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- ❑ GUN VALKYRIE
- ❑ DEAD OR ALIVE 3
- ❑ ODDWORLD: MUNCH'S ODDYSEE
- ❑ CEL DAMAGE



Official UK Xbox Magazine

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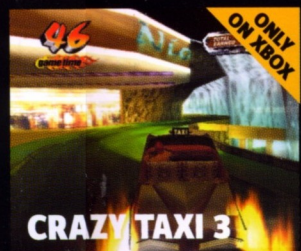
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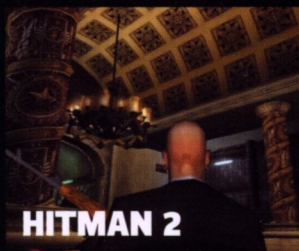
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MISSION: IMPOSSIBLE, BATTLE ENGINE AQUILA, MACE GRIFFIN BOUNTY HUNTER, PRISONER OF WAR

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05





Screen shots taken from PC gameplay.

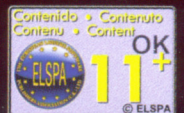


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XBOX MAGAZINE**

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## FIRST

» NEWS, PREVIEWS & REVIEWS BEFORE ANYONE ELSE

## WHAT'S IN IT FOR YOU

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

» WE BELIEVE THAT the arrival of Xbox represents the one of the most important developments in video games. Xbox will not 'kill' the PS2 or GameCube - and as gamers we wouldn't want it to. However, the power and technological innovation offered by Microsoft's new machine will result in better games and more choice for Xbox owners.

» BEING THE OFFICIAL UK Xbox Magazine means that we are in the best position to give impartial, honest review scores. We don't do any deals to get access to finished games. As a result, we're in the best possible position to give you what you deserve - balanced, objective and accurate reviews on which to base your buying decisions.

» MICROSOFT HAS no access to, or influence over, the Official UK Xbox Magazine. The company's involvement ends once it has made available to us materials we need for the magazine, and it will only read our reviews when you do.

» HOWEVER, BECAUSE we are the official magazine, we have unprecedented access to the newest Xbox games in development and the people making them. Our coverage of forthcoming titles will take you closer than ever before to the most exciting new games. We will talk to the developers and publish the best new screenshots before anyone else.

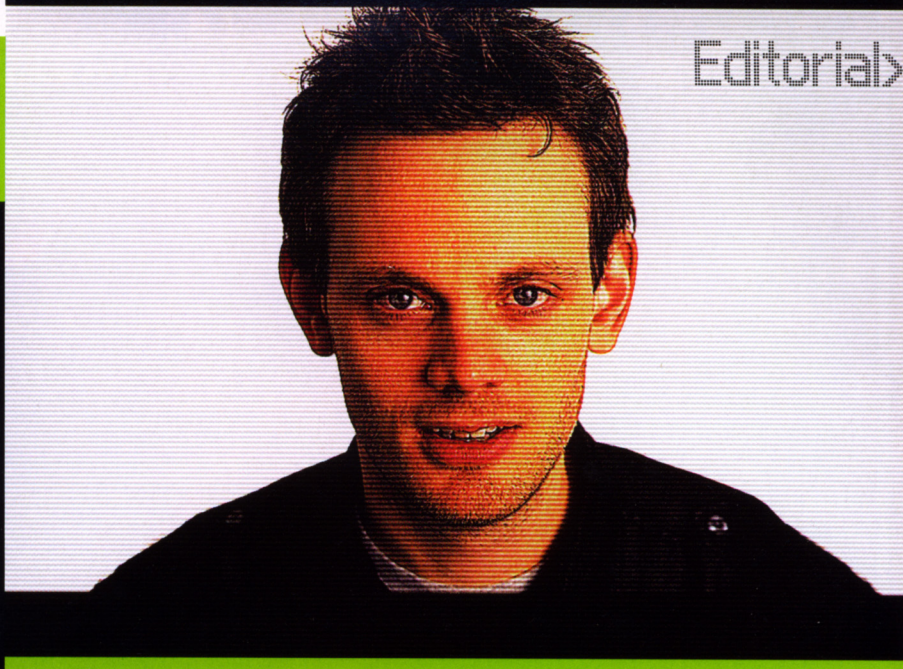
» OUR OFFICIAL STATUS allows us to get closer to every Xbox story, rooting out the truth from the rumours and speculation. Because we can go directly to the people involved, you can be assured that every story in the magazine will be accurate and truthful.

» THE FUTURE NETWORK produces official Xbox magazines for the United States, France and Italy, and will eventually produce magazines for every Xbox-buying nation via licensee publishers. This means that we have a huge network of games journalists across the globe, ready to visit games developers wherever they are and report exclusively for the Official Xbox Magazine World Network.

» WE BELIEVE that the readers of the Official UK Xbox Magazine are one of our most important assets. While it's our job to provide you with the demos, news, previews and reviews you need, we want to be a place where your opinions and expertise can be shared with the new Xbox community.

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Editorial >



# What's your problem, PAL?



ORDERS. SLOWDOWN. PAL Conversion. If these words seem unconnected to you, then this issue's World of Difference feature might come as a bit of a surprise. But if they strike a chill into your heart, good news awaits.

The Japanese console manufacturers have always treated Europe as something of a poor relation. Despite being a far more valuable market than Japan itself, the problems of multiple languages, varying voltages and different TV systems have had a negative effect on the level of service provided to us by companies like Sega and Nintendo. To be blunt, we've always had the brown and smelly end of the stick.

Xbox is the first console to properly reverse this trend. The technology contained in Microsoft's machine can bypass the problems that lead to European versions of games that are slower with big ugly black boarders - something that afflicted *Devil May Cry* on the PlayStation 2 as recently as last Christmas. For the full lowdown on why we've never had it so good, turn to page 056.

I suppose you could describe the period we're entering now as a bit of a post-launch lull. Xbox has quickly acquired a large library of must-have and probably-want-to-have titles (turn to page 108 for proof of this) and the next big event on the Xbox calendar is the Electronic Entertainment Expo (E3 for short) in late May. It's at this show that most big games publishers choose to announce their new titles and where this year Microsoft will finally make clear their on-line plans.

While E3 announcements are normally well-guarded secrets right up to the eve of the show, we've managed to sneak a look at some of the bigger releases due to be unveiled there. It all starts on page 046. Along with all the new games in our First Look and News sections, it goes to show that Xbox can maintain the quality of its launch right through this year and beyond.

It's the last day of the magazine schedule as I write this and for once, things are quite calm. Ben's wading through an alarmingly large pile of your letters, compo entries, and other correspondence. Jon is putting the finishing touches to the subscribers' newsletter, Ed's playing something unintelligible on the office CD player and Paul's updating the reviews directory. If all goes well, nine-player *Halo* will be the order of the afternoon. Life is sweet...

Enjoy the issue.

**JAMES ASHTON**

EDITOR-IN-CHIEF, OFFICIAL UK XBOX MAGAZINE

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**GUN VALKYRIE**

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**FIFA VS ISS2**

Go to page 102

**THE FUTURE OF XBOX**

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**A JOYPAD FOR £15**

Voucher on page 039



## 2002 FIFA WORLD CUP VERSUS ISS 2

A killer five-page review match-up flies into the top corner. Which footy game is best?

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↑ DEADLY SKIES // 073



↑ BLOOD OMEN 2 // 092



OFFICIAL UK XBOX MAGAZINE

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Unpretentious face crunching underlies fighting circus's unique fisticuff challenge

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Read this EXCLUSIVE UK review and then try the Playable Demo on the Game Disc

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### GEOFF CRAMMOND

...and his *Grand Prix 4* are the subjects of this month's EXCLUSIVE interview

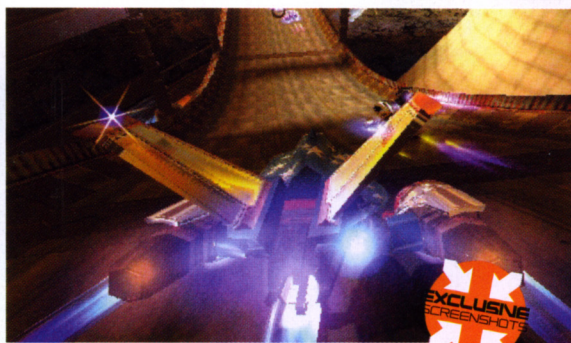
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WORLD EXCLUSIVE look at the future of future sports - it's razor-disc shaped

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### EXCLUSIVE ACCESS

Quantum Redshift is just one of the SIX games revealed in this glimpse of the future

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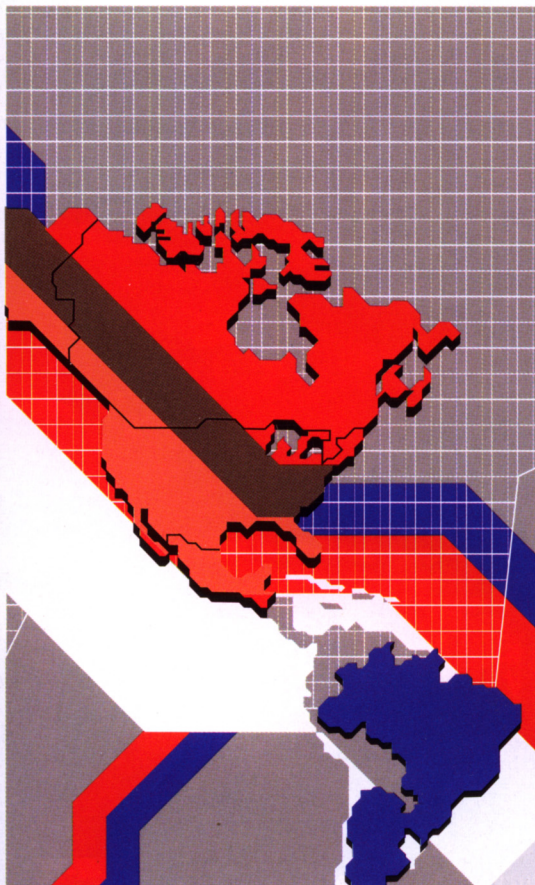


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Basso



### WORLD OF DIFFERENCE

Find out just why us British gamers are getting the best versions of Xbox games in the world

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# IT IS A TIME OF CHAOS, A TIME OF DEFIANCE, A TIME FOR HEROES

From the designer of Dark Forces comes a game that combines breathtaking animations, innovative combat and an epic oriental quest



## NEW LEGENDS

"PART FINAL FIGHT, PART JEDI KNIGHT, AND PART UNREAL,  
NEW LEGENDS IS ALL CHINESE STICK-WIELDING, ASS-KICKING LOVELINESS."

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» TEST DRIVE OVERDRIVE  
» TRANSWORLD SURF  
» ...PLUS SIX MORE!

**YOUR GUIDE TO GAME  
DISC 03 BEGINS ON  
PAGE 112**

# THIRD ECHELON



Tom Clancy sneaks a new series out onto Xbox

WORDS: GAVIN OGDEN

## GAME INFORMATION

DEVELOPER: UBI SOFT

PUBLISHER: UBI SOFT MONTREAL

RELEASE DATE: DECEMBER 2002

PLAYERS: 1

▶ PUT THE NAME of author Tom Clancy in front of your game (as they did in the *Rainbow Six* series) and it guarantees both critical and commercial success. Hence the reason Ubi Soft's Montreal studio has high hopes for its all-new console sneak-'em-up. Currently under the working title of *Third Echelon* (a new name is expected to be announced in the coming weeks), the game's two-year development cycle has unfolded under close supervision from the techno-thriller novelist.

The idea of releasing an original Clancy console title is to expand the series beyond its hardcore (mainly PC) audience who love the rock hard simulation and management options the *Rainbow Six* series has become famed for. According to senior producer Reid Schneider, the goal is to create a game that reflects action movies such as *Clear and Present Danger* and *Patriot Games*.

"We want to create a character-based game around geo-political intrigue with a strong emphasis on day-after-tomorrow technology. The story will be as compelling as a Clancy novel as well as having a deep history that makes political sense," Reid told us during a behind-closed-doors debriefing.

*Third Echelon* opens in the Caucasus, a mountainous region that includes Chechnya, the Russian border and Northern Asia. When a covert invasion threatens world stability, NATO intervenes and terrorist hell quickly breaks loose. From here on in it's up to field operative Sam Fisher to calm the rising storm.

At Fisher's disposal is a selection of weapons and equipment only Tom Clancy could dream up. The weapon of choice is the multi-function concept firearm F2000, but gunplay's is only one of the options.

"We don't want gamers to just run in guns blazing," Reid continued. "The idea is to use the environment and stealth to achieve mission goals. Fisher can even sneak up behind a bad guy, grab him, and then force him to co-operate by pointing a gun at his head."

There's still quite a way to go before *Third Echelon* changes its name and eventually hits the shelves. But this early dossier of information hints at something very impressive for SWAT wannabes everywhere.



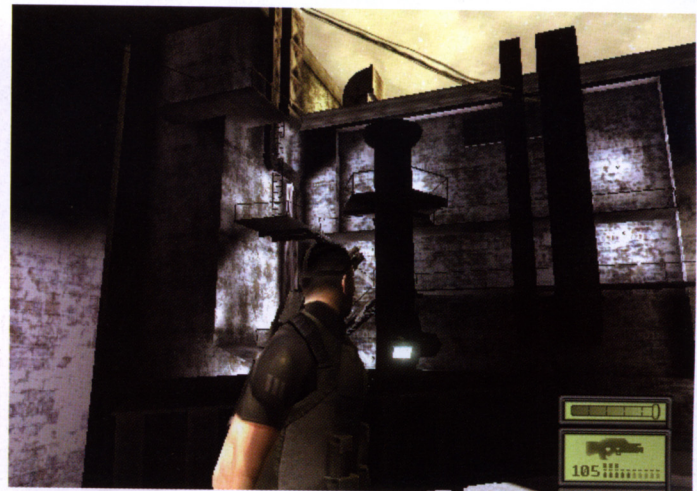
↑ Will your shadow give your position away, as it does in *Metal Gear Solid*?



↑ From the streets, buildings or above - death can, and will, be unexpected.



↑ A quiet corner to squat in and newspaper too... time for a 'rest stop'.



↑ If they can maintain this level of photo-realism, this could be awesome.

### BONUS INFO

#### » METAL GEAR TOO?

Konami's *Metal Gear Solid* has had a big influence on *Third Echelon* but Reid is adamant that his game offers something new. "There are several substantial submissions that will differentiate *Echelon* from *Metal Gear Solid 2*. We'll be more realistic than *MGS2* while at the same time taking what that game did and moving it a lot further. *MGS* may currently have the monopoly on stealth games but with *Third Echelon* we're striving to change that, while at the same time taking the *Tom Clancy* series in new directions."

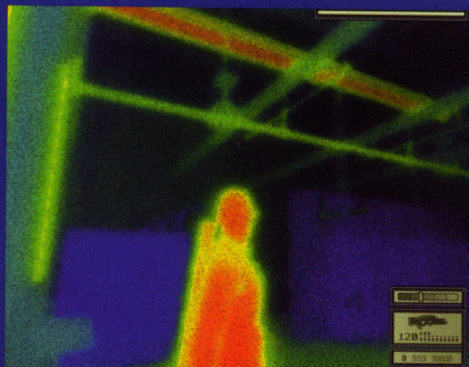


↑ Walking down the street with an assault rifle in plain sight - maybe that's why there are no locals in these shots.

## SURROUNDED IN SOUNDS



*Third Echelon* fully utilises Dolby 5.1 Surround Sound to immerse the player in walls of sound, taking effects off the Xbox hard drive while also streaming information straight off the DVD to produce a layered, more atmospheric experience. So while the action-heavy scenes pump out banging dance tunes, veteran TV and theatre composer Michael Richard Plowman has been hired to create a tense, more spine-tingling soundtrack to back up the stealthier aspects of gameplay.



↑ Thermal gunplay rules - shoot the red blobs.



↑ Stealth rules - don't stand in the light, moron.

HIGH CONCEPT: THE GERMAN ARMY VERY NEARLY GOT ITS OWN SG-FI WEAPON. THE HECKLER & KOCH G11 RIFLE FIRES THREE ROUNDS SO QUICKLY (IN 60 MILLISECONDS) THAT RECOIL DOESN'T HAVE TIME TO SPOIL THE AIM. ONLY REUNIFICATION OF EAST AND WEST GERMANY Halted PLANS TO INTRODUCE THIS REVOLUTIONARY WEAPON INTO SERVICE.

# DEATHROW

Every future sport is violent - it is the law

WORDS: GAVIN OGDEN

## GAME INFORMATION

DEVELOPER: UBI SOFT

PUBLISHER: SOUTHBEND INTERACTIVE

RELEASE DATE: NOVEMBER 2002

PLAYERS: 1-8

CAST YOUR MINDS back to the lethal frisbee throwing of Disney's *Tron*. Now add a hint of *Speedball 2* and you should already be tasting the mouthful of blood that *Deathrow* is promising.

Like most future sports, there's only one rule - win. This time round it involves launching hovering metal discs at goals over four two-minute rounds. How you win is up to you. The traditional approach is scoring points, but if you can severely injure each and every member of the opposing side then you'll win by default.

And since audiences love lashings of blood, points are also awarded for any notable piece of crowd-pleasing mayhem. Win the crowd over and there's a good chance you'll win the game.

Each match sees two teams of four players taking to one of 15 combat stadiums for a mix of frisbee-style gameplay and hardcore hand-to-hand encounters that employ some fearsomely mean enemy AI.

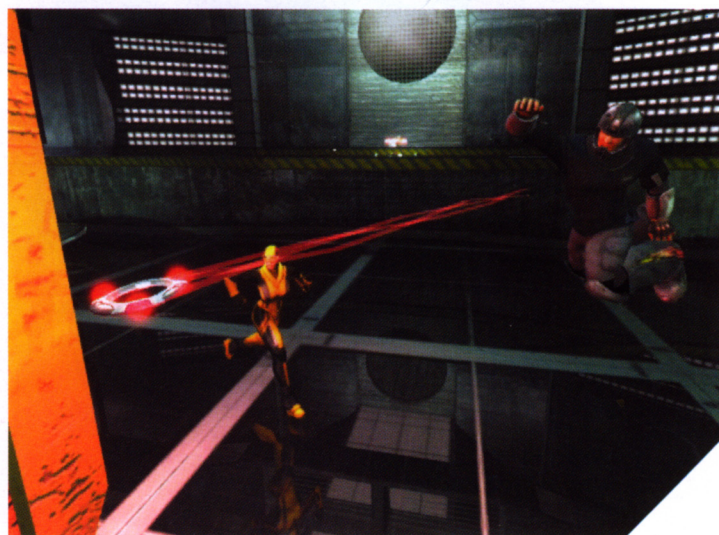
Not only will computer opponents seek to hurt you for their own personal pleasure, but they'll also be out for revenge should you nail one of their mates in a bout of Queensbury Rules style fisticuffs. Watch your back.

A tactical team management mechanic also gives the game some depth by letting you customise your whole team, make bids for rising stars and even sell off your has-beens once that dodgy knee starts slowing them down.

In a nod to every crazy-eyed player in every violent future sports movie from James Caan in 1976's *Rollerball* to LL Cool J in, ahem, the 2002 remake, each of the game's 13 teams comes complete with their own background, special abilities and motivation. Looks like you'll need to do more than float like a butterfly and sting like a bee to make it in *Deathrow*.



↑ *Deathrow* maths lesson: face + spiky hover disk = sudden contact with floor.



↑ Get in! Being good is just one way to win. Kicking arse is another.

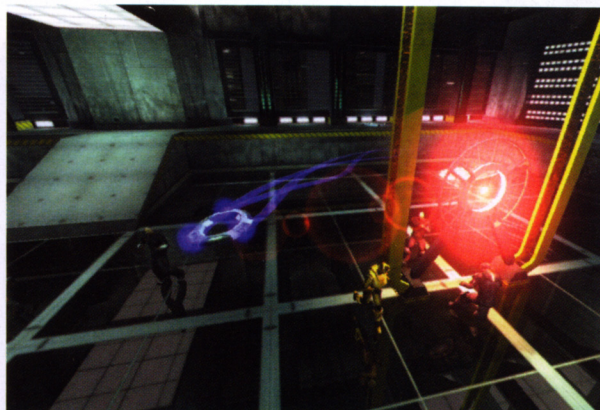
## BONUS INFO

### DESIGNED FOR LIFE

Each of the game's 130 unique characters features lifelike movement thanks to the power of Xbox. Each in-game model uses more than 7000 polygons and contains over 55 bones to crush. You'll also see facial animations registering pain, fatigue, anger and of course, the flush of sweet, sweet victory.



↑ The arrogant sneer of a man with each of his 55 bones unbroken.



↑ Slam dunking a metal disk is hard work. Michael Jordan has it easy.



↑ Women players: a potent symbol of sexual equality in a future society, or an excuse to get chicks in contour-hugging body armour? You decide.

## RED CARD



A KISS ON THE HAND might be quite continental, but a good kick in the nuts is still a boy's best friend. With no-holds barred violence as inextricably linked to *Deathrow* as bad haircuts and pastel-coloured slacks are to golf, mastering combat moves could be as vital to success as learning how to pass and shoot at goal.



↑ It doesn't matter if the ref sees this - if there is a ref...



↑ The hover-cam was ideally placed for the arse close-up.



# HITMAN 2: SILENT ASSASSIN

Silent but very, very deadly...

