OFFICIAL XBOX MAGAZINE ISSUE 29

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XBOX

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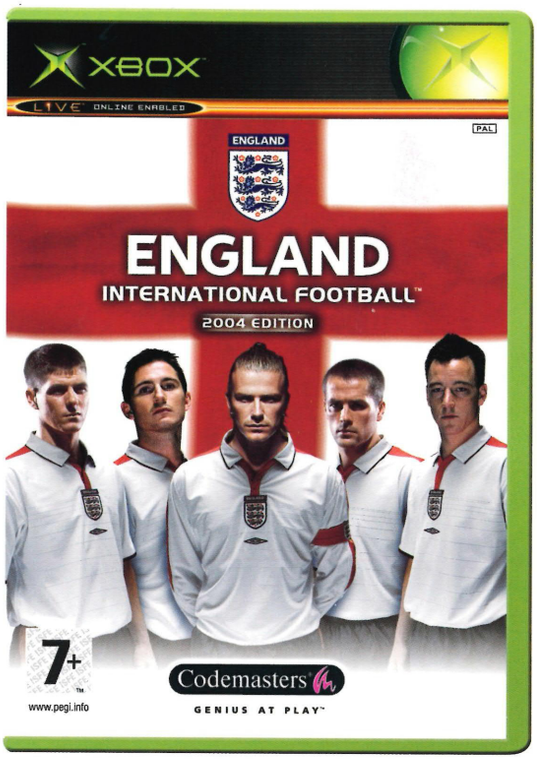

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PlayStation®2

XBOX

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>> ***OFFICIAL Xbox Magazine*** **is written by a group of experienced gamers who've spent their lives playing games. We believe that games are the most exciting form of entertainment there is. This magazine will reflect that at all times.**

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So said star ninja Ryu Hayabusa, at the end of the opening cutscene of the original *Ninja Gaiden*, launching this massively successful action series onto home computers back in 1989. It's making me reach for my pipe and slippers realising that the series is now older than many who will soon be playing the groundbreaking 2004 version. And I've got sudden cravings for Horlicks. Strange.

You may have seen a few games mags reviewing the US version of *Ninja Gaiden* already, but we've been waiting to do the first exclusive review of the quite different European version – the one you'll be able to buy in May. We were concerned to begin with that the Euro code would lose a good deal of the blood and gore, but were pleased to find that the visceral action only just stops short of full decapitation. I'll leave the rest to your active imaginations – and our massive review that begins on page 060.

Suffice to say that *Ninja Gaiden* has followed its noble neighbour the *Prince of Persia* in reviving a classic game series through aggressive reinvention, solid innovation, and a cutting-edge graphics and special effects engine. This is a game that every Xbox owner should play. It's a game that you can only play on Xbox, that was designed from scratch for Xbox and that shows just how far the amazing power of Xbox can be stretched. Achieving that almost impossible balance between instant accessibility and depth of control in true ninja style, *Ninja Gaiden* walks this gameplay tightrope to total victory. If *Halo* is king of the shooters, then *Ninja Gaiden* is emperor of the action game.

More genre innovation this month comes courtesy of Codemasters with *TOCA Race Driver 2* and *England International Football*. *TOCA 2* is quite simply the ultimate in simulation racing, and the total devotion to realism combined with astonishing vehicle diversity should make it a podium hogger for quite some time. After you've read our review (see page 069), try the superb playable demo on your Official disc. It not only gives you a great taster of the single-player game, but becomes the first in our new breed of trial games that you can also take onto Xbox Live, with races against 11 other human opponents. While I'm on the subject of Live, *England International Football* becomes the first, long-awaited footy title to incorporate online play (see page 086). Only two players (and not four) can join to do battle online, but it's a significant start and a good one. Find out how it competes with *UEFA Euro 2004* on page 084 .

Finally, be sure to check out our exclusive *Ghost Recon 2* preview on page 048. This Tom Clancy franchise is going in a very different direction now, but before you start to worry, it's looking like a cross between *Conflict: Vietnam* and *Rainbow Six 3*, which is all good in our books. While I'm on the Tom Clancy train of thought, you have to try *Splinter Cell: Pandora Tomorrow* on Live if you can – it's unique and incredibly tense.

See you next month,

STEVE BROWN
EDITOR, *OFFICIAL XBOX MAGAZINE*

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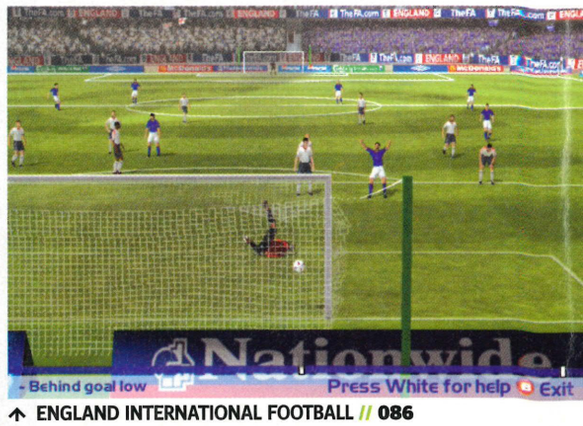
NINJA GAIDEN

Warning: this game may be bad for your stealth. It's all-out action in this amazing special effects masterpiece from the maker of *Dead or Alive*.

060

↑ TOCA RACE DRIVER 2: TURS // 069



↑ ENGLAND INTERNATIONAL FOOTBALL // 086

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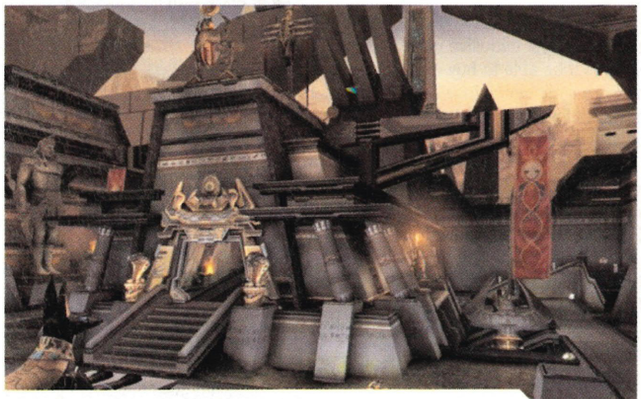


UNREAL CHAMPIONSHIP 2

You've just been given another reason to sign up for Xbox Live. Fight like an Egyptian!

008

THE RED STAR

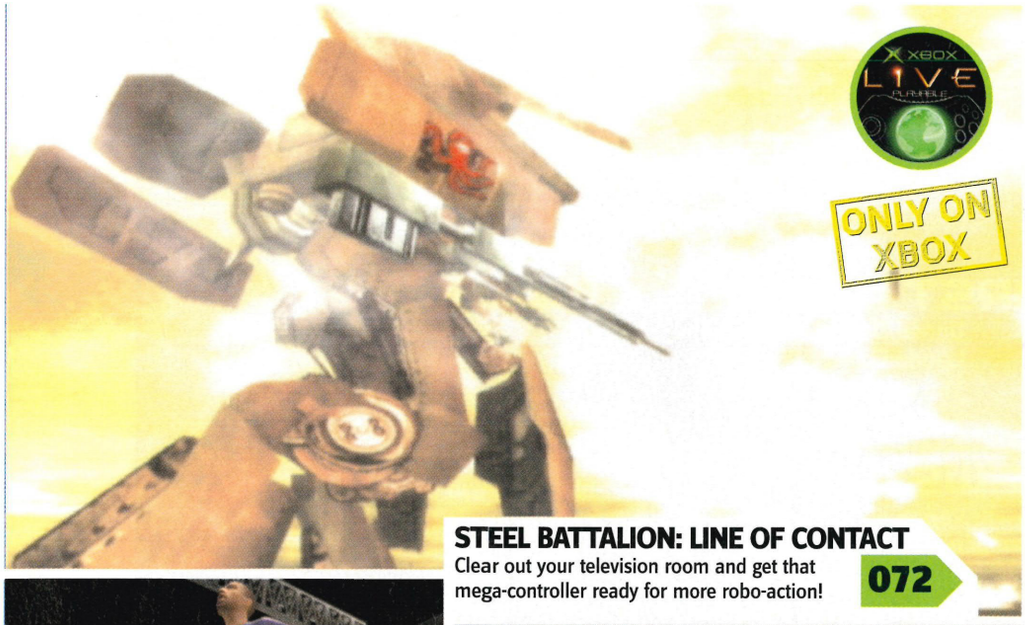
Red Star at night, Xbox delight. Gorgeous visuals in this comic book conversion.

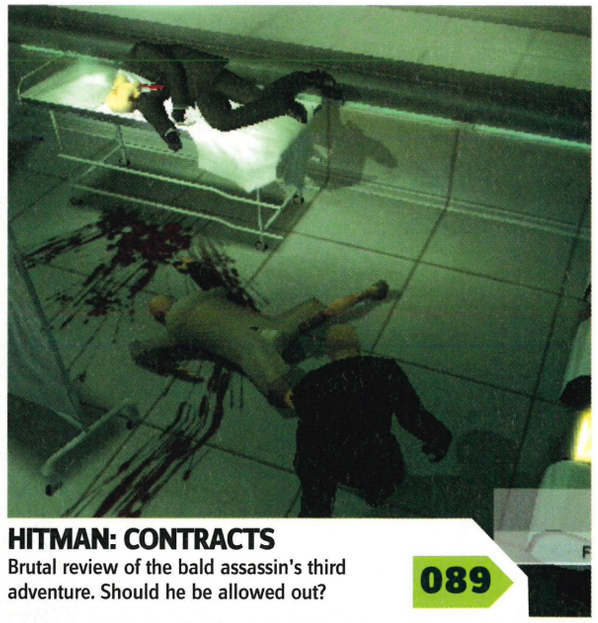
012

OFFICIAL XBOX MAGAZINE READERS' AWARDS 2003

Your votes are in and we counted them all!

100





STEEL BATTALION: LINE OF CONTACT

Clear out your television room and get that mega-controller ready for more robo-action!

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HITMAN: CONTRACTS

Brutal review of the bald assassin's third adventure. Should he be allowed out?

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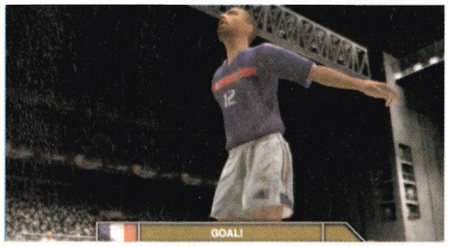

↑ UEFA EURO 2004 // 084

FIGHT NIGHT 2004

We aren't pulling any punches in our review of the potential *Rocky*-beater.

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THE SUFFERING

The game where the prison food is you. Gruesome review is lurking in the shadows waiting for you.

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The game that claims to be *Half-Life* turned up to 11. The Dawn of the Dead that shows no sign of setting.

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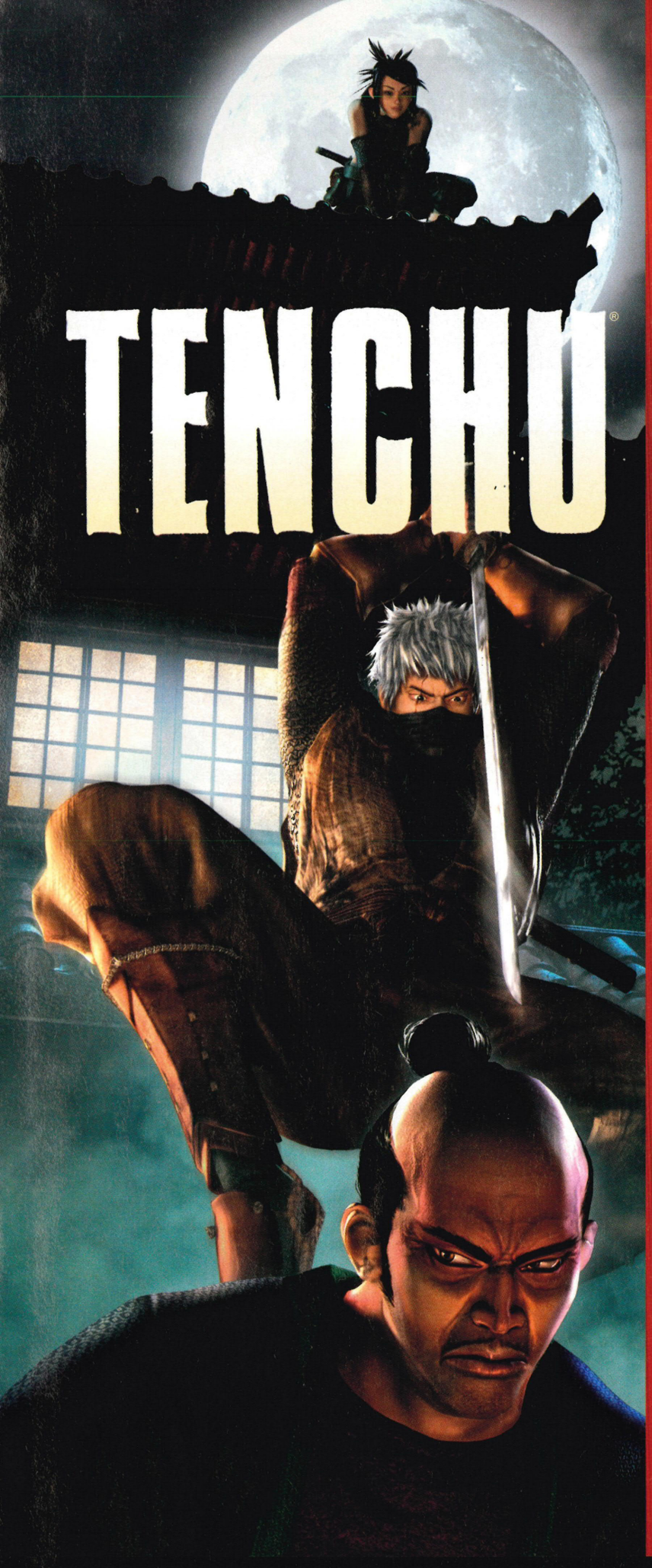

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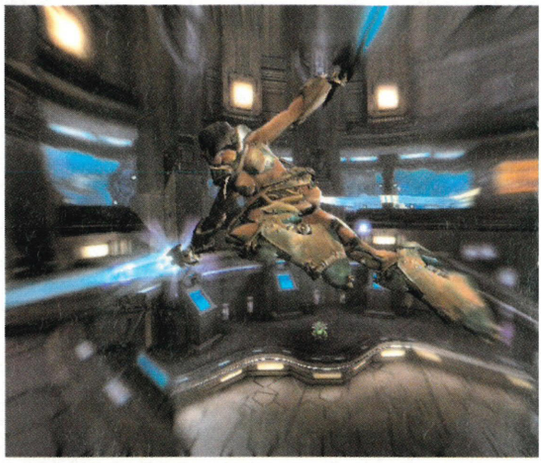
FIRSTLOOK

World exclusive looks at the very latest Xbox games in development

UNREAL CHAMPIONSHIP 2 // Epic takes full control of its frantic multiplayer shooter. First shots! 008
THE PUNISHER // Just when you thought games couldn't get more violent, along comes *The Punisher* 010
THE RED STAR // A Russian alternate universe is brought viscerally to life with this great-looking blaster 012

↑ New weapons galore for the sequel.



↑ The bullet time effects look awesome!

Unreal Championship 2: The Liandri Conflict

Faster, smarter, deadlier deathmatch

WORDS: **GAVIN OGDEN**

GAME INFORMATION
DEVELOPER: **EPIC GAMES**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **NOVEMBER 2004**
PLAYERS: **1-8 XBOX LIVE SYSTEM LINK**

UNREAL CHAMPIONSHIP was the flagship launch title for Xbox Live back in November 2002 (Issue 10, 9.2) but important changes are afoot for the sequel. The biggest is the change of developer, as original creator Digital Extremes has jumped ship and *Unreal*'s daddy Epic Games will now personally handle every aspect of the coding honours.

Reasons for the shift in responsibility could have something to do with Digital Extremes going back to concentrate on the single-player experience with the recently announced *Pariah* (see The Big Story on page 014). Or it might have something to do with the exclusive deal that Microsoft and Epic Games tied up at last year's X03 event, where it was announced that Epic would create five exclusive titles for Xbox and only Xbox.

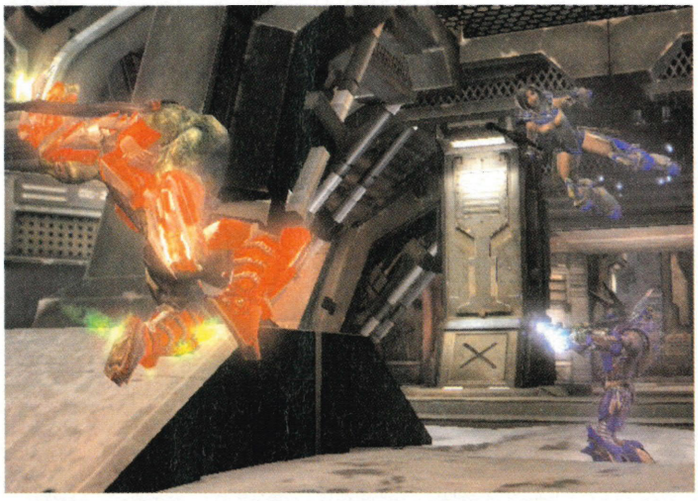
But whatever the reason, we're guaranteed that *Unreal Championship 2: The Liandri Conflict* will be a storming shooter. Because Epic doesn't release bad games, you see. As far as the actual gameplay goes, there are several changes to the well-worked FPS formula. For a start there's now a melee combat system for the frightening moments you run dry of ammo. But that doesn't mean you can't humiliate opponents by running up to them, staring them in the eyes and unleashing a knockout blow to the chops, of course. In fact, it would be rude not to.

An optional third-person perspective is a brand new feature for those gamers who are prone to a bit of motion sickness when the action gets a little bit too much for them. Epic recommends switching to the third-person viewpoint for spine-shattering melee attacks.

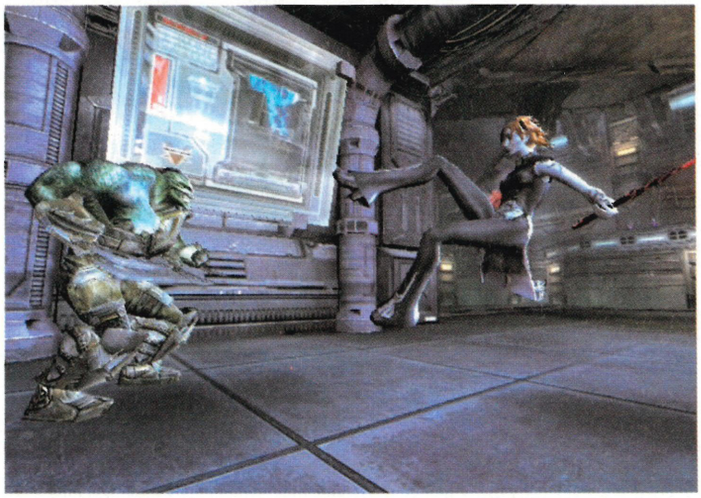
Unique character combos have also made the cut. A few quick button presses can unleash a series of devastating blows on your opponent and you can even perform defensive combos. The biggest one we're looking forward to trying out is the 'reflect' move, which is said to send an incoming attack back to the sender "with interest". We like the sound of that.

Every character will have his, her or even its very own personal attributes and ways of dishing out maximum pain. Epic has also promised characters will feel a lot more mobile and agile compared to the original *Unreal Championship*. Each character will have to use their own personalised arsenal of gymnastic skills such as jumping, flipping and spinning to make full use of the new environments and especially those hard-to-reach camping areas. There's no shame in hiding.

We fully expect to go hands-on with *The Liandri Conflict* at next month's E3 show in Los Angeles. Stay tuned for hands-on impressions in a coming issue. It's already shaping up to be something very special.



↑ Each character has unique abilities that could give them the upper hand.



↑ It's no longer just about shooting your opponents to death.

WHAT'S THE STORY?

YOU MIGHT not have expected a story but you're getting one. In the single-player campaign you will get to fight your way through brand new cities and arenas as Anubis. He's attempting to retake his people's Nakhti Rite of Ascension Tournament (that rolls off the tongue) from the scheming Liandri Corporation. Structure-wise, you'll fight through a tournament ladder unlocking many secrets along the way to gory glory. Your unlocked characters from the single-player game will then become available for multiplayer action.

↑ Unlock new characters along the way.

↑ Characters will be able to move faster in combat.

↑ Send shockwaves over your opponent with special attacks.

↑ The latest generation of the *Unreal* engine is put to stunning use. Again.

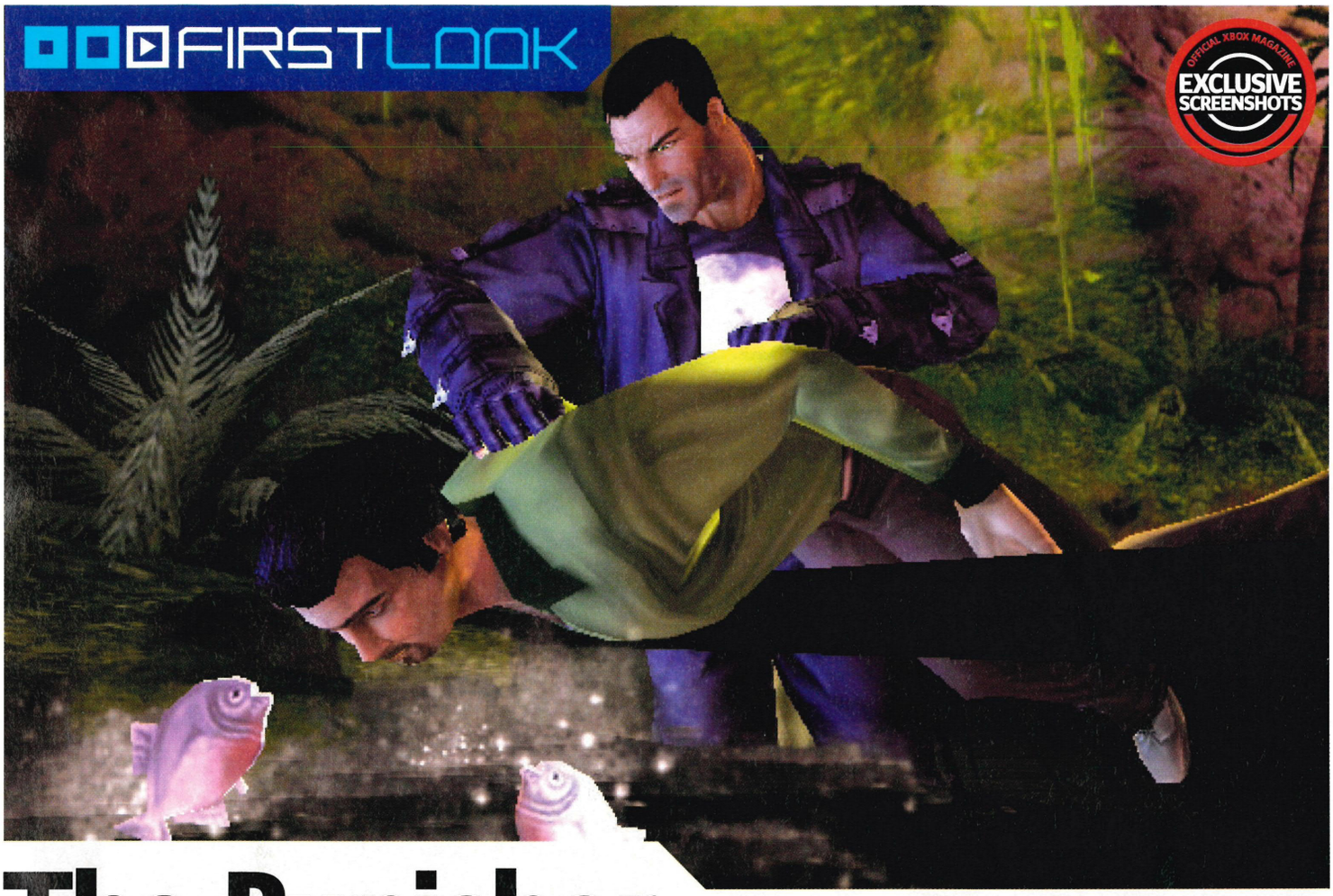
BONUS INFO

BOW BEFORE ME!
The Liandri Conflict will serve up tournaments that will cater for head-to-head eight-player spectacles of carnage over both Xbox Live and System Link. And as a Live subscriber would fully expect, the finished game will take full advantage of Xbox Live's leaderboards. There'll be no question who the ultimate *Unreal* gamer is!

GIVES YOU WINGS
The adrenaline combo-power-ups will also make a welcome return. By picking up adrenaline capsules that can be found on the various maps, you'll be able to supercharge the strength and power of your attacks and defences as well as cranking up the character's speed and mobility to god-like levels. Oh yes.

↑ If you've let someone get this close to you, you're clearly doing something wrong. One last chance to blow him apart.

IN THE GAME?: WHEN THE ORIGINAL UC TITLE WAS ANNOUNCED IT WAS GOING TO FEATURE VEHICLES BUT THAT FEATURE WAS SOON MYSTERIOUSLY DROPPED. SO FAR THERE'S BEEN NO MENTION OF VEHICLES FOR THE SEQUEL. FINGERS CROSSED EPIC'S KEEPING THIS BACK FOR THE MOMENT. WE NEED VEHICLES!



The Punisher

Marvel-lously brutal character in Pun shocker

WORDS: **SIMON PARKIN**

GAME INFORMATION
DEVELOPER: **VOLITION**
PUBLISHER: **THQ**
RELEASE DATE: **SEPTEMBER 2004**
PLAYERS: **1**

CHAMPAIGN, Illinois. Home to Volition, the coder responsible for *Red Faction* (Issue 18, 8.6), *Summoner* and, for those kids longer in the tooth sitting at the back, the *Descent* series. This sleepy college town is a far cry from the dank, murky streets of New York, where one of Marvel's toughest comic book characters dishes out his own brand of instant death justice. But it's here that the mighty Volition is crafting what's shaping up to be a very nasty piece of work for the Xbox/comic book/impending movie crossover.

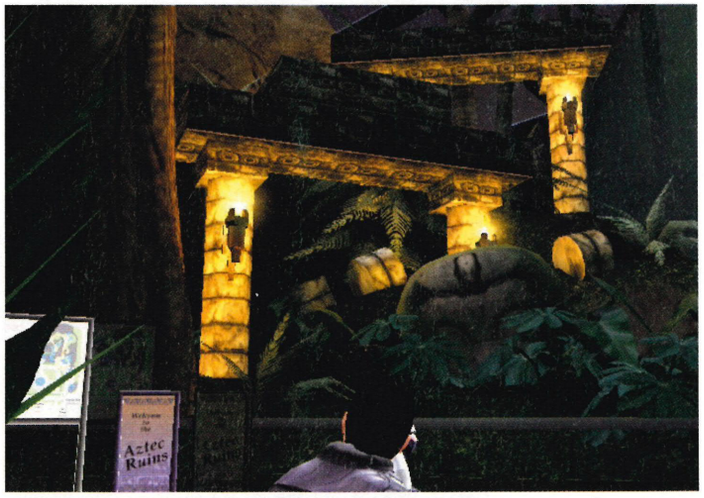
Before you roll your eyes, the team is keen to inform us that the Hollywood film of the same name, while undoubtedly a handy marketing tool, is not the main source of inspiration for the game. Instead it's working from the comics, in all their bloody, untamed glory.

For the uninitiated, The Punisher is one of Marvel's old, old characters: a Vietnam veteran whose wife and children were killed before him. A character, who, after a period of retirement was revived by artist/writer team Garth Evans and Steve Dillon, the twisted minds responsible for the equally hardcore *Preacher* series. Anyone who thinks comics are just for kids can think again. *The Punisher* is extremely violent and foul-mouthed, elements Volition is carefully recreating as Dan Cermak, the white-haired, kindly looking, but obviously severely twisted, senior producer, explains.

"The Punisher has been a lot of fun to work with. His experiences with his family have messed him up pretty bad and led him to take it upon himself to destroy all criminal activity, improvising excruciating ways to extract pain from his victims from any handy prop".

Indeed, *The Punisher* as a videogame has you utilising some of the most innovative ways of killing ever. Grab an unsuspecting bad guy from behind, walk him over to one of the interactive areas of the level and you'll be able to brutalise him for information in any number of ways. In one of the most horrific videogame scenes *OXM* has yet seen, we were able to push a grown criminal into a wood shredder and almost taste the ensuing gore in the air.

Visually this looks a little like *Max Payne*, and a slo-mo button brings the comparison closer. Left and Right triggers control the left and right hands; the emphasis is certainly on stylish killing: trench coat run and gun with self-conscious cool. But with the narrative being written by the original comic book writers, designs from Marvel itself and a host of cameos from other comic book superhero characters, this is a package that is shaping up to be a surprise coup.



↑ **The Punisher, aka Frank Castle, obsesses over how to use scenery for torture.**

↑ **If you think this looks horrific, you should have seen the guy 20 seconds later.**

BONUS INFO

KILLING ME SOFTLY
***The Punisher*'s slow-motion function is sleek and stylish. Enter the mode at the touch of a button and, as long as there's juice in the meter, time slows, scenery drains of colour and the screams of your wife and children's murder echo in your brain. Neatly, your left and right arms work independently of each other, allowing each to target different enemies and enabling you to control the rate of fire from each weapon with the L and R triggers.**

↑ Use scenery to give cover as well as pain. Chances are you'll be the better shot.

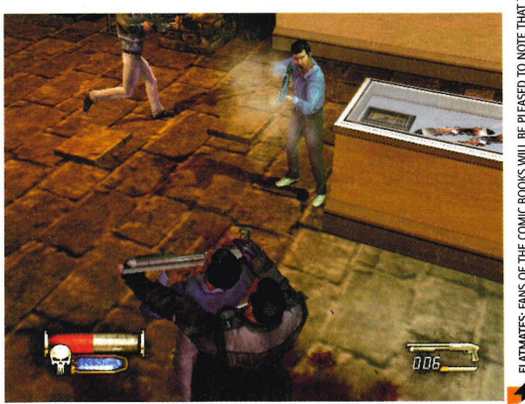
FOUR PLAY

BESIDES THE interactive torture areas of each level, should you get your hands on an enemy, you can push for information in one of four ways. Use the D-pad to select your torture method of choice, which then becomes controllable via the Left analogue stick. For example, one method is to push your gun into his face. The harder you push the stick, the faster his heart beats (as evidenced by the rumble pulse), and the more likely he is to spill the beans. Push the stick too hard though, and he'll be spilling his guts instead. Enemies with special extraneous information are indicated with a green marker. Go easy to begin with.

↑ Frank puts the pressure on. Don't push too far or you'll lose one bed-wetting informant.

"Extremely violent and foul-mouthed"

↑ Frank Castle: you really don't want to wind him up.



↑ Double-barrelled shotgun at point blank range? Nasty.

FLATMATES: FANS OF THE COMIC BOOKS WILL BE PLEASED TO NOTE THAT THE PUNISHER'S FRIENDLY BUT DYSFUNCTIONAL NEIGHBOURS WILL BE MAKING APPEARANCES THROUGHOUT THE GAME.

The Red Star

You won't need a telescope to spot this rising star

WORDS: **ANDY IRVING**

GAME INFORMATION

DEVELOPER: **ACCLAIM STUDIOS AUSTIN**

PUBLISHER: **ACCLAIM**

RELEASE DATE: **NOV 2004**

PLAYERS: **1-2**

WHILE FLATTERING LYCRA and camp enemies may suit some superheroes who inhabit certain sprawling US metropolises, we prefer our animated books to be a little grittier and more thought-provoking. *The Red Star* may not be the best-known comic book out there, but it certainly compensates for this through sheer style and imagination.

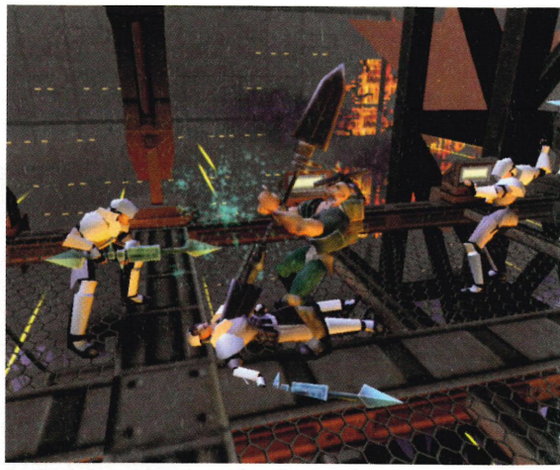
We're pleased to say then, that the upcoming game adaptation looks like it's living up to the high standards set by its inky forbear. It's set in an alternate universe, where Russia has evolved into a fully fledged superpower and its army possesses massively advanced technology and weapons. Magic also exists in this world, and The Red Fleet army has the ability to wield spells - otherwise known as Protokols - against its enemies.

As expected, the rich source material is both vastly complex and compelling, and to cut a long story short, main character Maya (formerly a Master Sorceress) turns against the Motherland and, aided by her bodyguard Kyuzo and fellow rebel Makita, searches the desolate republic for her long-lost husband and aims to topple the cruel dictator at the head of the URRS. Phew. Older gamers may fondly remember the old-skool, side-scrolling shoot/beat 'em ups of yesteryear, and it's with a nostalgic tear in our eye that we say *The Red Star*, with its quasi-futuristic-retro feel, completely revitalises the genre.

Each of the three playable characters is radically different, both in ability (varying toughness, speed and manoeuvrability) and weapon type (different range, strength and firepower). Although the single-player game is fast and frantic, the two-player mode is really where it's at. Working through waves of vastly contrasting enemies, from squads of foot soldiers to massive automated spaceships, players must unleash all manner of singular and combined attacks using several different weapons.

Because each character can carry up to five melee or ranged weapons at any one time, gameplay is constantly changing. Different enemies require different techniques to dispatch them (see Starry, Starry Fight, right), and the thumping industrial/techno soundtrack, along with mental, huge boss battles, should keep gamers on their toes. The characters look suitably sharp, and while the sprawling environments are surprisingly detailed, and there's frequently tons happening on-screen at any one time, the framerate never suffers as a result.

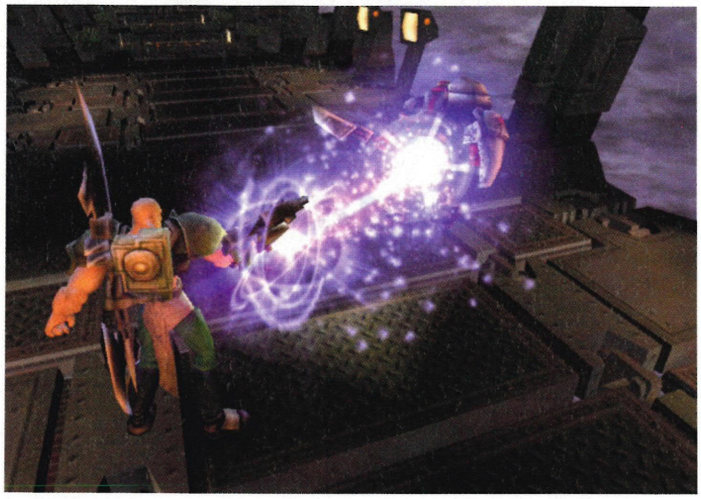
At the end of each level, players are graded on technique, speed, remaining health etc, and are awarded corresponding points to buy weapon, projectile and health upgrades, so there's plenty of replayability on offer here. If you haven't already guessed comrades, we're quite excited by the look of *The Red Star*. It doesn't break any gameplay barriers, but it does look like great fun. Get *Red Star*-gazing towards the end of the year.



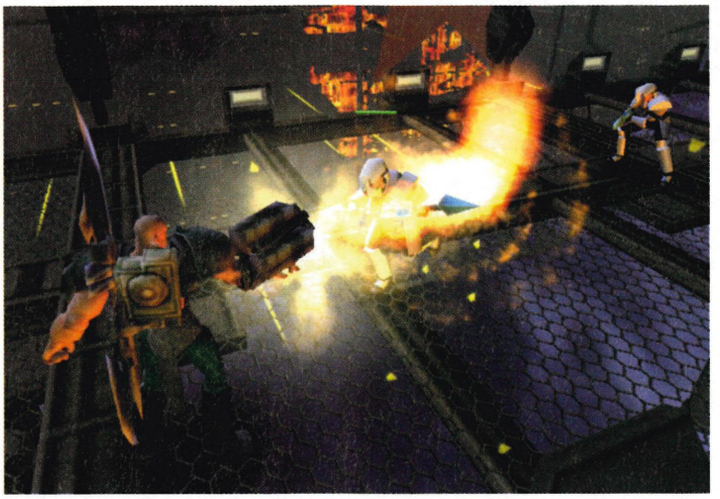
↑ Kyuzo is pretty mean with melee attacks.

↑ Maya's sickles are awesome.

↑ Kyuzo was a dead cert for gold at the sentry guard-tossing Olympics.



↑ Protokol attacks are handy when enemies get too close for comfort.



↑ Flame throwers are a particularly devastating staple of third-person actioners.

↑ See how powerful he is? One swipe, all gone.

STARRY, STARRY FIGHT

THE MANY different enemies in *The Red Star* need to be fought a variety of ways. Here, beefcake Kyuzo opts for brainpower to use his magic (Protokol attack) on heavily guarded enemies. After charging up your Protokol meter through combat, holding Y will unleash a wide-ranging attack. In two-player, there's a pause at this moment where the other character can perform a doubly damaging, synched Protokol attack. Or just take out your huge sword and have fun.

↑ These guys are about to get it.

↑ Stop tickling him - finish him!

BONUS INFO

HAVE A GO

Working through *The Red Star* is no mean feat, but masochists out there can also take on the DX mode. Featuring significantly tougher enemies, completion will unlock numerous mini-games and challenges along with, naturally, more comic book artwork.

PRET A PORTAL

The Red Fleet has mastered the use of portals, or wormholes, for advanced warfare. It's not uncommon for spaceships to randomly appear next to you during a pitched battle, moving out to attack before retreating back behind the safety of the teleporting gate.

↑ Pitched gun battles are par for the course in *The Red Star*. Watch out for enemy motherships who may randomly appear through wormholes.

SELL HIS SOUL: ON THE TRIP TO AUSTIN, TEXAS TO SEE THE RED STAR, ANDY MET CHRISTIAN GOSSETT, AUTHOR OF THE RED STAR. WATCH OUT FOR A SIGNED COMPENDIUM OF RED STAR COMICS APPEARING ON EBAY SOMETIME SOON...

INCOMING

LATEST NEWS // FIRST SCREENSHOTS // BRAND NEW GAMES

Headlines

PRO EVO CONFIRMED 016
Konami pulls off the biggest surprise of 2004 by announcing *Pro Evolution Soccer* will be released this year!

WORDS ON MUSIC 016
Hey DJ! Get your wheels of steel ready. Because Codemasters' *MTV Music Generator 3* is incoming.

YOU GOTTA SEA THIS 017
SCi tries to recreate the battle of Midway (nothing at all to do with the *Mortal Kombat* publisher).

BATTLES ARE GALACTIC 020
Massively multiplayer *Star Wars* action is coming to a 20-inch TV near you this autumn. Get your info here.

INDY, INDY! 021
Oval racing is about to get super-serious as the next *IndyCar* racing game heads online. It's mad out there!

STARTER KIT BARGAIN 021
Are you looking to hop onto Xbox Live but missed the *Project Gotham Racing 2* offer? There's a new deal in town.

BIG SHOTS, NO WORDS 022
This month's eye-gouging Gallery features the optical wonders of *Jade Empire*, *Driv3r*, *Shellshock* and *Mercenaries*. Blimey!

RAPPERS' DELIGHT 024
With more bling than you could shake a diamond-studded stick at, *Def Jam Vendetta II* is the sequel with a vengeance.

DIFF'RENT KIND OF FPS 026
Gary Coleman leads the way in a first-person shooter that sees the poor little man going *Postal*.

COMBAT'S ELITE 028
We infiltrate the Reno-based developer's office and torture new information out of the game's producer.

100 BULLETS TIME 030
Got 100 bullets going spare? Then check out Acclaim's latest shooter based on the US comic book.

HOLD THE LINE 032
Full Spectrum Warrior is almost complete, and it's shaping up to be massive. Check out this month's hands-on session.

WIN A HUUUGE TV 036
Plus copies of *The Matrix Revolutions* and *Enter The Matrix* to watch and play on it. Just enter our simple competition.

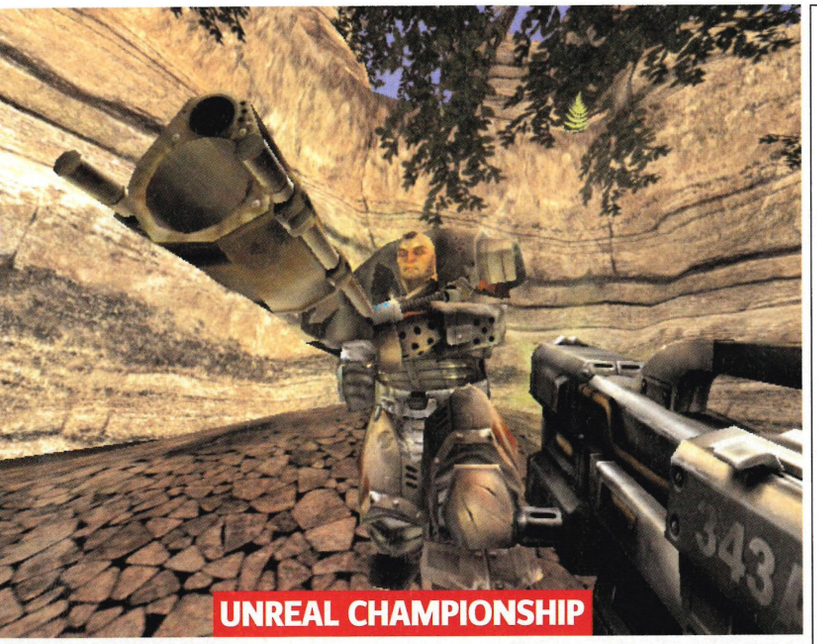
THE BIG STORY

Unreal Champ Team Embarks on New Creation

Digital Extremes leaves Unreal behind for brand new FPS

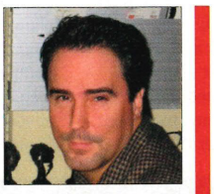
PARIAH IS TO be a brand new, original game from legendary FPS developer, Digital Extremes. Gone are the shock rifles and flak cannons, but it will still use the latest version of the *Unreal* engine. Epic will now handle the *Unreal* games (see page 008), while Digital Extremes has jumped into bed with Canadian-based publisher Groove Games.

Digital Extremes will focus its efforts on creating a blinding single-player story that blends survival elements with traditional run-and-gun first-person action. But aside from that, the team is planning something very special for multiplayer sessions. More on *Pariah* will be released at E3 next month, and we'll be there to bring you all the news from the show floor.



UNREAL CHAMPIONSHIP

Digital Extremes' Xbox debut was the flagship Live title, *Unreal Championship*.



THE INSIDE VIEW

//JAMES SCHMALZ
//CREATIVE DIRECTOR, DIGITAL EXTREMES

Digital Extremes was bursting with new ideas that wouldn't work in *Unreal*. Time for something new...

AFTER WORKING SO long on *Unreal*, you can imagine that thousands of ideas come to mind that simply wouldn't work in the game - but would in a brand new world. It was nice to break those rules.

We're always interested in finding the best publisher for our games. *Pariah* is a whole new world, so we had two very specific requirements for it from a development point of view. We wanted a publisher that was going to treat this product like gold, and would put as much effort into publishing the game as we have in making it.

We want to make the best game possible and our new publisher is letting us do this. That may sound like a strange thing to say, but when you're worried about making a game for a specific day more than making a great game, it makes all the difference in the world. We've been working with Groove Games for six months now and simply put, it's a fantastic relationship.

The most difficult area is story. I recently heard that Warren Spector (*Deus Ex*) asked at the Game Developer's Conference if anyone could think of a game story that lived up to anything close to even the quality of a B-movie, and no one could. We're taking up that challenge!

OUR VIEW

//OFFICIAL XBOX MAGAZINE
//TO CUT TO THE CHASE AND TELL IT LIKE IT IS

From what we've seen so far, *Pariah* is already shaping up to be something special

DIGITAL EXTREMES WILL be pushing *Pariah* hard at videogame expo E3, and no doubt Groove Games will be trying to ram the game down every magazine's throat for the entire show. Because the developer is famed for its work on the *Unreal* series, there'll be a lot of interest in the team's upcoming project. By freeing itself of the mighty *Unreal* ball and chain, the world is Digital Extremes' oyster.

From what we've been told, *Pariah* will be story-driven with strong characters. It will take place on Earth, in and around a prison facility set in the future. You play the role of a military doctor - quite different from most shooters out there already. We can also reveal that vehicles will play a big part in both single-player and multiplayer. Look out for a full interview with James Schmalz next issue, on sale May 20.

TOP SECRET: JUST AS WE WERE GOING TO PRESS, A LITTLE BIRD TOLD US THAT ROCKY 2 WILL BE ANNOUNCED IN MAY. LOOK FOR FIRST SHOTS NEXT ISSUE.

News Wire

Easily digestible nuggets of key Xbox information

Godfather Gets Game

EA is working on a title based on the classic *Godfather* series of films. EA's financial boss Warren Jensen let the news slip at a US media event. No details on the structure of the game yet, but we fully expect EA Europe to cough up the goods around E3 next month. Just when you thought you were out, they pull you back in!

Three Times The Payne

Take-Two chief Jeffrey Lapin has revealed there will be a third title in the *Max Payne* series. He said that even though *Max Payne 2* did "fairly poorly" compared to expectations, a third game is a given. Don't expect to see it until late 2005 at the earliest, though.

Get A Cap For England

Twenty-five JD Sports stores across the country will feature an Xbox pod showcasing Codemasters' online-enabled *England International Football* (see review on page 086). If you need any more incentive to pop along, you can also claim a free UMBRO England cap and an exclusive voucher for a £10 discount on *England International Football* from www.codemasters.co.uk/jdoffer

What Is XNA?

Microsoft has revealed details of its next-gen software development platform dubbed XNA, which will apparently make the job of being a developer much easier. Xbox Vice President J Allard said, "By creating an environment where software innovations flourish and work together, XNA will allow developers to redefine what's possible in games and give gamers the freedom to pursue their own paths."

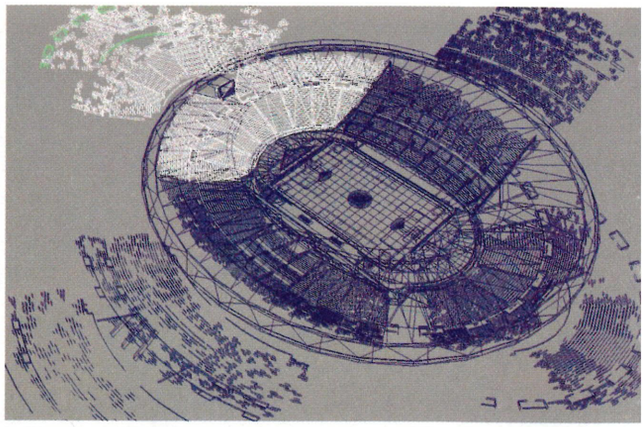
The Hunt Is On

Rockstar will release the super-gory, violent and downright terrifying *Manhunt* some time this month on Xbox. A specific date has yet to be set and we're still waiting for elusive review code to kick our door in and smash us round the head with a baseball bat. Look for the definitive verdict in the next issue, on sale 20 May.

Mobile Madness

Microsoft will release a selection of its games in stripped-down form for mobile phones. Titles confirmed include *Top Spin*, *Amped 2* and even *RalliSport Challenge 2*.

↑ The football of champions is coming and that's official!



↑ Konami starts from scratch for the Xbox version.

Result: Pro Evo Storms Xbox

Konami confirms Pro Evo but keeps tight-lipped on Live

IT'S BEING touted as a game that could shift as many Xbox consoles as *Halo*. That's how much people want to see *Pro Evolution Soccer* on Xbox and, more importantly, on Xbox Live. But while a Konami press release confirmed the soccer shocker, it failed to mention anything about online action when it hits later this year.

When contacted, a Konami spokesman would only say, "We're not talking about Xbox Live yet." Whether that means the Japanese-based company is saving it for a big announcement or it's not been confirmed internally yet remains to be seen. We wait with bated breath, Konami. Don't let us down!

Konami Europe's boss Kunio Neo added, "We're delighted to be bringing what is rightly seen as the pinnacle of football titles to a new legion of fans. We anticipate that the Xbox version will enjoy the same phenomenal level of success as its predecessors on other formats." If not more!

MECHASSAULT DEVELOPER DAY ONE STUDIOS BEGINS WORK ON SECRET XBOX 2 TITLE

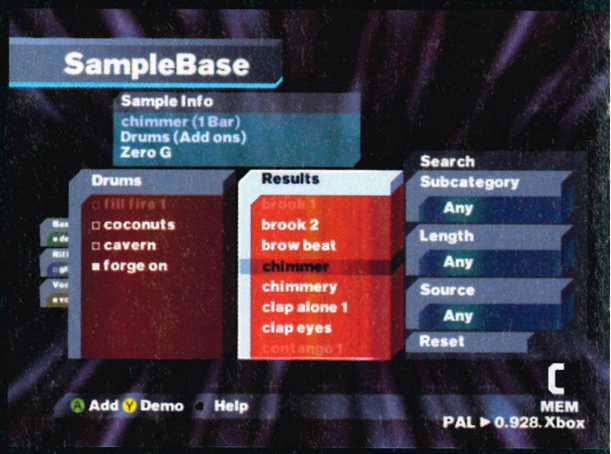
Rhythm And Stealth

Create bangin' bedroom tunes in an instant

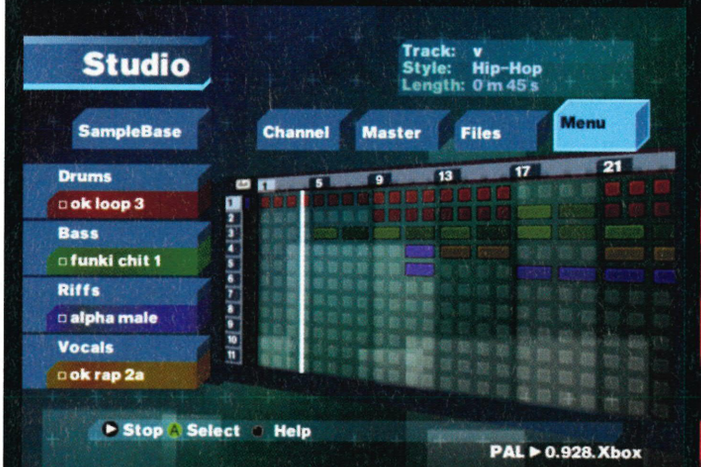
POP PICKERS! Xbox will finally be home to the only music creation game that matters, *MTV Music Generator 3*. Within minutes we had Vanessa feeling nauseous after bombarding her with hard house and trance remixes from the likes of OutKast, Sean Paul, Snoop Dogg and Carl Cox. But if those artists aren't really your flavour, don't worry – you can start from scratch and create your own works of art in any style you want.

You can even take samples from your own CD collection and mix them in with the zillions of ones that Codemasters has very kindly supplied to get you started.

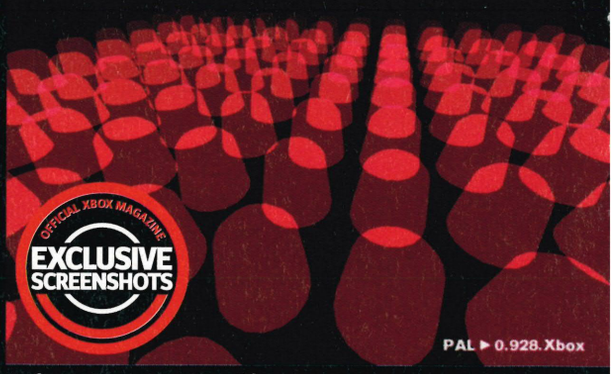
If you aspire to be the next superstar DJ, then here's your foot on the ladder. Look for a summer release and a review very soon.



↑ Bang every kind of drum known to man.



↑ The making of a hit single?



↑ Create your own trippy videos.

Battle For The Planet

Pearl Harbour meets Armageddon at high tide

WAR GAMES are big business. But there's yet to be an Xbox game that gives you total control of a fleet of tooled-up battleships backed by a fully mobile army.

At your command in this single-player and online multiplayer game, are attack boats, destroyers, battleships, aircraft carriers, fighters (which are launched from your carrier or from islands), bombers, seaplanes, torpedo boats and submarines. The subs act as the snipers of the game.

All sounds a bit complicated, doesn't it? But don't sweat, we've been told by publisher SCi that the primary goal of *Midway* (working title) is to be a fun and action-packed game. It's not a strategy title, but decisions will have to be made.

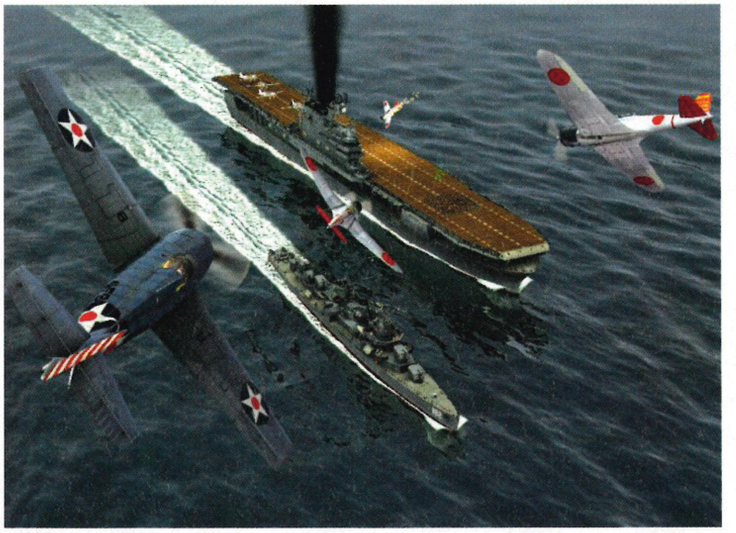
The single-player game aims to recreate the events leading up to the Battle of Midway during World War II and the fun takes place on some seriously massive maps. Missions involve bombing raids on Japanese carriers, taking (and holding) islands and the rescue of General MacArthur from the Philippines. Up to it? We'll bring you more details soon.

↑ Land-based missions are included.

Just (Under) 17

SCI HOPES THAT multiplayer will be where *Midway* really shines. We all like a good team game and the thought of controlling armadas of battleships across the open sea makes us feel nice and warm inside. Several modes of play will be available for up to 16 players online.

↑ You're not gonna need a bigger boat.



↑ When taking down fighter planes, make sure they won't crash into your ships.

↑ Command your fleet of battleships to bring down every fighter in the area. Then move your subs in to destroy any survivors.

News Wire

Easily digestible nuggets of key Xbox information

Odd Move

According to rumblings coming out of the recent Game Developer's Conference (GDC) in the US, Microsoft will not be publishing the next *Oddworld* game. Developer Oddworld Inhabitants announced the news on the show floor and is looking for a new publisher.

Serious Tech Demo

Serious Sam was buckets of no-nonsense fun. If you've never had the pleasure, we suggest you get introduced as soon as possible. There's another instalment of over-the-top shotgun-fuelled action on its way. The GDC brought with it a stunning tech demo that showcased ultra-cool effects and environments. Put this on your wish list right now!

More KOTOR Awards

It was our game of the year (Issue 26) and your game of the year (see page 100), and now *Star Wars: Knights Of The Old Republic* has scooped the International Game Developers Association (IGDA) award for the same reason. "There is no greater honour in the game developer community than to be a recipient of a Game Developers Choice Award," said Jason Della Rocca, program director, IGDA. "The accolade is a stamp of excellence, carrying the prestige of taking the videogame industry to a new level."

Crash Unlimited

New Bandicoot sighting

AS WE REPORTED last issue, there's a new *Crash Bandicoot* title in development. It won't be called *Twin Sanity* as rumoured by online retail websites in the US - it looks to be going under the moniker of *Crash Unlimited* according to a disc of screens we received from Vivendi. We're not 100 per cent sure though, as the disc failed to contain any info on the game whatsoever. Nice one. One thing's for sure, it's not a karting game. More soon. Hopefully.

↑ Biggest eyes in a game yet!

SNEAK PEAK: LOOK OUT NEXT MONTH FOR SUPER EXCLUSIVE PREVIEWS OF THE NEXT COLIN MCRAE AND CLUB FOOTBALL GAMES FROM THE MIGHTY CODEMASTERS.

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There are no lucky punches.
JONES JR
EA SPORTS
FIGHT NIGHT
2004
16+
EA SPORTS
It's in the Game.™

↑ Scout Walkers can be handy for blasting enemies, but you will be a huge target if spotted.

↑ Battle Droids are slow but heavily armed. Avoid if you can.

↑ Beware of damaged speeders - they can be quite a handful.

Star Wars: Battlefront

Hokey religions are no match for a blaster at your side, kid

WOW! *STAR WARS: Battlefront* is, even at the stage where it looks as though it's been assembled by Jawas, a corking Live game. We played it to death recently and were amazed at just how compelling it is. A maximum of 64 characters can inhabit any one world - 16 human, the rest AI bots - and the carnage once everyone is on screen is exceptionally juicy.

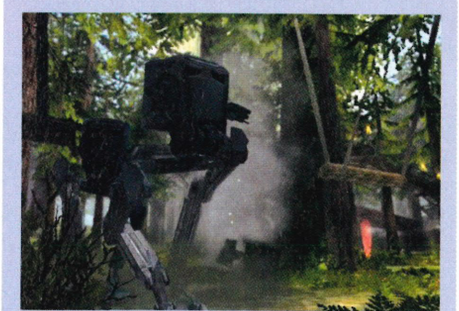
With 15 vehicles available, you can either team up with your squad and launch a full assault on enemy command posts in an AT-AT, or go guerilla and take people down quietly. Place traps to throw your foes into Sarlaac pits, or disguise yourself as an Imperial trooper to get in close. In fact, everything you've always dreamed of doing in a *Star Wars* game has finally become a reality. And that includes lassoing AT-AT legs from your snow speeder too.

Ten planets, 16 maps, stories from all six films (yes, that includes *Episode III* if you're after a sneak peek), and even the appearance of Darth Vader and Luke Skywalker promise to make this one of the most intense Live games this year.

Jim Tso, the producer of *Battlefront*, even told us that the game will support Tsunami (a drool-inducing prospect for warring clans) for the final release in late autumn. If you can't wait until then, Tso exclusively mentioned that a Live-enabled demo will be included on the *Star Wars* DVD trilogy released in September, and nodded vigorously when asked whether we'd have the chance to kill Jar Jar. It's going to be huge.

Yubnub, echop yubnub!

AS WELL AS Jawas that drop health when shot, and Gungans who just deserve to be shot, those pantomime furballs the Ewoks will inhabit Endor. They can't be controlled, but they can be very handy. Jim Tso used one as target practice to show off the Imperial sniper rifle, but the little critters get revenge. They'll construct log traps and battering rams, meaning those pesky Scout Walkers will have more than just rebel scum to deal with. Looks as though the Ewoks will finally get to redeem themselves...



↑ Ah, the old log trick. Good old Chief Chirpa.

↑ Clone Troopers learn all disciplines, but these favour the 'roll over and die' school of training.

IndyCar Gets Serious

Head-to-head racing for 12 players online

IT WAS HARDER than rusty disease-ridden nails, but we loved last year's *IndyCar Series* (Issue 18, 8.6) and the follow-up is taking the oval action online. Xbox Live subscribers will be able to touch rubber on a grid of 12, while PS2 users have to make to do with only eight. And as you'd expect, it's armed to the teeth with officially licensed bits and bobs.

A total of 15 tracks will be present in the final version, on which to hit terrifying speeds of 200mph. But take it easy, Codemasters has again managed to get 33 cars on the same track at once. That's a hell of a lot of rubber begging to be burnt. You'll get your chance this summer. Hold on tight for more next issue.

↑ Hold your racing line at all costs!

↑ 202mph is seriously the way forward. Just be sure to slam on the brakes in time for the left-hand bends.

↑ One wrong move and it's all over. Restart the race!

↑ Damage models are some of the best we've seen.

↑ Give the crowd a quick wave as you zoom past.

THE HULK AND FELLOWSHIP OF THE RING HIT THE XBOX CLASSICS RANGE. GRAB 'EM FOR A COOL £19.99

Splinter Cell Starter Kit

Pandora Tomorrow and one year's Live subscription for less than £60!

IF YOU MISSED the recent *Project Gotham Racing 2* Live bundle, then breathe a sigh of relief – there's a new deal in town that's even bigger. For just £59.99 you can pick up *Splinter Cell: Pandora Tomorrow* (Issue 27, 9.3), a headset and a full 12 months' subscription to Xbox Live. But you'll have to get your groove on – this is one of those 'while stocks last' deals.

Michel Cassius, senior director, Xbox platform and marketing, knows he's onto a good thing, "We're committed to offering the best value and most fantastic gaming experiences and the *Splinter Cell: Pandora Tomorrow* and Xbox Live Starter Kit offer is a great example of this. With 12 months' subscription to Xbox Live, along with one of the most anticipated Xbox Live-enabled action games of 2004, it's even easier to find out why it's good to play together." What are you waiting for? Stocks won't last long!

↑ Online stealth multiplayer is only a Starter Kit away. While stocks last!

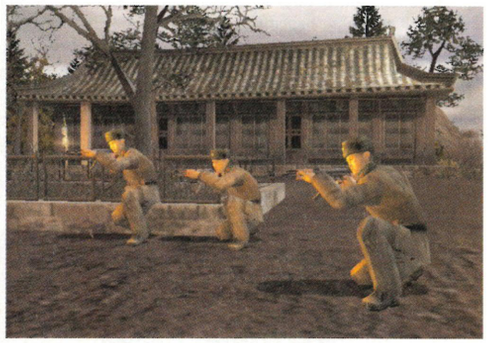
NEW TRICKS: EX-OFFICIAL US XBOX MAGAZINE EXECUTIVE EDITOR FRANK O'CONNOR IS NOW DOING WEEKLY COLUMNS IN HIS NEW POSITION AT BUNGIE. FIND THE LATEST ONE AT HTTP://WWW.TEAMXBOX.COM

MERCENARIES

DEVELOPER: **PANDEMIC STUDIOS** PUBLISHER: **ACTIVISION** RELEASE: **SEPTEMBER 2004**

↑ We can expect 52 missions of action-packed team combat. All the sound effects were recorded at Skywalker Sound.

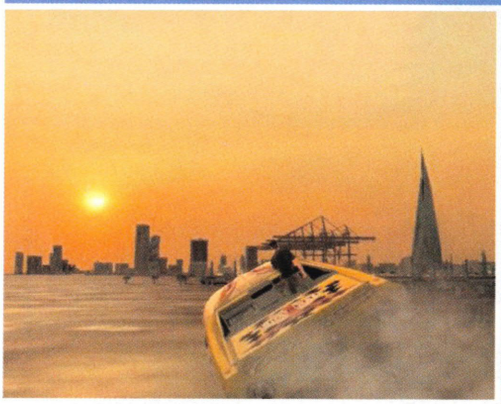
↑ The game is set in North Korea, and its Havok physics engine lets you demolish buildings with super-realism.



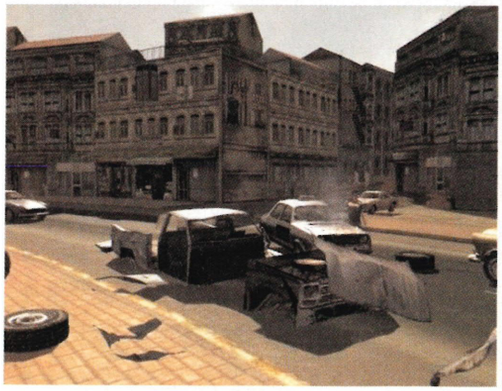
↑ If you can see it, you can steal it. Or, far more importantly, blow it into little tiny pieces of scrap metal.

DRIV3R

DEVELOPER: **REFLECTIONS** PUBLISHER: **ATARI** RELEASE: **01 JULY 2004**



↑ If it's got more than one wheel, it's yours. If you tire of stealing, whip out a rocket launcher and blow stuff up.



↑ The plot's very *Gone In Sixty Seconds* but the action looks harder than most Hollywood movies put together.

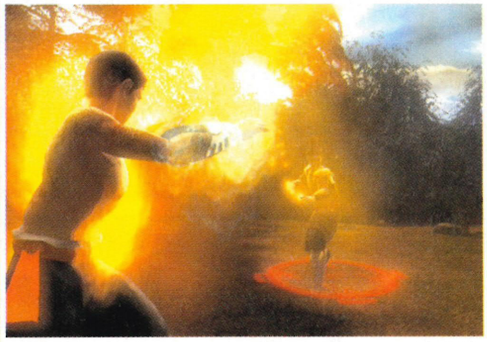
↑ Tanner's highly anticipated comeback is almost upon us, and it's looking better than the *Hollyoaks* calendar.

JADE EMPIRE

DEVELOPER: **BIOWARE** PUBLISHER: **LUCASARTS** RELEASE: **NOVEMBER 2004**

↑ Characters revealed so far include Furious Ming and Tiger Shen. Each can transform into mystical beasts for battle.

↑ BioWare showcased the latest version of the mystical Chinese RPG at the annual Game Developers Conference.



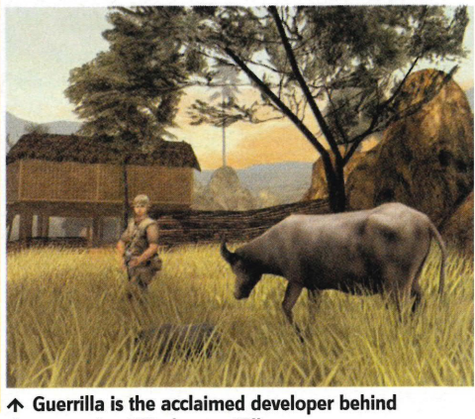
↑ You'll get to build up your character from scratch with various magical powers and martial arts abilities.

SHELLSHOCK: NAM '67

DEVELOPER: **GUERRILLA** PUBLISHER: **EIDOS** RELEASE: **SEPTEMBER 2004**

↑ As the action unfolds, Guerrilla aims to reveal the fear, chaos and atrocities of the Vietnam War. More on *Shellshock* next issue.

↑ Put on an old kit bag and assume the role of a rookie soldier on his very first tour of duty.



↑ Guerrilla is the acclaimed developer behind the upcoming PS2 shooter *Killzone*.

TOP SECRET: THE MOLE

It's all happening... From movie licences to online-enabled retro remakes, I've got the lot!

STARSKY GETS BUTCH

Word on the street is that Empire Interactive will soon begin rolling out the first shots and information on a sequel to last year's *Starsky & Hutch*. And why not, as the '70s cop show is enjoying a bit of a revival thanks to the Hollywood remake. The follow-up has been in development for around a year now, but it's not known if you'll be able to use a lightgun and steering wheel simultaneously like in the first game. All should become clear by next issue.

FORD FOCUSES EVEN HARDER

Remember last year's budget Ford racer that turned out quite nicely, especially in the looks department? Well there's a new racer being prepared for later this year by all accounts. Hopefully the developer will include full online racing and System Link, making it a much more wholesome racing experience. Keep your eye on www.officialxboxmagazine.co.uk for breaking news.

RUMBLE IN THE BRONX

There's still no sign of Capcom fully jumping on board our lovely Xbox, but the trickle of games looks set to continue with more classic 2D fighting games. While nothing has been confirmed officially, I've heard a few whispers that seemed to involve the words *Street Fighter*. Might have to wait until E3 for more on this one.

↑ More affordable racing incoming.

↑ BioWare hints at two secret games.

MUST CODE FASTER

Rumours began spreading at the Game Developer's Conference in the US that the mighty *KOTOR* developer BioWare has two unannounced games in development. One of the titles in production appears to be a role-playing game, while it's anyone's guess about the other. Don't forget that Canadian BioWare is working on *Jade Empire* too. As soon as the master of the RPG comes clean, I'll let you know.

↑ More *Starsky & Hutch* anyone?

UBISOFT ANNOUNCES THE DUKES OF HAZZARD: RETURN OF THE GENERAL LEE

Def Jam Vendetta II

Pump Up The Jam

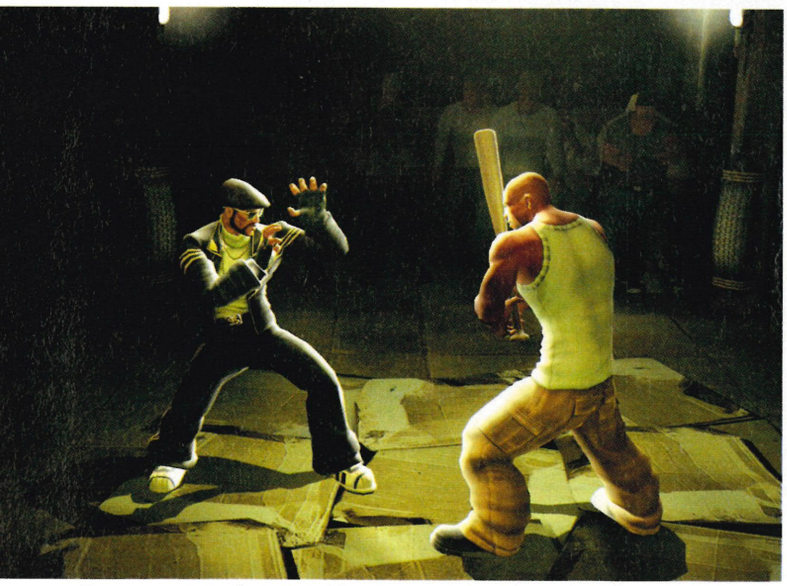
IT SEEMS THAT rap stars, in between showing *MTV Cribs* around their palatial abodes, dripping gold and diamond bling at music award ceremonies and getting shot, occasionally get in a spot of bother. The first *Def Jam Vendetta* title from EA jumped on the back of this, and the upcoming sequel looks set to give us gamers more of the same.

Featuring tons of hip-hop stars from the Def Jam record label, including Ludicris, Ghost Face Killah and hotpanted honey Christina Milian, players will get the chance to slug it out with their favourite rap songster, over several single-player modes including Story, Survival and Tag Team. However, the original *Def Jam* was at its best when played with a bunch of mates, so we're sure a comprehensive multiplayer will also be included along with the customary banging soundtrack. Look out for the game towards the end of the year.

GAME INFORMATION
DEVELOPER: EA
PUBLISHER: EA
RELEASE AUTUMN 2004

PERCENTAGE COMPLETE

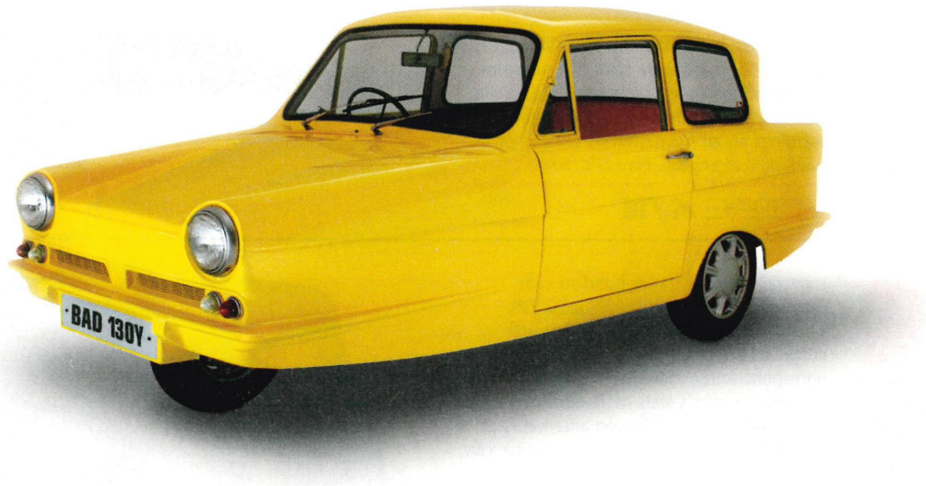
↑ Street brawlers like to play dirty, so don't hold back if you get the chance.



↑ Use any weapons that come to hand, just watch out for your blinging jewellery.

↑ There'll be Claret all over the place.

Are your racing games missing something...



HARDWARE

If you can plug it into your Xbox, we'll feature it right here

ARCADE RIFLE & SHOTGUN

GOODBETTERBEST

£49.99 (WITH SILENT SCOPE COMPLETE)

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WE'RE NOT exactly spoilt for choice on the lightgun front, although we love Joytech's Sharp Shooter Arcade Light Gun (Issue 20, 5/5). But for a plastic weapon with a little more aggression, check out the Arcade Rifle & Shotgun, designed specifically for Konami's *Silent Scope Complete* (Issue 27, 7.0).

