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MARIO IS BACK!!!

CUBE™

THE WORLD'S BIGGEST NINTENDO MAGAZINE NO.9

FEATURING

CUBE ISSUE 09

SUPER MARIO SUNSHINE ■ ETERNAL DARKNESS ■ BIOHAZARD 0

SUPER MARIO SUNSHINE

EXCLUSIVE

We've played it and it's a scorcher!

ETERNAL DARKNESS

Shock horror! The Nintendo game that ain't for kids. Be afraid...

FIRST UK REVIEW

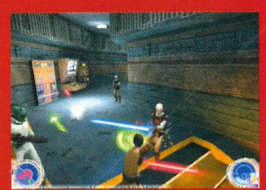
BIOHAZARD 0

REVEALED! Stunning new details to gorge upon!

£5 GAMES VOUCHER INSIDE!

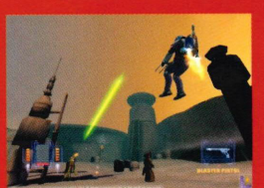
SUPER MONKEY BALL 2

BALLS! More amazing monkey business!



JEDI KNIGHT 2

FORCE! Feel it flowing through you...



BOUNTY HUNTER

FALL GUY Round 'em up and bring 'em in!

WWE X8

RUMBLE! Will THQ be the king of the ring again?

CAPCOM VS SNK 2: EO

SMACK! Ryu takes the fight onto the GameCube!

OUTLAW GOLF

FORE! Fancy a stroke?

£3.20 "excite, enthuse and inform"

9 771475 139007 09

PARAGON PUBLISHING

Kiss my muddied boots. Welcome the new wizard of the turf.
You won't believe your eyes. See the bend on that goal?
Only those blessed by the magical touch achieve such miracles.
This is Virtua Striker 3 ver.2002. Sheer adrenaline fuelled football action,
razor sharp graphics and staggering multi-angle replays.
Play and be forever bewitched.

Distributed by

INFOGRAMES SEGA AV NINTENDO GAMECUBE

VIRTUA STRIKER 3 ver.2002

Play to be worshipped

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WELCOME

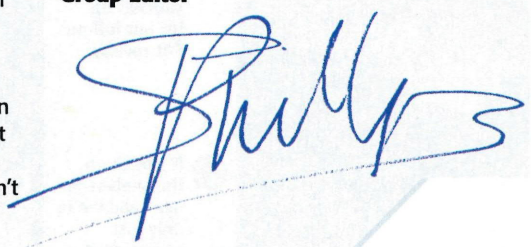
SO THE SUMMER drought is in full swing, but flying in the face of the bucketloads of rain there's a dearth of quality games – the theory being that we're all out there enjoying the sun… Y'right, fat chance…

This is the way that it has always been, and there's no getting away from the fact that if you own a GameCube, it's very much a case of digging in and waiting for those great games that we know are just around the corner. So, in preparation of the spankingly good times ahead, we cast our beady eyes September-ward safe in the knowledge that that's when the good stuff is heading our way.

The opposite is the case over in Japan where, as you read this, hundreds of thousands of our fellow Cubers are relishing Mario's latest quest and marvelling, once again, at Miyamoto-san's genius, the lucky blighters! Thankfully though, and just before we begrudgingly sent this issue to the printers, Mathers, thanks to his worldwide gameshounds, managed to get his hands on *Super Mario Sunshine*. So, we've had the opportunity to tell you as much about the game as we can in a relatively short space of time, it pains us that we simply couldn't review the game in time for this issue, but we'd rather do one of the most important games releases of the year justice rather than cobbling together some half-hearted attempt at a review. Sorry. However, it's not like we don't already know that it's amazing, We don't actually need to convince any of you to buy it, do we? So maybe it's better that we haven't reviewed it, but rather spend the coming months showing you what to look forward to when it is finally released – import gamers will simply have to forgive us, but then, you've bought it anyway, haven't you…?

So, to make up for this, if any apology were needed, we've given a rather top freebie that should allow you all to decorate your lovely GameCube accordingly, and if you don't like the Rogue Leader design there are more to choose from on page 12 – we hope that you enjoy. Elsewhere you'll find a shedload of exclusive new info and shots of *Biohazard Zero* and our world exclusive review of *Eternal Darkness,* as well as enough exclusive news and previews to keep you satisfied until the next month when it all kicks off… Can't wait? Well get online and point your browsers to **www.totalgames.net/forum** and click on 'GameCube' to hook up with fellow Cubers and, more often than not, the mag team. Enjoy!

Simon Phillips
Group Editor



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CUBE

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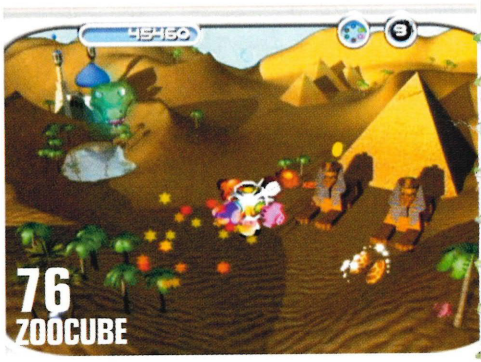

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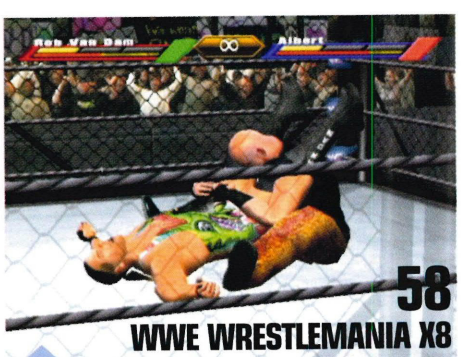
The world's biggest Nintendo GameCube magazine!



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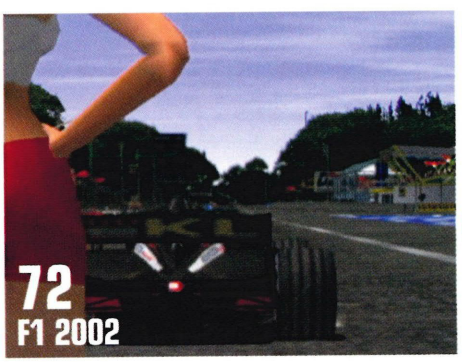

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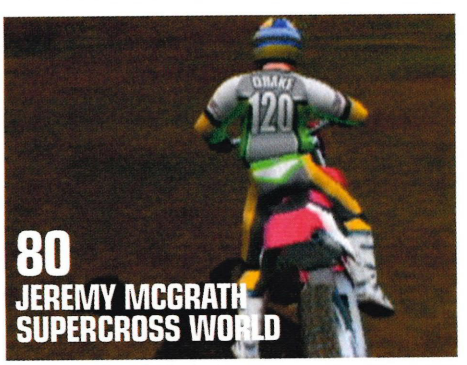

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JEREMY MCGRATH SUPERCROSS WORLD

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

Possibly the game to claim the crown of *GoldenEye*...

The scariest game on the GameCube? You betcha...

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The very latest GameCube games exclusively revealed

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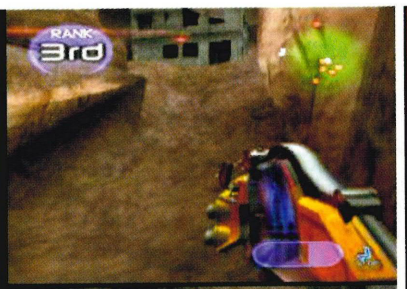
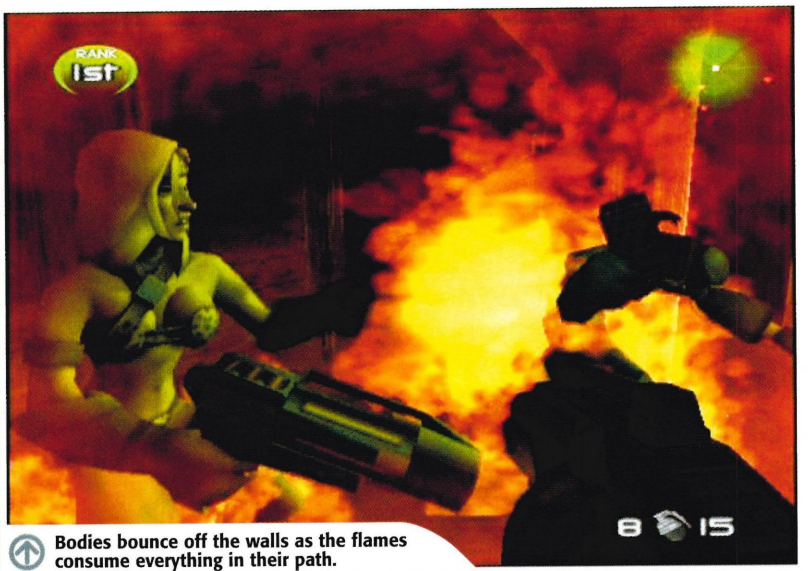
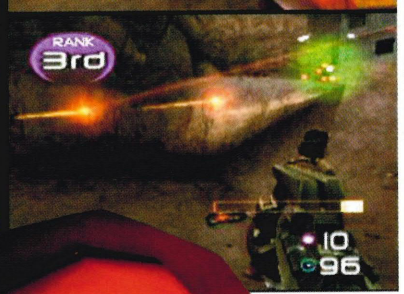
UP FRONT







Bodies bounce off the walls as the flames consume everything in their path.

CUBE INFORMATION

TIMESPLITTERS 2

PUBLISHER:	EIDOS
DEVELOPER:	FREE RADICAL
ORIGIN:	UK
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

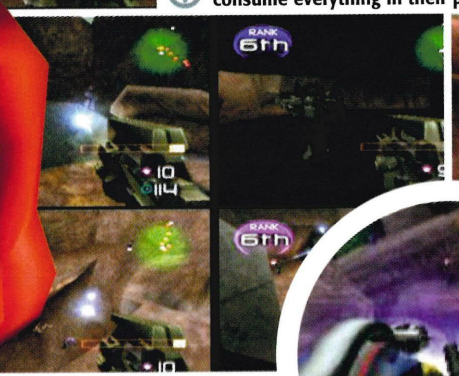
00 25 50 75 100

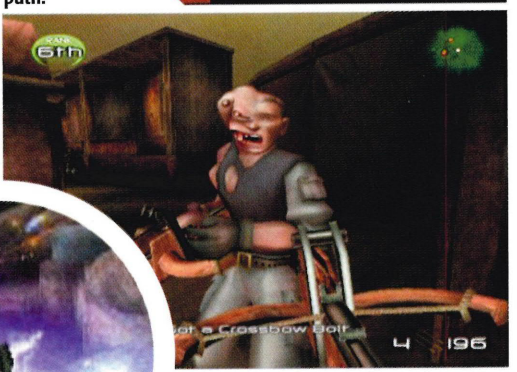
AT-A-GLANCE

- GOLDENEYE 2?!
- MULTIPLAYER MARVEL
- EXPANSIVE SINGLE-PLAYER MODE
- GREAT WEAPONS
- BURN STUFF! BURN IT ALL UP!

RELEASE DATES

OCT '02	TBA	OCT '02





CUBE WORLD EXCLUSIVE SCREENSHOTS

"AFTER PLAYING THE 90% COMPLETE VERSION WE MUST SAY THAT BURNING STUFF RULES!"

TIMESPLITTERS 2

Transcending the tides of time is all good and well, but really, we just want to burn lots o' stuff!

MMMM... BURNING STUFF and watching it squeal... then dousing it with water... then setting fire to it and watching it squeal again. Burning things is just one of the aspects of Free Radical's shoot-'em-up sequel that has got us very excited, but after playing the 90% complete version we have to say that burning stuff rules!

TS2 has been cleaned up since we saw it last. Previously blurry textures have been sharpened and flames now rip past you like liquid fire. Admittedly it doesn't look quite as nice as *Die Hard*, but as far as multi-format shooters go, it's easily top of the league. The real selling point of *TS2* is the fact that it plays exactly like *GoldenEye* on the N64. We don't mean that it's similar – we mean that it may as well be the unofficial sequel to Rare's all-time classic; understandable seeing as the founders of the company worked on the Bond title. Everyone liked *GoldenEye*, so a follow up complete with new, varied levels, a time-travelling storyline, OTT weapons and a massive multiplayer section would seem to be the perfect game.

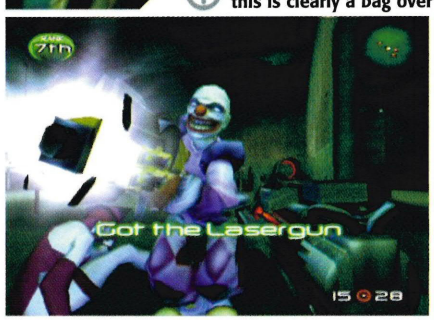
The original *TimeSplitters* game had a lacklustre one-player mode, instead focusing on the multiplayer. The multiplayer section has been enormously expanded. Running at a constantly high framerate, with more levels, weapons and options than you can shake a stick at, *TS2* will probably be our lunchtime challenge for months.

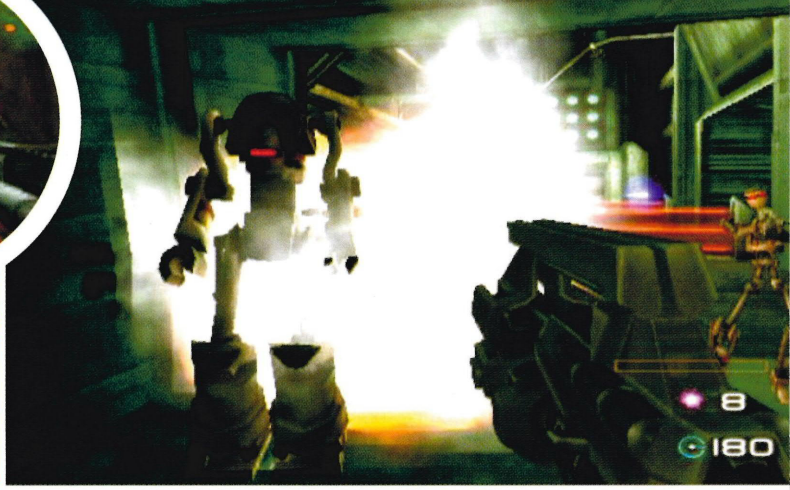
The one-player mode is now a respectable size and a reason to buy the game in itself. Each level takes place in a different time zone as you attempt to find the nine crystal shards, which have been scattered throughout time by the TimeSplitters.

The great news of course, is that being an Eidos game, we'll get *TS2* at exactly the same time as the US! Two months and counting... CUBE

CUBE GAME TO WATCH

Like Friday night in CUBE's local boozer, this is clearly a bag over the head situation.





The furry family of four returns for yet more manic monkey mayhem, with a complete makeover to boot!

SUPER MONKEY BALL 2

CUBE

INFORMATION

SUPER MONKEY BALL 2	
PUBLISHER:	SEGA
DEVELOPER:	AMUSEMENT VISION
ORIGIN:	JAPAN
GENRE:	PARTY PUZZLER
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- MORE MONKEYS!
- ALL-NEW LEVELS
- ALL-NEW MINI-GAMES
- UPDATED SMB GAMES
- GORGEOUS GRAPHICS

RELEASE DATES

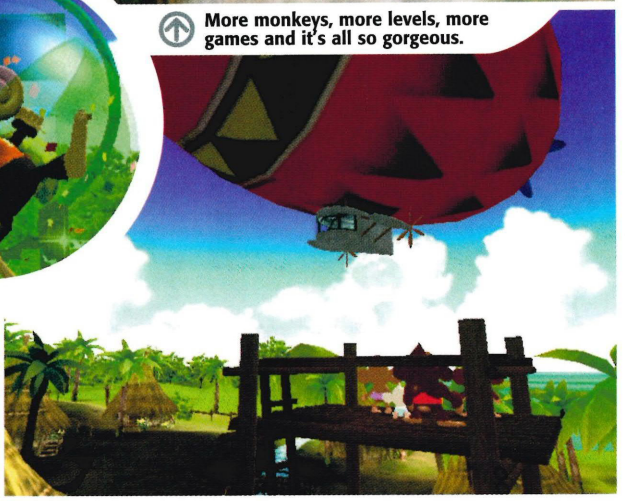
Q4 '02	AUG '02	SEPT '02

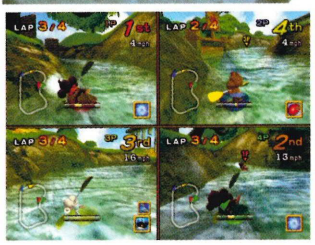
"WE'RE PREPARING FOR SOME ALL-NIGHT SMB2 SESSIONS! EXPECT ISSUE 11 TO BE LATE..."

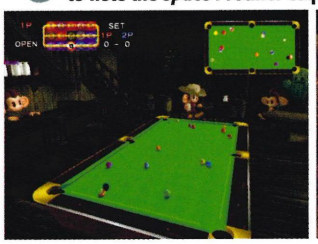
CUBE GAME TO WATCH

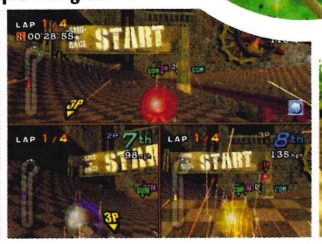
Toppling skyscrapers? We'll ignore any sick jokes to note the *Space Precinct*-esque background.

More monkeys, more levels, more games and it's all so gorgeous.









WHO'D HAVE THOUGHT it, eh? Yes, we admit it – when we first saw the shots of the original *Super Monkey Ball* we were excited but we certainly never expected it to become a multiplayer phenomenon that would rival even the mighty *Mario Party*. To this day it remains one of the most played games in the office and has only recently been knocked out of our Top 3 favourite multiplayers by *Bomberman*.

When news of a sequel surfaced we squealed for joy (no, I didn't – Ed) but we were only anticipating new levels and slightly upgraded graphics. We didn't expected Amusement Vision to deliver the improvements in such quantities. The first change that you'll notice with *SMB2* is the sublime graphics. *SMB* always looked great but the backgrounds were quite simple – the basic engine from the original has been completely upgraded allowing AV to use complex backgrounds and extremely intricate courses. One course takes place on a boat inside a massive whale. The waves rock the boat and you can see the whale's mouth in the distance. As time goes on you get closer and closer to the mouth of the beast – very impressive. Graphically, the new game makes the original pale in comparison. This seems to be happening with a lot of the second-generation software, thus proving that games like *Rogue Leader* are only the tip of the iceberg as far as technical achievements are concerned.

It's not the one-player mode that you want to hear about though – we all know that it was the multiplayer options that made the original so popular and AV has delivered by the bucket-load. Firstly, the original games have been improved upon. For example, it's now possible to play Monkey Target in a simultaneous, four-player mode. This means that you can try and knock your opponents off course as well as landing your ball. Say goodbye to those 5,000+ scores... maybe. Then there are the new games. Monkey Baseball, Monkey Tennis, Monkey Shot, Monkey Dogfight, Monkey Boat Race, Monkey Football... do you really need anything else? We're preparing ourselves for some major all-night sessions come August. Expect issue 11 to arrive late on the shelves, if ever...

GCN GAMECUBE NEWS

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Prepare yourselves for a gaming avalanche with over 50 titles set for release for the next four months
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YOU'VE GOT THE LOOK
Instructions on how to use the best free gift in the world ever as well as news that SEGA's mascot is back
PAGE 012-013

WORLD NEWS
First ever shots of *Rally Championship* and *Rocky* as well as an interview with *Barbarian*'s Alan Tew
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THE END OF THE WORLD
Nintendo's annual Japanese show gets the chop in favour of several smaller, more intimate versions
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CUBE.TOTALGAMES.NET
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CUBE'S FINAL THOUGHT
Donald Duck returns as a superhero and we contemplate why Nintendo opt for demos
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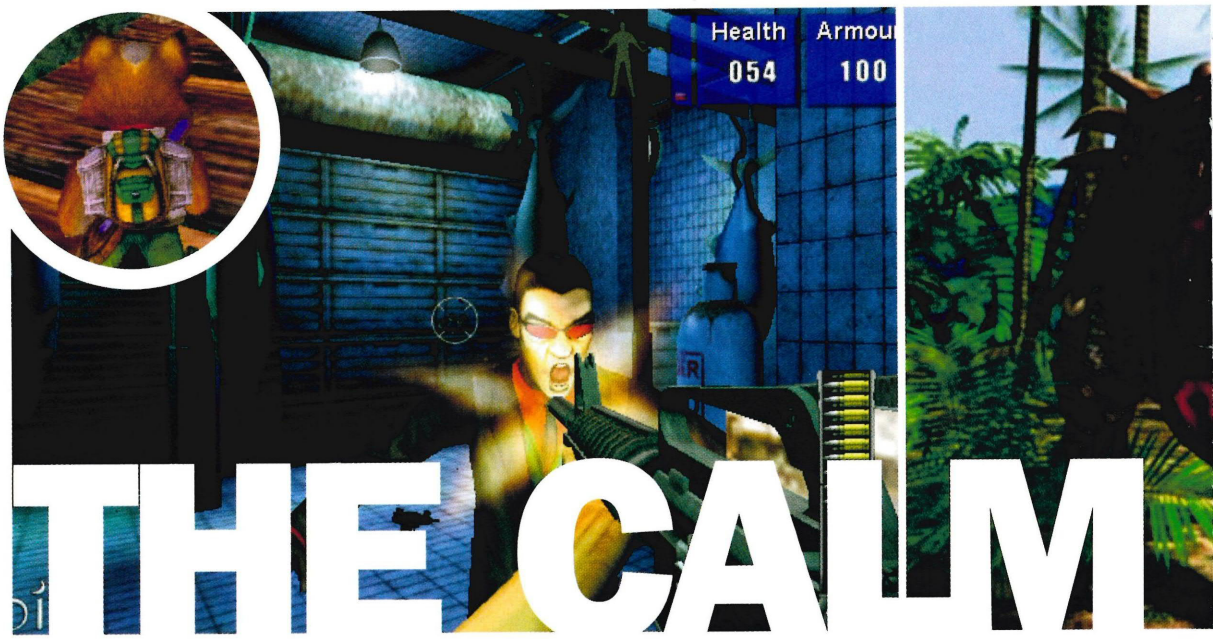


THE CALM BEFORE THE

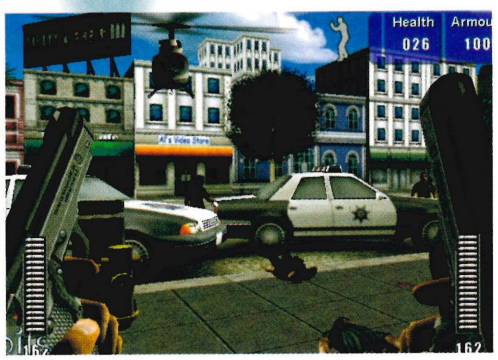
Prepare yourselves for a gaming avalanche!

SUMMER IS TRADITIONALLY a quiet period for the gaming industry – people go on holiday, and even if they are still around they supposedly tend to spend more time outside than they do playing games. Because of this, publishers hold back on releasing key titles until September at the earliest. What about us in the UK? It always rains in the summer!

Since *Pikmin* hit the shops, there hasn't really been anything big to speak of. Other territories have been luckier, with *Eternal Darkness* going on sale in the US and *Super Mario Sunshine* blessing Japan, but in Europe it's been relatively slow.

This is all set to change in September, with the final four months of the year playing host to an onslaught of some 50+ titles. We're not just talking a few big games and skip-loads of rubbish either – there are plenty of 'must buy' titles in there and you'll be hard pushed to get through them all. The action kicks off with *Resident Evil* (the import version scored 9.5) in mid-September. *Turok Evolution* follows soon after and then things get really exciting. *Eternal Darkness* (see p66), *Super Mario Sunshine* (see p42) and *Rally Fusion* (see p40) are all due in October. It may seem a bit weird to release Mario in the Halloween period but the alternative is that the game gets delayed so we'll keep our mouths shut. Had enough yet? No, didn't think so. November makes the other months *look like a stroll in the park with Star Fox Adventures, Die Hard Vendetta,*

With '*Evolution*' in the game's title, why aren't they living in towns and driving big cars yet?



STORM

Tony Hawk's 4, Vexx, Robotech, Dave Mirra 3 and *TimeSplitters 2* (turn back to page 6) all vying for your all too-limited cash. How are you going to cope? Well, you'd better get playing because the year is suitably finished with *Metroid Prime, NHL Hitz 20-03* and *Mortal Kombat.*

As well as these massive titles lucky import gamers will also have access to *Resident Evil Zero* and *The Legend Of Zelda*. So you can see that the mini gaming drought that we've suffered over the past 6-8 weeks is nearly at an end. Tut, it never rains, it just pours... CUBE

CUBE THINKS...

FIRST IMPRESSION

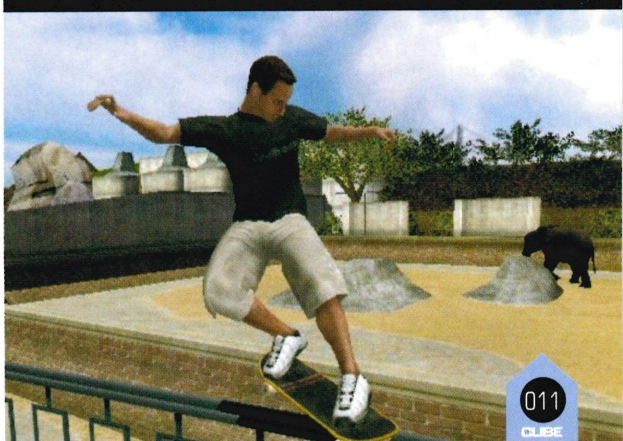
■ You can see for yourself that the GameCube has an extremely healthy last quarter in the pipeline. The only genres that are seemingly absent are the pure RPGs and the straight racers. Fans of those games will have to be just a little more patient – *Final Fantasy, Tales Of Phantasia, Auto Modellista* and *Ridge Racer* will be along in March and they really will be worth the wait. CUBE

"THE FINAL MONTHS OF 2002 PLAY HOST TO AN ONSLAUGHT OF 50+ TITLES, NEARLY A THIRD OF WHICH ARE 'MUST BUY' GAMES"

CUBE RECOMMENDS...

The games that you absolutely, positively have to buy

TERRITORY	GAME NAME	GENRE
SEPTEMBER		
UK	*Resident Evil*	Survival Horror
UK	*Turok Evolution*	Shoot-'em-up
OCTOBER+		
UK	*Super Mario Sunshine*	Adventure
UK	*Eternal Darkness*	Psychological Horror
UK	*Rally Fusion*	Racing
Jap	*Mario Party 4*	Marty Puzzler
NOVEMBER		
UK	*StarFox Adventures*	Adventure
UK	*Die Hard Vendetta*	Shoot-'em-up
UK	*Tony Hawk's 4*	Sports
UK	*Vexx*	Adventure
UK	*Robotech*	Shoot-'em-up
UK	*Dave Mirra 3*	Sports
UK	*TimeSplitters 2*	Shoot-'em-up
Jap	*Wario World*	Adventure
DECEMBER		
UK	*Metroid Prime*	Shoot-'em-up
UK	*Mortal Kombat*	Beat-'em-up
UK	*NHL Hitz 20-03*	Sports
Jap	*The Legend Of Zelda*	Adventure



CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO...

CONNECTION FAILURE

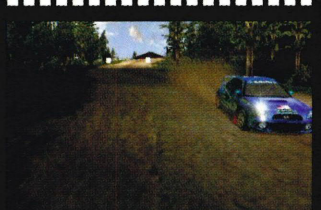
Following the online trial for Phantasy Star Online Episodes I+II, *Sonic Team has decided to delay the game by a month so that it can iron out a few small problems. The game will now be released in Japan on 12 September.*

CHEAP SCARE

Due to the fact that they are simple PSOne ports, Resident Evil 2 *and* Resident Evil 3: Nemesis *will be released in the US for the budget price of $19.99. No mention has been made about whether this will be the case in Europe.*

SQUARE DEAL

Japanese developer Quest has been bought out by Squaresoft. Responsible for the Ogre Battle *series, the company once mentioned that it would like to develop a version of the strategy RPG for GameCube, so keep your fingers crossed.*



RALLY ROUND

UbiSoft is bringing its PS2 rally title Pro Rally 2002 *to GameCube this Autumn. How many rally titles is that now? At least four and only one of them actually looks any good. Oh well, never mind eh? Colin McRae it is then...*

YOU'VE GOT THE LOOK

It's the best free gift ever!

WELL, IT'S BEEN several months in the making but finally, you'll have found your rather lovely free gift on the front of this magazine... yes, it's a new inlay panel for the lid of your GameCube. No longer will your GameCube be unfashionable, out of date or 'soooooo last March' – with the new **CUBE** inlay panel, you and your GameCube will be the talk of the town and the envy of all your rival console-owning friends.

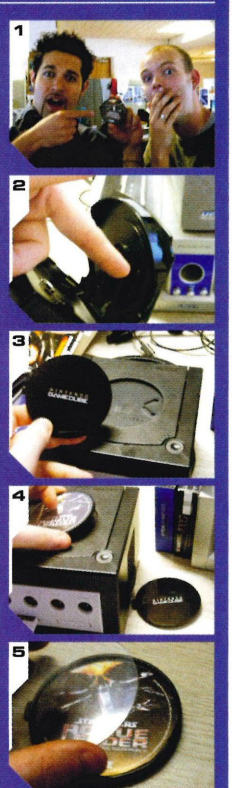
What's more, the inlay design (currently displaying the latest vogue in *Rogue Leader* fashion) is totally interchangeable, thanks to the removable protective cover. By simply cutting out any of the wonderful designs that we'll be printing over the coming months, you can keep your GameCube looking as snazzy as ever – we've even started you off with a small selection of new designs right here, just in case X-Wings aren't your cup of Bantha-milk. Enjoy!

HOW TO... USE YOUR FREE GIFT

WITH YOUR HOST, FRED DINENAGE

"How! I'm Fred Dinenage, host of How! and all-round TV presenter extraordinaire. I'm here today (with the help of my friends on the **CUBE** team) to answer a question that's been plaguing people for years; exactly how do I use my fantastic **CUBE** GameCube inlay panel? Well, it's quite simple..."

1. Rip open the bag containing this month's issue of CUBE and find your inlay. Gasp in awe as you realise just how amazing it is. Wait a minute: to be reading this, you must have done so already... Well done! First part successfully complete!
2. Resist the urge to hug your free inlay close to your bosom and instead open the lid of your GameCube – look on the underside to see a number of small holes and a pair of clips on the right holding the current inlay in place.
3. Push the clips in towards each other until they pop into the holes above; the inlay will now be slightly raised up on one side, allowing you to lift it carefully out of the lid.
4. Take your new CUBE lid inlay and turn it with the design facing towards you. Tilt the inlay to the left and insert the tab into the slot provided before lowering the inlay down into the groove, pushing down on the top to click the clips into place. Ta-da! A new, fashionable lid inlay for your GameCube.
5. Should you wish to change the design of your inlay, remove it as described above and carefully pry off the plastic covering using your fingernails (if you don't have any... well, stop biting them). Now cut out one of the various designs from the pages of **CUBE**, place it in the lid – using a dab of glue or Blu-Tac to hold it in place if required – and replace the plastic cover. Finally, replace the inlay into the GameCube lid and voila! Another free inlay design. It really is the gift that just keeps on giving!



SONIC BOOM!

"If you love Sonic Team games, then buy a GameCube" – Yuji Naka couldn't be more true

SONIC TEAM'S LOVE for the GameCube has been made even clearer in light of their most recent announcements made a few days ago.

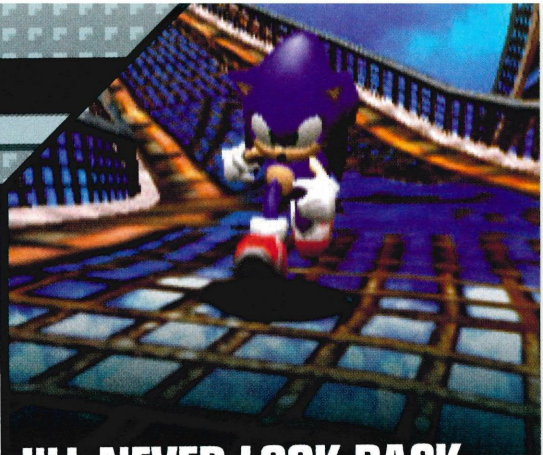
Two new GameCube discs are to be released by the Japanese gaming giants – *Sonic Mega Collection* and *Sonic Adventure*. As you may have guessed, the *Sonic Adventure* disc is, worryingly, a port of a three year old Dreamcast game. Improvements and extra modes are to be expected, but still – porting this AFTER *Sonic Adventure 2* seems a tad bizarre.

However, we are far more excited by the *Mega Collection* disc. As the title hints at, it contains a giant collection of classic sonic games. The list of games that are to be included is as follows:

■ Sonic The Hedgehog	(MegaDrive – 1991)
■ Sonic The Hedgehog 2	(MegaDrive – 1992)
■ Sonic CD	(SEGA CD – 1993)
■ Sonic The Hedgehog 3	(MegaDrive – 1994)
■ Sonic & Knuckles	(MegaDrive – 1994)
■ Sonic 3D Blast	(Saturn – 1996)
■ Sonic R	(Saturn – 1997)
■ Sonic Shuffle	(Dreamcast – 2000)
And rumoured for inclusion:	
■ Sonic Drift	(Gamegear – 1995)

As you can see, the disc is quite similar to *Sonic Jam*, which was released on the SEGA Saturn a few years ago. Whether or not the GameCube disc will contain a 3D mini-world for you to explore similar to *Sonic Jam* is unknown at this time, and the inclusion of titles like *Sonic 3D Blast* and *Sonic Shuffle* seems a little odd; they have never been considered true Sonic titles by the fans. What tunes are actually to be included with *Sonic CD* is still up for debate. It would be nice to have both the Japanese and American soundtracks in the tracklist, 'cause they're both pretty groovy.

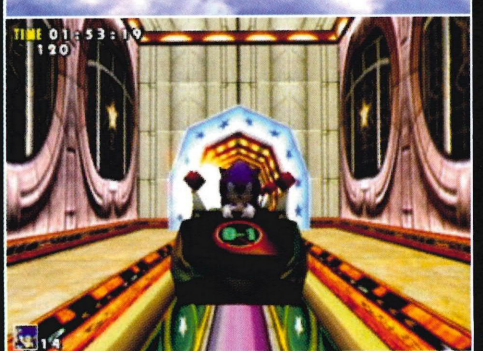
CUBE



I'LL NEVER LOOK BACK, I'VE GOT NO REGRETS!

Sonic Adventure was a hit on the Dreamcast when it was released. Like Nintendo's *Mario 64* before, it proved to fans that their favourite cute 2D mascot could make the transition into 3D while retaining the same style of gameplay and quality feeling as earlier incarnations.

Being on brand new hardware, the visuals were stunning. You could see right to the horizon above the canopy of a vast jungle, walk through a bustling city... the music was top too. Cheesy rock accompanied the blistering fast gameplay. The sequel *Sonic Adventure 2* , which was also released on the GameCube for the UK launch, failed to capture the spirit of the first adventure in many people's eyes, so this port is certainly welcome, if with a slight apprehension. When will we see a proper new adventure, SEGA?



CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO

THIS LITTLE PIGGY

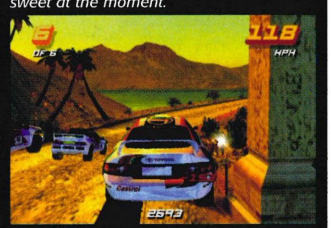
Farming fanatics and Game Boy Color fans will be thrilled to hear that Harvest Moon *will be coming to GameCube next year. Details about the game are scarce at the moment but we do know that it will be a totally new adventure.*

SMASHING!

Nintendo has revealed that new Smash Brothers *trophies will be unlocked in the game if your GameCube detects* Metroid Prime *or* Mario Sunshine *saves on your memory card. The new trophies are Caped Mario On Yoshi and Helmet-less Samus.*

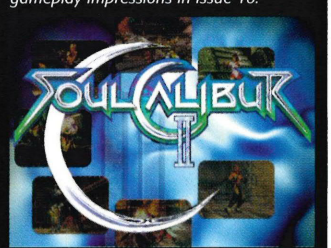
SHOX TACTICS

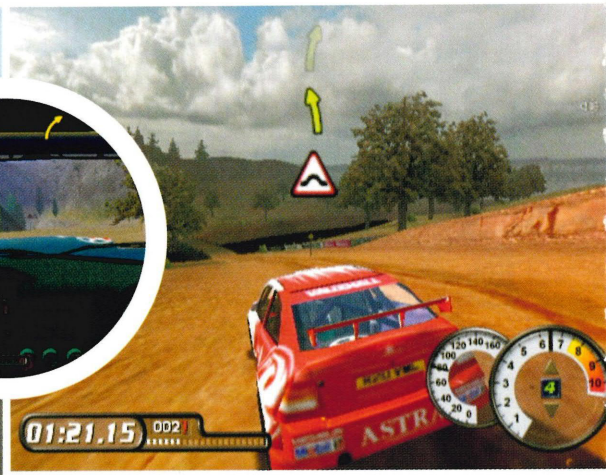
EA's arcade rally racing game Shox *is underway for GameCube. The game is a cross between* SEGA Rally *and the* Rush *series with jumps and crashes earning you bonus points. It's looking pretty sweet at the moment.*



FOOD FOR THE SOUL

As we write, Soul Calibur II *has hit Japanese arcades. It shouldn't be too long before the machines arrive over here, so you can expect our first gameplay impressions in issue 10.*





If the cars are going to be thois ill-defined, the gameplay had better be something special to compensate!

RALLY CHAMPIONSHIP

With Colin McRae in the works this'd better be special

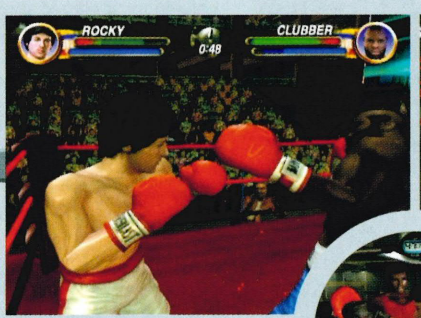
WHAT IS IT with this industry? You wait ages for a rally title and then five come at once. With EA, Codemasters, UbiSoft and Activision all on the GameCube rally trip you'd be a fool to release anything substandard, but with *Rally Championship* SCi thinks it has it sussed. Taking place in Africa, Scotland, Wales and the USA *RC* boasts officially licensed cars such as Mini Coopers, Audi Quattros and Imprezas. There are 25 licensed cars in all that can be raced on 33 different tracks across six different rally events. As you can see the figures are quite impressive but when it comes down to it the game resembles a Dreamcast title... and a bad Dreamcast title at that. It always worries us when a publisher announces the existence of a game so close to its launch date and with *RC* set to be released in just two months time, there doesn't seem to be any time to improve the game. Bland, stretched, blurry textures were acceptable on the N64 but we're talking the machine that has arguably the best texture application abilities out of all the next gen consoles. You never know though. SCi may be playing a joke on us. Yeah, that must be it – the game doesn't really look this bad, right?

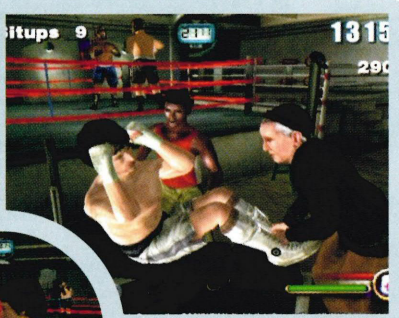
ROCKY

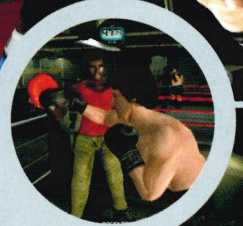
SOLID... SOLID AS A ROCK

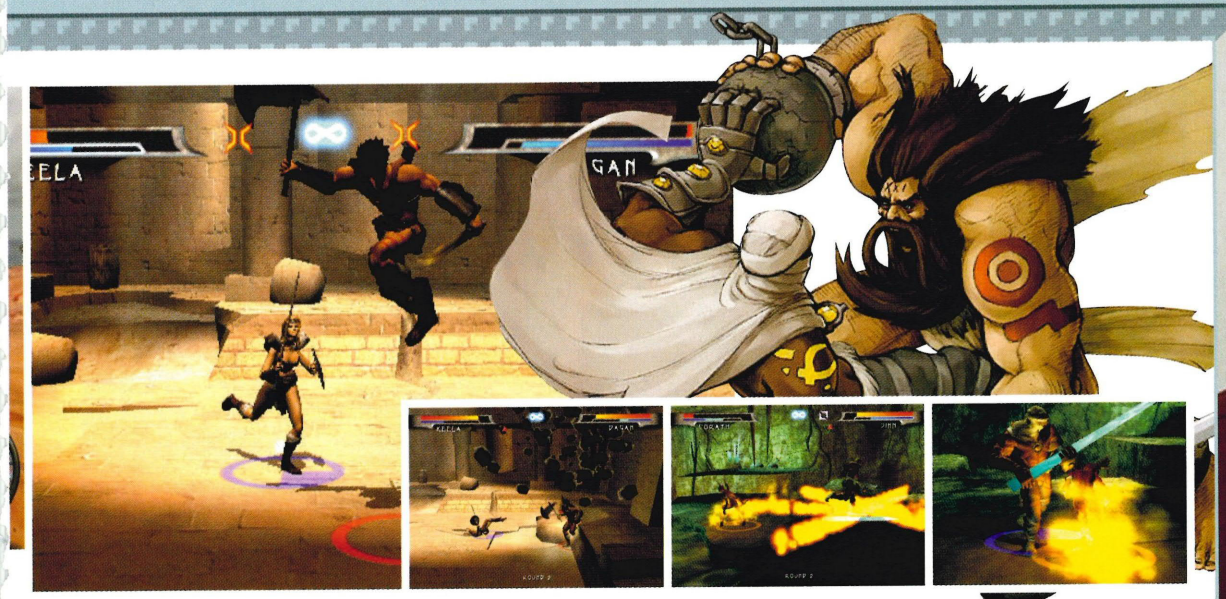
WE REVEALED WAY back in issue 1 that publisher Rage was underway with a version of its newly acquired boxing license *Rocky*. Glasgow-based Steel Monkeys is beavering away on the GameCube version and after months of waiting screenshots has finally been released. Based on the Seventies flick starring Sylvester Stallone, the game will feature all of the Rocky characters such as Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn. As with most boxing games you will get the chance to take your chosen boxer through vigorous training routines in order to get him up to scratch. The fighting system works by way of combos, which can only be learned by pulling them off in the Training mode.

Despite being some six months away from completion the game is already looking sweet, with highly detailed boxers boasting a reflective, sweaty sheen to their bodies. We'll have far more information on this promising beat-'em-up next issue.









BARBARIAN

Muscles, might and magic

WELL, IT DOESN'T look like Capcom is going to revive the *PowerStone* series anytime soon despite the fact that there are a load of diehard fans out there, so *Barbarian* looks set to have the multiplayer beat-'em-up market all to itself. Set in ancient Greece and sporting the mythical monsters and characters you would expect from that period, Barbarian sees you battling it out in multi-tiered battle arenas. The freedom to roam and the ability to pick up and use items against your opponents will be familiar to fans of Capcom's classic *PowerStone* series. Pretty much anything you see lying around (rocks, weapons etc) can be lifted and thrown – even your opponents can be used as projectiles. Each character has a set of special moves and a throw to compliment the traditionally basic punch, kick and slash combos.

The part that we're most intrigued about is the fact that real-life top models have been used to play the female fighters. We're not too sure about the implications and legality of this, but the thought of Kate Bush Vs Naomi Campbell puts a huge grin on our faces! Mind you though, the press release doesn't say Super Models. Shame...

Or what about RuPaul Vs Pamela Anderson? We've really got to get out of the office more...

IN THE CUBE WITH... ALAN TEW

NAME: ALAN TEW
POSITION: LEAD DESIGNER
COMPANY: SAFFIRE

CUBE: How did you first get into the videogames industry?
ALAN TEW: It took a bit of luck. I actually wanted to do comic art growing up. At no point while playing *Pac-Man* did I consider game art as a career, but I have always been a gamer before an artist. One day a friend of mine brought me a wanted ad for an artist position at Saffire, so I collected and dated my sketchbooks (no portfolio) and lucked out with a job. I was 19 years old. Eight years later, I'm having the time of my life (but I still keep a Web site of drawings up just to remind me of the old dream).

CUBE: What are your Top 3 games of all time?
AT: *Soul Calibur*, *Zelda 64*, and *Thief II* pop in my head.

CUBE: If you could be any famous person who would it be and why?
AT: Shigeru Miyamoto, maybe. I just love games, and he has an amazing track record of fun, innovative titles.

CUBE: Favourite food?
AT: Vanilla shakes count as food, right?

CUBE: Favourite band/song?
AT: The Pixies and Tame.

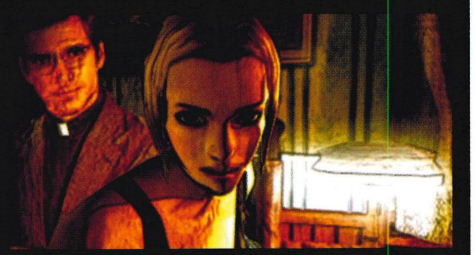
CUBE: Are you a fan of the original *Barbarian*? Are there any elements from the original which you though "yeah, that definitely has to go in"?
AT: I have very vague memories of the classic *Barbarian*, so there really aren't any elements or fond memories that were transplanted from that game. Most of our inspiration came from other barbarians, like Conan and Slaine.

CUBE: In some ways Barbarian plays a lot like *PowerStone* by Capcom. Would you say that it was an influence at all?
AT: *PowerStone* had a heavy influence on *Barbarian*. Fighting fans have seen the same thing done over and over again, and I felt like the freeform fighting in *PowerStone* was a breath of fresh air. I really wanted to see if it could be taken further; if we could expand a freeform fighter into something that was more appealing to fans of the genre.

CUBE: What aspect of the game are you most proud of?
AT: I think *Barbarian* is a strong multiplayer game with strong multiplayer options. Seeing a group yell and laugh as they beat the **** out of each other always makes me feel warm and fuzzy inside.

MIS-SPELT YOUF

THE TASTIEST MORSELS OF INFORMATION STRAIGHT FROM THE WORLD OF NINTENDO



AT LEAST YOU'RE TOPICAL...

ETERNAL DIRKNESS

We're thinking that maybe a few of you have a soft spot for Dirk Benedict AKA Faceman from *The A-Team*. Well, we were thinking that until towards the end of the game we actually came across the Right Reverend Dirkster in a cut-scene! Whatever next?

THEY SAID WE SAID

CUBE EXPOSES THE SHAMEFUL MUMBLINGS OF THE INDUSTRY

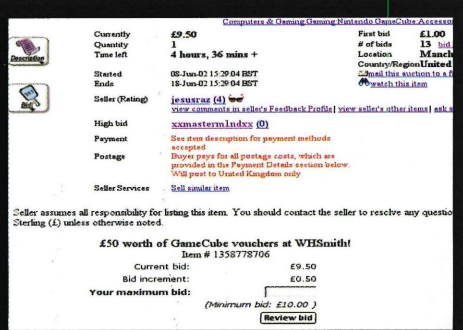
THEY SAID... "This is perfect for anyone that wants to buy the latest games/accessories for cheaper prices at their local WHSmith! Don't miss this perfect opportunity to buy your new items at the best price!"
(Description of **CUBE**'s issue 7 FREE Voucher booklet taken from Web-site eBay)

WE SAID... We just feel sorry for the unfortunate/stupid person who actually ended up paying £10 for a set of vouchers that came free with issue 7 of Cube. Ten quid!? You're having a laugh...

THEY SAID... Microsoft expects to lose US$750 million in this fiscal year and US$1.1 billion in the next. This loss is blamed on the fact that the manufacturing costs for Xbox are US$325 per console – this means that it is losing US$150 per unit (including retail margins). Microsoft CEO Steve Balmer later mentioned that the follow up to Xbox will be released in time for the 2006 World Cup.
(Microsoft Press Announcement)

WE SAID... Erm... why, why and er, why?

...ENOUGH, MY HEAD HURTS.



Computers & Gaming:Gaming:Nintendo GameCube:Accessor

Currently	£9.50	First bid	£1.00
Quantity	1	# of bids	13 bid
Time left	4 hours, 36 mins +	Location	Manch
		Country/Region	United
Started	08-Jun-02 15:29:04 BST	Email this auction to a fr	
Ends	18-Jun-02 15:29:04 BST	watch this item	
Seller (Rating)	jesusraz (4)		
	view comments in seller's Feedback Profile | view seller's other items | ask s		
High bid	xxmastermindxx (0)		
Payment	See item description for payment methods accepted		
Postage	Buyer pays for all postage costs, which are provided in the Payment Details section below. Will post to United Kingdom only.		
Seller Services	Sell similar item		

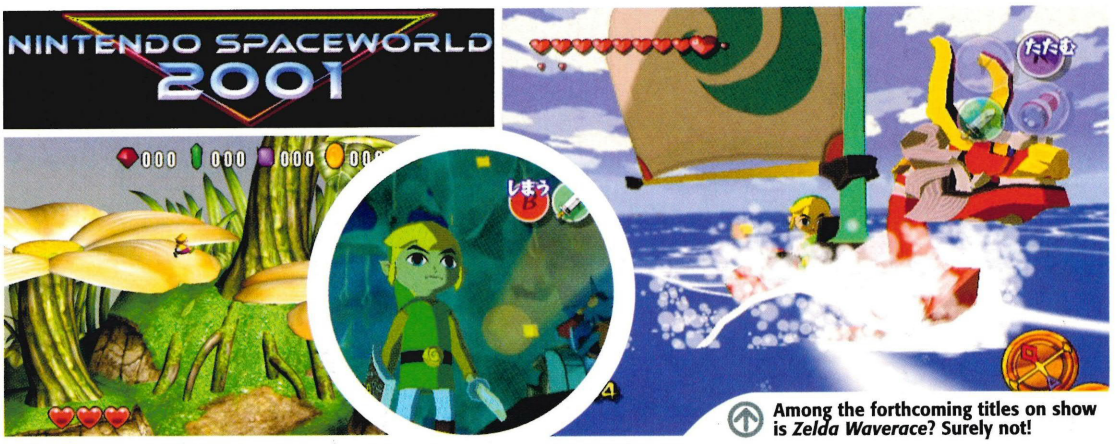
Seller assumes all responsibility for listing this item. You should contact the seller to resolve any questio
Sterling (£) unless otherwise noted.

£50 worth of GameCube vouchers at WHSmith!
Item # 1358778706

Current bid:	£9.50
Bid increment:	£0.50
Your maximum bid:	
	(Minimum bid: £10.00)

Review bid

Proof that whatever crap you're selling, there's always someone stupid enough to buy it.



Among the forthcoming titles on show is *Zelda Waverace*? Surely not!

END OF THE WORLD

Nintendo's annual show gets the chop

FOLLOWING AN AVALANCHE of rumours Nintendo has confirmed that this year's SpaceWorld show will not go ahead. SpaceWorld is held annually at the Makuhari Messe Hall in Tokyo and is a dedicated Nintendo show but the Japanese giant has claimed that it doesn't allow it to get to as many gamers as it would like. In order to fulfil what Nintendo wants it would have to take SpaceWorld around the country. Touring a show of this size is impractical, time consuming and stupidly expensive, so Nintendo will instead hold several smaller shows in key towns. Regular readers may remember that Nintendo did something very similar in March when it held a number of preview days for *Animal Forest+*, *Doshin The Giant* and *Biohazard*. This way Nintendo can focus on a few titles at a time to get maximum exposure. **CUBE** expects the first of these small shows to be held in August in order to show off *Wario World* and *Mario Party 4*.

It may also be the case that Nintendo will also be present at the Tokyo Game Show in September but this has yet to be confirmed.

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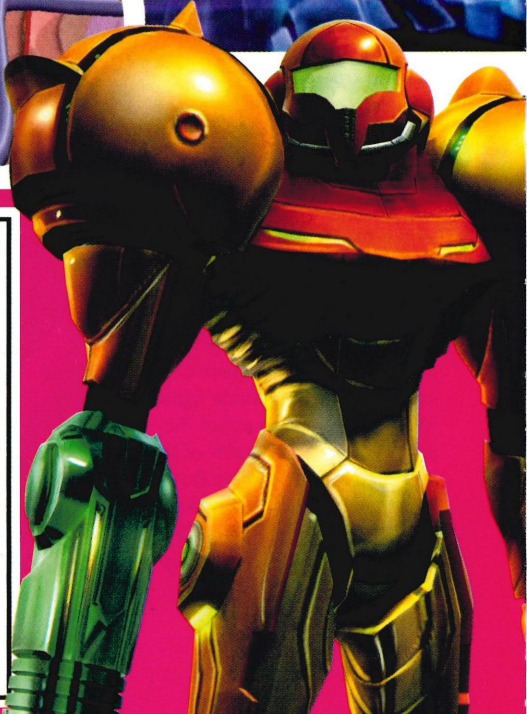

Four the quest, four the battle, four adventure.

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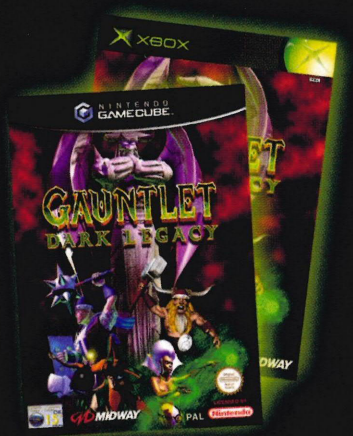

NINTENDO GAMECUBE™ XBOX PlayStation.2

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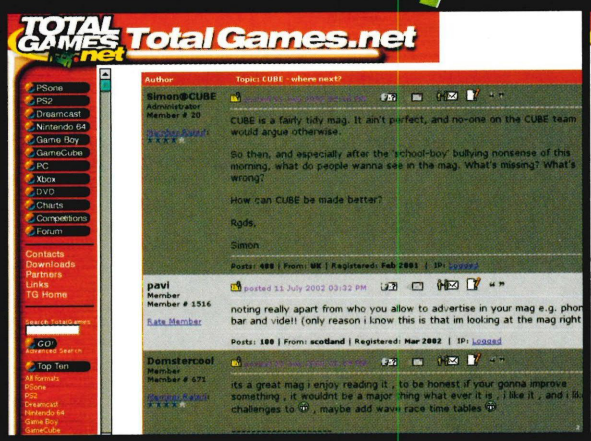
MIDWAY
www.midway.com

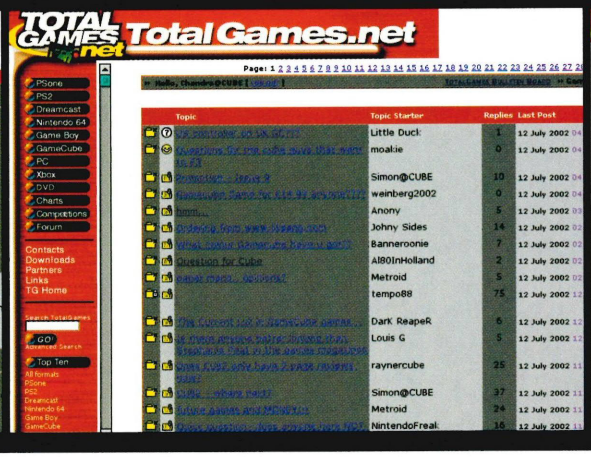
www.totalgames.net

TOTAL GAMES .net

What's new on the online version of Cube?

WANT TO KNOW something about the GameCube? Then clearly, the best place to visit is the **totalgames.net CUBE** forum! With hundreds of members in residence, you can be sure that there is never a shortage of facts, opinions and downright rants to look through. The **CUBE** team check it every day, so boot up your PC's browser and come have a natter!



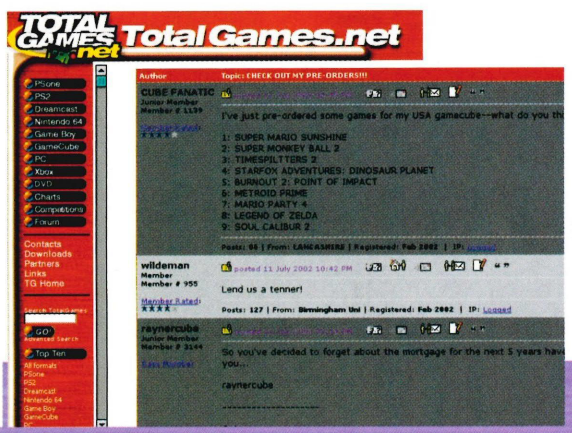


News
Features
Release List
Reviews
Previews
Gallery
Tips
Competitions
Charts
Forum

NO OTHER NEXT GENERATION console is buzzing with the same excitement as the GameCube at the moment. The games that we've been waiting for since the announcement of the 128-bit monster are finally appearing – *Super Mario Sunshine* for one. Early importers are flooding the Internet with impressions, hints and experiences. We would be inclined to say with our hands on our hearts that if you want the most reliable impressions, than you could do a lot worse than visit the **CUBE** totalgames.net forums.

It's not all Mario, Mario, Mario on the GameCube though – in the coming months you can also look forward to killer titles such as *Star Fox Adventures*, *Animal Crossing* and *Super Monkey Ball 2* making an appearance. Look at the box on the opposite page to see what other gaming treats are waiting in the wings. To say that we are excited would probably be the biggest understatement ever!

Of course, as **cube.totalgames.net** goes hand-in-hand with the mag you are reading now, you can expect the writers to frequent the forums on a regular basis. This means it's a certainty that any feedback you give – be it good or bad – gets noticed immediately by the very people who make the magazine happen. Changes people have asked for are already taking shape at this stage in **CUBE** 's life and if we continue to get the same amount of feedback from you readers as we get now, by the time **CUBE** is all grown up it should be the ultimate videogames mag shaped by the people who read it.

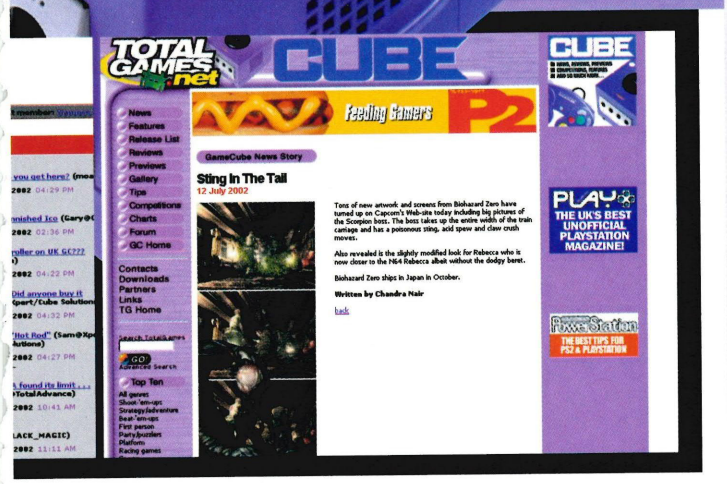


RELEASE LIST

CUBE's quick at-a-glance guide to what games we can expect in the last four months of 2002

2002

TERRITORY	GAME	PUBLISHER	GENRE	RELEASE DATE
US	Super Mario Sunshine	Nintendo	Adventure	26 August
UK	Top Gun: Combat Zones	Titus	Shoot 'Em Up	12 September
UK	Resident Evil	Capcom	Adventure	13 September
UK	Kelly Slater's Pro Surfer	Activision	Racing	27 September
UK	Eggo Mania	Kemco	Puzzle	September
Jap	Biohazard Zero	Capcom	Adventure	September
Jap	Gold Star Mountain	From Software	Adventure	September
Jap	Star Fox Adventures	Nintendo	Adventure	September
US	Star Fox Adventures	Nintendo	Adventure	September
US	Vexx	Acclaim	Adventure	September
US	Die Hard Vendetta	Vivendi Uni	Shoot-'Em-Up	September
US	Turok Evolution	Acclaim	Shoot-'Em-Up	September
US	Vexx	Acclaim	Adventure	September
UK	TimeSplitters 2	Eidos	Shoot-'em-up	September
UK	Barbarian	Virgin	Beat-'em-up	September
UK	Race of Champions	Activision	Racing	September
US	Resident Evil 0	Capcom	Adventure	October
UK	Super Mario Sunshine	Nintendo	Adventure	October
UK	Mario Party 4	Nintendo	Party	October
UK	Rally Fusion: Race of Champions	Activision	Racing	October
US	Harry Potter: Chamber Of Secrets	EA	Platform	15 November
US	Metroid Prime	Nintendo	Shoot-'Em-Up	18 November
UK	Batman: Dark Tomorrow	Kemco	Adventure	November
UK	Minority Report	Activision	Adventure	November
UK	Dave Mirra 3	Activision	Sports	November
UK	Tony Hawk's 4	Activision	Sports	November
UK	Aggressive Inline	Activision	Sports	November
UK	Rayman 3	Ubi Soft	Adventure	November
UK	Star Fox Adventures	Nintendo	Adventure	November
UK	Star Wars Bounty Hunter	Activision	Adventure	November
UK	Galleon: Islands of Mystery	Interplay	Adventure	December
US	Resident Evil 2	Capcom	Adventure	December
Jap	The Legend Of Zelda	Nintendo	Adventure	December
UK	Wario World	Nintendo	Adventure	December
UK	Mario Party 4	Nintendo	Party Puzzler	December
UK	Galleon	Interplay	Adventure	December
UK	Metroid Prime	Nintendo	Shoot-'em-up	December
Jap	1080°: White Storm	Nintendo	Sports	January
US	The Legend Of Zelda	Nintendo	Adventure	February
Jap	Soul Calibur II	Namco	Beat-'em-up	February



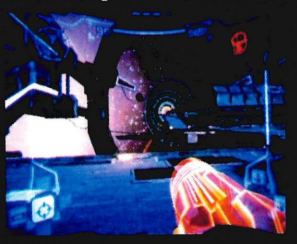
CUBE MOST WANTED

THE THREE GAMES WHICH HAVE GOT THE CUBE TEAM'S BLOOD BOILING WITH ANTICIPATION

We've had nearly three months of withdrawl from these games since the E3... but now we're getting all tetchy again!

STAR FOX ADVENTURES

Rare's been building this one up for years – nevertheless, constant delays and even a shift of console hasn't stopped Fox's solo outing reaching our screens very soon. With the American release of the game due before the Japanese one, you'll even be able to grasp what's going on...



METROID PRIME

Given that our very early impressions (way back before the UK GameCube even came out) were incredibly disappointing for Samus' return, we're more than happy that Nintendo have helped Retro Studios turn this one around. In fact, we're absolutely ecstatic... now give us the game!

LEGEND OF ZELDA

Mart reckons he's one of the biggest *Zelda* fans of all time, so it's no surprise that Nintendo's drip-feeding of new information and screenshots for Link's new adventure has got him all a-flutter. No doubt when the game finally comes out, he'll take a week off work just to be alone with it...

DONALD PK

Donald Duck as a superhero? We're in trouble...

Please, let it not be another derivative platformer...

NEW GAMEPLAY INFO for the dodgy duck's heroic adventure has surfaced along with a handful of new screenshots. We have to say though, that the graphics seem to have gone down in quality since we saw it at E3 – the previously clean, bright textures have been replaced with blurry, grainy versions. Hopefully this was just a dodgy batch of shots? We're sure that's the case. *PK* appears to have been designed with cel-shading in mind (rather than just having the effect slapped on afterwards) and attacks are illustrated by comical 'Bams!' and 'Whacks!' The graphics engine in general is very similar to Ubi Soft's other platformer *Rayman 3* so you can expect the gameplay to work on a similar level. Well, it's a platformer after all.

PK will scour four different worlds including Underwater Base, Ducklair Tower and the Mothership in an effort to foil the Evronians' evil plans to dominate the Earth and turn all of its inhabitants into their slaves. *PK*'s standard weapon is the X-Transformer, a simple blaster that can be upgraded to fire off x-rays and Head-hunter Missiles.

CUBE

GCN
GAMECUBE NEWS

FINAL THOUGHT...

LIBERAL DEMO-JAPS

IT'S FUNNY HOW the opinions of videogamers can change so quickly. Possibly the most fickle type of customer in the world, the videogamer is passion personified. That explains why we get so wound up about our games and why we protect the reputation of those games that hold a place in our heart to the very last. It's tantamount to the talent of developers such as Miyamoto-san then that we should be able to hate a game one minute and love it the next. How many gamers out there slated *Celda* before even seeing it? "Our favourite adventure game? Cel-shaded!? The man's finally lost it!"

Oh yeah? Now that we've seen and played the game, the majority of gamers' opinions are completely the opposite; nonetheless, the months of bad press and Internet speculation were damaging. While it's true that 'no publicity is bad publicity', there are certain factors that Nintendo could've done without. Take for example Miyamoto, who took a considerable amount of time out from his work to go on a world tour to explain why he has changed the style of *Zelda*. To be honest, Nintendo's most prolific games designer probably could have really done without all that stress. Like he didn't have a million other things to do such as keeping an eye on *Metroid Prime*, *1080°* and *Mario Kart*... oh, and putting finishing touches to *Super Mario Sunshine*.

Perhaps this was one of the reasons for Nintendo changing its attitude towards playable demos of their up-and-coming titles. It's all very well for videogame journalists like us who get to go to E3, but there's a massive difference between playing the game and simply seeing screenshots in a magazine. Let's just hope that these playable demos get here sooner rather than later, eh? We're as eager to see 'em as you are!

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SPRING 2002

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HUDSON

NINTENDO GAMECUBE

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ACT YO

Hands up everyone who has friends that say the GameCube is 'for kids'? Well, now's the time to make them eat their own words...

YOU MIGHT THINK you've got it tough when your mates take the mickey out of which games console you've bought, but that's nothing... we've heard it all before and worse. You see, working as we do in a part of the office where three PlayStation2 magazines and an Xbox magazine are put together (all in the space of less than a rabbit hutch), there's a fair amount of ribbing that goes on between all the teams. Comments about the Xbox doubling as a coffee table, the PS2 being modelled on a portable heater, the GameCube looking more like a cheap ladies' handbag than a games console and the general lack of killer titles across all three machines during the summer have been flying around our desks before this magazine was even born... all in jest, of course. However, one remark that we take to heart more than anything isn't just something we've heard from our closest workmates – oh lordy, no. In fact, it's something that's not only been said in our offices but also no doubt in videogame stores, pubs and school playgrounds across the country, nay, the world. What is it that's got us so troubled? One simple quote, spoken from the mouths of many: "*The GameCube? That's for kids, isn't it?*"

UR AGE...

