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Screen Capture

Jonah Jameson: there was a publisher you wouldn't mess with. Peter Parker's bristling boss at *The Daily Bugle* never discovers that his freelance photo-journalist is in fact the Spider-Man that he loathes. Loathes so much that in the comics he repeatedly hires Spider-Man's foes to try to bump the superhero off. Now *that's* making the news! In an early *Spider-Man* comic (#14, Spider-Nerds), he even hires Peter Parker to investigate a rumour that Spider-Man is starring in a Hollywood movie. Wait a minute...

So fiction flies into Hollywood's web, is digested and spun out into the game sequel *Spider-Man 2*, a rare example of a film licence that translates rather brilliantly into innovative gameplay, transcending the limits of simple film plot to soar the majestic New York skyline, scraping the sky with its cheeky red socks and perfectly capturing the essence of doing whatever a spider can. Exquisitely intuitive controls, although requiring skilful timing, and the immediate freedom of an enormous living metropolis make *Spider-Man 2* a game that truly takes responsibility for its powerful licence. See page 088 for our Amazing™ review.

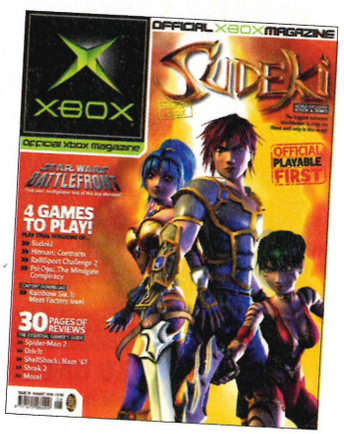
Another film licence to watch out for is *Star Wars Battlegrounds*, which will be released this September to coincide with the first DVD release of the (Special Edition) *Star Wars* trilogy. Primarily an online team shooter, but with a solid offline component too, the next *Star Wars* game was a class act at its first multiplayer Xbox outing and our exclusive screens will show you why in the massive feature starting on page 052. Imagine your wildest *Star Wars* fantasy from any of the six films (*Episode III* locations and factions are covered) and it's a fairly safe bet that this encompassing title has got it covered. And the things you can do to Ewoks...

There's more team combat to be had in the sublime *Sudeki*, the Xbox-exclusive fantasy RPG that eschews turn-based battles in favour of real-time action, while maintaining a wide-eyed plot that will draw you deep into its intricately crafted maze. Try the magical demo for yourself on your official disc this month and read the full review on page 068.

By now there's no way that you could have missed the TV ad campaign for *Driv3r*, the sequel we've been waiting for since the millennium. All through the preview stage we've been impressed by the damage technology and driving mechanics, but now it's time to find out whether there's actually a game under the bonnet. Turn to our review on page 080 for the final MOT.

See you next month,

STEVE BROWN
EDITOR, *OFFICIAL XBOX MAGAZINE*



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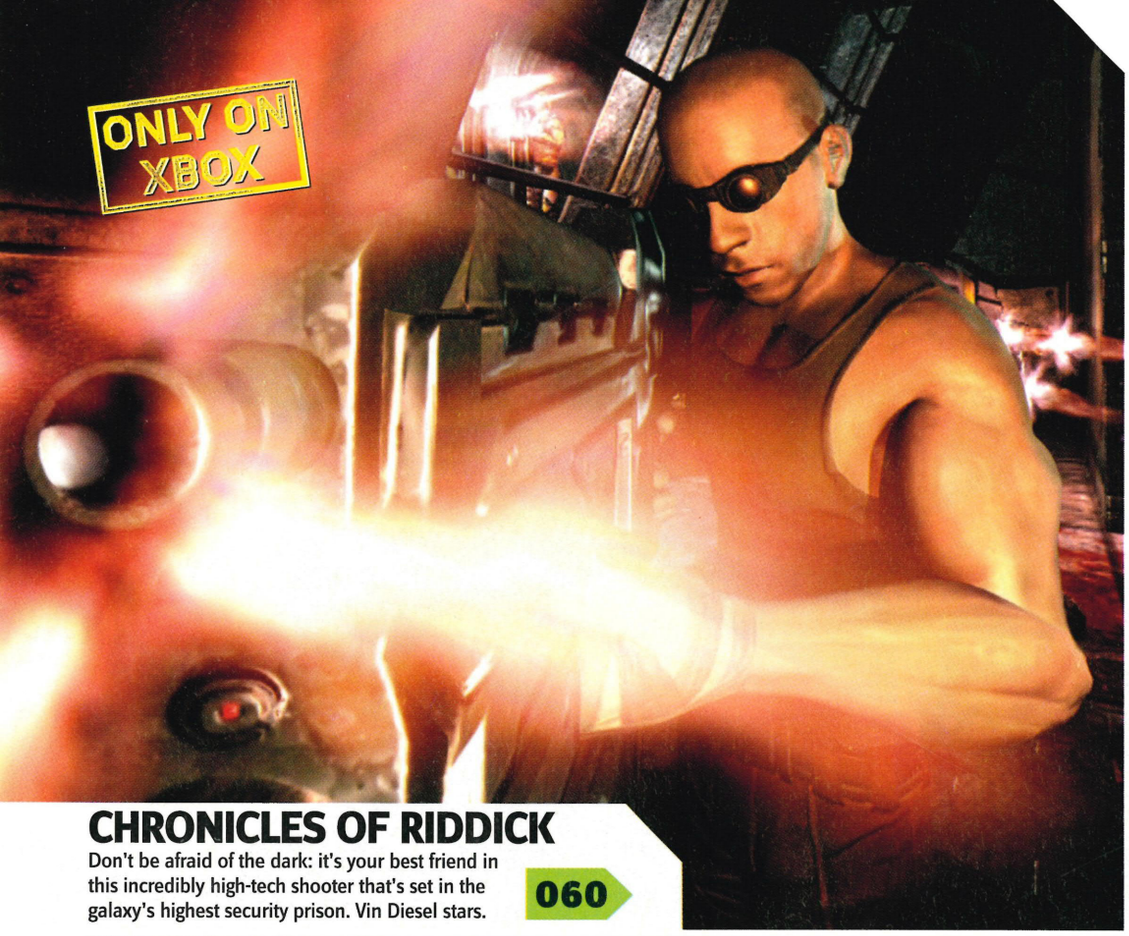
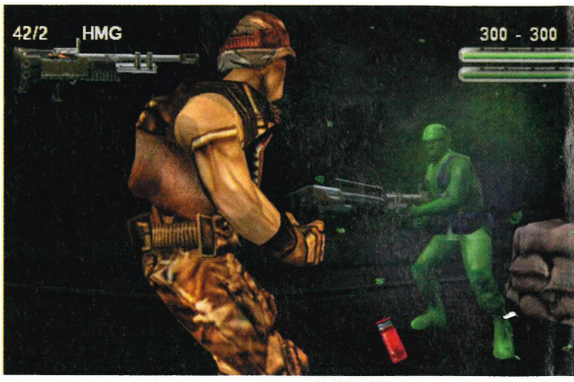


CHRONICLES OF RIDDICK

Don't be afraid of the dark: it's your best friend in this incredibly high-tech shooter that's set in the galaxy's highest security prison. Vin Diesel stars.

060



↑ ARMY MEN: SARGE'S WAR // 087

↑ SHREK 2 // 074

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NEED FOR SPEED UNDERGROUND 2

Not an addicted Womble in sight, but plenty of car-mod, hot-rod, illegal street-race action.

008

SECOND SIGHT

Along with *Psi-Ops*, mind games look to be the next big thing, next big thing, next big thing...

010

SUDEKI

The world-exclusive review of this stunning, Xbox-only, combat-intensive RPG.

068

SPIDER-MAN 2

Pick the bad pips out of the Big Apple in our review of this swinging *GTA*-like super-game.

088

SHELLSHOCK: NAM '67

The apocalypse is now in the gruesome review of one of the most shocking games we've seen.

076

↑ DANCE:UK // 095

DRIV3R

Don't miss our massiv3 r3vi3w of this viol3ntly str33twis3 action blockbust3r! Y3s!

080

RICHARD BURNS RALLY

Does Colin McRae have anything to worry about? Find out in our review of this rally sim.

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STAR WARS BATTLEFRONT

We exclusively test the multiplayer Xbox code of this huge team shooter that will fulfil every *Star Wars* dream!

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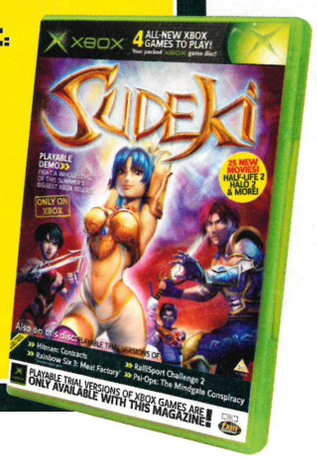

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SECOND SIGHT // There's more to psychic powers than Mystic Meg. Check out this great action title 010
VIETCONG: PURPLE HAZE // Intense jungle warfare against the infamous guerillas 012

Need for Speed Underground 2

The Sound of the Underground reverberates

WORDS: **ANDY IRVING**

GAME INFORMATION
DEVELOPER: **EA**
PUBLISHER: **EA**
RELEASE DATE: **WINTER 2004**
PLAYERS: **1-2 SPLIT-SCREEN; 2-8**
XBOX LIVE

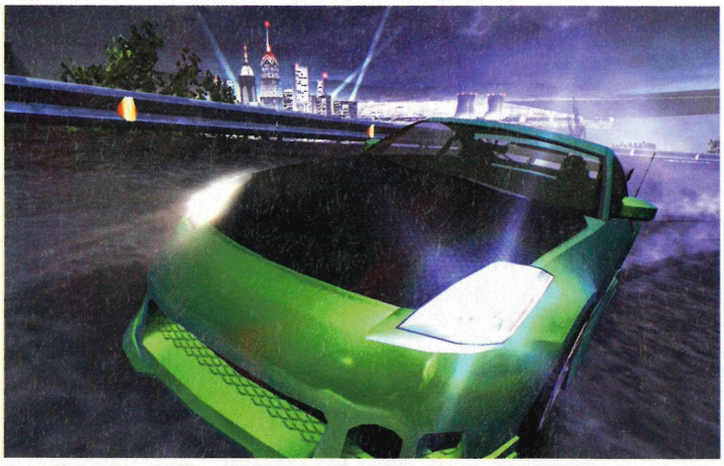
IF YOU VISIT any town centre on a Saturday night, chances are you'll see hordes of hatchbacked hounds lapping up the attention of chav chicks as they tear up and down a strip of tarmac. Aided in no small way by *The Fast And The Furious* films, street racing is officially cool again. Last year's *Need For Speed Underground* (Issue 24, 7.0) dropped its handbrake just before Christmas and never looked back, holding a podium position at the top of the charts for several weeks. EA is confident there's plenty more mileage left in the *Need For Speed Underground* franchise, and this follow-up is looking even meaner and madder than the first title.

The list of all-new features revs off with a completely free-roaming city for petrolheads to explore. Divided into five districts, each environment - including tight city streets and rolling open hills - contains tons of different racing options (see Bright Lights, Big City, top right). Players will encounter fellow suburban superstars while cruising, and there's much more character interaction than in the first title. Due to this unregimented approach to gameplay, races can take place at any time. The salubrious slicksters will challenge you to race for cash and point you in the direction of the coolest upgrade shops in town.

Tuning the performance of your car is obviously vital for both progression and monetary gain. There are hundreds of upgrades available, from high-tech NOS injection kits to the ability to fine-tune your gear ratios and suspension. However, street racing is all about looking good, and here *Need For Speed Underground 2* comes into its own. The sequel is twice the beast its predecessor was, with more than double the number of visual customisations. There are literally millions of different permutations and combos to choose from. Kit your car out in scissor doors, spanky spoilers, skirts, headlights and the like. Of course, all street racers only roll on 20s, so there are loads of different wheel rims on hand, and no hot lad is complete without the customary UV light (of various colours) under your motor.

There's one thing we're more excited about than anything else, though. *Need For Speed Underground* is a franchise that screams potential for online multiplayer madness, and with the announcement that EA is going to support Live play, we're going to get our chance. Trick your car out in all the latest beautiful bodywork then take it to the mean Live streets against up to seven online opponents over all the different environments on offer. We can't wait to get behind the wheel of this ace-looking racer, and Andy is drooling at the chance to live out those Essex-boy fantasies he'll never be able to afford in reality. Look out for a full preview soon.

↑ The city limits provide tons of tracks - just watch your tasty rims on those bumps.



↑ Each car can be completely customised to your exact specifications.

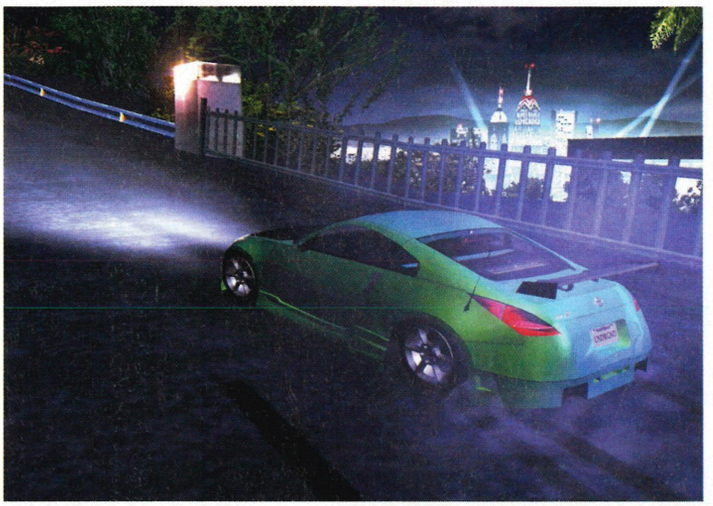
↑ Who lives in a house like this? A successful street racer no doubt...

BRIGHT LIGHTS, BIG CITY

THERE ARE FIVE different racing environments on offer in *Need for Speed Underground 2*. The distinct districts boast unique driving conditions, with radical variants of road surfaces and weather conditions all affecting the handling of your little beauty. Each will obviously require different driving techniques to safely negotiate them. You can confidently open up on the spacious rolling hills and freeways, but precision braking is called for around the tight city streets.

↑ That nitro kit is there for a reason, you know.

↑ Those walls would play havoc with your bodywork.



↑ The gorgeous environments will tempt your eyes away from the road.

↑ Point-to-point races are for wimps. Testing, twisting tracks are where it's at.

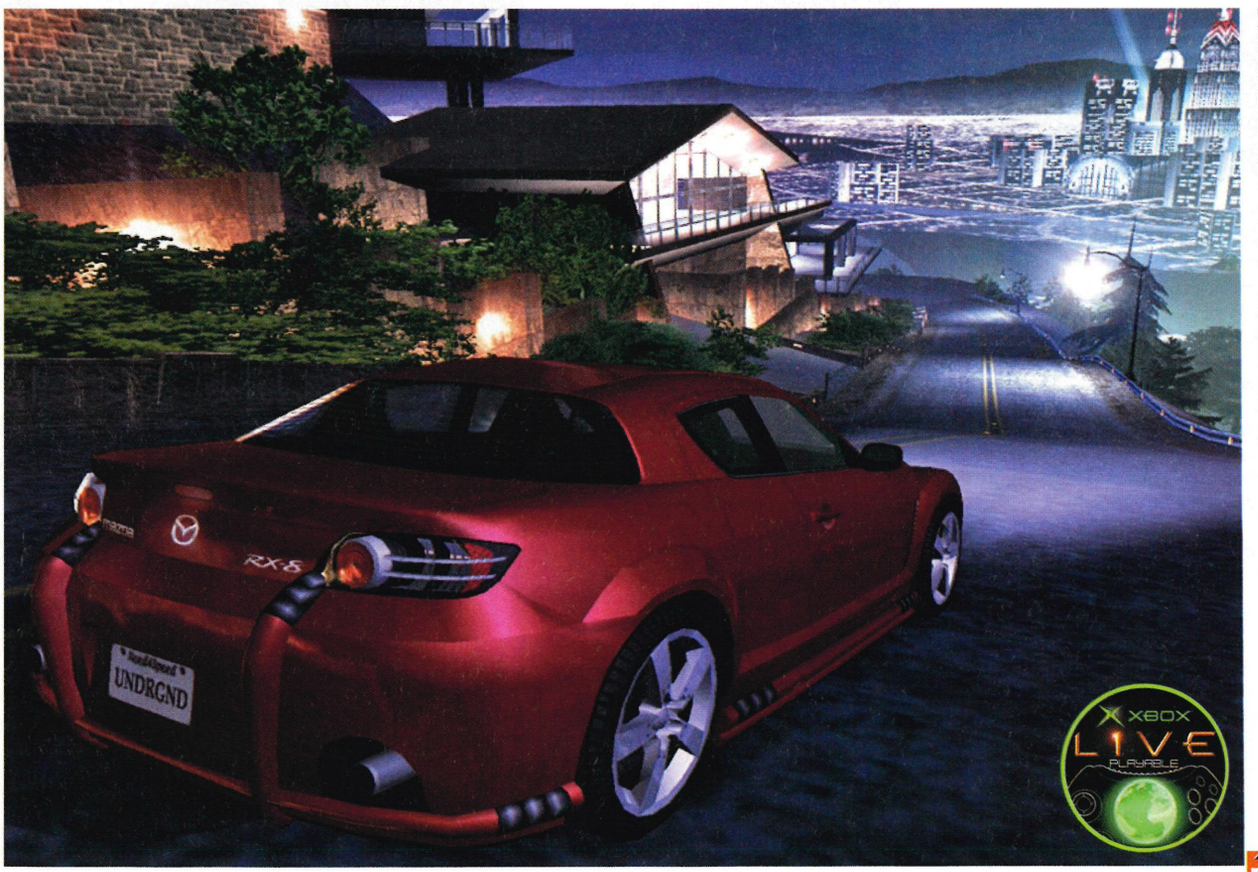
BONUS INFO

TRICK ME OUT

Looking good isn't just for the vain in *NFSU2*, it's also vital for progression. The more the assembled crowds admire the cosmetic condition of your little beauty, the more your reputation grows. This in turn increases your combo multiplier, translating into more points, and cash, for you. A similar system can also be found in Acclaim's *Juiced*. See page 037.

PEALS ON WHEELS

Any street-racing title worth its salt has to feature suitably hip motors to terrorise the locals in. All the usual suspects are on hand to leave their burnt rubber stamp on the tarmac, including more than 30 of the latest, hot-to-the-touch motors from Nissan, Toyota and Mitsubishi. Obviously, bass-booming stereos are standard. Turn it up!



↑ Over 20 different car manufacturers have their little babies on display. All ready to be souped up and ragged round to your heart's content.

DRIVERS' DELIGHT: NOW EA HAS EMBRACED THE LIVE COMMUNITY, NFSU2 IS NOT THE ONLY TANTALISINGLY GOOD RACER TO EMERGE FROM THE PUBLISHER. BURNOUT 3 LOOKS ABSOLUTELY OUTSTANDING, AND SHOULD BE A HUGE SMASH (LITERALLY) ON XBOX LIVE.

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

PLAYED

Second Sight

Mind games from the TimeSplitters team

WORDS: **ANDY IRVING**

GAME INFORMATION

DEVELOPER: **FREE RADICAL**

PUBLISHER: **CODEMASTERS**

RELEASE DATE: **AUTUMN 2004**

PLAYERS: **1**

REMEMBER ROALD Dahl's Matilda? Little girl, way too much brainpower, puts it to good use by moving objects and scaring brutal headmistresses. However, having such ability doesn't always make your life easy; just ask Dr John Vattic. Formerly a top research scientist, Vattic is recruited to join a top-secret US army project investigating captured Nazi psychologists, Siberian research stations and a whole lot of illegal human experimentation in Free Radical's great-looking *Second Sight*.

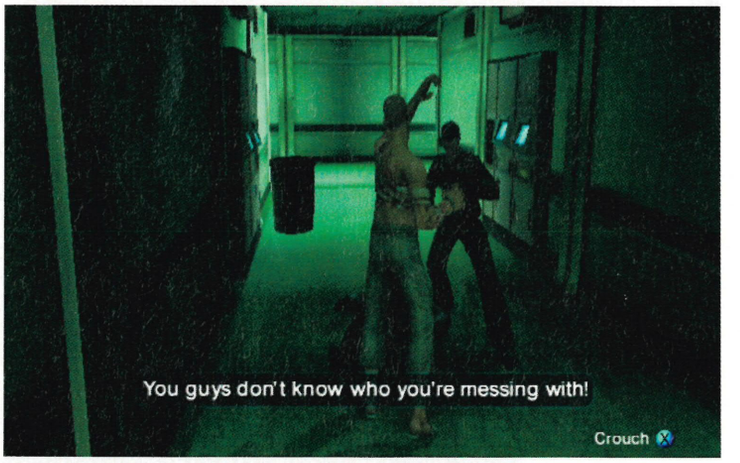
But let's rewind a bit. Or rather fast forward, because the game kicks off with a bemused Vattic waking up in a high-security medical institution. With no recollection of who he is, or how he was miraculously able to escape his restraining bonds, we follow the doc on an unnatural voyage of self-rediscovery. We learn of Vattic's past through a series of playable flashbacks that give gamers the chance to actually change the outcome of the doc's future life. Adding tons of replayability to *Second Sight*, if you screw up a delicately stealthy mission in the past, the future will hold different repercussions than if you finished it quieter than a church mouse.

Obviously being in the army comes with all the relevant experience like weapons training, so after gradual tutorials Vattic is soon au fait with the 13 featured weapons including pistols, machine-guns and sniper rifles. Aiming is as basic or precise as you want it to be, and players easily pivot around the whole environment, making the most of the makeshift cover.

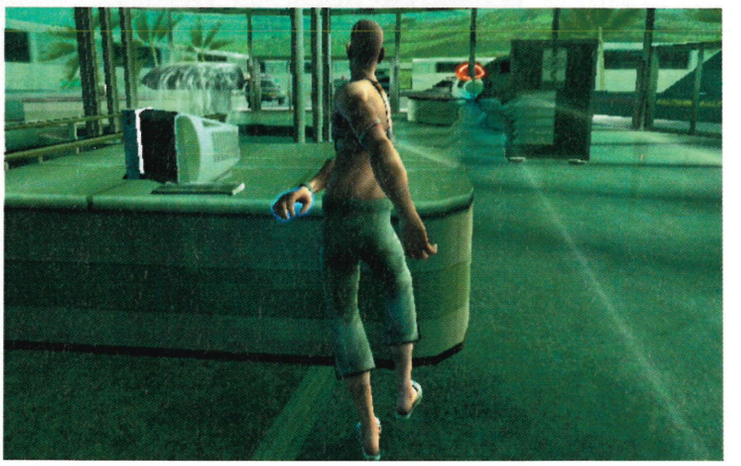
However, our heretic hero soon learns he has inherited psychic abilities that enable him to escape the facility, and this is where *Second Sight* separates itself from other action titles out there, apart from Midway's *Psi-Ops* (see page 018). Kicking off with basic telekinesis, door switches can be remotely flicked or objects elevated to put the willies up loitering guards. This telekinesis eventually evolves into a much more powerful skill, where enemies themselves can be lifted and lobbed around the environments. Healing obviously replenishes your health meter, and the Psi-blast is an ace 'weapon' of sorts that allows Vattic to throw shockwaves towards hapless foes.

Of course, subterfuge and stealth are the real key elements to any successful escape, so the drowsy doc must use these powers to avoid being seen at all costs. The non-linear nature of each mission means there's loads of different ways to accomplish each objective, either by using various psychic powers or taking a different route through a level. Making the most of several unique genres (as well as a brilliant physics engine), *Second Sight* looks like a very intriguing action title.

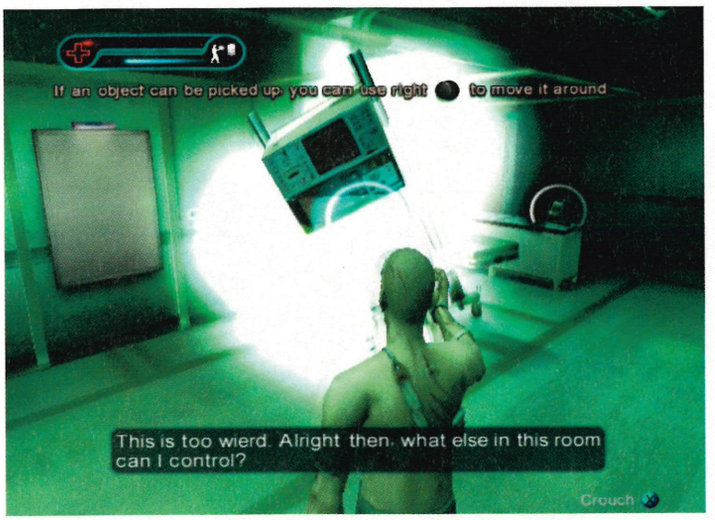
↑ **Vattic undergoes strict military training that comes in handy later in his life.**



↑ **Tell it to 'em straight. And if they don't listen, start laying the smack down.**



↑ **The Psi-blast is awesomely powerful, and sends enemies flying backwards.**



↑ Levitating objects when enemies are near will scare them away.

↑ The stealth tactics you acquire here will eventually save you.

BONUS INFO

BRAINS V BRAWN

Along with the more powerful Psi-blasts, other more subtle abilities offer tons of different gameplay possibilities. Projection allows you to possess other characters and carry out various tasks in the interests of Vattic, whilst Charm messes with enemies' minds – he can even fool them into thinking he's not really right next to them. Intriguing stuff.

CAMERA HAPPY

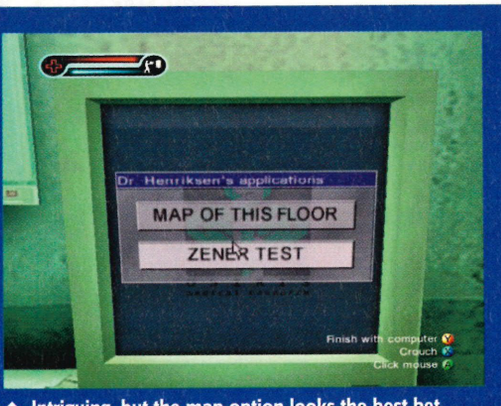
The camera can often be a bit of a pain in stealth/action titles, but *Second Sight* offers three different perspectives for all situations. There are two third-person views on offer and a fixed, side-scrolling camera.

↑ Healing is an invaluable power, though applying it will completely drain your Psychic meter, so use it sparingly.

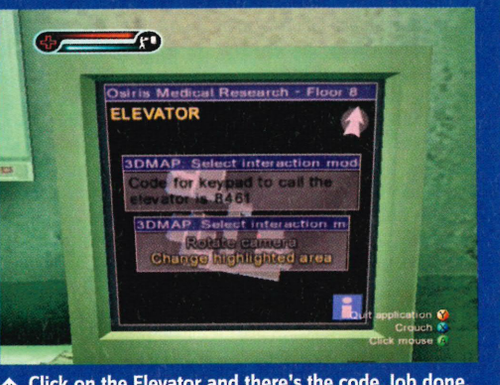
COMPUTER NERD

Good job Vattic paid attention during IT class

A GREAT TOUCH in *Second Sight* is the doc's ability to use the computers dotted around the hospital. As opposed to simply being handed the information, players can move the cursor around the screen just as you would with a mouse in real life, and access all sorts of details from the mainframe. Here, an elevator we need to use is protected by a security code.



↑ Intriguing, but the map option looks the best bet.



↑ Click on the Elevator and there's the code. Job done.

CARTOON CRAZINESS: SECOND SIGHT COMES FROM THE FREE RADICAL STABLE, DEVELOPER OF THE HUGELY SUCCESSFUL TIMESPLITTERS SERIES. IF ANY FURTHER PROOF WERE NEEDED, JUST LOOK AT THE WACKY CARTOON-ESQUE CHARACTERS AND TONS OF HUMOROUS TOUCHES.

Vietcong: Purple Haze

The VC said, "Go home, GI!" They didn't listen

WORDS: **BEN TALBOT**

GAME INFORMATION

DEVELOPER: **GATHERING**

PUBLISHER: **TAKE-TWO**

RELEASE DATE: **SEPTEMBER 2004**

PLAYERS: **1; 2-16 XBOX LIVE**

HOW DO YOU kill an enemy you can't see? This was the problem that faced US Special Forces back in 1967. *Vietcong: Purple Haze* confronts you with the same dilemma as you're dropped off in Nui Pek, balanced precariously on the knife-edge of Vietnam.

The North Vietnamese army is the least of your troubles when you're also a target for the infamous Vietcong. Experts in guerilla warfare, these soldiers can wipe out your entire patrol then disappear like phantoms into the undergrowth.

Conflict doesn't come much more intense, especially because you can die from a single shot. The way you're forced to take your time and protect your squad is similar to *Rainbow Six 3* (Issue 23, 9.4), and the VC's intelligence is on a par with all the best squad-based shooters.

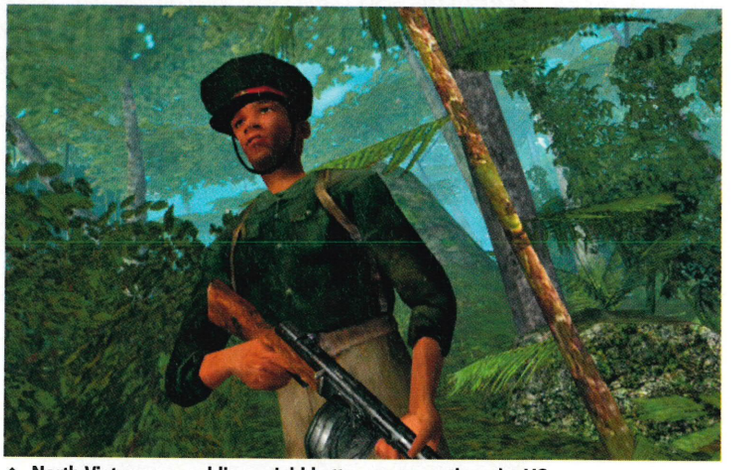
You're in charge of a six-man squad, blasting through 19 missions. Specialist skills make each member invaluable. There's a medic, sniper, scout and radio man, and they all do a good job of running for cover and fending for themselves when the heat's on. Seeing them rushing around, killing VCs and calling to you for help is entertaining, but nothing compared to six-player Live co-op.

The story-based campaign mode isn't available in multiplayer. Fortunately, the Quick Fight mode where you can play as either six Special Forces or VC troops is better suited to an Xbox Live blast. It's very similar to Terrorist Hunt in *Rainbow Six 3*. It's the six of you against hundreds, with respawns every 30 seconds. All the specialist skills from Campaign mode also work here, so you can still order the radio man to call in an airstrike to turn the tide of battle. Likewise, the medic can heal you, but unlike *Wolfenstein* (Issue 16, 9.2), only while you're still mobile.

With nine Quick Fight maps and more available later as downloadable content, this is going to be serious fun online. For those who aren't team players, there's also a variety of 'every man for himself' games like Deathmatch and a King of the Hill-style mode that cater for the maximum 16 players.

Vietcong: Purple Haze was extremely successful on PC and we think it's a game to watch out for. The difficulty level is pretty hardcore, but that's nothing compared to the game's special Vietnam mode where all the heads-up displays are switched off. This is going to take jungle intensity to a whole new level.

↑ **The M16 is standard issue, although you may want to grab an AK-47 instead.**



↑ **North Vietnamese soldiers wield better weapons than the VC.**

↑ **The AI of your team-mates is much better than in the PC version.**

↑ The Tommy gun has a great rate of fire but it's really wild!

↑ Use the radio man to call in temporary air support.

BORN TO KILL

THERE ARE more than 30 weapons to use in the single-player mode. Some of them, like the M16, are standard issue for US Special Forces while others have to be taken from defeated Vietcong. The majority of the automatic weapons have two rates of fire. Most famously, the AK-47 is a superb long-range, single shot rifle that can be switched into a wild but reliable machine-gun. Unfortunately, in multiplayer games, you are only allowed to use the weapon you set out with.

↑ You can play as either Special Forces or the VC.

↑ Most times you'll be dead before you see them.

BONUS INFO

MUSIC TO DIE FOR
Like the other Vietnam games, *ShellShock: Nam '67* (see page 076) and *Conflict: Vietnam*, *Vietcong* also features a licensed soundtrack with 1960's rock music. Don't expect to hear any Jimi Hendrix though: none of this music has appeared in a Vietnam game or film before.

MOLE PATROL
Particularly in the multiplayer levels, VC spider holes are a great way to get from one side of the level to the other. Thankfully there isn't too much crawling through tunnels in the main campaign. Players of the PC version complained about this, so it was duly reduced for the Xbox version.

↑ There's also a special aiming mode where you look directly down the sights. We prefer to use the standard view for exploring though.

HEADCOUNT: VIETCONG: PURPLE HAZE FEATURES ALL THE USUAL SCOREBOARDS YOU'D EXPECT TO SEE IN AN XBOX LIVE GAME, INCLUDING NUMBER OF KILLS, TEAM VICTORIES AND DEATHS.

INCOMING

LATEST NEWS // FIRST SCREENSHOTS // BRAND NEW GAMES

Headlines

STRANGER'S ODDYSEE 016
Oddworld Inhabitants team up with EA to bring us the fourth, bone-grinding chapter in the *Oddworld* saga. Go take a peek!

CLANCY'S HEROES 017
The *Rainbow Six* boys are back. With exclusive shots and hands-on code, we cast our eye over *Black Arrow*.

UGLY MOTHER 018
Old crab-head is on the hunt again. A sneak peek reveals *Predator* to be more *GTA* than we imagined. And that's good.

WORMS ALIVE! 020
Sega announces the first UK Live *Worms* game. But what will *Worms Forts Under Siege* be dropping on us this time?

BLINX TWICE 021
The cat, the vacuum, and time-travelling. It can mean only one thing, and no, we don't mean some kind of weird internet MPEG.

FERRARIS AND BLONDES 023
OutRun 2 is exclusively for Xbox, and we've got brand new, exclusive shots to get those crankshafts oiled. Oh yes.

WEIRD WEST 024
Just what does an undead cowboy get up to when he's not out rustling horses? *Deadlands* has the answer.

BUNNY BOILERS 030
Playboy is releasing its own videogame. We went to the Playboy Mansion to investigate No, really. Would we lie?

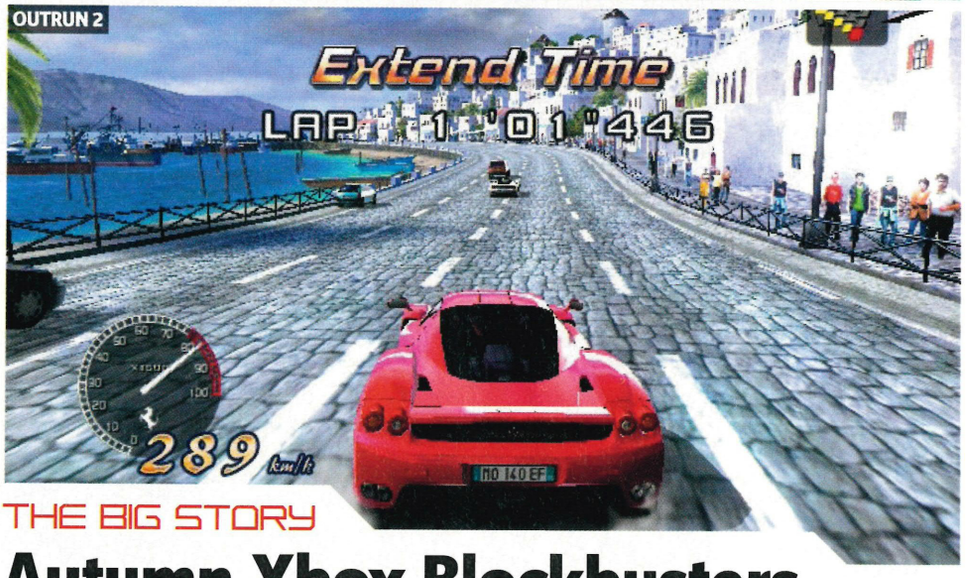
BAD BEHAVIOUR 032
Have you been a bad boy? Does the man with the skull on his chest need to come over? *The Punisher* cometh.

ARMLESS FUN 034
Flying body parts and grenades going off like firecrackers, *Brothers in Arms* looks every bit the classic war game.

BETTER RED THAN DEAD 035
The Soviet Union, busty ladies with guns, and spellcasting Commie wizards all make it into *Red Star*. Read it, comrade.

FRESHLY SQUEEZED 037
Juiced is about modding your cars to near infinity, then racing them very fast against lesser cars. What's not to like?

DIE NASTY WARRIORS 038
Kingdom Under Fire is *Dynasty Warriors* in a very bad mood. We were brave enough to take a stick and poke it in the ear.



THE BIG STORY

Autumn Xbox Blockbusters

The future's bright, the future's black with a green X on it

THE XBOX IS on the brink of delivering its most decisive, deliciously programmed season of gamery yet, one that promises to have you glued to your screens until the crocuses pop out in 2005.

Rainbow Six 3: Black Arrow, *OutRun 2*, *Unreal Championship 2*, *Halo 2*, *Forza Motorsport*, *Doom 3* and *MechAssault 2* are all on the horizon and Xbox-exclusive. Cross-platform Live-enabled titles such as *FIFA Football 2005* (see the EA feature on page 106), *Mortal Kombat: Deception*, *Star Wars Battlefront*, *Burnout 3* and *Call of Duty* are all going to be here in the autumn too, bolstering even further the number of must-have titles - but it isn't just the software that's making autumn look so damned rosy.

The Xbox Live Arcade will allow gamers to play streamed software directly from Xbox Live. Classic games and specifically developed arcade games will be available to subscribers, who'll then be able to download them and share them with their mates from across the globe.

Then there's the Xbox Live Alerts system that is currently having a last-minute spit and polish. When Xbox Live subscribers sign up for Xbox Live Alerts, they will be notified via email when their friends sign on and when they get a Friend request or game invite. Live will even let them know when new downloads are available, and when the latest games are released. And you'll probably find that latest nugget vital.

Towards the latter half of the year, Microsoft is promising 150 Live-enabled games, each of which will use Friends lists, Alerts, the Live messaging system, and the whole breadth of what the Live community has to offer to its fullest potential. That's roughly a game a day from now until New Year! Prepare yourself for an explosion of Xbox goodies and exclusives that will knock the competition for six!

STAR WARS BATTLEFRONT

DOOM 3

MORTAL KOMBAT: DECEPTION

THE INSIDE VIEW

//STEPHEN MCGILL
//HEAD OF XBOX UK MARKETING

Looking forward, and welcoming games from all developers across the Xbox board.

"THE XBOX PORTFOLIO this year for both first- and third-party games is stronger than ever with all bases covered. Readers should book 09 November off work now – actually make that the week, no excuses – for that's when the most eagerly awaited sequel of all times, *Halo 2*, hits the store shelves.

"Everything that made the original brilliant has been increased tenfold – graphics, AI, weapons, and it will be playable on Xbox Live. Not only will you get the chance to play as a Covenant soldier but now you can see how good you really are at *Halo*!

"The other big news that came out of E3 was the announcement of *Forza Motorsport*, a brand new franchise which has been in development for more than three years and a must for anyone with a passion for cars. You'll be able to buy, trade, tune, modify and of course race cars over photorealistic tracks.

"Other games to watch out for? How much space do you have? There's *Fable*, *Sudeki*, *Doom 3*, *FIFA 2005*, *Spider-Man 2*, *Chronicles of Riddick*, *Star Wars: Republic Commando*, *Juiced*, *OutRun 2*... seriously, how much space? I doubt there's enough..."

THE EXPERT VIEW

//JAMES AVENT
//GAME DIRECTOR ON SUDEKI

Gamers and developers alike are returning to Xbox in the wake of solid title announcements.

"I BOUGHT AN XBOX a while ago when *Halo* came out, but since there weren't any other games I fancied, I sold it. That must have been a couple of years ago now and I've recently bought another one.

"I did so not only because I wanted to play *Ninja Gaiden*, *Full Spectrum Warrior*, *PGR2* and *Sudeki* but because all games now look best on Xbox. Multiformat developers are really starting to realise that with a little more effort they can get a lot of payback on Xbox. The games just look superior, run faster and therefore play better. I'm now looking forward to *Conker*, *Doom 3* and obviously *Halo 2*.

"Take a close look at *Doom 3*, *Sudeki* and *Chronicles of Riddick* and ask yourself which other console out there could house those games with those visuals. The answer is, none of them. And that's why I cleared a large space under my TV to accommodate the black behemoth once more. It's the most powerful mass-produced console on Earth and we have more and more great games being developed for it."

OUR VIEW

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

Like a tidal wave of unconditional green and black electronic love, we cannot wait...

MICROSOFT HAS always aimed to make its Live system the very pinnacle of what online gaming should be, and it has. The Live options and games coming out in the next few months will not only help to cement that reputation further, but bring Live to the attention of people who might not have considered it before.

One hundred and fifty games is some feat, and if the second half of the year's lineup is any indication, it seems that developers and publishers consider Live-enabled content on their games a vital selling point. If we demand it, they supply it. If they supply it, more people will have their eyes opened to its benefits, and the more people there'll be to keep on demanding top-quality software.

Thankfully, many of these games will also be Xbox-exclusive, allowing us to gloat at those poor souls who haven't yet jumped aboard the good ship Xbox, and many will also have Live-enabled features, as this area continues to get stronger. Things are looking good, very good indeed.

POCKET MONEY: IF YOU WERE TO BUY ALL 150 GAMES ANNOUNCED, THAT WOULD COST YOU ANYWHERE BETWEEN FOUR AND SIX GRAND. GET SAVING!

News Wire

Easily digestible nuggets of key Xbox information

More Mace?

Just as this fine issue was going to press we learnt that a sequel is in development to the space blaster *Mace Griffin Bounty Hunter*. Development honours again go to Warthog's Stockport studio and we hope to have first shots of this shooter next issue.

New Ridge Racer

A recent Namco financial report has revealed that a brand new *Ridge Racer* title is deep in development. A release is expected early next year.

Scarface: The Game?

Rumour has it that a game based on the *Scarface* movie is in development but no one's owning up to it. Koei was linked with the title but we've been told the Korean firm is absolutely not behind it. *Robin Hood: Defender of the Crown* (Issue 24, 7.0) developer Cinemaware has also been linked with the game but has so far made no comment. More next issue.

The Beautiful Game

Dino Dini, the man responsible for *Kick Off*, *Player Manager*, *Goal* and *Dino Dini's Football*, has teamed up with Mark Greenshield, author of *Super Kickoff* and *Kickoff 2*, to create a whole new generation of football games. Greenshield told us: "Dino and I agreed on almost every level about what could be done to create a football game with a difference." Football games may never be the same again.

↑ *MotoGP*, now with diving subgame.

More MotoGP

CLIMAX IS ON a *MotoGP* hat trick after announcing the third game in the superb bike-racing series. Fans can look forward to photorealistic racetracks and a brand new mode when it launches around September 2005. Climax chief Karl Jeffery said: "The new game promises to extend the hugely successful *MotoGP* franchise and set the new gold-standard for the online racing genre." We can't wait.

↑ Talk to the entire family thanks to Video Chat.

↑ Don't be shy. We're all friends on Xbox Live.

Chatter-Xbox

Video Chat to go Live in Japan this year!

AFTER ANNOUNCING its Xbox Video Chat system at E3 back in May, the service was fully unveiled in Japan by general manager of Xbox Japan, Yoshihiro Maruyama. Using a digital video camera, gamers can 'videoconference' online with other Xbox Live subscribers in a number of unique ways. You can spice up your trash-talking sessions with visual effects, musical accompaniment, interface skins and even vibration effects, which Microsoft touts as 'shaking hands'.

The concept was dreamt up by the Japanese Xbox team to take advantage of the broadband infrastructure in Japan. It hopes to offer gamers a fast, well-designed video communications system, with low costs and complexity levels to suit all. Microsoft aims to launch the service this year in Japan for around 7,140 yen (£35). For that tidy price you get the Xbox digital video camera, a Voice Communicator headset, a 12-month Xbox Live subscription and the Video Chat software. Not bad at all, eh? UK plans for the service have yet to be revealed, but you'll read them here first when they are. As always, watch this space.

→ This'll keep an eye on you.

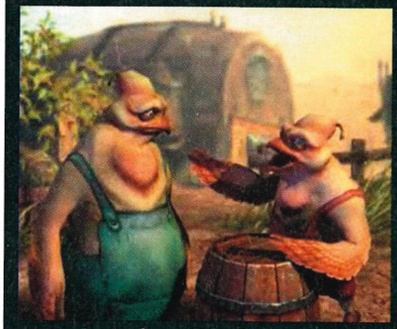
TEST DRIVE: EVE OF DESTRUCTION ANNOUNCED BY ATARI FOR RELEASE LATER IN THE YEAR

It's an Oddworld

EA signs up Oddworld Inhabitants' next game

THE FIRST AND only *Oddworld* game to appear on Xbox was *Oddworld: Munch's Oddysee* (Issue 01, 8.1) and since then it's all been quiet on the *Oddworld* front. A few months ago Microsoft passed up on publishing the studio's next game, so the US-based developer went in search of another partner. That partner has now been revealed as the mighty EA.

"Partnering with EA is a major win for us," beamed Oddworld boss Lorne Lanning. "Through EA's publishing and marketing expertise, the expanded universe of Oddworld can reach millions of game fans and extend the reach of this distinctive series." Details on the next game, due for release in 2005, are pretty few and far between at the moment. All we know is, you play the role of The Stranger, a western-style bounty hunter who chases outlaws across the new frontier of the universe. Look for more on this soon.



↑ Bet they're finger-lickin' tasty too.

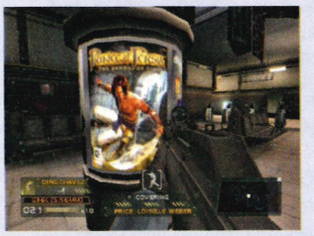
↑ Will Oddworld ever be the same?

↑ This is The Stranger. A far cry from Abe.

↑ Mow down the enemy while your teams draws their fire.

Buy It, Buy It!

THOSE cheeky Ubisoft scamps never miss a trick. If there's a subway level plastered with advertising, why not make every single one of them ads for your own games? Must buy *Prince of Persia*, must buy *Prince of Persia*...



↑ When it revolves you see *SC:PT*.

↑ That's a novel way of dealing with graffiti artists.

Tom Clancy's Rainbow Six 3: Black Arrow

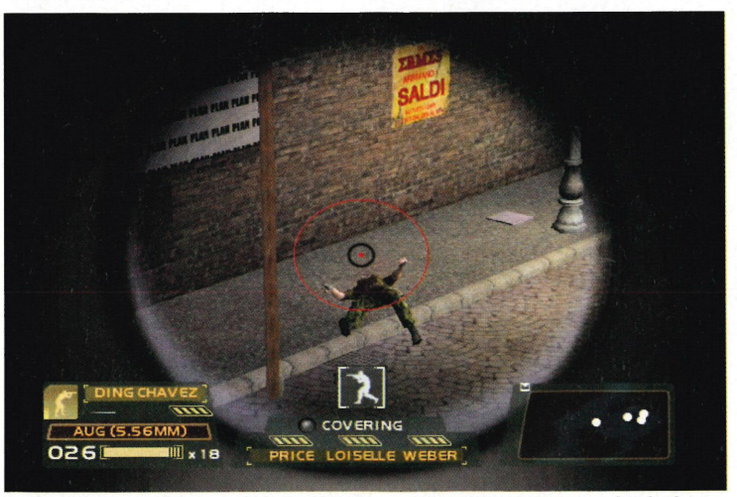
Back, black, and on the attack in a world of mad scientists and missiles...

CALL IT A sequel, call it an add-on, call it an expansion pack, call it what you will - *Black Arrow* will have some cynics hollering the eternal lines 'it's just more of the same', but that's exactly what we want. Okay, 'more of the same' isn't strictly true and, following an afternoon of Tango, Zulu madness, it appears Ubisoft is improving on an already dazzling franchise.

The story this time around is no less fraught with danger than its predecessor. A renegade collection of military strategists and scientists are trying to spark conflict in the Middle East, so they can then swoop in, sort things out, and rebuild the area whilst siphoning off the local oil. Sound familiar, Dubya? One quick call to the Rainbow team, and things soon get a little heated. So, what can you expect? Well, initially the game seems very similar to *Rainbow Six 3*, in that the feel, control and menu system have remained virtually intact. These are, after all, just additional missions. We've played through them too - all seven are just as knuckle-chewingly intense as before, especially as the enemy AI has improved somewhat. We found we had to make our kills quickly and silently for fear of having our target scream for help. Not good when a room can quickly become host to an unwanted firefight. Enemies also have a nasty habit of grabbing and hiding behind hostages, another hurdle you'll need to snipe your way around if you're to succeed. But we're not grumbling, this is just what we want.

Thankfully, when we cracked open a can of System Linkage, it was a pleasant surprise to see the previous multiplayer maps included with a heap of new ones, one of which saw a couple of us demolish a yacht. The next saw a warehouse stacked with tanks being obliterated by handheld grenade launchers. Multiplayer *Halo*, what?

Better still, there's an online and offline split-screen option that Ubisoft is currently implementing, allowing for even more carnage. And, if that weren't enough, there will soon be Capture the Flag options and fully enabled Live 3.0 compatibility. This will enable you to enter private online team rooms before you begin a match so you can discuss strategies with your team-mates. You'll need to too, if the AI gets any better. *RS3* was hardly littered with cannon fodder, but the new improved *Black Arrow* bad guys not only want to kill, but they want to stay alive in the process. This is going to be one tough pig of a game. We can see ourselves lapping it up.



↑ Headshots are as impressive as ever. The poor bleeder won't know what hit him.

↑ Like paintball but with lead instead.

↑ Remember, don't shoot hostages.

MONEY MONEY MONEY: TOM CLANCY HAS NOW MADE MORE MONEY FROM HIS VIDEOGAMES THAN HE HAS FROM HIS BOOKS. UNLIKE JK ROWLING, OF COURSE.

News Wire

Easily digestible nuggets of key Xbox information

The Force Is Strong

LucasArts recently announced a brand new world for the forthcoming *KOTOR 2*. Called Dxun, it's one of seven new planets, and looks like a combination of the original *KOTOR*'s Koriban and the Star Forge planet.

Fable Cometh

***Fable* is nearing the last stages of completion, with the final code going through a few last-minute checks before the game is unleashed on us in October. With four endings and a replay factor that has been described as 'infinite', *Fable* promises to be astounding - you'll even get to play football with decapitated heads.**

Woobow Six

Game adaptations have long suffered at the cinema, but things look like they're taking a turn for the better with the news that John Woo will be directing the film of *Tom Clancy's Rainbow Six*. Telling the story of John Clark, a Rainbow team operative and recurring character in Clancy's books, the film will be casting soon.

Here Comes Trouble

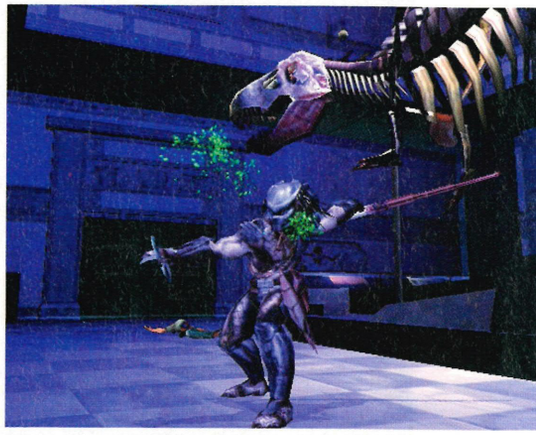
The alien with a face like a bag of crabs returns

FOR A LAD who's only been in two films and ends up dying at the end of both, the Predator is incredibly popular.

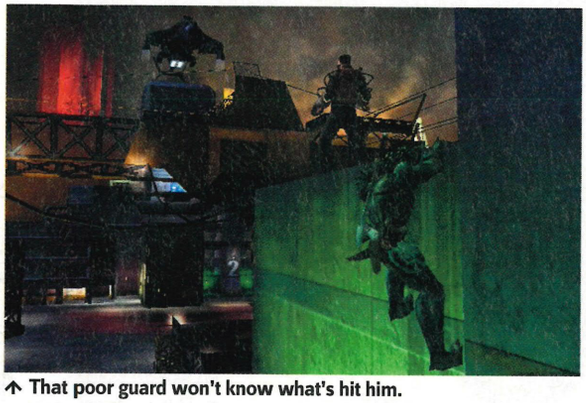
In *Predator: Concrete Jungle*, the crab-faced wonder travels between two time periods, the 1930s and 2030s, stalking and hunting human prey and a mysterious organisation plotting to wipe out the Predator race. You'll learn more about the Weyland-Yutani empire, the conglomerate who ordered the Nostromo in *Alien* to fetch its deadly cargo. Why? Well, *Alien Versus Predator* the movie is on its way, so we could be looking at some xenomorph action thrown in for good measure.

Armed with wrist blades, a plasma caster, spear gun, smart disc and cloaking device, you'll take to the streets, hunting down specific targets assigned to you. Think *Manhunt* (Issue 30, 7.5) but with mandibles and you're some way there.

You'll also be able to hunt your prey with various imaging devices, much like the movies. When you're stalking through dark hotel corridors with the mob on your scaly hind, it will help to have thermo vision, but when heavily armoured attack choppers are circling you in the skies of 2030 New York, a technical scan will expose the weak parts of the craft. Then there's the trademark 'whipping out the spine and polishing the skull' malarkey that's already secured the game a mature rating. Quite frankly, we can't wait.



↑ Now there's a good one for his skull collection.



↑ That poor guard won't know what's hit him.

↑ The cloaking device will enable you to hide from enemies.

NEW BOOK 'ODDWORLD: THE FIRST TEN YEARS, THE ART OF THE ODDWORLD UNIVERSE 1994-2004' OUT NOW!

↑ We'll never get a chance to play it.

True Fantasy Canned

THREE YEARS IN the making and the gorgeous, utterly promising *True Fantasy Live Online* has been canned by Microsoft because, and we quote, "[Microsoft] couldn't go through with another delay in the launch date." The game apparently also failed to live up to expectations - a pity considering this was not only the Xbox's first MMORPG, a rival to *Final Fantasy*, and a potential breakthrough game in Japan for Xbox, but because it looked so damned pretty. We're just glad other developers don't can games because they take a long time to produce. *Halo 2*, *Half-Life 2* and *Doom 3* would be nothing but wishful thinking. We're not bitter, oh no.

Grey Matter

PLAY IT ON THE DISC

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

PLAYED

Use the other 90 per cent of your brainpower!

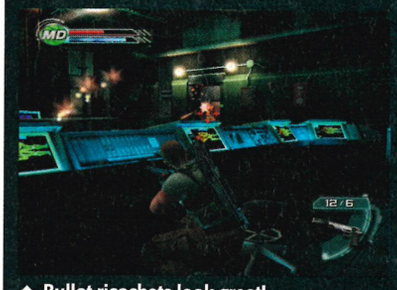
HOPEFULLY WE won't need to use mind control to persuade you that *Psi-Ops* is absolutely off the scale. Play the two-mission demo on this month's game disc and as soon as it's finished you'll want to play it through again.

We spent four hours playing the training room! One of the best tricks we discovered is to ignite a tower of crates using pyrokinesis, then use telekinesis to slam a guard headfirst through the wooden inferno. Another spiteful trick is to take control of a guard's body, then force him to jump into a fire. You can make him run around, setting his buddies ablaze too, at least until they get wise and blow him away.

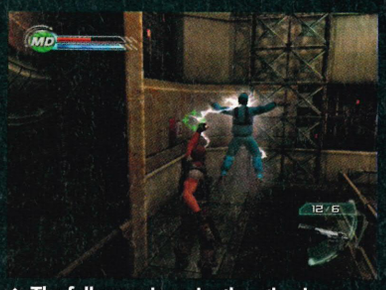
Unlike the demo, in the final game you won't receive all these powers from the beginning. While sneaking through the opening levels, Nick Scryer suffers flashbacks of his days in a psychic training camp. This wasn't spent bending spoons; it was a heavy duty lesson in how to use your powers to solve problems - and kill.

On the third level, Nick is trapped in a gas chamber by a sneaky guard. The best way to escape is to lift up your assailant using telekinesis and use him as a battering ram to break the glass. When playing through a second time, you can pre-empt the guard, take over his body and force him to walk right into his own trap. It's beautiful.

There's hardly ever a situation where trying a new trick ends in disappointment. Unlike lots of games where special abilities are context-sensitive, *Psi-Ops* is all about letting you do exactly what you want. At least until you discover you can't put the pad down, no matter how hard you try. We'll have a full review next issue.



↑ Bullet ricochets look great!



↑ The full game is gorier than the demo.

↑ Make your foes do the 'Superman'.

Tiger Woods PGA Tour 2005

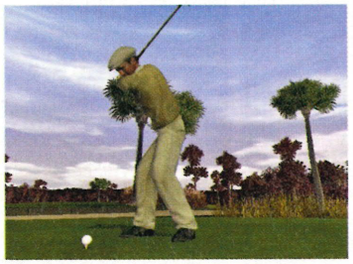
The golfing god gets another round in

AFTER YEARS OF middle-aged businessmen in ghastly Pringle socks doing the rounds, it seems golf is officially cool. Pin-up putter Tiger Woods has already had two outings on Xbox, yet developer EA is keen to stress the upcoming *Tiger Woods PGA Tour 2005* isn't just another tired update.

The game looks as gorgeous as ever, though all the courses have been completely redesigned and remapped from the ground up to be bang on the money. All the usual pros return, along with a new Legend feature that chips favourites Arnold Palmer, Jack Niklaus, Seve Ballesteros and co onto the green.

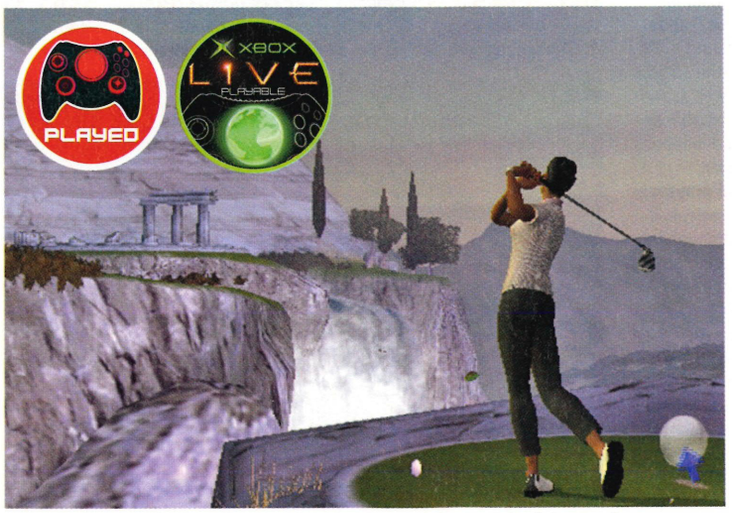
If these guys don't sink your ball, then you'll be glad to hear you can create your own on-screen persona, tweaking more than 100 different attributes for a frighteningly realistic character.

The all-new Tour mode answers the prayers of fans of the previous games by stripping away all aiming modes and tips, making the game significantly tougher. Throw in completely customisable courses, weather options that dramatically alter ball physics and Xbox Live play for up to four players (though this has yet to be confirmed for the UK), and this looks set to be an immersive golfing experience, without all that fresh air and exercise nonsense. More next issue.



↑ Create and tweak a unique swing.

↑ Lucky for Arnold, the sun's shining. The fairway will be hard – watch that bounce.



↑ All the courses, including the testing Greek island round, look better than ever.

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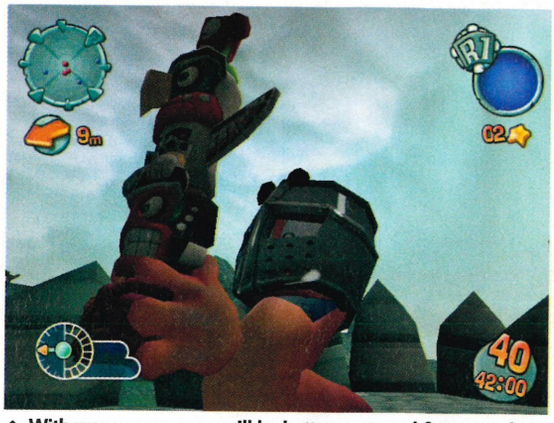
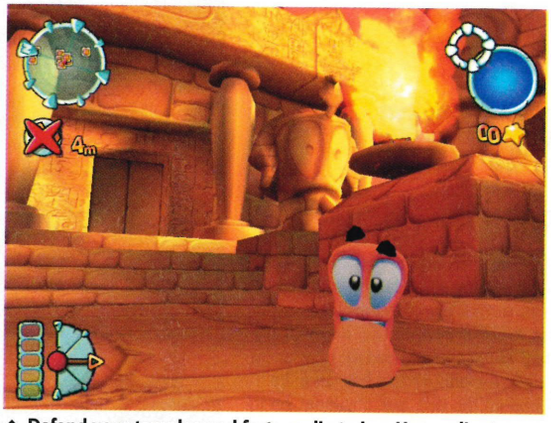
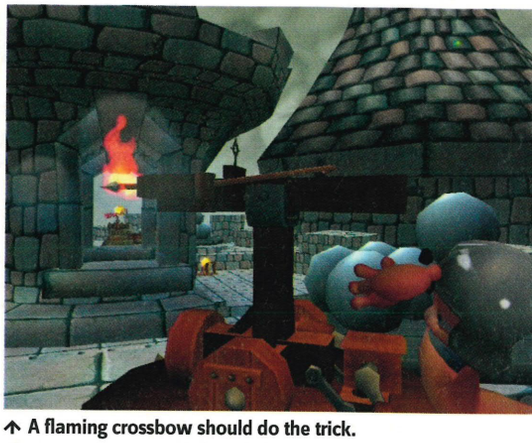


↑ With wormy armour you'll be better protected from attack.

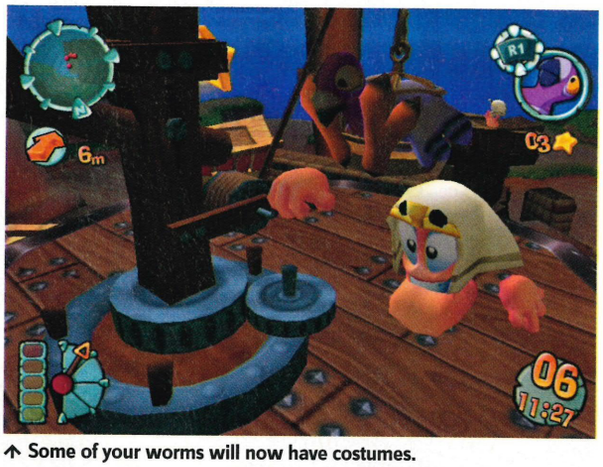


↑ Defend your temples and forts or die trying. How valiant.

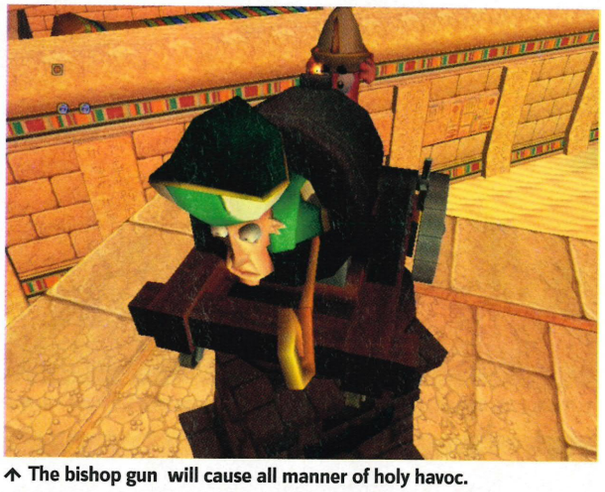


↑ A flaming crossbow should do the trick.

↑ New catapults will enable you to fire weapons further and with more power than before.



↑ Some of your worms will now have costumes.



↑ The bishop gun will cause all manner of holy havoc.

↑ A four-barrelled cannon... now *that* we like.

Alive With Worms

Worms is back and more violent than ever...

WE ALL SAID IT, *Worms 3D* (Issue 22, 7.3) should have been Live-compatible here in the UK but, due to time constraints, the 3D splat-a-thon missed the boat. We had longed for the chance to drop concrete donkeys on each other, and swear in squeaky wormy voices down the headsets, but it wasn't to be. Now, with *Worms Forts Under Siege* (the fourth wriggling instalment), Live is coming along for the ride.

Forts isn't just *Worms 3D* with Live tagged on it though: the whole structure of the game has been designed and modified to provide the highest level of Live interaction available. It would have been a laugh to just log on and blast away at an online opponent (don't worry, you can still do that if you choose), but there is a far greater strategic element now involved.

"Whilst the game has visual similarities to *3D*, *Forts* is almost a complete departure in terms of focus and strategy," says Martyn Brown, creative director of developer Team 17. "You spend more time expanding your empire and acquiring weapons, looking for opportunities rather than simply attacking."

Worms isn't treading dangerous ground by turning into some overly complex RTS: it's simply going to be more brutal and action-packed. The fort-building and selection process will remain simple, allowing you to concentrate on the more immediate tasks of throwing exploding sheep at each other. "I'm pleased with the fact that you can still do a lot of things strategically in such a short turn time," adds Brown. "The ease in which you can select and build your forts is a boon, then I like launching the bishop and hurling a moose off a trebuchet." As well as the trebuchet (a giant sling), worms will also be able to mount machine-gun turrets and other fixed weapons guaranteed to make Live that little bit edgier.