WORDS: GAVIN OGDEN

## GAME INFORMATION

DEVELOPER: **IO INTERACTIVE**

PUBLISHER: **EIDOS INTERACTIVE**

RELEASE DATE: **OCTOBER 2002**

PLAYERS: **1**

**▶** GETTING SHOT by someone off-screen you never even saw isn't much fun in a multiplayer game, but in *Hitman 2: Silent Assassin*, you could say it's the aim of the game.

This sequel to a smash PC stealth-'em-up casts you as a genetically engineered baldy assassin who goes by the inconspicuous moniker of Codename 47, which must make checking into hotels a bit of a special event for all concerned.

The end of the original game saw this ghost-like anti-hero give up his deadly trade by hanging up his sniper scope and stiletto dagger and escaping the seedy underworld for a quiet life. In the sequel, his true identity is revealed and blackmailers force him back into a life of hiding behind curtains and dealing with individuals with extreme prejudice.

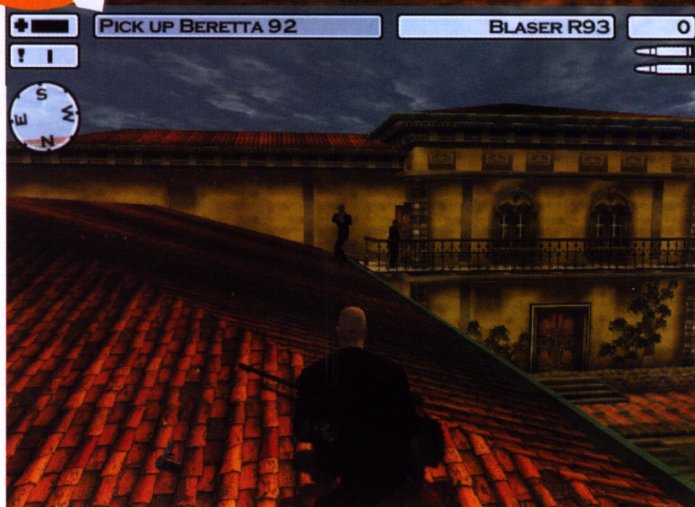
The story opens in the grounds of a Sicilian monastery, where Codename 47 has been trying to forget his violent past

while presumably kicking back with a nice glass of red and catching some Mediterranean rays. But once a camper, always a camper - he's quickly at the centre of a conspiracy where... and this is the really exciting bit... the hunter has become the hunted.

During the game's 20-plus missions, 47 works through an arsenal Charlton Heston himself would be proud to own. Scattered throughout the game are a grand total of 30 weapons including pistols, sub-machine guns, shotguns and sniper rifles. Special silent stuff includes chloroform, poison darts, stun guns and even a low-tech length of wire for some gruesome close-up garroting.

Standard cleaning equipment such as laser aiming devices, night vision goggles, lock picks, and remote cameras are also vital in helping you increase the peace. You can also play the game in either a first or third-person viewpoint, depending on your preference.

Missions take in - among other locations - St. Petersburg, Japan, Malaysia and India, with each country surprisingly and authentically populated by native speakers. Death rattles are pretty much universal though, so who needs to be multilingual when you're fully conversant in the language of sharp-knifey-knifey?



↑ Despite his Bond-esque posturing, the guy on the balcony's no hero.

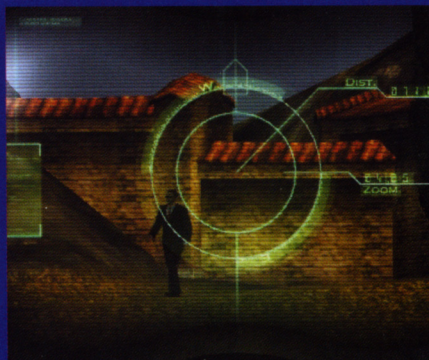


↑ Through The Keyhole on TV was never like this...

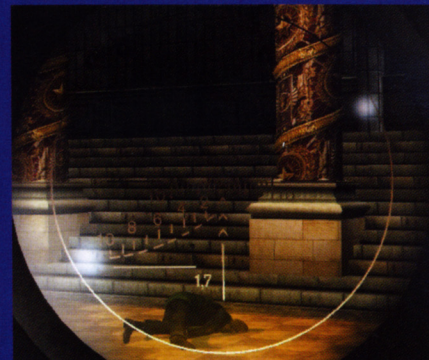
## THAT'S RANK

**IN ORDER TO GIVE *Hitman 2: Silent Assassin* some replay value, there's a ranking system that rates the skills employed by each player to reach the end. So the more times you save, the wussier you are, while low shots to kill ratios, secret areas discovered and speedy completion times make you a stone cold killer.**

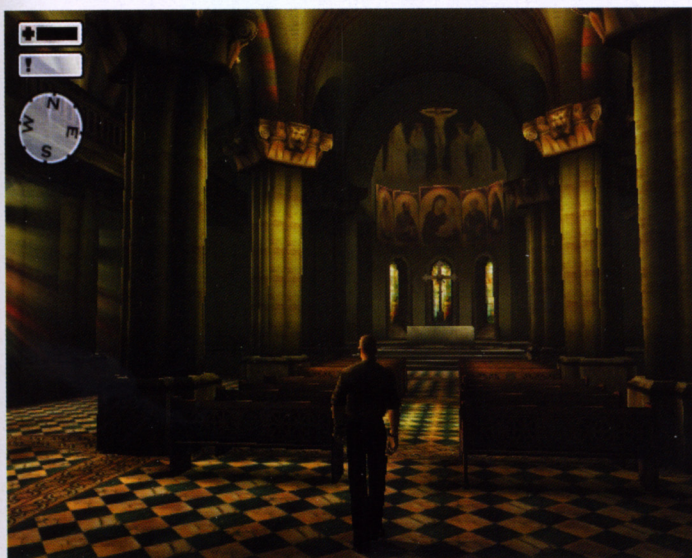
Each mission can also be completed in a variety of ways. As long as you complete the primary mission goal you can creep around in the shadows or run out guns blazing. It's your call...



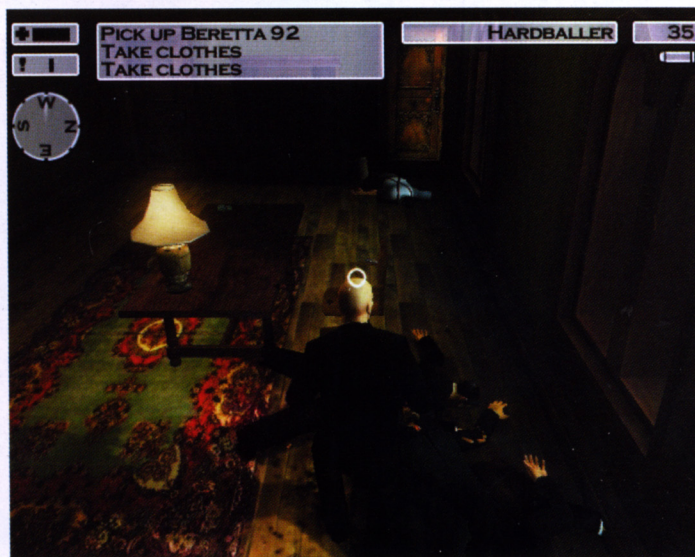
↑ Image-enhanced video sights are okay...



↑ ...but a regular optical one gets the job done.



↑ "Bless me father for I have sinned. Roughly six times a day. For ten years."



↑ Codename 47 went down a storm at the party - he really killed the hosts.

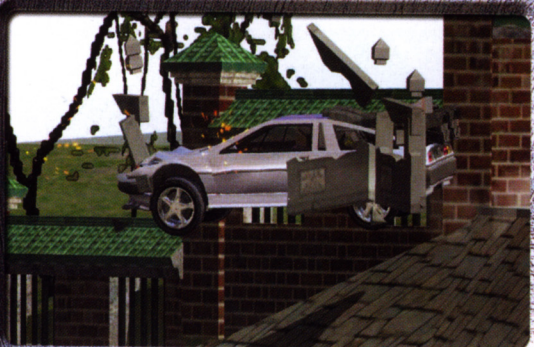
### BONUS INFO

#### SHOOT TO KILL

With Xbox increasing the technology available to developers, they can now pack their games with unrivalled levels of accurate detail. It's certainly the case for *Hitman 2* and IO Interactive. Aside from the usual bump mapping effects and 100 per cent real-time lighting, the game engine now allows players to shoot their targets through doors and windows. Never again will a burst from a submachine gun bounce harmlessly off some stupid patio door. It's just like real life... or so we've heard from the many illegal assassins who hang round the office making tea and playing *Halo*.



↑ Playing through! Here, 47 chooses a driver to score a hole in one... right through this geezer's thick skull.



"Provides Xbox™ owners  
with the drive of  
their lives" - XBM

"One of the most  
intense visual  
experiences to be  
had on Xbox™" - OXM

"Jaw dropping" - C&VG

"A blast to play"  
- [Gameplay.com](http://Gameplay.com)



BUNKASHA  
GAMES



ONLY ON  
XBOX

ACTIVISION



**RIP UP THE STREETS.  
RUB OUT THE MOB.**

# WRECKLESS

The Yakuza MisSiOns™

**IN THESE CUTTHROAT STREETS  
DANGER HAS NO SPEED LIMIT**



**RIP UP THE STREETS.**  
**RUB OUT THE MOB.**

# WRECKLESS

The Yakuza Missions™

**IN THESE CUTTHROAT STREETS,  
DANGER HAS NO SPEED LIMIT.**



# INCOMING

LATEST NEWS // FIRST SCREENSHOTS // BRAND NEW GAMES



↑ The new controller has a different button configuration to the original pad and is significantly smaller (not to scale).

THE BIG STORY

## SIZE MATTERS

Microsoft holds its hands up and unveils the smaller Controller S for Xbox



WHEN XBOX WAS revealed at the Consumer Electronics Show in Las Vegas back in January 2001 both the console and the controller came under fire for being too big. For being huge, in fact. While Xbox isn't actually that much bigger or heavier than PlayStation 2, the pad received harsh criticism from the press and was quickly branded unsuitable for younger gamers.

Another cause for concern was the mumbling from the Japanese games community, and it's less-than-warm response for all things slightly bigger than normal. This quickly saw Microsoft announce a smaller controller designed specifically for Japanese hands, the Controller S.

Soon, many Western gamers were demanding that Microsoft release the smaller controller in their territories, rather than forcing those who wanted to buy one to fork out an extortionate £40-£50 to import one.

After months of evaluation and listening to gamers' opinions, Microsoft has held its hands up and announced Controller S for the US. The new pad, available in April, is similar in size to the Japanese one but the buttons have been placed in a more conventional layout with the black and white buttons next to the right thumbstick.

The grooves on the directional pad have also been changed slightly. Controller S has not yet been announced for the UK, but we can reveal that several third-party peripheral manufacturers are already designing smaller unofficial pads for release later this year. To coincide with the official shrunken pad's debut, perhaps?



## THE INSIDE VIEW

//NAME: ROBBIE BACH  
//JOB: CHIEF XBOX OFFICER

**Xbox creators listened to what gamers in the US and Europe were saying and have responded accordingly**

"AFTER THE US launch of Xbox, we took time out to talk to the gaming community and realised that there were some gamers who were looking to buy a smaller controller. In keeping with our philosophy, we listened to this feedback and announced our plans to release Xbox Controller S in April.

"People actually really like the standard controller we have now. But we

do have people of different age brackets and different preferences who want to be able to try a different size controller.

"We've had some people who've seen the smaller Japanese controller and we found that they really wanted to try it. So we want to make it happen.

"The new controller will be released in Europe at some point, but we haven't yet finalised all the details."



## THE EXPERT VIEW

//NAME: MIKE WENN  
//JOB: PRODUCER, TAKE 2 INTERACTIVE

**With long adventure games in the pipeline, this game maker believes players need a more comfortable pad**

"A CONSOLE as advanced and powerful as Xbox deserves a controller that can keep up with the action. I for one think that Microsoft should bring the Japanese-style Controller S to Britain as soon as possible.

"A large part of my job involves play testing software, checking for bugs, and suggesting improvements, and thus I spend a lot of time with the Xbox pad.

"Although I don't believe the standard controller is quite as bad as many skeptics are maintaining, I do think that the Japanese design is streets ahead, and far less cumbersome."

"A third-party peripheral company is

planning a new controller, due out this summer. I've already had a sneaky peek. I think it's a great idea, and I'm sure that Microsoft will find the demand to release the smaller controller overwhelming!

"It seems that even gamers with larger hands prefer a smaller controller and are more at home with smaller pads. Many Xbox titles are huge in scope, and thanks to the hard drive, I think the trend in longer adventure based titles will continue.

"With many games demanding ever increasing hours of play, I think that a smaller controller will prove more far more comfortable for sustained play."



## OUR VIEW

//NAME: OFFICIAL UK XBOX MAGAZINE  
//JOB: TO CUT TO THE CHASE AND TELL IT LIKE IT IS

**After all the fuss that was kicked up about the size of the pad, it's surprising Microsoft didn't do this sooner**

"IT'S NO WONDER that third-party peripheral manufacturers are working on smaller pads given the fact that Microsoft has yet to announce Controller S for Europe. Common sense tells us that the smaller pad will be release over here later this year, but why the wait?

"If Microsoft is really keen to prove it responds to gamers wants, then a new pad would have been announced much

earlier, and not after people have splashed out for extra standard controllers. That said though, we actually prefer the standard controller.

"Most gamers have no complaints about the current pad - and without the internet community whipping up a storm in a teacup about the smaller Japanese pad, this whole debate wouldn't exist. That said, more choice is a good thing."

## Headlines

### NEWS ROUND-UP

How you can take part in the industry's biggest game shows. PLUS more first-party announcements and the view from the US

020

### SPIDER-MAN: THE MOVIE

The game of the summer blockbuster-to-be is caught in our web. PLUS dangerously secret revelations from The Mole

022

### MX 2002

Motocross madness with Ricky Carmichael and his surprisingly good racing/trick game. PLUS the hairy spinnage of *Taz Wanted*

024

### MOTO GP

This superbike racer sports some of the sweetest graphics we've seen on Xbox. PLUS it's all guns blazing with *Gun Metal*

026

### HUNTER: THE RECKONING

The foul stench of death is in the air of the town of Ashcroft. Can you fight off the zombies in this multiplayer adventure romp?

028

### CRAZY TAXI 3: HIGH ROLLER

First screens and details of Sega's manic driving game. PLUS the opening salvo from the jet-powered *Battle Engine Aquila*

030

### ENCLAVE

Fight for the light and dark in this huge adventure PLUS the month's choicest Quotes and the Top 10 Most Wanted

032

### SPY HUNTER

Classic 80s driving game gets a 21st century makeover, with knobs on. PLUS get a very handy £5 off a Joytech Controller

034

### BOUNTY HUNTER

That's *Mace Griffin Bounty Hunter* to you, and it's a real next-generation space-set shooter. PLUS Shop Talk talks shop

036

### PRISONER OF WAR

Stop shaking soil out of your turn-ups and check out Codemasters' trip back to WWII and the most fiendish prison camps

037

### SUPERMAN: MAN OF STEEL

Metropolis's finest in a super-villain heavy third-person spectacular. It's the year of the superhero game, by all accounts...

039

### CHARTS; RELEASE LIST

All the games you've been buying, along with all the ones you need to start saving for. PLUS crucially relevant Xbox statage

041



# INCOMING

## News Wire

Easily digestible nuggets of key game information

### PANZER DRAGON UPDATE

Speaking to *Official UK Xbox Magazine*, Smilebit boss Takayuki Kawagoe revealed the highly anticipated *Panzer Dragoon* title will be fully revealed at E3 in May. He told us: "We're keeping quiet on the latest *Panzer Dragoon* game until then." He added that rather than the role-playing feel of *Panzer Dragoon Saga*, the Xbox-exclusive game will be more shoot-oriented.

### SHENMUE II ENHANCED

Sega AM2 Producer Shin Ishikawa recently broke the silence on how *Shenmue II* for Xbox is shaping up. "Luckily, things have been going smoothly. The original Dreamcast version of *Shenmue II* was compiled uniquely due to the limitations of the hardware, so we're redoing much of the coding, but things are advancing," he said.

### TIME TO SPLIT

The follow-up to acclaimed PS2 launch title *TimeSplitters* will be coming to Xbox this September. Developed by Free Radical Design, *TimeSplitters 2* features single-player and co-operative story modes based around objective-based episodes. The engine has been upgraded to allow for bigger environments and better effects than those seen in the original. Prepare for Free Radical to spill more beans when we catch up with them for a full interview next month.

### XBOX IN THE ZONA

Microsoft has struck a deal with Zona to create online Xbox tools based on the company's Terazona networking software, which can support tens of thousands of users online at once. The software also frees up developer's time so they can focus more on gameplay rather than having to spend all their time on network, server, infrastructure, and operational issues. And if the developers' game brains are spending more time dreaming up incredible new Xbox games, then that sounds like an absolutely brilliant decision that we'll all, ultimately, profit from.

# ONLY ON XBOX

First-party development goes big with FIVE new games



THE PAST MONTH has seen Microsoft announce no less than five Xbox exclusive games in addition to *Kung Fu Chaos* and *Whacked!* - two cartoon fighters announced earlier this year. Tank stomper *MechAssault*, crazy racer *Midtown Madness 3* and flight shooter *Crimson Skies: Road to Revenge* might have all seen earlier versions on PC, but the latest sequels will now appear only on Xbox.

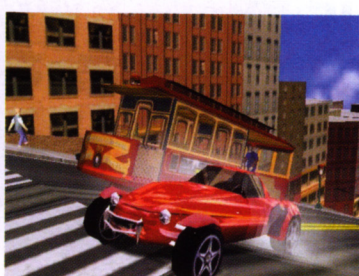
These join other Xbox-exclusive delights such as the frighteningly good looking beat-'em-up *Kakuto Chojin* (previous known as *Project KX*) and futuristic racer *Quantum Redshift*. This is

turning out to be Microsoft's answer to PS2's *Wipeout* series, so it's probably no coincidence that developer *Curly Monster* is made up of coders who worked on the original PSone game. Flick to page 056 for an in-depth look at *Quantum Redshift* and *Midtown Madness 3*.

With the console now launched in every major region worldwide, Microsoft has clearly been working hard to secure Xbox-only deals where ever it can. And with the huge US trade show E3 just around the corner, there's bound to be more even more surprises in store in the months to come. Check out the ongoing details next month in Issue 04.



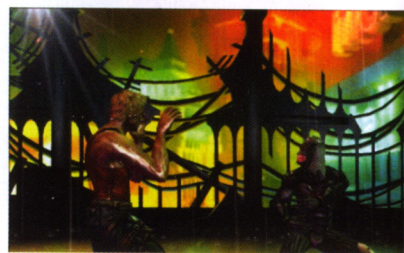
↑ *Quantum Redshift* looks excellent.



↑ Drive silly in *Midtown Madness 3*.



↑ A surprisingly blue vista in *Crimson Skies*.



↑ Sweaty fighting laffs in *Kakuto Chojin*.



↑ Not sure what to mech of this...



↑ Milling crowds and stuffed goodie-bags. This'll be a big games event then.

## SHOWING THE FUTURE

Play games... three months before they hit the shops!



THREE EVENTS are planned for 2002, letting you see Christmas game releases months in advance.

First up is the Games Matrix, which runs from October 3-6 at Earls Court in London. Tickets cost £10 in advance or £13 on the door. Head of marketing Michael Smout, told us: "We realised that the gaming community needed an event dedicated to them and saw the Xbox launch as a perfect opportunity." Call

0870 902 0444 for ticket information.

Next up is the trade-focused event ECTS, which for the first time in its 14-year history will be open to the public. It's on September 1-3 at Excel in London, ticket prices yet to be set.

Last is Game On, celebrating 40 years of gaming history from *Space War* to Xbox and running from May 16-September 15 at the Barbican Gallery. It's looking like a gamer's dream come true: see for yourself at [www.gameonweb.co.uk](http://www.gameonweb.co.uk)



↑ Shiny, new and at every event of 2002.

## IT'S IN THE GAMESTER

Kit brand at Xbox events.



RADICA, BEST known for its Gamester accessory range, has struck an exclusive co-op deal with Microsoft giving them access to all Xbox events during 2002.

The first events covered under the partnership were the launch evenings in London, Manchester and Birmingham.

Gamester's range of officially licensed pads and accessories for Xbox already includes a controller, arcade stick, Lotus steering wheel, Lotus Pro Racer and 8 Meg memory pack.

All products are now available.



## RECALL REPORTS 'INCORRECT'

Microsoft counters Japanese Xbox 'problems'



FOLLOWING THE February 22 launch of Xbox in Japan, reports soon emerged that the console scratched and ruined discs. Microsoft responded with a statement saying "There is no recall of Xbox in Japan or any other market," and added

that a misinterpretation of website information led to the media incorrectly reporting a product recall.

However, Microsoft's customer care department *did* receive a small number of inquiries from gamers reporting small scratches on disc outer edges. According to Microsoft

this isn't a common occurrence, and minor scratching is a cosmetic issue.

Chief Xbox officer Robbie Bach exclusively told us: "This doesn't worry us. It's just one of those things that happens when you manufacture on this scale. When we see something where we get more than one enquiry, we'll look right into it."

If you've experienced any problems, call Microsoft's Xbox support line on 0800 587 1102.

## State of Play



## AMERICA



IT LOOKS LIKE we Yanks are about to get hold of the Japanese-style, dinky controller known as

Controller-S. The internal line is that it's an added bonus for customers who want to try a different style of joystick. No biggie, as it were.