POINTS OF VIEW

It's all very well us lot getting defensive about the GameCube's rather unfair reputation – after all, we work on a GameCube magazine and have a right to stand up for it. However, the people that matter are you lot; the ones who have to make the vital decision about which console to spend your precious cash on. That's why when it comes to voicing opinions, we thought the best people to talk to would be some of our very own readers... and here's what you said.

NAME: DAVID REID
AGE: 40
FROM: DUMFRIES, SCOTLAND

■ Favourite GC game right now?
■ **Super Monkey Ball**

■ Why did you end up buying a GameCube?
■ ***I own all the Nintendo consoles and would never let any Nintendo hardware pass me by – this is not because of blind loyalty but because Nintendo has consistently proven that they provide the best gaming experiences.***

■ What exactly do you feel makes a game 'mature'?
■ ***For me to consider a title mature it need only entertain and challenge me as an adult. This has nothing to do with how the game looks.* Super Monkey Ball *may look like a children's cartoon, but who would argue that it does not provide a serious challenge to any adult?***

■ Are these the same things that you look for in a game?
■ ***The only criteria I set for buying a game is that it must have great gameplay. Everything else is of no importance to me. It might have killing, blood, realistic graphics and lifelike characters but it could just as easily have primary colours and cartoon characters in a fantasy world.***

■ Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
■ ***First-party Nintendo games will probably always be unjustly perceived as childish and those of us who know better have to live with that misconception. However, more traditionally perceived mature games produced by second and third party developers should help GameCube to sell well ensuring future generations of Nintendo consoles and games. I'll settle for that.***

NAME: MICHELLE WAGHORN
AGE: 23
FROM: KENT

■ Favourite GC game right now?
■ ***Mmm, a hard one – probably* Resident Evil.**

■ Why did you end up buying a GameCube?
■ ***Each of the consoles appealed to me, but I chose the GameCube because I felt it had a better calibre of games and developers than the other consoles.***

■ What exactly do you feel makes a game 'mature'?
■ ***I think that the word 'mature' is mainly used by teens trying to appear older. What I'd consider a 'mature' game is one that looks good and plays well, as well as keeping me either thinking or entertained. Not all adults are into shoot-'em-ups, you know...***

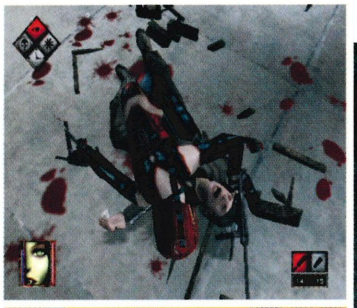
■ Are these the same things that you look for in a game?
■ ***Sometimes. Mature gamers buy games in the same way as younger gamers do – it's all about personal preferences and whether they want to be amused or shocked. I'll play* Super Monkey Ball *or* Super Smash Brothers Melee *against my friends because it's fun, but I'll also play* Resident Evil *because I like puzzles.***

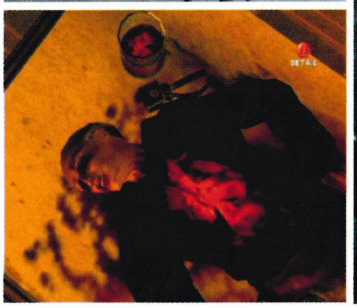
■ Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
■ ***I think Nintendo is already throwing away it's mainly kiddy image by allowing games such as* Resident Evil, Eternal Darkness *and* Burnout *– they lean away from the bright colours and content of the so-called 'younger' games. The GameCube was mainly considered a kids console because of its colour and shape, but who says they can't break the mould?***

THE 'HORROR' GENRE

CONTENT: BLOOD, DEMONIC ACTS, UNHOLY EXPERIMENTATION AND PSYCHOLOGICAL TERROR

Traditionally, the first thing that people think of when you're talking about mature games are the ones that fall into this category – the *Resident Evils* and *Eternal Darknesses* of this world. Of course, this is an entirely correct assumption; after all, you'd hardly expect games where decapitations, limb removal, lumbering zombies and devil worshipping are common place to be ideal for the youngsters. However, that doesn't mean that they're the be all and end all of mature games... the common assumption that buckets of blood and the occasional scare make a game mature just isn't true.





BACK IN MY DAY

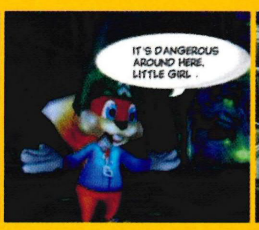
The GameCube isn't the first Nintendo console to have mature games appear on it, you know...

MORTAL KOMBAT 2 (SNES, 1994)

After the highly unpopular decision to censor the first appearance of *Mortal Kombat* on the SNES, the sequel was released with every drop of blood intact – a wise but rather uncharacteristic move for Nintendo at the time. The third game in the series was also released in full.

CONKER'S BAD FUR DAY (N64, 2001)

Rare's expletive-filled adventure wasn't always as offensive as it turned out to be; however, the developer felt being cute and cuddly wasn't the way for Conker the squirrel to go. As a result, *Conker's Bad Fur Day* ended up being an incredibly funny and enjoyable game... and very rude indeed.

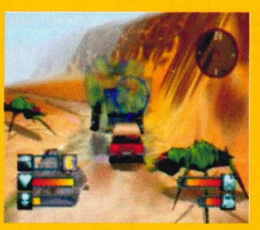


RESIDENT EVIL 2 (N64, 2000)

Having sold millions of games across the world on the PSone, Nintendo finally relented and allowed the development of *Resident Evil 2* on the N64. The game was identical to the PSone version in every way, right down to the moaning zombies and blood-thirsty Hunters.

BODY HARVEST (N64, 1998)

Although slaughtering aliens left, right and centre isn't exactly the same as killing people, the fact that this rather serious and mature game made it onto the N64 shows that Nintendo was actually starting to realise that its target audience wasn't always 10-year-old kids.

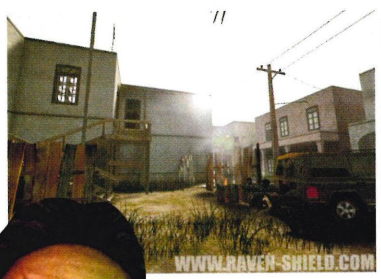


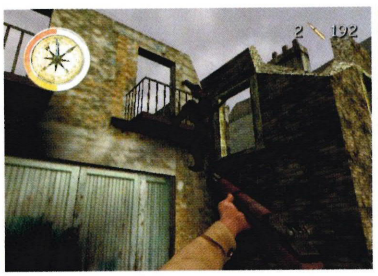
SINCE EVEN BEFORE the initial launch of the machine in Japan (and in fact reaching as far back as when Nintendo first unveiled the machine at the SpaceWorld show in 2000), the GameCube has been regarded as a console for kids... a rather presumptuous belief, considering that at the time there weren't even any games available for it to back the criticism up. Comments about the design of the console were split between the people who saw it as thing of beauty to those who renamed it a 'Fisher Price: My First Console' – clearly, Nintendo was fighting an uphill battle already. The problem of course was Nintendo's previous track record; as a company that had earned a reputation over the years as developing games with bright colours and cartoon-style graphics ('the tell-tale signs of a kids game' as cynics don't seem to tire of telling us), it was a case of people forming opinions without actually putting any thought into it. Sadly though, these are opinions that haven't changed much since the UK launch of the console; again, thanks to the rather unfounded preconceptions surrounding Nintendo itself.

You see, another major sticking point is that with the advent of the casual gamer – a by-product of the PlayStation era – Nintendo is finding it harder to

AND THAT'S THE FACTS, JACK

So many people have the opinion that the GameCube is for kids… but why is that? More often than not, it's down to beliefs built up through past knowledge of Nintendo consoles, superficial 'first impressions' of games and even word of mouth rather than using their own prolonged experiences with the machine and the games available to form an opinion of their own. The question that needs to be asked is 'What exactly is it that makes a mature title?' It may come as a shock to some of you, but it's not all blood and mindless violence. If these people actually sat down and looked at exactly how many genuine mature genres that the GameCube has got covered, they might change their minds pretty darn quick…





THE 'ARMY' GENRE

CONTENT: SEE 'ACTION' GENRE

War… what is good for? Absolutely nothing – unless you're heavily into your army simulations, that is. Not surprisingly, games featuring crack commando units out to stop terrorism, re-creations of historical events and battles or any other form of military action are not intended to appeal to younger gamers – what with war being the terrible thing that it is, you're hardly likely to encourage kids to pick up guns and start blasting Nazis left, right and centre. Eight-year-old Timmy pitching in during the D-Day landings in 1944? Yeah, there's an image we can see catching on.

convince older gamers with no previous experience of its games that they're worth checking out. Once again, it comes down to the way that Nintendo games look; as a rule, a lot of casual gamers tend to use first impressions from screenshots on the backs of boxes and running demos in stores to decide if they will like a game or not. Because of this, the casual gamer will take one glance at something like *Mario Sunshine* or the new cel-shaded *Zelda* game and instantly dismiss it on the grounds of the graphics; never mind the fact that it's got deeper, more enjoyable gameplay and more longevity than a lot of other games out there today, because it just looks like a kids game. Yes, those of us who consider ourselves as 'hardcore' gamers would argue that we know better… but in comparison, we're an incredibly small minority. The fact of the matter is that many older casual gamers know what they like and nothing is going to sway them from that – for CONTINUED

NAME: WARREN LAPWORTH
AGE: 33
FROM: BIRMINGHAM

■ Favourite GC game right now?
■ **Super Monkey Ball…** ***probably.***

■ Why did you end up buying a GameCube?
■ ***Because of Nintendo's superlative track record. The SNES had some revolutionary games and after playing some of the N64's top titles, my PlayStation seemed a lot less impressive! I was tempted by PS2 but the launch line-up was feeble – by the time it had a few decent titles, the GameCube was around the corner.***

■ What exactly do you feel makes a game 'mature'?
■ ***Games are labelled 'mature' too lightly: gory graphics, violence and adult situations don't make gameplay mature, just unsuitable for children, much like 18-rated movies. It's games that require intelligence, analysis and patience that are truly mature, not those that rely largely on reflexes and joypad dexterity.***

■ Are these the same things that you look for in a game?
■ ***If it's a fun game that's received great reviews then I'll buy it, unless it's from a genre I don't like. There are few titles that deserve to be called mature in my view, but adult situations and complicated, brain-taxing gameplay are no more or less attractive to me than simple, pick-up-and-play games with cartoon graphics.***

■ Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
■ ***It's good old Mario who holds Nintendo back in this respect. Few can deny the quality and influence of his games, but Mario is an outdated and childish-looking character, as are most of his cronies. Nintendo will never drop their highest profile creation so the kiddy tag will remain, although in time GameCube's more rounded games catalogue will push it into the background… but only as much as Xbox and PS2 owners will allow it!***

NAME: TONY HOMEWOOD
AGE: 31
FROM: KENT

■ Favourite GC game right now?
■ **Eternal Darkness**

■ Why did you end up buying a GameCube?
■ ***The GameCube offered the type of gaming experience that I have always look for in a console. Quality over quantity has always been my philosophy and Nintendo is famous for producing quality titles.***

■ What exactly do you feel makes a game 'mature'?
■ ***I believe a game can be defined 'mature' if it takes itself and its content seriously;* Eternal Darkness *and* Resident Evil *fit into this category. However, the use of excessive violence or horror as a sales pitch does not define a game as mature *cough* GTA3 *cough*.***

■ Are these the same things that you look for in a game?
■ ***Absolutely, but then again I would consider* Mario Sunshine *to be an adult title. The reason for this is everything in the game is there for a purpose. I believe the best way to answer this question would be to say that a game can be classed as mature, without actually dealing with mature content.***

■ Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
■ ***I hope so… however, I do not feel that Nintendo will be able to do this alone. It will be down to second and third party developers to produce the games and for Nintendo to market the titles effectively. As long as the message gets to the public and it gets noticed, then I'm sure more 'mature' gamers will join the Nintendo family.***

NAME: ANDREW PULLEN
AGE: 30
FROM: OXFORDSHIRE

■ Favourite GC game right now?
■ **James Bond 007: Agent Under Fire**

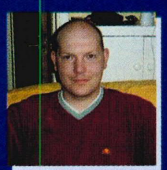
■ Why did you end up buying a GameCube?
■ ***It was a toss up between an Xbox and GameCube – I felt the PS2 wasn't as good technically as the other two consoles. After a bit of research on the Internet and while I was in Japan, I felt the GameCube had more to offer me from a gamer's point of view.***

■ What exactly do you feel makes a game 'mature'?
■ ***Games whose graphical content depict lots of blood and gore or where you are encouraged to break the law, incite violence and cause general mayhem. I'm not saying that every young player that plays a violent game will turn into a gun crazed maniac or commit crimes regularly but parental caution should be exercised.***

■ Are these the same things that you look for in a game?
■ ***No, I think* Super Monkey Ball *is an excellent game and it appeals to all age groups because the gameplay is riveting and the 'cutesy' graphical style just seem so right. If the gameplay is good and the game is fun then I will consider buying it.***

■ Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
■ ***There's no reason why it can't. The advertising campaign wasn't aimed at children and I think that Nintendo are trying to address the kiddy image but they need to develop more games like* Metroid Prime *and* 1080°: White Storm. *With the right games, it can shed the image of purely producing games for kids quite easily.***

NAME: MIKE FOUNDE
AGE: 27
FROM: MANCHESTER



■ Favourite GC game right now?
■ ***A toss-up between* Super Monkey Ball *and* Pikmin.**

■ Why did you end up buying a GameCube?
■ ***I have always had Nintendo consoles from the NES all the way up to the Cube and with the GameCube being a Nintendo product, you know that it is going to be well made and well supported. I suppose the cost factor came into it as well, but personally I would have been quite willing to pay the initial RRP.***

■ What exactly do you feel makes a game 'mature'?
■ ***Storyline and depth of gameplay are the main factors that I think make up a 'mature' game, though to a lesser extent you could include the graphics as well.***

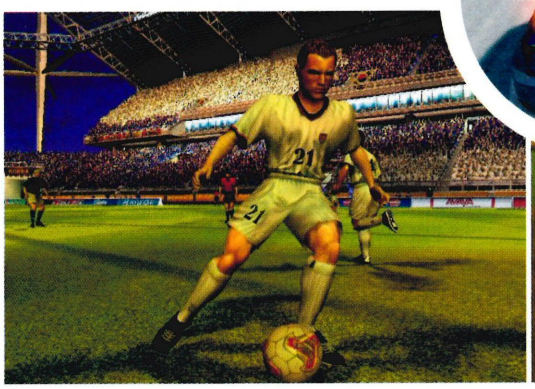
■ Are these the same things that you look for in a game?
■ ***I rely on various factors – review scores, the type of game that it is, whether or not I have played it myself or seen it being played and finally recommendation. I buy all sorts of games and not just the mature ones.***

■ Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
■ ***It's trying, but making games look more like cartoons probably doesn't help it to shake off the image (for example, the new Zelda game). However, I believe that it doesn't matter what age you are – if you like a game, you are going to buy it... or at least, I am.***

THE 'SIMULATION' GENRE

CONTENT: BALLS, BATS, CARS AND LOTS OF SWEATING

Now, don't start getting the wrong idea – when we say 'simulation', we're not talking about sad blokes on flights simulators. What we're referring to are the mature titles based on activites like sport or motor racing. Sure, they're the kinds of games that can be played by anyone but are you really going to try and argue that serious sports and racing simulations like *Colin McRae Rally*, *FIFA* and *NBA Courtside 2002* are aimed specifically at kids? What's more, titles like *Outlaw Golf* can be considered unsuitable for younger audiences due to their mature content...



THE 'FIGHTING' GENRE

CONTENT: PHYSICAL VIOLENCE, BLOOD AND MARTIAL ARTS WEAPONRY

Ahh, beat-'em-ups – one of the most popular styles of videogame among gamers of all ages. Again though, you might see younger people playing them but it's hardly a genre that's aimed directly at that audience; the majority of fighting games are rated by ELSPA at a level of 11+ or more, while franchises like *Mortal Kombat* feature more than enough blood and gore to be considered as mature. Games like *Soul Calibur* have even been the target of censorship – the removal of Maxi's nunchakas for European audiences being just one example.

CONTINUED

example, one GameCube owner we know refuses to consider *Super Monkey Ball* as a viable purchase because (yep, you guessed it) 'it looks like a kids game'. Small-minded ignorance? Oh, you betcha.

Yes, we'll admit it – in the past, Nintendo has had a problem associating itself with mature content. But is it fair to tar the GameCube with the same brush as previous Nintendo consoles? Given Nintendo's new approach, probably not. With the evolution of the console market (again, largely through the success of the PlayStation brand), Nintendo has learnt that in order to keep up with the competition it has to not only keep doing what it does best – create games that appeal to everyone – but also offer people a choice of being able to play more mature games, rather than making the decisions for them by not allowing such titles to be developed for its consoles. Unfortunately though (and despite the turnaround in Nintendo's strategy), it's a reputation that isn't going to go away in a hurry. For starters, the perpetuation of the 'GameCube is for kids' myth only serves to show the PlayStation2 and Xbox in a more grown-up light... something that Sony and Microsoft would be loathed to lose and so use to their advantage through subtle PR and marketing techniques. What's

ADULT IN DISGUISE

Just because something is bright and colourful, doesn't always mean that only the under-tens will enjoy it...

SUPER MONKEY BALL

Don't you dare go telling us that monkeys aren't cool – there's no greater sin against nature. Not only is *Super Monkey Ball* one of the most challenging games we've played for ages, but the mini-games keep us coming back for more time and time again. Still think that it's just for kids? Bah, humbug.

PIKMIN

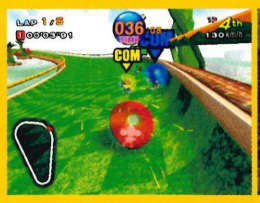
As with all of Nintendo's games, *Pikmin* is something that can be picked up in a short amount of time but takes a fair while to master – even then, finishing it is something that requires a lot of work and strategy. A kids game or a clever strategy simulation in disguise? We know where our money is...

ANIMAL FOREST +

Looks cute and cuddly, doesn't it? Well, that maybe, but *Animal Forest +* (to be named *Animal Crossing* in the US and UK) takes more patience and persistence than most kids will ever have. Living an artificial life in a game is something that only an adult is really able to appreciate...

BOMBERMAN GENERATION

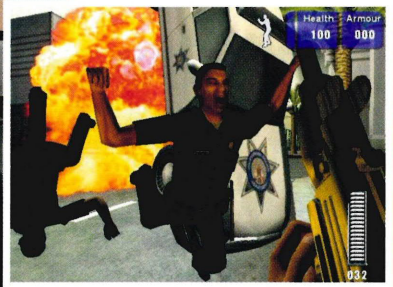
If you've never experienced the delights of a late-night *Bomberman* session (beer, munchies, friends and lots of *Bomberman*), you're missing out. It's one of the best multiplayer games on the GameCube, if not the greatest one ever invented – you'd be mad to pass it up.



THE 'ACTION' GENRE

CONTENT: HIGH-POWERED WEAPONRY, TERRORISM, BLOOD AND SWEARING

Much like action films, action games (generally assuming the form of first-person shoot-'em-ups for the most part) tend to feature heroes, villains and guns... lots of guns. While games like *Turok Evolution* and *Agent Under Fire* follow the standard formula – if it moves, shoot it – it's only newer titles like *Die Hard: Vendetta* that really take the action concept to the next level with new and inventive takes on the genre. Like Horror games though, the inclusion of violence for the sake of it is a rather easy way of making something seem mature – it's not big or clever, but gamers seem to go for it in a big way regardless.



TO NAME JUST A FEW...

Still not convinced that the GameCube is for older gamers too? Then just in case we can change you mind at the last minute, here's some of the 'mature' games coming to the GameCube over the next year. We've got 55 here, but there are plenty more on top of that...

- *1080°: White Storm*
- *Aggressive In-Line*
- *Animal Crossing*
- *Barbarians*
- *Beach Spikers*
- *Bloodrayne*
- *Burnout 2*
- *Capcom VS SNK 2: EO*
- *Colin McRae Rally 3*
- *Crouching Tiger, Hidden Dragon*
- *Curse: The Eye of Isis*
- *Darkened Skye*
- *Die Hard: Vendetta*
- *Eternal Darkness: Sanity's Requiem*
- *Evolution Worlds*
- *F-Zero GC*
- *Galleon*
- *Ghost Recon*
- *Gladius*
- *Godzilla: Destroy All Monsters Melee*
- *James Bond 007: Nightfire*
- *Jedi Knight 2: Jedi Outcast*
- *Mafia: La Cosa Nostra*
- *Medal of Honor: Frontline*
- *Mercedes-Benz Champions*
- *Metroid Prime*
- *Mortal Kombat: Deadly Alliance*
- *MX Superfly*
- *Mystic Heroes*
- *Need For Speed: Hot Pursuit 2*
- *Outlaw Golf*
- *Phantasy Star Online Episodes I & II*
- *Pillage*
- *Rainbow Six: Raven Shield*
- *Rally Fusion*
- *Reign Of Fire*
- *Resident Evil series*
- *Robotech: Battlecry*
- *SEGA Soccer Slam*
- *SEGA Sports series*
- *Soul Calibur 2*
- *StarFox*
- *Star Fox Adventures*
- *Star Wars: Bounty Hunter*
- *Star Wars: Clone Wars*
- *Sum Of All Fears*
- *Terminator 3*
- *The Matrix*
- *TimeSplitters 2*
- *Tony Hawk's Pro Skater 4*
- *Top Gun: Combat Zones*
- *Turok Evolution*
- *XIII*
- *X-Men: Wolverine's Revenge*

more, even a large number of the people responsible for selling the GameCube have a prejudice; you'd be surprised how many times we've heard tales of the public being told by shop assistants that the GameCube isn't the way to go if they want a decent 'mature' games machine.

Considering that a majority of people who can't decide which console to go for make their minds up based on in-store recommendation, the scales are tipped heavily against the GameCube. Against all of this though, Nintendo is doing its upmost to prove its critics wrong – the signing of the *Resident Evil* brand exclusively to the GameCube might be the most obvious attempt at doing so, but a quick scan around these pages at the games on the horizon should prove that this is only the tip of the iceberg. Can it win the fight? We believe so. Even Shigeru Miyamoto himself has said that with the recent retirement of Yamauchi-san, developers may have 'more freedom' with what can be done on the GameCube in terms of content... considering the huge amount of mature titles coming out over the next year alone, it looks like the tide is beginning to turn. Certainly, Nintendo's blinkered attitude towards the more mature side of videogaming has changed – now it's just a matter of changing the stubborn attitudes of gamers towards Nintendo. Sadly though, it looks like that might be the toughest uphill battle of them all for the big N... CUBE

In a galaxy far, far away...

STAR WARS JEDI KNIGHT 2: JEDI OUTCAST

CUBE INFORMATION

JEDI KNIGHT 2	
PUBLISHER:	ACTIVISION
DEVELOPER:	VICARIOUS VISIONS
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- PORT OF THE POPULAR PC GAME
- BASED ON STAR WARS
- FIRST AND THIRD-PERSON ACTION
- TONS OF JEDI MOVES TO LEARN
- ONLINE MULTIPLAYER PERHAPS?

RELEASE DATES

TBA	TBA	Q4 '02

Forget flying in X-Wings – have you ever actually wanted to be a Jedi? Well, now's your chance...

HAD ENOUGH OF *Rogue Leader*, have you? Still thirsting for more Imperial-blasting, Rebel-saving, *Star Wars*-based action? Well, then step right up folks – on top of the previously announced *Bounty Hunter* and Clone Wars, Activision has got just the thing you're looking for in the form of a port from, surprisingly enough, the PC...

Taking cues from previous *Star Wars*-based PC first-person shoot-'em-ups (like *Dark Forces* and the original *Jedi Knight*), *Jedi Knight 2* follows the continuing adventures of Kyle Katarn – ex-Imperial soldier, former Jedi Knight and now mercenary of the New Republic. Since nearly succumbing to the dark side of the Force during his last mission, Kyle has put his Jedi powers aside for the safety of himself and his friends... however, something is stirring deep within the Empire and not surprisingly, only our hero Kyle has the power to bring peace to the galaxy once again. Something tells us he won't be ignoring the Force for long...

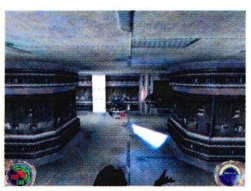
Now on the face of it, *Jedi Knight 2* is a pretty average first-person shoot-'em-up – pick up weapons, blast enemies, unlock doors and so on. Once you get into the game though (past the first few levels where Kyle discovers the Empire's evil scheme and regains his Force powers), it soon becomes something really rather interesting; although you'll encounter familiar adversaries and surroundings early in the game, it's only a little way in that the whole thing starts to really feel like a piece of the *Star Wars* galaxy. While we can't quite put our fingers on why, being able to wield a lightsaber and slice people in two after holding them against a wall (slowly choking them to death in the process), before tossing them into a pit with the powers of our mind has probably got something to do with it. Us? Cursed with the Dark side? Never. In the meantime though, you'll just have to wait for more news on *Jedi Knight 2* – why? Because the game isn't even due out in the US until the end of the year, that's why.

CUBE

FORCING THE ISSUE

AAHH! IT'S A KNIGHT-MARE!

In the first *Jedi Knight* game, Kyle Katarn used to be a Jedi – just because he's gone into the mercenary business now, doesn't mean he's lost all his powers (at least, not once the plot really kicks in after the first few levels). Once you've managed to reclaim the powers of the Force and found your Lightsaber, the action takes off and the things you can do to your enemies is pretty much unlimited. Shoving Stormtroopers into pits with your Force Push, choking bounty hunters to death at 50 paces with the Force Grip, leaping high into the air with Force Jump before slamming down on your enemy's head, even turning your foes extra crispy with your Force Lightning… these are the things that make being a Jedi great. What's more, you'll be able to build up the strength of your Jedi powers as you use them and even learn new skills as your levels improve – could things be any more perfect?



FRIENDS? WHAT FRIENDS?

Right at this precise moment in time, LucasArts has only announced that *Jedi Knight 2* is in development for the GameCube and Xbox – the actual details of what the game will feature is, as yet, unknown. However, we're hoping that one thing to make it across onto the home consoles will be the incredible multiplayer action that complimented the single player mode perfectly; on the PC, this took the form of online play against people from all over the globe. Of course, there's no guarantee that such a feature will be ported onto the GameCube… although there's no reason why it shouldn't. After all, the GameCube Modem and Broadband adapters will be out in the US in Autumn, meaning a UK launch might not be that far behind. With *Jedi Knight 2* not due out before Spring 2003 in Europe, it's not totally inconceivable that Vicarious Visions will keep the online multiplayer mode in for the console versions. For now, we can only cross our fingers, toes and eyes in fervent prayer…

"IT'S ONLY A LITTLE WAY INTO JEDI KNIGHT 2 THAT THE WHOLE THING STARTS TO REALLY FEEL LIKE A PIECE OF THE STAR WARS GALAXY…"

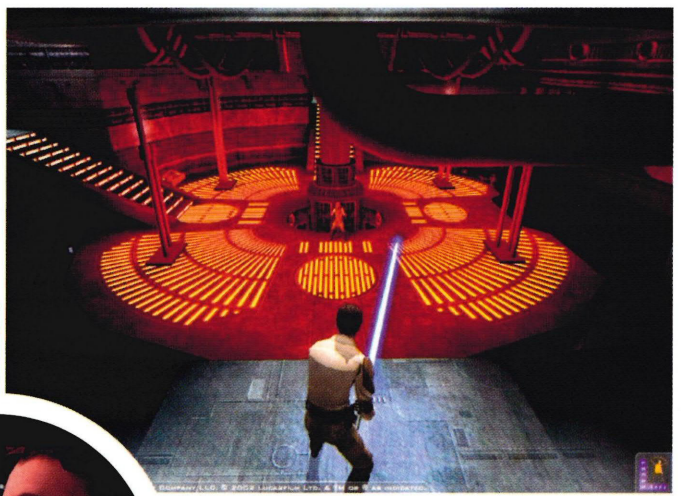
PREVIOUS

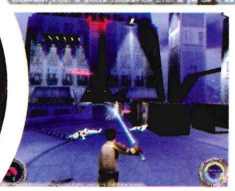
FROM THE MAKERS OF…

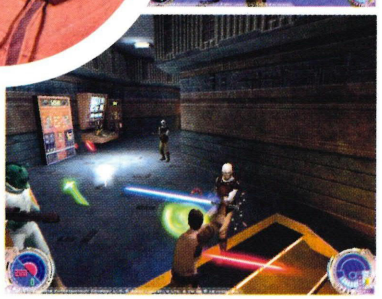
TONY HAWK'S PRO SKATER 3

■ The GBA version was really special and we played it non-stop. Will it be the same with the GC port of *Jedi Knight 2*?

TOTALGAMES.NET RATING: 90%







CUBE THINKS…

FIRST IMPRESSION

■ When we heard that *Jedi Knight 2* was coming to the GameCube, we immediately rushed off to hammer the PC version… and came back suitably impressed. It's got all the atmosphere that you'd ever want from a *Star Wars* game and combined with the Force abilities and Lightsaber fighting, we know it's something special. Mind you, it'll be interesting to see how they shoe-horn all those controls into a *GameCube* pad… CUBE

It's a clash of the titans! But sadly, no sign of Godzooky though...

GODZILLA: DESTROY ALL MONSTERS MELEE

When you're this big, you're bound to have a little pent-up aggression

CUBE INFORMATION

GODZILLA: DESTROY ALL MONSTERS	
PUBLISHER:	INFOGRAMES
DEVELOPER:	PIPEWORKS
ORIGIN:	US
GENRE:	BEAT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

TBA TBA TBA

BEING FORTY STOREYS high rather limits your career options and no matter what kind of personality lurks beneath the reptilian scales, the small matter of being capable of breathing fire gets in the way of polite conversation. This hasn't prevented Godzilla from being something of a hero in Japan. With a whole spate of movies since 1954, a cartoon much-loved cartoon series and even a stab or two into the world of videogames, there's little doubt that Godzilla will remain an endearing hero, at least within the shores of Japan.

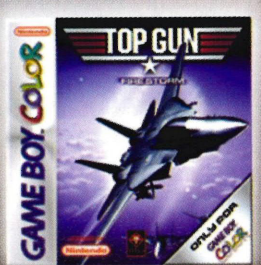
Most recently though, and thanks to the Hollywood movie, Godzilla has gained popularity in the west and in spite of the poor Dreamcast effort, Pipeworks Studios is trying to bring the Godzilla phenomena to the GameCube. Borrowing the Melee moniker from the rather successful Nintendo game, *G:DAMM* puts you in control of any one of 14 towering fighting beasts in one almighty scrapfest. What this means is that single players will be treated to a story mode (which may threaten to reinvent the meaning of the word 'shallow') and those with chums can enjoy the true main event, namely the four-player mode. Slugging out with these beasties should be an interesting prospect if the mechanics of their sheer size are properly worked into the gameplay.

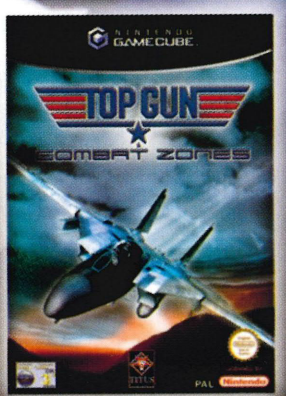
CUBE

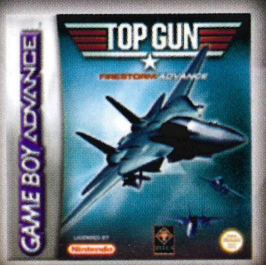
TOP GUN

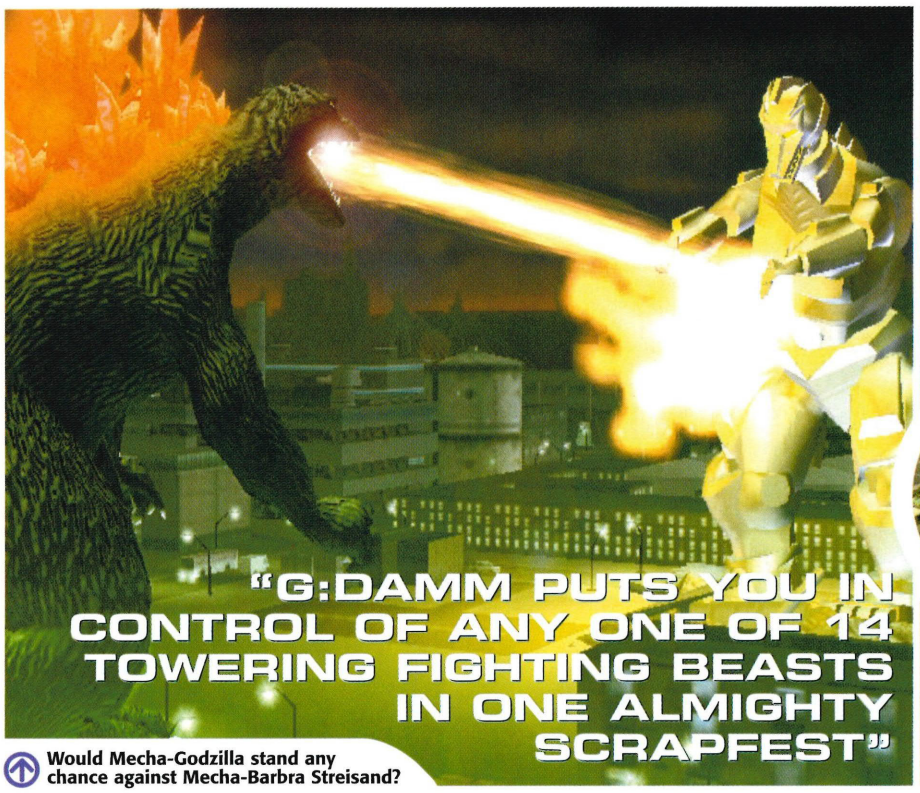
COMBAT ZONES

IT'S ABOUT BEING AN ACE







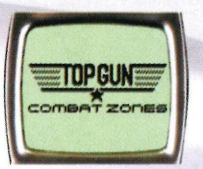


"G:DAMM PUTS YOU IN CONTROL OF ANY ONE OF 14 TOWERING FIGHTING BEASTS IN ONE ALMIGHTY SCRAPFEST"

Would Mecha-Godzilla stand any chance against Mecha-Barbra Streisand?

TOP GUN TEXT CLUB

WIN WITH THE TOP GUN MOBILE PHONE CLUB!



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It's easy to join just text the word "Top Gun" to the phone number below to receive all the latest up-to-date information from the world of Top Gun!

07818 015474

5 lucky members each month will win a copy of Top Gun available soon for the Nintendo Gamecube & Gameboy Advance and out now for the Playstation 2 and GameBoy Color.

It's about being an Ace...

Parental consent required if under 12. To unsubscribe from the club, just text us the word "drop" to 07818 015474. It will cost you no more than the price of one text message - usually 10p. Virgin interactive and its partners may wish to contact you with details of exciting offers. Subscribing to this text club means you are happy for us to contact you.

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The Martians are here!

RTX RED ROCK

Samurais of the future take on alien scum in LucasArts' latest space-based adventure

IT'S AN ALIEN invasion... or something. It's the year 2103 (that's 100 years into the future, just in case you're having a bad day) and Earth has found ways of existing elsewhere in the solar system. A colony has been set up on Mars but after aliens capture it, EZ Wheeler is sent in to take care of matters. Mr. Wheeler (that's you by the way) is a Radical Tactics Expert, trained in every survival and combat scenario you can think of. He is a one-man army, but he really has met his match with this invasion. With smart alien weapons and the ability to control robots via your sidekick IRIS, Wheeler is well equipped but he'll need more than brute strength to get through this one.

RTX is a classic LucasArts adventure given a slight twist – graphically it's well up there with the other LucasArts offerings, ie looking beautiful. We should get to play a near-finished version of the game in the very near future, so keep 'em peeled for our for more info soon. CUBE

CUBE INFORMATION

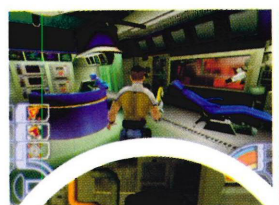
RTX REDROCK	
PUBLISHER:	ACTIVISION
DEVELOPER:	LUCASARTS
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1-2

PERCENTAGE COMPLETE

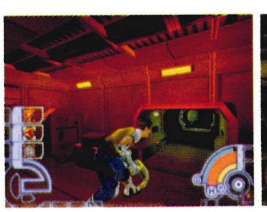
00 25 50 75 100

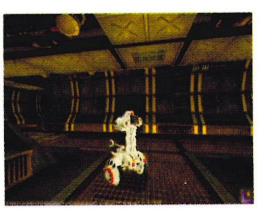
RELEASE DATES

Q1 '03 TBA Q1 '03



Wheeler's equipped to deal with all manner of problems courtesy of his prosthetic arm!

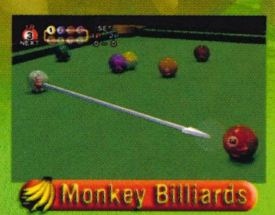


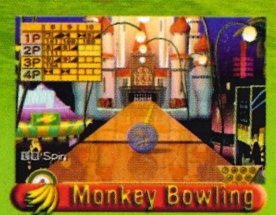


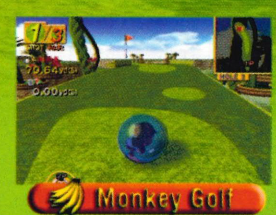
SUPER MONKEY BALL™

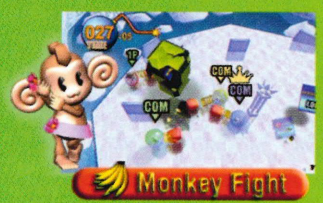
"IF YOU CAN ONLY AFFORD ONE GAME, THIS IS THE ONE TO GET HOLD OF!"
9.2/10 - CUBE

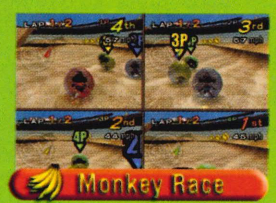
HEY PARTY ANIMALS!


Monkey Billiards

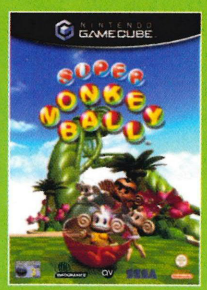

Monkey Bowling


Monkey Golf


Monkey Fight


Monkey Race

Monkey Target



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SEGA

GAMECUBE

Taste the rainbow? It's gotta be something to do with Jimi Hendrix...

DARKENED SKYE

CUBE INFORMATION

DARKENED SKYE	
PUBLISHER:	SIMON & SCHUSTER
DEVELOPER:	BOSTON ANIMATIONS
ORIGIN:	RUSSIA
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

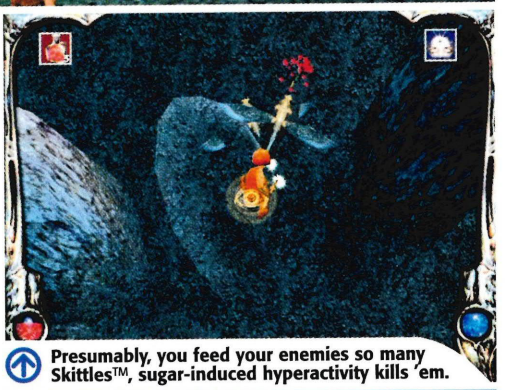
RELEASE DATES

TBA TBA TBA

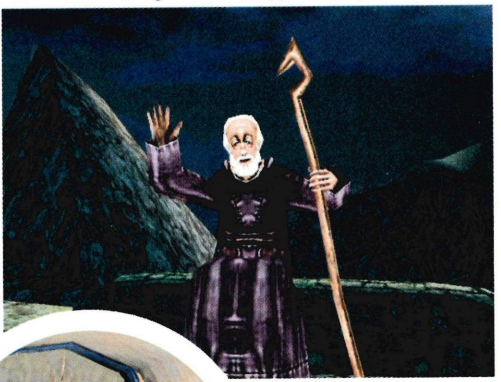
Let's get this straight – a game based on a sweet? Now we've seen everything...

YES, YOU DID read it correctly – *Darkened Skye* (a port of an older PC game) is based on sweets... Skittles™, to be exact. God knows what dark powers of product placement convinced anyone to make a game where magical spells are cast using a small 32p-worth bag of fruit-flavoured chews, but it's coming nevertheless. Despite the sugary link, *Darkened Skye* has a suitably dark and brooding (but rather generic) D&D storyline to try and cover up the confectionary; evil overlord rules land, blah blah, ancient magic that can stop him is lost, blah blah; only you can save the day. All very original and exciting, eh? On the plus side though, not all of the game is that dark. In fact, it's peppered with humorous events and cut-scenes as you explore the Troubled Land looking for the amulet that'll save the day in a style that can only be described as '*Tomb Raider* meets *Rayman*'. We're not exaggerating!

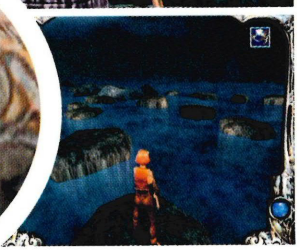
Of course, all this speculation is rather inconsequential right now – much like *Outlaw Golf* (also marketed by US publishers Simon & Schuster), *Darkened Skye* has yet to find a publisher in Europe. While we certainly wouldn't mind if someone released it for us all to play with, the game might have more of a chance in the less junk food-obsessed UK if they dropped the whole Skittles angle... but for now, we can only hope it turns out to be sweeeet. CUBE



Presumably, you feed your enemies so many Skittles™, sugar-induced hyperactivity kills 'em.



Looks like water's a gameplay feature, rather than the impassable hazard to be found in many RPGs.



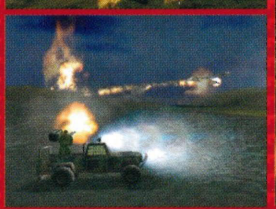
There be dragons!

Fancy some chargrilled dragon? It tastes just like chicken you know...

SO, YOU'RE DIGGING under the Jubilee Line extension one day and your spade hits something hard and gnarly. Next thing you know, you've gone and woken up the last of the great dragons who is understandably miffed at being disturbed. Mr/Mrs Dragon them proceeds to multiply and reduce the world to rubble. Not ideal really, when you come to think about it.

Based on the imminent film release, *Reign Of Fire* allows you to control either Denton Van Zan (human) or the Great Dragon itself. Your tasks therein are completely different. Either you can choose to save humanity using whatever weapons you have or you can choose to let rip with napalm and fire balls. From the human perspective, you are able to travel on foot or in a range of vehicles such as 4x4 combat buggies, bikes and jeeps, whereas with the dragon you just get to shoot the breeze. Well, you're unlikely to see a dragon passing its driving test are you...

We'll have a dragon's belly-full of hot new info about this scorcher in the next issue.



REIGN OF FIRE

CUBE INFORMATION

REIGN OF FIRE	
PUBLISHER:	BAM!
DEVELOPER:	KUJU ENTERTAINMENT
ORIGIN:	UK
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

Q4 '02 | TBA | Q4 '02

From the human perspective, it sometimes feels like the odds stacked against you are impossible to beat...

It's a pity Boba ends up as a crunchy snack for a hungry Saarlac...

STAR WARS: BOUNTY HUNTER

CUBE INFORMATION

STAR WARS: BOUNTY HUNTER	
PUBLISHER:	ACTIVISION
DEVELOPER:	LUCASARTS
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

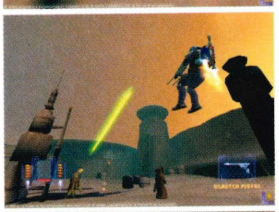
RELEASE DATES

Q4 '02 | TBA | Q4 '02

Think it's about a man looking for his chocolate bar? Don't let Jango Fett hear you saying that...

FANCY A JOB that allows you to travel extensively, is rewarding (not just in an financial sense), offers flexible hours and a complete set of combat armour as standard? Well, aside from the role of games journalist (minus the combat armour, that is), you might want to consider trying your hand at bounty hunting. After all, that's what Jango Fett did and look where it got him – tons of cash, a cloned son and the lead role in a new videogame. Isn't that what we all dream of?

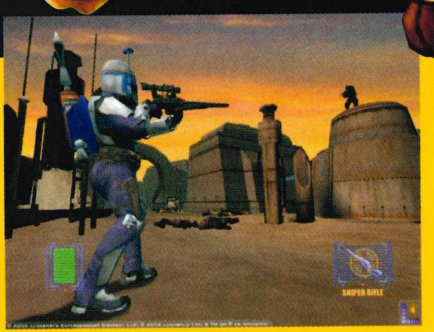
As you'd expect from a game featuring someone armed to the teeth, *Star Wars: Bounty Hunter* has action and lots of it – there are more than enough people trying to stop you succeeding in your mission (and therefore plenty of enemies to get rid of). There are also side-quests aplenty as you explore the 18 levels available, meaning you can earn yourself a bit of extra cash by snagging a few wanted felons. With LucasArts releasing more screens and information on a regular basis, you can bet that we'll be getting more and more excited about this one as release time gets nearer... CUBE

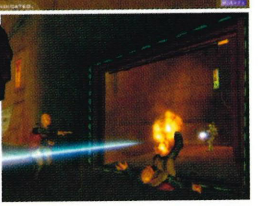


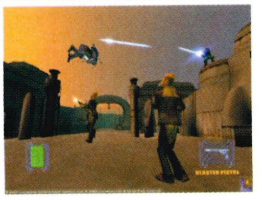
Levels are packed with expendable NPCs. You can even blast more than one at once!

WEAPON OF CHOICE

If there's one thing that Boba Fett (the more popular of the two bounty hunters) is known for, it's the massive selection of weaponry that he's got stashed away inside his armour. Seeing as he inherited it from his dad Jango though, it's no surprise that all those weapons and gadgets are here for you to use in *Star Wars: Bounty Hunter* as well. Marvel as Jango whips out twin blasters and blast his enemies to pieces! Be amazed as he turns up the heat with his portable flamethrower and toasts his enemies to a crisp! Applaud as his back-mounted missile launcher turns any nearby foes into chopped liver! Yes, he's certainly a multi-talented bloke and from what we can tell, these are only a small selection of the goodies on offer. Ooh, we can hardly wait...

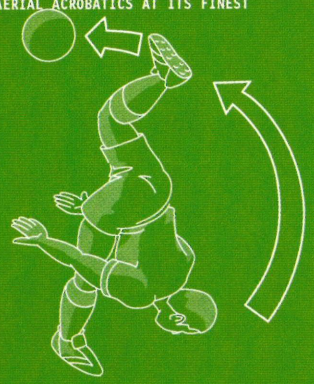






#1 AXE KICK

FLIP AND SHOOT THE BALL · SLICE THROUGH DEFENDERS · AERIAL ACROBATICS AT ITS FINEST

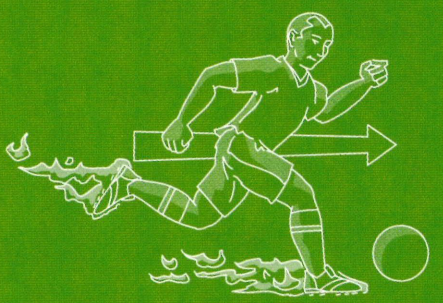


#8 SUPER HEADER

GO IN FOR THE HEADER · PRAY YOUR HEAD REACHES THE BALL NOT YOUR OPPONENT

#12 BOOSTER

RUN LIKE THE WIND · EXTRA TURBO POWER · SET THE PITCH ON FIRE

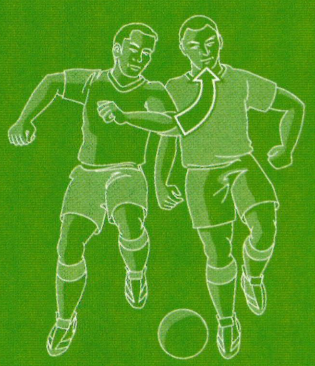


#5 DOUBLE FOOTED TACKLE

GO FOR THE BALL · DIVE IN WITH BOTH FEET · BOOT THE BALL, NOT YOUR OPPONENTS LEGS

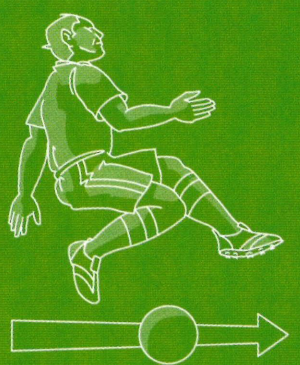
#15 SHOULDER BARGE

RUN PARALLEL WITH PLAYER · WHILE RUNNING, SWING ARM UPWARD · WHAT A WAY TO GET THE BALL



#9 AIR WALK

WALK IN MID-AIR AND SHOOT · MIND BLOWING POWER · SCORE THE ULTIMATE WINNER

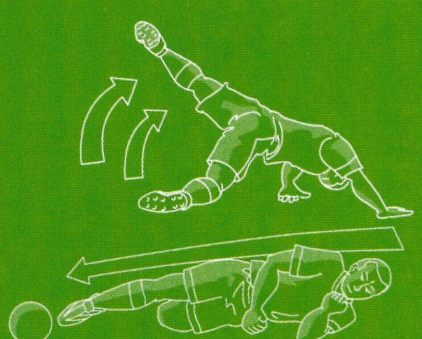


#20 SONIC SHOT

PULL BACK · SHOOT THE BALL WITH UNMATCHED FORCE · UNSTOPPABLE

#3 SUPER TACKLE

OPPONENT BREAKS AWAY · SUPER TACKLE HIM TO TAKE THE GAME TO EXTRA TIME



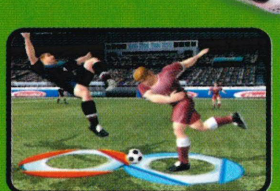
#17 SLIDING TACKLE

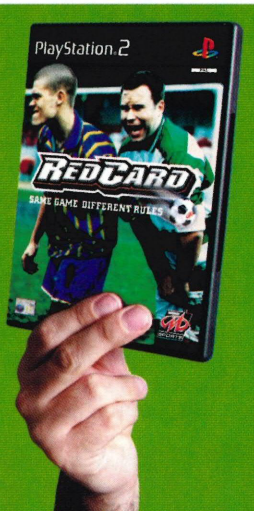
WAIT UNTIL BALL IS KICKED · BEGIN SLIDE · AIM AT BALL WHILE AVOIDING CONTACT WITH FLESH · GAIN CONTROL OF THE BALL

REDCARD

SAME GAME DIFFERENT RULES

- FIFPRO LICENSE, NATIONAL TEAMS, NATIONAL PLAYERS, AND REAL STADIUMS LIKE SAITAMA, DAEGU AND YOKOHAMA.
- OVER THE TOP ACTION, THAT LETS YOU SLIDE-TACKLE AND SCORE IN A LARGER THAN LIFE THREE DIMENSIONAL STYLE.





MIDWAY SPORTS

PlayStation.2 · XBOX · NINTENDO GAMECUBE

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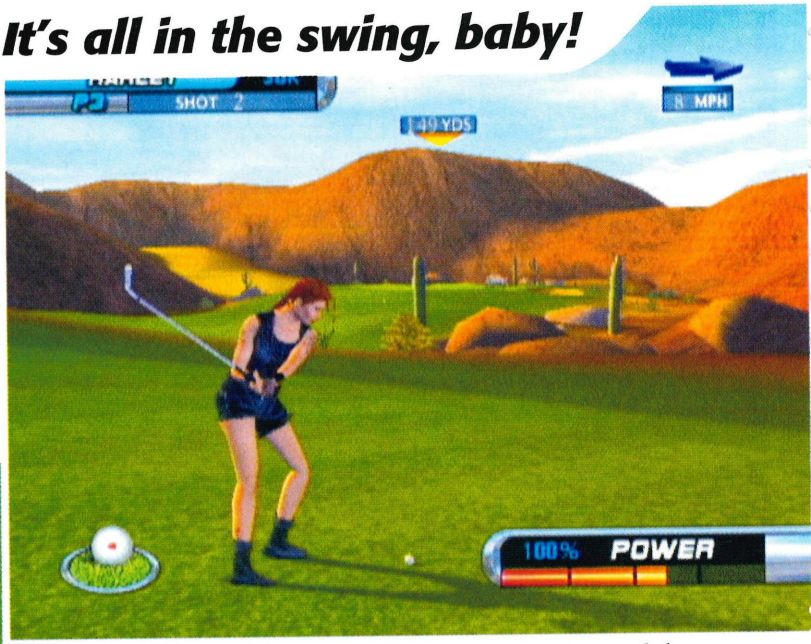
OUTLAW GOLF

It's all in the swing, baby!



Clubs, balls, dominatrix women in rubber catsuits, bare-knuckle fights... just another ordinary day on the ol' golf course, eh?

CUBE INFORMATION

OUTLAW GOLF	
PUBLISHER:	TBC
DEVELOPER:	HYPNOTICS
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

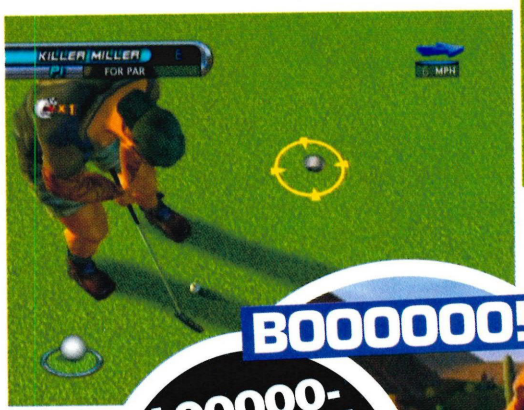
00 25 50 75 100

AT-A-GLANCE

- THE BADDEST GOLF GAME EVER
- TEN MAD GOLFERS TO CHOOSE
- 54 HOLES OVER THREE COURSES
- TRAIN ON THE PRACTICE GAMES
- TONS OF DIFFERENT GAME MODES

RELEASE DATES

TBA	TBA	Q3 '02



BOOOOOO!

LOOOOO-SERRRRR!

By pressing the A Button during your opponent's shots, you can shout taunts at them and try to put them off their game – but they can retaliate during yours...

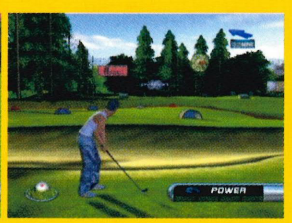
It doesn't look like this caddy will give you too much trouble – but Al Capone got caught by a tax auditor, remember...

SO, GOLF... BIT of a dull sport, isn't it? Lots of middle-aged blokes trying to see how far they can hit a tiny ball down a patch of grass certainly doesn't appeal to most of us – indeed, if it's boring to watch then you'd think it'd be terrible when converted to a videogame. However, we've seen in the past (thanks to *Mario Golf* on the N64) that golf games needn't be lifeless and now, with the advent of *Outlaw Golf*, it looks as though we're going to see the sport in a whole new light from now on...

Quite simply, *Outlaw Golf* is golfing with attitude – rather than finding chaps like Nick Faldo and Colin Montgomery down on the fairway here, you're more likely to run into leather-clad biker girls, ex-convicts, wannabe rappers and... err, female porn stars. It offers a truly massive number of different game modes for a golf game – everything from the basic Stroke, Match and Skins games that you'd expect to speciality rounds like Scramble (teams of two play and use their best shots for each turn), My One And Only (you only get a putter and one other club of your choice) and Casino (players bet on each shot and can then 'drop out' if they're doing badly). There's also a fully-fledged Tour mode where you can play through 30 different events across all three courses that go from being relatively easy to downright impossible; win an event and you'll unlock new clubs, balls and even more unsavoury players to take control of. Believe us when we say that even if you're not into golf, you'll enjoy *Outlaw Golf* – it's got an edge to it that'll keep you hooked for ages. More when we have it... CUBE

PRACTICE MAKES PERFECT

On top of the main game modes, there's also a fourth course (the Outlaw Range) where you can sharpen up your game with the help of the various challenges on offer. Split into groups of three depending on the skill required – driving, putting, chipping and so on – the idea is to accumulate enough points to clear the challenge using the restricted number of balls provided. For example, you might have ten balls in which to score 1000 points on a putting green covered with holes; the further away the hole is from you, the more points it'll be worth when you put the ball down. Still, it's not going to be easy to pass all the challenges as some require more powerful equipment that can only be won in the Tour mode – when you do beat them though, you'll be rewarded with points that can be used to upgrade your player's skills.



PREVIOUS

FROM THE MAKERS OF...

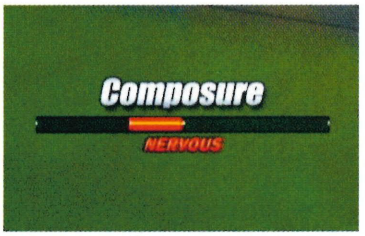
DARKENED SKYE

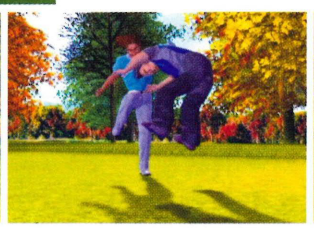
Another promising-game that so far hasn't got a publisher for a PAL release. When will these people ever learn, eh?

TOTALGAMES.NET RATING: N/A

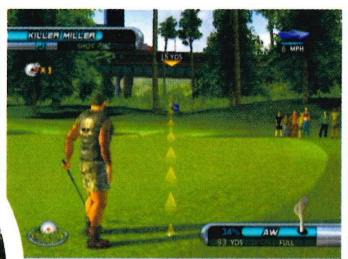
BEAT 'EM 'TIL THEY BLEED

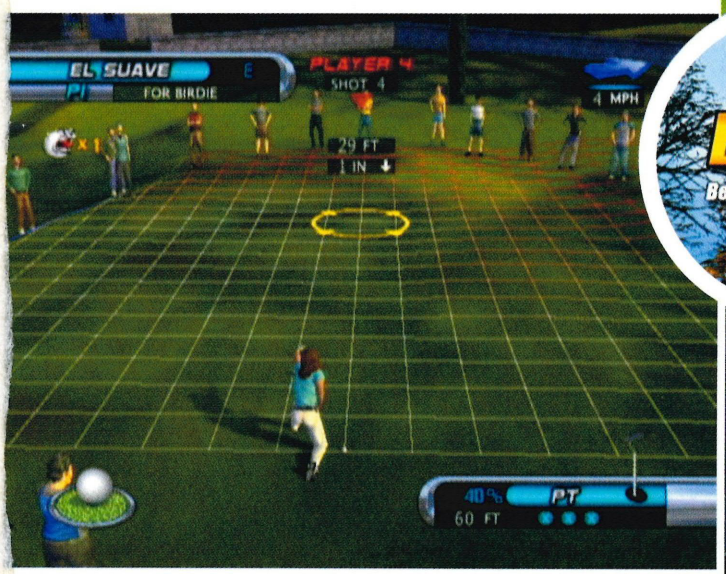
Of course, playing golf well is all about composure – the steadier your hand, the better you'll hit the ball. That's why *Outlaw Golf* incorporates an all-important Composure Meter that records your current level of success; good shots will increase your composure (putting you 'in the zone') while duff ones will make you nervous and shaky. How does this matter? Because the more nervous you are about a shot, the more the pad will vibrate to try and put you off... clever stuff. However, there's a sure-fire way of calming yourself down and bringing your game back up to the level that it should be at – by giving your caddy a damn good thrashing. Beating Tokens give you the opportunity to lay the smackdown on your caddy's ass and the bigger the beating, the more you'll regain your composure. Hey, mindless violence always works wonders for us...

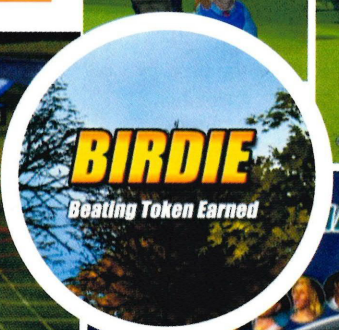




"GOLF GAMES NEEDN'T BE LIFELESS AND THE ADVENT OF OUTLAW GOLF MEANS THAT WE'RE CERTAINLY GOING TO SEE THE SPORT IN A WHOLE NEW LIGHT FROM NOW ON..."







The Putting mode is just as accomplished and well executed as many more 'serious' golfing videogames – but with added distractions!

CUBE THINKS...

FIRST IMPRESSION

There's something about being able to slug a golf ball, shout insults and pound on your caddy that just feels right – we call it Gaming Attitude – which is exactly what *Outlaw Golf* has in spades. Getting a bunch of mates together for a round of golf has never been so much fun – if some publisher or other doesn't pick this game up for a proper European release, there really is no justice in the world. We want this game – and we want it NOW! CUBE

This could be rally, rally good...

BELT UP

NO BACKSEAT DRIVERS!

■ Considering that UK developers Climax also coded *Burnout*, it's no surprise that Rally Fusion has a finely tuned damage engine. Scratching the paintwork is the least of your worries when towards the end of a race you can end up with the doors flung open, a wheel torn off, and find yourself perched on three wheels using the exhaust as a rudder as you hurtle towards a cliff edge...

CUBE INFORMATION

RALLY FUSION: RACE OF CHAMPIONS	
PUBLISHER:	ACTIVISION
DEVELOPER:	CLIMAX
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

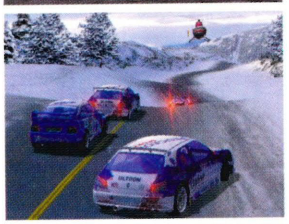
OCT '03	TBA	TBA

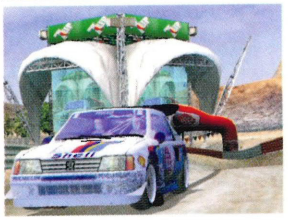
RALLY FUSION: RACE OF CHAMPIONS

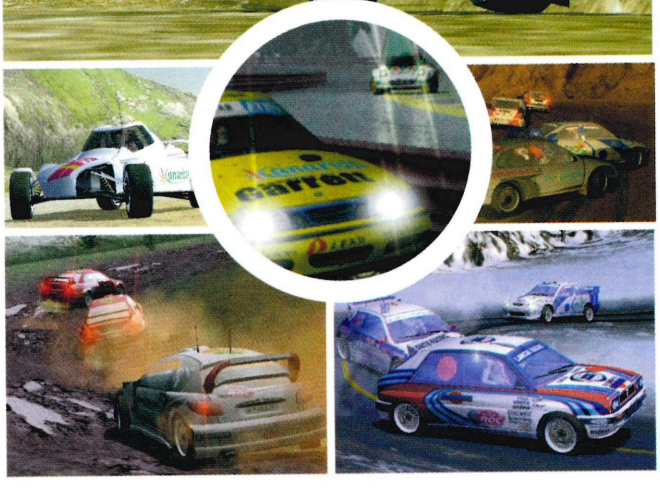
Sporting a smashed up bumper and nursing a grounded gearbox, accelerate and leave the competition in the dust...

TOOTH-JANGLING JUMPS, bone crunching crashes, spectators playing chicken with a speeding hulk of metal... All this and more takes place annually as Europe's top ranked rally drivers gather in the Canary Islands for the *Race of Champions*: a road, mountain, and desert track carve up to see who drives the best. In recreating this spectacle for the GameCube, *Rally Fusion* uses an arcade approach of numerous quick play modes including Rally Cross, Checkpoint, Follow The Leader, Relay, and multiplayer options.

Add in a championship challenge, a 'longest jump' and 'biggest crash' meter, and you're looking at a departure from the time-based circuit challenges of many other rally games. Perhaps the most noticeable difference is being out on track with a clutch of four other cars aggressively battling bumper to bumper in a scramble to the finish line. This competitive pick up and play game style doesn't mean it's simple to master though. From driving such classic rallyers as the Audi Quattro to a Ford Escort Mk 1, all the vehicles handle differently and any shaky or two-wheeled approaches to jumps or bends will see you airborne, sideways, upside-down, then on your roof and peering through a smashed windscreen. At this early stage *Rally Fusion* shows enough promise to be the GameCube's definitive motorsport mud-slinger. Here's hoping it will be... CUBE







FOR WHEN YOU REALLY HAVE TO PUT YOUR GAME BOY ADVANCE DOWN...

TOTAL ADVANCE THE HANDHELD PICK-ME-UP!

Note: Cover and content in TOTAL ADVANCE are subject to change

AVAILABLE FROM ALL GOOD NEWSAGENTS – 18.07.02

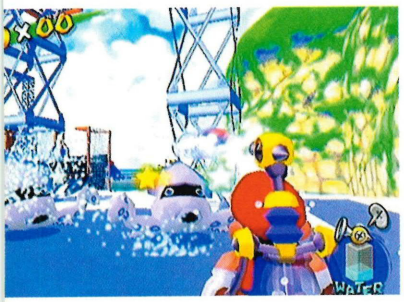
PREVIOUS

FROM THE MAKERS OF...

PIKMIN

■ Yes, the whole thing sounds like a bizarre concept for a game, but it's definitely one you have to experience.

TOTALGAMES.NET RATING: 9.0



Wa-hah! Woo-hoo!
So long dé Bowser!
We've-a-got it!
We've-a-played it!
We-a-love it!

