer of *The Wind Waker*, gave us his personal assurance that there are things in development. As to what these "things" are, we'll be investigating next month...

CUBE

↑ Connectivity between GC and GBA was a major part of Nintendo's showing at this year's E3



THE SHOW IN 60 SECONDS...



READERS' DIGEST

Mario Kart was fully playable on the floor show exhibiting eight-player simultaneous LAN link-up... *F-Zero* was blisteringly fast and seems like a classic in the making... A surprising and promising FPS called *Geist* is in development by n-space and overseen by Nintendo itself... *Metal Gear Solid The Twin Snakes* was officially announced, it's a remake of the PSone version and is still quite early in development... *Rogue Squadron III* looked fantastic, featuring both hand-to-hand and aerial combat... Multiplayer modes of Namco's *Star Fox 2* were showcased... *1080°: Avalanche* is getting better all the time... *Prince Of Persia* is shaping up wonderfully with real potential to be a triple-A title... *Billy Hatcher* is looking very neat... *Metroid Prime 2* showed up, promising much in the form of rolling footage... Capcom delivered – *Resident Evil 4* and *Killer 7* were presented in teaser videos and *Viewtiful Joe* was hands-on and excellent... Nintendo was somewhat muted: GC to GBA link-up was emphasised with *Pac-Man* being remade and the new *Zelda* game being emphasised as multiplayer and GBA necessary... *Pikmin 2*, *Mario Golf*, *Kirby's Air Ride*, *Custom Robo* and *Pokémon* promised more of the same only better... EA had a considerable range of solid and promising titles... In all, the GC had a middling to good showing.

CUBITES

NINTENDO NEWS DELIVERED HOT OFF THE PRESS AND STRAIGHT INTO YOUR EYES...



ADVANCE WARS 2

Confirmed at E3 was a sequel to the much-loved strategy game Advance Wars. Advance Wars 2: Black Hole Rising will feature more diverse mission objectives and weapons, a Multiplayer mode and a Map Editor.

A LINK TO THE PAST

Originally a SNES title coded by RARE, the acclaimed Donkey Kong Country is being converted to the Game Boy Advance. Additions to this platformer are set to include new multiplayer mini-games and a save-anywhere feature.



FREE GAME BOY PLAYERS!

As of 20 June, Nintendo will package every GameCube sold in Europe with a Game Boy Player, allowing gamers to play more than a thousand GBA titles at home on the big screen. Now there's generosity for you... but what's in it for them. Hmmm...



GBA-TV

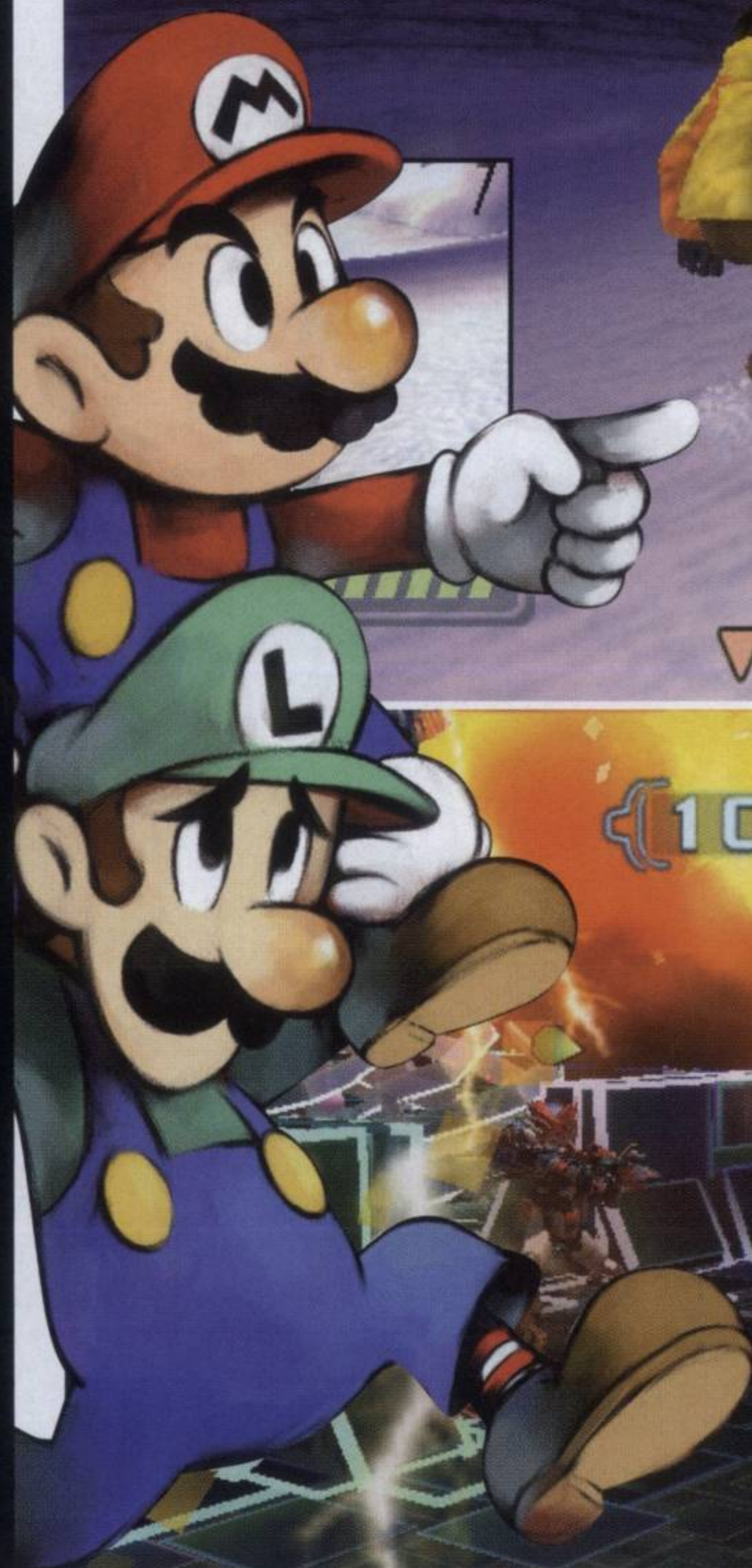
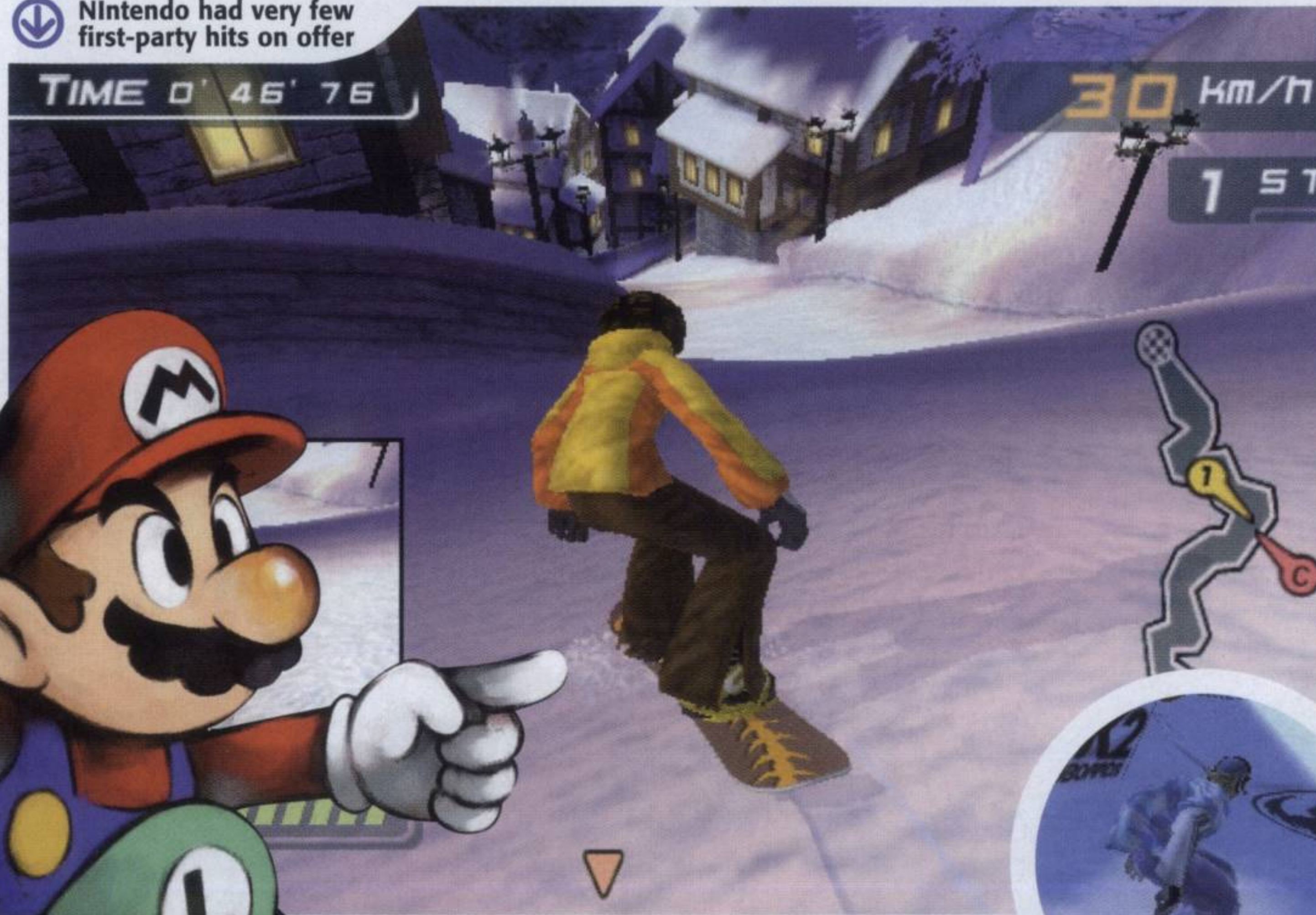
Proprietary cartridges are set to allow the GBA to function as a personal video player showing television episodes from cartoons such as Pokémon and Yu-Gi-Oh! These cartridges should be available to buy by the end of the year.



Is Nintendo holding back on what it's got?

LA CONFIDE

↓ Nintendo had very few first-party hits on offer



↑ Custom Robo lets you create your own customised mech and fight against friends

THE MOST SURPRISING

thing about this year's E3 was the lack of surprises. In fact, Nintendo, in its press conference a day before the start of the show, revealed pretty much the entire showcase of what was to feature over the next three days in Los Angeles.

Addressing the press at this pre-show briefing the president of Nintendo, Saturo Iwata, openly acknowledged the company's relatively declining fortunes, proclaiming that: "At Nintendo, we are not ready to act, we are already acting". CUBE then found out the Japanese giant's plans for the forthcoming year.

There are essentially three steps that Nintendo is taking. Internal development capacity is to increase with a new Tokyo office producing more first-party titles. Third-party support is aggressively being courted resulting in the likes of SEGA, LucasArts, Namco, Capcom and

"THE MOST SURPRISING THING ABOUT E3 WAS THE LACK OF SURPRISES"

INITIAL

Graphically, *1080°* has come on in leaps and bounds



Mario Party 5 promises 60 new mini-games and faster turn times. Nice

Shine the torch in the Chomp's face to stop it as close to you as possible



Square-Enix delivering titles such as *F-Zero*, *Rogue Squadron III*, *Star Fox 2*, *Resident Evil 4* and *Final Fantasy: CC*. And finally, the so far much under-used GC/GBA connectivity is set to be much better exploited. Indeed, with this in mind Shigeru Miyamoto took to the stage to reveal a few of only a handful of unexpected titles.

In development is a new *Zelda* game. Entitled *The Legend of Zelda: Four Swords* this is essentially a multiplayer game of competition and co-operation where four players, each using GBAs and an overhead viewpoint, solve puzzles, defeat enemies and collect Rupees. Also four-player is Miyamoto's GC take on *Pac-Man*. The set up is: one person controls the yellow pill-muncher on a GBA with a full-screen view, while three others use the GC TV screen and a limited viewpoint of events to try and catch *Pac-Man*. In a tournament style the ghost who catches *Pac-Man* takes over the GBA.

Continuing this emphasis on 'outsiders' games, **CUBE** then got to see footage of the wholly unexpected and promising *Geist*. Similarly unanticipated titles were evident at E3 in the form of *Custom Robo*, an isometric, seemingly multiplayer mech game and *Stage Debut*, a game we suspect that's something like *Talent Maker*, an N64 DD title.

Returning to connectivity (a seemingly major part of Nintendo's game plan), Will Wright, the creator of *The Sims*, explained how link-up will allow for added mini-games and the ability to transfer characters between machines in EA's life sim. Rounding up this presentation was the appearance of Konami's Hideo Kojima and Silicon Knights' Dennis Dyack along with Miyamoto-san, demonstrating their enthusiasm about *MGS: The Twin Snakes*.

As this pre-show conference ended and we took in three days of

GameCube titles at E3, it became increasingly poignant to note that first-party products such as *Mario Party 5*, *1080°*, *Wario World* and *Kirby's Air Ride* seemed only merely as enticing as third-party offerings such as *Viewtiful Joe*, *Billy Hatcher*, *Resident Evil 4* and *R Racing*. Nintendo may well have emphasised its closer relationship with other developers, but although it's got some excellent games in the pipeline it seems it needs the support of other developers now more than ever.

In a final parting note, and one that seems to sum up the almost belligerent and arguably guarded showing at this year's E3, Iwata-san mentioned that the successor to the GC was already in production and that Nintendo was "going to do it our way, and we are going to succeed". Perhaps *SpaceWorld*, Japan's answer to E3, held in August, will prove exactly what Nintendo is still capable of.

CUBE

POCKET MONSTERS

FANCY A POKE?

Three GameCube *Pokémon* titles were showcased at E3. First up is *Pokémon Box*, a budget title that allows gamers to save up to 1,500 creatures to a special Memory Card as well as allowing *Ruby* and *Sapphire* to be played on a TV screen. *Pokémon Channel* is a game based on a TV show where Pokémaniacs explore themed worlds uncovering television channels playing animation programmes, quiz shows, news channels a shopping channel and, apparently, a lot more. Rounding off this trio is *Pokémon Colosseum*, effectively a version of *Stadium* that allows *Ruby* and *Sapphire* owners to upload and fight their collected creatures using the GameCube.



Pokémon Box lets you play *Ruby* and *Sapphire* characters on the big screen

IN THE CUBE
WITH...



YANNIS
MALLAT

NAME: YANNIS MALLAT
POSITION: PRODUCER
COMPANY: UBI SOFT, MONTREAL

CUBE: What is the link between your Prince and the one featured in previous games of the series?

YM: The new *Prince Of Persia* has a very different look from the previous games. For this game we needed a strong hero who would project the Prince's key attributes: agility, courage and determination. To achieve this, we gave our character designers complete freedom to break from previous visual conceptions of the Prince and start over from scratch. They did a fantastic job and gave us exactly what we hoped for.

CUBE: In what way has the Prince evolved to meet current gaming standards?

YM: With *Prince Of Persia: The Sands Of Time*, we faced a double challenge: to recapture the spirit of the original character while reinventing him as a distinctive hero for a new generation of gamers. The new Prince is much more fully developed than the character in the earlier games. He has a unique look that reflects his specific personality and totally fits with the exotic Persian settings of the game. He is an extremely expressive hero whose essence is communicated through in-game action, facial expressions and dialogue, all while advancing the story. Also, players will really get to see the physical and psychological evolution of the Prince.

CUBE: What input does the Prince's creator, Jordan Mechner, have?

YM: One of Jordan's main objectives during this project has been to unite the story and gameplay aspects of the game. As the Prince is the main character, it was of course especially important to get Jordan's feedback on our approach. We agreed on the key attributes of the character and the artistic direction.

We felt it was essential for *Prince Of Persia: The Sands Of Time* to capture the exhilaration of movement that was such a key element of the first game's appeal. The animated character needed to feel acrobatic and graceful as opposed to mechanical, and the controls had to be simple and intuitively satisfying. Jordan's input was of great value for this process.

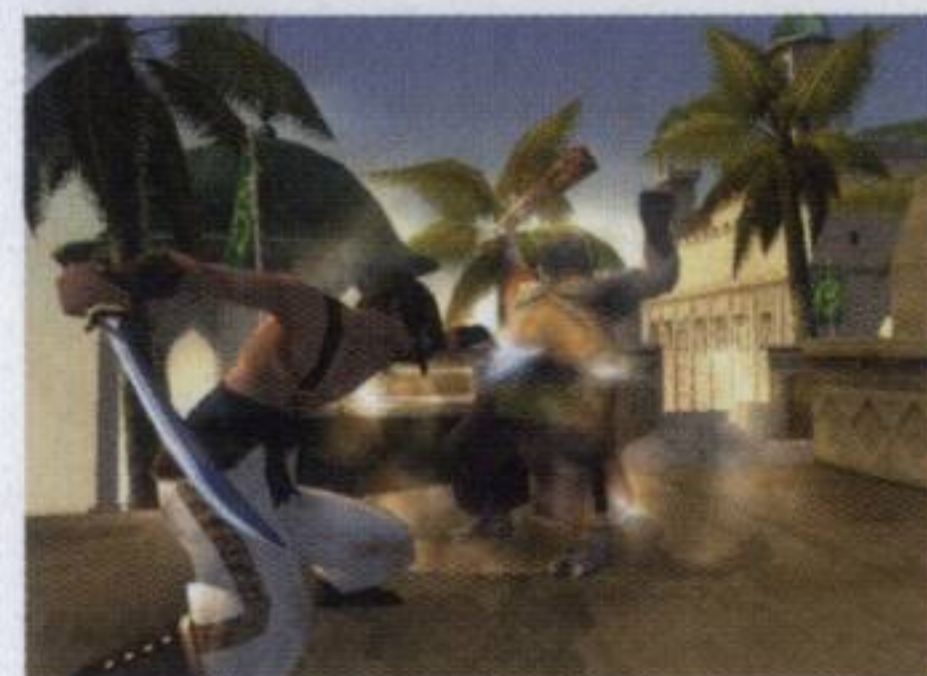
The Prince's personality is expressed not just in his physical movements, but also through his dialogue and interactions with other characters. Jordan's role as screenwriter helped to ensure that all these aspects are woven together to clearly delineate the Prince's character development over the course of the game.

Sheik, battle and stroll...

PRINCE OF PERSIA: SANDS OF TIME



⤴ This looks to be a worthy update of the timeless classic. Bring it on.



A CURSORY GLANCE through the upcoming release schedule reveals something of a trend of late for publishing nostalgia. *Defender*, *Gauntlet*, *Pac-Man*... pretty much any licence that makes twenty-something gamers feel wistful seems fair game to be repackaged and sold at £40 a pop. *Prince Of Persia: The Sands Of Time* could so easily fall into this category, only it seems that it's going to be more than just an exercise in spoiling memories of games we enjoyed during our misspent youth.

Firstly, the game's original designer, Jordan Mechner, has joined Ubi Soft's Montreal studio (the makers of *Splinter Cell*, no less) to oversee development. From such a technically adept outfit, the current screenshots only hint at what the Canadians are capable of. What we're really looking forward to, though, is seeing *Prince Of Persia: The Sands Of Time* in motion — especially remembering how Sam Fisher, *Splinter Cell's* agile lead character, was made to

flex, stretch and sneak so realistically by hand-drawing each of his movements.

On the subject of movement, the original *Prince Of Persia* was one of the very first games to feature the animation technique called rotoscoping. Mechner used his brother as a study model and, other than this, pretty much created the entire game on his own over the space of four years. But supporting those lovely visuals was gameplay built around crafty and clever level design comprising puzzles, traps, pinpoint jumps and, of course, a time limit.

Ubi Soft has declared a lot of respect for the original design of *Prince Of Persia* and the intention with *Sands Of Time* is to emulate this quality of level design and improve the sabre-brandishing combat. As you can see, *Sands Of Time* is shaping up nicely and it's certainly one we'll be keeping an eye on. Expect some fantastic video footage on the front of our next issue.

3+
www.pegi.info

Nintendo
GAMING 24:7.



DONKEY KONG
COUNTRY

It's a jungle out there, go ape!

GAME BOY ADVANCE

Win a year's supply of bananas!* Simply enter the Big Banana Competition at <http://dkc.nintendo-europe.com>

*The winner can choose to receive either 20 bananas each week for 52 weeks or 1000 € in cash.



BATTLE ROYAL Return Of The King

ALTHOUGH THE FIRST *Lord Of The Rings* game was essentially an enhanced 3D *Gauntlet-meets-Golden Axe*, loads of gamers really enjoyed it because it was a well-executed and genuinely cinematic take on possibly the most beloved of all fantasy adventures. *The Two Towers* game was a real example of that much-quoted but often tenuous idea that if you're a fan of the films then you can't help but love the games. In fact, *LOTR* may not have been blessed with the best gameplay, but the content, back story and, in this case, the film licence were exceptionally well used, particularly in the way the film footage was woven into events in the game.

Given all this, you'll have a good idea of what to expect from EA's recently announced sequel, *LOTR: Return Of The King* — namely well-crafted visuals, orchestrated music direct from the movie soundtrack and a wealth of hack 'n' slash action. Happily, there's also a two-player co-operative mode which promises to make this the best Middle Earth game yet.



MOH: *Rising Sun* sees you fighting in the Pacific



YOU'RE HISTORY

Another encore for the theatre of war...

ALTHOUGH THE MEDAL *Of Honor* games have never been either the best-looking nor most playable of FPSs, they've always had a good following thanks to their atmosphere and sense of history. *MOH: Rising Sun* promises more of the same, but where the previous titles saw you stuff Nazis with the business end of various historically accurate weapons, the latest *Medal Of Honor* leaves Europe behind, focusing instead on the Pacific theatre.

Playing as Marine Corporal Griffin, *Rising Sun* begins with the Japanese attack on Pearl Harbour. Although you survive this onslaught, your brother Joseph, who's also a Marine Corporal, goes missing. As Griffin you initially lead an assault on Guadalcanal then proceed to take in Singapore, Burma and the

Philippines, where you'll ultimately rescue your brother from a POW camp. In fact, there's already an accompanying game in development featuring your brother and a storyline that arcs through the events of *Rising Sun*.

As ever, EA is promising to refine the franchise, and an option to play co-operatively through all the ten missions on offer (a first for the series) bodes well. Further enhancements will be added to the multiplayer modes, while environments should be more free-roaming than before, with secondary objectives and multiple paths emerging depending on how you choose to fight and interact with locals. For example, in the naval part of the Guadalcanal scenario you're able to go 'off the rails' and attack from the shoreline, rejoining your boat afterwards. Similarly freeform are secondary routes that are opened up by helping locals who are being harassed by Japanese soldiers. *Rising Sun* is expected to launch over here in late 2003.

CUBE

You'll need to keep an eye out for kamikaze pilots...



Here's hoping this isn't the old 'chip fat on the fire' gag

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Rule N°1: Leave without a trace.
Rule N°2: If you think it's a game, it's over.

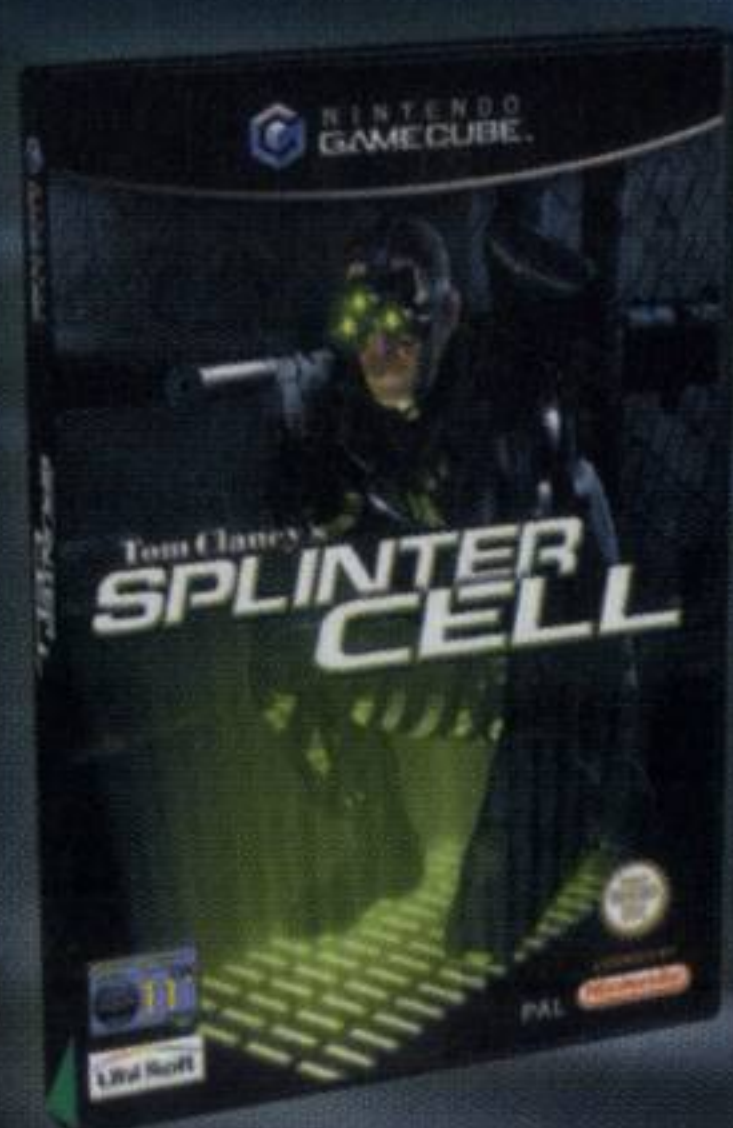
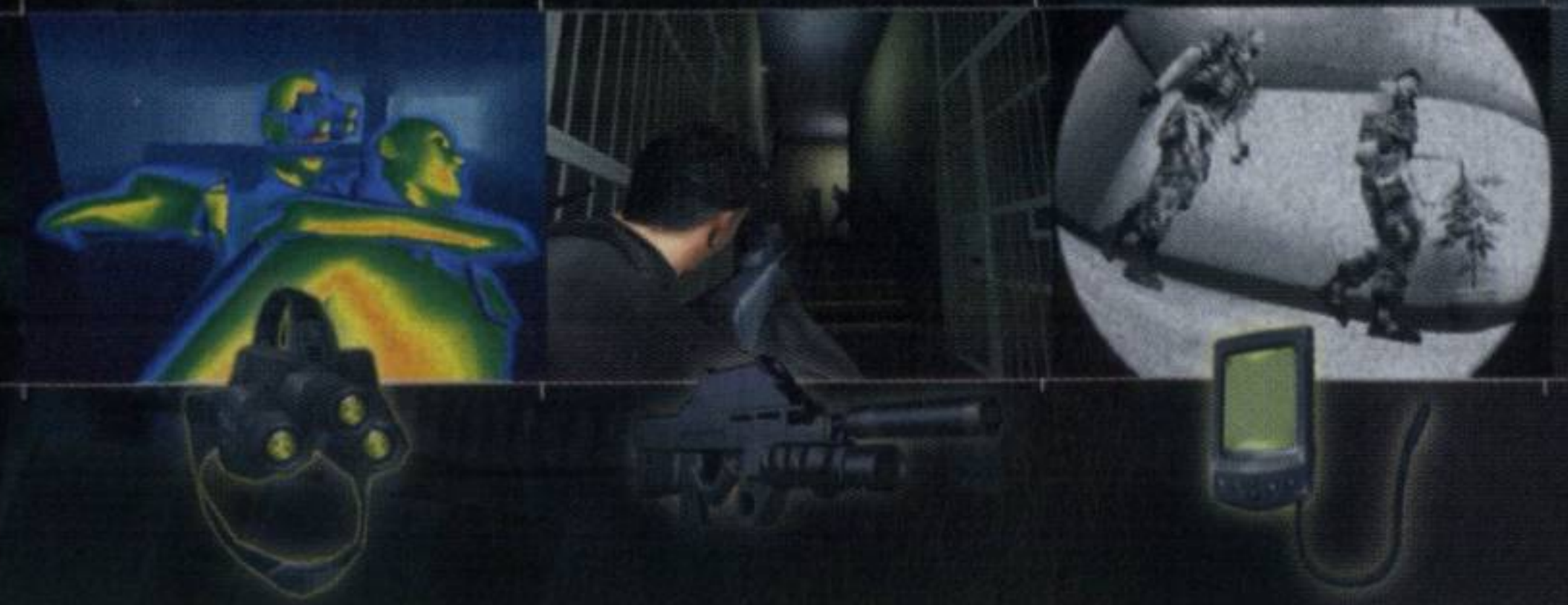
Tom Clancy's **SPLINTER CELL**™

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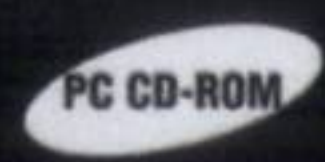
- **A brand new weapon** only for NINTENDO GAMECUBE™ - the sticky bomb
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Stealth Action has never been so deadly

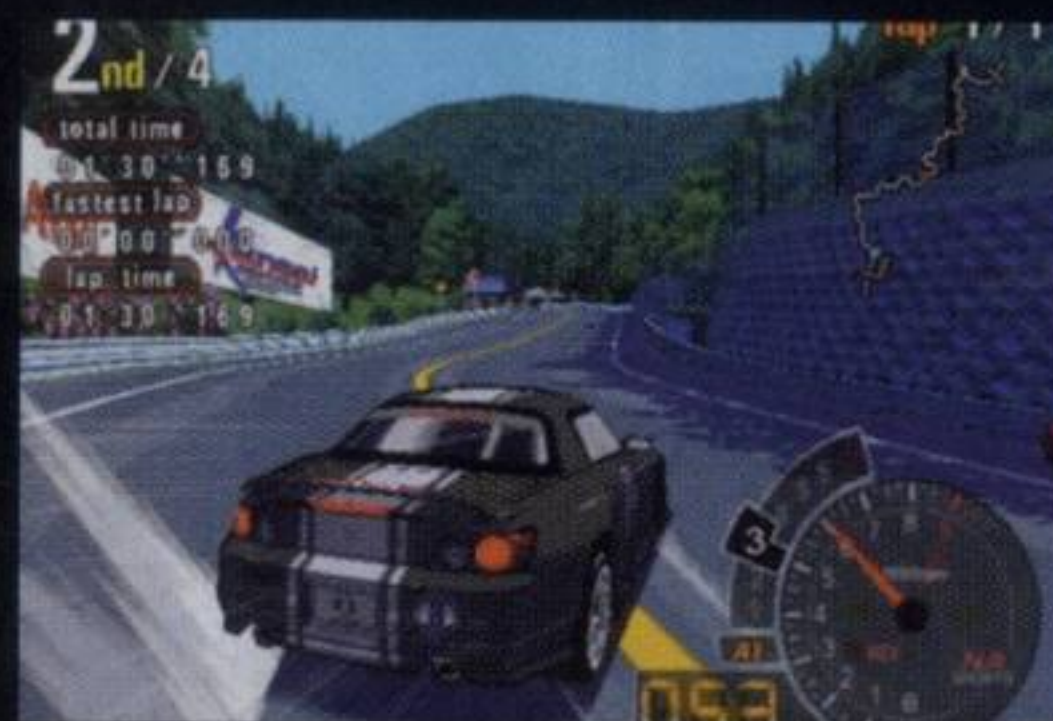
www.splintercell.com

PlayStation 2



CUBITES

NINTENDO NEWS THAT'S BIG ENOUGH TO READ BUT SMALL ENOUGH TO REMEMBER...



CAR-TOON

On 3 July Capcom will release *Auto Modellista: U.S. Tuned for the GameCube*. This American version includes additional tracks not featured in the Japanese version. Don't we get one, then?

EVE CELS OUT

Ubi Soft has announced that rapper Eve is to voice the role of Major Jones in its upcoming cel-shader shooter, *XIII*. Commenting on the game, Eve said: "*XIII* is true original — the most stylish game I have seen."



MONKEY MAGIC

Amusement Vision is currently working on *Super Monkey Ball 3: Banana Crazy*, due for launch early next year. This game will support LAN link allowing eight-player matches across two TVs.



RIGHT ON TIME

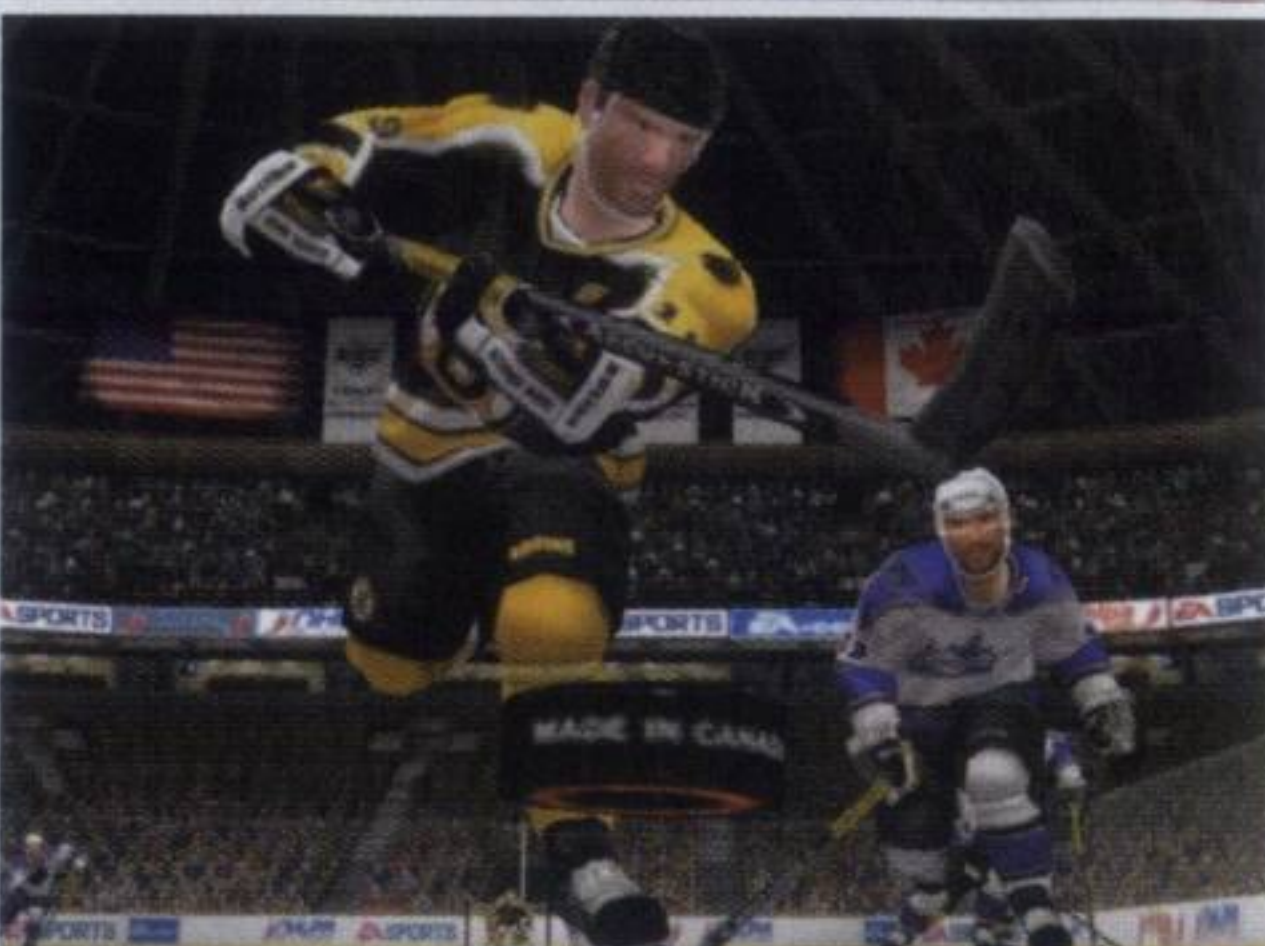
SEGA's Overworks division is producing a sequel to the Saturn platform game, *Clockwork Knight* for the GameCube. Called *Knight N' Knight* this game is pencilled in for a 2003 launch.



Realistic and extreme sports, virtual living, Fast And Furious racing and some premium Bond...



Madden NFL 2004 will have plenty of gridiron action



EA GOT

JUST IN TIME to make it into this month's issue, we've got you the lowdown on EA's biggest GameCube titles of 2003 and beyond. Unsurprisingly, they're all sequels of sorts although, as ever, we're promised all manner of significant tweaks and improvements to each new iteration of the franchises. Beginning on the sports front, EA seems intent on cornering the market in simulations. The ever-improving *FIFA* has been confirmed as getting a 2004 update, as has the excellent *Tiger Woods*, now also suffixed, of course, with a 2004. In each of these games the Career mode has been enhanced and updated, with the aesthetics also given a further bit of polish.

Gamers with a fondness for American sports will be pleased to hear the news that as well as these titles, *Madden NFL 2004*, *NBA Live 2004* and

NHL 2004 are in development for the GameCube. All these games are pencilled in for an Autumn/Winter 2003 release. As far as less realistic sports go, EA Big has told us that it's working on *SSX3: Out Of Bounds*, a title that it's been honing now for the best part of two years. Improvements include four new characters, a glut of extra tricks and a soundtrack including Queens of the Stone Age and N.E.R.D. Similarly enhanced is the *The Sims Bustin' Out*, EA's follow up to its virtual life simulator, which will feature a new Career mode that includes the chance to become a scientist, athlete or a fashion victim, among others. Also included is a two-player mode. *The Sims Bustin' Out* is scheduled to hit shelves in early 2004.

Less predictable than these welcome updates is EA's new Bond game called *James Bond 007: Everything Or*



⤴ N.E.R.D and Queens of the Stone Age will be providing the tunes for *SSX3*



⤴ *James Bond 007: All Or Nothing* will use a third-person view rather than first-person, but can it emulate the success of *Nightfire*?



⤴ *The Sims Bustin' Out* will give you more Sim control than ever

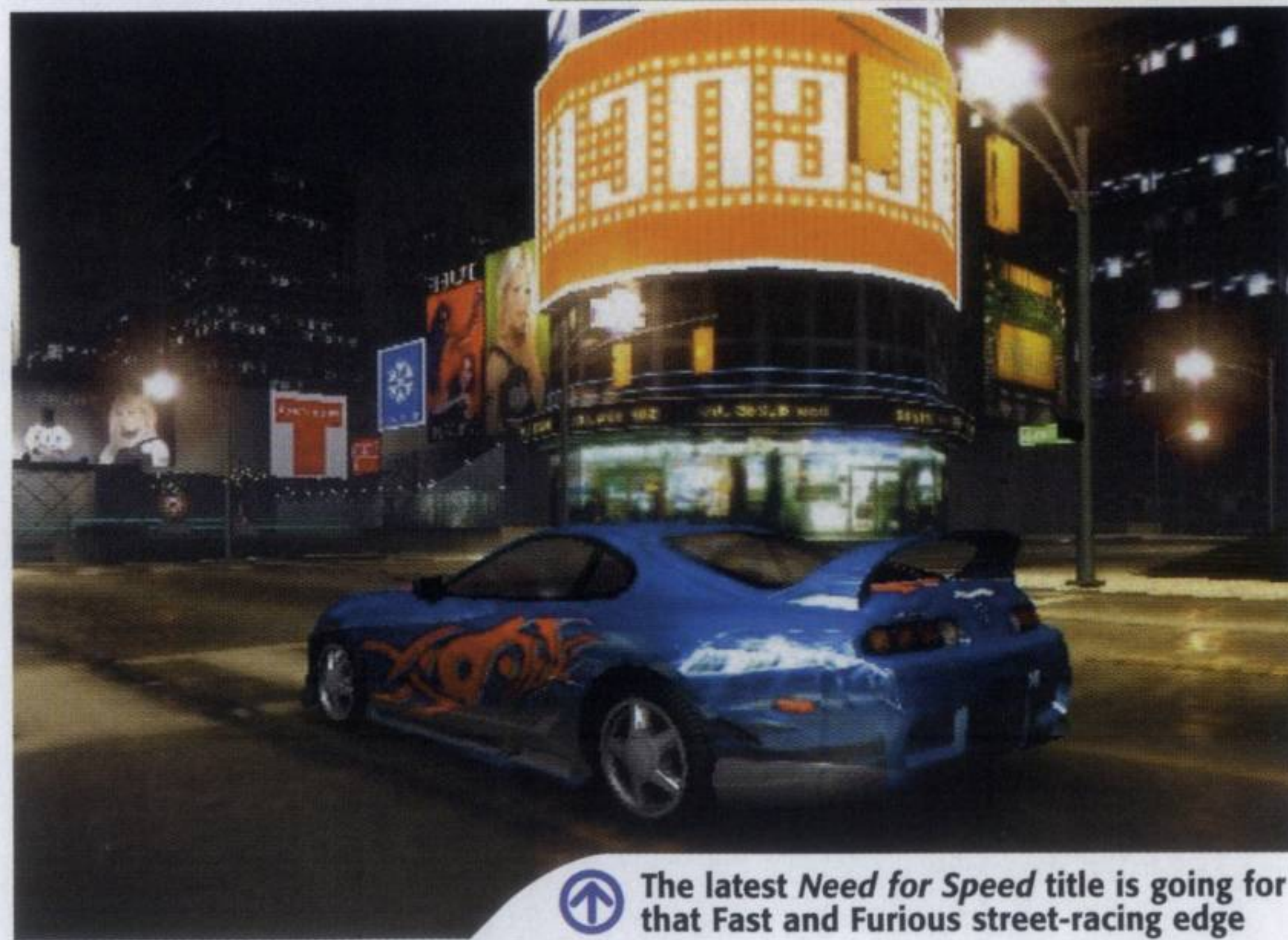
GAME

Nothing. Unexpectedly, given the success of *Nightfire*, EA has decided to take MI5's finest and show him in a new dimension. So, Brosnan is back and this time it's personal – third personal. Still, expect all the usual girls, gadgets, exotic locales and stealth to feature in this latest original *Bond* game, again penned by EA itself.

Finally, with news of the first project from developer Black Box (who was bought out by EA last year), we can reveal that the company behind *SEGA Soccer Slam* and *NHL Hitz 20-02* is hard at work bringing *Need For Speed Underground* to the GameCube. The *Underground* part of the title refers to its *Fast And The Furious*-inspired take on night-time street racing, coupled with customisable machines and even a bit of drag racing.

Next issue, we'll bring you more screens, info and comments on these promising games from one of the world's most significant publishers.

CUBE



⤴ The latest *Need for Speed* title is going for that *Fast and Furious* street-racing edge

FLIGHT CLUB

CUBE QUIDDITCH

Following the success of *The Chamber Of Secrets* EA has decided to expand one of its mini-games into a fully fledged title of its own, namely *Harry Potter: Quidditch World Cup*. Beginning as any of the four Hogwarts house teams, you'll initially learn the basics of the game and complete five quidditch-related challenges before entering the international World Cup tournament. This latest *Potter* outing allows you to control all of the seven team members in a game and should launch by the end of the year.



⤴ Awww, you've gotta love him haven't you? Erm, hold on a second – no!



⤴ No in-game screens are available just yet, but these should give you an idea

“BROSNAN IS BACK AND THIS TIME IT'S PERSONAL – THIRD PERSONAL”

CUBE MOST PLAYED

THE GAMES WE PLAY SO MUCH THAT WE SEE THEM WHEN WE GO TO SLEEP...



GIFTPIA

Gary's been lapping up the atmosphere and lackadaisical pace of this RPG pretty much all month. The rest of the month he's been playing *Super Mario All Stars* on his Japanese Super Famicom Junior.



F-ZERO

Motion sickness, eye-searing visuals, blistering speed; and that's just the title screen... Oh yes, we've played it and make no mistake this'll be in **CUBE's** Most-Played section for months to come.



ZELDA: THE WIND WAKER

He's been at it for weeks now but he does have one minor criticism – Byron, take it away: "Yeah, great game and all, but there's too much aimless searching". Hasn't stopped him playing it though...



1080: AVALANCHE



FINAL FANTASY: CC



HULK



MARIO GOLF

UK RELEASE LIST

CUBE's at-a-glance guide to what you can expect in 2003

GAME	GENRE	PUBLISHER	RELEASE DATE	ANTICIPATION
Hulk	Beat-'em-up	Vivendi	June 2003	★
V-Rally 3	Racing	Infogrames	June 2003	★★★
Wario World	Platform	Nintendo	June 2003	★★★★
Lost Kingdoms II	RPG	Activision	June 2003	★★★
F1 Career Challenge	Racing	EA	June 2003	★★★
Big Mutha Truckers	Racing	Empire	June 2003	★★★
Sonic Adventure DX Director's Cut	Platform	SEGA	June 2003	★★★
Game Boy Player	Accessory	Nintendo	June 2003	★★★
Hitman 2: Silent Assassin	Shoot-'em-up	Eidos	June 2003	★★★★
Dragon's Lair 3D	Adventure	THQ	Q2 2003	★★
Mace Griffin Bounty Hunter	Shoot-'em-up	Vivendi	Q2 2003	★★★
Tom Clancy's Rainbow Six: Raven Shield	Action Adventure	Ubi Soft	Q3 2003	★★★
XIII	FPS	Ubi Soft	Q3 2003	★★★★
Pikmin 2	Puzzle Adventure	Nintendo	Q3 2003	★★★★★
Pillage	Action Adventure	Zed Two	Q3 2003	★★★★
Soul Calibur II	Beat-'em-up	Nintendo	Q3 2003	★★★★★
Starcraft: Ghost	Action Adventure	Vivendi	Q3 2003	★★★
The Hobbit	Action Adventure	Vivendi	Q3 2003	★★
True Crime: Streets of L.A.	Beat-'em-up	Activision	Q3 2003	★★★
Worms 3	Puzzle	Activision	2003	★★★
1080: Avalanche	Sports	Nintendo	2003	★★★★★
F-Zero GX	Racing	Nintendo	2003	★★★★★
Mario Golf	Sports	Nintendo	2003	★★★★★
Mario Kart	Racing	Nintendo	2003	★★★★★
NBA Jam 2004	Sports	Acclaim	2003	★★★★
XGRA	Racing	Acclaim	2003	★★★★

JAPAN & US

Jap	Final Fantasy: Crystal Chronicles	RPG	Square Enix	18 Jul '03	★★★★★
Jap	F-Zero GX	Racing	Nintendo	26 Jul '03	★★★★★
Jap	Pikmin 2	Strategy	Nintendo	Q2 '03	★★★★★
Jap	Mario Kart: Double Dash	Racing	Nintendo	Q3 '03	★★★★★
Jap	Animal Forest 2	Adventure	Nintendo	Q4 '03	★★★★★
Jap	GameCube Wars	Strategy	Nintendo	Q4 '03	★★★★★
Jap	Killer 7	Shoot-'em-up	Capcom	Q4 '03	★★★★★
Jap	Dead Phoenix	Shoot-'em-up	Capcom	Q4 '03	★★★★★
Jap	Resident Evil 4	Survival Horror	Capcom	2004	★★★★★



SOUL CALIBUR II



TRUE CRIME



WARIO WORLD



XIII

cube.totalgames.net

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

WHAT DO YOU want to know? How about why the abbreviation 'www' actually takes longer to say than 'world wide web'? You never know, you could find the answer right here...



UP-TO-THE-MINUTE NEWS
Every day of the week our rabid news hound updates the GameCube stories that matter.

only 29.99

Harry Potter: The chamber of Secrets

GameCube Preview
There are generally three types of reaction to Harry Potter. Firstly there are children and adults alike, who love everything about the Potter universe. Then there are those who hope ignorance of the phenomenon but secretly harbour a soft spot for the boy wizard. And finally are those who'd rather be spoon-fed across their ears an explanation of the charm of a bespectacled, cap-wearing, leonhardt-jockey.

Game info
Developer: Electronic Arts
Publisher: EA
Game Type: Strategy/Adventure

only 29.99

CUBE, WITHOUT THE PAPER
Read back issues of CUBE without even having to go and buy them! Frankly, we're too good to you...

THE HOTTEST CHEATS IN TOWN
Our sister magazine CUBE SOLUTIONS is perpetually updating this page just for you. Yes, YOU!

THE EVOLUTION OF...

Godzilla - Cheats & Secrets
Weak havoc with these mighty cheat codes and secrets.

CHEAT MENU
On the main menu, press and hold L then B then R. Release B then R then L to open the cheat menu, where you can enter the following codes.

11 Coins: 70011
Show Credits: 17052
Tachibana: 61234
Unlock All Missions (except Orga): 516124
Note: This doesn't unlock areas or gallery photos.

SECRET HACKERS
To unlock each extra playable monster without cheating, complete Adventure mode on any difficulty setting with the relevant character.

Play As Unlocked
Godzilla: 900
Godzilla 2000: Control 00
Anglar: 0100
Gigan: 0100
Mecha King: 0100
King Ghidorah: Mecha King
Mecha King Ghidorah: Me

PLAY AS ORGA
First you must unlock Orga through Adventure mode 2000. You'll have Orga on when you complete the ga

UNLOCK NO-FRESHUP
To unlock the Freshup a

NEW FRIENDS AT THE TOUCH OF A BUTTON
The CUBE forum is one of the most subscribed and lively GC discussion salons in the country. Register, spill your brain, ask questions, get addicted. It's all good.

Forum

Topic	Topic Starter	Replies	Last Post
Number 45	CrackPipe	7	16 December 2002 04:11 PM
CrackPipe	CrackPipe	4	16 December 2002 04:11 PM
BataBoy	BataBoy	3	16 December 2002 04:11 PM
Crazy Ted	Crazy Ted	1	16 December 2002 04:09 PM
Crazy Ted	Crazy Ted	0	16 December 2002 04:00 PM
Beasty	Beasty	7	16 December 2002 03:42 PM
Crazy Ted	Crazy Ted	9	16 December 2002 03:30 PM
wartom	wartom	28	16 December 2002 03:26 PM
moalie	moalie	7	16 December 2002 03:12 PM
CrackPipe	CrackPipe	2	16 December 2002 02:27 PM
JamesNumber1	JamesNumber1	11	16 December 2002 02:17 PM
J E b U S	J E b U S	24	16 December 2002 02:03 PM
Crazy Ted	Crazy Ted	7	16 December 2002 02:00 PM
Theory Of Games	Theory Of Games	11	16 December 2002 01:55 PM
Tonge	Tonge	0	16 December 2002 01:54 PM

GAMECUBE CHARTS

WEEK ENDING 25 APRIL '03

Who'd have thought it? *The Legend of Zelda: The Wind Waker* has sailed straight into the number one spot. It's also top of the all-console charts. It's not like we didn't see that coming a mile off, but we wonder how long it can hold in to the top spot...

UK CHART

ChartTrack

POS	LAST	TITLE	PUBLISHER	SCORE
1	NEW	THE LEGEND OF ZELDA: TWW	NINTENDO	9.5
2	1	METROID PRIME	NINTENDO	9.6
3	2	THE SIMS	EA	8.6
4	3	SUPER MONKEY BALL 2	INFOGRAMES	9.1
5	4	RESIDENT EVIL ZERO	CAPCOM	9.0
6	5	SONIC MEGA COLLECTION	INFOGRAMES	8.0
7	6	SUPER MARIO SUNSHINE	NINTENDO	9.4
8	7	LOTR: THE TWO TOWERS	EA	7.7
9	NEW	PIKMIN	NINTENDO	9.0
10	NEW	LUIGI'S MANSION	NINTENDO	7.8

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	NARUTO	TOMY
2	1	SOUL CALIBUR II	NAMCO
3	NEW	DOKAPON DX	ASMIK ACE
4	6	ZELDA: THE WIND WAKER	NINTENDO
5	2	SHAMAN KING: SOUL FIGHT	BANDAI
6	5	THE BASEBALL 2003	KONAMI
7	3	P.N.03	CAPCOM
8	4	ROCKMAN EXE TRANSMISSION	CAPCOM
9	7	NINTENDO PUZZLE COLLECTION	NINTENDO
10	10	WINNING ELEVEN 6	KONAMI

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	ZELDA: THE WIND WAKER	NINTENDO
2	2	METROID PRIME	NINTENDO
3	NEW	SPLINTER CELL	UBI SOFT
4	NEW	DEF JAM VENDETTA	EA
5	NEW	THE SIMS	EA
6	3	SUPER MARIO SUNSHINE	NINTENDO
7	4	SUPER SMASH BROS MELEE	NINTENDO
8	NEW	SKIES OF ARCADIA LEGENDS	SEGA
9	5	STAR WARS: ROGUE LEADER	LUCASARTS
10	NEW	007: NIGHTFIRE	EA

WORLD OF NIN

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

Demo disc rolls ever closer (US)



By the time you read this, American gamers will be able to buy Nintendo-manufactured demo discs. Costing around \$9.99 (six quid or so) and available across the States, the preview disc contains playable code of *Sonic Adventure DX*, *Viewtiful Joe*, *Soul Calibur II*, *Splinter Cell* and *Billy Hatcher And The Giant Egg*. Happily, we can tell you that that a similar demo disc may be available in the UK towards the end of the summer.



Platform jumping (US)



Quashing rumours that *Resident Evil 4* won't remain GameCube exclusive, the producer of Capcom's latest survival horror, Hiroyuki Kobayashi, has declared 'absolutely' that the title will be published solely for Nintendo's machine. Similarly, and somewhat contrary to Capcom's recent climb-down over its 'big five exclusives', company representatives have stated that *Killer 7* is currently only in development for the GameCube. Still, that's not to say that it, along with *Viewtiful Joe*, won't appear elsewhere in the future.



Prime-time world record (US)



Twin Galaxies, the website responsible for recording and maintaining videogame world records, has reported a staggering completion time for *Metroid Prime*. Henru Wang, a gamer from California, finished Samus' quest in one hour and forty-six minutes! Asked about this time Henru said, "I plan on refining my MP speed runs a bit more, because there is still plenty of room for improvement." So, can any of you lot do better?



Behind The Wind Waker (UK)



When we met with *Wind Waker* producer Anouma-san, he told us that there were a couple of dungeons in *Zelda's* latest game that didn't make it into the final code. With this in mind, the makers of the Action Replay, Code Junkies, set to work on cracking *The Wind Waker*. And, interestingly enough, they've managed to find test maps left in by the game's programmers that aren't accessible by simply playing the game normally. These areas aren't like anything you'll be familiar with from playing the game but give a very neat insight into how dungeons, levels and puzzles are built up and imagined. Turn to page 102 for a listing of the Action Replay codes that'll let you see them.

TENDO

Zelda storms into the No.1 spot (UK)

In one of the biggest ever polls of gamers' opinions (broadcast on ITV's *Game Stars*), *The Legend Of Zelda: The Wind Waker* won GAME's Most Wanted award. *Metroid Prime* won the award for Best Adventure Game, with *Super Monkey Ball 2* scooping the award for Best Arcade Title. In a similarly successful vein, and after only a weekend on sale, *The Wind Waker* topped the All-Format charts in the UK. In fact, Link's latest adventure sold over 300,000 copies across Europe, making it the GameCube's fastest selling title to date.



SD Adapter confirmed (JAP)



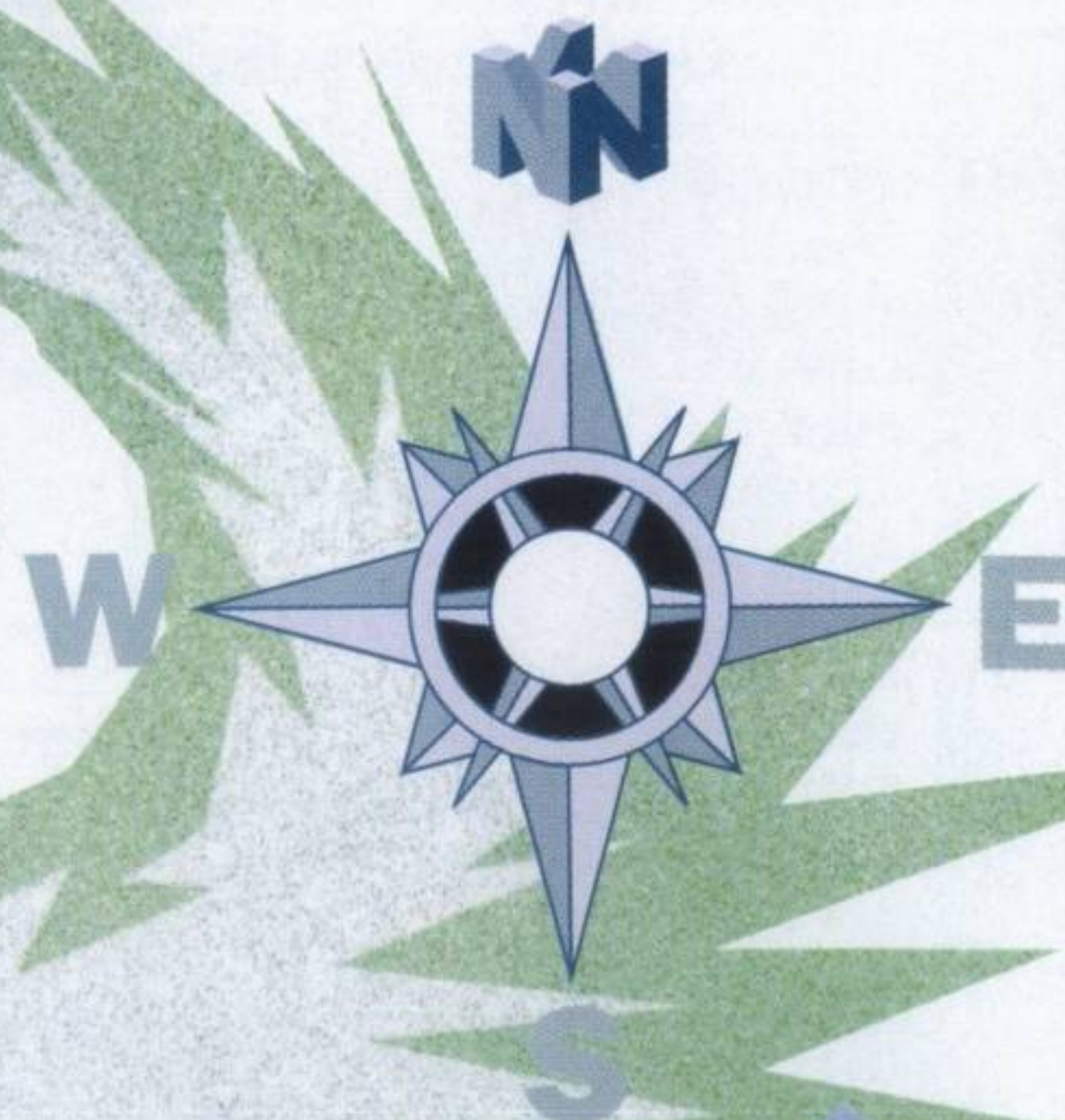
Nintendo of Japan has recently shown off the final specifications for its SD Adapter. Due to launch on 18 July in the East, the SD Memory Card is expected to allow the exchange of save data between a PC and GameCube. The first title to take advantage of this will be *Animal Forest +* (*Animal Crossing +* in the West). As yet, a European release has not been announced.



Tokyo a go-go (JAP)



Nintendo has announced the establishment of a new internal Research & Development facility in Tokyo. The Kyoto-based manufacturer has long been criticised for not bringing its most treasured catalogue of games and characters to retail quickly enough and, given the amount of titles farmed out to second-party developers, this move is an obvious attempt to remedy such a situation. However, we're unlikely to see any specific games from this facility for at least a year or so.





⤴ This is *I-Ninja* – a tiny ninja who likes extreme sports... or something like that

WE'VE GOT THE LOT

EVERY GAME AT THE SHOW...

1080: AVALANCHE

ALIAS

ALL-STAR BASEBALL 2004

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BIG MUTHA TRUCKERS

BILLY HATCHER AND THE GIANT EGG

BUFFY THE VAMPIRE SLAYER 2

CHARLIE'S ANGELS

CLUB FOOTBALL

CUSTOM ROBO

DIGIMON: RUMBLE ARENA 2

DINOTOPIA: THE SUNSTONE ODYSSEY

DISNEY'S EXTREME SKATE ADVENTURE

DRAGON BALL Z: BUDOKAI

ENTER THE MATRIX

ESPIONAGE

EXTREME FORCE: GRANT CITY ANTI-CRIME

FIFA 2004

FINAL FANTASY: CRYSTAL CHRONICLES

FINDING NEMO

FOUR HORSEMEN OF THE APOCALYPSE

FREAKY FLYERS

FREESTYLE METALX

FROGGER'S ADVENTURES: THE RESCUE

FUTURAMA

F-ZERO GX

GEIST

GIFTPIA

GLADIUS

GOBLIN COMMANDER: UNLEASH THE HORDE

GO! GO! HYPERGRIND

GOTCHA FORCE

THE HAUNTED MANSION

HE-MAN: DEFENDER OF GRAYSKULL

HITMAN 2

HOBBIT

HOT WHEELS HIGHWAY 35 WORLD RACE

HULK

I-NINJA

ITALIAN JOB

JACKED

JAMES BOND 007: EVERYTHING OR NOTHING

KILLER 7

KIRBY AIR RIDE

THE LEGEND OF ZELDA: FOUR SWORDS

THE LEGEND OF ZELDA: TETRA'S TRACKERS

LEGENDS OF WRESTLING III

LOONEY TUNES: BACK IN ACTION

LOTR: THE RETURN OF THE KING

MARIO GOLF: TODDSTOOL TOUR

MARIO KART: DOUBLE DASH!!

MARIO PARTY 5

MEGA MAN NETWORK TRANSMISSION

METAL ARMS: GLITCH IN THE SYSTEM

METAL GEAR SOLID: THE TWIN SNAKES

METROID PRIME 2 (TENTATIVE TITLE)

MTV'S CELEBRITY DEATHMATCH

NASCAR THUNDER 2004

NBA BALLERS

NBA LIVE 2004

NCAA FOOTBALL 2004

NFL BLITZ PRO

NHL 2004

NHL HITZ PRO

NINTENDO PUZZLE COLLECTION

PAC-MAN (WORKING TITLE)

PHANTASY STAR ONLINE EPISODE III

PIKMIN 2

PITFALL HARRY

P.N. 03

POKÉMON BOX

POKÉMON CHANNEL

POKÉMON COLOSSEUM

RESIDENT EVIL 4

ROADKILL

ROGUE SQUADRON III: REBEL STRIKE

SPYHUNTER 2

SIMPSONS HIT & RUN

SOUL CALIBUR II

STAGE DEBUT

STAR FOX 2

SUFFERING

TEENAGE MUTANT NINJA TURTLES

TUBE SLIDER

ULTIMATE MUSCLE

VIEWTIFUL JOE

WALLACE & GROMIT

WARID WORLD

WWE WRESTLEMANIA XIX

XGRA

Just when you thought there couldn't be any more games...



⤴ This is *I-Ninja* – a tiny ninja who likes extreme sports... or something like that

GAMES

OUR NEWS THIS month may be more stuffed than Rick Waller following a three-month binge at Fatty Arbuckle's 'scoff till you drop', but somehow we've managed to cram in even more. Here, in an easy to digest, bite-size format, is info on extra games we haven't yet covered, accompanied by a serving of the first batch of screenshots, all of which should whet your appetite for the year ahead...

EXTREME FORCE: GRANT CITY ANTI-CRIME

Set amongst the seedy, grim and violent locations of Namco's *Dead To Rights*, *Extreme Force* is a third-person action adventure where you play a covert and special weapons crime fighter. First impressions suggest a wealth of stealth weapons complemented by environments surprisingly rich in targets.

I-NINJA

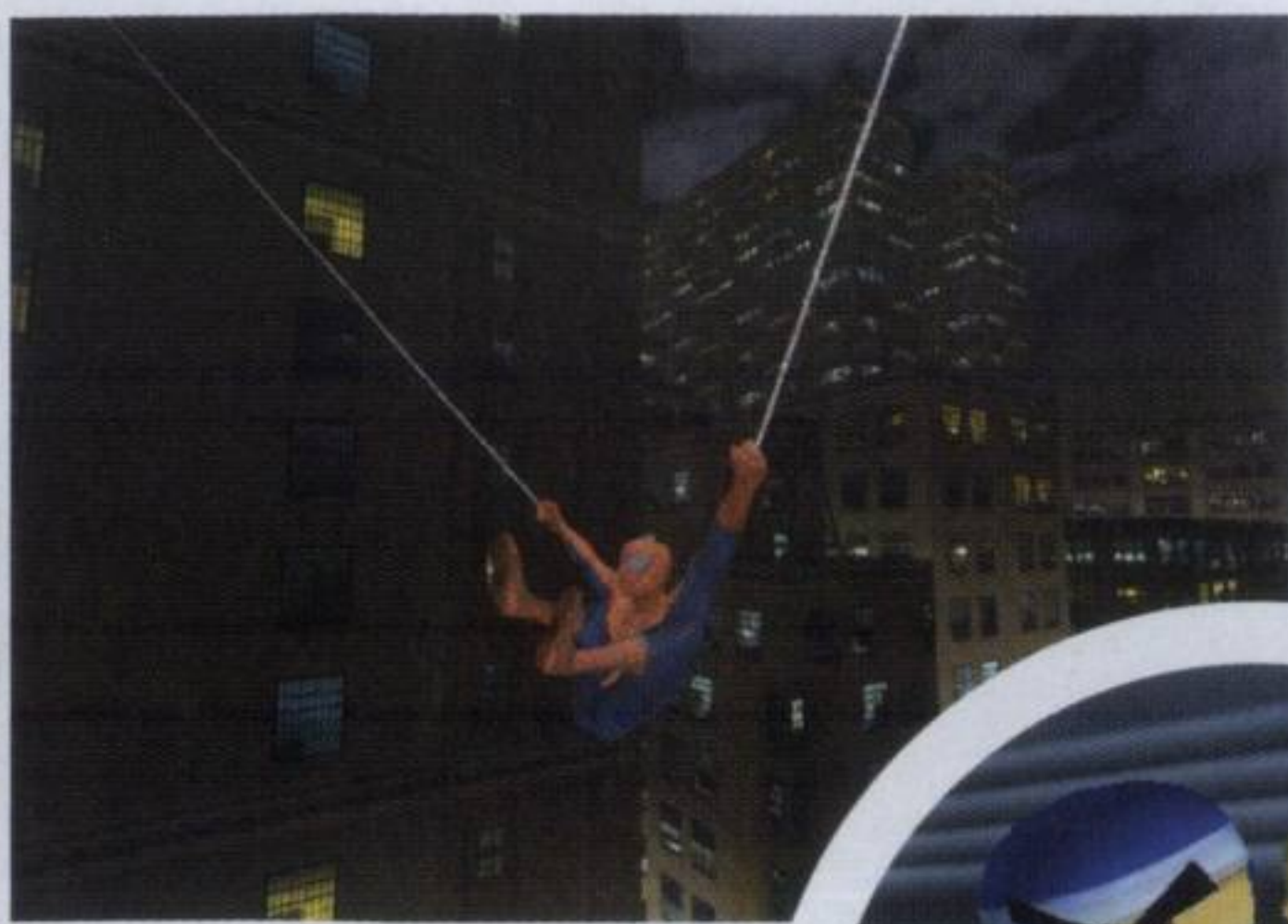
Described rather painfully as having an "ultra cool ninja with major attitude meets extreme

sports gameplay," this initially sounds as hackneyed as they get. But a glance at these first screenshots is a lot less damning. As the shrunken shinobi you'll be able to scale buildings, 'shred' rails, hover and use weapons such as shurikens, chain whips and rocket launchers. Could be decent, we shall see...

ROGUE OPS

Pencilled in for a release before the end of the year, the inevitable comparison to draw with Kemco's Bits-coded stealth-'em-up is *Splinter Cell*. Playing as a highly trained and clandestine ex-Green Beret you're a one-woman army against the might of the Omega 19 corporation, "the most sinister terrorist organisation on the planet". Anyhow, storyline aside, gameplay promises eight missions of blending into the shadows, peeking round walls, sneaky killings, pickpocketing guards and hiding the evidence. So far it's considerably more action-

“AS THE SHRUNKEN SHINOBI YOU’LL BE ABLE TO USE WEAPONS LIKE SHURIKENS, CHAIN WHIPS AND ROCKET LAUNCHERS”



⤴ *Spider-Man 2* is already in development even though we’re not going to see the second film for absolutely ages



⤴ The initial screenshots for Spidey’s next outing are looking very promising



⤴ You’ll be busting punk ass all over the shop in *Extreme Force*

GALLORE

based than the exploits of Ubi Soft’s Sam Fisher, which is no bad thing.

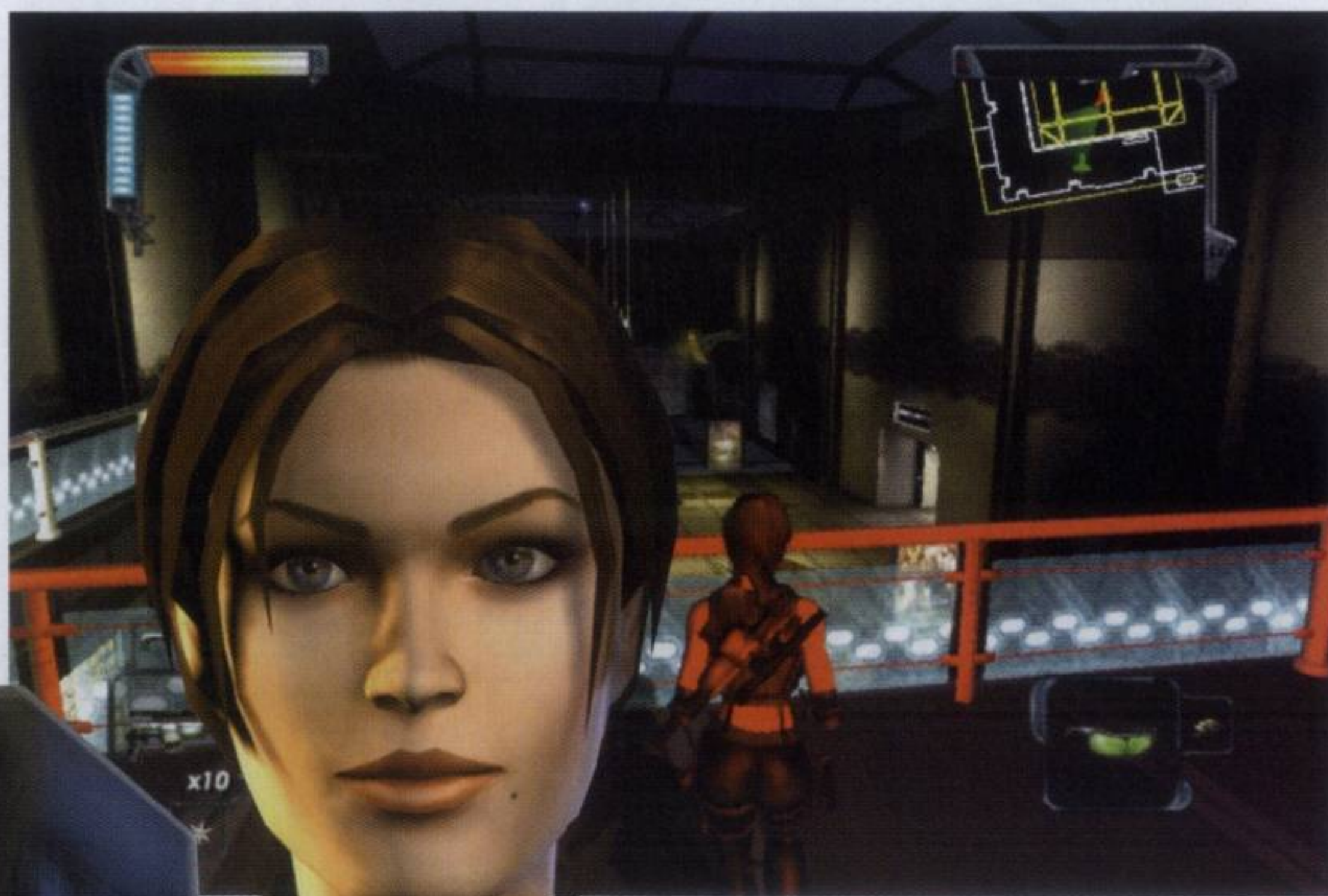
SPIDER-MAN 2

The first instalment hardly got our spidey senses tingling, but with the second of the web slinger’s films still ages away from release, these first screenshots at least look pretty good, especially seeing as there’s a lot of development time left.

PIGLET’S BIG GAME

Launching around a month before the big-screen debut of Disney’s movie, entitled *Piglet’s BIG Movie*, this adventure sees you rescue your friends Pooh, Tigger, Eeyore and co by turning their bad dreams into good ones. Achieving these good deeds is done by solving puzzles, being brave enough to chase away Heffalumps and using the business end of an AK47 as a garrotting tool... well, maybe not the last bit.

CUBE



⤴ *Rogue Ops* could turn out to be a case of Lara Croft meets Sam Fisher. What a beautiful friendship that would be if they really met.

FINAL THOUGHT...

BEFORE E3 STARTED we were expecting some hefty announcements – the first unveiling of a portfolio of LAN games, demos of *Mario 128* and *Pilotwings*, perhaps a look at what Zonami’s ‘Game Zero’ is all about... in short, we expected a couple of revelations.

Instead we find out that Miyamoto-san has updated *Pac-Man* – an arcade game from the early Eighties – and that the new *Zelda* game, *Four Swords*, looks like a SNES title! But then, so what, they’ve got GC to GBA connectivity, that’s the Nintendo difference, right? Er, maybe.

Look, we’re excited about *Mario Kart Double Dash!!*, *Geist* has great potential, as do *Twin Snakes* and *Rogue Leader III*, but other than *Mario Kart* these games aren’t first-party titles, they aren’t even all that new. Where are the Nintendo games that truly innovate, the games that you know just don’t get made for other machines? Well, we’d like to think Nintendo has realised the problem, and that’s why it’s set up a new internal development house in Tokyo.

E3 was exciting, but *SpaceWorld* and the fruits of Nintendo’s upped production schedule should prove a lot more interesting as the year goes on.





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FOR MANY GAMERS, Mario Kart is synonymous with playability. There have been three incarnations so far, each one on a different generation of hardware and all have been absolute classics. Although racing is the main focus of the games, the various weapons that you can gain by driving through Question Blocks means that in any position, you have a chance of winning. A lot of games try this, but Mario Kart manages to make things fair in that the weapons are only effective in skilled hands. The latest E3 news on Mario Kart: Double Dash!! has caused the CUBE team to become all of a fluster, but since it's still some way off, we decided to revisit the past three games and revel in their glory.

KART attack!



SUPER MARIO KART

WHEN SCREENS OF this were first released, people scoffed at Nintendo. Not only was the concept ridiculous – Nintendo was obviously milking *Mario* for all it could – but it looked pretty awful too. Come the summer of 1992 though, and a lot of people suddenly felt rather foolish. Tight controls, perfectly balanced characters and cleverly designed tracks made this one of the most 'pure' games on the system, offering players the opportunity to gain a Zen-like skill level and understanding of the game. The *Mario* universe was the perfect setting for the karting action, with each track themed along a level from *Super Mario World*. The cast of characters – Mario, Luigi, Toad, Koopa Troopa, Peach, Yoshi, Donkey Kong Jr and Bowser – were paired up according to their attributes (in the order they are written here) and it wasn't long before players had their favourites; Koopa Troopa, more often than not.

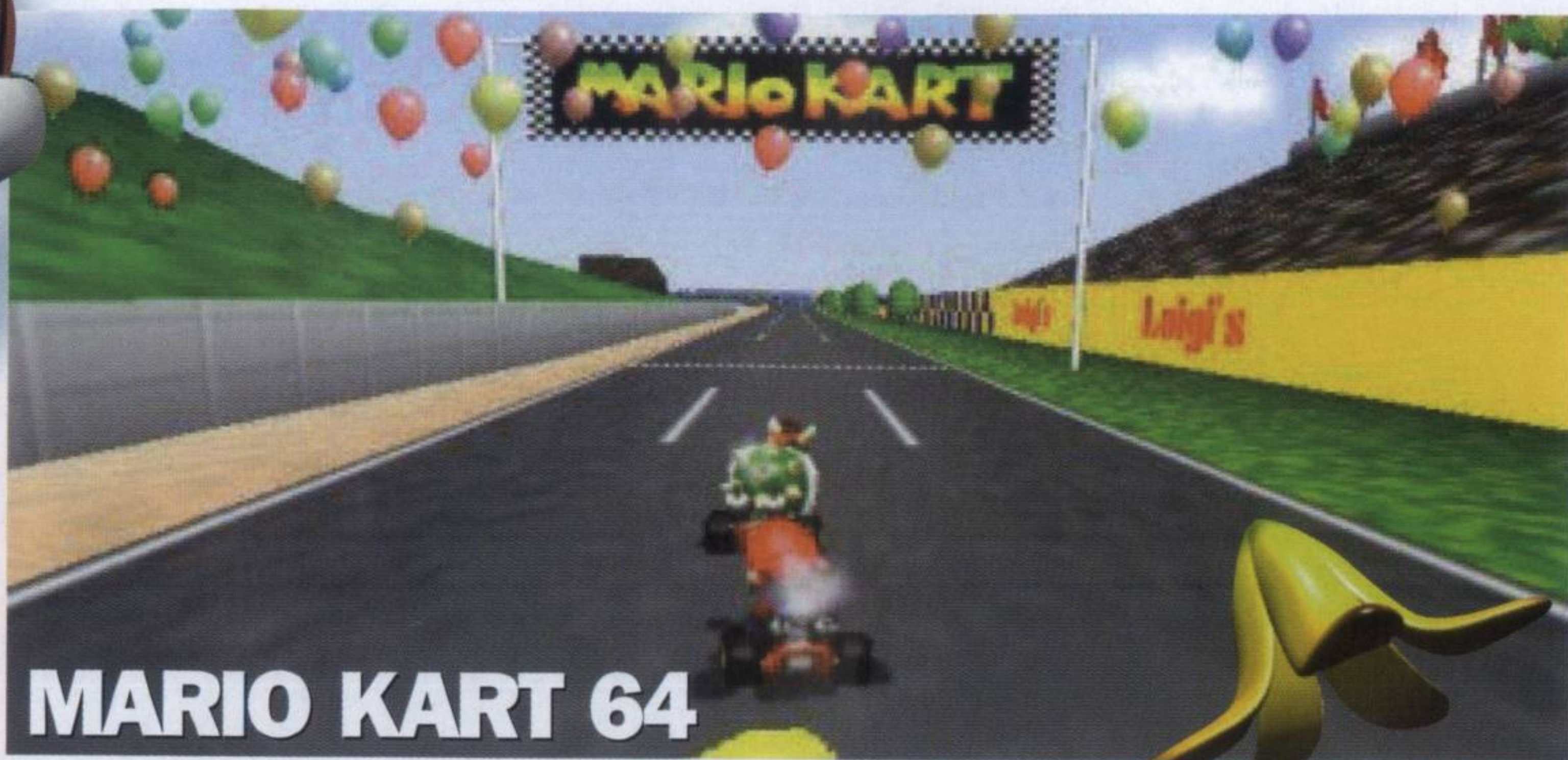
As with every *Mario Kart* to date, the original had two main modes – Racing and Battle. Racing involved eight characters lining up on the grid for a Grand Prix challenge

(which had one and two-player modes) competing for a Gold Cup. Grand Prix victory would open up higher racing classes – 100cc then 150cc – which offered faster speeds and improved AI. Battle was a festival of flying Red Shells, slippery Banana Skins and flashing Stars played in square, multi-tiered arenas between two people. This proved to be the reason why *Super Mario Kart* is still played today – Battle mode rewarded the most skilful players, and although the weapons you used were obtained randomly, an experienced player knew how to get out of any situation and take advantage of their opponent's playing style.

