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NO. 34

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EXCLUSIVE FIRST LOOK

THE LEGEND OF ZELDA

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FIRST SCREENS

TONY HAWKS UNDERGROUND 2

IT'S A WORLDWIDE DESTRUCTION TOUR!

SAMUS RETURNS!

METROID PRIME 2 ECHOES

FIRST PLAY

EXCLUSIVE REVIEW

RAINBOW SIX 3

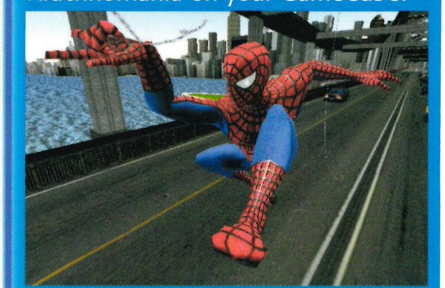
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EXCLUSIVE FIRST PLAY

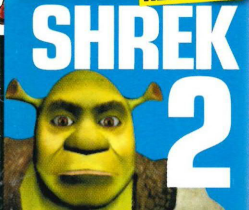
SPIDERMAN 2

Arachnomania on your GameCube!



REVIEWED

SHREK 2



HARRY POTTER AND THE PRISONER OF AZKABAN

More four-eyed hokery-pokery!



REVIEWED

PLUS

TERMINATOR 3
ASTERIX XXL
SPLINTER CELL: PT
ROBOCOP
X-MEN: LEGENDS

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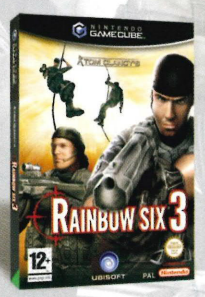
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www.game.uk.com

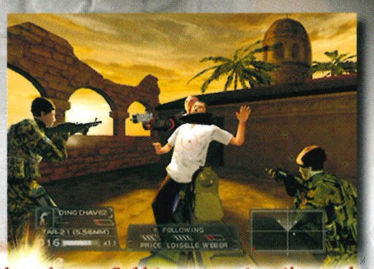
TOM CLANCY'S

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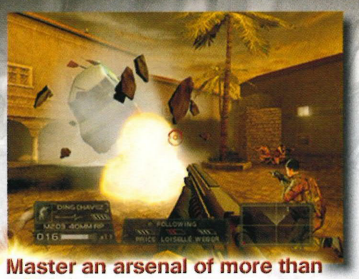




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WELCOME



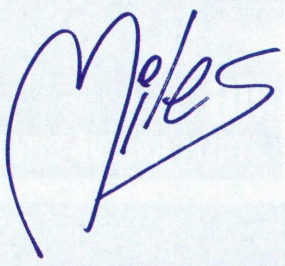
IT'S HOT HERE in Bournemouth, darned hot, and only a matter of time before Chandra turns up for work in his really tiny shorts that he wore a couple of times last year, much to the chagrin of everyone nearby whenever he sat down, but we mustn't dwell on that (some things are best left undwelt). Instead let's all link arms and bask in the glow of another erudite issue of the only magazine in the world with the balls to call itself **CUBE**. Once more we play Romeo to Nintendo's Juliet, but with more sweaty passion due in part to our love for the Big N but mostly because of the dodgy office air-con that only appears to have two settings – arctic or deep fat fry.

In the face of such extremities, something odd happened this month. We finished the magazine early. This, as anyone on the **CUBE** team will tell you, never happens. Late review code, playing too many games, pointless bickering and a good, old-fashioned work-shy attitude usually combine to ensure we go right to deadline but this issue sailed by with nary a blip. Maybe we're still flying on the back of Nintendo's recent game announcements and the fact we managed to cover so many of them in these pages. Little things like *Metroid Prime 2* and the new *Zelda* will do that to you. Activision have done us proud as well with *THUG 2* and *Spider-Man 2* set to knock spots off their disappointing predecessors. In fact the only major disappointment was *Pandora Tomorrow*'s release date slipping back since we were hoping to bring you the full review this month. Never mind though. Just gives you one more thing to look forward to next issue which I can tell you is already looking even more packed than this one.

How is that possible? Well, you'll just have to wait and see, but don't be getting ahead of yourselves. You'll also notice we've got snazzier packaging this month and a nice case for the discs so you can keep them in pristine condition. Better still, don't even open the bag. Keep everything sealed up and that way it will become collectible. Then, in 20 years or so you'll be able to flog it on eBay and maybe get like £100 or something. Thing is, if you're reading this it's too late. Oh well, something to think about next month or, better still, buy two!

Tea up!

Miles Guttery
Editor



AT A GLANCE

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CUBE

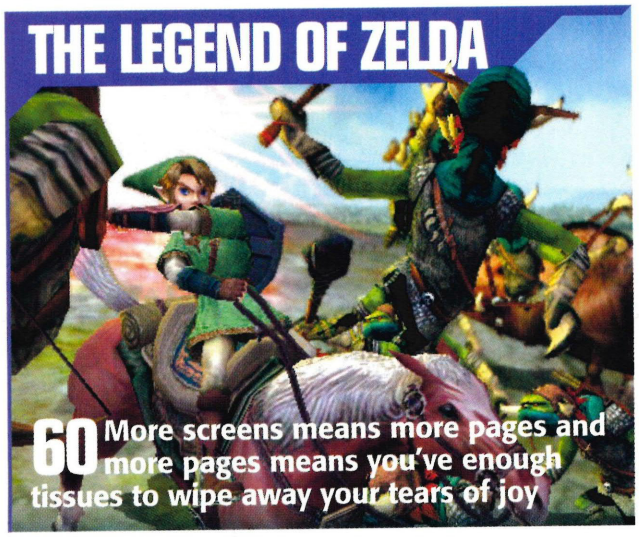
ISSUE THIRTY FOUR

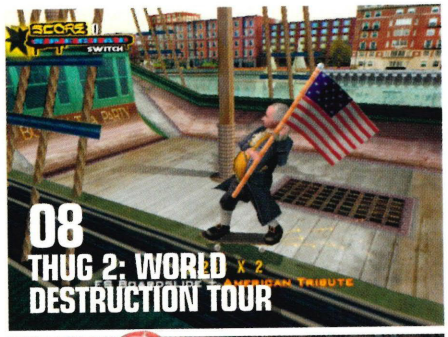
ON THE DISC
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CUBE – And relax. You've got it in your hands, shut the curtains, turn on the lamp, read, enjoy.













UP FRONT

Sequels to the finest skating, spidering and stealth-ing games on the GC.

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GCN

Scavenging around the world of Nintendo searching and stealing all the latest news for you to gorge your brain on. Read and learn. 12

PREVIEWS

The Previews just keep coming. Here's a load that will keep you grasping... at straws.

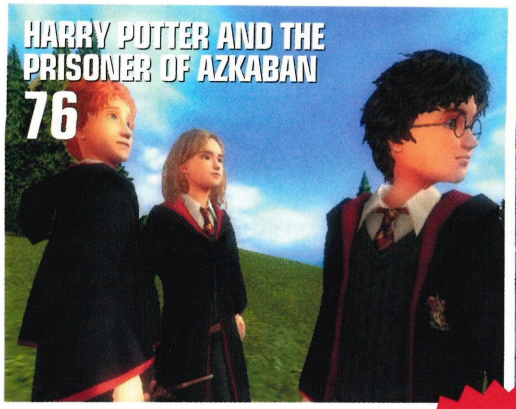
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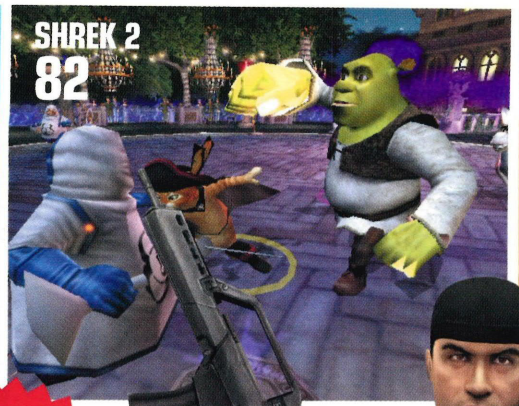
IN-DEPTH

How excited are we about these two? Well you know how Kelvin invented a temperature scale to measure extreme temperatures? It's a bit like that.

Metroid Prime 2: Echoes 54
The Legend Of Zelda 60

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







REVIEWS

We're a bit light on the reviews front this month. We're sorry, but it's not our fault. Oh well, *Rainbow Six* is pretty good at least.

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NETWORK CUBE

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ADVANCE

The Advance section just got bigger and yet it's still smaller, spatially. Oww, this hurts our brains.

Serious Sam Advance 118
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RAINBOW SIX 3

70 A little bit late but ready for action, it's the GC release of Clancy's latest squad-based thriller at last!

HANDS ON WITH THE DS

32 We got to play it at E3 for the first time, then Nintendo invited us to its HQ for a proper hands-on session, and it's all good!





POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

Your monthly fix of brand new videogame footage and cheats for four of the month's biggest games.

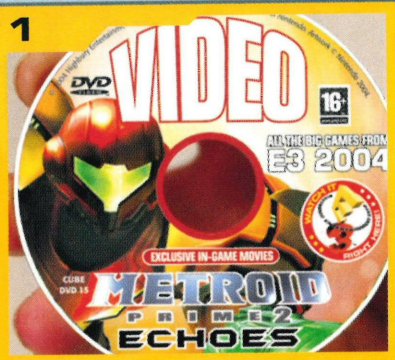
YOU MAY HAVE noticed a bit of a change to the norm this issue: to coincide with part one of our fantastic E3 '04 coverage we've cover-mounted the discs in a lovely little case. Now you can keep them stacked up without fear of scratches! How good is that? Quite!? Huh there's no pleasing some people.

Enough talking: get watching and get cheating!

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?

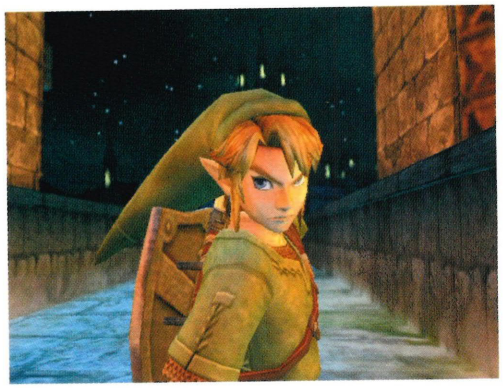
Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

ON THE DVD

E3 2004: PART 1

■ It's the first part of our exclusive and packed E3 video coverage this month. We've got heaps of stuff archived away which we'll be showing you over the next couple of issues but rest assured we've skimmed off the all best bits for you right here. Is that a line-up to die for or what!?

- THE LEGEND OF ZELDA
- METROID PRIME 2: ECHOES
- STAR FOX
- RESIDENT EVIL 4
- VIEWTIFUL JOE 2
- VIRTUA QUEST
- SUPER MARIO 64X4
- METROID PRIME: HUNTERS
- PICTOCHAT
- MARIO KART DS
- E3 2004 SHOW FLOOR



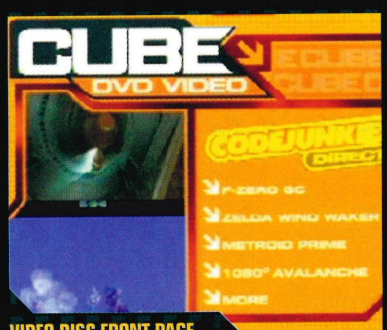
Where else are you going to see the full-size trailer? Erm, nowhere, that's where. CUBE is it.



Three whole minutes of single-player and multiplayer footage nabbed by our very own cameras!

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.

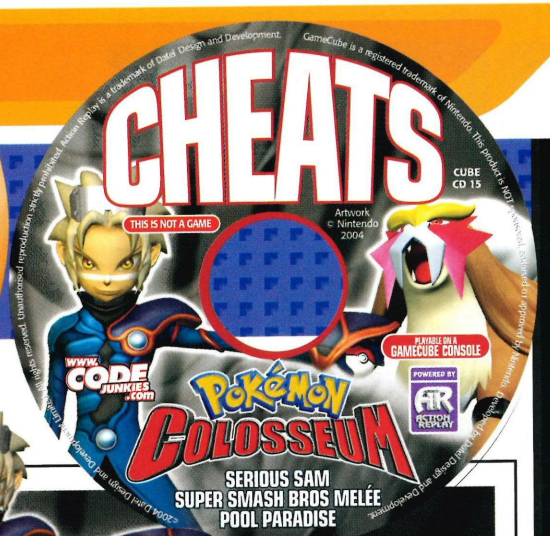


JUST LIKE THE MOVIES
Choose from a whole load of movies.



CODE JUNKIES DIRECT
Is she even in there anymore?





ON THE CHEATS DISC



WARNING

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

POKÉMON COLOSSEUM (PAL)

- INFINITE CASH
- INFINITE POKÉ COUPONS
- MAX HEALTH
- SLOT 1: MASTER BALL

POOL PARADISE (PAL)

- UNLOCK ALL CUES
- UNLOCK ICE HOCKEY TABLE
- UNLOCK LASER SIGHT
- UNLOCK DROPZONE

SERIOUS SAM: NEXT ENCOUNTER (PAL)

- INFINITE HEALTH
- INFINITE AMMO
- ALL WEAPONS
- OPEN ALL LEVELS

SUPER SMASH BROS MELÉE (PAL)

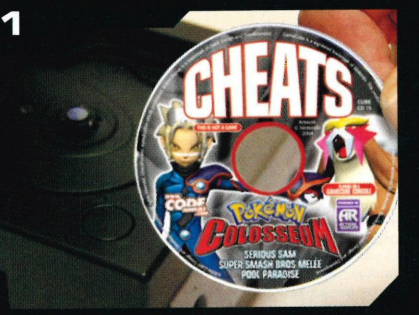
- P1 – NO DAMAGE
- INFINITE LIVES
- OPEN ALL CHARACTERS
- BIG JUMPS

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. The shame.

1



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

2



...then follow the simple prompts.

NEXT MONTH

Tune in next month for Part 2 of our E3 coverage (it looks like there'll be a Part 3 too because we've still got way too much) as well as the very latest games footage to be spewed forth from games developers worldwide.

THE GAMES...

- E3 2004: PART 2!
- THUG 2
- SPIDER-MAN 2
- PIKMIN 2
- DK JUNGLE BEAT
- GEIST
- CATWOMAN
- DEF JAM 2

UP FRONT

CUBE INFORMATION

THUG 2: WORLD DESTRUCTION TOUR

PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
ORIGIN:	US
GENRE:	EXTREME SPORTS
PLAYERS:	1-2

WHAT'S NEW

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

SORTED: First ever shots of the sequel to last year's smash hit. Start oiling your bearings now.

DEC '04	TBA	DEC '04

THUG 2 WORLD DESTRUCTION TOUR

Become the ultimate wild-child in Activision's latest skate-fest!



"PULL OFF PRANKS, SLAP UP STICKERS AND GRAFFITI... IN SHORT, OWN THE TOWN"



Getting angry won't help, you need a Zen-like state to achieve combo perfection.

Can you say *Jet Set Radio*? Graffiti the walls to mark your territory or just take a whiz.

All about the Benjamins – wave that flag you dead president, oh where's Ronnie?

WE WERE A bit shocked when Activision didn't choose to make a huge deal out of the next *Tony Hawk's* title at this year's E3. It didn't even release any screenshots, choosing instead to concentrate on other more immediate titles such *Spider-Man 2* and *Call Of Duty*. Now though we have the first ever shots of the game, and it's looking pretty slick.

The most biggest addition to the formula is the *World Destruction Tour* in which you get to take out a team of skaters. There are two teams at your disposal, led by Tony Hawk and Bam Margera. You can scour the town in what Activision describes as an 'all-out skating blitzkrieg', which involves causing havoc across six cities. Pull off pranks, slap up stickers, graffiti everything... in short, own the town.

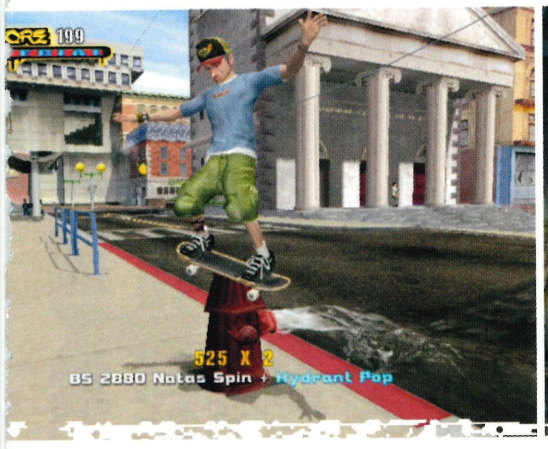
If you take a particular dislike to a certain character you can always go head-to-head in the all-new Team Play. Choose from Team Hawk or Team Bam and create your team from the 20 unique skaters. There are some weird and wonderful additions to the teams such as Ben Franklin. All have their own signature moves, eg Ben Franklin has the American Tribute (waves a flag) and also has a huge cannon with which you can flatten structures. It's all about causing havoc and scoring points.

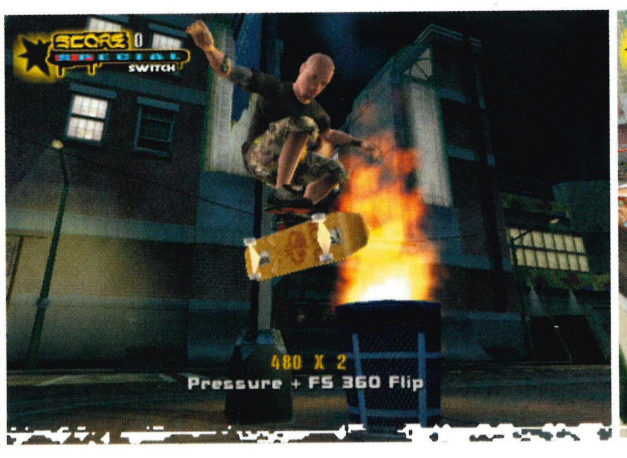
The customisation in the game goes further than ever before, with the team now allowing you to create your own logo (in the Create-a-Graphic section) for use on stickers and graffiti tags. Get your logo up as part of a mid-air combo to score massive points.

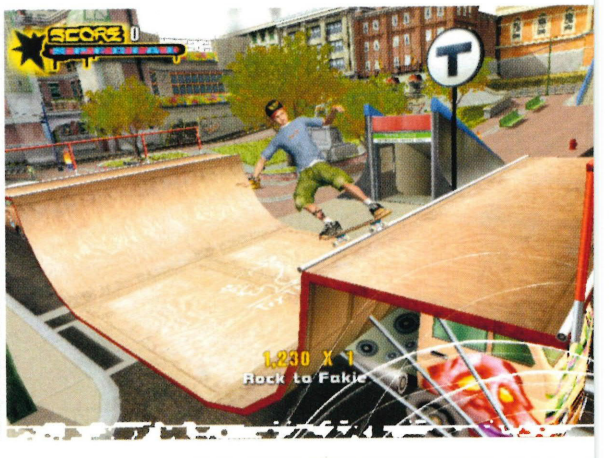
Naturally there are a bunch of new tricks and combos to learn, and now there's an even easier way of learning them. If you really can't figure out how to pull off a certain move, just slow down the demo and watch exactly what the character is doing and you'll be stringing together the most complex combos in no time.

The last new addition is the ability to jump onto Segway Scooters, Hot Dog Stands and Hospital Gurneys before speeding off and harassing the public with tomatoes and tag frenzies!

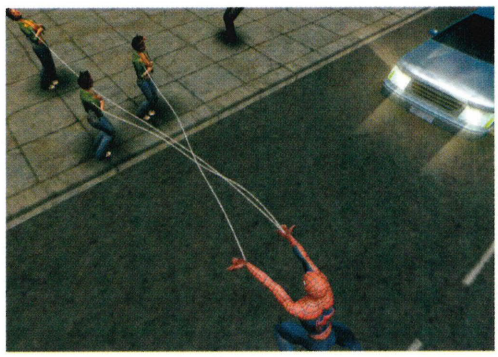
THUG 2 is due out at the end of the year and is Neversoft's most ambitious project yet. Well, it's going to be tough enough clearing up all the mess the first *Underground* title left behind. Remember those bloody awful driving sections? Ew, what's that smell? CUBE







SPIDER







Look, you can see the ground from here. Not fog as before.





CUBE INFORMATION

SPIDER-MAN 2

PUBLISHER:	ACTIVISION
DEVELOPER:	IN HOUSE
ORIGIN:	US
GENRE:	ACTION
PLAYERS:	1

WHAT'S NEW

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

● **ANORAKNOPHOBIA:** Get the comic geek anorak back onand start picking holes in the new movie's plot.

JULY '04	TBA	JUNE '04

"THE GAME HAS MORE IN COMMON WITH GTA 3 THAN IT DOES WITH ITS PREDECESSOR"



HERE AT CUBE we like our summer blockbusters. Not all of them indiscriminately of course, but the general theme of popcorn, big effects and explosions is a perfectly agreeable way to spend a balmy August evening. Then you get to buy the soundtrack CD, the lunchbox, the action figures, the licensed Lego and, a few months down the line, the DVD. Then six months after that, the exclusive special edition DVD with loads of brilliant extra bits that you'll watch once and are therefore well worth another 20 quid. Oh, and somewhere in amongst that lot the chances are there'll be a game as well. Oh no, we did it again, moaning about film tie-ins. Licensed games aren't always as chronic as they're sometimes made out to be, although to be fair, most of them are. It's a bit of a balancing act between creating an experience in which, as a player, you feel in control of your destiny while at the same time following a fairly rigid structure as dictated by the story and settings of the movie original. Oh, and there's the often all-too tempting option for publishers to put out dull thrown-together hash-jobs because they know that, however inexplicably, licenses sell products.

Spider-Man should be even more of a cert since not only do you have the publicity of the film on which it's based to promote it, but Spidey has been a widely loved comic hero for years, so there's a massive fan base out there already which is topped up by the success and popularity of the movie. Uh-oh – that's two reasons then for Activision to bung out a naff tie-in then. This game sure doesn't need to sell itself.

It doesn't, but it bloody well could, and one glance at *Spider-Man 2* in action will have you drooling to get your hands on it. How can we possibly say that after the last *Spider-Man* game? That was a dull, lifeless by the numbers tie-in, wasn't it? Indeed it was, but this takes everything that was wrong with the original and bins it, then bins everything else about it as well and starts all over from scratch. Gone is the dull mission structure, gone is the mysteriously impenetrable fog that prevents you from ever reaching ground level and gone is the strange phenomenon of webs attaching themselves to thin air as you swing. In its place is a vibrant, colourful and completely open recreation of Manhattan Island (albeit roughly half the size of the actual Manhattan, but that's still a pretty colossal playground). The game itself has more in common with *GTA 3* than it does with its predecessor. Certain missions are mandatory to advance the plot but you can choose to tackle these as you see fit, or you can simply explore the city and come to the aid of innocents who might be getting robbed, mugged or whatever. What really impresses however is Spidey's ability to swing through the concrete jungle. The scale of the city and variety of acrobatics ought to make moving about the environment as compelling as actually playing the missions. We're right up for it and all being well we'll have a full review for next month. In the meantime feast your eyes on the latest screens. Hubba hubba!





He's a gentleman, a scholar, and an acrobat. He's the rinky-dink Spidey...

Look, there in the corner – it's Black Cat or Felica Hardy. When not wearing a catsuit, she's a thief.



-MAN 2

SPLINTER CELL: PAN

CUBE

INFORMATION

SPLINTER CELL: PT	
PUBLISHER:	UBISOFT
DEVELOPER:	IN HOUSE
ORIGIN:	US
GENRE:	STEALTH ADVENTURE
PLAYERS:	1

WHAT'S NEW

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

● **SHADY FIGURE:** New moves, extra jungle missions and GBA connectivity! Ubisoft, you are truly spoiling us...

1 JUL 04	TBA	1 JUL '04

Sam did try to be a paparazzi guy, but look at the grainy shots he took – unprofitable.







One fish, two fish, red fish, Sam fish(er)



Here's Sam when was about to star in *Apocalypse Now*, but due to a tummy bug he was replaced by Martin Sheen.

WITH ALL THE excitement over *Splinter Cell 3*, Ubisoft almost managed to sneak past the fact that we had yet to see *Splinter Cell: Pandora Tomorrow* finished code. "Give-us!" we yelled. "Not yet!" they replied. Still, we've managed to get all the latest information on the game and here's what's on offer...

The game takes place in 2006, where an Indonesian terrorist group has attacked the US embassy. Once again you step into the stealthy shoes of Sam Fisher, a special-forces operative working under the Fifth Freedom laws that gives you the right to spy, kill, steal and destroy to protect your country. Like *Splinter Cell*, *Pandora Tomorrow* takes you to a range of enticing locations including a train, jungle villages and office blocks. But the jungle missions are where the real value for money is at – handy considering the GameCube has an all-new jungle mission exclusive to this and the PS2 versions. In these missions you have to utilise all of Fisher's cool manoeuvres and gadgets to sneak by undetected – not easy when you're strolling through a field surrounded by hostile forces. Thankfully, Montreal Studios has made the levels bigger than before thereby offering a multitude of paths to take, each with their own benefits and drawbacks. Once you've completed a mission, GameCube owners also have the chance to revisit earlier levels and experiment with different routes, throwing more challenges and rewards your way. How you chose to go about the missions is totally up to you. You can go in guns blazing (bad idea) or creep about in the shadows (good idea). Should you choose the former route then be prepared, as *Pandora Tomorrow* has

"THE GAMECUBE HAS AN ALL-NEW EXCLUSIVE JUNGLE MISSION"

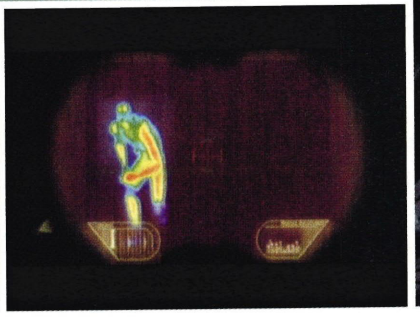
DORA TOMORROW

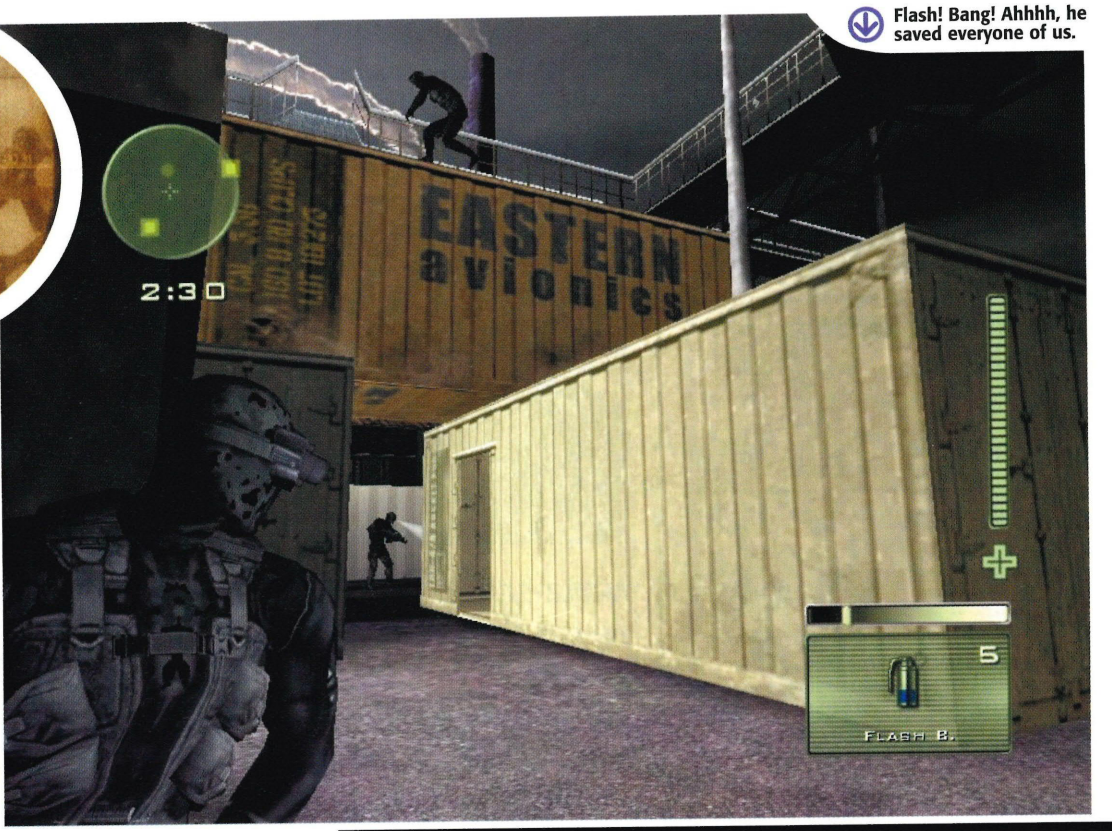




This is Sam on the set of *Under Siege 2*, but his scenes were cut from the final version of the film.







Flash! Bang! Ahhhh, he saved everyone of us.

had a serious overhaul in the enemy AI department, so you won't get far before you're at the wrong end of a semi-automatic.

Should you successfully complete a mission (unlikely if you take that route), you're now given post-mission stats and a score relating to your performance. Categories considered are the number of shots fired, the number of enemies eliminated and even how long you took completing the stage. Shame there's no 'looking cool' rating…

To help improve your score, Sam has been given a range of new moves including the SWAT turn and half split-jump, as well as the ability to target distant objects and whistle so you can create distractions and disarm booby-traps in much the same way as the lock-pick function. Even with these added features you're still at risk of unseen threats such as landmines, so Montreal Studios has included a rumble feature to alert you to hidden dangers. You can't fail, really.

If this isn't whetting your appetite, then maybe the prospect of GBA connectivity can get your juices flowing. As mentioned in Issue 32, the GBA can be used as a radar to map out the enemy positions or set booby traps for them. It can also be used as a 'keyboard' for computer terminals or you can use it to type in door codes. These are fun additions that should add depth to the game, but the real bonus for GBA owners is that there are the eight GBA missions to unlock by completing the GC game.

In all, *Splinter Cell: Pandora Tomorrow* is looking awesome and we can't wait to get our mitts on the review code. We'll give you the full, in-depth review next issue!



GCN GAMECUBE NEWS

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AT A GLANCE

DEATH BY STEREO
The DS could signal the end for Sony and Microsoft, if you believe Iwata-san. But then he's paid to say that innit.
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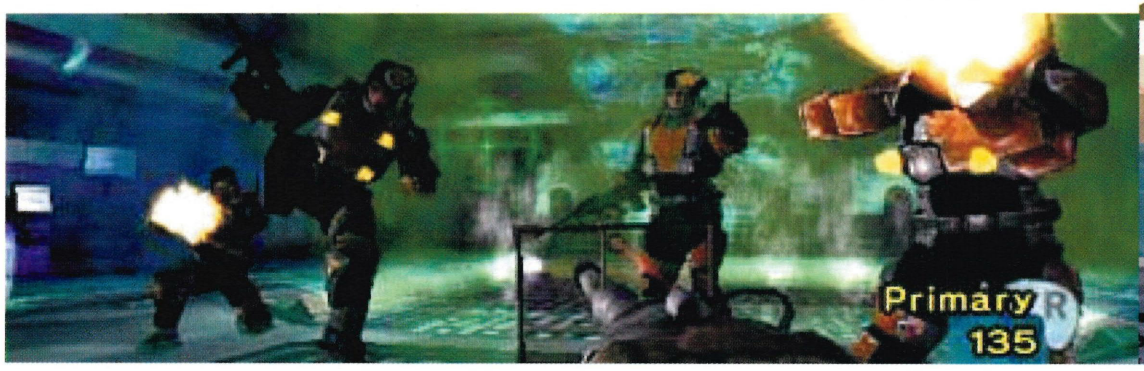
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PAGE 24-25

BOYS R US
Processing power? Where we're going, we won't need processing power! Nintendo's going back... back to the future.
PAGES 26-27



Iwata-san warns the games industry of tough times ahead...

INNOVA

NINTENDO PRESIDENT SATORU Iwata issued a stern warning to the games industry, in a recent interview with American news channel CNN. His advice? The games industry must "innovate or die".

"If we continue down the same path as we have in the past, people may become tired of gaming," Iwata-san stated in the interview. "We have learned that people get tired of any entertainment form." Iwata-san further commented that the industry's main problem was the continuing focus on graphics rather than gameplay: "Some people in the industry still believe we can simply beef up the current technology in order to provide a constant supply of games to people," Iwata-san added, "we [Nintendo] don't agree with that."

The apparent solution to this problem is to look backwards for inspiration: "Nintendo wants to bring gamers back and games back to the start line 20 years ago."

Of course Nintendo would want this, as the 1980's were arguably the company's heyday as a hardware and software developer. Still, looking backwards isn't necessarily a bad thing – the success of *Midway's Arcade Treasures* on the PS2 and the current trend for retro games on mobile phones is an indication that people are craving old-style gameplay.

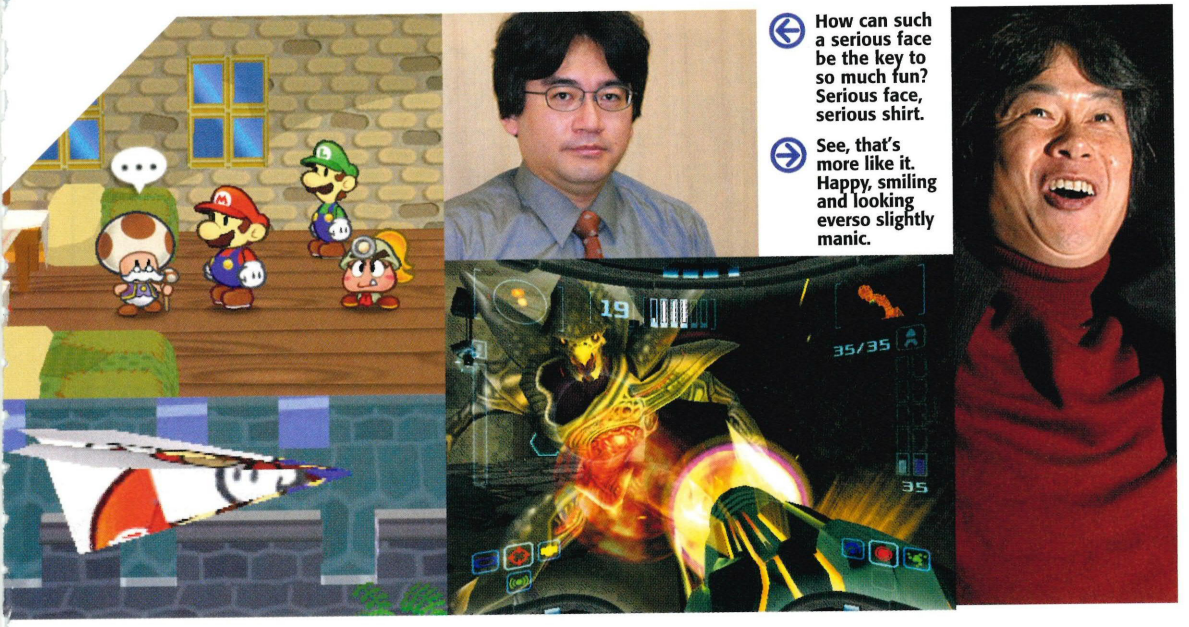
This determined focus on gameplay mixed with the innovative technology such as the touch screen panel, voice-recognition, Wi-Fi technology and dual screens system would make the Nintendo DS a welcome addition to the portable console market, but only if these elements are implemented correctly. If not, then the DS could become the Virtual Boy of the 21st Century. Then again, many had their reservations about Sony's EyeToy and that's had a marked success, creating a totally new genre of games. Let's just hope the DS is more of the latter and less of the former.

However, the precedence of graphics over gameplay wasn't the only concern Iwata-san stressed in the interview. He also believed that modern games were too hard, thereby alienating the casual gamer.

Iwata-san's comments came just weeks after the Nintendo DS was unveiled at E3 which was the same time as Sony unveiled its new portable device the PSP, so its not surprising that Iwata-san is trying to boost people's confidence in the system – the system that former Nintendo president Hiroshi Yamauchi takes credit for inventing – and trying to market

"NINTENDO WANTS TO BRING GAMERS BACK AND GAMES BACK TO THE START LINE 20 YEARS AGO"

SATORU IWATA, PRESIDENT NCL



How can such a serious face be the key to so much fun? Serious face, serious shirt.

See, that's more like it. Happy, smiling and looking everso slightly manic.

TE OR DIE

it as the 'people's system': "The players of DS will have even wider demographics than today. I hope people realise a DS game can be played by a three-year old and a fifty-year-old returning to games."

Coincidentally (or not) Hiroshi Yamauchi voiced similar concerns to those of Satoru Iwata's when the PS2 was launched and we all know how that story ended.

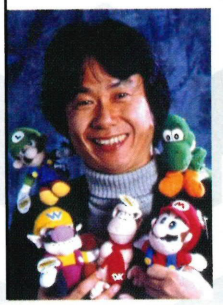
No matter what, Iwata-san certainly has cause for concern, as Nintendo suffered a 51% loss of profits in the fiscal year ending March 2004, with net profits dropping from 67.3 billion yen to 33.2 billion yen and recurring profit falling by 47.2%. This dramatic shortfall was blamed on the loss of the value of the yen against the dollar, which alone saw the company lose 67.8 billion yen in total sales profits despite the increase of sales by 2.1%. Unsurprisingly, Nintendo's biggest selling products last year were the GBA and GBA SP that sold 51,400,000 units and 17,160,000 worldwide, plus an additional 291,660,000 in total software sales – again, GBA games topped the list with six of the best selling games that year including *Donkey Kong Country*, *Super Mario Advance 4* and *Pokémon Ruby* and *Sapphire*.

Despite these impressive sales figures, Iwata-san is being cautious: "In Japan, the gaming market is shrinking." Iwata-san commented, "There is still room to expand in the US and Europe, but we should not become complacent with that growth." This cautious approach might explain Iwata-san's sudden decision to take charge of all future developer relationships, ousting Miyamoto from this post. "...Nintendo has so much more to offer to developers right now than in recent times," remarked Iwata-san, "It is of great importance that this message is passed across properly, so I have taken personal responsibility for managing and building developers that work with us on all platforms."

Iwata-san's move into developer relations explains why many people believed Miyamoto-san was going to announce his retirement at E3. In actuality, Miyamoto-san's duties have been streamlined so he can focus on the DS and Revolution, both of which have been pitched for a 2005 release – in the Revolution's case this is one year ahead of schedule – so it's clear how dedicated Nintendo is to turning about the company's success. Could 2005 see the return of Nintendo's glory-days? We believe it might...

CUBE

Cute and cuddly – not the plush Mario dolls, we mean Miyamoto, like butter wouldn't melt.





NINTENDO'S GAMEPLAN

HOW NINTENDO INTENDS TO TURN THE TIDE...

MAY 2004:

DS unveiled at E3. Iwata-san promises 'revolutionary' gaming, thanks to its dual screen, touch-screen functionality and Wi-Fi technology. Iwata-san pitches the DS as a device for gamers of all ages. He believes the games industry must 'innovate or die'.

JUNE 2004:

Iwata-san takes control of developer relationships to improve third-party relations. Miyamoto focuses attention on DS titles

JULY 2004-MARCH 2005:

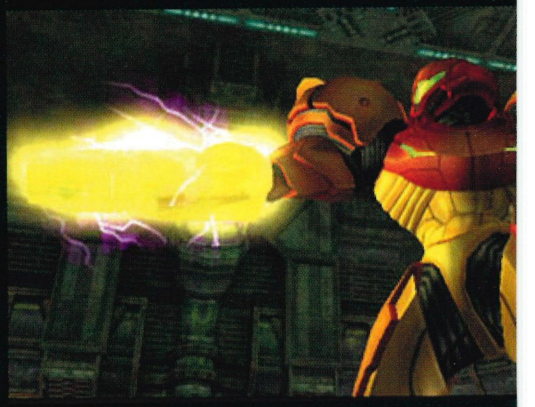
Nintendo to release a great line-up of games, including *Metroid Prime 2: Echoes*, *Paper Mario 2*, *Geist*, *Donkey Kong Jungle Beat* and *Resident Evil 4*, not to mention the rumoured *Mario Revolution* (aka *Mario 128*?)

MARCH 2005:

The Nintendo DS is to be launched in Europe. But will competition from the PSP hinder first-week sales? Let's hope not!

MAY 2005:

Nintendo hopes to unveil the Revolution to the world, with plans to release the machine by Summer 2005 in Japan and the US. Europe has to wait, again...



SOUND BYTE

"ONE MILLION XBOX LIVE SUBSCRIBERS? WE DON'T SAY THAT IS SUCCESSFUL. IF IT WERE A CONSOLE, THAT'S A TOTAL FAILURE"

NCL President, Satoru Iwata, is one tough guy to please.

NINTENDO MAKES PIRATES WALK THE PLANK

Taiwanese counterfeiters imprisoned

LIKE ANY MAJOR entertainment business, the games industry has suffered huge losses from piracy and Nintendo is no stranger to this problem. Last year alone the company lost an estimated $720 million in sales due to piracy. But now Nintendo is fighting back. In a trial held recently in Taiwan, seven employees from the Yudian Company were found guilty of counterfeiting Game Boy games after a raid by the Investigation Bureau of the Ministry of Justice discovered more than 1.5 million counterfeit products on the premises.

"This judgment will deter others from manufacturing and distributing Nintendo counterfeits in the future," said Jean Lin, manager of anti-piracy for Nintendo of America. "We applaud the Taiwan governmental and judicial efforts to put an end to this major counterfeiting operation."

This is the largest counterfeiting case Nintendo has seen over recent years, with the 135 anti-piracy raids of 2002 running a close second. That year saw over 300,000 pirated games, seized from a number of companies.

It just proves that crime doesn't pay – just ask Yudian's owners, Chen-chi Kuo and Hwei-chu Chen, who now face six years in jail. CUBE



TRAILER

STAR FOX

Broken down and put in pictures.

Several years after the events of *StarFox Adventures*, a new menace threatens the galaxy. The Star Fox team is sent in to quash the threat, but all is not as it appears...



GOOD, BAD, AND THE UGLY

CUBE takes a look at the industry's best, worst and ugliest

GOOD: Kuju!

A FEW MONTHS ago nobody new who Kuju were. Now the British based company has two leading GameCube titles on the go. As well as *Advance Wars: Under Fire* (previewed last issue) Kuju is releasing a racing title called *Lotus Extreme*. The game puts you in the hot seat as you undergo a range of challenges, including car football and stunt racing. *Lotus Extreme* shall have five game modes and thirty eight licensed cars. We'll bring you more news as it come in.

In other news, Square Enix, Midway and Namco have all seen their profits rise this year despite the slump in the market.

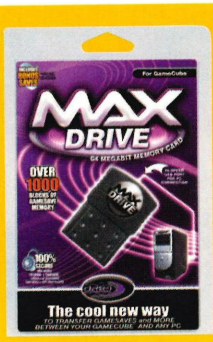
BAD: Capcom!

POOR OLD CAPCOM. Unlike its counterparts, Capcom has not been able to pull itself out of the market slump and has reported full year losses of over 9.16 billion Yen. The main cause of the profit loss was poor sales in Europe and North America, which have dropped by 50% since 2003. Other factors included a restructure of the company's studios, which caused recurring costs of 7.7 billion Yen. Lets just pray that Capcom gets back into the black this year, otherwise we can say goodbye to quality franchises like *Resident Evil*, *Onimusha* and *Viewtiful Joe*. Noooooooooo!!!

UGLY: TIGA!

OOOOH, THE NEW UK development trade body TIGA is playing dirty. The organisation's first ever conference, called the European Developer's Forum is to be held at exactly the same time as the GDCE's European Games Network at ExCel in September. So far Kuju, Rebellion and Elixir are on board and many more are expected to sign up. "We need to

(OVER THE) COUNTER CULTURE...



Just when you thought Datel had done everything humanly possible with a Memory card, they come up with a new idea. The gimmick? The MAX Drive 64Mb Memory Card can be linked up to your PC via the supplied USB cable, allowing you to download Action Replay cheats and game saves directly onto the memory card. The card also boasts 1000 blocks of game save data and all this for only £19.99. Bargain.

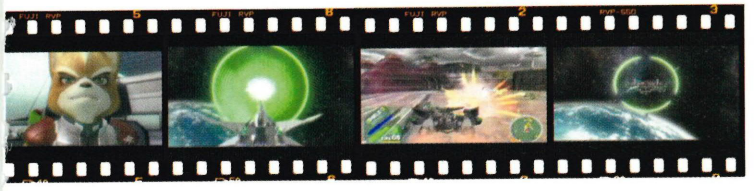
SIZE MATTERS

Small businesses left behind as technology moves on...



SMALL BUSINESSES MAY not survive the next hardware transition, warns industry giant EA. In a recent interview with Gamesindustry.biz, EA's chief executive Larry Probst talked about his fears for smaller games businesses, believing that they will not be able to cope with the demands of the new technologies. "I think you're going to see a consolidation in the next three to five years, where there are fewer competitors to us [EA] in five years than there are today," commented Probst in the interview.

Whilst it is not expected that all small businesses will fail over the next few years, it is widely believed that many will suffer as a result of the new technologies – the most likely culprit being the Nintendo DS which, with its dual screens, will be harder to program for.



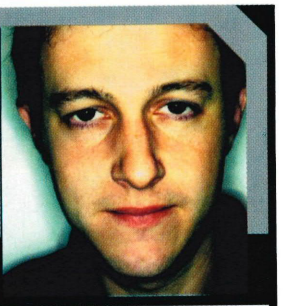
ensure that the community has a professionally executed event that deals directly with the key issues of the moment," commented TIGA CEO Fred Hasson. Ouch!



Kuju
CAPCOM
European Developers' Forum
1-2 September 2004 - ExCeL - London
the interactive entertainment conference

Capcom losing profits? It shouldn't worry too much though. Once *RE4* hits the shelves it'll be minted.

IN THE CUBE WITH... ADRIAN MOORE



POSITION: HEAD OF THE MOVIES PROJECT
GAME: LIONHEAD STUDIOS

WAY BACK IN Issue 26 we spoke to Lionhead Studio's managing director, Peter Molyneux, about the company's new game *The Movies*. At the time Mr Molyneux couldn't divulge too many details, so **CUBE** spoke to the head of *The Movies* project to get the full low-down.

CUBE: First off, can you tell us what *The Movies* is all about?
AM: The game is very simple. An original idea by Peter Molyneux - you get to run your own Hollywood movie studio. The game can really be divided into three main areas - designing your movie studio, forging the careers of movie stars, and making movies. It is possible to focus on any of those areas that most appeal to you, and spend less time on the others. The game plays through from the birth of cinema to the present day and a little way into the future, with all the technology and historical advances that occur along that timeline. The really, really cool thing about the movie-making part is that the movies themselves can be watched, once they are made! We're finding it's incredibly fun making movies - something no other game has allowed you to do. Throw some actors into some costumes, put them on sets, pick some scenes for them to act out and watch them go. The end results can be fascinating and hilarious – it is possible once the movie is made to add your own voice and text and music, really personalising each movie you make.

CUBE: How customisable will the talent (actors, directors, screenwriters, etc) be in this game? Can players have portraits, bios and more for their stars and crew?
AM: The actors and directors are very customisable – they can be put in different outfits, be given plastic surgery, and have makeup applied. As their career progresses their biographies change, reflecting their movie triumphs and failures. They form relationships, and each have their own history of behaviour in terms of getting caught in the press being drunk, picking fights, or hitting on the opposite sex.

CUBE: Sounds like a typical PR party to us. Can you tell us something more about the missions and scenarios in the game, that is of course if there are any. How will this work and what can we expect?
AM: Different characters approach you, offering you challenges, such as a mobster asking you to cast his (talentless) wife in a movie. If you accept, he may repay you with having a word with the taxman and getting you off paying tax for a year, in return for suffering the terrible acting abilities of his girl. If you don't accept his offer, he won't be happy and may never approach you again.

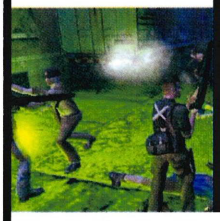
CUBE: Is there anything more you want to tell **CUBE** readers?
AM: You would not believe how fun this game is. There is no other game that allows you to create your own movies and run their own movie studio, and I'm not just saying that because I'm on the team. I lie awake at night with excitement sometimes thinking about the next movie I'm going to make.



The fun we're going to have turning Gary into a porn star.

DEAD RUSH

Rush-hour was never so quiet...



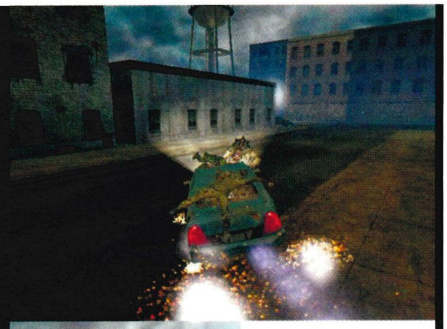
WE DON'T KNOW what it is about the GameCube, but it attracts zombies like moths to a light bulb. As well as the entire *Resident Evil* series to play through we're now getting this cool looking action game from Treyarch, which looks to be an interesting blend of *Grand Theft Auto* and *Resident Evil*. The story is fairly typical – you wake up in a zombie-infested city with no memories but a killer's attitude, and it just so happens that in order to find out who you are and what's going on, you're going to have to steal a number of vehicles – including muscle cars, buses, tanks, sedans and SUVs – and run the flesh-eating fiends over. The problem is that unlike their brethren in Capcom's games, these zombies aren't stupid. As you drive through the large, free-roaming city they'll clamber onto your speeding vehicle and try to tear it apart.

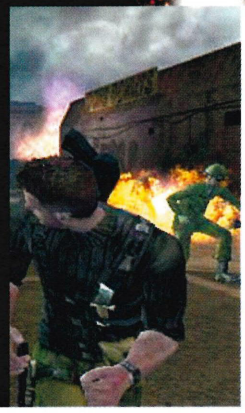
Luckily there's always the option of buying new kit for your cars – such as UV lights for 24-hour protection because all evil things are scared of light, but then it may be easier to simply commandeer something new. As well as driving around at stupid speeds, you'll also have to run around on foot using a large array of weaponry to dispose of the zombies. You'll have access to all the usual flamethrowers and chain saws, and judging from the screenshots, the action won't let up one bit.

The idea is certainly a good one, but there's always the risk of mediocrity with such large ambitions. If developers Treyarch manage to pull it all off, however, this could be a good alternative to *Grand Theft Auto*. We'll just have to see.

Dead Rush has been scheduled for a 2005 release.

CUBE ANTICIPATION 8



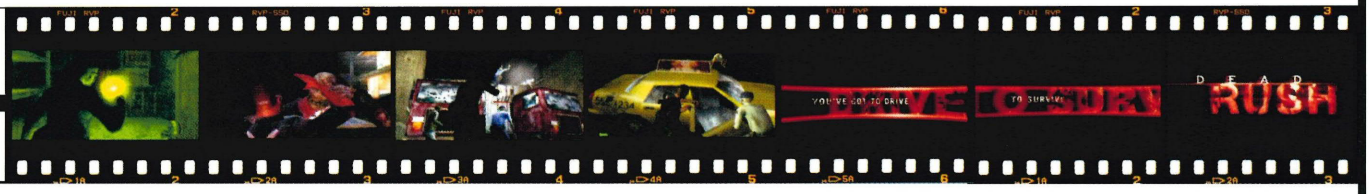


So *Roadkill* on the PS2 was like *Twisted Metal* but with added Kiss, so that means...

...that this is like *Roadkill* but with *Resi* zombies and *GTA* thieving – *Dead Rush* successfully categorised.

TRAILER DEAD RUSH

Here's a peek at the Dead Rush trailer...



NEWS FLASH



SPIDER-MAN SEQUEL!

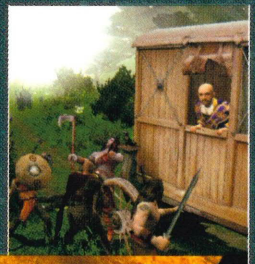
Spider-Man 2 hasn't even come out yet, and already Activision are announcing *Spider-Man 3*. The next movie isn't due out until 2007, so it's going to be some wait...

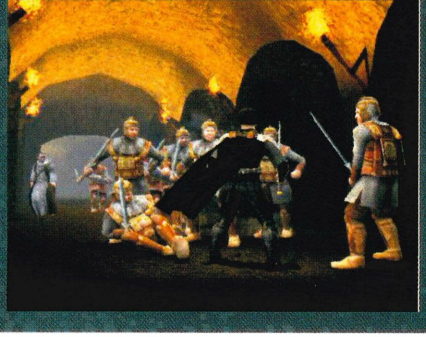
KING ARTHUR

A knight's tale...

So what do you reckon to this then? Fast sword fighting, hacking...

...enemies down, bit of magic? Or just *Conan* with more players?





KONAMI ARE BRINGING the legend of King Arthur and the Knights of the Round Table to life in its new epic adventure, *King Arthur*. Based on the forthcoming motion picture from producer Jerry Bruckheimer, the game puts you in control of the film's leading heroes Lancelot, Guinevere, Tristren, Bors and Arthur himself, each of whom has a range of unique weapons and skills. It's going to be just like *Lord Of The Rings* but with less elves. Maybe.

To add to the blockbuster feel, the movie's cast including Clive Owen and Keira Knightly (such an apt name) have had their faces scanned and movements captured, for added authenticity. The game has a single player and multiplayer mode, so you and your mates can join together a-round the table for a great knight's entertainment... (errgh).

King Arthur is set for release in the Autumn.

CUBE ANTICIPATION 7



THE POLAR EXPRESS

All aboard...

THQ IS RELEASING A new action platformer game to tie-in with Robert Zemeckis' new film *The Polar Express* due out in November. Based on the popular book by Chris Van Allsburg, *The Polar Express* takes you on a magical journey to meet Santa Claus. As you explore the eight vast 3D landscapes, you shall meet a range of characters from the film, including Girl Know-it-All, Lonely Boy, the Hobo, Smokey & Steamers and the Elves. The game comprises a mixture of puzzles, action and adventure that kids should love, so you now know what to get your siblings this Christmas...

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VANISHING POINT

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



Mmmm, see the greasy goodness, imagine it dripping off your chin!

WAKE ME WHEN IT'S OVER

10 things we'll remember from E3 2004

EGG MCMUFFINS EVERY MORNING

Cholesterol overload thanks to our hotel being located way down in 'da hood'. Good old Maccy D's seemed the only establishment approaching the status of 'safe option', partially due to the on-site security guard packing a four foot truncheon and a Magnum. Yikes.

TWO ON TWO HALO

A group of lads from Pittsburgh were staying in our hotel. They travel to E3 every year for their annual vacation (that's holiday to you and me). They spent their evenings back at the hotel drinking beer and playing four-player *Halo* via wirelessly LANed up Xboxes. They also said 'dude' and 'awesome' a lot, often in the same sentence. For example "Awesome, dude!" or "Dude, that's awesome!".

REGGIE FILS-AIME

Nintendo of America's vice president who became an instant hero at the pre-show Nintendo conference when he hit the stage and announced he was kicking ass and taking names. No-one had ever heard of him before. Now he's a Nintendo legend on a par with Miyamoto-san himself.

FAMOUS PEOPLE

We saw Kevin Dillon on Sunset strip and both Ronny from *Eastenders* and Darius were on the same flight home. Okay, borderline famous then. We had David Beckham, Posh and Brooklyn the year before last. Next time we shall demand an equivalent calibre of celebrity.

AMERICAN SOCCER COMMENTARY

A successful tackle does not lead to a 'turnover'. Michael Owen did not 'put the moves' on Dominic Matteo. On the back of four wins in a row, Bolton were not going for 'five straight maximums' and when a goal is scored we do not shout 'That's all net!' Somebody educate these people!

EXCITEMENT

The electric buzz as the *Legend Of Zelda* movie was shown for the first time and the rapturous applause that followed when Shigeru Miyamoto appeared on stage immediately afterwards complete with Link's sword and shield. You haven't seen anything until you've seen the world's most loved middle-aged Japanese man brandishing a shiny weapon and an enormous grin right in your face.

RIPLEY'S BELIEVE IT OR NOT

A two-headed baby, an eight-legged piglet and a dog that can say 'I love you'. Now that's what we're talking about!

THE DS

Despite the best efforts of Sony and Microsoft, Nintendo proved once again that when it comes to implementing new ideas, no other company comes close. Accusations that the PSP software on show was actually running on behind-the-scenes development kits can't be levelled at Nintendo's machine and so it is that Nintendo are the first to unveil true next-gen handheld gaming.

WINNING AT OTHER PEOPLE'S GAMES

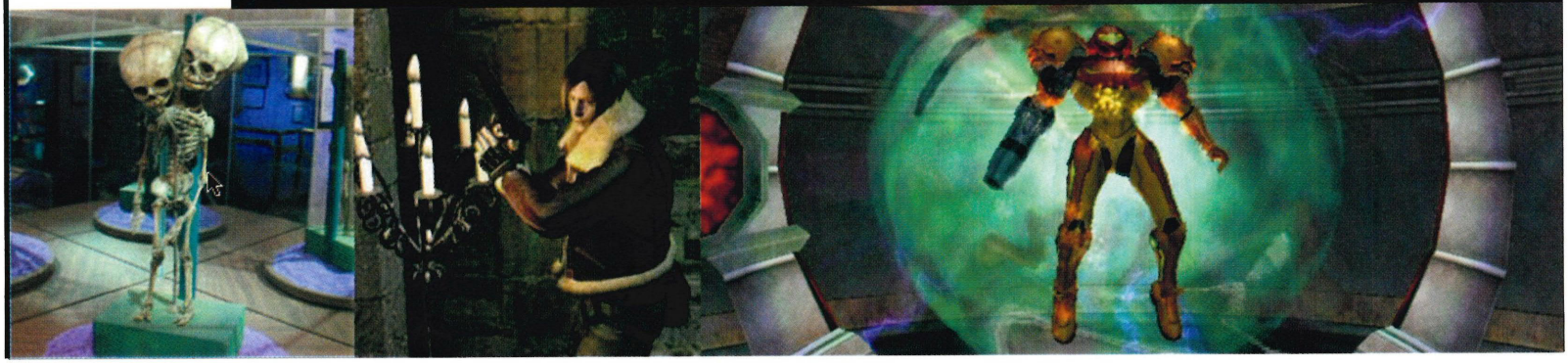
The former editor of fondly remembered *64 Magazine* spanking *Mortal Kombat* creator Ed Boon on *MK Deception* while rolling drunk.

NINTENDO POWER

Just when the world was starting to write off the Big N it presented an E3 line-up to die for. Not only was the new first party stuff killer, but in *Resident Evil 4* the GameCube boasted the most talked about title at the show. Now it needs to kick on and prove to the world that E3 2004 was no fluke.

CUBE

Ergh... that's one messed up two-headed baby. Believe it or not? Ripley and Miles did.



www.nintendo.co.uk

See Where It All Began



8 BIT, SIDE SCROLLING TIME TRAVELLERS?
GO BACK IN TIME WITH GAMES LIKE
MARIO BROS., DONKEY KONG,
THE LEGEND OF ZELDA, PAC-MAN AND MORE.
NES CLASSICS, ONLY FOR GAME BOY ADVANCE.



