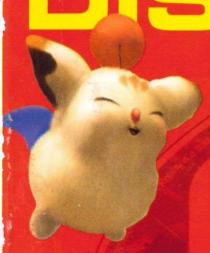
2 DISCS! PLAYABLE CHEATS CD PLUS DVD VIDEO

CUBE

NO. 32

THE UK'S BEST SELLING UNOFFICIAL G 'BE MAGAZIN

TWO FREE DISCS





THE BIGGEST GAMES BUSTED OPEN JUST FOR YOU



FULL DETAILS PAGE 6

2 ALL NEW MARIO GAMES!

PAPER MARIO 2

FIRST LOOK INSIDE!

PLUS! MARIO VS DONKEY KONG

NINTENDO SUPERSTARS BARREL ROLL ONTO GBA



PLUS!
STARFOX 2
RESIDENT EVIL 4
TIMESPLITTERS 3
METROID PRIME 2
ZELDA: 4 SWORDS+

POKÉMON COLOSSEUM

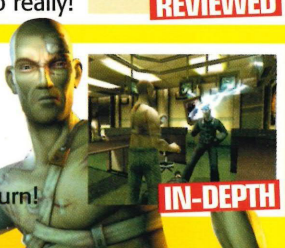
We've caught 'em all, no really!



REVIEWED

SECOND SIGHT

The GoldenEye boys return!



IN-DEPTH

"excite, enthuse and inform"

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ISSUE 32
HIGHBURY

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WANTED

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**Sabrewulf is raging a campaign of terror across the land...
help Sabreman put things right as he hunts Sabrewulf to a final showdown.**



GAME BOY ADVANCE

From the authors of Banjo-Kazooie®

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WELCOME



AT THE TIME of writing we're all recovering from our Easter chocolate binge-out, so a diet of salad and orange juice beckons for the next few weeks. You've got to stay on top of your game in this business. Lose the pounds or lose the race. The paucity of new information or indeed anything at all has made creating this issue a challenge for all concerned. The month's highlight has to be our exclusive first play of *Second Sight*. Although *TimeSplitters 2* was multi-format it's still one of the GameCube's top titles while *Goldeneye* is held in the same regard as Nintendo's first party franchises to this day, and there can be no higher praise than that. We're not trying to pass a game off as something it isn't like certain other magazines have done recently – this is the real thing. More *Goldeneye* than *Perfect Dark* ever was since most of the original team had moved on long before *Perfect Dark* was completed. Putting aside the misfire that was the original *TimeSplitters*, *TS2* was one of 2002's pleasantest surprises. With *TS3* already well into its development cycle it's good to see Free Radical not getting tied down to one proven franchise but having the creative freedom to try something new. *Second Sight* is third person, more story driven and considerably darker than Free Rad's previous work and we're going to be all over it right through to completion.

Mario's been a busy chap with a bunch of new games on the way, but unfortunately the one everyone really wants to know about – *Mario 128* – remains an enigma. Is it anywhere near completion? Will it actually appear on GameCube at all? The smart money says, well, maybe. It would be odd to look back on the GC in years to come and see a major Nintendo console without a truly great *Mario* title. The flawed *Sunshine* is a wonderful game by any standards except Nintendo's own. This month's feature explores in more detail the change in development policy that has seen Nintendo working with third parties on all but a couple of its major franchises. Although the likes of *F-Zero GX* and *Metroid Prime* were and are brilliant, has something been lost somewhere along the way?

Still, if it's first party action you want, we've got reviews of *Pokémon Colosseum* PAL and the Jap version of *4 Swords+*. Holy retro-style-but-with-funky-3D-*Wind-Waker*-bits Batman!

By the time you read this we'll be at E3 and by then the world of Nintendo should be a much clearer place. Check out this month's preview feature starting on page 36 for a clearer idea of what to expect and we'll bring you a full show report next issue. Now read the magazine, respect all God's creatures and be the very best that you can be.

Thanks for coming.

Miles Guttery
Editor



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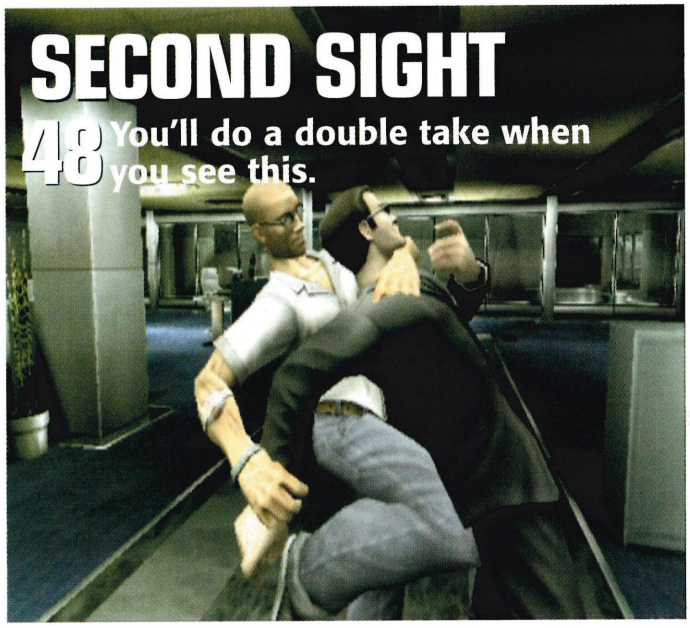
ISSUE THIRTY TWO

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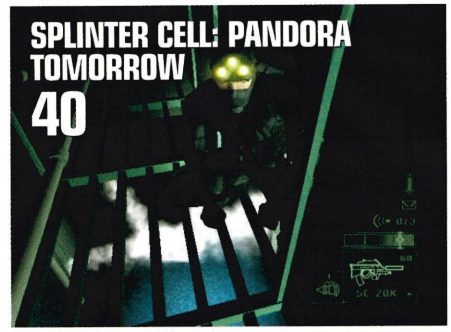
CUBE – is recorded before a live studio audience. Cue the canned laughter…













UP FRONT

Three sequels, three wildly different games, lots of lovely screenshots.
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GCN

Scavenging around the world of Nintendo, searching and stealing all the latest news just for you. 14

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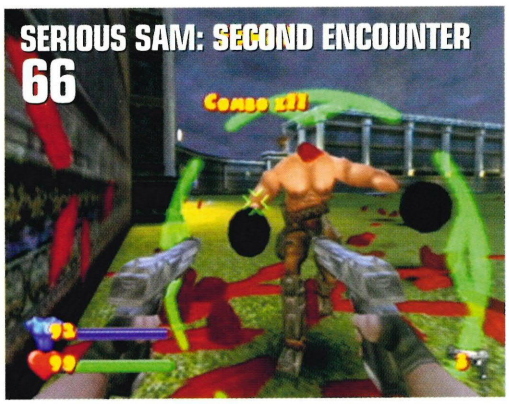
IN-DEPTH

Just one In-depth this month but don't be dissapointed – it's the *Goldeneye* and *TimeSplitters* boys!
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Gotta snag-'em-all (*Pokémon*), gotta kill-'em-all (*Serious Sam*), gotta avoid (*Conan*).
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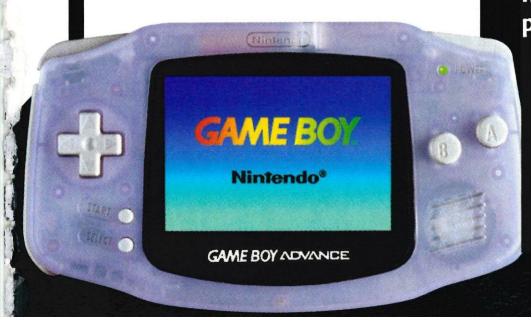
Want to get across your point of view? Feel you need a right to reply? Get in here then!

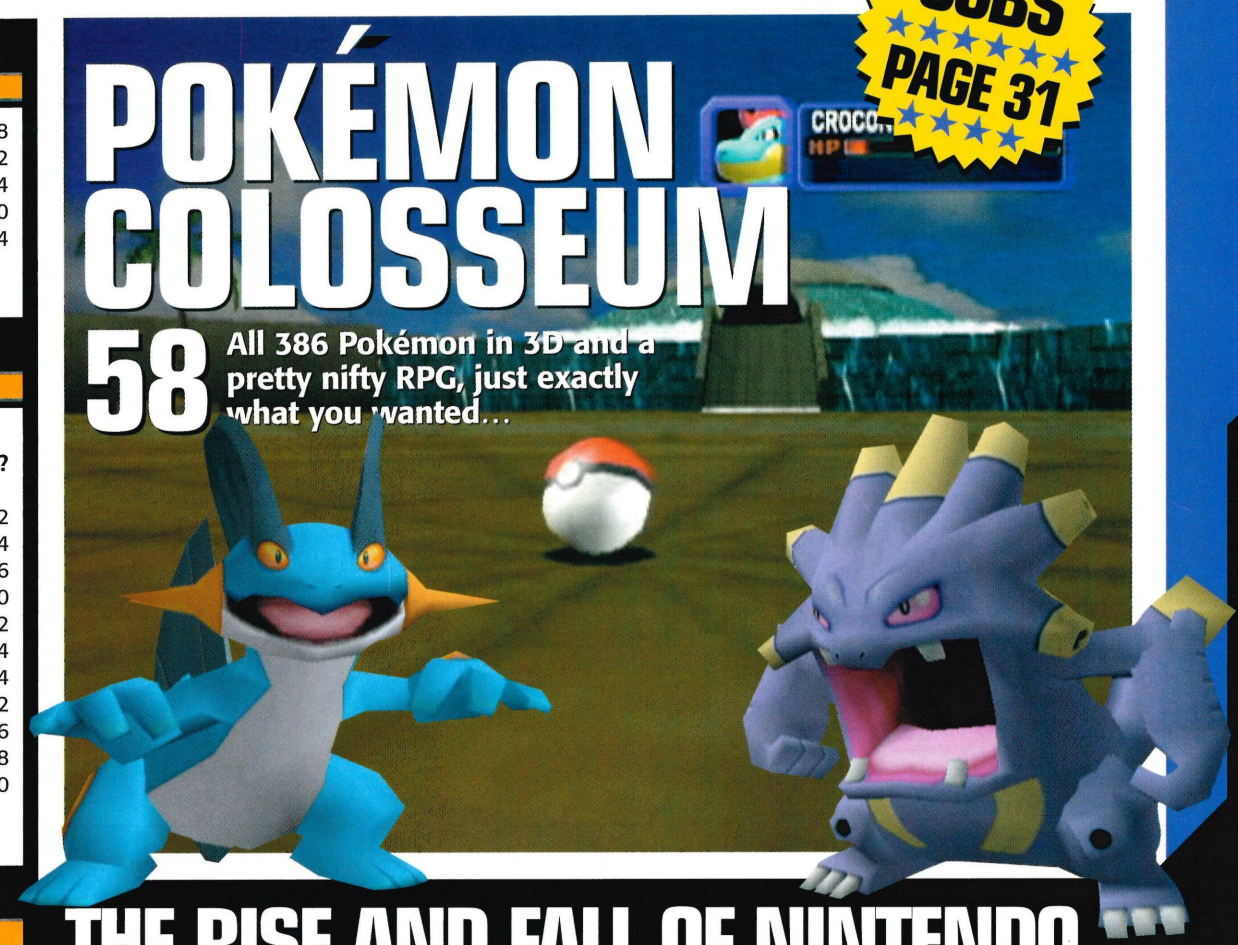
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ADVANCE

A little console with more games than any other – wierd, no?

Harvest Moon: Friends of Mineral Town 120
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THE RISE AND FALL OF NINTENDO

30 The big N will always have a special place in your heart, but sometimes it seems to make the most bizarre and wrong decisions, and that hurts.





POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

You don't get much better than this really – brand new footage of the big Nintendo games of the moment, and cheats for *Crystal Chronicles*, *Twin Snakes*, *R: Racing Evolution* and *Kirby Air Ride*. What more could you want from us, huh?

AS ALWAYS, WE'VE got two discs worth of GameCube goodness to digest. On one hand you've got the Video Disc, containing all the latest video footage, and on the other you have cheats for all the latest releases. For those of you who haven't been paying attention... the FreeLoader has gone! Instead we now have four games on the Cheats Disc instead of three. Simple, but effective.

USING THE DVD

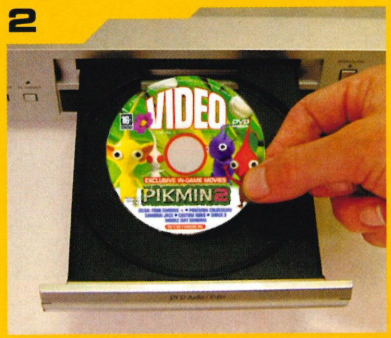
SLAP IN AND PRESS PLAY

1



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

2



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

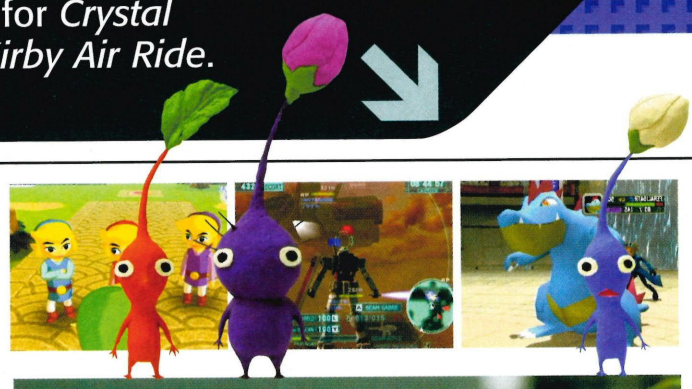
Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

ON THE DVD

ALL IN THE MIND

There's a whole bunch of quality trailers on here this month, but the leader of the pack has to be *Pikmin 2*. It looks amazing, and we can't wait to get our mits on it! Don't forget to take a look at the joyous *Zelda: Four Swords +*, *Custom Robo* and *Mobile Suit Gundam* while you're there.

- PIKMIN 2
- POKEMON COLOSSEUM
- ZELDA: FOUR SWORDS +
- MOBILE SUIT GUNDAM
- CUSTOM ROBO
- SHREK 2



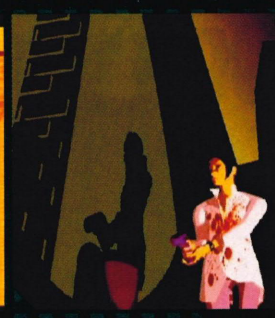


DVD MENU OPTIONS

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



VIDEO DISC FRONT PAGE
Navigate using your remote control.



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



CODE JUNKIES DIRECT
There's a new girl in town.



ON THE CHEATS DISC



WARNING!

■ Using these cheats may permanently damage your game save files. **CUBE** advises you to emove your Memory Card before using the Cheats Disc. **CUBE** takes no responsibility for corrupted save files.

- **FINAL FANTASY: CRYSTAL CHRONICLES (PAL)**
  - INFINITE HEALTH
  - MAX STRENGTH
  - MAX MAGIC
- **R: RACING EVOLUTION (PAL)**
  - RACING LIFE COMPLETE
  - INSTANT PRESSURE
  - MAX RP
- **METAL GEAR SOLID: TWIN SNAKES (PAL)**
  - INFINITE RATIONS
  - INFINITE OXYGEN
  - NO RELOAD
- **KIRBY AIR RIDE (PAL)**
  - BOOST ALWAYS FULL
  - FULL SOUNDTEST
  - DISABLE TIMER







USING THE CHEATS

CHEAT TO WIN

Insert the CHEATS disc into your GameCube and turn it on. Select from the on-screen menu the game you want to hack and then the cheat or cheats you'd like enabled. Follow the on-screen instructions and you'll have those troublesome titles beaten in no time. Then ruin all your favourite games, waste your money and more than likely feel a little dirty. For shame.

1



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

2



...then follow the simple prompts.

NEXT MONTH

Games, games, games: that's what the GameCube is all about, and we have to struggle every month to decide what gets on the VIDEO Disc. Check out what you'll be watching on your TV next month, below...

THE GAMES...

- SECOND SIGHT
- WWE DAY OF RECKONING
- NEED FOR SPEED NEXT
- PANDORA TOMORROW
- MARIO GOLF
- POKÉMON COLOSSEUM
- RESIDENT EVIL 4
- PSO III CARD BATTLE

UP FRONT

Don't turn sideways!

CUBE INFORMATION

PAPER MARIO 2

PUBLISHER:	NINTENDO
DEVELOPER:	INTELLIGENT SYSTEMS
ORIGIN:	JAPAN
GENRE:	ACTION RPG
PLAYERS:	1

WHAT'S NEW

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

● **WAFER THIN!:** First ever screens and info on Mario's '2D or not 2D' sequel

TBA | Q3 '04 | DEC '04

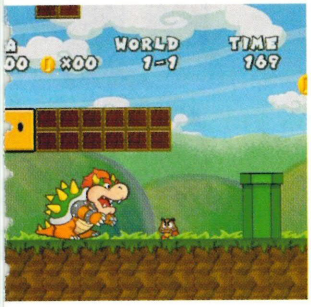


S-Blocks are the equivalent of save points in the screwed up world of *Paper Mario*.

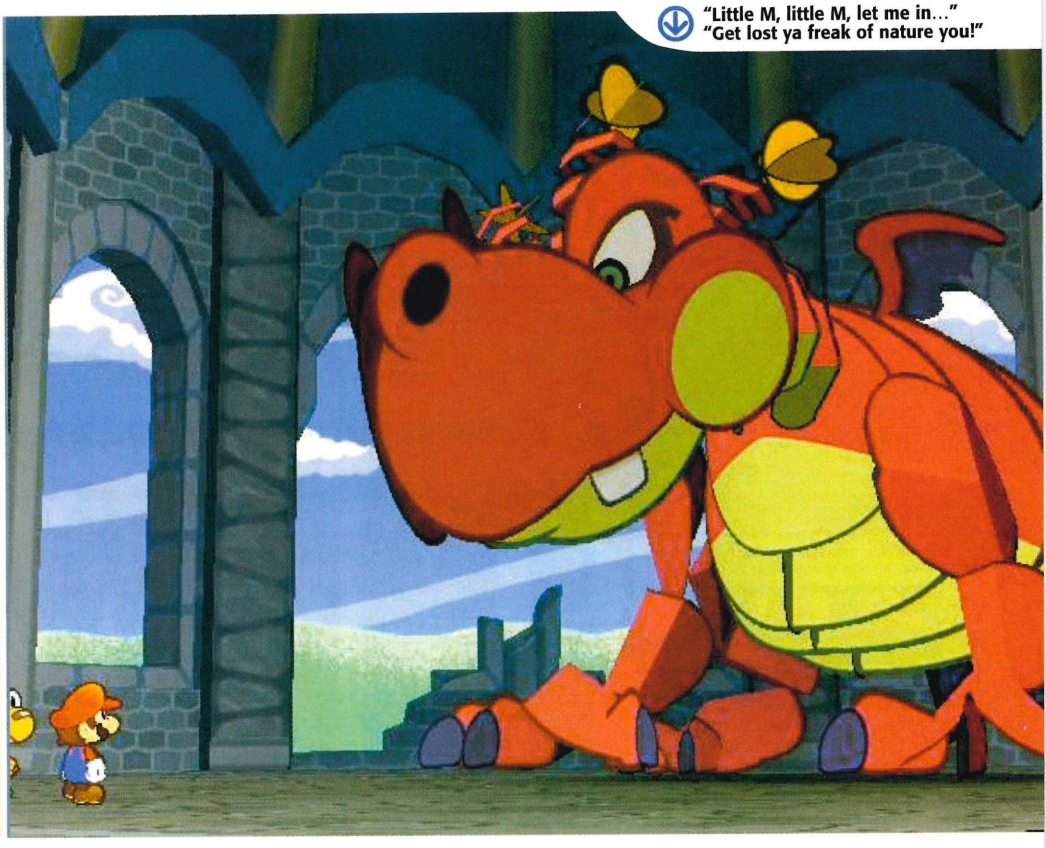
We were impressed by the number of enemies in *Four Swords +*... until we saw this.

HE ORIGINAL GAME WAS
LEASED AROUND ABOUT THE
ME WHEN ALL THE MASS MARKET
NTED WAS AN EMOTION ENGINE'









"Little M, little M, let me in..."
"Get lost ya freak of nature you!"

PAPER MARIO 2

The new adventure that's a paper cut above the rest!

FOR YEARS NOW two words have been haunting the GameCube release schedule. In fact, so long have they been just hanging around that we'd started to ignore them. Those words are *Paper Mario*. A few years back *Paper Mario* appeared on Nintendo of Europe's New Year release list update. It shocked a few of us, but when nothing appeared at the following E3, we assumed it was just a bit of a slip up. Still, here we are two years later, and the game has finally materialised. It's more than likely then that the game started development a long time ago and was put on hold when Nintendo realised it needed to get the big guns out on time.

Paper Mario 2 will follow a very similar formula to its N64 predecessor, a scrolling pseudo-3D world inhabited by paper thin characters... with RPG elements. Naturally the GameCube's capabilities will be utilised to the max, and you can expect the game to be based around the technology found in *Zelda: Four Swords* +. This will mean hordes of 2D enemies, plenty of 3D effects, gorgeous coloured lighting and enormous boss characters. One screenshot in particular shows Mario and Koopa Troopa taking on a screen full of Dry Bones enemies. For those of you who have no idea what *Paper Mario* is about, it is essentially an RPG-style adventure in which Mario travels through stereotypical *Super Mario* worlds, talking to characters, buying items and collecting coins. Battles are turn based, but are far more interactive than regular RPG battles. Players must select commands from a command ring, before then tapping a button/analogue stick movement at the right time in order to inflict maximum damage. The original didn't really get the attention it deserved as it got released very late on in the N64's life, around about the time when all the mass market wanted was an emotion engine.

Very little is known about the storyline, but we can tell you about some of the new additions to the game. According to a recent interview with the developer, the sequel will concentrate more on *Mario Party/Wario Ware*-style mini-games. So far we've seen one where you control Bowser in a sprint to the finish line. Other than that we've seen nothing, but these mini-games will no doubt be a the main way of obtaining decent coinage... which will in turn allow you to buy the much needed Ability Badges.

As far as 2D, cartoon-esque games go, *Paper Mario 2* looks stunning. Had this been Nintendo's big offering we would have been disappointed though. As it is, this game will fill out Nintendo's mightily impressive E3 line-up still futher.

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INFORMATION

PIKMIN 2	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	STRATEGY ADV.
PLAYERS:	1-2

WHAT'S NEW

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

● HEAVY!: New screens that reveal exactly what the purple and white Pikmin do.

Q3 '04 | OUT NOW | Q2 '04



Olimar and gang cunningly avoid a second mortgage

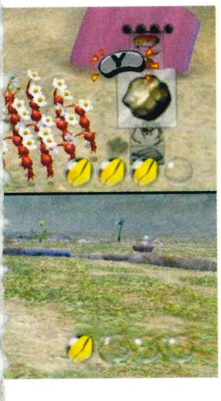
PIKMIN 2



IT'S TYPICAL ISN'T it? You crash land on an alien planet, light-years from home. You spend the best part of a month searching for the lost parts of your engine, and thanks to the surprisingly friendly natives you manage to do it and miraculously get home in one piece. Okay, so you're not a hero or anything, but it would be nice to get a hug, or at least a few stories told about you in years to come. But no: everything is money, money, money. You turn your back for 30 days and your entire business is in ruins. A truly harsh tale, and one that seems far too dark to be a Nintendo game, but this, dear readers, is Olimar's life.

Broke as Liza's bucket and missing his lady like crazy, Olimar is sent back to the planet from whence he came in order to collect treasure and put the company back in the black. The little Pikmin apparently have memories like a sieve, and are totally unaware that he's returned to use them as slave labour all over again. In fact, so keen are they to help, that they tell him about a part of the planet where he can find some truly special shiny gems. They're quite big though, way bigger than those ship

"THE ALBINO PIKMIN RELEASE A JET OF EXPLOSIVE GAS (TRANSLATION: THEY FART, AND IT STINKS REAL BAD)"









parts, and there are a whole load of devious traps that have stopped the little Pikmin getting at them. Without a leader it seems, they are helpless.

The Pikmin are very excited by the return of their beloved Olimar (though they're not all that taken with his weird mate Loogie). Since he left, word of his visit has spread across the planet, and two new Pikmin tribes have sworn to meet him at all costs. And so, upon his return he soon finds himself in charge of the fat purple Pikmin, and the weird albino Pikmin. Thankfully they're not just there to crash the party and drink all your booze: they have their very own abilities that will end up being essential to your cause. The purple Pikmin are around four times the mass of your average sprout. Their impressive size allows them to carry large objects and weigh down switches. For instance, some of the platforms work like a see-saw, and in order to reach higher areas you'll need to place a purple Pikmin on one side.

The albino Pikmin are strange little creatures that have a tendency to be suicidal. Their reaction to getting munched is to release a jet of explosive gas (translation: they fart, and it stinks real bad) straight into the deserving enemy's mouth.

What, you need to know more? Watch the video on the Video Disc, and check back next month for the explosive review. CUBE

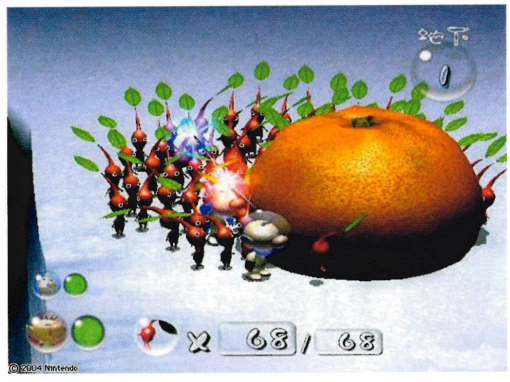


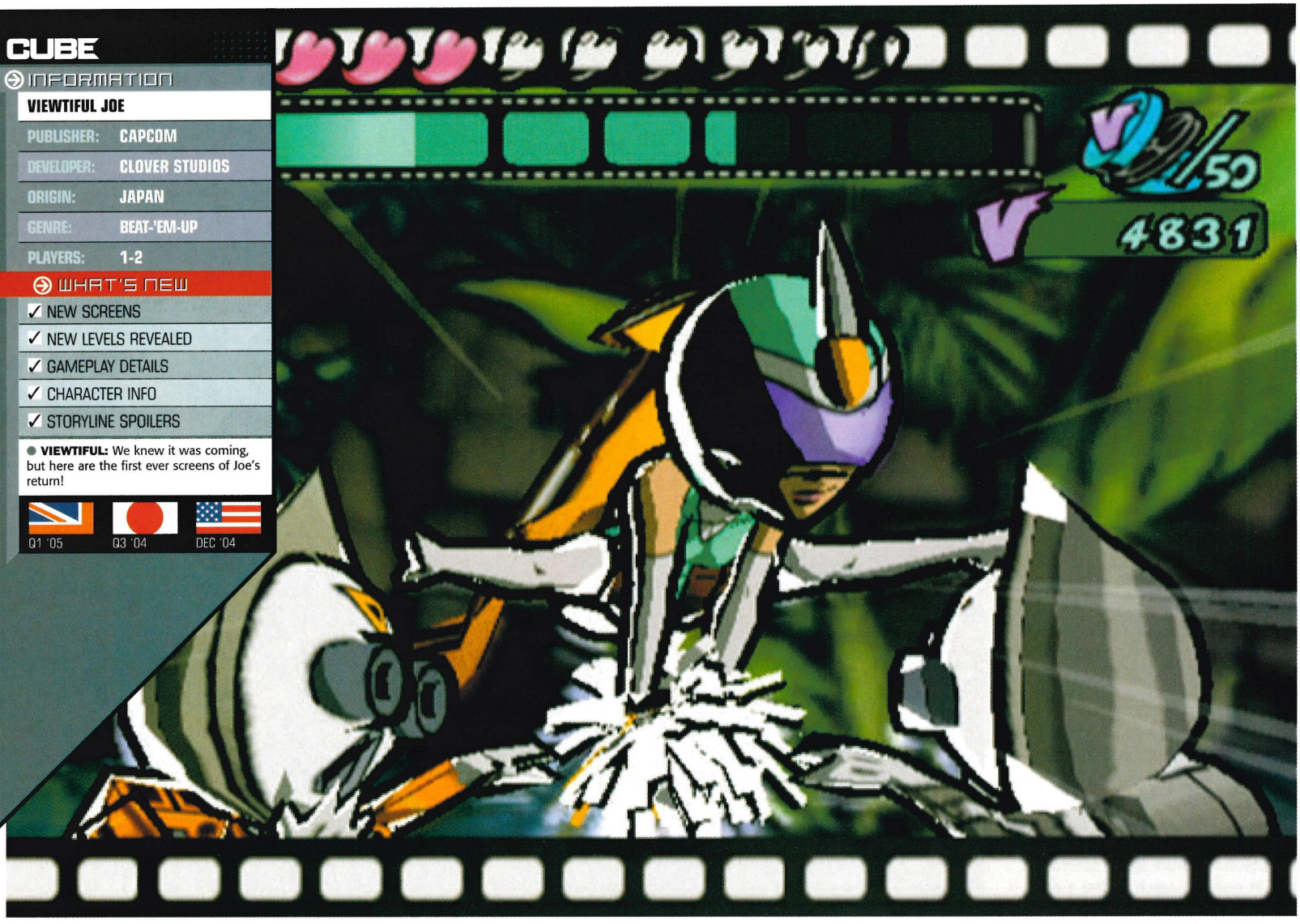
You'll need a lot of Pikmin to take this fella out.



Questionable ethics make games great. Order your squidgy little flower heads to their deaths, then laugh.

We wonder what Pikmin taste like. Radishes probably. Hopefully not sprouts. Mmm, Pikmin salad.





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INFORMATION

VIEWTIFUL JOE

PUBLISHER:	CAPCOM
DEVELOPER:	CLOVER STUDIOS
ORIGIN:	JAPAN
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2

WHAT'S NEW

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

● **VIEWTIFUL:** We knew it was coming, but here are the first ever screens of Joe's return!

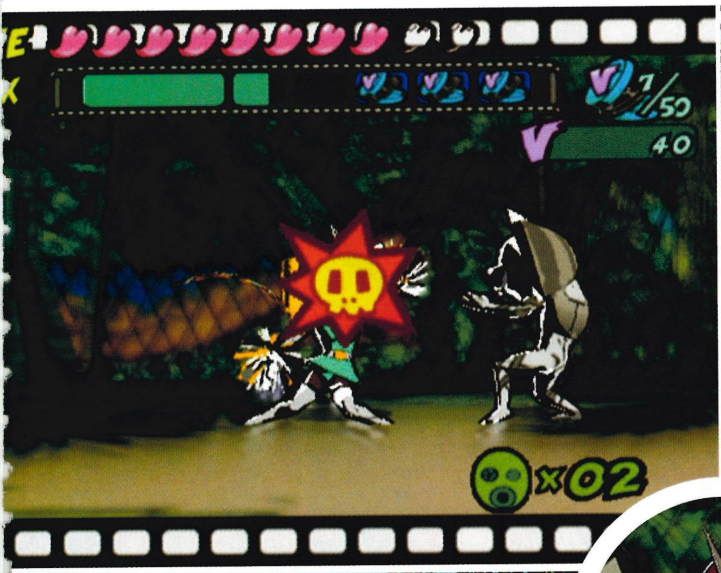
Q1 '05 | Q3 '04 | DEC '04

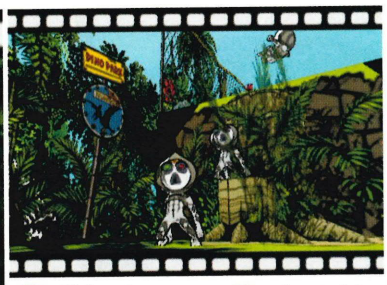
Who wants a rewind? All new VFX defines Joe's return...

VIEWTIFUL JOE 2

ANYONE WHO COMPLETED the original *Viewtiful Joe* will have already been anticipating some kind of sequel, such was the ending sequence, and here it is. Before we talk about the game we're just going to give you a bit of background on the mysterious new Clover Studios. A few weeks ago Capcom announced that it had created a new subsidiary studio into which it had invested 90 million Yen (£500k). Atsushi Inaba (*Viewtiful Joe* producer) will take up the presidential and CEO positions, while various other high-ranking Capcom staff will take up other positions. The team will comprise of 64 people in total, and *Viewtiful Joe 2* will be the first title. Clover Studios' mantra is much the same as that of Production Studio 4, ie to create innovative and original games that push the gaming

"REPLAY MODE ALLOWS YOU TO PULL OFF A REALLY SWEET COMBO AND THEN REPLAY IT THREE TIMES FOR MASSIVE DAMAGE"

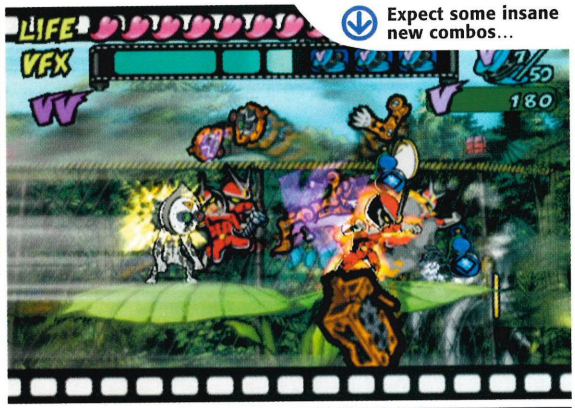


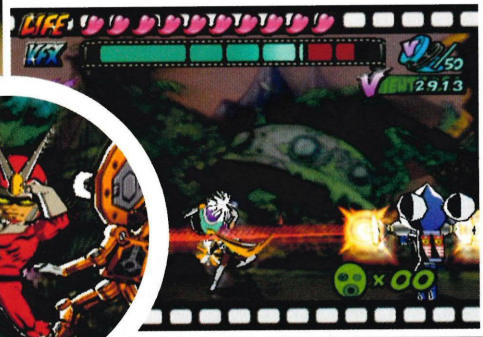


Silvia gets her own outfit and Joe's ray gun. How cool is that!?

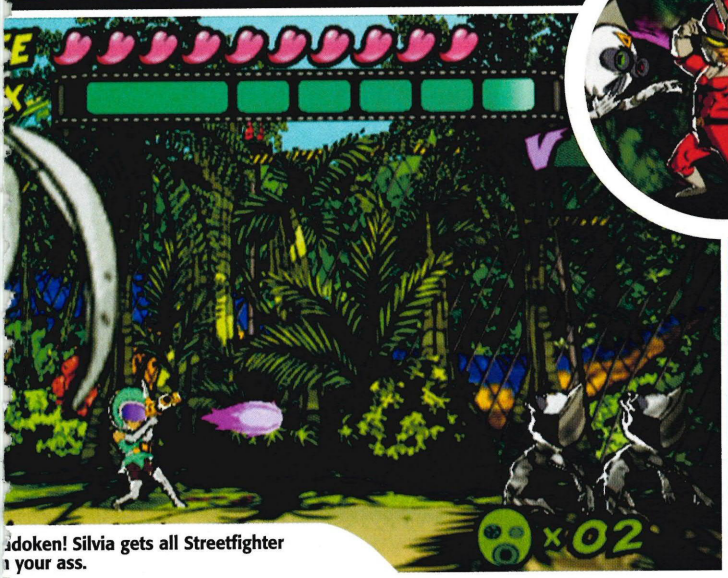
Dino Park is just one of the many new settings in *VJ2* has to offer.

Expect some insane new combos...

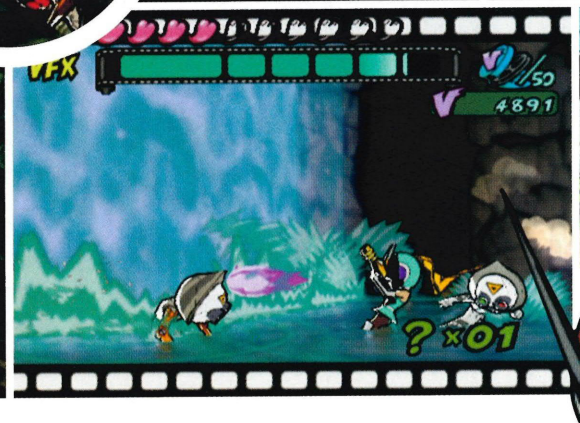














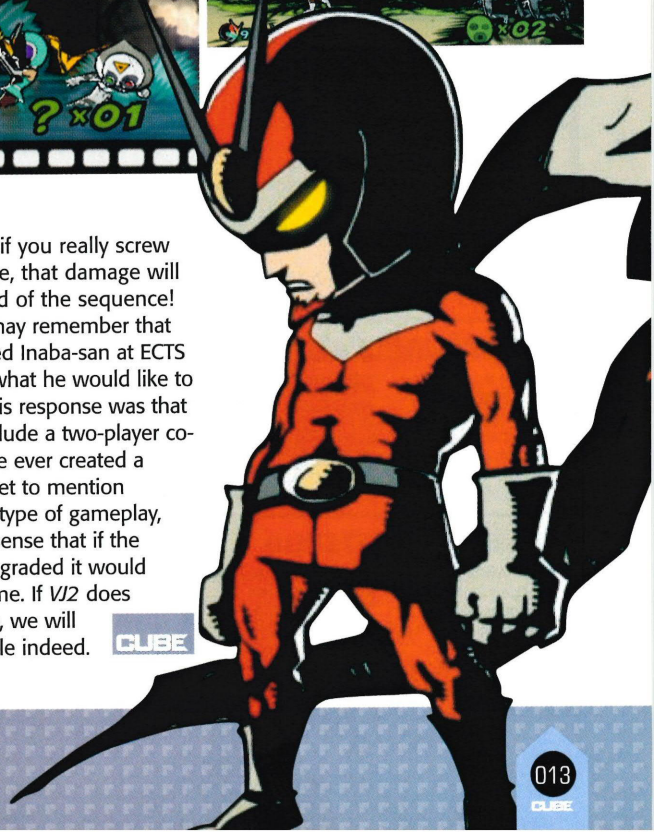
ıdoken! Silvia gets all Streetfighter ı your ass.

industry forwards. We expect Clover will be working on some exciting new Nintendo DS projects in the near future. Anyway, back to *VJ2*.

On first inspection the sequel to Capcom's scrolling cel-shaded beat-'em-up looks practically identical. In fact, in terms of graphical representation and general gameplay, it is a very similar affair. The story goes that the evil Gedow organisation is set to launch a vicious attack on Movie Land, and only one hero is up to the challenge. As we all expected, Joe's girlfriend Silvia makes an appearance as a playable character, and she too can become 'Viewtiful.' You can choose right from the beginning which character you'd like to control. AS well as being more bouncy and dancing around with a bunch of pom-poms, Silvia is also able to use a ray gun that Joe gave her.

As far as new VFX Powers go, there is currently one new addition that both characters can use: Replay. This ability allows you to record sections of gameplay and then play them back three times. For example, you can pull off a really sweet combo and then replay it three times for massive damage. The ability replays anything that you do during the 'record' period, and that includes picking up health or taking damage. So, if you really screw up and take damage, that damage will be tripled at the end of the sequence!

Regular readers may remember that when we interviewed Inaba-san at ECTS '03, we asked him what he would like to see in the sequel. His response was that he would like to include a two-player co-operative mode if he ever created a sequel. Clover has yet to mention anything about this type of gameplay, but it would make sense that if the engine has been upgraded it would allow for such a game. If *VJ2* does have a Co-op mode, we will be very happy people indeed.



GCN GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

GCNEXT
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CHARTS/RELEASES
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A-little-bit-bigger-than-bitesized GameCube news stories from around the world. We stop at nothing to source these babies.
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GCNEXT IS

Nintendo prepares for the Next generation

NINTENDO GCNEXT

IT'S BEEN A bit of a roller-coaster ride in the world of Nintendo this month, but thankfully the end result is a positive one. The most significant new development came in the form of NCL president Satoru Iwata talking about the successor to the GameCube. This was most certainly instigated by Microsoft's decision to showcase Xbox 2 technical demos at the Games Developers' Conference. As expected, the demos didn't have that much of an impact: they were impressive, but didn't hold any surprises. As Nintendo has been saying for a while now, technology is at such a level now, that people will no longer be impressed by slight graphical upgrades. In this next generation the real test will come in the form of gameplay innovation.

Because of this unveiling Nintendo obviously felt compelled to say something. In an interview with GameSpy, Iwata-san commented on various aspects of what is now being codenamed 'GCNext.' He admitted that the competition is tougher than ever before, but that Nintendo's philosophy for the next generation will make it easier to develop for. This is in stark contrast to the Xbox 2, which Nintendo believes will bring with it a tough development environment. For the first time ever, Iwata agreed that technology was important, and that Nintendo had to compete, but that it will take more than just powerful chipsets to make the GCNext a success. While we're on the technology subject, we were very interested to learn that for the next generation Nintendo is actually looking to acquire key technologies. Instead of striking up deals with companies such as ArtX and IBM, Nintendo may just buy out the rights to that particular technology. Whether this means we'll see Nintendo buying out the ARM technology is debatable. Whatever the case, Nintendo is definitely looking to spend some money.

"AS EXPECTED, THE XBOX 2 DEMOS DIDN'T HAVE THAT MUCH OF AN IMPACT: THEY WERE IMPRESSIVE, BUT DIDN'T HOLD ANY SURPRISES"







OFFICIAL!



Further proof of this comes from recent developments on the second-party front. Nintendo is actively seeking talented studios to set up developments deals with, the latest being UK dev co Kuju. The team is hard at work on an as-yet undisclosed game for Nintendo. It's difficult to see how Nintendo chooses who to throw money at. No offence to Kuju, but it hasn't developed anything particularly groundbreaking that we know of... all of which intrigues us even further.

Saying that though, you could say the same thing about N-Space. Before last E3 no one had ever heard of them and now they're developing *Geist*. Ho hum.

What we can take away from this month's events is that Nintendo is very serious about competing in the next generation console market. It will have the technology, and it will have the ideas... and in about 12 months time we'll know whether it looks the part as well. CUBE

PARTY PEOPLE

JUST WHO ARE THE SECOND PARTIES?

There are a few companies developing titles for Nintendo at the moment, but are they second parties, or are they just making one-off games?

ZOONAMI

Formed way back in 1999, Martin Hollis' (of Rare fame) team have been working on something for four years now. There has never been any comment from either Zoonami or Nintendo, other than a short sentence on the Zoonami website to say that they were indeed working on a Nintendo title. For Zoonami to have been funded for this indicates that the dev co is a second party, but we don't know for sure.



KUJU

Kuju is not a second party developer. It is merely working on a title for Nintendo. We know this because Kuju is also working on games for other publishers such as Konami.



N-SPACE

Again, N-Space is not a second party, but Nintendo is working very closely with the company on *Geist*. The only title the team has in development is a mystery title called *Hope*. This has only recently appeared on the N-Space website. Could it be a new GameCube title? We'll know soon.



ELFISH APPEARANCE CONFIRMED

SOUND BYTE

"WITH THE UPCOMING UNIQUE NINTENDO DS SYSTEM, I THINK WE'LL SEE MORE CHANGES TO THE FRANCHISE"
Eiji Aonuma, NCL

The producer of *Wind Waker* confirms that a *Zelda* game will appear on the Nintendo DS

Link's second a-waker-ning

Zelda Franchise History

YEAR	PLAT FORM	TITLE	SALES
1987	NES	THE LEGEND OF ZELDA	6.510
1988	NES	ZELDA II- THE ADVENTURE OF LINK	4.380
1992	SNES	THE LEGEND OF ZELDA - A LINK TO THE PAST	4.610
1993	GB	THE LEGEND OF ZELDA - LINK'S AWAKENING	3.830
1998	N64	THE LEGEND OF ZELDA - OCARINA OF TIME	7.600
	CGB	THE LEGEND OF ZELDA - LINK'S AWAKENING DX	2.220
2000	N64	THE LEGEND OF ZELDA - MAJORA'S MASK	3.360
2001	CGB	THE LEGEND OF ZELDA - ORACLE OF SEASONS	3.960
		THE LEGEND OF ZELDA - ORACLE OF AGES	3.960
2002	GBA	THE LEGEND OF ZELDA - THE : A LINK TO THE PAST / FOUR SWORDS	1.890
2003	GCN	THE LEGEND OF ZELDA - THE WIND WAKER	3.670
2004	GCN	THE LEGEND OF ZELDA - THE FOUR SWORDS ADVENTURES	
2XXX	GCN	THE LEGEND OF ZELDA - THE WIND WAKER 2	



Can't wait for the year '2XXX', that's going to be really sexy.

THIS MONTH'S GAME Developer's Conference in San Jose was the source of many interesting revelations, but of most interest to us was Eiji Aonuma's lecture on 'The Evolution Of A Franchise: The Legend Of Zelda.' Aonuma-san picked up the *Zelda* baton from Miyamoto-san back in 1998 after he worked very closely with the gaming genius on *Ocarina Of Time*. Aonuma has headed up all the *Zelda* titles for the past six years, including *Majora's Mask*, *Oracles Of Ages*, *Four Swords* and *The Wind Waker*, and we think you'll agree that he's been doing a sterling job.

The lecture was all about how the *Zelda* franchise has changed throughout the years, and where he thinks the games will be heading in the future. We've transcribed the best parts of the lecture on the next page, but the highlights were definitely the parts where Aonuma confirmed the existence of new *Zelda* games for both the Nintendo DS and the GameCube. Sure, we already knew that *Wind Waker 2* was in development, but confirmation of its presence at E3 puts the icing on the cake. If only we could get some confirmation for *Mario 128*... CUBE

Nintendo announces...

In keeping with tradition Nintendo has set the date for its pre-E3 press conference. Rumour has it that *Metroid Prime 2* and *Wind Waker 2* will be the highlights. The date is Tuesday 11 May. Set your alarms!

...date for pre-E3 conference



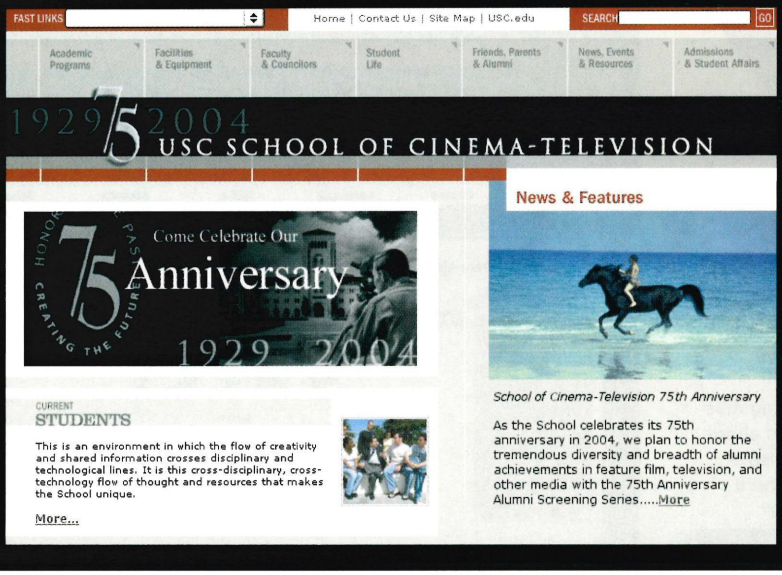
Worldwide sales...

7.6 MILLION

... of *Ocarina of Time*

"THE GC VERSION WILL NOT FEATURE LAN, MULTIPLAYER OR SPLIT-SCREEN"
Olivier Dauba, UbiSoft

Full story page 28



EA-DUCATION NATION

Play games for a living...

EA HAS MADE a multi-million dollar donation to the USC school of Cinema-Television's Interactive Media division. The funds will be used to expand the school's computer game research and education department. What this basically means is that EA is paying towards creating the definitive school of games design. This is great news for all those who would like to do a three-year degree in a subject that will introduce them to the latest technology and a way of thinking that pushed the boundaries of gaming as we know them.

Really though, the knowledge of how to make a good game should be there in your head already. Are we taking games a little bit too seriously for our own good? Surely knowledge of decent gameplay comes from the school of life? Oooh... controversial... CUBE

SLIP-O-METER

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

ROBOCOP	KIRBY'S MIRROR	HAUNTED MANSION
		
		
RESURRECTED!	**ON ICE**	**BINNED**

(OVER THE) COUNTER CULTURE...

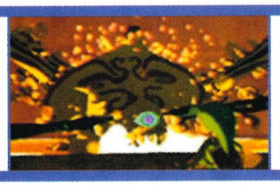
HOW COOL ARE is this? We were excited enough at the prospect of getting our copies of *Zelda: Four Swords* + through the door, but when we found little models of Link in the package our hearts nearly stopped. We're not entirely sure whether these actually come with the game as standard (we think JPN Games were just being very nice to us), but you'll doubtlessly be able to buy them separately very soon. Gotta collect 'em all!

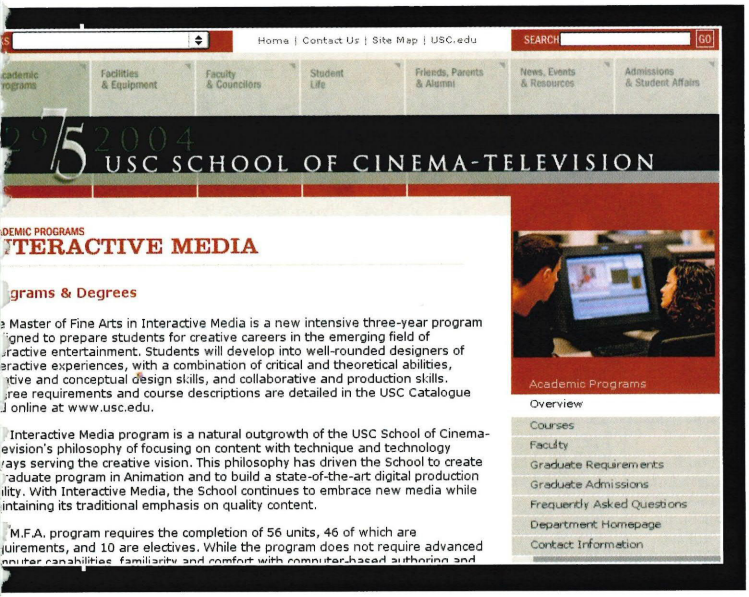


Worldwide sales...

3,100,000

... of The Wind Waker





IN THE CUBE WITH...



EIJO AONUMA

POSITION: PRODUCER, ZELDA SERIES
COMPANY: NCL

The man in charge of the *Zelda* series for the past eight years recently spoke at the Game Developer's Conference in San Jose. Here are some of the highlights...

■ In 1991 we released the SNES. We followed that a year later with the release of *The Legend Of Zelda: A Link To The Past* on that system. With this title the series returned to the top-down, isometric view. It can probably be said that were it not for this title, the *Zelda* franchise would never have developed. It established many of the conventions of *Zelda* games to come, including those that were refined in The *Legend Of Zelda: Link's Awakening*, which was released for Game Boy the following year. Even now *Link's Awakening* is lauded as the quintessential *Zelda* game.

■ In 1998 came the game that revolutionised the series, taking the top-down 2D gameplay into full 3D. *Ocarina Of Time* refined the 3D camera of *Super Mario 64*, allowed players to target enemies, and created a smooth, 3D sword-fighting experience. This strengthened the appeal of the Z-button on the N64 controller and sold 7.6 million units worldwide. It's after this title that I was put in charge of the series.

■ In 2004 we can see that the series has developed into top-down style games on the handheld GBA, and into full 3D games on the GameCube. This year we will release the multiplayer *Four Swords* +, a game that links the GBA to the GameCube for a top-down game that takes advantage of the 3D engine on the GameCube, allowing for 2.5D artistic expression. With this new expressive quality and with the upcoming release of the new Nintendo DS system, I think we'll see more changes to the franchise... the likes of which we can more about at this year's E3, when we'll also talk about developments with *The Wind Waker 2*.

■ My first encounter with *Zelda* came in 1988, shortly after I started at Nintendo. After studying design at college I started designing pixel characters. At the time I didn't have much experience playing games, and was particularly bad at playing games that required quick reflexes. I kept dying on *Legend Of Zelda* and came away with the impression that *The Legend Of Zelda* wasn't the game for me. I thought that if I was going to make games, they would be games that didn't require quick reflexes or gaming skill, such as text-based adventures. After that I started designing pixel art of Mario and Peach.

■ In 1991 I came in contact with a new *Zelda* game called *A Link To The Past*. When playing it I found myself repeating very basic actions that had nothing to do with battling enemies, such as cutting grass and lifting stones. This gave me the same feeling that I got when using command inputs in a text-based adventure. I realised that this was the type of game I wanted to create. At that time though Nintendo still needed me as a designer, so my desire to create a *Zelda* game could not be realised. Two years later though there was a project that gave me that opportunity. This game was not localised for worldwide release, but this game called *Marvellous* was based upon the *Zelda* style of adventure. I've never asked Mr Miyamoto how he viewed this game, but it was after this game that he instructed me to join the team that was creating the next *Zelda*.

■ I joined the *Ocarina Of Time* project some time after it had begun, and was responsible for dungeon design, and the enemies in those dungeons. It was strange that I, who was so bad at defeating enemies in the first *Zelda*, was responsible for enemy design, but there was really no way for me to escape it. Mr Miyamoto immediately instructed us to create another game based around the same engine with re-arranged dungeons: *Ura Zelda*. I felt this type of game would be too limited, so I turned down his offer and proposed that if anything, I would like to work on a new *Zelda* game. *Ura* was developed by other team members and was finally coupled with GC *Ocarina Of Time*, and released as the *Master Quest*. Even now Mr Miyamoto still scolds me for being the lazy guy who comes to conclusions before giving something a try!

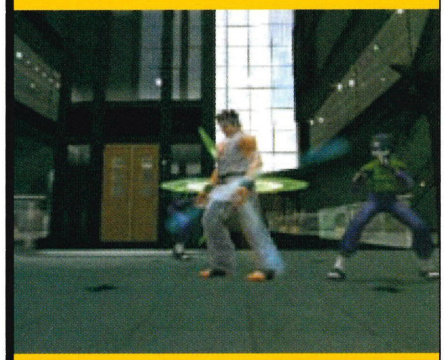


CYBER CHAT

Just what is this exactly?

FOR YEARS NOW Yuji Naka has been talking about a brand new *Virtua Fighter* game that would combine RPG elements with *VF* beat-'em-up elements. So we waited, and waited, and finally SEGA unveiled *VF Cyber Generations*. Nice. We weren't all that impressed with what is essentially a basic adventure game for the younger audience, but as the months have gone by more screenshots have been unveiled, and while the game still isn't going to be sneaking in to our Top 10, we are far more interested than we were before.

For starters we've actually started seeing some of the *VF* characters as opposed to a bunch of super-deformed weirdoes. We still don't really know how the game will work though, and await the playable E3 code before we make any kind of judgement.



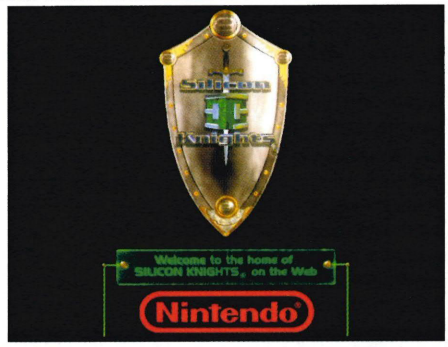


BOW OUT SIR DYACK

Another second-party waves goodbye



You see that pain? That's the pain we're feeling at the thought of losing Silicon Knights.



Never again will we see these two names on the same website again... sob.

IN A RECENT shock announcement CUBE has learned that Nintendo second-party developer Silicon Knights will no longer be developing exclusively for the GameCube. The developer, responsible for *Eternal Darkness* (one of CUBE 's favourite games of the past few years) and more recently *MGS: The Twin Snakes*, has reached a mutual agreement with Nintendo that sees it changing its status from part-funded second-party to wholly independent third-party. This doesn't mean that it won't be developing for GameCube anymore, but it does mean that anything it creates will be multiplatform at the very least.

SK president Denis Dyack was one of the most vocal people in the industry in recent years, and is the most pleasant developer CUBE has ever had the pleasure to speak to. His company's entire philosophy was always at odds with Nintendo's own, but it was this that gave Nintendo an edge, and SK was certainly a great weapon in the adult-orientated market. We're deeply shocked that Nintendo would choose to let SK go rather than give it a load of money and the freedom to develop whatever it wanted. Granted *Eternal Darkness* didn't sell that well, but that was because Nintendo didn't bother to market it properly. When we can cut through the paperwork and actually chat to Denis (most likely at E3) we'll let you know more. CUBE



Awww, guys, you were like family to us. We're gonna miss you so.



Nintendo confirms details...

The PAL *Pokémon Colosseum* GC bundle (launched on 14 May) will contain a GameCube, a copy of the game, *Pokémon Box*, a Link Cable and a Memory Card 251... all for 159 Euros. That amounts to about ten million dollars.

... of the PAL Colosseum bundle



Number of Famicon Mini Titles...

10

... released in Japan in May

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Send the message to number 88120.



JavaGames

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WAP >You will receive a bookmark! Please download.



Air Command
Maneuever your attack helicopter through a mountain tunnel of ever increasing danger
Shgame Aircommand

Compatibility:
Nokia 3100, 3330, 5100, 6100, 6200 6610, 6800, 7210 ,7250(I), 7650, 3650, N-Gage, Motorola T720, T720i



Apache Mission
Choose your aircraft and military skill to complete 15 unique missions. Amazing war climate.
Shgame Apache

Compatibility:
Nokia 3510i, 8910i, 3100, 3300, 5100 6100, 6200, 6610, 6800, 7210, 7250(i), 7650



Backgammon
This version includes use of the doubling cube which allows players to double points successively
Shgame backgammon

Compatibility:
Nokia 3410, 3100, 3200, 3300, 5100, 6100, 6200, 6610, 6800,7210,7250(i), 7650,3650,N-Gage, Siemens M50, Motorola T720,T720i



Battle for Titan
You are a space pilot,defending post orbiting planet Titan Prime in Alpha Centaury star system
Shgame battle

Compatibility:
Nokia 3410, 3510i, 8910i, 6310i, 3100, 3200, 3300, 5100, 6100, 6200, 6610, 6800,7210,7250(i), 7650, 3650, N-Gage, Siemens M50, C55, M55, SL55, MC60, Motorola T720,T720i, Sharp GX10, SonyEricsson P800



City knights
Fight against the NY gang leaders. You either win or face total humiliation in the gang's ghetto
Shgame Cityk

Compatibility:
Nokia 3100, 3200, 3300, 5100, 6100, 6200, 6610, 7210, 7250(I), 7650, 3650, N-Gage



3D Adventure
Fight terrorists in a 3D labyrinth full of danger waiting for you
Shgame 3D

Compatibility:
Nokia 3510i, 8910i, 3100, 3200, 3300, 5100, 6100,6200, 6610, 6800, 7210, 7250(i), 7650, 3650, N-gage



Beat the Dealer
Play Blackjack with the game that allows you to configure your own rules
Shgame btd

Compatibility:
Nokia 4310, 3510i, 3910i, 6310i, 3100, 3200, 3300, 5100, 6100, 6900, 7210, 7250(I), 7650, 3650, N-Gage

Ringtones

All tones as monophonics and polyphonics

•Ordering Monophonics: •••
Text the **Keyword + order code** e.g. **Shtone Loser** to number **88120**

•Ordering Polyphonics: •••••••
Text the **Keyword + order code** e.g. **Shpoly Loser** to number **88120**

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For ordering **POLYPHONIC** ringtones replace keyword **SHTONE** with **SHPOLY**. E.g. Text **SHPOLY DILEMMA** to **88120**.

CHARTS

Kelis_Milkshake	Shtone Milkshake
Beyonce_Me	Shtone Memyself
Basement Jaxx_Goodluck	Shtone Goodluck
Maroon 5_Harder to breathe	Shtone Harderto
Michelle McManus_All this time	Shtone Alltime
50 Cent_In da Club	Shtone Daclub
Room 5_Make luv	Shtone Makeluv
Eminem_Hailie's song	Shtone Hailies
Kelly&Ozzy Osbourne_Changes	Shtone Changes
Craig David_World filled with love	Shtone Worldfill
Alistair Griffin_Bring it on	Shtone bring
Scooter_Jigga jigga	Shtone Jigga
Britney Spears_Toxic	Shtone btoxic
Red Hot Chilli Peppers_Fortune faded	Shtone Fortune
The Darkness_I believe in a thing...	Shtone Calledlove
Sam&Mark_With a little help of my...	Shtone Withhelp
Alicia Keys_You don't know my name	Shtone Knowname
Gareth Gates_Anyone of us	Shtone Any1ofus
Westlife_Mandy	Shtone Mandy
Black Eyed Peas_Where is the love	Shtone Wherelove
Ludacris_Act a fool	Shtone Actafool
Boogie Pimps_Somebody to love	Shtone Tolove
Avril Lavigne_SkBer boy	Shtone Skaterboy
Wayne Wonder_No letting go	Shtone Noletting
Pink_Don't let me get me	Shtone Dopink
Obie Trice feat...The set up	Shtone Setup
Gareth Gates_Spirit in the sky	Shtone Spiritsky
Stereophonics_Moviestar	Shtone Moviestar
3 Dors Down_Here without you	Shtone Without1
Holly Valance_Kiss kiss	Shtone Kissx2

BESTSELLERS

Beyonce Feat..._Baby boy	Shtone babyboy
Sean Paul_Get busy	Shtone Getbusy
Christina Aguilera_Fighter	Shtone Fighter
Blu Cantrell Feat..._Breathe	Shtone breathe
Evanescence_Bring me to life	Shtone bringme
Beyonce_Crazy in love	Shtone Crazyinlove
50 Cent_21 Questions	Shtone 21questions
Beck_Loser	Shtone Loser
Outlandish_Walou	Shtone Walou
Benny Benassi_No matter..	Shtone Nomatter
Pink Feat..._Feel good time	Shtone Feelgoodtime
Da Buzz_Do you want me	Shtone Doyouwant
Iio_Rapture	Shtone Rapture
Linkin Park_Faint	Shtone Faint
Benny Benassi_Satisfaction	Shtone Satisfaction1
Ronan Keating_I love it when we do	Shtone iloveit
Craig David_7 Days	Shtone 7days
Westlife_When your looking	Shtone Whenyour
Lenny Kravitz_Are you gonna go	Shtone Areyou
Robbie Williams_Come undone	Shtone Comeundone
Red Hot Chilli ..._Californication	Shtone Californication
Eminem_8 Mile	Shtone 8mile
One- T and Cool -T _The magic key	Shtone Magickey
Ludacris_Move bitch	Shtone Movebitch
Metallica_Frantic	Shtone Frantic
Milk Incorporated_In my eyes	Shtone inmyeyes
C21_She cries	Shtone Shecries
Evanescence_Going under	Shtone Goingunder
Christina Aguilera_Dirrty	Shtone Dirrty
Mark Owen_Four minute warning	Shtone Fourmin

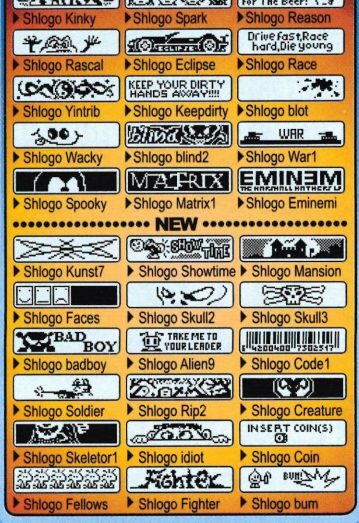
•**MONOPHONIC** ringtones for **NOKIA** models, which can receive ringtones (except 5146). **SAMSUNG** SGH-T100, SGH-R210s

•**POLYPHONIC** ringtones for **NOKIA** 3100, 3200, 3300, 3510(i), 3650, 3660, 5100, 6100, 6220, 6600, 6610, 6800, 6820, 7210, 7250(i), 7600, 7650, N-Gage

Logos

Text the **Keyword + order code** e.g. **Shlogo Kinky** to number **88120**

TOP15



NEW

NOKIA models, which can receive logos (except 5146). **SAMSUNG** SGH-T100

For EMS-compatible mobiles e.g. Ericsson, Motorola, Siemens Replace keyword SHLOGO with ELOGO

Wallpapers

Text the **Keyword + order code** e.g. **Shwp Serena** to number **88120**

WAP >You will receive a bookmark! Please download.