SUPER MAR

CUBE INFORMATION

SUPER MARIO SUNSHINE	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PLATFORM ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

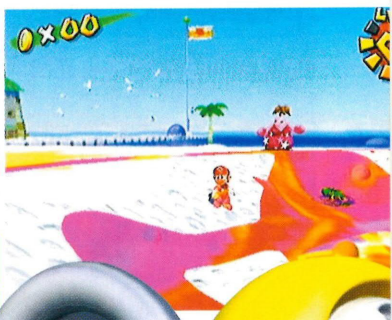
00 25 50 75 100

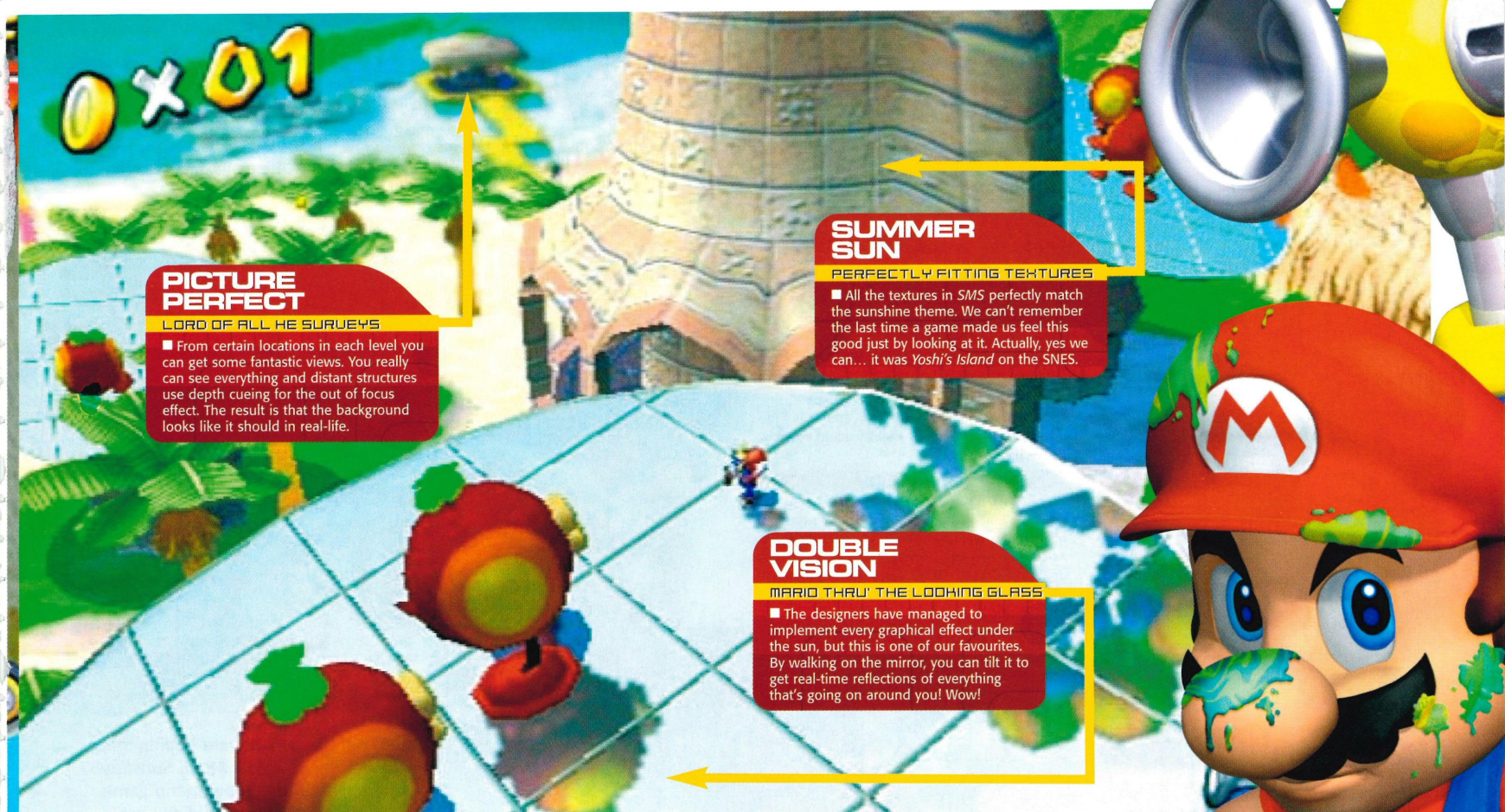
RELEASE DATES

14 OCT	OUT NOW	26 AUG

OH YES, WOO-HOO indeed. We have *Super Mario Sunshine* in our hands, and let us assure you that it is everything you could ever have hoped for. It doesn't happen very often, but the game actually shot through the **CUBE** letterbox a full seven days before we were expecting it! You may well be asking yourselves why it is that we have chosen to do an In-Depth on this monster title and not a Review. The reason is simple: Mario is huge. We could have done an eight-page review, but then that would've been it. No more pictures until the PAL release in October. The fact of the matter is that there is far too much in the game to fit into eight pages, so instead of playing the game for a few days and claiming to have finished it, we've opted to show you the game's early stages and explain how it plays in this In-Depth. Next month we'll have the mammoth review. To be honest, this may as well be part one of the review. So what if there's no score? You know full well that this is going to be a 'Star Game.'

"NOTHING COULD PREPARE US FOR SITTING DOWN IN FRONT OF A BIG SCREEN TO SPEND SOME QUALITY TIME WITH THE FUN-LOVING PLUMBER"





PICTURE PERFECT

LORD OF ALL HE SURVEYS

■ From certain locations in each level you can get some fantastic views. You really can see everything and distant structures use depth cueing for the out of focus effect. The result is that the background looks like it should in real-life.

SUMMER SUN

PERFECTLY FITTING TEXTURES

■ All the textures in *SMS* perfectly match the sunshine theme. We can't remember the last time a game made us feel this good just by looking at it. Actually, yes we can… it was *Yoshi's Island* on the SNES.

DOUBLE VISION

MARIO THRU' THE LOOKING GLASS

■ The designers have managed to implement every graphical effect under the sun, but this is one of our favourites. By walking on the mirror, you can tilt it to get real-time reflections of everything that's going on around you! Wow!

IO SUNSHINE

There was a time, not too long ago when we weren't entirely sure about Mario's latest adventure. The first shots and footage of the game that we saw resembled *Mario 64* in terms of graphics and Miyamoto-san's comments concerning the *Pikmin*-like length of the game worried us further. Over the months though the graphics have transformed and with every passing batch of screenshots our hearts have been lifted. Playing the game at E3 settled the argument as far as we're concerned – Miyamoto just goes from strength to strength, but nothing could prepare us for actually sitting down in front of a big screen and surround sound system and spending some quality time with the fun-loving plumber. Fear not because the magic has returned in full force. You want Mario? You've got it. You want Yoshi? You've got it. You want enormous levels full of enemies, puzzles and graphical splendour? We think you get the gist…

INTRODUCING THE GANG

OOOOH, I'LL GET by with a little help from my friends... Mario's previous accomplishments have earned him the friendship of many people, and in his latest outing there are some old faces who have returned to help out as well as some new ones. Here's the low-down on whether they're actually any cop:

KINOJI

DESCRIPTION:

An ageing Toad who acts as Princess Peach's butler. Comes complete with 'Poirot-esque' spectacles, a handlebar moustache, walking stick, red bow tie and violet waistcoat with gold trim.

RELEVANCE:

He knew he shouldn't have come along. He could feel the imminent evil in his spores but the princess assured him that nothing could possibly go wrong on vacation.

USEFULNESS:

He can pack a suitcase... eventually. But seriously, Kinoji will come out with all sorts of helpful hints and tips throughout your adventure. Aside from that he's useless, unless of course he does an *Attack Of The Clones*-inspired Yoda on us later on in the game... which is doubtful.

MARIO MARIO

DESCRIPTION:

Podgy plumber of vaguely Italian descent who has everything on a plate just because he beat up some giant Koopa thing a few times. Careful with those pies mate. Not that we're bitter or anything...

RELEVANCE:

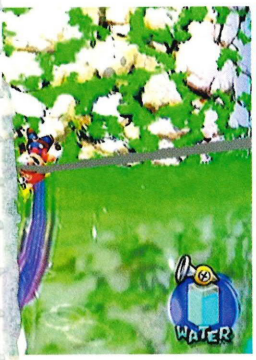
Well he's the hero isn't he? Not to start with though. Some evil impersonator is tainting Mario's squeaky clean reputation, so it's up to him to find the heinous person behind the mayhem and save the world (and the girl, of course) at the same time.

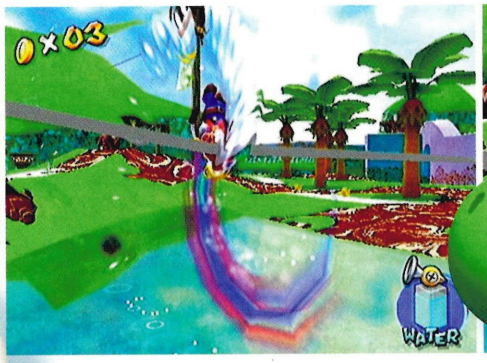
USEFULNESS:

On his own Mario is a formidable opponent – his Hip Drop, Diving Grab and punch/kick combo are enough to see off most enemies. Failing that he can always use his multitude of jumps to get away. *Super Mario Sunshine* sees him becoming the emperor of accessorising though, and his water cannon allows him to shoot jets of water as well as propel himself through the air using the force of the water.

COMMENT We were hoping that *Super Mario Sunshine* would be the first proper Mario game where the lovely princess didn't get kidnapped for once, but that simply isn't the case. Admittedly, it isn't Bowser that runs of with her this time – it's Evil Mario – but still, you have to feel sorry for the young girl. The story goes that Mario and the princess travel by Mushroom Jet (naturally) to a paradise island as part of their vacation. They deserve a break, and this will give them the perfect chance to get it on (nooooooo, must get that image out of our heads...). No sooner have they arrived than it all starts going wrong. The normally spick and span seaside village is covered in paint, and as far as the locals are concerned, it's Mario who is

"THE NORMALLY SPICK AND SPAN VILLAGE IS COVERED IN PAINT & AS FAR AS THE LOCALS ARE CONCERNED, IT'S MARIO WHO IS RESPONSIBLE!"





PRINCESS PEACH

DESCRIPTION:

Slender and elegant, Princess Peach rules the Mushroom Kingdom with an iron fist... maybe. She is known the world over for her Barbie-like beauty.

RELEVANCE:

She only went and got herself kidnapped again, didn't she? As if Mario didn't have enough on his plate already, he now has the added pressure of trying to save her sorry arse. If it wasn't for her, Mario could simply find the evil hideout and nuke it!

USEFULNESS:

Erm... none? She's a pain in the arse most of the time, but what really annoys us is her logic. Why does she insist on carrying that brolly around? We know that it's hot in those parts, but if she didn't wear that ridiculously thick floor-length dress maybe she'd feel a tad fresher.

YOSHI

DESCRIPTION:

Green dragon who is Mario's loyal friend, we think. It may well be that he only helps Mario because he gets fed, kind of like a dog. Yup, that's it, he's a big green dog.

RELEVANCE:

When Mario is riding Yoshi, he can't be hurt. Any attacks from vicious blobs will result in Mario falling off of Yoshi's back, which is very useful.

USEFULNESS:

See above for the avoiding attacks spiel and don't forget his sticky tongue. Yoshi can munch through copious amounts of food and enemies, and when you're riding him he gets his very own Hunger Gauge. Fill it up to see what happens!

LOCALS

DESCRIPTION:

Think of a Weeble, put a Proboscis Monkey's face on and dress it up in a grass skirt. Then take away any brains that it may have had.

RELEVANCE:

The local inhabitants normally have an easy life, but with the appearance of Mario comes an all new threat. Their blobby little brains really don't know how to handle it and aren't best pleased with our favourite heroic plumber.

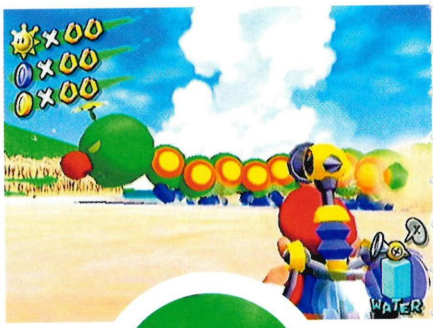
USEFULNESS:

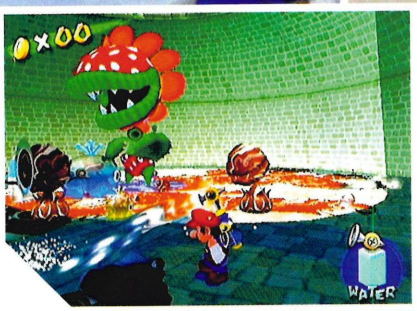
You can chat to them if you get bored and they may even help you if you get stuck. The best thing about them is that they love fruit – their fruit stands are a great place for Yoshi to fill his stomach at.

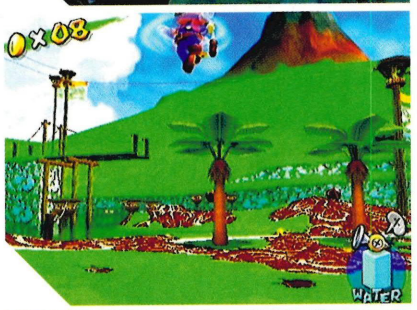
responsible! Normally you wouldn't care what a bunch of trumpet-mouth hula-dancers think, but gossip travels fast, and Mario is onto a good thing (what with the whole 'hero of Mushroom Kingdom' and obligatory princess thing). Best stay on everyone's good side.

You eventually find out who is behind the conspiracy but not before a water-cannon device is shoved in your hands and you're ordered to clean up the town. Now, we ought to expect this kind of thing from Miyamoto, but we have to admit we weren't expecting the device to start talking to us. 'Disturbed' is the word... or perhaps 'inspired'. The opening level is basically a training mission, with the water-cannon (we'll call him Cedric) teaching you new moves along the way. The cannon has two basic functions: it can be used as a weapon, squirting water at enemies or it can be switched to a water-booster. Along the way you learn other moves like the Rising Spin and you can also use the water jets to propel you across water. All of this is explained in detail elsewhere in this In-Depth.

Something which is extremely noticeable on the first level is the inclusion of cut-scenes. These use a slightly different graphical technique to the in-game graphics, and they almost have a cel-shaded feel to them. This has never been done with Nintendo games before, but it works really well and doesn't in any way feel disjointed.

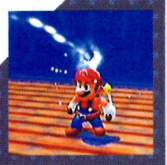


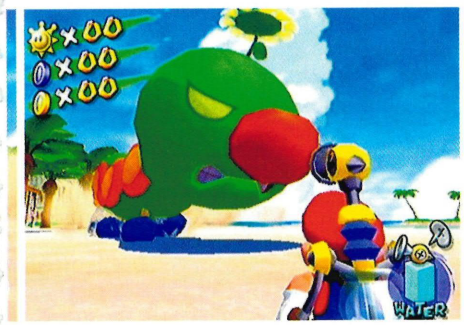


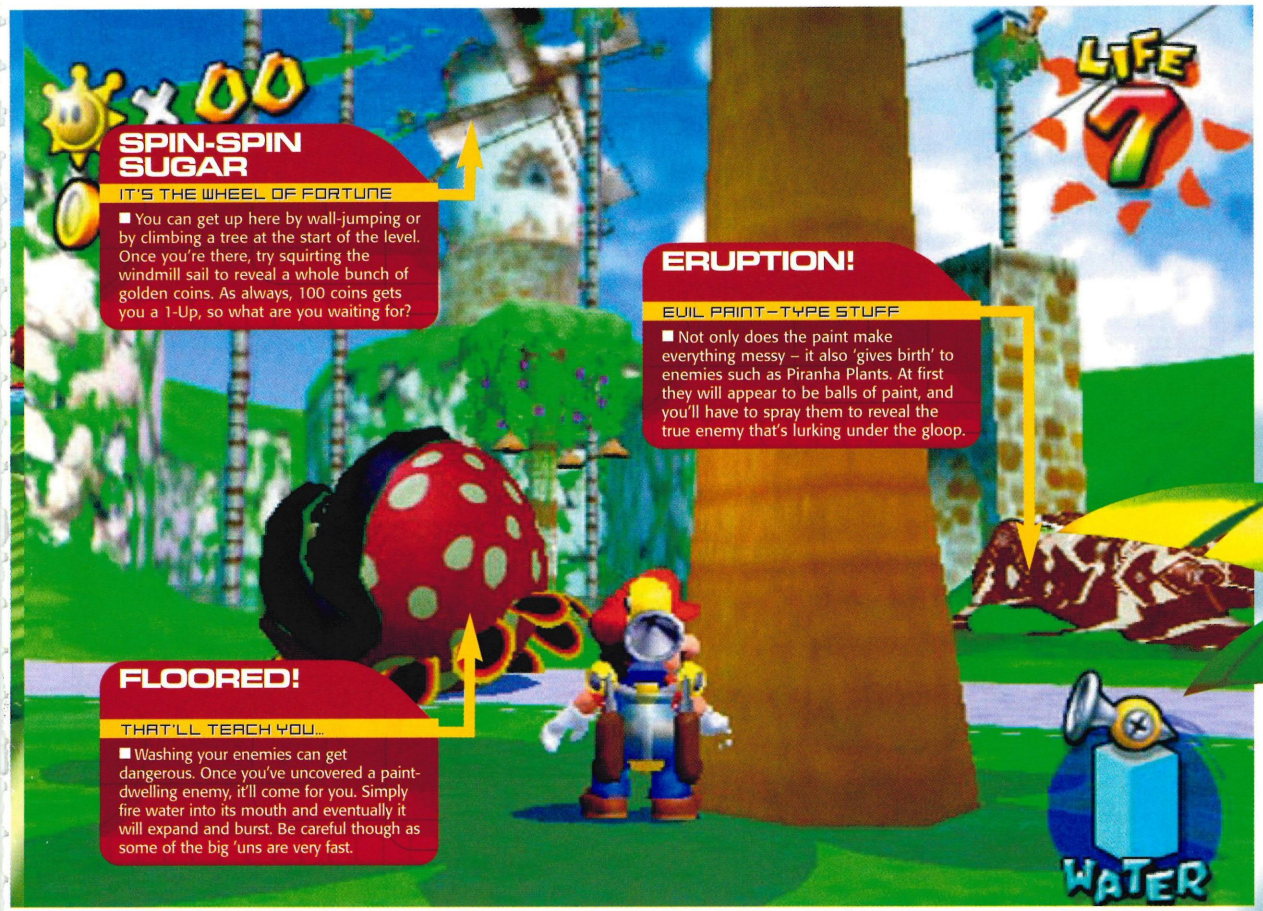


CONTINUED Even though the first level of Mario's new adventure isn't very taxing, you won't move onto the second area for ages. The reason? Because Nintendo know what games should be about. All you'll want to do is explore: every hill, every corner, every platform. Then you'll come across some paint and you'll be in heaven. The moment you realise that Mario can slide through the mud/paint, you may as well give up on anything you had planned for the rest of the day. It's so much fun to slide around in a pool of paint. The way the paint is textured is just so... yummy!

"ONCE YOU'VE HAD ENOUGH OF SLIDING YOU CAN JUMP INTO A STREAM TO CLEAN MARIO OFF... AND THEN DO IT ALL OVER AGAIN. IT'S SO MUCH FUN!"







SPIN-SPIN SUGAR

IT'S THE WHEEL OF FORTUNE

■ You can get up here by wall-jumping or by climbing a tree at the start of the level. Once you're there, try squirting the windmill sail to reveal a whole bunch of golden coins. As always, 100 coins gets you a 1-Up, so what are you waiting for?

ERUPTION!

EVIL PAINT-TYPE STUFF

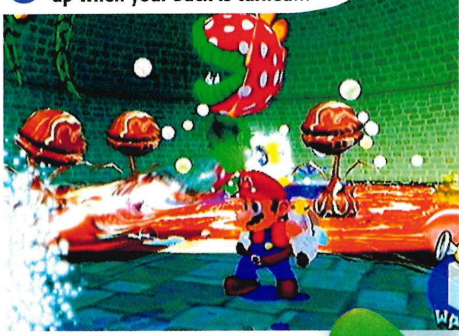
■ Not only does the paint make everything messy – it also 'gives birth' to enemies such as Piranha Plants. At first they will appear to be balls of paint, and you'll have to spray them to reveal the true enemy that's lurking under the gloop.

FLOORED!

THAT'LL TEACH YOU...

■ Washing your enemies can get dangerous. Once you've uncovered a paint-dwelling enemy, it'll come for you. Simply fire water into its mouth and eventually it will expand and burst. Be careful though as some of the big 'uns are very fast.

Those pesky Piranha Plants will pop up when your back is turned...

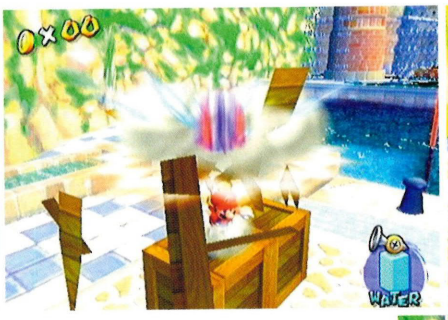


The light reflects on the gooey substance in a cartoon style, and when Mario disturbs it, the white and the brown mix together. Imagine mixing double cream into molten chocolate. It looks good enough to eat and the longer Mario slips and slides through it, the messier he gets.

Once you've had enough of sliding (which, let us assure you, won't be for a long time), you can jump into a pond or a stream to clean Mario off... and then you can do it all over again. It's SO MUCH FUN! The fun doesn't end there though – explore a little further and you'll discover something to top it all off. There's a path leading from one of the windmills down to the river, and guess what? You can belly-slide all the way down. So, after sliding in the paint for five minutes and making Mario look ridiculous, you can run to the top of the hill and slide all the way down, straight into the river!

At this point in the game, none of these things actually has any real purpose, but it doesn't matter. We would buy the game just for this bit! It's little things like this that would go some way to explaining why we haven't got very far in the game despite having had the game for three whole days now. Oooops.

We haven't even started talking about the bits where Mario learns to bounce on the telephone wires, or where he uses Cedric to spin around the wire and shoot off in any direction. And then there's the wall-jumping, surfing, bosses and a little dragon named Yoshi. Honestly, where are our manners? Now do you see why we're not reviewing it properly 'til next issue?



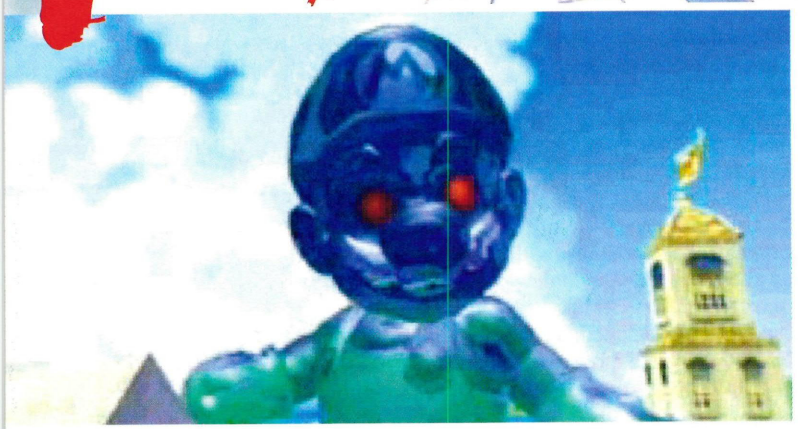
THE SOURCE OF ALL EVIL

BUT WHO IS BEHIND THE MAZZA MASK?

As you can see from the screenshots, a transparent-blue version of Mario turns up from time to time. This is the guy who is responsible for all the hassle but he is not what he seems. The Mario-esque exterior is just a disguise designed to shift all the blame squarely on the real Mario's shoulders. In any other world, the fact that Evil Mario is completely blue would probably give the game away, but the locals are a little on the thick side to say the least!

Every now and then you'll come across a red squiggle on a wall – there should be at least one per level and these are Evil Mario's signatures. You'll need to find them all to progress in the game.

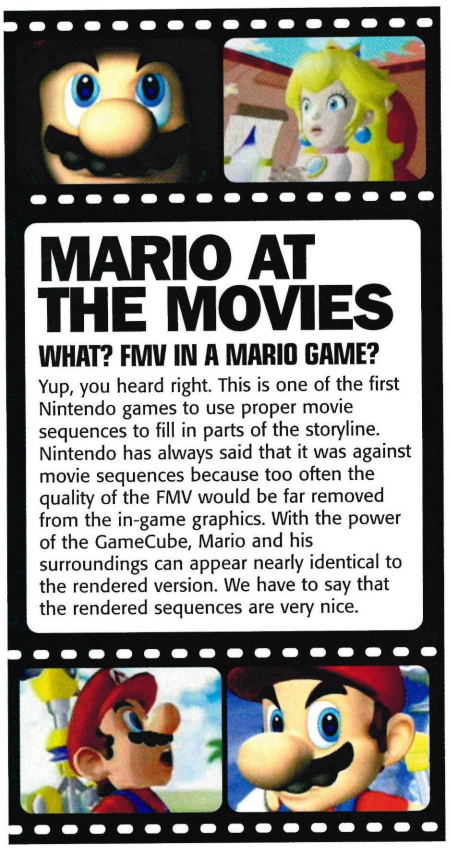
100 golden coins still gets you the 1-Up, so don't miss them out.



CONTINUED

Okay, so maybe we got a little bit carried away with the sliding thing, but before you go off and look at all the lovely pictures (whadaya mean you've done that already?!) we'll tell you a little bit more about the character line-up. First of all you have Mario. Donning a short-sleeved shirt (calm down ladies), he is obviously trying to impress. Princess Peach is along for the ride complete with long dress (it's summer for crying out loud) and brolly. She'll be in the arms of the enemy before too long, so you won't be seeing much of her. Kinoji (Japanese name) is Peach's Toad butler. We never knew that Toads could grow hair, but Kinoji has succeeded in growing a luxuriant handlebar moustache. There are plenty of other Toad kids about designed to get in your way, but Kinoji will keep them in order. Then there's Yoshi – and guess what? He's hungry! The last of the friendly characters are the locals. Each area has its own locals (as far as we can see) but the seaside village locals are the most charismatic. The main enemy comes in the form of Evil Mario who is responsible for giving Mario a bad name.

Enough talk already. Look at the pictures, read up on all the new aspects of the game that we've found (we've tried to show you the new stuff without spoiling it) and prepare yourself for the second part of our *Super Mario Sunshine* coverage in CUBE issue 10.

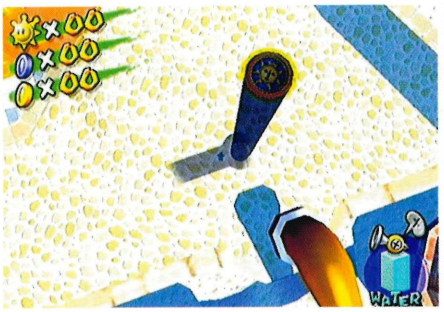


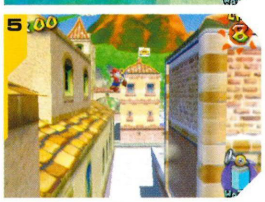
MARIO AT THE MOVIES

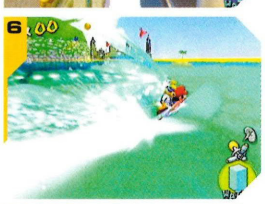
WHAT? FMV IN A MARIO GAME?

Yup, you heard right. This is one of the first Nintendo games to use proper movie sequences to fill in parts of the storyline. Nintendo has always said that it was against movie sequences because too often the quality of the FMV would be far removed from the in-game graphics. With the power of the GameCube, Mario and his surroundings can appear nearly identical to the rendered version. We have to say that the rendered sequences are very nice.

"EVIL MARIO LEAVES 'M-WARPS' LIKE GRAFFITI TAGS LYING AROUND, WHICH MARIO CAN USE TO TRAVEL BETWEEN WORLDS"







THE MAN WITH THE MOVES

A WHOLE HOST OF AMAZING NEW MOVES

1. STANDARD SQUIRTING

As soon as you get hold of the water cannon hold down the R button for a steady stream of water. The further you push the button, the more intense the stream will be. You can use the C-Stick to aim the nozzle of the cannon, while the main analogue stick allows Mario to strafe. With the weapon in this mode, Mario can fill enemies with water and send windmill sails spinning.

2. BOOSTER MODE

Tapping the X button allows you to switch to the secondary mode, which diverts the water to a set of twin boosters. Two jets of water shoot out from the base of the device, propelling Mario into the air. Your height and speed of ascension is controlled via the R button and your direction is controlled with the main analogue stick. Takes just a couple of goes to get the knack of it!

3. CATAPULT SPIN

Another of Mario's new moves is the Catapult Spin. In standard mode the nozzle pokes up over the plumber's head and the nozzle can hook onto telephone wires. If he gets enough speed up, Mario can use his momentum to hook onto the wire and spin around it, thus propelling him further.

4. RISING SPIN

Mario will quit often find himself in a tight spot, and when surrounded by enemies there's no better move than the Rising Spin. Mario shoots up into the air while squirting water from the cannon. This results in Mario escaping while hitting anything around him. Quality!

5. WALL-JUMPING

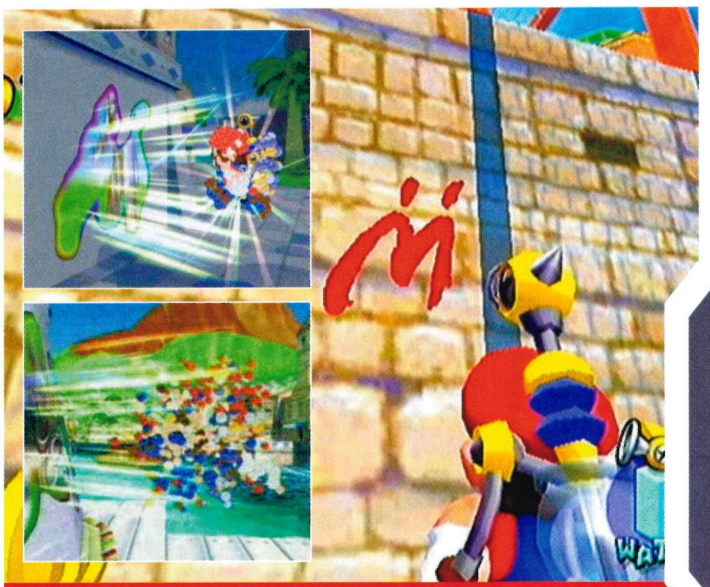
Yeah, we know that it's an old move, but it's still really smart. Mario can jump against a wall and kick off of it, propelling himself in the opposite direction. When between two walls Mario can use this move as many times as necessary in order to get higher. Many games try to use this move but Mario games do it best.

6. FAN BLADE

Later on in the game you can find more upgrades for your cannon. The Fan Blades allow you to skate across the surface of the water, thus providing a much quicker alternative to swimming. If you're on land the jet of air and water will blast anything behind you to kingdom come!

7. WATER LAUNCHER

As we mentioned earlier, it's all hunky-dory using the booster to get up to the higher platforms, but the water launcher allows you to shoot 20 metres into the air in the blink of an eye. A burst of water gets released from the over-sized nozzle, launching you up, up and away.



DO THE TIME WARP

THE MYSTERY OF LEVEL SKIPPING IS REVEALED

We've already mentioned the fact that Evil Mario leaves his signature tagged on walls like a teenage hooligan, but what exactly is it there for? Well it's quite simply really – it's a warp mechanism that allows Evil Mario to travel between worlds. Upon activating it, the 'M-Warp' will open allowing you to see what's on the other side. Then Mario will dematerialise, get sucked though and materialise on the other side.

You wanna pizza me, short stuff? No, thought not, ya little loser...

CUBE THINKS...

FIRST IMPRESSION

■ Oh come on... do you really need us to tell you what we think? OK, well *Super Mario Sunshine* is definitely a Star Game but we haven't played it anywhere near enough to give it an accurate score. Is it long enough? Will we still be playing it next month? Is there any real innovation in the later levels or is it just a case of adding levels because people moaned that it had better not be too short? Time will tell and you can find out for sure in issue 10. CUBE

CUBE WORLD EXCLUSIVE

BIOHAZ

CUBE INFORMATION

BIOHAZARD ZERO	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SURVIVAL HORROR
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

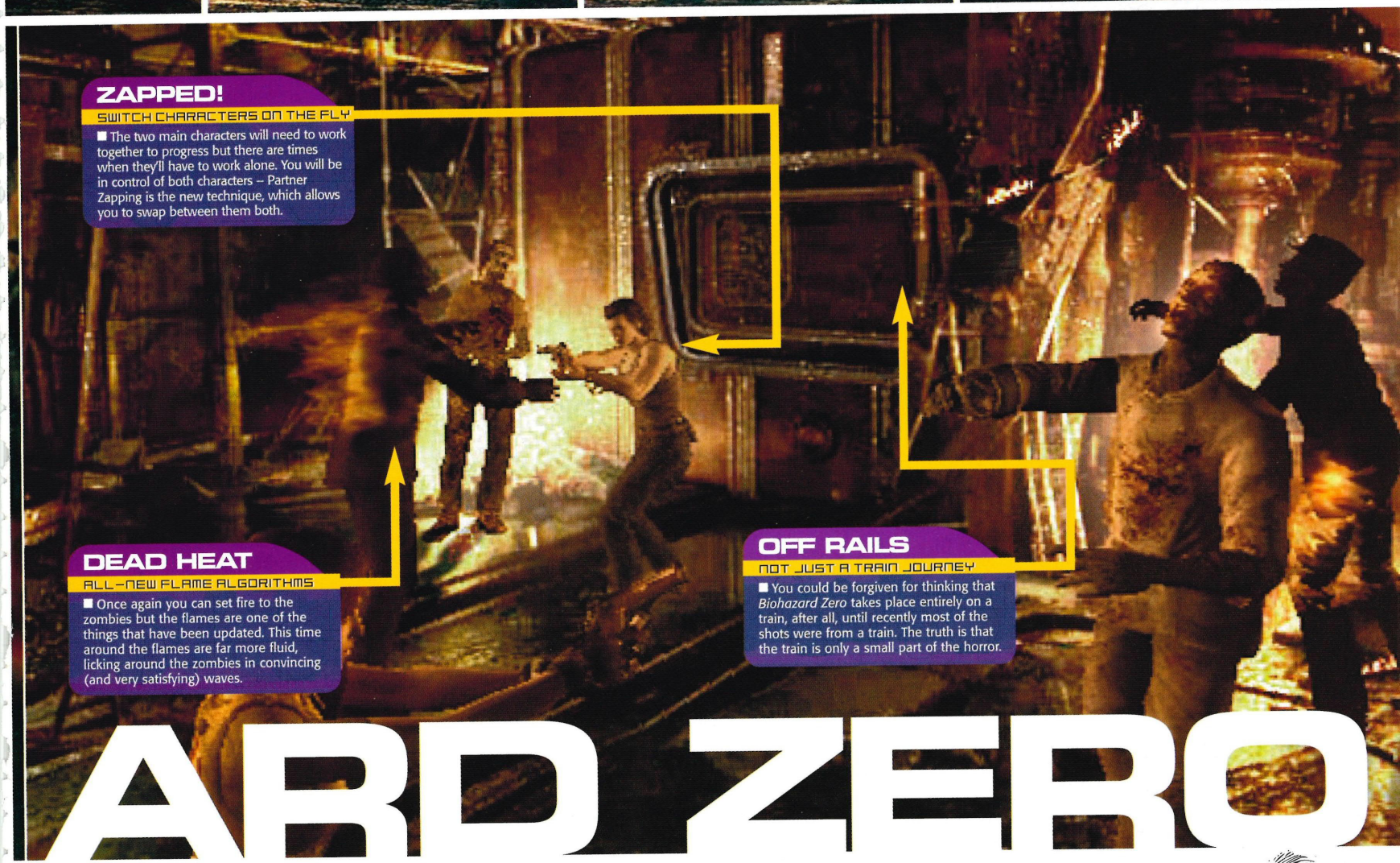
RELEASE DATES

TBA SEPT '02 OCT '02

The prequel to the greatest survival horror of all time is nearly upon us... tickets please!

THE N64 HAD a tough old life as far as third-party development was concerned. It wasn't until late on in the machine's lifecycle that companies started to jump on board, and that was only because they wanted to stay in Nintendo's good books. Capcom was one of those companies. A major backer in the SNES days, Capcom decide to back the PSOne in favour of Nintendo's machine, but then the situation changed. As soon as the GBA was announced, and as soon as Nintendo told Capcom that their new home console would not be cartridge-based, Capcom became interested. Capcom only ever worked on three titles for the N64; *Mickey's Magical Tetris, Biohazard 2* (developed by Angel Studios) and *Biohazard Zero*, but it was enough to keep Nintendo sweet. *Biohazard Zero* was never released of course, and the project (despite being

"IT'S HARD TO IMAGINE BIOHAZARD BEING IMPROVED UPON (GRAPHICALLY AT LEAST), BUT THE TEAM HAS SOMEHOW MANAGED TO DO IT"



ZAPPED!

SWITCH CHARACTERS ON THE FLY

■ The two main characters will need to work together to progress but there are times when they'll have to work alone. You will be in control of both characters – Partner Zapping is the new technique, which allows you to swap between them both.

DEAD HEAT

ALL-NEW FLAME ALGORITHMS

■ Once again you can set fire to the zombies but the flames are one of the things that have been updated. This time around the flames are far more fluid, licking around the zombies in convincing (and very satisfying) waves.

OFF RAILS

NOT JUST A TRAIN JOURNEY

■ You could be forgiven for thinking that *Biohazard Zero* takes place entirely on a train, after all, until recently most of the shots were from a train. The truth is that the train is only a small part of the horror.

ABD ZERO

very nearly complete) was put on hold. Rumour had it that a GameCube version of the game would turn up behind closed doors at E3 2001 but sadly it wasn't to be. We would have to wait another four months to hear any more. The day before the GameCube hit Japanese shelves (13 Sept), Capcom announced that the entire Biohazard series would be brought out exclusively on Nintendo's new machine – this would include *Biohazard 4* and *Biohazard Zero.* Still we had to wait though, and we didn't actually get to see anything from *Zero* until E3 2002.

The *Biohazard* remake was headed up by Mikami-san but *Biohazard Zero* is under Tetsuya Minami's (*Ghosts & Goblins*) watchful gaze, after all, he was the man who looked after the N64 project. A tremendous amount of work has already been done by Mikami-san's team for the remake engine – *Zero* will use this engine, freeing up the team so that they can concentrate on improving upon the gorgeous remake. Yes, we know; it's hard to imagine *Biohazard* being improved upon (graphically at least) but the team has managed to do it.

PREVIOUS

FROM THE MAKERS OF...

GHOSTS & GOBLINS

■ On GBC, NES, ST, C-64 and Amiga, originally by Minami-san. Side-scrolling platformer that inspired many later videogames.

TOTALGAMES.NET RATING: N/A

OUT WITH THE OLD...

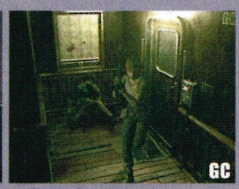
Having played both the N64 version and the GameCube version, we're in a perfect position to show you exactly what has changed in the past two years. We can also use the N64 to reveal some of the secrets that Capcom has hoped people will have forgotten about.

CARPET BURNS

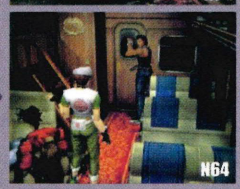
CAN YOU TELL WHAT IT IS YET?

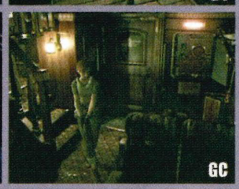
For the most part the game has remained unchanged – as we have already said, the maps and puzzles are near identical. It's really only the graphics that have changed, updated for the next-gen gaming audience. Here are some examples:

As you can see, the layout of the corridor is identical, however there have been several aesthetic changes. The carpet has been removed, with floorboards being used in its place. A blind has been placed on the wall to cover the window and the lock mechanism for the door has been switched so that it's now on the far side. Why? Erm, maybe they got bored...

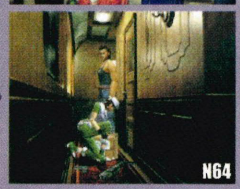


It's amazing how much difference a bit of soft lighting can make to the atmosphere of the game. The décor of the train has been completely changed in this carriage. Whereas the old shots suggested a modern train, the new version has old-fashioned carpets and seats more reminiscent of the glory days of steam.



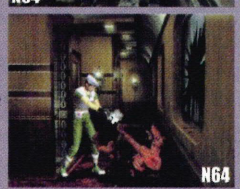


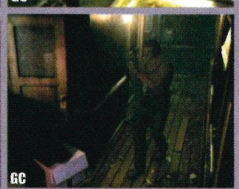
The N64 shot shows Rebecca picking up a load of weapons that had been dropped earlier. Because of the way in which the system works you can drop eight items all in one place. With the N64 version, the dropped items looked a little weird, resembling floating objects, but the items in the GameCube version blend in with their surroundings, like the way they'd be visible in real-life.



Again, the lighting is far more realistic but the 2D backdrops now include an ambient visual feast of moving pots and pans, rippling water and reflective metal. None of this really comes across in a still screenshot but when you see it moving, it's a totally different world that feels very compelling and immersive.

Billy walks warily past the window. Shards of broken glass cover the floor, but he need not worry as Rebecca has already dealt with this situation. About ten minutes ago, Rebecca passed through here and in classic *Biohazard* style, a zombie dog came crashing through the window in search of some zombie-snacks.

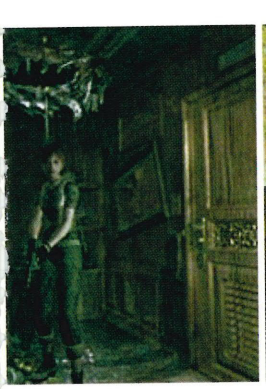




COMMENT *Biohazard Zero* was very nearly complete on the N64, and as such the game has been changed very little for its GameCube transition. The storyline, puzzles and maps are all identical – in fact, the game is exactly the same bar the completely redrawn graphics. The aim of the storyline is to show you how the entire Umbrella Corporation situation started, thus giving you an insight into what happened before the very first *Biohazard* and hopefully answering some of the questions that you may have had. How did Rebecca end up being in the Mansion? How come she survived when other mini-gun laden soldiers couldn't? *BZ* will explain it all.

Capcom still isn't releasing the full story on *BZ* but we do know the rough outline. In July 1998 a series of murders occurs in the outskirts of Racoon City. People are reportedly being eaten by a strange creature (hmmm... sounds familiar) and

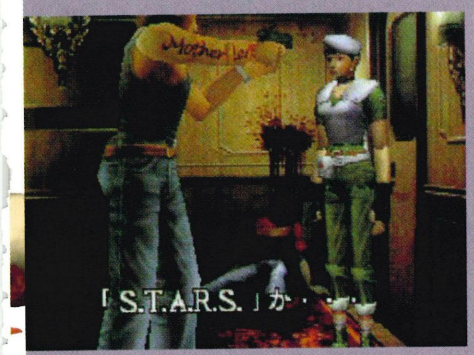
"THE MAPS AND PUZZLES ARE NEAR-IDENTICAL TO THE ORIGINAL N64 VERSION. IT'S ONLY THE GRAPHICS THAT HAVE CHANGED"



REBECCA CHAMBERS

THE YOUNG MEDIC HIRES A FASHION CONSULTANT

Rebecca has changed considerably since her N64 appearance. She had to really – seeing as *Biohazard Zero* flows straight into *Biohazard* remake, Becky had to appear identical in both versions. The N64 version of Rebecca has been cast aside, and a good job too. A jade-green combat suit with a dodgy grey beret may have been 'in' a couple of years ago, but we can honestly say that it does nothing for us now. She still sports the little medical pouch and the medic logo on the back of her shirt, but as Minami-san revealed last issue, her role in the game will be far more aggressive than it was in the remake.

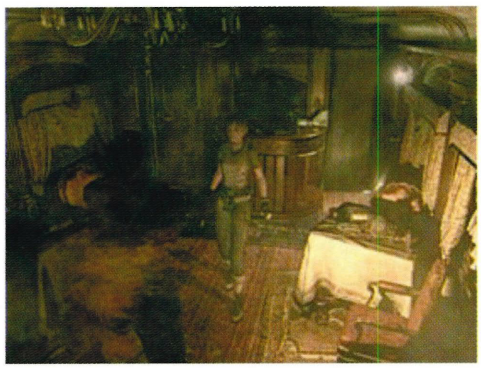


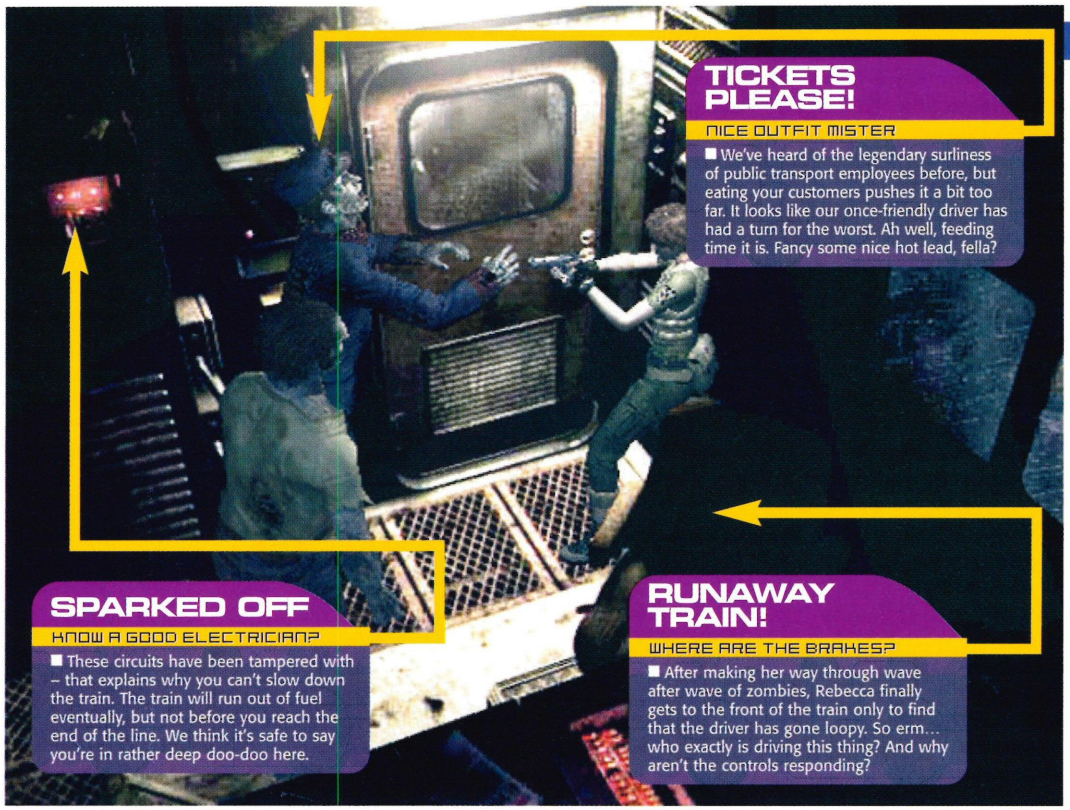
BILLY COWEN

MUMMY'S BOY GETS TONED UP

One of the new screenshots of Billy shows him sporting a tattoo all the way down his right arm. You can't really make out what it says but if you go back to the N64 version you can quite clearly make out the word 'Mother.' Something else that you can see is Rebecca being held at gunpoint. It's pretty obvious that the two characters don't start off on the best of terms.

the S.T.A.R.S. Bravo team are sent in to deal with the situation, but after experiencing mechanical problems their helicopter crashes. Most of them escape unharmed but in the process they come across an overturned truck filled with brutally murdered Naval officers. Captain Billy Cowen was supposed to be on that truck, but he has gone missing. Planted evidence leads to Billy being a prime suspect for the accident. This is where the story goes a little blurry. Rebecca Chambers is part of the team that goes in search of Billy but somehow both of them end up on a train. The zombies eventually get to the driver and the train eventually crashes at which point the action switches back to the standard Biohazard formula. In the versions that we have played Billy has handcuffs dangling from one arm, so we can only assume that the search party catches up with him before everything goes wrong. The entire search party with the exception of young Rebecca gets wiped out and Billy manages to free himself. The fact that Billy is on the loose is the least of Rebecca's worries though, and the two will have to work together if they are to stand a chance in this mobile hell-hole.

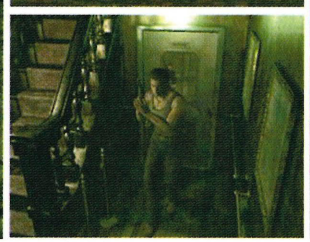




CONTINUED

Biohazard Zero is the first game in the series to really move things forward in terms of innovation. How many times have you had to trek back through Hunter-infested corridors just to get an item that you hoped you wouldn't need? How many times have you had to leave an item where it was because your inventory was full? Why oh why couldn't you just drop something that you didn't want!? It seems like a logical change to make but it has taken four games to make it. With *BZ* there are no storage chests. Your inventory is still limited but if you run out of pockets you can simply drop an item. You are allowed to do this at any time and if you need them you can just come back. It makes the game a little more tactical – in fact the whole game has a tactical edge to it. When you first board the train you have very little ammo. There are zombies everywhere (some carriages have four or five zombies in them) and if you start trying to ground them all you'll be out of ammo within minutes. Then there's always the chance that if you finish a zombie off it will return as a crimson version and that's definitely something that you want to avoid.

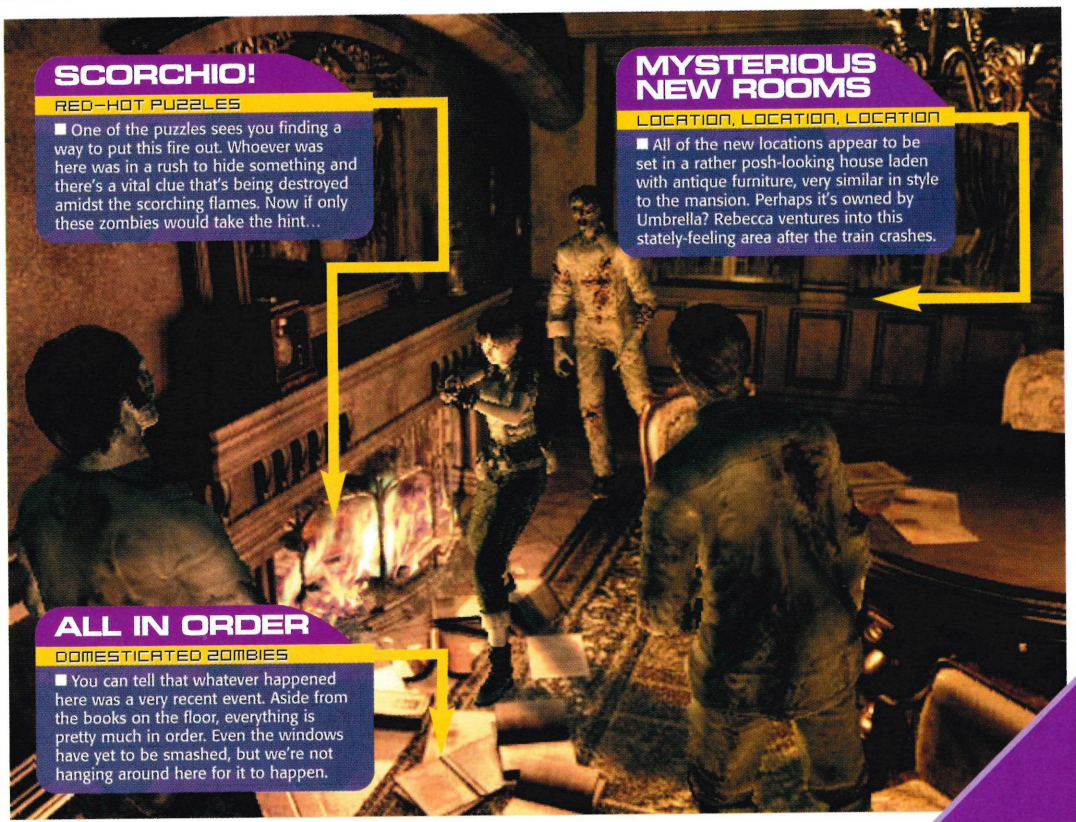
Another new addition to the series is the Partner Zapping system. You actually get to control both Rebecca and Billy at the same

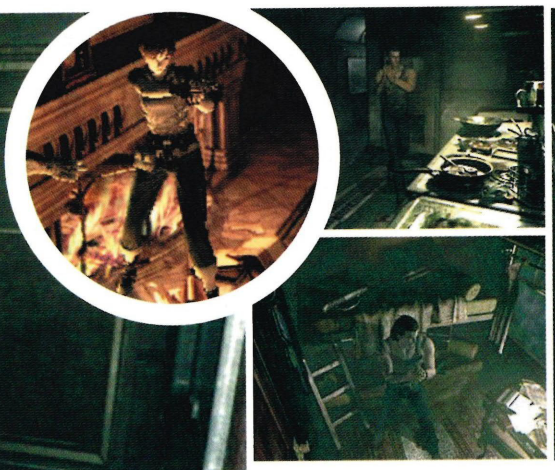


"THERE ARE NO STORAGE CHESTS IN BIOHAZARD ZERO – IF YOU RUN OUT OF POCKETS YOU CAN SIMPLY DROP AN ITEM"

time... well, sort of. There are many little niggles that still need to be ironed out but at the moment this is how it works:

At all times you will be in complete control of one character, but as with games like *Secret Of Mana* (SNES), you can dictate how the other character reacts to hostile situations. You can select how aggressive the computer character will be and which weapon they will use. This means that you can make that character attack like crazy with their most powerful weapon or, if they're low on health, you can make them stand back while you front the massacre. But what if the other character runs out of ammo while they are in attack mode? In this situation the character will simply stop firing. The computer will not make them equip the next most powerful weapon – you will have to Partner Zap momentarily (simply by pressing a button) and set that character up with another weapon. It's not all about switching characters though and sometimes you will have to find your partner in order to help them. If Billy becomes surrounded he may have to radio Rebecca and ask for assistance. In this situation you will get a screen-in-screen view of what Billy is up to. Remember that if Billy dies it's game over, so it's in your interests to help him as soon as you possible can.





IN THE CUBE WITH...

TATSUYA MINAMI

NAME: TATSUYA MINAMI
POSITION: PRODUCER, BZ
COMPANY: CAPCOM

CUBE: How did you get into the videogames industry to start with?
TM: I studied Design at college and after graduation applied to Capcom to work as designer.

CUBE: What titles have you worked on in the past?
TM: *Ghouls & Ghosts* plus the *Gun Survivor* series.

CUBE: What did you want to be when you were younger?
TM: A Baseball player.

CUBE: What are your Top 3 videogames of all time?
TM: *Xevious, Mario* and *Zelda*.

CUBE: What is your favourite food?
TM: Sushi.

CUBE: If you could work with any games designer in the world who would it be and what sort of game would you like to make?
TM: I can't single out one specific designer, but I would like to create an action game.

CUBE: The *Biohazard* series has slowly changed from being a psychological horror to more of an action/adventure game. What sort of game are you trying to achieve with *Biohazard 0*?
TM: I would like to create something close to the original style of horror found in the original title.

CUBE: Apart from graphically, what else has changed in the game since the N64 version?
TM: We have improved the control system, but the graphics are obviously the most improved aspect.

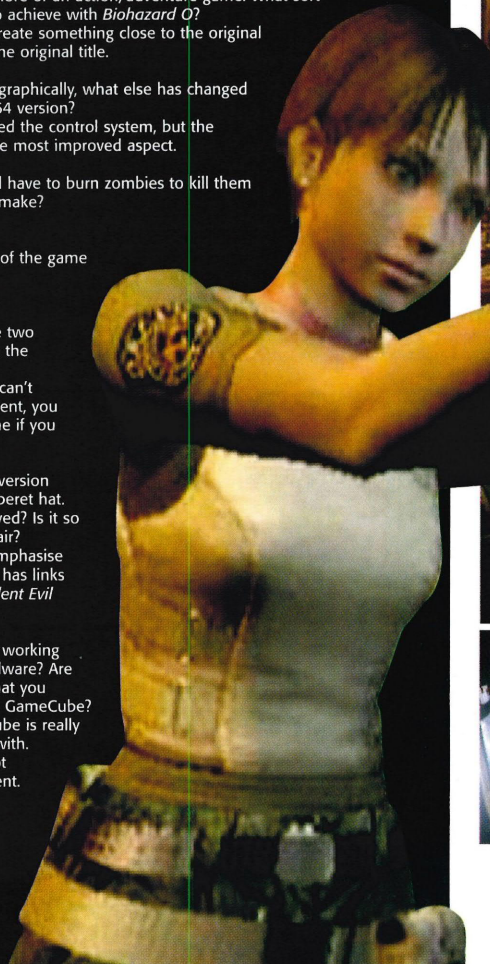
CUBE: Will you still have to burn zombies to kill them as with the *Biohazard* remake?
TM: No comment.

CUBE: How much of the game takes place on the train?
TM: Roughly 20%

CUBE: Why are the two characters on the train in the first place?
TM: I am sorry, but I can't disclose that at the moment, you will have to play the game if you want to find out! ;o)

CUBE: In the N64 version Rebecca used to have a beret hat. Why has this been removed? Is it so that you can show her hair?
TM: We wanted to emphasise the fact that this product has links with the remake of *Resident Evil* on GameCube.

CUBE: Do you like working with the GameCube hardware? Are there any other games that you would like to develop on GameCube?
TM: Yes, the GameCube is really good hardware to work with. As for other titles I cannot discuss that at the moment.



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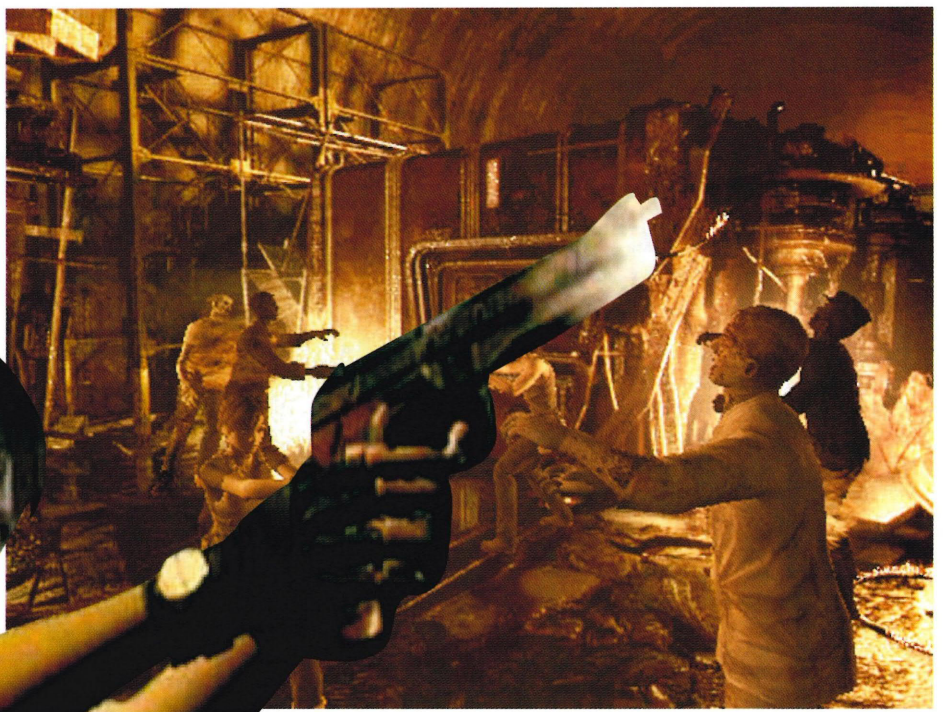
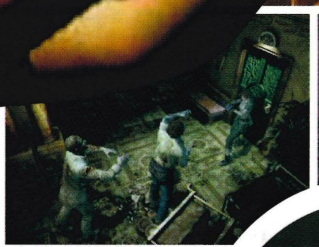
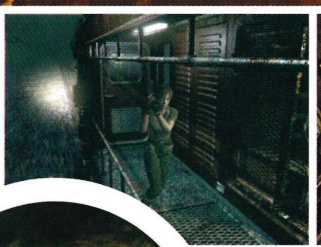
Capcom spent a lot of time developing the original *Biohazard* engine and it makes perfect sense that *BZ* should use the same engine. Minami-san's team has been able to make further improvements to the graphics by way of improved animation and special effects. Most notable is the fact there is a lot more movement in the scenery. You would expect things to be moving about on a speeding train and the team has done its best to recreate the feeling of being on the move. Items roll around on desks and pots bob up and down in sinks full of water. Water also streams down the train windows because it's absolutely tipping it down outside. Passing lights flash through the window create shadows and if you go outside, FMV is streamed in the background a la *Final Fantasy*. FMV is also being used to illustrate certain cut-scenes like the giant scorpion boss, which is shown elsewhere in this In-Depth. Brand-new flame effects give an impression of liquid fire, a very satisfying effect when it's engulfing a particularly annoying zombie. In short, *BZ* looks even better than the remake.

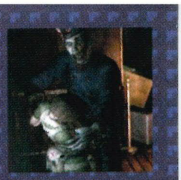
From what we have seen and played so far *Biohazard Zero* is going to be amazing. It's difficult to say at this point whether or not the new Partner Zapping ability will be a welcome addition – it could all go wrong if the other character starts getting stuck everywhere but we doubt that will happen. If you're not into the *Biohazard* series then *BZ* is unlikely to sway you, but for fans of the series this will be a must-have title. CUBE

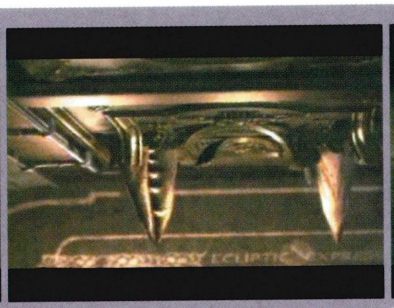






"NEW FLAME EFFECTS GIVE AN IMPRESSION OF LIQUID FIRE, A SATISFYING EFFECT WHEN IT'S ENGULFING PARTICULARLY ANNOYING ZOMBIES"





NIPPED IN THE BUD

THE BOSS WITH THE STING IN ITS TAIL

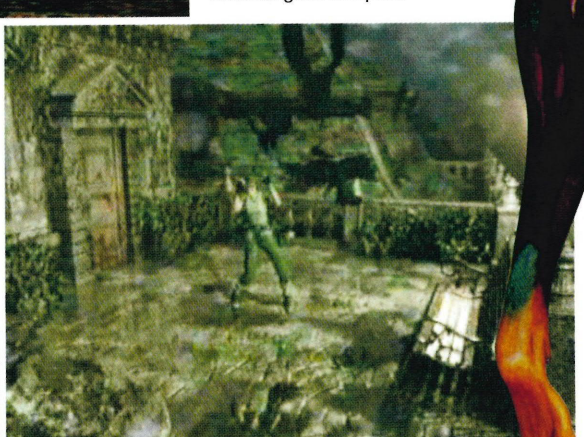
The *Biohazard* remake used updated FMV scenes but *BZ* has all-new FMV sequences to make you drool. The first that we've seen comes in the form of the introduction to the train section boss. As Rebecca and Billy enter one of the carriages, they hear a loud thud and a screech coming from outside. One of the chandeliers falls to the ground before a huge claw slashes through the roof like it's paper. Then another claw comes through before the mutant scorpion finally crashes down into the room. Aside from the obvious dangers (the claws and the sting) the sickening beast can also spit poison at you. The scorpion is covered in a tough, armour casing so you'll need either a shotgun or a grenade launcher to stand a chance.

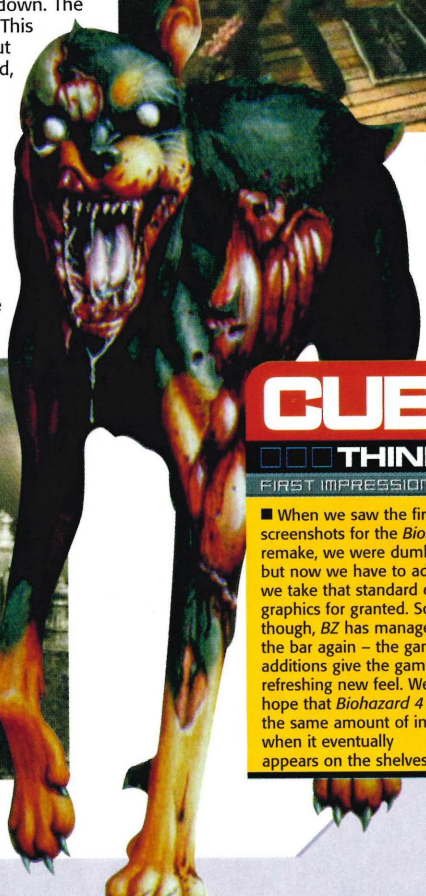
IT'S A DOG'S LIFE

OLD FAVOURITES RETURN WITH A FEW LITTLE SURPRISES

If you're a fan of the *Biohazard* series, then you'll be familiar with most of the enemies in *BZ*. The dogs make a return, as do the crows. The problem with the dogs is that they tend to attack you in the narrowest of corners, so you have no choice but to shoot them down. The dogs also come in a crimson form. This has yet to be officially confirmed but we have seen evidence of bright red, skinless dogs. Whether they run around at double the speed is anyone's guess though.

The zombies make an obvious return but this time they come in many different uniforms. On the train you have ticket inspectors, engineers and the general public. Then there are the surprises – at least two new types of zombie will make an appearance as well as the hideous giant scorpion.

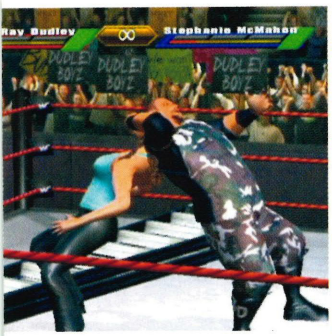


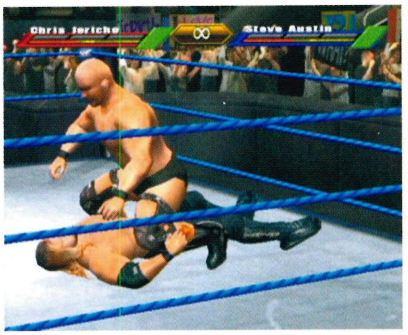


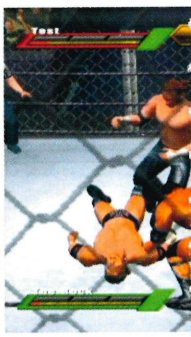
CUBE THINKS...