As far as downloadable weapons and maps are concerned, Team 17 is getting *Forts* as playable as it can before committing to extra content, although this is still very much an option. "We cut our teeth on the *Worms 3D* Live version for the US and that helped us ensure that things will be much smoother on our other titles," says Brown. "However, we've got a very diverse range of environments for the multiplayer mode. *Worms* tournaments would certainly be a possibility, we're fully supporting Live 3.0, and there's a full campaign, challenge and trial modes - enough to keep you occupied for some time - and, as with other *Worms* games, you can set up multiplayer death matches at will." And it's fair to say, once we get this baby plugged in, that's exactly what we'll be doing.

Blinx Of An Eye!

The cat's back, and with a new Live collar to boot

FANS OF souped-up vacuum cleaners, cats and time travel (we know who you are) can rejoice. For the cat is back and, while we may not be so blind with ecstatic love as we were on his first outing, *Blinx 2: Masters Of Time & Space* does look, we still have to admit, well worth purring about.

Blinx 2, like all good sequels, will be bigger, better and more elaborate than ever before and, whereas the original was based around completing simple tasks, this is going to be a heftier, more free-roaming affair.

The inclusion of Live play has been assured, but how the online aspect will be implemented is something of an enigma. There will be various multiplayer modes, either playing through the entire story in co-op mode or going head to head in the four-player Battle modes, and it's in the Battle mode where Live will probably lay. Playing as two teams of two, you can control the time-shifting cats, or space-shifting enemy pigs, utilising your abilities to add an extra spin on the usual frag match scenarios. You'll be able to undo kills or change the ground an enemy is stood on, depending which side you play.

Better still, you'll be able to fully customise your characters, changing their faces, body and clothing. Plus, of course, you'll be able to put into practice a range of new kills and moves, including Bullet Time attack-dodging, although no mention has been made whether the annoying time constraints of the original *Blinx* have been removed or not. If all these options make it to Xbox Live, we could be looking at a deliciously warped twist to online gaming. We'll have more news soon.

↑ Create your very own *Blinx* character.

↑ We'd guess he's running for a reason.

↑ There's always time for a little baseball between bouts of mindless online violence. Oh yes.

SPLINTER CELL 3 WILL LAUNCH THIS YEAR! LOOK OUT FOR TONS MORE IN THE NEXT ISSUE OF OXM, ON SALE THURSDAY 12 AUGUST

Scrap, Scrap, Scrap!

The burly brawl had nothing on this...

WE'VE ALL said it, we've all thought it, yet very few of us have proved it. We like to think we're the best gamer around, the very pinnacle of what it means to be a true gamer. Yet, until now, there's never really been a huge outlet for the face-smashing, limb-snapping carnage we'd wish to inflict upon others on such a massive scale. Last man standing may be part of some online games, but this truly *is* last man standing. In its simplest form, it's fight or die.

Sammy's *Iron Phoenix* is going to be the first ever 16-player online brawl, a non-stop nut-kicker of a game featuring huge arenas, ideal for accommodating all the bloodshed. The combat will largely be weapons-based, relying on deft use of a sword, staff, knives etc, to bring your rivals down. These weapons won't be fixed to any particular character though, meaning the combat will often involve hair-raising scrambles to the nearest damage-dealing beauty, of which there will only be nine at a time. Oh, nasty.

Thankfully, each character will have their own special move and melee attacks, plus a host of magic moves and long-range assaults that will bring their enemies to their knees (or knock them into one of the many fiery chasms and crevasses surrounding each arena). One thing's for sure, upon its release, *Iron Phoenix* will certainly sort the men from the corpses.

↑ That'll make him hot under the collar.

↑ Kill another 14 people in an equally gruesome, neck-slashing fashion!

OUCH: IN THE AMERICAN TV PROGRAMME UFC, THE WINNERS TEND TO BE JUDO SPECIALISTS, SO LOOK OUT FOR ONE IN IRON PHOENIX IF YOU CAN PLAY AS ONE, YOU'RE SURE TO WIN!

DESTROY ALL HUMANS

DEVELOPER: **PANDEMIC STUDIOS** PUBLISHER: **THQ** RELEASE DATE: **NOVEMBER 2004**

↑ Your main objective to is to unleash as much mayhem and murder on the human race as possible.

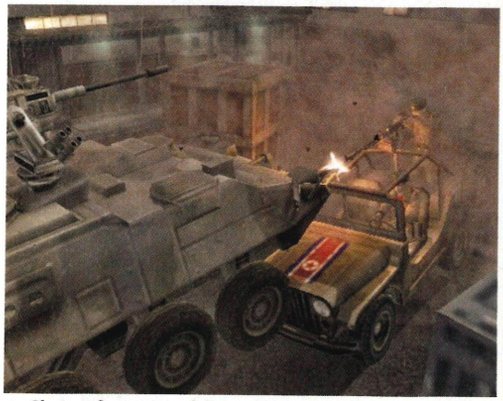
↑ It's *Mars Attacks* meets *Men In Black* as you assume the role of an evil little alien hell-bent on global destruction.

↑ We've seen the game running and some of the mind-bending weapons are pure genius. Full report next issue.

MERCENARIES

DEVELOPER: **PANDEMIC STUDIOS** PUBLISHER: **LUCASARTS** RELEASE DATE: **JANUARY 2005**

↑ Control more than 30 authentic ground and air vehicles including helicopters, cars, jeeps, tanks and SUVs.



↑ Choose from one of three skilled Mercenaries, each of whom has unique characteristics and abilities.

↑ Free-roaming massively multiplayer first-person combat is next up from the team behind *Full Spectrum Warrior*.

OUTRUN 2 DEVELOPER: AM2/SUMO DIGITAL PUBLISHER: SEGA RELEASE DATE: OCTOBER 2004

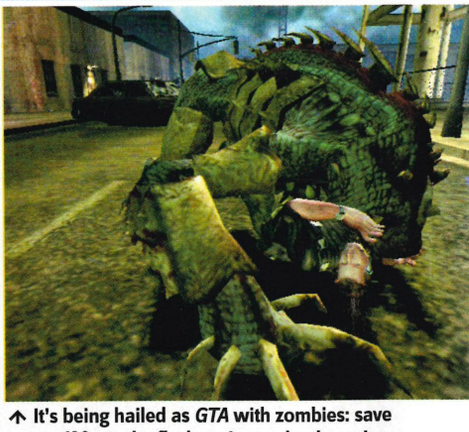
↑ Heart Attack modes exclusively revealed! Drift more and collect as many hearts as you can to impress the lady.

↑ See that big blue strip on the road? Stay in it for as long as you can to gain extra time and love hearts.

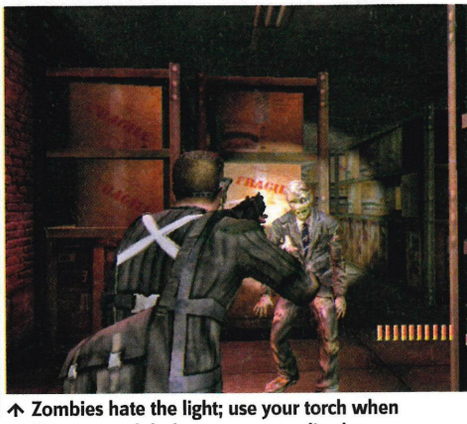
↑ Catch the heat by racing through as many little love hearts as you can. Exclusive AM2 Q&A next issue.

DEAD RUSH DEVELOPER: ACTIVISION PUBLISHER: ACTIVISION RELEASE DATE: NOVEMBER 2004

↑ *Dead Rush* is based in a fantasy city called Eastport that suffered an earthquake accompanied by a mysterious fog.



↑ It's being hailed as *GTA* with zombies: save yourself from the flesh-eating undead maniacs.



↑ Zombies hate the light; use your torch when walking around dark areas to stay alive longer.

TOP SECRET: THE MOLE

Just when you thought it was safe to go camping in the woods, news of another Evil Dead game arises

EVIL DEADLIER

Rumour has it that a brand new *Evil Dead* game is in development. Word came from star Bruce Campbell himself, who told a US-based movie website that a new one is due next spring and he's already done the voiceover for it. Publisher THQ hasn't said anything about it yet, but you'll read it here first when it does.

FOUR HORSEMEN LIVES

Remember that seriously dark action game from 3DO? If not, check out Issue 16 for our interview with the team. When the company went under a few months ago, it took a number of games with it. *Four Horsemen of the Apocalypse* was one of them. But word is that the developers have reformed under the moniker Four Horsemen Entertainment LLC and the game will now appear on next-gen consoles. More soon.

FULL SEQUEL WARRIOR

Full Spectrum Warrior (Issue 30, 9.2) was awesome - check out the playable demo next issue for proof - and THQ already has its sights set on expanding the series. THQ boss Brian Farrell was recently heard saying: "*Full Spectrum Warrior* is clearly one of our growth opportunities this year. Based on the initial feedback we have from our retail partners, we think we may have a new franchise in the making." World War II or a jungle setting next? What do you reckon?

↑ Campbell voices another *Dead* game?

↑ The War is back on.

STARCRAFT GOOSED?

Blizzard's action-stealth game *StarCraft: Ghost* has been in development forever. Fans of the series have suffered a blow with another hefty delay. President Mike Morhaime said the team plans to build additional time into the schedule to polish *Ghost* until it meets the highest standards. Look for a release some time next year.

↑ Nova undergoes a few changes.

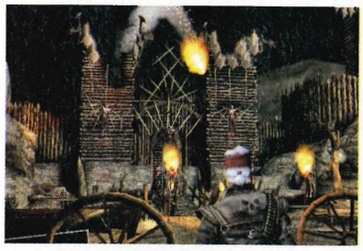
LUCASARTS DID A SNEAKY ONE RECENTLY AND QUIETLY PUSHED BACK THE RELEASE DATE OF REPUBLIC COMMANDO TO SPRING 2005. BOO!

Hang 'Em High

Undead cowboys. What more could you want?

FORGET WIKKY-wikky-wile-wile-west, and *Blazin' Saddles*, the frontiers of 1800s America were a vile place full of tobacco-chewing varmints and cattle rustlers. *Deadlands*, based on an award-winning PC RPG series, sees an alternate 'Weird West' roamed by freelance lawman The Stranger. He delivers retribution and hunts seven notorious bandits known as, appropriately, The Seven. Unfortunately for The Stranger, but fortunately for us, he gets killed, possessed with a crazy supernatural power-giving demon, then goes on a killing spree armed with ethereal powers.

Initially the game feels a little like a *Shadow Man*/*Devil May Cry* hybrid with survival horror elements, but we're promised horse chases and fisticuffs atop runaway trains to add that extra wild west zest. Throw in a few ghouls, zombies and demons that can manipulate your fear, turning the environment on its head and warping your vision, and *Deadlands* could be more than just cacti and dung beetles.



↑ It's just like Alton Towers!

↑ A nice neckful of hot lead should do the trick against these undead cattle rustlers.

↑ The bad guys have taken their cue from *Devil May Cry*'s marionette monsters.

↑ Two weapons in any game always gets our thumbs up. Let's hope it plays well too!

147 in 5min 20secs

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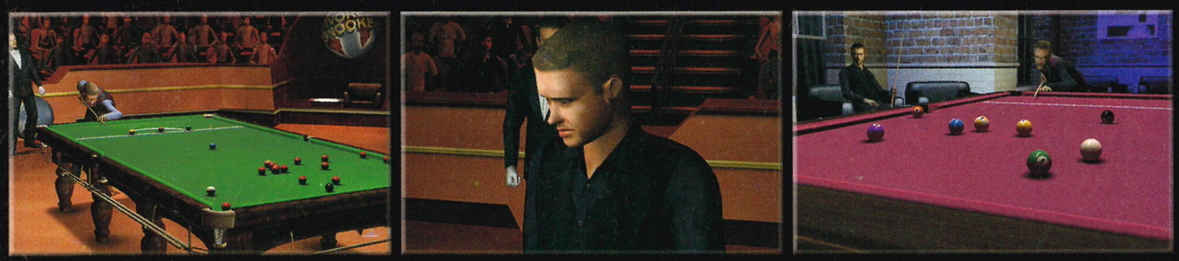
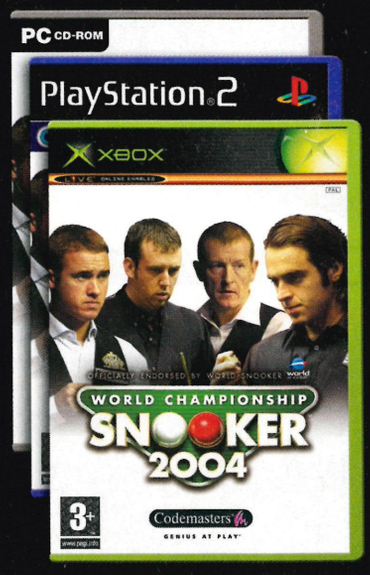
WORLD CHAMPIONSHIP SNOOKER 2004

"So convincing you might have to check the television hasn't turned itself over to BBC 2" Official Xbox Mag

"The most realistic snooker simulation ever" P2 Magazine





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WHEN A RACING wheel is called the Topdrive 'GT4', you'd think that the manufacturer had PlayStation 2 in mind when drawing up the blueprints. And it probably did, but this peripheral's compatible with both PS2 and Xbox. However, we Xbox owners get one feature over the PS2 crowd: a memory expansion slot, so you can take your wheel and saved games on the road with you.

The vibrating wheel comes complete with pedals (accelerator and brake) and a nice little gearstick moulded onto the side of the base. The stick's easy enough to reach without having to take your eyes off the road but the pedals feel a little bit on the flimsy side; there's no resistance at all when you press down on them: it's either full steam ahead or an emergency stop if you're not very careful.

A nice feature that we're beginning to see in all wheels coming off the production line is the option to adjust the steering sensitivity. The GT4 allows you to toggle between hi, mid and lo setting, which is a very handy tool indeed. There's also a button relocation feature too, that allows you to fiddle with the button configuration. All in, a handy little wheel.

SCORE 4/5

↓ **The Topdrive GT4 in all its glory.**

HIGH SCHOOL-BASED SURVIVAL HORROR COMES TO EUROPE WITH OBSCURE. FIRST SCREENS NEXT ISSUE

Fitness First, Ladies

The world's first fitness game for women

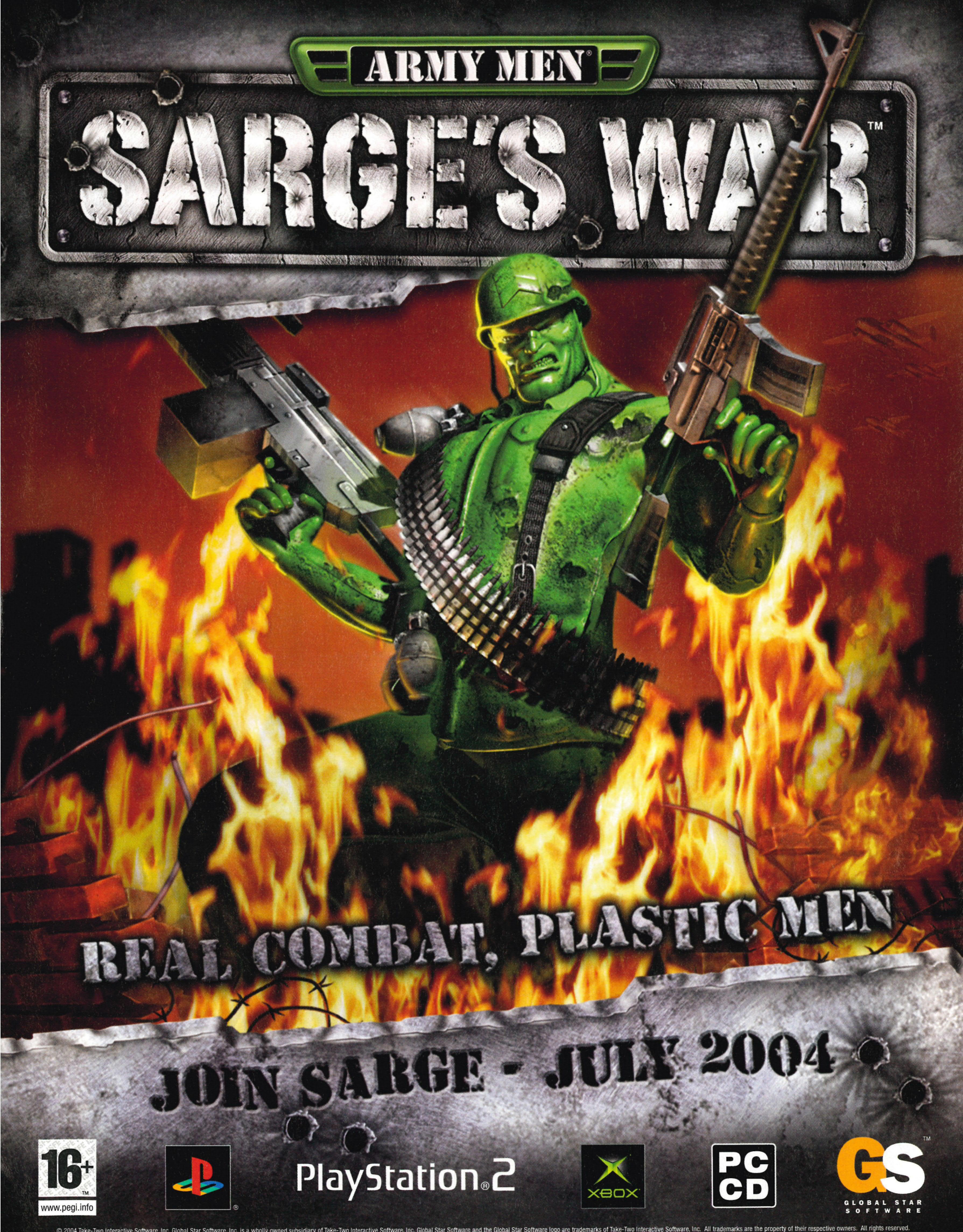
IT'S OFFICIAL: gaming is good for your health. US-based ResponDesign is working on a fitness game targeted specifically at Xbox-owning women, though we're sure you fellas are allowed to use it too.

Titled *Yourself!Fitness*, the game takes your height, weight and other vital statistics into account and tailors a fitness plan accordingly. It does everything apart from sweat for you, in fact.

The circuit training is led by an on-screen personal trainer, Maya, who shouts exercises and diet tips at you like you're in a boot camp. Okay, maybe it's not *that* intense. You can always turn the volume down, or off even. But here's the cool bit: a virtual gym powered by Xbox Live will allow fitness fanatics to discuss achievements or chat while working out. Awesome. A heart rate monitor is said to be included, too.

There's no release planned for the UK yet, but we are sure it's top of Microsoft's priorities. Until then, you'll have to jog down to the kebab shop to burn off the calories.

↑ **Maya will whip your butt into shape.**



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MOST WANTED

UK GAMES AWARDS 2004

Your chance to win tickets and see the games you voted for receive their well-deserved awards at our exclusive event!

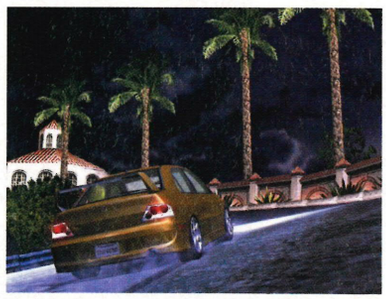
WE"VE HAD A FANTASTIC response from you already, with entries flooding in for your Most Wanted games, just going to show how many exciting titles are on their way to Xbox in the coming year and how much you want your favourite titles to win!

Unsurprisingly, *Halo 2* has been dominating the polls so far, with *Half-Life 2* nipping at its heels. It's good to know that, like us, you still like to play games featuring men and guns, killing each other inventively, preferably with Xbox Live support. But it's not all over bar the shooting – you're also very hyped about *Fable*, the revolutionary RPG on its way exclusively to Xbox. Bolstering RPG support are masses of votes for *Star Wars KOTOR: The Sith Lords* and more than a few for *Jade Empire* too.

It seems there are plenty of sneaks out there too, with *Splinter Cell 3* high in your favourites, especially with the news that it will now be out on Xbox this autumn rather than 2005.

So a big thank you for your enthusiastic response and don't miss the chance to attend the Most Wanted UK Games Awards in person by entering the exclusive tickets competition below. Good luck!

↑ **Can this Force you to vote *Star Wars*?**



↑ ***NFS Underground 2* races for position.**

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IMPORTANT! You must be aged 16 or over to enter this competition. Competition closes 23 August 2004

Txt or phone your answer through to the competition hotline as follows:

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1. Text OXBOX followed by a space, then...
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3. The answer to the question (A, B, or C)

e.g. OXBOX TICKETS A

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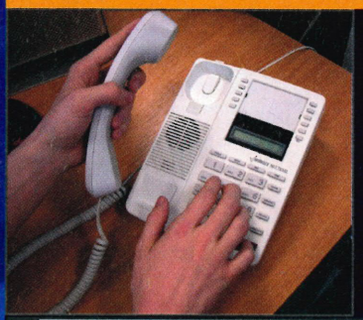

1. Call 0901 307 1102
2. Record your answer to the question (calls cost 50p. Please get permission from the person who pays the telephone bill)
3. Soon you could be enjoying an amazing night of entertainment at the Most Wanted UK Games Awards 2004!

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TERMS AND CONDITIONS: The competition closing date is 23/08/04. The winner will be notified by telephone on 06/09/04. Multiple entries are allowed. Only UK Residents aged 16 and over may enter. The winner of the competition, if aged under 18, must be accompanied by a responsible adult aged 18 or over. Terms and conditions apply. This competition is not exclusive to this magazine. The editor's decision is final; no correspondence will be entered into. Entrants must not be an employee, agent or subcontractor of the promoters, or a relative of any of those persons. The promoter is Future Publishing Limited, Beauford Court, 30 Monmouth St, Bath, Avon, BA1 2BW, Company No.: 02008885. No purchase necessary. There is no alternative to the prizes stated. Phone Votes: Each call costs 50p. Please get permission from the person who pays the telephone bill. SMS Votes: Text messages cost 25p inc VAT plus your normal text cost. Service provider: Opera Telecom, B1 2JB. The address for postal entries is "Most Wanted UK Games Awards 2004", Future Plus, 30 Monmouth St, Bath, BA1 2BW. Proof of posting will not be taken as proof of delivery. Winners' names will not be published. Written requests for details will be honoured.

VIP TICKETS!

WIN!

Two Awards tickets, travel & accommodation

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↑ We'll be amazed if *Halo 2* doesn't do well!

↑ *Pro Evo Soccer* shows you're still footy crazy.

↑ *Doom 3*: one of the hottest votes.

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In the Running...

The hot favourites that you voted for

WELL THE DATA is still being collated, but there are already some clear favourites in your Most Wanted entries for our UK Games Awards 2004. Shooters, as always, have proved the most popular genre and, without being able to tell you the winner yet, I can say that entries for *Halo 2*, *Half-Life 2*, *Doom 3*, *Call of Duty: Finest Hour* and *Brothers in Arms* have been impressive to say the least.

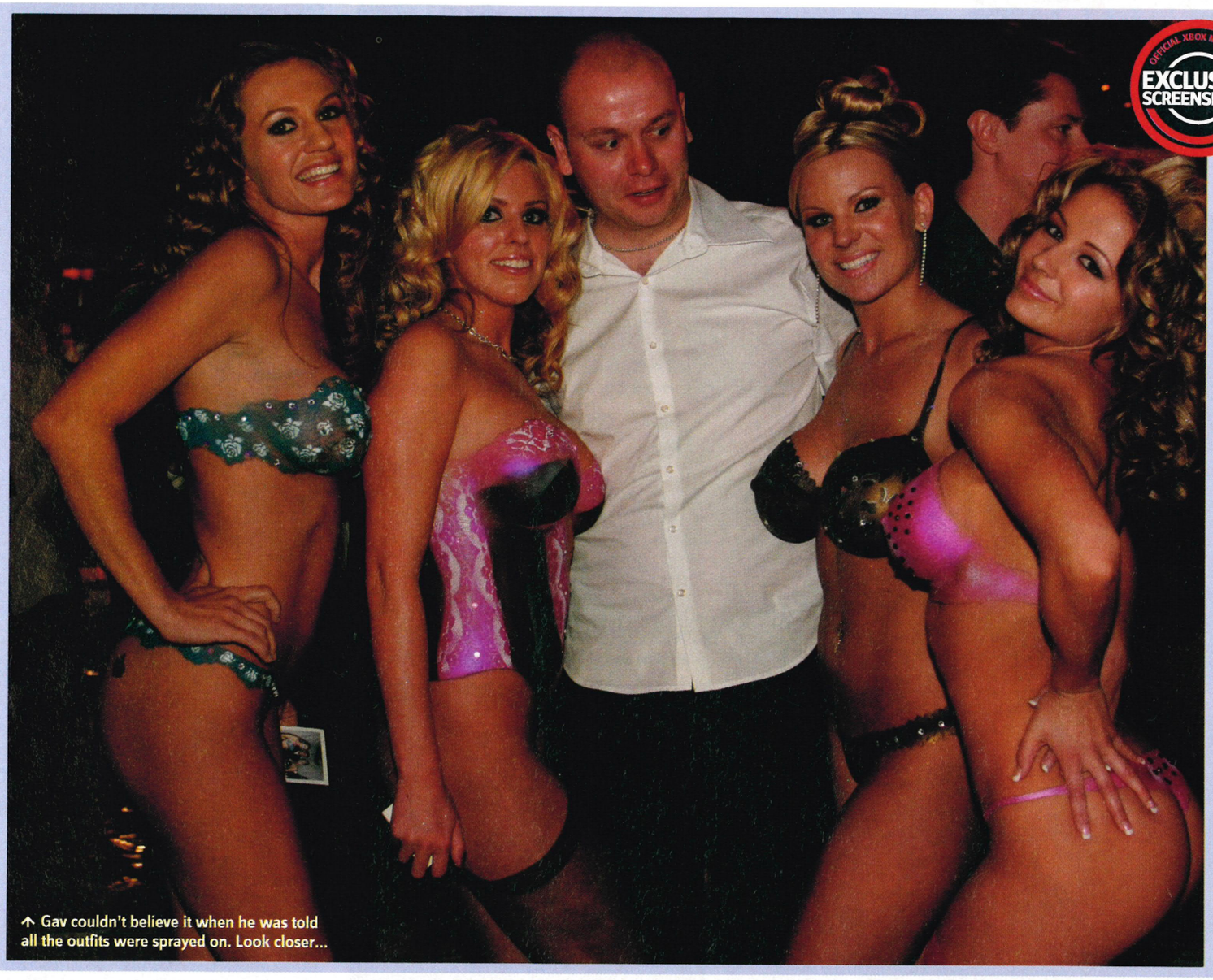
Contenders on the sports field aren't letting the shooters have it all their own way however, and refuse to bow down before the gun. *Pro Evo* is still hotly anticipated, and EA's recent announcement to support Xbox Live has meant a massive new hunger for the next edition of *FIFA Football 2005*.

Third-person action titles that have caught your eye include the beautiful-looking *Mercenaries*, *Splinter Cell 3*'s stealth killing spree and the non-stop multiplayer action of *Star Wars Battlefront*, while many like to be scared out of their pants by choosing *Silent Hill 4: The Room* as their number one.

No-one with any brain for game would be disappointed to see any of these top voted titles make it to win our Most Wanted UK Games Awards of 2004, and don't forget that you too could be there to see your game win by entering our top compo!

Editor, *Official Xbox Magazine*

↑ RPG votes including *Fable* were high.



↑ Gav couldn't believe it when he was told all the outfits were sprayed on. Look closer...

Playboy: The Mansion

OXM visits the Playboy Mansion and gets cosy in the virtual slippers of Hugh Hefner

THINK OF *PLAYBOY: The Mansion* as a cross between *The Sims* and the underwear pages of your mum's catalogue – it's rude but not *that* rude. You play the ageing porn baron Hugh Hefner before he hit the big time and you have to build up his *Playboy* brand and Mansion to the astronomical status that it enjoys today – it's the only place for celebs to be seen.

During this year's E3, we were invited to the Mansion for a get-together in the name of the game. We got to see the place first-hand and be wowed by the game's attention to detail but, even better, we got an eyeful of Playmates in bunny outfits, bikinis that left nothing to the imagination, and spray-on underwear that *really* left nothing to the imagination. »»

↑ Playmates keep themselves amused.

↑ Watch 'em bounce. The girls, that is.

↑ It really is heaven. The Playmates even like table football.

Interview With a Bunny

Miss January 1996, to be specific

VICTORIA FULLER, also known as Miss January 1996, is the only Playmate ever to receive a licence from *Playboy* for her art. Both Fuller and her art have been exclusively rendered for the game. We chatted her up on your behalf.

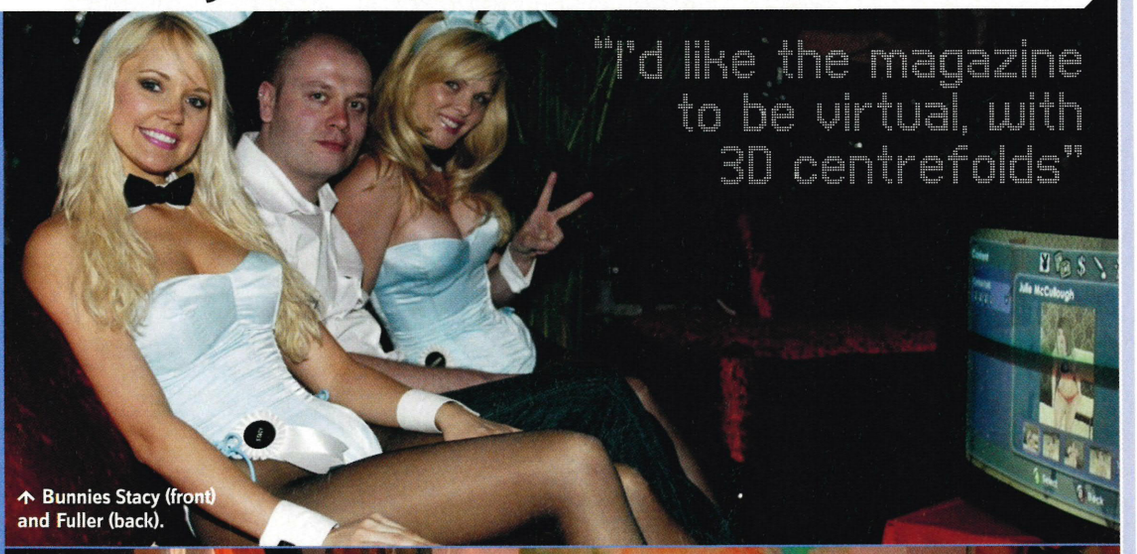
What is a Playmate?
Being a Playmate is a huge honour and it's an incredible title that's only been given to around 500 girls since 1953. I'm one of the featured Playmates, and artwork I do under my *Playboy* licence can be purchased in the game.

Did you work directly with the developer, Cyberlore?
I didn't work directly with the studio - I chose the characteristics I'd wanted my image to be capable of, like anything from dancing and having sex to getting drunk or just a simple handshake. I also gave a description of my personality and measurements.

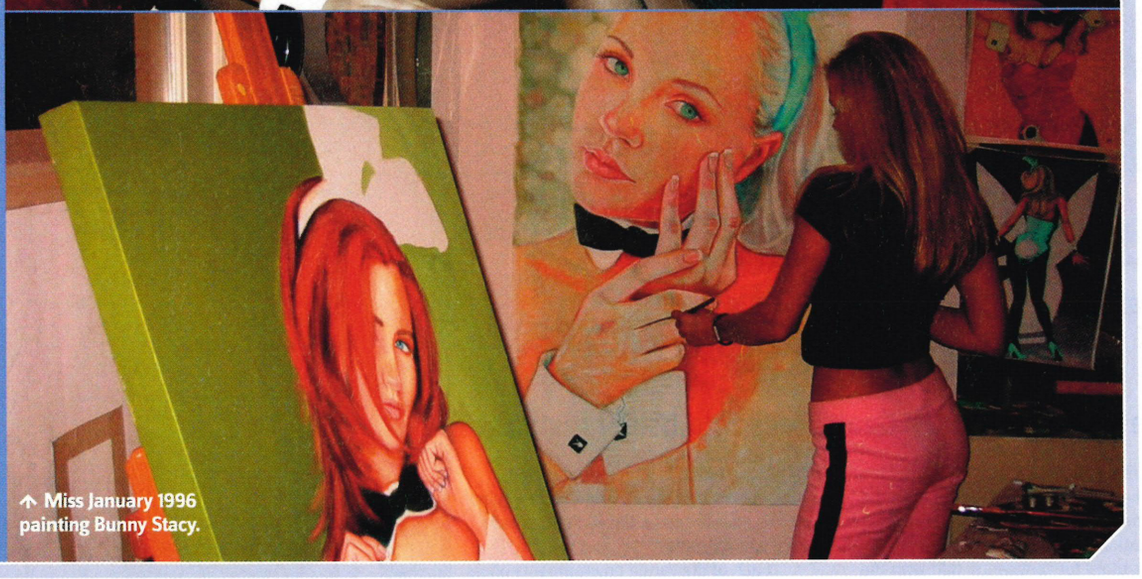
Do you play games?
Yes, I like *Halo*, but I enjoy watching someone who is really good at a game more than playing myself. Like watching a movie, except I can chime in with directions.

Will you be playing the game?
Yes, for sure. I can't wait!

How would you make *Playboy: The Mansion* better?
I'd have the magazine be virtual so the girls would pop out in 3D from the centrefold.



↑ Bunnies Stacy (front) and Fuller (back).



↑ Miss January 1996 painting Bunny Stacy.

Hefner himself even made a brief appearance at the bash, but quickly moved out of sight and let the girls do the talking. "The Playboy Mansion is about beautiful women, handsome men, having a good time and just letting it all loose," giggled a Playmate by the name of Liz. This seemed to be the general thinking about the Mansion's purpose. The lovely Playmate Amy told us, in a sweet but high-pitched voice, "It's, umm, about fun and, umm, partying and, umm, beautiful!" Thanks for that, Amy. Bunny Dietre added, "It's all about fun and camaraderie with so many beautiful women and guys that come here to play." And last but not least, Lora Smith explained, "Beautiful people, fun parties, great food, good company and just having a good time - enjoying life."

The girls began to sound like a stuck record, but they were talking about the Playboy Philosophy. This attitude is also in the game: 'You're rewarded for living the good life, having a positive sexual attitude and promoting tolerance and individual freedom.' Sounds more like a school lesson than a game, but we'll see how it goes.

Fame and fortune don't come easy and you'll have to manage editorial content and mould the magazine for its readership. If readers become interested in sports, maybe it's time to host a ladies' tennis tournament. No matter what your dad says, people don't buy *Playboy* for the articles. You'll get to invite women to stay at the Mansion, manage their Playmate training and oversee their photoshoots.

"Invite women to the Mansion and oversee photoshoots"

So if the girls were playing the game and giving out commands, what would be the first thing they'd want to change? Lora Smith explained, "I think they could add a Playgirl Mansion that's full of hot guys as well as girls. That would be good, to corroborate the two magazines." Hmm, not sure about that Miss Smith - more girls, fewer guys is definitely the way forward. Dietre added, "I think they could improve it by having a bit of mystery, so the girls aren't always nearly naked. They should leave a little bit to the imagination."

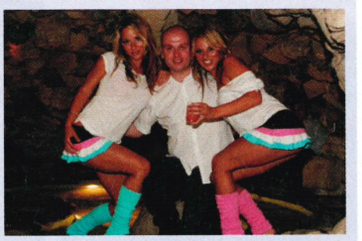
Keep it up Hefner (no pun intended), you're doing a fine job. Remember, Pamela Anderson wasn't built in a day. We salute you!

Whose Grotto?

Not Santa's, that's for sure...

ONE OF THE most famous areas of the Playboy Mansion is the grotto, where lucky old Hugh gets to relax in a nice warm spa surrounded by his favourite bunnies. It's all right for some... even Gav managed to get in on the hot tub action.

↑ Provide Playmates for your guests to splash around with. They'll love it.



↑ Gav certainly won't forget it. He's still got that daft look on his face to this day.

GAME INFORMATION
DEVELOPER: CYBERLORE
PUBLISHER: UBISOFT
RELEASE NOVEMBER 2004
PERCENTAGE COMPLETE

TRADEMARK: THE PLAYBOY BUNNY COSTUME IS THE ONLY NON-GOVERNMENT UNIFORM TO BE PATENTED BY THE GOVERNMENT DUE TO IT BECOMING SO RECOGNISABLE ACROSS THE WORLD.

↑ See? I told you that fish-food face cream was a bad idea.

The Punisher

The violent vigilante deals out some brutal justice

DRAWING ITS inspiration more from the successful comic books than the upcoming movie adaptation, *The Punisher* is a dark and twisted tale of a grieving man's quest for vengeance, told with the much-loved trademark violence of its pictorial partner.

There have been a few overtly brutal titles on Xbox so far, but believe us when we tell you that *The Punisher* is the most graphically violent game we've ever seen. Various ill-informed tabloids will no doubt be up in arms when they witness Frank Castle using any means necessary to get the job done.

Along with pistols, rifles and grenades, gruesome makeshift melee weapons can be picked up at any time. A great feature is the ability to interrogate and execute any opponent throughout the course of the game. Heads explode, limbs fly off and blood is liberally splattered everywhere, and the Havok physics engine allows enemies to be thrown into objects and over balconies.

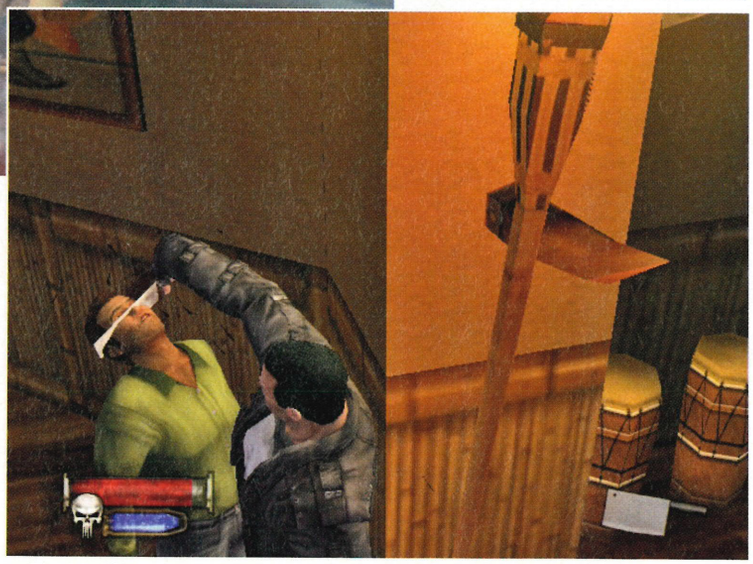
Each of the varied environments offers unique sadistic execution possibilities. These include a fearsome encounter with a piranha tank and the horrific Kissing The Curb technique. If you've seen the film *American History X*, you'll know what we mean. This game is definitely not for kiddies, but it *is* a lot of fun for adults... in a sadistically liberating way. Watch this space - we'll bring you more on *The Punisher* soon.

GAME INFORMATION
DEVELOPER: VOLITION
PUBLISHER: THQ
RELEASE WINTER 2004
PERCENTAGE COMPLETE

Unleash the Fury

THE PUNISHER is an angry man - no bones about it. The more enemies you kill, the more your rage meter fills up. Once it's full, Frank can enter Slaughter mode. It's very similar to Bullet Time - Frank has a momentary advantage over his foes by moving faster than them, and he gains the advantage of a snappy, auto-lock-on function. Good news for you, bad news for them.

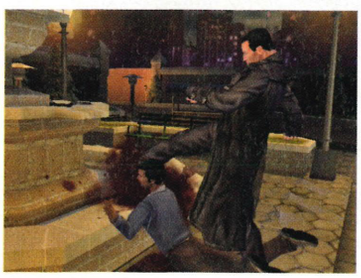
↑ Two guns, two targets. Easy.



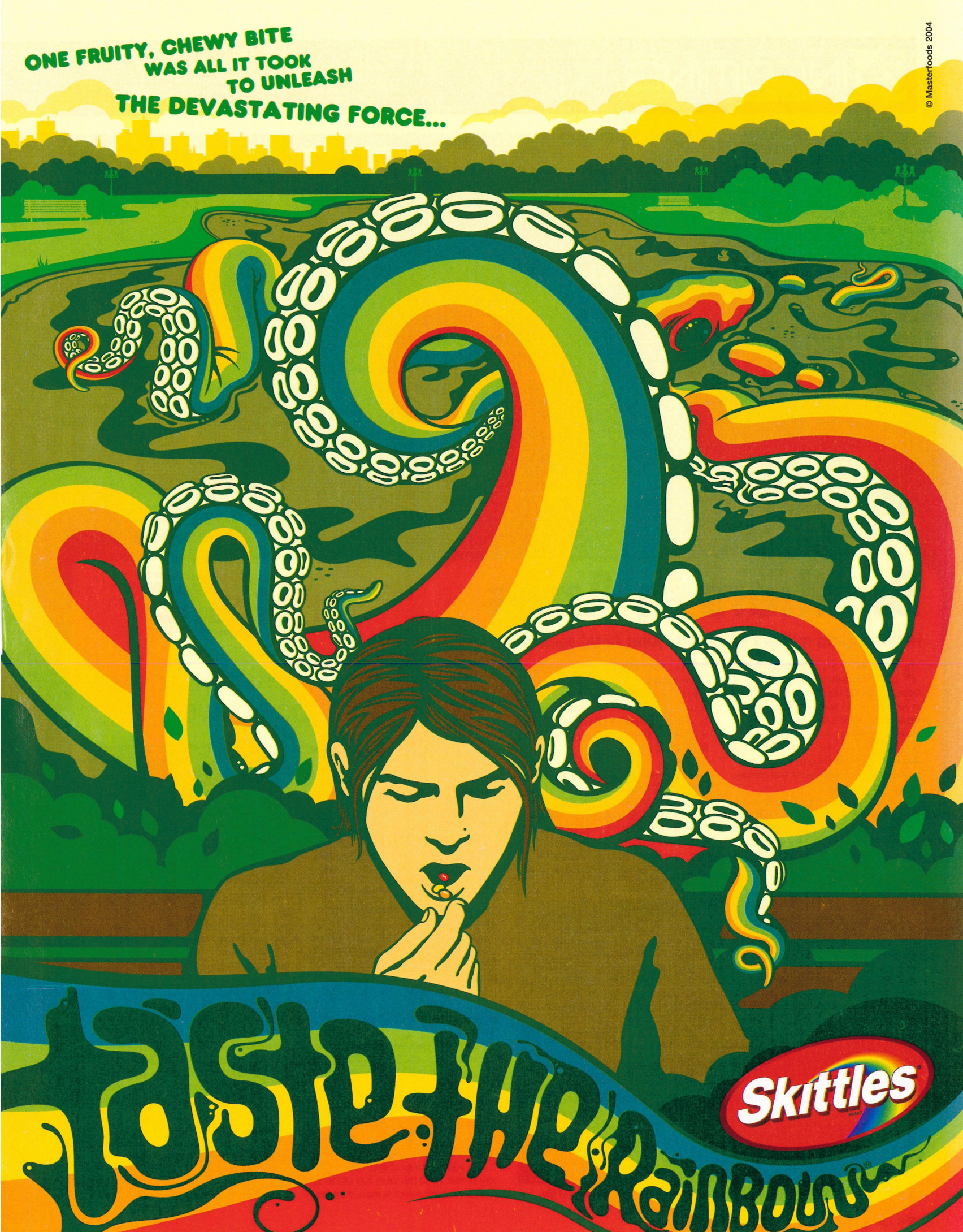
↑ The Punisher's new cosmetic surgery venture didn't work out too well.

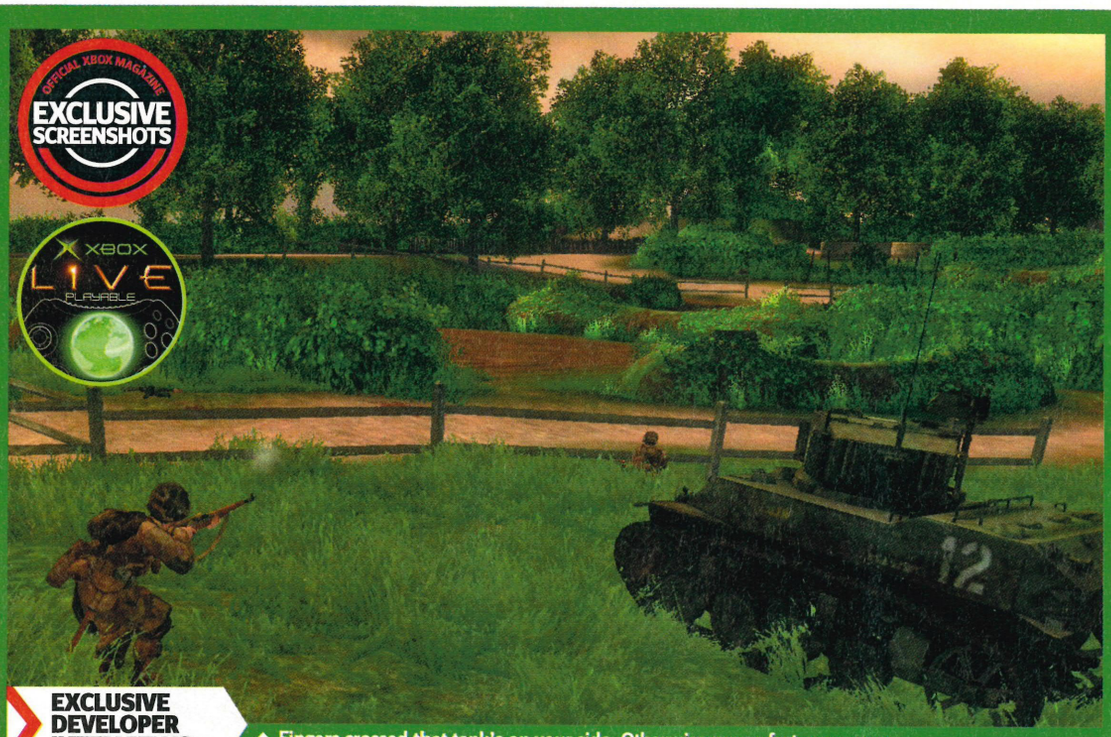
↑ Switch to an over-the-shoulder viewpoint to make long-range sniping easier.

↑ Hostage? Pah! Just shoot through 'em.



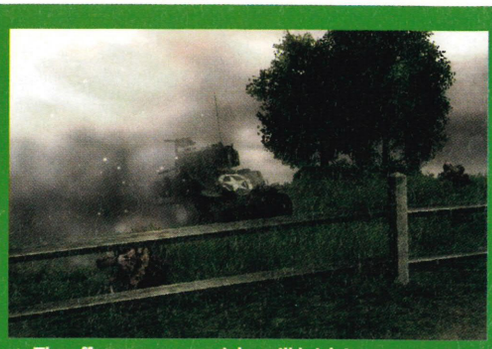
↑ Kick him while he's down.


ONE FRUITY, CHEWY BITE
WAS ALL IT TOOK
TO UNLEASH
THE DEVASTATING FORCE...
© Masterfoods 2004
TASTE THE RAINBOW
Skittles



EXCLUSIVE DEVELOPER INTERVIEWS

↑ Fingers crossed that tank's on your side. Otherwise run as fast as you can.



↑ The effects are so special you'll brick it.

↑ John Antal at his leaving do last year.

Brothers in Arms

INSIDE

Historian and military consultant John Antal speaks exclusively to OXM

JOHN ANTAL IS a historian, military consultant and the lead writer for Gearbox's World War II shooter, *Brothers in Arms*. We blew the game wide open last issue with a world's first play and now we're back with an exclusive interview with the retired Colonel. Antal advised the developers on everything from story and locations to battlefield tactics and military equipment of the era.

His passion for the game is staggering, and *Brothers in Arms* recently received an endorsement from the Veterans of Foreign Wars (VFW) Foundation. "The VFW Foundation believes that *Brothers in Arms* will help us reach our goal of increasing awareness about the sacrifices of veterans," said VFW president, John Senk. "Videogames are the new medium for storytelling and *Brothers in Arms* accurately depicts the contributions made by veterans during World War II." It really is that authentic, and we can't wait to play the finished version.

***OXM*: Can you tell us about your history with the US Army?**
John Antal: I served 30 years in uniform, entering the US Army on July 2, 1973 as a Cadet at West Point. I served 26 years as a tank officer and commanded combat units from platoon to regiment. I am also an Airborne Ranger. I retired on July 31, 2003 as a Colonel.

↑ Watch your men move across the field covering each other, just like in real life.

"The most authentic experience that you will find anywhere"

How did you come to work at Gearbox and on the game?
Well, I've written six books and numerous magazine articles as well as having appeared on the History Channel. Gearbox's Randy Pitchford read one of my books and contacted me. I started by advising on the game in 2002 and then, once I retired in 2003, joined full time as chief of staff, lead writer, historian and military consultant.

Tell us a little about what events the game focuses on.
Brothers in Arms is based on the true story of the paratroopers of the 502d Parachute Infantry Regiment during D-Day and through eight days of hard fighting to secure the Normandy town of Carentan.

How much involvement have you had in the game?
I've been very involved. I trained the Gearbox team in the field on what it is like to be a combat soldier. I've presented them with history and tactics classes to sharpen their awareness of military operations. I've trained them to fire the actual WWII rifles and pistols used in the game and arranged for them to observe up close and personal US Army combined arms live fire training.

In addition to all of that, I'm the lead scriptwriter. All of this work has added up to create a game which is more than the sum of its parts: a first-person tactical squad shooter that's extremely intense, immersive and tells an authentic story of combat.

↑ Just one of your brothers in arms.

What's your favourite part of the game so far?
I think the entire game is the most fun and authentic experience that you will find anywhere. I believe *Brothers in Arms* provides the player with a glimpse of what it must have been like to be a paratrooper on D-Day. If I had to choose one mission, I would choose the defence near Hill 30, which is the climax of the game.

GAME INFORMATION
DEVELOPER: GEARBOX SOFTWARE
PUBLISHER: UBISOFT
RELEASE OCTOBER 2004
PERCENTAGE COMPLETE

The Red Star

Commies, robots and mighty head-popping guns

WE WILL ALWAYS have a soft spot in our hearts for old skool-style games. New beasts that suck the Xbox's processing power may be all well and good, but when a new game comes along, proudly flaunting its old-skool roots, we've just got to go take a peek. *The Red Star* is that game, and a tasty little title it's shaping up to be too.

In an alternate Russia, the country is overwhelmed by sorcery and industrial killing machines. Having been kidnapped by enemy forces it's your mission to free your leader, but more importantly, it's also your job to kill and maim just about everything you encounter.

The Red Star supports three players at once, each with a particular skill, but building on the simple side-scrolling beat 'em up premise, you'll be able to interact together. Your moves can be combined with a friend's to form enhanced attacks, and because every attack pattern needs strategic planning to overcome, you never find yourself just button-bashing. It may be arcade-driven, but it's a smart cookie, and that's something we welcome. Having stumbled across dozens of weapons, and marvelling at the pyrotechnics you get from simply squeezing a trigger, *The Red Star* looks like it's about to breathe a puff of Commie life back into the genre.

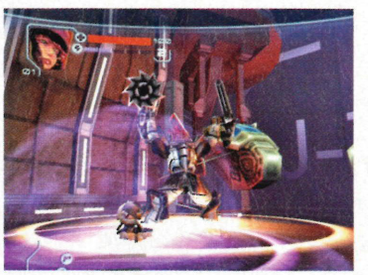
GAME INFORMATION
DEVELOPER: **ACCLAIM STU. AUS**
PUBLISHER: **ACCLAIM**
RELEASE WINTER 2004
PERCENTAGE COMPLETE

↑ Notice her hammer and sickle weapons. So very Cold War, so very last season.

↑ A nice wallop in the chops will do it.

↑ Multiple blasts for multiple enemies.

↑ Why not just try to make friends?


↑ End-of-level bosses are insane.

Stolen

Quick, somebody call the police!

THINK *THIEF* MEETS *Splinter Cell*, mixed with a pinch of girliness (nice hair, pert thingamajigs) and after two and a half years in the development oven, *Stolen* comes out, all fresh-smelling and mouth-watering. You play the as yet unnamed female thief, and must sneak into some of the most high-tech, heavily guarded vaults and museums in the world... then steal their contents. No world-saving nonsense here, this is all about you, and we like that.

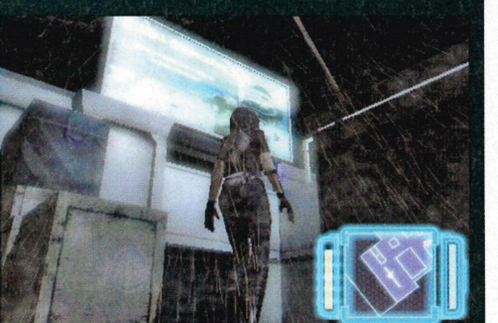
Because you play a nimble female character, *Stolen* will enable you to lurk in the smallest of nooks, as well as use a series of gymnastic skills to achieve your aims. You'll even be able to cartwheel over laser tripwires, something we still remember with great fondness every time we think of Catherine Zeta Jones in *Entrapment*. That catsuit! You'll also be able to utilise glass cutters, zip lines, laser-detecting aerosols, and a cat-like guile to accomplish your pilfering ends. She may not be Sam Fisher, but the lack of stubble is more than compensated by everything else in this very promising title. We'll have more news soon.

GAME INFORMATION
DEVELOPER: **BLUE 52**
PUBLISHER: **HIP INTERACTIVE**
RELEASE SPRING 2005
PERCENTAGE COMPLETE

↑ Let's hope that's a statue and not security behind her.

↑ Where she's going to hide her loot is anyone's guess.

↑ Getting out will be just as hard as getting in.


↑ All together now... *Metal Gear Solid 2.*

DAFTNESS ZETA JONES. IF YOU'VE YET TO SEE THE FILM ENTRAPMENT, TRY TO WATCH IT. IT'S SO FULL OF PLOT HOLES AND IS SO APPALLING, IT'S ACTUALLY GOOD.

CUTTING EDGE ACTION.

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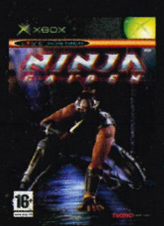
"Groundbreaking beat 'em up action of the highest calibre"
OXM



You are the last of your clan. You are driven by vengeance. And you are the most lethal ninja that ever lived. You are Ryu Hayabusa, sworn to destroy the evil Vigor Empire for massacring your kinsmen. No monster, no magic and no masonry will stand in your way. Walk up walls, wield new weapons and wage all-out war in history's most celebrated action game recreated and redefined just for Xbox. With awesome detail, and breakthrough 3-D gameplay, anyone who's ever seen a ninja and lived to tell the tale will agree that no game ever looked this good.

NINJA GAIDEN | XBOX

it's good to play together

www.ninjagaidengame.com

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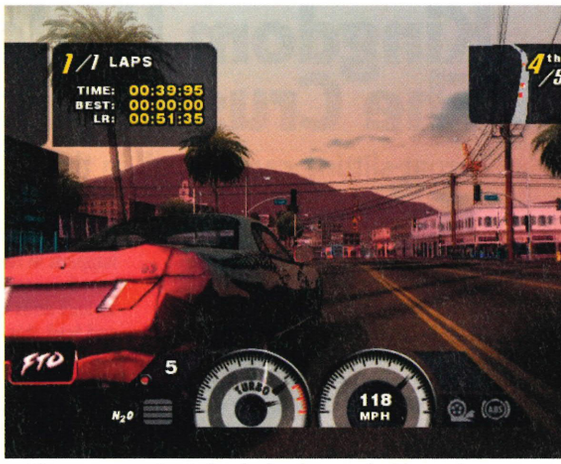
↑ Give the girls a 'beep-beep' and see if your modding impresses.



↑ First-person racing is for the hardcore only. It's tough.

↑ It's got the looks to kill and speed to murder.

Juiced

Boy racing with style and attitude

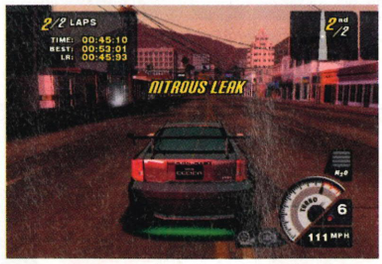
PLAYED

XBOX LIVE PLAYABLE

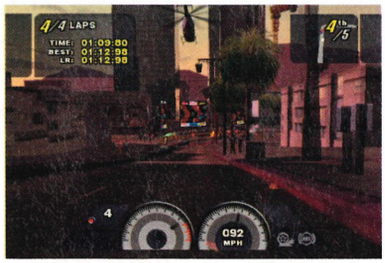
FOLLOWING THE aftermath of E3, Acclaim was kind enough to let us have a copy of the E3 demo to chew on in our own time. We've played the calendar-based Career mode to near-death and it's got all the bells and whistles you'd expect to see in *Sega GT* or *Gran Turismo*. First you pick a car - almost any car - and then carry out modifications as you see fit. You can tinker around with everything from the car's looks to its performance. And there are hundred of different setups to choose from, just like any *GT* game. Then you choose the type of events you fancy racing. Simple, really.

As for the actual racing element - you know, the most important bit - it's quite hard to get to grips with. The handbrake is even crazier than the one we almost saw in *Lamborghini* and the AI cars show absolutely no mercy at all. For the time being we'll put this down to early preview code, though.

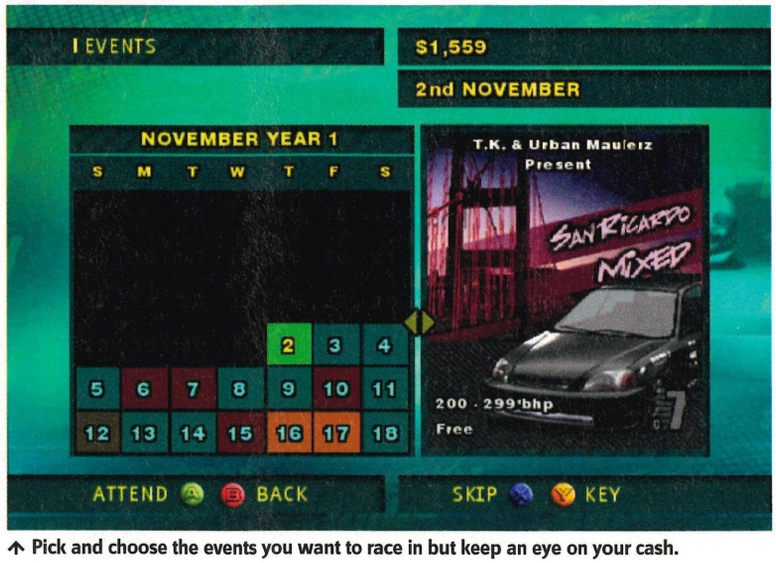
From a looks point of view, Juiced Games has managed to create a unique style that's somewhere along the lines of cel-shading. Whatever Juiced calls it, it works and is a pleasure to stare at. Take a look for yourself with these exclusive shots. More soon.



↑ Crash too much and the car will suffer.



↑ That Namco chopper gets everywhere.



↑ Pick and choose the events you want to race in but keep an eye on your cash.

GAME INFORMATION

DEVELOPER: **JUICED GAMES**

PUBLISHER: **ACCLAIM**

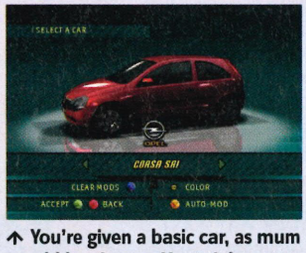
RELEASE SEPTEMBER 2004

PERCENTAGE COMPLETE

The Mod Squad

Go faster with stripes

A GREAT FEATURE of Juiced is car modding and that's what the game's all about really. If you're looking for a quick race with a souped-up gas-guzzling monster then go for Quick Race.



↑ You're given a basic car, as mum would buy it new. You might want to personalise things...

↑ Hit Y and you're immediately given a low-riding hot rod that you can't fail to pull in. Now get racing!

CALL WAITING: IF YOU SKIP TOO MANY RACE DAYS YOU'LL GET A FEW HARSH CALLS FROM VARIOUS CREWS ON YOUR MOBILE PHONE.

Kingdom Under Fire: The Crusaders

Throat-slitting carnage, all in the name of fun

IT MAY HAVE been a long time coming, and may just look like *Dynasty Warriors* with goblins, but we've played *Kingdom Under Fire* and can tell you it's like stepping into the *Lord of the Rings*' Battle of Pelennor Fields. Crunching bone, the screeching of arrows overhead, lumbering ogres walloping their way through leagues of men like they were skittles, and an almost insurmountable challenge all lay in front of us... and we lapped it up.

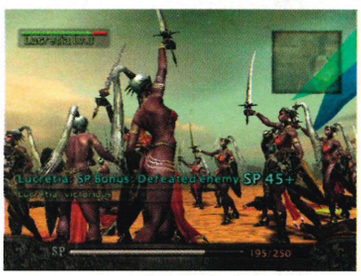
Although the control system still leaves a little to be desired, we couldn't help but be impressed at the number of on-screen characters, from whole battalions and infantry to archers, cavalry and pikemen. In fact, more than 100 fighting individuals will be on screen during any one battle, all of them intent on making the bloodiest mess they can.

You can choose to play as the humans or take the perspective of the dark forces. Put in its very basic terms, the game requires you to meet various enemies head on and defeat them. Everything happens in real time (none of that turn-based nonsense here, folks) and, with various arms of a squadron to command and lead, this is not going to be a walk in the park.

Enemy AI saw us being outflanked, ambushed or just pounded into the Earth. If the dark elves and orcs think they're in trouble, they'll quickly do everything they can to even out the odds. Thankfully, once every battle is fought, you will be given the chance to further train your troops, gather supplies such as new armaments, or just take them down the pub (yep, really) to build morale. Now *this* sounds like a game we could get used to!

GAME INFORMATION
DEVELOPER: **PHANTAGRAM**
PUBLISHER: **MICROSOFT**
RELEASE AUTUMN 2004
PERCENTAGE COMPLETE

↑ Now then, who's going to have a fiver on the tiny bloke in tin foil winning this one?

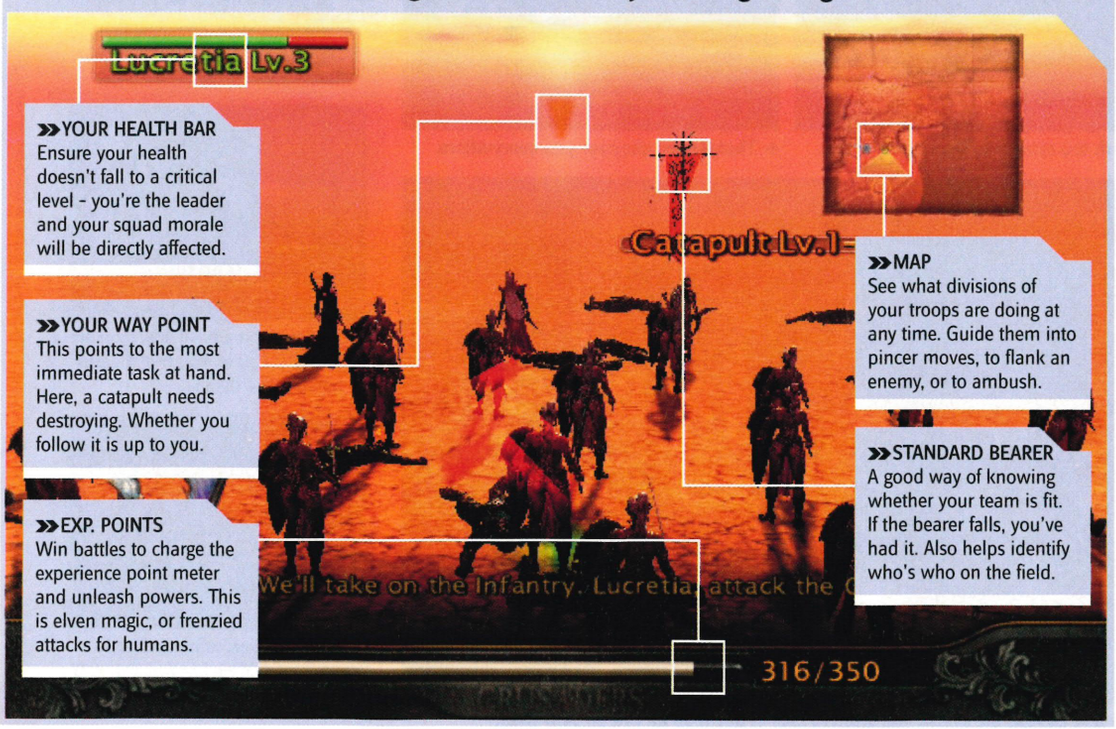

↑ Scantily clad ladies of doom. Beware.

↑ Go for the leader first to win a battle.

↑ Thankfully your team AI will be able to handle the rest of the enemies themselves.

Field of War

How to get the best out of your slaughtering...



>>YOUR HEALTH BAR
Ensure your health doesn't fall to a critical level - you're the leader and your squad morale will be directly affected.

>>YOUR WAY POINT
This points to the most immediate task at hand. Here, a catapult needs destroying. Whether you follow it is up to you.

>>EXP. POINTS
Win battles to charge the experience point meter and unleash powers. This is elven magic, or frenzied attacks for humans.

>>MAP
See what divisions of your troops are doing at any time. Guide them into pincer moves, to flank an enemy, or to ambush.