TOP10



CELEBS





NEW









•**WALLPAPERS** for **NOKIA** 3100, 3200, 3300, 3510i, 5100, 6100, 6600, 6610, 6800, 7210, 7250(i), 7650, 8910i, N-Gage, **MOTOROLA** T720(i), **SIEMENS** S55, M55, C60, MC60

Picture messages

Text the **Keyword + order code** e.g. **Shpic Justsay** to number **88120**

TOP15



NEW



NOKIA models, which can receive picture messages (except 5146). **SAMSUNG** SGH-T100, SGH-R210s **MOTOROLA** T720(i), C350

Orders will normally arrive in a few minutes but during times of severe network conditions it may take up to 24 hours. The full list of compatible mobiles can be found on www.boome.co.uk. If you are not sure your mobile is compatible, please check your mobile manual. Monophonic tones, Logos and Picture messages £1.00. Wallpapers and Polyphonic tones £1.50. Java games £2.50. If you type an incorrect code you will receive an error message for which you will be billed. You must be over 16 to use this service. Customer support: support@boome.co.uk, WapOneline UK Ltd. PO BOX 36440 London EC3M 1WA. Tel. 02076263684

VANISHING POINT

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

You can't rely on many things in this world, but some remain comfortingly familiar. The games industry calender for example...



***Mario Kart Double Dash!!* – further evidence that Nintendo does whatever it wants whenever it wants.**

PICK A YEAR, ANY YEAR

JANUARY

5th Nintendo enters the new year in bullish mood following 'encouraging' festive period sales of the GameCube bolstered by a 'buy one, get two free' pre-Christmas offer. The console reportedly outsold the Xbox by 16 to 1 on the afternoon of the last Thursday before Christmas and is officially the fastest growing console over the same period.

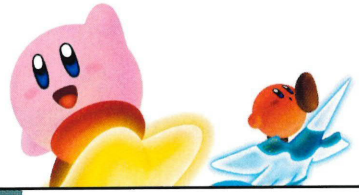
9th Microsoft attempts to crack the notoriously difficult middle eastern market by airlifting three million Xboxes into the Gulf in a daring Dambusters-style raid.

28th Operation Desert Box is cancelled when the cargo is found to exceed Hercules payload weight restrictions.

FEBRUARY

6th Sony announces 12 billion PS2 sales since launch. Even allowing for breakages, this means every single person in the world owns at least two.

10th Bill Gates personally buys 12 billion and one Xboxes and declares himself great.



MARCH

1st Nintendo releases a *Kirby* game in Japan.

4th Sony Points out that if all the PS2s in the world were laid end to end with the planets in perfect alignment they would reach to Venus... almost.

5th Bill Gates reveals Microsoft has been working on a massive battlestation in space codenamed the Billstar and uses it to blast Venus into a new orbit.

6th Sony mobilises emergency PS2 units and re-iterates it's pledge to 'have a PS2 in every single room by the end of the year.'

APRIL

5th Nintendo releases a special edition *Kirby*-branded GameCube in Japan. Godzilla and Mothra are crushed to death in the ensuing frenzy.

12th Nintendo announces that it has got a really big secret but it's not telling, not even best friends.

29th George Lucas announces he would prefer if people would call him Bill Gates from now on.

Nintendo®

MAY

7th EA flies games journalists to San Francisco for an early peak at its E3 line-up.

10th At Microsoft's glitzy pre-E3 shindig every guest is given a free house.

11th Miyamoto uses Nintendo's pre-E3 conference to announce the launch of a woollen 'tea-cosy' to fit over the GameCube. In the future effective console insulation will be a cornerstone of the gaming experience.

12th Everyone arrives at the LA conference center for E3 only to find the organisers moved the show ahead a week to get the jump on all those pre-E3 events. In the confusion THQ announces a new wrestling game featuring 'all new grappling action' and the American journos go crazy.

JUNE

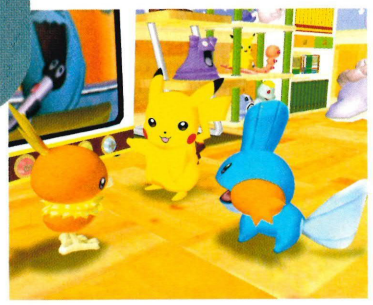
19th *Pokémon Brown* and *Magnolia* sell 140 million copies on day of release. Pikachu is signed up by Nike and Coca Cola and becomes the new face of Estee Lauder.

26th Pikachu is fired by Nike, Coca Cola and Estee Lauder after failing to fulfil any of his promotional obligations. He was watching television.



JULY

8th Nintendo launch special *Pokémon*-branded versions of *Brown* and *Magnolia*. Japan is brought to a standstill.



AUGUST

3rd Bill Gates announces he would prefer if people would call him Mr Spock from now on.

8th Sony attempts to give the traditionally slow summer period a shot in the arm by launching a controversial new PlayStation ad campaign which breaks down the boundaries of good taste with gritty urban environments, some rapping and a mild but clearly audible swear word. A politician is outraged.

14th Rumours flood online forums and fansites that Nintendo 'might release a game in Europe this year.'

SEPTEMBER

12th Activision launches Factor 5's massively anticipated new *Rogue Squadron* game exclusively on GC. A man claiming to be Bill Gates phones up to suggest reissuing it with some crap extra bits. Assuming this to be a flagrant attempt by Microsoft to undermine the GameCube's one remaining exclusive property, a team of ninja's are despatched to make Bill an offer he can't refuse.

23rd The ninjas arrive at Bill's house but are told that 'no one answering to that name lives here.' They stop for a cup of tea with Mr Spock and return to Japan where they commit Seppuku in the Nintendo board room.

OCTOBER

6th Nintendo release new *Metroid*, *Mario* and *Zelda* games all on the same day and no-one can decide which one to buy.



NOVEMBER

It's the pre-Christmas lull.



DECEMBER

8th Nintendo slashes the price of the GameCube

25th Synchronised hidden timers inside every single PlayStation in existence click on at exactly the same moment. The timer is wired to a compact explosive charge. They will detonate in exactly five minutes, wiping out every human being on the planet. Nintendo is 'unconcerned'.



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LOGOS



PICTURES / SCREENSAVERS



MUSIC RINGTONES

MONOPHONIC & POLYPHONIC RINGTONES - mono code first, poly code second if available

	MONO	POLY
2Pac - Changes	5156	9240
2Pac - Do For Love	9983	9954
2Pac - Hit Em Up	9939	9927
2Pac - How Do You Want It	9984	9955
2Pac - Runnin'	9749	9739
2Pac - Toss It Up	9985	9968
2Play - So Confused	9713	9710
311 - Love Song	9980	9961
50 Cent - 21 Questions	8973	8636
50 Cent - In Da Club	8133	8300
50 Cent - Pimp	9078	9386
50 Cent - W***sta	9644	9624
50 Cent & G Unit - If I Can't	9836	9823
ACDC - Whole Lotta Rosie	3936	9572
Alicia Keys - If I Ain't	1450	9989
Anastacia - Left Outside	9970	9958
Atomic Kitten - Someone Like	9997	9992
Avril Lavigne - Sk8er Boi	7858	8312
Basement Jaxx - Plug It In	1458	9990
Beenie Man Ft Ms Thing - Dude	9883	9863
Benny Benassi - Satisfaction	9017	9036
Beyonce - Baby Boy	9356	9360
Beyonce - Crazy In Love	8765	8646
Big Brovaz - Baby Boy	9197	9236
Big Brovaz - Favourite Things	8618	8648
Billy Idol - White Wedding	1112	9571
Black Eyed Peas - Hey Mama	9912	9899
Black Eyed Peas - Shut Up	9586	9599
Black Eyed Peas - Where Is The	9195	9246
Black Sabbath - Paranoid	4013	7169
Blazin' Squad - Flip Reverse	9488	9484
Blink 182 - Feeling This	9497	9576
Blu Cantrell - Breathe	9065	9041
Blue - Breathe Easy	9971	9952
Blue - U Make Me Wanna	8235	8330
Bon Jovi - Living On A Prayer	3945	9569
Boogie Pimps - Somebody To Love	9700	9697
Britney Spears - Toxic	9879	9877
Busted - Crashed The Wedding	9501	9514
Christina Aguilera - Dirrty	7912	7898
CKY - 96 Quite Bitter Beings	6080	7168
Coldplay - Clocks	8248	8344
Darkness - Love Is Only	9972	9960
Darkness - Thing Called Love	9157	9258
Darude - Sandstorm	9754	9740
Deep Purple - Black Knight	4524	9565
Deep Purple - Smoke On The	3827	9570
Delays - Nearer Than Heaven	9976	9963
Depeche Mode - Just Can't	1165	9046
Dexy's - Come On	1170	9862
Dido - White Flag	9196	9247
Divine Comedy - Come Home	9978	9953
Dizzee Rascal - Jus' A Rascal	9553	-
DJ Casper - Cha Cha Slide	9880	9861
DJ Sammy - Heaven	7137	8366
DMX - X Gon' Give It To Ya	8593	8659
Dr. Dre - Forget About Dre	1179	9043
Dr. Dre - Still Dre	3821	9054
Dr. Dre - The Next Episode	3822	9055
Electric Six - Gay Bar	8724	8661
Eminem - Cleanin' Out	7542	7859
Eminem - Lose Yourself	8137	8101
Eminem - My Name Is	4876	9049
Eminem - Superman	9642	9621
Eminem - Without Me	6604	6976
Europe - Final Countdown	5353	9567
Evanescence - Bring Me To	8605	8774
Evanescence - My Immortal	9627	9617
Fatman Scoop - Be Faithful	9404	9376
Fountains Of W - Stacy's Mom	9913	9908
G Unit - Stunt 101	9756	9742
Guns 'n' Roses - Sweet Child	8589	6977
Him - The Funeral Of Hearts	9716	9708
Incubus - Megalomaniac	9685	9676
Jamelia - Superstar	9222	9266
Jamelia - Thank You	9832	9829
Judas Priest - Breaking The Law	9574	9566
Justin Timberlake - Cry Me River	8067	8416
Kanye West - Through The Wire	9975	9967
Kelis - Milkshake	9699	9696
Kelly & Ozzy - Changes	9512	9609
Kevin Lyttle - Turn Me On	9393	9391
Kylie Minogue - Red Blooded	9882	9874
Lisa - Never Never	9981	9964
LMC Vs U2 - Take Me To	9765	9763
Lost Prophets - Last Train	9751	9734
Madness - House Of Fun	3595	8922
Madness - One Step Beyond	3598	8927
Marques - Clubbin'	9639	9610
McFly - 5 Colours In Her Hair	9995	9986
Metallica - Enter Sandman	3849	7165
Metallica - Nothing Else	5142	9051
Metallica - The Un-named	9982	9965
Missy Elliott - I'm Really	9977	9956
Motorhead - Ace Of Spades	6332	9687
Murderdolls - White Wedding	8946	9571
Nelly - Dilemma	7952	7951
Nelly Furtado - Powerless	9631	9618
Nelly Furtado - Try	9947	9934
NERD - She Wants To Move	9946	9930
Norah Jones - Sunrise	1460	9993
Offspring - Hit That	9686	9674
Outkast - Hey Ya	9503	9515
Outkast - The Way You	9973	9966
Pet Shop Boys - Flamboyant	9998	9988
Peter Andre - Insania	9855	9854
Peter Andre - Mysterious Girl	9831	9825
Pink - Family Portrait	7992	8469
Pink Floyd - Another Brick	1311	8471
Puff Daddy - I'll Be	4561	9045
Queen - Bohemian Rhapsody	1315	8475
Queen - Another One	4397	8474
Queen - We Will Rock You	4410	9057
Rainbow - All Night Long	9573	9563
Red Hot Chili Ps - Can't Stop	8143	8478
Red Hot Chili Ps - Fortune Faded	9506	9577
Rolling Stones - Paint It Black	3800	8536
Salt N Pepa - Push It	9646	9619
Sam & Mark - With A Little Help	9794	9793
Scissor Sisters - Take Your	9999	9994
Scooter - Logical Song	6818	8503
Sean Paul - Get Busy	8262	8682
Sean Paul - I'm Still In Love	9701	9693
Sean Paul - Like Glue	9143	9185
Sex Pistols - God Save Queen	6622	8505
Snow Patrol - Run	9766	9761
Status Quo - Caroline	3824	8522
Sugababes - Hole In The Head	9392	9380
Sugababes - In The Middle	9974	9957
Thin Lizzy - Boys Are Back	6427	9689
Tina Turner - Simply The Best	3870	8545
Trapt - Echo	1471	9987
Travis - Love Will	9979	9962
Twista - Slow Jamz	9996	9991
UB40 - Red Red Wine	1398	8562
UD Project - Saturday Night	9801	9790
Ultrabeat - Feelin' Fine	9664	9649
Ultrabeat - Pretty Green Eyes	9105	9188
Usher - Yeah	9944	9936
Van Morrison - Brown Eyed Girl	4935	8563
Violent - I Wish I Was	8121	8567
Westlife - Mandy	9530	9525
Will Young - Leave Right Now	9542	9523
XTM & DJ - Fly On Wings	8730	9728

TV / MOVIE & OTHERS - WAP REQUIRED TO RETRIEVE POLYPHONIC RINGTONES

	MONO	POLY
Addams Family	1434	9373
Angel	4603	8949
Arthur	9888	9858
A-Team	6454	8454
Austin Powers	1026	8690
Banana Splits	5016	8950
Beverly Hills Cop	1432	9250
Black Beauty	5501	8167
Blowing Bubbles	3773	9722
Buffy	1028	8553
Captain Pugwash	4620	9239
Dambusters	5788	9252
Exorcist	4460	7167
Formula 1	3592	9032
Friends	4632	8535
Good, Bad & Ugly	4465	9268
Great Escape	3594	8956
Guinness Ad	4706	9729
Hawaii Five O	3533	8695
Hector's House	9891	9865
Italian Job	5658	9260
Itchy And Scratchy	4642	9282
Jackass	8588	8557
James Bond	1430	8077
League Of Gentlemen	5865	9034
Littlest Hobo	8016	9283
Lord Of The Rings	7950	9286
Match Of The Day	1444	8270
Matrix	9892	9870
Mission Imposs 2	1261	9261
Mission Imposs	1421	6975
Muppets	4650	8271
Only Fools & Horses	6732	8697
Phoenix Nights	7538	7541
Pulp Fiction	6715	8698
Rocky	1050	8542
Scooby Doo	4562	9241
Simpsons	1439	7164
Steptoe And Son	9279	9265
Superstars	9893	9875
Tigger's Song	6453	7163
Top Gear	9757	9744
Winnie The Pooh	3893	6978

MOBILE JAVA GAMES

Nokia 3100,3300,3410,3510i,3650,5100,6100,6310i,6610,6800,7210,7250, 7650,N-Gage.Siemens MT50/M50,C55,M55,S55.Sharp GX-10.Motorola T720

8001 Aston Golf (see #1)
8908 Big Tree (see #2)
8909 Black vs White
8002 Black Widow
8003 Chains
8004 Demon's Treasure
8005 Diamond Mine
8910 Diamond Mine 2 (see #2)
8911 Escape Master (see #2)
8006 Forge a Fortune
8007 Fruit Machine
8008 Hell's Pit
8009 IceBlade Penguin (see #2)
8912 Maze Ark
8913 Maze Ark: The Mission
8914 Moon Taxi (see #3)
8915 New Skool Skater (see #4)
8010 Pillar Dodge
#1 except 6310i #2 except T720
#3 except M55,S55,T720
#4 except all siemens,6310i



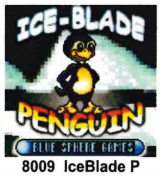
8914 Moon Taxi



8007 Fruit Machine



8915 Skool Skater



8009 IceBlade P

ANIMATED



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www.CheapTones.com, Box 220, M27 0WR. Calls to the Order Line are charged at just 60p / min. (Ireland 126.91c / min.). Call from a landline - charges may be more from a mobile. *Text orders cost £3 (games cost £4.50). Text orders other than Nokia, add manufacturer to end of text message, e.g. "cube 3676 sagem". For the Help Line / Compatibility - call 0871 750 3970. Fax-Back Service 0871 750 3974. Alcatel pictures, operator logos & mono ringtones: 511,512,525,715. Motorola mono ringtones: T192,T193,T250,T260,V100,V50,V8088. Motorola poly ringtones: A830,C330,C333,C336,C350,T720. Nokia pictures, operator logos, poly & mono ringtones:3300,3510,3510i,3650,5100,6100,6600,6610,6800,7210,7250,7650. Nokia pictures, operator logos & mono ringtones: 3210,3310,3330,3410,5210,5510,6210,6250,6310,6310i,6510,8210,8250,8310,8850,8890,9210i. Nokia operator logos & mono ringtones: 6110,6130,6150,7110,8810,8910i,9110i,9210,nk702. Nokia operator logos only: 5110,5130,nk402. Nokia mono ringtones only: 6090,8110i,9000i,nk503. Panasonic poly ringtones only: GD67,GD75,GD87,GD88,GD95,GD96. Sagem mono ringtones only: most models - check web site for details. Samsung pictures & mono ringtones: N500,R210,T108. Samsung pictures & poly ringtones: N600,N620,N625,N628,S105,S300,T100,T208,T400,V100,V200,V205. Samsung poly ringtones only: A800,S100. Samsung mono ringtones only: N100,N300. Sendo mono ringtones only: J520,J530,P200,P220,S200,S220. Sharp poly ringtones only: GX-10. Siemens pictures, operator logos, poly & mono ringtones: A55,C55,M55,S55,SL55. Siemens pictures, operator logos & mono ringtones: A50,C45,CL50,M50,ME45,MT45,MT50,S45,SL45. Sony Ericsson poly ringtones only: P800,T300,T310. Trium mono ringtones only: 110,Eclipse,Mystral,Odyssey. Motorola backgrounds: T720. Nokia backgrounds: 3100,3200,3300,3510i,3650,3660,5100,6100,6110,6220,6600,6610,6650,6800,6810,6820,7200,7210,7250,7250i,7600,7650, 8910,8910i,N-Gage. Panasonic backgrounds: GD87,GU87. Samsung backgrounds: S105,V200,V205. Siemens backgrounds: S55. Sony Ericsson backgrounds: P800,T300,T310,T610,T68ie. Animated Screensavers: Nokia 3330,3410,5210,5510.

UK RELEASE LIST

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

FX Racing	Racing	Leader	Spring 2004	★★★
Splinter Cell: Pandora Tomorrow	Action	Ubisoft	Spring 2004	★★★★
Teenage Mutant Ninja Turtles	Beat-'em-up	Konami	Spring 2004	★★★
Pokémon Colosseum	RPG	Nintendo	19 May 2004	★★★
Asterix & Obelix XXL	Adventure	Atari	25 June 2004	★★
Harry Potter And The Prisoner of Azkaban	Adventure	EA	28 June 2004	★★
Shrek 2	Platform	Activision	25 June 2004	★★
Spider-Man: The Movie 2	Action	Activision	7 July 2004	★★★
Catwoman	Action	EA	30 July 2004	
Micro Mayhem	Racing	Jaleco	July 2004	
Mario Tennis	Sports	Nintendo	Summer 2004	★★★★
Paper Mario	RPG	Nintendo	Summer 2004	★★★★
StarFox 2	Action	Nintendo	Summer 2004	★★★★
Mario Golf: Toadstool Tour	Sports	Nintendo	Summer 2004	★★★★★
Nintendo Puzzle Collection	Puzzle	Nintendo	Summer 2004	★★★
Medabots: Infinity	Action	Natsume	Summer 2004	
PSO Episode III: C.A.R.D. Revolution	RPG	Sega	Summer 2004	★★★
Pikmin 2	Puzzle	Nintendo	Summer 2004	★★★★
Spy Vs Spy	Puzzle	TDK	Summer 2004	★★★
Terminator 3: Redemption	Shooter	Atari	Summer 2004	★★
WWE Day of Reckoning	Wrestling	THQ	Autumn 2004	★★★★★
Starsky & Hutch 2	Action	Empire	Oct 2004	★★
X-Men: Legends	RPG	Activision	Oct 2004	★★★★
Shark Tale	Action	Activision	Oct 2004	★★
Call Of Duty: Finest Hour	Action	Activision	2004	★★★
Donkey Konga	Rhythm	Nintendo	2004	★★★★
Duke Nukem Forever	Shooter	Take 2	TBA	★★★
Moto XXX	Racing	Publisher TBA	TBA	★★★
Backyard Football	Sports	Atari	TBA	★★
Chariots: The First Olympics	Racing	Candella	TBA	★★
Cubix Showdown	Puzzle	3DO	TBA	★★
Shaun Palmer's Snowboarder 2	Sports	Activision	TBA	★★★

IMPORTANT DATES...

We're still looking forward to the PAL release of *Donkey Konga* and the Japs are already on their second disc. Imagine banging along to Cornelius *Count 5 Or 6* – "one, two, three, four, five, six... seven, eight".

JAP RELEASE DATES

Mobile Suit Gundam: SNK		18 March '04
Mission: Impossible OS	Atari	25 March '04
Donkey Konga Disc 2	Nintendo	Spring

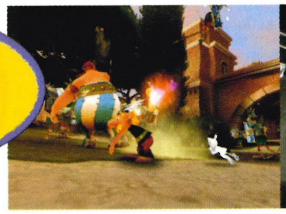
US RELEASE DATES

LOZ: Four Swords	Nintendo	7June '04
Starcraft: Ghost	Nihilistic	10 June '04
Spider-Man 2	Treyarch	29 June '04

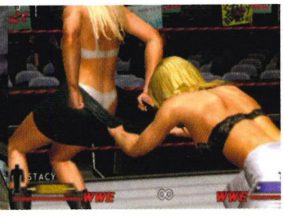




SOUND BYTE







ASTERIX & OBELIX XXL | CATWOMAN | HARRY POTTER AND TPA | SPIDER-MAN: THE MOVIE 2 | WWE DAY OF RECKONING

"ZELDA 4 SWORDS? THAT'S JUST GAUNTLET, ISN'T IT"

XBM's Deputy Editor Mike Richardson doesn't understand fun

CUBE MOST PLAYED

The games we've been taking home at the end of the day



POKÉMON COLOSSEUM

After 36 hours of *Pokémon* battling and RPGing Tim came back to the office rather frazzled and only able to say: "Pika-pi?" Dedication to give the most comprehensive review, or just another excuse not to leave the house? You decide.



ZELDA: FOUR SWORDS +

"Help me move this rock. No, put them in this formation. That's it, no don't pick me up! Oh great, now you've nicked one of my team. Don't throw him down there! Oh for goodness sake. Miles! Tim's crap at this," whined Gary.



MOBILE SUIT GUNDAM

This game got passed around before Martin was landed with it. Big slow mechs with suspect attacks, it's no *ZOE*, it's slowey. Ha, it rhymes! Ahh brilliant, stuff that rhymes... gotta get your kicks somewhere.

GAMECUBE CHARTS

WEEK ENDING 12 MARCH 2004

Bosh! Straight to the top goes *Final Fantasy*. Unfortunately, people might be a bit let down with the not-the-usual fighting mechanic and story. Change is a good thing in most cases, but of course there are things that don't change and next month's chart is almost certain to have Solid Snake looking down on everything else. From inside a box.

UK CHART

ChartTrack

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

POS	LAST	TITLE	PUBLISHER	SCORE
1	NEW	FINAL FANTASY: CRYSTAL CHRONICLES	NINTENDO	9.0
2	1	JAMES BOND: EVERYTHING OR NOTHING	EA	8.2
3	NEW	RESIDENT EVIL CODE: VERONICA X	CAPCOM	7.1
4	3	SONIC HEROES	SEGA GAMES	6.2
5	8	SUPER SMASH BROTHERS MELEE	NINTENDO	8.3
6	NEW	SUPER MARIO SUNSHINE	NINTENDO	9.4
7	5	SONIC ADVENTURE 2 BATTLE	SEGA	7.6
8	6	SONIC MEGA COLLECTION	SEGA	8.0
9	NEW	STAR WARS: ROGUE SQUADRON III	LUCASARTS	9.0
10	4	BEYOND GOOD & EVIL	NINTENDO	9.4



JAMES BOND: EVERYTHING OR NOTHING



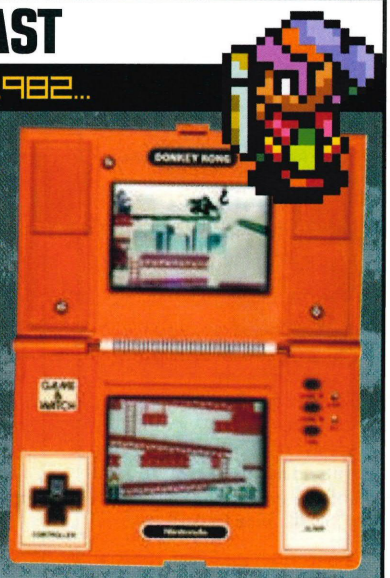
FINAL FANTASY: CRYSTAL CHRONICLES

A LINK TO THE PAST

THIS MONTH BACK IN 1982...

Kids in playgrounds play Donkey Kong

REMEMBER THIS LITTLE fella? No? Oh. Maybe you've repressed your memory after some bully nicked it off you at school. Or maybe you could only stare over a friend's shoulder as they ran up, saved the girl, jumped the barrels, toppled the monkey and then HAD ANOTHER GO! Then they might have made some lame excuse about their mother's telling them not to let anyone else play it. If only we could go back to those days with our shiny SPs and later a matt black DS, that would show them.



EXTENDED PLAY

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WORLD OF NINT

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

Tetra's Trackers Lost (US)



And so the debacle surrounding GBA connectivity continues. The latest proof that probably Nintendo should have concentrated on something else last E3 is that *Tetra's Trackers* has now been axed from the Western version of *Four Swords Adventure*.

The Legend of *Zelda: Tetra's Trackers* was one of three GBA connectivity titles announced for the GameCube and was one of the most important new titles at Nintendo's E3 stand last May. Since then though *Pac-Man Vs* has become a free pack-in with *R: Racing* and *Tetra's Trackers* has been absorbed into the *Four Swords* package. Except only in Japan – everywhere else it seems will just have to do without. A shame really. Check out this month's import of review of *Four Swords+* to see what a wicked package it is, *TT* included.

Ride the Nintendo DS rumour mill (UK)



Another month, another round of entirely unsubstantiated website rumours. This time a British fan site is reporting that the mysterious new console will feature instant messaging as an integral part of its appeal. The system will only work over a short distance (about 20 metres) but will nevertheless allow for free communication between consoles for those times when you just can't be bothered to shout across the room.

The feature will allegedly be backed up by an electronic stylus (like you get on those poncy PDAs you see bald men playing with on the train) which will allow you to write your message on the touch sensitive screen (which now seems to be taken as read by most rumourmongers), instead of having to type things out text message style.

As a final little gem of gossip there are also reports that Nintendo have already got a version of *Super Mario 64* up and running on the DS, which is largely believed to have roughly the same graphical horsepower as the N64. Of course only Nintendo know if any of this is true, but we will too come E3 in May, when we hope that anyone who's subsequently caught lying about all this stuff does the decent thing and spontaneously combusts.

GameCube Live revealed... but not really, but not really! (FRANCE)





At last the crimes of Jerry Lewis can be forgiven as France proves that it is actually the funniest nation on Earth. Those arch Gallic funsters on French mag 'Gaming' have created what is quite possibly the most hilarious April's Fools ever with their, actually fairly convincing, exposé of the GameCube's supposed online software.

It is of course all a hoax (apparently perpetrated because the mag was closing and so the staff had more time on their hands than usual) but unusually that's not immediately obvious from the pictures. It is however immediately obvious when you consider that a) Nintendo hate online gaming because it doesn't make them any extra money and b) if they were planning it why would they really spill the beans to a French games mag that was about to close, a month before E3? Still, nice try lads and best of luck at the Job Centre!

GBA does 3D (JAP)



If you're old like Miles then you'll remember the raw excitement of getting a copy of the Radio Times with a pair of 3D glasses in it (you know, the ones with one eye red and the other green) only to recoil in bitter resentment when you found out that *Jaws 3D* was in fact rubbish, and so were the 3D effects in it.

Undaunted by such mid-80s debacles Konami have announced *Pyuu to Fuku! Jogger Byuu to Deru! Megane-Kun*, which to be honest probably won't make much more sense as a title when it's translated. The big gimmick with the game though is that, you've guessed it, it works in 3D – as long as you're wearing the glasses.

We've no idea if the technology has advanced any in the last twenty years but Konami are a big enough company to imagine it's not an entirely worthless gimmick. However, since the game is an RPG based on an obscure Japanese manga we'll probably never know.

ENDO

New Final Fantasy game not revealed (JAP)



What with *Final Fantasy: Crystal Chronicles* doing the business in rare form in America, where it was the best selling game on any format in February, it doesn't take Russell Grant to imagine that Square Enix might be considering a follow-up in the near future.

Unfortunately though internet reports that it would be called *Final Fantasy: Guilty Wing* and would in some way be tied into the three PSone games (*VII*, *VIII* and *IX*), either as a remake, compendium or some sort of *Kingdom Hearts* type affair have turned out to be... utter bunk.

The rumours started thanks to notorious Japanese mag V-Jump which displayed a very official looking logo for said game in a recent issue. It all turned out to be wishful thinking though and although we wouldn't be surprised to see a new GameCube *Final Fantasy* in the near future, it won't be called *Guilty Wing*.

Rez 2 for Nintendo DS (JAP)

You might not have heard of SEGA's *Rez*, but it is in fact one of the best arcade shooters ever made. Originally developed for the Dreamcast and then ported to the PS2, but bought by virtually no one on either format, the game is essentially *Panzer Dragoon* with *Tron* style graphics, but about a zillion times more interesting than that suggests.

It was a pet project of Tetsuya Mizuguchi, who has now left SEGA to start up his own development studio. What this all has to do with Nintendo is that he's now announced a spiritual sequel (he can't use the actual name *Rez 2* because that still belongs to SEGA) to *Rez* for the Nintendo DS. Quite why it's appearing on a portable and not the GameCube isn't clear, but the guy's a genius so we're prepared to believe he knows what he's doing.

Kirby catches cold (JAP)

Those waiting on tenterhooks for the latest *Kirby* adventure (yes, both of you) will be dismayed to hear that *Kirby: The Great Mirror Maze* for the GBA has been delayed indefinitely in Japan. Apparently a bug was discovered in the game at the very last minute and its release had to be postponed from mid-March until a month of Sundays.

The latest game sounded fairly interesting with an additional layer of power-ups being provided by Kirby's use of mobile phones but presumably it'll squander its chance at greatness by, like every *Kirby* game before it, being far too easy. It might be a while till we find out for sure though because the game has never even appeared on Nintendo UK's official schedules and for the moment at least not even a trip to a Japanese import shop will help alleviate that problem.

Skies Of Arcadia Too (JAP)

Most RPG fans would have you believe that *Skies Of Arcadia* is one of the very finest exponents of the genre, even if to the layman it seems functionally identical to all the rest with its random encounters, turn-based combat and crap dialogue. Still, it's widely considered to be the best RPG on the Dreamcast and was later given a GameCube-only port as *Skies Of Arcadia Legends*.

This makes it highly likely that the recently announced sequel will be making its way onto Nintendo's little purple handbag. Notable for the fact that the majority of its development team were women, there's no indication of how many of the original developers will be working on the new game, In fact the only official comment on the whole project is SEGA studio Overworks' boss Noriyoshi Oba saying, "The *Skies Of Arcadia* sequel is in the planning stages at the moment."

Which is great and all but you'd think he could throw us a frickin' bone here. We're trying to write a news story!

GAMECUBE CHARTS

WEEK ENDING 2 APRIL 2004

The games buying public are usually an easy enough lot to predict but anyone that had convinced Ladbrokes to give them odds on *Harvest Moon* getting to number one will currently be celebrating.

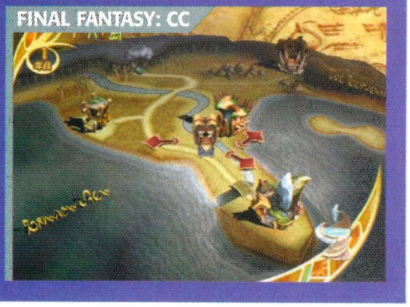
JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	LEGEND OF ZELDA: FS+	NINTENDO
2	NE	MOBILE SUIT GUNDAM	BANDAI
3	2	METAL GEAR SOLID: TTS	KONAMI
4	1	CUSTOM ROBO: BATTLE REV	NINTENDO
5	5	LEGEND OF ZELDA: TWW	NINTENDO
6	NE	PUYO POP FEVER.	SEGA
7	3	GOTCHA FORCE	CAPCOM
8	7	MARIO KART: DD!!	NINTENDO
9	4	ANIMAL CROSSING	NINTENDO
10	10	NARUTO: GNT! 2	TOMY

US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	POKÉMON COLOSEUM	NINTENDO
2	NE	HARVEST MOON	SVG DISTRIBUTION
3	5	SUPER SMASH BROS M	NINTENDO
4	2	MARIO KART: DD!!	NINTENDO
5	4	ANIMAL CROSSING	NINTENDO
6	3	METAL GEAR SOLID: TTS	KONAMI
7	RE	LUIGI'S MANSION	NINTENDO
8	7	FINAL FANTASY: CC	NINTENDO
9	10	SUPER MARIO SUNSHINE	NINTENDO
10	6	SONIC HEROES	SEGA





BOYS "R" US



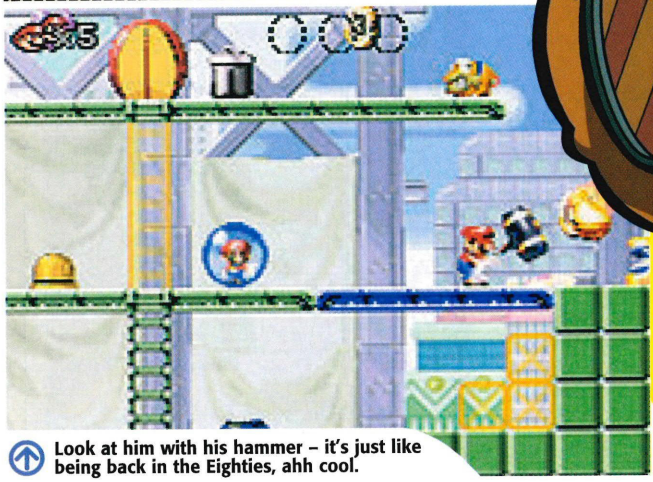
For all of the latest news and gossip on Nintendo's diddly little machine (soon to be machines, of course!) this is the place to head. It's called Boys R Us, Boys R Us, Boys R Us!



It's that classic battle. Sod Bowser, DK is a git.







Look at him with his hammer – it's just like being back in the Eighties, ahh cool.

MARIO VS DONKEY KONG

Has it really been 10 years?

REMEMBER BACK IN 1994 when Nintendo released *Donkey Kong '94*? Perhaps not. Well, it was a very smart little puzzle game that played a little like the original *Donkey Kong*. As Mario, you had to navigate short levels in order to find a key and the corresponding door to use it in. However, the game mechanics had more of a puzzle slant than the 2D *Mario* we're used to. You could run, jump, handspring for more height and pull switches. There were moving and disappearing platforms to balance on and time correctly, ropes to swing on, conveyor belts, switches, spikes, ladders and trapdoors. Each level was positively jam-packed with mini-obstacles that hinged around one giant puzzle, and despite there being many to get though, each one was devious and challenging. As a result, *Donkey Kong 94* managed to garner itself something of a following (its big fans including several members of the **CUBE** team) and so we're very happy indeed to see its latest (and long overdue) incarnation.

This time around the story tells us of how Mario has opened up a toy factory, where he manufactures little dolls of himself and his chummies. (Ego or what!?) But it seems that he missed out Donkey Kong from his roster of money-spinning models, and the big fella ain't too happy about this! So off you go, navigating the factory with all of its puzzling machinery looking for the toys that the big ape has stolen.

Finding a toy will move you onto the next level, and for the collection of every three extra presents that are scattered around the levels, you are rewarded with a mini-game for the chance to win goodies. So far things look largely similar to the decade-old Game Boy game, but you know Nintendo – there will be plenty more to discover once it's released in May. Awesome. CUBE



F-Zero: GP Legend

It's like waiting for a bus (but without all the smelly people). After all this time kicking our heels patiently asking for a new *F-Zero*, we get a whole load of them. Promising new tracks, new opponents and a shift towards the console version in style, this is bound to be nothing short of racing perfection.

From zero to hero



Donkey Kong Country 2

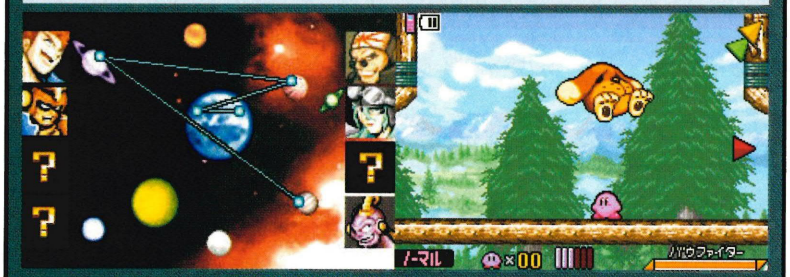
You may have played it all that time ago on the SNES, but for the uninitiated this is essential gaming. Not as flabby as *DKC3*, but significantly improved over their first outing, this combines well-structured levels and gorgeous rendered visuals for platforming heaven.

Barrels of fun

COMING UP

WHAT YOU'LL BE PLAYING IN THE MONTHS TO COME

NAME	PUBLISHER	DEVELOPER	RELEASE
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	IN HOUSE	4 JUNE
F-ZERO: GP LEGEND	NINTENDO	SUZAC	4 JUNE
SHREK 2	ACTIVISION	TBD	18 JUNE
ASTERIX AND OBELIX XXL	ATARI	ETRANGES LIBELLULES	25 JUNE
CRASH BANDICOOT FUSION	VIVENDI	VICARIOUS VISIONS.	25 JUNE
SPYRO FUSION	VIVENDI	VICARIOUS VISIONS.	25 JUNE
SONIC ADVANCE 3	THQ	SEGA	25 JUNE
DONKEY KONG COUNTRY 2	NINTENDO	RARE	25 JUNE
SPIDER-MAN 2: THE MOVIE	ACTIVISION	IN-HOUSE	9 JULY
CT SPECIAL FORCES 3: BIOTERROR	LSP	IN-HOUSE	TBA
FIRE EMBLEM	NINTENDO	NINTENDO	TBA
HAMTARO: RAINBOW RESCUE	NINTENDO	IN-HOUSE	TBA
KIRBY MAGIC MIRROR	NINTENDO	IN-HOUSE	TBA



F-ZERO: GP LEGEND KIRBY

THE CHARTER

WHAT YOU'RE ALL BUYING...

POS	LAST WEEK	TITLE
1	1	YU-GI-OH! WORLD CHAMP TOURNAMENT 2004
2	19	SCOOBY-DOO 2: MONSTERS UNLEASHED
3	2	FINDING NEMO
4	3	SUPER MARIO ADVANCE 4: SUPER MARIO 3
5	5	SONIC ADVANCE 2
6	4	HARVEST MOON: FRIENDS OF MINERAL TOWN
7	6	POKEMON RUBY
8	8	POKEMON SAPPHIRE
9	9	SONIC BATTLE
10	11	THE CAT IN THE HAT



YU-GI-OH! WORLD CHAMP TOURNAMENT SCOOBY-DOO 2: MONTERS UNLEASHED

COMPETITION TIME

WIN!

SONIC ADVANCE 3

A dose of speed

SEGA's mascot is proving to be a hit on both of Nintendo's main consoles, and looking at his latest portable incarnation, this doesn't appear to be a trend that will end soon. Incorporating the same kind of system as *Sonic Heroes*, players will be able to select two characters from a stable of five (Sonic, Tails, Knuckles, Amy and Cream) and use their different skills to navigate the levels, resulting in multiple ways in which to progress through the seven zones. It looks gorgeous and sounds as if it will be the most 'complete' 2D *Sonic* so far. So in order to celebrate we've decided to give away a GBA SP, a copy of *Sonic Advance 3* and a t-shirt to the winner, and four sets of games and t-shirts to runners up. All you have to do is answer the following question:



Q. WHICH WAS THE FIRST SONIC GAME TO APPEAR ON THE GAMECUBE?

A) SONIC MEGA COLLECTION
B) SONIC ADVENTURE 2: BATTLE
C) SONIC ADVENTURE DX

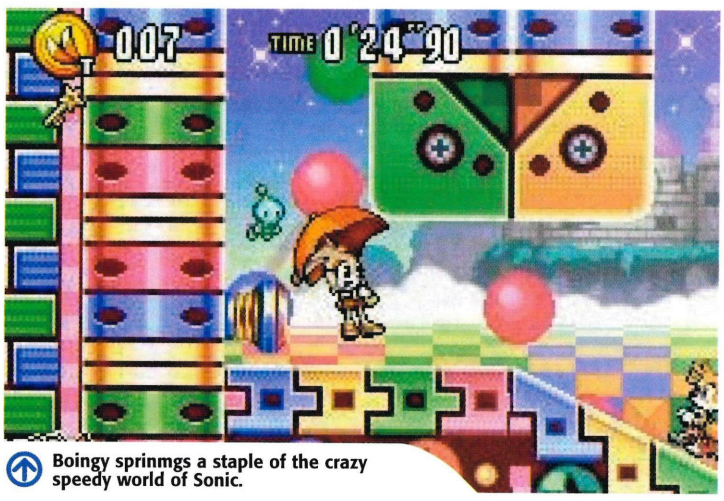
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Text 'GAMECUBEF' plus your answer (A, B or C), name and address to 87025

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Boingy sprinmgs a staple of the crazy speedy world of Sonic.

THE HARD CELL

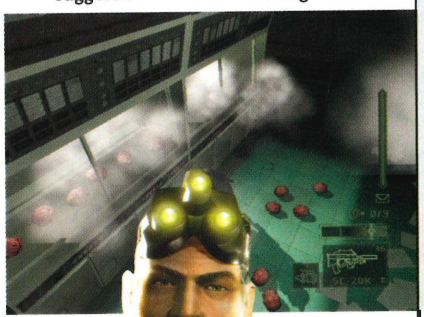
No multiplayer? You what? It's all here.

WE'VE COVERED *Splinter Cell: Pandora Tomorrow* extensively over the past six months, but until now nobody knew what the deal was with the multiplayer. With the game out in a few short months, we chat to the guys in the know...



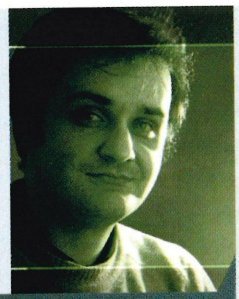
Turn to page 42 for our reactions to the latest build. Just a suggestion.

No multiplayer but a use for connectivity, at least developers are using it...





IN THE CUBE WITH...



OLIVIER DAUBA

NAME: OLIVIER DAUBA
POSITION: CO-PROCUCER, PANDORA TOMORROW

CUBE: Can you tell us what the main differences are between *Pandora Tomorrow* and the original game?
OD: *Tom Clancy's Splinter Cell: Pandora Tomorrow* happens after the events in the original *Splinter Cell*. Sam Fisher is dispatched to East Timor to protect US Intelligence data, in an embassy raided by a local rebel leader and his group of terrorists. What he will discover will take him on a terrorist trail all around the world.

As a game, *Tom Clancy's Splinter Cell: Pandora Tomorrow* greatly improves upon the original, both in terms of gameplay possibilities (with more open situations, offering a greater freedom of choice), and in terms of settings (in outdoor environments, famous cities, a high speed train chase and so on). The technology has evolved quite lot since the release of the original *Splinter Cell* as well, hence you should expect some pretty nifty eye candy.

CUBE: Once again the Xbox version was released first. Was it difficult to get the other versions looking as good?
OD: We are actually trying to make the most out of every single platform. Every project is managed separately, with its own dedicated team. Although similar in terms of overall design, *Tom Clancy's Splinter Cell: Pandora Tomorrow* on every single platform is a full development on its own. We gathered the best Ubisoft experts for every machine and let them work to the best of their abilities for *Tom Clancy's Splinter Cell: Pandora Tomorrow*.

CUBE: Can you tell us about the GameCube version's multiplayer mode? Will it be online... if not, will there be any other modes such as LAN?
OD: The GameCube will not feature any LAN, Online or split-screen mode. There are many reasons for that. The multiplayer part made by our friends from Annecy is based around the concept of hide and seek, it just would not work in split screen either, I mean, you can't really hide yourself from your friends in split-screen.

To be honest, we do not consider that to be an issue, *Tom Clancy's Splinter Cell: Pandora Tomorrow* is truly amazing as a single-player game and worth getting on its own. I mean, nobody ever complained about the lack of a multiplayer mode in *Metal Gear Solid*.

CUBE: Will the *Tom Clancy's Splinter Cell: Pandora Tomorrow* use the GBA link-up option?
OD: Definitely. And you will not need *Tom Clancy's Splinter Cell: Pandora Tomorrow* on the GBA in order to use it. Just link your GBA to the GameCube and you'll get a real-time 2D help system.

You'll be able to monitor activity in the level, your enemies' positions and so on. We are actually trying to go further and are right now experimenting with the possibilities of the system, by letting you plant traps that you can activate from the GBA.

This feature is a GameCube-exclusive, and in some ways it adds some sort of co-operative multiplayer play.

CUBE: What's your favourite part in *Tom Clancy's Splinter Cell: Pandora Tomorrow*, or the part that you're most proud of?
OD: When you finish playing *Tom Clancy's Splinter Cell: Pandora Tomorrow*, you can't help feeling that you've been through something truly amazing and special.

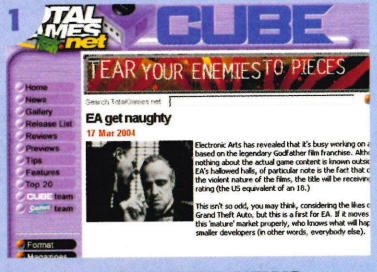
My feeling is that *Tom Clancy's Splinter Cell: Pandora Tomorrow* will help establish Sam Fisher as the biggest game character of the 21st century so far. In the past we had Mario, Sonic, Solid Snake... the world now belongs to Sam Fisher. We are all immensely proud of that achievement. CUBE

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TOTAL GAMES.net



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

HOME SWEET HOME

30-player online GameCube gaming anyone?

LET'S FACE IT – if you get your kicks from online gaming, the GameCube probably wouldn't be your console of choice. This isn't set to change anytime soon, but Japanese gamers have a little glimmer of hope in the form of Chunsoft's surprise title *Homeland*. Coming on two discs, the game will be playable in two modes: single-player and online. How this will work is currently a little sketchy. We do know that up to thirty players will be able to go on an adventure together, with one player acting as the dungeon master. This player's machine will act as the server, and it will be this player that decides the layout of the dungeons and the enemy locations. It seems very unlikely that this will ever get an English translation, but we'll try our best to give you hands-on impressions if the game turns up at E3. CUBE



MMORPG on your GC. Well not that massive, quite small better describes it.

Looks pretty interesting from these screens, we'll know more about it soon.





TAKEN BUT NOT HEARD

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Believe us, we do not want to be giving this away... but we have to. We've got one of these fantastic cameras to give away, along with one copy of EA's *Everything Or Nothing* game. If you fancy one of these cameras right away, you can always head down to your local Gamestation and pick one up for £69.99. For more info go to www.digitaldreamco.com and www.jbcamera.com

To win, simply answer the following question:

Q) WHAT GAME HAS EA RECENTLY ANNOUNCED IT IS WORKING ON? IS IT:

A) GOLDENEYE 2
B) GOLDENGUN 2
C) THE WORLD IS NOT ENOUGH 2

DIGITAL dream

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JB1
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GCN GAMECUBE NEWS

FINAL THOUGHT...

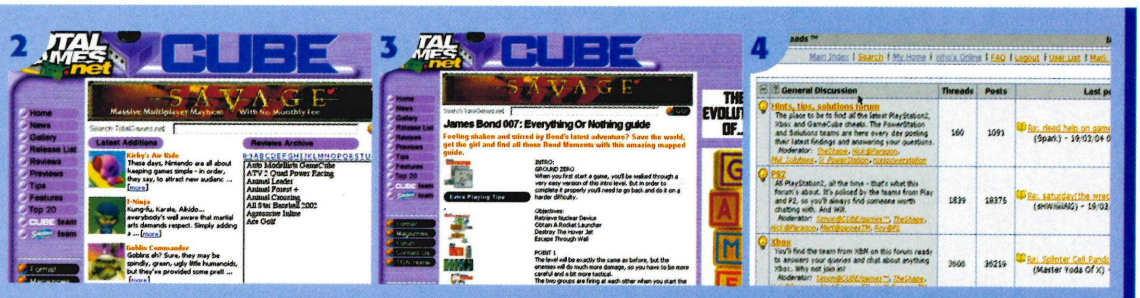
IT'S TIME FOR CHANGE

It would seem as though Nintendo has got its gameplan for the next generation well underway. While the world jeered and jibed at Nintendo's silence, 2003's biggest Japanese videogames games publisher (six million software units shifted last year) has been very busy indeed. It's taken a long, long time, but we think that Nintendo has learned its lesson. If Iwata-san's most recent comments are anything to go by, the successor to the GameCube (now officially codenamed GC Next) will be a combination of cutting edge technology and innovative, refreshing new gameplay ideas. A return to the good old days with a new found humility? Perhaps.

Whatever the case, **CUBE** has a skip-load of shiny new confidence, and it's all for Nintendo. It's been a hard year, even for the most die-hard of Nintendo fans. It started badly, and E3 '03 was a massive blow, but we can feel change in the air. Ladies and gentleman... Nintendo is back in the game. Just try and put the Silicon Knights affair out of your mind.







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

THE HOTTEST CHEATS IN TOWN
Our sister magazine SOLUTIONS: NINTENDO GAMECUBE is perpetually updating this page just for you.

THE FORUM
The CUBE forum is one of the most subscribed and lively GC discussion salons in the country.

COMPETITION TIME

VROOM! ERRRRRRT! SCHREECH!

WIN!

GameCube, Steering Wheel and World Racing. Win it!

Hey hey! Wanna drive a Benz? Wanna drive a Merc? Wanna pootle about in opulent luxury from the comfort of your sofa fighting a force-feedback steering wheel while your mum hoovers around you? Wanna win a GameCube so you can stack it on top of the one you already own? Course you do.

To celebrate the imminent release of *World Racing*, the best Mercedes-Benz simulator on the GameCube, TDK have given us, to give to you, one GameCube, four steering wheels and four copies of the game. In *World Racing* you can drive 109 different cars – Mercs from A to S class (wonder what Q class is) and of course racing, vintage and prototype cars. You create a profile and aim to become the world's number one Merc-Benz works driver! What could be better?

BABY YOU CAN DRIVE MY CAR

Okay the winner gets the GameCube, game and steering wheel, and the three runners up get a steering wheel and a copy of the game. Just answer this question:

Q. WHO DID HEATHER GRAHAM PLAY IN THE 1988 MOVIE 'LICENSE TO DRIVE' ALSO STARRING THE FABULOUS-ISH COREY HAIM AND CORY FIELDMAN?

A) LAMBORGHINI
B) MINI METRO
C) MERCEDES



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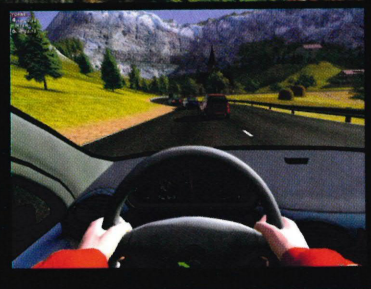
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THE RISE AND FALL NINTE

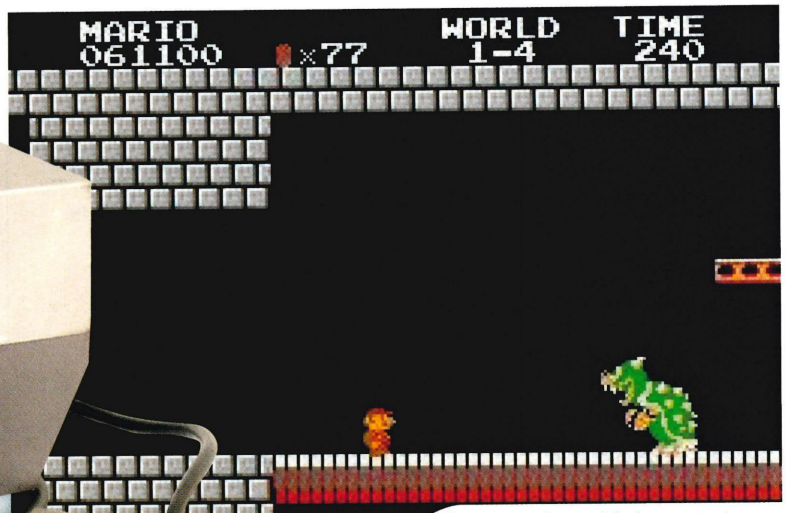
Has Nintendo lost it? Some will scream 'heretic' for even asking the question but it's clear that there have been big changes at the big N in the last few years. Is it all for the better – can Nintendo ever reclaim its pre-eminence and if not what fate awaits?



It's not easy being a Nintendo fan. Especially not in the UK where we didn't even get the glory days of the NES and SNES to hark back to as proof that there was a time when Nintendo consoles were hard to keep on the shelves because they were actually popular.

In the rest of the world though the name Nintendo used to be as synonymous with the concept of video games as PlayStation is nowadays. The NES has only very recently been outsold by Sony's machines and *Super Mario Bros 3* remains the best selling video game of all time (17.28 million sold to date – that's almost twice its nearest rival *Grand Theft Auto III*). All this was lost on British gamers though who had to wait so long for the NES to be released here that when it did finally put in an appearance it was all but ignored. And this early mistake has basically stymied the Nintendo's attempts to make it big in Blighty ever since.

To most UK gamers classics like *Super Mario Bros* and *The Legend Of Zelda* have only ever been experienced via emulation or as bonuses in one of Nintendo's later titles. To those in Japan and America though playing these games results in the same sorted of nostalgia overdose as when we think back to the likes of *Manic Miner* and *Skool Daze* – the benefit being that the Nintendo games are actually still fun to play. Of course for many a younger player this is all irrelevant but, because so very few people in the UK did actually enjoy Nintendo's salad days, the company has never enjoyed that solid backbone of hardcore stalwarts that it has elsewhere.



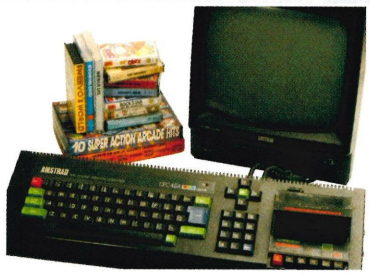
It's up there with the greatest good vs evil confrontations!

OF NDO





SEGA's marketing of the Saturn and Dreamcast made Nintendo look good!



Amstrad never quite broke the C64 and Speccy's 8-bit market monopoly.



While the rest of world bought SNESs, we bought Amigas.



Considered by many the Amiga's poor relation, we give you the Atari ST.

Although Nintendo lost some ground to SEGA's MegaDrive, in the wider world the next generation of consoles wars still ended up with Nintendo and the SNES triumphant. That Nintendo's victory at this time was not absolute though can be seen as the root of their current troubles. Already those fans from the NES days were that little bit older and more easily swayed by games that featured levels of violence and gore that Nintendo would never stoop to, but which could still be erroneously referred to as 'mature'. Nintendo's infamous decision to allow only green blood in the SNES version of the preposterously juvenile *Mortal Kombat* stands as a milestone in the public's perception of the company and perhaps one of the most obviously early instances of Nintendo's inability to market to an older audience.

If there's one single reason though, why there isn't a GameCube (or Nintendo 64) in every household in the world it's marketing. The mantra that Nintendo is 'rubbish at marketing' is now so often repeated it's taken as read by everyone bar the big N themselves. Although the issue is complex there is, like all oft repeated clichés, an element of truth to the complaint. Certainly when the chips were really on the table, when Nintendo had the most to loose or gain, during the 32-bit console wars, their marketing failed utterly. Despite the size of the company, Sony's success with the PSone was anything but an inevitability. Many pundits saw it as a fairly even three horse race with SEGA's Saturn edging out as the favourite. Once SEGA dropped the ball it was up to Nintendo to make the best of its late start which it did in rare form with launch title *Super Mario 64*, which was justly lauded as the best game ever. The marketing for both the console and the game was weak though with the reuse of humour free (or humour heavy, depending on how you want to look at it) American TV and cinema ads that managed to make Nintendo look both childish and amateurish and failed to show anything very much of the games themselves.

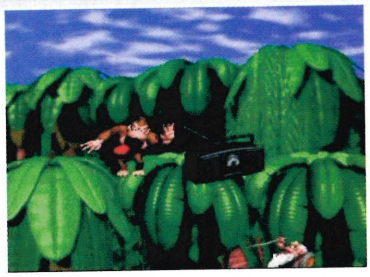
Events reached a nadir with the release of *The Legend of Zelda: The Ocarina Of Time* which quite ironically

"NINTENDO GAMES ARE ACTUALLY STILL FUN TO PLAY"



The Spectrum dominated the games industry for 10 years.

THE RISE AND FALL OF NINTENDO



It's 3D... oh hang on, no it isn't but it could be, couldn't it?



Mode 7 technology pushed the SNES way ahead of its contemporary rivals.



A Link To The Past is still arguably the greatest RPG ever crafted.



For many, SNES *Mario Kart* remains the definitve version.

managed to attach the worst, and most sexist, marketing campaign ever to the greatest video game ever created. "Whilst thou rescue the girl... or play like one?" ran the tagline, thereby immediately alienating 50% of the potential audience, with no doubt a similarly high percentage put off by the terrible TV and cinema ads that featured interminable footage of gurning American youths having their limbs contorted into knots, for reasons that are now thankfully lost to time.

These problems were compounded by constant changes in pricing, huge delays in the release of games from the US (over a year in the case of both *1080°* and *Excitebike 64*) that still managed to result in terrible PAL conversions (*Wave Race 64* is more than 25% slower than the NTSC versions and has such huge border it almost appears to be running in widescreen) and a general refusal not to admit it wasn't 1988 any more.

At the end of the day though the games, whenever they did appear, were impossible to fault. The holy trinity of *Super Mario 64*, *The Legend Of Zelda: Ocarina Of Time* and *Goldeneye* remain today three of the best games ever made. And despite carping at the time about a lack of other big titles, games like *Lylat Wars* (aka *StarFox 64*), *1080°*, *Wave Race 64*, *F-Zero X*, *Excitebike 64*, *Mario Tennis* and *Mario Party* still remain at the very top of the genres. Whatever their failings in terms of advertising Nintendo could still be relied upon to provide the very best in video games entertainment. A fact clearly not lost on as many people as naysayers like to make out since the Nintendo 64 still managed to make a sizeable profit for Nintendo (more, it's rumoured, than Sony ever did with the PSone) and sold over 28 million units worldwide – more than both the Atari VCS and SEGA MegaDrive.

All of which brings us to today and the enigma that is the GameCube. As we've seen Nintendo is commonly supposed to be reliable on two points: producing the best videogames in the world and supporting them with some of the worst marketing. (Although it's remarked on less often, its hardware has also always been superior and although the GameCube is the first time Nintendo has not had the most powerful console on the market their ability to produce a machine that can, on a good day, still match up to the much more expensive to produce Xbox is still worthy of some sort of accolade – a trophy, maybe of a man swinging a golf club).

But both these main two assumptions have taken a bit of a battering, not enough to banish them forever but certainly enough to create room for doubt. Firstly the marketing for the GameCube has so far been quite good, which might seem like faint praise but considering previous efforts and the curiously feckless efforts from Sony and Microsoft is actually some sort of minor miracle. That the American ad for *Super Mario Sunshine* paid ironic tribute to Mario's childish image must alone rate as some sort of coup. More recent efforts such as the naff live action *Metroid Prime* and *The Wind Waker* ads are less impressive but it seems in general that Nintendo's basic TV and print ads are now no more or less offensive than those of any other console.

When trying to analyse the quality of Nintendo's recent games output though it becomes difficult for most fans to remain objective. It is still true to say that nearly any Nintendo game

"WHILST THOU RESCUE THE GIRL... OR PLAY LIKE ONE?"



Yoshi's Island further established Nintendo as platform masters.



Dizzy, a star in his day, but not quite as enduring as Mario, eh.

Despite taking ages to load unreliable cassettes, we Brits preferred the C64 to the NES!

tends to be better than any other comparable title from another developer, but this doesn't necessarily mean that Nintendo's own high standards are being maintained.

The two most obvious comparisons to make are between *Super Mario Sunshine* and *Super Mario 64*, and between *The Legend Of Zelda: Ocarina Of Time* and *The Wind Waker*. The former has received an unparalleled amount of criticism for a major Nintendo release (despite failing to score less than 80% from any major review source) and for many is an identifiable low point not only in the GameCube's history but the whole of Nintendo's legacy. And yet there's a curious reverse double standards at work here where people are comparing the game not to its immediate competition, which it is clearly superior to, but to Nintendo's previous work. Yes, there are a couple of bugs and a few of the textures seems to be applied with all the skill of a blindfolded Carol Smilie but the real problem is that after the first few hours of pure Nintendo magic the game seems to run out of steam somewhat – repeating goals and levels with alarming rapidity and relying on cheap gimmicks like the collecting of blue coins to lengthen the game far past its natural life.

When people first decried *Luigi's Mansion* for, amongst other things its brevity, Nintendo announced that from now on it would purposefully be creating games that were shorter and that the average gamer would find easier to complete. And yet apart from *Pikmin* it's difficult to point to any of their titles where this policy has clearly come to fruition. Indeed the artificial lengthening of *Super Mario Sunshine* seems to suggest a U-turn – one that could only be achieved by the aforementioned cheap tactics and not by Nintendo's usual policy of giving a game as long a development period as it requires (the release of the Nintendo 64 was famously delayed because Shigeru Miyamoto did not consider *Super Mario 64* to be ready).

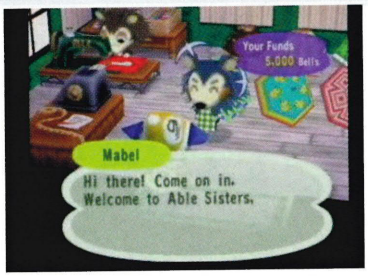
Although most observers consider *The Wind Waker* to not only be a superior game to *Super Mario Sunshine* but also a more worthy follow-up to its illustrious predecessors, those that have completed the game all comment that the earlier sections of the game seem to have significantly more attention lavished on them then the later ones... with the final, somewhat tedious, search for the eight pieces of the triforce appearing to have much the same purpose as the blue coins from *Mario Sunshine*: to lengthen the game



Sonic was all about the rush and helped the MegaDrive beat the SNES in Europe.



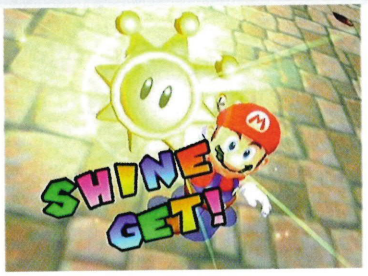
THE RISE AND FALL OF NINTENDO



***Animal Crossing*, hugely anticipated never even got a European GC release.**



***Luigi's Mansion* was fun, but not a console selling killer app.**



Nintendo needs to get more first party titles onto the shelves. Fast.



***SSBM* – beautifully simple or simply dull? You decide.**

with the least amount of effort on the part of the designers.

If we assume that Miyamoto and co haven't suddenly become work shy fops – and after over 20 years of unparalleled effort and results we can at least give them that – one can only come to the conclusion that internal Nintendo game development no longer has the freedom and lack of time constraints as it did, and that this is clearly having an effect on the output. After all, that Nintendo magic wasn't literally provided by the fairies it was all down to hard graft and in these days of increased competition it seems like Nintendo just can't afford to take its time anymore.