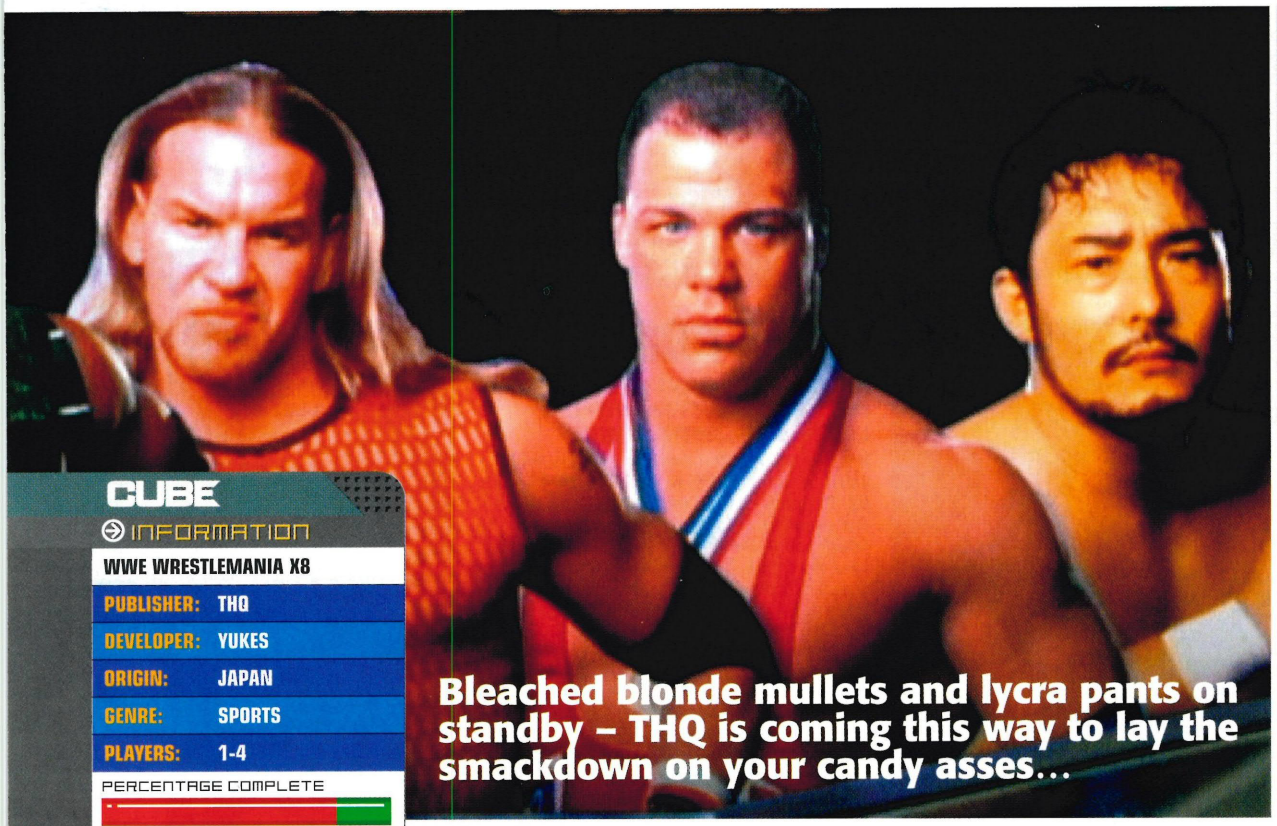
FIRST IMPRESSION

■ When we saw the first screenshots for the *Biohazard* remake, we were dumbstruck, but now we have to admit that we take that standard of graphics for granted. Somehow though, *BZ* has managed to raise the bar again – the gameplay additions give the game a refreshing new feel. We can only hope that *Biohazard 4* features the same amount of innovation when it eventually appears on the shelves. CUBE









CUBE INFORMATION

WWE WRESTLEMANIA X8	
PUBLISHER:	THQ
DEVELOPER:	YUKES
ORIGIN:	JAPAN
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES

NOV '02	TBA	OUT NOW

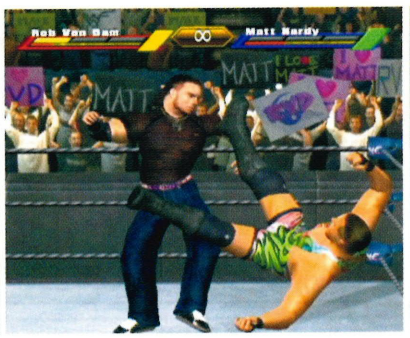
Bleached blonde mullets and lycra pants on standby – THQ is coming this way to lay the smackdown on your candy asses...

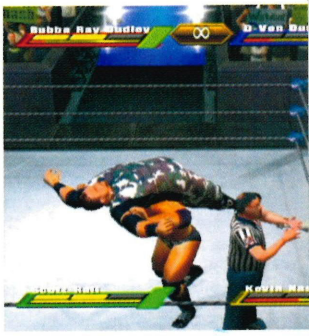
WWE WREST

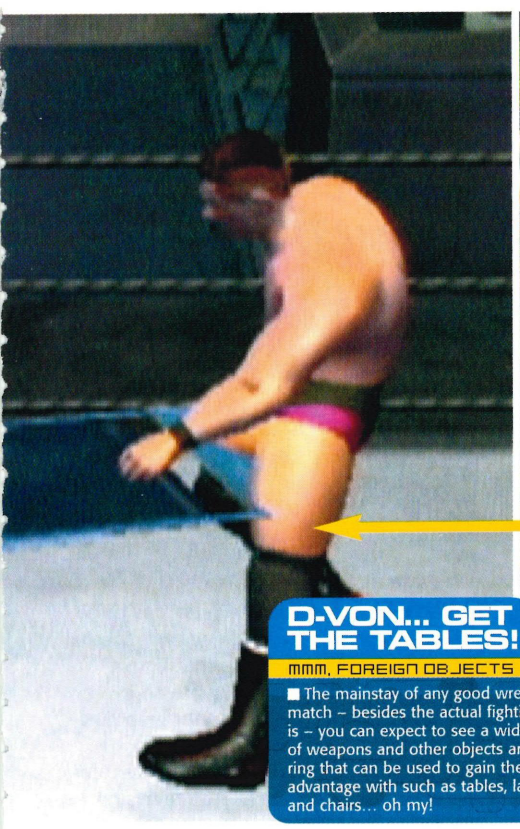
HANDS UP THOSE of you who like wrestling? While a lot of you are probably scowling heavily at the thought of watching grown men slap each other around in a less-than-painful way, we'll wager that there are a fair few of you out there with your hands raised in the air. Now, we're not going to start going into the logistics of why you actually tune into the WWE whenever it's on Sky TV (heck, we've got a wrestling fan on the CUBE team and we can't even get a straight reason out of him) but the fact remains that if you like wrestling and like videogames, you're probably going to love a wrestling videogame... goes without saying really, doesn't it? Luckily, THQ has felt your pain at not having a decent wrestling game to play on your Nintendo console since *WWF No Mercy* back in 2000 and has come up with a solution. The name of that solution? *WWE Wrestlemania X8*...

Now, seeing as how we at CUBE broke the news of *Wrestlemania X8*'s announcement for the GameCube only

"THAT X8 IS ON THE SHELVES IN THE US RIGHT NOW IS A SURPRISE – GAMES USUALLY TAKE AT LEAST TWICE THAT LONG IN DEVELOPMENT"







IT'S THE REAL DEAL

YOU SURE LOOK PRETTY...

■ The actual wrestlers themselves look better than they ever have, with realistic skin and hair textures that bring them close to their real-life counterparts. Combine this with the spot-on ring entrances and it's like watching the wrestling on the telly... well, almost.

D-VON... GET THE TABLES!

MMM, FOREIGN OBJECTS

■ The mainstay of any good wrestling match – besides the actual fighting, that is – you can expect to see a wide range of weapons and other objects around the ring that can be used to gain the advantage with such as tables, ladders and chairs... oh my!

LEMANIA X8

six months ago in issue 3, the fact that the game is on the shelves in the US right now comes as quite a surprise – after all, games usually take at least twice that long in development before they make it onto the market. However, it's clear that THQ means business with *Wrestlemania X8* and having switched development teams from Aki (the firm responsible for all of THQ's previous N64 wrestling successes such as *No Mercy*, *Wrestlemania 2000* and *WCW/NWO Revenge*) to Yukes (who created the now infamous *Smackdown!* series on the PSone and PlayStation2), THQ has come up with what it hopes is the ultimate wrestling game for the GameCube. Much of the stuff that fans clamour for when a wrestling game comes out is present and correct in *Wrestlemania X8* – from a whopping roster of top-notch superstars and impressive graphics to a long list of game modes and match styles, there isn't much about the game that fans and gamers alike will be able to complain about. However, *Smackdown! 4* on the PlayStation 2 and *WWE Raw* on the Xbox are both due out around the same time as *Wrestlemania X8* (this coming winter), it looks like wrestling fans are going to have more games to deal with than they can get their hands on. Could *Wrestlemania X8* emerge as the champion, or will it be tossed out of the ring? Well, that depends on how you like your wrestling games...

RINGSIDE ACTION

A BIT OF CROWD CONTROL

■ While the crowd are still a little bit on the 'cardboard cut-out' side, at least there are enough of them to give the effect of a really excited audience. The signs that they hold up even adapt to which wrestlers are currently duking it out in the ring... a nice effect.

PREVIOUS

FROM THE MAKERS OF...

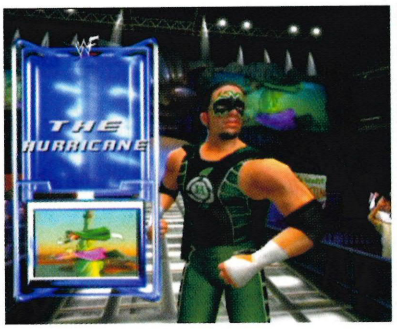
SMACKDOWN! JUST BRING IT!

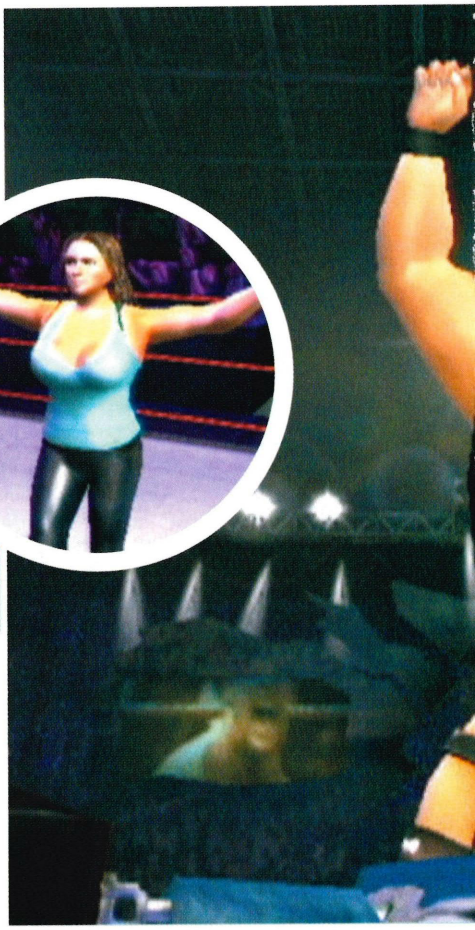
■ The game that took the PS2 by storm and stayed at the top of the charts for more weeks than Bryan Adams...

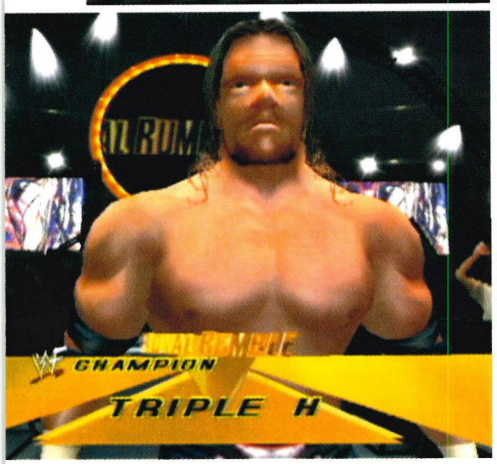
TOTALGAMES.NET RATING: N/A

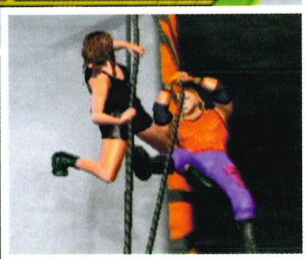
OH, WHAT AN ATMOSPHERE

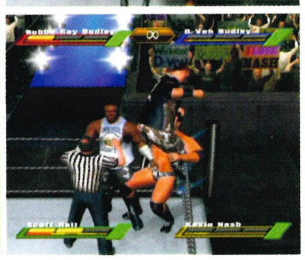
Obviously, the reasons why people watch wrestling vary depend on who you talk to but mostly, it's all about the atmosphere – the roar of the crowd, the pyro effects, pumping music and most of all, the storylines that can draw in a wrestling fan much as mid-afternoon soap operas captivate the attentions of housewives across the nation. Thankfully, while *Wrestlemania X8* does neglect a few of the key elements of wrestling's appeal (mostly in the storyline and crowd interaction areas), much of the overall atmosphere remains. For example, each of the 42 wrestlers available – six of which are secret characters to unlock as you play through the game – has their own specific and accurate ring entrance complete with Titantron video, music and characteristic mannerisms that relate almost perfectly to people they represent, as well as their own signature moves and taunts that can be used at various points throughout each match. Naturally, all of the wrestlers on offer are suitably popular from mainstay superstars such as The Rock, Triple H and Stone Cold 'not working for the *WWE* any more' Steve Austin to more recent fan favourites like The Hurricane, Hollywood Hulk Hogan and Scott 'also not working for the *WWE* any more' Hall. Sadly, there's no sign of the most current wrestlers like Eddie Guerrero or Brock Lesnar… but there's always the handy Create-A-Wrestler mode if you're really desperate to play as them.









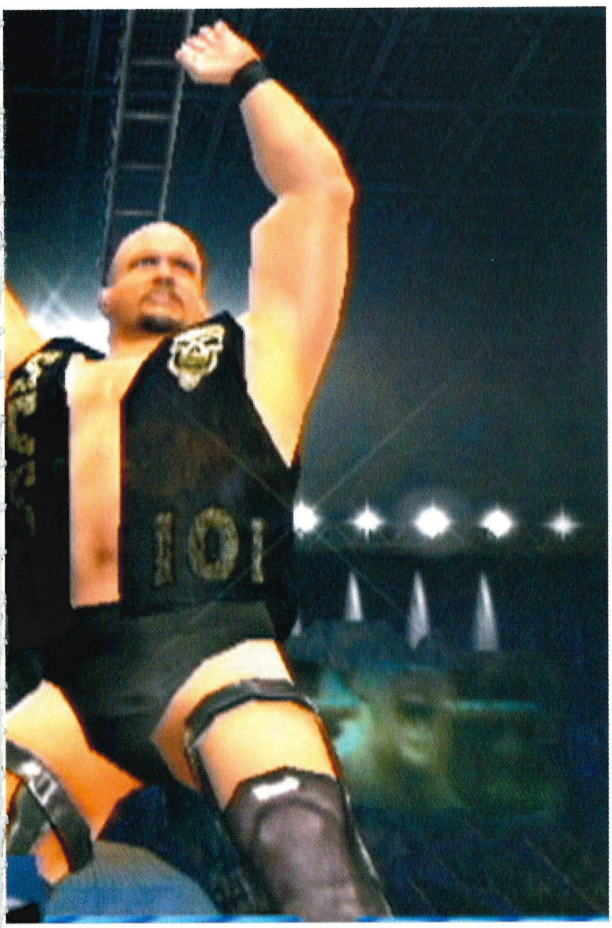


CONTINUED With THQ's track record on the N64, those of you who are eagerly anticipating *WWE Wrestlemania X8* might be expecting a game similar to *WWF No Mercy* or *WWF Wrestlemania 2000,* only on the GameCube. If that's the case, you might want to brace yourself for a bit of a shock… because that's not what you're getting. Instead, the Yukes development team have stuck strongly to the fast-paced arcade-style of the *Smackdown!* series, as opposed to the more methodical and strategic play from the N64 games – something that while being a sensible business move (after all, the *Smackdown!* games have sold by the bucket-load), might upset some of the more hardcore fans. On the plus side, it does mean that the action is fluid and moves at a frantic speed, with all the pace of a genuine *WWE* event. However, it also means that the number of moves available to each wrestler is cropped down and the matches often turn into a button-mashing fest rather than a battle of skill… but these are trade-offs that only the N64 crowd will be bothered about and fans of the *Smackdown!* franchise (of which there are many) won't even notice the omissions.

What they will notice though is not only the improved visuals and animation within the game, but also the introduction of a new reversal system that mirrors what was previously seen in Aki's N64 wrestling titles. While the grappling system of *Smackdown*! remains consistent (pulling off moves is simply a case of pushing a button and one of several directions on the Analogue Stick simultaneously), the new reversal feature brings the Trigger buttons into play as well. By pressing either the Left Trigger button for grappling moves or the Right Trigger button for strikes, a player can swing the momentum of the action in their favour by reversing the move coming their way. Naturally though, precise timing is required for such a move and missing it by even a beat will leave you wide open for all manner of punishing attacks – however, it's a skill you'll have to master if you want to come out of each match victorious.

As it stands at the moment, it's clear that *Wrestlemania X8* will be snapped up by the fans when it appears later this year simply because there hasn't been a wrestling game worth playing out in ages… particularly on a Nintendo console. With the current battle of console power going on right now between the GameCube, Xbox and PlayStation2, that's something that THQ can't rely on right now – instead, we're hoping that it concentrates on making *Wrestlemania X8* the very best wrestling game that it can be. CUBE

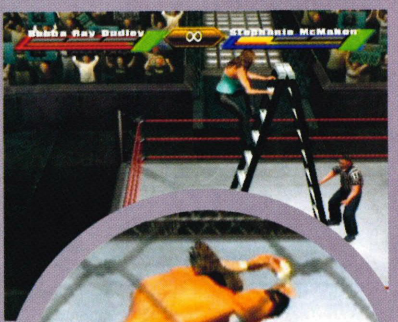
"THE ACTION IS FLUID AND MOVES AT A FRANTIC SPEED, WITH ALL THE PACE OF A GENUINE TELEVISED WWE EVENT"

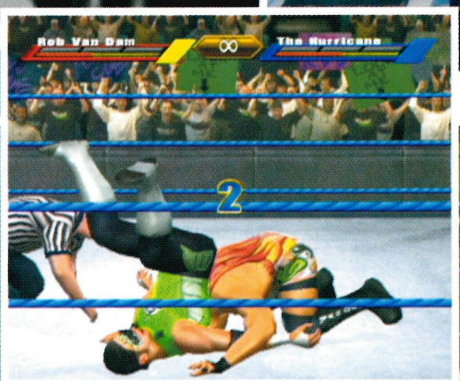


A MATCH FOR EVERY SEASON

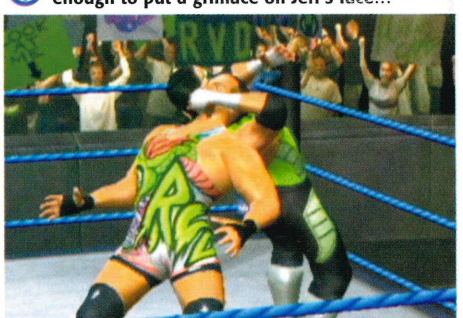
CAN YOU HANDLE TRIPLE THREAT?

What would a wrestling game be without a wide range of versatile matches to take part in? Absolutely nothing, that's what – which is why *Wrestlemania X8* has a healthy selection of match types on offer to satisfy even the more ardent wrestling fanatic. As well as the basic one-on-one and tag-team match-ups that are the core of wrestling, there's also the more diverse Triple Threat (three wrestlers, no allies) and Four-Way Dance (four wrestlers, obviously), as well as Handicap 2-on-1 and Battle Royal matches. Then you've got all those 'speciality' match styles that appear more and more during *WWE* TV programming; from Hardcore rules, Cage and Ironman fights to the especially gruelling Ladder, Tables, TLC (tables, ladders and chairs) and even Hell In The Cell matches, they're all here for you to experience in your very own living rooms without the chance of getting hurt much. Spoilt for choice? You will be...





The whiff of Regal's underarm odour was enough to put a grimace on Jeff's face...



CUBE THINKS...

FIRST IMPRESSION

■ Having played the US version of *Wrestlemania X8* solidly, we can't help but be rather disappointed with the fact that it doesn't feel like even half the game we expected it to be in terms of playability. Nevertheless though, we'll manfully persevere with it until the time comes for our complete PAL review to appear in a forthcoming issue of this very mag... CUBE

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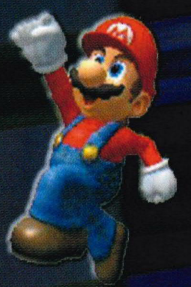

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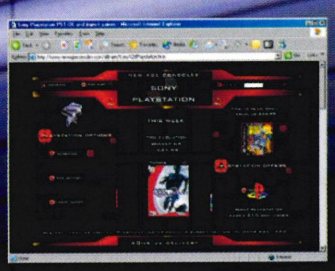
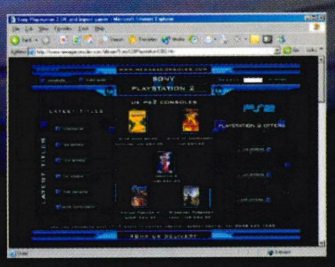
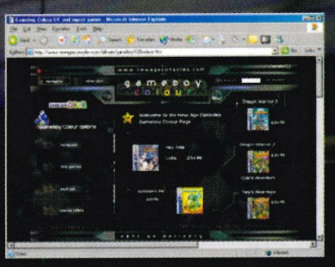

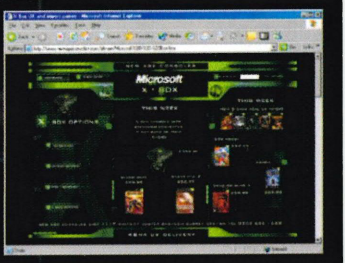
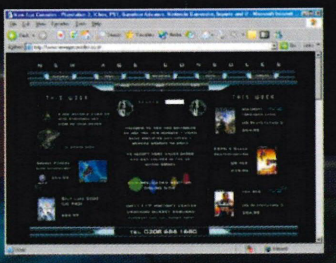
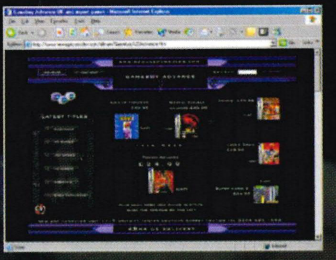

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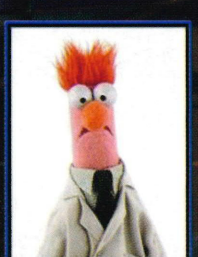

DONT BE A MUPPET !!

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CUBE REVIEWS

ISSUE NINE

EDITORIAL

YOU KNOW, IT takes a brave man to admit that he's wrong – something that happens oh-so-rarely within the might of **CUBE** Towers. However, now is the time to eat a massively helping of humble pie and confess: I was wrong. Yes, I was wrong to think that a game that's been in development for four years under the wing of Nintendo itself could be anything other than pure gold. I was wrong to think that Silicon Knights couldn't pull off what was clearly a very ambitious game. And most of all, I was wrong to think that *Eternal Darkness* would be nothing more than a cheap *Resident Evil* knock-off... oh, how wrong I was. I really don't know what came over me – after all, I've never said a bad word against Nintendo in the past, so why now? I hope the powers that be can forgive me...

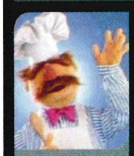
For now though, I might as well keep myself busy with *Super Mario Sunshine*... yes, we've got it. But why haven't we reviewed it this issue, you may ask? Simple; when we review what is certainly one of the biggest games for the GameCube, we want to do it properly and tell you EVERYTHING you need to know. That means we've got to actually play it *properly*, not skim through and give you impressions based on a few days-worth of play – we couldn't give you anything less. It'll be worth it though... you've just got to learn to have faith in us, eh?

MARTIN MATHERS

CUBISTS

It's time to play the music, it's time to dress up right, it's time to meet the Muppets that wrote this pile of sh...

SIMON PHILLIPS



GROUP EDITOR, CUBE

THE EVIL TWIN OF: Norman Cook
THIS MONTH: Simon learnt that rehabilitation for his painfully but 'inconclusively' hurt foot has never been so good – not only does it earn him sympathy with the ladies, but he convinces other people to get the beers in because of his 'condition'.

MARTIN MATHERS

GAMES EDITOR, CUBE

THE EVIL TWIN OF: Mr Creosote
THIS MONTH: Anyone with shares in McDonald's or KFC had better watch out – Mart's gone on a diet. Thanks to his new intake of salad, salad and... err, salad, the poor boy's wasting away into Simon-esque proportions...

CHANDRA NAIR

NEWS EDITOR, CUBE

THE EVIL TWIN OF: Craig David
THIS MONTH: With *Eternal Darkness* turning out to be the amazing game that most of us here thought it wouldn't be, Chandra has taken to walking around the office with an all-knowing 'I got it right' grin on his face. The smug git.

NICK TRENT

ART EDITOR, CUBE

THE EVIL TWIN OF: Mr Potato Head
THIS MONTH: Legions of 'Lovely' Steph's disappointed disciples will just have to buy our sister mag TOTAL ADVANCE this month. In the meantime, if you don't like the way the mag looks, complain to Cerberus, Mr Trent's colour-blind guide dog.

BYRON WILKINSON

STAFF WRITER, CUBE

THE EVIL TWIN OF: David Prowse
THIS MONTH: Byron's been finding it hard to fit into life on the CUBE team. He gets all his work done on time, doesn't try to verbally abuse anyone and turns down invites to free drinking sessions... what's wrong with him?

GARY ADAMS

STAFF WRITER, CUBE

THE EVIL TWIN OF: Mr Logic
THIS MONTH: Gary's social life (what there was of it, anyway) came to abrupt halt when he was given the one thing that all hardcore gamers fear – a SNES emulator and well over 100 games. He hasn't left the office since... weirdo.

MATT NAILON

SUB EDITOR, CUBE

THE EVIL TWIN OF: Jimmy Saville
THIS MONTH: With Cyra's sad departure last month, **CUBE** budgeted for new spellchecking software... but sadly, didn't get around to buying any. So, we had to be content with some shoeless, semi-literate tramp we found asleep in the loading bay.

DAWN ROBERTS

DESIGNER, CUBE

THE EVIL TWIN OF: Whoopi Goldberg
THIS MONTH: She might have just returned from her two-week holiday looking suitably brown and peeling, but Dawn's glad to be back in cloudy, windy, sunshine-less Bournemouth. No, really she is. Can't you see how happy she looks?

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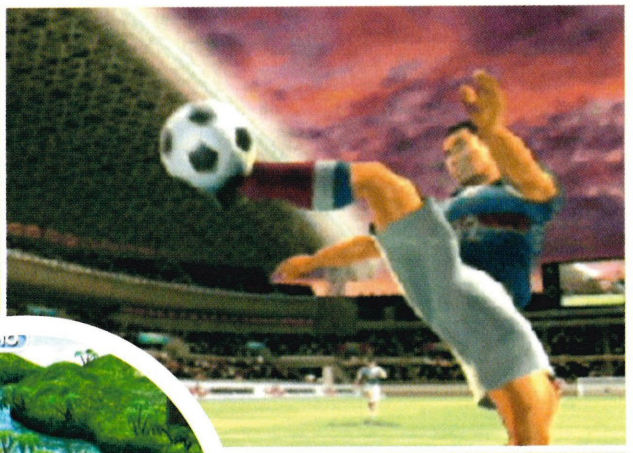

F1 2002

72 Fast cars, looping tracks and lots of pretty pit girls – yes, that's the exciting thrill of the Formula One circuit. Of course, the question here is: should you be watching for the lights or looking through the bin for your receipt?

ZOOCUBE

76 An innovative puzzler featuring all kinds of animals, an evil scientist and some bizarre experiments... are you sure no creatures were harmed by being 'cubed' in the making of this game? Quick – someone call the RSCPA!

REDCARD

78 Like soccer? Like violence? Then you might just like *RedCard* – it's not exactly *SEGA Soccer Slam*, but if you're looking for a reasonable PS2 port of a pretty nutty sports game... well, then here's what you want.

JEREMY MCGRATH SUPERCROSS WORLD

80 Hey, here's an idea – let's take loads of really good concepts about motocross, shove them all together in a game and then make it just about unplayable because of some really ropey controls! Nice one, Acclaim.

CAPCOM VS SNK 2: EO

82 Finally... a decent proper beat-'em-up on a Nintendo console (and no, *Smash Bros* doesn't really count). After what seems like ages of waiting, Capcom has brought every fighting fan exactly what they need...

ETERNAL DARKNESS

66 You thought *Resident Evil* was scary? Well, you ain't seen nothing yet – forget all those lumbering zombies and come get your mind around this little lot. Believe us, this certainly isn't a game for the faint-hearted...

WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic – it's pretty easy to find what you need once you know where it all is...

INFORMATION
This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and some vital bullet points summing it all up.

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...

2ND OPINIONS
If you're still not 100% sure whether you're going to take one expert's opinion as the final word, you'll find another snippet of advice right here.

ALTERNATIVE
Obviously not every game will be to your taste, so if there is a title that might be of interest instead, it'll be outlined right here for you to think about.

BOX OUTS
If you want the finest information on what the game's all about or hot tips on some of the tougher bits, the wide selection of box outs are ideal for you.

THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do – here's a detailed look at what we're saying in those all-important numbers...

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, OK?

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 believe us – it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

The darkness comes...

CUBE STAR GAME

CUBE INFORMATION

ETERNAL DARKNESS	
PUBLISHER:	NINTENDO
DEVELOPER:	SILICON KNIGHTS
PRICE:	£59.99
ORIGIN:	CANADA
PLAYERS:	1
MEMORY:	15 BLOCKS

STATS

- MATURE CONTENT
- GREAT INSANITY EFFECTS
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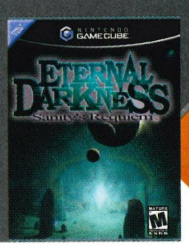


"Deep into that darkness peering, long I stood there wondering, fearing, doubting, dreaming dreams no mortals ever dared to dream..."

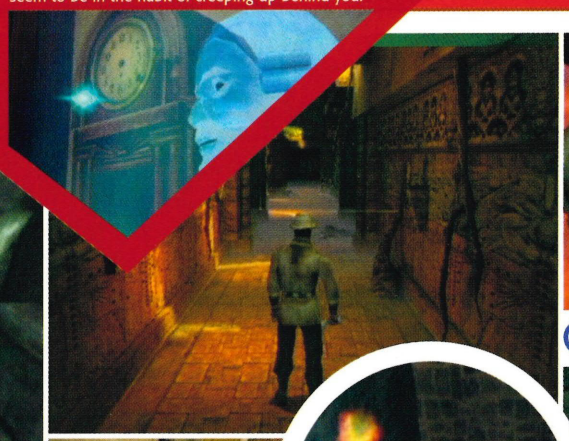
EVERY NOW AND then a videogame comes along that utterly compels you. All of your thoughts are focused on that game – you are completely immersed in a fictional world and absolutely have to find out what lies around the next corner. Personal commitments are put on hold, food comes by conveyer belt and the colostomy bag gets dusted off. *Mario 64* was one of these games. *Castlevania IV* and *Final Fantasy VI* were others, but now the GameCube has its very own.

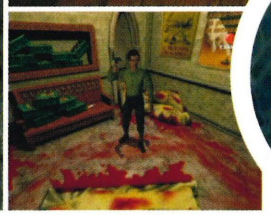
Eternal Darkness: Sanity's Requiem is like no other game that has gone before it. Rarely has a game had such an engrossing storyline, and like a good book you'll be lapping up every second of it. Silicon Knights has been working on this title for years. Originally developed as an N64 title, *ED* runs riot with the unexplored realms of the subconscious, dabbles in dreamland and weaves an intricate story spanning 2,000 years that sees an ancient race manipulating humanity like a puppet show.

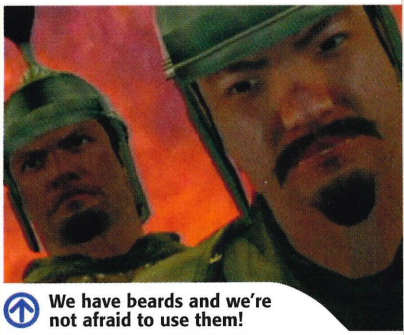
It's a shame that Nintendo has only seen it fit to release a handful of grainy screenshots of this game. As a direct consequence, *ED* arrives on the shelves with a very low anticipation rating and only those of us who have actually spent quality time with early versions at E3 2001 and 2002 (the CUBE team being a few of the lucky ones) know what wonders to expect. Maybe Nintendo doesn't have faith in the game... maybe it's worried about the implications of the extremely mature-themed gameplay? The latter seems likely...

Now, if I try to take the book, the big hand is going to grab me isn't it? I'm scared now...

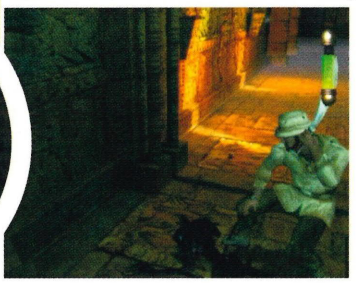
GHOULIES: Ghosts will help you if you're going astray. The occasional hint and tip is quite welcome but they seem to be in the habit of creeping up behind you.



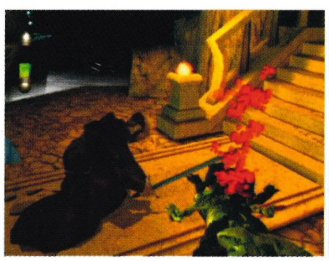


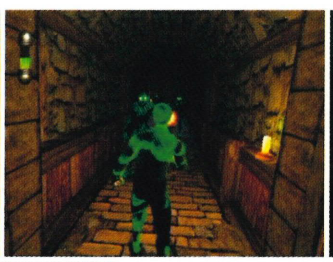


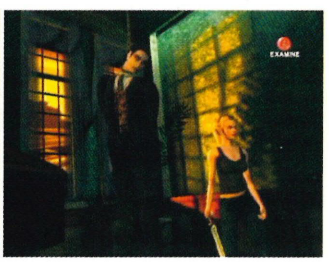
We have beards and we're not afraid to use them!



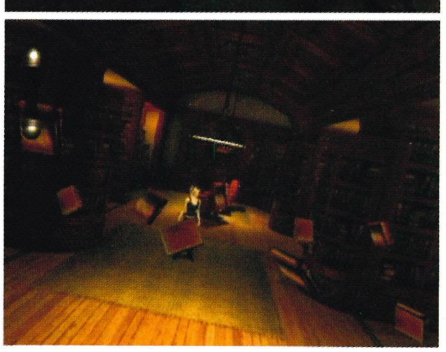
ETERNAL DARKNESS: SANITY'S REQUIEM







"RUNS RIOT WITH THE UNEXPLORED REALMS OF THE SUBCONSCIOUS AND DABBLES IN DREAMLAND"



THIS... CAN'T... BE HAPPENING!

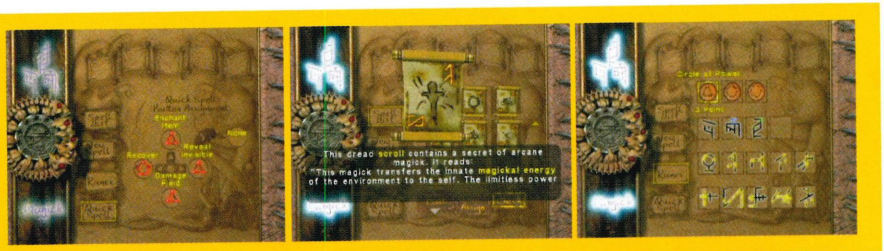
The feature that makes *Eternal Darkness* stand out is the Sanity Meter. This meter represents how much of a grip you have on reality and a low Sanity level will see you sinking into the depths of despair and delusion. Whenever you come across an enemy you will freak out and you will lose some sanity. The only way to build your levels back up is to assure yourself that you are in control, ie by killing an enemy. After an enemy has been knocked to the ground you can choose to administer a finishing blow (the move is swift and slightly different for each character) at which point you will regain the sanity that you lost. If you choose to leave an enemy your sanity level will remain as it is. Once your sanity level is at zero you will flash red and your lessening grip on reality will start to affect your physical health.

If your sanity gets too low all manner of strange things will happen. You'll hear people screaming, babies crying and your character will start to mumble to him/herself. We don't want to ruin it for you so we'll only let you in on a few of the sanity effects. For example, you will enter a room and parts of your body will drop off as if you're being attacked by an unseen foe. Eventually your head will drop off and you'll collapse, at which point the screen will flash white and you will find yourself outside the room again. You see, you never actually entered the room at all. Others include a volume gauge appearing on your TV and rooms full of tiny boss characters. There are even a few that you won't realise are sanity effects – you will actually believe that there is something wrong with the game.

YOU IS UGLY!

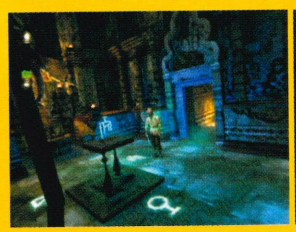
CRAZED FOOL...

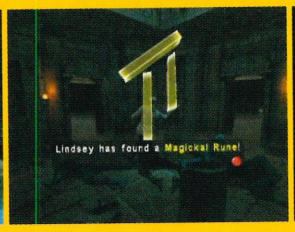
Pious Augustus is a Roman Centurian who unwittingly stumbles across the Ancients' plans. He gets possessed and ends up as an ugly git for 2,000 years. Yeah, cheers for that.

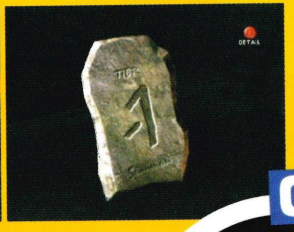


IT'S MAGIC, BUT NOT AS WE KNOW IT

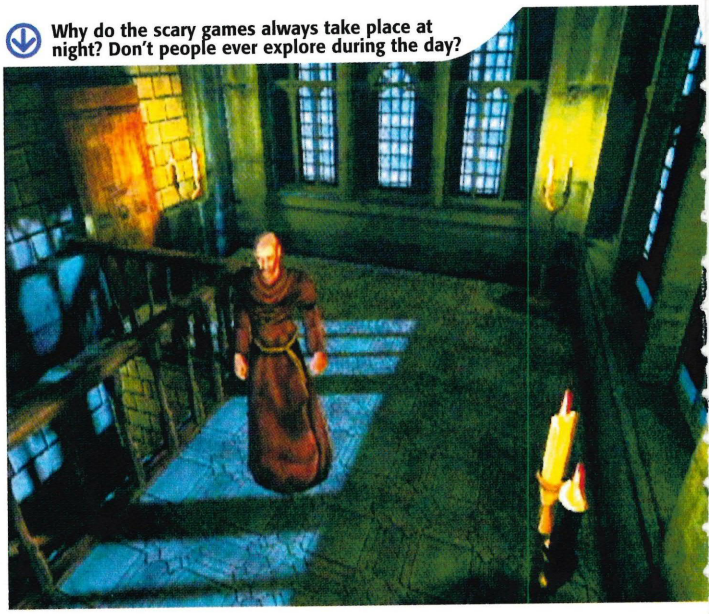
If you look into the research behind *ED* you'll find that the art of magic and sorcery was actually referred to as 'Magick.' Thus, this is the way that magic is spelled throughout the game. In order to obtain the ability to cast spells you must first find the Tome Of Eternal Darkness, a book which contains the experiences of the chosen ones over the generations. The magick system works by collecting Runes. These are normally held by enemies but in order to use them you will need to find the relevant Codex (a slab of rock engraved with translations). The translated Runes must then be attached to a Circle Of Power to learn the spell. Spells can then be allocated to directions on the GameCube's D-pad for quick use. Each time you cast a spell, the voice of your chosen allegiance will announce the Runes that you are using in an ominous tone. That should scare your enemies!

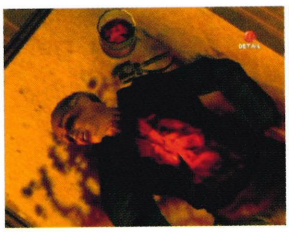


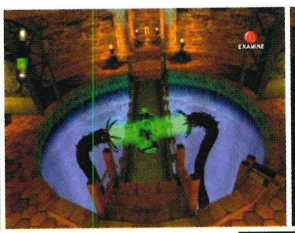


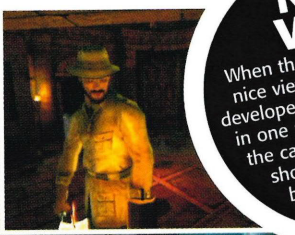


Why do the scary games always take place at night? Don't people ever explore during the day?





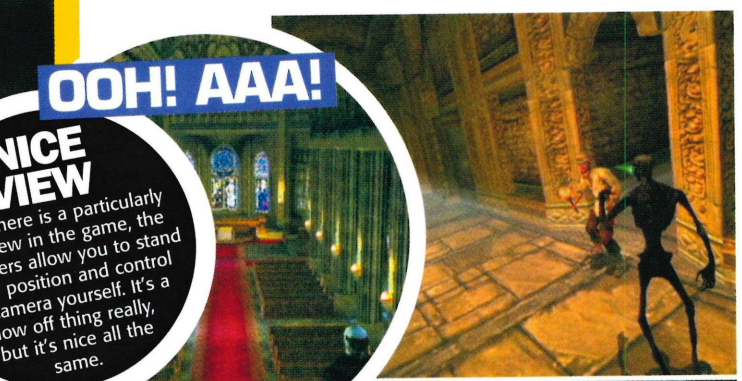




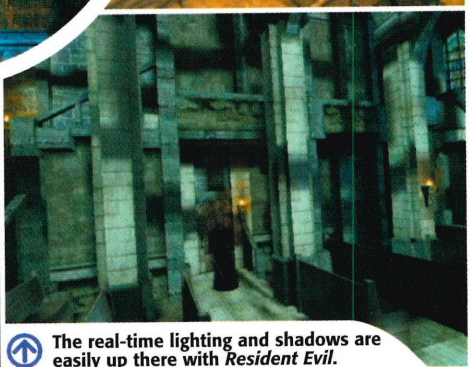
OOH! AAA!

NICE VIEW

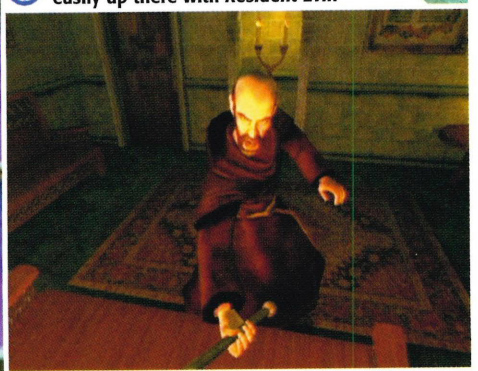
When there is a particularly nice view in the game, the developers allow you to stand in one position and control the camera yourself. It's a show off thing really, but it's nice all the same.



Tap the B button to finish off an enemy. It's the only way to be sure and the only way to stay sane.



The real-time lighting and shadows are easily up there with *Resident Evil*.

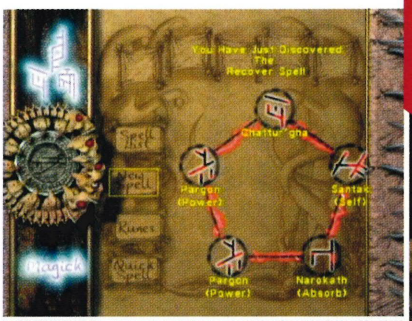


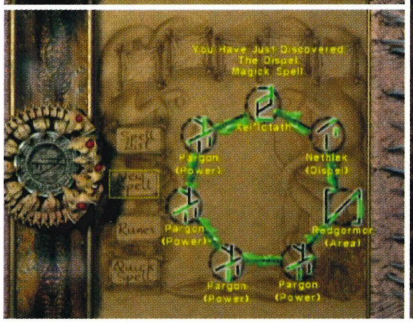
BOOBIES!: You can summon enemies and force them to go into booby-trapped areas for you, thus setting off the trap and leaving it safe for you to pass through. Ha!

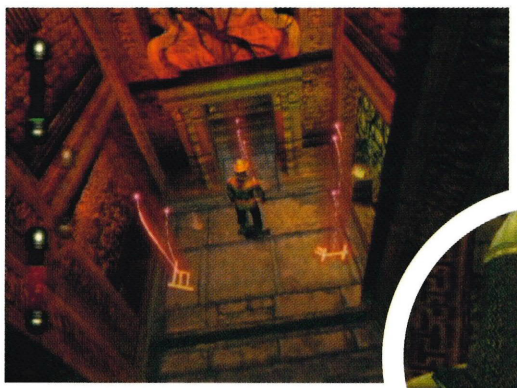
SEAL OF APPROVAL

There are four Ancients (ultimate beings) in *ED* and near the beginning of the game Pious Augustus has to pledge his allegiance to one of them. His choice will affect the rest of the game – the difficulty, magickal persuasion and cut scenes will be different depending on which way he goes. The magick in the game is based around the Essences Of The Ancients and every spell has a slightly different version. There is a hierarchy of power in the Ancients; Ulyaoth fears Xel'lotath and Xel'lotath fears Chattur'gha but Chattur'gha in turn fears Ulyaoth. The ultimate Ancient is Mantarok but Pious never gets the chance to choose it.

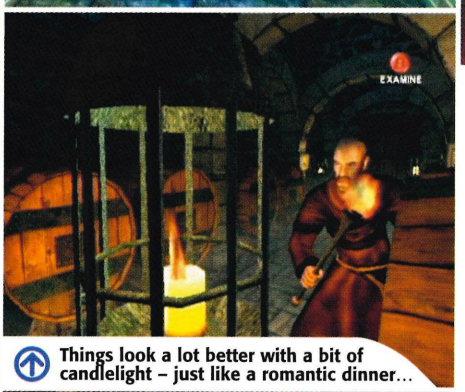
As you get further into the game you will come across magickal seals. These powerful barriers often protect entrances and valuable items. The hierarchy of power can be used to negate these seals, eg a Xel'lotath Dispel-Magick spell will break an Ulyaoth barrier. Then there are the Circles Of Power. The first Circle Of Power only has three slots on it but as you progress you will find a five-slot and a seven-slot version. These extra slots can be filled with Pargon (power) Runes, thus powering up your spell. You'll need to use the correct strength of spell to break some barriers and the stronger the spell the more magickal power it will sap. Your Magick Meter replenishes itself as you walk around.

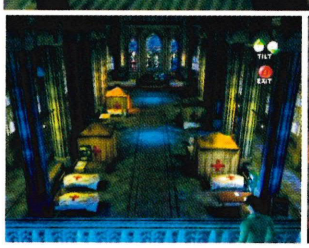


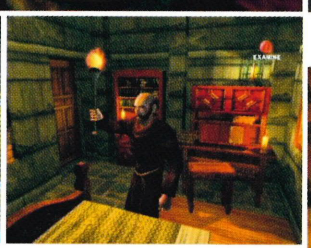




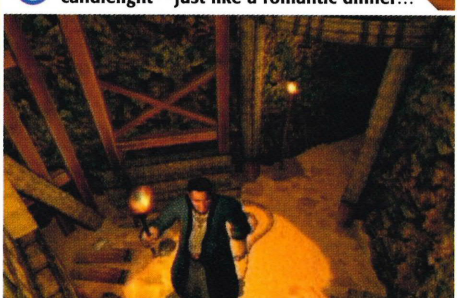
"YOUR CHARACTER'S EYES FOLLOW ITEMS/ENEMIES SO THAT EVEN WHEN THEY ARE OFF SCREEN YOU'LL KNOW EXACTLY WHERE THEY ARE"







Things look a lot better with a bit of candlelight – just like a romantic dinner...



BUMP IN THE NIGHT

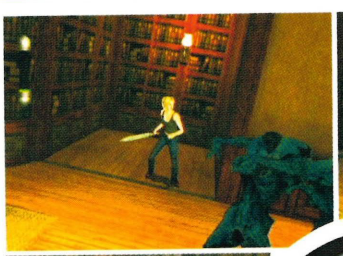
YOUR TURN TO GO DOWNSTAIRS!

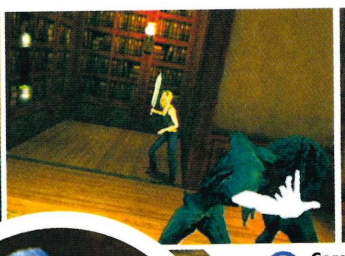
Running in 24-bit colour at 60 frames per second with a whole host of effects is a pretty impressive feat, but despite being able to boast this, *ED* doesn't always look great. The reason is because is many situations the camera will pan out and you don't get to see the gorgeous detail that covers everything in the room. Every time period has been painstakingly researched so that the clothing, furniture, stone-type and even speech is chronologically correct. On top of that, the textures are amazing and in many areas bump-mapping has been used to bring everything to life. It's not until you pick up a torch that the graphics really come into their own. Walking through previously dingy rooms with a torch reveals amazing patterns complete with dancing shadows. The walls of the temples look like you can reach out and touch them, and in some places *ED* manages to look better than *Resident Evil* even though it's drawing everything in full 3D!

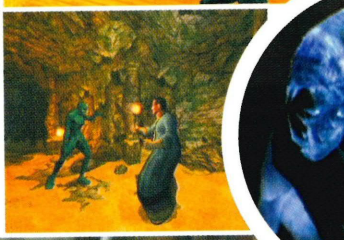
Other effects used include ray-traced lighting that comes streaming in through the windows and volumetric fog that rolls along the floor filling the space in which it's enclosed.

ANCIENT FISTICUFFS

ED could have so easily fallen flat on its face had the control system been dodgy – thankfully this isn't the case and the controls feel almost natural. The analogue stick moves your character in the direction you're pushing, allowing you to go from an agonisingly slow tiptoe right through to a fast walk. L allows your character to run but after a short time you will start to pant. This is a warning that your character is tiring and if you continue to run your character will become warn out, resulting in you moving very slowly for a few seconds. The R button allows you to stand your ground and target enemies. With the R button held down, a section of the enemy (normally the midriff) will be highlighted. You can then press a direction with the analogue stick to choose a part of the body. Every enemy has a certain weakness and this targeting allows you to either take out your enemy in one swipe or play with them for a while. For example, the zombies won't chase you if you take their heads of – they'll simply swipe at you, but it's even funnier to take both its arms off and watch it walk around the room.







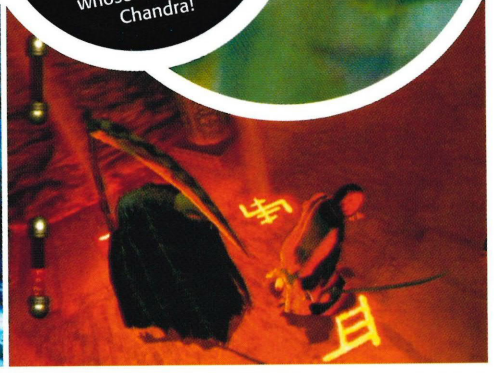
Core, that's got to give you indigestion problems, hasn't it? Here, let me help you...

Once paranoia sets in, you may as well give up. They're everywhere!

ANGEL EYES

WE'RE IN IT!

It appears as if Chandra really has an influence on games designers when he interviews them. Check out this beautiful Persian princess whose name is... Chandra!



"EACH CHARACTER DEALS WITH INSANITY DIFFERENTLY BUT ALL OF 'EM BABBLE INCOHERENTLY AND END UP SCREAMING"

COMMENT

The first five minutes of *Eternal Darkness* are disappointing. After showing so much promise, both graphically and in terms of innovation. The game starts off in a pitch-black room with zombies everywhere. At this point you won't know what any of the buttons do and will probably get munched, but as you soon find out this is only a dream. After hearing of her grandfather's death, Alexandra gets to explore the deserted mansion. Anyone watching these opening minutes will immediately think "Oh, it's *Resident Evil*, only it looks a bit rubbish." The fact that Alex can choose to look at paintings and vases, and pick up items, which get stashed in her inventory only add fuel to the cynical fire. About ten minutes in though, the game changes. The real story kicks off and you get thrown back to 26 BC where the wheels of evil are beginning to turn. From here on in the action is mesmerising. It's difficult to break *ED*'s magical formula down into reasons why it's so good. The entire package is perfect gaming material. It all gels so well. Can't you just take our word for it? No, suppose not.

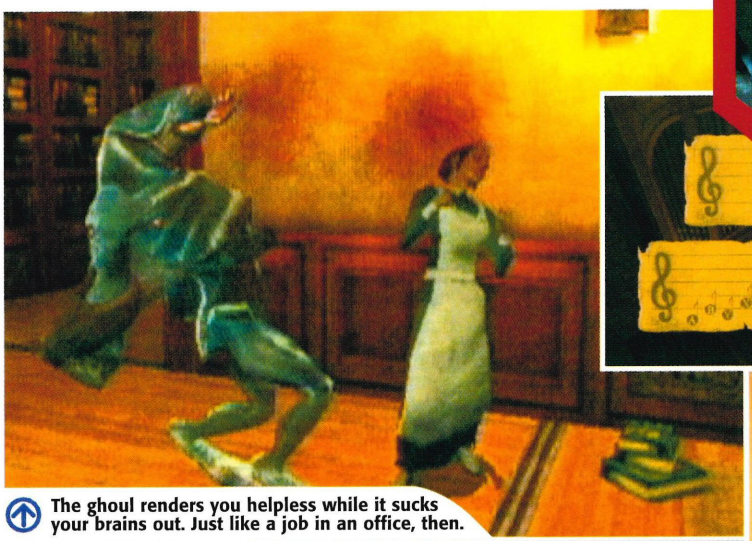
Eternal Darkness takes the form of a third-person adventure, and despite having zombies and a mansion in it the game is nothing like *Resident Evil*. For starters, we'd say that 99% of the graphics are modelled in full 3D as opposed to *Resident Evil*'s 2D, pre-rendered backdrops. Every item in every room is 3D, meaning that the camera can pan around to its heart's content while keeping everything in perspective. The camera angles change and pan automatically – however, as if to emphasis the full 3D aspect, the developers have included controllable cameras in the particularly impressive areas, just so that you can take in the view.

We did initially worry that the sheer number of different characters in the game would lead to a disjointed story but Silicon Knights has managed to balance it well. All the characters are based on the one control method, but each have their own strengths and weaknesses, which you'll need to adapt to. These differences will directly affect your battle tactics and thus will determine your sanity. Again, each character deals with insanity differently but all them will babble incoherently and eventually end up screaming their heads off. The Sanity Meter is a fantastic addition but we admit that we were cynical about it to start with. How exactly do you keep a gamer guessing between

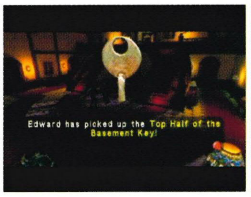
RAY OF LIGHT: Really nice lighting, none better than the ray-traced lighting that streams in through the windows. There's no better way of creating a spooky atmosphere.

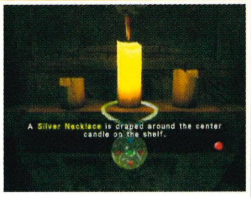
TRICKY STUFF

Some parts of the game are impossible unless you solve the appropriate puzzles – whereas some are simply a case of finding a key, others are more complex. Towards the end of the game you will come across a ghostly enemy that is attacking servants in the old mansion. Every time you damage it the ghoul retreats into the basement and recharges using a magickal pillar. The puzzle sees you first finding the two pieces of the Basement Key. The ghoul must be challenged in order to make it knock over the vase containing the top half and challenged again to make it drop the lower half. An Enchant spell can be used to fix the key. Now you can venture into the basement, but however many times you defeat the ghoul it will simply recharge and come back at you. The solution is to go back upstairs and summon a Horror monster. This 12-foot tall monstrosity can be sent downstairs and with one swipe will destroy the magickal pillar, thereby solving your problem.



The ghoul renders you helpless while it sucks your brains out. Just like a job in an office, then.





The advanced Summon spell gives you full control of a Horror. Nice.

what's real and what's not? *ED* shows you how. You really will get drawn in and yes, you'll start to think you're going mad. A significant chunk of this illusion can be attributed to the outstanding audio FX and musical score. *ED* is presented in Dolby Pro Logic II meaning that anyone with standard stereo speakers (erm, that'll be everyone then) can experience the game in surround sound. This results in torches popping, birds singing and enemies howling all around you. Your character responds to this by looking in the direction of sudden noises and their heads follow the location so that even when items/enemies are off screen you'll know exactly where they are.

The musical score is perfectly researched – every different time period uses musical styles and instruments from that specific era and exact part of the world. For example, the Cambodia level uses classic percussion and panpipes whereas the Oublie Cathedral has monks chanting in the background. The music is also expertly composed and implemented. Some of the scores actually stop playing for a few seconds, and the atmosphere gets so intense at times that you will welcome these silent periods and use them to calm yourself.

It's very hard to find fault with *ED* but it does have its problems if you look hard enough. Occasionally you'll enter a large room full of zombies and the camera will pan out so that you can see all of the enemies, whereas it would have been useful to have the camera zoomed in a little more so that you can actually see how close the enemies are. For the most point though the cameras are well implemented. Another problem lies with the second half of one of the latter levels. In an attempt to blow the Ancient City apart you must run back and forth through the level to activate nine Runes. After being so captivated by the rest of the game it's hard to believe that the same people came up with this mind-numbingly tedious task. Still it's such a small part of the game that we'll overlook it.

All adventure game fans take note; you need this game. If you want to experience something a bit different and something that will genuinely chill you to the bone, take note; you need this game. *Eternal Darkness* takes adventuring and horror to levels that *Tomb Raider* and *Resident Evil* will never reach. The words 'must,' 'buy' and 'now' come to mind. Now if only we could get the blood-curdling screams out of our heads…

CHANDRA

CUBE VERDICT

ETERNAL DARKNESS

EASILY THE BEST GAMECUBE ADVENTURE SO FAR!

VISUALS
Jaw-dropping in places and plain nice in others. Bump-mapping has to be seen to be believed!

AUDIO
Spine-tingling screams, baby wails, haunting chants and music that perfectly suits each level.

GAMEPLAY
Simple but effective controls allow fluid gameplay and the storyline will keep you utterly transfixed.

LIFESPAN
At 15-20 hours *ED* is bigger than *Biohazard* and that's just completing one magickal allegiance.

ORIGINALITY
Totally original and enthralling story, the Sanity Meter and 2,000 years' worth of characters.

ALTERNATIVE

Now the US version is available you can enjoy this Survival Horror to the fullest. It's always nice to know what's happening!

BIOHAZARD

Format: GameCube **Reviewed:** Issue 6 **CUBE Rating:** 9.5

2ND OPINION

INSANE! "Ignore the inevitable comparisons to *Resident Evil*… this is one scary mofo of a game. Turn the lights down and the volume up, then prepare to be scared witless… Argh!"

MARTIN

FINAL SCORE

9.5

AN ARCANE MAGIC-MEDDLING ADVENTURE THAT WILL SEE YOU QUESTIONING REALITY. GET IT NOW!

DID YOU KNOW: MID-RACE REFUELLING WAS BANNED DURING THE

F1 2002

Smashing drive or road rage?

Drive like Schumacher, dress like him, look like him… err, can't we just be paid like him and get to meet the pit girls?

AN EXPLANATION OF why *FIFA 2002* always tops the sales charts is that fans can indulge their football fantasies in the most authentic way possible. Guiding the official England team of correctly named players to World Cup victory despite their defeat by Brazil, obviously has an allure given the sales of the official licence. In a similar vein, F1 fans hacked off with the recent debacle where Barrichelo slowed down at the finish line to let team-mate Schumacher win, can right these wrongs by picking team Ferrari and endlessly driving into a barrier. Perhaps this isn't the idea, but whatever you want to do on track, *F1 2002* is in the paddock and revving up with the aim of being the Gamecube's most comprehensive F1 experience.

But is it worth your money? Well after giving the tyres a kick and checking the glove box for Murray Mints, you'll surely want to know what's tucked under the bonnet? For a start, there's all the up to date elements of the 2002 season… the new teams and drivers, the seventeen tracks of a grand prix season, the pit stops and even the officially sponsored advertising on the vehicles bodywork. Seemingly everything but the race fixing and the certainty that Schumacher will win has been included. Even more, add to this the numerous four player modes of head to head duelling, a handicap mode, a fastest lap time challenge, and a last man standing mode where the lowest placed player is disqualified each lap, and you're looking at what could be the definitive F1 package …

CUBE INFORMATION

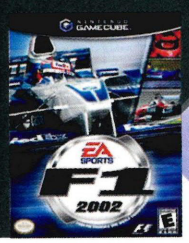
F1 2002	
PUBLISHER:	ELECTRONIS ARTS
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	6 BLOCKS

STATS

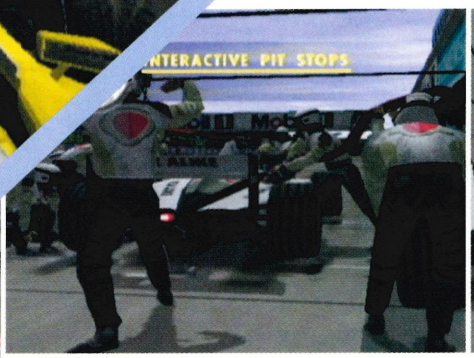
- COVERS THE WHOLE '02 SEASON
- DYNAMIC WEATHER EFFECTS
- FIVE FOUR-PLAYER MODES
- SEVENTEEN GENUINE F1 TRACKS

RELEASE DATES

AUG '02	TBA	OUT NOW



SHINY HELMET: They always keep their lids well polished these F1 drivers, just look at the screenshot – the world reflected atop your reflective head.



PANIC MECHANIC

If during a race you find your concentration starting to wane, or final lap nerves are getting to you, then tap the Z button for an instant replay of swooping camera viewpoints of the last ten seconds or so of racing. During this interlude you can wipe the sweat from your brow and rub your eyes before getting back to the race. On a similar note, whereas in most driving games you can also get a break from the action by ducking into the pit lane, EA has changed all this by adding an interactive element of five commands to perform in the pit lane. The first two directives involve slowing to an optimum speed and the final three require turning right, changing gear, and when the spanner spinners have done their stuff, accelerating. Hardly a reason for buying the game but then again, without blowing it up like Johnny Rambo at the end of the original First Blood movie, how interesting can a virtual garage be?

TWO FINGERS!

HAND SIGNALS

In a neat touch of realism, your driver will occasionally wipe his visor. Just what he'd do after sneezing inside his helmet will no doubt be included in the next instalment.

COMMENTATORS CURSE

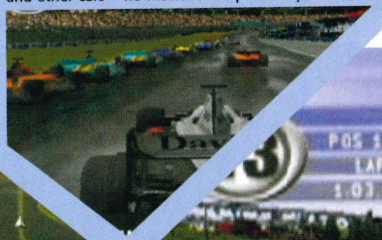
IT'S EVEN BETTER IN JAPANESE!

■ Unimpressed by Martin Brundle, Murray Walker and seemingly any other TV rent-a-mouth, EA has turned to an unknown voice to provide the trackside commentary. His barking of information about events behind you or how the gravel affects your steering surprisingly ends up proving to be useful, and his thoughts are thankfully not relayed too often. In a contrast to a lot of the rest of the game, the commentary doesn't provide an authentic F1 experience but perhaps more importantly the commentary doesn't irritate. Indeed, so blighted are games in general by the inane and disjointed ramblings of a commentator who always seems to be out of sync with the action, that we can barely remember any videogame to actually include good commentary. For this reason it's often best to turn the commentary off or for better still entertainment, buy an import version so you can hear the characteristically ever-excitable Japanese trackside pundits shriek and squeal to within an inch of their lives!

BRAKE THE C-STICK

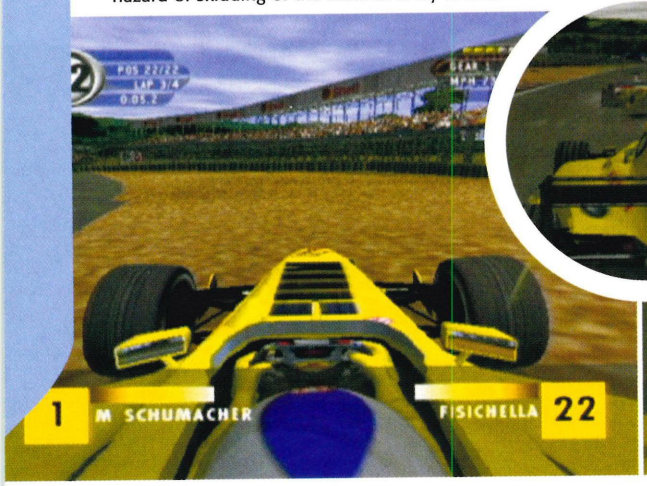
It goes without saying that how you interact with you car is probably the most important feature of any racing game. Movement of the analogue manages your steering, the accelerator and brakes are on the A and B buttons respectively, and as you might expect the gears are on the L and R buttons. There is a choice of set ups but perhaps the most useful addition to the handling is the use of the C-stick. As well as being able to simply press A for acceleration, you can instead use the up gradient of the C-stick to accelerate from cautious speeding to full throttle, or pull downwards by a small degree to brake in a more controlled manner than you could do by pressing a button. Managing to master using the C-Stick as an accelerator is exceptionally useful in starting from the grid without spinning your wheels and also in trying to hold a specific speed around a bend. Its just a shame that your speedometer is very small, hard to see, and tucked away in the top right corner, but then again it just means you're going to have to get a 'feel' for speed.

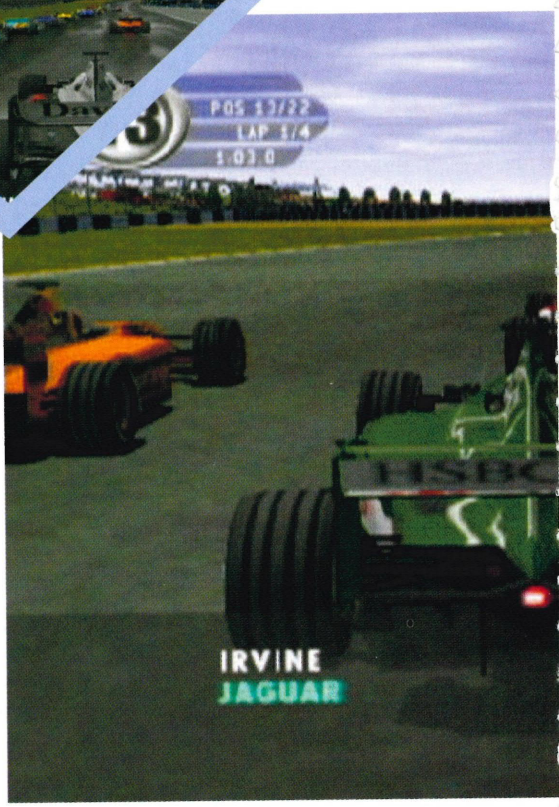
GRIDLOCK: From the start of a race to the final lap, the tracks are always swarming with backmarkers and other cars – no matter what position you are in.

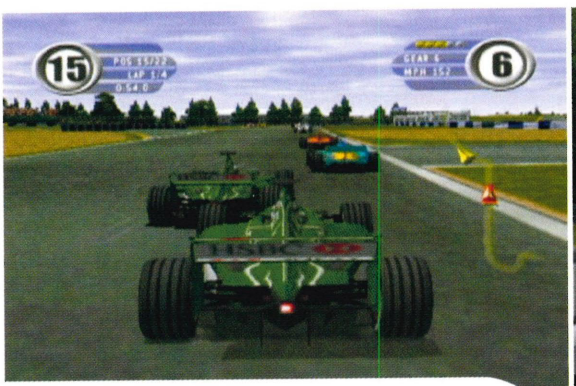


WEATHER THE STORM

You're out in front with a light load of fuel in your tanks, you've just put on a new pair of dry road tyres and with only a few laps to go you check your rear view mirrors to keep an eye the tailing cars. With the chasing pack just about out of sight you briefly take in the scenery and notice a bloody great hulk of black cloud overhead. That's right, it's about to get very wet, just look at the screenshots – that asphalt gets wetter than an otter's pocket! Such real time weather effects introduce an enjoyable tactical element of deciding between risking a lengthy pit stop to get the right tyres, or choosing to stick it out till the finish with the hazard of skidding of the track at every corner.