As the name suggests, the Arcade Rifle & Shotgun can take the lethal form of either a shotgun or a rifle, depending on what mode of homicide you're in. Take off the barrel, scope and stock for the more manoeuvrable shotgun version. Both work well but we had a little trouble calibrating it. Once our sights were honed in, we were picking off the enemy with ease. It looks the part too, and the box is plastered with warnings about not modifying the gun or pointing it at anyone. Play safe, kids!

SCORE 4/5

THRUSTMASTER SOFT DANCE MAT

THRUSTMASTER

£39.99 (WITH DANCING STAGE UNLEASHED)

OUT NOW

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IN THE WORLD of dancing games, the metal dance mat with railings is king. Sadly, dance freaks will have to wait a while before these coveted stainless steel boogie boards reach the shops. Fortunately, Thrustmaster's official *Dancing Stage Unleashed* mat is surprisingly well made for a soft mat.

This PVC mat offers up a few practical advantages. It's easy to fold and transport, it's compact and most importantly, the price is right. £39.99 is an excellent price, especially since it comes bundled with *Dancing Stage Unleashed* (Issue 27, 7.2).

Soft mats often suffer from as much fatigue as the person using it, becoming unresponsive the more they've been jumped on. Thrustmaster's feels more durable, registering every footfall even after hours of play. Worries that it won't last the course can be put aside, because this piece of kit comes with a two-year warranty.

Keeping your balance is easy thanks to a bigger 'neutral zone' in the centre – perfect for those with jumbo feet. There are two expansion ports, so you can connect both a memory card and Xbox Communicator for Live play. The Start and Back buttons are separate at the top of the mat, so you'll never accidentally tread on them, unless you're completely inept like us.

SCORE 4/5

JOWOOD BEGINS WORK ON STARGATE SG-1-BASED GAMES. VANESSA CAN'T WAIT

AND FINALLY...

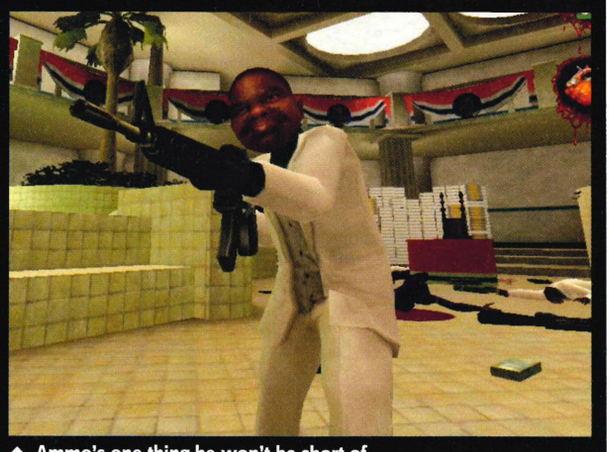
What You Talkin' About Willis?

Gary Coleman in a game that's "only as violent as you are"

POSTAL 2: Share the Pain is coming to Xbox in all its ultra-violent gory glory. The original whipped up a storm on PC by allowing you to cause all kinds of public order offences, like relieving yourself on dead bodies, burning down churches and smacking civilians around the head with a spade, all in the name of fun.

The sequel features the likes of Gary Coleman from classic '80s show *Diff'rent Strokes* and it's shaping up to be madder than a bag of frogs. You'll be able to go postal in huge open-ended environments, interact with more than 100 NPCs including Coleman, marching bands, dogs, cats, terrorists, librarians and loads more.

Multiplayer includes the laughable mode Snatch where you have to try and snatch the enemy's babe and score. Ribbit!



↑ Ammo's one thing he won't be short of.

...like every racing style, every racetrack and every car?
(well, almost)

Supercar

4x4

Open Wheel

Truck

Supertruck

Vintage

GT

V8

Formula Ford

Hotrod

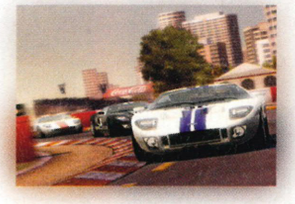
Stock Car

DTM

Ice Racing

Convertible

Rally



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With 15 different racing series on offer there's a vehicle to suit everyone's mood - from sexy classic to wild rally cross. Battle your way through 31 championships across 50 race tracks. But beware, with grids of up to 21 offline and 12 online on both Xbox and PC, you might just find out how personal *'real'* racing can get.

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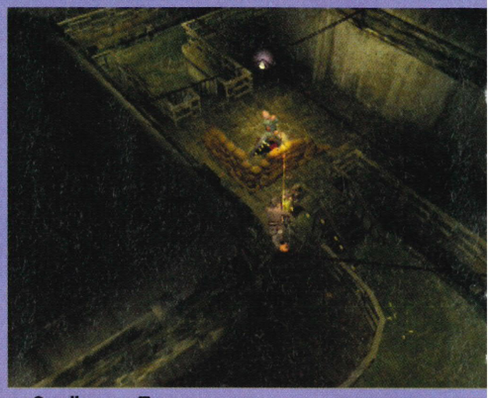
EXCLUSIVE DEVELOPER INTERVIEWS

↑ House-to-house combat is a painstaking, and deadly experience.

↑ German .50 cals are deadly.



↑ Sandbags vs Tommy guns.

Combat Elite: WWII Paratroopers INSIDE

We interrogate Battleborne's lead producer Eric DeMilt about the details of this alternative WWII title

IT'S NO COINCIDENCE that Acclaim's *Combat Elite: WWII Paratroopers* is set for a 06 June release date. Sixty years ago to that day, the Allies launched the famed D-Day landings, which would go on to be the pivotal turning point of World War II.

The conflict tends to lend itself to plenty of FPS and strategy games, but this is the first top-down, combat-heavy adventure we've seen on Xbox set in this particular theatre of war. We grilled producer Eric DeMilt with an extremely bright light for some inside info.

***OXM*: *Combat Elite* seems an eclectic mix of genres and environments. What originally gave you the idea?**

Eric DeMilt: Well I worked on the original *Baldur's Gate: Dark Alliance* (Issue 08, 8.5), and am a great fan of the *Snowblind* game engine, an updated version of the engine that powered that particular title. I've wanted to do a WWII game for ages, and when we gathered the development team together, we had guys that worked on the *Rainbow Six* and *Ghost Recon* games, so an action-heavy adventure game seemed a natural progression.

The top-down view offers heightened situational awareness and greater freedom for us to design environments. It was the obvious choice. The company was put together around the idea for this game.

You're obviously fascinated by WWII. How's this reflected in the game?

I can't get enough of WWII – I've read countless books and watched endless documentaries. We wanted to make the game as historically accurate as possible. Set after the D-Day landings, players take in all the major battles, including Operation Market Garden and The Battle of The Bulge. It's very *Band Of Brothers*.

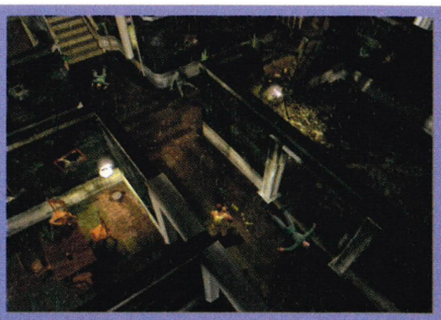
So it's not just a case of players charging through similar environments one after the other?

Definitely not. Each environment calls for radically varied tactics. The street levels, in particular, call for a degree of restraint. Close-quarter combat is terrifying, and the weather and daylight have an effect on how players fight. You need to work with AI team-mates to clear areas, or you'll end up cut in half by a »

↑ *CE* features a co-op two-player mode. Where are your mates when you need them?

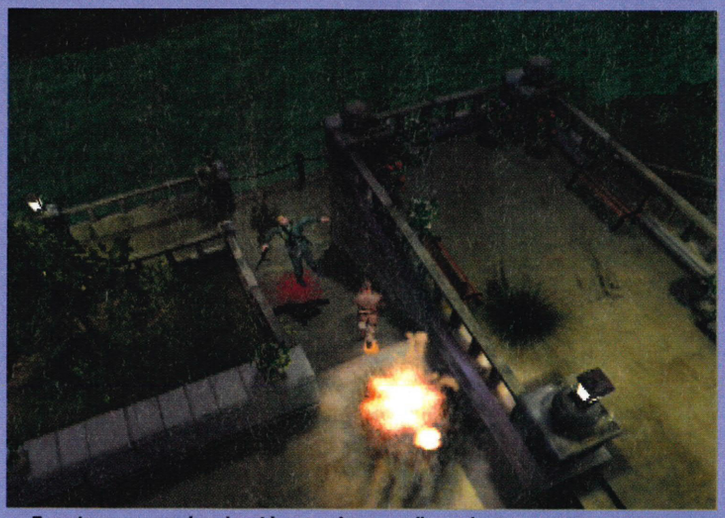
↑ Using the environment is vital, especially when faced with numerous foes.

↑ It's important to defend friendly positions from attack. You never know when you might need that medikit.

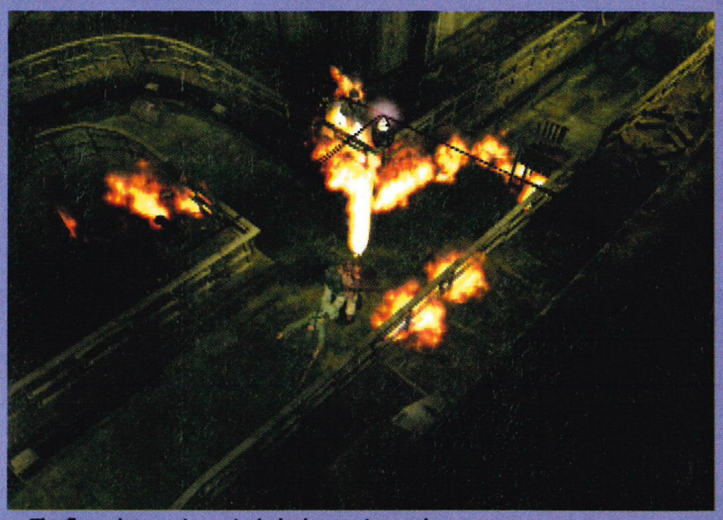


↑ Watch those corners, people.

↑ Bump up your stealth stats for night missions.



↑ Enemies are pretty handy with grenades as well, you know.



↑ The flamethrower is particularly devastating at close quarters.

REALITY CHECK: THERE ARE THREE DIFFERENT CHARACTERS TO CHOOSE FROM, INCLUDING A US SOLDIER FROM 101ST AIRBORNE AND A BRITISH PARATROOPER. ALL WERE MODELLED ON REAL-LIFE SOLDIERS WHO SERVED IN WWII.

"We've tried to evenly mix up the gameplay with realism"

German .50 cal in seconds. We've mixed the gameplay up a bit too; for instance, players can control sniper rifles from elevated spots, or get behind a German position and lay waste with devastating .50 calibre machine-guns.

Nice! Are all the weapons as immediately lethal?
No, we've tried to evenly mix up the gameplay with realism. We appreciate it's no fun dying after just one hit, but you can't immortally plough through; you need to use cover to survive.

All the weapons are authentic; there are 40 in total and seven different types of grenade, although we've taken a bit of artistic licence with the sound effects. Hollywood has twisted our perception of small guns making loud noises, so we've had to bow down to that, beefing up some of the resonances. All the uniforms are nerdily accurate too.

The depth of character modification seems more akin to that of an RPG. Is this reflected in the combat too?
Precisely. Too many games detach players from any real character affinity so we wanted to change that. If you invest time and effort into a character, you're more concerned with his survival. Here, the skill upgrade system allows you to hone certain areas of your character, like stealth or rifle proficiency, so replayability is increased. I love the idea of critical strikes too, so yes, combat is calculated on a chance basis, where one soldier may take two shots to die, the next may take ten.

And this continues to apply to the multiplayer game as well?
We put a lot of effort into the two-player. It's great fun playing through a game co-op, but it wouldn't be so good if you could just breeze through. We've balanced the gameplay so the enemies' AI and toughness is that little bit higher.

So why will the Xbox version destroy all others?
Xbox is great for running the *Snowblind* engine and as such we found it great for making the game look exactly how we wanted it to. All the environments are hugely detailed, and the texturing looks great. The particle physics system runs smoothly too, and is particularly evident for our weather effects. Every raindrop or snowflake that falls is a particle, not just a sprite and as such creates its own individual splash on the ground. The real-time geometry and neat effects like heat distortion are spot-on. We were only limited in development by the number of levels (60) we could realistically include.

Does that mean you had loads of other ideas that didn't make it into the final game?
Oh yeah, WWII is such a massive, rich source of material there was tons of stuff we could've included. There's the whole African campaign, Italy, the Russian Front etc. There's loads of scope for varying gameplay there, which if this game goes well, should hopefully make its way into the sequel.

So you're looking into that already?
Absolutely. We're confident that gamers will enjoy *Combat Elite*, so a sequel is being discussed.

GAME INFORMATION
DEVELOPER: **BATTLEBORNE**
PUBLISHER: **ACCLAIM**
RELEASE 06 JUNE 2004
PERCENTAGE COMPLETE

QUOTES OF THE MONTH

"Anything that makes the developer's job easier is a good thing. We can concentrate on what makes a game good - gameplay, content and visuals - and not worry about fighting the hardware."

Argonaut's boss Jez San sounds off about Microsoft's brilliant, brand new XNA dev tools.

"Codemasters is now signing titles for current and next generation consoles - including PSP, PlayStation 3, and Xbox 2 - as well as PC and PC online."

Codemasters sets its sights on next-generation domination.

"The cars have no brake lights. If the driver in front brakes suddenly, the first you might know about it is when you hit them. If your front wheel touches the rear of the other car, you'll get thrown in the air and may well have a big accident."

The confidence-shattering briefing Gavin and James sat through before being allowed in a Formula Palmer Audi race car for the launch of *TOCA 2*.

"Microsoft wants *World of WarCraft* exclusively for Xbox."

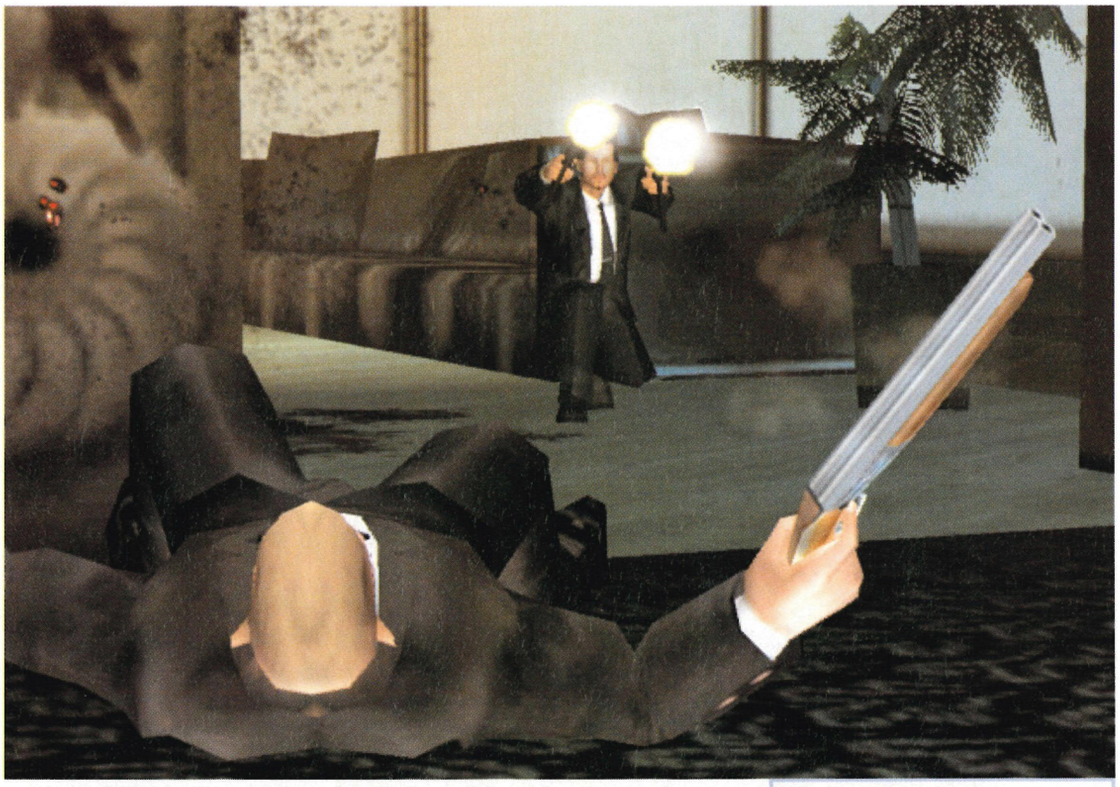
***PC Gamer*'s Spy coughs up a frightening rumour. Well, only frightening if you don't own an Xbox. But we do!**

"Ubisoft is aware of the problem and is looking into it now. We hope to address it quickly – however, the bug does not prevent players from playing online, and it does not occur during gameplay."

Following reports of a crash bug when playing *Splinter Cell* online, Ubisoft lets everyone know it'll be dealt with pronto.

"It's not our core competency. For us, the mobile market is all about providing software solutions."

Microsoft's corporate vice president Peter Moore makes it crystal clear that there'll be no handheld competitor to GBA and PSP. Special versions of Xbox games will be released on handheld platforms, but Microsoft has no interest in making one. Yet.



↑ Cole burns never misses, especially with twin Tec-9s from close range.

100 Bullets

Shoot first, ask questions later...

VENGEANCE IS A dangerous thing, and never more so than in *100 Bullets*, where a mysterious shadow government operative (Agent Graves) gives normal civilians a gun, 100 bullets, and carte blanche to exact revenge on someone who has caused them a particular grievance. The two playable characters in the game, Cole Burns and Snow Falls, are equally subversive Minute Men (a secret police force of shadow government The Trust) who now turn against their former employers to unravel a dark conspiracy. If all this sounds very film noir, then it's because the title is a direct adaptation of Brian Azzurello's award-winning comic, *100 Bullets*.

Players intermittently switch between characters as they work their way through the gritty streets, picking off bad guys with the customary pistols, rifles, rocket launchers and, most impressively, twin machine-guns. Each enemy has a certain attack that can be countered in a very stylish fatality by either Cole or Snow, plus there are rumours of a special new combat mode to be incorporated. The environment is completely destructible, and the way you annihilate a level will have repercussions when you revisit the same area later in the game. Sticking close to its noir roots, *100 Bullets* features plenty of profanity and gore, so it's definitely not one for the kiddies. Look out for Cole and co. towards the end of the year.

GAME INFORMATION
DEVELOPER: ACCLAIM STU. AUSTIN
PUBLISHER: ACCLAIM
RELEASE OCT 2004
PERCENTAGE COMPLETE

Lean On Me

A GREAT FEATURE allows Cole to take cover behind any part of the environment. He can then lock on to enemies and strafe out, or 'blind fire'. This method wastes a lot of ammo (although it looks very cool), but it ultimately brings a target down.

↑ This guy's about to get it!

↑ The first level is a casino shoot-out.

↑ Pesky underage kids, always trying to tip over arcade machines.

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XBOX PlayStation 2 PC CD ROM 18

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Full Spectrum Warrior

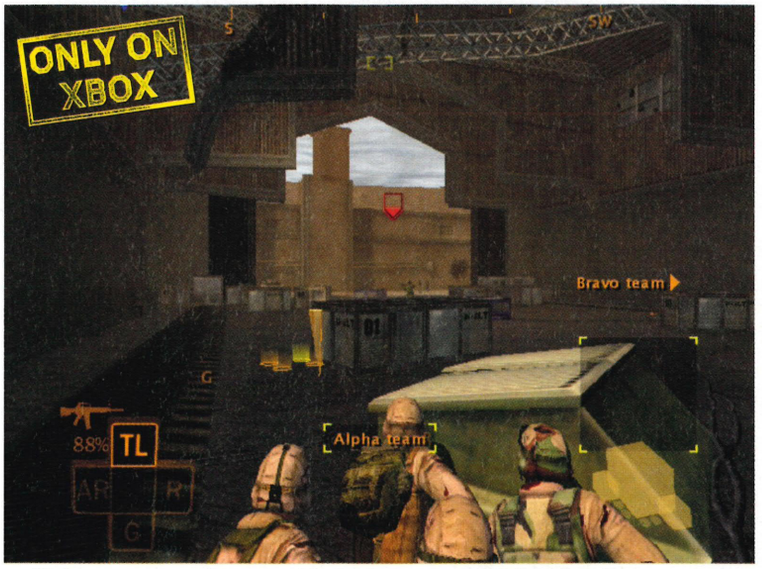
Be the best with this unbelievably realistic war sim

THEY SAY WAR is hell. If that's the case, then expect to be banging on the gates of Hades very soon if this stunning, tactical war sim is anything to go by. Although die-hard FPS purists may initially be dismayed that players don't do any actual shooting themselves, fret not because this is as hardcore and realistic as they come. A commercial version of US Army training software, *Full Spectrum Warrior* relies heavily on methodical teamwork, and all movement has been recreated exactly to Army doctrine.

Players control two fire teams (Alpha and Bravo squads), and the game follows a 24-hour period in fictional war-torn Zekistan. Controls are more point and click than random blasting, but players are required to set precise fire sectors, suppress enemy positions, laser sight targets and cover each other's movement through a variety of tactics.

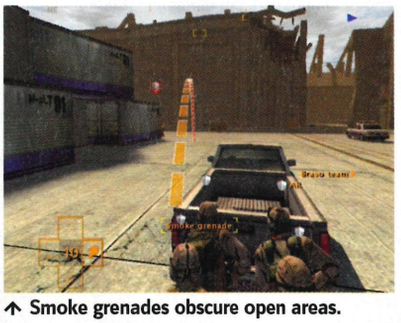
Move the cursor near a wall and it will immediately assume the correct cover positions. Give your team the Move order, and they'll glance around, set off, then assume the optimum firing position at their destination, all in a silkily smooth, frighteningly realistic manner. All this is accompanied by terrifying sound effects, gorgeous lighting, and co-op Live play. Look out for the full review next issue.

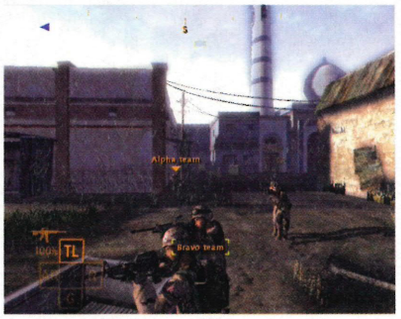
GAME INFORMATION
DEVELOPER: **PANDEMIC**
PUBLISHER: **THQ**
RELEASE JUNE 2004
PERCENTAGE COMPLETE



↑ All the movement and cover positioning is accurate to US Army doctrine.

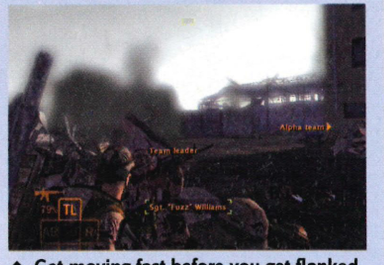
↑ Teamplay is absolutely vital in *FSW*. Here, Alpha team suppress an enemy position while Bravo team make a dash for cover.

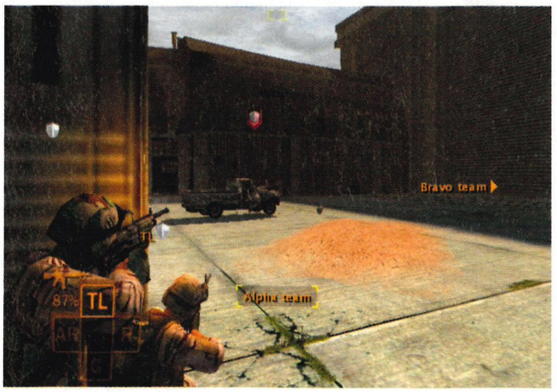

↑ Smoke grenades obscure open areas.


↑ 'Bounding' two by two is pretty safe.

I Can See Clearly Now

A GREAT FEATURE is the Fog Of War option, which players can toggle on or off. It shows the area of the environment that is not covered by your squad's line of sight, either due to obscuring scenery or them facing the wrong way, and provides an even more realistic experience.


↑ Get moving fast before you get flanked.



↑ Cars are destructible cover, so let this guy have it.

↑ Hectic battles rage all around your squad.

Use the streets of Florence to show your friends the true meaning of art.

BIZARRE CREATIONS

Microsoft game studios

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XBM Dec 03

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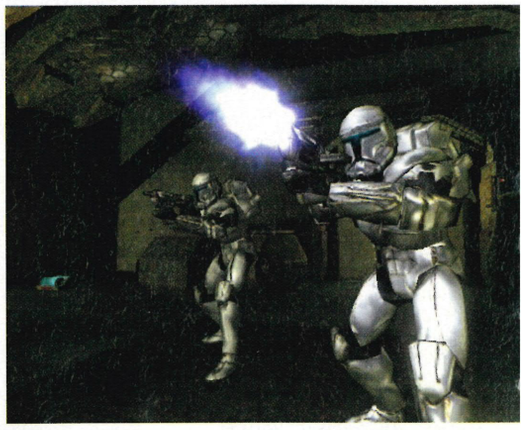
↑ They looked like pushovers in *The Phantom Menace*, but these guys look harder than ever now.

↑ The lengths people go to to kill Jar Jar...



↑ How did stormtroopers get so stupid?

Star Wars: Republic Commando

The shroud of the Dark side has fallen, begun the Clone War has

"WE DECIDED TO make the game dark," says Steve Matulac, producer of *Republic Commando*, "and that's exactly what's happening with *Episode III*. If fans don't want to see *Episode III* then they'd better look away."

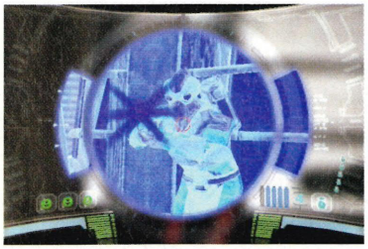
Well, we looked, and we sat slack-jawed. Sandwiched between *Attack of the Clones* and the final episode, *Republic Commando* is a departure for the *Star Wars* franchise in that no Jedis are seen. It's 13 brutal military levels on the frontline, bringing down raging Rancors with your squad. It's George Lucas's *Rainbow Six*.

You'll be able to use the landscape to your advantage (fire at Geonosian egg pods on the ceiling causing them to fall and kill anything underneath, for example) and will have to work as a team to distract and disarm giant droid tanks. Thankfully that's where Xbox Live comes into play, with 16 players causing havoc at once.

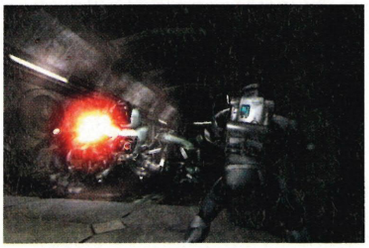
You'll also get to see the Wookiee home planet of Kashyyyk, a labyrinth of wooden tunnels and mechanical ducts that looks like something straight out of an *Aliens* movie. In fact, with motion trackers, egg pods, heat vision, and gritty military realism, we suspect *Star Wars* wasn't the only sci-fi franchise to influence the developers. We could be looking at one of the most advanced, brutal, and dark *Star Wars* titles to date, and so far removed from the pseudo-religious Jedi that even the hardest FPS fans will sit up and take notice.

GAME INFORMATION
DEVELOPER: **LUCASARTS**
PUBLISHER: **ACTIVISION**
RELEASE SUMMER 2004
PERCENTAGE COMPLETE

↑ Ah, lurking in the shadows. Great idea!



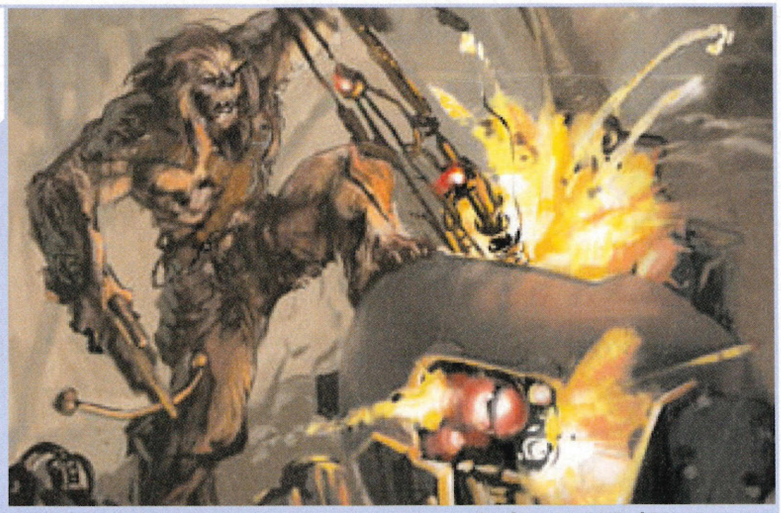
↑ Even in space they have snipers.



↑ Things soon heat up in this game.

Attack Of The Furry Sidekick

CHEWBACCA IS actually a geek compared to the warrior class Wookiees you'll see in the game and third *Star Wars* film. These guys are massive, heavily armoured, and feature implanted weaponry as you can see from this concept art. They'll even be able to attack droids with their bare claws when provoked (their race is being sold into slavery in *Episode III*, which is enough to annoy anyone), so try not to get on the wrong side of them. Always carry a bag of Bonios. Down boy!



↑ You know what they say - never get on the wrong side of an angry Wookiee.

Galleon

Land ahoy for the game once lost at sea

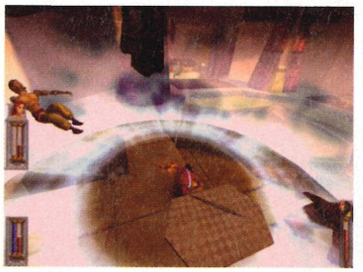
HAS IT REALLY been five years? *Galleon* now looks so retro it's cool. The outer shell may be dated, but the control system and gameplay are fresh. The controls, especially when climbing up walls, scaling cliffs, or dangling from heights, still need a little work, though.

Thankfully, the game has a pinch of *Prince Of Persia* mechanics about it, and the story is deeply intriguing. Only an hour into the game, we were sliding down hidden traps and fighting mutant pirates. If the controls are sorted, *Galleon* could be well worth the wait. Fingers crossed.

GAME INFORMATION
DEVELOPER: CONFOUNDING FAC.
PUBLISHER: SCI
RELEASE MAY 2004
PERCENTAGE COMPLETE

↑ How romantic, it's just like the end of *Splash*. Only without Tom Hanks.

↑ No matter how hard he tried, his eyes just kept wandering everywhere.



↑ Pirates are well tough when angry.

↑ It's perspective. That crab is huge.

OOO-ARR: THE PIRATE BLACKBEARD USED TO WEAR FLAMING CRACKERS IN HIS BEARD TO SCARE HIS ENEMIES.

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TONES AND GAMES
201 Options Clear
88888 OK Clear
Type in the name of the Ringtone or Java game you want to order, for example for Baby Boy you would text 201 and send that message to 88888.

MONOPHONIC TOP 30

Baby Boy-Beyonce ft. Sean Paul-	201	Got Some Teeth-Obie Trice	216	P.I.M.P (ver. 2)-50 Cent ft Snoop Dogg	101
Baby Boy-Big Brovaz	202	Changes-Ozzy & Kelly Osbourne	217	In Da Club-50 Cents	102
Where Is The Love-Black Eyed Peas	203	Sweet Dreams of My L.A. Ex-Rachel Stevens	218	Where is the love-Black Eyed Peas	103
One Love-Blue	204	Maria (I Like it Loud)-Scooter Vs Acardipane	219	Proper Chrimbo-Bo Selecta	104
Proper Chrimbo-Bo Selecta	205	Genie in a bottle-Speedway	220	Toxic-Britney Spears	105
Rudolf the rednosed reindeer-Christmas	206	Swing Low Sweet Chariot Sports Song	221	Rudolph The Red Nosed Reindeer	106
White Flag-Dido	207	Hole In The Head-Sugababes	222	Clocks-Coldplay	107
Be Faithful-Fatman Scoop	208	Shut Up-The Black Eyed Peas	223	Be Faithful-Fatman Scoop	108
Jump-Girls Aloud	209	I Believe in a Thing Called Love-The Darkness	224	EYE OF THE TIGER film tv theme	109
Superstar-Jamelia	210	Halloween Theme TV and Film Theme	225	MISSION IMPOSSIBLE film tv theme	110
Milkshake-Kelis	211	Mission Impossible Theme TV and Film	226	Jump-Girls Aloud	111
Turn Me On-Kevin Lyttle	212	SUMMER JAM UD PROJECT	227	Cry me a river- Justin Timberlake	112
50 50-Lemar	213	Feeling Fine-Ultrabeat	228	Milkshake-Kelis	113
Take Me to the Clouds Above-LMC Vs U2	214	Mandy-Westlife	229	Turn Me On-Kevin Lyttle	114
Mad World-Michael Andrews ft Gary Jules	215	Leave Right Now-Will Young	230	50 50-Lemar	115

POLYPHONIC TOP 30

Take Me to the Clouds Above-LMC Vs U2	116	Baby Boy-Beyonce ft. Sean Paul-	131	Got Some Teeth-Obie Trice	146
Mad World-Michael Andrews ft Gary Jules	117	Baby Boy-Big Brovaz	132	Changes-Ozzy & Kelly Osbourne	147
The Great Escape Movie Theme	118	Where Is The Love-Black Eyed Peas	133	Sweet Dreams of My L.A. Ex-Rachel Stevens	148
Flower of Scotland National Anthem Scotland	119	One Love-Blue	134	Maria (I Like it Loud)-Scooter Vs Acardipane	149
Hey Ya!-Outkast	120	Proper Chrimbo-Bo Selecta	135	Genie in a bottle-Speedway	150
Changes-Ozzy & Kelly Osbourne	121	Rudolf the rednosed reindeer-Christmas	136	Swing Low Sweet Chariot Sports Song	151
Mysterious Girl-Peter Andre	122	White Flag-Dido	137	Hole In The Head-Sugababes	152
Children-Robert Miles	123	Be Faithful-Fatman Scoop	138	Shut Up-The Black Eyed Peas	153
Shut Up-The Black Eyed Peas	124	Jump-Girls Aloud	139	I Believe in a Thing Called Love-The Darkness	154
I Believe in a Thing Called Love-The Darkness	125	Superstar-Jamelia	140	Halloween Theme TV and Film Theme	155
Build Me Up Buttercup-The Foundations	126	Milkshake-Kelis	141	Mission Impossible Theme TV and Film	156
Beverly Hills Cop Theme Axel Foley	127	Turn Me On-Kevin Lyttle	142	SUMMER JAM UD PROJECT	157
Swing Low Sweet Chariot Traditional	128	50 50-Lemar	143	Feeling Fine-Ultrabeat	158
Sex and the City TV Theme	129	Take Me to the Clouds Above-LMC Vs U2	144	Mandy-Westlife	159
Feeling Fine-Ultrabeat	130	Mad World-Michael Andrews ft Gary Jules	145	Leave Right Now-Will Young	160

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Join The Revolution

Win big with The Matrix Revolutions

EVERYTHING THAT has a beginning has an end. The explosive final instalment of *The Matrix* Trilogy, *The Matrix Revolutions*, was released to buy and rent on an action-packed two-disc DVD and VHS on 02 April 2004. *The Matrix Revolutions* takes special effects to a new level and picks up where *The Matrix Reloaded* left off. The story of Neo, Trinity, Morpheus and Agent Smith is brought to a stunning conclusion in this action-packed final chapter of one of the most groundbreaking film series ever produced.

To celebrate the film's release, as well as the Xbox Classics debut of *Enter The Matrix* (Issue 17, 8.5), we've got a truckload of goodies to give away courtesy of Atari.

One lucky winner will get their hands on a gargantuan 28" Thompson widescreen TV and stand, limited-edition Crystal Xbox and a copy of *Enter The Matrix* Xbox Classic and *The Matrix Revolutions* on DVD. Not bad for a day's work. Nine runners-up will also score a copy of *Enter The Matrix* and *The Matrix Revolutions* on DVD.

To be in with a chance of landing the spoon-bending goods, all you have to do is answer this easy question:

Who developed *Enter The Matrix*?

Now complete this brilliantly simple tiebreaker question in no more than 20 words:

What is The Matrix?

Send in your answers on the back of a postcard or a sealed-down envelope only, along with your name, age and address, to: *Matrix* Competition, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP to arrive no later than 20 May 2004. You must be 15 years old or over to enter.

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LITTLE DID HE REALISE THE POWER
SOMETHING SO SMALL
AND CHEWY
COULD UNLEASH...
TASTE THE RAINBOW
Skittles

↑ Glance away from the screen for just a second and it's all over.

↑ You know when you've been airstruck!

Mashed

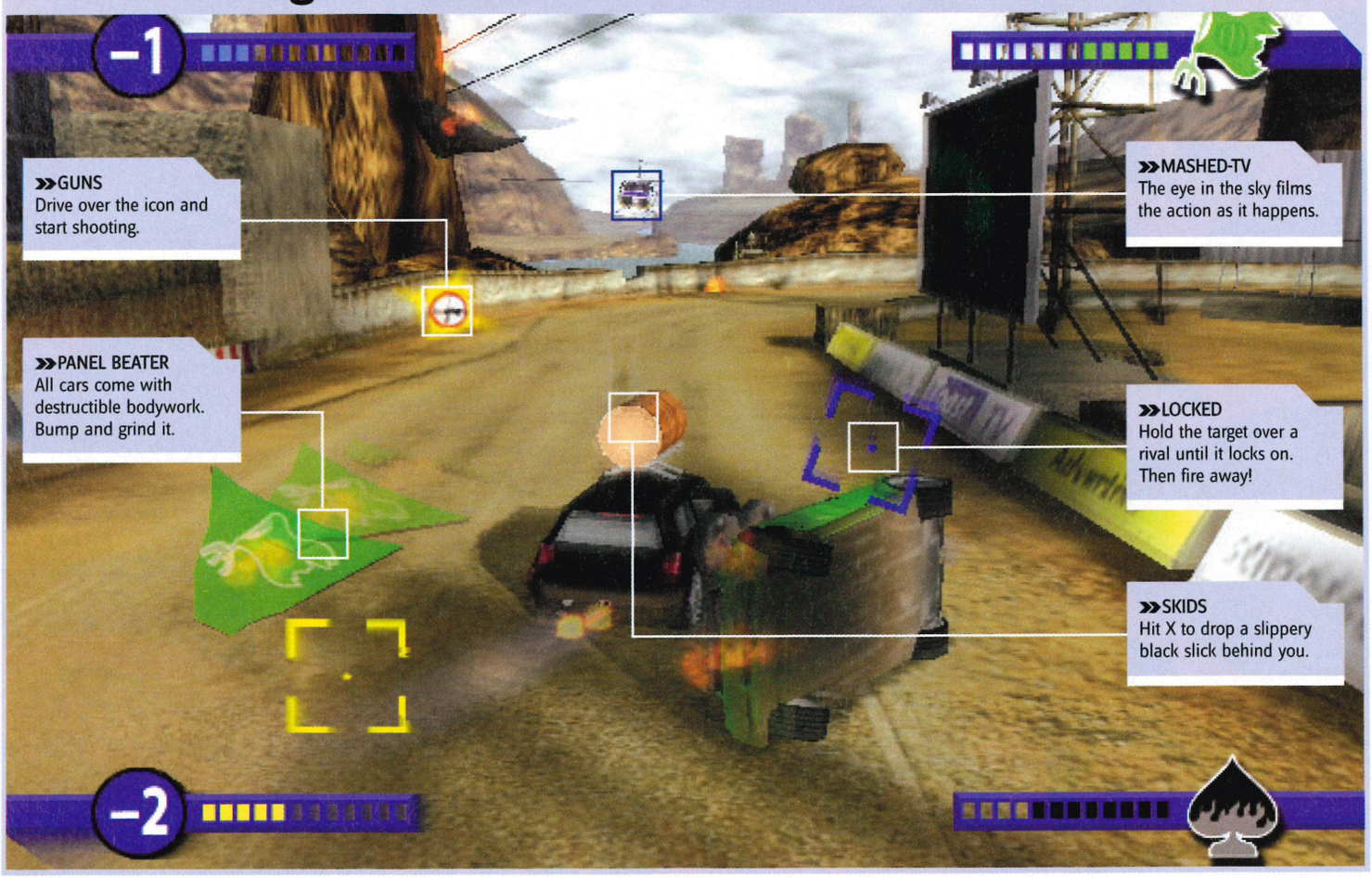
Party racer with an extremely dangerous attitude

CHANCES ARE YOU'VE played the classic mini-racing gem that was *Micro Machines* (Issue 10, 6.6) at some point in your gaming career. You remember the one, where you race around tabletops, up ironing boards into a dog's backside and back out its mouth? Well, the next generation of the retro formula is upon us with a vengeance in the form of the mighty *Mashed*.

Up to four cute little cars battle it out on well-designed tracks, picking up weapons along the way to blow each other sky high and out of the race. But this is where the similarities quickly end. For a start, the game doesn't grind to a halt when one of the contestants goes flying off into the scenery. Instead, players who come a cropper during a race still get a chance to wreak havoc on the remaining racers in the form of airstrikes (see Pre-emptive Airstrike, bottom right).

This keeps the pace fast, as each race can finish as quickly as it starts. The scoring system is based around heats, so the more you win, the more points you accumulate to step up the leaderboard to the summit. While single-player is fun, the game really begins to shine in multiplayer – though Xbox Live seems certain not to make the final cut. It's no huge loss. You really need all four players around the same screen to get that party vibe buzzin'.

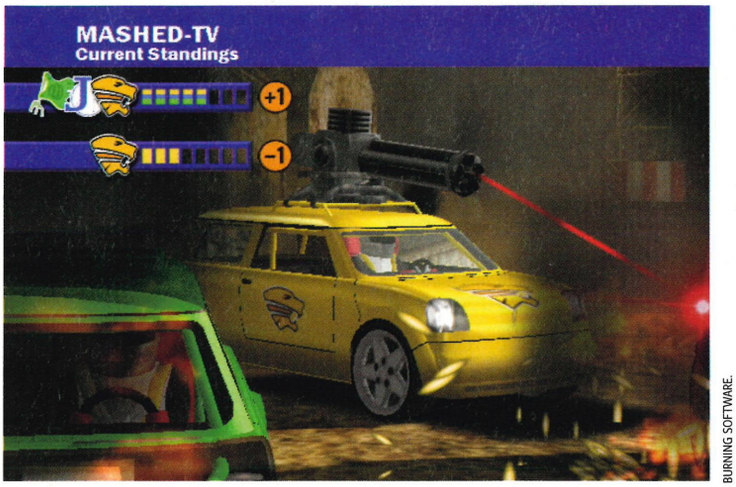
Master Damage Plan A quick guide to all the on-screen motoring mayhem



↑ Some tracks spice things up by adding a little human traffic.

↑ A little missile icon above your car means an airstrike is on its way.

↑ There's a technique to getting a boost at the start and we've got it locked!



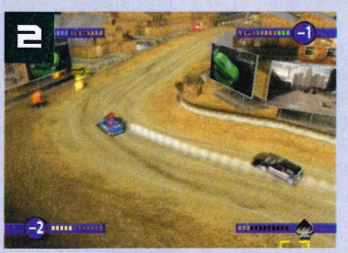
↑ Time for a quick breath before jumping feet first into the next heat.

Pre-emptive Airstrike

Just when you thought you'd won...

A UNIQUE FEATURE in *Mashed* is the fact that it's not over when you crash or burn. Once you've lost the race you get to control a square cursor that unleashes an airstrike if you manage to hold it over a rival long enough. Pick the guy who's leading the table and give yourself a chance to knock him down a peg.

↑ The blue car is heading for trouble, while the black one manages to stay out of the way.



↑ Blue has a rocket hot on its tail. You're going have to pull off some evasive tactics to get out of this one.

↑ Both cars now have airstrikes locked onto them. Keep going and start praying it misses you.

↑ After all the chasing and dodging, it's the black car that gets its comeuppance. Now get the rest!

"Don't worry about braking - you won't need to. It'll be over in the blink of an eye"

Nine weapons include everything from machine-guns, mortars and missiles to shotguns, oil slicks, flame throwers, mines and blinding flares. Pause for breath. All of these can be easily picked up by driving over the various icons scattered around each course. You can only pick up one at a time, so be sure to spend all ammo before going for a new doom tool.

The handling of the cars is straightforward too, which helps when trying to race, dodge airstrikes, avoid chasms and other drivers, as well as all the lethal weapons listed above. The car manoeuvres as if it's on a pivot, so all you have to do is flick the Left stick left or right in the direction you need to go. Don't worry about braking - you won't need to. It'll all be over in the blink of an eye.

Fast, fun and super-addictive, four of us picked up the pads for a quick screen-grabbing session mid-morning and the next thing we knew it was almost lunchtime. Just one more then. Interview next issue.

GAME INFORMATION

DEVELOPER: **SUPERSONIC**

PUBLISHER: **EMPIRE INT.**

RELEASE JULY 2004

PERCENTAGE COMPLETE

PREVIOUSLY KNOWN AS: MASHED WAS ORIGINALLY GOING TO BE CALLED TOAST, BUT EMPIRE HAD TO CHANGE THE NAME DUE TO A WELL-KNOWN PIECE OF CD BURNING SOFTWARE.

Conflict: Vietnam Stuart Poole

Producer Stuart Poole talks us through major changes to the well-oiled Conflict formula

WORDS: **GAVIN OGDEN**

GAME INFORMATION
DEVELOPER: **PIVOTAL GAMES**
PUBLISHER: **SCI**
RELEASE DATE: **SEPTEMBER 2004**
WEBSITE: **WWW.SCI.CO.UK**

CHANGE IS GOOD for the soul, and the scorching sands of Baghdad have been left behind forever in favour of fresh foliage and a hot, sweaty jungle. But that's not the only change being made to Pivotal's explosive *Conflict* series. The mission-based level setup has also been done away with like a megalomaniac leader caught hiding in a hole in the ground. Action this third time round will be completely story-driven. Feels good already, doesn't it?

"I think the team needed a change from the desert environment of *Conflict: Desert Storm* [Issue 07, 8.1] and *Conflict: Desert Storm II* [Issue 21, 8.3]," explains Stuart Poole, the game's producer. "Creating the jungle has also been a challenge for us, as we set out to achieve some of the best jungle effects that have ever been seen in a squad action-based game."

Poole's immediate job is focusing on getting the game into a beta state. Development began soon after *C:DSII* was released - a new design meant that there wasn't any time to waste if Vietnam was to make its September launch. "There have already been many improvements to peripheral elements of the *Conflict* brand, such as jungle and foliage that reacts to its environment," Poole continues. "We've put in a completely new context-sensitive ordering system and an animation/inverse kinematics system.

"*Conflict: Vietnam* is plot-driven. Rather than previous games where the player tackled each mission as a separate entity, we now have a story that leads the player through all the missions. For me, the biggest change is the AI and the way you see the enemy using cover points, or kick and throw grenades back at you. Or even having the enemy playing dead and then rolling over, releasing a grenade at your feet. The AI is not only absorbing with its detail, but it's also shocking with its reaction."

Most of these changes have been made in line with feedback from the first games. Gamers have written in to Pivotal to tell the studio about things they liked and disliked. "*C:DSII* had ten levels and this was an area which was picked up on," says Poole. "We've taken this on board and we've made *Conflict: Vietnam* a lot bigger with 14 levels." We can also reveal that there'll be many hidden objectives littered throughout the missions, making each one feel a lot bigger if you were to try and complete every objective handed out to you.

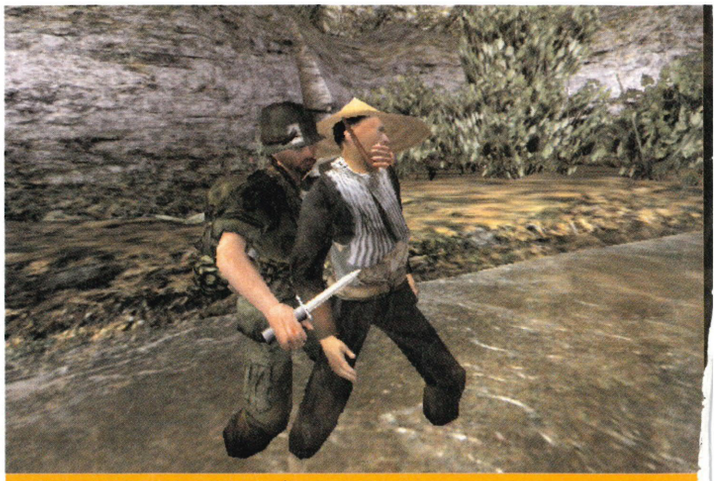
The biggest change will be the addition of four brand new characters. Ragman takes on the role of the most senior member of the team, while Hoss and Junior play the roles of bickering siblings. Cherry is the newest and least experienced member of the team. As you'd expect, all the characters are specialised in different areas: Ragman is the leader, Hoss is heavy weapons expert, Junior is the sniper and Cherry is the medic. Several new character attributes have also been implemented, such as the ability for team members to disarm booby traps or shield other characters from enemy fire while they carry out mission objectives.

Characters also respond to their situations. One minute they'll be sitting under a tree discussing the hot and humid weather and then the next, they'll be under fire and swearing at the enemy. Poole claims that this example is just one of many that give the characters more personality than they've ever had in the previous *Conflict* titles.

With a little under five months' development to go before crunch time, several areas of the game are finally starting to come together, as Poole explains: "The jungle is beginning to look really good and the AI is now far more advanced than the previous games. The booby traps, such as Bouncing Betties and the Punji Chest Traps really do add loads more to the overall gameplay experience."

Several more subtle effects have also wormed their way into the code. The water ➤➤

"For me, the biggest change is the AI and the way the enemy uses cover points. The AI is not only absorbing with its detail, but shocking with its reaction" Stuart Poole, producer



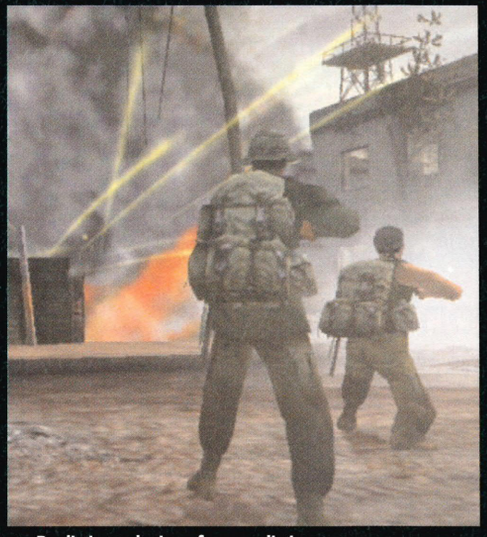
↑ Remember to take a hostage for some juicy enemy rumours.

↑ Make sure your men are covered while unleashing hell.

NAME THAT SONIC BOOM

Weapons checked for authenticity

ALL THE GAME'S weapons come from the Vietnam War. "You'll be able to fire some of the better-known weapons such as the M16, M60 and the M70 Grenade Launcher," says Poole. "The player will also be able to use the VC weaponry such as the MAT 49, Moisin Nagant and the SVD Dragunov. As with the previous games, the player will be able to mount fixed weapon emplacements like the 81mm Mortar and. 50cal HMG. You can also control some of the more extreme vehicles from Vietnam like the Ontos - a small tracked vehicle that has six recoilless rifles that fire in sequence. It's a nasty piece of kit."



↑ Realistic explosions from realistic weapons.

↑ Look how the team stands there admiring the lethal firepower.

BONUS INFO

LOOKING GOOD

So what was the biggest challenge? "I think each person on the team will answer this differently," says Poole. "For me, it has been constantly pushing art and design to create even higher quality environments than in previous games."

↑ Where there's smoke there's an SAS team member.

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

↑ Enemies will react to your tactics. If you lob an explosive in their direction, watch them kick it back at you.

effect looks realistic and the inclusion of animals gives depth to the environments, while smaller pests like dragonflies and butterflies seem to bring the locations to life. All this has been included to give the game that authentic feel, even though most of us have never been to Vietnam.

The story behind the game centres on the Tet Offensive in 1968. Your squad gets stuck behind enemy lines and the main aim for them is to work their way back to base. "During the course of the journey, the player will find himself flying in helicopters and destroying SAM sites, fighting through the wartorn streets of Hue and battling through the ruins of ancient temples," reveals Poole.

But in order to make all of this feel plausible, a lot of research had to be done so the game hits the nail right on the head. "We allocated a lot of time at the start of the project to researching the era and location. We used a lot of the usual sources of reference such as movies, books, magazines and, of course, the internet. Some of the team have also been on live firing days where they got a chance to fire some of the weapons that are in the game. We also visited the Eden Project and many botanical gardens to get reference for the jungle and foliage," recalls Poole.

From what we've seen so far, *Conflict: Vietnam* is shaping up to be everything we expected. There's enough change to warrant a new-found interest in the squad-based game, while the familiar controls and simple interface remain pretty much the same. Multiplayer options confirmed so far include four-player co-op only, but hopefully full Xbox Live play will also make the final cut. After *Conflict: Desert Storm II*'s downloadable content, it's the next logical step.

WAR GAMES: PIVOTAL GAMES USED THE MONIKER 'PUMPKIN STUDIOS' MANY YEARS AGO. UNDER PUBLISHER EIDOS, IT RELEASED THE QUALITY PC AND PSONE GAME, WARZONE.

READERS MOST WANTED

LET US KNOW the Xbox games you're most looking forward to. Use the coupon on page 115, include a Top Five with anything you send us or drop us an email at **staff@fxmi.com** - remember to indicate your order of preference.

OUR SHOUT

CHECK OUT THE not at all surprising but very welcome brand new entry at number four! Fiction has finally become reality for football nuts who have been clamouring to get their hands on Konami's god of footy games since Xbox launched. Could it sell as many consoles as the mighty *Halo*? Oh yes! After last month's *Doom 3* cover, id's scary shooter has also snuck in and stolen the top slot. Get in!

1. DOOM 3
DEVELOPER: **ID SOFTWARE / VICARIOUS VISIONS**
PUBLISHER: **ACTIVISION**
RELEASE: **AUTUMN 2004**

2. NINJA GAIDEN
DEVELOPER: **TECMO** PUBLISHER: **MICROSOFT**
RELEASE: **MAY 2004**

3. HALO 2
DEVELOPER: **BUNGIE** PUBLISHER: **MICROSOFT**
RELEASE: **AUTUMN 2004**

4. PRO EVOLUTION SOCCER
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**
RELEASE: **AUTUMN 2004**

5. HALF-LIFE 2
DEVELOPER: **VALVE**
PUBLISHER: **VIVENDI UNIVERSAL**
RELEASE: **2004**

6. STAR WARS: BATTLEFRONT
DEVELOPER: **PANDEMIC** PUBLISHER: **LUCASARTS**
RELEASE: **AUTUMN 2004**

7. SUDEKI
DEVELOPER: **CLIMAX** PUBLISHER: **MICROSOFT**
RELEASE: **SUMMER 2004**

8. STAR WARS: KOTOR 2
DEVELOPER: **BIOWARE** PUBLISHER: **MICROSOFT**
RELEASE: **2004**

9. FULL SPECTRUM WARRIOR
DEVELOPER: **PANDEMIC STUDIOS**
PUBLISHER: **THQ**
RELEASE: **JUNE 2004**

10. FABLE
DEVELOPER: **BIG BLUE BOX**
PUBLISHER: **MICROSOFT**
RELEASE: **LATE 2004**

THE HOT TOPIC

Startlingly relevant Xbox issue of the day

Which racing game do you like best?

KEY (per cent)	
PGR2	42
TOCA 2: URS	36
Rallisport Challenge	8
MotoGP 2	14

SOURCE: *Official Xbox Magazine* forum

THIS MONTH'S CHART THROB: GAVIN OGDEN

1. Star Wars: Battlefront
2. Half-Life 2
3. Silent Hill 4: The Room
4. Juiced
5. KOTOR 2

GAVIN SAYS: Being able to shout, "Wipe them out... all of them!" over Xbox Live in *Star Wars: Battlefront* could well be the best thing ever. Almost as good as the incredibly good-looking *Half-Life 2*, but let's not get carried away. *KOTOR 2* should obviously be on everybody's wish list and *Juiced* is set to be my next racing challenge. From the trailers we've seen of *Silent Hill 4*, it looks wickedly disturbing. Almost as disturbing as when I saw *Dawn Of The Dead* ten years before I should have. Speaking of which, isn't the remake out?

Virgin megastores

VIRGIN MEGASTORES CHART

EVERY TIME YOU purchase a game from a Virgin Megastore, a micro-fine stretch of titanium wire strung across the doorway will deftly take a sample of hair from your head as you leave the store. Government DNA databases are then consulted, and your corresponding purchases collated into this very chart.

↑ STEALTHILY creeping across rooftops and into the charts at number four is *Tenchu: Return From Darkness*, a great alternative to *Splinter Cell: PT*'s stealth masterclass, with only a couple of graphical issues stopping this gruesome title achieving our coveted Elite award.

1. DEUS EX: INVISIBLE WAR NEW
DEVELOPER: **ION STORM** PUBLISHER: **EIDOS**
The open-ended adventure takes a straight route through to the top of the charts.

2. LMA MANAGER 2004 NEW
DEVELOPER: **CODEMASTERS** PUBLISHER: **CODEMASTERS**
This management sim is elevated to Premiership status thanks to voice commands.

3. JAMES BOND 007: EVERYTHING OR NOTHING NEW
DEVELOPER: **EA** PUBLISHER: **EA**
A slick manoeuvre from everyone's favourite spy sees Bond take bronze this month.

4. TENCHU: RETURN FROM DARKNESS NEW
DEVELOPER: **K2** PUBLISHER: **ACTIVISION**
A reasonable showing from Activision's slice 'n' stealth 'em up.

5. SONIC HEROES
DEVELOPER: **SEGA** PUBLISHER: **SEGA**
Tough competition sees the blue blur fall from his elevated platform down to five.

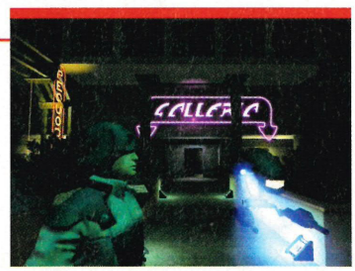
6. GRAND THEFT AUTO: DOUBLE PACK
DEVELOPER: **ROCKSTAR NORTH** PUBLISHER: **ROCKSTAR**
Rockstar's double-whammy crime-a-thon still holds the charts hostage.

7. PROJECT GOTHAM RACING 2
DEVELOPER: **BIZARRE CREATIONS** PUBLISHER: **MICROSOFT**
It's the fave for office lunchtimes and showing no sign of slipping.

8. PRINCE OF PERSIA: THE SANDS OF TIME
DEVELOPER: **UBISOFT** PUBLISHER: **UBISOFT**
Ubisoft's platform game with a twist continues to shine.

9. DANCING STAGE UNLEASHED NEW
DEVELOPER: **KONAMI** PUBLISHER: **KONAMI**
Who says Xbox gamers only like shooters and racers?

10. TIMESPLITTERS 2 NEW
DEVELOPER: **FREE RADICAL** PUBLISHER: **EIDOS**
Eidos' comic shooter just won't roll over and die.



↑ A FANTASTIC SHOWING for Ion Storm's absorbing, multi-layered adventure title, featuring loads of non-linear gameplay and multiple endings. You lot obviously agreed with our score (9.0) as you bought it in droves, and due to its fantastic nature, we're betting no two of you have played it through in the same way.

↑ XBOX GAMERS couldn't wait to get their groove on and bust a few moves on Konami's addictive dance 'em up. Last month Xbox Euro boss Michel Cassius predicted big things for the dancing revolution's Xbox debut, and it looks like he was right. Either that or he bought every copy he could find. Mat-tastic!

XBOX GAME RELEASES

The forthcoming games you need to know about

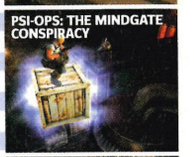
DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
SPRING 04	ADVENT RISING	MAJESCO	VIVENDI UNIV.	20
	FX RACING	MILESTONE	TBA	23
	HEADHUNTER: REDEMPTION	SEGA	SEGA	19
	KAMEO: EOP	RARE	MICROSOFT	10
	KILL.SWITCH	NAMCO	TBA	18
	KOREA: FORGOTTEN CONFLICT	PLASTIC REALITY	CENEGA	16
	MANHUNT	ROCKSTAR	ROCKSTAR	N/A
	MASTERS OF THE UNIVERSE	SAVAGE	TDK	N/A
	NEVEREND	MAYHEM	TBA	N/A
	PILOT DOWN	WIDE GAMES	WANADOO	N/A
	RED DEAD REVOLVER	ROCKSTAR	ROCKSTAR	N/A
	SUDEKI	CLIMAX	MICROSOFT	11
	THE FAST AND THE FURIOUS	GENKI	VIVENDI UNIV.	N/A
	TRIVIAL PURSUIT: UNHINGED	ARTECH	ATARI	25
MID 04	AUTO MODELLISTA: US TUNED	CAPCOM	CAPCOM	24
	CHRONICLES OF RIDDICK	STARBREEZE	VIVENDI UNIV.	27
	COMBAT ELITE	BATTLEBORNE	ACCLAIM	29
	DRAKE OF THE 99 DRAGONS	MAJESCO	VIVENDI UNIV.	N/A
	DRIV3R	REFLECTIONS	ATARI	N/A
	FULL SPECTRUM WARRIOR	PANDEMIC	THQ	29
	HARRY POTTER... AZKABAN	EA	EA	26
	INDYCAR SERIES 2005	CODEMASTERS	CODEMASTERS	29
	METAL SLUG 3	SNK PLAYMORE	SNK PLAYMORE	N/A
	MTV MUSIC GENERATOR 3	CODEMASTERS	CODEMASTERS	29
	OPERATION FLASHPOINT	CODEMASTERS	CODEMASTERS	19
	RICHARD BURNS RALLY	WARTHOG S'DEN	SCI	22
	SHADOW OPS: RED MERCURY	ZOMBIE	ATARI	18
	SNK VS. CAPCOM CHAOS	SNK PLAYMORE	SNK PLAYMORE	N/A
	SPIDER-MAN THE MOVIE 2	TREYARCH	ACTIVISION	N/A
	THE RED STAR	ACCLAIM AUSTIN	ACCLAIM ENT.	29
	THIEF: DEADLY SHADOWS	ION STORM	EIDOS	27
LATE 04	100 BULLETS	ACCLAIM	ACCLAIM	27
	AMERICA'S 10 MOST WANTED	STUDIO 3	PLAY IT	N/A
	BC	INTREPID ENT.	MICROSOFT	7
	BURNOUT 3	CRITERION	EA	27
	CALL OF CTHULHU	HEADFIRST	TBA	12
	CATWOMAN	EA UK	EA	28
	CONFLICT: VIETNAM	PIVOTAL GAMES	SCI	29
	CRASH BANDICOOT: UNLIMITED	TRAV. TALES	VIVENDI	29
	FABLE	BIG BLUE BOX	MICROSOFT	12
	GHOST RECON 2	UBISOFT	UBISOFT	29
	HALO 2	BUNGIE	MICROSOFT	28
	MECHASSAULT 2	DAY 1 STUDIOS	MICROSOFT	27
	MEN OF VALOR: THE VIETNAM WAR	2015 INC	VIVENDI UNIV.	20
	MERCENARIES	PANDEMIC	LUCASARTS	29
	PLAYBOY: THE MANSION	ARUSH	UBISOFT	N/A
	PRO EVOLUTION SOCCER	KONAMI	KONAMI	29
	SHELLSHOCK: NAM '67	GUERRILLA	EIDOS	28
	SITTING DUCKS	LSP	LSP	N/A
	RED NINJA: END OF HONOUR	TRANJI	VIVENDI UNIV.	23
	THE INCREDIBLES	HEAVY IRON STU.	THQ	N/A
	TRON 2.0	CLIMAX LA	DISNEY	28
	ZOMBIES	KRYSALIDE	TBA	N/A
TBA 04	AMERICAN MCGEE'S OZ	CARBON6	TBA	27
	AREA 51	MIDWAY	MIDWAY	29
	ARMADA 2	TBA	METRO	4
	A SOUND OF THUNDER	COMPUTER ART.	BAM!	13
	AUSTIN POWERS	TBA	TAKE 2	4
	BALLERS	MIDWAY	MIDWAY	4
	BANJO PILOT	RARE	MICROSOFT	N/A
	BATTLEFIELD 1942	EA	EA	N/A
	BLACK 9	MAJESCO	VIVENDI UNIV.	20
	BLACK & WHITE: NEXT GEN	LIONHEAD	MICROSOFT	4
	BLOODRAYNE 2	MAJESCO	TBA	N/A
	BLOODY WATERS	PINEAPPLE INT.	TBA	N/A
	BREAKDOWN	NAMCO	EA	28
	BREED	BRAT DESIGNS	CDV	N/A
	CALL OF DUTY	SPARK	ACTIVISION	17
	CHARLIE'S ANGELS	TBA	UBISOFT	4
	CHRONOS	SABER 3D	TBA	N/A
	COLD WINTER	SWORDFISH STU.	VIVENDI UNIV.	N/A
	COMANCHE	NOVALOGIC	NOVALOGIC	4
	CONKER: LIVE & UNCUT	RARE	MICROSOFT	18
	COPS	FOX	VIVENDI UNIV.	4
	DARKWATCH: CURSE OF THE WEST	SAMMY	SAMMY	N/A
	DEAD OR ALIVE 4: CODE CRONUS	TECMO	MICROSOFT	N/A
	DEAD OR ALIVE ULTIMATE	TECMO	MICROSOFT	18
	DEF JAM VENDETTA II	EA	EA	29
	DELTA FORCE: BLACK HAWK DOWN	TBA	NOVALOGIC	19
	DINOSAUR HUNTING	MICROSOFT	MICROSOFT	N/A
	DINOTOPIA: THE SUNSTONE ODYSSEY	TDK MEDIACTIVE	TDK MEDIACTIVE	17
	DOMINION	PHARAOH	TBA	4
	DOOM 3	ID	ACTIVISION	28
	DRONEZ	ZETHA GAMEZ	METRO	4
	DUALITY	TRILOBYTE GR.	PHANTAGRAM	4
	DUKES OF HAZZARD: ROTGL	UBISOFT	UBISOFT	N/
	ENCLAVE 2	STARBREEZE	TBA	16

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
TBA 04	FALCONE: INTO THE MAELSTROM	POINT BLANK	VIRGIN	4
	FAHRENHEIT	QUANTIC DREAM	VIVENDI UNIV.	18
	FLATOUT	BUGBEAR ENT.	EMPIRE	28
	FREEDOM FIGHTERS 2	IO INTERACTIVE	EA	N/A
	FREEKSTYLE	EA BIG	EA	4
	FROGGER CLASSIC	KONAMI	KONAMI	N/A
	GALLEON	CONF. FACTOR	SCI	29
	GHOST MASTER	SICK PUPPIES	EMPIRE	28
	GOBLIN COMMANDER 2	JALECO	JALECO	N/A
	GOLDENEYE 2	EA	EA	28
	GUILTY GEAR XX	CAPCOM	CAPCOM	N/A
	HALF-LIFE 2	VALVE	VIVENDI UNIV.	19
	IRON PHOENIX	SAMMY	SAMMY	N/A
	JADE EMPIRE	BIOWARE	MICROSOFT	22
	JUICED	JUICE GAMES	ACCLAIM	25
	LOBO	KEMCO	KEMCO	N/A
	LOOSE CANNON	DIGITAL ANVIL	UBISOFT	4
	MAGATAMA	MICROSOFT	MICROSOFT	23
	MASHED	SUPERSONIC	EMPIRE	29
	MEMORICK THE APPRENTICE KNIGHT	MICROIDS	MICROIDS	16
	MIAMI VICE	DAVILEX GAMES	TBA	N/A
	MICRO MANIA	BLADE INT.	KEMCO	N/A
	MIDWAY	TBA	SCI	28
	MIDWAY ARCADE TREASURES VOL. 2	MIDWAY	MIDWAY	N/A
	MORTAL KOMBAT: DECEPTION	MIDWAY	MIDWAY	28
	MURAKUMO	FROM SOFT.	UBISOFT	N/A
	NARC	MIDWAY	MIDWAY	28
	NIGHTMARE CREATURES 3	KALISTO	UBISOFT	N/A
	NOVADROME	STAINLESS	TBA	N/A
	OBSCURE	HYDRAVISION	MICROIDS	N/A
	OTOGI 2	FROM SOFT.	TBA	N/A
	PAINKILLER	DREAMCATCHER	MINDSCAPE	N/A
	PARIAH	DIGITAL EXT.	GROOVE GAMES	29
	PERFECT DARK ZERO	RARE	MICROSOFT	10
	PHANTOM DUST	MICROSOFT	MICROSOFT	23
	PILLAGE	BITS STUDIOS	TBA	20
	PRINCE OF PERSIA 2	UBISOFT	UBISOFT	N/A
	PSI-OPS: MINDGATE CONSPIRACY	MIDWAY	MIDWAY	26
	PSYCHONAUTS	DOUBLE FINE	TBA	6
	QUAKE IV	RAVEN SOFT.	ACTIVISION	N/A
	RALLISPORT CHALLENGE 2	DICE	MICROSOFT	23
	RESERVOIR DOGS	TBA	SCI	16
	ROLAND GARROS TENNIS	TBA	WANADOO	N/A
	RUN LIKE HELL	INTERPLAY	VIVENDI UNIV.	13
	SAHARA	TKO	TKO	N/A
	SECOND SIGHT	FREE RADICAL	TBA	N/A
	SERIOUS SAM 2	CROTEAM	TAKE-TWO	21
	SHAYDE: MONSTERS VS HUMANS	TBA	METRO 3D	N/A
	SHINING LORE	PHANTAGRAM	PHANTAGRAM	N/A
	SILENT HILL 4: THE ROOM	KONAMI	KONAMI	26
	SHREK 2	TBA	TDK MEDIACTIVE	N/A
	SNIPER ELITE	REBELLION	WANADOO	12
	SOLE PREDATOR	APALOOSA	TBA	N/A
	SPEEDBALL 3	BITMAP BROS.	TBA	N/A
	SPONGEBOB SQUAREPANTS	THQ	THQ	N/A
	SPY VS SPY	TDK MEDIACTIVE	TDK MEDIACTIVE	10
	STARCRAFT: GHOST	BLIZZARD	VIVENDI UNIV.	10
	STARSHIP TROOPERS	EMPIRE	EMPIRE	27
	STARSKY & HUTCH 2	EMPIRE	EMPIRE	N/A
	STAR TREK: SHATTERED UNIVERSE	TDK MEDIACTIVE	TDK MEDIACTIVE	N/A
	STAR WARS: BATTLEFRONT	PANDEMIC	LUCASARTS	29
	STAR WARS: KOTOR 2	OBSIDIAN	ACTIVISION	N/A
	STAR WARS: REPUBLIC COMMANDO	LUCASARTS	ACTIVISION	N/A
	STREET RACING SYNDICATE	EUTECHNYX	NAMCO	N/A
	STRIDENT - THE SHADOW FRONT	PHANTAGRAM	PHANTAGRAM	4
	THE BARD'S TALE	INXILE	ACCLAIM	23
	THE LORD OF THE RINGS RPG	EA	EA	N/A
	THE MATRIX	SHINY	ATARI	19
	THE MOVIES	LIONHEAD	ACTIVISION	16
	THE PUNISHER	VOLITION	THQ	29
	THE ROOTS	CENEGA	CENEGA	29
	THE SHIELD	SAMMY	SAMMY	N/A
	THUG 2	NEVERSOFT	ACTIVISION	N/A
	TIMESPLITTERS 3	FREE RADICAL	EA	27
	TOON ARMY	BRAT DESIGNS	TBA	28
	TORK	TIWAK	UBISOFT	4
	TOP SPIN 2	PAM	MICROSOFT	26
	TRUE CRIME 2	LUXOFLUX	ACTIVISION	N/A
	TRUE FANTASY LIVE ONLINE	LEVEL 5	MICROSOFT	10
	UNFORGIVEN SWORD	KNIGHT TABLE	TBA	N/A
	UNREAL CHAMPIONSHIP 2	EPIC	MICROSOFT	29
	VAN HELSING	UNIVERSAL	VIVENDI UNIV.	N/A
	WILD RINGS	MICROSOFT JAP.	MICROSOFT	N/A
	WORLD CHAMP. SNOOKER 2004	BLADE INT.	CODEMASTERS	28
	X-MEN: LEGENDS	RAVEN	ACTIVISION	N/A
	XYANIDE	PLAYLOGIC	PLAYLOGIC	N/A
	ZANZARAH: THE HIDDEN PORTAL	VIRTUACRAFT	XICAT	N/A

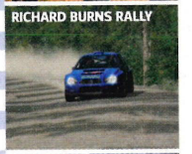
ADVENT RISING

BC

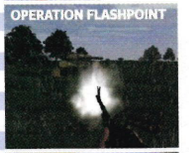
RALLISPORT CHALLENGE 2


PSI-OPS: THE MINDGATE CONSPIRACY

FABLE


RICHARD BURNS RALLY

HALO 2


OPERATION FLASHPOINT

PHANTOM DUST

DRIV3R

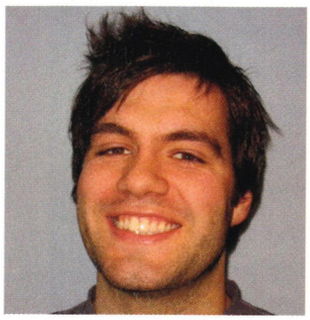
MAGATAMA

DOOM 3

BACK ON: THE DEVELOPMENT OF OPERATION FLASHPOINT HAS RENEWED AFTER SOME TIME IN STASIS.