All of which is fair enough. Despite its enormous money pit Nintendo's cash reserves still pale in comparison to those of Sony and Microsoft, making it seem quite sensible to curtail some of Miyamoto's more excessive freedoms. Except the announced benefit of shorter games was supposed to be a more regular stream of releases and yet almost two years after the GameCube's release they have managed only four genuine first-party releases (*Luigi's Mansion*, *Pikmin*, *Mario Sunshine* and *The Wind Waker* – other titles such as *Super Smash Bros Melee* were produced by separate second-party teams) which considering how much extra development time they had from the end of the N64 to now seems a poor show.

But this is not the only puzzling aspect of their current plans. It's treatment of the Game Boy Advance, for example, seems extremely peculiar. It regularly outsells the PlayStation2 in both the US and Japan (although, as ever, never in the UK) and accounts for a far larger proportion of Nintendo's current profits than its home consoles. And yet, ignoring the numerous and by no means unwelcome SNES ports, the only first party games Nintendo have managed to produce in the entire time since the console was released in 2001 are *Mario Kart: Super Circuit* and *Metroid Fusion*.

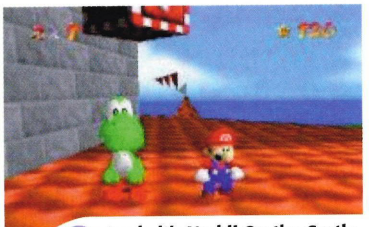
And let's not even get into the whole GBA connectivity debacle. After devoting most of 2003's E3 to showcasing *Pac-Man Vs*, *Tetra's Trackers* and *Four Swords*, *Pac-Man* became a free gift with copies of *R: Racing*, *Tetra's Trackers* was canned altogether and *Four Swords +* managed to get no higher than number five in the Japanese top ten before falling instantly into the great pit of gaming obscurity. Whether this will be enough to dissuade a company as bloody minded as Nintendo that the whole idea just isn't a goer, is not yet clear but one can only hope they'll give in and actually start to make some proper new GBA games. Of course what they're actually probably do is concentrate their efforts on the Nintendo DS, but what further strangeness we can except from that doesn't bare thinking about.

Apart from letting both the quality and quantity of their games slip Nintendo have also failed to make good on their promise to introduce of a number of completely new franchises to the GameCube. Bar *Pikmin* and *Luigi's Mansion* (which was surely never meant to be a franchise anyway) every major Nintendo first and second party release has been a sequel.

It's ironic though that other industry observers, those traditionally less enamoured with Nintendo, actually see this as good thing as the casual gamers are given more of what they know and understand and less of the unusual and experimental. How bad a problem we Nintendo fans might consider this to be is largely irrelevant. This isn't about the

"NINTENDO MAGIC WASN'T LITERALLY PROVIDED BY THE FAIRIES"





Look, it's Yoshi! On the Castle roof! Hello little maaaaate!





Despite scepticism *The Wind Waker* turned out to be a true classic.



Mario Sunshine on the other hand never achieved the heights of *Mario 64*.



Now there's a match-up we could only have dreamed of 10 years ago.



Here's to the future. We're right behind you all the way, fella!

battle for Nintendo to regain the top slot in the console world anymore, it's about them staying in business and having the money and influence to produce great new games – even if that greatness is slightly diminished. Perhaps we UK fans even have it better than others since our view of Nintendo has a slightly less rose-tinted glow about it and so each new game can be judged more properly on its own merits and not seen merely as a homage to some decade old predecessor.

THE EMPEROR'S NEW GAMES

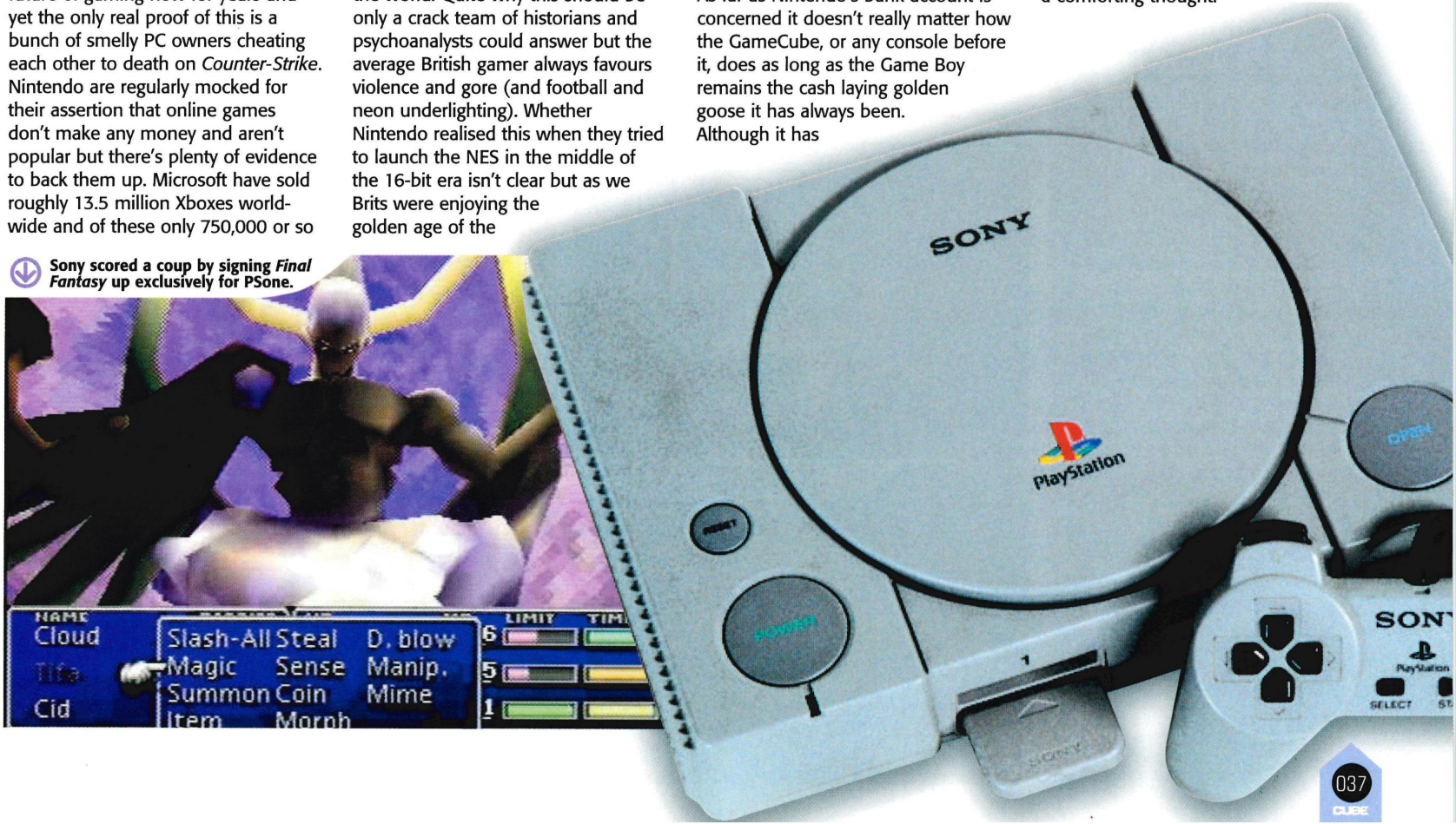
We've been told that online is the future of gaming now for years and yet the only real proof of this is a bunch of smelly PC owners cheating each other to death on *Counter-Strike*. Nintendo are regularly mocked for their assertion that online games don't make any money and aren't popular but there's plenty of evidence to back them up. Microsoft have sold roughly 13.5 million Xboxes world-wide and of these only 750,000 or so have actually signed up to use Xbox Live. Which means that only six percent of people that bought a Xbox actually thought it was worth taking advantage of it's one, and pretty much only, killer app. Considering the huge amount of money Microsoft have thrown at the concept its little wonder Nintendo don't consider it worth the effort. No wonder too that Sony have taken a much more *laissez faire* attitude towards the whole concept...

GAMING IN THE UK

It's an uncomfortable fact to face, but the UK has one of the narrowest and most violent tastes in video games in the world. Quite why this should be only a crack team of historians and psychoanalysts could answer but the average British gamer always favours violence and gore (and football and neon underlighting). Whether Nintendo realised this when they tried to launch the NES in the middle of the 16-bit era isn't clear but as we Brits were enjoying the golden age of the Amiga and Atari ST the appearance of the NES went barely noticed. In fact we've always been peculiar with our choice of games machines with the dominance of the Spectrum, Amiga and MegaDrive flying in the face of the preferences of the rest of the world. The problem with Nintendo is that they've ended up with the thin edge of the wedge each time and since they've never really been able to count on the huge nostalgia factor for their titles, which they enjoy in America and Japan, they're constantly on the back foot.

SONY STRIKES BACK

As far as Nintendo's bank account is concerned it doesn't really matter how the GameCube, or any console before it, does as long as the Game Boy remains the cash laying golden goose it has always been. Although it has little to fear from Nokia and the N-Gage, Nintendo must be quaking in their boots at the prospect of Sony's forthcoming PSP console. With graphics that seem to be on a par with the PS2, DVD quality movie playback and who knows what else this looks like the first genuine bit of competition for the GBA. Nintendo might be saved by the cost of the thing though, which seems likely to be far in excess of the GBA SP or even the Nintendo DS, but with their portion of the home console market travelling in ever decreasing circles the thought of having the portable market whisked from under them cannot be a comforting thought.



Sony scored a coup by signing *Final Fantasy* up exclusively for PSone.

PREVI3W

Your definitive guide of what to expect from E3 2004

LADIES AND GENTLEMEN, the Electronics Entertainment Expo is upon us. Every year developers, publishers, games journalists and the mainstream press gather for three days at the world greatest gaming event. They come, they eat, they drink, they party... but more importantly, they get to see and play the very finest games on offer.

Every year Nintendo has by far the most monumental stand at the event and we have no doubts that this year will be no exception. Indeed, E3 '04 could be one of the biggest we've ever seen. If Nintendo is intent of backing the Nintendo DS to the extent we think it is, it's going to need an entire stand just for the little two-screener and whatever games Nintendo has up its sleeves. Then there's the batch of new GameCube titles that seems to be getting larger by the day. Yup, we're in for a treat this year, that's for sure.

Before next issue's mammoth E3 extravaganza, here's a list of the games we're most looking forward to playing, and well as the definitive list of this year's participants...

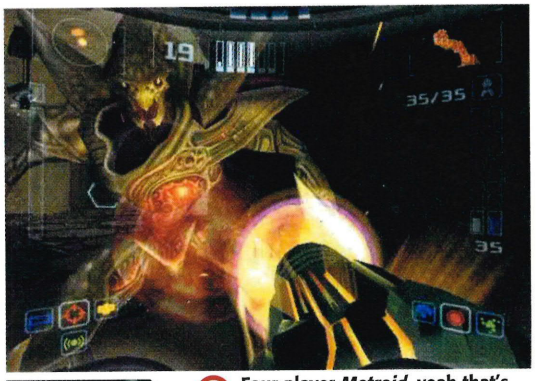
METROID PRIME 2

SURE FIRE ATTENDEE #01

STATUS: PLAYABLE!

Will it be GameCube? Won't it be GameCube? Both Retro and Nintendo have been giving out mixed messages, but now we know that it will be released on GameCube, and will most likely hit the shelves this November. The best news is that it will be playable at E3, and will probably be one of Nintendo's most important titles of the year. Why? It's not just because the original was a system seller, but also because *Metroid Prime 2* is likely to be the showcase title for Nintendo's mysterious new GameCube peripheral. Oh, and don't forget about the four-player mode...

In the meantime, start dreaming about multiplayer *Metroid*. Mmmm... sweet.





Four player *Metroid*, yeah that's right – four. Hopefully...

RESIDENT EVIL 4

SURE FIRE ATTENDEE #02

STATUS: PLAYABLE!

We're going to let you into a secret. As we speak we have playable code of *RE4* in the office, but we're not allowed to tell you about it just yet. Hopefully Capcom won't see this little bit...

An all-new version of the *RE4* code will be on show at E3, and hopefully the fact that's it going to be playable will silence the critics who are saying that there's no way the GameCube is running those graphics in real-time. Capcom really has mastered the hardware, and *RE4* could well steal Samus' thunder in the drop-dead gorgeous stakes.



What's scarier – zombies or red necks? Definitely red necks. New pants please.

TIMESPLITTERS 3

SURE FIRE ATTENDEE #03

STATUS: PLAYABLE!

Everyone, Free Radical included, said that it wouldn't happen for a long time to come, but it's amazing what the offer of an awful lot of money and fantastic distribution can do. EA has charged the Nottingham-based development house with creating the sequel to the multiformat arcade shoot-'em-up, and it will be at E3 in force. Admittedly it will probably be more of the same, but new characters, levels and weapons are reasons enough to have us chomping at the bit. With EA on the case this will no doubt top the charts all over the world.



No official shots just yet, but you know roughly what to expect don't you? A barrel of laughs is assured.

KILLER 7

SURE FIRE ATTENDEE #04

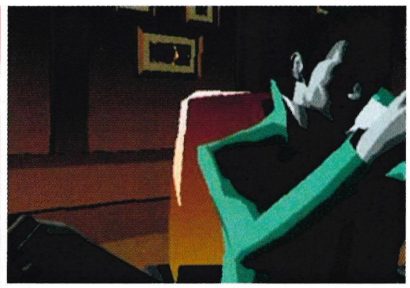
STATUS: PLAYABLE!

No? Can it really be true? Will Kobayashi-san finally let the world actually play this stylish shooter? Well, Capcom kind of has to really doesn't it? There's only so much hype a game can build up, and inquisitive gamers the world over are starting to get a little bit suspicious. Why won't Capcom let us play it? The waiting is over though, and in a few short weeks we'll know exactly what Capcom and Grasshopper have been up to for the past 18 months.



The lack of information and playable code kind of makes you worried – it might turn out to be crap. Nah, it won't...





...Capcom is too professional to force some tripe down your spine via your thumbs.

Just no one ever mention *Everblue 2*, the daft scuba 'simulator'...

GOLDEN SUN GC

SURE FIRE ATTENDEE #05

STATUS: ROLLING DEMO

We'd almost forgotten about this completely. A long while back the president of Camalot mentioned that as soon as *Golden Sun 2* was finished, work would begin apace on a GameCube sequel. With the developer's prior experience with the hardware (*Mario Golf* and *Mario Tennis*) the game will definitely be technically sound. Going by previous *Golden Sun* games we can also be sure that it will be a great wee RPG... which in our books means we should all be very excited. It's certainly not going to be in English though, so Nintendo will only be showing it in video form.



WIND WAKER 2

SURE FIRE ATTENDEE #06

STATUS: UNKNOWN...

We're not sure what's happening with this one, and recent comments from NCL have made its status even more vague. Last year Miyamoto-san promised us that the game was using a similar graphical style to *Wind Waker* and would be at this year's E3. Just recently though, the game appeared on a *Zelda* sales chart with a '2XXX' release date. This suggests that the game isn't nearly as finished as we would have hoped, and also suggests that the game won't be playable. It may well be that Nintendo chooses to showcase it at the pre-E3 press conference, and then run a rolling demo at the show.

STAR FOX 2

STATUS: FINISHED!

SURE FIRE ATTENDEE #07

Namco has been working on this for at least 18 months now (it was announced towards the end of 2002), and it's been a whole 12 months since we've seen anything on the game. With the title set for a summer release in Japan, the E3 code should be nearly finished.

We have a sneaking suspicion that this will blow us away. We weren't overly impressed with the version we saw at last year's E3, but the potential was there, and Namco will have spent the last year building on that.



Swoosh! Get ready for some Lylat Wars style action. "I got bogeys all over me."



Nothing quite like a frog's backside, that's what we always say...

GEIST

STATUS: PLAYABLE!

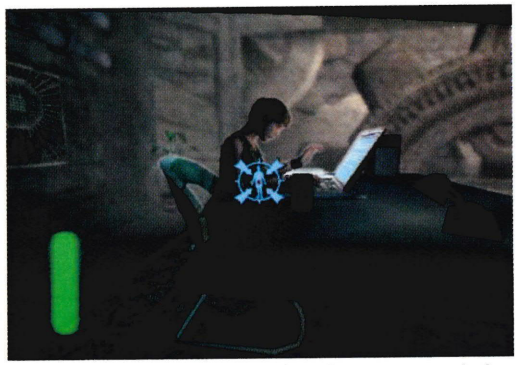
SURE FIRE ATTENDEE #08

Shortly after E3 '03 we managed to get our mitts on some new shots of this possession-'em-up, which looked significantly better than the E3 shots. Since then though we've heard nothing. Rumours abound that Retro has been helping out N-Space to get some really cool elements up and running, and this would make a lot of sense.

The general idea behind this game is a very exciting one, but with *Second Sight* and *Metroid Prime 2* set for Q3 and Q4 respectively, Nintendo may opt to hold this back until next Easter.



It's been a whole year since we've seen anything new on this possession-'em-up title.



Walk around, target someone and assume control of their body. There are bound to be limitations.

WHATEVER HAPPENED TO...

Missing in action, or just lurking in the background?

There are a good few titles that we've been hanging on for, and that haven't appeared on the current E3 lists. Obviously being in the position that we're in, we do get to hear about many of the games that will turn up, and worryingly there are some that aren't on this list. It doesn't mean they won't be there (Nintendo always holds some stuff until the last minute), but it does make you worry.

MARIO 128

Miyamoto-san promised that this would be shown at E3 '04, and that it would truly push the genre forwards in a way that *Mario Sunshine* didn't. Mumblings from NOA indicate that while the game was in the early stages on GameCube, it might not actually appear for this generation at all. The GameCube sorely missed a defining *Mario* title at launch, and it may well be that the game is being reworked and held back for N5.



Nope, no new *Mario* game here. It's N5 bound, see?

PILOTWINGS

With Factor 5 recently announcing that is will not be releasing any more current generation titles, it seems quite obvious that *Pilotwings* will be an N5 launch title. Sob, but yay all the same.



We feel relaxed just thinking about it...

NINTENDO DS

STATUS: PLAYABLE!

This is the biggie. Nintendo will have at least two out-of-this-world games that have been purpose-built to highlight Nintendo's brainwave handheld. Of that there is no doubt. There will be an entire section of Nintendo's stand dedicated to around 20 Nintendo DS pods and a huge video screen showcasing the unit's strengths. No more guessing, no more dreaming and no more mock-ups. Next issue we will have REAL pictures and hands-on impressions. Oooohh... our palms are all sweaty just thinking about it.



Soon we'll know what the DS actually looks like.

SURE FIRE ATTENDEE #09

THAT PERIPHERAL

STATUS: SEE IT IN ACTION!

SURE FIRE ATTENDEE #10

What on earth is it that Nintendo has in store for the GameCube!? Whatever it is, Nintendo seems to think it will extend the life of the GameCube by a good few years. It can't be a peripheral in the regular sense of the word. It isn't a joypad, or a VR unit, or anything like that. It can't be. It needs to be something that developers will want to use, and will be able to incorporate into games that they are already working on. All of which leads us to believe that it's something to enhance the machine's tech specs. An N64-style Expansion Pak maybe?





Consoles can always do with more memory. Could this be the new add-on?



The GC already has the GBA link-up device, so it probably won't be along these lines.

DON'T FORGET...

E3 2004 kicks off in LA on Wednesday 12 May. The Nintendo conference takes place the day before that, and that's when we'll start covering all the latest Nintendo developments on TotalGames.net.

For all the breaking GameCube, GBA and Nintendo DS news, log onto www.totalgames.net on Tuesday 11 May. You'll be there if you know what's good for you, just you wait and see.

TOTAL GAMES .net

www.totalgames.net

SILICON KNIGHTS PROJECT

SK president Denis Dyack has hinted several times that their next project will be another Konami collaboration, or rather a Kojima-san collaboration. He has gone on record as saying that if the two teams work together again, it will be on a completely original project. The second team at SK has been working on something since the launch of ED (though all hands were brought on deck for the final few months of *Twin Snakes*), so it's highly likely that we will see at least a video of what they have in store. However, with the recent change of status, we have no idea whether or not it will be a GameCube game.



Don't let the door hit you on the way out.

GAME ZERO

UK-based Zoonami has been beavering away on a mystery title for the best part of four years now. There must have been a last minute change of plan to stop whatever it was being unveiled at the last E3, but this time it will be there. In typical Nintendo developer style, Zoonami won't talk to us lest Nintendo presses the big red button.

IT'S ALL HERE!

The definitive list of every GameCube game that has been announced for E3

GAME	PUBLISHER	GENRE
DIGIMON BATTLE ARENA 2	Atari	Action
DIGIMON WORLD 4	Atari	Action
ZOIDS: BATTLE LEGENDS	Atari	Action
CALL OF DUTY	Activision	Shoot-'em-up
SHARK TALE	Activision	TBA
SHREK 2	Activision	Platform Adventure
SPIDER-MAN 2	Activision	Adventure
TRUE CRIME II	Activision	Shoot-'em-up
KILLER 7	Capcom	Shoot-'em-up
MEGAMAN ANNIVERSARY COLLECTION	Capcom	Shoot-'em-up
MEGAMAN X COMMAND MISSION	Capcom	RPG
RESIDENT EVIL 4	Capcom	Survival Horror
VIEWTIFUL JOE 2	Capcom	Beat-'em-up
HOMELAND ONLINE	Chunsoft	RPG
CATWOMAN	EA	Action
DEF JAM VENDETTA 2	EA	Shoot-'em-up
GOLDENEYE 2	EA	Shoot-'em-up
HARRY POTTER	EA	Adventure
MADDEN NFL 2005	EA	Sport
MVP BASEBALL	EA	Sport
NASCAR THUNDER 2005	EA	Racing
NBA LIVE 2005	EA	Sport
NHL 2005	EA	Sport
SSX4	EA	Sport
TIGER WOODS 2005	EA	Sport
TIMESPLITTERS 3	EA	Shoot-'em-up
SECOND SIGHT	Free Radical	Adventure
THE MOVIES	Lionhead	Simulation
UNITY	Lionhead	Rhythm
BATEN KAITOS	Namco	RPG
RIDGE RACER 6	Namco	Racing
STARFOX 2	Namco	Shoot-'em-up
TALES OF SYMPHONIA	Namco	RPG
TALES OF LEGENDIA	Namco	RPG
HARVEST MOON WL2	Natsume	RPG
CUSTOM ROBO	Nintendo	Shoot-'em-up
DONKEY KONGA	Nintendo	Rhythm
FIRE EMBLEM	Nintendo	RPg
GEIST	Nintendo	RPG
GIFTPIA	Nintendo	RPG
GOLDEN SUN	Nintendo	RPG
LEGEND OF GOLFER	Nintendo	Sports
MARIO PARTY 6	Nintendo	Puzzle
MARIO TENNIS	Nintendo	Sport
METROID PRIME 2	Nintendo	Adventure
PAPER MARIO 2	Nintendo	RPG
PIKMIN 2	Nintendo	Adventure
WIND WAKER 2	Nintendo	Adventure
ZELDA: FOUR SWORDS	Nintendo	Adventure
SUPER MONKEY BALL 3	SEGA	Sport
VIRTUA FIGHTER: CYBER GENERATION	SEGA	Adventure
WWE DAY OF RECKONING	THQ	Sport
BROTHERS IN ARMS	UbiSoft	TBA
FAR CRY INSTINCTS	UbiSoft	Shoot-'em-up
PRINCE OF PERSIA 2	Ubisoft	Platform Adventure
SPLINTER CELL: PANDORA TOMORROW	UbiSoft	Stealth Adventure
GHOST RECON 2	UbiSoft	Shoot-'em-up
STARCRAFT: GHOST	Vivendi	Stealth Adventure
PILLAGE	Zed Two	Tactical

DID YOU KNOW... THERE'S A SWEET TWO-PLAYER MODE IN THE XBOX VERSION

Ping! What was that?







CUBE

INFORMATION

SPLINTER CELL: PANDORA TOMORROW	
PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	CANADA
GENRE:	STEALTH ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

Q2 '04 | TBA | Q2 '04

A BIT OF PREVIOUS



BG&E
GAMECUBE

PRINCE OF PERSIA: SOT
GAMECUBE

BIG AIR FREESTYLE
GAMECUBE

00:37:34

SPLINTER CELL: PANDORA TOMORROW

THE COMPANY LINE

"THE SONY ERICSSON P900 IS THE ULTIMATE COMPLEMENT TO HELP SAM COMPLETE HIS MISSIONS"

UBISOFT PRESS RELEASE

CUBE BACKATCHA

If stuck he can phone a friend? "Hello Snake, yeah it's me..."

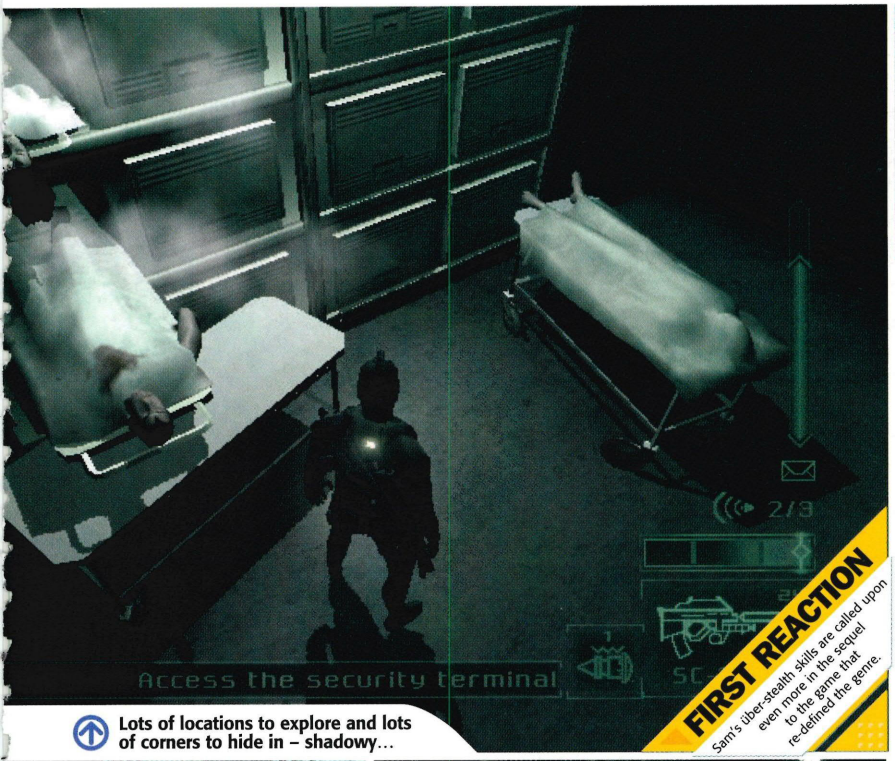
Oh just Sam's night-vision goggles warming up

METAL GEAR SOLID vs *Splinter Cell*. Ooh that's a toughy. *MGS* was there first, but *Splinter Cell* usurped it in a very quiet, almost bloodless coup. Then Snake hit back with *The Twin Snakes* incorporating all the new moves from *MGS2* with a heavy dose of way-cool cut-scenes. Will Sam be laid unconscious with some comedy rotating stars over his head? Doubt it.

You've read the In-depth, the Up-front, you're now on to the preview and the only big, new, exciting thing we can tell you is that there will be no LAN or two-player mode! Oh. Sorry that's not exciting, it's down right anti-climatic.

For what seems like flipping ages the CUBE team has had to put up with reviewing games on the small telly because the XBM lads have been sneaking and blasting, laughing and swearing, playing against each other and TAKING UP THE TWO BIG TELLYS! But from what we saw it looked really good and didn't need to use Live, they linked the Xboxes together – just like the GameCube's LAN. Grrr.

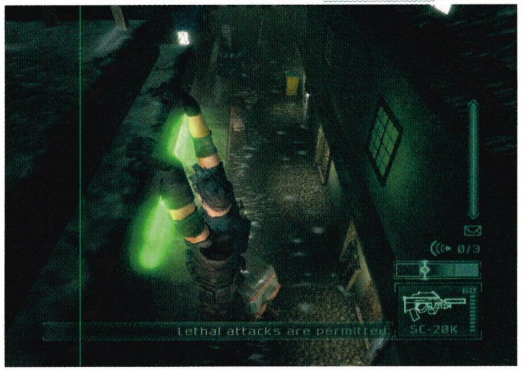
What the GC does get is a pretty sweet connectivity (stop laughing) feature. Plug in your GBA (SP hopefully, but the dark screen of the original might be a bit more stealthy) and you are presented with a 2D help system. This will show enemy activity on the level and, if things go to plan, let you set traps that can then be activated by the GBA.



FIRST REACTION
Sam's über-stealth skills are called upon even more in the sequel to the game that re-defined the genre.

Lots of locations to explore and lots of corners to hide in – shadowy...





"You alright mate?" "Ooo my back, my back and my neck."

Thinking about this it might be kinda cool to stick your GBA to your arm with some sort of sticky tape, then you'll feel all gadgety just like a proper spy, until you rip all your arm hair off.

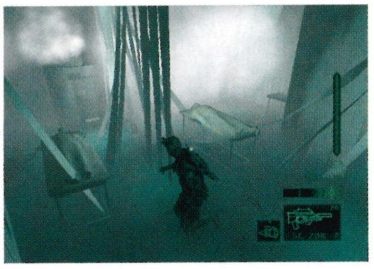
Thinking about it a bit more it might totally defeat and negate the tension of the game. What's the point of treading carefully if you already know where the enemies are?

Okay it's only one thing GameCube owners are missing, it's still a pretty big 'one thing', but there is main game and all of Sam's new moves to play with – the Half Split Jump, the SWAT Turn, the thing where he dangles off a pipe... and all the improvements over the original.

It might even beat *The Twin Snakes* as the best stealth game on the GameCube. No silly crawling nonsense, but an actually useful on-his-honkers quiet way of moving. No extended cut-scenes or Codec moments, there are mission updates during each level. And no cod-philosophy about the state of the world or being told how to live your life by a genetically created soldier. Just the tense knowledge that moving into the light is not always the best idea, or that sometimes the best way through is over and possibly one of the coolest/most annoying noises in the world – when Sam snaps down his night-vision goggles.

To say we're looking forward to *Pandora Tomorrow* is an understatement – we're looking forwards, backwards, in the air vents, under the fridge and behind the couch – just getting some practice in before the still unconfirmed release date. CUBE

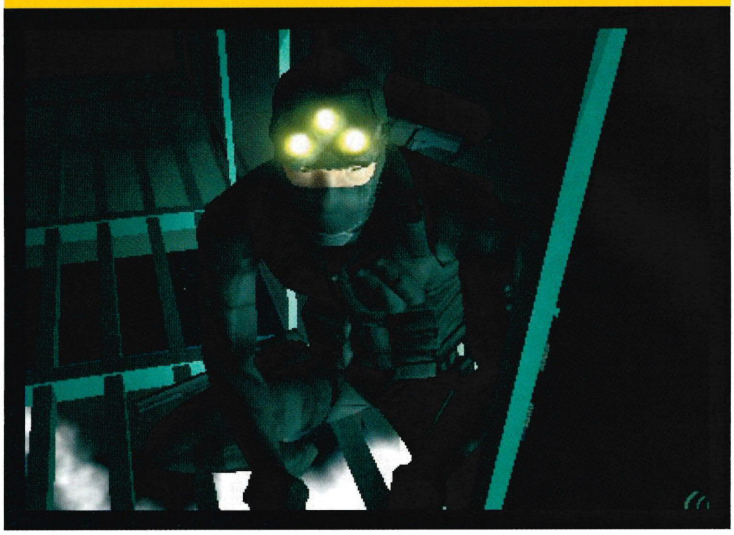




BLINDED BY THE LIGHTS

THE MYSTERY OF THE EERIE GREEN GLOW

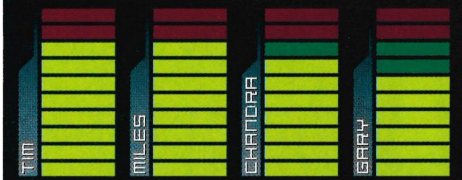
Now correct us if this is wrong, but Sam's night-vision goggles give his position away. That green glow they give off and the ping noise they make when turned on (heh heh) would surely attract attention. They stay on even when he's not using them. He might as well play the new Streets album and maybe add a few light filters to get a crazy disco vibe going on while he's spying. And what about moths? In the jungle areas there would be lots of psycho moths dive-bombing his head, and all the swearing he's bound to do is just going to get him shot in the head.



"WILL SAM BE LAID UNCONSCIOUS WITH SOME COMEDY ROTATING STARS OVER HIS HEAD?"

CUBE EXPECTATIONS

PANDORA TOMORROW-ISH



- ⊕ Much better than the original
- ⊕ Developed separately for the GC
- ⊖ Lots of waiting
- ⊖ No two-player or LAN

■ So no two-player modes then? Ah bugger. No that's fine, GameCube owners are singular obsessives who don't want to play with friends and have to cheat to get through games. Yeah, right! C'mon Ubisoft, we love you, we bought *BG&E* and *POP*. Give *us* the goods, not those casual wannabies.

CUBE INFORMATION

SAMURAI JACK: THE SHADOW OF AKU

PUBLISHER:	SEGA
DEVELOPER:	ADRENIUM GAMES
ORIGIN:	US
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TBA TBA TBA

A BIT OF PREVIOUS

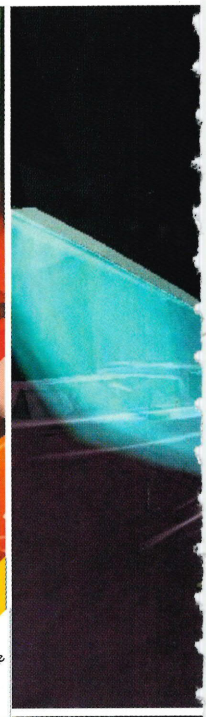
SONIC HEROES
GAMECUBE

PUYO POP FEVER
GAMECUBE

SUPER MONKEY BALL 2
GAMECUBE









SAMURAI JACK: THE SHADOW OF AKU

Cartoon Network's mystic hero slashes his way onto the GameCube





IF YOU'RE ANYTHING like us, then you've probably spent a large portion of your life sat in front of the idiot box watching the Cartoon Network. If you're not then you might be wondering why such sophisticated and intelligent adults, such as ourselves (ahem), would be wasting our time watching kiddies programs. The simple answer is *Samurai Jack*.

The Emmy-award winning series (yes, you heard us, Emmy-award winning. So we're not retards, ok?) has become a huge hit both here and across the pond, with over two million people tuning in for each episode, and now Amaze's development studio Adrenium Games is giving us the opportunity to relive Samurai Jack's trials and tribulations on our consoles.

For those of you who haven't heard of old Sammy boy then here's a brief update. When Samurai Jack was just a wee nipper, a malevolent shape-shifting wizard named Aku conquered his land. Samurai Jack was sent away to study the Bujitsu code, the ancient rules of the Samurai, and trained with Tibetan Monks, Italian scholars and Greek philosophers to become the ultimate warrior. Aku learnt of Samurai Jack, and fearing that he might be overthrown, sent him thousands of years into the future where Aku has taken control of the world.

Samurai Jack: The Shadow Of Aku, a basic action platformer that combines

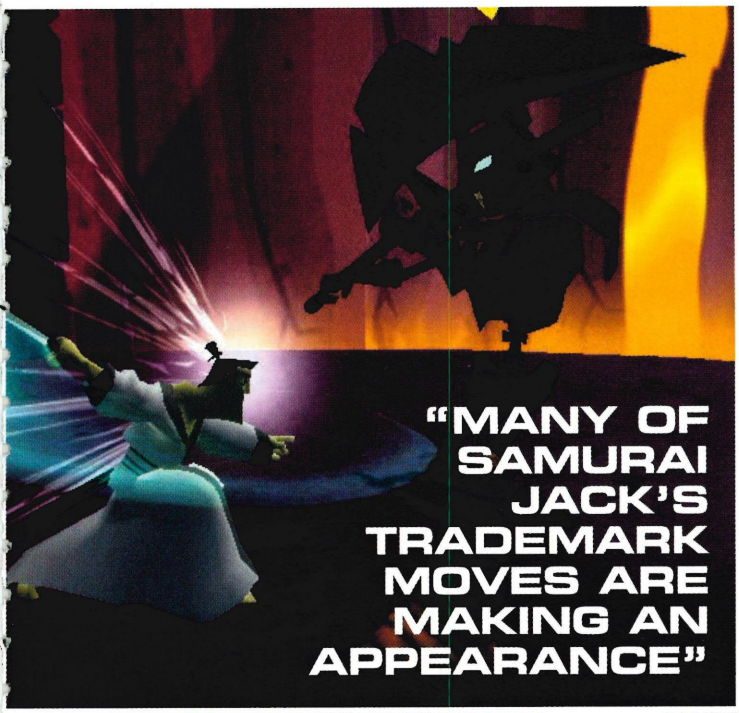
THE COMPANY LINE

"SAMURAI JACK, AN EPIC ADVENTURE FROM ONE OF CARTOON NETWORK'S GREATEST STORYTELLERS GENNDY TARTAKOVSKY"

SEGA PRESS RELEASE

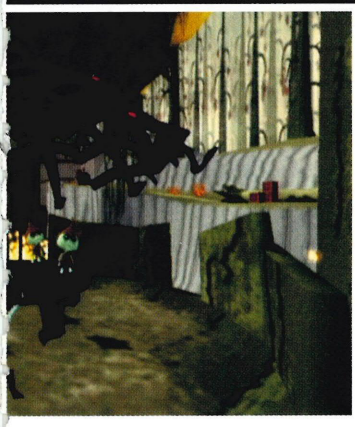
CUBE BACKATCHA

Didn't he also do the *PowerPuff Girls*?



The Samurai way is about respec', ninjas don't care about respec'.

If he was a ninja he'd flip out and commit sepeku with a Frisbee.





beat-'em-up fighting with puzzle solving elements, follows Jack's journey through the strange new world in search of the mystical time-portal that can return him back to his own era, where he intends to prevent Aku from gaining control. His quest shall take him to a range of locations, such as burning villages, huge forests and even the Aku City.

During his stay Jack also encounters a variety of colourful characters including his friend the Scotsman and his arch nemesis Mad Jack, as well as the villagers that Samurai Jack must rescue from the clutches of Aku's evil minions. These villages can offer their services in finding the porthole or give Jack weapon upgrades, such as a flaming sword, so he can do some serious ass-whoppin'. Thanks to a close relationship between Adrenium Games and the show's creator, the game shall be as close to the cartoon as possible. We're already happy to report that many of Jack's trademark moves are making an appearance, so *SJ* fans should be pleased as punch. They have enlisted the show's vocal talents, including Phil La Marr who voices the illustrious Samurai Jack.

The only potential disappointment we can see is the graphics. It appears that Adrenium is not going for the cel-shaded look that we anticipated but is using rather simple textures to create the cartoon feel. Also, the enemy AI seems incredibly simple, and it seems unlikely that this is going to be changed by the time the final code comes out since its near enough finished already. Still, the average *Samurai Jack* fan is younger than we are, so it's probably not going to matter too much.

CUBE

BUJITSU TIME

IF YOU COULD TURN BACK TIME...

Samurai Jack is gifted with a wide range of cool moves, which he can enhance by collecting Combo scrolls or purchasing Power-ups with the collected artefacts. But Jack has another nifty trick up his sleeve – Zen power. This power enables Jack to slow down time, giving him the opportunity to get out of trouble or set-up a totally pumped-up combo that'll kill those minions in one swift move. It's particularly useful when facing enemies that can only be attacked from behind (ooo-er, missus). However, doing this drains your Zen power, so make sure you keep your Zen meter constantly topped up.





As cool as Jack is we wish he was a ninja. Ninjas can kill anyone they want! Totally sweet.

Ninjas cut off heads ALL the time and don't even think twice about it. Totally awesome.

CUBE EXPECTATIONS

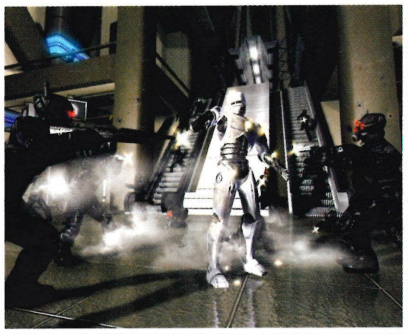
A COLOURFUL PLATFORMER FOR JACK FANS

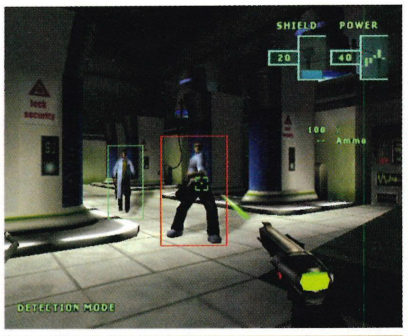


- Original voice actors
- Loads of combos
- Too simple
- Not cel-shaded

■ When the show is so popular, the game can never live up to it, but at least they should try. That said, *Samurai Jack* should still offer plenty of fun, with a mixture of simple puzzles and beat-'em-up action that should entertain *Samurai Jack* fans of all ages, except ardent ninja fans of course. Where's our shurikens?









See these fancy pics? Them's renders, the others aren't.





CUBE INFORMATION

ROBOCOP

PUBLISHER:	AVALON
DEVELOPER:	TITUS JAPAN K. K.
ORIGIN:	JAPAN
GENRE:	SHOOTER
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TBA | OUT NOW | TBA

A BIT OF PREVIOUS



TOP GUN COMBAT ZONES
GAMECUBE

BARBARIAN
GAMECUBE

SAFARI JOE
GAMECUBE

THE COMPANY LINE

"ROBOCOP FEATURES A HUGE RANGE OF WEAPONS, INCLUDING THE BERETTA, ROCKET LAUNCHER AND MANY OTHERS."

TITUS PRESS RELEASE

CUBE BACKATCHA

How's all that going to fit in his thigh holster?

There will be trubble

ROBOCOP

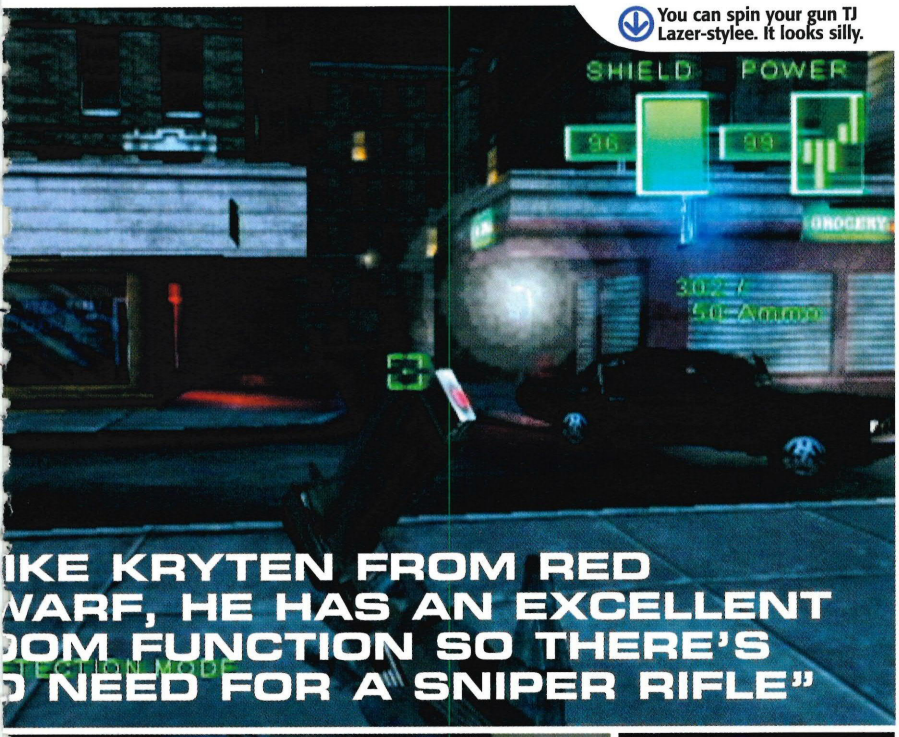
Dead or alive you're staying in your box

IF YOU IGNORE everything that came after the first movie then Robocop is still cool. If you remember about the TV show, the cartoon, the toys, the side scrolling platformers and the numerous made-for-TV movies then you might, like us, have renamed him Robo-splob. It is not known how this moniker came about but it more that aptly sums up a great character's fall from the gritty action hero he once was to the kiddie-friendly Saturday-afternoon puerile TV-fodder he is today.

Anyhoo OCP (Omni Consumer Products), they own everything, are up to their nefarious tricks (again). This time a huge super computer has been created from human tissue and state-of-the-art technology, gangs are pedalling their new drug Brain Drain and you get to play as the big clanky cyborg.

After all those platformers (even though the fact is: Robocop can't actually jump) there is only one way this could go – the First Person Shooter. Yeah! You've got groovy green lines and boxes to highlight each of the 30 different enemies for you to shoot. You've got six different weapons with two types of fire. And you've got Robocop now saying: "Oh yeah," whenever he gets a headshot in. Oh yeah? What? He never said that in his artificially extended life! Oh well.

Then there are the various locations (or Universes as the press release bizarrely calls them) such as the Bronx, the City Dump, Foundry, Cathedral, MIND cache, Offshore Platform, MIND HQ and the OCP Tower. So expect lots of brown and dark colours. Don't worry though, being a cyborg Robocop has thermo-vision, actually make that crazy-disco-lighting vision. Yes, it helps you see through walls and pick off hidden enemies, but it looks just so damn freaky all glowing and going through a spectrum of colours. Also, like Kryten from *Red Dwarf*, he has an



You can spin your gun TJ Lazer-stylee. It looks silly.

IKE KRYTEN FROM RED WARF, HE HAS AN EXCELLENT OOM FUNCTION SO THERE'S O NEED FOR A SNIPER RIFLE"

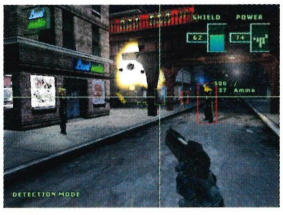


FIRST REACTION

Robocop has been watered down over the years, but this could be his time to shine.



ED-209 – the best crap robot in the world ever...



Detection Mode highlights the targets and pick ups.

excellent zoom function so there's no need for a sniper rifle. Woo. You can also disarm and arrest people, a bit like in *Judge Dredd: Dredd Vs Death*, then they vanish before your cybernetic eyes which is very unsettling.

While on a mission you are radioed various sub missions, a popular one seems to be arresting a drunken bum who promptly falls over when confronted – a bit like Miles after two pints of 'lager top'.

So all you *Robocop* fans and FPS addicts had better be panting in anticipation because this is going to be one mediocre shooter that might sell less than *Red Faction 2*! Or *Defender*!

Sorry, this has come over kind of sarcastic, it's just we've been playing finished code of *Serious Sam: Second Encounter*, an FPS that is damn good fun to play. But hey, you know the score (probably around 6.0 when we review it next month), you don't want us wittering on like some hyper-active children's TV presenter, reading from an auto-cue and smiling just that bit too much. Nah straight-up, down-the-line honest previews are 'in'. Robocop is 'out' and we'll be very surprised to see this released over here.

CUBE – we don't build things up just to knock them down, we stick the boot in first.

DEAD OR ALIVE YOU'RE COMING WITH ME

YEAH YEAH, WHATEVER...

In the abysmal TV show spawned from *Robocop 3*, Robo faced such enemies as Pudface Morgan and the evil Dr Cray Z Mallardo (clever, eh?). He even had a cute kid as a sidekick called Gadget or Widget or Thingy-ma-jig or something. Anyway it only lasted one and a half seasons. Next there were all those *Prime Directive* TV movies which were shown on Sky a lot last year. And there's the cartoon *Robocop: Alpha Commando*. All this just goes to show how evil marketing people can be. The first film was one violent piece of work and just because there's a quick buck to be made from action figures they make it into a children's cartoon. Bill Hicks had someting to say about the sort of marketing people responsibe for this kind of thing...



It's a shame that a good character can be dragged down in such a trite manner.

Listen to this man, he's dead like but you might still learn a thing or three.





CUBE EXPECTATIONS

YOU CALL THIS A GLITCH?



- ⊕ There are 'funny' ads on the loading screen
- ⊕ It mightn't be released over here
- ⊖ Slow walking (stomping) speed
- ⊖ Controls need changing at the main menu

■ Like *Judge Dredd*, this will only appeal to those who love Robocop, first person shooters and mediocre games. We're not holding our breath for a UK release because we might die. We don't want that, we hope you don't want that – apart from that girl in this month's Viewpoint who issued a death threat on Gary.

WORLD CHAMPIONSHIP POOL

CUBE INFORMATION

WORLD CHAMPIONSHIP POOL	
PUBLISHER:	JALECO
DEVELOPER:	BLADE INTERACTIVE
ORIGIN:	UK
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

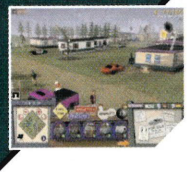
Q2 '04 | TBA | Q2 '04

A BIT OF PREVIOUS

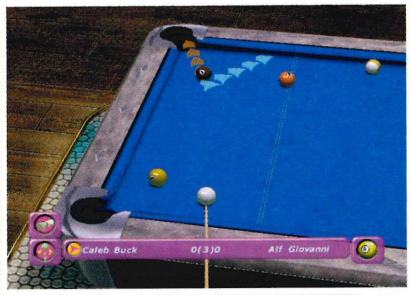
GOBLIN COMMANDER
GAMECUBE

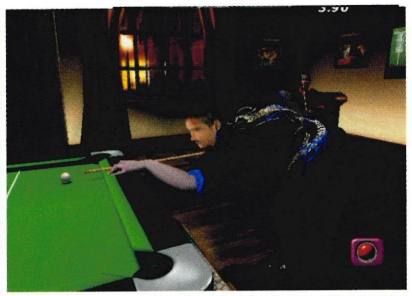
SUPER BUBBLE POP
GAMECUBE

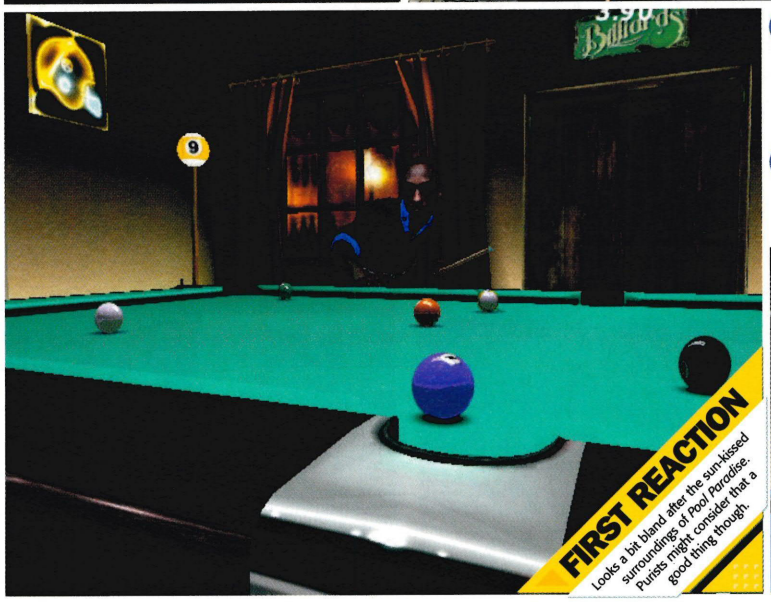
TRAILER PARK TYCOON
PC





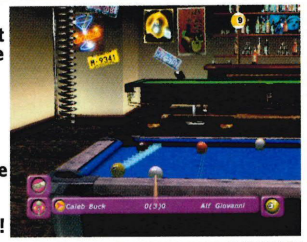


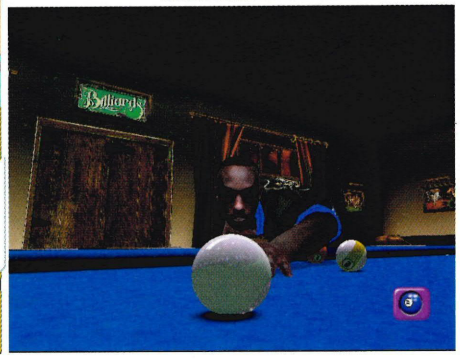




The blue baize is a bit harsh on the eyes, don't you think?

The fog is clearing. I see a tall, dark stranger ...oh, it's me!





WCP hit PS2 and Xbox to good reviews and now the GameCube is gonna get it's second bite of the pool cherry

THE FAVOURITE SPORT of men who like to drink beer is about to make its second appearance on the GameCube in a matter of a couple of months. Avoiding the obvious bus references, let's just say if you've been feeling the lack of GC pool games like a hole through the heart then this, friends, is your lucky day. We lost Tim and Gary to *Pool Paradise* for a good few days last month but if you thought that was going to be it on the potting front, think again.

The big selling point of Archer Mclean's game, aside from the flawless ball physics perfected over 10 years of development, was the weird environment and ghostly atmosphere. Lolling about on a desert island populated by people of whom all you can see are strangely ethereal disembodied hands and playing on various oddly shaped tables is all very well. However you soon start gravitating back to the standard tables because, well, they are best. There's a reason you don't see many L-shaped or hexagonal pool tables in pubs.

Blade are keeping it real with some of the biggest names in world pool on board and various tournaments licensed from actual events for you to compete in, hopefully rising through the ranks to become Tom Cruise... or something.

WCP doesn't have such an extensive array of rule sets as Pool Paradise but a more traditional structure and realistic environments may have more appeal for purist fans of the sport. Perhaps the biggest advantage it has over *Pool Paradise* however is the ability to speed up the computer opponents rather than having to watch them take their shots in real time. It might sound like a small point, but it's not. Review soon.

CUBE

THE COMPANY LINE

"WORLD CHAMPIONSHIP POOL PUSHES THE BARRIERS ON VIDEO GAME CUE-SPORTS"

BARRY HEARN, MATCHROO CHAIRMAN

CUBE BACKATCHA

That's just a bunch of words, isn't it?

CUBE EXPECTATIONS

POOLIO



⊕ The most realistic pool game around

⊖ Will it top *Pool Paradise*?

■ It's hard to capture the simple, therapeutic nature of pool in a video game. Archer McLean's been doing it for years and his are the standards against which this will be judged. No beaches here but real endorsements.

Top Ringtones[1,2]

Charts		R. Keating - She Believes In Me	Tune3171	James Bond	Tune3205
		Sam and Mark - With A Little H...	Tune3172	Knight Rider	Tune3206
1) McFly - 5 Colours In Her Hair	Tune3140	Stereophonics - Moviestar	Tune3173	Magnum	Tune3207
2) Usher - Yeah!	Tune3141	Sugababes - In The Middle	Tune3174	Matrix	Tune3208
3) Twista - Slow Jamz	Tune3142	Darkness - Love Is Only A Feeling	Tune3175	Mc Gyver	Tune3209
4) DJ Casper - Cha Cha Slide	Tune3143	VS - Love You Like Mad	Tune3176	Mission Impossible	Tune3210
5) Anastacia - Left Outside Alone	Tune3144	Westlife - Obvious	Tune3177	Muppet Show	Tune3211
6) Blue - Breathe Easy	Tune3145	Will Young - Your Game	Tune3178	Seinfeld	Tune3212
7) Britney Spears - Toxic	Tune3146	**TV & Movie**		Simpsons	Tune3213
8) Atomic Kitten - Right Now 2004	Tune3147	A Team	Tune3179	The Fall Guy	Tune3214
9) Kayne West - Through The Wire	Tune3148	Adams Family	Tune3180	The Rocky Horror P.S.- Time Warp	Tune3215
10) Outkast - The Way You Move	Tune3149	Airwolf	Tune3181	**Rock**	
Chart Hits 2004		Alf	Tune3182	A. Cooper - School Is out for Sum...	Tune3216
50 Cent & G Unit - If I can't	Tune3150	Alien	Tune3183	A. Keys - You Don't Know My Name	Tune3217
Beenie Man - Dude	Tune3151	Angel	Tune3184	Ashanti - Rock Wit U	Tune3218
Black Eyed Peas - Hey Mama	Tune3152	Austin Powers	Tune3185	Beyoncé - Baby Boy	Tune3219
Blink 182 - I Miss You	Tune3153	Batman	Tune3186	Coldplay - The Scientist	Tune3220
B. Pimps - Somebody To Love	Tune3154	Baywatch	Tune3187	Evanescence - Bring Me To Life	Tune3221
Busted - Who' s David	Tune3155	Beetle Juice	Tune3188	Evanescence - Going Under	Tune3222
Deepest Blue - Give It Away	Tune3156	Beverly Hills Cop	Tune3189	Good Charlotte - Lifestyle Of The R...	Tune3223
Enrique ft. Kelis - Not In Love	Tune3157	Buffy	Tune3190	Good Charlotte - The Anthem	Tune3224
Fatman S./C. Clan - It Takes Scoop	Tune3158	Cheers	Tune3191	Incubus - Megalomaniac	Tune3225
George Michael - Amazing	Tune3159	The Boat	Tune3192	Iron Maiden - Rainmaker	Tune3226
Jamelia - Thank You	Tune3160	Dirty Dancing - Time Of My Life	Tune3193	Iron Maiden - Wildest Dreams	Tune3227
J. Lopez - Baby I Love You	Tune3161	Dukes Of Hazard	Tune3194	Kelly & Ozzy Osbourne - Changes	Tune3228
Keane - Somewhere Only We K. ...	Tune3162	E.T.	Tune3195	Kelly Osbourne - Come Dig Me Out	Tune3229
Kelis - Milkshake	Tune3163	Emmerdale	Tune3196	Limp Bizkit - Eat You Alive	Tune3230
K. Minogue - Red Blooded Woman	Tune3164	Fame	Tune3197	Lostprophets - Last Train Home	Tune3231
Lemar - Another Day	Tune3165	Forrest Gump	Tune3198	Meat Loaf - Did I Say That	Tune3232
LMC vs U2 - Take Me To The Cl...	Tune3166	Friends	Tune3199	Metallica - Enter Sandman	Tune3233
N.E.R.D. - She Wants To Move	Tune3167	Ghostbusters	Tune3200	Metallica - Frantic	Tune3234
Outkast - Hey Ya!	Tune3168	Grease	Tune3201	Metallica - Nothing Else Matters	Tune3235
Peter Andre - Mysterious Girl	Tune3169	Happy Birthday	Tune3202	Muse - Time Is Running Out	Tune3236
Raghav - Can't Get Enough	Tune3170	Hawaii 50	Tune3203	Oasis - Songbird	Tune3237
		Indiana Jones	Tune3204	Ozzy Osbourne - Mama I'm Goin...	Tune3238

Queen - We Are The Champions	Tune3239	
Queen - We Will Rock You	Tune3240	
R.E.M. - Bad Day	Tune3241	
Radiohead - 2 + 2 = 5	Tune3242	
Radiohead - Go To Sleep	Tune3243	
Snow Patrol - Run	Tune3244	
Speedway - Genie In A Bottle	Tune3245	
Steppenwolf - Born To Be Wild	Tune3246	
Darkness - Christmas Time	Tune3247	
Darkness - I Believe In A Thing	Tune3248	
Darkness - Love Is Only A Feeling	Tune3249	
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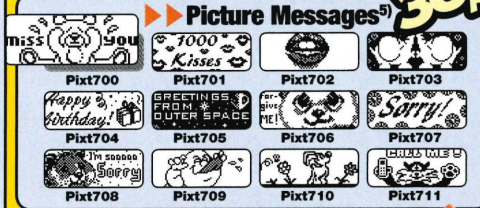
Top Wallpapers[3] 50p*



NOKIA Logos[4] 30p*



Picture Messages[5] 30p*



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Comic Wallpapers[7] 50p*



	NOKIA	Siemens	SonyEricsson	Sharp
Anno1503	Series30/60**	M50/C55/S55/MC60	P800/T610	GX10/GX20
Damage San	Series30/60**	M50/C55/S55/MC60	P800/T610	GX10/GX20
Infernal Gate	Series30/60**	M50/C55/S55/MC60	P800/T610	GX10/GX20
Summer Games	Series30/60**	M50/C55/S55/MC60	P800/T610	GX10/GX20
Jungle Commando	Series30/60**	M50/C55/S55/MC60	P800/T610	GX10/GX20

**Nokia: Series30(3510i, 8910i); Series40(3100, 3200, 3300, 5100, 6100, 6220, 6610, 6800, 7210, 7250(i)); Series60(3650, 7650, N-Gage)

Fantasy Wallpapers[6] 50p*



Top Java Games[10]



Anno1503: Fight against pirates and trade with different products.

Damage San: You must fight against different kinds of enemies.

The Infernal Gate: Hells gate is wide open and you are in the middle of the horror.

Summer Games: Break all existing records and win the olympicgames.

Jungle Commando: Just try to survive. Try to bring your breathing back into control.