>>STANDARD BEARER
A good way of knowing whether your team is fit. If the bearer falls, you've had it. Also helps identify who's who on the field.

↑ Sparkling magic means things are going well.

↑ On your knees and knackered. Go home.

RICHARD BURNS RALLY™

"...eye-bleedingly fast, ultra-realistic and totally exhaustive..."

- Official PlayStation 2 Magazine

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WARTHOG

PlayStation.2

XBOX

PC CD-ROM

SCi GAMES

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QUOTES OF THE MONTH

"Recent stories in the press about future Xbox products are nothing more than pulp fiction. The credibility of any publication willing to compromise fact in favour of a catchy headline must be questioned. Xbox fans are smart enough to distinguish the truth from sensational reporting"

Microsoft issues a scathing statement in reaction to stories that Xbox 2 won't be backwards-compatible.

"Well, I smoke a hell of a lot and I had one of my vocal chords cut as a boy, which I'm sure adds to the effect"

Hollywood movie star Michael Madsen reveals the secret as to why he's always being asked to do voiceovers for games. Hear him in *Driv3r* as main man Tanner.

"It was extraordinary to watch how quickly and how cleverly gamers were able to unravel what are traditionally unsolvable problems for law enforcement related to this kind of cyber-crime. Everyone here at Valve is once again reminded of how much we owe to the gaming community"

Valve boss Gabe Newell credits gamers with providing information that led to the arrests of those involved in the *Half-Life 2* source code leak. Right, now get the game out!

"The next-generation Xbox will be an excellent game machine, one that does not feature excess functionality"

Microsoft's vice president Peter Moore hints at the direction Microsoft is taking with Xbox 2. The trickle of information continues...

"We've been happy with what Raven has done, but it's too early to show"

Id Software's lead designer Tim Willits speaks super-briefly on the highly anticipated *Quake IV*. But we want to see it now!

"Ah yes, the executive meeting with Novalogic... Running around with toy guns in a wood, isn't it?"

Rumbled! Steve and Gav go paintballing in the name of *Black Hawk Down*, but publisher James Ashton sees right though their 'business meeting'.

100 Bullets

101 bad guys? Hope not

IF YOU'VE EVER been on the London Underground in the height of the summer, you'll know how it feels to want to commit murder. Very few of us actually step over that mark, besides the time that French tourist got pushed in front of a Tube, but we won't delve into that. Rather, clap your eyes on *100 Bullets*, a DC Comic adaptation where members of the public are given one chance to kill whoever they like without repercussions or consequences. Helped by the shadowy Agent Graves, who'll provide immunity for your actions, you'll embark on a series of vengeful killing sprees as two characters, Cole Burns and Snow Falls.

There is something of *Max Payne 2* (Issue 25, 9.2) and *Bad Boys II* (Issue 28, 5.8) about *100 Bullets* in what we've seen and played, especially with some of the combat elements that will be introduced. Although there's no Bullet Time, we did witness a Ballistic move, only accessible when your Ballistic meter is charged. When you unleash it, you fire out a volley of shots - underarm, over the shoulder, between your legs... virtually any direction an enemy is approaching from. You'll also be able to take human shields, and subdue captives by smashing their heads against walls - although this wasn't implemented when we had the chance to do some 'revenging'.

In fact, there's still quite a bit of work that needs doing if *100 Bullets* is going to live up to the potential it so clearly has. It's still a little generic at the moment, and the AI clearly isn't in place, but once a little spit and polish has been applied, then bring it on. As Quentin Tarantino might say, this is going to be a rip-roaring rollercoaster of retribution and revenge. Hopefully...

↑ A gun is no good with a stake in your gut.

GAME INFORMATION
DEVELOPER: ACCLAIM STUDIOS AUSTIN
PUBLISHER: ACCLAIM
RELEASE AUTUMN 2004
PERCENTAGE COMPLETE

↑ Don't worry, in the final game she'll hold her gun (and drink) properly, like a proper lady.

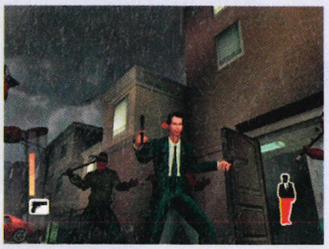
↑ We'd be lying if we said that didn't hurt.

↑ The 'hiding behind a flimsy fence' trick!

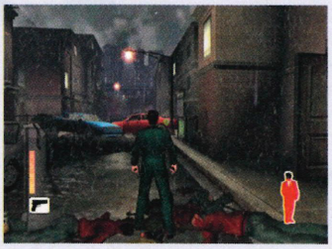
Going Ballistic

For those 'must kill everyone right now' moments

↑ Surrounded on either side, you have two choices. Either soil your pants and beg for your life as brown mush trickles into your sock, or 'go ballistic'. We chose option two.



↑ Your character will twirl, spin and shoot in a slo-mo spectacular. It's still a little glitchy (where are those all-important muzzle flashes?), but once Acclaim nails it, it'll be sweet.



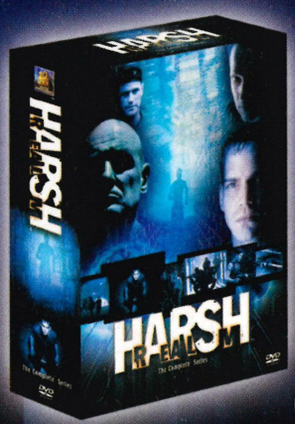
↑ And that's it. You'll have taken some damage, but not half as much as you would if you'd just waded in without your Ballistic meter glowing.

FROM THE CREATOR OF THE X-FILES™, CHRIS CARTER...

HARSH REALM

THE COMPLETE SERIES

RELEASE DATE: 26TH JULY

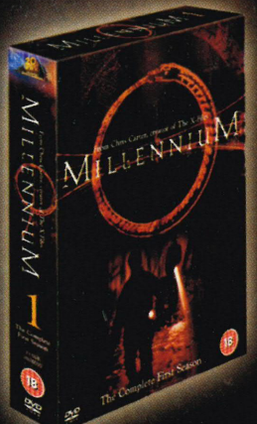


Lieutenant Thomas Hobbes' last mission is to enter a virtual reality military programme 'Harsh Realm'. To succeed, he must defeat the top player who holds the secret to get back to the real world.

MILLENNIUM

THE COMPLETE FIRST SEASON

Millennium is the story of former FBI profiler Frank Black, whose psychic insights help him see into the minds of killers in order to bring them to justice.



RELEASE DATE: 12TH JULY

COMING TO DVD IN JULY 2004

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www.FOXTVDVD.co.uk

INTERVIEW

Colin McRae

We hook up with Colin McRae at Codemasters' HQ as he test-drives the latest instalment of the phenomenally successful series

WORDS: **GAVIN OGDEN**

GAME INFORMATION
DEVELOPER: **CODEMASTERS**
PUBLISHER: **CODEMASTERS**
RELEASE DATE: **SEPTEMBER 2004**
WEBSITE: **WWW.CODEMASTERS.CO.UK/COLINMCRAE2005**

WHEN WE CAUGHT up with McRae ahead of the launch of last year's rally game in Germany, he was keen to work closer with Codemasters than ever before. And for *Colin McRae Rally 2005*, he's done just that. Because he's taken a sabbatical as far as WRC goes, he has more time on his hands to help improve an already near-flawless formula that keeps on pumping out top-notch rally titles other publishers try to match (cough) SCi (cough).

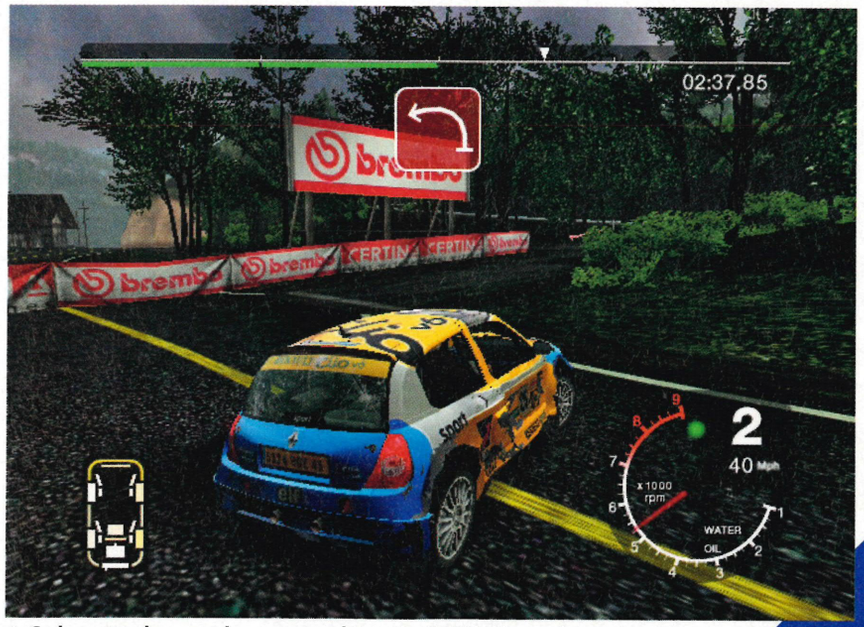
You might be wondering just how many more improvements we're likely to see in a *Colin McRae* game. We certainly were, as the fourth title pretty much covered the sport from top to bottom in mud. But Codemasters has again excelled itself. The main two improvements/additions here are the new beefed-up Career mode that McRae helped create and, at last, full online play via Xbox Live. And McRae has had a hand in it all, even between practice sessions for the Le Mans 24 race of justice.

"The main two things I'm concentrating on at the moment are Dakar and Le Mans 24," McRae tells us during an exclusive interview. "As a driver, Le Mans is a huge challenge to undertake. The Indy 500 was something that I was thinking about but you need a long time to prepare for something like that. This year's event was too early for me: there's no way you can just jump into that event without preparation. The biggest new additions to the game are online modes and a new Career mode that is bigger than anything we've done in the past."

The Career mode has been developed with ease of play in mind. If you played the awesome *RalliSport Challenge 2* (Issue 30, 9.0), then you'll know to expect. It's a branching tree of rallying wonder featuring various competitions for you to quickly jump into for some quality mud-flinging fun. You get to race every kind of car on every kind of track with every kind of weather condition you could imagine. Just about the only thing missing is an earthquake.

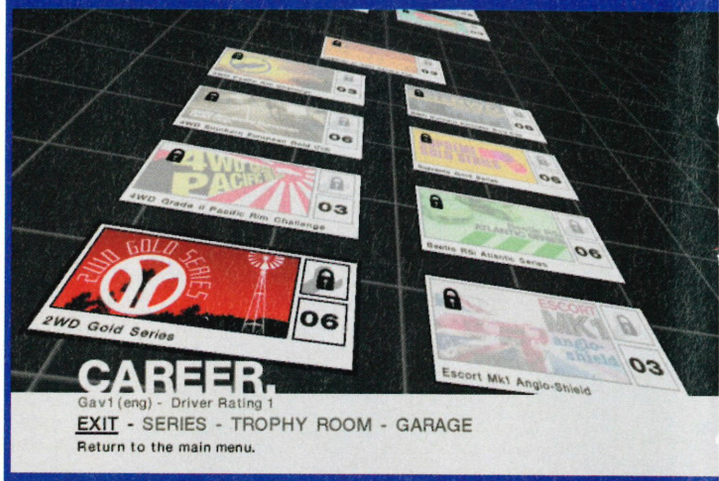
You begin at the bottom of the ladder as a privateer. As you take the lead, you'll progress to events featuring more powerful cars, as well as taking part in tests to win further upgrades. There are 23 events to tackle, which serves up a staggering total of more than 300 stages to race at breakneck speeds in 4-wheel drive, 2-wheel drive, 4-wheel Classics, Super 2-wheel, Rear Wheel, Distinctive and 4x4 classics. Now there's value for money! But there's more, including a 4WD Championship, Rally, Stages and of course the second major addition, the online mode.

"When I go home and have half an hour to kill, I like to play a game of *Pro Evo*," says Graham Rigby, *McRae*'s senior game designer. "I don't pick up *Zelda* because it'll take hours to get into a dungeon, let alone get out of one. And I'm sure there are a lot of other like-minded gamers out there who feel the same. For me, the future of rally games is all about creating a game that every kind of gamer can get into as much or as little as they like. A game that reflects



↑ Codemasters has somehow managed to make *2005* look even better than *04*.

↑ Bumper cam added for people with a steering wheel.

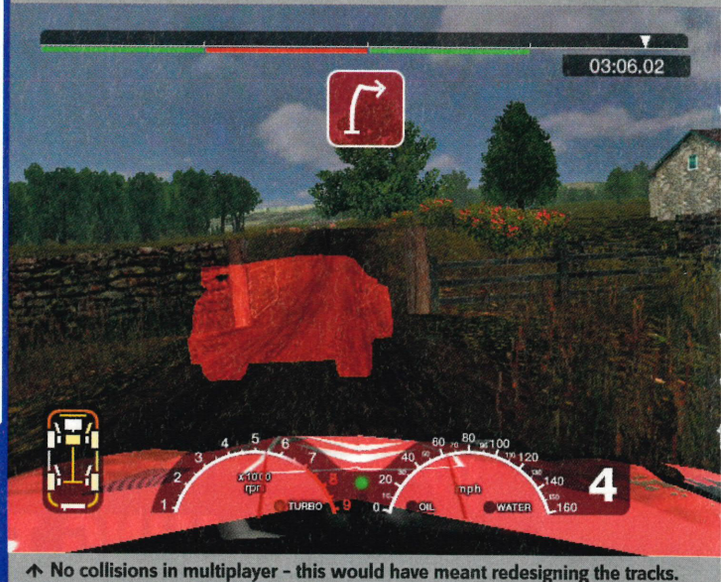


↑ Pick a race, any race, in the massive Career mode.

MUD-FLINGING FURY ONLINE

Race up to seven other players over Xbox Live

FOR THE FIRST time in the series (and not before time), *Colin McRae Rally* will be fully playable online and across System Link. But there'll be no crazy collisions like we saw in *RalliSport Challenge 2*, as Rigby explained: "If we were to do collisions in multiplayer races I'd rather do something like *Sega Rally* than *RalliSport Challenge 2*, with some depth and complexity to it. If we did it in this game, we'd have to change the tracks to make them much wider so the cars could fit on the courses." Buckle up and mud pies at the ready!



↑ No collisions in multiplayer - this would have meant redesigning the tracks.

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

PLAYED

XBOX LIVE PLAYABLE

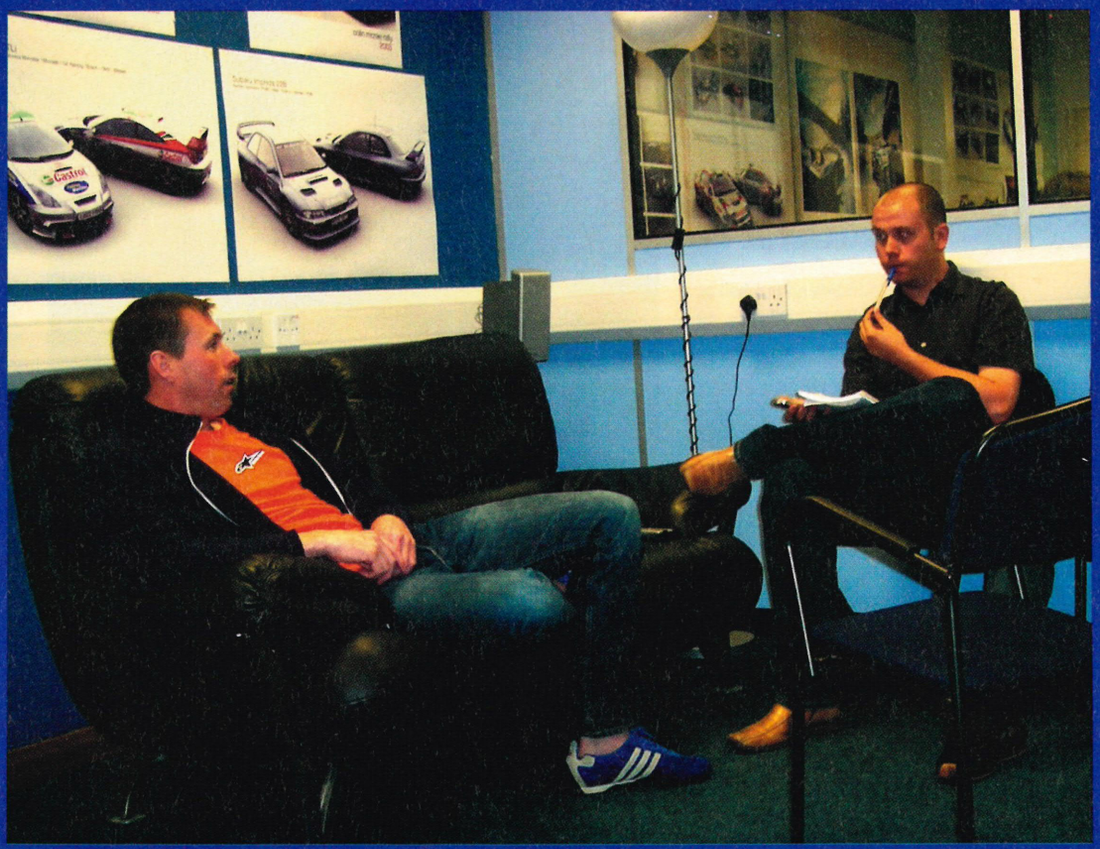
BONUS INFO

>> COLIN MCRAE 06
Colin McRae Rally 2005 will be the last instalment of the series on this generation of consoles. *06* (or whatever it will be called) will be completely built from the ground up for next-gen systems.

>> GARAGE LIST
Race more than 30 cars including the Volkswagen Golf MK5, Toyota Celica VVTLi, Lancia Stratos, Alfa Romeo 147 GTA, Alfetta GTV Turbodelta, Mitsubishi Lancer Evo VIII, Peugeot 206, 205 T16 Evo2 and the crazy VW Beetle Rsi.

↑ More cars, tracks, competitions and multiplayer modes than any other *Colin McRae Rally* game.

"The Career mode is a branching tree of rallying wonder featuring various competitions for you to quickly jump into"



↑ McRae talks openly to Gavin (who has a pen stuck in his mouth) at Codemasters' HQ in Warwick.

↑ Not good.

↑ Rigby and McRae talk rally games.

↑ Try not to smash into the bridge...

TRAVEL IN STYLE: WHEN MCRAE IS NEEDED AT CODEMASTERS HE SIMPLY JUMPS INTO HIS BLUE HELICOPTER AND FLIES DOWN FROM SCOTLAND HIMSELF. WE DON'T KNOW MUCH ABOUT CHOPPERS, BUT WE SAW IT AND IT LOOKED GOOD.

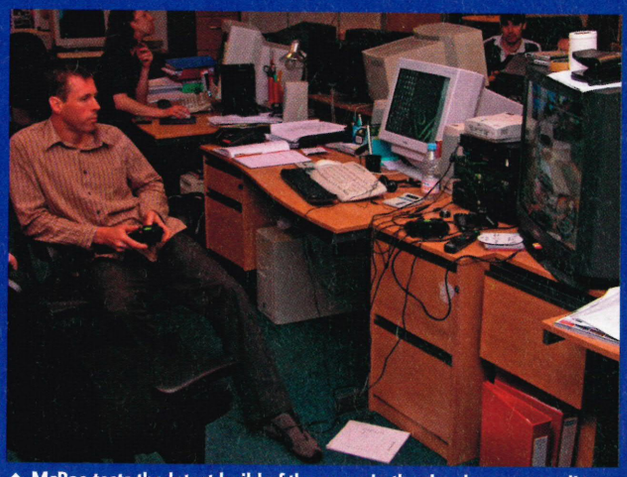
↑ Crowds will cheer you on as you race past them. Put on a good show.

↑ Watch the leaves fall off the trees after you smack into them.

"If I was going to do it, I was going to do it properly. I wanted to make the developers understand what rallying was about"

BONUS INFO

GLOBAL RACING
Nine international locations await your skills in Rally mode, each with eight stages: German, UK, Sweden, USA, Finland, Australia, Spain, Greece, and Japan. Animated spectator crowds will be waiting to cheer you on.



↑ McRae tests the latest build of the game in the development studio.

DAZED AND CONFUSED

Stargazing through a crash helmet

A NICE ADDED feature is the Concussion Cam effect. When you plough into a wall or tree your vision will blur.

↑ At top speeds the only thing that can go wrong now is everything!

↑ Hit the tree head on and the camera blurs. Realistic, but pain-free.

how people play games these days. They don't spend 12 hours a day or a whole weekend playing a game... well, not everybody."

You'll also get to race in Germany for the first time in the series: a rally that is faster than the average one, according to McRae. "Germany is the new location for this one and it's a tarmac surface," he says. "But it's quite different from the usual ones we've seen before, such as Corsica. Instead of the stages being small tarmac roads, the German stages mix in concrete and they're very fast and open."

With *Colin McRae 2005* having pretty much covered all bases, what does McRae think of Richard Burns' entry to the gaming world? McRae has seen it and played it but "wouldn't like to comment." He explains, "The car handling isn't very accessible but I guess it's like driving another car manufacturer's rally car. You need to get used to it first, I guess." Hmm, the words 'fence' and 'sitting' spring to mind. Find out what we thought of *Richard Burns Rally* on page 084.

Not only were we granted an exclusive interview with McRae, but we also got our hands on the latest preview code. It looks better than *04* (Issue 21, 9.1), plays better than *04* and is a hell of a lot faster than *04*. Did the man himself ever think the series would be this successful when Codemasters approached him about a deal back in the mid-90s? "I never had any idea it would get as big as this," he admits. "Right at the very beginning there were other people who had put their names to games, but that was pretty much it. They didn't have a hand in the development at all. But I didn't want to do that. If I was going to do it, I was going to do it properly. I wanted to make the developers really understand what rallying was all about."

As Codemasters continues to pump out exquisite rally titles, how much further can the series go? "I see the genre changing more than anything else really," Rigby explains. "The name Colin McRae helps us in that people know what kind of game they're buying. But we're not tied to a specific licence so we can include cars like the super 2-wheel drives and rear-wheel drives. You won't get that in an official WRC title." A demo is in the works for an issue further down the line and you'll only find it with this magazine. Keep 'em peeled.

Buckle up. Danger just jumped in.

"RalliSport Challenge 2 is bigger and better than any other rally game"
9/10 XBM

Take racing to the extreme as you spin out, fishtail, hydroplane, and skid your way through every environment you've always wanted to drive in. Choose from 91 tracks and over 40 powerful vehicles, including every famous rally car since 1979. Race in 5 different rally sports, like the Crossover Duel and Ice Racing. Take on the best in XSN Sports leagues and tournaments via Xbox Live. And anyone else who tries to steal your track space.

dice

Microsoft game studios

XBOX LIVE

RALLISPORT 2 CHALLENGE

XBOX

it's good to play together

xbox.com/rallisport2

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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

VERY LITTLE IN the way of movers and shakers this month, other than the disappearance of *Driv3r* from the list, and the appearance of *Rainbow Six 3: Black Arrow*. Obviously, *Halo 2* is still at the top, and will remain there until its November release. And that's only four months away. Also good to see *Prince Of Persia* sneak up a spot, most likely due to some corking new games details and screens being released.

1. HALO 2
DEVELOPER: **BUNGIE** PUBLISHER: **MICROSOFT**
RELEASE: **NOVEMBER 2004**

2. HALF-LIFE 2
DEVELOPER: **VALVE**
PUBLISHER: **VIVENDI UNIVERSAL**
RELEASE: **TBA 2004/2005**

3. FABLE
DEVELOPER: **BIG BLUE BOX**
PUBLISHER: **MICROSOFT**
RELEASE: **SEPTEMBER 2004**

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

5. PRINCE OF PERSIA 2
DEVELOPER: **UBISOFT** PUBLISHER: **UBISOFT**
RELEASE: **TBA 2005**

6. TOM CLANCY'S RAINBOW SIX 3: BLACK ARROW
DEVELOPER: **UBISOFT** PUBLISHER: **UBISOFT**
RELEASE: **AUGUST 2005**

7. JUICED
DEVELOPER: **JUICE GAMES** PUBLISHER: **ACCLAIM**
RELEASE: **SEPTEMBER 2004**

8. CALL OF DUTY
DEVELOPER: **GRAY MATTER**
PUBLISHER: **ACTIVISION** RELEASE: **TBA 2004**

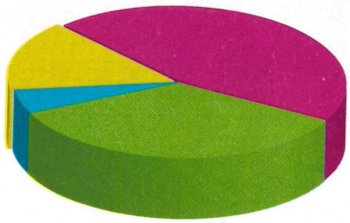
9. BROTHERS IN ARMS
DEVELOPER: **GEARBOX** PUBLISHER: **UBISOFT**
RELEASE: **NOVEMBER 2004**

10. TOM CLANCY'S GHOST RECON 2
DEVELOPER: **UBISOFT** PUBLISHER: **UBISOFT**
RELEASE: **TBA 2005**

THE HOT TOPIC

Startlingly relevant Xbox issue of the day

Which Tom Clancy game is best for online play?

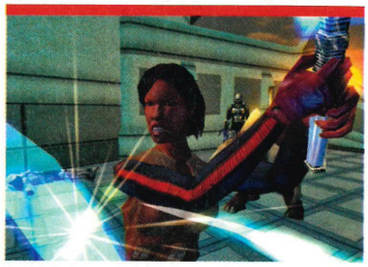


KEY (per cent)	
Rainbow Six 3	35
Splinter Cell: Pandora Tomorrow	45
Ghost Recon	5
Ghost Recon: Island Thunder	15

SOURCE: *Official Xbox Magazine* forum

THIS MONTH'S CHART THROB: BEN LAWRENCE

1. KOTOR 2: The Sith Lords
2. Fable
3. Jade Empire
4. Halo 2
5. Splinter Cell 3

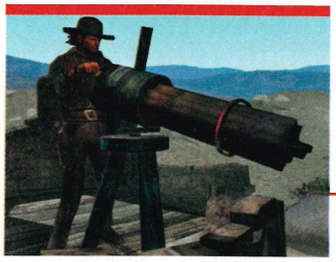


Ben says: Being a sucker for anything *Star Wars*, the prospect of another 40+ hours of snooping around the galaxy fighting Sith scum means *KOTOR 2* immediately makes the grade as my most wanted title, especially as it continues the superb story started by BioWare. Also teasing my senses are the beautiful *Fable* and *Jade Empire*, *Halo 2* (because you've just gotta, haven't you?), and *Splinter Cell 3*. We've seen it running and found out it's due for release before Christmas. It's gonna be a corker.

Virgin megastores

VIRGIN MEGASTORES CHART

EVERY TIME YOU purchase a game from Virgin Megastores, you'll be confronted by a mysterious foreign gentleman. He'll ask you for your favourite vegetable and, depending on the answer you give, he'll be able to work out what game you've bought. He then reports back to us to compile this very chart. Clever, eh?



↑ *RED DEAD REVOLVER* plays one of the same cards that made the *GTA* titles so successful. It fluidly mixes moments from famous movies, especially those of Sergio Leone, with fast arcade action. What it lacks in length it makes up for in story, backed by an ace soundtrack.

1. RED DEAD REVOLVER NEW
DEVELOPER: **ROCKSTAR** PUBLISHER: **ROCKSTAR**
Spaghetti western arcade action goes straight to the top of the pile.

2. THIEF: DEADLY SHADOWS NEW
DEVELOPER: **ION STORM** PUBLISHER: **EIDOS**
Medieval sneak 'em up tiptoes into second place. Watch your wallet!

3. UEFA EURO 2004 O
DEVELOPER: **EA** PUBLISHER: **EA**
The tournament might be over but EA's footy game is still a winner.

4. NINJA GAIDEN NEW
DEVELOPER: **TECMO** PUBLISHER: **IMCROSOFT**
After a brief stint at the top, *Ninja Gaiden*'s grip begins to slip.

5. HARRY POTTER AND THE PRISONER OF AZKABAN NEW
DEVELOPER: **EA** PUBLISHER: **EA**
Potter works his magic on the little screen after dominating Hollywood.

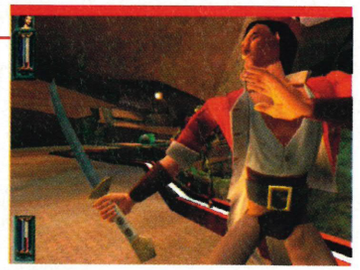
6. SPLINTER CELL: PANDORA TOMORROW ↓
DEVELOPER: **UBISOFT** PUBLISHER: **UBISOFT**
Could new downloadable content boost Fisher's position next month?

7. GALLEON NEW
DEVELOPER: **CONFOUNDING FACTOR** PUBLISHER: **SCI**
After years in development, the pirate romp fails to make a splash.

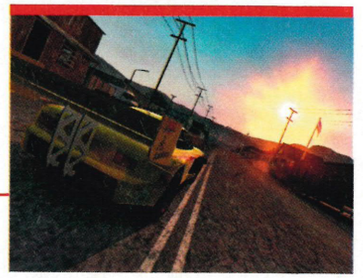
8. RALLISPORT CHALLENGE 2 NEW
DEVELOPER: **DIGITAL ILLUSIONS** PUBLISHER: **IMCROSOFT**
The aggressive but stunning-looking rally game skids off-course.

9. THE SUFFERING NEW
DEVELOPER: **MIDWAY** PUBLISHER: **MIDWAY**
The suffering is almost over for Midway's survival horror game.

10. TOCA RACE DRIVER 2: TURS ↓
DEVELOPER: **CODEMASTERS** PUBLISHER: **CODEMASTERS**
The ultimate racing simulator hangs onto last place.



↑ AFTER BLOOD, sweat and probably a fair few tears, the much-delayed *Galleon* finally set sail to the shops last month. The creator of Lara Croft, Toby Gard, would have wanted to see his second creation debut a little higher in the charts, but at least it saw release. A year ago it looked dead in the water.

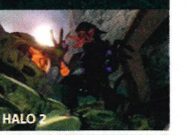


↑ MICROSOFT'S sequel to its super fast-paced rally game charged in at number four but someone left the handbrake off. Since its debut it's been bumped down a few places following some big releases. Check out the exclusive demo on the cover disc if you haven't already done so.

XBOX GAME RELEASES

The forthcoming games you need to know about

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
MID 04	ADVENT RISING	MAJESCO	VIVENDI UNIV.	20
	CATWOMAN	EA	EA	28
	DRAKE	MAJESCO	VIVENDI UNIV.	N/A
	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
	MASTERS OF THE UNIVERSE	SAVAGE	TDK	N/A
	METAL SLUG 3	SNK PLAYMORE	IGNITION	N/A
	NEVEREND	MAYHEM	TBA	N/A
	OP. FLASHPOINT: COLD WAR CRISIS	CODEMASTERS	CODEMASTERS	19
	PILOT DOWN	WIDE GAMES	WANADOO	N/A
	SNK VS. CAPCOM CHAOS	SNK PLAYMORE	SNK PLAYMORE	N/A
	THE CHRONICLES OF RIDDICK	STARBREEZE	VIVENDI UNIV.	32
	THE FAST AND THE FURIOUS	GENKI	VIVENDI UNIV.	N/A
	THE RED STAR	CHRIS. GOSSETTI	ACCLAIM	32
	TRIVIAL PURSUIT: UNHINGED	ARTECH	ATARI	25
LATE 04	100 BULLETS	ACCLAIM	ACCLAIM	32
	A SOUND OF THUNDER	COMPUTER ART.	BAM!	13
	AMERICA'S 10 MOST WANTED	STUDIO 3	PLAY IT	N/A
	AREA 51	MIDWAY	MIDWAY	29
	ARMADA 2	TBA	METRO	4
	AUSTIN POWERS	TBA	TAKE 2	4
	BACKYARD WRESTLING 2	PARADOX	EIDOS	N/A
	BALLERS	MIDWAY	MIDWAY	4
	BATTLEFIELD: MODERN CONFLICT	EA	EA	N/A
	BC	INTREPID ENT.	MICROSOFT	31
	BLACK 9	MAJESCO	VIVENDI UNIV.	20
	BLOODRAYNE 2	MAJESCO	TBA	N/A
	BLOODY WATERS	PINEAPPLE INT.	TBA	32
	BREED	BRAT DESIGNS	CDV	N/A
	BURNOUT 3	CRITERION	EA	32
	CALL OF CTHULHU	TBA	HEADFIRST	32
	CALL OF DUTY: FINEST HOUR	SPARK	ACTIVISION	31
	CHRONOS	SABER 3D	TBA	N/A
	CLUB FOOTBALL 2005	CODEMASTERS	CODEMASTERS	N/A
	COLD WINTER	SWORDFISH STU.	VIVENDI UNIV.	N/A
	COLIN MCRAE RALLY 2005	CODEMASTERS	CODEMASTERS	30
	COMANCHE	NOVALOGIC	NOVALOGIC	4
	CONFLICT: VIETNAM	PIVOTAL GAMES	SCI	30
	CONKER: LIVE & RELOADED	RARE	MICROSOFT	31
	COPS	FOX	VIVENDI UNIV.	4
	CRASH AND BURN	CLIMAX	EIDOS	N/A
	CRASH BANDICOOT: UNLIMITED	TRAV'S TALES	VIVENDI	29
	DANCING STAGE UNLEASHED 2	KONAMI	KONAMI	N/A
	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	31
	DEF JAM 2: BATTLE FOR NEW YORK	EA	EA	29
	DELTA FORCE: BLACK HAWK DOWN	TBA	NOVALOGIC	30
	DESTROY ALL HUMANS	PANDEMIC	THQ	32
	DOOM 3	ID	ACTIVISION	30
	DUALITY	TRILOBYTE GR.	PHANTAGRAM	4
	DUKES OF HAZZARD: ROTGL	UBISOFT	UBISOFT	N/A
	ENCLAVE 2	STARBREEZE	SWING	16
	FABLE	BIG BLUE BOX	MICROSOFT	31
	FARENHEIT	QUANTIC DREAM	VIVENDI UNIV.	18
	FATAL FRAME 2	TECMO	TECMO	N/A
	FIFA FOOTBALL 2005	EA	EA	N/A
	FLATOUT	BUGBEAR ENT.	EMPIRE	12
	FORD RACING 3	EMPIRE	EMPIRE	N/A
	FORZA MOTORSPORT	MICROSOFT	MICROSOFT	31
	FREEDOM FIGHTERS 2	IO INTERACTIVE	EA	N/A
	FREEKSTYLE	EA BIG	EA	4
	FROGGER CLASSIC	KONAMI	KONAMI	N/A
	GHOST MASTER	SICK PUPPIES	EMPIRE	26
	GHOST RECON 2	UBISOFT	UBISOFT	29
	GOBLIN COMMANDER 2	JALECO	JALECO	N/A
	GODZILLA: SAVE THE EARTH	PIPEWORKS	ATARI	N/A
	GOLDENEYE 2	EA	EA	32
	GUILTY GEAR XX	CAPCOM	CAPCOM	N/A
	GUNGRIFFON	KAMA	TECMO	N/A
	HALF-LIFE 2	VALVE	VIVENDI UNIV.	32
	HALO 2	BUNGIE	MICROSOFT	31
	HAVEN: CALL OF THE KING	TRAV. TALES	MIDWAY	9
	INSIDE PITCH 2003	MICROSOFT	MICROSOFT	16
	IRON PHOENIX	SAMMY	SAMMY	N/A
	JADE EMPIRE	BIOWARE	MICROSOFT	31
	JUICED	JUICED GAMES	ACCLAIM	32
	JUSTICE LEAGUE	TRAV. TALES	MIDWAY	N/A
	KING ARTHUR	KONAMI	KONAMI	N/A
	KINGDOM UNDER FIRE: CRUSADERS	PHANTAGRAM	MICROSOFT	32
	LEGION	SEVEN STUDIOS	MIDWAY	4
	LEMONY SNICKET	ACTIVISION	ACTIVISION	N/A
	LOBO	KEMCO	KEMCO	N/A
	LOOSE CANNON	DIGITAL ANVIL	UBISOFT	4
	MADDEN NFL 2005	EA	EA	N/A
	MAGATAMA	MICROSOFT	MICROSOFT	23
	MECHASSAULT 2	DAY 1	MICROSOFT	27
	MEMORICK THE APPRENTICE KNIGHT	MICROIDS	TBA	16
	MEN OF VALOR: THE VIETNAM WAR	2015 INC	VIVENDI UNIV.	20
	MERCENARIES	PANDEMIC	LUCASARTS	28
	MIAMI VICE	DAVILEX GAMES	TBA	N/A
	MIDNIGHT CLUB 3: DUB EDITION	TAKE 2	TAKE 2	N/A
	MIDWAY ARCADE TREASURES VOL. 2	MIDWAY	MIDWAY	N/A
	MORTAL KOMBAT: DECEPTION	MIDWAY	MIDWAY	28
	NARC	MIDWAY	MIDWAY	28
	NBA LIVE 2005	EA	EA	N/A
	NEED FOR SPEED UNDERGROUND 2	EA	EA	32
	NIGHTMARE CREATURES 3	UBISOFT	UBISOFT	N/A
	NOTORIOUS: DIE TO DRIVE	UBISOFT	UBISOFT	N/A
	NOVADROME	STAINLESS	TBA	N/A
	OBSCURE	HYDRAVISION	MICROIDS	N/A
	OTOGI 2	FROM SOFT.	SEGA	N/A
	OUTRUN 2	SUMO DIGITAL	SEGA	32
	PAINKILLER	DREAMCATCHER	MINDSCAPE	N/A
	PHANTOM DUST	MICROSOFT	MICROSOFT	23
	PILLAGE	BITS STUDIOS	TBA	20
	PLAYBOY: THE MANSION	ARUSH	UBISOFT	32
	PREDATOR: CONCRETE JUNGLE	EUROCOM	VIVENDI UNIV.	32
	PRINCE OF PERSIA 2	UBISOFT	UBISOFT	31
	PRO EVOLUTION SOCCER	KONAMI	KONAMI	29
	PSI-OPS: MINDGATE CONSPIRACY	MIDWAY	MIDWAY	32
	PSYCHONAUTS	DOUBLE FINE	MICROSOFT	6
	QUAKE IV	RAVEN SOFT.	ACTIVISION	N/A
	RAINBOW SIX 3: BLACK ARROW	UBISOFT	UBISOFT	32
	RED NINJA: END OF HONOUR	TRANJI	VIVENDI UNIV.	23
	RESERVOIR DOGS	TBA	SCI	16
	ROCKY LEGENDS	VENOM GAMES	UBISOFT	30
	ROLAND GARROS TENNIS	TBA	WANADOO	N/A
	ROOM ZOOM	BLADE INT.	KEMCO	N/A
	RUN LIKE HELL	INTERPLAY	AVALON	13
	SAMURAI WARRIORS	KOEI	EA	N/A
	SECOND SIGHT	FREE RADICAL	EA	32
	SERIOUS SAM 2	CROTEAM	TAKE 2	21
	SHAYDE: MONSTERS VS HUMANS	TBA	METRO 3D	N/A
	SHINING LORE	PHANTAGRAM	PHANTAGRAM	N/A
	SILENT HILL 4: THE ROOM	KONAMI	KONAMI	31
	SNIPER ELITE	REBELLION	WANADOO	12
	SNOWBLIND	CRYSTAL DYN.	EIDOS	31
	SOLE PREDATOR	APALOOSA	TBA	N/A
	SPEEDBALL 3	BITMAP BROS.	TBA	N/A
	SPLINTER CELL 3	UBISOFT	UBISOFT	32
	SPONGEBOB SQUAREPANTS: BFBB	THQ	THQ	N/A
	SPY VS SPY	TDK MEDIACTIVE	TDK MEDIACTIVE	10
	STAR WARS: BATTLEFRONT	PANDEMIC	LUCASARTS	32
	STAR WARS KOTOR 2: THE SITH LORDS	OBSIDIAN	ACTIVISION	30
	STAR WARS: REPUBLIC COMMANDO	LUCASARTS	ACTIVISION	29
	STARCRAFT: GHOST	BLIZZARD	VIVENDI UNIV.	23
	STARSHIP TROOPERS	EMPIRE	EMPIRE	27
	STARSKY & HUTCH 2	EMPIRE	EMPIRE	N/A
	STREET RACING SYNDICATE	EUTECHNYX	NAMCO	N/A
	STRIDENT - THE SHADOW FRONT	PHANTAGRAM	PHANTAGRAM	4
	TEENAGE MUTANT NINJA TURTLES 2	KONAMI	KONAMI	31
	THE BARD'S TALE	INXILE	ACCLAIM	23
	THE LORD OF THE RINGS TRILOGY	EA	EA	N/A
	THE MATRIX	SHINY	ATARI	19
	THE MOVIES	LIONHEAD	ACTIVISION	16
	THE PUNISHER	VOLITION	THQ	32
	THE ROOTS	CENEGA	CENEGA	29
	THE SHIELD	SAMMY	SAMMY	N/A
	THUG 2	NEVERSOFT	ACTIVISION	31
	TIMESPLITTERS 3	FREE RADICAL	EA	32
	TOON ARMY	BRAT DESIGNS	TBA	28
	TOP SPIN 2	PAM	MICROSOFT	26
	TORK	TIWAK	UBISOFT	4
	TRON 2.0	CLIMAX LA	DISNEY	31
	TRUE CRIME 2	LUXOFLUX	ACTIVISION	N/A
	VIETCONG	PTERDON	TAKE 2	32
	WORMS FORTS UNDER SIEGE	TEAM 17	SEGA	32
	X-MEN: LEGENDS	RAVEN	ACTIVISION	N/A
EARLY 2005	25 TO LIFE	AVALANCE	EIDOS	N/A
	AMERICAN MCGEE'S OZ	CARBON6	TBA	27
	ATV QUAD POWER RACING 3	CLIMAX	ACCLAIM	N/A
	BIG MUTHA TRUCKERS 2	EMPIRE	EMPIRE	N/A
	BLINX 2: MASTERS OF TIME & SPACE	ARTOON	MICROSOFT	32
	EMERGENCY MAYHEM	ACCLAIM	ACCLAIM	30
	MIDWAY: BATTLE FOR THE ATLANTIC	SCI	SCI	N/A
	MOTOGP 3	CLIMAX	THQ	32
	ODDWORLD 4	ODDWORLD IN.	EA	32
	PERFECT DARK ZERO	RARE	MICROSOFT	10
	SPIKEOUT: BATTLE STREET	SEGA	SEGA	N/A
	SPYRO: A HERO'S TALE	EUROCOM	VIVENDI UNIV.	N/A
	THE LAST JOB	ACCLAIM	ACCLAIM	N/A
	TEST DRIVE: EVE OF DESTRUCTION	MONSTER GAMES	ATARI	32


HALO 2

BC

BURNOUT 3

GOLDENEYE: ROGUE AGENT

FABLE

PRINCE OF PERSIA 2

GHOST RECON 2

PRO EVOLUTION SOCCER

KOTOR: THE SITH LORDS

IRON PHOENIX

CONFLICT: VIETNAM

DOOM 3

STEALTH KILL: IF YOU HAVEN'T READ IT IN OUR NEWS SECTION, YOU'LL SEE THAT SPLINTER CELL 3 HAS MOVED UP THE RELEASE LIST. WE CAN ALL EXPECT TO BE PLAYING IT BEFORE CHRISTMAS 2004. HOW DOES UBISOFT DO IT?!

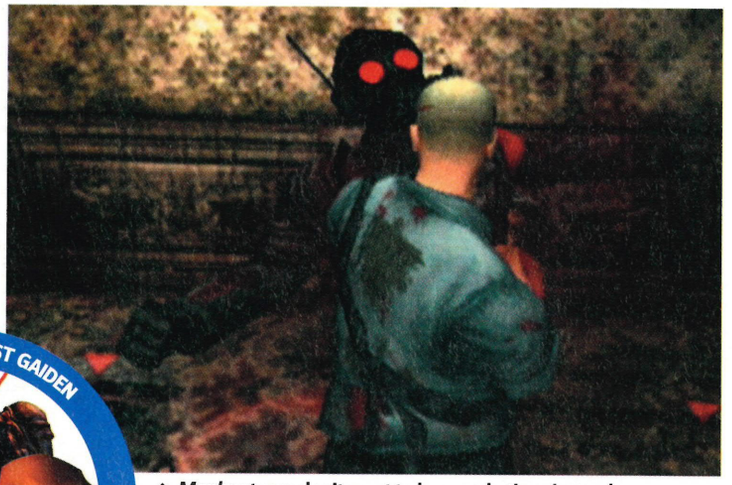
LETTERS

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 32 EDITOR

BEN TALBOT
GAME OF CHOICE: **SILENT HILL 4: THE ROOM**

HEY KIDS! This is what happens when you run with scissors. Seriously though, ever since I discovered that David Ginola isn't Welsh, having long hair wasn't the same. Luckily, I can still sport a monobrow like my Welsh idol, Ronnie O'Sullivan.



↑ *Manhunt*: you don't want to know what's going on here...

GAMERS AGAINST GAIDEN

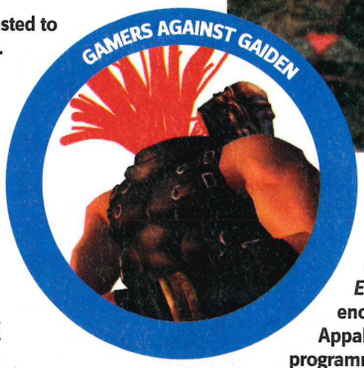
I HATE *NINJA GAIDEN*! There, I said it. Like admitting alcoholism or even genocide, hating *Gaiden* brings a lump to your throat.

You know what I'm talking about. Anyone who's played it knows what I'm talking about! The siren of Xbox lures you in with its beauty and sexy polish and leaves you broken, empty, screaming at your telly and cursing yourself for being seduced by its charms. I've got one simple question: why isn't there an easy mode?!

I could bang on about how the difficulty level and inaccessibility of the game is detrimental as a whole to the enjoyment of playing (because it is) but I'll just say that I'm at the chapter five boss (yeah, that far) and it's not fun anymore. To be honest, it never was. I don't blame myself for not being good enough: I blame Team Ninja for making it too hard and as the consumer I have that right.

Dan Dalton, London

Ninjas can't be trusted to get anything done. You'd send them down the shops for a packet of salt 'n' vinegar crisps and they'd come back with a couple of bloody monster limbs and a fatal injury.



XBOX MAN (EATER)

I was 'surfing' the web (very funny - Ben) when I noticed a game for Xbox and PS2 called *Sole Predator*. In this game you take the role of a Great White shark and hunt the humans who have polluted the ocean. Do you know any more about this game that seems to have come out of nowhere?

Oliver McGrath, Northants

We think *Sole Predator* looks like brilliant fun - a kind of homicidal *Ecco the Dolphin*. Funnily enough, developer Appaloosa has many of the programmers who worked on Sega's aquatic adventure. Find out more at http://www.appaloosacorp.com/solepredator/

Another shark game on the horizon is *Bloody Waters* by Pineapple Interactive. This is a bit more wacky because you not only control a mutant Great White, but also members of a shark cult who happily swim around in front of this ravenous wall of teeth. Future shark bait should head to http://www.pineapple-interactive.com/

RASH DECISION

I woke this morning at 6am with a terrible headache. It was related to the rash I had. Anyway, after being in super mega-pain for two and a half hours until the painkillers kicked in, I was rushed from Leigh to Ince to get a prescription to then come back to Leigh and get my prescribed stuff.

But fortunately, as I got back, I found the latest issue of *Official Xbox Magazine* waiting for me. So, as I was lying in bed, reading my *OXM* and the great news about EA and Microsoft making an ➤➤

STAR LETTER

BAN CENSORSHIP!

What is the deal with *Ninja Gaiden*'s decapitations being cut out? The European regulators who made this decision seem to be confused; we can still decapitate the zombie creatures and various fiends (albeit because they have green blood), so why can't we decapitate the humans? Are they worried that we're going to go out into the world and decapitate everyone we meet? If so, why can we decapitate the monsters?

Surely monsters roaming our local town is just as realistic as a group of ninja warriors or military men with electrified batons dropping from the rooftops and attacking us? As both scenarios are equally unlikely, surely the rules on decapitation should be the same? Don't they think that enemies exploding in a pool of their own blood is just as violent as decapitations?

And finally, if they consider human decapitations so violent, why include FMVs of human decapitations in the game? Surely that's like banning the whole nation from drinking tea but still showing adverts for PG Tips; it all seems ludicrous.

Oli Crook, via email

↑ *Ninja Gaiden*: more woes, but Ben explains why the game was chopped.

The reason for decapitations being removed was tied in with German censorship laws. They're allowed to show realistic violence against monsters but not humans. I'm still confused how the exploding bodies stayed in though.

The reason why we get the same version as Germany is that Microsoft ship out exactly the same discs to each territory, only the packaging changes. It would be a nightmare to change this distribution model for a single title. Many of you wrote in asking for a 'de-censor' downloadable patch, but unfortunately this is never going to happen. Sorry, gore-fans!

← **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

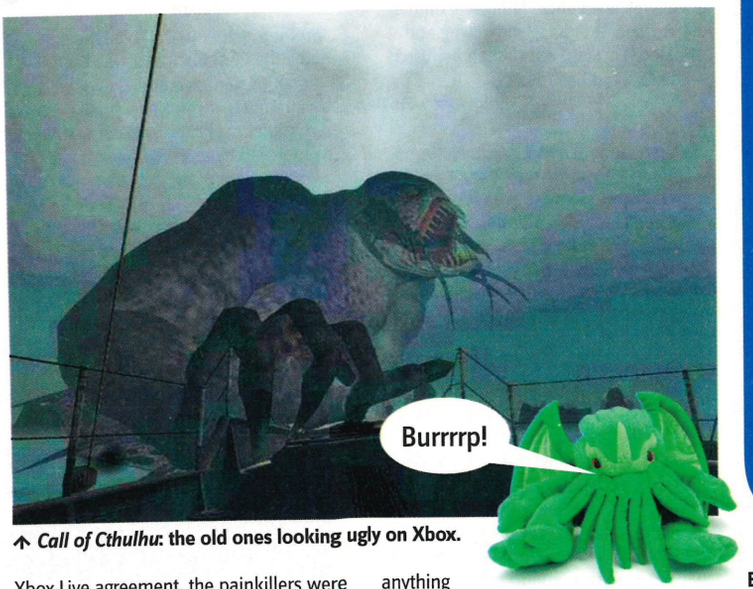
On a recent paintballing trip, Gav decided to target a lad who was celebrating his 14th birthday. Admittedly, the foolish tyke fired first, but only managed to land a single shot. Gav returned fire with about 20 shots on target. Happy birthday!

↑ Gav came back with ten of these!

Although he denies causing any trouble, Steve's trip to Euro 2004 was treated with suspicion amongst the team... mainly because he doesn't like football! We bet he likes riots though! Owen and Phil were not impressed at being left behind and *may* have started this rumour as revenge...

Ben T may have a new look, but he's still a big girl. He wiggled out of going go-karting this month, coming up with the lamest excuses possible. It seems unlikely he would have beaten his personal best of 'last place' anyway.

↑ Soon to be banned from travelling.



↑ *Call of Cthulhu*: the old ones looking ugly on Xbox.

Shorts

WHY NOT TEXT US AT: 0778 148 2669
Standard network rates apply

TEALEAF IN TROUBLE

I'm annoyed at the brightness of the sun. It's making the glare impossible to play *Thief* effectively.

Ace Ventura, from the forum

Reality sucks doesn't it! Vanessa also hates the sun, but only because it makes her crumble into dust.

ENGLAND UNITED

The whole point of Xbox Live is to play people across the globe, but who on Earth is going to own *England International Football*, other than the English in England?

Scott Davies, via email

What about the English in Wales, Scotland and Ireland? It's a good point though, because unlike *Club Football*, there's only one version of the game.

VIRGINITY CAN BE CURED!

Where did handsome Ben buy his novelty eyebrow?

MC, Berwick

This seems like as good a time as any to launch our 'monobrow of the month' sweepstake. Send in a picture of your monobrow for next month's letters.

WORD TO THE GAME MASSIVE

I just applied for a job in GAME. That's like my dream job. Wish me luck and if I get it I'll send you a free game.

Nopulse, Devon

You really can't go wrong with a career in GAME. I was there for five years and just look at me now! I can't guarantee you'll grow a great monobrow though.

A PESSIMIST WRITES...

Which of the two endings will *Star Wars: Knights of the Old Republic: The Sith Lords* continue on from? Guessing by the title, I expect it'll be the Dark side one.

Ralph Davidson, Taunton

According to Obsidian, you will 'tell' the sequel which ending you got by talking to characters in the early stages of the game. The story will then adjust to make you either Light or Dark side.

↑ *Ninja Gaiden:* prototype Xbox.

MIGHT AS WELL JUMP

I was doing loads of wall jumps in *Ninja Gaiden* and I found a prototype Xbox near Hann's Bar Here it is for your viewing pleasure.

Scott Davis, via email

Nice one!

EVIL GENIUS

I only just got it, Tommy Vercetti = Tommy Vice City! I am an genius.

Dr Steven Bailey, Bath

What about Valiant video = Violent video?! I am an genius 2. Trufax!

HERO FOR A DAY

Splinter Cell: Pandora Tomorrow was far too easy - I completed it in less than ten hours. The first game took three months to finish. Come on, Ubisoft!

Scott, Derry

Never eat more than you can lift.

YOU PROMISED TO TAKE ME AGAIN SOMEDAY...

Why isn't *Silent Hill 3* on Xbox? I know *SH2* and *SH4* both are.

Mike Stubbs, via text

SPOILER ALERT: We asked Akira Yamaoka that question last issue and he said it's because there wasn't time. My theory is that it was because the story of *Silent Hill 3* is connected to *Silent Hill 1*, and that wasn't on Xbox either.

Xbox Live agreement, the painkillers were kicking in and I slowly drifted off to sleep. Thanks for your help distracting me from the pain.

Martin 'Jarf' Wadeson, Leigh

Look out for *OXM* on hospital wards across the nation! Not sure we're going to stamp "more effective than painkillers" on the cover, though.

MASTER CHIEF IS A HOMEWRECKER

I'm quitting my job in five months, just in time for the release of *Halo 2*! I know various other people planning their lives around the release of *Halo 2*. They're quitting their jobs, leaving their girlfriends and stocking up on biscuits. Basically, they're removing anything that'll distract them or waste any valuable *Halo 2* playing time.

REBEL, Liverpool

A man's a man all his life; a woman's sexy until she's your wife! Let's hope that the same doesn't go for *Halo 2*.

CALL CTHULHU ON 0800-SQUID

Please could you tell me whether you will be doing any coverage of the survival horror game *Call of Cthulhu: Dark Corners of the Earth*? I have been a big fan of the author HP Lovecraft for some time, and this is the first videogame I can remember that is directly based on his work.

Warren Sayer, Innsmouth

Ever wondered what a call from Cthulhu would sound like? I reckon it'd be like: "Phnglui mgwlnafth Cthulhu rlyey wghnagl fthagn!" Roughly translated as: "Where's your bloody rent? It's two months overdue so I'm going to eat your cat." Seriously though, the game is still on track and had a good showing at this year's E3. We'll have some coverage in the next few issues. Check out the site at http://www.callofcthulhu.com/

A NASTY CHAFING

I've just been playing *Manhunt*. Did you notice that the Police Chief in Carcer City is called Gary Chafer? In *GTA Vice City* you can hear a news report on the radio stating that: "Police Chief Gary Chafer was cleared of corruption charges in a controversial decision by the courts." I wonder if those missing witnesses ever turned up safe and sound?

Anon, via text

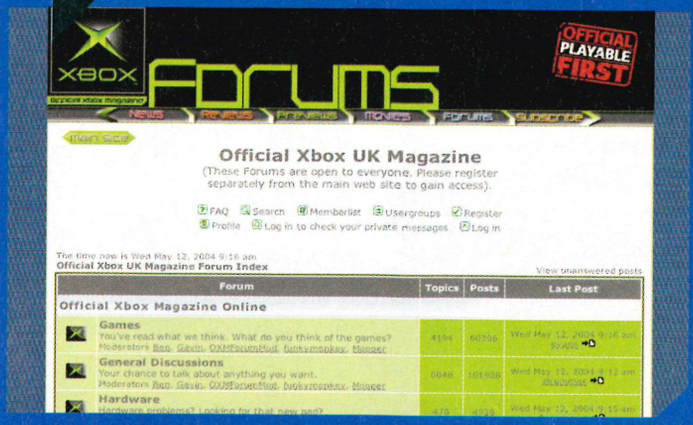
That's incredibly well spotted! I think you've discovered the best *Grand Theft Auto* Easter Egg yet. Find out what happened to the missing witnesses at www.valiant-ent.tv/

SLAY:MORE

Sure, *Manhunt* is very brutal and a bit sick, but it's also extremely cathartic. Gamers aren't psychopaths (mostly) and a game like this isn't going to make anyone develop a severe personality disorder. I think it's the perfect

SHENMUE - THE GANG EDITION: LOOKS LIKE SHENMUE III IS ON PERMANENT HIATUS. FORTUNATELY, A GROUP OF FANS HAVE STARTED MAKING THEIR OWN MOVIE OF THE FIRST GAME. CHECK IT OUT AT HTTP://WWW.PLANETXBOX.COM/SHENMUEDOJO/FAN_MISC.SHTML

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!

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

Stop whinging about Ninja Gaiden. If gore is all you need from a game don't buy it!
Crowe from Aberdeen

If you like gore, check out *The Punisher* on page 032.

Some issues back you had KAO the Kangaroo on 2 demo discs as playable games. Any ideas when the game will actually hit the shelves, my girlfriend is driving me mad! Paul Burghclere

Titus was set to publish the game, but it's recently filed for bankruptcy. Looks like it may never come out, which is a shame.

dont you just love cheese i wish someone would make a game about it dan the man 711

If you like cheesy games, try *Bad Boys II* and *Urban Freestyle Soccer*.

Dont fix what ain't broke ghost recon 2 3rd person why o why dug amazed in aberdeen

Yeah, I was surprised too, but don't count it out just yet.

Do you know when you will have on the xbox game disc on dead or alive beach volleyball of all the girls wearing the venus swimsuit on a save file on the disc? From Marcus

Hmm, that sounds like a great idea for Play:More's new section. Check out Customiser on page 113.

Ben has his own port named after him,port talbot in south wales. Edward shackcloth in norfolk.

It's not only a port but a toxic chemical plant! Everyone living nearby grows sentient monobrows as a side effect (allegedly).

Have you ever had yachs milk,you like that kind of thing dont you ben.shave your uni brow.

Yak's milk is illegal in Wales!

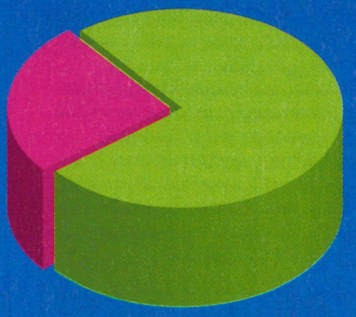
YOU DECIDE

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

Should *Halo 2* have split-screen or Xbox Live multiplayer?

KEY (per cent)

Split-screen	75
Xbox Live	25



SOURCE: *Official Xbox Magazine* forum

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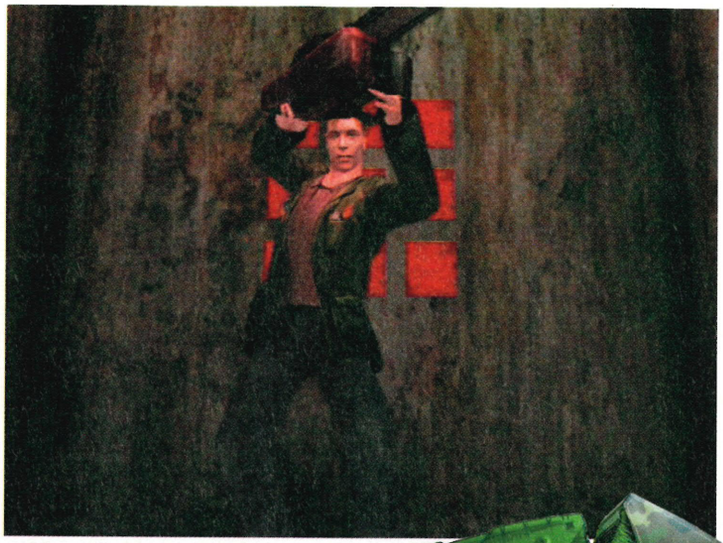


↑ ***Silent Hill 2*: the saw is family.**

↑ ***Skins*: where to get them.**

» antidote to all the petty frustrations of modern life.

Personally, I'm not a fan of gore and I won't be investing my ill-gotten gains on a copy of *Silent Hill 4: The Room*. I played *Silent Hill 2* but quickly tired of walking around grubby environments, occasionally bludgeoning partially formed lumps of meat with a big stick. *Manhunt*, on the other hand, is strangely involving and should be praised rather than brushed aside to avoid controversy.

Bob Quinn, Paisley

Be thankful you don't live in New Zealand! The game was banned outright there. I have plenty of respect for *Manhunt* because although it's gratuitous, it still treats violence very seriously. Many other games' casual, throwaway approach to violence is a much more disturbing trend in my view.

SKIN THAT FEELS TEN YEARS YOUNGER

Give me some skin! I was on the net and I stumbled across a site in America advertising Xbox 'skins'. It's damn amazing! They're really cool full body stickers you put on top of your Xbox to personalise it. But I can't find anywhere that sells skin in England. So, I want skin without having to import it for mega-dollars. If you have any ideas where to get it here, please tell me.

Rob Timmis, Northants

We've also been trying to spice up our Xbox consoles. Ben L has gone for the angry teenager camouflage look, while I've gone for the sexually frustrated *Dead or Alive* vibe. If you're looking for something with a bit more class, visit www.gameworx.net where you can purchase some absolutely gorgeous skins without having to import them.

SOMETHING TO CHEW ON

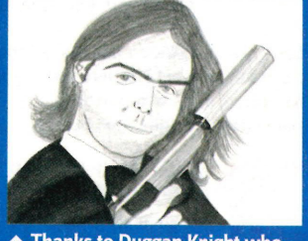
I have just got a new puppy and he likes to chew things... lots of things. One day, while my evil brothers were on MY Xbox, the puppy stole the Communicator headset (they weren't wearing it) and chewed it up! After five minutes my brothers finally realised what that noise was and came to me with a mangled headset. It had stopped working completely so I went out to buy another one.

But the day after, I tried the old headset again and it worked perfectly! Strangely though, I tried using the new headset with the old module but that doesn't work at all. Any ideas why?

Tom 'Buzzie' Bee, Poulton-le-fylde

What your brothers didn't mention was that while your headset was being chewed, your pet goldfish was trying to mate with the communicator module.

Monobrow of the Month



↑ Thanks to Duggan Knight who sent in this picture a while ago. I have been biding my time before including it, waiting to print it as a tribute to my retro haircut.

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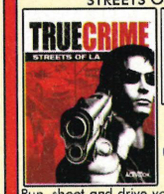
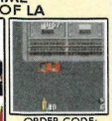

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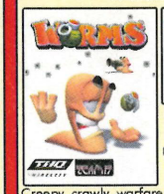

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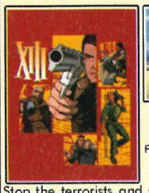
XIII



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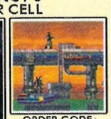

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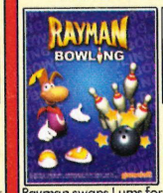

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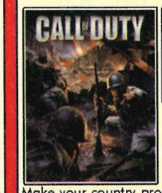
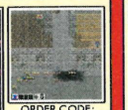
Rayman swaps Lums for Pins, as he looks to make a strike. Can you 'spare' him a hand?

CALL OF DUTY

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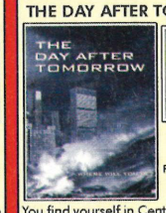

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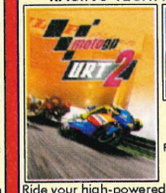
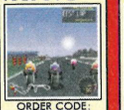

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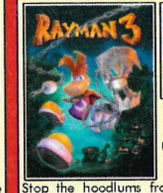

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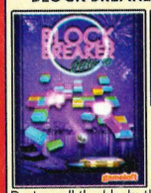

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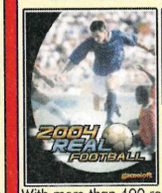

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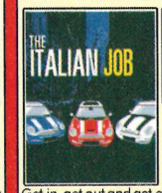

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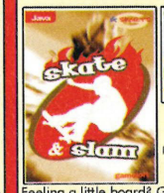

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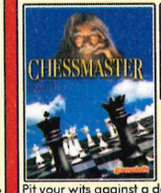

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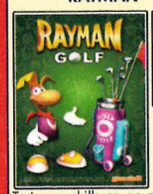

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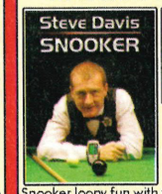

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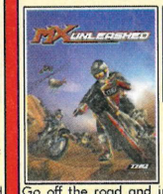

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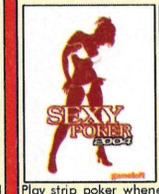

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3200	D	E700	I	V300	U
3300	D	S300	I	V500	U
5100	D	SHARP		V525	U
6100	D	GX10	J	V600	U
6610	D	GX10i	J	SONY ERICSSON	
6800	D	GX20	K	T630	V
7210	D	GX30	K	T610	W
7210i	D	SIEMENS		Z600	X
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EXCLUSIVE ACCESS

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

STAR WARS BATTLEFRONT™

Get Hoth under the collar as we drop in on the biggest X-Wingers party in town!