LETTERS

WRITE TO US AT: *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP. Email us at: **staff@fxmi.com** Text us on: **0778 148 2669**. Visit our forums on our website at: **www.officialxboxmagazine.co.uk**. Your opinions count - we want to hear them



LETTERS 29 EDITOR

ANDY IRVING
GAME OF CHOICE: **NINJA GAIDEN**

IT'S FASTEST finger first this month, as we've been bombarded with a record number of text messages and emails. Keep 'em coming - we can't get enough of your lovely letters. Plus, it'll keep the summer influx of work experience bods busy.

WHY CAN'T WE ALL JUST GET ALONG?

I'd like to formally complain about your performances on the race track during our lunchtime *Project Gotham Racing 2* System Link races.

I've lost count of the times I've been deliberately rammed into corners, pushed off the track and purposefully spun out. One person actually turned into me while we were on a straight, sacrificing their own chances of winning just to take me out! The online *PGR* community wouldn't approve of this, and I expected better from the holders of the official magazine licence. Not only is your driving reflecting on yourselves as people but you're also doing damage to the Xbox brand by disregarding the basic principles of race driving.

We are in an extremely privileged position having so many Xboxes and a network to play System Link games across, so please don't spoil it for everyone.

Gary Cutlack, Xbox Gamer

Ah Gary, you're obviously very naive to the 'friendly' atmosphere here at the *OXM* offices. Yes, it's true that we are in a privileged position, and while on Xbox Live we behave in a responsible and considerate way to fellow gamers. Come lunchtime however, we lock the doors and batten down the hatches to unleash the mayhem that is *PGR2* System Link. It's just us, we make our own rules and it's survival of the fittest. You knew the deal before joining in - you've been listening to the resulting abusive language for the past few weeks. Or perhaps the girl's junior school around the corner could offer you a fairer match...? Move it or lose it, Cutlack.

↑ **Does Paul own the world's most-travelled Xbox console?**

HELLO SAILOR

I read your article way back, about the Xbox that has not been unplugged for the longest time. I can't beat that but I think that my Xbox is the most travelled. I'm in the Navy and my Xbox is my lifeline to the real world (as I know it) and it has gone everywhere with me - from England to Portugal, Gibraltar, Morocco, Malta, Spain, Djibouti, Greece, Cyprus, through the Suez canal, Egypt, Saudi Arabia, Jebel Ali, Dubai, Abi Dabi, Oman, Turkey, Romania, Bahrain and it has also circumnavigated England twice. Its greatest feat to date though is that it was in Umm Qasar in Iraq, and yes, my Xbox is a war veteran! I had it with me for the entire Gulf war, and whilst out there I was even playing *Conflict: Desert Storm* - badly as usual! There may be an airline pilot out there who takes his Xbox with him but I've played mine in every country I've been to. I love it and I love Xbox Live. Your mag is excellent and at the top of its genre - keep it up.

From Paul Price, aka Sgt Whiskeyjack

That's impressive Paul, as long as you haven't degraded the mighty Xbox with those tacky suitcase stickers that were really popular in the '80s. As a war vet though, full military colours and medals are deemed acceptable to adorn your Xbox, in recognition of its active service. Can any readers top this impressive list of far-flung destinations they've taken their Xbox to? »

STAR LETTER

RAGS TO RICHES

I've just sat through the utterly enjoyable experience that is *Prince of Persia: The Sands of Time*. The game is truly groundbreaking and the character's movement is outstanding. I couldn't believe how well designed the levels were, and although you are somewhat lead by the hand, the feeling of achievement as you watch the Prince swing, vault and land with the grace of a Russian gymnast is unequalled.

But I was amazed that after completing the game and unlocking the original *Prince of Persia*, it wasn't the original that had been promised. Why did they feel the need to have the Prince from *Prince of Persia 2* in the so-called original? I have fond memories of the Prince running around in his white rags, trying to win the heart of the princess. Not the brand spanking new togs he's wearing in this! I understand that maybe the designers wanted to up the graphics a bit for our wonderful Xbox, but why change him? All I can say is that it is something of a disappointment. Why not just stick *Prince of Persia 2* on if they liked that character design so much?

Stephen, Belfast

The Prince did indeed have humble beginnings Stephen, but after the commercial success of the first game, he went from D-list nobody to A-list celeb. A quick trip to the barbers and a shopping spree down Bond Street later, and our prince looked fit for a King. Sorry to disappoint, but how would an It-boy monarch look turning up to Elton John's summer party, mysterious princess on his arm, in filthy rags? Of course, things went wrong after the 'special healing water' scandal at the palace, and he was back to his customary shabby self for the *Sands of Time*. But that's a different story altogether, and we're out of room...

↑ **Rags or robes, the Prince still kicks ass!**

← **The writer of the star letter wins HMV vouchers worth £50.**

HMV
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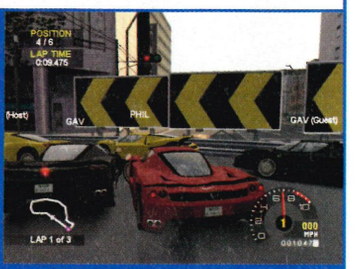
OXM Hall of Shame

The terrible things we got up to this month

The shandies flowed thick and fast after our go-karting day and the bar could only offer light nibbles rather than steaks. Onion rings quickly became the prized commodity and Andy consumed several bowlfuls before we knew they were there. During a deep slumber on the train into work, passengers complained about feeling queasy and his better half woke him whispering, "Andy, your breath ******* stinks." We're still catching the backdraft days later...

During the same go-karting session, former editor and now honourable publisher James Ashton managed to not only receive several warnings, but also got black-flagged for dangerous and aggressive driving, resulting in a spitting Ashton being removed from the track. And he's meant to be the racing aficionado amongst us!



↑ Dirty driving in *PGR2* and real life.

Owen's grip on *Project Gotham Racing 2* has well and truly slipped. He's now resorting to issuing commands to his whipping boy Phil in order to gain the upper hand. During a recent session, he was overheard whispering in Phil's ear not to brake and to try and take Gav out or slow him down so he could pass. Surely that's not in the name of fair play? Must try harder, Norris!

↑ Even the dedicated *OXM* team has to see the outside world occasionally, Dan!

Shorts

WHY NOT TEXT US AT: 0778 148 2669
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GO GO GADGETS!

I recently saw an article on the BBC which showed that an Xbox is in the top ten 'must-own gadgets for 2004'.

Dan Hensby, via email

We recently had a gadget count in the office to see who owns what. iPods are standard fare now, but gadget-geek Owen won through with a cool laptop, camera, phone and back-scratching-can-opener-TV.

BUTTON BASHING

We're missing a game genre on Xbox: athletics games such as *Winter Heat* on Sega Saturn and the numerous decathlon style games that have been on every games machine since the ZX Spectrum. Are there any plans to release one? There must surely be a market out there.

Campbell Copeland, via email

Too right, there's not one arthritis-inducing, button-mashing title on Xbox. I remember working up a sweat on *Olympic Gold* on the Mega Drive. There's nothing on the radar at the moment though.

BRING IT ON

Do you have any info about downloads that are coming out for *PGR2*? Also, I challenge you to a race on *PGR2* - I will beat you without breaking a sweat.

Ian Butterworth, Manchester

We're not sure what the content will be yet, but rumours (and radio files on the disc) point towards new tracks in Paris and LA with, we're sure, some tasty new motors. And feel free to take us on at Live racing, but see Gary's letter on the left for the repercussions first.

FIVER LIVE

How exactly do you get hooked up to Live once you've bought a Starter Kit?

Paul Flint, via email

↑ Confused by Live? Get *OXM* 28!

Easy, just check out the handy 'Live Wired' feature in last month's issue for all your setup solutions (call Back Issues on 0870 444 8664 if you missed it). Payment options are easier than ever and you can now pay monthly for a cool £4.99.

BENNY BASHING

My friend's dad is Welsh and thinks that you are not the best looking, but the ugliest man in Wales. He buys the magazine regularly, and I want to see you two fight. He's so jealous of your title.

Hafsah Ali, Manchester

Tell your dad to watch out Hafsah, Ben's a dark horse when it comes to fighting. Remember his monumental defeat of Gav at the *Rocky* event?

KOTOR PLEASE!

Do you have plans to include *KOTOR* in your Content Download section?

Lewis Giffard, via email

There's an embargo that means we can't put any downloadable content on our discs until it's been available on Live for three months, but as soon as we have it, you'll have it.

WRONG

I have heard many rumours going around at the moment that Microsoft is going to release *Halo* on the PS2 and GameCube. Please tell me this is wrong.

Joe Tonbridge, via email

Wrong!

INSIDE GOOD, OUTSIDE BAD

I have never won anything in my life, because I have been cooped up in my bedroom for the last 17 years playing videogames! I think it is about time I get my recognition! I hardly sleep, hardly eat and have a total disregard for family, pets, hygiene, friends and life. I spend all my money on games and left college to get a job to buy more games. I can complete *Halo* in less than a weekend on Legend, and can get at least gold on all *PGR2* single-player levels. I've owned my Xbox for less than a week, by the way! I have played games since Atari and NES! My life is games and whenever an advertisement comes on TV I jump around the room like a loony. I live and breathe games, and will one day open a museum of games! I've rambled on enough, I must get back to *Hitman 2*, almost finished it on Expert again, and I need to finish it before I pass out because I've had no sleep this weekend!

Dan Nye, London

P.S Great mag, I will be subscribing soon (if I have any cash after *Invisible War* and the like).

Well Dan, you certainly sound like a bit of a catch for the ladies. But seriously, while it's good to be really into games, too much of a good thing can be unhealthy. Some hardcore gamers may disagree, but there's more to life outside the confines of your bedroom walls. How else will you meet that millionairess who can finance your lifestyle for the next 40 years?

SPOT ON

With regards to David Enrights' letter about *GTA Double Pack* (Issue 27), I think your review was spot on. Despite it being an excellent game with an in-depth plot, good characters and an awesome soundtrack, the graphics and camera angles are deeply flawed. The graphics only had a slight polishing and the collision detection is only comparable with a WWE game! Rockstar North has done the bare minimum to improve the graphics. And to say it's pushing the Xbox to its limits is just wrong! Has he not played *Rainbow Six 3*?

Although the driving is far better than the PS2 version, to give it anything over a nine with all its flaws would be wrong.

James Binks, Cambridgeshire

Cheers James. See readers? State your case in a rational and intelligent way and we listen to your feedback. Thoughtless "how can you only score that game so and so and why did this only get that score...?" won't wash, but we genuinely appreciate a bit of constructive criticism. *Points of View* is relatively civilised after all, isn't it?

HELP ME WANDER!

When can we expect to see the Broadband Wireless Xbox Adapter in UK stores? You featured it in your Incoming section prior to Christmas and I've been waiting with bated breath ever since. I can't find anything on the web about it (other than the Yanks slobbering over how good it is) and I'm growing tired of

HARD AXE TO FOLLOW: GAV AND STEVE TOOK PART IN A HITMAN-THEMED EVENT WHERE THEY TRAINED TO BE ASSASSINS. STEVE WON THE SHOOT-OUT WHILE GAV ONLY CAME UP TRUMPS AT AXE THROWING.

LETTERS

Website Story

Visit our forums at **www.officialxboxmagazine.co.uk**

YOU'RE NEVER ALONE in your love of Xbox. Our busy internet forum is open to everyone (not just subscribers). All you have to do is register a username and password and join the debate. You must be over 16 to participate.

CHAT EXTREME!

»I prefer *Starship Troopers* to the *Alien* films – it had Doogie Howser in it!

Sneck

»I'm delighted that finally we are going to be treated to the best football game ever on Xbox! About time too!

Marky24

»Bring back the old Xbox pad! This new pad is really rubbish.

Ironfirst

Send us a text to the number above, and tell us about all things game related (or not, we're not fussed!)

Hi the new Xbox crystal limited edition looks awesome. as for GTA series being ace, check out Panzer Dragoon Orta – best game made in yrs. Top magazine, ta Robert.

no. no. we want the full uncut version of ninja gaiden. please tell microsoft uncut version of ninja gaiden

Thoughts of xbox2 depress of me, because i know i wont be able to afford one. unlike all the spoiled kiddies out there who get whatever they want. Agent Orange.

Can i just ask why you always advertise other xbox mags! We dont need any others yours is the best!!! Derry. B Sussex

My very 1st computer was a Dragon 32k, the tapes where the size of swimming pools and took 4 weeks to load. Dodgy Dave in Carlisle

Any way of changing my gamertag without forking out another 40 quid? Mine is rubbish. Comfy spongebob.

I own a pc, but that doesn't stop me buying your mag every month. Why? Because it makes me hot down south, that's why. Paul cornwall.

I demand a vote to see if the OXM readers really think Ben is the sexiest man in Wales. Let's end this nonsense once and for all! oxm rocks and am now going to whoop my dad on halo d mcg

SOURCE: *Official Xbox Magazine* forum

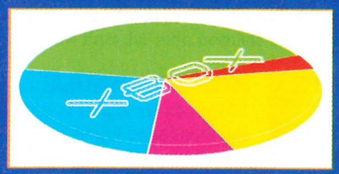
YOU DECIDE

Find more online polls on our forum at **www.officialxboxmagazine.co.uk**

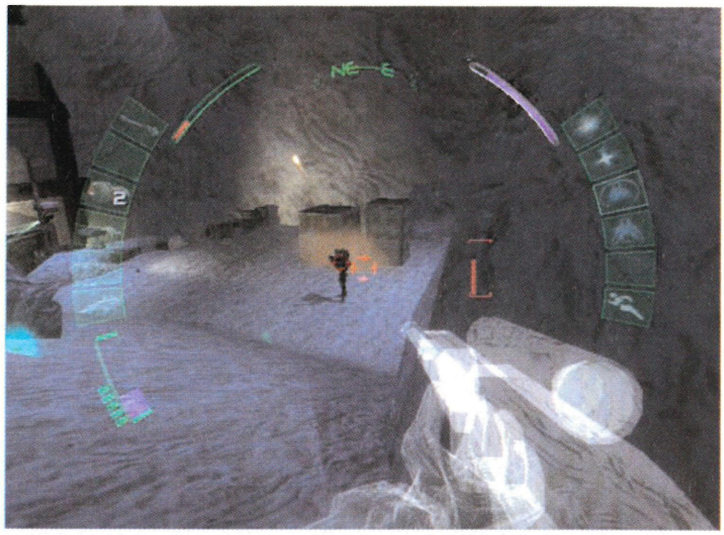
If you could only buy one *Star Wars* game, which would it be?

KEY (per cent)

KOTOR	47
Battlefront	23
Republic Commando	11
A slow-mo Jedi game	17
New RPG	2



»GET ON THE FORUM NOW! To join the discussions on the forums, just head for our great website, found at **www.officialxboxmagazine.co.uk** and click on Discussion Forums. Give yourself a name and a password, and then you can take part. Simple.



↑ **If you don't 'get' *Deus Ex: Invisible War*, keep playing it until you do!**

» having to haul my Xbox from my room to the nearest port just to hook up to Live!

Guy Robertson, via email

Microsoft UK currently has no plans to release the Wireless Xbox Adapter on our front, though we do expect it to become available at some point. Till then, you might want to invest your cash in the longest Ethernet cable money can buy.

TWO BIRDS, ONE STONE

It said on Channel 4's Teletext service that Xbox 2 development kits are being sent out to developers. What sort of power do they kick out compared with Xbox? I know it's quite a lot and I can't stop dribbling. Please put me out of my misery. While I'm on the mic, I've been playing the *Deus Ex* level on your demo disc, but I just don't get it. To me, it looks like a five-year-old PC game and plays a bit awkwardly. And *Halo*'s graphics are twice as good and that came out two years ago!

Nik, via email

First off, don't believe all that you read on Teletext. More often than not, it's just rumours regurgitated from other websites. And we've also read them. We read everything. But we don't print unconfirmed rumours that run on the web. Expect the first official information on the successor to Xbox in these very pages, like on page 016 for instance.

***Deus Ex: Invisible War* is an amazing game and a lot of other people seem to agree. That may be why it shot into pole position in the Xbox charts upon release. We're sorry you don't 'get it' but if you did, you wouldn't be saying nasty things about it. Give it another go.**

IT'S ONLY A GAME, JONES

I've been playing games for a while now and I've noticed a few things that don't seem to add up. First of all, why do so-called master-criminals always send their weakest troops out first and in the smallest numbers? Surely if they really wanted to take over the world they should send their best troops at you when you've just left the training school and are struggling on the first level?

Also, what about toilet breaks? A game's lead character never seems to go on one. I recently played *Star Wars: Knights of the Old Republic* for about 30 hours and my character didn't have to stop for a pee once.

David Jones, via email

We see your first point David, but imagine if every game (and movie for that matter) kicked off with a level that you couldn't beat. It would be like jumping into your very first game of multiplayer *Halo* facing a crack team of *Official Xbox Magazine* warriors. Before you turn around you've already been shot ten times. Wouldn't be much fun, would it?

As for the toilet break, there's one key thing that you've got to take into account – these people don't really exist. If you're convinced they do, take a look at Namco's *Breakdown* when it's released, which showcases the joy of an in-game pee-break.

HEEEELP!

My Xbox has started making a constant clicking sound whenever I turn it on. Once I insert a game disc, the eject button on the front begins flashing from green to red. A message also appears on the screen telling me to contact Xbox Customer Support. I always keep my machine in good condition, free from dirt and dust, so I'm at a loose end at what to do. *HEEEELP*!

Mark Slade, via email

We don't want to state the obvious here, but we're going to. Contact Xbox Customer Support (0800 587 1102) as soon as possible!

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Text the **Keyword + order code** e.g.
Xmgame Popstar to number **88120**
>You will receive a bookmark! Please download.

Car Racer

Avoid other cars, trucks,motor bikes and earn points by picking up hitchhikers

Xmgame Carracer

Compatibility:
Nokia 3410, 3510i,8910i, 6310i, 3100, 3300, 5100, 6100,6200, 6610, 6800, 7210,7250(i),7650. N-Gage, Siemens M50, C55, S55, M55, SL55, MotorolaT720, T720i

Done in 50 seconds

A joyride through more than 60 levels of brainchallenging puzzles

Xmgame 50Sec

Compatibility:
Nokia 3100, 3300, 3510i, 3650, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 8910i, N-Gage, SonyEricsson T610

Airborne Ops

You're exploring weapons of AR-29 Scorpion, most advanced military airship

Xmgame Airborne

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

3D Adventure

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

Xmgame 3D

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

Football Fever

A couple of shots and you clinch victory. The game is in a league of its own

Xmgame Fbf

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

Beat the Dealer

Play a Blackjack with the game that allows you to configure preferred rules

Xmgame btd

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

Deep Snow

You're going over snowy edge, your board lifts off surface, gravity no more exists

Xmgame Deepsnow

Compatibility:
Nokia 3510i, 8910i,3100, 3300, 5100, 6100, 6200, 6610,6800, 7210, 7250(i), 7650,3650,N-Gage, Motorola T720, T720i, Sharp GX10

Grandslam

Superb tennis game that allows you to choose a court and 5 different levels of dificulty

Xmgame Grandslam

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

Ringtones

All tones as monophonics and polyphonics

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

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For ordering **POLYPHONIC** ringtones replace keyword **XMTONE** with **XMPOLY**. E.g. Text **XMPOLY DILEMMA** to **88120**.

CHARTS

Kelis_Milkshake	Xmtone Milkshake
Beyonce_Me	Xmtone Memyself
Basement Jaxx_Goodluck	Xmtone Goodluck
Maroon 5_Harder To Breathe	Xmtone Harderto
Michelle Mcmanus_All This Time	Xmtone Alltime
50 Cent_In Da Club	Xmtone Daclub
Room 5_Make Luv	Xmtone Makeluv
Eminem_Hailie's Song	Xmtone Hailies
Kelly&Ozzy Osbourne_Changes	Xmtone Changes
Craig David_World Filled With Love	Xmtone Worldfill
Alistair Griffin_Bring It On	Xmtone bring
Scooter_Jigga Jigga	Xmtone Jigga
Britney Spears_Toxic	Xmtone btoxic
Red Hot Chilli Peppers_Fortune Faded	Xmtone Fortune
The Darkness_I Believe In A Thing	Xmtone Calledlove
Sam&Mark_With A Little Help Of	Xmtone Withhelp
Alicia Keys_You Don't Know My	Xmtone Knowname
Gareth Gates_Anyone Of Us	Xmtone Any1Ofus
Westlife_Mandy	Xmtone Mandy
Black Eyed Peas_Where Is The Love	Xmtone Wherelove
Ludacris_Act A Fool	Xmtone Actafool
Boogie Pimps_Somebody To Love	Xmtone Tolove
Avril Lavigne_SkBEr Boy	Xmtone Skaterboy
Wayne Wonder_No Letting Go	Xmtone Noletting
Pink_Don't Let Me Get Me	Xmtone Dopink
Obie Trice Feat._The Set Up	Xmtone Setup
Gareth Gates_Spirit In The Sky	Xmtone Spiritsky
Stereophonics_Moviestar	Xmtone Moviestar
3 Dors Down_Here Without You	Xmtone Without1
Holly Valance_Kiss Kiss	Xmtone Kissx2
Robbie Williams_Feel	Xmtone Feel
User_Do you	Xmtone Doyou

BESTSELLERS

Beyonce Feat._Baby Boy	Xmtone babyboy
Sean Paul_Get Busy	Xmtone Getbusy
Christina Aguilera_Fighter	Xmtone Fighter
Blu Cantrell Feat._Breathe	Xmtone breathe
Evanescence_Bring Me To Life	Xmtone bringme
Beyonce_Crazy In Love	Xmtone Crazyinlove
50 Cent_21 Questions	Xmone 21Questions
Beck_Loser	Xmtone Loser
Outlandish_Walou	Xmtone Walou
Benny Benassi_No Matter	Xmtone Nomatter
Pink Feat._Feel Good Time	Xmtone Feelgoodtime
Da Buzz_Do You Want Me	Xmtone Doyouwant
Ilo_Rapture	Xmtone Rapture
Linkin Park_Faint	Xmtone Faint
Benny Benassi_Satisfaction	Xmtone Satisfaction1
Ronan Keating_I Love It When We	Xmtone iloveit
Craig David_7 Days	Xmtone 7Days
Westlife_When Your Looking	Xmtone Whenyour
Lenny Kravitz_Are You Gonna Go	Xmtone Areyou
Robbie Williams_Come Undone	Xmtone Comeundone
Red Hot Chilli Peppers_Californication	Xmtone Californication
Eminem_8 Mile	Xmtone 8Mile
One- T And Cool -T _The Magic Key	Xmtone Magickey
Ludacris_Move Bitch	Xmtone Movebitch
Metallica_Frantic	Xmtone Frantic
Milk Incorporated_In My Eyes	Xmtone inmyeyes
C21_She Cries	Xmtone Shecries
Evanescence_Going Under	Xmtone Goingunder
Christina Aguilera_Dirrty	Xmtone Dirrty
Mark Owen_Four Minute Warning	Xmtone Fourmin
Robert Miles_Children	Xmtone Children
Crazy Town_Butterfly	Xmtone butterf

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Logos

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TOP15

NEW

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

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

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TOP10

CELEBS

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•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

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Xmpic Justsay to number **88120**

TOP15

NEW

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

Orders will normally arrive in a few minutes but during times of severe network conditions it may take up to 24 hours. The full list of compatible mobiles can be found on www.boome.co.uk. If you are not sure your mobile is compatible, please check your mobile manual. Monophonic tones, Logos and Picture messages £1.50. Wallpapers and Polyphonic tones £2.50. Java games £3.50. If you type an incorrect code you will receive an error message for which you will be billed. You must be over 16 to use this service. Customer support: support@boome.co.uk, WapOneline UK Ltd. PO BOX 36440 London EC3M 1WA. Tel. 02076263684

EXCLUSIVE ACCESS

Where we go behind the scenes of the biggest games currently in development

↑ **Join the army, see the world, destroy ancient monuments and exchange fire with native insurgent groups.**

GHOST RECON 2

Do you believe in Ghosts? This superb sequel should convince any sceptics!

GHOST WRITER: **STEVE BROWN**

GAME INFORMATION
DEVELOPER: **RED STORM**
PUBLISHER: **UBISOFT**
RELEASE DATE: **NOVEMBER 2004**
PLAYERS: **1-16**
WEBSITE: **WWW.UBISOFT.COM**

THERE'S A serious wind change at Red Storm, developer of this Tom Clancy team shooter. The traditionally first-person *Ghost Recon* is undergoing major camera surgery, having a full engine transplant and opting for a very impressive physics enhancement. Emerging is a lean mean fighting machine that will draw more Xbox gamers into the realistic chaos of war than ever before.

Ghost Recon and *GR: Island Thunder* are exemplary Xbox games. Although multi-format they're far better on Xbox, with improved graphics and sound, and fantastic Live features. On top of built-in Live support that made *Ghost Recon* one of the most popular online choices for Xbox, the games have been well supported with regular releases of new levels as free content downloads. *Ghost Recon* has always gone above and beyond the call of duty in providing a holistic combat experience and for that we salute it. *Ghost Recon 2* looks set to deliver an even more rounded soldiering experience.

Ghost Recon also paved the way for the massive success of the other recent Tom Clancy franchise, *Rainbow Six 3* (Issue 23, 9.4) and it's the successful re-positioning of *Rainbow Six* that may now influence the new direction for *Ghost Recon 2*. Previous *Rainbow Six* games on PC had been far more in the *Ghost Recon* style, with complex planning of waypoints, ultra-realistic health damage and hardcore difficulty levels. *Rainbow Six 3* turned a sometimes prohibitively serious shooter into a game that anyone could not only get their teeth into instantly, but enjoy more than just survive. In short, the mass-marketing of the franchise was handled intelligently and successfully, opening up and improving the game without dumbing it down.

A similar strategy will now re-invent *Ghost Recon* into a third-person team shooter that will end up being far closer to the *Conflict* games from SCi (see *Conflict: Vietnam* on page 040) than the *Ghost Recon* we're currently playing.

↑ **Asia will provide the operational backdrop.**

This will also help to further distinguish the *Tom Clancy Rainbow* and *Ghost* franchises as unique first-person and third-person shooters.

The near-future theatre of war will also be closer to *Conflict: Vietnam*, as *Ghost Recon 2* will be set in the Far East. Red Storm game designer Christian Allen explains the choice of location: "In the tradition of past titles, we felt that the setting allowed for a unique visual experience, while providing a great backdrop for the tension and excitement that gamers have come to expect. Like all Clancy titles, we want gamers to immerse themselves in both the intense »

BONUS INFO

GHOST HOST
There are few details on the Xbox Live game modes yet, other than Live will be a major feature in the game, just as it always has been. The co-op Live game that we expect should be a total blast!

↑ Call in a fighter/bomber airstrike if you're unhappy with your green curry.

↑ It's not big or clever to go into battle without the right head protection, kids.

↑ The facial detail exemplifies the work that's gone into the new models.

↑ The attention to environmental detail has been considerably improved.

» action and the intricacies of the story, and we felt that focusing on an East Asian territory would provide a compelling story that gamers would respond to." Pagodas, stone dragons, paper lanterns and ancient city ruins all help to paint the scene.

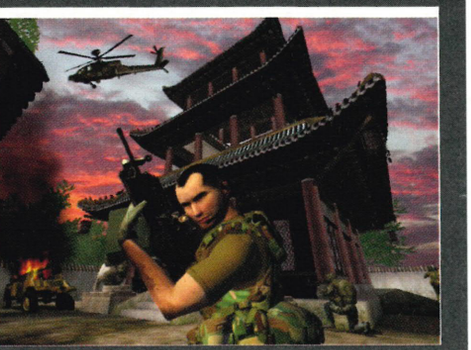
These environments are more than just set backdrops. The total revamp of the game engine incorporates the adoption of the Havok 2 physics code (the same that is being used for the groundbreaking *Half-Life 2*). Red Storm producer Robbie Edward tells us that Havok 2 will "use physical interactions for vehicles, destructible objects, dead bodies and small rigid bodies". Also, explosions and crashes will have a direct effect on your combat arena. Red Storm authenticity co-ordinator Travis Getz describes how "brand new gameplay additions include the ability for the player to shoot down aircraft and call in infantry and airstrikes, not possible in other *Ghost Recon* games". Major actions such as this will allow the showcasing of "building collapses, helicopter crashes and realistic body physics". All features, »

GHOST IN THE MACHINE » The wheels, blades and tracks that will back you up

VEHICLES WILL feature heavily in *Ghost Recon 2* and even move with real physics and fire upon targets. You won't be able to drive the tanks and jeeps, but we're hoping you may be able to follow or ride them for cover and possibly use their mounted weapons, such as fixed machine-guns.

↑ **TANKS** The tanks look so realistic, and promised realistic sounds should make them deafening too.

↑ **JEEPS** Humvee-style transports are still evident in this near-future battleground. We want to cadge lifts!



↑ **GUNSHIPS** The sudden appearance of one of these bristling beasts from behind cover is terrifying.

CLANCY BOYS: WE'RE EXPECTING THE SCRIPT TO BE WRITTEN UNDER THE CLOSE APPROVAL OF THRILL-MASTER AUTHOR TOM CLANCY HIMSELF.

↑ This is your heavy weapons Grenadier. You can tell by the underslung grenade launcher on his M16.

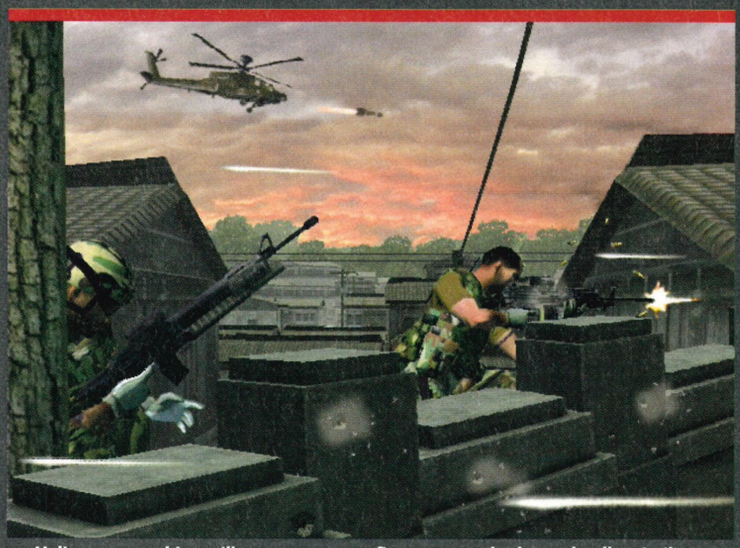
↑ Water effects are also looking very real now.

↑ Expect new night-vision effects as darkness falls.

GHOST BUSTERS» Dictators infesting your bunker? Fear not, help is just an airstrike away!

A NEW FEATURE will be the ability to call in the occasional airstrike from fighter/bombers and helicopter gunships. This was a great feature in the *Conflict* games, towards which style of play *Ghost Recon 2* seems to be moving. Could make for a very interesting Live multiplayer feature too!

↑ Presumably you'll use your Marksman to laser designate specific targets in the city that you want to bunker bust. Call it in and get those co-ordinates right!



↑ Helicopter gunships will carry awesome firepower and release deadly missile volleys at their unfortunate targets.

"New gameplay additions include the ability for players to shoot down aircraft and call in infantry" Travis Getz, authenticity co-ordinator

» claims Travis, that will help *Ghost Recon 2* to "illustrate the utter chaos of war".

"*Ghost Recon 2*'s graphics and art will be a huge advancement beyond *Ghost Recon 1*," explains Red Storm's lead artist Brian Tate. "There's hardly anything I could point to about the visuals in *Ghost Recon 2* that isn't being overhauled, upgraded, and substantially improved well above and beyond the first title." Encompassing characters, weapons, vehicles and environments, there will be far higher polygon counts and far sharper textures than in previous apparitions of *Ghost Recon*. This sequel will take full advantage of the power of Xbox and exploit its advanced vertex and pixel-shading systems to the max. In layman's terms, Tate explains that "this translates into gorgeous, natural-looking materials and surfaces that enhance the immersive quality of the game".

Ghost Recon's attraction as a hardcore shooter always stemmed from its deep strategic element that allowed complex pre-mission and ad-hoc planning of insertions, specialist team roles and intra-team co-ordination before and during intense firefights. Red Storm insists that while much will change for *Ghost Recon 2*, it will certainly retain a strong emphasis on tactics, Travis Getz reassuring the existing fan base that "there will also be the tactical, team-based elements that *Ghost Recon* fans have come to expect". We're expecting the sequel to be more scalable, with an optional in-depth planning element that can be automated easily for those who prefer to jump into the action.

There's little doubt that *Ghost Recon 2* will be aimed at a far wider audience than before and be far more accessible than its hardcore predecessors. Travis Getz confirms that Red Storm is "streamlining the experience to make the game fun for a wider audience". One of the examples made is the interface redesign into a system that "makes executing »

BONUS INFO

» CREATING HAVOK

The new Havok 2 physics engine bolt-on will allow realistically bouncing grenades and debris, bodies that fly and crumple with real-time accuracy (similar to *Deus Ex: Invisible War*), persistent bulletholes and chips and plenty of destructible scenery.

GHOSTS WITH THE MOST

THREE SECONDARY team members have so far been revealed and we're expecting you to lead an inclusive team of four in the finished game, and also be able to call in additional infantry support from other AI teams. Team members each have a different class, and are specialists in certain weapons or abilities. We expect your fourth character to be more standard infantry.

↑ **GUNNER** It's Sgt Nick M. Salvatore's job to provide high-volume fire using his M249 Squad Automatic Weapon.

↑ **MARKSMAN** Staff Sgt Mike Kim provides sniper fire, eliminating targets with his M16 Special Purpose Rifle.

↑ **GRENADIER** Master Sgt Derrick Parker provides heavier ordnance, dispersing enemies with his M203 mounted M16A4.

↑ Capturing the intensity of war is achieved with amazing visual 'noise' in the gun flare, cartridge ejection, tracer fire and glowing bulletholes in armour at night.

DESERT RACE: THE US MILITARY IS HOLDING A RACE ACROSS ARIZONA TO DECIDE THE CONTRACT FOR ROBOT CONVOY VEHICLES. ONE IS AN UNMANNED MOTORBIKE.

"Everything we brought to GR2 has been added to convey the emotion and intensity of total war" Christian Allen, game designer

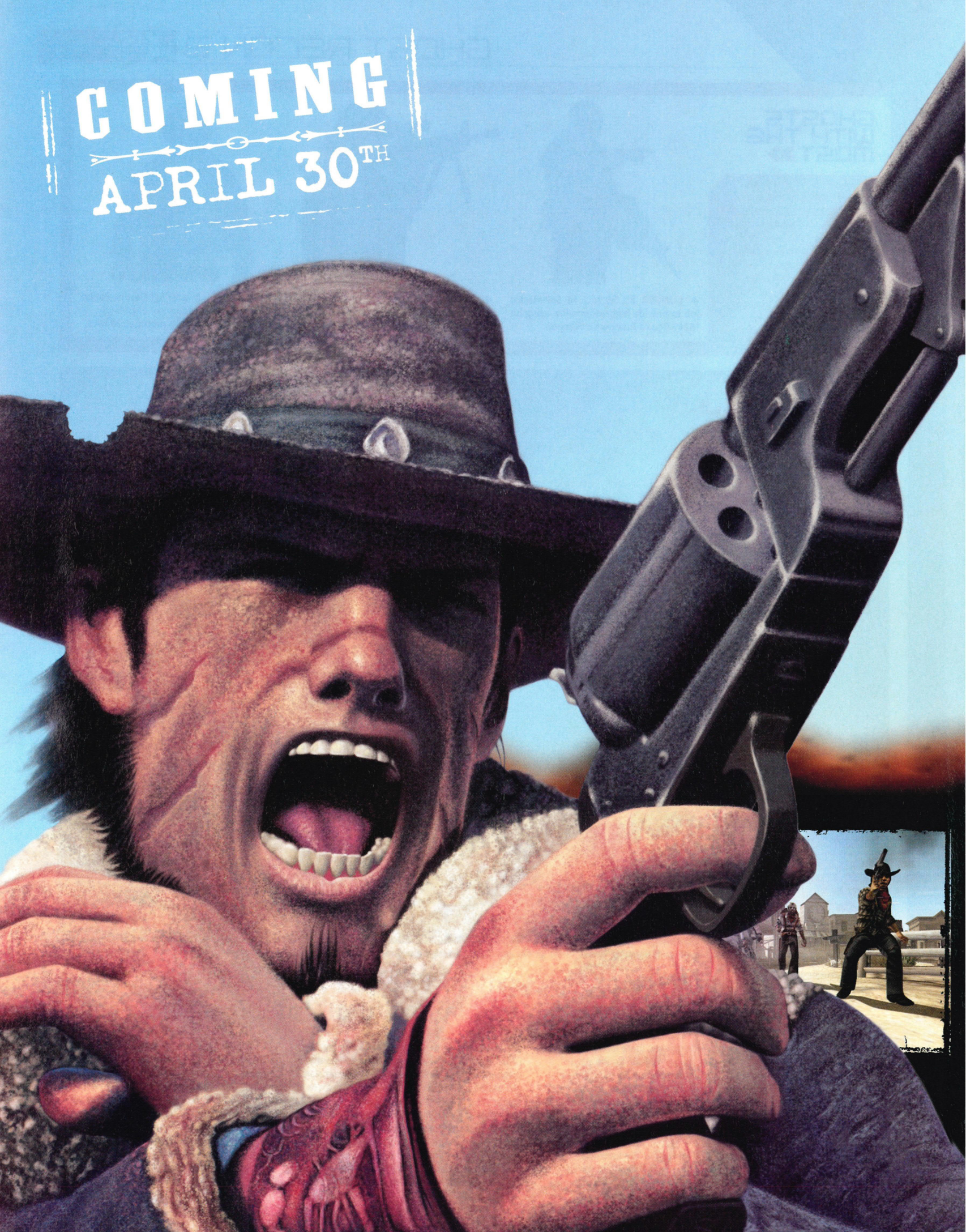
BONUS INFO

GETTING EMOTIONAL

One of Red Storm's catchphrases for *Ghost Recon 2* appears to be 'emotional gameplay', by which it means that the sequel will quite literally bring home the full experience of total war. All sounds quite traumatic really.

commands quicker, more intuitive and ultimately more realistic for the player". If the simplification of *Rainbow Six 3* for Xbox was anything to go by, then we have great confidence in the same process for *Ghost Recon 2*. A similar style of voice commands through a headset, or an easily scrollable command rose will almost certainly be implemented without betraying the complex tactical heritage of the franchise.

Other than the major changes to the camera and game engine, the most significant widening of experience will be in the 'total war' gameplay. *Ghost Recon 2* eschews vanilla-focused infantry combat for a militaristic gelateria. While vehicles will not be yours to drive, they will be far more significant and interactive, with tanks, jeeps, helicopter gunships and fighter/bomber jets all playing important roles in the wider conflict. "Everything we brought to *GR2* has been added to convey the emotion and intensity of total war," says designer Christian Allen. "The improved sound and graphic effects will enhance the game's realism and bring war alive for players." Scale is even greater than the open landscapes of the original and "the scope of the missions will be larger than what has been seen before". Allen wants players to experience war first-hand through *Ghost Recon 2*, and claims to this effect that Red Storm has "upped the ante on everything from production to technology to create the most realistic war of tomorrow experience for players". Frankly, we believe him.


COMING
APRIL 30TH

RED • DEAD REVOLVER

WWW.ROCKSTARGAMES.COM/REDDEADREVOLVER

PlayStation®2

16+ www.pegi.info

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↑ Although you find yourself alone a little while in, try and protect your comrades in the early levels. Situations get brutal and you'll need their help.

AREA 51

Things are getting strange, we're starting to worry, this could be a case for Mulder and Scully...

WORDS: **BEN LAWRENCE**

GAME INFORMATION
DEVELOPER: **INEVITABLE**
PUBLISHER: **MIDWAY**
RELEASE DATE: **TBA**
PLAYERS: **1-4 OFFLINE, 2-16 XBOX LIVE**
WEBSITE: **WWW.INEVITABLE.COM**

AREA 51 DOES not exist. You've probably seen the photographs taken from Russian spy satellites of it, but no, Area 51 does not exist. Nor do the three 747s that sit in Las Vegas airport in a private hangar, ready to ferry scientists and military personnel to the middle of a barren desert every day. No, Area 51, perhaps one of the world's most unconvincing lies, 'does not exist'. What better videogame material could you ask for? Covert government ops, aliens, conspiracy theories, spy planes, and prototype weaponry all kept under wraps, yet so blatantly stuck out in the Nevada desert, and so obviously real, Elvis himself is probably holed up there right this instant. It's a wonder nobody has jumped at the chance to turn this all too real piece of science fact into a game before.

Set slightly back from the freeway in Austin, Texas, is a faceless black glass building. Behind the shiny exterior is another *Area 51*, one that is being painstakingly created by Inevitable, a developer so committed and cohesive in its effort to make the best FPS it can, the dedication is palpable. It's planning on knocking the Roswell incident into a whole new ball park. "We're going for *Half-Life 2* quality," artist Aaron Smischney would later chirp during a tech demo. Confidence like that can't fail to inspire.

In the darkened conference room, executive producer Jamie Grieves introduces himself, flicks on a rolling demo of what they've accomplished so far with *Area 51*, and lets the game do the talking. It's only just gone 'alpha', the roughest cut of the game, but already the code is polished and preened to the state that some games find themselves in on release. "We're trying real hard to give a depth and realism to *Area 51* that hasn't been seen before," he says. "For many of the guys working on the title, this is their first FPS, and all of them are such avid fans of the genre, they know exactly what they want to see from the game." And they are already getting their cues right, deciding to throw the player into the mother of explosive beginnings that gives *Halo*'s Covenant attack a run for its money.

You start by descending from the surface into the lower levels of Area 51. As the lift lowers, military vehicles can be seen evacuating, innumerable men in white coats fleeing behind them, and the frantic sound of welding tools can be heard below you. Seems like someone is trying to seal off a few bulkheads to stop something coming to the surface. The further down you go, the more destruction you see. Spy planes explode, scientists are thumping limp bodies in the chest and administering CPR, and sporadic gun fire splutters from the bowels of the base. "As you can see," says creative director Chuck Lupher with a smile, "things are more out of control than they first seem."

The first time we get to play, it's a section the developers have nicknamed the Alamo - a chest-burster of a level that perfectly illustrates the chaos gripping the situation. Alien spores have infected the humans of the facility, turning them into a ferocious mix of *28 Days Later* zombies and crazed science teachers. They come at you from all directions, swarming through blown-out walls and lunging from the shadows. It's a relentless showpiece for the rest of the title, but with such a full-scale onslaught from the outset, how could the game sustain itself? »»

"The explosive beginning gives Halo's Covenant attack a run for its money"

»» BONUS INFO

»» SARAH CONNOR?
The alien creatures and mutants throughout the game have been designed by none other than Stan Winston, he of *Terminator, Predator, Jurassic Park* fame. The guys are really keen on nailing the game where it counts.

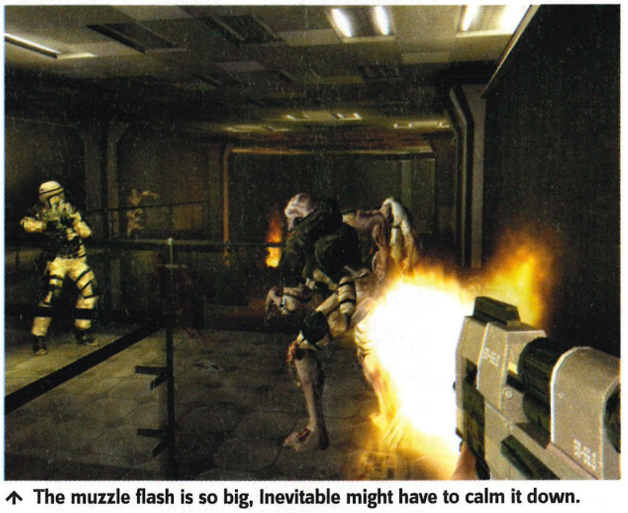
»» I, ZOMBIE
For further effect, the guys at Inevitable have bought on board Chris Vrenna, a founding member of Nine Inch Nails and a composer who has worked with the likes of U2, Weezer, David Bowie, Xzibit, Nelly Furtado and Rob Zombie. Rockin'.

BONUS INFO

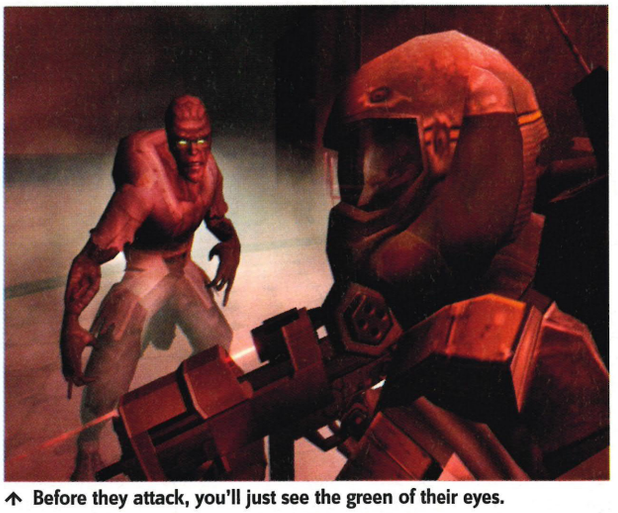
SIMPLY SMASHING
Don't shoot out glass just because it will make pretty sounds and leave you feeling cool. That glass keeps zombies at bay, and can really mean the difference between life and death.

EYE SPY
To help you, Inevitable has created a special program specifically for making articles glow in the game. They have applied this to the infected's eyes so they glow in the distance. This will help, as they run at you with frightening speed.

↑ Depending on how quiet you are, you could avoid all this unnecessary bloodshed. Just keep your lights off and gun lowered. As if...



↑ The muzzle flash is so big, Inevitable might have to calm it down.



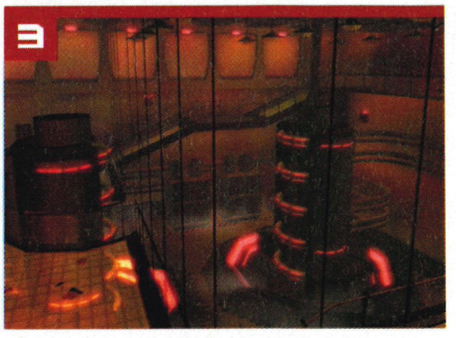
↑ Before they attack, you'll just see the green of their eyes.

DESCENT INTO MADNESS» All the therapy in the world won't help you out of this...

THINGS ARE NEVER as they seem at top secret military bases hidden in the Nevada desert are they? One minute you're called in to clean up a few toxic spills and put people's minds at rest, the next you're kicking away hordes of drooling maniacs and having your ankles bitten by mutated dust mites. Yes, really.

As you enter Area 51, the hangar above ground seems pretty normal. This could easily be B&Q on a Monday morning. Minus the paint cans, of course.

Now things start to get a little sticky. You've gone a few flights down into the depths of the base, and bodies are being eaten by mutant dust mites.



Marine not happy. Marine want mummy. Strange shapes, weird glowing lights, odd things shuffling in the shadows.... And this is just the tip of the iceberg.

THE ONE RING: THE DEVELOPMENT TEAM IS CURRENTLY IN TALKS TO HIRE ONE OF THE LORD OF THE RINGS ACTORS TO PROVIDE THE VOICE TALENT FOR A MAD SCIENTIST. WE RECKON IT'S CHRISTOPHER LEE.

MASTER MINDS

A sneak glimpse at the puppet masters

THIS IS THE first look at one of two alien species you'll encounter throughout the game. They are the classic Grey, and control the mutagen and frenzied hordes through mind control. You'll learn a lot about them during play, and along the way will uncover exactly what happened with Roswell and the lunar landings.

↑ They may not look it, but these little eggheads are the ones causing the trouble.

"The main hook, what we believe will help *Area 51* besides everything we're doing under the hood, is the mutation," says Lupher. "You'll find yourself as the sole surviving member of your squad - alone, surrounded, and infected. You'll have to deal with the mutagen in your body as well as everything happening in the environment. The mutagen will be trying to tear you apart from the inside while the infected will be trying to do the same thing from the outside. It's going to be quite a challenge."

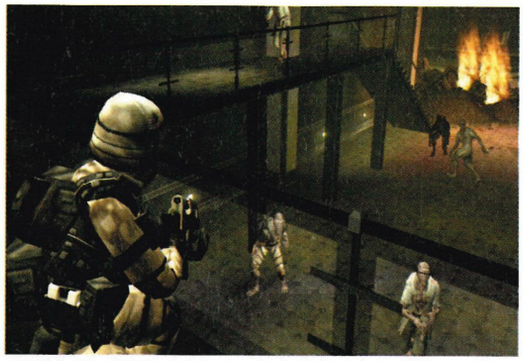
> "You're the sole survivor - alone, surrounded, and infected" Chuck Lupher, creative director

But the mutation you'll encounter won't just be detrimental to your health - you'll acquire alien abilities that make you impervious to noxious gases, extreme cold, and other environmental elements. In effect, what it will allow you to do is play the game from two very different perspectives, effectively doubling the size of the game and allowing you access to new, or previously blocked portions of map.

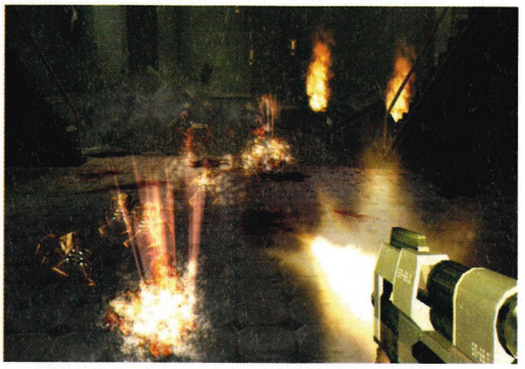
After the presentation, we're given a tour of the offices, sampling every person's input to the project and hearing just how enthusiastic and excited they are about their game. It's a wholly good thing when there is an all-pervading feeling that the game being created is going to be something special. The walls of every corridor are lined with endless storyboards, character sketches and *Area 51* paraphernalia. There are people working on targeting systems, people tweaking the dual weapon ability that allows you to not only carry, but use two guns at once, and people following the trajectory of a bullet through a body to create unique, physics-based blood splats on surfaces. There's even one guy who is animating subtle eyelid muscle structures for the most incidental of bots. This is the guy who is aiming to out *Half-Life Half-Life* and you can't help but be swept up by his enthusiasm.

"To go to such lengths graphically, and not to pay it off with the story and gameplay would be stupid," Grieves tells us. "We'll be supporting Live with 16 players online at one time, plus a four-player split-screen option, and all the usual tag matches and multiplayer options that players have come to expect. But we're also going for a game dynamic that I think will really appeal to people. [*Area 51*] starts off with wholesale slaughter, but then shifts a gear and takes a more strategic stance. You'll find yourself ducking behind crates a hell of a lot, especially when those infected Black Ops guys come to town... but you'll have to wait for that..." He trails off, like a man who was saying too much. We think we see something armed shifting in the shadows, keeping an eye on the puny human developers, but we're not sure. "Let me show you Edgar," says Grieves.

↑ You come all this way then use a hand gun. Silly marine.

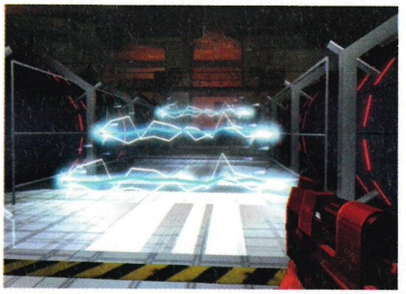


↑ Bad guys will come at you from below too. Watch out.



↑ Those dust mites will need more than a can of Raid.

↑ A twin set of weaponry should sort most problems out.



↑ Mmm... a classic power switch puzzler.

BONUS INFO

BLOOD 'N' GUTS

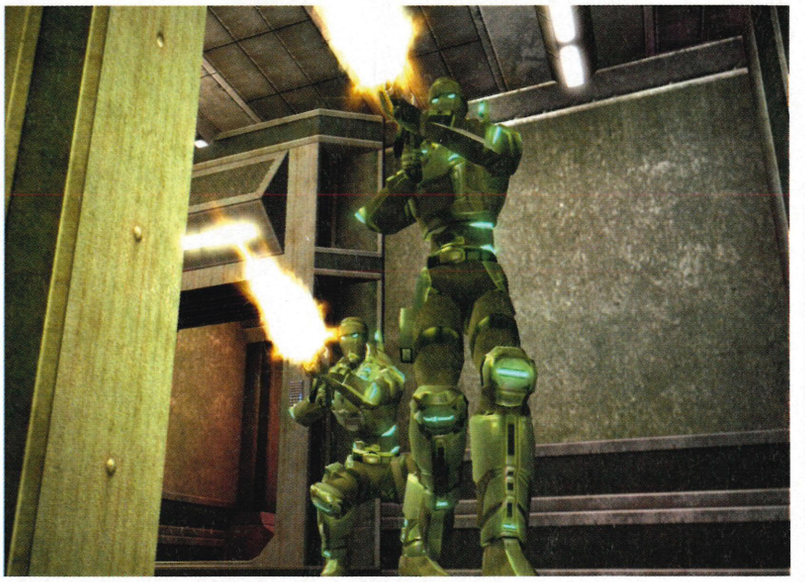
Every time you shoot something or someone, they'll leave blood splatters everywhere that are created by the physics engine. You'll also be able to shoot piles of tyres, canisters, and the environment, and have it act exactly as you'd hope.

↑ The problem with a daft helmet is the fact you can't see what the hell is happening. Still, you look damn cool.

↑ Keep an eye open for handy explosive barrels.

↑ One of your infected team-mates. Kill! Kill! Kill!

↑ The team list *Halo* as one of their influences, and it shows in parts.



↑ These are the infected Black Ops team. Avoid like the plague - they're not very friendly.

AND HERE'S SHARON AFTERWARDS»

A makeover courtesy of a toxic neuro mutagen

WHEN YOU GET infected, the virus in your body will attempt to turn you into a hideous drooling zombie monster from hell. It's not a pleasant look, but it does have advantages. With all those eyes you can have conversations with multiple people at once. And just check out those spiky body parts - great for hanging clothes hangers on, or pieces of cheese and pineapple at cocktail parties.

» Want to read three books at once? Get infected today!

"You'll play from two perspectives, doubling the size of the game"

» Edgar is the pet name for an alien kept in a specimen tank. He's a good guy, and will aid you in any way he can. With his ESP he can reanimate corpses, offering tips through their lifeless mouths, then discarding them once he's dispensed his advice. You'll need to take it too. "We've given the infected a lot of attention in the AI department," says Grieves. "They won't always see you if you move quietly or in the dark, but if you switch on your flashlight and alert them, they'll come right at you. Again, it's about giving the player a choice. You either try and sneak through the darkness, or go at it all guns blazing. Some of them will even learn to dodge your bullets, we're really keeping you on your toes."

And there will be plenty of other frights to keep you alert. The deeper you descend into Area 51, the more surreal and alien the landscape becomes, until you're surrounded by an entirely unearthly environment (which comes equipped with unearthly - and closely guarded - weapons). Secrets unravel, conspiracy theories are explained, the fake lunar landings will be revealed. Alien hordes, mutants, and the paranormal will come screaming towards you at high velocity, and all you'll have to defend yourself is the largest array of firepower you can get your hands on, and a little help from a disembowelled alien.

Some aspects are shrouded in secrecy, but this is only because the developers want to show us the game when they're proud of it. The multiplayer, for example, wasn't running yet, but as Lupher told us, "We're working on it. We're pleased with it, but we only want to reveal it when we're all happy with it. Until then, you'll just have to wait." And that's something we're more than happy to do. *Area 51* is finally ready to have its secrets exposed, and it's going to be mighty fine when that day arrives.

SCRIBBLING: AN ENTIRE WALL WAS DEDICATED TO THE CONCEPT SKETCHES OF A SINGLE CHARACTER. WE SAW ABOUT 50 VERSIONS OF HIM... AND THEY DO THIS WITH EVERY PERSON IN THE GAME!

REVIEWS

Written by gamers who live and love games. We pride ourselves on bringing you the very best reviews possible. Enjoy

REVIEWING SETUP

WE REVIEW games on a 32-inch Philips Matchline III TV. As well as a brilliant widescreen picture, this beauty boasts Dolby Digital surround sound and wireless FM rear speakers. It gives us an unbeatable environment in which to review every Xbox game.

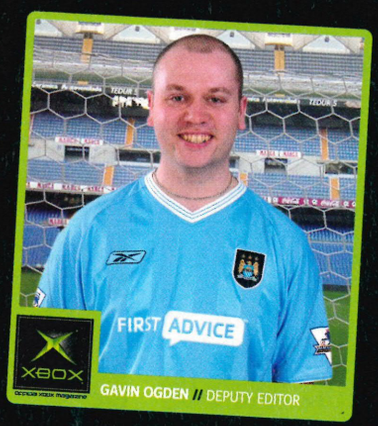
A.F.C OXM

Photography: **Joby Sessions**

STEVE BROWN // EDITOR

EVER THE professional, this month Steve went out for a power lunch the day before deadline, and after missing a vital photo shoot all afternoon, returned at 7.30pm, significantly worse for wear, to "do some work". Now that's a boss we can all identify with.

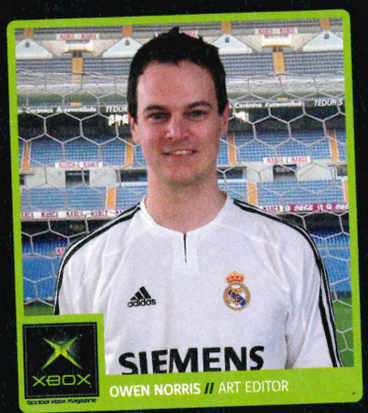
NOW PLAYING: *Splinter Cell: Pandora Tomorrow, PGR2, UEFA Euro 2004*
SCHOOL TEAM POSITION: Team mascot



GAVIN OGDEN // DEPUTY EDITOR

WE ALL WENT go-karting for a team-building night this month, but it was far from friendly. Taking inspiration from his lunchtime *PGR2* sessions, Gav bullied his way through 'warm up' to the front of the grid, and saw off everyone to take the crown.

NOW PLAYING: *TOCA 2, Splinter Cell: PT, Mashed*
SCHOOL TEAM POSITION: Left back (in the girls' changing rooms)



OWEN NORRIS // ART EDITOR

OWEN'S OFF on holiday again this month, for the third time this year. Unluckily for us, his hedonistic trip was booked right on our deadline. Would he change the dates? No, the magazine schedule had to change round him. We're all still shaking from the 107 cups of strong coffee needed to make deadline.

NOW PLAYING: *Rainbow Six 3, Euro 2004, Mashed*
SCHOOL TEAM POSITION: Right back (behind goal)

BEN LAWRENCE // SENIOR STAFF WRITER

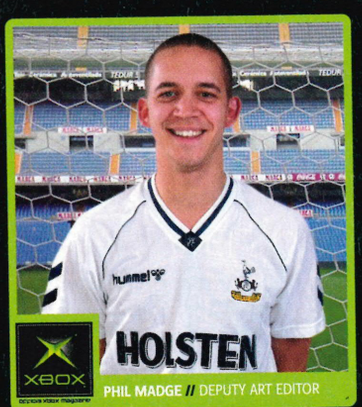
BEN HAD A fantastic time on his first press trip to the good ol' USA for *OXM*. After landing in Texas, his first destination was the shopping mall where three pairs of chaps, two cowboy hats and one iPod later, he headed straight to a local Rodeo. Ben has a soft spot for cowboys.

NOW PLAYING: *Ninja Gaiden, BG&E, Tenchu: RFD*
SCHOOL TEAM POSITION: Cheerleader

VANESSA HARDS // OPERATIONS EDITOR

MASOCHISTICALLY work-conscious Vanessa had a couple of days off sick, but she returned wild-eyed, hell bent on revenge after receiving a Mother's Day card from the *OXM* team. On the plus side, she finished a respectable fifth out of 12 in the karting.

NOW PLAYING: *Deus Ex, Morrowind, Metal Arms*
SCHOOL TEAM POSITION: Goal attack (girls' school - we only got to play netball)



PHIL MADGE // DEPUTY ART EDITOR

ALTHOUGH IT'S usually Andy that finishes last during lunchtime *PGR2* marathons, Phil was the unlucky one at the go-karting evening. He talked himself up for the entire week before the event, only to be foiled by an apparent "faulty car", resulting in a miserable eighth place.

NOW PLAYING: *UEFA Euro 2004, Mashed, PGR2*
SCHOOL TEAM POSITION: Midfield playmaker

ANDY IRVING // STAFF WRITER

THE FIERCE RIVALRY between Andy and Gav came to a head during karting, as an unlucky placing in the first race relegated Andy to the second spot overall, behind his desk-side detractor. Andy spent the next week winding up Phil "faulty car" Madge.

NOW PLAYING: *Ninja Gaiden, Full Spectrum Warrior, Powerdrome*
SCHOOL TEAM POSITION: Centre forward

BEN TALBOT // PRODUCER

IN PREPARATION for upcoming press trips to the US, Ben applied for a working visa. This involved filling in loads of forms, a check for previous convictions and a lengthy "interrogation" at the US Embassy. He refused to go into details, but still can't face putting on the marigolds to do the lunchtime washing up...

NOW PLAYING: *Line of Contact, Deus Ex, Suffering*
SCHOOL TEAM POSITION: Ball chaser

WHAT OUR BADGES MEAN

AT THE START of a review, along with the Game Information box telling you who's made the game, when it's out, how many people can play and the official website address, you may see a badge or two. This is what they stand for:

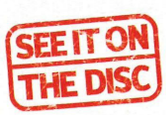
XBOX ELITE
Any game scoring 8.5 or more.

GAME OF THE MONTH
Our favourite Elite game this month.

XBOX LIVE
Downloadable content or online play?

ONLY ON XBOX
An Xbox-exclusive game for at least three months.

ON THE DISC: PLAYABLE
A playable trial version of the game is on our cover disc.



SEE IT ON THE DISC: MOVIE
Watch the game in action with a movie on our cover disc.

SCORE KEY

8.5-10.0
THE XBOX ELITE - ONE OF THE VERY BEST AVAILABLE

7.5-8.4
A TOP-QUALITY RELEASE THAT'S WELL WORTH HAVING

6.5-7.4
STILL WELL WORTH CONSIDERING, BUT HAS SOME FLAWS

5.1-6.4
AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

2.6-5.0
A BAD GAME, AND ONE YOU REALLY SHOULDN'T BOTHER WITH

0.0-2.5
CALLING SUCH A RANCID STINKER A 'GAME' IS LIBELLOUS

NINJA GAIDEN

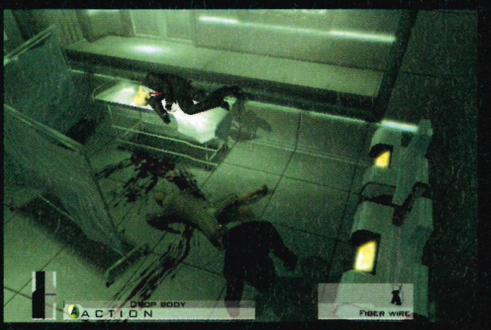
Swordplay and shurikens abound in Tecmo's long-awaited, fantastic-looking hack 'n' slash

060

FIGHT NIGHT 2004

The noble art is done justice in this brilliant boxing game that features an innovative control system

078



HITMAN: CONTRACTS

Eidos' silent assassin returns for another adventure. Forget your morals, you're in this for the money

089

TOCA RACE DRIVER 2: TURS

Codies feels a need for speed with this realistic racer

069

STEEL BATTALION: LINE OF CONTACT

Bigger means better in this online mech blaster

072

UEFA EURO 2004

Take on Europe's elite in EA's tie-in to the upcoming Euro footy championships, based on the *FIFA* engine

084

ENGLAND INT. FOOTBALL

This is it, the one we've been waiting for. A fully playable Xbox Live footy sim. And it's great!

086

THE REST

MTX MOTOTRAX — Make tracks towards this high-flying motocrosser — 076

CONAN — Me Conan. You above-average hack 'n' slash — 080

POWERDROME — It's foot to the floor in this ace breakneck racer — 082

THE SUFFERING — No Get Out Of Jail Free cards in this great FPS — 092

DRAGON'S LAIR 3D — The classic cartoon coin-op gets a platforming remake — 094

REVIEWS DIRECTORY — Every Xbox game ever released in the UK rated. No, no, don't thank us. It's our pleasure — 096

>>NEXT MONTH: We've got plenty more killer games that you'll only find in our magazine. Go to war in *Full Spectrum Warrior*, push the first-person shooter to new limits in *Breakdown*, throw mud in *Rallisport Challenge 2*, and discover our verdicts on *Manhunt*, *Galleon*, *Red Dead Revolver*, *SuperLeague Rugby League*, *Malice* and more. All for review in your next *OXM*, out 20 May. Don't miss it!

NINJA GAIDEN

Are you ready for a game that makes the Matrix look like Last Of The Summer Wine?

WORDS: BEN LAWRENCE

GAME INFORMATION

DEVELOPER: **TECMO**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **12 MAY 2004**
PLAYERS: **1, 2-4 XBOX LIVE/SYSTEM LINK**
WEBSITE: **WWW.NINJAGAIDEN GAME.COM**

THE BRIEF

CHOP, STOMP, and destroy everything in your path ... all the while feeling cooler than you could imagine.

ONLY ON XBOX

AHHH. If we could, we would fill this six-page review with one long, satisfied sigh. The kind of deep, resonating sound you let out after moments of extreme pleasure, where everything seems balanced in the world, and nothing could be more perfect. The sigh would be filled with all the satisfaction of knowing everything is just so, without a hair out of place, nor a polygon protruding where it shouldn't. *Ninja Gaiden*, for all the hype and hope pined on it, not only delivers in the most dazzling explosion of gameplay and graphics, but it leaves you tingling and prickly skinned afterwards.

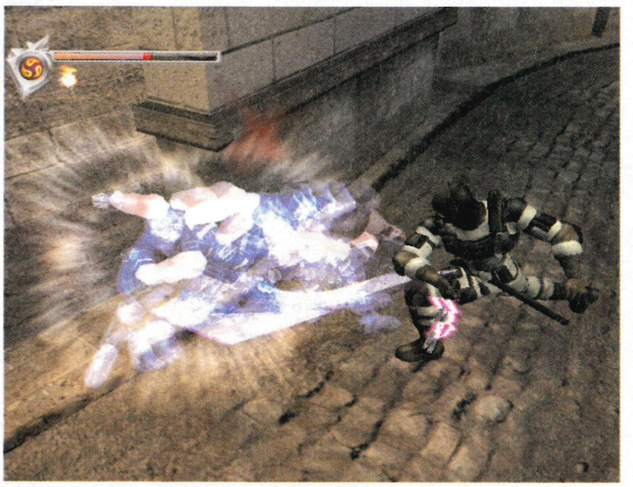
There were so many places Team Ninja at Tecmo could have tripped up, so many potential pitfalls and glitches that could have sucked *Ninja Gaiden* down into nothing more than a misty-eyed memory. First is the history of the game itself. There are fans out there who still get giddy over the prospect of fighting that dreaded Apache helicopter, and if crucial old favourites like that are overshadowed by pointless razzmatazz and next-generation pomp, this wouldn't be *Ninja Gaiden*. It would be a standard beat 'em up under the banner of a classic. And the controls. Well, if they weren't the most precise, intuitive and perfectly balanced blend of acrobatics and martial arts, this still wouldn't be *Ninja Gaiden*. But, this is *Ninja Gaiden*. Every last drop, and you'll want to quaff it up.

↑ Make sure you fight these guys with your melee weapons and throwing stars. Stars keep them away so you can go one on one. Easy.

BONUS INFO

GOOD KARMA
Try and string combos together. Not only do you look cool, but you earn greater credits to spend in shops and can buy better weapons and upgrades.

ARCADE WHIZ
When you reach a level called Yan's Bar, look out for the broken arcade machines scattered around the lobby. These are great little bonuses, because each holds a copy of the original *Ninja Gaiden* games. How you unlock them though, you'll have to figure out for yourself.



↑ The power attack is so fast you'll turn into a blur.

↑ The first-person view shows every glorious attack you sustain.

WAX ON, WAX OFF

LOAD UP *Ninja Gaiden*, and you'll see the Master Ninja Tournament, the new Xbox Live feature developed specifically for *Ninja Gaiden*. Live owners who have completed the game will be able to log on and enter three rounds of a tournament. Players will fight their way through online-specific missions against other players, and the survivors from each Xbox region will be flown to a special World Master Ninja Tournament held at XO4 in September. More info about prizes soon. Until then, get practising!

"The complexity of attacks you can combo together is limited only by how robust your thumbs are"

Controlling Ryu, the lead character, was always going to be hard to nail, and especially hard to nail in a way that would leave you breathless, but pass the inhaler. Team Ninja has taken what *Prince Of Persia* (Issue 26, 9.0) did, and expanded upon it exponentially. You're a pinball, ricocheting from wall to wall, bouncing from ledge to ledge in a flurry of blood and metal, then coming to a composed standstill as bodies are still falling to the floor. You can launch from great heights, land with both feet on someone's shoulders, drive your dragon sword through their head, then bounce off to an opposing ledge with such speed it's hard to fathom what you've just done. And this isn't all through blind luck, nor is it accomplished with intense training. The game simply hints at what you can do, then lets you get stuck in, striking a perfect balance between all-out button-bashing combos, and precision take-downs. And these kills aren't reserved for special moves either – they are your bog-standard kills, the ones you dispatch grunts with. You'll run up a wall, backflipping down behind someone to drive a sword through their back; you'll run along a wall, sword outstretched and slicing necks; and you'll spin off opponents, sending them tumbling to the ground ready for a skewering. Your mouth will water, we promise.

The sheer complexity of attacks you can combo together is limited only by how robust your thumbs are, and while you may think you're knocking people down in a

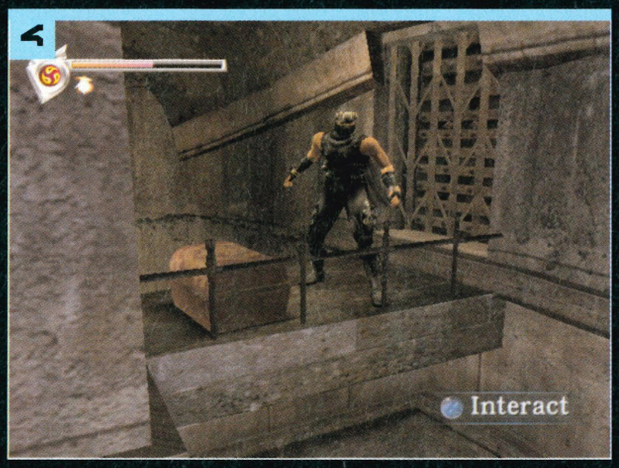
THE RAIN IN SPAIN: THE CORRECT PRONUNCIATION OF NINJA GAIDEN IS 'NINJA GUY-DEN', AND LITERALLY MEANS 'NINJA SIDE STORY' IN JAPANESE.

BETTER THAN A STEPLADDER» Nothing is out of reach for Ryu

↑ You need to get up there where a treasure chest is hiding. The jump is too high and there is no obvious way of climbing up.

↑ Walk back down the alley and sprint towards the right-hand wall. You'll start running up the side of it, gaining height as you go.

↑ You'll swerve around to the wall adjacent to the chest, and still you climb forever upwards. You can try this safely without enemies around.



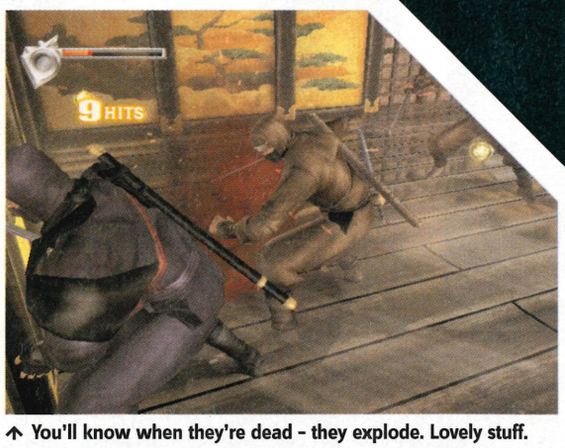
↑ A few tries and you've polevaulted over the high ledge with nothing more than some extra-sticky shoes and speed. The treasure is all yours.

» BONUS INFO

»BUG SPRAY
As well as hidden weapons, you'll find Golden Scarabs lurking everywhere. These can be collected and handed in at shops for extra goodies and potions.