COLOUR WALLPAPER FOR LG: G5300, G5400, 7050, MOTOROLA: C450, V300, V500, V525, V600, PANASONIC: GD67, GD87, X60, X70, PHILIPS: Fisio 825, NOKIA: N-Gage, 3100, 3200, 3300, 3510i, 3650, 5100, 5140, 6100, 6220, 6600, 6610, 6800, 7210, 7250, 7250i, 7600, 7650, 8910i; SAGEM: myC-5w, myV-65, myV-75, myX-2, myX-5, myX-5m, myX-6, 0815, SAMSUNG: SGH-C100, SGH-E100, SGH-E700, SGH-E710, SGH-P400, SGH-S300, SGH-V200, SGH-X100, SGH-X600, SHARP: GX 10(i), GX20, SIEMENS: A60, C60, C62, MC60, M55, SL55, SX1, S55, SONY ERICSSON: P800, P900, T300, T310, T610, T630, T68i, Z600; OPERATOR LOGOS FOR: NOKIA: ALL POPULAR HANDSETS; PICTURE MESSAGES FOR: NOKIA: ALL POPULAR HANDSETS; SAMSUNG: A800, C100, N500, N620, R210, S100, T100;

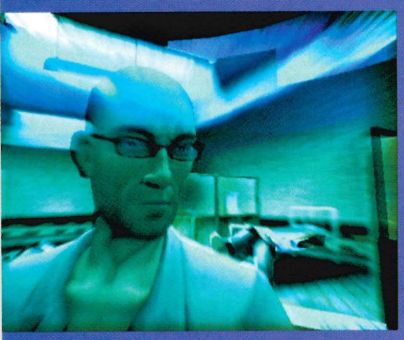
Star Wallpapers[8] 50p*

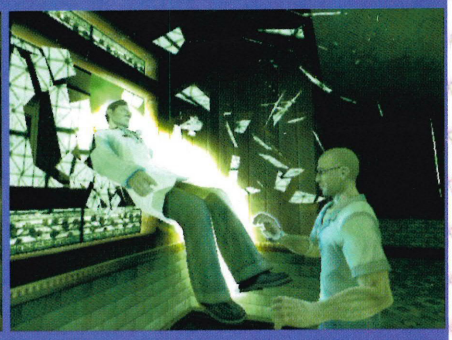


Car Wallpapers[9] 50p*



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CUBE

INFORMATION

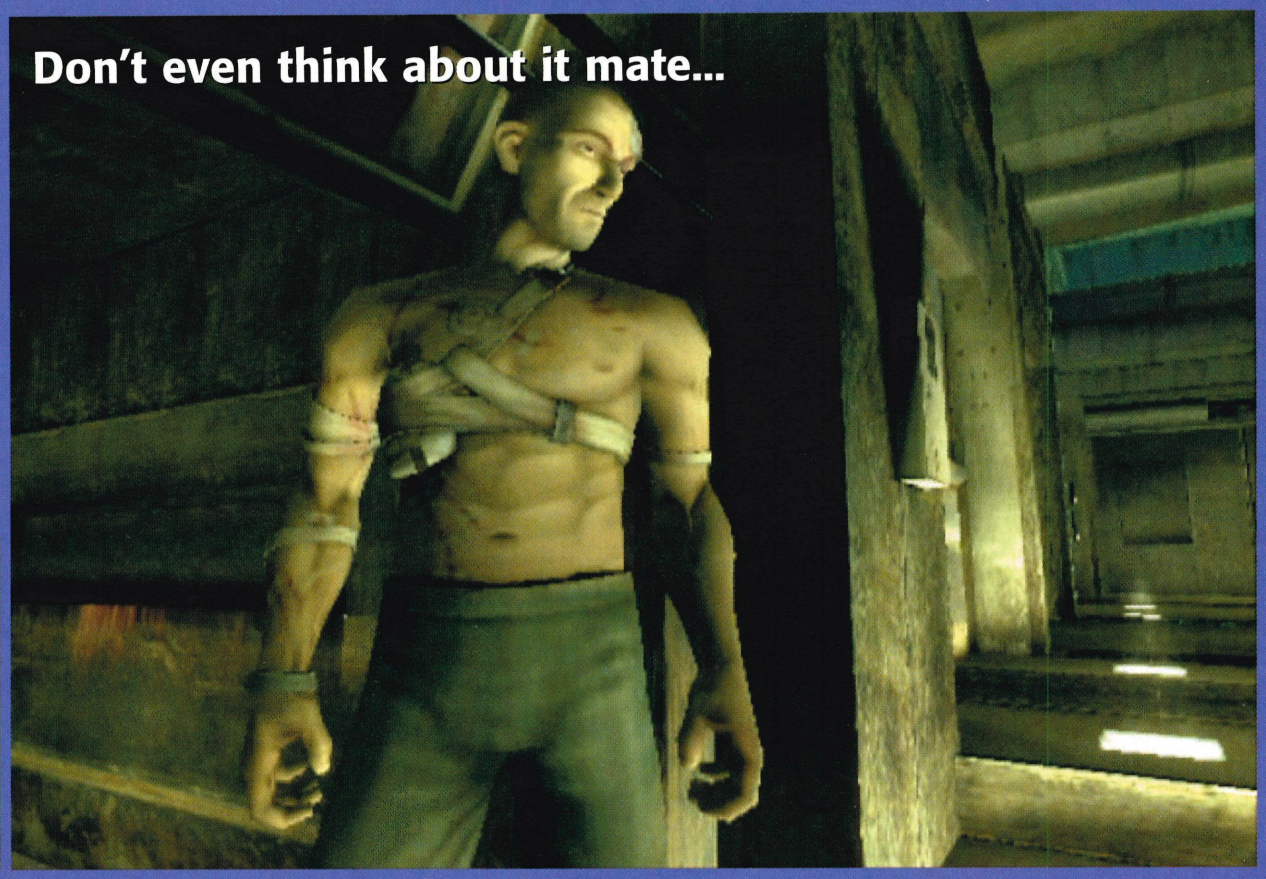
SECOND SIGHT	
PUBLISHER:	TBA
DEVELOPER:	FREE RADICAL DESIGN
ORIGIN:	UK
GENRE:	ACTION ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

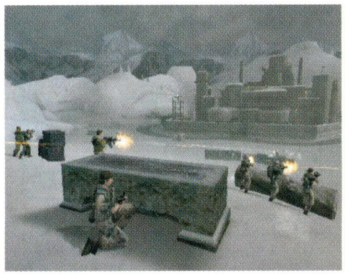
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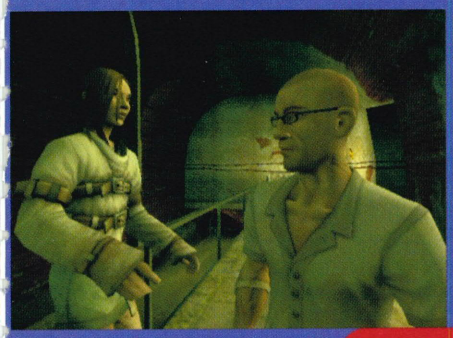
SECOND SIGHT

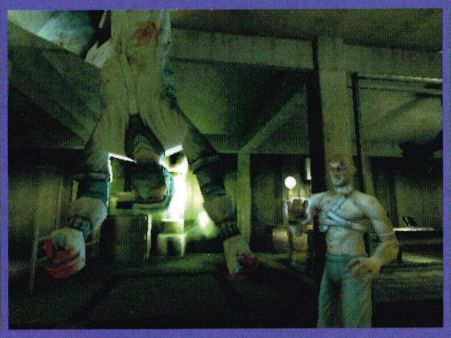
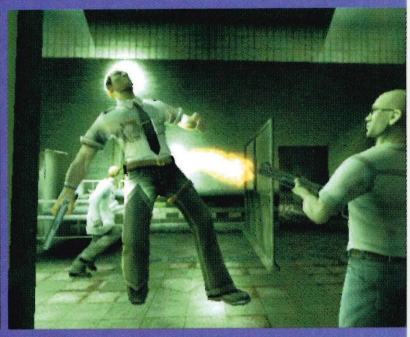


GETTING THE TRAIN from the home of CUBE Towers (that'll be Bournemouth then) to those Radical Freedom Fighters (that'll be Free Radical Design in Derby) isn't the most pleasant of experiences. Five hours sat watching trees go by with a young mother (not even an attractive one) incessantly cooing, "Who's a good boy, Joey is mommy's boy today, yes he is," (what, was he a girl yesterday? Or perhaps he was someone else's boy yesterday. Oh my God, you abducted him, you b***h!) is enough to turn even the most chilled out of games journalists suicidal. We would only consider doing it for a few games, so what on earth possessed us to do it for a game we have never seen in action before? *Second Sight*, ladies and gentlemen, is the next project from *TimeSplitters 2* developer Free Radical. That name alone commands us northwards. Still, there was a lot of rage bouncing around upon pulling into Derby station. This had better be good. It is.

Second Sight is an enthralling game that hooks the player in with it's storyline, and while we need to tell you all about it, we're going to try our best to hold back

"YOU CAN THROW ENEMIES OUT OF WINDOWS, STACK THEM ON TOP OF BOXES, AND EVEN USE THEM TO KNOCK OVER OTHER ENEMIES LIKE SKITTLES"





RICOCHET!

REEL 'EM OFF

■ At the start of the game the guards are sh*t-scared of your supernatural abilities, but as you progress you'll find the guards are well trained. Even if you levitate them they'll continue to shoot at you, which can be a nightmare.

IN CONTROL

FANCY A SPIN?

■ The main character, John Vattic, can attack with his fists and weapons like everyone else, but his main strengths come from his psychic abilities. He can throw characters around a room, heal himself, and even project his image.

HELP ME!

JUST STAY THERE MISSY

■ John's missions are varied in nature, and also take place in different time zones: before and after the 'incident'. In this particular mission John has freed another victim and is escorting her to safety... your classic escort mission really.

so as not to spoil the game for you. We can only hope that other publications will do the same. *Second Sight* tells the story of one John Vattic, a man who starts the game half naked, battered, covered in bandages and devoid of any memories. All he knows, and all you know, is that he is in some kind of medical facility, and has been the subject of some traumatic brain surgery. Within minutes of starting the game you learn that you have tremendous psychic powers at your disposal. You're blatantly not supposed to be wandering around, so the guards immediately challenge you. You can attack them with punches and kicks, but there is something else that will keep you in this room for the next ten minutes at least. Ah, the joys of telekinesis! Vattic's first psychic ability allows him to move any movable object with the power of his mind. For example, in the first room there are moniters and a chair. The moniters can be torn from the wall (sparks fly everywhere) and thrown in any direction. There is a true-to-life physics engine in place, so any objects you throw will interact with their surroundings, be it by hitting them and bouncing off, exploding on impact or toppling off.

PREVIOUS

FROM THE MAKERS OF...

TIMESPLITTERS 2

■ The definitive multiplayer shoot-'em-up. Lasts for months, and months, and months... ad infinitum.

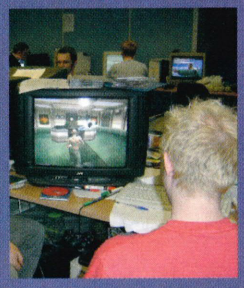


TOTALGAMES.NET RATING: 95

IN THE CUBE WITH...

MIKE ARMSTRONG

POSITION: TEAM LEAD



CUBE: How did you get into the videogames industry?
MA: I studied computer science at university and managed to persuade my tutor that doing a final year project related to games was a good idea. I then used this as a demo when applying for jobs.

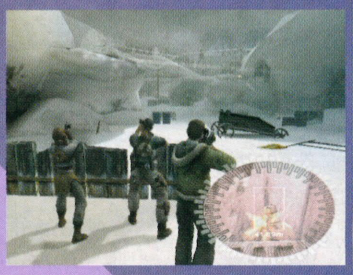
CUBE: The first thing you notice with *Second Sight* is that the graphics are far more detailed and crisp than *TS2*. How far would you say you're pushing the hardware, and what effects are you particularly proud of?
MA: The polygon and texture counts have vastly increased since *TS2*: the drive seek and read times have allowed the artists to push the range of geometry and textures far more than they were able to.

Also the multi-texture hardware paths on the GameCube (that'll be the GC's multi-pass rendering to you and me – **CUBE**) allow us to produce more complex rendering effects than on, say, PS2. We are particularly proud of the image effects used for the psychic powers.

CUBE: Even at this early stage the framerate is pretty much locked at 50-60fps. Is that a Free Rad thing?
MA: Historically we've always aimed at getting the highest possible framerate while still including as many cool graphical effects that we can justify within the game. The graphics processor and main CPU are particularly well balanced on GameCube: this has made it possible to hold the higher framerate.

CUBE: The real-time cut-scenes are full of character, mainly because of the animation. What are your thoughts on mocap versus traditional forms of animation?
MA: Our animators have always preferred hand animation over mocap. Most of our animators have traditional animation backgrounds and enjoy the extra expressiveness that can come with hand animation. With a game like *Second Sight* where the story is very important we wanted to be able to convey character and emotion in the cut-scenes.

CUBE: How do the different versions of the game compare to one another?
MA: The GameCube and Xbox share the highest resolution textures and near-constant 50-60 frames per second. The GameCube version also makes use of the superior hardware lighting model.



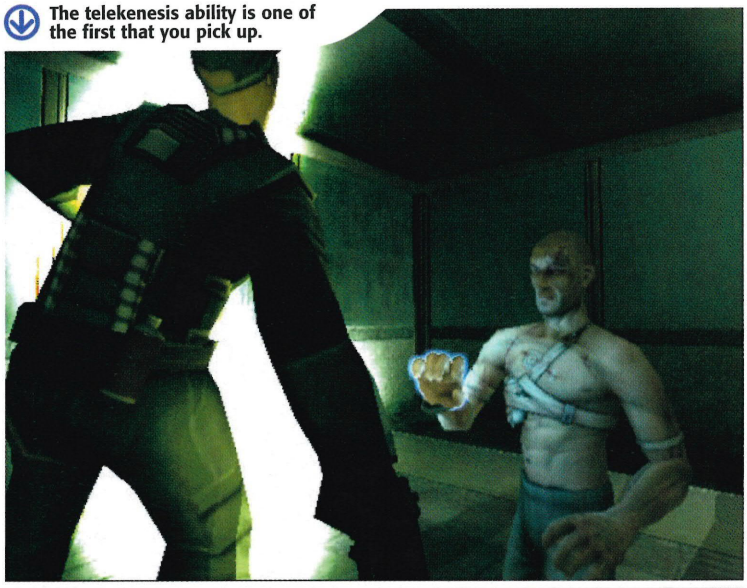


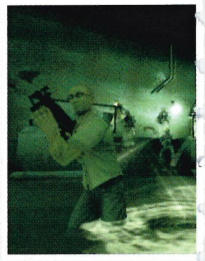
CONTINUED

You can even stack objects on top of each other! Now we know what you're thinking: it's all good and well being able to throw inanimate objects around, but what you really want to do is pick up people. Wait for it... yes, you can do that too, although not at first as Vattic's abilities aren't initially strong enough. Eventually though you can target a person and throw them around the room at your heart's content. The rag doll physics can make for extremely entertaining slap-stick comedy, with their arms and legs flailing all over the place. You can throw them out of windows, stack them on top of boxes, and even use them to knock over other enemies like skittles. There is far more to say about Vattic's abilities but we've gone into more detail elsewhere in the feature.

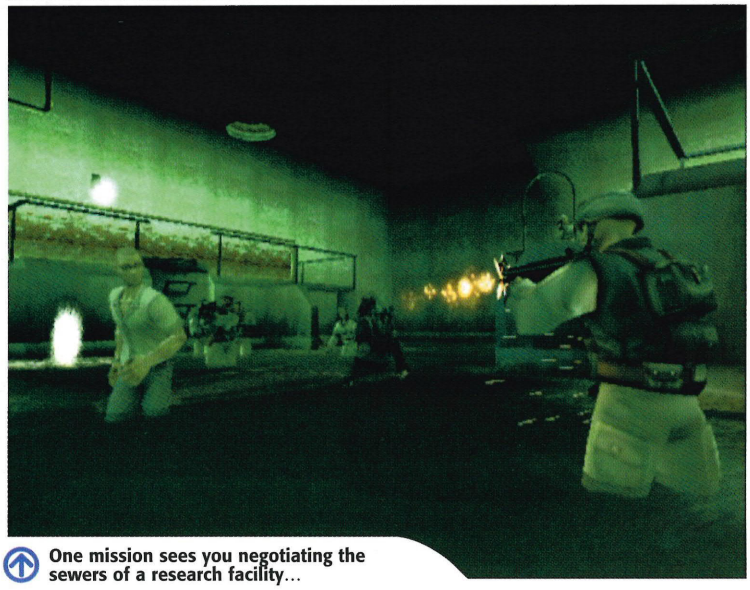
As we've already mentioned, the game's storyline is very strong. You may start off the game knowing nothing, but as time progresses you will slowly piece together the unfortunate doctor's history. Vattic has extensive and interactive flashbacks, which allow you to play through entire chunks of his life leading up to whatever happened to him. This is a little strange at first, but it allows you to meet all the characters and even after a few hours we were empathising with these characters as you would in any good film. The team has done a great job in this department. The storyline is helped along by some fantastic animation, the

The telekenesis ability is one of the first that you pick up.











One mission sees you negotiating the sewers of a research facility...

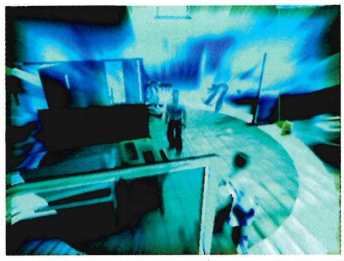
"MOST GAMES USE DULL, LIFELESS CG CUT-SCENES. SECOND SIGHT'S REAL-TIME CUT-SCENES AND SUPERB ANIMATION TECHNIQUES REALLY STAND OUT"



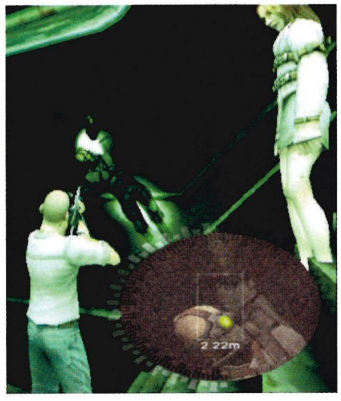
facial expressions in particular bringing the cut-scenes to life. One of the flashbacks sees Vattic sat around a table taking part in a military briefing. The squadies quite blatantly don't want him there, and the looks on their faces say it all. You can feel the tension in the air. The reason we're paying so much attention to this particular area is because most games just use dull, lifeless CG to do the same job. *Second Sight* really stands out.

Something that most people won't be able to appreciate is the graphical standard of the game. While last month's screens looked great, the real thing looks significantly better. Those of you expecting a slight upgrade of the *TS2* engine should think again. *Second Sight* is far crisper,









The night porter's dance classes weren't going well...

Once you get used to the controls you can levitate and snipe all at once.

FREE YOUR MIND...

...AND THE REST WILL FOLLOW

Vattic has many psychic abilities that are awakened as he progresses through the game. He also has access to all sorts of weaponry, so we've tried to go through all of what we've seen so far. Abilities and weapons are equipped and used in the same way: hold down the L trigger to target someone/something, then click the R trigger to fire. In the case of the abilities you may need to hold down the R trigger. You can even use an ability and a weapon at the same time. Ability usage is limited by the psychic gauge, which automatically regenerates when you aren't using it. Here's a run-down of everything we've seen:



TELEKINESIS

Levitate any movable objects around you. You need to hold down the R trigger to pick an object up, then use the C-stick to move it wherever you want it. You can use this move to cause a distraction, to kill enemies, to cause explosions, or to use something as a shield.

HEALING

The only way for Vattic to recover health is to use this healing power. The extent to which you heal yourself depends on how long you hold down the R trigger. Just remember that you're extremely vulnerable while you're doing this.

TELEKINETIC BLAST

This is an extension of projection. One you are in control of your projection you can walk up to an enemy and take control of them. You could make them attack another enemy, thus starting up a scrap between the guards. Even when you leave the guard's body they will still continue to fight it out.

WEAPONS

All of your regular weapons will be available in the game: pistols, Soviets, shotguns etc, but the interesting new addition is the Sniper Rifle. Yes, we know every shoot-'em-up has one of these, but it's the way the team has incorporated it that's impressive. How do you use a sniper rifle in a third-person game? The obvious answer is to switch to first-person mode, and you can do this, but *Second Sight* gives you another option. The action remains in third-person, but a



circular sight appears to the right of your character. You can then snipe away to your heart's content without the tedious view changes of other games. Marvellous.

A shockwave blasts out towards the targeted object. Depending on where you hit them, this can knock enemies out cold. You need to charge this move for a few seconds for an effective blast.

PROJECTION

Vattic can project an image of himself wherever he wants. This image can be used to distract enemies and lead them on a wild goose chase. The way this works is simple. As with *Wind Waker*, your character is uncontrollable and vulnerable while you are doing this, so if you get discovered you're in trouble. You control the projected image, and move it as you would the regular character.

POSSESSION

This is an extension of projection. Once you are in control of your projection you can walk up to an enemy and take control of them. You could make them attack another enemy, thus starting up a scrap between the guards. Even when you leave the guard's body they will still continue to fight it out.



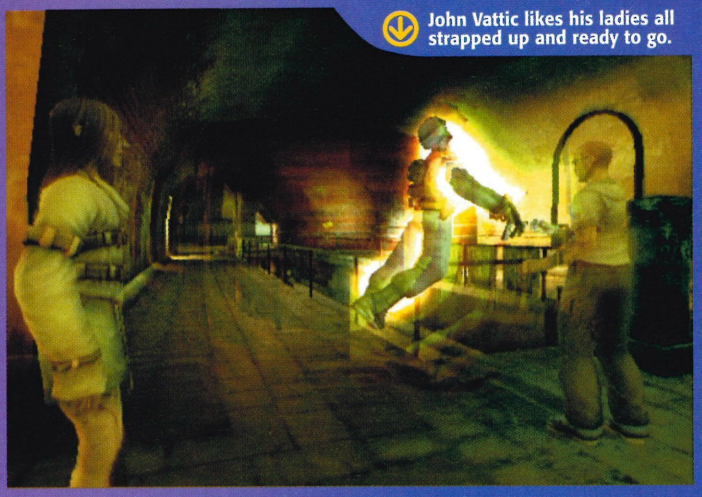






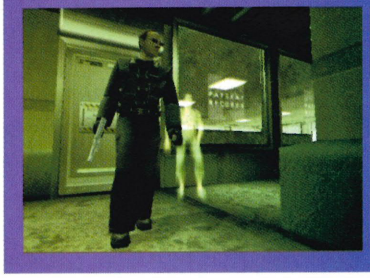
JACK OF ALL TRADES

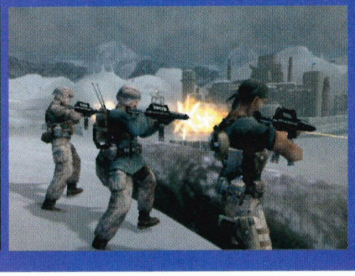
FINGERS IN ALL THE PIES

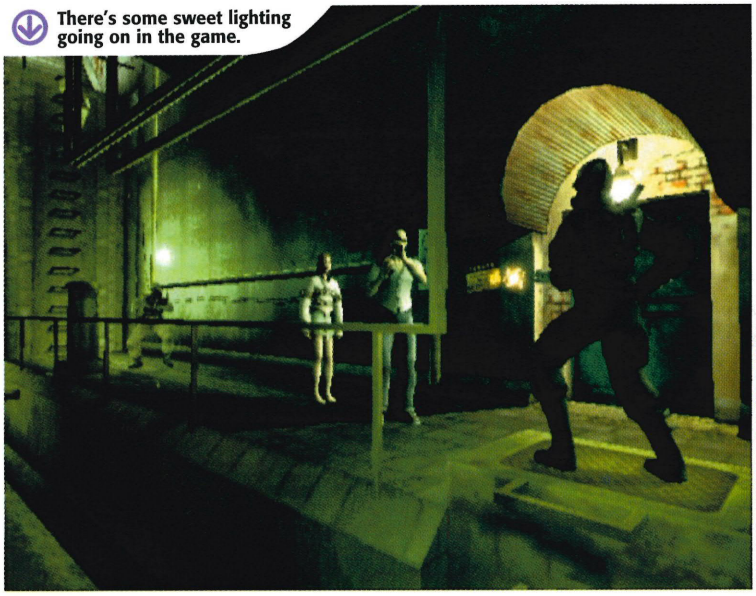


John Vattic likes his ladies all strapped up and ready to go.

Throughout the game you'll get to take part in many different types of missions. The main style of gameplay sees Vattic sneaking around and using his psychic abilities, but the flashback missions takes place before he was operated on. These missions take of the form of military operations. We won't ruin the story, but Vattic is part of an infiltration team that is trying to take down an evil scientist. Vattic himself isn't a military man, but he has much needed skills, and is essential for this mission. Other missions see Vattic looking after another team member and escorting her to safety.







There's some sweet lighting going on in the game.

TAKE CONTROL

THINK AND IT WILL HAPPEN



- Toggle through the three viewpoints.

L - Whip out your weapon and bring up any targets.

Analogue Stick - Move your character forwards, backwards, left and right.

D-pad - Select your ability and weapon from the vertical and horizontal sliders.

R - Use your equipped weapon or ability.

Z - Press up against a wall.

- Punch and kick with this button.

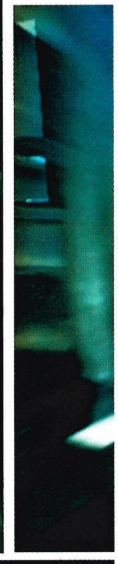
A - The main action button. Lets you climb up, drop down, jump over or interact with something.

B - Crouch down, and get up again.

C-stick - Look left, right, up and down. Can be used to move objects around on Telekinesis mode.







"YOU Vattic

Ah, telekenesis... isn't it marvelous? We'd have that as a special power!

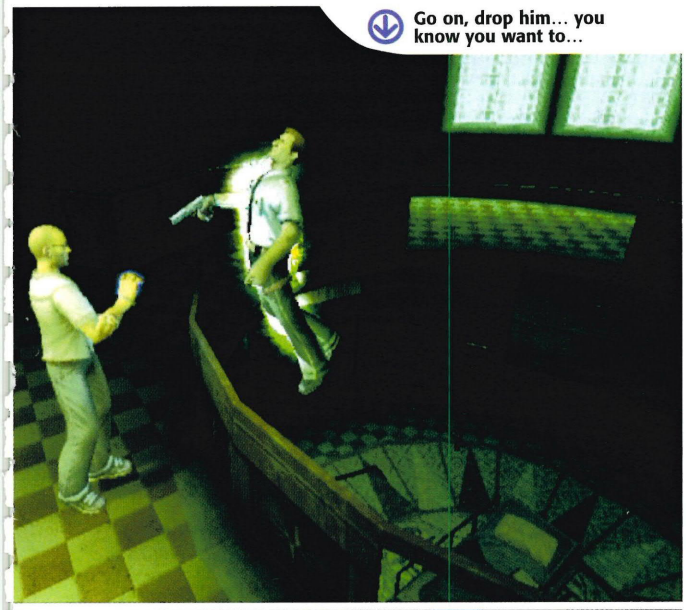


Take control of an enemy and then set him against his friend. It's obvious really...

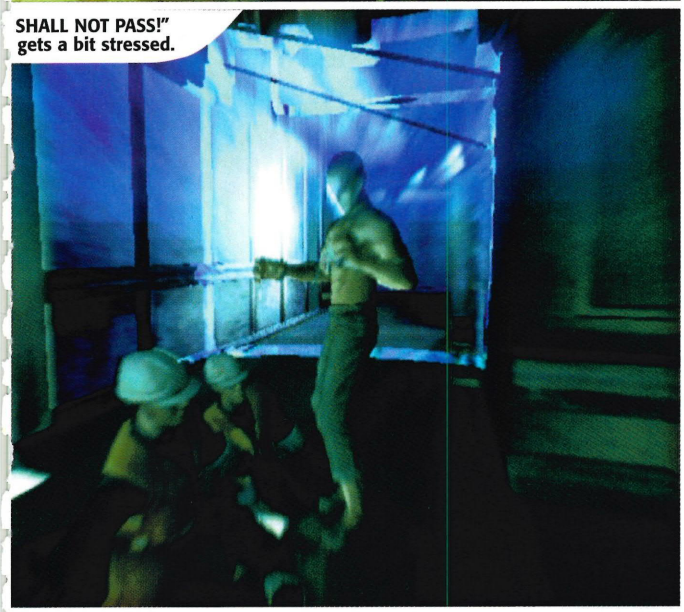


"MANY HAVE TRIED TO GET THE THIRD-PERSON ADVENTURE RIGHT... FREE RADICAL IS VERY CLOSE TO HITTING THE NAIL ON THE HEAD"





Go on, drop him... you know you want to...



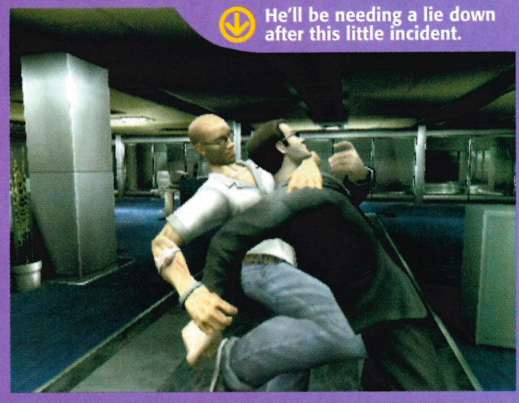
"SHALL NOT PASS!" gets a bit stressed.

USE YOUR HEAD!

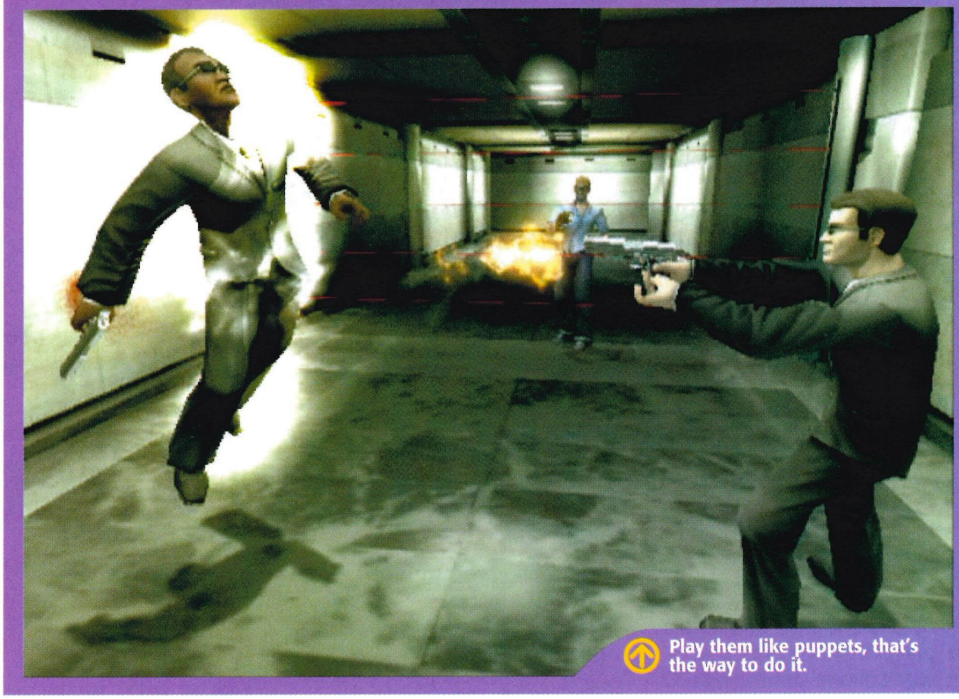
IT'S A THINKING MAN'S GAME

There is much to be impressed about in *Second Sight*, but something we haven't touched on is the AI At the start of the game, the scientists and guards are genuinely scared of Vattic and his supernatural abilities. When they first encounter him they challenge him as you would expect, but once they realise what he is capable of they run away to get backup. If you decide to go in guns blazing the guards will react by attacking you normally. They're used to gunfights and aren't the least bit scared.

As you progress through the game though you'll encounter guards who are trained to know all about psychic powers, and so aren't scared of Vattic's abilities. Even when you have them flying around the room they'll be trying to pop off shots at you!



He'll be needing a lie down after this little incident.



Play them like puppets, that's the way to do it.

CONTINUED

and has significantly better textures. The polygon count has gone up too, and this has been mainly used to make the main characters look amazing. In true Free Radical style all of this runs with a super smooth framerate.

The most important part of the game though, is how it plays. Many have tried to get the third-person adventure right, and few have succeeded. It all comes down to the control system, and Free Radical is very close to hitting the nail on the head. Movement of the main character is based on *TS2*, ie with the dual analogue sticks. There are three cameras in the game, which are selectable via the button. The standard view is a third-person intelligent camera. Tap the button once to activate the 'behind' view, a camera that follows your character. Tap the button a second time to switch to first-person. At all time the camera (or in first-person view it would be your head) can be manually controlled via the -stick. The D-pad allows you to select your weapons and your abilities (up and down for weapons, left and right for abilities). Holding down the trigger allows you to target with your weapon, your ability, or both. The nearest target will be automatically targeted. All other targets will appear as blue rings, which can be targeted (they'll turn red) by tapping left, right, up and down on the analogue stick. Firing your weapon or using your ability is all down to the trigger. The button is used to crouch, is the main action button (climb, drop down), is your punch/kick button, and allows you to back up against a wall. It all works very well.

At this point in time we really have nothing bad to say about the game, and with a big-name publisher reportedly just about to sign up the game, we reckon it could well be one of the games of the year. Check back with us next month for an exclusive video of the game in action! Super rad!

CUBE

CUBE SAYS...

FIRST IMPRESSION

■ Free Radical has been very quiet for some time, and this is because they wanted to impress everyone with a near finished game. Despite being a good four months from completion, *Second Sight* is looking and playing extraordinarily well. As always there are some camera problems and the sheer number of targets in any room can get a bit daunting when you're trying to target just one enemy, but the team is well aware of these problems, and will almost certainly solve them. CUBE

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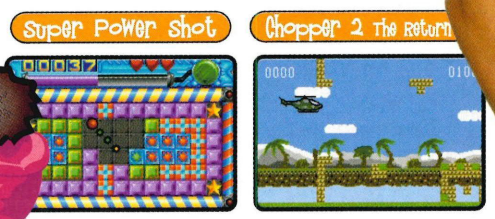
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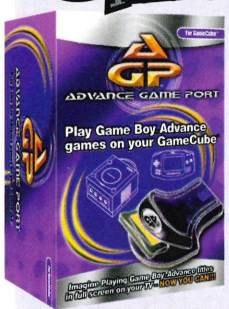
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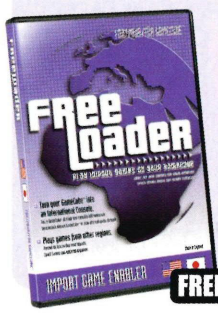
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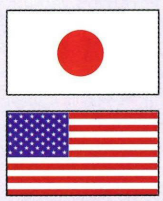
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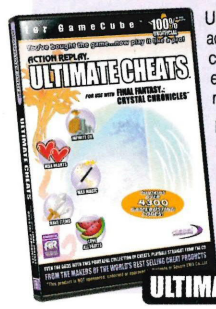


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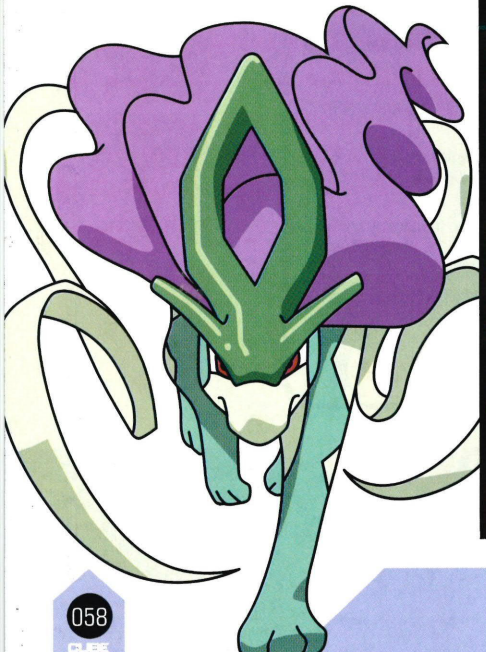
ISSUE THIRTY TWO

JUST A BIT LONGER

IT'S A VERY exciting time right now. As you read this Nintendo is preparing to unleash the most important E3 line-up of its career. With something like that on your mind the last things you're going to be thinking about are the games that came out the previous month, but that's okay: we'll do all the thinking for you. We're more than happy to sit and play through the absolutely joyful experiences that are *Zelda: Four Swords +* and *Pokémon Colosseum*. With Link's latest adventure Nintendo is giving us the best reason yet to get together with our mates and their GBAs: connectivity was a relatively empty promise, until now.

Still, impressive though some of this releases are, two of them are import titles. This month's PAL releases were definitely conspicuous by their absence. There's no need to worry though as we've just been bombarded with Nintendo's June releases (*PSO III*, *Mario Golf*, *Pandora Tomorrow*). Phew, everything is okay again.

CHANDRA NAIR





POKÉMON COLOSSEUM

A wicked mixture of classic *Pokémon* adventuring and intense stadium battles is what we screamed for, and that's exactly what we've got. Nintendo has finally delivered the definitive *Pokémon* experience on the GameCube. To top it all off, it's a PAL release! Cor blimey guv!

60

CUBISTS

Out of the thousands of gaming heroes and villains, who is your all-time favourite?

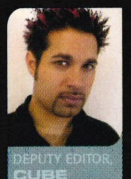
MILES GUTTERY



EDITOR, CUBE

FAVE VIDEOGAME CHARACTER:
Alfred Chicken
It's normal for animal characters to be anthropomorphised in some way, but no such liberties were taken with Alfred. He clucked, he pecked, he could fly, but only a little bit. He was, in a very real sense, a chicken, and chickens are cool.

CHANDRA NAIR



DEPUTY EDITOR, CUBE

FAVE VIDEOGAME CHARACTER
Cloud Strife
He's really cool, he's skilful with an eight-foot blade, he gets to throw entire planets at his enemies, and he gets to save the world. Cloud is everything I aspire to be and more. He has no equal. Apart from maybe Gary.

GARY ADAMS



STAFF WRITER, CUBE

FAVE VIDEOGAME CHARACTER:
Guybrush Threepwood
The star of the legendary *Monkey Island* series, this hapless everyman hero was as clumsy as he was ugly. Chasing across the Caribbean after a girl who didn't actually like him, he eventually won her over through sheer determination.

TIM EMPEY



SUB EDITOR, CUBE

FAVE VIDEOGAME CHARACTER:
Squall Lionheart
He's a right grumpy git. Never smiles, never laughs, always moody, always broody(ing?). Yeah he's too cool and has the best weapon ever – a sword with a gun attached ... I'm going to get me one of them. www.gunblades.co.uk if only!

LIZ MORRIS



NEWS EDITOR, CUBE

FAVE VIDEOGAME CHARACTER:
Sonic
As soon as I first saw the spiky blue-haired one I was instantly smitten. He's the Mad Max of the gaming world: a real cheeky chap who is loyal to the core but comes with a side order of crazy.

STEPHANIE PEAT

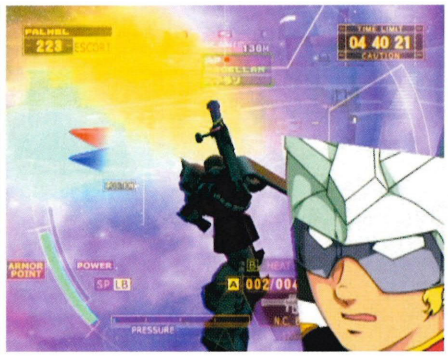


SENIOR DESIGNER, CUBE

FAVE VIDEOGAME CHARACTER:
Toejam & Earl
Sorry, I know you wanted one, but this comedy duo have to come as a pair really don't they? Besides, how would you choose between them? They're both the coolest videogame characters in the world.

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74 It's very possible that this could be the most fun collection of games we've ever come across. Plug in four GBAs and the hours whiz past, but can it make the grade in single-player? Gary has spent an entire week putting green Link to the test.

CONAN

66 Does anyone really care about Conan any more? You might change your mind in a year's time though...

DRAGON'S LAIR 3D

72 Back in the Eighties and this was cool? Well it looked pretty, but played like a nervous dog, very twitchy. Now it's back and it's the very essence of cack.

MOBILE SUIT GUNDAM

80 At last we've got our very own Mech game, and an official *Gundam* title as well!

SERIOUS SAM

68 If mindless FPS blasting floats your boat this will kill a few hours in a pleasantly violent way.

BUDGET ROUNDUP

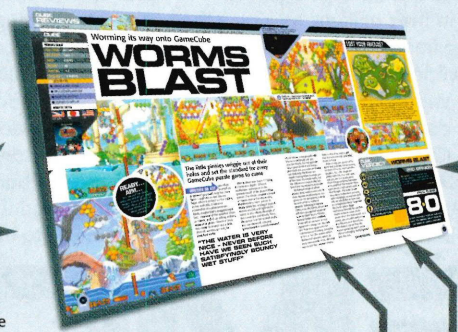
84 There's bound to be a bit of a gaming drought over the summer, so here's a round up of all the cheap goodness that's lining store shelves at the moment.

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 whether or not you can watch movies of the game in action on **TotalGames.Net**.

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...



BOXOUTS
If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

2ND OPINIONS
If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

ALTERNATIVES
Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

THE BREAKDOWN

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

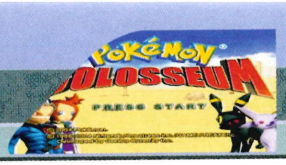
RATING 90 — **9.0 OR ABOVE**
Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

RATING 75 — **7.5 > 8.9**
Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING 50 — **5.0 > 7.4**
Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

RATING 25 — **2.5 > 4.9**
If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING 00 — **0.0 > 2.4**
It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!



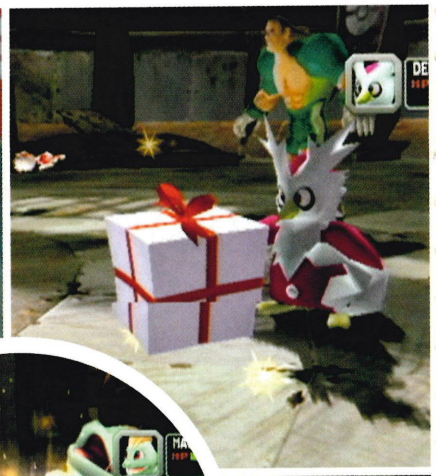
SNAG IT!

She sees the Shadow Pokémon, you snag 'em, then open the doors to their hearts.



Gotta snag 'em all





ESP

HEAD GAMES

Espeon's Psychic attack is still one of the best moves in *Pokémon*. It hits everything real hard and Espeon is so fast it is often first to attack.





CUBE

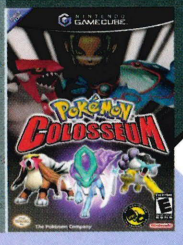
INFORMATION

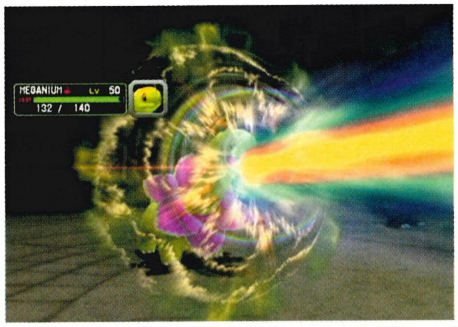
POKÉMON COLOSSEUM	
PUBLISHER:	NINTENDO
DEVELOPER:	GENIUS SONORITY
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	48 BLOCKS

STATS

- GAMECUBE RPG!
- ALL 380 POKÉMON ON YOUR GC
- ENHANCED STADIUM MODE
- LOTS OF LEVELLING UP

MAY '04 | OUT NOW | OUT NOW







Is it any better in English? No not really…

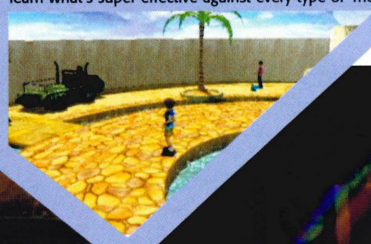
POKÉMON. Pocket Monsters. How do you get Pikachu on a bus? Poke-'im-on. A simple yet delicious word that you know guarantees hours of training, catching, battling and now snagging. (By the way that is the only remotely funny joke about *Pokémon* – we checked. We tried to make a few of our own up –/ we failed.)

The Game Boy *Pokémon* games have sold in their millions making it the best selling franchise on the GBA. But what everyone wants is a GBA style adventure with really good graphics. Not some dodgy cash-in nonsense (*Stadium*, *Channel* and *Box*, back of the class) but a full-on, in-depth, 380 catching *Pokémon* RPG. And now have we got it? Have we arse.

What we have got is still pretty special, just not exactly what we wanted. In terms of RPG-ness it's very light, especially when compared to the likes of *Final Fantasy*, *Crystal Chronicles* or any of the numbered ones, and of course the GBA adventures. It's also completely linear, constantly leading you by the hand showing you where to go, what to pick up and where to put it. Honestly it's quite relaxing not to have to make these decisions as there's so much else to be thinking about.

The Story mode starts with a bang, as a trainer speeds away from an exploding factory, exploding because he planted a bomb. A bomb in *Pokémon* world!? Yeah, this one seems to be trying to be mature, you don't

POKÉMON



SO SLOW: The battles do take a long time to get through, especially when your opponent has six Pokémon. Best learn what's super effective against every type of 'mon.





Feel the burn – all the attacks look spectacular, fire is best against metal and grass Pokémon.





"WHAT EVERYONE WANTS IS A GBA STYLE ADVENTURE WITH REALLY GOOD GRAPHICS AND NOW HAVE WE GOT IT? HAVE WE ARSE."

play as a 12-year-old, this guy looks like he's 16! As it turns out you play a rogue trainer, turned good. Rogue because the most evil, nasty guys have created Shadow Pokémon, by being nasty to a cute, loveable furry ball of death you can close the door to it's heart (oh we're back to the schmaltz, that was quick). This, they reckon makes it stronger, better and harder. Of course they're wrong, only by loving your 'mon can you make it kill others with one blow. Realising this you decide to put an end to these nefarious actions and rid the world of depressed Pokémon.

That all seems like a pretty good premise for the story, but then it goes downhill from there. Upon arriving at Phenac City you bump into two kidnappers who then tell you what they are at and challenge you to a battle. No gritty subtext, no subtle references to a greater evil just, "I HOPE NO ONE FINDS US WITH THIS HUGE BAG CONTAINING A GIRL WE'VE JUST KIDNAPPED". Sheesh... and bang goes the maturity. The thing is, though it's not explained in any fashion, you need this girl as she is the only person in the whole world who can tell the difference between a regular Pokémon and a Shadow Pokémon. But even with this terrible burden she decides to join you on your quest of Pokémon Prozac Prescriptions.

Let's take a break and explore a bit. Phenac City is a beautiful place, water flows all around on the viaduct walls, there's various houses to go into, a Poké Center, the Pre-Gym and... oh, no that leads you back to the map. As you can see the graphics are lovely and the 3D representations of your monsters are excellent, not quite as good as *Super Smash Bros Melee*,

WRRRAAACKKKCCCKKKAARRROOOO

WHAT THE HELL WAS THAT?

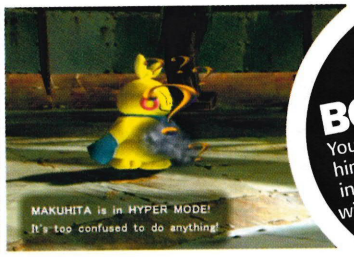
"Pika-Pi." Sounds familiar right? But only because of the TV show. Everyone knows Pokémon only ever say their name, or bits of their name, so it might come as a bit of a shock to learn that this, the BIG next-gen, kick-ass Poké-extravaganza uses the rather crap sounds of the GBA games. No "WEEZING!" or "Bul-ba-saur" and definitely no Jigglypuff song, shame. In fact there's very little sound in *Colosseum* at all, no sound effects when you're walking about and very little ambience in the locations. Still you can probably get through your entire record collection while you level up with the sound down.





COLOSSEUM





WORST BOSS EVER
You'll cringe when you meet him. Then a little something inside you will die. Your life will never, ever be the same. Innocence shattered, in a bad way.

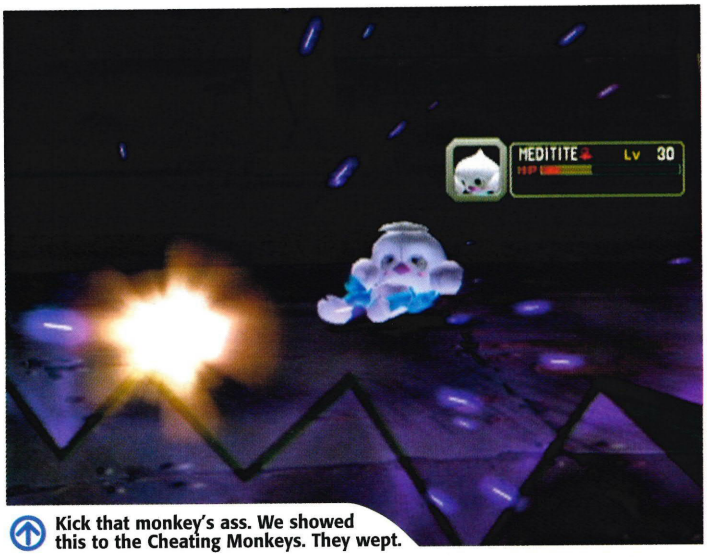


IT'S TOUGH AT THE TOP

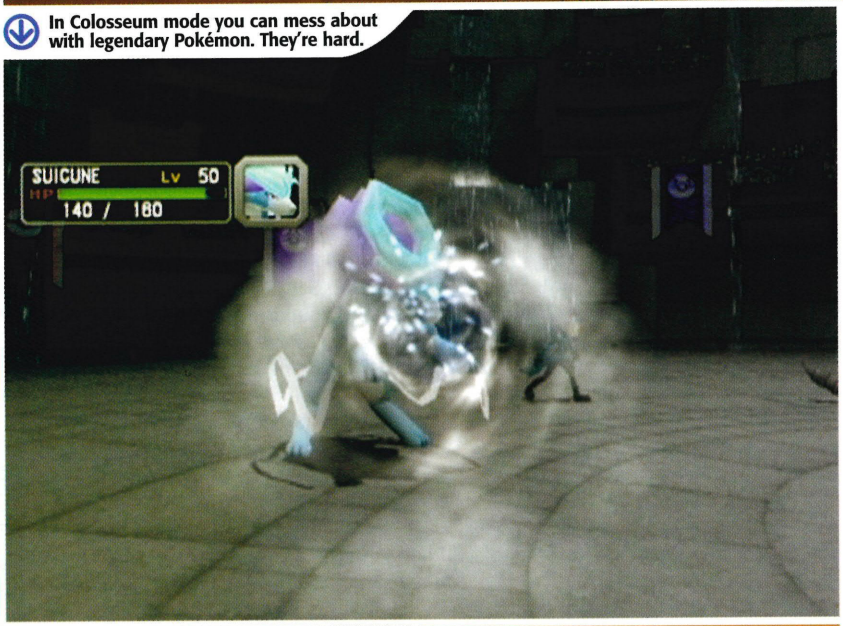
MT BATTLE - THE BEST PLACE TO BATTLE

One hundred battles. 100! But don't worry too much – the first 30 or so are pretty easy and after every tenth match you can return to the bottom to save and heal you Pokémon. An excellent place to purify your Shadow Pokémon and level up the others. And, as the opponents get harder the further you go, there's an abundance of experience points to be had. Once you get to the top it doesn't end, now you'll have to battle all the way from the bottom to the top again without taking a break. Tough but not impossible and it's the only way to unlock Ho-oh.

"BY BEING NASTY TO A LOVEABLE FURRY BALL OF DEATH YOU CAN CLOSE THE DOOR TO IT'S HEART"



Kick that monkey's ass. We showed this to the Cheating Monkeys. They wept.



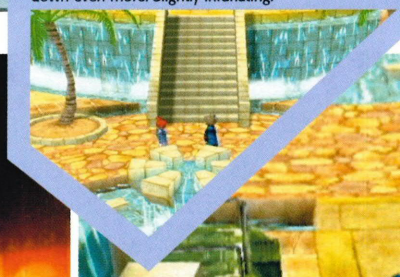
In Colosseum mode you can mess about with legendary Pokémon. They're hard.







RUN LIKE A GIRL: Pedantic? Us? Yeah but your character runs somewhat slowly, and when he walks past someone he slows down even more. Slightly infuriating.



Lots of fun can be had entering funny names.

CONTINUED but still pretty sweet. Also the facial expressions on some the 'mon add to the excitement. You'll wish you never dropped a ton of rock on Wooper's head when you see the look of pain on his wee face. Or the anger that flashes in Bellossom's eyes as she shrugs off an ill-advised water attack.

In the various locations there are a few people to talk to, but don't expect any decent conversations – no philosophising on why they like to send pets out to fight, or whether such a cruel sport should be banned. They don't like to say much more than four lines of text and they don't actually say it either. In fact this world is very, very quiet. There are no sound effects going on, walking about is the quietest thing ever. Quieter than a CD of silence, and leaves you slightly detached from the game. But there's enough plinky music to keep you going and when that gets infuriating you can turn the volume down and stick your stereo on. You're not going to miss anything plot-wise due to the complete lack of speech (and the fact you have to press A to advance the text) and Poké-battles are always more exciting with a full-on rock soundtrack.

Ahh, the battles. The heart, the soul, the very essence of the Poké-verse. You start with two 'mon, which you took with you when you destroyed the factory, the brilliant Espeon and the meh-it's-alright Umbreon and these two will serve you well for a while. Then the fun starts.

Unlike the GBA games there's no wild grass to walk through and no wild Pokémon to catch (and no random battles, hurrah). Here, you get to steal, actually that's snag, Shadow Pokémon from other trainers. Unspeakable behaviour at the best of times, but it is justified because you snag them from the bad dudes using them. There is an incredible feeling when you snag a good one. There was a shout of 'YES!' when we liberated a level 40 Raikou, yeah one of the three legendary dog thingys from Gold and Silver. We rock.

Build up your team of six, make them varied and try to have all the elements covered, make them battle and earn experience points. This is it. This is what makes *Pokémon* fantastic – the never ending levelling up. Some hate it, but for us levelling up is like completing a small part of the game. What's going to happen next? Is Espeon going to learn Psychic? Will Pikachu evolve into Raichu? Maybe Magcargo will finally get a good improvement on his speed stat. Levelling up is one of life's pleasures, just knowing that what you're doing will make you stronger and better equipped to handle the next battle is immensely satisfying. Of course the better the opponent the more experience points you receive, if only there

EVIL NASTY SHADOW POKÉMON

YOU CAN MAKE THEM WHOLE AGAIN

You can only get you Pokémon by snagging them from the bad guys and rival trainers. Why they thought it would be a good idea to be mean to them to make them stronger is a mystery. Especially as once you do snag and then send them out they're a bit rubbish. Sometimes they don't respond to your commands and sometimes go into Hyper Mode. This strengthens their attacks but they won't purify. You purify them by making them fight and calling to them if they enter Hyper Mode. As they get closer to being as pure as the driven snow they will regain some of their attacks but you'll have to take them to Agate City to complete the process and get all the experience points they've collected in battle. The higher its level the longer it will take to purify.



Makuhita is the first Shadow Pokémon that you'll have the chance to snag.



Shadow Pokémon are a bit rubbish to staart off with but level them up and boo-ya!

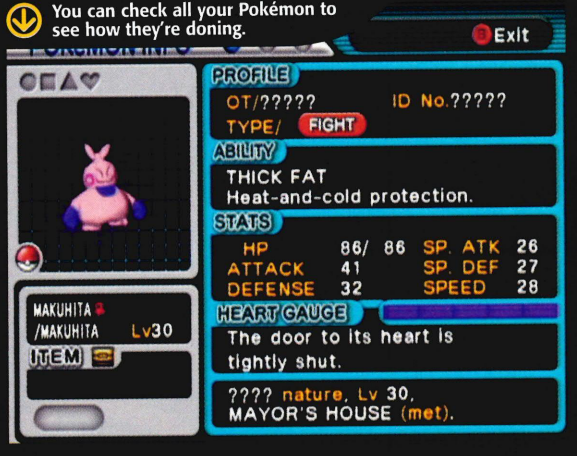
"REALISING THIS YOU DECIDE TO PUT AN END TO THESE NEFARIOUS ACTIONS AND RID THE WORLD OF DEPRESSED POKÉMON."

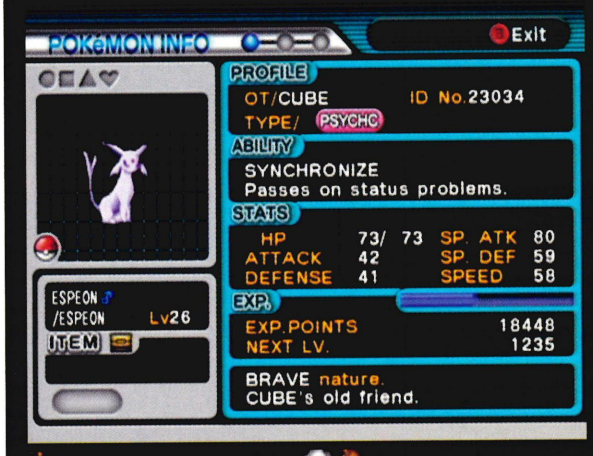
SEXY BEASTIES

YOUR FAVOURITE POKÉMON IN 3D

In *Colosseum* all 380 Pokémon are recreated – they look awesome, and by awesome we totally sweet. Some of the games best moments come when you see the characters charge up and unleash their attacks, Metang's Meteor Punch is particularly good. And then of course there are the reactions of your Pokémon as they get hit – all wincing in pain and agony as their asses are fried. You will start to recognise what attack is about to hit and when it does you'll wince along as your Hitmontop gets its head melted with a psychic attack from Alakazam. Ouch.

You can check all your Pokémon to see how they're doing.

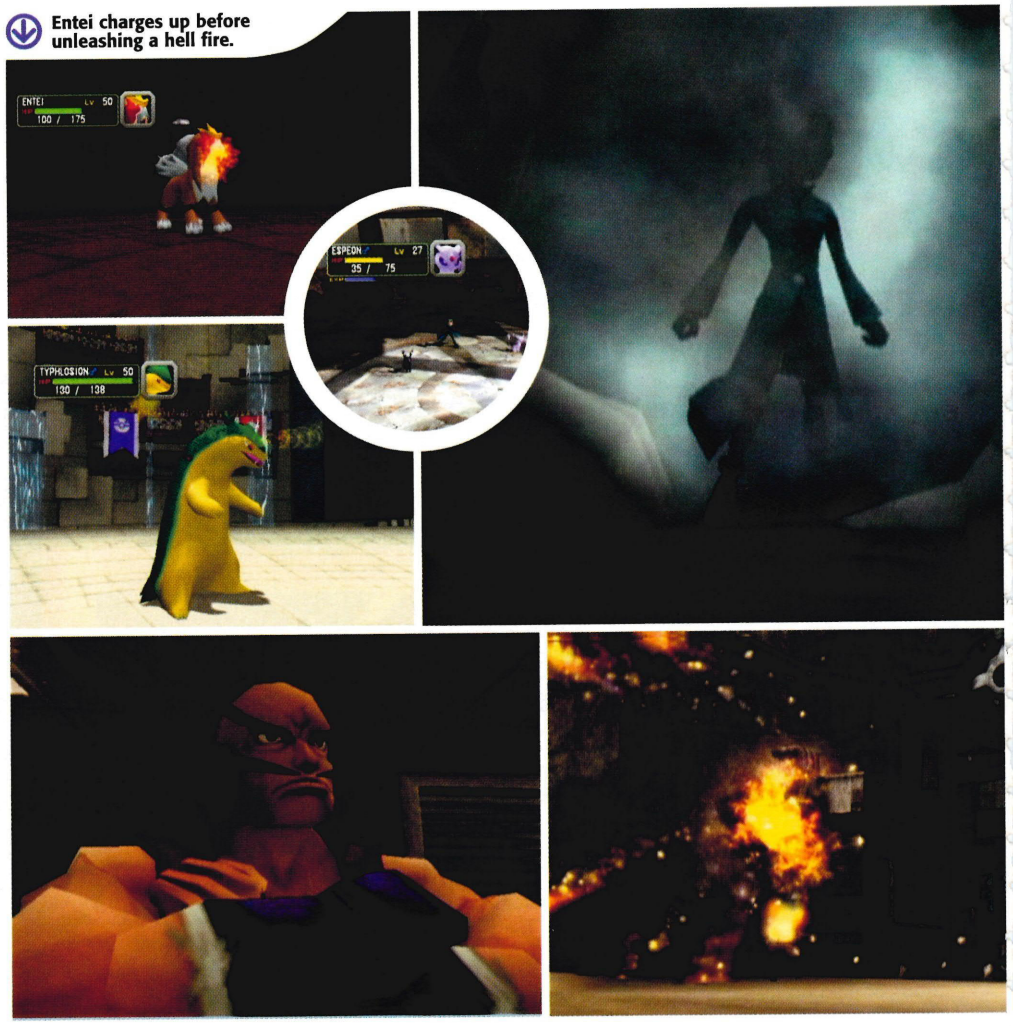






Regi gets burned – the glorious Fire Blast attack.

Entei charges up before unleashing a hell fire.



CONTINUED was a way to get them to level up quicker... there is. Thankfully you get the Exp Egg pretty early on in the game. Give this little beauty to one of your 'mon and it practically triples the experience points earned, and you don't even have to make them fight! Just leave them there at the back, soaking up all the pointy goodness. You're going to need lots of points because the last bosses are incredibly difficult, but there is always Mt Battle to score those points (see the boxout for more info on this).

As a side note you can't just wade in with your level 99 Latios and kick collective Poké-ass, the Story mode GBA link-up doesn't get unlocked until you've completed it once. This means you can only create your first team from the 51 available Shadow Pokémon (there's 53 really but you can't get Pikachu and Ho-oh until the end).

Obviously this is not as big as the GBA adventures, but we wracked up 36 hours of play before we were able to finish it, unfortunately a lot of this time is taken up by the slow speed of the battles. Your opponent throws out each of their Pokémon in turn, you do the same, select your moves, then sit back and watch the limited action transpire. If you don't see those magical words 'It's Super Effective' then you know the battle is going to last longer than it takes to read this review.

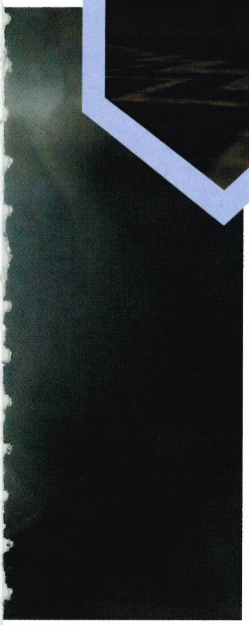
Another gripe we have is with the words the characters spout. They're rubbish, in that wishy-washy, namby-pamby Jap-tastic, can-you-tell-me-how-to-talk-to-girls fashion. Really super-childish. For some reason it seems fine on the GBA, but with big 3D polygon collections it just seems wrong. Oh, and your character rarely says anything, Squall from *FFVIII* says more and he's the most monosyllabic character (in an RPG) ever. And the first boss! Miror B! Who thought that one up? Idiot, can't even spell... grumble, grumble.

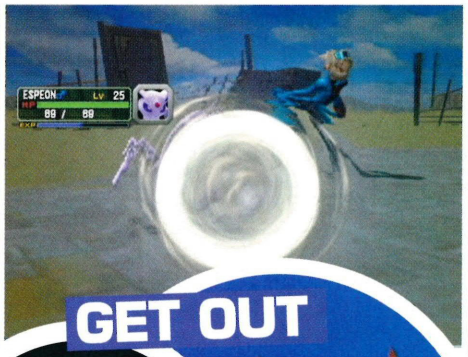
Pokémon Colosseum is not the definitive Poké-experience the world has been waiting for, nor is it an essential purchase (except for Pokéfans) but it is a good package and to see all 380 Pokémon in glorious 3D and in full colour is definitely something to make you turn your head in its direction. Go Tyranitar!

TIM

SPECIAL BALLS: There's a few more Pokéballs rolling around to help you catch the Shadow Pokémon. The best of all is the Master Ball which you get towards the end.







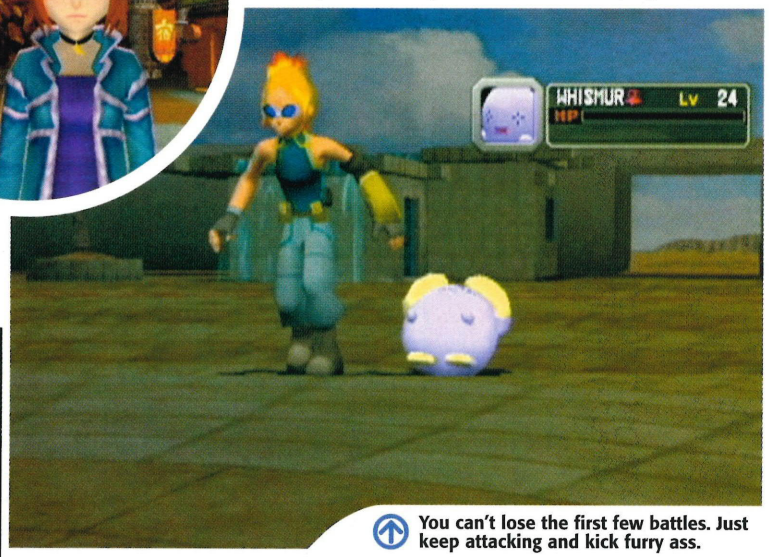


GET OUT OF THE WAY!

You partner follows you wherever you may go, but gets in your way sometimes in the smaller locations. But it is quite funny pushing her and making her moonwalk.



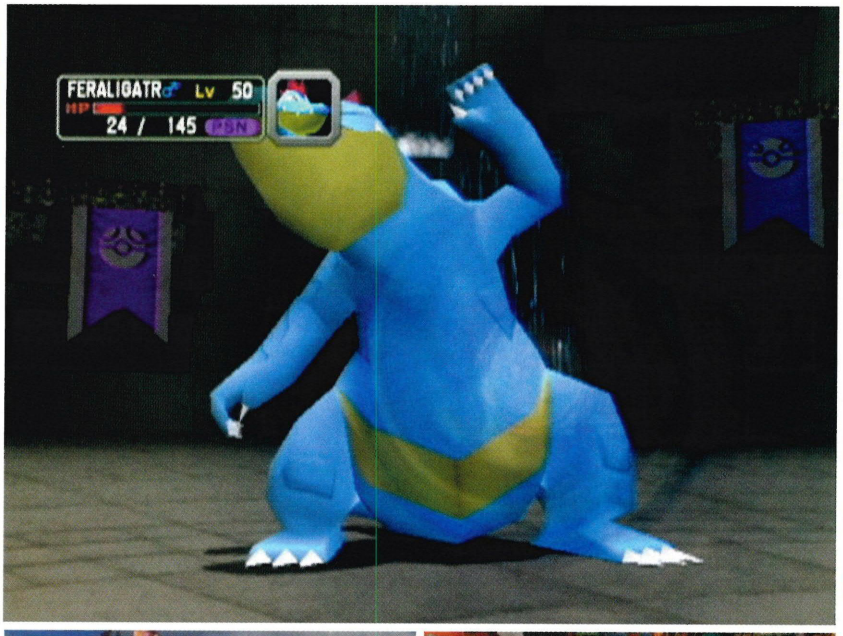
Cool shades, probably. The fashion sense in *Colosseum* is peculiar to say the least. Nice coat though.