Even after all these years, *Super Mario Kart* is still recognised as a landmark gaming title and was one of the best selling SNES games of all time. The CUBE team also reckon it's the best in the series so far, given the control, course design, character balance and SNES pad.



⌚ Even in one-player mode you could only ever use half of the screen. The other half was dedicated to a very cool looking map.



MARIO KART 64

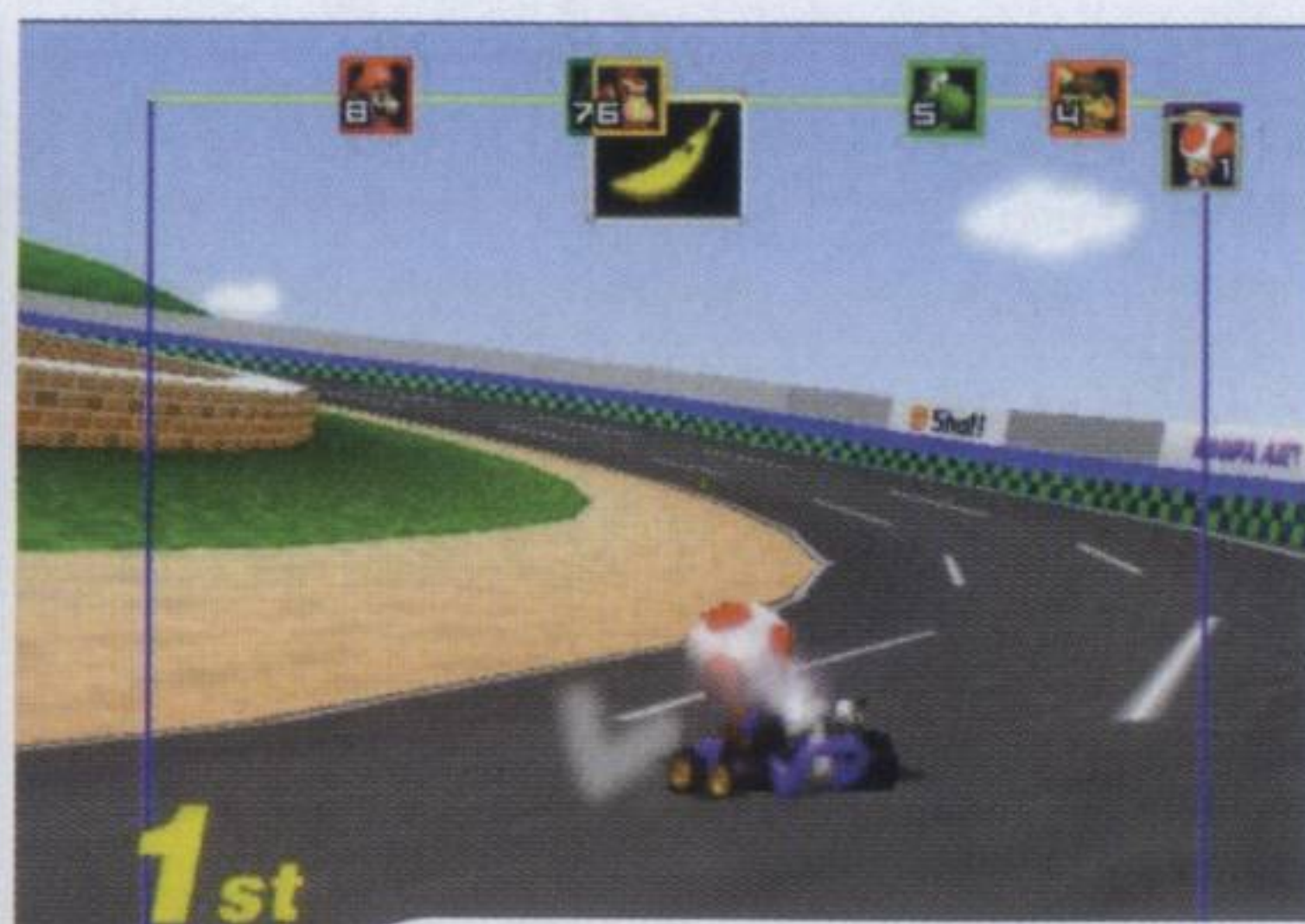
TIME ROLLS ON, and, at last, in 1996, one of the most awaited games ever arrived. As soon as *Mario Kart 64* hit the shelves, fans divided into two factions – those who loved it and those who hated it. The reasons for this were quite obvious. In effect, Nintendo had radically changed the way *Mario Kart* played. Underneath the pretty graphics and voice samples was an engine that was less strict than the SNES version to quite a large extent. Players could now correct their

racing lines halfway through corners, start-off boosts were easier to perform and the tracks were wide and open – a total change from the tight, twisty affairs of the original. The absence of the Feather power-up, that allowed you to jump high and far, also drew complaints from fans.

The biggest disappointment though was the AI. In the previous instalment, getting a first position and storming ahead of the competition usually meant nothing as the computer had a habit of placing racers directly behind you if you made a mistake, thus allowing them to zoom past, more often than not on the final corner. This was one thing people expected to be fixed, given the superior power of the N64, but it wasn't to be. The computer still cheated and players still cried into their joypads.

Those who loved the game praised it for the opportunity to take shortcuts in the Racing modes and the improved Battle mode. Up to four players could now fight it out around four battle arenas, which were all extremely well-designed. There was also the extra feature that allowed players who had lost all of their lives to still take part in the game in the form of a Bomb Kart. Not only this, but the Analogue Stick on the N64 pad was put to extremely good use, allowing players to point their Kart in any direction they wanted. Top tier races in *MK64* were certainly skilful, but there was no getting away from the fact that *Mario Kart 64* was a very different game from the original, and a lot of fans felt strongly about this.

⬇ The N64 hardware allowed for multi-level courses and tunnels



⬆ The sliding in *Mario Kart 64* was very different to the SNES version



⬆ Yoshi has always been a good character for those just starting out with the series

MARIO KART: SUPER CIRCUIT

WITH NEW CONSOLES come new games...

Nintendo's Game Boy Advance had been a huge success, and from the very start people couldn't wait for the first handheld *Mario Kart*. *Super Circuit* returned to the series' roots with fast, twisty courses that had intense racing lines, requiring utmost concentration to complete. As well as a whole bunch of these new courses it also included all of the tracks from the original game, which were opened up by winning Gold Cups. In order to do this you not only had to come first in every race, but also collect a large number of Coins along the way. This added a whole new strategic edge to the *Mario Kart* formula, making races even more nerve-wracking than usual.

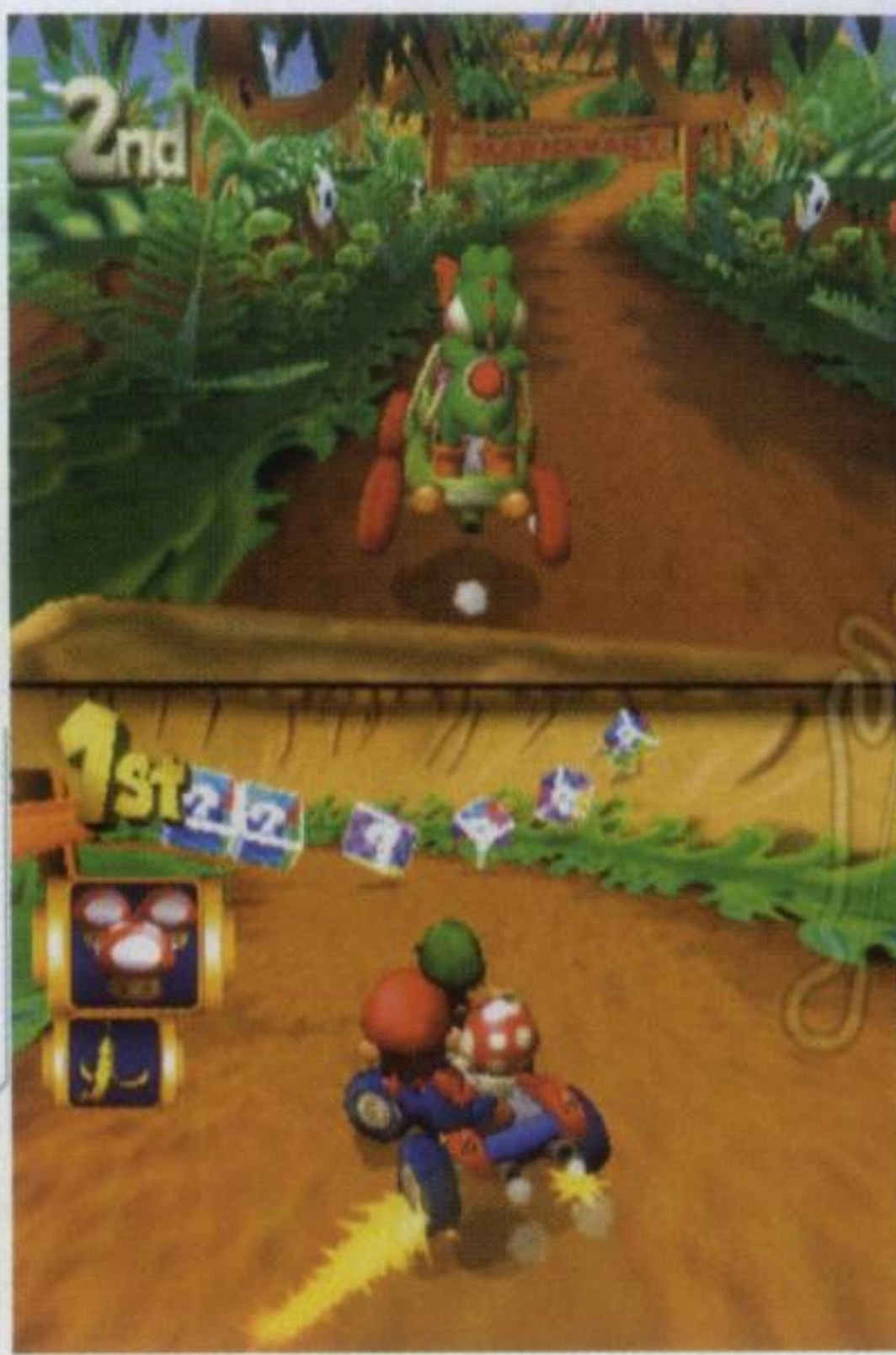
Super Circuit also earned brownie points for allowing players to hook up to a single cartridge for a spot of multiplayer action. Although you can only play as Yoshi during this mode, it shows Nintendo being unusually generous with its software. For all of this though, a few people did complain. Why? Well, Nintendo made that fatal mistake AGAIN and missed out the Feather, meaning that a lot of the shortcuts from the original courses were made redundant. *Super Circuit* is incredible for the GBA though, and if you're a newcomer to the series then we recommend this version of *Mario Kart* over every other. It includes (almost) everything that made the series so memorable, and it's extremely good value as well.



⬆ Ah, Rainbow Road. Is there any other level to have caused so much pain?



FIRST REACTION
It's a bit weird seeing the drivers in vehicles rather than standard Karts, and the graphics aren't amazing.



MARIO KART

Double Dash!!

Double the fun!

WE ALL KNOW that this game is going to be great, and now thanks to E3 we have even more gameplay details! The big news is that there are two racers to every Kart, but we've also learned that you'll be able to swap them around at any point during this race. This means two things; firstly, instead of the Kart handling being tied to the characters that you choose, it is instead specific to the Kart you choose. So if you go for a quick character like Yoshi and opt to race in Bowser's vehicle you'll have sluggish acceleration but a high top speed. This may sound as if the characters are irrelevant to the races but they have their use in combat, which is explained later. You can't choose any Kart you want though, and depending on your characters some may be unusable — the middling characters (Mario, Luigi, Princess etc) can use any Kart they wish as they are of average height, but others such as Wario won't be able to fit into Baby Mario's pram.

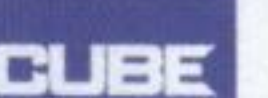
Secondly, as each character has eight specific items to use (as well as six normal ones that are available to

everyone) there is the option for some very strategic combat. Even better, if you pick an item with your backseat driver and then swap the pair round you'll keep the old item while the new backseat driver picks another item. Think about it; a whole new world of strategy is opened. For instance, you could save Red Shells for when you're about to hit the finish line and you're in second place, or keep an Invincibility Star for when it would really be quite useful. Empty-handed backseat drivers will also be able to steal other player's items by reaching across and grabbing them. If Nintendo gets the balance right (which we are fully expecting it to do, of course) then this could be the most intense multiplayer experience ever.

This isn't all that was revealed though — the much-touted LAN capabilities of the GameCube look as if they will be

exploited quite nicely with *Mario Kart: Double Dash!!*. Players with Broadband Adapters will be able to connect up to eight GameCubes together. Unfortunately, this doesn't mean that 16 players will be able to partake in the action, just eight at the maximum, but then this means everybody involved will be able to experience battles and races full-screen.

One other thing we noticed at E3 was the Kart handling. Instead of the N64-style, the series seems to have gone back to its roots. The shoulder buttons no longer activate a hop but merely allow you to go into a slide. There is no tweaking the stick halfway through a corner for a boost either. This is fantastic news — the tight handling of the SNES version has been resurrected in style, and will no doubt make for the finest *Mario Kart* yet!



"THE TIGHT HANDLING OF THE SNES VERSION HAS BEEN RESURRECTED IN STYLE"

CUBE

INFORMATION

MARIO KART: DOUBLE DASH!!

PUBLISHER: NINTENDO

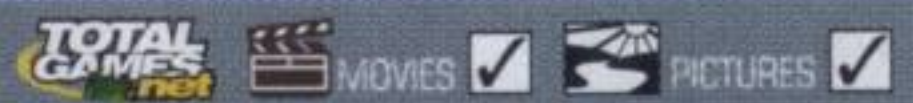
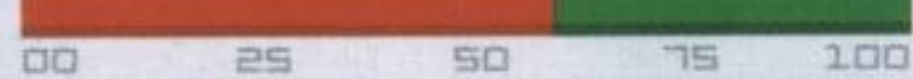
DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: RACING

PLAYERS: 1-8

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

MARIO KART 64
N64

PIKMIN
GAMECUBE

MARIO 64
N64



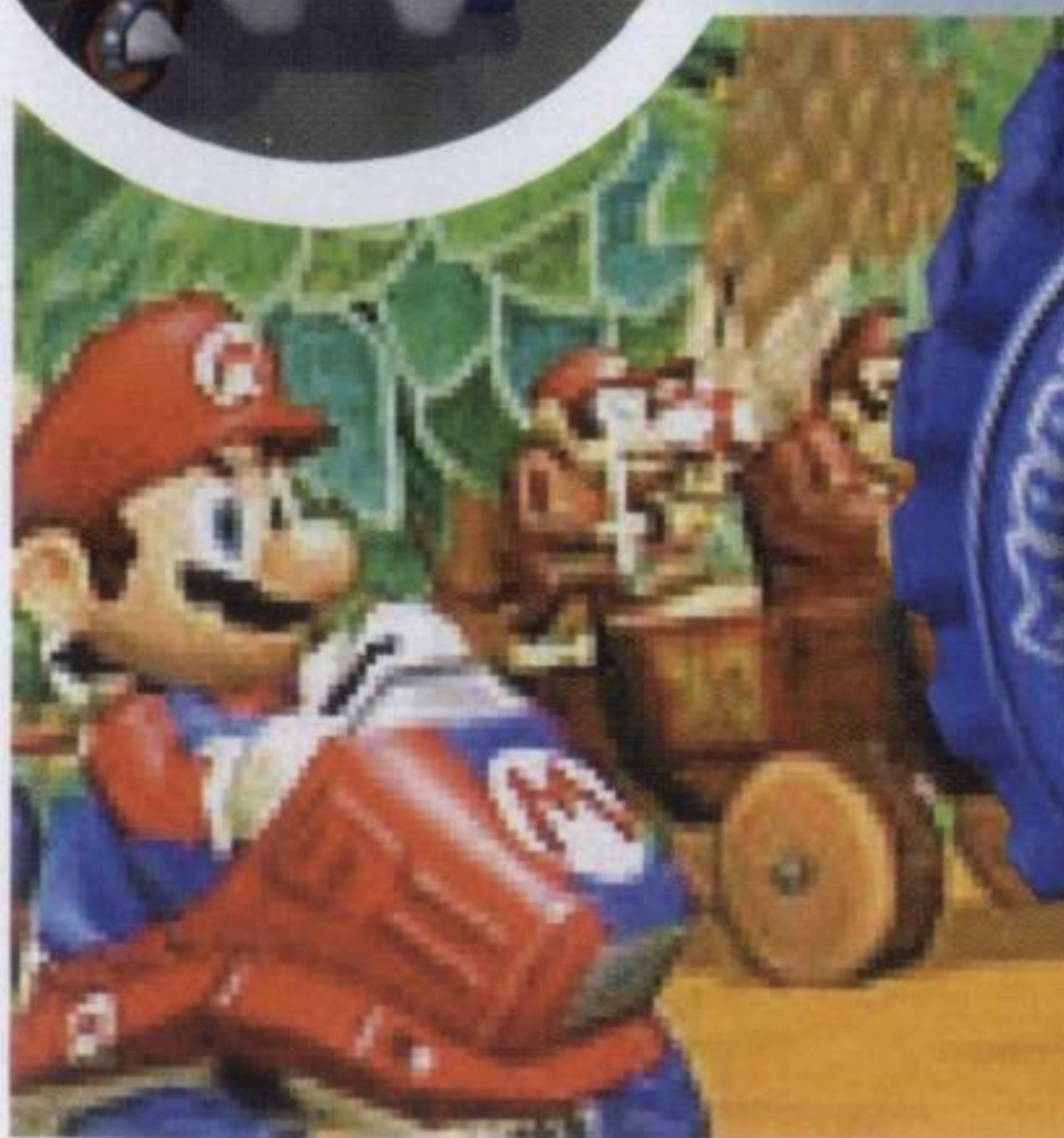
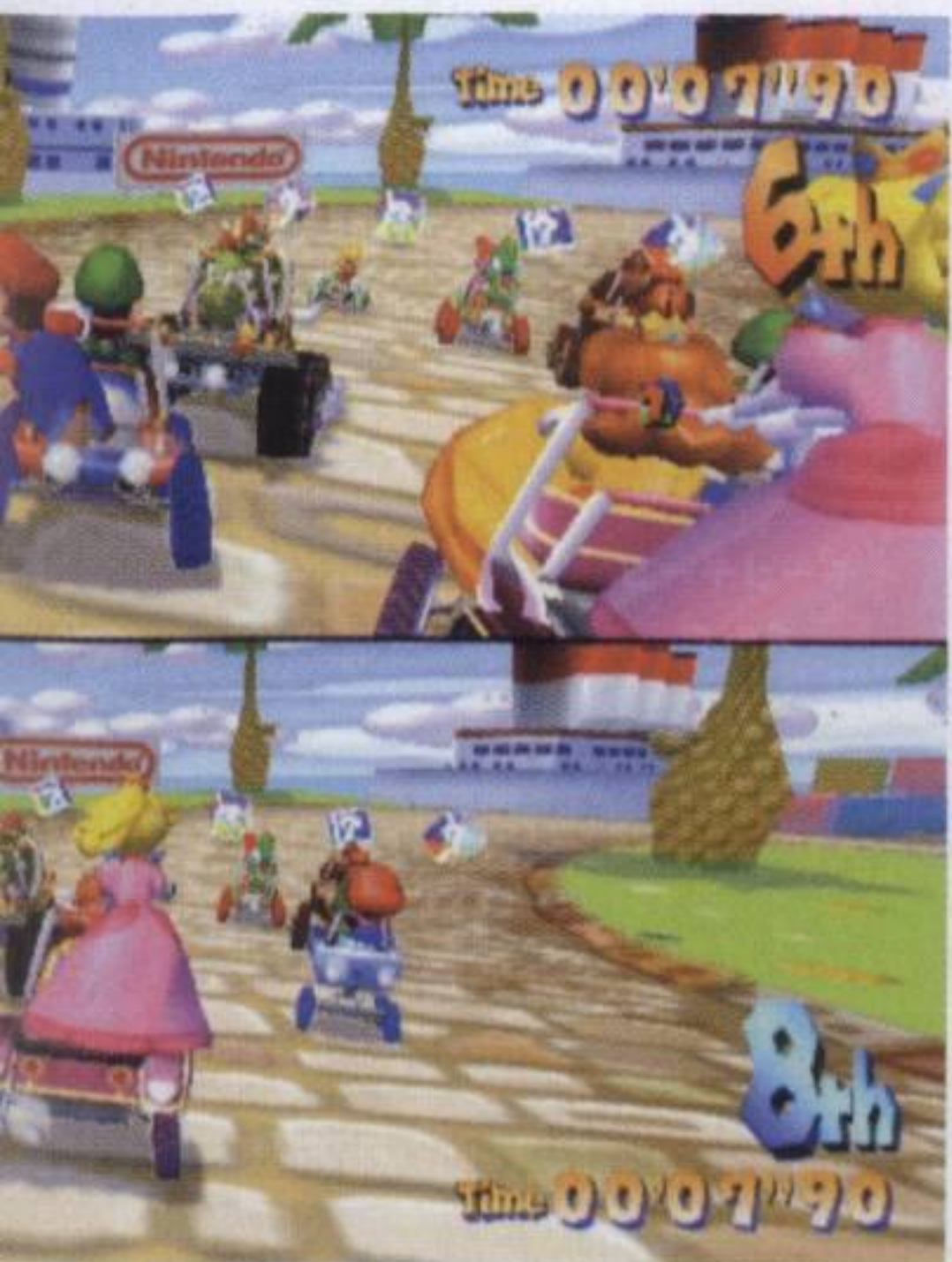
THE COMPANY LINE

"RACE EACH OTHER SIDE-BY-SIDE, BY USING MULTIPLE TVS AND MULTIPLE GAME SYSTEMS"

NINTENDO PRESS RELEASE

CUBE TOUCHÉ

Yeah, but can we really be bothered to hook up two or more TVs?



CUBE EXPECTATIONS

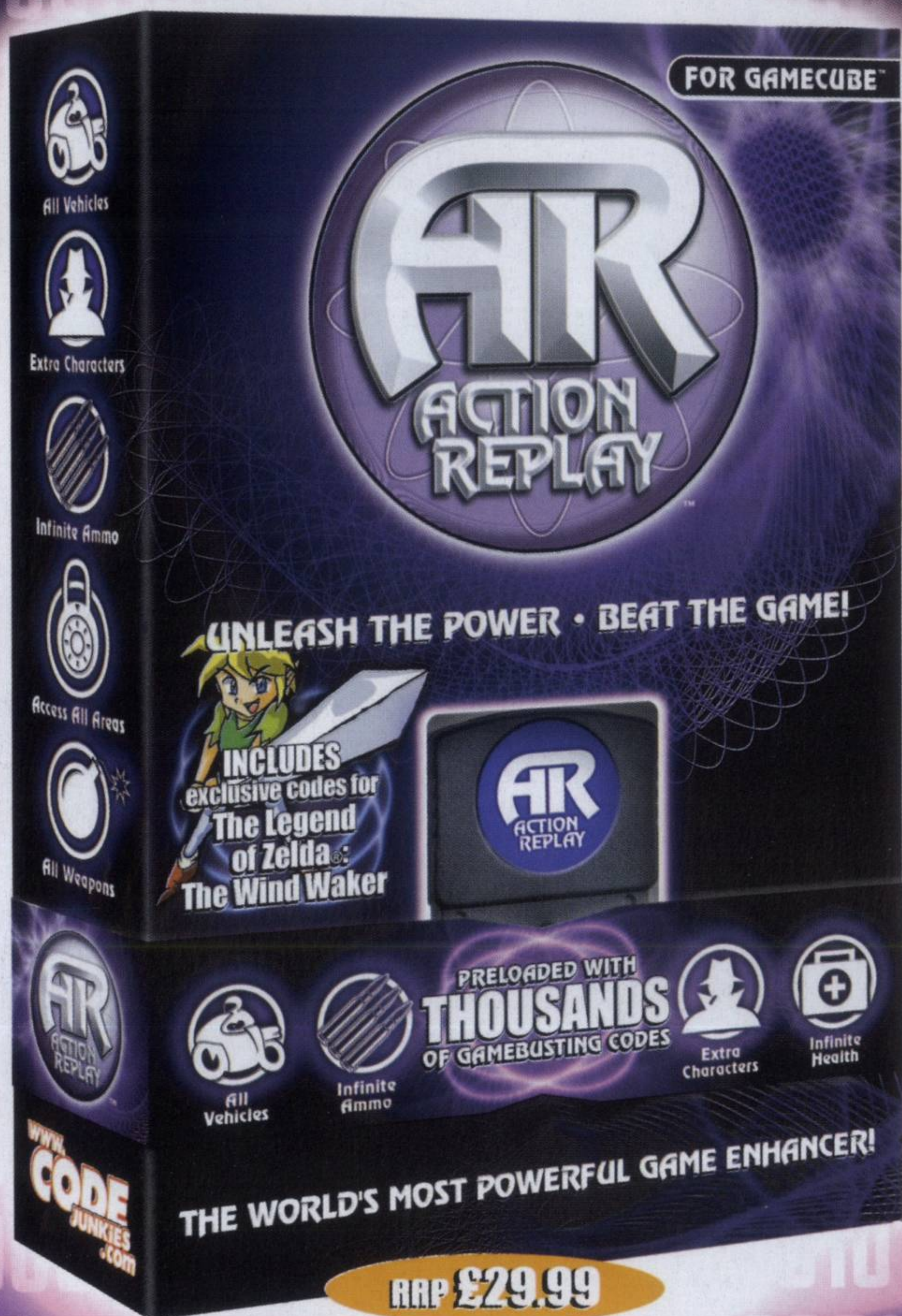
MULTIPLAYER RACING AT ITS VERY BEST



- ⊕ Fantastic new gameplay ideas
- ⊕ Eight-player battles are the way forward!
- ⊕ Stealing other people's weapons is great
- ⊖ Technically, it's not exactly pushing the boat out

■ It's safe to say that we're more excited about this title than we were before. Initial worries about the lack of information on the game have proven to be unfounded – Nintendo just wanted to keep quiet until people could play it. Look out for more news in a later issue, but we think we're looking at a classic in the making here.

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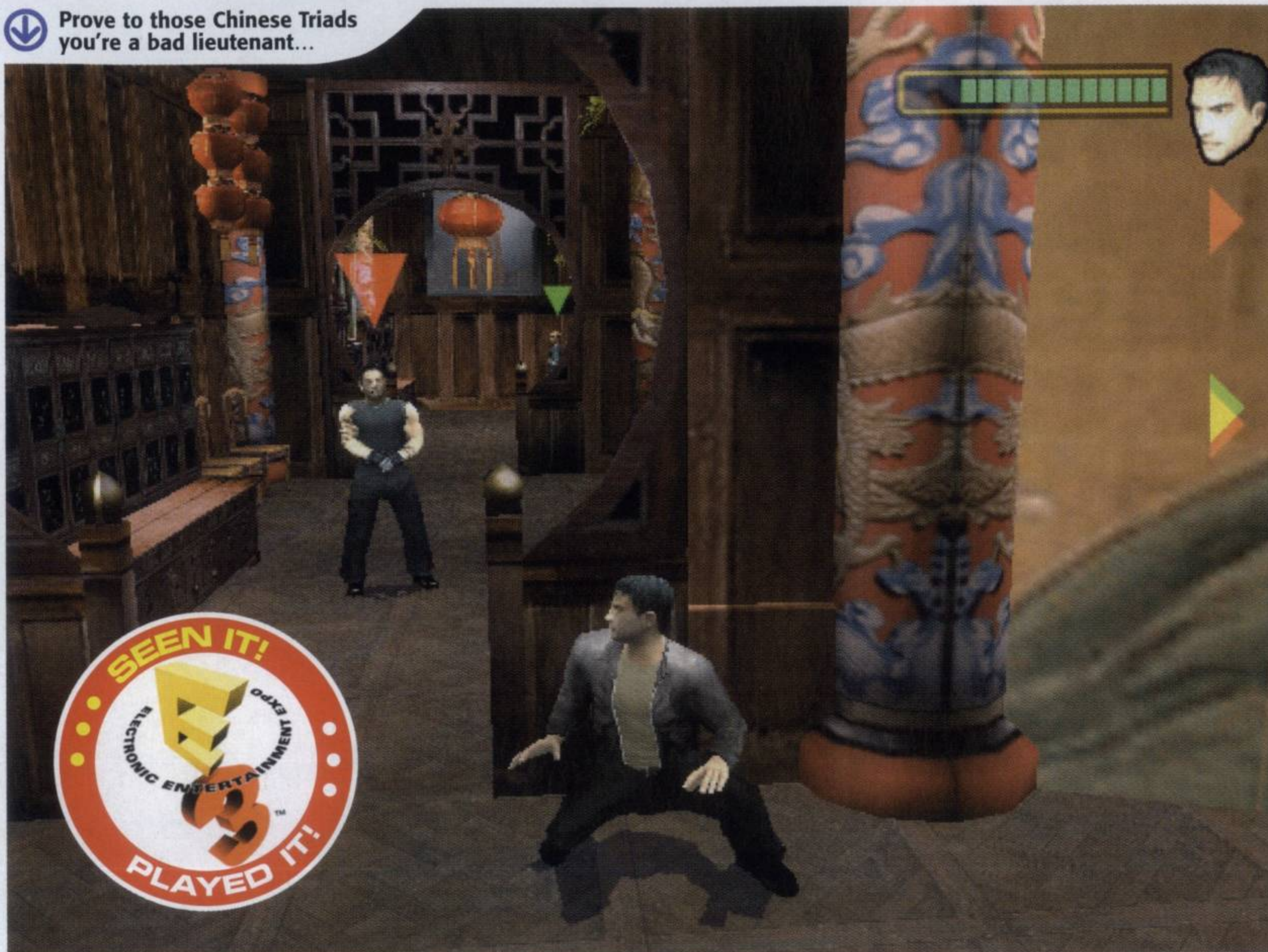
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CUBE

⊕ INFORMATION

TRUE CRIME: STREETS OF L.A.

PUBLISHER: ACTIVISION

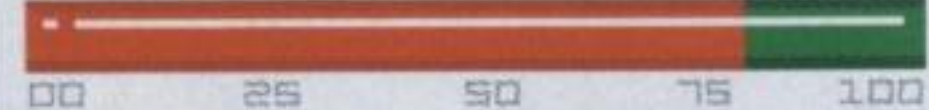
DEVELOPER: LUXOFUX

ORIGIN: US

GENRE: ACTION/ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



TOTAL GAMES net MOVIES X PICTURES ✓

SEPT '03 TBA SEPT '03

A BIT OF PREVIOUS

VIGILANTE 8
PSONE



VIGILANTE 8:
SECOND OFFENCE
PSONE

STAR WARS
DEMOLITION
PSONE

FIRST REACTION
Great ideas, seemingly well executed — the type of GameCube title we've wanted for ages here at CUBE

HIT!

THE COMPANY LINE

"ASSUME THE ROLE OF OPERATIVE NICK KANG, A NO-HOLDS-BARRED BADASS"

ACTIVISION PRESS RELEASE

CUBE TOUCHÉ

It's okay to play naughty because you're a cop

Developer Luxoflux may have just fashioned the GameCube's very own answer to Rockstar's Grand Theft Auto...

AS WITH OTHER media such as film, videogames have their very own Clone Wars. We're not just referring to shoddy dialogue and disappointing sequels, although games have also got their fair share of those. In fact, we're on about publishers' desire to cash in on and copy what's popular. From maze games to 2D platformers through to beat-'em-ups, 3D and the vogue for stealth, there's always a battle to bring to market what's already selling.

Bearing in mind that *GTA* is the most lucrative game in recent memory, take a look around these pages and tell us if there's any way to start this preview without mentioning similarities to *Grand*

Theft Auto. Nope? Okay, so let's get the *GTA* comparisons over with. Yes, *True Crime* features an accurately modelled city in which you have a free-roaming adventure, and yes, there's a range of gunplay, driving and combat to enjoy. But no, no and thrice no, it's not just a *GTA* clone. In fact, whereas in Rockstar's title you're on the run from the law, in *True Crime*, you are the law.

"Nick Kang, a bad lieutenant with a personal vendetta against the City of Angels underworld". Say it with a booming movie-trailer voice and it kind of sounds familiar, don't you think? Well, that's the idea. Activision want *True Crime* to be cinematic. Indeed, the developer has created a game design that ensures you'll never actually die mid-game, nor will you see the 'mission failed' screen and have to restart. Instead, what happens when you fail to complete an objective is that the story branches down a different route and the action continues accordingly.

Similarly open-ended are the missions

"MAYBE THE NEXT FREE-ROAMING GAME OF THIS GENRE WILL BE ACCUSED OF CLONING TRUE CRIME"

ETS OF LA

As you progress you'll learn new fighting moves



Improved driving manoeuvres become available later on in the game

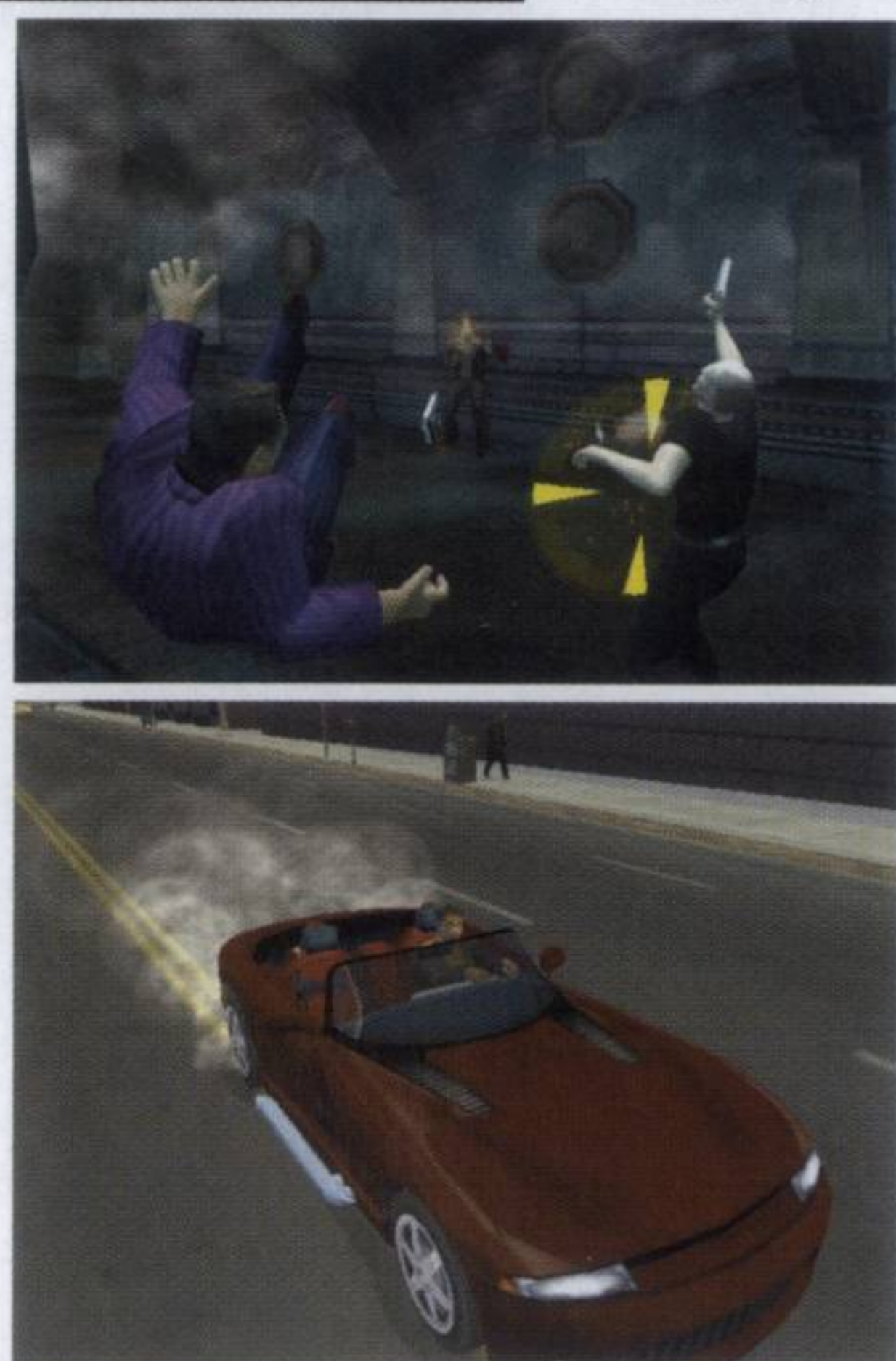
Gunplay is made easier by the inclusion of lock-on targeting

themselves, with multiple story scenarios emerging from within each of the twelve chapters according to how you play.

Continuing this filmic trend is your character, Nick Kang. He's a kind of East-meets-West mix of Riggs from *Lethal Weapon* spliced with a Chow Yun Fat-type character who thinks with his fists, which is all pretty neat. Something else that ties in with the Hong Kong-inspired feel of combat is John Woo-style bullet-time.

While it's inevitable that *True Crime* will be compared to many other games such as *GTA*, *Max Payne* and *Enter The Matrix*, its publisher Activision is confident enough about its quality to already be in talks about a sequel. Perhaps then the next filmic and free-roaming game of this genre will be accused of cloning *True Crime*. Perhaps...

CUBE



Missions are relayed via your car radio and vary according to your actions

MARTIAL LAW

GOOD COP, BAD COP

Scattered around L.A. are all types of dojo where you can go and learn some Kung Fu fighting, some expert timing... and also some traditional Karate. But only if you've been a good cop and earned enough Cop Points. By busting drug deals, preventing bank heists and chasing stolen cars and suchlike, you receive Cop Points that allow you to join specific dojos and learn their particular brand of mauling.



GRAND THEFT AUDIO

TRUE CRIME: VOICE CITY

Grand Theft Auto: Vice City may have scooped Ray Liotta (*Goodfellas*) as the voice of its main character and an excellent Eighties soundtrack to boot, but *True Crime* fares quite well in comparison. Missions are relayed to you via your in-car radio but, better than this, it's got probably the best cast of voice actors to ever appear in a videogame. Amongst a list of ten actors already confirmed to play roles are Christopher Walken (*The Deer Hunter*, *Dead Zone*), Gary Oldman (*Bram Stoker's Dracula*, *True Romance*) and Michael Madsen (*Reservoir Dogs*).

CUBE EXPECTATIONS

LOTS OF PROMISE - TRUE CRIME SHOULD BE GREAT



- + L.A. landmarks and famous streets are recreated
- + Martial arts, gunplay and driving sections
- + Different routes, outcomes and storylines
- + An excellent cast of voice actors

There's very little on the GameCube that compares to what *True Crime* is trying to achieve, making it all the more attractive as a game. Happily, every time we see this game it just keeps on improving, so much so that we've already starting to argue over who's going to get to review it. Certainly one to watch.



R RACING EVOLUTION

Ridge Racer with a difference



⬇ Ridge Racer fans will be hard-pressed to recognise R Racing

CUBE

INFORMATION

R RACING REVOLUTION

PUBLISHER: NAMCO

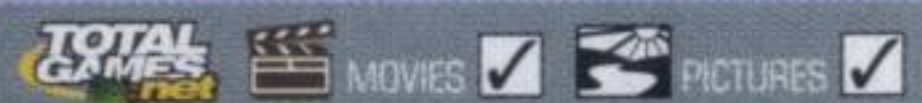
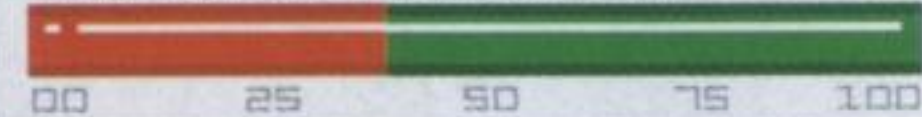
DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: RACING

PLAYERS: TBC

PERCENTAGE COMPLETE



Q1 '04 Q4 '03 Q4 '03

A BIT OF PREVIOUS

SOUL CALIBUR II
GAMECUBE

DEAD TO RIGHTS
GAMECUBE

PAC-MAN WORLD
GAMECUBE



⬆ The Calsonic Skyline also featured in GT3. Imitation is the sincerest form of flattery...



FIRST REACTION
We don't understand. This isn't anything like Ridge Racer. It seems a bit daft to try and take on Gran Turismo.



⬇ R Racing features hard-talking ladies. Fight!



Namco tires (sorry) of its trademark powerslides and goes for the Gran Turismo approach instead

THE RIDGE RACER series has carved itself out a nice little niche over the years – one that other companies couldn't really come close to. It's a bit strange then that Namco should abandon its tried and tested roots and try to take on the might of *Gran Turismo*. Whatever the reason for this change of direction, Namco is definitely trying to make the link between *Ridge Racer* and *R Racing* as slight as possible. The new slant offers licensed cars, real-world tracks and realistic car dynamics.

The car count has yet to be announced, but so far we've seen screens of two: the Calsonic Skyline and the Impreza 555. Fans of *Gran Turismo 3* will feel right at home here, the Calsonic Skyline being one of the

best early cars in the game. While *R Racing* is far from completion, the car models are very probably the finished item, and right now they do look slightly inferior to those found in *GT*. In all honesty, it would be asking a bit much for anything more though.

Eleven tracks are currently on the cards (a little pathetic next to *GT4*'s hundred), with a few fantasy tracks joining the real-world versions. One area where Namco is hoping to excel, though, is in the Racing Life mode. This Career mode of sorts follows the rivalry between two female racers, complete with pit transmissions and in-race trash talk from your rivals. There may even be a bit of bitch slapping in there somewhere... maybe.



CUBE EXPECTATIONS

THE CUBE'S GRAN TURISMO



- ⊕ Likely to be extremely playable
- ⊖ Never going to better *Gran Turismo 3*

■ It seems strange that the series has taken this route, but it was in need of a revamp and maybe this will do it. As long as the team doesn't take itself too seriously this could be stunning. Damn that 2004 PAL release though.

THE COMPANY LINE

"RACES CAN BE WON OR LOST DEPENDING ON HOW A DRIVER REACTS TO PRESSURE FROM OTHER RACERS"

NAMCO PRESS RELEASE

CUBE TOUCHÉ

No, really? Amazing how that works...

3+
www.pegi.info

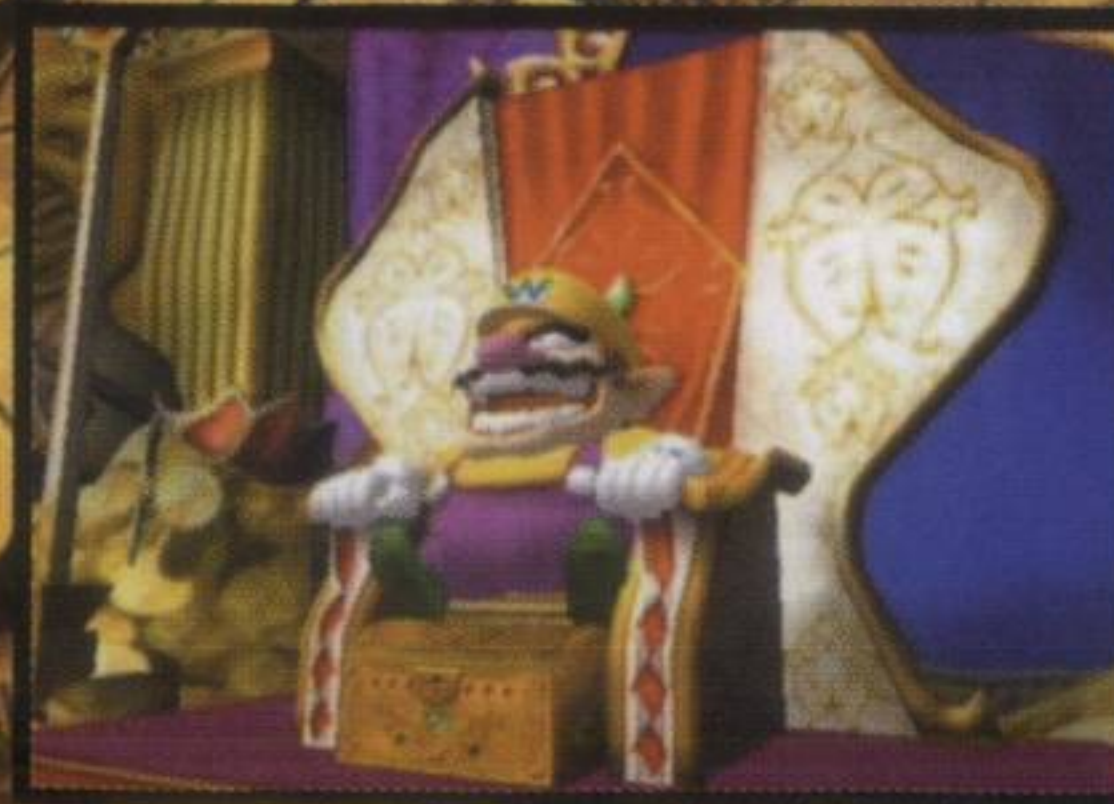
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MARIO GOLF TOADSTOOL TOUR



FIRST REACTION
The visual details need improving. Luckily, with the control system sorted Camelot has ample time to do this.

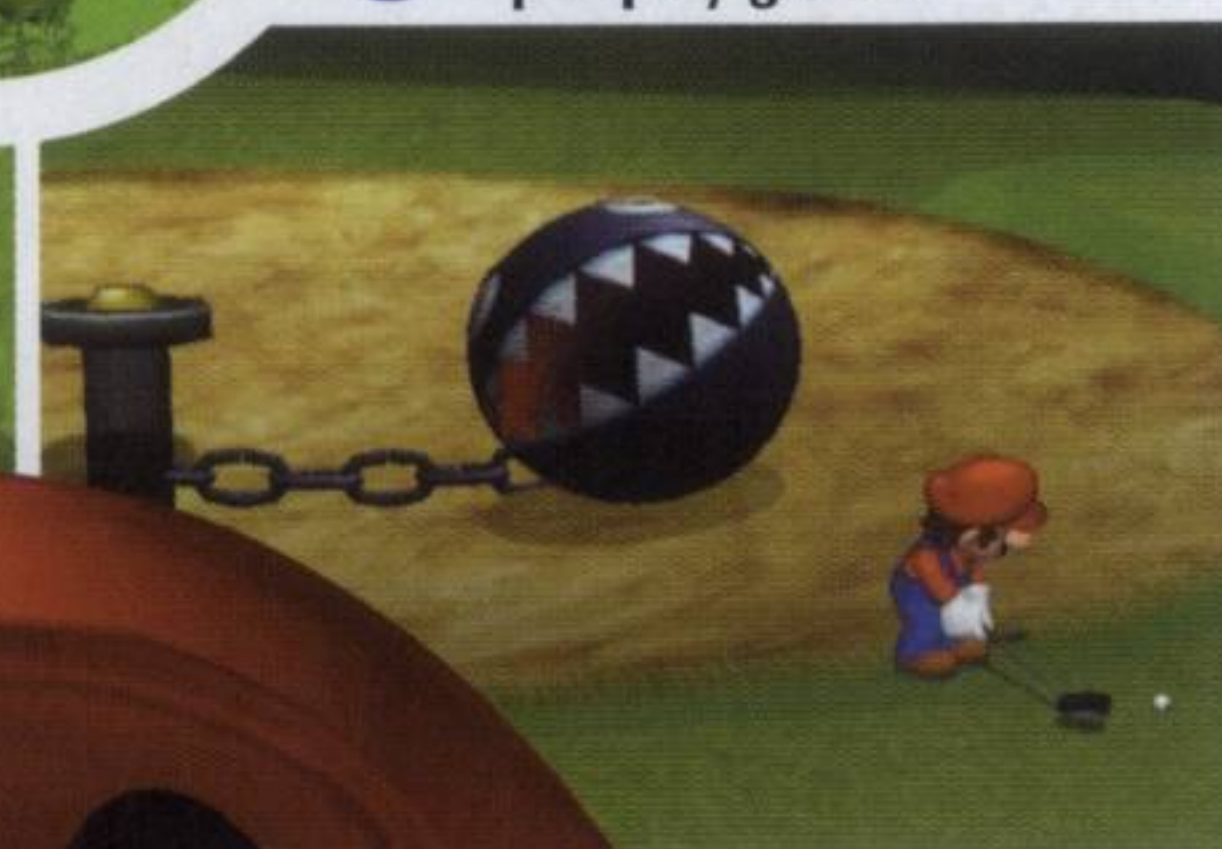


Ⓢ You'd be surprised how well apes play golf...

Nice shots!



Ⓢ That's one hell of a bit of rough... we're talking about the grass, not Peach of course



Ⓢ Mind the bunkers – those Chain Chomps will try to put you off your shot

'More of the same only better' seems to be the rule for updating Nintendo's sports sim

THE CAMELOT-DEVELOPED *Mario Golf* on the N64 was one of the most endlessly playable and well-balanced golf sims ever crafted, so when we found out that the Japanese coder would be turning its hand to the GC update, we were chuffed. Now, having finally got our hands on the E3 build of *Toadstool Tour*, we can tell you how the game has evolved.

Primarily, the most striking change is the Swing-O-Meter. Unlike many golf games of late, Camelot has not plumped for analogue control where you literally move the C-stick back and forth for backswing and follow-through. Instead, and as before, pressing A fills a bar from right to left which you stop to set distance; the difference from the previous game being that using A is all

you need to do to strike the ball. However, press B and the alignment bar swings back for the essential second factor: accuracy. And here's the novelty. You need to press A again to set slice versus hook but by double-tapping a combo of A and B you can apply spin. A and A is topspin, B and B is backspin, A then B is extra topspin and B then A is (you guessed it) extra backspin. Effectively, this extra deftness of control allows you the further ability of lobbing, punching, stopping and rolling your shots.

Other than this control system tweaking it's pretty much business as usual save for the addition of extra characters and more Nintendo-esque courses featuring Pipes and Chain Chomps. Expect a lot more on *Mario Golf: Toadstool Tour* very soon indeed.

CUBE

CUBE

INFORMATION

MARIO GOLF: TOADSTOOL TOUR

PUBLISHER: NINTENDO

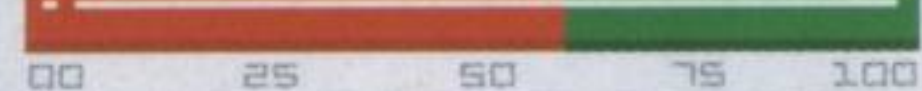
DEVELOPER: CAMELOT

ORIGIN: JAPAN

GENRE: SPORTS

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES LIST MOVIES PICTURES

Q1 '04 Q4 '03 SEP '03

A BIT OF PREVIOUS

MARIO GOLF
GAMECUBE

MARIO TENNIS
GAMECUBE

GOLDEN SUN
GBA



THE COMPANY LINE

"TWO NEW STYLES OF GOLF COURSE AND A NEW SWING SYSTEM"

NINTENDO PRESS RELEASE

CUBE TOUCHÉ:

The first game got it right so why mess it up?

CUBE EXPECTATIONS

READY TO TEE OFF



- ⊕ If it ain't broke, why fix it?
- ⊖ May be too similar for some

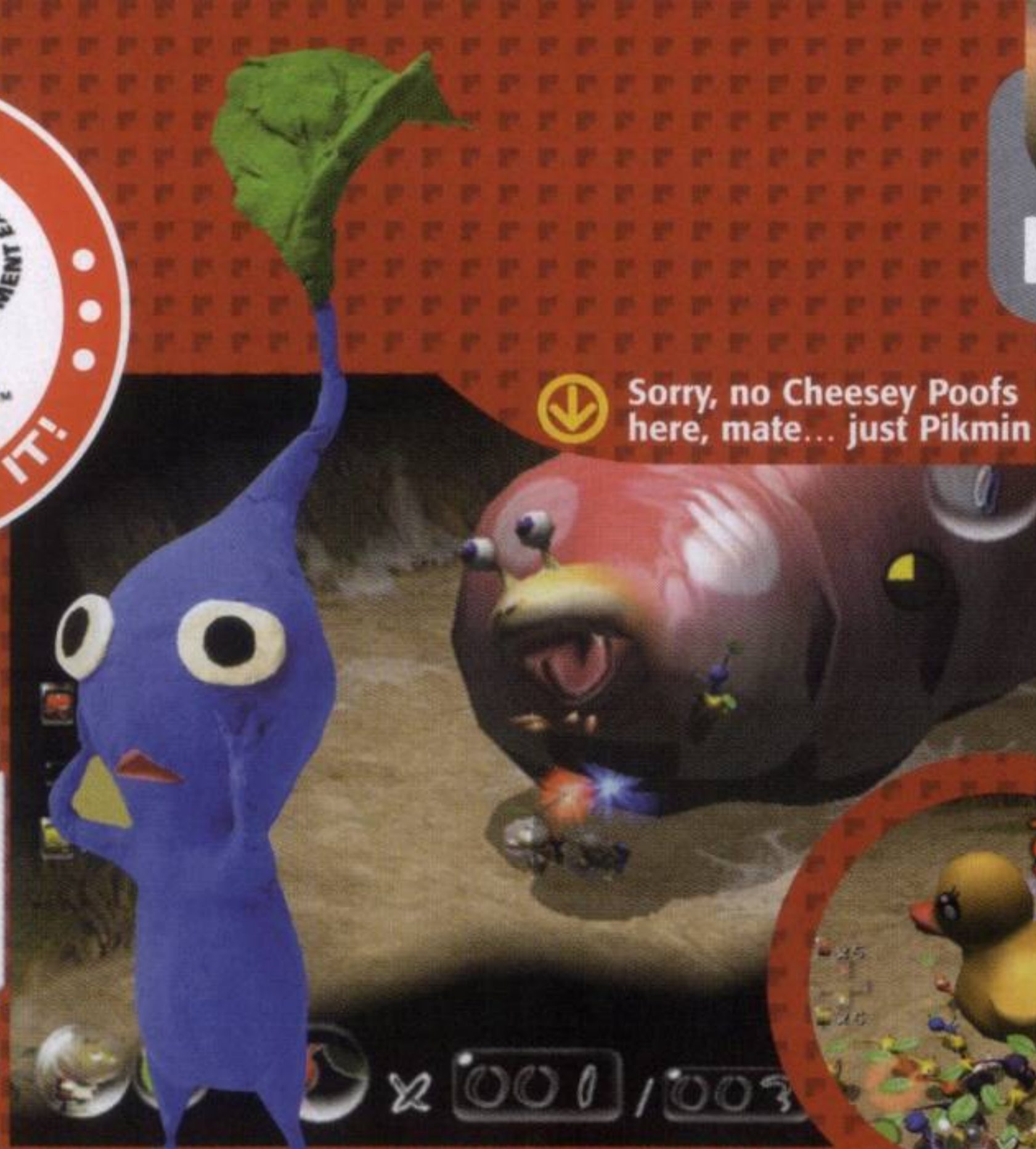
■ We simply adored the original game but this isn't as much of a leap forward as we'd hoped for. Still, there's a lot of development time left, and Camelot isn't known for stuffing things up – especially with Nintendo watching...



Flower power



FIRST REACTION
The new breeds, second character and addition of cave areas make this seem like a very enticing update



Sorry, no Cheesy Poofs here, mate... just Pikmin



Miyamoto-san has expanded the levels to include non-organic elements such as pipes and rubbish



PIKMIN 2

A pastoral, time management-centred, creature-breeding action adventure? It can only be Pikmin 2...

AS ONE OF the most coherent, well-realised and both frantic and relaxing titles to come from Nintendo in years, *Pikmin* stood out as a truly great gaming moment at a time when so many other titles were merely familiar. A genuinely novel classic then, but for all that praise and as with so many sequels, we can't help feeling a certain sense of déjà vu about Captain Olimar's latest adventure.

But *Pikmin 2* is more than just a flashback as this time you've got a partner, Loojie. This rotund little fella handles exactly like Olimar and plays alongside the captain. Better still, by pressing the Y-button you can alternate between these two characters allowing you to simultaneously explore different routes in levels, effectively doubling the number of

ideas and tasks you can deal with at once. The second and third major additions are collectable berries and two extra breeds of Pikmin. By getting your Pikmin to return berries to their pods you can earn gas attacks that can be used against enemies. For instance, you now can turn creatures into stone, meaning you can attack them more easily or simply carry them off to your base for reprocessing.

As for the new breeds of Pikmin, the albino ones are still a mystery – we didn't get to use their special abilities – but the purple creatures have increased strength, thus requiring less of them to carry any given object.

We'll have more details for you over the coming months, as it's due to hit shelves in Japan at the end of the summer.

CUBE

INFORMATION

PIKMIN 2

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: ACTION STRATEGY

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES FREE MOVIES X PICTURES ✓

04 '03 03 '03 SEP '03

A BIT OF PREVIOUS

THE WIND WAKER GAMECUBE

SUPER MARIO SUNSHINE GAMECUBE

LUIGI'S MANSION GAMECUBE



There are several two-player challenges such as this Point Challenge



Pikmin 2 looks like it's going to be even harder than the first game

CUBE EXPECTATIONS

SAFETY IN NUMBERS

BYRON	MILES	CHANDRA	GARY
█	█	█	█
█	█	█	█
█	█	█	█
█	█	█	█
█	█	█	█
█	█	█	█
█	█	█	█
█	█	█	█
█	█	█	█

More refined gameplay and controls

New Pikmin and multiplayer modes

We're really looking forward to spending more time with *Pikmin 2*. If we're to be picky, we could have asked for more innovation. Still, there's nothing else like it, and the new additions are very promising.

THE COMPANY LINE

"OPEN UP BRAND NEW GAMEPLAY POSSIBILITIES BY PLAYING COOPERATIVELY WITH A SECOND PLAYER"

NINTENDO PRESS RELEASE

CUBE TOUCHÉ:

Yup. A two-player mode will make *Pikmin 2* better

Requires minidish and digibox connected to a phone line. 75p-£1 per Match Play session (depending on game selected) to win prizes. Local call charge to register. For full terms and conditions, please contact GoPlayTV, PO Box 4303, London W1F 9LU. GoPlayTV is a registered trademark of Sony Pictures Digital Inc. All rights reserved.



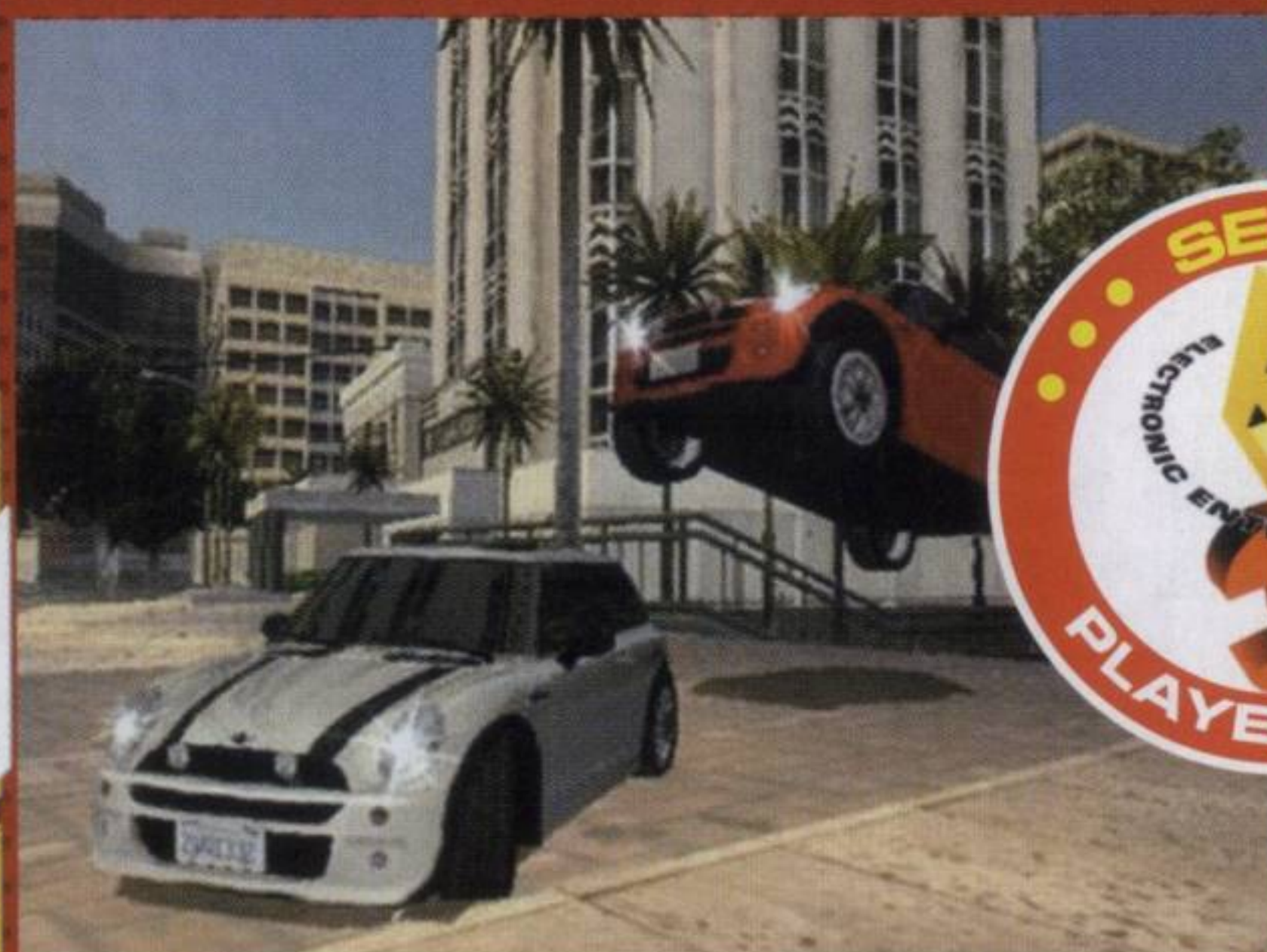
what are you playing at?

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PRESS  **ON YOUR SKY REMOTE CONTROL**

Charlie's four-wheeled angels

FIRST REACTION
 Could be fun but it's hard to get excited when you know the 'Cube version will be a clone of the PS2 game



Stunt Driving mode lets you throw your Mini around

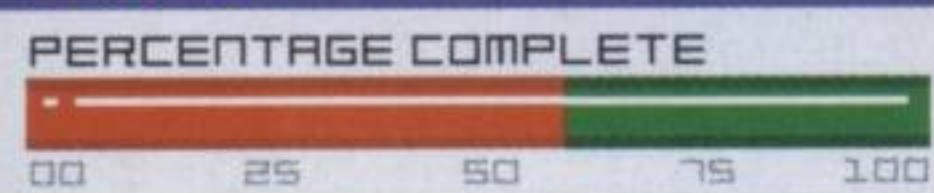
You'd be amazed the places a Mini will fit into...

CUBE

INFORMATION

ITALIAN JOB

- PUBLISHER: EIDOS
- DEVELOPER: CLIMAX BRIGHTON
- ORIGIN: UK
- GENRE: RACING
- PLAYERS: 1-2



A BIT OF PREVIOUS

- ATV 2 PS2
- MOTO GP XBOX
- RALLY FUSION PS2



ITALIAN JOB

Not even a mention of those bloody doors – it's a whole new story, see?



A range of other cars will be available, including armoured vehicles, but for Italian Job authenticity you ought to stick with a trusty Mini Cooper



THE COMPANY LINE

“CREATE HAVOC ON THE STREETS OF LA AS YOU DRIVE AT BREAKNECK SPEEDS THROUGH ENVIRONMENTS BASED ON LOCATIONS IN THE FILM”

EIDOS PRESS RELEASE

CUBE TOUCHÉ:

But didn't *The Italian Job* take place in Italy?

SOME READERS MAY recall that the gaming world has already seen a game based on the classic Michael Caine flick in the form of *Italian Job* on the PSone. Well, Paramount is resurrecting the story and continuing from where the old film left off. After being double-crossed in Venice, Charlie and the team return to wreak vengeance on the dirty-doer, and get their gold back in the process.

In terms of gameplay mechanics this translates to a mission-based racer set on the streets of LA. The main game consists of 15 missions that stick closely to the film's plot, aided, of course, by cut-scenes. These early screens show off the

infamous Mini

Cooper trio, but you'll also be able to jump into muscle cars, armoured vehicles and the like.

One of the best sections of the PSone game was the final escape from Venice, and this has made a spiritual return in the form of the Stunt Driving mode. Ramps, steps, obstacle courses... you name it, it's in there. A two-player circuit race is also being readied, allowing you to race around familiar cityscapes with a mate.

Climax is promising a constant 60fps in the single-player mode and we're sure it'll manage it. The only thing that worries us is the all-too-familiar situation of the GameCube version being a mere port of the PS2 game. Developers may not like the word 'port', but with all three versions due out simultaneously it's almost an inevitability that the

GameCube version will appear identical to the PS2 game, albeit with inferior FMV. We'll let you know for sure in a few months.



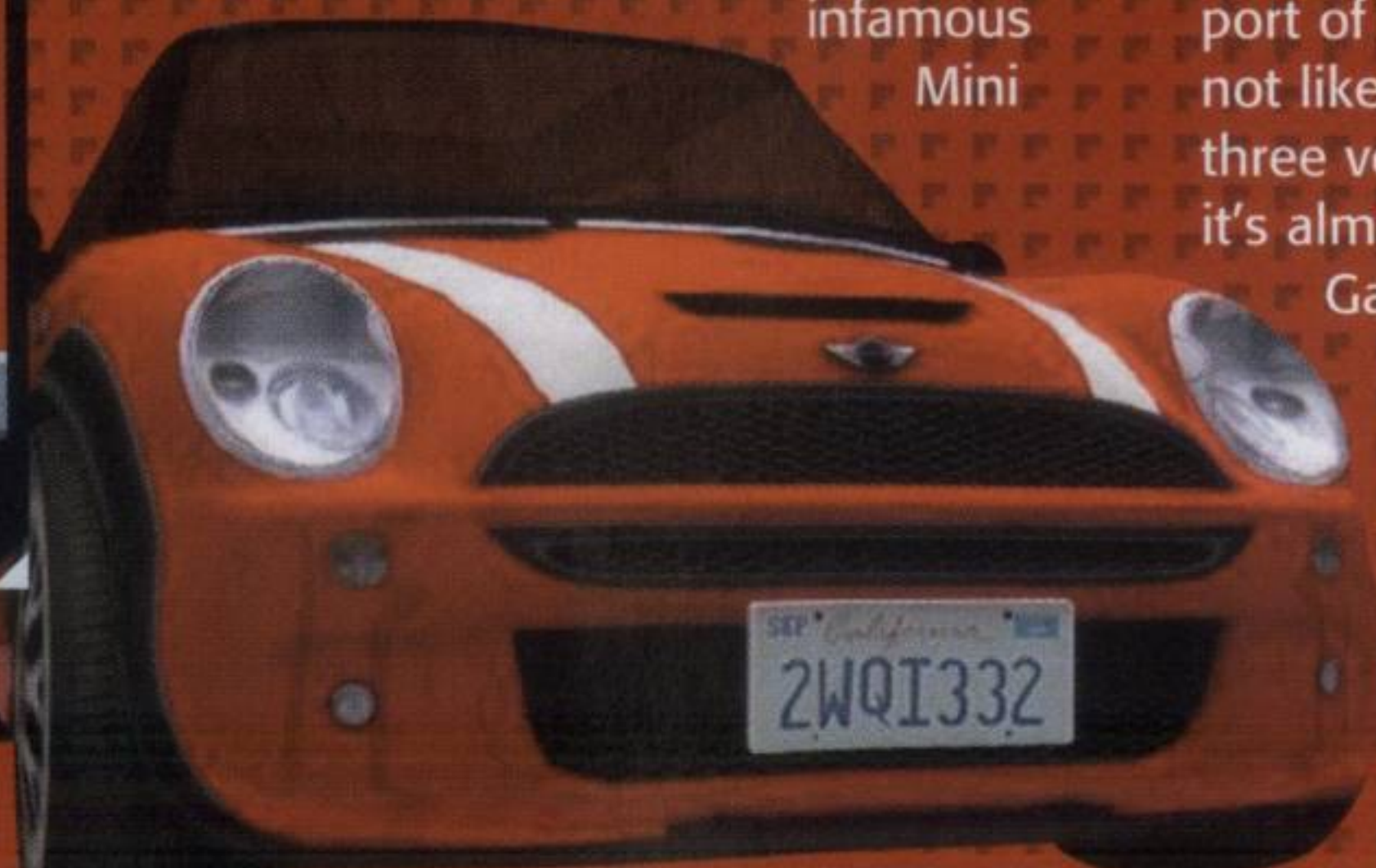
CUBE EXPECTATIONS

COULD BE EXHILARATING



- Great licence – huge potential
- GC version is probably low priority

There's no particular reason why we're not excited about this game. It'll most likely be great, but with no film hype yet, and the mission-based racer being done to death, we'll reserve judgement until we play a fuller version.



Get ready to shake your tail feather

BILLY HATCHER AND THE GIANT EGG

The best chance you'll get to act out those chicken-suit fantasies...

WE HAVE TO admit we weren't expecting this. After SEGA announced it would be bringing us no less than five *Sonic* games we expected to see nothing but the spiky hedgehog from the Sonic Team studios. Thankfully though, after years of producing ports, upgrades and reshapes, the team behind such classics as *Sonic* and *Nights* is working on an original game. It's true Sonic Team as well – bright, colourful and bursting with character.

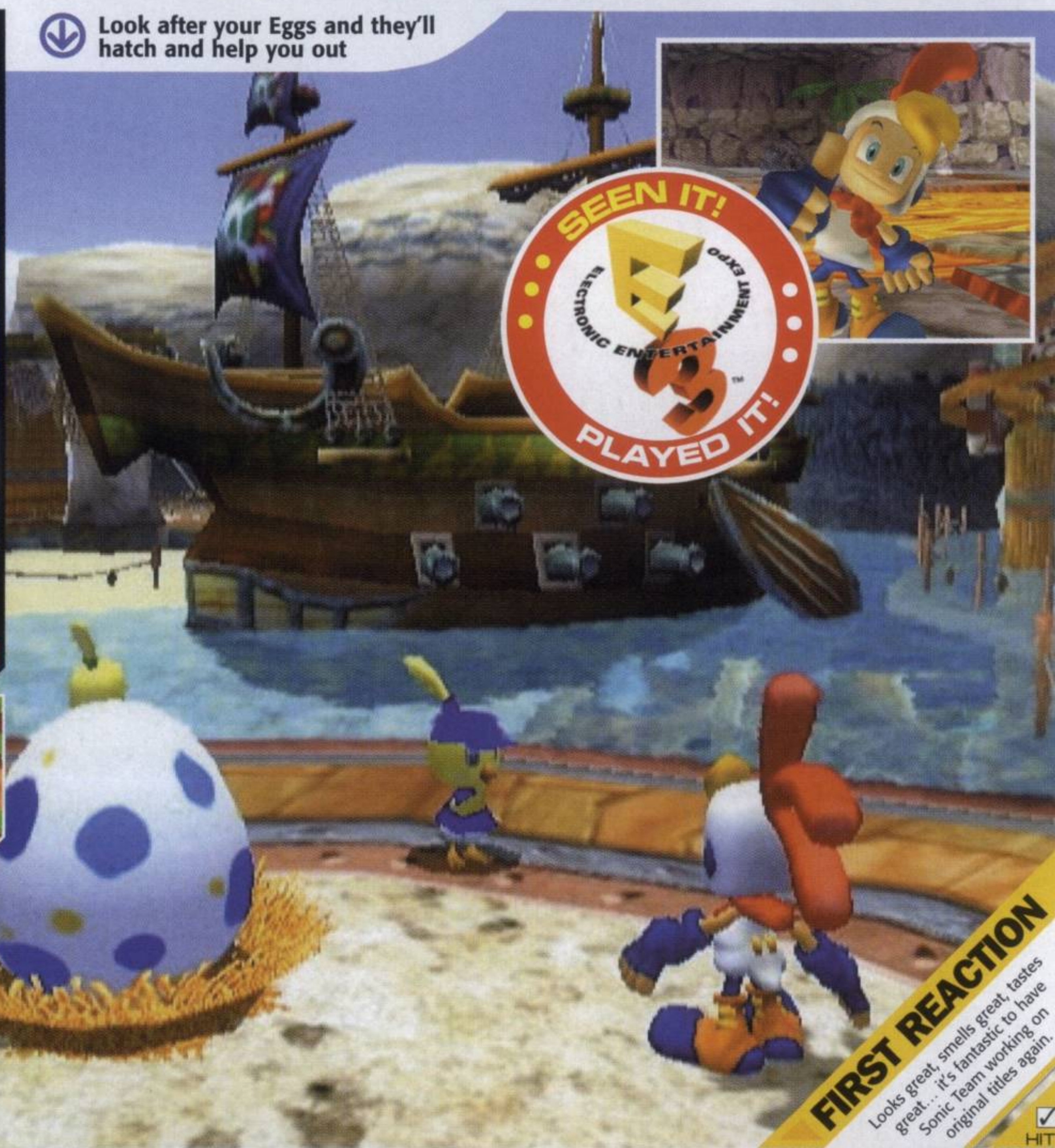
Set in a fantasy land, an evil king has captured all the magical creatures. Young Billy must don a legendary suit in order to control the only objects that can save the land – Giant Eggs. And as you'd expect, said legendary garb just happens to be a chicken-suit. Yes, we know, it's all a bit crazy and maybe even a tad childish, but it plays beautifully.

By nurturing the giant eggs during your adventure you can learn new abilities and increase their strengths. Eventually the eggs hatch and the creatures within lend you their magical skills. Each level is filled with puzzles and enemies, and is topped off with a huge boss. Also on the cards is an arena-based Multiplayer mode, where four players can use eggs, creatures and weapons to knock each other out.

Billy Hatcher already looks great. We only hope that the camera will be refined, as it can cause problems in Sonic Team's 3D titles.

CUBE

⬇ Look after your Eggs and they'll hatch and help you out



FIRST REACTION
Looks great, smells great, tastes Great... it's fantastic to have Sonic Team working on original titles again.