Bizarrely (or not) Microsoft is stealth-launching their new pad.

The major differences are cosmetic. Naturally the new pad is smaller, but it also moves the Start and Back buttons to the left of the unit, and appends a more conventional scheme to the Fire button configuration - ideal for fighting games. Controller-S also sticks the black and white buttons at the base of the button stack rather than the summit. *Halo* grenade-fans will soon learn to appreciate this.

One minor aesthetic difference between the US and Japanese versions is the jewel. On the Japanese unit, it's an attractive green rubberized disc. On the US one, it uses the slightly incongruous green X on black background.

Although the spacing between thumbsticks looks dramatically different, it's only about half-an-inch in real life, making the switch very simple... which brings us to something of a verdict.

In short, they're both great, even (and perhaps especially) in the long term. Controller-S will be available separately for the princely sum of \$40. Which in your British money is about 70 groats and a bag of Jelly Babies.

Frank O'Connor  
Executive Editor

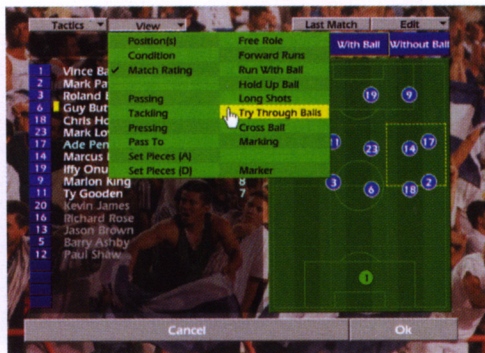
Official US Xbox Magazine



↑ Controller-S, smaller by degrees.



↑ Never mind the menu-heavy look...



↑ ...*Champ Man* is an astonishing feat of game making.

# WIN CHAMPIONSHIP MANAGER 01/02 WITH SIMPLYGAMES.COM!



WORLD CUP FEVER has got Simplygames.com, the UK's best online video game store, to offer ten copies of

*Championship Manager 01/02* to Official UK Xbox Magazine readers. That's a whole two more than the average number of Arsenal players left on the pitch after 90 minutes...

The bedroom may have been the traditional gaming haunt of the *Championship Manager* addict, but no

longer - thanks to Xbox you can now fester in the comfort of your armchair and turn the living-room into a female-free zone with one of the most hopelessly addictive, if anally retentive, games ever made.

Simplygames.com is selling all Xbox games for a fiver less than the RRP - just visit [www.simplygames.com](http://www.simplygames.com) to check out the full range, or call the sales hotline on 020 8886 6855.

For a chance to save yourself a

further £40 on the mother of all footy management sims, simply answer this one question: What do you get in the Simplygames 'Ultimate Xbox' bundle? Hint: check [www.simplygames.com](http://www.simplygames.com)

### EMAIL YOUR ANSWERS TO:

[championshipmanager@simplygames.com](mailto:championshipmanager@simplygames.com)

Include full name and postal address for a valid entry. One entry per household. Football fans only.

## News Wire

Easily digestible nuggets of key Xbox information

### HOUGHTON ON DEMAND

**Championship Manager** developer Sports Interactive has signed up ex-Liverpool player Ray Houghton to consult on the footy sim. Commentating on the deal, Houghton said: "I knew Sports Interactive when I was an agent and was aware then of how accurate their database of players' stats was. As soon as I announced that I was leaving Crystal Palace, they were straight on the phone."

### DOOM FOR ONE MORE?

The Internet has been awash with rumours that id's *Doom 3* is set to arrive on Xbox before PC with *Quake IV* also being eyed as an Xbox-exclusive title. When it comes to first-person shooters no one does it better than id... apart from Bungie Studios, of course. We'll have more news on this developing story next issue.

### SEGA CLASSICS REBORN ON XBOX?

Sega Japan has announced a deal with Tokyo-based Coolnet Entertainment to bring classic Sega games to Xbox. Sega's European head of product marketing Jim Pride, told us: "This announcement is for Japan only and is more of an announcement of who is developing the games, rather than what the games are. Which titles and how many have yet to be revealed." Take time out to play for a Euro release...

### THE BRAIN GAME

IBVA Technologies is looking to bring its brain tracking technology to Xbox. Don't be scared, it's all above board. IBVA big cheese Drew DeVito said: "There's finally a consumer product that has the power to do everything we've always wanted to do with brain tracking in the home. If you're racing along in *Gotham* or *RalliSport* and your concentration is broken, our system will pick that up and kick in the handbrake to wrest control out of your hands." Is this Issue 503 or 03? It all sounds a bit too sci-fi, to be true, quite honestly...



TOP SECRET:

## THE MOLE

Snuffling damp speculation-soil for juicy fact-worms.

ONCE AGAIN I'VE managed to infiltrate the Microsoft cafeteria to bring you the latest Xbox rumours from around the world. My underground network of burrows has exit holes in every major studio around the world. Be warned...

**A NEW DEAD OR ALIVE!**  
DOA series creator Tomonobu Itagaki is working on a new game based on the *Dead or Alive* brand. It's not *DOA4* - that's not expected for a while yet - but it will include those fine ladies seen in *DOA3*. "The title is based on *Dead or Alive*," he said, "but it won't be a fighting game like *DOA3*. We thought it would be great to make a game for fans while they wait for *DOA4*. We're designing new characters for this new, original Xbox title and, of course, we intend to use these new characters in *DOA4*!"

### METAL GEAR X

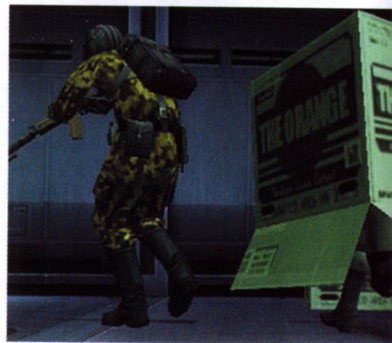
Perhaps the game about which there is more whispering than any other, but we've prised the truth out of the clammy hands of a source very close to Konami HQ - *Metal Gear Solid 2* will be announced for Xbox at the E3 show in May. No news yet as to nay Xbox-only additions and extras, but keep your Codecs charged and I'll be the first to tell you.

### WHAT A CARVE UP

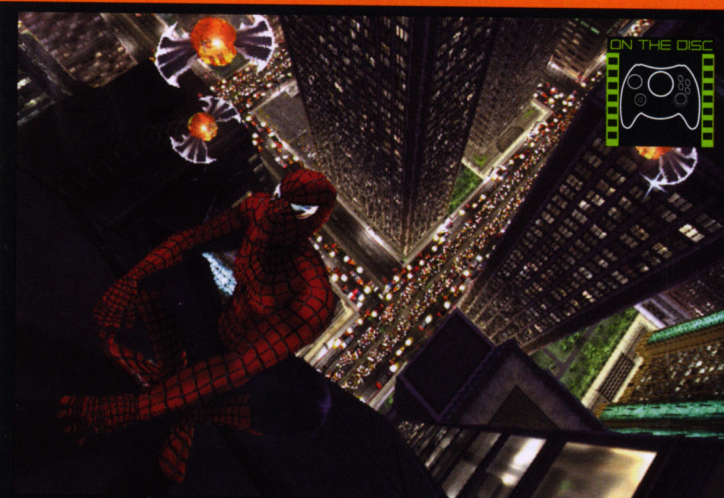
News floats in to me on a gently undulating tide that a leading British development house is working on a jet-ski racing game very much in the style of *Wave Race 64* on N64. And like the above antics of our friend Solid Snake, this game will be announced formally at E3. We've also heard that this extreme water sports title is heavily bent toward online play...



↑ Want some more, do ya!



↑ Welcome, Snake (PS2 shot).



↑ A crimefighter with a head for heights.



↑ The Scorpion, complete with robot tail.



↑ Spot the developer's subliminal advert...

## SPIDER-MAN: THE MOVIE

Inventor of the original world wide web.

### GAME INFORMATION

DEVELOPER: TREYARCH

PUBLISHER: ACTIVISION

RELEASE DATE: MAY 2002



WE ALL KNOW that movie-to-game crossovers rarely hit the mark, but Treyarch's effort looks spot on, thanks in no small part to help from the people behind the *Spider-Man* film.

"The people at Sony / Columbia Pictures have been tremendously helpful in helping us capture the look and feel of the movie, along with the film's director Sam Raimi," producer Gregory John exclusively told us.

Gregory also revealed that the webbed warrior will also have more tricks up his sleeve than just firing silly string at walls or all over baddies. "Spidey will be able to give himself more destructive web gloves, construct a protective (and explosive) web dome,

and shoot impact web balls," he said. But that's not all...

"Each of these weapons will also have a powered-up version. Also, you have instant web shots for aerial combat plus web-yank, web tie-up and web-lasso to confound the bad guys.

"This is very much the game of the movie," Gregory explained, "since we stay true to its feel and themes. We've also created new modes of gameplay and original content."

You can see how well his good intentions have been transferred to the Xbox by checking out the game trailer on this month's Game Disc.

# TWO HEROES ARE BETTER THAN ONE.



Oddworld has issues: Corporate greed, animal exploitation, environmental destruction... and now the last members of your species are on the menu! Play cooperatively as both Munch and his flatulent friend Abe as they fight against the corporate clods of Oddworld and struggle to avoid extinction. The fate of Oddworld is in your hands.

[www.xbox.com/uk/oddworld](http://www.xbox.com/uk/oddworld)

**PLAY MORE. PLAY ODDWORLD.**



## News Wire

Easily digestible nuggets of key Xbox information

### BOOST YOUR DEAD OR ALIVE EXPERIENCE

Tecmo is to take full advantage of the Xbox hard drive and release a Booster Disc for beat-'em-up *Dead or Alive 3* in the US. Included free with the June issue of the *Official Xbox Magazine US*, the game will include all the new movies, costumes and moves seen in the PAL version. So, for once, we've beaten our American chums to the prize. This could set a precedent - see *Xbox Surgery* on page 124 for an update.

### MEDAL OF HONOR: AA UPDATE

Although EA has yet to officially announce an Xbox version of WWII first-person spectacular *Medal of Honor: Allied Assault*, word is the game has been put on hold while the company waits for details on Microsoft's online strategy. EA is looking to release a *Medal of Honor* game (maybe something that isn't *Allied Assault*? Maybe Xbox-exclusive?) on Xbox by Christmas at the latest.

### SOUTH AMERICAN PSYCHO

Codemasters has pledged to change first-person shooters forever with *Shoot to Kill: Colombian Crackdown*. As a Drug Enforcement Administration Officer, it's up to you to hunt down dealers and gangs involved in the trade and trafficking of cocaine. Your only aim is to shoot to kill. Sounds pretty damn fine to us, but it's going to have to pull out all the stops to rival *Halo*.

### NONE TOO SHABA FOR ACTIVISION

Activision has splashed out and bought developer Shaba Games in an attempt to boost its internal development schedule. Members of Shaba's team have worked on the likes of *Pandemonium*, *Grind Session* and *Soul Reaver: Legacy of Kain* in the past. In terms of future Xbox output, the team is currently working on *Shaun Murray's Pro Wakeboarder*. For those of you not into your water sports, a wakeboard is a short, very broad water ski ridden in the manner of a snowboard by a person towed by a motorboat.

## MX2002 FEATURING RICKY CARMICHAEL

Down in a biker groove - yeah!

WORDS: STEVEN BAILEY

### GAME INFORMATION

DEVELOPER: PACIFIC COAST LIGHT AND POWER

PUBLISHER: THQ

RELEASE DATE: APRIL 2002



YOU CAN'T have the Racing Game Balancing Thing all your own way every time. Sometimes you want plug 'n' play; others, you want half-an-hour in Fiddlesville tweaking engine innards to within an inch of their life.

Then *MX2002* gets loaded up, and what should happen? At first, it seemed too simple, as we took Ricky Carmichael himself through the early stages of a career mode with not a care in the world.

He is just one of 28 riders available, plucked from 125, 250 and freestyle motocross. The 'freestyle' part is key, since the game mixes racing and tricking in equally significant measures. Think *Tony Hawk's* meets *RalliSport Challenge* on two wheels and bumpy dirt.

Three tutorials in, it became clear that there's more to controlling your bike than just twiddling the stick and parking your thumb on the A button. The right trigger overloads the front of the bike, allowing you to leap like a gazelle over jumps and land in relative safety.

The left trigger engages the clutch; hold it for a second or two just after landing or while skidding out of a bend for a little boost.

Clicking down the right thumbstick performs powerslides to get you through the toughest of hairpins. Promising details like this make it worth giving *MX2002* the full review MOT, which you'll find somewhere on the fresh, crisp pages of next month's Issue 04.



↑ The blue dot on the gauge is you.



↑ None-handed will always impress girls.



↑ Not the best landing we've ever done...



↑ Quite literally all mouth and no trousers.



↑ Looks like this Tasmanian Devil is afraid of the drink.

## TAZ WANTED

A Devil of a platformer nears completion

WORDS: JON ATTAWAY

### GAME INFORMATION

DEVELOPER: BLITZ GAMES

PUBLISHER: INFOGRAMES

RELEASE DATE: JULY 2002



BASED ON OUR playing of a three-level chunk of *Taz Wanted* - with the trio of game areas showing off arctic, zoo

and beach themes - the game couldn't be more cartoon if it was on an all-kids cable channel at teatime. Nothing too surprising there, you might think, but the animation and colour palette really do create an authentic and very welcome Looney Tunes atmosphere.

Neat visual and gameplay touches are plentiful, like the bears in the zoo level that use Taz as a punch bag, or the enormous atomic burps that allow him to floor nearby enemies.

One part of the beach level, where the mentally unbalanced mammal bombs down a system of waterslides, made us think, in a nice way, of Sega's *Sonic*. Very enjoyable it was too.

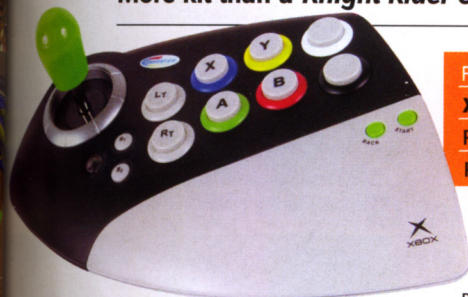
The core gameplay revolves around destroying the wanted posters Yosemite Sam has dotted around each level, and developer Blitz has used the premise to include some inventive tasks. In one case, a wanted poster is slapped on the floor, and can't be destroyed by spinning on it. But tucked away elsewhere is a floor polisher that Taz can jump on and ride...

One concern we have at the moment is that the final game may be too easy for the over-eights, but there are some nice ideas here, and plenty of charm on show. An achingly accurate review follows soon.



# HARDWARE

More kit than a *Knight Rider* convention



**RADICA**  
**XBOX ARCADE STICK**  
PRICE: £29.99  
RELEASE: NOW



ABOUT TIME an arcade stick graced these pages, and this one's good. By now, you will hopefully have sampled the smack-happy delights of *DOA3* - this stick does more justice to that game than the floaty d-pad of the Official Controller. It sits happily on floor and lap alike, and there's a generous wrist-rest flanking the buttons. The stick features extra loud

microswitches for that authentic combo chatter you get with a real arcade knob, but it's a bit sticky. Pulling off a complete 360° can be awkward, but overall this is far more precise than most other pads where *DOA3* is concerned. The buttons are okay; they feel slightly spongy, but they're big and accessible.

This is a solid peripheral, and as more fighting games become available, this Stick could come into its own.

**SCORE 4/5**



**JOYTECH**  
**XBOX ADVANCE CONTROLLER**  
PRICE: £19.99  
RELEASE: NOW



THIS IS THE Galaxy Caramel of third-party pads - looks a bit chunky, but it melts into your hand as soon as you pick it up and

you fall in love with it there and then. It's not much to look at, but give it a quick whirl and it blossoms. The grip is moulded such that it's perfectly flush with your palm; the buttons are flat, within easy reach and not too close together; and the d-pad actually allows decent directional movement, unlike other control devices.

There's only one thing stopping it from trumping the Official Pad - a slight case of Third-Party Syndrome. This affliction, where triggers and thumbsticks don't feel as substantial and solid as those on official controllers, is all too common. But this is £5 cheaper, making it the best value peripheral out there. We're not saying it's better than the official pad, but if you want for a cheaper alternative, this is it.

**SCORE 5/5**

## THE CABLE GUIDE

We bring you - WIRE! Da-da-daaa! See also page 059



**JOYTECH SYSTEM LINK CABLE**  
PRICE: £9.99 // AVAILABLE: NOW  
CAN I STRANGLE WORMS WITH IT?: VERY BIG ONES, YES

**JOYTECH RGB SCART CABLE**  
PRICE: £9.99 // AVAILABLE: NOW  
CAN I WEAR IT AS A LOVELY BELT TO THE DISCO?: YES

**INTERACT S-VIDEO/AV CABLE**  
PRICE: £9.99 // AVAILABLE: NOW  
CAN I FEED IT TO SOME HORSES?: NO

**INTERACT RFU ADAPTER**  
PRICE: £9.99 // AVAILABLE: NOW  
CAN I USE IT AS A WHIP?: TECHNICALLY, BUT PLEASE DON'T

**JOYTECH**  
**DIGITAL AV CABLE**  
PRICE: £19.99  
AVAILABLE: NOW  
WILL IT KEEP THE DRAUGHT OUT?: OH GOOD LORD YES



**RADICA**  
**LOTUS STEERING WHEEL**  
PRICE: £44.99  
RELEASE DATE: NOW



GREAT WHEEL, this. The grip of the rim is gorgeous and smooth, non-slip without being too plasticky or ribbed. It's a quality product, perfect for playing *RalliSport Challenge* because the steering has just the right amount of give and it slides back to neutral position swiftly and solidly (essential for correcting oversteering). Works a treat with *Project Gotham*, too. All the buttons, including the handbrake, are within easy thumb-patrol. The paddles, however, aren't brilliant, but they do their job as gear shifters well enough.

The pedals are good, obviously modelled on the real thing, but they do have a lot of range, meaning your heel has to slide up and down the pedal block itself. Overall, though, a top piece of kit.

**SCORE 4/5**



**THRUSTMASTER**  
**360 MODENA PROGRAMMABLE GAMEPAD**  
PRICE: £24.99  
RELEASE DATE: NOW



WE REVIEWED the not-so-distant cousin of this Thrustmaster pad in Issue 01, where it scored a fairly healthy 3/5. So, what's the difference between that and this, besides a rather tacky speedometer graphic circling the buttons and left thumbstick? Nothing. It's just cosmetic - a wee bit more colourful - and thus can only be recommended for super-hardcore Ferrari fetishists. Oh, and it's a fiver more than its non-endorsed brother, for which we'll knock it down a mark.

**SCORE 2/5**

## State of Play



### JAPAN



HI, UK XBOX players! Are you enjoying Xbox? When Xbox launched in Europe, I travelled to

London and bought a UK Xbox and the games. I'd like to compare the launches of UK and Japan. The launch event in Tokyo started on Friday morning at 6.40am.

It was a weekday, so there weren't many people around, but over 500 people bought Xbox in Shibuya. I preferred the midnight event in the UK and enjoyed the launch party for the press, retailers and developers.

I also liked the limousine that was used to take home the first person that bought an Xbox. These were great receptions.

As you may have heard, some Xbox systems scratch DVD and CD discs. It's a serious problem for some Japanese gamers, but the quick response of Microsoft in Japan was good.

Two weeks after launching in Japan, Microsoft recognised its mistakes but electronic retailers Laox and Sato Musen announced that they would stop selling Xbox. Finally they decided to re-stock Xbox from March 9, but in the people's general perception, Xbox had already got a bad image.

Looking forward, *Halo* is released on April 25 in Japan and I hope and believe that Japanese gamers will enjoy this game and forget about the scratching issues.

Koji Aizawa  
Editor-in-Chief  
Famitsu Xbox  
Japanese Xbox Magazine



↑ Halo - now on sale in Japan

## News Wire

Easily digestible nuggets of key Xbox information

### OFFICIAL XBOX POWER

Our across-the-pond sister mag *Official Xbox Magazine US* has recorded an impressive first set of sales figures. The publication entered the market in November 2001 with a rate base of 250,000, showing how many Xboxers there are already out there. Imagine Media, the magazine's publisher, expects this figure to surge 30 percent to 325,000 by the November 2002 issue. The mag has also been nominated as Best New Publication of 2001 by the Western Publishers Association.

### SONIC CREATOR SCOOPS AWARD

The International Game Developers Association awarded *Sonic the Hedgehog* creator Yuji Naka with the Lifetime Achievement Award during the Game Developers Choice Awards ceremony on March 21. As he picked up the award, Naka-san said: "My passion is games and I look forward to many more years of creating innovative gaming experiences for a variety of platforms." Which, of course, includes Xbox.

### EMPIRE UNVEILS NEW RACER

*Total Immersion Racing* is set to skid onto Xbox later this year. Developed by Razorworks, players choose a career that hopefully leads them from the lowest-ranked driver of a GT sports car to World Champion. Each race pits you against a field of drivers with unique driving styles, personalities and responses to the way you're pushing them. Explosive road rage comes as standard.

### THE DARK IS RISING

Hidden within Interplay's latest financial results was the revelation that *Baldur's Gate: Dark Alliance* will be released on Xbox this year. If you think back to Issue 01, you may remember that The Mole predicted this. Unfortunately though, Interplay has yet to reveal how the title will be different from the PS2 version. Fingers crossed for online play.