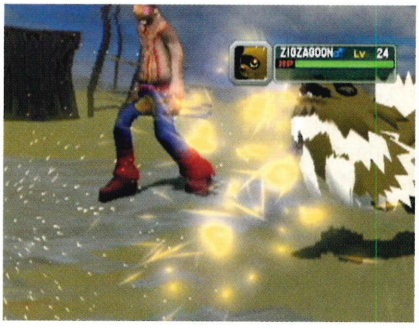


You can't lose the first few battles. Just keep attacking and kick furry ass.

"THE POKÉMON LOOK AWESOME, AND BY AWESOME WE MEAN TOTALLY SWEET"









CUBE VERDICT

POKÉMON COLOSSEUM

A BIG BRASH POKE-BASH

VISUALS
Beautifully rendered Pokémon with excellent animation.

AUDIO
No speech or sound effects and awfully plinky tunes.

GAMEPLAY
Lightning works on birds, fire on metal, water on rock... brilliant!

LIFESPAN
Flipping ages and there's all the Colosseum battles with your mates.

ORIGINALITY
Well nothing is original these days, it's all been done before.

ALTERNATIVE

Pretty, damn good RPG, but we're still waiting for *Tales Of Symphonia*.



FF: CRYSTAL CHRONICLES
Reviewed: Issue 30 **CUBE Rating:** 9.0

2ND OPINION

CATCHY! "As if being the missing link in the current generation of *Pokémon* games weren't enough, *Colosseum* is actually really quite good!"
LUKE

FINAL SCORE

8.6

COULD'VE, SHOULD'VE BEEN THE BIG POKÉ-ADVENTURE BUT THIS IS STILL GOOD

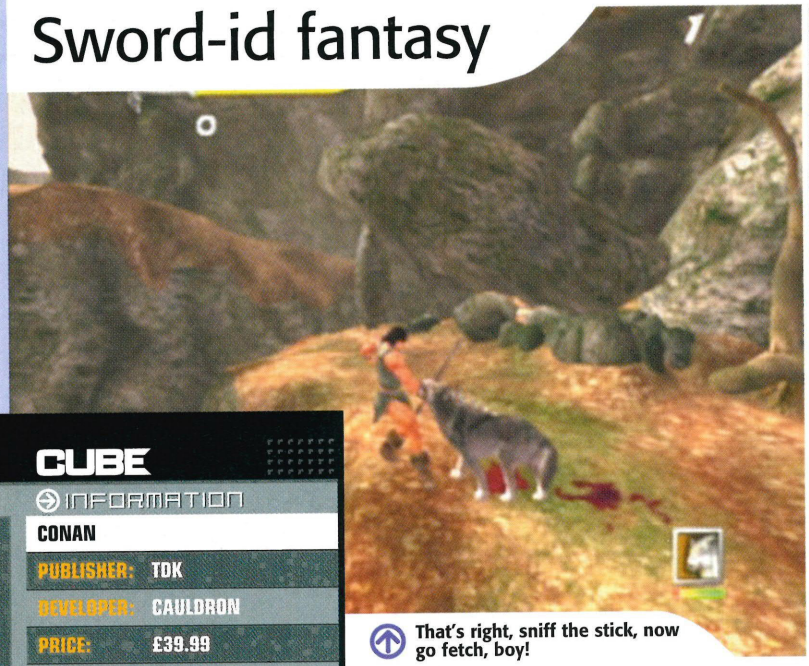


GET IT ON

I'm a big muscly warrior whacking stuff. Cool! Er... oh what! Anyone fancy a pint?



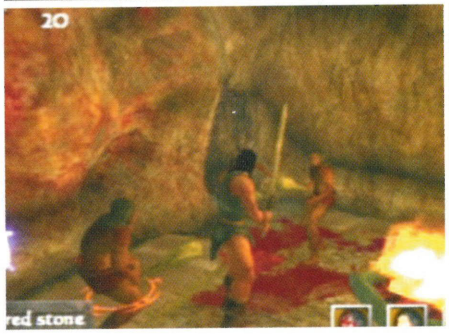
Sword-id fantasy

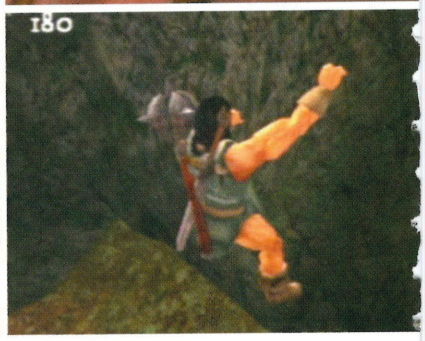


That's right, sniff the stick, now go fetch, boy!









CUBE

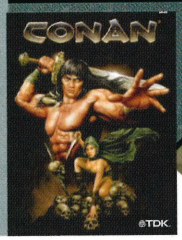
INFORMATION

CONAN	
PUBLISHER:	TDK
DEVELOPER:	CAULDRON
PRICE:	£39.99
ORIGIN:	SLOVAKIA
PLAYERS:	1-2
MEMORY:	28 BLOCKS

STATS

- BIG SWORDS
- 2-PLAYER ARENA MODE
- BASED ON THE BOOKS
- LOADS OF COMBOS TO BUY

MAY '04	TBA	MAY '04



CONAN

Someone's got an axe to grind!

Sorry, I seem to have got my sword stuck in this mysterious glowing orb.

KEYED IN

CONAN BEATING...

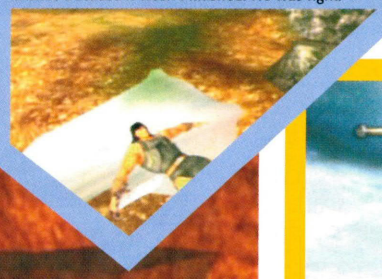
Ronan Keating more like. Do you see what we've done there? See how they rhyme? See how they are both crap? Spooky dooky!

YOU ARE Conan. You are a mighty warrior. You wield a massive sword and tales of your adventures are told round campfires in every corner of this land. Your courage is legend, your strength unequalled. You seem to have a few problems walking in a straight line, but that's probably just down to stiffness. Oops, you've walked into a wall. That's okay. Such is your might that you command the very camera that follows you everywhere you go. "Camera, Conan orders you to orientate yourself properly. Be done!" Oh arses, now you're going in the wrong direction. Stop, gather your thoughts, choose your route with care and precision then proceed to face dangers as yet unknown. The quest continues, at a slight diagonal tangent.

If you read Issue 30's Vanishing Point column, you may remember how we questioned the existence of crap games. We didn't merely wonder why they are here – we challenged their very right to be. Then, in some cruel twist of fate *Conan* is foisted upon us. Oh irony, what a capricious bedfellow you are (Note to self – if I am able to spout meaningless twaddle for another 600-700 words I won't have to play *Conan* anymore. Ha!). Quidquid latine dictum sit, altum viditur. Translation: whatever is said in Latin sounds profound. This admirably demonstrates that truth is not always enlightening.

Back in 2002 TDK Director Hieko Tom Felde said: "With a specially developed Conan 3D Engine allowing the creation of huge, detailed scenarios with unique atmospheres of intense light and

TIMMY TIME: Tim played the preview version last month and hated it but we all told him to give it a chance because it wasn't finished. He was right.



You can always tell the quality of a warrior by the size of his axe.

shadow effects, we believe that Conan the game will not only satisfy the high expectation of Conan fans but gamers alike with its amazing graphics and barbaric gameplay!"

Maybe he did believe that at the time. Whether he still does depends very much on whether he's played the finished version. If he has there's a good chance his opinion may have changed. Let's take a second to break down what he said. The 3D engine is specially developed. Okey dokey, can't argue with that. Huge scenarios, unique atmosphere, light and shadow. Bland, generic and washed-out looking, we'd say. As for satisfying *Conan* fans, well, you'd have to ask one, but as gamers we can assure you we're far from satisfied, and the only thing barbaric about it is forcing someone to play it for more than an hour.

Disregard the questionable appeal of the license for a second and take the basic ingredients that make games fun. You can go down the list and tick them off one by one as absent from *Conan*. It's just tiresome. Character control is so wayward it's a chore simply moving about the environment. Stick direction is meant to be reactive to the camera position but if you swing the camera around the game often fails to notice and you'll find Conan ambling off in a direction completely unrelated to where the stick is pointed. Coupled with Conan's own sluggish, lumbering movement, the result is that you constantly feel as though you're fighting with the controls. This alone means the game quickly becomes mightily irritating to play, and that's without getting onto the subject of combat. Naturally the heart of the gameplay is smacking a multitude of wild animals, people and supernatural creatures about the place with swords, maces, battleaxes and other gubbins that happen to be laying around the desolate lands of Cimmeria.

Sadly though it's so simplistic that you'll be bored by the second or third fight. Rather than looking forward to the next punch-up you find your heart sinking every time a new enemy appears to herald another bout of largely random and skill-less button hammering. You can buy a bunch of additional moves and combos but they all amount to largely the same thing and don't carry any sensation of weight. If you cosh someone round the head with an axe you expect a big thudding impact, but Conan denies you even this small satisfaction.

What else is there to say? Oh yeah, there's a two-player mode. Choose a couple of characters to duke it out in a one-one-one beat-'em-up, but damn it *Barbarian* on the Spectrum played better than this! Run about a bit, button-bash, win or lose. The characters are so dull and the action so non-existent that no further words should be wasted on it. You've got to think of the rain forests in these situations.

It's customary in the summing up of questionable games to suggest that devotees of the genre or general theme might procure some degree of enjoyment from it. You won't. It's a badly realised, clumsy and offers nothing that hasn't been done much better before.

MILES



Best two out of three? Damn right!

TO HELL AND BACK

DIEING FOR A LIVING

Whenever you die in the main game you're transported through a portal into the spirit world where you get to fight a rematch with a spectral incarnation of whatever killed you. Victory here returns you to the world of the living where you get to continue the quest. Die and it's game over. You only get this second chance if you're killed heroically in battle however. Dying in some stupid way like falling into a campfire means instant banishment to the afterlife. In theory it's an interesting idea but soon becomes annoying when you just want to get on with the game. Well, you won't particularly want to get on with the game either, but this is just another irritating element to throw on the pyre.

"IF YOU COSH SOMEONE ROUND THE HEAD WITH AN AXE YOU EXPECT A BIG THUDDING IMPACT, BUT CONAN DENIES YOU EVEN THIS SMALL SATISFACTION"

CUBE VERDICT

CONAN

MORE RONAN THAN CONAN

VISUALS Insipidly uninspiring thanks to a dull palette.

AUDIO Hammy voice-over sets the scene well but limp effects.

GAMEPLAY Is there any? It really is a dirge.

LIFESPAN You'll be tired of it long before you reach the end.

ORIGINALITY None that springs to mind.

ALTERNATIVE

Crusty old arcade hacker, but at least it was playable back in the day



GOLDEN AXE

Reviewed: Issue N/A CUBE Rating: N/A

2ND OPINION

C-SECTION! "The game has no positive qualities. Still, it's Cauldron's first release so maybe we should give it the benefit of the doubt... nah sod it. It's crap."

TIM

FINAL SCORE

4.2

Q. WHY WOULD YOU WANT TO PLAY THIS?
A. YOU WOULDN'T



HIT IT!

Make your way up the tower, press the plunger and you'll blow up the obstruction.



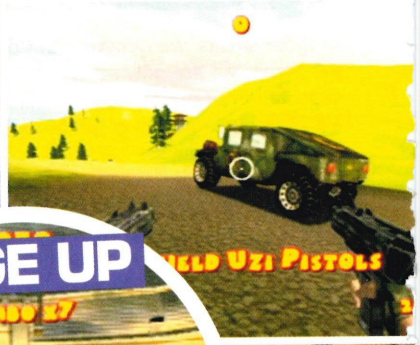
Sam, I am

SERIOUS SAM THE NEXT ENCOUNTER

Out of nowhere comes Sam







CUBE

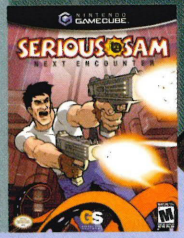
INFORMATION

SERIOUS SAM	
PUBLISHER:	TAKE 2
DEVELOPER:	CLIMAX
PRICE:	£19.99
ORIGIN:	UK
PLAYERS:	1-4
MEMORY:	3 BLOCKS

STATS

- 40 LEVELS
- MULTIPLAYER MODE
- TAKE CONTROL OF VECHILES
- 3 DIFFICULTY SETTINGS

OUT NOW	TBA	OUT NOW



CHARGE UP

MINI-ME

The very first weapon you get your hands on is the mini gun. Such a shame that it's only a training level though – you'll have to wait a few more levels to get it for real!



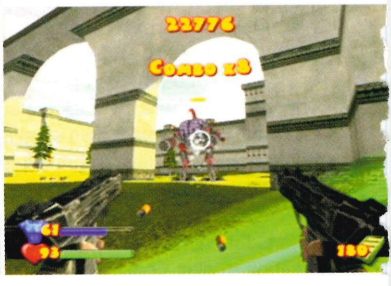


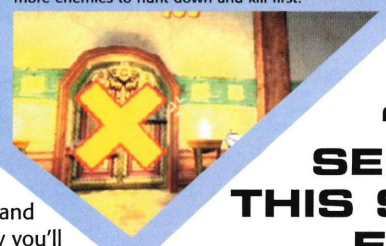
The grenade launcher – difficult but very satisfying.



Monster brains – never thought they'd be purple...







DON'T GET CROSS: If you see a great big yellow cross plastered across the exit, it means that there are a few more enemies to hunt down and kill first!

IMAGINE THE scene... you step outside of a door, squinting in the blazing sunlight. All around you a green field stretches into the distance, yellow pathways crisscrossing over and along gently rolling hills, these dotted with the odd stone building and clump of swaying tress. Ahead of you there's a valley and forming through the warm hazy air a... a giant purple brain on metal legs! Kill it! Kill it! You heft the chaingun up and it whines into action, spitting hundreds of bullets out, the recoil sending you into a stagger. You ignore the strain on your arm as the barrels hiss and belch smoke, cool down and... what's that? Half of your health has disappeared and you've spotted the glowing beauty that is a first aid pack sitting among a pile of precious ammo far in the distance. You make your way towards this oasis of riches, and for a moment life tastes good. But only for a moment. You hear a cry, the noise surrounding you from all directions, and glancing up you spot 60 men charging over a hill, the explosives in their hands glinting. It's time to get serious...

The beauty of *Serious Sam* is in this simplicity... but eventually this also proves to be its undoing. The formula couldn't be any easier. You walk into a room, shoot lots (and lots, and lots, and lots) of bad guys, lose an alarming amount of health and exit. In the next room, you pick up something significant (say, a health pack or meaty weapon) and do it all over again. Occasionally you'll come across a jumping section, or something mildly – and we mean mildly – puzzle-ish, usually involving switches, and you'll spend just as much time circle strafing around giant demons in a vast outdoor environment as you do running through corridors with a shotgun. For a game that sells itself on the merits of non-stop action and a complete absence of mechanics that require even the merest hint of grey matter, you couldn't ask for a more pleasing structure.

In an attempt to keep the game from becoming stale, the developers have included plenty of multiplayer modes. You've got the usual Deathmatch options that cater for up to four players, but the one that you'll keep on going back to is the cooperative mode. There simply aren't enough of these in games at the moment, and if we're going to be brutally honest, we'd go as far as to say that this mode is what makes *Serious Sam* worth going through. The game itself might not play any differently, but there's something to be said for the pleasure that is trawling through a mass of screeching skeletons, rocket launcher cocked, with a good friend in tow. It's the perfect game to



Equip them with a beanie hat and they think they're all that.

"THE BEAUTY OF SERIOUS SAM IS IN THIS SIMPLICITY... BUT EVENTUALLY THIS ALSO PROVES TO BE ITS UNDOING."



Nothing like a bit of light reading to relax the soul, eh, lads?

THE HARDER THEY FALL

BIG BOSS

While playing *Serious Sam* you'll we encountered an odd feeling from time to time, but couldn't quite place what it was all about. Then it hit us. You see, you can be quite happy roaming around some field, blasting away and then you'll notice that everything goes quiet. Everything has disappeared. And there it is – the hugest, most horrifying, baddest mother scratcher of a boss. Ever! Wow, that thing is massive. You shift your weaponry about selecting the meanest projectile thrower you can find, position yourself behind a post and take a gulp of air. This is it. It's now or never – charge! Three hits and the mass of metal and flesh drops to the ground. Is that it? All too often taking down the larger enemies is a total anti-climax, and takes away from the 'you against the universe' vibe that *Serious Sam* otherwise generates so well.



SUPER-DUPER-ÜBER...

...WAPPEDY-DAPPEDY-BOMBASTIC-COMBO

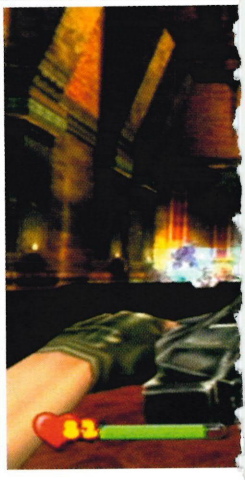
Super Combo Mode is the latest phrase on Sam's lips. Every time you kill 20 enemies in a row this mode is activated and for 10 seconds Sam becomes faster, meaner, his weapons become more powerful and your points double. Unfortunately though, you can't carry the combo on by linking kills. After 10 seconds it just ends, even if you're in the middle of some mad rocket jumping/shotgun-wielding super-move that would make the Predator do a double-take. Ah well, maybe in the next game, eh?



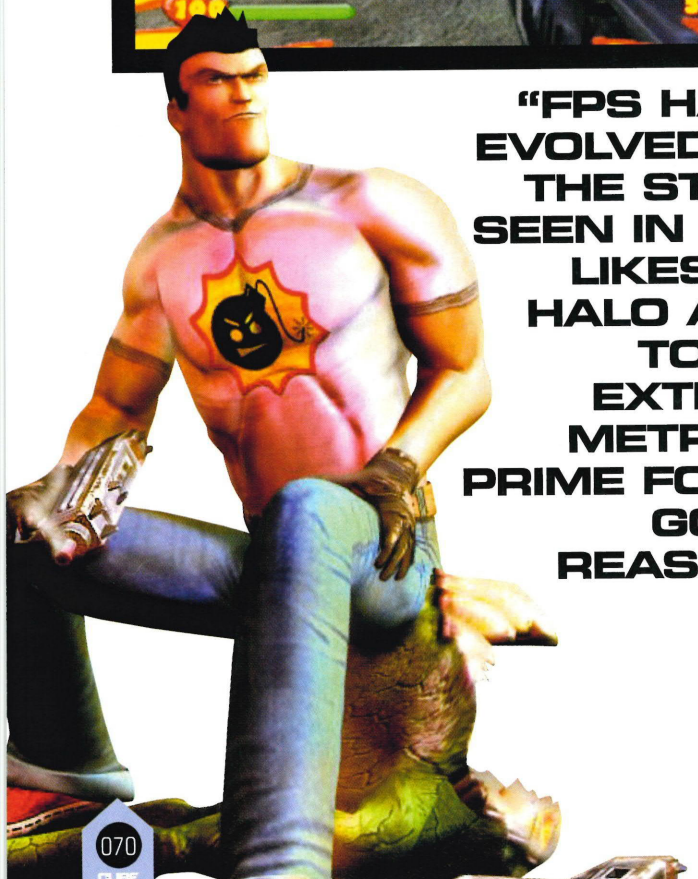




All sorts of high calibre fire is on offer – and rockets.



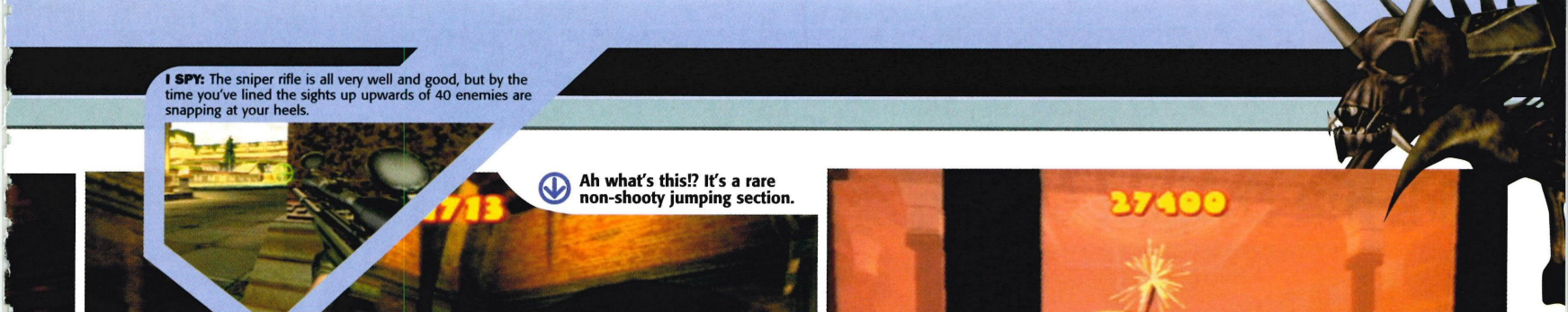
"FPS HAVE EVOLVED TO THE STATE SEEN IN THE LIKES OF HALO AND TO AN EXTENT, METROID PRIME FOR A GOOD REASON"



CONTINUED

switch on and listen to music to, and as it concerns itself only with reactions, you can easily hold a conversation while playing all but the most challenging of levels. (Is this the first time that such a point has been brought up as a positive?) Nevertheless the straightforwardness of Serious Sam is very limiting. It's all very well having a game where you'll spend the first hour with a massive grin on your face as you remember the likes of *Doom* and *Duke Nukem 3D*, but FPSs have evolved to the state seen in the likes of *Halo* and to an extent, *Metroid Prime* for a good reason. This point is further demonstrated when you get deeper into the game and notice how the enemies don't pour into a room through a visible access point, but instead simply warp in, usually just behind you. This system utterly removes any possible tactical opportunities in place of sheer chaos. Which isn't a design fault as such, because this is the idea of the game, but it is awfully frustrating.

In terms of visuals, *Serious Sam* isn't too hot. The textures are generally uninteresting and if you take the time out from blasting, you'll notice the colours clash quite horribly. It has a gaudy, itchy style to it that's hard to place. Likewise, the geometry is hardly spectacular; there aren't any moments where you'll want to just stop and move the camera around to take anything in. The sound is good though – the guns have a satisfyingly heavy noise to them, and the ambient soundtrack can be rather unsettling at times. Overall, *Serious Sam* looks and



I SPY: The sniper rifle is all very well and good, but by the time you've lined the sights up upwards of 40 enemies are snapping at your heels.





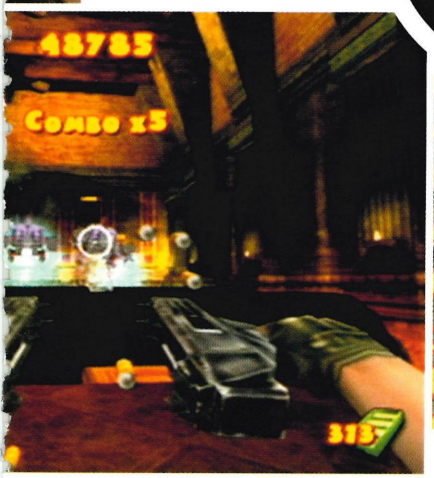
Ah what's this!? It's a rare non-shooty jumping section.

Loads of freaky things to kill and dismember. There's barely a let up in the action so just hold down ⊟ all the time.

TASTY

SPIT ROAST

Remember these guys from the original PC game? Little nods like these are always a welcome little gift from game developers. Well, it made us smile anyway.





Run around mindlessly killing everything simplistic yes, but it's also so much fun.





sounds absolutely fine, doesn't put a foot wrong but fails to ignite the imagination. This is also reflected in the level design – there are some appealing set-ups later on in the game, but for the most part they're purely functional and used only as a tool to move you from one place to another, rather than provide scope for interesting combat. However, this does help to keep the framerate steady, only dipping when the going gets a little too knee-deep with bodies. We do like the explosions and look of the water too – effects like this help add a sparkle that's hard to criticise.

Serious Sam is difficult to review. We want to say that it's shallow (because it is), and that there are better first person shooters out there (and there are – on every current next-gen console). But the thing is... we keep on going back to it.

Serious Sam knows what it is. It makes no bones about it on every level – this was designed for people who just want to turn a game on and start blasting away at aliens. It's a game that you'll only play for a couple of days either – you've got 40 levels to go through and multiplayer wise, everything you could ask for. It's fast, smooth, and the action never lets up. So sod it. You know what you're getting with *Serious Sam*. If you want something a little more involving, something with a little more depth then go for *Metroid Prime*, or invest in an Xbox with *Halo*. But look at the screenshots that have been carefully pasted over these pages. Does a whacking dirty big shotgun and a room full of flying frogs appeal to you? If so, this is only 20 quid. Buy it.

GARY

CUBE VERDICT

SERIOUS SAM

BOOM BANG BLAST!

VISUALS
They do the job, but unfortunately, nothing more.

AUDIO
Spooky music and meaty sound effects add to the atmosphere.

GAMEPLAY
Simple but effective. Nothing more, nothing less.

LIFESPAN
140 levels to battle through, plus multiplayer modes aplenty!

ORIGINALITY
Go all the way back to 1993 to see this done on the PC.

ALTERNATIVE



Probably the best FPS and better than *Goldeneye*. Did we just say that? Oh sh...

TIMESPLITTERS 2

Reviewed: Issue 11 **CUBE Rating:** 9.5

2ND OPINION

KILL KILL KILL! "It's a non-stop death-fest and quite satisfying with it but you can only play it in short bursts otherwise the repetitiveness gets to you."

TIM

FINAL SCORE

8.0

A FANTASTICALLY ACTION-PACKED, BUT SHALLOW GAME

ROCKET MAN

There are perils in Dirk's way before he can even enter the castle. Prepare to die...



Dirk the Dragon Slayer

SWEET

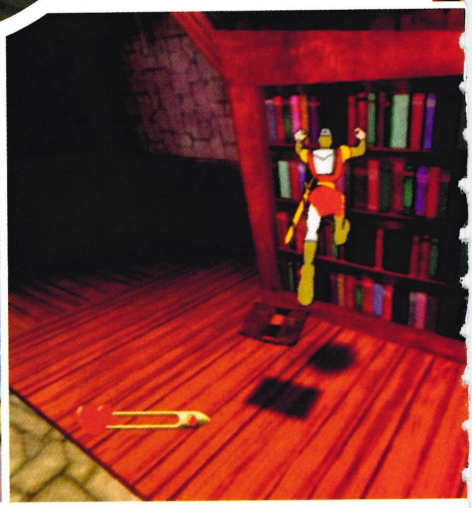
NICE CHEST!

Dirk certainly knows how to look after his little lady – by pillaging a magician's castle of all its treasure so he can buy Daphne pretty things. Like another revealing catsuit perhaps?





Doesn't matter what it is it's always going to kill you.



CUBE

INFORMATION

DRAGON LAIR 3D: SPECIAL EDITION	
PUBLISHER:	THQ
DEVELOPER:	DRAGONSTONE
PRICE:	£34.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	4 BLOCKS

STATS

- USED TO BE ON A HUGE LASER DISC
- 250 ROOMS TO EXPLORE
- 40 TYPES OF ENEMY
- DRAGON'S LAIR IS 21 YEARS OLD

OUT NOW | TBA | OUT NOW



3D visuals plus 2D gameplay equals one hell of a mess...

DEAR LORD IF we had a penny for every crap 3D version of a classic 2D game we've had to play then we'd have... well, about 18p, but the point is still valid. First there was *Pac-Man World 2*, then *Worms 3D* and most recently *Sonic Heroes* and now *Dragon's Lair 3D* has fallen into the trap.

It's a simple fact that a successful 2D game isn't going to work in the 3D format unless it's given a serious overhaul, by which point you'd be wondering why don't they just create a totally original game in the first place and stop messing about with the classics?

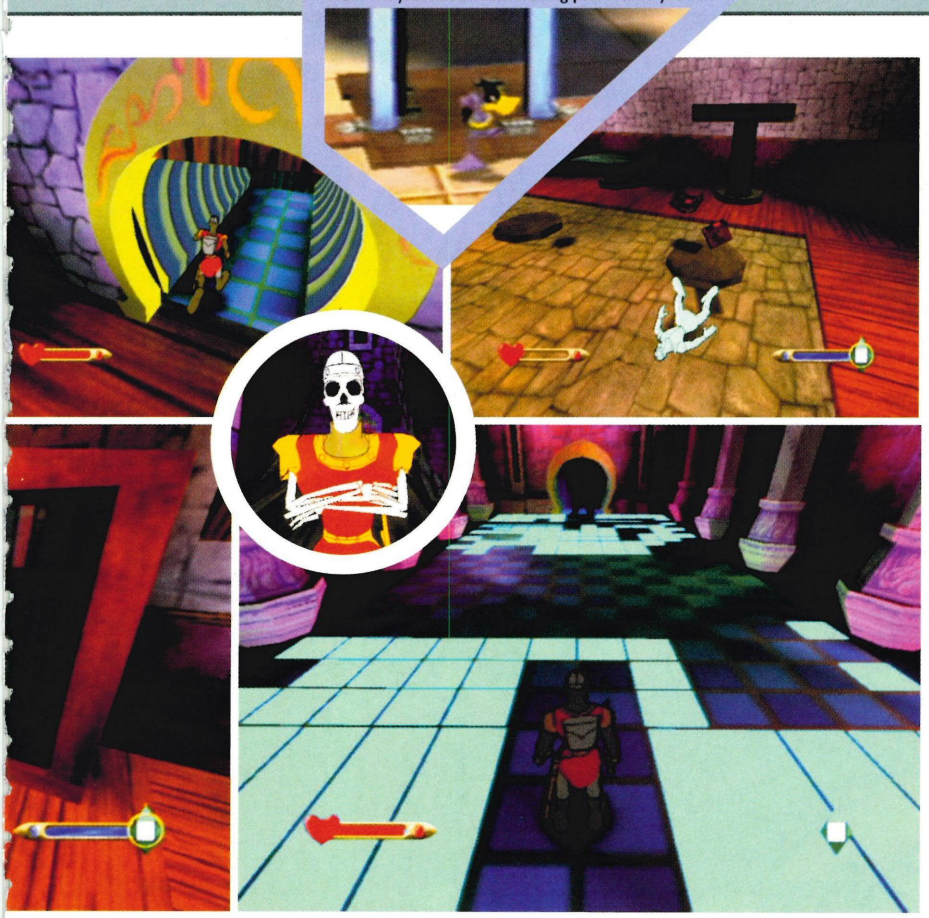
This can definitely be said of *Dragon's Lair 3D*. A true landmark of its time, *Dragon's Lair* lead the way in modern gaming and wowed the world with its futuristic laserdisc technology, crisp and colourful graphics (this was the era of *Defender* and *Asteroids*. Hardly top notch graphics okay?) and the beautiful and stylistic character designs by Don Bluth and co. It was simply a masterpiece.

So to start things off on a respectful note, *Dragon's Lair 3D* has really kept the essence of the 2D version. The story reunites Dirk the Daring, a hapless knight, and the buxom Daphne who he must save from the clutches of the flesh-eating dragon Singe who is holding her captive in the wizard Mordroc's castle. As well as the story, several other elements of the game are incredibly alike. Dragonstone has clearly made a lot of effort to ensure that all of the 43 levels are in keeping with the first game. Even some of the 250 rooms are near perfect replicas from those in the original *Dragon's Lair*, which should raise a smile on the faces of those who misspent their youths pumping ten-penny pieces into the arcade machine. But what about the non-*Dragon's Lair*'s fans? Not everyone has played the original game, so can the 3D translation hold up in today's world? Put simply, no.

Yes, *Dragon's Lair 3D* looks and plays like the original game and in that way it succeeds, but need we remind you that the original game came out over 20 years ago? Coming at *Dragon's Lair 3D* from today's standpoint then we have to say that this is possibly one of the most frustrating and disappointing games

DRAGONS LAIR 3D: SPECIAL EDITION

BOOKWORM-FOOD: Everything in Mordroc's castle is enchanted, including the bookcases, which have a nasty habit of falling over... on your head. Avoid walking past them if you can.



we've ever had the misfortune to play.

There is just so much about it that rubs you up the wrong way, most notably the control system which was clearly cobbled together by some crazed monkey. For starters, you need to position Dirk in exactly the right spot before he can climb ladders or pull himself up onto ledges, which is all well and good if you have plenty of time to fiddle about. But you don't. In fact, this is one of the most unforgiving games ever created. It's just ridiculously hard in places and that's not just us being crap either. Each room is a death trap and more often than not you're pushing up the daisies before you know what hit you... literally. Bookcases fall on your head, floors give way within nano-seconds of entering the room and moving platforms crush you into a stone wall before you have a chance to look around for a safe place. Arrgghhh!

The second fatal flaw of the game is the fact that Dirk needs to have his sword sheathed before he can grab onto anything. Whilst all competent games would automatically sheath the weapon for you, *Dragon's Lair* expects you to do it manually. "So what?" you might be thinking. "Are you such a bunch of lazy buggers that you can't even sheath a sword?" Well, yes, we suppose we are. But it's not just laziness. The game relies on split-second timing and when you're fighting off a horde of marauding beasts whilst simultaneously trying to avoid plunging to your doom then the last thing you need to be concerning yourself with is putting your weapon away. Double Arrgghhh!

What irks the most though is the jump system. It's just too sensitive and you'll frequently overshoot/undershoot certain leaps meaning bye-bye Dirkie and cue hissy fit. And if we have to see that stupid 'death' animation one more time we're going to hunt Don Bluth down and feed him to Singe.

Dragon's Lair 3D was never really going to work out. The original game was revolutionary and once you're at the top the only way to go is down. The game simply cannot hold up in today's market and sadly its too frustrating even for Dirk the Daring's fans (who are either in old people's homes or arguing with their spoilt, bratty children) to stick with it for any time. So lets just leave sleeping dragons lie, okay?

LIZ

DESIGN FOR LIFE

OUT WITH THE OLD IN WITH THE NEW

Dragon's Lair 3D has certainly tried to keep the essence of the original game, from its graphics to the storyline. So in keeping with this theme, Dragonstone has incorporated nearly forty different types of enemies into the game, most of which appeared in the first title. Fans of the 2D Dragon's Lair would recognise the Fire Goon Warriors, Grim Reaper and the Cyclops Worms plus many more characters that make an appearance. However, *Dragon's Lair 3D* is giving fans an added bonus with the inclusion of a dozen totally new and original creatures for Dirk to battle, such as the Lightning Drake. That should spice things up a bit.



"POSSIBLY ONE OF THE MOST FRUSTRATING AND DISAPPOINTING GAMES WE'VE EVER HAD THE MISFORTUNE TO PLAY"

CUBE VERDICT

DRAGON'S LAIR 3D

ATTRACTIVE BUT INFRIATING PLATFORMER

VISUALS
Stunning cel shaded graphics from the great Don Bluth.

AUDIO
60 original scores but grating voice acting.

GAMEPLAY
Frustrating to the point of insanity, but varied puzzles keep it interesting

LIFESPAN
Once you've completed it, there's no coming back.

ORIGINALITY
None at all. it's a remake, remember?

ALTERNATIVE

A sassy little platformer that kicks and punches its way into your heart.



I-NINJA

Reviewed: 30 CUBE Rating: 8.0

2ND OPINION

DEAD AGAIN! "Death scares me, so a game that kills you every five seconds is not a pleasant experience. Keep it away!"

TIM

FINAL SCORE

4.0

ALL STYLE AND NO SUBSTANCE, MAKES DIRK A DULL BOY

KEEP AN EYE ON THE CLOCK

When that bomb blows you'll feel (and see) the earth shake beneath you! Oh, and die, too.



CUBE

INFORMATION

THE LEGEND OF ZELDA: FOUR SWORDS+	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£69.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	3 BLOCKS

STATS

- 3 DIFFERENT GAMES
- COMES WITH A FREE LINK CABLE
- GBAS REQUIRED
- LINK WEARS PRETTY COLOURS

TBA | OUT NOW | MAY



Four Play

PUSH IT GOOD

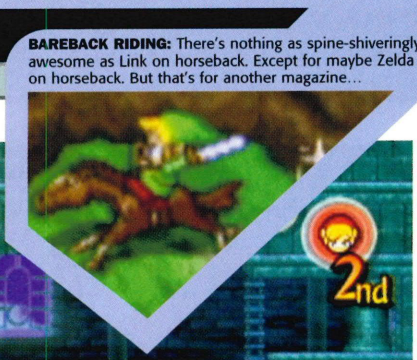
PRESS MY BUTTON

You know you've found an essential switch because lil' Link will raise his sword to the sky and gurn. Awwww, ain't the little fella cute? Our hearts are melting.



THE LEGEND OF ZELDA: FOUR SWORDS+

CUBE STAR GAME



BAREBACK RIDING: There's nothing as spine-shiveringly awesome as Link on horseback. Except for maybe Zelda on horseback. But that's for another magazine...





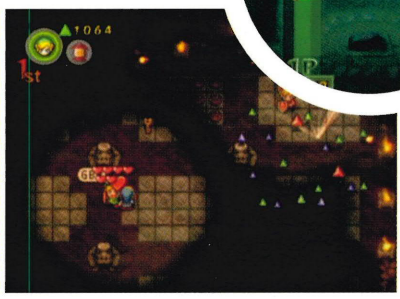




Somewhere beside the rainbow – there are plenty of beautiful graphical touches.

***Shadow Battle* is slightly more tactical than *Super Smash Bros Melee*.**





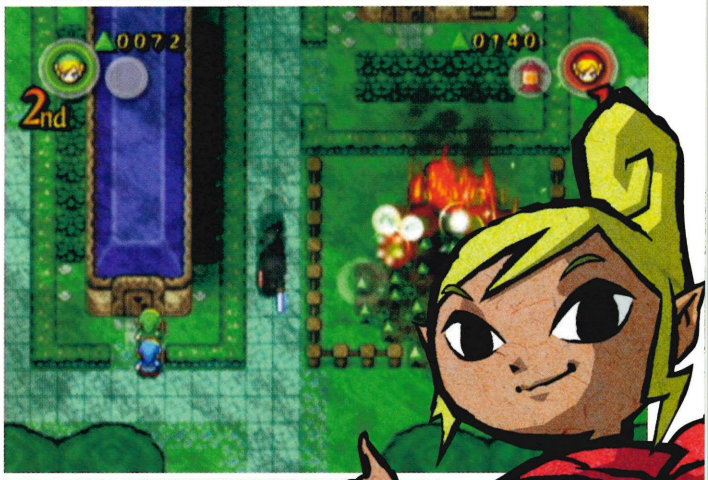
"IT'S JUST LOVELY TO LOOK AT ON EVERY LEVEL, AND TOTALLY UNIQUE"

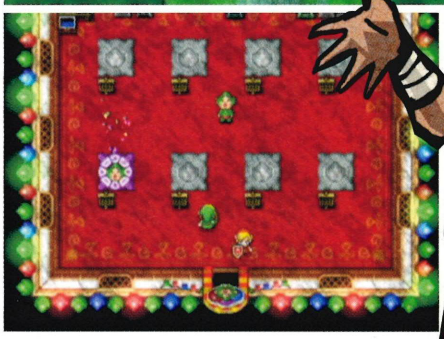
'Link' up your GBAs and grab some friends... this is Zelda - in multiplayer!

IN THE LAST few months *The Legend of Zelda: Four Swords +* has become more and more interesting. Like when you're channel hopping and you come across some program about putting up some shelving, and although you find it really boring, you stay on the channel for more than a nanosecond because you've dropped a Pringle and you need to pick it up, and before you know it, you're looking around the bare walls of your bedroom with some vague plan of cataloguing your... yes, sorry. You see how it works? Initially boring, but with further details and wow – life suddenly feels that bit more complete. So, *Four Swords* then. Looked a bit iffy last year, and now all of a sudden we've got these big grins on our faces and a spring in our collective step that's only a little bit to do with the rapidly improving weather. You see, this game rocks. The big one. But we'll start from the start, and as Bartholomew J said all those years ago, take it away...

The Japanese disc of *Four Swords* is split into three games. *Hyrule Adventure*, which serves as the main game, *Shadow Battle*, which has you battling it out with the other Links and *Tetra's Trackers*, a frantic rush-around-collecting game. (This won't be included on the disc in North America. See boxout Track Me Down for more.) If the fact that there are three games on the one disc is making you worry, perhaps causing you to think that this is a case of three weaker games forming a stronger package then curb those feelings right now. You couldn't be more wrong. The *Hyrule Adventure* on its own would justify the full price tag.

"EACH END OF LEVEL NASTY CAN ONLY BE DEFEATED THROUGH TEAMWORK"





FIGHTERS, READY?

IN THE SHADOWS

With eight worlds to explore, each split up into three or so levels, *Hyrule Adventure* isn't a short game. Most players will spend around 20 hours hacking and slashing their way through the many different locales, and its fast paced style lends itself extremely well to multiple play throughs. But if all of the competition is getting to your head then the *Shadow Battle* mode ain't too shabby either. As you've no doubt guessed, this is all about dealing out as much damage as possible to the other players. There are several arenas, each with their own particular gimmick and an array of weaponry scattered about. Each arena also contains a mysterious bubble, which you can pick up and throw, the result being a random attack, or possibly more weapons to play with. We foresee this mode being the cause of many late nights...















CONTINUED It's 20 hours of old-school classic *Zelda*, the likes of which we've dreamed of since 1994, but with the addition of a multiplayer mode. It works in a slightly different way (for instance, you can only hold one other tool aside from your sword – for example, a bow or the roc's feather – at any one time), but it's still *Zelda*. And it's gorgeous to both look at and play. Whether you're adventuring by yourself or with a number of friends, there isn't one moment of *Hyrule Adventure* that isn't fun. Although the structure feels more like a platform game than an adventure, and the dungeons aren't as complex as the older games and it lacks a central map, or 'hub', it doesn't feel stripped-down in any way.

Along your travels you'll come across

WHIPLASH: Yes, that's right. Want to hear 'Joy! You found X!' then look at your GB screen. No wonder we all have neck problems now...



OWLY YOU

TWIT-TWOO

Just like in the old games, this owl will fly by from time to time and really bug you with useless info. This time we don't even know what he's saying!

Tingle! Er, Tingles! The little git from *Wind Waker* is back and this time he floats. He's weird.

brand new concepts (something we didn't expect from a 2D game) and quite frankly, astonishing level design that (cliché alert!) these days people seem all too eager to overlook in place of fancy graphics and super-duper 8.3 surround sound. That's not to say that *Hyrule Adventure* (and indeed, the whole of *Zelda: Four Swords* +) looks bad though. Far from it. It may look rather static in these shots, but just wait until you see it move. As the cute little Links charge about the maps the camera zooms in and out energetically, keeping track of the action at all times, making sure that everybody can see their character. There's no choppiness at all, even when whole rows of bushes are burning, throwing hazy waves into the air, and hundreds of armour-clad soldiers are streaming across a narrow bridge towards all four Links who are waiting, legs planted firmly in the ground with all four swords drawn, edges glinting dangerously in the sunlight. A massive bomb explodes and fluid waves roll out, twisting the floor underneath you, warping it and there's not one moment when it doesn't look ultra-silky smooth. For all its 2D-ness and *Yoshi's Island*-esque paintbrush strokes design, there is no way that this could have been done on a lesser (technically, that is) system. The amount of special effects that pop up and sparkle, hide away and then move aside, allowing something else to show off the GameCube's capabilities and Nintendo's programming prowess is (to say that word again) astonishing. It's just

TRACK ME DOWN

HEY YOU!

Tetra's Trackers is the third game on the disc. Immediately dismissed by those 'in the know', we actually quite like it. The aim of the game is to run around a small area collecting stamps from waiting pirates. If you find stamp number 14 then everybody has to look for number 15, and once that's found, you'll have to keep an eye out for 16... and so on and so on. Along your travels you'll also find all kinds of little treasures that help rack up your final score, and of course, multipliers that allow you to collect more than one stamp at a time. Although it's very simple, if you're playing with people on the same skill level as you, things can get hectic, and we must say, jolly fun. To say that this is childish, as some are saying, is rather insulting. It's just simple and fun.

So what why is Nintendo of America cutting out the *Tetra's Trackers* portion of the game? There are many theories being bandied about, with the more popular ones being that Nintendo may feel that having three games on one disc may give the appearance of them being 'diluted' somewhat, and they want to focus people's attention on *Hyrule Adventure*, that they don't want to tarnish the *Zelda* name with a title that could be seen as 'childish', and for a pessimistic outlook, that they'll be using *Tetra's Trackers* as bait for pre-ordering schemes and the like. The more likely explanation is that throughout the game Tetra and her pirate buddies provide commentary, using your inputted name. Easy enough to program with Japanese names, but us westerners have far more complex monikers (and we'd more than likely put swear words in too), and fiddling around with the code to incorporate our tongue twisters would take months. Far quicker to cut out the entire game so we get the main adventure this side of the decade...



OPINIONS FOUR-CED UPON YOU

THEY PLAYED TOGETHER, THEY DIED TOGETHER

Since this is primarily a multiplayer game, we got a bunch of us together to really put it through its paces. Hey – four opinions have got to be better than one, right!?





CHANDRA

I could quite easily sit down and play this in single-player or multiplayer all day long. My favourite has to be *Shadow Battle* with four people slogging it out, nothing beats it. Well, it's on a par with *Mario Kart* and *Bomberman* anyway.

The only pain in the arse is the GBA link-up thing. It works really well, but I can't be arsed with hooking it all up. I want an all-in-one pad that does it all. You listening Nintendo… eh? Eh?

TIM

In one-player *Hyrule Adventure* is a little fiddly to start off with but once you get the hang of switching the Links' position you'll be merrily slashing away and solving all the wee puzzles it throws at you. Of course it is much better with four people and, as the intense rivalry builds, there is plenty of opportunity to stab your mate in the back. The other games are great fun too as a time out from the adventuring. *Four Swords +* also has the best arrow-hitting-wood sound effect ever. Fact.





MARTIN

At last… another amazing 2D *Zelda* game! While most people will hold back and think that *Four Swords +* only comes into its own with friends, they couldn't be more wrong – certainly, the multiplayer game is great fun, but there's more than enough enjoyment to be had on your own too. It's damn tricky too, so anyone thinking they'll be able to breeze through will be pleasantly surprised. Shame about the loss of *Tetra's Trakers* on the PAL release. Boo.

DARRAN

After witnessing the problems of *Final Fantasy: Crystal Chronicals*, it's great to see that Nintendo has done Link proud and delivered a superbly playable title. Although it's great fun on its own, the real joy of *Four Swords +* comes from the excellent link up play. There's a great selection of inventive puzzles and plenty of opportunity for teamwork (or fighting, if you prefer it) througout the game. Link's adventures continue to go from strength-to-strength, roll on *Wind Waker 2*…







Bam! Explosions ahoy! And they strike the fear of death in you as your wee Link wobbles.

The bosses are tricky buggers. You need to slash the appropriate colour to kill them.

NE

THAT TINGLY FEELING

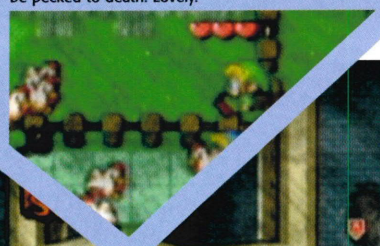
Yes, Tingle is back, but thi instead of prancing about ninny, he lets you enter games. Well okay, there' bit of prancing about we can live with that.



CONTINUED

lovely to look at on every level, and totally unique. But as we can't stress enough, the reason for this disc nearly bursting into flames through sheer overuse is down to the gameplay. Although the one player mode is tremendous, to get the most out of this you'll need some friends. Every time a new player is added the dynamic of the whole game shifts, giving levels you've played through many times before a whole new flavour. You'll have to chop bushes out of your way and find switches that everybody needs to stand on together, pull huge logs out of your path, throw each other over gaps and as for the bosses… well, each end of level nasty can only be defeated through teamwork and an acute understanding of how each player can take advantage of their

FEATHERY DEATH: The chicken curse returns! Chop one of the clucking fiends for long enough and you'll be pecked to death. Lovely.

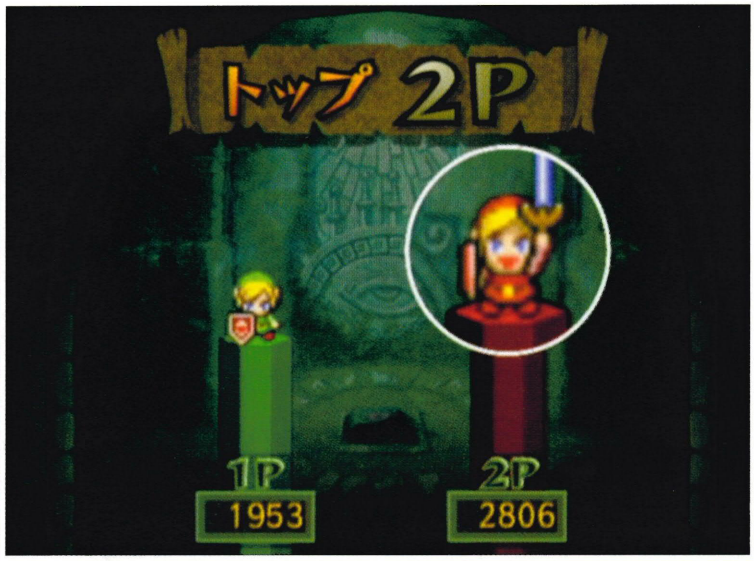


In places an almost constant stream of guards need slicing.





Tetra's Trackers **is an awesome game, frantic, manic and she shouts at you in Japanese!**







particular colour, which is usually the crux of the bosses' weak points.

But while you're having to do this, there's also the task of collecting as many goodies as possible. There's no reason to become the number one treasure collector other than simple pride, but my, if clunking your friend over the head with your sword, picking him up and dropping him down a hole isn't good fun! (This also adds a curious slant to the game: on one hand you've got to work together, but on the other... that purple Link just stole what's rightfully yours! Better get on with the squabbling.) Of course it won't take long before the more 'serious' gamers' blood pressure goes off the scale as everybody else spends their time doing exactly this, but just ignore the fools. Games are supposed to be FUN after all, and we're always ready to welcome pointless rivalry – especially within the **CUBE** team.

The *Legend of Zelda: Four Swords* + is one of our top GameCube games so far this year. It's fluid action all the way, absolutely no problem to pick up and learn for even the most novice of gamers, striking to look at and lengthy enough to keep you going for months. And we've still not played it in English.

If you're looking for a reason to like connectivity, then this is it. A true *Zelda* game that the true fans will adore. On top of this, the language barrier isn't too much of a problem either... if you've imported games in the past then you shouldn't hesitate to pay over-the-odds for this.

GARY

"IT'S 20 HOURS OF OLD-SCHOOL CLASSIC ZELDA, THE LIKES OF WHICH WE'VE DREAMED OF SINCE 1994"

CUBE VERDICT

THE LEGEND OF ZELDA: FS+

BEST MULTIPLAYER EXPERIENCE EVER

VISUALS
A classy mix of *Zelda III* and *Yoshi's Island* - but ultra smooth.

AUDIO
You'll recognise most of the tunes but that's not a bad thing.

GAMEPLAY
'Pure skill' is how we'd have described it eight years ago.

LIFESPAN
Hyrule Adventure is massive, and the other two will keep you hooked.

ORIGINALITY
Four Swords debuted a year ago, but there's nothing else like it on the GC.

ALTERNATIVE

A full-blown 3D adventure descended from the heavens onto your lap...

ZELDA: THE WIND WAKER

Reviewed: Issue 19 **CUBE Rating:** 9.5

2ND OPINION

JOY! "This is brilliant. Nintendo did it again – it's so much fun to play with mates or on your own. And that Tetra, oh she'd get it."

TIM (AGAIN)

FINAL SCORE

9·4

IT'S OLD-SCHOOL ZELDA, BUT NEW. YES!

FINAL ATTACK

Rendered intros don't get much better than this. Shame the game doesn't match, eh?



Robot war - what is it good for?





CUBE

INFORMATION

MOBILE SUIT GUNDAM: PILOTS' LOCUS	
PUBLISHER:	BANDAI
DEVELOPER:	IN-HOUSE
PRICE:	£49.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- BASED ON THE POPULAR SERIES
- TWO TOTALLY DIFFERENT SCENARIOS
- MULTIPLE MECHS TO CONTROL
- IN-DEPTH STORY EXPERIENCE

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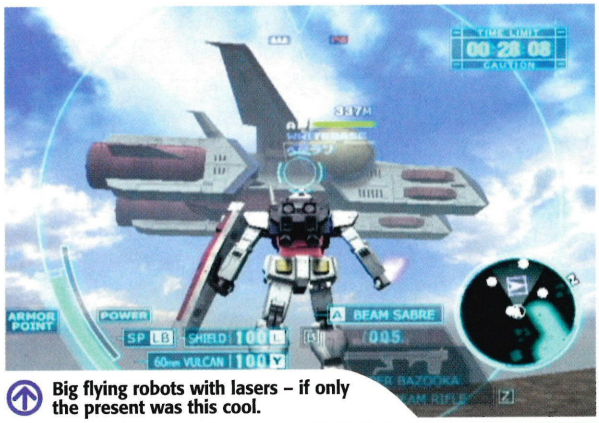


VSCHOOM

HOLD YOUR FIRE!

Guns aren't everything – you've only got a limited amount of ammo for each weapon, so your Beam Sabre comes in more than handy.

MOBILE SUIT PILOTS' LOCUS



Big flying robots with lasers – if only the present was this cool.





Just because a game has all the concepts to make it a winner, that doesn't mean it'll end up being so…

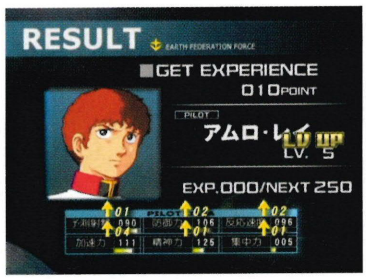
YOU MIGHT not agree with us, but there are certain things that we consider to be cool no matter what the circumstances. Robots, for example, are inherently cool and obviously, it stands to reason that the bigger the robot, the cooler it becomes. The same goes for various forms of futuristic destructive weaponry, such as bazookas and lasers – if it can make things go 'boom' and have enough potential to level a skyscraper in a single shot (in a videogame, anyway), then it instantly gets the thumbs up. With that taken into account then, it makes sense that a game containing not just one, but hundreds of gigantic walking robot soldiers, each of which carries enough firepower to take out a small country, should be the coolest game ever made. But then, things don't always turn out as you might expect and if you need more concrete proof than just our word on that, just turn your attentions towards *Mobile Suit Gundam: Pilots' Locus*.

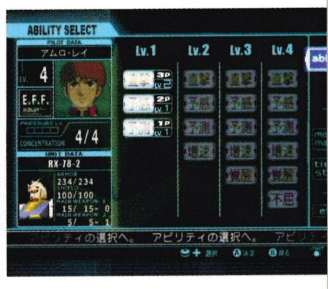
You see, on the surface it appears to have everything that your little robot-blasting, rocket-wielding, war-preventing brain desires – take a look at the screenshots dotted around these pages and you'll see countless mechs kicking seven shades of lubricating oil out of one another, all in the name of peace. Unfortunately, the truth of it is far more disappointing, as all the promises that the game makes through its fairly polished presentation and impressive mechanics soon come to nothing once you actually get into the game. Yes, this is a game where you guide a robot round, destroying everything that moves. Yes, it's based on a series that, unless you've been living under a very large pile of robot-proof rocks, you'll no doubt have heard of in some capacity. And yes… it's as dull as a

LIGHT OR DARK?: So, whose side are you on – the good guys or the baddies? Each offers a totally new experience to play through…



Battling in space gets very confusing, you're all over the place…





ON THE LEVEL

EARN THOSE SKILLS, SOLDIERS

Repeatedly playing through missions is an absolute must as it's the only surefire way of building up your experience points and achieving those all-important 'A' rankings – by doing so, you'll be able to improve your pilot's level and gain special skills that can be added to your profile. Each skill grants your pilot a unique ability that you can call upon in the heat of battle to assist you, from basic options such as improved speed or accuracy to more advanced ones like being able to cloak yourself from the enemy radar and make your approach undetectable. Of course, you can only have a maximum of four skills equipped at any one time, so deciding which ones to take into each battle is all part of the strategy process.

THE ROAD TO VICTORY

YOU'LL LOVE IT WHEN A PLAN COMES TOGETHER

As is usually the case with mecha-style games, emerging from a campaign victorious isn't just a case of storming in with all guns blazing – in fact, taking that approach is likely to end up with your robot being turned into a pile of scrap. Instead, you need to make good use of the various screens that appear before each mission; choosing and equipping your mech (provided you've got alternatives available, of course) is incredibly important, as is the briefing that details exactly what each mission involves. Once that's over, you'll also get the chance to survey the terrain and see where your enemies are, as well as giving orders to any allies that you happen to have on the battlefield. Without their help, you're pretty much sunk from the start…



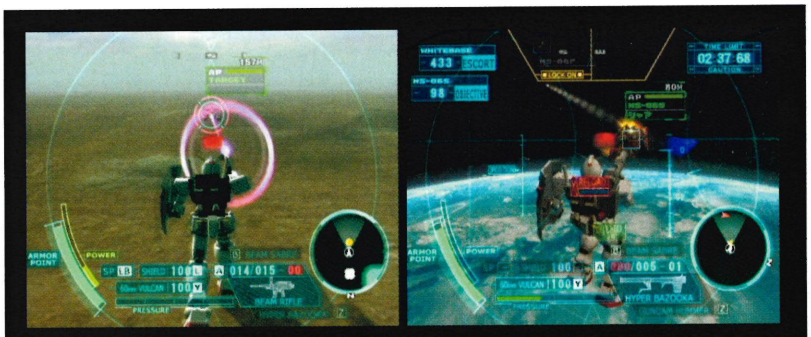
GUNDAM:

weekend spent bound and gagged in a duffle bag with a group of trainspotters.

Obviously, the big draw here is that the game is based around the *Mobile Suit Gundam* series that, in truth, is actually pretty kick-arse – set in the distant future, the series spans all manner of cartoons, novels, comic books and videogames to play out an epic space opera of sorts, where warring factions from all over the galaxy battle it out in giant robotic mecha in a war that's been raging for many years. Taking things back to the roots of the conflict, *MSG: PL* is actually set during the original one-year war scenario that initially began the long-running anime series in Japan and pits the loyal Earth Federation Force against the supposedly evil Principality of Zeon, no doubt something that dedicated *Gundam* fans will be chomping at the bit to experience.

However, let's disregard all that for the moment and imagine that knowledge of the series existing aside, you're a newcomer to the *Gundam* universe – you know it's got something to do with big robots but you've never actually controlled one in a videogame. In this case, what exactly does *MSG: PL* actually offer? Not surprisingly, it depends entirely on how patient a gamer you are. Presentation wise, it's certainly hard not to be impressed once you boot up the game – the opening cut-scenes look as good as you'd hope for from a GameCube title and set the scene nicely for what's to come. However, it's once you reach the actual meat of the game that your patience will start to be tested…

Thankfully, we're not talking about an inability to work out what the hell is going on – this might be a Japanese import, but the basic menus are all in English and it only takes a small amount of trial and error to work your way through the various tutorials that help explain the controls necessary to guide your mecha. However, the tutorials also go someway to proving just how clunky and plodding both the pace of the game and the main controls are and it's here that things start to fall down. With a camera that requires constant supervision with the C-stick in order to keep it facing the way you want, a lock-on system that only allows you to focus on a single enemy at a time (and that usually sets its sights on an opponent that's miles away, even if another is currently hacking away at your bodywork right in front of you) and various analogue controls that turn out to be



LOCATION, LOCATION

FIGHT WHERE YOU WANT TO

One of the more interesting points is how it makes you adjust the way you approach each mission by changing the location – one minute you'll be storming across sprawling landscapes, the next you'll be taking to the skies and duking it out in deep space with hulking star cruisers. While ground fighting obeys all the laws of physics (to some degree, anyway), the space battles are far more demanding thanks to the ability to move along all three axes; you can turn in any direction you choose and use your boosters to go virtually anywhere. Unfortunately, this also makes things particularly confusing, especially when you've got enemies approaching from all directions and with your lock-on target constantly flicking between adversaries as they approach, you'll soon find your head spinning.

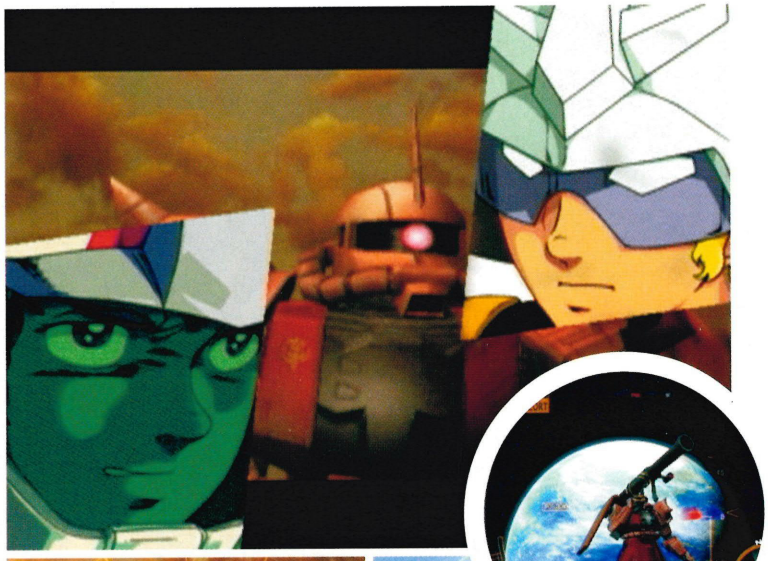
CONTINUED more of a burden when you're in the midst of a heated battle, it can become pretty annoying before you even start the first mission.

Unfortunately, it gets even more trying from there on in, because if you've got the impression that this is going to be one of those frantic blasting marathons where you can storm in with all guns, you're completely wrong. Placing itself awkwardly between two stools – Simulation and Arcade – the game's seemingly explosive action is dragged down by it placing a massively restrictive limit on your mecha's ammunition (you're lucky if you get more than 20 shots initially with which to take on a veritable army, leaving much of the work to done with your melee Beam Sabre), not to mention the sluggish pace with which your mecha moves, even with its boosters running. Ground assaults turn into long, drawn-out affairs where covering even short distances can take an age (not helpful when your friends are being blown to pieces on the other side of the map and you can't get there quick enough to stop it), while the alternate space battles can become highly disorientating thanks once again to the lock-on system that keeps trying to divert your attention every five seconds.

And then there's the difficulty curve – something that marrs the game for all but the most dedicated mecha gamer. We'd describe it as steep, only that'd be an understatement – once you've managed to clear the tutorials and the first few missions offered by the Normal difficulty (which sees you fighting for the Earth Federation Force), it swiftly goes from steep to downright vertical. And like we said, that's just on the Normal difficulty setting – head on over to the more challenging Difficult setting (placing you on the side of Zeon instead) and you'll soon be cursing your GameCube before you even make it off the first mission.