CUBE

⊕ INFORMATION

BILLY HATCHER AND THE GIANT EGG

PUBLISHER: SEGA

DEVELOPER: SONIC TEAM

ORIGIN: JAPAN

GENRE: ADVENTURE

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES: MOVIES: PICTURES:

Q4 '03 Q4 '03 Q4 '03

A BIT OF PREVIOUS

SONIC ADVENTURE 2
GAMECUBE

SONIC MEGA COLLECTION
GAMECUBE

PSO EPISODES 1 & 2
GAMECUBE



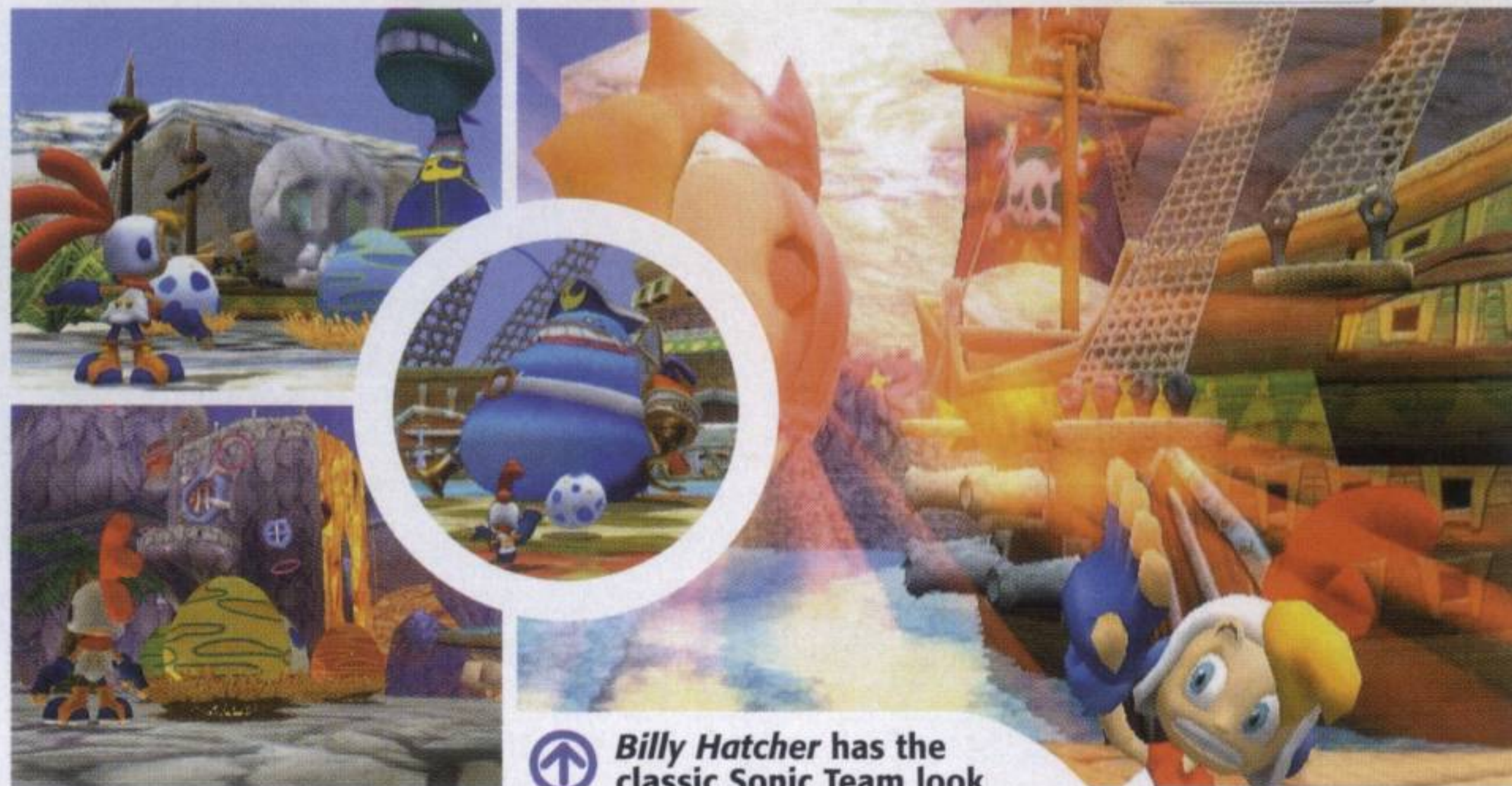
THE COMPANY LINE

"USE THE POWERS OF A LEGENDARY SUIT TO CONTROL SPECIAL EGGS IN ORDER TO RESTORE LIGHT TO THE LAND"

SEGA PRESS RELEASE

CUBE TOUCHÉ:

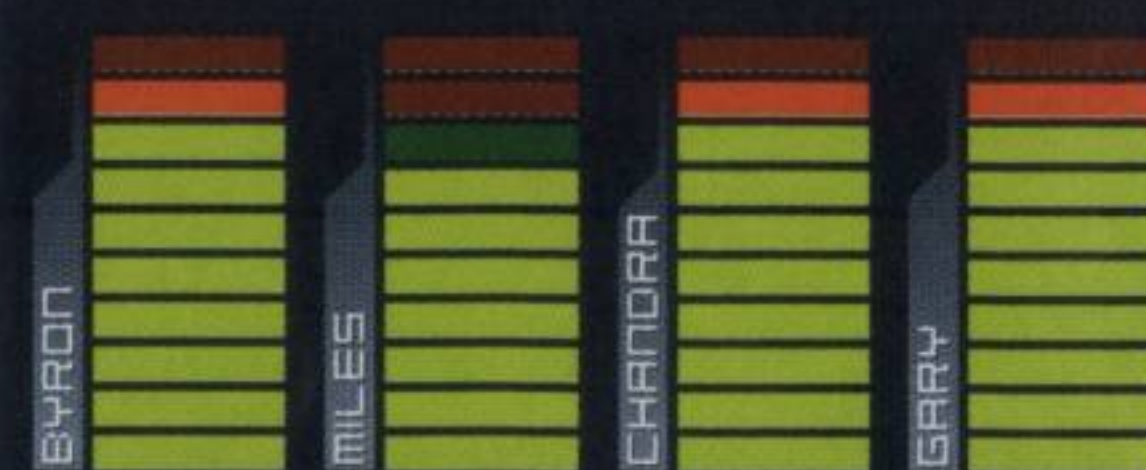
How do I get out of this chicken-s*** outfit?



⬇ Billy Hatcher has the classic Sonic Team look

CUBE EXPECTATIONS

ADDICTIVE ADVENTURE



- ⊕ Vibrant worlds, memorable characters
- ⊕ Sonic Team knows the GC well

■ It's all well and good bringing *Sonic* updates to the GC, but it seems such a waste when we know what Sonic Team is capable of. *Billy Hatcher* has the gameplay and characterisation to be as big as *Super Monkey Ball*.



All ships report in!

FIRST REACTION
Shocked more than disappointed. On first impressions the N64 version looked better, and that's no exaggeration.



All the old characters are back in action

STAR FOX 2

CUBE

INFORMATION

STAR FOX 2

PUBLISHER: NINTENDO

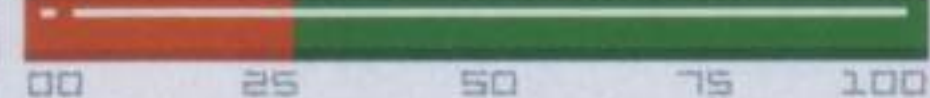
DEVELOPER: NAMCO

ORIGIN: JAPAN

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES: MOVIES: PICTURES:

Q2 '04 Q4 '03 Q1 '04

A BIT OF PREVIOUS

SOUL CALIBUR II

GAMECUBE

TEKKEN 4

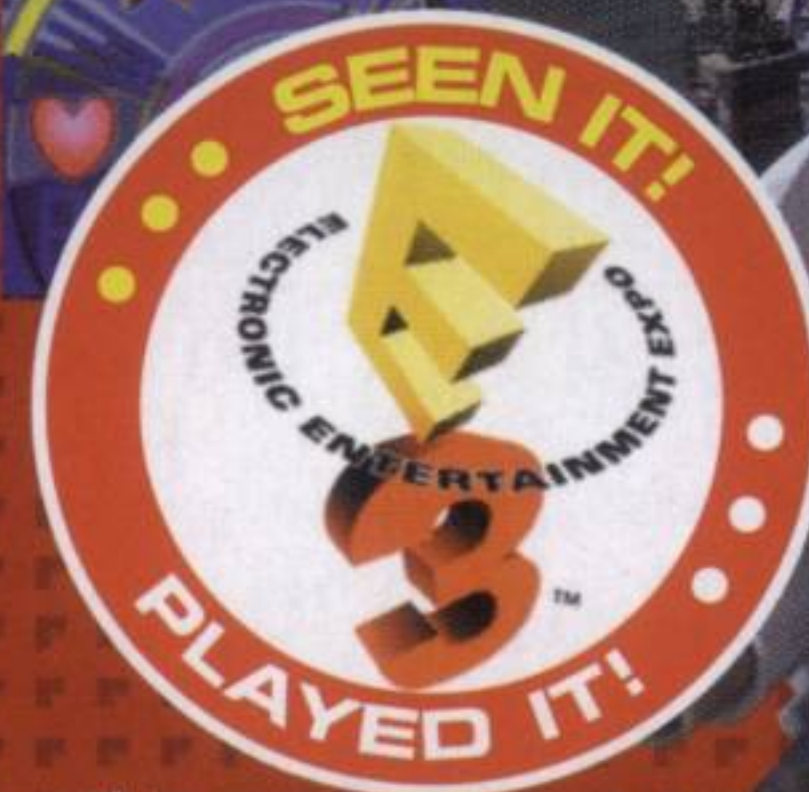
PS2

SMASHING DRIVE

GAMECUBE



If only real foxes had bazookas – that would scare the huntsmen



Old buddies reunite and take to the skies to create the Star Fox Armada!

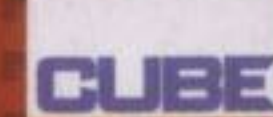
EVER SINCE SEEING the promotional poster for this game about a year ago we've been really looking forward to it. Just imagine the pure action of *Star Fox* brought to life in glorious GameCube-ovision courtesy of arcade masters Namco. So we were shocked when, on E3 Eve, we saw the first screens, which look more like an N64 title than anything else. Thankfully the dodgy screens don't do the game any justice, but it doesn't change the fact that Nintendo is being worryingly brave with this one.

The story takes place a few years after the Dinosaur Planet threat. Falco Lombardi has returned to help out with the new menace, which sees the team fighting in tanks, on foot and in their trusty Arwings. As rumoured, the E3 demo only featured the multiplayer

elements of the game. This may explain the less than stellar quality of the graphics – that and the fact that the game isn't due out until the end of the year.

As for the single-player, the only real impressions we got were from the pre-rendered cut-scenes, which look fantastic. It's possible that the single-player graphics could look similar to this. One thing puzzles us though. Rare did so much work with the *StarFox Adventures* character and ship models, so why not just use these models, thus keeping the series consistent and cutting down significantly on development time?

Nintendo, you really do make life difficult sometimes. We'll cover this game in more detail when more single-player details come out.



THE COMPANY LINE

"JOIN FORCES WITH SLIPPY, PEPPY, FOX AND FALCO TO CREATE THE MOST FORMIDABLE TEAM IN THE HISTORY OF THIS CELEBRATED SERIES"

NINTENDO PRESS RELEASE

CUBE TOUCHÉ:

Formidable maybe, but they look a bit iffy at the moment

CUBE EXPECTATIONS

LOOKS BAD, PLAYS WELL



- Classic shoot-'em-up formula
- Currently looks very 'early'

As you've probably noticed, we can't hide our disappointment where this game is concerned. The game plays very well indeed, but we won't be happy if the main game graphics don't get improved. We expect much better...

TALES OF SYMPHONIA

This RPG looks to be in tune



⊕ The rather odd Linear Motion Battle system is being put to good use



⊕ A range of very different environments show off the GameCube's capabilities



CUBE

INFORMATION

TALES OF SYMPHONIA

PUBLISHER: NAMCO

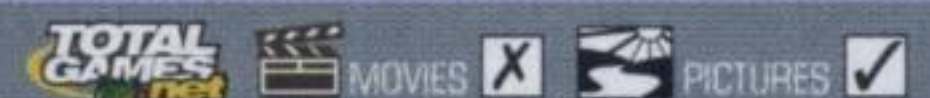
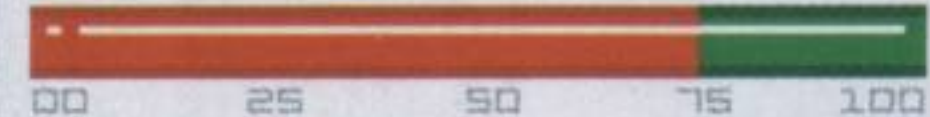
DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: RPG

PLAYERS: TBA

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

SOUL CALIBUR II
GAMECUBE

MR DRILLER
GAMECUBE

TEKKEN 4
PS2



FIRST REACTION
We're huge fans of RPGs, so we're happy to see this game so far into development and looking so good.

It's about time we had some more RPGs to curl up with...

NAMCO HAS SAID that *Tales Of Symphonia* will be getting a US release, but as yet there is no definite date. Excellent news! In the past, the West has been almost malnourished where RPGs are concerned, but as Mr Dylan would say, "the times, they are a-changin'". At the recent E3 show Namco was on hand to show off *Tales Of Symphonia* in all its glory, and we have to say that we were very impressed.

There was plenty of variety on show with intricate dungeons being explored against backgrounds of snow, fire, rock and grass, leading us to hope that the world map will be large enough to accommodate many hours of play. The battle system also made an appearance and it looks to be everything that we've

been hoping for: blisteringly fast moves, plenty of smooth action and loads of special effects. This is the famous Linear Motion Battle system at work; an odd mix of real-time input and turn-based formation strategy.

Everything wasn't totally peachy though. It's true that sometimes the backgrounds looked quite sparse and basic, almost 32-bit in places – we would expect more from such a prolific developer as Namco – but then there was a lot of glitz flying around in some places without any trace of slowdown.

Our biggest hope for *Tales Of Symphonia* is that it provides a huge adventure to really get lost in. The dungeons we saw certainly looked involving enough and the premise of there being two worlds in danger could certainly allow for some interesting scenarios. It's still too early for a firm opinion on this game, but we'll be keeping our collective eyes peeled for more details.

THE COMPANY LINE

"THE REAL-TIME 3D BATTLES, FORMATION ATTACKS AND COMBOS ROUND OUT A FABULOUS EPIC"

NAMCO PRESS RELEASE

CUBE TOUCHÉ.

So epic that the PAL version doesn't even have a release date

CUBE EXPECTATIONS

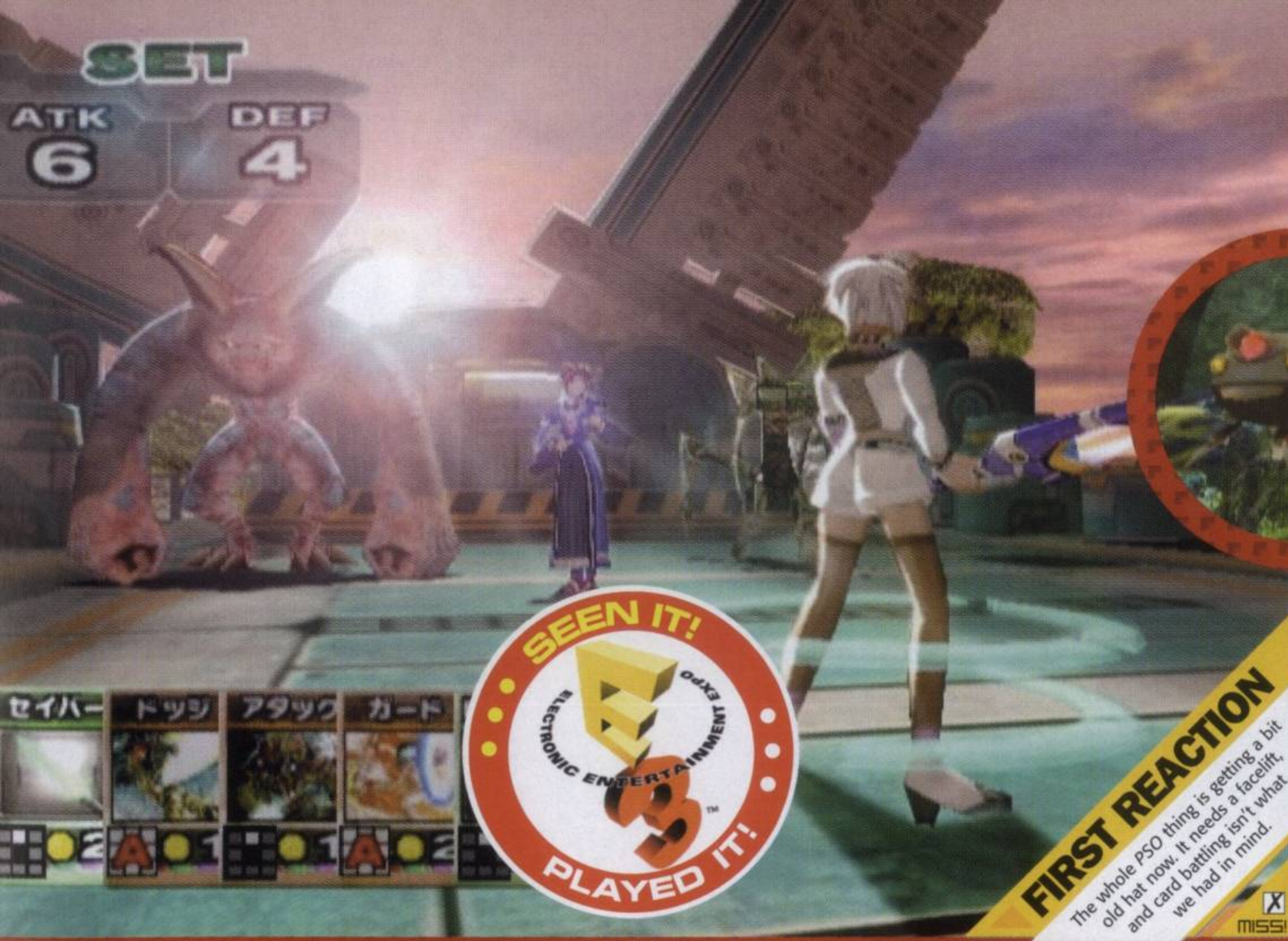
GOOD OLD-FASHIONED RPG



- ⊕ Great character and enemy design
- ⊕ Improved battle engine

■ Despite *Crystal Chronicles* looming on the horizon, we're still excited about this game. The *Tales* series has a history of being quirky and fun and it doesn't look as if this latest iteration will be tainting RPG fans' nostalgia.

CUBE



FIRST REACTION
The whole PSO thing is getting a bit old hat now. It needs a facelift, and card battling isn't what we had in mind.

⬆ This may look exciting but will the card battling element make it deathly dull?

It looks good on paper...

PSO EPISODE III

Evolution forces the Hunters of Ragol to drop their weapons and take up card shuffling instead

BEFORE WE START we really should show full respect to SEGA and print this game's full name: *Phantasy Star Online Episode III: C.A.R.D. Revolution*. Blimey. What does it all mean though? Well, *PSO III* continues the story where *PSO I&II* left off, but this time around all battles are handled in a turn-based card fashion. Get into a fight and your team will be limited in its movement. You can move to some extent in order to take advantage or avoid attacks, but the

actual card usage itself is turn-based. The graphics have been upgraded, so at least now it doesn't look like a Dreamcast game. The online aspects have been improved too – you can still form teams and take on the world together, but, being turn-based, it will require far more back-covering and communication. It seems a bit strange that SEGA has chosen this battle system – the reason the game worked so well before was due to its simplistic hack 'n'

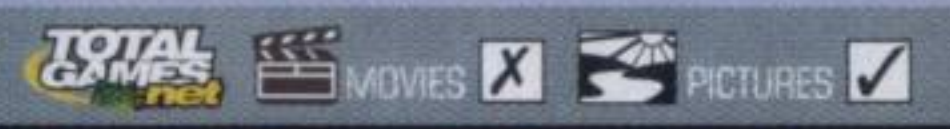
slash battle system. This complete U-turn will alienate some gamers, but perhaps Sonic Team is trying to appeal to the more hard-core RPG fan-base. Something that is really needed in the game, however, is an improved single-player mode, and Sonic Team is promising that you won't have to go online in order to enjoy the game to its fullest. What this entails exactly is currently unknown – the E3 demo was way too short to tell, and we don't expect to know for sure until the game is shown in near-complete form at this year's SpaceWorld show in August.

CUBE

INFORMATION

PSO EPISODE III

- PUBLISHER:** SEGA
- DEVELOPER:** SONIC TEAM
- ORIGIN:** JAPAN
- GENRE:** ONLINE RPG
- PLAYERS:** 1-4



A BIT OF PREVIOUS

- SONIC MEGA COLLECTION** GAMECUBE
- SONIC ADVENTURE DX** GAMECUBE
- PSO EPISODE I & II** GAMECUBE



THE COMPANY LINE

“COMBINING THE EXCITEMENT OF CARD COLLECTION AND DECK SETTINGS WITH TEAM-BASED BATTLE TACTICS”

SEGA PRESS RELEASE
CUBE TOUCHÉ:
Excitement? That's a mistake there, right? Hmm...

⬇ Time for a fight? Get your cards out and... yawn



CUBE EXPECTATIONS

TRADITIONAL TAKE ON PSO



- ⊕ Yet more online mayhem
- ⊖ Why switch to card battles?

■ The Dreamcast *PSO* gained a massive following but the slight upgrade that was *PSO I&II* along with the apparent step backwards that this new version is taking means that we're really not that bothered. Where are the fresh ideas?

CUBE

INFORMATION

GEIST

PUBLISHER: NINTENDO

DEVELOPER: N-SPACE

ORIGIN: US

GENRE: ACTION

PLAYERS: 1

PERCENTAGE COMPLETE



TOTAL GAMES: MOVIES: PICTURES:

UK: TBA JAPAN: TBA USA: TBA

A BIT OF PREVIOUS

DUKE NUKEM: TIME TO KILL
PSONE

MARY-KATE & ASHLEY
PS2

DANGER GIRL
PS2



⊕ Ooh, that ghostly form could be you. Boo!



⊕ So if this guy shoots you will the bullets pass through?



⊕ You can possess a soldier and use his weapons



GEIST

Who ya gonna call?

FIRST REACTION
It looks like a first-generation GameCube game, but sounds like the business! This should be interesting!

Ghost hunting turned around

THE COMPANY LINE

"AS A GHOSTLY SPECTRAL OPERATIVE, YOU MUST SEARCH FOR A PHYSICAL BODY, WHICH IS BEING KEPT ALIVE SOMEWHERE IN AN ENORMOUS COMPLEX"

NINTENDO PRESS RELEASE

CUBE TOUCHÉ.

But why is the body being kept alive anyway, eh? EH?

PEOPLE ARE ALWAYS complaining that originality has taken a bit of a nosedive in recent years, but after sampling the fruits of *Geist*, we'd have to say we disagree. At first glance it may appear to be a very generic-looking FPS, but *Geist* has a few secrets up its sleeve that make it very different indeed from the mindless blastathons with which games of this type are usually associated.

As you can guess from the snippet of press release on the left, the overall aim of the game is to find your physical body. Instead of this being accomplished by randomly causing destruction through the massive prison complex that serves as the game's backdrop, you instead employ those special skills that ghosts such as yourself are so famous for. Want to slip through a crack into the room next

door? No problem. You can also interfere with electronic devices and throw objects about, but the main game mechanics only become clear once you realise that you can possess somebody.

Prison guards have their passes, various inmates have special skills, soldiers have weapons... you can use them all. Humans aren't your only prey – even animals such as mice and dogs can be manipulated to your every whim.

Essentially this means that the areas you visit change depending on who/what you are, so the backtracking problem that so many games suffer (*Metroid Prime*, anyone?) is eliminated, as each area can be tackled in totally different ways each time. Add in multiplayer capabilities and you have yourself a very promising title that we'll certainly be keeping an eye on as the year progresses.

CUBE EXPECTATIONS

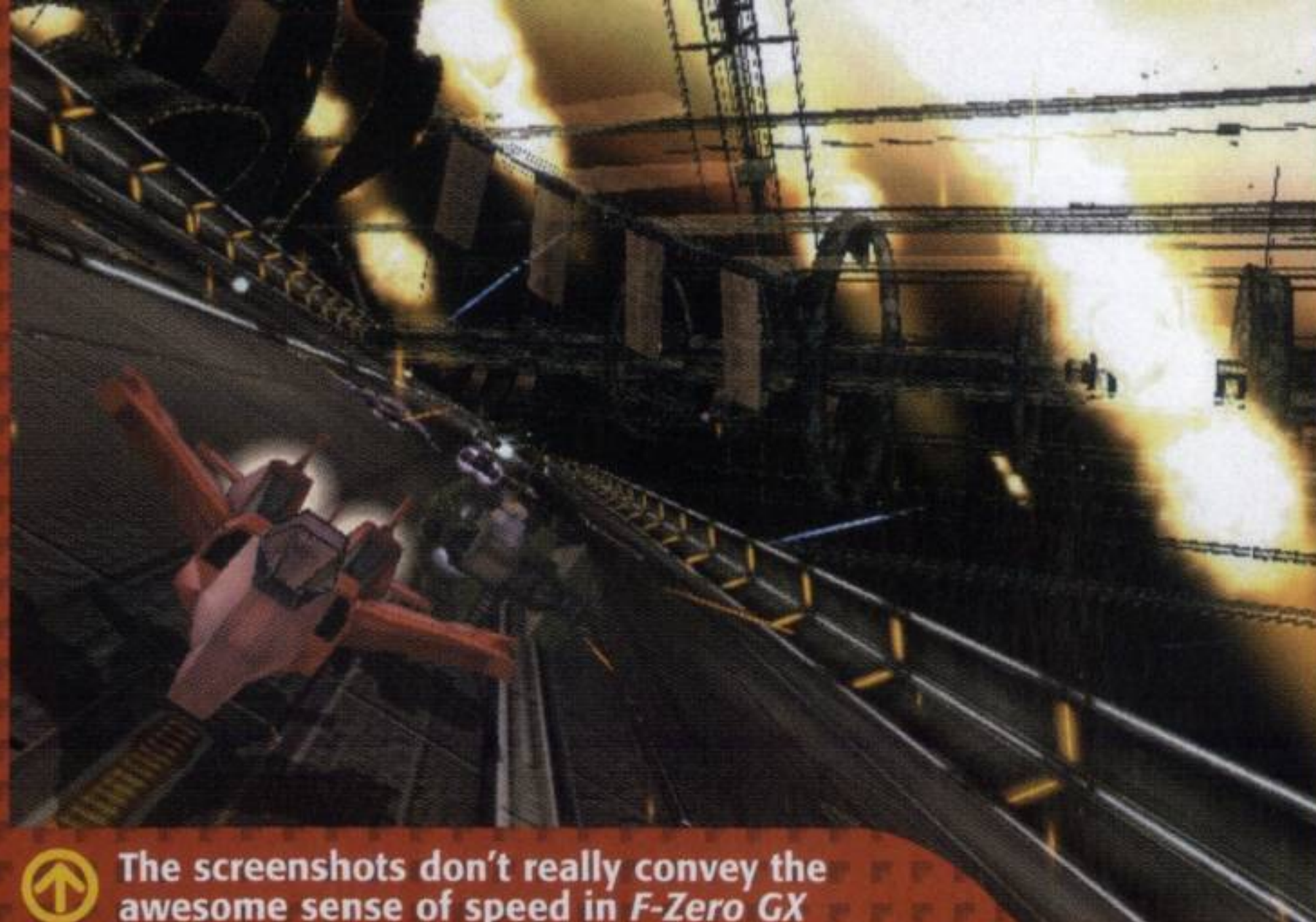
ORIGINAL AND CLEVER



- ⊕ Ingenious premise
- ⊕ Even Nintendo thinks it's a good idea

■ Originality is so hard to come by these days, and Nintendo's intentions of publishing the title can only mean one thing – it sees promise in it. The visuals are a bit of a letdown so far, but it's likely they'll be improved soon.

CUBE



⤴ The screenshots don't really convey the awesome sense of speed in *F-Zero GX*

F-ZERO GX

Getting better all the time

⬇ Twenty tracks, thirty characters, eight thousand vehicles – cool!



FIRST REACTION
Somehow this manages to get more impressive every time we see it. Amusement Vision's studio truly is a special place.



CUBE

INFORMATION

F-ZERO GX

PUBLISHER: NINTENDO

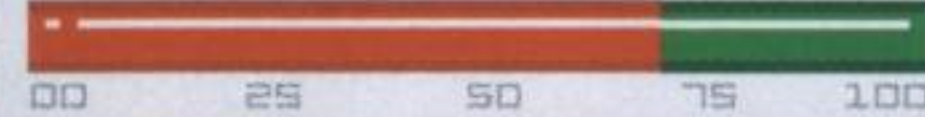
DEVELOPER: AMUSEMENT VISION

ORIGIN: JAPAN

GENRE: RACING

PLAYERS: 1-4

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

SUPER MONKEY BALL
GAMECUBE

SUPER MONKEY BALL 2
GAMECUBE

VIRTUA STRIKER 3
GAMECUBE



THE COMPANY LINE

"NINTENDO AND SEGA HAVE COLLABORATED TO CREATE THE FASTEST, MOST VISUALLY STUNNING RACING GAME EVER!"

SEGA PRESS RELEASE

CUBE TOUCHÉ:

... and for once the Press Release doesn't lie!

Captain Falcon and co remind us that the GameCube CAN deliver stunning graphics

THIS GAME REALLY is something else. Every time a new batch of shots come through, our jaws hit the floor. Now we've had the chance to play on two brand new tracks – Outer Space and Casino – and both are quite literally out of this world. The first winds itself around an ageing space station, abandoned due to the constant meteor showers, while giant flares scream past the tracks every few seconds. Casino takes place inside a moon-sized dome that appears to encompass the entire city of Las Vegas.

Twenty tracks have been confirmed – that's seven settings, each with three tracks (apart from one, which will have only two). A whole host of other racers have been unveiled such as Blood, DigiBoy, EADman, Shadow and Octman. You will eventually be able to unlock 30

racers in all, and each will be selectable in multiplayer. Speaking of which, all of a sudden *F-Zero* has a four-player split-screen mode. Just last month AV said it wouldn't be doing this, but Nintendo must have pushed for it. The results are simply unbelievable.

Another revelation comes in the form of the Custom ships. You can earn points in races and use them to buy ship parts. The sheer volume of spare parts leads to a possible 8,000 unique ships. Custom ships and points can be transferred between the home and arcade versions!

Last up on the new information front is the inclusion of a full-on FMV intro. It's been a while since we've seen this in a Nintendo game and its inclusion is both exciting and encouraging. This truly is the most stylish racer we've ever seen.



CUBE EXPECTATIONS

PHENOMENAL RACER



- ⊕ Impressive in every single way
- ⊕ Unique AX/GX connectivity

■ We think you get the hint. This is probably our most anticipated game for 2003. Combining perfect gameplay with mind-blowing graphics, sound and connectivity, there really is no scope for improvement. We're very excited.

An epic journey begins...

FINAL FANTASY CRYSTAL CHRONICLES

So how exactly does a four-player RPG work?

MUCH TO OUR delight, we were able to play *Crystal Chronicles* at E3. Here's what we found out:

Battles are played out in real-time with everything controlled using the L, R, B and A buttons. These allow you to perform basic attacks, pick up items and scroll through up to six items and magic commands which are assigned to 'slots' using the GBA. If you use a standard GameCube controller instead of a GBA then this option is missing, but we expect this to be altered nearer to the release date.

Aside from the real-time combat, the other innovation for the *Final Fantasy* series is the multiplayer aspect. The aim of the game is to work together, and this is encouraged using several methods. The most obvious becomes apparent when walking around poisonous areas, as characters that move outside a sphere generated by a Crystal Cage that Player One holds, gradually lose health and eventually die.

The more subtle method of teamwork is only apparent once GBAs are used instead of 'Cube controllers. As well as magic and slot information being displayed on the GBA screen, each person also gets a map. But Player One has the most detailed, giving the party a natural leader. As well as this, information on certain items is only displayed on specific screens, so players will have to share information. Look out for a massive In-Depth next issue.

⊕ Battles will be played out in real-time in *FF:CC*



CUBE

⊕ INFORMATION

FINAL FANTASY: CC

PUBLISHER: NINTENDO

DEVELOPER: GAMES DESIGNERS STUDIO

ORIGIN: JAPAN

GENRE: ADVENTURE

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES FROM MOVIES PICTURES

Q4 '03 18 JUL '03 Q4 '03

A BIT OF PREVIOUS

FINAL FANTASY IV SNES

FINAL FANTASY X PS2

THE BOUNCER PS2



⊕ It will be interesting to see how the multiplayer works

THE COMPANY LINE

"PLAYERS WILL FIGHT THROUGH THIS EPIC RPG WITH THE STORY AND GRAPHIC QUALITY FANS HAVE COME TO EXPECT FROM THE FF SERIES"

SQUARE ENIX PRESS RELEASE

CUBE TOUCHE:

Let's hope that Square lays off the FMV a bit on this outing



CUBE EXPECTATIONS

A STUNNING RPG TITLE



- ⊕ Excellent pedigree
- ⊕ Ingenious multiplayer ideas

■ With Square and Enix's proven track record behind them, and what seems to be a very enjoyable four-player game, we're sure that this will provide an unforgettable experience for anyone with even the slightest interest in RPGs.

Monster-battling courtesy of Nintendo

POKÉMON COLOSSEUM

CUBE

INFORMATION

POKÉMON COLOSSEUM

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: BEAT-'EM-UP

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES net MOVIES X PICTURES ✓

Q4 '03 Q3 '03 Q4 '03

A BIT OF PREVIOUS

POKÉMON STADIUM
NINTENDO 64

POKÉMON PUZZLE LEAGUE
NINTENDO 64

POKÉMON SNAP
NINTENDO 64



THE COMPANY LINE

“POKEMON MASTERS MUST OVERPOWER THE COMPETITION IN TOURNAMENTS TO BECOME THE BEST POKEMON TRAINER EVER”

NINTENDO PRESS RELEASE

CUBE TOUCHÉ:

Hardly a brave departure from the norm, is it?



Housewife's choice Pikachu can use electric attacks to kick ass

I can't believe it's not Pokémon Stadium!

IN MANY YEARS time, people will look back on the whole *Pokémon* franchise and say: “Cor, that got Nintendo out of a scrape!” and rightly so. Since the series' debut we've seen dozens of titles released under the *Pokémon* name and each one has sold unfathomable amounts. It doesn't stop at the games either – their popularity has spawned merchandise that ranges from branded macaroni & cheese to fancy toilet paper. However, we shouldn't forget where the series started, and that's with the games. E3 showed us that Nintendo hadn't forgotten this with *Pokémon Colosseum*, the GameCube iteration of the franchise that was on show and gathering plenty of attention.

As you can see from the screenshots this is, in fact, *Pokémon Stadium* – which, it has to be said, is a bit of a letdown. Still, with Nintendo being typically tight-lipped

when it comes to its future games and direction, it shouldn't really come as much of a surprise.

The main points of *Pokémon Colosseum* to take into account are that *Pokémon* trainers now appear beside their beasts, taking part in the battles with much thrusting of limbs and incomprehensible shouting. You'll also be able to take part in two-on-two matches with four players, combining your powers for the ultimate team or simply entering a tournament to see who's the best trainer of them all.

Of course, with the GBA link-up being pushed so hard it makes sense that *Pokémon Colosseum* will be fully compatible with GBA titles *Ruby* and *Sapphire* in the easiest way possible – just plug it in and you'll be able to transfer your beasts over.



New characters from *Ruby* and *Sapphire* will appear

A natty pair of flares is hardly going to help you win...



FIRST REACTION
Where's the massive RPG, Nintendo? You do realise how many consoles that would shift don't you...?

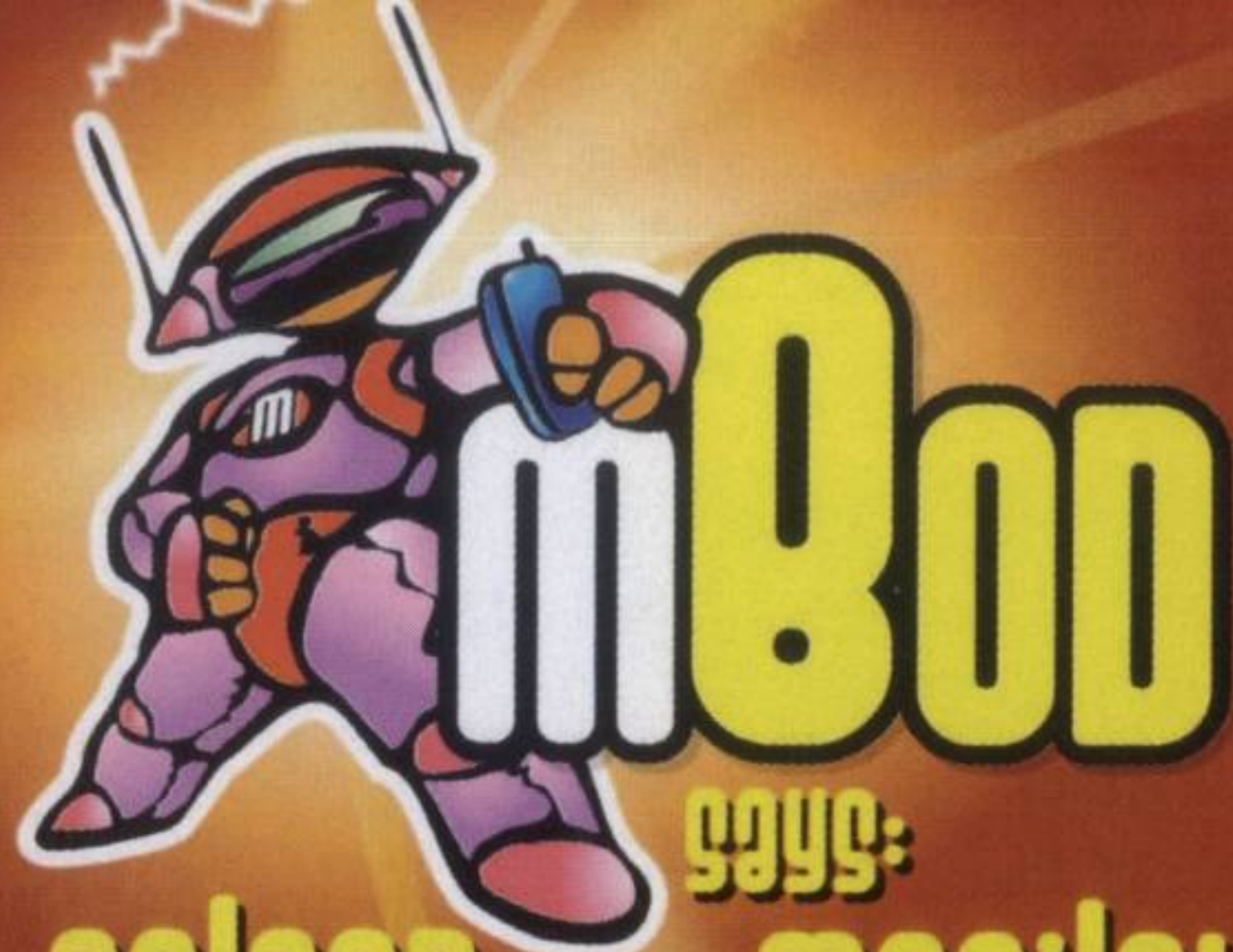
CUBE EXPECTATIONS

POKEFANS WILL LOVE IT



- Lots of new Pokémon
- Very similar to previous games

We were hoping for a little more from the long-awaited *Pokémon GameCube* title. That's not to say that we won't see a massive RPG at some point, but for a first outing this is pretty lacklustre. No doubt the fans will love it, though.



reload your mobile!

top java-games:

Highway Racer

Code: 370071

140 horsepower engine, top speed 300 km/h, weight 250 kilograms, and only two wheels. This is the tool of a true highway warrior. The road is yours! Race the other drivers anywhere, anytime, and regardless of the risks. Are you up to the challenge? Highway Racer offers tournament and practice modes, six different tracks, individual track records, and more!

Nokia 7650, 3650, 5100, 6100, 6610, 6800, 7210, 7250, 3510i, 8910i, 3410.



extra hot!



AH-1 Seabomber

Nokia 7650, 3650, 5100, 6100, 6610, 6800, 7210, 7250, 3510i, 8910i, 3410.

Your coast patrol mission is suddenly interrupted by a sneaky attack from the depths. As the initial strike fails, you have your chance to fight back. Dodge the enemy missiles, and defend your country with a load of depth charges!
Code: 370013



Devil's Money

Nokia 7650, 3650, 5100, 6100, 6610, 6800, 7210, 7250, 3510i, 8910i, 3410.

Cool pac-man variation! You have signed a contract with the Devil. The Devil has spread money all over Hell. You can go to Hell and collect all the money you can find. But the Devil also collects it and tries to catch you, too!
Code: 370053



Summer Games

Nokia 7650, 3650, 5100, 6100, 6610, 6800, 7210, 7250, 3510i, 8910i, 3410.

Challenge your fellow athletes or improve your personal best in 100m dash, long jump, javelin, discus and 110 hurdles. In tournament mode, you can play with your friends and find out who has the quickest fingers.
Code: 370033

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picture messages TOP 10

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Can also be used as background motives on series: 3310, 3330, 3410, 3510, 5210 and 5510.

picture messages



logos TOP 10

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logos



Space Taxi Pinball

Nokia 7650, 3650, 7210, 6610, 6100, 5100.

Activate the taxi stand light, pick up customers from the ramp and take them to various specified planets. A pinball game is easy to start and control, but difficult to stop because of its highly addictive nature.
Code: 370060



Star Trek Nemesis

Nokia 7650, 3650.

First-person space shooter based on the hit movie from Paramount. Assume command of the Enterprise and fight through a fleet of Romulan ships, locate Shinzon's mammoth flagship, the Simitar and engage in a battle to the death.
Code: 370041

screen savers



The service requires a compatible Nokia handset of series: 3330, 3410, 5210 or 5510.

ring tones

POLYPHONIC & MONOPHONIC!

extra hot!

tone / artist	MONO	POLY
TOP HITS		
SEVEN NATIONS ARMY - White Stripes	682361	080374
X' Gon' Give It to Ya - DMX	682364	080375
SING FOR THE MOMENT - Eminem	682347	080348
SOMEWHERE I BELONG - Linkin Park	682355	080350
SOUND...UNDERGROUND - GirsI Aloud	682349	080342
CHEEKY SONG - Cheeky Girls	682348	080333
YOU MAKE ME SICK - Pink	682354	080347
HEAVEN - DJ SAMMY	682356	080351
CAN'T STOP - Red Hot Chili Peppers	682322	080310
IN DA CLUB - 50 Cent	682343	080329
LOSE YOURSELF - Eminem	682268	080280
DANGER! HIGH VOLTAGE - Electric Six	682287	080289
NOT GONNA GET US - t.A.T.u	682286	080286
BY THE WAY - Red Hot Chili Peppers	682143	
JENNY FROM THE BLOCK - J. Lopez	682269	080376
CASTLES IN THE SKY - Ian van Dahl	680339	080019
SCIENTIST - Coldplay	682259	080254
WHAT'S YOUR FLAVA - Craig David	682270	080377

TV/FILMS	MONO	POLY
ROCKY (Gonna Fly Now)	680311	080076
JACKASS	681308	080147
TERMINATOR	680522	0800
TAO TAO	682365	080095
KNIGHT RIDER	680171	080048
GHOSTBUSTERS	680342	080002
20th CENTURY FOX - Opening Fanfare	682113	080010
STAR WARS	680249	080008
EYE OF THE TIGER	682159	080004
ALWAYS...BRIGHT SIDE OF LIFE	681307	080001
AUSTIN POWERS	682348	080337
HALLOWEEN	680148	080160
EXORCIST	680217	080003
JAMES BOND	680194	080279
BEVERLY HILLS COP	680016	080012
CROCKETT'S THEME (Miami Vice)	682152	080235
MISSION IMPOSSIBLE	680684	080185
PSYCHO	681052	080199

GAMES	MONO	POLY
COMMAND & CONQUER - PC	681143	080358
INTERNATIONAL KARATE - Commodore	680376	080291
METAL GEAR SOLID 2 - PS2	682056	080284
BATTLEFIELD 1942 - PC	682135	080119
SUPERMARIO - Nintendo	680507	080009
HALO - Xbox	682107	080360
FINAL FANTASY VII - PC		080367
SILENT HILL 2 - PS2		080368
WING COMMANDER - PC		080370
RETURN...CASTLE WOLFENSTEIN - PC	681257	080366
MORTAL KOMBAT - SNES	682117	080364
HITMAN 2 - PC	682171	080361
SUPERMARIO SUNSHINE - Gamecube	682211	080148
DOOM - pc	680872	080133
SOUL CALIBUR - Dreamcast	681118	
BUBBLE BOBBLE - C64	680371	080123
BOULDERDASH - Commodore 64	680366	
WAR CRAFT - PC	680871	

RETRO & MODERN CLASSICS	MONO	POLY
CLEANIN OUT MY CLOSET - Eminem	682125	080022
DILEMMA - Nelly	682239	080237
WITHOUT ME - Eminem	682222	080110
03 BONNIE & CLYDE - Jay-Z	682267	080233
CALIFORNIA LOVE - Tupac	680188	080017
NOTHING ELSE MATTERS - Metallica	682229	080192
RAP SUPERSTAR - Cypress Hill	680092	080091
THE LOGICAL SONG (RAMP) - Scooter	682119	080151
SINCE YOU'VE BEEN GONE - Rainbow	682362	080355
THE END - The Doors	682363	080356
GANGSTA'S PARADISE - Coolio	680765	080034
LOSE YOURSELF - Eminem	682268	080280
CAN'T STOP - Red Hot Chili Peppers	682322	080310
DILEMMA - Nelly	682239	080237
SMELLS LIKE TEEN SPIRIT - Nirvana	680988	080087
RESURRECTION - PPK	681128	
9PM - ATB	682314	080113
TROOPER - Iron Maiden	680172	080324
PARANOID - Black Sabbath	680693	080007

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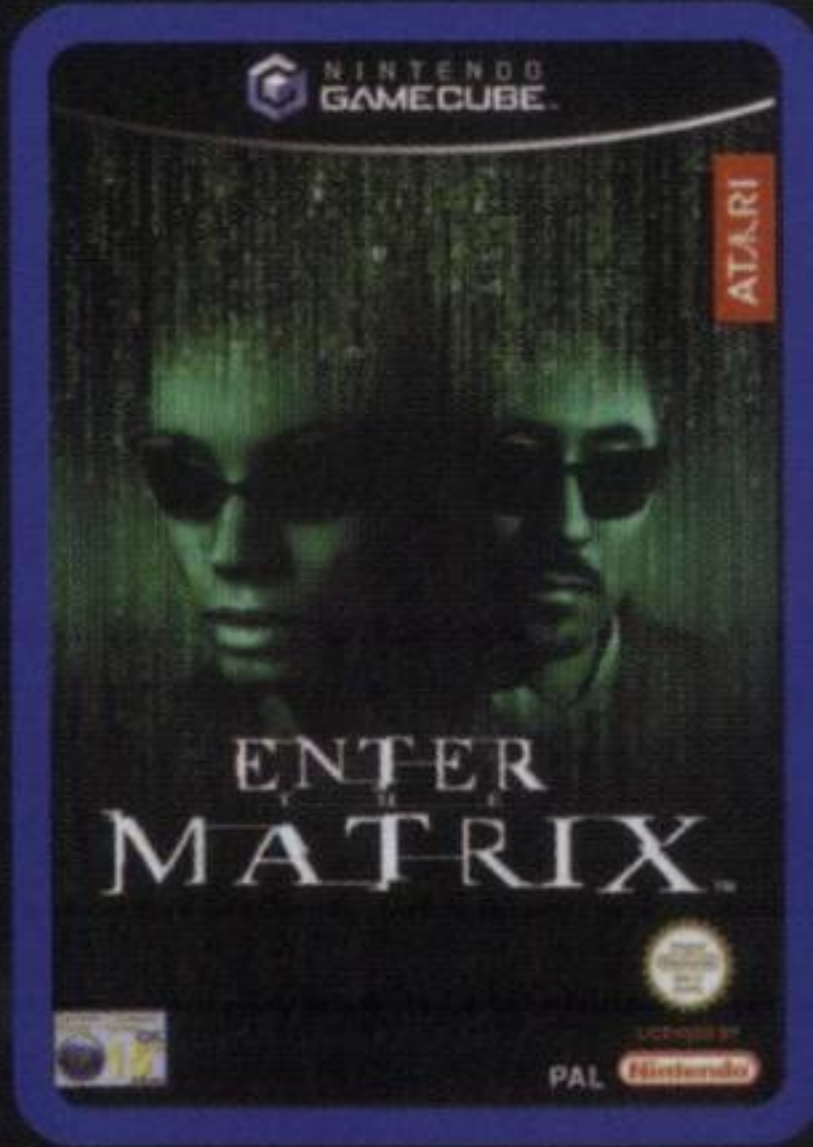
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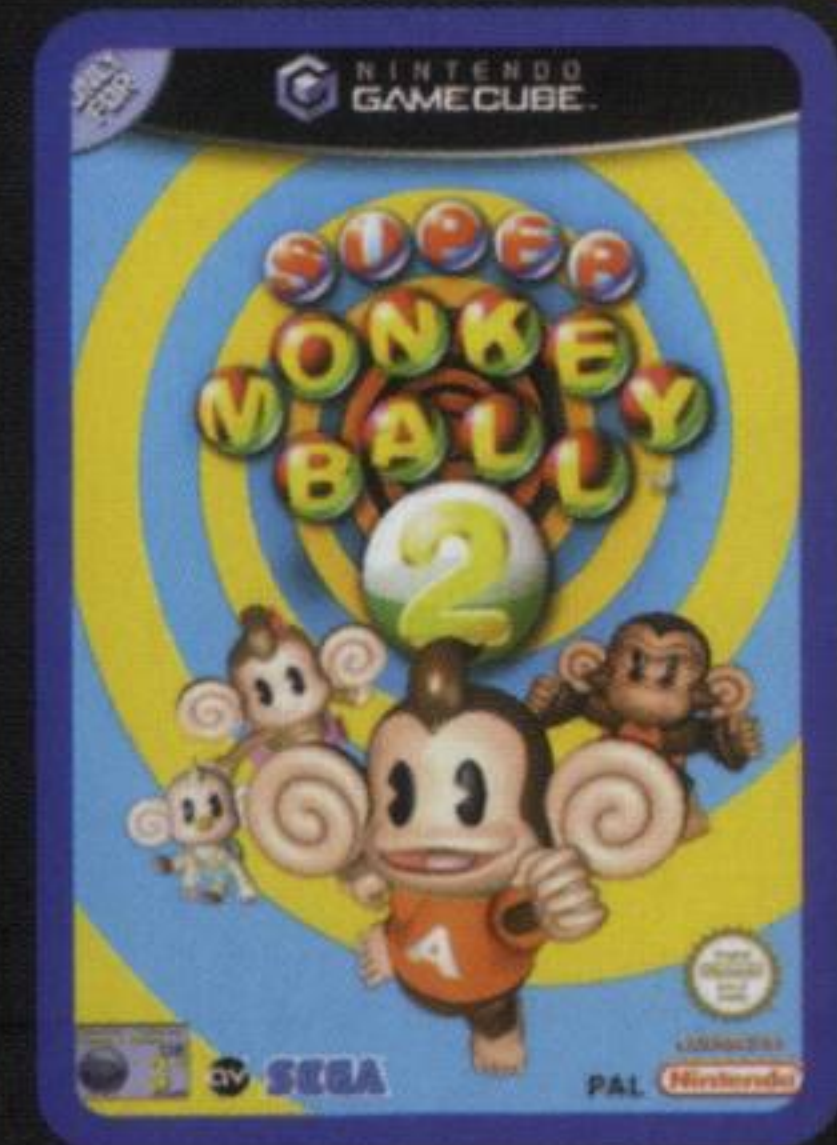
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MOVIES MUSIC GAMES



HARVEST MOON A WONDERFUL LIFE

My, what a large turnip you have, my dear!

CUBE

INFORMATION

HARVEST MOON

PUBLISHER: UBI SOFT

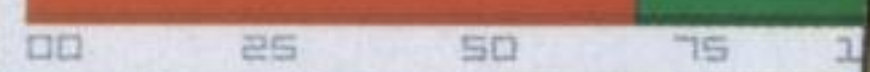
DEVELOPER: NATSUME

ORIGIN: JAPAN

GENRE: LIFE SIM

PLAYERS: 1

PERCENTAGE COMPLETE



TOTAL GAMES MOVIES X PICTURES

3 OCT '03 JUL '03 SEP '03



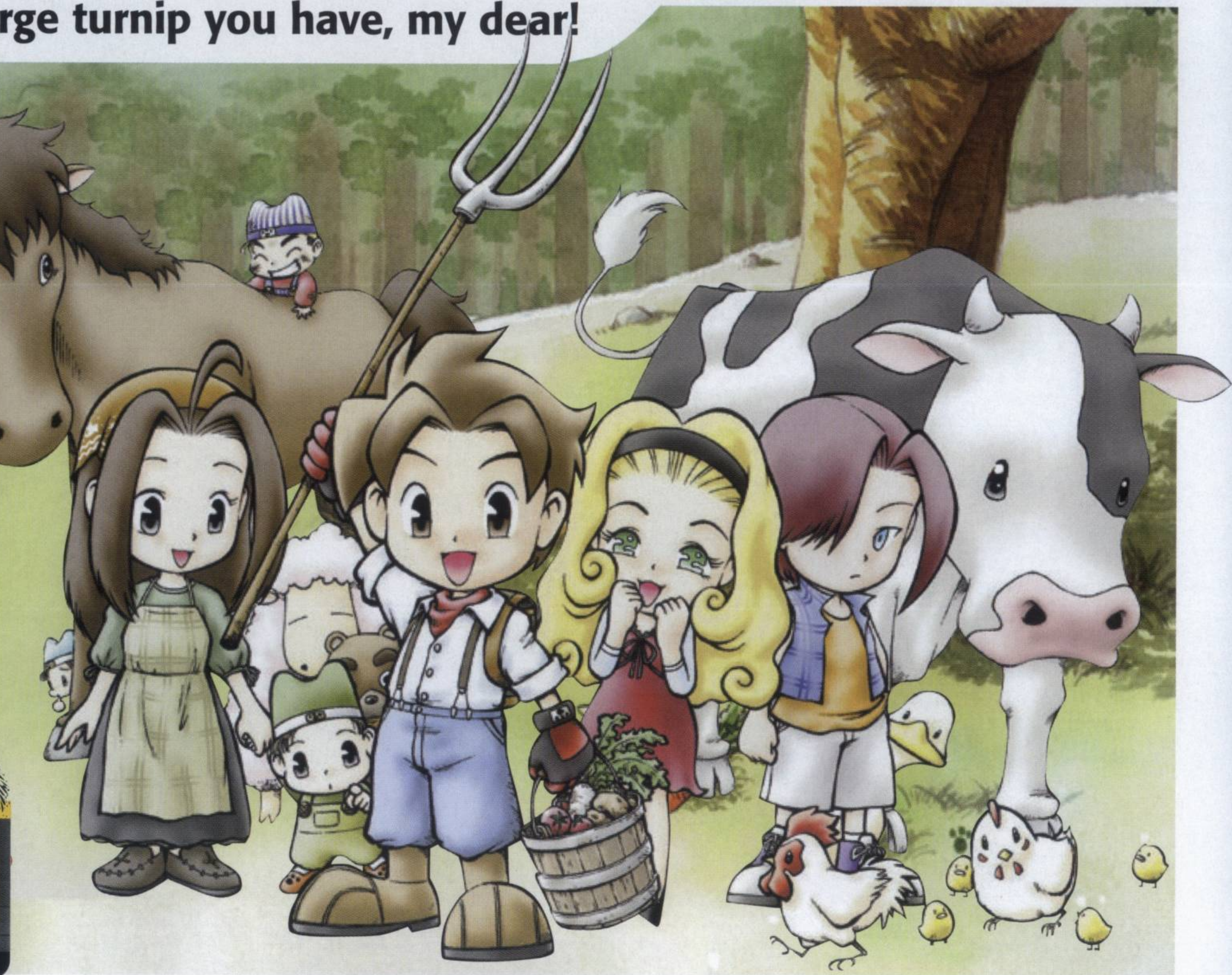
PREVIOUS

FROM THE MAKERS OF...

HARVEST MOON 64

Restore your Grandpa's rundown farm to its former glory. Plus, chat up the ladies and raise a prize-winning chicken.

TOTALGAMES.NET RATING: 84%



“ALL THE JOYS OF COUNTRY LIFE WITHOUT HAVING TO WASH YOUR HANDS OR WIPE YOUR FEET EVEN ONCE!”



JUST PERFECT

IT'S ALL GOOD!

■ With *Harvest Moon*, every day is a good hair day. Amidst all the violence and killing that goes on in the world, you can be sure that the worst thing that can happen is a rotten tomato crop. If only life really was that simple...

EXTENSION SIR?

IT'S NEVER BIG ENOUGH...

■ Unlike *Animal Crossing* you can't customise your wallpaper and furniture, but you can add extensions to your house. That kind of luxury costs a lot of money though – you'll have to work hard if you want to live like a King.

FAMILY GUY

READY TO SETTLE DOWN?

■ Action junkies look away – *Harvest Moon* is all about raising a family and living a normal life, but judging from the success of *Animal Crossing* and *The Sims*, that's exactly what everybody wants. Bless, isn't he a cutie...?



ヤスヒロ

THERE ARE PLENTY of people out there who would gladly eat killer bees to be in with a chance of getting their hands on a PAL version of *Animal Crossing*. Sadly, we know that it almost certainly won't happen, but all is not lost – there's another game on the horizon that might just satisfy your needs. You may not get to design your own wallpaper and talk to strange creatures, but as far as life-sims go, this is the best you'll get for some time.

The *Harvest Moon* series has been going for some time now, ever since the SNES days, in fact. Starting off as a niche market product, the game soon earned itself a decent fan-base, and with the English translation comes a whole new market. Though every game has a different slant, the basics are always the same: look after your farm and live your life to the fullest. Up until the PS2 version, the game was always presented from a classic SNES RPG angle. Now,

though, the series has made the transition to 3D.

A Wonderful Life is slightly removed from other games in the series because there is no underlying structure to the game. You don't have to save your homeland from dollar-eyed businessmen or struggle to build a business from the ground up – you can just enjoy the fruits of your previous labours. Find a wife, have a kid, look after your farm, and partake in all sorts

of events that go on in the neighbouring village. Ah, all the joys of country life without having to wash your hands or wipe your feet even once!

Natsume is predicting 40 hours of gameplay and, going by previous instalments, we wouldn't argue with that. The game takes place over a period of 30 years, which is presented in six different chapters, each one representing a different stage of life. Your task is just to have a wonderful life.

'TIS THE SEASON

FOUR SEASONS IN ONE DAY?

Throughout your wonderful little existence the weather will change, meaning you have to alter your chores and the way in which you do them. Whereas *Animal Crossing* takes place in real-time, *Harvest Moon's* in-game clock is somewhat accelerated. A good job it is too – those 30 years might end up grating a little.

The world around you gradually changes as the year draws on, and the seasons change in the regular Spring, Summer, Autumn then Winter fashion. Trees blossom, grow leaves, bear fruit and then become bare. Time really does fly.



↑ Spring is sprung and it's a glorious day to go for a walk...



↑ ...but come the winter and the place is looking a bit bare



↑ Ah, autumn – such vibrant colours, such cold fingers



↓ Head down the pub if you want to find yourself a lovely wife



IF YOU'VE NEVER played a *Harvest Moon* game before, and if you've never read one of **CUBE's** *Animal Crossing Diaries* before, it's going to be quite hard to imagine what this game is like. The only way you can really understand is for us to take you through a typical day on the farm. Here goes:

Wake up and say hi to your wife and child. You need to keep them sweet because your wife cooks for you (yes, we know... it's just a game though) and your kid needs to learn manners and proper values if it's to grow up and help you on the farm.

Have some breakfast and check the weather outside before checking out the weather forecast for the following day. Now you need to do all your morning chores such as letting livestock out, collecting the chicken eggs, brushing the cows and the horses, and watering and weeding the plants. You also need to pick any fruit that's ready to eat.

Now it's time to go into the village and sell (or give away if you want to improve relationships) your crops. You can also partake in general chatting, which helps you get to

know people better. The café is a good place to do this, and you can also grab a spot of lunch. While you're out of the farm you may as well go exploring in the forest for berries and wild fruit – you might even have time to do a bit of fishing.

It's probably getting late now, and your next actions depend on what tomorrow's weather forecast was. If it's likely to rain you'll need to bring the animals in. The barn is nice and warm, so herd them in and go see the missus for your dinner. Sadly, you can't stay up late, so it's off to bed – that way you'll stay fit and well.

Depending on the time of day, or the time of year, you'll be able to take part in different events. For example, you're unlikely to find any berries and fruits in the winter – that's why you should be farming like crazy during the more pleasant months.

We've gone into more detail about various other aspects elsewhere in this feature, but hopefully you get the general idea of what to expect. We'll have more impressions for you throughout the Summer, as some great new footage on the disc.

CUBE



“MORNING CHORES INCLUDE LETTING THE ANIMALS OUT, COLLECTING THE EGGS, BRUSHING THE HORSES AND WATERING THE PLANTS”



EVEN MORE FRIENDS

SAY HELLO TO MINERAL TOWN

There's an entire town in the GameCube version of the game that is closed off by a huge wall. This is Mineral Town, and you can only get to it by linking up to the GBA *Harvest Moon* game. Out on the

same day in Europe, *HM: Friends Of Mineral Town* allows you to visit the town and take part in games such as Chicken Sumo (bring it on!). You can also speak to the inhabitants, and this is one

of the places where you can trade seeds and get advice on farming. Just try not to get tempted by the lovely Mineral Town ladies – your wife won't be best pleased... if she finds out.

⬇️ That really is taking genetic modification a bit far...



⬆️ There's a variety of livestock on your farm, all of which need your daily care and attention to stay happy

⬇️ Looks like you've got yourself a daughter. Er, well done



YOU SAY POTATO...

YOU REAP WHAT YOU SOW

Natsume has apparently included a whole host of new fruits and vegetables into the game, though it won't say what they are. All we've seen so far are turnips, tomatoes, sweetcorn and potatoes. There will no doubt be apples, berries and mushrooms to pick in the forest, but Natsume isn't planning on revealing the other veggies just yet. It has, however, let slip that you will be able to create hybrid crops – the mind boggles. Tomatoes that taste like sweetcorn, anyone? Perhaps you can cross-pollinate your tomato plants with one of the other villager's crops?



⬆️ Remember to plant your seeds at the right time or you'll go hungry...

➡️ There'll be new things to grow, but we don't know what they are yet



CUBE

□□□□ SAYS...

FIRST IMPRESSION

■ If you've never tried anything like this before, we'd recommend you find someone who has a copy and have a go. You'd be hard-pressed not to get drawn into the wonderfully relaxing way of life. We reckon that *A Wonderful Life* is going to be by far the best game in the series, and that any RPG fan will be hooked instantly. Brushing a cow has never been more fun... **CUBE**



CUBE

INFORMATION

BEYOND GOOD & EVIL

PUBLISHER: UBI SOFT

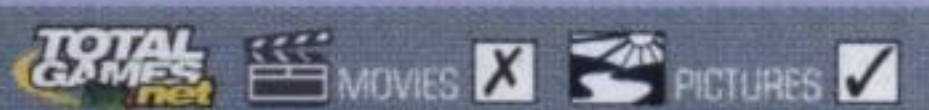
DEVELOPER: IN-HOUSE

ORIGIN: FRANCE

GENRE: ADVENTURE

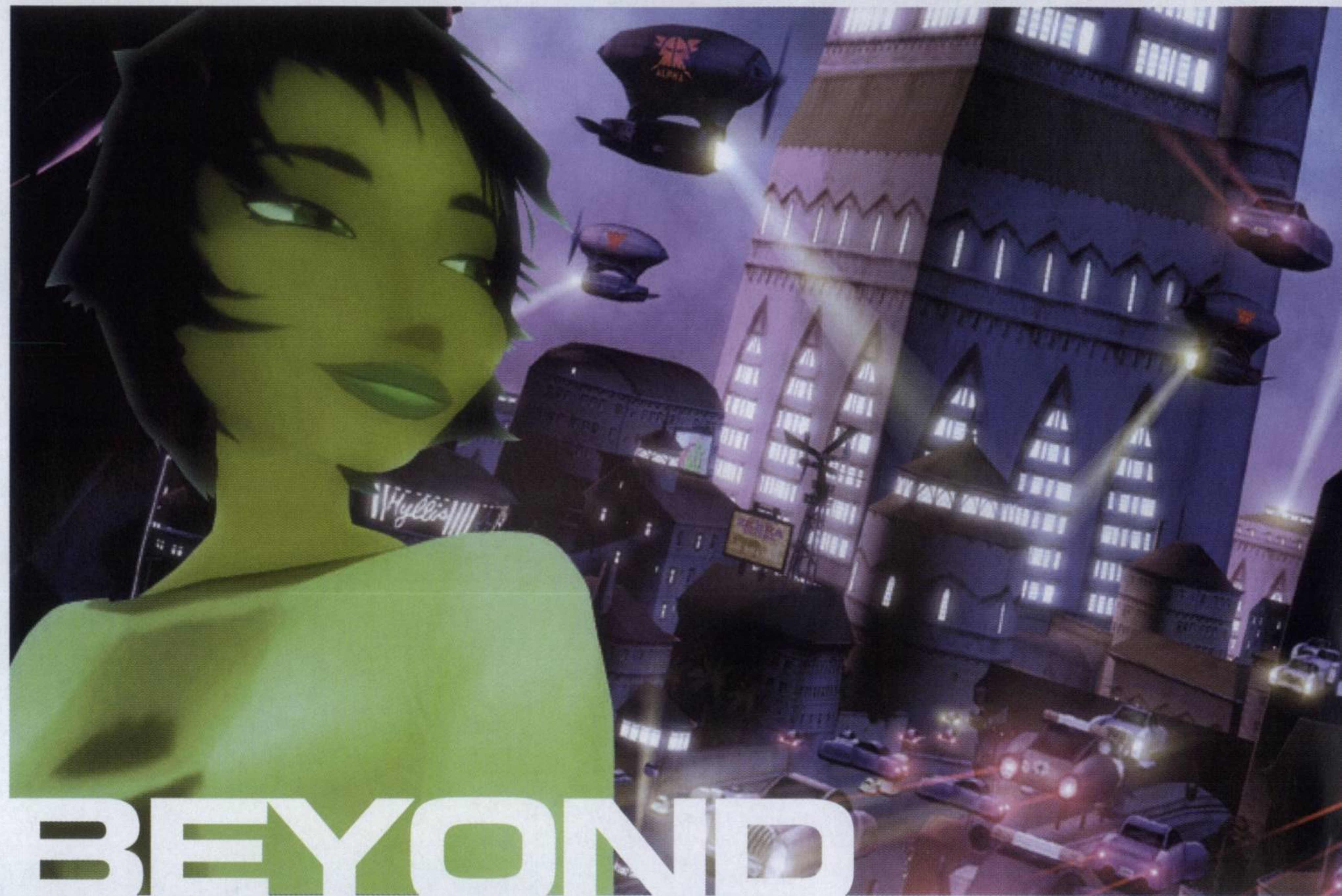
PLAYERS: 1

PERCENTAGE COMPLETE



↑ Jade is bit of a Lara Croft type with her investigative journalism background

↓ That maelstrom in the sky can only mean one thing - trouble...



BEYOND GOOD & EVIL

Welcome to a land where pigs talk, and rhinos fix boats. No, really...

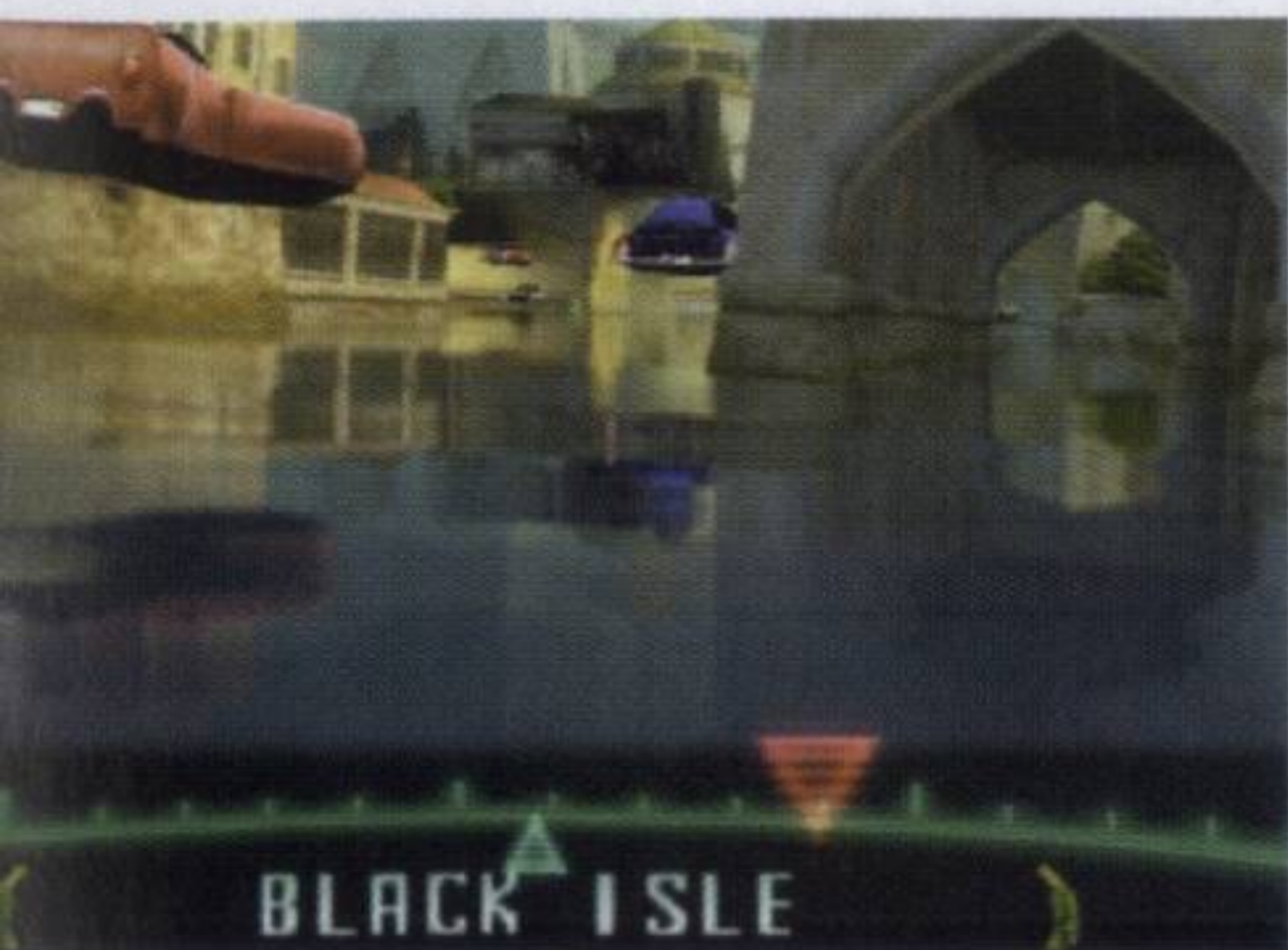
ABOUT THREE YEARS ago, just after work was finished on *Rayman 2*, Michel Ancel (the man responsible for creating the limbless hero) started work on two new projects. The first was *Rayman 3*, the second was a game that was

created in parallel with *Rayman 3*, yet wouldn't be released for another nine months. You'll find out why in a minute or two. This mysterious secret project was actually shown in a very early form at last year's E3. Going by the name of

Project BG&E, the state of the code left people more confused than anything else. There was very little to go on, and nothing more was heard of it... until now. A full year later, Ubi Soft is ready to talk about its next big game.

Beyond Good & Evil is very difficult to explain. You really need to see it in action (next month's disc footage will help a little), but we'll try our best to fill you in. The game is centred round a

“THIS MYSTERIOUS PROJECT WAS SHOWN IN EARLY FORM AT LAST YEAR’S E3, WHERE IT LEFT PEOPLE MORE CONFUSED THAN ANYTHING ELSE”



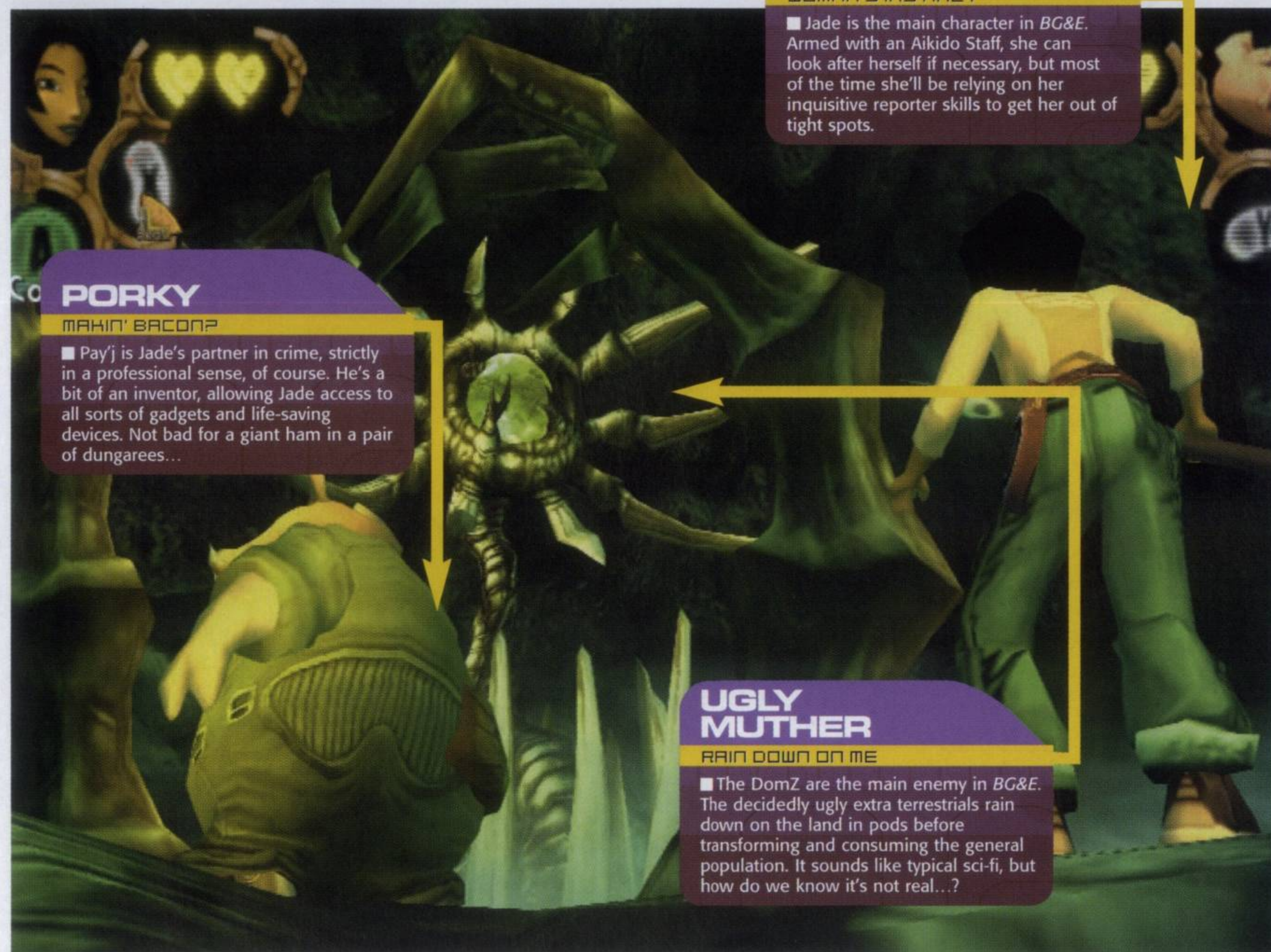
BLACK ISLE



PEDESTRIAN DISTRICT



GO GIRL!



WOMAN'S INSTINCT

■ Jade is the main character in *BG&E*. Armed with an Aikido Staff, she can look after herself if necessary, but most of the time she'll be relying on her inquisitive reporter skills to get her out of tight spots.

PORKY

MAHIN' BACON?

■ Pay'j is Jade's partner in crime, strictly in a professional sense, of course. He's a bit of an inventor, allowing Jade access to all sorts of gadgets and life-saving devices. Not bad for a giant ham in a pair of dungarees...

UGLY MUTHER

RAIN DOWN ON ME

■ The DomZ are the main enemy in *BG&E*. The decidedly ugly extra terrestrials rain down on the land in pods before transforming and consuming the general population. It sounds like typical sci-fi, but how do we know it's not real...?



Some of the scenery in the game is beautiful



headstrong young lady by the name of Jade. She's typically French in terms of design, and quite aptly has big green eyes. Jade is a small-time freelance reporter. If there's a story to be had, she'll be there, whatever the risks involved. In that sense she's quite like Lara Croft. Jade lives on the planet Hyllis (in a galaxy far away, naturally), a world that is being attacked more and more regularly by an alien race called the DomZ. These creatures rain down on the land and cause havoc, destruction and death.

Jade has a partner of sorts in the form of Pay'j the pig. As you would expect,

this pig can walk, talk and generally fix anything that malfunctions (no, really). The two of them live in a modified lighthouse, along with a bunch of kids who have been orphaned by the DomZ. Also on the scene is the local police force, the Alpha Section. They always appear just as attacks are taking place, leading to suspicious mutterings, and eventually Jade is approached by a rebel organisation named IRIS. She accepts the job of uncovering the truth, which will require her to investigate and broadcast her finds to the world. Right, so there's the background stuff. Now to try and explain the game. Damn.



Jade lives with some of the children orphaned by the evil DomZ

PREVIOUS

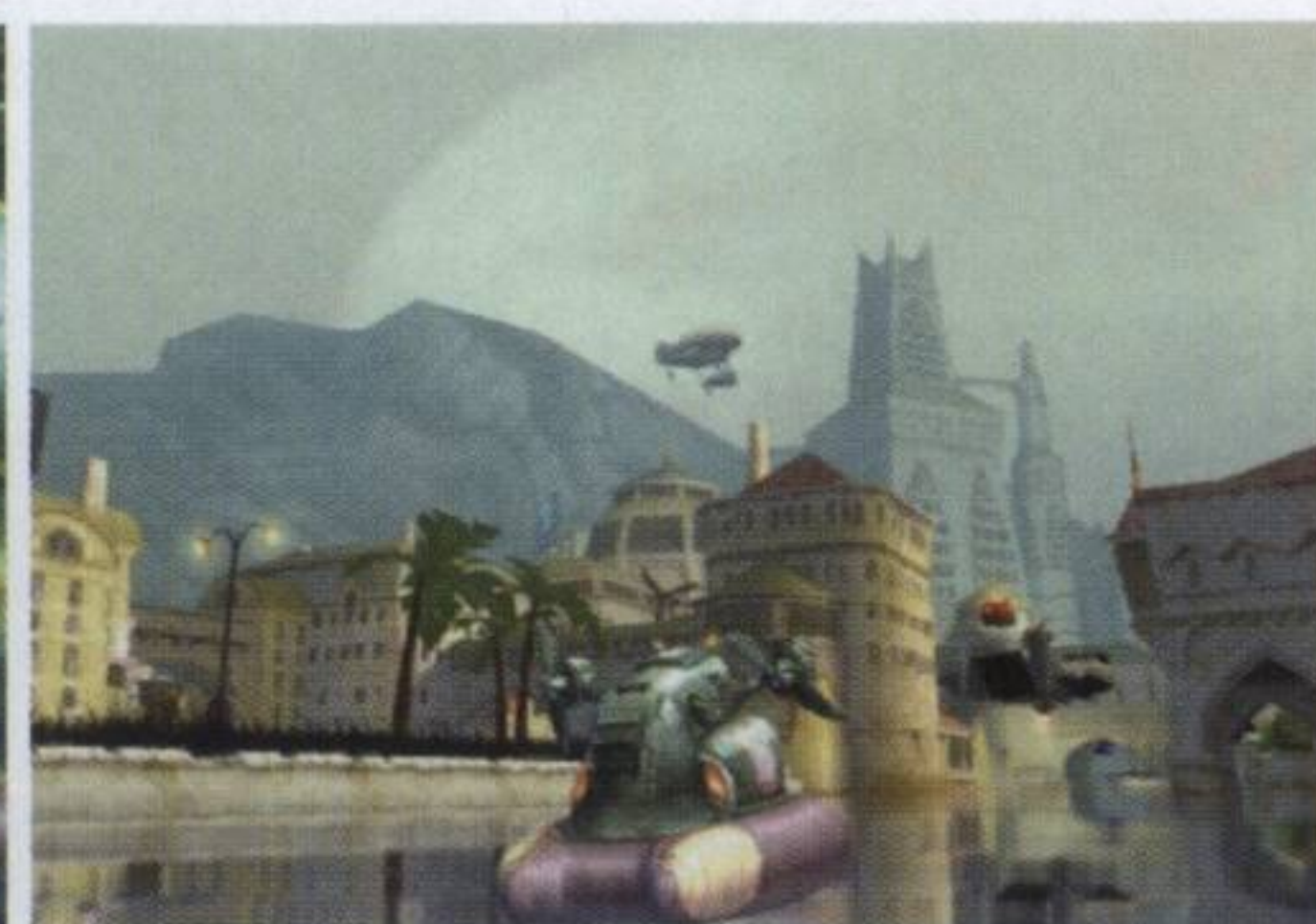
FROM THE MAKERS OF...