WORDS: STEVE BROWN

GAME INFORMATION

DEVELOPER: **PANDEMIC**
PUBLISHER: **LUCASARTS**
RELEASE DATE: **21 SEPTEMBER 2004**
PLAYERS: **1, 2-16 XBOX LIVE, 2-32 LAN, 2 SPLIT-SCREEN**
WEBSITE: **WWW.STARWARSBATTLEFRONT.COM**

THIS IS THE game that dreams are made of; the ultimate *Star Wars* sandbox that will grieve galaxies of game widows and put Gamorian grins on a Clone Army of armchair aficionados across the planet. The *Jedi Knight* franchise has sated our lust for Jedi powers and lightsaber duels, but this next *Star Wars* title at last puts us in the assault boots of the *Star Wars* grunt, the humble soldier at the battlefront of the Republic and the Empire. Be a Stormtrooper, a Rebel, topple AT-ATs in snow speeders, smash AT-STs with log traps and yes, people, laser-fry Ewoks and Gungans with extreme prejudice!

Star Wars Battlefront is evidently and self-admittedly based upon the proven formula and success of *Battlefield 1942*, the World War II online team shooter for PC that is on its way to Xbox in the form of *Battlefield: Modern Combat* now that EA is supporting Xbox Live (see page 106). In a parallel of George Lucas's design directive for the original *Star Wars* trilogy - to recreate World War II in space (even using WWII footage as placeholders for space battle scenes during production), the online gameplay genius of *Battlefield 1942* is now being transferred to that galaxy far, far away by Pandemic. However, where *Battlefield 1942* had little more than a gesture towards a single-player game, *Star Wars Battlefront* has a far more cohesive and comprehensive package for offline gamers to back up its online thrust. *Star Wars Battlefront* also uses its own game engine for cutting-edge visuals, advanced AI and seamless Live play.

In addition to Xbox Live modes, *Star Wars Battlefront* will support split-screen offline multiplayer for two players and three single-player modes: Instant Action, Galactic Conquest and Historical Campaigns. Pandemic's executive producer Greg Borrud explains: "We are building this game for the multiplayer crowd, but we also realise there are a lot of *Star Wars* fans out there who don't like multiplayer games. They still want the fantasy of fighting in the greatest battles in the galaxy. So we've come up with a number of cool and unique ideas for single-player to make this a truly fun and rewarding experience for those people."

Like Chewwie and R2, you'll receive no medals from Leia for guessing what Instant Action does - lets you jump straight into any of the multiplayer maps with, and against, AI bots. Galactic Conquest is more complex: you must conquer the *Star Wars* galaxy planet by planet (all ten game worlds are included). Each subordinated world will give up a special ability for use in upcoming battles. These rewards will include Jedi trump cards including Luke Skywalker and Darth Vader. Play these to call the Force-wielding avatars into action and they will lay waste to your enemy, cutting swathes through his mortal ranks. However, even Jedi can be put upon by enough clustered firepower, and because LucasArts cannot have familiar characters dying

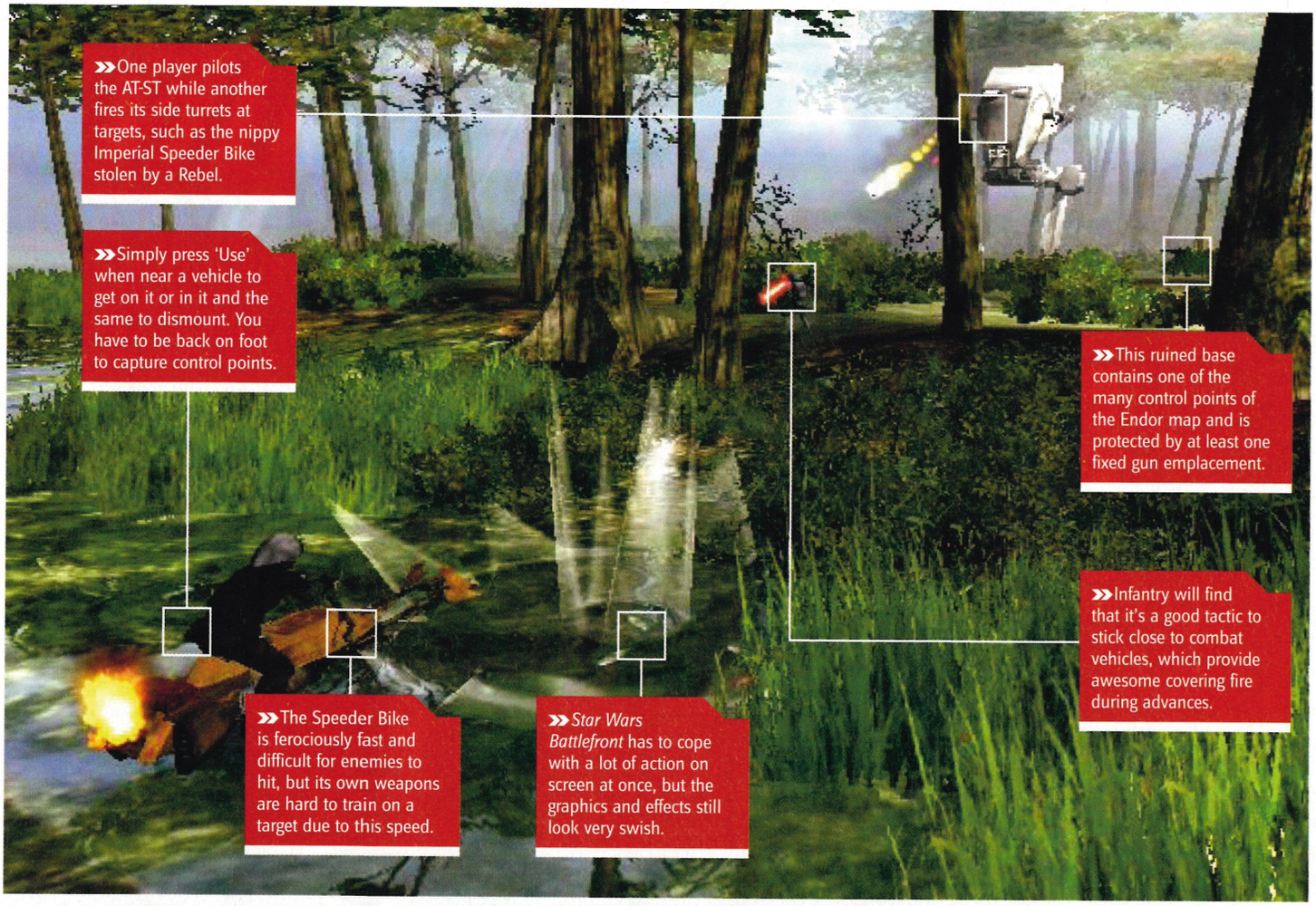
OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

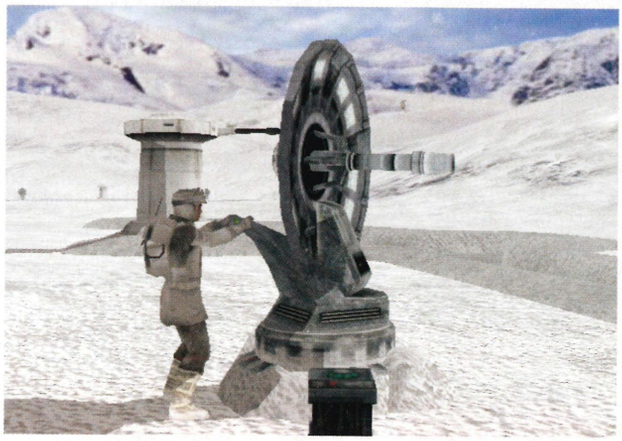
PLAYED

XBOX LIVE PLAYABLE

↑ Ancient weapons and hokey religions are no match for a good blaster in *Star Wars Battlefront.*

THE HEAT OF BATTLEFRONT» The action never stops on this frontier





↑ **Held in the right position, he could just pick up Jabba's porn channel.**

↑ **Tanks, skiffs and prototype walkers will all be available to ride.**

» outside of the place and time specified in the *Star Wars* Bible, hard-pressed Jedi will eventually retreat out of the battle.

The third single-player mode spans the Historical Campaigns and the two timelines can be played through chronologically from the perspective of either of the two factions at war in each – Republic Clone Army against Separatist Battle Droids and Rebel Alliance versus Galactic Empire. All 15 of the battles from the ten worlds of *Star Wars Battlefront* are available here but, unlike Instant Action, they are linked into the closest that this game gets to a story mode and a sense of playing the films as a body of work.

From what we've seen, *Star Wars Battlefront* will have far more to offer the offline gamer than its gameplay predecessor *Battlefield 1942* ever did. This is partly due to the various single-player

> "Hard-pressed Jedi will eventually retreat out of the battle"

game modes, but more credit has to go to the excellent work that has gone into coding the AI at Pandemic. Lead programmer John Northan distinguishes between levels of AI in *Star Wars Battlefront*: "At the highest level, the strategic AI, examples of the types of critical decisions that need to be made are: which command post to attack, which enemy to engage, which weapon is most appropriate, and whether to interrupt a current action because a thrown grenade has just been spotted. At the lower levels, the controller AI, examples of the types of immediate decisions that need to be made are: how fast and in what direction to move, where to aim a weapon in order to hit a moving target, and whether to alter course in order to avoid a collision."

AI issues are further complicated by the need to support several different classes of soldier for each of the four sides that can be played. Every time you die in battle, you will respawn at one of the several spawn points on each map (you can choose your spawn point, but it must be in your team's possession to be useable). At this time you can choose to change your soldier class from a range of five classes for each of the four sides, whose attributes and weapons vary. »

» BONUS INFO

» PAINT A TOWN DEAD
The Separatist faction's Recon Droid possesses the most destructive single weapon of any unit in the game, the Orbital Strike. Like something out of Ronald Reagan's Star Wars programme, this space-launched barrage is called down after the Recon Droid paints an area for targeting and is utterly devastating.

» SECOND VIEWING
While the preferred way to play *Star Wars Battlefront* is in third-person, giving you a far wider perspective of the raging battles, it is possible to switch to a first-person perspective whenever you want to, with a traditional visible gun model.

↑ Explosions have been given special effort.

↑ A few inches higher and that rocket would have denied this Trooper any little Clones of his own.

ROCKET MAN» Rack up your air miles with the Jet Troopers

THE JET TROOPER character class of the Republic Clone Army and the Galactic Empire is one of the most fun to play, with use of a rechargeable jet pack. Double-tap jump and hold the button to activate the jet and steer with the analogue sticks just as you would while running. Just make sure that you don't run out of rechargeable boost while high enough to break your legs or when hovering over the stormy seas between platforms on Kamino.

↑ The Clone Jet Trooper is the closest you get to Boba Fett.

↑ The Jet Stormtrooper is a later version of the Clone Jet Trooper.

» The Rebel Alliance, for example, has the Rebel Soldier (fast, no armour), Rebel Vanguard (slow, heavy weapons), Rebel Pilot (light weapons, makes repairs), Rebel Marksman (enemy disguise, sniper skills), and Rebel Smuggler (medium weapons, explosives skills). Although these classes vary slightly between the four sides, each side comprises excellently balanced units that complement one another.

"We have put much time during the development of *Battlefront* into distinct soldier behaviours," assures Northan, He goes on to describe how success can be measured by seeing in a single-player game: "trooper soldiers directly engaging the enemy, sniper soldiers staying hidden at the periphery of the battle, assault soldiers attempting to outflank and destroy enemy vehicles, and repair soldiers busy healing the wounded". Emergent AI seeks cover, changes cover when compromised, ranges attacks based upon available weapons, makes fighting retreats, outflanks vehicle assaults, re-supplies ammo and health, and either drives your vehicle while you fire from it, or controls fire while you pilot. It performs countless tasks simultaneously without making too significant a hit on framerate and results in an extremely convincing living battle that will make *Star Wars Battlefront* as satisfying in single-player modes as it is brilliant online.

And it is brilliant online. At a recent event we gave the game its first multiplayer test on a 16-player Xbox LAN. Previous LAN events had »

"The AI performs countless tasks simultaneously in a convincing living battle"

RACK 'EM UP: WHILE STAYING AT SKYWALKER RANCH, STEVE WAS GIVEN A TOUR THAT INCLUDED THE ORIGINAL CAN RACK THAT GAVE BIRTH TO THE NAME R2D2: RACK 2, DAT 2.

↑ The atmospheric effects in the storm-wracked Kamino map are very impressive, especially the frequent forks of lightning.

BONUS INFO

KASHING IN

Apparently there's been much discussion at high levels at LucasArts over the correct pronunciation of the Wookie planet Kashyk which features in *Episode III*, *KOTOR* and *Star Wars Battlefront*. Some say the original pronunciation was 'Kasheek', but in some instances it has been recorded as 'Kashik'. Can we possibly bear the wait until September to find out?!

↑ Pilot suits make for terrible camouflage on Endor's surface.

↑ A stupid adolescent AT-ST tries to light its own exhaust.

demonstrated *Star Wars Battlefront* only on PS2, but the Xbox version was well worth waiting for, playing absolutely smoothly while those in the PS2 tent complained of significant jerkiness. There is little doubt that *Star Wars Battlefront* will look better and play better on Xbox and Xbox Live. The LAN event also gave us our first taste of Ewokicide, slaughtering the skanky teddies as they bumbled about the map setting traps for Imperial vehicles. In many of the 15 maps there will be third AI armies contributing to battle, including Ewoks and Gungans. Usually affiliated with one of the player sides, their effect will be balanced by the generally greater firepower of the Imperials or Seperatists.

Multiplayer gameplay centres around the capture and dominance of control point nodes around the map, sometimes with additional game-winning objectives such as the destruction of control bunkers on Endor. Control points display as white vertical light beams. Stand near one to turn it red or green, depending upon your team affiliation. Find an enemy control point and you must first drain it back to white before filling it again with your team colour. This of course takes nervous time, during which you are very vulnerable to attack. The more team members that gather around a control point, the faster the process, so communication as always is a very good thing. Capture all the control points, or dominate a map with the most team points when a level times out, and victory is yours.

Vehicles played a significant part in all of the maps we played (Endor, Javin IV and

BONUS INFO

WOOKIED GAME

You will be able to play as a Wookie as part of the Rebel Alliance and this character skin appears within the class of Rebel Smuggler. Available weapons include the BowCaster (a crossbow-shaped blaster), a BlasTech DL-44 Blaster Pistol, and a Chiewab GliS Emergency Medpac.

TO DO LIST » Four things you'll want to try in Star Wars Battlefront...

THERE ARE TOO many cool opportunities to relive famous *Star Wars* moments to fit in this boxout, but here are four of the most enjoyable activities from the levels that we recently played at LucasArts. Are you excited yet?

1

Crush an AT-ST by timing the release of swinging log traps.

2

Capture an Imperial Speeder Bike and hare through the woods.

3

Play as a Wookie Smuggler on the side of the Rebel Alliance.

4

Rough up an Ewok and ignore his guttural pleas for mercy.

» BONUS INFO

» GUNISHMENT
In addition to the weapons that you carry around on your person and those attached to vehicles such as the X-Wing, AT-AT, AT-ST and Speeder Bike, you'll also find gun turrets around the 15 maps that provide ferocious defensive fields of fire.

» CONTROL FREAKS
Star Wars Battlefront gives the excellent option to fully customise your controls, something too often missing from console games. You can customise your setup not only for infantry control, but also separately for ground and airborne vehicles.

"The character class that everyone wanted to play here was the Boba Fett-style Jet Trooper"

» Kamino). On Endor, AT-STs were the most prized assault vehicles, with deadly firepower and impervious to all but the Rebel Vanguards' BlasTech HH-15 Proton Torpedo Launchers and Rebel Smugglers' Merr-Sonn TB-47 Time Bombs. Piloted by one player while another controlled fire, the only other enemy they had to fear was the booby trap and twice we managed to shoot away the supports of log traps to crush the cockpits of advancing walkers and warm our hands on the immensely satisfying fireballs. The Speeder Bike was also available here, and ideal for zooming about the forest moon between objectives. It has to be dismounted to capture control points and is difficult to use offensively with its fixed cannon, but the thrill of tree-dodging and even zooming through fallen hollow trunks is indescribable. Beware collisions though, which will throw you from the seat to your death at high speeds, and suicides take a longer time to respawn.

On Kamino, a city of interconnected landing pads floating above a stormy ocean, the vehicle of choice was the Republic Gunship that could hold five soldiers, many in firing positions. The character class that everyone wanted to play here was the Jet Trooper, a Clone warrior with Boba Fett-style jetpack, a small personal vehicle of limited recharging boost that allows you to fly in bursts around the map, raining down unexpected bolts from above and also hovering to convert control point beams. Playing on the other team you quickly learned to look up! These Jet Troopers' manoeuvrability was neatly balanced by the awesome firepower of the Droideka Destroyer Droid, whose shield and repeating blasters make it a superb defensive character. Although fairly immobile when deployed as a gun turret to defend a control point, the Droideka can move fast between points (without firing) by curling into a wheel and rolling.

There are still many worlds to be demonstrated on Xbox and surely the most popular will be Hoth, the ice planet from *The Empire Strikes Back*, where teamwork will provide a vital role for Rebel players in circling AT-ATs (mobile spawn points for the Empire) while a comrade operates the harpoon to entwine its monumental metal legs. Other highlights will be piloting the AT-ATs themselves and riding Taun-tauns about the tundra. Further locations will include Tatooine, Geonosis, Bespin (fly X-Wings), Rhen Var (a new world from one of the *Star Wars* books) and the Wookie planet from *Episode III*, Kashyk.

Star Wars Battlefront is shaping up to be the must-have team shooter of the year, but the best surprise has been how well the single-player game is shaping up to complement the multiplayer emphasis. Add to the already-sublime content the promise of Xbox Live Content Downloads in the form of new characters' skins, weapons and vehicles, plus the strong suggestion of retail add-ons that will include new locations such as the Death Star and this game looks like it will become more powerful than we can possibly imagine! Strike it down this September.

FIRE WALKER: ALSO ON SKYWALKER RANCH, STEVE PERSUADED THE FEMALE FIRE OFFICER ON DUTY TO DRIVE OUT THE SKYWALKER-BRANDED FIRE ENGINE FOR A PHOTO OPPORTUNITY AND THEN ALSO POSED FOR PICS IN HER SKYWALKER FIRE JACKET AND FIRE HELMET. SAD.

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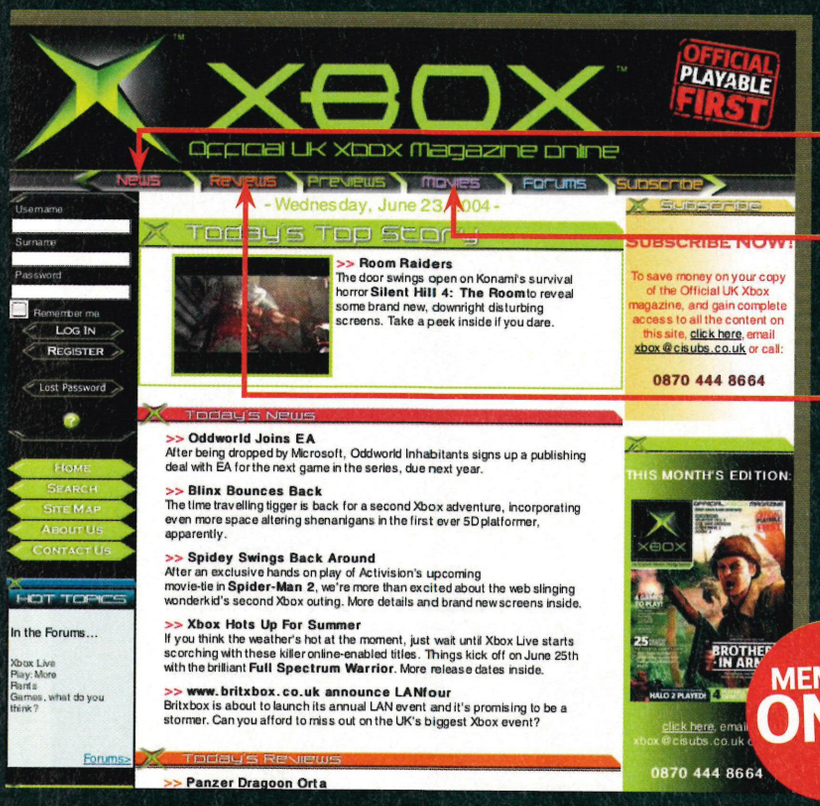

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We get down and dirty with this Riddickulously good-looking shooter

ONLY ON XBOX

THE CHRONICLES OF RIDDICK: ESCAPE FROM BUTCHER BAY

WORDS: ANDY IRVING

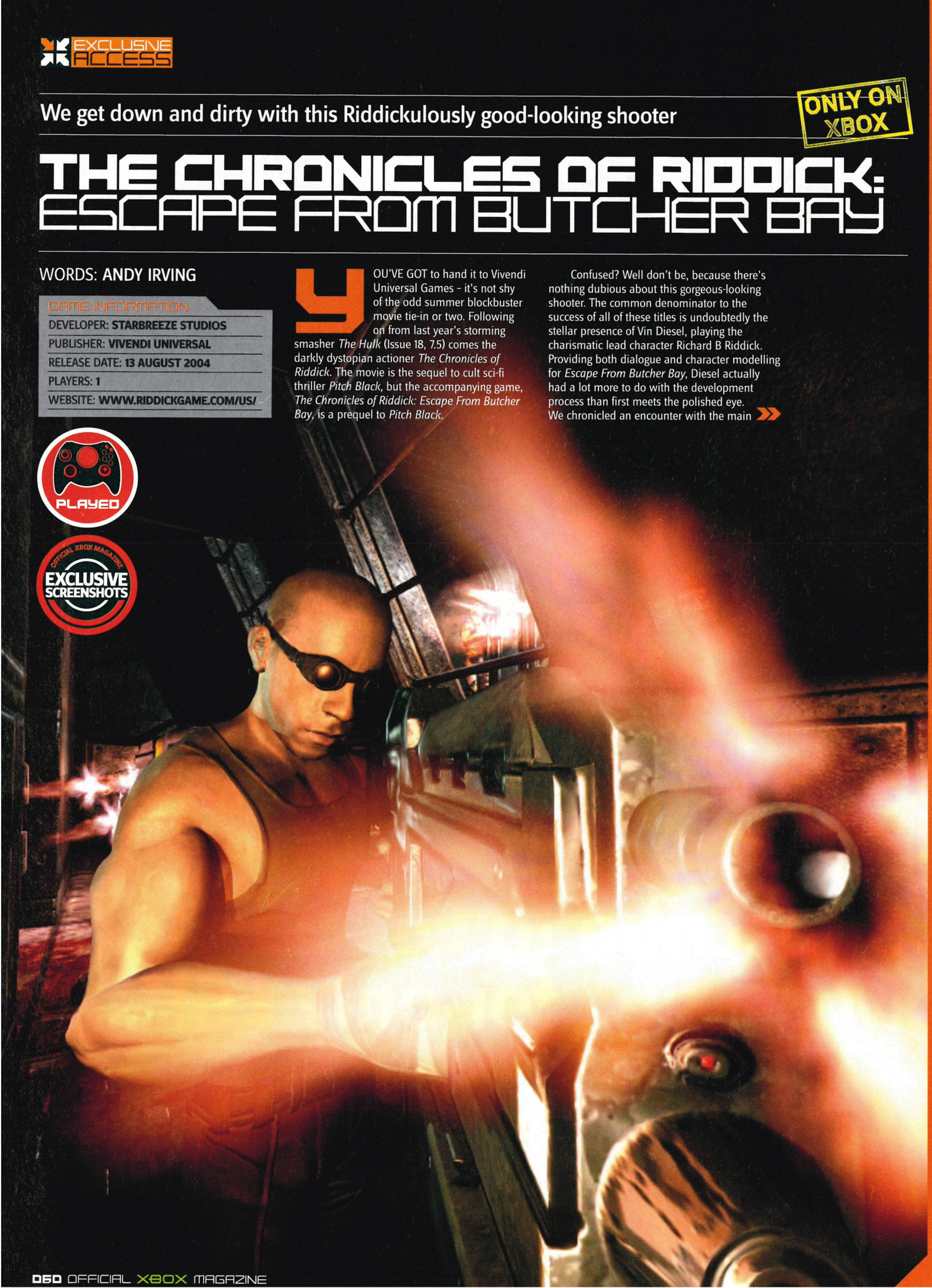
GAME INFORMATION
DEVELOPER: **STARBREEZE STUDIOS**
PUBLISHER: **VIVENDI UNIVERSAL**
RELEASE DATE: **13 AUGUST 2004**
PLAYERS: **1**
WEBSITE: **WWW.RIDDICKGAME.COM/US/**

PLAYED

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

YOU'VE GOT to hand it to Vivendi Universal Games – it's not shy of the odd summer blockbuster movie tie-in or two. Following on from last year's storming smasher *The Hulk* (Issue 18, 7.5) comes the darkly dystopian actioner *The Chronicles of Riddick*. The movie is the sequel to cult sci-fi thriller *Pitch Black*, but the accompanying game, *The Chronicles of Riddick: Escape From Butcher Bay*, is a prequel to *Pitch Black*.

Confused? Well don't be, because there's nothing dubious about this gorgeous-looking shooter. The common denominator to the success of all of these titles is undoubtedly the stellar presence of Vin Diesel, playing the charismatic lead character Richard B Riddick. Providing both dialogue and character modelling for *Escape From Butcher Bay*, Diesel actually had a lot more to do with the development process than first meets the polished eye. We chronicled an encounter with the main »



VIN DIESEL INTERVIEW >> We wrestle some answers out of the muscle-bound action man

***OXM*: How much involvement have you had with the game?**
VD: Well, Tigon Studios is my own company, and we've worked closely with VU Games and Starbreeze Studios in all aspects of the game's development. I have been closely involved with the story creation, writing dialogue, cinematic direction and character design.

A fair bit, then! So you're a gamer yourself?
Oh yeah, I've always been an avid gamer. My favourite genre is beat 'em ups, but I play everything from first-person shooters to extreme sports titles.

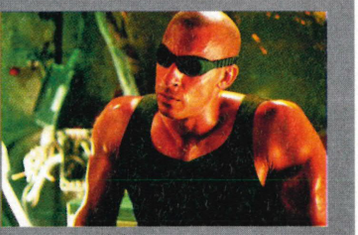
Who came up with the idea of putting you in a game?
I'd been formulating my plan to start Tigon Studios for a while, so when work started on *Butcher Bay* it seemed an obvious step to be involved in the game from a character modelling and voiceover standpoint.

What do you think is so endearing about the character of Riddick, both on the big screen and in the virtual world?
Riddick is a lethal, calculated character with his own agenda and his own set of rules. These characteristics, coupled with his special abilities like his eyes and combat prowess make a great combination for any medium.

So after your success in the movie business, you're trying to repeat this in the videogame industry?
There are a lot of similarities between making a film and a videogame. The trick in either medium is to enrol the most talented people you can find.

Is that what you did with this project?
Yep. Across the board I had a terrific opportunity to work with an amazing and committed cast who blew me away every time I watched their performances. Starbreeze and VU Games are no exception, and I've had a great experience working on this game.

Who do you think will get the most enjoyment out of the game?
Absolutely everyone. Without a doubt.



↑ Vin Diesel: he's our mate, y'know.

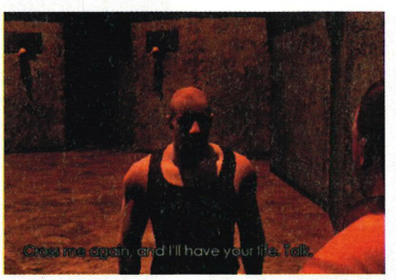
>> BONUS INFO

>> BUILD ME UP
Health is replenished via wall-mounted stations that give Riddick a rejuvenating shot in the neck. However, if you discover one of the seat-mounted masochistic machines, you'll permanently extend your health capacity by a bar at a time.

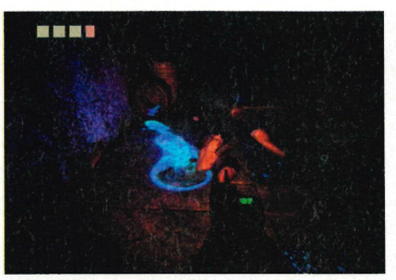
>> TOOLED UP
You can discover or buy different melee weapons to use during the violent encounters of prison life. However, such items are strictly forbidden, so make sure you un-equip them when walking through the guard-infested yard, or face the wrath of the guards in the closed doors of the shower room...

↑ The Butcher Bay guards are vicious, so show them no mercy. Shoot the barrels that conveniently litter levels to take out several in one go.

↑ The lighting is truly astounding.



↑ Prison life is tough, so watch your step.



↑ Ha! Take that, horribly mutated creature.

>> man himself and, after extensively playing through the game, discovered that Butcher Bay isn't that bad a place to spend some hard time after all.

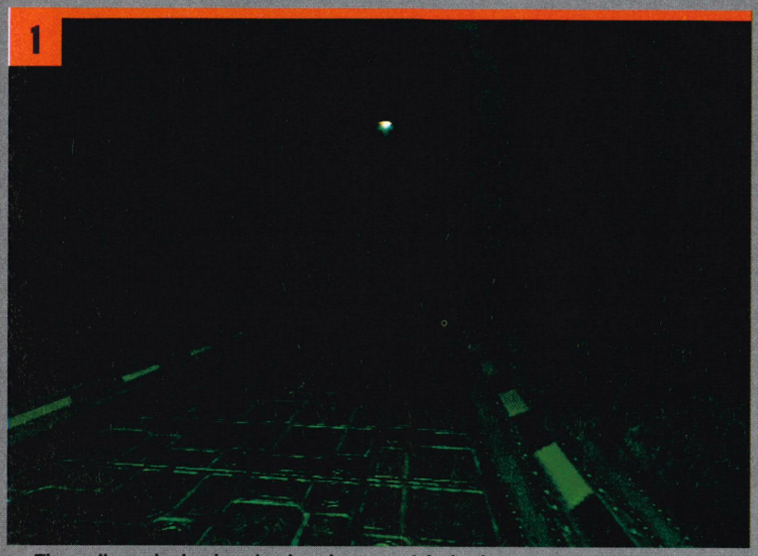
Being the badass that he is, it's fitting we pick up Riddick's trail just before he stalks and stylishly slaughters a fearsome-looking Yeti, giving us just a glimpse of his natural killer instinct. Haunted by an ethereal voice that tantalisingly teases our anti-hero about his origins and potential abilities, we step back in time quicker than Kylie and re-live Riddick's torrid past. A wanted criminal across the galaxy, an evil bounty hunter brings our beefy bad boy in to collect his paycheque at the brutal, triple-max prison establishment Butcher Bay, and it's now up to Riddick >>

> "The innovative bump-mapping has drawn comparisons with Doom 3"

STAR POWER: ALTHOUGH THE FIRST RIDDICK FILM WAS MORE OF A LOW-BUDGET CULT SCI-FI, THE SEQUEL IS A LOT BIGGER AND BADDER. ALONG WITH VIN DIESEL, THE FOXY THANDIE NEWTON AND THESPIAN DAME JUDY DENCH ALSO ADD GRAVITAS TO THE FILM.

MY EYES! MY BEAUTIFUL EYES! » Riddick obviously eats his carrots like a good boy

AFTER A QUICK eye-sheen from a friendly mutant High Priest (seriously), Riddick gains the ability to see in the dark. This becomes invaluable when exploring gloomy passageways, and scouting way ahead of certain areas. It'll save your bacon more times than you can count!



↑ The walkway looks clear, but best have a quick check.

↑ Super-vision reveals a hidden guard, heading your way. You're unarmed, so leg it!

» BONUS INFO

» NO-NO-NOTORIOUS
The more fights you win in the underground fighting rings, the more your reputation grows. Conquer all-comers (eventually) and fellow prisoners will write your name all over the walls with blood – the ultimate mark of respect.

» BONUS PACKET
The Butcher Bay facility is littered with discarded cigarette cartons, though most are hidden in secret rooms and passages. Finding these will unlock all the usual bonus stuff, like movie stills and concept artwork.

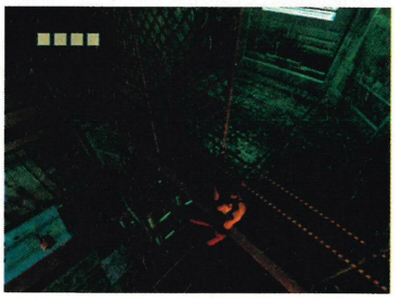
» to pull off the titular escape. Throughout the flashback-style missions, we re-live his battle to flee the facility, gradually discover his superhuman abilities, and learn how Riddick's eyes got that rather fetching sheen that enable our angry anti-hero to see in the dark (see My Eyes! My Beautiful Eyes!, above).

After a slick cinema-style intro (complete with a tension-building follow-cam shot, punctuated by the game credits), it's clear *Chronicles* is going to be a unique gaming experience. Now we love a party with a happy atmosphere, and whilst Riddick isn't the most cheerful chap out there, the sights and sounds of the Butcher Bay institution are truly astounding, making *Chronicles* one of the best-looking Xbox games to date. Gorgeous lighting and real-time shadows display the deceptive beauty of Butcher Bay, each character looks and moves in a startlingly realistic way, and the use of innovative bump-mapping has even drawn comparisons with the upcoming *Doom 3*.

"The sights and sounds are truly astounding, making this one of the best-looking Xbox games to date"

There are three environments throughout the facility, each with its own distinctive look. The smooth, high-tech upper levels of the prison glisten and gleam in the gorgeous dusk hue, whilst the further underground your progressive incarceration takes you, the grittier the surroundings become. We jumped out of our skins at the terrifying sewer stages, where the dark walls drip with stagnant water and horribly disfigured mutants await around every corner. The handy flashlight on your shotgun becomes invaluable for flushing out those dark corners, but when this expires emergency flares offer a little solace by casting flickering, eerie shadows on the walls.

Due mainly to Vin Diesel's massive involvement with the game (see Interview, page 061), Riddick is picture-perfect, complete with his trademark badass 'tude. Diesel had a dinner plate-sized hand in most of the production process, working on tons of different aspects from character modelling and direction to actually writing lines of dialogue. Dialogue, you say? But surely this becomes superfluous to gameplay in »



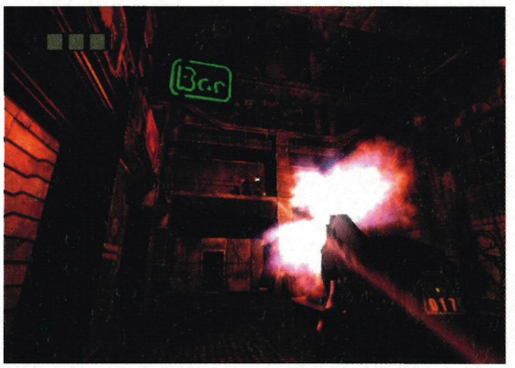
↑ 1000 cell-bound pull-ups a day pays off.

↑ The world takes on an unearthly sheen with your new night vision.

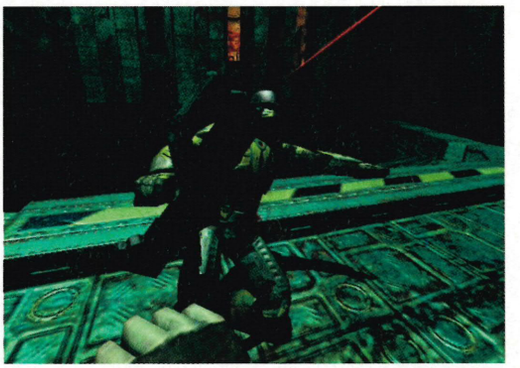
↑ The action can instantly switch from silent stealthing to all-out blasting.

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

↑ Come on, put 'em up, punk! Go the whole distance in the prison yard to earn both respect and wads of cash.



↑ Awesome AI means the guards are hard to pick off.

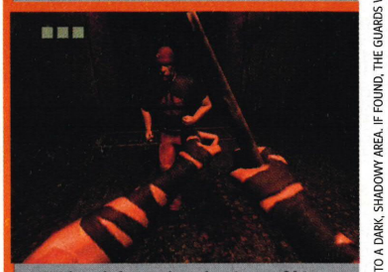


↑ The evil Cole is one of the game's main protagonists.

GET IN THE RING

Try concealing these down your trousers

YOU'LL NEED TO fight your way through several bouts in the makeshift courtyard ring to gain the trust of fellow inmates, who'll then help you accomplish further missions. It's a fight to the death and the surveillance cameras are turned off, so take the opportunity to get as big an advantage as possible by acquiring different melee weapons.



↑ The club is a handy piece of kit, though it can be a bit cumbersome to effectively wield...

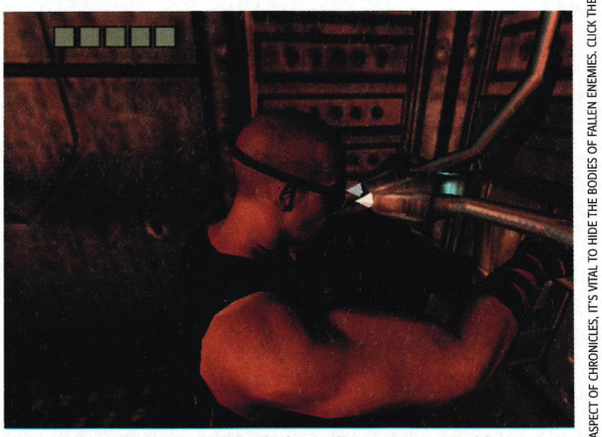
↑ ...so switch to a decent blade instead. That's more like it! Go for the throate for maximum effect.

most FPS titles to make way for all-out blasting? Well, yes, but then *Chronicles* isn't your average shooter. The game features tons of character interaction, with the multiple branching conversations opening up a whole host of sub-missions and side plots. In fact, this level of non-linear gameplay is more often associated with an RPG than an actioner, and the massive amount of mission variation and the number of choices players will face really complement the ever-twisting plot.

However, don't think the dulcet tones of dangerous degenerates drag the action side of the game down to their murky level. Hand-to-hand combat is an integral part of the game, be it silencing an unsuspecting guard or prize-fighting for money and respect in the tough prison courtyards. Riddick wanders weaponless throughout the wretch-ridden prison, but what his empty hands lack his raw strength makes up for in abundance. He has a whole host of vicious moves up his sleeve, ranging from a nasty neck-breaking stealth attack to straight stand-up fisticuffs. The Left and Right triggers act as block and punch respectively, and when used in conjunction with the thumbsticks produce a wide range of pugilistic possibilities. Melee combat is intensified with the addition of particularly viscous prison 'tools', including screwdrivers, shivs (blades) and clubs (see Get in the Ring, top right). These make for a great first-person fighting experience, upping the ante set by Namco's recent *Breakdown* (Issue 30, 7.8). Stealth is a vital part of the game, with brilliant enemy AI keeping you on your toes at all times, and often zero detection is necessary. Just try and take on a guard and see how long you last when all his gun-toting mates turn up.

Naturally, weapons feature heavily in the game, but are initially DNA-encoded to prison guards. Pick one up and you'll get a sharper shock than walking in on your stiletto-sporting dad reapplying his lippy, though access the mainframe databanks (by carrying out various tasks for inmates) and you'll be wielding more rifles than Rambo in no time. You'll soon discover that some of the meaty weapons (pistols, assault rifles, mini-guns etc) are better suited than others in certain situations. We love the way the brutal shotgun literally blows several enemies apart in just one blast in the underground levels.

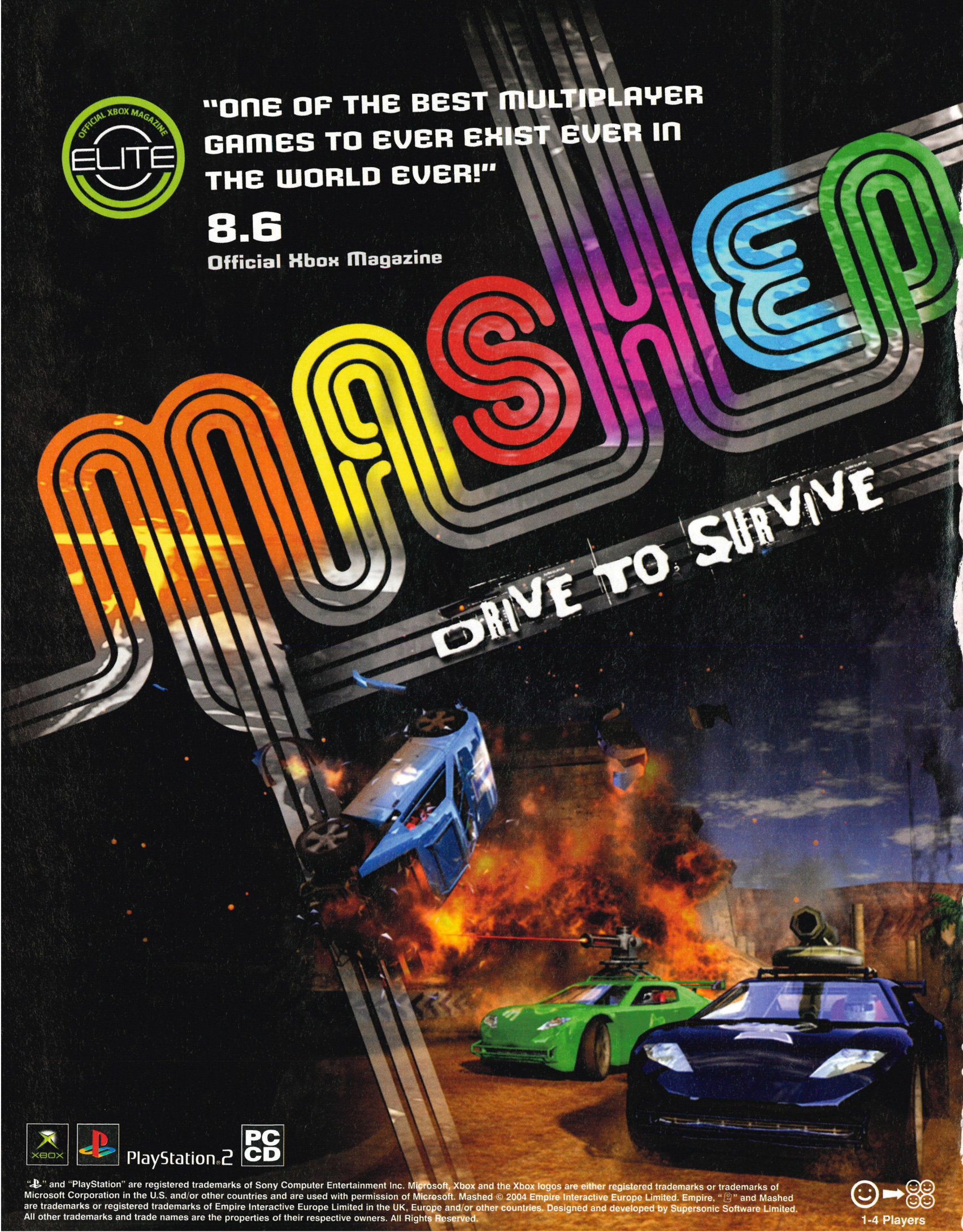
"The massive amount of mission variation and the number of choices complement the ever-twisting plot"



↑ A quick polish and you'll be fit for stalking. Sorry, stealthing...

It'd be fair to say that most gamers are wary of big movie cash-ins (sorry, tie-ins), but we're pleased to report *Chronicles* is a very promising title. Combining all the best elements of adventure and FPS titles, the game not only looks to be a great accompaniment to the film, but the start of a standalone series in its own right. Look out for the full review, plus a great playable trial version, only in next month's *Official Xbox Magazine*.

COVER YOUR TRACKS: IN KEEPING WITH THE STEALTH ASPECT OF CHRONICLES, IT'S VITAL TO HIDE THE BODIES OF FALLEN ENEMIES. CLICK THE LEFT THUMBSTICK TO CROUCH AND ENTER STEALTH MODE, THEN PULL THE BODIES OVER INTO A DARK, SHADOWY AREA. IF FOUND, THE GUARDS WILL BE ON THE HIGHEST ALERT AND INVESTIGATE THE SLIGHTEST SOUND.



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The game the experts play for fun! Mashed is the racing game that pits up to four players against each other in a gladiatorial racing battle extravaganza.

Use weapons or just your driving skills to unleash your fury, cause absolute carnage and send your friends to a humiliating defeat.

"THE MOST ADDICTIVE GAME I'VE PLAYED IN YEARS."
9/10 Official PlayStation® 2 Magazine, Stephen Pierce

"MASHED WILL REMIND YOU WHY YOU GOT INTO GAMING IN THE FIRST PLACE."
EDGE Magazine

"PURE GAMING EVIL."
91% Loaded

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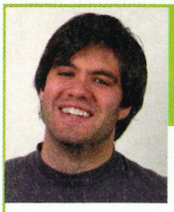
REVIEWS

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



ANDY SAYS...

SOME THINGS always take longer than anticipated – me writing to a deadline and game release dates included. So we were more than welcoming when, after several setbacks, the fantastic *Sudeki* finally arrived.

Our summer party was an eventful affair. We can't print details of the debauchery in a family publication, but if you're after a rude awakening, check out the brutal *ShellShock: Nam '67*. For a deeper, more sanitised experience, check out the great *Combat Elite* too.

Summer means movie tie-ins, with *Shrek 2* stomping and *Spider-Man 2* swinging onto Xbox. And if you need any further impetus to get into the party mood, get down with the Xbox debut of the ace *Dance:UK*. Rock on!

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

STATISTICS

This month at a glance, with all the numbers that matter

NUMBER OF GAMES REVIEWED	9
NUMBER OF ELITE GAMES	2
HIGHEST SCORE	8.7
LOWEST SCORE	6.5
XBOX LIVE PLAYABLE	1
XBOX LIVE CONTENT	1
NUMBER OF SHOTS CONSUMED BETWEEN OXM TEAM	58

↑ Apparently AA does group membership discounts.

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.

THE TRUTH

We only review the finished UK version of a game – the version that you will be paying for and playing. The US or Japanese release will often differ from its UK counterpart. By sticking to this policy, we will never mislead you by reviewing imported games or preview versions. Microsoft has no access to, or influence over, the Official Xbox Magazine. The company supplies us with info, screenshots and games before any other magazine. We don't do deals with Microsoft, or any other publisher, to get access to finished games. As a result, we're in the best position to give you what you deserve – balanced, objective and accurate reviews on which to base your buying decisions.

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.

THE TEAM

PHOTOS: **JAMES WILSON**

STEVE BROWN // EDITOR

STEVE spent a plush week at Skywalker Ranch in California. He promised to bring us back presents. We got in-flight magazines.

NOW PLAYING: *FSW, Mashed, Star Wars Battlefront*
FAVE TIPPLE: Pimms and lemonade

OWEN NORRIS // ART EDITOR

OWEN returned to his old Southend stomping grounds for Andy's birthday bash. After a haze of mini-skirts and white stilettos, he was aching for his old XR2.

NOW PLAYING: *Halo, Mashed, Rainbow Six 3*
FAVE TIPPLE: Nelson (...Mandela = Stella)

GAVIN OGDEN // DEPUTY EDITOR

GAV had a day at Alton Towers courtesy of his dad's firm. Torrential rain meant he spent the day in the bar, only emerging for a Human League concert.

NOW PLAYING: *RSC2, ShellShock: Nam '67, Shadow Ops*
FAVE TIPPLE: Vodka

BEN LAWRENCE // SENIOR STAFF WRITER

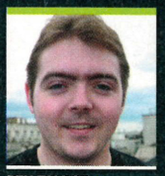
BEN went clothes shopping after enlisting the help of fashion gurus Andy, Owen and Phil. Straight Eye for a Queer Guy: surely a potential a TV show...?

NOW PLAYING: *SC: PT, Mashed, Spider-Man 2*
FAVE TIPPLE: Any pink or blue Alcopops

VANESSA HARDS // OPERATIONS EDITOR

THE summer party gave V a chance to get dressed up. Her huge New Rock boots must have needed an anti-gravity device in the soles to walk in.

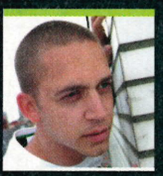
NOW PLAYING: *Thief, Harry Potter, KOTOR*
FAVE TIPPLE: Vodka and orange



BEN TALBOT // PRODUCER

OH wow, he's the greatest dancer... Seriously. The Welsh wonderkid owned the summer party dance-floor with his crazy sheep-shearing shapes.

NOW PLAYING: *Thief, Sudeki, Psi-Ops*
FAVE TIPPLE: Gin and tonic



PHIL MADGE // DEPUTY ART EDITOR

HOW not to impress girls at a BBQ: break-dance badly, be crap at keepy-ups, and get blotto on wine/vodka/Pimms cocktails. Real smooth, Madge!

NOW PLAYING: *FSW, Mashed, UEFA 2004*
FAVE TIPPLE: Pina Colada

ANDY IRVING // STAFF WRITER

ANDY received a shock at the summer party after passing out in Madge's room at 5am and waking up in his pants. In bed. With Madge. Oh dear...

NOW PLAYING: *FSW, Mashed, Riddick*
FAVE TIPPLE: Long Island Ice Tea

THIS MONTH'S GAMES

SUDEKI
The action-heavy RPG comes hacking 'n' slashing into your life after a small eternity in development. Was it worth the wait?

068

RICHARD BURNS RALLY
After smouldering in development for a while, the game of rally's second son comes burning onto Xbox.

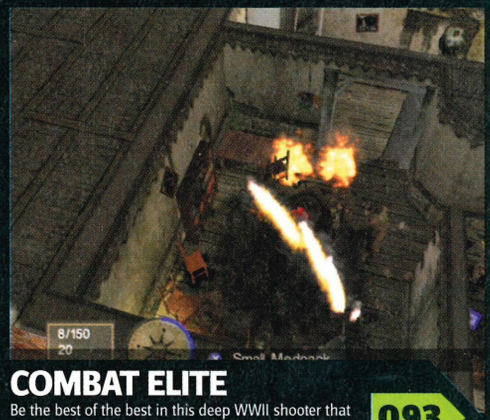
084

SHREK 2
After a top summer, the ogre's worth serious money. But enough of Rooney, check out this movie tie-in.

074

DRIV3R
Uber-violence, frantic car chases, Hollywood voice talent and cinematic replays. Reflection's long-awaited threequel is here.

080



COMBAT ELITE
Be the best of the best in this deep WWII shooter that uses the ace Snowblind engine and D&D combat rules.

093

SHELLSHOCK: NAM '67
Tour of Duty and *Platoon* still couldn't prepare us for this brutal Vietnam shooter. Where's that revolver...?

076

SPIDER-MAN 2
The web-slinger swings back into town. Don't just think it's off the back of the film either – this is seriously good.

088

THE REST

ARMY MEN: SARGE'S WAR
The petulant plastic warriors are back for some more backyard battles. Injection moulding has never produced such an entertaining result.

087

DANCE:UK
Feel the calories and carpet burn with this ace dancing series making its Xbox debut. Just don't blame it on the sunshine. Or the moonlight.

095

REVIEWS DIRECTORY
Every title ever released on Xbox, rated right here. Don't even think about buying a game until you've read this!

096

>>NEXT MONTH: We brave an encounter with the bad boy of sci-fi for the stunning-looking *The Chronicles of Riddick: Escape from Butcher Bay*. Ding and co return for *Rainbow Six 3: Black Arrow*, the sultry *Catwoman* crosses our path, we get spooky with *Psi-Ops* and spooked by *Ghost Master*, while Arnie's back (again) with *Terminator 3: Redemption*. Issue 33, on sale 12 August. Miss it, miss out.

SUDEKI

The two-year wait is over! Here's the final verdict. It's the world-exclusive PAL review!

WORDS: **BEN TALBOT**

THE BRIEF

AN RPG with a real-time combat system. Guide four heroes through three rich and varied fantasy worlds.

GAME INFORMATION

DEVELOPER: **CLIMAX**

PUBLISHER: **MICROSOFT**

RELEASE DATE: **27 AUGUST 2004**

PLAYERS: **1**

WEBSITE: **WWW.XBOX.COM/SUDEKI**

OFFICIAL XBOX MAGAZINE ELITE

OFFICIAL XBOX MAGAZINE GAME OF THE MONTH

WE CAN JUST see it now. The episode of *Jerry Springer* where some RPG fan with a blue rinse is singing the praises of *Sudeki*. He's changed his name to Tal and has turned into a pyromaniac, setting off fireworks left, right and centre to show off his 'skill strike'.

Do you fall into this category? There's no shame in it because we've all been there. Spending 40 hours on *Knights of the Old Republic* (Issue 20, 9.5) and *Final Fantasy VII* was absolute heaven. But we're not the only ones; it's equally apparent that the makers of *Sudeki* are just as mad about adventuring.

We can't confirm that the Climax development team has pink hair, but it's obviously been reading obsessively the encyclopedia of Japanese RPGs. Just like the aforementioned fireworks, *Sudeki* is a sprinkling of oriental elements, mixed to explosive effect. It's an extremely traditional role-player, most obviously a throwback to SquareSoft's *Secret of Mana* and the massively popular *Legend of Zelda* series.

In *Sudeki*'s awe-inspiring introduction, we're introduced to four heroes living in the fairytale kingdom of Illumina. They're cute and they're annoying but it's little wonder when they live in such peaceful and prosperous times. It's all thanks to Queen Lusica who rules the bright empire like a vindictive mother-in-law. Her latest scheme is to protect the kingdom from invaders by creating a powerful energy shield.

To achieve this, she needs magical crystals and that's where you come in. Controlling Tal, Ailish, Buki and Elco, you venture out into hostile lands and deathtrap dungeons to retrieve the magical stones. Although we can't get away from the fact that the four heroes are horribly clichéd ('traditional' can only go so far), the team dynamic is still very entertaining.

That's not just in the way that teamwork is required to solve puzzles, but the way the characters squabble just like friends do in real life. Elco's the lovechild of Dexter and Harry Potter, but he still thinks he's a ladies' man. »

ONLY ON XBOX

PLAY IT ON THE DISC

KRENN MUST DIE! » He's the killer app

EVERY DUNGEON in *Sudeki* is topped off with an old-skool boss monster you must do battle with. These encounters are easily the dramatic highlight of the game. Krenn the homicidal super-computer is our favourite. At first he looks like a giant ball bearing, but moments later he's become a terrifying mechanical spider. In an ironic twist of fate, Elco is forced to go one on one with the machine that he helped create...

↑ Krenn's only weak spot is the red eye in the centre.

↑ This beam attack can be avoided by strafing.

↑ When he stops to recharge, shoot the electric nodes.

↑ *Sudeki*'s god Tetsu rewards your heroes with better outfits throughout the game. Here we see Ailish's improved Seraphitic Armour.

"The plot winds and twists cleverly, making sure you control all four heroes - not just your favourite one"

» This really annoys Ailish and Buki who don't take sexism lightly. Buki is especially peeved when the two blokes stumble into the trap of Nassaria the siren. Funny moments like this go a long way to making you warm to the four discordant heroes.

Sudeki's plot winds and twists cleverly, making sure that you control all four heroes rather than just sticking to your favourite one. In the opening mission you'll control just Tal, but from there on you'll use different parties. Learning how to make different heroes work together is bags of fun.

In combat, teamwork is especially important. Battles are real-time and there's a massive difference between the sword-swinging warriors Tal and Buki and the projectile-firing sneaks Ailish and Elco. Melee combat is a lot like *Dynasty Warriors* (Issue 23, 6.5). You tap away at the X and A buttons to hack 'n' slash, and the better your timing, the more damage you do. There are about 20 normal combos to learn.

In comparison, ranged combat is totally wacky! When controlling Ailish and Elco, the game switches into FPS mode, but sadly it's not particularly good. Very little skill is »

↑ Ailish can cast protective spells over Tal and co.

» BONUS INFO

» PROTECT AND SERVE
You only control one character at a time during combat, the others are taken care of by the game's AI. Thankfully, this is very competently done. It's even possible to adjust heroes' individual AI states. You can either make them more aggressive fighters, more defensive, or act as bodyguards for the character you're controlling.

» FIND THE KEY
Sudeki's sub-quests are a bit of a letdown. Almost every one involves retrieving a quest item and returning it to a certain character or place. Unlike *Knights of the Old Republic* where new storylines are unlocked for finishing sub-quests, the rewards in *Sudeki* are less satisfying. It's only worth doing the ones that yield new weapons.

» EAST END WARRIOR
We can't figure out why each of *Sudeki*'s 60-plus NPCs have wildly different regional accents. There's a couple of scousers, an Irish bloke, a talking rabbit who seems to hail from Louisiana and a very camp royal courtier. It's funny but doesn't make sense in this kind of fantasy world. We really like the aquatic children though. They just gurgle instead of speaking!

↑ Battles are a visual feast with no drop in framerate whatsoever. A great achievement.

↑ Nassaria bursts out of the sea and whips you with her tail.

↑ Every monster has a weak spot. These aquaticlaws shield their precious eyeballs.

» required to point your crosshair in the right direction and hold the trigger down while running backwards. Even the teleporting monsters have trouble catching you. We reckon that melee combat has the edge, but shooting is useful if you want to take the cheap (but energy-preserving) option. One good thing about ranged combat is that some projectiles pass through multiple creatures, adding an element of skill. Tactics also come into play as you choose which 'enchantments' to add to your weapons. These add spice to your attacks, like afflicting the enemy with poison and weaker armour.

If you're an RPG purist balking at the frantic real-time combat, don't give up just yet! Bringing up the quick menu makes everything slow down to quarter-speed, giving you space to choose from a list of *Final Fantasy*-style 'skill strikes'. These setpieces are a great visual sensation, not to mention extremely »

ON THE MENU »

CHARACTER STATS have to be adjusted manually as you gain experience and level up. Although there's no option to do this automatically, there are only four categories to enhance. These are health, skill, power and essence. If you don't want to spend experience points boosting your powers, you can use them to purchase new skill strikes.

↑ The plus symbols indicate a new upgrade is available.

KRENN: THE KRENN BATTLE HAS CHANGED SIGNIFICANTLY SINCE LAST YEAR'S E3 BUILD. THAT VERSION PITTED ALL FOUR HEROES AGAINST THE ROBOTIC TERROR, RATHER THAN JUST ELCO. THE FRAMERATE WAS HORRIBLE BACK THEN THOUGH.

ANOTHER DIMENSION >> Explore new worlds

SUDEKI'S TWO main worlds, Light and Dark, are alternate realities. This means that locations you explore in Light World also appear in Dark World but in twisted, evil forms. Unlike the people of Illumina, Dark World's inhabitants are plagued by poverty, strife and even uglier monsters. Without giving too much away, your party encounter their own alter-egos in Dark World later on. The third, smaller planet known as Shadow World is the hub-level that allows you to teleport between places.

↑ In Light World, Brightwater is a thriving fishing village. The fishermen seem very careless with their possessions, losing them in the sea. You must find them.

↑ In Dark World, Brightwater is known as Crystal Reef. It's a horrible, poverty-stricken place where everyone lives in fear of archonites and Nassaria.

↑ Target the sorcerer archonites first.

↑ Elco's jetpack has very limited fuel.

"The animation of the boss creatures is superb, their range of attacks always surprising, and their AI first-rate"

>> damaging to any enemies foolish enough to be in the vicinity.

Sudeki's monsters look so incredible though, that it seems a shame to slay them. They're an odd mix of killer robots, insectoid sorcerers and Harryhausen-esque mythical beasts. When it comes to monsters, the bigger the better. *Sudeki*'s boss creatures, particularly Krenn and Nassaria (see Krenn Must Die, page 070), are easily the highlight of the game. The animation is superb, their range of attacks always surprising and their AI first-rate. We're always pleased to see monsters working as a team, and *Sudeki*'s magical creatures will usually enchant and heal their kinsman rather than just attacking you. Beating them first will save you a lot of grief.

But it's not just the creatures that look amazing. In *Sudeki* you get three worlds to explore, and they all look absolutely astonishing. When walking through Transentia for the first time, you really won't believe that this is just a game. Wherever you look, there are incredible details like windmills turning in the distance or legions of mining robots wandering the walkways far below. It's easy to lose yourself, but thankfully you'll never actually become lost.

Although it takes around 15 minutes to walk from Illumina castle to Brightwater on the opposite side of Light World, the HUD game map is so good that you'll never take a wrong turn. This is also partly because the worlds are very linear, but more on that later.

Sudeki's intelligent game camera also helps you enjoy the gorgeous worlds to their fullest. The camera tracks behind your party, switching to cinematic angles when you're doing skill strikes and solving puzzles. Best of all, the camera can always be rotated and zoomed >>

BONUS INFO

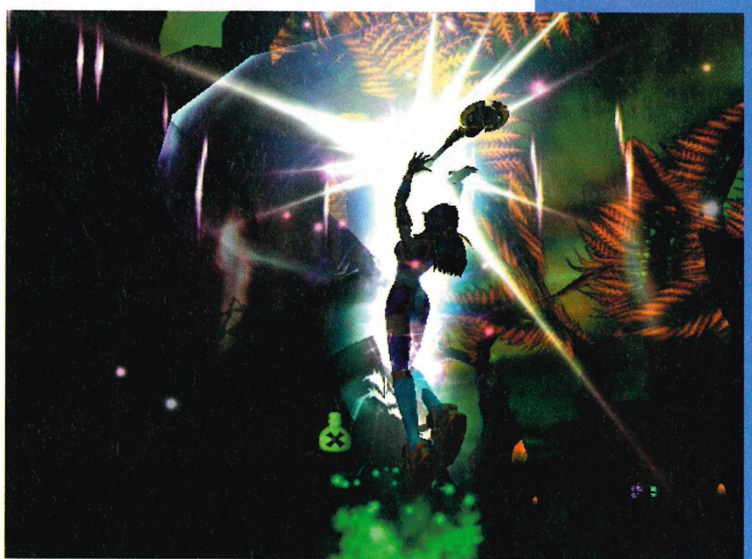
>> BAKER STREET

Ex-*Doctor Who* and *Little Britain* star Tom Baker does the narration for *Sudeki*, as well as voicing the mysterious god, Tetsu. His charisma and tone really outclass all of the other voices in the game.

>> HIGH SPIRITS

Throughout the game, each of the four heroes has a vision of *Sudeki*'s god, Tetsu. He grants you a spirit protector that you can summon during combat, provided you have enough spirit strike points. These attacks are just like a smart bomb, killing every foe in the area. They're graphically awesome to boot.

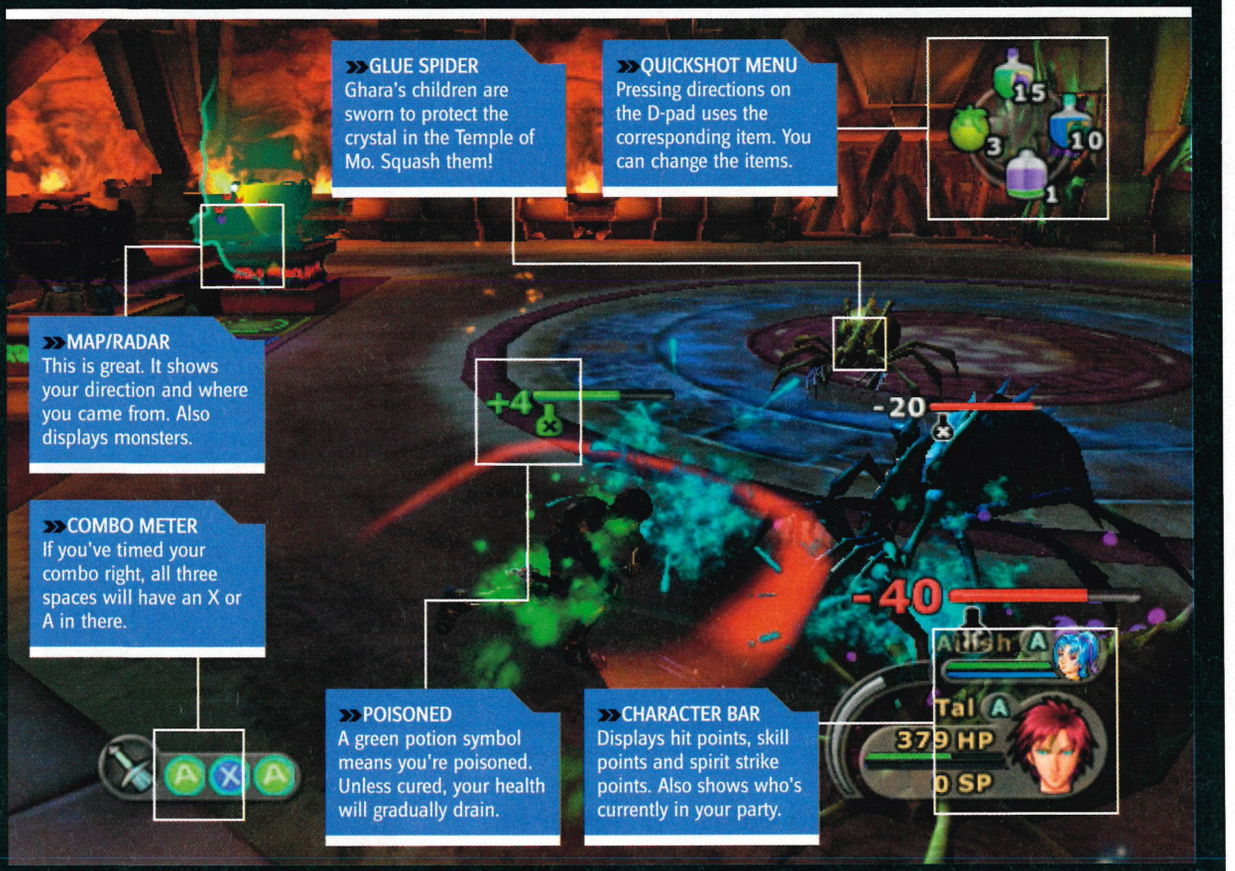
↑ Buki's weapons allow her to climb up walls as well as slicin' up monsters.