Of course, it's a shame that this is the case because all faults aside, it actually has quite a bit going for it, at least in principle. The fact that the game demands a certain level of planning and forethought prior to each mission rather than allowing you to storm in with all guns blazing is something that does appeal and there's tons of scope for advancement in terms of unlocking secrets, opening up different mecha and new pilots, revealing branching storylines and so on. We'd almost say that was a good thing, in fact... except that unless you're willing to put in what amounts to an almost fanatical amount of effort, you're never likely to see any of it. Long-standing *Gundam* fans will no doubt lap up all that *Gundam* has to offer (despite the language barrier negating the story aspect) but for the rest of us, this one is best left on the shelf in favour of something a little more, well, fun.

MARTIN







"THOUGH IT LOOKS LIKE A BLASTER, THE PACE BRINGS IT CLOSER TO A MECHA SIMULATOR"

CUBE VERDICT

MOBILE SUIT GUNDAM

EXTENSIVE BUT NOT MUCH FUN

VISUALS
Nice presentation, but looks rather plain once you get into it.

AUDIO
Lots of recognisable tunes if you're a fan, with cheesy guitar rock too.

GAMEPLAY
Too slow to be a blaster, not detailed enough to be a simulation.

LIFESPAN
The saving grace – lots of pilots to unlock, as well as hidden secrets.

ORIGINALITY
We've seen games like this dozens of time before – yawn.

ALTERNATIVE

A faster paced, more action style game that still fails to satisfy in all the right places.



ROBOTECH: BATTLECRY
Reviewed: Issue 13 CUBE Rating: 8.0

2ND OPINION

MECH OFF! "The Beam Sabre is also incredibly slow. Hit A and wait for a bit before the strike hits. Not exactly reponsive."

TIM

FINAL SCORE

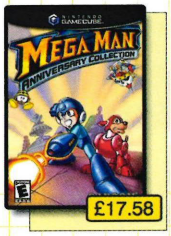
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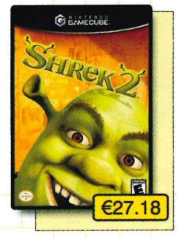
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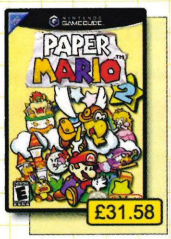
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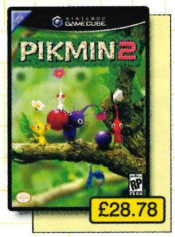
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SOMEWHERE ONLY WE KNOW-Keane	40633	412243
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53759	HIM : Wicked Game
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30138	Muppets : Mahnahmahnump
40574	Raghav : Cant Get Enough
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53765	Fatman Scoop : Be Faithful
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poly's

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410546	2Pac : Changes
411173	Faithless : Insomnia
410335	Robert Miles : Children
412392	Howard Shore : The Bridge of Khazad Dum
412165	Kal Ho Naa Ho : Maahi Ve
412336	Cassidy & R Kelly : Hotel
411718	Dizzy Rascal : Jus A Rascall
410666	XTM : Fly On The Wings Of love
412351	Twista : Slow Jamz
410010	Cky : 96 Bitter Things
411940	Fleetwood Mac : The Chain Formula One
410373	White Stripes : Seven Nation Army
412266	HIM : Wicked Game
411894	No Doubt : Its My Life

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CUBE REVIEWS
BUDGET ROUND-UP

If you're anything like us then you probably spend hours searching for a good deal. After all, £40 is a lot of money to most people and you don't want to drop that kind of load on the counter only to return home with a duff game. So we decided to re-review the games available on Nintendo's Players Choice range, a selection of older games that sell for around 30 euros, or 20 quid, if you want.

SUPER MARIO SUNSHINE

AS THE SEQUEL to *Mario 64*, this had an unimaginable level of hype to live up to, and bearing this in mind, everybody should have seen the backlash coming. Yes, it wasn't set in the Mushroom Kingdom, and yes, a lot of traditional *Mario* elements were left out of, making way for a strange backpack device. However, despite the occasionally tiring take on the tropical theme and a testing camera (but not nearly as bad as people make out), we still love it.

Mario is still the most flexible platform character around, and the levels have plenty of scope for testing your skills to the max. One thing's for certain – this is certainly more of a 'pure' platformer than *Mario 64* ever was. If you've not played this yet then this would be our first (player's) choice. Varied, huge and beautiful (that water still looks stunning), this is the best platformer available on the current systems.

NEW SCORE 9.3

CUBE INFO

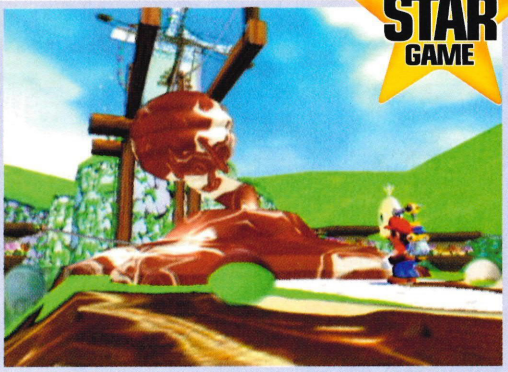
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
PLAYERS:	1
REVIEWED:	ISSUE 10
OLD SCORE:	9.4



Kick that spiky ball into that biped hippo's face and see if s/he cries or not. Should be fun.







CUBE STAR GAME

CUBE INFO

PUBLISHER:	NINTENDO
DEVELOPER:	RARE
ORIGIN:	UK
PLAYERS:	1
REVIEWED:	ISSUE 12
OLD SCORE:	9.4





STARFOX ADVENTURES

AH, NOW HERE'S a thorny issue. We're going to take this opportunity to set the record straight. Yes, It was a little overrated at the time (although Chandra still loves it to this day), but just look at it... it's the videogame graphics equivalent of watching Keira Knightly drop her shopping bags in the rain and going over to help her pick them up. Unfortunately the gameplay doesn't quite live up to the spectacular visuals. It's a tightly focused, sometimes frustrating adventure with plenty of character. However, when you take a look at what's become available since, you can see that underneath the shine it's all rather turgid and formulaic. If you're looking for a straightforward game to introduce you to the adventure genre then this is worth renting at least, but don't dive in expecting something on the scale of *Zelda*.

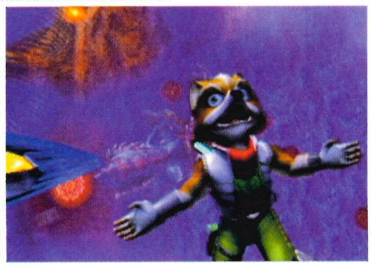
NEW SCORE 7.4



What a pretty temple. What waits for us inside? Exploding barrels, probably.

Yes, we know Fox, it isn't anywhere near as good as the last game you starred in...





MARIO PARTY 4

CUBE INFO

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
PLAYERS:	1-4
REVIEWED:	ISSUE 13
OLD SCORE:	9.0



If you don't get first position then you're not good enough to hold a big blue dice.

ALTHOUGH LACKING THE 'spark' that made the N64 games so essential, if you're looking for multiplayer action of a less frantic kind then this is what you'll want (well, we say less frantic, but things can get pretty heated). Hundreds of mini-games await up to four players (you can always play the computer if you're lonely), all set around a remarkably slick looking game board. The beauty of this game – and indeed, the series as a whole – is that anybody with two hands and a functioning brain can play it. You don't need to shuffle through boring black and white instruction menus or anything dull like that, just grab some friends and play it. *Mario Party 5* has been out for quite some time, but given the choice, we'd opt for this at the cheaper price. It's lacking some of the features found in the sequel, but a few more mini-games doesn't warrant double the price in our ever-so valued opinion.

NEW SCORE 8.5

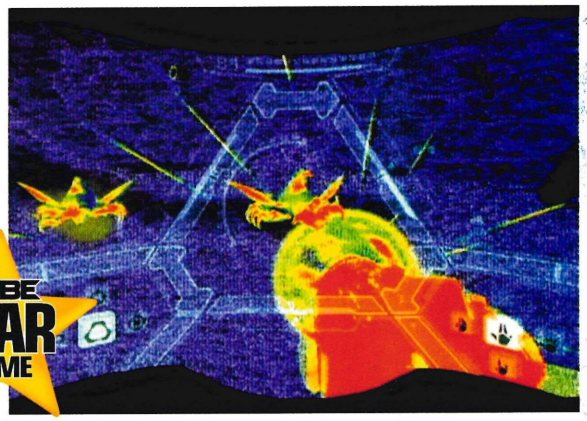






CUBE INFO

PUBLISHER:	NINTENDO
DEVELOPER:	RETRO STUDIOS
ORIGIN:	AMERICA
PLAYERS:	1
REVIEWED:	ISSUE 17
OLD SCORE:	9.6



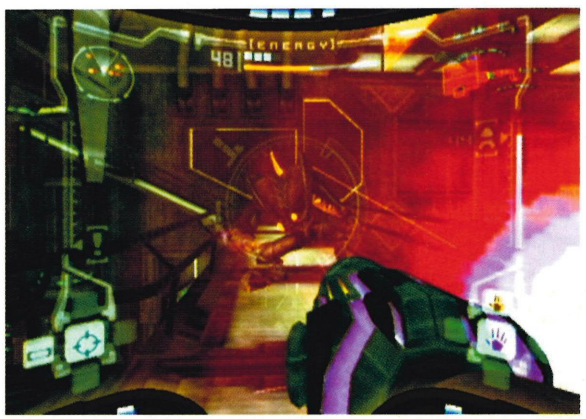
CUBE STAR GAME

METROID PRIME

WHAT CAN BE said about this game that hasn't already been said in a hundred magazines and a thousand message boards? This is quite simply, the finest game to come from Nintendo in years. And the best thing is that nobody saw it coming. We were all looking forward to *Metroid Prime*, but until the very last moment it looked as if the controversial first person view coupled with the dull looking graphics would make many a *Metroid* fan weep. Thank goodness that we were wrong.

No words can describe just how stylish and technically accomplished it is, the tightly focused gameplay, the slickness of the presentation. This game does almost everything right (the only slightly annoying thing is the backtracking. But then that gives you a fine excuse to look at the graphics just one more time). We'd be tempted to say that it's up there with *Mario 64*, but then there would be nothing to compare the sequel to. Utterly essential.

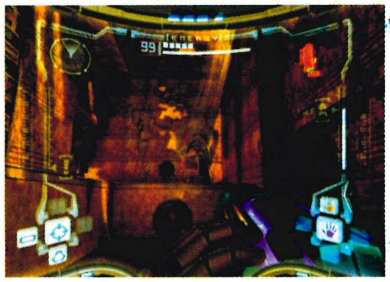
NEW SCORE 9.6



The lock-on features makes us wonder how multiplayer will work in *Metroid 2*.

Just check out that shaft of sunlight. And the colour pallette! Metroid looks awesome.





LUIGI'S MANSION

CUBE INFO

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
PLAYERS:	1
REVIEWED:	ISSUE 6
OLD SCORE:	7.8



Where's Mario's Mansion? Does Luigi invite him round for Sunday lunch?

ONE OF THE highest-profile GameCube launch games, this strange hybrid of puzzle and action managed to completely polarize its intended audience due to it being nothing like anybody expected. Up to this point, all new Nintendo consoles had been launched with a top-quality *Mario* platformer, but this time around we ended up scrabbling around a haunted house sucking up ghosts through a hoover to a remarkably Destiny's Child-esque soundtrack and the nervous humming of the oft-overlooked Luigi. Although nobody could help being disappointed with this turn of events, going back reveals a remarkably well thought-out game that was more a victim of the public's expectations than its own shortcomings. It won't take long for you to get through, but we recommended that you do it at least once, if only for the numerous references to old Nintendo games, wonderful music and scrumptious visuals.

NEW SCORE 7.8



We wondered where Slimer had been since scaring the 80's geneartion in *Ghostbusters*.

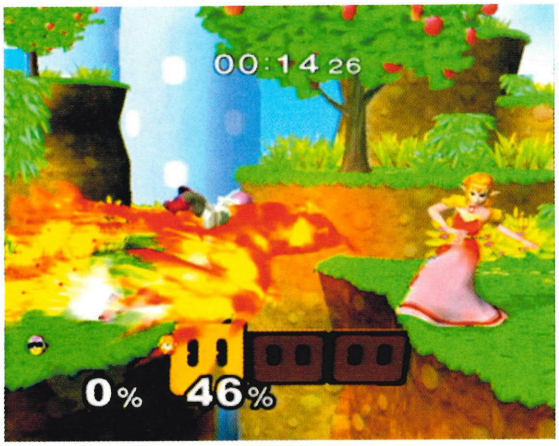
Unfortunatly, this is the average size of each room. Not much space for action in here.

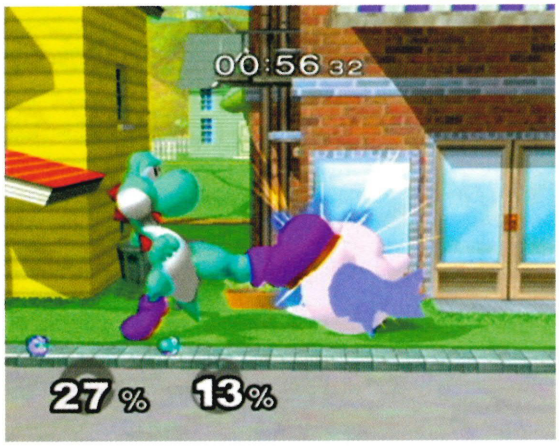




CUBE INFO

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
PLAYERS:	1-4
REVIEWED:	ISSUE 11
OLD SCORE:	8.3





Flaming heck! That's gonna burn in the morning. Why didn't you (revolving) block that?

Yoshi shakes his booty to devestating effect. When will these awful puns end?

SUPERSMASH BROS MELEE

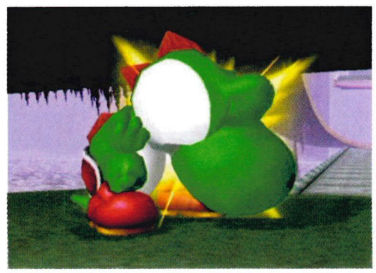
THE HIT N64 game returned on the GameCube with style. As is the trend with Nintendo, the presentation was second-to-none and the draw of being able to pick a character from the Nintendo universe and have them batter each other into submission was and still is, to put it lightly, utterly overwhelming. However, even though its popularity continues to this day, we have to say that playing once again, the core gameplay mechanic revolving around, well, smashing buttons really quickly is perhaps a little dated. Now we've got *Soul Calibur II* to play (and let's remember that you can play as Link!), *Smash Bros* has taken something of a back seat. Still, for the younger Nintendo fan (boy, are we going to regret saying that or what?!), you can't ask for much more than the ability to have Mario and Yoshi scrap it out. All we're saying is that there isn't much more to it...

NEW SCORE 7.5



To think that our maths teachers always said that over 100% was impossible.

If this shot doesn't make your heart melt and want chidlren then face it... you're DEAD INSIDE.







PIKMIN

CUBE

INFO

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
PLAYERS:	1
REVIEWED:	ISSUE 7
OLD SCORE:	9.0



MIYAMOTO'S RESOURCE-MANAGEMENT game remains as one of our favourite GameCube titles to this day. The premise is quite simple: you play as Captain Olimar, a spaceman who's crash-landed on a very earthy-looking planet, and in order to escape you'll need to harness the strange Pikmin creatures who are only too willing to help you gather the parts of your broken ship that have been scattered around a peculiar forest. The interface is beyond intuitive, allowing you to control tens of creatures with just a flick of your finger, the puzzles are exceedingly well thought-out and the whole package just feels incredibly... purposeful. Puzzle games come and go but whenever we need a title to wind down to and give our minds a little work out (although by now we should be able to finish *Pikmin* blindfolded) this is the game we reach for. Honestly, this is well worth the dosh.

NEW SCORE 9.0



JAMES BOND NIGHTFIRE

CUBE

INFO

PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	AMERICA
PLAYERS:	1-4
REVIEWED:	ISSUE 14
OLD SCORE:	7.9



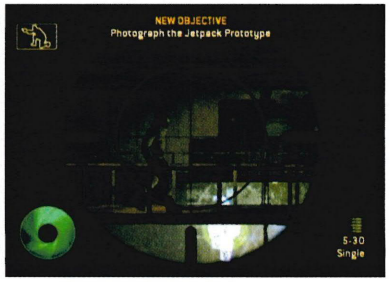
That snow looks odd to us. You know what to do if you see yellow snow, don't you?

ONCE AGAIN EA attempt a *Bond* game, but fall short of the mark. Incorporating FPS sections, driving and on-rails shooting, the very nature of its multi-genre approach means that it never really stands out in any one area. However, we really enjoyed this when it first arrived, and surprisingly, still do. It definitely has the Bond atmosphere nailed, and proves to be tremendously good fun when the action heats up, whether you're sneaking around a blacked-out office or power sliding your Vanquish through the glass wall of a mountaintop restaurant. But unfortunately it just won't grab you in the way that a truly great FPS will. A fair attempt, and while not worth the asking price a year ago, more than worthy of your 20 English pounds.

NEW SCORE 7.9







MEDAL OF HONOR: FRONTLINE

CUBE INFO

PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	AMERICA
PLAYERS:	1-4
REVIEWED:	ISSUE 14
OLD SCORE:	8.6

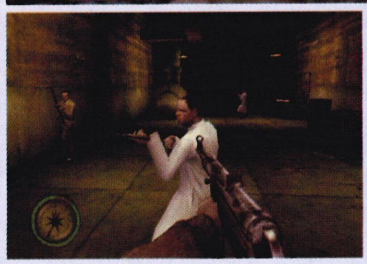


It's hard to believe that this really happened. Scary how we can treat each other, eh?

EA'S MEDAL OF *Honor* series has always been a little different. A first person shooter without aliens and laser guns and space ships and ridiculously hard power-suited marines on jetpacks firing flamethrowers all over the place (hey wait a minute – maybe it is missing something after all...), instead concentrating on the real life conflict of World War II and a selection of the battles that ensued. Some might say a little tasteless, but we're looking at it for what it is here – a video game. However, going back to it, the AI is laughably simple and the pace is too sedate. It doesn't look particularly good either, and it won't last you for very long. Fun at the time, but first person shooters have moved on, and *Medal Of Honor: Frontline* has been left behind. Still, it's going cheap, and if you've exhausted your supply of games and have a soft spot for authentic shooting, you could do far worse.

NEW SCORE 8.0







CUBE INFO

PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	AMERICA
PLAYERS:	1-4
REVIEWED:	ISSUE 13
OLD SCORE:	8.2



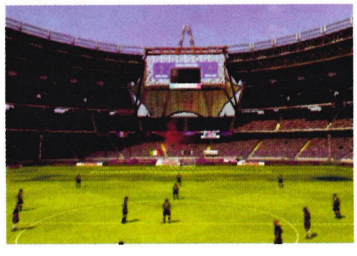
FIFA has always been overshadowed by *Pro Evo* on the PlayStation for those in the know

Who's he? No flipping idea here. Being a nerd and liking football just doesn't work, does it?



FIFA FOOTBALL 2003





WE ALL KNOW the score with the *FIFA* games. Sometimes great, but usually weak cash-ins with next to no new features. Fortunately, this is one of the former. With vastly improved AI and a totally reworked engine, this proved to provide much enjoyment for the CUBE football fanatic, and helped restore some sort of faith in the series. However, as good as it is, the sequel (imaginatively titled *FIFA 2004* of course!) is the much better game. A whole new control system, eradication of many 'sweet spots' and far more managerial options results in this being an irrelevant purchase to all but the poorest of you. You're still far better off importing a copy of *Winning Eleven 7* thought. Now that's what footy games are all about!

NEW SCORE 8.0

SONIC ADVENTURE 2: BATTLE

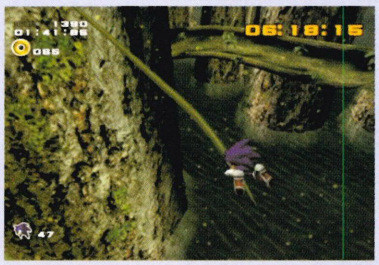
CUBE

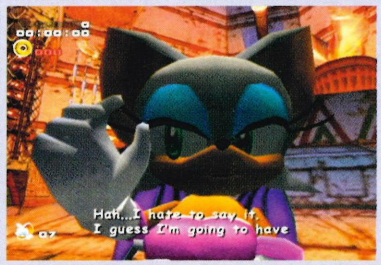
INFO

PUBLISHER: SEGA
DEVELOPER: SONIC TEAM
ORIGIN: JAPAN
PLAYERS: 1-2
REVIEWED: ISSUE 6
OLD SCORE: 7.6



Sonic just before he slowed down and became really boring. Still this is beter than *SH*.







THE FIRST SONIC Team game on the GameCube sold surprisingly well, when you take into account the fact that it had been released on the Dreamcast some considerable time before. Still, we can see why. For the *Sonic* fan there's a lot to do in here – hundreds of emblems to earn by mastering the large number of levels, multiple gameplay modes to earn and play through, and even a super-secret level to unlock that should have older *Sonic* fans weeping with joy. However, it's plagued with those 3D *Sonic* problems that just won't go away. Dodgy cameras, stop-start gameplay, annoying Knuckles levels... the list goes on. But here's the thing: its better than *Sonic Heroes*, will last you a lot longer and is half the price. That sounds like a pretty sweet deal to us, but then after the huge amount of complaints aimed at our *SH* review, who are we to judge a *Sonic* game?

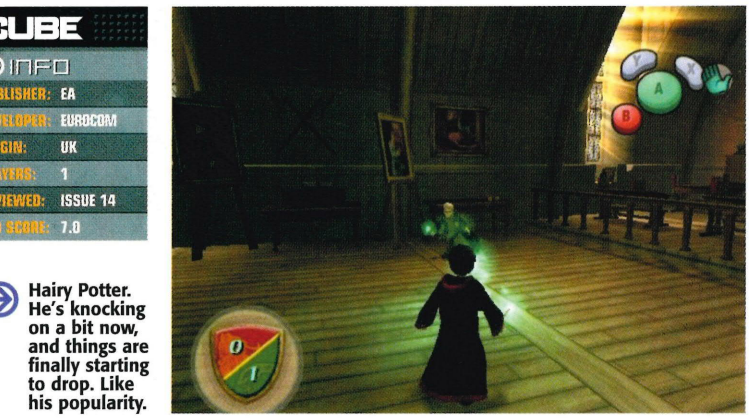
NEW SCORE 7.4

HARRY POTTER AND THE CHAMBER OF SECRETS

CUBE

INFO

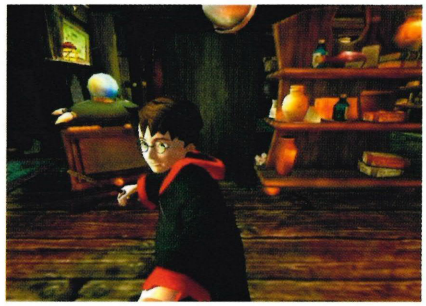
PUBLISHER: EA
DEVELOPER: EUROCOM
ORIGIN: UK
PLAYERS: 1
REVIEWED: ISSUE 14
OLD SCORE: 7.0



Hairy Potter. He's knocking on a bit now, and things are finally starting to drop. Like his popularity.

WE DIDN'T LIKE it then, and we don't like it now. The problem with *Harry Potter* is that it's so damn inoffensive. The combat is lifted straight from *Zelda*, so that's cool, and the graphics sit midway between 'acceptable' and 'pretty good', so we can't really complain about that. But the game is so... structured. You know the sort of game. You get given a really useful skill, but you're only allowed to use it when the game says so. Certain elements of levels contain secrets, but they look exactly the same as those that don't. You come to a fork in the road, and both lead to the same place. We can understand that this is aimed at the younger gamer, but hell, we weren't being lead by the hand when we were young! We were blasting alien's heads off in a shower of goo... uh, pixels. Even with the cheaper price tag, this isn't recommended.

NEW SCORE 6.0



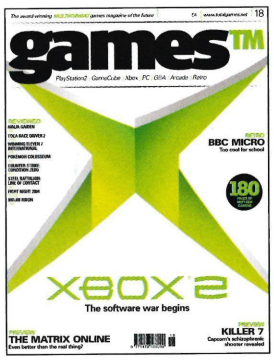


With puzzles like this who needs brains? Other than zombies...





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- **30 pages dedicated to retro games every month**

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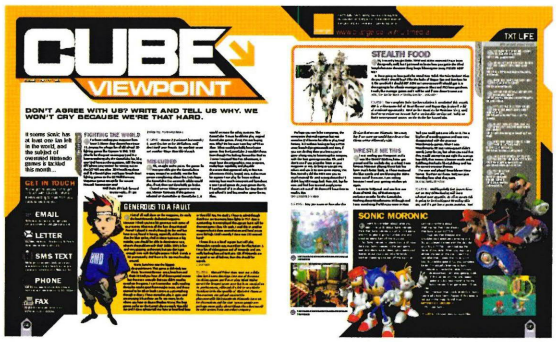
ISSUE THIRTY TWO

Just like a big party but with no jelly, balloons, presents or stains on the rug, it's still fun though... honest!

YOUR LETTERS

VIEWPOINT

92 Pull your finger out and write us a letter. It's more constructive than playing games all day!



FORUM FRENZY

94 We've fully larged up the forum section this month to bring you even more of this, that and the other from the totalgames.net message boards.

CHEATING MONKEYS

100 If you go down to the woods today you're in for a big surprise. No monkeys! They're all in our basement busting GC games, see.



REGULARS

BEAT THE WORLD

96 There's been a surprisingly slow take-up on the new look Beat The World. What's up? Ain't you got no skills? We're calling you out.

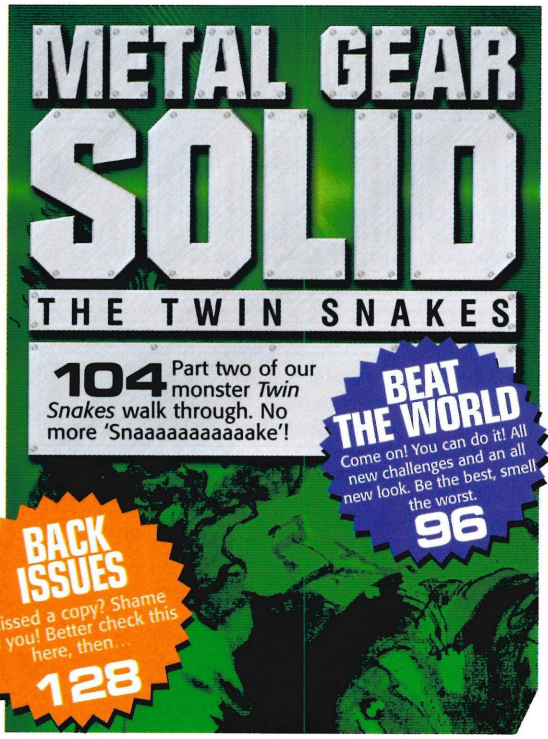
ADVANCE

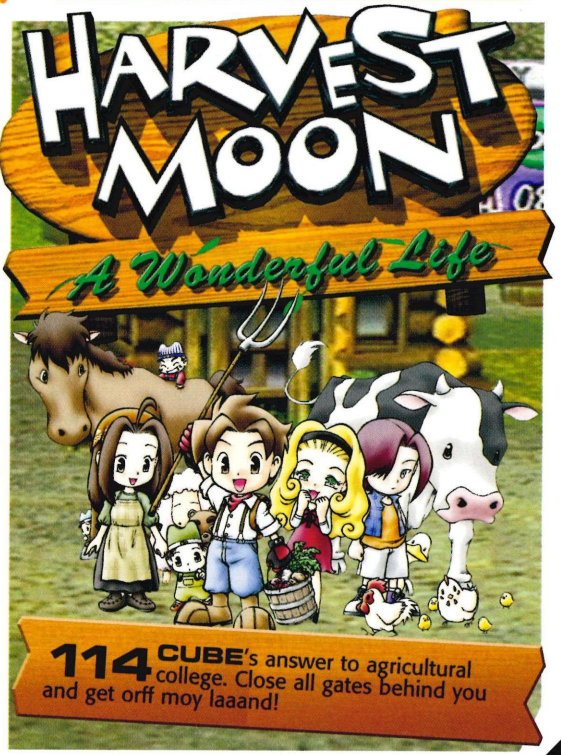
120 *Kirby: Labyrinth Of The Great Mirror* and *Harvest Moon: Friends Of Mineral Town* mean you'll not be short of a few pixel-powered chums to hang out with over the coming months.

DIRECTORY

122 If there's a more perfect definition of the term 'list of games' we haven't seen it. We call it the Directory because we don't mess about. Much.

GUIDES





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CUBE VIEWPOINT

ISSUE THIRTY TWO

DON'T AGREE WITH US? WRITE AND TELL US WHY. WE WON'T CRY BECAUSE WE'RE THAT HARD.

It seems Sonic has at least one fan left in the world, and the subject of overrated Nintendo games is tackled this month...

RANT ON!

FIGHTING THE WORLD

I've been reading your magazine from Issue 2 (damn shop didn't have Issue 1!). Anyway I'm a huge fan of old school 2D fighting games like *Capcom Vs SNK 2 EO* (thanks for the great review guys) and I've been wondering why the GameCube has, like, one! And here are the questions. Will *The King Of Fighters* (any version) be coming out on the GC? Will any other 2D (I'm talking about stuff like *Street Fighter* not *Super Smash Bros*) fighting games on the GC? Will there any *Mega Man* games except for the current *Network Transmission* one?

Well that's all! I look forward to your reply... if I get one

JIEYONG LUO, PERTH (AUSTRALIA)

CUBE: Naruto 2 ***(reviewed last month) is good fun but as for 2D fighters, well, don't hold your breath. We wouldn't count out another*** **Mega Man** ***title though.***

MISGUIDED

OK, straight to the point. The games for two-year-olds give the GameCube a crappy image. I'm probably not the first person complaining about this. Let's hope the GameCube 2 is a console adults would play. If not, then you'd probably go broke.

I heard a new *Hitman* game is coming out. *Hitman Contracts*. If this game is released on GameCube or GameCube 2, it would increase the sales, trust me.

The GameCube 2 must be able to play original GameCube games. If not, I'm not buying one. Why? It's because I can buy a PS3 or Xbox 2 that would probably have better games that the GameCube 2 wouldn't have. Even though I'm looking forward to *StarFox2* since I enjoyed *StarFox Adventures*, it must have decent graphics, new weapons, multiplayer capability and playable characters that appeared only in *StarFox Adventures* (Tricky, Krystal, etc). It also must be a game I can play for hours without noticing how much time passed and last about a year (good games do, crap games don't). If I get bored of it in about five days then I'll just refund it and buy another game for my Xbox.

Perhaps you can bribe companies, the

GET IN TOUCH

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Call the **CUBE** team any time between 4pm and 6pm weekdays on 01202 209342.

FAX

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

GENEROUS TO A FAULT

First of all well done on the magazine, it's easily the best Nintendo dedicated magazine. However I think you're a bit generous with some of your scores. What was all the fuss about *Metroid Prime*? I played it mostly through to the end but have to say found it boring, especially at the start. Also the blue spikey shell in *Mario Kart* was a big mistake, you should be able to dominate a race, where's the problem with that? *Zelda: TWW* is fun and very gripping at the start, but you don't get enough time with the light arrows; I think it ends a bit prematurely. And there is far too much sailing around.

Mario Sunshine was the biggest disappointment. That game is definitely too short. You meet Bowser once, beat him and that's it! And you have all of these special moves but there are a couple that you didn't need to complete the game. I can't remember really needing the turbo nozzle apart from maybe twice, and these seemed to be token levels (one was just smashing through a door). I have started to play it again and am enjoying it but there are far too many levels where you have to douse Shadow Mario. The best games so far on the GameCube are easily *Viewtiful Joe* and *F-Zero* (please tell me how to beat the final boss in *Viewtiful Joe*, I'm stuck). I have to admit that there are too many boss fights in *VJ*.

F-Zero is outstanding. I've not played *Ikaruga* yet but it will be the next game I buy. Oh yeah, I read this in another magazine but it does seem that second hand prices are a bit high. Until recently *F-Zero* was £32 second-hand!

I know this is a bit of a gripe but I still play Nintendo's console way more than the PlayStation2. I'm a fan of video games and of Nintendo and am really looking forward to Mario 128. If Nintendo are as good as we all believe, then this should be superb.

C, VIA EMAIL

CUBE: Metroid Prime ***does start out a little slow but it soon develops into one of the most involving games you'll ever play.*** **Wind Waker** ***wasn't the longest game ever but is as magical as its predecessors, although it's fair to say*** **Mario Sunshine** ***lacks the sparkle of*** **Mario 64.** ***However these games are judged against the phenomenally high standards Nintendo have set for themselves and for that reason people are perhaps more picky about things than they would be with games from any other company.***



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

orange™ www.orange.co.uk/multimedia

LET'S TALK ABOUT TXT

We want your text!

HEY WHAT UP IS WWE DOR RE GUD 4 REAL WORD UP BOYEEEEEE
CUBE: Looks grapple-tastic.

HA HA LAST MONTH'S BACK PAGE WAS THE FUNNIEST THING EVER GOOD WORK
CUBE: And a little something for the ladies, we thought.

WHEN DOES CONAN COME OUT CAUSE IT LOOKS REALLY SWEET
CUBE: Reviewed this ish.

HEY CUBE! GREAT MAG. GOT ANY TIPS ON HARVEST MOON?
CUBE: Be nice to everyone and don't forget to pet your animals.

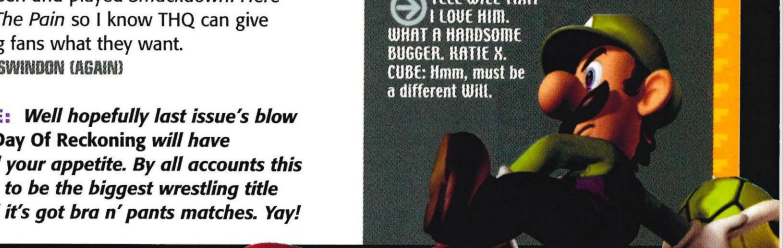
IS IT JUST ME, OR IS SONIC HEROES ONE OF THE WORST GAMES EVER? MARIO RULES!!
CUBE: Worst game ever? Nah. Crap? Yes indeedy.

HI GUYS. WHICH IS YOUR FAV L.O.Z GAME? JUST FINISHED WIND WAKER AND LUVED IT
CUBE: Link's Awakening on Game Boy. Pure magic.

MOVE OVER MARIO, THERE'S A NEW PLUMBER IN TOWN. MORE SPECIFICALLY MY UNCLE.
CUBE: Does he have a double jump?

CUBE, WHAT GAMES R U PLAYIN AT THE MO? I'M LOVING HARVEST MOON.
CUBE: We're getting down with our agricultural selves quite a lot too.

TELL WILL THAT I LOVE HIM. WHAT A HANDSOME BUGGER. KATIE X.
CUBE: Hmm, must be a different Will.





STEALTH FOOD

Hi, I recently bought *Zelda: TWW* and at the moment I have been doing really well, but I just need to know how you get in the Wind Temple because the stone thing keeps blowing me away. PLEASE HELP ME!

Is there going to be a guide for *Metal Gear Solid: The Twin Snakes*? What do you think I should buy? I like the looks of *Rogue Ops* and *Rainbow Six 3*. Do you think I should *007: EON* as I am not sure if I should get it. Is there going to be a footie manager game as Xbox and PS2 have got them. I really like manager games and I will be sad if one doesn't come out.

JOHN, DON'T KNOW WHERE HE'S FROM, LETS SAY... NANTUCKET

CUBE: ***Our complete* Twin Snakes *solution is concluded this month.* 007 *is a fine game full of Bond flavour and* Rogue Ops *is nice if a bit of a missed opportunity. We'd go for* Bond. *As for* Rainbow Six 3*, well, hard to say since we haven't had a reviewable version yet. Sadly no footy management games on the Radar for GameCube.***

companies that make games but not consoles (I'd love to be able to play *Final Fantasy X-2* without having to buy a PS2) away from helping Microsoft and Sony. If you can do that, then you know you've gone a long way to becoming the company with the best gaming consoles. Oh, and I don't care if you print this letter in your magazine or not. As long as you get my advice and use it to earn some money, I'm fine. But why did the N64 earn you so much money? Or am I wrong about this? I didn't buy N64 mags back then. OK, bye for now and feel free to send a reply since there's a 9 out of 10 chance I'll have time to read it. Bye.

DAREDDRAGON, VIA EMAIL

CUBE: ***Um, you seem to be under the illusion that we are Nintendo. We aren't, but if we were we would have done a few things rather differently, sigh.***

WRESTLE ME THIS

I was reading your Viewpoint and it was like OH MY GOD my letter got printed and for a whole day at school I was famous. However playing *Mario Kart* has been much better lately as I have mastered the blue sparks and am blowing the 150cc racers out of the water. I am writing because I need your gaming wisdom yet again.

I went to THQ.co.uk and saw first ever shots of *WWE Day Of Reckoning* an exclusive wrestler for the GameCube. Nothing about *Wrestlemania XX* though and I was wondering if while you were in New York you could get some info on it. I'm a big fan of wrestling games and was very disappointed with the previous *Wrestlemania* games. When I saw *Wrestlemania XX* was coming out I didn't exactly jump for joy, but when you said that they would attempt to put right the wrongs hopefully that means a Season mode and a Goldberg that looks like Goldberg and has the correct entrance themes.

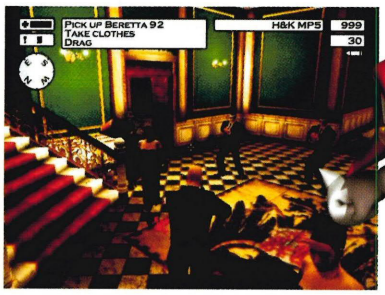
I've seen and played *Smackdown: Here Comes The Pain* so I know THQ can give wrestling fans what they want.

STEPHEN, SWINDON (AGAIN)

CUBE: ***Well hopefully last issue's blow out on* Day Of Reckoning *will have whetted your appetite. By all accounts this is going to be the biggest wrestling title yet, and it's got bra n' pants matches. Yay!***



***StarFox Adventures* we liked it a lot but it's lost some appeal over time.**



Will the release of *Hitman 2* help sell more GameCubes? Don't think so...

SONIC MORONIC

I want to complain about what you said in Issue 30 about *Sonic Heroes*. I think that *Sonic Heroes* is such a mint game and I'm so glad it got to number one and knocked *Mario Kart* off the top spot.

So, *Sonic Heroes* is 'utterly dire' is it? How dare you! *Sonic Heroes* is the best game ever and Mario sucks! Aww, upset were you? Scared about your poor little Nintendo boyfriend getting knocked off the top? Can I just say one thing about that? Ha ha! That now shows that *Sonic* is just BETTER!

I must say that Shadow and Knuckles look absolutely amazing in it! So, you played Frisbee with the disc did you! You b*****ds! I can't believe the nerve of you jerks. When you said Gary almost choked on the disc, I wish he had after that. I loved the music on it too. You saddos gave it 7.0, you complete losers! I'm actually listening to *Sonic Heroes* as I write this letter. I'm very disappointed, I am stop getting **CUBE** if this carries on! The only reason I'm getting **CUBE** next month is for the *Sonic Heroes* (best game ever) Cheat Disc.

Did I mention that I HATE MARIO! In *Sonic* I especially love Team Chaotix! If this letter is not put in the mag, it's still true!

AMY HENCHLIFFE, LINCOLNSHIRE

PS I love Sonic!



CUBE: Chronic Zeroes *more like.*



CUBE

ISSUE THIRTY TWO

FORUM FRENZY

HEY LOOK AT THIS! Everything's changed, and we hope you agree, it's a lot better for it. If you fancy seeing your grinning visage in the pages of **CUBE**, then email Gary and he'll put your name into a hat, and quite possibly pick it out at a later date! But for now, take a look at what fellow **CUBE** readers have been chatting about when they should be working...
CUBE takes no responsibility for corrupted minds, sackings and embarrassing photographs. (See blelow.)

USER PROFILE...

NAME: Edward (NOT Ed)
OCCUPATION: Student
FAVOURITE GAME: Majora's Mask or Metroid Prime



Please comment on why something as irrelevant as gaming plays an important part in your so-called life:
'The world of video games gives me the opportunity to play roles in life that I wouldn't have the chance to normally, like being an acrobatic obese plumber... or a lass with a gun for an arm. It also lets me vent my frustrations by going around and killing things, which if I did in the real world would be naughty. I'm looking forward to the release of *Too Human* and *Metroid Prime 2*. However, I have a feeling these won't be seen on GameCube. A Virtual Boy that doesn't make you feel as though you've been lobotomised would also be good. In ten years I still hope to be playing *Jet Force Gemini*.'

POSTS WITH THE MOSTEST

'Nutty: No, I will not show you my boobs. Tsk.'
lizzypop

'Evil genius, nice. What am I going to do tonight? Same thing I do every night...
Plan to do my washing'
Tim

'Please Gary & Tim hear my plea. O lords of the CUBE mag. You guys never cease to amaze me. I mean your job consists of posting messages in forums all day.'
Lazer_009

'If you want the latest news then why not check out other sites? This one is pretty lame for news.'
David reed48

Tsk. When will the world learn? The duck industry is a cold-hearted and bitter one.'
Third Eye

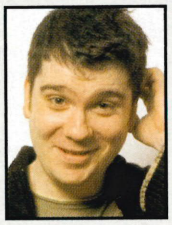
'She: (fumbling under covers) "Ooh, so it is'
Numpty

'Sweet.'
Corinthians9:25



HONOURABLE MENTIONS

ilweran for being totally sweet, Selph82 for being a dab hand at frisbee, Mr Party Hat for instigating laughs, FVIIIsquall987 for living up to username stereotypes, Whinox for being able to afford a new DVD/game every day, Third Eye for liking Tool, Tricky beacausè he whinned and bitched, and Will@Play being such a great guy!



HOT TOPICS...

BURNING LIKE PETROL

With E3 just around the corner its been DS this and *Mario 128* that... How will the multiplayer in Metroid Prime 2 work.... Was *Twin Snakes* worth the wait or not... Is *Custom Robo* worth importing...

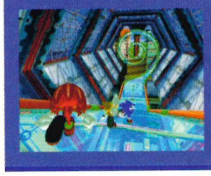




YESTERDAY'S NEWS...

FREEZING YOUR ASS OFF

***Sonic Heroes*, darn it! And *GTA* on the GameCube... it ain't gonna happen people!**





TOTAL GAMES .net

WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Getting in on the action couldn't be easier...

STEP ONE:

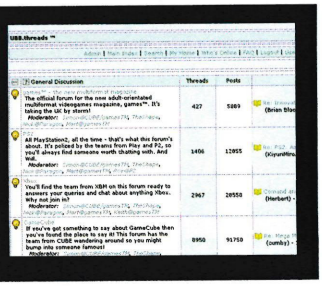
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're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

STEP TWO:

Type the following into the net browser window: **www.totalgames.net** then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

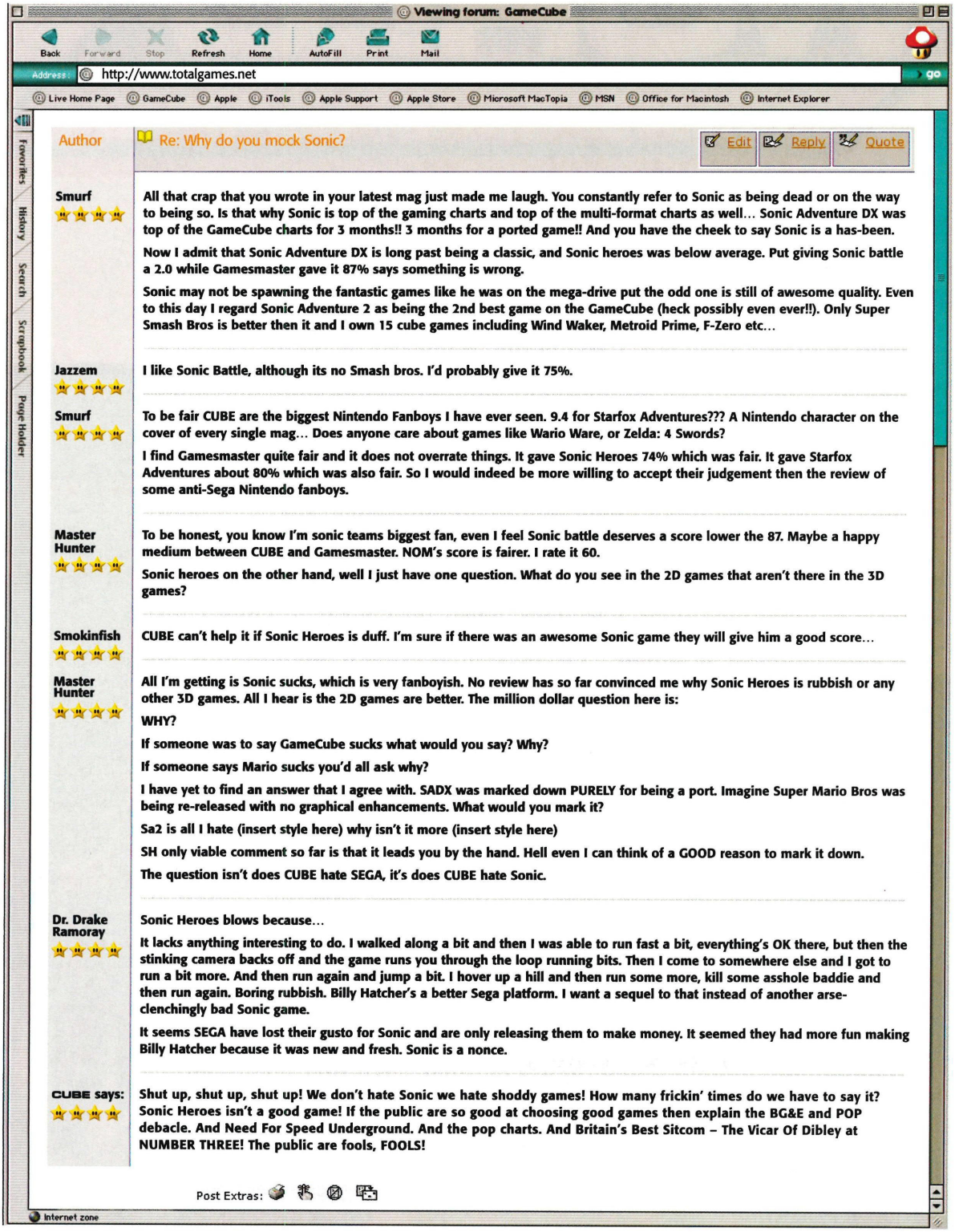
STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even the **CUBE** team managed to register first time, and if you're unlucky, you'll get a chance to speak to us there!



THREAD OF THE MONTH

Bile, detestation, anger all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well thought of by internet users.



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BEAT THE WORLD

ISSUE THIRTY TWO

RECORD BREAKER

With all those top places up for grabs we were expecting a lot more entries, but it seems that you're all scared of us! Look – when we can afford toothpaste and deodorant we'll use some, okay!?

COME ON, it's not difficult. You play a game you're good at, send in your score/time/whatever, and if it's better than the current one (and anything is better than a question mark), you get to see your name in print! Isn't that just amazing! Just think: you're friends will go green with envy, meaning that you can point and laugh at them, and call them 'Hulk'! Until they slap you.

HERE'S THE BORING BIT:

- Unfortunately, due to the, er hopefully, large amount of entries, there won't be any prizes. Please don't send us hate mail as it makes us cry.
- No punching, kicking or hitting below the belt.
- Enter as many challenges as you like and send in bribes at your leisure. That rock we got sent with that letter was nice, but we'd rather have something less sticky next time. Crisps are good, we all love crisps. Cheers.
- Remember the three Es: Evidence, evidence and, er, evidence. Digital pictures are a grey area, and right now we're only looking at things in black and white.
- Again, we're sorry to say that we simply can't be funny. Ummm, Chandra is really whack bad at games! See? It just doesn't work. So all that's left to say is: play nicely or we won't.



IKARUGA

Shooting up

LEVEL	SCORE	CHAIN	NAME
Challenge Mode			
Ch 1	–	–	?
Ch 2	–	–	?
Ch 3	–	–	?
Ch 4	–	–	?
Ch 5	–	–	?
Prototype Mode:			
Ch 1	–	–	?
Ch 2	–	–	?
Ch 3	–	–	?
Ch 4	–	–	?
Ch 5	–	–	?



SUPER MARIO KART DOUBLE DASH!!

Let's see your best times.

MUSHROOM CUP

Course	Time	Name
Luigi Circuit	–	?
Peach Beach	–	?
Baby Park	1:07:303	Decca West
Dry Dry Desert	–	?

FLOWER CUP

Course	Time	Name
Mushroom Bridge	–	?
Mario Circuit	–	?
Daisy Cruiser	–	?
Waluigi Stadium	–	?

STAR CUP

Course	Time	Name
Sherbet Land	–	?
Mushroom City	–	?
Yoshi Circuit	1:50:055	Jonas Pettersson
DK Mountain	–	?

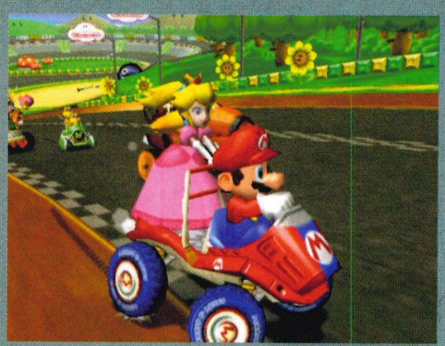
SPECIAL CUP

Course	Time	Name
Wario Collosseum	–	?
Dino Dino Jungle	–	?
Bowser's Castle	2:32:823	Jonas Pettersson
Rainbow Road	–	?



Things we got this month include: a little Link from *4 Swords* +, a wee sword...

...come letter opener with *Conan* and... well that's it. Come on you PR people where's our...



1080° AVALANCHE

What's your fasted time in Time Trial mode?

EASY

Course	Time	Name
Ski School	–	?
Tenderfoot Pass	–	?
Frosty Shadows	–	?

HARD

Course	Time	Name
Power Threat	–	?
Tree Top Trauma	–	?
Grits N' Gravy	–	?
Trestle Trouble	–	?

EXPERT

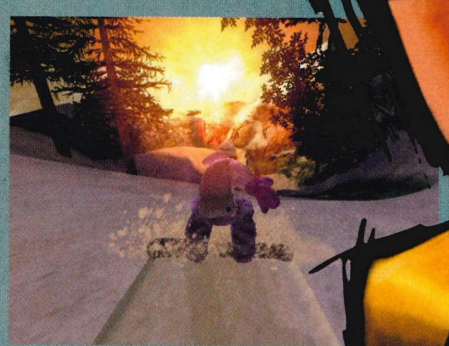
Course	Time	Name
Revolution Cliff	–	?
Midnight City	–	?
Rotted Ridge	1'11"65	Chandra
Diesel Disaster	–	?
Sick with it	–	?

EXTREME

Course	Time	Name
Top Tree Mama	–	?
Treble Tussle	–	?
Evolution Riff	–	?
Sid's Night Midi	–	?
Dazzlin' Teaser	–	?
Wit's Thicket	–	?



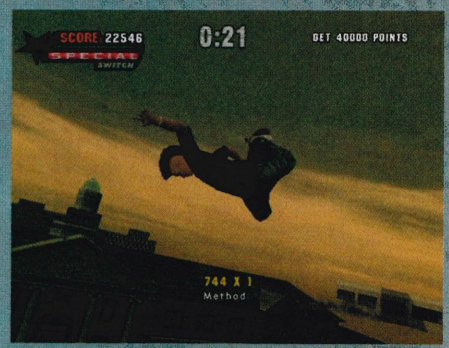
...game releated tat!? We need more free t-shirts to sleep in!



TONY HAWKS UNDERGROUND

Two minutes, top score in each level.

Level	Score	Name
New Jersey	–	?
Manhattan	–	?
Tampa	–	?
San Diego	–	?
Vancouver	–	?
Hanger	–	?
School II	–	?
Venice	–	?

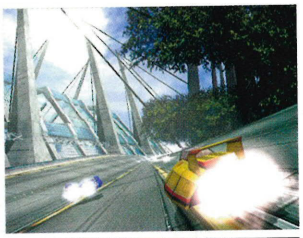




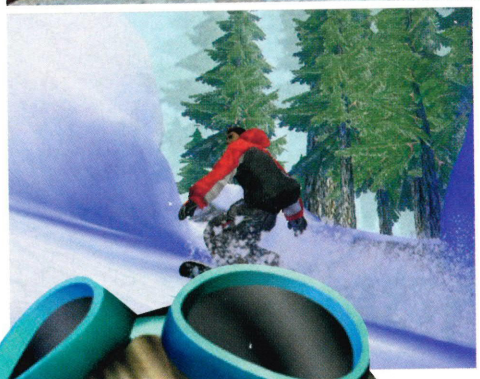
BEAT THE WORLD
RECORD BREAKER











SOUL CALIBUR II

Fighters... ready?

CHALLENGE	NO. OF WINS	
Time Attack ? Standard	–	?
Time Attack – Alternative	–	?
Time Attack – Extreme	–	?
Extra Time Attack – Standard	–	?
Extra Time Attack – Alternative	–	?
Extra Time Attack – Extreme	–	?
Survival – Standard	–	?
Extra Survival – Standard	–	?
Extra Survival – No Recovery	47	Jason Foster
Extra Survival – Sudden Death	–	?





BURNOUT 2

Fastest times? Oh, go on then.

COURSE	TIME	NAME
88 Interchange	–	?
Airport Terminal 3	0.31.179	Scott Dabell
Airport Terminal 1 & 2	–	?
Big Surf Shores	–	?
Crystal Freeway	–	?
Crystal Summit Lake	–	?
Freeway Dash	–	?
Heartbreak Hills	–	?
Interstate Loop	–	?
Ocean Sprint	–	?
Palm Bay Heights	–	?
Palm Bay Marina	–	?
Sunrise Valley Downtown	–	?



We don't wear them for fashion anymore, not after seeing a really fat...



WHAT A PICTURE



You need to take a picture see, otherwise we won't believe your scores. It's a shame, but that's how the world is.

Right, so you've played like a madman and finally managed to beat one of our challenges – so what do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. If you're going to be adventurous and record a video, please be warned that we can't return any tapes sent to us. Those of you sticking to regular photography though might want a few tips on how to snap the perfect piccie...

- Turn off all the lights in your room so that you reduce the chance of light reflection on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up on.
- Switch off the flash on your camera – the light from the TV will be more than enough to illuminate the picture, and besides, the last thing you want is to have your photo ruined by flashing out the screen.
- Take several pictures, in case your first few turn out to be duds. No picture means no prize... remember that!

Be warned – photos sent by email are NOT acceptable, as they can be doctored in any bog-standard paint program. People who use cheats or NTSC copies of games to get a better score (unless you're entering the import challenge, of course) will also be scorned and most likely ridiculed within these very pages. Finally, please note that we will NOT be able to send back anything that you send in as proof of your score – those of you who've been asking us for videotapes back or even sent in the only memory card you own, please take note of this rather important point.

YOU'VE GOTTA BE IN IT TO WIN IT!

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

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

SSX 3

Hit your peak with Miles.

PEAK 1 SCORES:

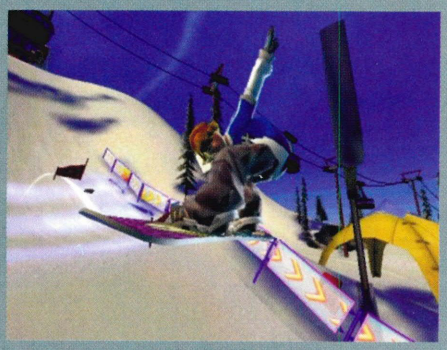
Course	Score	Name
R&B	355936	Miles
Crow's Nest	87036	Miles
The Junction	542131	Miles
Happiness Jam	412100	Miles
Peak 1 Jam	389998	Miles

PEAK 2 SCORES:

Course	Score	Name
Style Mile	565595	Miles
Launch Time	129495	Miles
Schizophrenia	670312	Miles
Ruthless Jam	244292	Miles
Peak 2 Jam	639091	Miles

PEAK 3 SCORES:

Course	Score	Name
Kick Doubt	345476	Miles
Much-2-Much	181505	Miles
Perpendiculous	744798	Tim
Throne Jam	244258	Miles
All Peak Jam	1288168	Miles



F-ZERO GX

Top times in each course, please.

RUBY CUP

Course	Time	Name
Mute City: Twist Road	–	?
Casino Palace: Split Oval	–	?
Sand Ocean: Surface Slide	–	?
Lightening: Loop Cross	–	?
Aeropolis: Multiplex	–	?

SAPPHIRE CUP

Course	Time	Name
Big Blue: Drift Highway	–	?
Port Town: Aero Dive	–	?
Green Plant: Mobius Ring	–	?
Port Town: Long Pipe	–	?
Mute City: Serial Gaps	–	?

EMERALD CUP

Course	Time	Name
Fire Field: Cylinder Knot	–	?
Green Plant: Intersection	–	?
Casino Palace: Dble Branches	–	?
Lightning: Half Pipe	–	?
Big Blue: Ordeal	–	?

DIAMOND CUP

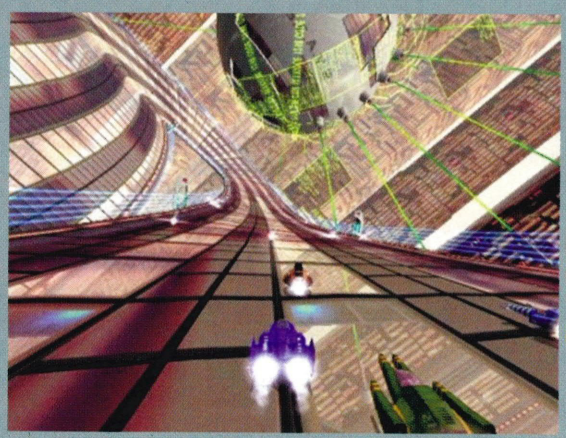
Course	Time	Name
Casino Terminal: Trident	–	?
Sand Ocean: Lateral Shift	1"46"469	Nick Gallagher
Fire Field: Undulation	–	?
Aeropolis: Dragon Sl3ope	–	?
Phantom Road: Slim-Line Slits	–	?

AX CUP

Course	Time	Name
Aeropolis: Screw Drive	–	?
Outer Space: Meteor Stream	–	?
Port Town: Cylinder Wave	–	?
Lightening: Thunder Road	–	?
Green Plant: Spiral	–	?

SPECIAL EXTRA TRACK

Course	Time	Name
Mute City: Sonic Oval	–	?





...bloke in the pub wearing an *Angel Of Darkness* tee stretched tight over his gut.

Or the time Gary and Tim came in wearing the same *VJ* shirts. Embarrassing.

CUBE

ISSUE THIRTY TWO

CHEATING MONKEYS

So the monkeys are clinging on to their little GameCube pads (especially crafted for their dinky paws in Switzerland, y'know) with quite astonishing force. The reason for this? Well, in the last few weeks a mysterious illness has been doing the rounds, causing the CUBE team's lean bodies to become covered in bizarre scabs. The only known cure is to play GameCube games all day...

SONIC HEROES

Sonic's latest adventure has been causing a storm in the charts, but is it any good? Err... no

UNLOCKABLE	HOW?
Team Chaotix Cinema & theme song	Finish Team Chaotix story mode
Team Dark Cinema	Finish Team Dark story mode
Team Rose Cinema	Finish Team Rose story mode
Team Sonic Cinema	Finish Team Sonic story mode
Final Cinema	Finish Last Story
Follow Me song	Finish Team Rose story mode
This Machine song	Finish Team Dark story mode
We Can song	Finish Team Sonic story mode
What I'm made Of... song	Finish Last Story
2P Team Battle	Acquire 20 emblems
2P Special Stage	Acquire 40 emblems
2P Ring Race	Acquire 60 emblems
2P Bobsled Race	Acquire 80 emblems
2P Quick Race	Acquire 100 emblems
2P Expert Race	Acquire 120 emblems
Super Hard Mode	Finish game with all emblems and A rankings.

Metal effects: Hold Ⓐ and ⓑ after selecting a level in two player Mode.

PHANTASY STAR ONLINE III C.A.R.D

Like the prequels, there's a lot to discover if you know the conditions. And if you don't, well, just look below.

GAME SAVE CARDS

Go to the trading machine and select 'Search Event Files' to be rewarded the following cards. Depending, of course, on what you have.

CARD	WHAT YOU NEED
Beat	Sonic Heroes save file
Sonic Knuckle	Sonic Heroes save file
Halloween Rappy	Sonic Heroes save file
Clippen	Billy Hatcher save file
Madam's Umbrella	Sonic Mega Collection save file
Nano Dragon	PSO Episode I & II save file
Sange	Sonic Adventure DX save file
Rage	Sonic Adventure 2: Battle save file

LOBBY CHAIRS

While in the lobby, press ↖ and Ⓐ or ↖ and Ⓑ to create a Photon Chair, its colour depending on your Section ID. Press Ⓐ to sit in it, and Ⓑ to exit.

BILLY HATCHER INTRO

IF you have a keyboard, hold down G and B while on the title screen and you'll see a *Billy Hatcher* preview video instead of the usual PSO one.



Cheat with cards by casually glancing at your card before turning it over and...

...snap or load the deck before your mates come round for poker night.

CUBE

GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE

0906 9060374

Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from **8am till 11pm**. If you have any queries call the customer helpline on **0870 739 7602**

Woah, dude! Solid Snake that's like, sooo 1990s...



METAL GEAR SOLID: THE TWIN SNAKES

This superb stealth-'em-up has loads of extra options to unlock...

UNLOCKABLE	HOW TO?
Bandana	Finish with Meryl's ending
Meryl Demo	Finish with Meryl's ending
Alternative costumes (Meryl)	Finish with Meryl's ending as Tuxedo Snake
Boss survival mode	Finish the game once
Tuxedo Snake	Finish the game twice
Sneaking Suit Meryl	Finish the game twice
Crimson Ninja	Finish game twice
Alternative end theme	Finish game three times
Octacon Demo	Finish with Octacon's ending
Stealth	Finish with Octacon's ending
Alternative costumes (Octacon)	Finish with Octacon's ending as Tuxedo Snake
Start with camera	Finish with the camera

CUT-SCENE TICK:

Use the R button and the C-stick to zoom in and move the camera during any cut-scenes.

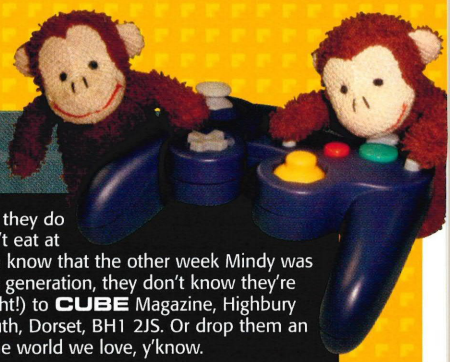


We enjoyed playing *MGS*. It is still a top game after all these years, but the cut-scenes...

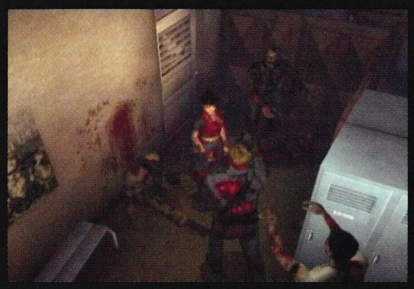
...are the best thing about it. Ever seen *Versus*? You should – it's inspiring, well it inspires violence.

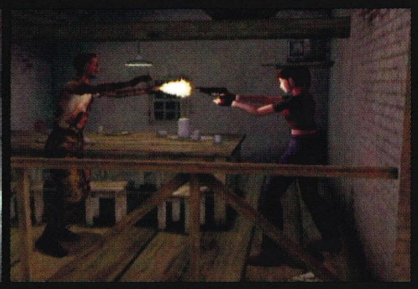


CHIMP'LL FIX IT



We're sick of the monkeys. They're loud and unhygienic. All they do is sit about playing games. They won't talk to you, they don't eat at the table, and their friends are not exactly pleasant. Did you know that the other week Mindy was hanging around with that Lemur from down the road?! This generation, they don't know they're born. Send in your questions (hey, we finally got that bit right!) to **CUBE** Magazine, Highbury Entertainment, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or drop them an email at cube@paragon.co.uk. You make it easy to watch the world we love, y'know.