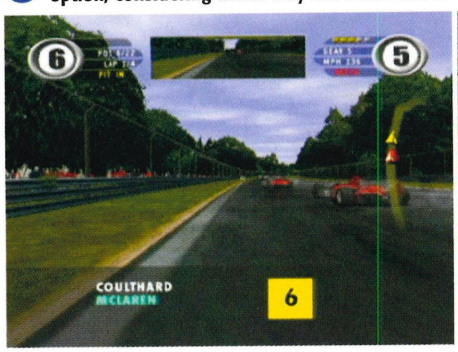


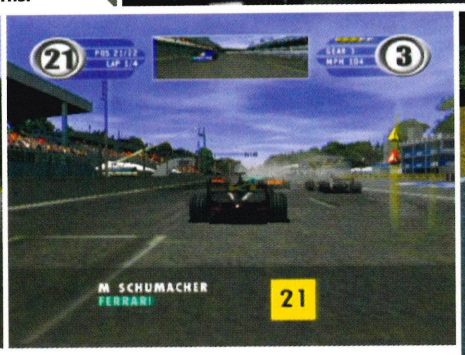


Passing this guy on the inside left might be a better option, considering which way the next bend turns.

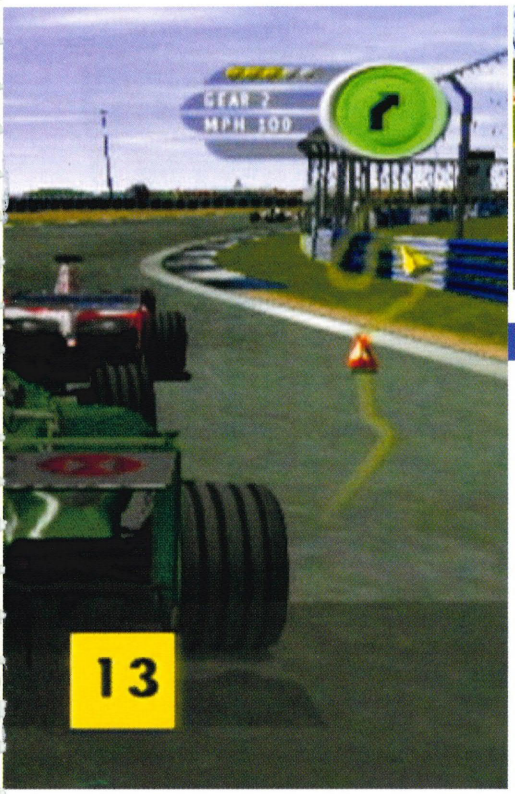
PASSING YOUR DRIVING TEST

Before being let loose in a Grand Prix to tear up a multi million pound sports car, you need to first complete a certain proportion of the challenge modes. EA has included a stern but enjoyable set of tasks which range from simple acceleration in a straight line, to negotiating corners quickly, to driving on an empty tank, through to ending up with the tricky task of driving with an oil leak whilst not blowing up the engine. All challenges reward completion with either a bronze (60% complete) silver (90%) or gold (100%). Before each challenge you can view a demonstration of how your task should be done which comes in very handing for picking out the best racing lines. As for the racing lines, if you look closely at the track you can see blackened streaks where tyres marks have most frequently travelled, so follow the darker areas of the tracks and you know you've got a good line of approach on any bend.





"IN ARCADE MODE, THE HANDLING OF THE CARS IS SOMEWHAT ERRATIC – THEY SEEM MORE LIKE DODGEMS!"



COMMENT The challenge modes have taught you to start and not skid, corner without overshooting the track, launch through a chicane and pick your way through a hairpin bend, so you're feeling pretty tasty behind the wheel. This is where the real game begins. Trackside and into the distance everything looks crisp, engines roar around you, the lights turn green, and with a screech of the tyres you hurtle through trails of exhaust smoke and into the pack. Further into the first race, the AI seems lively and well crafted. The Tag Heuer timing, the informative commentary, the exactly replicated track layouts and the sponsored cars give everything a well considered and authentic feeling. By the end of the first race however you notice that the convincing F1 experience looks a little shaky.

Despite the rigorous qualifying tasks which disallow leaving the track and require deft braking and precision timing in turns, a race in actual Grand Prix mode can sometimes encourage you to keep the accelerator firmly pressed down and scurry over corners to gain higher placings rather cheaply. It's a let-down that you can take the shortest line rather than the racing line, but given that this is more of an arcade racer rather than a simulation, you may not think this matters. Sadly there's more that detracts from the F1 experience. For instance, on a real track, travelling at speeds that cause face-mangling G-force on tight bends ploughing into another car or barrier may prove troublesome. Not in *F1 2002* it doesn't. Whereas you might imagine a 190mph collision to involve a sickening crunch of metal, a liberal scattering of debris and possibly even a somersaulting fireball of wreckage, instead, you simply get... a bump. An ineffectual nudge just doesn't seem to be in the spirit of the dangerous and horrific crashes you witness in real-life F1. To be fair though, you can get round this by turning the damage on and picking the simulation car set up. Doing so can be more trouble than it's worth though. Perhaps you can only play simulation mode using a steering wheel, but for us the handling was far too erratic to be playable, and with the damage turned on, a race too easily turns into a journey around the pit lane. The majority of the game will therefore be played with arcade handling which makes the cars seem more like fairground dodgems. In fact, the handling in both arcade and simulation mode isn't spot on, being either too sluggish or too twitchy – all of which leaves you out of touch with the virtual tarmac.

Don't think *F1 2002* is a bad game, though. The many driving challenges, the season long grand prix, the dynamic weather effects, the ability to tweak your car set up, and overall polish all combine to make a very accomplished F1 product that will ignite the passion of fans. The rest of us should wait to see if the inevitable *F1 2003* drives any better.

BYRON

SWERVE!

SLIP STREAM

Don't let opposition drivers sneak up behind you... always check your mirrors, weave and swerve to block them from overtaking or taking advantage of your aerodynamics.

CUBE VERDICT F1 2002

NOT INTERESTED IN F1? THIS GAME WON'T CONVERT YOU.

VISUALS
Reflective surfaces, heat haze from the exhaust, rain effects on-screen...all the usual touches.

AUDIO
Good. Satisfying engine noises that alter pitch depending on your camera viewpoint.

GAMEPLAY
Challenges, grand prix, practice, qualifying, multi-player, quick race; but exhausting load times!

LIFESPAN
Tinker with tyre pressure, gauge gearbox ratios, arse with aerodynamics. If this excites, get F1 2002.

ORIGINALITY
A competent example but hardly adds anything new to one of videogaming's oldest genres.

ALTERNATIVE

An impressive destruction derby of fast and furious crashes, eye-watering speed, and incredibly immersive analogue handling.

BURNOUT

Format: GameCube Reviewed: Issue 6 CUBE Rating: 8.5

2ND OPINION

GO GO GO! "No doubt racing fans across the country will go crazy for this one – however, for me it still lacks the thrill of any danger or excitement. Back to *Burnout* for me then..."

MARTIN

FINAL SCORE

7·6

TAKES A POSITION ON THE STARTING GRID BUT MISSES THE CHEQUERED FLAG DUE TO HANDLING PROBLEMS!

Animal love, but in a good way

KEEP 'EM COMING
The better you do, the faster and more numerous the animals become. Soon enough, you'll have to deal with up to ten breeds of animal at once!

PILE ON!

CUBE

INFORMATION

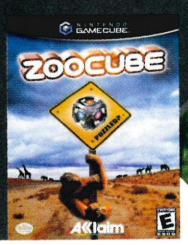
ZOOCUBE	
PUBLISHER:	ACCLAIM
DEVELOPER:	COYOTE DEVELOPMENTS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	2 BLOCKS

STATS

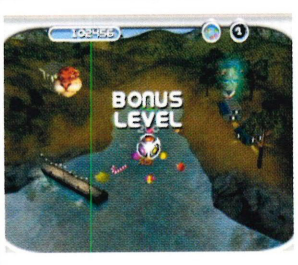
- ADDICTIVE PUZZLE GAME
- MAKES YOU THINK IN 3D
- EASY TO LEARN, HARD TO MASTER
- SEVEN LEVELS OF DIFFICULTY

RELEASE DATES

OUT NOW	TBA	OUT NOW



ZOOCUBE



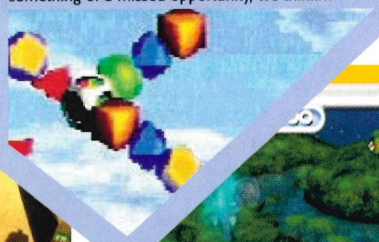
Pair your animals up like you're Noah filling up his Ark...

Looks odd, sounds odd – heck, it even smells a bit odd, but that doesn't stop it being mighty playable...

IF YOU WERE to describe *Tetris* (one of the most popular games of all time) to someone who'd never played it, you'd probably have difficulty getting them to believe it was a good game. Blocks fall from the sky, you fit them together so that they disappear... oh, and that's it. Sound like fun? No, not really – but it is. That's why when it comes to talking about *ZooCube* (a totally new puzzle game that takes the concepts of things like *Tetris* and *Columns* before turning it on its head), we have to be careful. After all, we could come across as making sound like the worst idea for a game in history...

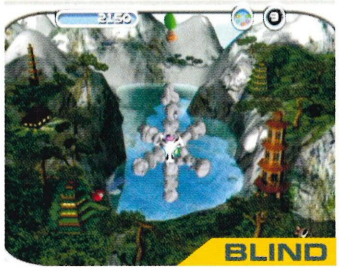
Strangely though, it's not. Certainly, it doesn't look very good in the screenshots – especially as the visuals are somewhat lacking in quality. The concept sounds even worse; the world's animals have been turned into blocks and you need to match them up in pairs with

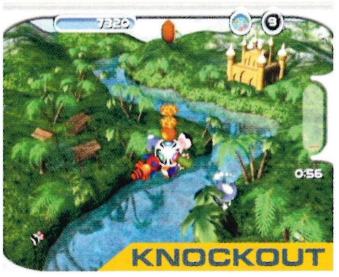
LINK-OOPS: Unfortunately, the GBA version of *ZooCube* doesn't connect to the GameCube version – something of a missed opportunity, we think...



BLIND MAN'S BLUFF

When you first start the game, you'll probably find yourself sticking to the tutorial and lower levels of the Classic mode to get the gist of how the game works. Of course, once you've got the hang of it there are other more challenging modes that can be attempted – for example, you could always progress to one of the higher difficulty modes on offer. There's also Knockout mode (where you start off with a number of animals connected to the ZooCube and you have to get rid of them as quickly as you can) and Blind mode – a tougher version of the main game where the textures are removed and you have to rely on shape alone to match the animals. Unfortunately, the Blind mode is the weakest section as the shiny grey textures of each animal make it tough to work out which one is which... a problem that gets worse when you use the restrictive view of the multiplayer game.

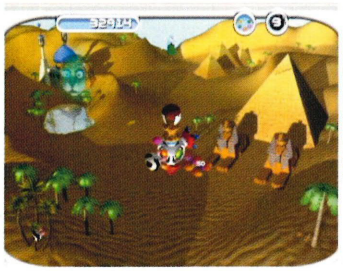




GOODIE GOODIE GUM GUM

While the main object of the game is obviously to match up the animals and clear the screen, it's not the only thing that you'll want to concentrate on. Each animal that falls has a 'goodie' attached to it that hovers above for a short while once you've placed it on the ZooCube; by careful rotation of the device as the other animals fall, you can collect these items and earn yourself more points, summon destructive devices that'll assist your cause or (if you're playing against friends) even hinder your opponents. There's also the added incentive of collecting coloured juggling balls that appear for a brief period when you match two animals together – they're tough to collect if you're looking to keep your rescue record clean, but if you get the whole set then you'll earn a massive points bonus.

"THERE'S A LONG WAY TO GO TO THE GOLD & PLATINUM LEVELS"



your 'ZooCube' to save the day... err, right. In practice though, *ZooCube* turns out to be one of those quirky games that keeps you playing for as long as you can survive. Learning to twist and turn the *ZooCube* takes just a few minutes, while successfully matching up animals and grabbing power-ups is within your grasp after a couple of tries. With seven different levels of difficulty to plough through (and each level containing a large number of stages), there's a long way to go before you reach those elusive Gold and Platinum difficulties...

However, the main problem with *ZooCube* is that considering the price and the format, it doesn't seem like it's worth the effort. As a concept, *ZooCube* is the kind of game that you'd pick up and play for the length of a car journey or train ride as opposed to one that you'd pay £40 for and play as much as possible – hence why we'd recommend getting the GBA version instead. On GameCube, it seems that the whole thing doesn't stretch far enough; a theory justified by the fact that out of all the game modes available, only the main Classic mode is worth coming back to. What's worse is that the multiplayer side of the game is nowhere near as enjoyable – the screen is too small to see clearly what's going on and unless you're sitting two feet from the screen, it makes the game nearly unplayable with your mates.

Don't get us wrong; for the most part, *ZooCube* is an addictive puzzle game that'll draw you in once you start to get into it. Sadly though, there just isn't enough on offer to make you want to actually do so and with a hefty price tag of £40, we'd recommend it as more of a 'rainy-day renter' rather than a 'keeper'. CUBE

CUBE VERDICT: ZOOCUBE

'UNPUTDOWNABLE'? SURE. WORTH £40? PROBABLY NOT...

VISUALS
Not much to brag about here... the FMV is okay, the rest of this puzzler is pretty basic.

AUDIO
You gotta love that music – soothing in places and fitting to the mood of the game in every way.

GAMEPLAY
Yes, it looks crap. Once you get into Solo mode though, you'll be drawn in hook, line and sinker.

LIFESPAN
Fine in one-player, but multiplayer's disappointing & you need motivation to play it in the first place!

ORIGINALITY
There's nothing else like it – aside from slight comparisons to other puzzlers like *Tetris*.

ALTERNATIVE

Oo! Oo! Ah! Ah! A puzzle game that more than offers enough to keep everyone playing... and playing... and playing...

SUPER MONKEY BALL

Format: GameCube Reviewed: Issue 6 CUBE Rating: 9.3

2ND OPINION

GROWL! "The solo game is great fun, but the lack of depth and dodgy multiplayer lets the whole thing down. It's a shame really because on the whole, it's a rather addictive game."

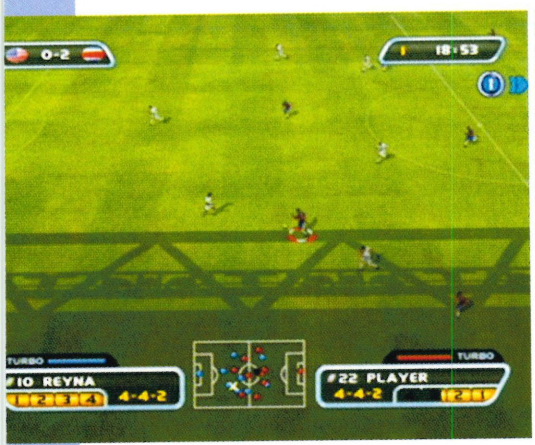
BYRON

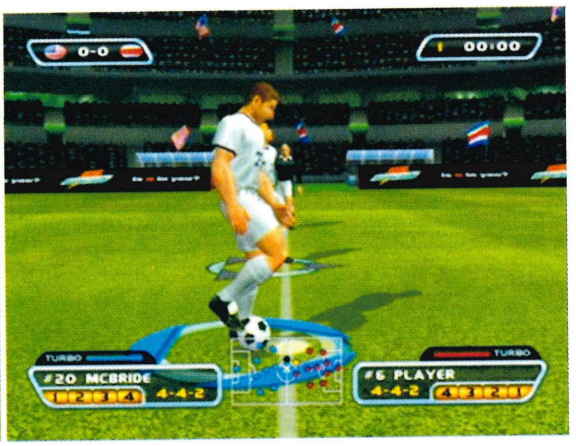
FINAL SCORE

6·8

GREAT PUZZLER FOR LONERS, BUT £40 IS ASKING A BIT MUCH FOR WHAT FEELS LIKE A GAME BOY TITLE.

DID YOU KNOW: THE VERY FIRST RED CARD IN THE 2002 WORLD CUP





CUBE

INFORMATION

REDCARD

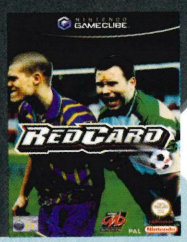
PUBLISHER:	MIDWAY
DEVELOPER:	POINT OF VIEW
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	12 BLOCKS

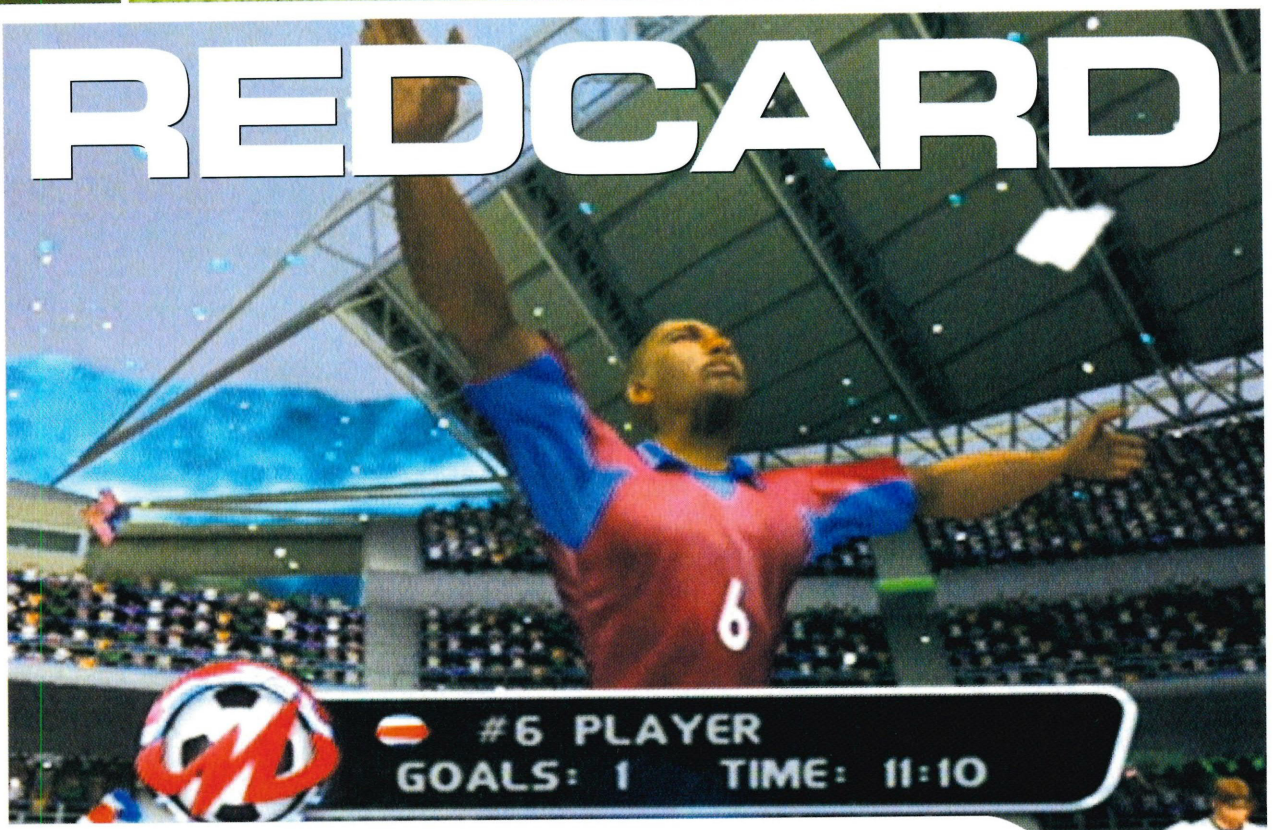
STATS

- BULLET-TIME SHOTS ON GOAL
- FOUR GAMEPLAY MODES
- TEN FANTASY TEAMS TO UNLOCK
- CREATE AND EDIT YOUR TEAM

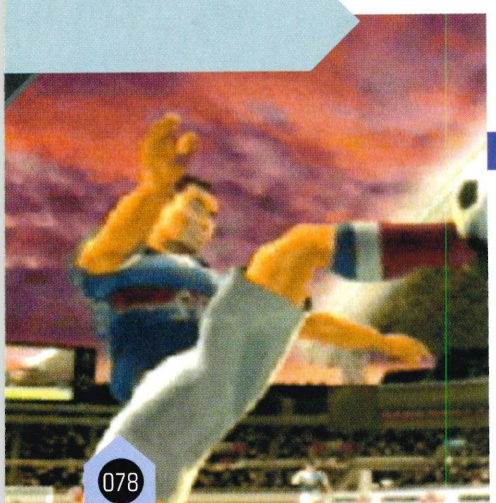
RELEASE DATES

OUT NOW	TBA	OUT NOW





The beautiful game gets a makeover…



It's the Vinnie Jones of football games… now go for the man and not the ball!

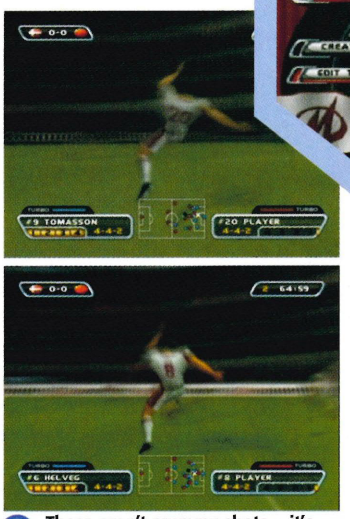
REPLACING THE innocence of kids in the park with jumpers for goalposts is this well-timed kung fu kick to the back of the neck – *RedCard*'s brand of football plays a scurrilous knock-around that's more dastardly than Vinnie squeezing Gazza's nuts, or Maradona's Hand of God, and whose half-time talk tells players that if it moves… then headbutt it!

Now obviously, *RedCard* is not a football simulation aimed at statistic-loving purists; instead it's an arcade sports title crossed with a beat-em-up. Imagine *Speedball* meets *Final Fight*, only minus the armour and baseball bats. Violence aside, *RedCard* still manages to play a good game of football – your players may be prone to launching the odd elbow or two but they also have a surprising finesse with ball. Indeed, despite their hooligan sensibilities your players have all the usual silky skills of precision through balls, suitably punchy chipped passes and injury dodging dribbling tricks. However, this is where the similarity to most other football games begins and ends. Whereas bone crunching tackles and dentistry-mocking headbutts would normally see you get your marching orders, the *RedCard* ref will let practically any challenge go unpunished. If you're chasing down a loose pass alongside an opposing

CUSTOM BUILT: Each team has five attributes: Offence, Defence, Speed, Stamina and Morale. Creating a well-rounded squad is your quickest route to success.

TIME SLIPPERS

Forget the multi-million pound sponsorship deals and polished silver boots of today's best players – when the *RedCard* boys wrap a stud laden slipper round the ball, they warp time. To perform a temporal tampering shot you'll need to get close to the box, then hold down the Left 'boost' Trigger and press Z to shoot. If you've positioned yourself well enough then you'll be in for a deft piece of control, followed by a bang like a firework – as the ball launches from your foot the whole *Matrix*-like spectacle is rounded off by an accompanying light show.



These aren't crummy shots – it's a special power shot. Honest.

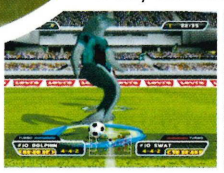
FWEEEEEP!

OI, REF!

There's no WAY that was a foul! He dived! Disagree with the referees' decision to award a penalty? Be a diplomat about it and persuade him otherwise by landing a scissor kick in his pods.

FANTASY FOOTBALL LEAGUE

Ignoring the realist approach of accurately modelled blades of grass, elaborate control systems and tactical tinkering; a game of *RedCard* plays fast, simple and brutal. What's more, if standard footballers are too plain a challenge, you can play the Conquest modes where you will be pitted against (amongst others) dolphins, SWAT teams, ninjas and matadors! Having beat such teams in the Conquest mode, you can then play as them or select their stadiums as a venue to play at. Now, if only we could unlock Billy The Fish to go in goal...



"REPLACING THE INNOCENCE OF JUMPERS FOR GOALPOSTS WITH A WELL-TIMED KUNG-FU KICK TO THE BACK OF THE NECK"

player, your best tactic is to hack them to the ground before they do the same to you and in keeping with the spirit of the game, the commentators will deadpan that you made a 'good challenge'.

This departure from the normal rules of the beautiful game seems minor however when you also take into account the Boost button. Accompanying any move by holding down the Left Trigger performs a more over the top or outlandish version of that move. So holding down the boost and tackling with a shoulder barge will see you launch skywards in a flurry of light, then downwards with a crunch and end up with the recipient eating hospital food. The boost gauge is, unfortunately, shared by your whole team – this means that although it pays to maim anything that gets in your way, your boost is limited and only recovers slowly when you're not using it.

While the boost feature is enjoyable at first, it does however show up the shallowness of the game. There's no denying the fun of riffling off a shot that knocks the keeper into his own net, but once you've activated and then watched a boost shot for the hundredth time the novelty loses its appeal. Sadly, this means that you're left with a game which while enjoyable at first, is neither all out brutal or skilful enough a simulation to make you want to hone either your fighting or footie skills for months a a time. Maybe Point of View should've included some baseball bats and armour...

BYRON

CUBE VERDICT REDCARD

NEEDS MORE FANTASY TEAMS, VIOLENCE, AND MAYBE GUNS?

VISUALS
Players have a solid and well-rounded feel and the nippy camera keeps everything in perspective.

AUDIO
Commentators soon repeat themselves, but the ear splitting bang from a shot is good.

GAMEPLAY
Begins brutal, progresses to skilful, but ends up feeling just a bit shallow after a while.

LIFESPAN
Good multiplayer and expansive conquest mode mean there's loads to do if you're interested.

ORIGINALITY
It's still a footie title but fighting, dolphins and boost moves make it stand out from the crowd.

ALTERNATIVE

Another brutal and arcade style tackling of the football genre, yet *Soccer Slam* is so much better at breaking the rules.

SEGA SOCCER SLAM

Format: GameCube Reviewed: Issue 8 CUBE Rating: 9.0

2ND OPINION

'AVE SOME! "It's certainly got some rather nice ideas in it but on the whole, *RedCard* just can't cut it against *SEGA Soccer Slam*. To be honest, you're better off waiting for that..."

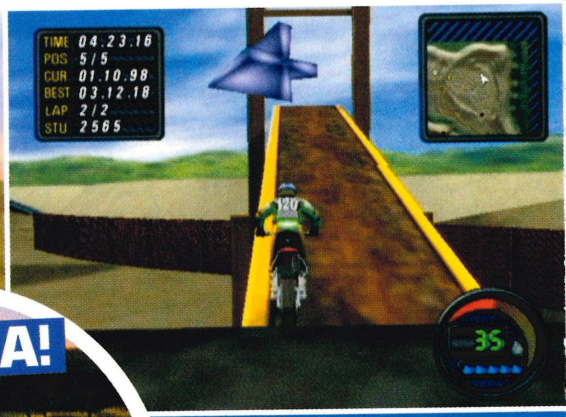
MARTIN

FINAL SCORE

7.2

A GAME OF TWO HALVES: FIRST A STRAIGHT-LACED SIM, NEXT A HOOLIGAN. A FOOT-BRAWL RIOT!

Vert in the dirt! Pull off a nac-nac!



LOOK MA!

NO HANDS!
Like a beat-'em-up, combos are everything. In one sequence you could pull a Lazyboy, then Heart Attack off a Can-Can, and finish with a Superman.

Kickstart, helmet lid down, throttle twisted open... Jeremy stalls and falls over on the grid!

CUBE

INFORMATION

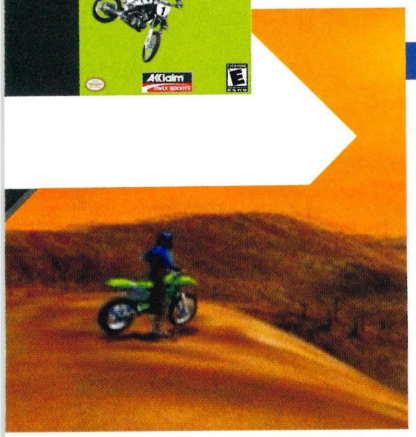
SUPERCROSS WORLD	
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	9 BLOCKS

STATS

- CUSTOMISABLE ATTRIBUTES
- THIRTY-FIVE TRICKS
- 'STUNT ADVANTAGE SYSTEM'
- SPLIT-SCREEN TWO PLAYER

RELEASE DATES

OUT NOW	TBA	OUT NOW



JEREMY

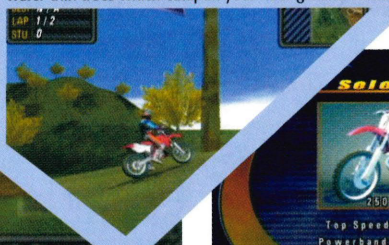
THERE IS A sport that makes Tony Hawk's exploits look as extreme as falling off a plank of wood. Imagine if you will, straddling an engine fastened to two wheels whilst tearing at breakneck speed towards a great big dirt ramp. Having launched yourself skywards, the bike you were just perched on starts to coil and twist from under your feet; you let go of the handlebars and the bike darts away from you. Moments before the bike is out of reach, you casually grip the tail end with one hand, then look between your legs to where you launched from and nonchalantly delight the crowd with a wink and a click of your heels! Welcome to the world of Supercross.

As impressive as these tricks sound, they're only half of the action to be had from *Jeremy McGrath Supercross World.* With all out racing and a need to finish well being the easiest and most effective way of gaining new tracks, stunts are in fact something of an addition for most of the game modes. Don't however ignore the gravity-mocking shapes on the way to the finish line, because all the tricks you pull in a race accumulate to earn you speed boosts which help in catching the pack after a fall, or aid you in getting airborne on a steep jump. Now this set up of scrambling to finish first and being rewarded for doing so in as much style as possible sounds pretty good don't you think? If it weren't for *JSMW*'s control system then this potential could have made for a great game. Instead, whereas all the best race and stunt games have invariably had an immaculate control system and intuitive in-game mechanics, disappointment with *JMSW* sets in instantly. From the lack of a tactile sensation with the ground to the erratic and strangely both twitchy and sluggish turns, playing is more about frustration than fun.

Even worse though, is how the reasonably well-designed tracks are sold short by a ludicrously slow response to trick commands. Honestly, when you're carving through the air with your face about to be planted in the earth, the last thing you want is to have a delay between trying to pull a trick and plunging back to ground level. This however, is exactly what happens in *JMSW* and it actually discourages you from exploring the range of moves, and also removes the potentially neat gameplay element of gaining speed boosts for riding with style. It's often said in reviews that a sub-standard game may still be enjoyed by fans, but frankly, no matter how much you like motorbikes, this game will still feel disappointing and irritating.

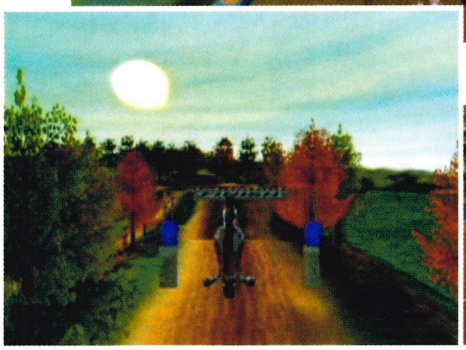
BYRON

SCENE STEALER: Robbing your rider of his balance is the old annoyance of unrealistically solid scenery such as wafer-thin trees which catapult your rider groundwards.

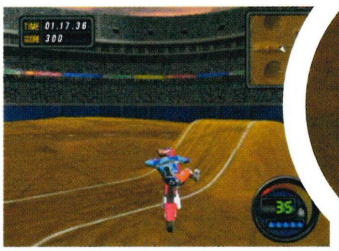


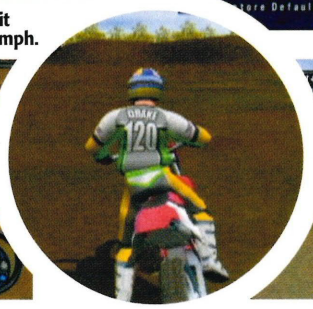
SEASONED CAMPAIGNER

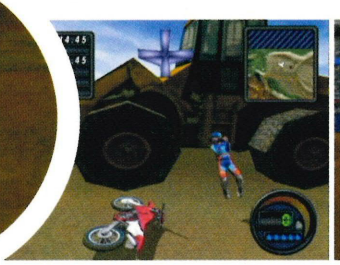
Most of your playing time will revolve around winning all the available trophies in the season long career mode. The season involves racing across four track styles – namely Baja, Motorcross, Supercross and Freestyle. The Baja is an outdoor roam guided by checkpoints that have to be passed before scrambling to finish first. Motorcross is also outdoor but the tracks are purpose built and littered with jumps. Supercross tracks are tightly constructed indoor events with sharp corners and sudden jumps. As for the freestyle mode, there's no finish line meaning you can pull as many stunts as possible in the given time. Additionally, each track has three levels of difficulty, characters and bikes can be upgraded, and mini-challenges such as getting to the first corner in front, or pulling specific tricks in a race all add up to a title with a lot of lifespan ... well, it would do if you were masochistic enough to endure the controls!

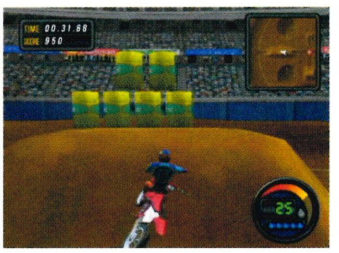


The arena's texture looks a bit smooth, but we are doing 72mph.









MCGRATH SUPERCROSS WORLD

PLATFORM GAMING

With many games now launching on GameCube, Xbox, and PS2 at similar times, an unpleasant trend seems to be emerging. Remember that a popular title on one format can easily (and profitably) be converted onto another platform so long as the game itself doesn't use a specific feature of the host consoles' pad or hardware. *JMSW* is a typical example of this approach using as it does, a generic control method and uninspiring graphics – all of which can easily be emulated on other consoles, and even worse, end up making the GameCube seem like all the other consoles!

GAMECUBE

PLAYSTATION 2

CUBE VERDICT

SUPERCROSS WORLD

A WASTE OF A POTENTIALLY ENJOYABLE GAME.

VISUALS
Pop-up, poor draw distance, badly textured environments. We've seen better on the N64!

AUDIO
The engine noises are tame rather than roaring, but the soundtrack is inoffensive enough.

GAMEPLAY
A clumsy turn into a jump which ends up in a helmetful of dust does not sound like much fun.

LIFESPAN
There's a lot to be getting on with, but absolute completion would be a spirit-crushing chore.

ORIGINALITY
Although not original, the idea of granting boosts for landing tricks could have been really good.

ALTERNATIVE

Despite not having one on his bike, Dave Mirra's game engine is nonetheless finely tuned. One to look out for, come Christmas.

DAVE MIRRA BMX XXX

Format: GameCube Reviewed: N/A CUBE Rating: N/A

2ND OPINION

OUCH! "I'm a trials rider myself, so this makes me very angry – driving games are ten-a-penny, yet good biking sims are rarer than hens' teeth. With a better control system, this'd be approaching star status."

GARY

FINAL SCORE

4.6

A TEST OF ENDURANCE FOR ALL THE WRONG REASONS. SUPER CROSS IS HOW YOU'LL FEEL IF YOU BUY THIS.

Round one... fight!

Picky gamers may not like the graphics, but gameplay's far more important.

CUBE

INFORMATION

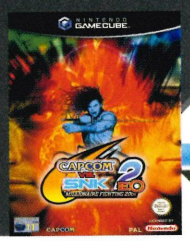
CAPCOM VS SNK 2: EO	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	2 BLOCKS

STATS

- TOP STREETFIGHTER ACTION
- OVER 40 CHARACTERS
- DIFFERENT FIGHTING STYLES
- TONS OF SPECIAL MOVES

RELEASE DATES

30 AUG	OUT NOW	SEPT '02



CUBE STAR GAME

CAPCOM VS SNK 2: EO

If there's one thing that the GameCube needs, it's a decent beat-'em-up... and here's one right now. Lucky for us, eh?

AHH, STREETFIGHTER – the mainstay, nay, the forefather of the beat-'em-up genre? When Capcom first brought *StreetFighter 2* into the arcades and onto the SNES in the early nineties, we doubt that it could have predicted how big the franchise would become... or how much it'd be bled to death. We've seen over 30 incarnations of the *StreetFighter* concept now – so are we bored of it? Are we heck. In fact, the mere mention of a new *StreetFighter* game gets us gibbering with excitement because we're such huge fans of it... especially the more recent crossover games featuring a mixture of our favourite characters. Which brings us nicely onto the game we just happen to be reviewing here...

Yes, we're talking about the pending release of *Capcom VS SNK 2: EO* – a real mouthful of a game title, but with a top-notch beat-'em-up hiding just behind it. Like the original *Capcom VS SNK* and other crossover series *Marvel VS Capcom* before it, *Capcom VS SNK 2* takes what can only be considered as the cream of the fighting genre character crop and mixes them up into one hell of a game.

Obviously, you've got all your favourite and familiar faces from the Capcom team including everyone from the stalwarts Ken and Ryu, to less well-knowns like Rolento from *Final Fight*, Kyosuke from *Rival Schools* and Eagle from the original *StreetFighter*. On top of that though, there are also the best of the best from the now-defunct SNK stable with characters representing games such as *King Of The Fighters, Fatal Fury* and *Samurai Shodown*. Could this be the ultimate beat-'em-up match up? You'd better believe it, buddy!

ISM YOU IS, OR ISM YOU AIN'T...

So, what's the *EO* on the end of the title then? Well, standing for either *Extreme Offence* or *Easy Operation* (depending on whether you believe the Capcom press release or the back of the Japanese box), it's related to the brand-new control method that's been added to the GameCube port of the game. When picking your groove style before you start fighting, you'll also be given the option to pick between AC-ism – the usual D-pad and button combination – and the new GC-ism that allows you to use the C-Stick to perform your special and super moves. Now, we have to admit that this new playing style isn't as good as it sounds... in fact, it can be a downright pain at times. With basic punches and kicks relegated to the Trigger buttons (along with their analogue functions dictating how hard you hit) and movement allowed through the Analogue Stick only, it can take a little while to get the hang of. However, pick a character with a lot of special moves and the problems get worse – with up to 14 moves allocated to the C-Stick at once, using the one you want can prove a nightmare. It's a nice try and something new but in the end... well, we doubt it's something that'll catch on. Sorry Capcom.

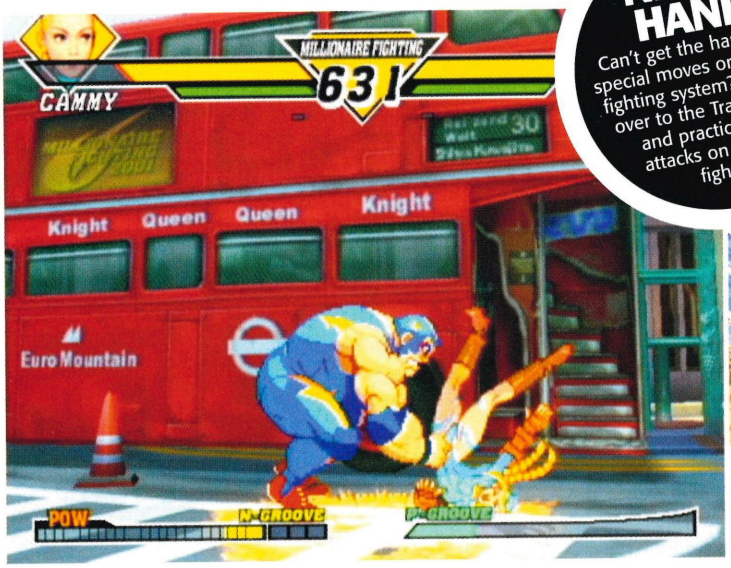
A NEW CHALLENGER: Play well enough and a very well known fighter (from either the SNK or Capcom side) will interrupt the tournament to take you on...

...And here's where Mart managed to kick Chandra's arse. Again. Ha-ha!

WORK IT!

NEED A HAND?

Can't get the hang of those special moves or the new *EO* fighting system? Then head over to the Training arena and practice all your attacks on a dummy fighter...



"THIS IS STILL THE PINNACLE OF THE BEAT-'EM-UP GENRE AND WE JUST HAVE TO LOVE IT"

No matter which company you prefer, there's a fighter you'll like.

PICK A FIGHTER, ANY FIGHTER

Considering all the attempts that Capcom has made at bringing out the definitive beat-'em-up over the years, it's nice to see that the very first one it's brought out for the GameCube (in the form of *Capcom VS SNK 2: EO*) is one of the most complete and adaptable fighting game we've ever played. For starters, the selection of characters available – coming from an eclectic selection of games from both the Capcom and SNK brands – reaches a massive 48, meaning that there's bound to be at least a few fighters who'll suit your tastes. Then there's the number of ways you can play the actual game. As well as the rather obvious one-on-one single bout and team battles of three-on-three, there's also the Ratio option which has been modified since the last game on the Dreamcast; you start with four points and then share those across your selected team of either one, two or three fighters to determine how powerful they all are. On top of that, there are all the 'grooves' that can determine your fighting style, who you start each match with if you're playing with a team and even the colour of your fighter's clothing... all in all, there really is something here for everyone.

GROOVE IS IN THE HEART

Beat-'em-ups have come a long way since the days of the original *StreetFighter*, you know – it's not just a case of picking up a pad and getting straight into the action. There are many other factors to consider; in the case of *Capcom VS SNK 2: EO*, its not only who you fight as but also what fighting style (or 'groove') you use. Here's a quick look at your options...

C GROOVE

Taken From: *Capcom VS SNK*
Abilities: Three levels of Super Move are available, as well as Air Blocking and Dash moves.

A GROOVE

Taken From: *StreetFighter Alpha 3*
Abilities: Custom Combos are available, although you can't block when attempting one.

P GROOVE

Taken From: *Super StreetFighter II*
Abilities: Super Moves are only available when the bar is full, but your character is stronger and sustain more damage.

S GROOVE

Taken From: *Capcom VS SNK*
Abilities: You can only perform Super Moves when the bar is full, although Despertation and Super Desperation moves are available when your energy is low.

N GROOVE

Taken From: *King Of The Fighters*
Abilities: Super Moves become available as the bar repeatedly fills, although a Power Max move (with all three bars full) does more damage than usual.

K GROOVE

Taken From: *Garou: Mark Of The Wolves*
Abilities: When the bar is full, your attack strength goes up and the amount of damage you take goes down.

So, there's a wide choice of styles on offer... but that's not all. After you've completed the game once, you'll unlock the Groove Edit mode – essentially a license to make up your own style by spending an allocated amount of points on different sub-systems, gauges and other malarkey. With the option to create another two grooves on top of the six available, you're pretty much spoilt for choice, eh?

C GROOVE

A GROOVE

P GROOVE

S GROOVE

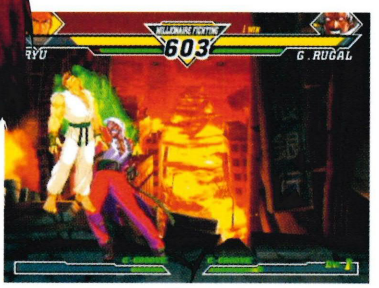
N GROOVE

K GROOVE

COMMENT Do you 'do' *StreetFighter*? A lot of people do, a lot don't. Love it or hate it though, Ryu and his buddies have influenced practically every fighting game ever to appear in an arcade or on a console over the past decade... even if your opinions on whether or not that's a good thing might vary accordingly. Here at **CUBE** Towers though, we're seriously hardcore fighting fans – having been there with Ryu and Ken since the beginning, we've grown up with StreetFighter and so have watched it change and grow into the refined game that it is today. That's why we're so chuffed that Capcom has brought probably our favourite *StreetFighter*-style game so far from the arcade and Dreamcast onto the GameCube... simply because it gives us an excuse to play it all over again. However, that doesn't mean that there aren't a few things about the game that really get on our goats – if we had goats, that is. Cue the moaning...

The main problem we've got is about how each of the 44 fighters look because they're all... well, a bit crap. It's not the animation we dislike, but rather that they all look remarkably blocky and pixelated; an effect that actually gets worse depending on the quality of your television. What adds insult to injury are the backgrounds; in direct contrast to the old-school look of the characters, the scenery around each fight is detailed in lush 3D glory. Now, seeing as how we've all played *Super Smash Brothers Melee* – not exactly a 'proper' beat-'em-up, but still proof of how nice a 2D fighting game can look – we know that a powerful console like the GameCube demands more than just the same old visuals that we've seen before, which sadly is what Capcom are producing right here. It's about the only thhing that marks this game down, unfortunately.

While we're being picky, another complaint is the music; given that many of the tunes that pop up during fights are rather twee and



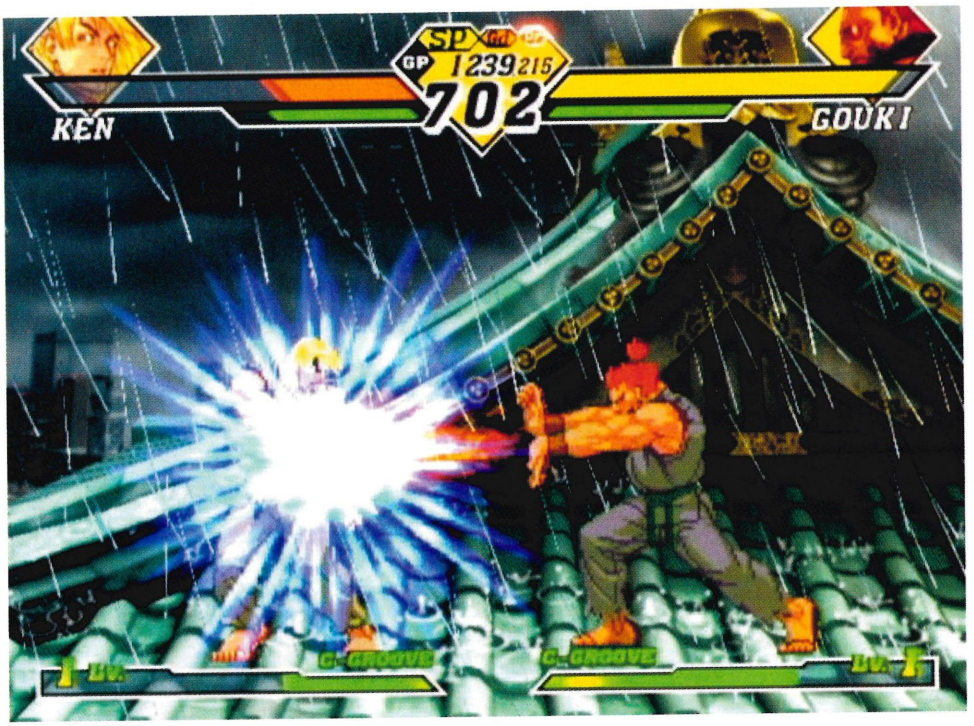
Stand up while playing to recreate that authentic arcade experience!

Japanese, what's on offer are hardly what we'd call 'fighting tunes'. Still, that's probably because we're hardened nu-metal fans... well, some of us anyway.

However, the one thing that really annoys us about *Capcom VS SNK 2: EO* is that no matter how many tiny faults we find in it, one single fact remains – this is STILL the pinnacle of the beat-'em-up genre and as such, we just have to love it all the same. Yes, we know that what's gone before might go to deter you from picking it up but trust us... all these things fade away in the knowledge that this really is one of the best beat-'em-ups around today. In fact, the only problem that really exists with the game aren't really Capcom's fault at all – yep, it's the controller. We've already said that while it's brave, the new C-Stick control method fails to be anything more than a minor distraction, the more widely-used arcade method meets a number of hurdles in the form of the GameCube controller. Perfectly designed for most games, the official pad comes rather unstuck when trying to accommodate the six-button technique required for this fighting game – not only is using the Trigger buttons annoying, but the D-pad is a touch too small for pulling off special moves 100% confidently (especially if you've got big fingers). It's not as big a deal as others might have you believe, but the problem is there all the same. Damn.

Still, even something that sounds as serious as this can be mastered and it shouldn't stop you from seeing the true facts – in terms of gameplay and enjoyment, *Capcom VS SNK 2: EO* is the leader in its field and this means that anyone who's even remotely into beat-'em-ups is to pick it up immediately. Due to arrive in the UK by the time the next issue of this magazine comes out, you won't have long to wait if you're a PAL gamer... and if it means splashing out on a third-party pad or even an arcade stick, so be it. Trust us, you won't regret it.

MARTIN



AND I BRING YOU...

THE GODS OF FIGHTING IN A NASTY MOOD...

In most of the other *StreetFighter*-style games out there, you simply have to play through the game and eventually reach the final boss fight whereas *Capcom VS SNK 2: EO* offers something a little bit different. It's all related to the amount of GP points you earn throughout the rest of the game – fight well (score perfects, land special moves and so on) and you'll have a bunch of them, but fight badly and you'll wind up with none. When the final battle comes around, you'll have a regular scrap; complete this and you might be lucky enough to then face off against either Rugal or Gouki. Of course, if you're incredibly good like us and meet the right criteria, you may even find yourself fighting Shin Gouki or God Rugal... the gods of fighting themselves! Blimey.

SUIT YOU!

THE CLOTHES SHOW

Feeling a bit anally retentive? Use the Colour Edit mode to make your favourite fighter any colour you choose...

CUBE VERDICT

CAPCOM VS SNK 2: EO

THE BEST BEAT-'EM-UP ON THE GAMECUBE, BAR NONE

VISUALS
Very well animated and drawn – we're just annoyed that they weren't updated a tiny bit.

AUDIO
Some good tunes, a few dodgy ones and lots of noises of people having their faces caved in.

GAMEPLAY
The crucial part of any beat-'em-up and where this game shines; refined AI and enjoyable action.

LIFESPAN
It's doubtful that you'll be able to tire of this, especially in the VS mode against your friends.

ORIGINALITY
Well, this is another *StreetFighter* game so we couldn't really have expected anything else...

ALTERNATIVE

The only other 'proper' beat-'em-up out on the GameCube so far and *Soul Calibur 2* isn't coming until next year...

BLOODY ROAR: PF

Format: GameCube **Reviewed:** Issue 6 **CUBE Rating:** 7.0

2ND OPINION

HADOKEN! "Mart's totally right – even though we've played it all before, Capcom has still mananged to produce the very best beat-'em-up on GC so far. Curse them – there goes my social life!"

CHANDRA

FINAL SCORE

9.0

PROBLEMS? YES... BUT STILL THE BEST GAME OF ITS KIND ON GC SO FAR WITHOUT A DOUBT.

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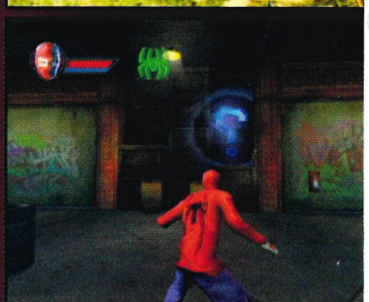

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SPY HUNTER AND MORE!

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YOUR LETTERS

VIEWPOINT

88 Voice your concerns, heap praise on the GameCube, the mag or just get that rheumy stuff off your chest. This is the place to air your views regarding all things GameCube related...

CHEATING MONKEYS

92 Sometimes there are tricky bits in games that you just can't do. That's where our simian friends come into it; they play the games night and day to help to solve your gaming woes...

PERIPHERAL VISION

118 The latest peripherals are put through their paces. This month, we check out the GameCube Steering Wheels on offer. Don't think about buying one without reading these pages!

ADVANCE

114 Only the prime cuts of handheld gaming make it into Advance. Find out what you should be playing on the world's greatest portable this month.

Q&A ROGUE LEADER CADETS

94 Problems with your X-Wing? Ask General Sacul how to turn yourself from hopeless rookie into an ace pilot, and how to take down a Star Destroyer!

AGENT UNDER FIRE

98 It might not be *GoldenEye* but it's certainly tricky at times. Thankfully, your stealthy CUBE super-gamers have shot every henchmen, gotten jiggy with all the luvverly ladies ('natch) and saved the world to bring to you the complete guide to Bond's latest outing. Remember: nobody does it better!

BEAT THE TEAM page 96

So you think that you have what it takes to take on the CUBE team? Yeah, yeah – bring it on! Here's your chance to prove your gaming pedigree against the professionals.

DIRECTORY page 120

The complete list of all the games that we've reviewed. £40 is a lot of money to spend on a game so never, ever buy a game without consulting these pages. Without us, you could buy a real turkey!

HORIZON page 122

Issue ten naturally follows issue nine, and there's no let-up as we roll inevitably towards Christmas. Expect even more games than ever before and some extra special stuff you won't get anywhere else.

SUBSCRIPTIONS page 128

If you don't want to miss out on the best GameCube magazine on the planet and you want to save money, we seriously recommend that you subscribe to ensure that you never miss an issue. We'll even post it to your door! More details, and a lovely form to fill in can be found here!

I LOVE NINTENDO page 130

The very last word! Every month we look at the things that makes Nintendo special and makes us hold the GameCube and the Game Boy Advance in such high esteem.

CUBE VIEWPOINT

ISSUE NINE

AIR YOUR VIEWS, TELL US WHAT YOU THINK OR JUST HAVE A POP... WHATEVER YOU WANT TO SHARE WITH EVERYONE!

The excitement is still there, and many of us are still on a high having just taken delivery of our shiny, new box of Nintendo gaming delights...

RARE TREATS

SVENTERTAINMENT

IT'S GREAT TO finally see a magazine that cares about its readers and is not full of useless information that no one cares about. However, after studying your mag I have not found any info regarding a football management sim being released on the GameCube. Can you tell me if there will be one as a game like Championship Manager on the GameCube? And I can't wait for *Star Fox Adventures* and *Mario Sunshine* to be released!

L HOOD, KEMPSTON

CUBE: ***One of the great things about the GameCube, and something that puts it in a position to better its predecessor is the fact that every type of game and genre is being catered for. The good news is that* LMA Manager 2003 *from Codemasters is heading to the GameCube In March next year. Okay, it's a bit of a wait but the two other games that you mentioned should keep you busy until it arrives.***

WHAT STEREOTYPE?

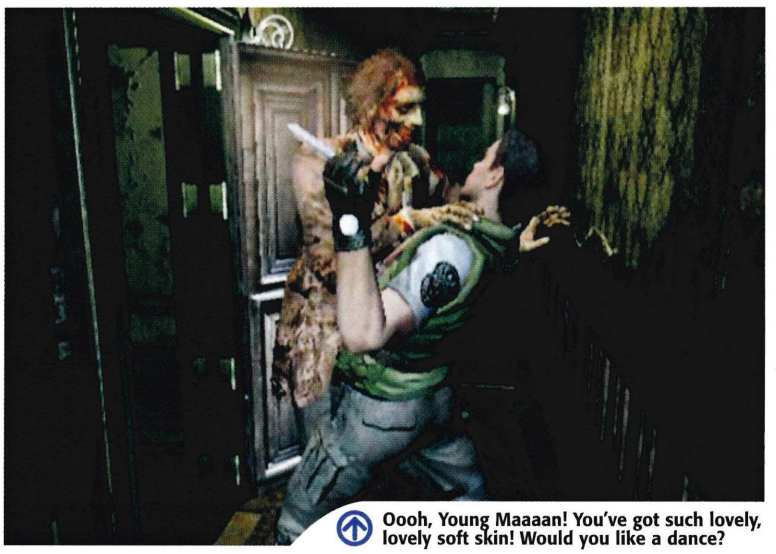
I HAVE BEEN at a crossroads, and could not decide on whether to get a PS2 or a GameCube. So I bought a copy of CUBE at WH Smiths, and read it cover to cover... So, thanks for a great mag, and thanks for the preview of *Mario Sunshine* and thanks to the chaps at CEX and the Manager at Electronics Boutique on Oxford Street. I am now the proud owner of a lovely purple GameCube, a copy of *Luigi's Mansion* and *NHL Hitz*!

Who says gamers are all male? Who says gamers are teens? Being extremely geriatric compared to Nintendo's target audience, suddenly my age has been halved by the wonderful GameCube, whoo-hoo! I'm still female though, thank God!

Keep up the good work!

GLORIA, VIA EMAIL

CUBE: ***We're not sure if Nintendo has a target audience other than the umbrella term 'Gamer'. If you consider yourself to be someone who likes games, then surely the GameCube is the console of choice. Well done you, and THANKS!***



Oooh, Young Maaaan! You've got such lovely, lovely soft skin! Would you like a dance?

GET IN TOUCH

Come on then, join in the fun! There are loads of different ways to get in touch with us so there's absolutely no reason not to!

EMAIL

Drop your question in to us via email: **CUBE**@paragon.co.uk.

LETTER

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We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.

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Or you can send your letter to us by fax on 01202 299955.

LET'S TALK ABOUT TXT

TXT LIFE

We want your text!

How can we play fighters like Soul Calibur 2 with an analogue stick and that useless D-pad. Will there be an arcade stick released?
CUBE: You can bet your life that there'll be plenty of arcade sticks in the shops from those wonderful third-party peripherals companies by the time that Soul Calibur hits the shelves.

In Super Monkey Ball's credits, I cant see Satans name n e where! Y not? No human could make THAT frustratin!
CUBE: Super Monkey Ball is definitely the work of some evil force and now there's a sequel - just like THE OMEN...

Is the Final Fantasy series n grand theft auto gonna be available for the GameCube ever?
CUBE: Yes and no. In that order

Will GC Bring out any of the Metal Gear Solid games?
CUBE: Konami will be bringing that most Solid of Snakes to the GameCube.

Is it possible to 'chip' a Japanese GameCube to play English and American games? Coz I might get one when Im in Japan in a few months.
CUBE: Get Datel's Freeloader instead. That way you can use a UK GameCube to play import games without resorting to warranty-invalidating chipping.

Are there any chess games comin out?
CUBE: Not that we know... But as soon as we hear anything different we'll let you know! We love chess!

I HERD DER A NEW MOVIE CUMIN OUT: Luie G in da Mansion
CUBE: Really?
Will there be demos 4 the GameCube?!
CUBE: It is looking unlikely, but anything is possible.

Howdy doody.J.C
CUBE: Surely you're not the J.C?

I was gonna get a Xbox but the games line up looks pants,whilst the GameCubes ones looked awesome.Is there anywhere that I can get demo discs for the GC?
CUBE: You made the right decision as far we're concerned. Demo discs look unlikely at the moment, however...

Will the absolutely brilliant Virtua Tennis be making an appearance on the GameCube? It is the best sports game ever!
CUBE: There's no news as yet, however with SEGA bringing the bulk of its sports games to the GameCube, we are certainly very hopeful!

The **CUBE** SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to…

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IT'S CRIMINAL

HI, I'M GETTING a GameCube next week, mainly for the *Resident Evil* series, plus the other excellent games available. I'm just wondering whether *Grand Theft Auto 3* is coming out at all for the GameCube?

GAVIN, VIA EMAIL

CUBE: ***Well done for choosing to get a GameCube, you will certainly enjoy not only the* Res Evil *series but also a good many more games in the future. Unfortunately, there's no chance of* GTA *series appearing on the GameCube or any other home console other than the PlayStation.***

Sony has cunningly ensured that the series will be exclusive to the PlayStation – the only other console that you'll be able to play* GTA *on is the Game Boy Advance. A shame, but Sony needs some decent games to combat the tide of great GameCube-exclusive games, don't you think?

RARE DEAL

WHAT ARE YOU guys on? I've been reading your mag since issue 1 and have agreed with most of your opinions, but after reading your final thought of GCN in issue 7 of **CUBE**, I was utterly disgusted. What could have possibly possessed you to slate Rare (a company that the N64 wouldn't have survived for as long as it did without)? I also know that Rare is supposed to be parting company with Nintendo, which I will admit, I'm none too pleased about, but there was no need to ask if it was such a big deal. Of course it is, especially as one of your 30 reasons to buy a GameCube (issue 2), Rare was numero uno. Rare is responsible for an awful lot of Nintendo's best games: *Conker's BFD, GoldenEye, Perfect Dark* and even *Battletoads* on the SNES (possibly one of the trickiest, most addictive games out there). I mean don't you think that it's a little fickle to discard their wonderful past just because you don't like what Rare's maybe doing in the future? True enough that they will probably never bring a game out that matches their previous standards without Nintendo's exclusive backing, but I still wish Rare all the best and hope that its games still make it to the GameCube. Cool mag; keep it up!

RYAN BAMFORD, DERBYSHIRE

CUBE: ***Right, let's make this clear. Nobody at* CUBE *is denying or belittling the sterling software created by Rare, nor its contribution to Nintendo's consoles over the years. However, let's put this into some sort of reasonable context. Rare has produced some good and some incredible games for Nintendo over the years. However, this is because Nintendo has given Rare the scope and time to do so. Of course, Rare has talent by the bucket load, but the space and time afforded them by Nintendo is unique to most development houses. If Rare does leave the Nintendo fold then it is unlikely that any other publisher (save perhaps Microsoft) will allow Rare the freedom given it by Nintendo which will surely affect the quality of the games it produces.***

What* CUBE *was trying to suggest was that no matter what happens to Rare it is likely that Rare will continue to support the GameCube even if it does go multiformat but, right here, right now, the level of support from other developers will mean that exclusive support from Rare is looking much less necessary on the GameCube than on the N64.

YOU PLONKER!

IN ISSUE 06 of **CUBE**, Mr. Gosen stated that Nintendo is not interested in technology, just gaming. What a plonker, if that was so, Nintendo wouldn't reveal the technology for its machines and magazines wouldn't be allowed to compare console specifications either. Or did he just say that because the GameCube doesn't favour very well when compared to rival games machines?

TOM HOLZER, ST IVES

CUBE: ***This is a tad unfair, Mr. Gosen is trying to convey the Nintendo philosophy regarding gaming innovation. Rival console manufacturers go on about tech specs in an attempt to hide the fact that they have few games worth playing. However, the GameCube is a pretty impressive machine and it has the software to back it up. Who needs another racing game that adds nothing new to the genre other than improved graphics? Nintendo has always striven to offer the best graphical and gameplay experiences of any games developer/hardware producer ever, so he's right to make that distinction because for us gamers, it's very important indeed.***

"WHO SAYS GAMERS ARE MALE? OR TEENS? MY AGE HAS BEEN HALVED BY THE WONDERFUL GC – WHOO-HOO!"

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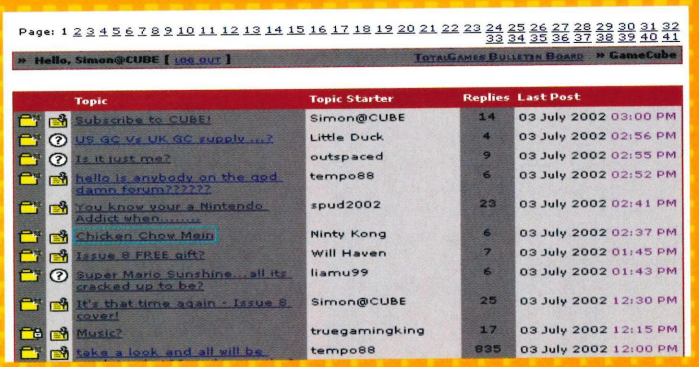

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» Hello, Simon@CUBE [log out] TotalGames Bulletin Board » GameCube

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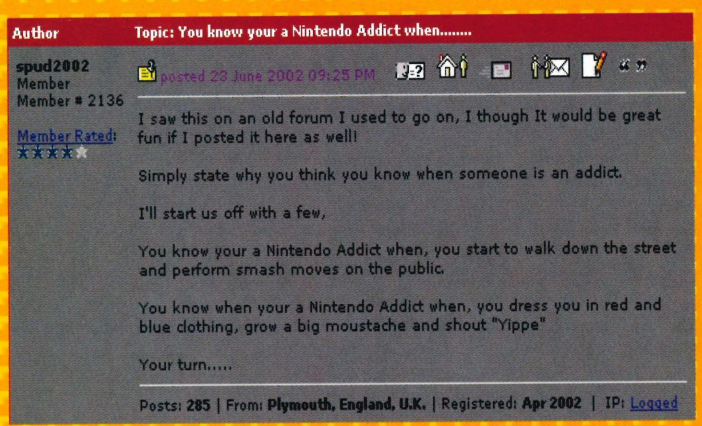
US GC Vs UK GC supply ...?	Little Duck	4	03 July 2002 02:56 PM
Is it just me?	outspaced	9	03 July 2002 02:55 PM
hello is anybody on the god damn forum??????	tempo88	6	03 July 2002 02:52 PM
You know your a Nintendo Addict when.....	spud2002	23	03 July 2002 02:41 PM
Chicken Chow Mein	Ninty Kong	6	03 July 2002 02:37 PM
Issue 8 FREE gift?	Will Haven	7	03 July 2002 01:45 PM
Super Mario Sunshine...all its cracked up to be?	liamu99	6	03 July 2002 01:43 PM
It's that time again - Issue 8 cover!	Simon@CUBE	25	03 July 2002 12:30 PM
Music?	truegamingking	17	03 July 2002 12:15 PM
take a look and all will be	tempo88	835	03 July 2002 12:00 PM



Author — Topic: You know your a Nintendo Addict when.....

spud2002
Member
Member # 2136

Member Rated:

posted 23 June 2002 09:25 PM

I saw this on an old forum I used to go on, I though It would be great fun if I posted it here as well!

Simply state why you think you know when someone is an addict.

I'll start us off with a few,

You know your a Nintendo Addict when, you start to walk down the street and perform smash moves on the public.

You know when your a Nintendo Addict when, you dress you in red and blue clothing, grow a big moustache and shout "Yippe"

Your turn.....

Posts: 285 | From: Plymouth, England, U.K. | Registered: Apr 2002 | IP: Logged

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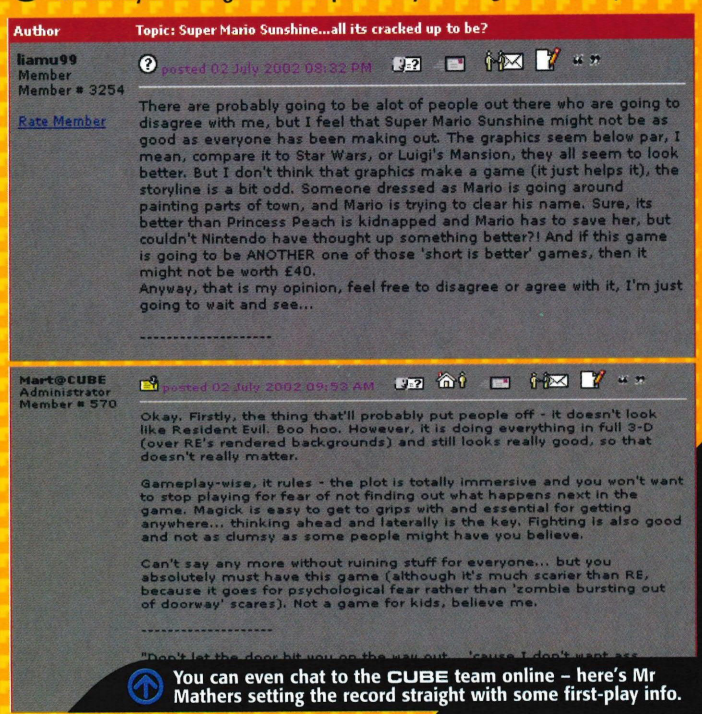

Author — Topic: Super Mario Sunshine...all its cracked up to be?

liamu99
Member
Member # 3254

Rate Member

posted 02 July 2002 08:32 PM

There are probably going to be alot of people out there who are going to disagree with me, but I feel that Super Mario Sunshine might not be as good as everyone has been making out. The graphics seem below par, I mean, compare it to Star Wars, or Luigi's Mansion, they all seem to look better. But I don't think that graphics make a game (it just helps it), the storyline is a bit odd. Someone dressed as Mario is going around painting parts of town, and Mario is trying to clear his name. Sure, its better than Princess Peach is kidnapped and Mario has to save her, but couldn't Nintendo have thought up something better?! And if this game is going to be ANOTHER one of those 'short is better' games, then it might not be worth £40.
Anyway, that is my opinion, feel free to disagree or agree with it, I'm just going to wait and see...