## MOTO GP: ULTIMATE RACING TECHNOLOGY

Secret modes uncovered at speeds in excess of 200mph

WORDS: GAVIN OGDEN

### GAME INFORMATION

DEVELOPER: CLIMAX BRIGHTON

PUBLISHER: THQ

RELEASE DATE: JUNE 2002



IF YOU READ our preview of *Moto GP: Ultimate Racing Technology* in Issue 02 and looked closely enough at the screens, you may have noticed something a little out-of-the-ordinary. For two of those screenshots were actually taken from the hidden cel-shaded bonus mode.

You see, as players progress through the game's meaty GP Series, extra racing modes are unlocked and become available to play in both single and multiplayer games. These unlockable

modes cover loads of things, including graphical changes that are anything from wire frame racing to cel-shaded bikini girls taking corners at break neck speeds with no helmets on. It might look good, but don't try it in real life.

Of all the hidden modes, our favourite, and the best looking by far, has to be this cel-shaded option, where everything from the bikes and riders to the tracks and environments are recreated in glorious cartoon-like detail. The result is simply funny, although it's kind of hard to explain why. Even the smoke caused by wheel spins and pileups left us giggling at the telly like shandy-chugging pre-teens.

Everything we've seen so far of this is impressive. And with only a few months left of development time to go, *Moto GP: URT* is shaping up to be to motorcycle racing what *Geoff Crammond's Grand Prix 4* is to F1 - quite simply the best there is.



↑ As always, first person looks FAST.



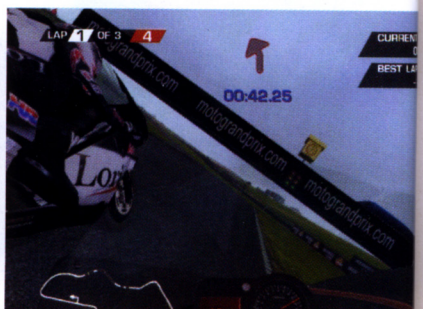
↑ Politically incorrect booty-racing.



↑ The only racing where you are the crumple zone



↑ Bum off the seat, knee on the floor, and go, GO



↑ A helpful 'Turn Left' arrow. Cheers.

## SPLASHDOWN

Will this give you liquid dreams?

WORDS: JON ATTAWAY

### GAME INFORMATION

DEVELOPER: RAINBOW STUDIOS

PUBLISHER: ATARI

RELEASE DATE: JULY 2002



THOSE KEEN to get a Sea-Do between their legs will be pleased to hear that Infogrames are bringing *Splashdown* to the Xbox later this year, under the Atari label.

For those unfamiliar with the game, it involves speedy racing across the world's waterways, spraying wake waves and noisy two-stroke pollution over eye-candy locations like Bali and historical Venice. The game originally came out late

last year on PS2 - but as is increasingly the case, Xbox owners will be the ones who end up playing the definitive version. As well as two new areas to race in, the powerful Xbox GPU enables the developers to create more dynamic water - which translates into fatter, more rolling and bigger waves. And that can only mean bigger jumps.

Racing's spiced up with mid-air trickery that rewards you (if you're good enough) with a handy performance boosts. Over 40 tracks are currently being prepared for the new version.

It all invites comparisons with the classic N64 racer, *Wave Race 64* - and if the Xbox is used properly, we'll finally see video game water that compares to that elderly classic. We've not too long to find out, either: July (and summer - brilliant) is just round the corner.



↑ Crazy girl racer - she's mad about the bouy.



↑ It'll take real Xbox power to roll these waves.



↑ Ten metres of death metal with a bad attitude and firepower to match.

# GUN METAL

Robots in der skies.

WORDS: GAVIN ODGEN

## GAME INFORMATION

DEVELOPER: RAGE

PUBLISHER: RAGE

RELEASE DATE: JUNE 2002

JUST HOW GREAT are giant robots? They stomp, transform, trample, carry guns capable of knocking Jupiter's moons out of orbit and are invariably the last line of defence in future times of war.

All of these are significant factors in *Gun Metal*, Rage's attempt at bringing mechwar to Xbox. What keeps it head and exoskeleton above most 3D action blasters is your robot's ability to seamlessly transform into a jet fighter, switching from ground and air combat as you see fit.

In the words of producer and designer Phil Wilson: "The game design was structured around the ability to freely transform between the mech and jet modes. It was important to us that this feature was at the player's discretion rather than simply forced at certain points in the game. The two modes are very different, with clear pros and cons."

We found this to be true when getting to grips with the towering, 10 metre-tall beasts through the first three of what will eventually be 25 gruelling missions featured in the finished version.

Things got pleasingly hectic and pyrotechnic as we provided escort and protection for allies, seeing off wave after wave of enemy forces who attacked through from all sides with suicide bombers, troop carriers and mortars.

Back to Wilse: "An aspect of the game that I'm pleased with is the battles - the power of Xbox allows us to have a hell of a lot of active units, and they don't all need to be bent on your destruction."

"The player will occasionally find his guys standing their ground facing certain death. In he strides, puts himself in the line of fire and then saves their skins."

See? Giant robots are ace.



↑ Bad assed bogies front and centre.



↑ Stand your ground with allies.



↑ Or fly off to blow stuff up.



↑ Heads up... inbound mortars!

## IN MY OPINION

£45 for *Fuzion Frenzy*? Time for a Platinum label.

*FUZION FRENZY* is one of the best games of the Xbox launch. So what if many of the mini-games that make it up are plain woeeful? I don't care, because I got it free.

I'm not just showing off that I pay nothing for my kicks, I'm saying that for the few mini-games where *Fuzion Frenzy* works, it's a stormer. From my sofa, it's taken almost as much a multiplayer pounding as *Halo* has. But *Fuzion* only works for me because I paid nada for it. £45? Do me a favour.

Microsoft's launch line-up pretends all games are equal. But some are a lot more equal than others. We would all probably have bought *Halo* even if it meant selling our grandmas to the rag and bone man. And quite rightly too - £45 is a small price to pay for a game that leaves your eyeballs bloodshot and streaming because you've not blinked for two hours. Some other launch titles barely merit an eyelid flutter though.

Charging the same price for those as for *Halo* does no favours for Xbox or its retailers. The idea seems to be we're so desperate for software, we'll buy anything at full price. I don't think that's true.

Did you buy *Fuzion Frenzy* after the review in this magazine gave it 4.5? Thought not. But would it have got that score if it had been only £20? And would you be more tempted to buy it at half its current price with a more favourable score?

The sooner Microsoft wakes up to the idea that it'll squeeze more money from our pockets by cutting the price of the second-tier games, the better. For both them and us.

*Simon Monk is an independent journalist. His views do not necessarily reflect those of the Official UK Xbox Magazine.*



# INCOMING



↑ You'll have to hunt for innocents on the mean, zombie-ridden streets.



↑ "Give me back my trainers, you unspeakably foul agent of darkness!"



↑ It always gets ugly when they're giving away free samples.



↑ The Subway is the very first level, and eases you in gently.



↑ The Judge has some highly useful magical skills.

## HUNTER: THE RECKONING

The living-impaired want your brains in a floury bap

### GAME INFORMATION

DEVELOPER: DIGITAL MAYHEM

PUBLISHER: INTERPLAY

RELEASE DATE: JUNE 2002

WORDS: STEVEN BAILEY



OUTSIDE, THE SUN was shining. Inside our Games Deconstruction Chamber, the world was a shadowy Hell-torn nightmare as we sampled the first two levels of undead-stomping action romp *Hunter: The Reckoning*, the monstersome

shooter we first revealed back on page 020 of Issue 02.

In the tradition of arcade classic *Gauntlet*, four players can play co-operatively on one full screen while the number of enemies (just your basic zombies, gargoyles and exploding spiders) multiplies accordingly. To keep everyone in the action, the camera pulls out from the close-in third-person view of the one-player action to a fixed, higher viewpoint.

Your choice of weapon in any mode - up-close melee, special magic or long-range gunfire - is crucial. We found this

out the hard way, on the second level as we attempted to escort a small girl to the sanctuary of a local church. Success was largely down to one player keeping a close leash on her while blasting distant targets with gunfire, while the others mopped up closer enemies with some furious hacking and slashing.

It's turning out to be a deeply atmospheric game, dark and broody with some schlocky gore-mongering and some manic, if occasionally patchy, action. Being able to walk in one direction while firing in another is crucial, and is reminiscent of those other elderly arcade classics *Ikari Warriors* and *Smash TV*.

Taming the final version of *Hunter* may not be an easy thing to do. Despite getting our hands on some chainsaws, the disturbing second level boss still scattered us like skittles in a wind tunnel. Don't expect this one to be a push-over.



↑ Zombies eat flesh, and lots of lead.



↑ Good doggie, stay away from my liver.



UNIVERSAL INTERACTIVE

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**"Harder, better, faster, stronger  
-Wrath of Cortex improves over the  
existing game in every aspect"**

Official UK Xbox Magazine

**"Impressive stuff"**

XBM



**MORE  
CRASH!**

Xbox™: a new game territory  
for Crash Bandicoot



# INCOMING



↑ *Crazy Taxi 2* featured a jump move. Looks like that feature is here to stay.



↑ "Oops. Forgot to indicate." The highway code? Isn't that an extremely rare fish?

## CRAZY TAXI 3: HIGH ROLLER

**Project Gotham is King of the road. Here's the Jester**

WORDS: STEVEN BAILEY

### GAME INFORMATION

DEVELOPER: HITMAKER

PUBLISHER: SEGA

RELEASE DATE: AUGUST 2002



SEGA'S MIGHTY *Crazy Taxi* breathed a blast of fresh, magic tree air into arcades everywhere in 1999, before spilling onto Dreamcast and PlayStation 2. It has even spawned its own groupie in the form of *The Simpsons Road Rage*, which you can read about on page 089.

An exclusive Xbox-only version of this

haphazard cab-'em-up has been on the radar for ages, and we've got the info.

The game is staged in Glitter Oasis, a cartoon lampoon of Las Vegas, filled with crackling neon signs, flashy casinos and techno-bonkers billboards.

There are plenty of outstanding sights in the game's play area, including typically glitzy and grand locations like the colossal space-themed Galaxy building, complete with a spectacular space camp launch pad and space shuttle.

Take a look at the screenshot showing this outlandish location, and you'll see the build-up of traffic at the crossroads that surrounds the area. It gives a good idea of the grand visual scale and style you can expect in *Crazy Taxi 3*.



↑ Bet there's a way to make the thing lift off. We expect nothing less from Sega.



↑ The Crazy Drift manoeuvre should make it into this third game.

EARNING ITS NAME with flying colours, the *Crazy Taxi* series has always featured some mental acrobatics. Playing the original to any level of mastery involved using two features of the control method - the Crazy Drift and Crazy Dash - to pull off some zany driving movements.

The Drift allowed you to pull off mad handbrake turns for speedy changes of direction, and the Dash triggered off a useful boost. Using the two effectively in tandem opened the game into something far, far deeper than the first impressions could ever

show. The sequel introduced the brilliant Crazy Jump - proper Knight Rider stuff - allowing you to leap like a salmon over the most stubborn of traffic jams. It also meant that you could hop around the rooftops, places where no other cabbies dare to cruise.

Whatever Hitmaker decide to do with the control method in *Crazy Taxi 3: High Roller*, the finished game will be a far more refined (yet immensely playable and arcade-like) driving experience than its goofy, brightly coloured exterior suggests.

We'd also bet our trousers that there'll be a whole range of tweaks and additions to the control method over the previous two *Crazy Taxi* titles (see 'Mad Motion' section, above). As with *Jet Set Radio Future*, we expect Sega to soup everything up as much as possible to overhaul the gameplay.

Accompanying the fresh gameplay ideas is a line-up of all-new carriage drivers. The current roll call includes cabbies Angel, Zax, Bixbite and Mrs Venus.

Developer Hitmaker are focusing on the personalities of the behind-the-wheel crew. A posting on their website revealed that in the case of Mrs Venus "her body, spirit and driving technique are all huge" and that Zax "beats anybody with his reinforced Hydropneumatic." Both of these declarations scare us slightly.

The appearance of this first trickle of *Crazy Taxi* info-matter is significant - it means that a deluge of information will soon be on the way.

# BATTLE ENGINE AQUILA

Magnificent men; thousands of flying machines

WORDS: JON ATTAWAY

## GAME INFORMATION

DEVELOPER: **LOST TOYS**

PUBLISHER: **INFOGRAMES**

RELEASE DATE: **SEPTEMBER 2002**

**BATTLE ENGINE AQUILA** is all about flying around huge battlefields, shooting at a multitude of enemies – not unlike the upcoming *Yager* (Issue 02, page 034), in fact. We have some shiny new shots to share with you – and it's looking pretty tasty, as you can see.

Fans of the film *Waterworld* (both of you) will feel right at home here, as the huge confrontations that are the game's trademark are the result of massive flooding. In the shots we've seen so far, though, the sight of Kevin Costner drinking his purified wee is thankfully absent. Diminishing landmass sees two opposing sides – the Forseti and Muspell – fighting over the few remaining island chains.

The game can be played in both first-person and third-person modes, but whichever way you look at it, the concept is the same. Intense battles fill the sky with hundreds of projectiles – your name's on most of them. Your ship,

The *Battle Engine Aquila* – will need to be a nippy beast to survive intact.

The game's main talking point so far is the sheer scale of the battles. If all goes to plan, thousands of units will be having a ding-dong over the tasty-looking islands making up the game's battlezones. Being dropped into the middle of it all and having the opportunity to influence the outcome is a mouth-watering prospect.

*Battle Engine Aquila* seems to have a lot going for it, and the split-screen two-player dogfights make it a really intriguing prospect. We'll let you know what it plays like as soon as we get our hands on a playable version.



↑ That'll push petrol prices up.



↑ Every area is heavily populated.



↑ Bit like *The Phantom Menace*.



↑ Boats will feel your wrath as well.



↑ Not all dogfights go to plan.



↑ Volcanic areas provide some variety.



↑ Shooting practically defenceless men with battleships – as fun as it is unfair.

## TEMPTATION ISLAND



↑ Hopefully the AI of the opposing forces will make for spectacular battles.

ONE OF THE reasons we're looking forward to getting to grips with *Battle Engine Aquila*'s island environments is the prospect of watching huge battles play out in front of us. *Halo*

has demonstrated the appeal of having convincing AI fighting on your side, and if this manages it on an epic scale, as planned, then it could turn out to be something very special.

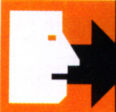


↑ There's plenty of detail close-up.

BODICULOUS TAXI: ON JAN 21 2002, 55-YEAR-OLD PATRICIA AGNESS OF JACKSONVILLE, FLORIDA AGREED WITH A LOCAL CAB FIRM ON A 10,000 MILE ROUND TRIP TO ALASKA. AT \$1 A MILE, TWO DRIVERS WERE TO TAKE IT IN TURNS TO DRIVE EIGHT-HOUR SHIFTS. SHE WAS DETAINED BY CALIFORNIA POLICE 13 DAYS LATER FOLLOWING A HOTEL LOBBY FRACKS.



# INCOMING



## QUOTES OF THE MONTH

**“** We're offering the *DOA3* extras free of charge. It's a win-win situation for everybody. Of course, the only system on which this is possible is Xbox, thanks to the hard drive. **”**

**Tomonobu Itagaki**

Creator, *Dead or Alive*

On the US-only booster disc for his beautiful beat-'em-up

**“** I feel he loves that thing more than me. **”**

**Britney Spears**

Pop Princess

Referring to ex Justin Timberlake's Xbox addiction. Is *Halo* why they split?

**“** Worst video game... everrrr. **”**

**Comic Book Guy**

Overweight Geek Retailer

Where irony meets painful truth during the credits of *The Simpsons Road Rage*

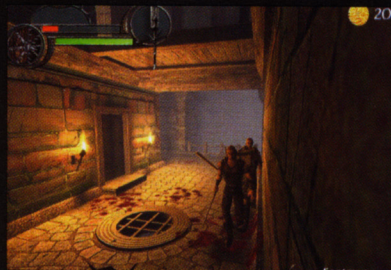


## top ten

### Full of promised Eastern games

Here are the top ten most wanted Xbox games, as voted for by those crazy readers of Japanese gaming mag Famitsu Xbox...

- 01** DEAD OR ALIVE 3  
No surprise there then
- 02** GENMA ONIMUSHA  
Capcom's stoked slasher scores big
- 03** DINO CRISIS 3  
We'd all like this one...
- 04** SOUL CALIBUR 2  
...and this one too
- 05** HALO  
Japanese don't like shooters then?
- 06** JET SET RADIO FUTURE  
Ah, it had to be in here somewhere
- 07** RIDGE RACER NEXT  
Namco's ageing racer keeps going
- 08** AIRFORCE DELTA STORM  
AKA *Deadly Skies*. They'll learn
- 09** PANZER DRAGON  
Mmm...
- 10** GUN VALKYRIE  
...they like their Sega!



↑ Blood on the cobbles... be very afraid.



↑ Pray for magic swords, or you're stuffed.



↑ Bad can actually be good in *Enclave*



# ENCLAVE

↑ Will *Lord Of The Rings*' success rub off on *Enclave*?

There are two sides to every story...

WORDS: GAVIN OGDEN

### GAME INFORMATION

DEVELOPER: STARBREEZE STUDIOS

PUBLISHER: SWING! ENTERTAINMENT

RELEASE DATE: JULY 2002



ENCLAVE IS A game about war. Not just any old war, but a war between light and dark. Bringing a unique twist to the ageing hack-'n'-slash formula, gameplay comes in the form of a two-sided story. Completing the light side will open the dark side, letting you play right

through again, only as evil vs good. Now there's value for money.

"The story begins with a fight between light and dark where the evil God Vatar is consumed by a big rift created by the wizard Zale," said producer Nils Bote. "Parts of the land were split - forming the Enclave - but the rift is closing and can now be crossed, leaving the last standpoint between the two up for the taking."

It's obvious just from looking at it that some serious technological foundations have been laid for *Enclave*, but all that glitters is not necessarily gold. So will it be more than just a flashy, swordy war bash?

"Absolutely," said Bote. "Aside from the story and 30-plus hours of gameplay, there are the different paths characters can choose to complete each goal, the different abilities of each character and the different tasks the player needs to complete. There's a lot in there."

During the quest, a tasty selection of skull-crushing weapons is at your disposal. Everything from medieval swords to siege weapons and cannons. As for the environments...

"Each level is totally different and not the 'another hallway, another level' experience many other games offer," concluded Bote. We'll hold him to that and check out the full extent of his efforts when the completed *Enclave* arrives very soon.



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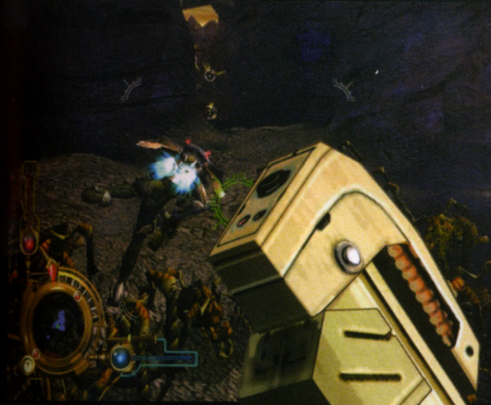
"The story begins with a fight between light and dark where the evil God Vatar is consumed by a big rift created by the wizard Zale," said producer Nils Bote. "Parts of the land were split - forming the Enclave - but the rift is closing and can now be crossed, leaving the last standpoint between the two up for the taking."

It's obvious just from looking at it that some serious technological foundations have been laid for *Enclave*, but all that glitters is not necessarily gold. So will it be more than just a flashy, swordy war bash?

"Absolutely," said Bote. "Aside from the story and 30-plus hours of gameplay, there are the different paths characters can choose to complete each goal, the different abilities of each character and the different tasks the player needs to complete. There's a lot in there."

During the quest, a tasty selection of skull-crushing weapons is at your disposal. Everything from medieval swords to siege weapons and cannons. As for the environments...

"Each level is totally different and not the 'another hallway, another level' experience many other games offer," concluded Bote. We'll hold him to that and check out the full extent of his efforts when the completed *Enclave* arrives very soon.



Listen...come closer...don't be afraid,  
you are the bi-product of the most  
technological breakthrough known to mankind,  
an organization built upon the legendary  
Dr. Hebble science, a super human, the strongest  
military power in the world - you are Gunvalkyrie.

Founded by The Hebble Foundation and Axis of  
Europe your manifesto is twofold (1) Prevent the  
diffusion and improper use of Hebble Technology  
(2) Maintain world order. Responding to a  
stress call from the planet Tir-na-nog your team is  
sent to investigate - there are fears that Hebble  
Technology has fallen into sinful hands, information  
shows that Dr Hebble himself is also regrettably  
missing. It's time to do what you do best - arm  
your weapons, retrieve the scientist and take  
out the threat by force.

# 360° COMBAT IN EVERY CORNER



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# INCOMING

# SUPERMAN: THE MAN OF STEEL

**Muscles of pure Krypton power, pants of pure red nylon.**

**WORDS: JON ATTAWAY**

## GAME INFORMATION

**DEVELOPER: CIRCUS FREAK STUDIOS**

**PUBLISHER: INFOGRAMES**

**RELEASE DATE: OCTOBER 2002**



SUPERMAN HAS a rich and varied history, but not many decent games to his name.

Indeed, one of the worst games of recent years starred the red-panted gent - the merest mention of his N64 exploits brings us out in a horrendous rash.