↑ One spell from Ailish can cure the team of poison status.

ITSY BITSY SPIDER >> Exterminating bugs in the Temple of Mo

YOU'VE GOT A chance to explore the Temple of Mo near Shadanni-Mo in this month's trial version. You won't encounter the Glue Spiders though – they've been saved for the finished game. Just one bite is enough to poison Tal and Ailish. Caution is advised.



>> BONUS INFO

>>LOADING TIME
One of *Sudeki*'s most impressive technical feats is that there's hardly any loading. At most, you'll have to wait about three seconds for a new area to load, and these areas are fairly big.

>>GOT IT LOCKED!
It's a shame that *Sudeki* doesn't have a lock-on button to target individual foes during melee combat. It's a system that worked really well in *Ocarina of Time* and could have made the fighting here more intuitive.

↑ **Tal's shin-splitter has limited range but can kill multiple enemies instantly.**

>> using the Right thumbstick. You'll never miss out on the best view of the action.

It's undeniably a very linear game, and the sub-quests don't have enough of a hook (see Find the Key, page 070) to make you want to complete them all. Whether you fall in love with this will really depend on whether you prefer sprawling worlds with little detail, or *Sudeki*'s smaller worlds with mind-blowing quantities of graphical splendour. Personal taste will also decide how much you like the storyline. It isn't freeform in any way, but it's still enthralling and very well realised.

Ultimately, *Sudeki* falls a long way short of the scale and longevity of *Knights of the Old Republic*, but then again, it's a very different kind of adventure. We love *Sudeki*. It's a colourful, beautiful adventure with a refreshing and distinctive feel. We're sure you'll be dyeing your hair pink in no time.

THE VERDICT

POWER
One of the best-looking games on Xbox. Stupendous animation and detail. A real visual powerhouse.

STYLE
The plot is gripping and well conceived but annoying character voices sometimes get in the way.

IMMERSION
Sudeki's worlds are so attractive that you'll want to pack up your belongings and move there.

LIFESPAN
Shorter than *KOTOR* but there's still about 22-25 hours' play. Maybe more if you finish every sub-quest.

GOOD POINTS
+ LOOKS UNBELIEVABLE
+ SKILL STRIKES ARE VERY SATISFYING
+ AI IS SUPERB

BAD POINTS
- FPS COMBAT REQUIRES LITTLE SKILL
- GRATING ACCENTS
- HEROES VERY CLICHÉD

SUMMARY
***Sudeki* was well worth the wait. Very different from the other RPGs on Xbox and a brilliant, vibrant adventure romp.**

OFFICIAL XBOX MAGAZINE SCORE

8.7 // 10

>> **PREVIOUSLY:** First Look – Issue 10; News – 11, 24, 25; Excl. Access – 18, 30
>> **COMING SOON:** Hints – Issue 33

BLOOD DONOR: SUDEKI IS SURPRISINGLY GORY. ONE OF THE EARLY SCENES FEATURES A VILLAGER WITH A PICKAXE COMING OUT OF HIS EYE! LORD TALOS ALSO ENJOYS BEHEADING PEOPLE.

↑ If you have trouble getting through a swarm of bees, get Fiona to freeze time to make your path a little easier.

Mirror, mirror, on the wall, did we need this at all?

SHREK 2

WORDS: **BEN LAWRENCE**

GAME INFORMATION
DEVELOPER: **LUXOFLUX**
PUBLISHER: **ACTIVISION**
RELEASE DATE: **OUT NOW**
PLAYERS: **1-4**
WEBSITE: **WWW.SHREK2THEGAME.COM**

» THE BRIEF

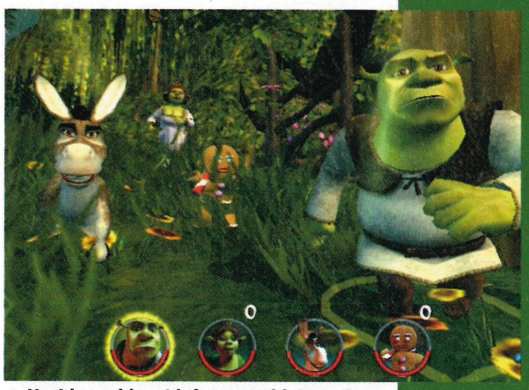
ACT out the plot of the second *Shrek* film, while killing everything you see with comedy weapons and moves.

NOEL, MYLEENE, Kym and the blonde one may have all disappeared back into oblivion or up the bum of some revolting budget musical, but Danny has made a name for himself. Having starred in the cult hit *Shrek*, the bulbous-headed ogre of Hear'Say has pulled off a coup. He's married Cameron Diaz, he's mates with Eddie Murphy, and now, on the eve of his second feature, a game of the same name comes along. Ladies and gentleorges, please be upstanding for *Shrek 2*.

For all intents and purposes, *Shrek 2* is a kiddies' jaunt through the various locations of Far Far Away Land, a slow-moving monster-bashing meanderer of a game. It's top-down (don't be fooled by the shots, they're just there to make it look pretty), it runs on tracks like nobody's business (oh boy, does it run on tracks), and it's as easy as insulting a member of a reality TV pop band. But, unlike the films laced with their double entendres and knowing winks, this game is squarely aimed at tots.

Shrek bashes, Fiona twirls, Donkey kicks, and depending on which of the other playable characters join you at any time, you'll have an apple-thrower, a swash-buckler, a huff-puff-and-blow-your-house-downer, or other gifted companion in your team. You control each of the characters singularly, selecting which one you feel suitable for a task by clicking the triggers, then allow the AI to control the remaining three. Or, in multiplayer, four gamers can control a figure each. With a combination of teamwork and a hefty dose of thumping the flora and fauna, you work your way from one checkpoint to the next, all the while wondering what crate it is you need to smash to extract some of that infamous *Shrek* wit.

Sure, it looks pretty enough, but this is your standard film tie-in of a



↑ You'd tremble with fear, wouldn't you?

↑ Now, they be some big rats!

» BONUS INFO

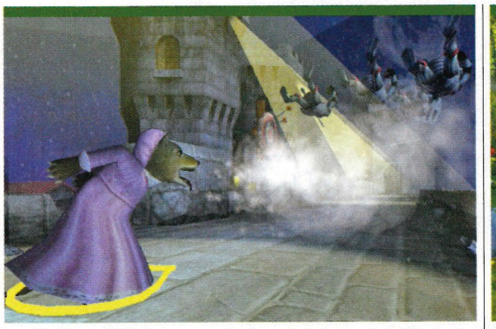
» GET COOKING!

Bake us some gingerbread men. Send them in and the best will get a prize! You'll need 1 cup of shortening, 1 cup sugar, 1 egg, 3/4 cup molasses, 2 tbsp vinegar, 5 cups flour, 1 1/2 tsp baking soda, 1/2 tsp salt, 2-3 tsp ginger, 1 tsp cinnamon. Mix the shortening and sugar. Beat in egg, molasses and vinegar. Sift together flour, baking soda, salt, ginger, cinnamon. Blend with the shortening and egg. Chill for three hours. Roll dough 1/2 inch thick and cut with cutter. Place on greased tray and bake at 375°F for five minutes (get adult supervision if you're under 16). Post them to us. The tastiest gingerbread man we sample will even get a special mention. We're not joking either. We're hungry. Now, go cook for us. Thank you.

HOCUS POCUS >> The magic powers of Far Far Away Land can be mighty handy...

SHREK ISN'T THE only character to possess special powers to help you during your quest. Here are some of the more useful abilities you'll find along the way. Remember to try unconventional approaches to things. *Shrek 2* might concentrate mainly on bashing, but sometimes you've got to think your way out of a situation.

↑ **Puss In Boots: the swashbuckling feline is great for walking tightropes and getting to hard-to-reach places. This is especially handy as he can nab potions and unlock doors that would otherwise leave you stuck.**



↑ **Big Bad Wolf: unsure whether he's Little Red Riding Hood's Wolf or the Three Pigs' Wolf, he dresses like a granny but can blow things away from afar. Fab for keeping those letching drunks away.**

↑ **Donkey: when he's not leading sizzling toddlers along a beach somewhere, Donkey can unleash the Burrito Blast, a noxious 'does-exactly-what-it-says-on-the-tin' weapon that'll have people falling to the floor.**

"It looks pretty enough... but it all comes across as a little bit vanilla"

>> game. The voice acting is iffy but passable, and there are the prerequisite cutscenes to give a taster of what to expect in the movie. The gameplay never really extends past requiring you to punch things, or getting two characters to use a see-saw to reach high places, and it all comes across as a little bit vanilla. There are brief moments known as Hero Time for each character that help lift *Shrek 2*, such as a *Crash Bandicoot*-inspired dragon ride, or trying to get Shrek to clear out a pub full of drunken yobs, but these are too few, and too short.

Each character also has a special move, such as the Gingerbread Man's ability to lure enemies into traps with cookies, or Fiona's handy ability to freeze time, but they never really add anything to the experience and you can accomplish just about everything without once resorting to using them. So, it's back to the walloping of fluffy animals and the collecting of shiny penny pieces, while the game just seems to drift in front of your eyes, never once making a lasting impression. Go see the film instead.

↑ **Puss is smaller in the movie, isn't he?**

↑ **Shrek is great for tossing enemies away.**

↑ **Look at Shrek and Fiona and imagine their babies. It sends shivers down your spine.**

↑ **Fiona prepares to get walloped by Robin Hood. Nasty man.**

THE VERDICT

POWER
Eh? What? It's a cross-platform kiddies' game – hardly a processor-sucking masterpiece.

STYLE
Well, it's sweet and looks a little like *Shrek*, but that's it. There's hardly any fairytale magic here.

IMMERSION
Even with four players this won't keep you hooked for long because everything is so repetitive.

LIFESPAN
A day and you'll be done. Then you can get back to other games without talking donkeys in them.

GOOD POINTS
+ A GREAT VARIETY OF CHARACTERS
+ VERY COLOURFUL
+ EASY TO PLAY

BAD POINTS
- LACKS SHREK DOUBLE-ENTENDRE HUMOUR
- DULL GAMEPLAY
- TOO REPETITIVE

SUMMARY
A bit cheesy, a bit dull, and not really worth bothering with. If you're a total *Shrek* nut, it might be worth a five-minute bash.

OFFICIAL XBOX MAGAZINE SCORE

6.0//10

>> PREVIOUSLY: Incoming – Issue 31
>> COMING SOON: A third film

DEAD RINGER: CHRIS FARLEY WAS ORIGINALLY GOING TO VOICE SHREK, BUT DIED OF A MASSIVE COCAINE OVERDOSE INSTEAD. SILLY MAN.

↑ Click the Right thumbstick to see an over-the-shoulder view of all the action.

Bringing the horror of war to home consoles

SHELLSHOCK: NAM '67

WORDS: **GAVIN OGDEN**

GAME INFORMATION

DEVELOPER: **GUERILLA**
PUBLISHER: **EIDOS**
RELEASE DATE: **SEPTEMBER 2004**
PLAYERS: **1**
WEBSITE: **WWW.SHELLSHOCKGAME.COM**

THE BRIEF

SEE the terrifying Vietnamese war through the eyes of a rookie soldier caught up in the biggest nightmare of his short life.

IT'S ALL GOING off in the jungle. A scan of our radar reveals we've got *Conflict: Vietnam*, *Men of Valor* and the recently announced *Vietcong* (see page 012) all due before the end of the year. Iraq and WWII have been done to death and games based on the Vietnam War are next to don the full metal jacket.

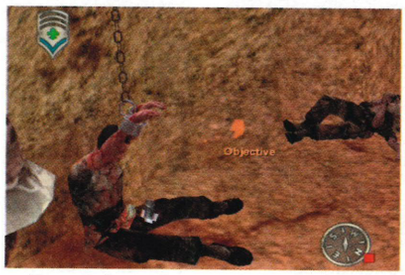
ShellShock is the first wave and its unique take on the genre is its focus on the macabre: torture, suicide, napalm attacks, execution, amputation and other stomach-wrenching war wounds. You even have to gun down female soldiers. It's not a pretty sight and definitely not for the younger gamers among us. This is war.

Coding honours have been handled by Amsterdam-based Guerrilla (formally Lost Boys), the same team working on *Killzone* for PS2. Since the team started on the game for Eidos, Sony swooped in and signed up the studio to work exclusively on Sony platforms (it's not just Microsoft then). A side effect of this deal was that the game had to be made in the third-person. Don't ask us why and it does suffer a bit for it, but not enough to put us off. After all, we all love the third-person *Conflict* games, don't we?

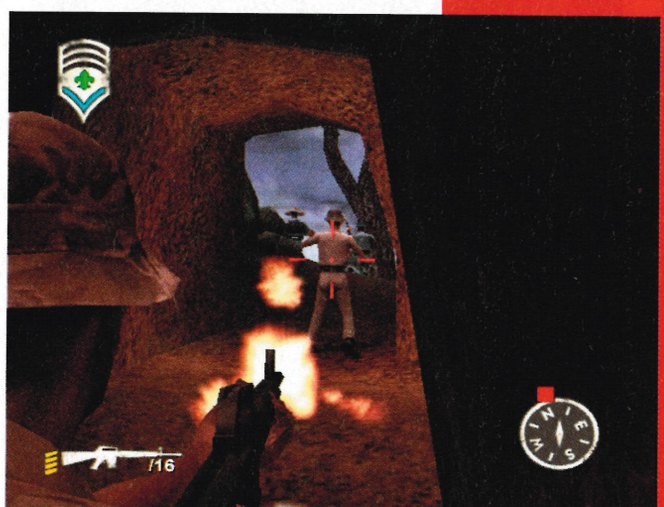
As you can see from the screens, the game has a very distinctive and gritty style. The jungle environments ooze atmosphere and tension as a Vietcong warrior could be hiding in cover just five feet from your position. And you won't realise until they open fire. As we said, gameplay is fleshed out in a third-person mode and it'll take a few levels to get used to it. It feels like it should have been a first-person shooter and we would have loved it even more if it was. But once you've upped the sensitivity of the controls, you'll be popping heads in no time.

Before you're dumped headfirst into a sweaty Vietnamese nightmare, you get to pick one of three soldiers and initial your dog tags. It doesn't matter who you pick, as the story plays

↑ Deep breath needed here.



↑ Torture plays a big part of the game.



↑ Shoot enemies in the back.

BONUS INFO

LAUNCH DELAY
The Eidos board has decided to hold the release of *ShellShock: Nam '67* until September in order to provide its new franchise with "a better opportunity to deliver its true potential", a company statement said. Looks like we can expect *ShellShock 2* next year then.

GROOVY TUNES
Backing the game is a stunning soundtrack featuring some groovy tunes from the '60s. Before you start each mission you'll be able to chill out to the likes of Percy Sledge, Sonny and Cher, Roy Orbison, The Monkees, The Small Faces, John Lee Hooker and The Troggs.

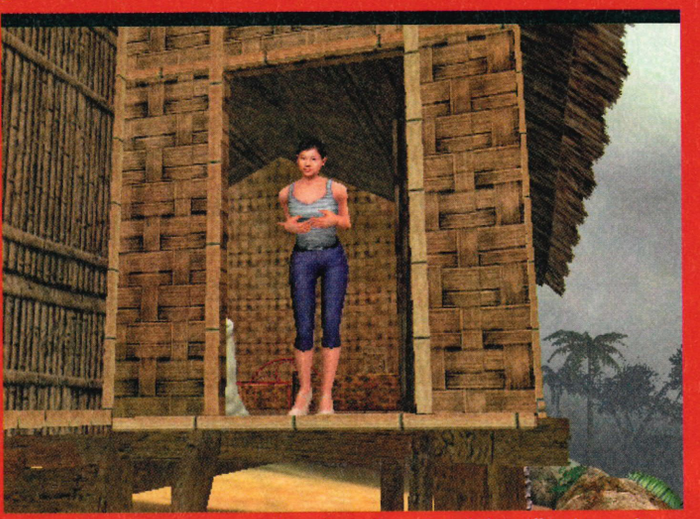
PERSONAL DEVELOPMENT
You begin as a rookie but as you complete more missions you'll be able to develop your character into a Special Forces agent before becoming a member of the top-secret Black-Ops.

PAIN BARRIER
Soldiers won't simply live or die during gameplay. A wounded fighter will still attempt to take a pop at you. Make sure they're dead with a shot to the head.

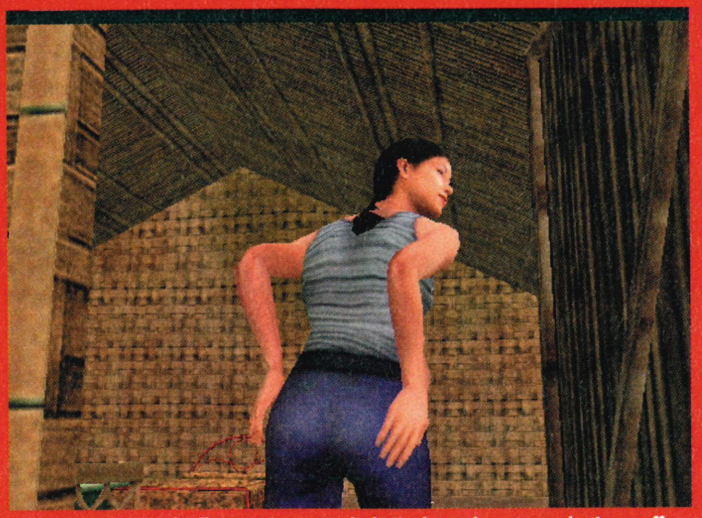
YOU'LL PAY FOR THAT >> Keep moral up with some boom-boom

AT ONE INTERSECTION before starting a mission, you get to walk around the outskirts of town and pick up a nice young VC lady to relax you. Take your time though and shop around for the best deal. You wouldn't want to get short-changed or taken for a ride now, would you?

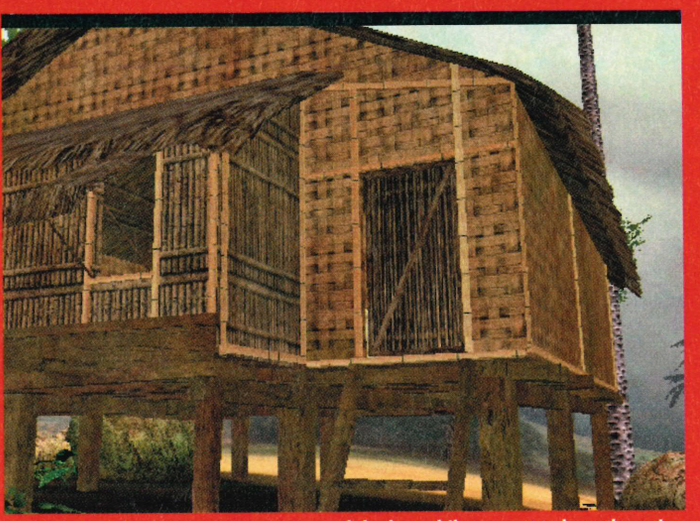
>> Check out what the ladies have on offer by walking up to the girls and listening to what they have to say. It's quite amusing. Look at that rabbit icon!



>> Once you have chosen your date, flash the cash and she will invite you into her wooden abode for a nice bit of slap and tickle.



>> If you're lucky she'll even give you a little jiggle to show you what's on offer in the hope of enticing you into the hut and handing over hard cash.

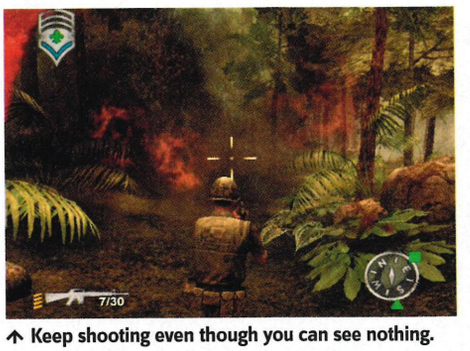


>> Once inside, the camera pans around the hut while you get to hear the noise of bedroom wrestling. Now you're primed for more war. Zip it up, soldier!

"ShellShock: Nam '67 is an extremely violent game that plays on the horrors of war. It's a videogame nasty"

↑ Watch as air support carpet bombs the fields.

↑ Throwing grenades is sure to uncover enemies.



↑ Keep shooting even though you can see nothing.

>> out the same whoever you choose. The game continues in a mission-based way and you can go back to any level you choose and on any difficulty level to pick up more medals and intelligence info – little extras that unlock some goodies along the way.

At the beginning of each mission you can walk around boot camp and talk to other soldiers. This all seems a bit pointless in our book and only serves to slow down the action. So find your helicopter, start the mission and get stuck in. Each mission sees you having to achieve a specific objective or two. These range from finding ammo stashes and enemy bases to escorting hostages to safety and taking out Vietnamese generals. It's quite a short game though, about 12 levels in all, with no multiplayer to extend its longevity. But you can go back and finish all the levels on various difficulty settings for some replayability.

Each mission is pretty much a case of gunning your way from A to B. Using cover is vital if you're to survive longer than a few minutes. The Left trigger makes your character sprint for a limited amount of time, and you'll

CABIN FEVER: ALONG THE WAY YOUR MEN WILL BEGIN TO CRACK UP. A FEW SCENES INVOLVE THEM LOSING IT COMPLETELY AND GOING ON A RAMPAGE OF EXECUTION.

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BOOBY TRAPS

THE JUNGLE IS littered with all manner of nasty traps just lying in wait to tear a limb off or impale you with big wooden stakes. War's a nasty business.

Keep your eyes peeled for any out of place wires that may be hiding in the bushes. Look out for this icon too - it's a dead giveaway.

To disarm the traps you've got a little puzzle to figure out against the clock. Fail to do it first time and it'll go off in your face.

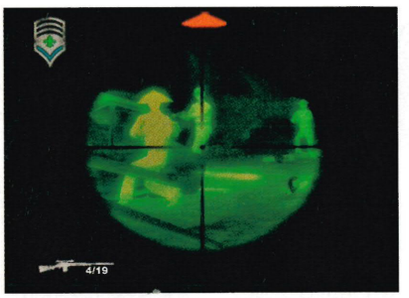
Some traps just explode on your ass but others are an instant death. Take a look at this poor fellow: he's a goner.

↑ Hear the cries of war as your fire team pegs it across an open field towards a face-off with the VC.

need to use it as you run from cover to cover advancing towards the enemy. You'll be deader than Elvis if you get caught with your pants down in the middle of an open field.

Though you play the game as part of a team, you don't get to control anyone except your character. Your squad will move through the map by your side rather than running off and doing its own thing. The AI just about does its job but members will occasionally get under your feet or in your line of sight. Luckily there's no consequence for friendly fire, but your men will shout at you to cut it out if you accidentally hit them. They drop to the ground and get back up a few moments later and carry on like nothing happened. The enemy AI is also passable, if unspectacular. The soldiers will continue to run at you until there aren't any left.

ShellShock is an extremely violent game that plays on the horrors of war. You'll see people shooting themselves rather than give up valuable info, hostages gutted like fishes, women POWs executed for fun and lots of blood. Cutscenes will shock you, as will the in-game dialogue. It's a videogame nasty in the same vein as *Manhunt* (Issue 30, 7.5), but take all that with a pinch of salt and you'll find *ShellShock* is a great shooter, even if it is a little short.



↑ Shoot the men in white. They're bad.

↑ Use any cover you can. You'll last longer!

THE VERDICT

POWER
It looks great throughout and the jungle environment is one of the best we've ever seen.

STYLE
Perfectly captures the gory side of war with a unique gritty style. You can almost smell the napalm.

IMMERSION
You'll fear for your life and bury your head in a cushion when the ultra-violent scenes come into play.

LIFESPAN
With a small number of missions and no multiplayer, shooter fans should cane this one in no time.

GOOD POINTS
+ LOOKS GREAT
+ CAPTURES A NEW SIDE OF WAR
+ PLAYS LIKE A DREAM
+ SOUNDS FRIGHTENING

BAD POINTS
- NO MULTIPLAYER OPTIONS
- QUITE SHORT

SUMMARY
A great game that captures the darker side of war. Definitely not for kids, but older gamers will love its gritty style.

OFFICIAL XBOX MAGAZINE SCORE

8.2//10

PREVIOUSLY: Gallery - Issue 29, Preview - Issue 31
COMING SOON: Hints - Issue 33

ONE AT A TIME: YOU CAN ONLY CARRY ONE MAIN WEAPON AT A TIME, SO MAKE SURE EVERY SHOT COUNTS.

↑ Throughout the game, you'll find a few well-placed bullets can put an end to many of your troubles. The police won't know what hit them.

Like a Nissan Bluebird with a Blaupunkt sound system: sounds better than it is

DRIV3R

WORDS: **BEN LAWRENCE**

GAME INFORMATION
DEVELOPER: **REFLECTIONS**
PUBLISHER: **ATARI**
RELEASE DATE: **OUT NOW**
PLAYERS: **1**
WEBSITE: **WWW.DRIV3R.COM**

THE BRIEF

TAKE down a car-smuggling ring and kill loads of people. Smash some cars up while you're at it too.

TANNER IS A cop, a cop who knows how to get results. Tanner shoots first, asks questions later. Tanner knows the streets; this is his neighbourhood. Tanner sleeps with a gun by his side, and likes his woman like his liquor: cheap, Russian, and made from potatoes. Tanner is all cop... apart from those crustacean genes that make him walk like a crab. Tanner, Tanner, he's our man, if he can't do it, no one can.

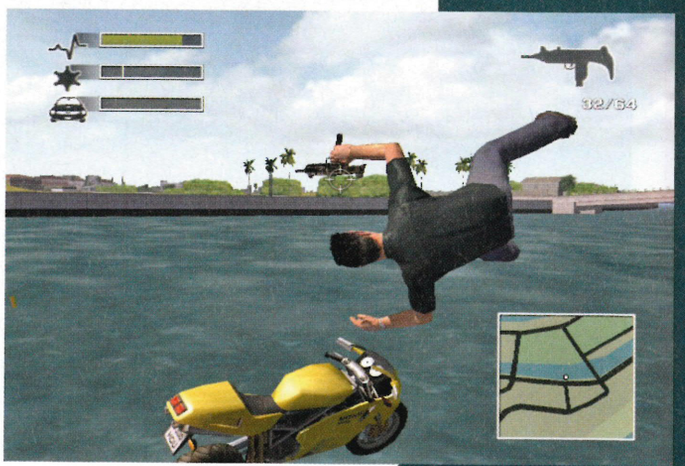
Driv3r (pronounced Driv-three-r presumably) is here, and it's trying to scrape its keys down the side of action gaming and steal its fluffy dice.

Tanner, undercover cop and star of previous games such as *Driver* and *D2iver* (sic), has returned, having, it seems, not learned a thing from the *GTA* games that have since so deftly swiped the crown from his bonce. Don't worry, we won't repeatedly reference *GTA* throughout this review. Such comparisons would be wholly unfair, and won't paint a true picture of *Driv3r*'s nature, but it has to be said, with *GTA* setting such a high new benchmark, you'd at least try and aim for somewhere near it, wouldn't you?

The game begins on dubious ground, with Tanner racing alongside his companions to the scene of a siege. It seems radio communication is down because - and get this - if you don't manage to keep up with the pack of pedestrian-harvesting cop cars, you lose the first mission. Why? Is it police policy to try and shake off their colleagues in the hope of losing them on the way to a crime scene? We wouldn't usually pay so much attention to something so trifling so early on in the game, but in this case it acts as a perfect indication of what *Driv3r* is made of. The game, for all the fun you may or may not have, is a bundle of inconsistencies, illogical missions, dopey AI and irrelevancies.

The actual driving physics, car models, collision detection and vehicle handling are second to none. They really are superb. Like previous *Driver* games, you can Take A Drive before embarking on a mission, which is a little like taking a sightseeing tour without

↑ Pedestrians? Nothing more then skittles.



↑ How *not* to ride a motorbike.

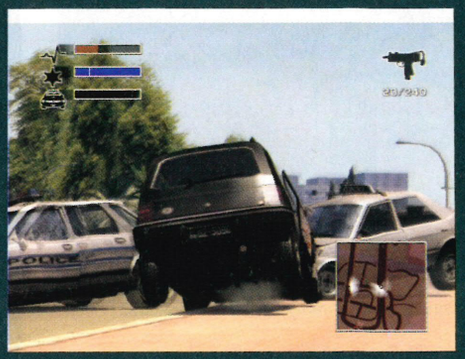
BONUS INFO

BLUE AWAY
When you aim your gun at people, if a blue target appears over them, don't kill them - they're innocent. Mind you, we did burst open a door in a level to find a blue target appearing over the head of a hired lady 'kneeling down' in front of a man. Surely that's illegal behaviour?

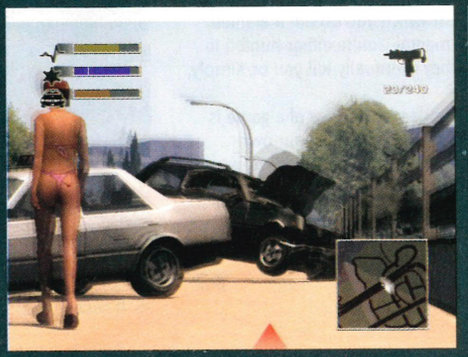
HOT WHEELS
If you see flames licking out of your engine, get out of your vehicle as soon as you can, it will blow up within a few seconds. This is a great way of taking out cops too. Just aim your car at them, and dive out before it goes off.

EYE WITNESS» The beauty of all-out destruction...

IF YOU HIT the Black button on your pad during play, the camera switches to an off-road perspective. Everything goes slo-mo, allowing you to see, and take advantage of, the cinematic visuals. It's pretty useless for full-on chases, but if you're about to pull an audacious stunt or have a head-on collision, hit this baby for extra impact.



↑ The cops have formed a roadblock and you're going to smash through it. Switch to slo-mo cam!



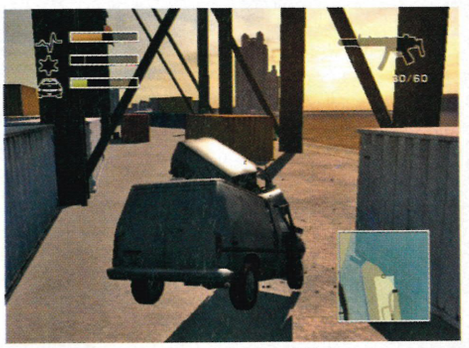
↑ Having failed, you then double back, hitting the side reservation and glimpsing a, er... swimmer too.

↑ It's too late. You've been pinned in and the police are all on you. A pop in the head and it's curtains.

» plastic cagoules and disposable cameras. You can choose your vehicle and destination, then take to the streets. Pull 180s, smash through stacks of boxes, demolish what you will, because it's deeply satisfying. Try out your weapons by blowing a traffic jam to smithereens or just have a browse around, because once you embark on the missions proper, you'll question virtually everything you're asked to do. As a side note, the Take A Drive option begs the question why such vast cities have been created. Pop-up is rife, and seeing as this is the only free-roaming element of the game you'll encounter, you'll wish smaller, tighter gaming areas had been implemented to cut down on the hideous 'an-18-wheeler-has-popped-up-five-feet-in-front-of-me-and-it's-going-to-squash-me-like-a-bug' scenarios.

Many of *Driv3r*'s missions are now on foot (guess is wouldn't have had so much impact had it been called Stroll3r), and it is in these that *Driv3r* suffers the most. As we mentioned, Tanner scuttles about like a crab, unable to jump the most meagre ledges, yet perfectly at »

↑ The grenade launcher always works wonders.

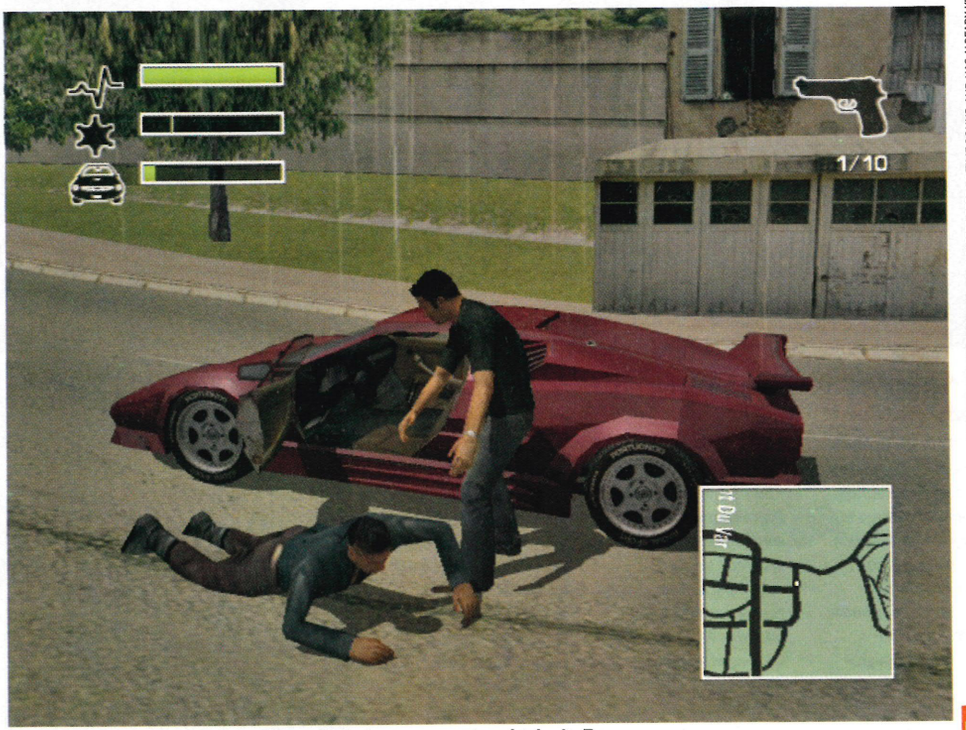


↑ Head-ons are pretty cool. They kill the other drivers.

↑ The explosion dynamics are second to none.

↑ A little smash and grab never hurt anyone.

↑ Exploding cars damage those next to it too.



↑ If you want a car, simply walk up, kick the owner out and take it. Easy.

DRIVING TEST: THEY SAY SECOND-TIME PASSERS MAKE BETTER DRIVERS. RUBBISH. BEN L PASSED SECOND TIME ROUND AND HAS ALREADY KILLED 17 GRANNIES AND A RABBIT.

home sliding to and fro. He doesn't truly understand your commands either, opting sometimes to merely stand and admire a car, rather than jump in and drive it. But maybe it's best to not get in a car at all, because the strolling Tanner seems invisible at points. The AI is set firmly on attacking you, for the most part, when you're behind a wheel. Step out to stretch your legs and the game seems to lose you. One example is the Trapped mission, where you're being chased through a shopping mall complex by a frenzied cop car. If you don't drive like a devil you're as good as smashed to pieces, but there's a simple flaw you can manipulate to your own ends. Get out the car, shoot the policeman who's driving, and then go about your business. So many of these potentially difficult missions rely on nothing more than you stepping out, shooting, then driving off. Hardly '*Driver*' is it?

The missions themselves are also too much to believe. You are an undercover cop, yet you have the wholesale slaughter of entire police divisions on your hands. You have to smash, burn, blow up and maim hundreds of policemen throughout your batty missions, but never suffer the consequences of killing them, besides being greeted with another wave arriving for a similar fate. Their presence is also dubious. Go a nudge over the speed limit and you're set upon with all the hellish force of the law, yet spend minutes at a time blowing up cars and killing people in a very nasty manner and not a single siren will be heard. The level at which you obtain a wanted status isn't incremental. You're either hunted to extinction until they eventually kill you or, simply, you're not.

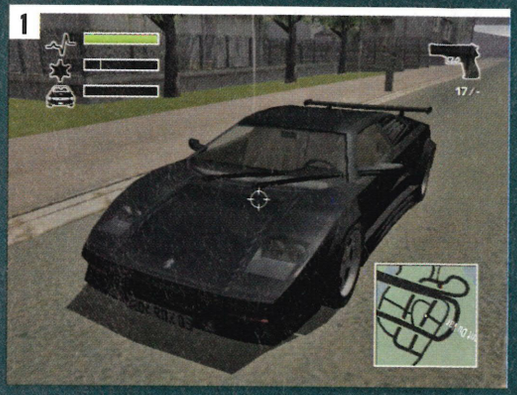
One of the fundamental rules of a game is that, should you die, it is through your own doing, not because the game is flawed. However, such is the randomness and unpredictability of *Driv3r*'s enemy AI, you could die because the game doesn't know in what measure it should react to your actions. And don't get us started on the CPU drivers in the cities. They'd as happily cross the central

↑ It seems such a shame to see so many beauties damaged.

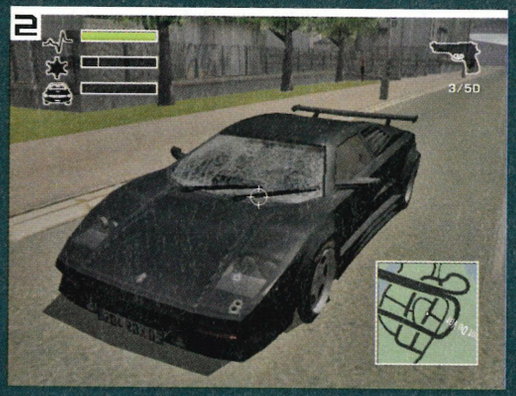
"Blow up and maim hundreds of policemen, but never suffer the consequences"

IT'S ONLY A SCRATCH

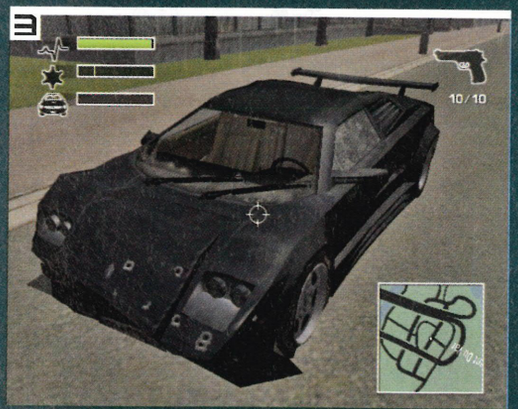
YOUR CAR CAN go through a lot of damage before it blows, and the way it gradually falls apart is amazing, especially at the hand of an Uzi. Observe...



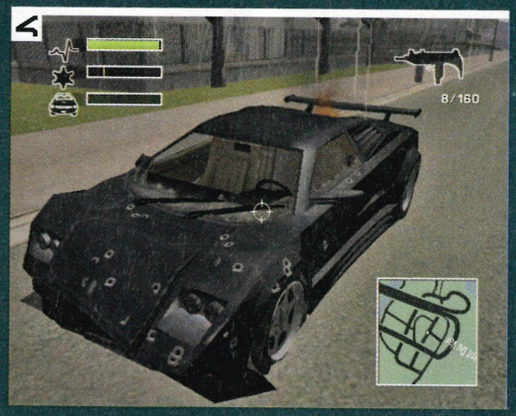
There she is, a classic Lamborghini Countach, untouched by sticky human fingers, and not a wet dog has ever sat in the back seat. Roll up your suit sleeves and bung in a Dire Straits cassette, this baby is going to see some serious action.



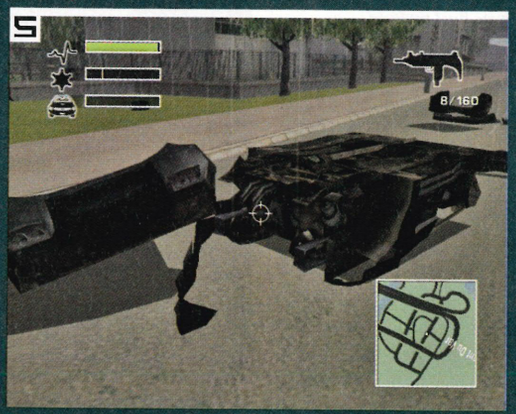
With a few pops of a bullet, the pristine machine starts taking something of a battering. Real-time bulletholes riddle her bonnet, the front wheels are blown out, and the windscreen is spider-webbed with cracks. Don't worry, you could still drive her at this point.



The windscreen has completely gone, the tyres are flat, and the fender is falling off. Your steering will now be affected and you won't go as fast as before, but you can still use her as a vehicle if you need to. Watch out for the white smoke coming off the engine.



Now you're in trouble. Once your engine starts pumping out black smoke and flame, you have between five and ten seconds to bail out. The car will no longer steer, so jump out if you're moving, or simply stop the car and run if you're going slowly. You'll see why urgency is needed in a moment.



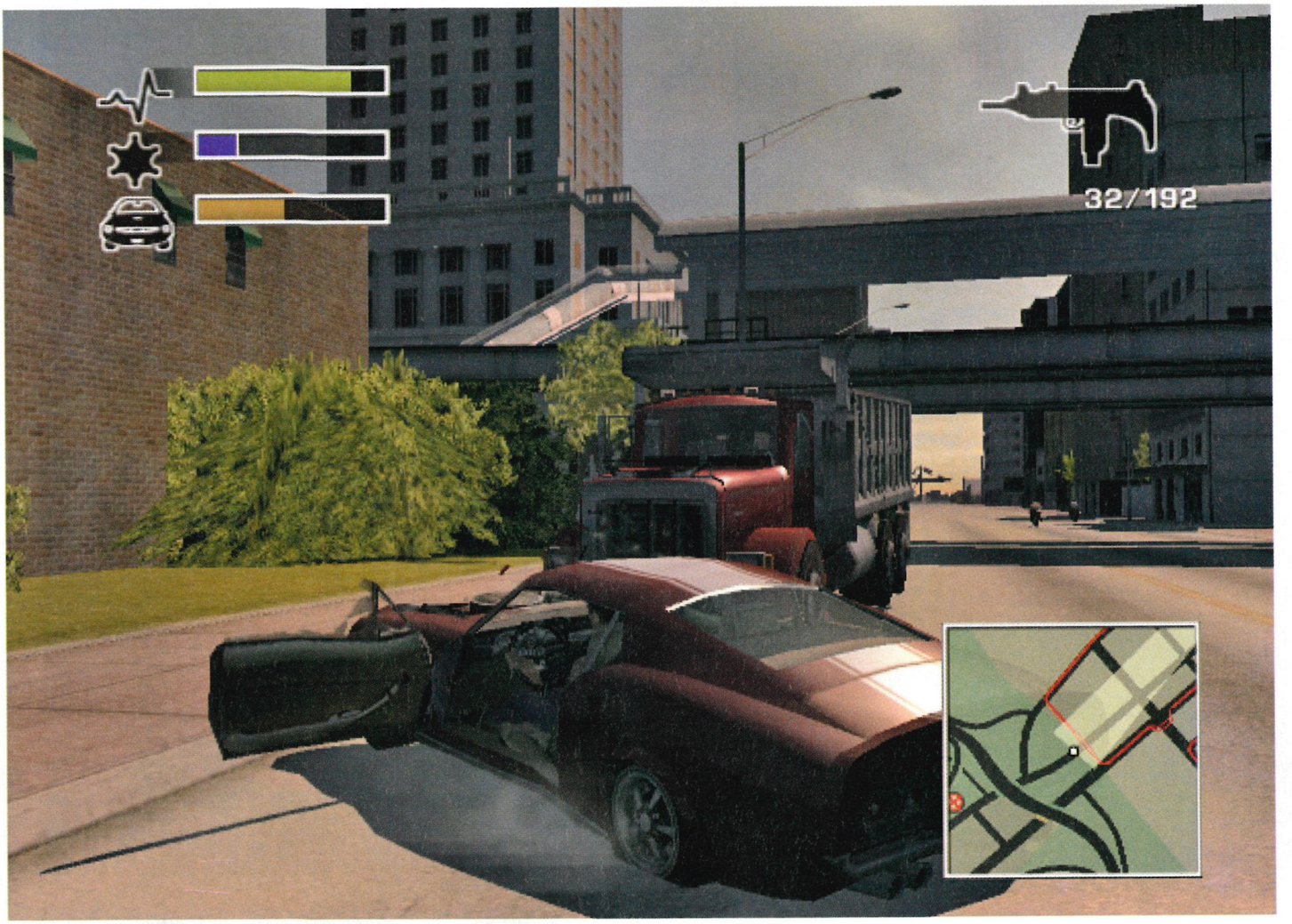
No sooner have you run to safety, the whole thing explodes in a ball of flame and metal, leaving this twisted, unrecognisable wreck. Hopefully, if there are enemies nearby you can kill them with this method (shoot cop cars for example), just make sure you're well clear of the blast zone.

BONUS INFO

CHITTY BANG BANG
Look out for the grenade launcher. It causes huge amounts of damage to enemy cars and is great for dispersing road blocks and other obstacles you encounter. Watch where the grenade falls though – they have a tendency to bounce back and land too close to you.

PICK ME UP
Enemies can be careless – they sometimes drop their weapons. Make sure you scoot over to them and scoop up everything you can. You'll need some mighty big weapons if you're thinking of stopping some of those artic trucks that try and squash you flat.

LIVE DREAMS
Although *Driv3r* is 'Live', unfortunately this doesn't mean you can play co-op or split-screen with your mates. Instead, the Live compatibility simply allows your friends to see you're playing *Driv3r* at the time. Oh well, here's hoping *Dri4er* will manage it.

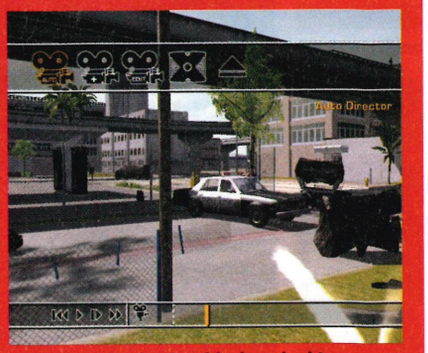


↑ You're never going to stand a chance against the likes of a dumpster. Better nick it instead then!

"Pull 180s, smash through stacks of boxes... it's deeply satisfying"

AND... ACTION!

LIKE THE PREVIOUS *Driver* games, you'll be able to save and play back your missions. This allows you to see all those close scrapes, ramp jumps and shoot-outs you'd have fought. You can quickly fast forward, rewind, and freeze-frame specific parts of your game, then save the most impressive highlights to your hard drive. Remember, if you capture something truly astounding, save it and send it our way. If it's good enough we'll put it on the disc for all to gawp at (see page 118 for details).



↑ Your motivation is a black and white cop car.

reservation to pull into a non-existent road as they would drive off a cliff.

Driv3r is a big metal box of contradictions. On one hand it is programming perfection. The cars have been designed and implemented to almost anal detail. They are a joy to drive. It's just a shame that what you are then asked to do with your dream cars, and the constraints the game places on you, render the fun pretty much void. If only the AI, mission structure and level design had as much attention lavished on them, we could be looking at a classic. As it is, *Driv3r* is little more than a showcase for Reflection's ability to create superbly realistic vehicle models muddied with horrendously misplaced storytelling and AI that could be put to shame by a toaster.

↑ Roadblock? Don't fret, fetch the guns.

THE VERDICT

POWER
It has pop-up, there are too few cars on the roads, the AI is dumb... this is not an Xbox workout.

STYLE
It's a little soulless, but sit in a Mustang for a while and you can *almost* touch some form of style.

IMMERSION
When you're not on a mission, you could spend hours pottering around the highways killing folks.

LIFESPAN
Mmm... how long can you Take A Drive? There's your answer in a nutshell, pal.

GOOD POINTS
+ BEAUTIFULLY RENDERED CARS
+ FLAWLESS PHYSICS
+ PLENTY O' VIOLENCE

BAD POINTS
- MOST STUPID AI EVER
- POP-UP ON AN XBOX!
- PARTICULARLY DUMB MISSIONS AND STORY

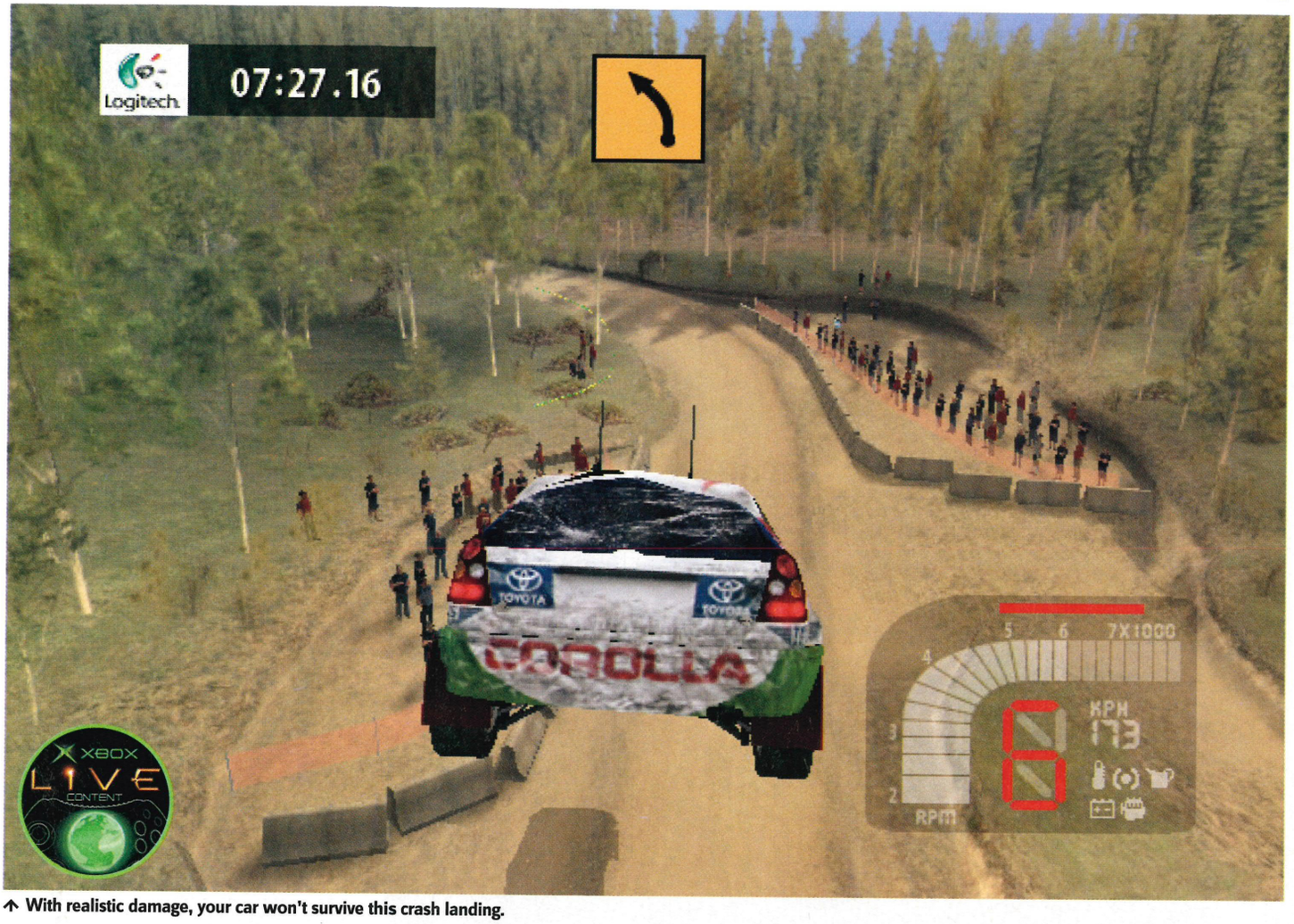
SUMMARY
Stupid game with bacon-saving four-wheeled beauties. After gameplay of any depth or merit? You're in the wrong place.

OFFICIAL XBOX MAGAZINE SCORE

6.9/10

COUGH, COUGH: THE AVERAGE CAR GIVES OUT ITS OWN WEIGHT IN CARBON EMISSIONS WITHIN A YEAR OF ROLLING OUT THE FACTORY. MMM... ASTHMATICACULAR.

PREVIOUSLY: News - Issues 13 & 14, Gallery - Issue 22
COMING SOON: Hints - Issue 33



↑ With realistic damage, your car won't survive this crash landing.

The ultimate test of skill, nerve and your patience...

RICHARD BURNS RALLY

WORDS: **GAVIN OGDEN**

GAME INFORMATION
DEVELOPER: **WARTHOG SWEDEN**
PUBLISHER: **SCI**
RELEASE DATE: **OUT NOW**
PLAYERS: **1**
WEBSITE: **WWW.RICHARDBURNSRALLY.COM**

THE BRIEF

ULTRA-REALISTIC rally simulation featuring input from world-class mud-flinger Richard Burns and his co-driver.

BEFORE YOU'RE let loose in a rally car capable of silly speeds on the country roads, you'd expect to have a take a few lessons in how to handle the beast, if only for insurance reasons. It's a similar deal here: *Richard Burns Rally* won't let you jump straight into the meaty career mode unless you've taken and passed the meticulous Driving School, which is a huge challenge in itself.

This sets the tone for a game which SCi positions as a different kind of driving experience compared to the granddaddy of the genre, *Colin McRae Rally* (see page 042) and the gorgeous *RalliSport Challenge 2* (Issue 30, 9.0). *Richard Burns Rally* is an extremely deep and realistic simulation of the sport, which sounds interesting on paper, but put it into practice and the reality is an unforgiving game that'll test your patience to the max. If you're prone to abusing your controller (throwing, biting, banging it etc) in sticky situations, then we suggest you bring out the third-party peripherals for this title, just to be on the safe side.

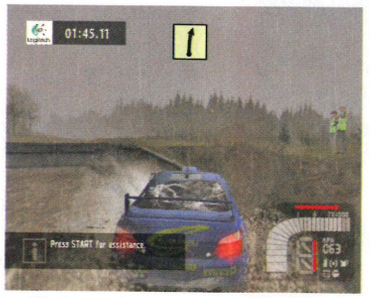
When the game skidded onto our desks, it came with a tip sheet that basically told us not to go too fast: "Watch Your Speed," it screamed at us, adding that just because you *can* reach speeds in excess of 170mph, it doesn't mean you *should*. Eh? Of course you should drive that fast if a game lets you – isn't that what racing games are all about? Not in *Richard Burns Rally* apparently, as you have to concentrate more on going slow than going fast. And that's just plain wrong, unless you're an avid fan of *Microsoft Flight Simulator*.

The Driving School teaches you both the basic and advanced skills of driving. Basic tests cover acceleration, braking and car positioning while the advanced techniques look at the handbrake, powerslide, oversteer and something called the Scandinavian Flick (turn the car in the opposite direction to the corner and then turn back into the corner). The school also tells you keep an eye on your speed at all times. Try putting all this advice into practice against the clock and good times quickly go bad.

Each of the lengthy stages is littered with hazards: rocks, ditches, logs, potholes, trees and

↑ Don't jump the gun at the start.

↑ Call for help to get back on the track.



↑ Hit Start when you're in a tight spot.

BONUS INFO

FOURPLAY
Multiplayer options are included for four players but it's not head-to-head racing with collisions – it's against the clock and ghost cars. The game is Live-enabled so you can post your times online and download ghosts.

WIN THE CROWD
Spectators will cheer you on as you speed past but be careful, as the dozy sods will sometimes stray onto the track. This goes for cameramen too, who take risks for that perfect picture. If you smash into them, the screen goes red and you're reset on the track.

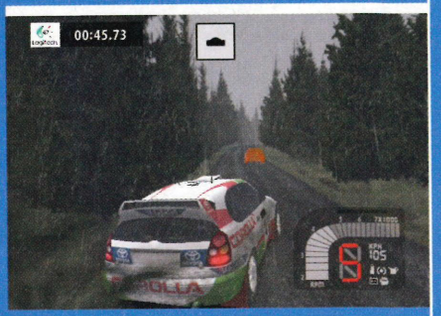
CAR BOOT SALE
The final roster of cars includes heavy-hitters such as the Peugeot 206, Citroen Xsara T4 and Subaru Impreza 2003. Stages are based on rally circuits from Britain and Japan to Finland and the French Alps.

HEAD TO HEAD WITH BURNS

A NICE TOUCH to the modes roster is the inclusion of Richard Burns Challenge mode. This lets you race Burns' ghost car on various stages. It's more fun than Career mode... if you can keep up with him, and that's saying something. It really is Burns' times you're racing against too!

↑ While racing Mr Burns you get to see how it's done. But only for the first couple of corners.

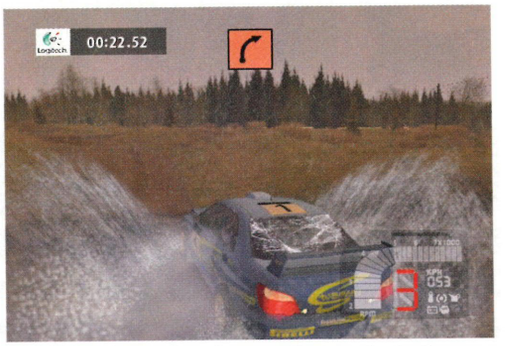
↑ Once you get the wobbles, Burns just gets further ahead of you. Dodge the cameramen too!



↑ The clock never gets above a minute - that's about as long as we can keep up. He's good.

↑ One wrong move and you'll see the car rolling like an Italian footballer. Red card.

↑ Wrong turn - listen carefully to the pace notes.



↑ Look hard enough and you can just see the track.

↑ Keep an eye out for the odd wandering spectator. He could jump out at any time.

road cambers. And it's like racing on a tightrope - the actual road area of some stages is only as wide as the car, making it even harder to stay on target. This makes concentrating on your driving technique, the stage you're racing, split-times and your speed, all at the same time, tremendously taxing. It's not much fun, and if you have the damage level set to realistic it's all over after a few bumps.

The vehicle's handling didn't convince us either, as the car seems to haphazardly pivot from left to right. If you're driving fast and have to brake suddenly, the wheels lock and the car wobbles from left to right, ending up with you in a tree. The actual racing doesn't feel that fast either, though it does in the first-person view, but then it's even harder to control the car.

One feature SCi really talked up during the game's development was how a crowd of spectators would help push you back on the track if you accidentally rolled the car and ended up in a ditch. However, in reality, you press the Start button and the game resets the car back on the track with a couple of zombie-looking spectators behind it who quickly run off. Not what we were expecting.

We can't stress enough that this is a rally game for hardcore sim fans only. If you're looking for some good old fun, look the other way: *Colin McRae Rally 2005* will soon be racing round the corner. *Richard Burns Rally* concentrates too much on the simulation side of things and, as a result, the fun factor has been clamped and left in a cold garage.

"You have to concentrate more on going slow than going fast"

THE VERDICT

POWER
Visually, there's nothing super-impressive, but it holds together well and there's little pop-up.

STYLE
Nice to see Richard Burns himself lending his rallying vocal talents to the Driving School.

IMMERSION
Super-hard to get into unless you're willing to sit through, and smash, the pain barrier.

LIFESPAN
You'll be tearing your hair out in hours. How long you last after that is a test of your patience.

GOOD POINTS
+ YOU GET TO RACE AGAINST BURNS' TIMES
+ LIKE A CHALLENGE? YOU'VE FOUND IT!

BAD POINTS
- VERY UNFORGIVING
- FEELS SLOW
- DIFFICULT HANDLING
- LOOKS A BIT BLAND

SUMMARY
Extremely hard to get into with some very unforgiving gameplay. Only for hardcore fans that like simulations.

OFFICIAL XBOX MAGAZINE SCORE
6.5 // 10

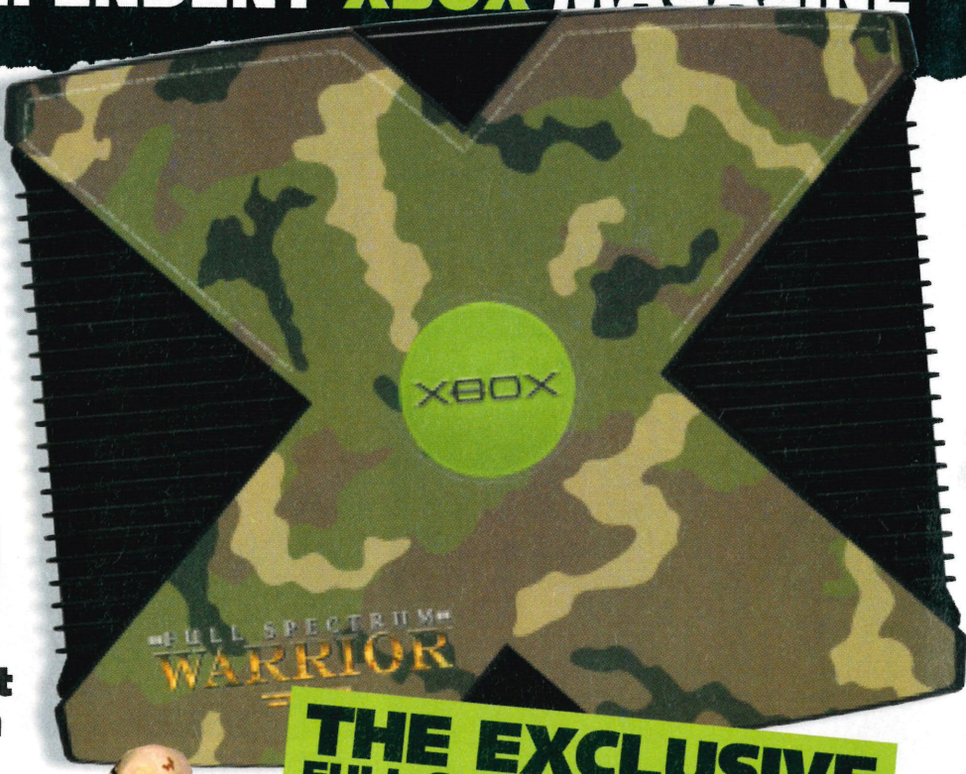
»PREVIOUSLY: First Look - Issue 22, News - Issue 25, Interview - Issue 28
»COMING SOON: Hints - Issue 33

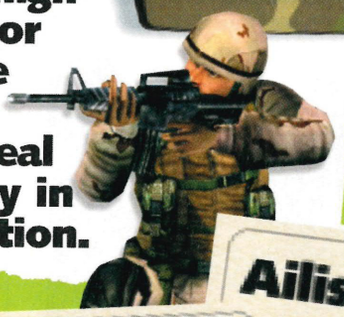
XBOXGAMER

THE UK'S BEST INDEPENDENT XBOX MAGAZINE

CUSTOMISE YOUR XBOX FOR FREE!

Bored of your plain old black Xbox? Well now you can give it a cool new look, with this high quality Full Spectrum Warrior camouflage sticker! Become the envy of your friends, and gain the ability to conceal your Xbox among shrubbery in an emergency combat situation.





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PLUS!

FREE! SUDEKI TRADING CARDS GAME!

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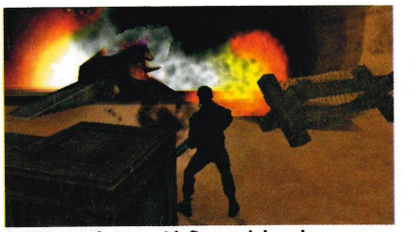
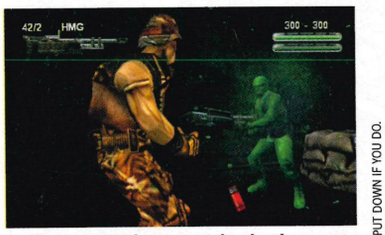
↑ Even with half your head missing you can fire a mean volley of plastic bullets. Go Sarge! Yeah!



↑ Destroy bases with firework bombs.

↑ You might want to find some health.

↑ Use a turret gun and mow them down.



↑ Those Tans deserve melty death.

Hell hath no fury like plastic soldiers scorned

ARMY MEN: SARGE'S WAR

WORDS: **BEN LAWRENCE**

GAME INFORMATION

DEVELOPER: **3DO**
PUBLISHER: **TAKE-TWO**
RELEASE DATE: **OUT NOW**
PLAYERS: **1**
WEBSITE: **WWW.TAKE2EUROPE.COM**

THE BRIEF

SEEK revenge on every Tan soldier after they wipe out your entire family in a surprisingly decent addition to the series.

BEFORE THIS game was handed out for a critical slamming, we played Russian roulette. Nobody wanted it. We chucked it round like pass the parcel at an embalmer's birthday party. What gruesome mess would ooze all over the unlucky person left holding the soggy package when the music stopped? Well, somebody had to be that person, and weirdly enough the resulting game isn't dripping over our shoes at all. We almost daren't say it, but it seems the *Army Men* franchise might just have hit on something good. Don't misunderstand us, this is no *Splinter Cell* or *Ninja Gaiden*, but it's far better than we could ever have hoped.

The best thing perhaps is that, only a level or so in, the entire stupid cast of entirely stupid characters gets utterly obliterated. They're dripping down walls, mangled and twisted, a sacrifice made by the developers no doubt to show that yes, *Army Men* is dead, long live *Army Men*. And from there on in it just gets better. Sarge, being the only Green standing, wages a war on the Tans like some mould-injected Arnie, slaughtering, destroying, and melting all who stand in his vengeful Polyurethane wake.

With a range of real-world weaponry at his hands, the damage he inflicts on his foes smarts. Each enemy has several damage parameters, so if you take a headshot, it comes clean off like a melon. They'll then run like chickens around the environment, shooting blindly in the air. Blow off their knee caps and they'll hop about, frantically trying to find somewhere to lean while they take a pop at you, and God forbid you draw attention to yourself because - here's a novelty for an *Army Men* game - the enemy is intelligent. Better still, the levels are infinitely superior to any of the calamitous nonsense of previous games.