STARFOX ADVENTURES

■ Rare's first and last GameCube title combines many types of gameplay, and shows what the GameCube is capable of.



TOTALGAMES.NET RATING: 94%



A HELPING HAND

MISSION IMPOSSIBLE?

Most of Jade's missions are based around two characters in a *Resident Evil Zero* style. Wherever Jade goes, Pay'j follows, and a good job it is too, as Pay'j's inventions are invaluable. Some puzzles are as simple as using two people to push an object into place. This is done in a context-sensitive way — for instance, if you push a movable object Pay'j will automatically come and help you. If it's a special ability that's required, a tap of a button will see Pay'j use that ability to help you. For example, he can use his Rocket Boots to propel you seesaw-style to a higher ledge, or you can stand next to a wire fence and get him to use his wire cutters. It's all quite clever really.



Secundo lives in Jade's scanning device and is a right sarky bugger

SCAN-DAL!

IS YOUR SURNAME ARAN?

Whenever you pick up an object for the first time, Jade's scanning device (which fits snugly around her waist) will analyse it and tell you exactly what it is. Living inside the scanner is the holographic character Secundo. Much like the doctor out of *Star Trek Voyager*, this guy is sarcasm galore, but his informative side makes him invaluable.

Items generally include health power-ups, Hovercraft Shield replenishment and valuables dropped by enemies. All items can be allocated to X and Y so they can be used at the drop of a hat.



Jade's Akido Staff automatically appears whenever a fight breaks out



The world of Hyllis is made up of lots of small islands, so there are plenty of places for you to go exploring and adventuring

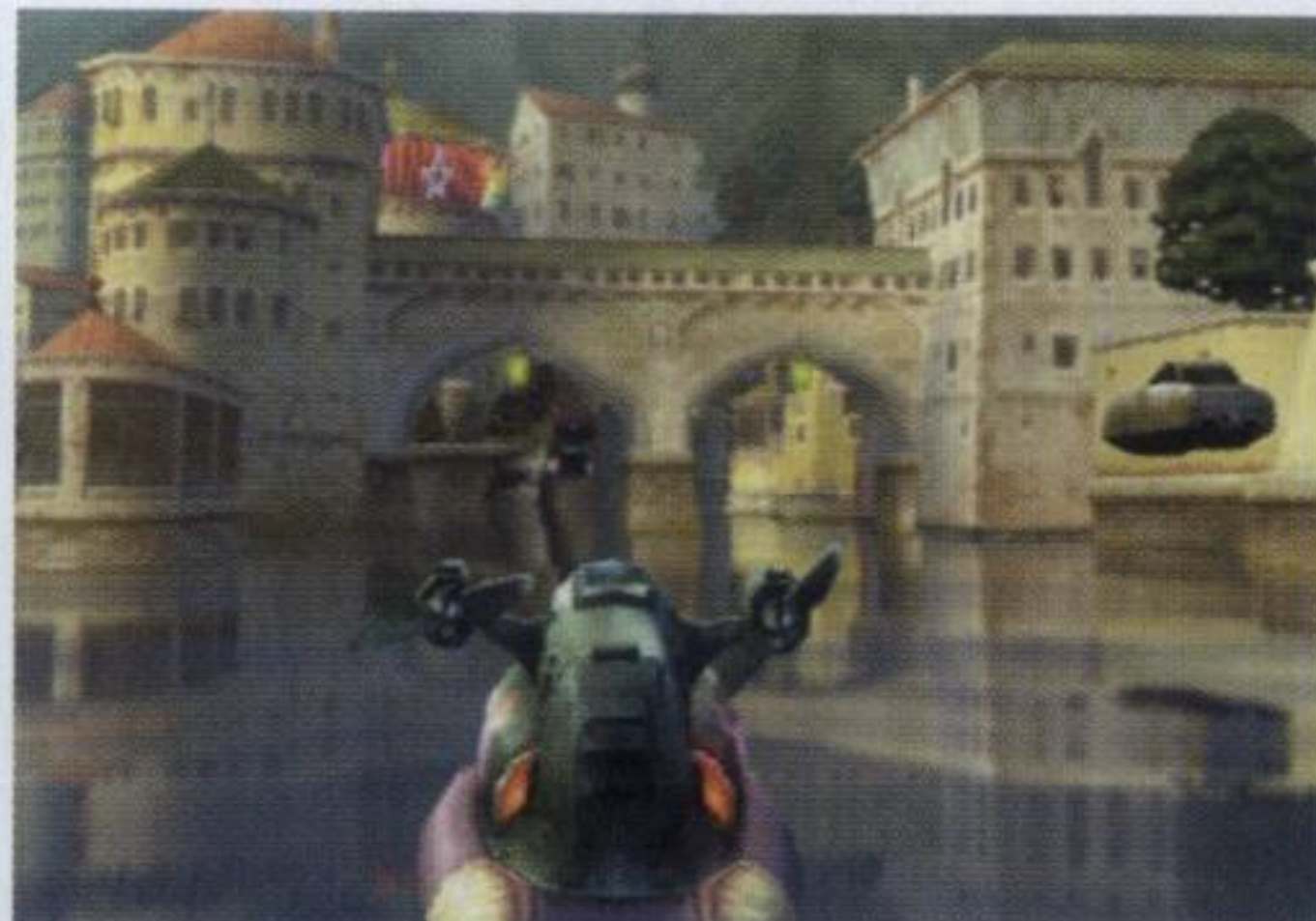
Well, this is either one of the puzzles you'll face in the game, or air hockey just arrived in Hyllis. Probably not air hockey, mind



BEYOND GOOD & Evil is an amalgamation of different gameplay styles. If a comparison were to be made, it's kind of a cross between *StarFox Adventures*, *Jet Force Gemini*, *Pokémon Snap* and *TailSpin* (the TV series). The game starts with a DomZ attack on Jade's lighthouse. Normally, the building's shields would provide adequate protection, but business has been bad recently and the electricity bills haven't been paid. Tsk, isn't that just typical? Anyway, the DomZ land and capture the children, meaning your first task is to defeat the DomZ.

You control Jade from a third-person viewpoint. Whenever enemies are nearby, her Aikido Staff will appear, allowing her to hack and slash her way out of trouble in a Fox McCloud style. Holding down the attack button will charge up the Staff for a

“WITHIN THE FIRST TWO HOURS OF THE GAME YOU’LL BE INTRODUCED TO FOUR DIFFERENT TYPES OF GAMEPLAY”



CRAFT-WORK

TAKE TO THE SKIES

Your main form of travel in the game comes courtesy of your Hovercraft. This starts off as a rickety old rust-bucket with minimal protection and firepower, but the Mamago Garage will soon see to that... for a price. The Rhino family deals in Pearls, which you can collect from DomZ encounters. Upgrades such as the Jump Kit allow you to clear the confines of the harbour and explore the rest of the world, whereas the mighty Space Engine allows you to jet off to the Moon!



↑ Rhinos fix your transport in return for Pearls

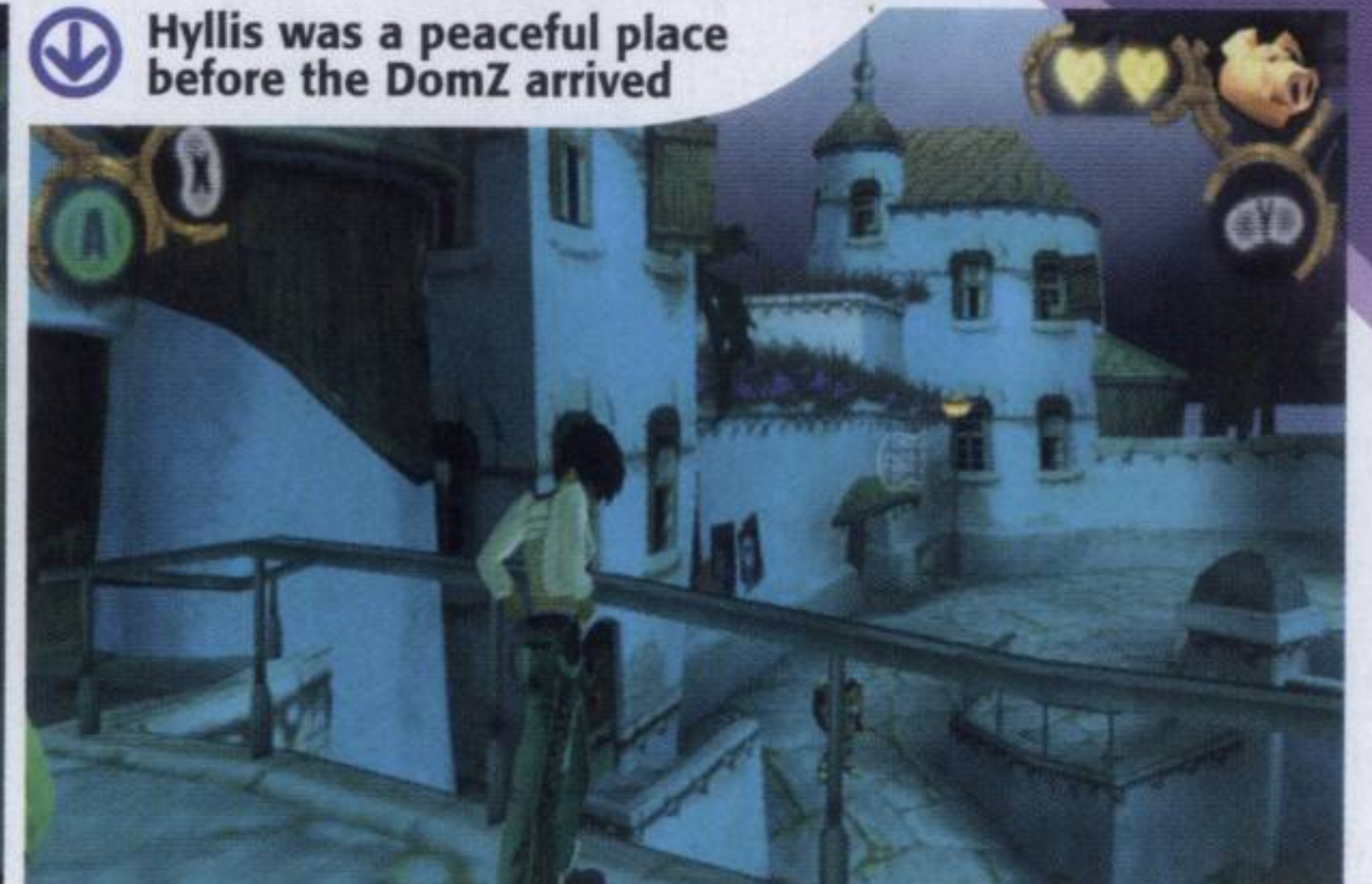
↑ This is Michel Ancel; he who invented *Rayman* and *BG&E*. And he looks like Ant McPartlin...



↑ Getting around on the water can be treacherous sometimes



↓ Hyllis was a peaceful place before the DomZ arrived



super attack. Other buttons in conjunction with a directional press see Jade dodging to the side, running or somersaulting. As far as fighting goes, that's it.

With the children rescued you need to find a way to fill your piggy bank and pay off the leccy bill, otherwise you'll have no way of receiving freelance offers, and no way of fixing your damaged Hovercraft. It turns out that the Hyllis Biological Society is trying to document every species of animal on the planet in the event of the DomZ destroying everything. Close-up pictures of animals can therefore earn Jade a buck or two. There are numerous animals in the lighthouse grounds, and if you creep up quietly you can get close to the animals without scaring them off. With photos taken and electricity restored, it's time to check your email.

Ta da! There's a mission waiting for

your attention. You need to go over to the Black Isle and explore the old mines in order to get some pictures of a creature that has been seen in the deepest, darkest recesses of the mine. In order to get there you'll have to jump into your Hovercraft (Pay'j has fixed it following the DomZ attack).

The world of Hyllis consists of many small islands, and travel between them is undertaken either by boat or by plane. The Hovercraft is controlled in a similar way to *Lupus* in *Jet Force Gemini*. The craft has a speed boost and a laser cannon, and can be upgraded by visiting the Mamago Garage (run, of course, by a family of rhinos). No sooner are you out of the dock than another DomZ attack takes place. A massive serpent-like creature is attacking every ship in the harbour, and you need to chase it and

shoot it down while avoiding the mines it drops.

After exploring the harbour area and the nearby city, you'll eventually get to the Black Isle. This is where the third-person adventuring starts properly. Jade must explore, fight and solve simple puzzles in order to progress through the dungeon and reach her goal.

This section accounts for the first two hours of the game (on first play), and already we've seen four different types of gameplay. While none of them excel at what they do, the different styles sit together very well in a bizarre but interesting world. As is the norm with Ancel games, the voiceovers and music are fantastic, as is the animation. There are a few problems with the framerate and cameras, but these will no doubt get sorted out before release.



CUBE

SAYS...
FIRST IMPRESSION

■ Things are looking good at this stage — we'll take a far more detailed look at the game towards the end of the summer when it should be nearing completion. Though the game itself is hardly taxing, the strong characters and varied gameplay styles will no doubt make for a great experience.

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GAMECUBE SOLVED!



**ISSUE 8
OUT
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TIPS FOR ALL THESE GAMES INSIDE...
**ZELDA: THE WIND WAKER, SKIES OF ARCADIA, PIKMIN,
SUPER SMASH BROS MELEE AND LUIGI'S MANSION**

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- GameSpy.com



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ISSUE TWENTY

REVIEWS



JUST A BIT LONGER

BIT QUIET THIS month, isn't it? Two movie tie-ins that will undoubtedly sell bucketloads, but which are, in fact, very average affairs. Two great RPGs, sadly one of which we can't recommend buying due to the language barrier. Oh, and some other stuff. Obviously on a news and previews front it's been a massive issue, but on the reviews side of things the PAL market is definitely slowing down for the summer. If you look at the European release dates, there's nothing much to speak of for the next few months. *Hitman 2* and *Wario World* spring to mind, but if you don't want to die of boredom you're going to have to get into the import titles. We can't stress it enough – with *Viewtiful Joe*, *Final Fantasy* and *F-Zero* all coming to Japan in the next two months (and, more importantly, not due here until at least October), the non-adopters out there are going to waste away unless they try out some far-eastern delights.

■ CHANDRA NAIR



Ever had a dream where you were required to scoff your face full of Pineapple every two minutes in order to stay alive? How about an endless search for your girlfriend's pants? No? Oh, just us then...

66

CUBISTS

So, E3 has come and gone, but what were the CUBE team's highlights of the show?

MILES GUTTERY



EDITOR, CUBE

E3 HIGHLIGHT: *Mario Kart*
REASON: This is all Miles has gone on about since we returned. *Double Dash!!* this, *Double Dash!!* that... he just likes the thought of Luigi sitting behind Mario. Despite all the naughtiness he could've got up to, *Double Dash!!* is Miles' prominent memory.

CHANDRA NAIR



DEPUTY EDITOR, CUBE

E3 HIGHLIGHT: *F-Zero GX*
REASON: Oh... my... God! If *Double Dash!!* gets two exclamation marks after its name then this should get 10. This is easily Chandra's most anticipated game of the year. The Captain Falcon suit is already in production at the tailors.

GARY ADAMS



STAFF WRITER, CUBE

E3 HIGHLIGHT: *Halo 2*
REASON: Scum. Traitor. Despite his Nintendo roots Gary can't help but mutter the words 'Halo 2' after every sentence. We have to admit, it's looking damn fine, and with no significant news of *Metrod Prime 2* to offer, we'll let him get away with it... this time.

BYRON WILKINSON



STAFF WRITER, CUBE

E3 HIGHLIGHT: *Prince Of Persia*
REASON: Remakes of old classics all too often ruin any fond memories we may have had, but *POP* is looking amazing. Bys is a fan of the original, and why shouldn't he be? No dungeons around here though, so we're leaping across buildings instead.

CHARLOTTE MARTYN



SUB EDITOR, CUBE

E3 HIGHLIGHT: No Simon.
REASON: Simon is a wonderful guy and all, but, well... he's just too damned noisy if the truth be known. Old-skool this, old-skool that... it's enough to make you wish that the Eighties had never happened. Sounds like a good idea if you ask us...

MARTIN MATHERS



DEPUTY EDITOR, GAMES™

E3 HIGHLIGHT: *Sword Of Mana*
REASON: Ooooh... lurvely... drool. You see, it's *Secret Of Mana*, only it's loads better. Brownie Brown (those talented guys and gals behind *Magical Vacation*) have pushed the GBA to its limits in order to bring us an amazing version of the SNES classic.

STEPHANIE PEAT



SENIOR DESIGNER, CUBE

E3 HIGHLIGHT: No Miles
REASON: Miles is a wonderful guy and all, but, well... he's just too damned 'mullety' if the truth be known. Mullet-rock this, mullet-rock that... it's enough to make you wish that the Eighties had never happened. Sounds like a great idea to us...

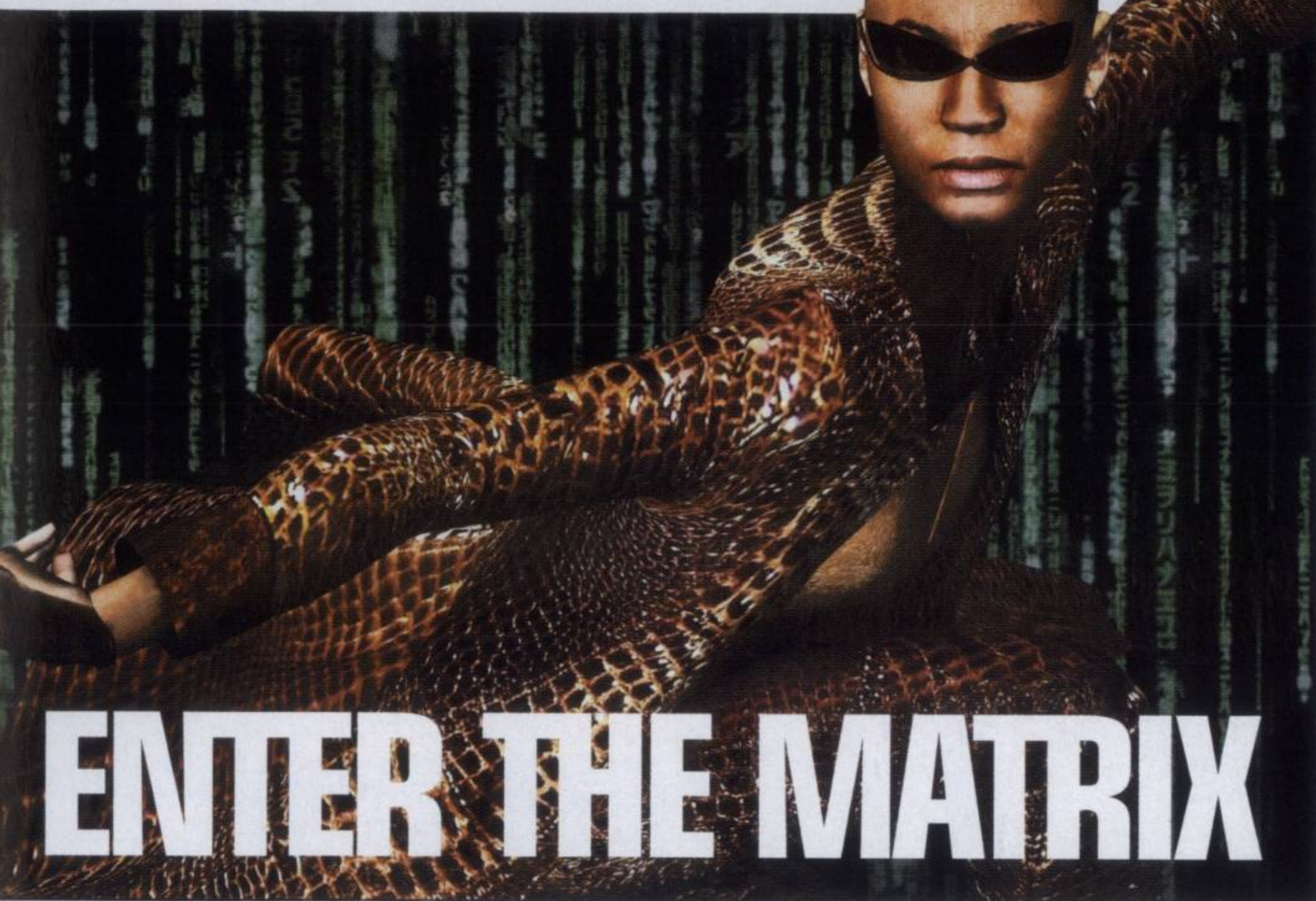
NICK TRENT



ART EDITOR, CUBE

E3 HIGHLIGHT: *Kirby's Air Ride*
REASON: The fact that Kirby's latest adventure looks rubbish is irrelevant – the Trentster won't have any of it. He's fallen in love with the pink ball-o-tricks, and even lays a place at the table for him. Don't worry, he's going in the bin soon.

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



ENTER THE MATRIX

70 There is no spoon... erm, actually, there is. The spoon is the person who signed off some of the sections in this game. Ah, so much style, so much potential. Shades at the ready? Welcome to the real world.

WHAT DOES IT ALL MEAN?

Confused? Suffering a spot of information overload perhaps? Use this handy guide to successfully navigate our info-packed reviews

INFORMATION

This is 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.

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...

RED FACTION II

74 Improved over its cousins and sporting a great multiplayer mode, THQ's latest finally hits the GameCube. Monumental shooter, or textbook FPS? Somewhere in between probably.

SKIES OF ARCADIA LEGENDS

76 You may just about be finishing *Wind Waker*, so *Skies* is timed perfectly well to fill that RPG void. Be warned though — buying *Skies* will ruin your social life.

BATMAN: DARK TOMMORROW

80 Over a year ago we gave Kemco a list of things that needed to change with this game. We gave them another list at last year's ECTS. They ignored us. You should ignore them.

X-MEN 2: WOLVERINE'S REVENGE

82 After an extremely promising start, Activision's latest *X-Men* title turns out to be dogged by camera and gameplay problems. We're really disappointed.

BLACK & BRUISED

86 The US version of this game is so far in the past that we'd almost forgotten about it. It's no *Super Punch Out*, but it's fun for a while. All cel-shaded games are, right? Right.

SONIC ADVENTURE DX

88 The idea of playing a version of *Sonic Adventure* with a decent camera, no glitches and a smooth frame rate was extremely appealing. It's a shame then that none of these things have happened.

THE BREAKDOWN

Confused as to the purpose of those big numbers stuck on the end of all the reviews? The meaning is explained below through the medium of words...

RATING 90 ⬆

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals — give us a bit of credibility here, okay?

RATING 75 ⬆

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING 50 ⬆

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

RATING 25 ⬆

2.5 > 4.9


If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING 00 ⬆

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!

What the devil...?

 Well, if a sight like this doesn't bother you, you'll like *Giftpia*



BLURRY!

FACE OFF

Before you get your first lot of cash, your face is blurred out because it's illegal to identify a criminal under the age of 21! You'll appear after depositing some dosh in the bank.




CUBE




 INFORMATION

GIFTPIA

- PUBLISHER:** NINTENDO
- DEVELOPER:** SKIP LTD.
- PRICE:** £59.99
- ORIGIN:** JAPAN
- PLAYERS:** 1
- MEMORY:** 6 BLOCKS

 STATS

- RPG WITHOUT THE BORE
- NEW STYLE OF GAME
- TASK-BASED STRUCTURE
- 20+ HOURS OF PLAY

  MOVIES  PICTURES

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GIFTPIA

WIFFY WARES: Be careful of some of the more funky-looking items hidden in the shade of trees. The tastier ones might not go down too well!



Why hello, lovely lady. Your Pat Butcher earrings are delightful. Fancy a drink?



It's one of the GameCube's more bizarre titles, but we love it

GIFTPIA IS

one of those odd games that only come around every now and then, and even less so anywhere outside of Japan. We'd normally let this type pass and see if it gets a release anywhere else in the world before reviewing it, but *Giftpia* comes with such a high pedigree that we just had to have a peek. Plus, it's been confirmed for a US release — we didn't see that one coming, although we do expect some huge censoring; searching for girls' underwear and taking 'nekkid' pictures might not go down too well with the Yanks.

If you've been out of the picture recently then you may not know what *Giftpia* is all about. Well, listen up — the basic premise is that after accidentally sleeping through your coming-of-age party and letting down the Mayor of your small island, you have to raise five million 'monies' to make things up and throw another bash. The reason for this is quite simple — missing this most sacred of events means that you'll never be seen as an adult and forever remain a child. Personally, we don't see the problem with this, but presumably your chap Pokkle simply can't wait to get himself a large mortgage and run up some bills. Anyway, the first thing you have to do is some community service.

Dressed in your prison garb and shuffling along with a ball and chain, you walk around in the rain picking up rubbish until you pass out from hunger. Nice. After this, the Mayor (who's also your dad) lets you out after ordering you to raise the money in stages. Ten thousand monies is your first target, and it's here that the game begins properly.

Unfortunately, it's also where the confusion begins. You see, we don't usually have many problems with Japanese games. *Final Fantasy*, *Skies Of Arcadia*, *The Legend Of Zelda*... the truth is that none of these posed many problems. Maybe this is because the game mechanics of the traditional RPG are so set in stone, or maybe we're just sad enough to have the kind of patience required for these tasks. Whatever the reason though, it just doesn't work for *Giftpia*. We spent days muddling through the dialogue and our eyes became sore from too much Internet use. But the language barrier is just too difficult to get through. Going through the game is dependent on what the locals have to say, and there are too many variables to try everything. When faced with what we know to be an astonishing game that holds so many secrets, frustrating is not the word for it.

"GIFTPIA IS AN RPG IN A VERY DIFFERENT SENSE TO WHAT YOU WOULD NORMALLY EXPECT"

HEART TO HEART

FITNESS FIRST!

You might have noticed the little hearts to the top right of the screen. You can probably guess that they give you an idea of your current health rating, just like in *Zelda*. However, unlike *Zelda* — and, indeed, most RPGs — these don't deplete when you come into contact with something unsavoury, rather they drain away as you burn calories, which is done by partaking in any activity, from walking around to sitting in the sun fishing. This means that there is always the worry that you'll collapse from hunger, which in turn means game over. So it's inevitable that before long you'll know the location of every area where fruit grows. Of course, if you want to go on any long treks then you'll need to carry around a multitude of Pineapples and Bananas to snack on, but be careful — just like with any food, keeping them for too long will make them turn rotten and in turn make you ill if you eat them.



Fill your face with Pineapples and other fruit to keep your energy levels up, otherwise it's game over



As you live on an island you can expect to see plenty of coast paths, sea views and picturesque cliffs. Lovely

What a charming place to sit down and reflect upon the surrealism of the town you live in...

⬇ He's dead! Oh, no, wait, he's just having a nap. Our mistake...



"WE STRUGGLED WITH THIS GAME MORE THAN WE HAVE DONE WITH ANY OTHER RPG BEFORE"

CONTINUED

What we did get from *Giftpia* though, was wonderful. When we knew what to do it was like opening a window in a stuffy room and feeling the fresh air invigorate you. *Giftpia* is an RPG in a very different sense to what you would normally expect. There are no stat points, no random monsters and no weapons to upgrade. The only limit on your activities (aside from poisonous fruit) is the curfew and your hunger meter. This doesn't mean that *Giftpia* is never without its tense moments though – running back from the top of the mountain after a sightseeing trip with only a few minutes to get home can really shake you up! This subtle way of getting your heart pumping is apparent throughout the whole game.

For example, throughout play you'll find many edible items, some of them rare. If you get to bed on time you wake up still carrying these items, but if you break your curfew, you'll be punished and have them taken away. Not only this, but some of your cash will be gone too. As you get further into the game your curfew gets extended, so before when you had to be in bed by five, you'll soon find yourself able to enter the local bar that opens at eight – an oddly rewarding process that gets past the usual cliché of only letting you access certain areas of the map (although this is prevalent at the start of the game), and gives you a sense of freedom not usually found in RPGs.

There's a peculiar atmosphere to *Giftpia*. Japan, the place of its birth, is a small island with a population packed into only a handful of habitable places. This means that everyone has had to learn to

tolerate others in order to live in harmony with themselves and nature. This attitude is evident from the layers of differing dialogue in Japanese that are contextual to the esteem in which a subject is held, to the politeness of the authorities. Even though we don't understand a word of *Giftpia*, the setting of the game (a small island) gives us an idea that the dialogue and scenarios are very relevant to Japanese culture. Because of this we feel that while *Giftpia* is being released in the West rather soon, there may be some elements of the game that will be very alien to us. This may turn people off, but in our opinion will only add a lot to the already very unique flavour.

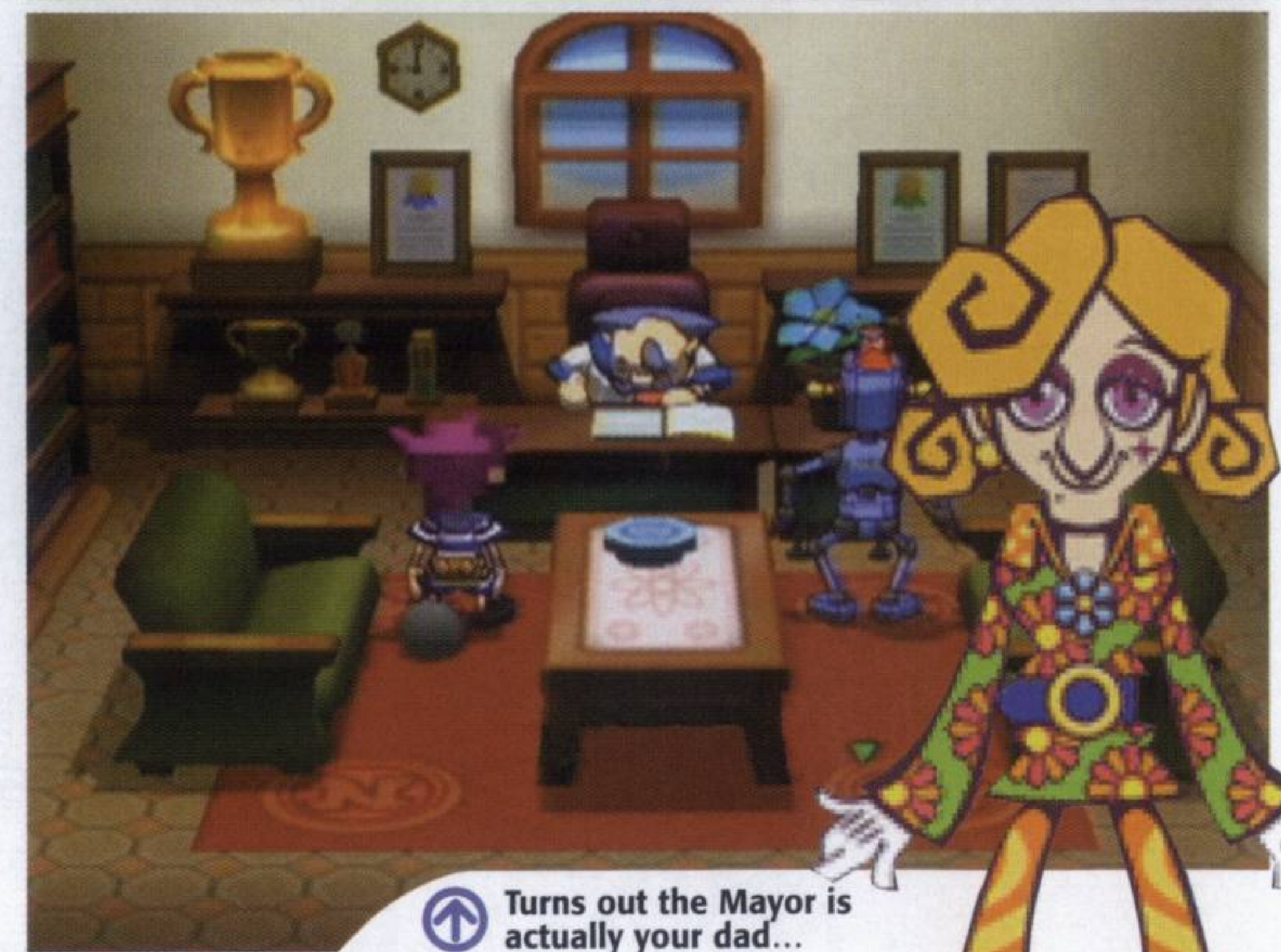
We had a lot of fun with *Giftpia*. Presentation-wise, the visuals are quite wonderful and the island radio station provides some very cool, and sometimes very funny, tunes. The characters are intriguing and some of the scenarios we took part in were very bizarre, yet fun. The game has a lot of scope for open-ended gameplay that you can tackle in any manner you want, and the relaxing atmosphere backs this up. Similarities to the likes of *Animal Crossing* are bound to come up, but *Giftpia* is different. It has two different endings based on whether you complete the game by collecting money or filling Hope Containers (one is sad yet satisfying, the other more formulaic), giving it a very definite purpose. We do advise that you wait for a Western release though – we struggled with this game more than we have done with any other RPG before. Roll on the US release!

GARY

ON ICE: You can put mushrooms into the fridge in your room to freeze them. Sounds pointless, but someone on the island is desperate for one of these...



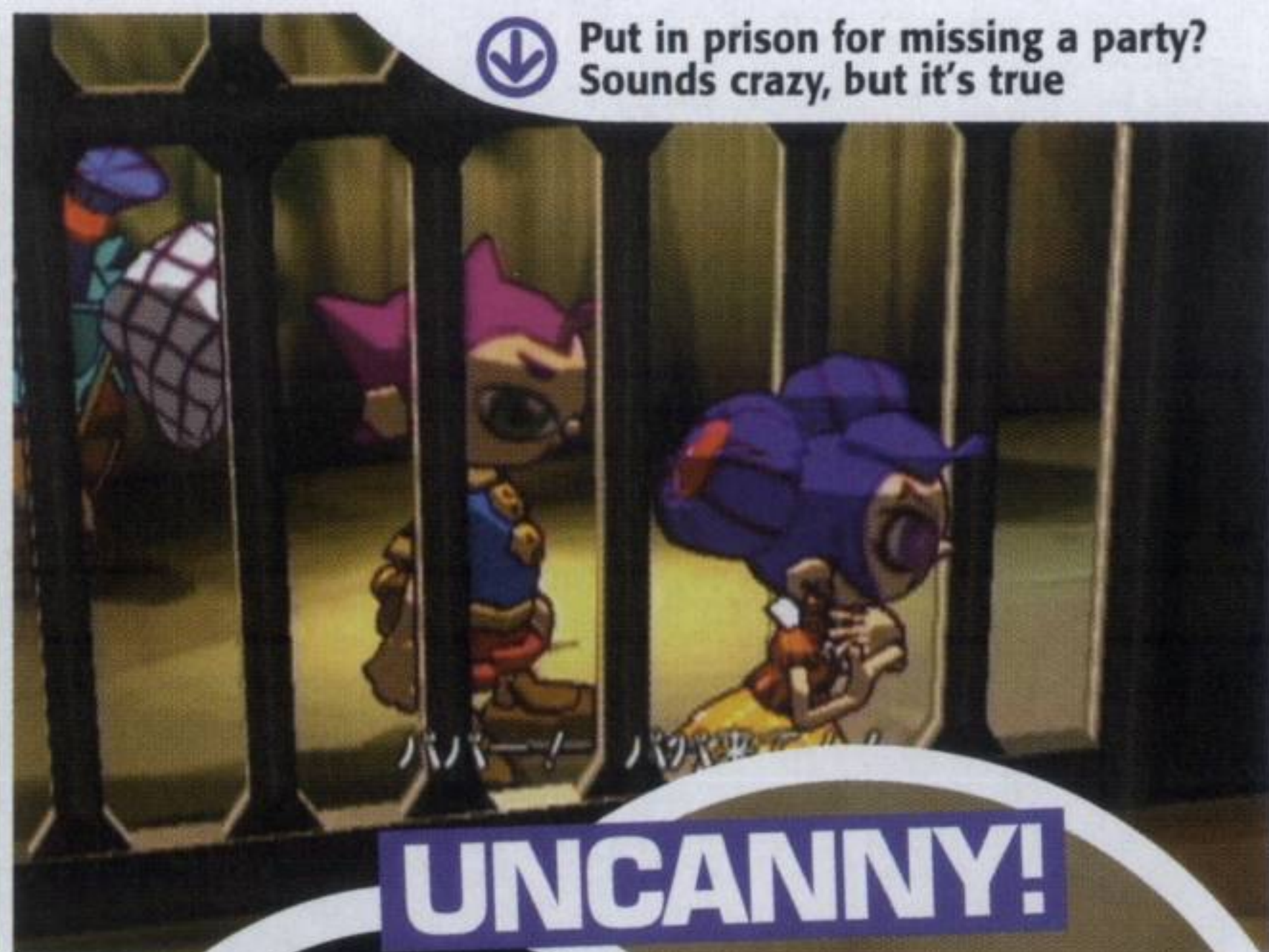
⬆ The only place PAL *Giftpia* comes unstuck is the dialogue – it's just too complicated



⬆ Turns out the Mayor is actually your dad...



Interaction with the locals is very important



Put in prison for missing a party? Sounds crazy, but it's true

UNCANNY!

HEARD BEFORE

Just like in *Zelda*, you can increase your Heart-count by finding containers lying around. And when you pick one up the old Link To The Past 'gain item' tune plays!



Drop a brown mushroom into the shrine to pray to the gods



YOUNG HOPEFULS

SPRINGING ETERNAL

At the start of *Giftpia* you get your first job by reading a poster on the Town Hall notice board. After this though, to get tasks from the townsfolk you need to show them a Hope Container, which is then filled upon the task's completion. Hope Containers are gained by praying to the island gods, which is done by dropping brown mushrooms into the shrine. Filling the Hope Containers doesn't just earn you money, but completing them all will also show you the second, most satisfying ending to the game.



Speakers around the town let the local radio station broadcast an eclectic mix of tunes

SOUNDS DEE-LIGHTFUL!

MUSIC FOR THE SOUL

One of the biggest highlights of *Giftpia* is the music. Every morning when you wake up, the local radio station will kick off, giving you a randomly selected tune from a library of about 50 songs. Considering the graphics you'd expect the usual cutesy J-pop fluff, but surprisingly the track listing is extremely varied. The first song you hear while picking up discarded cola cans in the rain starts off with ambient sound effects, gradually increasing to a wailing voice that sounds strangled. After this, expect string quartets designed to stir you, funky indie-rock that sounds a bit like '97-era Verve, a loud track with very Cobain-like vocals, a remixed Beatles song, Groove Armada-esque takes on classic tunes, kooky dance-lite to bob your head to... it's like *Jet Set Radio* on Valium.

ID	NAME	GENRE	SCORE
01	POP-ROCK 2000	?????	2.8750
02	EL LLORON	????????????????	1.9375
03	Chess Down	Kawaii plants	2.4375
04	BOXBOX	6ain	1.8750
05	Narutame	naai	1.9375
06	Influenza Jed	caelater	1.7500
07	right from wrong	ywi	1.9375
08	FAKE SLOW	ECHO MOUNTAIN	1.8750
09	Fruit of Love	SIX SQUARES	1.7500
10	Die That Beat	The Travelers	1.7500
11	?????	??????	1.8750
12	??	FUZZ PROPOSAL	1.8750
13	???	BOBRA 51	1.9375
14	RUN GOES DOWN	REDNECK TRIO	1.7500
15	???????	???	1.8750
16	THE WINSTONE SHOW	THE WINSTONS	1.4375



CUBE VERDICT

GIFTPIA

A GREAT GAME THAT SHOULD RAISE A SMILE



VISUALS

Simple at times but with a consistent style that looks great



AUDIO

Terrifically good tunes with more variety than a DJ Yoda CD



GAMEPLAY

Seemingly simple but with hidden depths, this is a joy to play



LIFESPAN

Twenty hours of gameplay, two different endings, lots of replay value



ORIGINALITY

Shedding all RPG clichés in favour of brand new ideas. Brilliant

ALTERNATIVE

A cute novelty game that charms you, but soon becomes a bore as there's no point to it



ANIMAL CROSSING

Reviewed: Issue 12

CUBE Rating: 8.5

2ND OPINION

QUIRKY! "Giftpia really is a great game — you can't help but smile despite the language limitations. All eyes on the US release then..."

CHANDRA

FINAL SCORE

7.5

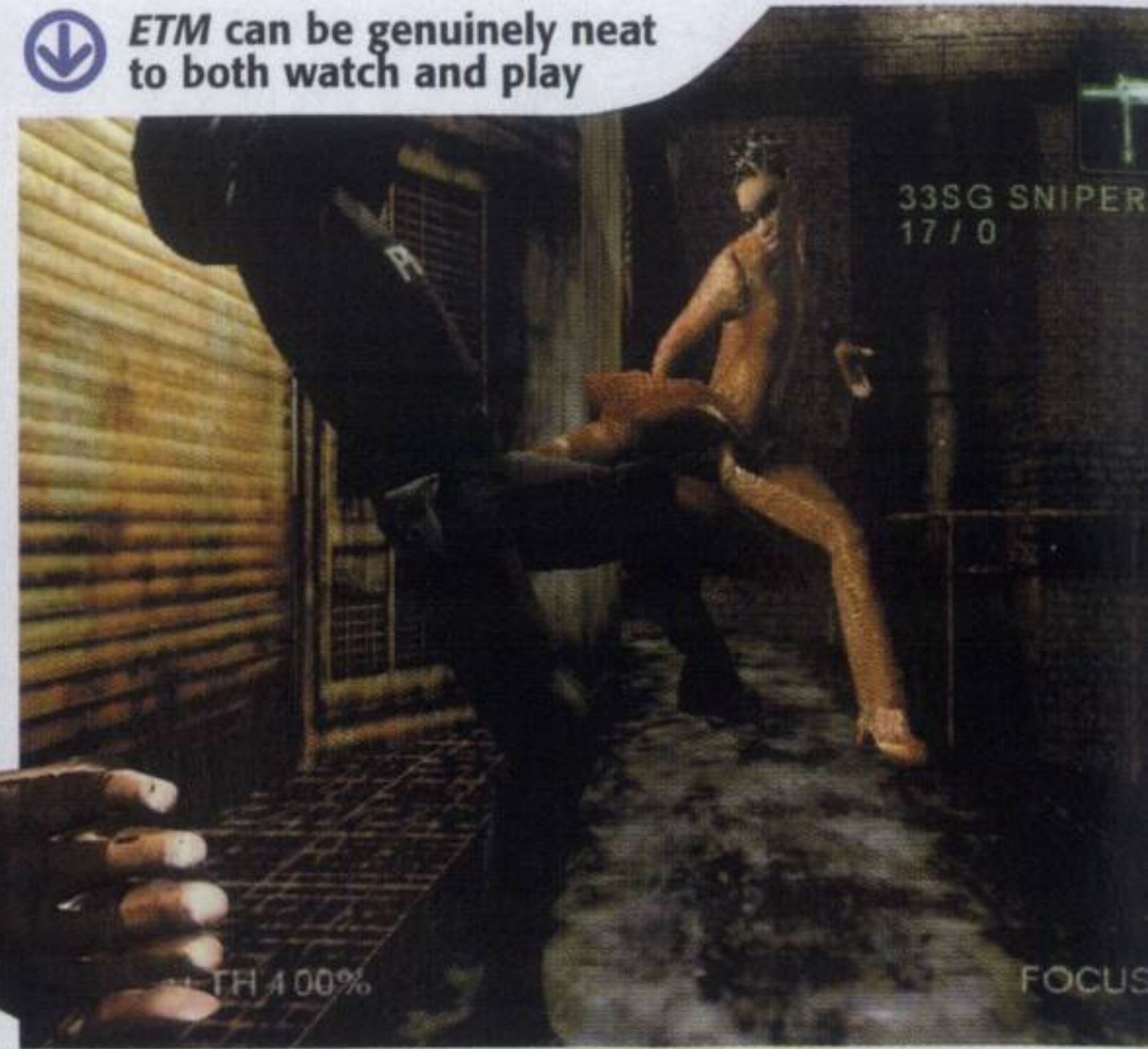
A FANTASTIC GAME IN ITS OWN RIGHT, BUT EXPECT THIS SCORE TO GO UP UPON THE US RELEASE



Stealth moves are easy to perform but you'll rarely feel that you really need to use them

Simply press the Focus button and approach the wall at a diagonal angle and this happens

ETM can be genuinely neat to both watch and play



Going down the rabbit hole...

ENTER

"Unfortunately, no one can be told what the Matrix is. You have to see it for yourself."

LIKE MORPHEUS

says, while we can tell you what *Enter*

The Matrix is like, there are aspects of it that are best seen and not described. More on this later, but let's begin with the bulk of the gameplay: the guns, the ammo, going mano-a-mano, in other words, the combat.

ETM features the largest selection of motion-captured movement ever filmed and implemented in a videogame. In total there are around a thousand martial arts moves performed by Jada Pinkett Smith (Niobe) and Anthony Wong (Ghost) and directed by Yuen Woo-Ping, the guy who choreographed the fight scenes for *The Matrix*. From the opening film footage onwards it's obvious that the ambitions with *ETM* were to make it not just a tie-in, but an essential part of the

CUBE

INFORMATION

ENTER THE MATRIX

PUBLISHER: INFOGRAMES

DEVELOPER: SHINY

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 10 BLOCKS

STATS

PLAY AS GHOST OR NIOBE

EXPERIENCE 'BULLET-TIME'

FILM FOOTAGE EXTRAS

FLYING, DRIVING, SHOOTING

TOTAL GAMES PRESS MOVIES X PICTURES ✓

OUT NOW TBA OUT NOW

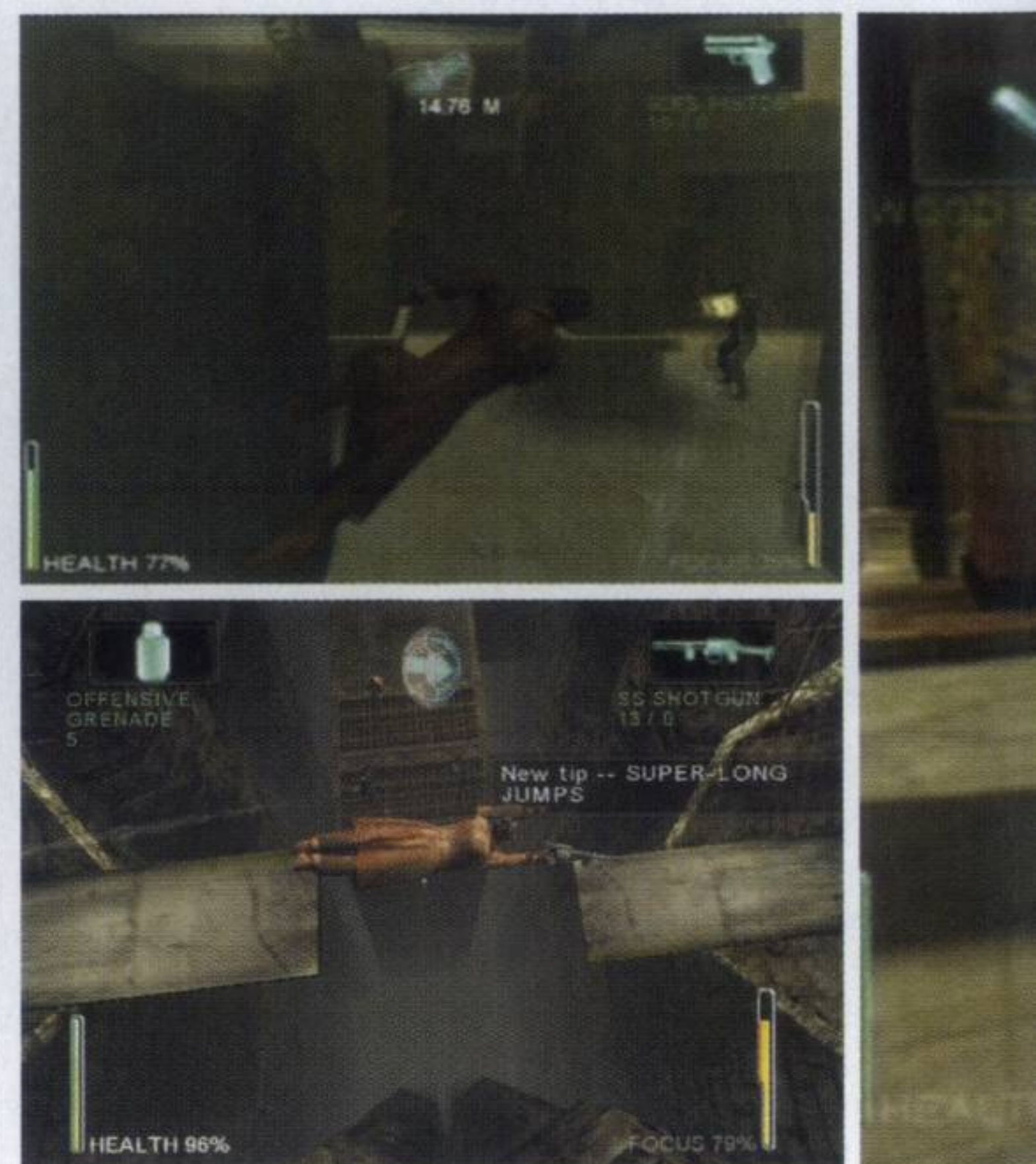


BRIGHT

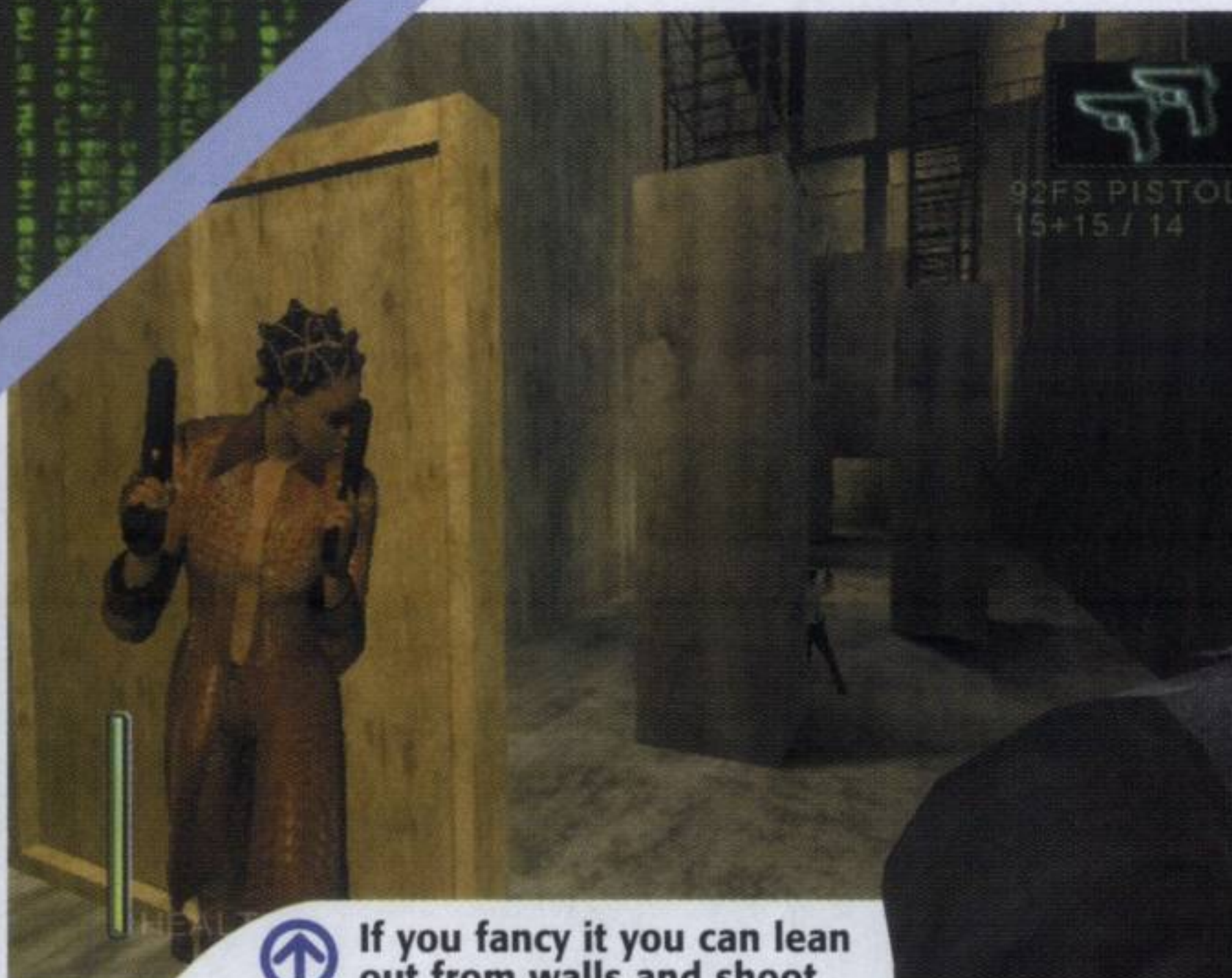
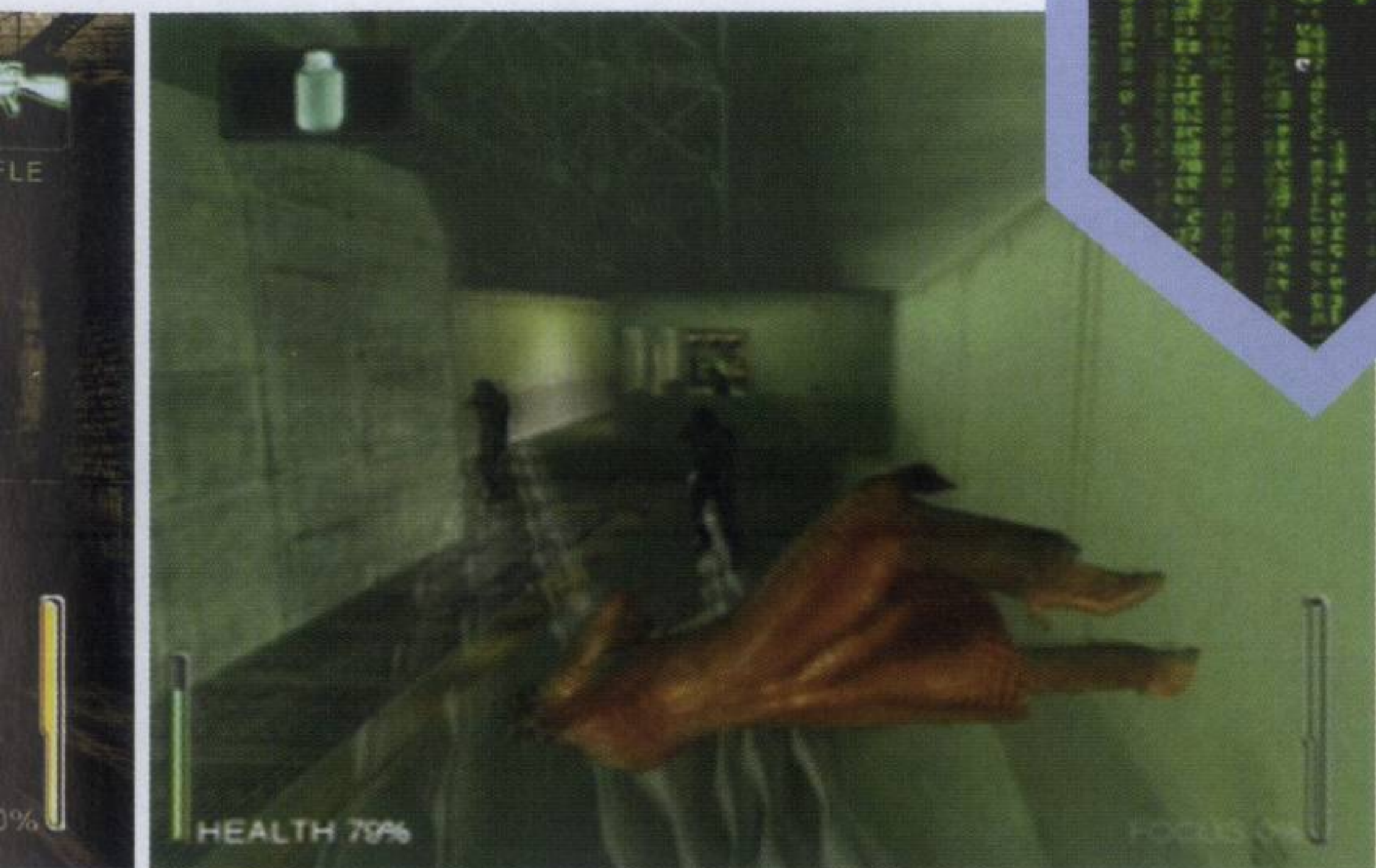
SPARKS

Keeping you up to date on developments, emerging objectives and routes is Sparks, your contact while you're in the Matrix. He'll make sure you don't get lost. He's nice like that.

"BULLET-TIME HIGHLIGHTS NOT JUST THE FUN ASPECTS OF ETM BUT ALSO ITS SURPRISING LACK OF POLISH AND COHERENCE"



SCREENSAVER: Most appropriate use of a loading/saving screen ever? Probably. Utterly pointless? Certainly. Nice all the same though? Yep.



⬆ If you fancy it you can lean out from walls and shoot



THE MATRIX

Matrix experience. Indeed, there's even an hour of exclusive footage directed by the Wachowski brothers themselves. Everything you'd expect to see in the film – the bullet-time, the weapons, the running up walls; quite simply, the whole hi-tech, trenchcoated, stylistic sci-fi fest that is *The Matrix* – has been coded for GameCube. All of which sounds promising, only it's important to see what this game is like to play. What sounds fantastically well-crafted actually resembles something really entertaining but also, on closer inspection, something quite disappointing and even ugly.

Visuals aside, initially what struck us about this game is its control method. Each of the central characters handles in

a manner that can only be described as stunted. Regardless of whether you're playing as Niobe or Ghost, you're still going to have to wrestle with a control system that's clumsy. Effectively, to move anywhere other than the direction you're facing you'll either need to hold a shoulder button and strafe, or stop and pivot on the spot to face the way you want to go. For a game trying to ape a film with ludicrously agile characters, this isn't particularly apt.

Despite the cumbersome control system, *ETM* is actually very playable. Driving and flying sections aside (see 'Lights camera... accident' and 'Going down the tubes'), the majority of your time is spent carrying out objectives,

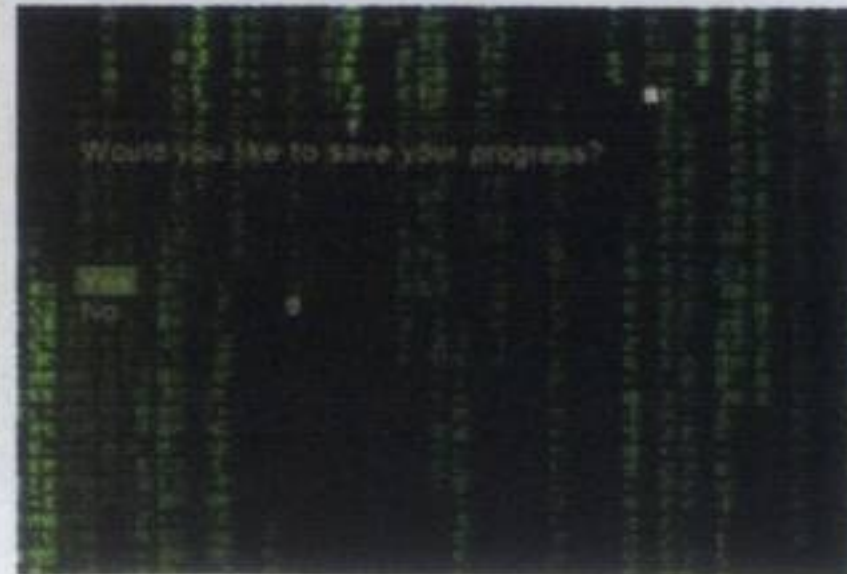
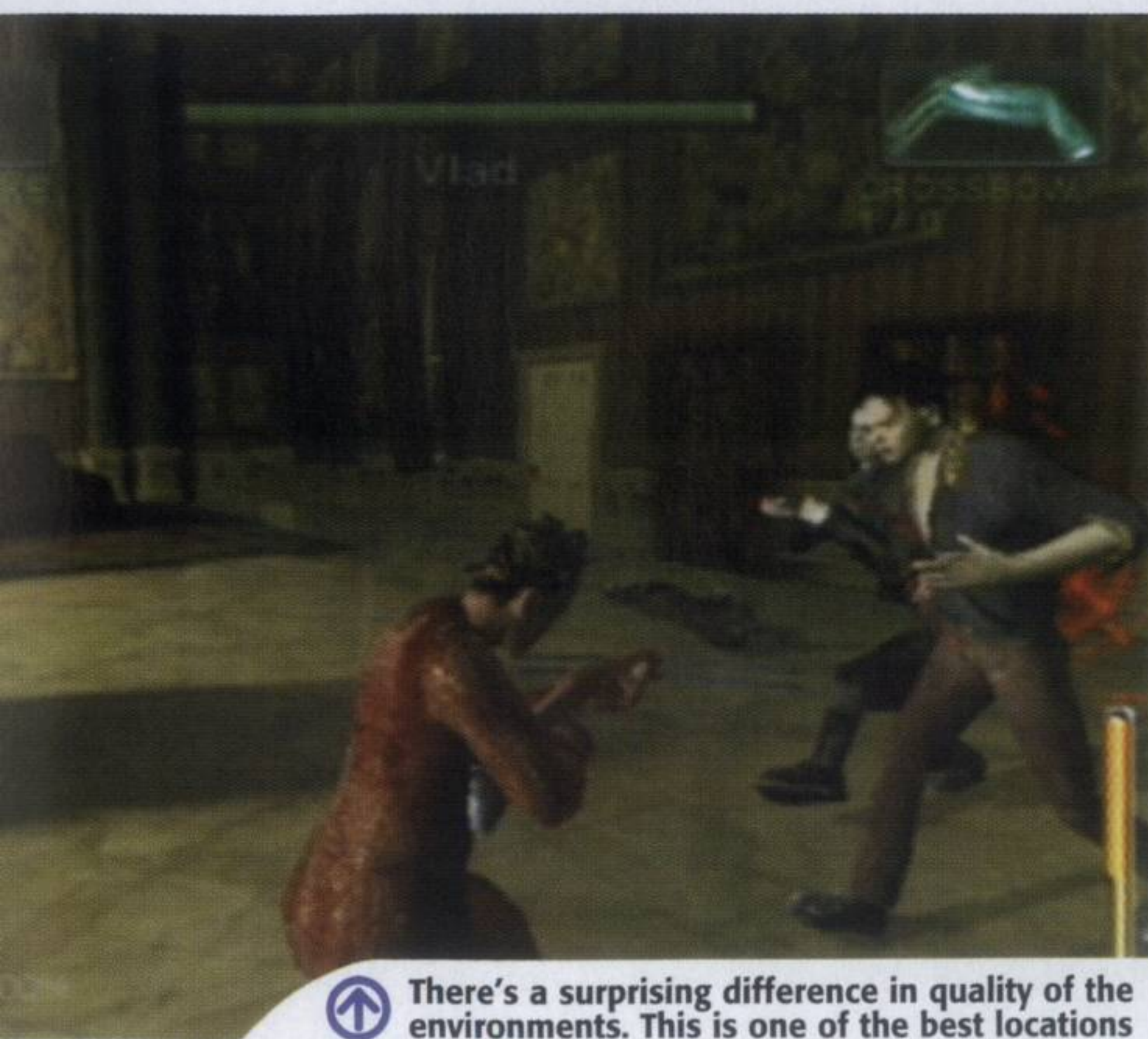
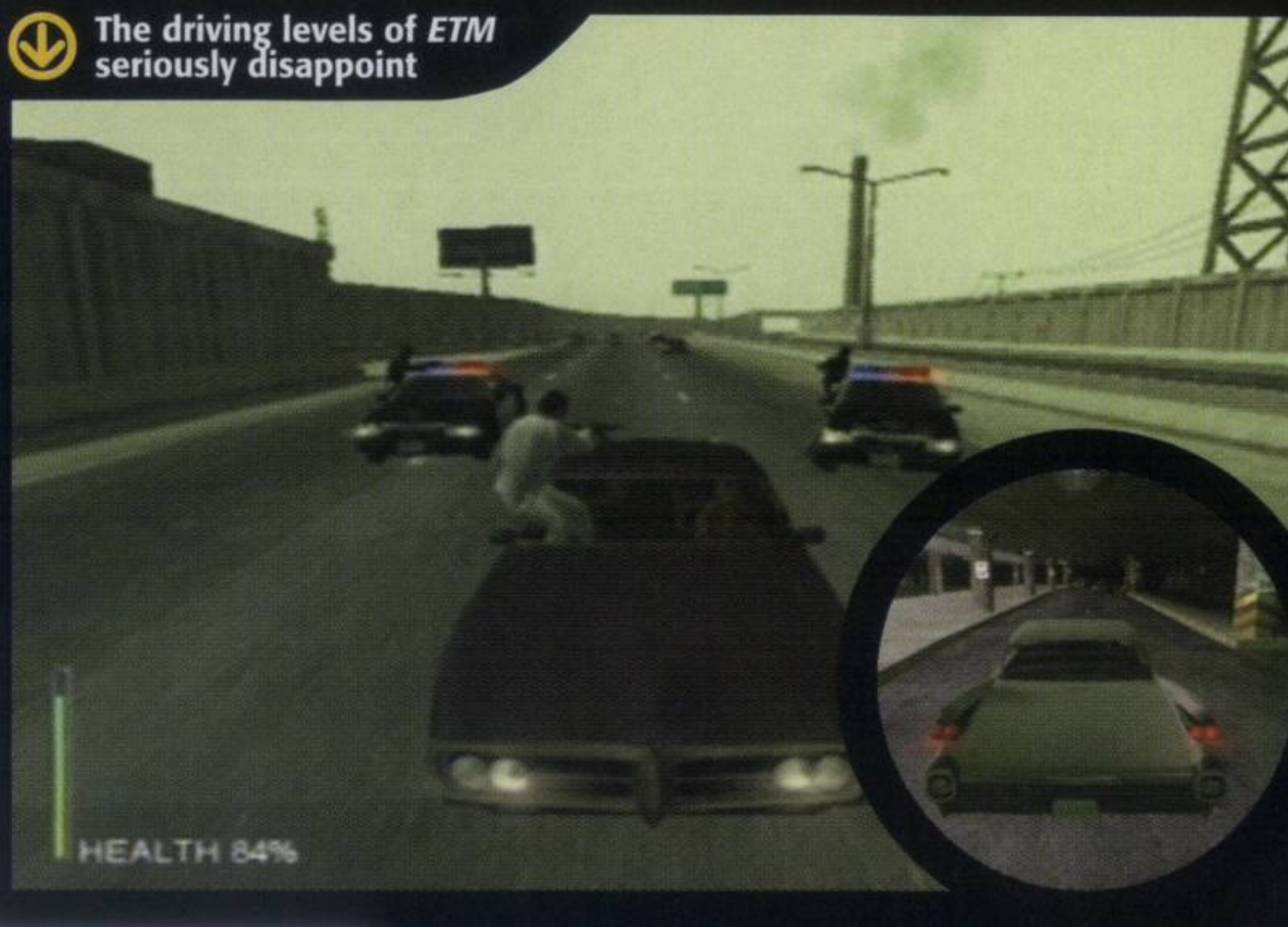


LIGHTS, CAMERA...

ACCIDENT

Here we find out why games are often best limited by a designer's imagination rather than the constraints of a film. The driving sections in *ETM*, although not nearly as ropery as the final flying levels, are all the same pretty dull. The missions themselves require simply outrunning the police or agents and vary slightly according to whether you're playing as Niobe or Ghost. Worse still, the cars themselves handle with little sense of weight or inertia and the scenery and overall look of these levels is, at best, mediocre. Oh, and because of the unresponsive handling and feel it's easy to get frustrated by continually smashing up your vehicle. Which is nice.

⬇ The driving levels of *ETM* seriously disappoint

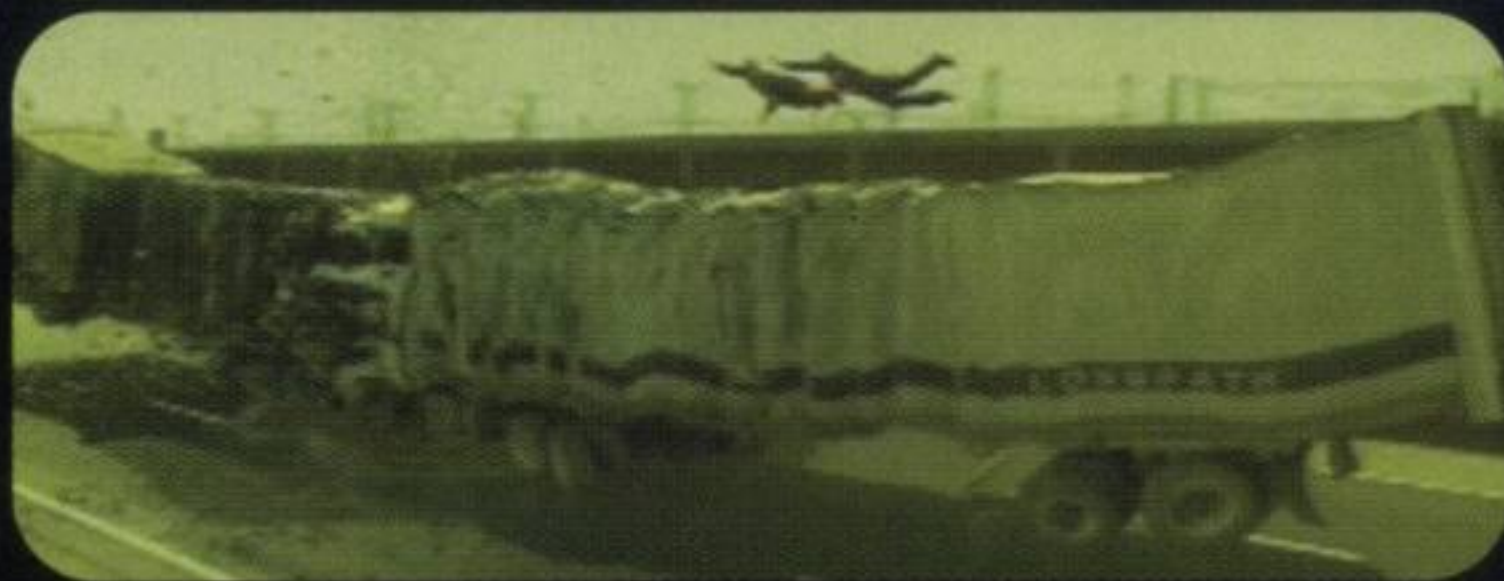


⬆ There's a surprising difference in quality of the environments. This is one of the best locations

CAN YOU FILM ME IN?

KEEPING IT REEL

Enter *The Matrix* is not meant to be a videogame version of the movie *Matrix Reloaded*. It's intended as a 'story within a story'. In fact, *ETM* was developed under the direction of the *Matrix* filmmakers, Larry and Andy Wachowski, as an integral part of the *Matrix* experience, with a game narrative that weaves in and out of the current film. Effectively, where scenes in the cinema end, you pick them up in the game. Better still, around an hour of celluloid footage has been developed by the Wachowski brothers that plays as cut-scenes through parts of *ETM* using the actors, locations and script writers who worked on the movie. *ETM* was developed in tandem with *Matrix Reloaded* meaning that rather than having to shoehorn gameplay around the events of the film when they're finally told what's happening, developers Shiny have had months to plan. This is, of course, a first for videogame development. It makes you wonder though, given the phenomenal amounts of cash, expertise and time lavished on the game, why parts of this game are so incredibly shoddy. Perhaps there was too much pressure to get the game completed and released to coincide with the film.

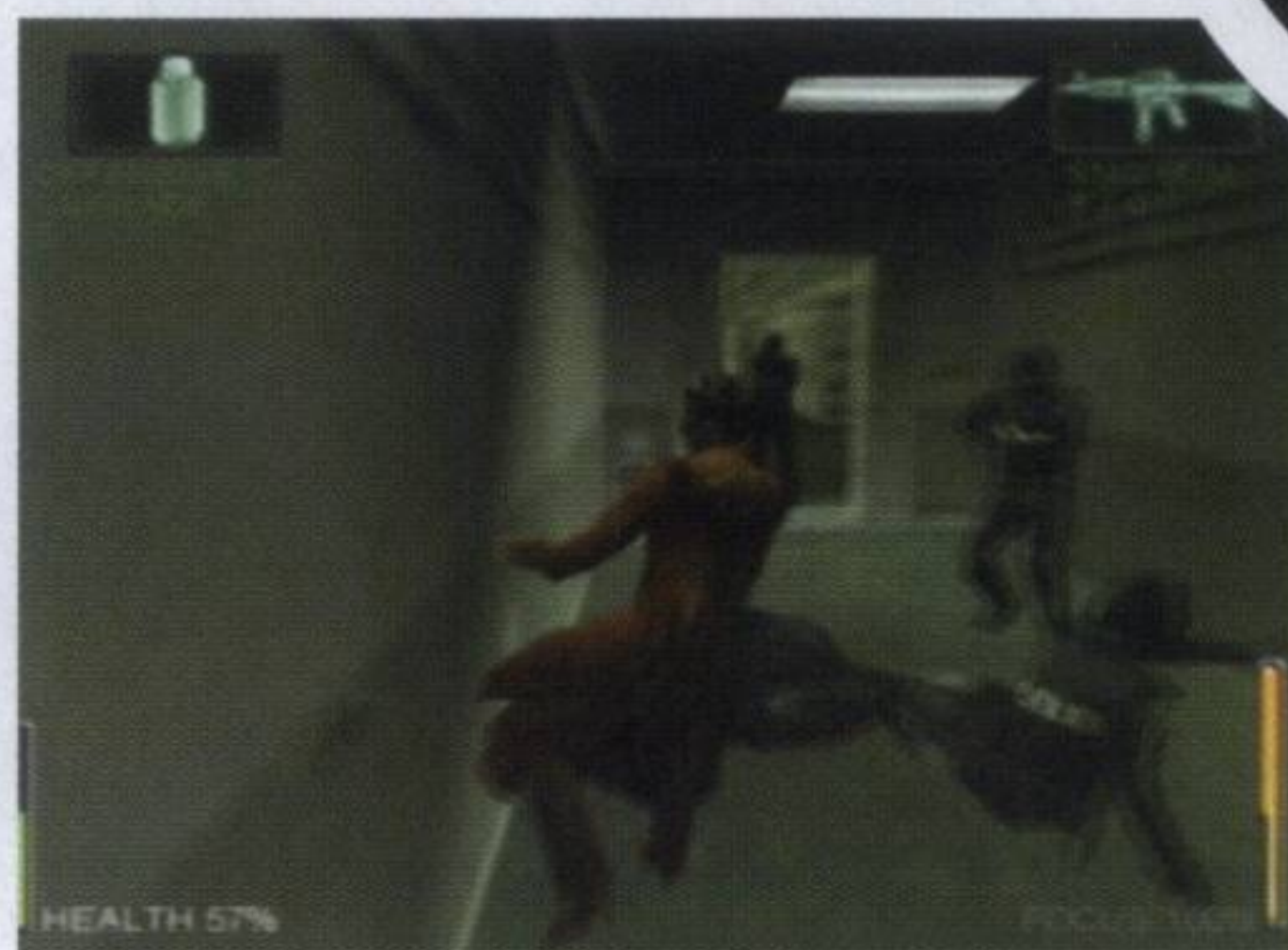


↑ Vampires simply hate the aroma of an armpit that smells of garlic

↓ Using Focus brings a green hue to your view and activates bullet-time



↓ Uuurgh, it's those bloody flying levels again



"IT'S OBVIOUS THAT THE AMBITIONS WITH ETM WERE TO MAKE IT NOT JUST A TIE-IN BUT AN ESSENTIAL PART OF THE MATRIX EXPERIENCE"

CONTINUED

fighting and firing guns. The scenarios are all pretty simple and involve finding items and locations, running away from agents and beating the crap out of anything that moves. Although this may sound too straightforward, it's a saving grace for *ETM* that much of the action is broken up by frequent save points and a linear design that keeps aimless wandering to a minimum. If you mess up what you're meant to be doing then simply jump straight back into the action, have another crack at it, complete it, watch a cut scene, then save and go on to the next bit. This episodic layout keeps things snappy, allows you to enjoy the better scenarios and also hides the drawbacks of the lesser levels by ensuring you don't get stuck too often, making you feel as if you're always getting somewhere.

In keeping with this user-friendly set-up are your health level and Focus Bar which both replenish if you're not getting hit or bending time (see 'There is no spoon'). Again, this encourages segmented bursts of gameplay with run-and-gun action broken up by the need to

recoup your Focus meter. However the Focus gauge and bullet-time highlight not just the genuinely fun aspects of *ETM* but also its surprising lack of polish and coherence. Pressing Focus (effectively bullet-time) and then jumping and soaring through the air, firing a hail of bullets and watching them trail into a crowd of guards is, quite simply, cool. Booting a guy in the nuts and watching him slide along the floor like an ice hockey puck is also cool. But, and here's the rub, watching a slow-motion kick swing through mid-air making no contact whatsoever and then seeing your enemy contort from a non-existent blow, that you didn't just deliver, doesn't look cool, it looks naff.