NES CLASSICS

GAME BOY ADVANCE SP

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WARIO WARE INC

INC-REDIBLE



The GBA's incredibly popular *Wario Ware Inc: Mega Microgame$* has been reincarnated on the GameCube. Boasting over 200 highly addictive mini games (all with multiplayer options) there are endless hours of party fun to be had.

ANTICIPATION ★★★★

UK RELEASE LIST

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

GAME NAME	GENRE	PUBLISHER	RELEASE DATE	ANTICIPATION
Future Tactics	Strategy	JoWooD	27 August 2004	★★★
Madden NFL 2005	Sports	EA	August 2004	★★★★
WWE Day Of Reckoning	Beat-'Em-Up	THQ	August 2004	★★★★
Wario Ware Inc: Mega Party Game$	Puzzle	Nintendo	3 September 2004	★★★★
NHL 2005	Sports	EA	3 Sept 2004	★★★★
Neighbours From Hell	Strategy	JoWooD	3 Sept 2004	★★★
Animal Crossing	Strategy	Nintendo	24 September 2004	★★★★
Def Jam Fight For New York	Beat-'Em-Up	EA	Sept 2004	★★★★
Pikmin 2	Puzzle	Nintendo	9 October 2004	★★★★
Donkey Konga	Puzzle	Nintendo	15 October 2004	★★★★★
Paper Mario 2	RPG	Nintendo	11 October 2004	★★★★
Shark Tale	Platform	Activision	Oct 2004	★★★
Starsky & Hutch 2	Action	Empire	Oct 2004	★★★
Teenage Mutant Ninja Turtles 2	Platform	Konami	Oct 2004	★★
X-Men: Legends	Action	Activision	Oct 2004	★★★★
Prince Of Persia 2	Action	Ubisoft	Autumn 2004	★★★★★
NBA Live 2005	Sports	EA	Autumn 2004	★★★
The Urbz	Strategy	EA	Autumn 2004	★★★★★
Megaman X Command Mission	RPG	Capcom	Autumn 2004	★★★★
Starcraft: Ghost	Action	Vivendi	Autumn 2004	★★★★
Amazing Island	Beat-'Em-Up	Sega	Autumn 2004	★★★
The Lord Of The Rings The Third Age	RPG	EA	Autumn 2004	★★★
FIFA Football 2005	Sports	EA	Autumn 2004	★★★★
GoldenEye: Rogue Agent	Shooter	EA	Autumn 2004	★★★★
King Arthur	Adventure	Konami	Autumn 2004	★★★
Tom Clancy's Ghost Recon 2	Action	Ubisoft	Autumn 2004	★★★
Metroid Prime 2: Echoes	Shooter	Nintendo	15 November 2004	★★★★
Star Fox 2	Action	Nintendo	29 November 2004	★★★★
The Incredibles	Action	THQ	Nov 2004	★★★
Tak 2	Platform	THQ	Winter 2004	★★★★
Resident Evil 4	Action	Capcom	Winter 2004	★★★★★
Tony Hawk's Underground 2	Sports	XXX	Winter 2004	★★★★★
Tales of Symphonia	RPG	Nintendo	Winter 2004	★★★★
The Polar Express	Platform	THQ	Winter 2004	★★★

NEIGHBOURS FROM HELL

CERBERUS ET AL



It's *Sims* for the anti-social person! You're a contestant on a reality TV show where the aim of the game is to harass, torment and generally make your neighbour's life hell to boost viewer ratings. Beats *Big Brother*, anyway...

ANTICIPATION ★★★

PRINCE OF PERSIA 2

CUTS A RUG



Despite rave reviews from **CUBE**, youse lot still didn't buy the first game. Shame on you. So to rectify matters and win back our respect, we suggest you snap this up as soon as it hits the stores...

ANTICIPATION ★★★★★

THE INCREDIBLES

STRETCH PANTS



Based on Pixar's new movie about a hapless team of not-so-super heroes, this third-person action adventure has two distinct levels – one based around the strong Mr Incredible and another based on the stretchy antics of Elastigirl. Bendy.

ANTICIPATION ★★★

SOUND BYTE

"I LIKE BUM FLUFF, IT LOOKS FUNNY"

Liz on her weakness for crap facial hair

SLIP-O-METER

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

ANIMAL CROSSING (PAL)

This game has been out for yonks in the NTSC territories, just tormenting us with its goodness. Now we can finally get our paws on it! Yay! About bloody time too... (grumble).



RESURRECTED!

PIKMIN 2 (PAL)

Noooooooooo! *Pikmin 2* has slipped back until 9 October. We don't think we can cope...oh, hang on. We have a copy in the office. Phew. But yah-boo-shucks to you! Ha ha ha ha ha ha ha...



SLIPPED!

MARIO 128

It appears *Mario 128* has bitten the dust once and for all and been replaced by *Mario Revolution*, due to be released with the Revolution. We suspect it's the same game though...



BINNED!

IMPORTANT DATES...

Hang on a minute...America is getting *Midway Arcade Treasures 2*? After Midway told us it wasn't being released on the GameCube at all!?!? Excuse us, we've got an angry phone-call to make...

JAP RELEASE DATES

HOMELAND	CHUNSOFT	15 AUG 04
LEMONY SNICKET	ACTIVISION	31 DEC 04
ROCK MAN X: CM	CAPCOM	31 DEC 04

US RELEASE DATES

MIDWAY ARC. TREASURES 2	MIDWAY	10 OCT 04
ROOM ZOOM	JALECO	15 NOV 04
RESIDENT EVIL 4	CAPCOM	16 NOV 04

GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

Everybody thought that *Pokémon* was just a passing fad that would burn out in a couple of weeks, but many, many years down the line and pikachu and chums are still topping the charts. A surprise entry into the charts this month is *Soul Calibur II*, released last year, whilst the *Simpsons* are still clinging on for dear life. Let go! LET GOOOOOOOOOO!

UK CHART

ChartTrack

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

1 NEW



POKÉMON COLOSSEUM

PUBLISHER: Nintendo

CUBE RATING: 8.6

Gotta snag 'em all, fight 'em all and kill 'em all.

2 ▲



HARVEST MOON: IAWL

PUBLISHER: UBISOFT

CUBE RATING: 9.0

It is a wonderful life, apart from all the crap...

3 ▼



SONIC HEROES

PUBLISHER: SEGA

CUBE RATING: 7.0

Sigh... that's all we're going to say about it.

4 ▼



METAL GEAR SOLID :TTS

PUBLISHER: KONAMI

CUBE RATING: 8.9

You seen *Versus* yet? You should, it's good.

5 ▲



MARIO PARTY 5

PUBLISHER: Nintendo

CUBE RATING: 7.0

It's a board game on your GC, Not a bored game.

6 ▼



FINAL FANTASY: CC

PUBLISHER: Nintendo

CUBE RATING: 9.0

So much better with friends than on your own.

7 ▼



MARIO KART: DD!!

PUBLISHER: Nintendo

CUBE RATING: 9.4

Um, ditto. But in a different 'beat your mates' way.

8 ▲



SONIC MEGA COLLECTION

PUBLISHER: SEGA

CUBE RATING: 8.0

Seven games on one wee disc – that is 'Mega'.

9 ▼



THE SIMPSONS: H&R

PUBLISHER: UBISOFT

CUBE RATING: 7.4

Hit & Run, buy and return, the cycle continues.

10 ▲



SOUL CALIBUR 2

PUBLISHER: SEGA

CUBE RATING: 9.2

Be Link and prepare for the amazing new *Zelda*.

ON A SHOE-STRING

Budget GameCube games still making the rounds.

1. SUPER MARIO SUNSHINE
2. STAR WARS: ROGUE SQUADRON III: RS
3. SONIC ADVENTURE 2 BATTLE
4. WWE WRESTLEMANIA X8
5. SUPER SMASH BROS MELEE
6. SUPER MONKEY BALL
7. POOL PARADISE
8. TAZ WANTED
9. RESIDENT EVIL
10. POKÉMON CHANNEL



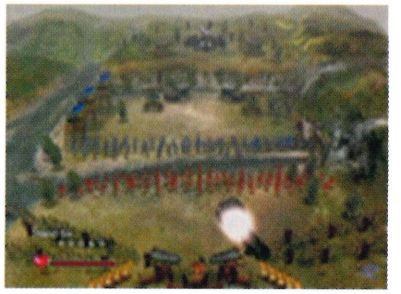
CUBE MOST PLAYED

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



MARIO VS DK

Gary has been going to the toilet a hell of a lot recently. We thought he had some sort of bowel complaint until we heard strange tinkling tunes and laughter coming from one of the cubicles. Sneaky git was in there playing away! Here's hoping he get piles, that'll teach him.



ODAMA

This has had mixed reactions in the office, but you've got to admit it's a really original game. Military-strategy pinball? What a bizarre concept. Strangely enough, it's based on a real Japanese game – minus the killing and taking prisoners bit, of course.



RAINBOW SIX 3

Gary's been amusing us all with his complete lack of military prowess this month, although we've got to admit his way of playing the game (ie shoot all your team mates in the face then take the glory for yourself) holds a certain appeal, although it's not highly recommended.

WORLD OF NINT

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

Warner Bros to sue companies for bad games (US)

It's a well established truism in the game industry that all movie licensed games are crap. There are the odd exceptions that prove the rule, but in general it's best to avoid the lot of them, which is apparently a fact that Warner Bros' new games division is well aware of.

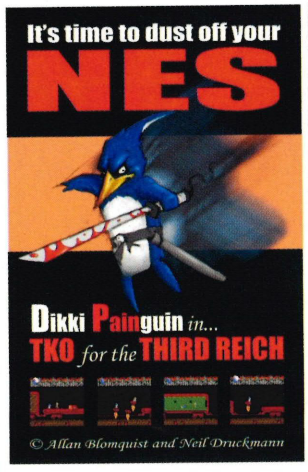
As a result they're planning to charge publishers more for licensing their film and TV properties if their games score less than a 70% average with reviewers. This sounds great for gamers, but it is a bit odd in the light of *Enter The Matrix*, which made $250 million for Atari, but which most reviewers agree was a bit crap.

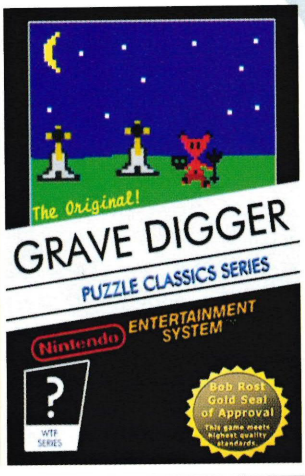
Indeed Atari boss Bruno Bonnell has said that: "I will never, ever sign this sort of agreement, which effectively insults our business." Because you know, selling crap games off the back of a hot film license isn't insulting to consumers at all.

New NES games released (US)

Students at Carnegie Mellon University, after being tricked into believing it was still 1985, have released the first new NES titles of the 21st Century. Naturally they weren't able to talk Nintendo into manufacturing some proper carts for them so they're only available as ROMs – which can be downloaded and used via an emulator – but they are genuine NES titles coded solely for Nintendo's first home console.

You can check them out for yourself at web address http://www.bobrost.com/nes/games.php, where they've handily rated each game themselves with *Galaxxon: The Third War*, *Dikki Painguin in... TKO For The Third Reich* and *Grave Digger* coming out the best. In actual fact they're all pretty good and we've certainly played a lot worse on the actual NES back in the day. Now, if only they'd make some new Amiga games as well – it's been ages since there's been anything new out for that!



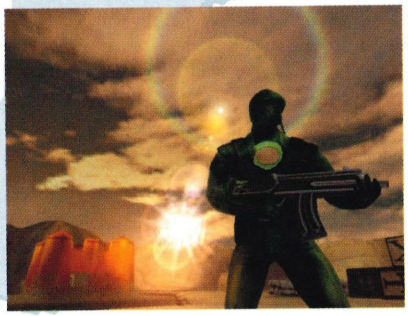


Army Men returns (UK)

Take 2 have announced the release of a new *Army Men* game. For reasons best known to their psychiatrist the publisher bought the rights to what must be officially the most reviled franchise in gaming history and they have announced the first new title in the series since 3DO went bust a year ago.

The new game is called *Army Men: Sarge's War*, which very few people will realise is exactly the same name as a GameCube game released in the US last April and which managed an average online review score of 55%. This is presumably why this 'new' game isn't being released on the GC this time round.

The release of a year-old port of a crap game in a universally unliked series is not the most likely route to financial success, but hey – what do we know?



Analysts diss PSP (JAP)

Sony were probably imagining that the PSP was going to totally overwhelm things at E3, but thanks to the fact that there were no playable games there and no move to assuage concerns that the thing was going to be more expensive than a gold plated elephant it was the Nintendo DS that walked away with most of the plaudits.

A bunch of Japanese business analysts, who correctly predicted that the PSX DVD burner wouldn't be all that, have been the latest to put the boot in, with Takashi Oka commenting that: "I don't think Sony has hard data to back up their sales target of three million units."

In his opinion: "There are many portable games available, but Nintendo has stably dominated the market. It would be very difficult to take away a large share in the market." And who can argue with that? We're not suggesting that PSP won't be a tasty bit of kit but with a rather dull line-up of games so far and the all-important question of price still to be resolved Nintendo needn't be worried just yet.

ENDO

GameCube EyeToy Confirmed? (JAP)

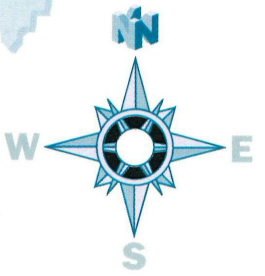
You may recall that before E3 Nintendo were engaged in a lot of vague sounding talk about new GC peripherals, that were going to magically extend the lifespan of the console. They then went on to completely fail to announce any such thing at the show itself, but the cat may finally be out of the bag as a bunch of new trademark applications made in Japan reveal some suggestive names and a very curious looking logo. The two most interesting trademarks are 'Manebito/Camera' and 'Ningen-Copy/Manebit', where manebit(o) roughly translates as 'imitation' and ningen as 'person'. Which combined with the aforementioned logo, which seems to clearly feature a webcam-type device, would lead most people to assume Nintendo are planning their own answer to, if not outright copy of, Sony's EyeToy. Other names trademarked at the same time include 'Commander', 'Commanderpack', 'Mission' and 'Peach Hime'. The latter is just the Japanese name for Princess Peach, but it's anyone's guess as to what the other words refer to. For no apparent reason many internet speculators have decided they're absolute proof that Nintendo are planning a sequel to bizarre NES peripheral R.O.B, but although such a move is certainly not out of the question, trademarking the word 'mission' is probably the least convincing evidence of anything since lawyers began.



Ocarina Of Time is easy (JAP)

After finding out that Sony were being a bit disingenuous about claims that the PSP was even more powerful than the PS2 (ie they were lying, it's several notches below) it was a bit of a surprise to find out that Nintendo were actually being a bit coy about the Nintendo DS's 3D muscle power. Playing the demo games at E3, particularly *Metroid Prime: Hunters*, it was obvious that it was actually appreciably more powerful than the N64.

As if to confirm this, designer Kenichi Sugino has claimed that porting *Ocarina Of Time* to the DS would be easy. In fact what he actually said was: "If we wanted to re-create *OOT* on the DS, we could do that very easily." However, he was non-committal about whether Nintendo actually would be re-releasing the game on the new format, commenting only that: "We are researching a number of different things."



Nintendo sets sights on Oz (AUS)

The UK is often described as one of Nintendo's worst markets in the world, but the absolute bottom of the barrel is easily Australia (not that that stops them getting things like *Animal Crossing* years before us). The average Aussie is more likely to buy an English cricket shirt and parade around Bondi Beach singing Land Of Hope And Glory than buy a GameCube. After 20 odd years Nintendo have finally noticed this and president Satoru Iwata is planning to make his first ever trip to the land down under.

According to him: "One of the biggest things I feel unfortunate about is that I have not been to Australia. I am looking forward to learning more about Australia." Once he's seen a few kangaroos though he'll also presumably be asking why it took so long for the GameCube to be released in Oz, thereby gifting the PS2 and Xbox the lead.

Iwata is promising that the same thing will not happen with the Revolution, but the Aussies have heard all that before.

Tecmo pervert Nintendo DS (JAP)

Although the mostly awful *Dead Or Alive* series seems to be an Xbox exclusive, as is the mostly decent *Ninja Gaiden*, Japanese developers Tecmo have signed nothing that would prevent them working on other consoles – as PS2 titles such as *Project Zero* and *Rygar* have proven.

It's been a long time since they've done anything for Nintendo though, but they've now, rather surprisingly, signed up as Nintendo DS developers. Although no specific title has been announced, well-renowned xenophobe and Team Ninja leader Tomonobu Itagaki has suggested that he'd like to do a version of *Dead Or Alive Xtreme Beach Volleyball* where you get to play with the women's boobies via the touch pad. This is probably a joke, but with someone this wacky, who can say?

GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

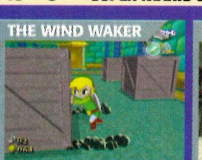
There is clearly something about *Skies Of Arcadia: Legends* that we Brits just don't get. For some reason the game, which was released in both America and Japan over four months ago, is storming up the charts on both continents despite it being an overrated Dreamcast port. There's certainly precious little else going on in the charts with the Japanese top ten featuring a flood of re-releases that have seen newer titles such as *Pikmin 2* and *Four Swords Adventure* making a quick exit. In fact the Japanese chart is rather odd all round with Nintendo choosing only now to finally release *Wario World* on its home turf.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	WARIO WORLD	NINTENDO
2	1	LEGEND OF ZELDA: TWW	NINTENDO
3	9	SUPER MARIO SUNSHINE	NINTENDO
4	RE	SKIES OF ARCADIA: L	SEGA
5	5	GOTCHA FORCE	CAPCOM
6	RE	PIKMIN	NINTENDO
7	RE	KIRBY'S AIR RIDE	NINTENDO
8	2	ANIMAL CROSSING	NINTENDO
9	RE	FINAL FANTASY: CC	SQUARE ENIX
10	RE	SONIC ADVANCE 2: BATTLE	SEGA

US CHART

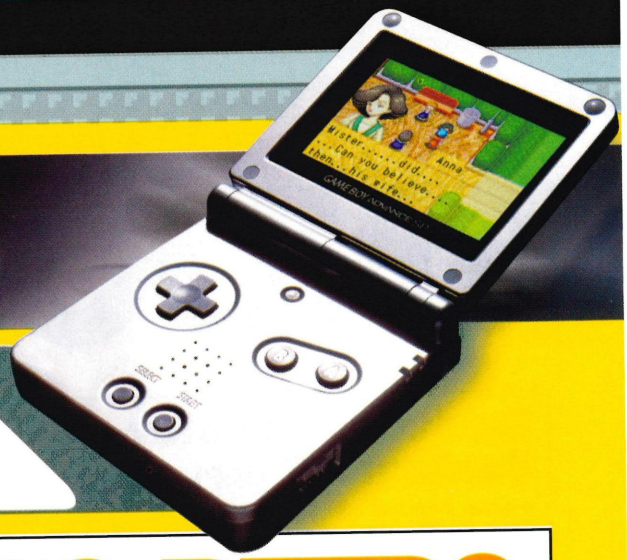
POS	LAST	TITLE	PUBLISHER
1	3	POKÉMON COLOSSEUM	NINTENDO
2	5	SUPER SMASH BROS M	NINTENDO
3	2	HARVEST MOON: AWL	SVG DIST.
4	NE	SHREK 2	ACTIVISION
5	NE	HARRY POTTER ATPOA	EA
6	6	MARIO KART: DD!!	NINTENDO
7	1	NBA STREET VOL 2	EA
8	RE	METROID PRIME	NINTENDO
9	10	SKIES OF ARCADIA: LEGENDS	SEGA
10	8	SUPER MARIO SUNSHINE	NINTENDO







BOYS R US



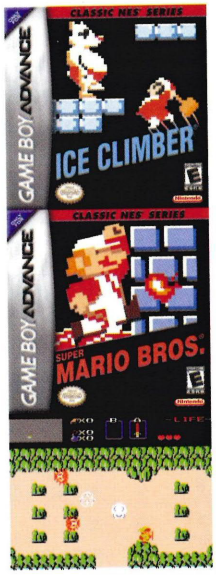
For all of the latest news and gossip on Nintendo's diddly little machine (soon to be machines, of course!), this is the place to head. It's called Boys R Us, Boys R Us, Boys R Us!

SOUND BYTE

"IN RETROSPECT, THIS ISN'T GOING ACCORDING TO PLAN"

NCL president Satoru Iwata is brimming with confidence in the DS

NINTENDO GOES RETRO



Old Nintendo games like you've never played them before, ie on the bog.

Nintendo launches the Classic NES Edition GBA SP

IT'S BEEN 20 long years since the Famicom (or NES as it's better known in Europe) launched in Japan and since then there's been no stopping Nintendo. We've had the SNES, N64 and GameCube not to mention the Game Boy, Game Boy Colour and GBA and GBA SP. Now the company is bringing its classic games to a whole new generation of Nintendo fans with the release of the Game Boy Advance SP Classic NES Edition that comes with eight original NES titles. The NES games are *Super Mario Bros*, *Donkey Kong*, *Ice Climber*, *Excitebike*, *The Legend Of Zelda*, *Pac-Man*, *Xevious* and *Bomberman*. Each game will retail at €19.99 (roughly £13) which might seem a bit steep for a 20-year-old title but it's money well spent in our opinion. Let's just hope the Classic NES Edition fares better in Europe than the original NES did. The Classic NES Edition GBA SP will be available in stores across the UK on 9 July for €129 (£86).

CUBE

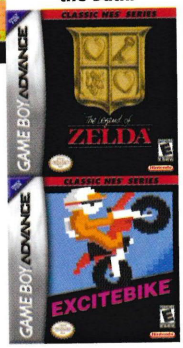
DREAM TEAM

THE NES GAMES WE'D MOST LIKE TO SEE ON THE CLASSIC NES EDITION GBA SP



Can't wait for a bit of *Excitebike* in the bath.

MILES
EXCITEBIKE
TIM
DUCK HUNT
LIZ
CHILLER
GARY
LEGEND OF ZELDA
CHANDRA
METROID



Go wireless



Majesco has created the GBA Wireless Messenger that allows gamers to transmit text messages to other GBA owners within a three-mile radius (in open spaces). The Wireless Messenger slots into the cartridge port, can run for one week on a single battery charge and is free to use.

It's good to talk...

Metroid on your GBA...



Nintendo has designed a GBA inspired by *Metroid*'s heroine, called the Samus Satin. The GBA features an orange base with a red screen surround, matching the colours of Samus' suit. The Samus Satin won't be available in shops – gamers will have to send their GBA's to Nintendo to get it customised. Currently the service is only available in Japan (as of 10 August).

...literally!

KINGDOM HEARTS: CHAIN OF MEMORIES

Thanks for the memories...

AFTER THE HUGE success of *Kingdom Hearts* on the PS2, which sold over 4 million units worldwide, Square Enix is collaborating with Disney once more to create *Chain Of Memories*, a new *Kingdom Hearts* title set between the events of *Kingdom Hearts* and *Kingdom Hearts II*. The game begins when Sora, out for his nightly walk, meets a strange man who shows him a pathway that leads to a castle. Does the castle hold the key to the whereabouts of Sora's lost friends and is Sora willing to risk everything to get what his heart most desires? The game features all new elements such as high-quality movie sequences and a card-based battle system as well as a range of Disney, *Final Fantasy* and *The Nightmare Before Christmas* characters. *Chain Of Memories* is due out this autumn, so make sure you remember...

CUBE ANTICIPATION 7



NEWS FLASH



MINISH CAP RENAMED!

Rumour has it that *The Legend of Zelda: The Minish Cap* is to be renamed *The Legend Of Zelda: The Magical Hood* upon it's European release.

..DS UPDATE..

ALL THE GOSSIP ON NINTENDO'S NEW HAND-HELD...

DS and PSP go head-to-head

A RECENT REPORT in the game industry's trade magazine MCV indicated that the Nintendo DS and Sony PSP will launch in the same week in Europe on 18 March 2005. Many believe Nintendo's decision to put the DS up against the PSP was based on the desire to make good use of the pre-Easter rush – the second busiest time of year for games companies after Christmas. Whilst Sony's PSP is aimed at adults between the ages of 25-40 and shall be retailing at an estimated €300 (£200), the DS will be targeted at a younger audience and has an estimated retail price of €199 (£130), although this might drop to €149 by the time the portable device is launched.

Even with their different demographics, both companies are set to make losses on the devices upon their launch. Iwata-san commented: "Of course we have no intention of taking a huge loss in the beginning, but I'm not sure if we can efficiently boost profit from the start like we did from the Game Boy Advance, but this is something I think we can repair with time."

The probable cause of this predicted loss is the shortage of LCD screens. Sharp Corp is currently producing the screens for the DS, but Iwata-san believes there is cause for concern if his recent comments to Reuters are anything to go by: "Ordinarily, if we said to a supplier that we plan to make a product with two screens, they would be happy, but this time they said, 'two screens, that's a bit of a challenge.'" This is probably because of the demand for LCD screens for mobile phones, this would be incredibly bad news for Nintendo, who plan to ship 3.5 million DS units upon launch. There are concerns that Nintendo might not be able to reach this quota, which isn't a very good start for the new machine.





NEWS FLASH



NO SNAKE FOR THE DS

Metal Gear Solid developer, Hideo Kojima, believes the DS's audience will be too young to appreciate the game. Boo!

NO SUPPORT FROM RARE

The rumour mill was on over-drive this month when Microsoft Executive Ken Lobb mentioned that British studio Rare, who were bought by Microsoft in 2002, possessed equipment to develop for the Nintendo DS and further commented that the company were working on two titles for the platform. A retraction was quickly made by Microsoft stating: "[Microsoft is] focusing all efforts on developing games for the Windows and Xbox platforms," the statement continued, "at this time, there are no plans to support the DS." However, Ken Lobb has had a close association with Rare since its acquisition by Microsoft, so it seems unlikely that he could have gotten the facts so wrong. Also, developing games for the DS doesn't seem like such an unlikely prospect when you consider Rare still develops games for the GBA. We'll just have to wait and see, but don't be too surprised if you see a Rare game on the DS when it launches next year.

Och it's got no chance really does it? Yeah? Oh.

COMING UP

WHAT YOU'LL BE PLAYING IN THE MONTHS TO COME

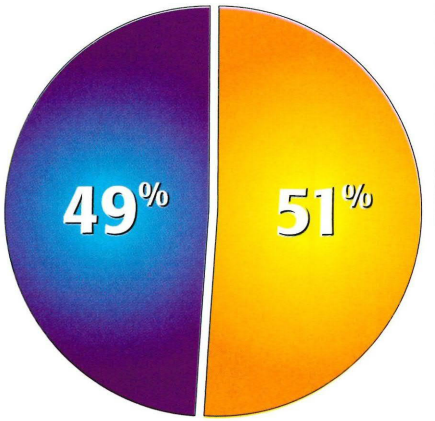
NAME	PUBLISHER	DEVELOPER	RELEASE
KIRBY & THE AMAZING MIRROR	NINTENDO	HAL	2 JULY 2004
SPIDER-MAN THE MOVIE 2	ACTIVISION	ACTIVISION	9 JULY 2004
FIRE EMBLEM	NINTENDO	NINTENDO	16 JULY 2004
HAMTARO: HHG	NINTENDO	NINTENDO	16 JULY 2004
SONIC ADVANCE 3	THQ	SEGA	18 JULY 2004
CATWOMAN	EA	EA	30 JULY 2004
DRAGON BALL Z: SW	ATARI	ATARI	27AUGUST 2004
MARIO GOLF: AT	NINTENDO	CAMELOT	SUMMER 2004
MARIO TENNIS	NINTENDO	NINTENDO	SUMMER 2004
BANJO PILOT	THQ	RARE	AUTUMN 2004
DIGIMON RACING	ATARI	ATARI	AUTUMN 2004
MADDEN NFL 2005	EA	EA	AUTUMN 2004
SHAMAN KING: MOS	KONAMI	KONAMI	AUTUMN 2004
SHARK TALE	ACTIVISION	ACTIVISION	OCT 2004
TAK 2: THE STAFF OF DREAMS	THQ	AVALANCHE	OCT 2004

THE CHARTER

WHAT YOU'RE ALL BUYING...

POS	LAST WEEK	TITLE
1	▲	POKÉMON RUBY
2	▲	SUPER MARIO ADVANCE 4: SUPER MARIO 3
3	▲	POKÉMON SAPPHIRE
4	–	FINDING NEMO
5	▼	YU-GI-OH! WORLD CHAMP TOURN 2004
6	▼	THE CAT IN THE HAT
7	▲	SONIC ADVANCE 2
8	▼	SCOOBY-DOO 2: MONSTERS UNLEASHED
9	▲	SONIC BATTLE
10	▲	SCOOBY-DOO! MYSTERY MAYHEM

QUIZ TO YOU



This month we asked you lovely readers if you would be willing to pay €199 (£130) for the Nintendo DS. Here's what you had to say...

YES
NO

(* if you wish to cast your own vote then log on to totalgames.net and visit the GameCube Forum)

GAMER'S DIGEST

GAMECUBE RUMOURS, GOSSIP AND NEWS

ROUND-UP



WELCOME TO HOLLYWOOD

Acclaim has signed a deal with renowned casting director Louis DiGiamo, who worked on *The Exorcist*, *Rain Man*, *Gladiator* and *The Godfather*. "We are very pleased to be working with Lou, who will play an important role in helping to find the perfect actors to bring these exciting new brands to life," commented Rod Cousens, chief executive officer for Acclaim.

NO MORE SCRA-SCRA-SCRATCHING

Scratched game discs have been the bane of the games industry ever since it took up the use of digital discs in place of cartridges. Now Disc-Go-Tech has come up with a new tool called Disc-Go-Mech (how do they come up with these names?) that can eradicate up to 94% of scratches on discs, so the industry doesn't lose money. We don't lose out either, as old scratched discs can be restored and put back into circulation at a fraction of the original price.

THE ROCK SAYS...

WWE champion and movie star Dwayne Johnson (aka The Rock) has been tipped to star in John Woo's latest movie *Spy Hunter*. Based on the successful game of the same title, *Spy Hunter* has been scheduled for a 2005 release. And about time too – the *Spy Hunter* movie has been in the pipeline since 2001!

GAMES ON TAP



Infinium Lab's friendly ghost...

AMERICAN BASED COMPANY Infinium Labs has created a new console called the Phantom Gaming Service which allows subscribers to download games from the Phantom's vast online library. The Phantom Gaming Service games library will contain a range of previously-released titles, old favourites, plus brand new titles that have yet to reach the shops: "Publishers can get a title to gamers within hours of when the gold master is cut," commented Kevin Bachus, president of Infinium Labs, "They hand us a disc, and we'll do the rest, making it available to consumers in record time because we don't have to deal with physical manufacturing and distribution."

Still, it doesn't come cheap. The service costs $29.96 per month, but subscribers will get a selection of free games each month, plus the ability to rent or purchase new titles, which they can download onto the Phantom's hard-drive. When the hard-drive is full, the Phantom automatically erases the least played title, but if you try and access the game at a later date, the system will automatically download it again for you. Cool. The Phantom Gaming Service is due to go live on 18 November. For more information, visit www.phantom.net

CUBE

Legend Of Zelda series

42,000,000

copies sold worldwide



"I AM LOOKING FORWARD TO LEARNING MORE ABOUT AUSTRALIA"

Satoru Iwata, Nintendo

Full story page 27

GIRLS ALLOWED

Game girls get own show

YOU DON'T NORMALLY associate Texas, the Lone Star State, with women's rights and yet this unlikely venue is playing host to the new Women's Game Conference, to be held on 9-10 September this year. The idea of the WGC is to offer support, advice and career opportunities for women in the videogames and computer industry, as well as raising awareness about gender stereotypes in games. Speaking at the conference will be Ellen Guon Beeman (Monolith Productions), Mia Consalvo (assistant professor in the School Of Telecommunications, Ohio University), Laura Fryer (director of Advanced Technology Group, Microsoft Corporation), Sheri Graner Ray (Sony Online Entertainment) and Kathy Schoback (Infinium Labs). The conference is open to anyone interested in the games industry. For tickets and further information, go to www.womensgamesconference.com

Women's Game CONFERENCE

Women playing games: "Help I'm going the wrong way."

COPY CAT Sound familiar...?

STREET RACING SYNDICATE

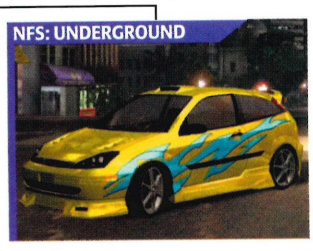


Wikkid innit, yeah decals, stickers, spoilers, birds.

DEF JAM VENDETTA



NFS: UNDERGROUND



GAMES TUNE OUT TELEVISION

More popular than the idiot box

If you want to combine TV and games get *Pokémon Channel* and sit about watching telly that you play.



THE VIRGINIA BASED business and marketing intelligence firm, New Media Strategies, has revealed the cause of the sudden dip in television ratings – videogames! "It appears that more consumers are giving up the 'tube' for an Xbox, PS2 or GC," commented NMS CEO Pete Snyder.

The NMS discovered that 79% of gamers watch less television than before, whilst 17% of the people questioned claimed they never watched TV at all, preferring to play games instead. Maybe if they put something decent on telly for once…

COMPETITION TIME

WIN!

MAX MEMORY 128MB CARD

YOU MIGHT REMEMBER last months' Over The Counter Culture item – Datel's new MAX Memory 128Mb card – which boasts over 2000 blocks of game save memory, is 100% compatible with all your GameCube games and retails at £19.99.

Being the generous folks that we are, we've decided to give ten **CUBE** readers a MAX Memory 128Mb card.

For your chance to win a MAX Memory 128Mb Card, simply answer this question:

Q: HOW MANY BITS ARE IN A NYBBLE?

A: 4
B: 16
C: 32

THE DEADLINE FOR THIS COMPO IS 1 AUG 2004

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GC sales increased

80%

thanks to Pokémon Colosseum Mega Pak



Nintendo DS

3,500,000

to be shipped

www.totalgames.net

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

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

TOTAL GAMES .net

1



UP-TO-THE-MINUTE NEWS

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

2



CUBE, WITHOUT THE PAPER

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

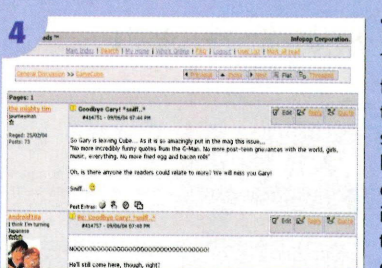
3



HOTTEST CHEATS IN TOWN

Our sister magazine SOLUTIONS: NINTENDO GAMECUBE is perpetually updating this page just for you.

4



THE FORUM

The **CUBE** forum is one of the most subscribed and lively GC discussion salons in the country. Be there, be way cool, really

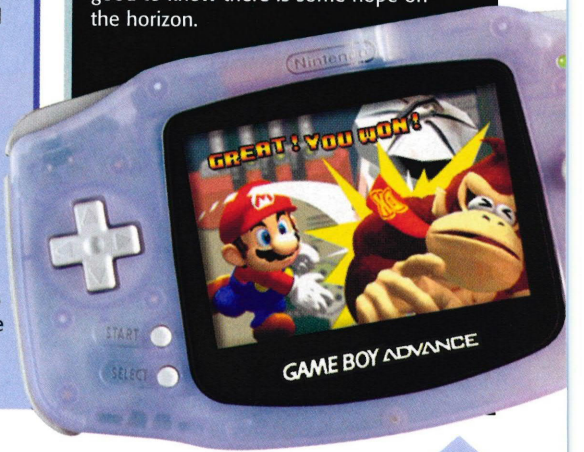
GCN GAMECUBE NEWS

FINAL THOUGHT…

UMM, MONKEYS?

IT'S BEEN AN uplifting month for Nintendo fans. For the last year Nintendo has continued to dig its own grave by refusing to advertise its products properly, not getting games and hardware to PAL territories fast enough and continually missing out on the big name games. Now things look set to change.

Clearly motivated by the rousing reception it received at E3, Nintendo is making the much-needed steps towards building a better future for the company. First there is the impressive list of GameCube games coming out over the next 12 months, including *Geist*, *Paper Mario 2*, *Donkey Kong Jungle Beat* and *Resident Evil 4*. Then there was the unveiling of the DS – a system that looks set to change the way we play games forever… just as long as Nintendo produces the goods to go with the hardware. And now Revolution is on its way, a full year ahead of schedule, and Iwata-san is going all-out to ensure its launch is more successful than the GameCube's. But it's Iwata himself who is making the biggest steps towards improving Nintendo's reputation, including a visit to Australia to boost the company's profile, learning English and speaking more openly with the press. The company's president is also focusing on the European market – something that Nintendo has overlooked for many years. Whilst Nintendo might be facing a tough year, after losing 51% of its profits, it's good to know there is some hope on the horizon.



CUBE COMPETITION GREAT GIVE-AWAYS!

COMPETITION TIME

IT'S-A-TEE

Win a GameCube and Mazza Golf

DO YOU KNOW your Eagles from your Birdies? Can you tell the difference between a wedge and an iron? If so, then read on!

To celebrate the release of *Mario Golf*, **CUBE** is giving one lucky reader a brand-spanking new GameCube (just throw your old one out, you know you want to) and a copy of *Mario Golf*. If this wasn't generous enough, we're also giving two runners up a copy of the game. Aren't we lovely. Aren't we? AREN'T WE? Yes we are.

To win these great prizes, simply answer the following question:

WHO WON THIS YEAR'S VOLVO PGA TOUR? WAS IT:

A) SCOTT DRUMMOND
B) ANGEL CABRERA
C) JOAKIM HAEGGMAN

THE DEADLINE FOR THIS COMPO IS 2 AUGUST 2004



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COMPETITION TIME

SOMEWHERE OVER THE RAINBOW SIX

THE DEADLINE FOR THIS COMPO IS 2 AUGUST 2004

Win a GC and a copy of Rainbow Six 3!



'COR BLIMEY, SOMEONE must have dropped something into Miles' coffee this morning as he's giving away more prizes than the *Generation Game*. If you don't know the answer to the question above, then fret not, you're still in for a chance of winning a GameCube.

In conjunction with the nice folk at Ubisoft, **CUBE** is giving away a GameCube and three copies of *Tom Clancy's Rainbow Six 3*. To be in with a chance to win these fabulous prizes, answer this question:

WHAT IS THE NAME OF TOM CLANCY'S MOST FAMOUS CHARACTER? IS IT:

A) JAMES RYAN
B) JACK RYAN
C) RYAN ADAMS

(First prize – GC plus a copy of *Rainbow Six 3*. Two runners up will receive a copy of *Rainbow Six 3*.)

Call 0905 168 0680

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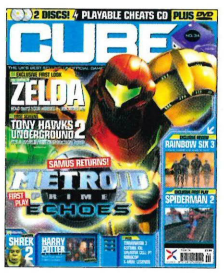
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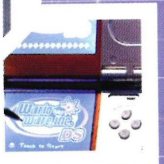
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A6 instruction form

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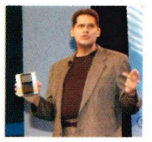
HANDS ON WITH THE DS













Two screens are better than one, it's double the pleasure and triple the fun!





AFTER THE RUMOURS, the mock-ups and the endless message board wibblings, the truth about the DS is out. We know what it looks like and we've played it. Boo-ya! However the unveiling of Nintendo's 'third pillar' has thrown up almost as many questions as it has answers. As revealed in last month's report, 'DS', always assumed to stand for Dual Screen, is now being dubbed 'Developer System'. With over 100 companies in possession of dev kits the general response from the development community has been overwhelmingly positive. To recap a little, the two screens are entirely separate, the lower one featuring touch-screen technology that responds to a PDA-type stylus or simply the touch of a finger. The system was first revealed at Nintendo's pre-E3 press conference where, at a distance, it looked disturbingly chunky. Having had the chance to get hands on with it however, we can tell you that it is in fact a reasonably compact device, about half as wide again as an SP. Perhaps the biggest question hangs over the future of the GBA in light of the fact the DS features backwards compatibility with all GBA games. Assuming the price point isn't too astronomical, you have to wonder who will buy a GBA when the DS becomes available.

Given its various other specs, perhaps no one. Built in wireless connectivity to a guaranteed range of 30 feet (but up to 100 in the right conditions), the DS will allow you to hook up and play multiplayer games with a minimum of fuss. If left in sleep mode the machine will even 'wake up' and tell you if another active DS comes into range.

CARVING

This one was just as the title suggests. Choose a material to work with and then 'carve' it using the stylus while it spins on a spindle. This done you can then admire your handiwork and save it. Not the most impressive demo on view from a technical standpoint but showed how the system can be used to generate unique user-defined elements and it's strangely therapeutic to play around with. A bit like popping bubble wrap.

DS PIKACHU

No Nintendo event would be complete without an appearance by the yellow peril. Cute as can be or irritating little sumbitch? You decide, but there he was, prancing around on the DS screen like, well, like Pikachu. Like a cut down version of *Hey You Pikachu* or *Pokémon Channel*, you got to interact with the jaundiced mouse-rabbit, using the stylus to poke him, stroke him and generally try to irritate the hell out of the little guy. Nintendo could release this as is and still probably sell a couple million.





Button configuration consists of four face buttons plus two shoulder buttons and a standard D-pad. The lack of analogue control may hamper certain games but this is an area where touch screen could come into its own. When the DS was first announced we suggested Miyamoto-san most likely had a specific game in mind that would fully utilize the various on-board features. No evidence of this was offered at the show however a couple of uses for the second screen were demoed. Metroid allows you to play the game in normal view on the lower screen while keeping the map permanently displayed on the upper one. This certainly aids the fluidity of navigation, and the *Mario 64* demo offered a similar facility.

Of course, the PSP is going to have a big say in how successful the DS will be. The potential is there for all to see but Nintendo have their work cut out to convince the wider world of games players that the system offers something new and enduring and not just a gimmick.

Kevin Ray, Chief Technology Officer at Majesco is quoted as saying: "Touch screen is a very blank canvas for a game designer to be able to design their own input features... Nintendo DS really could be a killer to PSP... I really think the DS could kick the crap out of the PSP"

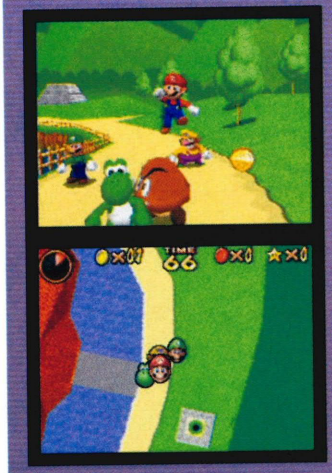
That's the spirit!

"Do you want to chat to other DS users like me? Just type 'dirtypeach' and I'll reply ..."

PICTOCHAT

As the name suggests, this wasn't a game at all but a demonstration of the DS's wireless connectivity. A virtual keyboard took up the bottom screen enabling people to send instant messages or draw pictures and share them with other users. Moving swiftly on...

SUPER MARIO 64X4



Good use of the two screens there, nice big graphics on one and a handy 2D map below.

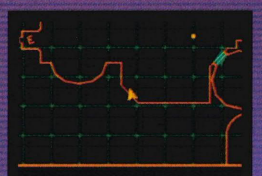


Could we be seeing a *4 Swords*-style team-up jig, but with no wires? Sounds good to us.

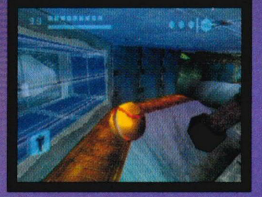
The game that defined a console generation has been translated to the DS in style. Although it doesn't really benefit from the second screen, at least not in its present form. Exploring Mario's world in glorious 3D is as fresh now as it was in 1997. In the absence of analogue control you need to hold down a shoulder button to make Mario run but the D-pad works surprisingly well and you can be sure this one is going to fly. Whether it will be a remix of *Mario 64* or a whole new game we don't yet know, but at this stage, frankly, we don't care. We just want it.

METROID PRIME: HUNTERS

ONE OF TWO actual games on show, *Hunters* is still in early development. It offers four-player death matching as well as a whole new *Metroid* adventure although the back story has yet to be revealed. Interestingly the demo version features touch screen controls for both turning and firing. Slide the stylus left and right to turn and simply tap targets to fire at them. It takes a little getting used to but seems to work okay, although there doesn't appear at this stage a facility to change the pitch of the viewpoint which feels somewhat old-fashioned and limiting. The other main problem is that every time you touch the screen to turn a shot is fired but we'll assume that this will be rectified before the game launches.



The stylus controls do take a bit of getting used to but it is fun scootling about in the Morph Ball.



So, tactical death matches on the bus? You could play against anyone who owns a DS.





MARIO'S FACE

REMEMBER THE MARIO *64* title screen where you could pull and stretch Mario's face with the cursor. Well this was, er, that. Except you could choose to do Wario as well if you wanted.

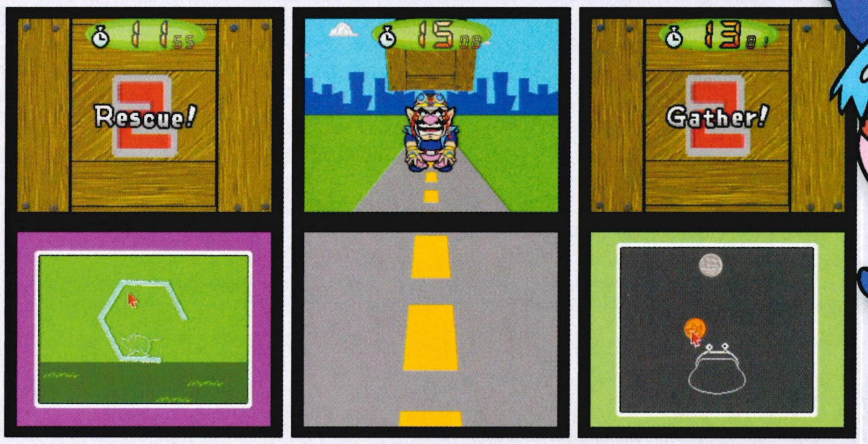
SPECIAL EFFECTS

THIS WAS A Combined sound and light show. Dragging the stylus around the screen with various effects trails, adding sounds and arranging all the effects using a kind of super-simplified sequencer. Not too involving in itself but a mouth-watering indication of what we can expect in terms of sonics and visual niceties.

SUBMARINE

THIS WAS PERHAPS the most interesting demo on show. The top screen displays a side-on view of a submarine while the bottom screen features various touch-screen controls affecting buoyancy, speed and pitch. The idea being to guide the sub through various underwater caverns while controlling its movement and inertia in quite a unique way. This could well become a launch title and even at this stage is rather addictive in an old-skool puzzly sort of way.

WARIOWARE INC DS



You know the drill – wall-to-wall weirdness. The introduction of the stylus adds a whole bunch of new possibilities for mini-game madness. In one Wario lurked on the top screen, chucking boxes to the screen below which you needed to catch to open up the various challenges, expect plenty of stylus-twiddling with this one.

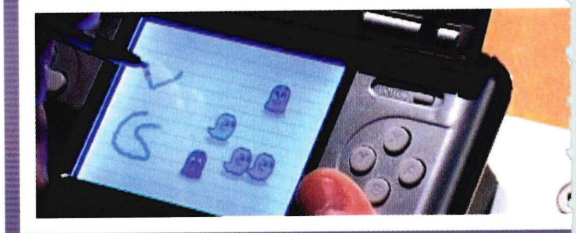


HUMOUR ATTEMPTED THEN ABORTED

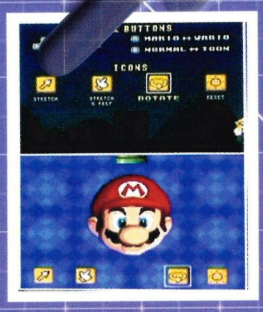
During the 17h Century it was unheard of for two screens to feature together as part of the same unit. However, if one screen was seen to be making inappropriate demands upon another unrelated screen's lady the former may well have found itself challenged by the latter as a matter of honour. These 'duelling screens' were the forefathers of the Dual Screen DS we see today. Nope, that joke really didn't work, did it?

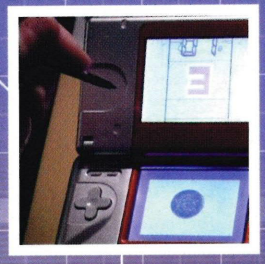






DS HITS







The previous four pages were based on our experience of the DS at E3. Then this month Nintendo UK invited us round for more...

THE DS IS a bit of a weird one, as with any new system it's difficult to get your head around it without actually having it in your hands and trying out the games. The DS in particular suffers from this, and it's not until you've spent some time playing all the games and the tech demos that you realise its full potential. Even playing with the unit at E3 didn't allow you to see what all the fuss was about. Now though we've had the chance to sit down with it for a good few hours and Nintendo's UK HQ for some serious one-to-one action in a far more intimate setting. Leaving Nintendo's little get-together, we're now far more convinced than we were at E3.

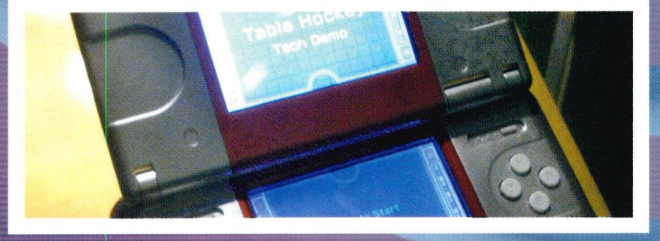
Firstly, it has to be said that the unit is smaller than you might think. The pictures and the proportions may lead you to believe that it's quite chunk. As you can see from some of our pictures, the base (the part with the controls and the touch-screen) is about three times the thickness of the lid (where the second screen is found), and this does make it look more bulky than it really is. In reality the unit is no thicker or deeper than the SP, however it is considerably wider. In all honesty it's a bit bigger than we'd like it to be, but maybe we've just been spoiled by the SP.

Forget whatever fears you may have had about the touch screen – it's extremely durable. Think of it as a mobile phone screen. It took some heavy whacking and rubbing in *Wario Ware DS* without a problem and unless you come at it with a compass you're not going to damage it.

Something else we've not mentioned before are the shoulder buttons. You can't really see from Nintendo's artwork that they are actually round as opposed to the traditional SNES/N64/GBA shoulder buttons.

Also the DS can access GBA carts and DS carts simultaneously. There's definitely some innovation to be had there, whether it means writing to the DS cart while accessing info from the GBA cart, or something far simpler. You can expect Nintendo to show us how it's meant to be used over the next few months.

"WE'RE NOW FAR MORE CONVINCED THAN WE WERE AT E3"



THE UK



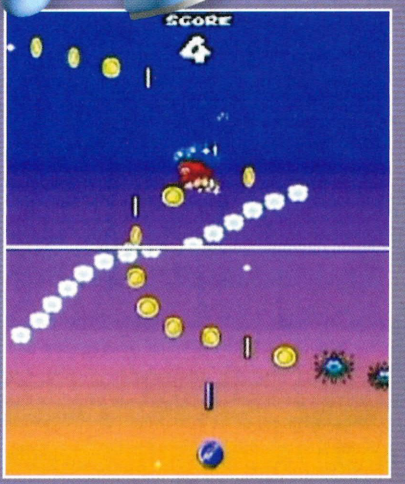
Table Hockey is very simple, and probably the most useless of the tech demos. What exactly does this demo prove?

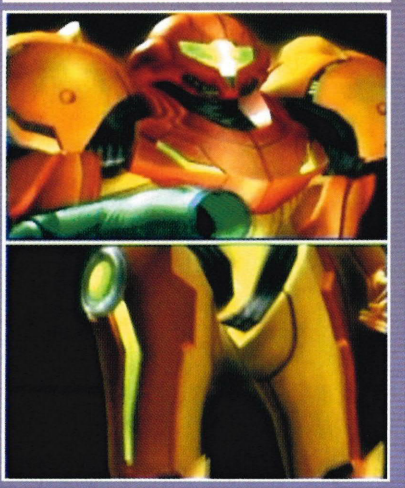


Two fears we had for the system were battery life, and left-handed gamers. Though it hasn't released set figures for the battery life, Nintendo has assured us that it will be comparable with the GBA, which sounds fine to us. Whatever it turns out being, it's not going to be anywhere near as bad as the Sony PSP's recently announced 2.5 hours of battery life, which is about as impressive as taking your stereo down the beach and using cheap batteries. As far as the left-handed subject goes, using the stylus requires far more dexterity than button presses and we were a little worried that left-handed people might lose out, but Nintendo has thought of this. In all the games requiring both hands, you could use either the D-pad or the button layout to input commands. So, in *Metroid Prime: Hunters*, a left-handed person can use the stylus in the left hand while moving around *Turok* style with the A/B/X/Y buttons.

In conclusion then, it's been an eye-opener being able to sit down and play with the DS for a decent amount of time. We were a little sceptical about certain aspects, even after E3, but now we're ten times more confident in Nintendo's third pillar. You can check out some more impressions of the software elsewhere on these pages, including two games that won't have been seen anywhere else. Damn, we're good, if we do say so ourselves! CUBE







GAMING 24:7

IT'S ALL ABOUT THE GAMES

When it comes right down to it, all that really matters is how good the games are. At this early stage it's quite obvious that none of the games (okay, well maybe one) are anywhere near completion, but what impressed us the most were some of the ideas being used. Here are the highlights of the post E3 Nintendo event:

BABY MARIO

Baby Mario is continuously falling from the sky, and on his way down he needs to avoid enemies and collect coins. He can only do this by following a path of clouds that you draw with the stylus. Wherever you touch the screen a small cloud will appear. You can also turn enemies into coins by drawing a circle around them. Though very simple at this stage, we'd love to see this turned into a *Yoshi's Story* style game.

PAC-PIX

Apparently Namco had the idea for this game a long time ago, and put the demo together specifically for E3. The idea is that you have to draw *Pac-Man* on the screen. As soon as the lines meet up your drawing comes to life and starts chomping in the direction it's facing. By drawing barriers in front of it you can change its direction, the ultimate aim being to munch the ghosts.

WARIO WARE

This is the only game that can be classed as a complete game. This is unbelievably intuitive to play. Before you play it you wonder how it will all work but as soon as you get your hands on the stylus it all comes naturally. Spinning a sphere to reveal Wario's face, collecting coins to put in a purse, rubbing the screen to reveal a coin, chopping up vegetables... it's pure genius.

METROID PRIME: HUNTERS

This is still very early, and in its current state we don't think anyone would ever get really good at it, but it shows an awful lot of potential in terms of graphics. At the start of the game you get a short cut-scene where Samus fills both screens, and it looks beautiful.

Nintendo®

MAGIC MOMENTS

JOIN US AS WE TAKE A TRIP DOWN MEMORY LANE

THERE IS ANOTHER immortal game phrase that doesn't get quite as much recognition as "Just one more go" or "You cheated, my joystick was broken" and that's "Did you see that?" Only ever spoken in hushed tones of near spiritual reverence the phrase is a near guarantee that the game you're playing is a classic – or that it at least contains a piece of Nintendo magic you'll long be recounting to your mates as if you alone were granted unique and special access to it. So come with us now as we take a trip down memory lane to some of the most famous moments in Nintendo gaming.

SUPER MARIO WORLD

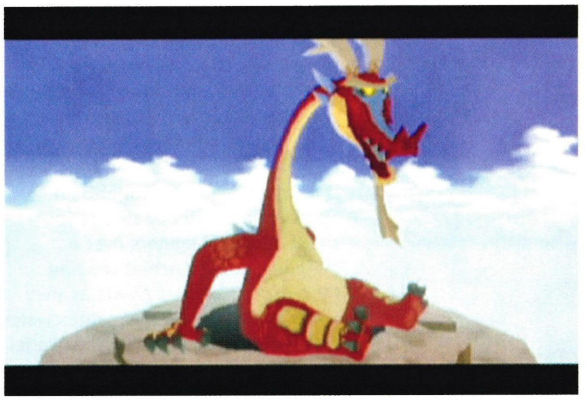
Super, man



BACK WHEN SUPER *Mario World* was the best game ever made video games actually required skill to play. They didn't pander to candy assed gamers who wanted to win the game on their first go and demanded save points after every button press. *Super Mario World*, more than any other game, rewards skill and perseverance with sheer gaming nirvana, most obviously in the way it handles Mario's ability to fly. It requires much more skill than the similar technique in *Super Mario Bros 3*, but when you get it right it manages to convince you that you, and you alone, are the best games player in the world.

THE LEGEND OF ZELDA: THE WIND WAKER

Valoo the Magic Dragon — GAMECUBE



The end of *Wind Waker* is pretty jaw-dropping too, after all the cuteness of the cel-shading.

IDIOT FANBOYS WOULD have you believe that the cel-shaded graphics in *The Wind Waker* are a direct betrayal of their faith in Nintendo and a serious threat to their own sense of sexuality identity. Non-idiot fanboys though will know that the truth of the matter is that they're quite the most uniquely beautiful moving images ever seen in a video game. Nowhere is this more obvious than in the (real-time) cut scene in which Valoo the dragon rescues you from the clutches of Ganondorf on Monster Island. Seriously, we've seen Pixar movies that didn't look this good.

F-ZERO GX

Speed Racer — GAMECUBE



THE F-ZERO GAMES are sometimes unfairly tough to be purely about speed. The inspired track design and huge number of onscreen competitors is often overlooked, as is the fact that the first game on the SNES was blatantly the inspiration for *Wipeout* and all that followed. Even so it's still the speed that causes the majority of Keanu Reeves impressions, with even the relatively sedate Twist Road inspiring a wild eyed 'woah!' as you drive over you first dash plate and double your speed to something really quite silly indeed. Race on Dragon Slope in the Silver Rat though and your jowls will be flapping in sympathy.

GOLDENEYE 007

(NINTENDO 64)

The Sniper Rifle

First person shooters age quicker than virtually any other genre and yet Rare's magnum opus remains timeless. It doesn't take long for the game's greatness to become apparent either: turning the first corner of the first level and making it up into a control tower gave you a chance to pinch a sniper rifle. Zooming in and out on the guards, as they ran down a tunnel to greet you, and then sniping their hats off or making them dance like monkeys as you shot their feet made it instantly clear that first person shooting on a console had been turned up to 11.

LYLAT WARS

(NINTENDO 64)

Ready to Rumble

Sometimes overlooked because of its brevity *Lylat Wars* (aka *StarFox 64*) remains one of the best 3D arcade shooters ever made – far better than the risible mess that turned out to be *StarFox Adventures*. The moment you're most likely to remember though is that first fight against a boss as the expected pyrotechnics of its explosive death are coupled by the controller nearly jumping out of your hand. *Lylat Wars* came bundled with the world's first Rumble Pak you see and it proved to be such a good idea that every other company decided to rip it off for their own consoles as well.

"IT MANAGES TO CONVINCE YOU THAT YOU ARE THE BEST GAMES PLAYER IN THE WORLD"

PAPER MARIO

Shiver City — NINTENDO 64

ARRIVING LATE IN the N64's lifetime *Paper Mario* is an often forgotten gem that manages to charm the socks off everyone that plays it. Featuring the funniest script Nintendo have ever produced it's got some cracking one-liners, such as: "You have surprising inner strength for one dressed as a plumber." The absolute golden moment though is when you're framed for murder by a bunch of overexcited penguins and a familiar looking chap called Herringway. Or actually no, the bit where you play as Peachy and have to bake a cake is priceless... really, it might sound lame but this is the best showcase of Nintendo's gentle humour there's ever been.