»AH-SO
When you're faced with multiple enemies, try equipping your nunchaku. They will give you multiple hit points, and increase your combo numbers massively. They don't do much damage, so try finding a strong secondary weapon while you're at it.

↑ With a circle of flame at your fingertips, enemies will literally be thrown into the air.



↑ You'll know when they're dead - they explode. Lovely stuff.

↑ Ninjas are hard to defeat, so try taking them one at a time.

» random blur, you can switch directions and stances instantaneously. You never have to wait for a pre-animated attack sequence to finish before launching into another parry, a vitally important aspect of the game learned by Tecmo after years developing the *Dead or Alive* series.

By gathering karma from fallen foes, you can charge up your chi, then unleash it at critical moments. There's little more satisfying than hitting an oncoming enemy with such lethal ferocity you turn into a lightning blur, leaving them either bewildered or gurgling in a pool of blood. Do be warned though, you don't want to waste these special moves on just anything. You're going to need every ounce of skill and luck you can muster.

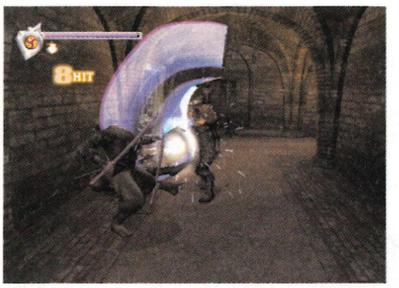
End-of-level guardians are almost worth getting killed by, just so you can appreciate the design and beauty that has been lavished upon them. From laser cannon-carrying cyborgs riding atop an airship, to a demon samurai mounted on a »

BONUS INFO

FORGET ME NOT
If you get stuck, look for small pink flower-like darts protruding from walls and crevasses. These are fired by a mysterious stranger who is eager to help you on your quest, and contain hints and tips that you'll later find to be invaluable.

SUPER, SMASHING
Darts, throwing stars and arrows can be fired in the third-person perspective, but they are far more effective if you switch to the first-person 'look' mode. It leaves you exposed, but you'll waste less time bringing enemies down.

↑ There's that lovely blurring attack again.



↑ And once more, just to get you going!

"Hit an enemy with such ferocity you turn into a blur, leaving them gurgling in a pool of blood"

flaming steed, they are stunning and deadly in design. The challenge to bring one down, even during the early stages of the game, is gargantuan, and you really have to work hard at utilising the spectrum of moves available to you. If you think repeated attacks won't be punished for their predictability you're sorely mistaken. If you think enemies won't see what you're doing (or rather 'not doing'), don't think for an instant they'll give you any slack. This game is brutal, and all the better for it too.

There are things you can do to shift the odds though, and one of these is to buy or learn Nimpo (ninja magic that extends beyond pulling rabbits out of hats). Nimpo comes in various styles, and each is affiliated with a particular element. Like chi, it takes a while to build up, but unleash it at the right moment and the results are explosive.

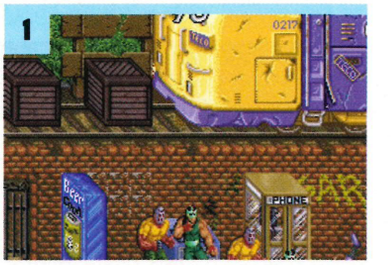
For all the pyrotechnics and neck-snapping savagery, it was important for Team Ninja to sustain momentum in what could potentially become a dull game. After all, the console world has come far since the last *Ninja Gaiden* outing, and beat 'em ups seem to feel obliged to include puzzles and crate-shoving. But *Ninja Gaiden* has forsaken the path of pleasant distractions, simply opting to up the ante every time you think it's reached the top of its game. It gets bigger, harder and faster the further you progress. It's not until the fourth level that you even find your first alternative main weapon – a set of nunchaku that behave like you're dropping your opponents in a blender. And although the majority of gameplay may seem like Torvill and Dean with weapons, the acrobatics aren't just for effect. There's plenty to discover once you get used to the mindset that walls, like floors, can be walked up. Keep your eyes peeled for a metal throwing star hidden in a seemingly insurmountable nook. What? No, we're not going to give it away!

↑ It may look great, but having your throat sliced is seriously bad for your health.

WAY OF THE NINJA

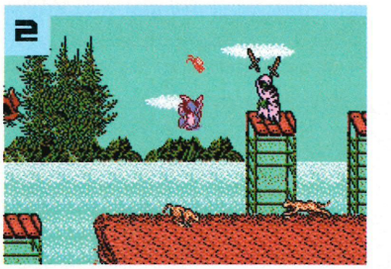
A HISTORY OF *Ninja Gaiden*, for all you young 'uns out there.

1



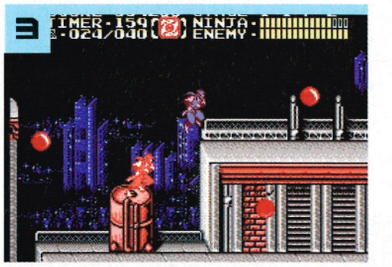
Ninja Gaiden **(aka *Shadow Warriors*), 1988: Coin-op with a revolutionary control stick that let you lock on to enemies.**

2



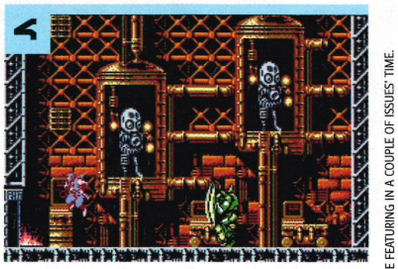
Ninja Gaiden**, 1989: The first console *Gaiden* was entirely different to the arcade game. It saved us a fortune in 10p pieces!**

3



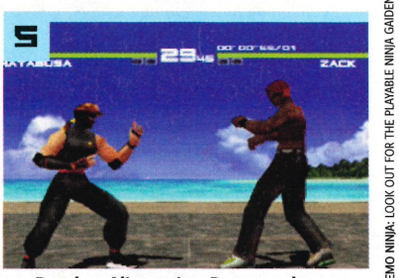
Ninja Gaiden II: The Dark Sword Of Chaos**, 1990: Ryu could make copies of himself – twice the death and destruction!**

4



Ninja Gaiden III: The Ancient Ship Of Doom**, 1991: Ryu can scale walls, swing on vines, drop on enemies from above...**

5



Dead or Alive **series: Ryu spends years kicking people through scenery before Tecmo give him his own game again.**

DEMO NINJA: LOOK OUT FOR THE PLAYABLE NINJA GAIDEN DEMO WE'LL BE FEATURING IN A COUPLE OF ISSUES' TIME.

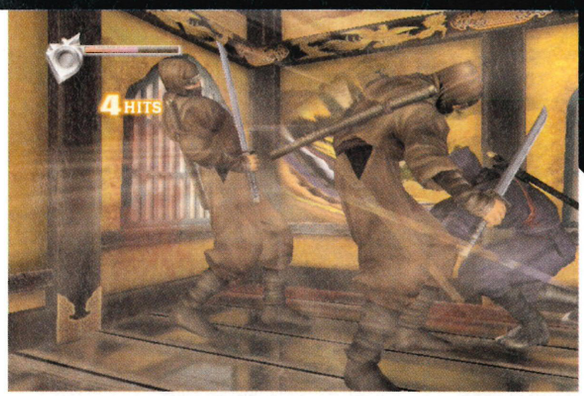
X MARKS THE SPOT

The hidden treasures of Ninja Gaiden

YOU'RE A NINJA. You can do things normal humans can't, such as find hidden bonuses lurking in hard-to-reach areas. This 'machine' which puzzles Ryu looks strangely familiar, and replenishes your entire energy bar. It's hard to find and harder to get to, but it's worth the effort. You'll also be extremely glad to find another special item that's next to it.

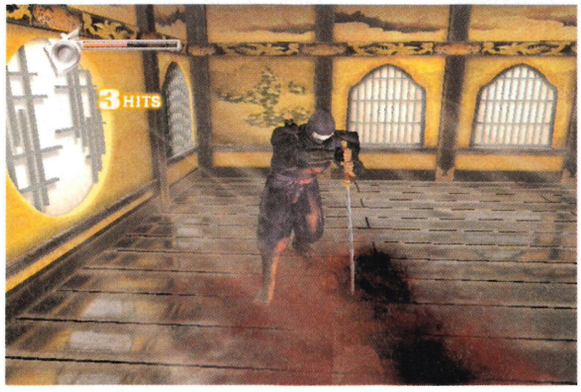
↑ Mmm... wonder what this little thing could be?

↑ Chopping bad guys and playing hula hoop at the same time. Whadda guy.



↑ They may be ninjas but you can give them a good walloping.

↑ This guy isn't friendly, so no sugarcubes for his horse please.



↑ Just to make sure they're dead, you understand...

↑ Blood, blood everywhere. In the NTSC version you can lop their heads off too.

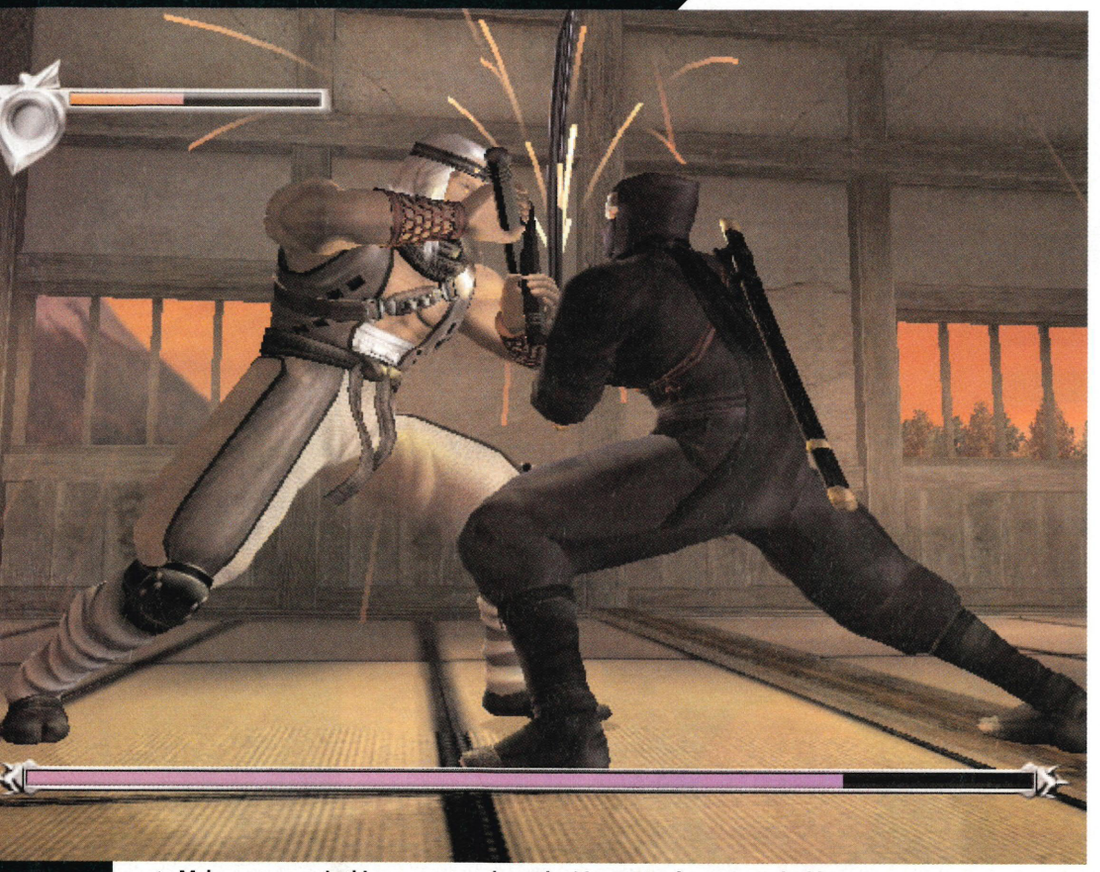
"Every female character looks like she should keel over forwards"

You can tell Tecmo is responsible for *Ninja Gaiden*, principally because every female character looks like she should keel over forwards, and secondly, because it looks so damn fine. Subtle lighting effects, the stunning architecture, level design, sound, and character models are all from the *Dead or Alive* stable. In fact, cast your mind back to the first time you kicked someone through those stained glass windows in *Dead or Alive* and multiply that thrill by the biggest number you can think of. That's what this game is about. It's about delivering big on thrills, and having the ability to keep on supplying.

There are more subtle elements at work here though, things you aren't likely to notice while knee-deep in bodies. Because some parts of the game take place in tight confines, you aren't always able to see where your foes are coming from. So, ever so slightly the camera nudges itself in the direction of the possible onslaught, allowing you, almost at a subconscious level, to brace yourself in the appropriate direction.

Hidden areas are obscure obviously, but accessing them is reward in itself. You'll find gentle pointers and hints, offering up the merest of indications where you should be looking. Water, although great for swimming in, is also fair game to walk on. It is easy to overlook, but tap the A button repeatedly over the briny and you'll tippy toe over the surface. Again, it's subtle, almost inconceivable, but it's there, and that's a good, good thing.

Perhaps the only gripe is the fairly guided route the main bulk of the game takes you on. There is very little diversion from the path, discounting the secret rooms. It really is a case of fighting from point A to point B in



↑ Make sure you win this power struggle or else it's curtains for your masked hero.

↑ Ah, the trusty roundhouse kick. We like.

↑ Ninjas will throw sticky bombs at you. The swines!

↑ Power your sword up then let her rip.

"Melee attacks and combos are too numerous to list, and the enemies are consistently, and wonderfully creative"

the most overtly stylish manner possible, but only the most gaming purist is likely to grumble about the destination when the journey is so exhilarating. Another thing that might miff the purists is the respawning enemies, although the shrewd gamer would chose a respawn point close to a trader to gather up valuable spending money from the corpses. You'll end up sporting more metal accessories than Jimmy Saville. But besides feeling you've got built in sat-nav and suppressing the urge to warble 'now then, now then, jingle jangle', *Ninja Gaiden* is nigh on flawless. It has everything you'd want from a beat 'em up, and none of the gristle. The weaponry is drip fed to you, so you must fight tooth and claw for every inch of ground. The range of melee attacks and combos are too numerous to list, and the enemies are consistently, and wonderfully creative (look out for the horsemen who'll try and skewer you with their lances by the way). *Ninja Gaiden* has been created with every kind of colour and imagination possible, not only resurrecting a beloved franchise, but ramming it with tremendous force into the superleague of Xbox games. Indispensable.

↑ Taking on three enemies at once makes you feel exceptionally hard. As long as you beat them.

THE VERDICT

POWER
Walloping. Only the Xbox could truly do it justice, and it makes you proud to own one.

STYLE
It oozes style. Everything it does makes you gasp, from the training to the gigantic boss showdowns.

IMMERSION
Deep as deep could get. You'll be embroiled in blood and chop suey in no time. It's superb.

LIFESPAN
Depends how hard you think you are. It'll take time to get going that's for sure. It's a tough pig of a game.

GOOD POINTS
+ VIRTUALLY EVERYTHING
+ THE CONTROLS ARE LIKE LIQUID SILK
+ IT LOOKS UTTERLY STUNNING

BAD POINTS
- CAN BE A LITTLE TOO LINEAR AT TIMES
- RESPAWNING ENEMIES

SUMMARY
Groundbreaking beat 'em up action of the highest calibre. A must for anyone who has the ability to hold an Xbox pad.

OFFICIAL XBOX MAGAZINE SCORE
9.2//10

PREVIOUSLY: Incoming - Issues 06 & Issue 27, Previews - Issue 18
COMING SOON: Guide - Issue 30

SHELL SHOCK: TURTLES CANNOT BE NINJAS. NINJAS MUST BE MAMMALS. BESIDES, NINJAS ARE WAY TOO FAST AND DEVIOUS TO BE TURTLES.

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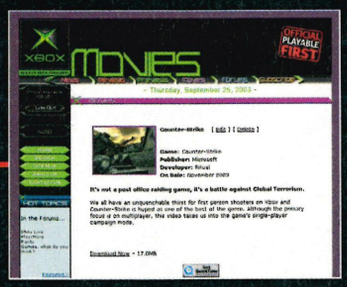

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↑ The first thing you'll know about the guy in front braking is when you smash into the back of him.

BONUS INFO

MULTI MADNESS
When you have a Terminal Damage game engine like Codemasters', it would be a waste not to put it to good use. Thankfully a maximum of 12 drivers can go head to head online or over System Link. That's going to make for some interesting and very messy racing.

TOCA HISTORY
Since the launch of the *TOCA* series back on PS in the late '90s, the games have gone on to sell more than five million copies. Hands-down this is the best one yet.

Codies pushes racing to its limits with a stunning collection of championships and cars

TOCA RACE DRIVER 2: THE ULTIMATE RACING SIMULATOR

THE BRIEF

56 CIRCUITS, 35 turbo-charged vehicles and over 30 events to race in. All with jaw-dropping graphics and online play!

WORDS: GAVIN OGDEN

GAME INFORMATION
DEVELOPER: **CODEMASTERS**
PUBLISHER: **CODEMASTERS**
RELEASE DATE: **23 APRIL 2004**
PLAYERS: **1-12 XBOX LIVE, SYSTEM LINK**
WEBSITE: **WWW.CODEMASTERS.COM /TOCARACEDRIVER2**

XBOX IS FAST becoming (if it isn't already) the racing gamer's console of choice, thanks to a high-pressure flow of cutting-edge games that looks far from drying up. Chances are you've already dealt with *Project Gotham Racing 2* (Issue 23, 9.3) and are back on the market looking for a new 200mph experience. And there's no question that this is it.

The online-enabled *TOCA Race Driver 2* has got it all. There are well over 30 completely different championships to race in, around 56 circuits to know and learn like the back of your hand, and a collection of high-powered cars that'll keep your motor running for months. All of this is wrapped up in an incredible blaze of visual glory that's unmatched by any racing game on any console - which is probably why it's exclusive to Xbox.

The *TOCA* series has always been known for its attention to super-realistic detail. As a racer it's about as far removed from the likes of *Project Gotham* as you can get. For a start, you can damage all the cars beyond repair... and you will. Without even trying. We guarantee it. It's as hard as nails too, but we don't shy away from a challenge and we suspect you don't either. We didn't really know what to think of the *Ultimate Racing Simulator* tagline but, after shredding rubber in zillions of different race types, we now fully understand where Codemasters is coming from. It does exactly what it says on the tin.

↑ Bump a rival off the track and he'll come looking for you in the pit.

↑ Finish within two places of Cesar.

↑ Every angle of the game looks stunning!

LUCKY SODS: FOR TOCA 2'S LAUNCH, GAVIN AND JAMES WERE INVITED TO TAKE PART IN A CODIES RACING DAY. THEY GOT TO RAG EVERYTHING FROM GO KARTS TO FORMULA PALMER AUDI CARS.

THE PERFECT CORNER >> Four-step guide to taking corners properly

TO CELEBRATE THE launch of *TOCA Race Driver 2*, Codemasters invited us to take part in a racing day where we got to rag Formula Paler Audi race cars. The beasts could easily hit 130mph on a straight. But before we were let loose in them though, we had to learn how to take corners correctly. Here's the brief:

↑ Approach the corner at max speed in a straight line. Prepare to slow down.

↑ Just before the apex, slam on the anchors to drop speed, then turn smoothly.

↑ While going round, start to ease on the power while steering out of the corner.

↑ Hit the gas only when your wheels are in a straight line, or you'll spin out.

>> The Career mode is truly immense and will seriously eat into your free time and quite possibly even your work time too. Now when we heard it stuck to a scripted narrative, we didn't know what to expect. After all, a racing game is about racing and nothing else in our book. But once again we were surprised. The story element brings in new characters, challenges, cars and rivals. Each championship is preceded by a snappy cutscene that drives your charge for the racing crown forward. And in keeping with the rest of the game's optical splendour, they're some of the best cutscenes we've ever had to sit through. But, should you seriously shunt a driver during a race, you may end up getting screamed at in front of your pit. Remember – where there's blame, there's a claim. What you do on the track directly affects the way your story's told.

No sooner have you jumped into your new motor and belted up than you're thrown headfirst into a quick few laps in a brand spanking new Ford GT, where your manager drops a few hints about how to control the car. Brake in a straight line, don't wheelspin or crash... the usual things a driving instructor would tell you before letting you loose on the track. Once the practice race is over, it's on with the charge. Things begin a bit on the slow side but soon progress to warp speed, especially when you hit the Formula 1 beasts.

"Career mode will seriously eat into your free time and possibly your work time too"

↑ Battered but not broken. Yet...

You get to choose your own racing adventure by selecting which type of race to go for. Often you'll have specific objectives to accomplish rather than just coming first all the time. For example, you might have to finish no more than three places behind a specific rival, or gain a certain number of points in order to impress sponsors. This approach definitely works and keeps things nice and fresh, as having to win every single race right from the beginning would have you pulling your hair out in no time. Allowing players to >>

↑ During races, the AI reacts according to how well you're doing.

FIN-ISH HIM >> A Ford concept car with a twist

THE FORD GT90 isn't actually a real car (yet). It's in the concept phase of development but that hasn't stopped Codemasters including the nippy little thing in *Race Driver 2*. And it's got one of those fin things on the back to help keep all four wheels on the track. Very handy for top speeds of nearly 200mph.

↑ From a standing start the fin is dipped, but once you begin to pick up speed it begins to move.

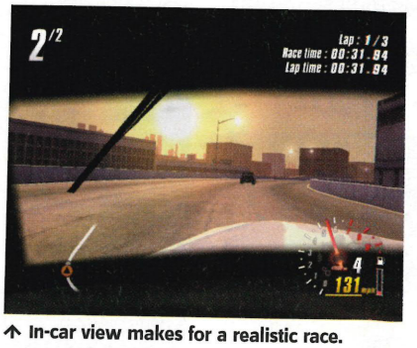
↑ Watch the fin quickly jump to life and slowly move upwards as your speed increases.

↑ Once extended fully the fin helps you keep the car on the track, but be careful...

↑ ...it's prone to drop off when another car comes ploughing into your behind. Ouch!

↑ The first-person racing view will have you bricking it. It's almost as if you're tied to the hood.

↑ Cutscenes are some of the best we've ever seen in a game.



↑ In-car view makes for a realistic race.

↑ Don't dare slow down for the weather.

>> choose which class of car they race next was also a good move.

It's hard driving, though. There'll be no bouncing off the cars in front to cheekily steal a few places on the grid here. We quickly learnt to our cost that too much of this *Gotham*-style approach really does break the car and get you nowhere pretty damn fast. Instead, it's all about the racing line and taking corners the best way you can, because if you spin off the track, the dream's all over.

Thanks to a nifty little Terminal Damage Engine, the cars break and bend like you've never seen before. A selection of icons appears around the speed dial warning you that things aren't going well. Even the engine starts screaming in pain when you push it too much after a bump or two. You'll have to go easy, because if you haven't got the skills to pay the bills, your budding racing career won't get very far at all.

The sheer scale of the variety and handling system employed in *TOCA Race Driver 2* is second to none. You can challenge friends and Live subscribers to every race mode from the single-player game. If you prefer your racing on the realistic side (and you like a challenge) then you won't go far wrong with this. It really is the ultimate racing simulator. Quite simply, this is the most detailed racer we've ever had the pleasure of taking on the track. A must for any racing enthusiast.

XBOX THE VERDICT

POWER
Pushing Xbox to its limit, there's no racer that comes close to *TOCA 2*'s visual splendour.

STYLE
Jam-packed with testosterone from start to finish. Single-player story mode is a work of art.

IMMERSION
Once you master high-speed cornering you'll be booking a track day ready to be the next big thing.

LIFESPAN
Career mode will keep you busy for weeks and online racing could well take over your entire life.

GOOD POINTS
+ INCREDIBLE VARIETY
+ GORGEOUS GRAPHICS
+ GREAT HANDLING
+ PROGRESSIVE AI
+ FULL ONLINE PLAY
+ TERMINAL DAMAGE

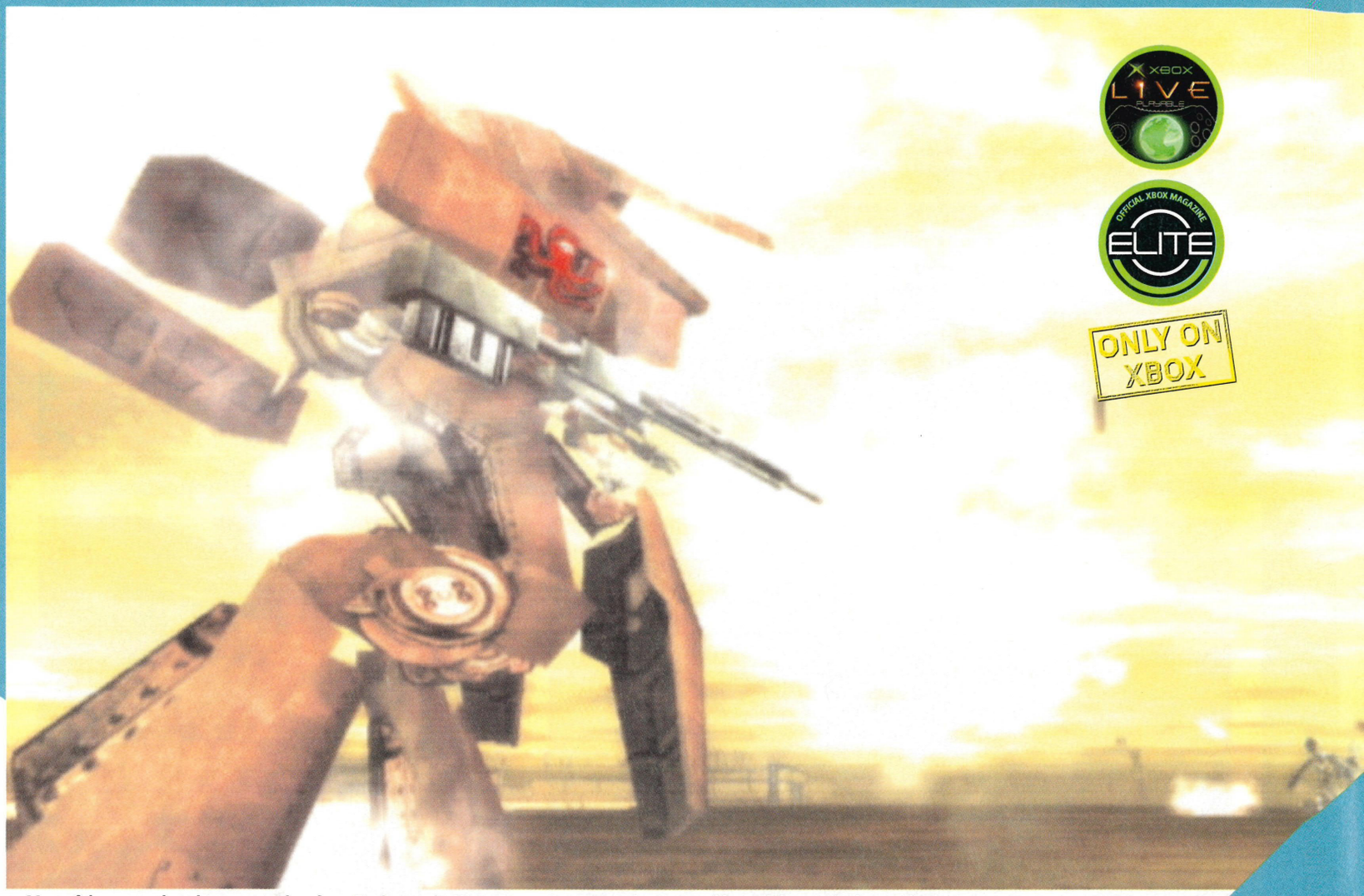
BAD POINTS
- HARD IN PARTS
- RACING COMMENTARY CAN GRATE

SUMMARY
The most realistic and detailed racer ever. *TOCA 2* has raised the bar for other developers to follow. Good luck trying!

OFFICIAL XBOX MAGAZINE SCORE
9.1//10

>> **PREVIOUSLY:** Exclusive Access - Issue 26, Preview - Issue 28
>> **COMING SOON:** Hints - Issue 30

MUST TRY HARDER: AT THE END OF THE CODEMASTERS RACING DAY, JAMES PLACED 7TH WHILE GAVIN ROLLED IN AT A VERY POOR 13TH OUT OF 18 DRIVERS.



↑ Most of the screenshots here were taken from Replay mode. You can save as many replays as you like and then trade them online!

This pushes all the right buttons... 40 of them

STEEL BATTALION: LINE OF CONTACT

WORDS: **BEN TALBOT**

GAME INFORMATION

DEVELOPER: **NUDE MAKER**

PUBLISHER: **CAPCOM**

RELEASE DATE: **OUT NOW**

PLAYERS: **2-10 SYSTEM LINK & XBOX LIVE**

WEBSITE: **WWW.CAPCOM.COM**

THE BRIEF

GIANT robot simulator with MMORPG elements. Can only be played via System Link or Xbox Live.

STEEL BATTALION and its Xbox Live update, *Line of Contact*, must rate among the most daring videogames of all time. Its creator, Atsushi Inaba, was so unsure at how Capcom would react that he conducted a large part of development without letting even his bosses see it.

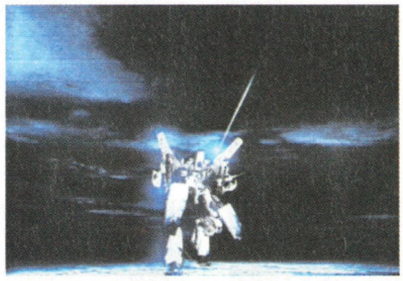
Releasing a 40-button controller that could only be used with *Steel Battalion* games was a big gamble for Capcom, not just because it's expensive but also because it demands some serious dedication as a gamer.

Commited is one word for the *Steel Battalion* online community, but obsessed is a little more accurate. Don't expect to sign in and discover hordes of badmouthing children because most *SB* players are in their 20s and 30s, and totally serious about making the most of their £120 investment.

They're not only addicted to the intense three-on-three mech battles, but a whole host of features that you might not expect. Online trading, auctioneering, chatrooms and lobbies tailored for tactical planning demonstrate how the game integrates Xbox Live in new and advantageous ways.

At the heart of this online revolution is Campaign mode. Campaigns last for 60 real-time days with four armies of about 1,000 players competing over 100 territories. At the end of each week, Capcom's server tallies up how many skirmishes your army has won and awards territory to the victorious force. A single victory in battle, although important, won't change the overall outcome, transforming Campaign mode into a team effort on a massively multiplayer scale.

Players who thrived on the individual achievement of *MechAssault* (Issue 11, 8.0) online will still find satisfaction here, though. Medals, titles and rankings are awarded to expert players, displayed on your profile for everyone else to see. Aspirations are high »



↑ Scareface is one of the standard VTs.

↑ Grenades are deadly at close-range.

↑ Use the strafe pedal to dodge shells.

BONUS INFO

»CONTROL FREAK

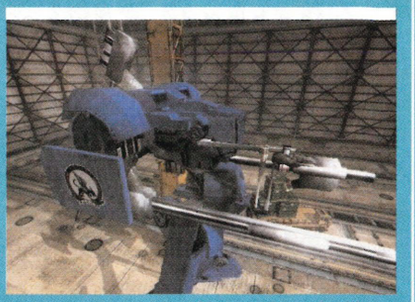
Line of Contact **is available separately for £39.99 but it can't be played without the 40-button controller. The deluxe pack - priced at £120 - includes the controller, the original offline game and *Line of Contact*.**

»SMACK TALK

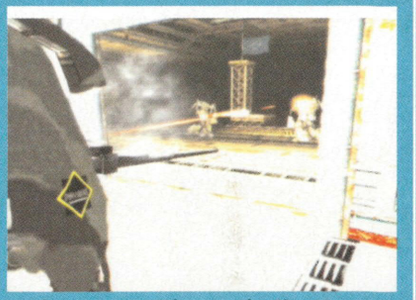
You can only speak to one of your co-pilots at a time. The communication dial at the centre of the controller switches between them. Certain high tech VTs are equipped with signal jammers to stop you talking. Others possess eavesdropping tools to listen in on your team's tactical discussions.

CHEAP AS MICROCHIPS

THE CUSTOM insignia designer is great. It's a simple art program much like MS Paint. About 60 pieces of clipart are available and you can add your own text and colours.



You can spray the VT any colour you like. The game gives you a nickname depending on your favourite shade.



If you spot a VT bearing the Play:More logo it's probably Ben. Capture his Scareface II and you'll be able to use it too.

As you collect better VTs, the cockpit becomes brighter, has clearer dials and a bigger viewing screen.

Deciders look mean but can't take much abuse.

Bright green isn't the best camouflage in a city.

and everyone wants a profile that will make new players shudder with fear.

Being a novice player isn't at all fun, unless you stick to players at your own level. Optimatch helps with this, but it won't help you to learn the controller inside out. Neither will it assist you in unlocking the more powerful Vertical Tanks (VTs) that only high-ranked players can purchase. At least you can be sure of earning ranking points, whether you stand triumphant or end up as smelting material.

Having only three VTs to choose at the start does seem a little too restrictive, but that's where trading and capturing comes in. Drop into any chatroom and players will be willing to trade VTs that you can't normally use, including some that Capcom releases onto the servers as limited editions. There's also a market for second-hand equipment, saved action replays and custom insignia designs (see Cheap as Microchips, above). Capturing VTs is an evil technique where you deliberately shoot an enemy's legs off in battle. Their souped-up pride and joy then becomes yours to use or even sell back to your tearful victim.

All of these unique features create an unexpected MMORPG out of a graphically stunning mech warfare game. Most of the screens on this page are from Replay mode, the best way to appreciate the dirty but strangely alluring environmental effects. The VTs are also spectacularly designed, mind-boggling when you think that there are more than 30 to choose from. In-game, you're always confined to the cockpit view, but even this is intensely detailed and different for every single VT.

No matter how compelling, *Steel Battalion* does still have technical faults. The learning curve is absurdly steep (a good excuse to practise with the offline prequel), the interfaces are cumbersome and the servers are often laggy and unable to cope with five-on-five battles.

However, if you're looking for a game that truly makes the most of Xbox Live features then this is the most inventive to date. Teamwork on an epic scale and a simulation so realistic that you can almost smell the napalm makes this undeniably the greatest robot-fighting game of all time, albeit one you'll have to pay a premium for.

Don't forget to eject before you blow.

"A simulation so realistic that you can almost smell the napalm"

THE VERDICT

POWER
Graphically photorealistic. Makes the industrial look elegant and beautiful. Lighting is mesmerising.

STYLE
Menus aren't user-friendly, but the cockpits and VT exteriors are elaborately detailed and look ace.

IMMERSION
A fantastic simulation of futuristic warfare. The 40-button controller makes you feel like you're there.

LIFESPAN
New maps are released every week - the server chooses which ones you play. Plenty of longevity.

GOOD POINTS

- DEMANDS TEAMWORK
- REWARDS INDIVIDUAL ACHIEVEMENT
- TRADING VTS IS ENTERTAINING
- INSIGNIA TOOL

BAD POINTS

- EVIL LEARNING CURVE
- IT'S EXHAUSTING!

SUMMARY
The best robot game ever. *MechAssault* and *Phantom Crash* can't even compete. Good luck finding the controller, though.

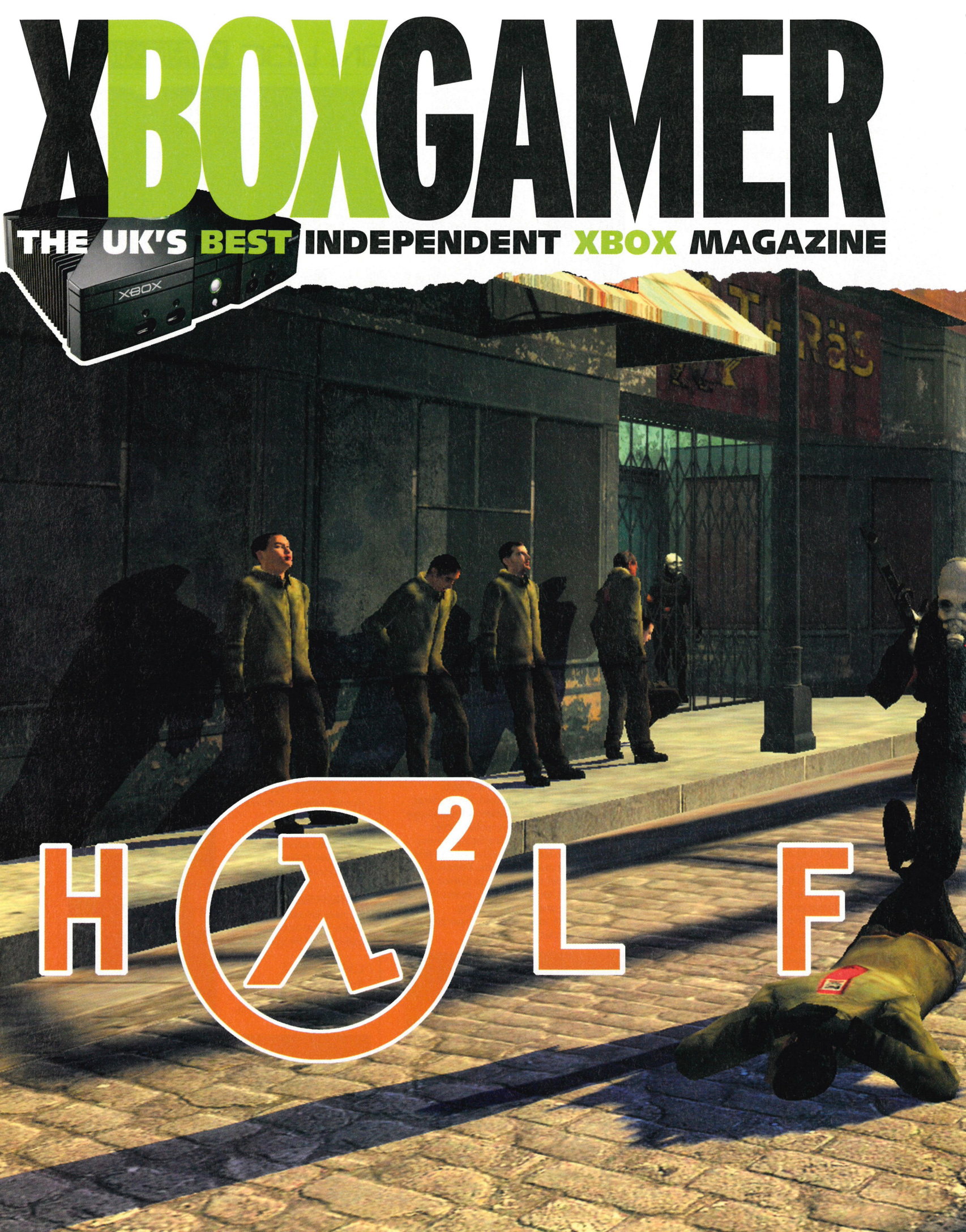
OFFICIAL XBOX MAGAZINE SCORE
9.0//10

PREVIOUSLY: Incoming - Issue 26
COMING SOON: Ben T taking lots of sickies to play this at home

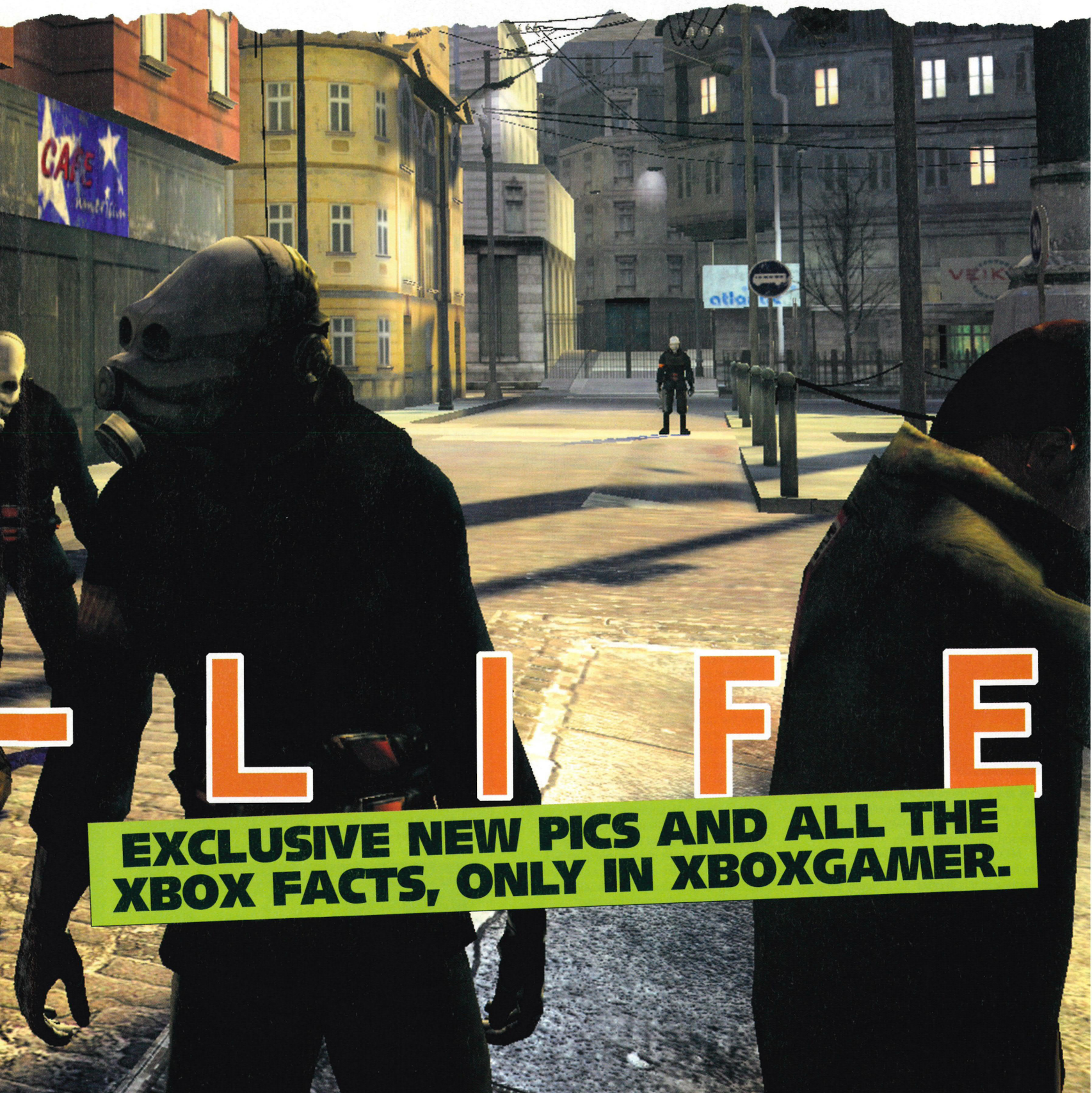
CHECK OUT: HTTP://SBC.PIPPIN.US/ FOR ALL THE LATEST FAN-BASED NEWS ON STEEL BATTALION. IT'S A BRILLIANT RESOURCE OF NEW INFO.

XBOX GAMER

THE UK'S BEST INDEPENDENT XBOX MAGAZINE

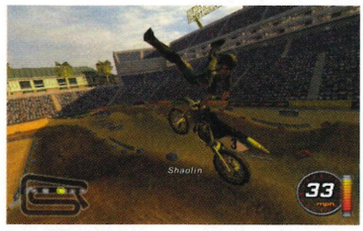


ISSUE 28 ON SALE THURSDAY APRIL 29 DO NOT MISS OUT!



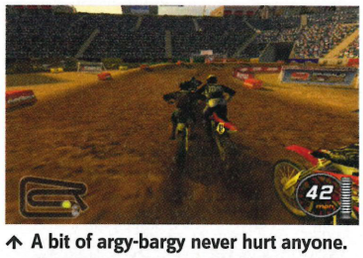
EXCLUSIVE NEW PICS AND ALL THE XBOX FACTS, ONLY IN XBOXGAMER.

↑ Things can get pretty tight on some tracks, so try and get out early and leave the competition trailing behind you.



↑ Pulling tricks makes you serious cash.

↑ Try to check behind you. It looks cool.



↑ A bit of argy-bargy never hurt anyone.

↑ Take the inside to gain advantages.

Like Tony Hawk but with scramblers. Yes, that good

MTX MOTOTRAX

WORDS: **BEN LAWRENCE**

GAME INFORMATION

DEVELOPER: **LEFTFIELD PRODUCTIONS**
PUBLISHER: **ACTIVISION**
RELEASE DATE: **OUT NOW**
PLAYERS: **1-7 XBOX LIVE**
WEBSITE: **WWW.LEFT.COM**

THE BRIEF

BECOME the best racer by entering tourneys across the globe and winning cash to fund your career.

HOW MANY swear words do you know? Think about it for a while, then write them all down in a list. You'll need them for reference purposes you see, because no other form of language will be needed when playing *MTX Mototrax*. First of all you'll be screaming your lungs raw with them, holding clumps of bloody hair in your fists, then you'll be screaming them with joy. "Well [insert expletive] me, I [insert expletive] did it!" you'll holler.

MTX Mototrax, starring Travis Pastrana (the Tony Hawk of scramblers if you will), is as frustrating as it is likeable. It's a muddy game of timing that requires as much knowledge of keeping rhythm as it does racing. You see, with *MTX* you're required to jump jumps, and ramp over ramps just as much as you're expected to be strangling the throttle. Badly time a jump and rather than sailing over it, you're likely to ram straight into its side. It's all very well going fast, but if your timing isn't 'sponsored by Accurist', you might just as well sit in the sidelines twiddling your thumbs. You have to pull back on the suspension (easily achieved by clicking back the A button) as you ride up a slope, then release it as you hit the apex. Often you descend into the approach of another jump so you're already popping the suspension again before you've landed. If you can't handle this, then that's it, bye bye. The AI racers hardly ever screw up, and so will overtake given any opportunity. This means you're often left playing a frantic game of catch-up that can become tediously frustrating. Nail it though, and you're a king, soaring through the sky, and riding the ripples like the boyfriend of a *Trisha* guest. It's exhilarating, and damn good fun.

Better still, *MTX* allows both Live play (up to seven players), and fully customisable tracks. With the simple track constructor, you just lay down the course, add the appropriate bumps, then give it a bash. You can even upload it and challenge your mates online. This adds a longevity to the game that puts it a nose ahead of its rivals. The gameplay itself, when stripped down to its essentials, is also that much better. The game looks the business, the bikes themselves handle brilliantly, and there's a beautiful sense of speed that graces even the most muddy sections of each course. In fact, there's little to dislike once you grasp the (nearly) insurmountable challenge of each undulation and hill. Except perhaps the nu-metal soundtrack from the likes of Slipknot that feels like you're having needles driven into your ears.

Turn the music down, pull on one of the many sponsor-splattered helmets, check your emails to see if you're being offered deals and extra cash, then go get the best bike money can buy you. You'll be needing all the help you can get if you're going to tame this beast of a game.

BONUS INFO

STALK THIS WAY
The training level is Travis Pastrana's house and grounds. If you wish to stalk him, buy this for the great recognisance opportunities it offers.

THE VERDICT

POWER
Sixty FPS, no slowdown, detailed courses, and blistering speed. Uses everything the Xbox has.

STYLE
Doesn't quite capture the sense of mototrax because it all looks too clean, but hell, it's a fine racer.

IMMERSION
Master those courses and you'll be climbing the career ladder like a window-cleaning spider.

LIFESPAN
Complete the careers, then there are 150 tricks to learn, clothes to unlock, freestyle tourneys to play...

GOOD POINTS
+ ACE SENSE OF SPEED
+ VERY REWARDING ONCE MASTERED
+ LOADS OF TRICKS

BAD POINTS
- IT'S HELL TO GET TO GRIPS WITH
- TOO FEW COURSES
- AWFUL SOUNDTRACK

SUMMARY
Better than many mototrax games, but one that will take its toll on your patience and better-natured self.

OFFICIAL XBOX MAGAZINE SCORE

8.1/10

PREVIOUSLY: Incoming - Issues 26 & 27
COMING SOON: Hints - Issue 30

XBOX JUNKIE?

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JAVA GAMES START TEXT WITH GAMEXS eg GAMEXS BEAT

POOL CHALLENGE

GRAB YOUR CUE AND CHALLENGE A MATE

KEYWORD: POOL

NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX10, GX20
MOTOROLA: T720i, V300, V525

BEAT THE DEALER

GET TO 21 AND DONT GO BUST WITH BLACKJACK

KEYWORD: BEAT

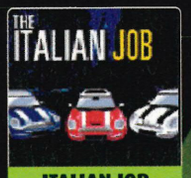
NOKIA: 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6310, 6610, 6650, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX10, GX20
SONY ERICSSON: T610

FRUIT MACHINE

ALL THE FUN OF A VEGAS SLOT MACHINE

KEYWORD: FRUITX

NOKIA: 3100, 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6220, 6600, 6610, 6800, 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10
SIEMENS: M50, MT50, C55, S55
SONY ERICSSON: T610
MOTOROLA: T720, T720i

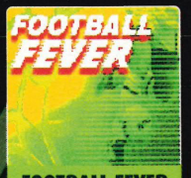


ITALIAN JOB

I ONLY TOLD YOU TO BLOW THE DOORS OFF!

KEYWORD: JOB

NOKIA: 3100, 3200, 3300, 3650, 5100, 6100, 6220, 6600, 6610, 6800, 7210, 7250, 7250i, 7650, N-GAGE
SHARP: GX-10
MOTOROLA: T720, 720i



FOOTBALL FEVER

SHIN PADS AND STUDS AT THE READY

KEYWORD: FEVER

NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6600, 6610, 6800, 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE

POO RAIN

AVOID THE POO RAIN OR YOU'LL END UP DEAD & SMELLY!

KEYWORD: POO

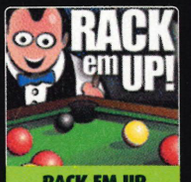
NOKIA: 3100, 3200, 3300, 3510i, 3650,5100, 6100, 6220, 6310i, 6610, 6800, 6820, 7200,7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10
SIEMENS: M50

SUMMER GAMES

CHALLENGE ATHLETES & IMPROVE UR PERSONAL BEST

KEYWORD: SUMMER

NOKIA: 3100, 3200, 3300, 3410, 3510i ,3650, 5100, 6100, 6220, 6310i , 6610, 6800, 7210, 7250, 7250i, 7650, N-GAGE
SIEMENS: M50, MT50, C55, S55, SL55



RACK EM UP

THE BEST POOL GAME AVAILABLE FOR UR MOBILE

KEYWORD: RACKX

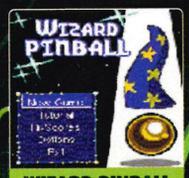
NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6610, 6650, 6800, 6820, 7200, 7210, 7250, 7250 i, 7650, 8910i, N-GAGE
SHARP: GX-10, GX-20
MOTOROLA: T720/720i

RED DWARF

SHOOT EVERYTHING THAT MOVES TO DEFEAT THE SIMULANTS

KEYWORD: REDDWARF

NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6610, 7210, 7250, 7250i, 7650, N-GAGE
SHARP: GX-10
MOTOROLA: T720/720i
SIEMENS: S55



WIZARD PINBALL

FULLY FEATURED PINBALL, GOT YOUR FLIPPERS READY?

KEYWORD: WPINBALL

NOKIA: 3100, 3200, 3300, 3410, 3510i, 5100, 6100, 6220, 6610, 6800, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10
SIEMENS: S55, SL55, M55, MC60, M50, MT50
MOTOROLA: T720/720i

PHANTOM EAGLE

PROTECT EARTH & DESTROY ALIENS WITH YOUR LASER BEAMS

KEYWORD: EAGLE

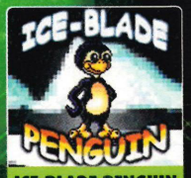
NOKIA: 3100, 3200, 3300, 3510i, 3650,5100, 6100, 6220, 6610, 6800, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SIEMENS: M50, MT50, C55

DINO BOWLING

GO BOWLING WITH THE DINOSAURS

KEYWORD: DINO

NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6610, 6800, 6820, 6310i 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10
SIEMENS: M50



ICE BLADE PENGUIN

HELP ICE BLADE RESCUE HIS KIDNAPPED SWEETHEART

KEYWORD: ICE

NOKIA: 3100, 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6220, 6310i 6610, 6800, 6820, 6820, 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10, GX-20
SIEMENS: M50, MT50, C55, S55
MOTOROLA: T720, T720i, V525, V300

DEMON'S TREASURE

OUTSMART THE DEMON & CAPTURE THE TREASURE

KEYWORD: DEMONX

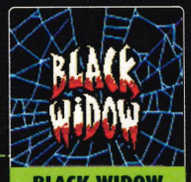
NOKIA: 3100, 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6220, 6310i, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7650, N-GAGE
SHARP: GX-10
SIEMENS: M50, MT50, C55, S55
MOTOROLA: T720/720i

HELL'S PIT

RESCUE THE TREASURE FROM THE MOUNTAIN PIT

KEYWORD: PITX

NOKIA: 3100, 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6310i, 6610, 6800, 7210,7250,7250i, 7650, N-GAGE
SHARP: GX-10, GX-20
SIEMENS: M50, MT50, C55, S55
MOTOROLA: T720, T720i, V525, V300
SONY ERICSSON: T610
SAMSUNG: SGH 300



BLACK WIDOW

ARE YOU FAST & CUNNING ENOUGH TO AVOID THE NOTORIOUS BLACK WIDOW

KEYWORD: WIDOW

NOKIA: 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6310i, 6610, 6800, 7210, 7250, 7250i, 7650, N-GAGE
SHARP: GX-10
SIEMENS: M50, MT50, C55, S55
MOTOROLA: T720/720i

TOP WALLPAPERS START TEXT WITH PAPERXS 50p*

DOPEX

TARGET

HUNGLIKE

SEXYLADY

GHOST

MADCOW

GRAFFITI1

GREMLIN

STARSKY

PAMX

CHRISTINA2

BRITNEY2

JORDANX

SEXY4

FOOTBALL4

ANGELINA1

TOP TUNES! START TEXT WITH TONEXS OR POLYXS

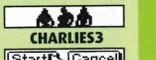
CHART TUNES 30p*	TONEXS	POLYXS 50p*
USHER FEATURING LUDACRIS - YEAH	YEAH	YEAH
THE DARKNESS - LOVE IS ONLY A FEELING	LOVEIS	LOVEIS
BLUE - BREATHE EASY	BREATHEEASY	BREATHEEASY
DJ CASPER - CHA CHA SLIDE	CHA	CHA
BRITNEY SPEARS - TOXIC	TOXICX	TOXICX
ANASTACIA - LEFT OUTSIDE ALONE	LEFTOUT	LEFTOUT
WILL YOUNG - YOUR GAME	YOURGAME	YOURGAME
N*E*R*D - SHE WANTS TO MOVE	SHEWANTSTO	SHEWANTSTO
ENRIQUE IGLESIAS - NOT IN LOVE	NOTINLOVE	NOTINLOVE
OUTKAST - THE WAY YOU MOVE	THEWAYYOU	THEWAYYOU
JAMELIA - THANK YOU	THANKYOU2	THANKYOU2
SUGABABES - IN THE MIDDLE	INTHEMIDDLE	INTHEMIDDLE
PETER ANDRE - MYSTERIOUS GIRL	MYSTERIOUS	MYSTERIOUS
JENNIFER LOPEZ - BABY I LOVE YOU	BABYILOVE	BABYILOVE
BLACK EYED PEAS - HEY MAMA	HEYX	HEYX
KANYE WEST - THROUGH THE WIRE	THROUGHTHE	THROUGHTHE
TV/FILM THEMES START TEXT WITH	**TONEXS**	**POLYXS**
A-TEAM THEME TUNE	ATEAM	ATEAM
FRIENDS THEME TUNE	FRIENDS	FRIENDS
JAMES BOND THEME TUNE	BOND	BOND
MISSION IMPOSSIBLE	MISSION	MISSION
ROCKY THEME TUNE	ROCKY	ROCKY
SIMPSONS THEME TUNE	SIMPSONS	SIMPSONS
STARSKY & HUTCH	STARSKY	STARSKY

LOGOS START TEXT WITH LOGOXS 30p*

HULK1

HULK3

MIB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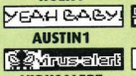

AUSTIN1

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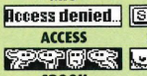
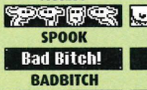


ACCESS

STARTCANCEL

VIRUSALERT

ALIEN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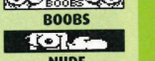


BOOBS

MONKEY

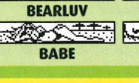
NOFEAR

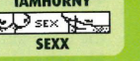
BADBITCH

NUDE

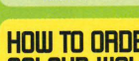
SPERM10

ENGLAND2


BEARLUV

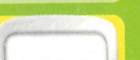


IAMHORNY


HAPPY

PSTAR

BABE



SEXX

HOW TO ORDER YOUR TONES, LOGOS, COLOUR WALLPAPERS & GAMES

1. Start a text and write **TONEXS** or **POLYXS** or **LOGOXS** or **PAPERXS** or **GAMEXS** followed by a **SPACE** and then the **KEYWORD** of your choice. eg. **TONEXS CHA, POLYXS CHA, LOGOXS SEXX, PAPERXS TARGET or GAMEXS JOB**
2. Send the text to **8007** & zed will text you back your product / link shortly.

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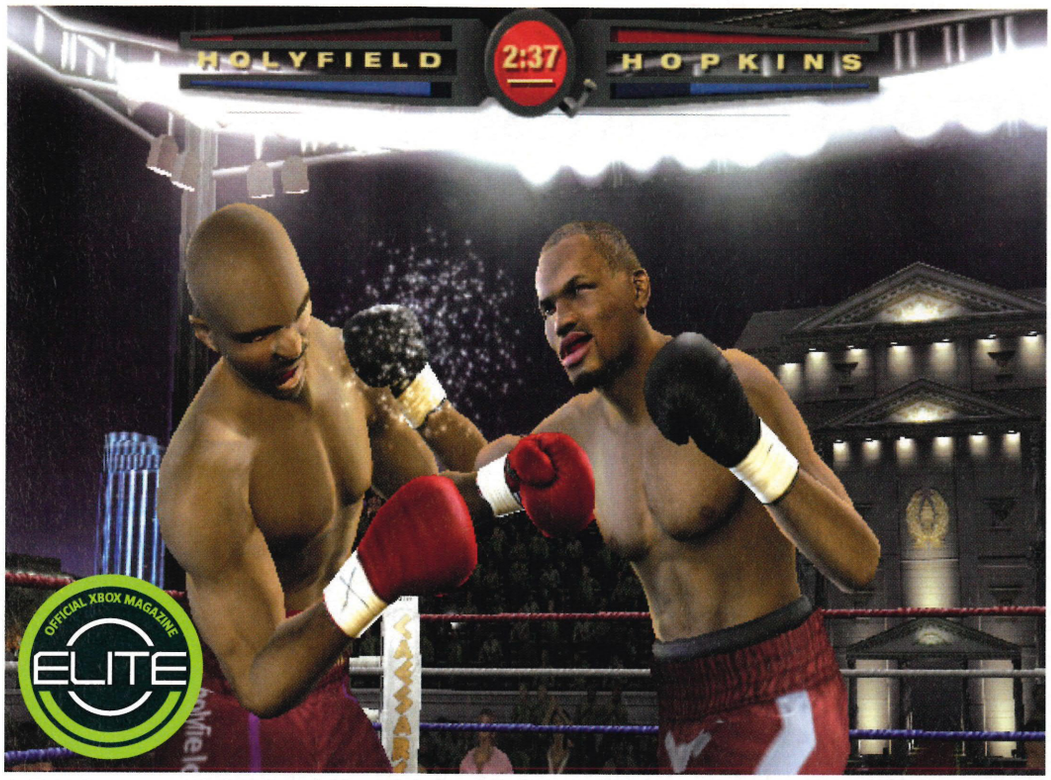
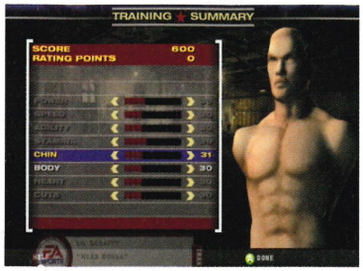


↑ Every time you smack them in their kisser, their face with distort and bruise accordingly. We like. We like a lot.



↑ Earn points to build your strength.

↑ Our custom boxer. Handsome...

↑ ...he's not very good at boxing though.

Ready for a little punch drunk love?

FIGHT NIGHT 2004

WORDS: **BEN LAWRENCE**

GAME INFORMATION

DEVELOPER: **EA CANADA**
PUBLISHER: **EA**
RELEASE DATE: **30 APRIL 2004**
PLAYERS: **1-2**
WEBSITE: **WWW.EASPORTS.COM**

THE BRIEF

WORK your way up the boxing career ladder and shed plenty of sweat without any button bashing.

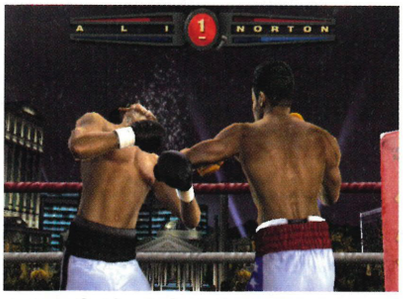
SOMETIMES AN idea comes along that is so simple in design, yet so blindingly obvious, that people slap themselves on the forehead and wonder why they never invented it. Imagine the first time someone injected jam into a doughnut, or marvelled at the open-top double decker bus. Moments of life-enhancing ecstasy, we're sure you'd agree.

How about this... a boxing game that isn't about button bashing. A game where you don't succeed by your ability to hammer the A button into next week, but where real moves are matched by real skill and real force. It's all about the analogue sticks. The harder you move them, the harder the punch. The direction you swing them translates to the direction of your punches. This is the gaming equivalent of the first time jam found its home in deep-fried batter. Genius.

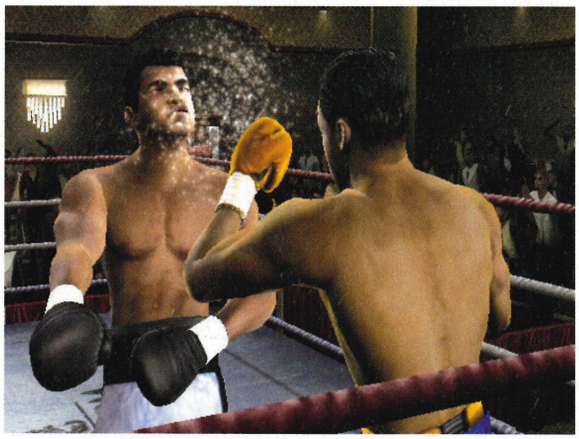
With the Left stick, you control the basic movements of your boxer. Pushing directly up will move him towards his opponent, directly down and he'll retreat. Swivel the stick and he'll weave away from punches, and bob. Easy peasy. The Right stick is where you'll find most of the action, so equip yourself with a sturdy pad. Moving it diagonally up to the right creates a right hand jab. Diagonally up to the left, you've got a handy left hand jab. Straight out to the right then up, and you swing a right hook. You'll get a left hook if you do the same in the other direction. Pull the stick straight down and swing it fully up to either the left or right for an uppercut in whatever direction you specify. For body punches you repeat the process only with the Left trigger pulled in. And that's it.

We know that paragraph may have sounded more like a manual than a review, but just think about those punches for a moment. They are so simple, and so masterly, they shout 'buy me' even before we've talked about the rest of the game. And that almost speaks for itself anyway.

Graphically there is very little to pick over. The game is glossy to the point of being slippery, and is textured with a depth that complements the controls. Thirty-two prize fighters are listed along with a pick 'n' mix of fictional grunts and the customary 'create a boxer with a comedy blue afro' option. As you progress



↑ Now that has to hurt. Ouch.

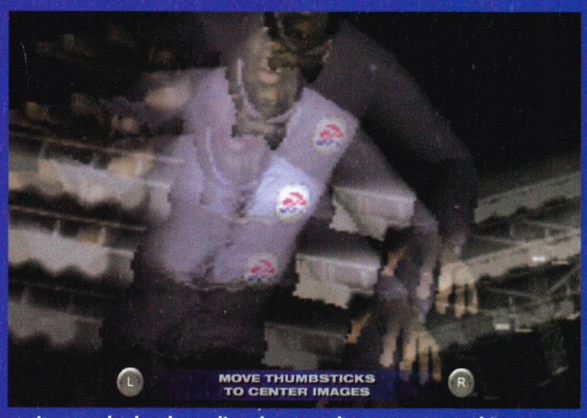


↑ Even Ali will find himself taking a wallop or two.

SPLITTING HEADACHE?

The art of getting up from the canvas

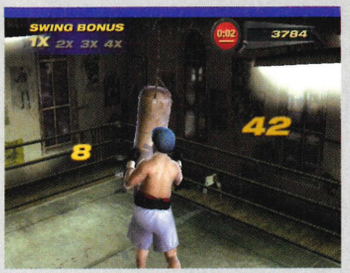
IF YOU GET KNOCKED out, instead of button bashing to regain your strength, you have to align the referee's badges so they merge into one by using both sticks. The more you get knocked down, the harder they become to line up. Another stroke of genius.



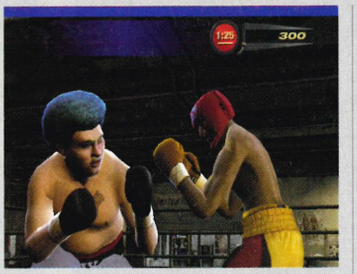
↑ It gets a lot harder to line these up the more you get hit.

LET'S GET PHYSICAL >> Breaking a sweat in the name of glory

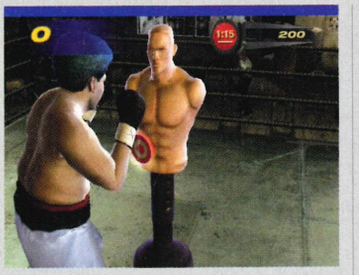
ALTHOUGH YOU CAN auto train and earn four power-up points every go, you can choose to manually train and gamble. Sometimes you come away with more points, sometimes less, but the harder you practice, the better you'll become. Be warned though, some parts can be very hard.



PUNCHBAG Easy as pie. Just wallop the bag with everything you've got and you will be rewarded more than the usual four points.
Difficulty ★ out of ★★★★★



SPARRING Another easy one. Much like the punchbag, but this time there's blood. Go for it again and don't stop until the timer does.
Difficulty ★ out of ★★★★★



TARGET PUNCHING Hit targets on the dummy. Difficult, as they move quickly and can lose you training points (which build up your resistance to punches).
Difficulty ★★★ out of ★★★★★

SPARRING PADS Your trainer is a swine and hitting enough pads to gain points is a nightmare for the novice boxer. You could lose serious points here.
Difficulty ★★★★ out of ★★★★★

BONUS INFO

>> ON ME HEAD
Pressing the Black button will perform a signature move that knocks a lot of energy off your opponents but leaves you open for attack. Use the White button for a sly headbutt if you're feeling naughty.

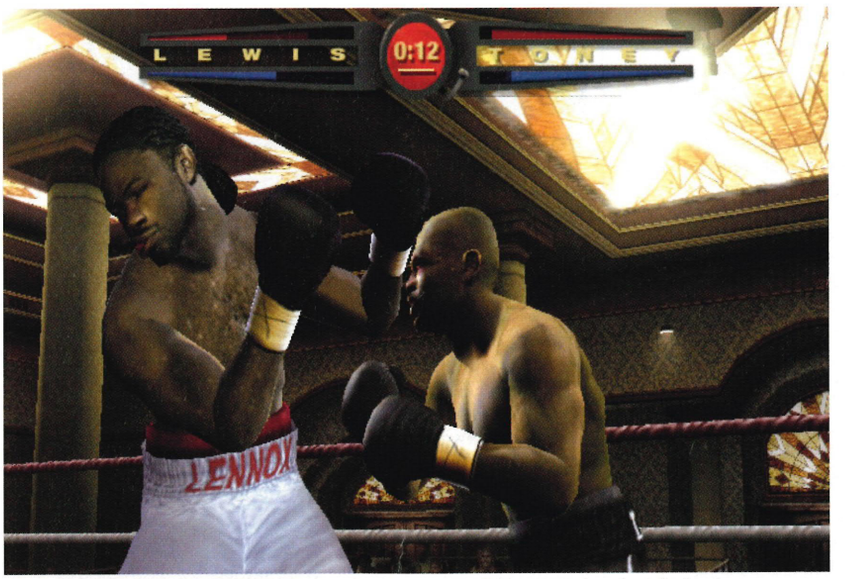
"Graphically, the game is glossy to the point of being slippery, and the depth complements the controls"

>> through your career you'll earn money to buy better equipment, a sexier entourage, lighting, pyrotechnics, even fanfares.

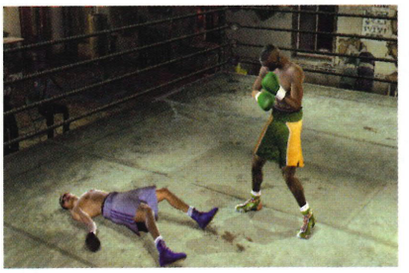
But it's a slog getting to the pinnacle of your career. You'll hit the canvas long before you hit your stride and find a set of moves that works. Nail it and you'll open up the flaws in the AI. Your opponents leave themselves open to blows that they should second guess, allowing you to target exposed areas, purposely walloping open cuts, affecting their vision and therefore their ability to land solid punches accurately. Beware though, the same applies to you, so avoid fistfuls of glove in a single place.

Once you do bring someone down, rather than a pre-animated KO sequence kicking in, everything happens in real time. The rag doll physics fire up and, depending on where you hit them, they crumple, jelly-legged, to the canvas. It's wholly satisfying to say the least.

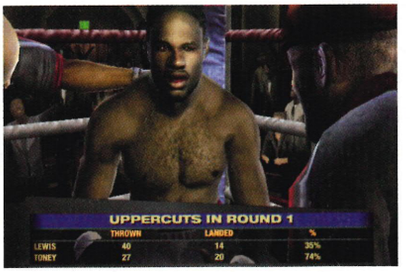
There is little criticism we can level at *Fight Night 2004* other than it may not appeal to everyone, and you may find yourself falling into the same patterns of boxing. Besides these factors though, the game is such a face-pummelling innovation you would happily let it beat you into a pulp. It looks like honey, plays like a pounding prodigy, and will leave your thumbs stiff from exertion. Great stuff.



↑ Lennox is a tough cookie - he'll come back from more than just a handy right hook.



↑ This is where all opponents belong.



↑ Between rounds you'll get mopped up.

XBOX THE VERDICT

POWER
Heavyweight muscle that drinks up the Xbox's power with its glorious sheen and spectacle.

STYLE
Floats like a butterfly, stings like a particularly aggressive bee in boxing gloves.

IMMERSION
You feel every crunch and regret every wasted punch. You'll will your boxer to the top of his game.

LIFESPAN
Yonks. Even in easy, getting to rank first will be hard work. Plus tons of replay value when mates join in.

GOOD POINTS
+ GROUNDBREAKING CONTROL SYSTEM
+ LOADS OF BOXERS
+ LIFELIKE FIGHTERS

BAD POINTS
- LIMITED APPEAL
- MOVES BECOME WEARY AFTER A WHILE
- AI NEEDS BULKING UP

SUMMARY
An absorbing, sweat-drenched title that strives to be the best it can. It succeeds, thanks to great controls and dazzling graphics.

OFFICIAL XBOX MAGAZINE SCORE
8.5/10

>> **PREVIOUSLY:** Incoming - Issues 27 & 28
>> **COMING SOON:** Hints - Issue 30

KISSING CANVAS: THE MOST KO'S IN A MAJOR COMPETITION WERE BY BOXER ARCHIE MOORE WHO KNOCKED DOWN A RECORD 145 MEN.

↑ Crush your enemies, see them driven before you, and hear the lamentation of the women!

↑ Dodge savage traps in the temple.

↑ Conan even visits a bustling port.

↑ Crush them like the bugs they are.

↑ Infiltrate the Vulture cult's palace.

In this savage land, steel is your only friend

CONAN

WORDS: **BEN TALBOT**

GAME INFORMATION

DEVELOPER: CAULDRON
PUBLISHER: TDK
RELEASE DATE: OUT NOW
PLAYERS: 1, 1-8 XBOX LIVE
WEBSITE: WWW.TDK-MEDIACTIVE.COM

» THE BRIEF

AVENGE the death of your family and travel Hyboria slaying thousands of enemies.

WHO WOULDN'T give up everything they had to become a barbarian? As the 1982 film proclaimed, there's something about the elegance found in violence, the peace of walking without fear and the spirit to look into the face of god before he comes for you.

While *Conan*'s Xbox adventure isn't technically brilliant, it manages to place you firmly in his camel-skin boots through brutal bloodletting, flashy swordplay and entertainingly cheesy dialogue.

You'd have thought the bad guys would have learned not to mess with Conan's family, but this adventure begins with their massacre by a Vulture cult. Vowing revenge, our hero searches for three ancient artefacts that can give the Vultures a magical plucking.