But hopefully, this Xbox jaunt should be a more appetising affair. The developer has worked closely with Superman's parent company DC Comics to produce an exclusive, authentic scenario, and fans of the comics will see lots of familiar sights in glorious Xbox-vision™.

The plot involves the familiar Lex Luthor and the not-so-familiar Brainiac 13 hatching a dastardly plan involving the destruction of Metropolis and domination

of the planet. You know, your usual sort of thing. As Superman, it'll be up to you to put a stop to their evil ways, and hopefully have a bit of fun doing it.

Enticingly, the whole of Metropolis is opened up and available for free-roaming acts of heroism, and you'll be able to take on bad guys - like the robots shown here in the screenshots - both in the air and on the ground. Hopefully there'll be plenty of leeway to let players approach tasks as they see fit.

The power of Xbox should also ensure that Superman looks his very best, even more so than when Dean Cain was Supes on TV. Circus Freak promise that plenty of fancy pixel shading, bump mapping and particle effects will make the characters and world as lovely as possible.

It's the potential freedom of movement combined with Superman's plethora of super powers - flying, X-ray vision, ice breath, lusting after Lois Lane - that make us so hopeful we'll *finally* get a decent Superman game. With a bit of luck, it'll only take a few shakes of his famous cape before we find out.



↑ Puny vehicles are no match for the Man Of Steel's Belch Of Garlic.



↑ They've gone for the classic, sculpted Superman look, and we approve.



↑ Gaze on your domain and drool... the developer's promise is you can fly or walk everywhere.



↑ Makes up for old Super-game foul-ups.



↑ That is an extremely bizarre foe.



↑ Holy robots, Batm... hang on, wrong hero.



*'EX-BOX'*

The Art Of Driving #1  
(May 2002)

# BURNOUT



[www.ACCLAIMuk.com](http://www.ACCLAIMuk.com)

[www.theartofdriving.org](http://www.theartofdriving.org)

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**Acclaim**

**XBOX**



# INCOMING

**HMV**  
topdog for games

## SHOP TALK

Get more from your games with extra kit

SO, YOU'VE got your Xbox. Can life get any better? Well, thanks to some great peripherals that launched along with Xbox, it can. Find the Official Controller too big? Check out InterAct's fantastic Powerpad Pro – a smaller pad with great grips for the avid gamer.

Cornering bad on *RalliSport Challenge*? Check out Radica's great Lotus Wheel or their tiny Pro Wheel – both add even more realism to your experience.

Datel have released a clever piece of software that allows you to play DVDs of all regions.

Or, why not go for a Link Cable and get down to some real hardcore one on one action.

Simon Moore  
HMV Games Buyer

XGamer



XGAMER 03 spills more beans than Heinz. Lap up our in-depth report on the new *Spidey* game, taste the pain in our thumping *WWF Raw* review and drool over the biggest game announcement of the year. This is one scoop you mustn't miss.

XGamer 04 is shaping up to be a corker too. We've got the first review of *007: Agent Under Fire*, a stunning *Colin McRae Rally 3* feature and more amazing Halo secrets. Bag XGamer 04 on May 8.

Mark Donald  
Editor

# MACE GRIFFIN BOUNTY HUNTER

Hugely ambitious flying/shooting/adventuring space epic

WORDS: GAVIN OGDEN

## GAME INFORMATION

DEVELOPER: WARTHOG STUDIOS

PUBLISHER: ELECTRONIC ARTS

RELEASE DATE: OCTOBER 2002



A SPICE, A mythical bird, a choccy bar, an 80s TV cop show. Despite namechecking these items in its title, *Mace Griffin Bounty Hunter* has nothing to do with any of them. It was one of the first Xbox titles to be announced and it's still quite a way off release.

The lengthy development process can be put down to the fact that Warthog has created new technology to allow for seamless transitions between first-person combat and space flight action.

"There are zero loading times between flying a space craft, docking with a station and getting out on foot," producer Paul Chapman told us during an exclusive interview.

Set hundreds of years in the future,

the situation is this: several races vying for resources found on newly discovered planets and as you'd expect, they aren't the best of friends. Very soon the tranquillity of space is disturbed by pirate clans fighting, smuggling and generally doing what it takes to survive.

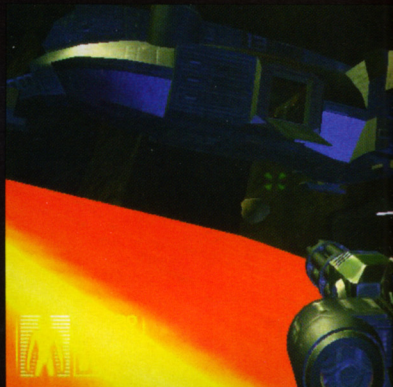
To help combat the growing trend in space raiding, the government forms a group of elite Rangers so elite that they get whacked by a traitor, leaving Mace Griffin as the only survivor. And it doesn't take a rocket scientist to figure out that you, as the Macester, have to bring order back to the galaxy.

Gameplay is split evenly between flight-based missions and good old-fashioned first person shooting. Along the way, Mace Griffin will come across several non-player characters that provide vital clues and keep the story chugging along.

Behaviour of these NPCs will depend on their intelligence, bravery and health. During combat they'll adjust their strategy based on their numbers, types of weapons and surrounding cover.



↑ This chap looks a bit too Jar Jar Binks.



↑ Always go for the open door – it's a classic.



↑ Transition to and from spacecraft is seamless



↑ It's a big ship, but that's a really big gun.



↑ There's fire in his belly.



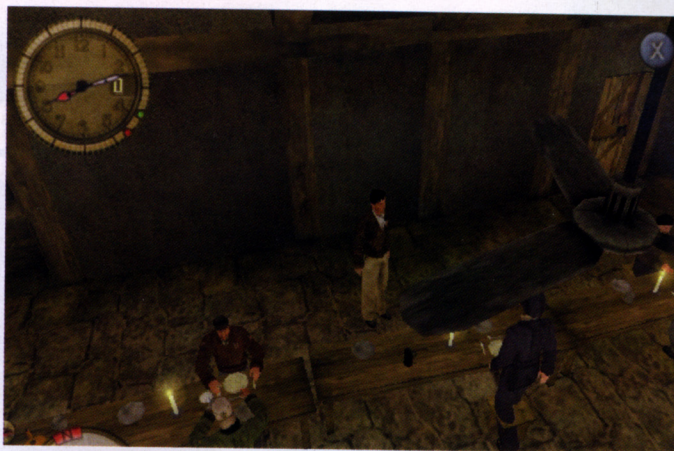
↑ Gleaning info is a crucial skill.



↑ "Our heads are Xbox DVD remote units."



↑ Bingo, Bunty, Johnners, The Yank, Sinjin, Jimbo and Ginger - there all here.



↑ It's not just about escaping - there's an evil Hun plot to be foiled, too.



↑ Don't poke the man with the gun.



↑ Dials and meters keep you informed.



↑ A good POW knows to make the best of every scrap of raw material he finds.

# PRISONER OF WAR

The wire is barbed but our comments are not

WORDS: STEVEN BAILEY

## GAME INFORMATION

DEVELOPER: **WIDE GAMES**

PUBLISHER: **CODEMASTERS**

RELEASE DATE: **JUNE 2002**



WHILE THE searchlight pointed the other way, Codemasters sneaked a preview version of their WWII third-person adventure game under the wire. Hiding the disc in one of Sgt Attaway's false buttocks, we sneaked it back to Hut 13 for rigorous playtesting - outside of Atta's wooden bum-half, naturally.

We took control of Captain Lewis Stone, a US airman residing at Der Fuhrer's pleasure in the Stalag Luft III POW camp, as he attempted to earn the trust of the camp escape committee at the very beginning of the game.

His first mission involved sneaking into the admin office and playing the Star Spangled Banner over the prison tannoy to provide his fellow jailbirds with a top-up of Jerry-smashing morale.

It was a fairly simple tutorial mission, there to introduce the controls and the basics of communication with your fellow inmates. We sneaked about under the

gaze of watchful patrolmen, scaled some walls and distracted guards by flinging pebbles in their general direction.

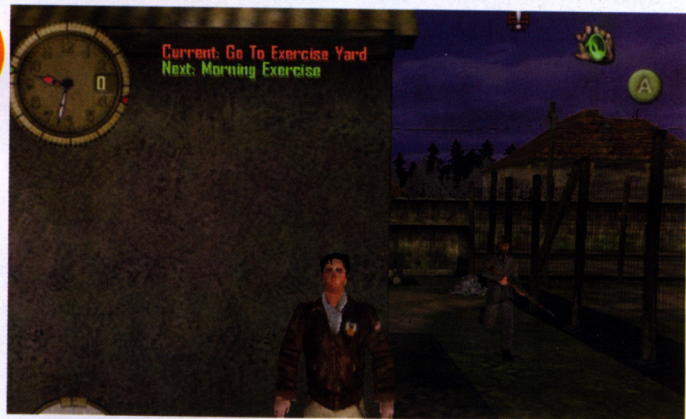
Despite the scrappy AI, of which the developers are fully aware, and the spinning heads (one of the funniest preview code bugs we've ever seen), it's clear that there's scope for some deep strategy within the missions.

*Prisoner of War* is looking to fuse the object-oriented puzzles of a point 'n' click title with some impressive stealth elements. The authentic attention to detail in the graphics brought to mind all the classic escape movies.

Stone's objective apart from escaping is to report back to London with details of a new weapon being built in the camp by a team of Fritz scientists. As his mission takes on new depth, Stone samples life in the legendary Colditz Castle as well as Stalag Luft III.

Codemasters blew the dust off every Colditz reference document they could find in order to recreate as best they could the said-to-be escape proof prison. But they've also included secret tunnels and passages of their own invention, just to spice things up.

We can't wait to tunnel out with this one. Keep an eye out for our review - or, better still, pay a chum a pouch of tobacco to keep watch for you.

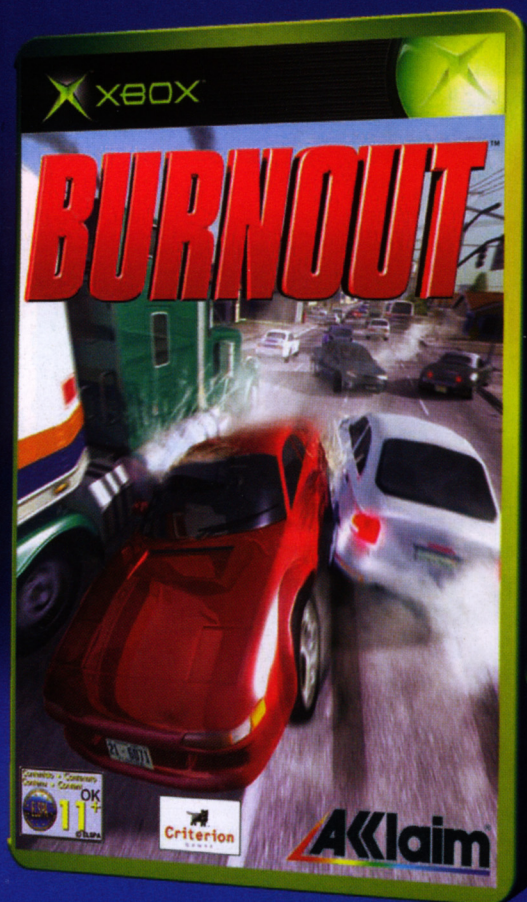


↑ On-screen prompts help you stay one step ahead of Jerry.



↑ There's always one friendly Nazi. Give him some chocolate, he'll get you a gun.

# Rent. It's less x-pensive.



Released 3rd May



Out now



Released 7th June

At Blockbuster you can rent many of the Xbox games for less than the cost of buying just one. With a whole range of titles to choose from too, it makes sense to rent from Blockbuster. To find your nearest store visit [www.blockbuster.co.uk](http://www.blockbuster.co.uk) or call 0845 741 35

Release dates correct at time of going to press.

**Bringing Entertainment Home™**  
[www.blockbuster.co.uk](http://www.blockbuster.co.uk)



# SPY HUNTER

The spy's the limit in this frantic update to a legendary arcade shooting-driving hybrid.

WORDS: GAVIN OGDEN

## GAME INFORMATION

DEVELOPER: MIDWAY

PUBLISHER: MIDWAY

RELEASE DATE: MAY 2002

FORGET THE SPY of the title, as this game has little to do with espionage - it's more *Chitty Chitty Bang Bang* than *Kiss Kiss Bang Bang* - and requires you to drive and rocket launch your way through a series of objectives dotted around 14 sprawling mission areas.

We piloted the state-of-the-art G-6155 Interceptor vehicle through two missions of the game and while it's the only vehicle available, it's an agile beast, and can change between boat, car or bike when the situation requires it to do so.

The first mission we undertook was a tooth-cutting training session, strangely

free from instruction and on-screen prompts, but it shows just how straightforward and instant the action in *Spy Hunter* is.

Driving around the beginner course provided some fast, simple fun, and proving our worth as an agent involved slalomming through some gateposts and shredding roadside targets with our machine gun (one of many weapons at your disposal) while avoiding the civilian vehicles dotted over the road.

Racing on dry land felt solid and responsive - perfectly weighted arcade handling - until we came to a canal, where the Interceptor morphed into a hydrofoil and carved its way through the water and over a series of ramps. Again, this bit was instantly playable.

Despite later missions offering more elaborate tasks, it seems to be just a straight port of the recently successful PS2 version. Seems Xbox will learn nothing new at spy school, but at least it knows how to have a good time.



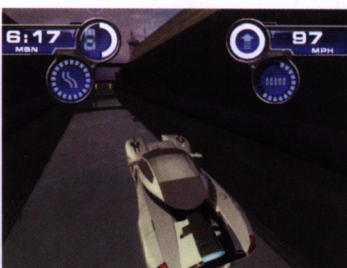
↑ Behind that gate is the start of another death-defying task...



↑ There's basically one rule - shoot things while moving.



↑ Mission-based secret missions.



↑ Unashamedly arcade throughout.

# JOYTECH®

# £5 OFF

# JOYTECH'S XBOX

# ADVANCED CONTROLLER

HAND THIS VOUCHER in at a participating store when purchasing your JOYTECH Advanced Controller for Xbox and get it for only £14.99.

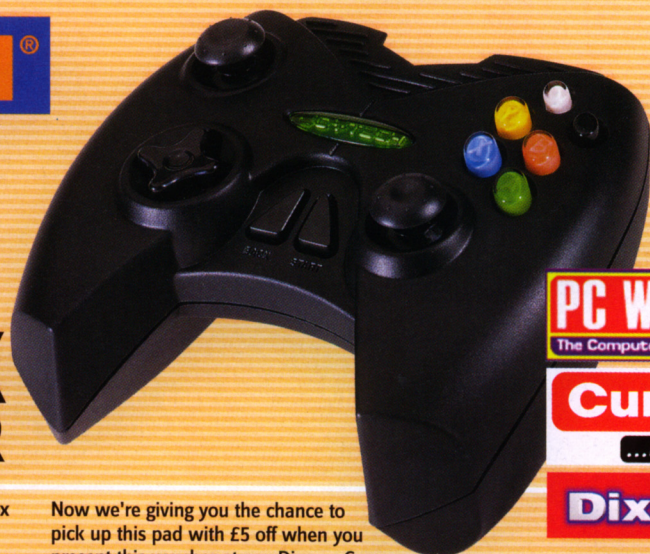
The Official Xbox Magazine has joined forces with Britain's biggest electrical retailers to bring you a great

money-saving offer on the JOYTECH Xbox Advanced Controller.

JOYTECH is one of Europe's biggest manufacturers of third-party gaming peripherals and its Xbox Advanced Controller received 5/5 in this month's issue (see page 025).

Now we're giving you the chance to pick up this pad with £5 off when you present this voucher at any Dixons, Currys or PC World store. This brings the price of the pad down to £14.99.

**VOUCHER IS VALID FROM April 22 until May 31, 2002.**



**PC WORLD**  
The Computer Superstore

**Currys**  
...no worries

**Dixons**



5 017416 100021

ONE CONTROLLER PER VOUCHER  
OUTFIT CODE 571374

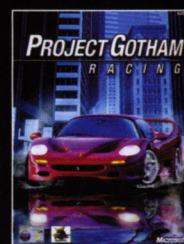


# NO STYLE, NO POINTS.



Style is everything in Project Gotham Racing. Rip through traffic, pull 360's and power slide out of corners and just watch those kudos points soar. Of course, you'll also be behind the wheel of some of the most outrageously gorgeous motors around. But drive them like a Dodgem and you'll experience butt clenching crash damage. No wonder CVG magazine reckon 'its more fun than Gran Turismo 3'. Ouch.

**PLAY MORE. PLAY PROJECT GOTHAM RACING.™**



[www.xbox.com/uk/projectgotham](http://www.xbox.com/uk/projectgotham)

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# CHARTS

## XBOX GAME RELEASES

The forthcoming games you need to know about

DATE	GAME	DEVELOPER	PUBLISHER	GAME TYPE
MAY	COMMANDOS 2	PYRO STUDIOS	EIDOS	STRATEGY
	ENCLAVE	STARBREEZE	SWING	ACTION/ADVENTURE
	IRONSTORM	4X STUDIO	WANADOO	ACTION/STRATEGY
	JAMES BOND IN... AGENT UNDER FIRE	MGM	EA	ACTION/ADVENTURE
	TAZ WANTED	BLITZ GAMES	INFOGRAMES	ADVENTURE
	GUN VALKYRIE	SMILEBIT	SEGA	3D SHOOTER
JUNE	ISS2	KONAMI	KONAMI	FOOTBALL
	SSX TRICKY	EA CANADA	EA	SNOWBOARDING
	SPIDER-MAN: THE MOVIE	TREYARCH	ACTIVISION	ACTION/ADVENTURE
	HUNTER: THE RECKONING	HIGH-VOLT	INTERPLAY	ACTION
	GEOFF CRAMMOND'S GRAND PRIX 4	MICROPROSE	INFOGRAMES	DRIVING/RACING
	BURNOUT	CRITERION	ACCLAIM	RACING
	YAGER	YAGER	THQ	ACTION/FLIGHT
	MOTO GP	CLIMAX	THQ	MOTORCYCLE RACING
	MIKE TYSON BOXING	CODEMASTERS	CODEMASTERS	BOXING
	SUPERMAN: THE MAN OF STEEL	CIRCUS FREAK	INFOGRAMES	ACTION/ADVENTURE
	CIRCUS MAXIMUS	KODIAK	ENCORE	RACING/ACTION
	PRISONER OF WAR	WIDE GAMES	CODEMASTERS	STEALTH/STRATEGY
	DAVID BECKHAM SOCCER	RAGE	RAGE	FOOTBALL
	GUN METAL	RAGE	RAGE	MECH SHOOTER
	MEDAL OF HONOR: ALLIED ASSAULT	2015	EA	FIRST-PERSON SHOOTER
	NIGHTCASTER	VR-1 ENT.	MICROSOFT	ACTION/RPG
	RAYMAN M	UBISOFT	UBISOFT	RACING/ACTION
	THE THING	COMP. ART.	UNIVERSAL	SURVIVAL HORROR
JULY	NEW LEGENDS	INF. MACHINE	THQ	FIGHTING
	STAR WARS STARFIGHTER: SE	LUCASARTS	ACTIVISION	FLIGHT/ACTION
	WWF: RAW IS WAR	ANCHOR	THQ	WRESTLING
	CHASE	I-IMAGINE	BAM!	DRIVING/ACTION
	CRAZY TAXI 3: HIGH ROLLER	HITMAKER	SEGA	DRIVING
	BUFFY THE VAMPIRE SLAYER	COLLECTIVE	EA	ACTION/ADVENTURE
	ELDER SCROLLS 3: MORROWIND	BETHESDA	UBISOFT	RPG
	TEKKI	CAPCOM	CAPCOM	SHOOT-EM UP
	KENGO	LIGHTWEIGHT	UBISOFT	ACTION
	LARGO WINCH	UBISOFT	UBISOFT	ACTION
AUGUST	ROCKY	RAGE	RAGE	BOXING
	TOM CLANCY'S GHOST RECON	RED STORM	UBISOFT	FIRST-PERSON SHOOTER
	BALDUR'S GATE: DARK ALLIANCE	SNOWBLIND	VIRGIN	RPG
	WHACKED	PRESTO STUD.	MICROSOFT	CARTOON COMBAT
	AZURIK: RISE OF PERATHIA	ADRENIUM	MICROSOFT	ACTION
	BRUTE FORCE	DIGITAL ANVIL	MICROSOFT	FIRST-PERSON SHOOTER
	COLIN MCRAE RALLY 3	CODEMASTERS	CODEMASTERS	DRIVING
	GALLEON	CONF. FACT.	INTERPLAY	ADVENTURE
	CAPCOM VS SNK PRO	CAPCOM	CAPCOM	BEAT-EM UP
	TOCA RACE DRIVER	CODEMASTERS	CODEMASTERS	DRIVING
	LOOSE CANNON	DIGITAL ANVIL	UBISOFT	ACTION/ADVENTURE
	TOEJAM AND EARL 3	TJ&E PROD'S	SEGA	PLATFORMER
	VEXX	ACCLAIM	ACCLAIM	PLATFORMER
	BRUCE LEE	RONIN ENT.	UNIVERSAL	BEAT-EM-UP
	MIDTOWN MADNESS 3	DIGITAL ILL'S	MICROSOFT	DRIVING
	QUANTUM REDSHIFT	CURLY M'NSTRS	MICROSOFT	RACING
	TUROK: EVOLUTION	ACCLAIM	ACCLAIM	FIRST-PERSON SHOOTER
SEPTEMBER	SNEAKERS	MEDIAVISION	MICROSOFT	PUZZLE/ACTION
	KUNG FU CHAOS	JAM	MICROSOFT	BEAT-EM-UP
	SOUL CALIBUR 2	NAMCO	NAMCO	FIGHTING
	MORTAL KOMBAT: DEADLY ALLIANCE	MIDWAY	MIDWAY	BEAT-EM-UP
	MALICE: KAT'S TALE	ARGONAUT	VIVENDI	PLATFORMER
	UNREAL CHAMPIONSHIP	DIGI. EXT	INFOGRAMES	FIRST-PERSON SHOOTER
	THE LORD OF THE RINGS: FOTR	WXP	UNIVERSAL INT	ACTION/ADVENTURE
	BOUNTY HUNTER	WARTHOG	EA	FIRST-PERSON SHOOTER
	COPS	FOX	VIVENDI	DRIVING/ACTION
	CONFLICT: DESERT STORM	PIVOTAL	SCI	WAR/ACTION
	FALCONE: INTO THE MAELSTROM	POINT BLANK	VIRGIN	FIRST-PERSON SHOOTER
	SILENT HILL 2: RESTLESS DREAMS	KONAMI	KONAMI	SURVIVAL/HORROR
	VIRTUA FIGHTER 4J	AM2 -	SEGA	BEAT-EM-UP
	PHANTASY STAR ONLINE VER.2	SONIC TEAM	SEGA	RPG
	SHENMUE 2	AM2	SEGA	RPG
	PANZER DRAGON	SEGA	SEGA	SHOOT-EM-UP
	ULTIMATE BLADE OF DARKNESS	REBEL ACT	CODEMASTERS	ACTION/ADVENTURE
OCTOBER	X-MEN: NEXT DIMENSION	PARADOX	ACTIVISION	BEAT-EM-UP
	STAR WARS: KNIGHTS OF THE OLD REPUBLIC	BIOWARE	ACTIVISION	RPG
	PROJECT EGO	BIG BLUE BOX	MICROSOFT	RPG
NOVEMBER				
TBA				

## VIRGIN MEGASTORES CHART



Finally, we can bring you a proper chart as compiled by the ringing tills of Virgin and its Megastores. When a game's barcode is logged, a big wheel with all cogs on it ticks round in Virgin's Chart Measuring room - an underground bunker with a private lake somewhere on the outskirts of Melton Mowbray.