We're all looking forward to the sequel.

WAVE RACE 64

(NINTENDO 64)

Big Wave

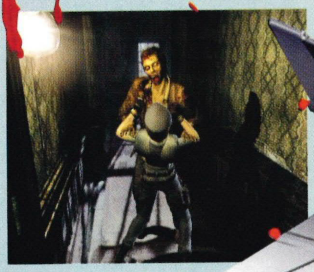
Crippled by an appalling PAL conversion *Wave Race 64* nevertheless stacks up as a more impressive game than its GameCube sequel with better level design, better controls and, proportional to the console's abilities, much better water effects. Zipping through the restless waves of Marine Fortress is enough to give you sea sickness with a portrayal of H20 that is totally convincing both visually and in the way the various sizes of wave affect the control of your jet ski. The fact that there's been nothing to beat it since the game was released in 1996 almost says more about the competition than it does about the game itself.



METROID PRIME

Phendrana Drifts — GAMECUBE

PICKING OUT JUST one moment of greatness from Retro Studios' tour de force is almost as difficult as taking on Ridley on hard mode, but if there's one bit that everyone remembers from *Metroid Prime* it's their first look at Phendrana Drifts. The great snowy wilderness is actually a lot smaller than it first appears but the superb graphics, level design and beautifully subdued music conspire to create a completely believable alien world. The fact that it's a completely believable alien world in which you also get to blow up lots of innocent wildlife with your gun arm is just a bonus.

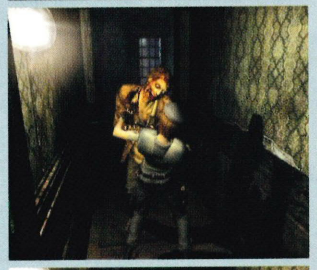


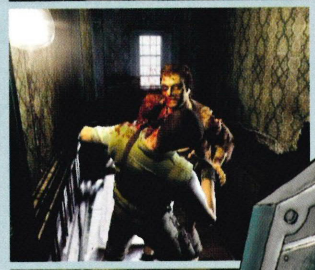
RESIDENT EVIL

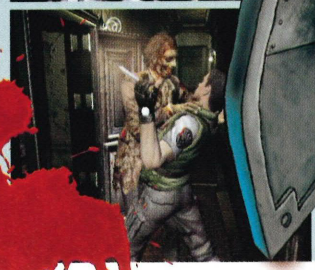
Zombie Doorman — GAMECUBE

THE BIT WHERE the dogs crash through the window in the original PSone version of *Resident Evil* is one of the definitive gaming moments of 32-bit era. The superb GameCube remake cleverly rejigs the moment but even so, you're still kind of expecting it. What you're not expecting though – as you wander round the mansion, foolishly believing that the zombies will never follow you from room to room – is to be tootling down an empty corridor and have one of the undead nasties jump out at you from a closed door. Not a magic moment for the faint of heart.









STAR WARS: ROGUE LEADER - ROGUE SQUADRON II

Stay on Target — GAMECUBE



Good gaming moments these may be, but Capcom came and let us play *RE 4* – so many great moments!

ROGUE LEADER IS by no means a classic game, with unconvincing controls and frustratingly short and poorly paced level design. It does however feature what are arguably the best graphics ever seen on a home console. The Vengeance on Kothlis level especially is the gaming equivalent of Britney Spears in her birthday suit, as you shoot down TIE fighters over a glittering, sun drenched sea and then defend against AT-ATs as they wade knee deep in that same crystal clear water. It's just a pity that *Rebel Strike* was such an appalling monstrosity of a game that its even better graphics can't be appreciated to the same degree.



SUPER MARIO 64

Peachy's Castle — NINTENDO 64

OCARINA OF TIME usually wins most people's votes as the best game of all time, but *Super Mario 64* certainly rivals it for quality and definitely beats it for the most definitive gaming moment of the last decade – if not of all time. It's impossible for those who weren't there at the time to imagine just how incredible it was to press that Start button and move Mario around in 3D, to look up at Princess Peach's castle and explore the grounds. Nothing like the game had ever been seen before: from the analogue controller to the completely customisable camera. True magic.

THE LEGEND OF ZELDA: A LINK TO THE PAST

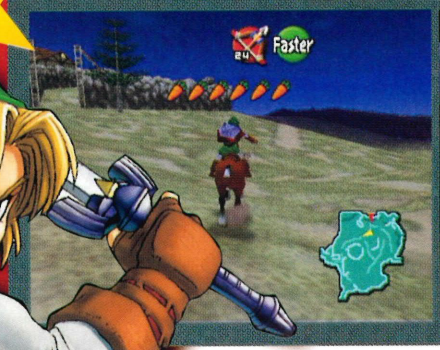
Light and Dark World — SNES

IT MAY NOT be the best *Zelda* game any more but in terms of high-concept gameplay gimmicks the light and dark world remains the greatest concept in gaming history. Fairly early on you realise that the normal world of Hyrule is mirrored by a parallel evil dimension and that the architecture and inhabitants of both have more in common than first appears. It shows off Miyamoto's level design skills and it's awesome to behold.



Light and dark, eh? That would be a great concept for Samus...

"WHEN ENTERING HYRULE FIELD FOR THE FIRST TIME EVERYONE'S JAW DROPS"





METROID

Samus Revealed — NES

THIS HAS GOT to be Germaine Greer's favourite Nintendo moment – no question. In the original NES version of *Metroid*, Samus' gender was never mentioned and everyone assumed that the metal bounty hunter suit contained the normal testosterone filled male hero. Beat the game within five hours though and at the end Samus removes her helmet to reveal that she is in fact... a her! What's more beat the game within three hours and she takes of her suit entirely to reveal a skimpy leotard, beat it within an hour and she strips down to her undies! Blimey!



ETERNAL DARKNESS: SANITY'S REQUIEM

Insanity Fight — GAMECUBE

IT WAS FAR from perfect but Silicon Knights' take on survival horror featured one major original concept that genuinely took you by surprise. Each of the characters in the game has a 'sanity meter' and every time they see something odd (in a supernatural sense) the meter takes a hit. When it gets low you start seeing things, ranging from illusory rooms full of ammo to an error message pretending that your controller is unplugged. Everybody gets caught out on at least some of them and once you realise what's going it's a perfect blend of frustration at your own gullibility and admiration for the developer's canniness. Almost Dali-esque in it's surealism at times.



SK did two games for Nintendo then they split – weirdos.



THE LEGEND OF ZELDA: OCARINA OF TIME

Hyrule Field — NINTENDO 64

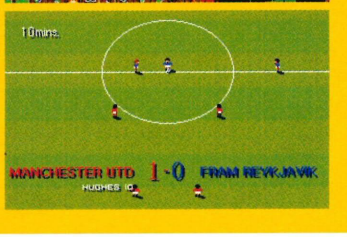
OCARINA OF TIME has a bit of a slow build-up, for although the first dungeon and Kokiri Forest are jam packed with more magic moments than entire other game franchises, it's not until you get a bit further you realise just how incredible the game really is. When entering Hyrule Field for the first time only the most securely wired jaws will fail to drop at the huge expanse of rolling hillsides, packed with monsters and secrets. But it's what Hyrule Field promises about the scope and ambition of the game that really makes it stick in the memory – especially when you later find out that promise is kept 100%.

THE OTHERS

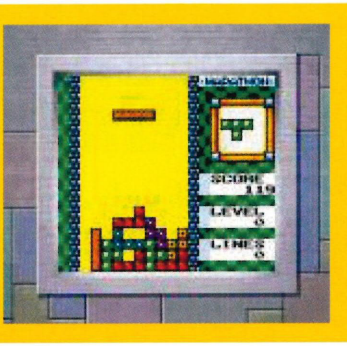
Ahh *Doom's* BFG and the moment you heard what it stood for.







You'll notice that nearly all of these magical moments come from first or second party Nintendo games. Of course that's no surprise on a Nintendo format where only the most courageous of developer ever dares to seek to compete with Nintendo, but we're not going to be churlish enough to admit other systems haven't had their fair share of picture postcard moments. We're sure every old time gamer can remember where they were the first time they saw *Wolfenstein 3D* or *Doom* (or even *Ultima Underworld*) on the PC. Or there's that special moment on playing *Sensible Soccer* on the Amiga when you suddenly realise football games needn't be crap any more; or perhaps the first time you ever blew up a crowd of Lemmings for no reason other than you wanted to. Then again there's beat 'em-up giants like *Virtua Fighter* and *Tekken* that made a perfect representation of the human form in polygons seem possible. Videogames, they're great.

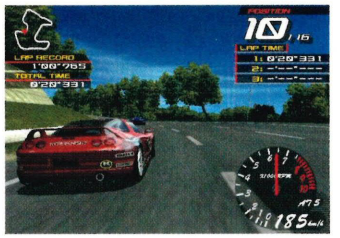


GAME FOR A BOY

Due to the nature of the format the Game Boy does not deal much with set piece moments or graphical flourishes. Which is not to say it hasn't generated its own fair share of memorable moments. There's catching your first critter in *Pokémon*, beating your high score (or better still, your friend's) in *Tetris*, releasing 3D was possible on the GBA in GT Advance, finally winning a three hour long battle in *Advance Wars* or just about every second of *The Legend Of Zelda: Link's Awakening*. Aww, we're getting misty eyed now. It's like remembering the first time you saw *Star Wars* or that first glimpse of a genuine naked lady.

Like Fonzy jumping the shark, games have bad points too.





DON'T REMIND US

Of course nothing's perfect in life (except watching *Star Wars* with a naked lady) and Nintendo, like everyone else, have a few clangers in the closet they don't like being reminded of. Who could forget the travesty that was *Castlevania* on the N64 or the appalling number of objects you were expected to collect in *Donkey Kong 64*. Xbox owners tend to clam up a bit when you mention the slowdown in the last level of *Halo* as well and as far as PlayStation2 owners are concerned *Ridge Racer V* just didn't happen. But as we hope we've shown it's much better to dwell on the happier side of things so next time you get given a copy of *Conan* for your birthday just grin and bear it, and remind yourself of that time you came 'this close' to catching the Hylian Loach.

CUBE INFORMATION

TERMINATOR 3: TR

PUBLISHER:	ATARI
DEVELOPER:	PARADIGM
ORIGIN:	US
GENRE:	ACTION ADVENTURE
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

SEP '04 TBA SEP '04

A BIT OF PREVIOUS

MISSION: IMPOSSIBLE OS
GAMECUBE

IKARUGA
GAMECUBE

ENTER THE MATRIX
GAMECUBE





FIRST REACTION
Another slightly dodgy film licence – that'll really make you want to play it, won't it. Nope.

TERMINATOR 3: THE R

And it absolutely will not stop. Ever. Until you are dead. As a door nail.

THE COMPANY LINE

"ALLOWING THE PLAYER TO EXPERIENCE GAMEPLAY THROUGH THREE DISTINCT TIMELINES"

ATARI PRESS RELEASE

CUBE BACKATCHA

What – 8-bit, 16-bit and 32-bit? Class.

TERMINATOR 3 WAS a bit cack really. They camped it right up, added 'comedy' and stuck in a completely unbelievable Terminatrix (ooh she can control machines – scary). Was it an attempt at the feel good hit of last summer? Or just another example of capitalism gone bad? Either way now we all have to deal with more shoddy film cash-in licences.

So Ah-nuld died at the end of the film, again, and *Rise Of The Machines* came out on practically everything bar the GameCube, so what's left? Where does a cyborg go from here? Why back to the future of course!

In this post-apocalyptic future Sky Net won, humans are almost destroyed but they've managed to reprogram a terminator, dress it up as Ah-nuld and send it out to win the war.

You'll get to play as Ah-nuld, playing as the Terminator, biting the shiny metal asses of the Sky Net prodigies, which are neither as hard or as Ah-nuldy as your character. And they don't have as many wise-cracks either. While blasting away at the Endoskeletons you can add a wee bit more interactivity with the Speak button, then roll around the floor laughing at all the extra syllables that Ah-nuld puts in the word 'fantastic'.

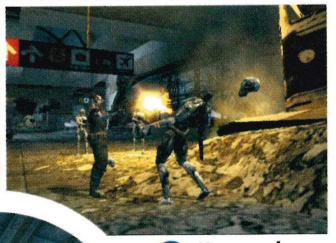
Quite why the emotionless cyborg finds offing metal skeletons so damn 'fantastic' is a mystery at this point, but we're sure it'll all be explained in the finished game.

You know the way *Everything Or Nothing* was done in that third person perspective – it's the same here, but you have a huge sight to scoot about the screen which then locks on to an enemy so you can pump it. With bullets. As Ah-nuld takes hits, his skin is ripped from his hard, muscular frame leaving behind the spindly, weedy looking metal arms and legs, until finally his chest explodes.

But all this running about and blasting (and turning the wrong way because the x-axis can't be toggled) will get tired, so why not jump into the











You can do a three-hit combo that ends with shooting heads off. Heads...

There's the Termo-vision, it makes things red and numerical and difficult to see.



EDEMPTION

pick-up truck that has appeared and go for a spin in that? It comes equipped with four-wheel drive, a heavy machine gun and mowing down the opposition is no problem with the snowplough strapped to the front. On your travels you are attacked by T-1s, the big, tracked laser turrets and, this is the really cool bit – with a single button press you can get Ah-nuld to jump from one vehicle to another and take control of it. And once it looks as though it's going to explode from under you you can hop onto another one, if it's close by. It's kind of like those guys who run the dodgems at theme parks, but with more lasers.

There are going to be more vehicles to jump on to, including a helicopter for some on-rails mini-gun action, and various possible timelines to fight through. So for a bit of arcadey, Ah-nuldy action this is going be right up there with every other game that has used Ah-nuld as one of its gimmicks. Yeah.

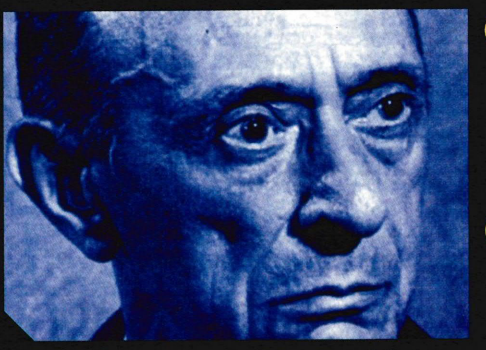
CUBE

"WITH A SINGLE BUTTON PRESS YOU CAN GET AH-NULD TO JUMP FROM ONE VEHICLE TO ANOTHER"

I'LL BE BACH

AND I'LL BE MOZART – IT'LL BE FUN

God there must be something that can justify the above pun, teaming Ah-nuld with classical music. Um, well there's Arnold Schönberg the composer, same first name and also Austrian, who's *Opus Numbers* were, er, pretty good? Then there's artist Jamie Wyeth who painted Schwarzenegger as he posed in Andy Warhol's New York 'Factory' studio. That painting was later priced at $50,000, don't know if anyone bought it though. Further investigation leads to a very interesting interview when the Austrian Oak was a hot-blooded 29-year-old. Very hot-blooded. Did Ah-nuld play a musical instrument in *Twins*? What about *Kindergarden Cop*? No and no. Oh dear. Um, maybe we should have used 'Hasta la vista, baddie' or 'Uzi nine-smell-your-ma-eter'. Ah sod it. Should have just done it about the Termo-vision... ah well, what can you do, eh?.



We can't seem to find any *Opus Numbers* on our various classical Cds, anyway – look at that vein!

The Terminator before he became a sorry self-parody. Rock hard and scary as hell.



CUBE EXPECTATIONS

CAN'T WAIT, WE'RE REALLY LOOKING FORWARD TO IT



- Make Ah-nuld say stuff
- Shoot and drive and shoot
- The controls are all over the place
- It's all just a bit, y'know, 'ho-hum'

■ 'Excite, enthuse and inform' that's our motto (look on the cover it's down there by the barcode). Sometimes it's difficult to live up to that, sometimes it feels like lying, sometimes there's just not enough in a game to be excited about and therefore the enthusiasm implodes as well. And 'inform' – well sometimes that's all we have left.

ODAMA

Balls of steel

CUBE INFORMATION

ODAMA	
PUBLISHER:	NINTENDO
DEVELOPER:	VIVARIUM
ORIGIN:	JAPAN
GENRE:	STRATEDGY/ACTION
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

Q3 '04 | TBA | TBA

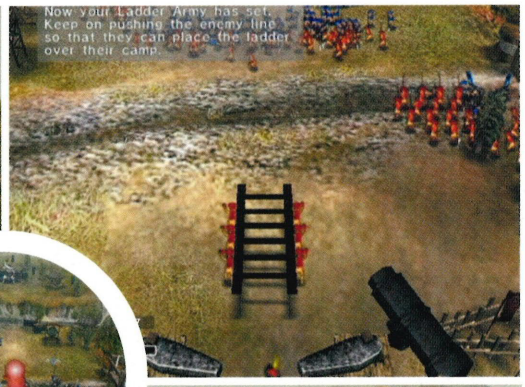
A BIT OF PREVIOUS

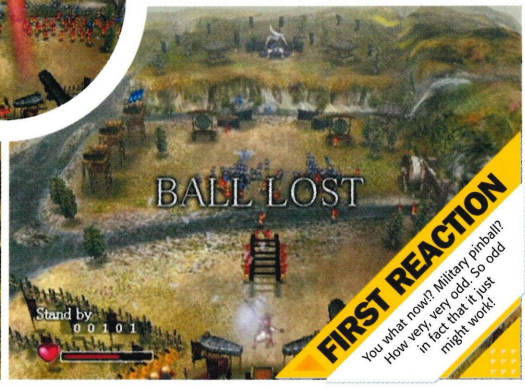
SEAMAIL
DREAMCAST

DONKEY KONGA
GAMECUBE

WARIO WARE
GAMECUBE







FIRST REACTION
You what now!? Military pinball? How very, very odd. So odd in fact that it just might work!

"Sir! Sir! The enemy are attacking."
"Get the giant ball, that'll sort 'em out."

Pinball – a weapon of mass destruction?

FOR YEARS THE Japanese have been entertaining themselves with a bizarre game called Odama, where two teams take control of a human-sized ball and bounce it about a bit. We're not sure who came up with the idea, or indeed why it took, off but if Nintendo thinks it's the next big thing then who are we to argue?

Odama is basically a military-pinball game (two words we never thought we'd use in the same sentence) which takes place amidst the Japanese feudal wars where you've been put in charge of the country's best troops. Your weapon? A colossal pinball which, with the use of some over-sized flippers, you can propel into the enemy camps, destroying their barracks and turrets and crushing the opposition. Just make sure you don't squish your guys in the process, otherwise you can quickly find yourself overpowered.

Once the Odama has destroyed the enemy barracks, you can take prisoners of war who can work for you to build dams to prevent enemy forces from getting near, clear a path for your Odama to move about freely or they can uncover more flippers so you can reach new locations. Getting your troops to work efficiently won't be easy though, as they can become lazy and complacent if you don't command them correctly. Thankfully, Vivarium has come up with a solution. Just grab your DK Bongos (finally, another use for them!) and get a friend to bang a marching tune on them to rouse the soldiers. Whilst your troops' confidence in your friend increases they might not pay as much attention to you when you give them orders.

We must admit that, despite being incredibly odd, the idea behind *Odama* is intriguing and certainly original. We're not totally convinced that it's going to work, but heck, who isn't going to give it a try? CUBE

THE COMPANY LINE

"THE INTENSITY OF CLASSIC PINBALL WITH THE SIGHTS, SOUNDS AND SAVAGERY OF WAR"
NINTENDO PRESS RELEASE

CUBE BACKATCHA

Yeah, we've been there. Sega World can be a dangerous place...

CUBE EXPECTATIONS

DEAF, DUMB, BLIND KID...



⊕ Giant pinball...
⊖ ...but in a military strategy game?

■ **Weird, isn't it? Battling back enemy forces with a huge ball while your wee guys fight to take land and structures. Have to admit it's got us intrigued, our interest is piqued but can it possible have any long term appeal?**

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TOP10
Shlogo Wacky
Shlogo Dragon2

JavaGames

Text the **Keyword + order code** e.g. **Shgame Popstar** to number **88120**

>You will receive a bookmark! Please download.

Air Command

Manoeuvre 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

Alien War

The Aliens have entered the galaxy heading for Earth Increasing difficulty and great graphics

Shgame Alienwar

Compatibility:
Nokia Nokia 3100, 3200, 3300, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 7650, 3650, 3660, N-Gage

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

Conquest 1773

Play Blackjack with the game that allows you to configure your own rules

Shgame CQ1773

Compatibility:
Nokia 3410, 3510i, 8910i, 6310i, 3100, 3200, 3300, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 7650, 3650, 3660, N-Gage,Siemens M50, C55,S55, M55,SL55, MC60, Motorola T720,T720i,Sharp GX10, SonEricsson P800

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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 from 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

Shlogo Fellows, Shlogo Crow, Shlogo Tattoo1
Shlogo Tribal, Shlogo infinity4, Shlogo Hands
Shlogo Dragon3, Shlogo Thorn, Shlogo Alien3
Shlogo Someone, Shlogo Matrix1, Shlogo Demon
Shlogo Unreal, Shlogo brutal, Shlogo black1

NEW

Shlogo Kunst7, Shlogo Showtime, Shlogo Mansion
Shlogo Faces, Shlogo Skull2, Shlogo Skull3
Shlogo badboy, Shlogo Alien9, Shlogo Code1
Shlogo Soldier, Shlogo Rip2, Shlogo Join
Shlogo Skeleton1, Shlogo idiot, Shlogo Nofear1
Shlogo Coin, Shlogo Fighter, Shlogo Taido

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**

>You will receive a bookmark! Please download.

TOP10

Shwp Horse, Shwp Tribal1, Shwp Darklady, Shwp Model, Shwp Saint

CELEBS

Shwp Jolie, Shwp Carey, Shwp Justin, Shwp britney2
Shwp UK, Shwp Enter, Shwp Ghost, Shwp Playme, Shwp Kissthis, Shwp Aguilera, Shwp Pamela, Shwp Jlo, Shwp beyonce

NEW

Shwp Skull, Shwp Skull1, Shwp boobs, Shwp Tattoo, Shwp Signs, Shwp Mystery, Shwp Reaper, Shwp Archery, Shwp Condor
Shwp Stone1, Shwp Goat, Shwp Face3, Shwp Reactor, Shwp idea, Shwp Neo, Shwp Nerdie, Shwp barcode, Shwp Creepy
Shwp Cross2, Shwp Leo, Shwp Guys, Shwp badboy, Shwp Face, Shwp Killer, Shwp Vampire, Shwp broken, Shwp Drunk
Shwp Throne, Shwp blast, Shwp Night, Shwp Planets, Shwp Creature, Shwp Spooky1, Shwp Aim, Shwp Cateye, Shwp Fireeye

•**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

Shpic Whazup, Shpic Aagh, Shpic Shape
Shpic Lizard, Shpic Skull1, Shpic Flames
Shpic Lady, Shpic Paste, Shpic Scythe
Shpic Catchyou, Shpic bizkit, Shpic Someone1
Shpic Tribal, Shpic Napster, Shpic Corey

NEW

Shpic Eddie, Shpic Wassup, Shpic Nofear2
Shpic Skull2, Shpic Darth, Shpic Stratov
Shpic Fly, Shpic baderror, Shpic Eminem
Shpic Canthear, Shpic Scary4, Shpic Fish

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

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Va-va voom

CUBE INFORMATION

STREET RACING SYNDICATE

PUBLISHER:	NAMCO
DEVELOPER:	EUTECHNYX
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

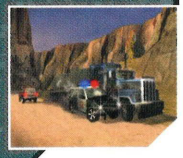
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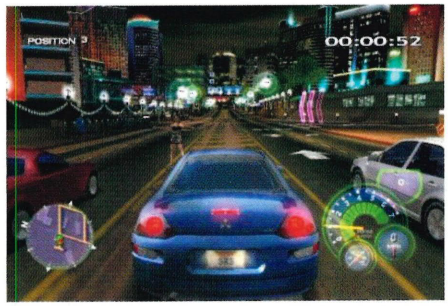
Q4 '04 | TBA | Q4 '04

A BIT OF PREVIOUS

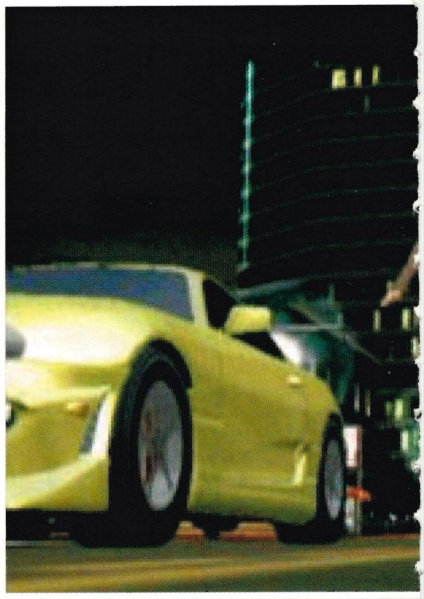
007 RACING
PSONE

BIG MUTHA TRUCKERS
GAMECUBE

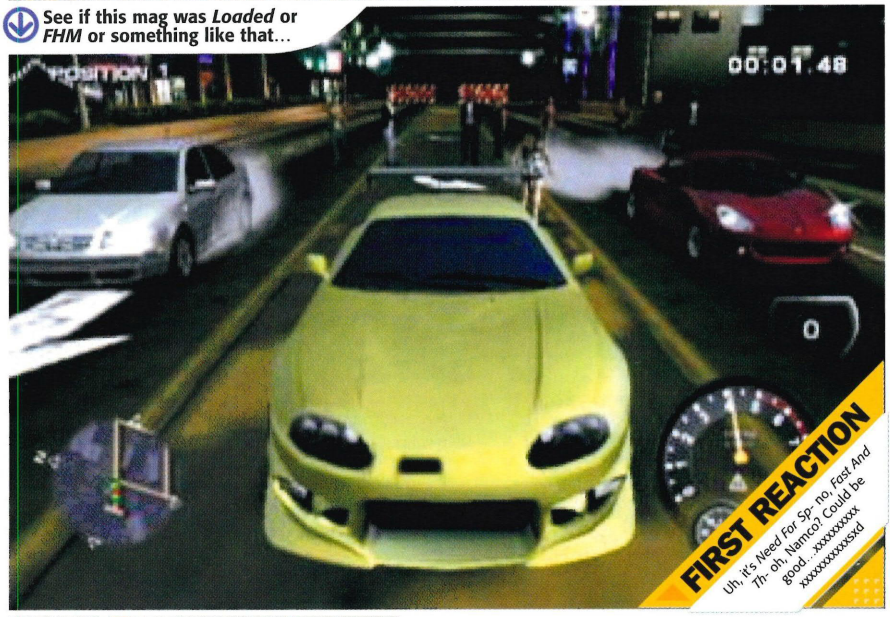


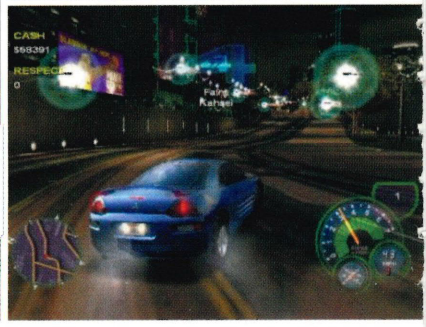


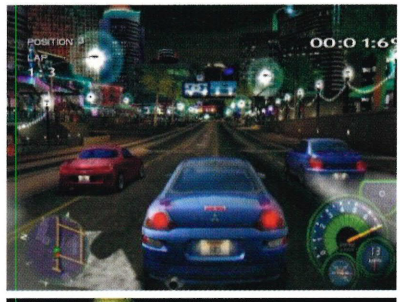


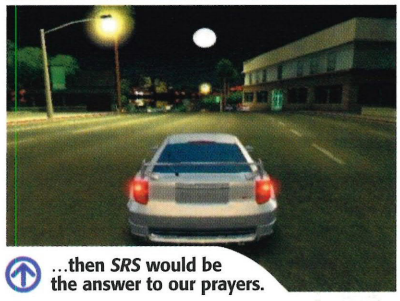


See if this mag was *Loaded* or *FHM* or something like that...









...then *SRS* would be the answer to our prayers.

How much? More than you can afford...

AT TIMES LIKE this we can fully understand the 'games shouldn't be taken seriously' argument. No amount of blathering on about the likes of *Ico*, *Rez*, *Zelda* or any other game you may hold in high regard on an artistic basis will swing an outsider's view when faced with something like *Street Racing Syndicate*. See, it doesn't look particularly offensive, does it? You've got the usual racing game structure, with loads of vehicles ranging from souped-up Imprezas to your more common Toyota MR2s and the typical addition of bolt-on equipment that will improve the performance of your ride. Unlike the game that this will undoubtedly be compared to – *Need For Speed: Underground*, you're not limited to racing around the cities at night either. Miami, Los Angeles and Philadelphia can all be tackled at any time of the day, and interestingly, as well as being modelled on real-life areas, also stretch out for quite a considerable amount of virtual miles. This is because of the intervening police cars – street racing is illegal, and every so often your fun will be interrupted by the boys in blue. When this happens you're given the choice of either continuing the race, thus gaining the respect of your fellow petrol heads but also collecting a hefty fine in the process, or screaming away in a cloud of dust and leading the police on a merry jig through the suburbs. Already this is sounding far more involving than *Need For Speed* ever was.

FIRST REACTION
Uh, it's *Need For Sp-* no, *Fast And Th-* oh, Namco? Could be good....xxxxxxxxxxxxxxxd

THE COMPANY LINE

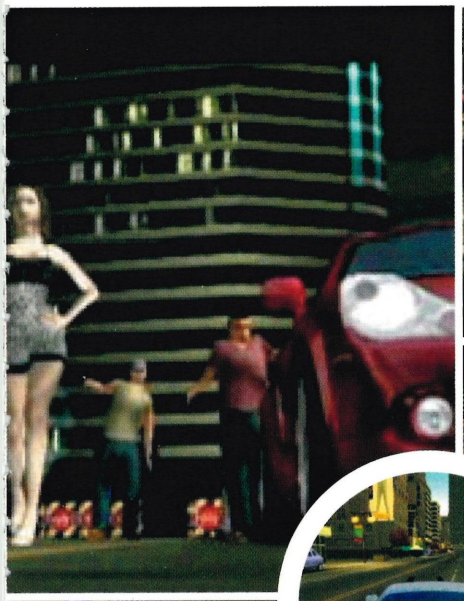
"UNPRECEDENTED INTERNET PLAY. TAKES STREET RACING TO THE LIMIT ONLINE"

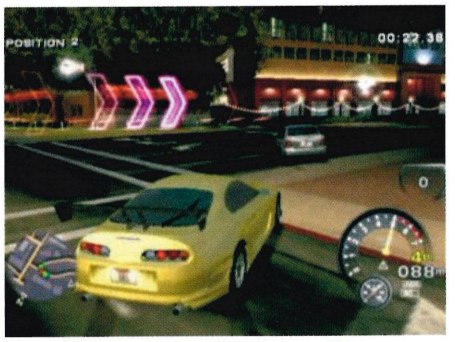
EUTECHNYX PRESS RELEASE

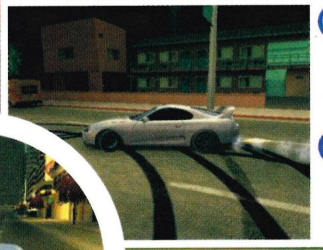
CUBE BACKATCHA

We'll see... we'll see.

STREET RACING

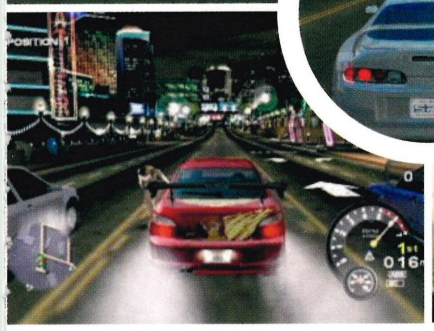






Now can you make your tyres screech like Perry Farrell?

Tuning a car is very much like making love.





SYNDICATE

"SRS MANAGES TO SINGLE-HANDEDLY ZAP VIDEOGAMES INTO THE FIFTIES"

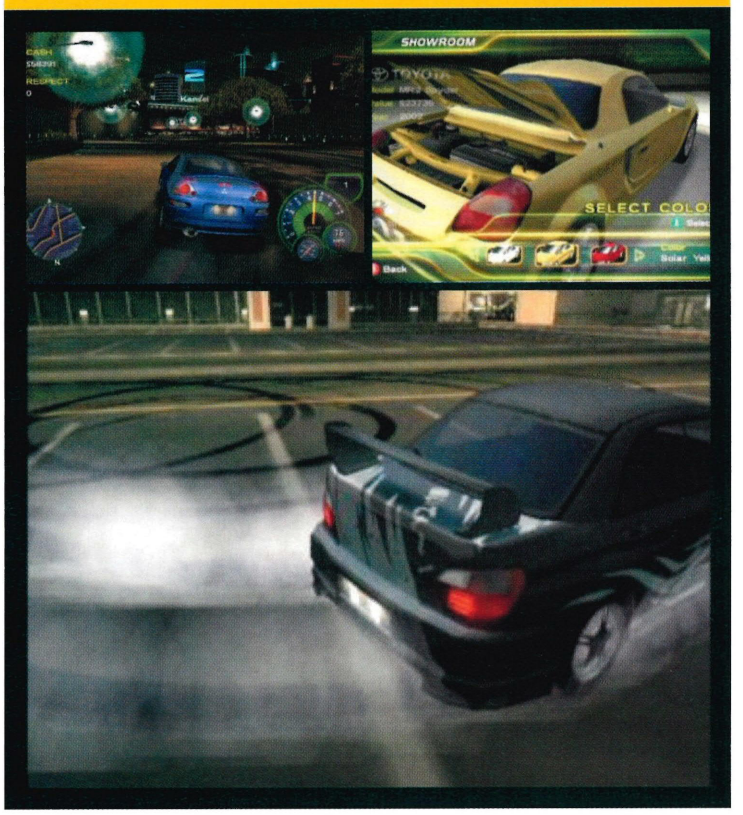
With some genuinely interesting features that revolve around the race calendar (see the box over there on the right) and physics that don't feel too arcadey, but still let you drift your cars at high speed with relative ease, there are no problems with the basis of the game itself. However, there is a problem that many people will dismiss because 'it's just a videogame'... but that's exactly the point. The problem is that *Street Racing Syndicate* manages zap videogames into the Fifties (or, at least how we'd imagine a videogame would be if they had actually been around in the Fifties. And the cars had been the same, and... well, we digress), destroying the idea of sexual equality that has managed to become at least partially achieved with the recent interest in arcade games that don't require prior experience with a tape deck and a joystick, and the general lucrative state of the industry at the moment. (Surely the TV show *Spaced* managed to show us all that videogames are now a permanent feature of our collective cultural conscious.) In *Street Racing Syndicate* women are used as currency - go to a race, and the more girls hanging off of your arms, the more races are open to you. And it gets worse than this - you can bet them on races, and if you win you get to watch a video of your girls stripping off! It seems harmless at first, but the more you think about it, the more you begin to realise just how ugly an ideal it really is. Perhaps someone needs to have a slight rethink, or maybe the potential publicity value is exactly what Namco is hoping for.

CUBE

IT'S A DATE

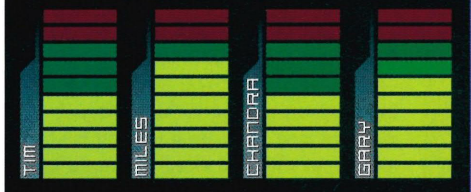
THE WAITING GAME

One aspect of *Street Racing Syndicate* that's rather interesting is the calendar element. Almost every racing game has one of these, but this is different. When you order a part for your car, you have to wait for it to be delivered! And just like in real life, you can't just slap it on – these things take days. It's all very well ordering a bolt-on turbo, but if your top car is in the garage being worked on when a big race comes up, it means nothing. So planning is essential, as well as spare machines that can stand up to racing.



CUBE EXPECTATIONS

ONCE AROUND THE BLOCK



- The calendar feature is interesting
- Fast, exciting cars
- Grainy *BMX XXX* videos
- Can you bet with men?

Leaving behind the social commentary, this will appeal to a large demographic. *Need For Speed: Underground* promised great things, but managed to fall short of every expectation. When it comes to racing games, Namco know what they're doing, and they've picked this up for a reason. Let's see how it turns out.

DEF JAM FIGHT FOR NEW YORK

Bling and indeed bling

CUBE INFORMATION

DEF JAM VENDETTA 2	
PUBLISHER:	EA
DEVELOPER:	EA CANADA/AKI CORP
ORIGIN:	CANADA/JAPAN
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

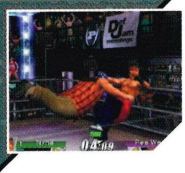
TBA | TBA | Q4 '04

A BIT OF PREVIOUS

DEF JAM VENDETTA
GAMECUBE

MEDAL OF HONOR
GAMECUBE

NFL STREET
GAMECUBE

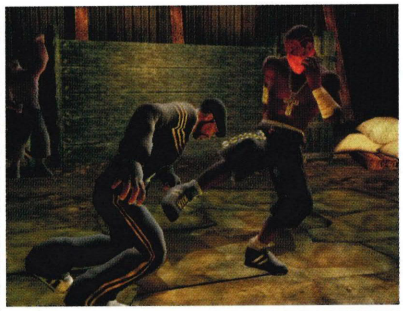


Fo shizzle ma shoezzle in yo facezzle ma wigger.



FIRST REACTION

The blingingest wrestling game gets it's sequel. Hopefully it's less of a button basher than the first one.





I'm gonna smack your bitch ho down

YO, CHECK IT. I'm the best in the west and that ain't no lie. I can bop you on the head and poke you in the eye. You may think you is the shiz, but I'm gonna show you who's the biz. When you leave the ring, you gonna be purple, but it's not over yet, you're getting a nurple. (That's a diddy-nip to you and me.)

scratching bit

I know you gonna dig this. Put yo hands in the air! And I'll break 'em cause I don't care! You ain't gonna get the drop on me, I got the skillz just wait and see. Your ho-girlfriend is looking at me, and she'll gimme a lap-dance here for free. I need no Glock or 47, your neck will get broke but you ain't going to heaven. Bust it!

bit more scratching

With special moves I'm gonna mash your face, when you're lying broken I'm gonna use some Mace. Your eyes will sting, your nose will bleed, before you stepped in the ring you shoulda taken heed. The fact that I'll win is something splendid, your legs and arms, them's gonna get bended.

sound of needle being dragged across the record

Right, sorry. *Def Jam Fight For New York* then. Expect a refined control system so there'll be less button mashing than before and more really very special moves. Over 40 of your favourite hippedy-hop stars are here including the horse-faced Snoop-Dogg, the incredibly phat Fat Joe and big clock enthusiast Flava Flav, boyeeee. And better girlfriends including Carmen Electra. The story mode has been expanded greatly and Method Man helped work on the plot so you know it's going to be great, remember *Wu Tang: Taste The Pain*? Oh wait, no that was the embodiment of the shizzle nizzle... er, dizzle, or something. More of a beat-'em-up than before and could be a right laugh. CUBE

THE COMPANY LINE

"DEF JAM VENDETTA II IS THE ULTIMATE INTERACTIVE HIP HOP LIFESTYLE PRODUCT. IT REDEFINES THE GAMING EXPERIENCE"

EA PRESS RELEASE

CUBE BACKATCHA

Aye your ma.

CUBE EXPECTATIONS

BEAT 'EM DOWN W'HIP-HOP



⊕ The first *Def Jam* was pretty cool

⊖ It's got bloody Sean Paul in it, innit

■ **Well the first one had its ups and downs, its highs and lows, its hips and its hops, so this should keep things on a high (except Cypress Hill aren't in it so not that kind of high). Still, Gary is looking forward to playing as Flava Flav.**





The Energy Wire in all its mega energy hyper action, could be just like Spider-Man.

Wonder how much violence will actually be in the game, and is *VF* too tricky for kids?



FIRST REACTION

This doesn't seem to have an awful lot to do with *Virtua Fighter*. The characters are in it, but it's all rather odd?

CUBE INFORMATION

VIRTUA QUEST	
PUBLISHER:	SEGA
DEVELOPER:	SEGA/AM 2
ORIGIN:	JAPAN
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TBA | Q3 '04 | Q4 '04

A BIT OF PREVIOUS

VIRTUA COP
SATURN

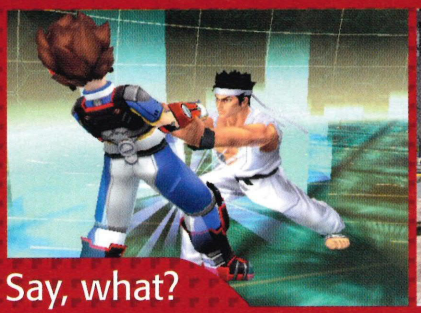
VIRTUA FIGHTER 2
SATURN

OUTRUN 2
ARCADE



Fighting from the soul

VIRTUA QUEST







Say, what?

IT'S HARD TO know what to make of this at the moment. Technically it should be good – it's an AM2 product. But you can't help but have an uneasy feeling about it. Maybe it's that the *Virtua Fighter* theme isn't being used to full effect, say playing as a young Akira, seeing how the other characters developed or something similar. Right now though, there doesn't seem to be much of a connection aside from learning each character's skills (but more on that later). You play as a young boy named Sei (as in 'what did I just say?') who is aiming to take down a syndicate known as 'Judgment 6', who are out to destroy a virtual world which will result in anarchy in the real world. To do this you run around. They also want to get their dirty hands on Sei, whose inner strength would be a great asset to their cause – and this is where you come in... strange clusters of data known as Virtua Souls can be collected, which enable you to learn fighting skills from the old *Virtua Fighter* crew. There's also the matter of 'Energy Wire', which allows you to grab enemies and chain moves together into devastating combos. You've also got the typical stat-watching mechanics to keep an eye on, with collectible data chips allowing you to beef up Sei. It all sounds typical of the genre , but being AM2, there's going to be something here that elevates it above the rest. We'll just have to wait and see what is.

THE COMPANY LINE

"TRADITIONAL RPG ELEMENTS INCLUDING CINEMATIC SEQUENCES, HEALTH POINTS AND EXPERIENCE LEVELS"

SEGA PRESS RELEASE

CUBE BACKATCHA

Well that's alright then!

CUBE EXPECTATIONS

DECENT STRATEGY RPG



⊕ An mix of fighting and adventure

⊖ It's in no way *Virtua Fighter*

■ **It's a bit like *Pokémon* mixed with Spider-Man, and, and a hint of *Virtua Fighter*. It sounds like your average arcade pummel-'em-up, but with character development and adventuring. Scratch your chins now.**

Cool rider

LAMBORGHINI FX

Now this looks interesting. Bit like *Stunt Car Racer*.



Fasten your seat-belts, you're in for a wild ride...

FIRST REACTION

Vroom, vroom, fast cars! Get out the guns! Boom, bang, kersplosh. Oh, now we're bored.



Four player screechy tyre racing with guns – could be a *Hotwheels* beater.



What are all the sparks for? You'll be able to check them out closer in the replays.

CUBE INFORMATION

LAMBORGHINI FX

PUBLISHER:	TITUS INTERACTIVE
DEVELOPER:	MILESTONE
ORIGIN:	FRANCE
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

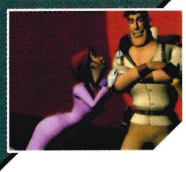
Q3 '04 | TBA | TBA

A BIT OF PREVIOUS

TOP GUN
GBA

TANKERS
GAMECUBE

SAFARI JOE
GAMECUBE



THE COMPANY LINE

"BRINGING CAR STORIES TO LIFE"
TITUS INTERACTIVE PRESS RELEASE

CUBE BACKATCHA

This isn't *Herbie Goes Bananas*, you know.

IN THE WORLD of fast cars, you don't get much better than the Lamborghini. It's the epitome of 80s cool, and at top of almost every boy's wish list. But unless you happen to have £100,000 hanging about the house then it's unlikely you're ever going to experience what it's like to be behind the wheel of Italy's greatest car. Until now, that is.

Titus Interactive has had a long history with Lamborghini, with games like *Automobili Lamborghini* and *Lamborghini American Challenge* already under its seat-belt, and now the company is bringing the world of Lamborghini racing to the GameCube.

The arcade-racer puts you in the seat of a standard class Lamborghini at the start of the game, but as you progress you can upgrade your vehicle by winning races and picking up FX Tokens along the way. The FX Tokens can be used to buy better vehicles, new death-defying tracks and other swish items for your car. But winning the Lamborghini World Championship won't be easy, as you face the world's greatest drivers in the world's best cars. To help you out, you can buy weapons to knock your opponents off the road. You can earn the weapons by performing one of the five FX Stunts, like jumps, spins, power-slides and two-wheeling. Although Titus has yet to confirm what the weapons are, the screenshots indicate that there'll be stuff like force shields, laser guns and flamethrowers. If this doesn't do the trick then you can always try collecting Nitro Tokens to get an added speed boast. Just like real life then.

Lamborghini FX is scheduled for release this autumn, which gives you plenty of time to practice your driving skills. But somehow, doing a few laps around Asda car park in your ten-year old Ford Fiesta doesn't have the same ring to it... CUBE

CUBE EXPECTATIONS

RACE ON CRAZY COURSES



⊕ Drive a Lamborghini
⊖ Sounds a wee bit crap

■ **Lamborghini fanboys will inevitably lap this up, but will it appeal to the mass market? There's space in the market for another top-notch racing game now Burnout 3 isn't coming to the GC, but this is unlikely to fill the void.**





Oh well that's just great – more bloody card battling...



Ahahaha – stats, numbers, levelling up, turn-based battles, that's the shiz, innit.

CUBE INFORMATION

MEGAMAN X COMMAND MISSION	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

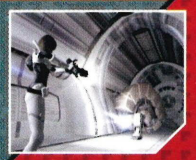
Q4 '04 | Q3 '04 | Q3 '04

A BIT OF PREVIOUS

PN03
GAMECUBE

VIEWTIFUL JOE
GAMECUBE

RESIDENT EVIL REMAKE
GAMECUBE



THE COMPANY LINE

"THE MEGA MAN FRANCHISE HAS SOLD OVER 20 MILLION UNITS WORLDWIDE"
CAPCOM PRESS RELEASE

CUBE BACKATCHA

... and hasn't it had about 20 million incarnations?

MEGAMAN X COMMAND MISSION

Master and commander

Megaman teams up for some turn-based action

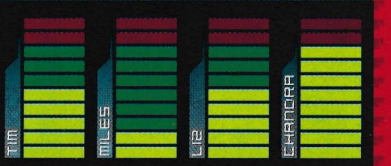
IT'S TOUGH KEEPING up with the *Mega Man* titles these days. Every show we go to seems to have another new one on offer and it's easy to get confused, but at the most basic level the series can be divided into two sub-categories: the classic scrolling shoot-'em-ups and the full-on *Network Battle* RPGs. Now though, Capcom has introduced a whole new style of game, and from what we've seen it'll really stand out.

Capcom actually announced this game late last year, but so little has been said about it that we've held back on covering it until now. Just recently though Capcom decided to release some more screens and a few snippets of information to whet our appetites. First and foremost, *Command Mission* is an action RPG with turn-based elements. The story goes that Mega Man must infiltrate Giga City Island and interfere with the plans of the evil Liberion Army. Along the way you'll come across other classic characters such as Axl and Zero, who are only too willing to join up with you. Much of the game sees you exploring and keeping out of the way of the enemy (Mega Man even has a new stealth suit especially for the occasion), but when you do get into a fight the action switches to a turn-based battle. These aren't your bog standard turn-based battles though (what do you think this is, *PSO III C.A.R.D. Revolution*!?), and producer Kitabayashi-san has injected so much interactivity into them that you can only just call them turn-based. The battle system is right up there with games like *Final Fantasy X-2*, and for this reason more than any other we're really looking forward to getting our hands on it.

We're doing our very best to get some code from Japan and to speak to Kitabayashi himself so that we can bring you definitive coverage within the next couple of months. CUBE

CUBE EXPECTATIONS

MEGA MAN CONQUERS ALL



⊕ Great new combat system
⊖ It's Mega Man... again

■ **Okay, so maybe *Mega Man* doesn't really get people that excited anymore, but this is different. This is an action RPG that just happens to feature Mega Man and a bunch of his mates... oh, and he's got a nifty looking new suit as well.**

CUBE

INFORMATION

NEED FOR SPEED UNDERGROUND 2

PUBLISHER: EA

DEVELOPER: IN-HOUSE

ORIGIN: CANADA

GENRE: RACING

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

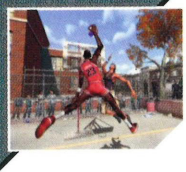
Q4 '04 | TBA | Q4 '04

A BIT OF PREVIOUS

THE SIMS
GAMECUBE

TIGER WOODS PGA TOUR 2004
GAMECUBE

NBA STREET
GAMECUBE



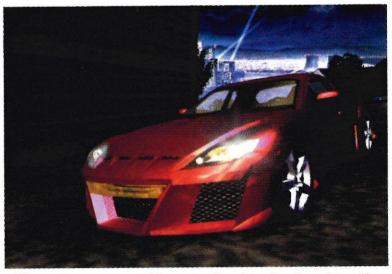
Going underground...

NEED FOR SPEED UNDERGROUND 2

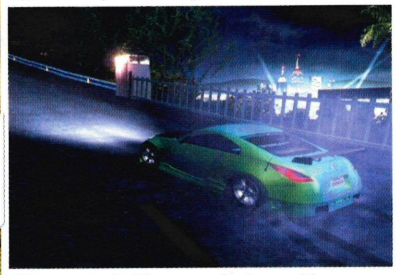


FIRST REACTION

We want to like it, we really do. Looks like it could be great, but history teaches us otherwise.



Earn yourself extra kudos by having the most phallic shaped racer.



Green is, like, sooo last year. You wanna get hip to this season's colours.

If at first it does succeed, why try again?

IF THERE'S ONE thing that really annoys us about the videogames industry, it's the ability of a game's success to affect the direction of an entire genre. Look at the effect of *Gran Turismo* on the *Ridge Racer* series. You can be sure that *Need For Speed Underground*'s success on the shelves last Christmas has already affected the direction of many racing games in development. No longer can we have great racing games that succeed on the fact that they are just that. No, now we'll have to put up with 101 different customisation options, shiny roads, shiny cars and boy racers a-plenty.

It most annoying because, let's face it, *Need For Speed Underground* was decidedly average. It pressed all the right buttons for some people though, and this year's sequel is set to expand on the formula yet further and, God forbid, actually bring with it some decent racing.

The sequel takes place in one huge city consisting of five interconnected neighbourhoods. Races can happen anywhere and at any time, and it'll be up to you to make the contacts you need in order to get clued up on all the important races. The same goes for buying upgrades – the entire scene really is underground, and you won't be able to just waltz in and take part in a race. Over 30 licensed cars will be available for maxing out, with Nissan (Skyline), Toyota (Supra) and Mitsubishi (Lancer Evo) among the manufacturers involved. There will also be three brand new gameplay modes added, although EA has yet to release any specific details.

From what we've seen it looks like EA really has raised its game this year, and while we're sure that it will once again top the charts, perhaps this time it will actually deserve the accolade. CUBE

THE COMPANY LINE

"THERE ARE LITERALLY BILLIONS OF CAR COMBINATIONS AVAILABLE TO GAMERS"

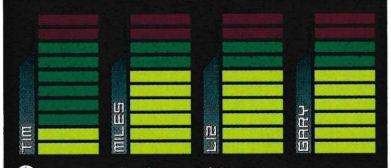
EA PRESS RELEASE

CUBE BACKATCHA

We can see it now... "gotta max 'em all!"

CUBE EXPECTATIONS

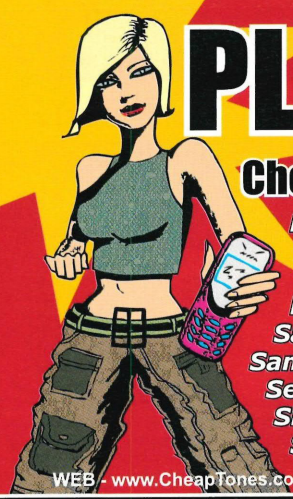
MORE MAXING & SLAMMING



+ Looks a lot better this year
− The cars are still too shiny

■ Maybe we're being a bit negative, but you have to go by what's gone before, right? To be fair though this looks a lot more involving than its predecessor and should provide a more satisfying driving experience than before.

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LOGOS



COLOUR BACKGROUNDS



MUSIC RINGTONES

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

	MONO	POLY		MONO	POLY		MONO	POLY
2Pac - California Love	1068	9925	Depeche Mode - Just Can't	1165	9046	Maroon 5 - This Love	10059	10057
2Pac - Changes	5156	9240	Depeche Mode - Halo	10204	10179	Marques - Clubbin'	9639	9610
2Pac - I Ain't Mad At Ya	9940	9928	Depeche Mode - Policy Of	10145	10129	McFly - 5 Colours In Her Hair	9995	9986
2Play - So Confused	9713	9710	Dido - White Flag	9196	9247	Metallica - Enter Sandman	3849	7165
2Play Ft - It Can't Be	10137	10127	DJ Casper - Cha Cha Slide	9880	9861	Metallica - Nothing Else	5142	9051
411 - On My Knees	10193	10183	DJ Sammy - Heaven	7137	8366	Morrissey - Irish Blood	10135	10126
50 Cent - In Da Club	8133	8300	DMX - X Gon' Give It To Ya	8593	8659	Motorhead - Ace Of Spades	6332	9687
50 Cent - Pimp	9078	9386	Dr. Dre - Forget About Dre	1179	9043	Murderdolls - White Wedding	8946	9571
50 Cent - W***sta	9644	9624	Dr. Dre - Still Dre	3821	9054	Muse - Sing For Absolution	10197	10187
50 Cent & G Unit - If I Can't	9836	9823	Dr. Dre - The Next Episode	3822	9055	Nelly - Dilemma	7952	7951
Abba - Waterloo	10199	10191	Duran Duran - Wild Boys	10118	10103	Nelly Ft - Dilemma	6946	7951
ACDC - Whole Lotta Rosie	3936	9572	Eamon - F*** It	10029	10022	NERD - She Wants To Move	9946	9930
Anastacia - Left Outside	9970	9958	Electric Six - Gay Bar	8724	8661	OMD - Enola Gay	10143	10123
ATL - Calling All Girls	10195	10178	Eminem - Cleanin' Out	7542	7859	Outkast - Hey Ya	9503	9515
Atomic Kitten - Ladies Night	9661	9651	Eminem - Lose Yourself	8137	8101	Peter Andre - Insania	9855	9854
Avril Lavigne - Don't Tell Me	10136	10122	Eminem - Superman	9642	9621	Peter Andre - Mysterious Girl	9831	9825
Beenie Man Ft Ms Thing - Dude	9883	9863	Eminem - Without Me	6604	6976	Pink Floyd - Another Brick	1311	8471
Beyonce - Baby Boy	9356	9360	Europe - Final Countdown	5353	9567	PJ Harvey - The Letter	10203	10190
Beyonce - Crazy In Love	8765	8646	Evanescence - Bring Me To	8605	8774	Queen - Bohemian Rhapsody	1315	8475
Beyonce - Naughty Girl	10012	10004	Fountains Of W - Stacy's Mom	9913	9908	Rasmus - In The Shadows	10009	10003
Big Brovaz - Baby Boy	9197	9236	Frankee - F.U.R.B.	10134	10125	Red Hot Chili Ps - Can't Stop	8143	8478
Billy Idol - White Wedding	1112	9571	Gladiator - Now We Are	10198	10182	Red Hot Chili Ps - Fortune Faded	9506	9577
Black Eyed Peas - Hey Mama	9912	9899	Guns 'n' Roses - Sweet Child	8589	6977	Robbie Williams - Angels	3580	8482
Black Eyed Peas - Shut Up	9586	9599	Him - The Funeral Of Hearts	9716	9708	Rolling Stones - Paint It Black	3800	8536
Black Eyed Peas - Where Is The	9195	9246	Hoostabank - The Reason	9951	9933	Salt N Pepa - Push It	9646	9619
Black Sabbath - Paranoid	4013	7169	Hope Of The - The Red The	10223	10215	Sam & Mark - The Sun Has	10224	10216
Blink 182 - Feeling This	9497	9576	Hue And Cry - Labour Of Love	10144	10128	Sarah Connor - Bounce	10222	10210
Blink 182 - I Miss You	9884	9867	Incubus - Megalomaniac	9685	9676	Scooter - Logical Song	6818	8503
Bon Jovi - Living On A Prayer	3945	9569	Jam - Town Called Malice	4563	9876	Scooter - The Logical Song	6658	8503
Boogie Pimps - Somebody To Love	9700	9697	Jamelia - Superstar	9222	9266	Sean Paul - Get Busy	8262	8682
Britney Spears - Toxic	9879	9877	Jamelia - Thank You	9832	9829	Sean Paul - I'm Still In Love	9701	9693
Busted - Air Hostess	10080	10077	Judas Priest - Breaking The Law	9574	9566	Sex Pistols - God Save Queen	6622	8505
Busted - Crashed The Wedding	9501	9514	Kanye West - Through The Wire	9975	9967	Shane Richie - I'm Your Man	9539	9521
Busted - Year 3000	8052	8337	Kelis - Milkshake	9699	9696	Special D - Come With Me	10010	10000
Calling - Our Lives	10196	10185	Kelis - Trick Me	10218	10217	Supergrass - Kiss Of Life	10225	10212
Cassidy Ft R Kelly - Hotel	10192	10180	Kelly & Ozzy - Changes	9512	9609	System Of Down - Chop Suey	10070	10045
Chingy Ft J - One Call Away	10202	10184	Kevin Lyttle - Last Drop	10200	10181	Tina Turner - Simply The Best	3870	8545
Christina Aguilera - Dirrty	7912	7898	Kevin Lyttle - Turn Me On	9393	9391	Twista - Slow Jamz	9996	9991
Christina Milian - Dip It Low	10105	10090	Killers - Mr Brightside	10221	10213	UB40 - Red Red Wine	1398	8562
CKY - 96 Quite Bitter Beings	6080	7168	Kristian - Story Of My	10220	10214	UD Project - Saturday Night	9801	9790
Coldplay - Clocks	8248	8344	Kurt Nilsen - She's So High	10201	10186	Ultrabeat - Feelin' Fine	9664	9649
Corrs - Summer Sunshine	10194	10189	Limp Bizkit - Behind Blue Eyes	9475	9720	Ultrabeat - Pretty Green Eyes	9105	9188
D12 - My Band	10030	10025	Linkin Park - In The End	5398	6954	Usher - Yeah	9944	9936
Darkness - Love Is Only	9972	9960	Linkin Park - Numb	9160	9582	V - Blood Sweat And Tears	10219	10209
Darkness - Thing Called Love	9157	9258	LMC Vs U2 - Take Me To	9765	9763	Van Morrison - Brown Eyed Girl	4935	8563
Darude - Sandstorm	9754	9740	Lost Prophets - Last Train	9751	9734	Westlife - Mandy	9530	9525
Deep Purple - Smoke On The	3827	9570	Lostprophets - Wake Up	10111	10102	Will Young - Leave Right Now	9542	9523
Deepest Blue - Is It A Sin	10226	10211	Madness - One Step Beyond	3598	8927	XTM & DJ - Fly On Wings	8730	9728

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

	MONO	POLY		MONO	POLY		MONO	POLY		MONO	POLY
Addams Family	1434	9373	Deliverance	4457	9253	Italian Job	5658	9260	Phoenix Nights	7538	7541
Angel	4603	8949	Dr Who	5471	8693	Itchy And Scratchy	4642	9282	Pulp Fiction	6715	8698
A-Team	6454	8454	EastEnders	3632	8076	Jackass	8588	8557	Rainbow	4924	8964
Banana Splits	5016	8950	Exorcist	4460	7167	James Bond	1430	8077	Red Dwarf	3539	9189
Big Brother	4613	8166	Fields Of Anthenry	3828	9727	Littlest Hobo	8016	9283	Rocky	1050	8542
Black Beauty	5501	8167	Formula 1	3592	9032	Lord Of Rings	7950	9286	Scooby Doo	4562	9241
Blowing Bubbles	3773	9722	Friends	4632	8535	Match Of The Day	1444	8270	Simpsons	1439	7164
Bod	5875	9377	Good, Bad & Ugly	4465	9268	Mission Imposs 2	1261	9261	Steptoe And Son	9279	9265
Buffy	1028	8553	Great Escape	3594	8956	Mission Imposs	1421	6975	Tigger's Song	6453	7163
Captain Pugwash	4620	9239	Halloween H20	9270	9181	Muppets	4650	8271	Time Warp	5233	8352
Dambusters	5788	9252	Hawaii Five O	3533	8695	Only Fools And Horses	6732	8697	Winnie The Pooh	3893	6978

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KATE

Andy + Jo

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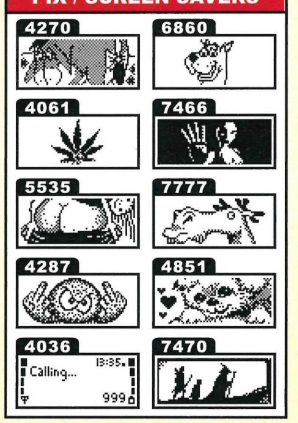
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ANIMATED



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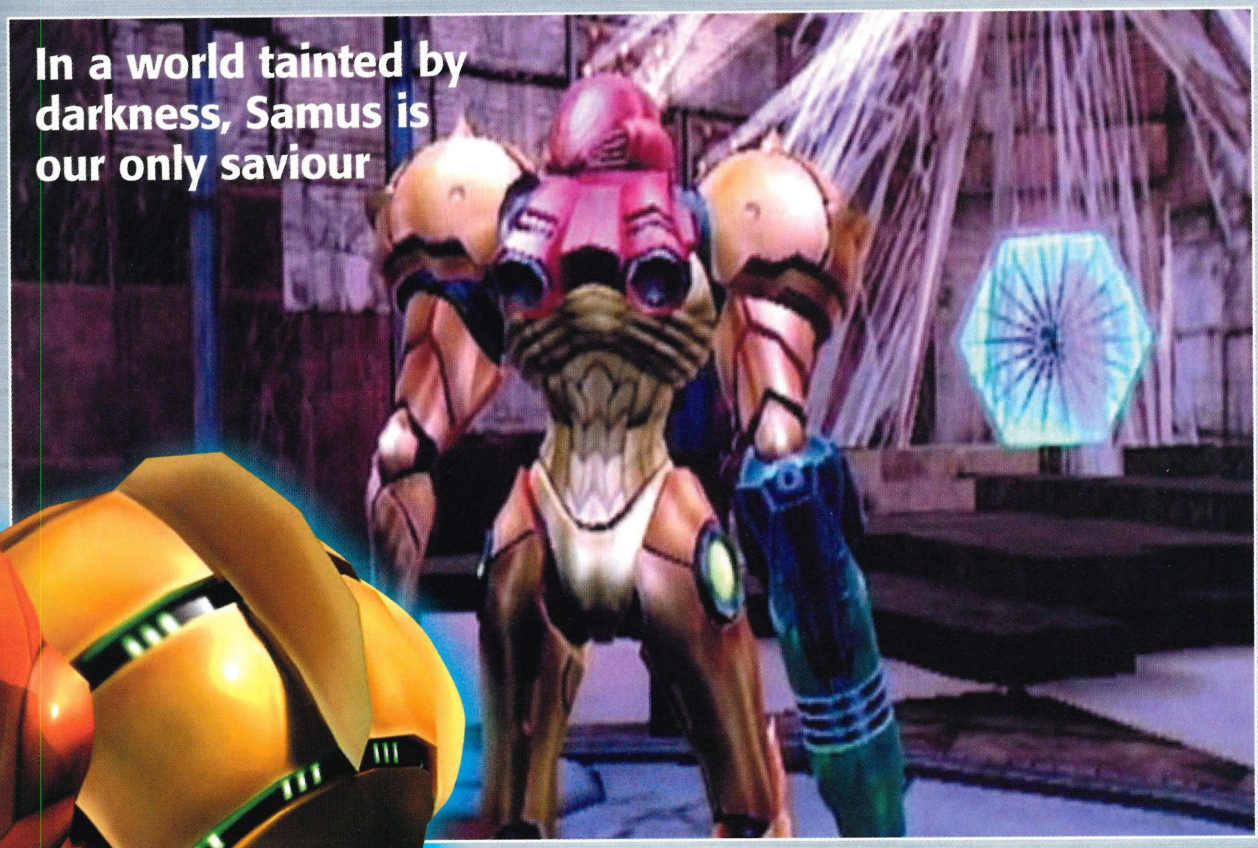
CUBE INFORMATION

METROID PRIME 2: ECHOES	
PUBLISHER:	NINTENDO
DEVELOPER:	RETRO STUDIOS
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

DEC '04 | FEB '05 | 29 NOV '04



In a world tainted by darkness, Samus is our only saviour



METROID PR

WE HAVE TO admit it: we were extremely sceptical as to the likelihood of *Metroid Prime 2* actually making it onto the GameCube. It was only six months ago that Retro Studios was advertising for level designers, and as we reported back then, it was a bit late in the day to be publicly looking for extra team members. We can only assume then that Retro was looking for people to help speed the development process up, because what was shown at E3 was very impressive.