In the hack 'n' slash tradition, you walk from room to room while notching up a body count worthy of a Schwarzenegger flick. What lifts this above fare like *Enclave* (Issue 06, 5.8) and *Gladiator* (Issue 23, 6.7) is that the range of killing techniques is impressively high while still fun and engaging to learn.

Experience points are earned for killing enemies, letting you unlock around 60 special moves. Each attack also has three levels of accuracy and damage to attain. Some of the high-level combos are excellent fun. In one sequence, Conan punches his foe in the face before lifting him up and slamming him down on the cold, unforgiving earth. There are even double-takes from the *Conan* movie, including breaking a foe's helmet with the hilt of your sword and swinging the mighty blade around as a hurricane of steel.

Another incentive to play through is that the levels are graphically varied and often very pretty, albeit they're mostly A to B affairs with few side-routes to explore.

Consistent use of bumpmapping makes the textures look gorgeous and soft-body effects make undergrowth writhe to life as you push through. Sadly, the heroes and villains don't look anywhere near as impressive. The nubile princess's face resembles Bernard Manning while Conan fares only slightly better.

The real-time camera is another unwelcome distraction. While it's often helpful to have a camera that follows you, this one often obscures your view by getting stuck behind walls. There's also the frustrating problem that running into the camera reverses the directions on your movement stick. Jump animations are also slightly glitched.

Overall though, there's more high adventure than abject boredom, making *Conan* a decent hack 'n' slash. Ask yourself this: what other game lets you punch a camel in the face? By Crom, it's worth it.

» BONUS INFO

» BY CROM'S WILL
There's a fun 2-8 player deathmatch mode for System Link or Xbox Live where everyone piles into an arena and hacks each other to bits.

THE VERDICT

POWER
Nothing new graphically but uses bumpmapping and soft body well. Lighting effects are punchy.

STYLE
The music, partly lifted from the film, is ace. The rousing orchestral score sets the mood for mayhem.

IMMERSION
New moves and varied locations keep your interest; a dodgy camera and glitchy jumping test it.

LIFESPAN
Takes a just above average 12 hours to finish but the Xbox Live modes add extra play.

GOOD POINTS
+ ROUSING MUSIC
+ SPECIAL MOVES
+ VARIED LEVELS
+ PUNCHING CAMELS

BAD POINTS
- UGLY CHARACTERS
- GLITCHY JUMPING
- STUPID STORY
- BAD CAMERA

SUMMARY
More good than bad. One of the better hack 'n' slash entries on Xbox, thanks to cool use of the *Conan* licence.

OFFICIAL XBOX MAGAZINE SCORE

7.7 // 10

» PREVIOUSLY: Playable Demo - Issue 28
» COMING SOON: Hints - Issue 30

SCREEN SAVER

XBP50046

Compatible phones

Nokia 6100,Nokia 6610,Nokia 7210,Nokia 7250,Nokia 7250i, Nokia 3650,Nokia3660,Nokia 3300,Nokai Ngage,Nokia 6600, Nokia 3100,Nokia 3200,Nokia 3510i,Nokia 5100,Nokia 6220, Nokia 6820,Motorola T720i,Motorola T720,MotorolaV525, Motorola V500,Motorola V600,Motorola C550,Motorola E365, Motorola C350,Samsung S300,Samsung V200,Samsung E700, Samsung E710,SamsungX600,Samsung X100,Ericsson T610, Ericsson T630,Ericsson Z200,Ericsson Z600,Ericsson P800, Ericsson P900,Siemens SL55,Siemens C62,Siemens MC60, Sharp GX10i,Sharp GX10,Sharp Gx20

PICTURE MESSAGES

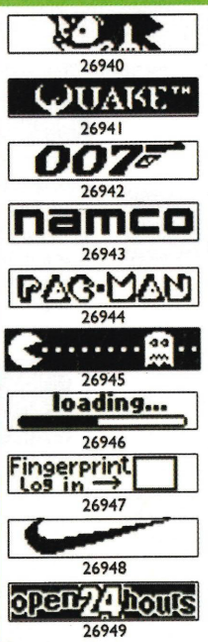
87210 87211 87212 87213 87214

87215 87216 87217 87218 87219

RINGTONES

		POLY	MONO
HITS			
LMCvU2	*Take Me To The Clouds Above*	XBP70889	47600
Kelis	*Milkshake*	XBP70059	47601
Outkast	*Hey Ya*	XBP74403	47602
Black Eyed Peas	*Where Is The Love*	XBP79667	47603
Beyonce Knowles	*Crazy In Love*	XBP79237	47604
Evanescence	*Bring Me To Life*	XBP79119	47605
Coldplay	*Clocks*	XBP78160	47606
White Stripes	*Seven Nation Army*	XBP78921	47607
Kylie	*Slow*	XBP75079	47608
Black Eyed Peas	*Shut Up*	XBP75957	47609
CLUBBING			
XTM	*Fly on the Wings of Love*	XBP79164	47610
Bhangra Knights	*Husan*	XBP79039	47611
UD Project	*Summer Jam*	XBP72358	47612
Benni Bennassi	*Satisfaction*	XBP79255	47613
Love Inc	*You're A Superstar*	XBP77432	47614
Ganga Kru	*Super Sharp Shooter*	XBP72859	47615
Ultrabeat	*Pretty Green Eyes*	XBP79790	47616
Kylie	*Can't Get You Out of my Head*	XBP74005	47617
INDIE			
Franz Ferdinand	*Take Me Out*	XBP70551	47633
Blur	*Song 2*	XBP70690	47634
Oasis	*Little by Little*	XBP77021	47635
Radiohead	*There There*	XBP79158	47636
The Music	*The Truth Is*	XBP78112	47637
Good Charlotte	*Lifestyles Of The Rich And Famous*	XBP77943	47638
The Strokes	*12:51*	XBP73219	47639
The Coral	*Pass It On*	XBP79417	47640
MOVIES			
Mission Impossible		XBP70111	47641
James Bond		XBP70340	47642
Exorcist		XBP70055	47643
Great Escape		XBP70092	47644
Pulp Fiction		XBP76877	47645
Rocky		XBP70561	47646
The Godfather		XBP70291	47647
Austin Powers		XBP70321	47648
Deliverance	*Duelling Banjos*	XBP70711	47649
TV			
Starsky+Hutch		XBP76868	47653
Danger Mouse		XBP76368	47654
Top Cat		XBP70380	47655
Monty Python		XBP73225	47656
Muppets		XBP70114	47657
Only Fools+Horses		XBP70117	47658
Banana Splits		XBP76355	47659
Scooby Doo		XBP70123	47660
Hip Hop			
Obie Trice	*Got Some Teeth*	XBP74137	47667
R Kelly	*Ignition*	XBP79043	47668
Jay Z+Pharrell	*Excuse Me Miss*	XBP79011	47669
Busta+Mariah	*I Know What You Want*	XBP79117	47670
DMX	*Where the Hood at*	XBP72774	47671
50 Cent	*PIMP*	XBP70566	47672
50 Cent	*In Da Club*	XBP77949	47673
Eminem	*Cleaning Out My Closet*	XBP76327	47674
Puff Daddy	*Missing U*	XBP77638	47675
Eminem	*Lose Yourself*	XBP77915	47676
50 Cent	*21 Questions*	XBP79236	47677
Eminem	*Without Me*	XBP75782	47678
DMX	*X Gonna Give it to Ya*	XBP79012	47679

LOGOS



26940 26941 26942 26943 26944 26945 26946 26947 26948 26949

JAVA GAMES

Prince of Persia Sands of Time®

Category: Adventure/Fight

Master the sands or be buried!!

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Phone Model	Game Code
Nokia 3100	XBGG 8110
Nokia 3300	XBGG 2781
Nokia 3510i	XBGG 7159
Nokia 3650	XBGG 2767
Nokia 5100	XBGG 2140
Nokia 7210	XBGG 4463
Nokia 7250	XBGG 9772
Nokia 7650	XBGG 4095
Nokia 6100	XBGG 8160
Nokia 6610	XBGG 8184
Nokia 6800	XBGG 5152
Nokia N-Gage	XBGG 5286
Sagem My V-65	XBGG 6269
Sharp GX10	XBGG 2103
Sharp GX20	XBGG 5131

Rayman 3

Category: Platform

Discover the zany universe of Rayman 3 on your mobile phone!

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Phone Model	Game Code
Nokia 310	XBGG 3777
Nokia 3300	XBGG 9805
Nokia 3510i	XBGG 3062
Nokia 3650	XBGG 7451
Nokia 5100	XBGG 3926
Nokia 6100	XBGG 5154
Nokia 6610	XBGG 7256
Nokia 6800	XBGG 8175
Nokia 7210	XBGG 8339
Nokia 7250	XBGG 1700
Nokia 7650	XBGG 3970
Nokia N-Gage	XBGG 5084
Sharp GX10	XBGG 5951

XIII

Category: Action / Shooter

Will you penetrate the mystery?

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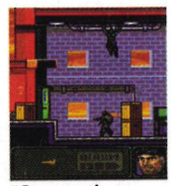
Phone Model	Game Code
Nokia 3100	XBGG 2431
Nokia 3300	XBGG 2112
Nokia 3510i	XBGG 2953
Nokia 3650	XBGG 2331
Nokia 5100	XBGG 3410
Nokia 6100	XBGG 4183
Nokia 6610	XBGG 8415
Nokia 7210	XBGG 4041
Nokia 7250	XBGG 9985
Nokia 7650	XBGG 3562
Nokia N-Gage	XBGG 4068
Sagem My V-65	XBGG 2948
Sharp GX-10	XBGG 6384
Sharp GX-20	XBGG 2009



TOM CLANCYS SPLINTER CELL

Category: Action

"Sent where no one else can go to do what no one else can do"

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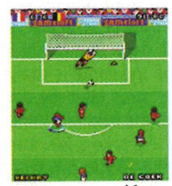
Phone Model	Game Code
Motorola T720	XBGG 7845
Nokia 3100	XBGG 6473
Nokia 3300	XBGG 7054
Nokia 3410	XBGG 8679
Nokia 3510I	XBGG 3220
Nokia 3650	XBGG 4335
Nokia 5100	XBGG 8727
Nokia 6100	XBGG 2427
Nokia 6610	XBGG 2166
Nokia 6800	XBGG 4720
Nokia 7210	XBGG 5018
Nokia 7250	XBGG 7724
Nokia 7650	XBGG 2670
Nokia N-Gage	XBGG 9766
Siemans M55	XBGG 2370
Siemans S55	XBGG 4617



MARCEL DESAILLY PRO SOCCER

Category: Soccer game

Pit yourself against the best teams in the world and carry off the Cup and the Championship!

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Phone Model	Game Code
Nokia 3100	XBGG 4692
Nokia 3300	XBGG 2531
Nokia 3410	XBGG 6533
Nokia 3510i	XBGG 6793
Nokia 3650	XBGG 2367
Nokia 5100	XBGG 3758
Nokia 6100	XBGG 8003
Nokia 6610	XBGG 1844
Nokia 6800	XBGG 6298
Nokia 7210	XBGG 5002
Nokia 7250	XBGG 8985
Nokia 7650	XBGG 5749
Nokia N-Gage	XBGG 7357

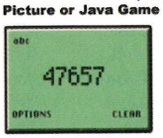
CLASSIC GAME TONES

Batman Returns	XBP 77129
Castlevania 4	XBP 77509
Desert Strike	XBP 77740
Donkey Kong Country	XBP 77751
Final Fantasy 7	XBP 77887
Killer Instincts	XBP 78368
Mega Man X	XBP 77936
Ridge Racer	XBP 77972
Sim City	XBP 78298
Sonic The Hedgehog	XBP 78233
Street Fighter	XBP 78317
Super Mario Cart	XBP 77913
Super Mario World	XBP 78293
Tekken 2	XBP 78373
Zelda - A Link To The Past	XBP 77910
Worms 3D	XBP 71691
Total Club Manager 2004 version 2	XBP 71689
Total Club Manager 2004 version 1	XBP 71688
Tiger woods PGA Tour 2004 Version 1	XBP 71687
Pro Evolution Soccer 2 Version 1	XBP 71686
Pro Evolution Soccer 2	XBP 71685
Grand Theft Auto	XBP 71683
Getaway	XBP 71682
Fifa Football 2004 Version 3	XBP 71680
Fifa Football 2004 Version 2	XBP 71643
Fifa Football 2004 Version 1	XBP 71641

TO ORDER BY TEXT

(All products are available on selected phones please check Terms and conditions for compatibility)

To Order a Mono Tone, Logo, Picture or Java Game



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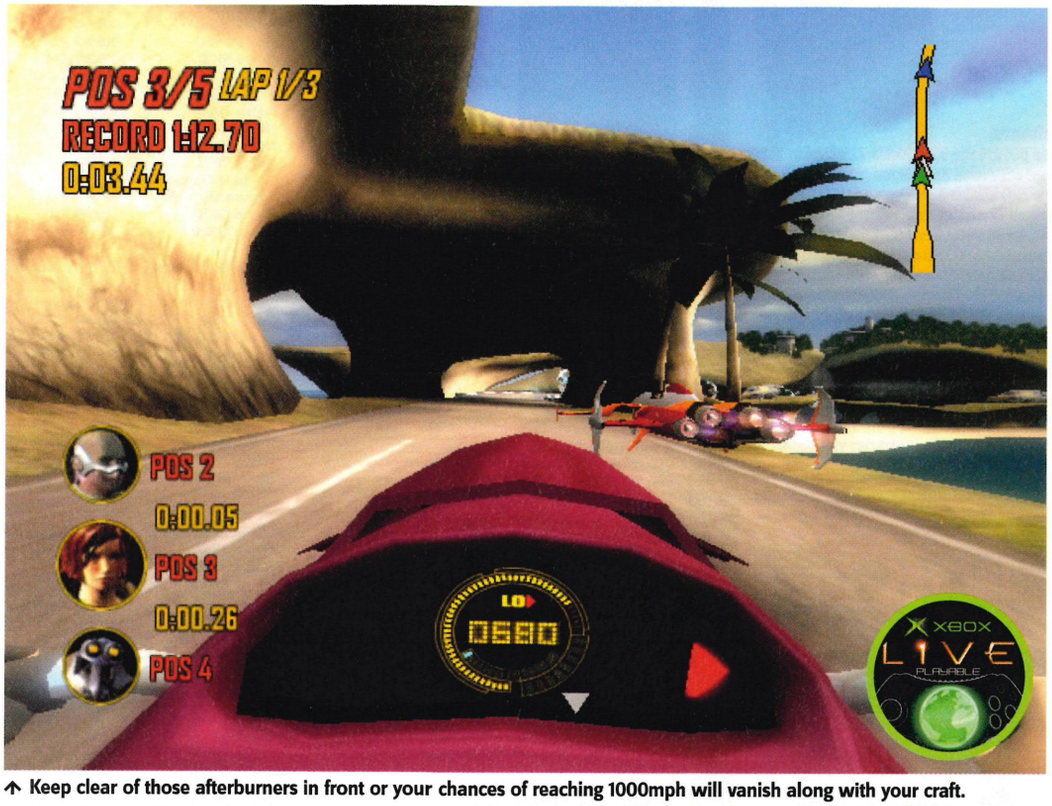
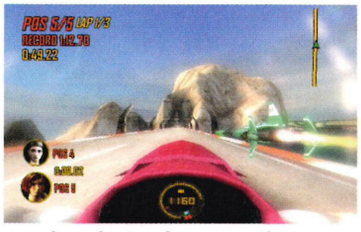


↑ Keep clear of those afterburners in front or your chances of reaching 1000mph will vanish along with your craft.

↑ Press Y to repair before this happens.

↑ A good view for average pilots...



↑ ...the only view for expert pilots.

↑ Boost when coming out of corners.

So fast it'll give you a nosebleed yesterday

POWERDROME

WORDS: **GAVIN OGDEN**

GAME INFORMATION

- DEVELOPER: **ARGONAUT**
- PUBLISHER: **EVOLVED GAMES**
- RELEASE DATE: **MAY 2004**
- PLAYERS: **1-4 SPLIT-SCREEN, 1-12 XBOX LIVE, SYSTEM LINK**
- WEBSITE: **N/A**

THE BRIEF

AMAZINGLY fast futuristic racer that supports all mod cons. Makes *WipEout* look like go-carting.

WE'RE NOT short of a racing game or ten on Xbox but, when it comes to lightning-fast futuristic racing, the pickings have been slim to say the least. In fact, apart from *Quantum Redshift* (Issue 09, 8.0) there's been nothing else at all to match those insane and ludicrous speeds. The travesty that was *Pulse Racer* (Issue 15, 1.9) doesn't even nearly count.

But Xbox is well and truly back on the multi-miles-per-hour map with *Powerdrome*. Not bad considering it was touch and go for a while whether the game would be released at all! But a finished version landed on our desks just in time for this issue's deadline. And after just a couple of laps around the first track, we knew we were on to something special.

This is the fastest game we've ever played! And it's as controllable as it is furiously fast! At speeds of well over 1000mph with the screen shaking like an alcoholic, it's well within anyone's reach to have a blast. The moment you hit the gas on the grid and your craft hovers up into position, you immediately know you're in for one hell of a ride. The closest experience would be to strap yourself headfirst onto a tomahawk missile with a joystick in your hands and launch down the Cresta Run.

Overall the game is straightforward. Completing races (and the odd objective that comes with the odd race) unlocks the next set and so on. It'll take a few attempts to learn each track's layout so you can take the hairpin bends at top speed. But once you're there, it's like you're using the Force. You've already begun turning before there's any sign of a bend coming up. Remember, you are going faster than the speed of light here.

On Xbox Live though, it's a different story. One thing we've lacked is an online futuristic racer, but that's about to change. Up to 12 players can fight the G-forces together across all the tracks from the single-player game. Multiplayer modes include System Link sessions too. *Powerdrome* has set the new standard for futuristic racers. Nothing goes faster or makes you want to throw up as much – definitely *not* one for popping in your Xbox after a hard night down the pub.

↑ Ready those brakes for the U-turn ahead.

BONUS INFO

BOOST BURN

Every section you successfully complete earns you a boost. While directly in front of a rival racer, use these boosts to obliterate their ship.

THE VERDICT

POWER
Pushes the speed of racing to its physical limit. Tracks looks brilliant and the speeds are insane.

STYLE
Slick and straightforward to get into. The shaking of the screen works great at top speeds.

IMMERSION
It's *sooo* fast you won't dare blink or take your eyes of the screen in case of missing vital turns.

LIFESPAN
Single-player is challenging enough to keep you going, but it'll become eternal over Xbox Live.

GOOD POINTS

+ INCREDIBLE SENSE OF SPEED
+ FULL LIVE PLAY
+ GOOD CONTROL

BAD POINTS

- NO CUSTOM SOUNDTRACK OPTIONS
- SOME COURSES ARE TOO HARD AND DARK

SUMMARY

Faster than a speeding bullet travelling on a supersonic rocket. If you like a challenge at top speed, buy this beast.

OFFICIAL XBOX MAGAZINE SCORE

8.0/10

PREVIOUSLY: Incoming - Issues 18 & 27
COMING SOON: Hints - Issue 30

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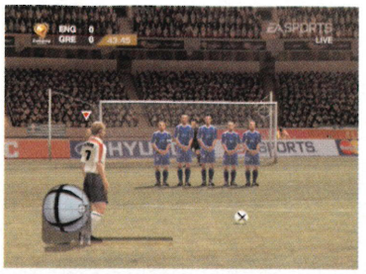
XBOX™ COMPATIBLE

ntl:home

↑ The corner-taking options return in *Euro 2004*, so it's more important than ever to jostle opponents away from the ball.



↑ Beckham prepares to unleash...

↑ The Fake Shot feature is brilliant.

↑ This is what you're striving for.

Sing when you're winning in this Euro competition

UEFA EURO 2004

WORDS: **ANDY IRVING**

GAME INFORMATION
DEVELOPER: **EA**
PUBLISHER: **EA**
RELEASE DATE: **MAY 2004**
PLAYERS: **1-4**
WEBSITE: **WWW.UK.EA.COM**

THE BRIEF

LEAD THE country of your choice to Euro glory in *FIFA*'s baby brother football sim.

WITH THE customary all-day drinking sessions, seasonal armchair supporters and giant national flags hanging from every bedroom window, the Euro football championships always spark a wave of municipal momentary madness, and although Codemasters may have jumped on this like David James would smother a withering daisy cutter (see page 086), EA didn't want to miss out on the party either.

Already home to the fantastic *FIFA 2004* (Issue 23, 8.7), it's no surprise that *Euro 2004* is the *FIFA* engine in an away kit with a couple of neat new skills. Focusing, unsurprisingly, on all of the European international teams, there's the usual match choices of Friendly, Tournament, Practice, Penalty Shootouts and Fantasy, where players pick their ultimate Euro dream teams. The mediocre Career mode involves taking a team through the Euro qualifiers to the knockout tournament, and ultimately the Euro final itself. Once again there's an impressive lineup of customisable options, from formation and tactics to the direction and precise positions your squad will assume for free kicks and corners.

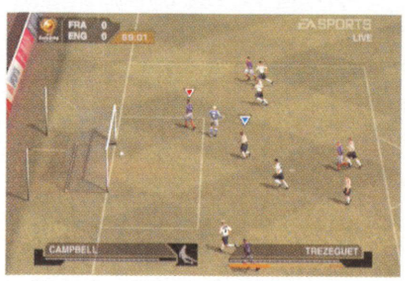
The gameplay itself is again a fantastic balance of team-based fluidity and individual player skill. Passing is measured and responsive, and the one-two manoeuvre, a staple of fast, attacking football, is easier than ever to pull off with a quick double-tap of the A button. In fact all three methods of passing are very intuitive, and mixing up short accurate passes and weighted lofted balls is an authentic and satisfying experience. The opposition AI is both attentive and realistic; defenders will press and close down attackers when necessary, yet also track back at the appropriate times. Because of their intelligent positioning, more often than not it's vital to use the through-ball option on every attack, playing the ball into your striker's path as opposed to directly to his feet. The individual player skills return, accessed via the Right thumbstick, which sees your prima donnas jinxing back and forth, dropping shoulders and nutmegging the opposition. Aside from looking ace, this radically enhances gameplay as along with getting out of a tight spot, it allows the individual merits of each star to shine – making dribbling and turning infinitely easier. The brilliant, albeit somewhat tricky 'off the ball' option also makes a welcome

↑ A Fantasy team option makes dream teams like this a reality.

BONUS INFO

IT'S THE WAY YOU TELL 'EM
Once again, match commentary comes courtesy of proven pundits John Motson and Ally McCoist. The dependable duo are mostly spot-on in keeping up with all the action, apart from the occasional slip. Like when you're 4-0 up and Motty proclaims, "Ooh, that miss may just cost them the game..."

↑ Totti fires. James doesn't stand a chance.



↑ France run rings round England.

↑ Sol Campbell's a good bet here.

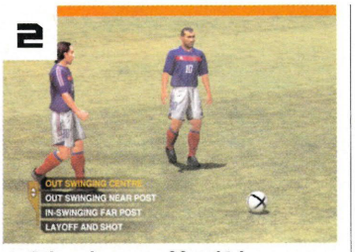
KICKS FOR FREE» Hit 'n' hope free kicks go out the window in *UEFA Euro 2004*

A GREAT NEW feature now allows free kicks, in dangerous positions outside the box, to be controlled in exactly the same way as corners. Simply select a receiver, jostle for superiority then latch onto the measured ball. Here we pair up Zidane, arguably the best player in the world, with Henry, the best striker.

1

↑ Zidane is crunched in a dangerous position. That'll give him a nasty graze.

2



↑ Select the type of free kick you want to take... Then select your target.

3

↑ Henry's lurking dangerously on the edge of the box, so a quick chip in...

4

↑ ...And the Frenchman was never going to miss from there.

» BONUS INFO

» SHOW BOATERS
Each player has an individual skill rating, and this is translated into how well they perform the various skill moves available. These include dragging the ball back from an opponent (Right trigger) and the fantastic, goalie-fooling Fake Shot (Black button).

"It's no surprise that Euro 2004 is the FIFA engine in an away kit with a couple of neat new touches"

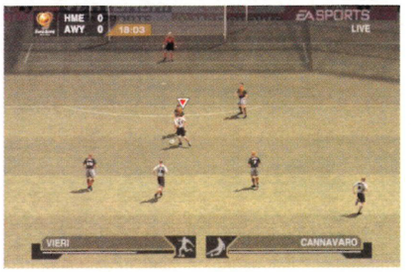
» appearance, where players, when in possession, can select specific receivers for pinpoint passes

So what's not to love? Well, along with a bit of graphical gloss (although the characters still look a bit rough around the edges), we're pleased to say the game plays better than ever. Calmly play into the opposition's half, and they'll mark and move in a measured way. Sprint through however, relying on skill and dribbling ability, and the AI team shift up a gear and significantly up the pace of the game. A couple of great new features compound this. Along with a new Free Kick mode (see Kicks For Free, above), budding Beckhams can now precisely deliver crosses and chip keepers by using the X and B buttons respectively, in conjunction with the Left trigger.

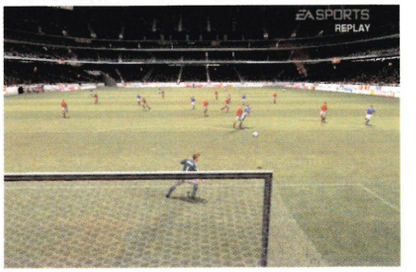
However, when you get to the real core of the game, *Euro 2004* has unfortunately got less meat to it than what's between most Premiership players' ears. Four-way multiplayer is a brilliant laugh, but if you take away most of the chuffer teams, there's the option of only five or six decent squads to play with. This is reflected in the single-player game too, as there are only so many times you can play through the Euro championship, and this makes *Euro 2004* look limited compared to the expansive likes of *FIFA 2004*. And whilst we're on the subject of multiplayer, we know it's getting tiresome but the lack of Xbox Live play with EA games really makes *Euro 2004* suffer in light of *England International Football*, the first Live playable footy sim.

Euro 2004 slots home a tidy little game, which plays brilliantly and includes loads of great little touches. The emphasis is on 'little' however, but a lacking single-player game shouldn't detract from the fact this is four-way footy at its best, and almost grasps Jules Rimet greatness.

↑ Use the Right thumbstick to obstruct opposing players darting into the box.



↑ The Fantasy team kits look a bit drab.



↑ Analyse replays to see what went wrong.

XBOX THE VERDICT

POWER
Even longer grass won't stop these players nipping round the pitch, and there's no sign of slowdown.

STYLE
Another eclectic soundtrack and voiceover are slightly marred by some rough and ready characters.

IMMERSION
Intuitive controls, the complexity of which can slowly increase with a player's growing ability.

LIFESPAN
Not a massive single-player game, but the frantic multiplayer should lob this well into next season.

GOOD POINTS
+ BRILLIANT INDIVIDUAL PLAYER SKILL
+ TONS OF NEW GAMEPLAY FEATURES
+ FLUID PLAY

BAD POINTS
- LIMITED CHOICE OF DECENT TEAMS
- NO LIVE PLAY

SUMMARY
The most realistic and technical football sim on Xbox, let down only by limited team options and no Xbox Live play.

OFFICIAL XBOX MAGAZINE SCORE

8.4//10

»PREVIOUSLY: We were caught in *Euro 2004*'s clever offside trap
»COMING SOON: Hints - Issue 30

IS IT COMING HOME? OUR TIPS FOR THE EURO 2004 WINNERS: ANDY AND PHIL - FRANCE, OWEN - ITALY, GAV AND STEVE - ENGERLUND, BEN - UM, WALES? (IDIOT)

↑ David James dives in vain as Italy bangs home another. A fully rotational camera in the replay option allows you to see exactly what went wrong.

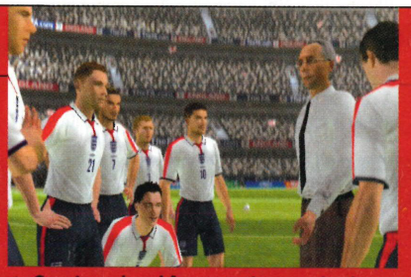
BONUS INFO

SING IT LOUD
For real authenticity, all the crowd chants and cheers were recorded at an actual England match, while commentary and analysis comes from the dependable Barry Davies and housewives' favourite Gary Lineker.

OUR FINEST HOUR
Succeed in the various single-player tournaments and leagues and you'll gain access to the Trophy Room, where you can unlock player profiles, team photos and video clips including, brilliantly, England's 5-1 defeat of Germany.

Live footy is coming home. Maybe the cup will too

ENGLAND INTERNATIONAL FOOTBALL



↑ Sven's on hand for extra time motivation.

WORDS: **ANDY IRVING**

GAME INFORMATION
DEVELOPER: **CODEMASTERS**
PUBLISHER: **CODEMASTERS**
RELEASE DATE: **MAY 2004**
PLAYERS: **1-4; 1-2 XBOX LIVE**
WEBSITE: **WWW.CODEMASTERS.CO.UK**
/ENGLANDFOOTBALL

THE BRIEF

TAKE ON the cream of world football in the first ever Xbox Live enabled footy sim.

AH, FOOTBALL. Wasn't it? Freshly cut grass, muddy boots, the unmistakable changing room aroma of Deep Heat and sweaty men... But for the popular national sport, there's a surprising dearth of decent Xbox titles. *FIFA 2004* (Issue 23, 8.7) is the best of the bunch, but towards the end of last year, Codies' promising (if ambitious) franchise *Club Football* (Issue 22, 8.0) rose like a salmon to nod home a brilliant debut goal. As national pride reaches fever pitch this summer with Euro 2004, it seems only fitting that Codies pounces onto this as Michael Owen would a teasingly accurate through-ball and releases a tie-in footy sim. And more than this, it's managed to tap the holy grail of football games – online play via Xbox Live. Get in!

EIF uses the same engine as *Club Football*, so unsurprisingly it plays almost exactly the same, but this is no bad thing. The presentation has been given a good scrubbing, so all 25 England players look brilliantly lifelike, although the crowd effects remain relatively bland and disappointing. The core of any quality football title, however, is realistic gameplay, and *EIF* delivers like a perfectly weighted Beckham cross.

Any fan knows it's no fun when winning a match is simply a matter of repeatedly dribbling around the opposition from kick-off and banging in goal after goal. In *EIF* the opposing teams are a lot more switched on than this, thanks to some challenging and impressive AI, that is not only adept at tackling and countering your every move, but is pretty effective at anticipating your next pass as well. This calls for thoughtful and measured play, mixing up short and long passes with through-balls. Although initially tricky, this quickly becomes a rewarding experience as you're forced to play the beautiful game exactly the way it should be played. The game flows along at a decent pace, although there doesn't seem to be much difference between players' running and sprinting.

↑ Direct throw-ins to your waiting strikers.

The only shortfall *EIF* is guilty of is that because of the lack of any real individual player skill, dribbling sometimes feels a bit awkward and laboured. Turning on the ball isn't that effective either, more often than not resulting in the loss of possession, and is exemplified by the inclusion of skill moves on other footy titles. There aren't a great deal of technical options either, particularly in dead ball situations, where it's more a case of roughly lining up

WHEN SATURDAY COMES » Live out that boyhood dream of lining up for England

A GREAT FEATURE of *England International Football* is the Create-A-Player option. Model a player exactly on yourself, and then allocate individual skill points. We want Andy to play up front so we'll hammer the power and accuracy criteria.

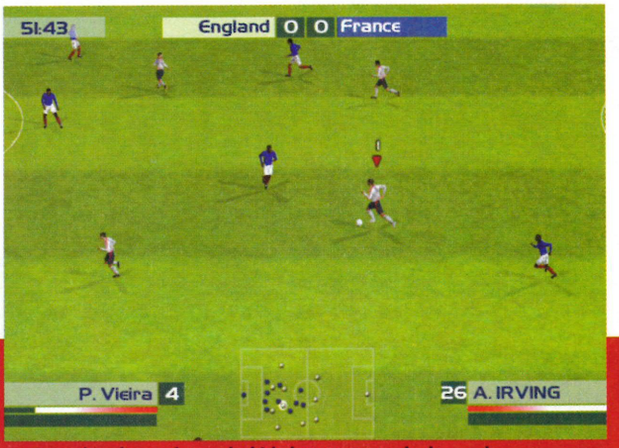
» There, add an extra bit of stubble and it's a perfect match to the *OXM* scribe. On a dark night.

» It's stalemate during a vital qualifier against the Czech Republic, so let's bring on our super sub.

» Three minutes into injury time and the boy comes good. England progress to the next round.

↑ Unmarked Brazilians = England 0-1 down.

↑ Back of the net! Quite literally.



↑ Our white-booted wonderkid charges towards the goal.

↑ Adjust the curve and spin of the ball to really bend it like Beckham.

"There's no slowdown or lag over Live. It's fast and fluid"

» the ball's direction and guesstimating the power needed, rather than precisely placing the ball with a measured degree of spin. The upside of this is that the controls are simplified, making *EIF* easier to get into than the Leeds first team, and gives the game an accessible appeal.

But the reason we're so excited is that *EIF* is fully playable on Live, and here's where it shines. The single-player game admittedly isn't as good as it could be (although it features 20 European teams, 12 International sides, Custom tournaments, leagues, the Euro 2004 championship and the return of the brilliant Create-A-Player option – see When Saturday Comes, above), but gather round a few mates and play two vs two, and it's hours of fun. Alternatively, fire up Xbox Live to take on anyone game enough, though unfortunately there's only the option of one on one or two-player co-op online. Still, there's no slowdown or lag over Xbox Live, so your virtual virtuosos will skip across the pitch just as fast as they would offline, keeping the game fast and fluid.

We've been waiting for ages for a decent online-enabled footy sim. While it's not quite the Jules Rimet of multiplayer madness we hoped for, *EIF* stamps its authority over the opposition from the off, just like Vinnie Jones. Back of the net.

THE VERDICT

POWER
Everything bobs along at a respectable pace, though the crowd effects are a bit lacklustre.

STYLE
Picture-perfect players and kit, with authentic commentary from Barry Davies and Gary Lineker.

IMMERSION
The simplified controls and gameplay mean if you're not into footy yet, you soon will be.

LIFESPAN
With custom leagues and tons of teams, single-player will last ages. You'll be playing it on Live forever.

GOOD POINTS
+ INTUITIVE CONTROLS AND GAMEPLAY
+ FLUID MOVEMENT
+ CHALLENGING OPPONENT AI

BAD POINTS
- NO INDIVIDUAL SKILLS
- TURNING ON THE BALL FEELS LABOURED

SUMMARY
A competent and intuitive footy sim with fluid play and good AI. Xbox Live play elevates it to the Champions League.

OFFICIAL XBOX MAGAZINE SCORE

8.2/10

» **PREVIOUSLY:** Incoming News – Issue 28
» **COMING SOON:** Live Update – Issue 30

IF ONLY: RYAN GIGGS AND HARRY KEWELL ARE BOTH ELIGIBLE TO PLAY FOR ENGLAND BUT CHOOSE TO REPRESENT THEIR NATIVE COUNTRIES, WALES AND AUSTRALIA.

PC GAMER®

THE INSIDE STORY

HALF-LIFE 2

Valve's amazing new plans revealed! How Half-Life 2 and Steam could change the world...

ON THE DISCS...

SPLINTER CELL: PANDORA TOMORROW
JOINT OPERATIONS
TOCA RACE DRIVER 2
AND MANY MORE!

PREVIEWED

STALKER ▪ EVIL GENIUS
BLACK & WHITE 2
FLATOUT ▪ UEFA 2004

REVIEWED

TOCA RACE DRIVER 2
UT 2004 ▪ SINGLES
GANGLAND ▪ KILL SWITCH

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BONUS INFO

DIE BY WIRE
There are a variety of different weapons available to Agent 47 for a bit of clandestine killing, but our favourite is the Fibre Wire garrotte. Whilst looking especially cool when throttling someone from behind, 47 can also smuggle it undetected through metal detectors and other security checkpoints.

QUICK CHANGE
It's often crucial for 47 to change outfits several times during the same mission, as guards will quickly become aware of a suspicious butcher/baker/candlestick maker creeping round the premises. It's best to keeping knocking out characters and assuming their guise as quickly as possible.

↑ Agent 47 is a tidy boy, and always makes the effort to clean up after himself.

It's a dirty job, but someone's gotta do it

HITMAN: CONTRACTS

THE BRIEF

TRAVEL the world, silently carrying out assassinations for the mysterious Agency in this dark and moody stealth 'em up.

WORDS: ANDY IRVING

GAME INFORMATION
DEVELOPER: **IO INTERACTIVE**
PUBLISHER: **EIDOS**
RELEASE DATE: **30 APRIL 2004**
PLAYERS: **1**
WEBSITE: **WWW.HITMANCONTRACTS.COM**

↑ Last night a DJ shot my wife...

POOR OLD AGENT 47 hasn't had what you'd call an ideal upbringing. As well as coming from a dysfunctional family (his DNA donors are an assortment of deranged and dangerous criminals), the Romanian replicant was dragged halfway across Europe by his creator before being discovered by the mysterious Agency. But it's not all doom and gloom, as Agent 47 finally discovered his true vocation in life - to be a ruthless assassin.

But enough of the derivative back-story; 47 has plenty of time for that in the beautiful and stylish cutscenes. It's very slick and stylish at first glance, but has *Hitman: Contracts* got enough substance to get to leather-gloved grips with?

Picking up where *Hitman 2: Silent Assassin* (Issue 08, 8.3) left off, Agent 47 wakes up in a mental asylum, populated by his recently deceased, balding brethren. Aside from serving as the customary tutorial level, this blood-splattered, corpse-ridden environment confirms from the outset what we'd all been secretly hoping - that *Contracts* is darker, grittier and downright nastier than the previous instalments.

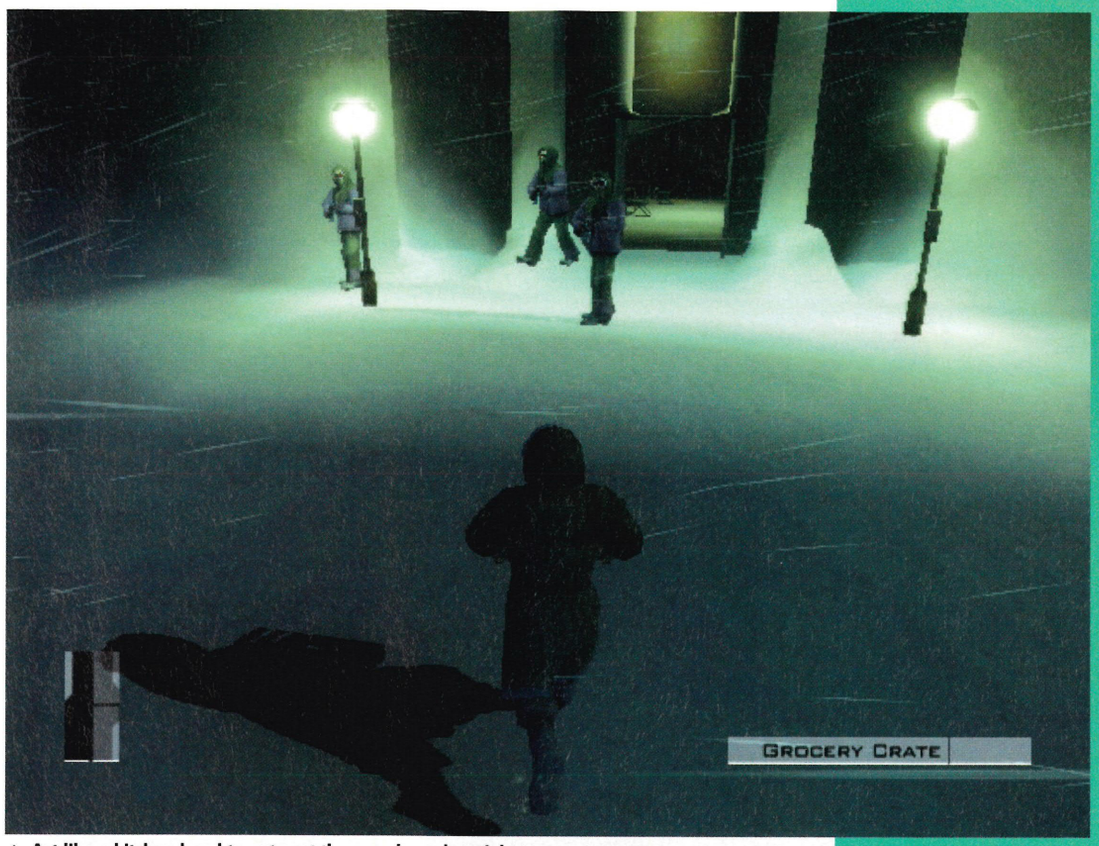
The core gameplay remains faithful to the *Hitman* series, so fans will be pleased to see the original formula of silently entering a compound, covertly taking out enemies, utilising their clothes as makeshift disguises and ultimately assassinating an unscrupulous businessman/treacherous military commander repeated here - with many levels seeing 47 going through more costume changes than Mr Ben. Unfortunately, this formula is a bit too consistent - every mission is just a variation on the same theme, broken up only by the odd rescue or sabotage task (see Makin' Dogfood, page 090). It's all a bit monotonous, and due to dubious enemy AI, the game resorts to standard trial and error gameplay.

↑ The Siberian stage has great lighting effects.

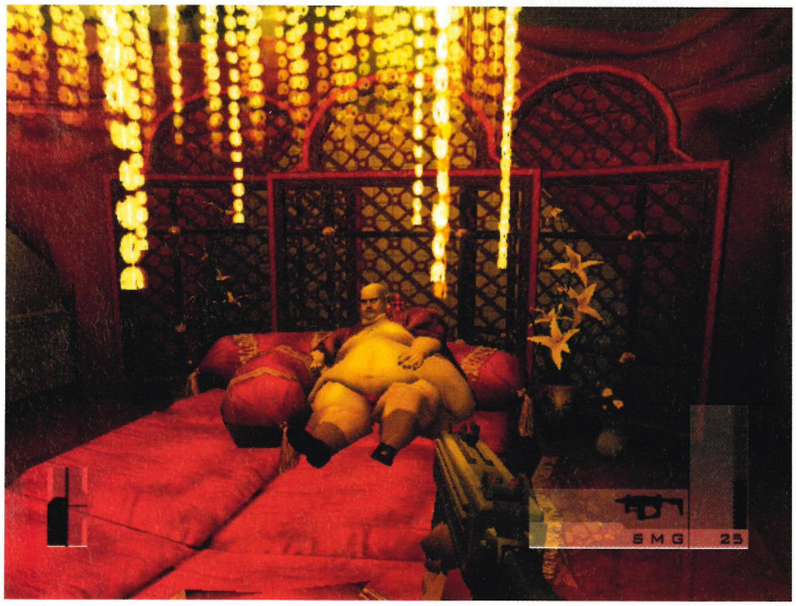
Stealth, if you haven't guessed by now, is just as important to Agent 47 as a discreet dry cleaner, and the handy Training level teaches players all they need to know about creeping through windows, avoiding guards and carrying out clandestine kills. At the end of each mission players are graded on their performance, based on criteria such as Stealth, Aggression, Shots Fired, Innocents Killed and so on - the idea being that a perfect mission involves zero detection and no other fatalities aside

"Darker, grittier and downright nastier than previous instalments"

NICE WORK IF YOU CAN GET IT. NOW WE'RE NO EXPERTS ON CONTRACT KILLING, BUT IF RECENT FILMS ARE TO BE BELIEVED, HITMEN MAKE QUITE A GOOD LIVING. BRUCE WILLIS (THE JACKAL) STOOD TO MAKE $100 MILLION FOR ASSASSINATING THE FIRST LADY!



↑ Act like a kitchen hand to get past the guards and straight to your target.



↑ This corpulent criminal is about to get served a hot plate of lead pie.

"Melee items you come across like snooker cues and carrier bags can be picked up and put to more unorthodox use"

MAKIN' DOGFOOD

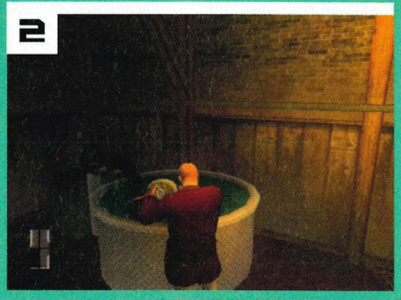
It's not just humans who have to endure the wrath of Agent 47

UNFORTUNATELY for these gee-gees, 47 will do whatever it takes to get the job done, even if that means getting rid of any animal obstructions in his way.

1

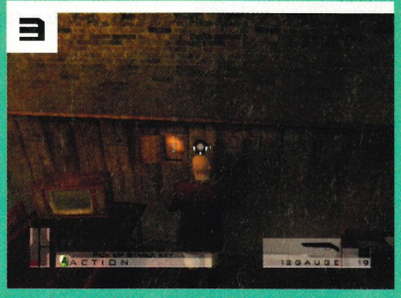
↑ We need to navigate these stables, but the neighing horses will alert the guards.

2



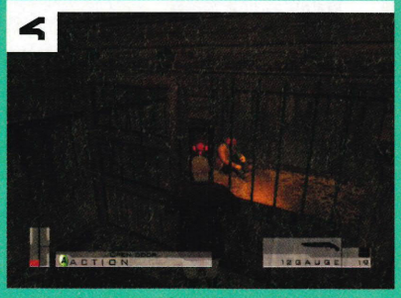
↑ A quick dose of weedkiller in their water supply should knock them bandy.

3



↑ After disabling the satellite TV link, we can sneak in, knock out the guard, nab the key...

4



↑ ...and navigate the stable in silence. It's easy now to free the hostage. Job done!

BONUS INFO

I SEE YOU

Agent 47 has some nifty night vision goggles in his inventory that, while not exactly the most flattering headgear for his (non-existent) hairstyle, are great for spotting lurking enemies. They come in particularly handy in the Bedlingford Manor stage where, in the darkness, guards tend to blend in against the woodland scenery.

PIECE AND QUIET

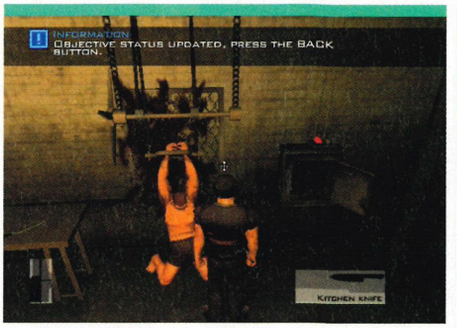
47 can carry several different types of weapons at any one time, ranging from numerous pistols (including the diamond-encrusted Gold Deagles) to heavier rifles, which can still be shouldered whilst firing the smaller arms. Not that inconspicuous though...

from the target themselves. However, one of the game's fundamental flaws is that there's no clear distinction of how stealthy you should exactly be. Alongside your health meter, a gauge measures passing enemies' state of suspicion. But even if all hell breaks loose (due to the above-par difficulty of remaining undetected), this returns to normal once all guards in the vicinity are silenced, leaving players in an undercover limbo. Agent 47 can only crouch or sneak, and his ungainly movements are done no favours by the appalling animation that results in our hairless hero skidding, gliding and moonwalking all over the screen. It's pretty rudimentary compared to other stealth 'em ups like the outstanding *Splinter Cell: Pandora Tomorrow* (Issue 27, 9.3).

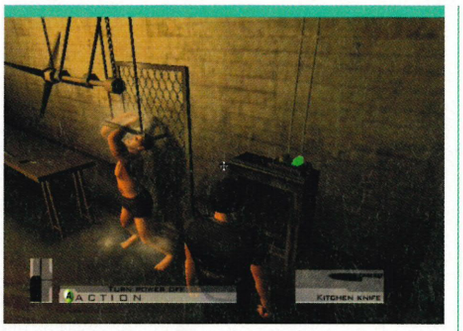
Part of the morbid beauty of the *Hitman* series is the relatively open gameplay that allows players to work through missions in a variety of different ways. As mentioned, the player is rewarded for carrying out tasks covertly, and as such 47 has all manner of silent weapons at his disposal. Gone is the option from *Hitman 2* to select your fatal tools of the trade before each mission, as now a quick look in your inventory reveals a tasty garrotte, lethal syringe and the favoured silenced Silverball pistol – permanently there. Heavy weapons and other melee items you come across, like snooker cues and carrier bags can be picked up and put to more unorthodox use, along with some neat-looking choke holds if you can get close enough.

KILLING ME SOFTLY >> Or not. In fact, in *Hitman: Contracts*, you can be as brutal as you like

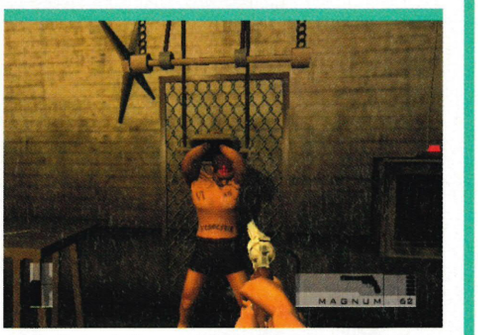
THERE'S A VARIETY of grizzly ways to dispatch targets in *Hitman: Contracts*, none more enjoyable than when they're handed to you on a plate, as in this case. This poor sap is the mission's main target, but luckily for us, he's already been incapacitated. It's time to have some macabre fun...



↑ The good old butcher's knife splashes a decent amount of blood over the walls.

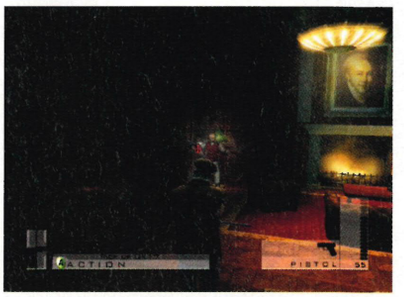


↑ Alternatively, electrocution is quite comical, though the victim does scream a fair bit.



↑ If all else fails, get all Dirty Harry on his ass. Do you feel lucky? Well, do you... punk?

↑ Fashioning himself now as a butcher, Agent 47 favours the meat hook. Like your style...

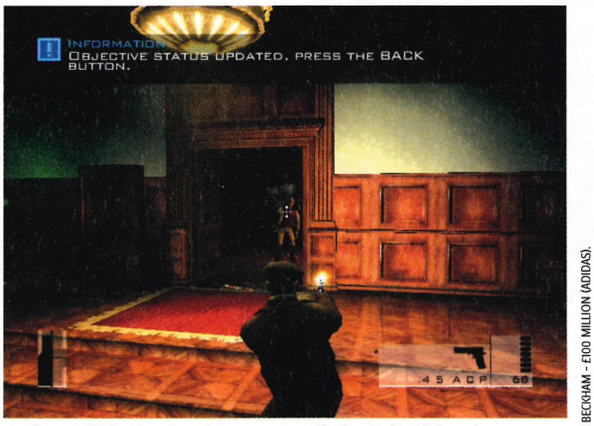


↑ The biker gangs have itchy trigger fingers.

↑ The garb doesn't suit, but the AK-47 does.

>> Alternatively, players can blaze through the level with a wanton disregard for secrecy; leaving discarded bodies littered everywhere safe in the knowledge that a heightened alarm stage will eventually return to normal. A new feature enables the player to switch to a first-person perspective at any time during proceedings, but this is something of a double-edged sword. Whilst making aiming and shooting a lot easier, it also turns the game from third-person adventure to all-out FPS. Unfortunately, the shoddy animation reoccurs here, as jerky characters and a dubious framerate make this a very poor FPS at that, and further compounds the fact that all things stealth are stuffed in a brown sack and thrown off the nearest pier. It's a lot more satisfying/exciting/easier to simply blast through a level, completely negating the real purpose of the game.

We really wanted to like this game. We loved the previous *Hitman* titles, yet sadly this has proved the black sheep of the series. Some nice touches remain, like the great physics engine that makes enemies' bodies slump when dragging them like the dead weights they are in real life (erm, not that this reviewer would know...), and the comical death throes of dying victims. However, a very dated look and a simplified, confused gameplay style mean *Hitman: Contracts* is a considerable disappointment that aims wide of the target. Definitely more miss than hit.



↑ Agent 47, in the drawing room, with the Colt .45 handgun.

THE VERDICT

POWER
Shocking animation but, bizarrely, great cutscenes, though the in-game framerate is poor.

STYLE
Gritty and blood-drenched, the game is littered with generic, repetitive characters.

IMMERSION
Intuitive controls make for easy stealthing. Failing that, you can mindlessly shoot people.

LIFESPAN
Not massive, but pedants will find tons of replayability in trying to get that elusive perfect stealth rating.

GOOD POINTS
+ PLENTY OF GORE
+ ENTERTAINING FATALITIES
+ VARIED GAMEPLAY

BAD POINTS
- TERRIBLE ANIMATION
- SHODDY PRESENTATION
- DESCENDS INTO SHOOTER TERRITORY

SUMMARY
Appalling presentation and confusing gameplay results in players having to sacrifice stealth for all-out blasting.

OFFICIAL XBOX MAGAZINE SCORE

6.6//10

>> **PREVIOUSLY:** First Look – Issue 27
>> **COMING SOON:** Hints – Issue 30

SIGN ON THE DOTTED LINE: OTHER LUCRATIVE CONTRACTS SIGNED BY EVERYDAY PEOPLE? TIGER WOODS – $40 MILLION (NIKE), ROBBIE WILLIAMS – £80 MILLION (EMI), AND DAVID BECKHAM – £100 MILLION (ADIDAS).

↑ Innocent or guilty, it doesn't make an ounce of difference in Abbot Penitentiary. Horace here was a bad, bad boy in life and is worse in death.

Killing isn't a crime here, it's your road to perdition!

THE SUFFERING

WORDS: **BEN TALBOT**

GAME INFORMATION
DEVELOPER: **SURREAL**
PUBLISHER: **MIDWAY**
RELEASE DATE: **MAY 2004**
PLAYERS: **1**
WEBSITE: **WWW.MIDWAY.COM**

THE BRIEF

GORY survival horror set amongst the atrocities of prison life with added demons.

COMPARISONS between *The Suffering* and the daddies of survival horror, *Silent Hill* and *Resident Evil*, show how developers have grown more skilful but a little less daring over the years. It tries to recapture *Silent Hill*'s psychological terror and *Resident Evil*'s gory thrills, proving reasonably successful at both.

Survival horror's winning formula demands an intimidating setting, and there are few places as horrific as Abbot Penitentiary, a 19th-century, Shawkshank-inspired prison. Add in a horde of disgusting monsters designed by Hollywood legend Stan Winston (Pumpkinhead), and you're halfway to delivering some heart-racing scares.

Winston's creatures are cleverly based on sadistic methods of execution. Some are recognisably human, such as Horace, an electrocuted wife-murderer, while others are so badly mutilated that they look like puppets. Slayers are the game's staple enemies, swarming in great numbers with blades in place of their amputated limbs. There is something undeniably creepy about hearing them scuttle across the ceiling towards you, especially when they're shrouded in darkness.

Equally disgusting, Mainliners are pincushions of lethal injections that silently emerge from underground. When they pounce on your shoulders, the only way to avoid a lethal injection is to tap the Left trigger, and you'll be doing a lot of that.

Luckily, these sinister creatures hate each other even more than they hate you. Lead bloodthirsty monsters towards a pack of terrified convicts and they'll tear each other apart. Prisoners and wardens also attack you, but they won't be able to after you've blown their arms and legs off with a shotgun. *The Suffering* has a willfully unconscionable attitude to bloodshed.

So much gore is splattered about that you're not so much disgusted as amused. Mutilated bodies and executed prisoners lie all over the penitentiary - some even twitch and gurgle as you walk past! If gratuitousness is your thing, you'll also enjoy the extreme level of swearing. Credit is due for the imaginative combinations of expletives but again, they often come across as ridiculously funny rather than 'rock hard' prison talk.

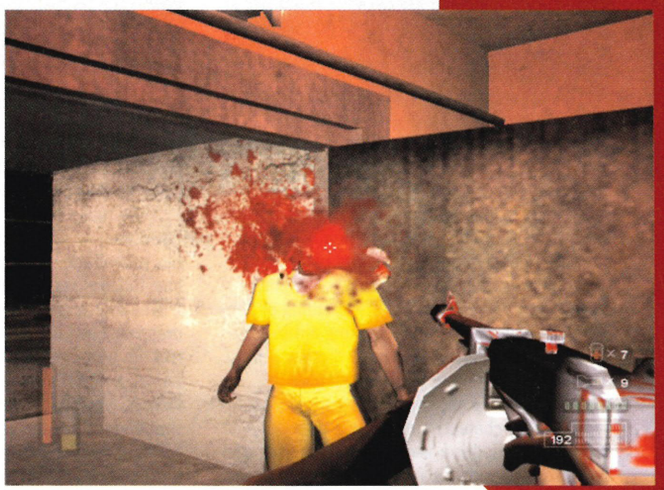
Despite being childish at times, mature themes can be found if you delve a little deeper.

BONUS INFO

A-Z OF SUFFERING
Maps found in the game have the same authentic look as the maps in *Silent Hill*. Unfortunately, they don't display your current position, making it very easy to become lost.

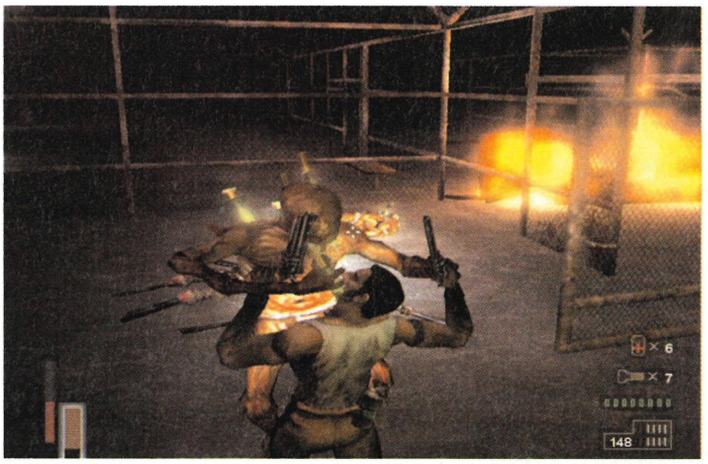
HATE THE DARK?
Lights don't just stop you straining your eyes. Like in *Gremlins*, *The Suffering*'s monsters have a very bad reaction to torches, flares and flashbang grenades. It's even possible to move searchlights around like a giant laser beam.

↑ Torque catches up with his alter ego.



↑ He shouldn't have stolen your Andrex!

↑ Prison wardens are constantly caught in battles with the demons.

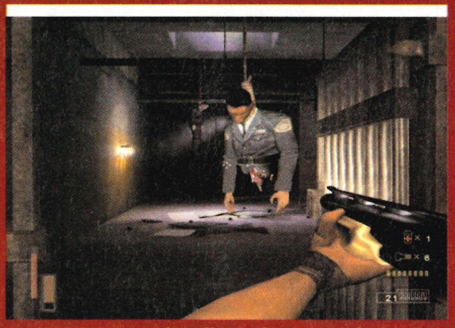


↑ Mainliners can appear from the abyss in a flash. Listen for their gurgling.

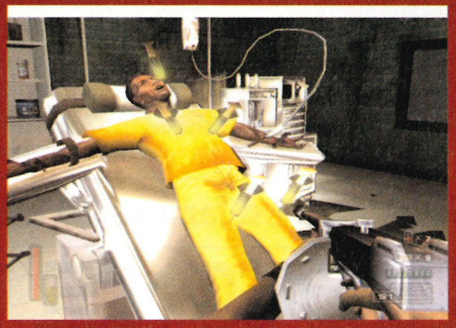
PUBLIC ENEMY» If you've done the crime, get ready for the punishment

HEY KIDS, don't do drugs! If you do, you'll end up in prison where drugs are really expensive. Not only that, but there's a chance you might get mutilated by sadistic bloodsucking hell spawn. Here are a few examples of the harsh punishments that Abbot Penitentiary is infamous for...

» Crucifixion isn't the obvious choice for a modern-day execution, but it seems to suit the monsters just fine.



» Hanging around is all in a day's work for prison wardens. Abbot's brutal rent-a-cops get what they deserve here: strung up and chopped in half.



» In 1977, Oklahoma became the first state to officially adopt lethal injection as an execution method. Abbot had been doing it secretly for years.

» At the start of the game, lead character Torque is on death row for the murder of his family. Whether he deserves to do the time (and the lethal injection) depends on your actions throughout the game. Subtlety isn't the game's strong point, so you're more likely to turn evil if you torture someone to death than if you say a cross word to them *à la KOTOR*.

There are plenty of opportunities to become a saint or sinner - toying around with the gas chamber lever ends in a toxic lungful for one unlucky warden. Being evil has side effects though, including insanity, bloodstained clothes and diseased skin to name the worst.

Like *Eternal Darkness*, the more enemies you encounter, the more you become a few soap bars short of a prison choir. Symptoms include flashing subliminal images of your not-so-happy family and horrible gruff voices commanding you to be a sadist. Fill your insanity bar completely and the Y button transforms you into a hulking whirling dervish of teeth and claws. In this guise, you can dash around, eviscerating enemies with a single blow. It's great fun, and also a well-conceived metaphor for Torque's uncontrollable rage.

↑ Torque's past haunts him ruthlessly.

Being a beast isn't so bad, especially when the human characters look like cartoonish stick men. Superb sound effects and voiceovers are the only reason to take them seriously at all. As mentioned earlier, the electrocuted wife-beater Horace is absolutely exceptional. His empathy with Torque is disturbing at the best of times.

Ultimately, the game's biggest asset is Abbot Penitentiary itself. Level design is such that you feel like you're really inside a working prison. Visiting rooms, exercise yards and even working execution chambers are there to be explored. There's even a spattering of outdoor levels where the foliage is bristling with monsters. While scenery is occasionally bland and the lighting effects lack punch or volume, the prison still captivates by slowly confessing its hideous past. Spontaneous in-game flashbacks reveal the darkest hours of American history, from 19th-century slavery to spy executions in WWII.

The Suffering has all the key ingredients of an entertaining survival horror and, unusually, can be played in both third and first-person perspectives. Playing through in first-person adds a fresh dimension to the genre. Otherwise, there's little we haven't seen before. While lacking the graphical polish of *Silent Hill 3* and *Resident Evil 0*, the storytelling here is slightly superior. So yes, *The Suffering* delivers the creepy, gory ride that's part and parcel of the genre, just don't expect to be scared or particularly surprised.

THE VERDICT

POWER
Lighting effects look flat and the humans are cartoonish. Packed with fascinating details though.

STYLE
Top marks for monster designs, but some look a bit too *Silent Hill*. Voiceovers are above the norm.

IMMERSION
As you discover more about Abbot prison, you'll be sucked in and want to play through to the end.

LIFESPAN
Twenty levels, taking 10-12 hours. Three endings add replay value but it'll take patience to see them all.

GOOD POINTS

+ BECOME TORQUE'S MONSTROUS ALTER-EGO
+ FREEDOM TO BE EVIL
+ CREATURES FIGHT EACH OTHER

BAD POINTS

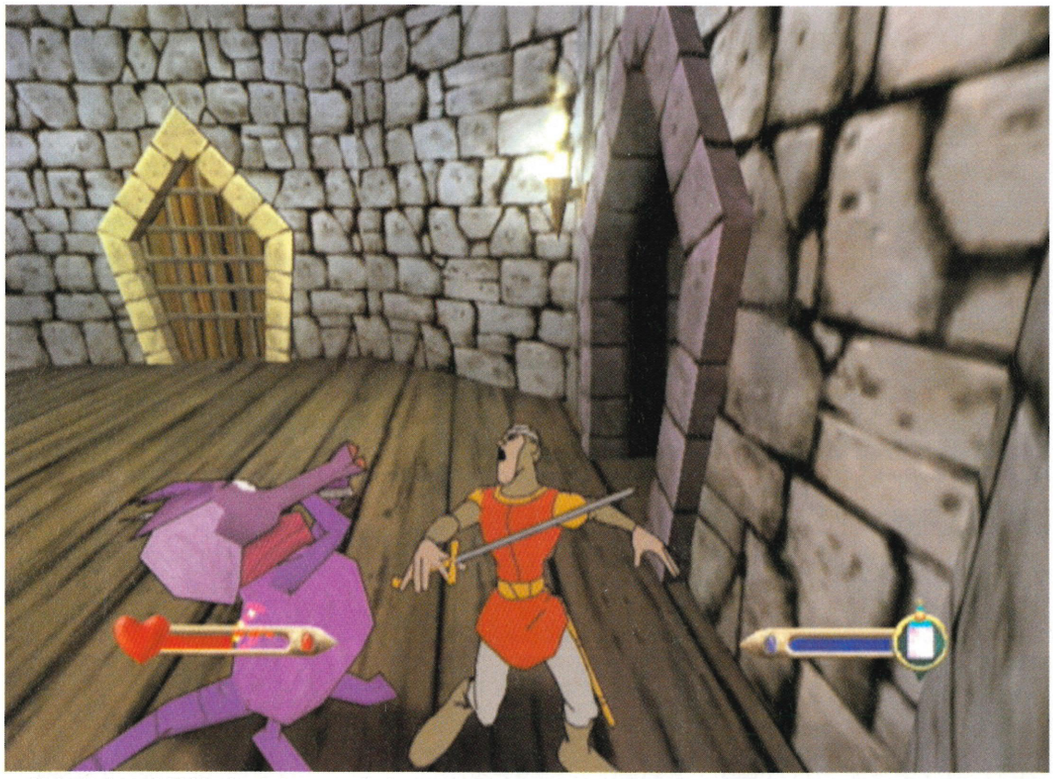
- OTT GORE
- OTT SWEARING
- STEALS IDEAS

SUMMARY
Devoid of genuine scares but still gory and imaginative enough to be worth your time. *Resi Evil* fans should love it!

OFFICIAL XBOX MAGAZINE SCORE
8.0//10

»PREVIOUSLY: Incoming - Issue 28
»COMING SOON: Hints - Issue 30

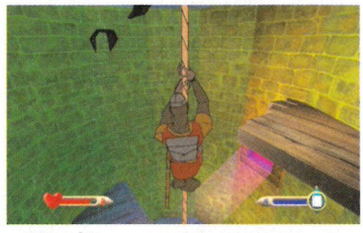
LIFE FOR A LIFE: 38 AMERICAN STATES STILL SUPPORT THE DEATH PENALTY, ALTHOUGH THE NUMBER OF EXECUTIONS HAS FALLEN DRAMATICALLY.



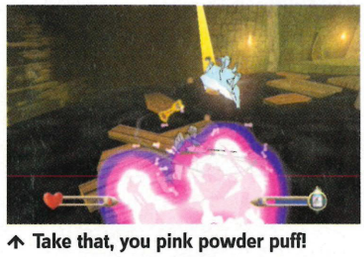
↑ Pink elephants? Dirk's clearly been on the booze during his time away from the gaming scene.

↑ Dirk gets attacked by a vampire fly-by.

↑ Aw, he's almost too cute to kill...



↑ Yep, this game sure is ropey.



↑ Take that, you pink powder puff!

Gaming's most famous 2D knight fleshes out

DRAGON'S LAIR 3D: RETURN TO THE LAIR

WORDS: JERMAIN MANN

GAME INFORMATION

DEVELOPER: **DRAGONSTONE SOFTWARE**
PUBLISHER: **UBISOFT**
RELEASE DATE: **OUT NOW**
PLAYERS: **1**
WEBSITE: **WWW.DRAGONSLAIR3D.COM**

THE BRIEF

TACKLE nasties and complete challenges in this third-person puzzler/platformer.

IF YOU'RE approaching retirement age with your memory still in full working order, chances are you'll recall the 'revolutionary' (yet undeniably crap) '80s arcade machine that was *Dragon's Lair* with misty eyes. Now back, revamped, redesigned and ready to entertain impressionable new audiences, the imaginatively titled *Return to the Lair* sees you once again battling a hotchpotch of absurdities all in the name of lurrrve.

You play Dirk the Daring, a heroic Indiana Jones type for the medieval generation. His quest is to rescue the sultry Princess Daphne (old age has made the lovely lady even leggier) from a big scaly dragon called Singe, who is holding her hostage in a gloomy tower belonging to - gulp! - an evil wizard.

Each part of this enormous structure is split into its own unique little puzzle or platforming challenge. These can include activating hidden door levers, functioning buttons with crossbows, acrobatically reaching perilous ledges, running between checkpoints, pummelling evil boss monsters or placing objects on magical posts. While much of the jumping and rope-swinging can be pretty yawnsome, there are some well-designed head-scratchers too. Floor puzzles, where you have to leap across moving tiles, can have you unsuspectingly hooked until you've cracked them, while various spells and abilities offer you new ways of combating adversity. There's a reasonable degree of variety throughout, for which developer Dragonstone deserves credit.

However, despite the inevitable influence of time, the notorious trial-and-error gameplay of the original title is not entirely absent. Sure, the button memorising sequences have long since vanished into a bottomless abyss, but you can still be zonked on the head by a moving wall, impaled by a fallen stalactite, or spiked by a booby-trapped cupboard with little warning. More than any other game in the world ever, *Dragon's Lair 3D* will probably see you dying more deaths than a Peter Andre comeback tour. Thankfully, while this sounds frustrating, generous restart points virtually return you to within inches of your point of death, and it can become a fun process learning exactly where you can and can't move, and what hazards you need to avoid.

Yet while *Dragon's Lair 3D* does have its merits, it is also riddled with downfalls. The sword slashing is so basic it makes passing wind after cabbage soup seem troublesome in comparison, and the atrocious collision detection is both frustrating and laughable in equal measure. But above all else, *Dragon's Lair 3D* is just too remarkably simple and retro in concept to offer anything more than a passing bit of fun. Only extreme nostalgics and the young need apply.

BONUS INFO

THAT'S MAGIC
Dirk can pick up Dragon Essences, which reward him with special abilities, such as the ability to fly, resist heat and see hidden objects.

THE VERDICT

POWER
It's certainly colourful and cute, but could hardly be called groundbreaking anymore.

STYLE
Pretty to look at. Its humour and music has all the grace of a Disney movie.

IMMERSION
Simple stuff, but some of the more difficult puzzles will grab your attention.

LIFESPAN
There are more than 250 chamber challenges to keep you occupied for a fair while.

GOOD POINTS
+ SOME GOOD PUZZLES
+ VERY CHARMING
+ IT'S DIRK THE DARING!

BAD POINTS
- TRIAL-AND-ERROR GAMEPLAY
- CAN BE TOO GENERIC
- DODGY COLLISION DETECTION

SUMMARY
Looks good and is quietly addictive, but far too dated to really hold your attention. Patient kids might enjoy it.

OFFICIAL XBOX MAGAZINE SCORE

5.3/10

PREVIOUSLY: It leapt out of the shadows at us
COMING SOON: Hints - Issue 30

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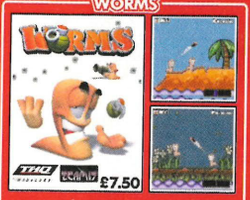
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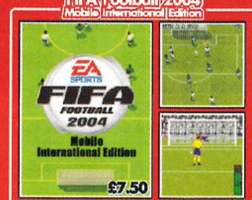
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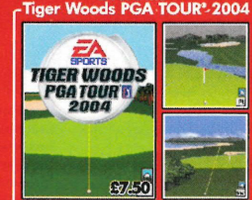
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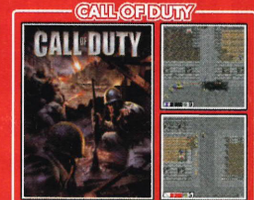
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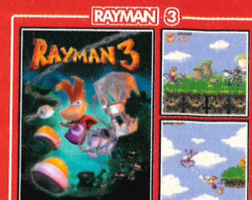
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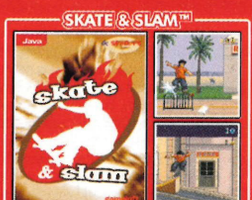
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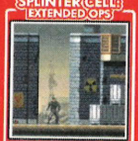
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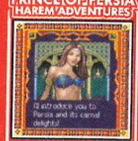
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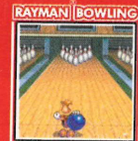
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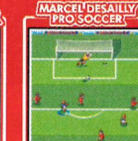
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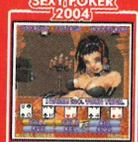
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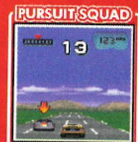
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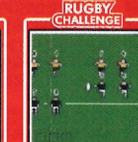
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REVIEWS DIRECTORY

Tapping the tree of *Official Xbox Magazine* to glean the thick essence of review

THE XBOX ELITE

THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more.