At times, the bullet-time fights are like seeing a continuity error in a film — they spoil the illusion of a coherent gameworld. Yet whereas in a film you'll see mistakes only once or twice, the bullet-time in *ETM* is a major gameplay mechanic and its phantom blows replete with, at times, sketchy camera work and an over-reliance on an ageing gimmick, mean that *ETM* is too dependent on a neat idea that's only

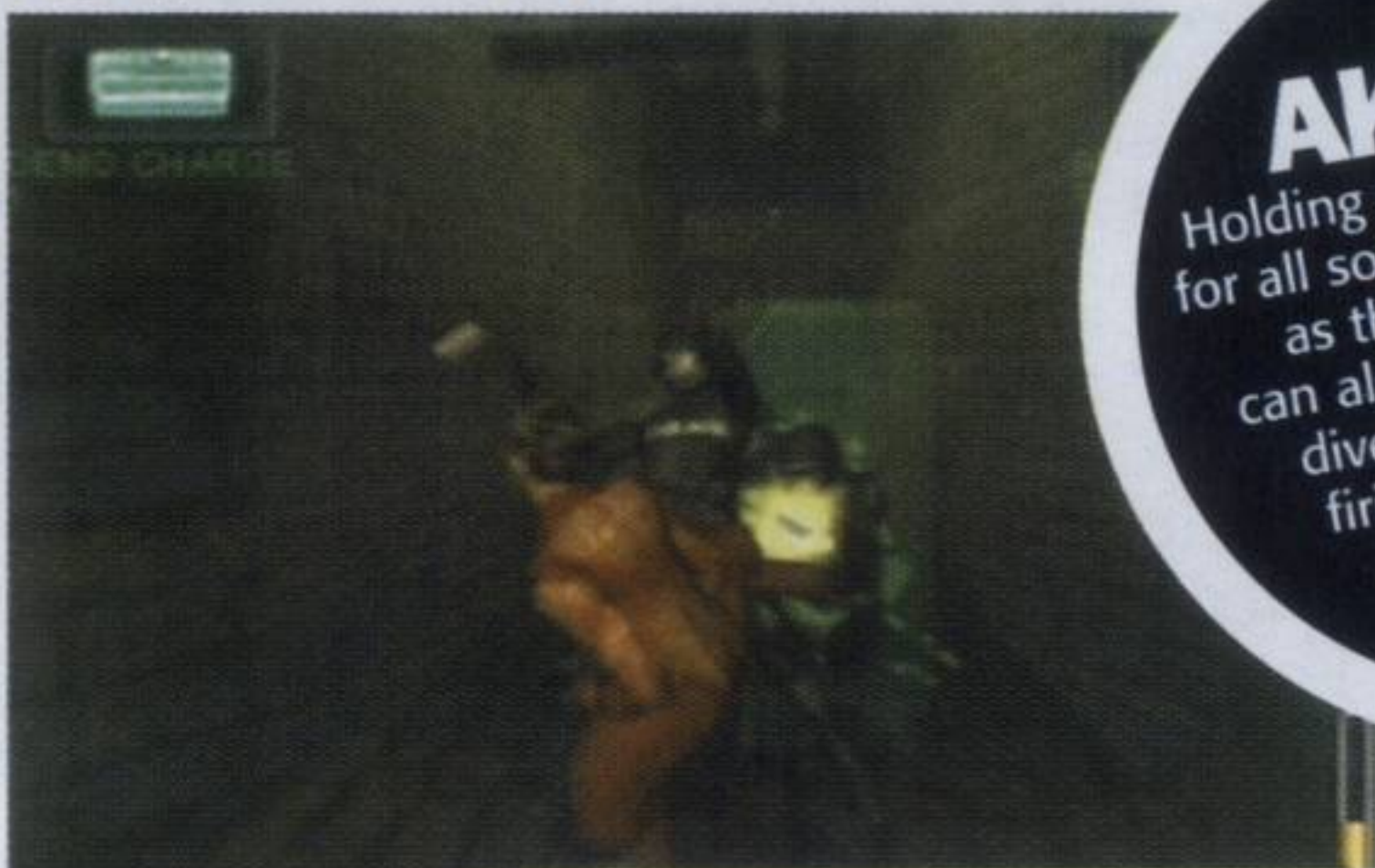
THERE IS NO SPOON: Although not presented like this in *ETM*, surely bullet-time allows you to move at normal speed while everyone else is slow. Right?



Camera work is both cinematic and sketchy, spoiling the game



Most of the combat is fairly straightforward, you won't really need those special moves



AKIMBO

Holding down Focus allows for all sorts of acrobatics such as the cartwheel. You can also run up the walls, dive backwards while firing a weapon and change direction mid-jump.



Fighting in *ETM* ultimately becomes just like showing off

averagely well-executed. Oh yeah, and fights when you don't or can't use Focus seem inelegant and artificially sped up, coming across like a Benny Hill sketch.

Enter The Matrix will sell regardless of what the reviews say, but in a way it's a wasted opportunity. The licence is ideal, aspects of the production are phenomenally well done but it's nowhere near as good as it could and should have been. Maybe if it actually looked better, if more of the levels weren't so sparse or uninspiring then we'd be able to forgive the shallow gameplay and the fact that combat is too straightforward. We could have just enjoyed the spectacle and revelled in the genuinely entertaining way that pulling the Focus trigger kicks off a bass thud that segues into slo-mo showboating of Kung Fu moves, disarming, neck snapping and gunplay; and the way that all this is accompanied by exquisite soundscaping and spot effects. As it is though, the best we can say about *Enter The Matrix* is that it's well worth a rental. That way you'll see for yourself.

BYRON

LEGS



If these levels had been released as a standalone game then...

...we'd have given them our lowest score yet, around...



... say, 2.0. But then maybe we'd have to consider minus scores...

...as there's simply no enjoyment to be had here. None at all.

DOWN THE TUBES

SO UNIMPRESSIONS IT'S ALMOST OBSCENE

The final levels of *ETM* are appalling. Actually, they're worse than that, they're sheer unmitigated crap. Harsh words? Yes, but genuinely – the penultimate and final sections of *ETM* are some of the most ill-conceived and badly executed finales to a game we can ever remember. If you play as Niobe then your final in-game tasks are to pilot the Logos down a pig-ugly series of tunnels outrunning a Sentinel bomb. Playing this section (and we've since gone back to it a couple of times just to make sure it genuinely is that bad) you frequently crash into the walls (thanks to the handling), continually get stuck against the scenery and occasionally get to fire at the odd flying metal octopus-like creature that periodically clouds your view. After this joyless chore the game ends. That's it. There's no final encounter, no fireworks, just a duff grey tunnel section to struggle through before seeing a brief video clip and then watching the credits roll. From a game with such supposedly high production values this is truly unbelievable.

CUBE VERDICT

ENTER THE MATRIX

PLAYABLE ENOUGH BUT HARDLY A MUST-HAVE



VISUALS

Vary from appalling to decent to really quite good



AUDIO

A very atmospheric, cinematic and booming soundtrack



GAMEPLAY

A reasonable beat-'em-up with guns and bullet-time



LIFESPAN

Ten to fifteen hours to complete with two slightly differing routes



ORIGINALITY

Excellent and novel use of a film licence. Shame about the game

ALTERNATIVE

Another reasonable and enjoyable film-based tie-in with similarly decent use of celluloid footage.



LOTR: THE TWO TOWERS

Reviewed: Issue 16

CUBE Rating: 7.7

2ND OPINION

LET DOWN! "It's obvious that Shiny had big things in mind, but for the Wachowski brothers to sign this off proves their worth as games designers. Don't quit the day job."

CHANDRA

FINAL SCORE

6.8

ENTERTAINING, BUT SULLIED BY SOME MAJOR DISAPPOINTMENTS

RED FACTION II

Life on Mars



CUBE

INFORMATION

RED FACTION II

PUBLISHER: THQ

DEVELOPER: CRANKY PANTS GAMES

PRICE: £39.99

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

STATS

■ MULTIPLAYER BOTS

■ 11 SINGLE-PLAYER MISSIONS

■ SCI-FI STORYLINE

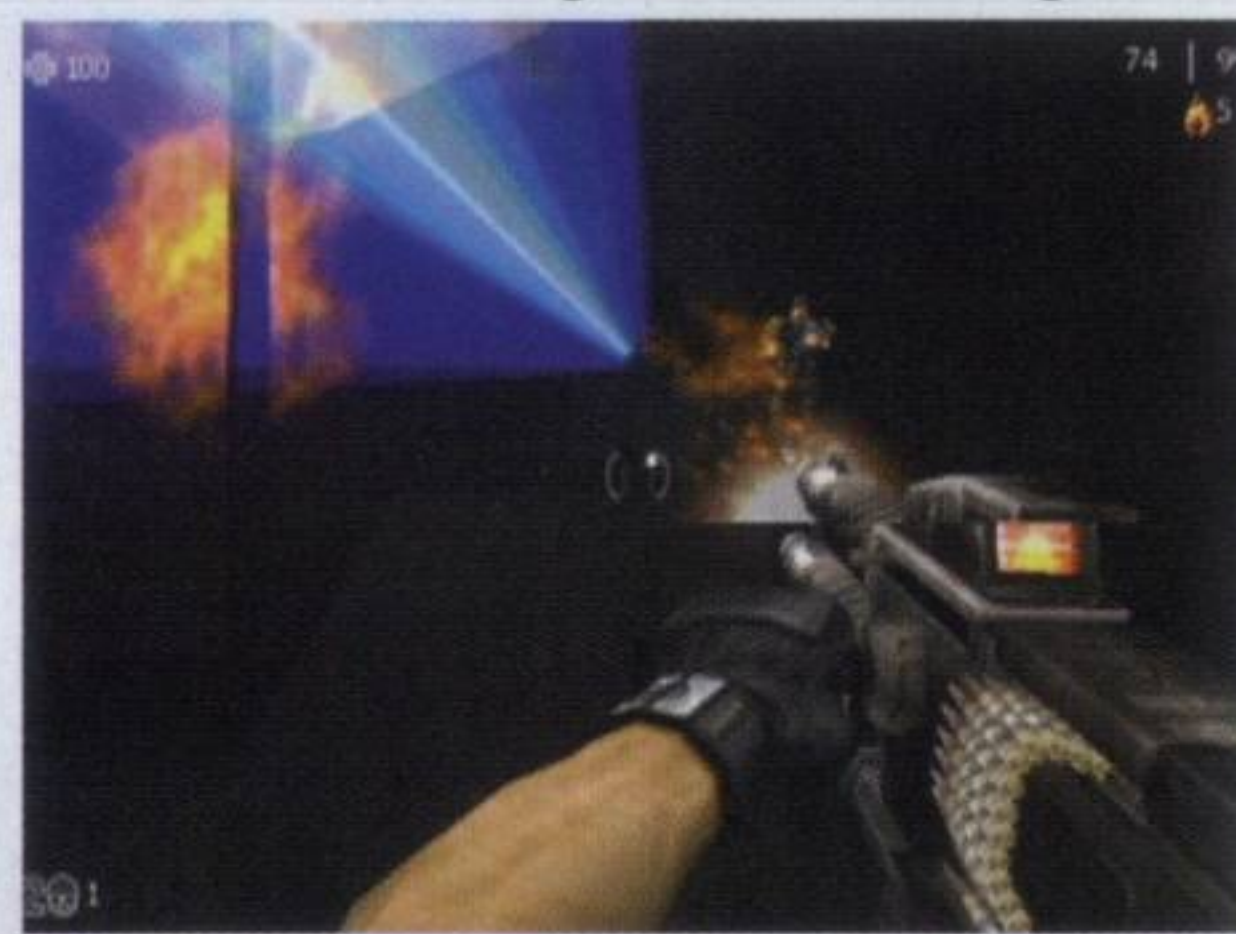
■ ATMOSPHERIC GRAPHICS

TOTAL GAMES net MOVIES PICTURES

OUT NOW TBA OUT NOW



Amid the destruction your team runs head-first into gunfire. Chaaaarrge!



More first-person madness on the GC...

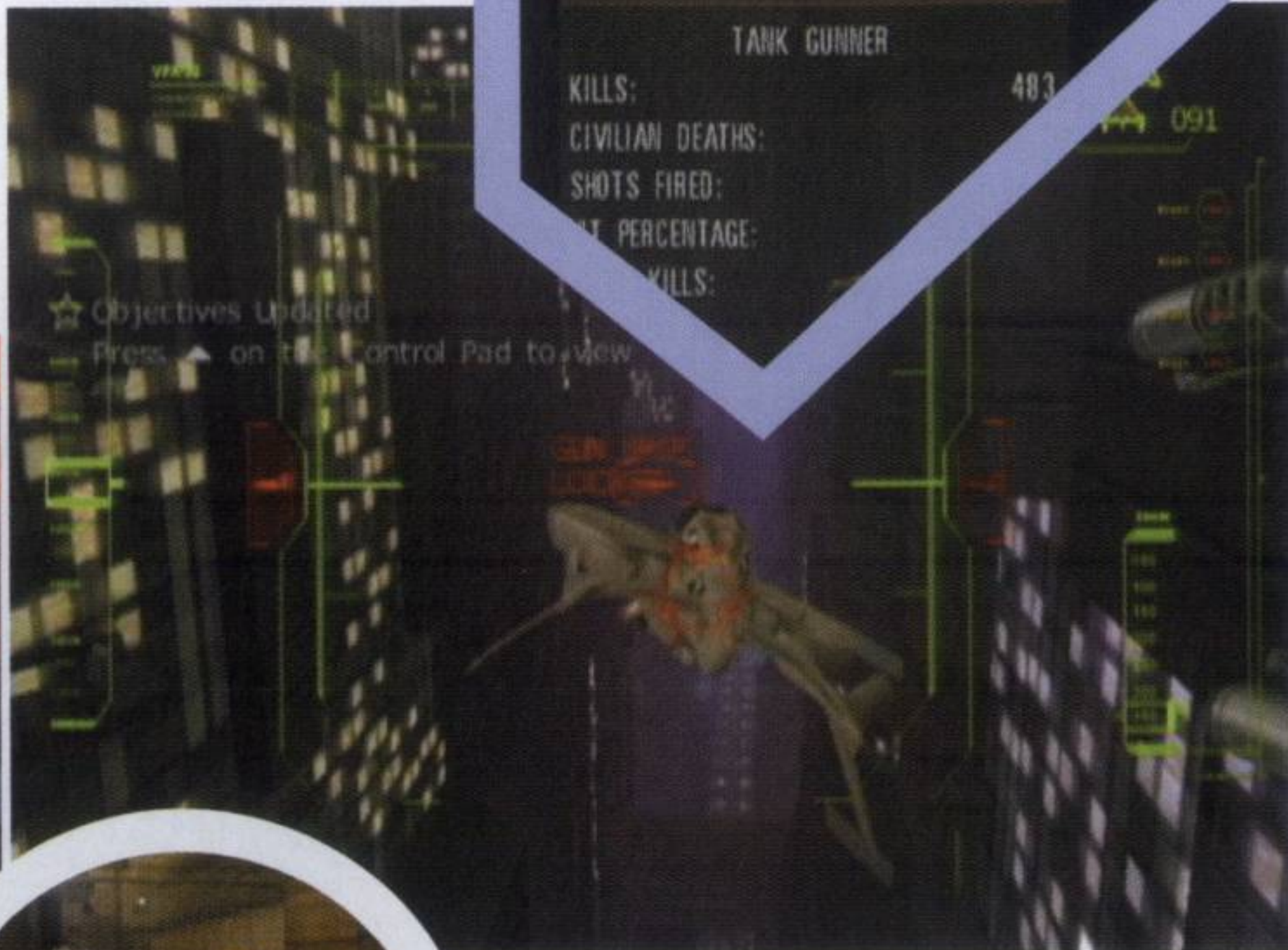
RED FACTION II starts much like any action film you could care to mention. Lots of bullets, noise, explosions and confusion all serve to quickly present the story so far and set the scene for further escapades. This method could easily ruin the entire game, but with *Red Faction II* the controls are intuitive enough for them to become second nature within your first few steps. After this, things get a little quieter as the levels become a tad more generic – blowing up bridges, sneaking around assassinating people and so on – but the action soon hots up again when the enemies start arriving en masse.

The storyline is fairly typical for sci-fi video games. An evil dictator rules all, and as part of a rebelling super-elite-marine-squad-thingy, you have to rid society of him. With communist insignia and an obvious hierarchy in society, we can only assume that the bad guy is one

of McBain's latest 'commi-nazi' enemies. The good thing about this is that the game's environments take full advantage of the political view of the world. Rioters run around the streets and flags fly in every available space. As you charge into an underground train station a voice over the PA system calmly announces that anybody panicking will be 'detained'. On one early level you go to the heart of this brainwashing program to take out a government-owned broadcasting building.

Not all of the missions have you running around though – helicopter gunships, submarines and tanks can be utilised in the all-American fight. In these sections you don't actually control the direction or movements of the vehicles, but instead you're the gunner. This doesn't make them any more boring though, as this allows the driver to take some truly bizarre routes that show off the building-destroying Geo-Mod engine

With those big green wires, we couldn't help but think of *The Matrix* when entering this room. Very nice



PROFILE VIEW: Your character profile saves all kinds of stats about your performance. You can pause the game at any time to view them.



THAT'S YOUR BOT!

MULTIPLAYER FOR THE FRIENDLESS

One of the best elements of *Red Faction II* is the multiplayer mode. There are around 35 maps to play in with up to three friends, but the better news is that there are customisable bots too. You can alter their attributes such as speed, strength and inclination to camp, and then head into the arena. Players who know that they suffer in certain areas of combat will find this gameplay mode helps enormously as you can tailor-make a bot that specialises in those areas.



Shooting out office windows is second only to locking on to enemy gunships and blowing them out of the sky!

Whenever you get hit, red arrows point in the direction of the offending projectile's source.

The first levels have you storming through buildings



THE WALL

GET MODDING

As ever, the developers of *RF II* are touting their Geo-Mod technology. This allows structures to react to gunfire, but in effect it only works when it needs to.

Someone getting in your way? You know what to do with him...

to spectacular effect. Besides, peppering office cubicles through the windows of the 110th-floor with an 80mm cannon really brings home that *True Lies* feeling.

Red Faction II borrows more than a pinch from other, well-established franchises, which adds a lot to the game. Similar to the system in *Halo*, taking damage isn't such a big deal as you can regenerate your damage bar by holding back for a while. However, unlike *Halo* the damage bar doesn't represent a shield or barrier, but your health. If it gets taken down to zero then you can use a Medipack to fill it up again, although you can only hold three Medipacks at any one time.

Also cool is the way you can use two weapons at the same time. This means that not only do you get double the firepower, but the way that each weapon

is controlled via its corresponding trigger button means that you can be firing one weapon while the other reloads. As with all of the controls for *Red Faction II*, this is a perfect example of stripped-down simplicity winning over stodgy, overblown control methods.

This is *Red Faction II* all over. It looks nice and sounds slick, but it's also simple and rather shallow. You really do get what you see and in this case it's a damn solid shooter that should please those hungering for more first-person action. With only 11 missions to go through, the single-player mode certainly won't keep you up into the early hours of the morning but the cracking four-player mode nearly rivals *TimeSplitters 2* for pure fun. Add the custom-bots and you've got a cracker on your hands.

GARY

"PEPPERING 110TH-FLOOR OFFICE WINDOWS WITH AN 80MM CANNON REALLY BRINGS HOME THAT 'TRUE LIES' FEELING"

CUBE VERDICT

RED FACTION II

SOLID SHOOTER WITH A GREAT MULTIPLAYER



VISUALS

Slick and stylish but clearly a PS2 port. Come on boys...



AUDIO

The music grates but the sound effects and voice acting hold up



GAMEPLAY

Controls are everything in an FPS and we have no complaints here



LIFESPAN

The Multiplayer mode more than makes up for the short one-player



ORIGINALITY

It's a port of an old PS2 game, and what's more it's an FPS...

ALTERNATIVE

A high-quality James Bond shooter that leaves you mostly shaken, and quite definitely not stirred.



007 NIGHTFIRE

Reviewed: Issue 14

CUBE Rating: 7.9

2ND OPINION

SMASH HIT! "A few nice ideas and a cool multiplayer mode make this an essential purchase for anyone who hasn't played the PS2 version."

CHANDRA

FINAL SCORE

7.8

A DECENT SHOOTER WITH AN UNUSUALLY GOOD MULTIPLAYER MODE

Take to the skies!

By the power of Grayskull!
Vyse was a big fan of He-man



As the game goes on the spells just get weirder... bodyguard

CUBE
STAR
GAME



FACE OFF

SLIDE SHOW

The changing expressions on the character's faces were hyped a lot when this was first released. These days though, compared to Link they look a bit archaic.



CUBE

INFORMATION

SKIES OF ARCADIA LEGENDS

PUBLISHER: INFOGRAMES

DEVELOPER: OVERWORKS

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1

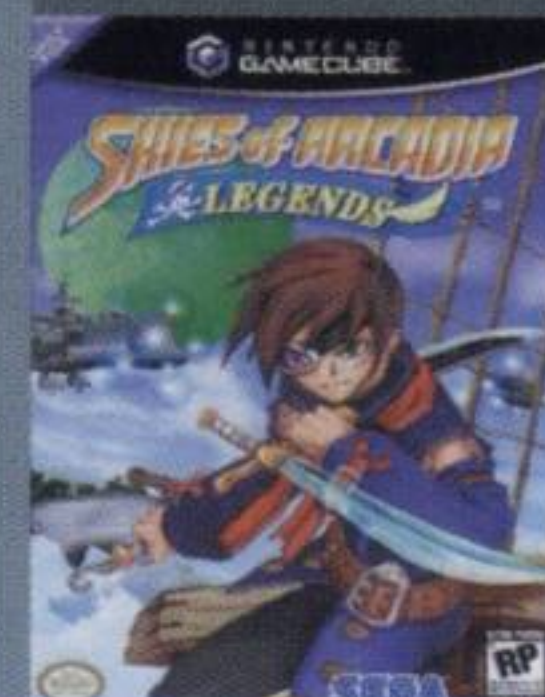
MEMORY: 3 BLOCKS

STATS

- DREAMCAST CLASSIC UPDATED
- MINOR GAMEPLAY CHANGES
- FIFTY HOURS OF PLAYTIME
- VIBRANT STYLE

TOTAL GAMES net MOVIES X PICTURES ✓

OUT NOW OUT NOW OUT NOW



"THE CAST AND LOCATIONS ARE THE ELEMENTS THAT MAKE SKIES OF ARCADIA LEGENDS WORK SO WELL"

SKIES OF ARCADIA

LOOK OUT! In certain sections of the game you may find yourself hunting for treasure using your ship's radar.

◀ Hmm our ship seems to be rising into the heavens for some bizarre reason. Best just go along with it...

⬇ Unlike *Final Fantasy* you can skip through the tedious spell cut-scenes. They do look pretty though



«Gilder»
...so you went to Yafutoma and then on to the Land of Ice, huh? Just listening to your stories makes my adrenaline flow.

⬆ The *Skies Of Arcadia* staff meetings are far more productive than CUBE ones

Is it a bird? Is it a plane? No, it's SEGA's latest RPG! And it's super, man...

IT MAY BE

over two years old, it may look rough around the edges, and every now and then you might hear the straining engine creaking a little bit, but the old Dreamcast game *Skies Of Arcadia* still feels fresh today. Everything about the presentation, from the opening music to the introduction of the colourful characters hums a vibe of a breezy, happy RPG goodness that is thankfully devoid of the usual teenage angst and moody environments (although the prerequisite love-triangle is present and correct, but in true *SOA* style the characters are happy enough to go along with it for the time being).

The premise is rather charming. You are the Blue Rogues — a marauding band of pirates who target only the rich and corrupted. The game starts off with you on a fairly typical mission — burning ships, cutting throats, opening treasure chests, that sort of thing — until you accidentally come across a strangely garbed and quite plainly-in-need-of-a-quick-rescuing young woman named Fina. Before you know it you're off chasing after your recently kidnapped father and saving the world from the evil Valuan Empire! Of course, this means you have to track down some rare gems...

Clichéd the story may be, but the

cast and locations are the elements that make *Skies Of Arcadia Legends* work so well. The characters' simple design makes them appear very two dimensional at first, and their extremely vocal, unwavering desire to achieve their goals sometimes feels a tad unnecessary and forced. But their joke-riddled dialogue and energetic attitude never fails to endear you to them in a unique way.

Continuing the pirate theme, the skies of Arcadia are navigated in giant flying ships. These wonderful machines come decked in many different styles, and on your travels you'll come across anything from a quaint Mary Rose galleon to a flash Benetti super yacht. And if you think these are impressive, just wait until later on in the game when you start running into Star Destroyer-esque hardware — scary to say the



⬆ Each spell type is grouped into a colour. Yellow spells are based on electricity and damage mechanical objects

⬇ The Empire's fleet is not some collection of bathroom toys. You'll need serious firepower

SHIP TO SHIP

STARBOARD, FIRE!

The scripted ship battles are few and far between, but when they occur, prepare yourself for a long, hard slog. Each ship takes it in turns to input their tactics for that turn and then the fight plays out in real-time, showing the damage that you take and cause. As the game progresses you can upgrade your weapons and armour to make your ship truly frightening. You can also recruit a crew that affects different attributes of your ship, such as the healing power of your spells and the amount of Spirit Points you have at your disposal.

LEGENDS





Is that a cannon on your deck or are you just pleased to see me?



Poisonous Bite



Why do all the Arcadian women get a crush on Vyse? Check out that mug. Nowt special, like



«Small Old Man» Hey! Hey! It's good to meet you! You're Vyse, right?!

The characters' summons get more and more massive in scale as you soldier on

Tweedle-dum and Tweedle-dee are most helpful when you end up stranded on this island



Lunar Light

TAKE A CUPIL

CHIM CHAM

You may have noticed the little fellow following Fina about over her shoulder. His name is Cupil. Believe it or not, he's actually a weapon that grows and evolves when you feed him items known as Chams, which can be found all over the place. These Chams are converted to weapons ranging from swords and axes to other, more exotic tools of destruction. Depending on where and when you feed him, Cupil will change accordingly. You can also devolve him as well, so that you can try out different evolutionary paths. Finding every Cham also results in a nice surprise...



«Aika» Well, I think if anything ate that many Moon Fish, it'd grow at least half as much...

The world of Arcadia is not without its problems – obesity being one of them

Fina	Ly23	Cupil Pan	At:45 De:0 Wi:0 Ma:0
Hp:1712/1712	Mo:21/21	Hi:10 Do:0 Qu:0	
Equipment		Flight Coat	
At:216 De:188	Wi:35 Ma:188	Hi:10 Do:5 Qu:0	At:10 De:5 Wi:0 Ma:0
Hi:20 Do:17	Qu:17	Hi:10 Do:5 Qu:0	At:0 De:5 Wi:0 Ma:0
		Hi:0 Do:0 Qu:0	Hi:0 Do:0 Qu:0

Cupil morphs into a frying pan and uses all of its strength to whack enemies over their heads.

Select your food here and watch Cupil grow



«Doc» Oh, and this is Maria. She's a little quiet and shy, but she's a good kid.

CONTINUED

least, especially when you realise that you're going to have to take them down with your cannons (see the 'Ship to ship' section for more info).

What isn't so apparent in these shots, though, is the sheer size of Arcadia. It's astounding. To cross from one location to the next can take ages, and more often than not you'll find yourself travelling off the beaten track in search of treasure. This is encouraged in the game via a system that allows you to 'discover' things (such as an old tomb, or the fact that the world is round) and then report them to a Sailor's Guild. For this you can win some big cash prizes, as well as improve your reputation as a pirate – which in turn attracts the attention of all manner of scum and villainy. Numerous touches like this make the world of Arcadia seem all the more cohesive. Fans of the Dreamcast original will be pleased to know that this newer version contains even more discoveries to make – 24 of them, in fact.

One of the main criticisms the Dreamcast version received was the random battle encounter rate. Now, as RPG fans we have no problems with the principle – after all, levelling up your characters is a key area of RPGs.

However, every three steps or so was a bit much. Later on in the game you had the option of avoiding them entirely on the world map, but the enemy-heavy beginning was known to put many

players off from the get go. Fortunately, this seems to have been rectified on the GameCube. While random battles are still there, they are far less frequent than before, making your adventure a much smoother and less frustrating affair. It's a shame, then, that we don't actually rate the battles much. Aside from the element system (where you can change the element quantity of your weapon for more effectiveness against certain enemies, which results in you learning spells of that element – for instance, use a Fire sword against an Ice enemy and earn Fire points to gain a Fire spell), they play out pretty much like any other RPG you can think of. A stark contrast to the unique and enjoyable ship battles.

For all of its failings though, *Skies Of Arcadia Legends* is a worthy game. The atmosphere draws you in completely, and the wonderful characters make your journey through this massive game a total joy. The sights you see on your travels are strange and magnificent, and these, coupled with the oddball characters dotted around the world, increase your demand for progression as much as the intriguing story. Things may start off a little predictable, but towards the end you'll find yourself being led through quite a few narrative twists and turns.

If you've gone through the Dreamcast version before then this is only worth getting if you were thinking of going through it all again. This is the superior version in almost every department (the sound is compressed slightly on the GameCube, though), but the changes are only slight. However, if you're new to Arcadia then we suggest that you put this magazine down right now and get down to the shops. Go on! Now!

GARY

CULTURE CULTURE: All of the islands in Arcadia have their own particular style and culture, making for a diverse game.



Magic Lamp

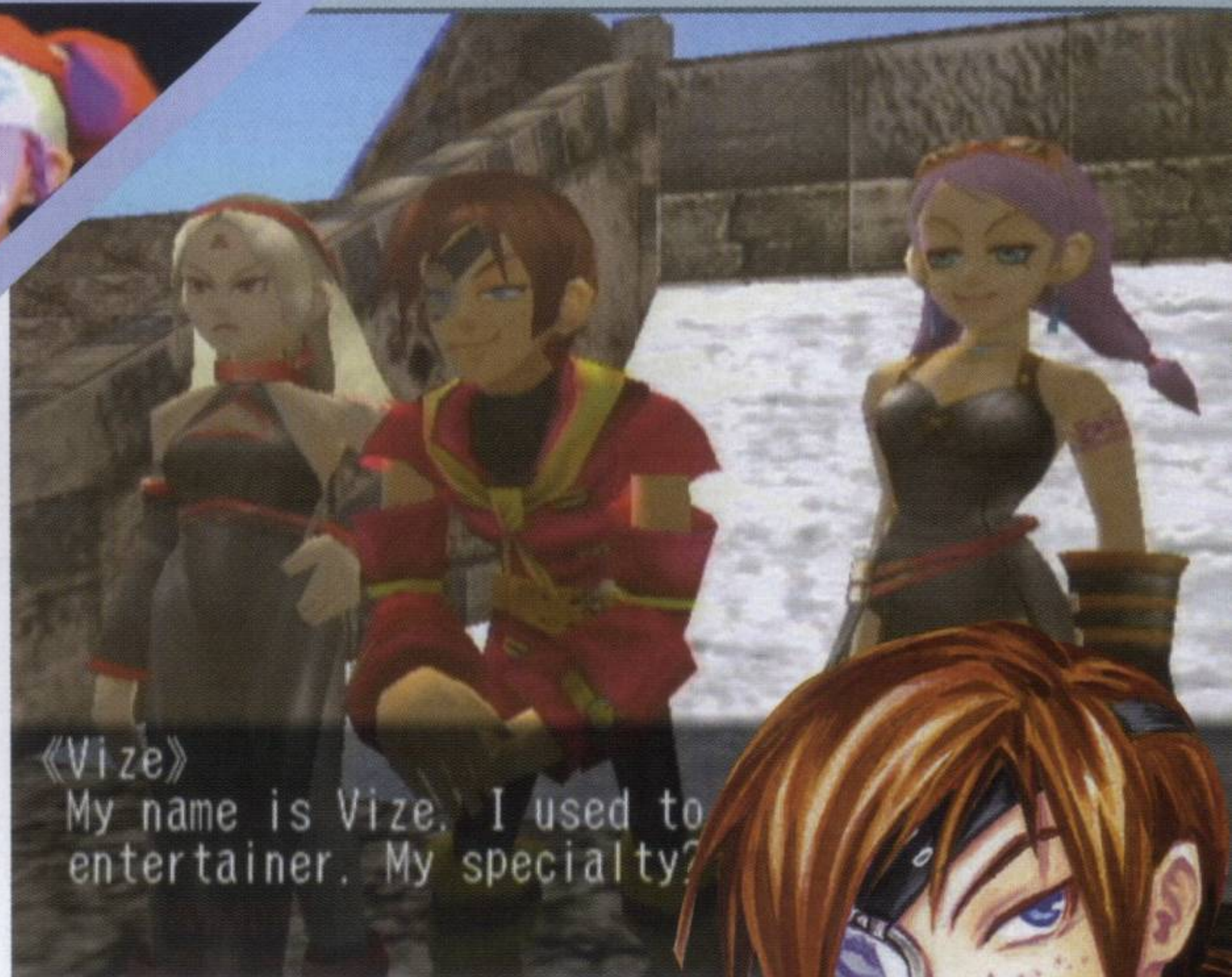


⬆ The character models in *Skies Of Arcadia* are pretty basic due to the original being based on SEGA's Dreamcast hardware.



Pirate

⬆ Arcadia includes every kind of environment. The local inhabitants reflect these conditions with their clothing and attitude. Don't offend them...



«Vize»
My name is Vize. I used to be an entertainer. My specialty?

THE FALLEN PIRATE

VYSE, VYSE, BABY

You may have noticed from the artwork that there's a new pirate in town – Vize. After a specific scene in the game, you'll find that you have a bounty on you – although you don't know why. As it happens, a filthy pirate who looks just like you, along with his cronies, Anita and Faina, has been causing trouble in your name. You'll have to take them out – but they are very tough.



«Tara»
What is this thing?
I've never seen a ship like this.

⬇ Good to see Aika letting her hair down for once...

PUZZLING!

GO CRAWLING

The themed dungeons in *Skies Of Arcadia Legends* are usually small, but are cleverly done. There are a lot of them too, so RPG fans should be right at home.



«Aika»
Ugh... uh..



Royal Blade



Drillnos

“WONDERFUL CHARACTERS MAKE YOUR JOURNEY THROUGH THIS MASSIVE GAME A TOTAL JOY”

CUBE VERDICT

SKIES OF ARCADIA

⊕ VIBRANT RPG THAT'S WELL WORTH PLAYING



VISUALS

They're starting to show their age but the style holds up well



AUDIO

Wonderful opening theme, but the sound is inferior to the DC version



GAMEPLAY

Some gripes, but the spells and the elements system keep things fresh



LIFESPAN

This game is massive, and there are many, many secrets to find



ORIGINALITY

The story isn't new, but some dungeons are clever and original

2ND OPINION

AHOY MATEY! “Forget the fact that *Skies Of Arcadia* is an old game – it's still damn great. In fact, *Zelda* aside, it's easily one of the best RPGs on the GameCube...”

MARTIN

FINAL SCORE

9.0

A FUN ROMP THROUGH AN IMAGINATIVE WORLD OF ADVENTURE AND DISCOVERY

ALTERNATIVE

So-so card-based RPG that fails to ignite into pure excitement at any point.

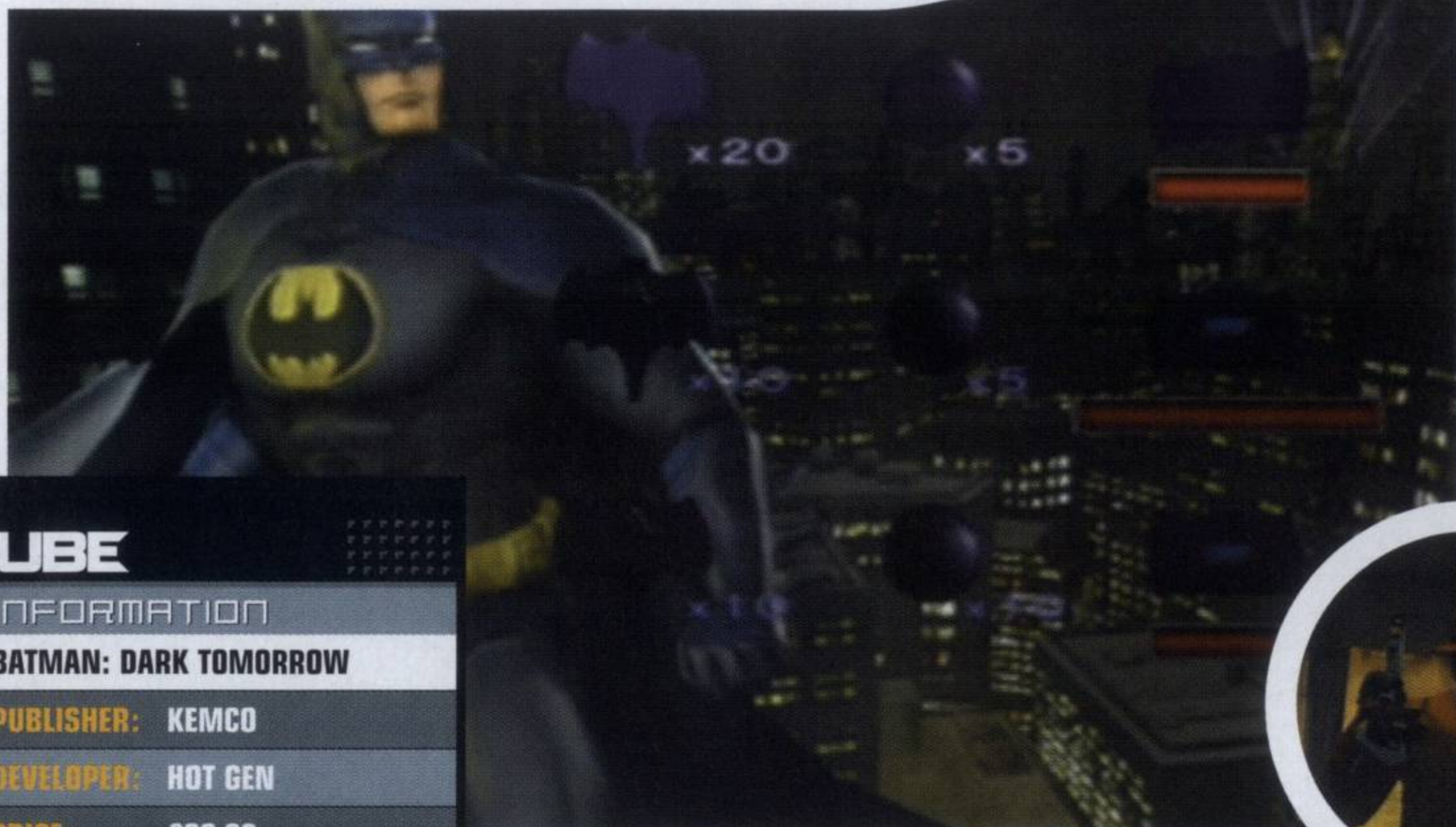


LOST KINGDOMS II

Reviewed: Issue 18

CUBE Rating: 7.0

The Dark Knight returns



⬇ If you've seen *Mallrats* then this will be unintentionally hilarious

CUBE

INFORMATION

BATMAN: DARK TOMORROW

PUBLISHER: KEMCO

DEVELOPER: HOT GEN

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 3 BLOCKS

STATS

■ OFFICIAL COMIC LICENSE

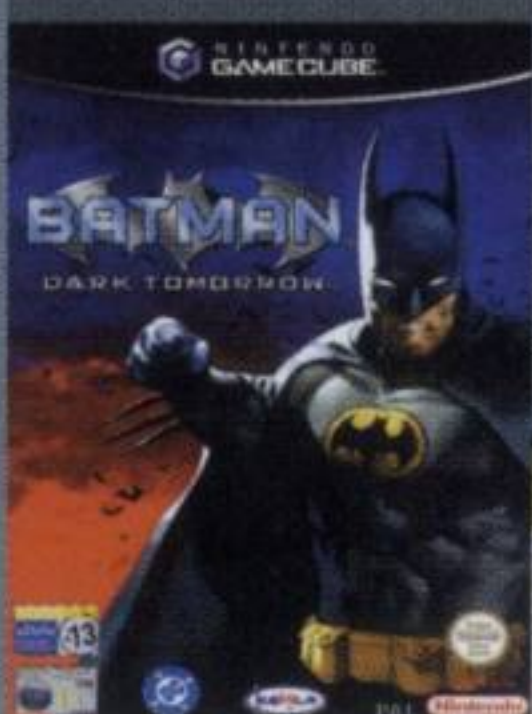
■ USE BAT-GADGETS

■ 25 BAT-LEVELS TO EXPLORE

■ CONTAINS ALL-NEW CHARACTERS

TOTAL GAMES FEST MOVIES X PICTURES ✓

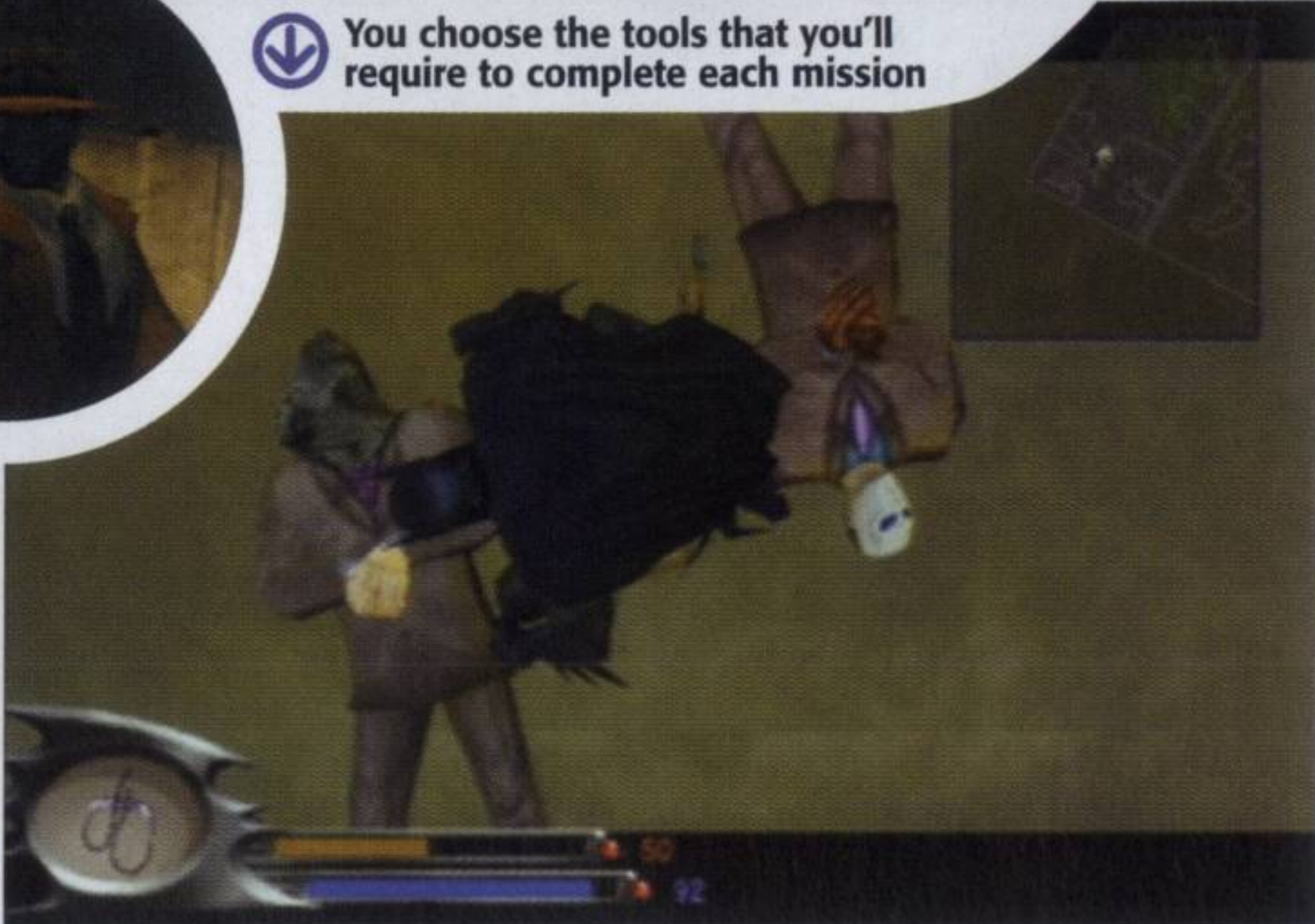
OUT NOW OUT NOW OUT NOW



⬇ Over the streets of Gotham, Batman views the chaos



⬇ You choose the tools that you'll require to complete each mission



BATMAN: DA

Worthy of the Bat prefix, or should this be tucked away in the Bat-cave?

BATMAN: *Dark Tomorrow* – a game that was due for a release back in September 2001. However, to play it, you'd think it still wasn't finished. But we'll refrain from any outbursts, as tempting as it is to go off on one for a few hundred words, ranting and raving about the SHODDY camera angles, UNRESPONSIVE controls, MIND-NUMBING level design... It's probably best to not do such a thing. After all, this is a fair review (quiet at the back there).

What is *Batman* doing wrong exactly? Well, think of all the things that you would like to see in a 3D scrolling beat-'em-up these days. Lots of enemies all lining up for a beating, loads of cool weapons, a smooth combat system, varied maps, strategy... but

none of these seem to be in *Batman: Dark Tomorrow*. Instead, we get one of the most frustrating games to be released in a long, long time.

The first problem you'll encounter is the interaction with the environments. Because of their blurriness you're never quite sure just where you can go. Try jumping on one car and you won't be able to; go for the one next to it and you'll bound straight up. This clumsy attribute is rife through the entirety of the game, and results in a total failure to immerse you into the world of Batman.

By far and away *Batman: Dark Tomorrow's* biggest problem is how frustrating it can get. Fiddly controls and awkward mechanics aside, the early levels based in the streets of Gotham are the perfect example of why you'll want to bite into your controller after five minutes

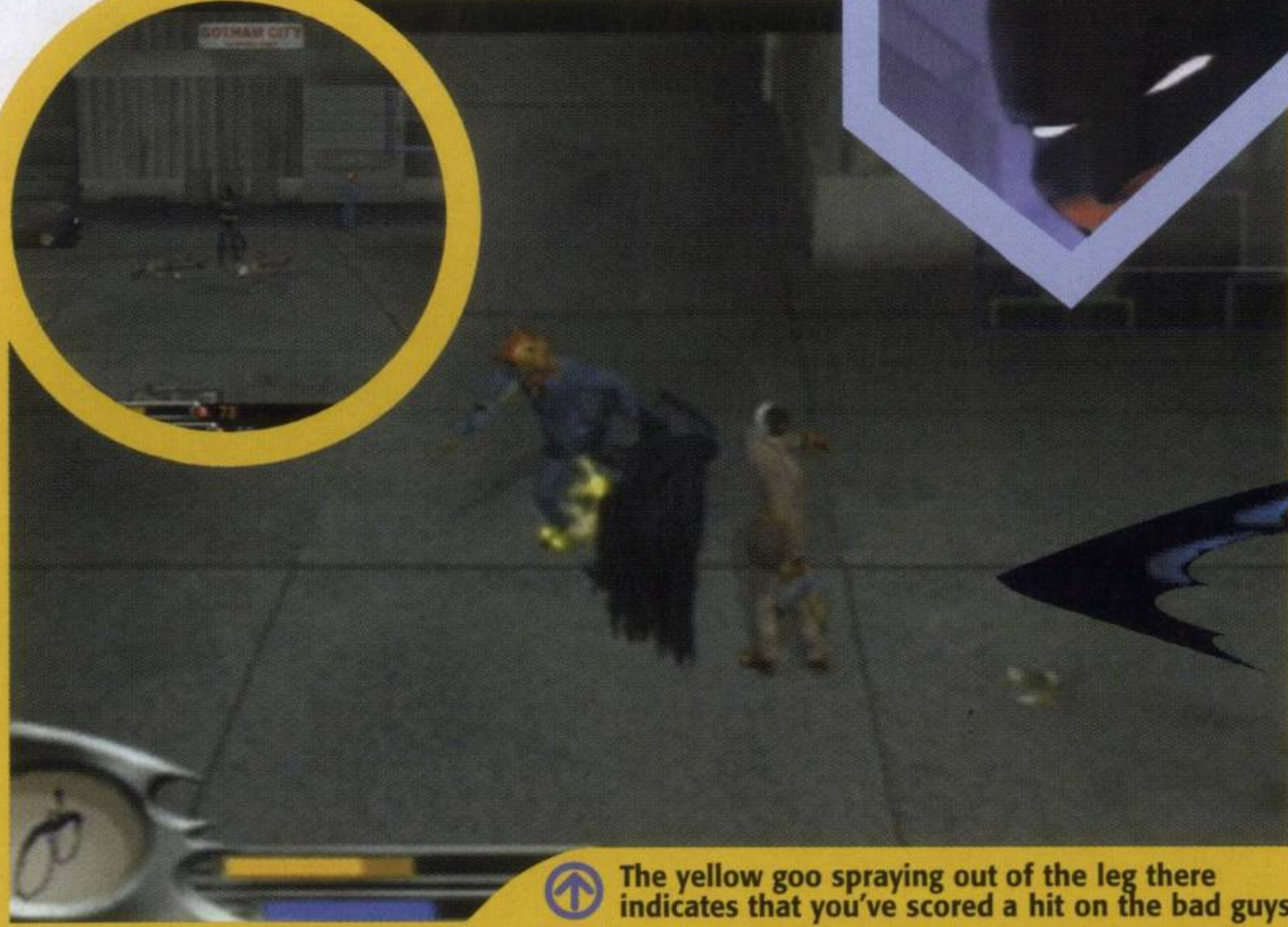
FLY HIGH

HIGH AS A KITE

The game's first few levels train you in the ways of the Bat. This is done atop high-rise buildings, where you'll have to swing across rooftops using your Bat-grapple.



BAT-MOVIES: Sixty minutes of FMV detail the storyline for *Batman: Dark Tomorrow*, which should please fans of the franchise.



⤴ The yellow goo spraying out of the leg there indicates that you've scored a hit on the bad guys

HEADING IN THE WRONG DIRECTION

SMILE FOR THE CAMERA

One thing that *Batman* manages to get horribly wrong is the camera. It's pre-set in every area, so you could be running to the left of a street when suddenly it will switch 90 degrees and you'll be heading into a wall of flames. The direction you're running in will stay mapped to the relevant direction on the analogue stick until you set it into the neutral position, making for some incredibly unfair deaths at times. When you couple this with the combat, you might just want to stamp on your GameCube.



⤴ Does this scene remind anyone of *Resident Evil 2*?

ARK TOMORROW

with the Dark Knight. More often than not, one wrong turn in your travels results in you being mowed down by a hail of automatic gunfire. Employing a trial-and-error method of moving about the environments is certainly puzzling; it makes sure you follow a strict path when there are alleys begging to be explored. The fact that you're playing a game is always firmly in your mind.

The most heinous crime of all, though, is the flow of the game. With a scrolling beat-'em-up you want to run around beating the bad guys into submission with sweeping movements and brutal hits, but with *Batman* things are different. The actual beating bit is simple enough – you just kick people down – but once this is done the pain begins. If you don't handcuff perps while they're on the floor, in a few seconds they'll get

up again and continue with their evil ways. So you have to bend down, press the relevant button and watch the three-second sequence of Batman fiddling around with a pair of Batcuffs. Every single time. Of course, to make things even more difficult, you're susceptible to damage while this happens. So if you have seven or eight subjects to handle at the same time you're going to have to get all of them on the floor at the same time in order to cuff them.

For a game that has been in development for so long, *Batman: Dark Tomorrow* is a huge disappointment. We were hoping for something that we rarely get these days – a scrolling beat-'em-up – but instead we have a messy, clumsy title that isn't really worth the effort of playing.

GARY

“BATMAN: DARK TOMORROW'S BIGGEST PROBLEM IS HOW FRUSTRATING IT CAN GET”

CUBE VERDICT

BATMAN: DT

⤴ FRUSTRATING: LIKE TRYING TO KNIT FOG



VISUALS

Muddy and uninspiring, but the Batman model looks pretty good.



AUDIO

The Batman tunes get you into the mood... kind of



GAMEPLAY

There's very little of this. Awkward controls and viewpoints, see?



LIFESPAN

The game is pretty small and there is no multiplayer mode.



ORIGINALITY

You don't see games of this type around much anymore.

ALTERNATIVE

Faster gameplay and less frustrating combat make this a marginally better game. But only just.



BLOODRAYNE

Reviewed: Issue 19

CUBE Rating: 40%

2ND OPINION

BUTTMAN! "Criminally flawed design makes you handcuff every opponent you fight ensuring this is painfully dull and frustrating. Let's just forget this game ever launched"

BYRON

FINAL SCORE

3.9

BATMAN IS A GREAT LICENCE, SCROLLING BEAT-'EM-UPS ARE A GOOD GENRE. THIS IS A BAD GAME

CUBE

INFORMATION

X-MEN 2: WOLVERINE'S REVENGE

PUBLISHER: ACTIVISION

DEVELOPER: GENEPOOL

PRICE: £39.99

ORIGIN: UK

PLAYERS: 1

MEMORY: 4 BLOCKS

STATS

OFFICIALLY LICENSED GAME

DOZENS OF STEALTHSTRIKES

CLASSIC MUTANT FOES

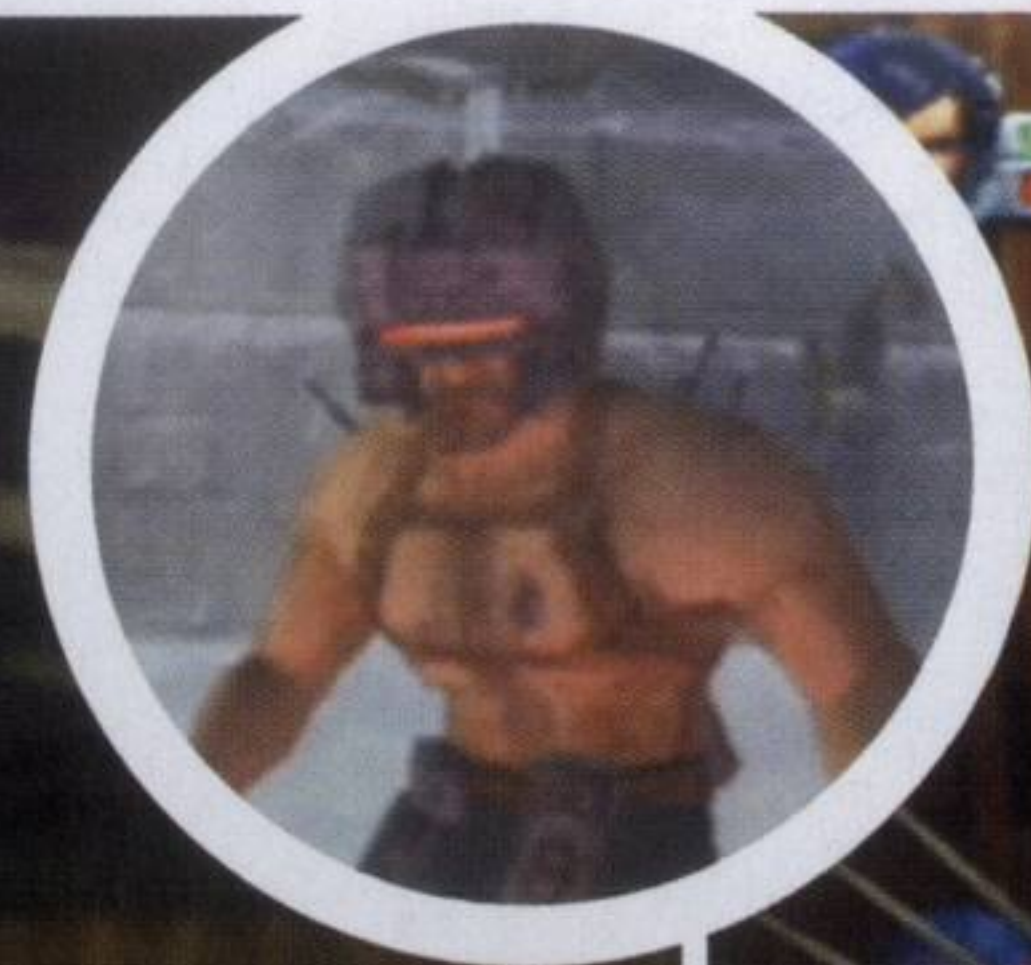
VOICEOVER FROM MARK HAMILL

TOTAL GAMES FROM MOVIES X PICTURES

OUT NOW TBA OUT NOW



Slash and burn



↑ The start of the game sees Logan trying to escape from the labs

↓ He may have healing powers but he's no match for a mini-gun



→ One-on-one fights are best avoided. Stealth is the wise man's option in this game

↓ The main characters look good, but the GC version looks no better than its PS2 cousin



X-MEN WOLVERINE'S

A tad too Xtreme for Logan's Run fans?

ANOTHER DAY, another film tie-in. X2 should have been different though – after all, the development team are Marvel fanboys, so who better to handle a game that tells the story of Wolverine from creation to the present day? Sadly, X2 proves the point that you can have as much love for the subject matter as you want but it doesn't necessarily mean the game will be any good.

X2 tells the story of Wolverine's quest to cure the deadly virus that has erupted in his body. Back when Logan was operated on, a fail-safe virus, intended to limit his life, was injected into him. It would kill the average human within a week, but

Wolverine's superhuman immune system kept it at bay... until now. With the mutated virus running wild in his body, he now has two days in which to find the antidote. The story takes you back to the very beginning, explaining how Wolverine became what he is, how he survived without being captured and how he will eventually save himself. The storyline is very strong and this part of the game benefits immensely from the team's love of all things Marvel. It's so good, in fact, that you end up forgiving the disappointing gameplay just so you can find out what's round the corner.

The gameplay is where it all becomes decidedly average. It's such a shame



ANIMOSITY: Once Wolverine's Rage Meter fills up he goes mental and his attack power goes sky-high. And you wouldn't like him when he's angry...



XTRA SENSORY

KEEP YOUR EYES PEELED

Wolverine has to be in Stealth mode in order to perform Deathstrikes, but this mode is about more than just being quiet — it also allows him to access his extra sensory mutant sight. When crossing a minefield he can see the mines on the floor; he can also see footprints of soldiers so he knows exactly where they've been and probably still are. When a soldier is in sight he can see which way they're facing and what their walking pattern is. This information is essential if you're to take them unawares.

⬇️ This part should be easy — damn those cameras!



⬆️ When the going gets hot... Amazingly, these explosions don't hurt Logan at all

⬇️ One of the side-effects of fame means celebs have to make their own fitness vids



⬆️ That's the way to do it — strike from behind every time...

N 2 REVENGE

TAGGED

NICE NECKLACE

Nearly all enemies carry Dog Tags that will be awarded to you as long as you defeat them with a Deathstrike. More Dog Tags equal more Deathstrike moves

because what could so easily have been a fantastic little game has been ruined because of age-old gameplay faux pas. It's almost as if Genepool didn't focus-test the game. So what exactly is wrong with it? Well...

The main point of interest in the game is the ability to perform Deathstrikes. By holding down L, Wolverine will go into Stealth/Extra Sensory mode. He can creep up on enemies and pull off special moves which kill them outright (as opposed to battering them until their energy is depleted). You have to wait for the word 'Strike' to appear before you can use the move, and most of the time this works just fine. Frustratingly though, this system tends to screw up at the most crucial of times. For instance, to see off

Wendigo you have to get behind him and swing him by his tail. *Mario 64* did this perfectly (stand near the tail and press a button), but *X2* doesn't do this. Instead you'll spend half an hour trying to work out why the Strike command doesn't appear, and eventually work it out by trial and error.

It turns out you have to stand behind him and attack to get the initial lock-on. Then you have to strafe slightly to the left to get the sweet spot (which is about 20 micrometers wide), at which point the Strike command will pop up. This same glitch occurs with all the bosses. Once you figure out the pointlessly idiosyncratic way in which you have to tackle them you'll finish them off in under two minutes.



"THE STORYLINE IS SO STRONG THAT YOU END UP FORGIVING THE DISAPPOINTING GAMEPLAY"

Blimey, you couldn't even swing a Sabretooth in here



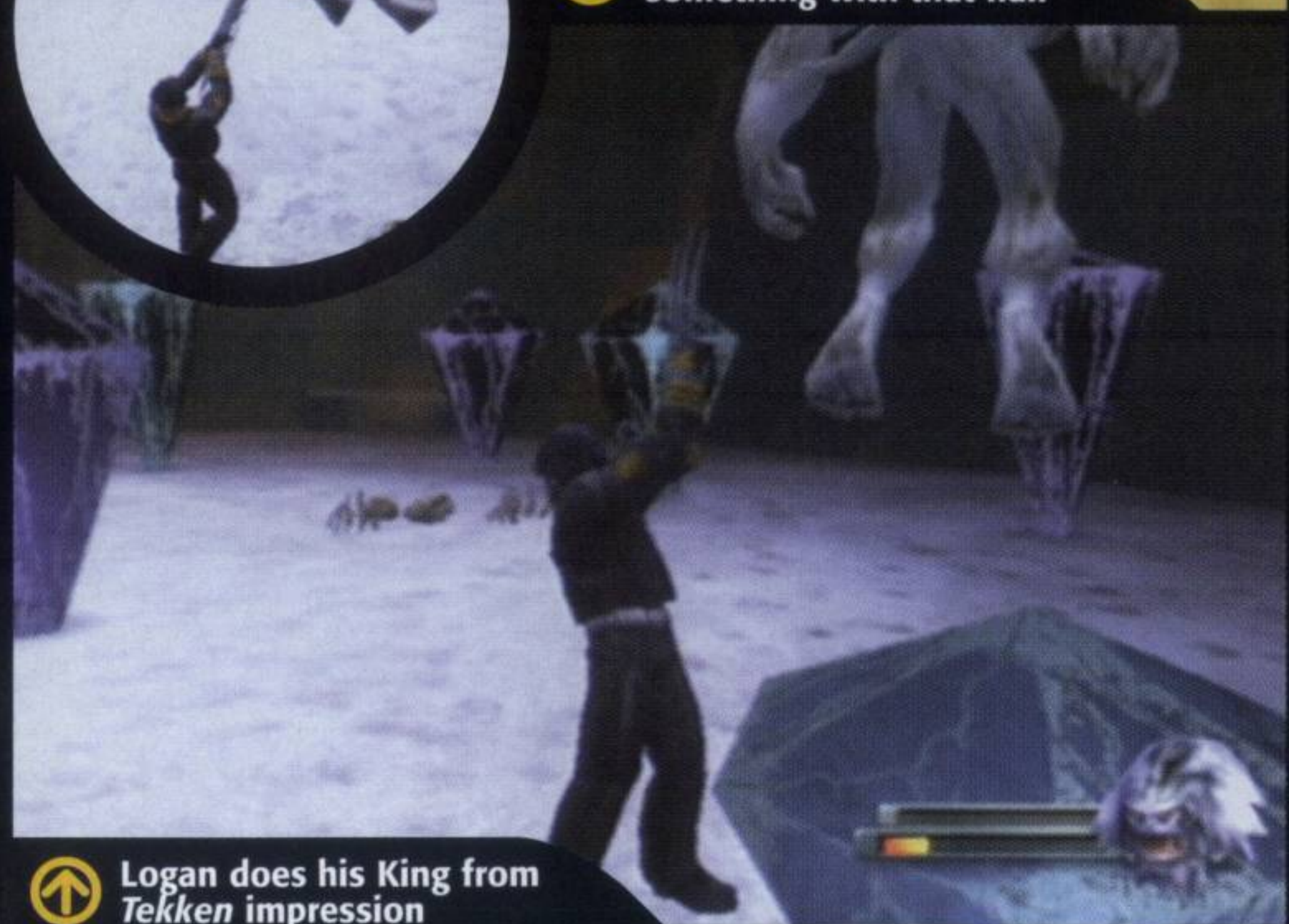
ALL BARK AND NO BITE?

MY, WHAT BIG TEETH YOU HAVE...

The bosses are all far more powerful than you, and each confrontation will require you to use your environments to beat them. Sabretooth challenges you at various points in the game, as he's also after the same antidote. For your first battle you'll have to get behind him and throw him into a gas canister, which eventually explodes. With Wendigo you need to avoid his attacks until you can get behind him and swing him by the tail onto the surrounding spikes. Other bosses include Juggernaut and Magneto, both of whom require you to generally avoid them and use the environment against them while overcoming the many problems detailed in the main review.



You really need to do something with that hair



Logan does his King from Tekken impression

SUITS YOU!

SKIN TIGHT

Every level holds secret areas in which you can find bonus items. Most of these open up new costumes in the game, which you can select before starting a mission.



Hmm, my Wolvy sense is trying to tell me something...

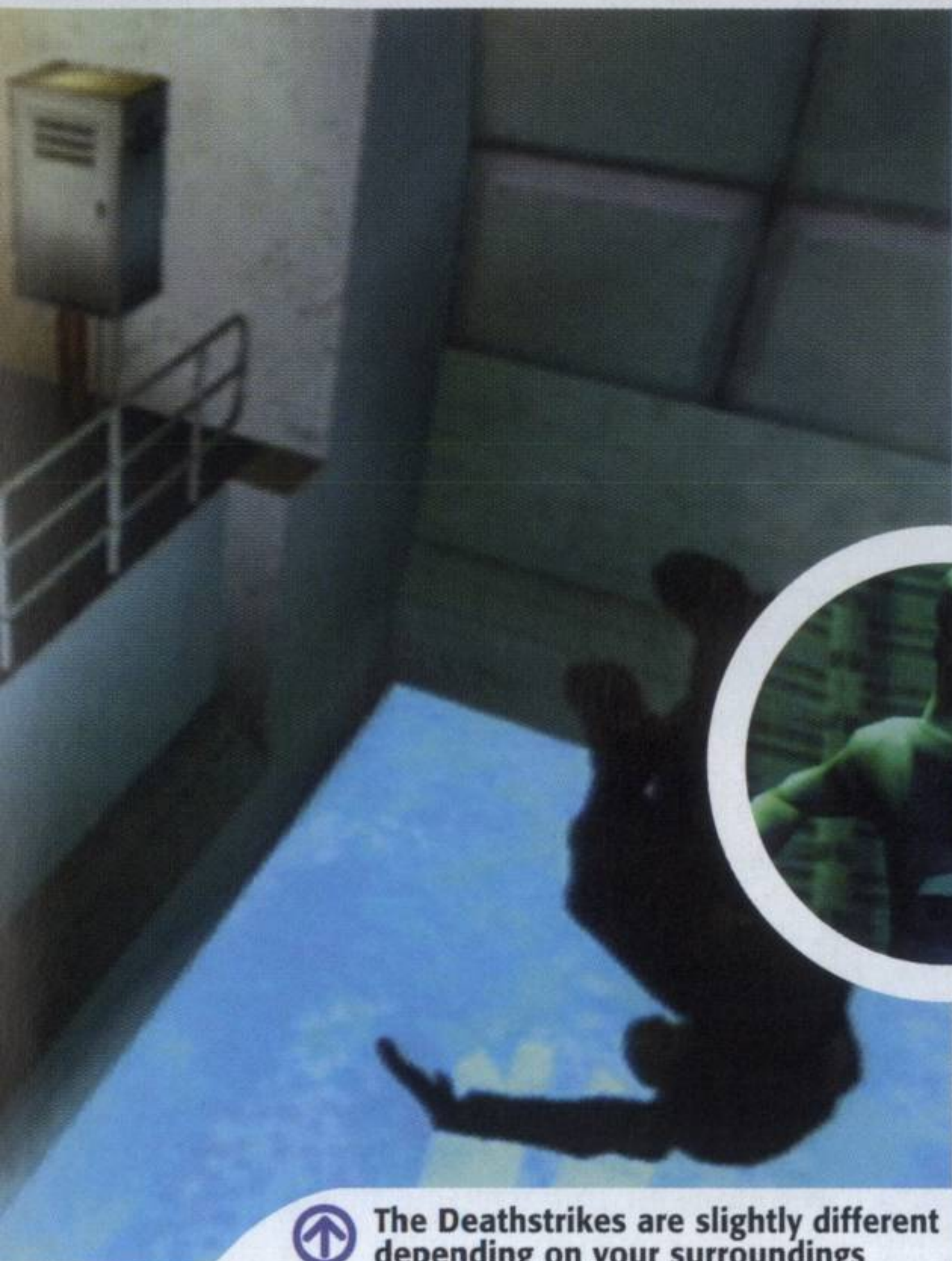
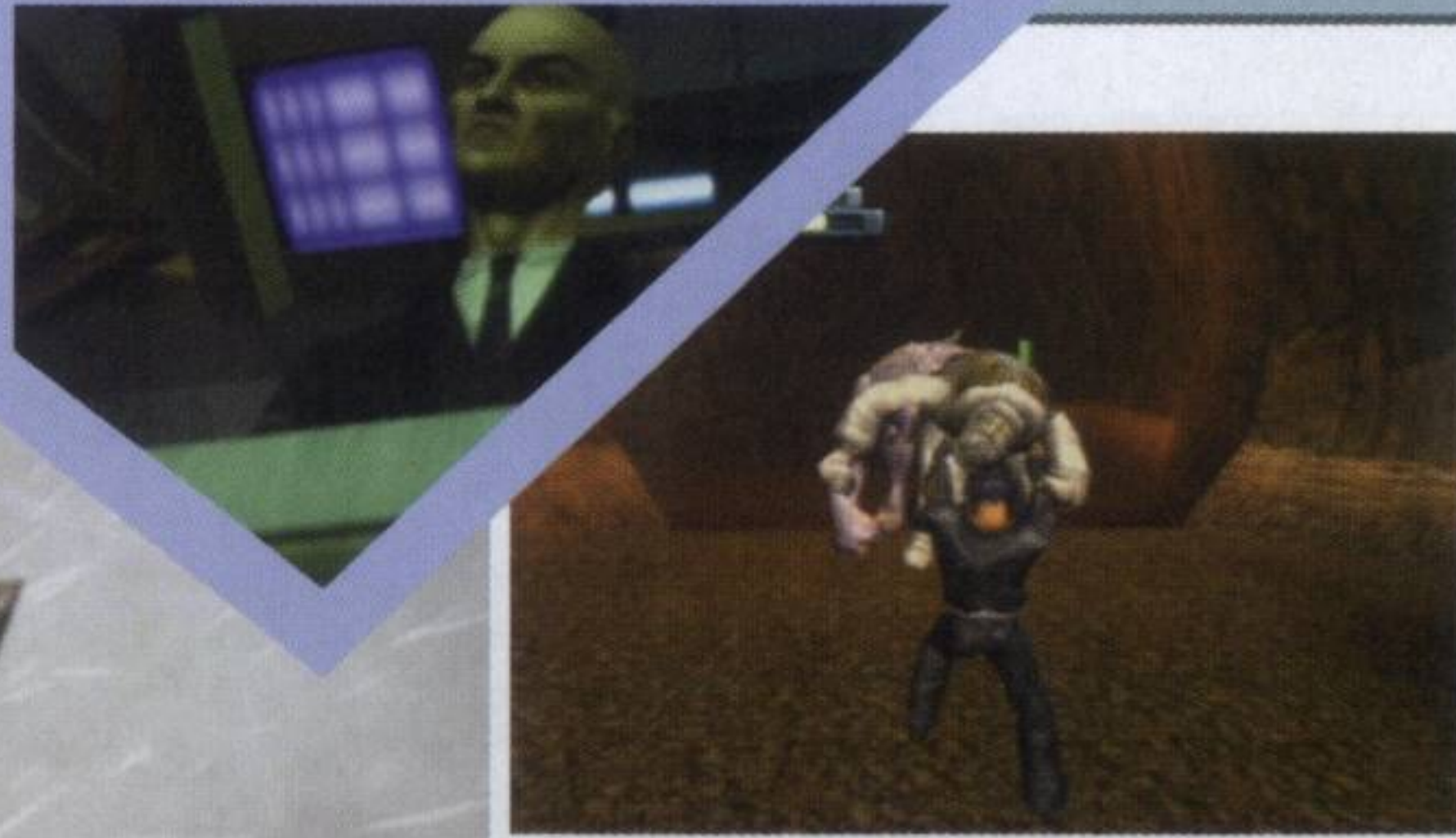
CONTINUED

And what about that camera? Surely developers have had enough experience with 3D worlds by now that we don't have to have games ruined by a bad camera? The camera can be swung around Wolverine with the C-stick, but there is an initial delay on the movement, which causes havoc at times. For example, one area sees you walking through a minefield as enemies are shooting at you. However much you adjust the camera to help you get the best view, it swings straight back to an awkward view as soon

as you move. The camera also causes nightmares with the bosses. Wendigo's lair is basically a circular platform surrounded by spikes. You have to keep an eye on where Wendigo is but you also have to see where you're going while you're running. The obvious camera would be a zoomed-out view that allows you to see everything. The best you can get is Wolverine running towards the camera and inadvertently falling off the edge because you can't see where the it is. Even if you're pummelling Wendigo, your momentum can carry you off the edge –

"YOU SHOULDN'T HAVE TO WORK AROUND A GAME'S INHERENT PROBLEMS – THEY SHOULDN'T BE THERE IN THE FIRST PLACE"

MIND CONTROL: Professor X turns up in some of the cut-scenes and stays in contact via telepathy. He looks nothing like Patrick Stewart though



⤴ The Deathstrikes are slightly different depending on your surroundings



as if a superhero would be stupid enough to do that. How difficult would it be to program the game so that you couldn't simply fall off unless you got thrown? Not very.

And so to our final moan – spending 25 minutes working your way through a level you may, for example, come to an area where you'll be ambushed by three soldiers, two armed jeeps and two automated machine guns. Naturally you die. You then have to replay the entire 25 minutes again. What's the point? It's frustrating, pointless and just plain annoying. If it was just the once it wouldn't matter, but it happens without fail on every level.

So there you go, hopefully now you understand the problems with X2. Half the time you'll be thinking 'hmm, this is quite cool after all'. The rest of the time you'll be wrestling with one, two or

sometimes all of the problems mentioned here-in. The challenge is there, though, and once you've learned how to get around the many nuances, you can spend your time taking out all the enemies in a stealthy manner, thus learning all the Stealthstrikes. Still, you shouldn't have to work around a game's inherent problems – they shouldn't be there in the first place.

X2 is the best attempt at recreating a chunk of the X-Men world as you'll find anywhere. With many characters from the licence faithfully recreated, voices and all, you'll be drawn into the story and compelled to play through. The nuances and camera problems really do detract from the experience though, and as such we can't recommend this to those that aren't either fans of the licence or fans of this genre. Damn shame.

CHANDRA

⬇ Ooooooh... now that's gotta hurt! Thankfully, this move kills them



⬇ Say your prayers and hope for the best – those blades won't miss



STRIKE ME DOWN

ADAMANTIUM HAS NO REFRAIN

As you probably know, Wolverine's skeleton is lined with Adamantium and he can, at will, unsheathe three metallic blades from each hand. By tapping Z you can wield or retract these weapons. When the blades aren't in use, Wolverine's healing powers will kick in and his health will regenerate.

The blades also allow him to administer instant-death blows called Deathstrikes. Depending on what the enemy is doing and what angle you approach them from the move will be different. For example, if you're on a platform above an enemy you can jump on them (thus crushing them) and shove your blades through their neck. If you stand behind someone you can simply break their neck. If someone is sleeping you can pull their legs through the rails on their bed (thus crushing their essentials), then slash their chests. There are many moves to learn, and each consecutive level of Deathstrikes can be opened by collecting the Dog Tags that Deathstrike victims drop. Some of the later moves see you taking care of four enemies at once!



CUBE VERDICT

WOLVERINE'S REVENGE

➔ FAITHFUL X-MEN LICENCE RECREATION



VISUALS

Acceptable but hardly inspiring character models and textures



AUDIO

Really nice soundtrack that fits the mood of the game well



GAMEPLAY

Enjoyable sections marred by too many frustrating elements



LIFESPAN

Plenty of bonuses to collect but will you really be bothered?



ORIGINALITY

Stealth attacks and 'psycho gauges' are par for the course now

ALTERNATIVE

More superhero action, albeit not anywhere near as good as X2. Swing into oblivion...



SPIDER-MAN: THE MOVIE

Reviewed: Issue 7

CUBE Rating: 6.0

2ND OPINION

HANDBAGS! "With an overall lack of finesse in the implementation of the many good ideas, Wolverine's claws aren't as sharp as they should be. Best avoided."

IAN

FINAL SCORE

7.0

THE BEST ATTEMPT YET AT A DEDICATED X-MEN GAME

Knockout!