So, the sequel to **CUBE**'s favourite GameCube title in existence is definitely coming to GameCube and not Revolution. Better still, it's already

"IT WAS DIFFICULT TO SEE HOW RETRO WOULD WOW THE SHOW CROWD YET AGAIN, BUT IT MANAGED IT, AND HERE'S HOW..."





FLIP-REVERSE

IS THERE AN ECHO IN HERE?

■ One of the new Visors, the Echo Visor, allows Samus to locate secret areas and cloaked enemies by bouncing sound off of them in a sonar style. This will supersede the X-Ray Visor.

SAFE SPOT

TAKE A BREATHER GIRL

■ Samus needs to travel between the Light and Dark Aether to complete her mission, but the dark world's atmosphere is so toxic that she has to regularly visit these bubbles in order to regenerate herself.

NEW WEAPONS

REST THAT TRIGGER FINGER!

■ There are at least two brand new weapons in the game: the Light Beam and the Dark Beam. In stark contrast to Samus' standard weapons, these weapons actually eat up ammunition, which is extremely hard to find.

IME 2: ECHOES

nearing completion and will be launched in both the US and Europe in time for Xmas. But surely the game won't have the same impact that its predecessor did? How could it be anything more than *Prime* +? Before actually playing the game it was difficult to see how Retro would wow the show crowd yet again, but it did, and here's how...

The clue to what makes *Metroid Prime 2* so special lies in the name: *'Echoes.'* The Visor is an integral part of *Metroid Prime*'s gameplay, and by simply being a little bit inventive in this area, the core gameplay can be completely changed. *Echoes* will have at least two new Visors: the Echo Visor and one other top secret one. We won't even try to guess what the second one will be, but the Echo Visor will add a whole new puzzle element to the game. If you think about it, the puzzle element in *Metroid Prime* was limited to using the Thermal Visor to look for power conduits and using the X-Ray Visor to search for secret areas. This wasn't a bad thing though: the little bits of puzzle-based gameplay balanced out the intense

PREVIOUS

FROM THE MAKERS OF...

METROID PRIME

■ Near-perfect adventure game that does the *Metroid* name proud. The highest scoring game in **CUBE** so far.

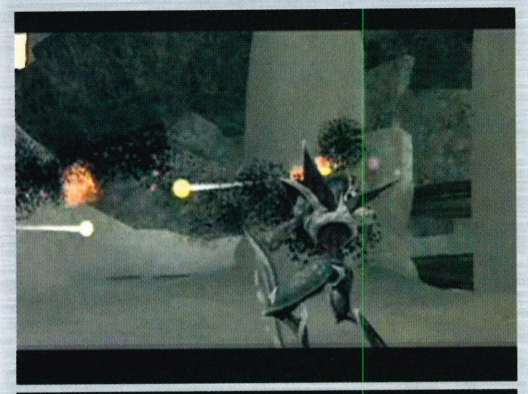


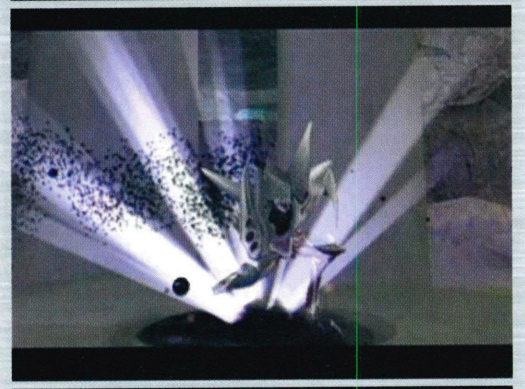
TOTALGAMES.NET RATING: 96

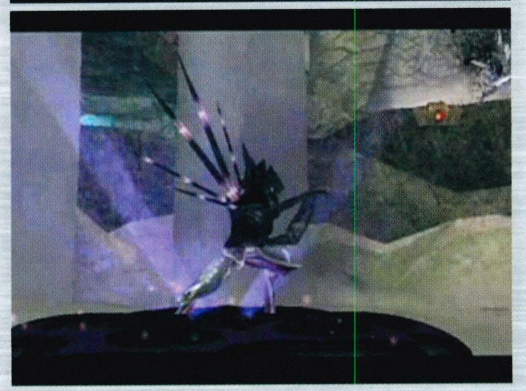
VERY SNEAKY!

NO CHANGING ROOM NEEDED

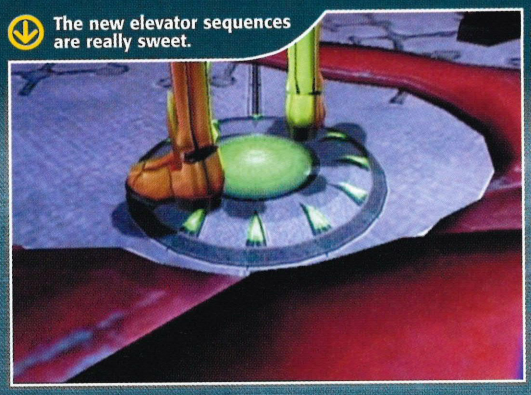
This time around the Space Pirates are there from the very beginning. Apparently they were hanging around in the dark world before Samus got there in order to get their hands of the plentiful supply of Phazon. When the dimensional rift ripped the world in two the Space Pirates were trapped, and they're not too happy about it. On top of that they've learned how to adapt their armour to protect them against both light and dark weapons. Their new technology allows them to change at will between light and dark suits. As you can see from the sequence below, when the creatures transform they turn black and grow spikes on their back. Very sneaky indeed, but they'll need more than that to beat us.







The new elevator sequences are really sweet.





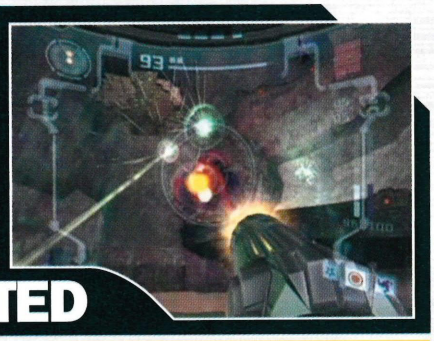
CONTINUED Space Pirate battles, but *Echoes* is different. The action is far more intense than before and it seems only right that the puzzle element should also be intensified. But what exactly does the Echo Visor do? Well, it basically enhances Samus' aural abilities 100-fold... so in tune is she with the sounds around her that she will actually be able to see sound waves and vibrations. The visor sends out signals and reads the waves that bounce back, essentially turning our trusty heroine into a submarine. This ability allows Samus to pinpoint secret areas and even locate cloaked enemies. It's also possible that this new ability could enable Samus to sense the vibrations that mines and electrified grids give off. But hang on a second: didn't the X-Ray Visor share some of these features? Yes, it did, but Retro has obviously decided that the Echo Visor is a lot cooler, as the X-Ray Visor hasn't appeared in any of the sections we played. There are bound to be a few other cool features hidden in the Echo Visor but Retro is keeping them secret.

So that just leaves the second secret Visor. For now we're going to have to speculate, but we have a sneaking suspicion that the final Visor will allow you to see into the alternate world without actually going there. So, if you're in the Light Aether, putting on the 'Trans-dimensional Visor' will let you see into the Dark Aether. Why? Retro could set up some really sneaky puzzles that would require you to set things up in both worlds. Perhaps the final section of the game will take place in a third dimension where the two worlds meet. Anyway, that's enough conjecture for now.

It's not just the Visors that make *Echoes* so special: there are also two brand new moves in the game, both of which can only be used by collecting the relevant suit upgrades. Fans of the older Metroid games will be familiar with both the Wall Jump and the Screw Attack, but neither of these moves were available in *Metroid Prime*. The Wall Jump allows you to scale sheer faces by jumping between two surfaces in a *Mario* style. The Screw Attack allows Samus to perform an air-



Check out that suit – mmm... we need it.



No need to visit the air bubbles now.

SUITED AND BOOTED

TAKE A DEEP BREATH...

At first Samus cannot exist in the Dark Aether without taking major damage, rather like she did when she tried to enter the caverns in the first *Metroid Prime*. Until she finds the Dark Suit she's limited to ducking in and out of strange bubbles of breathable air to stay alive. There's something about the Dark Suit that we like in a squidgy sort of way. Anyway, It uses the same technology that Dark Samus is using and is the final suit that you'll find in the game. We don't know of any other suits as yet, but we do know of a few upgrades such as the Screw Attack and the Wall Jump upgrades: more information on those soon.



"THE MORPHBALL CANNON IS A DEVICE THAT ALLOWS SAMUS TO ROLL INSIDE BEFORE IT BLASTS HER INTO THE AIR"



to-ground screw attack. While in the air Samus can basically drill back to the ground, thus harming any enemies she comes into contact with. The next new addition isn't really a move, but more of a very useful piece of equipment. The Morphball Cannon is a device that was only going to be used in the multiplayer games, but Retro were so pleased with the way it worked that they've used it in the main game as well. As the name suggests, this piece of equipment allows Samus to roll inside before it blasts her into the air.

As if all these new additions weren't enough, we still haven't touched on the small matter of the new weapons system. The fact that the game takes place in two dimensions has opened up a treasure trove of possibilities. As reported in the last issue of CUBE, the people of the Light Aether



MULTIPLAYER MAYHEM

PLAY AS DARK SAMUS!

Metroid Prime is the last game you'd think about adding a multiplayer mode to, but with *Echoes* it works surprisingly well. There's a bit of multiplayer footage on the Video Disc, and as you can see the action is non-stop. The Morphball really comes into its own in multiplayer, with the Boost Ball allowing players to make a quick getaway if needed.

There are plenty of multiplayer-only upgrades to pick up, such as the Death Ball (an enhanced Morphball Bomb) and the Hacker Upgrade. That last one is a bit special: it basically puts you in Scan mode all the time, and when you scan enemies you upload a virus into their system that shuts down certain functions.



All that detail and it still runs smoothly. Multiplayer works far really well too.

IN THE CUBE WITH...



MARK PACINI

POSITION: GAME DIRECTOR
POSITION: RETRO STUDIOS

CUBE was recently lucky enough to be part of a roundtable discussion with a panel of the *Echoes* team, including *Echoes* Director Mark Pacini. Here's what he had to say:

MP: Samus has been called to a planet called Aether to rescue a Galactic Federation trooper squad. So, she's under the pretence that the contract is to go in and get these guys out. But, as in all interesting story modes, when she gets there, things are not what they seem – it's not as simple as just finding these guys. Samus finds herself in the middle of a struggle that's been going on on this planet for many, many years. A very large, planet-wide trauma has happened on Aether that actually split the planet in two. There is now a dark and a light version of Aether. Both worlds are struggling to be the dominant planet. They're struggling for their existence. So Samus finds herself in the middle of this struggle between light and dark, good and evil. Everything in the game revolves around the duality of dark and light.

From the press of the Start Button, Samus goes toe-to-toe with her old rivals, the Space Pirates. But the Space Pirates are merely fodder for our heroine, a warm-up for the threat that waits in the Dark World.

When the planet was separated into two, a dark Aether, a new type of evil, was created called the Ing. In the Light World there is a very passive race called the Luminoth, who are under duress by the Ing. The Luminoth ask Samus for help. So Samus travels between the Dark World and the Light World to help destroy the Ing. That's the general plot to the point of where we are with this E3 build. It leads into all of the game mechanics that are being developed and all of the new things that we are working on for *Metroid Prime 2: Echoes*.

Throughout the game Samus receives weapons and technology from the Luminoth. Samus is able to use the technology that the Luminoth have been using in the war against the Ing, which includes items that are powerful or become more powerful when they get to the Dark World. In the E3 build, we showed you two of those weapons: the Light Beam and the Dark Beam. On a simple level, the Light Beam weapon is very effective against the creatures of the Dark World and conversely the Dark Beam is very effective against the creatures of the Light World.

We've tried to do different things with the charge feature. So, for example, with the Light Beam, you can see now that the charge beam now has a buckshot or a shotgun sort of approach. And the charge function of the Dark Beam is actually a blob-like liquid that will home in on creatures, and entangle them, essentially freezing them. What you'll also notice if you play the demo is that the beams actually take ammunition, which is very different from the *Metroid* franchise. We didn't design this system to be a heavy ammunition management system. It's a very supplementary and complementary system. If conventional weaponry is used to take out the Ing it's a lot harder, but if you use the Light Beam they're relatively easy to take out because they are very susceptible to the light.

So the idea is that switching beams transcends into many different parts of gameplay, not only in combating enemies. The duality takes the form of turning things on and off. The Light Beam turns things on and the Dark Beam turns them off. The Light Beam makes things grow and the Dark Beam makes things shrivel up. We wanted to really imbue the whole game with reasons to switch back and forth between weapons.

The Dark World, which the player can only enter and exit from between portals between the two worlds, is an echo of the Light World. It's such a horrible place that you'll actually take damage just by standing in the Dark World. In the E3 demo, we showed a brief example of going in and out of the Dark World and just how in a simple fashion it's going to effect gameplay. So, the Pirates are in this area that's abandoned on Aether and they can't get off. They've been mining Phazon, a material that was first introduced in *Metroid Prime 1*. Phazon, for some reason – which you'll find out – is only in the Dark World. Space Pirates, being a very brutal race, have figured out how to open portals to the Dark World and have been sending their own Pirates through to get Phazon, but not all of them make it back alive.

One of the other things that we're trying is making the environments larger. We're using a lot of new graphic techniques including indirect texturing, especially in the Dark World. And there has been an extensive amount of time put into the cinematics because we're really trying to infuse *Metroid Prime 2* with more of a cohesive story that explains what's going on. CUBE

It's difficult to appreciate *Echoes* in screenshots... watch the video!







REWORKED AND REFINED

LOOKING GOOD FOLKS

It's difficult to see from screenshots how *Echoes* improves over it's little brother, and to be honest there is no one area in which it is considerably better. The team have concentrated more on tightening up the entire engine, making textures crisper and more detailed, and increasing the polygon count. That last one is probably the most significant: it allows for massive open-plan levels (ideal for the Morphball Cannon), even larger bosses, and far more decoration. The result is a game that feels more epic rather than just looking great.



Retro claim to be using 'indirect texturing.' We'll find out what that is and get back to you.

"THE LIGHT BEAM HAS REGENERATIVE PROPERTIES WHEREAS THE DARK BEAM HAS THE TOUCH OF DEATH"



What you can't see is Samus mouthing the words: "Holy **** I didn't sign up for this ****!" Oh well.

The first boss Samus encounters in the Dark Aether is this huge burrowing bug.





What!? You've got a max missile capacity of 30!? Why do we have to work with such ammateurs...

NAUGHTY GIRL

OPPOSITES ATTRACT

The Dark Aether is a mirror opposite of the Light Aether, even to the extent that Samus' opposite number exists in the dark world. Dark Samus is introduced to you via a number of cut-scenes in which you see her taking out a horde of bugs. Just as it's your job to help the Luminoth and return the Light Aether to dominance, it's Dark Samus' job to do completely the opposite.

Dark Samus isn't your ultimate adversary but you will have to fight her on several occasions. The team reportedly found it a challenge to make her into an exciting fighting machine as they were so used to working with huge bosses as opposed to regular-sized characters. That doesn't mean the resulting enemy isn't impressive though: we've even seen her levitate!









CONTINUED (the Luminoth) will provide Samus with the weapons she needs to save their world. These consist of the Light Beam and the Dark Beam. The Light Beam has much more of an effect against the Ing (the Dark Aether creatures), and its buckshot fire pattern means you can hurt nearby enemies as well as your primary target. The Dark Beam shoots out a black liquid that envelopes the enemy and has the ability to freeze it, thus allowing you to disable your target and get a decent shot in. Both of these beams have a major drawback. They may be far more effective than Samus' standard weapons, but that effectiveness comes at a cost: limited ammo supplies. Whereas Samus' regular weapons have an unlimited energy supply, these new weapons require ammo that has to be collected in the normal way. The Light and Dark Beams also contribute to yet another puzzle aspect of the game: the former has regenerative properties whereas the Dark Beam has the touch of death. So, if you come across an unreachable ledge it may well be that you can stimulate a tree to grow a little taller or maybe shrink a bush blocking a tunnel. Some of these puzzles could work in conjunction with our currently fictional Trans-dimensional Visor.

There's much more to be said about *Echoes*, and you can read about all about the suits, the bosses and some of the new enemy abilities elsewhere in this feature. We're having trouble deciding which game we want the most out of this and *Resident Evil 4*. Both are out in November, and both demand to be played all the way through. For the moment though *Echoes* has a slight edge. We have extremely high expectations, but there's no doubt that Retro will fulfil them.

CUBE

CUBE SAYS...

FIRST IMPRESSION

■Put it this way: so impressed were we with *Echoes* at E3 that we had to come home and play all the way through *Metroid Prime* again. And what a game it is! Seeing the two games side by side (sort of) makes you realise that *Echoes* is very different although it maintains all the elements that made it such a classic in the first place. As soon as we can dig up some info on the second visor we'll let you know more.

CUBE

CUBE

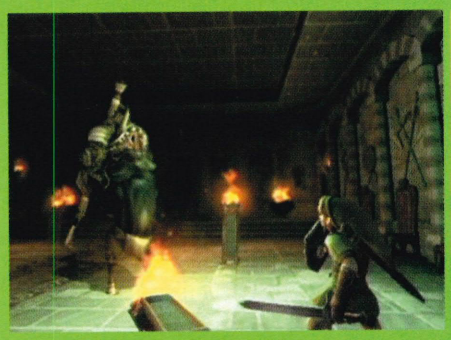
INFORMATION

THE LEGEND OF ZELDA	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	ACTION RPG
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

Q4 '05 JUL '05 Q3 '05









Link comes of age on the GameCube!



THE LEGE

NEVER IN A million years were we expecting this to happen. Regular readers will already be well aware of how many times we've gone on about how gamers and the mass market would react to a more 'realistic-looking *Zelda* game. With an entertainment industry that's ruled at the moment by fantasy adventures such as *Lord Of The Rings*, *Gladiator* and *Troy*, a more mature approach on the *Zelda* front would be met with open arms. Think about the number of people who went to see the *LOTR* films. Then think about the percentage of those people who own a games console. We'd say that every one of those people would be very interested in a realistic *Zelda* game.

"FOR THREE YEARS NINTENDO HAS BEEN BOMBARDED WITH REQUESTS FOR A FULL GAME BASED AROUND 'THAT DEMO'"











THE MANE MAN

PLAY THE SONG LINK!

■ Is this our favourite horse Epona? It could be, but Aonuma-san recently asked the press: "Why do you assume this horse and Epona are the same? It might not be." Is he just teasing? He must be. Epona wouldn't have retired already, surely?



THE LITTLE THINGS

THAT'S RIDICULOUS

■ Nintendo has always been about the little details, and the new *Zelda* is no exception. Check out the way Link's hands hold onto the reigns and his feet sit in the stirrups. And yes, it's all animated and sans glitching.

PIGGY

BEASTS OF PURE EVIL

■ The Bokoblins ride on the backs of these devil-boar. One drives while the other flings flaming arrows and swings a club. Link can dismount them on the fly, which is something we've always wanted to do in *Zelda*.

ND OF ZELDA

Nintendo, ahead of its time again (although probably inadvertently this time), suggested the perfect solution back at Spaceworld '00. Nintendo fans rejoiced: could this really be Nintendo reading the market properly? Sadly this was too good to be true, but in the three years since then Nintendo has been bombarded with requests for a full game based around 'that demo'.

The public uproar and the sales figures (*Ocarina Of Time* outsold *Wind Waker* by a massive amount), it seems, have given Nintendo no choice.

If you ask Nintendo though (Miyamoto-san and Aonuma-san to be precise) you will get a different story. With *Wind Waker* Nintendo was trying to tell a story that involved a young, child-like Link. His actions, his innocence, and his entire persona were complimented by the toon-shaded graphic style. Fair enough, we'll buy that. With *Wind Waker 2* however, the team wanted to base a story around the adult Link character. An *Ocarina Of Time*-style approach would be much more suited to an adult Link: darker, grittier and more sinister. Again, this is a fair enough comment, and in



PREVIOUS

FROM THE MAKERS OF...

ZELDA: THE WIND WAKER

■ Magical *Zelda* adventure that focuses on Link as a little boy and sticks him in a toon-shaded windy world.



TOTALGAMES.NET RATING: 95







COMPARE AND CONTRAST

JUST LOOK AT THE DIFFERENCES

As is always the case when you're trying to compare different versions of games, you don't ever appreciate the differences until you put them next to each other. We think you'll appreciate these comparisons:



Here you can see the version of Link presented in the Spaceworld '00 tech demo. Back then it was the stuff that dreams were made of. Surely it could never look this good?



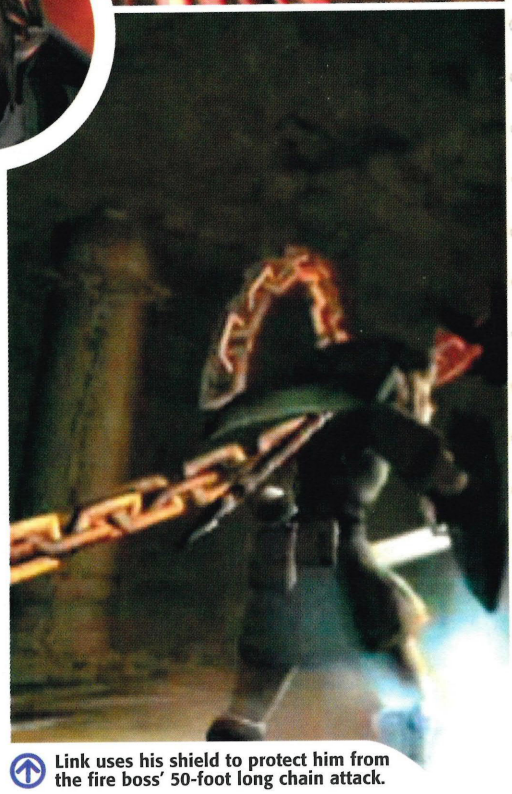
Well, no it won't look that good, it will look even better! The modelling, animation, textures and lighting are even better than we could have hoped for.



Here's a screenshot from *Ocarina Of Time*. We remember being completely awestruck when we saw the first screens for this game. Can you believe that this is merely one generation behind the GameCube?



If any proof were needed that the GameCube is light-years ahead in every way, then this screenshot does it. We stared at these two screens for ages: the difference is phenomenal, and speaks for itself.



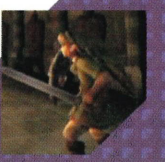
Link uses his shield to protect him from the fire boss' 50-foot long chain attack.

CONTINUED

reality it was a combination of the new angle and the public pressure that has resulted in the brand new *Legend Of Zelda* project that you see before you.

But what of *Wind Waker 2*? Nintendo was still talking about it as recently as March, so was it just lying? Well, not really: Aonuma never lied to us. What he told us was true, but everyone's imaginations automatically took us down a certain road (such is our faith in Nintendo's willingness to listen to what people want). It turns out

"WHILE IT MAY BE SET IN THE OCARINA OF TIME WORLD, AT HEART IT ACTUALLY HAS MORE IN COMMON WITH WIND WAKER."

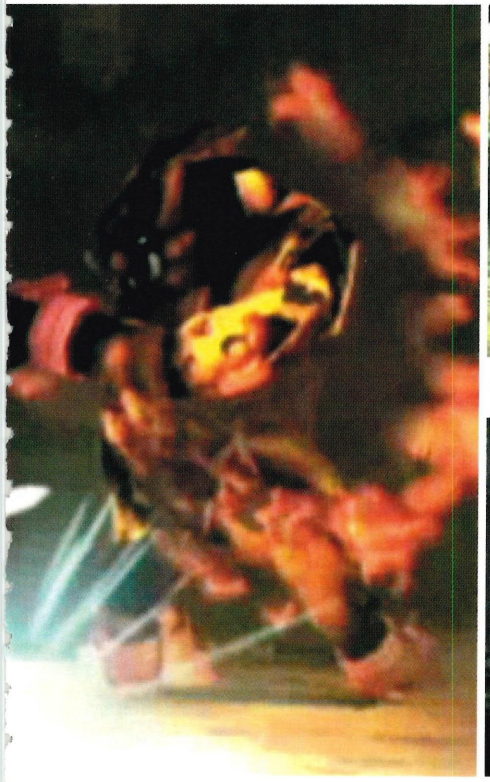


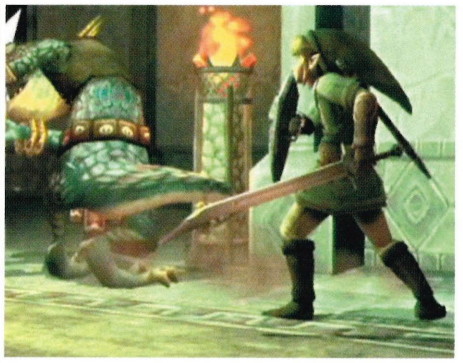




What, you think your poxy bow and arrow is a match for my steed-mounted Master Sword? Infidels...

Could we see Link using of his *Soul Calibur II* moves? It would be good, but there are no ring outs here.

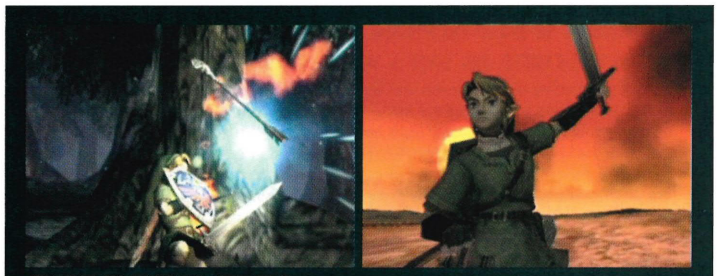




Shield yourself – it's always good to carry some sort of protection.



that while the new engine may resemble the Spaceworld demo, and while it may be set in the *Ocarina Of Time* world, at heart it actually has more in common with *Wind Waker*. The team were keen to take that magical element and use it to enhance the realistic graphics. That magical element consists of one thing: character awareness. It's all in the eyes. Miyamoto always made a big deal out of Link's eyes in the early *Wind Waker* presentations, and this element has been transferred and upgraded for the new project. The extended video trailer shown at E3 gave us the opportunity to see this in action. In one section Link defends himself from a volley of flaming arrows with his shield. Every now and then he peers over the top of the shield, and you can see from his eyes where the arrows are coming from. The fact that his eyes follow objects as well as enemies is very significant. For instance, when Link faces up against the huge fire boss, his eyes follow the chain as it slams down in front of him.



STARFOX EVIL

CARING, SHARING NINTENDO

Just when we were moaning about how Nintendo rarely ever pushes the machine when it comes to first-party offerings, it goes and gives us this. GameCube graphics have come into their own now, and all the graphically impressive games have a certain look to them. Some of the textures in *Zelda* are reminiscent of *Resident Evil 4*, while others are so obviously taken from *StarFox Adventures*. It seems likely that Capcom and Nintendo have been working together very closely when it comes to base engines. It would make sense that both *RE4* and *Zelda* are based around the libraries developed for *SFA*. What's really strange though is that Nintendo claims this new *Zelda* is running on an enhanced *Wind Waker* engine. We'd give anything to see the polygon models underneath all that toon-shading. We get the feeling it's a far more complex engine than the graphical style would lead you to believe.We can only hope that Nintendo shares its resources with other companies and not just Capcom.



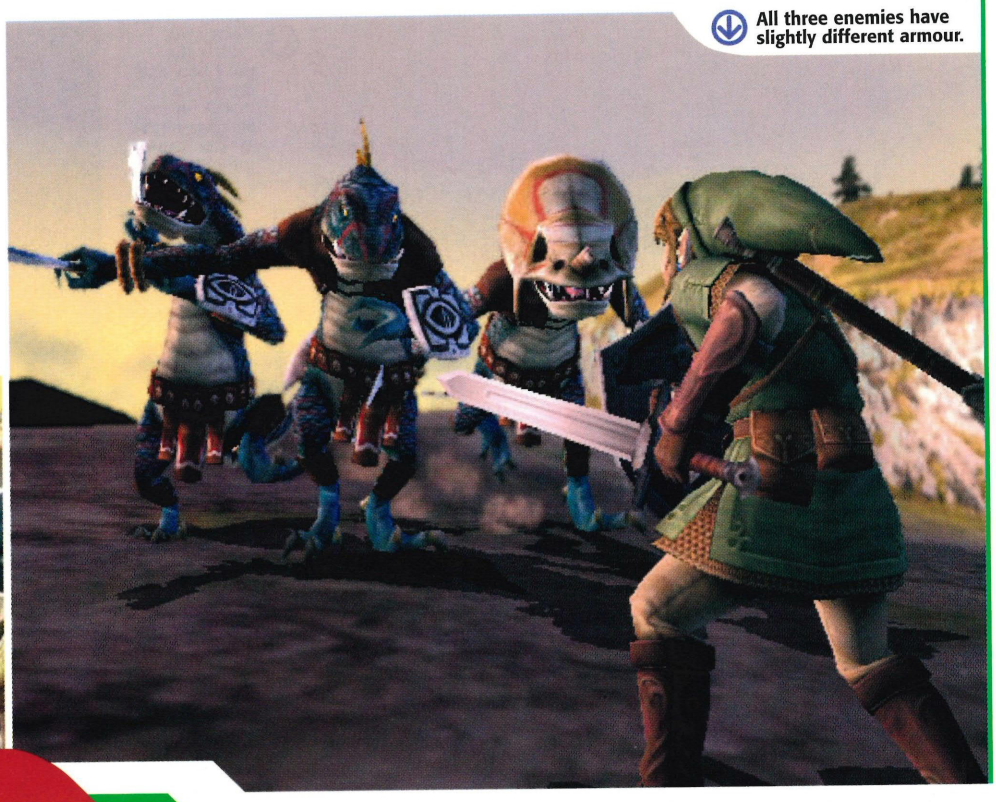
This scene is so *StarFox Adventures*. We had a feeling that game's engine would turn up again.



INDIVIDUAL STYLE

THAT LOOK IS SO LAST WEEK

Something we've noticed, even at this early stage in development, is that the enemies are all slightly different from one another. This must be a first in videogames. Sure, we know that the zombies in *Resident Evil* have slight differences, but even they are made up of around a dozen types. As far as we can see, the enemies in *Zelda* are all customised. In one of the dungeon shots you can see Link fighting against some Lizalfos enemies. One has a bone mask, while another has armour on. Though this next bit is pure speculation, the amount of armour could represent their hierarchy and the pattern of attack. So, taking out the boss first may make your life far easier... then again it might just really pee them off. If you could damage their armour in real time, that would be a real step forwards.



All three enemies have slightly different armour.



This guy has added defense in the form of bone mask.



SWEET

BAR RAISED

■ Detailed textures and atmospheric lighting may well be par for the course in this console generation but you still have to admire the quality of graphics in the new *Zelda*. Nintendo shines through again, making you feel all wubby inside.

HEADS UP

GIVE US A SMILE

■ The expressive nature of *Wind Waker* has been carried through, but this time the entire face will show how stressed, strained or overjoyed Link is. It's all in the face. Though we do wonder about his earrings... they're a bit chavy.

FINEST GREEN

THE CLOTHES SHOW

■ The level of detail on Link's clothes and armour is even more sophisticated than that found in Nintendo's Spaceworld '00 tech demo, and that really is saying something. Hmm, maybe green is the new rock n' roll... or something.



CONTINUED

So the game definitely has *Wind Waker* blood flowing through it, but graphically and chronologically speaking, this is the sequel to *Ocarina Of Time*. Galloping out of the castle grounds on horseback, travelling across sprawling barren plains, trotting across a shallow river... it all ties in so well. If we had to put the new game into words we'd say that it's a cross between *Ocarina Of Time*, *Lord Of The Rings* and *Princess Mononoke*. The *Lord Of The Rings* comparisons come from the Middle-Earth setting that *Zelda* games seem to have, and the epic horseback battles. The *Princess Mononoke* comparisons come from the



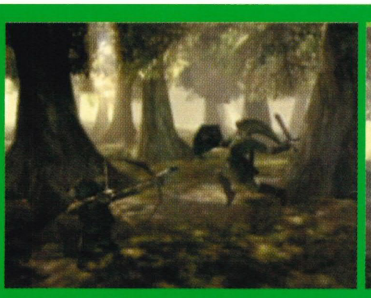
By this stage you'd be wise to Zelda's stupidity. She's got to learn to look after herself.

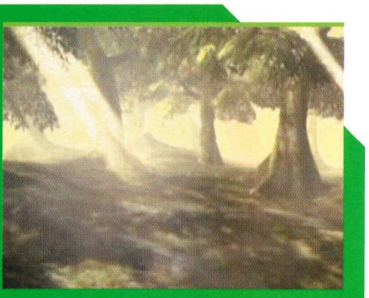


Maybe he's not doing it for the girl. Maybe all that death and destruction turns Link on.

fact that this is the only film where we've seen devil boar in battle. The Bokoblins ride upon them, two per boar: one controls the beast while another lashes out without whatever weapon it has handy. Link can swipe at enemies while he's riding. Taking out the driver is obviously the best bet, as without someone to control them the boars go all over the place and the attacking Bokoblin simply falls off.

The aspect of the game that has us most excited (and seeing as it wasn't playable, this is the only solid feature we can really make comment on) is the graphical quality. We remember how we felt the first time we saw *Ocarina Of Time*, and this is right up there with that. Elsewhere in the feature we've talked about how much better this looks than *Ocarina Of Time*, and it's amazing to see how far things have come in just a few years. Link's clothes flow when he jumps, and the animation is superb. If ever there was a case for traditional animation over mo-cap then this is it. This new project showcases, more so even than *Resident Evil 4*, the sheer amount of effects that the GameCube can chuck around while still maintaining a super-smooth framerate. The woods and the fire boss are perfect examples. We've gone into far more detail on this elsewhere.





TIME OUT

TIME WAITS FOR NO ELF!

In a return to *Ocarina Of Time* form, time in the world of Link will pass as normal. As with *OOT*, certain events will only happen at certain times, and the more dangerous enemies only venture out after dark.

There's one scene in particular that shows this off, and that's the woodland scene. Even in the day the woods are a dangerous place. Visibility is limited by the fog, and goblins lurk around every corner, but from dusk 'til dawn you really have to worry. At night the fog becomes even more dense, and an all-new creature lurks in the shadows. We're not too sure what it is, but it's black, lanky, and very powerful.

There's bound to be a quest that requires Link to go into the woods at night, and we get the feeling that elemental arrows will be the only way to get rid of this foe.



We really are very excited about the new direction the game has taken, but with a release date of summer '05 at the absolute earliest, we don't expect to hear anything new from Nintendo for a good few months yet. *The Legend Of Zelda* has the potential to be the greatest adventure game of all time, and even Aonuma has said that he's looking to create something that betters *Ocarina Of Time*. A difficult task indeed, but with Miyamoto at the helm and Aonuma working the engine, it's entirely possible. We hope to have more information soon but you know Nintendo...

CUBE

CUBE SAYS...

FIRST IMPRESSION

■ Even a month after seeing the game for the first time we're still in shock. This really does have the potential to be the greatest adventure of all time. We know how *Ocarina Of Time* made us feel a few years back, and this new game already looks set to blow it out of the water. Watch the video... then watch it again, and again, and again. Then dream. The only downside is the wait. It won't hit Japan until summer '05... what are we going to do until then?

CUBE

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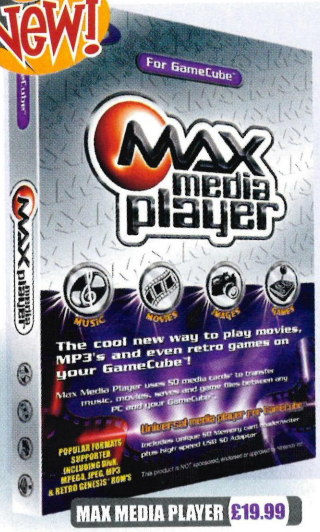
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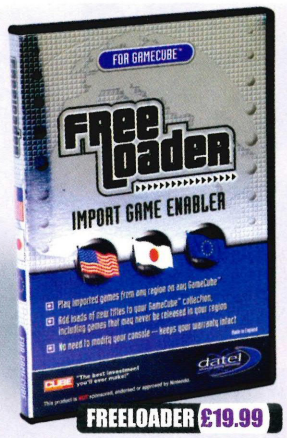
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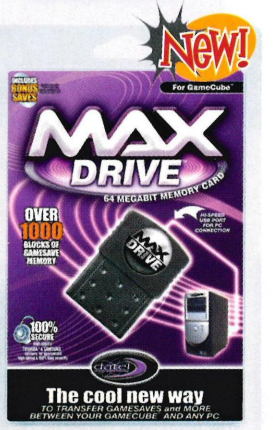
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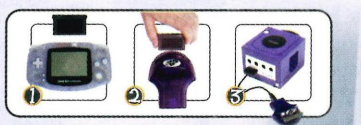
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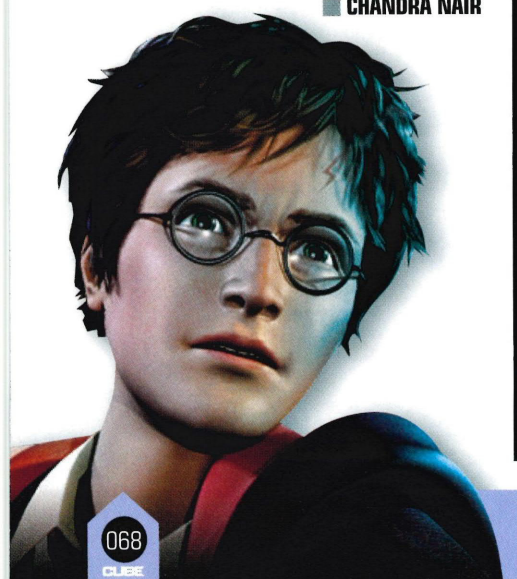
ISSUE THIRTY FOUR

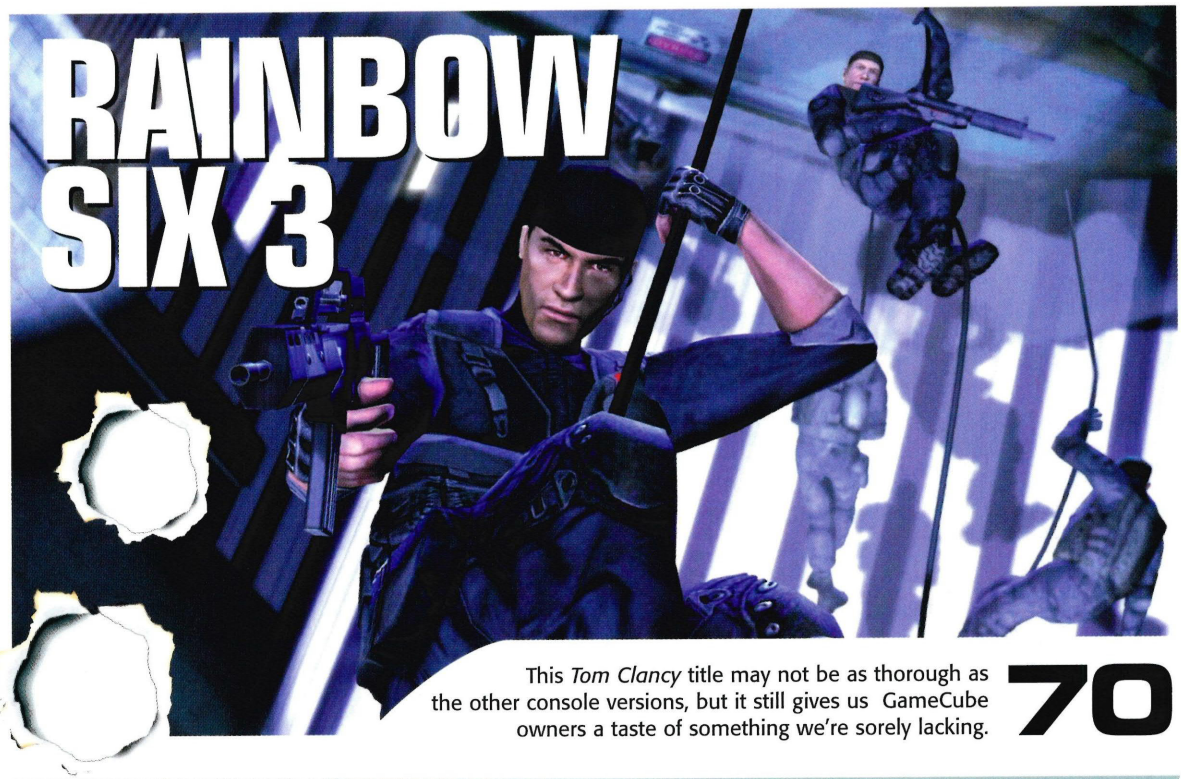
JUST A BIT STRONGER

The videogames scene has officially shut down for the summer. With E3 well and truly behind us the games business is taking a few weeks breather before it prepares for the traditional onslaught of gaming that is the final four months of the year. In the meantime we suggest you go on holiday or something. Get some air, go on a long walk, rekindle your relationship with *Metroid Prime*, *Wind Waker* and *Pikmin*... you get the picture right?

This month you can get your teeth into Ubisoft's double-whammy in the form of *Pandora Tomorrow* and *Rainbow Six 3*, which brings us onto another topic. We're pleased that Ubisoft is still supporting the GameCube, and both of its offerings this month are great games, but why should GameCube owners receive the raw end of the deal? Both games boast significant online functionality on the other consoles, and while we know that particular selling point was never going to be applicable to us, there could have been something to soften the blow. Instead, not only do we get inferior versions, but we also get them after everyone else. It doesn't add up, and to be honest it's just plain rude. Rant over.

CHANDRA NAIR





This *Tom Clancy* title may not be as thorough as the other console versions, but it still gives us GameCube owners a taste of something we're sorely lacking.

70

CUBISTS

It's unbelievable: summer has come early and we've been spending every lunchtime on the beach!

MILES GUTTERY



THE BEST THING ABOUT SUMMER: Everything. You can't be depressed in summer. Walking around in t-shirts feeling the warmth on your arms or taking the roof off the car and just cruising. I wanna live in California, drive a Trans Am, hang out with Mötely Crüe and rock constantly. Forever.

CHANDRA NAIR



THE BEST THING ABOUT SUMMER: Being able to cycle along the beach to get home, being able to play beach volleyball until nine in the evening, being able to spy on girls with my mirrored sunglasses and being able to have a barbeque every night. Whoever invented summer is a genius.

GARY ADAMS



THE BEST THING ABOUT SUMMER: When the sun is shining, it's impossible not to smile with it. Golden beams of happiness, smooth tunes leaking from the windows of second floor flats... however I'll be indoors with the curtains drawn, or I can't see my GBA screen properly.

TIM EMPEY



THE BEST THING ABOUT SUMMER: Look I'm not condoning or even acknowledging the marching season but the fact is back home the whole of Norn Iron goes on holiday for a week around 12 July. Over here – nothing. Stuck in the office with the beach only a few steps away – it's sickening.

LIZ MORRIS



THE BEST THING ABOUT SUMMER: My birthday! Whoo-hoooo! What more can a girl want than getting loads of pressies and eating twice her own body-weight in Victoria sponge cake, all in the blissful heat of a summer's day? Other than world peace and to work with animals...

STEPHANIE PEAT



THE BEST THING ABOUT SUMMER: Nothing. I don't much like the summer. It's too hot and I get all sweaty (though my granny said: "Horses sweat, men perspire – women glow.") and stuffed up. I much prefer winter because I get to be all cosy in a big coat with a furry hood and scarf.

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









HARRY POTTER POA

76 *Harry Potter* games are very much a known commodity by now. If you like the films you'll love the game, and it's also an acceptable enough adventure all on its own.

ROBOCOP

80 One upon a time Titus was a company that everyone in the games industry knew about. It's a very different story now... probably because of games like this one.

ASTERIX & OBELIX XXL

86 Didn't Atari pull out of GameCube development? Whatever posessed it to re-evaluate that stance and bring us this sub-average pap is way beyond our understanding.

82 A *Four Swords*-inspired team play game or just another shoddy film cash-in? Actually it's better than you'd think and all covered in precious, precious green.

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...



2ND OPINIONS

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

ALTERNATIVES

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

BOXOUTS

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

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.

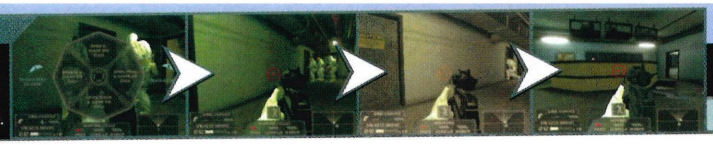
RATING 50 — **5.0 > 7.4**
Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

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!

ZULU DAWN

Set your Zulu command on one door, enter another and watch the carnage.



RAINBOW SIX 3

I can sing a rainbow... can you?

CUBE

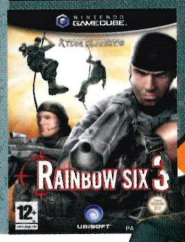
INFORMATION

RAINBOW SIX 3	
PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	8 BLOCKS

STATS

- STEALTH ACTION
- SQUAD LEVEL STRATEGY
- SPLIT-SCREEN COOPERATIVE
- NO ONLINE MODE

OUT NOW	TBA	OUT NOW



ROUND ...AND ROUND

Whenever you do something technical like breaking a lock or handcuffing a terrorist, you have to wait for all the segments in this little circle to fill up.



"THERE ARE NO SURVIVAL, NAVIGATIONAL OR MENTAL ENDURANCE SKILLS IN EVIDENCE HERE"



INVINCIBLE LIGHT BULBS: Unfortunately you can't shoot lights out or smash up the furniture, knocking you back into boring old reality. Boo!

As is always the case, the storyline is filled in by nifty cinematics. Come on lads, cheer up!

Tango, tango! With two portions of chips and some buffalo wings please...

SWEATY, GRUNTING men on their knees crawling through sewage pipes. Taking somebody out from the other side of a courtyard using a small pistol. Storming into a room with a sub-machine gun rattling away underneath you, the recoil pushing your arm socket out through your back. This is the heady world of *Rainbow Six 3*, and as usual you're in command of an elite battle unit, the best of the best, the cream of the US army cake, the cherry in the President's eye – oh wait there. Hold the review a second. There's a big weight on the **CUBE** collective chest and we need to get rid of it, so bear with us for a moment or two.

Let's get this straight – in *Rainbow Six 3* you and your squad of soldiers run into rooms, throw grenades and fire guns. Now, this sounds like pretty standard soldiering-type stuff to us! The special guys do loads of cool things like learn how to walk through a field without mooing cows giving away their position, or how to navigate using the stars, and how to evade entire search parties for days at a time – things like that. We've never, EVER played as a 'super-mega-powered-elite-bred-for-combat' mentalist and done things like this. Occasional bomb disposal, perhaps, but the most remarkable thing that these guys do for the majority of the time is display unthinkable strength in their right arms as they hold machine-guns in a straight line for hours at a time. There are no survival, navigational or mental endurance skills in evidence here – not even a bit of dental work using a cocktail stick and some mushed up leaves. Just itchy trigger fingers and a thirst for blood. So, please, stop this 'elite' nonsense – it's blatantly there to get Americans excited. And while we're at it, we wish they'd stop referring to each other as 'gentlemen' in the cut-scenes too. Their job is to kill people – that's about as gentle as being kicked in the neck.

Right, now back to the review. Sorry for the rant, but these things need to be said. You and your gang of chumps are all tooled up with some bone-shatteringly powerful weaponry and it's your job to infiltrate various environments and rescue hostages, kill terrorists and dispose of bombs. In true Tom Clancy style there is a politically driven storyline loosely attached to the proceedings, but like game like book – the real draw here is the technology and violence on offer. A fantasy world of one man and his chums taking on an entire army, a testosterone-filled adventure where your actions are aided by ultra-thin computer monitors and satellite map displays that needlessly swoop and zoom-in to a cardboard box all the way from outer space, just to show the precision of the technology. The cut-scenes are flagrant indulgence of the vision of a typical *Matrix* fan but we'll let it pass.

JUMP! HOW HIGH?

DO THIS, DO THAT, BLAH BLAH BLAH

Managing your troops is an essential part of the *Rainbow Six 3* experience. If you run off ahead by yourself, you're going to die. Teamwork is the key to survival, and while it's tempting to just let your team do the work for you, lose a man and you'll find the mission even tougher as you have to take both their place and yours. Luckily they're not difficult to manage (even though we're missing the headset). When you want them to move somewhere, just aim the reticle and press A. If what's targeted is within their range, they'll move there with a 'yes sir' or 'affirmative'. Holding the A button down will bring up two options – hold and move out. The real fun involves doors though. Yeah, you could simply open it and wander into the next room, but asking your team-mates to blow the doors open and storm in with their guns spitting death is far more satisfying. Just remember to back them up rather than sit around twiddling your thumbs...



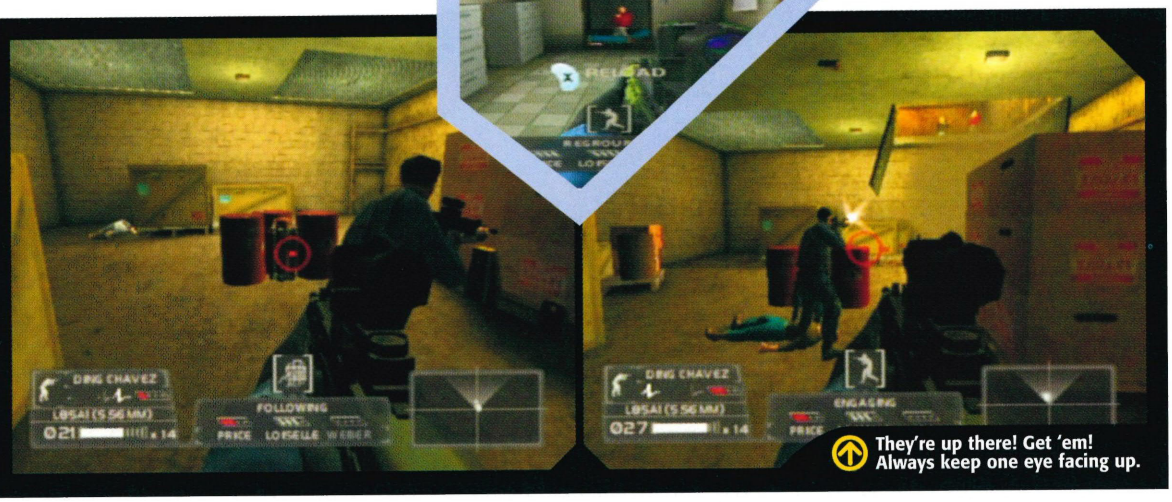
Choose wisely – the check point is miles away.

Erk! There must be something in the water. And we ain't talking about fluoride.

IT'S A TRAP!

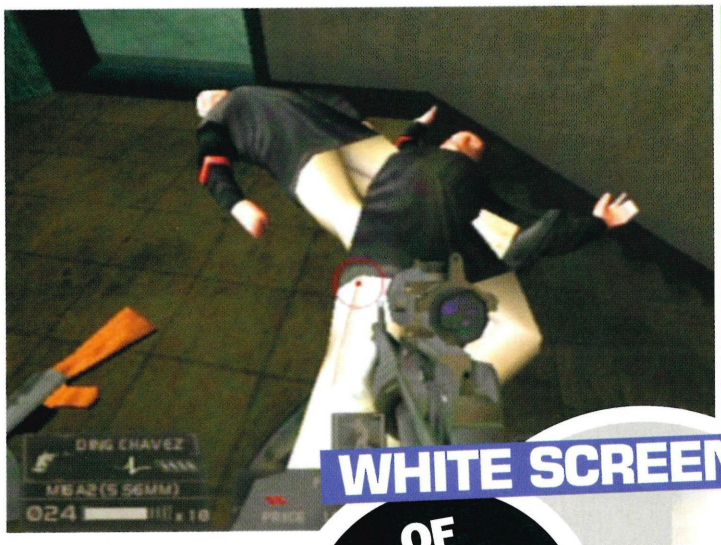
WATCH YOUR BACK

The developers of *Rainbow Six* like to keep you on your toes. It isn't unusual to come across a situation that looks absolutely harmless, only for the tables to turn and you end up finding yourself on the wrong end of several machine guns. You soon learn to treat everything suspiciously, but try to remember not to let this paranoia creep into real life! The last thing you want to be doing in the office is creeping around corners at lunchtime and pushing up on the ceiling to make sure there's nobody waiting up there. Not that we did that or anything. We're just warning ya.



THE WAITING GAME: Always remember to keep an eye on your ammo. It takes a long time to reload – not good in the middle of an intense fire fight.

They're up there! Get 'em! Always keep one eye facing up.

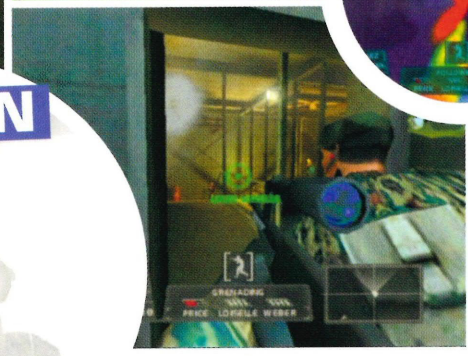


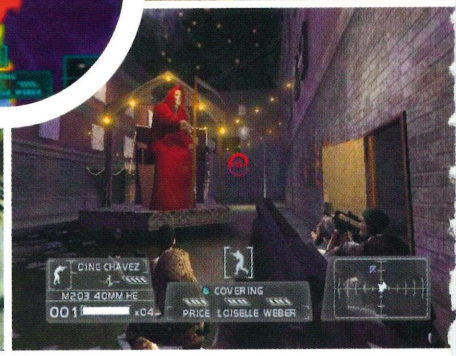
The level of detail extends to hot and cold pipes... wait. It gives a sensation of authenticity to the locations.