EVEN THE CUBE TEAM GET STUCK

Dear Cheating Monkeys,
I got stuck on *The Wind Waker* last night and after faffing around for ages I got the talking boat and the sail then went off to the east and found the wind temple thing and learnt the wind song jobby and helped the girl up to the thingy and delivered the mail to the prince and then I went back to the boat and the boat said I had to get the pearl off the prince but he won't gimme it and now I'm stuck. And so I put it to you: what the heck am I supposed to do?
TIM, VIA EMAIL

The monkeys say...
'Dude, you simply have to select 'Last Story'. You'll see a cinema, and then be treated to the final boss...'

WE COULD BE HEROES

Dear Cheating Monkeys,
I have completed the ace *Sonic Heroes* for GameCube with all four teams and have got all 7 chaos emeralds, but I do not know how to access the final boss. When I beat the Egg Emperor with my last team (Team Rose) it came up with the message 'defeat last evil'. I have even tried completing the last levels with Team Sonic but it still come up with the same message. PLEASE TELL ME HOW I GET TO THE FINAL BOSS!
SAM TEMBLETT, VIA EMAIL

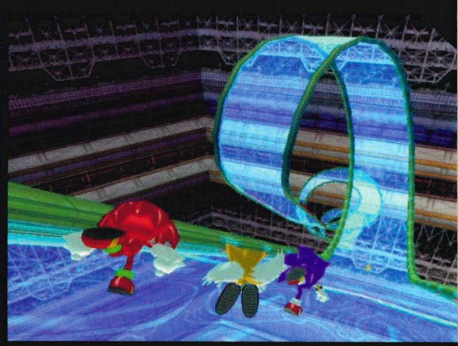
The monkeys say...
'Dude, you simply have to select 'Last Story'. You'll see a cinema, and then be treated to the final boss...'

THERE BE DRAGONS

Dear Cheating Monkeys,
I'm really stumped on the last part of *Resident Evil Code: Veronica X*. How do I get the dragonfly body to combine with the wings and what do I do with the gold luger? Many thanks.
ANDY WARD, LEEDS

The monkeys say...
'You need to make sure that you have all four of the wing objects in order to combine them with the dragonfly. The first wing object is found in the ant hill room. Ensure that you step on a load of ants in order to activate a cut-scene, and you'll see it on the floor. The next two wing pieces are in the water pool room, one by the merry-go-round and one in the pool. Your next objective is to make your way to the meeting room where you'll see pictures of the Ashford family lining the walls. There's also a mini ant farm, which contains your final wing... now you should be able to attach these to the dragonfly body with no problems! The golden lugers are used to open the Secretary save room.'





CUBE CHEATING MONKEYS CODE JUNKIES



ISSUE THIRTY TWO

Every month we bring you all the latest Action Replay codes for the greatest GameCube games!

R: RACING EVOLUTION

MASTER CODE
HMEE-94QG-Z1BZY
YG9D-694D-GR712

Max RP
1 P52W-3BAK-7CTYP
2 D59B-YAJ0-W0561

Unlock All Cars
1 F7TC-E1V6-FUYX7
2 VW62-2WRK-7M9UP
3 2CCN-KBNR-6YNNK

Racing Life Complete/All Movies
1 7MXV-WEXJ-CXWEZ
2 W58G-K560-YMC5R
3 BBAM-A47Y-7WTAG

Instant Pressure
1 TCKJ-W2AG-DMJH6
2 FNMB-BNVW-3Y5XE

UNLOCK GT CLASS 1 CARS
1 AVG5-TZ7R-Y6EMD

Corvette C5-R-Yellow
1 G1KV-BPCU-MMDF8
2 D3FQ-5PBM-P74TK

Corvette C5-R-Blue
1 XUXN-CFXY-MM5MV
2 ZFOM-2MQ2-WUAH2

Corvette C5-R-Green
1 TGV7-2ZGP-CV1ZB
2 1EN4-58BM-18HUD

Dodge Viper-Red
1 R8A1-FH3Y-8QXZA
2 4DUQ-XNB7-JCWGA

Dodge Viper-Black
1 QPGZ-FCC8-YNCXN
2 0CJP-W7A7-VF7ZM

Dodge Viper-Purple
1 VGWR-5QXX-XUPFA
2 E8XN-8AAA-1PCUN

Honda NSX
1 Q48P-BZ66-TV8XT
2 12WZ-DM0F-JE1ZQ

BMW McLaren F1
1 EKZY-ZAUF-4F627
2 UB8P-BAKV-X2PCQ

Skyline
1 4FBT-GB1N-RXAEF
2 90UE-441E-RQ2C4

S7 R-Red
1 1R7D-KDPP-WXXKU
2 CWZ8-JME1-7JEXP

S7 R-Black
1 6TQG-C070-EDTZ7
2 1KN5-VM9A-H7EP5

Toyota Supra
1 6GHK-AJW0-ZW4YV
2 9ZY2-DEW5-MBACH

Volkswagen W12-Red
1 1W23-MKP5-MQJ2Y
2 JE43-BE02-U5J5F

Volkswagen W12-Black
1 JBA0-HXZD-5YJJZ
2 X25T-62PV-25T2B

Volkswagen W12-White
1 KXGG-BK1D-DNK5Y
2 GUKC-59FT-HYAMA

Fiat 500
1 P0N9-ZU06-4W06Y
2 YDW4-T398-CUR7K

BMW M3 GTR-White
1 26JV-M3HR-KW5PM
2 55JZ-CZM3-GWDJT

BMW M3 GTR-Black
1 KMMM-BW3Z-AFQNB
2 Z934-XQE8-5MV5V

UNLOCK GT CLASS 2 CARS
1 Y49H-N7BD-1CND9

Pantera GTS-White
1 3A52-UGY2-G6T63
2 M1TU-97BG-YTAQ2

Pantera GTS-Yellow
1 AVYG-BFHK-08N7R
2 7F2C-4Y2Z-6989M

Pantera GTS-Blue
1 2R1B-1Z25-U6HJK
2 P6TH-10C2-EW6MQ

Louts Sports Elise-Green
1 XK4N-8UFP-0NA2A
2 Q9HT-CWRP-0NBYG

Louts Sports Elise-Black
1 D3F1-AU89-0DMZR
2 JX6E-54AU-1Q3YY

Louts Sports Elise-White
1 95HJ-RGXZ-W0D3M
2 FVWH-U8PG-2KFU3

Alfa Romeo 156 GTA-1
1 GNCA-ZMNR-QJ83K
2 QZAB-8VE4-7KF7H

Alfa Romeo 156 GTA-2
1 46PM-VY7G-DJHMX
2 54EE-EHQV-EC2R5

Honda S2000-White
1 3MRC-B5U5-JKQC1
2 Q1P9-HU4T-8RBNM

Honda S2000-Yellow
1 9N3Y-GWGQ-7JQ5Z
2 BYQ4-2HAH-BQD86

Honda S2000-Black
1 AD0F-T7J8-QMV99
2 M7B1-GMD1-V2MP5

Mazda RX-7-Blue
1 WU0N-CV6Y-76KJG
2 NFW0-Y72C-DC7DB

Mazda RX-7-Red
1 N2TU-DD4V-67CDG
2 TE8F-E2XN-VANR8

Mitsubishi Lancer-Red
1 2PMF-Q3N5-K7CXZ
2 ZPK4-BXW4-ZAMUP

Mitsubishi Lancer-Black
1 4FV5-FG8F-03KFH
2 JH4H-DPZX-4MP9M

Peugeot 206-Red
1 NTPA-FF1F-D8HNP
2 G91B-CQJZ-EK93V

Subaru Impreza WRX-Blue
1 EC8V-HUFW-QD76V
2 GEWA-3KFA-8HMBJ

Subaru Impreza WRX-Green
1 Y8C8-YQ23-DAYRX
2 689F-35RV-MKV6Q

Dodge Charger
1 WYP3-4QV5-0GY7U
2 CQ2P-WUDU-NYDW2

Shelby GT 500-Blue
1 DAQJ-HMEF-FEA15
2 HQGJ-A9FE-6BR3G

DeLorean
1 A70N-1CP6-U52BW
2 CRKY-1194-PVTP7

Nissan 350Z-Red
1 8Y86-NGP9-9HA3B
2 50FU-4QEG-5UH6K

Nissan 350Z-Blue
1 JQZF-7JAA-BG96Y
2 22X3-1UD0-H9ZZZ

UNLOCK GT CLASS 3 CARS
1 1TN6-23NX-VW9N2

Mini Cooper S
1 M4JM-H3ZZ-MGP75
2 XNK0-QT4K-85PMU

Audi TT-Yellow
1 4EB4-7WU0-G6BMB
2 X1PJ-X2F1-XYBMK

Audi TT-Red
1 HVN5-9X7C-AC7ZA
2 XKEA-K73M-3W3NV

Audi TT-White
1 QHYV-HQKH-Z3MR6
2 4FYE-6TW9-UMCZ5

Acura RSX Type-S-Yellow
1 C0R5-EJGR-Q5P9W
2 A585-64C6-UA412

Acura RSX Type-S-White
1 C05D-4GE2-EC5W2
2 GFJ3-TZ9Z-AJ1K5

Toyota VM 180-Yellow
1 C4EY-UWC1-QVTX0
2 VPRQ-326X-N0QA2

Toyota VM 180-Blue
1 XNDR-X0C0-6DCVU
2 6F3B-6AXA-1T56D

Toyota VM 180-White
1 M48T-YXMV-D5CE4
2 0APA-Q0T1-EPC3U

UNLOCK PROTOTYPE CLASS CARS
1 H47W-D83N-TNAW7

Audi Infineon R8-Red
1 9NP4-FK8D-HY6MA
2 0HWJ-6BJD-JZRT7

Audi Infineon R8-Yellow
1 P872-V576-FXXDC
2 EERY-8FNH-EVDBZ

Audi Infineon R8-Black
1 EFGW-QA5V-ETNZP
2 4NM7-8UX6-ZTCB0

EXP Speed 8
1 Z7HH-BAZ7-XDAZK
2 6UC7-8G3P-DAG46

Advan Kondo S101
1 B6EF-J0JU-X798Z
2 C024-UY46-9XUXB

UNLOCK RALLY CLASS 1 CARS
1 7FUX-090Q-FCVHV

Ford Focus-White
1 RKEK-Q41Z-BEZX4
2 CGZJ-HATH-5XECX

Ford Focus-Blue
1 TKAB-AT8W-X9FT4
2 W2X0-W7H2-39VR2

Mitsubishi Lancer-Red
1 PXJ2-GYDJ-FUUVA
2 ZWZ3-FJNP-26A2D

Peugeot 206-White
1 8YDU-KWR0-J58KP
2 8MW7-6Y1X-BD73G

Peugeot 206-Blue
1 73JJ-RHMG-80N0Q
2 WX0R-CM5Q-B0BVN

Subaru Impreza WRX-Blue
1 A1X3-5B0W-ZQQAM
2 ECWV-CJ20-9A859

Mini Cooper S
1 753X-7HBN-8630Z
2 GN7J-TWT3-HG2KP

UNLOCK RALLY CLASS 2 CARS
1 Y9X5-RVD4-N34MF

Acura RSX Type-S
1 RD2M-ZPE2-9CP6Z
2 JPWJ-EZHM-NDHZ7

Mini Cooper S
1 VD9Q-3FE6-BK5T8
2 ZTKP-CARD-6FWXV

Giulia GTA Junior
1 T13N-PFE5-V77GM
2 WMBE-YYNQ-FBD1N

Fiat 500
1 QYBC-3R7H-ZE3ZK
2 AJGP-ZJZ7-NY7WA

Renault A110-Blue
1 09TB-R6UR-5GJQA
2 8HEG-X4BT-K36MD

UNLOCK DRAG CLASS CARS
1 BW0C-078F-8X878

Ford Focus
1 QVXC-KGGE-248FG
2 80Z4-231X-DUU50

Dodge Charger R/T-Black
1 K55P-FU5Y-C5EPT
2 90TW-Y469-5MFYB

Dodge Charger R/T-Blue
1 D23U-0603-CHMTQ
2 FJHU-AX93-0AYKJ

Shelby GT 500-Red
1 MGG9-YFWR-D88MA
2 MCC0-7CHU-7MVY2

Shelby GT 500-Blue
1 4QMK-YM5K-R2R9Y
2 6UXP-RPTN-3NB20

Mazda RX-7
1 72K9-MBMU-J1HMR
2 Q2G7-B0Y2-7XVRJ

Nissan 350-Z
1 9GE5-48HZ-G66C6
2 FXK7-N6AT-Y02K5

UNLOCK PRIVATEER CLASS CARS
1 6AZ8-V4FZ-5V6Z4

Giulia GTA Junior-Red
1 1XNF-01G4-8P9TR
2 Z8PK-C1VM-J3D9H

Giulia GTA Junior-White
1 Z7X2-TR96-481ZV
2 BYAG-P40K-5PP6W

Fiat 500
1 FCPN-ZKW8-2HN24
2 WKCZ-PAX5-N2K8F

Renault A110-Blue
1 1EWM-G5XP-51WA8
2 4RRW-R7X7-73586

Renault A110-Yellow
1 HJJU-VD6W-KMUBX
2 ZB3V-DFYK-MDND7

METAL GEAR SOLID: THE TWIN SNAKES

MASTER CODE
BQFR-9D2C-3VT7T
2P3E-HJPC-E5J3U

Infinite Health
1 VXEB-3161-FJUX8
2 QGKW-TT7Q-R1G1P
3 C990-8089-5JJQC
4 5HE5-YTU5-VZ5BD
5 HFKT-K6NF-Y6GPQ

Infinite Oxygen
1 357P-J93P-D1V79
2 6YBA-AKCE-D0AQX

No Reload
1 2NMX-HZBC-5CGAZ
2 N6QF-4EJC-XP6M9
3 Z87J-URKH-A73FQ
4 TZ5P-PNRK-5WQEQ
5 5RDJ-PGXX-Q2TK9

Max Grip Level
1 13CG-23DQ-D00XU
2 DPMU-45WA-1R2K0

ITEM CODES
1 AZQ8-2Q7R-7ZHXC

Have Infinite Rations
1 9GH9-C5QM-ZTTT1
2 V9QV-3EFJ-H5DBU

Have Infinite Medicine
1 RUFF-T50H-2KGW5
2 5E62-EQ20-TP2X1

Have Infinite Bandages
1 92P8-7XCR-WA1RY
2 5CD4-N8DD-5EUFA

Have Infinite Pentazem
D4K0-TZD6-YUPKB
3ZZ9-WGRQ-6DJHD

Have Body Armour
1 DTP7-V104-0RUD9
2 AGTM-Z2XF-VWDG1

Have Mine Detector
1 M2RP-AXMP-4B7P8
2 EX0E-NXVE-1NQD7

Have RP Sensor
1 FZT3-ZMBF-8962C
2 28QQ-8CA8-DM7NW

Have Gas Mask
1 ZMYC-1T81-580TT
2 ZAF1-Y81N-D070U

Have Night Vision Goggles
1 WTMW-XTDB-ZPEPM
2 NZBJ-X2VQ-FP814

Have Thermal Goggles
1 EDVH-4FBK-JGW3D
2 T0R1-J8PT-4P1EN

Have Scope
1 KZHN-T6JZ-CPJ4Z
2 RG8W-A9HW-TFCN3

Have Digital Camera
1 B42T-7WVG-WVEG0
2 0JGQ-GPFD-1D7D9

Have Rope
1 XAH9-QJPB-298ZZ
2 AXTB-U9YF-9UHH9

Have Handkerchief
1 E8U6-6R34-C8DKT
2 8TH2-BEXK-TD9YM

Have Box 1
1 6GEP-3401-WX3R5
2 MQB4-KMXW-P7YU2

Have Box 2
1 M9E2-F4VZ-3UUW2
2 XD9K-1JZE-5U4QU

Have Box 3
J36W-A05A-8VJP8
7TQ4-QKVF-5W65D

Have Ketchup
1 NCAE-WDXD-1CGPA
2 NEMZ-0RN3-HXEDM

Have SOCOM Suppressor
1 E7FZ-ENYC-CPYMJ
2 G8KD-RP85-WBCR5

Have MO Disc
1 4EVH-RX2X-RWURW
2 413M-XV2K-EATGG

Have Level 99 Keycard
1 TYHW-B7NT-ARGKQ
2 EFU1-75NE-07Y57

Have Bandana
1 B27J-6W8A-PRB7X
2 YVN4-AC2H-MTUBJ

Have Stealth Suit
1 4MJA-68XD-95ZPK
2 7DMC-6CMH-38GV5

WEAPON CODES
1 5U3K-B2GG-BDAA6

Have M9 (Infinite Ammo)
1 WD20-4APG-W96AZ
2 GYBD-G13Y-Z1UKE

Have SOCOM (Infinite Ammo)
1 HV8T-65XX-VZ9JU
2 GKX0-8VBU-9ZG40

Have PSG1 (Infinite Ammo)
1 JQGP-7GTN-A22UT
2 3ZD3-8H8J-4X27W

Have Nikita (Infinite Ammo)
WN60-2DP9-Z7E2N
V625-0QN3-PWVV0

Have Stinger (Infinite Ammo)
1 4PX0-T5XX-0XCAE
2 V9HH-JU09-ZTT9H

Have Claymore (Infinite Ammo)
1 B04J-7QKJ-5ND93
2 VURN-K048-VZ87M

Have C4 (Infinite Ammo)
1 E3K4-BVNM-8MM9F
2 KRU0-MCGC-U7326

Have Chaff Grenade (Infinite Ammo)
1 8C2A-GU1Y-993EH
2 U5BP-3PJZ-XR5BF

Have Stun Grenade (Infinite Ammo)
1 9TB7-K3VA-JRAV5
2 BZKU-4GTZ-AUXVK

Have Grenade (Infinite Ammo)
1 J1C5-41W7-PNQU0
2 TQKV-6HWK-XY3F5

Have FAMAS (Infinite Ammo)
1 MDZ3-ZM44-WY2B9
2 2TER-ZTAN-VRB88

Have PSG1-T (Infinite Ammo)
1 50VR-E45R-2M9DM
2 MEU1-4ECZ-5VZ94

Have Book (Infinite Books)
1 51AC-FZTH-KDVRB
2 ARJ2-K7CF-4D0HG

Have Magazine (Infinite Ammo)
1 9E7Z-TA2J-4QGZY
2 Q92A-BRZM-CWQJV

Pal Key Codes
1 949R-4YBP-4X4JR

Have No PAL Key
1 5UMF-HHWQ-B9ZWE
2 HF97-2MAC-KUGFG

Have Warm (Yellow) PAL Key
1 0NJE-3YVE-VUW8J
2 KAMZ-6HVU-UBPD2

Have Cold (Blue) PAL Key
1 4XZD-2P0X-EGN6R
2 HFYQ-DBQP-AXTMF

Have Hot (Red) PAL Key
1 A2TP-B22B-ZHUNX
2 CX8T-A8AE-V4T0Y

RESULTS CODES
1 1BDB-1D9M-TB0T1

Low Total Game Time
1 WNXR-7380-2BRJ6
2 RTME-MUTH-VXCXR

Saved 0 Times
1 HAF3-BH2Z-JWC4U
2 TZ1Z-87EE-YQW3D

Continued 0 Times
1 2EJK-V4P8-8PQYQ
2 ABZN-71CJ-Q821F

999 Kills
1 56KR-ECV7-9TRF9
2 CE28-VZY7-4Q095

0 Rations Used
1 2REJ-35A1-5NFHY
2 3NBQ-QY1V-FJXKY

SPHINX AND THE CURSED MUMMY

Master Code
1 RVK2-0FUQ-7GVQK
2 YVT1-XUU2-Y8HHJ

Infinite Health
1 8JW8-KCCX-M8B9C
2 QXZT-4FN0-EG6VR

Can Walk On Lava
1 PR1X-3TXG-KJBQV
2 UTJ8-DW7A-3FGQB

Moon Jump (Hold A)
1 U7U4-VDBY-3KE4T
2 HZFE-WKH1-AAFP9
3 RW3B-BFEA-GW1PF

Grow Sphinx (Press L+Y)
1 PE2X-G1ZZ-00B6A
2 QJA5-RT9F-P7AXP
3 AGEE-DTP8-YAUKU
4 6WUY-VWTQ-V02PC
5 K5KD-K9UK-5K8XM
6 WRA9-FFCR-9HYN6
7 E9FZ-A3QA-YCERP

Shrink Sphinx (Press L+X)
1 W25P-C527-8Y7TJ
2 GRC6-PJCH-1UEN3
3 VR7W-ZZG0-PFP2R
4 TX28-R2AQ-QYEK3
5 3QM0-D9T4-HQ86X
6 62A7-BZUE-X1JBR

CLEAN UP BADDIES!



The UK's only Game Cube tips magazine is packed with game guides, cheats and secrets. Mrs Smith from Coventry says, "SOLUTIONS helped me to remove even the most stubborn enemies from my GameCube games!"

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- FINAL FANTASY: CRYSTAL CHRONICLES
- METAL GEAR SOLID: THE TWIN SNAKES
- TEENAGE MUTANT NINJA TURTLES
- POKÉMON CHANNEL
- & MANY MORE!



Please note, the cover may differ slightly from the one shown here.

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TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID®

THE TWIN SNAKES

Destroy Metal Gear Rex, eliminate the terrorist threat and save the world with our amazing guide!

INFORMATION

MGS: THE TWIN SNAKES	
PUBLISHER:	KONAMI
DEVELOPER:	SILICON KNIGHTS
GENRE:	STEALTH/ACTION
PRICE:	£39.99
PLAYERS:	1

COMMUNICATION TOWER A

You'll have no radar here so you'll have to be very careful. Follow the corridor round, making sure you pick up any ammo that you need on the way, as well as the **Rope**. As soon as you get inside the building all the alarms in the place will go off and you'll be swarmed with guards – there's no chance of avoiding them, so it's time to fight [01]. Your FAMAS is the best weapon for this job, or a few Stun Grenades will do if you prefer. However you fight, you have to get through the door to the south, which leads to the base of Tower A. There's a long staircase leading to the top of the tower which is flooded with enemies so, again, keep your grenades or FAMAS handy and charge to the top. There's a door about halfway up, but don't bother trying to open it – it's frozen shut and you'll just leave yourself open to fire.





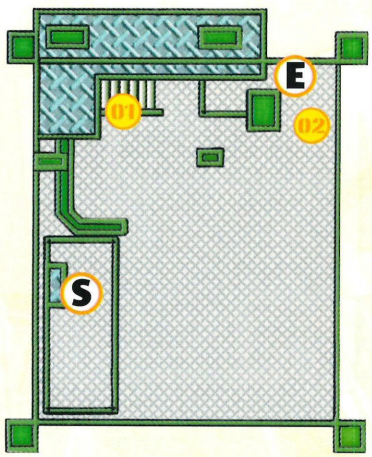
Once you reach the top, grab the **Ration** and take the ladder up to the roof where Liquid Snake is waiting in his chopper. He'll destroy the path between the two towers so you can't get across. Run to the northeast section of the roof and equip the Rope so you can abseil down safely to the platform below just as Liquid is about to finish you [02].

This platform joins the two towers, but there are three guards defending the entrance to the next tower. There are many ways to take them out, but the easiest is to tuck yourself inside the dead-end on the left, where they can't see you, and guide a Nikita Rocket down the walkway to kill them all at the same time without being spotted at all [03].

When you approach their bodies, Liquid Snake will turn up again in his Hind. Quickly run down the rest of the walkway and get through the door to the west. In here you'll find the **Stinger**, some **Stinger Missiles** and the way into Tower B.

KEY

S START E EXIT 01 NO. POINTS





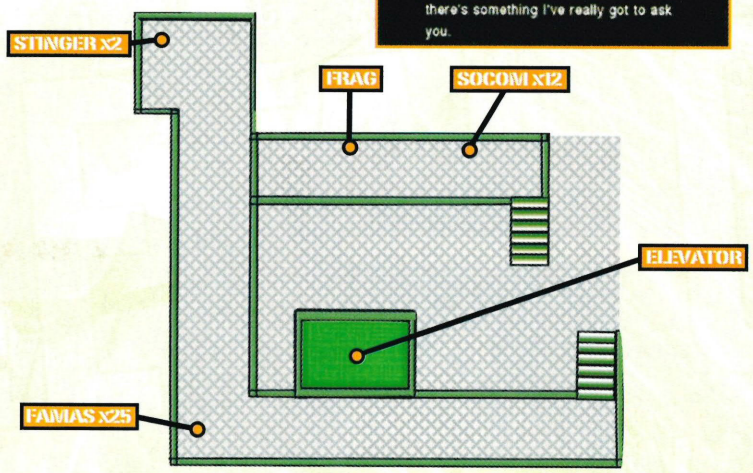
COMMUNICATION TOWER B

Follow the walkway along and try to call the lift. You'll find that it's broken and you'll have to find another way through. Go back to the entrance to the room, take the path to the east and head down the stairs. Eventually you'll reach the end and you won't be able to go down any further [01]. Getting up to the roof is obviously not as easy as you thought it was going to be. Retrace your steps and go back to the broken lift where Otacon will be waiting for you [02].

After asking him to fix the lift for you, you'll notice that the boxes that were blocking the stairs have now been moved and you can get past. This is another long flight of stairs and you'll have plenty of gun cameras to deal with on the way up, so get those Chaff Grenades ready [03].

Once you reach the top, pick up the ammo and the **Ration** and head up onto the roof to face (LIQUID SNAKE) for the first time.





BOSS

TOP SECRET

LIQUID SNAKE

Real Name: Unknown
Sex: Male
Age: 30s
Nationality: UK
Height: 183cm



IQ of 180. Born in the Seventies. Long, white hair. Dark skin. At birth, Liquid was given by the US to the British government. This was to measure effects of acquired surroundings and not only inherited traits. Under the tutelage of MI5, he was educated and received battle training. Fluent in seven languages such as English, Spanish, French, Malay. Speaks Arabic like a native. Due to his outstanding battle skills, he was brainwashed and used for terrorist activities in the Middle East.

Withstands the heat and cold due to his experience in the Arab nations. Fox hunting in the Middle East is usually called jackal hunting.

After the Uprising Of Zanzibar (after Solid left the unit) he joined Fox-Hound, an official unit for the first time. Becomes battle leader for Fox-Hound.

STEP 1

Liquid is a tough customer at the best of times, but when he's inside a Hind D battle helicopter you've really got problems. The first thing you want to do is get behind some cover: if you're stood in the open for too long you'll be ripped to pieces by the Hind's firepower. There's a handy little shack in the middle of the area that will cover you nicely, so run in there and arm yourself with the Stinger.

STEP 2

Now its time to do some damage. You'll automatically enter first-person mode when you equip the Stinger and you'll have a target on screen that will pinpoint the location of the chopper even when it's behind a wall, so use this and the radar to keep up with where the chopper is.
Whenever it's in view, fire your Stinger in its direction and your rocket will home in on the chopper and knock its health down.

STEP 3

Keep on chipping away at the chopper's health in this way until the game goes to a cut-scene. Occasionally Liquid will launch a rocket at you. As long as you're behind cover these will usually miss you.

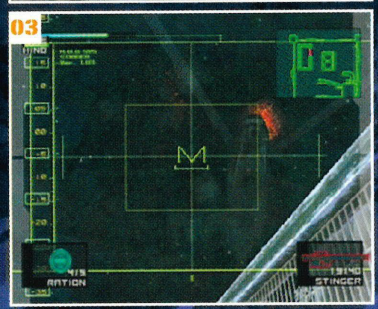
01



02



03



COMMUNICATION TOWER B

Once you have defeated Liquid Snake you'll be contacted by Otacon and be told that the lift has suddenly started working again... that's a bit suspicious, but you might as well take advantage of it. Head back down the stairs, using your Chaff Grenades again to disrupt the gun cameras and use the lift to go down a level.

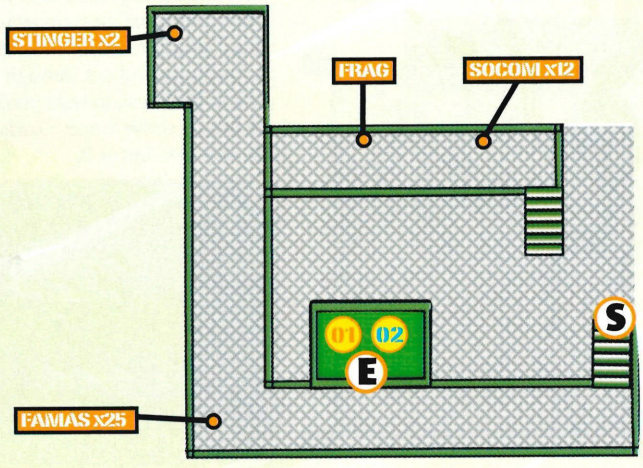
While you're on your way down you'll be contacted by Otacon again, who tells you that there are three stealth suits missing. Predictably, the suits are being worn by four guards who are in the lift with you, so it's time to fight 01.

You can take them out whichever way you think is best, but make sure you deal with the guard closest to you first. Any guard that gets too close to you will try to knock you out with the butt of his gun – this not only hurts but it also puts you on the floor where you're vulnerable to the fire of the other three guards 02.

Once the guards are all dead and you've exited the lift, leave through the next door and head out into the Snowfield to have a rematch with (SNIPER WOLF).

01





BOSS

SNIPER WOLF

TOP SECRET

Real Name: Unknown
Sex: Female
Age: 20s
Nationality: Iraqi (Kurd)
Height: 176cm









STEP 1

This time around Wolf isn't nearly as tough. Although she has more space to move around than last time, there's a foolproof way of beating her without losing any life whatsoever. As soon as the battle starts, run over to the right side of the area and take cover behind the pile of snow that you find there. No matter where Wolf moves to, she'll never be able to hit you as long as you stay put.

STEP 2

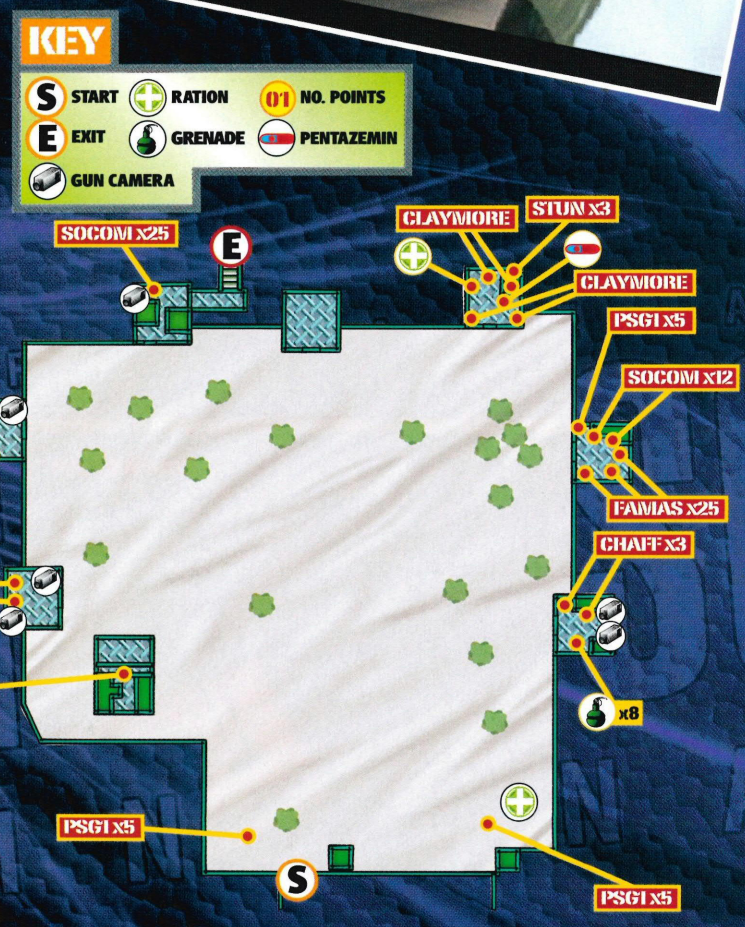
Now equip your Nikita and fire a rocket round the corner and towards the trees at the back. Wolf will be hiding up there somewhere so all you have to do is guide the rocket right up to her and hit her with it.

STEP 3

Just keep repeating this until Wolf goes down and you've put her out of her misery. If for some reason you've run out of Nikita ammo, you'll have to use your Sniper as before. Make sure you use some Pentazemin to steady your hand and pick her off before she can get a shot off at you.

Once the fight is over, visit each of the room round the outside of the area to collect the goodies. You'll need to use a few Chaff Grenades though, as they all contain gun cameras. Once you're done, head through the door at the back, through the corridor and into the Blast Furnace.





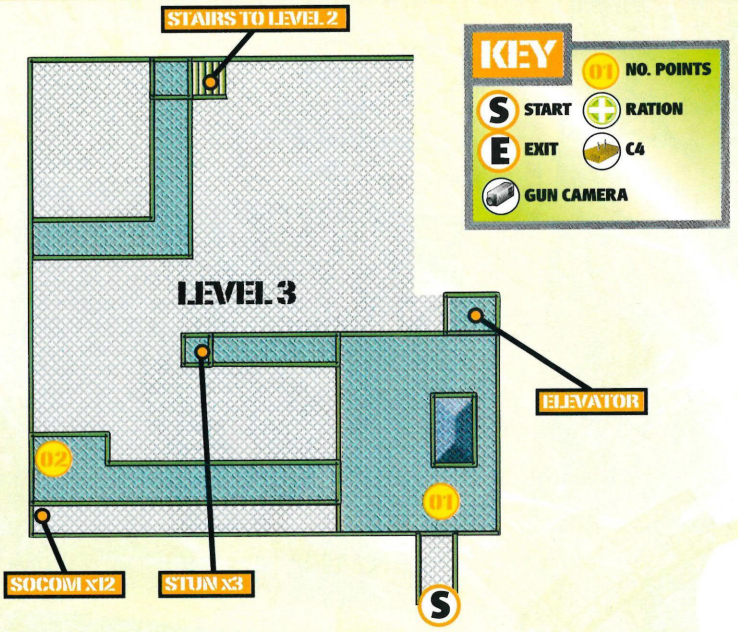
BLAST FURNACE

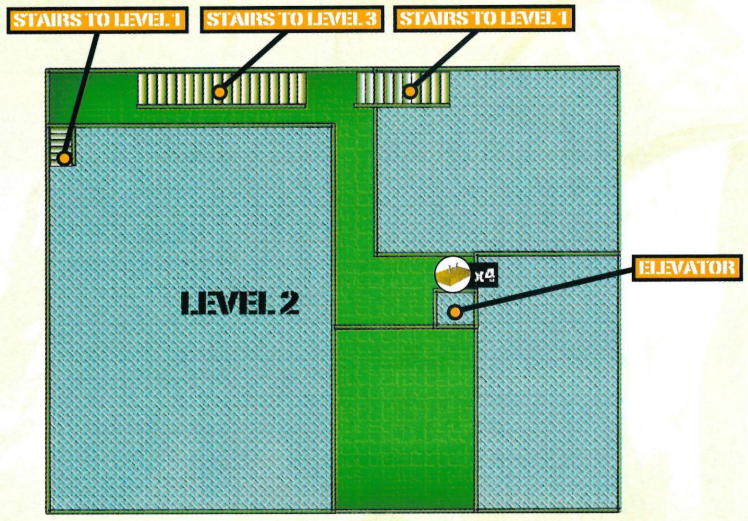
As you enter the room you'll notice a few guards wandering around. To make life easier, stun or kill them straight away so you can concentrate on getting through the room [01]. There's a thin ledge on the left wall that you need to shimmy across to get to the stairs leading to the lower levels. This simple shimmying task is made a bit more difficult by the crane that's moving around nearby. If this hits you, you'll fall into the lava below, so be ready to duck [02]. Alternatively you can destroy the crane with your Nikita. This is easier but will alert any guards on the lower levels to your presence, so be ready to fight them off.

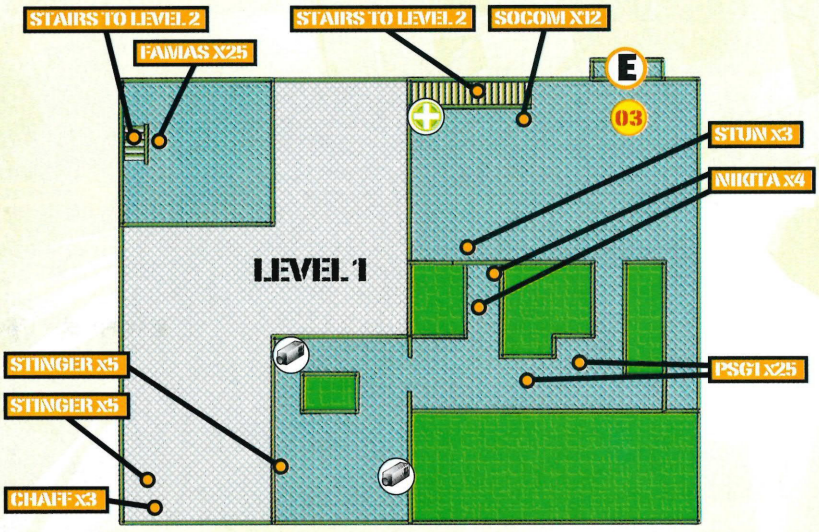
Use the stairs to get down to the lowest level and exit into the Cargo Elevator [03].









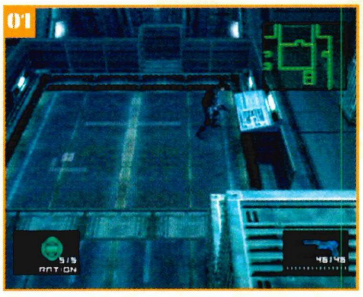


CARGO ELEVATOR

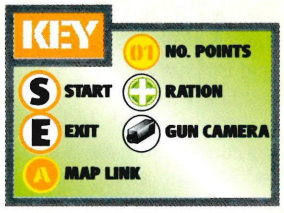
The Cargo Elevator is unusually quiet and you'd be right in thinking that it's a little too quiet [01]. Grab all the ammo that's lying around and use the console on the elevator to make it descend.

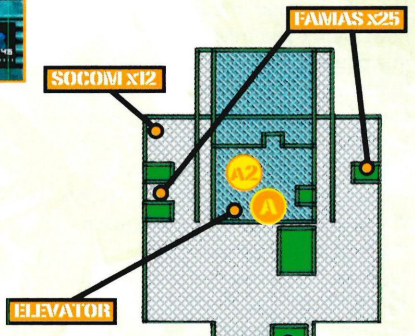
The moment you've done this you'll be attacked by three armed guards who jump onto the lift with you [02]. You'll have to deal with these in the same way as you did the stealth guards in the lift before – with plenty of FAMAS fire! When the lift has stopped, use a Chaff Grenade to disrupt the gun camera and make a run for the console on the next lift to get it moving. There are no guards this time, just plenty of ravens [03] ... I wonder who they could belong to?

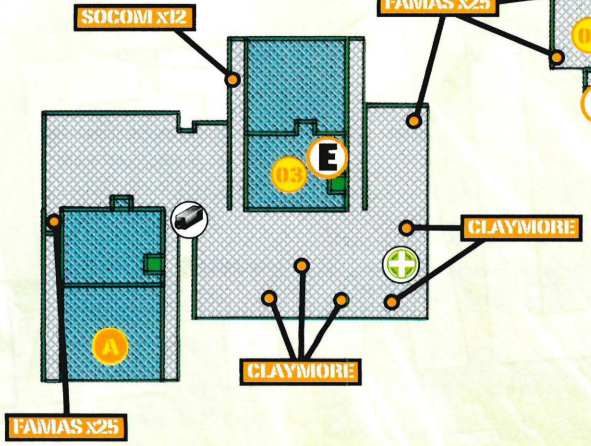
After a conversation with Master the lift will stop and you'll be faced with some large double doors. Grab the items from behind the crates then go inside for a showdown with (VULCUN RAVEN).









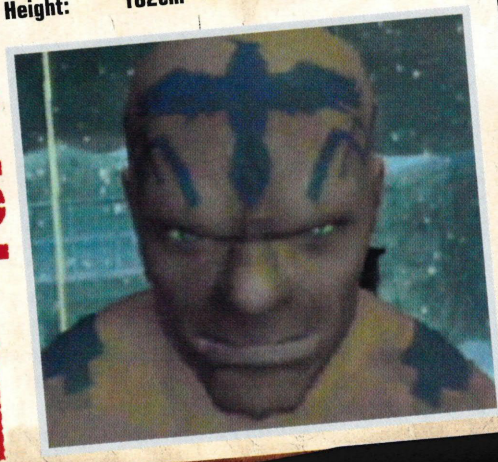


BOSS

TOP SECRET

VULCAN RAVEN

Real Name: Unknown
Sex: Male
Age: 30s
Nationality: Half Alaskan Indian And Half Eskimo
Height: 182cm



STEP 1

The tank may be gone but it's been replaced by a rather large gun! Raven is a nasty customer if you fight him head to head, so you'll need to find a better way. Using the radar is very important here as you want to stay out of his line of sight whenever possible, so always keep an eye on it so you know which way he's facing and where the best place is to hide.

STEP 2

Equip the Nikita and launch a rocket. Guiding one of these round the area and slamming it in to Raven is the easiest way of doing him some damage. You'll have to hit him from behind though as he'll shoot down any rockets in his line of sight. As long as you know which way he's facing, this shouldn't be a problem: just guide the missile round the area he's in and run it into his back.

STEP 3

Once he has lost two thirds of his life, Raven will start running round the area instead of walking. This makes it near impossible to hit him with the Nikita, so a change of tactic is in order. Arm your Stinger and watch his movements on the radar. When he's getting close to you, take aim and blast him to bits as he comes round the corner. You'll take a bit of fire but you should finish him before he does too much damage. When the cut-scene's over, go through the door at the back of the area and follow the walkway into the Underground Base.

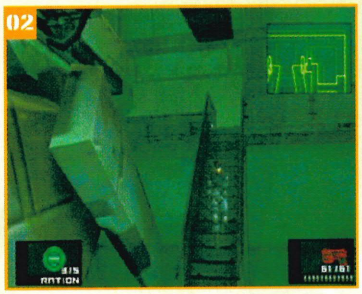


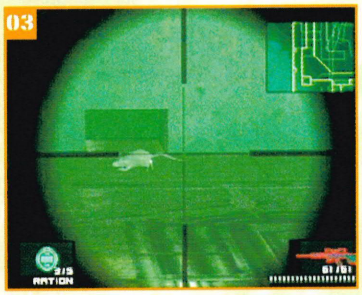


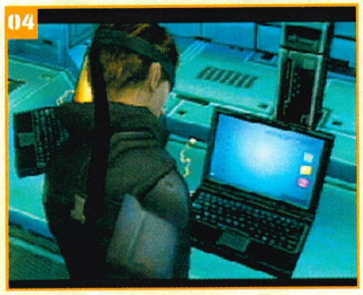


UNDERGROUND BASE









Once inside the Underground Base, you'll need to get yourself to the control room that's right at the top of the area. Go up the stairs to the right, take out the guard patrolling that floor and continue up the next stairs to the top level.

While you're doing this you'll be constantly contacted by Otacon as he tries to hack into a computer and get you a bit more information on what's going on [01]. Work your way round to the nearside of the walkway and get next to the control room where you'll overhear Ocelot and Liquid talking about their plans. This little chat will enlighten you as to what's going on and how to stop Metal Gear. You'll learn that you only needed the one keycard after all, but by the end of the cut-scene that card will have fallen right back down to the bottom of the area so you'll have to go and get it before you can do anything else.

Retrace your steps all the way back down to the bottom level and go over to the right of the area. Searching around in the water for the PAL Card will only uncover another bomb; so if you pick it up, make sure you get rid of it quickly! As unlikely as it sounds, a rat will have eaten the card, so you're going to have to kill some vermin. There's a rat hole to the right of the first level, so if you wait around there for long enough the rat will come wandering out and you can kill it [02]. If you're too close to the hole, the rat will be scared off, so it's a good idea to stay well back and just keep an eye on the hole through the lens of your PSG1.

Once the rat is dead, grab the **PAL CARD** and head all the way back up to the control room, but don't go inside just yet. There are two security cameras in the control room and if they spot you, the doors will be sealed and the room pumped full of gas. This means instant death, so you want to make sure you get this right. You'll need at least two Chaff Grenades to get in and out the room successfully, so if you don't have them, go and find some before you try this. Throw a Chaff Grenade in from the outside of the room (if you have plenty, you might want to throw in a couple) and dash inside and up to the console in the middle. The console has three screens that relate to the temperature of the PAL Card; at the moment the card is at room temperature, so you have to use it on the yellow screen. Before you insert the card, throw another Chaff Grenade into the centre of the room so the cameras don't catch you when you run out of the room after the short cut-scene.

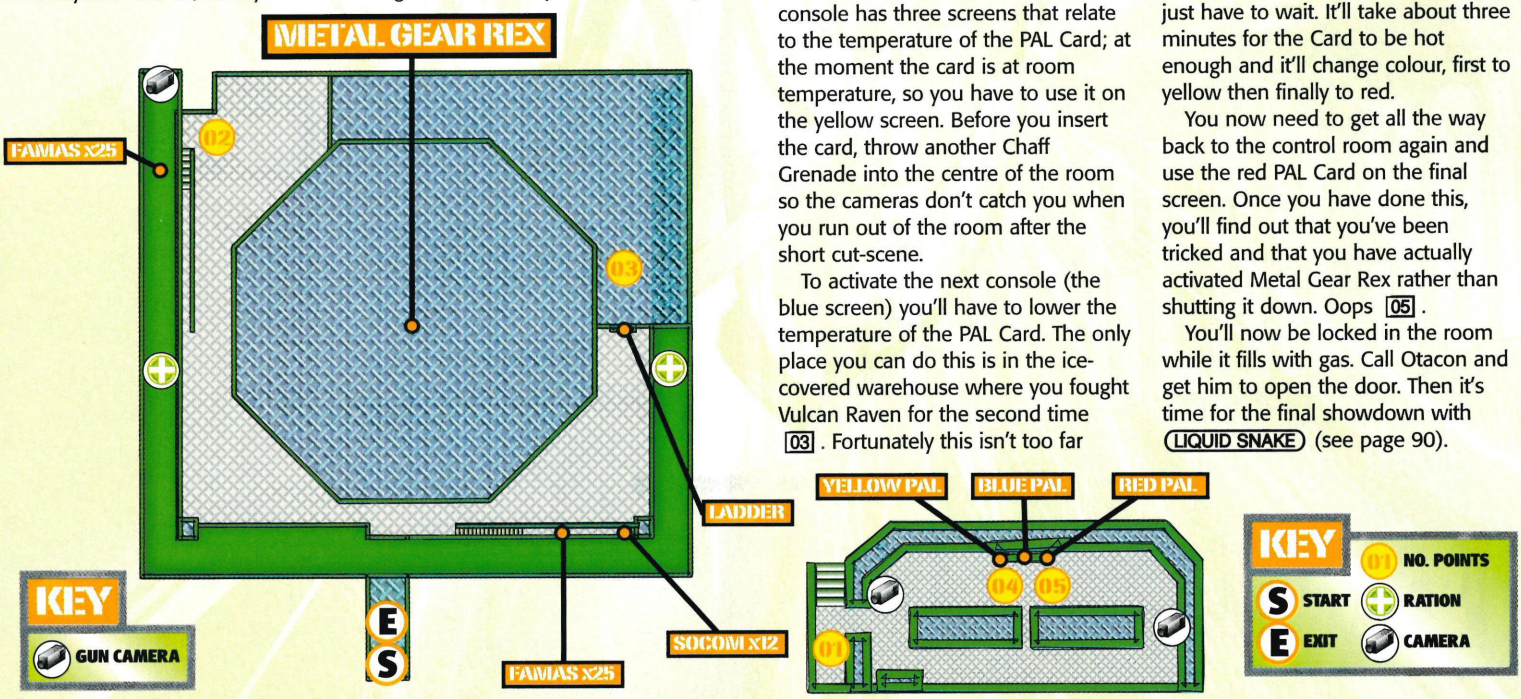
To activate the next console (the blue screen) you'll have to lower the temperature of the PAL Card. The only place you can do this is in the ice-covered warehouse where you fought Vulcan Raven for the second time [03]. Fortunately this isn't too far away, so head back there, take care of the guards now be patrolling the area and equip the PAL Card. It'll take about two minutes for the card to be cold enough to activate the second console – it'll turn blue to let you know that it's chilled to perfection. Now run all the way back to the control room and repeat the Chaff Grenade manoeuvre to get in and use the Card on the blue screen [04].

When you're safely out of the room it's time to prepare the PAL Card for the last console. You'll need to heat it up this time and the only place hot enough is the steam room in the Blast Furnace. It's quite a trek back to there though, so you'd better get moving.

Once inside the steam room you'll just have to wait. It'll take about three minutes for the Card to be hot enough and it'll change colour, first to yellow then finally to red.

You now need to get all the way back to the control room again and use the red PAL Card on the final screen. Once you have done this, you'll find out that you've been tricked and that you have actually activated Metal Gear Rex rather than shutting it down. Oops [05].

You'll now be locked in the room while it fills with gas. Call Otacon and get him to open the door. Then it's time for the final showdown with LIQUID SNAKE (see page 90).



BOSS

TOP SECRET

LIQUID SNAKE

Real Name: Unknown
Sex: Male
Age: 30s
Nationality: UK
Height: 183cm



BATTLE 1

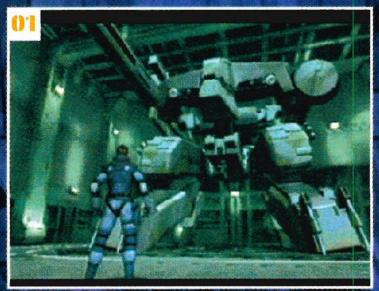
Your first fight with Liquid will be slightly unfair as he'll be in control of the huge Metal Gear Rex!

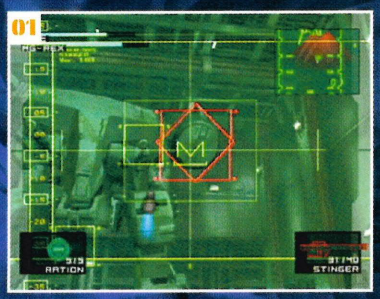
STEP 1

Metal Gear Rex has amazing fire power and if you give it a chance it'll tear you apart. So you have to avoid it locking on to you at all costs. As the machine is starting up, throw a Chaff Grenade at it to jam its sensors. This is the only thing that's going to keep you alive so make sure you have plenty of grenades. If you're running low, just run and grab some from the edge of the area.

STEP 2

Once you've let off a Chaff Grenade, you'll have the chance to do some damage. Equip your Stinger and fire a rocket at the circular disc on its shoulder – then run away. As you





run, throw in another Chaff Grenade as the other one will be wearing off, and then keep moving around the edge of the area until it explodes – if you get the timing just right, Metal Gear Rex will never have time to get a lock on you.

Once the Chaff Grenade has gone off, fire another Stinger rocket at its shoulder.

STEP 3

Keep repeating this process and you'll slowly wear the monster down. When all of its energy is gone, the game will switch to another cut-scene and Metal Gear Rex will shut down – but not for long!

BATTLE 2

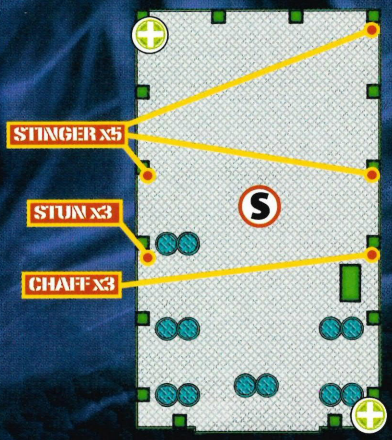
You might think you've won, but Liquid soon gets Rex up and running again and the fight continues.

STEP 1

After Gray Fox saves your life, you bottle it when killing Liquid means finishing him off. As a result you'll have to fight Rex all over again. The battle is a little more intense, but the way you beat the machine is no different from before. Just keep using Chaff Grenades and Stinger rockets to chip away at its health.

STEP 2

Keep using the combination until the metal monster finally falls once and for all. Wait a minute... you didn't think Liquid was going to die that easily did you?



BATTLE 3

At last, no guns and no giant metal robot. Just a one-on-one fight with Liquid Snake.

STEP 1

This fight takes place way up high on Metal Gear Rex's head and you only have 02:30:00 to finish the job! There are no weapons available, so you'll have to rely on your fists to beat him. Follow him around the area until he stops, then lay into him with your punch-punch-kick combo.

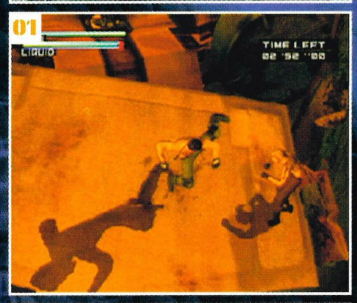
STEP 2

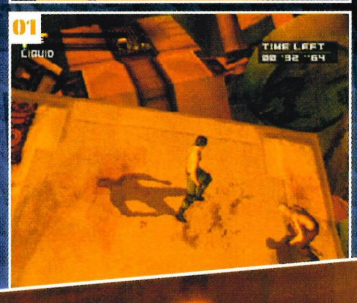
Every now and then, Liquid will bend over. Although he looks vulnerable he's usually building up an attack, so either hit him once and get away from him or just keep your distance. These attacks do quite a bit of damage and you definitely don't want to be on the receiving end of his roundhouse kick. Keep knocking off his health until you kick him off Rex's head and he's finally dead. Hang on... no he's not.

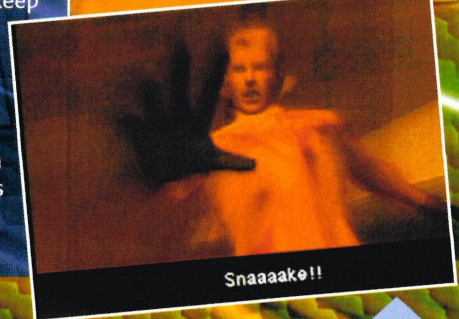












ESCAPE ROUTE

What happens here will depend on whether you managed to take Ocelot's torture or not. If you did then Meryl will still be alive and she'll take control of a Jeep; otherwise she'll be dead and you'll have the pleasure of Otacon's company.

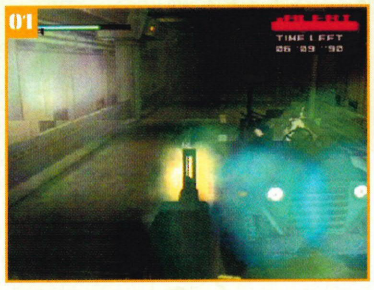
While you're waiting for your partner to return with the Jeep, you're going to have to defend yourself against the attacking guards. You still won't have a weapon so you'll have to use your fists again.

When the Jeep finally arrives, jump in and switch to first-person view. You'll now have a machine gun so make use of it and destroy the barrels near the gate. Stay in first-person view and take out the next two barrels at the first checkpoint to kill the guards there [01]. The next checkpoint won't be as easy, as the barrels aren't in such convenient places, so you'll have to hit each of the three guards individually before you can continue.

Once you're though this checkpoint, you'll come face to face with Liquid Snake again [02]. Why won't he just die?

This time shouldn't cause too many problems though. Just fire away at him so he doesn't get a chance to fire back. Eventually the two Jeeps will collide and you'll be treated to whichever of the two endings you've earned [03]. Congratulations!







UNLOCKABLES

By completing the game multiple times and doing certain things, you can unlock plenty of goodies. Here's what you have to do to see everything this game's got...

ALTERNATE ENDING THEME
Complete the game three times.

BOSS SURVIVAL MODE
Beat the game once on any difficulty.

CRIMSON NINJA
Beat the game twice on any difficulty.

TUXEDO SNAKE
Beat the game twice on any difficulty.

MERYL'S SNEAKING SUIT
Beat the game twice on any difficulty.

MERYL DEMO
Complete the game and see Meryl's ending.

MERYL ALTERNATE DEMO
Beat the game as Tuxedo Snake and see Meryl's ending.

OTACON DEMO
Complete the game once and see Otacon's ending.

OTACON ALTERNATE DEMO
Beat the game as Tuxedo Snake and see Otacon's ending.

START WITH CAMERA
Beat the game, having collected the camera.

BANDANA
Beat the game without submitting to torture.

STEALTH SUIT
Beat the game after submitting to torture.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID®

ATTENTION TO DETAIL



This game is just packed with tiny details that you'll have to really keep your eyes open to spot. Keep 'em peeled for these neat little additions...

ETERNAL BEAUTY

During the game you'll pick up books. These are packed full of girlie pictures and interesting articles and are perfect for distracting guards. Have you ever had a read yourself though? After you've dropped a book, switch to first-person mode and have a look at the open book to see a couple of snaps of Alex from *Eternal Darkness*. We always said she should give up battling evil and become an underwear model.



HARDWARE

Also in Otacon's lab, take a look around the centre of the room and see what Otacon has sitting on his desk. It's a GameCube, and what's this? A Wavebird as well. Otacon is obviously a keen games player.



LOCKER DECORATION

Inside the Armoury you'll find a room packed with Nikita ammo. Open up the locker in this room to see an *Eternal Darkness* poster stuck to the inside. Swanky.



PRETTY AS A PICTURE

During the cut-scene leading up to the Psycho Mantis battle, you'll notice three rather amused pictures behind him. These aren't portraits of just anyone y'know. From left to right they are Shiguro Miyamoto (creator of Mario and Vice President of Development at Nintendo), Hideo Kojima (Creator of *Metal Gear*) and Denis Dyack (President Of Silicon Knights and Co-Producer of *Twin Snakes*). So now you know.



TROUSERS DOWN

After you have fought the Ninja, you'll be told to track down Meryl who's disguised as a guard. When you find her she'll run off to the ladies' loo where she thinks you won't go. Give chase and make sure you arrive at the toilets just as she enters and she won't have time to get changed properly. The result? You get to see her pants.



IT'S-A ME!

While you're in Otacon's lab, check out his little mascots on top of the console in the far right corner. Models of Mario and Yoshi are perched there, and shooting them will reward you with either a sound effect of a little health boost. This can come in very handy during the Ninja boss fight. Shoot them lots it's fun.



Have a wonderful life taking care of your farm, but don't forget to make some cash while you're at it!

UNOFFICIAL GUIDE

CUBE magazine and Highbury Entertainment Ltd would like to make it clear that its guide to *Harvest Moon: It's A Wonderful Life* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.



INFORMATION

HARVEST MOON: IT'S A WONDERFUL LIFE	
PUBLISHER:	UBISOFT
DEVELOPER:	NATSUME
GENRE:	LIFE SIM
PRICE:	£39.99
PLAYERS:	1

The Farm

This is where you'll be spending most of your time. After all, it's where you'll make most of your money.



1 Your House
This grows in size as you progress through the game and contains a number of useful items. The book by the bed lets you sleep and save your game, the record player changes the music and the TV provides you with all sorts of information. Your house also has a kitchen, where you can try your hand at cooking. Finally, the bookcase contains Takakura's Notes, which will give you various tutorials if you get stuck.

2 Unfertile Soil
Only B rank plants can be grown here, as anything else will die.

3 Chicken Coop
This is where your chickens and ducks live, once you have some. It can hold up to eight birds at once.

4 Water Pump
Use this to refill your watering can.

5 Fertile Soil
Both A and B rank crops can be grown here. S rank crops will die in this soil, though.

6 Very Fertile Soil
Any type of crop can be grown here. However, it may be best to keep lower-rank crops to the other patches of soil, so as not to take up space here.

7 Storage Shed
Use the food storage area at the back of this building to keep food from cluttering up your inventory. The items in the middle of the room can be used to buy and sell items, to town. However, you can't sell normal crops in this way – only milk, eggs and third-generation crops can be sent via the shed.

8 Tool Shed
Your tools are kept along the left wall, while items such as seeds and records can be placed on the shelf to the right. You'll also find items along the back wall that you'll need when one of your cows is pregnant.

9 The Barn
Cows, sheep goats and your horse live in the barn, and you can keep a total of eight animals at any one time. The hatch on the left wall provides access to the fodder in your silo, while another hatch at ground level allows you to throw items away. Use the button by the door to call your animals in from the field.

10 The Field
Send your animals out here to feed when the weather's good by pressing the button on the barn's outside wall. More importantly, you'll be able to cut the long grass by using your sickle. This creates fodder in the silo that you can use to feed your animals when they're unable to graze.

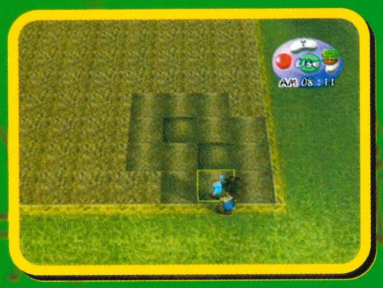
11 Takakura's House
Your father's friend Takakura lives here. Visit the house at night during your second year and a talking plant called Tartan will have appeared inside.





Plants

Most of your time will be spent dealing with your crops. Farming's more complicated now than it was in previous Harvest Moon games...



Planting Tips

Plant your crops in diagonal rows, like in the farm next to yours. You won't be able to grow as much, but what you *do* grow will be easier to take care of. Also, don't plant anything in any of the squares surrounding a tree, or the plant will die. Keep trees to the edges and corners of the patches of soil, to minimise the space they take up.

Basic Farming

Select a patch of soil and use your hoe to prepare it for planting. Select the seeds from your backpack and press A, with the cursor over the tilled soil. You'll need to water your plants several times a day, after filling your watering can from the pump by the chicken coop. Check the soil colour to see when the plants need watering – it'll be light in colour when they're thirsty.

After harvesting crops, make sure to cut the remains of the plant away with a sickle, or use the hoe on the ground if a hole's been left behind. Also, make sure you plant your crops in the right season – if you do it at the wrong time, the plant will die and your seeds will be wasted.





Ranks

Each type of seed is rated as 'B', 'A' or 'S', with S being the best ranking. B rank crops can be grown in any of the fields, while A's are only for fields 5 and 6 on the map, and S crops can only be grown in number 6. The better the crop's rank, the more money it'll sell for.

All the seeds you buy from the neighbouring farm will be rank B, but you can increase the quality of your crops by taking care of them and using bags of fertiliser. Don't use this until you have a Seed Maker though, as fertiliser's expensive. Once a crop of a higher rank has been produced, put it straight in the Seed Maker so you have more seeds to plant, the next time around.



Crops

Certain crops can only be grown at specific times of year. Things get a little complicated when you start growing hybrid crops, but early on you'll be forced to stick to the regular ones. Here's when each type of plant can grow:

Crop	Spring	Summer	Fall	Winter
Carrot	X	X	✓	✓
Melon	X	✓	✓	X
Potato	✓	X	X	✓
Strawberry	✓	X	✓	✓
Sweet Potato	X	X	✓	X
Tomato	✓	✓	✓	X
Turnip	X	✓	✓	✓
Watermelon	✓	✓	X	X

Trees

Trees survive at all times of year, but can only be harvested during a single season. If you plan on planting trees, try and do so early in the game – they'll be available to you for longer and you'll make a higher profit in the long run.

Tree	Spring	Summer	Fall	Winter
Peach	X	✓	X	X
Orange	X	✓	X	X
Grape	X	X	✓	X
Banana	X	✓	X	X
Apple	X	X	✓	X

Hybrid Crops

During the second year, you should visit Takakura's house whenever he's inside. Eventually you'll see a cut-scene involving Tartan, a new addition to your farm. Once you've made friends with the plant by talking to it repeatedly, it'll try to create hybrid crops for you. Feed it two different types of seeds and it could create a whole new type of plant for you to grow. The same can be done for tree seeds, too. You can combine some types of these second-generation seeds to create third-generation ones, too. That's not all, though, as feeding Tartan certain types of



● Give Tartan seeds to have it create new types of plant.