### 1. HALO: COMBAT EVOLVED

PUBLISHER: MICROSOFT DEVELOPER: BUNGIE

Justice is done as the best game on Xbox goes straight to the top of the pile

### 2. PROJECT GOTHAM RACING

PUBLISHER: MICROSOFT DEVELOPER: BIZARRE CREATIONS

Kudos to this most beautiful of driving games for capturing the silver medal place

### 3. DEAD OR ALIVE 3

PUBLISHER: MICROSOFT DEVELOPER: TECMO

How good does this look on its TV advert? Flippin' marvellous, we'd say

### 4. ODDWORLD: MUNCH'S ODDYSEE

PUBLISHER: MICROSOFT DEVELOPER: ODDWORLD INHABITANTS

Abe fans new and old are captivated by Oddworld and its unique atmosphere

### 5. RALLISPORT CHALLENGE

PUBLISHER: MICROSOFT DEVELOPER: DIGITAL ILLUSIONS

Easily the best multiplayer racing game for the console

### 6. WRECKLESS

PUBLISHER: ACTIVISION DEVELOPER: BUNKASHA PUBLISHING

A triumph of style over substance - no console game has ever looked so sweet

### 7. MAX PAYNE

PUBLISHER: TAKE 2 DEVELOPER: REMEDY ENTERTAINMENT

Creeps, punks, pimps and pushers - Max is gunning for you

### 8. AMPED: FREESTYLE SNOWBOARDING

PUBLISHER: MICROSOFT DEVELOPER: MICROSOFT

We're still hooked on the enormous scope of the wide-open slopes

### 9. TONY HAWK'S PRO SKATER 3

PUBLISHER: ACTIVISION DEVELOPER: NEVERSOFT

The Birdman still has the pulling power to attract a new bunch of devotees

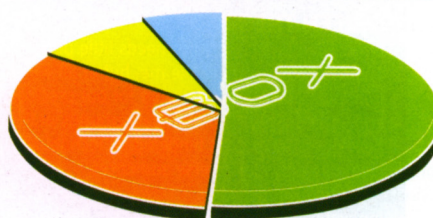
### 10. NHL 2002

PUBLISHER: ELECTRONIC ARTS DEVELOPER: EA SPORTS

Surprised to see ice hockey here? You shouldn't be - it's the best sports game on Xbox

## XBOX STATISTICS

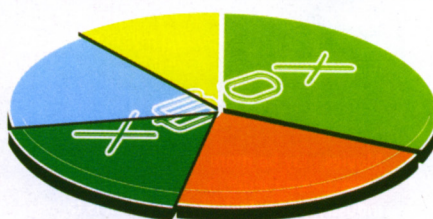
How much would you pay for online?



KEY (per month)

Nothing	51
£10	32
Not Sure	09
£20	08
£30	00

Our favourite Halo multiplayer arenas



KEY (%)

Hang 'em high	31
Damnation	21
Chill Out	19
Prisoner	16
Blood Gulch	13

SOURCE:  
ONLINE: www.officialxboxmagazine.co.uk poll, March 28 - April 5  
HALO ARENAS: quick chat in games room, day before deadline

TOP 5 TEA MAKERS: 5. STEVE (FAINT WHIFF OF MARMITE); 4. JAMES (THE COLOUR OF TEAK, BUT A LITTLE BIT WEAK); 3. BEN (FREQUENT OFFERS MATCHED BY TIP-TOP TEA); 2. JON (CHA WITH A SMILE, KEEPS RIGHT MUG WITH SAME PERSON ALL DAY); 1. PAUL AND GAV (QUALITY ROSE LEE GUARANTEED EVERY TIME).

# LETTERS

**WRITE TO US AT:** Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP. Email us at: [staff@oxmuk.co.uk](mailto:staff@oxmuk.co.uk). Or get stuck into the forums on our website at [www.officialxboxmagazine.co.uk](http://www.officialxboxmagazine.co.uk). Your opinions count - we want to hear them.



## LETTERS O3 EDITOR

NAME: BEN TALBOT  
GAME OF CHOICE: MUNCH'S ODDYSSEY

It's great to be letters editor for a month. After years of not getting any mail at all, I'm now inundated with your suggestions, questions and contributions. All I need now is a job as chocolate bar editor and I'll be sorted!

### SPLITTING IMAGE

I'm looking forward to Geoff Crammond's *Grand Prix 4*, but was disappointed to read that split-screen racing is the only way to play a multiplayer game.

To be able to link-up with a mate has been an essential part of racing games ever since the original *F1* on the PlayStation. The same criticism can be directed at *Project Gotham Racing*! When will developers realise that split-screen gaming is both outdated and unnecessary in the world of super consoles.

The same can be said for developers of flight simulators, first-person shooters and strategy games. I do not wish to see my mate's screen and he doesn't want to see mine. We need link-up games!

Gort Deverall  
Berkshire

**IN AN IDEAL world, developers would cater for both split-screen and link-up multiplayer games. It has been achieved in the sublime *Halo*, but developers still seem unsure about the commercial viability of System Link. Remember how Sony dropped the link-cable after *F1*? We understand why split-screen *Halo* isn't perfect. Sometimes, watching other**

player's screens is too much of a temptation to resist! But watch for the linking of Xbox consoles to become huge as developers realise how much System Link can add to their games.



### GIGA BITES?

Like most avid gamers, I have always bought a new console no matter what the price. I even bought a 3DO for £400 and even that didn't phase me. However, after being excited by the prospect of Xbox (I shunned the PS2 and waited patiently), I am left feeling cheated. Gamers in the US are paying only £210 for their Xbox and Japanese gamers are paying even less!

My main concern is that we are only having an 8GB hard drive while other countries are getting ten. What's all that about then?

If you look closely on every picture of the hard drive that's been shown (even the one in your preview issue) it states the larger capacity.

Presumably we are not only paying more for a console built in Europe (so no import tax), but we are also getting an inferior machine. I don't mean to sound too negative, because after all I'm still getting one on launch day, but I'm sick

and tired of British gamers always being given a raw deal.

Mark Firth  
Eltham, London

**ALTHOUGH THE** original specification for the Xbox was 10GB, that was later revised to lower the cost of the machine. It might be a comfort to hear that reports of a 10GB hard drive in the U.S or Japan are completely false. Our launch issue was written before these changes were made, so hopefully you will forgive us. Although Xbox consoles are manufactured in Hungary, 17.5 per cent VAT still applies, unlike the US.



### ALL WORK AND NO PLAY

A few important questions are lingering in the back of my mind and need answers to all of them before I go crazy.

- 1) Do you know if any of the *Resident Evil* series will be released on Xbox?
- 2) Is there a chance that the *Sonic* games will also be released?
- 3) What about *Tomb Raider X*, is that just a rumour?
- 4) Are there any tips you can give to an eager Xbox gamer?

Please reply soon, otherwise I will be forced to play *Dark Summit*... again!

Matthew Corman  
Merseyside

**THERE'S NO NEED to go that far! Here you go:**

- 1) There will be no *Resident Evil* games for the time being. Unfortunately, the series' producer Shinji Mikami has signed the series over to GameCube on an exclusive contract.
- 2) On the other hand, *Sonic Adventure 2* is extremely likely to appear on Xbox

despite Nintendo's claim that it's a GameCube exclusive (Dreamcast version anyone?)

3) Lara Croft will not be making her Xbox debut for some time.

4) You should be sending us tips! The best tips sent in by readers stand a chance of winning some excellent prizes. See *Play:More* starting on page 111 for more details.



↑ Saved from a terrible fate...



### WHAT A DICKENS

I was so taken with Xbox from the very beginning. I had such high hopes and how it fulfils! I couldn't begin to describe my glee when, whilst playing *Halo* in a shop, I saw a dream come true - *Official UK Xbox Magazine*.

In that moment, I was split between killing a beautifully rendered Covenant and snatching the mag. The pressure was unreal: I was two seconds away from performing one of the most spectacular computer-generated annihilations, but two feet away from grabbing the last copy on the shelf.

I soon caught sight of my competition for the magazine and tore myself away from *Halo* to touch the clear bridle material that covered the golden pages that rested underneath. Then tragedy struck as I realised I did not have the £5.99 requested, for I had just been to the movies in order to watch the new Xbox commercial.

Forced to relinquish the magazine, I saw it snatched away by a boy incapable of understanding the magnitude of his purchase. He soon devoured it. I almost wept as his fingers tore through the wrapping and caused a rapturous earthquake that seemed to shake depths of my soul. The ultimate irony was a shortage of only fifty pence, the money I had just spent at the cinema.

Simon Hamp  
Worcester

**SIMON, SIMON, Simon.** We're glad to see that romanticism and poetry still have a place in today's hectic world, filled as it is with tales of newsstand woe and the aching of being one seven-sided money disc short of achieving a contemplative nirvana. Saying that, *Halo* is more addictive than Mini Rolos. Have you tried them yet? They taste somehow better than the big ones. Amazing...

### SCREEN THEORY

I'm the kind of gamer who needs little persuading to buy a console like the Xbox. There are many others like me, but in all we contribute to a very small margin of the total potential market. In order for our precious hobby to expand, gaming needs to encompass people from all backgrounds in the same way as cinema. To date, developers have been hindered by technological limitations, preventing them from creating games for diverse audiences.

I believe that Xbox is powerful enough to allow developers to create new and innovative ideas, benefiting not only the hard core gamer, but also people who have never played games before. Of course, technology is not the only issue. Games will also need to attain the kind of positive image that cinema has. People don't think the worse of you if you tell them that you enjoy watching films in your spare time, so why should it be any different if you play games?

Personally I am putting my money on the Xbox as I feel that this is the one that has all the ammunition, well certainly the fire-power, to start the ball rolling.

John Wilson  
Bolton

Movies may be more 'socially acceptable' thanks to the coverage they get in the mainstream media, but the games industry makes more money than the film industry - fact. And because Xbox is taking gaming further, except this situation to continue. Although many mainstream media types remain skeptical about video games for some reason. Like they don't play in their spare time...

STAR  
LETTER



↑ The writer of the star letter each month wins HMV vouchers worth £50.



↑ The Mosquito ad



## RETREADING THE THIRD PLACE

I have to agree with Matt Cox's letter in Issue 01 - ads...what ads? The response from BBH [the marketing agency promoting Xbox on behalf of Microsoft] was quite ridiculous. Microsoft are pumping millions into the Xbox and should not underestimate Europe in all this.

I don't know what type of exposure the machine has enjoyed in Japan and the U.S. but here in Ireland I have seen virtually nothing on TV. With launch titles like *Halo* and *DOA3* they should have ads showing the graphical power of the machine from the start.

This is what would attract a lot of people to the machine. Gamers like myself who are very interested in the games industry will be aware of Xbox from magazines but Joe Public needs a bit of glamour to be enticed.

Dee Hunter  
Belfast

BY NOW, YOU may have seen the two TV adverts with the baby and the mosquitoes, and also the four adverts featuring the games - *DOA3*, *Halo*, *Munch* and *Gotham*. They're on during primetime programmes on terrestrial and satellite. If you've got digital TV, there's even a nifty extra bit (accessed by pressing the red button) which is game-heavy and most definitely free of pubic hair.



## MONITOR THIS

There is simply no substitute for playing console games through a VGA unit. I have always enjoyed enhanced picture quality and audio in this way and refuse to purchase any new console that cannot support my gaming preferences. Recently, shop assistants have been trying to sell me another new console. When I ask if Xbox is VGA compatible, they tell me that it isn't! Surely someone will notice this terrible oversight and release an adapter that will allow me to play Xbox on my glorious nineteen-inch monitor.

Jimi Handell  
Bath

DON'T PANIC! Although Microsoft has no immediate plans to release a VGA adapter for the Xbox, we hear that

# Shorts



## BANGING ON

How can people bang on about a £299 price tag? The broadband connection and hard drive make the Xbox a far better purchase than the £179 Playstation 2. Xbox is four times better in every respect!

Paul Michael  
via email

COULDN'T PUT it better ourselves, so we won't.

## COMMERCIAL BREAK

Did you see the Xbox television adverts? They were absolutely brilliant. At first I thought I was going to see another mad Levi advert, but the catchphrase 'Life is short, Play More' gave me goose pimples. This is exactly what Xbox needs!

Mark Firth (again!)  
London

SURELY YOU didn't expect to see a bloke stripping down to his pants in a laundrette?

## BO SELECTA!

When a CD is ripped onto the Xbox, does this mean you can rip songs off commercial CDs and recorded CDs? I have a big hard house collection and would love to hear them whilst playing *DOA3*.

Chris Benyon  
Bristol

ONLY COMMERCIAL CDs will work with the Xbox ripper. Our fave combination, by the way, is *Project Gotham* and the *Godfather of Soul*, James Brown. Send yours to staff@oxmuk.co.uk.

## A BIT CHEESY

How's about this for an advert for the Xbox? "Get a Life...Get an Xbox!" Sorry it's a bit cheesy.

Deano  
via e-mail

YOU said it...

## FASHION POLICE

I was just wondering do you know anywhere I could buy or somehow obtain an Official Xbox baseball cap like the ones seen at the New York launch of the Xbox. Any ideas?

Noel Rock  
via e-mail

THERE'S NO merchandise outlet for the UK just yet For the best chance of winning exclusive Xbox goodies, enter our Play:More challenges.

## GOODBYE PUBES

I have seen the Xbox 'pubes' advert in magazines several times now, and only after reading Matt Cox's letter (Issue 01) did I realise it was for the Xbox! This type of abstract advertising might make the ad agency feel clever but it does not sell product.

Andy Howlett  
Cheshire

THEY MIGHT never live this one down.

## CROSSING THE BORDERS

Will the PAL software for the Xbox have nasty borders top and bottom, like so many lazy games on the PS2?

Shawn Ferguson  
via email

AHA - timely question. Head for page 056 for the full answer.

## BEGGING FOR IT

I really want an Xbox but I only have £250. How can I get more money?

SilverC445  
via email

SELL YOUR old games and consoles...

## HYGIENE CORNER

How do I stop handjam from collecting in the grooves of my controller?

Robert Andrews  
Boroughbridge

WELL, BOB, it's a question of keeping the digits and palm clean, away from the nose and body cavities in particular. That's how we do it.



topdogforgames

peripheral specialists like Logitech and Gamester are planning to come up with the goods. For those of us mere mortals who play their games on something called a 'television set', a VGA unit, or Video Graphics Array (or Adapter) contains a video card that allows you to play games, or watch the images from any picture-outputting device, on a monitor. The resolution on a monitor is better than a TV, but then again, we haven't seen many 28-inch widescreen monitors knocking about...



## HOME IS WHERE THE CINEMA IS

Contrary to what you've previously suggested, it is actually possible to plug an Xbox directly into an amplifier if you want to listen to your games through your home cinema system. The Advanced SCART cable has a socket in a junction box on its lead through which you can connect your Xbox to your amp.

I've done it, and the sound quality is tremendous.

Tristan Hancock  
Bristol

ONLY TOO happy to redress our mistakes. The Joytech Digital AV cable also sports the aforementioned hole.



## PRETTY PICTURES

I found a cool thing the other day when I was listening to a CD on my Xbox. With the DVD remote unit plugged in, I pressed Info on the handset when the tunes were being banged out. All of a sudden, the little window of trippy graphics filled the screen.

Andrew Jones  
Aberdare

GOOD FIND, Andy. It also happens when you press X on the controller.



## DON'T WORRY

I don't hate PlayStation or Sony. Or Nintendo, or even Sega for that matter. I like all kinds of games on all kinds of formats, including Xbox. Does this mean I'm weird?

Steve Garwood  
Chepstow


YOUR OPINIONS, Sir, make you a well-balanced and intelligent video gamer.


## COMPO WINNERS

Congratulations to Michael Burns, who won the competition in our Launch Special to win an Xbox and five games. As you read this, he'll be knee-deep in *Amped* powder or racking up the Kudos in *Project Gotham*. Compo winner - it could be yooooo...




↑ Michael Burns won this and three more games.

 XBOX




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# top dog for games





## From the Forum

Tasty cuts from the Official Xbox Magazine, found at [www.officialxboxmagazine.co.uk](http://www.officialxboxmagazine.co.uk)

### HANGING BY A THREAD

The mad stuff that makes the Forum so good.

#### HERO OR JINX?



"Is Ed Lomas a console jinx?" said arobba. "It seems that every console Ed is involved with dies pretty sharpish. This man will kill the Xbox!". This comes about because Ed was once a staffer on the *Official Dreamcast Magazine*. Thankfully, not everyone is afraid. "Ed wrote the best review of *Shenmue*! Now he can write another good review for *Shenmue 2* for the Xbox if all goes well!" said Candiasmamaximum, rushing to Ed's defence. Hatching a conspiracy from a dark corner of his room, ultrajamie responded thus: "If this is true, I wonder if Ed would consider working on a PS2 magazine?"

IF YOU THOUGHT that forums were a place of civilised, carefully considered discussion then you probably didn't visit ours in its early days. Anarchy took hold in the first month until we became much needed peace-keepers. Just so we're not accused of censoring your views, the moderators promise not to remove or lock posts unless they are deliberately offensive to others.

With rumours of a *Halo* film in pre-production, this month's forums are hot with discussion about video game movies.

"Now that we've had many crud movie crossovers such as *Tomb Raider*, *Mortal Kombat* and *Mario Bros* who's not looking forward to the imminent *DOA3* film?" questioned Helenalover. "It's supposed to be live action - meaning it's gonna be terrible compared to the anime versions of *Tekken* and *Street Fighter*."

Big Dave summarised: "We have had too many game to movie crossovers. The truth is that games don't really work on the silver screen. *Halo* would be the only game to kick ass in the cinema." Buzzing with zombie-infected excitement, BeaT gibbered: "The *Resident Evil* film is going to be the best game cross over yet! I can't wait until it comes out!" Well actually, a couple of us saw it last week and it's good fun, and true to the games it's based on. Go and see it.

Elsewhere on the forum, AcidReign is worried for the safety of his shiny new Xbox. "Does anyone know what it means if the light on the front of the console is flashing green to red? I've just been down to the shops and the demo pod is knackered. It just doesn't work at all and I'm getting really worried about

this. What if it happens to mine!"

Switching into agony-aunt mode, our own Jon Attaway lent a consoling word.

"I wouldn't worry - we've got loads of Xbox consoles here (and have done for months) and we haven't had any problems at all - with discs or hardware." The red light thing means AV lead has become unattached.

Here's one for you, from CraigE "It irritates me something rotten when people make comparisons between the PC and Xbox. Instead of explaining it to them slowly, I have adopted a new approach. A quick left hook, and if they need any more convincing, a quick right-legged backwards sweep."

"But Microsoft are guilty of instigating this PC comparison!" retorts Ryuzu. "After all, they're the ones who started using detailed specifications as part of their advertising. Prior to Xbox, consoles were black boxes - few people even knew the processor model, let alone details like memory and networking". Actually, they didn't, but let's stick with this one for a sec...