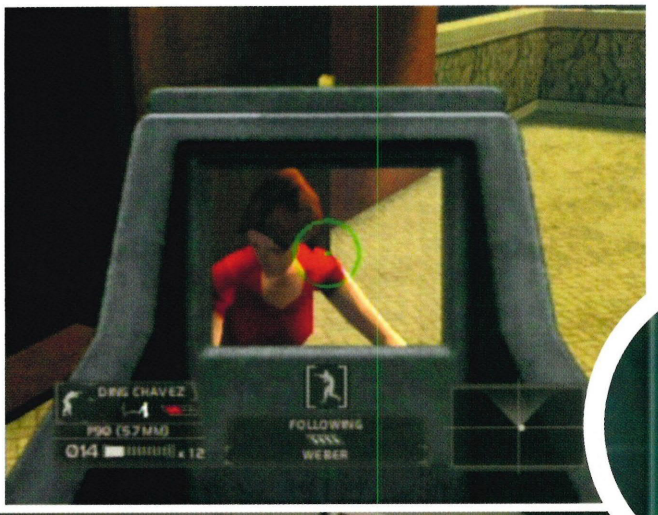
WHITE SCREEN OF DEATH

Use a Flash-Bang when you want to disable the people in a room but not harm them. Get too close, however, and a screeching noise will assault your ears.



CONTINUED

Now to the meat of the game – the one player game. And it's good. So much so (and so different) that we reckon that even if you don't like the usual *Quake/Halo/Unreal* fare, you may find yourself enjoying this one. You see, this game doesn't involve running around firing globs of futuristic plasma into an alien's face and using rockets to let you jump higher. You're not avoiding railgun slugs by running around your enemies in a large circle at high velocity like a Morris dancer on speed, and you're not playing as a giant eyeball on three legs. You're not even taking multiple bullets between the eyes and merely grunting in a terribly sexy manner as a result. No, you're sneaking through warehouses on your knees with a heavy machine-gun, three team-mates and your own competence between you and virtual death. Lean around a corner and stay there for two seconds too long and it could be game over. Sprint across a small patch of land and you could be another notch on a sniper's belt. Careful planning and constant vigilance is the way to play this game on any worthwhile difficulty level, and despite some serious gameplay issues, the satisfaction achieved from entering a room and cleanly disposing of four enemies in the same number of swift movements while ordering your troops to storm the room from a different door and clean up anything you missed means that you'll find yourself constantly coming back to



She's a hell of a looker, but she'll get you into more trouble than it's worth if she panics.



Michael Barrymore wants YOU! To join the navy and help with the washing up and stuff.



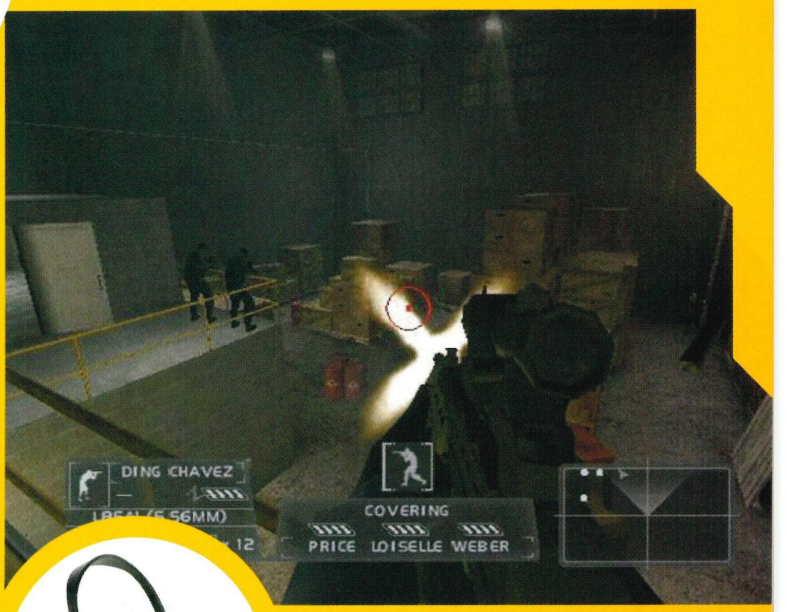
the game, even if you've been stuck on the same area for days. Interestingly, because you're always improving your game with every try, the frustration factor that is often an issue with games with a similar structure just isn't there. You'll always try a different tactic, and it's fun to find out what works and what doesn't. However, there is another side to this coin.

Aside from the missing online play and headset (see boxout: Where's Your Head At?), there's only one real problem that we have with the game, but it is rather huge. We can understand why, due to the nature of Tom Clancy's books, this isn't supposed to be just another frag-fest, but for all the realism and shadows and boasting of AI, a game has to be fun. There are no worries here – *Rainbow Six* is fun, and very much so. But it's hard to shake the feeling that it could have been a lot better, and that certain aspects of the game-design limit the scope for enjoyment. There are two factors that we feel are involved in this. The first is the focus on trail-and-error gameplay. In each level you have one or more checkpoints, which you'll start from when/if you die. Strategically placed, they offer you a safety net of sorts, so you can experiment with different tactics. However, all too often you'll be hitting the start button and starting again from the last checkpoint, all because you took a hit in an area you usually cruise through with no problems. (Notice the use of the word 'usually' there – some areas end up being tackled over and over again) The game feels too 'mathematical'. Granted, some

WHERE'S YOUR HEAD AT?

ILL COMMUNICATION

We may as well say it now – it'll have to come up eventually: *Rainbow Six 3* on the GameCube is missing the online mode that has proven to be so popular on the PS2 and Xbox. No biggy, you may think, but we can't stress enough just how much fun it is. Loads of different game types that shift the focus of the gameplay enough to make each level feel brand new all over again, voice communication, the teamwork... it really is awesome stuff. In its place we get a split-screen two-player cooperative mode. Good enough, but it feels like winning a new nose when you had the opportunity to win laser-firing eyes. Even more unforgivable, however, is the lack of a headset. The PS2 and Xbox versions of this game come with a voice recognition feature that allows you to strap on a headset and give orders to your team-mates, and while this isn't as precise as pressing buttons, it helps to streamline the controls and makes the gameplay faster, but much, much more importantly, it adds to the illusion that you're really there. It makes the game more fun – and that's the point in shelling out £40 for a tiny CD, after all. What were Ubisoft thinking!?



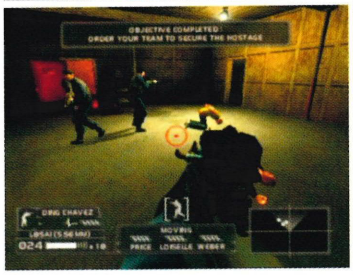


Ch-ch-check it out. Wh-wh-what's it all about? Imagine that on your head while playing.

It would feel soooo good. But NO! We're not allowed to do that 'cos we own GameCubes. Let's take this to City Hall!









It might be another day in paradise for some, but this chap's about to taste the sweet kiss of death.





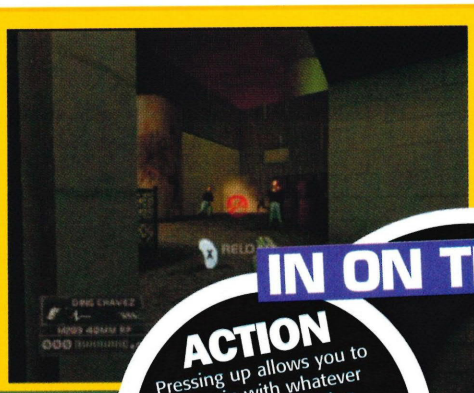




ALL IN THE STYLE

AND... ACTION!

This isn't some mere *Splinter Cell* wannabe, you know. Easing open a door and peeking through a gap with a pistol poised at the ready, and then storming a room with all guns blazing isn't unusual. In fact, that's one very cool level that emulates the famous shower room scene in that ultimate Friday night film *The Rock* where your men are cut down by machine-gun wielding maniacs from an elevated position. Just when you're getting annoyed with having to creep around everywhere and the temptation to rush into the next room is beginning to overwhelm you, you'll find yourself having to fend off attacks from all sides while your team mates coolly cover your back. Mixing the two types of combat together helps to keep things fresh. Of course, there's nothing stopping you from trying to '*Doom*' the entire game yourself, but unless you're very good, you're gonna die.



IN ON THE ACTION

Pressing up allows you to zoom in with whatever weapon you're using. Depending on what you're holding, you'll have different magnification options, with the sniper offering the most and the pistol the least.

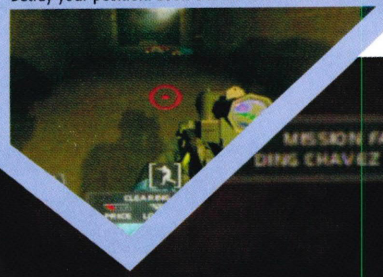


They might look hard, but underneath that camo gear they're all wearing Huggies.

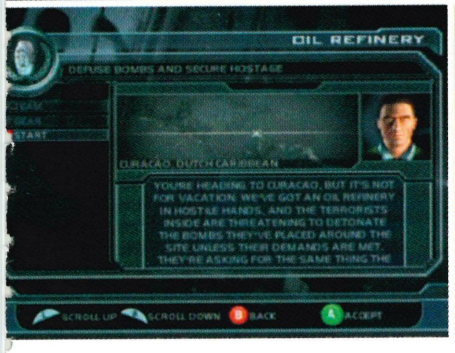
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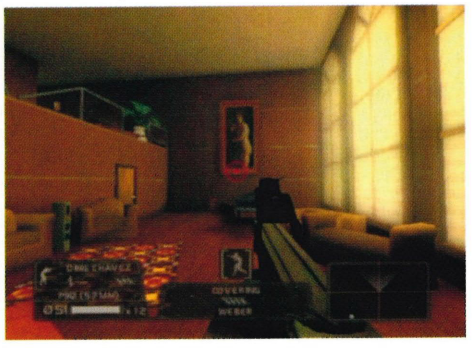
people may want this, but the scope to correct a mistake just isn't there. If you don't run through the first half of a level perfectly, then there's little chance that you'll make it through the second half intact. Realistic? More so than most games. The type who will appreciate this uncompassionate style of gameplay are very small in number and probably don't own a GameCube anyway. *Rainbow Six 3* often feels as if it doesn't quite know what it wants – you can die from a single shot to the head, yet on occasion the game feels very 'arcadey'. The other factor is the physics. With a game that has such convincing firearms, the engine itself isn't very dynamic. You can't shoot out lights or throw china around, punch a hole in a TV screen or clamber over gates. *Splinter Cell*, for all its faults, does a good job of allowing you to sink into its world. *Rainbow Six*, however, makes it very clear that you're playing a videogame with every door that you can't step through, despite it looking

SHADOW GAMES: Watch out for shadows – throwing them into an enemy's line of sight will betray your position. Look out for their's too...



Is it us or does that crate on the left have a pair of eyes stuck on it? Most odd...





DOUBLE DARE

IT'S A DATE!

Okay we might not be able to go online, but at least we get some two-player split screen cooperative action! Great. Unfairness aside, this mode proves to be immensely good fun, with each player covering the other's back, but unfortunately, you can only play levels you've already completed. ARGH! When will they learn? Why do developers think *Halo* is played so often – no it's not the graphics or hype. It's the fact that two friends can spend an entire weekend playing through the game together. We don't know what ridiculous reason there is for not allowing us to do just that in this game, and frankly we don't want to either. We'd probably end up ripping our own hearts out and strangling the nearest person with the wobbly bits that spurt purple blood. Calm down... we'll just have to accept the fact that you can play though levels you've already completed... with a friend! D'oh.



Now would be a good time to make peace with your fellow man, join hands and enjoy a good old-fashioned snow ball fight. Yeah!

exactly the same as one next to it that you can open. The possibilities for a game of this type taking advantage of current console's power are astounding. Shooting a vase with a silenced pistol so that it appears to have fallen off of a shelf, causing somebody to walk over and inspect it while you waste another bullet by embedding it into their head, for example. Or how about pushing a trolley across a room in order to use as cover, like they always do in action films? Or even something as simple as being able to smash a window and have the falling shards of glass cut somebody's face open. We know that developers could do things like this in this current generation, but it seems that we're still destined to play memory test games rather than get to use our own ingenuity.

For all of this moaning though, you'll *Rainbow Six* a lot. It's fantastically satisfying, and there are some brilliant set pieces along the way. The sound effects are really something else, and the level design is a good mix of flat, open areas where you have to be extra careful of snipers, and tight twisty corridors where your only hope of survival is to be quick with the tear gas and sharp with your pistol. It's a tough, fun game that will have you coming back for more until you've mastered it. But it all feels a little dated now. Be aware that this isn't your typical shooter either... silent, but violent.

GARY

"THE FRUSTRATION FACTOR THAT IS OFTEN AN ISSUE WITH SIMILAR GAMES JUST ISN'T THERE"

CUBE VERDICT

RAINBOW SIX 3

HARSH, BUT FUN

VISUALS
Not spectacular, but atmospheric.

AUDIO
Wonderful sound effects and stirring music.

GAMEPLAY
A missed opportunity by some counts, but still great.

LIFESPAN
Super-tough, with multiplayer options!

ORIGINALITY
There's a '3' in the title. Work it out.

2ND OPINION

SIX 3! "The fact that you die easily does ramp up the tension, but really only get this version if you don't own a PS2 or Xbox."

TIM

ALTERNATIVE

Something a little more 'hands-on', sir? *PT will be* reviewed next month.

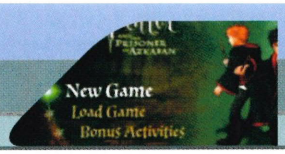


SPLINTER CELL
Reviewed: Issue 19 CUBE Rating: 8.8

FINAL SCORE

8.2

A THRILLING, SNEAKY SHOOTER OF A GAME



DEMENTALISTS

After you've fought the Spell Book, Harry faints. Quickly get him away from the Dementors.



It's a kind of magic

HARRY POTTER AND THE PRISONER OF AZKABAN

CUBE

INFORMATION

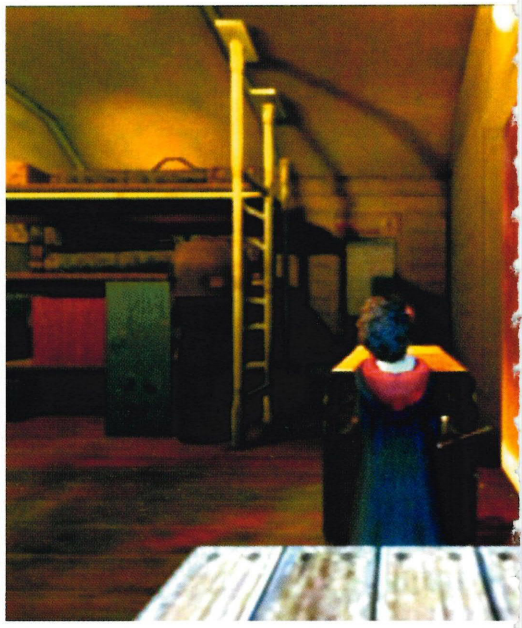
HARRY POTTER	
PUBLISHER:	EA
DEVELOPER:	EA
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	4 BLOCKS

STATS

- STEPHEN FRY NARRATES
- PLAY AS THREE CHARACTERS
- LOADS OF MINI-GAMES
- FLY BUCKBEAK

04 JUN '04	TBA	04 JUN '04







You know he's going to get off with Hermione, no competition from the ginger.

You've read the books. Now experience Harry's latest adventure on your console...

IT'S BEEN A tough few years for wee li'l Harry Potter. First of all his parents were killed by the Dark Lord Voldemort when he was just a nipper and he was forced to live under the stairs at his snooty auntie and uncle's house. Then, just when things start to look up, Voldemort tries to pop him off, not just once, but twice. It's a hard life for Hogwarts' number one student, and it's just about to get a whole lot harder.

For those of you who've somehow managed to miss the movie or failed to read the books, the story goes thus: it's Harry's third year at the school of Witchcraft and Wizardry and the poor kid's finally succumbed to the perils of puberty. Out is the naive boy of *Chamber Of Secrets* and in his place is a hairier, darker and angst ridden Harry. But puberty isn't the hardest thing Harry has to deal with this year, as he quickly discovers that his godfather – the infamous Sirius Black – has escaped from Azkaban prison and the prison's guards, the



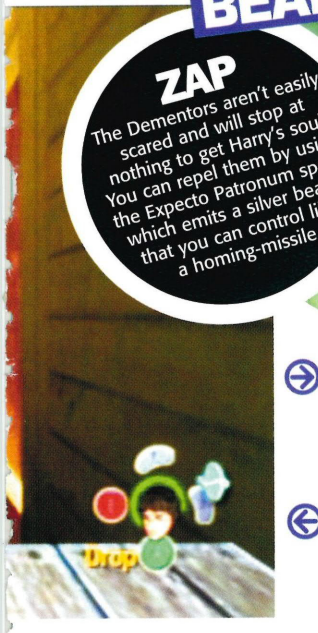


The ultimate trophy for any trainspotter – the Hogwart's Express.

BEAM ME UP

ZAP

The Dementors aren't easily scared and will stop at nothing to get Harry's soul. You can repel them by using the Expecto Patronum spell, which emits a silver beam that you can control like a homing-missile.

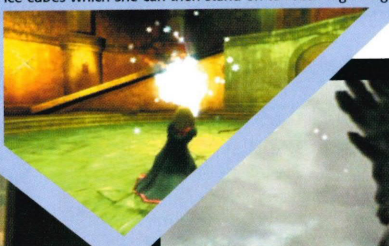


Hermione is the smartest and learns the most spells.

Shift it you wee weedly wizard. Block pushing, the new brown.



FREEZE!: Hermione has the ability to freeze objects with her Glacius spell. It's handy, as she can put out fires or build ice-cubes which she can then stand on to reach high ledges.



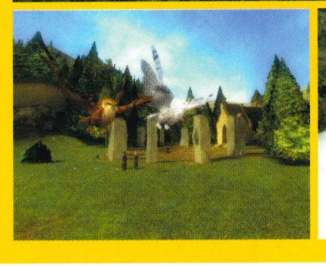
Hippo-grief – it's not even hippo related – it's a horse.

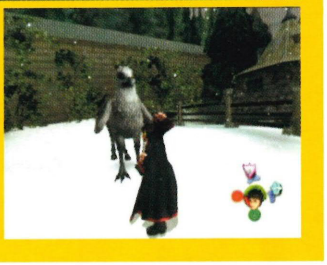
ANIMAL MAGIC

A MAN'S BEST FRIEND IS HIS OWL

No witch or wizard would be complete without a faithful sidekick, and *Harry Potter And The Prisoner Of Azkaban* really makes good use of them. Harry's owl Hedwig pops up in the game on several occasions to help Harry out of some sticky situations. As long as you have an Owl treat (which can be found in pots or bought from Fred and George's shop) you can take control of Hedwig and use him to find help or get to previously unreachable locations. You can also improve Hedwig's performance by buying an Owl Maintenance kit, so he can win the flying race against the other owls. Other animals you can use are Buckbeak (Hagrid's Hippogriff) that you can mount and use to fly around Hogwarts in search of potion ingredients, which is a real time saver. Alternatively, if you buy the Snufflifors spell you can turn small books into mice, which can then be used to crawl into mouse holes to pick up hidden objects such as cards. Aren't they smart?







soul-sucking Dementors, have come to Hogwarts to find him... and Harry Potter. So far, so good, but EA could hardly screw up on the storyline front, could they?

On first appearances, *Harry Potter And The Prisoner Of Azkaban* looks promising, especially with the welcome addition of the team-play function. In a similar vein to *Sonic Heroes*, players can take control of either Harry, Ron or Hermione by simply pressing the B button.

The trick to the team play function is to learn what each character's strengths and weaknesses are so you can use them accordingly. For instance Harry is very athletic so he can climb ropes, pull himself up onto high ledges, balance on thin beams and jump long distances. Ron on the other hand has a sixth sense that allows him to see hidden objects such as secret passageways, whilst Hermione is small so she can crawl through narrow spaces. Unlike *Sonic Heroes* however, the team play function has been implemented incredibly well, adds more depth to an otherwise exhausted genre and is a real boon for *Harry Potter* fans who should finally have the well-rounded experience they've been hoping for since the first game was released.

As well as their physical abilities, each character has been given a number of unique spells that you can pick-up during the game. Whilst all three characters have two basic spells, Flippendo and Expelliarmus, they each get additional spells, the number of which depends on their magic skills. Hermione gets the most spells, with an extra four on top of the standard two spells. These are Glacius, which can freeze water and put out fires, Reparo that fixes broken objects, Draconifors that brings dragon statues to life and Snufflifors which turns books into mice. Harry is next with two extra spells, Carpe Retractum, which acts like a rope to pull objects closer to Harry and vice-versa, and Expecto Patronum that casts a beam of silver light to fend off the Dementors. Last but not least is Ron, with Lumos Duo which emits a ray of light from his wand that he can use to light crystals and stun goblins. Not only is this a nice touch – EA has clearly put some thought into each character's attributes – but it's incredibly handy as some of the game's enemies are much

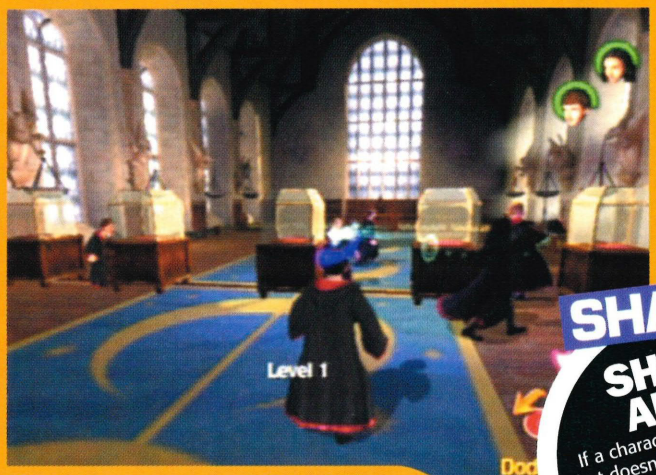
"PLAYERS CAN TAKE CONTROL OF EITHER HARRY, RON OR HERMIONE BY SIMPLY PRESSING THE B BUTTON"



A BIT ON THE SIDE

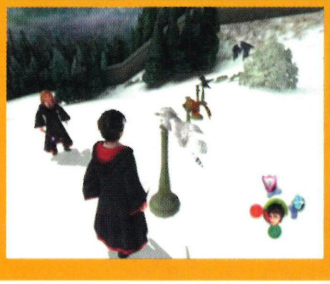
TIRED OF BEING CHASED BY EVIL MINIONS? THEN TAKE A BREATHER...

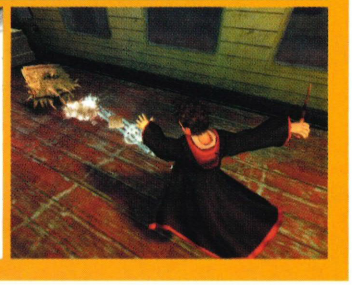
Whilst Harry and chums have plenty to deal with in the main game, you can take a break from all the action by partaking in some of the side missions. These come in several flavours. One form is the mini-game – outside of Hogwarts there are some stone platforms that, if stood on, activate a mini game. These include racing Hedwig against other owls and trying to catch some bats with Buckbeak. If you win, you're rewarded with some handy goodies plus you get some practice in learning how to control the flying creatures. Another form of side-mission is the collection of missing objects which, if found, win you House Points. Alternatively, you can take on harder challenges like the Dark Forces test, where Hermione has to gather up all the dark force scrolls. By doing this, you can greatly improve your spell-casting abilities. Like the other *Harry Potter* games, you can also collect the Cards scattered about Hogwarts, which give the characters extra endurance or House Points.



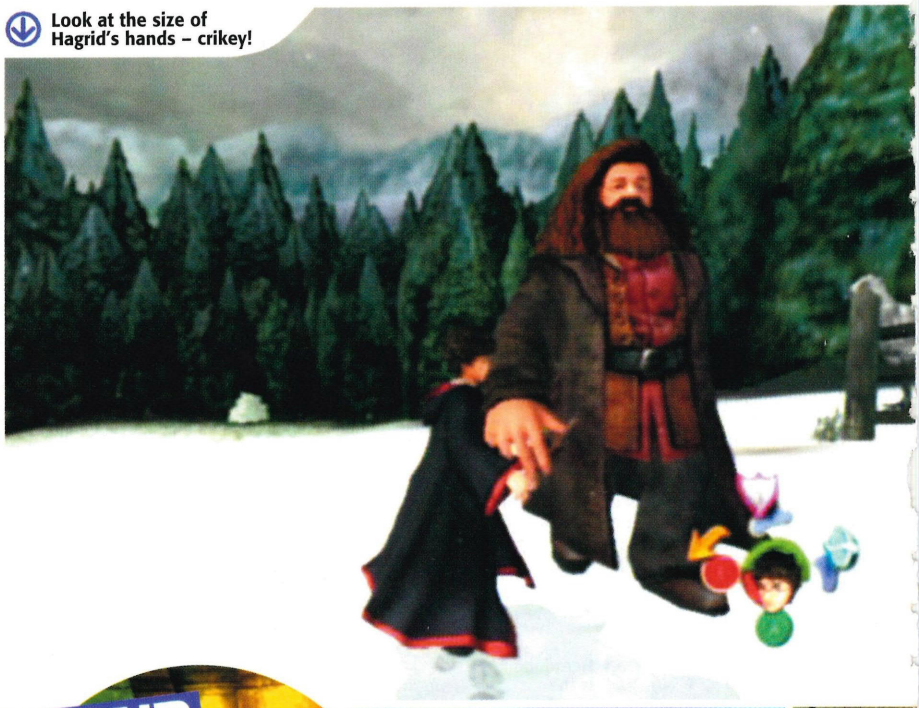
Deathmatchs in *Harry Potter*... oh okay then knockout matches, bleedin' kids!







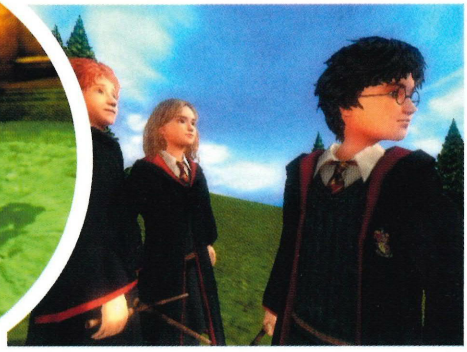
Look at the size of Hagrid's hands – crikey!



SHARE AND SHARE ALIKE

If a character needs a potion but doesn't have any on them and someone else does, then take control of that character, stand next to the injured one and they'll hand it over.



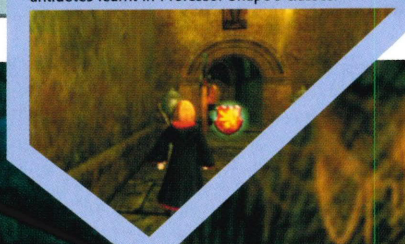




CONTINUED tougher than in the previous titles and require all three characters' skills to defeat them. Note we stress some of the enemies, as the final showdown with the Dementors is ridiculously simple and highly anticlimactic and might make you wonder why you bothered putting all the effort in before.

Graphically, the game has evolved to match the mature tone of the book/movie. The simple, bold graphics of *Chamber Of Secrets* have gone by the wayside and in their place is a muted colour-palate and more background textures with some extra attention to detail. The characters have also received a makeover, with taller, leaner frames, older looking faces and all-new animations. For example, Harry has a cat-like grace to him now and no longer wobbles as he walks on ledges. He can also run faster and generally has more control over his movements. The level designs have also received a few tweaks here and there, with a couple of impressive set-pieces from the film like the Dementor's attack on the Hogwart's Express, larger environments and, thanks to the game being divided into 'terms', there's real-time weather effects such as snow, rain and wind depending on which season it is. Even with these improvements, however, the game looks a little bland and certainly doesn't push the GameCube to its limits, although the control system might push you to yours.

Considering EA already has a bounty of *Harry Potter* titles under its belt, it makes you wonder how the control system could still be this temperamental. One of the most notable problems is the targeting system that hinders the gameplay rather than helps it. For some strange and unfathomable reason, the characters occasionally target objects they're not even facing or items that pose no threat at all – such as walls or doors. It's frustrating, it's annoying and



RECIPE FOR DISASTER?: Hogwarts is full of poisonous critters, so you'll need the necessary antidotes learnt in Professor Snape's classes.

"Right, ginger you go down there, Harry come with me."



Once Hermione got her fake ID she was quickly off to the disco.

"I have sweeties back at home, if you'd like to have some."



it's inexcusable at this stage.

Another problem is the character handling, as they tend to over-shoot the object you're aiming at. This is especially true in Buckbeaks case, who couldn't turn on a sixpence if its feet were stapled to it. At the other end of the spectrum, some characters (especially Ron) take a few seconds before they react at all and rarely manage to dodge out of the way of trouble, so it seems a tad pointless having the dodge option at all.

Still, kids seem to have more patience for these things than adults do, so it shouldn't be too much of a problem for younger gamers. The puzzles, whilst plentiful and varied in their content, don't offer any real challenge and a child of average intelligence should have the game completed in a day. The only real challenge is the side missions, where you need to collect various objects hidden about Hogwarts. It's not always clear what you need to gather, so you can spend a lot of time just wandering about the grounds until you happen to stumble across something. Thankfully, vital objects, such as potion ingredients, have an orange light shining on them, so you know where to look for those. However, it pays off to thoroughly explore each room as you could easily overlook an item that you'll need later in the game. It's not always easy finding your way back to a room containing an important item should you have to retrace your steps.

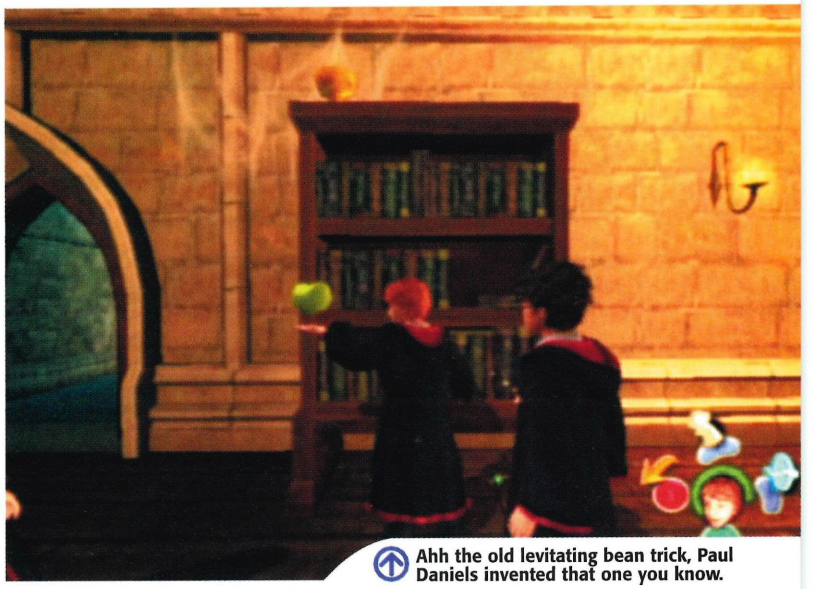
The Prisoner Of Azkaban does everything it sets out to do, but that's clearly not very much. Whilst the team-play system is superbly implemented and the animations have greatly improved, the game still lacks in originality and any real challenge. We completed it in four hours. Kids should enjoy this, but try renting it out first, or you might be disappointed.

LIZ

MAGIC BEANS

BEANS, BEANS, GOOD FOR YOUR HEART...

There are plenty of objects hidden about Hogwarts, but you can always buy a few more if you're running low. Ron's brothers Fred and George can help you out on this front from their shop in the sixth floor bathroom. Collect as many Bertie Bott's Every Flavour Beans as you can find, as they can be exchanged for goods such as Cards, Potions, Spells, Books and Owl Treats to name a few. You won't be able to access the shop at all times, as the sixth floor is normally only open at night time, so you'll have to sneak past the Prefects and Knight Guards to get there. It's worth the effort though, as the items you buy can help you out on your next mission, especially the potions that can provide you with extra stamina or cure you from Doxy poisoning should get bitten by the little imps.



Ahh the old levitating bean trick, Paul Daniels invented that one you know.

"THE TARGETING SYSTEM HINDERS THE GAMEPLAY RATHER THAN HELPS IT"

CUBE VERDICT

HARRY POTTER

FUN FOR KIDS, BUT NO CHALLENGE

VISUALS
Nice real-time weather effects and improved textures.

AUDIO
Good voice-likenesses and a nice musical score.

GAMEPLAY
It's incredibly simple but there's a nice mix of puzzles and action.

LIFESPAN
A couple of hours, then you won't want to come back.

ORIGINALITY
The team-play idea is new to Harry Potter but the rest is typical stuff.

ALTERNATIVE

A superb adventure that's funny, original and quirky. A must have.



BEYOND GOOD & EVIL

Reviewed: Issue 29 CUBE Rating: 9.4

2ND OPINION

HOGWASH! "Fans will lap this up, but only the younger ones, the older ones are now finding girls attractive, especially that Hermione, rarr."

TIM

FINAL SCORE

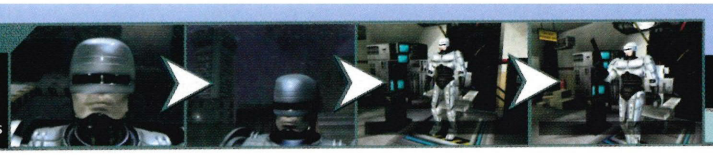
6·8

HARRY MAY BE OLDER BUT THIS IS NOT MUCH BETTER THAN CHAMBER OF SECRETS



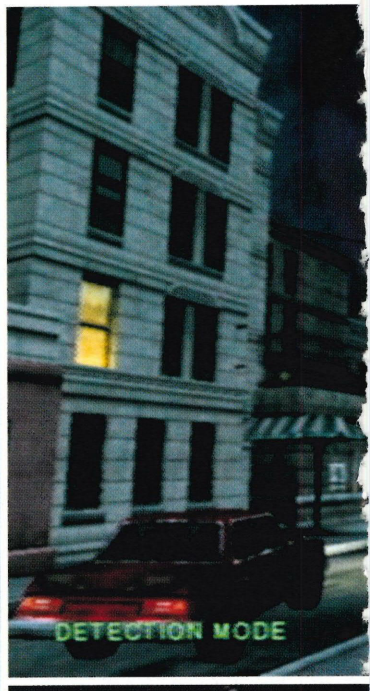
MURPHYS STOUT

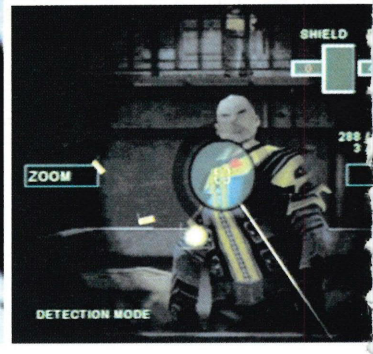
The short animated sequences provide a throwback to those happier Robocop times



Laying down Murphy's law







CUBE

INFORMATION

ROBOCOP	
PUBLISHER:	AVALON
DEVELOPER:	AVALON
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	4 BLOCKS

STATS

- NINE KEY MISSIONS
- SIX MAIN WEAPONS
- 30+ TYPES OF ENEMY
- THREE DIFFICULTY SETTINGS

OUT NOW	OUT NOW	OUT NOW



Dead or alive, this game shouldn't be going with anyone

WHY BOTHER? Possibly the first question to enter your head after hearing that *Robocop* was finally coming to a console near you. Sure, this guy was cool once and we've all quoted the odd line from the first film but *Robocop* was 'the future of law enforcement' 17 years ago, and lets just say *Starsky And Hutch* have aged better.

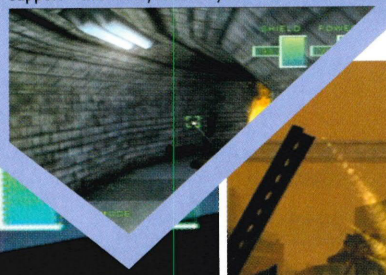
Half man, half machine, all cop, Alex Murphy was the hybrid copper who subsequently gave birth to a couple of shameful sequels, a painfully cheesy animated series and of course the inevitable game franchise. The first two films got a bodged up version made from plasticine and cardboard that failed to impress amongst the Commodore/Spectrum machines and by the time Sega gave us the battle of the robots in *Robocop Vs The Terminator* in the mid-90's, which can best be described as piss-poor, things were starting to get out of hand.

Now the big fella is back and the next generation games consoles get given the *Robocop* treatment and yet everything seems so very, very late. This first-person shooter is the kind of product we should have been seeing four years ago, something that could motivate us into appreciating something that looks good or plays well but in today's environment, Murphy is much more bad cop than good cop.

Once again your mission is to pound the city streets protecting the innocent and taking out the trash. Early on this is broken up into very small bite-size pieces that only take a few seconds to complete and require you to shoot one or two of your general drug dealer/robber types. As the game progresses your wider mission to wipe out a psycho central computer system unfolds and things begin to take on greater relevance. Regardless of the consequences though, *Robocop* just isn't the man for the job and the list of shoot-'em-ups' that do this so much better, led by the likes of *Metroid Prime*

ROBOCOP

ONE MACHINE WAR: Despite their constant presence, you've got no back up at all. There's no Officer Lewis or air support – this time you're on your own.



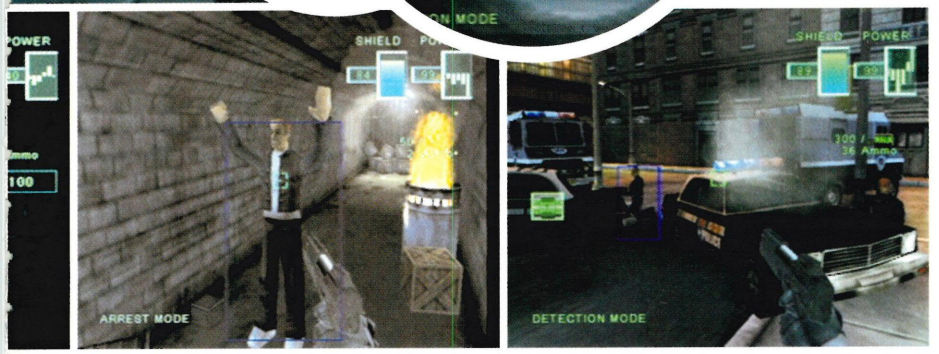
DEAD EYE

ZOOM AND BOOM

The two zoom modes make targeting the enemy much easier, even if they're quite close. Accuracy is crucial, as the game can be quite picky about registering a clean shot.

You finally get your hands on what you think is a decent piece of kit – then it turns out to be a shoddy grenade launcher.

Dectection Mode – good for putting boxes round people – not half as good as Off Mode though.



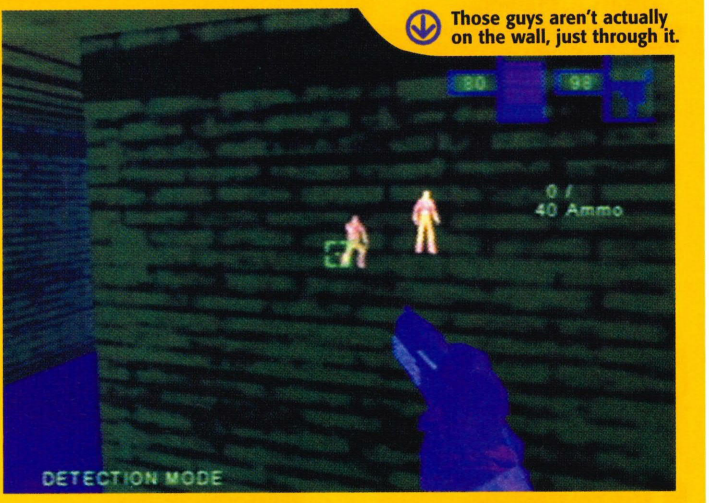
HOT IN THE CITY

ROBOCOP TURNS UP THE HEAT...

In first-person shooters such as *Robocop*, the adrenalin junkie in you just wants to pound through the city throwing lead at anything that moves like Clint Eastwood strolling down the high street in a Western. However, as you progress through the levels you should take time out to flick on your thermal imager every now and then to point you in the right direction.

The enemy don't usually move around too much so if you see one hiding behind a wall you can slide casually around and shoot him in the face before he can cry: "Arrgh there's a man with a metal forehead!" From the tight confines of the city sewers to the wider backdrops of a corporation headquarters, a single press of the D-pad will turn the world orange and blue and you've got the bad guys on toast.

Those guys aren't actually on the wall, just through it.



"YOU MOVE LIKE A 1980S ROBOTIC DANCER RATHER THAN A PINNACLE OF 21ST CENTURY MECHANICS"

and *TimeSplitters 2*, is long enough to fill a small a book.

Visually it's uninspiring with a simple two-dimensional feel that doesn't carry the depth to really draw you into the game which, for a first-person shooter, is pretty disappointing stuff. Characters seem to be kept at a distance for as long as possible because the closer they get the more ragged and disjointed they become. It's not exactly a kickback to those Spectrum days and some of the backdrops do scrub up nicely later in the game as the setting moves away from the granular streets of the Bronx but *Robocop* doesn't have any real charisma to keep itself alive.

The controls aren't a great help either. You have your standard left thumbstick multi-directional movement but it is very slow, to the extent that if you want to walk around a corner you need to change the direction you are facing and then push it forward again to walk. Apart from your general up and down, the right thumbstick doesn't allow you to move your head and if you try pressing left or right you slide sideways like an ice-skating crab trying to moonwalk and you move as awkwardly as a 1980s robotic dancer rather than the pinnacle of 21st Century mechanics.

You have a few simple tools to help you on your way with a decent stack of weapons (including a kick-ass machine gun attachment), buoyed with a decent zoom and a thermal imager for those up close and personal kills. Locking onto targets isn't too easy though and sometimes just turning the sights red isn't a sure sign that your man is going down. This can be painful if you're convinced that you just shot this guy in the head and he's still walking around.

Sadly, *Robocop* is just a bad game that would only have passed as decent a couple of years ago. 20 seconds to comply? That's how long it will take until you've chosen the former from Robocop's infamous line 'dead or alive you're coming with me'. The good thing is that this fresh piece of the franchise isn't accompanied by another crap *Robocop* movie.

IAN

CUBE VERDICT

ROBOCOP

THREE YEARS TOO LATE

VISUALS
Rough and chunky in too many places with little fluidity.

AUDIO
As much character as his voice but some nice FX.

GAMEPLAY
Movement is awkward and the action is often too distant.

LIFESPAN
Not long. Any fun-junkie gamer should have something better.

ORIGINALITY
Been there and done that – several years ago.

ALTERNATIVE

Originality and style – not just a poorly rated shoot-'em-up franchise.



TIMESPLITTERS 2
Reviewed: 11 CUBE Rating: 9.5

2ND OPINION

GUINNESS! "Do you want to play this? Really, do ya? Look I'm not talking 'yes' for an answer. I'll ask again – do you want to play this?"

TIM

FINAL SCORE

5·4

THIS HAS BEEN SCRAPED FROM THE BARREL OF LACKLUSTRE SHOOTERS

PLAYTIME

Leave the characters alone they'll get jiggy with whoever's nearest them.



Slug surprise anyone?

SHREK 2

Shrek makes a return in 'actually quite a good game' shocker!

CUBE

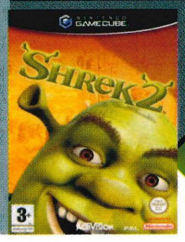
INFORMATION

SHREK 2	
PUBLISHER:	ACTIVISION
DEVELOPER:	LUXOFLUX
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	12 BLOCKS

STATS

- OFFICIAL FILM LICENSE
- FOUR-PLAYER SIMULTANEOUS
- LOADS OF BONUS GAMES
- 'HERO TIME' SECTIONS

OUT NOW	TBA	OUT NOW



POOR OLD Shrek. Sure, he's been mean in his time... he's shouted at a whole bunch of fairytale creatures and been really unkind to Donkey on several occasions, but nobody deserves to have their name ridiculed by the likes of *Shrek Extra Large*, *Shrek Super Party* and *Shrek Swamp Kart Speedway*. Funny how we didn't review those games isn't it? Yup, the lovable Scottish ogre hasn't fared too well in the videogames industry, and that's probably the reason why he sacked his management and signed up with Activision instead. You see, we all know that the *Shrek* formula could make for a good game, and Shrek's previous publisher, TDK Mediactive, will probably go green with envy when it sees the fruits of Activision's first offering.

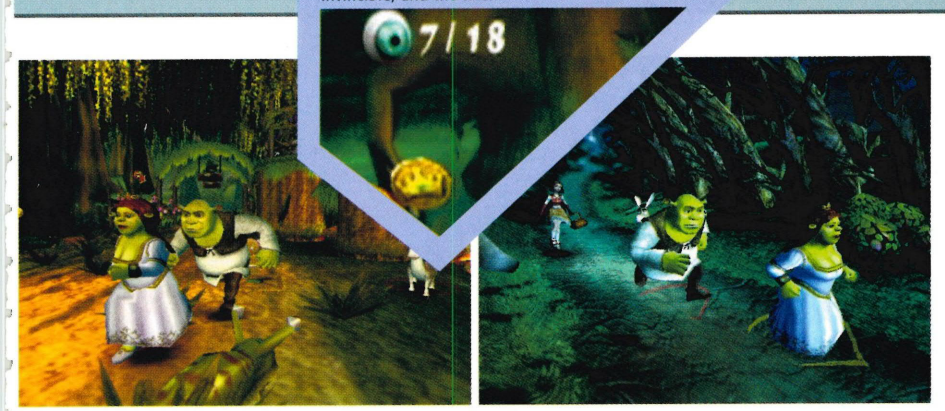
BELLY FLOP

FEEL MY WEIGHT! Shrek's special move is his belly flop, which is sure to clear an area of any enemies, big, fat oik that he is.



Antonio Banderas does the voice for that cat, y'know.

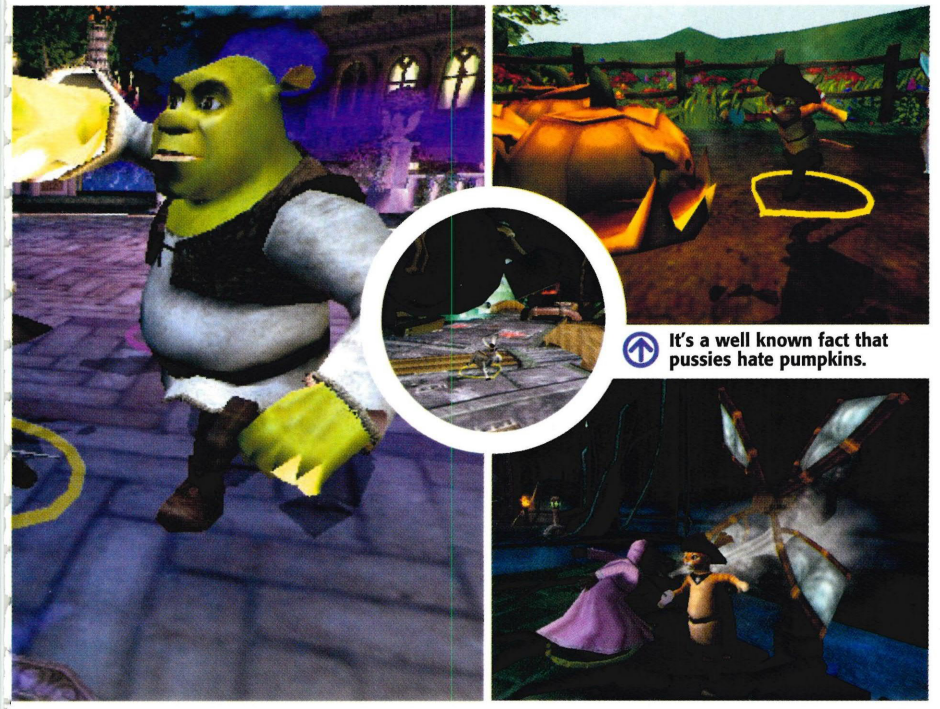
COLLECT 'EM ALL: Along the way you can collect various items, which fill your health, make you invincible, and the like.



Shrek 2 is every bit the film tie-in, and with the summer blockbuster movie all set to hit the big screens right about now, Activision has done well to bring us a faithful recreation. The game takes on the form of a simultaneous four-player adventure (which is the best way to play the game), but there's still plenty of fun to be had for the lone player. In single-player mode you can switch between the four characters at the tap of a button, while the computer takes control of the remaining three in a *Secret Of Mana* style. It's this character swapping system that provides the basis for the entire game. There are eleven playable characters available as the game progresses, and every different stage of the game will see you controlling a slightly different set-up. The line-up of characters all ties in with the storyline, which sticks very closely to the film. For example, Princess Fiona stays in Far Far Away while Shrek and co go off to ask the Fairy Godmother for a potion, and Puss In Boots doesn't become available until you defeat him in the woods.

Every character has a standard attack and a special attack, and the level design is based around these individual moves. Shrek has the strength to carry large objects, Donkey can kick open gates, Gingerbread Man has a projectile attack and the ability to attract animals with cookies, and Princess Fiona can slow down time. It's really simple to flick between the characters on the fly, and the puzzles, while relatively simple, are well thought out and fun. That's probably the word that you should take away from this review: 'fun'.

In order to highlight the characters' abilities, and to break up the exploration, every now and then you'll get to take part in 'Hero Time' events. These are basically bonus games starring one particular character.



It's a well known fact that pussies hate pumpkins.

STEP RIGHT UP!

THIS ONE'S JUST FOR YOU...

Every now and then you'll get the chance to take part in 'Hero Time' bonus levels. These consist of short fillers that take advantage of one particular character's abilities. The Mirror On The Wall shouts out: "It's Hero Time," before inviting one character to the stage. That character then either has to go from A to B, or complete a task within a set time limit. You don't have to worry about failing, as you can attempt the level as many times as you want. There's nothing to lose and everything to gain. Examples include Puss In Boots sliding and tightrope walking across vines, which is our favourite by far.



Donkeys and dragons... it's sick! SICK we tell you!





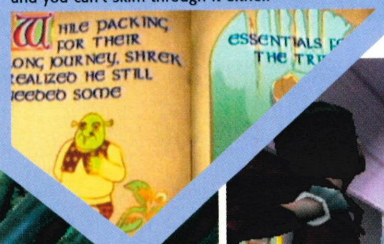
Puss in boots puts the moves on bad guys like only a welly-wearing cat can.

Princess Fiona's Hero Time sees her bursting blue tits left, right and centre.

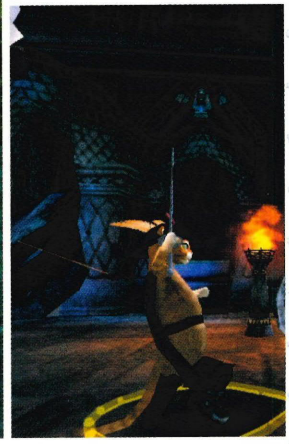


We wouldn't stand so close to that donkey's arse if we were you.

STORY TIME: Each level is introduced in a bedtime story style... it's probably the most annoying part of the game and you can't skim through it either.



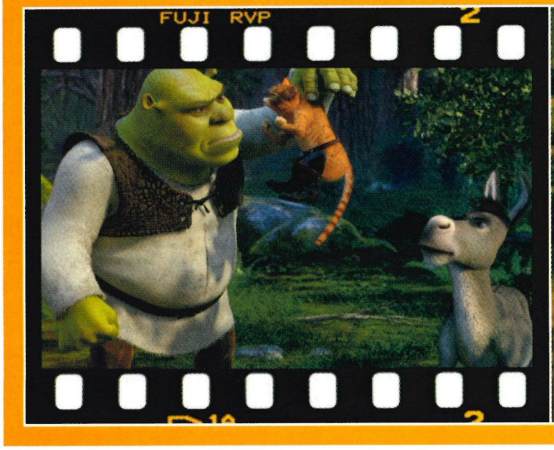


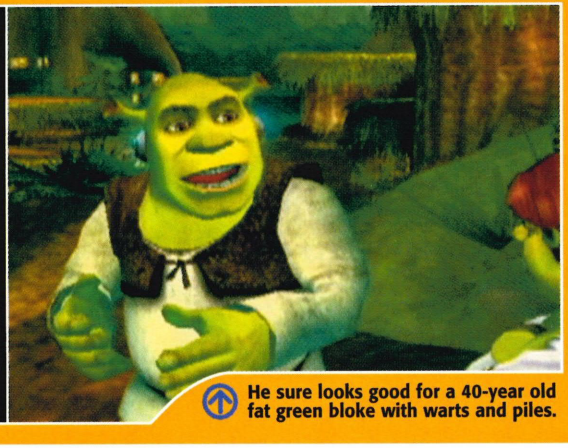


JUST A DREAM?

LOOKING GOOD FROM OUR END

When you consider the amount of man hours and processing power that it takes to make a film like *Shrek 2*, you have to be impressed at what a £90 games console can do. When you look close-up at the character models from both the film and the videogame, you they're pretty damned close. It further underlines the point that we're almost at the stage where graphics can't really get significantly better. Sure, Dreamworks are using tens of thousands of polygons for their character models, but if *Shrek 3* on Nintendo Revolution achieved that, would it actually make the game any better? No.
Anyway, back to original point, *Shrek 2* is quite pretty when you look at this from that angle.





He sure looks good for a 40-year old fat green bloke with warts and piles.

CONTINUED

For instance, Donkey gets to chase a runaway carriage on the back of Dragon... actually, hold on a second. Can we just sort something out before we continue? What sick pervert thought up the scenario where a dragon goes out with a donkey? That's gotta hurt. And just think of the children... my God, think of the children! Anyway, we were talking about something relatively important just now. Erm... naff games, TDK, Hero Time, donkeys... oh yeah, right. These are basically bonus games starring one particular character. For instance, the aforementioned Dragon riding (bareback as well... that's just wrong) and Puss In Boots gets to slide down ropes and collect bonus coins. Again, it's all good fun, if a little painful.

Graphically *Shrek 2* is best compared to *Final Fantasy: Crystal Chronicles*. Four characters running around 3D worlds from an isometric viewpoint... yup, it's a very similar – albeit inferior – state of affairs. Let's face it, nothing is



Pray for mercy from Puss In Boots! Yeah, okay mate.



A size 21 to the chops soon sorts out our would-be Ogre-killer. Now he'll join your team.





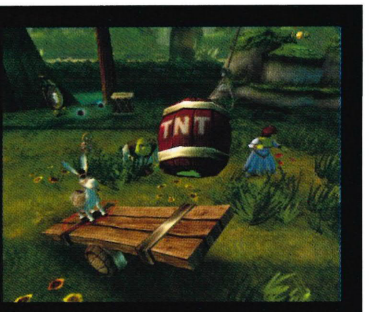
We have to say, we prefer the human princess... not that we're racist or anything.

TAITERS!

TA BE SURE

Every now and then a Leprechaun will pop up and offer you the chance to buy upgrades for health and special move abilities. Cheeky get tends to hide though.





PUZZLE TIME

CAN YOU WORK IT OUT YET?

The puzzles in the game are all very simple... in fact they're hardly puzzles at all: just solutions to problems. What matters though is that there's plenty of variation, and it's all good fun. Here are just a few examples:

Cow Crazy: some gates are too large even for Donkey's Buckaroo-style move, and in these situations there will always be a cow nearby. Simply whack the cow to wake it up, and keep whacking it to get it moving. When it gets to the gate it'll kick it open.

Seesaw: by placing one character on one end of a seesaw and using Shrek's bellyflop on the other you can launch them high into the air. This is useful for reaching higher platforms or catapulting yourself over high fences.

Slooooow: There are various situations where Princess Fiona has to slow down time in order to progress. For example, one of your tasks is to catch a bunch of fairies that are normally way too fast for you. In some areas groups of vampire bats block your path, and slowing them down enables you to pick them out one by one.

Buzz Off: Gingerbread Man can throw cookies on the floor to lure wild animals into selected areas. For example, when crossing a bridge you can lure the piranhas out of the water with the cookies, thus leaving them stranded.

"WE SAW ALL THE GAME HAD TO OFFER IN UNDER EIGHT HOURS, EVEN WITH PONCING ABOUT A LOT"

ever going to look as good as *FF:CC* (okay, okay, eventually something will, but not just yet) but *Shrek 2* comes quite close. As with *FF:CC*, the camera is quite often zoomed out to make your life easier, but you can zoom in with the C-stick, and it's then that you get to appreciate the detailed character models. Dreamworks CG they ain't, but they're damned close.

So far so good, but *Shrek 2* does have its problems. Four-player games such as this one will always have problems with characters getting stuck behind scenery. It only happened a few times in the whole time we were playing it, and the problem was easily solved by taking control of that character and leading them out. Still, it didn't happen in *FF:CC*. The other problem – and this is the main downer – is the length of the game. We'd seen all that the game has to offer in under eight hours, and that was with us poncing about quite a lot. Admittedly this game is aimed at a younger audience, but there are plenty of more mature *Shrek* fans out there, and we didn't tire of the game throughout an entire day's play. It's really enjoyable, but there's no way that we're forking out forty smackers for a game that'll last eight hours.

So it seems that *Shrek 2* works on two levels, or layers – for the more accomplished gamer we would encourage anyone who enjoyed the first *Shrek* film to have a look at this. Definitely rent it, because it's great fun while it lasts. If however you're not that great with a pad, don't have much time for games, or if you're buying this for a younger gamer, it comes thoroughly recommended. The level introductions are a bit forced, but the one-liners, comic asides, character interaction and laid back gameplay is the perfect accompaniment for the summer sun. Put on some shades, sip some lemonade, and in the morning we're gonna make some waffles!

CHANDRA

CUBE VERDICT

SHREK 2

FUN, BUT SHORT-LIVED, MULTIPLAYER ACTION

VISUALS
Not as pretty as FFCC, but it recreates the film perfectly.

AUDIO
The tunes and voiceovers are pure Shrek, which is a good thing.

GAMEPLAY
Basic gameplay that somehow manages to be varied.

LIFESPAN
Sadly it won't last your average person more than a few days.

ORIGINALITY
Been done before many times, but the license suits it well.

ALTERNATIVE

More *Secret Of Mana* than *Final Fantasy*, but since when was that a bad thing?



FINAL FANTASY CC

Reviewed: Issue 30 CUBE Rating: 9.0

2ND OPINION

DUNNO! "To be honest, no one could bring themselves to play this apart from Chandra, so you'll have to take his word for it. One for *Shrek* fans only."