AMPED 2
REVIEWED: Issue 23
TYPE: Extreme sports
"Stunning graphics. Dead easy to pick up and play but furiously addictive"
SCORE: 8.9 XBL: ★★★★

BALDUR'S GATE: DARK ALLIANCE
REVIEWED: Issue 08
TYPE: Action RPG
"Absorbing RPG with a healthy dose of hack 'n' slashing"
SCORE: 8.5

BEYOND GOOD & EVIL
REVIEWED: Issue 26
TYPE: Adventure
"Diverse and delicious. This isn't about violence, but about story, subterfuge, and character"
SCORE: 8.9

2002 FIFA WORLD CUP	**Reviewed** Issue 03	**Type** Sports	"A return to form for the franchise" Score 8.0
AGGRESSIVE INLINE	**Reviewed** Issue 07	**Type** Extreme sports	"Entertaining extreme sports. Fresh ideas and a lasting challenge" Score 7.7
ALIAS	**Reviewed** Issue 27	**Type** Action adventure	"A stealth title without much stealth, but loads of high-kicking violence with a great choice of moves" Score 6.9
ALIENS VERSUS PREDATOR EXTINCTION	**Reviewed** Issue 21	**Type** Real-time strategy	"Drab maps, but will entertain old RTS fans and newbies for a while" Score 6.6
ALL-STAR BASEBALL 2003	**Reviewed** Issue 04	**Type** US sports	"Fine sim of the hit-and-miss sport" Score 7.0
ALTER ECHO	**Reviewed** Issue 22	**Type** Shooter	"Original-looking game with some style. Repetitive gameplay though" Score 6.9
AMPED: FREESTYLE SNOWBOARDING	**Reviewed** Issue 01	**Type** Extreme sports	"Addictive, impressive and deep. Makes a perfect landing" Score 8.7
ANTZ EXTREME RACING	**Reviewed** Issue 07	**Type** Driving	"Average, and too awkward for its target audience" Score 5.0
ARCTIC THUNDER	**Reviewed** Issue 03	**Type** Driving	"Loads of bugs and glitches. It's just limp and lifeless" Score 2.4
ARMED AND DANGEROUS	**Reviewed** Issue 26	**Type** Action adventure	"Voiceovers are superb and the script is hilarious. Unique weapons save it from being average" Score 8.0
ARX FATALIS	**Reviewed** Issue 24	**Type** RPG	"Awkward old-skool gameplay. Steep difficulty curve if you're new to RPGs" Score 6.2
ATV: QUAD POWER RACING 2	**Reviewed** Issue 13	**Type** Driving	"This is a solid, entertaining game with some great mini-challenges" Score 7.7
AZURIK: RISE OF PERATHIA	**Reviewed** Issue 04	**Type** Action adventure	"A colourful but underwhelming fantasy adventure" Score 3.8
BACKYARD WRESTLING	**Reviewed** Issue 23	**Type** Wrestling	"Glitchy graphics, extremely poor AI and temperamental collision detection" Score 3.3
BAD BOYS II	**Reviewed** Issue 28	**Type** Action	"Flawed film licence that's fun for a few hours. Fast, frantic action" Score 5.8
BALDUR'S GATE: DARK ALLIANCE II	**Reviewed** Issue 26	**Type** RPG	"Not drastically different from its predecessor, but this is a worthy instalment of the series" Score 8.0
BARBARIAN	**Reviewed** Issue 07	**Type** Beat 'em up	"A solid, playable arcade beat 'em up with some nice ideas" Score 7.4

BLINX: THE TIME SWEEPER
REVIEWED: Issue 09
TYPE: Platformer
"Takes platform gaming into uncharted territory. Essential"
SCORE: 9.3

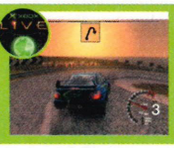
BROKEN SWORD: THE SLEEPING DRAGON
REVIEWED: Issue 23
TYPE: Adventure
"A detective game that will stick with you after you've finished"
SCORE: 9.0

BRUTE FORCE
REVIEWED: Issue 18
TYPE: Squad-based shooter
"Multiplayer elevates *Brute Force* from a good to a potentially great game"
SCORE: 8.5

BURNOUT 2: POINT OF IMPACT
REVIEWED: Issue 17
TYPE: Driving
"A classic arcade racer that makes you sweat and grin"
SCORE: 9.0

BARBIE HORSE ADVENTURES: WILD HORSE RESCUE	**Reviewed** Issue 27	**Type** Adventure	"Not too difficult. Pretty graphics. If you like the plastic princess you'll eat this up like sugar lumps" Score 6.7
BATTLE ENGINE AQUILA	**Reviewed** Issue 11	**Type** Mech shooter	"Good shooting and strategy mix. Arcade shooter with depth" Score 8.0
BATMAN: DARK TOMORROW	**Reviewed** Issue 17	**Type** Action	"An awful game that warrants neither your time nor your money" Score 2.0
BATMAN: RISE OF SIN TZU	**Reviewed** Issue 24	**Type** Beat 'em up	"Dreary superhero spin-off. This only gets points because toddlers might like it" Score 3.4
BATMAN: VENGEANCE	**Reviewed** Issue 02	**Type** Action adventure	"Bat-lore heavy, but too easy, too samey and nothing new" Score 4.5
BATTLESTAR GALACTICA	**Reviewed** Issue 24	**Type** Shoot 'em up	"Any potential has been banished to the cosmos by unforgiving objectives and unfair deaths" Score 4.0
BIG MUTHA TRUCKERS	**Reviewed** Issue 11	**Type** Driving	"Original idea, but let down by poor handling and execution" Score 6.6
BIONICLE	**Reviewed** Issue 23	**Type** Platformer	"Horrible graphics, frustrating combat and repetitive gameplay" Score 3.1
BLACKSTONE: MAGIC AND STEEL	**Reviewed** Issue 11	**Type** RPG	"A straightforward action RPG, but there are better ones on Xbox" Score 7.0
BLADE II	**Reviewed** Issue 09	**Type** Action	"Violent, repetitive and enjoyable in bursts. Lots of vamps to kill" Score 7.2
BLOOD OMEN 2	**Reviewed** Issue 03	**Type** Action adventure	"Linear gameplay dampens the otherwise vamped-up action" Score 6.3
BLOOD WAKE	**Reviewed** Issue 02	**Type** Driving/action	"Much of the time you're fighting the controls instead of the enemy" Score 4.5
BLOODRAYNE	**Reviewed** Issue 17	**Type** Action	"A slick combination of melee combat and run-and-gun action" Score 7.4
BLOODY ROAR EXTREME	**Reviewed** Issue 24	**Type** Beat 'em up	"Transform into beasts and fight! Drips with Japanese eccentricity. Short-lived fun" Score 6.5
BMX XXX	**Reviewed** Issue 11	**Type** Extreme sports	"Drunks and expletives. Unattractive and undeserving of your cash" Score 3.0
BRUCE LEE: QUEST OF THE DRAGON	**Reviewed** Issue 08	**Type** Beat 'em up	"Appallingly shoddy game that's an insult to the great man" Score 1.0
BUFFY THE VAMPIRE SLAYER	**Reviewed** Issue 06	**Type** Action adventure	"Captures essence of the TV series; good enough to please non-fans" Score 8.3
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	**Reviewed** Issue 22	**Type** Action adventure	"Extremely playable and atmospheric. Even non-*Buffy* fans will enjoy this" Score 8.0
BURNOUT	**Reviewed** Issue 04	**Type** Driving	"Arcade racer delivering a massive dose of testosterotainment" Score 8.2
CAPCOM VS SNK 2 EO: MOTM	**Reviewed** Issue 14	**Type** Beat 'em up	"If it's 2D combat you're after, you won't find better than this" XBL: ★★★★ Score 7.7
CARMEN SANDIEGO THE SECRET OF THE STOLEN DRUMS	**Reviewed** Issue 27	**Type** Platformer	"Tries to teach you ancient history, but is very long and tedious. Looks last-gen and as ugly as muck" Score 4.6
CARVE	**Reviewed** Issue 26	**Type** Extreme sports	"Too linear and unimaginative for long-term thrills. Bubbles to life on Xbox Live, though" XBL: ★★★★ Score 5.5
CEL DAMAGE	**Reviewed** Issue 02	**Type** Driving	"Dreamy looking, but hectic and frustrating gameplay" Score 5.5
CELEBRITY DEATHMATCH	**Reviewed** Issue 24	**Type** Beat 'em up	"Very funny with lots of gore, but pathetically small single-player. Limited multiplayer too" Score 4.8

CHAMP MANAGER: SEASON 01/02
REVIEWED: Issue 02
TYPE: Sports
"Easily the best game of its kind... indefinite lifespan"
SCORE: 8.8



COLIN McRAE RALLY 04
REVIEWED: Issue 21
TYPE: Driving
"Rallying at its grandest, prettiest and most absorbing. The best rally game ever made"
SCORE: 9.1

CRIMSON SKIES
REVIEWED: Issue 23
TYPE: Action
"A great package that's been playtested to death - and it looks gorgeous"
SCORE: 8.9 XBL: ★★★★★

DEAD OR ALIVE 3
REVIEWED: Issue 01
TYPE: Beat 'em up
"Accessible, slick and as satisfying as any beat 'em up. This is a visual benchmark"
SCORE: 8.5

CHAMPIONSHIP MANAGER: SEASON 02/03	**Reviewed** Issue 11	**Type** Sports	"Doesn't break new ground, but will keep fans interested for ages" Score 8.1
CHASE	**Reviewed** Issue 08	**Type** Action	"Bare-bones stunt action that makes you want to scream 'Cut!'" Score 4.0
CIRCUS MAXIMUS	**Reviewed** Issue 05	**Type** Driving	"Sub-standard, gimmick-driven racer lacking in almost every way" Score 3.5
CLUB FOOTBALL	**Reviewed** Issue 22	**Type** Sports	"Great four-player multiplayer with pretty good AI. A promising franchise" Score 8.0
COLIN McRAE RALLY 3	**Reviewed** Issue 10	**Type** Driving	"Great handling, scintillating rallying, and more realistic than *RalliSport Challenge*" Score 8.9
COMMANDOS 2: MEN OF COURAGE	**Reviewed** Issue 05	**Type** Tactical action	"Extremely tough but rewarding war game. Some control issues" Score 7.9
CONFLICT: DESERT STORM	**Reviewed** Issue 07	**Type** Squad-based shooter	"Basic but entertaining tactical shooter providing top war stories" Score 8.1
CONFLICT: DESERT STORM II	**Reviewed** Issue 21	**Type** Squad-based shooter	"A top squad shooter just got better. Great multiplayer, but too short" Score 8.3
COUNTER-STRIKE	**Reviewed** Issue 23	**Type** FPS	"Single-player isn't great but over Xbox Live it's the next level of FPS gaming" Score 8.0
CRASH	**Reviewed** Issue 03	**Type** Driving	"Instant, lo-fi, demolition derby fun for the few hours that it lasts" Score 6.6
CRASH BANDICOOT: THE WRATH OF CORTEX	**Reviewed** Issue 03	**Type** Platformer	"One of the best cartoony worlds, but has no new tricks" Score 7.1
CRASH NITRO KART	**Reviewed** Issue 24	**Type** Driving	"Easily accessible with basic controls. Short single-player mode but multiplayer is fun" Score 6.3
CRAZY TAXI 3	**Reviewed** Issue 08	**Type** Driving	"Lots of fun with great mini-games but similar to previous versions" Score 8.0
CRIMSON SEA	**Reviewed** Issue 15	**Type** Action/Shooter	"Satisfies the strongest bloodlust while making sure it never gets boring" Score 8.0
CROUCHING TIGER, HIDDEN DRAGON	**Reviewed** Issue 27	**Type** Beat 'em up	"Looks great. Shame it plays horribly with unresponsive characters and an abysmal camera" Score 5.4
CURSE: EYE OF ISIS	**Reviewed** Issue 27	**Type** Survival horror	"Fun, in a camp, old-fashioned way, but not clever enough to touch *Resident Evil*, which it tries to be" Score 6.6
DAKAR 2	**Reviewed** Issue 18	**Type** Driving	"If you've got no qualms about realism while off-roading, this is fun" Score 7.8
DANCING STAGE UNLEASHED	**Reviewed** Issue 27	**Type** Party	"Great party piece and keeps you fit. Ace dance step editor. New songs will soon be available on Live" Score 7.2
DARK ANGEL	**Reviewed** Issue 15	**Type** Action	"Repetitive gameplay. Dull, uninspiring levels. You won't play for long" Score 4.5
DARK SUMMIT	**Reviewed** Issue 02	**Type** Extreme sports	"Half-hearted gameplay fleshed out with a storybook aspect" Score 3.5
DAVE MIRRA FREESTYLE BMX 2	**Reviewed** Issue 02	**Type** Extreme sports	"Pulling tricks is fun, but poor controls spoil the experience" Score 6.9
DAVID BECKHAM SOCCER	**Reviewed** Issue 04	**Type** Sports	"Outdated footy that should be left alone, even by fans of Becks" Score 4.2
DEADLY SKIES	**Reviewed** Issue 03	**Type** Flight sim	"Not fast or exciting enough to fulfil that fighter pilot dream" Score 5.2
DEAD MAN'S HAND	**Reviewed** Issue 28	**Type** Shooter	"Great mission variety and fresh gameplay. Fun, but the pacing is inconsistent" Score 7.1

DEUS EX: INVISIBLE WAR
REVIEWED: Issue 26
TYPE: First-person shooter
"Mind-blowing, expertly crafted experience. Don't miss it"
SCORE: 9.0

ENTER THE MATRIX
REVIEWED: Issue 17
TYPE: Action
"A slick action romp that genuinely adds something new to the licence"
SCORE: 8.5

FIFA FOOTBALL 2004
REVIEWED: Issue 23
TYPE: Sports
"Incredible player models, fluid animation, ridiculously pretty. The best Xbox footy title"
SCORE: 8.7

GRABBED BY THE GHOULIES
REVIEWED: Issue 23
TYPE: Action adventure
"Very polished. Top animation. A sure-fire crowd-pleaser"
SCORE: 8.9

KEY: Xbox Live features
Elite title superseded by an Elite sequel

GRAND THEFT AUTO DOUBLE PACK
REVIEWED: Issue 25
TYPE: Driving/Action
"PS2 port, but a benchmark of crime titles yet to be beaten"
SCORE: 8.9

HALO
REVIEWED: Issue 01
TYPE: FPS
"Quite simply, a masterpiece and without question one of the best games ever made"
SCORE: 9.7

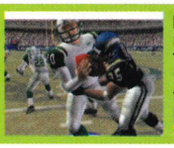
INDIANA JONES AND THE EMPEROR'S TOMB
REVIEWED: Issue 14
TYPE: Action adventure
"One of the best single-player adventures on Xbox. Brilliant"
SCORE: 9.0

INDYCAR SERIES
REVIEWED: Issue 18
TYPE: Driving
"You won't find a better racing sim on Xbox. Very technically demanding"
SCORE: 8.6

DEAD OR ALIVE XTREME BEACH VOLLEYBALL	Reviewed Issue 14	Type Sports	"Great to look at and fun to play, but it's an acquired taste"	Score 8.0
DEAD TO RIGHTS	Reviewed Issue 12	Type Action adventure	"Some fun gunfights but too much dull, unarmed combat"	Score 7.0
DEATHROW	Reviewed Issue 09	Type Sports	"Average. Tries (and fails) to hide shortcomings with naughty words"	Score 5.5
DEFENDER	Reviewed Issue 14	Type Shooter	"Prompts a bit of nostalgia, but it doesn't have that vital spark"	Score 6.6
DIE HARD: VENDETTA	Reviewed Issue 19	Type Shooter	"If you persist, you'll catch brief glimpses of decency amongst the mess"	Score 3.5
DINO CRISIS 3	Reviewed Issue 22	Type Action/Shooter	"Cool dinos, huge ship to explore, but bad camera and it gets repetitive"	Score 6.4
DISNEY'S EXTREME SKATE ADVENTURE	Reviewed Issue 21	Type Extreme sports	"Best kids' game on Xbox; loved by adults too! Looks good, plays great"	Score 8.3
DR MUTO	Reviewed Issue 14	Type Platformer	"Enjoyable if you've not played loads of other cartoony platformers"	Score 7.0
DUNGEONS & DRAGONS: HEROES	Reviewed Issue 23	Type RPG	"Fun in multiplayer, and the environments are great, but an unwieldy camera spoils things"	Score 6.9
DYNASTY WARRIORS 3	Reviewed Issue 10	Type Action	"Pure aggression and drama. Masses of characters and battlefields"	Score 7.8
DYNASTY WARRIORS 4	Reviewed Issue 23	Type Action	"Gameplay rocks but it lacks the new features you'd expect in a sequel"	Score 6.5
EGGO MANIA	Reviewed Issue 08	Type Puzzle	"Decent two-player, brain-scratching fun"	Score 6.5
ELDER SCROLLS III: MORROWIND	Reviewed Issue 09	Type RPG	"By turns, wondrous, unconventional and boring. Unique, but slow"	Score 7.6
ENCLAVE	Reviewed Issue 06	Type Action adventure	"Involving, but the catalogue of annoyances becomes annoying"	Score 5.8
ESPN INTERNATIONAL WINTER SPORTS	Reviewed Issue 03	Type Extreme sports	"Pathetic sports anthology... a game stuck firmly in the Ice Age"	Score 3.2
ESPN NBA BASKETBALL	Reviewed Issue 23	Type US sports	"What it lacks in immediacy, it makes up for in its hefty lifespan. Ace replays"	Score 7.6
ESPN NFL FOOTBALL	Reviewed Issue 23	Type US sports	"Good Gridiron game boosted by clever and completely new game modes"	Score 8.0
ESPN NHL HOCKEY	Reviewed Issue 23	Type US sports	"Tons of game modes and plenty of depth. The best-looking ice hockey game"	Score 7.6
ESPN WINTER X GAMES SNOWBOARDING 2	Reviewed Issue 05	Type Extreme sports	"A decent boarding game but a bit clumsy to play. Lots of features"	Score 7.0
EVIL DEAD: A FISTFUL OF BOOMSTICK	Reviewed Issue 18	Type Action adventure	"Provides laughs but nothing too involving. Clever weapon combos"	Score 6.7
F1 2002	Reviewed Issue 03	Type Driving	"Solid, with all a fan could want, but it's evolution, not revolution"	Score 7.1
F1 CAREER CHALLENGE	Reviewed Issue 18	Type Driving	"Solid F1 racing fun that delivers in the important areas but lacks bite"	Score 6.6
FALLOUT: BROTHERHOOD OF STEEL	Reviewed Issue 28	Type Action/Strategy	"A mix of *Dark Alliance*, *Mad Max*, Rentokil and Bernard Manning. Violent and amusing"	Score 7.2
FIFA FOOTBALL 2003	Reviewed Issue 10	Type Sports	"Accurate, playable and authentic, but the controls are flawed"	Score 8.4
FILA WORLD TOUR TENNIS	Reviewed Issue 09	Type Sports	"A derivative tennis game with more faults than the San Andreas"	Score 2.6
FINDING NEMO	Reviewed Issue 21	Type Platformer	"Looks gorgeous, oozes humour. Challenging, but frustrating in places"	Score 7.9
FIREBLADE	Reviewed Issue 12	Type Action	"Duff controls, poor graphics and no spark"	Score 2.8
FORD RACING 2	Reviewed Issue 23	Type Driving	"Cheap racing fun with predictable tracks, simple challenges and dull graphics"	Score 6.4
FREAKY FLYERS	Reviewed Issue 22	Type Racing	"Easy-to-pick-up wacky racer that delivers both fun and firepower"	Score 7.0
FREEDOM FIGHTERS	Reviewed Issue 20	Type Squad-based shooter	"Atmospheric and film-like squad-based shooter, but a bit repetitive"	Score 7.9
FREESTYLE METALX	Reviewed Issue 21	Type Extreme sports	"A deep but intuitive motocross game, with a massive range of tricks"	Score 7.8
FUZION FRENZY	Reviewed Issue 01	Type Party	"More party pooper than party popper. Too simple and repetitive"	Score 4.5
FURIOUS KARTING	Reviewed Issue 13	Type Driving	"Quickly grows tiring thanks to wafer-thin gameplay and average looks"	Score 5.0
FUTURAMA	Reviewed Issue 19	Type Platformer	"An extremely likeable package of simple, solid gaming. Crucial for fans"	Score 7.7
GAUNTLET DARK LEGACY	Reviewed Issue 04	Type Adventure	"A fun-free game that's sluggish and frequently confusing to play"	Score 3.8
GENMA ONIMUSHA	Reviewed Issue 02	Type Action adventure	"No-frills hack 'n' slash that takes a while to crack. Fun, but flawed"	Score 6.9
GLADIATOR	Reviewed Issue 23	Type Action	"Generic hack 'n' slash that's well presented but let down by the camera"	Score 6.7
GLADIUS	Reviewed Issue 23	Type Turn-based combat	"Nice environments but combat is uninvolving and tedious with no tension"	Score 4.6
GOBLIN COMMANDER: UNLEASH THE HORDE	Reviewed Issue 26	Type Real-time strategy	"A decent attempt at bringing an accessible action-friendly strategy title to Xbox"	Score 7.3
GODZILLA: DESTROY ALL MONSTERS MELEE	Reviewed Issue 17	Type Action	"A fun masher with multiplayer laughs and highly detailed monsters"	Score 6.1
GRAVITY GAMES: STREET.VERT.DIRT	Reviewed Issue 09	Type Extreme sports	"A horrible extreme sports game. Dire"	Score 0.8
GROUP S CHALLENGE	Reviewed Issue 20	Type Driving	"Loads of cars and tracks, realistic handling and an addictive career mode"	Score 7.8
GUN METAL	Reviewed Issue 04	Type Action/Shooter	"Enjoyable robo-death combat - if you can stomach the controls"	Score 8.3
GUN VALKYRIE	Reviewed Issue 03	Type Shooter	"Not for the faint-hearted, this has intense, skilful action all the way"	Score 7.6
HARRY POTTER AND THE CHAMBER OF SECRETS	Reviewed Issue 12	Type Action adventure	"A good looking, highly playable and authentic slice of Potter Pie"	Score 7.0
HARRY POTTER AND THE PHILOSOPHER'S STONE	Reviewed Issue 26	Type Action adventure	"Solid remake of the official *Potter* game that'll appeal to the *Harry* hardcore only"	Score 6.5
HARRY POTTER: QUIDDITCH WORLD CUP	Reviewed Issue 24	Type Sports	"Aimed at kids, but *Harry* snatches credibility with an exciting alternative sports game"	Score 7.7
HITMAN 2: SILENT ASSASSIN	Reviewed Issue 08	Type Action	"Great stealth game that rewards patience and planning"	Score 8.3

JET SET RADIO FUTURE
REVIEWED: Issue 02
TYPE: Platformer/Extreme sports
"Supremely playable and very stylish. Huge, intricate levels"
SCORE: 8.9

KUNG FU CHAOS
REVIEWED: Issue 15
TYPE: Party/Beat 'em up
"Highly playable. Very funny and looks great. Very intuitive with excellent multiplayer too"
SCORE: 8.6



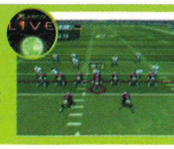
MADDEN NFL 2004
REVIEWED: Issue 21
TYPE: US sports
"Stunning rendition no Gridiron fan should underestimate. Looks and sounds real"
SCORE: 8.5

MAX PAYNE 2: THE FALL OF MAX PAYNE
REVIEWED: Issue 25
TYPE: Action/Shooter
"Definitive blockbuster action title bursting with new ideas"
SCORE: 9.2

HUNTER: THE RECKONING	Reviewed Issue 05	Type Action adventure	"A repetitive rumble. Good, unclean fun but multiplayer is messy"	Score 6.7
HUNTER: THE RECKONING REDEEMER	Reviewed Issue 25	Type Action adventure	"Old-skool and repetitive, but fun. Essentially a blood-caked reincarnation of *Gauntlet*"	Score 6.8
ISS 2	Reviewed Issue 03	Type Sports	"Fans should treat this bitterly disappointing sequel with caution"	Score 5.1
JAMES BOND 007 EVERYTHING OR NOTHING	Reviewed Issue 27	Type Shoot 'em up	"The finest Xbox 007 adventure, only let down by poor targeting. Forgive this and you'll love it"	Score 8.4
JAMES BOND 007 IN... AGENT UNDER FIRE	Reviewed Issue 05	Type First-person shooter	"Makes you feel like Bond, but the bad guys' interaction is stupid"	Score 7.2
JAMES BOND 007: NIGHTFIRE	Reviewed Issue 11	Type Action/Shooter	"Looks great. Entertaining but nothing particularly groundbreaking"	Score 7.5
JUDGE DREDD: DREDD VERSUS DEATH	Reviewed Issue 21	Type First-person shooter	"Authentic comic book style, but poor, buggy AI and tired level design"	Score 6.6
JURASSIC PARK: OPERATION GENESIS	Reviewed Issue 15	Type World builder	"Want to be master of your own universe? You'll waste serious time"	Score 8.0
KELLY SLATER'S PRO SURFER	Reviewed Issue 09	Type Extreme sports	"Cool ideas mixed with aquabatics and satisfying play. Original fun"	Score 8.2
KNIGHTS OF THE TEMPLE: INFERNAL CRUSADE	Reviewed Issue 28	Type Action	"A strictly by-numbers hack 'n' slasher. Wacky storyline but hideous loading times"	Score 6.0
KNOCKOUT KINGS 2002	Reviewed Issue 03	Type Sports	"An excellently presented but scrappy punch 'em up"	Score 6.3
LEGACY OF KAIN: DEFIANCE	Reviewed Issue 24	Type Adventure	"Plenty of puzzles and handfuls of hacking 'n' slashing. Excellent combat system"	Score 7.9
LEGENDS OF WRESTLING	Reviewed Issue 05	Type Sports	"Nostalgic appeal for wrestling fans. Causes chuckles in multiplayer"	Score 6.0
LEGENDS OF WRESTLING II	Reviewed Issue 11	Type Sports	"Lots of modes and characters. A must-have for fans"	Score 7.4
LEGO DROME RACERS	Reviewed Issue 21	Type Racing	"Watered-down futuristic racer for kids. *Quantum Redshift* meets *Mario Kart*"	Score 5.6
LINKS 2004	Reviewed Issue 24	Type Sports	"Golf has never looked so good or played so intuitively. You'll be hooked" XBL★★★★	Score 8.4
LMA MANAGER 2003	Reviewed Issue 10	Type Sports	"Be the gaffer without being blinded by science and statistics"	Score 8.0
LMA MANAGER 2004	Reviewed Issue 27	Type Sports	"Intuitive and accessible, improved by using voice commands. Downloadable transfers via Live"	Score 8.4
LOONS: THE FIGHT FOR FAME	Reviewed Issue 08	Type Action	"Short-lived fun, but all done in real *Looney Tunes* style"	Score 6.5
LOTUS CHALLENGE	Reviewed Issue 11	Type Driving	"Umpteen modes, stunts, and challenges, but cars look dreary"	Score 6.5
MACE GRIFFIN BOUNTY HUNTER	Reviewed Issue 19	Type Shooter	"Looks great, lacks longevity. Highly enjoyable shooter just short of Elite"	Score 8.4
MAD DASH RACING	Reviewed Issue 01	Type Driving	"Just enough Mad, too much Dash and not enough Racing"	Score 6.5
MADDEN NFL 2003	Reviewed Issue 08	Type US sports	"So much to learn and master, so much multiplayer fun. Could, in theory, last forever"	Score 8.9
MAFIA	Reviewed Issue 28	Type Driving/Action	"Hugely playable, ambitious crime-fest. Some camera issues, so is just short of Don status"	Score 7.3
MAGIC: THE GATHERING - BATTLEGROUNDS	Reviewed Issue 25	Type Real-time strategy	"Makes the card game exciting, but with a confusing battlefield, it's hard. Great on Live" XBL★★★★	Score 6.7
MARVEL VS. CAPCOM 2	Reviewed Issue 10	Type Beat 'em up	"Fun, but the limits of 2D combat are all too obvious"	Score 7.5
MAT HOFFMAN'S PRO BMX 2	Reviewed Issue 09	Type Extreme sports	"Average extreme sports game with dodgy controls"	Score 5.0
MAX PAYNE	Reviewed Issue 02	Type Action	"Stylish, repetitive and worthy of your time... bullet time is brilliant"	Score 7.9
MECHASSAULT	Reviewed Issue 11	Type Mech shooter	"Stands tall as one of the best online games available" XBL★★★★	Score 8.0
MEDAL OF HONOR FRONTLINE	Reviewed Issue 11	Type First-person shooter	"An average FPS that doesn't really impress on Xbox"	Score 5.7
MEDAL OF HONOR: RISING SUN	Reviewed Issue 24	Type First-person shooter	"Unfinished levels, poor ending, awful AI, clumsy plot. A disappointing sequel"	Score 5.1
METAL DUNGEON	Reviewed Issue 11	Type RPG	"Strong strategy element, but repetitive gameplay and no story"	Score 5.0
METAL GEAR SOLID 2: SUBSTANCE	Reviewed Issue 13	Type Action adventure	"Lots to admire but constant cutscene interruptions can really grate"	Score 7.2
MICRO MACHINES	Reviewed Issue 10	Type Driving	"Sacrifices longevity for arcade action and short-term fun"	Score 6.6
MIDNIGHT CLUB II	Reviewed Issue 19	Type Driving	"Fun arcade racing, although the handling is twitchy" XBL★★★	Score 7.8
MIDTOWN MADNESS 3	Reviewed Issue 18	Type Driving	"Pick-up-and-play action. Live opens new gameplay doors" XBL★★★★	Score 7.3
MIDWAY ARCADE TREASURES	Reviewed Issue 26	Type Retro	"Great selection of Midway's classics. Live scoring makes it an essential purchase for old-skoolers"	Score 7.5
MIKE TYSON HEAVYWEIGHT BOXING	Reviewed Issue 05	Type Sports	"Plenty of depth and strategy but sketchy and lacking a killer punch"	Score 7.2
MINORITY REPORT	Reviewed Issue 12	Type Action	"Offers little more than an extremely repetitive fight fest"	Score 5.5
MISSION: IMPOSSIBLE - OPERATION SURMA	Reviewed Issue 25	Type Stealth	"Decent stealth title that doesn't frustrate. Good if you like quick progress without replaying levels"	Score 8.0

METAL ARMS: GLITCH IN THE SYSTEM
REVIEWED: Issue 23
TYPE: Action/Shooter
"Gorgeous graphics, engaging characters, stacks of variety"
SCORE: 9.0

MOTOGP 2: URT
REVIEWED: Issue 17
TYPE: Bike racing
"Stupendous visuals. Brilliant bike customisation. So thrilling it'll make your knees bleed"
SCORE: 9.4 XBL: ★★★★★



NFL FEVER 2004
REVIEWED: Issue 22
TYPE: US sports
"Easy to get into, with an emphasis on action rather than stats. Xbox Live play too!"
SCORE: 8.7

PANZER DRAGOON ORTA
REVIEWED: Issue 15
TYPE: Action/Shooter
"Cutting-edge looks and classic blasting. Gorgeous"
SCORE: 8.8

CHARMING: OUR PUBLISHER JAMES SPOTTED JEREMY CLARKSON AT AN AWARDS DINNER. HE APPROACHED THE TOP GEAR PRESENTER TO ASK HIM IF HE'D BE INTERESTED IN REVIEWING A DRIVING GAME FOR US. HOWEVER, THE NOT-SO-ELOQUENT MR CLARKSON TOLD HIM TO "F**K OFF!"

THE XBOX ELITE

THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more.

PHANTASY STAR ONLINE EP. I & II
REVIEWED: Issue 17
TYPE: MMORPG
"This should be the most addictive online game ever"
SCORE: N/A XBL: ★★★★★

PHANTOM CRASH
REVIEWED: Issue 10
TYPE: Mech shooter
"Extremely enjoyable. Frantic action backed up with an impressive career mode"
SCORE: 8.5

PRINCE OF PERSIA: THE SANDS OF TIME
REVIEWED: Issue 26
TYPE: Adventure
"The Prince is the new King of platformers. Truly outstanding"
SCORE: 9.0

MONOPOLY PARTY	Reviewed Issue 13	Type Party	"A solid take on the game but it's not the most fun multiplayer out there"	Score 6.5
MORROWIND: GAME OF THE YEAR EDITION	Reviewed Issue 28	Type RPG	"Represents the greatest value of play-hours per pound ever. As all-consuming as ever"	Score 7.8
MORTAL KOMBAT: DEADLY ALLIANCE	Reviewed Issue 13	Type Beat 'em up	"Multiple fighting styles and high blood count. A worthy purchase"	Score 7.8
MOTOGP	Reviewed Issue 04	Type Bike racing	"Hotly contested bike racing combined with a perfect control method. A real winner"	XBL★★★★★ Score 8.9
MX2002 FEATURING RICKY CARMICHAEL	Reviewed Issue 04	Type Extreme sports	"A limp yet slightly enjoyable dirt biker with two-player mileage"	Score 5.0
MX SUPERFLY	Reviewed Issue 13	Type Bike racing	"Much better than *MX2002* but far from being a classic biking game"	Score 6.5
MX UNLEASHED	Reviewed Issue 28	Type Bike racing	"A very solid and enjoyable, if unspectacular racer. Boasts that 'one more go' factor"	Score 7.0
MYST III	Reviewed Issue 09	Type Adventure	"Bonkers-but-beautiful series of increasingly difficult logic puzzles"	Score 7.0
NBA2K3	Reviewed Issue 14	Type US sports	"Solid b-ball game with all the fundamentals. Top presentation"	XBL★★★ Score 6.2
NBA INSIDE DRIVE 2002	Reviewed Issue 03	Type US sports	"A decent, playable basketball game, but not brilliant by any means"	Score 7.2
NBA INSIDE DRIVE 2003	Reviewed Issue 11	Type US sports	"Good pace and novel passing system. Best b-ball game on Xbox"	Score 7.6
NBA INSIDE DRIVE 2004	Reviewed Issue 25	Type US sports	"Technically brilliant b-ball sim with huge single-player mode and great Xbox Live play"	XBL★★★★ Score 8.3
NBA JAM	Reviewed Issue 23	Type US sports	"Frantic gameplay and smooth character movement. A riot in multiplayer"	Score 7.9
NBA LIVE	Reviewed Issue 23	Type US sports	"Fast and furious with great in-game visuals and intuitive controls"	Score 7.3
NBA LIVE 2002	Reviewed Issue 02	Type US sports	"B-ball's end-to-end flow is somehow distilled into tedium"	Score 5.2
NBA LIVE 2003	Reviewed Issue 11	Type US sports	"Accessible and immediate, but not much fun. Too easy to score"	Score 6.5
NBA STREET VOL.2	Reviewed Issue 15	Type US sports	"Grab some friends and get stuck in. Easy to play but harder to master"	Score 8.2
NEED FOR SPEED: HOT PURSUIT 2	Reviewed Issue 09	Type Driving	"Good arcade racer that's a bit sluggish but offers solid driving fun"	Score 7.2
NEED FOR SPEED UNDERGROUND	Reviewed Issue 24	Type Driving	"A decent if unspectacular street racer. Over 100 races, with tons of stuff to unlock"	Score 7.0
NEW LEGENDS	Reviewed Issue 04	Type Action adventure	"A flawed game that quickly becomes repetitive and boring"	Score 4.9
NFL 2K3	Reviewed Issue 15	Type US sports	"A great game but too much of a challenge for total novices"	XBL★★★ Score 7.8
NFL FEVER 2003	Reviewed Issue 10	Type US sports	"A blast to play. All the thrills and none of the pain of NFL"	XBL★★★★ Score 8.2
NFL STREET	Reviewed Issue 26	Type US sports	"Like Justin Timberlake – thinks he's cool, has all the moves, but ultimately a bit naff underneath"	Score 7.0
NHL 2K3	Reviewed Issue 15	Type US sports	"Great AI. Realistic physics. As good as ice hockey sims get"	XBL★★★★ Score 7.9
NHL 2002	Reviewed Issue 02	Type US sports	"Excellent multiplayer game with joyful passing and shooting"	Score 8.2
NHL 2003	Reviewed Issue 08	Type US sports	"Fast and furious, this is the definitive ice hockey experience"	Score 8.2
NHL 2004	Reviewed Issue 21	Type US sports	"A joy to play. Looks gorgeous with incredible depth. Too easy though"	Score 7.7
NHL HITZ 20-02	Reviewed Issue 02	Type US sports	"Great-looking, polished and ultimately simple entertainment"	Score 7.4
NHL HITZ 20-03	Reviewed Issue 09	Type US sports	"Big-laughs, high-adrenaline arcade ice hockey with depth"	Score 8.4
NHL HITZ PRO	Reviewed Issue 23	Type US sports	"Outrageously good fun. Top humour and presentation. Great multiplayer"	Score 8.1
NHL RIVALS 2004	Reviewed Issue 25	Type US sports	"Fast-paced American footie. Easy to pick up, compatible with XSN Sports and Live play"	XBL★★★ Score 8.0
NICKELODEON PARTY BLAST	Reviewed Issue 13	Type Party	"Ummm, do they get any worse than this?"	Score 2.0
NIGHTCASTER	Reviewed Issue 04	Type Action	"Idea is good, but the execution isn't. Wizard? Not by any stretch"	Score 4.2
NIGHTCASTER II: EQUINOX	Reviewed Issue 14	Type Action	"Drab and messy from its box art to its core. Better than the original"	Score 4.5
ODDWORLD: MUNCH'S ODDYSEE	Reviewed Issue 01	Type Platformer	"Fun to play and great to look at... brimming with character"	Score 8.1
OTOGI – MYTH OF DEMONS	Reviewed Issue 21	Type Hack and slash	"Slick and great-looking. Bold characters and special effects aplenty"	Score 8.0

PROJECT GOTHAM RACING 2
REVIEWED: Issue 23
TYPE: Driving
"Gorgeous and ace to play. The definitive driving experience"
SCORE: 9.3 XBL: ★★★★★

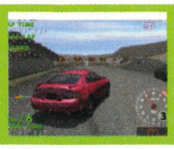
RALLISPORT CHALLENGE
REVIEWED: Issue 01
TYPE: Driving
"Searingly fast. Never fails to get the adrenaline flowing"
SCORE: 8.5

RED FACTION II
REVIEWED: Issue 18
TYPE: First-person shooter
"Plenty of missions and a ludicrous 60 multiplayer maps. Excellent fun"
SCORE: 8.6

RETURN TO CASTLE WOLFENSTEIN
REVIEWED: Issue 16
TYPE: First-person shooter
"Superb single-player, outstanding team play experiences on Live"
SCORE: 9.2 XBL: ★★★★★

OUTLAW GOLF	Reviewed Issue 11	Type Sports	"Light-hearted, but only three courses. Humour quickly wears off"	Score 6.6
OUTLAW VOLLEYBALL	Reviewed Issue 21	Type Sports	"Months of play on Xbox Live, and plenty to get through in single-player"	XBL★★★★ Score 8.0
PIRATES: THE LEGEND OF BLACK KAT	Reviewed Issue 04	Type Action adventure	"Everything in this ropey game feels lazy and uninspired"	Score 4.0
PIRATES OF THE CARIBBEAN	Reviewed Issue 21	Type RPG	"Lush RPG with a swashbuckling story that thrills but also frustrates"	Score 7.0
PITFALL: THE LOST EXPEDITION	Reviewed Issue 28	Type Platformer	"Involving puzzles, but awful over-sensitive camera and terrible dialogue"	Score 6.4
PRISONER OF WAR	Reviewed Issue 06	Type Tactical action	"Ambitious, intelligent strategy game marred by camera problems"	Score 7.2
PRO BEACH SOCCER	Reviewed Issue 16	Type Sports	"Fresh idea, but looks poor and the passing system is flawed"	Score 3.5
PRO CAST SPORTS FISHING	Reviewed Issue 20	Type Sports	"A perfectly competent game... except it's really hard to catch a fish!"	Score 2.0
PRO TENNIS WTA TOUR	Reviewed Issue 07	Type Sports	"Unresponsive controls. Unrealistic action. Chronic lack of options"	Score 1.9
PROJECT GOTHAM RACING	Reviewed Issue 01	Type Driving	"An epic racer blending accuracy with entertainment"	Score 8.9
PROJECT ZERO	Reviewed Issue 15	Type Survival horror	"A fresh take on survival horror. Extremely creepy and atmospheric"	Score 8.0
PULSE RACER	Reviewed Issue 15	Type Driving	"Some decent ideas, but fails to deliver on any level. Feeble"	Score 1.9
PUYO POP FEVER	Reviewed Issue 27	Type Puzzle	"A fun and frantic puzzler, bizarrely themed yet addictive, with an entertaining multiplayer mode"	Score 7.0
QUANTUM REDSHIFT	Reviewed Issue 09	Type Driving	"Fast, hardcore racing fans will love it. Steep difficulty curve"	Score 8.0
R: RACING	Reviewed Issue 27	Type Driving	"Looks good and has some slick touches, but there's a lack of multiplayer options and poor handling"	Score 7.0
RACING EVOLUZIONE	Reviewed Issue 14	Type Driving	"Fails to deliver on the promise of running a race team, but enjoyable"	Score 7.3
RALLY FUSION: RACE OF CHAMPIONS	Reviewed Issue 10	Type Driving	"A great racing game for people who aren't hardcore racing fans"	Score 8.0
RAYMAN 3 HOODLUM HAVOC	Reviewed Issue 15	Type Platformer	"Not just for kids. This 3D adventure will appeal across the board"	Score 7.4
RED CARD	Reviewed Issue 04	Type Sports	"Innovative cartoon footy, but a lack of decent CPU opponents"	Score 7.0
REIGN OF FIRE	Reviewed Issue 11	Type Action/Shooter	"Awkward controls and glitchy feel mean the potential is wasted"	Score 5.0
ROADKILL	Reviewed Issue 24	Type Shoot 'em up	"Extremely violent driving game with bad handling, bland graphics and unfair AI"	Score 5.1
ROBIN HOOD: DEFENDER OF THE CROWN	Reviewed Issue 24	Type Action	"A good bet if you are intrigued by strategy games but don't want to be bored"	Score 7.0
ROBOCOP	Reviewed Issue 27	Type FPS	"Doesn't look too bad, but the gameplay is repetitive and there are no save points"	Score 5.9
ROBOTECH: BATTLECRY	Reviewed Issue 11	Type Mech shooter	"Stylish anime designs, flashes of excitement, but not much depth"	Score 7.3
ROBOT WARS: EXTREME DESTRUCTION	Reviewed Issue 11	Type Action	"Realistic damage, true to the TV series, but repetitive gameplay"	Score 6.0
ROGUE OPS	Reviewed Issue 26	Type Action adventure	"The mix of stealth and action is evenly pitched, but aimless wandering detracts from the fun"	Score 7.6
ROLLERCOASTER TYCOON	Reviewed Issue 16	Type World builder	"Ultra detailed. Absorbing and addictive, but outdated, flat presentation"	Score 7.0
ROLLING	Reviewed Issue 23	Type Extreme sports	"Superb camera, plays and handles fairly well, but feels dated and derivative"	Score 5.9
SAVAGE SKIES	Reviewed Issue 15	Type Shooter	"Pretty decent, with solid multiplayer, but *Panzer* sets the benchmark"	Score 6.3
SCOOBY DOO! MYSTERY MAYHEM	Reviewed Issue 28	Type Action adventure	"A fun and easy-going adventure. Brilliantly captures the cartoon's atmosphere. Zoinks!"	Score 8.1
SEABLADE	Reviewed Issue 17	Type Shooter	"Derivative, difficult bog standard arcade dogfighting shooter clone"	Score 4.0
SECRET WEAPONS OVER NORMANDY	Reviewed Issue 24	Type Shoot 'em up	"Exciting, accomplished shoot 'em up. Easy to pick up, with a variety of modes on Live"	XBL★★★★ Score 8.0
SEGA SOCCER SLAM	Reviewed Issue 09	Type Sports	"Decent, frantic footy, best played with a friend. Ideal to rent"	Score 6.8
SERIOUS SAM	Reviewed Issue 11	Type First-person shooter	"Hectic blasting with a smattering of laughs. Slick and distinctive"	Score 8.2
SHADOW OF MEMORIES	Reviewed Issue 10	Type Adventure	"Drab, clumsy and low on enjoyment. A messy gimmick of a title"	Score 4.0
SHENMUE II	Reviewed Issue 13	Type RPG	"A giant of a game that requires time, patience and an open mind"	Score 8.0
SHREK	Reviewed Issue 02	Type Platformer	"A very plain and unrewarding kids' game"	Score 5.0
SHREK SUPER PARTY	Reviewed Issue 12	Type Party	"No more sophisticated than a freebie Shockwave game"	Score 4.0
SILENT HILL 2: INNER FEARS	Reviewed Issue 08	Type Survival horror	"Best survival horror on any console and the creepiest game ever"	Score 8.4
SILENT SCOPE COMPLETE	Reviewed Issue 27	Type Shoot 'em up	"A competent conversion that'll save you a fortune in £1 coins. Best played with a pad, not a lightgun"	Score 7.0
SIMPSONS ROAD RAGE	Reviewed Issue 03	Type Driving	"A game made bearable by funny voices and two-player mode"	Score 5.9
SLAM TENNIS	Reviewed Issue 06	Type Sports	"Enjoyable and recommended, despite its few broken strings"	Score 7.2
SOLDIER OF FORTUNE II: DOUBLE HELIX	Reviewed Issue 18	Type First-person shooter	"Standard FPS that capitalises on gore. Clunky controls"	XBL★★★ Score 7.0
SONIC HEROES	Reviewed Issue 27	Type Platformer	"Beautiful and fast. Inventive levels and great bosses, but cheap deaths and bad camera let it down"	Score 7.7
SPAWN: ARMAGEDDON	Reviewed Issue 27	Type Shoot 'em up	"A competent action game that stays faithful to the source material but is ruined by an awful camera"	Score 6.9
SPEED KINGS	Reviewed Issue 18	Type Driving	"*Burnout* on bikes. Stylish game – everything looks and feels sweet"	Score 8.0
SPHINX AND THE CURSED MUMMY	Reviewed Issue 27	Type Platformer	"Gorgeous, huge and inventive. Starts slowly but impresses midway with some nice surprises"	Score 8.1
SPIDER-MAN: THE MOVIE	Reviewed Issue 04	Type Platformer	"Highly enjoyable use of a licence; crackles with superhero smarts"	Score 8.0
SPLASHDOWN	Reviewed Issue 07	Type Racing	"A truly entertaining jet ski racer with lots of great courses"	Score 8.1

ROCKY
REVIEWED: Issue 09
TYPE: Sports
"Brilliantly evocative, this is dramatic multiplayer scrapping at its finest"
SCORE: 9.0



SEGA GT 2002
REVIEWED: Issue 10
TYPE: Driving
"An incredibly comprehensive and polished game very much in the style of *Gran Turismo*"
SCORE: 8.5

SEGA GT ONLINE
REVIEWED: Issue 24
TYPE: Driving
"Live-enabled update. Huge single-player career mode and virtually limitless on Xbox Live"
SCORE: 8.7

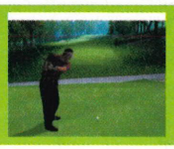
SOUL CALIBUR II
REVIEWED: Issue 21
TYPE: Beat 'em up
"The most fluid fighter ever. Easy to pick up, tough to master, graphically superb"
SCORE: 9.1

KEY: Xbox Live features
Elite title superseded by an Elite sequel

SPLINTER CELL: PANDORA TOMORROW
REVIEWED: Issue 27
TYPE: Action adventure
"Enhances everything that was good about the original"
SCORE: 9.3 XBL: ★★★★

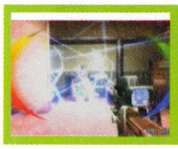
STAR WARS: KNIGHTS OF THE OLD REPUBLIC
REVIEWED: Issue 20
TYPE: RPG
"One of the most compelling games on any console ever"
SCORE: 9.5

TLOTR: THE RETURN OF THE KING
REVIEWED: Issue 23
TYPE: Action
"Recreates the film beautifully. A blockbuster action game"
SCORE: 8.5



TIGER WOODS PGA TOUR 2003
REVIEWED: Issue 11
TYPE: Sports
"Great swing system. Loads of modes. Fantastic courses"
SCORE: 8.5

SPY HUNTER	**Reviewed** Issue 04	**Type** Action	"Instantly enjoyable, totally superficial shoot 'em up chase action"	Score 6.7
SPYHUNTER 2	**Reviewed** Issue 27	**Type** Action	"A no-frills blaster on wheels. Ace sense of speed, amazingly detailed explosions, but no substance"	Score 5.9
SSX 3	**Reviewed** Issue 23	**Type** Extreme sports	"Loads of stuff to unlock but it's just a glossy remake of its predecessor"	Score 7.9
SSX TRICKY	**Reviewed** Issue 05	**Type** Extreme sports	"Fast and furious, but it needed souping up to become great"	Score 7.5
STAKE FORTUNE FIGHTERS	**Reviewed** Issue 19	**Type** Beat 'em up	"Not a bad idea but a mess of a game with few redeeming features"	Score 2.5
STARSKY & HUTCH	**Reviewed** Issue 19	**Type** Driving	"Easy to play, good control, with lots to unlock and interesting modes"	Score 6.8
STAR WARS JEDI KNIGHT: JEDI ACADEMY	**Reviewed** Issue 24	**Type** First-person shooter	"The only big change from *Jedi Knight II* is Live compatibility. Shabby presentation"	XBL★★★★ Score 7.7
STAR WARS JEDI KNIGHT II: JEDI OUTCAST	**Reviewed** Issue 10	**Type** Action adventure	"Better than *Star Wars: Obi-Wan*, but it still doesn't pull up any trees"	Score 6.5
STAR WARS: JEDI STARFIGHTER	**Reviewed** Issue 05	**Type** Shooter	"A dose of enjoyable space combat needing more action to shine"	Score 7.4
STAR WARS: OBI-WAN	**Reviewed** Issue 03	**Type** Action adventure	"A criminal waste of the *Star Wars* licence"	Score 3.3
STAR WARS: THE CLONE WARS	**Reviewed** Issue 18	**Type** Action	"Forgettable solo. Online, it's an intense mix of action and strategy"	Score 8.0
STATE OF EMERGENCY	**Reviewed** Issue 17	**Type** Action	"Simple, comic book arcade thrills with no pretensions of greatness"	Score 6.6
STEEL BATTALION	**Reviewed** Issue 14	**Type** Mech shooter	"Will only appeal to gamers who appreciate a truly in-depth simulation"	Score 7.8
STREET HOOPS	**Reviewed** Issue 09	**Type** US sports	"Unrewarding and uninvolving sports fest with little substance"	Score 6.2
SUPER BUBBLE POP	**Reviewed** Issue 15	**Type** Puzzle	"No addictive qualities, and full of bad techno cheese"	Score 4.0
SUPERMAN: THE MAN OF STEEL	**Reviewed** Issue 12	**Type** Shooter	"Boring levels, rubbish combat, and a dreadful control system"	Score 3.0
SWAT: GLOBAL STRIKE TEAM	**Reviewed** Issue 23	**Type** Squad-based shooter	"An accomplished FPS with realistic graphics and arcade action"	Score 7.7
SX SUPERSTAR	**Reviewed** Issue 19	**Type** Extreme sports	"Formulaic average-looking racer with a few aesthetic pleasantries"	Score 6.6
TAO FENG: FIST OF THE LOTUS	**Reviewed** Issue 16	**Type** Beat 'em up	"Highly enjoyable, frenzied and fun. Lovely arenas to trample"	Score 8.2
TAZ: WANTED	**Reviewed** Issue 08	**Type** Platformer	"Swish cartoon graphics, but confusing and frustrating gameplay"	Score 5.9
TD OVERDRIVE	**Reviewed** Issue 04	**Type** Driving	"Bad handling makes this depressing"	Score 3.8
TEENAGE MUTANT NINJA TURTLES	**Reviewed** Issue 28	**Type** Action	"A decent button-bashing beat 'em up. Very repetitive, but two-player co-op mode is fun"	Score 6.3
TENCHU: RETURN FROM DARKNESS	**Reviewed** Issue 28	**Type** Stealth action	"Will suck you in like a black hole. A slow-burning beauty you'd be mad to overlook"	Score 8.4
TENNIS MASTERS SERIES 2003	**Reviewed** Issue 10	**Type** Sports	"Another tedious tennis title with almost nothing to recommend"	Score 3.0



TIMESPLITTERS 2
REVIEWED: Issue 09
TYPE: First-person shooter
"The most complete FPS package on Xbox. Rife with features. Just buy it"
SCORE: 9.3

TOCA RACE DRIVER
REVIEWED: Issue 15
TYPE: Driving
"A top-notch racer that doesn't need its tacked-on storyline. Still, the racing is thrilling"
SCORE: 8.5 XBL: ★★★★

TOM CLANCY'S GHOST RECON
REVIEWED: Issue 11
TYPE: Squad-based shooter
"Confident and addictive. The strategy/action benchmark"
SCORE: 8.9 XBL: ★★★★

TOM CLANCY'S GHOST RECON: ISLAND THUNDER
REVIEWED: Issue 21
TYPE: Squad-based shooter
"Atmospheric with online play"
SCORE: 8.5 XBL: ★★★★

TERMINATOR: DAWN OF FATE	**Reviewed** Issue 11	**Type** Shooter	"Hardly any strategy, but a repetitive and enjoyable shooter"	Score 7.0
TERMINATOR 3: RISE OF THE MACHINES	**Reviewed** Issue 25	**Type** FPS	"Stripped-down shooter that is accessible to everyone, but FPS purists may find it too easy"	Score 7.8
TEST DRIVE OFF-ROAD: WIDE OPEN	**Reviewed** Issue 03	**Type** Driving	"The lack of vehicle/ground interaction will drive you nuts"	Score 3.5
TETRIS WORLDS	**Reviewed** Issue 09	**Type** Puzzle	"Dilutes the impact of the original. Okay, but there's nothing new"	XBL★★★ Score 6.0
THE CAT IN THE HAT	**Reviewed** Issue 27	**Type** Platformer	"Colourful, faithful to the film, and mildly inventive, but the controls are laboured and it's very last-gen"	Score 5.7
THE GREAT ESCAPE	**Reviewed** Issue 20	**Type** Action adventure	"Tense and pretty exciting with varied gameplay and well-paced missions"	Score 7.6
THE HAUNTED MANSION	**Reviewed** Issue 28	**Type** Adventure	"Creepy, kooky, spooky fun. Great originality and freshness, and no sign of Eddie Murphy"	Score 7.8
THE HOBBIT	**Reviewed** Issue 24	**Type** Platformer	"Solid, simple platformer. Recreates Middle-Earth well and tells the story beautifully"	Score 8.0
THE HOUSE OF THE DEAD III	**Reviewed** Issue 15	**Type** Shooter	"A fun, polished arcade game. Looks wonderful but gets repetitive"	Score 7.1
THE HULK	**Reviewed** Issue 18	**Type** Action	"Standard, fun arcade smash 'em up. Lots of moves and easy controls"	Score 7.5
THE ITALIAN JOB: L.A. HEIST	**Reviewed** Issue 21	**Type** Driving	"Easy to pick up and play, but the story's dull and the maps are boring"	Score 5.0
THE LOTR: THE FELLOWSHIP OF THE RING	**Reviewed** Issue 10	**Type** Action adventure	"A half-decent and smart-looking stab at the *Rings* world"	Score 7.0
THE LOTR: THE TWO TOWERS	**Reviewed** Issue 14	**Type** Action adventure	"Great. Captures the spirit of Tolkien's world. Lots of extras for fans"	Score 8.0
THE SIMPSONS: HIT & RUN	**Reviewed** Issue 23	**Type** Driving	"*GTA3* meets *Burnout 2* all wrapped up in a *Simpsons* fan-fest package"	Score 8.0
THE SIMS	**Reviewed** Issue 15	**Type** World builder	"No visceral action but it's satisfying controlling little people's destinies"	Score 7.7
THE SIMS BUSTIN' OUT	**Reviewed** Issue 24	**Type** World builder	"Still inexplicably addictive voyeurism. If you do like *The Sims*, you'll be utterly hooked"	Score 7.8
THE THING	**Reviewed** Issue 08	**Type** Survival horror	"Plenty of action and atmosphere but doesn't live up to its promise"	Score 7.4
TIGER WOODS PGA TOUR 2004	**Reviewed** Issue 21	**Type** Sports	"Not so much a sequel as an update. Think twice if you own *2003*"	Score 7.4
TOEJAM & EARL III: MISSION TO EARTH	**Reviewed** Issue 13	**Type** Platformer	"A very enjoyable platformer for both newbies and veterans alike"	Score 7.9
TOM CLANCY'S SPLINTER CELL	**Reviewed** Issue 10	**Type** Action adventure	"Gritty, good-looking, exciting and amazingly atmospheric"	Score 9.0
TONY HAWK'S PRO SKATER 3	**Reviewed** Issue 02	**Type** Extreme sports	"The biggest and best skateboarding title in the world"	Score 8.8
TOTAL CLUB MANAGER 2004	**Reviewed** Issue 24	**Type** Sports	"Impressive, accessible management sim. Play out the matches with *FIFA 2004*"	Score 8.4
TOTAL IMMERSION RACING	**Reviewed** Issue 11	**Type** Driving	"Original ideas and solid visuals, but slow with unspectacular AI"	Score 5.7
TOUR DE FRANCE	**Reviewed** Issue 06	**Type** Racing	"Great idea, but everything about it is sub-standard"	Score 4.6
TOXIC GRIND	**Reviewed** Issue 11	**Type** Extreme sports	"A few imaginative tracks can't disguise the lack of flair or polish"	Score 4.8

TOM CLANCY'S RAINBOW SIX 3
REVIEWED: Issue 23
TYPE: First-person shooter
"The ultimate package for fans of realism-based FPSs"
SCORE: 9.4 XBL: ★★★★★

TONY HAWK'S UNDERGROUND
REVIEWED: Issue 24
TYPE: Extreme sports
"Refreshingly different and diverse. Hop off and explore!"
SCORE: 8.6

TONY HAWK'S PRO SKATER 4
REVIEWED: Issue 11
TYPE: Extreme sports
"Silky trick system. Absolutely tons to do, and then some"
SCORE: 8.6

TOP SPIN
REVIEWED: Issue 23
TYPE: Sports
"Incredible detail. Hands down this is the best tennis game in the world"
SCORE: 9.0 XBL: ★★★★

TRANSWORLD SNOWBOARDING	**Reviewed** Issue 10	**Type** Extreme sports	"A looker, but boredom sets in once the views have been admired"	Score 6.1
TRANSWORLD SURF	**Reviewed** Issue 02	**Type** Extreme sports	"Some really great water effects but not enough variation"	Score 6.1
TRUE CRIME: STREETS OF L.A.	**Reviewed** Issue 24	**Type** Driving	"Decent attempt at encompassing driving, fighting and shooting, but it can't beat *GTA*"	Score 8.2
TUROK EVOLUTION	**Reviewed** Issue 08	**Type** Action/Shooter	"Disappointing sequel. Feels older than the dinosaurs it features"	Score 6.6
TY THE TASMANIAN TIGER	**Reviewed** Issue 10	**Type** Platformer	"Not just for kids. There's plenty here to challenge older gamers"	Score 7.6
UFC: TAPOUT	**Reviewed** Issue 03	**Type** Beat 'em up	"Brutal two-player fighter but a bit one-dimensional if it's just you"	Score 7.4
UNREAL II: THE AWAKENING	**Reviewed** Issue 28	**Type** FPS	"A good, solid conversion of a great shooter. The multiplayer mode has real legs"	Score 7.9
URBAN FREESTYLE SOCCER	**Reviewed** Issue 27	**Type** Sports	"Terrible gameplay, awful dialogue, shooting too easy, passing too laboured, appalling characters..."	Score 2.0
V-RALLY 3	**Reviewed** Issue 16	**Type** Driving	"Good car damage and framerate, but tracks can be a bit mundane"	Score 6.4
VEXX	**Reviewed** Issue 15	**Type** Platformer	"Darker than your average fare. Fun, absorbing and distracting"	Score 8.0
VOODOO VINCE	**Reviewed** Issue 22	**Type** Platformer	"An accomplished, instantly involving 3D platformer with dark humour"	Score 7.9
WALLACE & GROMIT IN PROJECT ZOO	**Reviewed** Issue 22	**Type** Platformer	"Perfectly rendered characters, huge levels and addictive gameplay"	Score 8.2
WHACKED!	**Reviewed** Issue 11	**Type** Party	"Shows how a party game should be done. Fun to play"	XBL★★★ Score 7.5
WHIPLASH	**Reviewed** Issue 27	**Type** Platformer	"Involving with an off-the-wall sense of humour. Great fun with a novel combat method"	Score 8.1
WORLD CHAMPIONSHIP POOL 2004	**Reviewed** Issue 26	**Type** Sports	"Comprehensive pool sim. Benefits immensely from numerous mini-games and Live play"	XBL★★★ Score 8.3
WORLD CHAMPIONSHIP RUGBY	**Reviewed** Issue 28	**Type** Sports	"A great arcade game. A brutal and very playable treat. Stat jugglers steer clear"	Score 8.0
WORLD CHAMPIONSHIP SNOOKER 2003	**Reviewed** Issue 18	**Type** Sports	"Deeply immersive. A wealth of extras and sprawling career mode"	Score 8.4
WORLD RACING	**Reviewed** Issue 14	**Type** Driving	"Good technical racer, but a bit sterile. Nirvana for Mercedes fans"	Score 6.8
WORMS 3D	**Reviewed** Issue 22	**Type** Turn-based strategy	"Very funny with loads of maps and mad weapons, but no System Link or Live"	Score 7.3
WRATH UNLEASHED	**Reviewed** Issue 26	**Type** Turn-based strategy	"Nice idea but too basic and uninspiring to deliver. Potentially fun at first, but the fighting is repetitive"	Score 5.0
WRECKLESS	**Reviewed** Issue 02	**Type** Driving	"Awesome demo of what Xbox can do, but not enough game in it"	Score 7.5
WWE RAW	**Reviewed** Issue 08	**Type** Sports	"Completely out-of-date roster, lack of modes, sluggish gameplay"	Score 5.3
WWE RAW 2: RUTHLESS AGGRESSION	**Reviewed** Issue 22	**Type** Sports	"Graphically great, ace multiplayer season mode, but sluggish gameplay"	Score 7.3
X-MEN: THE NEXT DIMENSION	**Reviewed** Issue 12	**Type** Beat 'em up	"Awkward controls, sluggish pace and uninspiring visuals"	Score 5.0
X-MEN 2: WOLVERINE'S REVENGE	**Reviewed** Issue 17	**Type** Action	"Entertaining action title. Plenty of challenge and lots of levels"	Score 7.4
XBOX MUSIC MIXER	**Reviewed** Issue 25	**Type** Party	"Music player and karaoke for your Xbox! 20,000 downloadable tunes and fun for all the family!"	Score 7.0
XGRA	**Reviewed** Issue 21	**Type** Racing	"Futuristic bike-racing game. Fast, but the weapons system is clumsy"	Score 6.5
YAGER	**Reviewed** Issue 15	**Type** Shooter	"A decent, enjoyable blaster that falls a wee bit short of greatness"	Score 7.6
ZAPPER	**Reviewed** Issue 16	**Type** Platformer	"Horrible controls, repetitive levels, but multiplayer provides laughs"	Score 5.0

UNREAL CHAMPIONSHIP
REVIEWED: Issue 10
TYPE: First-person shooter
"This sets a new standard for multiplayer shooters."
SCORE: 9.2 XBL: ★★★★

WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY
REVIEWED: Issue 17
TYPE: Extreme sports
"Outrageous arcade action"
SCORE: 8.6

XIII
REVIEWED: Issue 23
TYPE: First-person shooter
"Unique, stylish and captivating. You can't afford to miss this superb FPS"
SCORE: 9.0 XBL: ★★★

THE XBOX ELITE

THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more.

OFFICIAL XBOX MAGAZINE ELITE

START YOUR ENGINES: THE OXM TEAM AND THEIR BOSSES WENT GO-KARTING ONE EVENING. PREDICTABLY, IT GOT RATHER COMPETITIVE, AND DIRTY TACTICS PLAYED A BIG PART. THE TOP THREE SPOTS WENT TO GAV, ANDY AND OWEN. ALL THAT PGR2 PRACTICE PAID OFF.

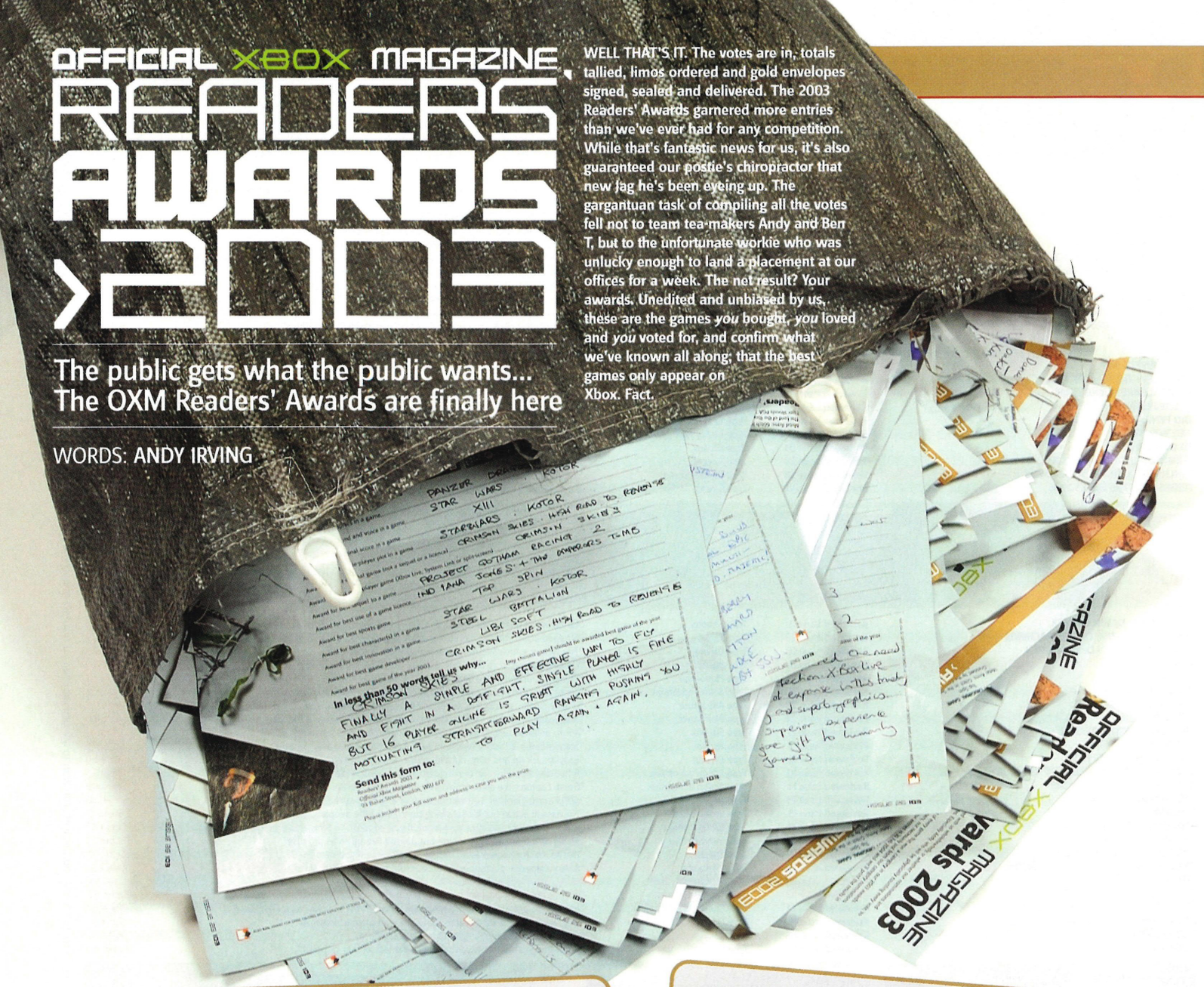
OFFICIAL XBOX MAGAZINE

READERS AWARDS 2003

The public gets what the public wants... The OXM Readers' Awards are finally here

WORDS: ANDY IRVING

WELL THAT'S IT. The votes are in, totals tallied, limos ordered and gold envelopes signed, sealed and delivered. The 2003 Readers' Awards garnered more entries than we've ever had for any competition. While that's fantastic news for us, it's also guaranteed our postie's chiropractor that new Jag he's been eyeing up. The gargantuan task of compiling all the votes fell not to team tea-makers Andy and Ben T, but to the unfortunate workie who was unlucky enough to land a placement at our offices for a week. The net result? Your awards. Unedited and unbiased by us, these are the games *you* bought, *you* loved and *you* voted for, and confirm what we've known all along; that the best games only appear on Xbox. Fact.



AWARD FOR BEST GRAPHICS IN A GAME

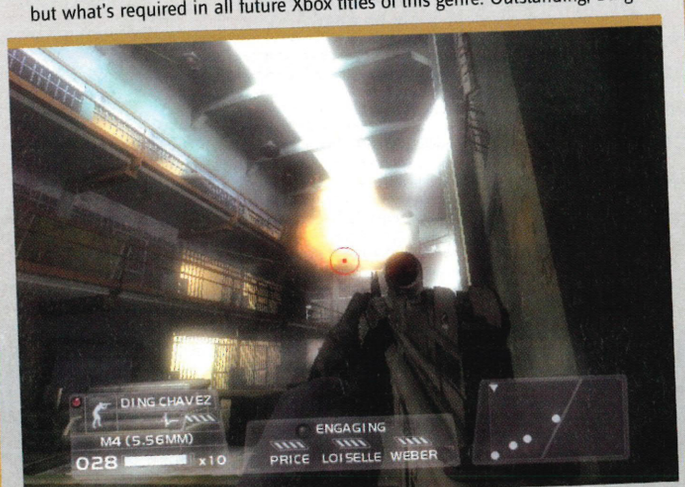
★ HONOURABLE MENTION ★

PROJECT GOTHAM RACING 2

★ WINNER ★

TOM CLANCY'S RAINBOW SIX 3

It seems you've been loving every minute since the Rainbow boys opened, flashed and cleared their way onto Xbox last year. A stunning opening cutscene lead to gorgeously lit levels, paired with great character animation and rag doll physics that struck a chord with everyone who played it. Subtle touches like the thermal vision and brilliant flashbang effects have showed not what's possible, but what's required in all future Xbox titles of this genre. Outstanding, Ding.



AWARD FOR BEST SOUND AND VOICE IN A GAME

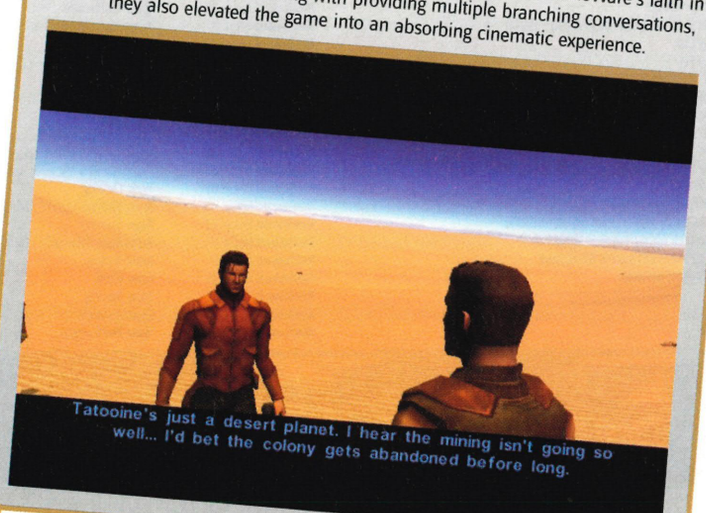
★ HONOURABLE MENTION ★

TOM CLANCY'S RAINBOW SIX 3

★ WINNER ★

STAR WARS: KNIGHTS OF THE OLD REPUBLIC

The dulcet tones of the Rainbow squad couldn't compete against the articulated, poetic beauty of the *KOTOR* universe. It must have been a Bantha-sized task recording the 100,000 lines of dialogue specific to the game, but BioWare's faith in its fantastic RPG paid off. Along with providing multiple branching conversations, they also elevated the game into an absorbing cinematic experience.



»AWARD FOR BEST ORIGINAL SCORE IN A GAME

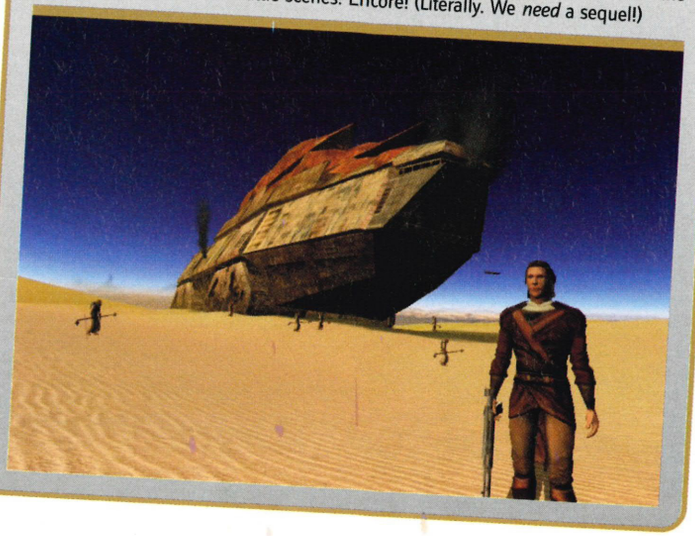
★ HONOURABLE MENTION ★

RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR

★ WINNER ★

STAR WARS: KNIGHTS OF THE OLD REPUBLIC

An epic RPG like *KOTOR* demanded an equally stellar soundtrack. BioWare hit the restraining bolt squarely on the head with a sweeping orchestral score that, in the same vein as John Williams' iconic anthems, managed to effortlessly switch between subtle accompaniment and an emotional, soaring assault on the senses in climactic battle scenes. Encore! (Literally. We *need* a sequel!)