And get this: the whole thing is a budget release. That's just £20 for a game that offers a considerable improvement over anything the series has done before, plus you blow people's heads off. Then of course, as the story (yup, that's better too) progresses, you're plunged into fighting elite Tans with invisibility devices, great thundering tanks, Apache 'copters, bazooka-wielding maniacs, gun turrets, and a Blofeld-inspired fireworks factory where Roman Candles and Catherine Wheels are manufactured for the purpose of total world domination by the Tans.

It's not going to cause massive ripples, that's for sure, and the stigma of all those atrocious *Army Men* games that once belched themselves upon us still hangs in the air like sick washed from a carpet, but it's...it's... it's... 'good'. There, we said it. Now excuse us while we go scrub our skin with bleach.

BONUS INFO

TERMINATOR TOO
Sarge takes damage like the T-100 in *Terminator 2*. Huge holes appear in his body, which he can heal by absorbing the plastic shards of fallen enemies.

THE VERDICT

POWER
Budget title = average performance. But *Army Men*'s lineage never was one for breathtaking gameplay.

STYLE
Quirky, clever (disarming a melt-inducing magnifying glass etc), and quite sweet - a complete surprise.

IMMERSION
Fine if you want to go at it like you're in some weird, shapeless adaptation of Arnie's *Commando*.

LIFESPAN
A day and you'll be done, but for letting out aggression and feeling a little tough, it does the job.

GOOD POINTS
+ REVAMPED AND REVITALISED
+ BRAINLESS FUN
+ INVENTIVE DEATHS

BAD POINTS
- ARMY MEN STIGMA
- CLUMSY CONTROLS
- MISSIONS CAN BECOME REPETITIVE

SUMMARY
A pleasant distraction. There's a way to go before *Army Men* can contend with the big titles, but it's a step in the right direction.

OFFICIAL XBOX MAGAZINE SCORE

6.8/10

PREVIOUSLY: You'd have hung us if we covered this!
COMING SOON: An even better *Army Men* game?

I'M MELTING! THE INVISIBLE TAN MARINES YOU FIGHT CAN ONLY TRULY BE KILLED WITH THE FLAME THROWER. DON'T WASTE YOUR AMMO ON THEM BECAUSE THEY TAKE A LOT TO PUT DOWN IF YOU DO.

↑ Tweaked combat means Spidey now has a ton of new moves. Uppercut them into the air and reel off a spectacular combo all the way down.

BONUS INFO

NIGHT CRAWLER
The New York daily timeframe lasts about 20 minutes, and there's distinct difference during the diurnal periods. Certain shops are open or closed and different areas can be accessed.

WACKY RACES
Tap the Back button to bring up a scale map of the city. Different modes show all the Race challenge icons, where Hero points can be earned for completing Wall Sprint and Swinging races on offer. Lose, and it'll cost you those points you just earned, though.

Taking swinging to a whole new level - and not a set of car keys in sight

SPIDER-MAN 2

WORDS: **ANDY IRVING**

GAME INFORMATION
DEVELOPER: **TREYARCH**
PUBLISHER: **ACTIVISION**
RELEASE DATE: **OUT NOW**
PLAYERS: **1**
WEBSITE: **WWW.ACTIVISION.COM/MICROSITE/SPIDER-MAN**

THE BRIEF

SWING AND smash your way through New York's criminal fraternity in this free-roaming, web-slinging sequel.

AT THE END of his first blockbuster movie, the web-slinging wonderkid declared: "With great power comes great responsibility." He wasn't wrong either; this year's *Spider-Man 2* movie will probably break all box office opening records, and as such Activision has a great responsibility to deliver a worthy videogame accompaniment. Fans of the first film would no doubt have lapped up the ace original game *Spider-Man: The Movie* (Issue 04, 8.0), yet *SM2* takes a much more free-roaming path through the streets of New York, and we're pleased to say it's all the better for it.

The narrative intro is a bit superfluous if you've any concept of the Spidey phenomenon (and let's face it, who doesn't), though it does give Tobey Maguire and co the chance to earn a bit of extra cash on the side - in fact all the characters from the film are voiced by their respective thesps, adding great authenticity to the game. Spidey's a bit older now so has a bit more freedom to hang out late and pick up girls. More freedom in a literal sense too, because Spidey now has an entire scaled replica of New York City at his sticky fingertips.

All the recognisable landmarks are present, from Staten Island to the Chrysler Building and, of course, *The Daily Bugle*. A full-on, living, breathing, dynamic city is now your potential playground, and Spidey can explore to his heart's content from street level right up to the highest point in the city, the top of the Empire State Building. Spidey can literally climb up and over every single physical object, and the massive free-roaming environment is an absolute joy to explore.

This is complemented by a fantastic new swing technique, aided by a much more natural and satisfying physics system. The

↑ Purchase web grades to increase your reeling-in abilities.

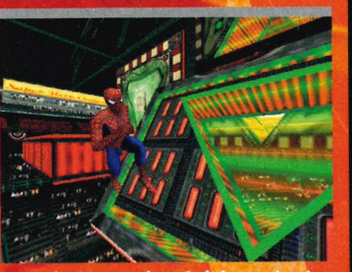
ARACHNID OLYMPICS >> Even Spidey has to work to stay on top of his game

TAKING A SIDESTEP from the movie plotline, a little way into the story mode we're introduced to special effects whiz and demented megalomaniac Quentin Beck, aka Mysterio. Spider-Man receives a public invitation to compete against Beck in a series of challenges, in a bid to undermine his credibility.

↑ Beck challenges Spidey to collect more convicts than him in a huge sports arena.

↑ Reel in the felons two at a time and deposit them in the green pits. Collect more than Beck to emerge victorious.

↑ After defeating the criminal mastermind, there's an elaborate obstacle course to overcome.



↑ Make it to each switch by navigating the rotating blocks, whilst avoiding Beck's laser blasts. Not an easy task!

↑ Two heads are always better than one. For crunching together, obviously.

↑ That thing's gonna blow, so get going. We're sure the Doc'll be alright though...

>> Right trigger still squirts magic white goo from Spidey's wrist, though this time your whippy web string will actually attach to a physical object, be it a building, tree, lamp-post or hovering helicopter. Gone is the invisible ceiling of the original game that saw our arachnid float along between rooftops, now you'll fall until your cord catches onto something. Holding the Left trigger at the base of your swing gives Spidey extra momentum during his pendulum motion, and releasing at the peak of the swing (A button) catapults the red-suited avenger way up into the stratosphere. It's possible to cover massive distances in one go using this graceful and fluid technique - vital for some of the tougher timed missions. This is a hugely enjoyable experience on the player's part, and the camera comes into its own by snaking along the streets and rooftops behind the character, really immersing players in Spidey's world and making them feel like >>

"Spidey's a bit older now so hangs out later and picks up girls"

↑ New York City is a huge environment to play in. Every building is a potential climbing frame.

↑ Mysterio's robot drones are easy to take out.

SPIDER-MAN 2 MOVIE TRIVIA: ALFRED MOLINA (DOC OCK), ACTUALLY HAD TO SLIM DOWN TO PLAY CHUBBY SATIPO IN RAIDERS OF THE LOST ARK.

↑ Every surface in the game can be scaled and used as a handy vantage point.

↑ Leap spectacularly from rooftops.

↑ Tie them up for an easy fight.

» Peter Parker taking his first, tentative suspended steps.

To accompany this free-roaming environment, the gameplay is suitably non-linear for the most part. As you canter through the huge city, your Spidey sense will tingle and you'll be alerted to a random street crime. These are entirely optional, often cropping up whilst you're en route to a main objective, and you've got the choice of undertaking these missions that include intervening in armed robberies, rescuing a dangling construction worker, or halting a stolen car. Whether you intervene or keep on moving, combat plays a huge part in *Spider-Man 2*, and has been significantly tweaked from the original game. A whole wealth of web- and fist-based combos are on offer, through the X and Y buttons, with B providing a rather handy dodge function whenever your Spidey Sense tingles. The complex combat actually requires a bit of thought and strategy, and is tactically more akin to a competent beat 'em up rather than standard actioner button-mashing. »

↑ Rhino is strong, but slow and stupid. You won't need a blunderbuss to take down your quarry.

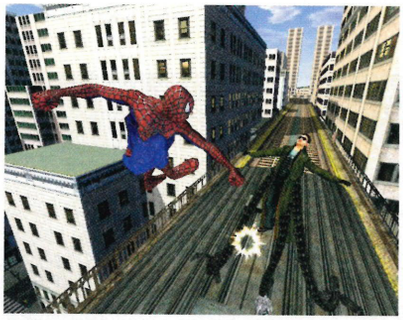
HOT STUFF COMIN' THROUGH »

Don't short-change this delivery guy

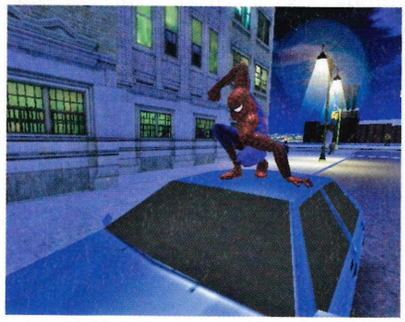
AFTER BEFRIENDING the owner of a pizza parlour, Spidey gets the chance to deliver pizzas in exchange for Hero points, against a tight time limit. Who said being a superhero was about saving the world?

» Grab the box and address details. It's getting cold, so hurry up.

» Make use of any available objects to swing along the quickest possible points. Beat the clock and spend those points. Just like Boots.



↑ Keep moving to avoid those tentacles.



↑ The 'Spidey Siren' wasn't a great success.

BONUS INFO

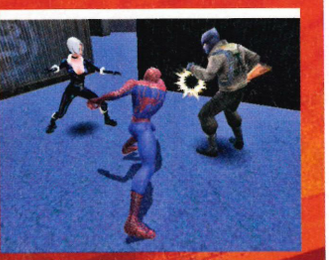
» MOVIE MADNESS
Obviously no Spidey movie tie-in would be complete without unlockable goodies. Locate the 99 hidden secret icons, usually dotted around atop obscure buildings, to view all the usual movie stills and concept art.

» CAMPBELL IT UP
The tutorial is once again presided over by the ever-sardonic Bruce Campbell from the first game. This Raimi favourite featured as the wrestling MC in the first film and as Ash in the ace *Evil Dead* movies.

↑ By combining web attacks and hand-to-hand combat, no enemy is safe. Reel 'em in then knock 'em out.

FRIEND OR FOE?

SPIDEY frequently encounters the seductively mysterious Black Cat. She'll play hard to get, making you chase her across the cityscape. If you manage to catch her up though, she'll often help you out in a tight scrap. But does she have ulterior motives?



↑ Spidey often gets a girl to carry out his dirty work. Top lad.

↑ Doc Ock and Spidey face off.

"Releasing Spidey at the peak of his swing catapults the red-suited avenger way up into the stratosphere"

It's important to carry out a certain number of these missions however, because doing your duty to the city results in hero points. They might not mean prizes but they certainly enable Spidey to purchase the numerous upgrades from the Comic Book Store. There's no fat sci-fi geek behind the counter but there is numerous swing, combat and health upgrades that make Spidey that bit stronger, helping on his quest. As well as beefing up the webslinger, these upgrade points play a vital role in unlocking further story missions. Initially fun, they quickly begin to grate, becoming very repetitive, very quickly. Fair enough if there was a separate roaming mode, but you get to the stage where you just want to get on with the story without faffing around earning the required few thousand points first.

And so on to the story then. Peter Parker is feeling the strain of being a superhero; his studies are failing, he's distancing himself from Mary Jane, though through OsCorp he does meet the brilliant Dr Otto Octavius. Like the film, he goes on to become Spidey's main adversary, though you'll have to fight through a fair number of irksome random missions to get your fix of the Octopussed outlaw.

And, it would be fair to say, that's the only real gripe we've got with *Spider-Man 2*, but it is a fairly major one. We love the idea of a completely free-roaming environment, but when you just want to hammer the intriguing (especially if you haven't seen the film) story, it's more of a hindrance than a joy. The swing system is fantastic and totally immersive, and it's a real joy to hare round the great-looking cityscape. The random missions, delivered by rather rough-looking generic characters, genuinely detract from the real game, and though paving the way for non-linear gameplay, are a bit much. But try not to get too bogged down in these, and we're left with an incredibly fun and authentic Spidey experience; just master the swing technique and you'll be content to fly around for hours, and the fantastically fast camera adds to the enjoyment. Pull on the mask and take *Spider-Man 2* out for a spin - you won't be disappointed.

↑ Spidey Sense warns of impending danger.

↑ Shooting two webs at a time is often vital.

THE VERDICT

POWER
Massive draw distances look spectacular, but the FMV is marred by shabby character design.

STYLE
Perfectly captures the wisecracking webslinger's world. Real actors' voices add to the experience.

IMMERSION
A fun tutorial and simple combat means you'll be smashing and swinging around in no time.

LIFESPAN
You'll clock story mode in 12 hours, but free-roaming possibilities mean you could swing around forever.

GOOD POINTS
- FANTASTIC SWINGING
- ACCESSIBLE AND FUN COMBAT COMBOS
- HUGE ENVIRONMENT TO EXPLORE FROM SIDEWALK TO ROOFTOP

BAD POINTS
- RANDOM MISSIONS GET VERY REPETITIVE

SUMMARY
Brilliantly puts players in Spidey's shoes, helped by a silky smooth swing system and massive playground to explore.

OFFICIAL XBOX MAGAZINE SCORE

8.6//10

PREVIOUSLY: Incoming - Issues 18 & 30; Gallery - Issue 21
COMING SOON: Walkthrough - Issue 33

SPIDER-MAN 2 MOVIE TRIVIA 2: AFTER A SERIOUS BACK INJURY, STAR TOBEY MAGUIRE ALMOST LOST THE LEAD ROLE IN THE SECOND FILM. WHO DID PRODUCERS HAVE LINED UP TO REPLACE HIM? KIRSTEN DUNST'S REAL-LIFE SQUEEZE, JAKE GYLLENHAAL OF DONNIE DARKO FAME.

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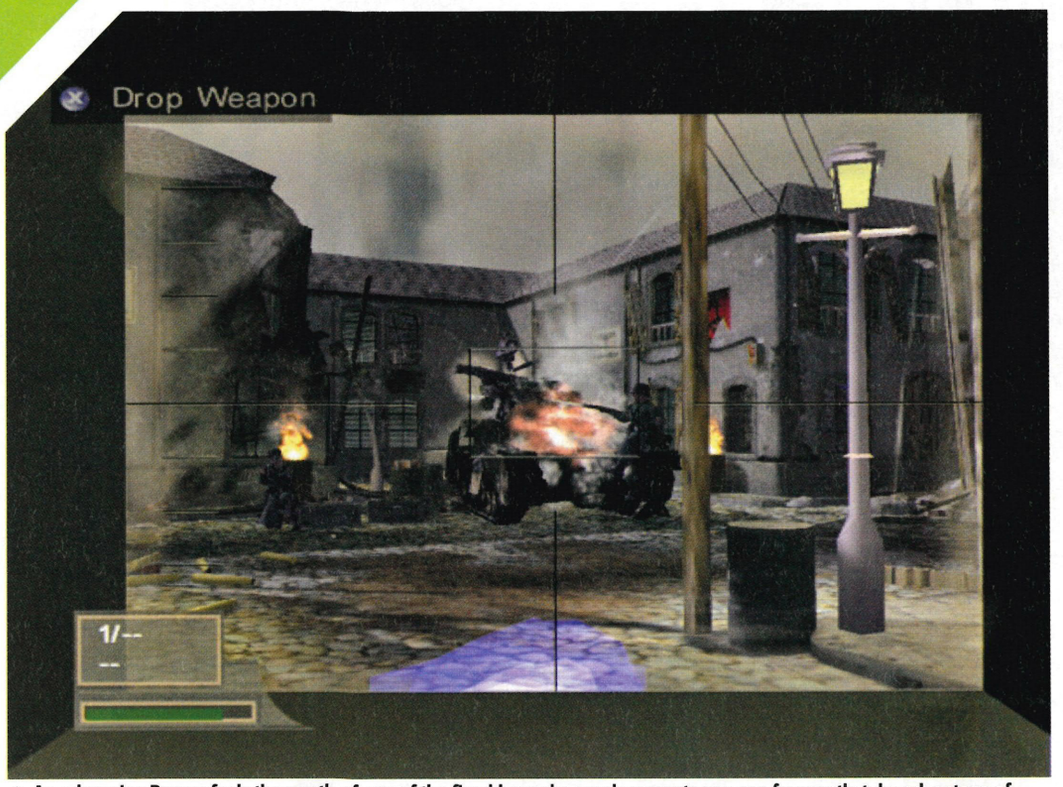
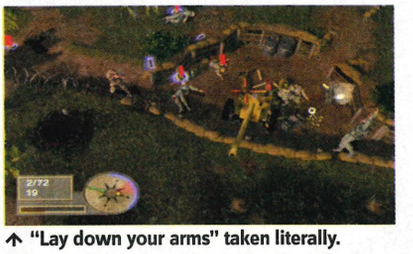


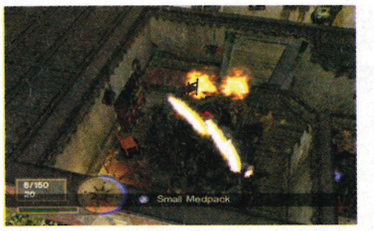
↑ An advancing Panzer feels the wrath of one of the fixed bazooka emplacements you can frequently take advantage of.

↑ Gun installations are rock hard.

↑ Enemy rocket launchers are brutal.



↑ "Lay down your arms" taken literally.



↑ Nazis the morning after a curry = lethal.

What happens when D&D meets D-Day?

COMBAT ELITE: WWII PARATROOPERS

WORDS: **ANDY IRVING**

GAME INFORMATION

DEVELOPER: **BATTLEBORNE STUDIOS**
PUBLISHER: **ACCLAIM**
RELEASE DATE: **OUT NOW**
PLAYERS: **1-2**
WEBSITE: **WWW.COMBATELITEGAME.COM**

THE BRIEF

FIGHT them on the beaches and fight them in the fields in this deep and involving RPG-a-like World War II shooter.

IF YOU READ last month's *Brothers In Arms* feature (see page 034, too), you'll know WWII shooters are very in vogue on Xbox. Not wanting to be left out in the cold, Battleborne has ingeniously made use of the Snowblind engine that powered the ace RPG actioner *Baldur's Gate: Dark Alliance* (Issue 08, 8.5) for *Combat Elite*. The top-down perspective works surprisingly well for a shooter, allowing an unfettered 360° view of the environment – great for spotting lurking enemies.

Dig a little deeper and you'll also find that combat is governed by a traditional RPG-style hit points system. Every time you fire your weapon, virtual dice are rolled and the hit point effect on your enemy is calculated before the bullet leaves the barrel. Different weapons will obviously have different capabilities, just as an enemy's rank/positioning/awareness will affect his strength. Sneak up and pop a guard from behind, and chances are he'll go down in one or two shots. However, take on a well-entrenched officer and you'll need tactical thinking to flush him out.

You'll be able to stack the odds in your favour by making use of the brilliant skill points system. Complete all the objectives with minimum health loss or achieve a high shot-accuracy percentage, and you'll be awarded skill points. You can allocate these to beef up various capabilities, and allow characters to specialise in particular weapons. Coupled with three playable characters, this offers tons of replayability and introduces a real strategy element to the shooter.

As we follow our plucky paratrooper along the WWII timeline from Normandy to Operation Market Garden, the game starts to misfire. At first the missions are a nice mix of clearing areas, destroying bridges and rescuing downed pilots. As battles move from open expanses to tight streets and claustrophobic room-to-room fighting, different tactics and weapons capabilities are called for. However, no matter how you dress it up, killing all enemies again and again becomes repetitive and you get the feeling the developer's fuel supplies were cut off towards the end of the game. Level repetition sets in too; when you're on your fourth visit to the sewers, it gets tiresome.

Solace can be found in the great two-player co-op mode. Each player controls a character, and the same skill points system applies. It's great fun, and tactically vital, to build up the two characters with complementing abilities, because in multiplayer the enemies have been tweaked to incorporate tougher abilities and greater AI. And while we're on the subject, taking on the game on the harder difficulty settings requires nerves of titanium and a hardened patience. But give it a chance, and *Elite* will reward your sweat and tears with a satisfying and involving gaming experience, daring to be first out the plane with an innovative actioner.

BONUS INFO

BULLET TIME
All the weapons were fired and recorded at a sound studio. There's a big difference between the clacky German MP40 and the Allies' ace BARs.

THE VERDICT

POWER
The Snowblind engine embraces great particle physics and zero slowdown during intense firefights.

STYLE
Tons of WWII authenticity here; all the weapons and uniforms have been faithfully recreated.

IMMERSION
A comprehensive intro eases players into the conflict. Very simple targeting system too.

LIFESPAN
Over 40 levels will take a while to work through. Character tailoring ensures loads of replayability.

GOOD POINTS

+ INSTANTLY ACCESSIBLE
+ GREAT POINT-BASED COMBAT SYSTEM
+ CUSTOMISABLE CHARACTERS

BAD POINTS

- A BIT REPETITIVE
- PUNISHINGLY TOUGH ON HARDER DIFFICULTY

SUMMARY
Consummate and deep shooter that sucks you into the conflict. Ace two-player co-op means you don't have to go it alone either.

OFFICIAL XBOX MAGAZINE SCORE

8.0 // 10

» **PREVIOUSLY:** Incoming Interview – Issue 29
» **COMING SOON:** Hints – Issue 33

ART IMITATING LIFE: AS IF PAINSTAKING HISTORICAL DETAIL WASN'T ENOUGH, EACH CHARACTER IN THE GAME IS BASED UPON A REAL-LIFE PARATROOPER WHO SERVED IN WWII.

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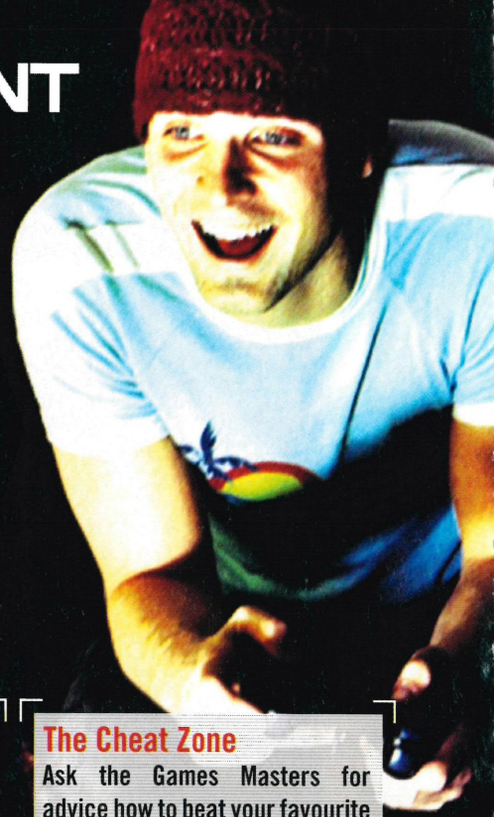

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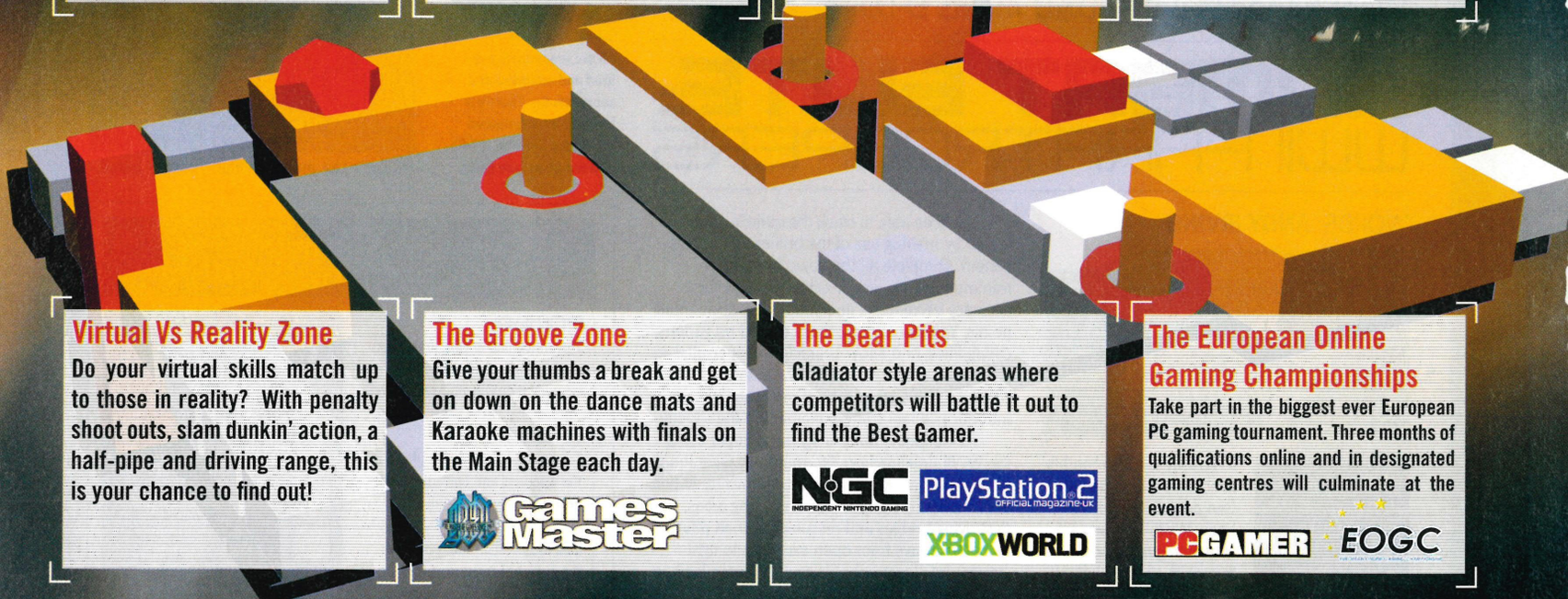
Ask the Games Masters for advice how to beat your favourite games.

CHEATZONE



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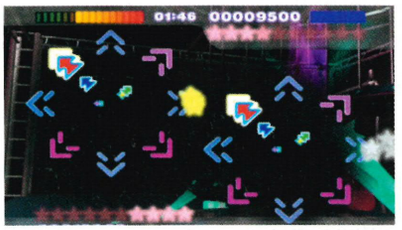
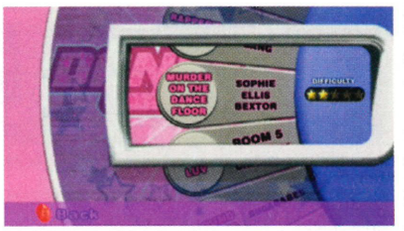
↑ Andy always wanted to be in a boyband, and now he's lived out his dream. To 5ive. Oh dear...

↑ She'll whip your ass if you fall behind.



↑ Match a mate step for step in multiplayer.



↑ Select anything in Jukebox mode.

You don't need Travolta to murder this dancefloor

DANCE:UK

WORDS: **ANDY IRVING**

GAME INFORMATION
DEVELOPER: **BROADSWORD**
PUBLISHER: **BIGBEN INTERACTIVE**
RELEASE DATE: **OUT NOW**
PLAYERS: **1-2**
WEBSITE: **WWW.BIGBENINTERACTIVE.CO.UK**

THE BRIEF

GET down and shake your booty to classic tracks and the latest Britpop choons with this dancing diva's dream.

IF YOU'VE ever found yourself drawing the curtains, turning off the lights and shedding your utmost inhibitions, chances are you're one of the 'crowd'. No, not a member of a secret suburban swingers' society, but a gamer who enjoys the joys of jigging around in front of the TV on a mat controller. Dancing games have been all the rage in arcades over the last few years, and partnering Konami's *Dancing Stage Unleashed* (Issue 27, 7.2) on Xbox comes Bigben's *Dance:UK*.

A patriotic title aside, *Dance:UK* features a wealth of British talent for grooving gamers to get their rocks off to. The Sugarbabes, Liberty X, Mis-Teeq and, erm, 5ive (apparently grateful for all the royalties they can get) all line up against classics from the Sugarhill Gang and Chic. This dancing malarkey is a lot tougher than it looks so, after a *Pop Idol*-style intro, Training mode familiarises players with a few basic steps. The main game mode takes the form of a determined diva dancing her way through several auditions to fame. Achieve a high enough score in one round, and you'll receive recalls, second auditions, and so forth.

Snap once said rhythm is a dancer, and you'll need it in spades here if you're to hit each step in time. It's also vital to successfully nail the combo arrows whenever they appear to achieve the big points totals, and this is not an easy task. As far as the sounds go, there's a distinct pop/R&B flavour running through *Dance:UK*, though this is in no way a bad thing; we would much rather shake our thang to camp disco classics like *Murder on the Dancefloor* than obscure techno tracks that act as filler on other dance titles out there.

If the single-player game all seems a bit too much like hard work, then the ace Jukebox mode allows gamers to wiggle their way through any available track in the game, without the pressure of making the grade. However, everybody knows only losers take to the dancefloor alone, and lucky for us *Dance:UK* features a great head-to-head multiplayer mode. Square up with two mats, or take it in turns to out-dance a mate, and if you're feeling really egotistical, post your top scores on the multitude of Xbox Live Leaderboards to see who's top of the toe-tapping tree.

We really liked *Dance:UK*. Sure, the dance mat may have been a bit on the small side for adults and players will always yearn for tracks that are more suited to their particular tastes. That said, the selection of tunes on offer was more than adequate to get this snake-hipped Southender in the mood for dancing more than the Nolan Sisters ever could. Dig out your dad's old platforms and see what the fuss was all about...

BONUS INFO

WORK IT BABY
The great Aerobic mode lets gamers burn well over 100 calories per song; that's about one jam doughnut, calorie-counters...

← The mat and game come bundled for 40 quid.

THE VERDICT

POWER
Not a taxing game for the Xbox, and everything runs smoothly. Could do with more tracks though.

STYLE
The pop flavour makes this cheesier than a Stilton-maker's socks, though all the better for it.

IMMERSION
Make like Michael Flatley in minutes, then dip in and out of Jukebox to your heart's content.

LIFESPAN
Ace multiplayer and Aerobic modes plus more tracks on Live should keep you moving.

GOOD POINTS
+ BRILLIANT FUN
+ LOADS OF GREAT UP-TO-DATE TRACKS
+ AEROBIC MODE IS GOOD FOR YOU

BAD POINTS
- LATER DIFFICULTY LEVELS ARE TAXING
- MAT IS A TAD SMALL

SUMMARY
A great party title – get over your inhibitions and lose a ton of weight too in the best dance 'em up on Xbox.

OFFICIAL XBOX MAGAZINE SCORE

8.0

PREVIOUSLY: Nope, this shimmied up out of nowhere
COMING SOON: Hints – Issue 33

OUR FAVE TOP FIVE FROM DANCE:UK: MURDER ON THE DANCEFLOOR (SOPHIE ELLIS BEXTOR); LET'S DANCE (5IVE); ROUND ROUND (SUGABABES); 21 SECONDS (SO SOLID); OOH AH (GINA GEE).

REVIEWS DIRECTORY

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
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

BLINX: THE TIME SWEEPER
REVIEWED: Issue 09
TYPE: Platformer
"Takes platform gaming into uncharted territory. Essential"
SCORE: 9.3

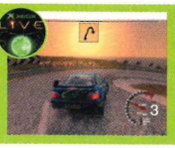
BROKEN SWORD: THE SLEEPING DRAGON
REVIEWED: Issue 23
TYPE: Adventure
"A detective game that will stick with you after you've finished"
SCORE: 9.0

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

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
BREAKDOWN	Reviewed Issue 30	Type FPS	"Ingenious use of body and movement is drowned in dreary level design and drab graphics"	Score 7.8
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
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
CONAN	Reviewed Issue 29	Type Hack 'n' slash	"Decent hack 'n' slash. Varied levels and cool use of the licence, but stupid story " XBL ★	Score 7.7
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

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

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: THE 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
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
DINOTOPIA: THE SUNSTONE ODYSSEY	Reviewed Issue 30	Type Adventure	"You'll have dino-flavoured déjà vu followed by an inevitable meander into the land of nod"	Score 5.8
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
DRAGON'S LAIR 3D: RETURN TO THE LAIR	Reviewed Issue 29	Type Adventure	"Looks good and is quietly addictive, but too dated to really hold your attention. One for patient kids"	Score 5.3
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

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

FIGHT NIGHT 2004
REVIEWED: Issue 29
TYPE: Sports
"Absorbing, sweat-drenched title with dazzling graphics and a groundbreaking control system"
SCORE: 8.5

KEY: Xbox Live features
Elite title superseded by an Elite sequel

FULL SPECTRUM WARRIOR
REVIEWED: ISSUE 30
TYPE: Strategy
"Fantastic strategy title. Captures the visceral atmosphere of war"
SCORE: 9.2

GRABBED BY THE GHOULIES
REVIEWED: Issue 23
TYPE: Action adventure
"Very polished. Top animation. A sure-fire crowd-pleaser"
SCORE: 8.9

GRAND THEFT AUTO DOUBLE PACK
REVIEWED: Issue 25
TYPE: Driving
"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

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
ENGLAND INTERNATIONAL FOOTBALL	Reviewed Issue 29	Type Sports	"Competent and intuitive footy sim. Single-player will last ages; Live will last forever"	XBL ★★★★ Score 8.2
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"	XBL ★★★ 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
GALLEON: ISLANDS OF MYSTERY	Reviewed Issue 30	Type Adventure	"Beautiful graphics but outdated, awkward controls. Much to enjoy, if you have the patience"	Score 7.0

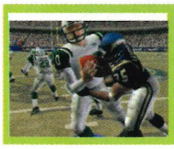
INDIANA JONES AND THE EMPEROR'S TOMB
REVIEWED: Issue 14
TYPE: Action adventure
"One of the best single-player adventures on Xbox. Brilliant"
SCORE: 9.0

INDYCAR SERIES
REVIEWED: Issue 18
TYPE: Driving
"You won't find a better racing sim on Xbox. Very technically demanding"
SCORE: 8.6

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

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 AND THE PRISONER OF AZKABAN	Reviewed Issue 31	Type Adventure	"The most solid and enjoyable Potter outing to date. A good mix of puzzling and platforming"	Score: 7.4
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: CONTRACTS	Reviewed Issue 29	Type Action adventure	"The black sheep of the series. Great physics and plenty of gore, but it descends into shooter territory"	Score 6.6
HITMAN 2: SILENT ASSASSIN	Reviewed Issue 08	Type Action	"Great stealth game that rewards patience and planning"	Score 8.3
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
INDYCAR SERIES 2005	Reviewed Issue 31	Type Racing	"Not massively different to last year's effort, but a good, solid racer for hardcore fans"	Score: 8.0
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



MADDEN NFL 2004
REVIEWED: Issue 21
TYPE: US sports
"Stunning rendition no Gridiron fan should underestimate. Looks and sounds real"
SCORE: 8.5

MASHED
REVIEWED: Issue 31
TYPE: Racing
"Without doubt one of the finest multiplayer games ever, but single-player is a bit weak"
SCORE: 8.6

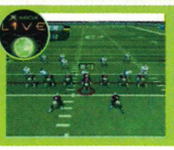
MAX PAYNE 2: THE FALL OF MAX PAYNE
REVIEWED: Issue 25
TYPE: Action/Shooter
"Definitive blockbuster action title bursting with new ideas"
SCORE: 9.2

METAL ARMS: GLITCH IN THE SYSTEM
REVIEWED: Issue 23
TYPE: Action/Shooter
"Gorgeous graphics, engaging characters, stacks of variety"
SCORE: 9.0

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
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
MALICE	Reviewed Issue 31	Type Platformer	"Criminally short, condescending gameplay. Bright and beautiful, but the levels are generic"	Score: 5.5
MANHUNT	Reviewed Issue 30	Type Stealth	"Simple top-shelf adult actioner that'll provide just enough laughs to cover its cost"	Score 7.5
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
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

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

MTV MUSIC GEN. 3
REVIEWED: Issue 30
TYPE: Music
"Essential for anyone with aspirations of headlining at Ministry. Playable and friendly"
SCORE: 8.5



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

NINJA GAIDEN
REVIEWED: Issue 29
TYPE: Action
"Groundbreaking beat 'em up of the highest calibre. A must for anyone who can hold a pad"
SCORE: 9.2

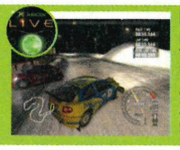
PHANTASY STAR ONLINE EP. I & II
REVIEWED: Issue 17
TYPE: MMORPG
"This should be the most addictive online game ever"
SCORE: N/A XBL: ★★★★★

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

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
MTX MOTOTRAX	Reviewed Issue 29	Type Bike racing	"Ace sense of speed, loads of tricks and very rewarding, but hell to get to grips with"	XBL ★★★ Score 8.1
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 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 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

PROJECT GOTHAM RACING 2
REVIEWED: Issue 23
TYPE: Driving
"Gorgeous and ace to play. The definitive driving experience"
SCORE: 9.3 XBL: ★★★★★



RALLISPORT CHALL. 2
REVIEWED: Issue 30
TYPE: Driving
"Edge-of-your-seat racer. Looks and plays great, with brilliant Xbox Live multiplayer"
SCORE: 9.0 XBL: ★★★★

RED DEAD REVOLVER
REVIEWED: Issue 30
TYPE: First-person shooter
"Frantic, fun and reasonably demanding. Arcade entertainment at its most polished"
SCORE: 8.5

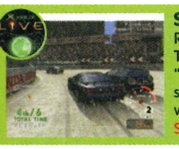
RED FACTION II
REVIEWED: Issue 18
TYPE: First-person shooter
"Plenty of missions and a ludicrous 60 multiplayer maps. Excellent fun"
SCORE: 8.6

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 'n' slash	"Slick and great-looking. Bold characters and special effects aplenty"	Score 8.0
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
POWERDROME	Reviewed Issue 29	Type Racing	"Faster than a speeding bullet travelling on a supersonic rocket"	XBL ★★★★ Score 8.0
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
RALLISPORT CHALLENGE	Reviewed Issue 01	Type Driving	"Searingly fast. Never fails to get the adrenaline flowing"	Score 8.5
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

RETURN TO CASTLE WOLFENSTEIN
REVIEWED: Issue 16
TYPE: First-person shooter
"Superb single-player, outstanding team play experiences on Live"
SCORE: 9.2 XBL: ★★★★★

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

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
SHADOW OPS: RED MERCURY	Reviewed Issue 31	Type FPS	"Rock-solid shooter that any FPS fan will lap up. Nothing new, but great in multiplayer"	Score: 8.0
SHENMUE II	Reviewed Issue 13	Type RPG	"A giant of a game that requires time, patience and an open mind"	Score 8.0
SHOWDOWN: LEGENDS OF WRESTLING	Reviewed Issue 31	Type Sports	"Weaker than the first game in the series. Matches drag on tediously and the presentation is shabby"	Score: 4.4
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

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

SPLINTER CELL: PANDORA TOMORROW
REVIEWED: Issue 27
TYPE: Action adventure
"Enhances everything that was good about the original"
SCORE: 9.3

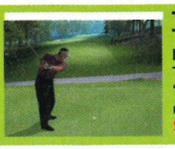
STAR WARS: KNIGHTS OF THE OLD REPUBLIC
REVIEWED: Issue 20
TYPE: RPG
"One of the most compelling games on any console ever"
SCORE: 9.5

STEEL BATTALION: LINE OF CONTACT
REVIEWED: Issue 29
TYPE: Mech action
"The best robot game ever. Evil learning curve, but well worth it"
SCORE: 9.0

KEY: Xbox Live features
Elite title superseded by an Elite sequel

TLOTR: THE RETURN OF THE KING
REVIEWED: Issue 23
TYPE: Action
"Recreates the film beautifully. A blockbuster action game"
SCORE: 8.5

THIEF: DEADLY SHADOWS
REVIEWED: Issue 31
TYPE: Stealth
"Captivating and atmospheric, with massive replayability"
SCORE: 8.9



TIGER WOODS PGA TOUR 2003
REVIEWED: Issue 11
TYPE: Sports
"Great swing system. Loads of modes. Fantastic courses"
SCORE: 8.5

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

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
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 TREK: SHATTERED UNIVERSE	Reviewed Issue 30	Type Shoot 'em up	"Decent little shooter. If you can stomach the difficulty, it's rewarding and enjoyable"	Score 7.0
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"	XBL ★★★★ 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
SUPERLEAGUE RUGBY LEAGUE	Reviewed Issue 31	Type Sports	"An appalling mess: dreadful animation, uncontrollable players, few teams, last-gen physics"	Score: 3.3
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

TOCA RACE DRIVER 2
REVIEWED: Issue 29
TYPE: Racing
"The most realistic and detailed racer ever. Gorgeous graphics, incredible variety and handling"
SCORE: 9.1 XBL: ★★★★

TOM CLANCY'S GHOST RECON
REVIEWED: Issue 11
TYPE: Squad-based shooter
"Confident and addictive. The strategy/action benchmark"
SCORE: 8.9 XBL: ★★★★

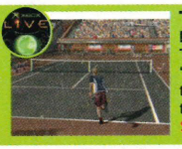
TOM CLANCY'S GHOST RECON: ISLAND THUNDER
REVIEWED: Issue 21
TYPE: Squad-based shooter
"Atmospheric with online play"
SCORE: 8.5 XBL: ★★★★

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: ★★★★★

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	"*GTAIII* 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 SUFFERING	Reviewed Issue 29	Type Action adventure	"OTT gore and swearing. Devoid of real scares, but gory and imaginative - *Resi Evil* fans will love it"	Score 8.0
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
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"	XBL ★★★ Score 8.5
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
TRANSWORLD SNOWBOARDING	Reviewed Issue 10	Type Extreme sports	"A looker, but boredom sets in once the views have been admired"	Score 6.1

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: ★★★★

UNREAL CHAMPIONSHIP
REVIEWED: Issue 10
TYPE: First-person shooter
"This sets a new standard for multiplayer shooters."
SCORE: 9.2 XBL: ★★★★

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
UEFA EURO 2004	Reviewed Issue 29	Type Sports	"Xbox's most realistic and technical football sim, let down by limited team options and no Live play"	Score 8.4
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
VAN HELSING	Reviewed Issue 30	Type Action adventure	"Run-of-the-mill, yet reasonably enjoyable adventure. Accompanies the film well"	Score 7.0
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

WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY
REVIEWED: Issue 17
TYPE: Extreme sports
"Outrageous arcade action"
SCORE: 8.6

WORLD CHAMPIONSHIP SNOOKER 2004
REVIEWED: Issue 31
TYPE: Sports
"Brilliant for anyone with a remote interest in snooker. Pure tension"
SCORE: 8.8

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: ★★★

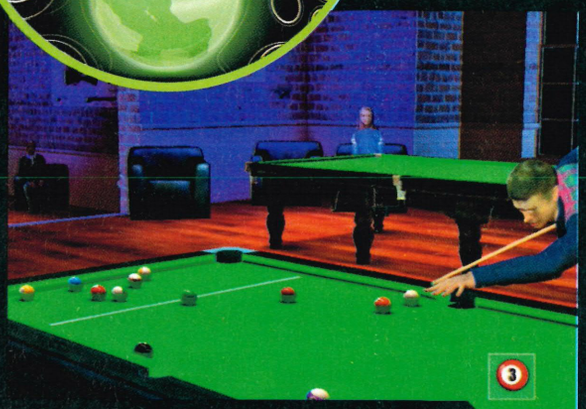
THE XBOX ELITE
THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more.

HOUSE ARREST: GAV SPENT THE FIRST DAY OF THE BANK HOLIDAY WEEKEND LOCKED IN HIS FLAT UNTIL 8.30PM, WHEN HIS FLATMATES RETURNED AND UNLOCKED THE DEADLOCK THEY'D SET. HAHAHA!

PLAYLIVE

XBOX LIVE ONLINE ENABLED

REVIEWS UPDATES // WHAT'S HOT // COMMUNITY



WORLD CHAMP. SNOOKER 2004 102

ANOTHER MONTH, another dollop of juicy Live goodness handed down to us mere mortals. It seems that the whole experience of Live is currently growing to encompass every kind of communication. With the imminent launch of the Xbox Live Video Chat system (page 016), and Live 3.0, the idea of an online community is becoming a reality. We've even had two of our readers start dating thanks to online play! Who knows what Live 4.0 and 5.0 will bring? You might even be able to reach through the screen and throttle an opponent! Until then, keep gaming, keep chatting, and prepare for the world to finally see who you are when Video Chat arrives.

See you on Live,

Ben

BT

Buckle up – danger just jumped in. Take your racing to the extreme with Broadband from BT and Xbox Live

Spin out, fishtail, hydroplane and skid your way through every environment you've always wanted to drive in with RalliSport Challenge 2, only on Xbox.

RalliSport Challenge 2 on Xbox Live brings you a choice of 91 tracks and more than 40 powerful vehicles, including every famous rally car since 1979. Race in five different rally sports, like the crossover duel and ice-racing, taking on the best there is and anyone else who tries to steal your track space.

So what are you waiting for? Take the challenge online with Broadband from BT for online console gaming!

To find out more about this service, log on to www.bt.com/xboxlive. Plus, sign up to Broadband from BT for online console gaming and receive an Xbox Live-compatible router for only £20 (online purchase only).

£20 Modem Router
Offer valid for online purchases only

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↑ Working cohesively to clear an area. Screaming "Where the **** are you?" into your headset won't help.

↑ Man down! Thanks for the warning there, lads.

↑ Low on ammo. Time for Bravo boy to lend a hand.

FULL SPECTRUM WARRIOR

Taking combined colourful combat online

FULL SPECTRUM Warrior (Issue 30, 9.2) is about as close to the real horrors of war as you're ever likely to get. Controlling a squad of two fire teams, players must carefully move their virtual vanguards through the hostile Zekistan, providing cover for each other at every corner, designating fire sectors and completing specific mission objectives. Issuing complex commands is a breeze thanks to the fantastically accessible controls and the hectic combat is brutally visceral. Wusses need not apply.

However, only a fool (and Arnie) goes into war alone, so Pandemic has included an ace two player co-op mode. There's no System Link option, but Live Lieutenants are in for a treat because you can now partner a fellow fighter throughout the campaign. The missions run the same as they do in single-player (apart from tougher, more numerous adversaries), but having two sets of eyes and ears radically enhances the tactical element of the title.

Each player controls a fire team (Alpha or Bravo), and issues commands in much the same way as the offline game. Being able to communicate with your team-mate opens up a whole host of strategic possibilities, and now there's no excuse for not covering each other's every move. Although your team-mates' AI is fantastic in single-player (they'll make sensible decisions on their own), there's no substitute for a human counterpart.

We would've liked to have seen a couple more multiplayer game modes (like Deathmatch, Capture the Flag etc) rather than just a co-op campaign but, to compensate somewhat for this, Pandemic has promised further downloadable content – in the form of new maps and multiplayer missions – to be made available in the near future. A worthy addition to a brilliant title, the Live aspect adds extra depth to this strategy sim. Now, who's with me?

Just the two of us

NOW THERE are two of you, a whole new world of distraction possibilities is opened up. Here we've run into a fearsome tank. It's up to Alpha to move and draw its fire whilst Bravo manoeuvres round to try to take the beast out.

↑ We hope they can keep their heads down. We'd feel bad if not.

↑ "You go first." "No way!" "Look, it's your turn." "Okay, paper, scissors, stone..."

OFFICIAL XBOX MAGAZINE VERDICT & RATING

Although lacking in multiplayer options, the co-op mode significantly enhances an already tense and tactically brilliant title.

★★★★☆

BT www.bt.com/xboxlive XBOX COMPATIBLE

SCIENCE CLASS: THE COLOURS OF THE RAINBOW ARE NOT THE FULL SPECTRUM, THEY ARE ONLY A SMALL PART OF THE ALL-ENCOMPASSING ELECTROMAGNETIC SPECTRUM THAT'S VISIBLE TO THE NAKED EYE. THIS CONSISTS, IN ASCENDING ORDER, OF RADIO WAVES, MICROWAVES, VISIBLE LIGHT, ULTRA-VIOLET LIGHT, X-RAYS AND GAMMA RAYS.

↑ One plus point is the character classes: sniper, heavy weapons and more.

↑ The levels are massive but take far too long to load.

SHADOW OPS: RED MERCURY

Drops a nuke on the hopes of Xbox Live FPS fans

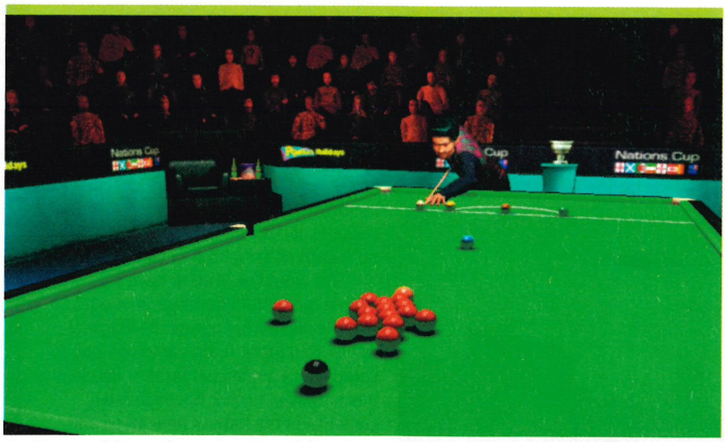
IT'S ALMOST A given that FPSs are better online than they are in single-player. *Shadow Ops* had such potential: great graphics and plenty of well-designed maps, but it's devastated by laggy play. We've tried it on various broadband connections and even one-on-one games were unplayable. This is surprising considering there are a maximum of eight players (compared to *Rainbow Six 3*'s 16), but to make things worse there's no option to run a dedicated server.

Loading times are horrendous and games few and far between. Often, by the time you've loaded a map (around 90 seconds), the hosted game has become unavailable. Obviously the host has an advantage, and in some cases they'll have already captured the flag before you've even loaded the map! There are no scoreboards and the Friends menu is clunky. To see what games your friends are playing, you have to enter a separate menu for each. It's great offline, but the Live mode isn't worth bothering with. Hopefully, the problems can be patched up. We'll let you know if things improve.

OFFICIAL XBOX MAGAZINE
VERDICT & RATING

Poor to the point of being unplayable. Surely a patch must be made available at some point to fix the problems?

★☆☆☆☆



↑ It's possible to play using any of the players and arenas. No unlocks required.

↑ Once you've found someone to play against, it's a great online game.

WORLD CHAMPIONSHIP SNOOKER 2004

So how does the series' biggest evolution rack up?

IT'S ALWAYS GOING to be hard to find games to join in a niche title like this. There just aren't many being hosted. We suggest scoping out games on Codies' forum http://community.codemasters.com/forum/ because once you're in it's a really refreshing Xbox Live experience.

There are three modes to choose from: Snooker, Championship Snooker and In My Pocket. Championship Snooker is the only mode with a scoreboard. It's cleverly based on the real-life rankings system: winners take ten per cent of their opponent's ranking points - beating better players reaps bigger rewards. We'd hoped this would prevent the kind of cheating seen in other Live games. Unfortunately, quitting a match rather than 'conceding' it means that either player's rankings are unaffected. A player who's losing can drop out without being penalised. If you aren't too concerned about being world number one, you'll find *WCS2004* highly enjoyable. Play runs smoothly and lag-free and the menus are well designed and easy to use. We'd like to see the option for spectators in next year's game though.

OFFICIAL XBOX MAGAZINE
VERDICT & RATING

Plays fluidly and it's very easy to configure a game to your liking. Slightly marred by the ability to cheat by quitting.

★★★☆☆

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Wax On, Wax Off

Ninja Gaiden content explosion due soon

NINJA GAIDEN, one of the most addictive, brutal and down right difficult games on Xbox is gearing up for a clump of new features, all courtesy of your very own Xbox Live service. Timed to coincide with the second round of the Master Ninja Tournament, the content will range from new clothes for Ryu to a host of brand new oriental weaponry and enemies. But these goodies aren't just bonus toys to tinker with during one of the many maiming sprees you'll be on – extra work has been going on under the hood too. With the downloadable content comes a first: new camera angles and action engines to beef up your range of moves (like that needed doing).

Essentially this means all Live players will get an upper hand in the Tournament if they decide to play, but it also means being able to tackle the game again with a new set of moves at your disposal. Maybe this'll help us get off the first boss in less than seven hours for a change...

The new content and tournament will be available next month. Log on to www.xbox.com/en-us/ninjagaiden/masterninjatournament for more details.

↑ New bad guys, new challenges and new weapons will all be coming our way.

↑ If only Halle Berry's costume was this good. Now *that's* a cat woman!

↑ Even back then bling was in vogue.

↑ Giant three-eyed beasts. Avoid.

↑ Now all you need is a mine cart, a pickaxe and a canary.

Manic Miner

Red Storm's generosity shines through the darkness. The Mines level has arrived

HEADS UP, all you Tom Clancy fans! Ubisoft recently released another downloadable map for *Ghost Recon: Island Thunder*, bringing the total to a massive 13! That's the most downloadable content for any Xbox game to date. Best of all, the maps have all been completely free of charge, a trend that we hope will continue into *Ghost Recon 2*.

The latest edition is titled The Mines. It's a small and claustrophobic level set entirely underground. We highly recommend you download this map now and start firing off some high-calibre weapons so you can hear the echo rattling down the tunnel walls!

Make sure you come equipped with night vision. Some stretches of the map are pitch black, while other sections are brightly lit. You'll have to switch back and forth constantly, adding greatly to the tension. Just like the other *GR:IT* maps, this one is compatible with all modes including Siege and Hamburger Hill.

The next new map, entitled City Blocks, should also be available by the time you're reading this. We're currently negotiating with Ubisoft to bring you some of these downloadable maps on our Game Disc in the near future. For now, you'll only be able to plant claymore mines in the mines via Xbox Live.

NINJA TOO: ON THE OXM FORUM, THERE IS A GROWING FANBASE FOR UNRELEASED GAME, THE LAST NINJA. UNFORTUNATELY IT NEVER LOOKS AS THOUGH IT'LL BE RELEASED.

BT www.bt.com/xboxlive XBOX COMPATIBLE

Splintered Ranks

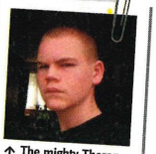
Scoreboards reorganised for Splinter Cell online

HAVE YOU logged into a game of *Pandora Tomorrow* only to discover your rankings have returned to zero? An auto-update has improved the game and fixed a few bugs, and the range of levels against which you can now gain or lose points has increased: play against two guys of the same level you'll gain or lose between nine and 11 points. Play against two guys ranked five levels less, you'll gain four or five points or lose 15 or 16 points. Play against two guys ranked five levels more, you'll gain 15 or 16 points or lose four or five points. Play against two guys ranked more than ten levels less, you'll gain 0 points or lose 19 or 20 points. Play against two guys ranked more than ten levels more, you'll gain 19 or 20 points or lose 0 or one points. To optimize your score, use the Level Gap option, which specifies against which type of players you want to play. If you're level eight and specify a level gap of two, only people ranked between six and ten will see your game in Optimatch results, and only they will be able to join in.

↑ Ubisoft apologises, but insists the game and ranking systems will be better for it.

The Man who thinks He's it...

Theron, aka 17-year-old Paul Richards



↑ The mighty Theron.

THERON is a *Halo* nut with an impressive track record. He also has a dubious party trick. "I can move all my facial muscles independently," he boasts. Thankfully, when it comes to gaming, Theron is much more animated in the thumbs department. "I have thrashed everyone who I have ever played *Halo* with. I kick arse at it. Although I'm a pretty talented artist, I thought about drawing something for the Club *Halo* thing you have... but I thought the better of embarrassing myself." Just stick to killing, Theron, it seems that's what you're best at.

statattack

"I've played many one-on-one, or two-on-one games of *Halo*, always coming out with a 50-0 score."

What We're Playing

Live and kicking ass

↑ *Full Spectrum Warrior* is a must.

WITH DAZZLING co-op play, it's little wonder *FSW* is in our top slot. If you've yet to be converted, we suggest you jump right in. The excellent *Pandora Tomorrow* doesn't shift from two, and *RalliSport 2* has roared into three, only kept from being played more by the offline game *Mashed*. And it's good to see *Crimson Skies*' new content getting us cloud-busting once again.

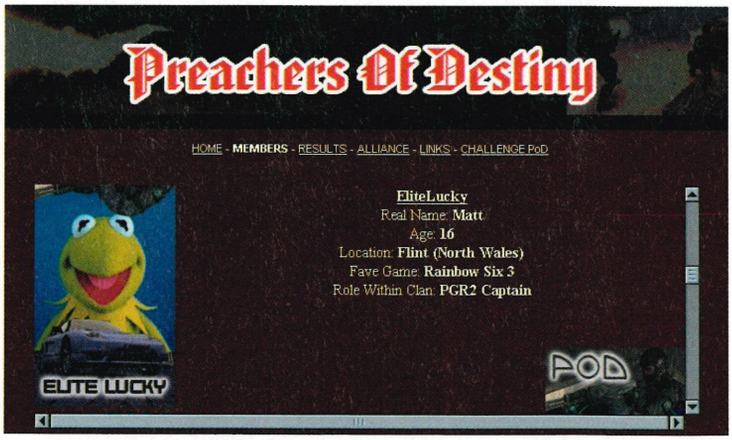
1. **FULL SPECTRUM WARRIOR**
   Will make you rethink the way you play strategy shooters.
2. **SPLINTER CELL: PANDORA TOMORROW**
   Cunning double-edged first-person and third-person perfection.
3. **RALLISPORT CHALLENGE 2**
   Better than *PGR2*? At the moment it feels like it could be!
4. **TOM CLANCY'S RAINBOW SIX 3**
   Zulu, Tango, kill, kill, kill! Death-dealing is still just as fun.
5. **CRIMSON SKIES**
   With new content we're taking to the skies once again.

Come All Ye Faithful

Worship at the altar of the Preachers...

DETERMINED TO convert everyone in its wake, the Preachers Of Destiny is a clan of murderous maniacs who like winning. Led by the charismatic DazzlerUK, the clan consists of Sniperwolf, Skeeve, Motley, EliteLucky, Skarsnik, Tremulant, Fez, Born2beSlicker, and Magicmat.

"We are masters of *Rainbow Six 3*, *Wolfenstein*, *Pandora Tomorrow* and *Counter-Strike*." It's all death, death, death with this lot. So twisted are the Preachers, they've captured their kills and victories for all to tremble at, and these can be found at http://dchampx.co.uk/fun.html. If you wish to challenge the Preachers, or think you can end their crusade, log on to http://pod.fragism.com/ and do your worst. Our prayers are with you, foolhardy gamers.



↑ Looking like a muppet will always get you in the pages of *OXM*.

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XBOX LIVE ONLINE ENABLED

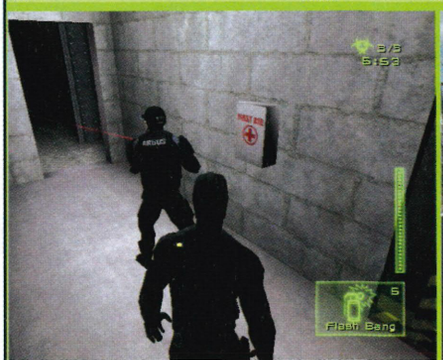
Xbox Live - The Games

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.

KEY **NEW ENTRIES**

OUT NOW Buckling the shelves of your local games store right now...

GAME	PUBLISHER	PLAYERS ONLINE	CONTENT?	ISSUE	SCORE	GAME TYPE
Amped 2	Microsoft	two - eight	No	23	8.9	Extreme sports
Armed & Dangerous	Activision	n/a	Yes	26	8.0	Action adventure
Brute Force	Microsoft	n/a	Yes	18	8.5	Squad-based shooter
Burnout 2: Point of Impact	Acclaim	n/a	uploadable scores	7	9.0	Racing
Capcom Vs SNK 2 EO	Capcom	two	No	4	7.7	Beat 'em up
Carve	Take-Two	two - eight	No	26	5.5	Extreme sports
Colin McRae Rally 04	Codemasters	n/a	uploadable scores	21	9.1	Racing
Conan	TDK	two - eight	No	29	7.7	Hack 'em up
Counter-Strike	Microsoft	two - sixteen	No	24	8.0	Squad-based shooter
Crimson Skies: High Road to Revenge	Microsoft	two - sixteen	Yes	23	8.9	Action
Dance UK	Big Ben	2	No	32	8.0	Dancing
Dead Man's Hand	Atari	two - eight	No	28	7.1	First-person shooter
Driv3r	Atari	n/a	Friends Aware	32	6.9	Driving shooter
ESPN: NHL, NFL, NBA	Sega	two - four	No	23	7.9/7.8/6.2	US sports
England International Football	Codemasters	two	No	29	8.2	Sports
Godzilla: Destroy All Monsters Melee	Atari	n/a	Yes	17	6.1	Beat 'em up
Ford Racing 2	Empire Interactive	n/a	uploadable scores	23	6.4	Racing
Full Spectrum Warrior	THQ	two	No	30	9.2	Tactical action
Hunter the Reckoning: Redeemer	Vivendi	n/a	Yes	25	6.8	Hack 'em up
Knights of the Old Temple	TDK	n/a	Yes	28	6.0	Action adventure
Links 2004	Microsoft	two - four	Yes	24	8.4	Sports
IndyCar Series 2005	Codemasters	two - twelve	No	31	7.5	Racing
LMA Manager	Codemasters	n/a	Yes	27	8.4	Sports
MechAssault	Microsoft	two - eight	Yes	11	8.0	Mech shooter
Midtown Madness 3	Microsoft	two - eight	No	18	8.0	Racing
MotoGP Online demo	THQ	two - sixteen	No	Demo	8.9	Racing
MotoGP 2: URT	THQ	two - sixteen	No	17	9.4	Racing
MTX Mototrax	Activision	seven	player mods	29	8.1	Racing
Music Mixer	Microsoft	n/a	Yes	25	6.0	Party
MX Superfly	THQ	n/a	Yes	13	6.5	Extreme sports
NBA2K3	Atari	two - four	No	14	6.2	US sports
NFL2K3	Atari	two - four	No	15	7.8	US sports
NFL Fever 2003	Microsoft	two - four	No	10	8.2	US sports
NFL Fever 2004	Microsoft	two - four	No	24	8.7	US sports
NHL2K3	Atari	two - four	No	15	7.9	US sports
NHL Rivals 2004	Microsoft	two - four	No	25	8.0	US sports
Ninja Gaiden	Microsoft	two	uploadable scores	29	9.2	Beat 'em up
Outlaw Volleyball	TDK	two - four	No	21	8.0	Sports
Phantasy Star Online Episode I & II	Sega	two - four	Yes	17	n/a	MMORPG
Powerdrome	Evolved	two - twelve	No	29	8.0	Racing
Project Gotham Racing 2	Microsoft	two - eight	No	23	9.3	Racing
RalliSport Challenge 2	Microsoft	two - sixteen	Yes	30	8.8	Racing
Return to Castle Wolfenstein	Activision	two - sixteen	No	17	9.2	Shooter
Rogue Ops	Kemco	n/a	Yes	26	9.2	Action adventure
Richard Burns Rally	Sci	n/a	uploadable scores	32	6.5	Racing
Sega GT Online	Sega	one - twelve	No	24	8.7	Racing
Shadow Ops: Red Mercury	Atari	two - eight	No	31	8.0	First-person shooter
Soldier of Fortune II	Activision	two - twelve	Yes	18	7.0	Shooter
Splinter Cell: Pandora Tomorrow	Ubisoft	two - sixteen	No	27	9.3	Action adventure
Star Wars Jedi Knight: Jedi Academy	LucasArts	two - eight	No	24	7.7	Action
Star Wars: Knights of the Old Republic	Activision	n/a	Yes	20	9.5	RPG
Star Wars: The Clone Wars	LucasArts	two - eight	No	18	8.0	Action
Steel Battalion: Line Of Contact	Microsoft	two - ten	No	29	9.0	Shooter
SWAT: Global Strike Team	Vivendi	n/a	Yes	23	7.7	Squad-based shooter
Tenchu: Return From Darkness	Activision	two	No	28	8.4	Stealth action
TOCA Race Driver 2: The Ultimate Racing Simulator	Codemasters	two - twelve	No	29	9.1	Racing
ToeJam & Earl III: Mission to Earth	Microsoft	n/a	Yes	13	7.9	Platformer
Tom Clancy's Ghost Recon	Ubisoft	two - sixteen	No	11	8.9	Squad-based shooter
Tom Clancy's Ghost Recon: Island Thunder	Ubisoft	two - sixteen	No	21	8.5	Squad-based shooter
Tom Clancy's Rainbow Six 3	Ubisoft	two - sixteen	Yes	23	9.4	Squad-based shooter
Tom Clancy's Splinter Cell	Ubisoft	n/a	Yes	10	9.0	Action adventure
Top Spin	Microsoft	two - four	Yes	23	9.0	Sports
Unreal II: The Awakening	Atari	two - eight	Yes	28	7.9	First-person shooter
Whacked!	Microsoft	two - four	No	11	7.5	Party
World Championship Pool 2004	Jaleco	two - eight	No	26	8.3	Sports
World Championship Snooker 2004	Codemasters	two	No	31	8.0	Sports
Unreal Championship	Atari	two - sixteen	Yes	10	9.2	Shooter
XIII	Ubisoft	two - sixteen	Yes	23	9.0	Squad-based shooter



Splinter Cell: Pandora Tomorrow

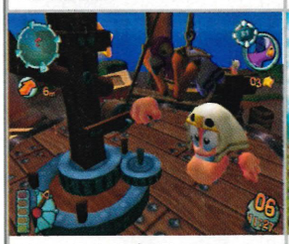
TOCA Race Driver 2: The Ultimate Racing Simulator

COMING SOON Better start saving for these...