TIM

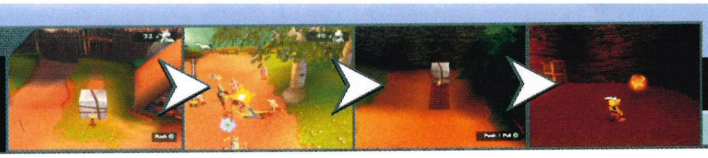
FINAL SCORE

7.8

CRYSTAL CHRONICLES FOR A YOUNGER AUDIENCE

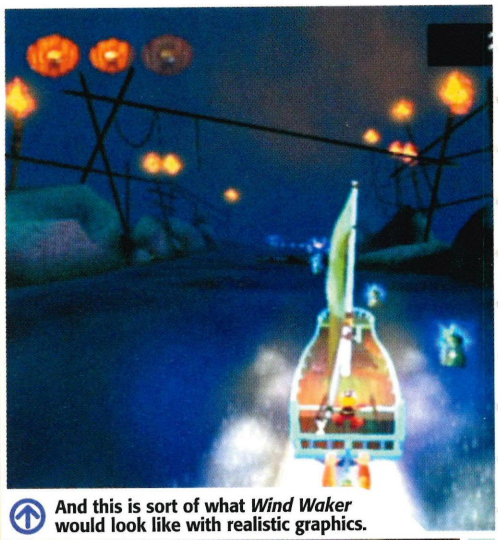
REST ON THEM

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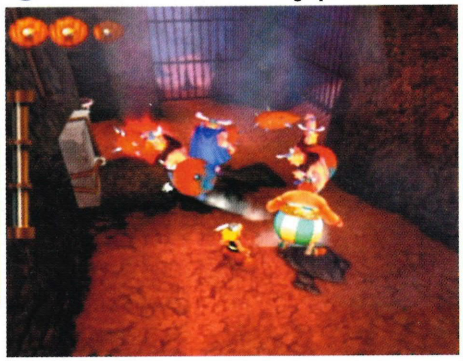


French fancy





And this is sort of what *Wind Waker* would look like with realistic graphics.



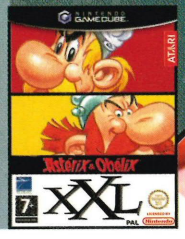
CUBE INFORMATION

ASTERIX & OBELIX XXL	
PUBLISHER:	ATARI
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	FRANCE
PLAYERS:	1
MEMORY:	5 BLOCKS

STATS

- PAIRING PLAY
- DOGMATIX CAN BITE ENEMIES
- SIX LEVELS
- FAMILIAR ASTERIX CHARACTERS

JUN 04	TBA	TBA



WHAT'S YOUR POISON?

Asterix can drink a potion to get added strength and speed. With the potion you can bash through steel crates, jump up to high ledges and charge through the Roman troops.

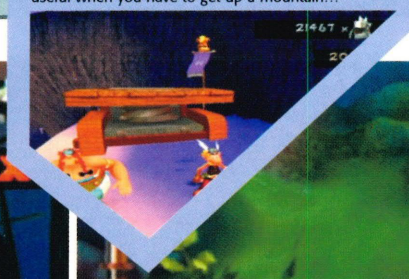


The best thing to come out of France since frogs' legs...?

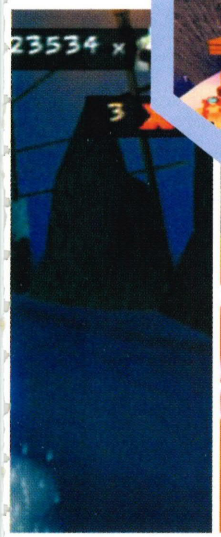
IF YOU WATCHED *The Games* on television recently, then you'd have a fair idea of how tortuous it is watching a bunch of has-beens and wannabes sweating it out over unnecessary and gruelling tasks. Well, replace the 'celebrities' with comic book characters and games with... erm, actually, that one can stay. But what do you have? Two outdated characters starring in their very own adventure that no one cares about or needs to see.

Whilst there is a trend for bringing back old franchises to our consoles, such as *The Teenage Mutant Ninja Turtles*, *Asterix & Obelix* seems like an odd choice. They were good in their time, heck, even the CUBE team owned many *Asterix & Obelix* comics when they were growing up, but if you ask your average ten-year-old outside of France who Asterix and Obelix are, you'd probably get the same blank expression you'd get if you tried explaining

ASTERIX & OB



SLING-SHOT: You can use these handy catapults to fling yourself back up to out-of-reach locations. Very useful when you have to get up a mountain...

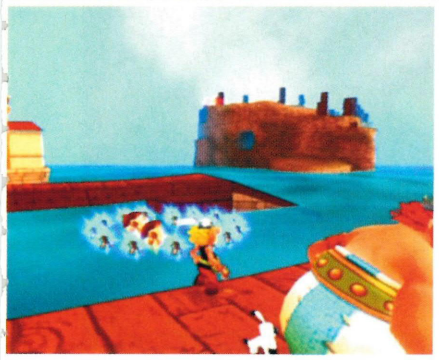


These ones hide from you so you can't grab their helmets.

Asterix kicks Dogmatix to the curb and teams up with Scooby.







Asterix and his eternal quest for Roman helmets, he loves it.

Mind you his own helmet has wings, says a lot don't it?



COMBO PLATTER

SERVE-UP A DISH OF WHOOP-ASS

We know what you're thinking. There has to be a purpose to collecting all these Roman helmets, surely? So to put your mind at rest, we'll let you in on a little secret. You can exchange the helmets for goods sold by the vendors found on each level. These include health shields and new attack combos such as The Mole (where Asterix charges underground and does a massive seismic punch) and Rage Attack (where Dogmatix can bite several guards in one go). You can only activate the combo once the Combo meter is full, which you can achieve by hitting the guards. And what can you do once you've got all the combos? Collect more helmets, that's what! Yay... or not.





He's English – the big teeth and spiffy moustache give it away.

quantum physics to Anna-Nicole Smith. And that's the fundamental problem with *Asterix & Obelix XXL*. It's a game designed for children but one that only appeals to adults.

For those of you who don't know who Asterix and Obelix are, here's a brief run-down. The year is 50 BC and the Romans have occupied the land of Gaul. However, Asterix and Obelix belong to a small faction of Gauls that refuse to be taken over by the Romans, and continue to fight for their freedom. Thankfully, Asterix and Obelix have one advantage over the Romans – a magical potion that gives them unfathomable strength and speed.

The game begins when the Romans seize Asterix's town and all the villagers are kidnapped. With the help of his trusty friend Obelix and his pooch Dogmatix, Asterix must rescue the villagers from the maniacal Caesar.

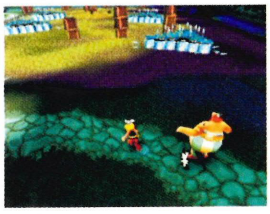
The game begins in Gaul, and takes you to five other locations from around the world, such as Helvetia, Greece, Normandy and Rome, which you can only get to by collecting pieces of Caesar's map from the rescued villagers. Once you have obtained the map segments you can move back to certain areas of the map. This is handy, as on each level you're expected to gather Golden Laurels, which are craftily hidden away. If you miss them the first time round, which is likely as the levels are vast (there are 49 stages in total over six levels) at least you can try picking them up again. Back-tracking has its draw-backs though, as you need to defeat all the enemies again and that can be tiring work, especially when you consider that you can have up to 70 opponents on the screen at any one time.

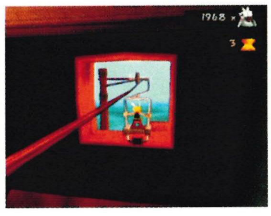
The game does have a nice blend of puzzles and challenges to keep you vaguely stimulated should you chose to go back. For instance, one level require you to sled down a snowy mountain, collecting as many Roman helmets on route as you can, whilst another might require you to keep a flame alight through a maze of booby-traps. Nothing mind-boggling, but it should keep the younger gamer amused. That said, *Asterix & Obelix* doesn't offer much variety in the objects you need to collect. You can pick up blue helmets (worth one point) or gold helmets (worth ten). You can also pick up a multiplier token that triples your score and various Potions, but that's basically it. The whole crux of the game is based around

ELIX XXL



Use the cannon to fire balls down the street and break down stone walls.







CONTINUED collecting helmets, beating up Romans to get more helmets or opening up passageways to get...yes, you've guessed it, even more helmets. This idea might have worked for Sonic's rings but the concept doesn't translate as well in *Asterix & Obelix XXL* and leaves the game feeling shallow and incredibly repetitive. For example, in one stage you have to defeat 750 soldiers in one sitting. Not only does it bring you close to tears from boredom, but there's also the serious risk of developing RSI. Not fun. We like our thumbs – they're opposable. Once you have the helmets though, you can buy combos or health shields from the vendors on each level.

Graphically, the game isn't the worst ever. Although fairly basic, it matches the style of the comic books very well with bold colours and excellent character designs that, despite being 3D, still maintain the essence of the 2D comic-book versions. The animations are particularly noteworthy, such as Obelix holding his nose when he swims, or Asterix's hat popping-off his head as he runs, just like in the comics. The only downside is the characters' voices, especially Asterix who has a Welsh accent that seems totally out-of-place for a person from Gaul.

Other elements of merit include pairing play that switches between characters during the game to maximise each character's talents. For instance, Obelix is incredibly strong, so he can push large objects or punch through steel crates and walls while Asterix is small and light so he can crawl through small gaps and climb to higher levels. The implementation of this dual-play is incredibly well done and doesn't intrude or slow-down the action. *Asterix* fans should also be delighted at being able to control both of the characters and certainly makes a mediocre game much more exciting and enjoyable.

Sadly though this isn't enough to save *Asterix & Obelix XXL* its bargain bin fate. Whilst the humour and style of the comics are in place, the game doesn't step out of the structured confines of your typical platformer and has no original qualities whatsoever. The game is candy-floss – it's fun in the short-term but quickly becomes a sticky and unpleasant the more you persevere with it, but if you do you should have it completed in a couple of hours as there's absolutely no challenge. Disappointing on almost every level, and a sad return for the heroes from Gaul.

LIZ

PEDIGREE CHUM

A MAN'S BEST FRIEND IS HIS DOGGY

Asterix and Obelix can take care of themselves but sometimes even they need a helping hand. Or in this case, paw. Asterix's faithful chum, Dogmatix, can be ordered to bite enemy butts so they can drop their weapons. Once the weapons have been dropped, Asterix and Obelix are free to saunter in and unleash their wrath. This is especially handy when facing projectile-throwing enemies such as the Archers, or the Pugilists who knock you over before you've even had time to think: 'that's a mighty big stick'. Dogmatix can get them to drop their weapons, freeing up the path for you. If you invest in the Rage combo, Dogmatix can also attack more than one solider at a time.



Kill Norm the Norman. Later he turns up in *Cheers*. Or something.

"A GAME DESIGNED FOR CHILDREN BUT ONE THAT ONLY APPEALS TO ADULTS"

CUBE VERDICT

ASTERIX & OBELIX XXL

YAWN! COLLECTING HELMETS IS DULLSVILLE

VISUALS Basic but the same as the comic, with bold level designs.

AUDIO Asterix is Welsh? Weird techno-music as you fight? No, no, no.

GAMEPLAY Once the 'thrill' of collecting helmets has worn off, what's left?

LIFESPAN However long it takes to complete – a few hours.

ORIGINALITY The game is fairly unoriginal except for the pairing system

ALTERNATIVE

Team-play to the max! Sonic and chums use the power of being a bit rubbish.



SONIC HEROES

Reviewed: Issue 29 CUBE Rating: 7.0

2ND OPINION

GETAFIX! "No, don't. You'll be upset and your thumb will fall off. And the only magic potions we know of are beer and fortified wine."

TIM

FINAL SCORE

5.1

YEARS OUT OF DATE, IN CONTENT AND STYLE BUT GREAT FOR STUPID KIDS



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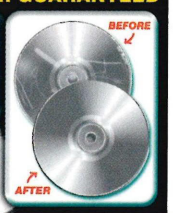
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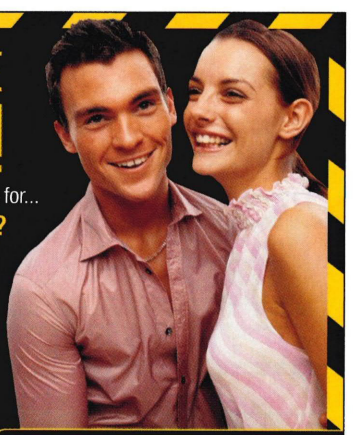
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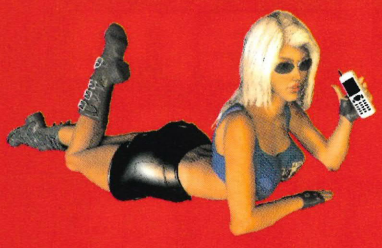
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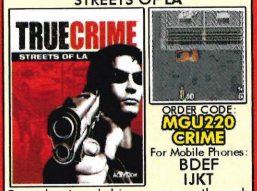
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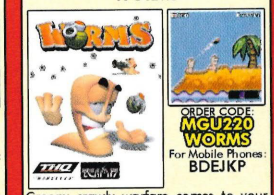
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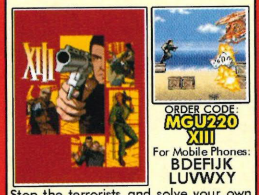
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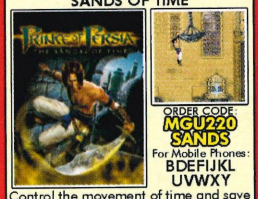
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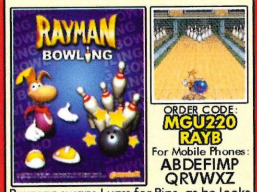
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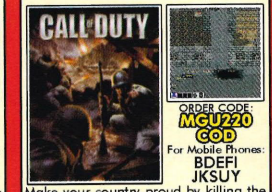
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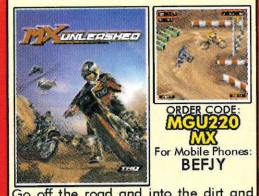
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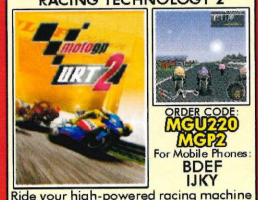
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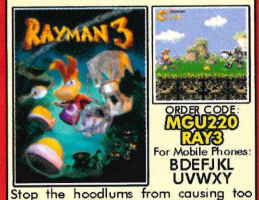
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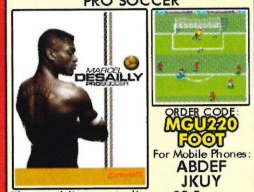
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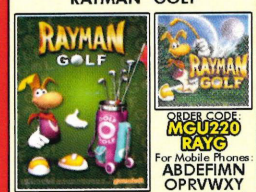
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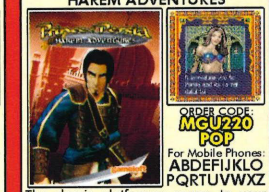
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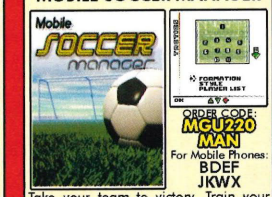
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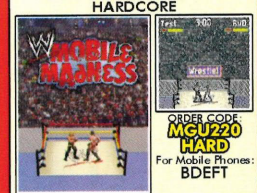
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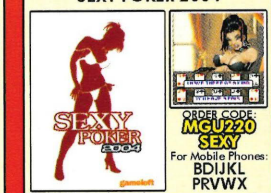
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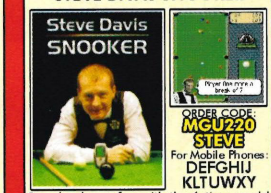
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NETWORK
CUBE
ISSUE THIRTY FOUR

Get with the **CUBE** team in virtual sense through the mediums of letters, email and your gaming prowess.

YOUR LETTERS

VIEWPOINT

92 A four-page selection of your rantings this month. The gloves are off on both sides for Sonic.... oof.



FORUM FRENZY

96 More choice cuts from the **CUBE** forum at www.totalgames.net. That place is kerrrr-razy!

CHEATING MONKEYS

102 This month the monkeys bought bumbags and started banging on about being marsupials. We beat them until they cried.



REGULARS

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98 So you're all going to let David Every have his name on nearly every scoreboard? Come on – you can do it!

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96 How are you liking the redesign? Lets you get to know some of the forum members, er, intimately which can only be a good thing, surely.

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118 *Digimon Racing* and *Serious Sam* rev and blast their respective ways onto GBA. As do *THUG*, *Robocop*, *Harry Potter* and the sublime *Mario Vs Donkey Kong*.

DIRECTORY

122 A wealth, a multitude, a veritable plethora (if you will) of GameCube games all rounded up for your perusal.

GUIDES

102 It's the complete solution to *Harry Potter And The Prisoner of Azkaban*. Get your wands and wiggle them.



HARRY POTTER AND THE PRISONER OF AZKABAN

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Missed a copy? Shame on you! Fill those holes in your collection here.
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BEAT THE WORLD
Can you rise to the challenge and get your name on one of our leaderboards or are you chicken?
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CUBE VIEWPOINT

ISSUE THIRTY FOUR

DUE TO THE AMOUNT OF LETTERS WE'RE GETTING THESE DAYS WE'VE HAD TO GIVE THEM FOUR PAGES!

Sonic Heroes has whipped up some sort of rabid frenzy. Scrap! Scrap! Scrap!

RANT ON!

SONIC – DISCUSS...

I'm writing to complain about your recent review of *Sonic Heroes*. I know you've probably got a bag full of complaints about *Heroes* but please hear me out. I totally agree with the letter from Amy Henchliffe in Issue 32. (Apart from the hating Mario bit.) And I resent the fact that you can't just leave it be now you've made fools of all the Sonic fans. But nooooooooo that's not good enough for you, yooooooooou have to continue writing snide remarks like: "this is Sonic just before he slowed down and became really boring," that's not funny that's just hurtful! Which brings me to my next point. *Sonic Adventure 2 Battle* was plagued with problems was it? Like it having an almost endless life span perhaps? Or it being full of secrets huh? HUH? Sorry, I lost it for a bit. But seriously guys, if you don't want to be labelled as Ninty fanboys, you've got to try and point out some good things about all games. Even if you don't like the game, I'm sure none of your readers and fans want you becoming unpopular and losing sales.

TOM MEADOWCROFT.

After reading Amy Henchliffe's letter, I felt that I should jump in and say something.

OK, history - I've been gaming pretty much most of my life. And I've followed Sonic through from the days of the MegaDrive, and Master System/Game Gear, to the present day. I happen to have a soft spot for Sonic. Which is why the next comment is going to be very hard to say...

Sonic... Heroes... was... ru...rubb... rubbish. There. I said it.

Thing is, Amy didn't really say why she loved *Sonic Heroes*, so maybe it's worth pointing out the obvious factors. First, it's too easy. Secondly, the points system is truly dire – made all the more annoying by the tendency to skip collision detection. And the graphics are dull, dull, DULL. It was an ALL-TIME low for *Sonic* games. It was terrible, playable only after extensive sleep depravation as a means of boring you to the land of nod, and handled like a chimp in a blender.

And the way that Sega abused my fond memories of the Chaotix Crew was just unjustifiable. It nearly made me cry. In the end, I had to stop playing *Sonic Heroes*, and I traded it in. I couldn't put up with it any more. It was depressing and I, personally, hated it.

NOT ONE OF AMY'S HENCHMEN

I am responding to Amy Henchliffe in Issue 32.

I played a demo version of *Sonic Heroes* on my Xbox. I must say what a crap game. The control system was dreadful and the combat system was repetitive. I hate *Sonic Heroes*. The Sega team now sucks. *Mario Kart: Double Dash!!* is far more fun and outstanding. I am playing *Metroid Zero Mission* on my GBA, what a fantastic game.

ANTHONY SCOTT, MANCHESTER

PS I am off now to buy *Harvest Moon* for my GameCube.

GET IN TOUCH

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ANOTHER ANGRY YOUNG MAN

I'm replying to a letter that was printed in Issue 32. Namely the one about *Sonic Heroes* by Amy Henchliffe. Firstly you go girl. Secondly I agree with pretty much everything the lady said, the game is incredibly cool and is one of my top games on any console. I can't believe you think that badly of it unless you are blinded by your love for Nintendo's fat loser of a plumber. I could sit here and pick out all the things you said about *Sonic Heroes* and that is exactly what I plan to do. 'Made the formula a lot worse' what the hell is that all about? *Sonic Heroes* beats the pants off of *SA2:B* and that was and still is a damn fine game. 'Take the level design'???? Most of the levels are great! Some are not but most are. I mean Frog forest is the most beautiful level I've ever seen. I died on that level so many times because I was looking at the level and not the characters. And the actual ability to switch between characters?? How in God's name did you manage to find flaw in that? Yes the gates and signs tell you what to do but that's only the bare essentials to finishing the level. If you want to get the A grades and finish in good times you have to experiment with which character leads your team. This makes the game tactical and challenging, not following the exact instruction of the level. 'The most awful bore' that has got to be the icing on the cake. Sonic has not once had a game that was boring. This is one of the most entertaining games I've ever played. You want to know a boring game? *Mario Sunshine*. That was good for a while but got old pretty quick, and finding the Triforce pieces in *Wind Waker*? Screw that. Not only that but you took every opportunity to have a pop at Sonic Team. You not only told everyone that *Sonic Heroes* was crap but also managed to do the same with *SA2:B* and *Billy Hatcher*. That is unfair. Ok I'm done now. I doubt you'll print this letter but as long as you know how I feel then that's fine.

JAMES NICHOLS

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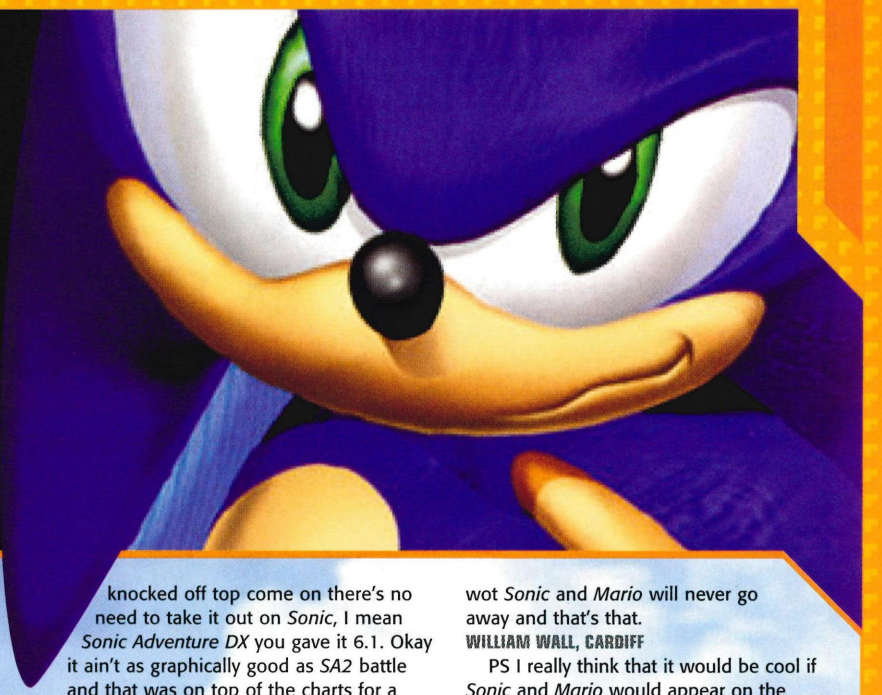
WE BLAME THE PARENTS – SUCH LANGUAGE...

I've read the letters section in Issue 32 and one letter caught my eye – Sonic Moronic. Reading it made me p***** of that you said *Sonic Heroes* is so crap you played frisbee with it. I now own that game and its not that bad. If you want a crap game to play frisbee with then just grab *Super Mario Sunshine* and choke on that and on official PS2 mag they gave *Sonic Heroes* 8/10 which is better than your mag's rating so open your eyes and turn on your brain and try actually playing it not pushing it away because it's a *Sonic* Game and no he don't just have one fan left in the world I bet Sonic has more fans than Nintendo's fat arse little bitch mascot has had Sunday meals.

PS *Mario* is sssssssssssssssssssoooooooooooooooooo s*** you Nintendo junkies cant take it that *Sonic* is better than crap kiddy *Mario* and if you don't print this it's true and *Mario 64* was so s*** I wouldn't wipe my arse with it and I'm glad Silicon Knights have gone multi-platform I bet this shows that Nintendo's heading in the same place as Sega is now. Aahhh can't wait to play *Mario128* on my Xbox I hate the [word deleted] but I'll buy it just so it show Nintendo's gone down the s*** crap and forgotten road.

ANON, EMAIL

CUBE: ***So there you go – some agree, some don't. It's a debate that'll rattle on until we beat it into you all – Sonic Heroes isn't very good!***



HOT STUFF

When did Liz join the mag? She's very pretty and cute! Now you have two hot girls! So lucky...

CUBE SAYS:

Liz'z been with us for a few months now after defecting from P2. It also means that we have the sexiest team of all the mags.

At least I got £18 back for it... small change from the £40 I paid merely a couple of weeks earlier.

Sonic Heroes was truly one of the worst games I've ever played. Amy can rant on however much she likes about how much Mario sucks and Sonic rules... but the truth is, it was dire. And I, for one, won't miss it. However much fondness for Sega I hold, *Sonic Heroes* did not deserve its #1 position and never will...

Of course... Amy didn't realise something very important. Your review, my letter here - it's OUR opinion, our take. And not everyone agrees... so before Amy decides to rant on again, perhaps she'll take some time to realise that not everyone agrees with reviews in the end. She found a game she likes, that's cool. But if you're going to challenge a review, at least make a better argument than, "You suck and I'm right just because I am!"... just because she likes it, doesn't mean the rest of the world has to. "The world does not revolve around Amy Henchliffe and her opinions."

I guess the moral to this letter is... if you're going to rant about a review, at least do it in a way that doesn't show you're an angsty teenager who can't get a date... gaming has and always will be 'Horses for Courses' – in the end, whatever floats your boat... just don't tell everyone else they're wrong because they don't agree...

DAVID KAMI, CORNWALL

Amy Henchliffe should be put in Hull Royal Infirmay ward 19, the insanity ward! *Sonic* is sooooo cheap & crap even the program is crap! The graphics you'd probably see better in the first ever Game Boy! The *Mario* games are so brill, even Peach & Daisy could beat the crap outter Sonic and friends blindfolded! Hedgehogs are supposed to be stupid creatures that get ran over by a B&Q lorry and a EY bus at once! Sonic should be placed in The Goth's backyard cemetery! Plus what's so great about Lincolnshire? Yorkshire is bigger and better with the world's second longest single span suspension bridge! Meanwhile **CUBE**, when is *Crazy Taxi 3* and *The Urbz: Sims In The City* out?

STEVEN THETFORD, KINSTON UPON HULL

PS SONIC STINKS!!!!!

I want to settle this once and for all. I'm a *Sonic* fan and I agree with Amy Henchliffes's letter in Issue 32 not just for *Sonic Heroes* but all *Sonic* titles on GameCube. Why so low marks? Come on it's like you are p****d because *Mario* got knocked off top come on there's no need to take it out on *Sonic*, I mean *Sonic Adventure DX* you gave it 6.1. Okay it ain't as graphically good as *SA2* battle and that was on top of the charts for a good while. I would give it at least 7.5. Even my friend who's a big *Mario* fan thinks some of the s*** you say about *Sonic* is just sad and as much as he hates to admit it he likes playing *Sonic* games as much as *Mario* games and come on *Sonic Heroes* is not that bad not enough to say you played frisbee with it that just takes the p*** and I hope Gary did choke on it as well. If you want to say harsh things how about this: I wipe my arse with your crappy *Mario 64* – there, not nice aye. Wot I'm trying to get at here is don't think *Mario* is the only reason people buy the GameCube I'll admit it I've played my share of *Mario* games and some are good and I think *Super Smash Bros Melee* is class and so are the *Legend Of Zelda* games but some people bought it cause of the *Sonic* games. I don't think Nintendo talked to their old big rival Sega to put their mascot's games on Nintendo's consoles so that *Mario* fans can take the p*** they did it because they saw a good plan if they had rights to *Sonic* games his fans will buy their console like my friend's bro Clive. He bought it because *Sonic* was on it so cut the crap I know I can't change the minds of *Mario* fans at least put this in your mag to get my point across no matter wot *Sonic* and *Mario* will never go away and that's that.

WILLIAM WALL, CARDIFF

PS I really think that it would be cool if *Sonic* and *Mario* would appear on the same game.

This is about the review Amy Henchliffe said about *Sonic Heroes* in Issue 32. I must say that I totally agree with her. NOT! *Sonic Heroes* is the worst *Sonic* game ever to be released. And yes I do include the original *Sonic* games on the Game Gear console. I mean, who on Earth yells 'Shaaa' while jumping off a cliff? Knuckles does. And another thing, you can't even dig with him or Rouge! And don't even mention the storyline in front of me! I nearly had a heart attack when I saw it beat *Mario Kart* to the Top Spot!

I could go on for hours, but I think I'll write a book about it instead: '*Sonic Heroes*: *The fall to shame*'.

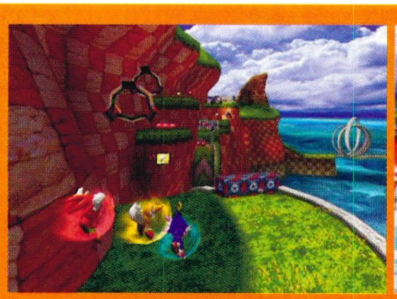
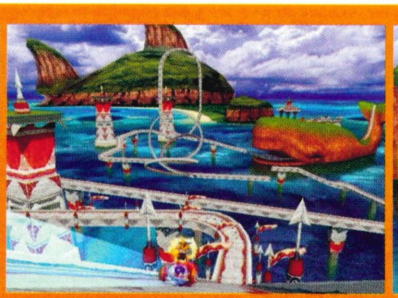
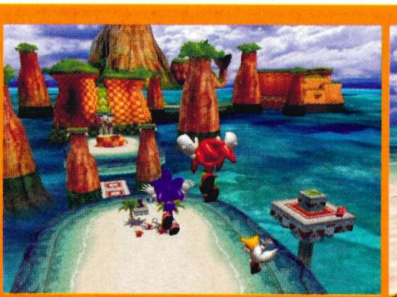
Amy, if you think of *Sonic Heroes* in that fashion, then you should be ashamed to call yourself a **CUBE** reader. You should stop buying it in my opinion.

I just hope that you print this, so that true **CUBE** fans would know the truth about this game.

Oh, and did I mention *Sonic Heroes* STINKS!!!

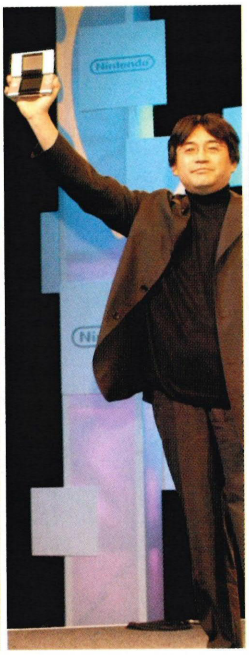
JONATHAN KNAPP, HAMPSHIRE.

PS Despite this review, I love all the other *Sonic* games and the new TV series *Sonic X*.


CUBE VIEWPOINT

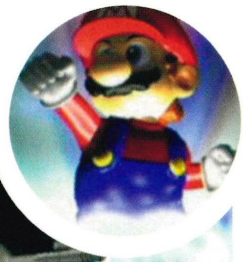




The DS is nothing short of amazing and it'll make Nintendo loads from the official screen wipes.

Gary is up against the rest of the gaming public over his review and re-scoring of SSBM.





DS JOY

I have been a loyal follower of the GameCube since release day and I have owned and enjoyed every Game Boy system and style to date, but I have been disappointed with Nintendo of late. The last couple of in-house games have not been to the normal Nintendo classic status although they are still good games, but checking the E3 news on the web I stumbled across the DS and I have to say that my faith has been completely restored. As I read about the console a child-like enthusiasm and excitement came over me and I found it hard to hold in the tears of joy, the only down side is that now that I know of its existence I will drive myself mad waiting for it, checking the net every half hour for more info updates. The dual screens are a great idea and the touch screen is an interesting and genius addition that could lead to so many new gameplay features, for a hand held the graphics are amazing and the new *Metroid Prime: Hunters* looks great (I am a huge *Metroid* fan, especially *Fusion*, and *Zero Mission*, I missed out on *Super Metroid* though because I only had a MegaDrive at the time), Nintendo continue to amaze and astonish me with their innovation. So now I would like every CUBE reader to join with me and thank Nintendo for their tremendous contributions to the gaming world.

And to ask YOU! the CUBE team to keep up the great work.

JOSH O'BRIEN, OXFORDSHIRE

CUBE: ***The DS is crammed with possibilities. Hope they're fully realised.***

SMASHED BROS

I'm shocked. And appalled. Both shocked and appalled. *SSBM* - 7.5!? What? I can't even begin to comprehend why you think that *SSBM* is not as good as *Soul Calibur II*. Ok, *Soul Calibur* could be classed as more adult, but like you said, you have to understand that not just 'kids' play *SSBM* (and by kids, when anyone talks about Nintendo they are referring to primary school children.) I (at 15) play *SSBM*. Fanatically. But fanatically for good reason. It's not one of those cult games. It's addictive because it's fantastic. Unlike *SCII*, *SSMB* doesn't actually get old. It only begins to get dull after a 12-hour session with boring players. And I would know.

The game isn't merely as you put it smashing buttons really quickly. The beauty of *SSBM* is throwing a beam sword across an arena into a foe, or pulling off a combo that breaks all bounds of physics. It's about PARTY PLAY. I would say honestly that it is the best party game on the GC to date, and the only other fighters ever to be as enjoyable as this are *SSB* and *Power Stone*. There's a whole culture of fighting games (*Tekken*, *SC* etc) but *SSB* is different. It's bright, colourful, fast, (might I add very fast, something *SC* sometimes lacks) and it's funny. The system may not be as complex as *SC*, and you could say there's a lack of moves, but it certainly makes up for it in weapons. Lightsabers to DK Hammers, *SSBM* has variety to say the least.

7.5? There's a lot more to it. I could ask what is there to SC other than scraps, but you'd say weapon master, or interesting modes, team battles etc. But *SSBM* has more modes than are necessary. When was the last time you had a giant mode in a fighting game?

I honestly can't see how you can fault this game. It might be a bit too short, but it's still fantastic!

HARRY DEAN

CUBE: ***We know* SSBM *has a huge legion of fans out there but we stand by***



STUFFED TURKEY

I know your letter service is packed with letters about the Nintendo DS and the *Zelda* game. Regarding the DS, I think Nintendo are foolish; they plan on bringing the DS in Q1 2005. Why not bring it in Q4 2004 Just in time for Christmas. Nintendo can make loads of money through Christmas. I know there are a lot of gamers who will buy this console but what about children whose parents buy presents. The parents won't know about the DS launching in January and also parents like to see their children rip open a present for Christmas. Well if Nintendo does push the release date forward they will make a huge amount of money.

It is no problem for Nintendo because the consoles are multi region (GBAs) and so are the games; I understand the translation service but how about starting it early.

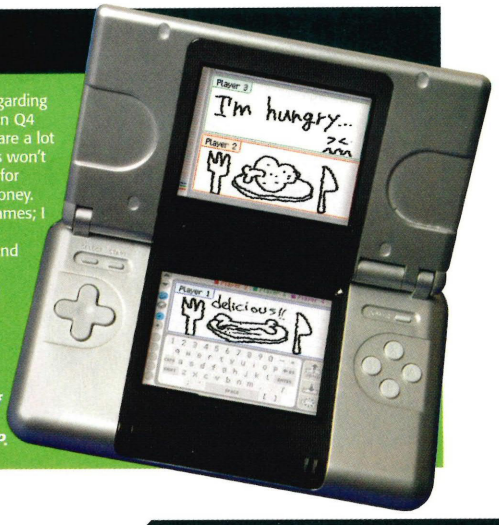
I think Nintendo is unaware of the money grabbing opportunities, or they are delaying it and nearer the release they will launch the console early and act like a hero.

I don't care if the Japanese and American consoles get released early. I and other people want the console before 2005.

And I thought Nintendo wants to cut down on Imports, well making a big time gap will sure encourage people to import.

YASEED CHAUMOO

CUBE: ***Our thoughts exactly. The only justifiable reason for delaying the European launch is if it's a stock issue. Obviously there's a limit to how many units can be manufactured in a finite time period. However launching in 2004 would give the DS a much-needed head start on the PSP.***



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...

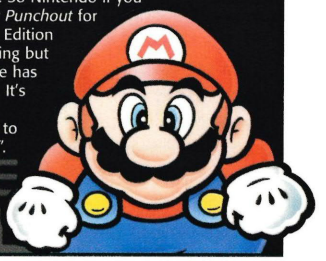
orange™ www.orange.co.uk/multimedia



RETROSEXUAL

Hi, I am a 26-year-old PS2 owner who has a friend with a GameCube. Reading the magazine I saw your article about past gaming and the dominance of the other home entertainment systems against the GameCube. I used to be Nintendo mad. I had the NES, SNES, N64 & a Game Boy. You hit the nail on the head when you mentioned the marketing compared to the PS2 & Xbox. I cannot even remember the advert for the GameCube. Anyway I am here to say that Nintendo needs to realise that it is time to look at great arcade games of the past and place them on the GBA & the GameCube. I would love to see *Ikari Warriors*, *Commando*, *Super Punchout*, *Double Dragon*, the original *Mario Bros* series & Sega games like *Golden Axe* plus countless others on the GC as the cartridges of their old consoles wear out in time leaving you to blow on it and the game crashing half way through (that's why I had to get rid of them). Surely they have the technology to place quite a few games on one of their discs. Just look at the Spectrum. People still want to play their classic games so they re-buy it with games on eBay or buy a converter. Producers like Ocean should get in touch with Nintendo to release a Retro Series for the GBA or the GameCube. The Xbox has the PC Connection, the PS2 has loads of new generation games and the GameCube has...? It should say classic games like previous Nintendo consoles but it's not looking back at its great catalogue of games and not using them. So Nintendo if you are reading this try an experiment. For the GameCube, release *Super Punchout* for £19.99 (the same price as PS2's platinum series) state it is a Limited Edition Nintendo Retro Series Revival and see if you sell out. Sorry for rambling but Nintendo has become a giant of disappointment to me as every store has dozens and dozens of PS2 games and hardly any GameCube games. It's time to hit back with the classics. Let the former Nintendo fans like me stamp on the PS2, stand up with a GameCube retro game glued to each finger and cry: "FRRRRREEEEEDDDDDDOOOOOOMMMMMMM". Now where did I put that straight-jacket.

ANON, EMAIL



CUBE: ***Hanging on the wall behind you – you nutty fool...***

the fact that, fun game though it is, there's really not enough to it. Oh and* Tekken 2 *had a giant mode, so there!

HAPPY CAMPER

With this old "has Nintendo lost the plot?" and "are we falling behind Microsoft and Sony?" debate, I think people are missing the point I still, and have been playing, the same games now for the past few months, namely: *Tiger Woods 2004* (the real-time event mode keeps you coming back for more), *Winning Eleven 6* (those who haven't imported it yet need their bumps feeling) and *Harvest Moon* (can't understand why I'm hooked but I am)!

I think of myself as a realist, I readily acknowledge that the PS2 and the Xbox have (a) some superior games that will never see a GC release and (b) have a much larger back catalogue, but the point is this: if I was to purchase a PS2 and/or Xbox, then wouldn't I be paying more money out in buying more software?

I'm very happy with my Gamecube and unless we get to the point where we don't see a quality release within say, a three month period (which, touch wood, hasn't happened yet) then I can see myself being quite happy staying with my one console (actually that's not entirely true, I bought my daughter a second-hand GameCube because I couldn't feed my cows as often as I would have liked)!

If I had one question for the Nintendo doubters out there it would be this: Do you enjoy your game-playing experience at present? If the answer to this question is 'yes', then stop looking to see if the grass is greener on the other side! If the answer to this question is 'no', then go and buy an Xbox or a PS2, but happy hunting with trying to sort the good from the bad and happy spending replenishing your software library!

On a final point, it was good to see your article on Atari STs and Amigas, but just so you don't think some of us weren't wising up in those days, I saw a SNES at that time and never looked back! The 64 days were a little short on the ground as regards releases, but the quality titles made the wait worthwhile, which is my point with the GameCube!

CHRIS LAWTON

POOR

WEE GARY

Gary's not very popular at the mo is he. It's that *SSBM* review! Damn him.

CUBE SAYS:

Yeah he did kind of bring that on himself. Still you've got to love his conviction – he'll never back down.

CUBE: ***The feature wasn't designed to show the SNES as a failure in Europe, but the fact is that this is the one territory Nintendo has never managed to dominate.***

We want your text!

WHEN WILL YOU LET ME WORK FOR CUBE?
CUBE: When you say the magic word.

YO CUBE! DO U THINK THERE WILL BE ANOTHER BATMAN GAME AND DOES GARY WANT GAMECUBE 2 TO PLAY GAMECUBE 1 DISCS?
CUBE: On the strength of the last one, we hope not. Gary says: "Why ask me, and yes."

HA U ASSES, THE NEW ZELDA IS 3D!
CUBE: So are our asses.

I REALLY NEED HELP WITH TONY HAWK'S UNDERGROUND, LOOKING FOR THE GAP ARSON INVESTIGATION IN NEW JERSEY TO FULLY COMPLETE THE GAME. PLEASE HELP.
CUBE: In one corner of the level there's a burnt out house with a quarter pipe in it. You need to hit the quarter pipe at a slight left hand angle to get on the wire above and then do a stall. Are we gnarly or what?

UR MAG SUX LIKE LEMONS. U NEVER KEEP UR PROMISE.
CUBE: Lemons aren't able to suck.

TELL STEPH I WANT TO HAVE CHILDREN WITH HER. DAVE XX
CUBE: We told her and she frowned.

DID YOU KNOW YOU CAN REARRANGE CAPTAIN OLIMAR N LOOGIE'S NAME IN2 CAPTAIN MARIOL AND LOOIGE! WICK, INNIT?
CUBE: No.

WHY O WHY WAS MIGHTY THE ARMADILLO LEFT OUT OF THE CHAOTIX CREW ON SH?
CUBE: We would ask Sega but we're too embarrassed.

HI CUBE. DO U KNOW IF IT'S POSSIBLE 2 LINK UP AN AMERICAN HMFOMT WITH AN ENGLISH HMAWL AS IT KEEPS SAYING LINK FAILED WHEN I TRY TO LINK!
CUBE: Think you've answered your own question there. Although GBA carts will work on any GBA, localised versions are coded slightly differently. Sorry.

CAN YOU TRANSFER POKEMON CRYSTAL DATA 2 UR GAMECUBE VERSION?
CUBE: 'Fraid not, nothing before Ruby and Sapphire is compatible.

ARE THERE ANY CHEATS FOR VIEWTIFUL JOE? PLEASE HELP.
CUBE: Nope, nothing, nada.

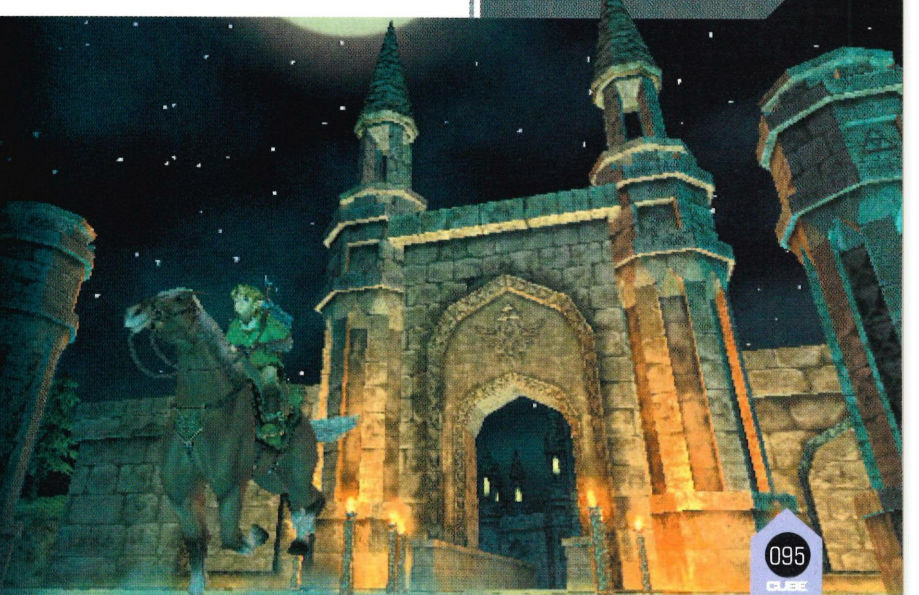
ZELDA RULES

Have u seen the new *Zelda* game at E3? Well I suppose you have since you lucky lot were at E3. The video I saw at nintendo.com was amazing, this is what *Wind Waker* should have been like. The music was brilliant and the graphics were perfect. It really did send a chill down my spine. This would sell many more GameCubes than *WW* ever could, just by the demo alone. I hope all the PS2 and Xbox fans saw the demo because it would make them all want to buy it. I hope the story continues from *Majora's Mask*, you know, Link returning to Hyrule and finding it all destroyed like what it says happened at the beginning of *WW* (I think the hero did not return because he was off finding Navi in Termina).

Anyway, on to the DS. Now this looks real good, twice as good as I would have expected it to. Its launch titles are the best I've seen! I can't wait 'til *Mario 64x4*! I could rant on for ages about how good it all looks, but I think I'll wait to here your opinion in Issue 33!

SAM TEMBLETT

CUBE: ***Nintendo is keeping the story a secret for now. It likes to tease us that way.***



CUBE

ISSUE THIRTY FOUR

FORUM FRENZY

E3! E3! THE forums, like Neo-Tokyo, have been set to E.X.P.L.O.D.E as hundreds of gamers have been typing themselves into a frenzy. As the Nintendo conference began we all sat and watched, but nothing could prepare the internet for a realistic Zelda. Websites everywhere simply shrugged their shoulders and put a gun to their mouth as traffic increased by the second. Some users thanked their God(s) of choice, some ran around their house screaming, others cried. What an evening. Phew.

USER PROFILE...

NAME: Em
USER NAME: corinthians9:25
OCCUPATION: Kung-Fu MASTA
FAVOURITE GAME: Ocarina Of Time (nothing if not original)



Please comment on why something as irrelevant as gaming plays an important part in your so-called life:

Games are great. They let you lose hours of your life in a world someone else made up, and they involve fighting monsters. It's those moments when I find myself controlling a small monkey in a ball and hitting my opponent with a giant boxing glove on a spring that I know I've taken my life in the right direction. Anyway, wot you talkin' bout, irrelevant? It doesn't take a genius to realise *Animal Crossing* is a brilliantly cutting satire on capitalist social structures and the consumer mind-set.

SAMPLE POSTS:

"The mice ate each other – I'd like a rat, they're cool."
"I've just had a huge kebab. If I go to bed now I'll have horrible dreams. Help me."

POSTS WITH THE MOSTEST

1. ***'I should win. For having the biggest beard.'***
   ApocalypseDude
2. ***'*kisses Gary full on the lips*'***
   Tricky
3. ***'CUBE 32 made me feel the way I used to about games'***
   Barney_
4. ***'HOLY MOTHER OF CHRIST! REALISTIC ZELDA FOOTAGE!'***
   Cutmymilk
5. ***'I just came off the Internet for a while and... the world got ten time better! WOOOOOOOOOOH **** LIFE I NEED GAMESSSSSSSSS!'***
   panty
6. ***'Strange. The Halo 2 and Half Life 2 ones gave me wood, but the Doom 3 one left me flaccid.'***
   Feltmonkey
7. ***I've only just got on the forum, with a nice smile, happy thoughts and all...then, BOOM! 'Gary's leaving to do a creative writing course'! Thats ruined my day that has!***
   Scelestus



HONOURABLE MENTIONS

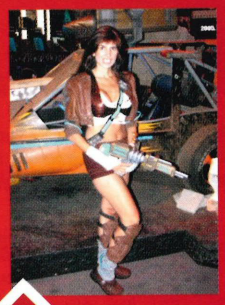
Panty for being so excitable, Sample 136 because he's so under appreciated (although he's stopped buying CUBE... heathen), modo_komodo as he's a total star, Zebedee for making everybody else look funny, no matter how unfunny they actually are, Ace Rimmer for his avatars and ApocalypseDude for sourcing *that* Miles picture.



HOT TOPICS...

HIGHER THAN THE SUN

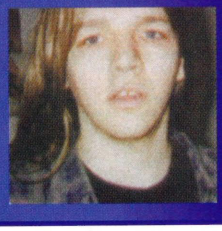
A fresh-faced Miles takes over the entire board, and of course let us not forget the whole E3 hype. There's internet meltdown as grown men weep with pleasure. Bit scary really. Just like her.



YESTERDAY'S NEWS...

COLD AS A WITCH'S TIT

The Miles 'joke'. It got very boring rather quickly. Although, we can't help but print the picture again. Just look at that completely lifeless stare...



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:

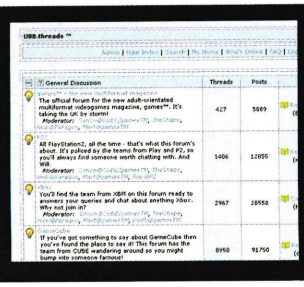
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're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



THREAD OF THE MONTH

Bile, detestation, anger: all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well thought of by internet users.



Author	Re: New game ideas for the DS
Author: El Charlo	Hearing about all the things for the DS (touch-sensitive screen, microphone, etc) think of some great games that utilize these fairly unique features. I'm thinking multiplayer F-Zero, record your scream for when you die so when u die everyone will hear you yell... ok, it sounds stupid but it's original... something along this type of idea... Imagination required.
Author: Havok	How about taunting during a session of multiplayer MK. I can see it now. "I'm gonna kick your ass, Yoshi!"
Author: El Charlo	Sounds good. I think that'd work... though it'd cause a little bit of road rage...
Author: Android18a	A Pokémon game where you actually have to order your Pokémon to do stuff? How about Mario Paint DS? All the tools and stuff are changed with the d-pad and buttons, and you can draw on the main canvas with the stylus.
Author: Kidderz	Phantasy Star Online DS - Using the Wi-Fi and 16 Player feature? Daytona USA DS - 16 Players? Oh yes!
Author: Havok	In Super Mario 64x4 you could tell Mario (Or whoever you're playing as) to move such as: "Mario, jump!" Mario jumps. "Mario, butt bounce!" Mario Butt Bounces.
Author: Unknownlikeme	....you know that post about Nintendo losing their innovative touch????
Author: Adder	Mario Paint sounds good – wonder how much the games will cost?
Author: LDavies	I think Nintendo should give a free game with the DS called E3 demo (with all the E3 demos).
Author: cutmymilk	Monkey ball stylus!
Author: El Charlo	Just had a brainwave but forgot.... Oh yeah!! Pokémon Hey You Pikachu online or something.... That old game in Japan on the N64 revamped for the DS.
Author: Android18a	Smash Bros DS would be coolos. A close up view of the action on one screen, a zoomed out view of the battlefield on the other, showing power-up locations and stuff! Ooh ooh! JET SET RADIO DS! You'd have to skate around and use the stylus to do the graffiti yourself. You could be rated on coolness, accuracy and speed!
Author: Mshaiz	LOL I was just thinking about that today, also it would be cool if Sega make a seaman DS as well.
Author: david reed48	Mario Kart - where you use your finger on the bottom of the screen to fire a weapon (tap) and aim by dragging it across, you could have say purple koopas that you have to home in yourself, and the green ones you could just point in the right direction. Another idea of mine, is in a football game, during a penalty shoot out - when you are the goalkeeper, you could drag your finger across the bottom screen to control where, when he dives, and how high etc. Also – isn't the bottom pad going to get rather greasy with all the fingerprints from touching it (as sometimes you wont want to use the stylus)?
Author: unknownlikeme	They might give you a little Nintendo cloth thing
Author: ElCharlo	Good idea... and you should stay away from those greasy Maccas chips!
Author: EONsan	Some kind of instrument simulation, select an instrument, where touches on the screen gives the note, tune, riff etc. Add a couple of mini games, like DDR style and watch SD link or SD Mario dance to the tap on the second screen. Play with earphones and you can add other players to join in wireless. Imagine someone playing the dual screen like miniature drums or, guitar, playing the chords on one screen and plucking with the other. How about being able to record it? Then show it to magazines and friends. Or is this all too far-fetched?
Author: david reed48	Sorry mate, that just ain't possible - as only the bottom screen is touch sensitive. Not quite that innovative yet. But it still looks amazing.
Author: El Charlo	Sounds good if you ask me. But yeah, impossible all the same. I was thinking about online Super Smash Brothers. Fast frantic gameplay would be fun.
Author: Android18a	Gitaroo Man would be funky. You'd have to move the stylus and physically do all the movements, rather than pressing buttons and wiggling your stick.
CUBE says:	ENOsan and Android's ideas sound are interesting. It's a shame that only the bottom screen is touch-sensitive, otherwise we'd probably end up seeing whole street orchestra's playing popular Nintendo tunes! Well, okay, maybe that would be limited to Japan. Still, we're expecting ideas of a similar quality to come from Nintendo – it's just annoying that we have to wait so long to see what it'll come up with!

Post Extras:

CUBE

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

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

MAGAZINE TEAM
Editor **Miles Guttery**
miles@paragon.co.uk
Group Editor **Simon Phillips**
Managing Editor **Nick Roberts**
Deputy Editor **Chandra Nair**
News Editor **Liz Morris**
Senior Staff Writer **Gary Adams**
Group Art Editor **Nick Trent**
Art Editor **Stephanie Peat**
Sub Editor **Tim Empey**
Contributors **David Jenkins Ian Collen, Rick Porter, Sam Maxted**

ADVERTISING
Advertising Manager: **Felicity Mead**
Tel: 01202 200224
email: felicity@paragon.co.uk
Senior Sales Executive: **Andrea Gamson**
Tel: 01202 200222
email: andreag@paragon.co.uk
Display Sales Executive: **Marcus Reeves**
Tel: 01202 209367
email: marcus.reeves@paragon.co.uk
Classified Sales Executive: **Mark Maclean**
Tel: 01202 209308
email: macster@paragon.co.uk
Senior Copy Controller **Jo Spick**
Copy Controllers **Lorraine Troughton, Eleanor Clark, Rachel Evans**

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

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

DIRECTORS
Editorial Director **Damian Butt**
Production Director **Jane Hawkins**
Circulation & Marketing Director **Kevin Petley**
Advertising Director **Peter Cleall**
Art Director **Mark Kendrick**
Finance Director **Steven Boyd**
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ABC
32,709

BEAT THE WORLD

ISSUE THIRTY FOUR

RECORD BREAKER

'If you can't beat them, join them', as the saying goes. What tosh. If you can't beat them, close the curtains, unplug the phone and try again! Then you can send in your scores and be as famous as Miles! Fantastic.

SIMPLY PLAY ONE of the games listed below (make sure you choose one that you're good at, obviously). Beat one of the times/scores, send it in and you'll see yourself in print! It couldn't be easier! Well, it could, but we have to say that we don't accept bribes. Unless they take the form of shiny new bikes.

HERE'S THE BORING BIT THAT DOESN'T INVOLVE GETTING YOUR NAME IN PRINT:

- 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. Cheers.
- Remember the three E's: Evidence, evidence and, er, evidence. Digital pictures are a grey area, and right now we're only looking at things in black and white.
- Make sure you play nicely. We don't like bullies, cheats, splitters or liars.

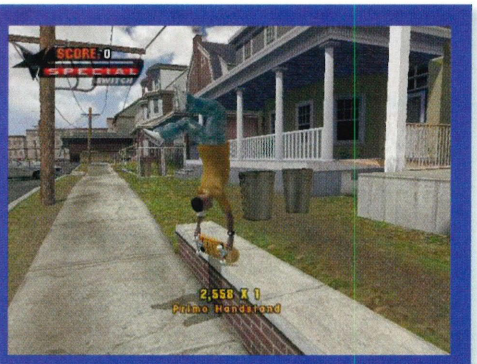




IKARUGA

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	–	–	?



TONY HAWKS UNDERGROUND

Two minutes, top score in each level.

Level	Score	Name
New Jersey	–	?
Manhattan	–	?
Tampa	–	?
San Diego	–	?
Vancouver	4,888,028	Thomas Davell
Hanger	–	?
School II	–	?
Venice	–	?





SUPER MARIO KART DOUBLE DASH!!

Let's see your best times.

MUSHROOM CUP

Course	Time	Name
Luigi Circuit	1:19:374	Dave Every
Peach Beach	1:12:370	Dave Every
Baby Park	1:05:932	A. Thomas
Dry Dry Desert	1:38:133	Jonas Pettersson

FLOWER CUP

Course	Time	Name
Mushroom Bridge	1:25:224	Dave Every
Mario Circuit	1:32:863	Jonas Pettersson
Daisy Cruiser	1:43:377	Dave Every
Walugi Stadium	1:44:923	Dave Every

STAR CUP

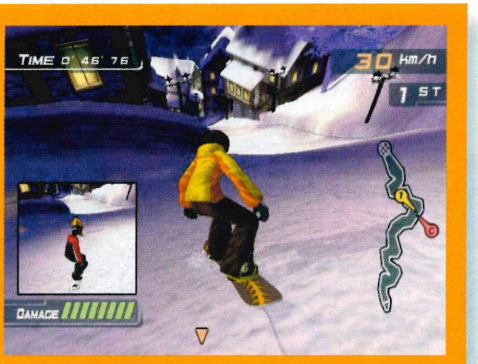
Course	Time	Name
Sherbet Land	1:18:947	Dave Every
Mushroom City	1:41:138	Dave Every
Yoshi Circuit	1:46:741	Dave Every
DK Mountain	1:52:078	Jonas Pettersson

SPECIAL CUP

Course	Time	Name
Wario Collosseum	2:07:276	Dave Every
Dino Dino Jungle	1:52:014	Dave Every
Bowser's Castle	2:28:889	Dave Every
Rainbow Road	3:08:053	Dave Every



The streets of Bournemouth are now filled with charity workers, and it's always the same people just with different vests.



1080° AVALANCHE

What's your fastest time in Time Trial mode?

EASY

Course	Time	Name
Ski School	50'91	Dave Every
Tenderfoot Pass	44'09	Dave Every
Frosty Shadows	48'81	Dave Every

HARD

Course	Time	Name
Power Threat	45'86	Dave Every
Tree Top Trauma	1'04'28	Dave Every
Grits N' Gravy	53'01	Dave Every
Trestle Trouble	1'25'62	Dave Every

EXPERT

Course	Time	Name
Revolution Cliff	1'09'90	Dave Every
Midnight City	1'35'22	Dave Every
Rotted Ridge	1'06'64	Dave Every
Diesel Disaster	1'15'13	Dave Every
Sick with it	1'29'42	Dave Every

EXTREME

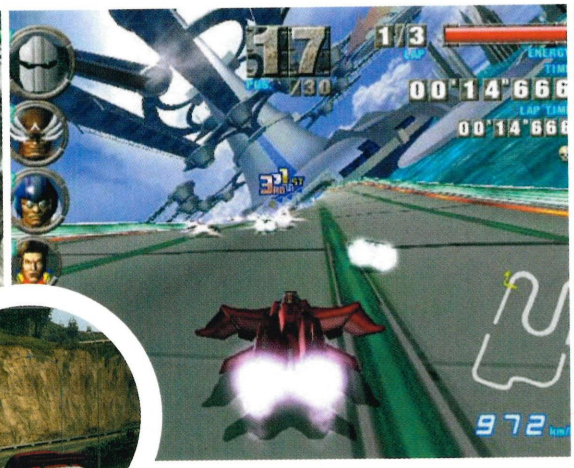
Course	Time	Name
Top Tree Mama	1'04'79	Dave Every
Treble Tussle	1'25'75	Dave Every
Evolution Riff	1'09'96	Dave Every
Sid's Night Midi	1'35'28	Dave Every
Dazzlin' Teaser	1'14'66	Dave Every
Wit's Thicket	1'29'22	Dave Every

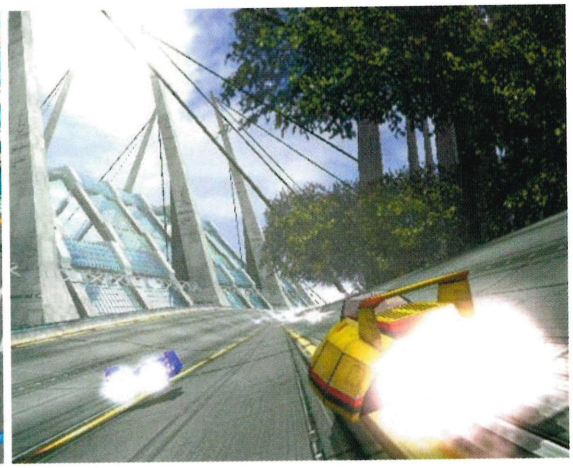


So it's become a challenge just to get a bit of lunch without being dragged into a conversation.