"I hate to think how much work would have been involved trying to get *Halo* to work properly on my PC. Xbox sorts all that nonsense out for me by having one standard - it must be a Godsend for developers. What Microsoft must do is keep stuff like *Halo* exclusive. Otherwise, the critics who compare Xbox to PC will be proven right." said Redline, talking a lot of sense.

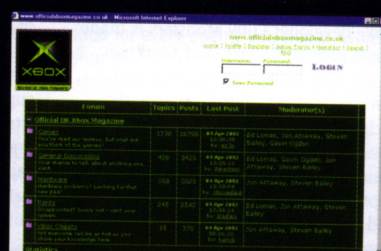
Now, we wouldn't want to suggest that Redline was alone in his logical straight-talking, but the Forums are also home to a very different kind of individual. But like Bertie Basset says, it takes all sorts.

To illustrate this point, here just one post from the aptly-named *Xboxmad*, who dominated the Rants Forum for a short while with his kindly suggestions for the magazine. "Hey, hey kids! Lick my toe fungus! I am a raving lunatic and I want my own section in the magazine called '*Xboxmad's Loony Rants*.' It would make the mag much more enjoyable."

Sorry, but this is as far as that glint of an idea is going to get.

### INSIDE THE FORUM

Forum member theEnoEffect has recently established the Xbox World Chat, an Internet chat room dedicated to readers of *Official UK Xbox Magazine*. The first event was a huge success and will be repeated on a regular basis. We'll keep our eyes open for the next one and if we turn up, you can ask us any questions about the magazine you may have. Check the General discussion for details.



# ROLL ON AUTUMN!

The next wave of triple-A Xbox games is unleashed. The future's bright...

WORDS: OFFICIAL US XBOX MAGAZINE & ED LOMAS

## QUANTUM REDSHIFT

Faster than a bag of greased cheetahs sliding down an oily water slide



### GAME INFORMATION

DEVELOPER: CURLY MONSTERS

PUBLISHER: MICROSOFT

RELEASE DATE: OCTOBER 2002

PLAYERS: 1-4

WEBSITE: WWW.CURLYMONSTERS.COM

BEFORE YOU SAY anything, yes, *Quantum Redshift* does look like *Wipeout*. But it's allowed to - developer Curly Monsters is made up of people behind the first (and best) two games in the PlayStation's *Wipeout* series.

Again set about a hundred years in the future, technology has continued to advance at an exponential pace. The motor sport of this time is *Quantum Redshift*, featuring hovering super-ships racing around circuits twisting over, under and through the world's major cities - even going underwater at times - using offensive and defensive power-ups to gain the upper hand.

But even with all this futuristic technology, *Quantum Redshift* is still a character-based

game, as producer Andy Satterthwaite explains.

"The player chooses a character to race with, rather than a vehicle, and each has their own home circuit where they have an advantage."

"As the character moves through the circuits there will be cut sequences, in a style somewhat reminiscent of what you see in some well-known fighting games. Each character also has a nemesis - another character with a grudge against them. The nemesis will appear throughout the player's races and provides the greatest challenge, kind of like the yellow car in *Ridge Racer*."

The game already moves shockingly fast, with amazing graphics shifting around at a super-smooth 60fps. As well as detailed circuits and ships, some flashy special effects are being used. "We've got great high-speed motion blur effects and awesome rain," Satterthwaite points out, "and you're just not going to believe some of the weapon effects!"

With the *Wipeout* series having lost its way since the Curly Monsters boys abandoned it, we're very much looking forward to seeing how *Quantum Redshift* turns out. It could be the evolution we've been waiting five years for.



↑ An incredible amount of detail is packed into every inch of screen.



↑ That's a cheek-stretchingly impressive 283mph. Painfully fast.



↑ The setting is a modern Japanese house.



↑ Slightly evil looking for a cutesy mouse, we think.



↑ Managing a team of mice is the key to success.

## SNEAKERS

EXCLUSIVE SCREENSHOTS

Not a creature was stirring, except for loads of mice

### GAME INFORMATION

DEVELOPER: MEDIAVISION

PUBLISHER: MICROSOFT

RELEASE DATE: OCTOBER 2002

PLAYERS: 1

WEBSITE: N/A

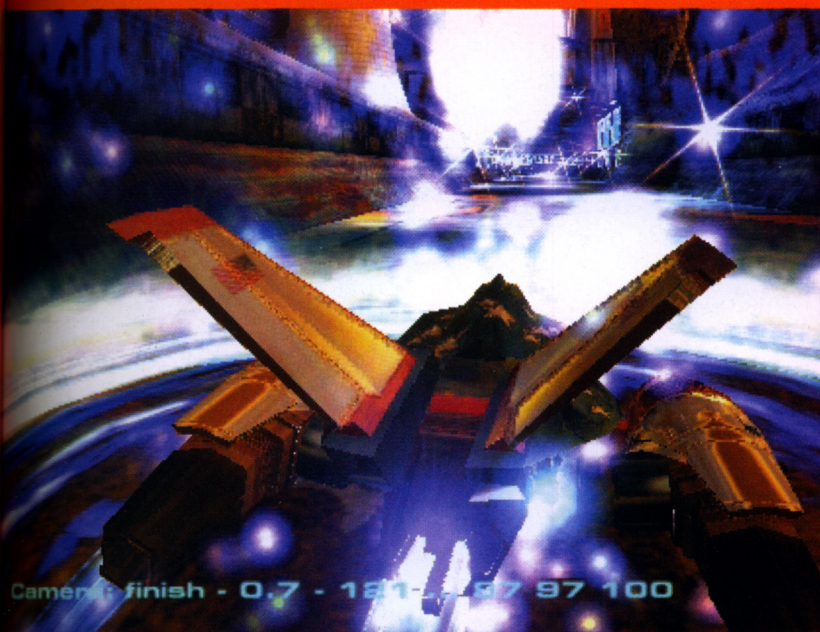
### BONUS INFO

#### ▶▶ LET'S OFF-ROAD

Sometimes you reach wide-open areas where it's up to you to find the best way through. An arrow shows you roughly where to go.

#### ▶▶ WORLD TOUR

The US-set track is a kind of futuristic Monument Valley. In Russia, you soar above a scarred and desolate industrial nightmare in the frozen north. Japan features a glittering city, and there's even a tropical island hidden in there.



↑ The fastest game we've ever played? Very probably.



↑ Those globes are the power-ups.



↑ Drivers are characters with their own stories and cut-scenes.

ALREADY OUT in Japan as *Nezmix*, *Sneakers* is a puzzle/action/adventure/fighting/strategy game starring a bunch of fluffy little mice. It's difficult to explain exactly what it's all about because it's very different from pretty much anything you've seen before.

You control a *Stuart Little*-style mouse called Apollo, who runs along predetermined routes that wind through the rooms of a family house. On Apollo's run through each new area, his job is to spot potential allies and to fend off malice-minded enemies.

At the end of a stage, he and his new-found mousey friends take on a boss-type bad mouse and his gang of nasty rodents in a battle royale of a final scrap.

The melee that ensues is akin to a massive beat-'em-up, with you controlling Apollo and his punching, kicking, and nibbling of enemies.

Your allies will act independently during the battle, so it's incredibly important to gather as many friendly mice as possible in order to survive the stage and move on to the next. You also get food for every enemy you defeat, which adds to your overall score.

It certainly sounds interesting, and also has a very pretty look all of its own. *Sneakers* is one of the first games to show how Xbox uses vertex shading to make realistic-looking fur, which you can see in the close-up shots of Apollo and his friends.

As *Nezmix*, the game met with generally positive reviews on its Japanese debut, and it's only to be expected that improving tweaks and extras are likely to feature in the English language release. We'll just have to wait and see how well everything fits together in the finished game.

MOUSE ARREST: IT'S A LITTLE-KNOWN FACT, BUT ELEPHANTS AREN'T REALLY SCARED OF MICE. HOWEVER, HOUSEWIVES WITH BAGGY STOCKINGS AND ROLLING PINS ARE GENETICALLY PROGRAMMED TO BE ABSOLUTELY TERRIFIED OF THEM.

# TRANSWORLD SNOWBOARDING



Being first to the top of a mountain means nothing. It's the getting-back-down-in-style that counts

## GAME INFORMATION

DEVELOPER: **HOUSEMARQUE**

PUBLISHER: **ATARI**

RELEASE DATE: **OCTOBER 2002**

PLAYERS: **1-4**

WEBSITE: **WWW.TRANSWORLDGAMES.COM**

WITH *AMPED* (Issue 01, 8.7) setting an extremely high standard for snowboarding games on Xbox, you might think other developers would choose to stay away from making anything similar. But not Housemarque.

The Finnish team behind respected PC title *Supreme Snowboarding* and the forthcoming *TransWorld Snowboarding* on Xbox feel that they've got a winner on their hands and, even with six months of work still to be done, it's already looking extremely impressive.

Don't look at the screenshots and think they're fake - we've played the game, and it really does look like this. There are 19 locations from around the world, including the USA,

Finland, Canada, Austria and Japan, each with full mountains based on real locations.

This means lots of off-piste riding with rocky cliff faces to jump off, fallen trees to grind, natural snow kickers to launch from and the odd half-and-quarter-pipe to play around with. There aren't any artificial barriers on the mountains either. If you can see somewhere, chances are you can get there. Spot some skiers peacefully trundling down their own practice slope and you can bust your way in and cause havoc.

The plan with *TransWorld Snowboarding* is to have more variety than *Amped*. As well as freestyle riding, the game also features Slope Style, Straight Jump, Pipe, Boarder X and full Career modes to play around with. Hidden photographers will take pictures of you doing particularly cool tricks, and if you're lucky you'll make it onto the cover of *TransWorld Snow Magazine* (you actually get to see the cover, too).

Up to four people can also play at once in split-screen competitions, which is something that *Amped* could definitely have benefited from. From what we've seen so far, this is looking great.



↑ Check out the detail on the boarder's face and goggles

## BONUS INFO

### PRO TOOLS

The ten snowboarding pros featured are: Tina Basich, Barrett Christy, Andrew Crawford, Kevin Jones, Peter Line, Jussi Oksanen, Todd Richards, Wille Yli-Luoma, Daniel Frank and Nicola Thost. They've been modelled with over 15,000 polygons to look remarkably lifelike.

### FLAME ON!

If you jump through the flames on burning barrels, the ends of your board catch fire. Why do this? Because the fire melts the snow beneath you, making you travel even faster.



↑ The realism evident in the backdrops is incredible.



↑ Lots of freestyling on offer - a good thing.



↑ An extensive range of authentic sponsors.



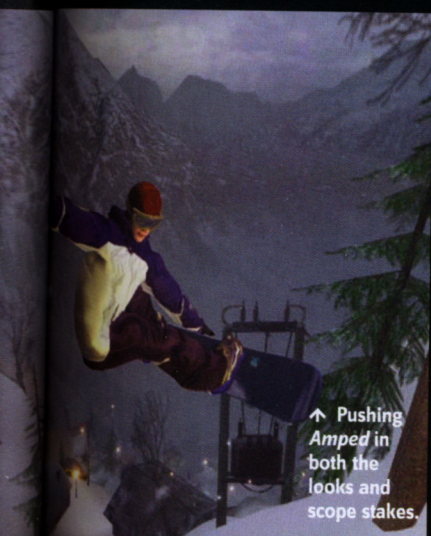
↑ That's Little Miss Pigtales accompanying Earl, one of two female character new to the series, alongside the mysterious Ms Latisha.



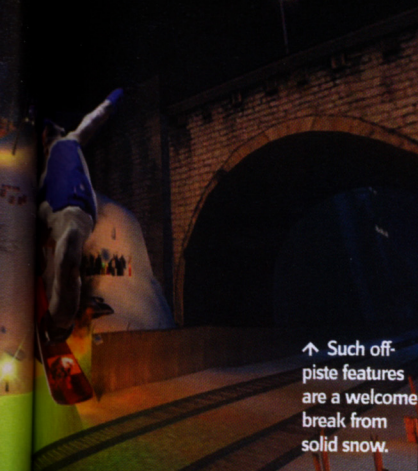
↑ Power-ups appear in the form of presents.



↑ ToeJam's found the spring shoes.



↑ Pushing Amped in both the looks and scope stakes.



↑ Such off-piste features are a welcome break from solid snow.

## BONUS INFO

» THE OLD-SKOOL  
The original *ToeJam & Earl* on Mega Drive is an underrated classic. The emphasis is on two players exploring and having a laugh rather than battling through to the end. It's packed with jokes and clever touches. Its sequel, *ToeJam & Earl 2: Panic On Funkotron* is more of a straight platform game, but is still great fun. Thankfully, the Xbox title is based on the formula that made the first game so stupidly brilliant.

# TOEJAM & EARL III: ALL FUNKED UP

Prepare yourself for a full-on funk invasion

## GAME INFORMATION

DEVELOPER: VISUAL CONCEPTS/TJ&E  
PRODUCTIONS  
PUBLISHER: SEGA  
RELEASE DATE: OCTOBER 2002  
PLAYERS: 1-2  
WEBSITE: WWW.TJANDE.COM

BACK IN THE heyday of the Sega Mega Drive, a game series was born that helped to define the system's hip, funky image and build a strong fanbase that remains to this day. That series was *ToeJam & Earl*, the two-player tale of a pair of wayward aliens who mistakenly land on Earth.

With a tongue-in-cheek sense of humour and an over-the-top, hip-hop sensibility, the game was an instant hit in the early 90s and went on to spawn a sequel a few years later. But things have been quiet on the TJ&E front ever since, which is

why it's such a pleasure to be able to present a first look at *ToeJam & Earl III: All Funked Up*. And it's only on Xbox.

The game again sees the wiggedy-wack aliens visiting Earth, this time with new friend Latisha and the task of retrieving the 12 Sacred Albums of Funk, which have ended up spread out across the planet. On the way they get to collect gift-wrapped presents containing all kinds of power-ups, including rocket roller-skates, spring shoes and all kinds of silly hat.

Dangerously uncool earthlings must be 'funkified' by a number of different methods, including tapping out hip-hop rhythms and busting some grooves. Like the original game, *ToeJam & Earl III* is primarily going to be for two players, with the screen holding both characters until they walk apart, and the playing area splits to give each their own view. We'll definitely be keeping a close eye on how things progress for our pair of boombastic Funkotronians.



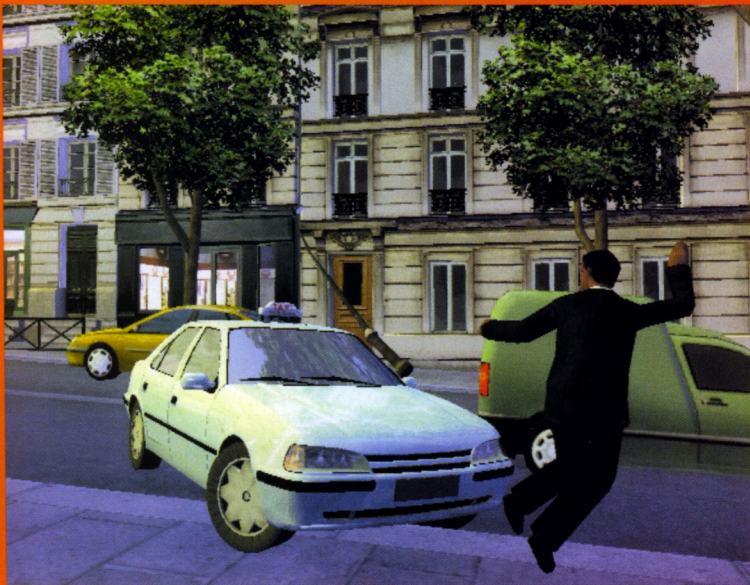
↑ The bigger the vehicle, the better the clobberin'.



↑ Keep your eyes on the road, not the chicks.

**BONUS  
INFO**

**» SPEED GARAGE**  
There'll be over 30 drivable vehicles of all different shapes, sizes, speeds and strengths. These will include exotic sports cars, tough off-road vehicles, zippy little roadsters and big behemoths of the road. The developer won't reveal specific vehicles just yet.



↑ Parisian taxi drivers do it very differently.



↑ You compete against the city, as well as yourself.

# MIDTOWN MADNESS 3

The one game in existence that could possibly out-wreck *Wreckless* pulls up to the bumper

**EXCLUSIVE  
SCREENSHOTS**

## GAME INFORMATION

DEVELOPER: **DIGITAL ILLUSIONS**

PUBLISHER: **MICROSOFT**

RELEASE DATE: **OCTOBER 2002**

PLAYERS: **1-? ONLINE**

WEBSITE: **WWW.DICE.SE**

ON PC, MICROSOFT'S *Midtown Madness* caused quite a stir with its high-speed city racing, and repeated its success with a sequel. Now the third instalment is coming to Xbox, with the developer behind the amazing *RalliSport Challenge* (Issue 01, 8.5) at the wheel.

Set in massive, interactive versions of Paris and Washington DC, you'll get to drive more than 30 different kinds of vehicle anywhere you want, against other people in split-screen and online multiplayer modes.

"We want to hold true to what the *Midtown* brand represents, which is madcap, over-the-top

racing excitement through living, immersive city environments," product manager Raja Subramoni explains. "*Midtown Madness* has always been about tearing through cities any way you want."

The third game in the series features every racing and exploring mode that made the first two so popular, as well as a new Career mode for each city. "You get to select from various jobs, like taxi driver or limousine driver, and undertake a huge number of missions, with you and your vehicle as the hero," Subramoni explains.

"Other differences include basing your opponents on your vehicle, making races more balanced and playable with all the cars, and hidden goodies scattered around the cities for people to find and unlock as they explore."

These early screenshots show that things are progressing well. As Subramoni points out: "We have a developer who has experience in building games for Xbox and who knows how to leverage the power of the hardware like no one else!"



↑ Cityscapes as good as *Gotham*? We think so...



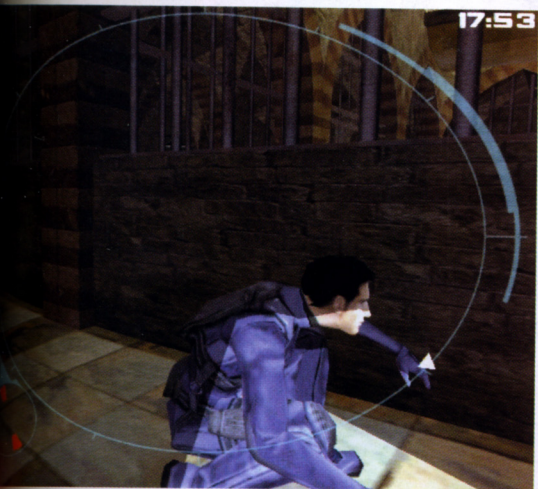
↑ Staring at bottoms isn't going to help...



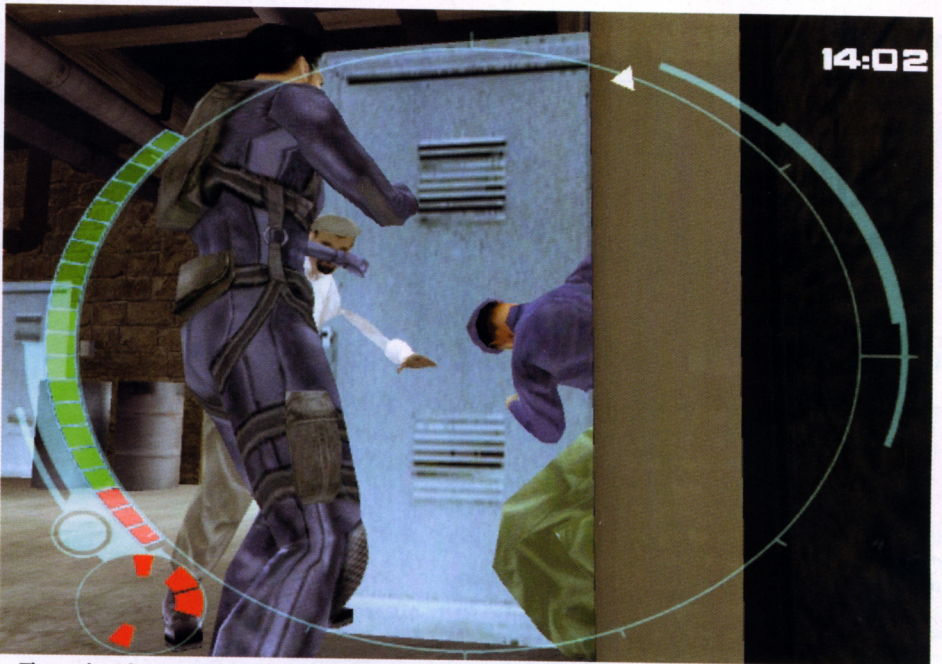
↑ Every agent worth his salt needs a good suit.



↑ Sod the hi-tech methods and get a punch in.



↑ Realistic lighting is a welcome inclusion.



↑ The oval guide is a cross between a radar and information interface.



## BONUS INFO

### » LICENSE TO KILL

A *Mission: Impossible* game came out on the Nintendo 64 a few years ago, and took so long to develop that it came out ages after the movie on which it was based. Though a *GoldenEye*-beater was promised, it turned out to be a bit of a stinker. A similarly awful PSone conversion followed. The new Xbox game is just based on the *Mission: Impossible* license, rather than a particular movie, meaning the developers have much more free reign to pack it full of good gameplay ideas.

# MISSION: IMPOSSIBLE



We spy, with our micro-engineered retinal scan device, something beginning with M:I...