Mart@CUBE
Administrator
Member # 570

posted 02 July 2002 09:53 AM

Okay. Firstly, the thing that'll probably put people off - it doesn't look like Resident Evil. Boo hoo. However, it is doing everything in full 3-D (over RE's rendered backgrounds) and still looks really good, so that doesn't really matter.

Gameplay-wise, it rules - the plot is totally immersive and you won't want to stop playing for fear of not finding out what happens next in the game. Magick is easy to get to grips with and essential for getting anywhere... thinking ahead and laterally is the key. Fighting is also good and not as clumsy as some people might have you believe.

Can't say any more without ruining stuff for everyone... but you absolutely must have this game (although it's much scarier than RE, because it goes for psychological fear rather than 'zombie bursting out of doorway' scares). Not a game for kids, believe me.

"Don't let the door hit you on the way out... 'cause I don't want ass

You can even chat to the CUBE team online – here's Mr Mathers setting the record straight with some first-play info.

CUBE

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

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MAGAZINE TEAM
Group Editor ***Simon Phillips***
lips@paragon.co.uk

Managing Editor ***Nick Roberts***

News Editor ***Chandra Nair***
chandra@paragon.co.uk

Games Editor ***Martin Mathers***
martinm@paragon.co.uk

Group Art Editor ***Nick Trent***
Senior Designer ***Dawn Roberts***
Design Contributors ***Steph Peat, Rob Sullivan Andy Downes***
Senior Sub Editor ***Matt Nailon***

Staff Writer ***Byron Wilkinson***
byron@paragon.co.uk

Staff Writer ***Gary Adams***
gary@paragon.co.uk

ADVERTISING
Advertising Manager ***Felicity Mead***
01202 200224 felicity@paragon.co.uk
Advertising Sales Executives
Marcus Reeves
01202 209366 marcus@paragon.co.uk
Nick Welch
01202 209308 nickw@paragon.co.uk
Classified Sales Executive
Andrea Gamson
01202 200222 andreag@paragon.co.uk
Senior Copy Controller ***Jo Spick***
Copy Controllers ***Judith Barton, Liz Morris, Lorraine Troughton***

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

INTERNATIONAL LICENSING
CUBE is available for licensing overseas.
For details, please contact...
International Manager ***Cathy Blackman***
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
cathb@paragon.co.uk

DIRECTORS
Editorial Director ***Damian Butt***
Production Director ***Jane Hawkins***
Circulation & Marketing Director ***Kevin Petley***
Advertising Director ***Peter Cleall***
Art Director ***Mark Kendrick***
Finance Director ***Steven Boyd***
Managing Director ***Mark Simpson***

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READER REVIEW

Okay, so here's the deal – You send us a 200-word review and we, in return, send you a whole glut of peripherals? As ever, you can send your reviews to us on the Forum, via email or even through the post, it couldn't be simpler. So what are you waiting for? Play the game, then get cracking!

THE NINETY PERCENTERS...

SONIC ADVENTURE 2 BATTLE

IT'S STRANGE HOW a blue hedgehog can save the world from destruction, but in *Sonic Adventure 2 Battle* it almost seems plausible. The in-game graphics are stunning, and the speed of the characters is mind-blowing. The soundtrack is brilliant, capturing the atmosphere of Sonic, Shadow et al to a tee, and fits each level perfectly. In terms of gameplay, this game shines like a chaos emerald, sporting the best 3D platform engine in existence, reminiscent of the MegaDrive games of old.

However, with all the up sides, this game has a few small problems, and one major downfall. Firstly, the camera always captures an exciting view of the landscape, but at times, you can't see your character at all. The Knuckles stages can be annoying, and the way that Omachao appears everywhere to reveal how to beat a boss is irritating and patronising. The game boasts many uninteresting extras, like cart racing and chao breeding, which failed to capture my interest.

Primarily, the game is too short – the levels are great, but there are far too few of them, Shadow having a mere three to his name. In fact, it took me three short days to complete, and though many of the levels are replayable, there are too few of them. So overall, this game is 21-carat gold, but just not enough of it to be stored in Fort Knox, unlike previous adventures and, hopefully, Sonic's next game.

ALISTAIR AITCHESON, WILTSHIRE

PUBLISHER: SEGA
DEVELOPER: SONIC TEAM
ISSUE REVIEWED: 6
CUBE RATING: 8.0

Didn't Tails originally have two tails, or are we hallucinating again?

7.2 READER'S SCORE

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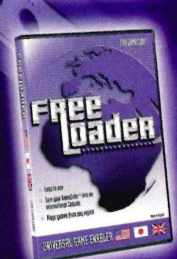

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CUBE

ISSUE NINE

CHEATING MONKEYS

They cheat and they're monkeys... so you can probably guess that this is where they do their business. Aren't they lovely?

VIRTUA STRIKER 3

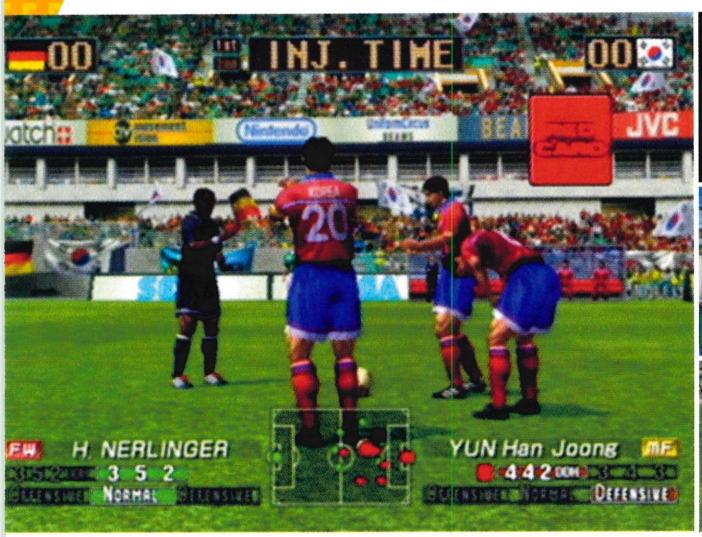
Some of you still don't believe this is the best GameCube soccer game, but we don't mind – after all, we've got these great cheats to foul you with!

SECRET TEAMS

By playing the Ranking Mode, you can unlock two additional 'super' teams to play as. Just keep earning points by winning matches to meet them – when you reach 20 points, FC Sonic will challenge you to a match, while 30 points will earn you a match with Yukichan United. Just defeat each team in these matches to unlock them for later use.

SECRET STADIUMS

Play through the Road To International Cup mode until you reach the World Cup Tournament in Year 4 – upon winning your first match in the tournament, you'll unlock Century Stadium while winning the whole tournament will unlock Velvet Stadium.



LEGENDS OF WRESTLING

Those of you who love grappling can rejoice... because *Legends Of Wrestling* has more wrestlers hidden away than we've ever seen!

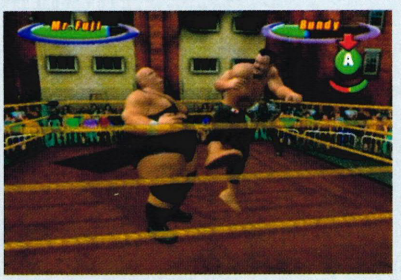
UNLOCK ALL WRESTLERS (THE HARD WAY)

By completing various modes of the game, you can unlock all of the hidden wrestlers...

WRESTLER	METHOD
Mr Fuji	Win the Tag Team Championship in Tournament mode
Ivan Koloff	Complete VS Tournament mode
The Rock 'N' Roll Express	Complete Tag Tournament mode
King Kong Bundy	Conquer the South-East territory in Career mode
Sabu	Complete Career mode with The Sheik
Fritz Von Erich	Complete Career mode with Kerry Von Erich
David and Michael Von Erich	Complete Career mode with Kevin Von Erich
Dory Funk	Complete Career mode with Terry Funk
Captain Lou Albando	Complete Career mode with a Hated Wrestler
Jimmy Hart	Complete Career mode with a Loved Wrestler

UNLOCK ALL WRESTLERS (THE EASY WAY)

Alternatively, you don't have to play through the game to unlock all the hidden fighters – instead, simply go to the main menu and enter the following code: Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X... but don't forget to save your game in the Options menu!



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RESIDENT EVIL

If you're lucky enough to already own this blinder of a game, you might want to take a gander at the glorious extras that you can find in it, even if you don't need any help!

NEW GAME MODES

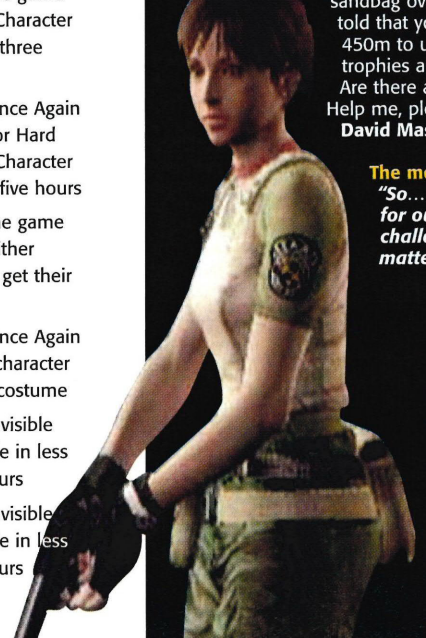
By completing the game within certain parameters, you can unlock new game modes to try your hand at... but they're not easy!

TO GET...	DO THIS
Once Again (new difficulties)	Complete the game once with either character
Real Survivor (Item Boxes no warp items)	Complete Once Again on Normal or longer Hard with either character
One Dangerous Zombie (a zombie chases you)	Complete Once Again on Normal or explosive Hard with BOTH characters
Invisible Enemy (all enemies are now invisible)	Complete Real Survivor once with either character OR Once Again with both characters

EXTRA SURPRISES

The same method as above can be used to unlock new clothing and weapons for the characters – follow our lead to get the ones you want. All special weapons take the place of the Combat Knife when the game begins and have unlimited ammunition.

TO GET...	DO THIS
Samurai Edge (Auto Handgun)	Complete the game with either Character in less than five hours
Rocket Launcher	Complete the game with either Character in less than three hours
.40 Smith And Wesson	Complete Once Again on Normal or Hard with either Character in less than five hours
Bonus Costume #1	Complete the game once with either character to get their costume
Bonus Costume #2	Complete Once Again with either character to get their costume
Hidden message from Capcom	Complete Invisible Enemy mode in less than five hours
Concept Art designs	Complete Invisible Enemy mode in less than five hours



CHIMP'LL FIX IT

Got a problem with a game? Don't know who to turn to? Well, forget about The Samaritans... the Cheating Monkeys are here to help. All you have to do is jot down your question and then send it along to: **Chimp'll Fix It, CUBE Magazine, Paragon Publishing, Paragon House, St Peters Road, Bournemouth BH1 2JS** or alternatively, you can drop them an email to **cube@paragon.co.uk**... and be sure to include a nice big banana with every question!

STRAIGHTEN UP AND FLY RIGHT

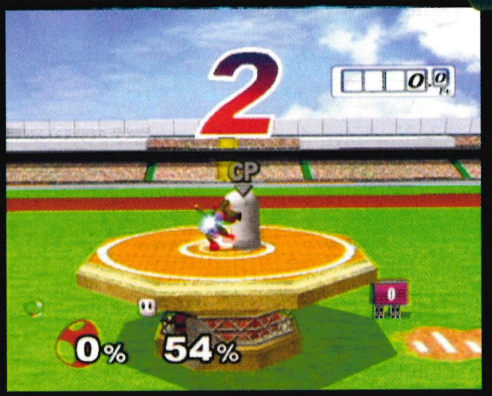
Dear Cheating Monkeys,
In *Star Wars: Rogue Leader*, I am having great difficulty beating the Beggars' Canyon race against Biggs and Wedge. I don't know why I just can't win – I always seem to crash or just lose outright. Is there any chance that you can help me win this race? Cheers,
Patrick Whyntie, via TGN Forum

The monkeys say...
"There are a few things that you could try Patrick, though they're all rather obvious. First off, try not to crash – use your brakes if necessary to make it round the often tight corners in one piece. Using your boost is also a necessity, so watch the meter and hit it on the clear sections of the course. Finally, learning the track (especially on the tougher second course) is essential and will be the difference between winning and losing – get to a point where you can fly the whole course blindfolded (how Jedi is that?!) and then go for the finish line!"

AND ITS OUTTA HERE!

Dear Cheating Monkeys,
I am having trouble in *Super Smash Brothers Melee* on the Home-Run Contest. For some reason, I can never get hit the sandbag over 100m and I've been told that you have to get it over 450m to unlock some of the trophies and VS Stages. Are there any tips you can give me? Help me, please!
David Mason, via TGN Forum

The monkeys say...
"So... we take it you didn't try for our* Beat The Team *challenge then? Oh well, no matter. If you're looking to do well, try using a character like Donkey Kong (who's got a lot of power) or Yoshi (who's quite fast) – either way though, you'll need to punish the sandbag BEFORE hitting it with the baseball bat. Use Yoshi's Bicycle Kick (Down + A in the air) or Donkey Kong's headbutts to get the damage percentage of the sandbag near 100%, then slam it with the bat right before the time runs out... if all goes well, you'll have that 450m in no time."



GREEN FINGERS

Dear Cheating Monkeys,
I'm having a bit trouble with my growing army of Pikmin. It's all fine, spending my day bringing in the parts of my ship and blowing up walls, but at sunset when I rush back to the ship, I always find that many Pikmin have lost their way and are left outside in the rush to get to safety. Is there any easy way to find where they are hiding and have all of them in the Onion at night? Thanks,
James Waterson, via TGN Forum

The monkeys say...
"The one thing that you might be missing is that you don't have to actually get your Pikmin back to their respective Onions before night-time falls – they just have to be under your command (using the whistle) when the timer hits zero. Efficient use of your Pikmin means that you can have them working on a task right up to the final seconds of the day... essential if you want to get all 30 parts of the ship. Once you've collected the Whimsical Radar, you can use the map to keep tabs on where any stray Pikmin are; however, you'd do better to try and keep them all together as you wander around, unless you've sent them off to do specific tasks. Effective team management... that's the key, James!"

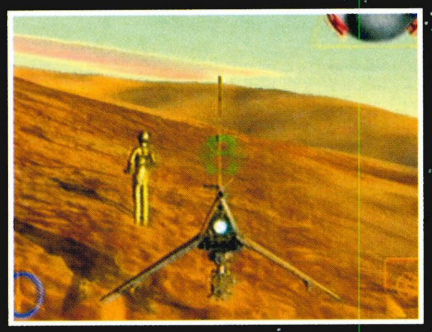
SHARE YOUR GAMING GENIUS!

If you have any tips or cheats that you would like to share, then feel free to send them in to: **CUBE, Paragon Publishing. Paragon House, St Peter's Road, Bournemouth, BH1 2JS.** Who knows, you may even win some sort of prize!

Q&A ROGUE LEADER CADETS

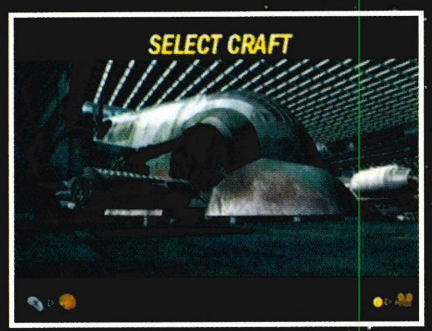
ISSUE NINE

OKAY CADETS, THE REBEL FLIGHT ACADEMY IS NOW OPEN, SO GET INTO YOUR JUMP SUITS AND TRAINING WILL BEGIN! SO IF YOU'RE NOT ONE WITH THE FORCE, NOW IS THE TIME TO OPEN UP AND SHARE YOUR PROBLEMS. GENERAL SACUL HAS ALL THE ANSWERS...



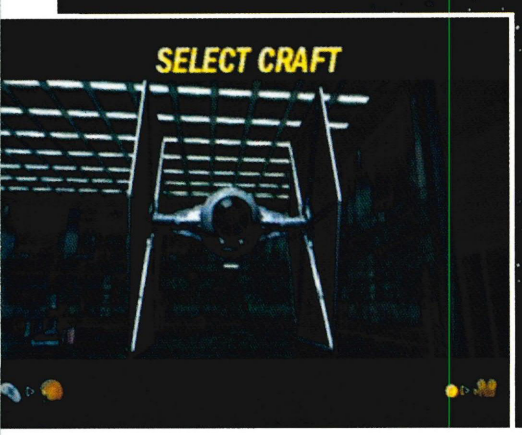
Dear General Sacul
On the Tatooine Training mission I've managed to find all the Discovery Items, and most of the Bonus Discovery Items, but have been unable to find R2D2 or C-3P0. I've searched everywhere, please help!
Mike King, Nottingham

General Sacul says:
Finding R2D2 and C-3P0 is all about timing... literally! Firstly you are going to have to set your internal clock to morning, as the training mission changes depending on the time of the day you play (set around 07:00). Blow up Jabba's Palace and C-3P0 will be standing inside. Now set your internal clock again to around 23:00 and begin the training mission again. Locate a Jawa Sandcrawler and destroy it; R2 will be there amongst the debris.



Dear General Sacul
I'm having real trouble unlocking the hidden craft, I know you can unlock them by completing certain medals etc in various missions, although I don't think I'm good enough to do this. Are there any cheats I can use to unlock them? How many hidden ships are there? What are they and how can I unlock them normally? Cheers, it's been 'driving' me potty!
Russell Morgan, Southampton

General Sacul says:
Calm down there, Private. First things first, there are actually six hidden craft available to you. There are cheats you can use to unlock the ships, so here is a small list for you with the cheats and the 'proper' way to unlock them. Hope this is what you've been looking for.
Enter the following codes on the password screen in the options menu...
N-1 NABOO STARFIGHTER:
Enter first – **CDYXF!?Q** and then enter – **ASEPONE!**
Or complete the Tatooine Training on all of the four available time settings.
TIE FIGHTER:
Enter first – **ZT?!RGBA** and then enter – **DISPSBLE**
Or steal a Tie Fighter in the Imperial Heist on both time settings (day and night) and complete the mission. It's that simple...!
MILLENNIUM FALCON:
Enter first – **MVPQIU?A** and then enter – **OH!BUDDY**
Or earn a bronze medal or higher on all of the game's ten default missions.



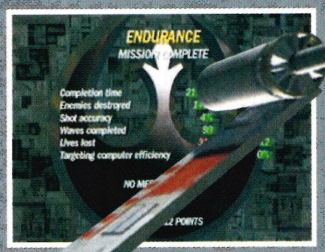
SLAVE 1:
Enter first – **PZ?APBSY** and then enter – **IRONSHIP**
Or earn a silver medal or higher on all ten default missions, as well as the two Millennium Falcon bonus missions: Death Star Escape and The Asteroid Field.
IMPERIAL SHUTTLE:
Enter first – **AJHH!?JY** and then enter – **BUSTOUR**
Or earn a gold medal on both of the Empire bonus missions: Triumph Of The Empire and Revenge On Yavin.
TIE ADVANCED:
Enter first – **NYM!UUOK** and then enter – **BLKHLMT!**
Or earn 15 gold medals, although you can automatically use it on the two Imperial bonus missions.
CADILLAC CONVERTIBLE:
Enter first – **!ZUVIEL!** and then enter – **!BENZIN!**
You cannot unlock this craft any other way!

Dear General Sacul
How do you unlock Ace mode? Do I need gold medals or is there a cheat?
Nick Herridge, Liverpool

General Sacul says:
There are two ways in which you can unlock Ace mode, the first way is to earn yourself 15 gold medals on all 15 missions or enter the following cheat on the passcodes menu... Enter first – **U!?!VWZC** and then enter – **GIVEITUP**.

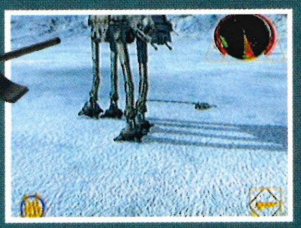
Dear General Sacul
How can I unlock Endurance mode in *Rogue Leader*. What am I doing wrong?

General Sacul
We can see the Force is not with you today, but try this code and you should 'feel' much better. Enter first – **?WCYBRTC** and then enter – **??MBC???**



SITH SAYS...

VADER'S FORCE COLUMN



Dear General Sacul
I'm in a real dilemma, and cannot get my tow cord from my speeder to attach itself to the Imperial AT-ATs. It may have malfunctioned. Do you have any advice? Also I think my wingman may be dead – could someone inform his family?
Luke, Somewhere in Hoth

VADER SAYS:
Hmm, the Force is strong with this one. You're obviously not close enough to the walkers' legs my son – try getting closer and then, once attached, circle the AT-AT at close proximity until it finally drops. Hey! You aren't a member or that Rebel Alliance are you? A one-way trip to the spice mines of Kessel shall be yours when I send my stormtroopers down there, Rebel scum!

YOUR GALAXY NEEDS YOU!
JOIN THE ALLIANCE TODAY...

Send your questions, cheats or tips to:

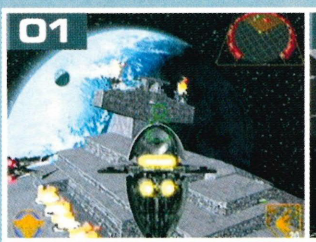
ROGUE LEADER CADETS
CUBE
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
BH1 2JS

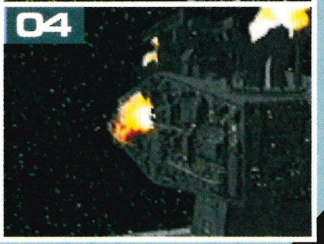
Or email **CUBE**@paragon.co.uk (with 'Rogue Leader Cadets' as the subject).

FETT'S COMBAT SCHOOL

TODAY'S LESSON: STAR DESTROYERS

As you are aware, the Star Destroyer is a very important craft for the Imperial army, and taking one down will cause a serious blow to them. However, this is no simple task. You need tactics, speed and most importantly a plan before you take one of these guys on. Firstly get your wingmen to concentrate on the guns, and begin taking out the two-shield generators on top 01. Once you've destroyed these, use your missiles to destroy the third generator underneath 02 (the big dome). The shield will now be down and it's time to attack the control deck. There are two ways you can do this: one is to hit it with a few missiles and laser fire 03, while the other is to fly directly into it 04 which may seem suicidal, but effective nonetheless, as this will now trigger a cut-scene meaning you won't actually lose a life. I'd do it myself for you, but I doubt any of you grunts have the credits to afford me. You're lucky to be getting this, maggots!





BEAT THE TEAM

ISSUE NINE

AT THEIR OWN GAME

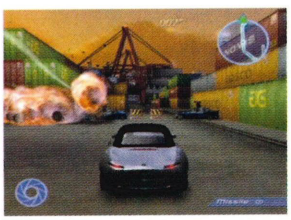
WIN! A whole bundle of Joytech peripherals and goodies!

WELL, WE'RE SHOCKED – while we knew that there were bound to be a few of you out there that could beat our scores from issue 7, we had no idea that there'd be quite so many... or that the standard would be so high. We had literally tons of entries trying to top our efforts and while we did have to sift out a few people who thought that cheating was the best way to go, most of them were spot on. Fortunately, no one stepped up to the plate for our special *SEGA Soccer Slam* import challenge (leaving Mart's 23-3 final score intact) so at least one person on the team still has his pride... well, almost. For now though, let's join hands and praise this month's winners – oh, and put up a whole new pile of challenges for you to thrash into the ground. Think you're good enough to master our top scores? Then all you have to do is prove it and you could end up on these very pages too...

THE WINNERS!

CUBE WINNER

CHALLENGE ONE:	SUPER SMASH BROTHERS MELEE
NAME:	CHRIS JOHNSON, NEWCASTLE-UPON-TYNE
RECORD DISTANCE:	652.1M
CHALLENGE TWO:	LUIGI'S MANSION
NAME:	ADAM LANG, BINGLEY
RECORD HIGH SCORE:	150,965,000M
CHALLENGE THREE:	WAVERACE: BLUE STORM
NAME:	DOMINIC SHEARD, WEST YORKSHIRE
FASTEST TIME:	54.223SECS

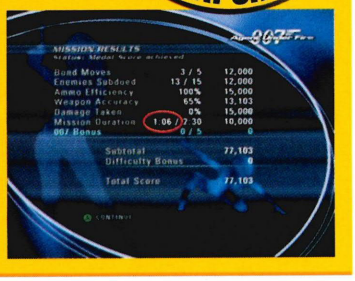


CHALLENGE ONE

RECOVER THE VIALS AS FAST AS YOU CAN!

AGENT UNDER FIRE

It might not be the best James Bond game in the world, but that doesn't mean Simon hasn't been busy setting a challenge for *Agent Under Fire* this month. What we want you to do is play the very first car driving level (Dangerous Pursuit) and try to complete it in the fastest time possible. Track down the stolen vials quickly and stop the armoured truck, then just snap the stats screen to prove your might!



SIMON'S FASTEST TIME:
1 MIN: 06 SECS

IDIOT CORNER

LOSERS!

Special mentions this month go to a number of people who tried to cheat or just acted liked idiots in a general way:

ROBBIE SAVAGE FROM DEVON, for trying to get his score on the US version of *Super Smash Brothers Melee* past us... didn't you notice that your score was so massive because it was measured in feet rather than metres, Robbie?

THE PERSON WHO creamed the top score on our *Luigi's Mansion* challenge and even sent in a video as proof – but forgot to include his name and address. D'oh!

EVERYONE WHO TRIED to cheat at the *WaveRace* challenge by changing the settings of the race from the proper Sunny weather to the wave-riddled Stormy weather. Didn't think we'd notice, did you, eh? Suckers.

CHALLENGE TWO

SMASH THOSE WIREFRAME ENEMIES!

SUPER SMASH BROTHERS MELEE

It's such a popular game with you lot, so we've decided to bring back *Super Smash Brothers Melee* for yet another month of insanely tough challenges. This time, Mart reckons that he's the greatest at the Multi-Man Melee in the Stadium mode – if you want to try and beat his score, just go into the 3-Minute Melee and defeat as many wireframe enemies as you can in the time limit. All characters are allowed, so get to it!

MART'S FOES DEFEATED:
114

WHAT A PICTURE

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 – sorry! 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 of 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 though – photos taken with digital cameras or sent by email are NOT acceptable, as they can be doctored in any bog-standard paint program. People that use different settings to those specified, cheats or NTSC copies of games to get a better score (unless you're entering the import challenge) will also be disqualified. Finally, please note that we WILL NOT be able to send back anything sent into the magazine – those of you who've been wanting blank tapes back or have even been sending in your own memory cards, you have been warned.

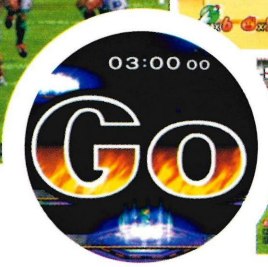
CHALLENGE THREE

SCORE AS MANY GOALS AS YOU CAN!

VIRTUA STRIKER 3

Given that he's still playing this game as much as he can, it's only to be expected that Chandra is quite good at *Virtua Striker 3*. To show off his skill, he's laid down this challenge; to score as many goals as you can as England in a match against Germany (the classic scenario) on the game's default settings. To qualify your score for this challenge, send a picture of the final whistle screen as proof – nothing else will do, we're afraid...

CHANDRA'S FINAL SCORE:
4-0 TO ENGLAND

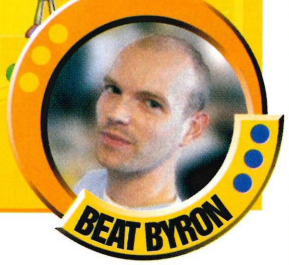


IMPORT CHALLENGE

CLIMB THE TOWER, CHOP-CHOP!

BOMBERMAN GENERATIONS

Despite being the new kid on the block, Byron's been doing his level best to get up to speed with our gaming prowess... and he's done quite well. As a result, he's set this month's import challenge on *Bomberman Generations* – completing the Octo Tower level (from the TakoDesert stage) as fast as he can. We reckon he's got a decent score, but all you have to do is top it and take a snap of the end-of-level screen...



BYRON'S RECORD TIME:
3 MINS: 03 SECS

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 PUBLISHING
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET BH1 2JS

THE DEADLINE FOR THIS ISSUE'S CHALLENGES IS 1 SEPT 2002 SO YOU'D BETTER GET YOUR SKATES ON!

INFORMATION	
007: AGENT UNDER FIRE	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
GENRE:	FPS
PRICE:	£44.99
PLAYERS:	1

CUBE
Not very hard, but is sometimes frustrating.
DIFFICULTY RATING
EASY 5/10 HARD
MEDIUM

007 Agent Under Fire

Bond's back fighting for Queen and country again. We've got the mapped guide to help you get the girl, kill the bad guy and save the world...

007 Agent Under Fire MEDALS L1
Gold Medal Unlocks: Golden Gun
Platinum Medal Unlocks: MP Map – Rocket Manor
"SHAKEN NOT STIRRED"

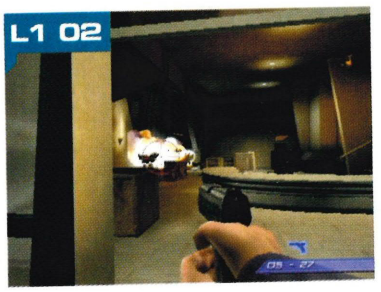
LEVEL OBJECTIVES
L1: TROUBLE IN PARADISE
- Infiltrate Research Facility
- Find courier case containing vials
- Rescue CIA agent Zoë Nightshade

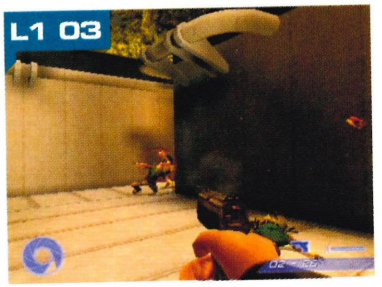
TARGET SCORE: 50,000

TROUBLE IN PARADISE
LEVEL 1

Go up to the door and use the Q-Decryptor to unlock the door but don't go inside **[Bond Move]**. Now look up and use the Q-Claw on the vent on the roof **[Bond Move]**. Walk along the roof then pick up the **007 BONUS** before dropping down into the hole [01]. Turn round and put your gun away then drop down and kill the guard with your fists. Pick up the P2K ammo and the **ARMOURY KEYCARD** (you only get the Keycard if you kill the guard with your fists and without him seeing you). Use the Q-Decryptor to open the door **[Bond Move]** then head to the door at the opposite end and use the Keycard to open it **[Bond Move]**. Inside you'll find four Grenades and an **MRL-22** rocket launcher. Go back the way you came and get on the lift on the right.

Kill the guard in the room you come to [02], pick up his P2K ammo and get the **007 BONUS** from on top of the crates. Use the Q-Laser on the padlocked gate **[Bond Move]** and head down the tunnel. At the end of the tunnel look to the right and shoot the guard by the crates. Head over to where he was standing and pick up his **KS7**. More guards will appear at the bottom so shoot the tank on the forklift to take them all out at once **[Bond Move]**. Grab all their KS7 ammo and walk





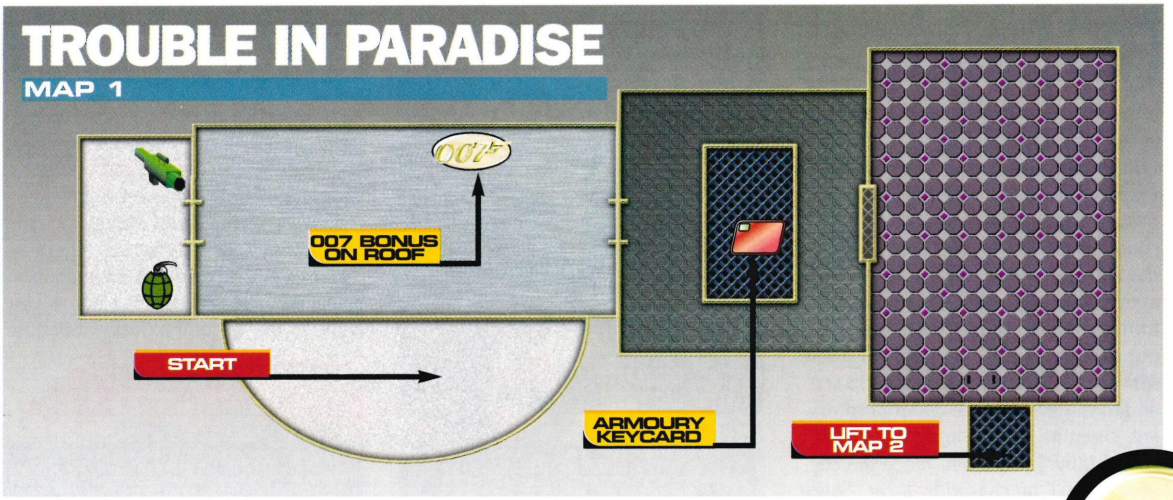
slowly down the passage. Look up to see a crate suspended by a crane; shoot the cable to make it fall on a guard hiding below **[Bond Move]**. Grab his KS7 ammo then shoot the four guards that come round the corner and take their ammo [03]. Pick up the **ARMOUR** on the left then go down the passage the guards appeared from.

As you walk towards the room with the plants, the lights will go out and a group of guards will begin firing at you from the other end. Use the plants for cover and take out all the guards then grab all the ammo and collect the **007 BONUS** on the left. Shoot the guard in the next small room and pick up his **FRINESI**. Kill the guard behind the crates in the next room and pick up the **ARMOUR** and KS7 ammo. At the other end of the room, pick up the **COURIER CASE**, open the door and then walk inside.

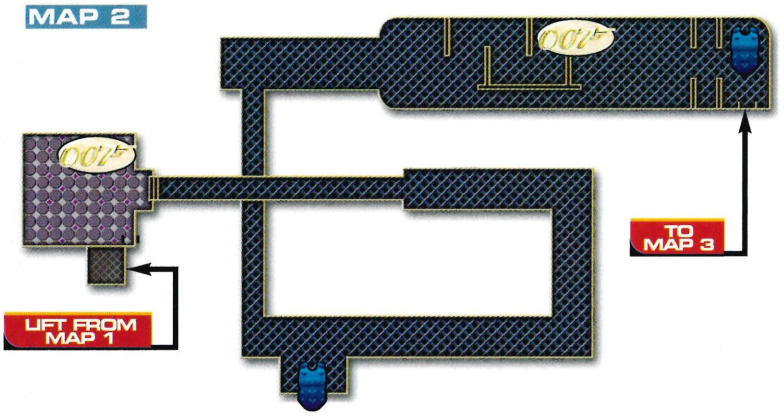
Go up the stairs then pick up the **007 BONUS** from the left of the metal walkway. Now get onto the walkway and shoot the sniper you can see in the distance and watch the cut-scene of him falling backwards [04]. Walk forward some more then watch the cut-scene of Zoë with the bad guy. Head across the walkway, picking up the **SSR 4000 Sniper Rifle** on the way and use it to kill some of the guards below (aim for the barrels for maximum destruction). Now head down the stairs then down in the lift. Shoot any guards that are hanging around then pick up the **ARMOUR** from behind the crates on the left. Carry on and pick up some more **ARMOUR** in the corner if you need it. Head all the way round, killing the guards as you go, then cross the gangplank to the submarine and free Zoë with your Q-Laser [05].

TROUBLE IN PARADISE

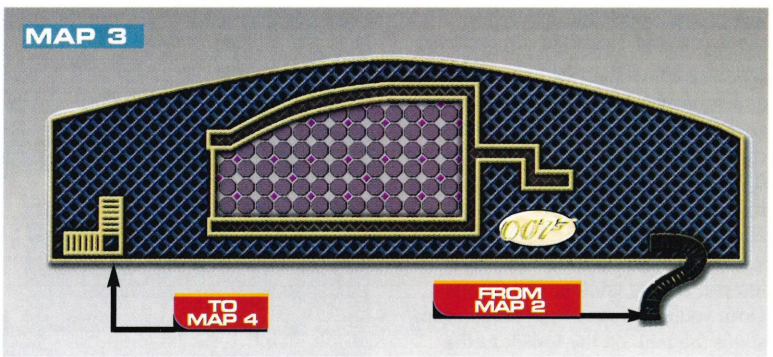
MAP 1



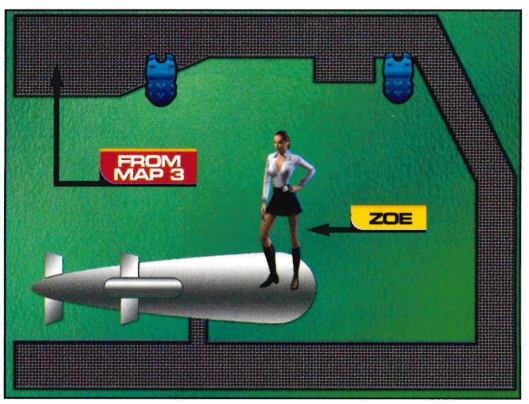
MAP 2



MAP 3



MAP 4



KEY:

- 007 BONUS
- MRL 22
- KEY CARD
- ARMOUR
- GRENADES

GOLDEN REWARDS

Getting Gold Medals gives you some lovely rewards, enabled automatically and explained below. Now listen carefully 007...

GOLDEN GUN
This is a more powerful replacement for the P2K.

GOLDEN CH-6
This is a more powerful version of the CH-6 with unlimited ammo for mission 2.

UNLIMITED MISSILES
This gives you infinite missiles for your car in missions 3 and 7.

GOLDEN ACCURACY
Makes Golden Gun 100 percent accurate even over long distances.

GOLDEN CLIP
This increases the size of the clip for the Golden Gun from 6 to 12.

GOLDEN GRENADES
These cause double the damage of normal grenades.

LOTUS ESPRIT
This replaces the Aston Martin on missions 3 and 7.

RAPID FIRE
This makes the Golden Gun semi-automatic.

GOLDEN ARMOUR
This can take double the damage of normal armour.

GOLDEN BULLETS
The bullets inflict much more damage than normal ones.

REGENERATIVE ARMOUR
Once the Golden Armour gets close to full damage it will begin to regenerate.

UNLIMITED AMMO
This gives infinite ammo for the Golden Gun.

PRECIOUS CARGO LEVEL 2

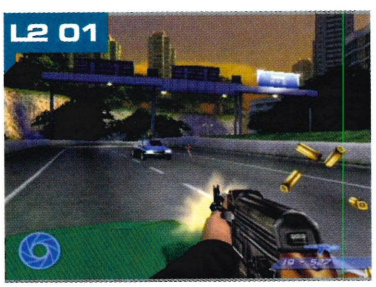
When the level begins, look up and fire at the helicopter coming towards you. Concentrate your fire on the gunner until he's dead **[Bond Move]** then destroy the chopper. Face forward and shoot another helicopter and, as you're doing this, Zoë will pick up some CH-6 ammo then some KA-57S ammo. Now turn around again and shoot the tyres out on the car that's chasing you **[Bond Move]** 01 . Face forward again to see an armoured van drive down from the left, shoot its tyres to bring it to a halt **[Bond Move]**. Once you reach the city streets you'll be chased by a car – once again shoot its tyres **[Bond Move]** then shoot out the tyres on another that comes along soon after **[Bond Move]**. Face forward and destroy the two cars that form a roadblock ahead to earn a **007 Bonus**.

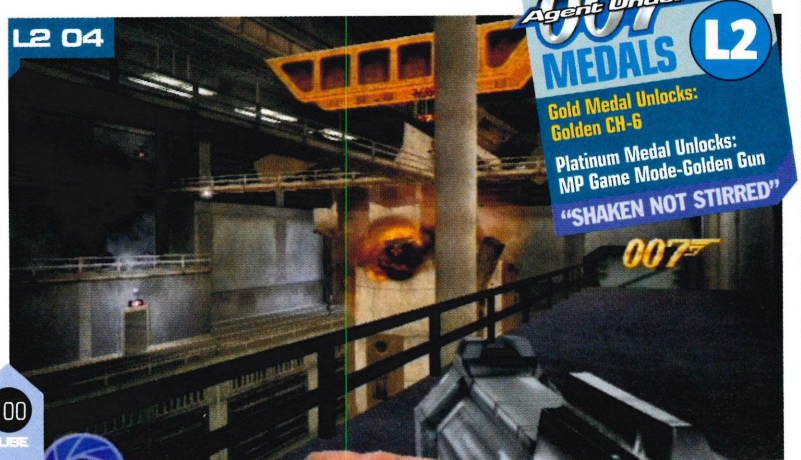
Shoot the guard at the end of the alley to get his CH-6 ammo then shoot the three sets of barrels to destroy the bad guys surrounding you **[Bond Move]** 02 . Zoë will then drive over some KA-57S ammo and **Armour**. Immediately after this you'll see a small park; destroy the helicopter that flies over for a **007 Bonus**. Two cars will now be chasing you; shoot them both in the tyres to stop them **[Bond Move x2]**. Then shoot the guard standing on the corner for another **007 Bonus** and **Armour**. When you see a roadblock up ahead, take out your CH-6 and fire a rocket at the petrol station **[Bond Move]** 03 then shoot the gunner in the helicopter **[Bond Move]** and finally destroy the two cars blocking your path. Zoë will then drive over some KA-57S ammo and CH-6 ammo. You'll now head towards Identicon; kill all three guards at the entrance for a **007 Bonus**.

Once inside, shoot the guard on the walkway above then look to the left and shoot the barrels between the bad guys **[Bond Move]**. Now shoot the central tank with the CH-6 for a **007 Bonus** 04 . In the next room shoot both the guards up on the walkway above the doorway **[Bond Move]** then look to the right and destroy the last fan you see for another **007 Bonus**. Once you've stopped in the next room, shoot the tank on the forklift to the right **[Bond Move]**, shoot the red panel in front of the tank then the cable attached to the container.

LEVEL OBJECTIVES
L2: PRECIOUS CARGO
- Infiltrate Identicon Facility
- Locate missing vials

TARGET SCORE: 50,000





007 Agent Under Fire MEDALS L2

Gold Medal Unlocks: Golden CH-6

Platinum Medal Unlocks: MP Game Mode-Golden Gun "SHAKEN NOT STIRRED"

DANGEROUS PURSUIT LEVEL 3

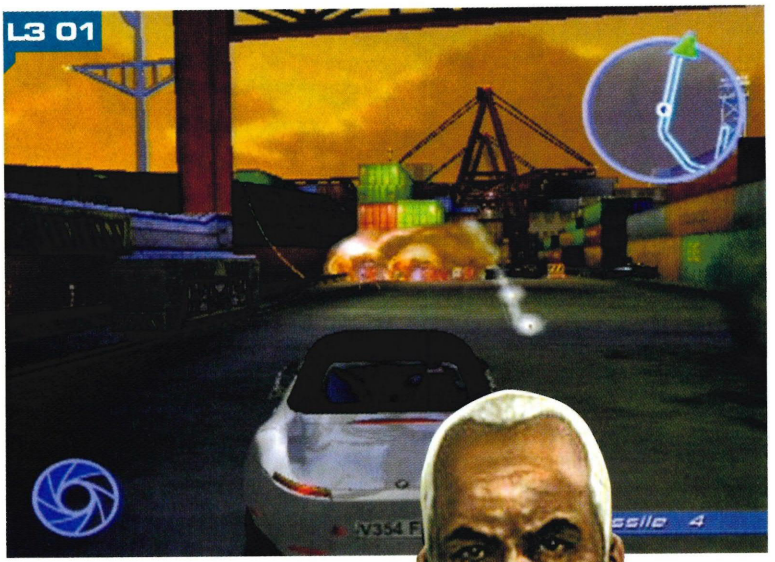
Turn round as soon as you start and go left to find the first **007 Bonus**. Now go back and pick up the **Q-Smoke**, then shoot the barrels to the left of the roadblock ahead **[Bond Move]** 01 and pick up the Rockets they drop. Shoot the crate in the middle of the road to reveal the next **007 Bonus**. Now, as you come to the exit of the docks, shoot the barrel on the right to kill the guards firing at you **[Bond Move]**.

When you leave the docks, head left to the Convention Centre, picking up some Missiles on the way. Once there, go into the small tunnel to find a **007 Bonus** then pick up the **Q-Pulse** from the front of the centre. Now carry on along the road and shoot the petrol station on the right to kill the guards nearby **[Bond Move]** 02 , then drive into the petrol station to collect another **007 Bonus**. Keep following the road, picking up the **Q-Booster** on the way. You'll see the final **007 Bonus** on the left soon after.

Carry on and you'll find some **Q-Smoke** and the armoured van, which will immediately speed off. Follow it and try to get in front of the

LEVEL OBJECTIVES
L3: DANGEROUS PURSUIT
- Locate stolen vials
- Disable armoured van

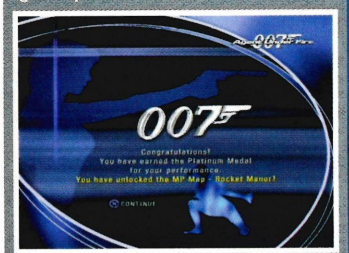
TARGET SCORE: 70,000



INFO

007 BONUSES

Before you can collect these not only do you have to get a Gold medal on the level but you also have to play it on 00 Agent difficulty to make them appear. Obtaining all the 007 Bonuses and achieving the target score gives you a Platinum medal.



DANGEROUS PURSUIT

KEY:

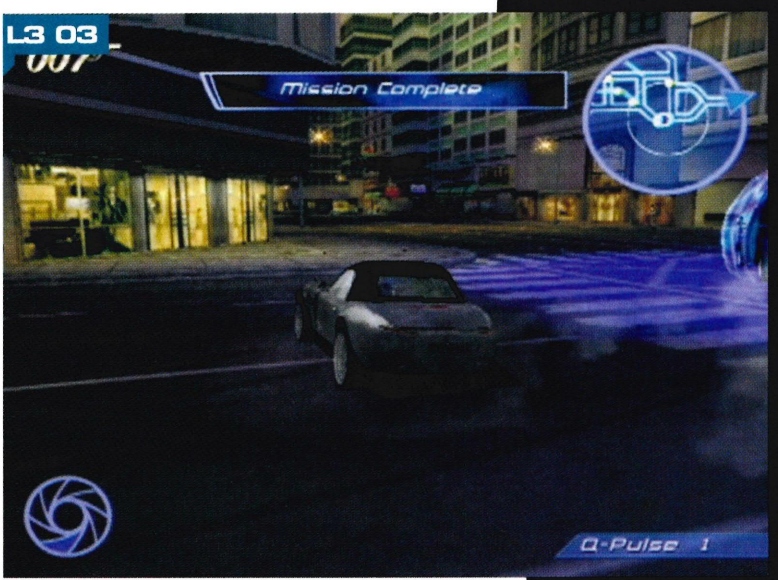
- 007 BONUS
- MISSILES
- ROCKETS
- ARMOUR
- Q-BOOSTER
- Q-SMOKE
- Q-PULSE

007 Agent Under Fire MEDALS L3

Gold Medal Unlocks: Unlimited Missiles

Platinum Medal Unlocks: MP Model Stealth Bond "SHAKEN NOT STIRRED"

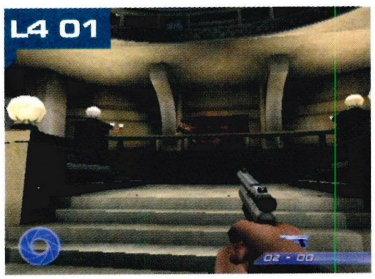
cars protecting it and use your Q-Smoke on them **[Bond Move]**. Now catch up with the armoured van and use the **Q-Pulse** on it **[Bond Move]** 03 . Stick close to the van as the Pulse does take a moment to charge – and by the time it fires, the van could be long gone.



BAD DIPLOMACY LEVEL 4

Shoot the guard ahead [01] and go through the door. Follow the corridor past the lift and you'll see a guard with his back turned. Use your fists to knock him out then go into the room at the end. Collect the **007 BONUS** and pick up the Darts. Now go back to the lift, get inside and press the button. Exit the lift, go round to the left and shoot the guard you see.

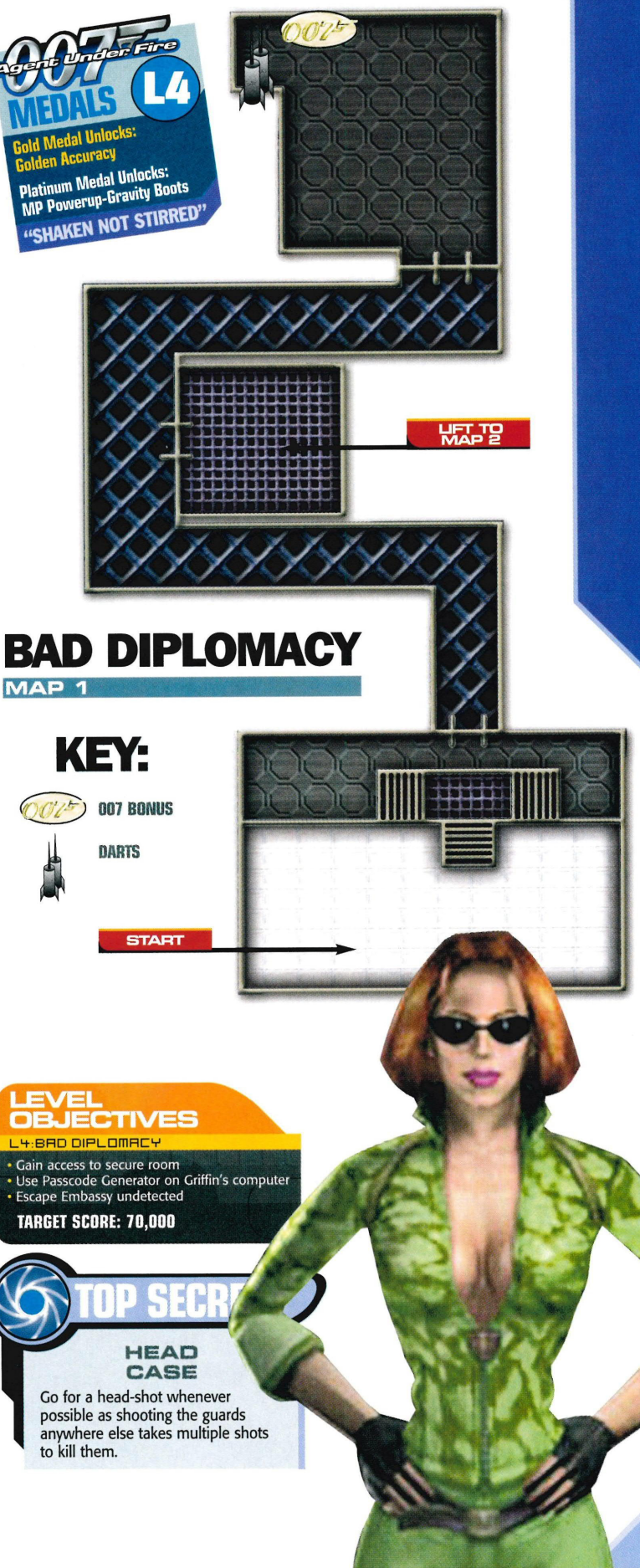
Pick up the **007 BONUS** from the balcony. Head back past the lift and enter the kitchen. If you touch anything in this room, you'll make a noise and attract a guard who'll come in through the door [02]. Shoot him as soon as he enters then go into the corridor and shoot the guard at the end. Use the Q-Specs and look at the wall near the security laser. You'll see a small panel which can be opened, so use the Q-Laser on the wires inside to deactivate the laser **[Bond Move]** [03]. Shoot the guard firing through the window then deactivate the second security laser **[Bond Move]**. Use the Q-Specs once again and make your way around the corner to see a secret door in the wall **[Bond Move]**. Open it to find a **007**



BONUS, ARMOUR and some Darts (no Jocky, not those sort we're afraid).

Now go back and jump out the window and look up. Use the Q-Claw on the vent to get up the next floor **[Bond Move]** and jump through the window. Go into the hallway and open the door on the right and watch the cut-scene, after which you'll get the **KEYCARD [Bond Move]**. Now go into the room on the left to find some Darts. Use the Keycard on the door opposite and watch the cut-scene with Griffin. When it's over, Griffin will attack [04] so punch him a couple of times to take him out and pick up the **PASSCODE GENERATOR [Bond Move]**. Head back to the room containing the computer and use the Passcode Generator on it.

Now go back to the room where you met Griffin and open the door with the Keycard. Shoot the guard below then pick up the final **007 BONUS** from behind the display cases. Now head out into the corridor, shoot the guard and deactivate the laser with the same method as before **[Bond Move]**. Shoot the other guard then get in the lift and press the button. Head round to the left and through the door to find yourself back at the start [05]. Head towards the exit, shooting the guard as you leave.



LEVEL OBJECTIVES

L4: BAD DIPLOMACY

- Gain access to secure room
- Use Passcode Generator on Griffin's computer
- Escape Embassy undetected

TARGET SCORE: 70,000

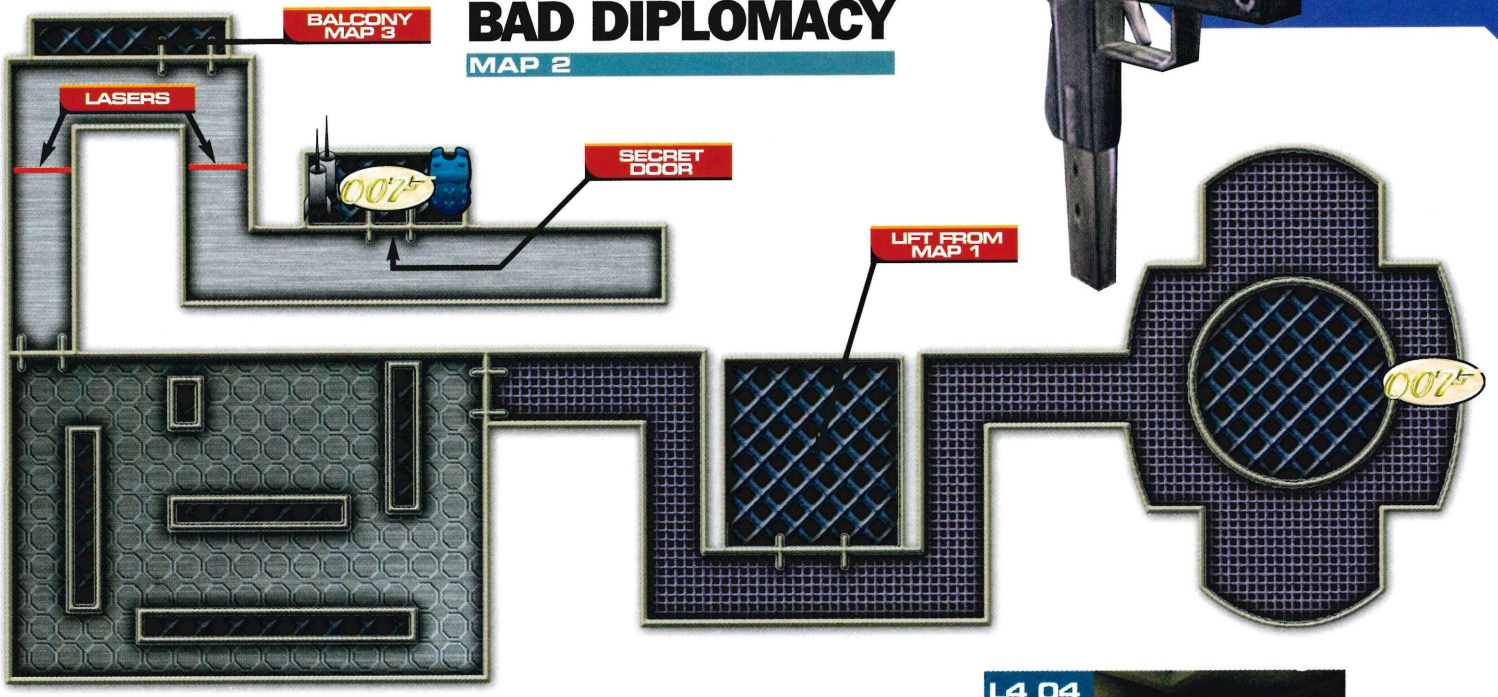
TOP SECRET

HEAD CASE

Go for a head-shot whenever possible as shooting the guards anywhere else takes multiple shots to kill them.

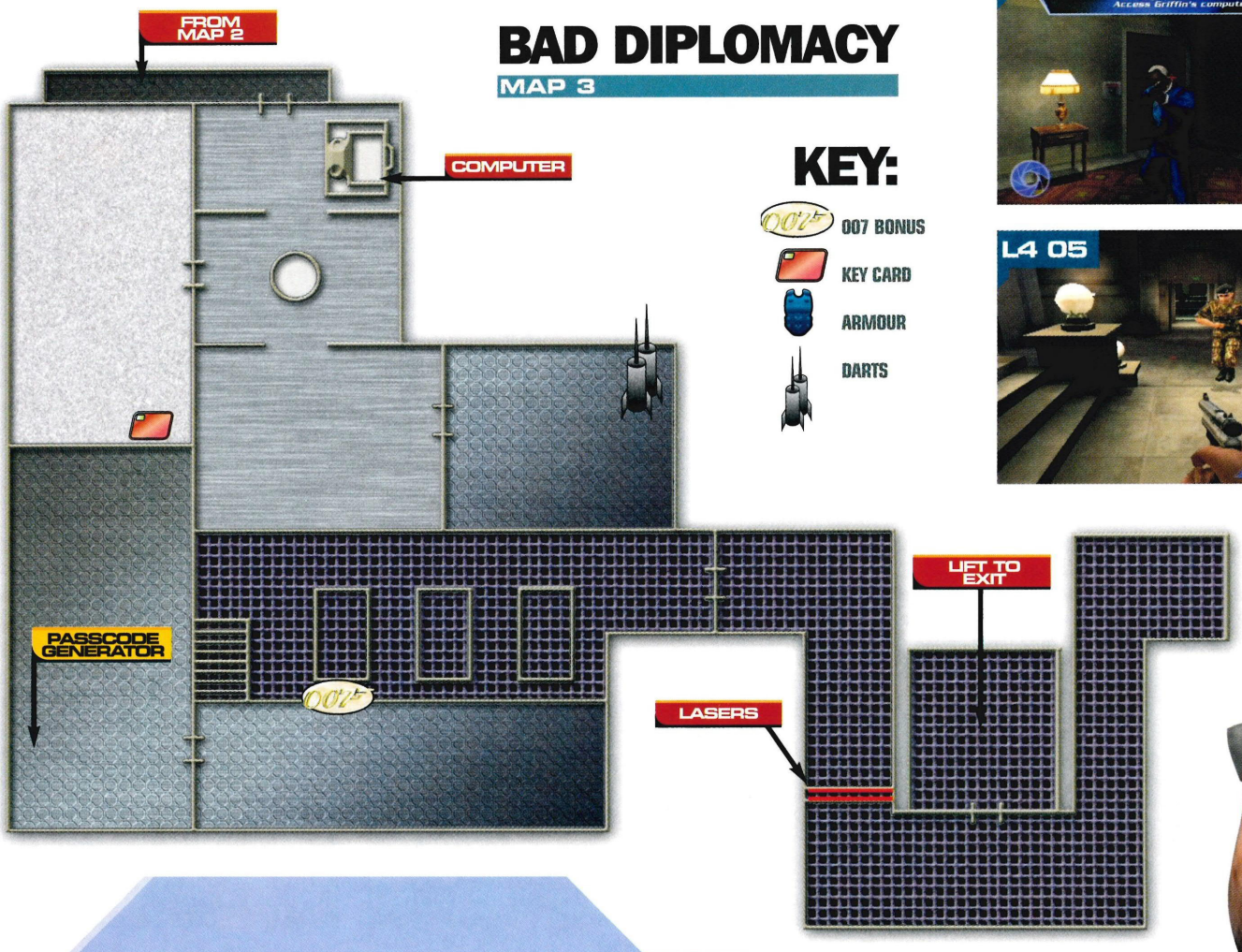
BAD DIPLOMACY

MAP 2



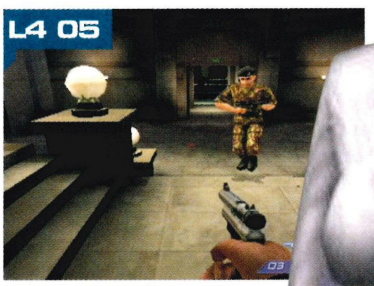
BAD DIPLOMACY

MAP 3



KEY:

- 007 BONUS
- KEY CARD
- ARMOUR
- DARTS



COLD RECEPTION LEVEL 5

Go up the steps and to the desk on the right. Press the button to open the door below. Go through it and follow the corridor to the vent at the end. Use the Q-Laser on the padlock and crawl inside **[Bond Move]**. Open the next vent with the laser, shoot the guard with his back to you [01] and pick up his **DEFENDER**. Now use the camera to photograph the **SATELLITE IMAGERY**. Open the other vent, crawl inside and go right. Open the next vent and shoot the guard then grab his **KS7**. Open the other vent and crawl inside for the first **007 BONUS**. Open the vent to the right, kill the guard then photograph the **BLUEPRINTS**. To the right you'll see a large picture of one of the twins. Go up to it and press A to find a secret room [02], inside which is some **ARMOUR** an **MRL-22** and some MRL-22 ammo. Do not break the glass in this small room, as it'll set off the alarms.

Go back out and through the door opposite. Go down the corridor then quickly look to the right and shoot the guard. Go down the corridor and pick up the **KEYCARD** off the shelf **[Bond Move]** then go through the door at the end. You'll be back at the start. Equip the MRL-22 then go up to the left desk and press the button. This opens the door below and two guards will run out. Fire a rocket at them before they set off the alarm [03] then pick up their KS7 ammo. Go through the door and pick up a **007 BONUS** and some **ARMOUR**. Now go back to where you picked up the Keycard and get in the lift. Shoot the guard you see when the lift opens and grab the **ARMOUR** if you need it. Go through the door to enter the Mainframe room. Collect the **007 BONUS** beside the steps then dispatch the two guards before they can set off the alarm. Go over to the computer terminal and use the Keycard **[Bond Move]** then use the Q-Decryptor on the three Data Ports on the Mainframe [04]. Once that's done, get up onto the raised area at the end and pick up the Grenades, then use the camera to take a photo of the **MODEL OIL RIG** **[Bond Move]**. Now open the door, go down the corridor and get on the lift.

Go round the corner and use the Q-Claw to get up into the vent. Use the laser on the padlock ahead and drop through the hole. Shoot the guard and collect his KS7 ammo then go down the short set of stairs and pick up some P2K ammo and some **ARMOUR**. Now look up and use the Q-Claw to get up to the vent above **[Bond Move]** [05], inside which you'll find a **007 BONUS**. Go all the way to the end of the shaft and drop out the end to find another **007 BONUS**. Shoot any guards nearby then pick up the Grenades. Go up the stairs and use the Q-Claw to get up to the vent shaft opposite. Crawl left through the vent then shoot the guard in the room below when you reach the end, then drop down. Use your Q-Remote to download the program from the panel on the wall **[Bond Move]** [06]. Leave the room and kill all the guards in the next room, trying to kill at least one by shooting a steam cistern **[Bond Move]**. Go down the stairs and pick up the **ARMOUR** and KS7 ammo then go into the room nearby for some more **ARMOUR** and more KS7 ammo. Exit this room and go right to find a **007 BONUS** behind a cistern. Now climb part way up the stairs and jump to the **007 BONUS** on top of another cistern. Go to the top of the stairs, head right and use the Q-Remote to open the door **[Bond Move]**. Kill the two heavy guards [07], pick up the **FRINESI** ammo and go into the tram room. Kill the two guards then use the ladder in the control room to get up to the roof and grab the cable.