BEAT THE WORLD
RECORD BREAKER









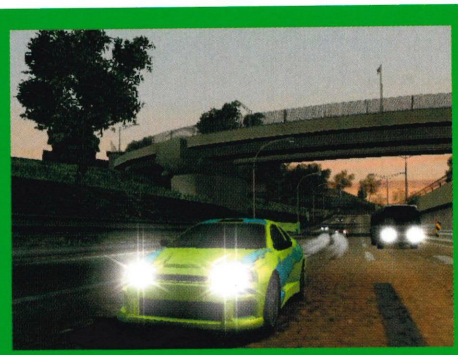


SOUL CALIBUR II

Fighters... ready?

Course	Score	Name
Time Attack – Std	2'30"08	Dave Every
Time Attack – Alt	2'32"06	Dave Every
Time Attack – Extr	–	?
Time Attack – Std	2'04"32	Dave Every
Time Attack – Alt	3'55"42	Dave Every
Time Attack – Ext	4'53"38	Dave Every
Survival	16 Wins	Dave Every
Survival – Std	44 Wins	Dave Every
Survival – No Recovery	49 Wins	Dave Every
Survival – Sudden Death	23 Wins	Dave Every





BURNOUT 2

Fastest times? Oh, go on then.

Course	Score	Name
88 Interchange	–	?
Airport Terminal 3	0.31.179	Scott Dabell
Airport Terminal 1 & 2	–	?
Big Surf Shores	1:43:516	George Mulkerrin
Crystal Freeway	–	?
Crystal Summit Lake	–	?
Freeway Dash	–	?
Heartbreak Hills	–	?
Interstate Loop	1:04:816	Robb
Ocean Sprint	1:58:250	Robb
Palm Bay Heights	–	?
Palm Bay Marina	–	?
Sunrise Valley D.town	–	?



Do these people not understand that our lunch hours are a few precious minutes in a long day of struggle?

WHAT A PICTURE

WE WON'T BELIEVE IT UNLESS WE'VE SEEN IT WITH OUR OWN EYES



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 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

Hit your peak with Miles.

PEAK 1 SCORES:

Course	Score	Name
R&B	1093421	George Mulkerrin
Crow's Nest	204,999	Dave Every
The Junction	733,433	Dave Every
Happiness Jam	462,951	Dave Every
Peak 1 Jam	1,056,278	Dave Every

PEAK 2 SCORES:

Course	Score	Name
Style Mile	651,762	Dave Every
Launch Time	206,281	Dave Every
Schizophrenia	697,903	Dave Every
Ruthless Jam	347,531	Dave Every
Peak 2 Jam	1,082,211	Dave Every

PEAK 3 SCORES:

Course	Score	Name
Kick Doubt	713,334	Dave Every
Much-2-Much	216,079	Dave Every
Perpendiculous	974,460	Dave Every
Throne Jam	496,682	Dave Every
All Peak Jam	2,190,028	Dave Every

F-ZERO GX

Top times in each course please.

RUBY CUP

Course	Time	Name
Mute City: Twist Road	00'48"748	Arif Saddiq
Casino Palace: Split Oval	00'54"204	Dave Every
Sand Ocean: Surface Slide	01'35"760	Arif Saddiq
Lightening: Loop Cross	01'59"448	Dave Every
Aeropolis: Multiplex	02'00"133	Arif Saddiq

SAPPHIRE CUP

Big Blue: Drift Highway	00'58"291	Arif Saddiq
Port Town: Aero Dive	02'13"561	Arif Saddiq
Green Plant: Mobius Ring	01'31"428	Dave Every
Port Town: Long Pipe	02'31"112	Dave Every
Mute City: Serial Gaps	01'21"188	Arif Saddiq

EMERALD CUP

Fire Field: Cylinder Knot	02'42"446	Dave Every
Green Plant: Intersection	02'23"849	Dave Every
Casino Palace: Double Branches	03'08"277	Dave Every
Lightning: Half Pipe	02'50"418	Dave Every
Big Blue: Ordeal	02'57"356	Dave Every

DIAMOND CUP

Casino Terminal: Trident	03'01"344	Arif Saddiq
Sand Ocean: Lateral Shift	1"46"469	Nick Gallagher
Fire Field: Undulation	02'03"916	Arif Saddiq
Aeropolis: Dragon Slope	02'43"083	Dave Every
Phantom Road: Slim-Line Slits	02'03"083	Dave Every

AX CUP

Aeropolis: Screw Drive	00'53"361	Arif Saddiq
Outer Space: Meteor Stream	01'26"288	Arif Saddiq
Port Town: Cylinder Wave	02'06"499	Dave Every
Lightening: Thunder Road	02'58"673	Arif Saddiq
Green Plant: Spiral	03'29"622!	Arif Saddiq

SPECIAL EXTRA TRACK

Mute City: Sonic Oval	00'36"327	Arif Saddiq



CUBE

ISSUE THIRTY FOUR

CHEATING MONKEYS

The monkeys were visited by a dark stranger. We don't know who, now they have no names, and sore asses. Sinister.

ANIMAL CROSSING

We told you it was coming out over here – 24 September is the date to circle in your gaming diaries.

When talking to Tom Nook, press 'Other Things' and then 'Say Code'. Then enter these to unlock the following NES games. There's also a lovely blue bench to unlock like this too...

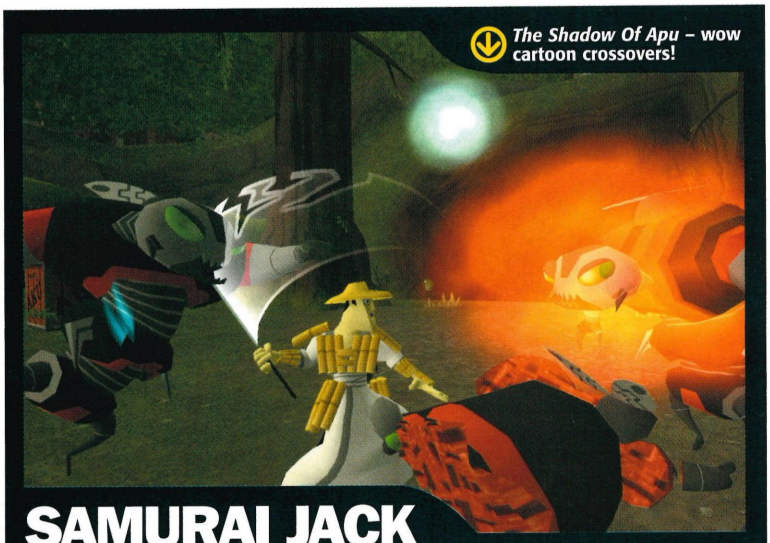
PASSWORD	GAME
CbDahLBdaDh98d9ub8ExzZKwu7Zl	Balloon Fight
1n5%N%8JUjE5fjlEcGr4%ync5eUp	Baseball
Crm%h4BNRyu98d9uu8exzZKwu7Zl	Clu Clu Land
bA5PC%8JUjE5fjljcGr4%ync5EUp	DK Jr Maths
2n5@N%8JUjE5fjljcGr4%ync5EUp	Donkey Kong
3%Q4fhMTRByAY305yYAK9zNHxLd7	Excitebike
Crm%h4BNRbu98d9un8exzZKwo7Zl	Golf
bA5PC%8JUjE5fj 1EcGr4%ync5eup	Wario's Woods
cU3jlm@hdl6Aip zJFAEajAcbZXim	Blue Nintendo Bench

***Animal Crossroads* – dodgy, wobbly sets and relationships in a motel...**

...or it could be Britney's first film but with more animals, or... no that's all we got.







***The Shadow Of Apu* – wow cartoon crossovers!**

SAMURAI JACK THE SHADOW OF AKU

CRYSTAL SWORD
Hold left stick up and right stick down, press A, B, B, B

ELECTRIC ELEMENTAL SWORD
Hold left stick up and right stick down, press A, B, B, B

FIRE ELEMENTAL SWORD
Hold left stick up and right stick down, press A, B, B, B

MAX OUT/REFILL HEALTH METER
Hold left stick up and right stick down, press A, B, B, B

MAX OUT/REFILL ZEN METER
Hold left stick up and right stick down, press A, B, B, B

CUBE

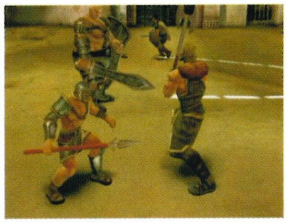
GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

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**





GLADIUS

We know that hardly anybody bought it, but we put it in anyway because it's a classy game. Enter these cheats while the game is paused in a league office.

1000 FREE DINERS
Right, Down, Left, Up, Left, Left, Left, Left, B, Left

DEFENSIVE AFFINITY UP
Down, Right, Up, Left, Left, Left, Left, Left, B, Left

INSTANT EXPERIENCE
Right, Down, Left, Up, Left, Left, Left, Left, B, Right

LOWER LEVEL ENEMIES AND RECRUITS
Right, Right, Right, Up, Up, Left, Left, Left, Left, Right, Down, Down, Down, Down, Up

SPEED UP TIMER IN BATTLES
Right, Up, Left, Down, Left, Left, Left, Left, Down, Up

RETURN TIMER TO NORMAL
Right, Up, Left, Down, Left, Left, Left, Left, Up, Down

OFFENSIVE AFFINITY UP
Down, Right, Up, Left, Left, Left, Left, Left, B, Right

PULL CAMERA BACK
Up, Left, Down, Right, Left, Left, Left, Left, Up, Up, Up, Up

TEAM BERSERK
Left, Down, Right, Up, Left, Left, Left, Left, Up, Right, Down, Left

EQUIP YOUR GLADIATORS WITH ANYTHING
Right, Down, Left, Up, Left, Left, Left, Left, B, B, B

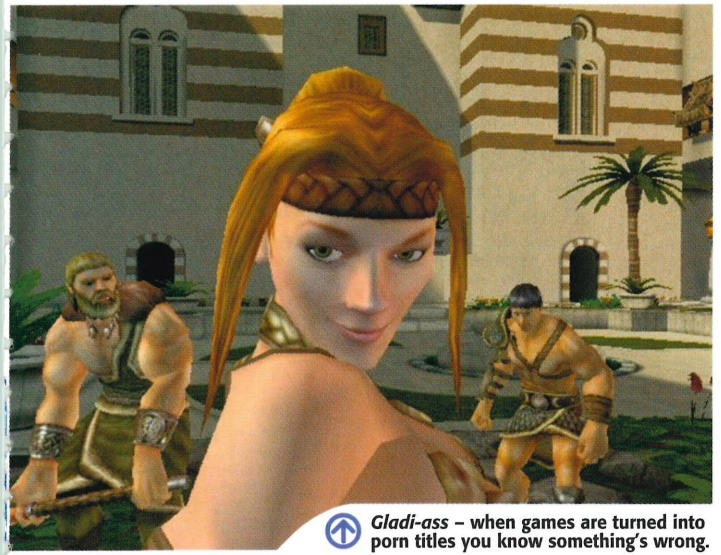
RAISE ENEMY'S LEVELS
Right, Right, Right, Up, Up, Left, Left, Left, Left, Right, Down, Down, Down, Down, Up

RAISE CHARACTER HIT POINTS
Down, Right, Up, Left, Left, Left, Left, Left, B, Up

TURN ALL RANDOM ENCOUNTERS OFF
Right, Left, Up, Down, Left, Left, Left, Left, B, B, B

TURN RANDOM ENCOUNTERS BACK ON
Right, Left, Up, Down, Left, Left, Left, Left, A, A, A

UNLOCK HARD MODE
Right, Right, Right, Up, Up, Left, Left, Left, Left, Right, Up, Up, Up, Up, Down

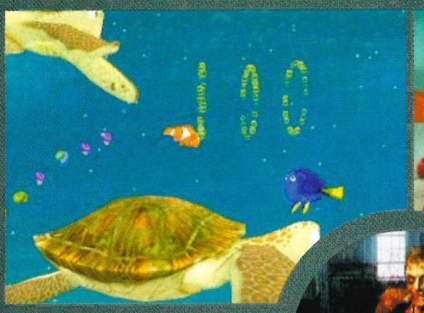


***Gladi-ass* – when games are turned into porn titles you know something's wrong.**

CHIMP'LL FIX IT



Everybody moans that games are getting easier as time marches on into what can only be described as a 'bigger bang', but we don't find this to be the case at all. Sure, we've got save slots and passwords and cheats, but judging from the letters the monkeys get, games can be just as tough as ever. Well, either that or you're all crap! Send in your questions to **CUBE** Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or drop them an email at cube@paragon.co.uk



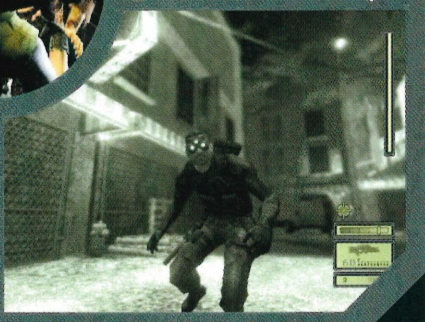


***Finding Nimoy* – the search for Spock.**



***Splinter Sell* – the rat declares himself bankrupt.**





QUIETLY DOES IT

Dear Cheating Monkeys,
I'm waiting for *Splinter Cell 2* and decided to play the first one again. I was never very good at it and am stuck on mission 5, the CIA one. I've just got a computer memory stick, but don't know what to do now. I've found a room with a vending machine in it, but don't know what to do here.
HARRY, VIA EMAIL

The monkeys say...
"Easy this. You're in the right room, so no worries there. Look out for a guard walking through the different doors, and when he's out of sight go through the first open one. Take out the man in there and then wait for the original guard to walk by. Follow him, knock him out and on a shelf you'll find a pick. Make sure you turn the lights off in here and go to the door with the keypad. Enter 7687, and switch the lights off in here too. Now, another guard will inspect the room, so make sure you deal with him. Enter the room he came from and take a data stick from the computer. Enter 110598 to proceed to the next checkpoint."

MINE! MINE! MINE!

Dear Cheating Monkeys,
My daughter is a big fan of *Finding Nemo*, so we bought her the video game. But the problem is that she's stuck on the submarine level. After a small chase we've found ourselves in a pipe maze, but the way is blocked. We just don't know what to do!
AMY, HAMPSHIRE.

The monkeys say...
"Awww we love girls. Especially on toast. But anyway... this is easy. Once you get to the offending pipes, back track a little and you'll see a big green ball – just dart at that and it'll hit a switch."

RESIDENT WEEBLE

Dear Cheating Monkeys,
Barry has just given me the acid rounds for the grenade launcher in *Resident Evil*, but no matter how hard I try, I just can't find the weapon itself. Help me!
JEFF DANIELS, BOSCOMBE

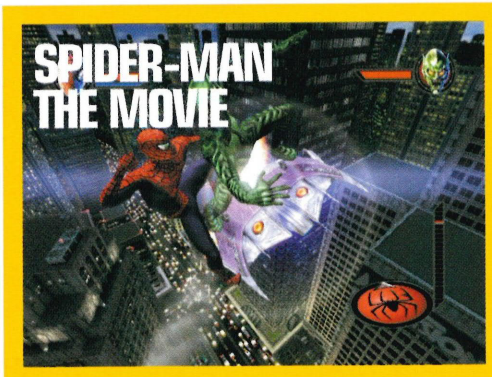
The monkeys say...
"Simple – there is one room upstairs that you won't have been in yet. Go through it and out onto the balcony, where you'll find the body of Forrest, one of your team members. The grenade launcher is nearby. Pick it up, but be aware that Forrest will now rise as a zombie, and so you'll have to dispatch a couple of bullets into his head. Or just fry him with one acid round. Lovely."

CUBE CHEATING MONKEYS CODE JUNKIES



ISSUE THIRTY FOUR

Every month we bring you all the latest Action Replay codes for the greatest GameCube games!



Master Code
1 838D-3CUQ-DWVVJ
2 YXTN-1E3N-WR15N

God Mode
1 9HH5-DR09-JP98K
2 B7CU-FJAE-WJVY4
3 Y2JT-75T5-E75B1
4 ZA54-5HQT-C3K39

Freeze Timers
1 9NZP-GMC8-AR6PX
2 6JA6-JBC5-R8AJV
3 3AA0-GZ2J-VDEJ2

Display FPS
1 93WD-C3FN-88J8M
2 B7CU-FJAE-WJVY4

Display Hero Pos
1 8FGN-A16N-QRN63
2 KK5F-Z7H0-AVRAH

Moonjump
1 18GV-7HTY-B9633
2 0WKJ-U15V-06FBZ
3 Q81Y-9CVK-1V1V2
4 ZT08-P6ND-AKT0R
5 GJ9Q-WJTM-F1BZ6

Display analyser-cam
1 RCXZ-77WY-39H2Z
2 KAC2-6JEU-69CBB

All Levels Open
1 U4C-CYBR-J5BXM
2 R0HQ-QU9X-FHY85

Shocker FMV
1 D4Q3-912T-5WZHP
2 N04Q-HYF1-0YZ24

Most FMVs
1 V50Y-TC64-2TUB3
2 1TYM-JRHV-58RK5

Vulture FMV
1 HR03-YJ4J-NQYAA
2 E9DV-3FH8-YTN2Y

Skip Level Option
1 X72Q-6HXF-QXV2U
2 1TYM-JRHV-58RK5

Infinite Web
1 E90P-N40Q-FA1DR
2 YQJV-ZW89-TK38Q

All Combos
1 19ZX-JERD-P31TZ
2 HHEK-K4NT-AK859

Pinhead Bowling Open
1 RE86-W774-RDZF9
2 F6X3-X2GD-D03R9

Spider Mode
1 4ZEU-2AN9-0JK83
2 HQCV-CREE-JNC2C

Character Codes
1 98GJ-601H-GXGKH

Play As Thug
1 2WEA-PPKM-YK8GK
2 XBRH-DJY4-CZMPN

Play As Thug 2
1 ZHT0-QNX6-FECDB
2 RT3G-91XF-A1XMC

Play As Thug 3
1 HXFR-4E3G-E61ZF
2 N1M5-KGXV-WQ5B6

Play As Scientist
1 07M3-5CKQ-J9ZTH
2 6YX6-BR5T-02Y29

Play As Shocker
1 GDKH-X41W-6ET56
2 8AF5-17J8-QK7M5

Play As Green Goblin
1 YEEV-0MFC-JBV8Y
2 D2FZ-0VPV-DWVPE

Play As Mary Jane
1 8768-V54U-T1HK9
2 9FHM-GM5C-VD2WR

Play As Alex Ross
1 YQMP-U86Z-DWCRF
2 7H93-0YAK-WUAT7

Play In Battle Costume
1 C6GG-34K3-QER6Z
2 9BRM-3JAF-MK843

Play As Peter Parker
1 BJUB-7HUR-B4K66
2 VT19-XHFG-U33HJ

Play As Matrix Guy
1 ZNYX-VBDR-E632Q
2 2D7F-MKUJ-Z6152

Play As Police Officer
1 0WT8-KWGE-5WNW3
2 F5W8-VC5H-KGXWU

Play As Military
1 Z9ZM-TNTP-Z0KXA
2 D8KZ-PGZ1-B132U

POOL PARADISE

Master
1 JCV9-TZQA-WMAK9
2 GQ88-TAJM-64YPF

Loads of Cash
1 10N1-23NU-ATC6E
2 DBY2-QDGT-7A3X4
3 JV4N-K8VQ-BDTFT

Killer - Never Lose Lives
1 1E3U-GVPH-57D7C
2 T706-J79J-1ZEWU

Crazy Table Unlocks
1 W93W-Q4JU-72EME

Unlock Triangle Table
1 XEFR-14TB-T2AJB
2 R1N1-8TDN-NG435

Unlock Ice Hockey Table
1 XY4P-WE6A-QR37K
2 8XBB-TF4Q-71P7N

Unlock Square Table
1 X7MT-9X8K-8U6R9
2 N3FN-JQKC-Y5A6U

Unlock T-Shape Table
1 XZVW-T239-T610C
2 NMBZ-BJP1-3PTAQ

Unlock Cross Table
1 GYXK-NBUT-U1VW8
2 74AF-YEQM-QCX4J

Unlock Mini Table
1 U2BK-PD3P-ZZMXG
2 GK94-EBQF-FYT05

Unlock L-Shape Table
1 TRHU-93QP-MXWKD
2 Y48N-X8GM-2DYG3

Unlock Hexagon Table
1 VG51-X8RK-2EAJR
2 TXGF-4KUF-WYDZJ

Unlock All Tables
1 FHCT-NWD4-K9CM0
2 JPJW-5CQP-WP5QB

Cue Unlocks
1 6H7C-68PG-5DUQH

Unlock Metal Micue
1 MTZN-31FG-BYABP
2 EZ58-KZ3D-4TDT0

Unlock Golden Pot
1 TCBC-QB5H-5C7YR
2 JQFE-BNDB-4N8X9

Unlock Spoocue
1 8M4U-UMW1-PY2VJ
2 X2XC-C9Z4-NBQ1Y

Unlock Spoocue
1 Q2GR-YKCR-K9GZF
2 4M90-ZH2P-2ZMU7

Unlock Chop Cuey
1 G7V2-Q65G-9WV15
2 4ZU8-G3JW-U1QDN

Unlock Ice Rod
1 AZ66-93FJ-8UKNW
2 ZW1H-P2GR-1ZXMY

Unlock Rockstar
1 0071-P856-J5DEX
2 AAX0-Z08U-26T9Z

Unlock All Cues
1 3XFZ-Y9HC-8CYVY
2 2FU6-0R6X-M6GBV

Gadget Unlocks
1 MWJ4-2XWY-XFP5E

Unlock RUB Goggles
1 HVTP-64JT-BNURG
2 0E0E-H9N9-DWHNJ

Unlock Laser Sight
1 N968-KCH0-UUN3C
2 FY1E-V55E-NBQ45

Game Unlocks
1 MQ5R-93UF-MVCZJ

Unlock All Games
1 28MU-NYQU-F29F0
2 GN7N-9KQX-ANT8C

Unlock Darts
1 F2AM-4AGA-1AXA3
2 TPUM-9RUM-J3HB4

Unlock Dropzone
1 B2EQ-XDPC-APJE1
2 K0FM-RVHB-A7ZMQ

Unlock Coconut Shy
1 AP79-VNX2-RUWAM
2 FJ0Q-65KT-6C6CR

Unlock Sheepoo!
1 YDWF-ECFH-PFTRD
2 CJ5B-Y9WF-374GZ

Unlock Hidden Cave
1 FZC8-77HN-HWZ3K
2 M5GX-XN38-P546U

Baize Unlocks
1 0NP2-HAZM-XXEAP

Unlock Space Baize
1 WBFH-J7FC-D5ZQB
2 0H58-VZQW-6AHXT

Unlock Woman Baize
1 3UB1-91TC-NDDXC
2 4EXR-VC4F-RR2VA

Unlock Dollar Baize
1 8N7J-HZQW-TYPA7
2 7ME2-QGT5-JYPD1

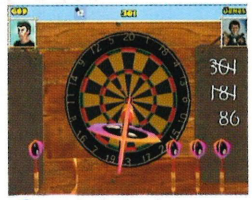
Unlock Dragon Baize
1 B2HX-141A-FQT90
2 W5YW-FNCR-DP57R

Unlock Irish Baize
1 44P8-7F4D-EBWP4
2 CFH8-K0WF-VKDJZ

Unlock American Eagle Baize
1 EN6N-0Z79-YDEQZ
2 RF2C-E8P0-GBCM3

Unlock Pimp Baize
1 VRB2-HY24-08KD4
2 TW3A-R3TC-921X2

Unlock All Baize
1 HWU6-EHZ1-C0VF1
2 G4CY-ZTGE-5DGK2



Unlock the darts game with these cheats.

SERIOUS SAM NEXT ENCOUNTER

Master Code
1 JRF8-V5BJ-76VDM
2 KHFD-ZR59-1AMG7

Infinite Health
1 T86H-BHDN-Y6PEW
2 3C26-YMRU-K1T3Z

Infinite Ammo
1 29C5-WD1Q-2J362
2 N83E-25PR-A7MX9
3 1URK-BYW0-0M48N

All Weapons
1 X61E-1QHX-MYVB9
2 RGV1-V8DC-K6TWD

Open All Levels
1 207T-0HJ9-FY28P
2 XHXM-5KNK-ZKKB2
3 YQFJ-84QW-9G8B9

Moon Jump (Hold L)
1 QWT7-QDC9-ZFXM1
2 9WMZ-0FZ7-7FUGD
3 G13T-TJ4F-7MY2B

BEYOND GOOD & EVIL

Master
1 67NW-BQ0Y-BKKVU
2 6W3J-YDBA-Q394C

Infinite Health: Jade
1 BKBQ-GKVX-1MC5X
2 CF9J-0YKH-0YA0B

Infinite Health: Pey'j
1 2VQJ-R7W5-D8GF5
2 HV9C-Z801-U3RBK

Max/Infinite Credits
1 V607-6HTB-WDUC0
2 ZZB3-GG9G-BQUUU

Max/Infinite Starkos
1 R6J9-7BE7-C79EQ
2 X7VU-CZR3-JGKPA

Have Max/Infinite Super Attack
1 47HF-NRQE-WK6R5
2 X7VU-CZR3-JGKPA

Have Digital Zoom
1 BCH5-8T57-BHG93
2 XZGH-EXMM-5Q1PZ

Have All MDisks
1 BHGE-8Q7Z-C1G5Q
2 WP4Q-HWHN-F63E3



SPAWN ARMAGEDDON

Master Code
1 0G2R-9R4W-TMXPV
2 QQ93-K63N-PWHBD

Infinite Health
1 J2XB-N383-831M5
2 68GW-6DRY-5GA29

Infinite Necroplasm
1 N0UM-R30X-XE100
2 1DVW-B8WP-C38TD

Infinite Ammo
1 H9MZ-B42C-M02YP
2 6M9M-79Q7-HCFMX

Have All Weapons
1 HZ0M-NE8D-B0XNN
2 UGMU-64MV-BW42C

Full Encyclopaedia
1 XH35-AKBV-R551K
2 A011-QD6V-NCRC3

All Comics
8FTU-H48Q-ZAJGT
6V5X-8Q64-C1CBC

Moon Jump (Hold A)
1 KHF8-TEP3-XTX56
2 RYEU-ECPU-3J46Q
3 680M-5Z10-H3U21
4 7HVD-2M7Q-7MAD6

Pocket Spawn
1 8TAN-Y0X4-Z0MCG
2 7C7F-59NW-W460X
3 5CGE-36BG-UTM90
4 FUG6-Q6U5-5YKF0

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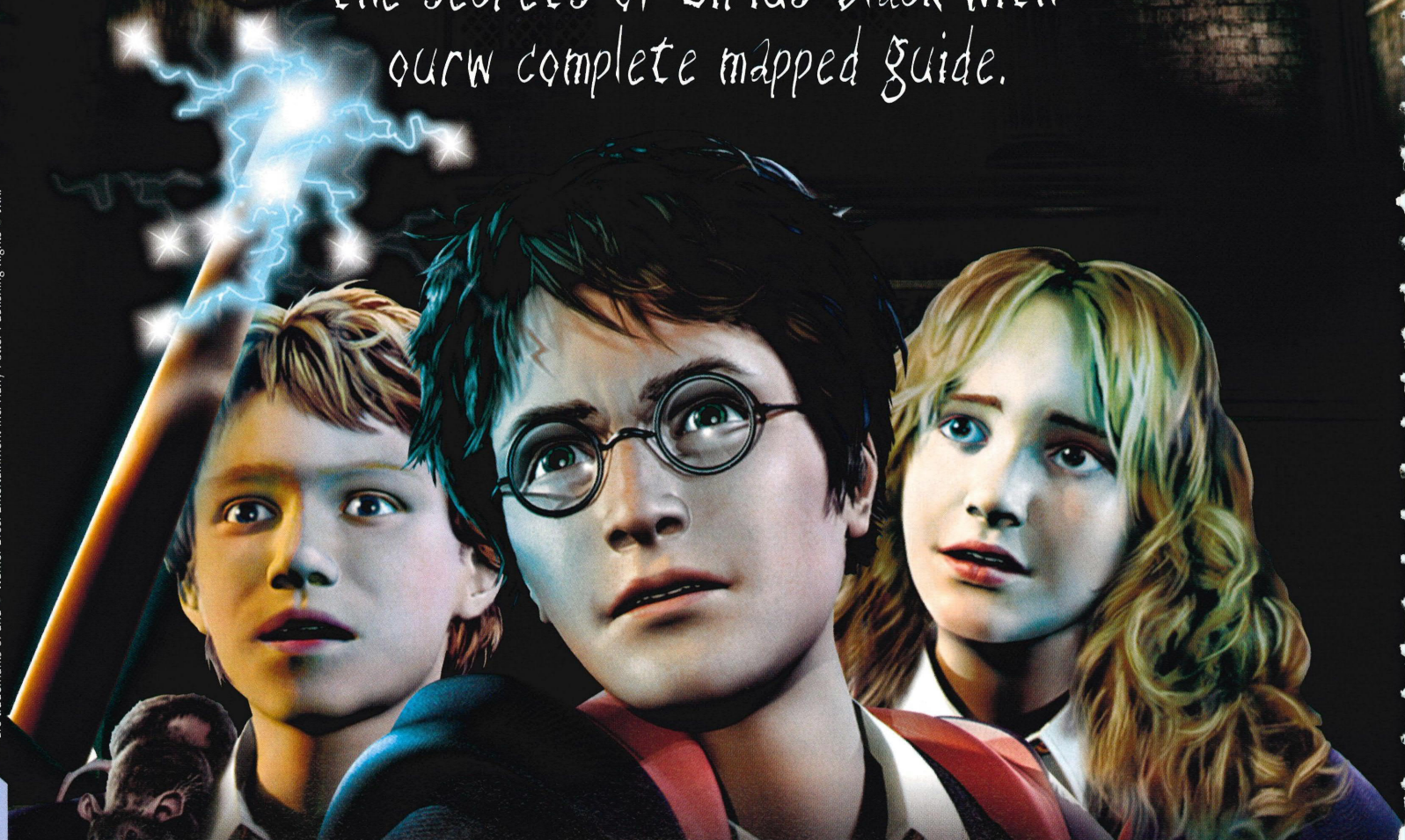
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Harry Potter and the Prisoner of Azkaban

INFORMATION

HARRY POTTER POA	
PUBLISHER:	EA
DEVELOPER:	EA
GENRE:	ADVENTURE
PRICE:	£39.99
PLAYERS:	1-2

Potter around in Hogwarts and discover the secrets of Sirius Black with ourw complete mapped guide.



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Unlockables

CARD COLLECTOR

There are plenty of cards to collect in this game, so here's our handy checklist to help you find them all.



WITCHES

Morgan le Fay	During the Glacius challenge, in the room with the sliding blocks.
Queen Maeve	Outside the Potions room in the dungeon.
Ignatia Wildsmith	In the room with the torches, after learning the Glacius spell.
Beatrix Bloxam	In the Defence Against the Dark Arts classroom, on the 3rd floor.
Gunhilda of Gorsemoor	Collect the other cards in the set.

WIZARDS

Merlin	After Harry gets locked behind a portcullis, when looking for the Carpe Retractum spell.
Glanmore Peakes	In a chest in the central chamber, in the Carpe Retractum challenge.
Herpo The Foul	In the secret passage leading from the 7th to the 4th floor. Reach it with Carpe Retractum after killing the enemies.
Edgar Stroulger	After repairing some machinery, when looking for the Carpe Retractum spell.
Albus Dumbledore	Collect the other cards in the set.

VAMPIRES

Lady Carmilla Sanguina	Use Glacius on the fireplace in the 7th floor's Common Room.
Amarillo Lestoat	Use Glacius on the fireplace in the 4th floor's Study Room.
Sir Herbert Varney	By Hedwig's perch in the dungeon.
Blodwyn Bludd	Use Lumos Duo on the crystal ball on the 4th floor, then check the passage that opens.
Count Vlad Drakul	Collect the other cards in the set.

GOBLINS

Eargit The Ugly	Bought from Fred and George's shop.
Alguff The Awful	On top of the skeleton's case, outside Fred and George's shop.
Ug The Unreliable	Cast Glacius on the leaky toilet in Fred and George's shop.
Urg The Unclean	Cast Reparo on the broken toilet in Fred and George's shop.
Gringott	Collect the other cards in the set.

HAGS

Babayaga	In a Draconifors door on the 3rd floor.
Malodora Grymm	Use Snufflifors on some books on the 6th floor and mice could pull it from a mouse hole.
Leticia Somnolens	Use Snufflifors on some books on the 4th floor and mice could pull it from a mouse hole.
Old Mother Hubbard	Solve the puzzle in the room past Fred and George's shop, after getting Carpe Retractum.
Cordelia Misericordia	Collect the other cards in the set.

GIANTS

Bran The Bloodthirsty	In a secret passage, in the room outside Fred and George's shop.
Cyclops	Bought from Fred and George's shop.
Goliath	In the room outside Fred and George's shop, after completing the Carpe Retractum level.
Morholt	In a 3rd floor corridor, past a Draconifors door and past a Carpe Retractum point.
Hengist Of Upper Barnton	Collect the other cards in the set.

DRAGONS

Common Welsh Green Dragon	Throw Stink Pellets into five Pots around Hogwarts and visit the shop with Ron.
Hebridean Black Dragon	Throw Stink Pellets into ten pots around Hogwarts and visit the shop with Ron.
Hungarian Horntail Dragon	Throw Stink Pellets into 15 pots around Hogwarts and visit the shop with Ron.
Romanian Longhorn Dragon	Throw Stink Pellets into all 20 pots around Hogwarts and visit the shop with Ron.
Norwegian Ridgeback Dragon	Collect the other cards in the set.

BEASTS

Imp	Through a Draconifors door on the 3rd floor, leading to the 2nd floor.
Doxy	Through a Draconifors door on the 4th floor.
Bowtruckle	In a 3rd floor corridor, past a Dragonifors door.
Billywig	In the North Wing, on the 7th floor.
Gnome	Collect the other cards in the set.

CLASSICAL BEASTS

Giant Squid	In the 4th floor corridor.
Manticore	Get Ron to open his trunk in the Boys' Dormitory.
Unicorn	In the grounds, in a passage leading to the back of Hogwarts.
Mountain Troll	After moving the cauldron in the Glacius Challenge.
Phoenix	Collect the other cards in the set.

QUIDDITCH

Cyprian Youdle	Get Harry to open his trunk in the Boys' Dormitory.
Joscelind Wadcock	In the first room on the 6th floor.
Leopoldina Smethwyck	6th floor, behind secret passage in the concrete block room.
Roderick Plumpton	In the room with the mirrors on the 6th floor.
Barberus Bragge	Collect the other cards in the set.

CARD UNLOCKABLES

Collecting sets of Cards can unlock extra items, to help you through the game:

SET	UNLOCKED	SET	UNLOCKED
Witches	Hermione: Extra Endurance	**Giants**	20 House Points
Wizards	Harry: Extra Endurance	**Dragons**	Ron: Extra Endurance
Vampires	20 House Points	**Beasts**	20 House Points
Goblins	20 House Points	**Classical Beasts**	Ron: Extra Endurance
Hags	Hermione: Extra Endurance	**Quidditch**	Harry: Extra Endurance

MINI-GAMES

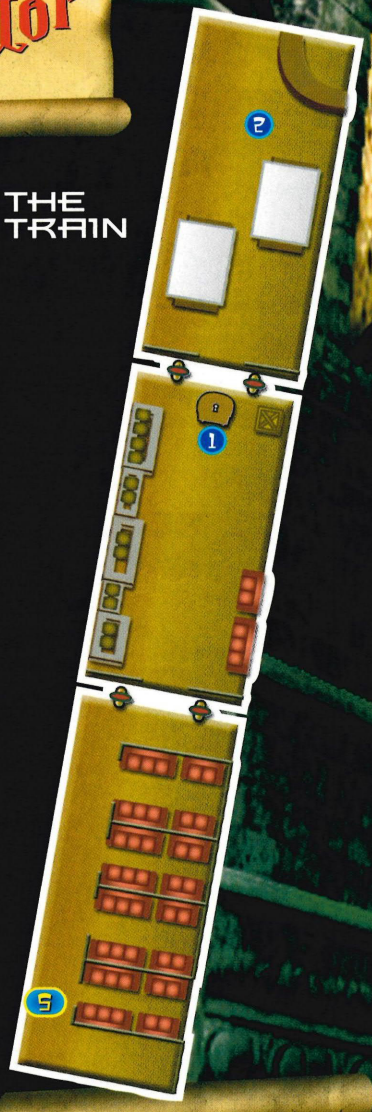
Unlock the extra mini-games via the following methods...

Owl Racing:	Attend the first Potions class.
Hippogriff Flight Challenge:	Attend the Care of Magical Creatures class.

The Dementor

The game begins with Harry and his friends on a train, heading to Hogwarts.

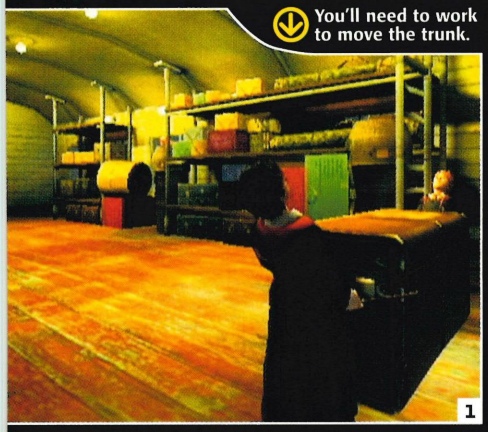
THE TRAIN



Follow Ron into the next carriage and his wand will be stolen by a book. Target your foe with [E] and cast Flipendo when its 'mouth' opens. Destroy the crate when Ron gets his wand back to find a **Chocolate Frog**, then move the trunk out of the way [1] before opening the door.

You'll find Scabbers though here, but you'll have to defeat Malfoy and his friends in order to get him back. Fight by locking on as before and dodge sideways, away from the spells cast at you. Move forwards after your opponents have been defeated and Harry will collapse as a Dementor appears.

Use Ron to drag Harry back through the train [2] and rotate the Left Analogue stick whenever the Dementor tries to drag Harry's spirit out of his body. You'll need to make your way around some fallen luggage in the second carriage, as seen in the cut-scene, but it shouldn't cause too many problems. When you reach the door to the passenger car, Lupin will appear and save Harry from the Dementors.


You'll need to work to move the trunk.

1

POTTER'S POINTERS

DANCING CRATES



Look out for crates like this during your adventure. Some of them could reveal items like Chocolate Frogs when they've been destroyed.

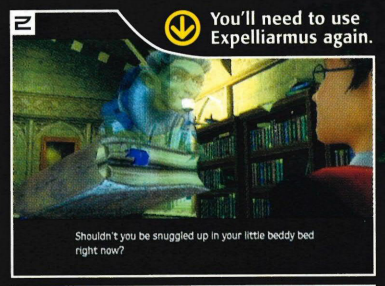
The Marauders Map

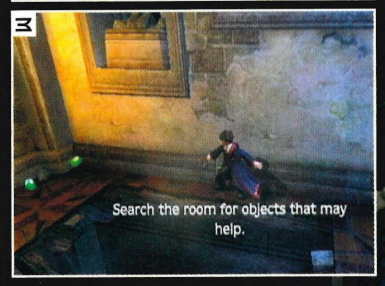
Access your inventory and examine the Folio Bruti. Hit the pots with Flipendo to find some **Beans**, then go through the door and down the stairs to learn the **Expelliarmus** spell. Equip it via your inventory, then head down the next corridor.

Cast Flipendo at Ron when he asks you to, before using Expelliarmus to knock Ron's spells back at him [1]. Hit the pots in the corners to find more **Beans**, then go through a series of doors behind where Ron was standing to reach the Grand Staircase.

Open the door on the 6th floor, then defeat the spell book that Peeves throws at you [2] by using Expelliarmus. Open the chest to find a **Card** once it's been defeated, before destroying the crate to unblock the door and find a **Chocolate Frog**. Go through the door and into the room to make some books attack. Flipendo them, then open the next door to find Fred and George. Switch to Ron after the cut-scene and search the room to find **Beans** and **Dungbombs**, before examining the wall behind the twins to open the secret passage.

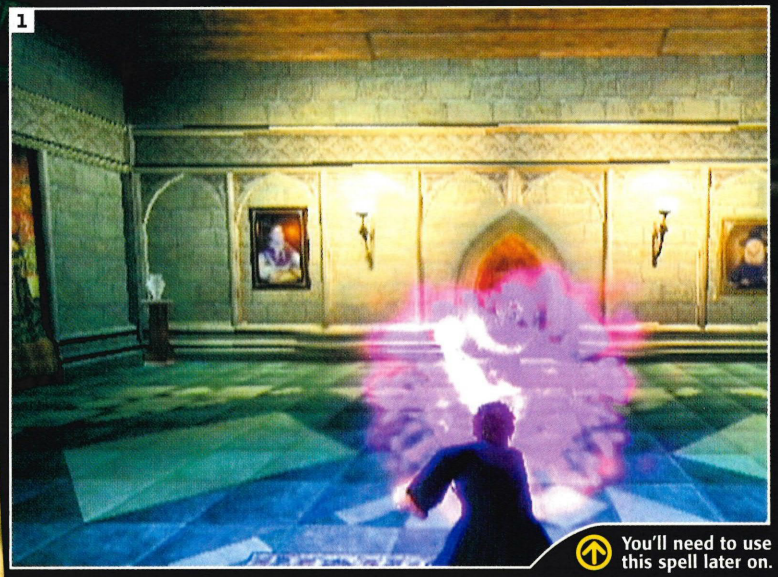
Carry on through the rooms until the floor gives way, then have Harry


2
You'll need to use Expelliarmus again.
Shouldn't you be snuggled up in your little beddy bed right now?


3
Search the room for objects that may help.

jump across the gap and open the chest before grabbing the **Challenge Shield**. Press the buttons on the walls, edging along a ledge to get to one of them [3], then fight the Pixies that appear. Once you've got them all, switch to Ron and open the secret passage at the other end of the room.

Lift the trunk off the switch in the next area and move it up against the


1
You'll need to use this spell later on.



ledge, next to the first mirror. Open the chest to find another **Card**, then yank the second mirror around to direct the light towards another mirror on the other side of the room. Climb up the platforms that appear to get another **Challenge Shield**, before opening the door.

Get Ron to open the secret passages in the next room and kill the Pixies before opening the chests for **Beans** and a **Card**. Target the cogs in the middle of the room now and cast Flipendo on the panel until the concrete block locks in place. Get Harry to climb the rope attached to the nearest block [4], then fight your way along the beam and slide down a second rope. Grab the **Challenge Shield** and you'll be locked away from Ron for a while.

Enter the next room and open the chest to find an **Owl Treat**, before defeating the book that appears – use Flipendo and move to the side to dodge its attacks. Call Hedwig via the perch at the top of the stairs and feed him a treat. Now that you're controlling Hedwig, fly into the Marauder's Map through the archway [5], then return the item to Harry before taking the **Challenge Shield** in front of the painting. Talk to it to enter the next area.

Avoid getting caught by the armour's eye-beams in this area and press the button on the wall, ahead and to your left. Go through the door that opens for another **Shield**, then open the chest to the left of the next suit of armour. Edge your way along the bookcases to avoid the next set of beams, then dodge in and out of an alcove to get past another. Open the chests between the bookcases to your left, before entering the next set of doors. Now head past the suits of armour in front of you and wait for Snape to wander off [6]. Run through the door behind him when he's looking away and is out of earshot. You'll meet up with Ron on the other side – access your Tasks screen to complete the level.

POTTER'S POINTERS

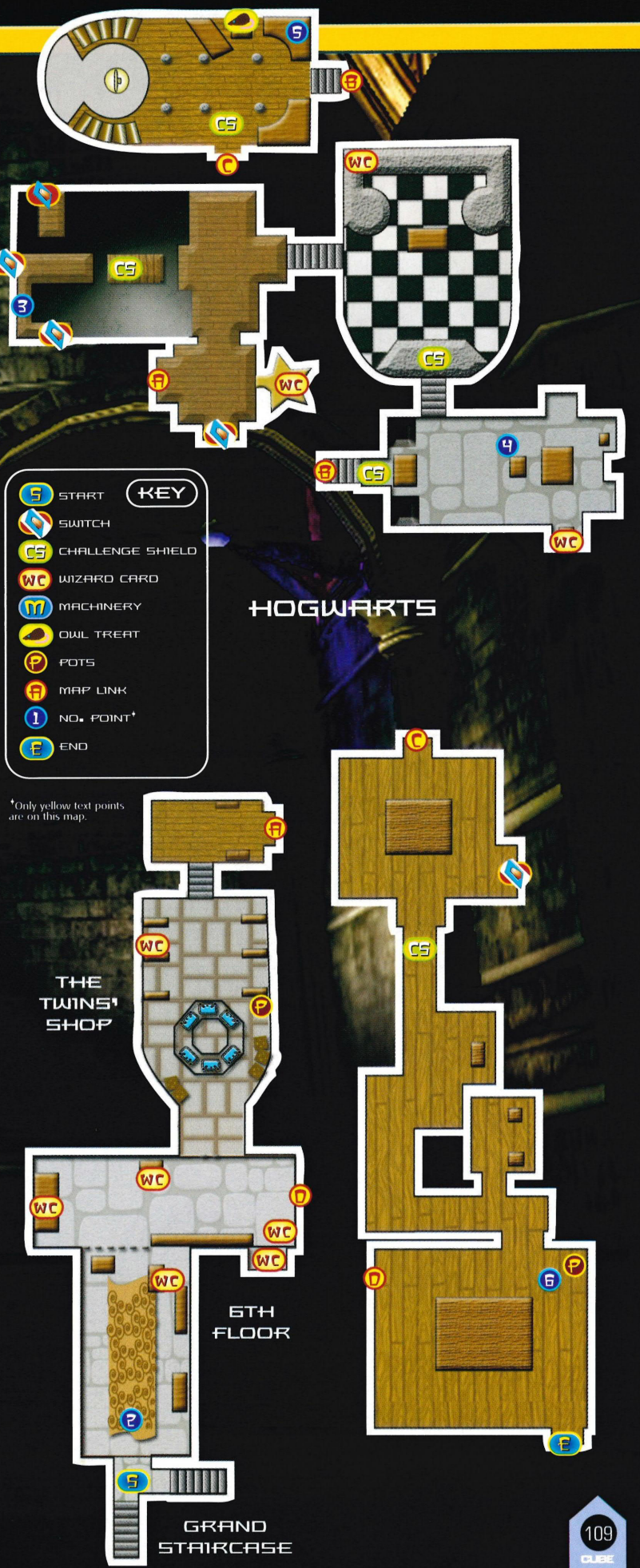
COLLECTOR'S ITEM



You'll find Rare Collector's Cards on sale in Fred and George's shop, at the end of the 'Marauder's Map' level. The trouble is that they cost 100 Beans, so you might not be able to afford them for a while.



Fly into the Map to collect



The First Day Of Term

It's time for our heroes' first lesson in 'Defence Against the Dark Arts'.

Send Hermione down to the Common Room to meet Harry and Ron, then search the bookcase to find a secret passage, containing a chest. Search a large bookcase in the room before the Great Staircase to find a second passage and chest, then go all the way down to the 3rd floor. Head through the library and into the classroom when you reach the large hall. You'll now be told to fetch the Glacius spell book for Professor Lupin.

Go down the stairs and defeat the Pixies when you reach the large room. Be sure to hit any that pick up your friends, to help them break free. Move the cauldron onto the switch using all three characters [1], before taking the **Card** from the chest through the gates. Fight your way past the Pixies in the corridor and press the button to the right, in the next room. Send Harry over to the mirror where the light stops, then turn it to face the next one [2]. Do the same with the following mirrors until you point the final one at the eye carved into the wall, above the door.

Go through the door to find a **Challenge Shield**, defeat the Pixies and use Flipendo on a couple of pieces of machinery until they lock a pair of platforms in place. Jump from one to the other until you reach a ledge, then carry on and Flipendo another set of machinery down the passage. Drop down to your friends, then go through the door that opened.

Open the door at the end of the corridor and loot the chest in the corner. Move the crate up to one of the smaller bookcases and get Harry to climb onto it [3]. Jump across to the ledge and open the chest, before getting Ron or Hermione to move the crate onto one of the switches on the floor. Put Ron and Hermione on the other switches, then have Harry press the button inside the door that opened. Head up the stairs now and



You'll need all three of you to shift it.



You'll need to move several mirrors in a row.



Get Harry onto the bookcases first.

Side Quest

PREFECT BADGE

Search behind the House Point counters in the Entrance Hall to find a **Prefect Badge**. Take it to the notice board in the Common Room on the 7th floor to receive ten House Points as a reward.



POTTER'S POINTERS

SNUFFLIFORS


The spell's worth it for the Card alone.

Get Hermione to go into Fred and George's shop and you'll be able to buy the Snufflifors spell for 50 Beans. This turns small books into mice, which is more useful than it sounds. Do it in a room with a mouse hole and you could receive a Card or other items for your efforts.

Side Quest
POTION INGREDIENTS

You need four ingredients for Professor Snape's Potions class – you'll have to wait to get three of them, but one's available now. Talk to Hagrid in the grounds to learn where Fire Seeds can be found on a burning bush around to the side of the castle. You'll need to use Glacius to put out the flames.

Boss
FLAME GOLEM

You'll need to dodge the Flame Golem's attacks until it opens the grate on its body – just run in circles around it to avoid its attacks. When the grate opens, use Hermione and direct your Glacius spell into the grate. Get clear while it explodes, then dodge the torch it fires at you and put it out with another Glacius spell. Repeat the process until the Golem kicks the bucket.

take the **Challenge Shield**, before fighting the spell book using Expelliarmus.

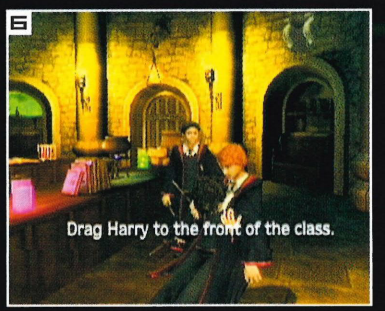
Use Ron to enter the secret passage behind the book and attack the creatures there with Flipendo. Run through the passage and use Flipendo on the machinery you come to, causing it to break and release a group of Pixies. Defeat them, then send Hermione into the gap in the icy wall, in the middle of the room. Slide the first block of ice up to the ledge in the next area, before climbing up to the next platform. Slide one of the next set of blocks towards the ledge with the chests, then push it the rest of the way. You'll need to fill the nearest corner with an ice block in order to stop the other one sliding past the entrance. Take the **Beans** from the chests, then move the ice blocks onto the switch. Drop back to the floor below now and move the ice block to the ledge just past the pillar you lowered. Climb up to find a chest with a **Card** inside and move on to the next area.

Drop into the pit and examine the spell book to learn the **Glacius** spell. Get Hermione to equip the spell, then aim it at the lava to freeze a path to the next platform [4]. Dodge the torches up here, but don't forget the **Card** in the chest one your way out of the room. Take the **Challenge Shield** in the corridor, open the chest in the next area and cast Glacius on the pool of water to form a block of ice. Push the block over to the button so you can use it, then climb the stairs and open the chest to the left for a **Chocolate Frog**.

Head through the next area by freezing the lava, then grab the **Challenge Shield** before dropping into the large room and saving Harry and Ron from the Salamanders. Freeze them with Glacius before hitting them with a Flipendo or two [5]. You should also use your new spell to freeze the lava vents and put out any fires. When your enemies have been defeated, you should head out of the door, back towards the entrance. Fight the (FLAME GOLEM) on your way there and take the **Challenge Shield** before you reach the classroom.

Open the chest at the top of the stairs in the classroom to get a **Card**, then head down to the ground floor via the Grand Staircase. Go into the Entrance Hall, then do the (PREFECT BADGE - PAGE 20) side quest, if you feel like it. Move into the dungeons when you're ready and open the chest in the room full of people to get a **Card**. There's another chest through the opposite door, so open it before going back to the room of people and into the Potions classroom.

Drag Harry to the front of the room when you're told to [6], then take the **Wiggenweld Potions** from the desk and equip them like you would a spell. Follow the rest of Snape's instructions and you'll be able to end your day. However, there are now a number of side quests for you to take on...





*Only yellow text points are on this map.

Side Quest
REMEMBERALL

After the Potions class, you'll be able to go outside. Enter the grounds surrounding Hogwarts and look for a Rememberall sitting by the stone circle. Take it up to the notice board in the 7th floor's Common Room to earn ten House Points.

Side Quest
DARK FORCES SCROLLS

Go to Fred and George's shop and use Hermione to look at the Dark Forces: A Guide To Self Protection page. In order to read the page however, you'll need to find statues hidden around Hogwarts. There are three pages to read and you'll have to track down three statues to read each one. They're worth the effort though, as they'll improve your spell casting abilities. The statues can be found in the following locations...

☐ **Bridget Wenlock**	On the 7th floor, between the Common Room and the Grand Staircase.
☐ **Gondoline Oliphant**	Through a Draconifors door on the 4th floor.
☐ **Hengist Of Woodcroft**	In the 4th floor corridor, near the Hospital Wing.
☐ **Glanmore Peakes**	On the 6th floor, immediately off the Grand Staircase.
☐ **Beaumont Majoribanks**	In the History of Magic classroom, on the 4th floor.
☐ **Gunhilda Of Gorsemoor**	At the bottom of a set of stairs, on the 3rd floor.
☐ **Gregory The Smarmy**	In the 1st floor corridor.
☐ **Jocunda Sykes**	In the Entrance Hall.
☐ **Hooky The House Elf**	In the basement room next to the Potions classroom.

Neville And The Ghoul

Neville's been locked in the Muggle Studies classroom, and it's up to you to save him.

Go down to the 5th floor when you gain control of Harry and Ron. Once there, you'll have to duel with Malfoy and his friends. There's nothing too complicated about this – just use Flipendo as before. The battle will be easier if you've upgraded your spells with the first Dark Forces scroll.

Take the **Challenge Shield** on your way through the next door and open the chest in the corridor. Head into the next room and Flipendo the music equipment that attacks, before taking the contents of another chest. Move into the next room and you'll find that Neville's been cornered by a Ghoul [1]. Ignore it for the moment and get Ron to examine the closed jack-in-a-box nearby. Fight and defeat a group of toys on the next floor up, then take the **Challenge Shield** before going through a pair of doors. Read the spell book, before equipping the **Lumos Duo** spell that it gives you.

Use your new spell on the enemies that appear, then hit them with Flipendo once they're solid, in order to kill them. Just be warned – you'll need to get close for it to work. Defeat two waves of the creatures, then cast Lumos Duo on the crystal ball to charge it up [2]. Turn the mirror to reflect the beam onto the eye above the door, then take the **Challenge Shield** on the far side and open the chest for a **Chocolate Frog**.

Fight another group of toys through the door, take another **Challenge Shield** and go through a series of doors until you come to a toy robot. Cast Flipendo when it opens its chest to fire missiles at you, then move to the side to dodge its shots. Repeat the process until it's destroyed, then collect the **Challenge Shield** and cast Lumos Duo on the crystal ball to charge it up and open a gate. Now drop down to the floor below and cast Lumos Duo on the Ghoul. It doesn't like the light, so use the spell to push it into the small room you just opened [3]. Take Neville back up to the Common Room when the Ghoul's been locked in its cage and you'll be able to end your day.


1

The Ghoul won't attack as long as you keep away from it.

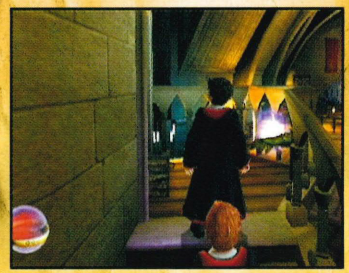

2

You can charge crystal balls with this spell.


3

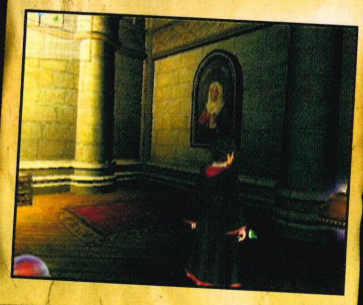
Side Quest
DRAGON-HIDE GLOVES

After you've finished the Potion Vial quest, head to the 3rd floor to find the Gloves at the far end of the Defence Against the Dark Arts classroom. Take them to the notice board in the Common Room to get ten more House Points.



Side Quest
POTION VIAL CASE

Go down to the 2nd floor and search the far side of the first room to find the Potion Vial Case, next to a chest. Take it back to the 7th floor notice board for ten House Points.



Buck Beak

It's time for Harry's first Care of Magical Creatures class – better head out into the grounds, then.



Go downstairs and out into the grounds, via the Entrance Hall, not forgetting the **Owl Post Parcel** on your way outside. Once outside, go ahead and to the left, then approach Hagrid to start the lesson. Follow the instructions given to you until you're on Buckbeak's back, then run up to full speed, press B to take off and start to fly Buckbeak in the same way as you did Hedwig, earlier in the game. Just make sure to press B to speed up, or you could find yourself crashing to the ground. Try to collect all the bats Hagrid released by flying through the group of them above your takeoff point. You'll see a series of cut-scenes once you've collected them all and Harry will wake up in hospital.

Follow Ron out of the room and you'll have to fight Peeves. Wait until he throws something at you, then dodge it and hit him with Flipendo before he can recover [1]. Repeat this process several times and it won't be long before he runs away. Follow Ron all the way down to the dungeon and dodge your way past the suits of armour you find there. Use Ron to open the secret passage after watching the cut-scene, then fight your way past the enemies in the next area, using Flipendo.

Head on down the path now and open the chests by Hedwig's perch to get a **Card** and an **Owl Treat**. Call Hedwig to his perch, then fly him back the way you came to get him to fetch Hermione. Now that the team's back together, get Harry and Ron to hold open the portcullis while Hermione crawls underneath [2]. Carry on down the path, using Glacius to put out the fires and casting Flipendo on the enemies in the following room. Freeze the fountains to climb up to the upper level and Flipendo more Red Caps at the top, before getting trapped on the far side of a bridge.

Break the crate up ahead, then read the spell book to learn **Reparo**. Use it to repair the crate, then climb over it and repair the next one. Move this up to the wall in front of you, before repairing and crossing the bridge [3]. Head back through the level until you come to some more bridges. Repair the broken one and put out the fires. Now go back to your friends, repair the crate and press the button to open the door. Go over the bridge and get Ron to use Lumos Duo to make the enemies vulnerable, before hitting them with Flipendo.