BLACK & B

Who would hit a woman? Why, this burly fellow would



There's nothing like a Thai Green for starters



CUBE

INFORMATION

BLACK AND BRUISED

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: DIGITAL FICTION

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-2

STATS

19 BOXERS TO CHOOSE FROM

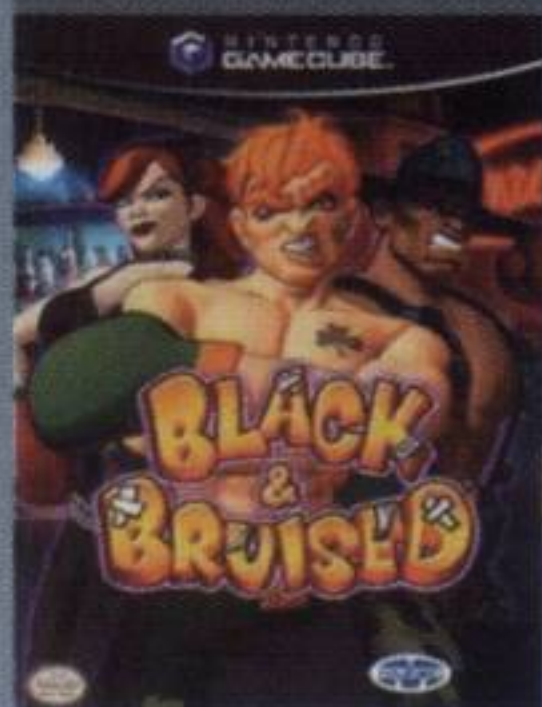
CEL-SHADED GRAPHICS

ONE RING PER CHARACTER

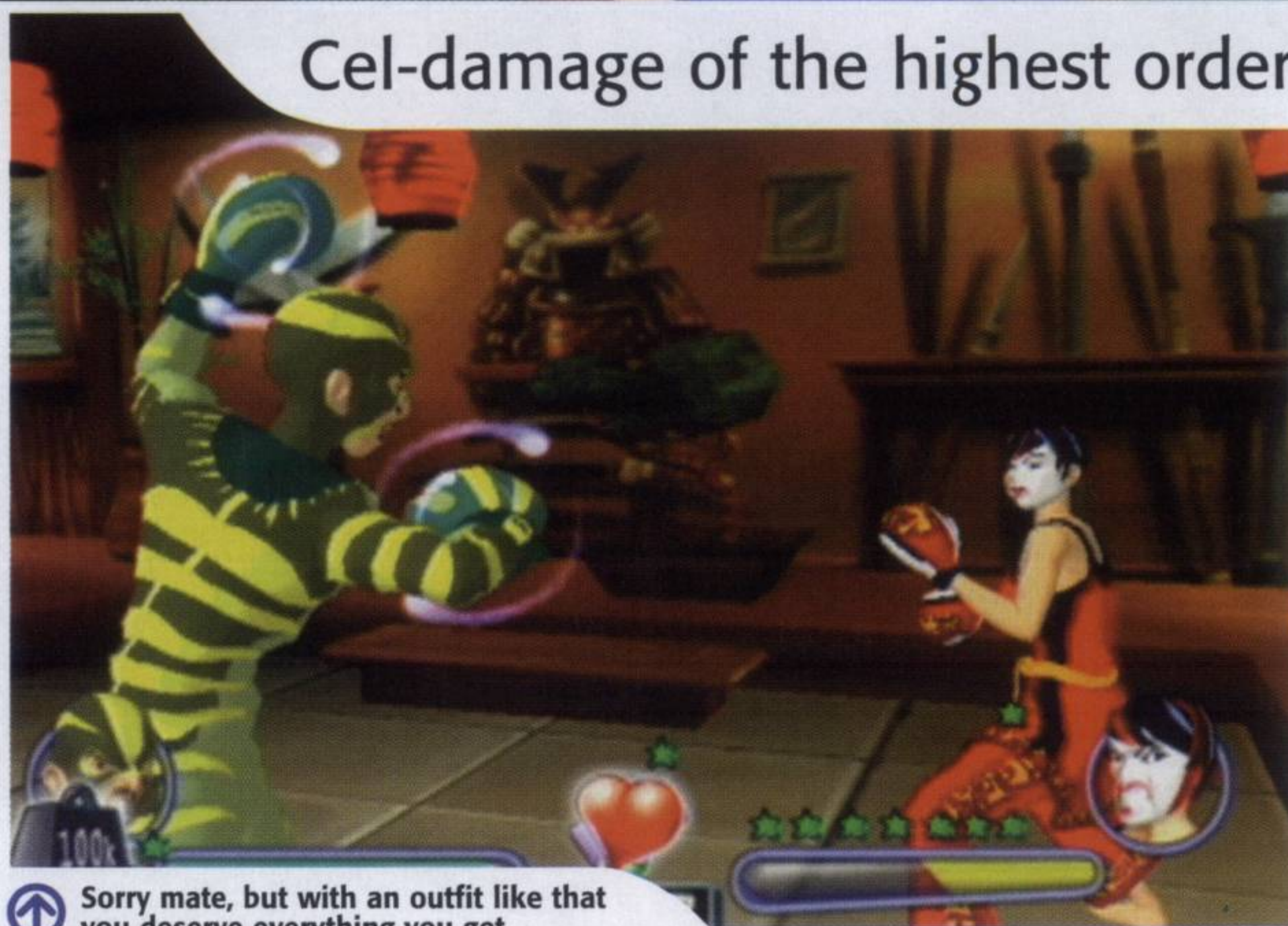
ATMOSPHERIC GRAPHICS

TOTAL GAMES FROM MOVIES PICTURES

20 JUN '03 TBA 20 JUN '03



Cel-damage of the highest order



Sorry mate, but with an outfit like that you deserve everything you get

"THE BUTTON LAYOUT IS INTUITIVE AND THE STRUCTURE IS EASY TO GET YOUR HEAD AROUND"

CEL-SHADING

seems to be everywhere at the moment. Boxing isn't the first genre you'd think of that suits the style but, surprisingly, it works very well for *Black & Bruised*. Although primarily a fighting game, *Black & Bruised's* unique selling points are its characters. Instead of the usual bunch of grizzly hunks of meat, you get comical, personality-packed stereotypes, with biker chicks and monocle-wearing Brits, fat heavyweights and massive prisoners in abundance. They are all well drawn, and their corresponding fighting arenas are lovely examples of how to make backgrounds look good. They have an almost hand-painted look, and clash with the cel-shaded action in a most pleasing manner.

It tends to throw you off a bit then, when you begin to play and everything appears a little jerky. As it's so fast, the characters seem to teleport around the arenas. It doesn't help that the camera sometimes has a hard time keeping up with the action. On top of this, it's not unusual for the frame rate to drop quite a

YEARS. WHICH IS A LONG TIME.

RUISED

REDNECK!

EXCUSES

After winning a fight in the Boxer's Life mode you're treated to shiny cut-scenes that describe the character's motivations for fighting. Although with characters like these, it's never very clear...



The backgrounds do look rather lovely, with an almost hand-painted style. Charming



Vital statistics on the fighters can be viewed on the loading screen



Blocking is just as important as attacking. Remember that



bit, giving the fights a disjointed feel – the total opposite of what you'd expect, given the fluid introduction animation for each character.

There are plenty of things to do in *Black & Bruised*. With an extra five characters to unlock (bringing the total up to 19), an arena for each fighter, plenty of gameplay options and a two-player mode, it's hard to fathom putting the game away after only a few days. However, as pretty and big as it is, *Black & Bruised* does suffer from one flaw – the boxing. Considering that this is the focal point of the entire game, it's one flaw that can't be ignored.

At first everything seems fair. The button layout is intuitive and the structure is easy to get your head around. Hit somebody enough times and you'll knock them down. Do this three times and they're out. There are combo opportunities, but nothing to really get your teeth into. It's basic stuff, and because of this some power-ups have been introduced. These are gained by pressing the Z-button when the stars by

your name build up to a complete bar (you earn one each time you land a punch). These have comical effects, such as turning you into stone for a while, causing reverse damage on your opponent, speeding your punches up, inserting 100kg weights into your gloves and many more gimmicks besides. Keep the star bar going over itself up to three times and you'll get even more powerful versions of these. While this feature does inject a certain amount of fun into the game while playing against a friend, because they are randomly selected and powerful enough to hinge the outcome of a fight, they can start to grate in single-player. The computer regularly gets top trumps while you're stuck with the proverbial bad hand.

Black & Bruised is a hard game to review. On one hand the characters and art endear you towards it, but when it comes down to it, the fighting is just too shallow to recommend this over any other boxing game out there. Get this once you've run *Rocky* dry. Maybe.

GARY

MONOCLE MOCKERY: The stereotyped characters are an odd bunch. Why, for instance, does British fop Royal have dollar signs on his gloves? Weird...

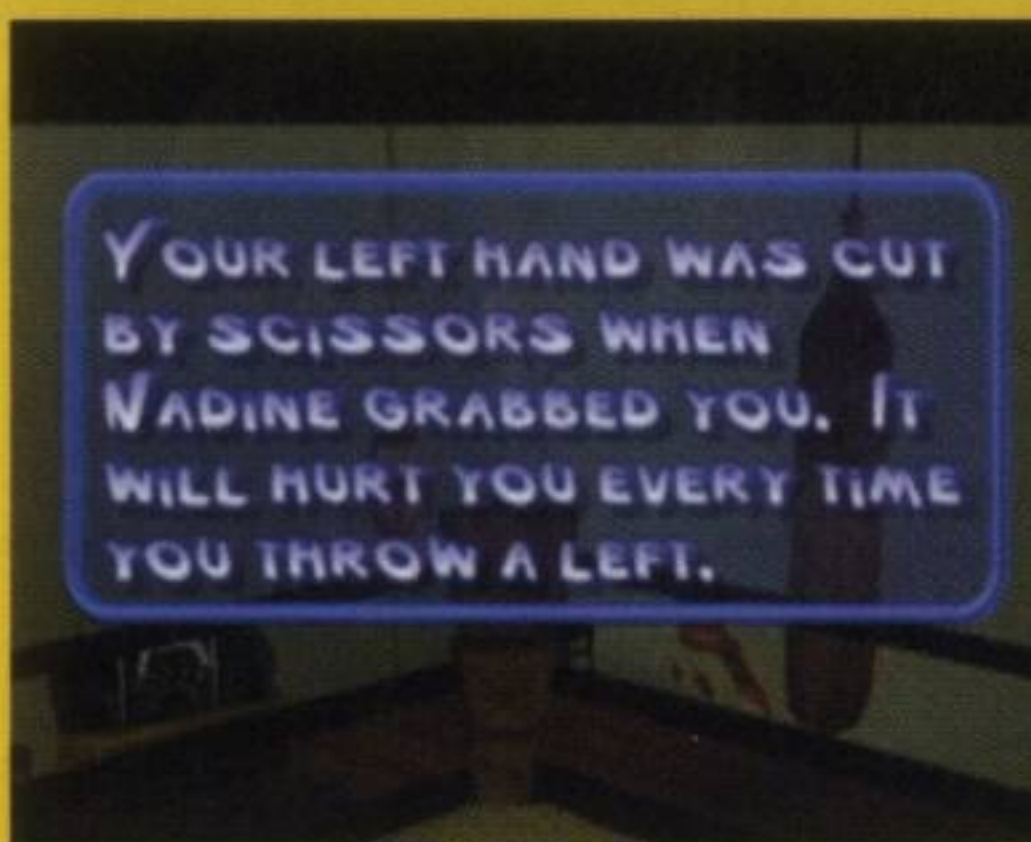


Bubblegum pop princesses in the changing rooms? This will please some

IT'S A HARD-KNOCK LIFE

GET A LIFE!

The Boxer's Life mode makes up the meat of the one-player game. In this you select your character and go through scripted events, taking part in fights that throw different scenarios at you – such as only allowing you to throw left punches, or giving you an opponent who has to be knocked down seven times before being KO'd – and throwing in a few cinematic sequences for good measure. Completing these with each character (there are six stages each) earns you extras.



CUBE VERDICT

BLACK & BRUISED

NICE-LOOKING FIGHTER, BUT VERY SHALLOW.



VISUALS

Choppy frame rate, but looks nice. The backgrounds are lovely



AUDIO

The music can get dull quickly, but the voice acting suits it well



GAMEPLAY

It's very fast and intuitive but the shallow combat gets old quickly



LIFESPAN

No complaints here – there's loads to unlock and a great two-player



ORIGINALITY

Paper, rock, scissors has been around for a fair few years now...

ALTERNATIVE

Solid boxing action with the ultimate licence. The best boxer on the GameCube.



ROCKY

Reviewed: Issue 12

CUBE Rating: 8.3

2ND OPINION

OUT COLD! "Black & Bruised might look all the better for its cel-shaded loveliness, but with such shallow gameplay on offer, well, what's the point?"

MARTIN

FINAL SCORE

6.8

GOOD FUN AND GOOD-LOOKING, BUT LACKS ANY SUBSTANCE AND DEPTH

CUBE

INFORMATION

SONIC ADVENTURE DX

PUBLISHER: SEGA

DEVELOPER: SONIC TEAM

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 1+ BLOCKS

STATS

PLAY AS SIX SONIC CHARACTERS

LINK-UP TO A GBA

PORT OF THE DC CLASSIC

LOTS OF SECRETS TO UNLOCK

TOTAL GAMES FROM MOVIES X PICTURES

OUT NOW OUT NOW OUT NOW



Old Sonic, new console... bad port?

MMM, SHINY :33

SITTIN' PRETTY

At least something can be said about the game - Sonic and his friends sure look much shinier than they did before. Sadly, it doesn't make the game any better though.



The graphics are slightly smoother than the Dreamcast version



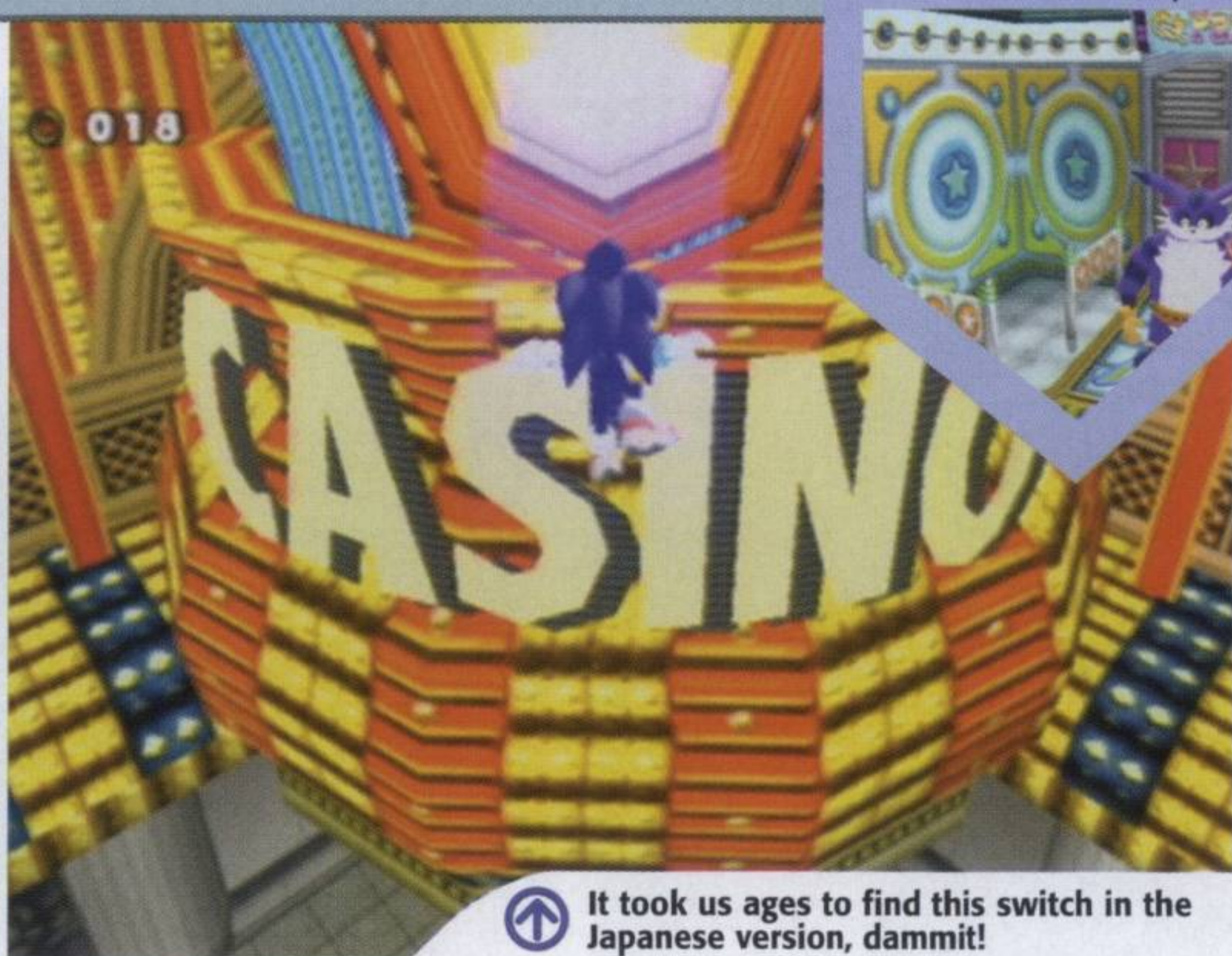
Blimey, it's been a while since we played this. Ah, the memories...



When the going gets tough, the frame rate gets going...



SONIC ADV



GET LOST: The short 'adventure' sections only act as breathers between each stage. But sometimes it's hard to know where you've got to go next...

↑ It took us ages to find this switch in the Japanese version, dammit!



A decent new Sonic game or just a stop-gap to keep Sonic fans happy? It's not as obvious as you might think...

NOW, BEFORE

we begin to even think about starting this review, one thing should be pointed out – we like Sonic. We like him (and his multitude of furry friends) a lot. But even with that respect in mind, it's hard to say that we've enjoyed every *Sonic* game that's ever come out. Unlike Mario's history of games – which we'll unashamedly say is pretty damn fine, regardless of what you might think – there's no denying that Sonic's had a bit of chequered past since debuting on the Mega Drive back in 1991. Sure, it all started off well but after the appearance of such disappointments as *Sonic 3D*, *Sonic R* and even the recent *Sonic Advance 2*, we have to say that even the great hedgehog himself is prone to the odd goof.

And with that in mind, we come to think about the re-release (and yes, it is a re-release – not an upgrade or an enhancement, as SEGA might tell you) of *Sonic Adventure*, one of the very first

games to appear on the Dreamcast some three years ago. Yes, it's come with the addition of a *DX* tag on the end of its name and the claim that it's a Director's Cut, as if, finally, Sonic Team has had the chance to create a version of the game that it's always wanted to. Of course, the thing we've got to wonder is that if *Sonic Adventure* really is a Director's Cut, then the director must have had some pretty blunt scissors when he was doing the actual cutting...

Yes, you might say that we're being quite harsh but let's look at the evidence. For starters, you have to wonder what made SEGA choose *Sonic Adventure* as a game that needed updating in the first place. Certainly, there's clearly a need for a *Sonic* game on the GameCube to placate the fans while *Sonic Heroes* is geared up for release at the end of the year (which is looking incredibly innovative and nice, compared to this). Yes, so it was the game that helped launch the Dreamcast but, to be honest, it

“HERE'S AN EXAMPLE OF HOW NOT TO DO A CONSOLE-TO-CONSOLE PORT – THE CONS FAR OUTWEIGH THE PROS”



MAN ON A MISSION

SO MANY MISSIONS SO LITTLE TIME

Of course, the big change between this and the original *Sonic Adventure* on the Dreamcast is the addition of the new Mission mode – effectively the only thing that stands between you and the unlocking of the 12 hidden Game Gear games that Sonic Team has locked away inside the disc. You'll only be able to access Mission mode after you've finished the game at least once (and even then, you have to complete it with each character to unlock their individual section of it). There are 60 different missions on offer, each marked with a coloured tag that indicates who you'll have to use to complete it; by finding special cards hidden around the exterior maps, you'll get a clue on how to complete that mission. Be warned though – some are quite cryptic and require a bit of thought before you'll suss out what to do...

ENTURE DX

GOING OUT IN STYLE

DIFFERENT CHARACTER, DIFFERENT GAME

Much like *Sonic Adventure 2 Battle* did, *Sonic Adventure DX* has six different characters to choose from – three from the sequel (Sonic, Tails and Knuckles) and three that were new to the original Dreamcast game (Amy, E-102 and Big The Cat). However, the major difference between the two games is that rather than only having three different styles of gameplay, there are six; one for each of the characters available. Sonic, E-102 and Knuckles have styles that are the same as those in the sequel. However, the other three are new: Amy has to escape from a pursuing robot; Tails plays the same as Sonic, despite being slightly slower (but has the benefit of being able to fly short distances with his tail); and most bizarre of all, Big The Cat likes nothing more than a spot of fishing. Yes, fishing. Hey, it wasn't our idea...



There are many characters to play with, but that's standard stuff now

The fishing section adds little to the game – we could live without it

Careful – pick Big The Cat and you'll end up fishing. Which is lame



So many rings and so little time, eh, Sonic?



“ONCE YOU’VE UNLOCKED ALL THE HIDDEN GAMES, WE DOUBT YOU’LL BOTHER GOING BACK TO THE MAIN GAME”



In these wide open areas the frame rate really suffers

CONTINUED

wasn't exactly the most amazing game on the planet. Maybe it was the shift to 3D, the bizarre mix of game styles (of which only the fishing and pinball parts were any fun besides Sonic's main stages) or the hideously dull 'adventure' sections that had been unnecessarily inserted in between each stage, but something didn't sit quite right with us the first time round.

Needless to say, our attitude hasn't changed much now – especially since we've had the opportunity to enjoy the far more polished and rounded sequel that was *Sonic Adventure 2 Battle*. To be frank, it's almost as if rather than wanting to create something that would stand up to the Sonic name, SEGA just wanted a vessel in which to bring a whole host of games that didn't make it into the *Sonic Mega Collection* onto the GameCube. Indeed, the fact that the 12 hidden GameGear titles didn't come packaged with the *Mega Collection* is almost cause for concern itself...

But we're getting off the point; *Sonic Adventure* might not be the ideal game to bring to the GameCube, but what's done is done and there's nothing we can do

about it. However, it's less about what SEGA has done and more about how it's gone and done it that we're slightly worried about – mainly because somewhere in the development ether between the Dreamcast and GameCube, something's gone a bit haywire. The Dreamcast version may not have looked quite as shiny or polished from a texture point of view, but it ran at a solid 30fps and moved quickly enough for most people; this was a good thing. Bring the game to the GameCube though and it's a whole different kettle of hedgehogs – the textures certainly look spruced up until you get up close, but the frame rate has suffered greatly because of it. With stuttering cut-scenes that jerk along like nobody's business and glitchy updating all over the place when Sonic's at high-speed, this is *not* how you bring a game from a dead console into the next-generation.

But it gets worse. If you've actually played the Dreamcast version, you'll remember the huge amount of camera problems that the game suffered – watching it get stuck around corners, through walls and under floors was pretty

LINK IT UP: Take your Chao with you by downloading it into your GBA – this works with *Sonic Advance*, *Sonic Advance 2* and *Sonic Pinball Party*.



Nothing like a bit of classic Sonic ping-pong action



CHAO BELLA

BETTER THAN THE SMURFS

Yes, they're back. Those loveable creatures known as the Chaos – or Chows, if you're a pronunciation freak – first made their appearance in the Dreamcast version of *Sonic Adventure*, so it's no surprise that they're in the update too (along with a few 'improvements' that have been pinched straight from *Sonic Adventure 2 Battle*). As before, you can raise your own Chao from birth by hatching it from an egg and then feeding it coconuts that grow on the nearby trees; what's more, saving the small animals in the main adventure means you can then give them to your Chao, affecting the way it looks and enhancing its abilities. This is especially important if you want to come out on top in the Chao Races – if you manage to breed a winner, you'll find all sorts of interesting items become available to you and your Chao.



GO GO GADGET

Each character has their own range of special power-up items that allow them to perform new moves and complete their quest more effectively.

POWER UP



much par for the course. So has this well-documented concern been resolved for the Director's Cut? Nope. It's certainly no worse (which is at least one good thing), but it's not any better in the slightest either. Grasp the concept that this is an update of a three-year-old game onto a console that, in theory, is more powerful and flexible than the one it first appeared on and then wonder why SEGA hasn't managed to fix the camera. Is it really something we'd put up with from other developers? Somehow, we doubt the answer is yes.

Of course, you do have to take into consideration the fact that there are some rather alluring extras included in the package before you write it off completely; namely, the 12 Game Gear titles that have been locked away in their entirety within the game's additional Mission mode. It's this and this alone that makes *Sonic Adventure DX* even remotely worth considering on the GameCube, although actually getting your hands on them requires a whole lot of effort that you might not feel like putting into it. Think about it; to get the games (which should have been in the *Mega*

Collection... yes, we're still annoyed about that), you have to complete Mission mode. To get Mission mode, you have to complete the game with at least one of the characters on offer, if not all six. Is it worth it? Maybe. But then if you do manage to persevere enough to unlock all 12 games, we very much doubt that you'll want to go back to the main adventure ever again.

Considering SEGA's track record for updating its older titles in recent times (all mysteriously being games on the GameCube, no less – we can think of *Sonic Adventure 2 Battle*, *Skies Of Arcadia Legends* and *Sonic Mega Collection* off the top of our heads), *Sonic Adventure DX* is a total disappointment. It certainly has all the bells and whistles that you'd expect, so we have to commend SEGA for that; however, with the quality of the main game being lower than we've come to expect from Sonic's homestead, it's just not enough to justify the asking price. Rent it by all means, but you're better off waiting for *Sonic Heroes*. £40? You could get a second-hand Dreamcast and a whole load of games for that...

MARTIN

CUBE VERDICT

SONIC ADVENTURE DX

WAS THIS UPDATE REALLY NECESSARY?



VISUALS

Look nice but the frame rate struggles, making it decidedly dated



AUDIO

No better and no worse than the Dreamcast version



GAMEPLAY

The Mission mode is certainly a decent enough twist



LIFESPAN

Finishing as all six characters will take a little time



ORIGINALITY

It's a port of an old game – originality? Er, we don't think so...

ALTERNATIVE

The fact that it's a far better port makes it more enjoyable. It's a better game as well.



SONIC ADVENTURE 2 BATTLE

Reviewed: Issue 6

CUBE Rating: 7.6

2ND OPINION

SPIKED! "The dodgy cameras and frame rate were 'acceptable' on the Dreamcast, but things have moved on – sadly this hasn't"

CHANDRA

FINAL SCORE

6.1

A RATHER SHODDY VERSION OF A GAME THAT WAS OVERRATED IN THE FIRST PLACE



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CUBE

ISSUE TWENTY



More letters, forum antics, tips, a Wind Waker Beat The Team and a Skies Of Arcadia guide. Enough already?

YOUR LETTERS

VIEWPOINT

94 Where would the magazine be without your opinions? Answers to the usual address...



FORUM FRENZY

96 Our very own frantic forumite scours the CUBE forum for the interesting, funny or weird stuff

READER REVIEWS

97 Your chance to get a section of CUBE dedicated just to you. Because you're worth it...

CHEATING MONKEYS

100 For the first time ever, the slippery simians have had a morality check. Listen Chimps, we don't pay you to ponder over the rights and wrongs of cheating. Just do it!



BEAT THE TEAM

98 Miles, Byron, Chandra and Gary have sat round *The Wind Waker* for days on end in order to bring you this month's special edition of Beat The Team. Spare a thought for our dedication and try not to beat us, okay? We're quite tired, we might cry.

ADVANCE

112 We normally feature the two most significant GBA games of the month, but Gary was still hooked on *Wario Ware Inc.: Mega Microgame\$* three days after starting it, so we figured maybe it deserved a little bit more space...

COMPETITION

114 We really should make the questions harder for these competitions. Got *X-Men* fever? You'll want a piece of this then. And there's some KFC stuff too. And a helicopter. (Okay, no helicopter, we lied.)

FASCIAS

116 Well would you look at that! We've only gone and put every fascia inlay ever on the Net for you to download at your leisure – aren't we the greatest? And, of course, there are three new designs for your GC.

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I ♥ Nintendo	130

SOLUTION

104 Moons, give me STRENGTH! Vyse and co are back for some souped-up eyepatch action. Talk the talk and walk the walk with our all-singing, all-dancing guide to this fantastic GameCube adventure. You know you need it.



SUBS & BACK ISSUES

Missed a copy? Shame on you! Better check these pages, then...
126 & 128

BEAT THE TEAM

A whole new set of challenges await, if you've got the bottle...

98

SKIES OF ARCADIA LEGENDS

REGULARS

CUBE

ISSUE TWENTY

VIEWPOINT

TALK TO CUBE, BUT IF YOU'RE FULL OF IT, DON'T GO CRYING WHEN WE CUSS YOU BAD

Hello, you've reached the CUBE letters page. No one is in at the moment but if you leave a message we'll get back to you... beep.

GET IN TOUCH

For this month's contactability test we sent Byron to the top of a mountain with no shoes, and he still managed to get hold of us!

EMAIL

To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk

LETTER

CUBE Magazine, Paragon Publishing, St Peter's Road, Boumemouth, BH1 2JS

SMS 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 209342.

FAX

Or you can send your letter to us by fax on 01202 299955.

RAMT ON!

QUALITY STREET

Dear CUBE
I'm getting tired of the recurring complaints about Cube games and I think that the console market suffers from spoiled consumers more than anything else. Why nag about wanting more games that are mostly mediocre multi-platform mongrels that can entertain you for a week max? Name me one mediocre or bad Cube title and I'll name you two cack PS2 titles. Name me one excellent PS2 or Xbox title and I'll name you one excellent Cube title.

Thinking back, I had about a hundred games for my SNES (which I still have) of which roughly 15 games were outstanding, and the rest ranging from okay to dull. Is the Cube any different? I used to play the great games multiple times (*Secret Of Mana* and *Final Fantasy VI* finished about nine times), just because they were great. In fact, I still play my favourite NES games regularly!

Comparisons between the Cube and the N64 are, in my opinion, equally unfair – the Cube is not going to go down, it's just starting off. It took the PS2 and Xbox also

about a year to get some decent software out. The Cube is handling itself well regarding the competition. So cut the unfair nostalgia, buy a Freeloader and give Nintendo some credit for doing their best to still make great games for you. Accept that the big N is no longer the market leader – it is still the game definer!

That's my two cents.

DESPINOZA, THE NETHERLANDS

CUBE: *It's true, but the higher you raise the standards, the higher people's expectations become.*

METROID PRUNE

Dear CUBE
A great issue as usual but your article on the *Metroid Prime* games says that 'There are five *Metroid* games – one on each major Nintendo system'. There are indeed five *Metroid* games but surely you would count the Nintendo 64 as a major Nintendo system. Samus did not have her own game on it.

PAUL WILDE, STOCKTON-ON-TEES

CUBE: *Well, yeah, all right then. But you know what we meant.*

R U L33T 3NUFF

Hello CUBE
Do you honestly consider online gaming to be the way forward? You keep ranting on about the possibilities available to the developer, but do any of us even care?

I mean, playing a game like *Metroid* or *Zelda* wouldn't seem right and would lose the feeling of being in a fantasy, your own little world and would suck if it was online. Also, online gaming is mainly multiplayer affairs in the *Unreal Tornie* vain. It's just for fun, instead of having to play every night in dull RPGs.

Few people have broadband and can't pay each month to continue their service, and with no communicator it's not worth it. Unless you are seriously committed and don't mind so few titles using the feature, feel free. Just I won't be joining you.

Best regards,
IAIN BUDGEN AKA 'FISH'

CYPRUS HELL

Dear CUBE
First of all, great mag! I would like to ask you if you have any idea why GameCube games have trouble coming to Cyprus. The GameCube has been out for almost year now and most of the games haven't hit the shops yet. For example, *Burnout*, *Starfox Adventures*, *Metroid Prime*, *Resident Evil*, *Lost Kingdoms* and many more games aren't in the shops.

In one shop they had about five games and they told me that they were the only games available for the GameCube, so I took them your mag and showed them how many games are really available. I want to know why this is happening. We may be a small country but that doesn't mean Nintendo should ignore us.

There are tons of games for the

Playstation and Xbox. Yesterday I went to four different shops and in one of them I found a copy, just one, of the excellent *Timesplitters 2*. But when will they bring *Zelda*, if they decide bring it at all? I really hope you can help me on this, because I don't know what else to do.

MATTHEW CONSTANTINOU,
CYPRUS

CUBE: *Your best bet is to buy online. Check out Amazon who usually do a good deal.*



FANBOY ALERT

⊙ Hello **CUBE**

There is no denying the quality of your magazine but I have been slightly worried over the past few issues. I am a hard-core Nintendo fan, purest of pure. I personally don't believe Nintendo 'fans' should own other consoles, I never have. But my point is all this about the big N's future. Their future is a fruitful and successful one, and how do I know this? I believe in Nintendo, that's how.

You guys at **CUBE** have been predicting doom and failure just as much as the Internet and Nintendo 'fans' have. Look how successful the GameCube has been outside Europe. In Japan it's selling neck-and-neck with Sony's so-called 'console' (Sony's money-spinner is how I refer to it) and in the good old US the console is coming on leaps and bounds, so why not in Europe? Because Nintendo haven't really made an effort for the European market.

The only good thing that could come from Nintendo's death is that I think it would bring the industry down with it. Nintendo are the only company left interested in making

innovative and interesting games, Sony don't give a damn. The industry would not be stagnant if it wasn't for Sony and their 'PlayStation brand', and the same goes for Microsoft. So just sit back and have a little faith, if you guys are Nintendo fans then you will.

FRANKIE, LIVERPOOL

PS: GC 2 is the next SNES, we will see. And if all else fails, Nintendo and SEGA will unite to create a super console that will eradicate all enemies. Just have faith.

⊙ **CUBE: Blimey, it's like answering letters in Nazi Germany around here!**



⊙ **CUBE: It's not the only way forward, but online gaming is an area that still hasn't been explored to anywhere near its full potential and has thus far been limited to a relatively small number of hard-core players. Online offers real competition and for games such as Mario Kart, Smash Bros, Soul Calibur and Winning Eleven 6 FE, how good would it be to be able to go online and take on all comers, compete in leagues and really test yourself against the best players out there. Just because online gaming hasn't taken off in the mainstream in the past doesn't mean it can't or won't in the future.**

FARE COP

So there I was, reading **CUBE**, when I saw Gary and Chandra at a bus-stop!

CUBE: Just decoys mate. As if **CUBE** staff would take the bus... perish the thought

others such as Activision's *Tony Hawk's*, another game that always sells well. Even if the sum of money was a large outlay just for two or three of these games. Nintendo would get it back with console sales alone, giving them a larger user-base which in turn would then end up buying more games which would increase profit for Nintendo. None of the games above would really interest me, but a lot of other people would buy the GameCube for these

games alone. But would Nintendo put out the initial outlay in the first place? What do you think?

TONY WELCH, CHESTER

⊙ **CUBE: What you have to remember is that games publishers want to sell as many games as possible. Why would Activision sign an exclusive deal with Nintendo for *Tony Hawk's* on the off chance it will shift a few GameCubes when the PS2 market is already there and waiting? Nintendo itself will continue to be responsible for most of its must-have titles, but a growing willingness to work with, rather than against, third-parties should ensure plenty of support in the future.**

NO END IN SIGHT

⊙ Dear **CUBE**

Having read each issue of **CUBE** I have to say I have enjoyed it and found it an

informative read. The only gripe is that I feel your score for *StarFox Adventures* is a bit too high – 9.4? Slightly too generous.

But now it's time to get to the reason I wrote in the first place. I don't know if you've noticed but a lot of people tend to complain that the games they want take ages to come out, but how many games that they already own do they end up leaving because they get the next game that they when it comes out and end up forgetting about the rest.

I already own over twenty GameCube games but have only completed two of them – *Pikmin* and *Luigi's Mansion*. I haven't even completed *Super Mario Sunshine* yet despite having it since the day it came out. Okay, I lied a bit, I've almost got everything in *Super Smash Bros Melee*. Other than those, most of my games get left no matter how good they are. *Rogue Leader*, *StarFox Adventures*, *REmake*, *Zero*, *Eternal Darkness* and most recently *Metroid Prime!* I bet at least a few others can say the same thing.

So after I get *Zelda* I'm not buying too much more this year so I can enjoy what I have and not what I want, and if a game gets pushed back it can only be a good thing for the game and me.

ANON, E-MAIL

P.S. I have to know if Miles is the same Miles Guttery who used to work for *Commodore Force?* (Not that I'd know, I'm young, you know.)

⊙ **CUBE: S'pose it depends on how many games you have really. If you can only get one new game every couple of months you're more likely to play it through to completion, but if you get two or three at a time you tend to flit between them without getting really stuck into any of them.**

P.S. Hell yeah!

⊙ Link's new hat is a little bit ostentatious, don't you think?



LET'S TALK ABOUT THAT

⊙ EA PORTS – IT'S SUCH A SHAME

CUBE: Yup, but what are you gonna do, huh?

⊙ LAMECUBE IS CACK, XBRICK RUUUUEZZZZ. PEACE OUT

CUBE: We despair, we really do...

⊙ DO YOU THINK THERE SHOULD ONLY BE ONE CONSOLE?

CUBE: Without competition, what incentive would publishers have to release good games? No-one wants a closed market.

⊙ WHO ARE ALL THESE LADEEZ THAT KEEP APPEARING IN **CUBE**? DO THEY LIKE GAMES? I AM IN LOVE WITH STEPH, CHARLOTTE AND ALISON. WHERE IS SANDA? I LOVED HER TOO.

CUBE: They are crazy gaming lasses and no mistake, but you're only allowed one at a time

⊙ HOW DID YOU ALL GET JOBS ON **CUBE**? THAT IS MY DREAM JOB TO PLAY GAMECUBE ALL DAY.

CUBE: Bribery, begging, corruption, old boy's network – we've used every trick in the book.

⊙ WHAT'S GARY'S MOBILE NUMBER?

CUBE: It's a series of digits people can punch into their phones in order to contact him.

⊙ WHAT GAMES DO YOU PLAY AT LUNCHTIMES?

CUBE: It's all *Soul Calibur II* and *Winning Eleven 6 FE* at the moment.

⊙ WHAT GAME ARE YOU MOST LOOKING FORWARD TO IN THE NEXT YEAR?

CUBE: Check out this issue's cover for the obvious answer.

⊙ I DON'T THINK THERE'S ANYTHING WRONG WITH STAYING IN EVERY NIGHT LOCKED IN MY ROOM WITH MARIO AND PIKACHU. THEY MAKE ME HAPPY.

CUBE: And so they should.

EXCLUSIVITY BLUES

⊙ Dear **CUBE**

With the GameCube not doing as well as was hoped, why don't Nintendo sign some exclusive deals with third-parties? Their current deal with EA should have been taken a step further. Franchises such as *FIFA*, *James Bond*, the next *Harry Potter* film and the next *Sims* console game are all prime targets that Nintendo should get as exclusives as these games can sell consoles alone. They are not the most impressive games in the world, but always seem to sell well. There are plenty of

CUBE



ISSUE TWENTY

FORUM FRENZY



What you lot have been saying on the **CUBE** forum, located at www.totalgames.net/forum/

Blistering sunshine be damned; y'all think the best place to be is by a computer, babbling on the CUBE forum. And you know what? You're quite right. That's why we like you – you're smart.

HONOURABLE MENTIONS

People that shouted loudest over the last four weeks

Arwen Star for setting a few things straight with 'the boys'; adder, Booser and Lyris for being good quality, reliable members; excypher, Sian_Raven and Voodoo doctor for opening our eyes to the more, uh, interesting collections of some; and all of the young 'uns that have recently joined, helping the GameCube community grow.

TOPIC: WHO ARE THE BEST GAMERS? START BRAGGING!

Author: Numpty
Come on, don't be shy. I've noticed some gamers here who have really impressed me with their gaming achievements. A. McGrae impresses me with his ability to complete all games totally and get great scores on *Pikmin* etc. Christ, he even fully completed *SMB*.

Author: moakie
My *Burnout* skills are renowned. Use the Muscle car on manual transmission on Rush Hour and see how many Burnouts you can string together (I think my current record is nine).

Author: Cypher7
I managed to complete Endurance on *Rogue Leader* using a B-Wing. Now that is very hard, and very boring.

Author: Crazy_Tomato
I'm the self-proclaimed god of *GoldenEye*. I can do every level on 00 Agent, I've activated every cheat and I'm the only person I know who can beat Bunker 2 on 00 Agent without getting shot. Believe me, that took a LOT of tries, but now I can do it first time, every time.

Author: Cain
I can generally defeat CPU fighters on *SF2 Turbo*, hardest setting, 'perfect' with between 87-89 seconds remaining on the clock.

CUBE: Any other readers out there done anything worth bragging about? Can you beat these scores? Write in and tell us...

TOPIC: CRITICISM OF ZELDA: THE WIND WAKER

Author: jiggy
I've noticed a lot of you import gamers have given this game quite a large amount of criticism. I've been building up to getting it and now I hear it's not brilliant. How good is it exactly?

Author: Android18a
It's a wonderful, wonderful game. Okay, I've knocked it for being short and easy, but it's STILL one of the best games ever, and definitely the best on the cube.

Author: Majora
This is the way I see it. You'll be disappointed that the main quest is shorter than *OOT*'s. You'll be disappointed that it's easier than *OOT*. You'll be disappointed that the overworld is fairly sparse in contrast to Hyrule Field. You'll be disappointed because it's different.

But then it hits you. *TWW* doesn't need to be like *OOT* because it's better anyway. *TWW* is arguably more fun, and in a game which goes off in a different direction while still including moments of nostalgia to please the *Zelda*-ites out there, it's hard to say that this isn't anything less than outstanding. Better than *Prime*, better than *OOT*, better than *MM* – best game ever.

CUBE: We're split on this one. Some of us say *WW* is short-lived, others can't get enough of it. But we do agree that it's one of the finest games in years...

TOPIC: THERE'LL BE NO 'CONSOLE-ING' ME SOON...

Author: Cain
Geddit, console-ing, geddit. Hmm? Anyway, only a few short days now until all my lovely consoles will be packed away for several weeks. Woe is me. Had better get on with *WW* I guess, thank goodness for the SP, eh?

Author: Dark-Angel
Do you have GCSEs or something? I have my Year 10 exams in two more weeks so I also have to neglect my consoles for a while.

Author: Cain
No, took my GCSEs almost 11 years ago! Just bought a house and as it needs so much work done before it's habitable my consoles are going into hibernation for a month or so.

Author: Prince_Tricky
I'm doing my GCSEs and my first exam is on Monday! Damn and blast *Golden Sun*. I can always hear it crying, 'Play me!'. I'm still getting *Zelda* a week today, but I may have to put it away. I won't be able to get *Metroid* until after the exams, and I'm going to have to put *Animal Crossing* in the loft when it arrives in a few days.

CUBE: That's life, we're afraid. We wish you all lots of luck in your exams...

WHERE IT'S AT!

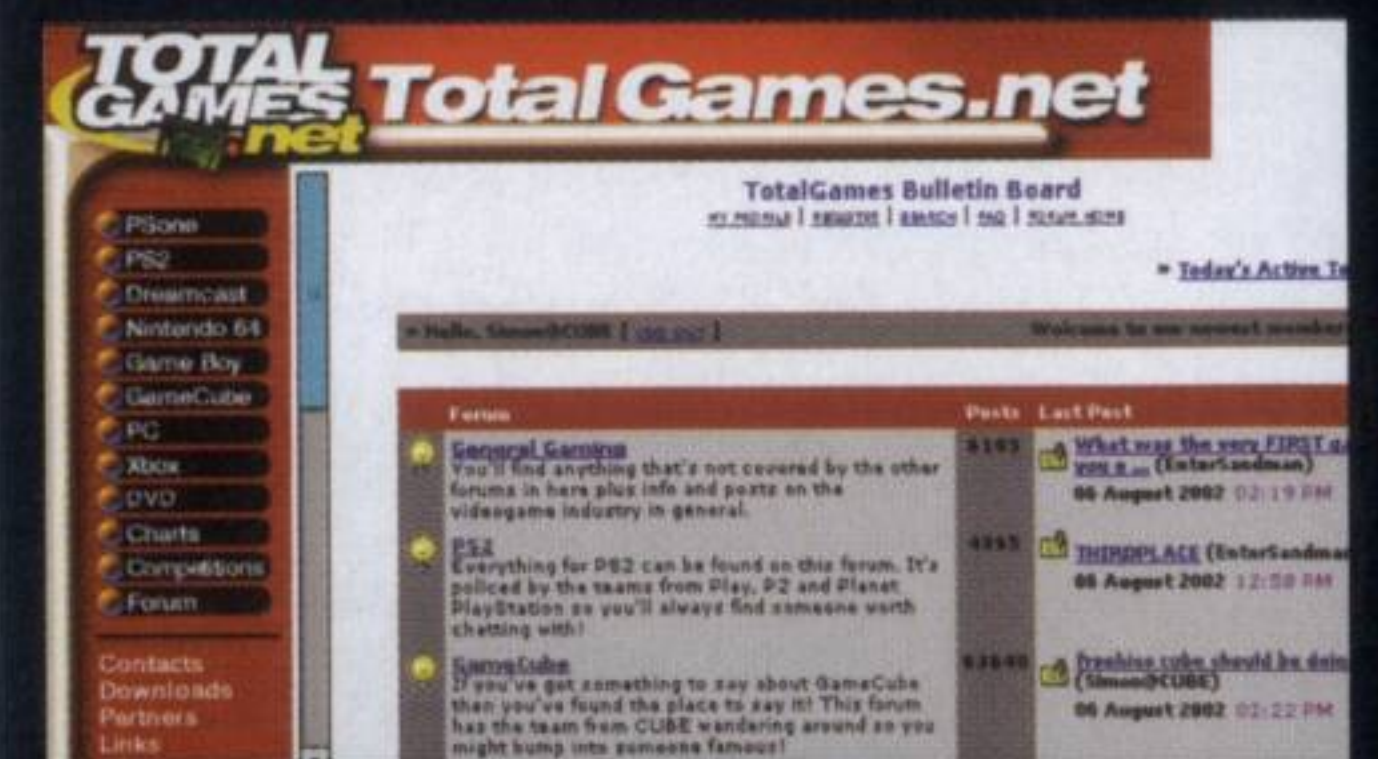
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Joining In the fun couldn't be simpler...

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.

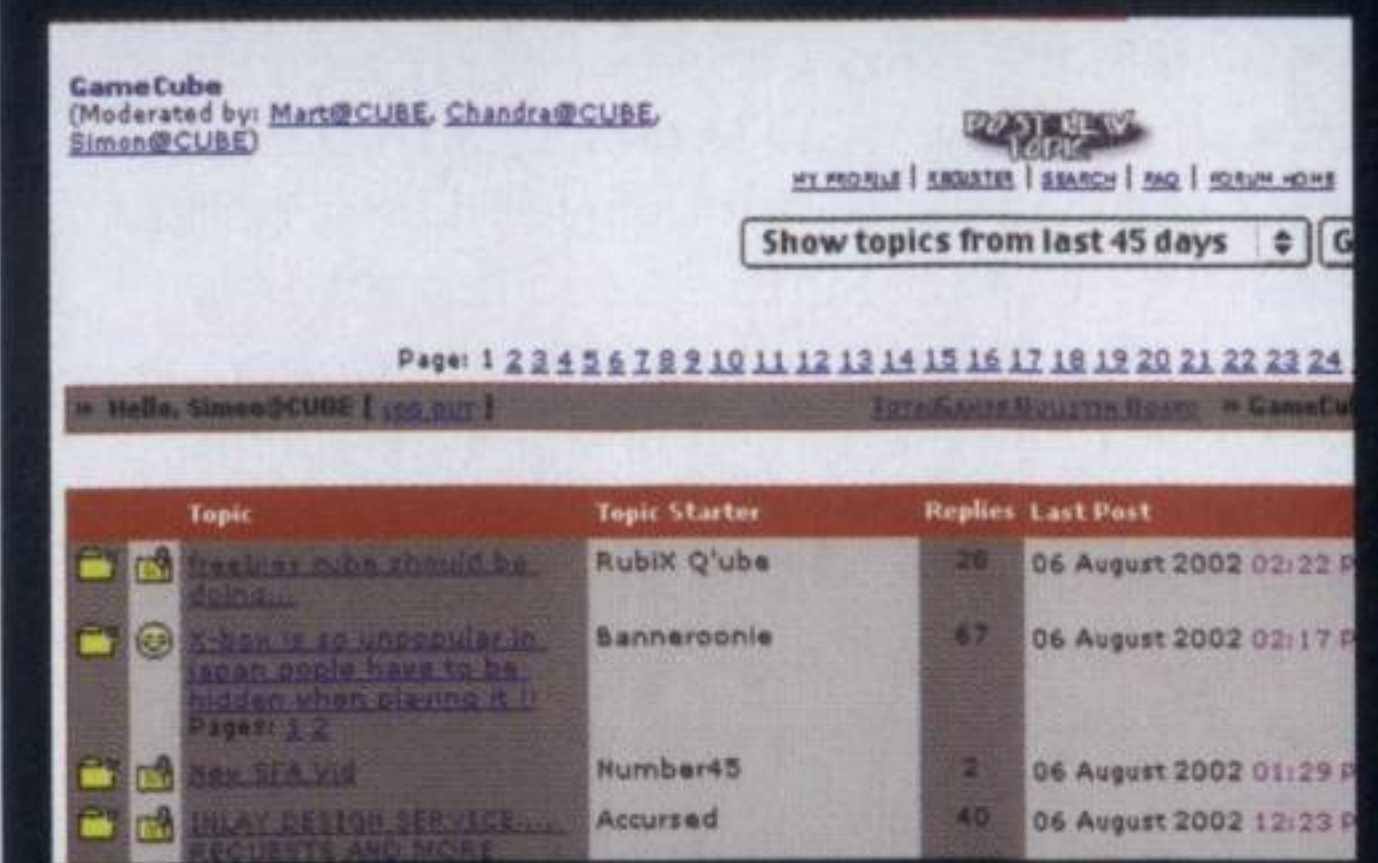
STEP TWO:

Type the following into the Net browser window: www.totalgames.net/forum/. 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 managed to register first time, and if you're lucky, you'll get a chance to speak to us there!



READER REVIEWS

In return for just 130 words fresh from your brain about a game of your choice, we'll give you a JOYTECH memory card! Send us your reviews via the forum, email or post. What could be easier? Nothing, that's what.



THE NINETY PERCENTERS...

WRESTLEMANIA X8

PUBLISHER: THQ
DEVELOPER: YUKES
ISSUE REVIEWED: 12
CUBE RATING: 5.3

WRESTLEMANIA X8 DISAPPOINTED me. The first ever WWE (then WWF) game I got was *Wrestlemania: Arcade* on the PlayStation in 1995. Since then I've bought every PSone and N64 WWE game and seen a great improvement every time. I know this is only the second WWE game on the GameCube but I would have thought they'd have got the hang of it by now. I've played *Smackdown 3* on the PS2 – doing so gave me the impression of a title the GameCube could be proud of. The facts are that Create-A-Player is crud, the Career mode lasts ten minutes, there are no backstage areas and there's no multiplayer Career mode. The only good features are the perfect entrances, different kinds of matches and the fifty or so unnamed titles that need clinching.

JONATHAN HORNE, SUFFOLK



BURNOUT

PUBLISHER: ACCLAIM
DEVELOPER: CRITERION GAMES
ISSUE REVIEWED: 6
CUBE RATING: 8.4

OKAY I'LL BE honest – I didn't like racing games until now. *Burnout* has a mix of high speeds and great-looking cars, and the tracks are massive and full of detail with plenty of traffic to work your way through (or crash into). This game consists of split-second decisions giving a really 'fast' feel – it's a truly eye-watering king of speed. The crash replays are cool and help make this a unique game. A bad thing, though, is when a crash replay happens during a race, meaning the timer goes down even though it's wasting time so you could lose out. Also, some of the tracks are too similar to each other. But this is an essential purchase and is a game even for those who don't like racing games. As I said, if you didn't like racing games then you will now.

MARK SAMMIE, KENT



METROID PRIME

PUBLISHER: NINTENDO
DEVELOPER: RETRO
ISSUE REVIEWED: 17
CUBE RATING: 9.6

HALO, WOW. GTA: *Vice City*, wow. Had them, completed them, traded them in for my 'Cube. *Metroid Prime*, wow – hold on a second, WOW! This is the new cream of the crop. *Prime* is no ordinary FPS – this is an action-packed adventure with more heart-pulsing boss battles than Bloomingdales with a 75 per cent-off sale. Each boss battle requires you to squeeze every ounce of smarts out of your brain to kill it. Ever tried battling a 50-foot killer plant invulnerable to all your weapons? Though at the end you do get a nice reward. People may be put off by the fact that you have to scan everything, but don't worry because once you get going you can't imagine the game without it. And there's at least 15 hours of playing here, and that's only if you complete it once.

MATTHEW PEDRICK, YEOVIL



CUBE

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BEAT THE TEAM



ISSUE TWENTY

WIN!

AT ZELDA: TWW

A smorgasbord of JOYTECH pads and peripherals

AS PROMISED LAST month, for this issue we've got a *Wind Waker* special for you all to get stuck into. But in order to win the JOYTECH gubbins of two advanced controllers, a 4Mb memory card, a GBA link-up cable and a gold plated RGB SCART cable, you're going to have to beat every single challenge. To help you find the location of each **CUBE** member's score we've printed a screenshot of the map location next to each challenge. Simply sail to that location and test your gaming skills against the boys from **CUBE**. But of course only one person can win the JOYTECH loot, so you'll have to beat not just us but every other reader who enters!

On a similar topic, we're thinking of running a scoreboard of readers' best scores on certain games. Stuff like how quickly you can finish *Metroid*, your highest combo in *Tony Hawk's* and so on. So if you fancy this kind of leaderboard then tell us in the forum, write to us, send us an email or just send us your best ever scores.



CUBE WINNER

THE WINNER

There was pretty close competition from Justin Aldwin, Jamie Read and Mike Combes but with a perfect Monkey Ball score the winner simply had to be, the legend that is... Mr Dave Every!

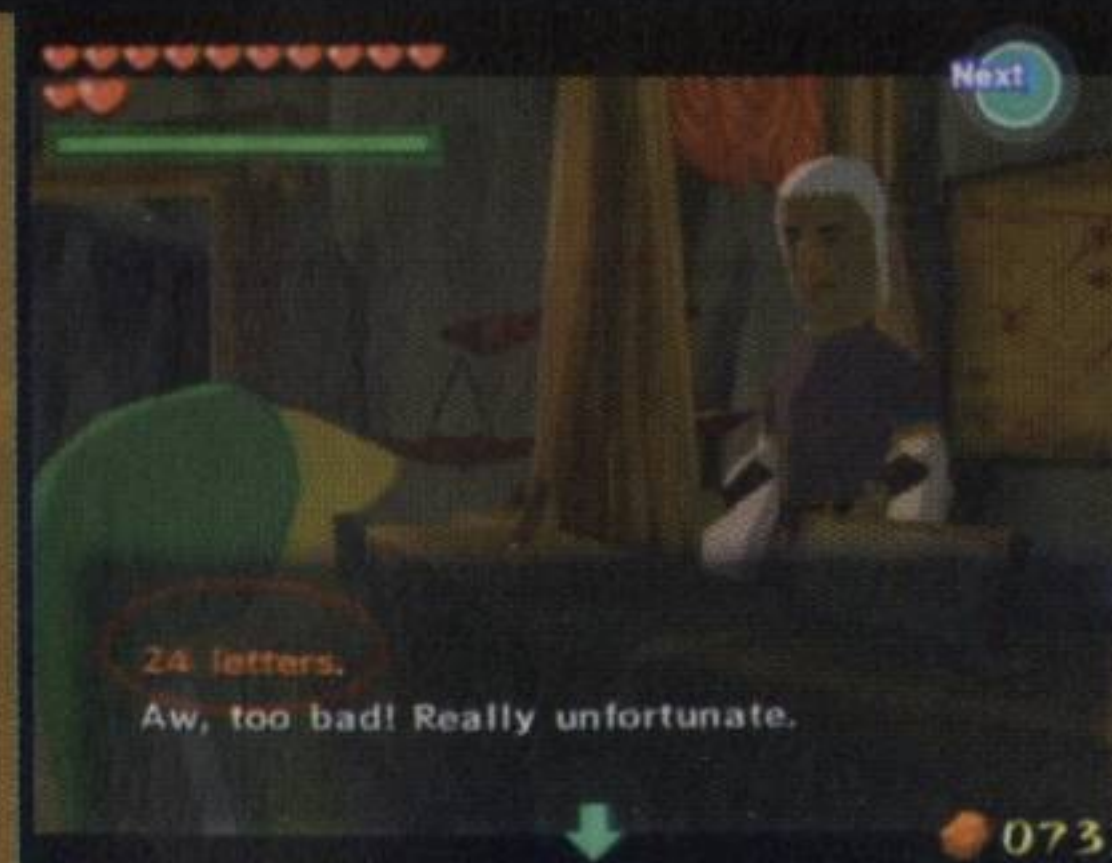
CHALLENGE THREE: STEERIKE
SCORE: 300 POINTS

CHALLENGE ONE

GOING POSTAL

SORTED

Byron's challenge is to go to the Rito tribe's home island and take the letter-sorting task. Success at this game relies on ultra-quick reactions, a lot of practice and quite a bit of luck. Byron reckons that his score is perfectly beatable but only by a few more letters – around five or six at most. Can any of you gamers out there prove him wrong?



Is it possible to get 30 letters? If you can manage it and some other good scores then you'll probably win

BYRON'S SCORE
24 LETTERS

CHALLENGE TWO

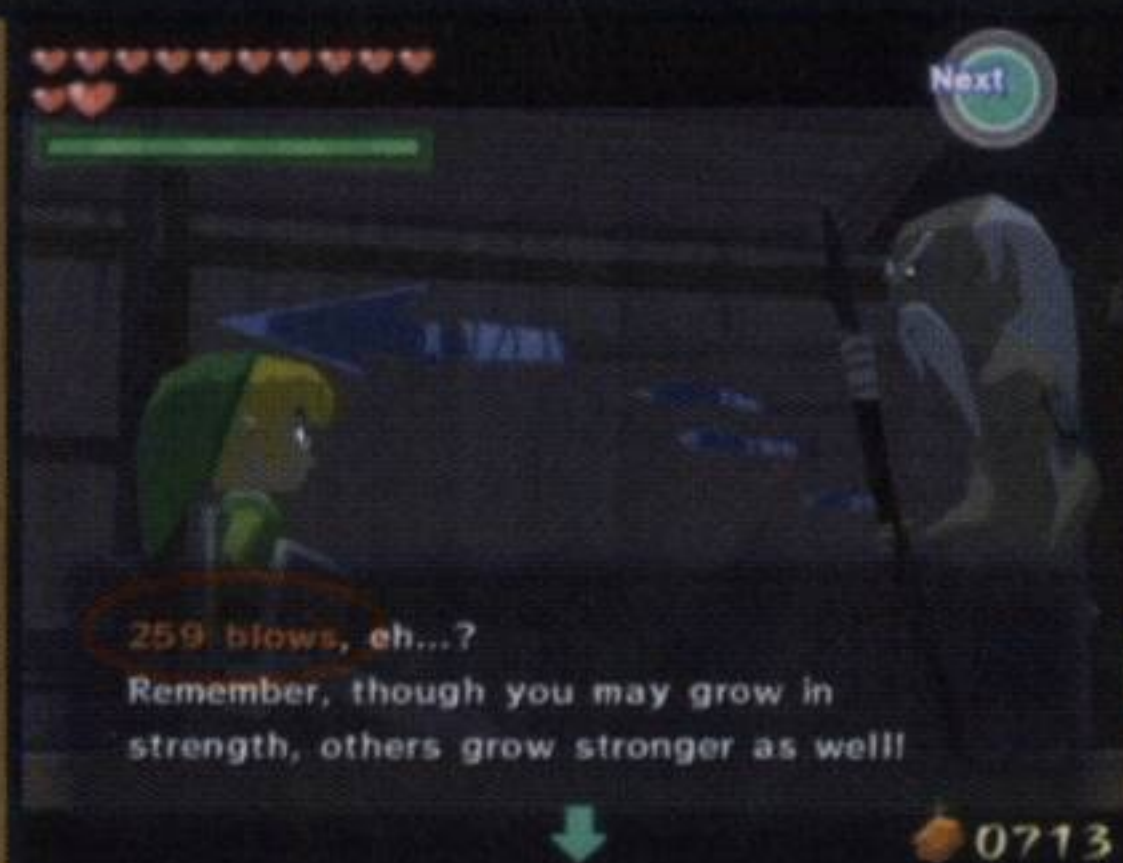
EN GARDE

BLADE RUNNER

You can take a stab at Miles' challenge by returning to your home, Outset Island, and visiting Orca, the guy who taught you to use your sword. Miles had only one go at the sparring session with Orca, managing 259 blows in total before getting hit for the third time. Thing is, he tells us you can get well over 500 and that he's previously done around 900 blows...



BEAT MILES



Can you get more than 900 blows? If so, you're in with a very good chance of winning all those peripherals

MILES' SCORE

259
BLOWS

CHALLENGE THREE

WHAT A FLOATER

HOVERCRAFT

This month sees a sterling performance from the boy Adams. One attempt for Gary and he completed the course notching up a tidy distance in the process. However, without doubling your Magic Gauge there's no way you'll be able to challenge him. So where you can double your magic? Well, it's two squares to the right of your home island and it involves a squid. We're saying no more...



BEAT GARY



Gary thinks you can't beat him. Look at that mocking sneer on his face - he knows you're weak, WEAK!

GARY'S SCORE

258
YARDS

CHALLENGE FOUR

THAT SINKING FEELING

BATTLESHIPS

Here you're effectively challenging Chandra to a game of Battleships. We think he's been pretty lucky with his score - in fact, this whole challenge is based on chance. To beat Chandra you need to sink all the squid with less than 17 bombs. The best possible score is nine bombs used although we can't really see that happening...



BEAT CHANDRA



The best possible score is only nine bombs used. But to use so few you'd be suspiciously lucky

CHANDRA'S SCORE

17
BOMBS

WHAT A PICTURE

HOW TO TAKE THAT PERFECT SNAPSHOT

Right, so you've played like a madman and finally managed to beat one of our challenges - so 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. If you're going to be adventurous and record a video, please be warned that we can't return any tapes sent to us. Those of you sticking to regular photography though might want a few tips on how to snap the perfect piccie...

- Turn off all the lights in your room so that you reduce the chance of light reflection on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up on.
- Switch off the flash on your camera - the light from the TV will be more than enough to illuminate the picture, and besides, the last thing you want is to have your photo ruined by flashing out the screen.
- Take several pictures, in case your first few turn out to be duds. No picture means no prize... remember that!

Be warned - photos sent by email are NOT acceptable, as they can be doctored in any bog-standard paint program. People who use cheats or NTSC copies of games to get a better score (unless you're entering an import challenge, of course) will also be scorned and most likely ridiculed within these very pages. Finally, please note that we will NOT be able to send back anything that you send in as proof of your score - those of you who've been asking us for videotapes back or even sent in the only memory card you own, please take note of this rather important point.



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 TEAM!
CUBE MAGAZINE
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET
BH1 2JS

THE DEADLINE
FOR THIS ISSUE'S
CHALLENGES IS
10 JULY '03
SO HURRY, HURRY,
-HURRY...

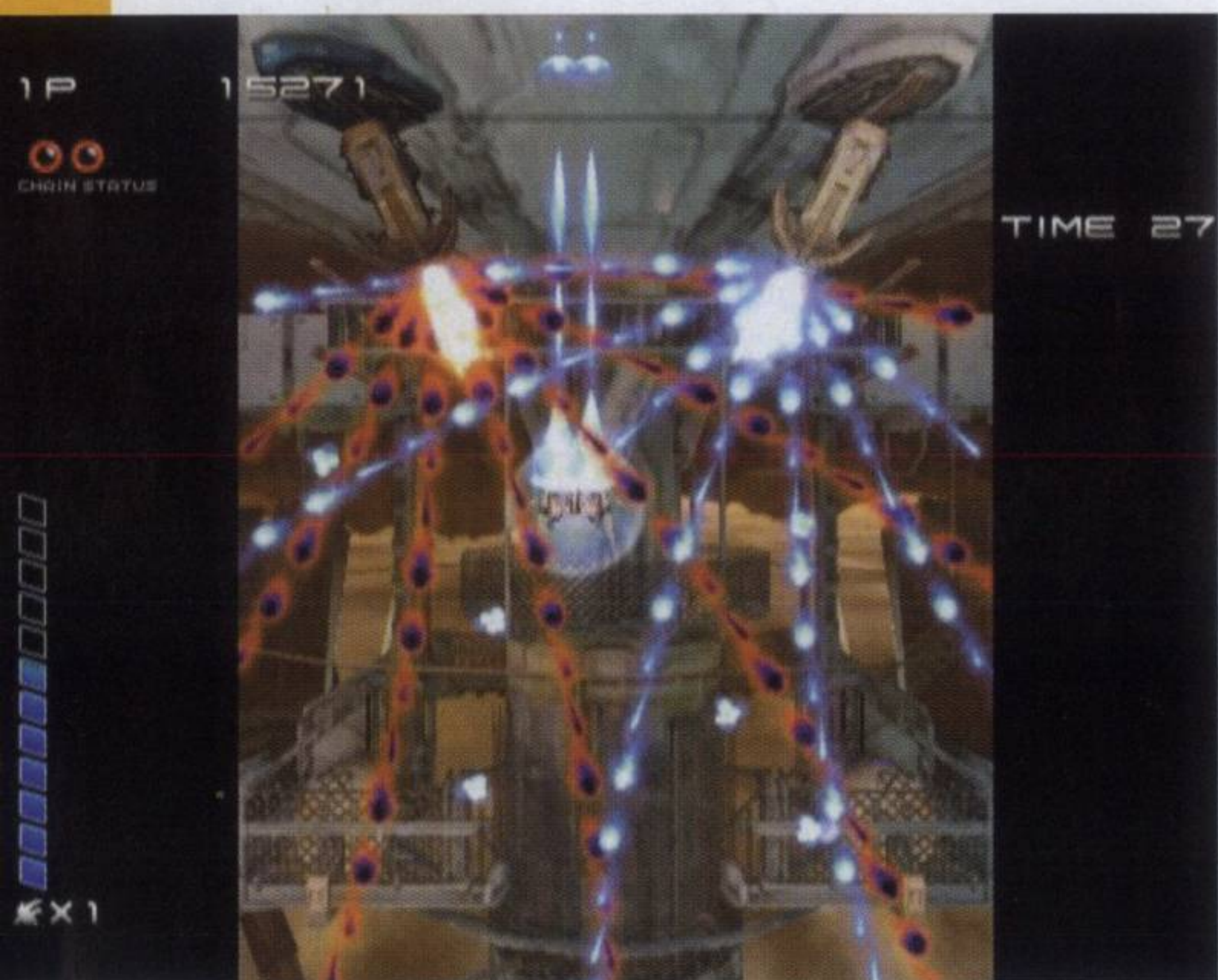
CUBE

ISSUE TWENTY

CHEATING MONKEYS

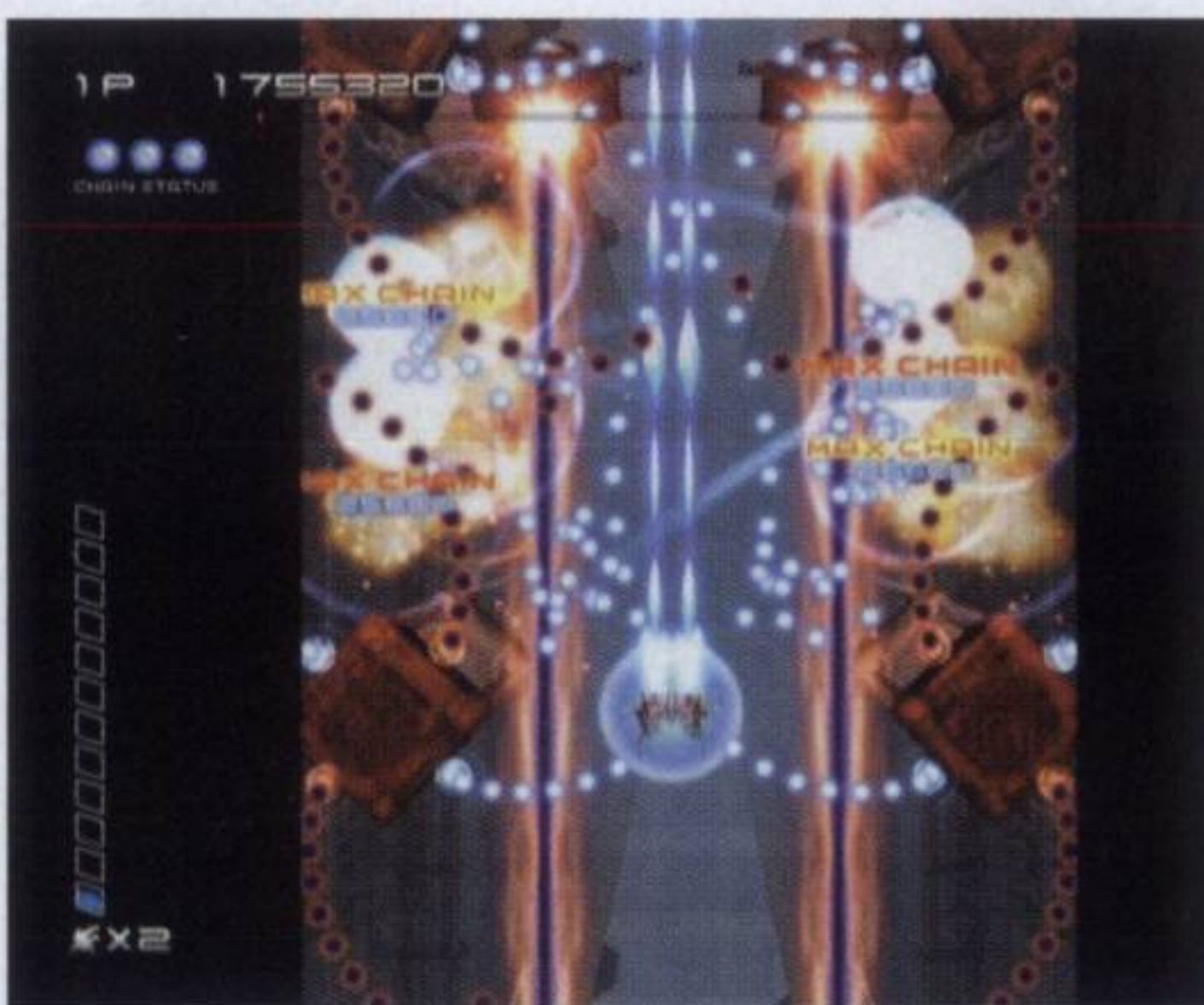


This month our Cheating Monkeys have mostly been shooting ships, robots and hoops. Aren't opposable thumbs great, eh?



⬅ If *Ikaruga* is making you weep with despair then our Cheating Monkeys have got just what you need

⬇ Actually, *Ikaruga* is easy. All you need to do is predict the future, and how hard is that? Don't tell us, we already know



NBA STREET VOL 2

Enter these codes for EA's decent hoops game in the Pick Up mode. When entering each code you also need be holding the L-trigger.

GET	CODE
Unlimited Turbo	B, B, Y, Y
Always Legend Trails	Y, Y, Y, B
Easy Two-pointers	Y, X, B, Y
Explosive Rims	X, X, X, Y
All Quicks	Y, X, Y, B



⬆ The GameCube won't get an *NBA Jam* update so this is its best b-ball title

IKARUGA

Ikaruga is the most demanding and hard-core shooter on the GameCube. There are some ways to make it easier though...

MORE CREDITS

Log four hours of play and you'll receive more continues

UNLOCK GALLERY 1

Beat Trial Mode without continuing. Or play for more than five hours.

UNLOCK GALLERY 2

Complete the game on any difficulty. Or you could play the game for more than ten hours.

UNLOCK SOUND TEST

Complete Easy mode without continuing, or play for more than fifteen hours.

UNLOCK GAME MODE OPTION

Finish the game on Normal without continuing, or play for more than twenty hours total.

Don't come crying to us when your eyes go weird...

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

CHIMP'LL FIX IT

They spend all month poring over your questions and in return we let them share a felt banana — that, my friend, is the life of a Cheating Monkey. So keep our chimps in fabric food by sending your gaming queries to **Chimp'll Fix It**, **CUBE Magazine**, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS or alternatively, you can drop them an email to cube@paragon.co.uk

CHRONO TRIGGER

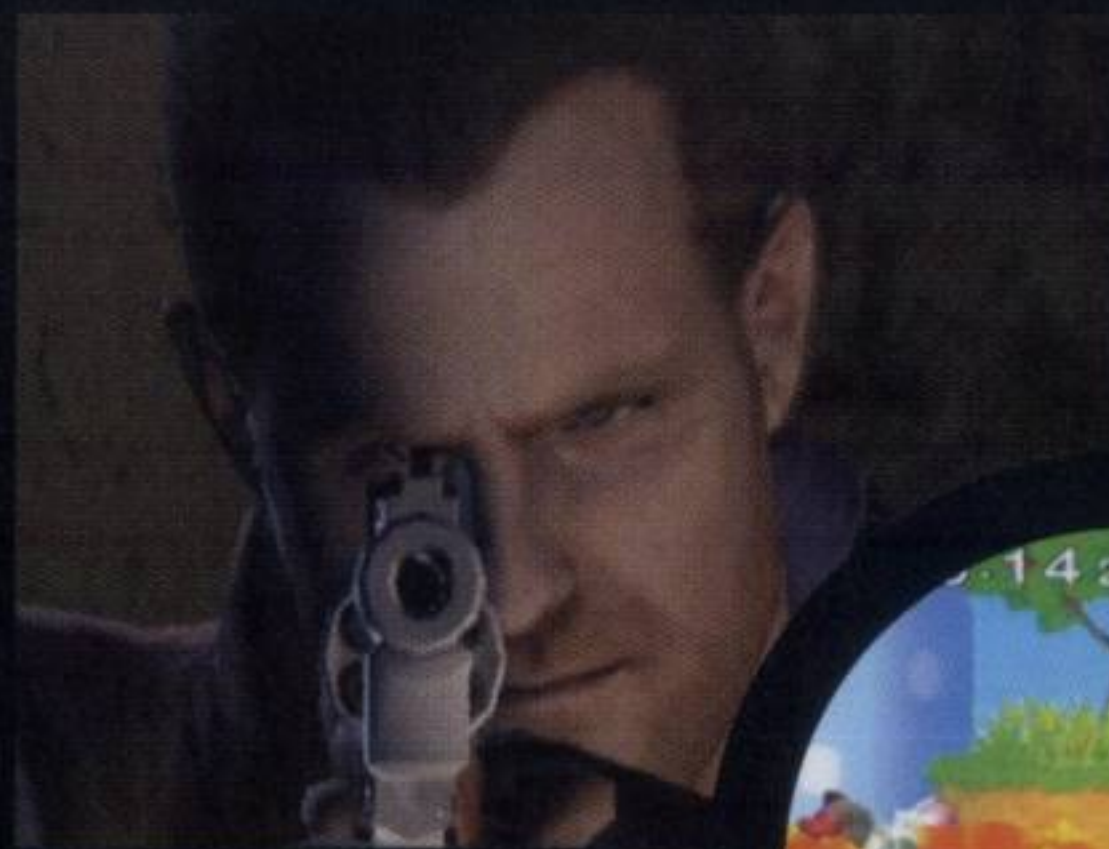
Dear Cheating Monkeys, I've been trying to figure out where to put the hands on the clock in the dining room in *Resident Evil*. I know you have to put one of the hands on one of the pictures of the armour, helmet, sword or the shield. I also know that there will only be two of them chosen, but which two? Please tell me how to solve it. Thank you,
James Bird, Derbyshire

The monkeys say...

"Easy. Examine the clock and you'll see that each time is replaced with a symbol: 12 is a helmet, 3 is a shield, 6 is armour and 9 is a sword. Simply turn the big hand to face the helmet and turn the little hand to face the armour. The clock will now slide to one side, revealing a recess holding the shield key."

HANDY HINTS

Dear Cheating Monkeys, I can't seem to beat the two hands on Event Match 50 on *Super Smash Bros*.



Turn to the news section to find out about Donkey Kong's latest starring role...

I've tried different characters but keep losing. Which character should I use and how do I win? Thanks,
Ashley Kursey

The monkeys say...

"Event Matches are pretty much down to your own skill although there are some ways to make them easier. As far as Event 50 is concerned, try using Yoshi and go for the left hand first using his down and A-button attack. Keep dodging the attacks from both hands and concentrate on killing the left hand, then use the same dodge and attack method for the remaining hand."

STEEERIKE!

Dear Cheating Monkeys, On the *Super Smash Bros*. Home Run contest, I can get just over 200 metres with Roy. But how the heck do the people on Beat The Team get like 600 metres? How!?
Matthew Pedrick, Yeovil

The Monkeys say...

"If you're using Roy then begin with a two hit that'll do around 10 per cent damage (towards and B). Then go for an up and A-button move and, as the bag falls again, charge and unleash your sword. Finally, charge a maximum hit blow and unleash. Time all this nicely and you should get over 1,000 feet."



PRODUCT NO.03

A really enjoyable and stylish old-school shooter from Capcom that can be played again and again. A nice little number this one...

DIFFERENT ENDINGS

Beat the game on Normal to get a good ending and a new title screen. Complete the game on Hard with a Regular ranking to get the best possible ending.

UNLOCK HARD MODE/BLACKBIRD SUIT

Complete the game on Easy or Normal.

UNLOCK PAPILLON SUIT

Beat the game twice using the same save file.

SHARE YOUR GAMING GENIUS!