LEVEL OBJECTIVES
LS:COLD RECEPTION

- Photograph Satellite Imagery
- Photograph the Blueprints
- Retrieve data from basement mainframes
- Use tram cable to escape facility

TARGET SCORE: 90,000

007 Agent Under Fire MEDALS L5

Gold Medal Unlocks:
Golden Clip

Platinum Medal Unlocks:
MP Model-Guard
"SHAKEN NOT STIRRED"

COLD RECEPTION
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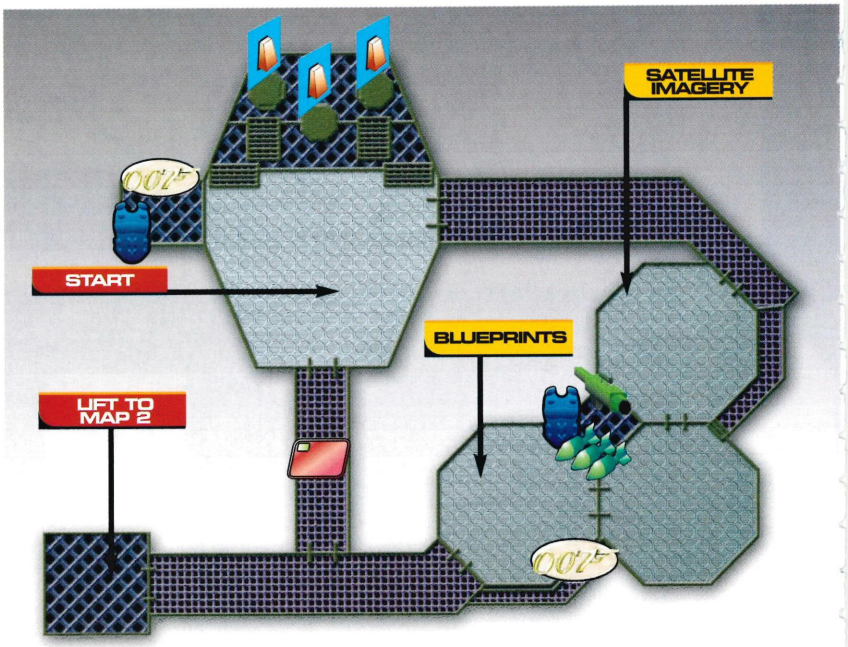
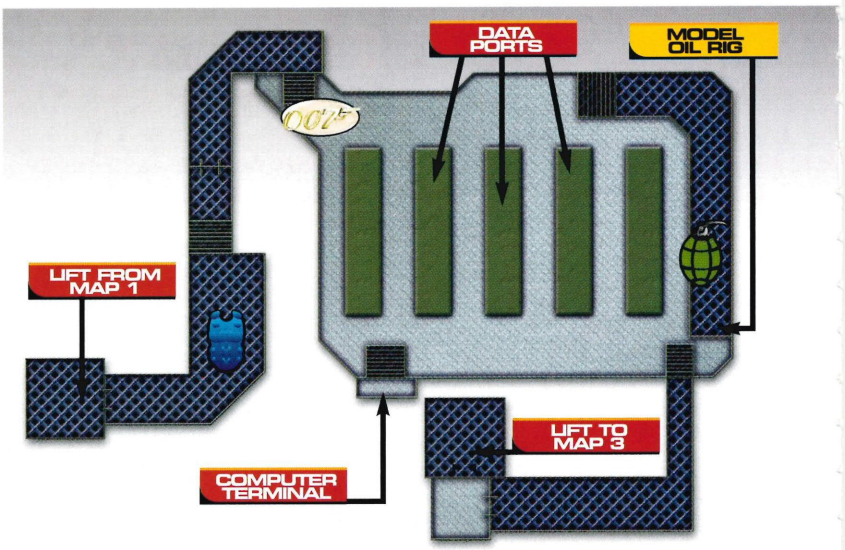
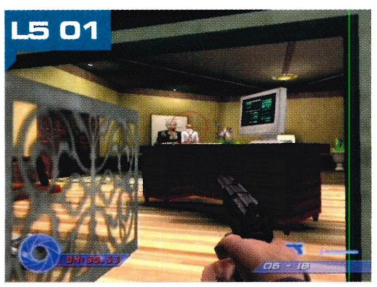
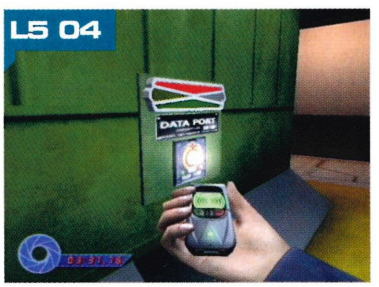


COLD RECEPTION
MAP 2

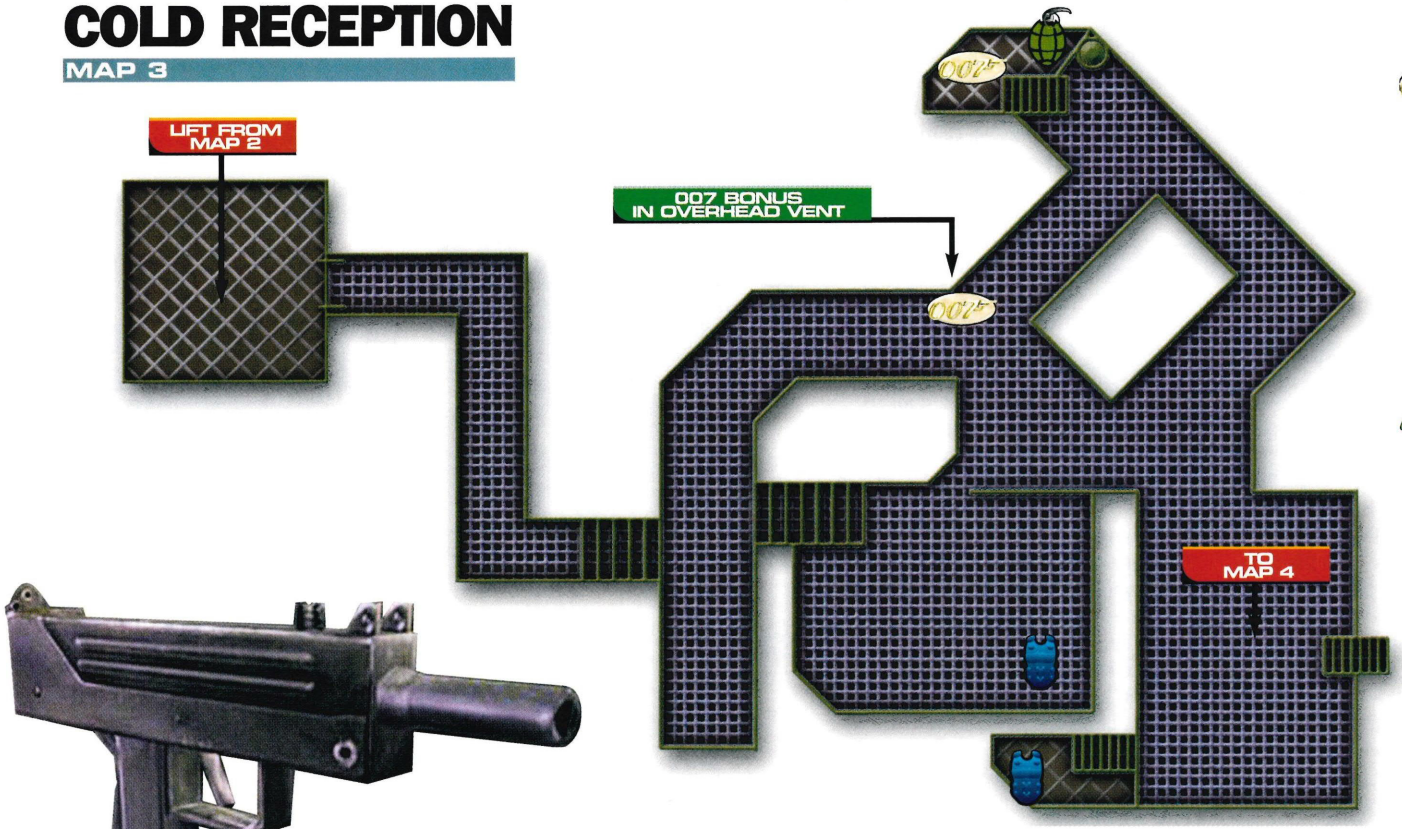


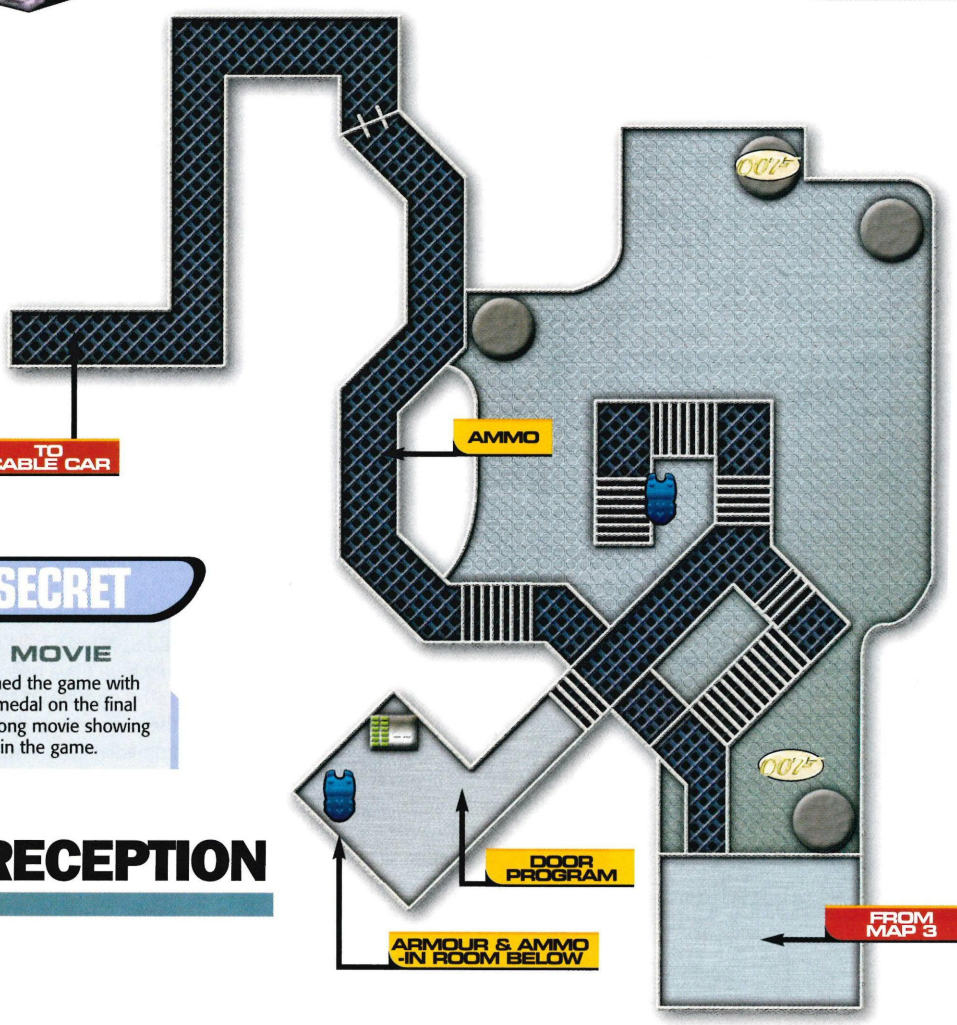




COLD RECEPTION

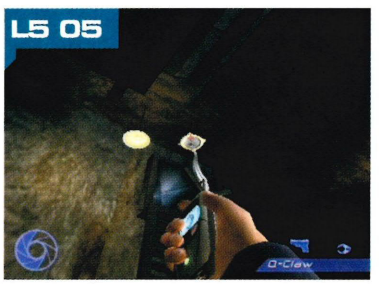
MAP 3

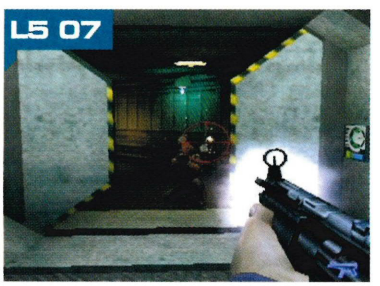




KEY:

- 007 BONUS
- MRL 22
- KEY CARD
- ARMOUR
- GRENADES
- SWITCH
- ROCKETS





TOP SECRET

MOVE MOVIE

Once you've finished the game with at least a bronze medal on the final level you'll see a long movie showing every Bond Move in the game.

COLD RECEPTION

MAP 4

NIGHT OF THE JACKAL LEVEL 6

Walk forward and watch the bus smash into the gates, then shoot the two guards that appear ahead. Pick up the **KA-57** and KA-57 ammo then look right and shoot the guy throwing grenades. Shoot the two guards by the statue and walk forward to pick up the Grenades, **VIPER** and KA-57 ammo. You'll be able to see the laser sight from a sniper coming out of an alley, so poke your head round the corner and shoot him. Walk up to the crates below the sniper to find some **ARMOUR**. Now go back down and turn left then shoot the glass of the window on the right and grab the **007 BONUS**. Carry on down the street and look left to see some **ARMOUR** in another window and a **FRINESI** in another. Go back out towards the embassy and turn left. Walk down this road and shoot the guard that comes running out of the tunnel and grab his KA-57 ammo. Shoot the next two guards that come along and grab some more KA-57 ammo [01]. Now shoot the sniper up on the balcony and use the Q-Claw on the vent to the right of him. Jump to the balcony the sniper was on to get his **SSR 4000** **[Bond Move]** and a **007 BONUS**. Use the Q-Claw on the vent opposite **[Bond Move]**. Drop down and then use the Q-Card on the door below. Grab the **ARMOUR** on the right then go up the stairs. Open the door at the top and shoot the guard when he appears in the opposite doorway. Grab his KA-57 ammo then head down the corridor and shoot the next guard round the corner. Pick up his **INGALIS** then enter the room behind you to find a **007 BONUS**. Carry on down the corridor and you'll come to a room containing three guards holding hostages. You can't open the door so you must shoot all three through the windows **[Bond Move]** [02]. Once they're dead, pick up three sets of Ingalis ammo then go through the door. Head down the corridor and, when you see two windows, the one on the left will explode revealing a guard outside. Kill him then proceed into the kitchen. Grenades are the best weapon to use to kill the four guards in here as they have good cover [03]. Once they're dead, pick up their Ingalis ammo and leave the room. Go down the corridor and kill the three guards past the lift then pick up the Ingalis ammo and KA-57 ammo. Once on the balcony, walk up to the Union Jack on the right and press B to reveal the secret passage **[Bond Move]**. Head down it to find Dr Damescu **[Bond Move]** then pick up the **ARMOUR** and use the Q-Card on the lift.

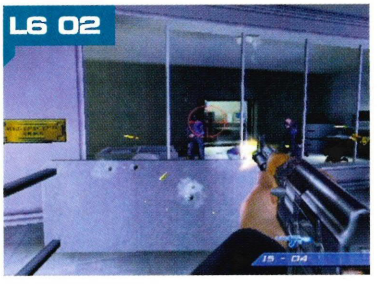
Shoot the barrels behind the guard on the upper walkway then shoot the second set below. Now go over to where the lower barrels were and pick up some **ARMOUR** and Viper ammo. Go through the door to find Carla the Jackal and immediately hide behind the boxes on the left, picking up some Ingalis ammo as you do. Use the Ingalis and shoot at Carla through the gap between the boxes. When she moves, shoot the barrels behind her to make her move again, then keep shooting (looking out for her grenades) until she goes behind a metal gate. When she does this, run over to the boxes on the right and press the button to make a large metal arm push her into the fan below (ouch!) **[Bond Move]** [04]. Climb the ladder up to where Carla was and pick up her **FSU-4** and the **ARMOUR** then go through the door and up the stairs to the roof. Immediately run over to the top right corner to find a **007 BONUS**. Then take out your SSR 4000 and look out for the helicopter gunship. When it appears, take cover behind some boxes and use the Sniper Rifle to shoot the pilot **[Bond Move]**. Gunship down in one shot!

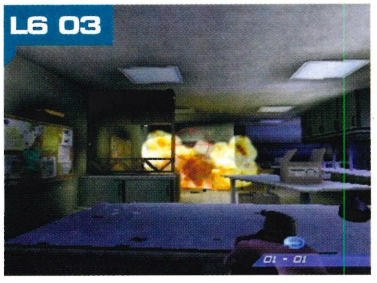
007 Agent Under Fire MEDALS L6

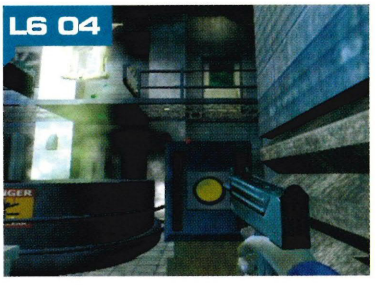
Gold Medal Unlocks: Golden Grenades

Platinum Medal Unlocks: MP Weapon-Viper

"SHAKEN NOT STIRRED"



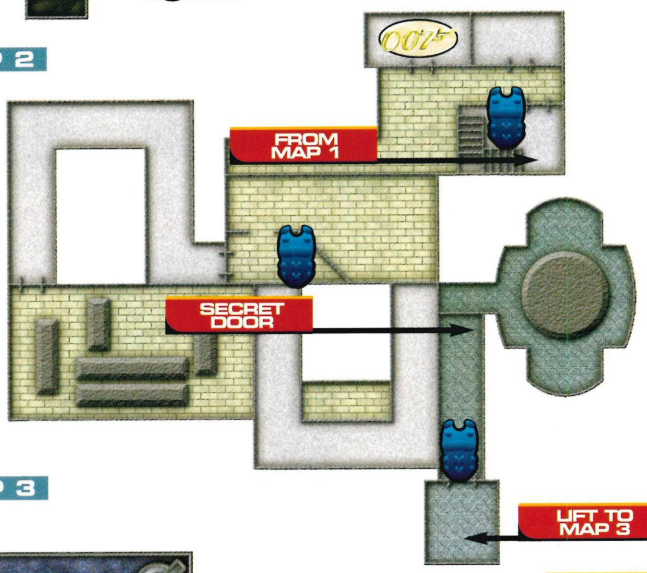




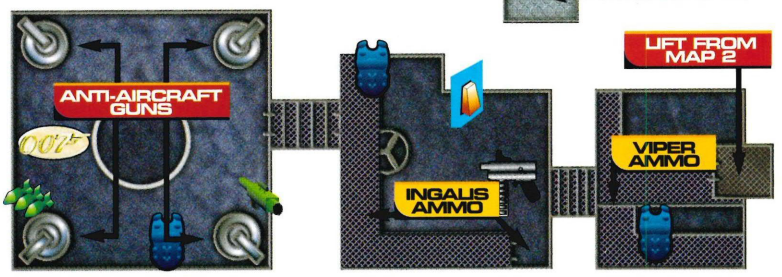
NIGHT OF THE JACKAL

MAP 1

MAP 2



MAP 3



STREETS OF BUCHAREST LEVEL 7

Drive down the road until you reach a fork in the road where you'll pick up **Q-SLICKS**. Take either fork then drive under the bridge to find a **007 BONUS** [01]. Continue down the road and take the left turn. When you reach a junction collect the Missiles opposite and drive down the alley, picking up the **ARMOUR** as you go. Go down the road opposite and cross the bridge, collecting the Rockets. You'll probably have bad guys chasing you by now so use the Q-Slicks to get rid of them **[Bond Move]**. Follow the road until you reach the station where you'll find **Q-SLICKS** and **ARMOUR**.

Go right and collect the **007 BONUS** from the end of the track, then turn around and destroy the helicopter using missiles [02]. Get up onto the platform on the right and pick up the **Q-LOCATOR** then destroy the other helicopter **[Bond Move]**.

Now go back the way you came and head for the bridge, which will be destroyed by a helicopter. Just keep driving and you'll jump over the hole **[Bond Move]**. Go back down the alley where a **007 BONUS** will have appeared. Go down the road opposite and follow it until you see a small tunnel followed by small park where you'll find the **DATA CHIP**. Keep driving and hit a sandwich board between two cars to put yourself up on two wheels **[Bond Move]** [03]. Drive down the steps and go as fast as you can up the small hill to jump to the road opposite **[Bond Move]**. Drive through the fence and you'll collect a **007 BONUS** as you fall. Go down the steps and over another grass area and pick up the **Q-BOOSTER**. Drive past the fountains and use the Q-Booster at the bottom of the stairs to send you over the river.

The second section of this level finds you riding in a tank with only a Chain Gun and Cannon at your disposal. Destroy all the cars you come across until you reach a courtyard. Shoot the barrels on the left to destroy the van **[Bond Move]**. Destroy the two cars forming a roadblock before they fire too many rockets at you. Then fire the cannon at the helicopter at the end of the road **[Bond Move]**. Switch back to the Chain Gun and destroy the car at the crossroads. You'll see a cut-scene of a helicopter hovering over a bridge. When it's over, use the Cannon to destroy the helicopter **[Bond Move]** [04]. You'll now drive down an alley; shoot the tanker that drives past the end to earn a **007 BONUS**. Round the corner you'll see a hotel with two helicopters outside. Destroy them both to get another **007 BONUS**. Hurrah!

Once you exit the hotel you'll pick up **Q-VISION** goggles which help you see in the dark [05]. Shoot the guards then the helicopter that flies over. You'll encounter another three guards before a van pulls in front of you. Destroy that then shoot two more guards who are armed with rocket launchers. Round the corner, shoot the guards on the roof then the barrels on the left of the limo **[Bond Move]**. You'll carry on down the road, picking up some **ARMOUR** then some MGF 34 Shells. Once you've collected the latter, you'll see two tanks under a railway bridge. Don't shoot the tanks – aim for the train which is passing over them and hit one of the gas tank carriages to bring the bridge down on the tanks [06].

007 Agent Under Fire MEDALS L7

Gold Medal Unlocks:
Lotus Esprit

Platinum Medal Unlocks:
MP Model-Alpine Guard

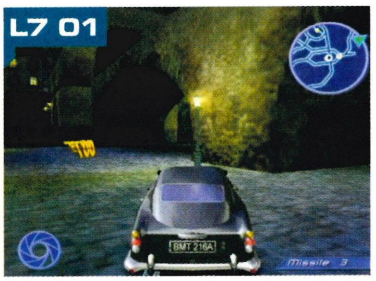
"SHAKEN NOT STIRRED"

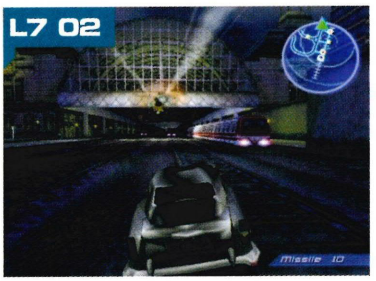
LEVEL OBJECTIVES

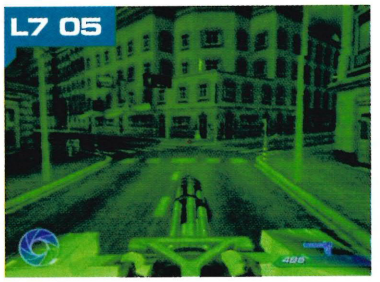
L7:STREETS OF BUCHAREST

- Retrieve Q-Locator
- Locate Data Chip
- Deliver Data Chip to R

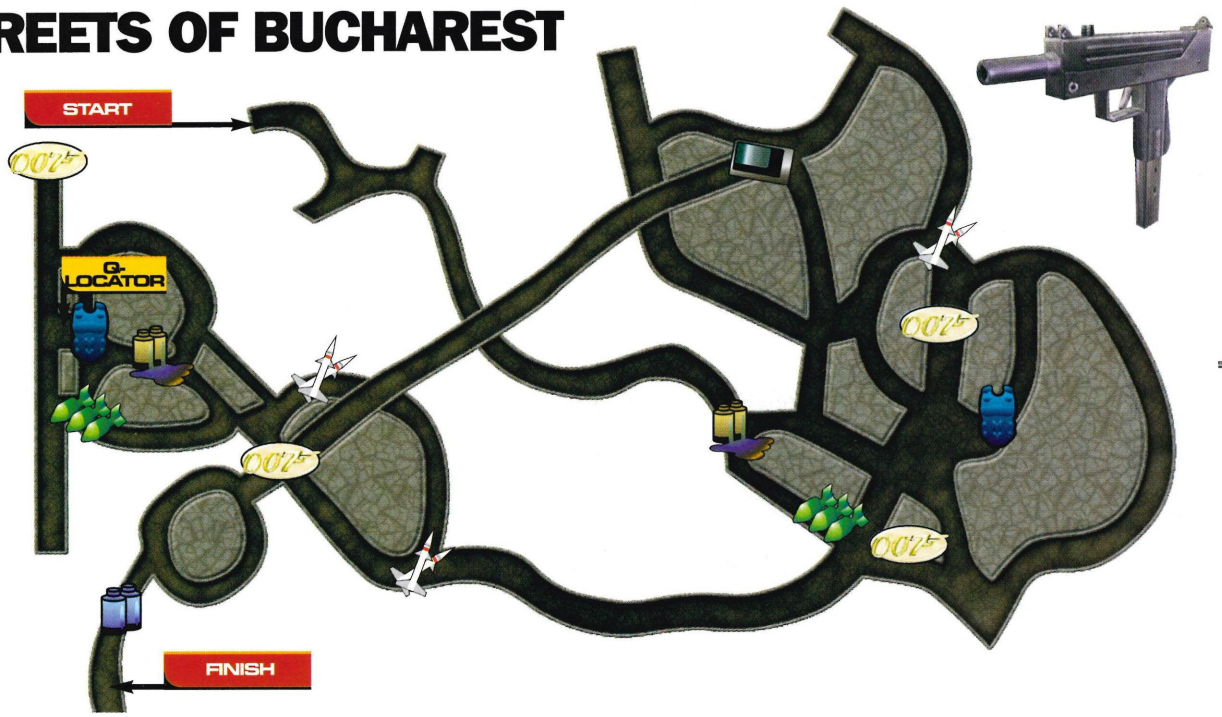
TARGET SCORE: 100,000







STREETS OF BUCHAREST



KEY:

FIRE & WATER — LEVEL 8

LEVEL OBJECTIVES

L8:FIRE & WATER

- Infiltrate control room
- Chase Bloch into pump room
- Escape pump room
- Enter tower control room and confront Bloch

TARGET SCORE: 100,000

Walk along the pipes and climb up the ladder then shoot the guard. Pick up his **CALYPSO** then climb the next ladder. Shoot another guard and pick up some Calypso ammo then climb up the next ladder. Turn left at the top and shoot the two guards before they can sound the alarm [01]. Pick up the Calypso ammo and then climb the final ladder. At the top you'll see a short cut-scene with Bloch; when it's over, shoot the guard in who's front of the console, then duck behind the table and use the Q-Remote in order to download the **CRANE PROGRAM** **[Bond Move]**.

Pick up the guard's **DEFENDER** then go over to the window Bloch is shooting through; look up and use the Q-Remote on Crane 1 to make it drop the crate **[Bond Move]**. Turn around and go though the door opposite and out onto the balcony. Pick up the **ARMOUR** then use the Q-Remote on Crane 2 **[Bond Move]** and Crane 3 **[Bond Move]**. Go back inside and use the Q-Laser on the door on the left **[Bond Move]**. Move back to the window and shoot the four guards outside, watching out for the helicopter.

Once they're dead, head outside and shoot the barrel in front of you to reveal a **007 BONUS**. Now go round the platform picking up Calypso ammo, an **FSU-4**, Grenades and **ARMOUR**.

Head down the stairs and go over to the fence. Bloch is on the other side shooting at you. Go up to the gate and use the Q-Laser on it and he'll run away [02]. Now use the Q-Laser on the vent to the right **[Bond Move]** and crawl inside. Use the laser on the lock at the other end of the vent then climb up the ladder. Shoot the guard and grab his Calypso ammo, then head round the corner and shoot another guard and then the sniper. Grab the Calypso ammo and the **SSR 4000**, then run back round the corner to avoid the fire from the guards below and the helicopter. When you're clear of the guards, use the SSR 4000 to shoot the pilot of the helicopter **[Bond Move]** [03] but don't take too long over it as he doesn't stick around forever. Climb back down the ladder and get back in the vent. Once outside, use the Q-Laser on the opposite vent **[Bond Move]** and pick up the **ARMOUR**. Crawl to the other end then shoot the barrels in the room you reach to take out the guards. Open the vent and pick up their Calypso ammo and the **007 BONUS** then get back in the vent.

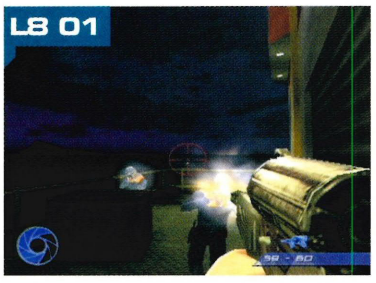
Run over to the security room on the left and use the Q-Laser on the chest to get an **SSR 4000**, then pick up the **ARMOUR** and go over to the cranes on the left to find a **007 BONUS**. Turn around and go over to the other side of the platform to find another **007 BONUS** behind the forklift truck. Some more guards will now appear so shoot them [04] and grab their Calypso ammo before climbing the stairs up to the helipad. Press the button to lower the small bridge then press the button to open the door. Shoot the three guards that attack you. Pick up the **ARMOUR** and their FSU-4 ammo then use the tank to refuel your Q-Jet. Run down the stairs and shoot the guards and the two snipers. Go to the other end of the pump room and pick up the **007 BONUS** under the platform. Now use your Q-Claw on the vent to get up to this platform **[Bond Move]**. Use the Q-Jet to get across to the central platform then shoot the two guards that attack, one of which is a super, and grab their Calypso and FSU-4 ammo. Pick up the **ARMOUR** and SSR 4000 ammo then go into the control room. Press the button on the console to start the pumps moving then go back outside

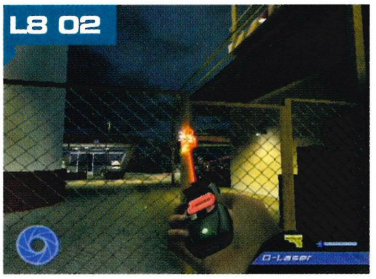
007 Agent Under Fire — L8 MEDALS

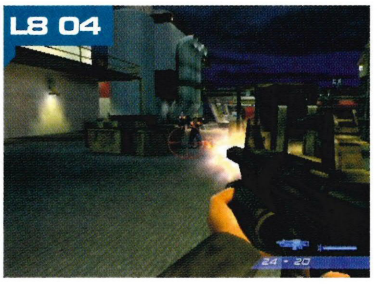
Gold Medal Unlocks: Rapid Fire

Platinum Medal Unlocks: MP Weapon-Calypso

"SHAKEN NOT STIRRED"







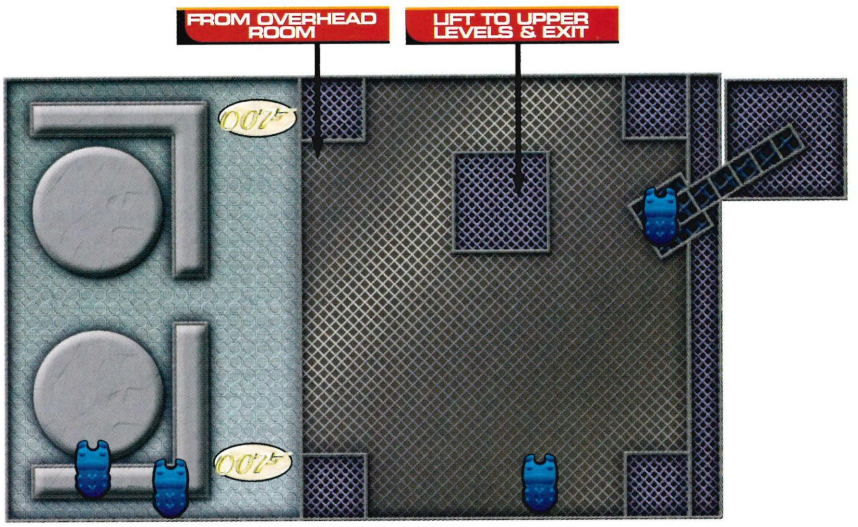
FIRE AND WATER KEY:

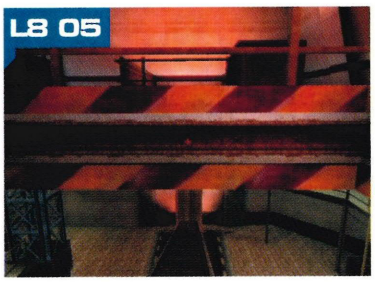
and shoot the two super guards below. Drop down to the pump room floor and refuel the Q-Jet. Q-Claw back up to the platform then jump onto the moving pump [05]. When it lifts you into the room above, use the Q-Jet to jump off the pump. Shoot the guards who attack (shooting the tank on the forklift helps), then pick up the Calypso and FSU-4 ammo. Leave through the door to find yourself outside again.

Look up and shoot the sniper and the guard on the large cisterns. Turn right and pick up the **007 BONUS** from behind the barrels. Now go over to the left cistern and pick up the **007 BONUS** and **ARMOUR** from underneath it [06]. Climb the ladder on the right cistern and pick up the FSU-4 ammo then use the Q-Claw on the vent on the left cistern **[Bond Move]**. Pick up the SSR 4000 ammo and **ARMOUR** then Q-Claw to the other cistern again. Grab the hook to slide over to the tower then shoot the guards that appear. Over in the corner is a guard throwing grenades. Look up to see a crate suspended above him and then use the Q-Remote to bring it down on his head **[Bond Move]** [07]. Pick up the Grenades, Defender ammo and **ARMOUR** from where he was standing then get on the lift. You'll now be attacked by another helicopter so take out your SSR 4000 and shoot the pilot **[Bond Move]**. Now shoot the barrels next to the boxes and pick up the **007 BONUS** and some **ARMOUR**. Shoot the barrels outside and pick up the **MRL-22** behind them. Climb the ladder to reach the platform above and use the Q-Remote on the cranes to lower platforms holding the two snipers [08]. Cross to the other side of the platform and look up to see the guard throwing grenades. Shoot him then use the Q-Claw on the vent above him **[Bond Move]**. Climb up the ladder and use the Q-Laser on the padlock then sit back and watch the cut-scene.

FIRE AND WATER

MAP 4





FORBIDDEN DEPTHS

LEVEL 9

LEVEL OBJECTIVES

L9:FORBIDDEN DEPTHS

- Eliminate Nigel Bloch

TARGET SCORE: 110,000

Shoot the guard ahead for some KA-57S ammo. After the bend, shoot the gun turret on the ceiling then destroy the tram you encounter at the bottom of the hill. After the next couple of bends, shoot the two guards in the tower and collect the KA-57S ammo and **007 BONUS** underneath (you must shoot both guards for the bonus). Shoot the two turrets at the end of this tunnel and pick up the KA-57S ammo.

After a short cut-scene you'll arrive at a station. Shoot all the guards, then, when it's revealed, shoot the red button to open the door **[Bond Move]** [01]. You'll collect some **ARMOUR** on the way out then another tram will appear in front of you. Destroy it then shoot the turret at the end of the glass section. Immediately turn round and shoot the guard in the tram behind you. After a couple of forks in the track, another tram will pull in front of you; shoot it to stop the guard firing rockets at you until he crashes into a door. Another tram containing Bloch will pull in front of you.

You can't kill him so just shoot him in order to stop him firing at you until he takes a different route. Shoot the turret round the next corner then the guard so that you can get his **SHOTGUN**. Shoot another guard round the corner then the turret at the top of the hill before arriving at another station.

Shoot the barrel on the right to take out a group of guards **[Bond Move]** [02] then shoot the rest. The door will open to reveal a tram carrying a guard with a rocket launcher. Destroy him before he can get a shot off, then pick up some **ARMOUR** and destroy the turret in the next tunnel followed by a guard, a turret, a guard, a turret, a guard, another guard, a turret and finally a guard. Shoot the two guards in the tower and collect the KA-57S ammo and the **007 BONUS**. You'll now catch up with Bloch again so shoot him until he accelerates away from you. He'll now start dropping mines, so shoot each one and collect the **007 BONUS** that appears if you shoot them all. Shoot the turret then collect the **007 BONUS** that appears if you've destroyed every turret. Shoot the grate then the three fans **[Bond Move]**. Shoot another grate then the two steam valves to turn off the steam **[Bond Move]**.

Shoot the final grate to find yourself in a large chamber on a track that circles a control centre. Shoot the three guards at the side of the track and pick up the **ARMOUR** and KA-57S ammo. Bloch will start firing at you from the control centre, so shoot at him until he runs inside. Now shoot three more guards and pick up their **RCH-1** rocket launchers. After a short cut-scene, fire a guided missile at the red generators above (once the rocket is fired you can control it to its destination). Do this to all three generators to destroy the control centre and watch Bloch plunge into the lava.

POSEIDON LEVEL 10

LEVEL OBJECTIVES

L10:POSEIDON

- Infiltrate clone labs
- Raise lab equipment temperature
- Increase lab system pressure
- Disrupt chemical balance in lab system
- Board submarine to escape

TARGET SCORE: 120,000

Use the Q-Laser on the large vent and collect the **007 BONUS** inside. There is also some **ARMOUR** in here but you won't need it yet. Now open the smaller vent and crawl inside **[Bond Move]**. Open the vent at the other end, shoot the guard who walks by and pick up his **VIPER**. Use the Q-Decryptor on the door opposite then shoot the guard inside [01]. Pick up the **PS100** and Grenades then leave the room. Open the other door and shoot both guards then pick up some Grenades and PS100 ammo. Get in the lift and press the button then shoot the two super guards that appear and collect their PS100 ammo. Open either of the doors then shoot the guard and the two scientists that are round the corner [02]. Pick up all the PS100 ammo and the **ARMOUR** then press the button to open the door.

Collect the **007 BONUS** from beside the barrels on the right then head into the room, picking up the **ARMOUR** behind the boxes as you go. Shoot the four guards in here then use the Q-Remote on the three tanks to get the **TEMPERATURE CONTROL PROGRAM** **[Bond Move]**, **SYSTEM PRESSURE PROGRAM** **[Bond Move]** and **CHEMICAL REGULATOR PROGRAM** **[Bond Move]**. Three more guards will appear when you've done this, so shoot them [03] and pick up the PS100 ammo. Head over towards the lift and pick up the **ARMOUR** behind the barrels. Shoot the super guard who has come out of the lift and pick up the PS100 ammo. Now get in the lift and press the button.

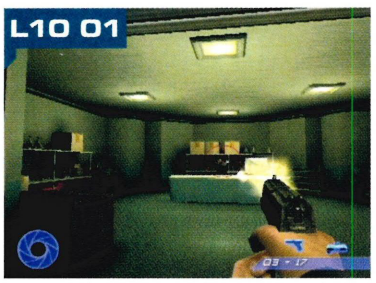
Sneak out of the lift and go down the stairs then through the door on the right. Strafe in front of the doorway and shoot the guard before he can turn on the security lasers. Activate the security laser yourself **[Bond Move]**. Turn round and shoot the guards who run in, then take out the ceiling turrets through the gap in the glass. Pick up the **ARMOUR**, **VERIFICATION CODE**, Grenades and all the PS100 ammo then go back out into the lab. Start on the left and shoot the scientist at the workstation [04]. Use the Q-Remote on the tank controls **[Bond Move]** then pick up the **UGW**. Head round to the next workstation, shoot the guard, pick up the UGW ammo and **ARMOUR** then use the Q-Remote on the tank controls **[Bond Move]**. Move round to the final workstation, kill the guard, pick up his UGW ammo then use the Q-Remote on the tank controls **[Bond Move]**. Pick up the **007 BONUS** in the corner. then go over to the other side of the lab and use the Q-Decryptor on the door. Shoot the super guard behind the door and pick up the UGW ammo, then run up the stairs.

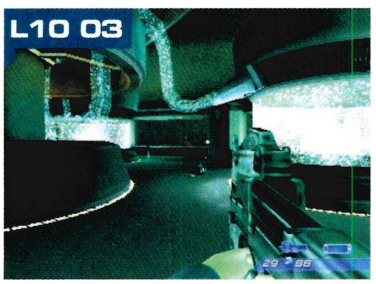
Go into the storage cupboard on the right and pick up the **007 BONUS**, **ARMOUR** and Grenades. Avoid the fire from the snipers and the grenades from a guard on the right and take them out with the UGW. Go through the doorway and shoot the guard in the corridor. In the room where the sniper was, pick up the **SSR 4000** and press the button to lower the bridge **[Bond Move]**. Head along the walkway and shoot the three guards firing at you from the other side. Run down the stairs and go underneath them to find some **ARMOUR**, then use the Q-Laser on the vent and crawl through to the other side. Look up and shoot the guards throwing grenades at you. Pick up the **007 BONUS** then shoot the barrels and go forward. Hide behind some boxes and shoot the three guards that appear. Pick up the PS100 ammo and UGW ammo then head forward until three more guards appear. Shoot them then climb the bridge to get onto the submarine.

007 Agent Under Fire MEDALS 10

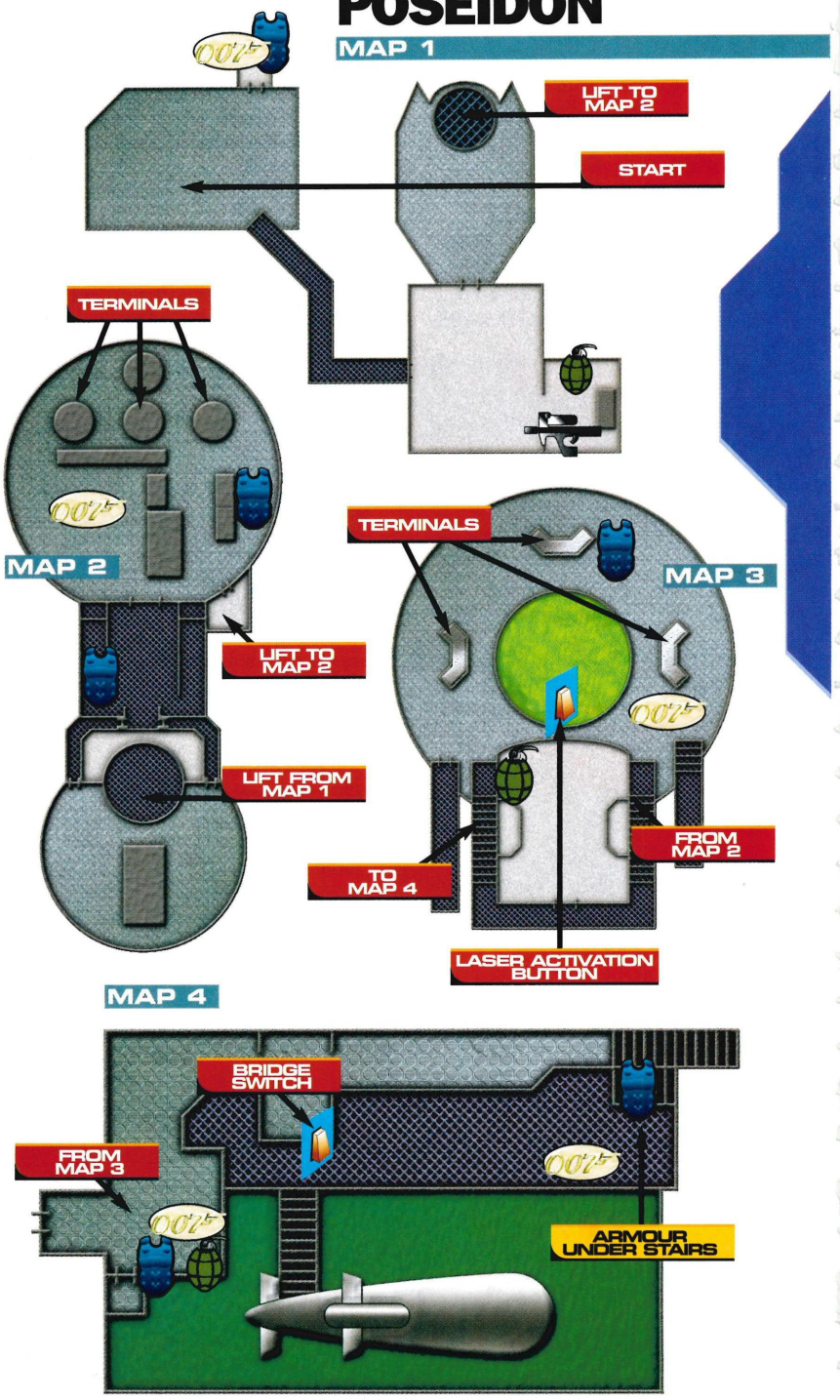
Gold Medal Unlocks: Golden Bullets

Platinum Medal Unlocks: MP Weapon-Cyclops Oil Guard "SHAKEN NOT STIRRED"





POSEIDON



MEDITERRANEAN CRISIS — LEVEL 11

This level has two starting points depending on whether you picked up the Verification Code in the previous level. For this guide we'll assume that you picked it up. Walk forward and pick up the **007 BONUS** and **FRINESI**. Climb the ladder and shoot the guard. Pick up his PS100 ammo and open the door. Shoot the guard inside and collect the PS100 ammo. Go down the stairs and into the Brig, killing the guard inside [01]. Pick up the P2K ammo and Frinesi ammo then use the Q-Laser on the lock of the left cell (this is where you start if you didn't pick up the Verification Code).

Collect the **007 BONUS** then enter the other cell and use the Q-Laser on the vent. Climb inside **[Bond Move]** and crawl down the vent then use the laser on the second grate you come to. Shoot the two guards below then carry on crawling to the end of the vent and pick up the **007 BONUS**. Use the laser on the last grate and shoot the guard and the super guard below [02]. Drop down and pick up the PS100 ammo then make your way through the door to Hangar 1.

Before going up the stairs, pick up the Grenades and **ARMOUR** from underneath. Shoot the scientist in the room at the top of the stairs then use the Q-Laser on the vent on the right and crawl inside. Pick up the **007 BONUS** then laser the lock on the grate. Shoot the guard below then drop down and head over to the right. Use the Q-Claw on the vent outside **[Bond Move]** then go through the door on the left. Shoot the scientist in the control room [03] then use the Q-Remote on the console to get the **HARRIER PROGRAM** **[Bond Move]**. Now use that program on the Harrier Jet below. Leave this room then go back outside and drop down to the left. Shoot the guards then go over to the chainlink gate and use your Q-Laser on it **[Bond Move]**. Don't go through it but instead go back outside and use the Q-Claw on the vent up on the left **[Bond Move]**. When you land you'll collect another **007 BONUS**. Pick up the **ARMOUR** and Grenades and go through the door. Open the door at the end of the corridor and shoot the scientist. Pick up the PS100 ammo, then go out onto the catwalk and shoot the sniper [04]. Pick up the **SSR 4000** and **ARMOUR** then go down the stairs on the right to get another **007 BONUS**. Go back up the stairs and through the door on the right. Go up the stairs and shoot the super guard you come to.

In the next room, pick up the **ARMOUR** and go through the door. Go up the stairs and shoot the guard then use the Q-Remote to start up the Harrier below and kill the guards **[Bond Move]**. Go up the stairs and shoot the guard outside. Pick up the PS100 ammo and head round the corner. Look up and shoot the guard above then use your Q-Claw on the vent **[Bond Move]**. Shoot the four guards who run in, then enter the small room on the left for some **ARMOUR** and SSR 4000 ammo. Go through the door on the other side of the room. At the bottom of the stairs, pick up the **007 BONUS** behind the crates. Run up the stairs, looking out for grenades, then shoot the guard throwing them [05]. Now shoot the super guard and look out for more grenades being thrown. Carry on up »

007 Agent Under Fire MEDALS 11

Gold Medal Unlocks: Regenerative Armour

Platinum Medal Unlocks: MP Model-Poseidon Guard "SHAKEN NOT STIRRED"

TOP SECRET

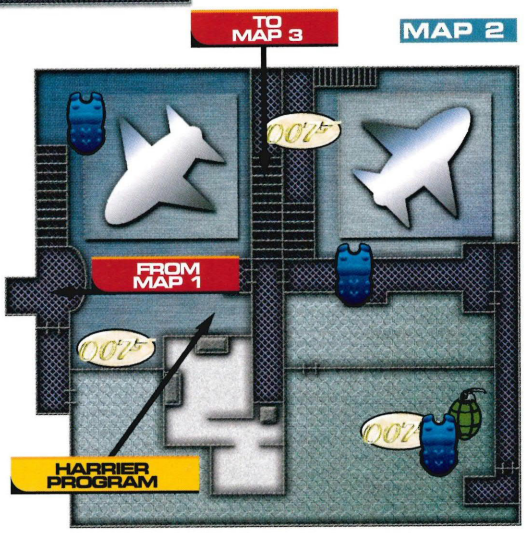
TURN OFF

The Gold Medal rewards are enabled automatically. However, if you want to disable their effects, go to the Options menu and turn Gold Rewards off.

MEDITERRANEAN CRISIS

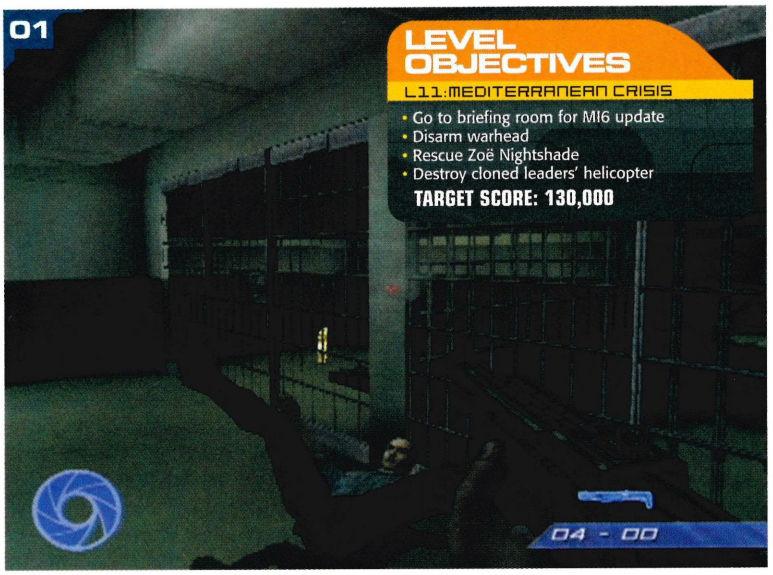
MAP 1

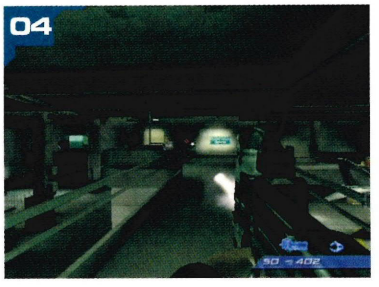
MAP 2



KEY:

- 007 BONUS
- ARMOUR
- FRINESI
- SWITCH
- PS 100
- GRENADES

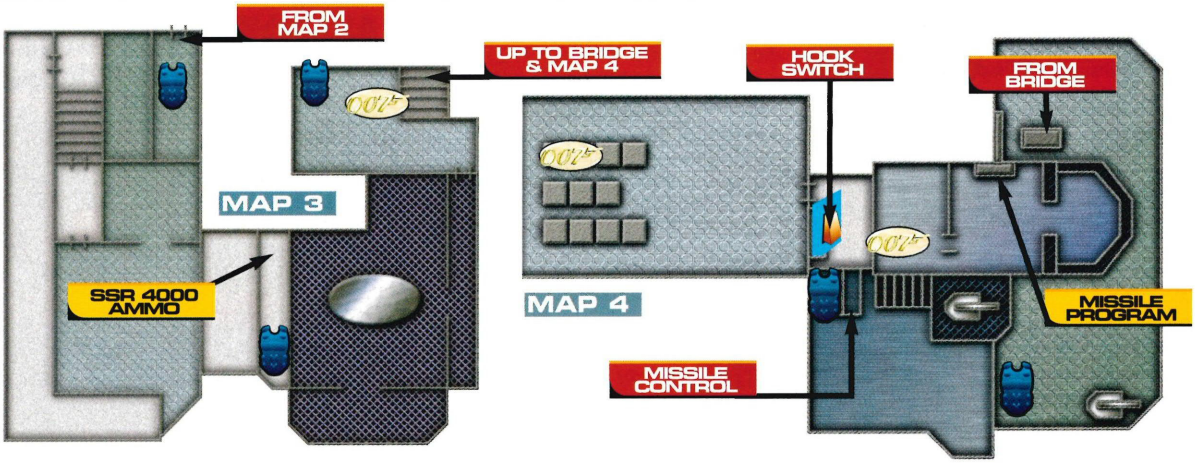




TOP SECRET

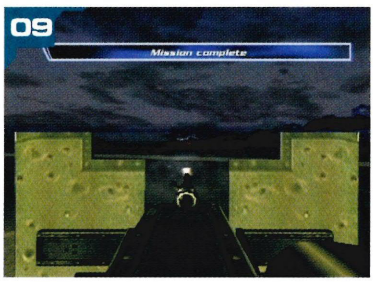
FISTICUFFS

On the earlier levels try to just use your fists to take out solitary guards as this will keep your accuracy rating and ammo efficiency high, giving you a higher score.



the stairs and shoot the guard throwing them then the sniper at the very top.

Pick up the **ARMOUR** then open the door to the bridge. Shoot the guards inside, then, when helicopter starts firing at you from outside, use the SSR 4000 to shoot the pilot **[Bond Move]**. Pick up Armour in corner then use Q-Laser on the hatch at the top of the ladder. Outside, shoot the two guards then head round the corner and destroy the barrels next to the ladder to reveal some **ARMOUR** [06] . Use the laser on the hatch then climb the ladder. Shoot the two guards then use the Q-Remote on the console to get the **MISSILE PROGRAM** **[Bond Move]**. Now use the laser on the chains to free the crew member **[Bond Move]** and she'll unlock the door for you. At this point you have a choice. You can grab the hook **[Bond Move]** then let go immediately to drop down to a lower ledge. However, you can also see a **007 BONUS** on the ledge above, which you can't reach: you need to drop down through the hole above to get it but then you won't get the Bond Move for using the hook. Use the laser on the hatch and drop through then press the button and watch as Zoë leaps to safety **[Bond Move]** [07] . Now go through the door and shoot one of the depth charges to kill the two super guards. Grab the **007 BONUS** then go through the right-hand door. Climb down ladder, pick up **ARMOUR** and go through door. Use the Q-Remote on the console to fire a missile at the sniper **[Bond Move]** [08] then shoot the super guard that runs towards you. Run up the stairs and man the anti-aircraft gun. Shoot the helicopter (once it takes off) until it's destroyed [09] . Now go down the stairs to the Harrier Zoë is flying.



EVIL SUMMIT — LEVEL 12

Turn right and go through the doors, shooting the guard on the other side and stealing his **PS100**. Pick up the **ARMOUR** in this room then use the Q-Laser on the chest **[Bond Move]** to find an **SSR 4000**. Unfortunately it only has two rounds, so go over to the window and shoot the two snipers on the right tower [01] . Exit this room and head right over the walkway, trying not to get hit by the two remaining snipers and picking up the **ARMOUR** on the way if you need it. Go to the bottom of the left tower and wait for the lift to come down, collecting some more **ARMOUR** while you wait. Ride it up and shoot the two snipers then pick up their SSR 4000 ammo and **DEFENDERS**. Now use the Q-Remote on the console to obtain the **Access Hatch Program** **[Bond Move]** then collect the **007 BONUS**. Grab the cable to slide across to the other tower **[Bond Move]** [02] and pick up the SSR 4000 ammo, Grenades, **ARMOUR** and **007 BONUS**. Now grab the other cable to slide down to the Security room **[Bond Move]**. Drop a grenade down through the hole to blow up the guards inside [03] then pick up their **017S** and make a dash for the walkway using the Q-Remote to open the hatch **[Bond Move]**. Kill the guard inside and then run to the other end of the corridor. Open the door and run along the walkway to the other side and go through the door. Climb the ladder to the upper walkway and run along it. Pick up the **ARMOUR**, SSR 4000 ammo and **007 BONUS** then use the Q-Laser on the cable to send the console crashing down **[Bond Move]**, hopefully on some guards [04] . Climb back down the ladder and head left to find the main room. Kill any remaining guards to rescue the first four world leaders. Now go over to the Silo 1 console and use the Q-Remote to get the **SILO 1 ACCESS PROGRAM**. Go through the doorway on the left and follow the corridor then use the Q-Remote on the door you find [05] . Pick up the **ARMOUR** just inside the door and follow the corridor into the Silo. Go out onto the

LEVEL OBJECTIVES

L12: EVIL SUMMIT

- Infiltrate Alpine Base
- Rescue 8 world leaders
- Escape silo on elevator
- Defeat Bloch

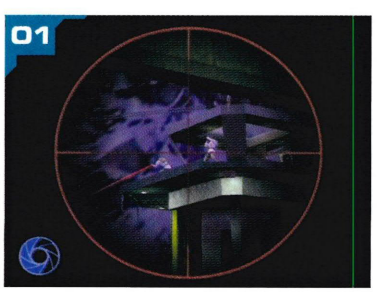
TARGET SCORE: 130,000

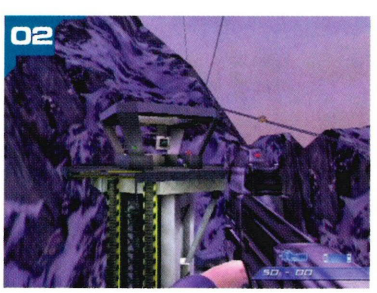
007 Agent Under Fire MEDALS 12

Gold Medal Unlocks: Unlimited Ammo

Platinum Medal Unlocks: MP Model-Carrier Guard

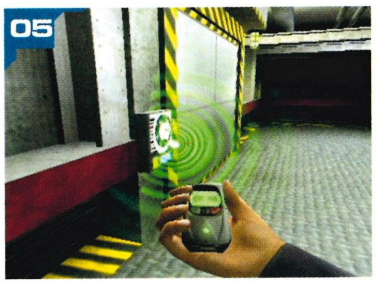
"SHAKEN NOT STIRRED"

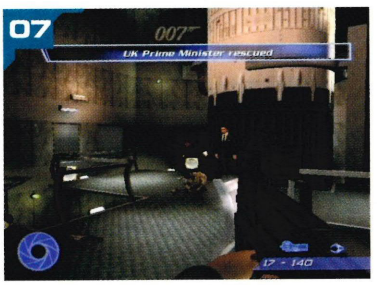




platform and drop down to the ledge on the left then jump to the ladder and climb down. Pick up the **007 BONUS** at the bottom then climb back up the ladder. Shoot the two guards to rescue the French Prime Minister **[Bond Move]** then pick up their PS100 ammo. Now exit this Silo and go back to the main room. Go over to the Silo 2 console and use the Q-Remote to get the **SILO 2 ACCESS PROGRAM**, then follow the corridor and use it on the door. Pick up the **ARMOUR** just inside the door then shoot all the guards you can see through the doorway to rescue the German Chancellor **[Bond Move]**. Go round to the right to find another **007 BONUS** [06]. Go back to the main room and use the Q-Remote on the Silo 3 console to get the **SILO 3 ACCESS PROGRAM** then use it on the door at the end of the corridor. When you reach the silo, drop down to the ledge on the left then use the Q-Claw on the vent above. Shoot the three guards to rescue the UK Prime Minister) **[Bond Move]** [07]. Pick up all the PS100 ammo then use the Q-Claw on the vent above the door you first came in by. Go back to the main room and use the Q-Remote on the Silo 4 console to download the **SILO 4 ACCESS PROGRAM**. Use it to open the leading to the Silo then shoot two guards to rescue US President **[Bond Move]**. Pick up 017 ammo then climb down ladder and collect **007 BONUS** at the bottom. Go through door and down corridor. Pick up **ARMOUR** and get on lift.

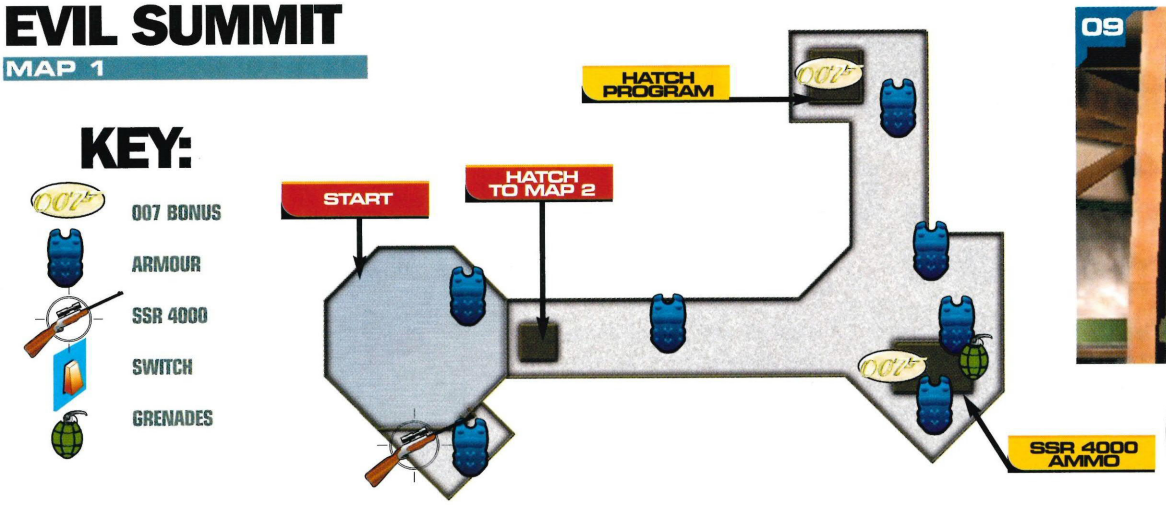
After the cut-scene, you face Bloch who is armed with a rocket launcher and a jetpack [08]. Pump some rounds into him until he flies off. Now run to one of the gas tanks to refuel your Q-Jet and pick up some **ARMOUR** if needed. Use Q-Jet to get up onto walkway above then shoot Bloch until he flies off again. Every time he lands in a new place, shoot him so he can't fire any rockets. Eventually he'll fly up to the top walkway: fire a rocket at the central platform and run off. Drop down to floor, refuel Q-Jet and grab some more **ARMOUR** if needed. Now use the Q-Jet to get onto the broken central platform then use the Q-Claw on the vent above the tunnel on the upper walkway. Enter the tunnel and you'll slide down to a final confrontation with Bloch. When you come out of the tunnel, you'll collect Bloch's **MLR-22** which he's dropped. You may have noticed that the building is collapsing around you, so quickly fire a rocket at Bloch to send him flying out the window [09]. That's it!

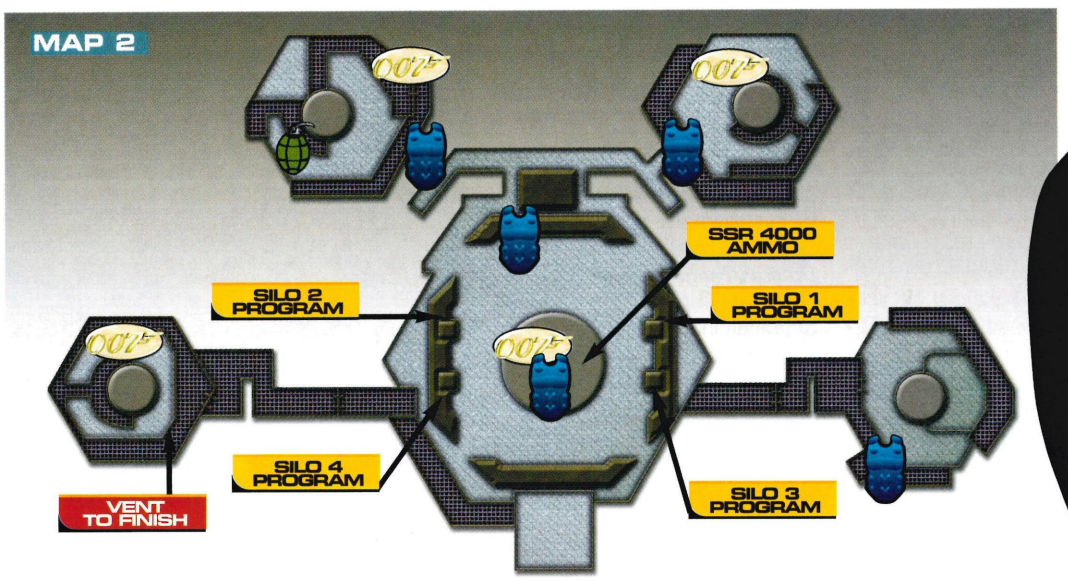




EVIL SUMMIT

MAP 1





WELCOME TO ADVANCE...

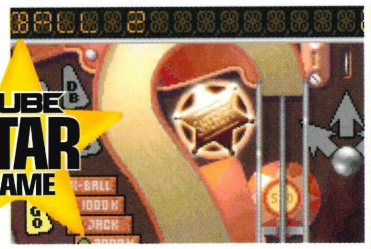
Mmm, memories. While we have to admit that we're impressed with the totally new offerings that the Game Boy Advance has been featuring over the last couple of months, one of the things that pleases us just as much is the small number of older multiplatform games that have seen a revival on Nintendo's handheld. Not only have we got versions of *King Of The Fighters* and *Medal Of Honor* (both great games on their own consoles) coming in the next few months, but you'll also see classic titles like *Yoshi's Island* and *Zelda* – from the SNES – and *Pinball Challenge* – reviewed right here, from the Amiga – showing their faces as well. Right now, the GBA is the perfect console for hardcore gaming... you have got one, haven't you?

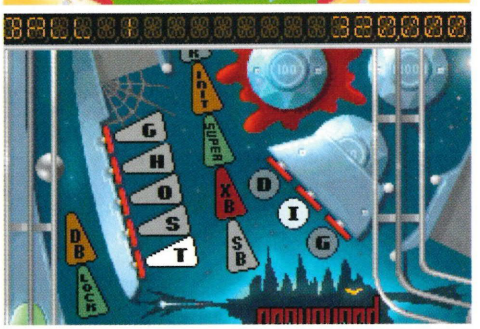
ADVANCE

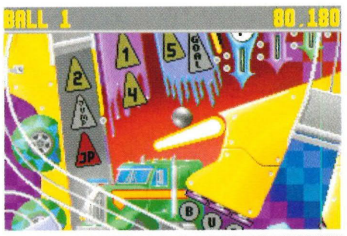
Only the best make it into ADVANCE – if it isn't here, it isn't worth buying...

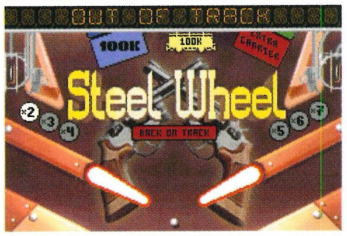
PINBALL CHALLENGE ADVANCE

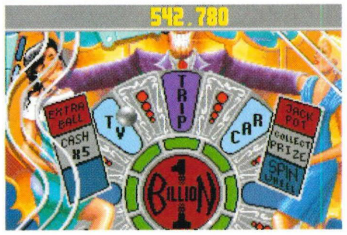
Thanks to the bods at Ubi Soft, the Game Boy Advance sure plays a mean pinball...











WATCH A LITTLE metal ball ricocheting around a table for hours on end – yes, that's the joy of *Pinball Challenge Advance*, a compilation port of two classic pinball games dating back to the early nineties. It looks like our wasted youth has come back to haunt us... still, given that we still have incredibly fond memories of playing *Pinball Dreams* and *Pinball Fantasies* on our Amigas when we were teenagers, seeing both games squeezed perfectly onto a single Game Boy Advance cartridge amazes us. Each of the eight tables is recreated to a tee, with all the visual and audio touches that we remember from the original games being included. Even better though is that they're all just as playable as they were all those years ago – in fact, we're worried that we'll soon be playing our GBAs whenever we have a spare five minutes.

Put simply, the *Pinball Dreams/Fantasies* series was always among the best examples of pinball in our minds and that's still the case today, even on a tiny handheld. If you need a game that'll keep you going for ages and never lose its edge, you'll want this game without question.

CUBE RATING 93

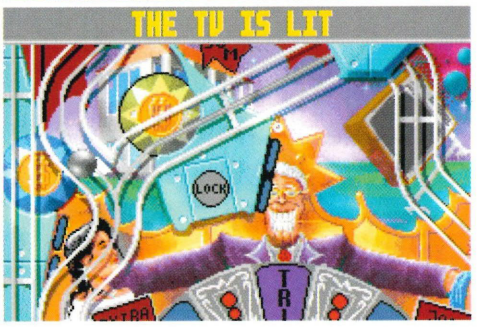
CUBE

INFORMATION

PUBLISHER:	UBI SOFT
DEVELOPER:	BINARY NINE
GENRE:	PUZZLE
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- REMAKE OF AMIGA CLASSICS
- EIGHT TABLES TO EXPERIENCE
- FAST-MOVING BALL PHYSICS
- CHALLENGES AND SKILL TASKS
- TAKE YOUR PINBALL TABLE ANYWHERE!