Open the chest, then defeat a final Red Cap as you climb the stairs. Open the chest in the next room if you haven't done so already, then get Hermione to sneak past a suit of armour, repair a crate and climb onto the bookcase to find four **Wiggenweld Potions**. Drop down on the far side of the bookcase now, sneaking past the Prefect and out through the door. Once you're back in the Entrance Hall, you'll be able to end the day by using your Rememberall.

Side Quest

OWL POST PARCEL

Look for the Owl Post Parcel just into the grounds – it's found in the set of corridors leading outside. Collect it before the Magical Creatures class, as you won't be able to get outside afterwards. You won't be able to hand the parcel in at the notice board until the next day, though.

It's a large bridge, so you'll need to repair it as you go.



You can't hit Peeves while he's moving around.

Carpe Retractum

Where are the ingredients for Snape's class?

Head into the grounds to start collecting ingredients for Snape's next Potions class. You may have **Fire Seeds** already, but if not, go around the side of Hogwarts and use Glacius to put out the fire on the bush by the greenhouses. When this is done, it'll drop the seeds you need. The next ingredient – **Chizpurfle Carapaces** – can be found along the lake, on the other side of Hogwarts. Use Lumos Duo to lure the bugs out from under their bushes, then pull them into the carnivorous plants. The plants will spit out the carapaces, so grab all three before moving on.

Head over to Hagrid to find Buckbeak, then use him to fly over the corner of the lake nearest Hogwarts. There are some **Billywigs** flying around here – use Buckbeak to fly into and catch them.

Now you've got the ingredients, it's time to go to Potions class in the dungeon. With that done, head up to the second floor and open the chest by the Charms classroom for some **Beans**, before heading inside.

You'll be sent to retrieve the Carpe Retractum spell book next. Defeat the torches in the first room by using Glacius on them [1] and casting Flipendo when they're frozen. Go through the door to receive a **Challenge Shield**, then use Glacius on the three handles in the next area before having your team grab one each.

Fend off the Red Caps that attack, then lift the portcullis at the bottom of the pit so Hermione can crawl under it. Freeze the water in the next room by using Glacius, then cross it and grab the **Challenge Shield** before opening the chest. Press the button, then go through the door and deal with the Red Cap before taking the **Antidote To Uncommon Poisons**. Get rid of the other enemies in the corridor now, including a Doxy or two. Use one of your antidotes if a Doxy hits you.

Go into the next room and smash open the glowing crates with Flipendo, in order to fight some more Doxies. Kill them all, then freeze one of the fountains with Glacius and climb up to the platform with the **Antidotes**. Press the button, then climb another fountain up to the mirror and point it towards the crystal in the middle of the room. Jump down and freeze the pool of water that appeared, then push the ice around to the corner nearest the switch. Use Reparo on the smashed crate at the end of the path, near the mirror you moved, then push the ice up against it. Smash the crate and repair a different one, next to where you pushed the ice block. Push the block up against it and you should be able to get it onto the switch, opening the door.

Collect the **Challenge Shield** and go through the door to fight some Red Caps. Head on through the next door to find some broken machinery. Use Reparo on it , then hit it with Flipendo three times to make a bridge appear. Cross it and carry on past the central platform to find a **Card** in a chest. Press the button nearby, then get Harry to climb the second rope on the stone bridge, edging along the platform and pressing the button above the locked door.

Open the chest on the other side of the door to find a **Card**, then cross the bridge, using Reparo to fix it and fighting Red Caps until you reach a door. Go through and have Ron use Lumos Duo on the creatures inside, before zapping them with Flipendo. Cast Glacius on one of the fountains now and have Ron climb to the crystal ball, charging it with Lumos Duo. Turn the mirror to face the right way, then freeze the pool of water into a block of ice. Charge the crystal on it with Lumos Duo, then push the block past the eye on the lower level to make a set of stairs appear.

Take the **Challenge Shield** by the door and go through it. Deal with the enemies in the same way as those in the previous room, then open the chest in the central chamber for another **Card**. Press the button to free Harry and some stairs will appear. Jump Harry onto the stone platform just past the chest, then climb one of the ropes and Flipendo the machinery three times. Drop back to the bridge now and go through a series of doors to find the **Carpe Retractum** spell.

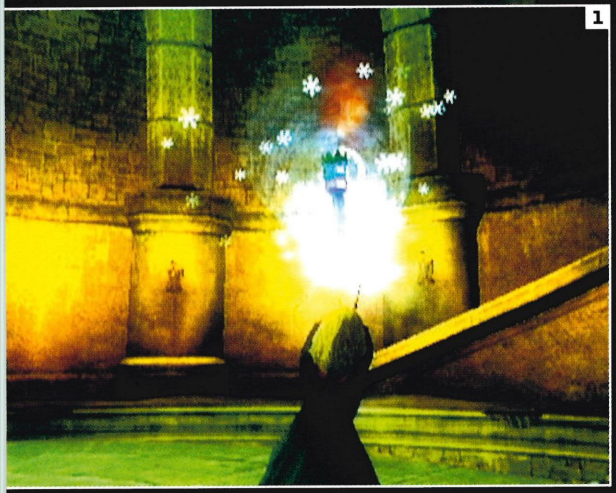
Zap the Red Caps that appear, then cast Carpe Retractum on the statue on the other side of the gap, pressing ↓ to be pulled towards it. Cast it on the hook up ahead to pull the bridge to you, then carry on through the doors until you reach the central chamber. Cast Carpe Retractum on the hook on the bridge [2], then jump across to the other half and cast it again on the other hook. Take the others back to the previous room now and cast your spell on the grate, pulling it open.

Send Hermione into the hole and use the button to the right. Head through the next corridor now, killing Red Caps as you go. Collect the Challenge Shield before opening another door and fighting the (SHIELD KNIGHT). If you win, open the only available door to be taken back to the classroom. Open the chest for some **Beans**, but look out for the flying books and monster book as you do. There's a crate to repair in the corner of the room, leading up to a second chest. A final chest is behind the bookcase, although you'll have to Carpe Retractum a nearby candlestick if you want to get to it. You can now end your day with the Rememberall.

POTTER'S POINTERS

LIGHT LEADS THE WAY

Follow the orange beams of light when looking for potion ingredients – they should put you on the right track.





Jump to the other side after pulling the bridge towards you.

Boss

SHIELD KNIGHT

Use Carpe Retractum on one of the Knight's shields when it stops spinning. The shield will fall off and turn into a monster! Kill it by hitting the orb on its chest with Flipendo, then repeat the process until the Knight runs out of shields.

The boss will grab some swords from the wall. Stay out of range until it stops attacking, then get close and use Carpe Retractum on the hook sticking out of its visor. This'll pull its head off, defeating it.



*Only yellow text points are on this map.

Side Quest

KEY

Look behind the statue on the first floor to find a Key. Take it to the notice board when the next day begins, to earn ten House Points.

The Patronus

Learn how to deal with the Dementors.

Go to the 4th floor and into the History of Magic classroom to start the next level. Push the block into its socket, then use Carpe Retractum on the statue that appears. Push the next block into its socket to open the door. Go through it and use Carpe Retractum to get onto the first platform, where a Boggart will appear in the form of a Dementor. You'll need to dodge it from here on, as you move the blocks in the four corners of the room into their sockets. Quickly rotate the Left Analogue stick if the Boggart tries to suck the life out of you, then head for the opening opposite where you came in, as soon as all the doors are open.

Use Carpe Retractum to get to the platform in the next room, then read the spell book to learn **Expecto Patronum**. The (BOGGART) will now appear and you'll be forced into battle. After you've hit it a few times, the fight will end and you'll find yourself back in the classroom.

Send Hermione under the gap in the door when you regain control and read the **Draconifors** spell book. Use Draconifors on the statue by the door to burn the tapestry, then head back through the corridors to the Study Room. Move to the back of the room, away from Snape, and use the Draconifors spell to open the door there. Take the **Card** from the chest, then go through the passage to 2nd floor and through a third Draconifors door, after dealing with the flying books.

Sneak past the Prefect here, back to the Grand Staircase and go to the 3rd floor. Sneak past the suits of armour and the Prefect in the first room, then more suits of armour in the next one along until you come to a statue. You'll find yourself outside, now – take the **Chocolate Frogs** from the chests and head towards the building in order to fight Malfoy and his goons. Use the same tactics as before, casting Flipendo and Expelliarmus to get rid of them. With that done, use Reparo to repair the broken statue by the bush. Cast Draconifors on the statue and it'll set fire to the bush. This releases a group of Fairies, that you'll have to knock to the ground with Flipendo. Once they've landed, use Glacius on them before they recover, to freeze them in place. You'll then be able to pick them up and use them as ingredients for your next Potions class.

A group of Dementors will attack – use Expecto Patronum to keep them away and use Potions to restore your health. You'll need to hold the Dementors off long enough for your friends to break down the fence, so you can make your escape.

Climb the stairs when you get back to Hogwarts and cast Dragonifors on the statue to open the door at the top. Take the **Card** from the chest inside, then open another chest through the next door for a second **Card**. Use Carpe Retractum on the statue to cross the corridor and get a third **Card**, then drop down when Snape's looking away and head back to the Grand Staircase. Go to the 7th floor and you'll find the Common Room being guarded by trolls.

Use Ron for this section and equip his Dungbombs. Throw a bomb behind the small set of bookcases next to the first troll, then run away and dodge past it while it's distracted. Throw a bomb against the wall in the next area and squeeze past the troll there, then quickly throw another bomb and dodge past another troll before the previous one returns to his post. There's just one more troll to get past now – throw a final Dungbomb into the corner and head along the opposite wall, to safety. All you need to do now is enter the Common Room, so you can end your day.



Boss

BOGGART

Equip the Expecto Patronum spell, then move as far away from the Boggart as you can. Face the Boggart now, then cast the spell, steering the bolt of light towards your enemy with the Left Analogue stick. Repeat the process a few times and quickly rotate the Left Analogue stick to break free, if the boss tries to suck the life out of you.

Hollow Victory

Sirius Black is still at large, but our heroes have a more pressing concern - finding the ingredients for their next Potions class!

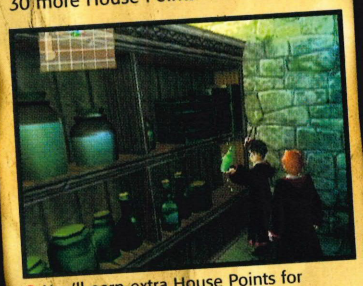
Go down to the Entrance Hall and talk to Hagrid until he tells you where to find the ingredients for your next Potions class [1]. Move out into the grounds now and towards the beam of light in front of you. Defeat the Doxies with Flipendo, then heal anyone who's poisoned by using Antidotes. Now pull the **Doxy Eggs** from the tree, using Carpe Retractum.

Head over to the fountain in the courtyard to the side of Hogwarts, or use Buckbeak to make getting there a little easier. Cast Draconifors on the statue to burn the **Dragonflies** when they get close, then pick up their bodies before moving on to the final ingredient. Head to the building behind Hogwarts now, by the lake. Get Harry to stand on the dock and press A to start fishing for **Flying Seahorses**. Lock onto a Seahorse and use Carpe Retractum to reel them in. You'll need to press ↓ repeatedly to pull them towards you, as holding it won't often work. Catch three Seahorses, then head off to Snape's Potions class in the dungeon.

After class, you'll learn that the Slytherins have sabotaged the Quidditch balls for Harry's next match. Head out into the grounds, then find Buckbeak in his pen next to Hagrid's hut. Get Hermione to fly him into the courtyard you passed earlier, but hurry as you're on a time limit! Cast Glacius on the pool of water [2], then climb on the ice block and use Draconifors on the statue. Take the **Quidditch Ball Crate** that drops down, then fly towards the Quidditch Stadium, marked on the map. Land in front of the gate and head into it on foot. Hermione will arrive just in time to save the Gryffindor team from a crushing defeat! You can now end your day with the Rememberall, or do some of the side quests first.

Side Quest
POTION JAR

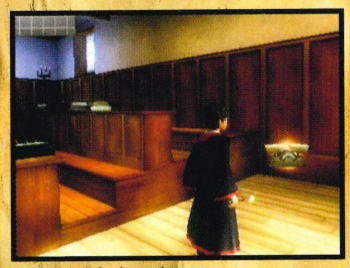
Check the far room in the dungeons to find a Potion Jar. Take it to the notice board in the Common Room to earn 30 more House Points.



- You'll earn extra House Points for this last quest.

Side Quest
BRASS SCALES

Find the Brass Scales in the Charms classroom on the 2nd floor and return it to the 7th floor Notice Board. Ten House Points will be your reward.



- Move right into the room to spot the Scales.

Side Quest
TELESCOPE

You'll find the Telescope inside the boathouse, at the lake outside Hogwarts. Return it to the 7th floor notice board to earn ten House Points.



Side Quest
DAILY PROPHET

Visit the Hospital Wing on the 4th floor to find a copy of the Daily Prophet. Take it to the notice board in the Common Room for an extra ten House Points.



1



You'll need to listen to Hagrid talk about Buckbeak, first.

2



The time limit isn't too strict.

Expecto Patronum!

Buckbeak's about to be executed, so Harry and the others decide to keep Hagrid company.

Go down to the grounds, dodging past the Trolls on your way through the 7th floor, using Dungbombs as you did before. You'll see a cut-scene when you get to Hagrid's hut. Afterwards, you'll find yourself inside the Whomping Willow. Defeat the Red Caps when you come to them, then freeze the Salamanders in the next area with Glacius, before hitting them with Flipendo [1]. Put out the fire with your ice spell, then cast Carpe Retractum on both sides of the bridge to pull it together.

Fight some more Salamanders on the far side, then fight some Doxies in the next area, using Flipendo. Drop into the pit in the next corridor and cast Reparo on the crate, before pushing it up against the far wall. Kill the Red Caps and climb up to the ledge, before getting Harry and Hermione to work together to move the trunk under the button. Press it, then enter the door to see a series of cut-scenes.

Drag Sirius away from the Dementors when the cut-scenes end and rotate the Left Analogue stick to break free when they attack. After you've dragged Sirius far enough, you'll have to fend off the Dementors using Expecto Patronum. Aim at the Dementor that's nearest Sirius at the time and keep just keep casting the spell [2]. You'll need to keep Sirius alive until the next cut-scene begins.

You'll find yourself on the far side of the lake at the end of the cut-scene. Cast your Expecto Patronum spell repeatedly, in order to clear a path through the Dementors. Once you've made one, hold down the Expecto Patronum button to charge up a more powerful spell [3], then hit Ⓐ repeatedly once it's been cast, to get it to move faster. Your target is the Dementor that's trying to kill Sirius Black – you'll need to hit it several times in order to kill it.

Now that Sirius has been saved, you'll need to do the same for Buckbeak. Get onto his back and fly up to the tower in the centre of Hogwarts, where you'll find Sirius Black. He'll escape the tower by riding Buckbeak and your day will end automatically.

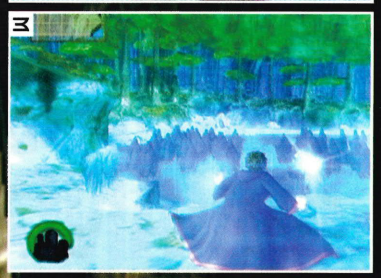
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2



3



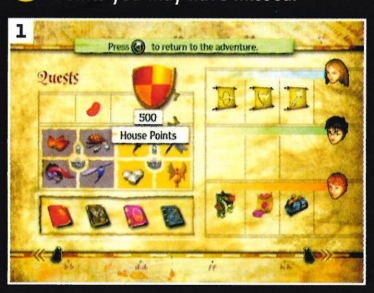
The Last Day Of Term

Unusually, you'll begin your final day in Hogwarts inside the Entrance Hall.

Now is your last chance to collect anything you've missed before the game ends. There are a total of 500 House Points to earn and probably a number of Cards that you've still got to find. You can track your progress on the Quests screen [1] and the Cards you have are listed in the Folio Universitas. If you're missing some House Points, it's worth checking the notice board in the Common Room, there may be some quests available that you've missed.

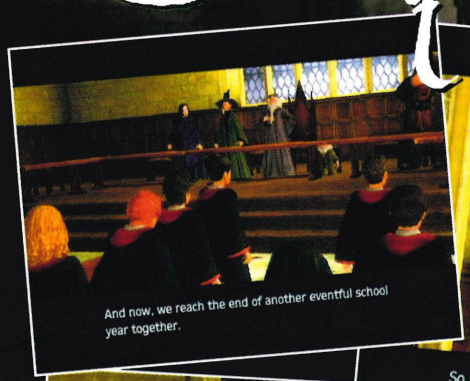
Check you Quests screen for House Points you may have missed.

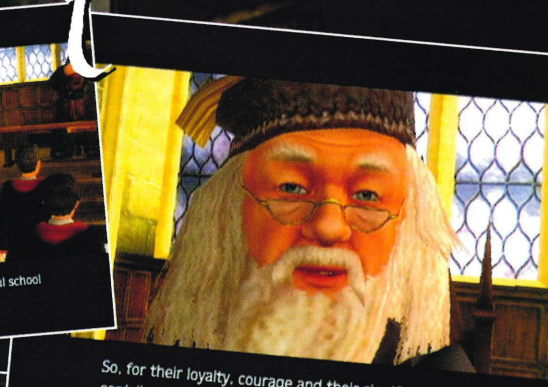
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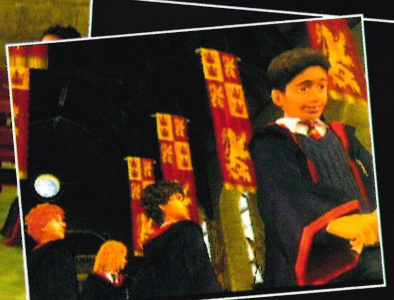
Head back to the Entrance Hall when you're ready to end your game. Talk to the headmaster in the middle of the room and the House Cup will be awarded to the house with the most House Points. If you've kept up with your Card collection, picked up all the Challenge Shields and completed the notice board quests, then Gryffindor should come away as the winners. Congratulations – you've completed the game!

End Sequence









WELCOME TO ADVANCE...

Amid the excitement of the DS and the PSP, it would be easy to forget the GBA for a moment. Shame on you! Nintendo's tiny console is still pumping out decent software, even if this month's haul is a tad disappointing.



ADVANCE

Ever notice there isn't actually a game in this SP?

SERIOUS SAM ADVANCE *Sam ain't got it*

CUBE
INFO
PUBLISHER: TAKE 2
DEVELOPER: CLIMAX
GENRE: SHOOT-'EM-UP
PLAYERS: 1-2
RELEASE: OUT NOW
STATS
- 3D GAMING ON YOUR GBA
- ANNOYING CONTROLS

SERIOUS SAM IS known in the console world as the big burly guy who's easy to get along with, but say one thing that he doesn't approve of and you'll find yourself taking your nose home in a handkerchief with you. No hard feelings though – that's just the way he is and he'll buy you a drink tomorrow. The GBA version, however, is more a more awkward sort. Thin, gangly, toothy and unable to talk to strangers. To play *Serious Sam Advance* is to ask him a question. It's hesitant to work with you. Tap the left or right button and you'll go spinning around far too much – so moving around with the L and R buttons that cause you to sidestep is the key to navigating the dull levels – which shifts the dynamic of the series from a fast-paced, reaction-driven blast fest to a careful creep through a Minotaur's maze. The walls all look the same and the engine doesn't allow you to look up and down, which means that finding your way around is nearly impossible, or at least very difficult. Shame, but this is a real wasted opportunity.

CUBE RATING 3.8



It could have been the successor to *The Chaos Engine*. Instead it just feels like a poor 3D *Doom* clone.

Poké-what?

CUBE
INFO
PUBLISHER: TAKE 2
DEVELOPER: CLIMAX
GENRE: SHOOT-'EM-UP
PLAYERS: 1-2
RELEASE: OUT NOW
STATS
- WHO NEEDS MARIO KART!
- MULTIPLAYER RACING



Digimon, Pokémon, Garymon, Stephémon, Lizémon and Chandramong.

DIGIMON RACING

THE DIGIMON WORLD isn't as familiar as *Pokémon*, but judging from the amount of *Digimon* games that get a released on the GBA every month, there must be something going on with it. So here we are with *Digimon Racing*, and it isn't as bad as you might fear. Granted, it's not exactly brilliant by any stretch of the imagination, and it's certainly no *Mario Kart* (which it will inevitably be compared to). It does, however, have plenty of challenge and more importantly, interesting courses. Memorable tracks include a beach-side race where you spent most of your time hoping onto patches of sand as the tide falls back, an underwater tunnel complete with bubbles (and the associated slowdown!) and a swampy track that dictates careful driving. You even get boss fights after every cup. It would be good fun but for the handling – the main problem with the game. It feels unbalanced. You launch into a power slide, and it only takes a few seconds to spin out – all well and good, you may think, but this doesn't suit the course layouts at all. Lots of twists that come back onto themselves and compact arenas mean that you should be spending half of the time with your kart sideways, but the game won't let you do this. It feels wrong. And we all know that the handling is the most important aspect of a racing game, or at least somewhere near the top of the list. A pretty good karting game, but let down in a major fashion.

CUBE RATING 6.7

Back to the daily grind

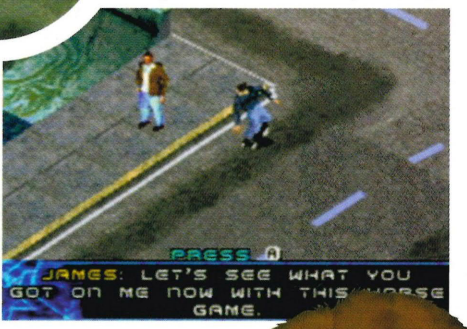


Grinding is really tricky because it's difficult to judge heights.



When you fall you smack your head and little pixellated drops of blood splash on the ground.

A lot of the challenges come from very lazy people: "Dude, pick up my dry-cleaning!"



CUBE

INFO

PUBLISHER:	ACTIVISION
DEVELOPER:	VICARIOUS VIS.
GENRE:	SPORTS
PLAYERS:	1-2

STATS

- GO DEEPER UNDERGROUND
- HUNT DOWN CHALLENGES

TONY HAWK'S UNDERGROUND



TONY HAWK'S WAS among the GBA's first major titles, and several years later it's back – this time carrying the *Underground* motif. Although it's clear that the designers have been aiming for a grittier, dirtier look, this is only skin deep. As with every other modern *Tony Hawk* game, the structure revolves around seeking missions from people and then performing them. There are some small differences such as not being allowed to skate in certain areas until you've earned 'respect', and being able to get off of your board and run about (thus enabling you to travel through the 'no skate' areas), but playing is like going through a series of well-practised motions. Even the isometric viewpoint is as annoying as before, making it difficult to judge distances. When you're trying to land a revert into a manual after acid dropping 12 feet from a sketchy 360° nose grab it's frustrating to have your combo ruined by bumping into a bin you couldn't see.

One thing does amuse about this game. For all its 'Underground' attitude, there are an alarming number of challenges that go like this: 'Thug: Hey dude, the garbage men have been getting' up my nose lately. Knock over all the bins before they arrive and I'll give you this special stone I found at the quarry!' Special stone, eh? Does it allow you to evolve your skater or something? It seems ridiculous given the context of the game, but curiously naïve too. Like a small child eager to collect balloons from the garishly coloured machine in the men's toilets. It's quite cute really. But back to the game itself – it's *Tony Hawk's*, and by now you know if you like it or not. And that's the game's problem. There are no alarms, and certainly no surprises. Time for a bit of a rethink by the developers perhaps.

CUBE RATING 6.0

ROBOCOP

CUBE
INFO
PUBLISHER: AVALON
DEVELOPER: TITUS
GENRE: SHOOT-'EM-UP
PLAYERS: 1
RELEASE: OUT NOW
STATS
- 14 LEVELS
- PASSWORD SAVE





Love the way enemies always shoot just above your head when you crouch. Duck!

Detroit riot!

HMMM NOW THIS looks familiar... this isn't a new game at all! It's a re-release of an older (well, a two-year-old game anyway), at a cheaper price than before – £19.99. If you lack the ability to figure out what this is all about from looking at the screenshots then a) seek help and b) we'll tell you anyway. Walk along a 2D plane with occasionally altering backgrounds punching chain-saw wielding punks in the face and shooting the place up with your pistol, beefing it up now and again with power-ups. There is absolutely nothing here that will come as any surprise. Playing this is like stepping into a time warp and selecting '1994' on the dials. We're not sure how to score this really – everyone must have seen a game like this at least 17 times in their life, and by now you should know if plodding along, jumping, mistiming gaps because of dodgy collision detection, shooting enemies before they 'see' you, fighting to keep your gun aimed in a diagonal-up direction while crouching to avoid fire, collecting health bonuses, learning boss patterns (of which there are many) and hearing the same set of tunes over and over again appeals to you. We've enjoyed the current generation far more than we did before after playing this reminder of why games moved on. Even at 20 quid this is a 'maybe' purchase – for that price you could buy an old SNES and a whole load of old shooters, for instance.

CUBE RATING 4.5

HARRY POTTER
AND THE PRISONER OF AZKABAN



CUBE
INFO
PUBLISHER: EA
DEVELOPER: IN-HOUSE
GENRE: ADVENTURE
PLAYERS: 1
RELEASE: OUT NOW
STATS
- SWAP CARDS
- USING CONNECTIVITY

Detroit riot!

YOU SHOULD KNOW the drill by now. There is no way that this will fail – it's *Harry Potter* for goodness sake. Run around an overhead adventure using a card-based battle system that's simple enough for the young 'uns to understand, but complex enough to allow for some flexibility, throw in a ton of secrets to discover, old favourites, sneaky characters and a dark atmosphere and you've got the formula nailed. Hey – it's even quite a tough game, unheard of in a *Harry Potter* title before. But there's nothing unique here, nothing at all. You've played it a million times before in various guises – but anything that could possibly be typed in these pages will not stop people from buying the game, such is the popularity of the franchise. Add in the fact that you can trade cards with the GameCube game, and you may have a new phenomenon on your hands. If anything can launch connectivity properly, it's going to be *Harry Potter*. He can do anything, see?

CUBE RATING 4.5



We're still a bit iffy of the whole Card battling genre, it's just not right: "Eat the five of spades!"

CUBE

INFO

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
GENRE:	ARCADE
PLAYERS:	1
RELEASE:	Q4 2004

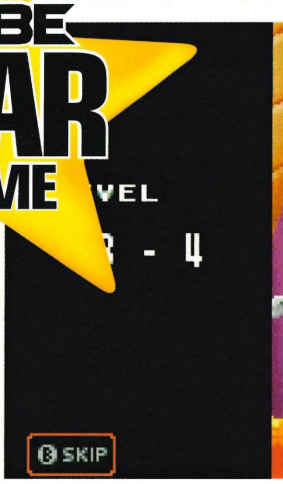
STATS

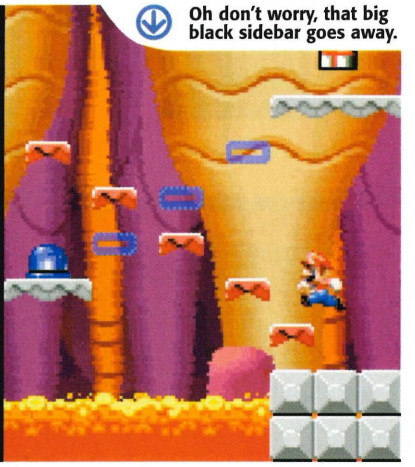
- 12 LEVELS PLUS EXPERT
- OLD-SKOOL PUZZLING



When you beat a level there's incredible satisfaction to be had. Great games do that.

CUBE STAR GAME





Oh don't worry, that big black sidebar goes away.

MARIO VS DONKEY KONG

Detroit riot!

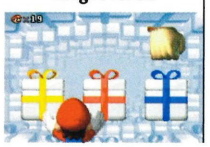
THINK BACK TO 1994, and if you were a Game Boy aficionado then you'll probably grow misty-eyed at the thought of a little game called *Donkey Kong '94*. If not, then you may end up remembering greasy hair and flannel shirts, so quick! Come back! Anyway, in the game that some people remember with misty eyes, you played the part of Mario, who had to jump and puzzle his way through a stack of sprawling levels by using a variety of skills that funnily enough, found their way into *Mario 64*.

But here we are, in the days of spiky hair and stupid jeans and it's happening all over again. But this time the levels are bigger, brighter, and Mario is equipped with even more moves. Take a quick look at the game before reading further. Odd looking, isn't it? We weren't sure about those rendered graphics either. And yeah, it doesn't look very 'Nintendo' really does it? But forget those thoughts, as we did as soon as we played it for real. Mario animates beautifully, there's nothing jagged or clumsy about him at all. The backgrounds shimmer as lava bubbles furiously underneath your feet, and above ground grass waves merrily in the wind. It's this attention to detail in addition to the fluid movement of the many enemies and extra little icons that pack the screen from top to bottom that give the game that dynamic look that is only possible with polygons. We love every rendered inch of it.

Games aren't all about looks though, and when it comes to the most important part of any title, *Mario Vs Donkey Kong* delivers by the barrelful. As you may know from the preview we printed a couple of issues back, the idea is to roam the levels looking for parcels and Mario action figures, using all of your jumping, climbing and combat skills as well as a little bit of shrewd judgment. You can only get hit once before you have to start a level again, so you have to be very careful. But if you want to earn stars, which in turn unlock the expert levels, you have to be swift too. It's a perfect balance, and one that ensures that you're only ever a grasp away from completing a level, lending itself to repeated plays without any hint of frustration. The pure arcade feel to the game enthralls from the first moment. Not only does it play like an old arcade game, but it sounds like one too. Merry jigs accompany Mario's screaming and yelping, and when you pick up a bonus, alarms ring out assaulting your ears. Close your eyes and you can almost here the creaking of an old seaside pier as it threatens to dump its load of bratty balloon-carrying children into the ocean. In typical Nintendo fashion, there's a ton to do in the unlikely event that a tricky level starts to grate.

You can go back and improve your scores in an attempt to earn more stars, and the last two levels of each world take on the form of a boss fight, and amusingly, one where you have to lead a procession of Mario action figures into a toy box. We could go on about how good this game is, but there's no need. Just buy it. It's the perfect handheld videogame.

CUBE RATING 9.4



Pick a box, any box to find stars or extra lives. It's like having a birthday after every hard fought level.



Mario Vs Donkey Kong is a wondrous game with lots to unlock and keep you busy.



CUBE DIRECTORY

ISSUE THIRTY FOUR

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	N	N	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
Conan	TDK	Cauldron	1	N	N	32	PAL	4.2
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	N	N	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
Donald Duck: Quack Attack	Ubi Soft	In-house	1	N	N	6	PAL	6.2

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

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
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
Dragon's Lair 3D	THQ	Dragonstone	1	N	N	32	PAL	4.0
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	N	N	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	N	N	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: Four Swords +	Nintendo	In-House	1-4	Y	N	32	NTSC	9.4
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	Camelot	1-4	N	N	33	PAL	8.0
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	1-4	N	N	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
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

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

THINGS WE'VE HAD NICKED

ARRGH! THIEVING LITTLE GETS!

TIM'S BIKE



1

After a fantastic day at Alton Towers Tim returned home to find his bike was gone. Now he has to walk, everywhere, with a frown.

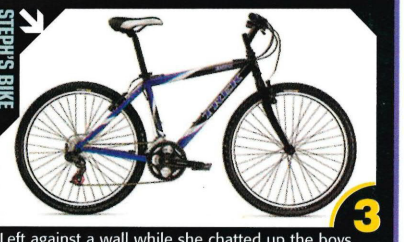
LIZ'S PANTS



2

Big shared house, nice pants, weirdoes – it's not a good mix if you want to hold onto your kecks. Let that be a lesson to you.

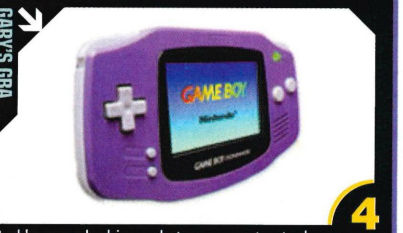
STEPH'S BIKE



3

Left against a wall while she chatted up the boys, when she went back to it, it was gone, vanished, kapoof, missing, stolen.

GARY'S GBA



4

Iccckle console, big pockets, so easy to steal, so easy to leave behind for someone to steal, and it had *Mario Kart* in it!

CHANDRA'S BIKE



5

Got nicked, he reported it, then saw some kid on it, did some crazy-assed ninja move, got bike back. Chandra now cycles with intense glee.

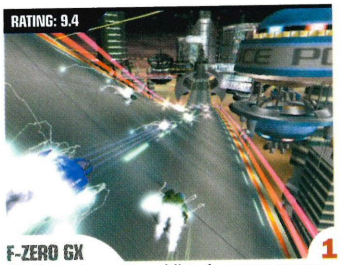
MILES' WALLET



6

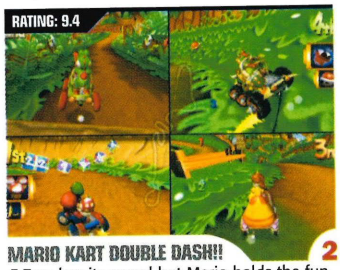
About ten years ago while on a night out in Bath all the git who nabbed it got was tonnes of business cards and lots of fluff. Ha!

RACING GAMES



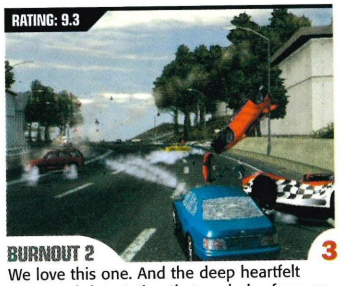
F-ZERO GX 1

The fastest, most eye-blistering racer on any console. Stuff you reality, the future is where racing is going. You might like to notice that none of these games are simulators, most likely because simulators aren't stimulators.



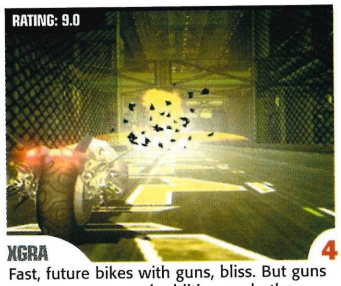
MARIO KART DOUBLE DASH!! 2

F-Zero has its speed but Mario holds the fun. The finest multiplayer racing game so far. Not so good in single player but get your mates round and by God the console doesn't get turned off for hours.



BURNOUT 2 3

We love this one. And the deep heartfelt anger and detestation that explodes from us every time the number three is mentioned is scary. Three is definitely no longer the magic number, now it's a bit scabby.



XGRA 4

Fast, future bikes with guns, bliss. But guns are strange – a cool addition or do they dilute the purity of adrnenaline-powered racing. It's just a case of who shoots who coming up to the finish line.



WAVE RACE: BLUE STORM 5

Let's get wet. Race your jet bikes around the courses, fly over the jumps and then dive below and pull off more stunts when you emerge. Bit tricky at first but it's floaty fun soon enough.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Mission: Impossible Operation Surma	Atari	Melbourne House	1	N	N	31	PAL	6.7
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	N	N	32	NTSC	5.8
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	N	N	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
Phantasy Star Online III C.A.R.D.	SEGA	In-house	1-2	N	N	33	PAL	6.0
Pikmin	Nintendo	In-house	1	N	Issue 7/8	7	PAL	9.0
Pikmin 2	Nintendo	In-house	1-2	No	No	33	NTSC	9.3
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	1-4	Y	N	32	PAL	8.6
Pool Paradise	Ignition Ent.	Awesome Studios	2	N	N	31	PAL	8.0
Prince Of Persia: The Sands Of Time	Ubisoft	Ubisoft Monteral	1	N	N	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	N	N	29	Pal	8.4
Samurai Jack: The Shadow Of Aku	SEGA	Adrenium Games	1	N	N	33	PAL	6.1
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
Serious Sam: Second Encounter	Take 2	Climax	1-4	N	N	32	PAL	8.0
Shikigami No Shiro II	KSG	Alfa System	1-2	N	N	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	N	N	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	N	N	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	N	N	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	Y	N	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	Y	N	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
World Racing	TDK	Synetic	1-4	N	N	33	PAL	5.0
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

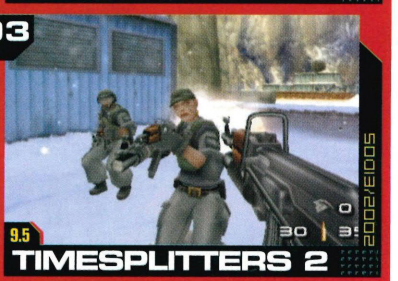
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01 **METROID PRIME** 9.6 — 2002/NINTENDO



02 **THE LEGEND OF ZELDA** 9.5 — 2002/NINTENDO



03 **TIMESPLITTERS 2** 9.5 — 2002/EIDOS



04 **ZELDA: FOUR SWORDS +** 9.4 — 2004/NINTENDO



05 **F-ZERO GX** 9.4 — 2002/NINTENDO

06 **MARIO KART: DOUBLE DASH!!** 9.4 — 2003/NINTENDO

07 **SUPER MARIO SUNSHINE** 9.3 — 2002/NINTENDO

08 **BURNOUT 2** 9.3 — 2003/ACCLAIM

09 **SSX3** 9.3 — 2003/ELECTRONIC ARTS

10 **PIKMIN 2** 9.3 — 2004/NINTENDO

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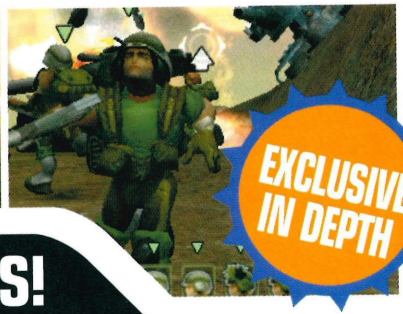


ADVANCE WARS: UNDER FIRE

HEAVY ARTILLERY, NOW IN FULL 3D!

We've brushed past this one purely because we've had to give the obvious big-hitters the room they deserve, but the GC incarnation of this award-winning classic could be the sleeper hit of next year.





EXCLUSIVE IN DEPTH

IT RETURNS!

HARVEST FOR THE WORLD... AND NOW EUROPE!

ANIMAL CROSSING DIARY

Years after the Japanese version played havoc with our lives, Nintendo is finally releasing *Animal Crossing* + in Europe. To warm you up for the 24 September release we might even bring back our wicked diary.

SOLUTION

TWO WHOLE GUIDES IN ONE ISSUE

SPIDER-MAN2/RAINBOW SIX 3

With the release schedule starting to thin out for the summer, we figure that these are the games you'll be playing. You'll be wanting guides, codes, hints and tips then, and who better to provide them? Erm... us.

PLUS ALL THE LATEST CHEATS, TIPS AN HINTS FOR THE BEST GAMECUBE TITLES!

VIEWTIFUL JOE 2

WHO WANTS A REPLAY!?

We slooooowwww, mach speed, zoom and replay the latest code to destruction. New bosses, new moves, new levels and more. Go watch this month's footage to whet your appetite for Joe's new and action-packed platform adventure!

Definitive reviews of ALL the latest GameCube titles, including:

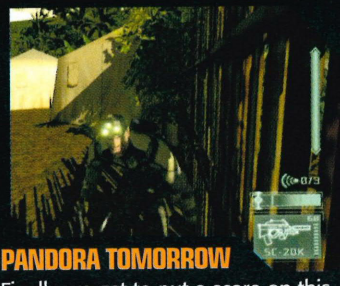
THE BIGGEST GAMES!



DONKEY KONGA VOL 2
Not a new game, but loads of new songos for the bongos!



SPIDER-MAN 2
Early impressions suggest this could be a monter hit.



PANDORA TOMORROW
Finally we get to put a score on this, but how long 'til SC3? Five years?

PLUS

- GC Peripheral
- Timesplitters 3
- Star Fox
- King Arthur
- Legend Of Zelda
- Tales of Symphonia
- Turtles 2
- Mario Party 6
- Second Sight
- Prince Of Persia 2
- Need For Speed Underground 2

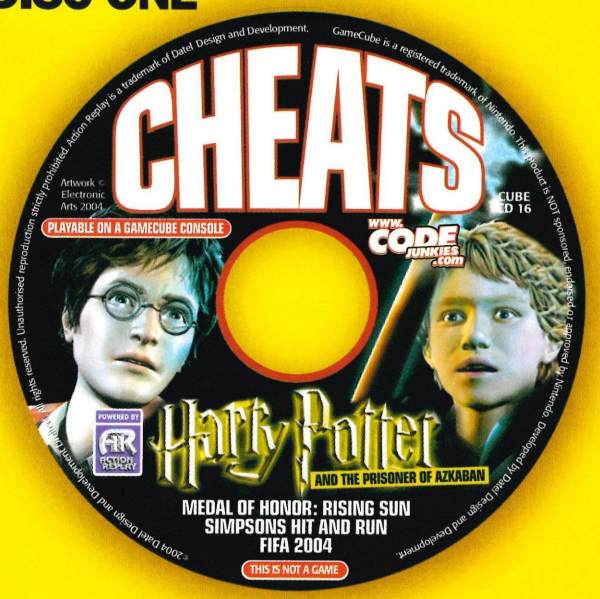
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Oh, if you've got any games in particular that you need cheats for, just email us and you never know – it may just happen.

WATCH ALL THE ACTION AS IT HAPPENED AT E3!

VIDEO DVD

Exclusive footage of the games that you'll be buying this year, courtesy of a lovely little DVD!

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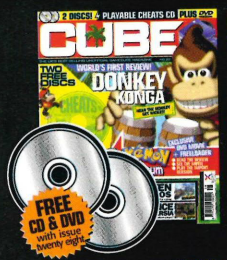
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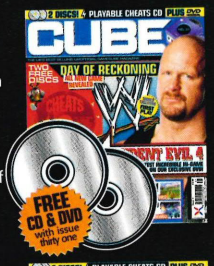
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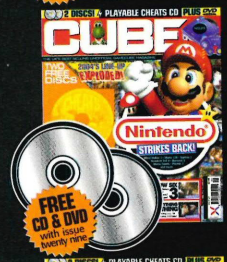
ISSUE TWENTY EIGHT

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*!



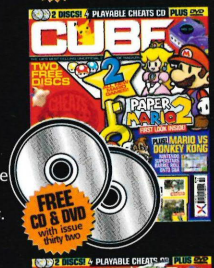
ISSUE THIRTY ONE

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.



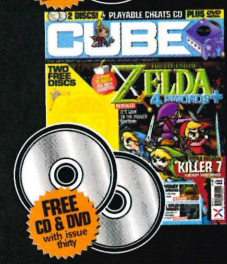
ISSUE TWENTY NINE

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*.



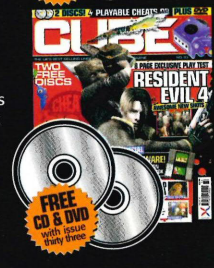
ISSUE THIRTY TWO

Get the first look at a paper-thin Mario, get to first base with *Second Sight*, get caught up in Pokémon snagging and get somewhat peeved at *Conan*. Look, just get it, it's brilliant. We know becasue we wrote it.



ISSUE THIRTY

FF: CC, MGS: TTS, REC: VX, P: TLE, DMTWWF – 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 THIRTY THREE

The biggest *Resi 4* exclusive you'll see (until our next one), The complete low down on E3 and the DS, and a review of the Jap *Pikmin 2*! And, um, a review of *World Racing*. *Mario Golf* on the Video Disc and *Harvest Moon* cheats.

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LEFT OUTSIDE ALONE-Anastasia	40837	412396
THIS LOVE- Maroon 5	40980	412570
IN THE SHADOWS-Rasmus	40854	412553
FIT BUT YOU KNOW IT- The Streets	40996	412589
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DUDE-Beenie Man	40671	412261
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YOUR GAME-Will Young	40741	412354
SHUT UP-Black Eyed Peas	40153	411780
SOMEBODY TO LOVE-Boogie Pimps	40272	411903
GIVE IT AWAY-Deepest Blue	40533	411872
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WHERE IS THE LOVE?-Black Eyed Peas	53283	411073
THE WAY YOU MOVE-OutKast feat. Sleepy Brown	40672	412294
POWERLESS (SAY WHAT YOU WANT)-Nelly Furtado	40433	412068
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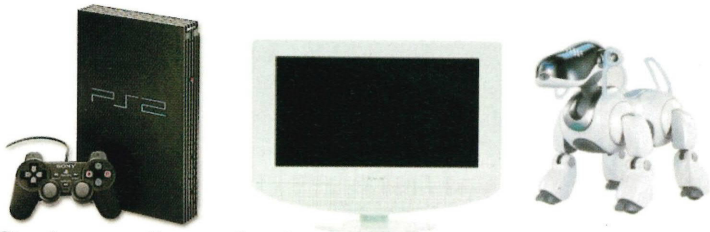
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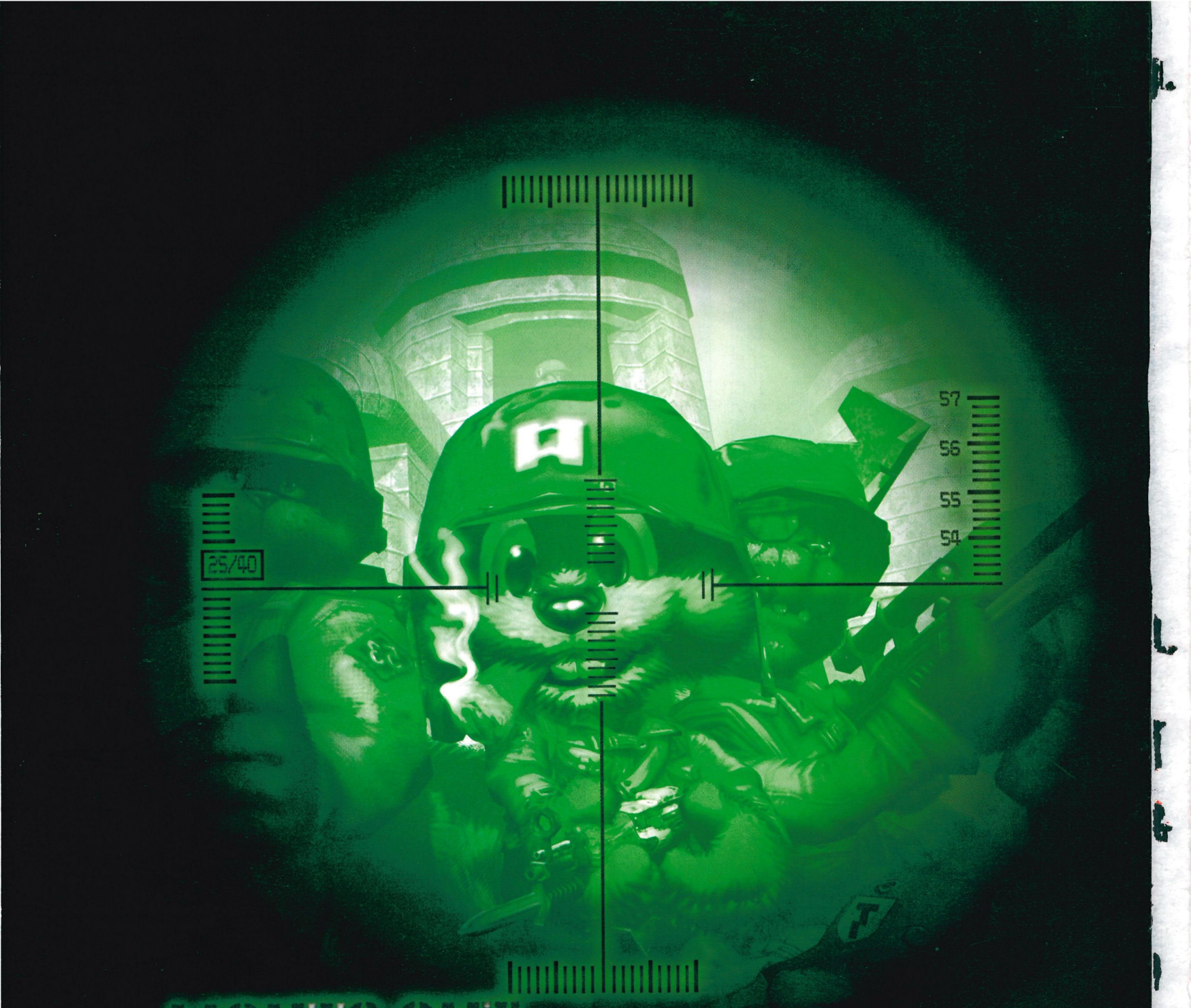
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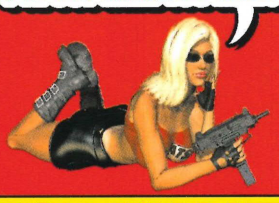
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inal Fantasy 8
inal Fantasy 9
ran Turismo
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arry Potter & Phil.'s Stone
ybrid
MA Manager 2002
artian Gothic
onkey Hero
arasite Eve 2
ayman 2
esident Evil
esident Evil 2
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piderman
pyro 3: Year of the Dragon
tar Wars: M. of Teras Kasi
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ord of the Rings: R.of King
ario Advance 3: Yoshi's I.
ario Kart Super Circuit
ario vs Donkey Kong
edal of Honor: Infiltrator
ega Man Battle Network 3
FL Blitz 2002
okemon Blue
okemon Gold
okemon Ruby
okemon Sapphire
okemon Silver
ims: Bustin' Out
onic Advance
onic Advance 2
onic Battle
piderman The Movie
pyro: Season of Flame
pyro: Season of Ice
ekken Advance
u-Gi-Oh! Sacred Cards
u-Gi-Oh! World C.Tour'04
u-Gi-Oh! World Wide Ed.

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X-BOX

Alias
Armed and Dangerous
Beyond Good and Evil
Broken Sword: S. Dragon
Buffy The Vampire Slayer
Burnout 2 Point of Impact
Champ. Manager '01/'02
Colin McRae Rally 3
Combat Elite: WWII Paras*
Dark Angel, J. Cameron's
Dead or Alive 3
Dead or Alive Volleyball
Dead to Rights
Deus Ex: Invisible War
Die Hard: Vendetta
Driver 3*
Everything or Nothing: 007
FIFA 2004
Fight Night 2004
Freestyle Metal X
Ghost Recon
Gotham Racing 2
Grand Theft Auto 3
Grand Theft Auto: Vice City
Halo
Harry Potter & P.of Azkaban
Harry Potter & Phil.'s Stone
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hobbit
Indiana Jones: Emp.'s Tomb
Jurassic Park: Op. Genesis
Leave Game (TOCA)
LMA Manager 2004
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Mace Griffin: Bounty Hunter
Mafia
Manhunt
Matrix, Enter the
Max Payne
Max Payne 2
Medal of Honor: R. Sun
Need for Speed Undergr'nd
Ninja Gaiden
Phantom Dust*
Project Gotham Racing
Project Gotham Racing 2
Rainbow Six 3
Rollercoaster Tycoon
Secret W. Over Normandy
Simpsons: Hit & Run
Sims: Bustin' Out
Sphinx & Cursed Mummy
Splinter Cell
Splinter Cell 2: P.Tomorrow
Star Trek: Shattered Gal.
Star Wars: Jedi Knight 2
Star Wars: Knights Old Rep.
Star Wars: Obi Wan
Suffering
Tenchu: Ret. from Darkness
The Sims: Bustin Out
The Suffering
The Thing
Thirteen
Tiger Woods Golf 2004
TOCA Race Driver
TOCA Race Driver 2
Tony Hawk's Underground
True Crime: Streets of LA
Van Helsing
World Championship Rugby
XIII (Thirteen)

Plus Many More...

PS2

Alias
Alone in the Dark 4
Athens 2004*
Bad Boys 2
Broken Sword 3: S. Dragon
Conflict: Desert Storm 2
Dragon Ball Z: Budokai 2
Driver 3*
Escape from Monkey Island
FIFA 2004
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Getaway
Ghost Hunter
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo 4*
Grand Theft Auto 3
Grand Theft Auto: V. City
Harry Potter: P. Azkaban
Headhunter: Redemption*
Hitman 3: Contracts
Iron Storm*
Jak 2: Renegade
Legends of Wrestling 3*
LMA Manager 2003
LMA Manager 2004
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Mafia
Manhunt
Matrix, Enter the
Max Payne 2
Medal of Honor Frontline
Medal of Honor: R. Sun
Midnight Club 2
MX Unleashed
Need for Speed Undergr'nd
No One Lives Forever
Onimusha 3: Demon Siege
Premier Manager 2003
Prince of Persia: S. of Time
Project Zero
Rainbow Six 3
Ratchet and Clank 2
Res. Evil: Code Veronica X
Return to Castle Wolfenstein
Richard Burns Rally*
Rise to Honor
Shadowman 2
Sims: Bustin' Out
Sphinx & Cursed Mummy
Spiderman The Movie
Spider-Man: The Movie 2*
Splinter Cell
Splinter Cell 2 Pandora T.
Star Trek: Shattered Univ.
Suffering
Syphon Filter: Omega St.
The Fast and the Furious*
The Sims
The Sims: Bustin Out
The Suffering
This is Football 2004
Tomb Raider: Angel of Dark.
Tony Hawk's Underground
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Van Helsing
WWE Smackdown! 5: HCTP
X-Files: Resist or Serve
XIII (Thirteen)

Plus Many More...

GAME CUBE

A = 01
A Goddess Reborn
A Wonderful Life*
Ace Golf
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
Aquaman: Battle for Atlantis
ATV Quad Racing 2
Avalanche - 1080*

B = 02
Back in Action
Back to Baghdad
Baldur's Gate: Dark Alliance
Barbarian
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Battle for Atlantis
Battle Houshin
Battle, Sonic Adventure 2
Battlecry, Robotech
Beach Bandits Rocket Power
Beach Spikers
Beyblade
Beyond Good and Evil*
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Bionicle
Black and Bruised
Blood Omen 2
BloodRayne
BMX XXX
Bond 007: E. or Nothing
Budokai - Dragon Ball Z
Buffy 2: Chaos Bleeds
Bulletproof Monk*
Burnout
Burnout 2 Point of Impact
Bust a Move 2
Bustin' Out, The Sims

C = 03
Capcom vs. SNK: EO
Chamber of Secrets
Conflict: Desert Storm
Conflict: Desert Storm 2

D = 04
Dark Alliance, Baldur's Gate
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Desert Storm 2
Die Hard: Vendetta
Disney Sports Football
Double Dash, Mario Kart
Dragon Ball Z: Budokai
Dredd vs Death

E = 05
Eighteen Wheeler
Enter the Matrix
Eternal Darkness
Euro 2004
Everything or Nothing: 007

F = 06
F1 2002
FIFA 2003
FIFA 2004
Final Fantasy C. Chronicles
Finding Nemo
Fire Blade
Freedom Fighters
Freekstyle
F-Zero GX

G = 07
Gladius
Goddess Reborn
Godzilla: Destroy all Monst.
Gotcha Force

H = 08
Harry Potter & Ch.of Secrets
Harry Potter: P. Azkaban
Harry Potter & Phil.'s Stone
Harry Potter: Quidditch Cup
Harvest Moon 2: Wond. Life
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hobbit
Hulk
Hunter: The Reckoning

I = 09
Ikaruga
Incredible Hulk
Italian Job: L.A. Heist

J = 10
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Jeremy McGrath's S'cross W.
Judge Dredd:Dredd v Death

K = 11
Kinnuku Man 2-Yo

L = 12
L.A. Heist, The Italian Job
Leg. of Kain: Blood Omen 2
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Leg.of Zelda: Majora's Mask
Legends of Wrestling
Legends of Wrestling 2
Lode Runner
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Expedition, Pitfall
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion

M = 13
Magical Mirror
Majora's Mask
Mario Kart: Double Dash
Mario Party 5
Mario Sunshine
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Network Tran.
Metal Arms:Glitch in System
Metal Gear Solid: T. Snakes
Metroid Prime
Minority Report
Mortal Kombat: Deadly All.

N = 14
NBA Street Volume 2
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
NFL Street
Nightfire

O = 15
Ocarina of Time: Master
OO7 Nightfire

P = 16
P.N 03
Pac-Man World 2
Paris-Dakar Rally 2
PGA Tour 2004
Phantasy Star Online
Pikmin
Pikmin 2*
Pitfall Harry
Point of Impact
Pokemon Channel
Pokemon Colosseum
Pool Paradise
Primal Fury, Bloody Roar
Prince of Persia: S. of Time
Prisoner of Azkaban

R = 18
Rayman 3
Rebel Strike, R. Squadron 3
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil
Resident Evil Zero
Return of the King
Rocky
Rogue Leader
Rogue Ops

S = 19
Samurai Jack: Shad. of Aku
Sands of Time, P. of Persia
Sanity's Requiem
S'Bob S'Pants: R.F.Dutchman
Scooby Doo: Night of 100 F.
Scorpion King
Scream Arena, Monsters Inc
Sega Soccer Slam
Shrek: Extra Large
Silent Assassin, Hitman 2
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Skies of Arcadia Legends
Smugglers Run 2: Warzone
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Speed Kings
Sphinx & Cursed Mummy
Spiderman The Movie
Spirit Dimensions
Splinter Cell
Splinter Cell 2: P.Tomorrow*
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
Starsky & Hutch
Streets of L.A: True Crime
Suffering
Sum of All Fears
Summoner Goddess Reborn
Super Bust-A-Move 2
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Superman: Sh. of Apokolips
Swingerz Golf
Sword of Vengeance

T = 20
Tak and the Power of Juju
Tarzan Freeride
Teenage Mut. Ninja Turtles
Ten-Eighty Avalanche
The Fellowship of the Ring
The Haunted Mansion
The Hobbit
The Hulk
The Italian Job: L.A. Heist
The L. of Zelda: Majora's M.
The L. of Zelda: Mast. Quest
The L. of Zelda: Oc. of Time
The L. of Zelda: WindWaker
The Matrix
The Reckoning, Hunter
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering
The Twin Snakes
The Two Towers
The Urbz*
Theme Park Adventure
Thirteen
Throwdown, UFC
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
Toadstool Tour
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution

U = 21
UEFA Euro 2004
Underground, N. for Speed
Urban Freestyle Soccer

V = 22
Viewtiful Joe

W = 23
Wario World
Warzone, Smuggler's Run
Whirl Tour
Wolverine's Revenge
World Cup 2002
Worms 3D
Wreckless: Yakuza Mission
WWE Wrestlemania X8
WWE Wrestlemania XIX

X = 24
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

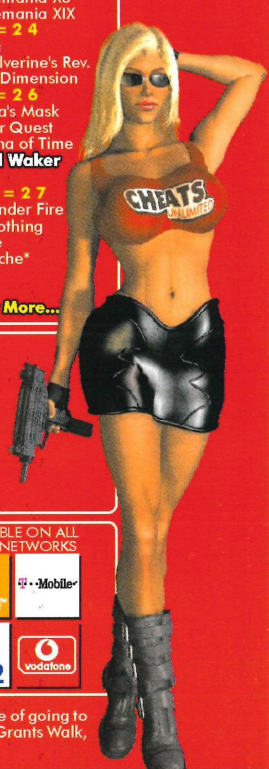
Z = 26
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: Wind Waker
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0-9 = 27
007 Agent Under Fire
007 Ev. or Nothing
007 Nightfire
1080 Avalanche*
13
18 Wheeler

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