If you've come up with a game hack you want to share with the world, send it to the monkeys at: **Chimp'll Fix It**, **CUBE**, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS. Or whack it on the forum at www.totalgames.net

CUBE

CHEATING MONKEYS

CODE JUNKIES

ISSUE TWENTY



Every month the monkeys will be bringing you all the latest Action Replay codes for the greatest GameCube games!

the legend of zelda the wind waker



Master Codes

- 1 Z5OW-FZRF-T1B95
- 2 M5RG-R3UK-4C251

Maximum Health

- 1 1166-BC68-N36FK
- 2 CDH3-GKF1-B8F6Y

Infinite Health

- 1 YG9H-1435-YE6RY
- 2 RONG-65AP-8KRHR

Never Drown

- 1 JCQ9-135G-DDN3Z
- 2 CM68-JYCP-B5HME

Infinite Rupees

- 1 32GE-RHWV-B9PXM
- 2 PQYD-2Y5P-ZTZ8M

Can Carry 5,000 Rupees

- 1 PEN5-WNUN-89TMA
- 2 CJYK-HQ03-YVP47

Massive Link

- 1 9662-65U2-97WMP
- 2 KKFN-85HK-DOJ5J
- 3 DPUR-NC4A-WZ9Y7
- 4 TOU5-AGMM-DTUXV

Tiny Link

- 1 XVZ8-JYQB-PZPBE
- 2 Y37K-M7F5-HTV2P
- 3 4ANR-EKYG-09VYG
- 4 O27M-KM3X-N7CXN

Supersprint Link (Hold R)

- 1 RAN8-T1TX-VPCTX
- 2 1HUA-EQ5F-TJ9EU
- 3 11UF-DAKT-AC0XM

Moon Jump (Hold D-pad Up)

- 1 H128-F3U3-RPXKC
- 2 93KQ-64U8-9PWZ2
- 3 KZ21-VH3J-QY087

Only use these codes AFTER meeting the Dragon Boat:

Maximum Magic

- 1 245R-VYH4-6MW7G
- 2 JZUM-CJ7V-CKW9W

Infinite Magic

- 1 YMUU-KH60-8F36C
- 2 BGWH-AAK6-PJ7T7

All Melodies

- 1 9KB6-T7A0-V3TF2
- 2 DC62-Y4MJ-GEA9U

Have Master Sword

- 1 777H-KC1G-D3DOY
- 2 EHVX-DE7K-WAP38
- 3 XD3C-7QP9-5UU9W

Have Mirror Shield

- 1 MJEJ-2J83-1E2JO
- 2 1G0P-T730-GN33D

3 VU9V-MPAE-AQRNV

Have Power Bracelets

- 1 305M-1Q0B-HQP57
- 2 C2QV-WR4G-UQ9FN
- 3 9JB7-TOW0-UKWP9

Have Telescope

- 1 XFHF-ZWAW-PKRRRT
- 2 99FA-2AQR-ZWETE

Have Sail

- 1 TTW7-1UNM-5RX2Q
- 2 RXR1-7420-KN7C1

Have Wind Waker

- 1 RNN8-5UVH-HZ8WU
- 2 8KU6-RBCX-NKDKO

Have Grappling Hook

- 1 9URM-HHTX-8KWKF
- 2 F1PQ-4UG6-D2C5D

Have Boomerang

- 1 JAYY-YJTX-NR1GO
- 2 6UQG-8TW9-HR8V3

Have Deku Leaf

- 1 1E59-FN4J-05NN3
- 2 8QVY-Y64U-P57GH

Have Tingle Tuner

- 1 WMPU-EFE2-Z56MP
- 2 218C-4EAJ-8WJJK

Have Deluxe Picto Box

- 1 GPXA-GWUC-9NHZK
- 2 MHRY-4T8B-H8T9C

Have Iron Boots

- 1 P4DA-3DNN-8EVWG
- 2 4TUY-UEMU-HJT7Y

Have Magic Armour

- 1 Y15R-CK3X-UF8KK
- 2 N8ZW-EUYG-JA2E4

Have Bow And All Arrows

- 1 6JJQ-CD0A-AJ2ZB
- 2 BVH5-3JYK-HRJRJ

Infinite Arrows

- 1 HYGQ-KHCH-3780Q
- 2 RRAD-7XHT-Z1T6J

Have Bombs

- 1 G18B-8W0J-0GN7N
- 2 0G84-QHT8-RPAXH

Infinite Bombs

- 1 31P2-R9UT-F499X
- 2 XCET-4087-A3ZR3

Have Hookshot

- 1 DZ06-3D9Y-V9NMV
- 2 VQK7-AYME-P004P

Have Skull Hammer

- 1 AZX0-3FNR-TZD1M
- 2 7DVM-7M8F-NDV8D

Have Bottle 1

- 1 D1X5-K5H5-VUJK7

2 C9QY-CNMX-MD1AB

Have Bottle 2

- 1 UCGU-MY40-QK4K2
- 2 C4CM-W6YG-9P9FV

Have Bottle 2 With Fairy

- 1 HAMD-E2KA-3DPTU
- 2 6MWG-BR1Y-HHJQ9

Have Bottle 3

- 1 AEGF-FQTT-B0B3Y
- 2 C2MH-PMMT-Y1APE

Have Bottle 3 With Blue Potion

- 1 T8TU-X9EB-AJU07
- 2 7UT3-B1YU-W8TMZ

Have Bottle 4

- 1 Q1QQ-6BJR-KVBWZ
- 2 1D5A-Z2E9-BWZZK

Have Spoils Bag

- 1 V4KQ-3FYJ-WUHY0
- 2 KRJX-RG67-3UQ4N

Have Bait Bag

- 1 HRK9-T12N-WAKFB
- 2 XWHO-NTZW-CPD40

Have Delivery Bag

- 1 M5MP-JKF4-NE6KX
- 2 QMRB-153C-MDWVF

Infinite All-Purpose Bait

- 1 Q797-ZTUT-QBUQV
- 2 898C-JVM9-QE0VT
- 3 EPVK-UPY0-AG5WD

Infinite Hyou Pear Bait

- 1 ANX3-A3QE-BZH4K
- 2 XVYR-XXEE-E9BFM
- 3 FGUT-BQ89-EGWCV

Have Red Chu Jelly

- 1 3622-4HJB-EFUH5
- 2 RQ9B-6W4N-TTV99

Have Green Chu Jelly

- 1 2QZU-ZWC6-W9NA4
- 2 22R4-3X4G-MC6CW

Have Blue Chu Jelly

- 1 DEHY-F2BA-2KKJW
- 2 2391-1BRD-ZXJQJ

Don't use these codes until AFTER Dragon Roost Island

Have All Pearls

- 1 W3PZ-NV33-FKQVN
- 2 88PJ-PO2M-3PQVA

Have Completed Triforce

- 1 9J67-FJOC-3PUBC
- 2 NNQ0-PBJX-Y3560

Night Mode

- 1 PVKY-NA7T-DWDRF
- 2 NCBF-UK31-8R4U6
- 3 Z77T-048C-3FJ3J

4 E32G-P4NH-TUWXD

5 JCGM-VY86-3N75J

Glow-In-The-Dark Link

- 1 V31K-WWDDW-PAHZA
- 2 JQ5A-NVZF-OX9Y5

Test Rooms: hold the button combination when going through doors or warping

Test Room 1 (Hold L+Z)

- 1 GEYY-MQ6P-NXR30
- 2 5T9N-YZ29-VDTGP
- 3 GKGV-KOCU-QKZTQ
- 4 8KYY-GEAH-QC1EC
- 5 FRKR-YJCE-POH1H
- 6 E9FZ-A3QA-YCERP

Test Room 2 (Hold L+Y)

- 1 Y3HC-QJ4P-FON2Y
- 2 3872-BW4E-5J7UP
- 3 GKGV-KOCU-QKZTQ
- 4 8KYY-GEAH-QC1EC
- 5 EQCF-KH4A-CDB8Q
- 6 E9FZ-A3QA-YCERP

Test Room 3 (Hold L+X)

- 1 MAM1-6RZ6-CRPMN
- 2 1AY3-7HPJ-1MV3V
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 QRJM-H4Y6-CHFTX
- 6 E9FZ-A3QA-YCERP

Test Room 4 (Hold L+A)

- 1 MJHA-70ZZ-29Y56
- 2 T1B8-KER7-0159M
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 T5Z6-PTX7-BG2MX
- 6 E9FZ-A3QA-YCERP

Test Room 5 (Hold L+B)

- 1 43KA-VJK5-2WUX8
- 2 TZYM-AZ52-QGZZG
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 5BCR-EY02-GP8TE
- 6 E9FZ-A3QA-YCERP

Test Room 6 (Hold L+D-pad Up)

- 1 JDCV-D8D0-0425C
- 2 H46X-9BX7-F5839
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 Z4GH-Q5F4-1M4HF
- 6 E9FZ-A3QA-YCERP

Test Room 7 (Hold L+D-pad Down)

- 1 9DFG-AY2C-Y6REH
- 2 BCRH-XWBC-Q5147
- 3 GKGV-KOCU-QKZTQ

4 R63C-FZTN-F4B5P

5 9R31-Q80Y-JDFD0

6 E9FZ-A3QA-YCERP

Test Room 8

(Hold L+D-pad Left)

- 1 TAM8-EMJP-8TVUP
- 2 TZNY-AA2J-TZK9P
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 R8UG-EKEG-NY8W9
- 6 E9FZ-A3QA-YCERP

Test Room 9

(Hold L+D-pad Right)

- 1 7GFB-ZWAG-3ZYGZ
- 2 2EQE-HPAV-PXXZF
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 RWU6-K29B-YBBK3
- 6 E9FZ-A3QA-YCERP

Test Room 11

(Hold L+R+Y)

- 1 DUW7-6K70-Z7NF1
- 2 QCQR-D9WB-FEA95
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 V8N8-NEX3-FVZFA
- 6 E9FZ-A3QA-YCERP

Test Room 10 (Hold L+R+Z)

- 1 RK77-B53D-5P500
- 2 409G-JUE0-2WDQN
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 7BP7-9URB-A1RCN
- 6 E9FZ-A3QA-YCERP

Test Room 12 (Hold L+R+X)

- 1 AH06-J457-E0BED
- 2 4ZNB-0JW3-9TGHT
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 QVH4-9X8T-4358B
- 6 E9FZ-A3QA-YCERP

Test Room 13 (Hold L+R+A)

- 1 63W7-NJOU-CKDKW
- 2 8E63-8RGH-21UC8
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 YQF8-UZVG-ACAHR
- 6 E9FZ-A3QA-YCERP

Test Room 14 (Hold L+R+B)

- 1 UT7Q-H9VC-NVBKY
- 2 KCDH-3JG2-4MZX1
- 3 GKGV-KOCU-QKZTQ
- 4 R63C-FZTN-F4B5P
- 5 1ANH-UAMH-EWQZX
- 6 E9FZ-A3QA-YCERP

"NO AKIRA, NO MATRIX, IT'S THAT IMPORTANT" EMPIRE

**CONTAINS BOTH THE
DIGITALLY REMASTERED
AND CLASSIC VERSIONS.
FROM THE
LEGENDARY DIRECTOR
KATSUHIRO OTOMO.**

AKIRA

THE ULTIMATE COLLECTION



AVAILABLE TO BUY ON



FROM



23.06.03



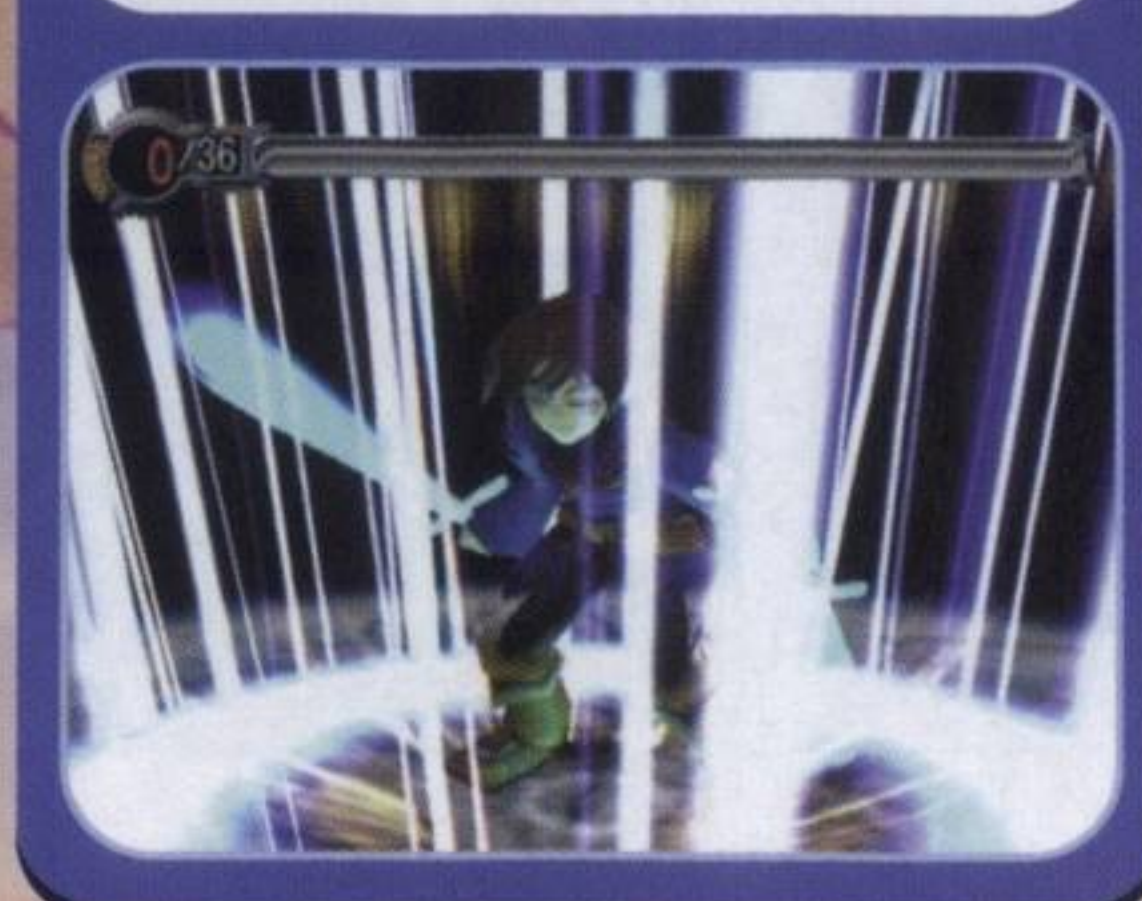
SKIES OF ARCADIA LEGENDS

Finally, an RPG that can stand up to *Final Fantasy*. You'll certainly need this walkthrough to get through Arcadia unharmed!



ESPECIALLY FOR YOU

➔ As a fight progresses, your party will build up Spirit Points (SP). After each round, the SP gauge will go up by one point for each member of the party. It is also possible to raise your spirits by Focusing. Once you have enough SP, you'll be able to pull off a Special Move. These moves can only be learnt by eating Moonberries – an extremely rare delicacy on Arcadia.



IT'S A KIND OF MAGIC

➔ Anyone can cast magic in *Skies Of Arcadia*, as long as they have a Moon Stone. These magical stones come in six different colours: red, yellow, blue, green, purple and silver. Each stone allows the holder to learn a number of different spells, which are only obtainable by experiencing battles first-hand. You can only hold one stone at a time, so it'll be up to you whether you specialise in one colour or spread your experience evenly. Different colour stones can make your weapon stronger or weaker against certain enemies, so choose wisely!

INFORMATION

SKIES OF ARCADIA LEGENDS

PUBLISHER: INFOGRAMES

DEVELOPER: OVERWORKS

GENRE: RPG

PRICE: £39.99

PLAYERS: 1

CHAPTER 1: BACK TO BASE

The adventure begins with a young girl sailing alone in a strange ship. An enormous battleship, headed by Alfonso, is chasing her for an as yet unknown reason. They knock her out with Concussion Shells and are just about to take her back to their Queen when the Blue Rogues attack...

FIGHT THE VALUAN Soldiers using the standard attack command – they won't last very long. After the first battle, you'll be surrounded by soldiers and Dyne will make an appearance. When the cut-scene ends, open the crate in front of you to find a **Sacri Crystal**. Run along the corridor and into the large room. Alfonso will be waiting for you with a group of guards, so take them out with standard attacks. Explore the ground floor of this room and keep fighting until both Vyse and Aika have learnt a magic spell each. When this happens, go to the Status screen and swap their colour allocations.

Grab the pair of **Sacri Crystals** in the northeast corner, before heading upstairs to face Alfonso. As expected, he'll run off with the girl. Open the chest in the southeast corner for **50 Gold**, then follow him and use the Save Point in the next room. Take the pair of **Magic Droplets** in the chest, before heading along the corridor, through the door and down the ladder to fight your first boss, **ANTONIO**.

ON THE ALBATROSS

AFTER THE BATTLE, Alfonso will make a run for it, leaving the strange girl behind. You'll now be on the Blue Rogues' ship, the Albatross. Compliment Fina on her name, then go outside and climb the ladder to the bridge. Talk to Dyne, then speak to Briggs (the man at the helm) to gain control of the ship. Fly southeast until you get to Pirate Isle. You'll be attacked by Ghastlings, Loopers and Marocca along the way. Ghastlings are easy enough to kill; Marocca have a large amount HP and will take a couple of rounds to kill; and Loopers are wary, often running away before you get to attack them. If you get to them in time, use magic as opposed to physical attacks.

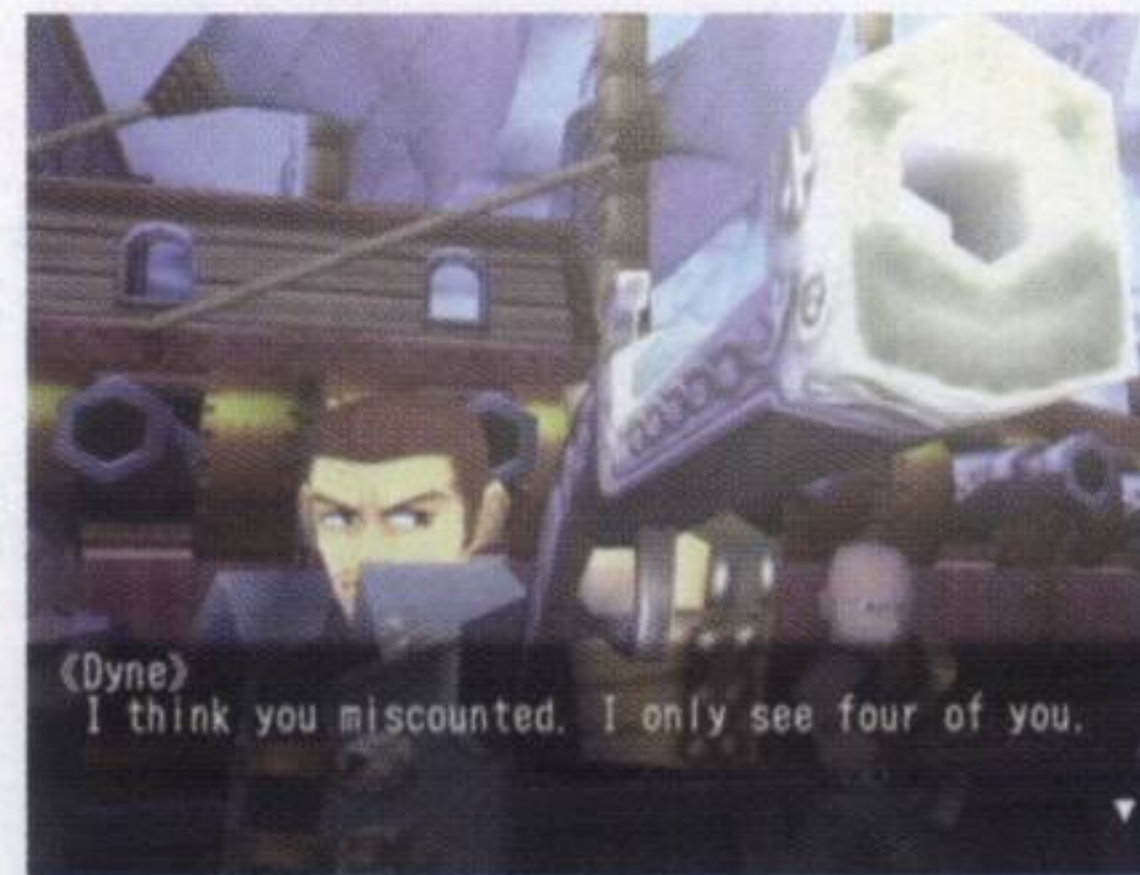
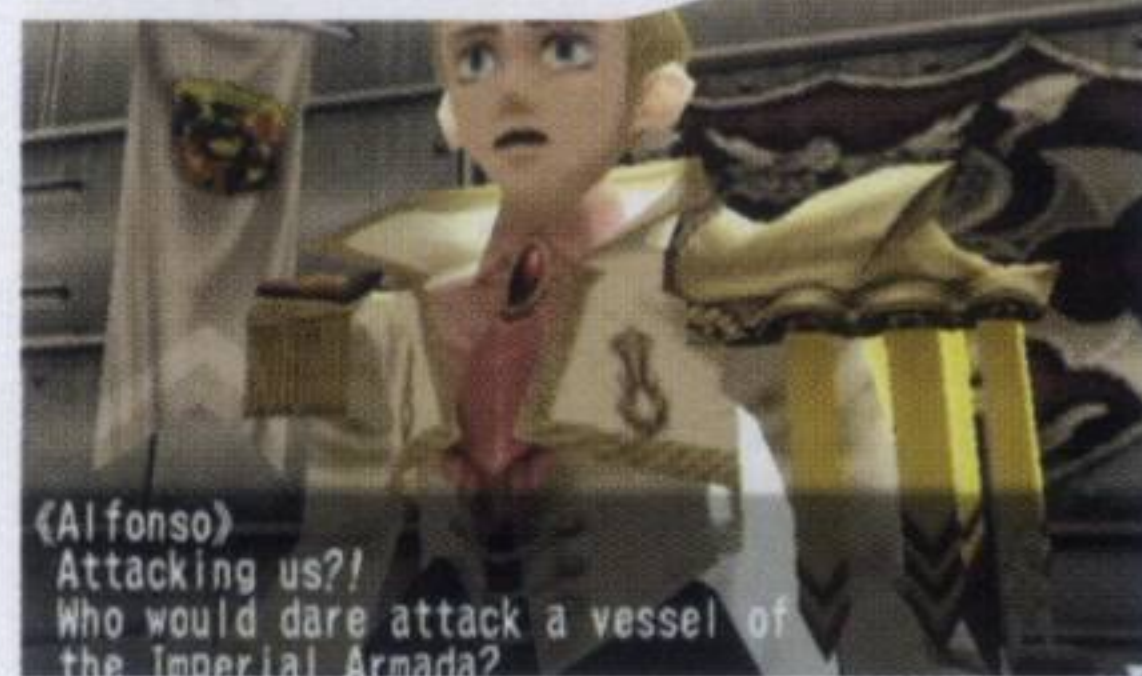
Back on Pirate Isle, explore the docking cavern and be sure to save your progress at the Save Point. There are two shops and a tavern to visit, but don't buy anything just yet.

Instead, go straight up to Dyne's office and let him talk to Fina. Choose the 'sit quietly and listen' option, when given the chance. After the chat, examine the bookcase in the corner – it'll slide open, revealing a ladder, leading to **150 Gold**. Luke the Raider will now let you exit the cavern.

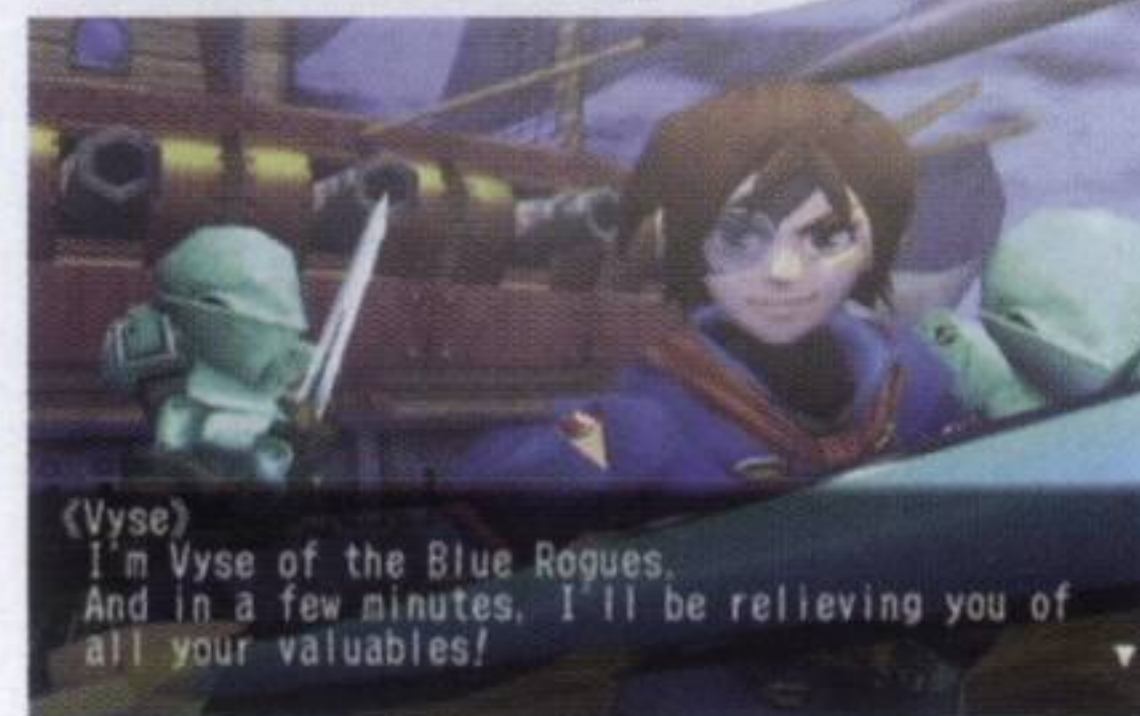
Find the stone tablet next to Vyse's house; examine it to find a door that takes you to another **Moonberry**. Search the vegetable patch to find a chest with three **Sacri Crystals** inside, then find Aika's house on the far side of the village and lift the handkerchief on the wall to see a cut-scene. Talk to Vyse's mother inside his house (next to the Save Point), then go to the stone building and find out all that you can about battle. Speak to Alan (the boy in green) and choose 'Sure, you can be a sailor' to give your pirate rating a boost. Offer to play hide-and-seek with the kids now – Jimmy can be found behind the washing, near the vegetable patch, Pow is by the well, Lindsy is to the left of Vyse's house and Alan is behind Aika's house. In return, Jimmy will tell you about a hidden ladder.

That done, grab two **Magic Droplets** on a separate island, at the top of a ramp, before going back into the base itself. Do some shopping here, then climb the ladder to the very top of the island to see a cut-scene.

↓ **Vyse and the Blue Rogues – that's who!**



↓ **Plenty of bravado here, but Vyse can back it up**



↓ **Guards can be killed in one hit, while Soldiers take two**



ANTONIO

HP: 550
ATTACKS: THUNDER OF FURY
ITEMS WON: MOONBERRY

Antonio is Alfonso's pet war-beast. You shouldn't have any problems here as long as you keep your HP above 200. Use Vyse's Pyri until he's out of MP, then stick to standard attacks. Use Aika to heal when necessary – this is more important than using Pyri. The only move that hurts you much is Thunder Of Fury, which hits for around 190 damage.



← **It looks tougher than it is**



← **Pyri works well**



← **The boss will soon go down**

CHAPTER 2: RETRIEVE THE MOON STONE

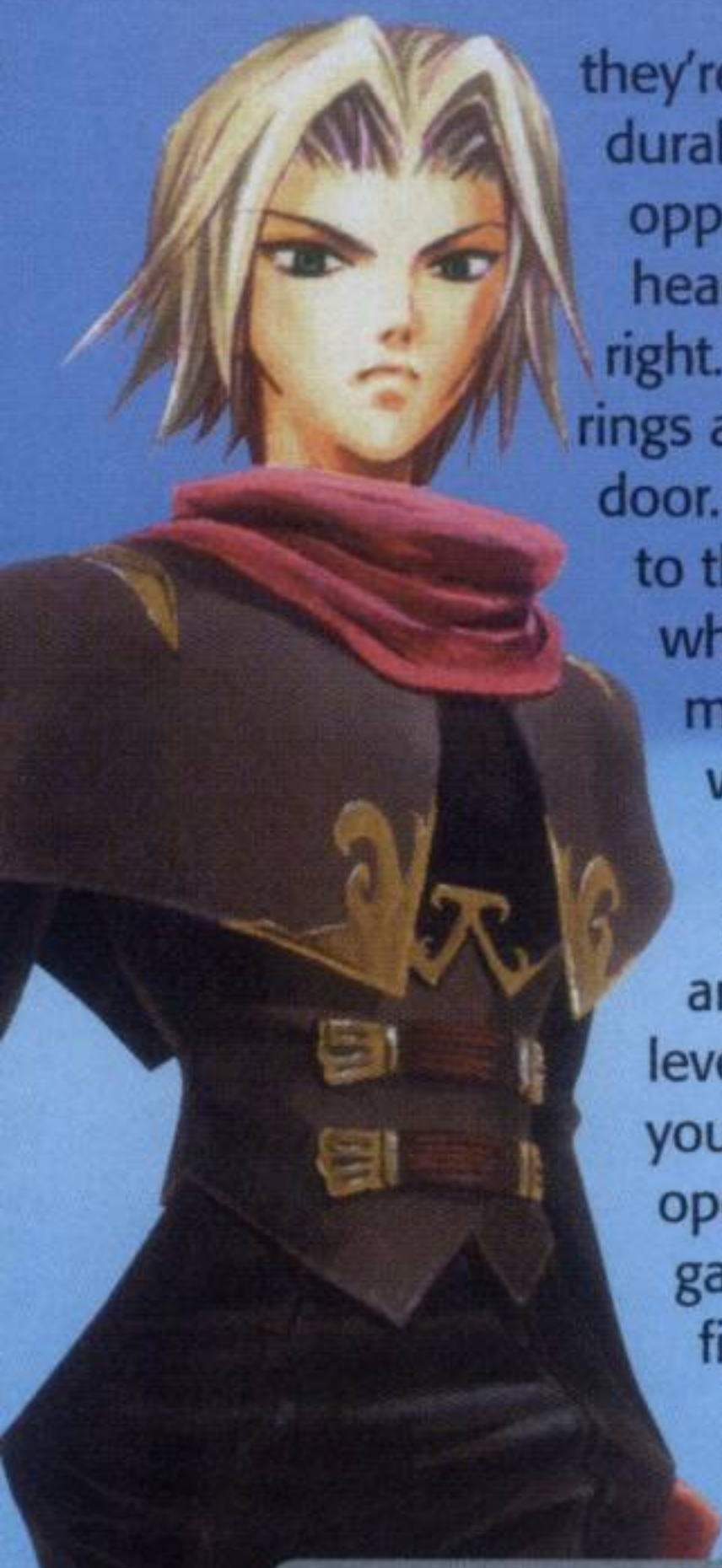
After seeing the Moon Stone land on the nearby Shrine Island, Vyse and Aika decide to go off and find it. Vyse will get some sleep before he goes.

TALK TO VYSE'S parents before you leave, to receive two **Sacres Crystals** and a **Purple Moon Stone**. Head up the ramp in front of Vyse's house and up to the small, floating island in the distance. Climb into the boat and cast off – if there are any items you couldn't afford in the shop earlier, it might be a good idea to fly around, fighting enemies, until you have enough cash. If you get hurt, you can talk to Vyse's mother back on Pirate Isle to regain your health and MP. When you're ready, head north, towards Shrine Island.

The Moon Stone has blasted into the side of the shrine, allowing water to flood the dome. Whilst inside the dome, you'll encounter the normal enemies as well as Flestiks. These strange creatures can put you to sleep, so take them out as a priority.

You'll have to drain the water out of the dome in order to progress – follow the pathway until you end up outside, then take the **Sacri Crystals** from the chest to the east. Touch the crystal next to the door now, to lower the entire shrine. The entrance to the shrine will now take you to a different place. Continue and make sure that you activate all the rings by passing close to them. As soon as you walk outside, you'll be attacked by a Grouder. Use Special Moves to kill it quickly and make sure to have either red or green Moon Stones equipped.

There is only one way to go from here – just follow the path until you're back inside the dome. Go through the door to the left to find a chest with a **Moonberry** inside. Head back to the dome, then turn left again and activate the rings. Be careful in here this time, as you're more likely to find Seekers in this part of the dungeon –



they're both powerful and durable, so will be tough opponents. Back inside, head up the stairs to the right. Activate the two rings and go through the door. The path takes you to the next level down, where there are yet more rings and a chest with two **Sacres Crystals** inside. Go through the door and down to the next level. Be sure to save your game before opening the next set of gates, as you'll have to fight the **SENTINEL**.

SENTINEL

HP: 1200
ATTACKS: TARGET SEARCH, BLASTER
ITEMS WON: RAW MOON STONE, MOONBERRY

This guy is really quite easy. The Blaster is an annoying move to say the least, but keep your HP high and you'll be fine. The Sentinel always uses Target Search before firing its Blaster, so you'll have some warning that it's coming – heal yourself or set your characters to 'Guard' if you feel the need. When attacking, use Alpha Storm and Cutlass Fury, keeping your MP in reserve for casting Sacri. The Moon Stone should be yours in no time at all.



⬅️ And there it is



⬅️ Keep plugging away at it...



⬅️ ...and it should soon kick the bucket



CHAPTER 3:

THE JOURNEY TO VALUA

While you were away on your treasure hunt, the Valuan forces attacked Pirate Isle. They've taken all the men hostage!

GET BACK TO Pirate Isle and make your way into the cavern. Vyse's mother is in Dyne's office – answer that you're going to save everyone, when given the option. In the morning, head up to the floating island and speak to the kids. Promise Lindsi that you'll come back, then leave on the boat. Head north and go past Shrine Island. Change to a northeasterly direction until the fog becomes too thick to carry on. Watch the cut-scene and choose to retreat when asked – there's no way that you can fight the whale.

You'll wake up on the deck of another ship. Although you can explore it, there's nothing to find. Go down the first flight of stairs and grab the crates – Drachma will ask you to take the Little Jack to Sailor's Island. You now have use of a **Blue Moon Stone**, so be sure to equip it, to learn your first level

spells. Fly through the tunnel to the east – the island will be on the other side. Land on Sailors' Island and visit the Sailors' Guild, off to your right. Talk to the Guildmaster and purchase the Ancient Guidepost information. Open the chest next to the Guild for three **Repair Kits** and go to the Items Shop over the bridge to buy some Curia Crystals. Talk to the Ship Parts Merchant next door – he'll tell you about a new Harpoon Cannon that Captain Drachma might be interested in. Find the Weapons Store now and upgrade your weapons and armour – it's worth buying the Hook Hand, as you'll need it later on.

MESSAGE IN A BOTTLE

HEAD UP INSIDE the lighthouse now to find a **Note In A Bottle**, attached to a balloon, by one of the windows. Next, check one of the

DOC & MARIA

As you approach Sailors' Island, you'll see another cut-scene, during which you'll receive the **Moon Lens**. From now on, you'll be able to capture Moonfish to take back to Doc. He'll give you items in return, so it's certainly worth doing.



THE MOONFISH CAN BE FOUND IN THE FOLLOWING PLACES.

SAILORS' ISLAND:	• The Inn's balcony. • Above the bar.
PIRATE ISLAND:	• In the cavern's pit, at opposite end to the entrance to town. • On the highest island (after Chapter 4).
MARAMBA:	• At the end of the northern dock. • On top of the equipment shop (take a Dhabu to get there).
TEMPLE OF PYRYNN:	• To the right of the first set of rolling boulders. • After solidifying the lava, before fighting the boss.
HORTEKA:	• Near the lookout, on the highest platform next to the Elder's hut. • On the platform, outside the Tavern's upper door.
MOON STONE MOUNTAIN:	• By the De Loco Drill's chest.
RIXIS:	• By a moving platform in the ruins, at the southern end of the southeast building.
NASRAD:	• At the end of the western dock.
DACCAT'S ISLAND:	• Near the Moonberry chest on Vyse's side.
ESPARANZA:	• By the ship, in the northwest corner of town. • At the top of the lighthouse.
YAFUTOMA:	• Just to the west of the palace.
MOUNT KAZAI:	• At the top of a rope, after flooding the central chamber.
TENKOU ISLAND:	• After speaking to Daigo, catch it at the northeast end of the platform, leading into the building.
CRESCENT ISLAND:	• Near the stairs up to the Delphinus, after your base is built. • At the top of the lift, outside the meeting hall.
RUINS OF ICE:	• When your ship can travel above and below the clouds, head back to the Ruins and enter it below the cloudline, under the ice. The Moonfish is by the chest.
DANGRAL ISLAND:	• In the southeast corner of the first area. • At the far end of the dock, in the room with the Ship Schematics.

⬇️ Tell the girl you'll come back safely



⬇️ Galcian's flagship. At least you don't have to fight it... yet



rooms in the Hotel to find a chest with **200 Gold** inside. There are also a couple of **Moonfish** flying around the town, so track them down using the first-person view and catch them!

Go back to the pub near the town entrance and talk to Drachma. Choose 'beat around the bush' when the option comes up and Drachma will agree to take you to your destination. You need to get hold of a Valuan Passport now – talk to the Guildmaster in the Sailors' Guild and a Nasr Merchant will overhear you. He'll give you his passport as long as you escort him to Nasr.

Equip Drachma and go back to the Little Jack. When the merchant ship leaves, return to Sailor's Island, then head northeast until you get to a small island. The spinning compass will mean that this is a Discovery Area – press **A** to reveal it.

Fly east from the Guidestones, with the reef on your right. There are two new enemies here: Thorkryns and the Scornflies. Thorkryns are easy to kill, but Scornflies will require magic or Special Moves if you want to avoid a long battle. After a while, you'll be intercepted by **BLACKBEARD** – it's time to fight! Once he's been defeated, escort the merchant ship through the Dannel Straight to receive a **Valuan Passport**, then head to Valua, which can be found north of Sailors' Island.

BLACKBEARD

ITEMS WON: CAPTAIN'S STRIPE, BOMB

For the first two rounds, only use one gun attack. Where you place it is up to you – just make sure that you guard with your other characters. When Blackbeard changes tactics, try to get behind him. Attack him with your main cannons for big damage. Attack him in the second round as well, but guard for the third round. Keep this up until he cries himself to sleep. You'll now be able to claim a bounty of 1,000 Gold from the Sailors' Guild.



Blackbeard's spotted you...



...and you'll have to fight



Visit the Sailors' Guild for a bounty



AYE AYE, CAPTAIN!

Don't use your Captain's Stripes on the Little Jack – you'll get a different ship later in the game and you should power that one up instead.



(Man with an Artificial Arm)
"Thanks?!... Thanks!?!", you say?!
Don't start with me!

Drachma's not exactly over the moon to see you

CHAPTER 4: FINDING FINA

Finally you've made it into the fortress that is the Valuan City. Now all you have to do is get to the palace...

SHIP BATTLE

EXPLORE THE IMMEDIATE area – you should find a chest in a tunnel, containing a pair of **Sacres Crystals**. There are some shops and a bar in this part of town – the Barkeeper will tell you that the Air Pirates are to be executed at the Coliseum on the following day. Use the lift to go down to the next level, but don't stay at the Inn just yet. Instead, keep exploring. Behind some barrels you will find a secret passage, leading to a **Moonberry**. Go back to the Inn now and stay the night.

Drachma will soon turn up at your room – choose to sneak into the Coliseum when asked about it. Marco (a kid you met in a cut-scene earlier) overhears your plans. Chase him, but follow the arrows that point *away* from him. This will help you to catch up with him and also gain you a **Sacri Crystal**.

In the morning, you'll wake up to find that all the inhabitants have gone to the Coliseum. Jump down into the Catacombs, via the manhole you found the day before. Tsirats, Basallish, Crylhounds and Mind-Stealers inhabit this area. The first three can be wiped out with Pyri, while Mind-Stealers are more vulnerable to Drachma's physical attacks. When you get to your first junction, turn left to collect the **Pyri Box** and **Curia Crystals**. Go back to the junction and turn left – at the next one, go straight ahead to find the **Assassin Blade** and **Heavy Armor**.

Carry on down the passage and use the Save Point, before going up the nearby stairs and fighting the **(BLEIGOCK)**.

After the fight, go back and use the Save Point again. You may want to take this opportunity to heal yourself at the Inn, back in town, as you'll have to fight the **(EXECUTIONER)** as soon as you go up the ladder.

A SECRET ROOM

HEAD BACK TO the room with the Save Point and Marco will show you a secret room. Go in and talk to Dyne, before grabbing the **Sacri Crystals** and **Magic Droplets** from the chests. Choose to save Fina when asked a

question and you'll get a boost to your pirate rating. Get the **Yellow Moon Stone** from Dyne and Drachma will leave the group.

Go down the corridor until you arrive in Upper City – save your progress, then try to cross the bridge. You'll jump onto a train in a

BLEIGOCK

HP: 4,800
ATTACKS: FROST BREATH, POISONOUS BILE
ITEMS WON: VIDAL SEED

Did you buy those Curia Crystals earlier on, like we said? If so, good – you'll be needing them here. Bleigock's Poisonous Bile attack hurts everyone in your party and has a chance of poisoning them, too. Use Curia Crystals to get rid of this status effect, before you take too much damage. Cast Inrem (if you have it) on your most powerful character – probably Drachma – and save as much Spirit as you can in order to use their special moves. Only use MP for healing yourself and slowly wear the boss down. It has a lot of health, so this may take a while. The only other thing to watch out for is Bleigock's Frost Breath – this does a decent amount of damage to all members of your party, but at least it doesn't poison you into the bargain.



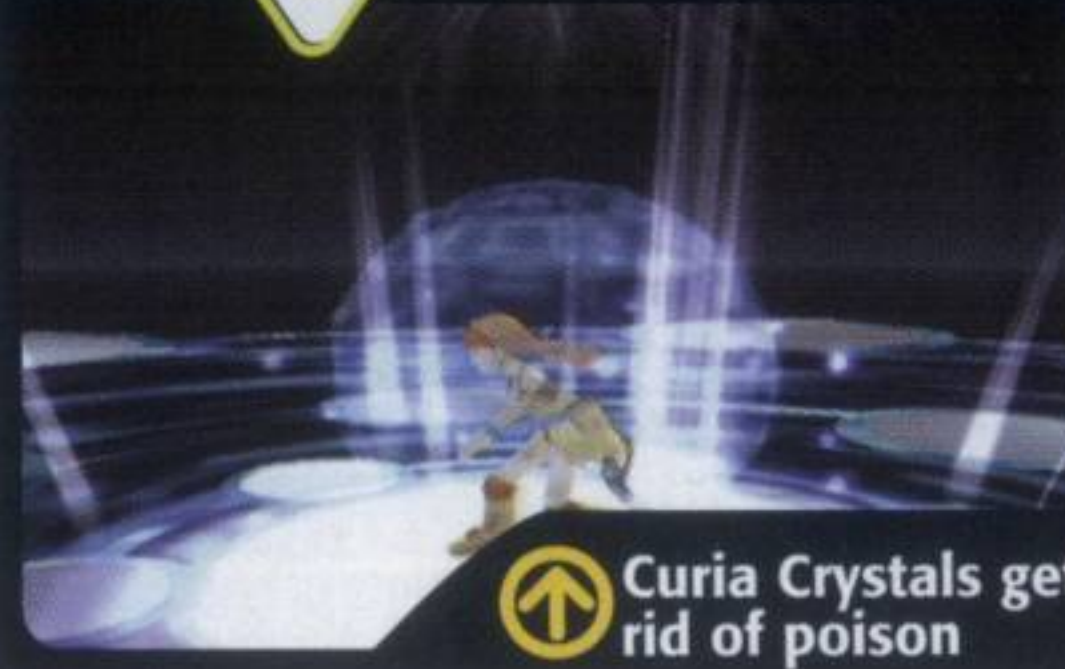
At least you get some warning



Frost Breath hurts. A lot...



But not as much as Poisonous Bile



Curia Crystals get rid of poison

cut-scene – run along the top and before you know it, two Patrol Guards will be upon you. With them defeated, Galcian himself will challenge you. Whatever you do, don't let him catch you up, as he's ridiculously hard – nothing you do will even touch his energy bar. Keep running until you get to the end of the train.

Fina is being guarded by a pair of Royal Guards. They're a lot stronger than the previous ones and it'll take a couple of Special Moves to kill them both. When they've been defeated, Fina will be saved, but you still need to get out of Valua alive. Say 'Never' when given the option and the Little Jack will arrive – once aboard, you'll have to fight the **(VALUAN PATROL SHIP)**.

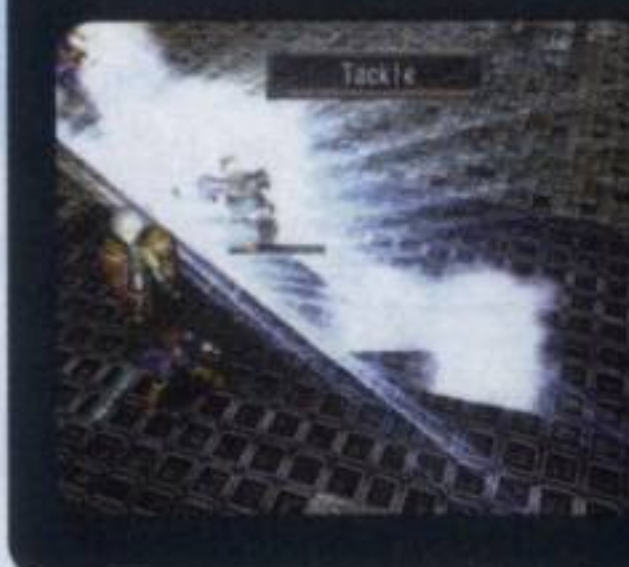
If you win, you'll be taken straight back to Pirate Island.

BOSS

EXECUTIONER

HP: 1,750
ATTACKS: SONIC WAVE, TACKLE
ITEMS WON: ELECTRI BOX

This fight occurs when you climb the ladder and attempt to save the Air Pirates. If you're not careful, this guy will wipe you out with his devastating Tackle attack, which causes a huge amount of damage – if your characters are guarding, this will be halved. Make sure to case Inrem on Aika to boost her otherwise low defence, as she's likely to be killed if you're not careful. Kill the Spell Wardens first as they can cause a fair amount of damage in their own right. Hold back from using attack spells and save your MP for healing. Keep your Spirit points until you reach 10, at which point Drachma should be able to use a Tackle of his own, if you bought the skill. Be extra careful during this combat and try to keep Vyse and Aika's HP at maximum, as far as possible.



This guy's Tackle attack is powerful

VALUAN PATROL SHIP

ITEMS WON: REPAIR KIT

Now that you have the Harpoon Cannon, this won't be too hard. The only problem is that firing it requires 15SP! The best strategy is to guard when in the green and yellow segments, then fire when you have the advantage and use the Harpoon Cannon once you've built up enough SP. Simple when you know how!

SHIP BATTLE

CHAPTER 5: THE TEMPLE OF PYRYNN

When you get back to the island, Fina will tell you about her mission. It looks like you're going to have to help her out.

CHOOSE TO HELP Fina when asked and you'll receive the **Silver Moon Stone**. Search the chest to get three **Sacri Crystals**, then catch the **Moonfish** floating nearby. Head down to the cavern now and Cupil will start to beep at you – search the walkway to find a **Cham**. You can feed this to Cupil to make it stronger. Slide down the pole to the Little Jack and look around in the pit to find another **Moonfish**. Head to Sailors' Island and feed the Moonfish to the bird on Doc's ship, before checking for any new Discoveries at the Sailors' Guild – finding them all is up to you! The Weapons Store and the Ship Parts Shop have new equipment, so be sure to visit them before you leave.

Head through the reef to the east and keep going until you find Maramba. Land there and Drachma will leave the party. Again. Rest in Maramba and upgrade your equipment, before going hunting for **Moonfish** (see the earlier boxout). Take the **Slipara Box** on top of the Equipment Shop, then the **Nasr Combat Mail** inside one of the houses – take a Dhabu to get to both of them. That done, take the **Cham** on the Inn's balcony, as well as three **Magic Droplets** from the chest. Visit the Equipment Shop now and talk to the owner to find out about some treasure, hidden in the sewers.

Take a Dhabu across to the other side of town now (through the gates) and grab **300 Gold** from the rooftop, before dismounting at the stand. Climb down the

PIASTOL

One of the new additions to *Skies Of Arcadia Legends* is Piastol, a female pirate who'll challenge you to a battle when you've fed enough Moonfish to the bird on Doc's ship. Each time you see a cut-scene there, Piastol will leave a Black Spot at the Guild on Sailors' Island – talk to the Guildmaster to get it. The Spot should tell you where to meet Piastol – go there to fight her. At present, she'll probably be too much to handle, as Fina starts out at level one. Just remember to come back later on.



nearby ladder, into what looks like an old, ruined well. Play around with the switches in here to open the gates and reach the chests hidden about the place. In them, you'll find a **Moonberry**, an **Excavation Arm** and a **Gem Of Fluidity**. That done, climb back out, go to the Bar and talk to the Dancer. Choose to stay for a while and you'll see a cut-scene – admit to staring at the dancer to give your pirate rating a boost and the

Dancer will offer to take you in her ship. Finish your business in town, then stay the night at the Inn and go down to the docks in the morning.

GET ON BOARD

TALK TO BELENA and answer 'We'll do it' for another piratey bonus. Once on board the ship, head east-northeast to find the Temple Of Pyrynn. Go inside and run down the slope to find a couple of rolling rocks. Use them to get over to the passageway on the left – try to open the chest and you'll be attacked by Magma Tikis! Ice and water will seriously hurt them, so change your weapon colour to purple or blue. They're strong for regular enemies, so get rid of them as quickly as you can! Take **527 Gold** from the chest, before going down the next slope and climbing down the ladders. Soon you'll come to an *Indiana Jones*-style corridor. Wait for the boulder to fall, then run down the slope and into the right-hand opening. Follow the passage up to find a **Moonfish** and the **Ancient Robe**, protected by a second group of Magma Tikis.

Go back to the boulder corridor and run down the slope, emerging in a large room. Arrange the rolling stones so that they all fall into the right slots. The left and right-hand stones should be moved first, so you can roll the third stone over them and into the final hole.

Run down the slope to yet another protected chest, with three **Sacres Crystals** inside. Take the right-hand path to two protected treasure chests – one containing a **Dancing Arc**, the other **774 Gold**. From here, head back

CHAMS

When Fina joins your party, you'll be able to collect Chams to make Cupil evolve. Cupil will make the pad rumble when he gets near a Cham, so follow the rumblings straight to them. Here's where to find them all.

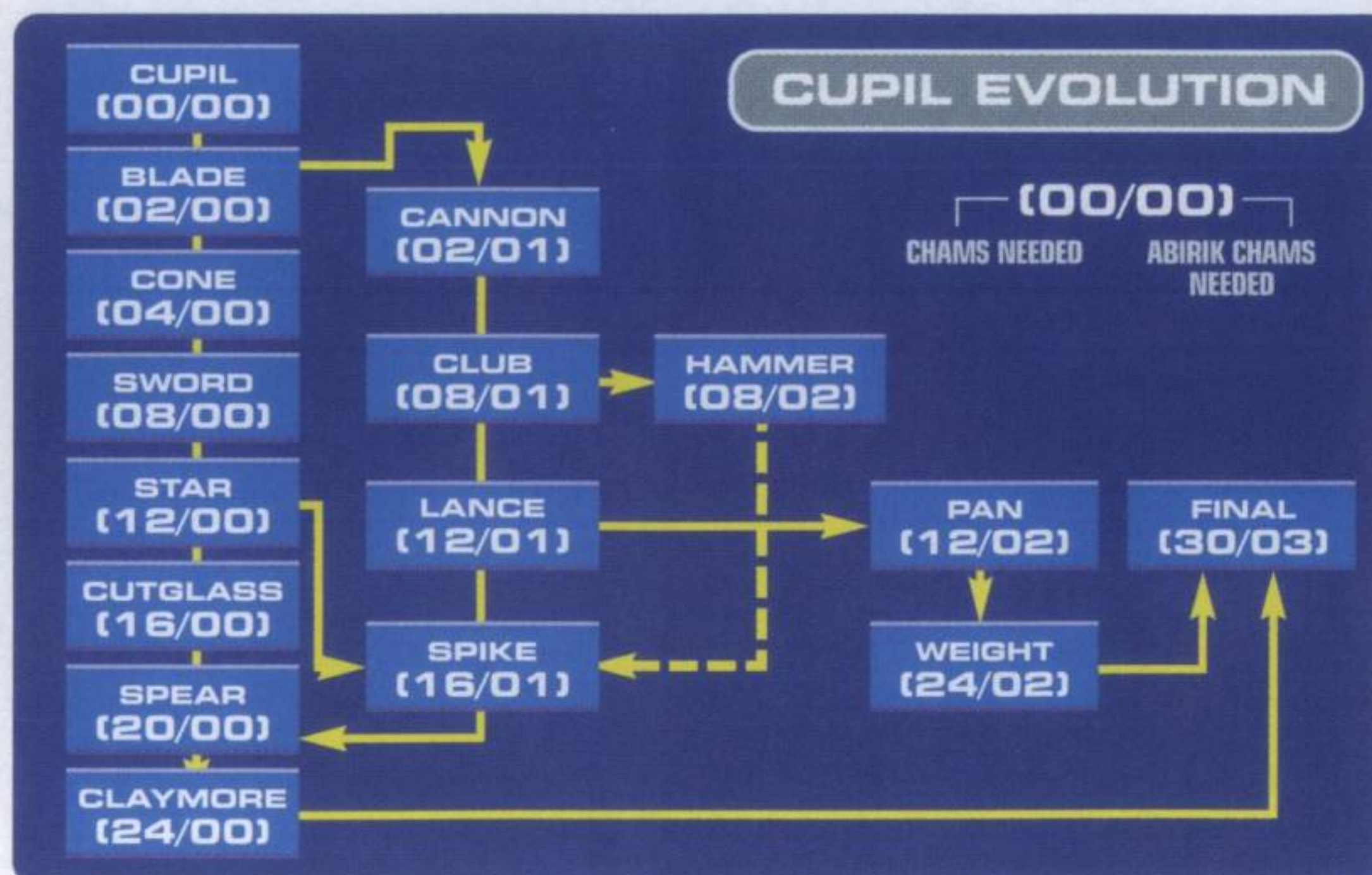
PIRATE ISLAND:	• On the metal catwalk, in the cavern.
SHRINE ISLAND:	• Follow the path until it splits, shortly after entering the Shrine for the second time. It's at the end of the path to the left.
SAILORS' ISLAND:	• At the top of the Lighthouse.
MARAMBA:	• On the Inn's balcony.
TEMPLE OF PYRYNN:	• On the left side of the second rolling boulder area.
HORTEKA:	• Just before the entrance to the crash site.
KING'S HIDEOUT:	• Next to the door – you can't miss it.
MOON STONE MOUNTAIN:	• Left of the first junction in the Mines. • Behind the middle triangle of the first triangle puzzle.
RIXIS:	• At the entrance with the stone heads, on the left-hand side. • At the top of a set of stairs, near Zivilyn Bane's chest.
NASRAD:	• Given by the Tavernkeep as part of Aika's wages.
DACCAT'S ISLAND:	• Outside Aika's entrance to the dungeon. • On a floating platform, in Aika's half of the dungeon.
THE DELPHINUS:	• On the deck, at the front of the ship.
NASRAD (POST-DESTRUCTION):	• In the centre of town, near the young couple.
GORDO'S BISTRO:	• Near the left-hand wall.
ESPARANZA:	• Down a ladder, just inside the main town.
YAFUTOMA:	• Between the waterfalls, on the eastern side of town.
MOUNT KAZAI:	• At a junction, after flooding the central chamber.
TENKOU ISLAND:	• On the path to the main building.
CRESCENT ISLAND:	• Under the stairs in the ship dock. • Next to the flagpole on the island itself.
RUINS OF ICE:	• At the entrance.
GLACIA:	• Off to the right at the third T-junction.
ILCHYMIS' ISLAND:	• Just inside the house – you can't miss it. The island's above the clouds, to the north of the Valuan Capital.
HAMACHOU ISLAND:	• Locate the island above the Dark Rift. The Cham should be easy enough to find.
SOLTIS:	• At the north end of the middle ring, in the maze section. • In the room with the teleporters – you can't miss it.

Abirik Chams also cause Cupil to evolve, but at a faster rate and down a different 'track' – see the diagram for more details on Cupil's evolution.

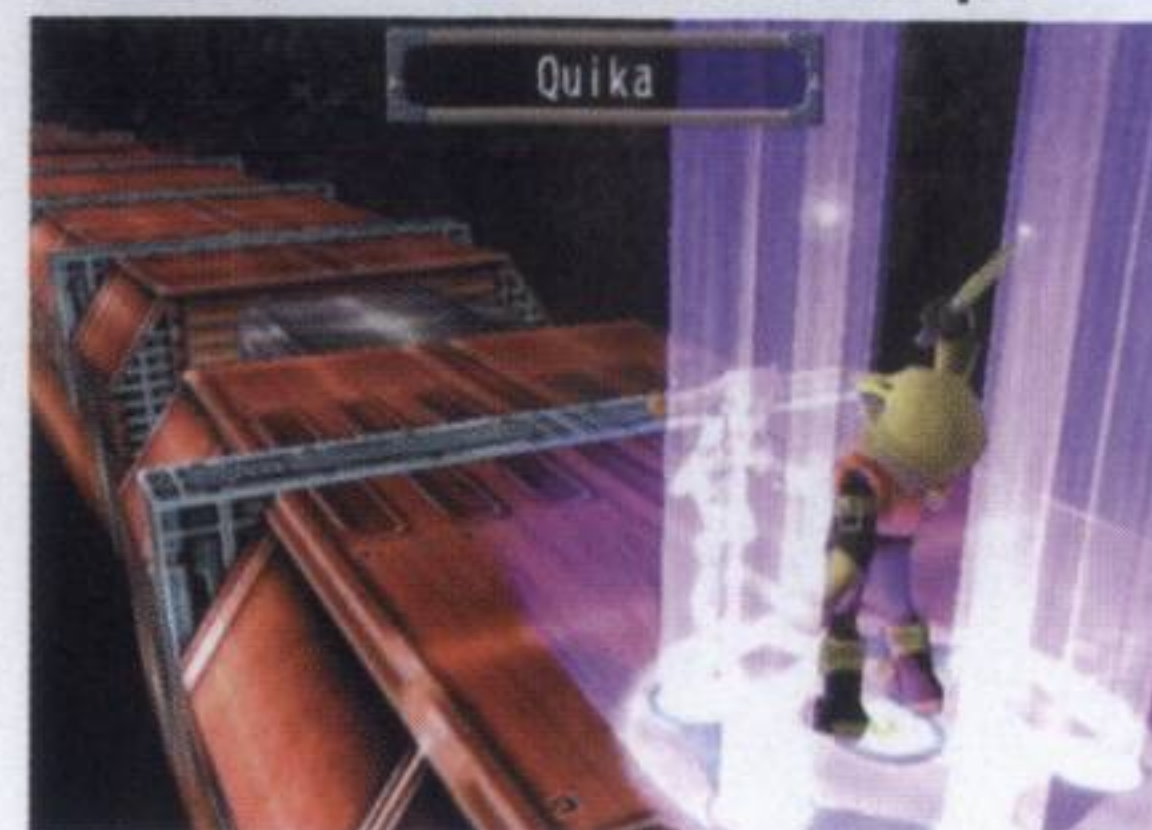
ABIRIK CHAM 1: Give 10 Sky Sardis to an Ixa'takan ship after completing Moon Stone Mountain. Find the ship south of Horteka.

ABIRIK CHAM 2: Given by the Nasr Merchant in Nasrad's Equipment Shop, when playing as Aika.


ABIRIK CHAM 3: See 'Chapter 13: Glacia'.

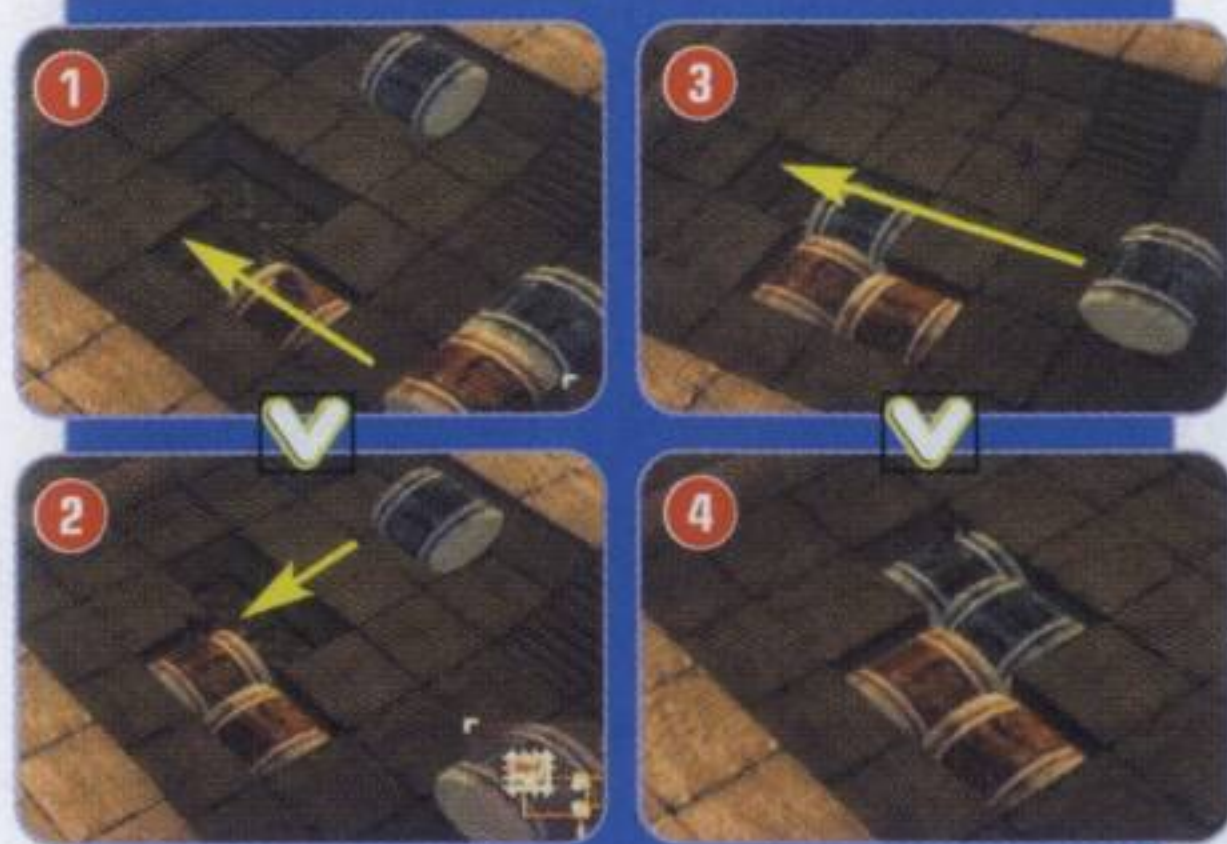


Cupil – Fina's weapon, as well as her pet




ROLLING STONES

 This puzzle is really simple. All you have to do is get the four coloured stones in the matching slots. Use the pictures below to get it right.



ROLLING STONES II

 With this puzzle, blocks will rise and fall, depending on what order you roll the stones. Complete it in the order shown below – with this done, the lava level will rise.



to the previous room and turn right, before going straight on to find the **ROLLING STONES** puzzle. Solve it, then head east to find the second boulder corridor.

Run down the slope and nip into the left-hand opening to find a **Cham**. Run over to the opposite opening. To find a **Moonberry** in a guarded chest. Grab it and run down the final slope of this corridor.

TURN ON THE WATER

YOU'LL NOW BE in the depths of the temple. Salamanders patrol this area, though they can be taken out easily using physical attacks. Follow the path into the next room, grabbing the **Magic Droplets** from the chest along the way. The switch in here will allow the water to flow, but you'll have to find a way of keeping it going. Follow the walkway to the chest on the far side and Zivilyn Bane will challenge you to a fight. Standard attacks and Crystales will finish him in no time at all. He does have one dangerous move – his Burst will hit

you for a large amount of damage. Your prize will be a **Dexus Seed** and the **Rune Of Ill Omen**.

Run down the steps to the **ROLLING STONES II** puzzle. Solve it, then head back to the switch – the water will fall onto the lava and solidify it. Cross your bridge and capture a Moonfish before using the Save Point. Head to the next room to fight the **ROKWYRM** – the area boss.

Once defeated, the boss will fall to form a bridge. Cross over his body and grab the **Red Moon Crystal**. That done, go through the door to your left to get back outside. Talk to Bellena back at her ship to see a cut-scene – she wasn't who she appeared to be! The Red Gigas, **RECUMEN**, will be summoned and you'll be forced to fight. After the battle, choose to go after Bellena and you'll come up against her flagship, **THE LYNX**. If you manage to beat it, the **Red Moon Crystal** will be returned to you, completing the Chapter.

RECUMEN

There's nothing much that you can do at the moment, as there's no way you can beat a Gigas right now – it's just too strong. The only way to avoid its laser is to use the secondary cannon on the round that precedes the red round. Tie it over to the red round and have your normal cannon firing in this round as well. Guard or Focus in every other round. When you get the option, choose to concentrate your fire on its heads. As soon as you are able to retreat, do so.



GIGAS BATTLE

CHAPTER 6:

THE SEARCH FOR ISAPA

The Valuan Empire is already on its way to the land of the Green Moon. You'll have to hurry if you're to get the stone before they do.

HEAD BACK TO Maramba and stay the night at the Inn – you're probably on your last legs by this point, with little MP left. Sell your Discoveries at the Sailors' Guild and buy the handful of new ones, before upgrading the Little Jack at the shop nearby. You might want to take this break in the story line to fight Piastol for the first time and collect any Moonfish or Chams you may have missed. When you're ready, head to Maramba's docks and look for the man standing by the stairs to the south. He's Rupee Larso (or so you

think) – one of the pirates with a bounty on his head. Speak to him to get into a fight. You might want to leave it for the moment though, as **RUPEE & BARTA** are VERY strong.

When you're ready (you may want to visit Doc to drop off your Moonfish before you go), head south from Maramba and start crossing South Ocean. This will be difficult, as the wind is strong and you'll have to battle many enemies before you get to the other side. Your main problem will come from the Gravers – these guys use an HP Absorb move, which hits for around 400HP. They can also cast Eternum, killing one of your characters instantly! Along the way, you'll be able to find the Sky Anemone Discovery. It's on one of the floating rocks, directly south of Pirate Island. You'll get the Ixa'Taka Discovery as soon as you make it through South Ocean.

THE LYNX

ITEMS WON: CAPTAIN'S STRIPE, MAGIC CANNON, 3" BLASTER

In order to win this battle, you're going to have to last for a few rounds, which is a lot harder than it sounds. The Lynx is armed with Magic Cannons, which means that it can blast you with spells such as Wevli and Pyri. It also has torpedoes and sub-cannons – don't be surprised if all three of these attacks hit you in the same round. When this happens, you'll incur something in the region of 6,000HP!

The key lies in sitting back and being patient. You'll have to turn sharply to confuse her, then try and get behind her. Come to a complete stop in order to get a decent shot with the Harpoon Cannon. In the meantime, cast Sacri, Incrum and Focus/Guard at all other times. You'll need to make sure that when you get that all-important chance with the Harpoon Cannon, you have enough SP. It'll take you two shots to floor this beast.

SHIP BATTLE


DON'T GET LOST

YOU'LL FIND THE treetop town of Horteka on your right, as you enter Ixa'Taka. Horteka is huge, so try not to get lost! One of the routes out of the main area (around to the right) takes you to a crash site – one of the survivors will give you some **Moon Stone Fuel**. Be sure to pick up the **Cham** just before entering this area. There are also 25 **Sacri Crystals** to collect, on board the ship.

Head around to the south of the main area now go through the passage at ground level. Climb all the way to the top of the ladders on the far side of

ROKWYRM



 You'll need to heal after a Volcanic Blast attack from RokwyrM


HP: 4,200
ATTACKS: CINDER STORM, VOLCANIC BLAST

ITEMS WON: RISELEM BOX
The key to defeating this boss lies in several areas. Firstly, one of your characters should have the Gem Of Fluidity equipped, to stop them getting petrified. RokwyrM's main attacks are Cinder Storm and Volcanic Blast. The latter hits everyone in the party for a large amount of damage – make sure to keep your health high! Cinder Blast petrifies whoever it hits (unless they are wearing the Gem Of Fluidity). This effect will wear off after a few rounds, but is annoying nevertheless. Use Curia or Curia Crystals to reverse the effect.

Hit the boss with Crystales and Cutlass Fury. Strangely enough, Rain Of Swords actually does less damage than Cutlass Fury.

BOSS



 Expect plenty of random battles before you get through South Ocean

this section to find a Paranta Seed in a chest. There's a Moonfish to catch up here, too. Go into the Elder's hut at the bottom of the ladder and talk to him – you should now be able to buy items and equipment from the main part of town. Do so, then search the entire area from top to bottom! There's a Sacri Box outside a door, on the middle floor of the Tavern, as well as a Moonfish through the door at the top. There's also a Moonberry at the top of a pole in the middle of the village. When you've finished your business here, stay the night at the Elder's hut before heading back to the Little Jack. Fly north from the village towards a large tree hanging in the sky and you'll come across a Valuan battle ship. It's the **(CHAMELEON)**, flagship of Valua's weapons expert and general nutcase, De Loco. If you manage to shoot it down, enter the King's Hideout in the tree you saw earlier. Choose to break into the mines during the cut-scene, then grab the Cham when it ends.

CAPTAIN BIRDSEYE

BEFORE YOU DO anything else, check to the east of the tree and look at the ground of the island you come to – the Great Bird symbol there is another Discovery – you'll receive the **Great Bird's Eye** when you find it. Look back east now and you should see a small ship flying around – this is home to a merchant selling ship parts and buying and selling Discovery information.

Once you've finished your business with him, the Valuan hideout is south-southwest of Horteka and is set into the side of Moon Stone Mountain. Head up the path to find the Moon Stone Mine – use the Save Point before going inside. The Mine is full of traps and you'll trigger the first one as you make your way in – you can't avoid it. Carry on to the first junction and turn left to find a Cham. Carry on until you see some X and O panels on the floor – step on the X to pass unharmed.

From now on, you should always follow the Xs, so do so on the next set of panels as well. Soon, you'll come to a walkway with a huge dragon emblem on the far side. There's a Cham in the vicinity, but three triangle symbols block your way. Cross on the far left to avoid the traps, then take the Cham from behind the middle triangle. The lift off to the side doesn't work, so follow the path that leads under the emblem. Take the four Curia Crystals and 800 Gold from the rooms on the left, then keep going until you get to a room containing three searchlights. Use the first-person perspective to look below you – the only way forwards is to drop through one of the trap doors. The left one drops you down to a treasure chest, containing a De Loco Mail. Head back to where you were and use the right-hand trap door. You'll see three more down here, but the middle one is the one you need.

Talk to Centime in the room to the right and he'll activate the lifts for you. Jump into the one nearby, then grab a Zaal Seed from another side room. When you come to the junction, go down the slope. There are various rooms to ransack, so take the 3" Blaster and De Loco Drill. There's also a Moonfish to be had, to the left of the Drill's chest.

Now go back to the junction and take the other route. Use the trap door to drop down onto the searchlight walkway and make your way back to the lift that wouldn't work. This will

now take you down to a Moonberry chest.

Start the long trek back to where you dropped down and follow the walkway. You'll end up in a corridor with four doors – search the rooms (leaving the far left one until last) to get four Glyphs Of Speed, four Glyphs Of Might, two Healing Salves and Isapa, the man who you came here to find.

After the cut-scene, head down the corridor that De Loco opens up for you. Use the Save Point just past the lift and heal yourself up. On the other side of the door, you'll have to fight **(ANTONIO 2)**, Alphonse's new pet. Once it's dead, head out of the door and talk to Centime. Carry on and you'll be back in the room with the alarmed floor panel – head back to the Little Jack and you've escaped the Mines!

Another Discovery found – well done!



A few useful items should turn this stone head into something practical...



RUPEE LARSO & BARTA

HP: 5,200 / 8,200
ATTACKS: BERSERK RUPEE / LEGENDARY CHARGE, LEGENDARY PUNCH, LEGENDARY FIRE
ITEMS WON: CAPTAIN'S HAT, PARANTA SEED

Cast Increm on as many members of your party in the first two turns as you can (unless Barta uses Legendary Charge), then have Aika use Delta Shield for the rest of the combat to block Rupee's magic attacks. You'll need a lot of healing items here! Be careful about hurting Rupee too much before killing Barta, as he'll go berserk if you do, attacking for HUGE amounts of damage. Barta's Legendary Punch is also one to look out for, but you have some warning that it's coming – he'll need to charge it up, giving you time to select 'Guard'. Once Barta's gone, start on Rupee himself. This fight will be very hard if you haven't explored and levelled up your characters a little, but it might just be possible. If you fail the first time around, you can always come back later on.



ANTONIO 2

HP: 4,800
ATTACKS: THUNDER OF FURY
ITEMS WON: MOONBERRY

Antonio is back, only this time his attacks do a lot more damage. Thunder Of Fury will hit for around 800HP, so make sure that you stay above that level. Magic attacks won't have much effect here, so stick to physical attacks and Special Moves. Tackle is an especially good move to use, taking off up to 1,600HP!



Antonio 2's most powerful attack

De Loco's not happy when his trap fails to work

GRENDL

ITEMS WON: CAPTAIN'S STRIPE, GRENDL WING, COMPLETE KIT

If Grendel isn't stopped, it'll stroll around the continent destroying everything in its path, forever. As soon as you start, cast Increm and Driln, then heal yourself if you're damaged. Use the same tactics as you'd normally use in a Ship Battle. Don't bother casting magic – just stick to the cannons. Guard on red and yellow squares and, when you get the option, go for the head. Don't attack the feet, as Grendel's Stomp move is absolutely devastating.

Eventually, the Gigas will lose control and stroll towards the river with its head in its hands. Now's your chance to hit it with the Harpoon Cannon and knock it into the river!

CHAMELEON

ITEMS WON: CAPTAIN'S STRIPE

This battle is relatively simple – it's only made hazardous by the huge flame-thrower on the front of the ship. Cast Driln and Wevles to weaken the Chameleon's defences and cause major damage. As with the Gigas battle, concentrate your 3" Cannon/Blaster fire and your Standard Cannon fire in the round preceding the one in which the enemy will attack. This will knock the flame-thrower off target. Keep your SP high and use the Harpoon Cannon when you get the chance. Two shots will be enough to send De Loco fleeing, or at least get him down to a sliver of health.



GIGAS BATTLE

SHIP BATTLE

CHAPTER 7:

THE GREEN MOON STONE

Now that you have found the High Priest Isapa, you should be able to locate the Lost City Of Rixis...

FIND THE SMALL ship south of Horteka and give the owner 10 Sky Sardis to earn your first **Abirik Cham**. Sky Sardis can be caught around Pirate and Sailors' Islands, so if you don't have any right now, you'll have to get some from there later on. Heal yourself in Horteka's Inn, then go to the crash site and speak to Centime – he'll give you the **Twin Propellers** for rescuing him. That done, board the Little Jack and head to the King's Hideout (to the north) and speak with him.

Isapa will tell you the riddle for finding the Lost City. You'll have to find the Golden Man and the Great Bird. In fact, there are three Discoveries to find in this area. The Ixa'Taka Palace can be found to the southeast of the King's Hideout. The Golden Man is high atop one of the rock columns by the Hideout (you'll receive the **Golden Man's Eye** for finding it) and the Great Bird, which you should already have, is carved into a clearing nearby. Fly in the direction that the Bird's beak is pointing until you come to the entrance to Rixis – a small stone head at the base of a mountain.

Find the **Cham** on the left side of the area, then put the gems in the statue's eyes, with the Golden Man's on the left and the Great Bird's on the right. Use the lift inside the head and go through the area you come to until you reach a floating platform. The enemies shouldn't cause any problems, as most are vulnerable to fire, with the exception of the Slothstra. It has a huge amount of HP and will counter any physical attacks, so use Lunar Glyph to turn it to stone. Failing that, Special Moves are the way to go. Take the floating platform across the gap, then go down the stairs to find three **Risan Crystals**. You'll also find a **Stonecutter** next to a series of craters in the northwest corner of the map.

After you have come across the mysterious person for the second

time, turn right and take a pair of **Sacrulen Crystals** from a chest. That done, climb the stairs to find a moving platform, which returns you to the start of the dungeon if you need to escape. Use a different moving platform, at the bottom of the stairs, to cross over to the ruins. There's a chest in this room, which is protected by none other than **ZIVILYN BANE**.

Head up the stairs to find

ZIVILYN BANE

HP: 3,200
ATTACKS: BURST
ITEMS WON: SYLPH SEED

He's back again and getting hard to beat. Cast any protective magic that you have, then hit him with Special Moves – normal attacks will just be countered. It's worth using Lunar Glyph, as Zivilyn can be turned to stone. The boss's only special move, Burst, hits for over 1,000HP, so be on your guard. Search the chest afterwards to find the Golden Mask.



← Zivilyn becomes the bane of your life



← Eterni won't work on him



← Burst causes heavy damage...



← Burst



↑ ...and here it comes again!

a **Cham**, then go down another set and into the adjoining room, taking **1,186 Gold** from the chest. Use the moving platform in the previous room to get to a room with multiple levels. Grab the **Moonberry** on your current floor, a **Light Coat** on the one above and a **Moonfish** on the one above that, by the moving platform to the south. Experiment with the other platforms to get to an **Icyl Seed** and a **Ruin Arm**. Head north and you'll come across the mysterious person again – chase him into the moving platform to the west. Eventually, you'll be transported above the clouds to a temple. Cross the bridge and use the Save Point, taking this opportunity to heal yourself. When you climb the stairs, you'll have to fight the **RIK'TALISH** – it's boss time again!

Watch the cut-scenes after the fight – the Gigas Grendel

RIK'TALISH

HP: 6,900
ATTACKS: RING OF SLEEP, CIRCLE OF PANIC, FEATHER SLASH
ITEMS WON: SYLPH SEED

This boss is extremely easy, as long as you follow the correct procedure. Casting Lunar Glyph will petrify the boss nearly every time. It will stay petrified for a couple of rounds, in which time you can use Tackle and Cutlass Fury. The boss's attacks will inflict Sleep or Confuse, so use Curia Crystals if you need to.



← It's easy when you know how...



← Watch out for this...



← ...as it causes confusion



← Skull Shield



↑ Special Moves are the way to go

has been awoken by the Ixa'Takans! Head back to the Little Jack in order to fight it. You'll come across the **CHAMELEON II** on the way there, though. Defeat it and you'll come up against **GRENDDEL** himself!

↓ Slothstras are a nightmare to beat, but you only face them one at a time



CHAMELEON II

ITEMS WON: NONE

You know the score by now. Cast Incred and Driln straight away. Wevles and the B-Type Cannon will do a lot of damage, but at the end of the day, you'll have to wait until you get the opportunity to launch the Harpoon Cannon. When you get the option, choose to attack. Retreating will make no difference – simply Guard on a red square to avoid big damage from the Moon Stone Cannon. Also, make sure to heal a LOT during the fight – the Chameleon can cause more damage than you think.



← The Moon Stone Cannon hurts



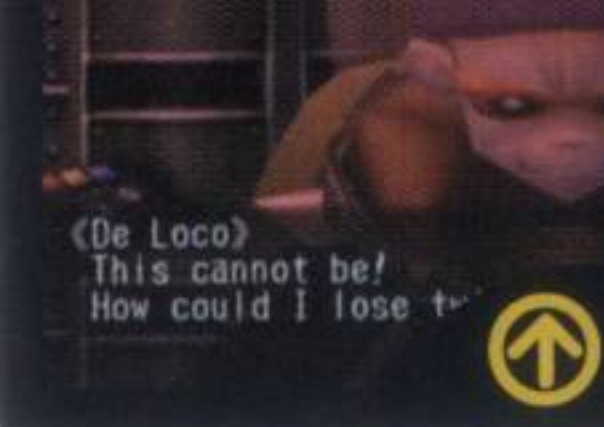
← Fight it as before



← Fight back with the Harpoon...