»AWARD FOR BEST SINGLE-PLAYER PLOT IN A GAME

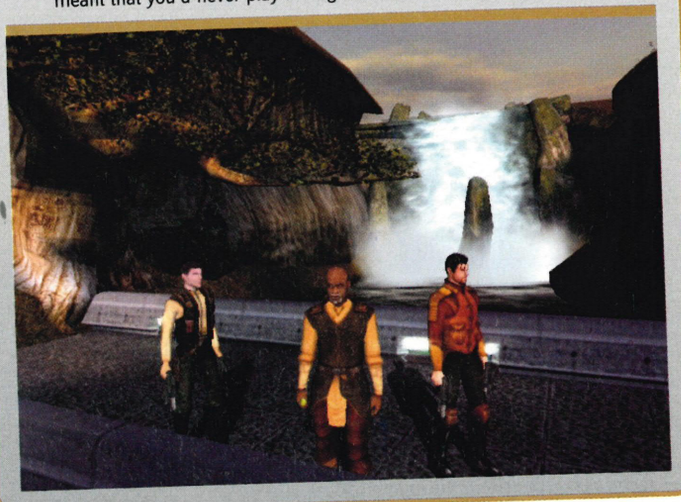
★ HONOURABLE MENTION ★

XIII

★ WINNER ★

STAR WARS: KNIGHTS OF THE OLD REPUBLIC

The mysterious agent XIII is no match for the might of *KOTOR*, fighting with an entire galaxy's worth of open-ended gameplay and fantastic character interaction. The great script, multiple sub-quests, various character attributes and upgrades and the fact that every action had an effect on your ultimate destiny meant that you'd never play through the same way twice. Enthralling.



»AWARD FOR BEST ORIGINAL GAME (NOT A SEQUEL OR LICENCE)

★ HONOURABLE MENTION ★

METAL ARMS: GLITCH IN THE SYSTEM

★ WINNER ★

TRUE CRIME: THE STREETS OF L.A.

The closest-run category threw up a surprise winner this year, and shows there's no glitch in Nick Kang's system to give even Tommy Vercetti a run for his money. An accomplished third-person, cliché-ridden actioner, *True Crime* proved so popular that a sequel is already in development, and it'd be a crime-ing shame to miss out on any further instalments of this promising franchise.

»AWARD FOR BEST MULTIPLAYER GAME (XBOX LIVE, SYSTEM LINK OR SPLIT-SCREEN)

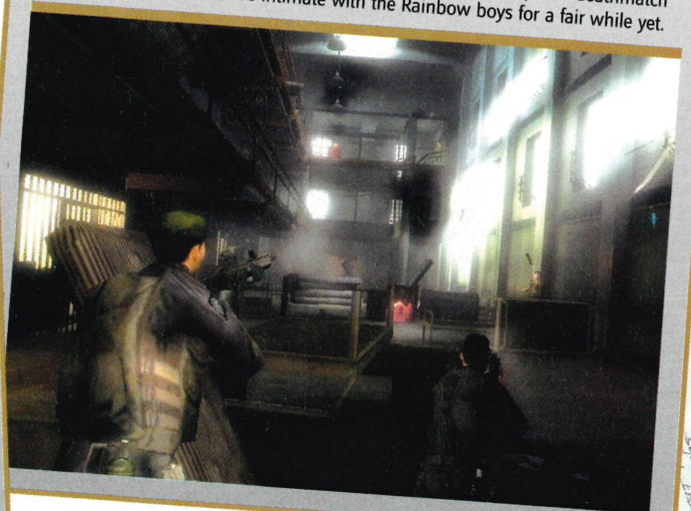
★ HONOURABLE MENTION ★

RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR

★ WINNER ★

TOM CLANCY'S RAINBOW SIX 3

Although we're still mad for a bit of Beach Invasion on *Wolfenstein*, there really is no other competition for *Tom Clancy's Rainbow Six 3* when it comes to invoking team spirit. We may bicker all day at work, but come the evenings team *OXM* are closer than a band of brothers. No lag, and a variety of co-op and deathmatch options mean we'll all be intimate with the Rainbow boys for a fair while yet.



DIDN'T READ THE SMALL PRINT: IT SEEMS SOME READERS DIDN'T QUITE GRASP THE CONCEPT OF GAME OF THE YEAR BEING 2003, AND NOT 2002... WE STILL HAD MORE THAN 50 VOTES FOR HALO!

READERS' AWARDS 2003

AWARD FOR BEST SEQUEL TO A GAME

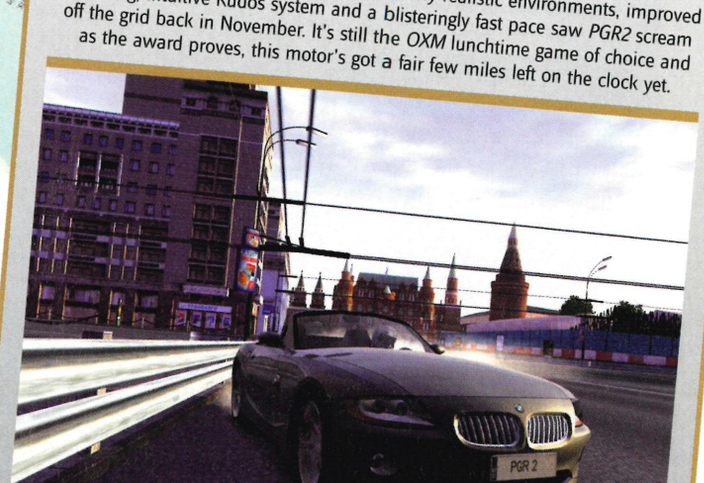
★ HONOURABLE MENTION ★

MAX PAYNE 2: THE FALL OF MAX PAYNE

★ WINNER ★

PROJECT GOTHAM RACING 2

Following up the finest racer on Xbox was always going to be a tricky task, but developer Bizarre Creations seamlessly shifted up a gear with this sequel that was streets ahead of its predecessor. Incredibly realistic environments, improved handling, intuitive Kudos system and a blisteringly fast pace saw *PGR2* scream off the grid back in November. It's still the *OXM* lunchtime game of choice and as the award proves, this motor's got a fair few miles left on the clock yet.



AWARD FOR BEST USE OF A GAME LICENCE

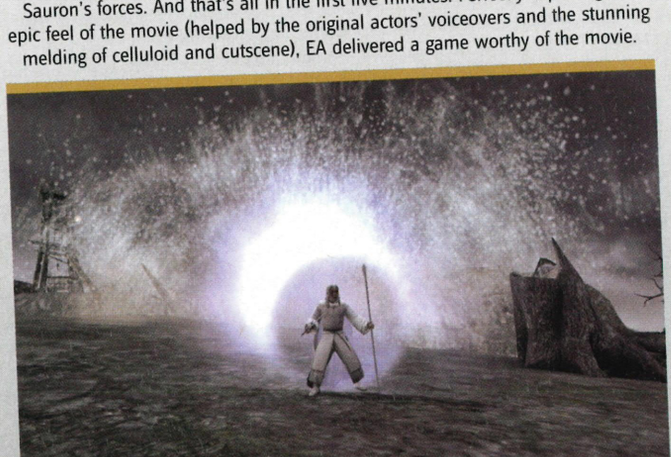
★ HONOURABLE MENTION ★

STAR WARS: KNIGHTS OF THE OLD REPUBLIC

★ WINNER ★

TLOTR: RETURN OF THE KING

Space wizards are cast into the nearest black hole by their Middle-Earth brethren as you thoroughly agreed with our award for best game licence. Frantic hack 'n' slash action, terrifying Orc armies and explosive weapons of war to destroy Sauron's forces. And that's all in the first five minutes. Perfectly capturing the epic feel of the movie (helped by the original actors' voiceovers and the stunning melding of celluloid and cutscene), EA delivered a game worthy of the movie.



AWARD FOR BEST SPORTS GAME

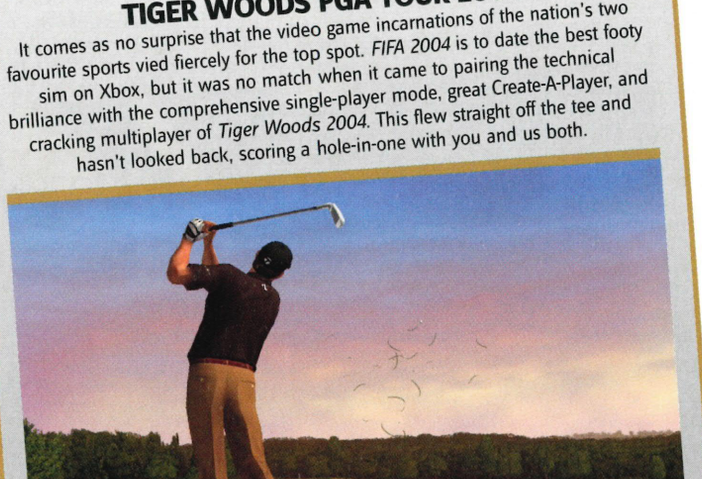
★ HONOURABLE MENTION ★

FIFA 2004

★ WINNER ★

TIGER WOODS PGA TOUR 2004

It comes as no surprise that the video game incarnations of the nation's two favourite sports vied fiercely for the top spot. *FIFA 2004* is to date the best footy sim on Xbox, but it was no match when it came to pairing the technical brilliance with the comprehensive single-player mode, great Create-A-Player, and cracking multiplayer of *Tiger Woods 2004*. This flew straight off the tee and hasn't looked back, scoring a hole-in-one with you and us both.



AWARD FOR BEST CHARACTER(S) IN A GAME

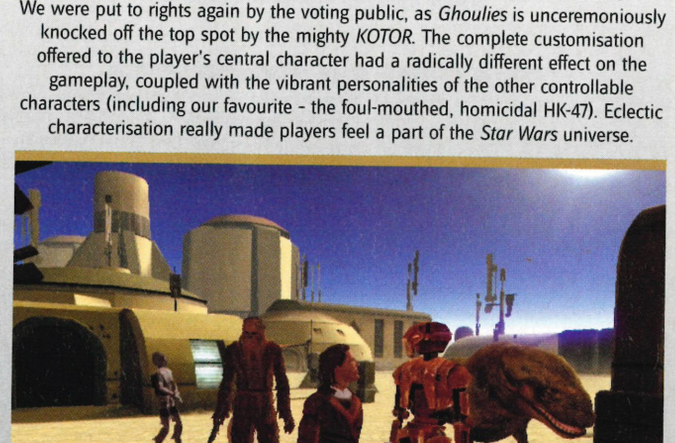
★ HONOURABLE MENTION ★

GRABBED BY THE GHOULIES

★ WINNER ★

STAR WARS: KNIGHTS OF THE OLD REPUBLIC

We were put to rights again by the voting public, as *Ghoulies* is unceremoniously knocked off the top spot by the mighty *KOTOR*. The complete customisation offered to the player's central character had a radically different effect on the gameplay, coupled with the vibrant personalities of the other controllable characters (including our favourite - the foul-mouthed, homicidal HK-47). Eclectic characterisation really made players feel a part of the *Star Wars* universe.



AWARD FOR BEST INNOVATION IN A GAME

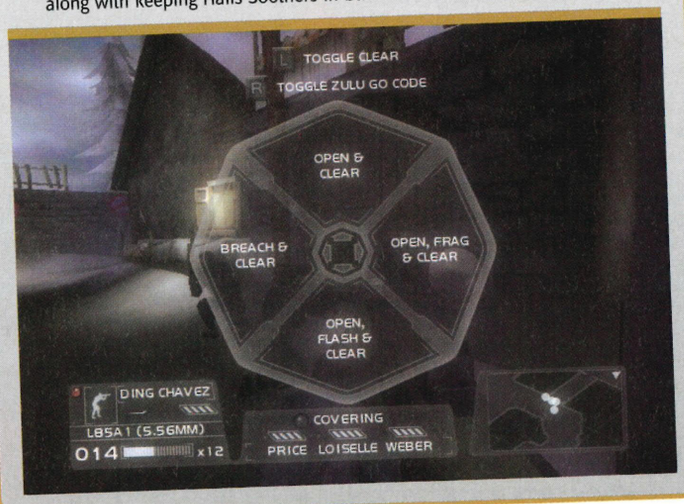
★ HONOURABLE MENTION ★

XIII

★ WINNER ★

TOM CLANCY'S RAINBOW SIX 3

Comic book brutality was no match for the real horror of war as *Tom Clancy's Rainbow Six 3* steps up to claim another voters' victory. Complex commands, previously confined to keyboard killers, were brought to the Xbox control system in a fantastically fluid and intuitive way, and the offline, voice-enabled commands ensured this was as real and immersive an experience as possible – along with keeping Halls Soothers in business over the last few months.



AWARD FOR BEST GAME DEVELOPER

★ HONOURABLE MENTION ★

EA

★ WINNER ★

UBISOFT

Quality over quantity was the order of the day here, as although EA's carpet-bombing of the market produced a few decent titles this year, the public's favourite Ubisoft showed that unique, quality games are what the people really want. Fab sequel *Ghost Recon: Island Thunder*, the stunning *XIII* and the technically astounding *Tom Clancy's Rainbow Six 3* were all resounding critical and commercial successes that meant Ubisoft thoroughly deserved this award.

UBISOFT™

AWARD FOR BEST GAME OF THE YEAR 2003

★ HONOURABLE MENTIONS ★

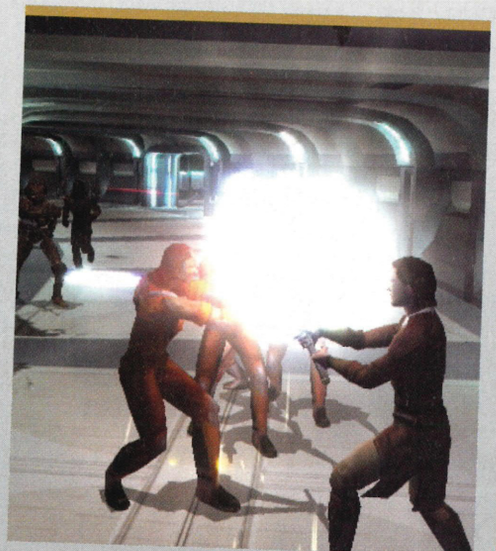
TOM CLANCY'S RAINBOW SIX 3
PROJECT GOTHAM RACING 2

★ WINNER ★

STAR WARS: KNIGHTS OF THE OLD REPUBLIC

The Best Game Of The Year award is the big one. Like Best Picture at the Oscars, there's rarely any shock winner; the victors are universally accepted as the current best in their field, and as such the trio of top titles above were our three highest-scoring games of last year. *PGR2* and *Tom Clancy's Rainbow 3* are outstanding games in their own right, but *KOTOR* had, as you've all proved, something that little bit special.

In the past, *Star Wars* games have fallen below the stellar standard of the original films, but this sweeping RPG finally managed to do the licence justice. From the epic scale of the game to the fantastic original score, the title became an instant classic. By placing an RPG in the context of the *Star Wars* universe, BioWare managed to open up a previously niche genre to a far wider audience, and converted turn-based combat into exciting battles more akin to an action title. We loved *KOTOR*, you loved *KOTOR*, and if any further proof were needed, the title won Xbox Game Of The Year at the BAFTA Video Games Awards. High, but thoroughly deserving, praise indeed.



★ WINNER ★

The winner of our tie-breaker question was Austin Keggie of Poole, Dorset, who'll receive a copy of all the victorious games from our 2003 Awards. He summed up your Best Game of 2003 award for *Star Wars: Knights of the Old Republic* with the following:

"Considering the sheer enormity of possible outcomes from a player's individual choices, the complete immersion resulting from the great soundtrack, a great sense of accomplishment, atmosphere and involvement, and the fact that a more polished and professional game has yet to arrive, *Star Wars: Knights of the Old Republic* was the only real contender."

PLAYLIVE

XBOX LIVE ONLINE ENABLED

REVIEWS UPDATES // WHAT'S HOT // COMMUNITY

ANOTHER MONTH, another clutch of fine titles ready to blister your thumbs online. And, because we're feeling mean, we've thrown in something to wear your feet out, too. Whether you fancy a touch of stealth action, bombing around in a car that if you're mum saw you in, she'd start crying, or breaking out in a funk-soaked sweat, Live has a little bit of everything.

If you've still to grab yourself an Xbox Live Starter Kit, keep your eyes open for the *Official Xbox 50 Best Games* magazine that's just hit the shops. In it, not only do you get the lowdown on every essential Xbox purchase, you also get a step-by-step guide to getting started online. With the library of games expanding every month and easier ways to pay, there really is no excuse not to get online.

See you on Live

Ben

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For full details visit www.bt.com/xboxlive

BT www.bt.com/xboxlive XBOX™ COMPATIBLE

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XBOX Official Xbox Magazine
XBOX LIVE ONLINE ENABLED

↑ Go head to head with your rival for some good ol' neck-slashing fun...

↑ ...or team up with them to dish out twice as much shock for your enemies.

TENCHU: RETURN FROM DARKNESS

Slice a stranger's throat just for kicks

ALTHOUGH THE idea of *Tenchu* going Live gets the mouth watering, if it weren't for *Splinter Cell* emerging as a Live classic last month, we could be looking at a cracker. Unfortunately for *Tenchu*, although it gives the whole Live thing a good stab (through the jugular), it doesn't quite succeed in all it sets out to do.

There are co-op deathmatches against other players, and a cool Versus mode that sees you stalking your opponent while they in turn stalk you, but everything is let down by the control system. The camera wasn't up to much in the single-player game, so when you have superior AI hunting you down on Live, a wonky camera, and a control system not built for combat, things start to look a tad sludgy. Thankfully your rival will encounter the same problems so it's not as though you're the only handicapped player, but nonetheless, it shouldn't be happening. Stick with *Tenchu* offline, it's far better.

OFFICIAL XBOX MAGAZINE VERDICT & RATING

Overshadowed by the far superior *Splinter Cell*, it's unlikely anyone will seriously choose this for Live play over Sam Fisher.

★★☆☆☆

↑ Plenty of destruction, and all aimed at real players. Just how we like it.

↑ Beware... those bases may be guarded now they're online.

UNREAL II: THE AWAKENING

We love the smell of a rude awakening in the morning

THANKS MAINLY to the XMP, *Unreal II* is a far improved game on Live. XMP is the multiplayer mode, available on both System Link and Xbox Live, that allows you to manage vehicles, bases, and team structures. Three different types of soldier are available to use, each with specific strengths that you can employ for use on building force fields, and managing places such as respawn points.

The inclusion of XMP really adds depth to the gameplay - our only gripe is the number of maps and players that can actually experience Live play. Only four maps are up for grabs, and rather than 16 players that used to seem like the standard number for a match, *Unreal II* opts for only eight. We do have word that more maps will eventually be ready to download, so fingers crossed. While *Unreal II* doesn't exactly trample the competition, the XMP is its true strength, and makes the online experience far more enjoyable. Not bad at all.

OFFICIAL XBOX MAGAZINE VERDICT & RATING

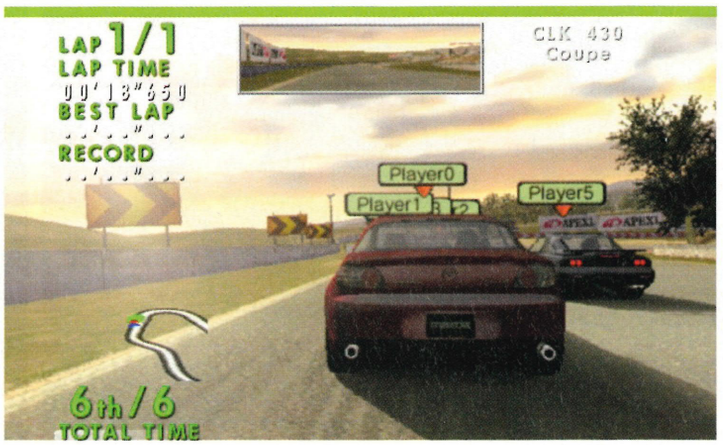
Saved largely by the XMP multiplayer system, but there are still better online shooters around. And where are the maps?

★★★★☆

BT www.bt.com/xboxlive
XBOX COMPATIBLE

YOU'VE BEEN FRAMED: ACTOR SHO KOSUGI, WHO BECAME FAMOUS DURING THE '80S FOR MAKING TONS OF NINJA MOVIES, DID THE MOTION CAPTURE FOR TENCHU'S RIKIMARU.

↑ The menus are easy to navigate so you'll have no problems getting started.



↑ Just in case you don't know who's who, everyone is neatly labelled for reference.

SEGA GT ONLINE

Now with added 'Online' in the title!

SEGA GT ONLINE (Issue 24, 8.7) does exactly what it says on the lime green box. It is, if you still haven't guessed, *Sega GT*, only online. Big deal? Well, actually it's not too bad, even considering this is a re-release with Live knobs on.

Up to 16 players can join a session at once via a menu system that is brilliantly navigable, and when cranked up to include all 16 gamers, the framerate is zippy. In fact, when all 16 drivers have a top-end vehicle at their disposal, *Sega GT* can easily suck up a fair few hours of your time.

Unfortunately (and who didn't see this coming?), it's not a patch on *Project Gotham Racing 2*. The number of tracks is weak in comparison, and it just lacks the vital va-va-voom that you get from ripping around Sydney in an Enzo.

As a standalone package without any competition, *Sega GT* wouldn't be too offensive, and would offer more than just a mild distraction. As it is, the title is an update of an already available game, and a late contender in the online racing championships, already ruled by *PGR2*.

OFFICIAL XBOX MAGAZINE VERDICT & RATING

Very 'ish'. Goodish, fastish, worth owningish, and would-probably-be-regarded-as-a-better-game-if-*PGR2*-wasn't-aroundish.

★★★☆☆

↑ The number indicates your highest combo at present.

↑ You can see your opponent's footsteps alongside your own.

DANCING STAGE UNLEASHED

Comb your hair! Wave! Wave your hands! Superman! Woah!

DANCING STAGE Unleashed (Issue 27, 7.2) is entertaining as a party game, mainly because it's a chance to step up and look like a stupid idiot in front of your mates. Boogying down in the arcades is even more embarrassing, but at least you get to see how it's done properly (or disastrously) by other players.

You'd think competing over Live in one-on-one matches would be the same. But while the social and competitive element are still there, the visual comedy of seeing someone squirm around like a disco-dancing geriatric is sorely absent.

In technical terms, the game works flawlessly with no lag whatsoever. Being able to see your opponent's footsteps as you bunnyhop around is also a cool visual clue to how smooth they are.

The big problem is finding a game. *Dancing Stage* is incompatible with the US version, which seriously restricts the number of opponents and it's consistently hard to find someone to dance with.

OFFICIAL XBOX MAGAZINE VERDICT & RATING

Dancing Stage Unleashed fails to be as much fun online. Party games need a web cam as well as a dance mat to succeed.

★★☆☆☆

BT www.bt.com/xboxlive XBOX™ COMPATIBLE

BT www.bt.com/xboxlive XBOX COMPATIBLE
XBOX Official Xbox Magazine
XBOX LIVE ONLINE ENABLED

↑ If you're going to kill someone, it's easier to do it in a graveyard.

↑ Ooo... it's just like being in one of those nasty '80s slasher movies. Here's Johnny!

DEAD MAN'S HAND

Just how Live can a dead hand be?

DAGNABBIT. You want to get out on the western frontier to blast pesky varmints in a multiplayer Campaign mode, and what does *DMH* deliver? Diddly squat. It's all deathmatch here, deathmatch there, but no multiplayer campaigns to make you feel like a *Young Gun*.

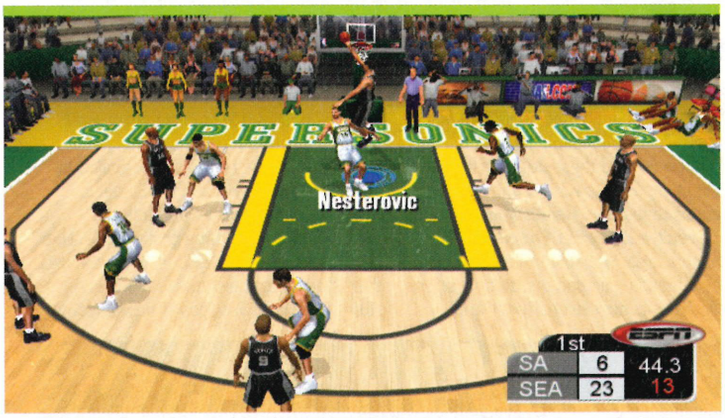
There are plenty of options though, all of which are easy to navigate thanks to a western-style menu screen. Choose from the Posse mode where you team up with other gamers against AI opponents, and Bounty mode where a team tracks down and tries to kill a single player. The standard deathmatch options are thrown in for good measure, as are quick matches and Friends lists. If you're up for some System Link action, that's here too.

In fact, although campaigns are sorely neglected, and it may not be the most polished or advanced multiplayer FPS, it still has the balls to try something different and pack it in where Live play counts. If you fancy yourself as something of a cowboy, *Dead Man's Hand* has enough bloodshed and death-dealing on Live to see you hanging from the gallows.

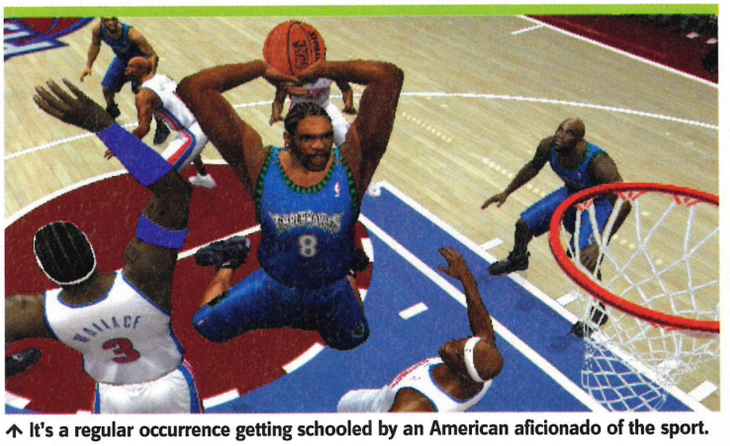
OFFICIAL XBOX MAGAZINE VERDICT & RATING

Not bad, especially considering the game (Issue 28, 7.1) isn't great offline. Options are varied, and it's easy to organise games.

★★★☆☆



↑ The game flows fast and freely on Live, so time those jump shots precisely.



↑ It's a regular occurrence getting schooled by an American aficionado of the sport.

ESPN NBA BASKETBALL

Will you be jumping for joy online?

WE REVIEWED *ESPN NBA Basketball* (Issue 23, 7.6) a while back in October, but with the recent demise of Microsoft's XSN Network for reasons yet to be revealed, Sega's b-balling bonanza can finally take centre court as one of the best online basketball sims out there.

The offline version of the game was a deep, involving, technically ruled tour de force that dropped players in at the deep end, trying to get to grips with every minor foul and rule within the game. This is translated well into the online mode, but matches are best suited to fans of realistic sims that exactly mirror the real-life game. Believe us when we say it's no fun to have a screaming kid from the US berating you every time you happen to bump into one of his guys.

On Live everything runs smoothly, and all the game modes and custom tournaments are present. Players are unable to upload custom characters created in the great 24/7 feature, but all the existing skills are here, like the entertaining spins and jukes. Not an easy one to just dip into, but if b-balling's your thing, then *ESPN Basketball* is the MVP of titles out there.

OFFICIAL XBOX MAGAZINE VERDICT & RATING

More for hardcore fans of the sport than the casual gamer, it's nonetheless one of the best US sports sims, and a real blast online.

★★★☆☆

XBOX COMPATIBLE www.bt.com/xboxlive BT

SQUINTIN' VARMINT. EASTWOOD'S TRADEMARK SQUINT IN A FISTFUL OF DOLLARS WAS CAUSED BY THE GLARING SUN AND HIGH-POWER LIGHTING RIGS ON THE SET.

The Dirty Dozen

Dare you go against 12 of the finest killers around?

IT MIGHT have a strange name, but we'll forgive Strigoi because we respect it. This is a clan who'll happily show you everything and display all its winning accolades on a homepage for all to see. With fellow clans such as the Indestructibles saying things like "Will definitely give you a rematch sometime. Great clan" and "100 per cent. Very well done to MikeTheGun, DeltaIV and Hacienda1990", it shows Strigoi can beat you and still command your respect.

Lead by the enigmatic MikeTheGun, a firearms dealer from Bournemouth, you know you're up against some pretty stiff competition. In fact, the clan welcomes challenges from all comers, and its home page has 'Dare You Challenge Us?' splashed all over it.

Links on the site take you to videos of *Rainbow Six 3* carnage (presumably caused by the good chaps themselves), as well as some very dodgy pastimes indeed - don't even ask. If you think you're hard enough, challenge the lads to a team deathmatch or nine today. If your clan face-off all goes to plan, let us know who emerged the victor.

↑ Strigoi's webpage. A huge fan of *Rainbow Six 3*, if you hadn't guessed already.

The Man Who Thinks He's it...

All hail the slayer of giants...

↑ Flawless No1.

BOTH HIGH Priest X and Satan's Puppet have featured in this hallowed spot, and both have recently been slain by Flawless No1. "I took them both out with a single bullet and realised I was worthy of the ultimate accolade in gaming," he says. Flawless (Dan Houslay by day) ranked fifth in the world at *Wolfenstein* (100 kills on his first day alone) and says he can even kill people with his wit: "I take the rip out of everyone and anyone who crosses the line of disrespectfulness." Word up Danny, here's to you and much respectfulness goes your way.

statattack

"I have a ratio of roughly 1.45 on *Rainbow Six 3*. I play everyday to make sure I get loads of kills in."

Livecharts Live and kicking ass

↑ *SC:PT* takes its rightful place.

WE HAVE A new leader. Sam Fisher caught us in a strangle hold and has claimed the top spot. *Splinter Cell: Pandora Tomorrow* is perhaps the first online shit 'em up. Not slipping that far down, *PGR2* still maintains a strong grip, and might regain its position in time. Bringing up the rear are *Rainbow Six 3* at number three, *Unreal II* at four, and *Crimson Skies* holding on at five.

1. **SPLINTER CELL: PANDORA TOMORROW**
The King is dead, long live the King. All hail Fisher.
2. **PROJECT GOTHAM RACING 2**
It may have slipped but we predict a late comeback.
3. **TOM CLANCY'S RAINBOW SIX 3**
A solid, non-moving stealth beauty with a steady fanbase.
4. **UNREAL II: THE AWAKENING**
A brief flurry of interest pushes this so-so FPS up high.
5. **CRIMSON SKIES: HRTR**
We guess there's still interest in dogfighting yet. Too right.

Knight Of A Newer Republic

New KOTOR goodies arrive at last

IT'S BEEN A wait, but the first chunk of *Star Wars: Knights of the Old Republic* downloadable content is finally upon us, and there's quite a hefty lump to chew over as well. A new race is available and features Trandoshans, a species you'll soon see in *Episode III*. A new shop is also available in the form of the Yavin Station - a specialist store that specifically sells high level armour and lightsaber crystals. It also has hardware such as an advanced bio-stabilizer mask that renders toxins useless.

If that weren't enough, you'll also be able to nab yourself a handy Baragwin heavy repeating blaster, and a flame thrower... great for offing pesky Jawas. Like a big *Star Wars*-themed bus, you wait ages then loads of content comes along at once. Now, away with you, go get downloading.

↑ Your blaster will be no match for the latest, download-only weaponry.

BT www.bt.com/xboxlive XBOX COMPATIBLE

BT www.bt.com/xboxlive XBOX COMPATIBLE XBOX Official Xbox Magazine
XBOX LIVE ONLINE ENABLED

Xbox Live - The Games

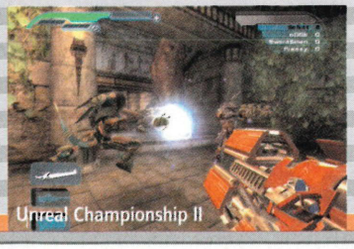
WANT A GAME? An Xbox Live-enabled game? Thought so. Here's the info: what's out, what's coming out... and how Xbox Live is used to make things better.

OUT NOW Buckling the shelves of your local games store right now...

GAME	DEVELOPER	PUBLISHER	PLAYERS ONLINE	D/L CONTENT?	ISSUE	SCORE	GAME TYPE
Amped 2	Microsoft	Microsoft	two - eight	No	Issue 23	8.9	Extreme sports
Armed & Dangerous	LucasArts	Activision	n/a	Yes	Issue 26	8.0	Action adventure
Brute Force	Digital Games	Microsoft	n/a	Yes	Issue 18	8.5	Squad-based shooter
Burnout 2: Point of Impact	Criterion Games	Acclaim	n/a	uploadable scores	Issue 17	9.0	Racing
Capcom Vs SNK 2 EO	Capcom	Capcom	two	No	Issue 14	7.7	Beat 'em up
Carve	Argonaut	Take-Two	two - eight	No	Issue 26	5.5	Extreme sports
Colin McRae Rally 04	Codemasters	Codemasters	n/a	uploadable scores	Issue 21	9.1	Racing
Conan	Cauldron	TDK	two - eight	No	Issue 29	7.7	Hack 'em up
Counter-Strike	Ritual Entertainment	Microsoft	two - sixteen	No	Issue 24	8.0	Squad-based shooter
Dead Man's Hand	Human Head Studios	Atari	two - eight	No	Issue 28	7.1	First-person shooter
ESPN: NHL, NFL, NBA	Visual Concepts	Sega	two - four	No	Issue 23	7.9/7.8/6.2	US sports
England International Football	Codemasters	Codemasters	two	No	Issue 29	8.2	Sports
Godzilla: Destroy All Monsters Melee	Atari	Atari	n/a	Yes	Issue 17	6.1	Beat 'em up
Ford Racing 2	Razor Works	Empire Interactive	n/a	uploadable scores	Issue 23	6.4	Racing
Hunter the Reckoning: Redeemer	High Voltage	Vivendi	n/a	Yes	Issue 25	6.8	Hack 'em up
Knights of the Old Temple	Starbreeze	TDK	n/a	Yes	Issue 28	6.0	Action adventure
Links 2004	Microsoft	Microsoft	two - four	Yes	Issue 24	8.4	Sports
LMA Manager	Codemasters	Codemasters	n/a	Yes	Issue 27	8.4	Sports
MechAssault	Day 1 Studios	Microsoft	two - eight	Yes	Issue 11	8.0	Mech shooter
Midtown Madness 3	Dice	Microsoft	two - eight	No	Issue 18	8.0	Racing
MotoGP Online demo	Climax	THQ	two - sixteen	No	Demo	8.9	Racing
MotoGP 2: URT	Climax	THQ	two - sixteen	No	Issue 17	9.4	Racing
Music Mixer	Microsoft	Microsoft	n/a	Yes	Issue 25	6.0	Party
MX Superfly	Pacific Coast P&L	THQ	n/a	Yes	Issue 13	6.5	Extreme sports
NBA2K3	Sega	Atari	two - four	No	Issue 14	6.2	US sports
NFL2K3	Sega	Atari	two - four	No	Issue 15	7.8	US sports
NFL Fever 2003	Microsoft	Microsoft	two - four	No	Issue 10	8.2	US sports
NFL Fever 2004	Microsoft	Microsoft	two - four	No	Issue 24	8.7	US sports
NHL2K3	Sega	Atari	two - four	No	Issue 15	7.9	US sports
NHL Rivals 2004	Microsoft	Microsoft	two - four	No	Issue 25	8.0	US sports
Ninja Gaiden	Tecmo	Microsoft	two	uploadable scores	Issue 29	9.2	Beat 'em up
Outlaw Volleyball	Hypnotix	TDK	two - four	No	Issue 21	8.0	Sports
Phantasy Star Online Episode I & II	Sonic Team	Sega	two - four	Yes	Issue 17	N/A	MMORPG
Powerdrome	Argonaut	Evolved	two - twelve	No	Issue 29	8.0	Racing
Project Gotham Racing 2	Bizarre Creations	Microsoft	two - eight	No	Issue 23	9.3	Racing
Return to Castle Wolfenstein	Nerve Software/id	Activision	two - sixteen	No	Issue 17	9.2	Shooter
Rogue Ops	Bit Studios	Kemco	n/a	Yes	Issue 26	9.2	Action adventure
Sega GT Online	Wow	Sega	one - twelve	No	Issue 24	8.7	Racing
Soldier of Fortune II	Gratuitous Games	Activision	two - twelve	Yes	Issue 18	7.0	Shooter
Star Wars Jedi Knight: Jedi Academy	Raven Software	LucasArts	two - eight	No	Issue 24	7.7	Action
Star Wars: Knights of the Old Republic	BioWare	Activision	n/a	Yes	Issue 20	9.5	RPG
Star Wars: The Clone Wars	LucasArts	LucasArts	two - eight	No	Issue 18	8.0	Action
Steel Battalion: Line Of Contact	Capcom	Microsoft	two - ten	No	Issue 29	9.0	Shooter
SWAT: Global Strike Team	Argonaut	Vivendi	n/a	Yes	Issue 23	7.7	Squad-based shooter
Tenchu: Return From Darkness	K2	Activision	two	No	Issue 28	8.4	Stealth action
TOCA Race Driver 2: The Ultimate Racing Simulator	Codemasters	Codemasters	two - twelve	No	Issue 29	9.1	Racing
ToeJam & Earl III: Mission to Earth	Sega	Microsoft	n/a	Yes	Issue 13	7.9	Platformer
Tom Clancy's Ghost Recon	Red Storm Ent.	Ubisoft	two - sixteen	No	Issue 11	8.9	Squad-based shooter
Tom Clancy's Ghost Recon: Island Thunder	Ubisoft	Ubisoft	two - sixteen	No	Issue 21	8.5	Squad-based shooter
Tom Clancy's Rainbow Six 3	Ubisoft	Ubisoft	two - sixteen	Yes	Issue 23	9.4	Squad-based shooter
Tom Clancy's Splinter Cell	Ubisoft	Ubisoft	n/a	Yes	Issue 10	9.0	Action adventure
Top Spin	Microsoft	Microsoft	two - four	Yes	Issue 23	9.0	Sports
Unreal II: The Awakening	Tantalus	Atari	two - eight	Yes	Issue 28	7.9	First-person shooter
Whacked!	Microsoft	Microsoft	two - four	No	Issue 11	7.5	Party
World Championship Pool 2004	Blade Interactive	Jaleco	two - eight	No	Issue 26	8.3	Sports
Unreal Championship	Digital Extremes	Atari	two - sixteen	Yes	Issue 10	9.2	Shooter
XIII	Ubisoft	Ubisoft	two - sixteen	Yes	Issue 23	9.0	Squad-based shooter

COMING SOON Talented folk are programming this lot at the moment

Area 51


Unreal Championship II

GAME	DEVELOPER	PUBLISHER	GAME TYPE	RELEASE DATE
Area 51	Inevitable	Midway	Shooter	October 2004
Black 9	Majesco	Majesco	Action	TBA
Conker: Live & Uncut	Rare	Microsoft	Action	TBA
Dead or Alive Ultimate	Team Ninja	Microsoft	Beat 'em up	Spring 2004
Doom 3	id software	Activision	First-person shooter	TBA
ESPN NCAA	Visual Concepts	Sega	US sports	TBA 2004
Full Spectrum Warrior	Pandemic	THQ	Tactical action	June 2004
FX Racing	Milestone	TBA	Racing	TBA 2004
Halo 2	Bungie	Microsoft	Shooter	2004
Jade Empire	BioWare	Microsoft	RPG	November 2004
MechAssault 2	Day 1 Studios	Microsoft	Mech shooter	December 2004
Men of Valor: The Vietnam War	2015	Vivendi	Shooter	Summer 2004
MTX: Mototrax	Left Field Productions	Activision	Racing	March 2004
Operation Flashpoint: Cold War Crisis	Bohemia Interactive	Codemasters	Squad-based shooter	2004
Painkiller	People Can Fly	Mindscape	First-person shooter	Summer 2004
Phantom Dust	Microsoft	Microsoft	Action shooter	Summer 2004
Richard Burns Rally	Warthog Sweden	SCi	Racing	Spring 2004
Run Like Hell	Interplay	TBA	Squad-based shooter	TBA
Serious Sam 2	Croteam	Take 2	Shooter	Autumn 2004
Shadow Ops: Red Mercury	Atari	Atari	First-person shooter	Summer 2004
StarCraft: Ghost	Blizzard	Vivendi	Action adventure	Summer 2004
Star Wars: Battlefront	LucasArts	LucasArts	Squad-based shooter	TBA 2004
Tom Clancy's Ghost Recon 2	Ubisoft	Ubisoft	Squad-based shooter	November 2004
True Fantasy Live Online	Level 5	Microsoft	MMORPG	TBA 2004
Unreal Championship II	Digital Extremes	Atari	Shooter	November 2004

XBOX COMPATIBLE www.bt.com/xboxlive BT

SPOOKY FRUIT: ONE OF THE DEVELOPERS OF AREA 51 IS SO ADDICTED TO JAFFA CAKES HE PESTERED BEN L INTO SENDING HIM A TRIPLE PACK IN RETURN FOR A BOX OF LUCKY CHARMS.

EDGE®

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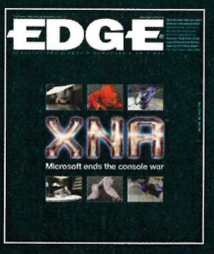

XNA™

What does XNA really mean?

Read the truth in **Edge** issue 136, on sale now.

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play:more©

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MASTER CLASSES

YOUR OPINIONS

GAME CLUBS

PRIZE CHALLENGES

>> PLAYABLE DEMOS: TRIAL VERSIONS TO PLAY NOW!

inside

PLAY:MORE IS, QUITE SIMPLY, about getting more from your games. From straight tips and cheats to Masterclasses and Beginner's Guides, you'll find everything, explore everywhere and beat everyone. It's about playing games until the disc wears out. It's about demonstrating your expertise, proving you're the best and taking your rightful place among our elite community of Xbox gamers.

It's about winning stuff, beating the challenges and earning respect.

Play:More is where you make *Official Xbox Magazine* your magazine.

Playable Demos: TOCA Race Driver 2: The Ultimate Racing Simulator, Drake of the 99 Dragons 112

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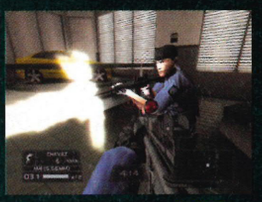
Masterclass James Bond 007: Everything or Nothing 120

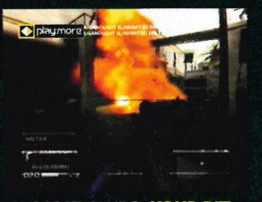
WE WANT YOU!

Review a game, take up the Demo Challenges, join a Game Club. Do it!



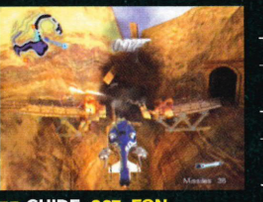
>> RAINBOW SIX 3: MORE!

>> HINTS: TENCHU: RFD



>> GAME CLUBS: YOUR BIT

>> CHALLENGES: RESULTS!



>> GUIDE: 007: EON

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OFFICIAL XBOX MAGAZINE

Playthesegames

IT'S GOOD to play together, so we're pleased to present our first Live-enabled demo. The trial version of *TOCA Race Driver 2* is playable with up to 12 players on Xbox Live! You're the first gamers in the world to get your hands on this awesome racing sim! *TOCA 2* is also playable offline with two cars and circuits to try. *Drake of the 99 Dragons* is an all-new shooter from the makers of *BloodRayne*. If you like *Max Payne* or *XIII*, give this a hammering. For System Link gamers, we've also included the *Rainbow Six 3* Garage level. This new map is playable in Sharpshooter, Survival and Team Survival modes. Stay tuned for even more Tom Clancy goodness next month.

TOCA Race Driver 2

GAME INFORMATION
REVIEWED: **THIS ISSUE, PAGE 069**
SCORE: **9.1**
DEMO PLAYERS: **1, 1-12 XBOX LIVE**

LEFT THUMBSTICK	STEER
RIGHT THUMBSTICK	ACCELERATE / BRAKE
DIRECTIONAL PAD	NOT USED
A BUTTON	REAR VIEW
B BUTTON	HANDBRAKE
X BUTTON	NOT USED
Y BUTTON	NOT USED
L TRIGGER	BRAKE
R TRIGGER	ACCELERATE
WHITE BUTTON	CAMERA
BLACK BUTTON	CAMERA

What You Get
Race around two massive circuits, Laguna Seca and Road America using two incredible motors - the 1968 Ford Mustang is a classic powerhouse and the Ford GT is your cutting-edge alternative.

What You Do
Non-Xbox Live players should start in Career mode. This begins with a brief hot-lap of the Laguna Seca circuit. Listen to Irving for racing advice and try to achieve a high position. At the end of this warm-up, choose between the Ford GT Sunshine Challenge, a two-lap race of Laguna Seca or the '68 Mustang Challenge. With 20 opponents on the road, this two-lap race of Road America really tests your skills.

Top Tips
If you thought the competition was tough in Career mode, Simulation mode pits you against 11 other players over Live. Sign in using your Gamertag and then either start a Quick Match, search for a game at your skill level using Optimatch or host your own game with the Create Session option.

Anything Else?
When creating a session it's possible to adjust the number of players, turn car damage on or off and turn collisions off completely. It's even possible to add up to 12 AI-controlled vehicles to your three-lap race of Laguna Seca. Don't bother using the pit lanes at any point during your race because your racing team has lazily taken the day off! Next month we'll be running a massive online league in conjunction with Codemasters so put some practice in!

Drake of the 99 Dragons

GAME INFORMATION
REVIEWED: **COMING SOON**
SCORE: **TBA**
DEMO PLAYERS: **1**

LEFT THUMBSTICK	MOVE (CLICK) SLOW MOTION
RIGHT THUMBSTICK	LOOK (CLICK) CENTRE CAMERA
DIRECTIONAL PAD	NOT USED
A BUTTON	JUMP
B BUTTON	SLOW MOTION
X BUTTON	NOT USED
Y BUTTON	INVENTORY
L TRIGGER	SHOOT LEFT HANDED
R TRIGGER	SHOOT RIGHT HANDED
WHITE BUTTON	NOT USED
BLACK BUTTON	NOT USED

What You Get
One complete level from the comic-inspired shooter. Diabolical gangsters have kidnapped a member of the 99 Dragons so Drake embarks on a daring rescue mission to rescue him.

What You Do
Downtown Hong Kong is a dangerous place, especially if you're affiliated with the mysterious 99 Dragons. One of their number is currently being interrogated by members of the criminal underworld and probably has less than ten minutes to live. As Drake, you'll have to infiltrate their fortress and blast your way through to the morgue to save your kinsman.

Top Tips
Drake's pale complexion isn't a result of vegetarianism - it's actually because he's part vampire, part gun-toting maniac. Use the Left and Right triggers to fire with both hands at the same time, and as long as there's an enemy nearby you'll lock on automatically. Running up walls while shooting is another cool thing to try. Switch weapons by pressing the Y button and pull either trigger to choose which hand it's going in.

Anything Else?
Bullet time isn't just a *Max Payne*/*Matrix* gimmick. Drake is also muscling in on the act. Press B to slow time down or double-tap B to freeze time completely. Use this technique sparingly because it depletes your soul energy, indicated by the green power meter. Recover energy by killing enemies and collecting their green spirits before they drift away. Beware evil red spirits - they have the negative effect.

PRIZE CHALLENGE
TOCA RACE DRIVER 2

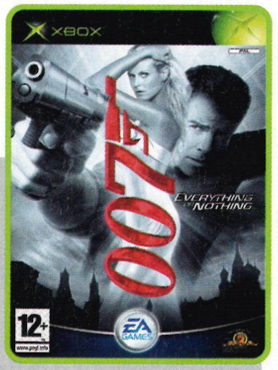
Here's What You Do
Complete the '68 Mustang Challenge as quickly as possible in Career mode. Ben's fastest time was 4:40.97 - beat that!

The Reward
Our fastest driver wins *James Bond 007: Everything or Nothing* courtesy of EA games, plus a JB1, the first official 007 Digital Camera. It has a surveillance mode timer, password security features, data storage, data transfer function and mpeg video recorder. It's available from www.jessops.com

Proof Required
If you achieve a qualifying time, we'll contact you to ask for a photo/video of the final tally screen.

The Rules
You must complete the challenge in the demo, not the finished game. You must be playing with the default settings in Career mode.

Closing Date
Thursday 20 May 2004.



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FUN CHALLENGE
DRAKE OF THE 99 DRAGONS

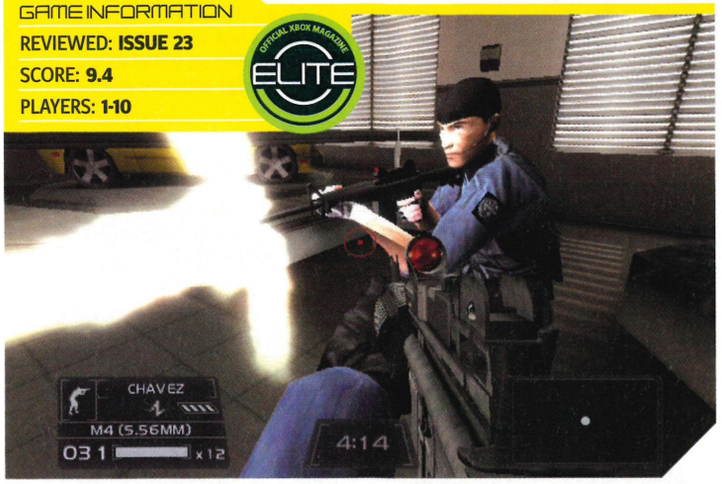
Here's What You Do
We want you to infiltrate the enemy base without tripping any of their security devices. Accidentally hitting any of the red laser beams will trigger an alarm, bringing an army of cyborg ninjas down on your head. Because the lasers move so quickly it's a good idea to slow down time when jumping over them.

Top Tips
See if you can find the sneaky shortcut in the first part of the level. A leap of faith can help you to skip the first two difficult battles entirely. The downside of this is that you'll also miss the automatic weapons that you can gain from these fights. The third shootout will be a little tougher using only your pistols, but the time saved makes it well worthwhile.

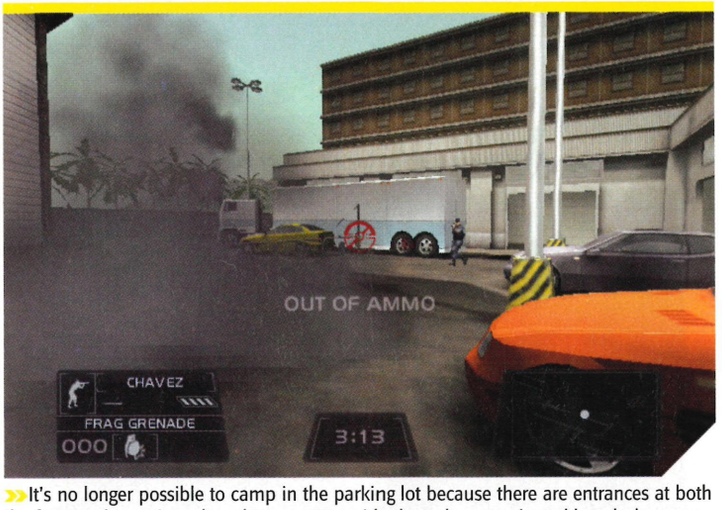
↑ **Kill this brute to complete the level.**

Download Centre: Rainbow Six 3 Garage Level

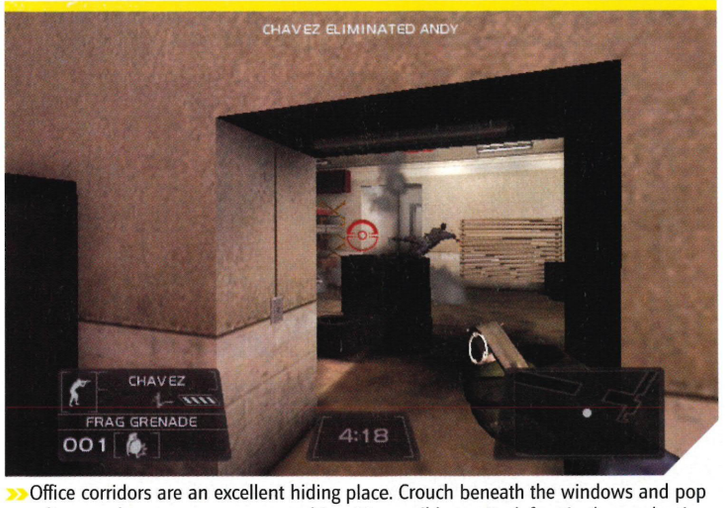
GAME INFORMATION
REVIEWED: **ISSUE 23**
SCORE: **9.4**
PLAYERS: **1-10**



»Some parts of this Garage map will be familiar from Mission mode. Most of the level has been modified however, with a new area at the rear of the exterior parking lot. This section contains one large mechanics area with an office corridor running around the outside. Following the corridor eventually leads up to the car showroom balcony.

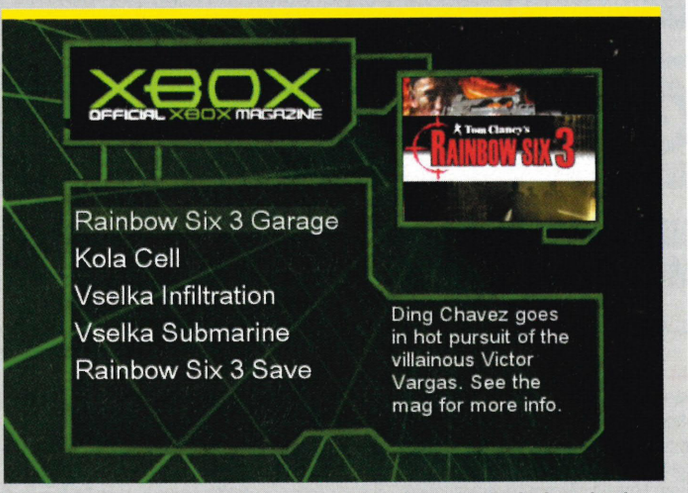


»It's no longer possible to camp in the parking lot because there are entrances at both the front and rear. A truck and two cars provide the only protection, although these are unlikely to shield you from grenades. An effective tactic is to throw smoke grenades for cover. Switch to thermal to see your foes through the veil.



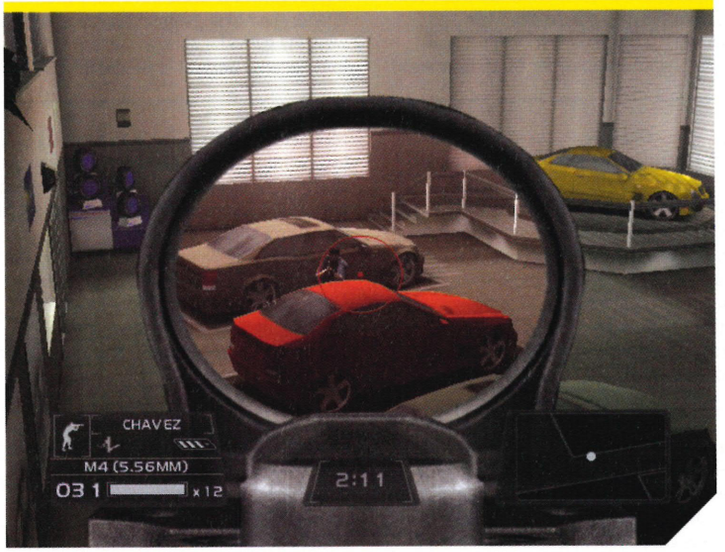
»Office corridors are an excellent hiding place. Crouch beneath the windows and pop up when you hear an enemy approaching. It's possible to attack foes in the mechanics room by shooting through the windows. This tactic works better if you also have a partner to track enemies in the corridor. Foes can infiltrate this area from both sides.

HOW TO... DOWNLOAD THE MISSION



↑ **If you own the full game, you can enjoy this awesome multiplayer level.**

YOU MUST HAVE a *Rainbow Six 3* save game on your Xbox hard disk (check this using the Dashboard). If not, load up the full game of *Rainbow Six 3* and create a new profile. Load the demo disc and select the Extra Content option from the menu. Select the content, wait for it to download to your hard disk and press A to return to the main menu. Return to the full game of *Rainbow Six 3* and load your profile. Go to the System Link menu and choose Garage. This new level is playable in Sharpshooter, Survival and Team Survival game modes with a maximum of ten players.



»Campers will find it easy to seize control of the balcony in the car showroom. This elevated position offers an excellent view of all entrances – perfect for sniping. Once a team has established itself here, the only safe attack route is via the office corridor, up the rear stairwell. If you're defending the balcony, ensure that one of your team is closely guarding the cinema room.

EXTRA CONTENT

AS AN ADDED BONUS, we've collected the entire series of *Splinter Cell* missions for you. To download *Kola Cell*, *Vselka Infiltration* and *Vselka Submarine*, follow the instructions above. Don't forget that you'll need the full game of *Splinter Cell* to play. You'll also be able to download 100 per cent saves for *Soul Calibur II*, *TimeSplitters 2* and *Rainbow Six 3*. Go for it! Thanks to Alan Cavanagh for the game saves.

DOWNLOAD THIS: NEXT MONTH WE'LL BE BRINGING YOU THE EXCITING CARNIVAL LEVEL FOR RAINBOW SIX 3.

OFFICIAL XBOX MAGAZINE

The Contenders

DO YOU HAVE what it takes to rise above the competition and beat us at your favourite Xbox games? Each month, we pick the most demanding challenges and invite you to our offices to play. It's the ultimate test of your nerves, gaming knowledge and pure skill.

The Challenge

BACK IN ISSUE 27, we brought you the inaugural XMCC Clan Wars, a 32-team *Rainbow Six 3* compo. We challenged XMCC Alpha, the reigning champions. Steve, Ben T, Owen and their freshly recruited team-mates SeaDweller, Jinxt, Wayneos, Kwan Jin and Jonny Fabulous weren't prepared for the merciless beating that XMCC Alpha's Fallen, Socko, Pathfinder, Mole, Shihalud, Fubar, Falcon and Lilz would deliver. Find out more about XMCC at www.xmcc.net/Xcore/news.php. We'll try to bring you footage on a future Game Disc. There were 12 battles - here are the highlights...

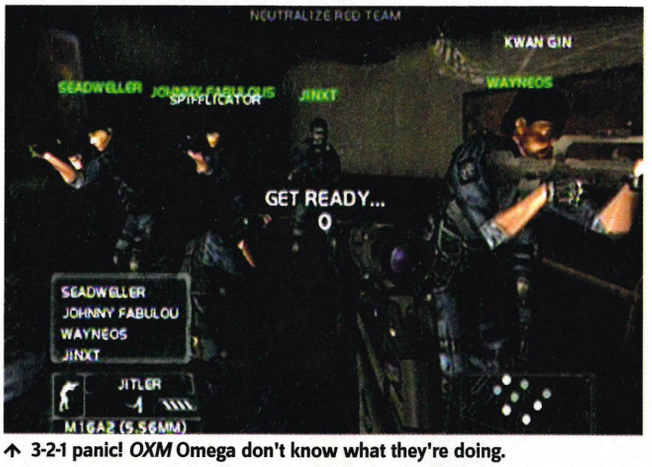
RAINBOW SIX 3: XMCC CLAN WARS

XMCC Alpha v OXM Omega

Round 1: Warehouse

On the count of three, *OXM* immediately switches into panic mode. SeaDweller and Owen frantically look for a place to hide near the upstairs spawn point while Ben, Jinxt and Wayneos foolishly rush the tunnels. Jinxt bravely dashes for the XMCC base over open ground and miraculously survives. Wayneos isn't so lucky, taking a grenade from Falcon in the face. Ben narrowly survives the blast. The *OXM* base was soon being bombarded with frag grenades. Shihalud repels the *OXM* offensive by creaming Jinxt and Kwan Jin in one strike. Falcon neutralises Ben in the tunnels.

The *OXM* survivors are holding the base until Lilz bursts in and kills SeaDweller while Fubar takes out Jonny. Owen, the lone survivor tries courageously to dodge a barrage of 20 grenades upstairs but it all proves too much and Shihalud eventually kills him.

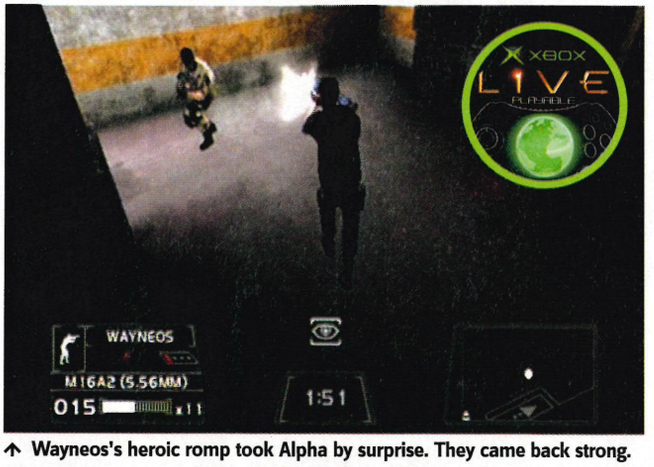


↑ 3-2-1 panic! *OXM* Omega don't know what they're doing.

Round 3: Warehouse

As the teams swap bases, *OXM* feel more prepared for action. Wayneos kills Shihalud within ten seconds but Lilz strikes back by wasting Ben. Socko blasts Owen into tiny pieces with a frag. Jonny Fabulous torches Falcon who somehow kills his foe while still ablaze! In the distance, Fallen, Mole and Fubar are making easy work of Jinxt and Gnasher (who's subbing for *OXM* this match).

Meanwhile, Wayneos's individual stealth pays off, killing both Victim (who's subbing for XMCC) and Pathfinder within five seconds of each other. XMCC's remaining players make the mistake of splitting up, letting Wayneos assassinate Fubar and Mole. It's not a great game for *OXM*, but a truly exceptional one for their lone gunman Wayneos, who wins the game by narrowly defeating Socko in an intense ambush-style shootout.



↑ Wayneos's heroic romp took Alpha by surprise. They came back strong.

Round Six: Old City

Steve's *Rainbow Six 3* debut isn't a happy one. His first act is to be blown up by Gnasher's grenade, tossed through the base's window. Seeing Steve die right in front of him, Ben decides that camping at the top of the stairs is the safest option. Fallen isn't fooled for a moment but rushes up without caution. Owen rushes to Ben's aid and together they force Fallen onto the balcony, shooting him until he falls off the ledge completely. Wayneos can't do anything to escape from Victim's grenade, but Kwan Jin strikes back against Fubar. Ben dies moments later at the hands of Gnasher as does Kwan Gin, who's shot in the head.

Victim and Falcon both rush the *OXM* base, catching Owen and Jinxt unawares. Shihalud finishes the match by tracking down Jonny Fabulous who somehow escaped the initial carnage. This one is over in a flash.

Round Eight: Old City

Realising it's best to stick together, *OXM* head up into the attic. XMCC grenades rain through every possible doorway and window. Wayneos wisely leaves the rest of the team behind and launches an attack. Guarding the main entrance, Ben spots Shihalud's head poking around a corner and scores a kill. Mole somehow manages to snipe Ben's leg which is just sticking out of the doorway. Steve is looking through the window when he's killed by Mole. Meanwhile, SeaDweller, Jinxt and Owen are still defending the base, throwing their own volley of grenades.

Jinxt whacks Pathfinder as he storms inside but not before he takes a lethal shot at SeaDweller. Kwan Ji dies at the hands of Fallen while Jinxt attempts to sneak off down a stairway. He's shot at the bottom by Mole who was waiting in ambush. Owen sees his team-mate drop, but his attempt to get revenge ends in failure and death.

↑ The pre-match party with XMCC Alpha, Beta and Dog Soldiers.

The Result

HERE ARE the scores in an XMCC-*OXM* format: 8-1, 8-2, 6-8, 8-1, 8-0, 8-2, 8-2, 7-3, 8-4, 8-2, 8-1, 8-6. That's 11 XMCC victories to *OXM*'s one!

Can you defeat us?

We want you to challenge us to any new Xbox game - it can be via Xbox Live or you can even visit our offices in London. Send your written challenges to The Contenders, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP, or email ben.talbot@fxmi.com. Please include the name of the game you're good at, who you want to challenge as well as your details and the details of up to two friends you'd like to join us. More top action next month.

OFFICIAL XBOX MAGAZINE

DemoChallengeLeagues

BEAT THE BEST: Here are your top entries for *Sonic Heroes*, *Carve* and more! See next month's leagues for your incredible Game Disc 28 scores, including Conan and R: Racing!

SONIC HEROES Game Disc 27
THE CHALLENGE: Highest score on Seaside Hill.

NAME	ADDRESS	BEST SCORE	PROVED?
MARCUS JONES	CONWY	81210	PENDING
GLYN HORSLEY	NOTTS	77980	PENDING
DANNY BELL	NORTH LINCS	77340	PENDING
DARREN EGGERTON	SHROPSHIRE	76530	PENDING
SCOTT McCLYMONT	EDINBURGH	75050	PENDING
ROBERT SEYMOUR	CO. DURHAM	74960	PENDING
ALLEN WOODHOUSE	SHEFFIELD	73340	PENDING
TYSON SMITH	CO. TYRONE	73280	PENDING
ALEX LEMCO	LONDON	73220	YES

DOES MARCUS JONES own a pair of red trainers? Once again he's conquered the challenge leagues. Our top five each win a copy of *Sonic Heroes*, a T-shirt and mug!

CARVE Game Disc 27
THE CHALLENGE: Fastest time to complete City Circle race.

NAME	ADDRESS	TIME	PROVED?
RYAN ROBERTS	FLINTSHIRE	03.26.06	PENDING
PAUL CAMPBELL	GLASGOW	03.27.32	PENDING
GLYN HORSLEY	NOTTS	03.38.15	PENDING
MARCUS JONES	CONWY	03.39.83	PENDING
STEWART ALLAN	STOCKPORT	03.41.00	PENDING
ANTHONY MCNALLY	CO. ANTRIM	03.41.78	PENDING
DANNY BELL	NORTH LINCS	03.45.00	PENDING
J. WISHART	LIVERPOOL	03.48.02	PENDING
DARRON EDEN	LIVERPOOL	03.52.40	PENDING

WINNING HIS second challenge league, Ryan Roberts beat Ben's best time by over 30 seconds! Congratulations to the man from Flintshire who wins an Xbox carry case.

LINKS 2004: Game Disc 26
THE CHALLENGE: Biggest one-putt streak.

NAME	ADDRESS	BEST SCORE	PROVED?
LUKE McMANN	TYNE & WEAR	9	YES
SCOTT McLYMONT	EDINBURGH	9	YES
J.P. SWEENEY	DERRY	9	YES
NEIL FOTHERINGHAM	HERTFORDSHIRE	9	YES
MATT LANCASTER	LINCS	9	YES
ADAM MACMAHON	CAMBS	9	YES
ADAM MILKIN	ESSEX	9	YES
JIM MORRISON	LINCS	9	YES
TOM SLOAN	LIVERPOOL	9	YES

NEXT MONTH we've got another Xbox Live-enabled demo! *Tom Clancy's Rainbow Six 3* can be played with 2-16 players on Live in the Large City Steets level.

WORMS 3D Game Disc 25
THE CHALLENGE: Best video of wormy action.

NAME	ADDRESS	MARKS OUT OF 10	PROVED?
IAN AND ALAN THOMAS	WEST YORKSHIRE	10	YES
JACOB TEVENDALE	NORTHANTS	8.5	YES
SAFRAZ PATEL	LONDON	8	YES
SAM, JOSH, RAFA & FEL	OXFORD	7	YES
LES EDWARDS	HULL	6	YES
ABDUL ALHAZ	HAMMERSMITH	6	YES
TRISTAN DALY	CORNWALL	5	YES
JOSH TAYLOR	CO. DOWN	5	YES
RYAN JONES	ABERYSTWYTH	5	YES

DON'T FORGET THAT you can send in your top gaming moments on video. We include all the best ones on our Playable Game Disc. See page 118. It's time to get creative.

Enter the challenges now!

It's all very simple really. Help us to help you into the Challenge Leagues by proving your excellence

»TO ENTER A PRIZE CHALLENGE, FILL IN THE COUPON BELOW AND POST IT OFF TO US.
»IF YOUR SCORE WINS YOU A PRIZE, WE'LL ASK YOU TO PROVIDE PROOF OF YOUR SCORE:

PROOF BY VIDEO
By playing your Xbox through a normal VCR, it's possible to record your exploits onto a standard video cassette. Please note we will need to see you actually achieving the score, not the just the sight of the high score table. Please do not send in your proof unless we contact you to ask for it.

PROOF BY PHOTO
In some instances - when we're certain that there's no possibility of cheating to manipulate the evidence - we may only require a photograph of the game's High Score screen. Polaroid is obviously the easiest way to do this (no film development) but normal flash photography is acceptable. NO DIGITAL PHOTOS PLEASE - they are too easily manipulated.

RULES FOR ALL PRIZE CHALLENGES
»The closing date for Issue 29 challenges is Thursday 20 May 2004.
»You will be contacted within 14 days of the closing date if you are in a prize-winning position.
»To be eligible for your prize you must be able to prove your score in the manner specified.
»The editor's decision on proof validity is final.
»Proof of posting is not proof of receipt.
»*Official Xbox Magazine* will not be held responsible for entries or proof lost or damaged in the post.

THAT'S IT - PLAY:MORE! GOOD LUCK!

ISSUE 29
DEAR OFFICIAL XBOX MAGAZINE,

Here is my Demo Challenge score for you to admire.

TOCA RACE DRIVER 2: TURS
Fastest time to complete demo race.

NAME

ADDRESS

CONTACT TELEPHONE NUMBER
(This is so we can get in touch with you quickly if we need to ask you for proof.)

While I'm on, here are the games I'm most looking forward to on Xbox.

1)
2)
3)
4)
5)

EITHER CUT out or photocopy this coupon, fill it in, and send it to Game Disc 29 Demo Challenge, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP.

NEXT MONTH'S DISC: CHECK OUT NEXT MONTH'S DISC FOR BAME MOVIES OF MORTAL KOMBAT: DECEPTION, AREA 51, STAR WARS: BATTLEFRONT, SHADOW OPS, GALLEON, MEN OF VALOR AND THE INCREDIBLE HALF-LIFE 2. DON'T MISS IT!

OFFICIAL XBOX MAGAZINE Hints and Cheats

HERE AT PLAY:MORE, we're determined to make finishing games as easy as possible. Not only have we introduced our great Cheats in Motion video on the game disc, we've also included some wicked save games on this month's disc. Check out page 113 now for details of how to get these downloadable cheats working!

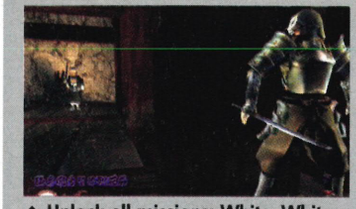
Cheats in Motion

TENCHU: RFD Issue 28, 8.4

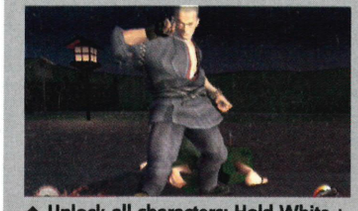
PAUSE THE GAME and enter these codes. Spawn's voice confirms entry.

↑ **Full Kuji meter: Hold R + L and enter Left, Left, Left, Right, X (during pause)**

↑ **All ninja items: Hold R + L. Enter Up, Down, Up, Down, X, X, X, Left, Right, Left, Right, X, X, X (at item menu)**



↑ **Unlock all missions: White, White, L, R, Right, X, click Left thumbstick, click Right thumbstick (at mission menu)**



↑ **Unlock all characters: Hold White + Black and enter Up, Right, Left, Down, release White + Black and enter L, R (at title screen)**

↑ **Get one Kanji: Left, Left, Left, Right, X (during pause)**

↑ ***ATV 2*: unlock the best quads.**

ATV: Quad Power Racing 2

Issue 13, 7.7

Simply enter the following codes as your rider's name.

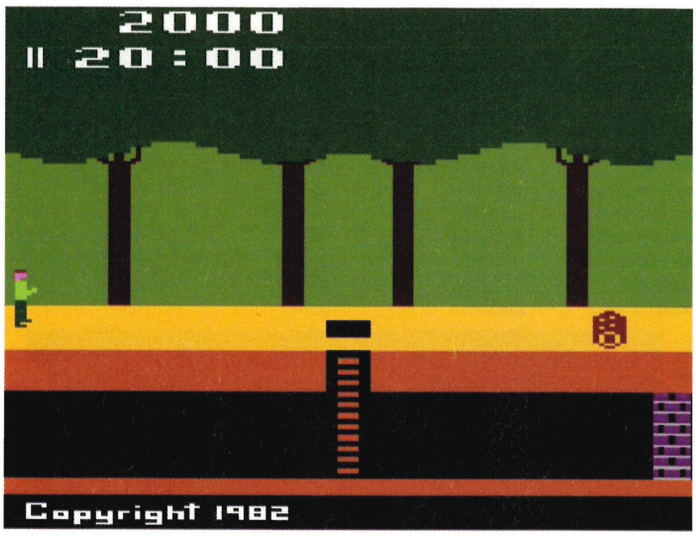
All tracks, riders, ATVs and bonuses: GOLDRUSH
Maximum stats: GINGHAM
Unlock all challenges: DOUBLEBARREL
Unlock all riders: BUBBA
Unlock all tracks: ROADKILL
Unlock all tricks: FIDDLERSELBOW
Unlock all vehicles: GENERALLEE
Unlock the champs: REDROOSTER

Bloody Roar Extreme

Issue 24, 6.5

Once unlocked, activate these codes at the cheats menu.