GAME	PUBLISHER	GAME TYPE	RELEASE DATE
Area 51	Midway	Shooter	October 2004
Battlefield: Modern Combat	EA	Action	Spring 2005
Black 9	Majesco	Action	TBA
Blinx 2: Masters of Time & Space	Microsoft	Adventure	TBA
Burnout 3: Takedown	EA	Racing	September 2004
Colin McRae Rally 2005	Codemasters	Driving	Autumn 2004
Conflict: Vietnam	SCi	Squad-based shooter	Autumn 2004
Conker: Live & Reloaded	Microsoft	Action	Spring 2005
Dead or Alive Ultimate	Microsoft	Beat 'em up	Autumn 2004
Delta Force: Black Hawk Down	Novalogic	First-person shooter	November 2004
Doom 3	Activision	First-person shooter	TBA
ESPN NCAA	Sega US	Sports	TBA 2004
FIFA 2005	EA	Sports	Spring 2005
GoldenEye: Rogue Agent	EA	First-person shooter	Spring 2005
Halo 2	Microsoft	Shooter	November 2004
Iron Phoenix	TBA	Beat 'em up	TBA
Jade Empire	Microsoft	RPG	Spring 2005
Juiced	Acclaim	Racing	September 2004
Madden NFL 2005	EA	Sports	Spring 2005
MechAssault 2	Microsoft	Mech shooter	December 2004
Men of Valor: The Vietnam War	Vivendi	Shooter	Summer 2004
MotoGP 3	THQ	Racing	2005
NBA Live 2005	EA	Sports	Spring 2005
NHL 2005	EA	Sports	Spring 2005
NASCAR 2005	EA	Sports	Spring 2005
Need For Speed Underground 2	EA	Racing	Winter 2004
Operation Flashpoint: Cold War Crisis	Codemasters	Squad-based shooter	2004
Painkiller	Mindscape	First-person shooter	Summer 2004
Phantom Dust	Microsoft	Action shooter	Summer 2004
Richard Burns Rally	SCi	Racing	September 2004
Run Like Hell	TBA	Squad-based shooter	TBA
Serious Sam 2	Take-Two	Shooter	TBA
StarCraft: Ghost	Vivendi	Action adventure	Winter 2004
Star Wars Battlefront	LucasArts	Squad-based shooter	September 2004
Star Wars: Republic Commando	LucasArts	First-person shooter	Autumn 2004
Star Wars KOTOR: The Sith Lords	Activision	RPG	Spring 2005
Tiger Woods PGA Tour 2005	EA	Sports	Spring 2005
TimeSplitters Future Perfect	EA	First-person shooter	Spring 2005
Tom Clancy's RS3: Black Arrow	Ubisoft	Squad-based shooter	Autumn 2004
Tom Clancy's Ghost Recon 2	Ubisoft	Squad-based shooter	November 2004
Tron 2.0: Killer App	Disney	First-person shooter	Autumn 2004
Unreal Championship II	Atari	Shooter	November 2004
Worms Forts Under Siege	Sega	Strategy	Winter 2004

Iron Phoenix

Juiced



Worms Forts Under Siege

Blinx 2: Masters of Time & Space

Star Wars Battlefront

Burnout 3: Takedown

BT www.bt.com/xboxlive XBOX COMPATIBLE

CURSES AND CURSES AGAIN! JUST WHEN BEN L WAS ABOUT TO PROVE TO THE WORLD HE WAS THE ULTIMATE SPLINTER CELL GAMER, HIS SCORES WERE RESET. WHAT A BITTER BLOW TO THIS WORLD-CLASS CHAMPIONSHIP. OH WELL, MAYBE NEXT TIME!

EA GOES Live

The ins and outs of why it took so long, and what it means for us gamers

ALL GOOD things come to those who wait. Well, we've waited, we've done our part. Now, as the EA Live machine shrugs off the legal ramblings and complications that have bound it in knots, can the developing giant deliver? There are a lot of impatient and sceptical people, a lot of disgruntled mumblings on Internet forums, and many an opinion that needs changing. Does EA have the clout and the goods to deliver?

The lineup is, undoubtedly, impressive. A broad collection of genres, a range of established brands, sports titles which have begged for Live, and *GoldenEye* (the golden egg-laying goose) after EA recently snaffled up the rights to produce games based on every 007 outing.

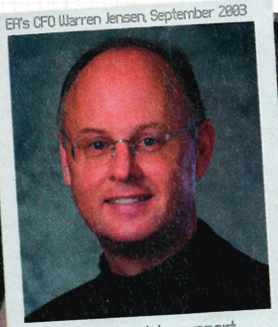
Microsoft is understandably pleased to have EA on board. Current figures show there are 1 million Xbox Live users, but compare this to the number of Xbox units sold, and the figure is piddling: just one in 15. With EA Sports' strong portfolio, European Xbox Live supremo Michel Cassius is sure this will change. "Sports games are fantastic," he told us recently. "They're less intimidating than something like a shooter; they're really open. Team-based games you can play at any level so EA Sports Live will definitely help Xbox Live. There will be more people playing. I think it's very, very positive for customers."

But this is a far cry from EA's stance last year. At a conference to the Bank of America in September 2003, EA chief financial officer Warren Jensen announced: "We're not about to support a model where the content provider does not get paid for the content provided." It seems clear where EA's priorities were. Electronic Arts was clearly unhappy how, considering it was the biggest developer and publisher of games around, it wasn't being paid for its services. So while Don Mattrick, president of EA can now claim: 'The big winners [of EA going Live] are the people who love games", joint first place on the podium has to go to EA itself. Everyone be upstanding for the National EAnthem.

Fair enough, every company has a right to protect its own interests, and as gamers we shouldn't pry too much into the political and financial tussling, just as long as we get our games at the end of the day. Sure enough, the EA Live games *are* on their way, but at what price to other developers and us gamers in the long run, and is EA too late to join the race anyway?

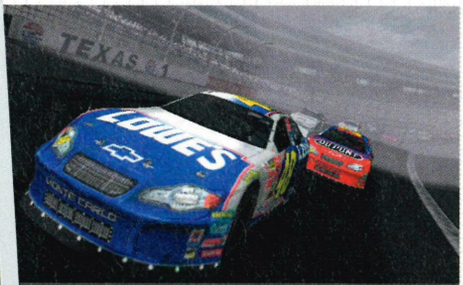
Codemasters has already produced the first online football game (*England International Football* - Issue 29, 8.2), there are numerous online shooters, *Links 2004* (Issue 24, 8.4) was Live so bye bye Tiger, and just how many more online racing games do we need after *PGR2* (Issue 23, 9.3) and *RalliSport Challenge 2* (Issue 30,

↑ The deal is done, and the floodgates finally open for all that lovely Live content.



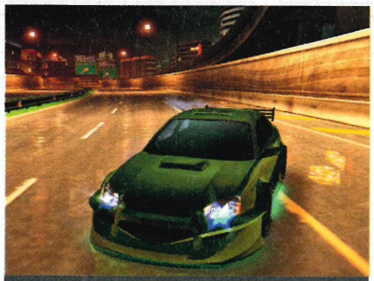
EA's CFO Warren Jensen, September 2003

"We're not about to support a model where the content provider does not get paid"



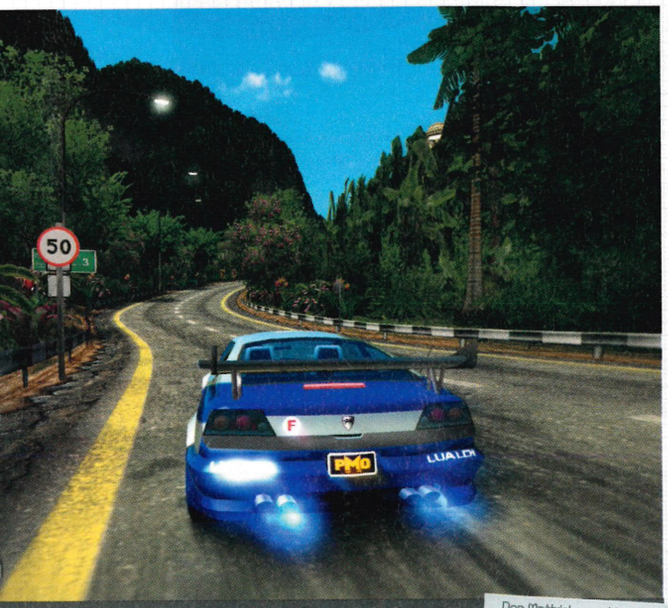
↑ *NASCAR* will help Live grow in the US.

↑ *Battlefield* will be heading our way.



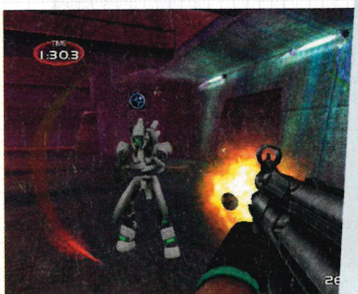
↑ *Need For Speed Underground 2*. Nice.

↑ If we can't do it in real life, maybe we'll be able to go all the way.

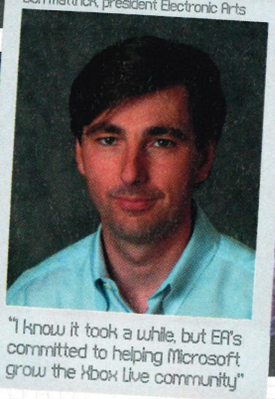


↑ *Burnout 3* looks set to explode on Live.

↑ The first glimpse of the first shot of one of EA's first Live games. See, it does exist!

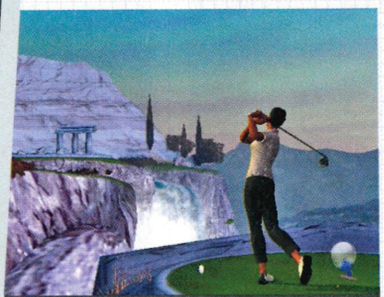


↑ *TimeSplitters 3*: we want it.



Don Mattrick, president Electronic Arts

"I know it took a while, but EA's committed to helping Microsoft grow the Xbox Live community"



↑ *Tiger Woods*: coming our way?

↑ Two-weapon goodness with *GoldenEye* Live.

9.0)? The answer it seems, is irrelevant, because as great as those titles are, the EA stamp on a game seems to guarantee sales, whether they're actually better or not.

Madden NFL 2004 (Issue 21, 8.5), not disputing its pedigree, sold over five and a half million copies in the US compared with *NFL Fever*'s (Issue 22, 8.7) 160,000. When comparing EA Sports games with similar brands, the numbers always seem to favour EA. Electronic Arts is the king when it comes to sports games. Chip Lange, vice president of EA's Online Gaming services told us: "We feel that sports gamers deserve top-quality games, and that's what EA Sports works hard at every day, to deliver the best sports simulation games on the market. There are still choices for the consumer, but we feel EA Sports games are the best available." By choices, Lange certainly doesn't mean XSN, Microsoft's very own online sports series. Just before EA announced its decision to go Live, the XSN series was shelved. With five and half million *Maddens* out there, 500,000 of which were played online with Sony's equivalent to Live, you can see why. "Microsoft's decision to not produce XSN titles this year had nothing to do with EA. It took this decision independently," Lange told us. It seems rather convenient though...

So, with Uncle Bill making way for EA to dominate the online sports market (for now at least), will this move mean a stronger or weaker Live experience for us? Cynics and hardcore gamers will argue that it's their choice what they play, EA developed or not. They'll argue that EA is an everyman developer, applying an EA gloss to everything it produces rather than specialising in a brand that really hits the spot. They're also likely to draw their own conclusions about what Lange called 'Microsoft's decision to evaluate the sports product they were bringing to market', and point fingers at EA's money-making clout. On the other hand of course, applying those EA everyman tactics to Live is precisely what the system needs to get that one in 15 statistic looking healthier.

Thankfully, EA is lining up a series of titles that everyone wants on Live, a lineup so tempting and so established ➤➤

Chip Lange, VP, EA's Online Gaming Services

"The potential for great competitive match-ups on Xbox Live with EA Sports titles is huge"

BURNOUT 3

Online carnage done to perfection

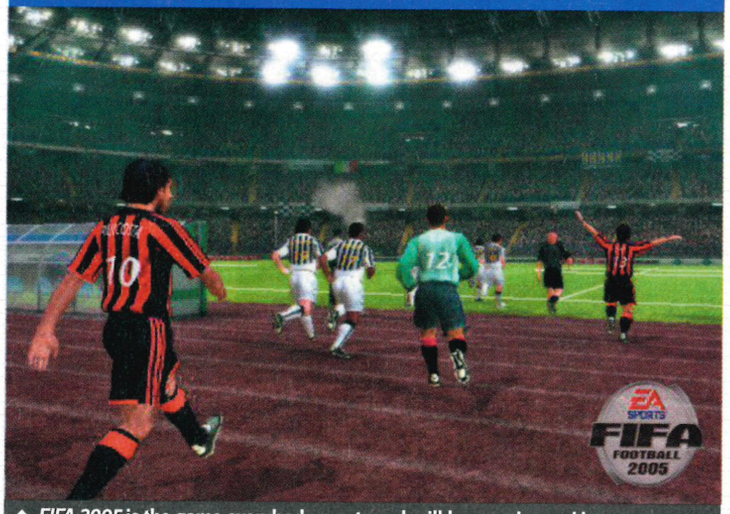
BURNOUT 3, ONE of EA's finest-looking games is only going to get better with the inclusion of Live. As well as the huge graphical leap forward, *Burnout 3* will feature two varieties of Live game, as well as the usual single and multiplayer modes. The new online game modes will both be Live versions of the current Crash and Race modes. Six players will be able to compete at any one time on a course which, thankfully, will still feature as much screen traffic as the standard single-player mode. This is guaranteed to have everyone involved whipped into a road rage frenzy, so be thankful *Burnout 3* will be compatible with the headset on Live 3.0 – that way you can vent your spleen to your heart's content. The game also features a new one-of-a-kind special effects engine that will create unique smashes every time. There are hints that you'll be able to record and save the best crashes, to then send to your friends via email. Downloadable content in the future may also be a possibility.

↑ Wanton destruction with Live bits added – could you want anything more?

FIFA FOOTBALL 2005

The game everyone has always wanted on Live

THIS IS THE DADDY – the one everyone has been longing for. Real fans will be able to play each other in real leagues, controlling and commanding their team through genuine championships. You'll be able to set up matches, follow your team through each round, and guide them to victory against very real opponents. Although downloadable content such as different players maybe possible thanks to mid-season transfers, there is no news yet to whether this is set in stone yet, as the yearly updates of *FIFA* often rely on player transfers as a portion of their selling appeal. Multiplayer options, allowing different gamers to control an individual player are also being considered, and will certainly feature more than just a one-on-one option although the exact number of online gamers playing at any one time has yet to be confirmed. New, vastly improved player makers will allow you to upload your players online, and, as expected, *FIFA 2005* will be fully compatible with the headset.

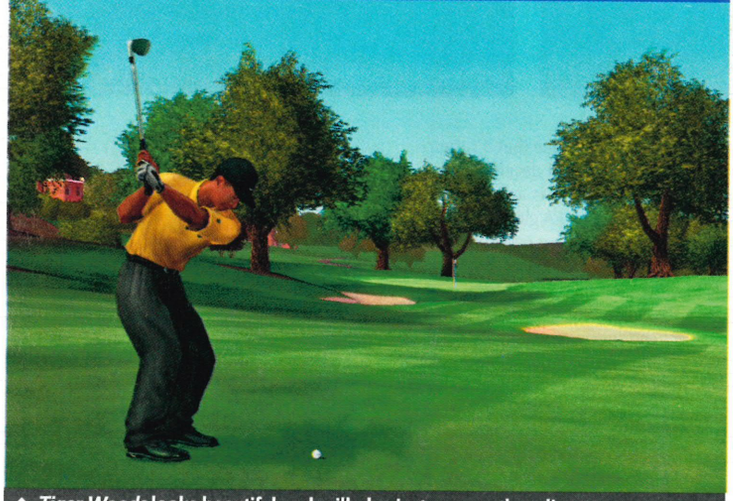


↑ *FIFA 2005* is the game everybody wants and will be massive on Live.

TIGER WOODS PGA TOUR 2005

Tee off against the world...

PLAYING ONLINE IN real tournaments is something we've wanted to do for a long time with *Tiger Woods*, and with the latest addition looking at going Live, we'll soon be up against golf pros the world over. New game options include a real-time 52-week career option, and ten seasons' worth of PGA Tour Calendar events. You'll also be able to build and modify your own 18-holes courses, then challenge all-comers to try their hand at it. The better your course, and the more thought you put into designing it, the more attention it will get from professional players during the game, so hopefully the same will apply if it can be applied to Live play as well. You'll even be able to 'Tiger Proof' a course (make it more difficult in other words) for particularly good players. At the moment all the tartan slack action is only slated for release in the US, but hopefully this masterpiece will make its way to our shores. After all, we've not got *Links 2005* on the way, have we? Tsk!



↑ *Tiger Woods* looks beautiful and will play just as sweetly online too.

GOLDENEYE: ROGUE AGENT

Dominate the world online as Bond's nemesis

IF YOU'RE A REGULAR reader of *OXM*, you'll know that *GoldenEye: Rogue Agent* is all about being bad, about trying to rule the world rather than save it, and all about bringing ruin to the megalomaniacs Goldfinger and Dr No while using your corrupt 00 status to your own end. If you're a 007 fan you may wince, but the online aspect is sure to bring a smile to even the most cynical face. Live arenas will include locations such as the Swiss Alps, streets of Hong Kong, Fort Knox and Dr No's Crab Key Caribbean hideout, and you'll encounter characters such as Oddjob, Scaramanga, Xenia Onatopp and Pussy Galore, all of which, like the first *GoldenEye* game, will hopefully be playable. Online game modes will include deathmatches (and deathmatch simulations to get you prepared), and objective-based team games such as Capture the Flag. And yep, the headset will allow plenty of online swearing and shouting once you've used the messenger to invite your mates for a game.

↑ Turn evil and destroy the world as Bond's arch enemy.

TIMESPLITTERS FUTURE PERFECT

Fight yourself with yourself. Eh?!

THE THIRD *TIMESPLITTERS* game will feature some new twists when it comes to the whole time-travelling malarkey. Not only will you be able to meet yourself in different time periods, but you'll be able to team up with yourself to fight other players or even alternate versions of yourself! With the 16-player deathmatch online, this could potentially mean fighting a further 15 versions of yourself, all of which would make for rather interesting gaming to say the least. As well as a range of maps spanning the dates between 1914 and 2401, you'll also be able to use the map editor to create and upload your own arenas. The bots have apparently been tweaked to perfection, and there are opportunities to play co-operatively as well as every man for himself. This will mean the Live Communicator headsets will come in very handy, as you'll be able to offer hints and commands to yourself in order to bring down the opposition (yourself too, presumably).

↑ Time-travelling chaos over the internet and time/space dimensions.

NEED FOR SPEED UNDERGROUND 2

Racing as we know it is about to change

EXPECT A LOT FROM *Need For Speed Underground 2*. As well as a completely overhauled single-player game and open-ended map structure, the online beauties are something to behold too. You will be able to customise, style and modify your cars, then race them online against worthy opponents, plus (and this is a maybe) you'll be able to modify the tracks to suit the particular style of race. Word has it that many of the courses will also be designed with Live play in mind, which makes us think that this could be one of the first 'built for Live' games EA is producing. There is also word that the drag racing aspect of *Need For Speed Underground* will play a major part in Live, and although this will extend to more than just leader boards and stats, EA is remaining tight-lipped about it. There is also speculation that the Xbox version will enable gamers to play cross-platform, and although this is just a pipe-dream, the possibilities this may bring to gaming, especially EA gaming, would be endless.

↑ One of the most enhanced Live games will be this little beauty.

as quality brands, XSN might not be missed at all. *FIFA* seals the deal for many of us but, for those who aren't tempted by the leading footy brand going Live, there are a host of other tasty titbits.

"Our Xbox Live-enabled games will incorporate new innovations including a Live Sports Ticker, online mini-games, as well as full messenger functionality," Lange told us. "EA will bring a huge competitive environment to Xbox Live. As the biggest publisher of Xbox games and with more people playing EA Sports games, the potential for great competitive match-ups on Xbox Live with EA Sports titles is huge."

EA's Live system won't be a separate entity from Xbox Live, rather a sister service. Friends lists will remain the same, invites to join EA game sessions will appear during non-EA games, all games will support an EA Messenger service, voice chat requests, text messages and email messaging too.

And, thankfully, when asked whether we'll have to pay for EA's Live service as well as Xbox Live, Lange told us: "There are no current plans to charge a games player twice to play EA titles on Xbox Live. Players will continue to pay for their normal online service in the normal way."

Understandably, when it comes to downloadable content, EA is taking a lead from Microsoft and considering a small charge per download. "EA will have a rich feature set through Xbox Live. We're evaluating if we will offer additional features and experiences for an incremental cost," says Lange. "If we do, we feel it will be well received because of the increased value in the offering." Microsoft has started handling its online stance considerably differently to how it used to, another aspect that has helped bring EA aboard. Whereas Live is currently a closed network, owned, operated,

Michel Cassius, european director, Xbox Live

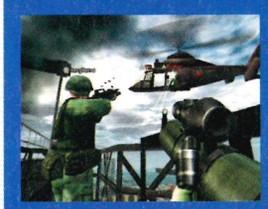
"EA Sports Live will definitely help Xbox Live. There will be more people playing. It's very, very positive for customers"

spoon-fed, nappy-changed and walked to school by Microsoft, recent changes mean other developers are able to get in on the action. Like EA, anyone has the potential to run their own servers, control leagues, add online-only games such as the new Xbox Live Arcade service, but crucially, they also have the option to introduce their own pay-to-play functions. Soon, if EA's content succeeds, we could see a flurry of developers and publishers all introducing new content to our favourite Live games.

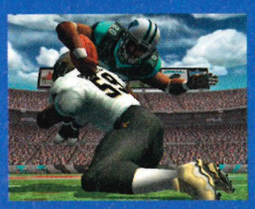
For all the naysaying and chin-stroking, the proof of whether this is a good move for Xbox comes down to one thing: the wallop each of the games will have, not just in sales charts, but when plugged into your Xbox. And looking at this little lot, we could be cruising for a wallop big enough to leave us seeing stars. As Don Mattrick has said: "I know it took a while for us to get here, but EA is committed to creating great experiences to help [Microsoft] grow the Xbox Live community", and on these pages are the first EA Live games he was talking about...

THERE'S MORE

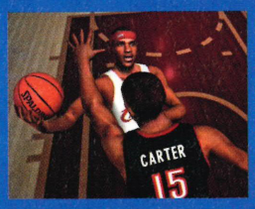
The best of the rest of EA's Live line-up



BATTLEFIELD: MODERN COMBAT
Online battles with 30 vehicles such as tanks and choppers - this could be an explosive Live release. It's hinted up to 24 players will be able to play at any time.



MADDEN NFL 2005
Presumably, you'll be able to play your favourite team against other avid American Football fans. With a strong US following this is bound to be one of EA's busiest games.



NBA LIVE 2005
Online rosters, league standings and online play, it seems one gamer will play per character, making a great game full of human strengths, AI and, of course, human weakness.

NCAA Football 2005 is the first Live EA title and will soon be released, but only in the US. At least we'll know how well the EA Live server is doing. *NASCAR 2005: Chase The Cup* is another US sports title that has yet to translate fully in the UK. As it is though, it's going Live and will be explosive in multiplayer. *NHL 2005* is also Stateside-centric, but fans in Blighty will still be able to enjoy their teams Live upon its release.

FRIENDS IN HIGH PLACES: INTERNATIONAL SPORTS STARS WERE PRESENT AT THE BIG ANNOUNCEMENT IN LA, INCLUDING MUHAMMAD ALI, MARSHALL FAULK AND CARMELO ANTHONY.

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SPLINTER CELL 3 EXCLUSIVE PREVIEW

Stealth with a sinister new (neck) twist

NEXT-GEN GRAPHICS CARDS VERDICT... | LET THE WOOKIEE WIN BEAUTY CONTEST!

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XBOX Official Xbox Magazine

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.

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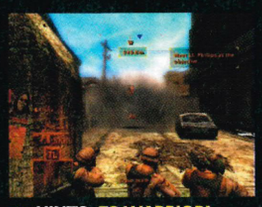
>> PLAYABLE DEMOS: FOUR TRIAL VERSIONS TO PLAY NOW!

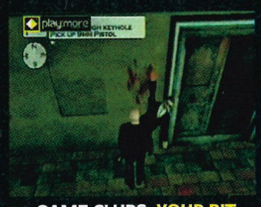
WE WANT YOU!

Review a game, take up the Demo Challenges, join a Game Club. Do it!

>> DEMO: RALLISPORT 2!



>> HINTS: FS WARRIOR!



>> GAME CLUBS: YOUR BIT

>> CHALLENGES: RESULTS!

>> GUIDE: THIEF: DS

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OFFICIAL XBOX MAGAZINE

Play these Games

IF YOU'VE read our world-exclusive verdict on *Sudeki* (page 068), you'll probably be itching to taste a piece of this gorgeous adventure for yourself. In our brilliant trial version you control Tal, Ailish and Buki in the mystical Temple of Mo. Can you survive the battle with Ghara, queen of spiders? Our other hot new trial version is *Psi-Ops: The Mindgate Conspiracy*. It's a game of pure invention; the training room alone will last for hours. *Hitman: Contracts* and *RalliSport Challenge 2* are the other action-packed demos and both are absolutely massive. System Link fans will love the new *Rainbow Six 3* level and there are 25 E3 movies as a bonus!

SUDEKI

GAME INFORMATION
REVIEWED: **THIS ISSUE**
SCORE: **8.7**
PLAYERS: **1**

What You Get
A three-level deathtrap dungeon, the Temple of Mo. Control Ailish, Tal and Buki to recover an ancient treasure.

What You Do
For generations, the Crystal of Ghara, Queen of Spiders has rested in the Temple of Mo. Ghara's now insane and it's about time that you recovered the treasure and bought it back into the light.

Top Tips
In the first two stages you control Ailish and Tal. You must face Arconite warriors and fiendish puzzles. Tough teamwork is essential. During combat, open the quick menu by pressing Y. This gives you access to an arsenal of special moves and spells.

↑ Tal won't take any nonsense.

Anything Else?
Buki goes one-on-one with Ghara in the final stage. Ghara's only vulnerable when stunned, so make her charge headfirst into one of the green walls. Press the D-pad to use quickshot items like healing salves and anti-venom potions.

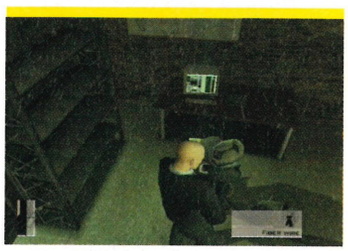
HITMAN: CONTRACTS

GAME INFORMATION
REVIEWED: **ISSUE 30**
SCORE: **6.6**
PLAYERS: **1**

What You Get
The massive third level, Bajarkov Bomb.

What You Do
Your targets are Fabian Fuchs, a leader of a terrorist group and Sergei Bajarkov, a Soviet submarine commander. Bajarkov is manufacturing 'dirty' bombs and is trying to flog one to the Fuchs family. Stop them!

Top Tips
The easy option is to run and gun all the way through the level, slaying everyone in sight. Although you're outnumbered, there are enough weapons to see you through.



↑ Strangle him and steal his threads.

We recommend using the silenced pistol to avoid causing too much commotion.

Anything Else?
To play stealthily, sneak into the kitchen disguised as a civilian and assassinate Fuchs unnoticed. Meet your contact, the chef, while disguised as Fuchs. The only weapon you can carry while disguised as a civilian is the poker, but it's effective for silent kills. See if you can get to Bajarkov without anyone realising your true identity.

PSI-OPS: THE MINDGATE CONSPIRACY

GAME INFORMATION
REVIEWED: **COMING SOON**
SCORE: **TBA**
PLAYERS: **1**

What You Get
Two mind-bending levels, a shed-load of psychic powers and a psychic playroom!

What You Do
Nick Scryer's been painfully transformed into the ultimate bio-weapon. Now he's escaped and wants to reap revenge!

Top Tips
We love telekinesis! Lift an enemy, then shoot them, throw them or dangle them over a fire. Lift an object while standing on it and ride it like a magic carpet!

Anything Else?
As long as you have psi-power, you'll control enemies' bodies. Make them commit suicide or shoot their buddies!

PRIZE CHALLENGE
PSI-OPS

Here's What You Do...
Cause the most Movement Property Damage in the first demo level (rating displayed at the end of the mission). Smash stuff, set objects on fire and shoot everything!

The Reward
U.S. Robotics 805430 Wireless Gaming Adapter and 809106 SureConnect ADSL Wireless Gateway (all-in-one wireless modem/router/access point) - perfect for fast, secure and convenient wireless networking and internet access. For info, contact U.S. Robotics: 01628 640140 or www.usr.com

Proof Required
If you win, we'll contact you to ask for a video recording of your entire run.

Closing Date
Thursday 12 August 2004

The Rules
See standard rules on page 115.

↑ Full review next issue.

RALLISPORT CHALLENGE 2

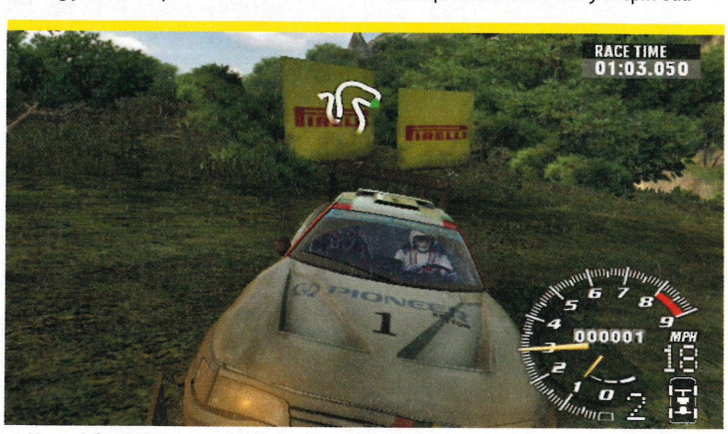
GAME INFORMATION
REVIEWED: **ISSUE 30**
SCORE: **9.0**
PLAYERS: **1**

What You Get
Five unique modes: Rallycross, Rally, Hill Climb, Ice Racing and the all-net Crossover mode. There are four hazardous tracks too.

What You Do
Rally mode offers the traditional point-to-point trial; Hill Climb mode spices it up by making you drive up a treacherous mountainside. Listen to your co-driver - he'll tell you what direction the next corner is and how tight you'll have to turn.

Top Tips
Even more concentration is required in Crossover mode. This is a race on parallel figure-of-eight circuits. Ice Racing is even tougher - the road is slippery and all four cars are racing on the same piece of track.

Anything Else?
Rallycross mode is like driving through a pigpen. You can't see the road for all the sludge. Use the handbrake carefully - too much pressure can make you spin out.



↑ You might want to go a bit faster than 18mph...

Download Centre: Rainbow Six 3: Meat Factory Level

GAME INFORMATION
REVIEWED: **ISSUE 23**
SCORE: **9.4**
PLAYERS: **1-10**

»If you've already completed Campaign mode, you'll be familiar with parts of this level. The two main areas are identical to the single-player version: a large meat locker surrounded by corridors and office areas and a silo area with an elevated metal walkway. Because of the immense size of this level, you should play it with at least eight players.

HOW TO...
DOWNLOAD THE MEAT FACTORY LEVEL

YOU NEED 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 Meat Factory. This new level is playable in Sharpshooter, Survival and Team Survival game modes with a maximum of ten players.

↓ **If you own the full game, you can enjoy this awesome multiplayer level.**

COMING SOON...
PLAY:MORE CUSTOMISER

»PLAY:MORE IS about to enter a new dimension. Starting on Game Disc 34, we'll be including your sharpest custom characters, custom levels, ghost cars and saved replays. It can be anything from *Tiger Woods* golfers or saved hole-in-ones, a *TimeSplitters 2* map, a custom skate park from *THUG* or a personalised rider for *MotoGP 2*.

There are two ways you can send in your saves. If you already own any Datel Action Replay device, you can email your saves directly to **ben.talbot@fxmi.com** If you don't own an action replay device, but do own a memory card, email or write to 'OXM Customiser' at the usual address or email ben.talbot@fxmi.com. If we like the sound of your save, we'll arrange for you to send your memory card to us. Please DO NOT send your memory card without prior arrangement. Each month, the five best saves will win a Datel MAX Drive - the fast, easy and secure way to transfer files between your Xbox and any PC. MAX Drive is available from all good videogame stores, or you can purchase it online at **www.codejunkies.com**

→ *MotoGP 2* designs are one idea...

COMING SOON!

← ...or how about a brand new level?

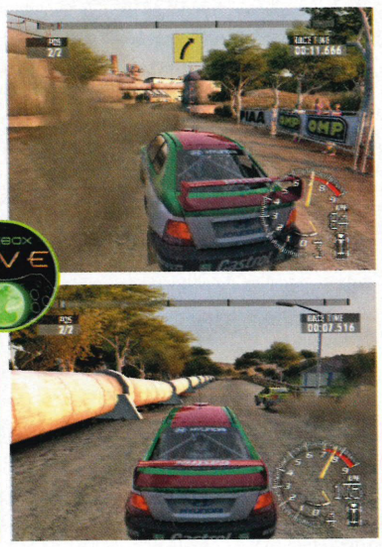
RalliSport Challenge 2 Xbox Live Challenge

XBOX LIVE ONLINE ENABLED

THIS MONTH we're pleased to announce Microsoft's first Xbox Live Challenge League. It's a chance to win two VIP tickets to the LG Super Racing weekend at Spa in Belgium on 31 July and 01 August 2004, including flights and hotel accomodation.

All you have to do is register your details at **http://www.xbox.com/en-GB/rallisport2/tournament.htm** and make sure that you've opted in on your Dashboard for communication from Xbox (so Microsoft can let you know if you've won).

You just need to record the fastest time on the Rally Track, Australia/SS1 Cooper Hill 1 and race in the Honda Accent Evo 3, between Monday 21 June and at 12:00 BST on Wednesday 21 July 2004. The registered driver with the fastest time as shown on the Live scoreboards will win. You must be registered otherwise your score won't count. We'll be featuring the full results on next month's Challenges page. Good luck!



You must be 16 or over to qualify. You must be a permanent resident of one of the participating countries, UK, Denmark, Finland, France, Italy, Netherlands, Norway, Spain, Sweden, Switzerland. The grand prize does not include transfers to and from the relevant airports, travel insurance, visa costs, gratuities, or meals other than those provided in the VIP ticket. At the closing date, the gamer with the fastest time will be emailed or telephoned by Microsoft. They will use the email or phone number that you have put in the Dashboard so make sure it is a current address.

DLC: THREE NEW LEVELS FOR THREE DIFFERENT GAMES NEXT MONTH. THERE'S THE ARMED AND DANGEROUS SUMMER HOME, COUNTER-STRIKE'S INFERNO MAP AND GODZILLA'S THRASHBURG ARENA.

www.edge-online.com

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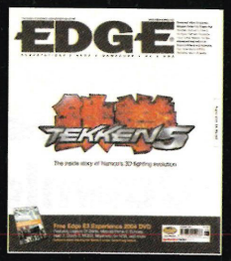

Tekken 5

Exclusive: The inside story of Namco's 3D fighting evolution

Free Edge E3 Experience 2004 DVD

Featuring Legend Of Zelda, Metroid Prime 2: Echoes, Halo 2, Doom 3, MGS3, Miyamoto on NDS, and more

Collector's edition featuring two Tekken 5 covers: Raven/Craig Marduk

Issue 139 on sale now

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OFFICIAL XBOX MAGAZINE

DemoChallengeLeagues

HALL OF CHAMPIONS: Here are your scores for *World Championship Rugby*, *Amped 2* and *Shadow Ops: Red Mercury*. Issue 31 scores next month!

WORLD CHAMPIONSHIP RUGBY Game Disc 30
THE CHALLENGE: Highest score against Wales

NAME	ADDRESS	BEST SCORE	PROVED?
CHARLES EDWARDS	LEICESTER	52	PENDING
RYAN ROBERTS	FLINTSHIRE	52	PENDING
ARJUN BAPAT	WIRRAL	45	YES
PAUL HILL	RUSLIP	38	PENDING
SAFRAZ PATEL	LONDON	38	PENDING
CRAIG EDEN	LIVERPOOL	37	PENDING
LUKE TOMLIN	WEST CHILTINGTON	32	PENDING
JOSH FULLER	DEVON	31	PENDING
MATTHEW HALL	BEDS	29	PENDING

THERE WAS a dead heat at the top with *Rugby* warriors Charles and Ryan scoring 52. Lucky Charles was picked at random to win a copy of the game from Acclaim.

SHADOW OPS: RED MERCURY Game Disc 30
THE CHALLENGE: Fastest time to complete demo mission

NAME	ADDRESS	BEST TIME	PROVED?
RYAN ROBERTS	FLINTSHIRE	02.05.70	PENDING
GLYN HORSLEY	NOTTS	02.49.00	PENDING
PETER BAYLEY	MIDDX	03.32.83	PENDING
JAMES PAVIOUR	HANTS	03.41.00	PENDING
JAMES O'NEIL	SOUTH WIRRAL	04.16.83	PENDING
LES ANDERSON	CO. ARMAGH	05.59.00	PENDING
SAFRAZ PATEL	LONDON	06.06.00	PENDING
CALEB EDEN	LIVERPOOL	06.08.00	PENDING
LES BEAVAN	CO. DOWN	06.23.00	PENDING

RYAN'S having another storming month; this time he's topping the *Shadow Ops* league. All the top ten win *Magic the Gathering: Battlegrounds* and a Starter Set.

AMPED 2 Game Disc 30
THE CHALLENGE: Highest score on Evergreen course

NAME	ADDRESS	BEST SCORE	PROVED?
GLYN HORSLEY	NOTTS	7364690	PENDING
CHRIS MORGAN	ABERYSTWYTH	2651987	PENDING
HENDY	GLENROTHES	2000000	PENDING
J PULLEN	SUSSEX	1203866	PENDING
ADAM MILKIN	ESSEX	889230	PENDING
ADAM J WILSON	CONWY	753654	PENDING
JOHN NORRIS	OXFORDSHIRE	727573	PENDING
SEBASTIEN DIEU	W. YORKS	690281	PENDING
DARRON EDEN	LIVERPOOL	645792	PENDING

WE'RE STILL not sure how Glyn achieved his 7 million points, but video proof will hopefully reveal all. He'll win a 007 JB1 Camera from Digitaldreamco.

TOCA RACE DRIVER 2 Game Disc 29
THE CHALLENGE: Fastest time on Mustang Challenge

NAME	ADDRESS	BEST TIME	PROVED?
GLYN HORSLEY	NOTTS	04.11.97	PENDING
RYAN ROBERTS	FLINTSHIRE	04.12.06	PENDING
MARK DUNKLEY	LANCS	04.14.40	PENDING
MICHAEL RYDER	BIRMINGHAM	04.14.82	PENDING
ANDREW ALLEN	LONDON	04.15.03	PENDING
TONY PLANT	CONWY	04.15.35	PENDING
COLIN BIRCH	DEVON	04.16.53	PENDING
PAUL RILEY	LEICESTERSHIRE	04.17.17	PENDING
JASON STONEMAN	GWENT	04.17.66	PENDING

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 start taping.

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 32's challenge is Thursday 12 August 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!

ISSUE 32

DEAR OFFICIAL XBOX MAGAZINE,

Here is my Demo Challenge score for you to admire.

PSI-OPS
Most Movement Property Damage caused in first demo level.

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 32 Demo Challenge, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP.

NEXT MONTH'S DISC: CHECK OUT NEXT MONTH'S GAME DISC FOR MOVIES OF COLIN MCRAE RALLY 2005, GOLDENEYE: ROGUE AGENT, TIMESPLITTERS 3 AND MANY MORE!

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OFFICIAL XBOX MAGAZINE

HintsandCheats

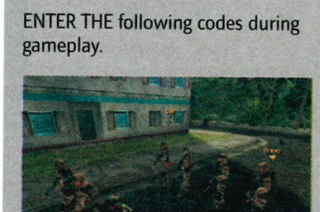
THIS IS THE place for all your freshest codes and unlockable extras for the latest Xbox games. We'll help you discover secret levels, play as new characters and even blast your way right through to the end of a game. You should never be stuck again!

Cheats in Motion

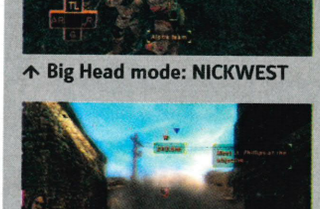
FULL SPECTRUM WARRIOR

Issue 30, 9.2

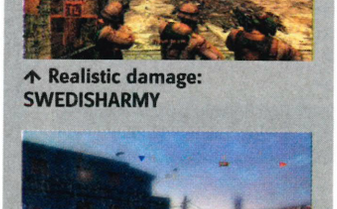
ENTER THE following codes during gameplay.



↑ **Big Head mode: NICKWEST**

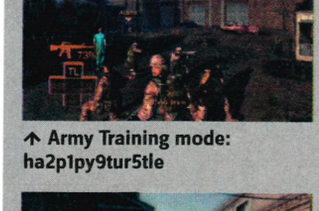


↑ **Realistic damage: SWEDISHARMY**

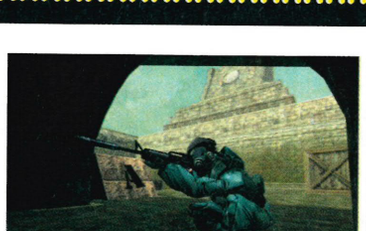


↑ **Unlimited ammo: MERCENARIES**

↑ **Army Training mode: ha2p1py9tur5tle**



↑ **Concept movie: Complete the entire game.**



↑ ***Counter-Strike*: earn some loot!**

COUNTER-STRIKE

Issue 23, 8.0

Pause during gameplay to enter the following codes:

Easy money: Up, Up, Down, Down, Left, Right
Auto aim: Down, Down, Down, Down, Up, Up
Big heads: Up, Up, Left, Right, Up, Down
Change costume: Left, Right, Down, Up, Left, Right
Low gravity: Up, Right, Right, Up, Up, Left
Passive enemies: Left, Right, Right, Left, Up, Down

LMA MANAGER 2004

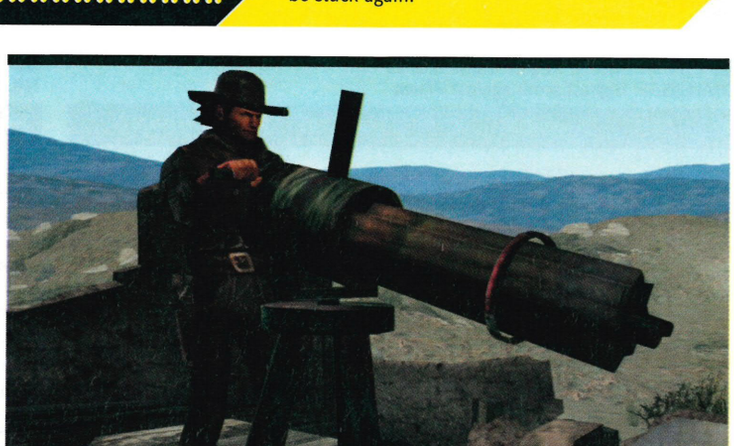
Issue 27, 8.4

Improved pace: Enter your name as LMA2004A
Players don't age: Enter your name LMA2004B

RED DEAD REVOLVER

Issue 30, 8.5

Bite the bullet: Complete chapter 20.
Bounty Hunter and Hard modes: Complete the game.
Buy every item at the stores: Unlock all showdown characters and journal pages.
Very Hard mode and Red Wood Revolver: Complete the game on Hard mode.



↑ ***Red Dead Revolver*: unlock new levels and characters.**

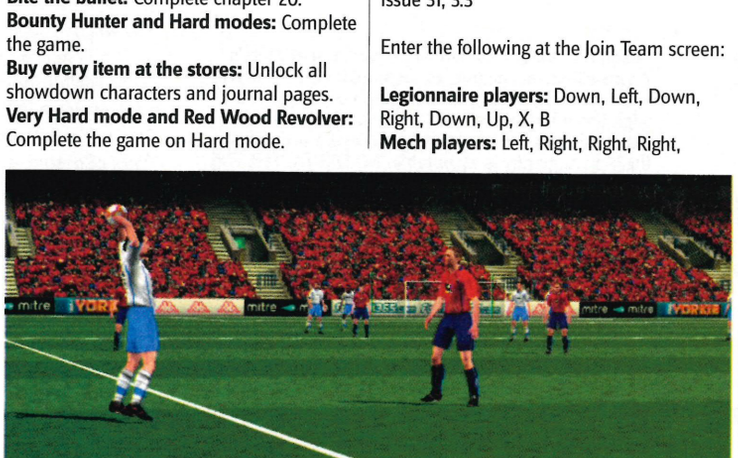
Golden gun: Complete chapter 25.
Infinite deadeye: Complete chapter 24.
Invincibility: Complete chapter 27.
Matilda as a showdown character: Complete chapter 14.
Morning Star as showdown character: Complete chapter 1.
No distortion cheat: Complete chapter 21.
No HUD and Grizzly as a showdown character: Complete chapter 18.
Sad Stars cheat: Complete chapter 2.
Sheriff Bartlett as a showdown character: Complete chapter 5.
Smitty as a showdown character: Complete chapter 11.

SUPERLEAGUE RUGBY LEAGUE

Issue 31, 3.3

Enter the following at the Join Team screen:

Legionnaire players: Down, Left, Down, Right, Down, Up, X, B
Mech players: Left, Right, Right, Right, Down, Up, Down, B, X
League god mode: Win any competition on Legend difficulty.



↑ ***Superleague Rugby League*: improved pace for your players.**

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

Issue 10, 6.5

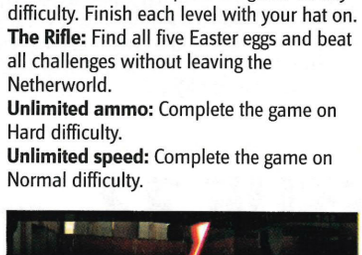
Enter these codes at the cheat menu:

All movies: FLICKY
All multiplayer characters: PEEPS
Infinite ammo: BISCUIT
Infinite health: BUBBLE
Lightsaber from beginning: FUDGE
Secret level: DEMO
Stage select: DINGO
Unlimited Force: SCOOTER
Unlock seven levels: CHERRY

VAN HELSING

Issue 30, 7.0

Hard mode: Complete the game on Normal difficulty.
Power clothes: Complete the game on any difficulty. Finish each level with your hat on.
The Rifle: Find all five Easter eggs and beat all challenges without leaving the Netherworld.
Unlimited ammo: Complete the game on Hard difficulty.
Unlimited speed: Complete the game on Normal difficulty.



↑ ***Jedi Outcast*: lightsaber from the start.**

↑ *Van Helsing*: unlockables galore!

WORMS 3D

Issue 22, 7.3

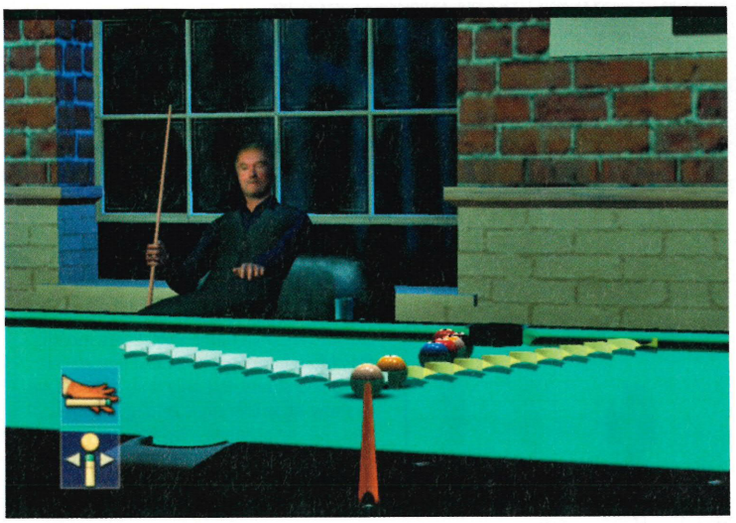
Enter these codes at the cheat menu:

Tiny island: smashsumfruit
Frozen map: Bigape (set theme to Arctic)
Blimp map: bangbang (set theme to War)
Cliff map: igotworms (set theme to England)
Banana bomb: Complete Shotgun Challenge 3.
Earthquake weapon: Complete Jetpack Challenge 3.
Mad cows: Complete Shotgun Challenge 3 with all gold medals.
Nuclear bomb: Complete Deathmatch Challenge 10 with all gold medals.
Super sheep: Complete Sheep Challenge 3.

WORLD CHAMPIONSHIP SNOOKER 2004

Issue 31, 8.8

Champion's photo 6: Win LG Cup.
Champion's photo 7: Win British Open.
Champion's photo 8: Win the first One on One.
Champion's photo 9: Win UK Championship.
Champion's photo 10: Win Royal Welsh.
Champion's photo 11: Win The Masters.
Champion's photo 12: Win the European Open.
Champion's photo 13: Win the second One on One.
Champion's photo 14: Win Champion's Cup.
Champion's photo 15: Win Irish Masters.
Champion's photo 16: Win the third One on One.



↑ *World Championship Snooker 2004*: play as John Virgo!

Champion's photo 17: Win the Player's Championship.
Champion's photo 18: Win the Nation's Challenge.
Champion's photo 19: Win the World Championship.
Memorabilia photo 1: Break of 30+ points.
Memorabilia photo 2: Break of 50+ points.
Memorabilia photo 3: Clear the colours.
Memorabilia photo 4: Win a frame by 50+ points.
Memorabilia photo 5: You'll get this the first time you play in the Crucible.
Memorabilia photo 6: Pot any ball with a plant shot.
Memorabilia photo 7: Pot any ball off a break (in snooker).
Memorabilia photo 8: Pot two or more reds in a single shot (in snooker).
Memorabilia photo 9: Break of 100+ points.
Memorabilia photo 10: Total clearance.
Memorabilia photo 11: 147 maximum break.
Classic Match videos: One video unlocked for each Classic Match completed.
Joe Davis: You'll need to finish a season ranked number one.
John Virgo: Complete Snooker trickshot challenge to unlock John.

↑ *Worms 3D*: unlock the nuclear bomb.

SHADOW OPS: RED MERCURY

Issue 31, 8.0

Master Code: happycamper

↑ *Shadow Ops*: the Master Code.

MORE GAMES, MORE CABLES AND EVEN MORE DANCING

↑ *BritXbox*: this event will be the biggest yet. It's time to prove your worth!

ON 31 JULY 2004, top Xbox community site www.britxbox.co.uk is hosting its fourth get-together. LANfour is a massive Xbox party held at Loughborough University in Leicestershire, and it promises to be one of the hottest events on the Xbox calender.

Multiplayer knockouts and clan tourneys will be going on throughout the day. You can even catch up with the Sexiest Man in Wales and laugh at his new haircut before being smacked down by his phenomenal *Halo* skills.

Advance bookings for LANfour can be made online at http://new.britxbox.co.uk/index.htm?ref=lantickets - prices range from £10 if you bring an Xbox and TV to £14 without a TV. Tickets on the door will set you back £18.

Gamers have to be 16 or over. If you can't make it, Play:More will have full coverage in Issue 34. You might even witness the horror of BXB's *Dancing Stage Unleashed* tournament!

YOUR OPINION

IT SEEMS lots of you share Ben T's love for Kelly Brook. We want to see her in a pervy beach volleyball game. Developers, take note! Last month, we asked you which celeb you would like to see in a game.

I'd like to see the *Big Brother* housemates fight to the death with chainsaws, knives and hammers.
Kieran, from the forum

Kelly Brook as Master Chief in *Halo*. We'll all be pleasantly surprised when we find out MC's true identity!
Darth Vader, from the forum

Sarah Michelle Gellar as Nova from *StarCraft: Ghost*.
Ace Ventura, from the forum

Keanu Reeves as *Hitman*'s Agent 47.
MadMarkus, from the forum

The guy who played serial killer Richard Hillman in *Corrie* could play Max Payne. They look identical!
Darren, from the forum

I would love to see Jack Dee as the new *GTA* character, because he hates the world more than anyone.
Floyd, from the forum

Ben as Darth Sexiest in *KOTOR 2*.
Flenser, from the forum

Richard O'Brien from *The Crystal Maze* as Agent 47!
Barry the SuperScot, from the forum

Britney Spears as Samantha in *Need For Speed Underground 2*.
Jakass, from the forum

Lisa Riley as a boss in *Halo 2*.
Meebo, from the forum

Keira Knightly and Kelly Brook as fighters in *Dead or Alive*.
Alfanut, from the forum

I'd like to see Jar Jar Binks in *GTA*, so I could spend hours punching that googly, unamusing, rancid turkey-rind face into pink mush.
Mildcat, from the forum

NEXT MONTH'S TOPIC:
Does anyone remember PSone's *GTA: London*? We want Rockstar to re-make it for Xbox! Which city would you like to see a new *Grand Theft Auto* game based in and why? You can email 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 07781 482669.

STREET FIGHTER FLASH: CHECK OUT: HTTP://FLASHKOF.FREE.FR/STREETJ/STEJH.M/GAME.HTM# FOR A SUPER FLASH VERSION OF STREET FIGHTER THAT YOU CAN PLAY WITH TWO PLAYERS!

OFFICIAL XBOX MAGAZINE

GameClubs

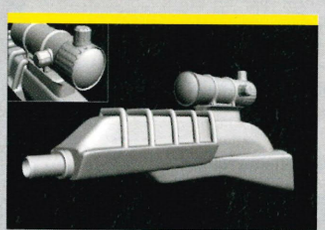
GAME CLUBS is your guide to the newest ways to play, unlocking secrets and discovering cool stuff you won't find in manuals. Using your imagination, guile and skill you can unlock characters, bonus levels and unexpected glitches. You are the pioneers of Game Clubs and Xbox is your uncharted territory. 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.

Club Halo 2

FLOODY HELL! There's only one more month left before Club *Halo 2* closes for good. There's one last chance to get your entries into us – make sure they arrive before the closing date of Thursday 22 July 2004. For those of you who don't know, that's the date the Flood come to Earth to assimilate us all into green gooey blobs. Put it in your diaries.

↑ Luke Bryant created this fearsome Flood creature. It drips with blood and wields Marine weapons. Even worse, it's surrounded by a swarm of smaller Flood creatures!

↑ This Super Covenant Elite comes direct from the vivid imagination of Sean Walsh of Wolverhampton. His plasma shotgun and telekinetic power make him a devastating opponent to Master Chief.



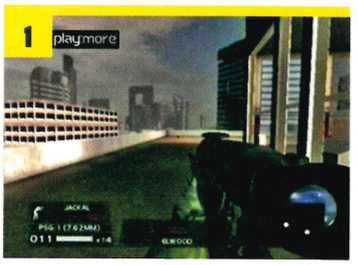
↑ Matthew K Crisp has a real talent for 3D graphic design. He created this fusion rifle, inspired by *Halo 2*'s new assault rifle. Check out the detail on the scope!

play:more On the DISC

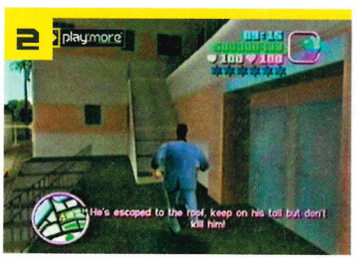
EARN A PLACE in Xbox history and appear on our very own Game Disc. Every month, Play:More brings you the most flipped-out tricks and stunts. Not only that, but we love to show Xbox Live clans getting together and causing absolute mayhem.

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

Simply 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.

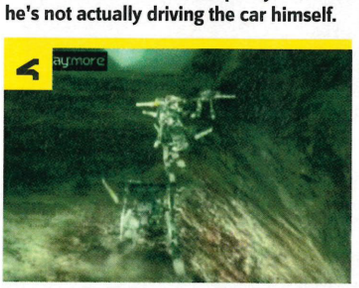


↑ Daring duo Matt Richards and Ben Elshaw demonstrate a cool new trick in their brilliant *Rainbow Six 3* video. Matt uses Ben to piggyback through the window on the Penthouse Mission. Surprisingly, there's quite a big area to explore outside.

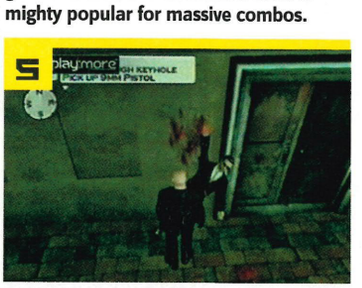


↑ Mitchell Sutton takes car theft to the next level in his *GTA Vice City* clip. Tommy outruns the criminal he's pursuing and steals the getaway car before the crim has a chance to use it. It's pretty weird – he's not actually driving the car himself.

↑ Nathan McClean is a contender for the title of Ultimate THUG. His *Tony Hawk's Underground* combo is a mega 127x and there's a good variety of tricks, flips and grinds on show. The Moscow level is mighty popular for massive combos.



↑ Apologies for the poor video quality but The Stunts Division's *Steel Battalion: LOC* clip is still fun to watch. Elliot Coad and friends show remarkable dexterity in getting their VTs into formation. It isn't as easy as it looks! Check out their forum at www.steelbattalion.co.uk



↑ Believe it or not, Thomas Ling's *Hitman 2* video was actually banned in Germany, that's why it didn't make it on last month's disc. That's certainly an accolade for a video that shows Mafia goons being nailed to the walls, then pulled about like Stretch Armstrong.

VHS COUPON

Stick this coupon to the front of your tape

play:more On the DISC

Name _____

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Description of my Top Play _____

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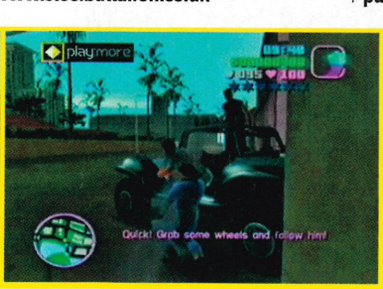
❑ I have made sure that custom soundtracks are turned off.

Send your tapes into 'Play:More on the Disc', *OXM*, 99 Baker Street, London, W1U 6FP.

TUP

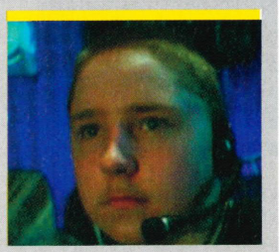
YOUR TOP PLAYS FRAME BY FRAME

WATCH MITCHELL'S *Vice City* clip closely. When he steals the car, Tommy merges with the driver and he's no longer in control!

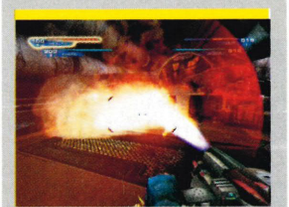


play:more Profile

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 Marc Goldring
GAMERTAG holowV
AGE 15
LOCATION Cyberspace
GREATEST GAMING ACHIEVEMENT Getting 19 frags per minute on *Unreal Championship* (on instagib mode).
FAVE GAME *Unreal Championship* and *Unreal II*.
NOTES It took me ages to get 19 fpm. I'm trying to get it on video to send in. I can't do it when someone is watching – I'm no good under pressure!



↑ Beware Marc's flame thrower in *Unreal II*.

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 Steve, Ben T, Ben L, Andy or Gav'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?

↑ An adventure everyone should own.

ARMED & DANGEROUS

BY JOHN DOUGLAS LEE, LONDON

WHAT A BRILLIANT and fun game to play! The storyline is very funny and the voiceovers are great. It has some excellent weapons. My favourite weapon has to be the ground shark gun, which fires a shark that tracks the enemies down and then eats them.

The controls are very user-friendly. The graphics are a bit of a letdown but the gameplay makes up for that. This game has 21 levels and if you're online you can download even more. It's a game everyone should have in their collection.

SCORE: 8.9 / 10

↑ Has the best AI out of any Xbox game!

TOM CLANCY'S RAINBOW SIX 3

BY SAM BAKER, WILTSHIRE

IF YOU'RE A fan of first-person shooters, then *Tom Clancy's Rainbow Six 3* will surely be your ideal gaming experience. I've been gaming for years, and many others will no doubt agree with me that *Rainbow Six 3* is surely the best online game ever made on any system.

Besides online capability, the single-player side of things is just as good. You can tell your team members where to go using the Xbox Live Communicator. Online is probably the best thing that ever happened in my life of gaming. And now it just got a whole lot better with *Rainbow Six 3*. The AI is probably the best I've seen in a game on Xbox. I say a huge well done and a big thank you to Ubisoft!

SCORE: 9.0 / 10

↑ A rare treat for air combat fans.

SECRET WEAPONS OVER NORMANDY

BY JONATHAN LAMB, HAMPSHIRE

AS YOU PROBABLY know, fighter pilot games for Xbox are rare. But luckily we are blessed with an amazing game: *SWON*. This is one of those amazing games that you just won't want to finish. And when you do finally complete the game, the first thing you want to do is start all over again. Tons of extra challenges and unlockables will keep you busy for hours.

You play a battle-hardened American who is a member of a top-secret squadron called Battlehawks. With your great skills you must fight your way into Nazi-occupied Europe to undergo dangerous missions. There are over 30 huge missions, with 20 high-speed planes to get into, from the Spitfire to a Stuka bomber and Me262. It's excellent.

SCORE: 9.2 / 10

STAR REVIEW

NICHOLAS Wins a copy of *Mafia*

↑ You don't get much more serious than this!

SERIOUS SAM

BY NICHOLAS BURMAN, SOMERSET

SERIOUS SAM is a shooting sensation! Fast and furious is the name of the game as you try to fight it out against MENTAL and his minions in an all-out war.

The scenery is great with fantastic buildings all around Sam. Think you're safe? Think again. Any minute now, you might hear the screams of headless kamikaze. The nearer the game is to ending, the more enemies there are. Just pull out the power of the minigun and don't let go of the trigger.

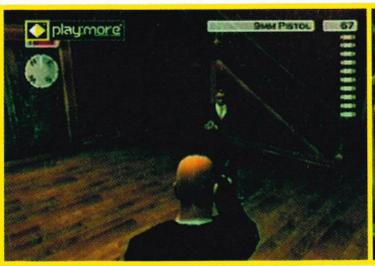
Multiplayer and co-op play add to the fun but unfortunately, after you've completed the game, there isn't any replayability. Nevertheless, with its funny one-liners and cutscenes, multiplayer and long-lasting story mode, this is a must-have for any FPS fan!

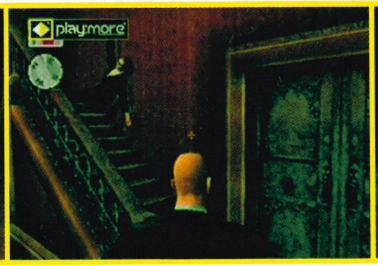
SCORE: 8.7 / 10

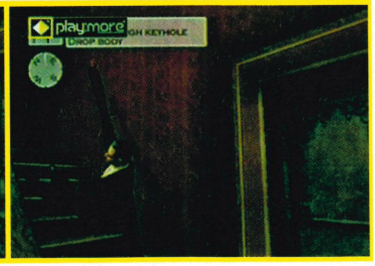
1UP

YOUR TOP PLAYS FRAME BY FRAME

TRY THE nailgun cheat in *Hitman 2*: press R, L, Up, Down, A, White, White during play. Now stretch the baddies like Thomas did!







PLAY:MORE HALL OF FAME: HERE ARE THE FIRST INDUCTEES - PAUL DAY (CO. TYRONE), TED TIMMINS (SURREY) PETER GILMORE (LONDON), WAYNE BOND (MID GLAM), GLYNN HORSLEY (ASHFIELD), MARCUS JONES (CONWY).

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OFFICIAL XBOX MAGAZINE

masterclass

ARTFUL DODGER: THOMAS WILDE

AS THE BEST thief in the City, it's your job to thwart the coming of a new Dark Age, while simultaneously lining your pockets with just about everything you can. Make friends, break alliances, unravel ancient mysteries, slay demons, and save the world in *Thief: Deadly Shadows*, and do so with the aid of this handy guide.

Thief: Deadly Shadows

WHILE IT applies to virtually every stealth-based actioner out there, it bears repeating here: *Deadly Shadows* is a game that requires you to be sneaky, above all else. Garrett is absolutely terrible in a face-to-face fight, so avoid confrontation.

If you must, cosh a few gentlemen, then stow their bodies. If they see you, drop a flashbomb and/or run. It really is that simple.

Mission 1: End of the Bloodline

THE END OF the training mission sees you in a courtyard. As with most of the game's missions, when you're done here, you'll leave via your entry point. Extinguish the lion's-head torch, then wait for one guard to enter the castle. Sneak past the other one, around the edge of his patio, and up onto the battlements. This'll take you into the barracks.

While you're there, take a moment to loot the place. When you are done, head to the bottom of the staircase outside the barracks, where three patrolling guards make life difficult. Toss a noisemaker arrow somewhere else, so all three guards react to it, then slip up the stairs, and into the zone gate in the rooms at the top.

You will emerge outside the bedchambers in the Inner Quarters. Descend briefly via the lift and loot the kitchen, where you'll find a crucial note. Next, backtrack to the battlements, and prepare for serious sneakiness, as you must evade both Lord Ember and his torch-toting companion. Fortunately, if you can simply cross the room, there's a handy side passage which lets you circumvent them.