CASTLEVANIA: CONCERTO OF THE MIDNIGHT SUN

Vlad's back and it's a Belmont to rescue... haven't we been here before?

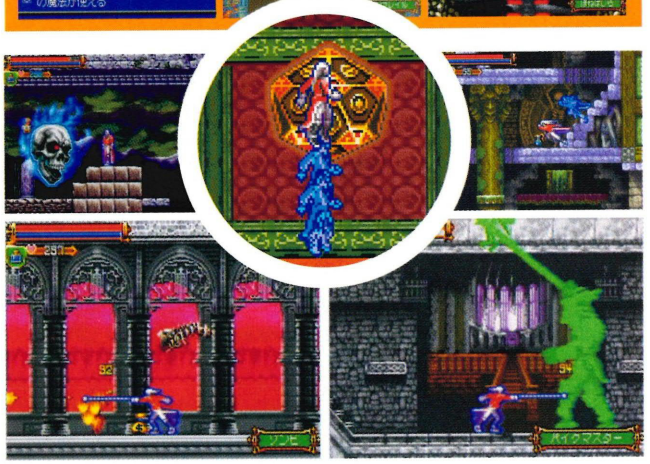
GIVING THE PEOPLE what they want is a sure-fire way of becoming popular – however, in the games industry it's something that happens all too rarely. With the latest version of *Castlevania* on the GBA though, it appears as though Konami has listened to fans of the series and created a game that will not only appeal to new gamers, but also make hardened vampire hunters happier than ever.

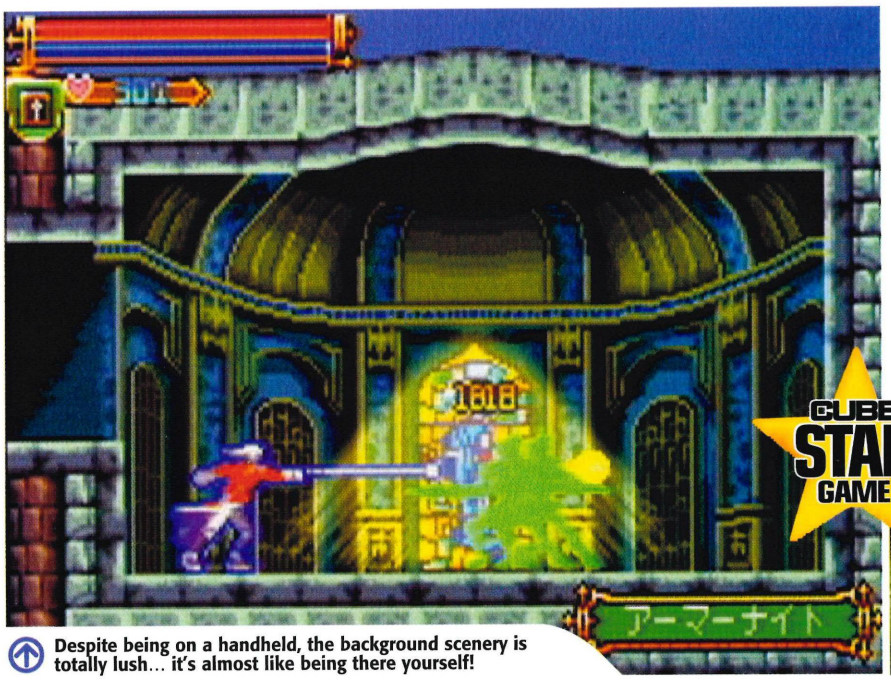
Although at first glance *Concerto Of The Midnight Sun* (to be named *Harmony Of Dissonance* when it arrives over here... no, we don't know why either) look remarkably like its predecessor *Circle Of The Moon*, it's got more in common with the PSone game *Symphony Of The Night*. Taking control of Juste Belmont fifty years after your ancestor Simon emerged victorious, it's once again your job to whip, jump and generally fight your way through Dracula's castle in an attempt to put the old blood-sucker out of business once more. This time around though, there are two massive alternate castles to explore; warping between them is vital, as it's the only way to unlock new areas and find essential relics. Not surprisingly, there are the usual compliment of demonic hordes to wade through and nasty bosses for you to slaughter, as well as plenty of treasures and other goodies to grab. But should you get it? Most certainly – any adventure fans out there (as well as the obvious *Castlevania* fans) will lap this up in no time 'cause it's certainly one of the most enjoyable games of its kind that we've played in ages.

CUBE RATING 92

BOOK 'EM, DANNO!

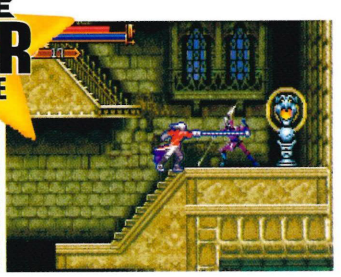
Whereas *Circle Of The Moon* had its own totally new system of magical cards to help power up your character and give him different abilities, *Concerto Of The Midnight Sun* features a much simpler and yet diverse method. On the magic side, you have the opportunity to collect spellbooks that can help power-up your secondary weapons – each filled with elemental magic, they can bless your weapons with the power of Fire, Wind, Water, Lightning or Darkness and cause all manner of destruction to be unleashed. Then there's your character himself; although you'll have to kill multiple enemies in order to build up your levels and make you stronger, you also have the opportunity to collect armour and other items that are lying around which can be equipped to boost your stats. Finding the right items and using them properly is crucial to your continuing survive, so search everywhere!





Despite being on a handheld, the background scenery is totally lush... it's almost like being there yourself!

CUBE STAR GAME



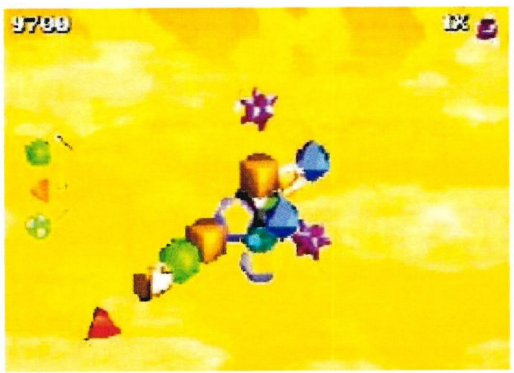
"KONAMI HAS CREATED A GAME THAT'LL BOTH APPEAL TO NEW GAMERS AND ALSO MAKE HARDENED VAMPIRE HUNTERS HAPPY"

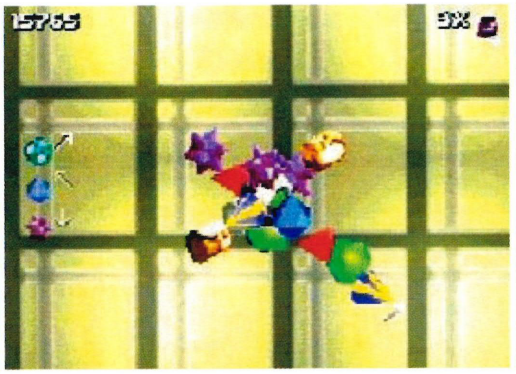
CUBE INFORMATION

PUBLISHER:	KONAMI
DEVELOPER:	IN-HOUSE
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	TBA (UK)

STATS

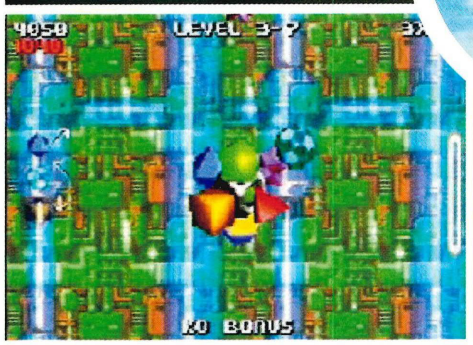
- ORIGINAL CASTLEVANIA GAME
- TWO CASTLES TO EXPLORE
- NEW SPELLBOOK SYSTEM
- COLLECT ARMOUR AND WEAPONS
- MASSIVE BOSSES TO DEFEAT





ZOOCUBE

Imagine you're playing three-dimensional Columns *on a six-sided* Rubick's Cube...



Rotate the cube, connect the shapes and score points... a simple concept, but great fun.

AS THE SCREENSHOTS show, *ZooCube* isn't concerned with graphical flair; instead the focus is on compelling gameplay. So what does *ZooCube* play like? Well, you rotate a cube (the ZooCube) onto which mis-shapen figures travel towards from alternating directions. Now here's the important part – by rotating the six cube faces, you can clump together pairs of matching figures which disappear upon touching each other. You can shuffle the order of shapes in your six columns to your advantage and the game is over when a column exceeds the length of the playing screen... basically you keep doing this for as long as you possibly can.

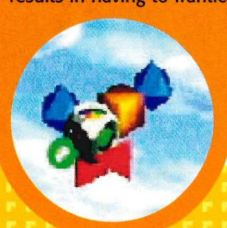
ZooCube, as with all the best puzzle games, has a simple concept that is easily played but difficult to master. It's absorbing, makes time fly by, and has certain novelty about it... but it isn't quite an instant classic. Its not because the controls aren't intuitive enough, neither is it to do with the potential longevity of the game. Instead, as the score suggests, *ZooCube* is a well-executed piece of software, but lacks that need to obsessively play it. Although other styles of game can score averagely yet still be fun in parts, a puzzler relies entirely on pretty much one idea. With *ZooCube*, the sole gameplay element of rotating, stacking, and matching your shapes (although consuming and enjoyable at the time) simply isn't exciting or playable enough to be truly compulsive, and it's that 'just one more go' addiction factor that the very best puzzle games thrive on, but sadly *ZooCube* sorely lacks.

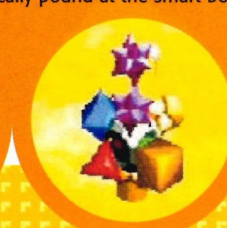
CUBE RATING 7.8

"IT'S THAT 'JUST ONE MORE GO' ADDICTION FACTOR THAT THE VERY BEST PUZZLE GAMES THRIVE ON, BUT SADLY ZOOCUBE SORELY LACKS"

PICK 'N' MIX

Although seemingly very simplistic to play, *ZooCube* allows for a bit of cunning in how you match up the geometrically modified figures. As well as being able to re-arrange your stack of shapes at any time, you can get bonuses for 'balancing' your ZooCube with an optimum variety of shapes across the separate faces. Additionally, you should plan your next moves by glancing (if you have time) at the left of the screen and view the direction and type of the next three approaching shapes. Try not to be too clever about it though –using all these tactics simultaneously often results in having to frantically pound at the smart bomb buttons!





CUBE INFORMATION

PUBLISHER:	ACCLAIM
DEVELOPER:	PUZZLE KINGS
GENRE:	PUZZLE
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- THREE AXIS ROTATION
- TWO PLAYER MODES
- POWER-UPS
- SMART BOMBS
- SEVEN MODES OF PLAY

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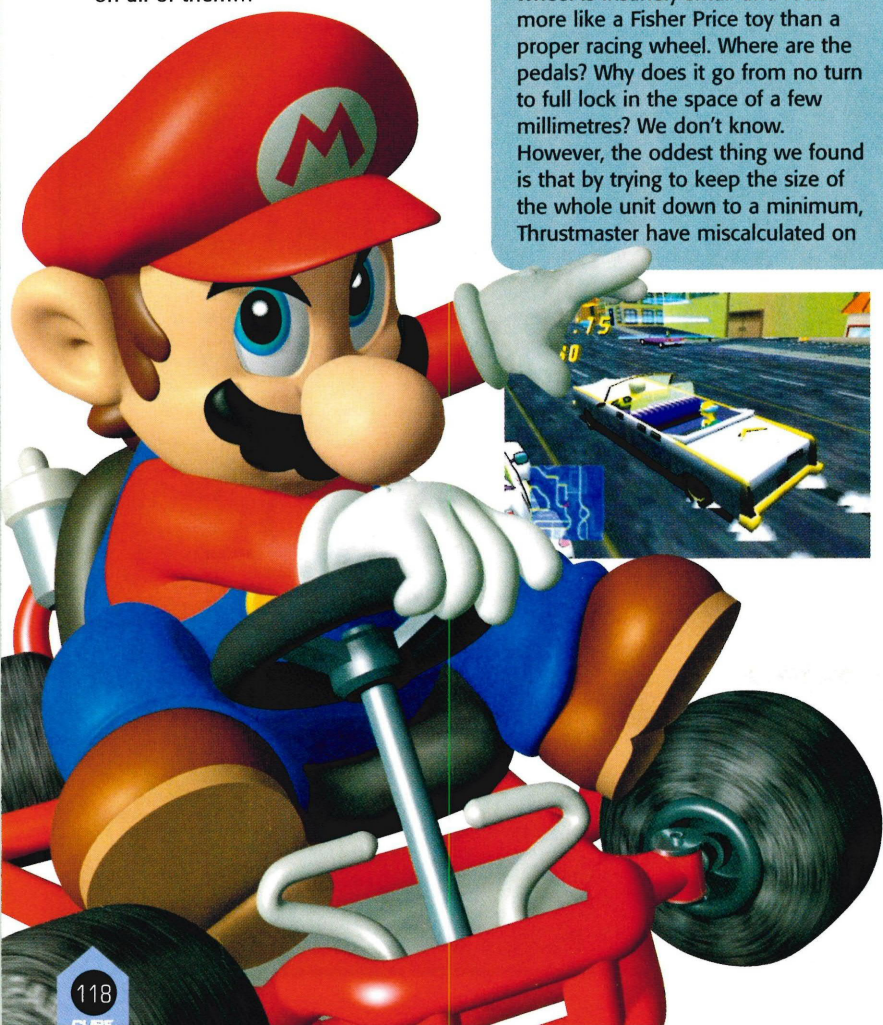
PERIPHERAL VISION

STEERING WHEELS

LOVE DRIVING GAMES but need that extra edge of realism that you can only get from sitting in a bucket seat and gripping a huge wheel? Well, you've come to the right place because we can help with that dream (some of it anyway) this month – how? With our handy-dandy reviews of these lovely racing wheels that are currently on the market, that's how. Don't go forking out any cash until you've read the low-down on all of them...



CHALLENGE 2 RACING WHEEL

IT MIGHT BE the cheapest option on the market and carry an official Ferrari branding but to be honest, you'd be doing yourself an injustice by considering the Challenge 2 as a worthwhile purchase. Sure, it's got all the necessary buttons and controls to make it useable (even if they are ridiculously tiny and fiddly to press) but to be honest, that doesn't make up for the fact that the wheel is insanely small and feels more like a Fisher Price toy than a proper racing wheel. Where are the pedals? Why does it go from no turn to full lock in the space of a few millimetres? We don't know. However, the oddest thing we found is that by trying to keep the size of the whole unit down to a minimum, Thrustmaster have miscalculated on the weight of the wheel itself – as a result, the wheel has trouble standing up on its own without the help of a grip clamp. The trouble is... well, the supplied grip clamp just doesn't work. Try as we might, the whole thing just wouldn't screw together and left us trying to delicately balance the wheel on the table. An oversight on Thrustmaster's part? Perhaps – either way though, this wheel just can't cut it against the stiffer competition.

INFORMATION	
MANUFACTURER	THRUSTMASTER
PRICE	£24.99
PEDALS	NO
VIBRATION	YES
GRIP CLAMP	YES
PROGRAMMABLE BUTTONS	YES

FINAL SCORE **2/5**

TOP DRIVE PRO

IT'S BIG, BULKY AND heavy... but that's not a bad thing. Instead, the bulk of the Top Drive Pro actually makes it feel much more solid than the other wheels and helps to keep it on the table, even without the suckers and grip clamp provided. What's more, the design means that not all of the buttons have to be crammed onto the face of the wheel itself. Instead, there's a small panel to the side that incorporates not only the Start Button and a switch to increase the sensitivity of the wheel (at last!), but also the one thing that all the other wheels are missing – an Analogue Stick that can double as the C-Stick at the flick of a switch. On the control side, the pedals are suitably heavy and feel like they've got some real give in them (along with a good gradient for analogue control). However, it's the wheel itself that actually shines as it's the only one that has a dead zone that isn't too big or too small – turning actually works in relation to how much you move the wheel, rather than having to jerk it all the way round. Make no bones about it, this is so far the best wheel on the market... and it's only £40 as well. Bargain.

INFORMATION	
MANUFACTURER	LOGIC 3
PRICE	£39.99
PEDALS	YES
VIBRATION	YES
GRIP CLAMP	YES
PROGRAMMABLE BUTTONS	YES

DRIVE ME CA...RAZEE!

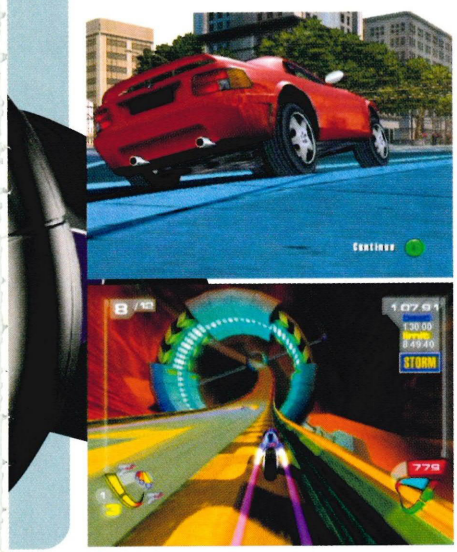
NB: All steering wheels were tested on PAL GameCubes under the same conditions, using exactly the same test titles: *Crazy Taxi, Driven, 18Wheeler, F1 2002* and *Burnout.*

4GAMERS STEERING WHEEL

YES, THE 4GAMERS wheel is the same size as the Thrustmaster one... but don't be fooled. Through good use of rubber grip and a clamp that matches the Saitek wheel (along with a laptop option for people with skinny legs), this wheel feels much less like a child's toy than it probably should. It's also fairly minimalist in its design. Cheekily, the 4Gamers wheel manages to get out of having too many buttons and controls over the wheel (there isn't even a D-pad, for goodness sake!) by giving the option to plug in a proper controller on the side. Though keeping clutter down on the wheel is certainly a good thing, we can't help but think that it's also a little lazy on the design front. The pedals work nicely and feel solid enough, but unfortunately the 4Gamers wheel suffers slightly on the control front due to a overly-large dead zone (the area where the wheel sends you in a straight line rather than turning) in the middle of the wheel. Consequentially, you'll find yourself turning it further left and right than you might like to get any response out of it, especially as it's a smaller wheel than some. To be frank, it's certainly nice to look at but not so good for actually driving...

INFORMATION	
MANUFACTURER	4GAMERS
PRICE	£39.99
PEDALS	YES
VIBRATION	YES
GRIP CLAMP	YES
PROGRAMMABLE BUTTONS	NO

FINAL SCORE **3/5**



Even *XG3*'s unconventional vehicles can benefit from a steering wheel.

GTZ500 RACING WHEEL

MMM, PURPLE. CERTAINLY the most aesthetically pleasing of all the steering wheels here, the GTZ500 manages to feel both solid and comfortable thanks to its rugged (if slightly plastic-feeling) design. This design also incorporates all the necessary buttons in very comfortable locations, a D-pad cleverly placed in the centre, rear paddles for gear changing and a small yet comfortable set of pedals – nice. The inclusion of a laptop option is quite nice as well, although we doubt whether anyone older than ten-years-old will be able to get their legs under the wheel comfortably AND still use it. However, the only real problem we've actually got with the wheel is quite a big one – much like some of the other wheels here, the central dead zone is a little bit too large for our liking. The fact that the wheel doesn't actually turn that far means that steering seems to be limited to a rather small area of the amount you can actually turn it... not good, especially when you've got the wheel sitting on your lap. It's a shame because if it wasn't for this rather major fault, Saitek could have had the best wheel out there.

INFORMATION	
MANUFACTURER	SAITEK
PRICE	£39.99
PEDALS	YES
VIBRATION	YES
GRIP CLAMP	YES
PROGRAMMABLE BUTTONS	NO

FINAL SCORE **3/5**

FINAL SCORE **4/5**

CUBE DIRECTORY

ISSUE NINE

We give you the only reviews that you can trust, so it stands to reason that this is the definitive guide...

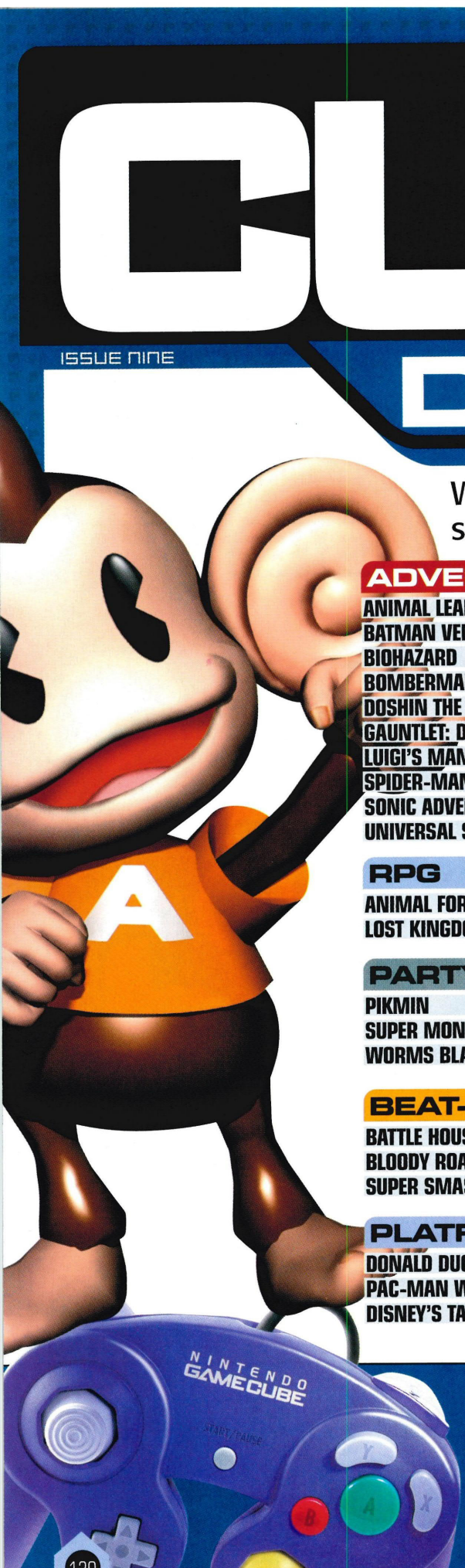
ADVENTURE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL LEADER	Nintendo	Saru Brunei	1	✗	✗	21	5	NTSC	7.5
BATMAN VENGEANCE	Ubi Soft	In-House	1	✗	✗	2	6	PAL	7.3
BIOHAZARD	Capcom	In-House	1	✗	✗	11+	5	NTSC	9.5
BOMBERMAN GENERATION	Majesco	Hudson Soft	1-4	✗	✗	3	8	NTSC	8.8
DOSHIN THE GIANT	Nintendo	Param	1	✗	✗	40	8	NTSC	8.0
GAUNTLET: DARK LEGACY	Midway	In-House	1-4	✗	✗	4	7	NTSC	6.5
LUIGI'S MANSION	Nintendo	In-House	1	✗	Issue1	3	6	PAL	7.8
SPIDER-MAN: THE MOVIE	Activision	Treyarch	1	✗	✗	2	7	PAL	6.1
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✓	✗	6+	3	PAL	8.0
UNIVERSAL STUDIOS	Kemco	In-House	1	✗	✗	1	6	PAL	3.7

RPG	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL FOREST +	Nintendo	In-House	1-4	✓	✗	57	4	NTSC	8.1
LOST KINGDOMS	Activision	From Software	1	✗	✗	2	8	PAL	7.2

PARTY/PUZZLE	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
PIKMIN	Nintendo	In-House	1	✗	Issue7/8	19	7	PAL	9.0
SUPER MONKEY BALL	SEGA	Amusement Vision	1-4	✗	✗	5	6	PAL	9.3
WORMS BLAST	Ubi Soft	Team 17	1-2	✗	✗	3	7	PAL	8.0

BEAT-'EM-UP	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
BATTLE HOUSHIN	Koei	In-House	1	✓	✗	6	7	NTSC	7.0
BLOODY ROAR: PRIMAL FURY	Activision	Eighting	1-2	✗	✗	3	6	PAL	7.0
SUPER SMASH BROS. MELEE	Nintendo	NCL	1-4	✗	Issue6	11	6	PAL	8.6

PLATFORM	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
DONALD DUCK: QUACK ATTACK	Ubi Soft	In-House	1	✗	✗	6	6	PAL	6.5
PAC-MAN WORLD 2	Namco	In-House	1	✗	✗	16	5	PAL	6.1
DISNEY'S TARZAN FREERIDE	Disney Int.	Ubi Soft	1	✗	✗	8	6	PAL	5.2



THE ESSENTIAL INFO TO EVERY GAME THAT CUBE HAS REVIEWED!

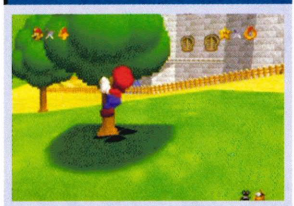
RACING	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
18WHEELER AM-PRO TRUCKER	Acclaim	In-House	1-2	✗	✗	3	8	PAL	4.4
BURNOUT	Acclaim	Criterion Games	1-2	✗	✗	6	6	PAL	8.5
CRAZY TAXI	Acclaim	In-House	1	✗	✗	4	6	PAL	7.3
DRIVEN	Bam! Ent.	In-House	1-2	✗	✗	3	6	PAL	7.0
SIMPSONS ROAD RAGE	EA	Radical Ent.	1-2	✗	✗	5	6	PAL	7.8
SMASHING DRIVE	Namco	Point Of View	1-2	✗	✗	3	5	PAL	3.8
WAVERACE: BLUE STORM	Nintendo	NSTC	1-4	✗	Issue5	3	6	PAL	9.0
XG3: EXTREME G RACING	Acclaim	In-House	1-4	✗	✗	3	6	PAL	8.4

SPORTS	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
2002 FIFA WORLD CUP	EA	In-House	1-4	✗	✗	29	6	PAL	7.2
DARK SUMMIT	THQ	Radical	1-2	✗	✗	4	8	PAL	6.2
DAVE MIRRA FREESTYLE BMX 2	Acclaim	Z-Axis	1-2	✗	✗	4	6	PAL	7.4
ESPN INT. WINTER SPORTS 2002	Konami	In-House	1-2	✗	✗	3	6	PAL	6.4
ISS2	Konami	Major A	1-4	✗	✗	9	6	PAL	8.2
LEGENDS OF WRESTLING	Acclaim	In-House	1-4	✗	✗	3	7	PAL	4.7
NBA COURTSIDE 2002	Nintendo	Left Field	1-4	✗	✗	7	8	PAL	6.8
NBA STREET	EA	NUFX	1-2	✗	✗	10	6	NTSC	8.9
NFL QUARTERBACK CLUB 2002	Acclaim	In-House	1-8	✗	✗	4+	4	PAL	6.7
NHL HITZ 2002	Midway	Black Box Games	1-4	✗	✗	5	6	PAL	9.1
SEGA SOCCER SLAM	SEGA	Black Box Games	1-4	✗	✗	4	8	NTSC	9.0
SSX TRICKY	EA	EA Sports BIG	1-2	✗	✗	8	7	PAL	8.8
TONY HAWK'S PRO SKATER 3	Activision	Neversoft	1-2	✗	Issue4	6	6	PAL	9.0
VIRTUA STRIKER 3 VER. 2002	SEGA	Amusement Vision	1-2	✗	✗	2+	8	PAL	8.4

SHOOT-'EM-UP	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
AGENT UNDER FIRE	EA	In-House	1-4	✗	✗	3	7	PAL	6.4
CEL DAMAGE	EA	In-House	1-2	✗	✗	2	6	PAL	4.3
SPYHUNTER	Midway	Point of View	1-2	✗	✗	6	7	PAL	6.1
STAR WARS: ROGUE LEADER	Activision	Factor 5	1	✗	Issue2/3	3	6	PAL	9.1

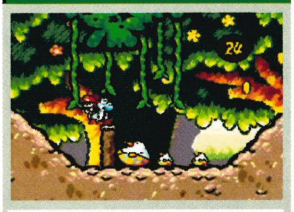
CONSOLE TOP FIVE GAMES... EVER!!!

N64



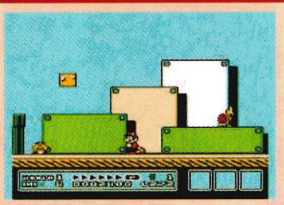
01. SUPER MARIO 64
1996/NINTENDO
02. THE LEGEND OF ZELDA: OCARINA OF TIME
2000/NINTENDO
03. THE LEGEND OF ZELDA: MAJORA'S MASK
1998/NINTENDO
04. GOLDENEYE
1997/NINTENDO/RARE
05. CONKER'S BAD FUR DAY
2001/NINTENDO/RARE

SNES



01. SUPER MARIO WORLD 2: YOSHI'S ISLAND
1995/NINTENDO
02. ZELDA 3: A LINK TO THE PAST
1991/NINTENDO
03. SUPER MARIO WORLD
1990/NINTENDO
04. CHRONO TRIGGER
1995/SQUARESOFT
05. FINAL FANTASY 6
1994/SQUARESOFT

NES



01. SUPER MARIO BROS. 3
1988/NINTENDO
02. LEGEND OF ZELDA
1986/NINTENDO
03. SUPER MARIO BROS
1983/NINTENDO
04. MICRO MACHINES
1991/CODEMASTERS
05. METROID
1987/NINTENDO

GBA

01. SUPER MARIO ADVANCE 2
2002/NINTENDO
02. KURU KURU KURURIN
2001/NINTENDO
03. ADVANCE WARS
2001/NINTENDO
04. GOLDEN SUN
2002/CAMELOT
05. BREATH OF FIRE
2001/CAPCOM

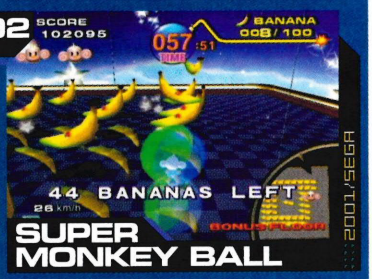
GAMECUBE

THE BEST OF A BEAUTIFUL BUNCH. LISTED FOR YOU...

01

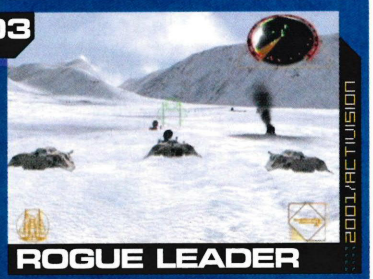
BIOHAZARD
2002/CAPCOM

02



SUPER MONKEY BALL
2001/SEGA

03

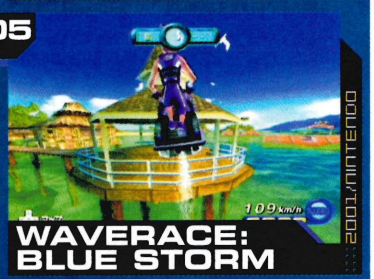


ROGUE LEADER
2001/ACTIVISION

04

NHL HITZ 20-02
2001/MIDWAY

05



WAVERACE: BLUE STORM
2001/NINTENDO

06 TONY HAWK'S PRO SKATER 3
2001/ACTIVISION

07 SEGA SOCCER SLAM
2002/SEGA

08 PIKMIN
2001/NINTENDO

09 BOMBERMAN GENERATION
2002/MAJESCO

10 SUPER SMASH BROS MELEE
2001/NINTENDO

SEPTEMBER'S BACK TO SCHOOL TIME, SO PULL A SICKIE TO GET DOWN TO SOME SERIOUS GAMING!

Next Month... Next Month... Next Month... Next Month...

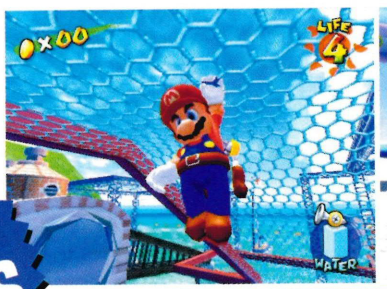
HORIZON

BIG GAMES

SUPER MARIO SUNSHINE

WE DO IT PROPERLY, FOLKS!

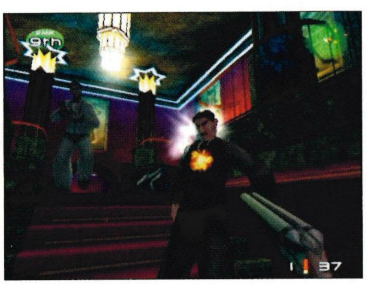
Why settle for our competitors' half-arsed reviews cobbled together in a couple of days with screens from very early in the game, when you can have the complete rundown on this summer's biggest game right here?



TIMESPLITTERS 2

TIME TO LOCK AND LOAD, PEOPLE!

You wanted a great first-person shoot-'em-up on the GameCube... and now you've got it! It's the sequel to the best-selling PS2 title plus a kick-arse game to boot... and we've got it first, right here next issue!



Definitive reviews of ALL the latest GameCube titl

REVIEWS

RESIDENT EVIL
The very first PAL review of Capcom's incredible survival horror...

TOP GUN: COMBAT ZONES
Virgin attempts to take your breath away with the dogfighting ace!

PHANTASY STAR ONLINE
The GameCube goes online with SEGA's epic action adventure game.

EGGO MANIA
If you're going to make a puzzle game, you've got to break some eggs!

ISSUE 10 ON SALE 29 AUGUST 2002

IN-DEPTH

PLUS

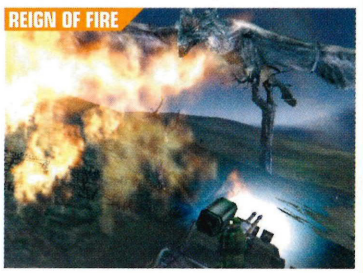
BEACH SPIKERS

IN-DEPTH

Sun, sea, sand and all the pretty ladies that you can imagine – yep, SEGA's brought them all to the GameCube in this sporting spectacular!

All the latest information and screenshots for all the greatest games!

- Turok Evolution
- Aggressive In-Line
- Star Fox Adventures
- Reign of Fire
- The Legend of Zelda
- Rally Fusion



INTERVIEWS

STUDIO EYE

RUNECRAFT

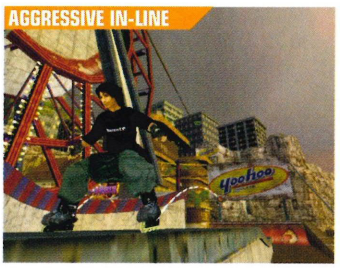
Soldiers, gangsters and Martians... We sneak around the development company with more surprises under its roof than any other.

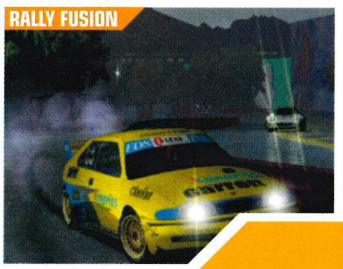
SOLUTIONS

PROBLEM SOLVED

CAPCOM VS SNK 2: EO

Getting your butt kicked by Shin Akuma? Can't stand the heat of God Rugal? Then you'll need all the best fighting hints and tips from us!





...les, including:

MX SUPERFLY

THQ goes a bit dirt-bike crazy with their latest racing masterpiece...

PLUS

- Mario Party 4
- 007: Nightfire
- Butt Ugly Martians
- Star Wars: Clone Wars
- Jedi Knight 2
- Tony Hawk's Pro Skater 4
- Donald Duck As PK
- Soul Fighter
- Flintstones: Viva Rock Vegas
- Toxic Grind
- Hidden Invasion

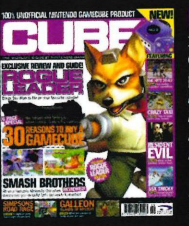
Plus all the latest cheats, tips and hints for the best GameCube titles!

Back Issues

MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

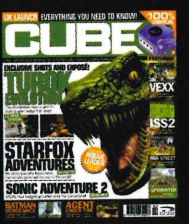
ISSUE ONE

Huge hardware review, plus *Rogue Leader, Wave Race, Luigi's Mansion, Resident Evil, StarFox Adventures, Super Monkey Ball, FIFA 2002, Tony Hawk's 3* and plenty more! INCLUDES FREE VIDEO!



ISSUE TWO

30 reasons to buy a GameCube revealed, plus *Super Smash Bros Melee, Rogue Leader, XG3: Extreme Racing, Dave Mirra 2 NHL Hitz 20-02, Crazy Taxi, SSX Tricky, Simpsons Road Rage* and many others!



ISSUE THREE

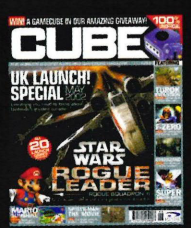
The lowdown on Acclaim's GameCube releases, a world-exclusive look at *Vexx*, plus *Tony Hawk's 3, Turok Evolution, Sonic Adventure 2, Agent Under Fire* and more!

ISSUE FOUR

Find out how to link your GC with your GBA, the history of SEGA, plus reviews of games like *Animal Forest+, Virtua Striker 3, Cel Damage, Dark Summit, Madden NFL 2002*!

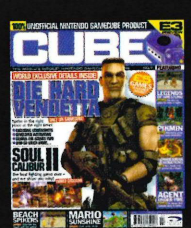
ISSUE FIVE

A feature on the world's most famous plumber, Mario, the games we'd like to see on the Cube, plus reviews of *ISS2, Animal Leader, NBA Street, Pac-Man World 2, 18Wheeler* and *Smashing Drive*!



ISSUE SIX

Special 50-page feature dedicated to the UK launch of the GameCube, plus reviews of *Rogue Leader, Biohazard, Burnout, Super Smash Bros. Melee, Super Monkey Ball* and many more!



ISSUE SEVEN

A preview of the delights at E3, exclusive screenshots from *Die Hard Vendetta*, plus reviews of *Pikmin, Agent Under Fire* and *SSX Tricky* and *Pikmin* solution part one!

ISSUE EIGHT

All the E3 previews, *Metroid Prime* world exclusive, *SEGA Soccer Slam, Bomberman Generation*, GameCube monitors, and the second part of that *Pikmin* solution!

CUBE

CUBE0209

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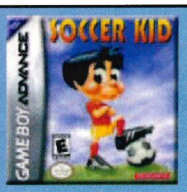
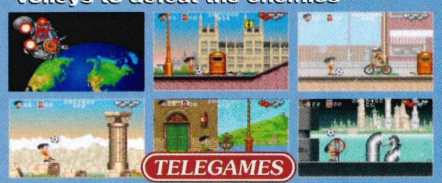
GAME BOY ADVANCE

SOCCER KID



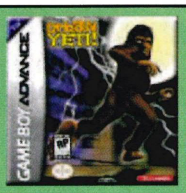
- 10 visually different, themed stages.
- 15 levels, plus 5 bonus levels.
- 5 end of stage bosses, plus 1 giant end of game boss.
- Special moves-perform tricks to gain extra points.
- Use headers, overhead kicks, and volleys to defeat the enemies



TELEGAMES

GAME BOY ADVANCE

URBAN YETI



"Urban Yeti! is by far one of the wackiest, zaniest, most bizarre games out there, and it rocks!...we could just sit and play this game forever."
-GameNow Megazine

- The strangest game you've ever played. Real motion-captured yeti!
- Parallax background scrolling gives the illusion of depth in the cities.
- 4 unique city stages-you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city!
- Play one of two ways-smash your way through the city or avoid detection all-together.

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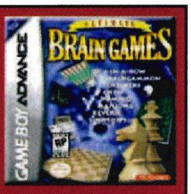
GAME BOY ADVANCE

ULTIMATE BRAIN GAMES



- 8 Classic brain challenges on a single game cartridge. Backgammon, Checkers, Chess, Dominos, Mah Jong Reversi, Sink-Ships and 4-In-A-Row
- 10 different A1 levels, from beginner to highly advanced.
- 2 player linked play using the game-download function (only one cartridge needed for multi-player competition)
- Saveable game status and statistics.
- Create your own character and face in the game with the included face generator

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- First person shooter.
- Full 3D smooth scrolling.
- Digitized stereo sound effects.
- Multi-player (4) mode with Link cable.
- In-game adjustments for screen brightness.
- One player Death Match against three robots.
- In-game adjustments for player rotation speed.
- EEPROM back-up to save two separate games.
- FMV (full motion video) introduction.
- Smoke and transparency effects.
- Too many adversaries to count.
- Twelve levels to infiltrate.
- Nine unique weapons. ● In-game speech.

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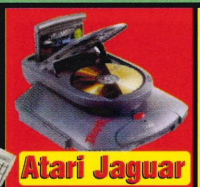

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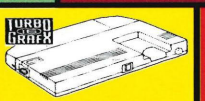

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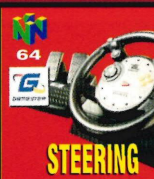

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* mobee chart *

2127919	Elvis & Jxl - A Little Less...
2127920	Oasis - Stop Crying your Heart out
2127921	Christina Milian - When you Look...
2127922	Nelly - Hot in Herre
2127923	Scooter - The Logical Song
2127924	Chad Kreuger - Hero
2127925	Misteeq - Roll On
2127926	Kylie Minogue - Love at First Sight
2127927	Eminem - Without Me
2127928	Liberty X - Just a Little
2127929	Sophie Ellis Bextor - Get over you
2127930	Ronan Keating - If Tomorrow...
2127931	Will Young - Light My Fire
2127932	Brandy - Full Moon
2127933	Ant & Dec - On The Ball
2127934	Atomic Kitten - It's Ok
2127935	Puddle Of Mudd - Blurry
2127936	Enrique Iglesias - Escape

the most wanted ringtones

Rock

2127941	Sum 41 - Motivation
2127942	System Of A Down - Toxicity
2127943	A - Nothing
2127944	Black Sabbath - Paranoid
2127945	Blink 182 - All The Small Things
2127946	Foo Fighters - The One
2127947	The hives - Hate To Say I Told You
2127948	Korn - Freak On A Leash

Old Skool Rave

2127949	Liquid - Time To Get Up
2127950	Prodigy - No Good
2127951	Prodigy - Out Of Space
2127952	Liquid - Sweet Harmony
2127953	Black Box - Ride On Time
2127954	Ratpack - Searchin For My Rizla
2127955	Stone Roses - Fools Gold
2127956	Snap - Rhythm Is A Dancer

Hip Hop

2127957	Arrested Development - Everyday
2127958	Coolio - Gangsters Paradise
2127959	Wyclef Jean - Perfect Gentleman
2127960	Pras - Ghetto Superstar
2127961	2 Pac - California Love
2127962	2 Pac - Until The End Of Time
2127963	D12 & Eminem - Purple Hills
2127964	DMX - Ruff Ryders Theme
2127965	DMX - Party Up
2127966	Dr Dre - The Next Episode
2127967	Dr Dre - Forgot About Dre
2127968	Eminem - Still Dont Give A F***
2128054	Eminem - Guilty Conscience
2128055	Eminem - Without Me
2128056	Pharoh Monche - Got You
2128057	Eve - Who's That Girl
2128058	Jay Z - Girls Best Friend
2128059	Missy Elliot - Get Your Freak On
2128060	Missy Elliot - One Minute Man

TV / Themes

2128061	Robbarb & Custard Theme
2128062	X-Men Theme
2128063	Dangermouse Theme
2128064	Muppet Theme
2128065	Rocky Theme
2128066	James Bond Theme
2128067	Mission Impossible Theme
2128068	Knight Rider Theme
2128069	Scooby Doo Theme
2128070	Captain Scarlet Theme
2128071	Professionals Theme
2128072	Pinkpanther Theme
2128073	Sweeney theme
2128074	Snowman Theme
2128075	Bonanza Theme
2127937	Good The Bad & The Ugly
2127938	Beverly Hills Cop Theme
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2127940	Dallas Theme

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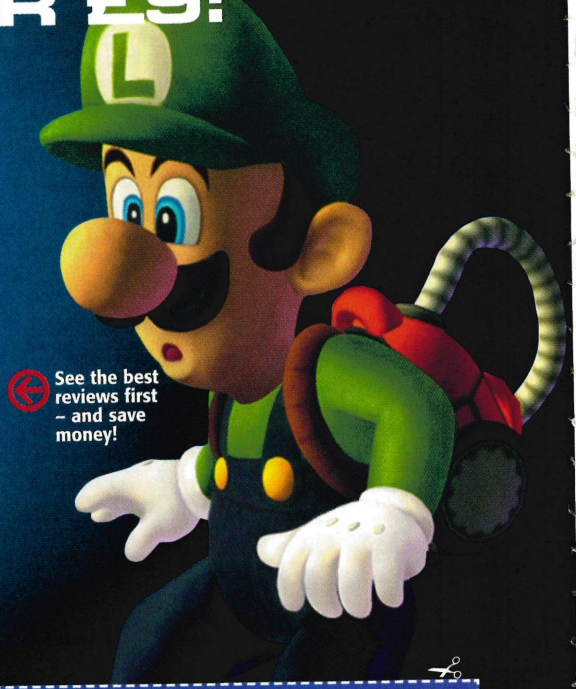

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3.	JENNIFER LOPEZ - I'M GONNA BE ALRIGHT NEW	9281
4.	SCOOTER - THE LOGICAL SONG	9422
5.	PRODIGY - BABY'S GOT A TEMPER NEW	9544
6.	THE CALLING - WHEREVER YOU WILL GO	7947
7.	CHRISTINA MILIAN - WHEN YOU LOOK AT ME	9467
8.	NELLY - HOT IN HERE	8972
9.	CHAD KROEGER - HERO	9421
10.	EMINEM - WITHOUT ME	9015
11.	KELLY LLORENNA - TELL IT TO MY HEART	9513
12.	LIBERTY X - JUST A LITTLE	8172
13.	OASIS - STOP CRYING YOUR HEART OUT	9466
14.	AMY STUDT - JUST A LITTLE GIRL NEW	9444
15.	IDLEWILD - AMERICAN ENGLISH NEW	9154
16.	BAHA MEN - MOVE IT LIKE THIS NEW	9578
17.	RONAN KEATING - IF TOMORROW NEVER COMES	8974
18.	SOPHIE ELLIS BEXTOR - GET OVER YOU	9166
19.	MIS-TEEQ - ROLL ON	9172
20.	WYCLEF JEAN - TWO WRONGS	9507

This Weeks New Releases

Beauty on the fire - Natalie Imbruglia	9545
Gold - Beverly Knight	9549
I Need A Girl - PDiddy	9551
What Were All About - Sum 41	9558
Bizzarre Mind - Style Phonic	9360
Strange Relationship - Darren Hayes NEW!	9382
Don't Care - Angels Reverse	9392
Runaway - Distant Soundz	9394
2 Way - Rayvon feat Shaggy	9389
Colour Blind - Darius	9391
I Get Along - Pet Shop Boys	9393
I Wonder How - The Shining	9279
Dreamer - Ozzy Osbourne	9164
Gets Me Through - Ozzy Osbourne	9167
Happy - Lighthouse Family	9168
I Would Die 4 U - Space Cowboy	9169
Irie - Luck & Neat	9170
Seasons In The Sun - Westlife	9173
God Save The Queen - Sex Pistols	8887
Pass the Courvoisier Part2 - Busta Rhymes	9013
In The City - The Jam	9009
Reason - Ian Van Dahl	8979
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4850	BBC Cricket Theme
6060	Bare Necessities (Jungle Book)
0013	Beverley Hills Cop
5317	Joe 90
4860	Pulp Fiction - Theme
0005	Walk This Way - Aerosmith
1576	Who Let The Dogs Out
0025	James Bond Theme
0221	Match of the Day

ANTHEMS

0062	GOD SAVE THE QUEEN
5077	IRISH NATIONAL ANTHEM
5084	WELSH NATIONAL ANTHEM
4141	JERUSALEM - CLASSICAL
0126	RULE BRITTANIA - BRITISH
0129	SCOTLAND THE BRAVE
5306	FLOWER OF SCOTLAND
6878	SWING LOW SWEET CHARIOT
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6884	MEN OF HARLECH
6888	LAND OF MY FATHERS

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3.	FIELDS OF ATHENRAY - CELTIC	3547
4.	SIMPLY THE BEST - RANGERS	5309
5.	Z CARS - EVERTON/WATFORD	3546
6.	GLORY, GLORY - MAN UTD, SPURS	4134
7.	MULL OF KINTYRE - CHARLTON	0224
8.	WILD ROVER - BLACKBURN	5310
9.	BLUE IS THE COLOUR - CHELSEA	4140
10.	GLORY, GLORY - MAN UTD, SPURS	4134
11.	WHO LET THE DOGS OUT - LIVERPOOL	1576
12.	SAILING - MILLWALL	5294
13.	CITY TILL I DIE - CITY	3540
14.	BLUE MOON - MAN CITY	4130
15.	VINDALOO - ENGLAND	1514
16.	I'M FOREVER BLOWING... - WEST HAM	3543
17.	THE GREAT ESCAPE - SHEF WEDNESDAY	3548
18.	GLORY, GLORY - MAN UTD, SPURS	4134
19.	DAYDREAM BELIEVER - SUNDERLAND	4132
20.	KEEP RIGHT ON - BIRMINGHAM CITY	4137
21.	LAND OF HOPE/GLORY - ENGLAND	5251
22.	WHEN THE SAINTS ... - SOUTHAMPTON	3544
23.	MATCH OF THE DAY - THEME	0221
24.	NAY NAY NEVER - BURNLEY	4138
25.	RULE BRITANNIA - BRITISH TEAMS	0126

BECKS 4254 | GUNNERS 3514 | Charlton 1652
LIVERPOOL 4246 | CHELSEA 4240 | WEST HAM 1472
Newcastle 4247 | KEANO "god" 1571 | ROVERS 1469
UNITED 3501 | OWEN 4262 | RANGERS 4272

Fun Logos

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SIMPLY THE BEST 1898 | limp bizkit 4164 | Robbie 4111
THE ROCK 1835 | 1432 | 0569
POSH 0609 | 0681 | 0438
100% SEXY 2060 | I'm sorry 2872 | 0436

Films & TV Tones

(★★★ MOST POPULAR)

4680	AIRWOLF - THEME	0187	DOCTOR NO	4826	THE MAGNIFICENT 7
4850	BBC CRICKET	5266	JAWS	4859	THE PROFESSIONALS
0166	BENNY HILL ★★★	4857	LIVE AND LET DIE	4862	THE ROCKFORD FILES
0013	BEVERLEY HILLS COP	4690	MAGIC ROUNDABOUT	4829	THE SAINT
4846	BUFFY/ VAMP/SLAYER	0094	MISSION IMPOSSIBLE	0153	THE SWEENEY
4587	CHARIOTS OF FIRE	4860	PULP FICTION	0157	TITANIC
1516	CHARLIES ANGELS	4828	RETURN OF THE JEDI	4864	TOP GUN ★★★
4849	CORONATION STREET	5298	ROBIN HOOD	4865	WALLACE & GROMIT
4851	DADS ARMY	4844	STAR TREK	4681	AVENGERS - THEME
0035	DALLAS	4827	STAR WARS ★★★ (PHANTOM MENACE)	5360	BATTLE OF THE PLANETS
5061	DAMBUSTERS MARCH	4863	STARSKY & HUTCH	5361	CAGNEY & LACEY - THEME
0043	EASTENDERS	0151	STARWARS	0075	ITCHY AND SCRATCHY
4852	EYE OF THE TIGER	0152	SUPERMAN	0085	MONTY PYTHON
0065	HALLOWEEN ★★★	4847	THE A TEAM	0117	POPCORN - THEME
4855	HAWAII 5 O	0044	THE ENTERTAINER (THE STING)	5364	STAR FLEET - THEME
0199	INDIANA JONES	4856	THE ITALIAN JOB	0148	STAR TREK - THEME
0025	JAMES BOND			5371	THE WALTONS - THEME

NEW! CELEBRITY PIC MESSAGES

8131 ZIPPY	7625 ARNIE	7624 ALI	7627 BOB	7631 ELVIS	7632 EMINEM	7853 ALF
9114 KRAYS	7633 J-LO	7657 ROBBIE	7880 BUFFY	7653 STEVE	7623 BRUCE	8636 BRITNEY
7626 CASTRO	9112 GUEVARA	7656 PACINO	8110 SPIKE	9113 ZIGGY	7648 JORDAN	8611 GARETH
9269 KYLIE	9263 J/ROTTEN	9270 K/BROOK	7859 ANGEL	7865 BONO	7657 ROBBIE	9266 P/BROSNAN
9257 CAT	9259 SINATRA	7629 CLINT	9256 ANNA K	9260 H/VALANCE	8113 T/CRUISE	9262 S/VICIOUS

CHART NO.1'S 2001

ROLLIN' - LIMP BIZKIT	3673	ANGEL - SHAGGY FEAT. RAYVON	4633
TOUCH ME - RUI DA SILVA FT CASANDRA	3679	LADY MARMALADE - C. AGUILLERA/LIL KIM	4766
WHOLE AGAIN - ATOMIC KITTEN	3670	THE WAY TO YOUR LOVE - HEAR' SAY	4650
IT WASN'T ME - SHAGGY	3705	ANOTHER CHANCE - ROGER SANCHEZ	5213
UPTOWN GIRL - WESTLIFE	3719	THE ROAD TO MANDALAY - R. WILLIAMS	5270
PURE & SIMPLE - HEAR' SAY	3729	ETERNAL FLAME - ATOMIC KITTEN	5322
WHAT TOOK SO LONG - EMMA BUNTON	3751	21 SECONDS - SO SOLID CREW	5390
SURVIVOR - DESTINY'S CHILD	4280	MAMBO NO.5 - BOB THE BUILDER	5571
IT'S RAININ' MEN - GERI HALLIWELL	4455	HEY BABY - DJ OTZI	5767
DON'T STOP MOVIN' - S CLUB 7	3764	CAN'T GET YOU OUT OF MY HEAD - KYLIE	5536
DO YOU REALLY LIKE IT - DJ PIED PIPER	4640	BECAUSE I GOT HIGH - AFROMAN	5603

ALL TIME FAVOURITE TONES

RESURRECTION - PPK NEW!	6449	I'M ALL ABOUT YOU - DJ LUCK	5525
IN TOO DEEP - SUM 41	6287	ETERNAL FLAME - ATOMIC KITTEN	5322
HEY BABY - DJ OTZI	5767	LITTLE L - JAMIROQUAI	5350
TURN OFF THE LIGHT - N. FURTADO	5441	PURPLE HILLS - D12	5271
21 SECONDS - SO SOLID CREW	5390	PERFECT GENTLEMAN - WYCLEF JEAN	5272
CASTLES IN THE SKY - IAN V. DAHL	5273	SMOKE ON THE WATER - DEEP PURPLE	0134
ETERNITY - ROBBIE WILLIAMS	5270	GIRLS DEM SUGAR - BEANIE MAN	3732
HEAVEN IS A HALFPIPE - OPM	5215	*!#* ON YOU - D12	3722
		CLINT EASTWOOD - GORILLAZ	3721
		CHANGES - 2PAC	0294

NEW FILM & TV TONES

ALADDIN	5424	HI HO HI HO/SNOW WHITE	6072	SESAME STREET	0130
BABY ELEPHANT WALK	5401	IF I WERE A RICH MAN	5397	TELETUBBIES	0156
BACK TO THE FUTURE	6146	JAMIE & THE MAGIC TORCH	5363	THE CAN CAN	6200
BANANA SPLITS	5316	JESUS CHRIST SUPERSTAR	5418	THE GODFATHER	5413
BLUE PETER	6147	JIM'LL FIX IT	6151	THE GOOD THE BAD/UGLY	4854
BOB THE BUILDER	5333	JOE 90	5317	THE HULK - TV THEME	6077
BRAVEHEART	6076	KICK START	6159	THE MUPPETS - THEME	0099
BUGSY MALONE	6068	KNIGHTRIDER	0204	THE SMURFS	6154
BUTTON MOON	6090	LAUREL & HARDY ★★★	0067	THE SNOWMAN - THEME	6167
CASUALTY - TV THEME	6201	LOONY TUNES	0088	THUNDERBIRDS	0155
CHITTY CHITTY BANG BANG	5319	MAGIC ROUNDABOUT	4690	TOM & JERRY	6095
DANGERMOUSE	5334	MIAMI VICE	6243	WALLACE & GROMIT	4865
DEEP SPACE 9	6239	MUNSTERS	0098	WHERE EAGLES DARE	5422
DR WHO ★★★	4688	ONLY FOOLS AND HORSES	6152	WILLO THE WISP	6079
ENTER THE DRAGON	6172	PEANUTS - SNOOPY	0012	WINNIE THE POOH	6179
FLINTSTONES	0052	PINK PANTHER	4691	WIZARD OF OZ	5367
FRAGGLE ROCK	5375	POSTMAN PAT ★★★	0229	WONDER WOMAN	6202
GET CARTER	5425	RAGGY DOLLS	6153	WOODY WOODPECKER	5339
GRANGEHILL	6093	RAINBOW ★★★	4861	ZIP A DEE DOO DAH -	6098
HAPPY BIRTHDAY	6075	RUPERT THE BEAR	6165		
HE-MAN	6149	SCOOBY DOO	0128		

60's, 70's & 80's HITS

5295	PRETTY WOMAN - ROY ORBISON	5793	SWEET CHILD O' MINE - GUNS 'N' ROSES
5262	I CAN'T HELP FALLING IN LOVE - ELVIS PRESLEY	0241	SURFIN' USA - BEACH BOYS
5352	HOUSE OF THE RISING SUN - ANIMALS	0001	TAKE ON ME - AHA
5377	IT'S NOT UNUSUAL - TOM JONES	0243	TEARS IN HEAVEN - ERIC CLAPTON
4775	I'VE GOT YOU UNDER MY SKIN - FRANK SINATRA	0087	THE LION SLEEPS TONIGHT - TIGHT FIT
5263	JAILHOUSE ROCK - ELVIS PRESLEY	5356	SUMMER OF 69 - BRYAN ADAMS
5354	JUMPING JACK FLASH - ROLLING STONES	0185	WALK OF LIFE - DIRE STRAITS
5264	LOVE ME TENDER - ELVIS PRESLEY	1507	DANCING QUEEN - ABBA
5408	MUSIC TO WATCH GIRLS BY - A WILLIAMS	0095	MONEY MONEY MONEY - ABBA
		5469	KINGSTON TOWN - UB40
		0167	YMCA - VILLAGE PEOPLE

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Dambusters	5061
Halloween	0065
The Muppets	0099
Great Escape	3548
Eye of the Tiger	4852
Beverley Hills Cop	0013
Banana Splits	5316
Rainbow	4861
Mission Impossible	0094

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I ♥ NINTENDO

A great man once said, "If you love videogames, then you probably love Nintendo"... err, probably. Of course, we on CUBE feel that couldn't be closer to the truth – Nintendo has been developing the very best example of videogames for a long time now and is only matched by other true innovators in the field such as gaming giant SEGA. Yes folks, this is our shine to what we believe to be the best developer on the planet... won't you join us in worship?

SUPER METROID

Despite not being as widely used as some of Nintendo's other characters (such as Mario or Link), Samus Aran still has a firmly faithful following among the gaming masses. Maybe it's the super-tough armour that she wears, the massive array of weaponry that she brandishes, the impressive moves that she performs... or possibly the fact that under all that armour, she's a really hot chick. In any case, all these things combined in 1994 to form what was one of our top ten games on the SNES...

Picking up where the previous games left off (Mother Brain defeated in the original game, all the Metroids bar one destroyed in the sequel), *Super Metroid* was a work of pure genius from Gunpei Yokoi – the man behind the Game & Watch and the Game Boy. Much in the same way that *Super Mario World* had taken the platform genre and expanded it into a sprawling game with tons to do, so *Super Metroid* did it with the original ideas for *Metroid*. While some of the elements were familiar (weapon upgrades, enemies, scenery) due to the game being set on the same planet as the first game, the sheer size of the game this time around – coupled with all the things you had to do, the logical puzzles and of course the massive bosses – blew everyone away. To be honest, we'd have been happy if Nintendo had just brought this game to the GameCube rather than making a whole new one...

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N64, GAMEBOY COLOUR & ADVANCE GAMES

A = 0 1
A. Powers: Oh Behave!
Action Man
Advance Wars
Aidyn Chronicles
Aliens: Thanatos Enc.
Alleyway
Armorines
Army Men Advance
Army Men Sgt's Heroes 2
Army Men Sgt's Heroes
Atlantis: The Lost Empire

B = 0 2
B.Bunny Crazy Castle 4
Back Track
Backstage Assault
Banjo Kazooie
Banjo Tooie
Bass Hunter 64
Batman Vengeance
Battle Tanx Global Ass.
Blade
Blast Corps
Blue Pokemon
Bob The Builder
Bomberman Tournament
Breath of Fire
Britney's Dance Beat
Broken Sword
Buck Bumble
Buffy The Vampire Slayer

C = 0 3
Castlevania
Castlevania Legends
Castlevania: C of Moon
Castlevania: Leg.of Dark.
Command & Conquer 64
Conkers Bad Fur Day
Crash Bandicoot XS
Crystal Pokemon

D = 0 4
Daikatana
Diddy Kong Racing
Donald Duck Advance
Donkey Kong 64
Donkey Kong Country
Doom
Doom 64
Dragon Ball Z
Dragon Warrior Monsters
Duke Nukem 64

E = 0 5
Earthworm Jim 2
Ecks vs Sever
Excite Bike 64

F = 0 6
F1 Pole Position
FIFA 99
Final Fight One
Forsaken
F-Zero X
F-Zero: Max. Velocity

G = 0 7
Game Boy Camera
Glover
Gold Pokemon
Golden Sun
Goldeneye
Gradius Galaxies
Grand Theft Auto

H = 0 8
Harry Potter
Harvest Moon 2
High Heat Baseball 2002
Hybrid Heaven

I = 0 9
I.Jones The Last Crusade
I.Jones: Infernal Machine
Inspector Gadget

J = 1 0
Jackie Chan Adventures
James Bond: Goldeneye
Jet Force Gemini

K = 1 1
Kao the kangaroo
Killer Instinct Gold
Kirby's Dream Land
Konami Krazy Racers

L = 1 2
Legend of Zelda
Legend of Zelda: Ages
Legend of Zelda: Season
Lego Racers
Lilo and Stitch
Links Awakening (Zelda)
Lylat Wars

M = 1 3
Majora's Mask
Mario 64
Mario Advance
Mario Golf
Mario Kart Super Circuit
Mario Karts
Mario Land
Mario Land 2
Mario Party
Mario Tennis
Mat Hoffman's Pro BMX
Metal Gear Solid
Mission Impossible
Monsters Inc
Mortal Kombat 4
Mortal Kombat Trilogy
Motocross Maniacs Adv.

N = 1 5
Nancy Drew: H. Mansion

O = 1 5
Ocarina Of Time: Zelda
Operation Winback

P = 1 6
Perfect Dark
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Pinball
Pokemon Puzzle Chall.
Pokemon Puzzle League
Pokemon Red
Pokemon Silver
Pokemon Snap
Pokemon Stadium
Pokemon Stadium 2
Pokemon Trading Card
Pokemon Yellow

Q = 1 7
Quake 2

R = 1 8
Rainbow Six
Rayman
Rayman 2
Rayman Advance
Red Pokemon
Resident Evil 2
Re-Volt
Rogue Squadron
Rugrats in Paris
Rush 2049

S = 1 9
S Palmer's Snowboarder
Shadowman
Shadows of the Empire
Silver Pokemon
Simpsons:T'house Horror
Snowboard Kids
Sonic Advance
South Park
South Park Rally
Space Invaders
Spiderman
Spiderman The Movie
Spiderman: M's Menace
Spongebob Squarepants
Spyro: Season of Ice
Star Wars Jedi P. Battles
Star Wars: Att. of Clones
Star Wars: Racer
Star Wars: Rogue Squad.
Street Fighter 2 Revival
Super Mario
Super Mario Advance
Super Mario Advance 2
Super Mario Bros DX
Super Mario Land
Super Mario Land 2
Super Smash Brothers
Superman

T = 2 0
Tekken Advance
The World Is Not Enough
Tomb Raider
Tony Hawk's 2
Tony Hawk's 3
Top Gear Rally
Turok 2
Turok: Dinosaur Hunter
Turok: Rage Wars
Turok: Shadow Oblivion

V = 2 2
V-Rally 99 Edition

W = 2 3
Wario Land 3
Wario Land 4
Wave Race
WCW Mayhem
WCW vs NWO Revenge
World Is Not Enough
Worms Armageddon
WWF Attitude
WWF Betrayal
WWF No Mercy
WWF Rd to Wrestlemania
WWF War Zone
WWF Wrestlemania '00

Y = 2 5
Yellow Pokemon
Yoshi's Story

Z = 2 6
Zelda
Zelda: Links Awake. DX
Zelda: Majora's Mask
Zelda: Oracle of Ages
Zelda: Oracle of Seasons

GAME CUBE GAMES

A = 0 1
Agent Under Fire
American Pro Trucker

B = 0 2
Batman Vengeance
Bloody Roar: Primal Fury
Bomberman Generation
Burnout

C = 0 3
Cel Damage
Crazy Taxi

D = 0 4
Dave Mirra BMX 2

E = 0 5
Eighteen Wheeler
ESPN Int.Winter Sports'02
Extreme G 3

F = 0 6
FIFA 2002
FIFA World Cup 2002

G = 0 7
Gauntlet: Dark Legacy
Groove Adventure Rave

I = 0 9
Int. Winter Sports 2002

J = 1 0
J McGrath's S'cross World

L = 1 2
Legends of Wrestling
Luigi's Mansion

M = 1 3
Mystic Heroes

N = 1 4
NBA 2K2
NBA Courtside 2002
NBA Street
NFL Blitz 2002
NFL Q'back Club 2002
NHL Hitz 2002

P = 1 6
Pac-Man World 2
Pikmin

R = 1 8
Red Card Soccer 2003
Resident Evil
Rogue Leader

S = 1 9
Sega Soccer Slam
Simpsons: Road Rage
Sonic Adv. 2 Battle
Spiderman The Movie
Spy Hunter
SSX Tricky
St.Wars: Rogue Leader
Super Monkey Ball
Sup. Smash Bros Melee

T = 2 0
Tarzan Freeride
The Simpsons: Road Rage
Tony Hawk's 3

V = 2 2
Virtua Striker 3: V. 2002

W = 2 3
Wave Race: Blue Storm
World Cup 2002
WWE Wrestlemania X8

Z = 2 6
Zoocube

0-9 = 2 7
007 Agent Under Fire
18 Wheeler
2002 FIFA World Cup

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