Beast mode: Complete Arcade mode 15 times
Big Arms for Kids mode: Complete Arcade mode five times
Com battle: Complete Arcade mode twice
Unlock Fang: Beat Arcade mode with all characters. Note, Fang can only be accessed from the random character select
Final round: Complete Arcade mode eight times
High speed: Complete Arcade mode ten times
Human mode: Complete Arcade mode 14 times
Hyper mode: Complete Arcade mode 16 times
Kids mode: Complete Arcade mode three times
Knock down battle: Complete Arcade mode 13 times
Unlock Kohryu: Beat Arcade mode without continuing
Low speed: Complete Arcade mode nine times
Max difficulty: Complete Arcade mode 12 times
Movie player: Complete Arcade mode for the first time
No blocking: Complete Arcade mode 11 times
No walls: Complete Arcade mode six times



↑ ***Pitfall*: play David Crane's original classic without clocking the Xbox update.**

Unlock Uranus: Play Survival mode and get to Match #16. You must beat Uranus to unlock her

Pitfall: The Lost Expedition

Issue 28, 8.4

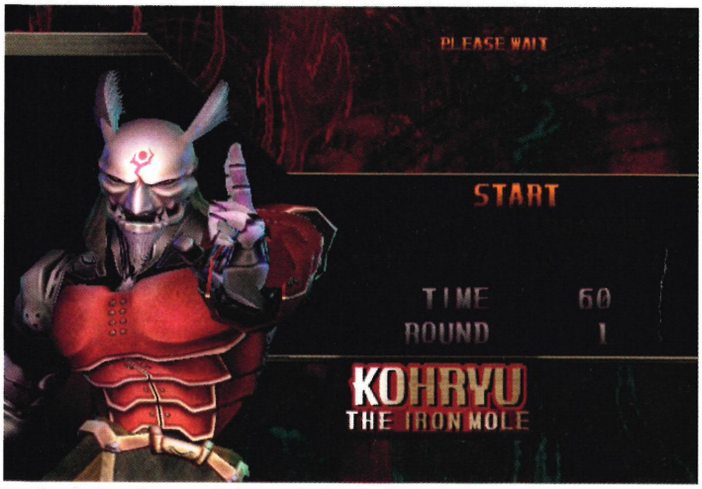
Bottomless canteen: Hold L + R and press Left, X, B, Down, X, A, X, B
Classic *Pitfall* game: Hold L + R and press B, B, Left, Right, B, X, A, Up, B
Hyper Punch mode: Hold L + R and press Left, Right, B, Up, B, Right, Left
Play as Nicole: Hold L + R and press Left, Up, Down, Up, B, Up, Up

Secret Weapons Over Normandy

Issue 24, 8.0

Enter these codes at the new game/continue menu. A voice will confirm correct code entry.

All planes and levels unlocked: Y, Y, Y, X, X, X, L, R, Black, Black, White, White
Big Head mode: Right, Up, Left, Down, Right, Up, Left, Down, Right, L, R, L, R
God mode: Up, Down, Left, Right, Left, Left, Right, Right, L, L, R, R, White, Black
Infinite ammo: Up, Right, Down, Left, Up, Right, Down, Left, L, R



↑ ***Bloody Roar Extreme*: Kohryu is half-mole, half robot. Give this weirdo a try.**

↑ ***SWON*: skip to the D-Day level!**

↑ *Sonic Heroes*: Metal team!

Unlock all insta-action stages: Up, Down, Left, Right, L, R, L, R
Unlock X-Wing and Tie-Fighter: Finish all 15 missions in Campaign mode and all 21 challenge missions

Sonic Heroes
Issue 27, 7.7

Metal team: Hold A and Y while selecting a two-player level.
Unlock Super Hard difficulty: Beat the game with 141 emblems and all A ratings
Unlock Team Chaotix cinema: Complete Team Chaotix in Story mode
Unlock Team Dark cinema: Complete Team Dark in Story mode
Unlock Team Rose cinema: Complete Team Rose in Story mode
Unlock Team Sonic cinema: Complete Team Sonic in Story mode
Unlock last story: Collect all seven Chaos Emeralds and finish all stories
Unlock two-player bobsled race: Collect 80 emblems
Unlock two-player expert race: Collect 120 emblems
Unlock two-player quick race: Collect 100 emblems
Unlock two-player ring race: Collect 60 emblems
Unlock two-player special stage: Collect 40 emblems
Unlock two-player team battle: Collect 20 emblems

SpyHunter 2
Issue 27, 5.9

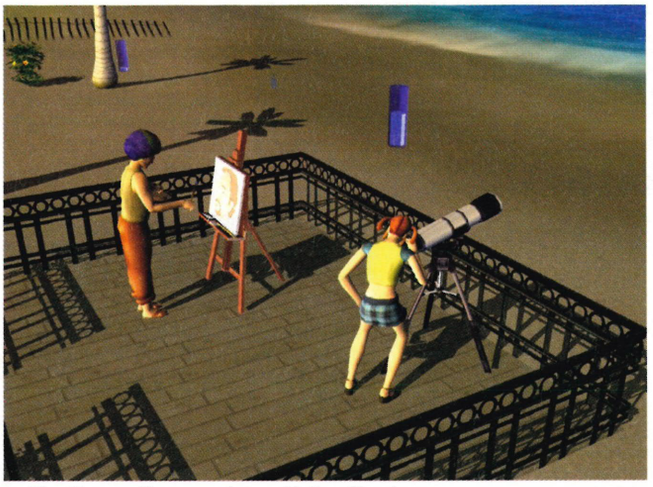
Enter the following codes at the main menu screen

Infinite ammo: R, L, Black, Black, White, R, L, Black, White
Invincibility: L, L, L, Black, L, R, R, L, Black
Unlock all missions and weapons: L, Black, White, R, R, White, Black, L

Tenchu: Return From Darkness
Issue 28, 8.4

Enter the following cheats when the game is paused

Boost score: Hold White + Black and enter Right, Right, Right, Left
Boost offence: Hold R + White and enter Up, Down, Up, Down
Display the score: Right, Right, Right, Left
Restore health: Up, Down, Up, Down, X, X, X



↑ *The Sims*: stuff your pockets with free Simoleons.

New special ability: Hold R + Black and enter Up, Up, Down, Down, release R + B and enter X, X, L

Enter the following cheats at the Ninja Item Select screen.

Infinite capacity: Hold R + L + White and enter Up, Up, Down, Down, Left, Right, Left, Right, release White and enter X, X, X
More ninja items: Hold R + L and enter Up, Left, Down, Right, X, X, X

Enter the following cheat at the Mission Select screen.

Open all layouts: Click Right thumbstick, click Left thumbstick, L, R, White, Black

Enter the following cheat code at the title screen.

↑ *SpyHunter 2*: invincibility.

Unlock B-side audio: Hold L + R and enter Down, X, X, Up, X, X, Left, X, X, Right, X, X

The Sims: Bustin' Out
Issue 24, 7.8

Blue Gnome: While playing, press R, L, Down, Black, Left, B. Answering the phone will earn you Simoleons

Free Simoleons: First of all, activate the Blue Gnome cheat and then pause the game. Enter L, Black, Right, X, Left and the gnome should now have an option to add $10,000 to your Sim's account

Unlock all objects: Activate the Blue Gnome cheat then enter Black, Up, Y, Down, R while playing

Unlock all locations: Activate the Blue Gnome cheat then enter Black, Down, R, L, Down, Y while playing

Unlock all socials: Activate the Blue Gnome cheat then enter L, R, A, Down, Black while playing

Raise motivations: Activate the Blue Gnome cheat and pause the game at your Sim's home. Enter R, Left, B, Down, White

↑ *Tenchu: RFD*: explore all three mission layouts for all three ninja warriors!

YOUR OPINION

IF *OXM*'S IT people weren't so strict, Ben T and Steve would install *Doom II* on their PCs and relive the glory days. They're already smack-talking in anticipation of *Doom 3*. We asked you to name your fave monster from id's legendary prequels.

Those hovering red Cacodemon things. You didn't know whether to scream in terror or fall about laughing!

Meebo, from the forum

Not many people remember the Pain Elemental - it was like a pink Cacodemon that spits out flaming skulls. Well scary.

Terry Andrews, Wigan

The Barons of Hell were the scariest *Doom* creatures by miles! The noise they'd make when they teleported behind you was terrifying.

Mitchell Taylor, Exeter

Cacodemons were the best, especially because there were easy to kill with the chainsaw and minigun.

Abdul Alhaz, Hammersmith

I really liked the Mancubus - damn, he was fat and ugly, but those two arm-mounted flamethrowers could do serious damage if you tricked him into doing some friendly fire.

George Tult, Solford

Does anyone else out there remember the battle in *Doom II* between the Cyberdemon and Spider Mastermind? I reckon the Spider would win any day with that mega-minigun.

Matthew Smith, Portsmouth

Imps were the best because they came at you in massive numbers. I remember the N64 version, *Doom 64*, even had invisible Nightmare Imps!

Fred Pritchard, Leicester

I kind of prefer the old Pinkies to the new one in *Doom 3* but that one's still a mean-looking SOB.

David Redmond, Bedfordshire

Cyberdemons were the daddy! The way they exploded when you killed them was one of my favourite gaming moments.

Stan Francis, Thetford

There's no shortage of war games coming out this year. *Shellshock: Nam '67*, *Mercenaries* and *Star Wars: Battlefront* are just a few of the ballistic titles on the way. We want you to tell us your all-time favourite war game and give a reason why. Send your suggestions to ben.talbot@fxmi.com with 'Your Opinion' as the subject line. Or send it to Your Opinion, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP. Or check the forum at http://forum.officialxboxmagazine.co.uk/ Now you can even text your suggestions to 0778 1482669.

SINNERS REPENT: ON THE FINAL LEVEL OF DOOM II, PLAYERS FOUGHT A DEMON CALLED THE ICON OF SIN. CHEATERS COULD WALK THROUGH THE ICON TO FIND CREATOR JOHN ROMERO'S HEAD IMPALED ON A SPIKE!

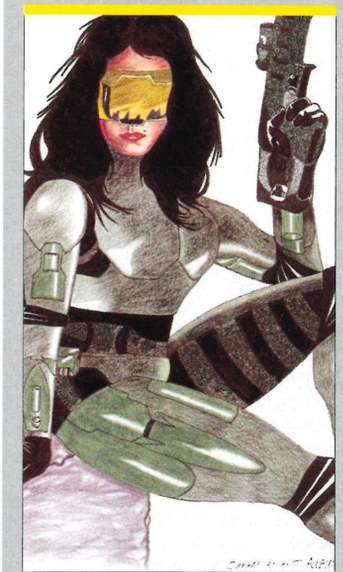
OFFICIAL XBOX MAGAZINE

GameClubs

GAME CLUBS IS your guide to the newest ways to play, unlocking secrets and discovering cool stuff you won't find in manuals. Using your imagination, guile and skill you can unlock characters, bonus levels and unexpected glitches. You are the pioneers of Game Clubs and Xbox is your uncharted territory. Play:More Reviews lets you have your say on games and your achievements feature in Champions of Play:More. It's a showcase of your greatest gaming moments.

ClubHalo 2

LATELY, THERE'S been a trickle of news about *Halo 2*, slowly seeping out of Bungie's pores. By now, you'll probably have seen the new multiplayer screenshots in Issues 27 and 28. For next month, we want you to draw a picture of Master Chief vs Master Chief on a brand new multiplayer map. The best one will win a mystery prize, so start drawing now!



↑ Lady Chief is another top entry from talented artist Duggan Knight. Don't be deceived by her good looks, Master Chief's new sidekick is more than a match for the Covenant.

↑ We all like Thomas Cox's design for a new breed of Covenant. Ben T loves the creature's monobrow.

↑ Alex Horbury's Master Chief has an amazing amount of detail.

VHS COUPON

Stick this coupon to the front of your tape

play:more On the DISC

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Address _____

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Description of my Top Play _____

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❑ I have made sure that custom soundtracks are turned off.

Send your tapes into 'Play:More on the Disc', *OXM*, 99 Baker Street, London, W1U 6FP.

play:more On the DISC

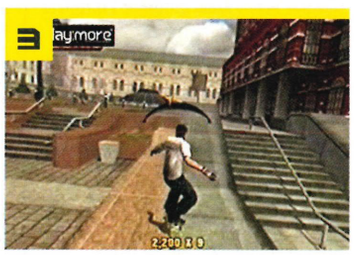
EARN A PLACE in Xbox history and appear on our very own Game Disc. Every month, Play:More brings you the most flipped-out tricks and stunts. Not only that, but we love to show Xbox Live clans getting together and causing absolute mayhem.

We're also issuing the call for your best game saves, so everyone can benefit from your experience. If you have any 100 per cent complete saves on your hard disk, email the details to ben.talbot@fxmi.com

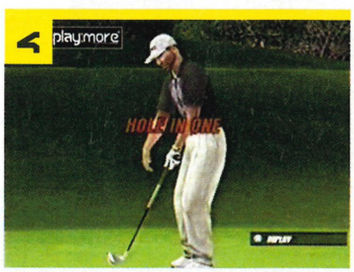
Complete and cut out the coupon on this page and attach it to the front of your VHS tape before sending. Entries should be less than ten minutes long and rewound to the correct starting position. Please make sure you don't have custom soundtracks playing.

↑ Apologies to XIGE Clan but we couldn't resist adding comedy sound effects to their video. This ace clip puts *Rainbow Six 3*'s excellent rag doll physics through its paces as the clan goes suicidal. Check out their website at www.xequted.com

↑ Mitchell Sutton's latest clip shows how to find a secret room in *GTA Vice City*. We've seen Easter Eggs in games before, but never one that's taken the concept quite so literally. This one looks good enough to eat!



↑ Last month, Joe Chivers wowed us with his 88 combo on *THPS4*. Sean McNally's *THUG* combo is bigger at 90 tricks but he doesn't use as much of the level. It's still superb though. Can you defeat our two greatest skaters?



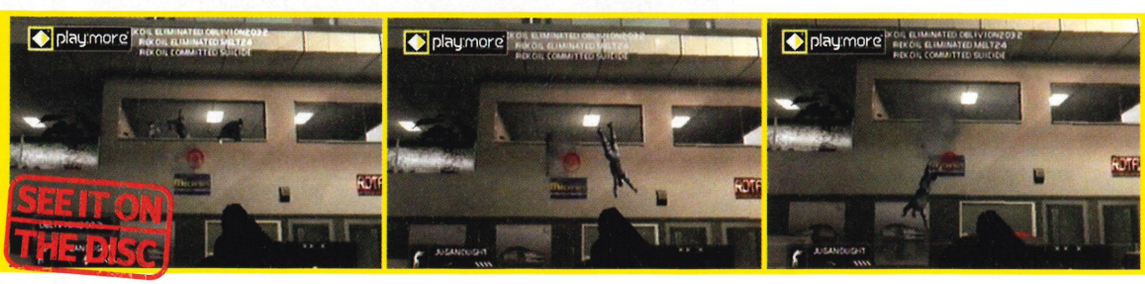
↑ Two portions of Tiger Woods this month. Peter Green sent in six fantastic hole-in-ones using his custom golfers in *Tiger Woods 2004*. Osky's hole-in-one from *Tiger Woods 2003* is nothing short of unbelievable. This is a par five course!

↑ Ian and Alan Thomas topped our *Worms 3D* challenge league last month with this wriggly compilation. A lot of time and imagination went into it. Our favourite bit is the very first explosion – it must have taken ages to set up.

HUP

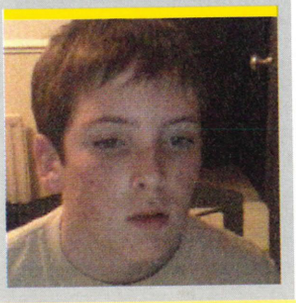
YOUR TOP PLAYS FRAME BY FRAME

The sorrowful music in XIGE's *Rainbow Six 3* clip brought a tear to our eyes. Seeing people flying through windows is so tragic!

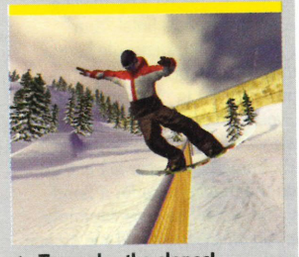


play:more Profile

WANT TO SHOW the rest of the Play:More community your smiling face? Play:More Profiles lets you do just that, as well as showcasing your greatest gaming achievements. It doesn't have to be on Xbox Live - it could be anything. If you want to see your mug on this page, tell us your name, age, Gamertag (if you have one), location, fave Xbox game and your greatest gaming achievement. We'll need a photo of you, either normal or digital. Send entries to Play:More Profile, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP or email ben.talbot@fxmi.com with the headline 'Play:More Profile'. We will send a mystery prize to everyone who features.



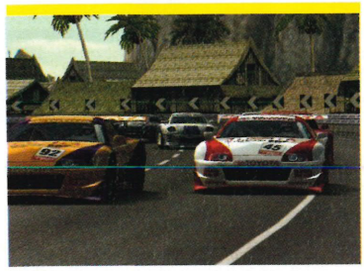
NAME Tom Giannasi
GAMERTAG N/A
AGE 14
LOCATION Stoke-on-Trent
GREATEST GAMING ACHIEVEMENT Whooping a bunch of so-called good players on my first go on *Amped 2*.
FAVE GAME *Amped 2*
NOTES Has been reading *OXM* almost since it started. Tom is a dedicated gamer who particularly likes extreme sports games and is looking forward to playing more Xbox Live.



↑ Tom rules the slopes!

play:more YOUR Reviews

HAVE YOU EVER wanted to be a games reviewer? Well, Play:More is here to give you the opportunity you've been waiting for. Every month, we'll print your reviews for the best and worst Xbox games. Whether you agree or disagree with Ben T, Ben L, Andy, Gav or Steve's reviews, tell us why and give each game a score out of ten. Send your reviews - but no longer than 160 words, please - to Game Clubs, *Official Xbox Magazine*, 99 Baker Street, W1U 6FP. The star review that we publish each month will win a mystery prize. What are you waiting for?



↑ Build your own sports cars!

RACING EVOLUZIONE

BY JULIE ANN WALTON, LANCS

THIS IS A gorgeous Xbox-exclusive racer, a wolf in sheep's clothing. You start out in a dusty garage with a mechanic to help you build your first car and as your enter races and earn money, you can upgrade your car and invest in research and development. You can then expand your company and produce some unique sports cars.

This is when the wolf emerges and it transforms into a high-octane racer. You drive at top speed jostling for position, your favourite tune blasting out. There's a real sense of achievement as you win the race. The visuals are jaw-dropping and superbly detailed. The replays capture the beauty of this racer. A save replay option would have been nice - maybe next time?

SCORE: 9.0 / 10

↑ Loads of freedom and replayability.

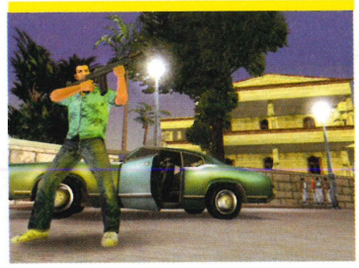
TRUE CRIME: STREETS OF L.A.

BY JOHN CUNNINGHAM, FIFE

NICK KANG does things his own way in the vast, sprawling concrete jungle that is LA. The element of freedom goes a long way to adding to the longevity and replayability. Missions vary from furious car chases to button-bashing fisticuffs. Fighting is the only area that eclipses *Grand Theft Auto*.

Activision attempts to create a master-class with multi-branching storylines and relentless avenues of opportunity to show how good or bad a cop you are. In this game, a bent copper will never prosper. Controls can be very twitchy and this is off-putting in an otherwise ambitious project. Great music, sound and decent graphics, but not quite touched with genius.

SCORE: 7.7 / 10



↑ Cars, violence and burgers.

GRAND THEFT AUTO DOUBLE PACK

BY DAVID A, NOTTS

AFTER YEARS OF waiting, finally *GTAIII* and *Vice City* have come to Xbox which may soon become the series' new home. From the first mission on *Vice City*, it makes you feel like you are actually in a movie and, if the action is too much, why not stop off for a burger (which gives you health)?

This game lives up to the hype and promise that Xbox owners have waited for. The only bad thing is that sometimes the camera goes into a first-person perspective automatically, but the pros outweigh the cons. Hopefully *GTA: San Andreas* will appear on the Xbox at the same time as it does on PS2 and we won't have to wait two years like we did for the *Double Pack*.

SCORE: 9.6 / 10

STAR REVIEW
CONOR QUINLAIN Wins a WWE video

↑ A must-buy for any self-respecting *Simpsons* fan.

THE SIMPSONS HIT AND RUN

BY CONOR QUINLAIN, NOTTS

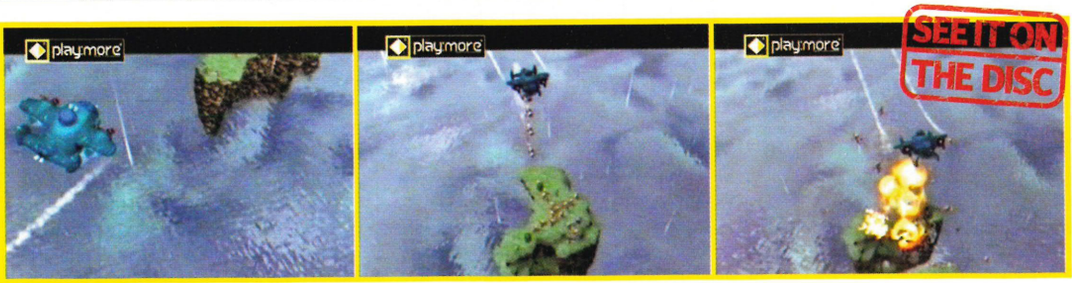
WITH *THE SIMPSONS* being the greatest cartoon in the history of mankind, I was extremely excited when I heard of the release of this game. My experience of *Simpsons* titles is mixed, but I'm glad to say *Hit and Run* is a huge exception. After the first few minutes, I was hooked. Gorgeous graphics mixed in with innovative gameplay, bundled with all the real character voices and funny in-jokes really separate this game from any other platformer. All the characters, including the environments they live in, are visually amazing.

The game centres around driving missions but there is plenty to explore on foot. Collecting coins, for instance, enables you to purchase vehicles and clothes for your character. Although there are a few minor annoyances, like the repetitiveness of missions and sometimes the camera angles, this is an otherwise superb game. It deserves to be bought!

SCORE: 8.5 / 10

THUP

YOUR TOP PLAYS FRAME BY FRAME
Never in the history of *Worms* has one air strike caused so much destruction. The Thomas brothers unleash nematode carnage.



CHEATS IN MOTION: THIS MONTH'S CHEATS VIDEO SHOWS YOU HOW TO ACTIVATE THE HOTTEST CHEATS FROM SPAWN: ARMAGEDDON, ARMED AND DANGEROUS AND MANY MORE.

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OFFICIAL XBOX MAGAZINE
masterclass

OUR MAN IN THE TUX: **THOMAS WILDE**

GOOD MORNING, 007. It would appear that Nikolai Diavolo, a student of your late nemesis Max Zorin, has come into possession of experimental nanotechnology, which he intends to turn into a doomsday weapon. You will, of course, be persuading him to desist. Perhaps this dossier might be of some assistance?

James Bond 007: Everything or Nothing

Mission 1: Ground Zero

TAKE COVER, whittle down the opposition and wait for the explosion. Make a break for the case. Doing so will trigger a new objective; take the rocket launcher from the man above you. Do so, then enter the windowed hallway nearby. Three rockets will take out the jet. After it crashes, stay on the balcony and use your AT-420 to knock out the APCs on the ground. Run off the ledge by the armoury to rappel to the ground, earning your first Bond Moment.

Run to the hole in the wall across the courtyard to finish the mission. Before you do, be sure to nail at least one of the men who are rappelling down the walls; killing at least one before he hits the ground will net you a Bond Moment.

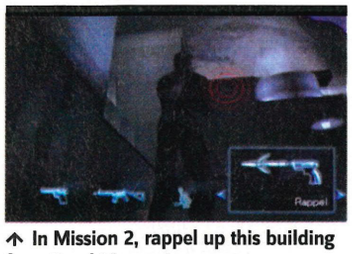
Mission 2: A Long Way Down

WATCH OUT for explosions as you rappel to the ground. Once you're down, hang a left and run forward until you see a valve on the wall. Flip it to stun several soldiers with a blast of steam for a Bond Moment.

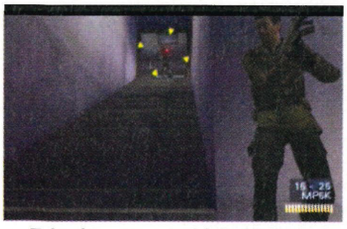
Backtrack to where you landed and rappel up the wall for a Dragunov. Rappel down, find the steam vent, and drop your bomb in. When the wall crumbles, quickly rappel down the building.

You'll get back into the building via a hole in its wall. In this burning office, you will find a table in front of a miraculously intact window. Press A to tip it over and use it as cover against two new rappelling soldiers; that's your third Bond Moment.

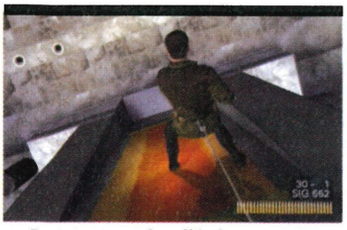
↑ **"Hey, I can see my house from here! And oh my god, it's on fire!"**



↑ **In Mission 2, rappel up this building for a Bond Moment.**



↑ **Take this guy out with a single shot to the head.**



↑ **Running straight off ledges usually results in your rappelling down a wall.**

Rappel down. Your progress will be blocked by flame vents. From the vents, duck through the burning office. When you come back outside, you'll find the relevant valve on the other side of the platform. Immediately break left and turn on the steam valve to stun the valve's defenders and earn a Bond Moment.

Turn off the flames and a man with a rocket launcher will come in through the office. Kill him before he can fire. On your way back through the office, a new wave of soldiers will complicate matters. Your Bond Sense will show you weak spots in the ceiling. Shoot it to drop rubble on the heads of those below and get the final Bond Moment. Rappel down the building.

Mission 3: Train Chase

TO THE LEFT is your Porsche; to the right, your motorbike. Use the bike for a slightly easier mission. While in pursuit of the train, be sure to shoot down the second helicopter. When you pass the temple and a pillar collapses, use the rubble to ramp it and land safely. Finally, get onto the tracks using the nearby earth ramp. All three actions are Bond Moments. At the end of the level, hug the back of the train until you reach the bridge.

Mission 4: An Old Friend

CLEARING THE first four cars without being seen is worth four Bond Moments. At the outset, sneak up on the soldier to your left, then subdue the soldier to his right. Kill the third man with a silenced P99 bullet, and shoot all the computers.

In the second car, stealth-kill the man on the right. Chuck a wrench at his buddy across the room. In the third car, head after the guard on your left. Snap his neck. Look between the crates – you'll see a second guard on patrol. Sneak up on him. The fourth car features one guard on patrol, and one inattentive technician. Kill both by stealth. Destroy the technician's monitor and proceed. The fifth car is dark, and full of alert guards. Use your Thermovision to see and kill them, then proceed into the sixth and final car.

The "old friend" is Jaws. Take shelter behind one of the two pillars, so Jaws's improvised projectiles don't injure you. Use fisticuffs to knock Jaws into the flaring arcs of electricity. Only two good shocks will knock him out.

↑ **Launching a rocket at this helicopter triggers a bonus movie and a Bond Moment.**

Mission 5: Sand Storm

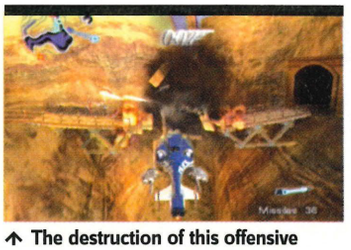
TRY TO CONSERVE your rockets. Bombs, on the other hand, you can use like mad; bomb every boat you see for a Bond Moment. When you catch the General, skilfully avoid the flame jets in the corridor for a third Bond Moment. When the General takes shelter in his lair, use flares to neutralise his missiles while you pound the shield generators with rockets. With the base in ruins, bomb his helicopter.

↑ **Wrenches, bottles, crowbars and the like can be used as non-lethal weapons.**

Mission 6: Serena St. Germaine

USE YOUR machine-guns to destroy the patrol jeep, then visit 003's hideout. Get to town via the scenic route to avoid the tank blockade, and don't stop moving until you reach Serena's hotel. Your cloaking device is indispensable here.

With Serena on board, follow her directions. If you try to shoot your way through, you won't make it. Rely on the cloak instead. When you reach the roadblock, immediately veer left and go down into the marketplace for a Bond Moment. The rest of the stage is simple; just drive. Go off-road to avoid the broken pillar, and crash through the roadblock next to the mine.



↑ **The destruction of this offensive bridge is a patented Bond Moment.**

↑ If you reach Serena's hotel with cops on your tail, use your cloaking device.

↑ Silly mooks, bringing guns to a rocket launcher fight.

↑ You're generally safer on defence, so hug a wall and let soldiers come to you.

Mission 7: Vertigo

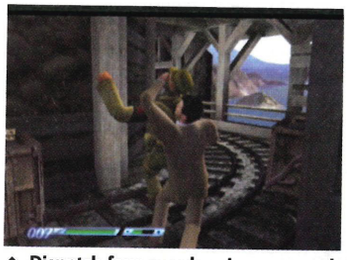
TAKE OUT all the guards silently, if you can. Rappel up to the next floor and dispose of its guards as well, then try to use the lift.

Continue onward, but stay vigilant for more guards rappelling down from above, and you'll find a guard with a rocket launcher watching over the path. Push forward a mine cart for cover, kill the guard, and head into the unlit mineshaft to the left. You will find an AT-420 at the end; taking it is a Bond Moment.

Backtrack to the mine carts, and take note of the boarded-up doorway in the side passage. Shoot the bottom board, and dispatch a Q-Spider through the hole. Wend your clanking way up the path, to open a door in the server room upstairs. It's a Bond Moment.

Rappel up the side passage. Dispatch all the opposition; this will involve launching a rocket at the gas cans that are underneath the radar antenna, and is a true Bond Moment if ever one existed. Brilliant!

Now, all that's left is to use your Rappel to ascend two more floors and nab 003's uplink device. You must revisit the server room to use its junction box, and then fight your way back down to the lift. Easy!



↑ Dispatch four guards using unarmed stealth attacks for a Bond Moment.

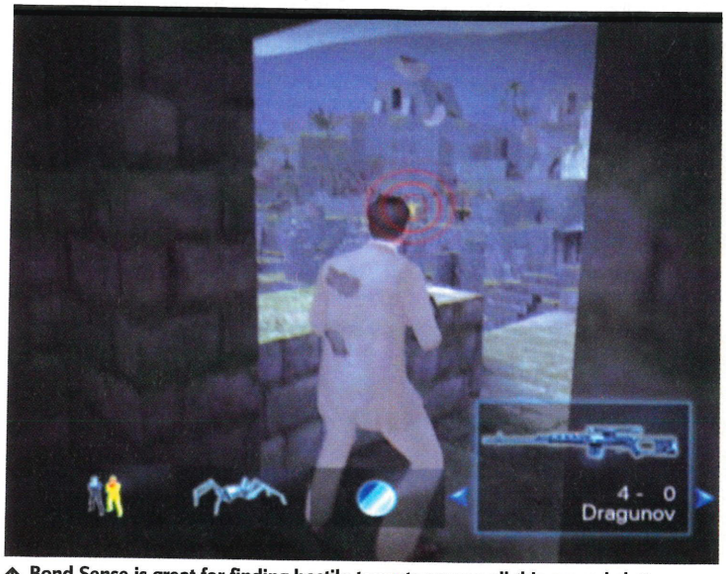
Mission 8: The Ruined Tower

ARM YOUR Sleeper Darts and use them on the first four guards you see. If you manage to remain undetected while doing this, you will get two Bond Moments.

Look for a mossy ledge on the right wall. Rappel up to it to find a Dragunov – another Bond Moment – and use it to eliminate pesky rocket snipers in the ruins beyond. Invade those ruins, clean them out, and rappel up the wooden wall near their rear.

At the top of that wall, you will find a small path in the stone that's about the right size for a Q-Spider. Dispatch one, and when it crosses the bridge, you'll earn a Bond Moment. Drop it into the midst of any oncoming soldiers, then shoot the rest.

Move back down into the ruins, where you'll find a crate on a winch. Drop it through the trapdoor, then jump after it. Push the crate of dynamite forward, follow it to the weakened mine door, and shoot it. You've just 'infiltrated' the ruin.



↑ Bond Sense is great for finding hostile targets among all this ground clutter.

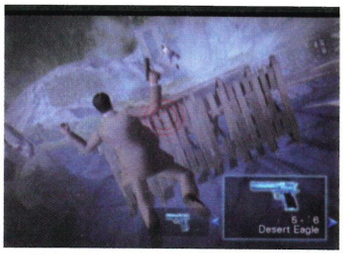
Mission 9: Death of an Agent

DEPLOY A Q-Spider and send it forward. The vent leads out above three soldiers; drop the Spider on their heads for a Bond Moment.

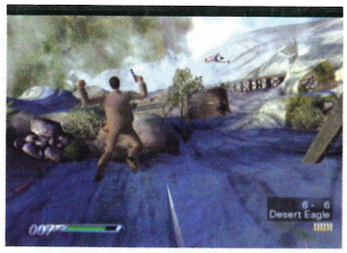
Go downstairs to witness the lonely death of 003. Kill the soldier who runs in, leave via his door, and go downstairs. After a gunfight, drop down into the unlit catacombs and turn on Thermovision. A thorough investigation will reveal an AT-420 concealed in a dead end down here; take it to get a second Bond Moment.

When you get back up into the light, utilise the propane tanks along the hall to eliminate some of your enemies. That is Bondian; it is a Moment. Continue wreaking havoc until you can safely reach the switch behind you, which will open a secret door. Use it to leave.

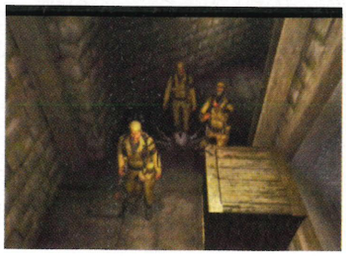
Jump off the cliff, sticking as close to Serena as you can. Ignore the men shooting at you. On the way, you can get three Bond Moments – two by shooting explosives to kill soldiers (use your Bond Sense), and one by sliding through a very small gap between a platform and a cliff. That gap is very close to the ground, and you'll probably need to use it as a shortcut.



↑ This is the Bond-Moment-causing gap in Mission 9. It's a squeeze!



↑ We'd like to thank EA for not using the "I think I'm falling for you" pun.



↑ "I regret nothing!"

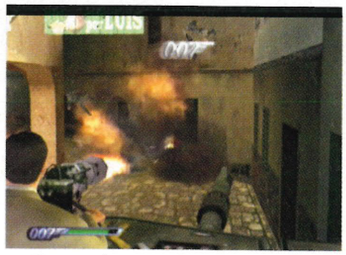
Mission 10: A Show of Force

IF IT MOVES, shoot it: gates (a Bond Moment), tanks, jeeps, helicopters, enemy soldiers...

After the gas station encounter, you're on your own and on the bike. You'll have a much easier time reaching the runway alive if you take the shortcut (it's a Bond Moment), which you'll find right before the first real curve in the road. Ramp off the truck bed onto the runway (you guessed it, another Bond Moment), and catch your escape plane.

Mission 11: Mardi Gras Mayhem

GET TO YOUR rendezvous point, then hang a right out of the park. Follow the road until you see the sign pointing left, then turn right. You'll find a Bond Moment shortcut. Now, head to the Gumbo Diner.



↑ Never take cover behind explosives!

GUN CONTROL: WHILE LOCKED ONTO A TARGET, YOU CAN MOVE YOUR AIM ABOUT WITH THE RIGHT THUMBSTICK. HEADSHOTS DO MORE DAMAGE, AND WILL BOOST YOUR ACCURACY RATING AT THE END OF A MISSION.

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↑ Shell this arch to kill the rocket snipers standing on it.

Open the back of the truck, drive the Aston Martin in, then drive the truck over to the factory. Plant the bug in the other truck as directed.

Use the Aston Martin to intercept the limo. For a Bond Moment, on your way out of the factory, use the pipe as a ramp to crash into the building across the street. For another, disable the limo using your acid slick. Drive to the Kiss Kiss Club.

Mission 12: The Kiss Kiss Club

RAPPEL INTO the open window and massage the woman for a Bond Moment. Sneak out into the hallway, and use the console in the monitor room to open the door to the bar.

When you reach the club, you'll start a short movie. Its end will put Bond behind the bar and under fire. Move left and use the switch on the end of the bar to drop the track lighting; if it hits at least two thugs, you'll earn a second Bond Moment. A third Moment is yours when you kill the men on the balcony.

Take the elevator up. You'll find the keycard you need on the desk of the office, but returning to the first floor with it will cause a wave of bouncers with crowbars to appear. Step out of the elevator, then go right back up and pick off the bouncers from the balcony.

Go backstage, open the door, and kill the guards in the dressing room. Part of the wall will rise as you approach, revealing a secret passage.

Mission 13: Underworld

SHOOT THE guard sitting at the table, and grab the Skeleton Key off the wall. Use it to open the door in the hall, then shoot everyone and leave.

Mission 14: Death's Door

FIGHT YOUR way around the corner to find an open building. You need a skeleton key to open it, which is up in the tower with a sniper. Instead of ventilating that sniper from the ground, rappel up to him and beat his head in. You'll get a Bond Moment and the key. On your way there, you'll see an unarmed thug try to open an iron gate at the base of the tower. Stop him for a second Bond Moment.

↑ It's the expression on Bond's face that cracks us up!

↑ Crowbars versus guns. It hardly seems fair...

↑ Rappel up the tower for the skeleton key. You'll be ambushed going down.

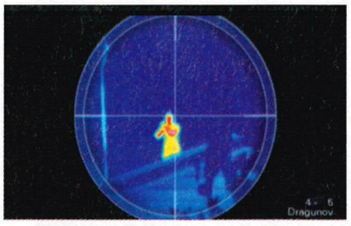
Return to the boarded-up building with your key. But before you open it, there is some armour hidden behind the small duct in the front hall of the building; send a Q-Spider in to get it for a third Bond Moment.

Now kill your way to the balcony of the boarded-up building. If you look across the graveyard, you will see a red control panel next to the crematorium door. Shoot it with the Dragunov to open the door.

Fight your way into the crematorium, and you'll provoke a showdown with one Jean Le Rouge. Don't even try to fight him hand to hand; instead, rely on the STG or Desert Eagle. You'll do the most damage if you catch him in an explosion; doing so twice will get you the final Bond Moments. Keep one eye on Mya during the fight, and press the conveyor switch as needed to keep her out of the fire.

Mission 15: Battle in the Big easy

YOU MUST stay at close to top speed for 35 seconds. Your smokescreen will help, and, in fact, will get you a Bond Moment


↑ Watch out for the sniper on the roof of the crematorium.

↑ Shoot this control panel to open the crematorium door.

↑ "Maginot Line this, Englishman!" Thanks for the tip.

↑ Jean has a bad habit of taking cover near flammable objects. Exploit that.

↑ You're nearly defenceless until Mya defuses the bomb. Run for it!

if you use it right. Once Mya's done with the bomb, she'll help out by shooting at enemy cars. In the meantime, concentrate on getting to your safehouse.

From there, head to the factory. Drive an RC Car in through the pipe, laser open the gas valve, drive to the lower level, turn around, and turn left at the intersection. Hit the boiler with your laser to blow up the factory. Using only one Car to do this is a Bond Moment, as is finishing this stage in four minutes or less.

Mission 16: Faded Splendor

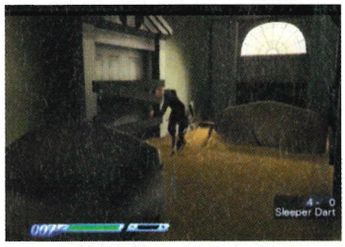
HIDE IN THE front hall until one of the guards comes in. Dart him, then turn on your Nano Suit and knock out the man he was talking to. Send your Q-Spider into the open vent. Pilot the Spider all the way upstairs, go through the door on the right, and detonate at the feet of the sniper. You're now free to rappel up to where he was positioned; doing so earns your Bond Moment.

There are a lot of thugs in the attic. Deal with them, and then head back downstairs.

↑ Let the first guard reach this corner, or someone will see his body.

↑ The attic hallway is easy to transform into a killing field.

↑ Kumite! Kumite! They fight to survive! But don't we all?



↑ Unless you're in 'stealth mode,' your Nano Suit won't work.

You'll find the door you need is electronically locked; the two panels that will open that lock can be found on the ground floor, to either side of the main staircase.

Dispatch the ambush party waiting behind those doors. Go downstairs and pilot a Q-Spider into the open vent. You'll find a secret room, up on the second floor, behind a painting. Detonate the Spider to open that room and gain a Bond Moment. Go back upstairs and rappel up the wooden wall, where there was a sniper standing before. He was standing guard on the attic entrance to Vayakov's lair.

Mission 17: The Machinery of Evil

THREE OF THE nanomachine generators are easily accessible; go in, mess with the control panel, and get back out before they blow.

To get the fourth, you'll have to go below the floor. While you're fighting the soldiers down here, watch for two who are standing in front of a steam pipe. For

↑ Thin out the grand hall's population by dropping the chandelier on them.

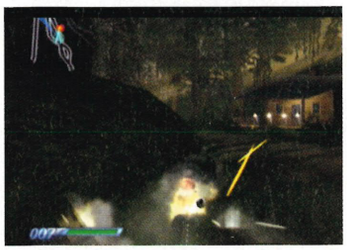
a Bond Moment, target the valve on the pipe and fire, stunning the soldiers. A second Bond Moment can be had behind Yayakov's platform; claim the abandoned AT-420 under the red pipes.

When the soldiers are dead, send a Q-Spider into the open ventilation duct. Detonate the Spider near the exposed gears to open the broken door. Now destroy the final machine, and shoot the two transformers near Yayakov.

Mission 18: The Pontchartrain Bridge

FROM YOUR starting point, drive forward onto the bridge and keep accelerating. Using the banks of the swamp as a ramp, you should be able to jump clear over the gate in a Bond Moment.

Use your trusty flamethrower to defend yourself on the highway. Stay in the left-hand lane, and you'll see a barricaded off-ramp; bust through the barricade and use the hanging chunks of pavement to reach the other highway. Now you're going against the flow of the traffic, but you've got the third Bond



↑ After you hurdle the gate, blow up this house for a second Bond Moment.

↑ The flamethrowers are devastating against enemy cyclists.

Moment. Get back to the other lane using the second interchange.

Mission 19: A Simple Exchange

DART THE guard and sneak into the lounge behind the front desk. Disable the cameras with EMP Grenades and a guard will come to see what the explosion was. Tranquillise him, and pick up the keycard he drops. (There is a battery at the end of a short hallway in the corner of the lounge. Remember it.)

On the other side of the lounge, use the junction box to disable the security lasers on the second floor. You'll get a Bond Moment. Now, inspect the nearby drinks cabinet to open a secret door. Inside, you'll find a second Bond Moment and some Sleeper Darts.

Return to the lobby, head halfway up the stairs, and pitch another EMP Grenade at the security camera. Proceed to the balcony above the lounge, where you'll find a few more cameras. Destroy them - taking out four cameras with EMP Grenades will trigger your third Bond Moment - and walk into the driver's room. Take his uniform.

Mission 20: Red Line

WIN DIAVOLO'S race. It's not hard, since the combination of ground hazards - read: explosive barrels - and twisting roads will usually mean three or four cars will be destroyed by the time you hit the second lap.

Near the start of the race, after the first set of explosive barrels, use the small dirt hill by the right side of the road to launch your race car into the air. You must swerve left of the track and use the next hill to launch yourself again. Do this successfully and you will get the first Bond Moment.

↑ Trigger Grenades on the fly by hitting A. Even EMP Grenades attract attention.

↑ Hit all four tyres with your flamethrowers. Blazing away won't get the job done.

SECRET AGENT: IF YOU'RE GOING FOR A HIGH SCORE, TRY TO GET AS MANY UNARMED STEALTH KILLS AS YOU CAN. THEY'RE WORTH MORE POINTS.

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Finally, near the end of the lap, keep your eyes peeled for a road sign that points in two directions at once. That's the label for a shortcut. Use it for the second Bond Moment.

Mission 21: Ambushed

THIS STAGE relies heavily on unarmed combat. Revisit the balcony of the race car driver's hotel room, and shoot the panel above the junction box for a Bond Moment. You will get a second Bond Moment if you throw a thug over the second-floor railing.

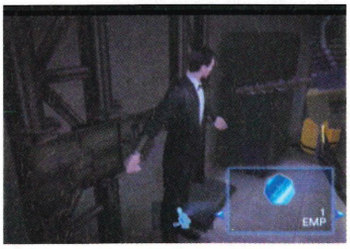
The final Moment of the stage comes in the short hallway on the first-floor lounge, as noted in Mission 19. The keycard you got in that stage opens a door here, where you will find an AT-420 and some armour.

Serena is held captive in the secret room on the ground floor.

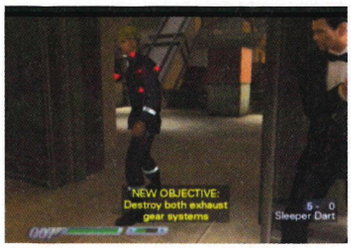
Mission 22: The High Road

RETURN SERENA to her hotel. If you use the fireworks factory's staircase to jump over some tanks, you will get another Bond Moment.

You're back on the bike. Use the staircase to avoid the blockade; if you take it at full speed and hit the roof across the street, it's a Bond Moment. Go find the new blue icon, which in turn will point you in the direction of a doorway. Go through it and up onto the rooftops. If you can stay on this path, you'll earn a Bond Moment and reach the mine.



↑ This really should've been his watch. There's no respect for tradition anymore.



↑ Lurk inside the door to get the drop on this unsuspecting miner.

Mission 23: Diavolo's plan

YOUR ONLY item is an EMP Grenade. Use it. There's just no respect for tradition anymore. Take your rappel and sleeper gun and wait for a guard to come in. Shoot the guard, take his locker key, and then gather all the weapons from the locked cabinet.

Once armed, leave, go right and call the elevator. It'll bring some thugs with it - no big deal. Ride it up.

Use the crushing machine to reach the other side of the mine. You can stop the individual crushers by shooting the gauges on their sides. Once you're through there, shoot the exhaust vents on the walls. This'll start a countdown.

Rappel up to the control room, go inside, and shoot your way downstairs. Use the console to unlock the door at the top of the control room stairs. That same console will open the door right in front of you, where if you send a Spider in, you can use it to turn off the lasers (another Bond Moment). A second Spider will serve to grab the hidden armour

↑ Calling the lift brings snipers running. Blow them up with these propane tanks.

↑ To destroy the mine, shoot these exhaust vents.

underneath the stairs (the third and final Bond Moment). Head upstairs and take the elevator.

Mission 24: The Platinum War

DRIVE FORWARD, turn left, and destroy the wall with tank shells. Switch to Nano Shells, turn right, and target the arch. Its collapse is a Bond Moment.

Now, turn left, and use your plasma gun to blow up the truck. This is a second Bond Moment, and punches a hole in the side of the Mall. Cut through there, and you'll come out into the yard outside the Kremlin, where enemy tanks are wreaking havoc. Turn left immediately, and only destroy a tank that gets in your way. You want to sneak into the Kremlin basement via the back door.

In the catacombs, call up your map and go towards the blue dot. Use your Nano Shells to destroy the bomb. After the movie, run like hell back through the corridors, once again chasing the blue dot, and use Nano Shells to destroy the support pillars.

Get back outside, as fast as you can, and shoot down the helicopter with a Nano Shell.

Mission 25: Dangerous Descent

DESTROY THE crate next to the elevator shaft. Dispatch two Q-Spiders, one behind you - go under the railing, across a plank, and through a duct, then detonate after the soldier opens the door - and one ahead of you - manoeuvre it through the stack of crates, into the empty office, and detonate it in front of the bank of circuitry. You'll get two Bond Moments.

The former Spider's purpose won't be clear until Mission 28. The latter Spider stopped the lasers' movement in the shaft. Grab an AT-420 and rappel down the shaft, destroying the rocket turrets as you go.

↑ Open this door in Mission 25 and you'll get a big reward in Mission 28.

↑ Before you step inside, for the love of Ian Fleming, wreck the crusher.

↑ It only takes one shell to disable Diavolo's platinum tanks, if it's a direct hit.

↑ Press the analogue stick gently to slowly walk down walls.

Once you reach the lift, you'll have to win another gunfight. Use the two lift platforms in the maintenance area to reactivate the lift; while you're at it, send a Spider on a kamikaze mission through the ductwork in the floor. That's another Bond Moment.

Back out on the lift, kill Katja's guards, then destroy the lift's brake cables. This will occasion the re-appearance of the one and only Jaws.

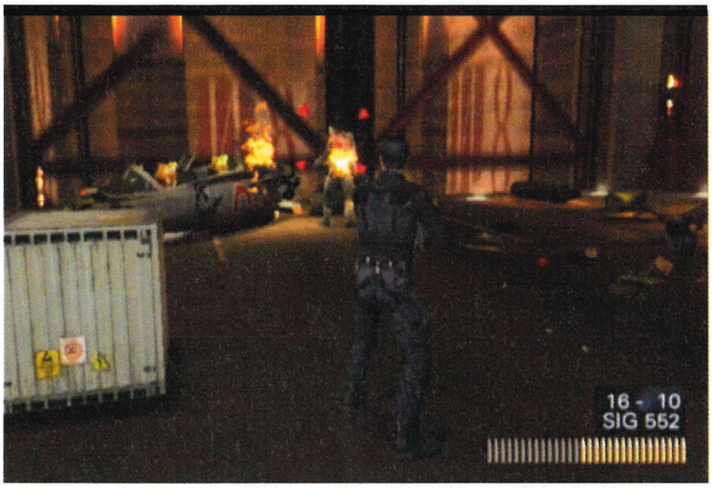
Use the metal crates for cover against his flamethrower, and simply dodge his fireballs. When his back is turned, shoot the tank on his flamethrower. When he's disarmed, use the cockpit of the jet to escape.

Mission 26: Red Underground

RAPPEL OUT of the crater. You'll come out above a tank hangar. For a quick trio of Bond Moments, shoot the man on the catwalk across from you, use the network tap to take control of the tank below you, and go to the end of this catwalk to find a Dragunov.

Descend into the hangar, killing everyone in your path. Go down below the floor, using Thermovision to detect Nanosuited soldiers. While you're here, drop a tank on someone's head for a Bond Moment.

Ride one of the tank lifts to the bridge control room. While here, try and hit one of your enemies with the platinum sprayer for another Bond Moment. Then lower the bridge, use a Strobe Grenade on the men guarding the exit (this is the final Bond Moment), and leave.



↑ Jaws pauses after each fusillade, but hurry – the elevator will crash very soon!

↑ Man in a glass box? It's David Blaine! Shoot him twice!

Mission 27: The Final Card

BEAT UP THE two men, then take cover. Win the ensuing firefight, then shoot one of the turrets in the back with your network tap.

Now that you're in control, waste the three men who come in through the entrance, and the next three men, who come in through the side door; getting them all with three rockets or less is a Bond Moment, as is using your turret to destroy the other.

Finally, fire a rocket at the glass control dome on the ceiling. Four control panels will rise throughout the area; use them. The fourth will be accompanied by a warning from Q, so send a Spider into the ductwork to investigate.

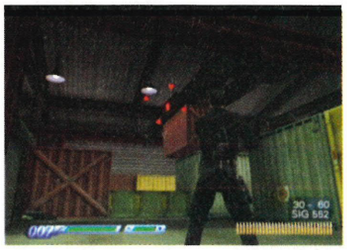
↑ Q-Spiders come in handy and will save your bacon many times.

Detonate the Spider to clear the obstruction. This will cause a wave of soldiers to storm the control room. On your way through them, toss an EMP Grenade at one of the Nanosuited soldiers for a Bond Moment.

You'll run straight into Diavolo. Gather AT-420 ammo from the wooden crates, dodge his homing missiles, and return fire. It'll take three missiles to destroy each of his jet's three parts.

↑ Diavolo's manoeuvring and shaft obstructions call for skilful shooting.

↑ This'll unlock a door in the catwalk room. Inside is the base armoury.



↑ In the warehouse, drop this on somebody for a Bond Moment.

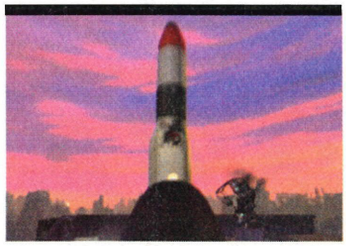
↑ No Pierce Brosnans were hurt in the making of this game.

Mission 28: Everything or Nothing

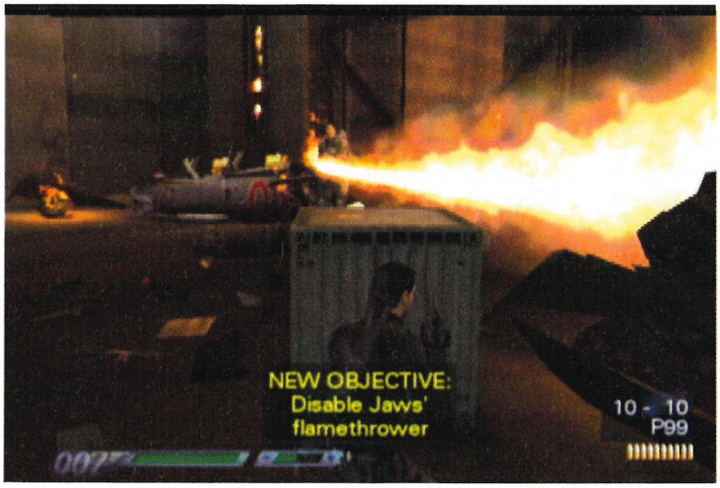
DIVE FORWARD and take cover – the door in front is about to disgorge many armed men. Take 'em out, go through the door and kill the men around the catwalk. Climb the catwalk, go to the window, grab the Dragunov, and take out the rocket launcher goon across the room.

You're safe for now. Go back to your starting point and send a Q-Spider through the stack of crates. Take a right, and go all the way around the elevator shaft. Remember Mission 25, and the guy you blew up for no reason? Go back that way, through that door, and detonate the Spider in front of the barred door. This will unlock it. Go into that room and gather the weapons and armour in the vault. You've earned two Bond Moments.

To reach Diavolo and win the game, you must make it through several warehouses full of heavily armed soldiers. The best ploy is to trigger an attack, then retreat to cover and let them come to you. Continue to repeat this process until you find the missile silo. Outside, Diavolo is waiting for you in a missile pod. Hit him with three rockets. When his guns explode, use the nearby turret and target the launching missile. Three shots will destroy it and complete the game!



↑ It's easier to get to the turret if you are near it when Diavolo goes down.



↑ The metal crates will block Jaws's flames, but when they turn red, move!

THAT'S IT for this month's *James Bond 007: Everything or Nothing* Masterclass. Don't forget we'll bring you more great strategies in the next issue of *Official Xbox Magazine*, on sale Thursday 20 May 2004. Don't miss it!

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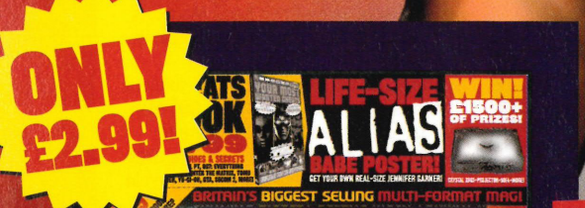

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99 BAKER STREET, LONDON, W1U 6FP

FXM International Limited. Registered Office : 1 & 2 Cotterell Court, Monmouth Place, Bath BA1 2NP Registered Company Number : 4212478

STAFF
Editor: **Steve Brown (020 7317 2478)**
Deputy Editor: **Gavin Ogden (020 7317 2473)**
Operations Editor: **Vanessa Hards (020 7317 2479)**
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Staff Writer: **Andy Irving (020 7317 2475)**

CONTRIBUTORS
Writing: **Jermain Mann, Simon Parkin, Thomas Wilde**
Subbing: **Rosanna Negrotti** Illustration: **Joe Roberts**
Photography: **Joby Sessions** Becks: **Andy Harmer**

ADVERTISING AND MARKETING
Advertising Manager: **Duncan Ferguson (020 7317 2603 / 07770 648500)** duncan.ferguson@fxmi.com
Marketing Manager: **Becky Lindon (020 7317 2414) / 07803 202477)**

MANAGEMENT
Publisher: **James Ashton (020 7317 2470)** james.ashton@fxmi.com
Publishing Director: **Dom Beaven (+44 (0) 1225 822846)** dom.beaven@fxmi.com
European Brand Manager: **Emma Parkinson (+44 (0) 7766508897** emma.parkinson@fxmi.com
Business Manager: **Claire Morgan (+44 (0) 1225 442244)** claire.morgan@fxmi.com
Global Brand Manager: **David Barrow (+1 206 4231921)** dbarrow@imaginemedia.com
Circulation Manager: **Ron Kelly**
International Licensing Director: **Simon Wear (+44 (0) 1225 442244)** simon.wear@futurenet.co.uk

PRODUCTION
Production Manager: **Mel Wittmaack (+44 (0) 1225 442244)** mel.wittmaack@fxmi.com
Commercial Buyer: **Colin Polis (+44 (0) 1225 442244)**

SUBSCRIPTIONS AND BACK ISSUES
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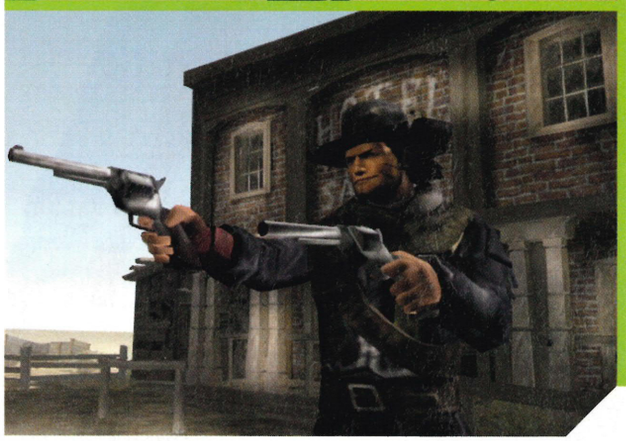

Full Spectrum Warrior
The tactical army simulator that's so real even US Forces will use it to train with!

Breakdown
Innovative features make this new first-person shooter unlike anything you've ever seen.

RalliSport Challenge 2
The year's first serious rally contender hopes to make Colin McRae eat mud pie.

Manhunt
The most brutal game ever made comes to Xbox with vastly improved graphics.

Galleon
This old pirate's been sailing the Xbox ocean for ages, but it's finally ready to hit shore.

Red Dead Revolver
Arcade gunplay and classic western film scenes from the makers of *Grand Theft Auto*.

SuperLeague Rugby League
More good news for rugby fans, with the second scrum-down in as many months.

HALF-LIFE 2 REVEALED!
First Xbox details and massive movie to watch!

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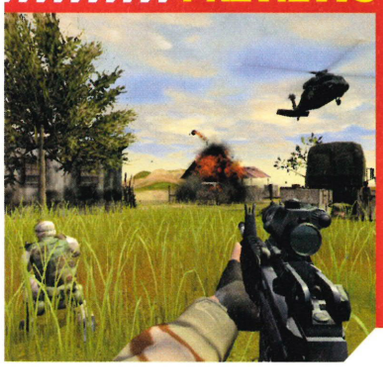
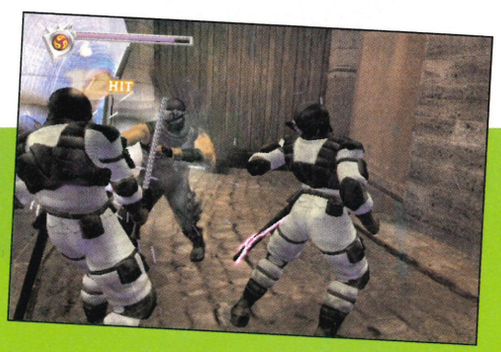


Doom 3
We fly out to see *Doom 3* in action and talk to developer id Software about the return of its terrifying shooter.

Predator
We take a first look at the game of the Arnie film and ask "If it bleeds, can we kill it?"

Delta Force: Black Hawk Down
You have to play the Live game of this stunning first-person shooter to believe how good it is, and we have!



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NINJA GAIDEN GUIDE
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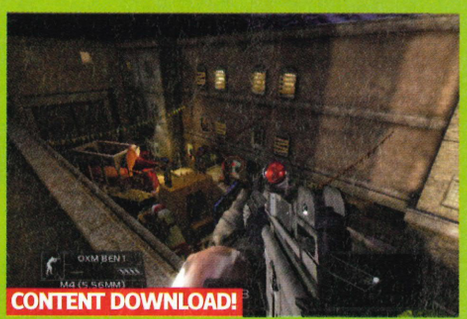
Shadow Ops: Red Mercury
Delta Force's chopper is down in the middle of hostile Kazakhstan. Blast your way through hundreds of gun-toting enemies and try to recover a nuclear weapon.

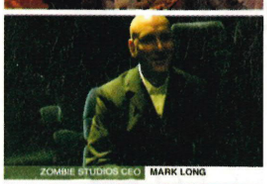
World Championship Rugby
England take on Wales in a replay of this summer's exciting match at the Rugby World Cup. You can play as either international team.

Amped 2
Shred down two different routes on the mountain. The Evergreen course is packed with leaps while Mainstreet is a half-piper's dream come true. Six tutorials too!

Rainbow Six 3
If you haven't already played the online FPS phenomenon, this is your perfect opportunity. Cause havoc on a City Streets map with up to 16 Live players.



Rainbow Six 3: Carnival Level
Download this intense new multiplayer level, compatible with Sharpshooter, Survival and Team Survival modes. This one's set at the wild New Orleans Mardi Gras.



MOVIES!

HALF-LIFE 2
Twenty minutes of gameplay footage from the upcoming FPS. Gordon Freeman has escaped the Black Mesa facility and now he's repelling an alien invasion unlike anything we've seen before.

THE MAKING OF SHADOW OPS
You've played the demo, now meet Zombie studio's CEO Mark Long for the insider's view of this explosive FPS.

MORTAL KOMBAT: DECEPTION
Baraka is back for revenge on the evil sorcerer Quan Chi. Take a first look at this year's bloodiest beat 'em up.

THE MAKING OF GALLEON
An insightful ten-minute trip behind the scenes of SCi's swashbuckling adventure. Lara Croft creator Toby Gard gives away the secrets of how this epic game was made.

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The Sims: Bustin Out
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Civilization 3
Com. & Conq.: Generals
Com. & Conq.: Tiberian Sun
Delta Force 2
Deus Ex: Invisible War
Discworld Noir
Doom III*
Everquest II*
Grand Theft Auto 3
Grand Theft Auto: Vice City
Great Escape
Half Life 2*
Medal of Honor: Pacific As.*
Medieval: Total War
Pirates of the Caribbean
Rollercoaster Tycoon
Settlers 4
Sim City 2000
Sim City 4
Sims
Sims Hot Date
Sims on Holiday
Sims: Deluxe
Soul Reaver 2
Star Trek: Elite Force 2
Theme Hospital
Tomb Raider: Angel of Dark.
X2: The Threat
Plus Many More...

X-BOX

A = 01
A Fistful of Boomstick
Agent Under Fire
Aggressive Inline
Air Force Delta Storm
Alias*
Aliens vs Predator:Extinction
Alter Echo
Amped 2
Amped Snowboarding
Apex, Racing Evoluzione
Armageddon - Spawn
Armed and Dangerous
Arx Fatalis
ATV Quad Racing 2
Auto Modellista*
Azurik: Rise of Perthia

B = 02
Back to Baghdad
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman Vengeance
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlecry, Robotech
Battlegrounds, M.Gathering
Battlestar Galactica*
Beyond Good and Evil*
Big Mutha Truckers
Bionicle
Blackstone: Magic & Steel
Blade 2
Blinx: The Time Sweeper
Blood Omen 2
Blood Wake
BloodRayne
BlowOut
BMX XXX
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bounty Hunter, Mace Griffin
Broken Sword: S. Dragon
Brotherhood of Steel
Bruce Lee: Quest Dragon
Brute Force
Buffy 2: Chaos Bleeds
Buffy The Vampire Slayer
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 03
Call of the King, Haven
Castle Wolfenstein, Ret. to
Cat in the Hat
Celebrity Deathmatch
Chamber of Secrets
Champ. Manager '01/'02
Championship Manager '02
Chaos Bleeds
Chase: Hollywood Stunt Dr.
Chris Edwards' Aggressive I.
Clone Wars, Star Wars
Club Football
Colin McRae Rally 3
Colin McRae Rally 4
Commandos 2
Conflict: Desert Storm 1 & 2
Counterstrike
Crash
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi 3: High Roller
Crimson Sea
Crimson Skies

D = 04
Dakar 2
Dance Dance Rev. Ultramix
Dark Alliance, Baldur's G. 2
Dark Alliance, Baldur's Gate
Dark Angel, J. Cameron's
Dark Legacy
Dark Tomorrow, Batman
Dave Mirra Freestyle BMX 2
David Beckham Soccer
Dawn of Fate
Dead or Alive 3
Dead or Alive Volleyball
Dead to Rights
Deadly Alliance
Deadly Skies
Deathrow
Defender
Defender of the Crown
Defiance: Legacy of Kain
Desert Storm
Desert Storm 2
Deus Ex: Invisible War
Die Hard: Vendetta
Dino Crisis 3
Disney's Extreme Skate Adv.
Don't Try This At Home
Dr Seuss' The Cat in the Hat
Dr. Muto
Dragon's Lair 3D
Dredd vs Death
Driven
Dungeon & Dragons:Heroes
Dynasty Warriors 3
Dynasty Warriors 4

E = 05
Elder Scrolls: Morrowind
Emperor's Tomb
Enclave
Enter the Matrix
ESPN Int. Winter Sports '02
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evoluzion, Racing
Exile, Myst 3
Extinction, AvP
Extreme Destruction
Extreme G Racing Associat.

F = 06
F1 2002
Fall of Max Payne
Fallout:Brotherhood of Steel
Fantasy Star Online 1 & 2
Fatal Frame
Fellowship of the Ring
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Finding Nemo
Fire Blade
Fist of the Lotus
Fistful of Boomstick
Freaky Flyers
Freedom Fighters
Freestyle Metal X
Freestyle Snowboarding
Frogger Beyond
Futurama

G = 07
Genma Onimusha
Ghost Recon
Ghost Recon:Island Thunder
Gladiator: S. of Vengeance
Gladius
Glitch in the System
Goblin Commander
Gotham Racing 2
Grabbed by the Ghoulies
Grand Theft Auto 3
Grand Theft Auto: V. City
Gravity Games Bike: S.V.D.
Great Escape
Group S Challenge
GT 2002
Gun Metal

H = 08
Halo
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hobbit
Hot Pursuit 2
House of the Dead 3
Hulk
Hunter: Redeemer
Hunter: The Reckoning

I = 09
Incredible Hulk
Indiana Jones: E.'s Tomb
Indycar Series
Inter. Superstar Soccer 2
Inter. Winter Sports 2002
Invisible War, Deus Ex
Island Thunder
Italian Job: L.A. Heist

J = 10
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Jedi Knight 2: Jedi Outcast
Jedi Knight: Jedi Academy
Jet Set Radio Future
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 11
Kelly Slater's Pro Surfer
Kill.switch
Knights of the Old Republic
Kung Fu Chaos

L = 12
Leg. of Kain: Blood Omen 2
Legacy of Kain: Defiance
Legends of Wrestling
Legends of Wrestling 2
Links 2004
LMA Manager 2003
LMA Manager 2004
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Expedition, Pitfall

M = 13
Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Magic Gathering Battlegr'nd
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
MechAssault
Medal of Honor Frontline
Medal of Honor: R. Sun
Men of Courage
Mercedes Benz Racing
Metal Arms:Glitch in System
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club 2
Mike Tyson Boxing
Minority Report
Mission Impossible:O.Surma
Mission to Earth
Mortal Kombat: Deadly All.
Moto GP
Moto GP2: U.R.T.
MTX Mototrax
Munch's Oddysee
MX Superfly
MX Unleashed
Myth of Demons, Otogi

N = 14
NBA 2K3
NBA Live 2004
NBA Street Volume 2
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
New Legends
NFL Street
NHL 2004
NHL Rivals 2004
Night Caster
Nightfire
Ninja Gaiden

O = 15
Obi Wan, Star Wars
Oddworld Munch's Oddysee
007 Nightfire
007: Everything or Nothing
Operation Surma, M.I.
Otogi: Myth of Demons
Outlaw Golf
Outlaw Volleyball

P = 16
Phantom Crash
Pirates of the Caribbean
Pitfall: The Lost Expedition
Point of Impact
Prince of Persia: S. Time
Prisoner of War
Project Gotham Racing
Project Gotham Racing 2
Project Zero

R = 18
Racing Evoluzione
Rainbow Six 3
Rallisport Challenge
Rally Fusion
Raw 2, WWE
Rayman 3
Red Card Soccer 2003
Red Faction 2
Reign Of Fire
Return from Darkness
Return of the King
Return to Castle Wolfenstein
Rise of the Machines
Roadkill
Robin Hood: Def. of Crown
Robot Wars: Extr.Destruction
Robotech: Battlecry
Rocky
Rogue Ops
Rollercoaster Tycoon
Rolling
Rugby League

S = 19
Sands of Time, P. of Persia
Secret W. Over Normandy
Sega GT 2002
Serious Sam
Shenmue 2
Silent Hill 2: Inner Fears
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Slam Tennis
Soldier of Fortune 2
Sonic Heroes
Soul Calibur 2
Spawn: Armageddon
Speed Kings
Spiderman The Movie
Splinter Cell
SSX 3
SSX Tricky
Star Wars: Clone Wars
Star Wars: Jedi Academy
Star Wars: Jedi Knight 2
Star Wars: Jedi Starfighter
Star Wars: Knights Old Rep.
Starsky & Hutch
Steel Battalion
Streets of L.A: True Crime
SWAT: Global Strike Team
Sword of Vengeance
Syberia

T = 20
Teenage Mut. Ninja Turtles
Tenchu: Ret. from Darkness
Terminator 3 R.of Machines
Terminator: Dawn of Fate
Test Drive: Overdrive
The Emperor's Tomb
The Fellowship of the Ring
The Great Escape
The Haunted Mansion
The Hobbit
The House of the Dead 3
The Hulk
The Italian Job: L.A. Heist
The Matrix
The Return of the King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Thing
The Two Towers
Thirteen
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
TOCA Race Driver
ToeJam & Earl 3
Tom Clancy's Ghost Recon
Tom Clancy's Island Thunder
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Spin
Total Club Manager 2004
Transworld Snowboarding
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger

U = 21
Underground, N. for Speed
Unreal: Championship Ed.
Urban Freestyle Soccer

V = 22
Vexx
Vice City, Grand Theft Auto
Voodoo Vince

W = 23
Whacked!
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
Worms 3D
Wreckless: Yakuza Mission
WWE Raw 2: Ruthless Aggr.

X = 24
X-Files: Resist or Serve*
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

Y = 25
Yager

0-9 = 27
007 Agent Under Fire
007 Ev'thing or Nothing
007 Nightfire
2002 FIFA World Cup
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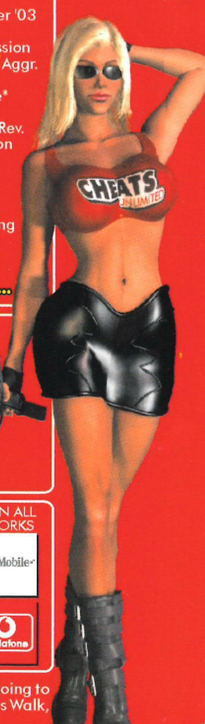

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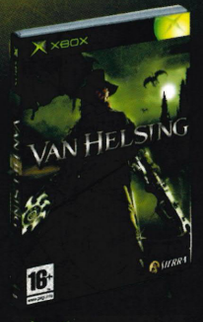

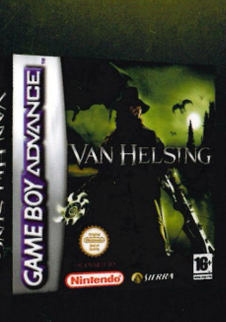

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