Pick the lock on Lord Ember's bedroom door and enter. The wall sconce above his writing desk is the switch you need. For extra wealth and even more plot complications, visit Elizabeth's bedroom, up the spiral stairs near Ember's room.

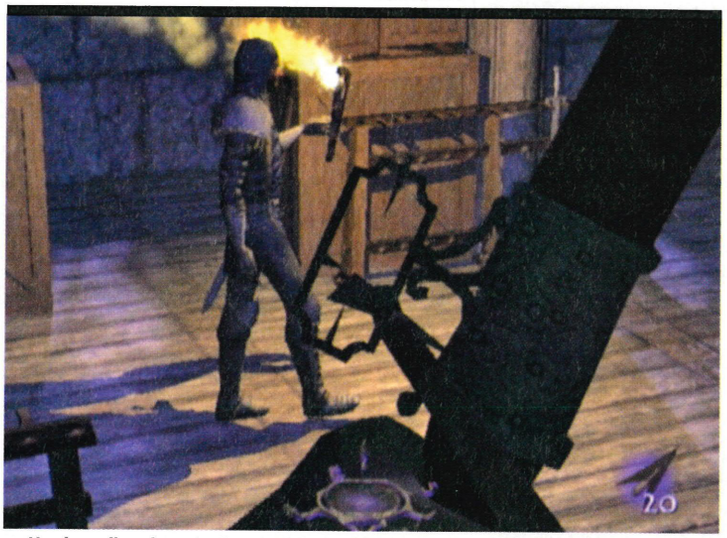
Go back to the Outer Quarters. The treasure vault is towards the west of the building, in the basement. Acquire the Bloodline Opal, and leave the castle.

↑ Water arrows quench open flames.

The City: Day 1

Visit Heartless Perry, and you'll find Ember's wife Elizabeth at the entrance to the Stonemarket. She will go into a nearby building, which you can sneak into via a hole underneath the attached patio. If you wait, her thugs will come inside to get paid, which lets you get them one at a time.

Now, go to the Plaza and meet Bertha. First sell the Opal, then go meet the Keepers in Terses Courtyard. You'll want plenty of water arrows and flashbombs for your next mission, so now's a good time to raise money via mugging and burglary.



↑ Use broadhead arrows to assassinate unsuspecting targets.

Mission 2: St Edgar's Eve

THERE ARE two thugs loitering outside the cathedral, one of whom has a map of the area on his waist. Steal it from him before you go in.

Hammerites are powerful opponents and can drop Garrett with two to three hits. Do not fight them, even if you're desperate. If one's patrol route takes him past a statue, he'll stop and pray; this is a good time to nail him.

Bop the guy on patrol in the courtyard, then slip in via the front door of the cathedral. Given their ecclesiastical tendencies, evading Hammerites is no great accomplishment. Wait for one to start praying, then slip past him.

Investigate the west side of the temple first. You'll find a bellcord on this side of the building, overlooking the front courtyard. If you pull this, you will bring the High Priest and his bodyguard over to the altar hall, getting them out of his bedroom so you can steal his possessions. That, however, is a process that requires great timing and precision. There is a better way...

Sneak into the Barracks via the eastern courtyard, and go upstairs to the balcony. Here, you'll find two gas bombs - one's on top of a barrel, while the other's on a workbench. Grab them, then double back to the courtyard and go up the exterior staircase.

Opening the door puts you in the High Priest's bedroom. Before he can react, pitch a gas bomb at him and his guard. This will knock them both out for the duration. Swipe the Holy Symbol off of the desk.

↑ Stabbing or shooting an enemy leaves blood pools that the guards might notice.

↑ To pick a man's pocket, follow him until the object on his belt lights up.

↑ "Hee hee! I can see right up his apron!"

↑ Our Lady of the Divine Concussion?

↑ A polite thief cleans up after himself.

Now, you have to go to the Hammer Factory and acquire a stamped gear. That zone's entrance can be found at the top of the west stairs in the cathedral's front hall, via the side door. You'll need to be clever to get down the stairs without being seen, but a noisemaker arrow will get most of the guards looking the other way. If you really want a distraction, try releasing the two zombies from the cells near the furnace!

The layout of the Hammer Factory is essentially circular, so you shouldn't have much trouble finding your way around. The unstamped gear is inside a storage room on the ground floor, about two rooms away from the Stamping Machine. Stamp the gear, then take it and your Holy Symbol to the Reliquary. Use both items on the large engines, then go back upstairs to clean out the cage. The Chalice is now yours.

Mission 3: Pagan Tunnels

THESE TUNNELS will be your first acquaintance with a particularly annoying underground feature: luminous crystals. These cannot be dimmed or extinguished.

Let the two hapless miners wander for a bit; any pagan they run into is one less pagan for you to thrash. Of course, they're too belligerent to keep around, so once they've done that for you, bop and stash them.

Forge onward by yourself, until you hear two women talking. Wait for their conversation to finish. One of the women will leave, while the other stays behind to patrol. Knock her out, raid their campsite, and follow her friend into the City's sewer system.

The sewers host a strange phenomena common to Pagan territory: will-o'-the-wisps. While these things are around, any shadows you've found may not be there forever, so keep one eye on them. More importantly, there's a huge lizard down here, which cannot be defeated with your blackjack or dagger, so get out of the water as soon as you can.

Once on dry ground, steal some explosive mines from the stack of crates, and knock out the three Pagans who are on guard. Do so quietly and quickly, as if one of them starts raising a fuss, the lizard will come out of the water to back them up. The only man among them is guarding a treasure chest, which contains a valuable map of the Pagan Sanctuary.

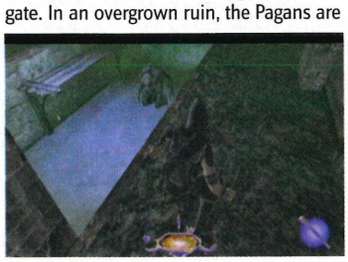
Near the chest is a side tunnel that terminates in a ladder leading to a zone gate. In an overgrown ruin, the Pagans are girding for war. You'll need to read the note on the wall right in front of you to get a new Objective, then evade the two Pagans on guard.

Once past them, wait for a shaman to come down the hall, then knock her out (spellcasters in general are too dangerous to leave conscious; if nothing else, you can pickpocket them to steal their wands) and go in the direction she came from. Through the side door, you will find a bunch of Pagans practising with swords; leave them to it, and pick the lock on the closed door. Poke your head through it, put out the torch to your right, and use the wrecked stairs to get up into the rafters.

For fun, you can drop the giant gear onto the practising Pagans, but otherwise, leap across the rafters into the small stone doorway. This'll lead you to a set of stairs, at the top of which is your first special loot item: the Ancient Statuette.

Climb out the window, onto a pipe, and follow it to the moat. When the guardian isn't looking, drop into the moat and climb the ladder. You're above Woodbine, the Pagans' shaman; read the open book on her bed to learn the Ritual of the Root. Leave her room via the hole in the wall and go straight down the hall to the basement stairs. The stairs lead you to a wine cellar, the main hall of which leads you straight to the altar that holds

↑ Moss soundproofs metal floors.



↑ The lizard looks like an Ent. Avoid!

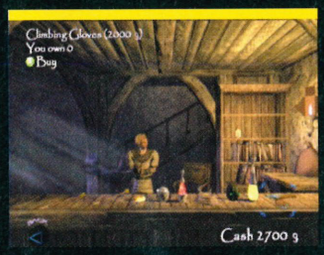
↑ Another 'accident' in the workplace.

↑ Deleted scene from *Lord of the Rings*?

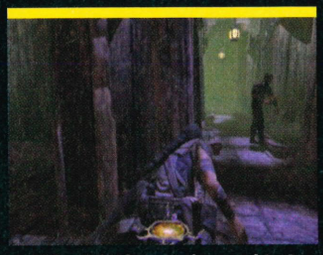
Factions

>>YOU REALLY want to make friends with the Hammerites, as they're handy allies. Fortunately, all you have to do is destroy the undead, which is easily done with flashbombs. You can find zombies in the catacombs below Fort Ironwood in the Old Quarter, or in the Abysmal Gale.

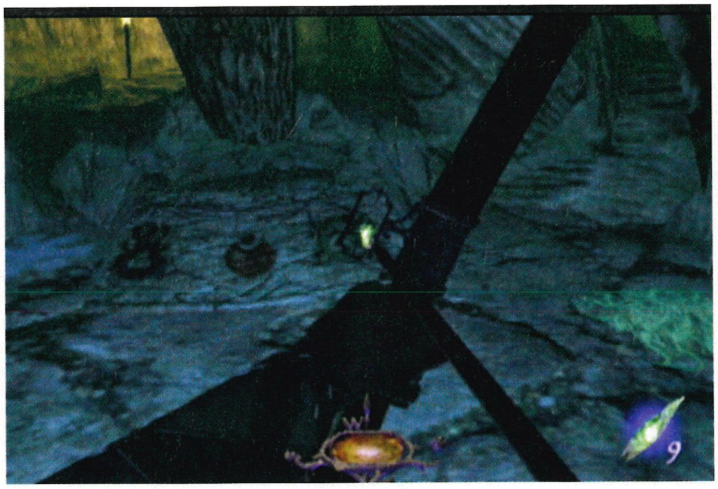
Buy a set of Climbing Gloves at the thieves' market and sneak past the guards outside the tavern to reach the Abysmal Gale. The ship's small, but full of zombies, which can be dispatched with flashbombs, holy water or fire arrows. Use the holes staved into the floor to reach the lower decks; your target's the cargo manifest, which is inside a room on the second deck. Once you've read that, leave the boat, and steal the rowboat one dock over.



↑ Nice cheap Climbing Gloves.



↑ Why did it have to be zombies?



↑ If you need arrows, check the pools by the altar.

RUNNING SCORED: GOING THROUGH A ZONE GATE FREEZES TIME IN THE AREA YOU JUST LEFT. IF YOU EVADE A GUARD BY SWITCHING AREAS, HE'LL BE THERE, WAITING FOR YOU. IF YOU COME BACK THAT DAY.

↑ The switch on the desk can be hard to find.

the Paw. There's a Pagan on patrol down here, with a lizard set to guard the Paw.

Set a mine for the lizard to get it out of your hair, and kill the Pagan. To get the Paw out of the tree, shoot a water arrow at the left-hand symbol, a moss arrow at the right, and finally, drop your dead Pagan on the centre. This'll free the Paw; steal it and make your escape.

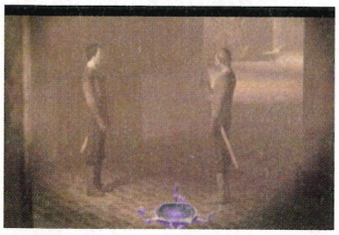
The City: Day 3

Visit the Keeper at Terses Courtyard and follow him into their Library. Read all the open books, and find Artemus on the ground floor. You can now see and open Keepers' glyph doors, which'll let you reach the Docks via the South Quarter.

Mission 4: The House of Widow Moira

RIDE THE lift up then sneak past the guard on the tunnel and wait for the game to break up. Wait for the winner to get out of earshot, then distract his buddy with a noisemaker arrow. Leg it upstairs.

Once outside, slip into the darkness and use your Climbing Gloves to scale the side of the house. Now you can infiltrate the Overlook via a secret wall panel. You'll wind up in the head maid's quarters, with only a drunk guy to bar your passage into the Overlook Proper.



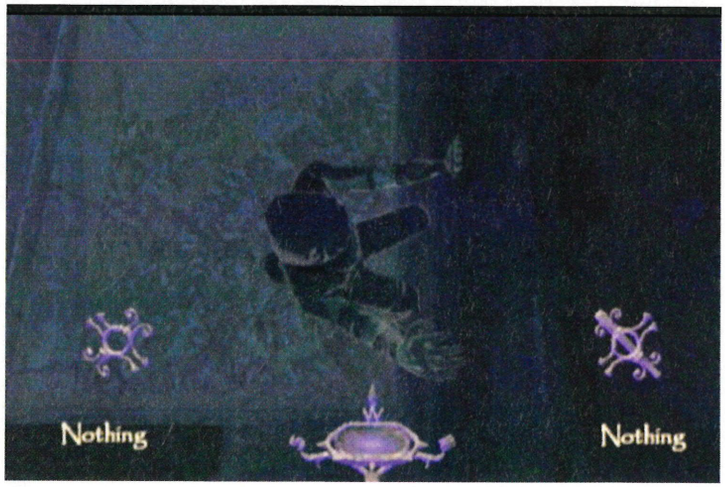
↑ Garrett's eye zooms in on enemies.

There are a lot of people roaming around inside. Beware the intermittent flashes of lightning, which may spoil your cover, and locate the master bedroom. Pick the lock to get inside, then listen to the phonograph.

To get downstairs, you'll have to put out a few candles, stick to the shadows, and watch the servants' patterns very carefully. To get into Richard's study without a fuss, use the grate to the side of the main stairs. The switch you need is under his desk.

From the study, assuming you do something about the three people in your way, you can run through the dining room, to the kitchen, out into the hallway, and to the gallery (which is through the patio-style doors). The secret door will open next to the bookcase on your right as you enter the room. Go inside, steal the Compendium off the desk, and use

↑ Watch a guard's patrol routine, then work around it.



↑ You can use the Climbing Gloves to spare yourself a headache here.

↑ Actual loot will gleam promisingly.

the zone gate. You'll come out right outside the lift that leads to your rowboat.

The City: Day 4

If you're in the Docks, and facing the closed portcullis to the South Quarter, the sewer entrance is to the left. It can be quite hard to find.

Mission 5: The Sunken Citadel

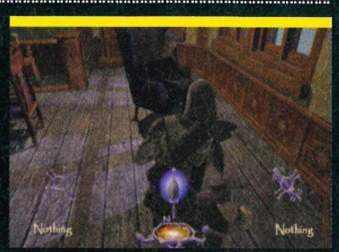
BRING A LOT of water arrows. The layout of the Citadel is very simple, making navigation a snap, but it's full of creatures you really don't want to see you: giant Kurshok fishmen, and the Pagans' beastmen allies. If someone sees you, try to lead them into another creature's patrol grounds; the Kurshok and the Pagans hate each other more than they hate you.

The Inner Citadel is where things start to get interesting. Sneak past the two Kurshok in the atrium, towards the giant torch-holding statue. In the aftermath of a battle between the Pagans and Kurshok, disable the survivor, then head up the stairs behind the statue. The final resting place of the Keeper Rafe is, fittingly, in the ruins of a library; read his journal, then snag the Glyph Key from under his skeletal hand.

Near the back of the Inner Citadel, you'll find the ruined throne room, where the Kurshok Crown is hovering above the

The Widow's Wine

»THE WIDOW Moira isn't allowed wine, but she'd like some. If you bring her wine from the kitchen (bring one of the junk-item bottles up to the attic and drop it in front of her), she'll be grateful. So grateful, in fact, that if you take the 500 gold from her husband's secret stash, she won't mind. Otherwise, if you make off with the money, expect an angry visitor at Garrett's the next day.



↑ This leads to the Sunken Citadel.

dias. You'll need to knock out the three Kurshok in the room before you can steal it, but once you do, you're home free. Do yourself a favour, though: do not be tempted to pawn the Crown. It'll save you some work in Mission Nine.

The City: Day 5

The trick is finding the place where you can break into the Clock Tower. Go to Terses Courtyard in Stonemarket Plaza and keep looking up. You should see a pipe marked with a blue Keeper glyph. Use your Climbing Gloves to reach it.

Mission 6: The Clock Tower

DON'T PLAY with the gears; just get through the area and climb down the ladder. The next Hammerite you see is patrolling a small hallway with a writing desk at one end. Pick the lock on the side door and sneak down the side hall. You can come through a window here, into the shadows, to take the mechanical plan off the desk.

There's a barracks at the end of the side hall. Leave via its window and drop onto the wood floor at the top of the stairs below. Your target is the nearly-hidden maintenance ladder in the clockworks, which will take you through a vent and onto the top of a large cylinder. Fortunately, descending isn't as hard as it looks - just use your Climbing Gloves to slide down the wall. There's a zone gate on the ground floor.

The next few floors are easy. Avoid or knock out a couple of guards, then find a lift to get further down. The complication here is that all the hallways are narrow, so hug the wall whenever you can.

↑ The wererats have excellent hearing. Never run when they're around.

Once you reach the basement, things get complicated. All you have to do is adjust the Coal Dispenser and Steam Release on the balcony, and get down the stairs to throw the lever on the Halting Mechanism. That said, there are two guards and a priest on the balcony, and two guards and two workmen on the floor. You could play an intricate game of cat and mouse, slowly whittling away at their numbers until you're the only one left standing, but we always seem to wind up tossing gas bombs around like they're no longer fashionable. Either way you do it, throw that lever.

The City: Day 6

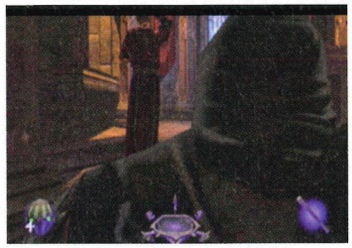
After you visit the Keepers again, you'll wind up in the Old Quarter with all the Keeper glyphs disabled and a pack of Enforcers chasing you. If you're allied with the Hammerites, lead the Enforcers to Fort Ironwood, where the Builder's boys will take out the trash for you. Otherwise, do not let Enforcers even momentarily entertain the suspicion that you might be in the area, as they attack with supernaturally accurate throwing knives and they're very hard to kill.

Visit your fence in the Old Quarter and read the note on his bookcase. When you get back to Garrett's apartment, drop a gas bomb on the Enforcer who's waiting for you, then read the note on the table in the practice room. This causes a zone gate to open up on one end of Black Alley, which will bring you into Fort Ironwood. (Now do you see why being friends with the Hammerites is important?) Three Keepers will then be nice enough to tell you what the score is.

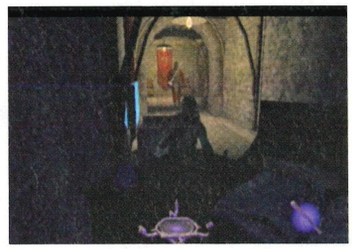
Return to the Keeper Library; while you can't use the door anymore, you can get in by climbing the wall to the open window above the glyph.

If you haven't burgled the Library already, now's a good time to do it. As swordsmen and guards, the Keepers make great librarians, and you'll probably want to go get the Sanctuary map from the top floor of the Forbidden Library. When you're done with the looting, go to Orland's office and use the glyph on the grate in the corner.

↑ Two Kurshok patrol the dias near the throne; a third's watching the door.



↑ Hammerite priests are vicious.



↑ You can't shoot out electrical lights.

Mission 7: The Keeper Sanctuary

IF YOU WANT, you can sneak upstairs after the two Keepers and eavesdrop on the Council meeting, but aside from one of them mouthing off about you, you won't get much out of it. You're better off working your way around the west side of the building while they're intent upon their business.

The Dormitories is your first destination. Artemus's room is on the ground floor, behind a locked door. Read his journal, then open the chest and get his Keeper Ring (it doesn't gleam like loot does, so just keep hitting A until you get it). You can use this Ring on a pair of nearly-invisible wall outlets, on the balconies above the Dining Hall and

↑ Deck attendants to end the meeting.

WASH IT ALL AWAY: WATER ARROWS CAN EXTINGUISH TORCHES AND CLEAN UP POOLS OF BLOOD. THEY SHOULD BE YOUR #1 PURCHASE WHENEVER YOU'RE IN A STORE.

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↑ Nothing good can come of this.

Dormitories, to open the secret door to Orland's room.

Inside, read everything you can, then hit the seal on the wall by the bed with a fire arrow (or grab it and toss it into the fireplace in the Dining Hall). This'll disrupt the binding glyph Orland placed on all the Keeper doors, including the one on the south wall of the library. Go down there.

As you enter the Lower Libraries, you can relax for the moment. Ransack Caduca's chambers, ignoring that sinking feeling in the pit of your stomach, and read the note in the gargoyle's hand. That'll tell you to visit the Hall of Statues, where a special mystery guest will do something deeply unpleasant.

The good news is that animated statues are predictable and fairly stupid. The bad news is that they're very fast and extremely durable. If one sees you, it's pretty much game over unless you get lucky or find a very good hiding place.

When the movie's over, knock out all the torches in the Hall Proper, then sneak across the room to the doorway opposite your starting point. Turn right, go straight, avoid the statue, open the door, go inside, and stop dead. There's another statue on patrol below you. Watch his routine, and run for the shadows when his back's turned. For fun, you can drop a couple of mines in his path, but you may be better off just mantling up a bookcase and leaping for the balcony above. The glyph in front of you opens the secret passage back to the Old Quarter.

The City: Day 7

From Garrett's new hideout, go visit Auldale via the conventional gate. Drept's place is on the same corner as Auldale's pub; to enter, use the stained-glass Hammerite window. Now you know to go to the Shalebridge Cradle, in the Old Quarter near the Docks gate.

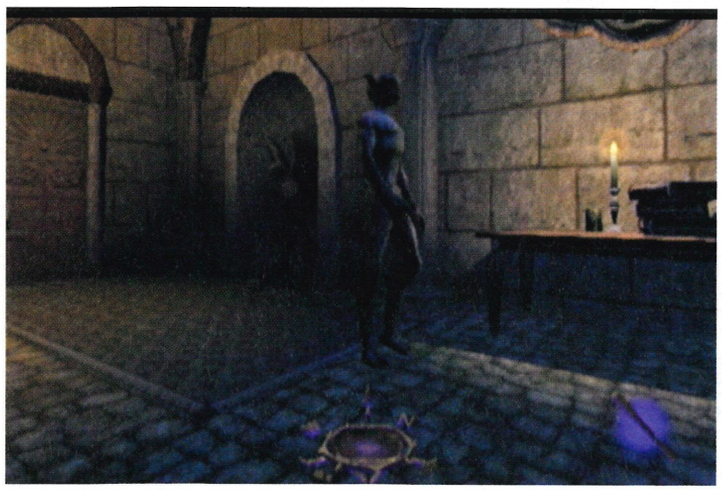
Mission 8: Shalebridge Cradle

GO TO THE Attic to get the Generator Fuse you need, and inspect the portrait to meet (the late) Lauryl. Her Blood is in one of the flasks in the storm cellar, down the hall from the generator room. Place the Fuse to reactivate the power and open the emergency portcullis.

To get her nightgown, go to cell No. 5 in the Inner Cradle and check the back wall. Burn it in the morgue furnace. The "toys" Lauryl speaks of are in the various cells, except for the Wax Mask, which is on a chair in the shock treatment lab.

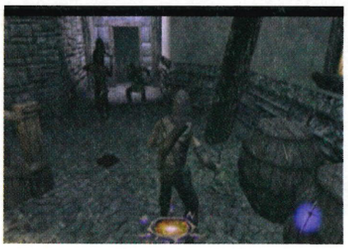
Each "toy" can be used in a specific place in the Inner Cradle to transport Garrett into the past, where you cannot use items and contact with a guard transports you back to the real world. In the past, grab Lauryl's Diary from one of the beds near the back of the Nursery Tower, and read the note on the podium to learn more about the Hag. Burn the Diary in the past morgue.

Now, steal the Dissolution Serum from the table in the past lobotomy theatre, and go to the past Attic. When you fail to leave the Cradle, visit the cage in the Storm Cellar, then fight your way to the top of the staff tower. There's an open window behind the table - jump out of it.



↑ They don't look like much, but statues are the most dangerous enemy yet.

↑ Ah, high explosives. Is there any problem they can't solve?



↑ Use your allies to beat Enforcers.

↑ Metal stairs can be quite noisy.

The City: Day 8

Follow Lauryl's ghost into the catacombs below Fort Ironwood, then return to the Keeper Library. When prompted, go to Auldale, read the note on the Pump House door, and steal Dyan's Amulet from the altar in the centre of Auldale Park.

Enter the Pump House and drain the canal. Drop down into it via one of the grates (such as the one in Auldale Park); Gamall's Lair is at one end. Once inside, evade several statues and reclaim the Paw and Chalice.

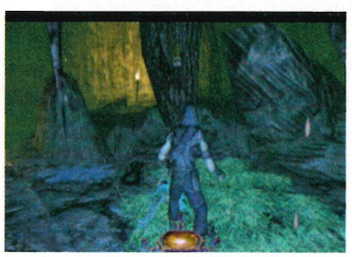
In Gamall's bedroom, there's a row of books on a desk next to the bed. Pull the one on the left to open a secret door and reach the balcony. After the movie, use the glyph on the wall to upgrade your blackjack.

Leave, resupply, and head towards the museum. There's a grate in the floor of a doorway near the museum's front gate. Drop down to find a note from Carmen, the owner of the thieves' store in the Old Quarter. If you have money to burn, buy replica artifacts from her, as well as a map of the museum, then infiltrate the museum via the tunnel.

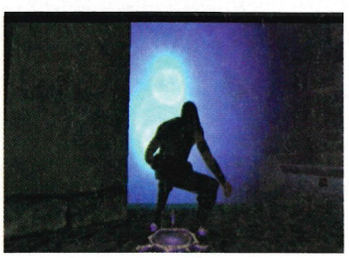
Mission 9: Still life with Blackjack

ODDLY, NEITHER Gamall or her statues are here to spoil the party. Instead, it's just you, about 7500 gold worth of loot, and a few dozen guards. In Porter Hall, your best bet is to knock everyone you see unconscious and make your way to the Power Station in the northwest corner. Throwing the breaker switch deactivates the electrical flares around the Crown and Heart Artifacts for about 45 seconds, which, if there are no guards in the way, is just about enough time to reach them.

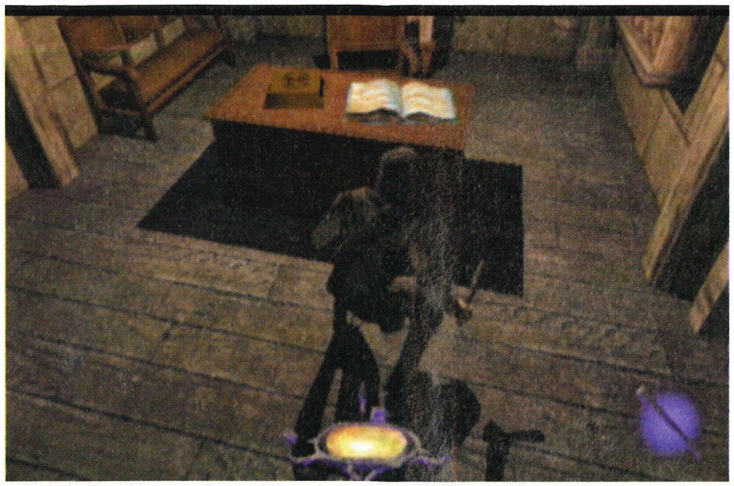
Tesero Hall is equally simple. Go to the curator's office and throw the switch on the balcony. This will raise the statue



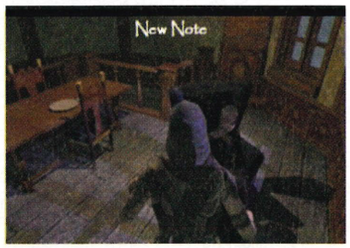
↑ Elemental arrows free Jacknyl's Paw.



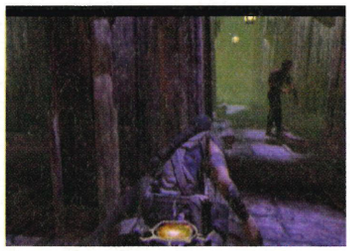
↑ Go through zone gates to freeze time.



↑ You can steal the Compendium for 'free', but Moira's treasure will cost you.



↑ Meet Moira in the mansion attic.



↑ Flashbombs and fire kill zombies.

that holds the Eye, and begin its slow rotation. Reach one of the balconies that overlooks its atrium and snatch the Eye as it passes by.

The City: Day 9

Go meet Artemus in Terces Courtyard to begin the rioting. The City will become a madhouse of statues, Gamall, Hammerites, Pagans, City Watchmen, thugs and citizens, all fighting each other, and you have to make your way through it. Use every single sneaky way through the streets you know, like the Old Quarter rooftops or the Canal in Auldale, and place the Artifacts as instructed.

Gamall is goal-tending here, so if you don't know where to go, just look for the fat ogre who wants you dead. While she

↑ *That's* why you should wear helmets!

↑ Don't get chased into another map.

cannot be defeated, she can sure as hell be distracted. Noisemaker arrows work; flashbombs and knockout gas don't. Outwitting Gamall and planting all five Artifacts wins you the game!

Special Loot

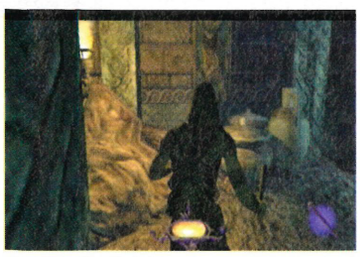
Almost every mission map in *Deadly Shadows* contains three special loot items. You have to steal at least one of them to fulfill your objectives, but since they're often the most valuable things on the map, why not get all three?

Mission 1: End of the Bloodline

Mortimer the Mad: above the front hall, shove a crate out of the way to find a grate. Use it to reach the large painting.
Rutherford Medallion: on the mantle of the fireplace in Lord Ember's bedroom.
Gilded Helm: inside a locked chest at the foot of Elizabeth's bed.

Mission 2: St Edgar's Eve

Codex of the Admonitions: on the second floor of the church, on a bench in the western chapel.



↑ The Kurshok Tapestry is easy to miss.

↑ This Kurshok looks everywhere but right behind him.

Effigy of St Edgar: this is in the locked chest in the barracks, near the sleeping clergyman.
Cat O' Nine Tails: in the locked chest in the high priest's bedroom.

Mission 3: Into the Pagan Sanctuary

Ancient Statuette: get up into the rafters above the practice area, jump into the stone doorway, go upstairs, and find the Statuette at the end of the hall.
Precious Comb: this can be found above the child's bed on the floor above Woodbine's bedroom.
Bronze Beetle: in the locked chest in the Pagans' Sleepsie.

Mission 4: The House of Widow Moira

Widow's Mirror: in the garderobe off the master bedroom in the Overlook Proper.
Nereid Telescope: on display in the rotunda of the Overlook Proper.
Lucky Coin: on the dining room table in the Overlook Grounds.

Mission 5: The Sunken Citadel

Pagan Battle Horn: in the secret room underneath the Kurshok hatchery.
Large Diamond: on the wall behind the two chatty Pagans in the Outer Citadel.
Kurshok Tapestry: in the throne room in the Inner Citadel, climb up the throne and jump to the statue, then to the balcony. The Tapestry is on one of the walls of one of the rooms off the throne room balcony.

Mission 6: Killing Time

Diamond Gear: you know those giant swinging gears near the start of the map? They're in that room, a fair distance up the wall in one of the corners of the room near your entrance point.
Father Debole's Solace: under the same writing desk where you find the mechanical plan.
Builder's Ingot: in the Lower Clocktower chapel.

Mission 7: Keeper Sanctuary

Imbris Analects #1: in the dining hall, on the table.
Imbris Analects #2: if the Council voted to move it, it's on the podium in the Scribe Room. If they didn't (if you blackjacked the two Keepers before they could vote), it's on a table in the library.
Gold Scales: this is in the library, in an alcove above the glyph-sealed entrance to the Lower Libraries. Before you open the door, you can scale the wall; afterwards, mantle up the bookcase and leap across to the alcove.

Mission 8: Shalebridge Cradle

Gravecourt Red: in the safe above the desk in the Treasurer's Office on the second floor of the Outer Cradle. It's hard to spot the safe unless you know it's there.
Bag of Gold Teeth: inside one of the closed mortuary drawers in the morgue.
Silver Surgical Kit: next to the operating table in the lobotomy theatre.

Mission 9: The Museum

Curator's Monocle: on the second floor of Porter Hall. Take a left at the top of the stairs and smash open the display case.
Orbetti Forgery: on the third floor of Porter Hall, in the southern gallery, labelled as 'The Taciturn Lady'.
Coethe Medallion: on the first floor of Tesero Hall, on the standing statue. Shoot the statue with a broadhead arrow to make it drop the medallion.

That's it for this month's *Thief: Deadly Shadows* Masterclass. We'll bring you a great strategy guide for *Driv3r* in the next issue of *Official Xbox Magazine*, on sale Thursday 12 August 2004. Don't miss it!

STEP SOFTLY. BEFORE ATTEMPTING A JUMPING PUZZLE, SPREAD SOME MOSS ON THE GROUND FIRST.

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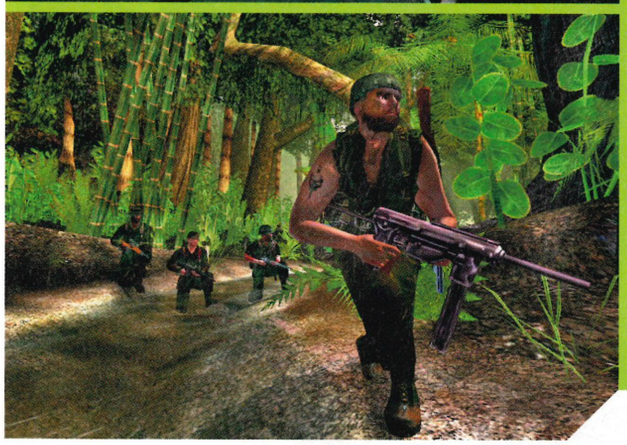
OFFICIAL XBOX MAGAZINE

NEXT MONTH
OFFICIAL XBOX MAGAZINE

REVIEWS



The Chronicles of Riddick: Escape from Butcher Bay
You don't need Riddick's special vision to see how amazing this potential *Doom 3*-beater is!

Rainbow Six 3: Black Arrow
The sequel to our favourite team shooter of last year kicks down the door with deadly intent.

Catwoman
Super-hero action seems to be all the rage again, so put out a saucer of milk to pull this beauty.

Psi-Ops: The Mindgate Conspiracy
Use the power of your mind to wreak vengeance on those who experimented on your brain!

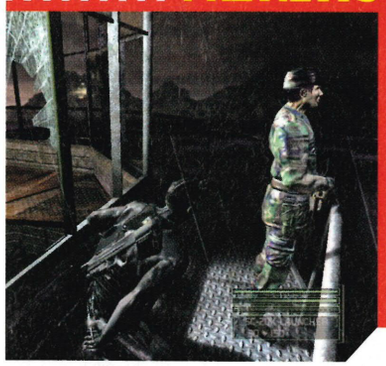
Conflict: Vietnam
A new direction for this popular team shooter franchise as the game heads for the jungle.

Terminator 3: Redemption
Play as Arnie in the full-on arcade action of the best-looking *Terminator* game yet.

Ghost Master
Spooky spectacles and creepy capers await in this imaginative action strategy.

Bringing you the biggest Xbox exclusives first!

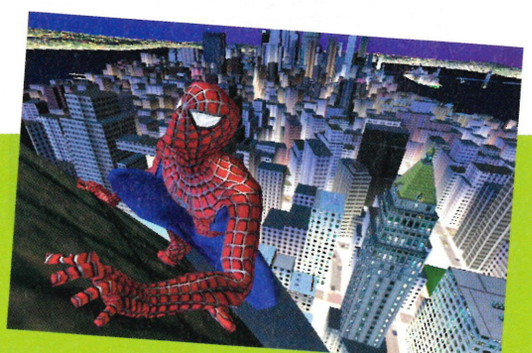
PREVIEWS



Splinter Cell 3
We travel to Montreal to bring you the first in-depth report on the second *Splinter Cell* game to be released this year!

Fable
It's practically finished and we get a final hands-on play before review of this truly groundbreaking RPG.

Brothers in Arms
Gearbox invites us to visit the Normandy beaches with them on a fact-finding mission for this totally authentic World War II shooter.



AMAZING GUIDE!

SPIDER-MAN 2

Up above the trees and houses, Spidey's climbing high. Discover every nook and cranny of New York's skyline.

PLAYABLE DISC

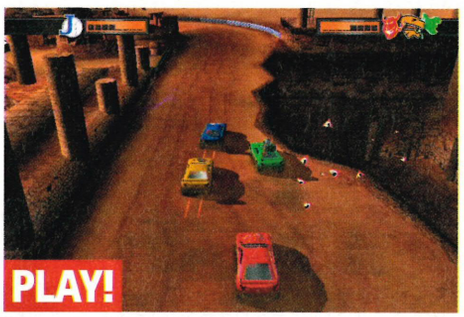
Play trial versions of new Xbox games and download new content!

Contents subject to change due to reasons beyond our control

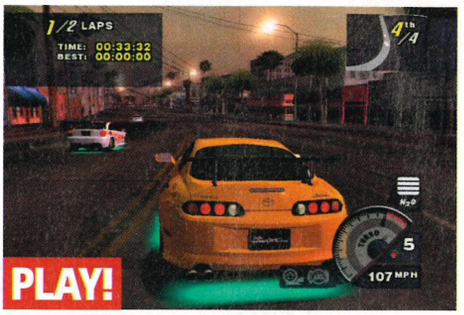
NEXT MONTH
OFFICIAL XBOX MAGAZINE

The only disc with Xbox games to play!

The Chronicles of Riddick
Control Vin Diesel and slaughter your way through half a mission in Butcher Bay. It's the galaxy's toughest prison and no one has ever escaped... until now. Grab a gun and show no mercy for your brutal captors.

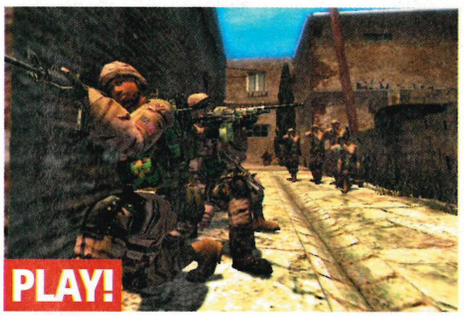


Mashed
Drive to destruction with 1-4 players in the hair-raising Kharga Temple circuit. It's one of the year's funniest party games and you're certain to enjoy it. There's also a Quick Battle and Time Trial mode for single-player gaming.

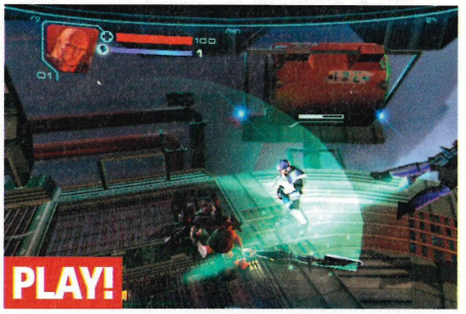


Juiced
It's a dazzling opportunity to taste the next evolution in street-racing games. Our *Juiced* trial version features the Celica GT, Celica 2000 and the Supra, fighting for supremacy on the San Ricardo circuit. Two laps!

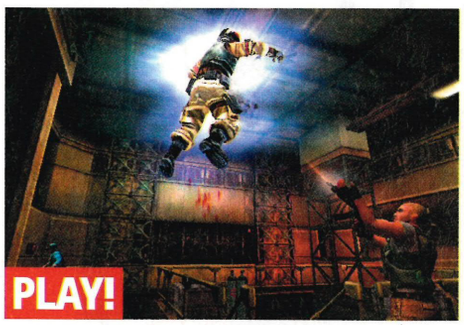
Thief: Deadly Shadows
Garret is put through the school of crime as he tries to steal Lord Julian's precious blood opal. This complete training mission will teach you all the skills required to rob the rich. Keep the takings for yourself!



Full Spectrum Warrior
Tactical shooters don't come any more realistic than *Full Spectrum Warrior*. It's based on a training programme used by the US Army. Now you can experience the complete training mission in this amazing trial version.



The Red Star
The republic is under attack! Playing as either Kyuzo or Makita, you have to engage the enemy aboard the RSS Konstantinov. It's an insane side-scrolling shooter for 1-2 players. Prepare for some old-skool action!



Psi-Ops: The Mindgate Conspiracy
We've got the full review next month, so here's another chance to play the three-level trial version. Excellent.

CONTENT DOWNLOAD!

Armed & Dangerous: Summer Home
After his defeat at the hands of the Lionhearts, King Forge is out for revenge. He's trying to destroy Lilly's precious summer home. Requires original game to play.

Counter-Strike: Inferno
The first downloadable map for *Counter-Strike* was one of the most popular of all time in the PC version. Experience the fury! Requires original game to play.

Godzilla: Destroy All Monsters Melee: Thrashburg
Thrashburg is the only city big enough to contain a full-on monster war. Requires original game to play.

MOVIES!

BATTLEFIELD: MODERN COMBAT
EA shows off its devastatingly good Xbox Live war game. Pure in-game footage, pure excitement.

THE CHRONICLES OF RIDDICK INTERVIEWS
We talk to Vin Diesel about his role in the gorgeous Xbox FPS. Also check out the full movie trailer!

COLIN McRAE RALLY 2005
It's still the world's favourite rally series. This year's ride is looking even better than ever.

OPERATION FLASHPOINT: COLD WAR CRISIS
After two years in the shadows, Codies' take on strategic combat is ready to blast onto Xbox. In-game footage!

GOLDENEYE: ROGUE AGENT
In-game footage from the latest 007 FPS.

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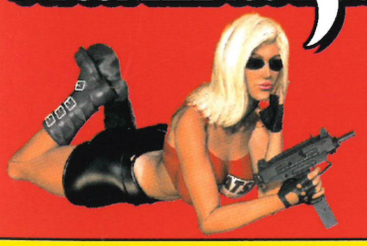

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Bad Boys 2*
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Bulletproof Monk*
Call of Duty: Finest Hour*
Conflict: Desert Storm
Eternal Darkness
Harry Potter: Chamber of S.
Harry Potter: P. of Azkaban
Harvest Moon 2: Wond. Life
Hitman 2: Silent Assassin
Jedi Knight 2: Jedi Outcast
Lost Kingdoms
Mario Golf: Toadstool Tour
Mario Sunshine
Metroid Prime
Need for Speed Undergr'nd
Pikmin
Pokemon Colosseum
Res. Evil: Code Veronica X
Resident Evil
Resident Evil Zero
Rune: Lost Kingdoms
Sonic Adventure DX
Splinter Cell
Splinter Cell 2: Pandora T.*
Star Wars: Clone Wars
Star Wars: Rebel Strike
Starfox Adventures
Super Smash Bros Melee
Teenage Mut. Ninja Turtles
The Sims: Bustin Out
Tony Hawk's Pro Skater 3
Worms 3D
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Zelda: The Wind Waker
007 Agent Under Fire

Plus Many More...

PC

Age of Empires
Age of Empires: R. of Rome
Angel of Darkness
Broken Sword 2
Call of Duty
Cat Woman*
Champ. Manager '03/'04
Championship Manager 4
Civilization 3
Com. & Conq.: Red Alert 2
Com. & Conq.: Tiberian Sun
CSI: Crime Sc. Investigation
Dead Man's Hand
Far Cry
Grand Theft Auto 3
Grand Theft Auto: Vice City
Jedi Knight 2: Jedi Outcast
Lord of the Rings: F. of Ring
Medieval: Total War
Quake IV*
Rollercoaster Tycoon
Rollercoaster Tycoon 2
Sims
Sims on Holiday
Sims: Deluxe
Singles: Flirt Up Your Life
Splinter Cell
Splinter Cell 2: Pandora T.
Star Wars: Jedi Knight 2
Star Wars: Rogue Squadron
Stronghold
Theme Hospital
Total Club Manager 2004
Unreal Tournament
X2: The Threat
XIII (Thirteen)

Plus Many More...

PS2

Age of Empires 2
Alone in the Dark 4
Athens 2004*
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Colin McRae Rally 4
Conflict: Desert Storm
Driver 3
Enter the Matrix
FIFA 2004
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Getaway
Ghost Hunter
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Grand Theft Auto 3
Grand Theft Auto: V. City
Harry Potter: Chamber of S.
Harry Potter: P. Azkaban
Headhunter: Redemption*
Hitman 3: Contracts
Indiana Jones: Emp.'s Tomb
Iron Storm*
Jak & Daxter
Jak 2: Renegade
James Bond: E. or Nothing
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
Legacy of Kain: Defiance
Legends of Wrestling 3*
LMA Manager 2004
Lord of the Rings: R.of King
Mafia
Manhunt
Medal of Honor Frontline
Mortal Kombat: Deadly All.
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
Onimusha 3: Demon Siege
Prince of Persia: S. of Time
Pro Evolution Soccer 3
Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Red Dead Revolver
Res. Evil: Code Veronica X
Return to Castle Wolfenstein
Richard Burns Rally*
Rise to Honor
R-Type Final
Shrek 2
Silent Hill 2
Simpsons: Hit & Run
Sims
Sims: Bustin' Out
Smackdown! 3: Just Bring It
SOCOM 2: US Navy Seals
Sonic Heroes
Spider-Man: The Movie 2*
Splinter Cell
Splinter Cell 2: Pandora T.
Stuntman
Suffering
Syphon Filter: Omega St.
Teenage Mut. Ninja Turtles
The Getaway
The Sims: Bustin Out
The Suffering
Tomb Raider: Angel of Dark.
Tony Hawk's Underground
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Van Helsing
Wolfenstein,Return to Castle
X-Files: Resist or Serve
Yu-Gi-Oh! Duellists of Roses

Plus Many More...

X-BOX

A = 0 1

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 = 0 2

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
Breakdown
Broken Sword 3: 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 = 0 3

Call of the King, Haven
Castle Wolfenstein, Ret. to
Celebrity Deathmatch
Chamber of Secrets
Champ. Manager '01/'02
Championship Manager '02
Chase: Hollywood Stunt Dr.
Colin McRae Rally 3
Colin McRae Rally 4
Combat Elite: WWII Paras*
Commandos 2
Conflict: Desert Storm
Conflict: Desert Storm 2
Contracts: Hitman 3
Counterstrike
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crimson Sea
Crimson Skies
Crouching Tiger, H. Dragon

D = 0 4

Dakar 2
Dance Dance Rev. Ultramix
Dark Alliance, Baldur's G. 2
Dark Alliance, Baldur's Gate
Dark Angel, J. Cameron's
Dave Mirra Freestyle BMX 2
Dead Man's Hand
Dead or Alive 3
Dead or Alive Volleyball
Dead to Rights
Deadly Alliance
Deadly Shadows
Defender
Defiance: Legacy of Kain
Desert Storm
Desert Storm 2
Deus Ex: Invisible War
Die Hard: Vendetta
Dino Crisis 3
Driver 3
Dungeon & Dragons:Heroes
Dynasty Warriors 3
Dynasty Warriors 4

E = 0 5

Elder Scrolls: Morrowind
Emperor's Tomb
Enclave
Enter the Matrix
Euro 2004
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Exile, Myst 3

F = 0 6

Fellowship of the Ring
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fight Night 2004
Finding Nemo
Fire Blade
Fist of the Lotus
Fistful of Boomstick
Freaky Flyers
Freedom Fighters
Freestyle Metal X
Full Spectrum Warrior
Futurama

G = 0 7

Genma Onimusha
Ghost Recon
Ghost Recon:Island Thunder
Gladiator: S. of Vengeance
Gladius
Global Strike Team - SWAT
Goblin Commander
Gotham Racing
Gotham Racing 2
Grabbed by the Ghoulies
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
Group S Challenge
Gun Metal

H = 0 8

Halo
Harry Potter: Chamber of S.
Harry Potter: P. of Azkaban
Harry Potter: Philosophers S.
Harry Potter: Quidditch Cup
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hobbit
Hoodlum Havoc
House of the Dead 3
Hulk
Hunter: Redeemer
Hunter: The Reckoning

I = 0 9

Indiana Jones: Emp.'s Tomb
Inter. Superstar Soccer 2
International Football
Invisible War, Deus Ex
Island Thunder
Italian Job: L.A. Heist

J = 1 0

James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Jedi Knight: Jedi Academy
Jet Set Radio Future
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1

Kelly Slater's Pro Surfer
Knights of the Old Republic
Kung Fu Chaos

L = 1 2

Legacy of Kain: Defiance
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

M = 1 3

Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Magic Gathering Battlegr'nd
Manhunt
Marvel vs Capcom 2
Matrix, Enter the
Max Payne
Max Payne 2
MechAssault
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Arms:Glitch in System
Metal Gear Solid 2: Subst.
Midnight Club 2
Midtown Madness 3
Mike Tyson Boxing
Minority Report
Mission Impossible:O.Surma
Morrowind
Mortal Kombat: Deadly All.
Moto GP
Moto GP2: U.R.T.
MTV's Celebrity Deathmatch
MTX Mototrax
Munch's Oddysee
MX Superfly
MX Unleashed
Myst 3: Exile

N = 1 4

NBA Inside Drive 2003
NBA Live 2004
NBA Tonight 2002
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
NFL Street
Night Caster
Nightfire
Ninja Gaiden

O = 1 5

Obi Wan, Star Wars
Oddworld Munch's Oddysee
Onimusha Genma
007 Nightfire
007: Everything or Nothing
Operation Surma, M.I.
Outlaw Golf
Outlaw Volleyball

P = 1 6

Pandora Tomorrow
Panzer Dragoon Orta
Phantom Crash
Phantom Dust*
Pirates of the Caribbean
Pitfall: The Lost Expedition
Prince of Persia: S. of Time
Prisoner of Azkaban
Pro Race Driver
Project Gotham Racing
Project Gotham Racing 2
Project Zero

Q = 1 7

Quad Power Racing 2
Quantum Redshift

R = 1 8

R Racing
Rainbow Six 3
Rallisport Challenge
Rallisport Challenge 2
Raw 2, WWE
Raw, WWF
Rayman 3
Reckoning, Hunter
Red Card Soccer 2003
Red Dead Revolver
Red Faction 2
Reign Of Fire
Return of the King
Return to Castle Wolfenstein
Roadkill
Robot Wars: Extr.Destruction
Rocky
Rollercoaster Tycoon
Rugby League

S = 1 9

Sands of Time, P. of Persia
Sea Blade
Secret W. Over Normandy
Sega GT 2002
Sega Soccer Slam
Sega Sports NBA 2K2
Sega Sports NFL 2K2
Serious Sam
Shadow of Memories
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
Sphinx & Cursed Mummy
Spiderman The Movie
Splashdown
Splinter Cell
Splinter Cell 2 Pandora T.
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SSX 3
SSX Tricky
Star Trek: Shattered Gal.
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Star Wars: Jedi Academy
Star Wars: Jedi Knight 2
Star Wars: Jedi Starfighter
Star Wars: Knights Old R.
Star Wars: Obi Wan
Star Wars: Star Fighter
Starcraft: Ghost*
Starsky & Hutch
State of Emergency
Steel Battalion
Street Hoops
Streets of L.A: True Crime
Substance, Metal Gear Solid
Suffering
Superman: Man Of Steel
SWAT: Global Strike Team
Syberia

T = 2 0

Tao Feng: Fist of Lotus
Taz Wanted
Teenage Mut. Ninja Turtles
Tenchu: Ret. from Darkness
Terminator 3 R.of Machines
Terminator: Dawn of Fate
Test Drive: Overdrive
Test Drive: Wide Open
The Fellowship of the Ring
The Great Escape
The Haunted Mansion
The House of the Dead 3
The Italian Job: L.A. Heist
The Return of the King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Thief: Deadly Shadows
Thirteen
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Tiger Woods Golf 2004
Time Splitters 2
TOCA Race Driver
TOCA Race Driver 2
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 2X
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Spin
Total Club Manager 2004
Totaled!
Transworld Snowboarding
Transworld Surf
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger

U = 2 1

UEFA Euro 2004
Underground, N. for Speed
Unreal 2: The Awakening
Unreal: Championship Ed.
Urban Freestyle Soccer

V = 2 2

Van Helsing
Vexx
Vice City, Grand Theft Auto
Voodoo Vince
V-Rally 3

W = 2 3

Wolfenstein,Return to Castle
World Champ. Snooker '03
World Championship Rugby
World Racing, Merc. Benz
Worms 3D
Wrath Unleashed
Wreckless: Yakuza Mission
WWE Raw 2: Ruthless Ag.

X = 2 4

XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

Y = 2 5

Yager

0-9 = 2 7

007 Agent Under Fire
007 Ev'thing or Nothing
007 Nightfire
13
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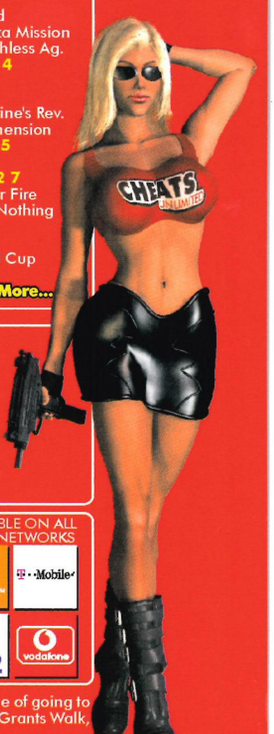

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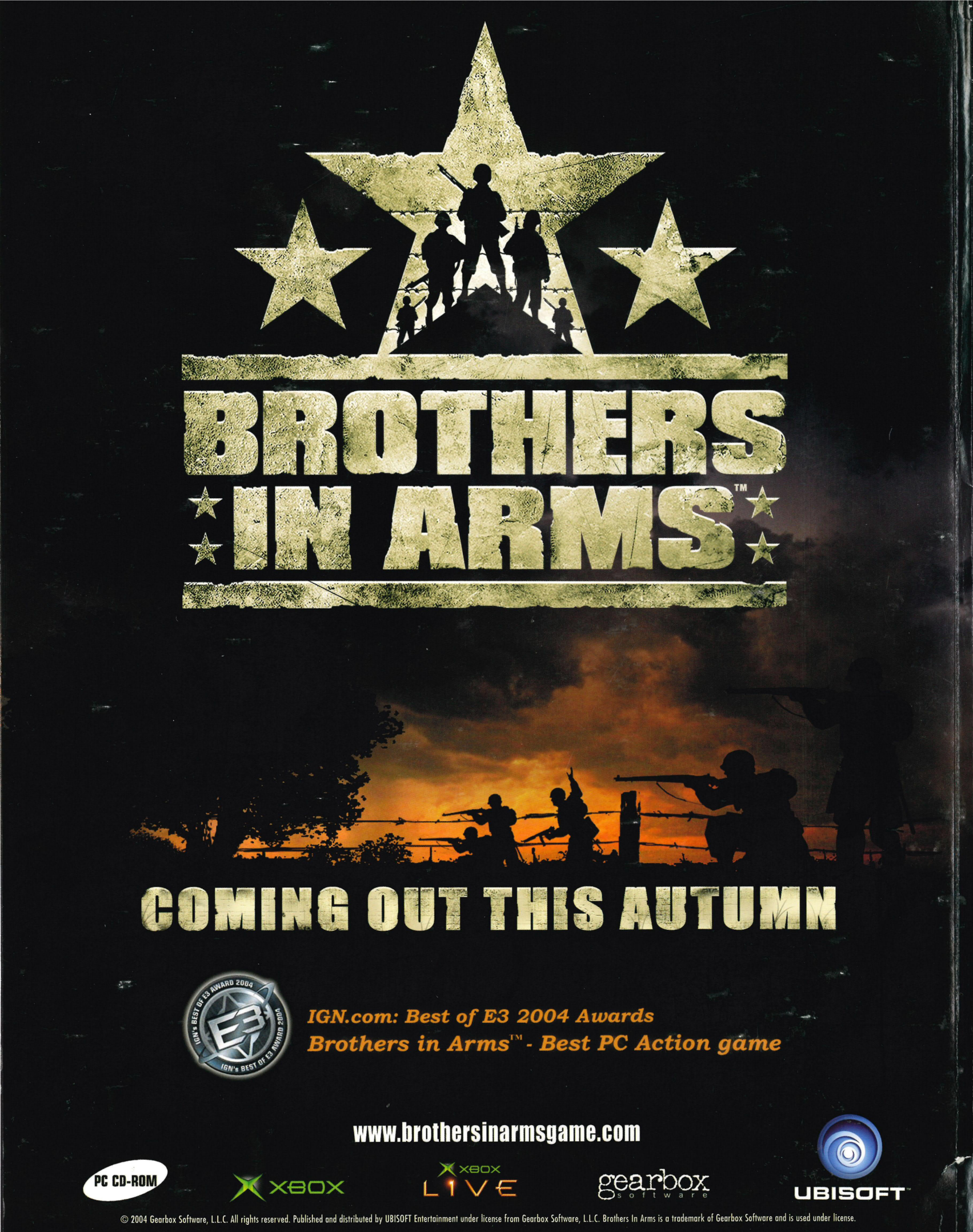
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This fantastic new beat em up is set to blow away all others! fight an army of evil enemies and become the master

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code - 3175122

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cassidy ft r kelly - hotel	3174937
411 ft ghostface killer - on my knees	3174938
v - blood sweat and tears	3174939
anastacia - left outside alone	3174940
kristian leontiou - story of my life	3174941
the killers - mr brightside	3174942
maroon 5 - this love	3174943
the corrs - summer sunshine	3174944
hoobastank - the reason	3174945
jet - are you gonna be my girl	3174946
d12 - my band	3174947
natasha bedingfield - single	3174948
avril lavigne - dont tell me	3174949
the farm - All together now	3174950
brandy - talk about our love	3174951
mario winans - i dont wanna know	3174952
eamon - fuck it	3174953
muse - sing for absolution	3174954

hip hop

50 cent - in da club	3174977
50 cent - pimp	3174978
dr dre - still dre	3174979
nelly - hot in herre	3174980
g unit - get on your knees	3174981
2pac - california love	3174982
b2k feat. p diddy - bump bump bump	3174983
jay z - encore	3174984
jay z - change clothes and go	3174985
snoop dog ft pharrell - beautiful	3174986
pharrell ft jay z - frontin	3174987
bubba sparxxx - deliverance	3174988
busta rhymes & mariah carey - give it to me	3174989
crooklyn clan feat fatman scoop - be faithful	3174990
dizzee rascal - jus a rascal	3174991
dmx - x gonna give it to ya	3174992
chingy - right thurr	3174993
eminem - lose yourself	3174994
fabolous & ashanti - into you	3174995
ja rule reign - reign	3174996
lil kim ft. 50 cent - magic stick	3174997
nas ft.pharrel - the flyest	3174998

dance - old skool

boogie pimps - somebody to love	3175021
ferry corsten - rock your body rock	3175022
deepest blue - give it away	3175023
underworld - born slippy	3175024
atb - dont stop	3175025
baby d - let me be your fantasy	3175026
room 5 ft. oliver cheatham - make luv	3175027
ppk - resurrection	3175028
faithless - insomnia	3175029
orbital - halcyon	3175030
lasgo - something	3175031
chad jackson - hear the drummer get wicked	3175032
jaydee - plastic dreams	3175033
liquid - sweet harmony	3175034
ratpack - searchin for my rizla	3175035
black box - ride on time	3175036
dj sammy - heaven	3175037
lmc vs u2 - take me to the clouds above	3175038
n trance - destiny	3175039
paul van dyk - nothing but you	3175040
prodigy - out of space	3175041
scooter - the night	3175042

70's & 80's classics

aha - take on me	3175065
barry white - your the first the last my everything	3175066
bill withers - just the two of us	3175067
billy idol - white wedding	3175068
bob marley - i shot the sheriff	3175069
bon jovi - living on a prayer	3175070
chaka khan - ain't nobody	3175071
dire straits - money for nothing	3175072
duran duran - the reflex	3175073
elton john - are you ready for love?	3175074
erasure - oh l'amour	3175075
eric clapton - layla	3175076
free - all right now	3175077
human league - dont you want me	3175078
iron maiden - run to the hills	3175079
john lennon - imagine	3175080
kool and the gang - ladies night	3175081
led zeppelin - stairway to heaven	3175082
zz top - gimme all your lovin	3175083
abba - super trouper	3175084
yes - siberian khatru	3175085
village people - ymca	3175086

urban, r&b

2 play ft raghav - it cant be right	3174955
50 cent - if i cant	3174956
beenie man - dude	3174957
eminem - cleanin' out my closet	3174958
g unit - stunt 101	3174959
g unit - poppin them thangs	3174960
beyonce and sean paul - baby boy	3174961
beyonce - naughty girl	3174962
joss stone - fell in love with a boy	3174963
christina milian - dip it low	3174964
christina aguilera - dirrty	3174965
twista - slow jamz	3174966
justin timberlake - cry me a river	3174967
raghav - cant get enough	3174968
jamelia - superstar	3174969
ja rule & ashanti - always on time	3174970
jamelia - thank you	3174971
lemar - 50 50	3174972
nelly & kelly - dilemma	3174973
nerd - lapdance	3174974
r kelly - ignition	3174975
sugababes - too lost in you	3174976

rock - indie

snow patrol - run	3174999
lost prophets - last train home	3175000
blink 182 - i miss you	3175001
the darkness - i believe in a thing called love	3175002
the darkness - love is only a feeling	3175003
the rasmus - in the shadows	3175004
feeder - forget about tomorrow	3175005
the offspring - hit that	3175006
black sabbath - paranoid	3175007
blur - song 2	3175008
busted - crashed the wedding	3175009
the strokes - new york city cops	3175010
ian brown - F.E.A.R	3175011
guns and roses - sweet child of mine	3175012
guns and roses - november rain	3175013
metallica - nothing else matters	3175014
radiohead - street spirit (fade out)	3175015
ramones - blitzkrieg bop	3175016
nirvana - heart shaped box	3175017
evanescence - bring me to life	3175018
muse - time is running out	3175019
marilyn manson - sweet dreams	3175020

film - tv themes

soundtrack - kill bill	3175043
theme - benny hill	3175044
theme - blackadder	3175045
theme - grange hill	3175046
theme - indiana jones	3175047
theme - inspector gadget	3175048
theme - knight rider	3175049
theme - lord of the rings	3175050
theme - matrix theme	3175051
theme - phoenix nights	3175052
theme - rainbow	3175053
theme - rocky	3175054
theme - scooby doo	3175055
theme - spiderman	3175056
theme - star wars	3175057
theme - the flinstones	3175058
theme - the a-team	3175059
theme - the terminator	3175060
theme - happy birthday	3175061
theme - the italian job	3175062
theme - street hawk	3175063
theme - steptoe & son	3175064

top sellers

beyonce ft. jay z - crazy in love	3175087
big brovas - nu flow	3175088
blackeyed peas - where is the love	3175089
blazin squad - flip reverse it	3175090
blu cantrell & sean paul - breathe	3175091
busted - sleeping with the light on	3175092
dido - white flag	3175093
franz ferdinand - take me out	3175094
george michael - careless whisper	3175095
guns & roses - paradise city	3175096
him - the sacrament	3175097
justin timberlake - rock your body	3175098
kylie minogue - can't get you out of my head	3175099
madness - baggy trousers	3175100
madonna - like a prayer	3175101
metallica - enter sandman	3175102
michael jackson - billie jean	3175103
missy elliot - get your freak on	3175104
oasis - don't look back in anger	3175105
pink - god is a dj	3175106
punjabi mc - mundian to bach	3175107
queen - bohemian rhapsody	3175108
red hot chilli peppers - fortune faded	3175109
snap - rhythm is a dancer	3175110

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axel f	3175124	danger mouse	3175125	top gun theme	3175136
grange hill	3175128	superman	3175127	war of the worlds	3175137
mission impossible	3175130	rocky theme	3175131	man from uncle	3175129
the flinstones	3175132	the good the bad and the ugly	3175133	who wants to be a millionaire	3175137

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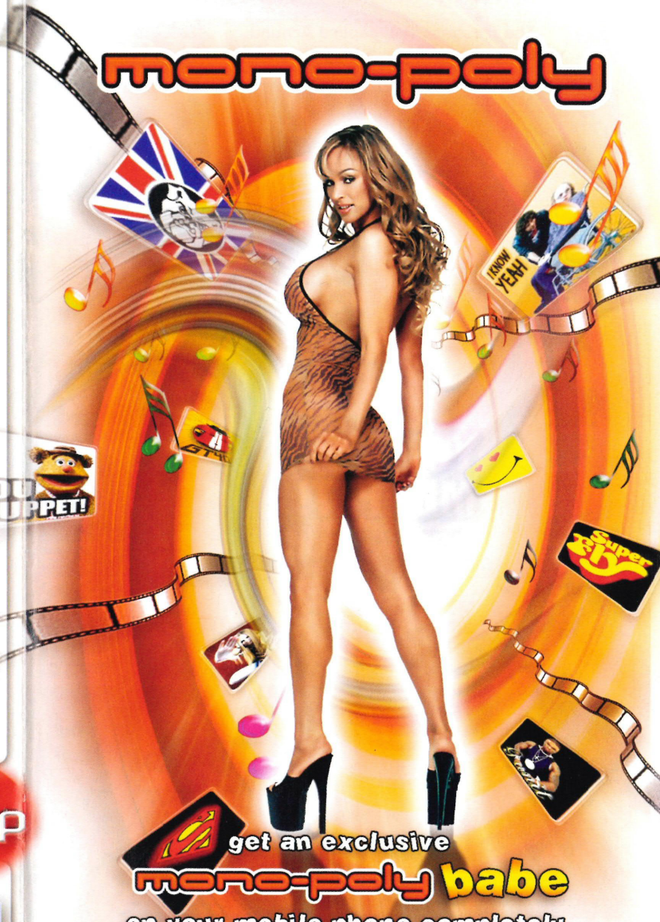

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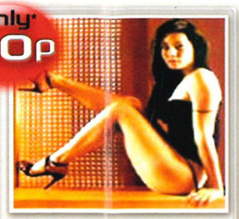
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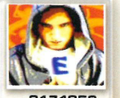
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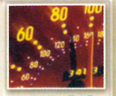
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