← De Loco



↑ ...and De Loco won't be happy

SHIP BATTLE

WELCOME TO ADVANCE...

This month we've got something very special for you. Nintendo's latest GBA game, *Wario Ware Inc.*, is one of the most chaotic and crazy titles we've seen released in the West, and it's all the better for it. Take a look over the screens and you may be wondering what on earth it's all about. Well, even after three days of constant playing we still can't answer that!



ADVANCE

Busy, busy, busy? Looks like you need a five-second microgame!

You've never seen anything like it...

WARIO WARE, MEGA MICROGAMES!



WARIO WARE, INC. starts off with a cut-scene of our portly chum sitting on his sofa wondering how to make big bucks. Switching on the TV he sees an advert for a GBA and, being the enterprising type, decides to have a crack at the software business himself. Now, of course Wario isn't going to put a whole lot of effort into it so he gathers his friends in the city and they get together to play various mini-games ripped from mobile phones and their Game Boys.

The structure of *Wario Ware, Inc.* is very simple. You are presented with a small cut-scene that shows one of the aforementioned characters indulging themselves in something completely bizarre – like dancing at a disco or releasing miniature monkeys armed with banana skins from the back of their scooters in order to lose the police who are following them because they were speeding – and then dumps you into a game. For four seconds. And then another game. This repeats up to 40 times before you confront a boss. And this is the genius of the game. There are no instruction manuals, no

tutorials, it's just BANG – experiment with the A-button and D-pad, work out what you have to do and then do it. This constant barrage of visual and audio information gives your brain a rush as you try to figure out what to do and complete the games (of which there are over 200) successfully.

This essentially means that there is absolutely no learning curve. Though this is usually a complaint, it suits the style of *Wario Ware* perfectly. Having a learning curve would take away the novelty value of blasting through the games one by one without really knowing what it is you're doing. This doesn't mean that the game doesn't get tougher though, because it does. Each set of games is split up and signified using a character, and at first you'll only have to go through 10 games to get to the boss, (of course, 90 per cent of the time you don't fight the boss directly; rather, you hammer a pin into a floor or take part in a simple shooting game), but later on this number will rise. The games all stay at the same skill level though.

The aesthetics for *Wario Ware, Inc.* are very clever. When you play the games based around the banana-throwing monkey for instance, you see the

"THE CONSTANT BARRAGE OF VISUAL AND AUDIO INFORMATION GIVES YOUR BRAIN A RUSH"

CUBE

INFORMATION

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
GENRE: PUZZLE
PLAYERS: 1-2
RELEASE: OUT NOW

STATS

- OVER 200 MINI-GAMES
- PLAY AS CRAZY CHARACTERS
- UNLOCK EXTRA SIMPLE GAMES
- MINI VERSIONS OF NINTENDO FAVOURITES
- UNIQUE PRESENTATION

CUBE
STAR
GAME



↑ We never had Wario down as a jump-rope kinda guy



↑ Mowing down children? That can't be right...

INC.

action through the visor of the mischievous simian on the back of your speeding scooter. Win a game and a police car goes off the road, lose a game and it doesn't. All of the game groups have a similar way of tracking your progress – sometimes you'll be sat in the front seat of a taxi watching the windscreen wipers squeak across the slick windshield, gradually letting the dirty yellow lights of the city peek in, and on others you'll be looking at a mobile phone or down an unusually clean toilet pan. This particular screen signifies the loss of a life (you have four in total and they're lost when you fail a game) by losing a bog roll. Are you getting the idea of how off-the-wall this game is yet?

Wario Ware, Inc. is a million miles from the bloated, over-funded, FMV-stuffed 'games' that disease the consoles of today. It's pure gaming in the truest sense of the word – the whole cartridge perfectly equals the sum of its parts. Everything is held together nicely with the story but it's not this that keeps you playing. That long-lost element of games – the high score – is back with a vengeance.

This is the type of game that keeps the industry going. Pure fun started everything off and Nintendo knows this. The numerous nods to past games (some blatant, others less so) reward the long-time player and even raised a smile on this jaded gamer's face. The sound effects and cut-scenes gel the many parts together slickly and the story is suitably crazy. This is an astounding cartridge that will hopefully show stodgy developers out there what gaming's really about.

CUBE
RATING
9.5



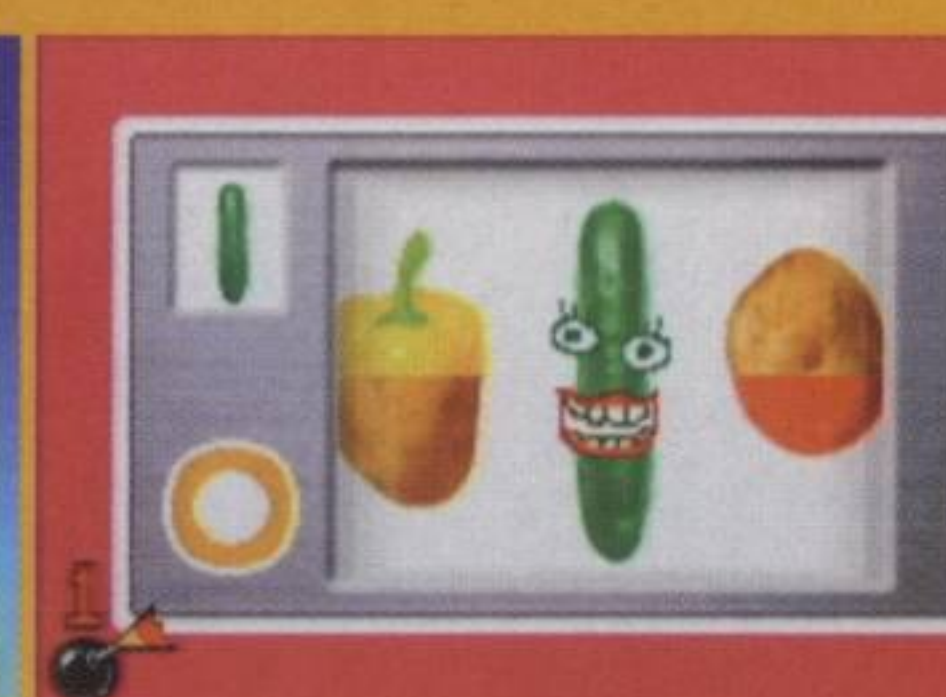
↑ Good lord, Russell Grant with a moustache!



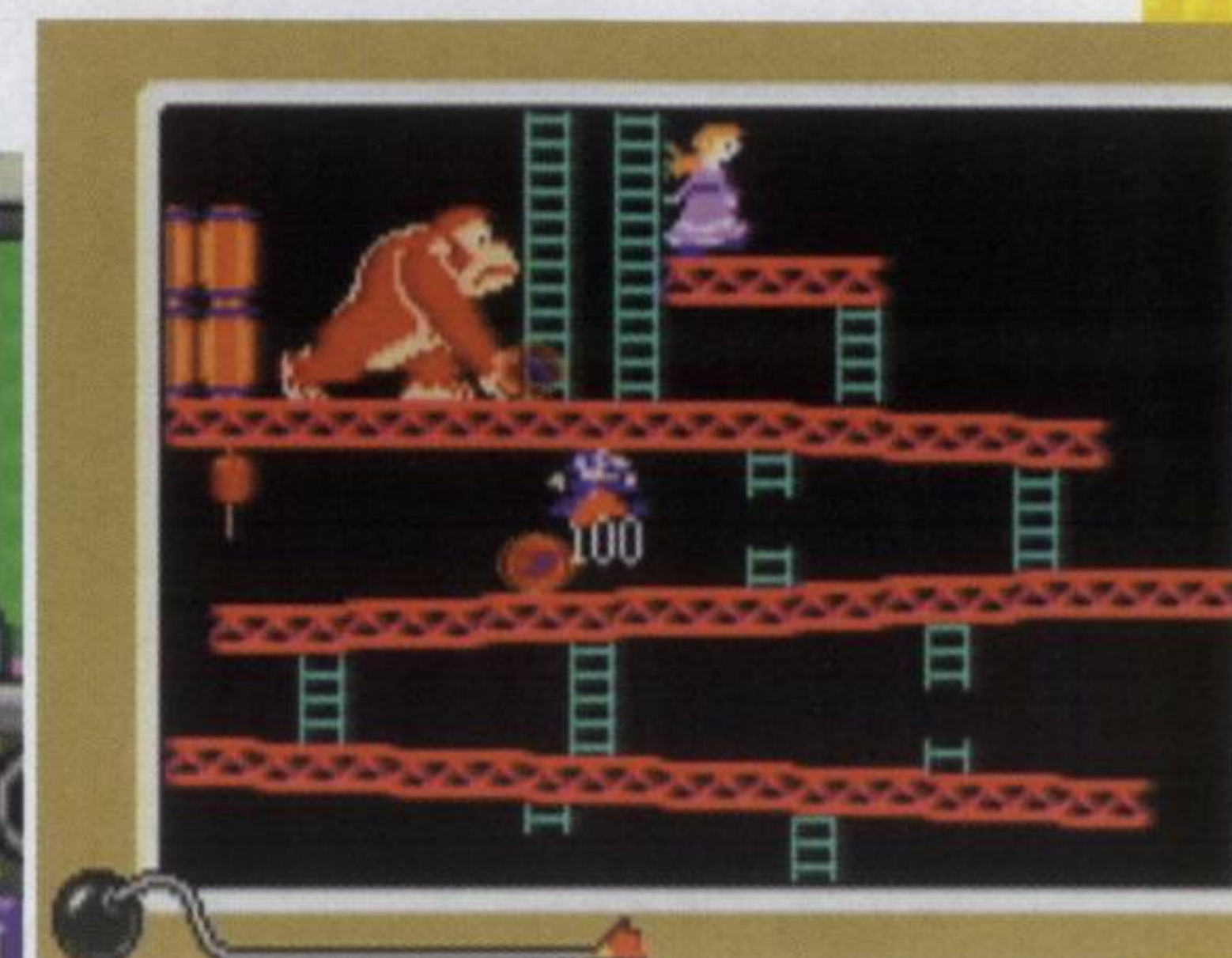
GAMES GALORE

VERY SMALL BUT VERY STYLISH

The actual mini-game graphics are very cool. The art style of each one is totally different, with each one suited to the game perfectly (there is a reason for this – rumour has it that a lot of these games were originally built into the 64DD hardware). Some of the games are played on a Game Boy, so between each game you'll have a picture of the classic grey brick and on the screen a scene from an RPG. The games you play will be based around this theme – avoid the enemies and lead Link into a cave (using the graphic style from the first *Zelda* game) or destroy Mother Brain as Samus Aran... these will make any gamer smile, the only problem being that seeing those famous displays on your screen makes you want the games in their entirety! Likewise, when you play through a PDA the games will be a lot simpler in style. We especially like the woodland animal-themed games shaded in lovely soft brown hues, mimicking illustrations from classic children's books.



↓ Gasp! Old-skool Game Boy! Happy days...



↑ Some old favourites make a welcome return, albeit much shorter than before

COMPETITION!

FEELING XCITABLE?

You will be if you win some of this stuff...

KFC HAS HOOKED up with Marvel and *X-Men 2* this summer, and as a result we've managed to get our hands on some fantastic X-Men goodies. We have fifteen copies of the *X-Men 1.5 Collectors Edition* DVD to give away plus a load of KFC Chicken Fillet Burger Meals.

And just for the record, you know, in case you didn't know... KFC's new and improved Chicken Fillet Burger uses the same secret mix of 11 herbs and spices but now packs twice the punch! Now you get even more of KFC's famous and unique flavour in every bite, combining a crunchy real chicken breast fillet with creamy mayo and fresh, crispy lettuce inside a new soft sesame seed bun (cue **CUBE** team holding one up and smiling a perfect smile). Honestly, the things we do to get you free stuff...

WOLVERINE AMONGST THE CHICKENS!

Free DVDs, huh? You'd be a little bit dim not to try. Well, it's simple really — all we want to know is:

Q) WHAT TYPE OF BERRY IS ALSO WOLVERINE'S REAL FIRST NAME?

We're not trying to give the answer away, but to be honest we may as well tell you that you can find it written about 20 times in this very issue.



Send your answer, along with your name, address and postcode, to:

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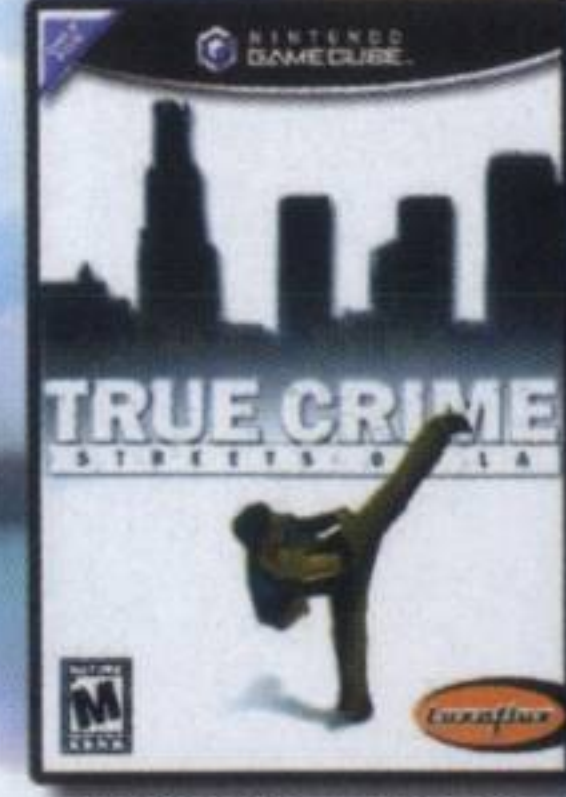
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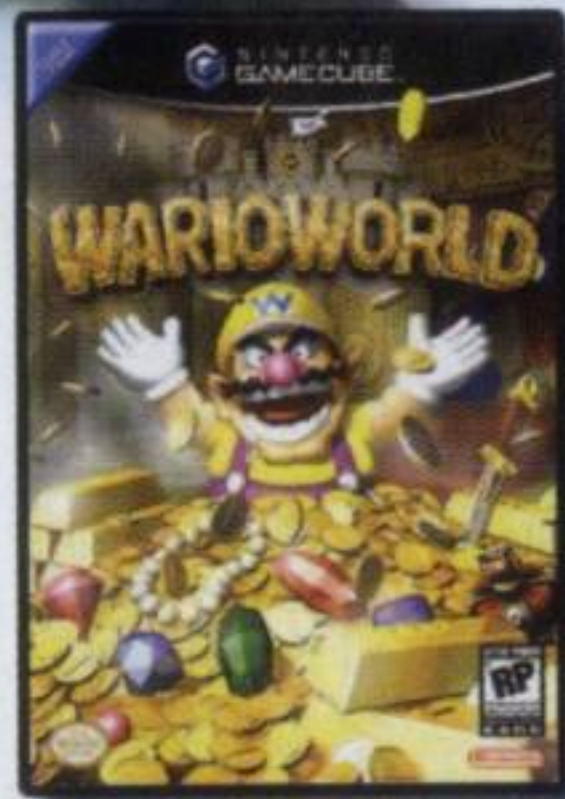
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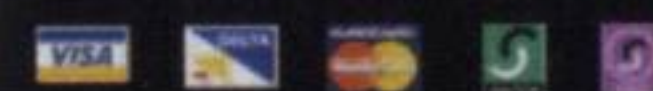


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THE EVOLUTION OF...

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2002 FIFA World Cup
A few games for EA's latest game below:

2002 FIFA World Cup - Scorina Diarams
If you're having trouble playing one part the keeper, these helpful illustrations should inspire some superior moves!

Acc Golf
Currently this is the GameCube's only contender to the upcoming Mario Golf.

Aggressive Inline Skating
Use these maps along with the guide for best results.

Animal Forest
The new GameCubes offering means that every

Bench Spikers Diagram
Blochized
Bloody Floor: Final Fury
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Burnout
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GO!

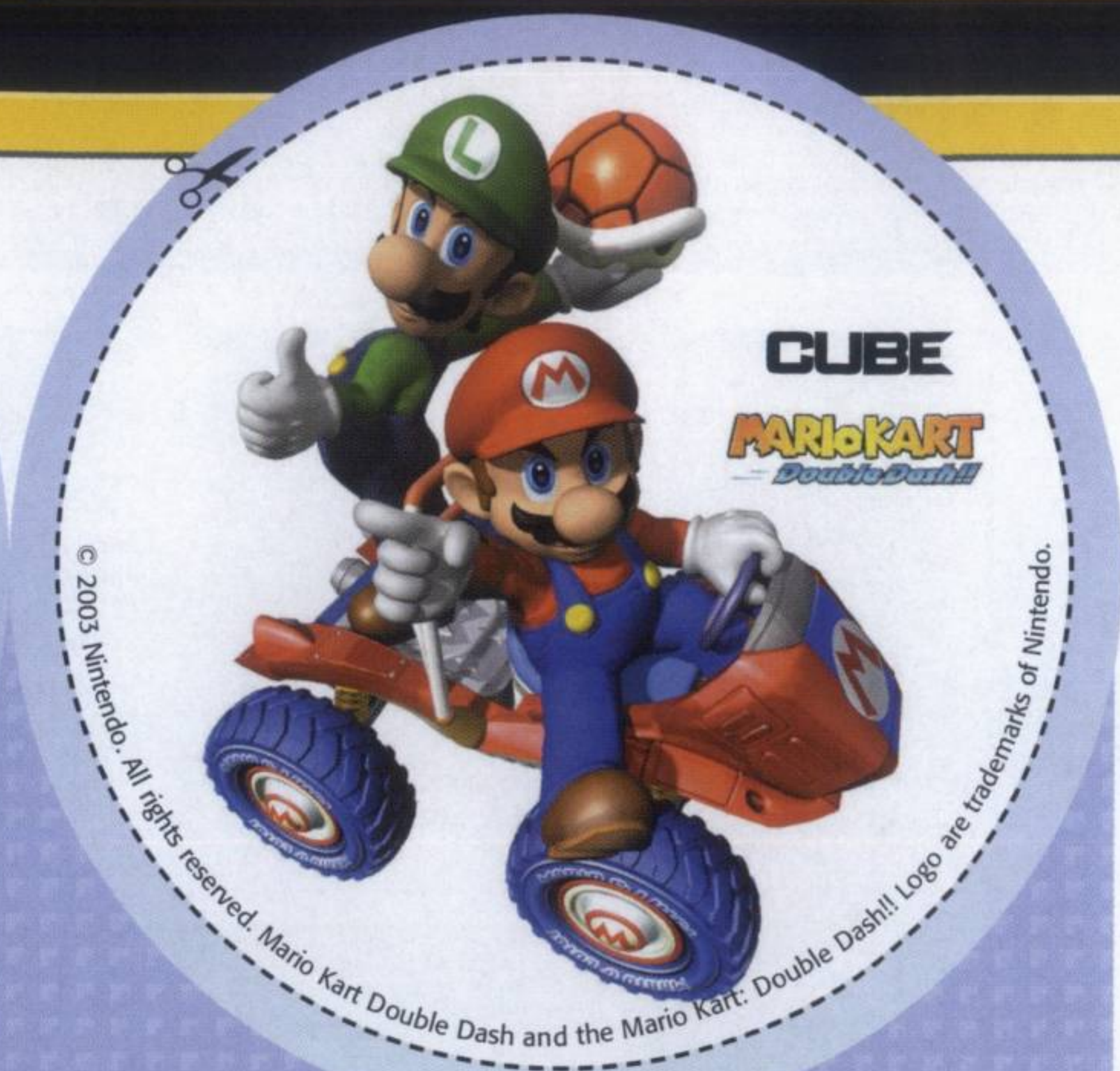
Top Ten

ART ATTACK

A FINE COLLECTION OF LITTLE CIRCLES

Well, it may have taken us a while to get sorted out, but we can now offer you a way of getting all those GameCube fascia inlays without having to cut up your favourite issue of **CUBE**. Ever since we started our fascia system back in issue 9 we've been printing various inlay replacements every issue. Over the months many people have asked us to put the artwork online so that you can avoid cutting up the magazine, and even print them onto card rather than paper. Well, now you can.

Missed an issue? Not a problem – every fascia we've ever printed in the mag can be found on the **CUBE** website, at cube.totalgames.net. Simply visit the site and click on the Gallery tab. Then scroll through the list of games until you get to 'CUBE Fascias' section. Ta da! Instant hi-res fascias from the past 12 months.



CIRCLES OF POWER

Furnish your GameCube with a little bit of downtown E3 festivity!

REGARDLESS OF WHETHER they impressed us or not, these titles represent three of our most anticipated games. *Final Fantasy: CC* definitely lives up to the hype, we need to spend more time with *Mario Kart* to tell you what we really think, and *Star Fox*... well, it's way too early in development to really tell. Still, they look nice don't they?

FEELING LEFT OUT?

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3487	3449	3989 RIZLA
7273 U TOUCH U DIE.....	4890 Crazy Bitch	3709 EMINEM
7824 T-Mobile	7260 SCOTLAND	7259 ENGLAND
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7701 FREEZE	7801 VODAPHONE	7272 THIS PHONE IS STOLEN
7274	6429 Shout 800 to the phone to unlock it	7753 the DADDY!!
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ANIMATED SCREENSAVERS

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7119 - SCARY MASK 	7015 - MAD COW
7121 - SPINNING SKULL 	7016 - CHEEKY MONKEY
5526 	5512

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Diamond Mine: 8005
Forge A Fortune: 8006
Hell's Pit: 8008
Pillar Dodge: 8010

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CUBE

ISSUE TWENTY

DIRECTORY

It's directory time again, so if you've seen something down the local games store that takes your fancy but you can't remember what we had to say about it, that all-important score can be found here



ADVENTURE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
METROID PRIME	Nintendo	Retro Studios	1	✓	Issue 18	2	17	PAL	9.6
LEGEND OF ZELDA	Nintendo	In-house	1	X	Issue 19	12	15	PAL	9.5
STARFOX ADVENTURES	Nintendo	Rare	1	X	Issue 12	3	12	NTSC	9.4
SUPER MARIO SUNSHINE	Nintendo	In-house	1	X	Issue 11	15	10	NTSC	9.4
ETERNAL DARKNESS	Nintendo	Silicon Knights	1	X	X	15	12	PAL	9.3
RESIDENT EVIL	Capcom	In-house	1	X	Issue 11	8+	10	PAL	9.2
RESIDENT EVIL ZERO	Capcom	In-house	1	X	X	3	16	PAL	9.0
SPLINTER CELL	Ubi Soft	In-house	1	✓	X	9	19	PAL	8.8
SONIC MEGA COLLECTION	Sega	In-house	1-2	X	X	2	15	PAL	8.0
BOMBERMAN GENERATION	Majesco	Hudson Soft	1-4	X	X	3	8	NTSC	8.0
REIGN OF FIRE	Bam!	In-house	1-2	X	X	3	13	PAL	8.0
LUIGI'S MANSION	Nintendo	In-house	1	X	Issue 1	3	6	PAL	7.8
BLOOD OMEN 2	EIDOS	Crystal Dynamics	1	X	X	1	15	PAL	7.7
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✓	X	6+	6	PAL	7.6
DOSHIN THE GIANT	Nintendo	In-house	1	X	X	40	12	PAL	7.4
RESIDENT EVIL: NEMESIS	Capcom	In-house	1	X	X	1	19	PAL	7.0
HARRY POTTER: COS	EA	Eurocom	1	X	X	4	14	PAL	7.0
STAR WARS: BOUNTY HUNTER	Activision	LucasArts	1	X	X	3	15	PAL	6.9
STAR WARS: THE CLONE WARS	Activision	LucasArts	1-4	X	X	3	13	PAL	6.7
BATMAN VENGEANCE	Ubi Soft	In-house	1	X	X	2	6	PAL	6.2
RESIDENT EVIL 2	Capcom	In-house	1	X	X	1	19	PAL	6.0
SUMMONER: A GODDESS REBORN	THQ	Volition 1	1	X	X	5	17	PAL	6.0
SPIDER-MAN: THE MOVIE	Activision	Treyarch	1	X	X	2	7	PAL	6.0
DISNEY'S MAGICAL MIRROR	Nintendo	Capcom	1	✓	X	3	11	PAL	5.9
MINORITY REPORT	Activision	Treyarch	1-2	X	X	4	15	PAL	5.0
JEDI KNIGHT II: JEDI OUTCAST	Activision	LucasArts	1	X	X	6	14	PAL	4.7
GAUNTLET: DARK LEGACY	Midway	In-house	1-4	X	X	4	10	PAL	4.4
BLOODRAYNE	Vivendi	Terminal Reality	1	X	X	4	19	PAL	4.0
UNIVERSAL STUDIOS	Kemco	In-house	1	X	X	1	6	PAL	3.0

PLATFORM	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
RAYMAN 3 HOODLUM HAVOC	Ubi Soft	In-house	1	X	X	12	16	PAL	8.1
ROCKMAN EXE TRANSMISSION	Capcom	Akira	1	X	X	3	18	PAL	8.0
VEXX	Acclaim	In-house	1	X	X	1	18	PAL	7.0
DONALD DUCK: QUACK ATTACK	Ubi Soft	In-house	1	X	X	6	6	PAL	6.2
PAC-MAN WORLD 2	Namco	In-house	1	X	X	16	5	NTSC	6.1
CRASH BANDICOOT	Eurocom	Vivendi	1	X	X	4	13	PAL	5.6
TAZ WANTED	Infogrames	Blitz Games	1-2	X	X	4	11	PAL	5.6
SCOOBY DOO!	THQ	Heavy Iron Studios	1-2	X	X	5	13	PAL	5.2
DR MUTO	Midway	In-house	1	X	X	5	17	PAL	5.0
DISNEY'S TARZAN FREERIDE	Disney Int.	Ubi Soft	1	X	X	8	6	PAL	5.0
TY THE TASMANIAN TIGER	EA	Crome Studios	1	X	X	1	13	PAL	4.8
PAC-MAN WORLD 2	Namco	In-house	1	X	X	8	16	PAL	4.2
JIMMY NEUTRON: BOY GENIUS	THQ	In-house	1	X	X	3	18	PAL	4.0

YOU ONLY WANT THE BEST? THEN YOU'VE COME TO THE RIGHT PLACE

BEAT-'EM-UP	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
SOUL CALIBUR II	Namco	In-house	1-2	X	X	5	19	NTSC	9.2
DEF JAM VENDETTA	EA	AKI	1-4	X	X	2	19	PAL	8.9
KINNIKU MAN 2	Bandai	AKI	1-4	X	X	2	16	NTSC	8.9
MORTAL KOMBAT: DA	Midway	In-house	1-2	X	X	1	15	PAL	8.6
SUPER SMASH BROS. MELEE	Nintendo	NCL	1-4	X	Issue 6	11	6	PAL	8.3
ROCKY	Rage	Steel Monkeys	1-2	X	X	2	12	PAL	8.3
CAPCOM VS SNK 2: EO	Capcom	In-house	1-2	X	Issue 10	2	9	PAL	8.2
LOTR: THE TWO TOWERS	EA	In-house	1	X	X	2	16	PAL	7.7
BLOODY ROAR: PRIMAL FURY	Activision	Eighting	1-2	X	X	3	6	PAL	7.0
BATTLE HOUSHIN	Koei	In-house	1	✓	X	6	7	NTSC	7.0
UFC THROWDOWN	Ubi Soft	Crave	1-4	X	X	5	11	PAL	6.4
X-MEN: NEXT DIMENSION	Activision	Exact Ent	1	X	X	3	15	PAL	5.6
BARBARIAN	Virgin	Saffire	1-4	X	X	3	11	PAL	4.3
GODZILLA: DAMM	Infogrames	Pipeworks Studios	1-4	X	X	4	13	PAL	4.0

PARTY/PUZZLE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
SUPER MONKEY BALL 2	SEGA	Amusement Vision	1-4	X	X	2	16	PAL	9.1
PIKMIN	Nintendo	In-house	1	X	Issue 7/8	19	7	PAL	9.0
SUPER MONKEY BALL	SEGA	Amusement Vision	1-4	X	X	5	6	PAL	9.0
MARIO PARTY 4	Nintendo	Hudson	1-4	X	X	2	13	PAL	9.0
MR DRILLER DRILL LAND	Namco	In-house	1-2	✓	X	12	17	NTSC	8.8
THE SIMS	EA	Maxis	1-2	X	X	98	18	NTSC	8.6
WORMS BLAST	Ubi Soft	Team 17	1-2	X	X	3	7	PAL	7.8
NINTENDO PUZZLE COLLECTION	Nintendo	In-house	1-4	✓	X	6	17	NTSC	7.0
ZOOCUBE	Acclaim	Coyote	1-4	X	X	2	9	PAL	7.0
ONE PIECE TREASURE BATTLE	Bandai	In-house	1-4	X	X	4	15	NTSC	5.8
PAC-MAN FEVER	Namco	In-house	1-4	X	X	10	12	PAL	5.7
SUPER BUBBLE POP	Jaleco	Runecraft	1-2	X	X	1	18	PAL	5.5
EGGO MANIA	Kemko	Hot Gen Studios	1-4	X	X	2	11	PAL	5.2
TETRIS WORLDS	THQ	Randicall Ent	1-4	X	X	4	11	PAL	4.7

RACING	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
BURNOUT 2: POINT OF IMPACT	Acclaim	Criterion	1-2	X	X	5	19	PAL	9.3
DAKAR 2	Acclaim	In-house	1-2	✓	X	10	17	PAL	9.0
WAVERACE: BLUE STORM	Nintendo	NSTC	1-4	X	Issue 5	3	6	PAL	8.9
BURNOUT	Acclaim	Criterion Games	1-2	X	X	6	6	PAL	8.4
BIG MUTHA TRUCKERS	Empire	Eutechnyx	1	X	X	9	18	PAL	8.3
XG3: EXTREME G RACING	Acclaim	In-house	1-4	X	X	3	6	PAL	8.2
ATV 2	Acclaim	Climax	1-2	X	X	9	16	PAL	8.1
F1 2002	EA	In-house	1-2	X	X	7	9	PAL	7.6
SIMPSONS ROAD RAGE	EA	Radical Ent.	1-2	X	X	5	6	PAL	7.5
CRAZY TAXI	Acclaim	In-house	1	X	X	4	6	PAL	7.3
SMUGGLER'S RUN: WARZONES	Take-Two	Rockstar	1-4	X	X	6	12	PAL	7.1
MX SUPERFLY	THQ	Pacific Coast	1-2	X	X	8	11	PAL	7.1
DRIVEN	Bam! Ent.	In-house	1-2	X	X	3	6	PAL	7.0
RALLY CHAMPIONSHIP	SCi	Warthog	1-4	X	X	2	17	PAL	6.8
PRO RALLY	Ubi Soft	In-house	1-2	X	X	3	13	PAL	5.9
NEED FOR SPEED: HOT PURSUIT 2	EA	In-house	1-2	X	X	2	12	PAL	5.3
MICRO MACHINES	Infogrames	Sheffield House	1-4	X	X	3	16	PAL	5.2
SUPERCROSS WORLD	Acclaim	In-house	1-4	X	X	9	9	PAL	4.6
18WHEELER AM-PRO TRUCKER	Acclaim	In-house	1-2	X	X	3	8	PAL	4.4
CEL DAMAGE	EA	In-house	1-2	X	X	2	6	PAL	4.3
SMASHING DRIVE	Namco	Point Of View	1-2	X	X	3	5	PAL	3.8
WRECKLESS: YAKUZA MISSIONS	Activision	Broadsword	1-2	X	X	22	15	PAL	2.5

CRAP GAMING MOMENTS PART 2

01



LOADING TIMES

You've just paid £40 for what you believe is a seamless slice of finely honed gaming bliss. But then by the third s-l-o-w-m-o opening of yet another bloody door you're distraught, you're screaming; the wait is too much. Testy.

SO... VERY... BORED

02



RANDOM BATTLES

"Yes, true immersion has arrived. The game world is beautifully crafted, the soundtrack is sonorous and the story is captivating." But I can't go anywhere without taking turns against a snaggle-toothed vegetable. NO!

WHAT THE...?

03



STEREOTYPES

Your main character is moody, violent and strangely coiffured. The girls are buxom, high-voiced and pneumatic. Invariably everyone will speak like an unemployable American soap actor. Rank.

SAME OLD SAME OLD

04



CAMERA OBSCURA

Trying to jump at that one last generic token to get 100% completion while wrestling incessantly with a drunken camera intent on permanently giving you a 'better' view is not our idea of fun — it's torture. Developers take note...

WHERE'D IT GO?

05



THE END

So, you've devoted weeks, nay months, of your waking life to saving mankind from a horde of ancient evil/aliens/berks (delete as appropriate.) And your reward for such valiant efforts? "Thanks for playing". Bastards.

GAME OVER

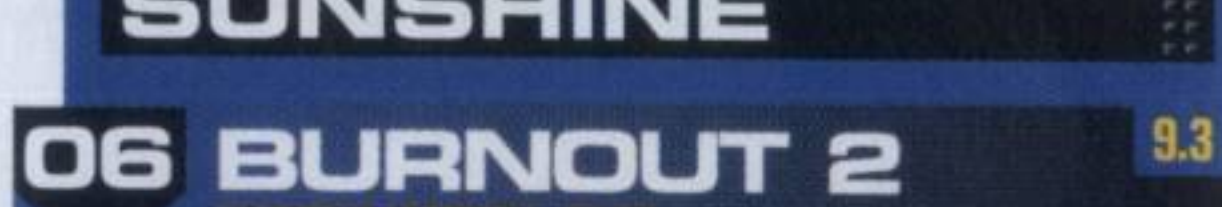
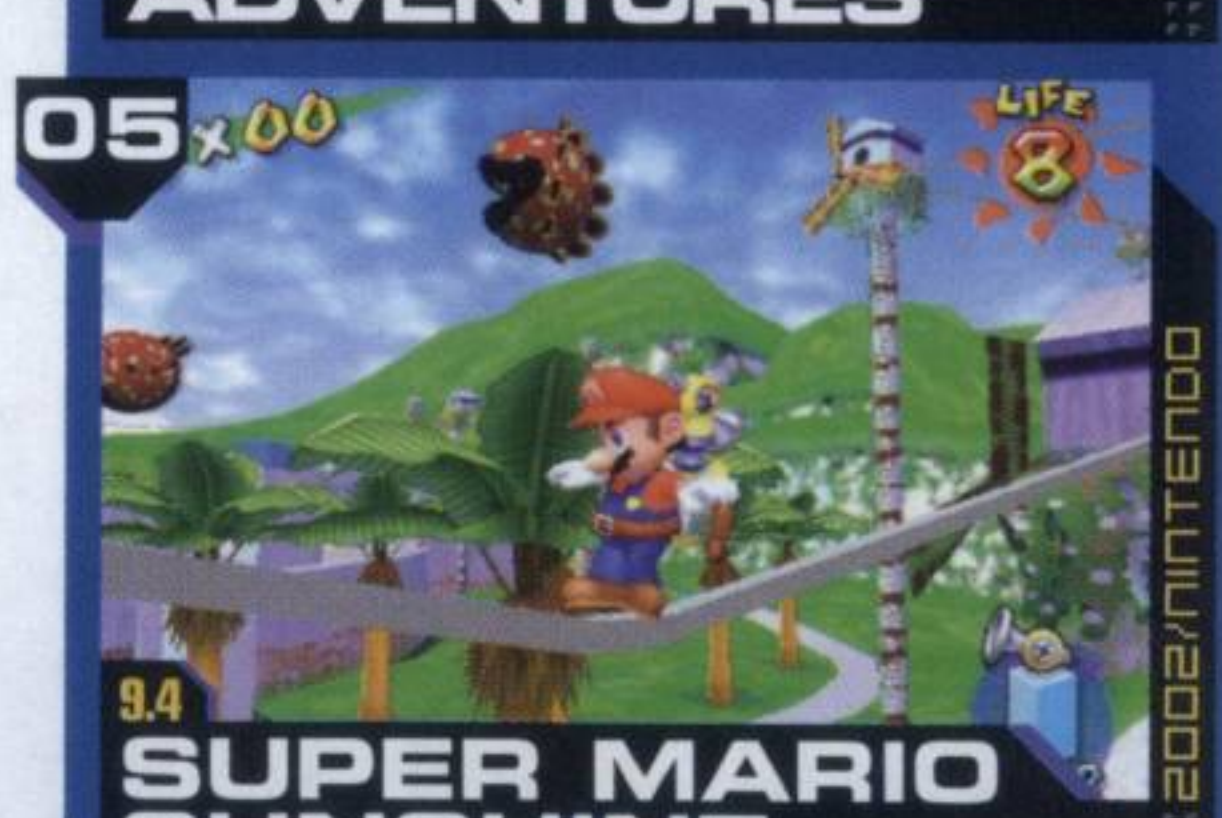
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TOP 10

RPG	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
THE LEGEND OF ZELDA: TWW	Nintendo	In-house	1	✓	Issue 19	12	19	PAL	9.5
SKIES OF ARCADIA LEGENDS	SEGA	Overworks	1	X	Issue 20	8	16	PAL	9.0
ANIMAL CROSSING	Nintendo	In-house	1-4	✓	X	59	12	NTSC	8.5
PHANTASY STAR ONLINE I+II	Infogrames	Sonic Team	1-4	X	X	3	16	PAL	7.5
LOST KINGDOMS	Activision	From Software	1	X	X	2	8	PAL	7.0

SHOOT-'EM-UP	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
TIMESPLITTERS 2	Eidos	Free Radical	1-4	X	Issue 12	6+	11	PAL	9.5
STAR WARS: ROGUE LEADER	Activision	Factor 5	1	X	Issue 2/3	3	6	PAL	9.1
IKARUGA	Atari	Treasure	1-2	X	X	4	17	PAL	9.0
MEDAL OF HONOR: FRONTLINE	EA	In-house	1-4	X	Issue 15	4	14	PAL	8.6
PRODUCT NO. 03	Capcom	In-house	1	X	X	5	19	NTSC	8.3
CONFLICT DESERT STORM	SCi	Pivotal	1-4	X	X	8	18	PAL	8.2
DIE HARD: VENDETTA	Vivendi	Bits Studios	1	X	X	6	13	PAL	8.2
TOP GUN: COMBAT ZONES	Virgin	Digital Integration	1	X	X	7	10	PAL	6.9
ROBOTECH: BATTLECRY	TDK	Mediactive	1-2	X	X	1	13	NTSC	8.0
NIGHTFIRE	EA	In-house	1-4	X	X	2	14	PAL	7.9
GHOST RECON	Ubi Soft	Red Storm	1-2	X	X	17	18	PAL	6.5
FIREBLADE	Midway	Avalanche	1	X	X	1	16	PAL	6.5
AGENT UNDER FIRE	EA	In-house	1-4	X	Issue 9	3	7	PAL	6.4
TUROK EVOLUTION	Acclaim	In-house	1	X	X	1	11	PAL	6.1
SPYHUNTER	Midway	Point Of View	1-2	X	X	6	7	PAL	5.9
MEN IN BLACK II: ALIEN ESCAPE	Infogrames	Melbourne House	1	X	X	3	16	PAL	4.2
DEFENDER	Midway	In-house	1-2	X	X	4	17	PAL	4.0

SPORTS	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
WINNING ELEVEN 6	Konami	In-house	1-4	X	X	98	17	NTSC	9.2
TONY HAWK'S PRO SKATER 4	Activision	Neversoft	1-2	X	X	5	13	PAL	9.2
AGGRESSIVE INLINE	Acclaim	Z-Axis	1-4	X	Issue 10	57	10	PAL	9.1
NBA 2K3	Infogrames	SEGA	1-4	X	X	251	17	PAL	9.0
SEGA SOCCER SLAM	SEGA	Black Box Games	1-4	X	X	8	11	PAL	9.0
TIGER WOODS PGA TOUR 2003	EA	In-house	1-2	X	X	3	14	PAL	9.0
TONY HAWK'S PRO SKATER 3	Activision	Neversoft	1-2	X	Issue 4	6	6	PAL	8.6
NHL HITZ 20-03	Midway	Black Box Games	1-4	X	X	8+	11	NTSC	8.6
NHL HITZ 2003	EA	In-house	1-4	X	X	30	14	PAL	8.4
NHL HITZ 2002	Midway	Black Box Games	1-4	X	X	5	6	PAL	8.4
NBA STREET	EA	NUFX	1-2	X	X	10	6	NTSC	8.4
VIRTUA STRIKER 3 VER. 2002	SEGA	Amusement Vision	1-2	X	Issue 10	2+	8	PAL	8.4
ISS2	Konami	Major A	1-4	X	X	9	6	PAL	8.2
FIFA FOOTBALL 2003	EA	EA	1-4	X	X	29	13	PAL	8.2
MAT HOFFMAN'S PRO BMX 2	Activision	Rainbow Studios	1-2	X	X	3+	11	PAL	8.2
ACE GOLF	Eidos	Telenet Japan	1-4	X	X	3	12	PAL	8.1
BEACH SPIKERS	SEGA	AM2	1-4	X	X	3	10	PAL	8.0
SSX TRICKY	EA	EA BIG	1-2	X	X	8	7	PAL	8.0
OUTLAW GOLF	THQ	Hypnotix	1-2	X	X	5	19	PAL	7.9
KNOCKOUT KINGS 2003	EA	In-house	1-2	X	X	3	14	PAL	7.9
KELLY SLATER'S PRO SURFER	Activision	Treyarch	1-2	X	X	3+	11	PAL	7.6
DAVE MIRRA FREESTYLE BMX 2	Acclaim	Z-Axis	1-2	X	X	4	6	PAL	7.4
FREESTYLE	EA	Hypnos Ent	1-2	X	X	8	12	PAL	7.4
2002 FIFA WORLD CUP	EA	In-house	1-4	X	X	29	6	PAL	7.2
NBA COURTSIDE 2002	Nintendo	Left Field	1-4	X	X	7	8	PAL	6.8
WRESTLEMANIA WWE X8	THQ	Yukes	1-4	X	X	12	12	PAL	6.7
DARK SUMMIT	THQ	Radical	1-2	X	X	4	8	PAL	6.2
NFL QUARTERBACK CLUB 2002	Acclaim	In-house	1-8	X	X	4+	4	PAL	6.1
ESPN INT. WINTER SPORTS '02	Konami	In-house	1-2	X	X	3	6	PAL	6.0
LEGENDS OF WRESTLING	Acclaim	In-house	1-4	X	X	3	7	PAL	4.7
DISNEY SPORTS SKATEBOARDING	Konami	In-house	1	X	X	3	12	PAL	4.6
BMX XXX	Acclaim	Z-Axis	1-2	X	X	57	14	PAL	4.5
BIG AIR FREESTYLE	Ubi Soft	In-house	1-2	X	X	3	14	PAL	4.2
WTA PRO TENNIS TOUR	Konami	Konami	1-4	X	X	4	12	PAL	4.5
LEGENDS OF WRESTLING 2	Acclaim	In-house	1-4	X	X	3	15	PAL	4.0





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- 109306 Stevie Wonder - Superstitious
- 108715 The Lord Of The Rings - Love Theme
- 110304 All The Things She Said - tATu
- 107816 Lasgo - Pray
- 108621 The Good The Bad And The Ugly
- 107896 Film Theme - Mission Impossible
- 109309 Michael Jackson - Beat It
- 108856 Theme - The Benny Hill Show
- 107019 Insomnia - Faithless
- 109298 Don Henley - Dirty Laundry
- 108645 Jaws - Jaws Theme
- 108975 Hot Chocolate - You Sexy Thing
- 108582 The Godfather - Speak Softly Love
- 107822 Love Inc - You're A Superstar
- 110626 Move Your Feet - Junior Senior
- 108572 Cartoon Theme - Inspector Gadget
- 111140 50 Cent - In Da Club
- 108310 Nelly & Kelly Rowland - Dilemma
- 108603 Bahamen - Who Let The Dogs Out
- 107004 Tubular Bells - Mike Oldfield
- 108738 Celine Dion - My Heart Will Go On
- 108315 Theme - Only Fools And Horses
- 107023 James Bond - 007

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- 108195 Beverly Hills Cop - Axel F
- 109255 Terminator
- 107740 Can You Feel The Love Tonight
- 108523 Chariots Of Fire
- 109095 Beetlejuice
- 109083 Aladdin - Elton John
- 108299 Eye Of The Tiger - Rocky
- 110901 Goldeneye
- 109887 I Don't Wanna Miss A Thing
- 109171 Jaws
- 109173 JFK
- 109176 Jurassic Park
- 110879 Bright Eyes - Watership Down
- 108472 E.T
- 108281 Indiana Jones
- 108738 My Heart Will Go On
- 109198 Naked Gun
- 109012 Pulp Fiction
- 107026 Self Preservation Society
- 108316 Shaft
- 109224 Rainman
- 109174 Jumping Jack Flash
- 107799 Staying Alive
- 109274 The Bodyguard

Top Gun

- 108304 Top Gun
- 107896 Mission Impossible

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- 111138 All I Have - Jennifer Lopez & LL Cool J
- 107029 Always On Time - Ja Rule
- 109841 Baby Baby Baby - TLC
- 112593 Boy (I Need You) - Mariah Carey
- 108310 Dilemma - Nelly & Kelly Rowland
- 108311 Dynamitee - Ms Dynamite
- 108275 Foolish - Ashanti
- 107834 Girlfriend - Alicia Keys
- 107815 Happy - Ashanti
- 110262 Hidden Agenda - Craig David
- 108223 It Takes More - Ms Dynamite
- 107027 Jumpin Jumpin - Destiny's Child
- 111684 Mesmerize - Ja Rule feat Ashanti
- 109895 More Than A Woman - Aaliyah
- 107768 No Scrubs - TLC
- 107867 Put Him Out - Ms Dynamite
- 109843 Red Light Special - TLC
- 111685 Scandalous - Mis-Teeq
- 107862 Stole - Kelly Rowland
- 110419 Survivor - Destiny's Child
- 107858 Thug Lovin' - Ja Rule ft Bobby Brown
- 110963 U Got It Bad - Usher
- 107825 What's Your Flava - Craig David
- 111033 Work It - Nelly feat. Justin Timberlake
- 110260 03 Bonnie and Clyde - Jay-Z
- 107889 1000 Kisses - Will Smith
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- 109794 Ain't Nothin' - Snoop Doggy Dogg
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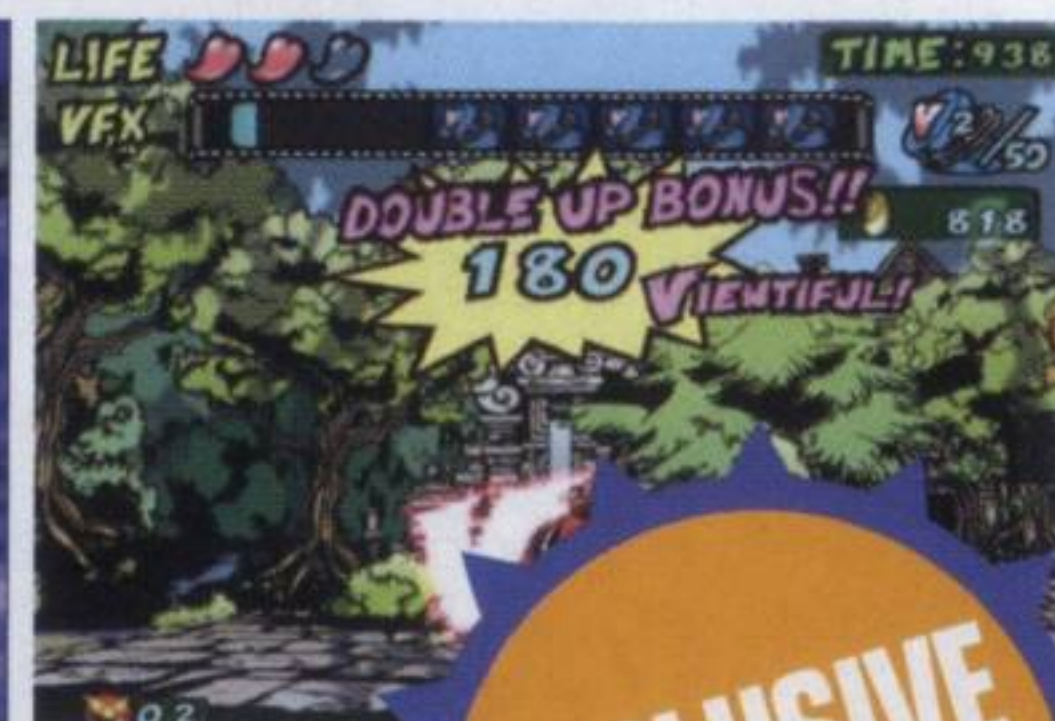
➔ ONE PAIR OF DUNGAREES - FOUR TIMES THE FUN!

It's going to be a Mario special next issue, with massive amounts of new info and screens for *Mario Kart: Double Dash*, *Mario Golf*, *Mario Tennis* and maybe even *Mario 128!* It's all good, and it's all coming your way very soon indeed. We can barely contain ourselves, we're that excited.

VIEWTIFUL JOE

➔ WE'RE SMARTER THAN YOUR AVERAGE JOE!

Okay, so you may have seen extensive coverage of this in other mags, but have any of them shown you screens past the first few levels? Nope, don't think so. **CUBE** rips the finished game apart at its cel-shaded seams.



EXCLUSIVE
REVIEW!

INTERVIEW

➔ STUDIO EYE

ZOONAMI

This could well turn out to be another **CUBE**-breaking-into-Rare special, but we're determined to speak to Mr Hollis and crew. We have Obi-Wan in our collective pocket and we're not afraid to use him!

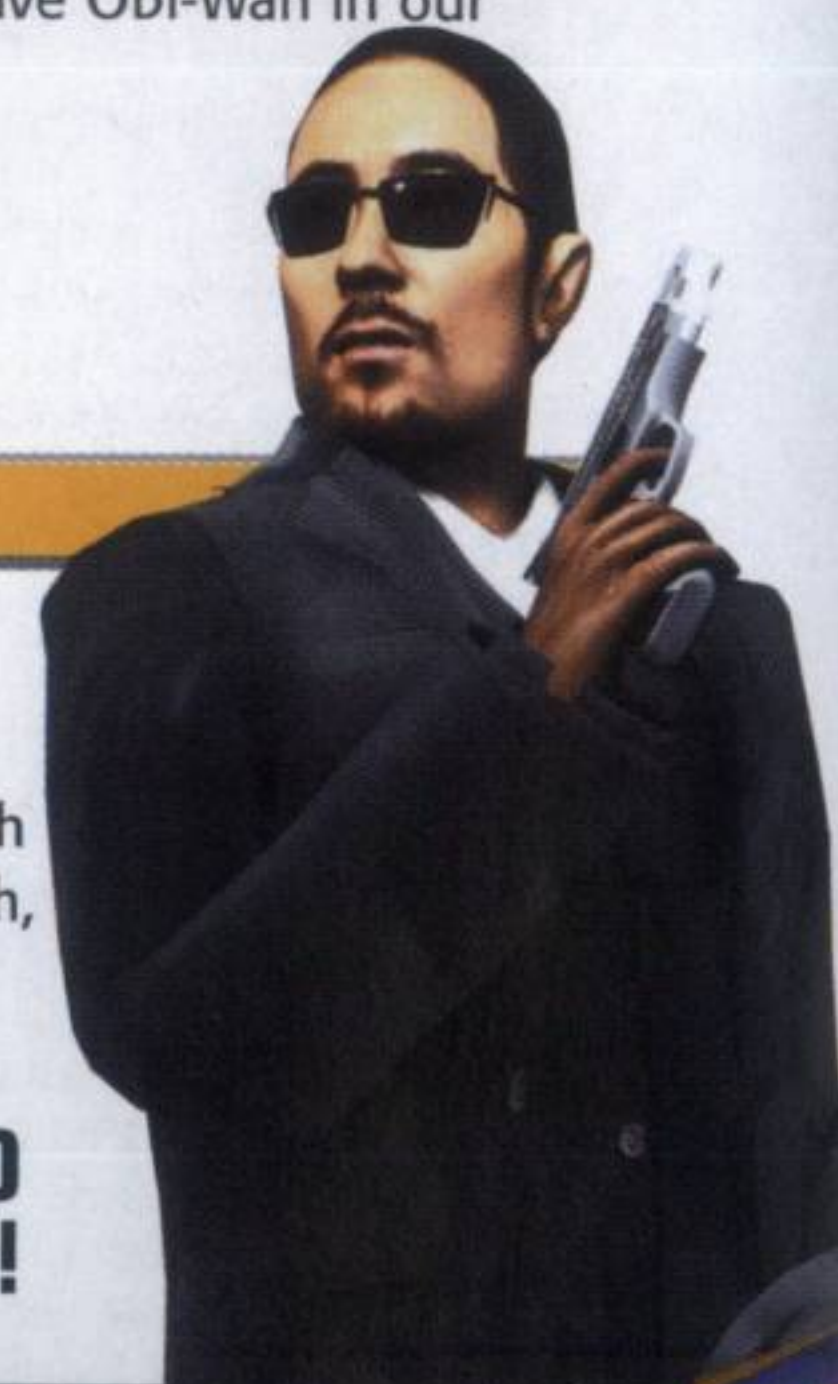
SOLUTION

➔ PROBLEM SOLVED

DOUBLE WHAMMY!

We're on a bit of a film licence tip next month, what with both *Enter The Matrix* and *X2* hitting the shelves. As such, we'll be bringing you all the essential tips and stealthy tactics you can handle. Nice.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!



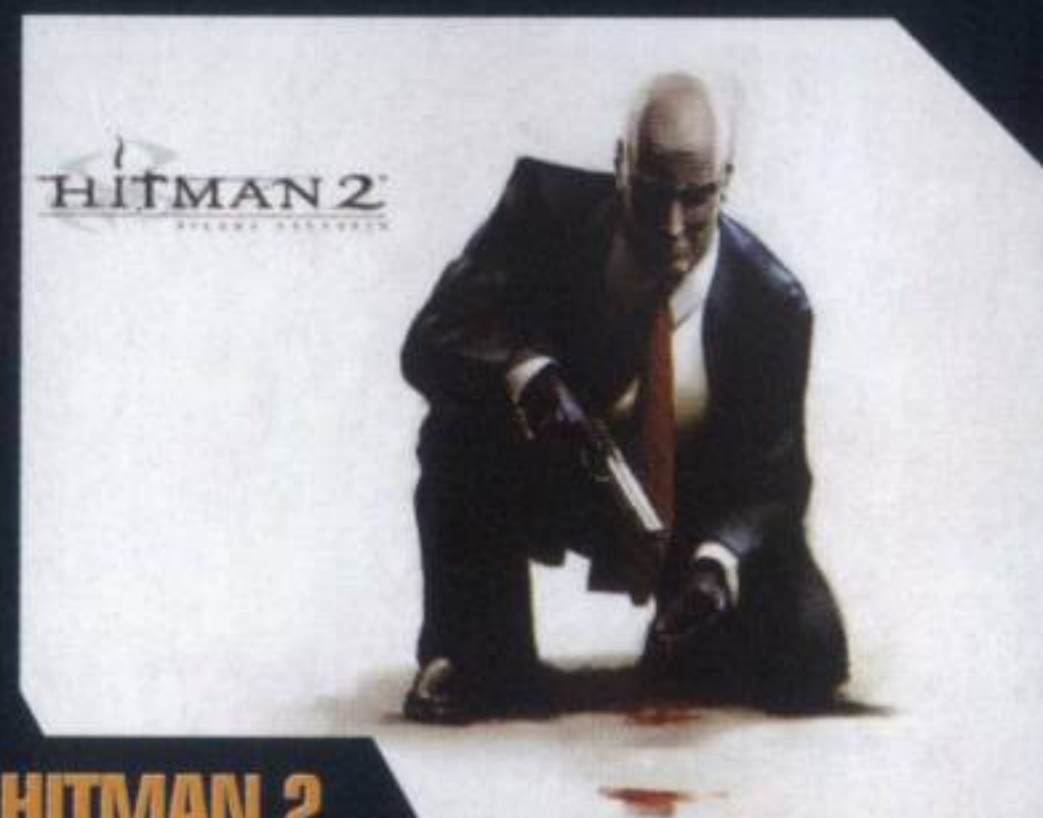
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WARIO WORLD

Mario's comedic-but-evil twin slam dunks the funk... or something



HITMAN 2

It's been delayed so many times now, but next issue... honestly



GT CUBE

Delaying it by a month won't make it any better you know...

PLUS

- Pikmin 2 ↙
- Game Zero ↙
- Thornado ↙
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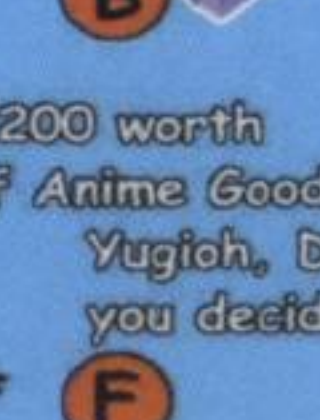


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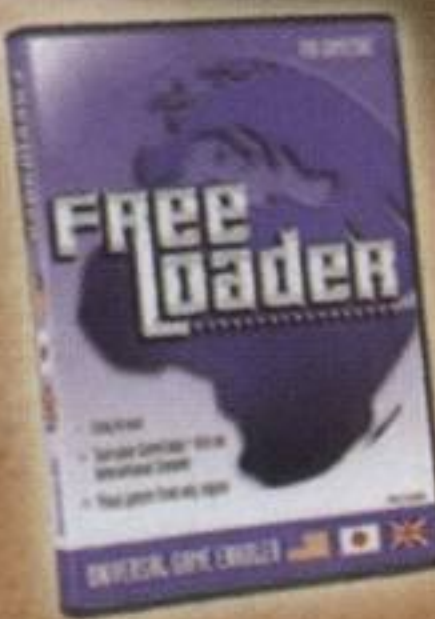
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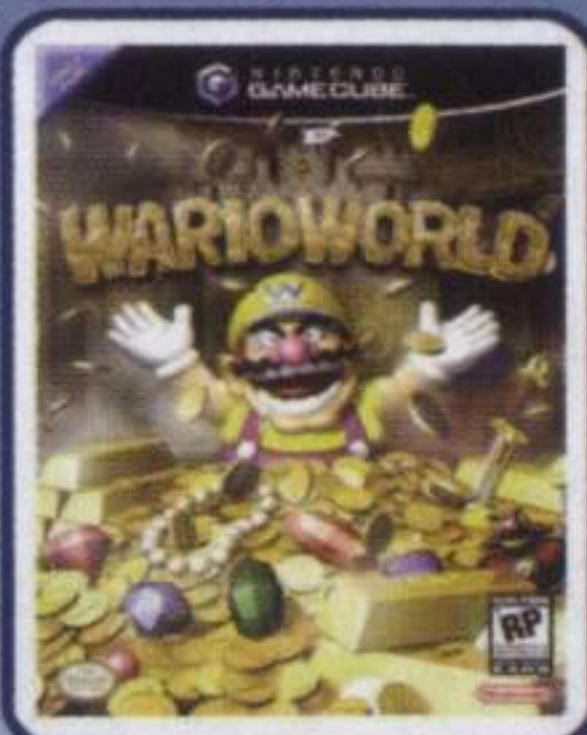
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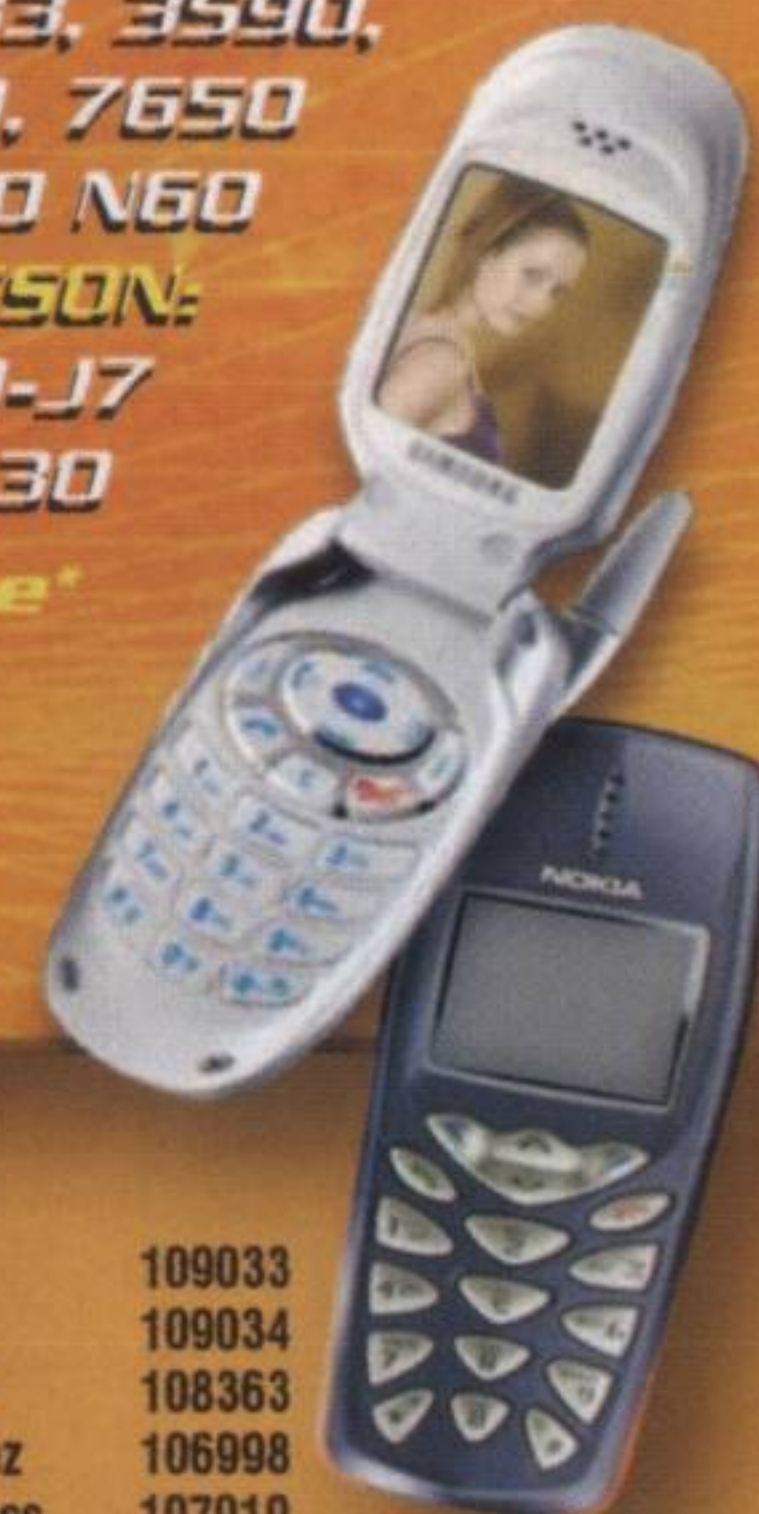
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Equador	sash	109789			
Everybody dance now	prince	108915			
Extreme ways	moby	108253			
Familiar feeling	moloko	110507			
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Forever	n trance	108327			
Formulae	jj72	109050			
Get over you	sophie ellis bextor	108220			
Ghosts dirty	vegas	108201			
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Gotta get through this	daniel bedingfield	107018			
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Helicopter	mtv	109032			

INDIE

TITLE	ARTIST	ORDER CODE
Deadweight	beck	115491
Can you dig it	the mock turtles	110977
Clocks	coldplay	112591
Dancing in the moonlight	toploader	110888
Devil's haircut	beck	110890
How soon is now	the smiths	112305
If I had a million dollars	barenaked ladies	110907
Loser	beck	110920
Nice weather for ducks	lemon jelly	110263
Should I stay or go	the clash	112342
Song 2	blur	113765
Songbird	oasis	110430
Step on	happy mondays	115516
That's entertainment	the jam	111534

90's

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1979	smashing pumpkins	107775
A girl like you	edwyn collins	110380
A million love songs	take that	110382
Aint no stoppin us now	luther vandross	110384
All I wanna do	sheryl crow	109350
All that I need	boyzone	110859
Always	erasure	108517
Angel	paul van dyke	110864
Bitter sweet symphony	the verve	108440
Black coffee	all saints	107746
Black or white	michael jackson	108429
Can't help falling in love	UB40	109844
Champagne supanova	oasis	108338
Cornflake girl	tori amos	110886
Country house	blur	109870
Cream	prince	109730
Creep	radiohead	108602
Deeper underground	jamiroquai	107795

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TITLE	ARTIST	ORDER CODE
19-2000	gorillaz	110381
A gas car	funny tune	108639
A little peace	traditional	108721
Ani boom	korean favorites	108727
Aranjuez	robert michaels	108850
Arirang	korean traditional	108612
Automatic	less than jake	108838
Autumn leaves	yves montand	108679
Aux champs elysees	daniele vidal	108613
Because the night	jan wayne	108835
Cha cha cha	de las secretarias humo	108732
Comment te dire adieu	francoise hardy	108632
Cool change	little river band	108900
Danger high voltage	electric six	110067
Dueling banjos	charlie daniels band	108886
Endless rain	x japan	108611
Eple	royksopp	110622
Gengis kahn	gengis kahn	108677
Hot summer nights	miami sound machine	108907
Kabhie	kabhi khushi	109072

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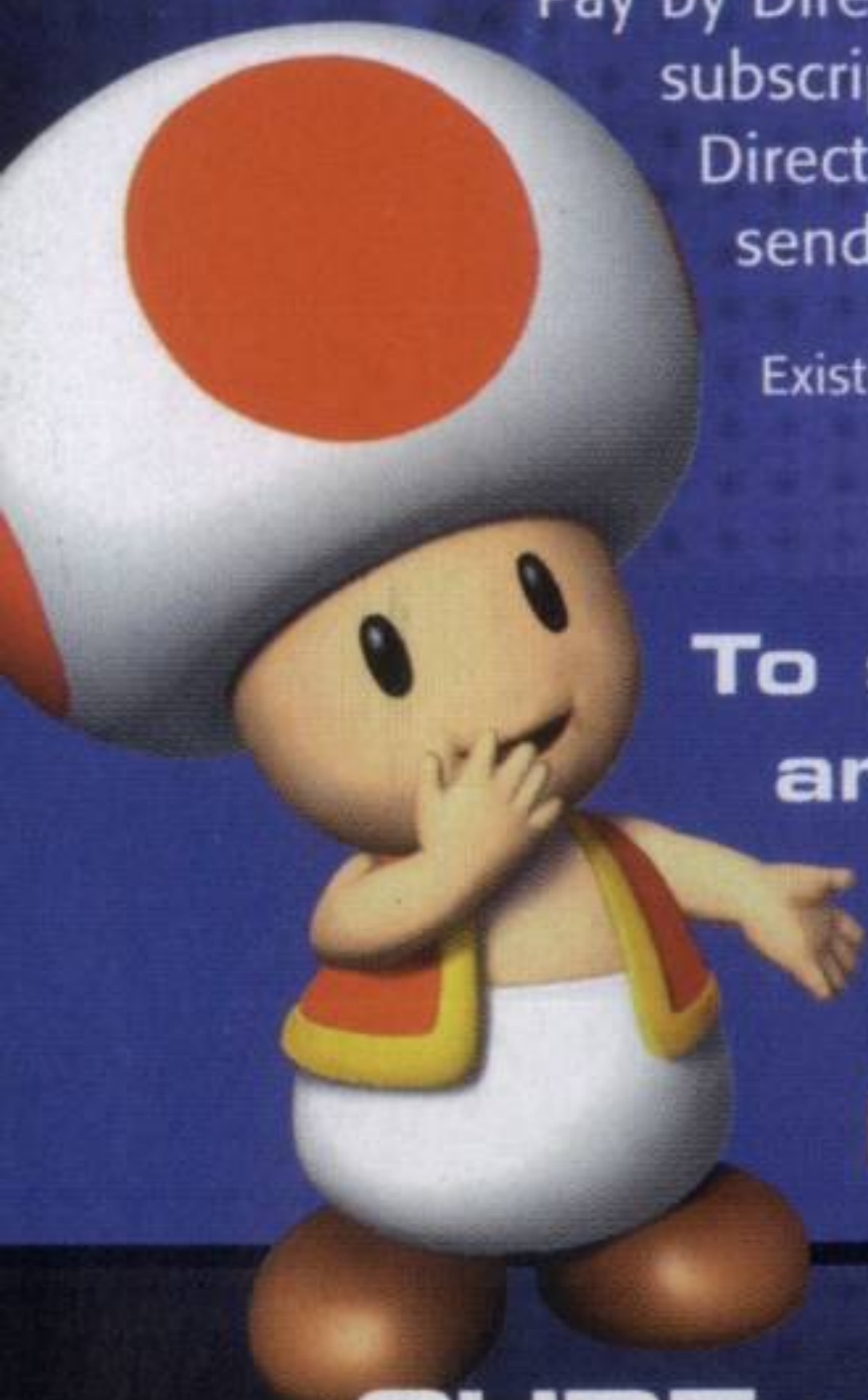
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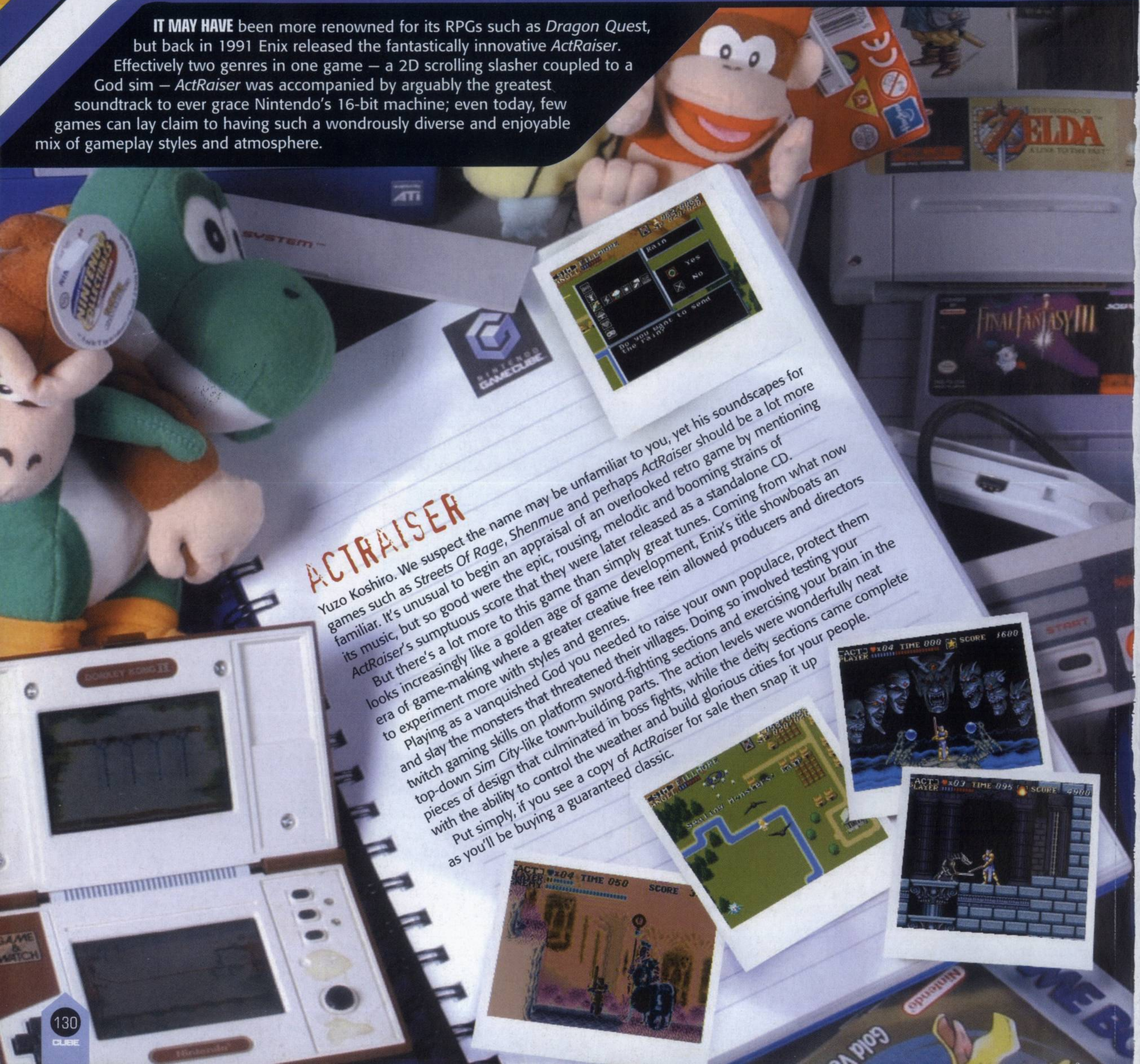
I ♥ NINTENDO

IT MAY HAVE been more renowned for its RPGs such as *Dragon Quest*, but back in 1991 Enix released the fantastically innovative *ActRaiser*. Effectively two genres in one game – a 2D scrolling slasher coupled to a God sim – *ActRaiser* was accompanied by arguably the greatest soundtrack to ever grace Nintendo's 16-bit machine; even today, few games can lay claim to having such a wondrously diverse and enjoyable mix of gameplay styles and atmosphere.

ACTRAISER

Yuzo Koshiro. We suspect the name may be unfamiliar to you, yet his soundscapes for games such as *Streets Of Rage*, *Shenmue* and perhaps *ActRaiser* should be a lot more familiar. It's unusual to begin an appraisal of an overlooked retro game by mentioning its music, but so good were the epic, rousing, melodic and booming strains of *ActRaiser*'s sumptuous score that they were later released as a standalone CD. But there's a lot more to this game than simply great tunes. Coming from what now looks increasingly like a golden age of game development, Enix's title showboats an era of game-making where a greater creative free rein allowed producers and directors to experiment more with styles and genres.

Playing as a vanquished God you needed to raise your own populace, protect them and slay the monsters that threatened their villages. Doing so involved testing your twitch gaming skills on platform sword-fighting sections and exercising your brain in the top-down *Sim City*-like town-building parts. The action levels were wonderfully neat pieces of design that culminated in boss fights, while the deity sections came complete with the ability to control the weather and build glorious cities for your people. Put simply, if you see a copy of *ActRaiser* for sale then snap it up as you'll be buying a guaranteed classic.



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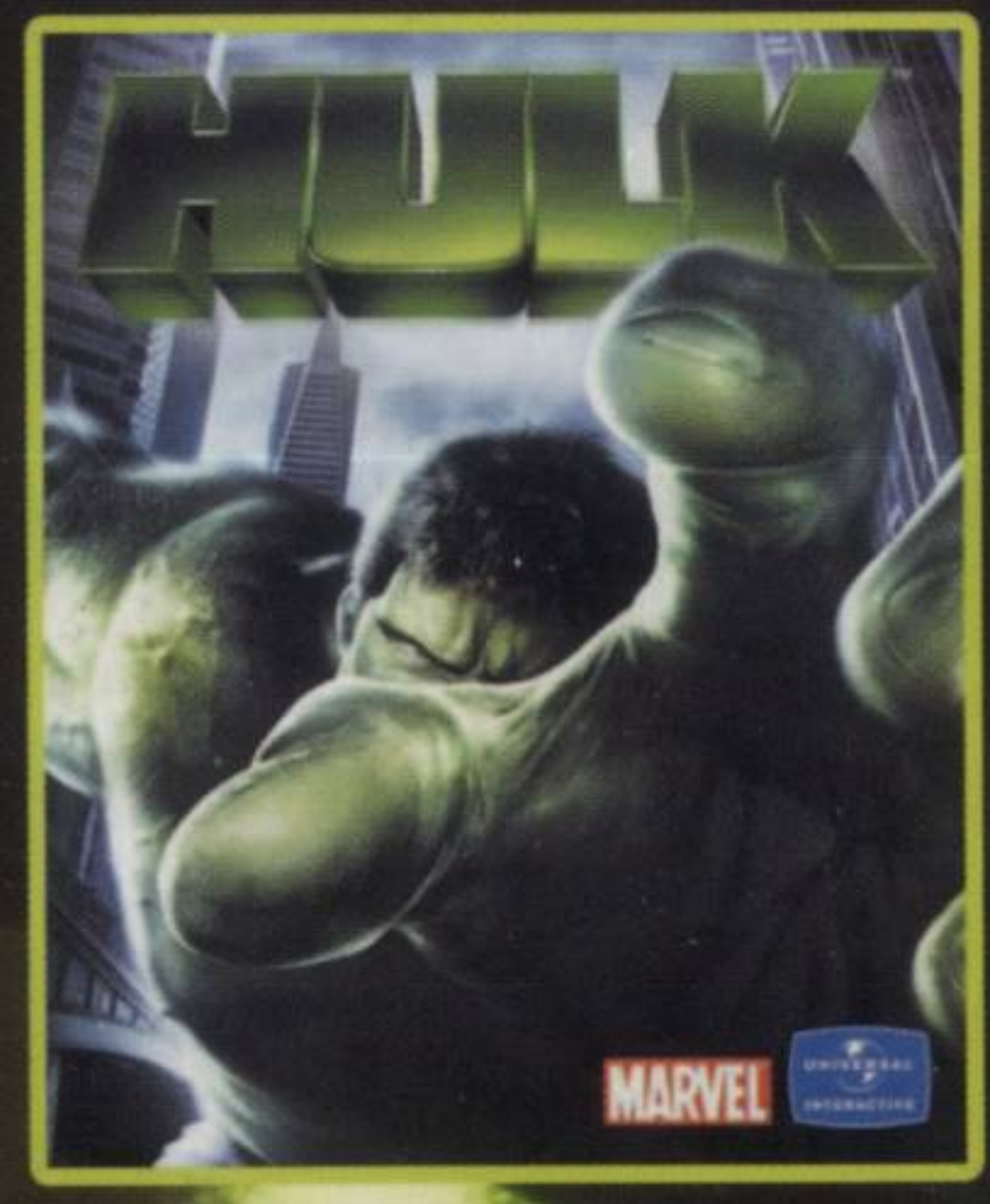
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