Flower	Effect
Gemsoil	Seeds can survive in any soil type
Happy Lamp	Seeds can survive in any season
Upseed	Seeds become S Rank

Relationships

You'll need to find yourself a wife in the first year of the game. There are three to choose from, but you'll need to put the effort in if you want to win their hearts.

If you want the girls to like you, you'll need to give them plenty of presents. Sometimes you need to show an item several times before it's accepted as a gift. The trouble is, the girls all like different things: items that some of them love, others hate. You can get an idea of the items a girl likes by showing them to her.

At the start of summer in the first year, you'll receive a Blue Feather from the Harvest Sprites if you haven't neglected your relationships. When one of the girls has a total of four hearts listed in her diary, you can give her the feather in order to propose – you'll be married at the end of the year.

CELIA

Where is she?
On the farm next to yours. She's available to talk to almost all the time and usually stays put, so she's the easiest girl to track down.

What does she like?
Try giving Celia flowers and crystals from the ruins. Flowers are found dotted around the village, making them a cheap and easy way of keeping her happy.

Does she like me?
Check the bed upstairs in Celia's house to find her diary and see how she feels about you.



Celia's easiest to find.

MUFFY

Where is she?
Muffy lives and works in the Blue Bar, but you can only give her items when she's not working. Try to get there shortly after 10am, while she's still in the back room.

What does she like?
Muffy likes flowers and crystals from the ruins. Flowers are the easiest to collect – look for them all over the village.

Does she like me?
Look at the plant pot in the Bar to find out.



Find Muffy in and around the Bar.

NAMI

Where is she?
Nami lives at the Inn, but doesn't hang around inside for long. She'll spend her time walking around the village, so you'll need to keep an eye out for her as you make your rounds.

What does she like?
Give Nami statues from the ruins and meals cooked in your kitchen. She also likes flowers, but only those that grow in the Fall season.

Does she like me?
Check the diary by the radio in her room. You can only enter when she's there, though.



It's hard to find out if Nami likes you or not.

FRIENDS

It's important to make friends with the other people in town, as well. If you get to know certain people well enough and give them enough presents, you could receive an item or two in return – items that can't be found anywhere else or would cost large amounts of money to buy. Who you're friends with could also affect your child's development, later in the game.



Give the villagers gifts and they'll like you more.



Animals

Some animals need more care than others and each type is taken care of in a different way.

Your Dog

Taking care of your dog doesn't make a huge amount of difference to the game. All you'll need to do is place food in your dog's dish every day, if you want to keep it happy.



● Your dog serves little purpose – he's just a pet.

Your Horse

You'll receive your horse at the start of summer, in your first year on the farm. It's taken care of in a similar way to cows and sheep, but doesn't produce anything of its own. However, you'll be able to ride it around town, reducing the amount of time it takes to get around. Just remember to let your horse rest and eat in the field occasionally and keep his feed box full inside the barn. Also, if you double-tap the R button, your horse will come running to your side.



● The horse drastically increases your movement speed.



● It takes a year from getting a cow pregnant, to being ready to milk.

Cows

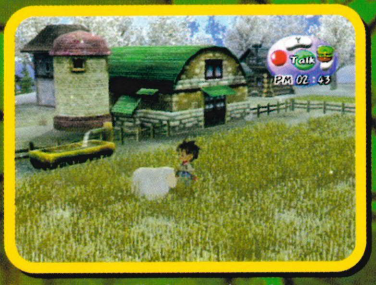
There are various types of cow in the game and some give better milk than others. You start with a normal cow, but can buy others from town. From best to worst, these are Star, Marble and Brown cows.

Cows can be milked twice a day and the quality of milk they give depends on the type of cow and how well you've looked after them. Take care of cows by brushing them (buy a brush from Van), talking to them, pressing A while standing in front of them and sending them out into the field to eat during the day, when it's not raining. You should also keep their feed boxes full of fodder, in case they get hungry while they're inside. If a cow gets sick, you'll need to feed it Animal Medicine every day until it's better.

Unlike previous *Harvest Moon* games, cows only give milk for a year after they've given birth. If you want more, you'll have to get the cow pregnant. Do this by ordering a Miracle Potion from the storage shed. This will be free if you own a bull, but you'll have to pay through the nose if you want one from town. Several seasons later, the cow will need to be kept away from the other animals, using the fence from the tool shed. Another season later, the calf will be born and will live outside, separate from the other animals. Feed it milk from its mother until it matures enough to join the others.

Sheep

Sheep only need to be sheared once a season and will always provide wool, so they're easier to take care of than cows. They'll need to be fed and looked after in the same way, but you won't have to worry about breeding them. Buy a pair of shears or clippers from town in order to collect wool from your sheep.



● It's easy to tell when a sheep's wool is fully grown.

Goats

Van sells goats from your second year onwards. They're not cheap at 4,000G and only give milk for a year, although you can try to haggle the price downwards. Also, it seems that goats can't be sold, so they'll take up space in your barn when they can no longer be milked. It's probably best to stick to cows instead.



● Goats just drain your resources after a year.

Chickens

Chickens must be picked up and given attention with the A button every day, in order to keep them happy. They'll feed themselves if left in the field, which is a good thing as their feed (bought from town) isn't cheap. If you want to breed chickens, you'll need a rooster in the chicken coop. Without one, all you'll be able to do is ship the eggs to town, as they won't develop in the incubator.



Ducks

Build a pond by ordering one from town as early as you can. On the first day of summer in your second year, ducks will appear at the pond, if you wake up at around 7:30. Choose to keep the ducks and you'll be able to collect their eggs and hatch more ducks in the incubator.



● Ducks don't lay eggs too often.

Making Money

To afford some of the more advanced items for your farm, you're going to have to make some big bucks. The trouble is how to do it...



Where To Sell

Milk, eggs and third-generation crops can be sent to town via the Storage Shed, but other items are more difficult to get rid of. The merchant Van will buy anything, but he's not always around to sell to – look for him on the 3rd and 8th days of each season. If he's not in town, you can set up shop in the open patch of land between the Inn and the Bar if you need some emergency cash. You'll have to wait for people to pass by when using this method and convince them into buying from you. This method works best if you put your tools and seeds away before opening for business. That way, people won't try and buy them from you.

The Ruins

If you can spare the energy, it's worth visiting the ruins. Go into the dig site and talk to Carter in order to start digging. You'll be able to unearth a number of items here, most of which you can sell to Van. You'll also be able to sell them from your stall, if you decide to set one up. More and more items appear here as time progresses, so it's always a good source of cash.

Flowers

Flowers and wild plants grow at all times of year and are a good source of cash early in the game. These always grow in the same place, so you should go flower picking on a regular basis once you learn where they are.



Different flowers grow at different times of year.

Fishing

You won't make much money from fishing, but it's okay if you have nothing better to do, or need to wait for a later time of day. You won't expend much energy from doing it either, though.

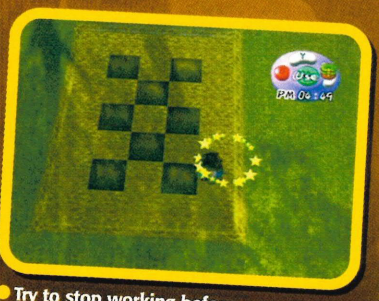


There are several fishing spots in the village.



FATIGUE

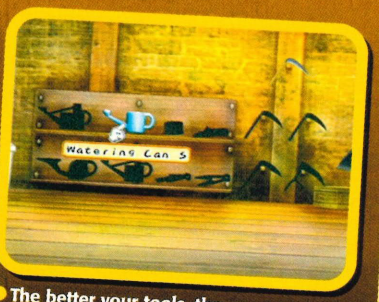
It's tempting to work hard in order to make as much money as possible. However, it's not good for your health. Don't try to do too much at once, or you'll start to become tired. When this happens, your character will stop to rest or even suffer dizzy spells – stop work and sleep to restore your energy. You'll also need to feed yourself each time your stomach rumbles. You can take a quick look at how your character is feeling by pressing START – keep yourself in good shape or you'll be in danger of making yourself ill. If this happens, try feeding yourself up until you're better. The herbs that grow around your farm are a good place to start.



Try to stop working before this happens!

TOOLS

You'll only be able to do so much work before getting tired, so it's worth investing in lighter tools. The better your equipment, the less energy you'll spend using it. You'll find that you're able to get a lot more done, so the tools will pay for themselves in the long run.



The better your tools, the easier they are to use.

NO NEED TO REST

Go to sleep in your house and agree to save your game when asked. If you reload your save, your character will be refreshed, but you won't have lost six hours from sleeping. You can work yourself to the bone by using this trick!



Save your game when asked, then reload it.

WELCOME TO ADVANCE...

The GameCube may be the jewel in Nintendo's crown, but the GBA continues to generate hit after hit after hit. This month is no different, so pull up a chair and, if you've not got an SP, a really strong lamp!



ADVANCE

Little reviews of little games. Aww, aren't they cute?

HARVEST MOON: FRIENDS OF MINERAL TOWN

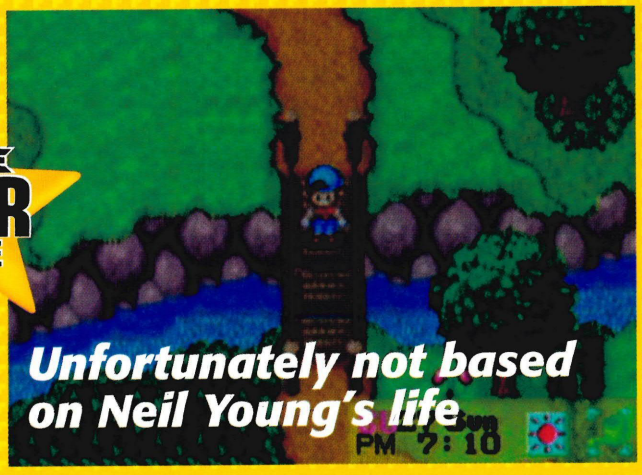
CUBE INFO

PUBLISHER:	UBISOFT
DEVELOPER:	NATSUME
GENRE:	FARM-'EM-UP
PLAYERS:	1
RELEASE:	OUT NOW

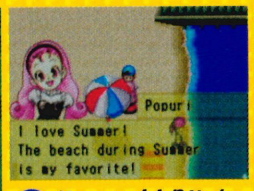
STATS

- LINK UP TO THE GBA
- FINALLY GET A GIRL

CUBE STAR GAME

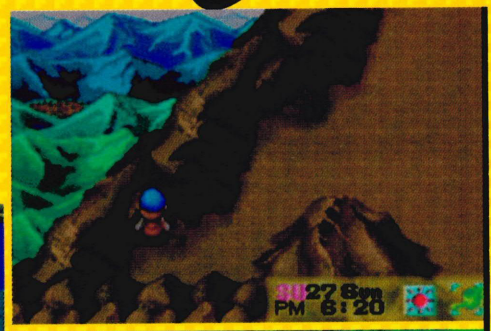


Unfortunately not based on Neil Young's life



How you doin'? You've got to use better lines than that to impress the ladies.







OVER THE YEARS we've seen many games come and go, and usually each one can be comfortably placed into a convenient pigeonhole and forgotten about. Not so with *Harvest Moon*, the game series that made its first appearance on Nintendo's SNES way back in 1997. Wait... you've probably heard of all of this before. After all, the GameCube version has already been reviewed in Issue 31 of this very magazine, so we'll condense what you have to do in one short sentence: start off really poor with a farm, grow some crops, get more money, woo a girl, marry her and... well carry on farming. Good, eh?

The secret to *Harvest Moon*'s success isn't just the fact that very lonely gamers can pretend to finally score with a girl though – nope, it's the depth of the game. You wouldn't think that growing crops would be too difficult – just plant and water them every day, and pick 'em when they're done. However, take a look at the game's final score (if you haven't done already) and you can make a fair assumption that there's a lot more to it than pottering around the garden.

Firstly, you'll have to take the fact that you've got four seasons to worry about. You can only grow certain crops in certain seasons, and your animals will have to stay indoors for the whole time (did we mention that you can get cows, chickens, horses and sheep as well as dogs? You need to feed these, talk to them, give them magical pills to make them pregnant, shear them, and pick them up on a regular basis). If you fail to take this into account then you'll end up losing money faster than Paris Hilton on a shopping spree armed with Daddy's credit card.

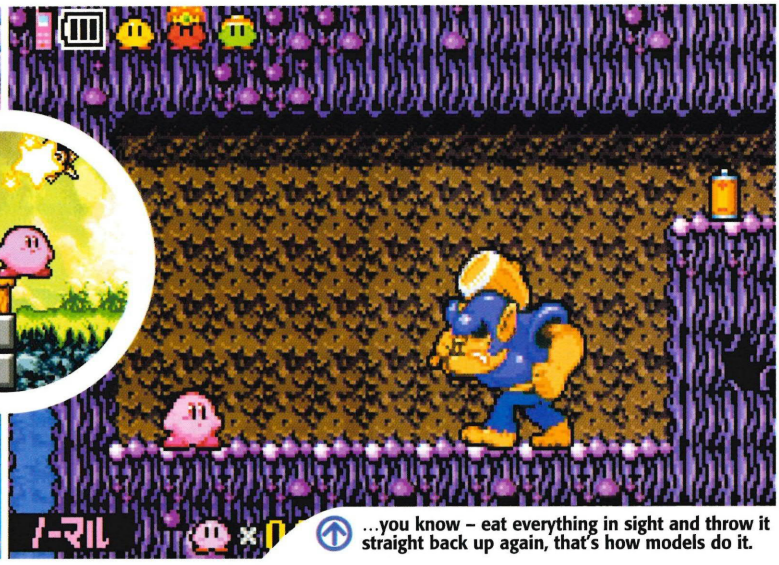
Then there are ores to collect that help you upgrade your tools and gems to mine that can be sold or given away as gifts. These are found in a cave that can only be accessed during the winter when the water freezes over (see how everything interlocks together? Clever, eh?). There are seven little elves that you need to befriend by showering presents upon them and playing games. They will then take it upon themselves to perform the more mundane tasks that would otherwise await you such as clearing rocks and branches from your field and watering crops, thus giving you more time to socialise in the town and hopefully, get it together with one of the girls.

Ah, the girls. Four cuties live in Mineral Town, and each has their own admirer. In order to win one of their hearts, you're going to have to work yourself to the bone, buying presents, offering them delicacies, getting the blacksmith to build jewellery for them... it's tough. We could harp on for pages about the intricacies of *Harvest Moon*, but we're running out of space. Okay – it looks good, is as addictive as *Tetris* and very rewarding. The only problems are the iffy translation and the lack of an overall goal. Nevertheless you should go out and buy it today – you'll love it.

CUBE RATING 9.0



Kirby's wait loss plan seems more like bulimia...



...you know – eat everything in sight and throw it straight back up again, that's how models do it.

Try to Kirb your enthusiasm...

KIRBY: LABYRINTH OF THE GREAT MIRROR

CUBE

INFO

PUBLISHER:	NINTENDO
DEVELOPER:	HAL LABORATORIES
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	OUT NOW (JAPAN) DEC '04 (US) TBA (UK)

STATS

- VIBRANT COLOURFUL GRAPHICS
- ABSORB ENEMY POWERS

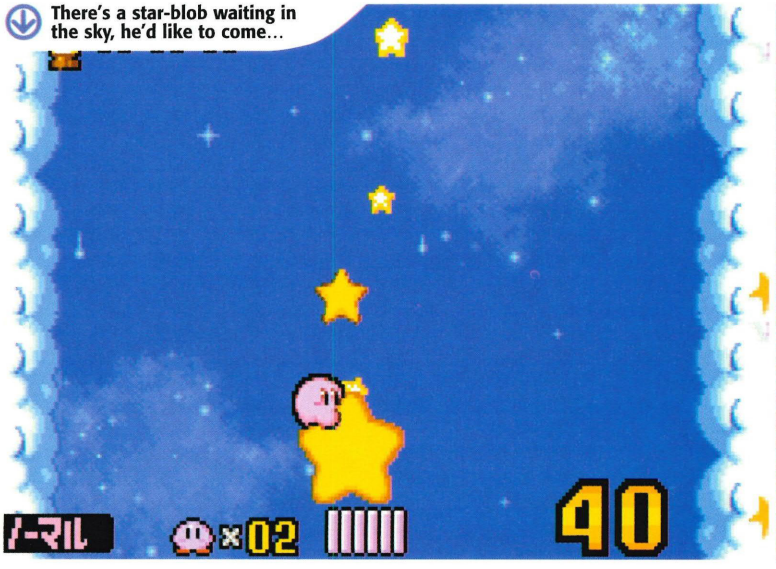
AS THE FIRST *Kirby* game to be released since creator Masahiro Sakurai called it a day, we were a little apprehensive. *Kirby* was never renowned for groundbreaking or innovative gameplay but that still didn't mean the developers couldn't screw things up royally. Thankfully, Hal Laboratories has created a pleasant little title that should please fans of the chubby pink-one.

Kirby: Labyrinth Of The Great Mirror (this gawd-awful title should hopefully change for the UK release) puts you in the role of the titular hero as he traverses a mysterious land via the use of giant teleporting mirrors. Okay, we've seen this idea a dozen times before but it's still fun, although you never quite know where you're going to come out next. Usually it's somewhere you've already been before, which is a pain as the mirrors often disappear behind you, forcing you to complete the entire level again.

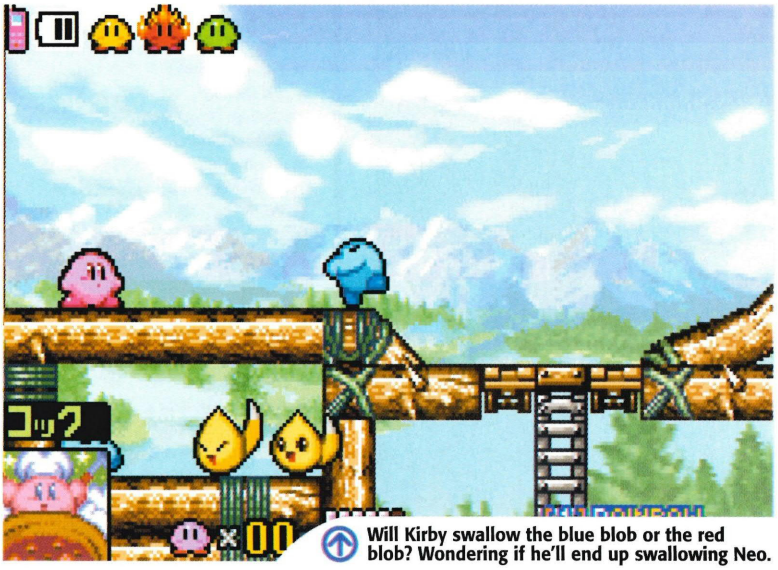
But if you don't mind going round in circles for the majority of the game, then you should be delighted at the range of levels on offer once you manage to find them. For instance, there are sky-themed levels, underwater ones and jungles to explore, each with their own unique range of enemies to fight and gobble up. Yes, gobble up. You see Kirby has the ability to take on his opponent's powers by eating them. These powers range from turning into a tornado to becoming a nut-crunching ninja or a ball of electricity. If these powers aren't enough, Kirby can also call upon the help of his three colourful chums via the use of his mobile phone, as long as Kirby has enough battery power or reception on his phone. How very modern. Each of Kirby's friends have his ability to eat their enemies and take on their powers, which is incredibly handy as they might have strengths that you don't but require in order to progress. Be careful though, as go through a mirror porthole before your blobby mates have a chance to catch up and you can strand them on that level. And that's just mean.

The game is colourful and vibrant and is simple to understand, even in Japanese, but it lacks originality and the map needs some tweaking. Actually, we really would have benefited from a real time map on screen, so we could see where we were at all times. Hang on... maybe the DS isn't such a crazy idea afterall! Now there's a thought.

CUBE RATING 6.8



There's a star-blob waiting in the sky, he'd like to come...

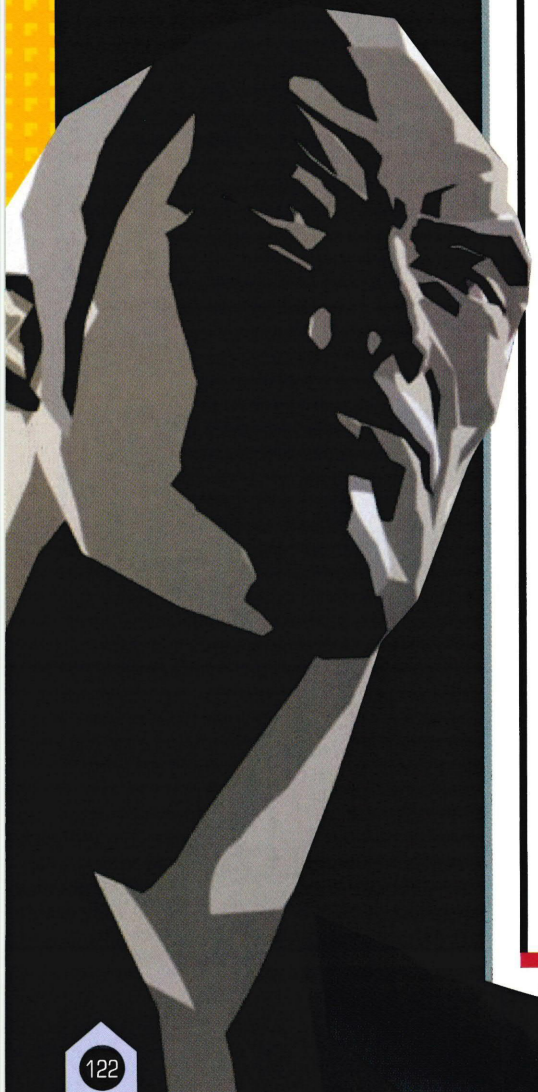


Will Kirby swallow the blue blob or the red blob? Wondering if he'll end up swallowing Neo.

CUBE DIRECTORY

ISSUE THIRTY TWO

Your complete at-a-glance guide to every game **CUBE** has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
007 Everything Or Nothing	EA	In-house	1	No	No	29	PAL	8.2
1080° Avalanche	Nintendo	NSTC	1-8	N	N	26	PAL	9.0
18-Wheeler AM-PRO Trucker	Acclaim	In-house	1-2	N	N	8	PAL	4.4
2002 FIFA World Cup	EA	In-house	1-4	N	N	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	N	N	12	PAL	8.1
Agent Under Fire	EA	In-house	1-4	N	Issue 9	7	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis,	1-4	N	Issue 10	10	PAL	9.1
Animal Crossing	Nintendo	In-house	1-4	Y	N	12	NTSC	8.5
ATV 2	Acclaim	Climax	1-2	N	N	16	PAL	8.1
Barbarian	Virgin	Saffire	1-4	N	N	11	PAL	4.3
Baten Kaitos	Monolith Software	Namco	1	N	N	28	NTSC	8.6
Batman: Dark Tomorrow	Kemco	Hot Gen	1	N	N	20	PAL	3.9
Batman Vengeance	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Battle Houshin	Koei	In-house	1	Y	N	7	NTSC	7.0
Beach Spikers	SEGA	AM2	1-4	N	N	10	PAL	8.0
Beyond Good & Evil	Ubisoft	In-house	1	No	No	29	PAL	9.4
Billy Hatcher And The Giant Egg	SEGA	Sonic Team	1-4	N	N	26	PAL	7.0
Big Air Freestyle	Ubi Soft	In-house	1-2	N	N	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	N	N	18	PAL	8.3
Bionicle	EA	Argonaut	1	N	N	25	PAL	4.4
Black & Bruised	Vivendi	Digital Fiction	1-2	N	N	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	N	N	15	PAL	7.7
BloodRayne	Vivendi	Terminal Reality	1	N	N	19	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	N	N	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	N	N	14	PAL	4.5
Bomberman Generation	Majesco	Hudson Soft	1-4	N	N	8	NTSC	8.0
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	N	N	25	PAL	7.9
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	N	N	19	PAL	9.3
Burnout	Acclaim	Criterion	1-2	N	N	6	PAL	8.4
Capcom Vs SNK: EO	Capcom	In-house	1-2	N	Issue 10	9	PAL	8.2
Carmen Sandiego	Acclaim	Bam!	1	N	N	30	PAL	7.0
Cel Damage	EA	In-house	1-2	N	N	6	PAL	4.3
Conflict: Desert Storm	Sci	Pivotal	1-4	N	N	18	PAL	8.2
Conflict Desert Storm 2	Sci	Pivotal	1-2	N	N	25	PAL	8.5
Crash Bandicoot	Vivendi	Eurocom	1	N	N	13	PAL	5.6
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	No	No	27	PAL	4.8
Crazy Taxi	Acclaim	In-house	1	N	N	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	N	N	23	NTSC	6.2
Custom Robo Battle Revolution	Nintendo	Noise	1-4	N	N	NTSC	8.5	
Dakar 2	Acclaim	In-house	1-2	Y	N	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	N	N	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	N	N	6	PAL	7.4
Dead To Rights	EA	Namco	1	N	N	22	PAL	6.8
Defender	Midway	In-house	1-2	N	N	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	N	N	19	PAL	8.9
Die Hard: Vendetta	Vivendi	Bits Studios	1	N	N	13	PAL	8.2
Disney's Extreme Skate Adventure	Activision	Neversoft	1	N	N	24	Pal	7.0
Disney's Magical Mirror	Nintendo	Capcom	1	Y	N	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-house	1	N	N	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	N	N	6	PAL	5.0

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

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

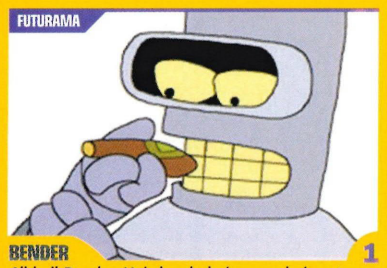
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Donald Duck: Quack Attack	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Donkey Konga	Nintendo	Namco	1-4	N	N	28	NTSC	9.2
Doshin The Giant	Nintendo	In-house	1	N	N	12	PAL	7.4
Dragon Ball Z: Budokai	Atari	Dimps	1-2	N	N	26	PAL	4.5
Dream Mix TV World Fighters	Hudson	Eighting	1-4	N	N	30	NTSC	3.4
Dr Muto	Midway	In-house	1	N	N	17	PAL	5.0
Driven	Bam!	In-house	1-2	N	N	6	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	N	N	11	PAL	5.2
Enter The Matrix	Infogrames	Shiny	1	N	N	20	PAL	6.8
ESPN INT Winter Sports '02	Konami	In-house	1-2	N	N	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	N	N	12	PAL	9.3
F1 2002	EA	In-house	1-2	N	N	9	PAL	7.6
F1 Career Challenge	EA Sports	In-house	1	N	N	21	PAL	6.4
FIFA 2004	EA	EA Canada	1-4	N	N	26	PAL	8.9
FIFA Football 2003	EA	In-house	1-4	N	N	13	PAL	8.2
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	Y	N	30	PAL	9.0
Finding Nemo	THQ	Traveller's Tales	1	N	N	24	PAL	6.1
Fireblade	Midway	Avalanche	1	N	N	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	N	N	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	N	N	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	N	N	23	NTSC	9.4
Gauntlet: Dark Legacy	Midway	In-house	1-4	N	N	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	N	N	18	PAL	6.5
Giftpia	Nintendo	Skip Ltd.	1	N	N	20	NTSC	7.5
Gladius	Lucasarts	In-house	1	N	N	26	PAL	6.5
Goblin Commander	Jaleco	In-house	1	N	N	30	PAL	6.2
Godzilla: Damm	Infogrames	Pipeworks Studios	1-4	N	N	13	PAL	4.0
GT Cube	MTO	In-House	1	N	N	22	NTSC	4.9
Harry Potter: COS	EA	Eurocom	1	N	N	14	PAL	7.0
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	No	No	27	PAL	6.5
Harvest Moon: A Wonderful Life	Ubisoft	Natsume	1	Y	N	31	PAL	9.0
Hitman 2	Eidos	IO Interactive	1	N	Issue 22	21	PAL	7.9
Hulk	Vivendi	Radical	1	N	N	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	N	N	17	PAL	9.0
I-Ninja	Namco	Argonaut	1	N	N	30	NTSC	7.5
ISS 2	Konami	Major A	1-4	N	N	6	PAL	8.2
ISS 3	Konami	KCEO	1-4	N	N	21	PAL	4.9
Jedi Knight II: Jedi Outcast	Activision	LucasArts	1	N	N	14	PAL	4.7
Jimmy Neutron: Boy Genius	THQ	In-house	1	N	N	18	PAL	4.0
Judge Dredd: D Vs D	Vivendi	Rebellion	1-4	No	No	27	PAL	7.5
Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	N	N	11	PAL	7.6
Kinniku Man 2	Bandai	AKI	1-4	N	N	16	NTSC	8.9
Kirby Air Ride	Nintendo	In-house	1-4	N	N	30	PAL	7.0
Knights Of The Temple	TDK	Star Breeze	1	N	N	31	PAL	5.5
Knockout Kings 2003	EA	In-house	1-2	N	N	14	PAL	7.9
Legend Of Zelda: WW (import)	Nintendo	In-house	1	Y	Issue 19	15	NTSC	9.5
Legend Of Zelda: Wind Waker	Nintendo	In-house	1	Y	Issue 19	19	PAL	9.5
Legends Of Wrestling 2	Acclaim	In-house	1-4	N	N	15	PAL	4.0
Legends Of Wrestling	Acclaim	In-house	1-4	N	N	7	PAL	4.6
Looney Tunes Back In Action	EA	Warthog	1	N	N	31	PAL	6.0
Lost Kingdoms	Activision	From Software	1	N	N	8	PAL	7.0
LOTRs: Return Of The King	EA	In-house	1-2	N	N	26	PAL	5.8
LOTR: The Two Towers	EA	In-house	1	N	N	16	PAL	7.7
Luigi's Mansion	Nintendo	In-house	1	N	Issue 1	6	PAL	7.8
Madden 2004	EA Sports	In-house	1-4	N	N	23	PAL	8.8
Mario Golf: Toadstool Tour	Nintendo	In-house	1-4	Y	N	23	NTSC	8.5
Mario Kart: Double Dash!	Nintendo	In-house	1-16	N	N	26	PAL	9.4
Mario Party 4	Nintendo	Hudson	1-4	N	N	13	PAL	9.0
Mario Party 5	Nintendo	Hudson Soft	1-4	No	No	27	PAL	7.0
Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	N	N	11	PAL	8.2
Medal Of Honor: Frontline	EA	In-house	1-4	N	Issue 15	14	PAL	8.6
Medal Of Honor: Rising Sun	EA	In-house	1-4	N	N	25	PAL	9.0
Mega Man Network Transmission	Capcom	In-House	1	N	N	22	PAL	7.9
Men In Black II: Alien Escape	Infogrames	Melbourne House	1	N	N	16	PAL	4.2
Metal Arms	Vivendi Universal	Swigin' Ape Studios	1-4	No	No	27	PAL	7.9
Metal Gear Solid: The Twin Snakes	Konami	Silicon Knights	1	N	N	30	PAL	8.9
Metroid Prime	Nintendo	Retro Studios	1	Y	Issue 18	17	PAL	9.6

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

ROBOTS

With all the robot games we've been playing lately it sparked the somewhat tenuous idea to do a top five robot list. These are ours, they're pretty cool. Send us yours, we'll laugh.

FUTURAMA



BENDER 1

All hail Bender. He's brash, he's crass, he's got a shiny metal ass. The alcohol-fuelled, cigar-chomping member of the Planet Express delivery team is the coolest robot ever. Fact.

TRANSFORMERS



OPTIMUS PRIME 2

Almost as cool as Bender but in a wholly different way. Prime led the Autobots to victory time and again against the evil Decepticons. Then made everyone cry in *Transformers: The Movie*. Sob!

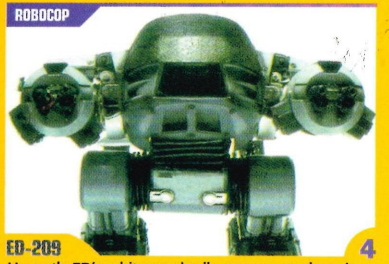
A.I.



GIGOLO JANE 3

A.I. is a really dull film bar the five seconds this love 'bot turns up. Sexy, synthetic, and causing a moral battle in your mind: would you, should you? Course you would. Course you've wood.

ROBOCOP



ED-209 4

Honestly ED's a bit crap: badly programmed, can't go down stairs – but it's the only robot we know that growls at suspects before ripping them to shreds with high calibre bullets. "You call this a glitch!?"

ALIENS

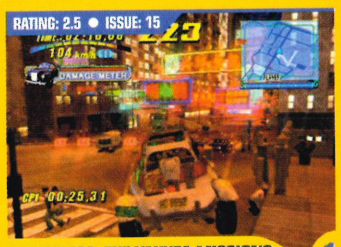


BISHOP 5

In *Aliens* he's the man, er, robot. After crawling through miles of vents he pilots the dropship to pick up the survivors. Even after being torn apart he tries to save Newt from being sucked into space. Aww.

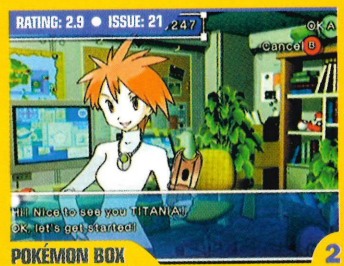
WORST GC GAMES EVER

If you buy these, you're mental. If your Mum buys these, she's misinformed. If a game shop employee suggests any of these, grab a copy of **CUBE** and slap them round the head. Hard.



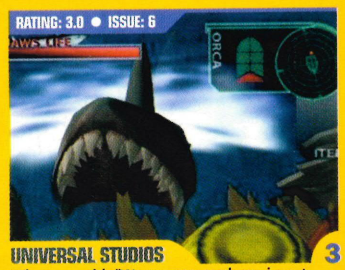
WRECKLESS: THE YAKUZA MISSIONS 1

What we said: "Sound the alarms, we have a winner here! The worst GC game so far."
What we say: "A feckless bag of s***e more like." That was Miles, he likes to cuss.



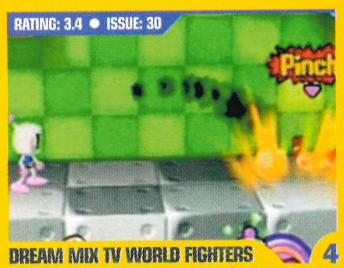
POKÉMON BOX 2

What we said: "Sets out to be a useful piece of software and fails on every possible level."
What we say: "Nothing. Enough said."



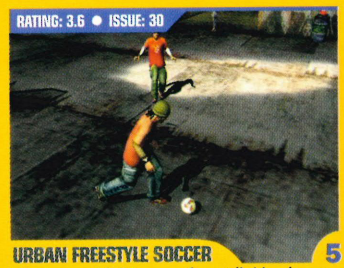
UNIVERSAL STUDIOS 3

What we said: "We recommend you invest your hard-earned cash in any other title."
What we say: "Sometimes we're very harsh, it's for your benefit though."



DREAM MIX TV WORLD FIGHTERS 4

What we said: "A prime slice of Japanese whimsy – it's just a pity it's not fun."
What we say: "We all looked at it just to see, then our eyes rebelled and went cloudy."



URBAN FREESTYLE SOCCER 5

What we said: "A messy freestylin' jamboree coupled with a football game."
What we say: "This and that one above were only two issues ago, here's to the future."

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Micro Machines	Infogrames	Sheffield House	1-4	N	N	16	PAL	5.2
Minority Report	Activision	Treyarch	1-2	N	N	15	PAL	5.0
Mission: Impossible Operation Surma	Atari	Melbourne House	1	N	N	31	PAL	6.7
Mortal Kombat: DA	Midway	In-house	1-2	N	N	15	PAL	8.6
Mr Driller Drill Land	Namco	In-house	1-2	Y	N	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	N	N	11	PAL	7.1
Naruto 2	Tomy Dream Energy	Eighting	1-4	N	N	31	NTSC	7.0
NBA 2K3	Infogrames	Nintendo	1-4	N	N	8	PAL	6.8
NBA Live 2004	EA	In-house	1-4	N	N	26	PAL	7.3
NBA Street	EA	NFX	1-2	N	N	6	NTSC	8.4
Need For Speed: Hot Pursuit 2	EA	In-house	1-2	N	N	12	PAL	5.3
Need For Speed Underground	EA	Black Box	1-2	N	N	26	PAL	6.5
NFL Quarterback Club 2002	Acclaim	In-house	1-8	N	N	4	PAL	6.1
NFL Street	EA	EA Big	1-2	NO	No	29	PAL	8.6
NHL 2004	EA	EA Sports	1-4	N	N	24	PAL	8.5
NHL Hitz 2002	Midway	Blackbox Games	1-4	N	N	6	PAL	8.4
NHL Hitz 2003	Midway	In-house	1-4	N	N	14	PAL	8.4
NHL Hitz 20-03	Midway	Blackbox	1-4	N	N	11	NTSC	8.6
Nightfire	EA	In-house	1-4	N	N	14	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-house	1-4	Y	N	17	NTSC	7.0
One Piece Treasure Battle	Bandai	In-house	1-4	N	N	15	NTSC	5.8
Outlaw Golf	THQ	Hypnotix	1-2	N	N	19	PAL	7.9
Pac-Man Fever	Namco	In-house	1-4	N	N	12	PAL	5.7
Pac-Man Vs	Namco	In-house	1-4	Y	N	28	NTSC	8.8
Pac-Man World 2	Namco	In-house	1	N	N	16	PAL	4.2
Pac-Man World 2 (import)	Namco	In-house	1	N	N	5	NTSC	6.1
Phantasy Star Online I+II	Infogrames	Sonic Team	1-4	N	N	16	PAL	7.5
Pikmin	Nintendo	In-house	1	N	Issue 7/8	7	PAL	9.0
Pitfall: The Lost Exhibition	Edge Of Reality	In-house	1	N	N	30	PAL	7.8
P.N.03	Capcom	In-House	1	N	Issue 23	23	PAL	8.2
Pokémon Box	Nintendo	In-house	1	N	N	21	NTSC	2.9
Pokémon Channel	Nintendo	In-house	1	N	N	30	PAL	8.0
Pokémon Colosseum	Nintendo	Genius Sonority	1-16	Y	N	28	NTSC	8.4
Pool Paradise	Ignition Ent.	Awesome Studios	2	N	N	31	PAL	8.0
Prince Of Persia: The Sands Of Time	Ubisoft	Ubisoft Monteral	1	No	No	29	PAL	9.3
Product No 03	Capcom	In-house	1	N	N	19	NTSC	8.3
Pro Rally	Ubi Soft	In-house	1-2	N	N	13	PAL	5.9
Puyo Pop Fever	SEGA	Sonic Team	1-4	N	N	30	PAL	7.8
Rally Championship	SCi	Warthog	1-4	N	N	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	N	N	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	N	N	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	N	N	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	N	N	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	N	N	9	PAL	6.0
Resident Evil	Capcom	In-house	1	N	Iss.11	10	PAL	9.0
Resident Evil Code: Veronica X	Capcom	In-house	1	N	N	30	PAL	7.1
Resident Evil: Nemesis	Capcom	In-house	1	N	N	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	N	N	16	PAL	9.0
Robotech: Battlecry	TDK	Mediactive	1-2	N	N	13	NTSC	8.0
Rockman EXE Transmission	Capcom	Akira	1	N	N	18	PAL	8.0
Rocky	Rage	Steel Monkeys	1-2	N	N	1	PAL	8.3
Rogue Ops	Kemco	Bits Studio	1	N	N	28	PAL	8.1
Rogue Squadron III: Rebel Strike	Activision	Factor 5	1-2	N	Y	26	PAL	9.0
R: Racing Evolution	EA	Namco	1-2	No	No	29	Pal	8.4
Scooby Doo!	THQ	Heavy Iron Studios	1-2	N	N	13	PAL	5.2
Scooby Doo Mystery Mayhem	THQ	Art. Mind & Move	1	N	N	31	PAL	6.6
SEGA Soccer Slam	SEGA	Blackbox Games	1-4	N	N	11	PAL	9.0
Shikigami No Shiro II	KSG	Alfa System	1-2	No	No	27	NTSC	7.2
Simpsons Road Rage	EA	Radical Ent	1-2	N	N	6	PAL	7.5
Smashing Drive	Namco	Point Of View	1-2	N	N	5	PAL	3.8
Skies Of Arcadia Legends (import)	SEGA	Overworks	1	N	Issue 20	16	PAL	9.0
Skies Of Arcadia Legends	SEGA	Overworks	1	N	Issue 20	20	PAL	9.0
Summoner: A Goddess Reborn	THQ	Volition	1	N	N	17	PAL	6.0
Smuggler's Run: Warzones	Take Two	Rockstar	1-4	N	N	1	PAL	7.1
Sonic Adventure 2: Battle	SEGA	Sonic Team	1-2	Y	N	6	PAL	7.6
Sonic Adventure DX	SEGA	Sonic Team	1	Y	N	20	PAL	6.1
Sonic Mega Collection	SEGA	In-house	1-2	N	N	15	PAL	8.0
Sonic Heroes	SEGA	Sonic Team	1-4	No	No	29	PAL	7.0

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

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Soul Calibur 2	Nintendo	Namco	1-2	N	Y	24	NTSC	9.2
Spawn: Armageddon	EA/Namco	Point Of View	1	N	N	30	PAL	5.3
Speed Kings	Acclaim	Climax	1-2	N	N	21	PAL	6.7
Sphinx And The Cursed Mummy	THQ	Eurocom	1	No	No	29	Pal	8.7
Spider-Man: The Movie	Activision	Treyarch	1	N	N	7	PAL	6.0
Splinter Cell	Ubi Soft	In-house	1	Y	N	19	PAL	8.8
SpongeBob SquarePants: BFBB	THQ	Heavy Iron	1	No	No	29	PAL	6.8
Spyhunter	Midway	Point Of View	1-2	N	N	7	PAL	5.9
SSX3	EA	EA Big	1-2	N	N	25	PAL	9.3
SSX Tricky	EA	EA Big	1-2	N	N	7	PAL	8.0
Starfox Adventures	Nintendo	Rare	1	N	Issue 12	12	NTSC	9.4
Star Soldier	Hudson	In-House	1	N	N	23	NTSC	7.1
Star Wars: Bounty Hunter	Activision	LucasArts	1	N	N	15	PAL	6.9
Star Wars: Rogue Leader	Activision	Factor 5	1	N	Issue 2/3	6	PAL	9.1
Star Wars: The Clone Wars	Activision	LucasArts	1-4	N	N	13	PAL	6.7
Super Bubble Pop	Jaleco	Runecraft	1-2	N	N	18	PAL	5.5
Supercross World	Acclaim	In-house	1-4	N	N	9	PAL	4.6
Superman: Shadow Of Apokolips	Atari	Sheffield House	1	N	N	21	PAL	6.5
Super Mario Sunshine	Nintendo	In-house	1	N	Issue 11	10	NTSC	9.4
Super Monkey Ball	SEGA	Amusement Vision	1-4	N	N	6	PAL	9.0
Super Monkey Ball 2	SEGA	Amusement Vision	1-4	N	N	16	PAL	9.1
Super Smash Bros. Melee	Nintendo	In-house	1-4	N	Issue 6	11	PAL	8.3
SX Superstar	Acclaim	Climax	1-2	N	N	21	PAL	4.8
Tak And The Power Of Juju	THQ	Avalanche	1	N	N	30	PAL	8.6
Tales Of Symphonia	Namco	In-house	1-4	N	N	25	NTSC	7.8
Taz Wanted	Infogrames	Blitz Games	1-2	N	N	11	PAL	5.6
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	N	N	31	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	N	N	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	N	N	26	PAL	7.1
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	N	N	23	PAL	8.0
The Simpsons: Hit & Run	Vivendi	Radical	1	N	N	26	PAL	7.4
The Sims	EA	Maxis	1-2	N	N	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	Yes	No	27	PAL	8.2
The Tasmanian Tiger	EA	Krome Studios	1	N	N	13	PAL	4.8
Tiger Woods 2004	EA	In-house	1-4	Y	N	24	PAL	8.8
Tiger Woods PGA Tour 2003	EA	In-house	1-2	N	N	14	PAL	9.0
TimeSplitters 2	Eidos	Free Radical	1-4	N	Issue 1	11	PAL	9.5
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	N	Issue 4	6	PAL	8.6
Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	N	N	3	PAL	9.2
Tony Hawk's Underground	Activision	Neversoft	1-2	N	N	26	PAL	9.0
Top Angler	Xicat	Sims Co	1	N	N	21	PAL	4.9
Top Gun: Combat Zones	Virgin	Digital Integration	1	N	N	10	PAL	6.9
True Crime Streets Of LA	Activision	Luxoflux	1	N	N	26	PAL	6.9
Turok Evolution	Acclaim	In-house	1-4	N	N	11	PAL	6.1
UFC Throwdown	Ubi Soft	Crave	1-4	N	N	11	PAL	6.4
Universal Studios	Kemco	In-house	1	N	N	6	PAL	3.0
Urban Freestyle Soccer	Acclaim	Silicon Dreams	1-4	N	N	30	PAL	3.6
Vexx	Acclaim	In-house	1	N	N	18	PAL	7.0
Viewtiful Joe	Capcom	In-house	1	N	25	25	PAL	8.6
Virtua Striker 3 Version 2002	SEGA	Amusement Vision	1-2	N	Issue 10	8	PAL	8.4
V-Rally 3	Atari	Eden	1-4	N	N	21	PAL	7.8
Wario Ware	Nintendo	In-house	1-4	Yes	No	27	NTSC	8.2
Wario World	Nintendo	Treasure	1	N	N	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	N	Issue 5	6	PAL	8.9
Winning Eleven 6	Konami	In-house	1-4	N	N	17	NTSC	9.2
Worms 3D	DEGA	Team 17	1-4	N	N	25	PAL	8.3
Worms Blast	Ubi Soft	Team 17	1-2	N	N	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	N	N	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	N	N	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-house	1-4	N	N	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	N	N	21	PAL	6.8
WWE: Wrestlemania XIX	THQ	Yukes	1-4	N	N	25	PAL	6.9
XG3: Extreme G Racing	Acclaim	In-house	1-4	N	N	6	PAL	8.2
XGRA	Acclaim	ACC. Entertainment	1-2	N	N	23	PAL	9.0
XIII	Ubi Soft	In-house	1	N	N	26	PAL	8.2
X-Men 2: Wolverine's Revenge	Activison	Genepool	1	N	N		PAL	7.0
X-Men: Next Dimension	Activison	Exact Ent	1	N	N	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	N	N	9	PAL	7.0

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

TOP 10

GAMECUBE

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01



9.6

METROID PRIME

2002/NINTENDO

02



9.5

THE LEGEND OF ZELDA

2002/NINTENDO

03



9.5

TIMESPLITTERS 2

2002/EIDOS

04



9.4

STARFOX ADVENTURES

2002/NINTENDO

05



9.4

F-ZERO GX

2002/NINTENDO

06 **MARIO KART: DOUBLE DASH!!** 9.4
2003/NINTENDO

07 **SUPER MARIO SUNSHINE** 9.4
2002/NINTENDO

08 **BURNOUT 2** 9.3
2003/ACCLAIM

09 **SSX3** 9.3
2003/ELECTRONIC ARTS

10 **WINNING ELEVEN 6 FE** 9.2
2003/KONAMI

ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT!

Next Month... Next Month... Next Month... Next Month...

HORIZON

IT'S GOING TO BE GREAT



RESIDENT EVIL 4

WE TOUCH BASE WITH PURE EVIL

We told you we'd get the exclusive first play, and that's exactly what we're getting. Find out how the game actually plays, watch all-new footage, and hear from the legend himself, Shinji Mikami.





EXCLUSIVE HANDS ON

STUDIO EYE

THEY MADE CHANDRA TAP OUT

YUKES

Ever wondered what a bunch of wrestling-crazy Japanese developers looks like? Well now you can find out. We visit the them to find out what happens to people once they've made 25 wrestling games.

SOLUTION

TRAVEL THE POKEMON WORLD

POKÉMON COLOSSEUM

The finest GameCube *Pokémon* title yet is massive, just begging for a complete walkthrough. Our monkeys are at work on it even as we speak. Enjoy the fruit of their toil next issue.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

E3 BLOWOUT!

CAN YOU HANDLE THIS MANY GAMES?

How we're going to find the room to cover it all is beyond us, but somehow we'll be bringing you all the latest revelations from the show of the year, including every last detail on the Nintendo DS, *Wind Waker 2*, *Metroid Prime 2* and so much more!

Definitive reviews of ALL the latest GameCube titles, including:

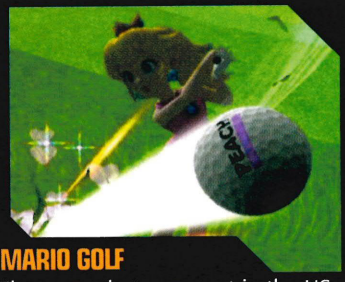
THE BIGGEST GAMES!



PIKMIN 2
The little squirts finally touch down on the office doormat.



SHREK 2
Watch the movie, buy the T-shirt, play the game!



MARIO GOLF
The game that came out in the US last summer, remember?

PLUS

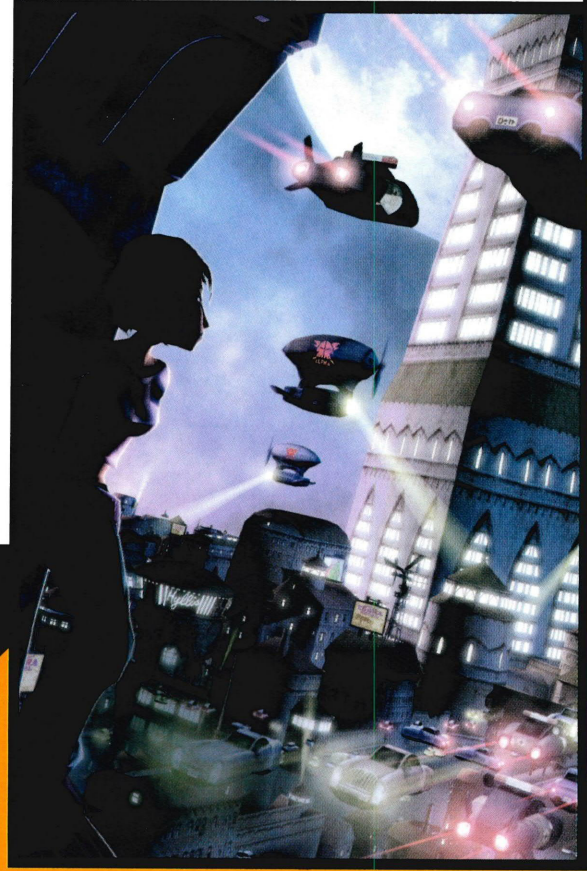
- Second Sight
- Mario Tennis
- StarFox 2
- Metroid Prime 2
- Mario 128
- Wind Waker 2
- Tales of Legendia
- Geist
- Game Zero
- Nintendo DS
- GameCube 2

NEXT ISSUE

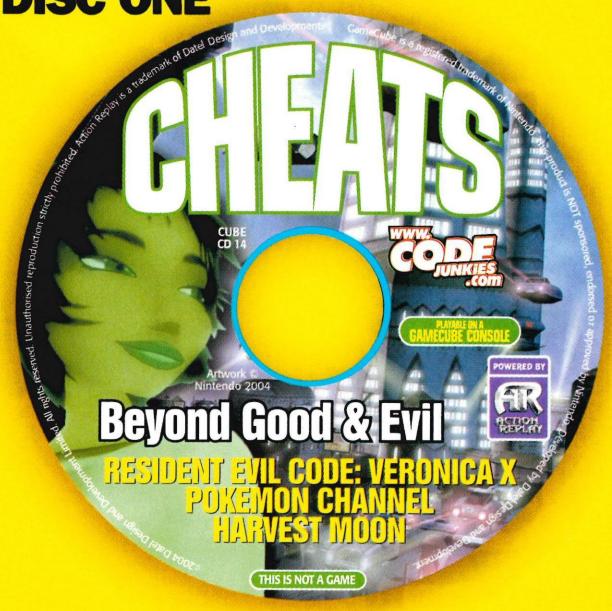
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Oh, if you've got any games in particular that you need cheats for, just email us and you never know – it may just happen.

WATCH US PLAY GAMES BEFORE YOU DO JEALOUS?

VIDEO DVD

Exclusive footage of the games that you'll be buying this year, courtesy of a lovely little DVD!

- RESIDENT EVIL 4
- WWE DAY OF RECKONING
- ROBOCOP
- SERIOUS SAM
- WORLD RACING

RESERVE YOUR COPY TODAY PAGE 37

*Note: Contents and appearance are subject to change

BACK ISSUES

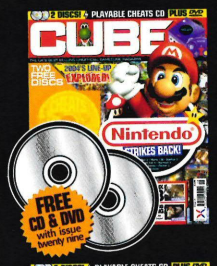
MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

Back issues cost £4.99 each including postage and packaging. UK only. Overseas prices available on request.



ISSUE TWENTY SIX

The green issue, oh yes. Solid Snake gets a right In-depth probing and what is quite possibly one of the largest reviews sections ever – 15 games. And the first part of the *Rebel Strike* guide. Bliss.



ISSUE TWENTY NINE

Ubisoft's materpieces *Prince Of Persia* and *BG&E* finally receive their **CUBE** reviews. Plus *007 EON*, *R: Racing*, *Sphinx* and *Sonic Heroes*. We look at the future for Nintendo and it works! And a full guide to *The Sims*.



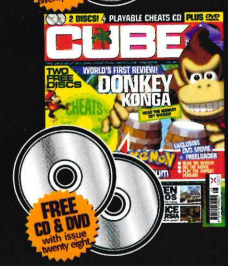
ISSUE TWENTY SEVEN

Like *Splinter Cell*, do you? What about six pages of new *Pandora Tomorrow* screens? Want an In-depth on *Pokémon Colosseum*? You got it! Plus lots more! Such as *Mario Party* and *Harry Potter*, cool!



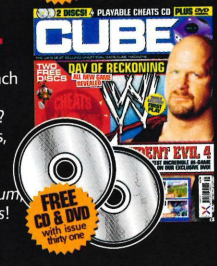
ISSUE THIRTY

FF: CC, *MGS: TTS*, *REC: VX*, *P: TLE*, *DMTVWF* – acronyms they may be but they're just some of the games in this issue's swollen reviews section. There's also *Zelda*, *Killer 7* and *Pandora Tomorrow* previews. Love it.



ISSUE TWENTY EIGHT

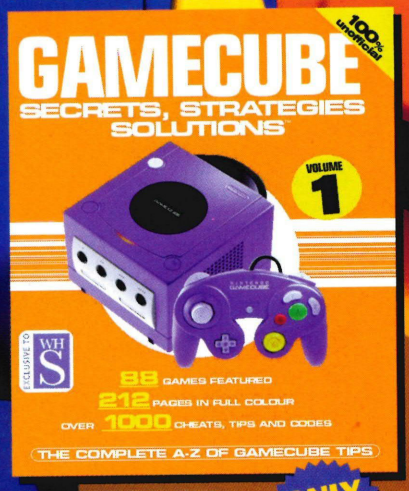
Would you believe it? A bunch of hairy games journalists banging along to a monkey? Not as perverse as it sounds, though, just the first review of *Donkey Konga*. Plus reviews of *PokémonColosseum*, *Rogue Ops* and *Baten Kaitos*!



ISSUE THIRTY ONE

We get all sweaty over *WWE Day Of Reckoning* and mess about with the Jap *4 Swords*. Elsewhere there's farming action with *Harvest Moon* and we get blisters from *Naruto 2*. Plus the winningest back page ever... so far.

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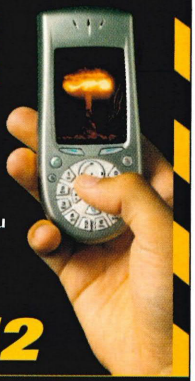
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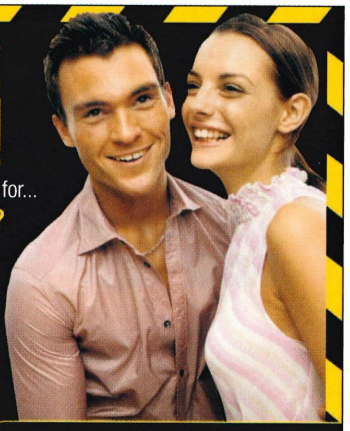
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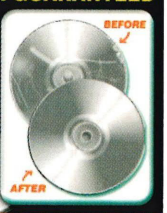
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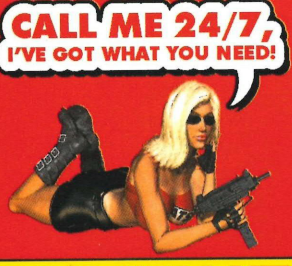






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Final Fantasy Origins
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Harry Potter & Phil.'s Stone
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James Bond: T.W.I.N.E.
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Parasite Eve 2
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Mega Man Battle Chip Ch.
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Metroid: Zero Mission
Pokemon Blue
Pokemon Gold
Pokemon Red
Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Pokemon Yellow
Shining Soul 2
Sims: Bustin' Out
Sonic Advance
Sonic Advance 2
Sonic Battle
Super Mario Advance 4
The Sims: Bustin Out
Tony Hawk's Underground
WWE Road to Wr'mania X8
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Yu-Gi-Oh!: World C.T.2004
Yu-Gi-Oh!: World Wide Ed.
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Alias*
Amped 2
Bad Boys 2
Baldur's Gate: D. Alliance 2
Beyond Good and Evil
BloodRayne
BMX XXX
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Champ. Manager '01/'02
Championship Manager '02
Crash B'coot: Wr. of Cortex
Dead to Rights
Deus Ex: Invisible War
Die Hard: Vendetta
Dino Crisis 3
FIFA 2004
Ghost Recon
Grand Theft Auto 3
Grand Theft Auto: V. City
Halo
Hitman 2: Silent Assassin
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James Bond: E. or Nothing
Jedi Knight: Jedi Academy
Jet Set Radio Future
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Legacy of Kain: Defiance
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LMA Manager 2004
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Mace Griffin: Bounty Hunter
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Max Payne
Max Payne 2
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Gear Solid 2: Subst.
Midnight Club 2
Mortal Kombat: Deadly All.
Need for Speed Undergr'nd
Operation Flashpoint*
Pandora Tomorrow
Pirates of the Caribbean
Prince of Persia: S. of Time
Project Gotham Racing
Project Gotham Racing 2
Rainbow Six 3
Raw 2, WWE
Secret W. Over Normandy
Sega GT 2002
Sims: Bustin' Out
Sonic Heroes
Soul Calibur 2
Sphinx & Cursed Mummy
Splinter Cell
Splinter Cell 2 Pandora T.
Star Wars: Knights Old Rep.
Tenchu: Ret. from Darkness
Terminator 3 R.of Machines
The Fellowship of the Ring
The Great Escape
The Sims: Bustin Out
The Thing
Thirteen
Tiger Woods Golf 2004
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PS2

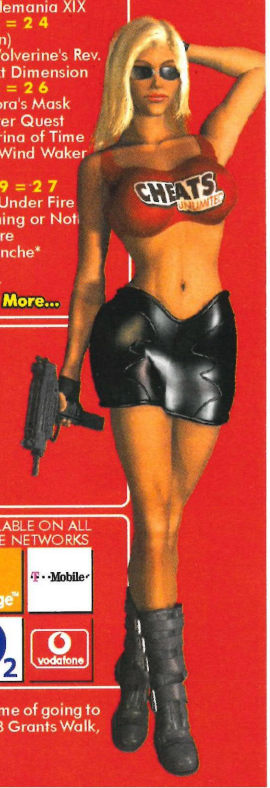
Age of Empires 2
Alias*
Aliens vs Predator:Extinction
Bad Boys 2
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Club Football
Crash B'coot: Wr. of Cortex
Dark Cloud 2
Desert Storm 2
Dynasty Warriors 4
Enter the Matrix
Escape from Monkey Island
Evil Dead: Fist. of Boomstick
FIFA 2004
Final Fantasy X
Final Fantasy X-2
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Gran Turismo 4: Pro. Ed.*
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Mission Impossible:O.Surma
Need for Speed Undergr'nd
Primal
Prince of Persia: S. Time
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Ratchet and Clank 2
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Scooby Doo: Night of 100 F.
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Sims: Bustin' Out
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The Suffering
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Battle, Sonic Adventure 2
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Big Mutha Truckers
Billy Hatcher and Giant Egg
Bionicle
Black and Bruised
Blood Omen 2
BloodRayne
Blue Storm, Wave Race
BMX XXX
Bomberman Generation*
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bounty Hunter, Star Wars
Budokai - Dragon Ball Z
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bust a Move 2
Bustin' Out, The Sims
C = 0 3
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Clone Wars, Star Wars
Code Veronica X
Combat Zones, Top Gun
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crush Hour, WWE
Crystal Chronicles
D = 0 4
Dakar 2
Dark Alliance, Baldur's Gate
Dark Legacy
Dark Tomorrow, Batman
Darkened Skye
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Desert Storm
Desert Storm 2
Destroy All Monsters
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Dinosaur Planet
Disney Sports Football
Disney's Magical Mirror
Donald Duck: Quack Attack
Doshin the Giant
Double Dash, Mario Kart
Dr. Muto
Dragon Ball Z: Budokai
Dredd vs Death
Driven
E = 0 5
Eggo Mania
Eighteen Wheeler
End Game
Enter the Dragonfly
Enter the Matrix
ESPN Int. Winter Sports '02
Eternal Darkness
Everything or Nothing: 007
Evolution Skateboarding
Evolution, Turok
Extra Large, Shrek
F = 0 6
F1 2002
Fantasy Star Online 1 & 2
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
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Fighting Live
Final Fantasy C. Chronicles
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Fox McCloud in StarFox Adv.
Freaky Flyers
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Frontline, Medal of Honor
F-Zero GX
G = 0 7
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Gladiator: S. of Vengeance
Gladius
Glitch in the System
Goddess Reborn
Godzilla: Destroy All M.
Gotcha Force
H = 0 8
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Harvest Moon 2: Wond. Life
Hitman 2: Silent Assassin
Hobbit
Hulk
Hunter: The Reckoning
I = 0 9
Inter. Superstar Soccer 2
Italian Job: L.A. Heist
J = 1 0
James Bond 007: Nightfire
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Judge Dredd:Dredd v Death
K = 1 1
Kelly Slater's Pro Surfer
Kirby's Air Ride
L = 1 2
Leg. of Kain: Blood Omen 2
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Leg.of Zelda: Majora's Mask
Lode Runner
Looney Tunes:Back in Action
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion
M = 1 3
Madden NFL 2002
Madden NFL 2004
Majora's Mask
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Mario Sunshine
Matrix, Enter the
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MX Superfly
N = 1 4
NBA Live 2004
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Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
Nemesis, Resident Evil 3
NFL Quarterback Club '02
NFL Street
Nightfire
O = 1 5
Ocarina of Time: Zelda
007 Agent Under Fire
007 Nightfire
007: Everything or Nothing
P = 1 6
P.N 03
Phantasy Star Online
Pikmin
Prince of Persia: S. of Time
R = 1 8
Rayman 3
Rebel Strike, R. Squadron 3
Red Card Soccer 2003
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Return of the King
Rev. of the Flying Dutchman
Rise of Sin Tzu
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Rocky
Rogue Leader
Rogue Ops
S = 1 9
Sands of Time, P. of Persia
Scooby Doo: Night of 100 F.
Scorpion King
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Super Monkey Ball 2
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T = 2 0
Tak and the Power of Juju
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The L. of Zelda: WindWaker
The Scorpion King
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The Sims: Bustin Out
The Twin Snakes
Thirteen
Tiger Woods Golf 2003
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Tony Hawk's Pro Skater 4
Tony Hawk's Underground
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True Crime: Streets of LA
Turok, Evolution
U = 2 1
Underground, N. for Speed
Underground, Tony Hawk's
Universal Studios Adventure
V = 2 2
Velocity X, Hot Wheels
Vexx
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V-Rally 3
W = 2 3
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Wreckless: Yakuza Mission
WWE Wrestlemania X8
WWE Wrestlemania XIX
X = 2 4
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Z = 2 6
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