## GAME INFORMATION

DEVELOPER: INFOGRAMES

PUBLISHER: INFOGRAMES

RELEASE DATE: OCTOBER 2002

PLAYERS: 1

WEBSITE: WWW.INFOGRAMES.COM

UNLIKE THE *Mission: Impossible* movies, which concentrate more on internal treachery than the secret agent excitement of the original TV series, *Mission: Impossible* the Xbox game goes back to the source material.

Ethan Hunt is the star trying to complete tasks using his accomplices, gadgets and skills in the martial arts, with plenty of armed and unarmed combat and large amounts of stealthy sneaking around.

At the moment the graphics are looking relatively basic as the current version of the game is based on the graphically less ambitious PlayStation 2 version, but realistic lighting is going to play a major part in the finished game.

It's not just for the sake of gimmickry though, because light and shade will affect the stealth and action portions of the game.

Clambering around in a dungeon for an hour means that the mood of the game changes considerably when you make your way to the surface - the blinding effect is just like leaving the cinema on a sunny afternoon.

As you'd hope, gadgetry plays a big part. One of the more innovative goodies is a sonic imaging device that allows you to see through certain walls and doors before you go barging in. Chaff grenades will let you disable electronic surveillance, and you can scan guards with a special recorder to 'steal' their voiceprint.

The idea is that you won't be forced to play through levels in a set way. Instead, you'll be given a bunch of objectives at the start of a mission, and can go about them in whatever order you want, a bit like the way things work in *Tony Hawk's Pro Skater 3* (Issue 02, 8.8) but without the skateboards. Hopefully, this will mean plenty of variety and help to draw you further into the adventure.



MISSION: IMPOSSIBLE: AT THE END OF THE FIRST MISSION: IMPOSSIBLE MOVIE, THE GUARD IN THE BACK OF THE EUROSTAR IS THAT BLOKE FROM THE DAY TODAY. THE ONE WITH THE FUNNY MOUTH. AH, THAT WAS A FUNNY SHOW. - "SACKED CHIMNEY SWEEP PUMPS BOSS FULL OF MAYONNAISE." BRILLIANT.

# Grand Prix 4 creator Geoff Crammond

## The ultimate F1 racer makes its long awaited console debut on Xbox.

### GAME INFORMATION

NAME: **GRAND PRIX 4**

DEVELOPER: **MICROPROSE**

PUBLISHER: **INFOGRAMES**

RELEASE DATE: **JUNE 2002**

PLAYERS: **1-4**

WORDS: **GAVIN OGDEN**

**W**HEN IT COMES to Formula 1 racing games, nothing comes close to the sheer depth and precision of Geoff Crammond's *Grand Prix* series. Ever since the first game left the pits 11 years ago, the franchise has gone from strength to strength. If you take your F1 seriously, then you just have to own the latest *Geoff Crammond's Grand Prix* game. And that formerly PC-only game law now applies to Xbox.

Crammond's racing game career - which can now be safely called an obsession - began in 1984 with a well-received Formula 3 simulator called *Revs* on the BBC Micro. And like a back marker working his way to a podium finish, he hasn't looked back as he built big things on that relatively modest foundation.

"My first Formula 1 game was *Grand Prix* in 1991, followed by *GP2*, *GP3*, *GP3 2000 Season* and now, *GP4*," says Crammond. "With each new title I try and make something that has accurate physics with a good driving feel and is extremely playable. These are the most important elements of any F1 racing game in my opinion."

Until now the *Grand Prix* series has never appeared on a console, although *GP3* came close to a Dreamcast release. Because of the game's PC heritage, squeezing an entire *GP* game on to a console has never really been an option - until now.

"I've wanted to do a console version of the *GP* series for some time - it was just a question of waiting for the right console to come along, one that was powerful enough to do the game justice. The nature of the Xbox made the technical progression to a console relatively easy," he continues.

"The Xbox is very powerful for the money it costs to buy - you have to have a high-spec machine to get the same effect on a PC as you get on Xbox, and that's good. I particularly like the fact that everyone has the same spec machine with Xbox, unlike with the PC, so we know exactly what each player will experience."

"Of course there's a lot of game code that has to be made specifically for Xbox - and then there are other issues like the design of the user interface. More profoundly, there's a different mindset when you sit down at a console

compared to sitting down next to a PC. I understand the 'pick up and play' attitude of console gamers."

Although the *GP* series is famed for its attention to detail and depth, the sheer amount of performance stats and engine improving could scare the casual gamer who just likes to pick up a new racing game and get straight into it. Not everyone wants to tweak their car's set-up bit-by-bit or configure the controls so they feel perfect.

But now that the game is coming to Xbox, those casual gamers have been catered for with a variety of options that let them jump right in the cockpit and hit the accelerator.

"I don't think depth puts off game players," says Crammond. "If the potential for depth isn't there, you're short-changing them. But having the depth forced on you can become a negative at the same time. It's a fine balance that had to be included into the planning of a game right from the beginning."

"We designed *GP4* to be very playable straight out of the box - but with the potential there to go so much deeper, if that's what you find interesting. *GP4* is designed to cater for all kinds of player."

There are five different modes in the game, ranging from a single Quick race to a full championship season where you get to take on the world's elite drivers - as one of those world's elite drivers, thankfully.

You can also select from five different AI skill levels for the opposition cars, as well as having eight different help modes (see 'First Aid' section, far right) that can be switched on or off individually. These options cover everything from braking and gear changing to showing the correct racing line and steering assists.

If you're after a more thorough experience though, it's possible to set the car up to suit your own driving style and the individual track you're about to race on. If that's not enough, you can go deeper still until you begin to understand what it means to be an F1 test driver and race engineer rolled into one.

With each instalment of the series, the physics model has become more realistic due to advances in technology. With Xbox, MicroProse has had more power to play around with than ever before. But what does that mean in terms of improving the actual gameplay?

"Well, the two main advances are the graphics system, which is totally new," says Crammond, "and the fact that we have used raw global positioning satellite (GPS) survey data for the basis of the design for each track. With a lot of work, you can use this data to create tracks that are very, very close to the real thing - even down to the individual shape of every curb - which in turn makes the driving experience very real."



↑ See how far you can look into the distance? That'll be the power of

# FIRST AID

How to stay on the track at 200mph

**TO GIVE** players a fighting chance of making it around the first bend without the mandatory F1 pile-up and restart, eight driving assists are only a touch away.

**BRAKING:** Auto-braking helps make sure that you don't overshoot the trickiest of the corners

**GEARS:** Automatic gear change is always the way forward and one less thing to worry about

**AUTO RIGHT THE CAR:** The car will always point itself in the right direction after a pile-up

**INDESTRUCTIBLE:** Just like God mode in *Doom* and *Quake*, except you're in a car an inch off the ground

**SHOW BEST LINE:** Driving line displayed on the road means you can stay on the track longer

**SUGGESTED GEAR:** Tells you in which gear the next corner should be taken. Very handy

**THROTTLE ASSIST:** Helps players avoid wheel spins and messy skids

**STEERING HELP:** Eases you into a corner so that you can come out of it with a fighting chance

← Attention to detail makes GP4 one of the most accurate game recreations of any real-life event.



↑ Yes, these really are in-game graphics.



↑ The pit crews are accurately modelled - a first for the *Grand Prix* series.

MURRAY'S MOMENTS: RETIRED F1 COMMENTATOR MURRAY WALKER WAS NAMED FOR HIS CLASSIC SLIPS OF THE TONGUE AS HE WAS HIS EXCELLENT REPORTING OF RACES. ONE SUCH PEARL: "I SHOULD IMAGINE THAT CONDITIONS IN THE COCKPIT ARE UNIMAGINABLE."

# 3 STUNNING REASONS WHY XGAMER IS THE XBOX MAG...

HUGE  
WWF  
RAW  
REVIEW!

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ALERT!  
HALO 2  
FIRST  
NEWS!

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↑ Stands and stadia are great, but with the cars looking as sweet as this they appear almost plain at times!



↑ A marshal attends to a broken-down car.



↑ No booze adverts, hence Beck's becoming Best's.



↑ TV-like presentation adds an extra level of authenticity.



↑ Just in case you didn't know it was the Aussie GP...



↑ The only downside? Last year's teams and drivers.

"We got great compliments from actual F1 drivers... getting our driving model validated by people involved in racing these cars was a real buzz"

» "Compared to GP3, you'll be able to see a big difference on-screen and feel a big difference in the seat on your pants."

The entire GP team has over a decade of accumulated game expertise and, according to Crammond, there are about 60 man-years of new work between GP3 and GP4. Everyone's been pretty busy.

While it might seem relatively straightforward to create each track from satellite information, the process of making the cars act realistically is a completely different story. Throughout the series, Crammond has worked closely with the Arrows team to create a game that not just looks like F1, but actually feels like it - even though the majority of us will never know what it feels like to bomb around bends at speeds of in excess of 200mph. We'll just have to take his word for it.

"Our working relationship with Arrows has grown over the years and has become one that's based on a mutual technical respect, rather than something which is driven by the marketing people behind the scenes.

"I have to say that the most pleasurable thing to happen was when we got some great validation of the driving model from the actual Arrows drivers. Getting compliments from the people involved in racing these cars for real was quite a buzz."

To top things off, and one for the ultimate F1 fanatic, there's a new feature in GP4 called the Gpedia. This is the fan's chance to have the complexities of real F1 racing explained in layman's terms by the real experts.

"Once players have enjoyed the 'feel' of GP4, I hope some of them will want to explore a little more of the depth of the game - and the Gpedia makes that very easy," explains Crammond.

"Of course, the aim is to create a game with an intense driving experience for every level of player and a reward at every level of involvement, and hopefully we've got it right for Grand Prix 4.

"It says 'Nothing gets closer' on the box - you can all decide whether we've succeeded in June."



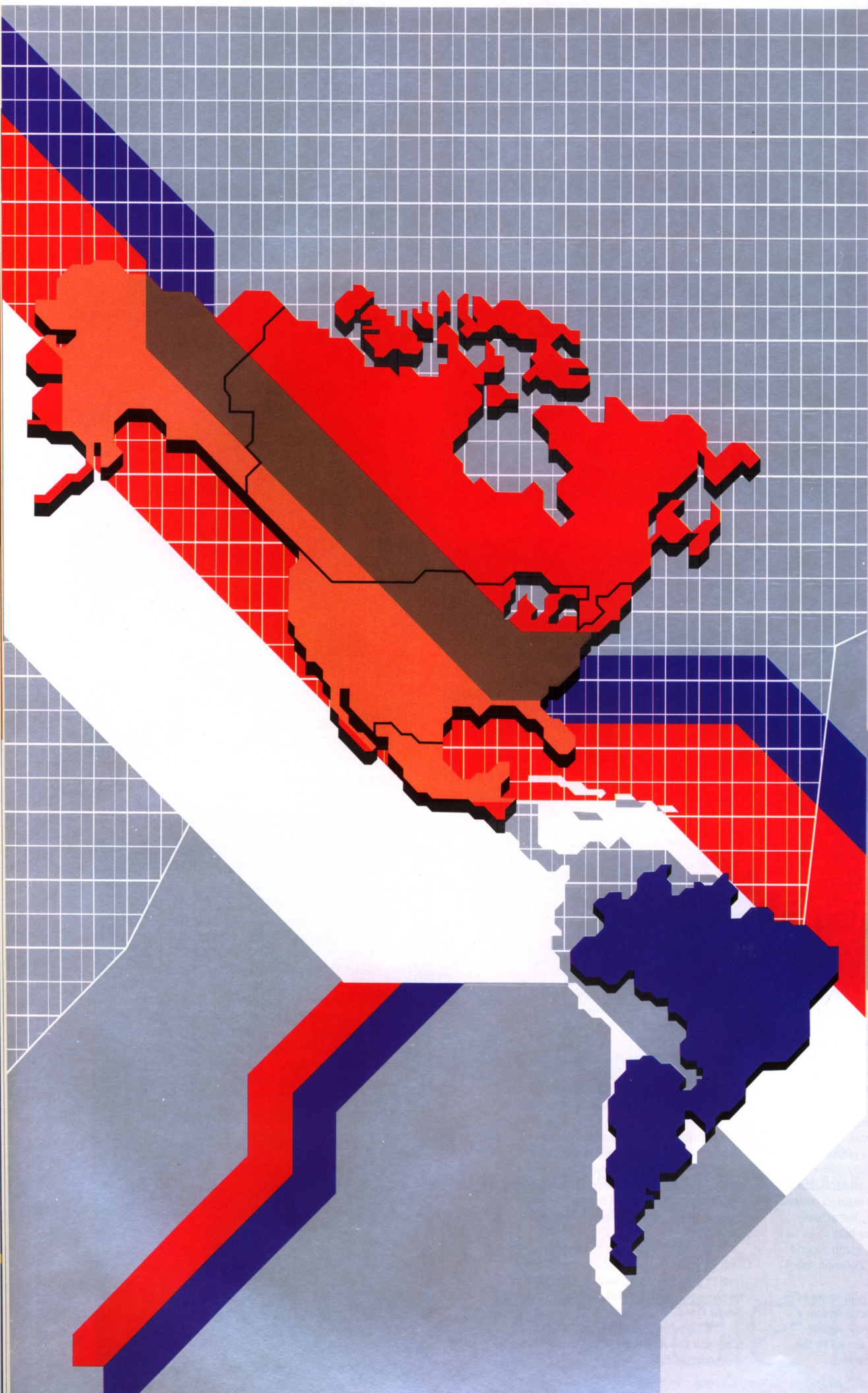
## CRAM'S THE MAN

### How to get ahead in driving games

GEOFF CRAMMOND'S addiction to programming games began in the early 80s with *Super Invaders* for BBC Micro, which shot into the charts at number one. Following that brisk encounter with shooting aliens, Crammond worked on *Aviator*, *Revs*, *Sentinel* and the classic *Stunt Car Racer* before moving into the world of Formula 1. Most of the code for the original *Grand Prix* games was written entirely by Crammond but as the series progressed a bigger team was needed. In 1999, Crammond set up Simergy Ltd, which works in tandem with MicroProse. Like Sports Interactive and *Championship Manager*, Simergy only work on one game - the GP series. Devotion isn't the word.



↑ The most famous Geoff after Boycott. And Capes.





NTSC

PAL

WORDS: CASPAR FIELD AND STEVEN BAILEY  
ILLUSTRATIONS: IDENTIKAL [www.identikal.com](http://www.identikal.com)

The era of foreign versions and dodgy conversions is over. Xbox is global!

IT'S ONE OF THE MOST common queries we get here at *Official UK Xbox Magazine* - "Will game X feature a 60Hz mode?" - and one that seems to have become increasingly important to gamers in recent years.

As frequently asked questions go, it's up there with "When is *Megabucks Gamesequel III* coming out?" and "Can I have some free stuff, now?"

So, over this and the next four pages, we hope to help demystify the 50/60Hz, will it/won't it debate and help reassure you that with Xbox, your only worries are limited to bad mutha end-of-level bosses.

This particular technological debate is triggered in the first place by the fact that different countries have different display systems for their colour televisions.





"British gamers are getting the most luxurious Xbox experience in the world"

» NTSC is the standard for the US and Asia, named after the National Television System Committee who defined the system.

Standing for 'Phase Alternate Lines', PAL is the television standard of choice for the UK and almost everywhere else in the world, other than France, Russia, Jamaica, Iran and Bulgaria, which use SECAM (SEquential Couleur Avec Memoire).

Unfortunately for Europeans passionately into their games, America and Japan have long dominated the console market and traditionally, it created a problem. The inherent technical differences between PAL and NTSC meant the PAL versions of games were often horribly inferior to the NTSC originals.

"When we started out with the second wave of consoles in the mid 1980s (after the Atari 2600, etc.) the whole NTSC/PAL issue didn't exist - we'd plug in our Master Systems or NESs and off we'd go," says Tony

Mott, former editor of games magazine Edge and now a producer at BAM Entertainment. "It was only really with the arrival of the SNES [aka Super Nintendo] that gamers began to realise that Europe was being prodded with the shitty end of the stick."

Forgetting for a moment that PAL delivers a superior picture than NTSC, there are two significant differences between the systems that cause problems for gamers. These are: the number of times the picture on screen is updated, called the refresh rate, and the number of horizontal 'scanlines' that the picture consists of.

NTSC refreshes 60 times each second, PAL refreshes 50 times. This refresh rate - or framerate - is measured in hertz, so you'll often hear games talked about as running at 50Hz or 60Hz. NTSC is made up of 525 scanlines, PAL has 625.

So, if a programmer has designed his game to draw 525 lines of graphics 60 times every second, »



## HDTV

XBOX PROVIDES full support for High Density TV (HDTV), a cutting-edge display mode containing five times more on-screen information than normal TV. The format delivers a much-improved, beautifully crisp picture. Set to take off in the US and Japan, European insistence on adopting a superior standard of HDTV means that it may never see the light of day in the UK. However, if you've imported an HDTV, you can connect your Xbox to it using a High Definition AV Pack, available on import from [www.amazon.com](http://www.amazon.com) for \$19.99 plus postage.



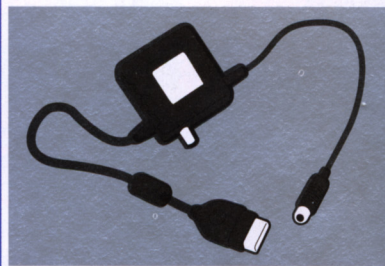
## HALL OF SHAME

There's a rogues gallery of sub-standard game conversions that have plagued players over the years, the most recent of these being *Devil May Cry* on PlayStation 2. The survival horror adventure caused such a furore among gamers that Capcom had to make a public apology and promise to do better in future. Other culprits to sport intrusive borders and stuttering game speeds are *Super Mario 64*, *Mario Kart 64*, *Pilotwings* and *Wave Race* on the Nintendo 64; *Daytona USA* on Sega's Saturn; and even *Power Stone* on the otherwise 60Hz-friendly Dreamcast.

# >Get yourself connected

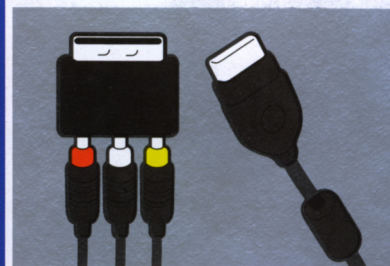
HAVING SPLASHED out a serious wedge on an Xbox, you owe it both to yourself and your dusky green friend to make sure that it runs at full potential. This means getting the most from your telly by using the best possible input lead. Cementing the perfect marriage of Xbox and television set is a plethora of cables, connectors, standards and options. Come with us as we hack a path through the jungle of wire and jargon. Getting the best picture possible will drastically improve your gaming experience - that's a fact

## ROUTE ONE: RF



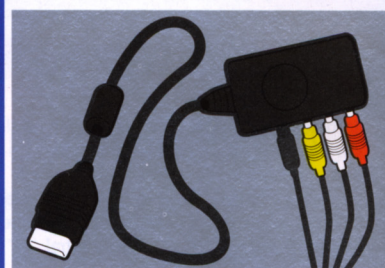
**RF, OR RADIO FREQUENCY**, connectors use the traditional, round aerial socket on the back of the telly. If you're even vaguely serious about getting a good connection from Xbox, then RF should be your last resort. Like composite, the separate picture and sound signals are condensed into one, less effective signal. The picture is so blurred you might as well poke yourself really hard in both eyes and have done with it. Plus, you'll only get a mono sound signal; all other options we mention here give stereo sound. RF leads cost around £10.

## ROUTE TWO: COMPOSITE



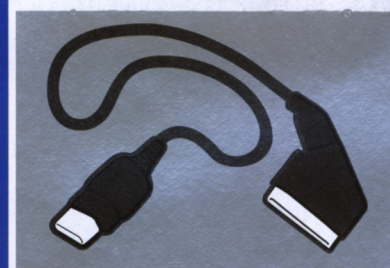
**XBOX ARRIVES** with a composite cable and SCART adapter. Composite cables separate the TV signal into three basic elements - video (yellow cable), plus left (white) and right (red) audio channels. The composite sockets on TVs are coloured the same as the plugs. Composite has a major technical drawback - it combines the colour and light elements of the picture into a single channel. The SCART adapter only passes the composite signal straight through to the television, rather than delivering the advantages of true RGB SCART (see Route Four below). It doesn't improve over composites alone, but if you only have a SCART socket, it's the way forward.

## ROUTE THREE: S-VIDEO



**THIS IS MORE** like it. S-Video, or super-video, has dedicated channels for the light and picture elements of the TV signal. As its name suggests, S-Video only deals with the picture. To get the sound, you also need to plug in the white and red composite connectors. Effectively, you're swapping the yellow composite connector for the S-Video connector. Many S-Video cables come with these three connectors; some will have the yellow composite connector which, if you use the S-Video connector, you should just leave dangling. The pin-like connections on S-Video connectors are notorious for being bent by over-enthusiastic shoving when plugged in - so take care. S-Video gives a sharper and clearer picture than composite. You can also buy SCART adapters with S-Video sockets.

## ROUTE FOUR: RGB SCART



**DEVELOPED IN THE** early 1980s as a Europe-wide TV input, RGB SCART is the most sophisticated TV connection on the planet. The key factor of RGB SCART is that its 21-pin plug breaks the picture signal into the natural division of light itself - red, green and blue elements. Thus, RGB SCART gives the clearest, brightest and richest colours of any connection. Using either composites or S-Video with a SCART adapter, as mentioned in Routes Two and Three, is NOT THE SAME as RGB SCART. All those two methods of connection do is allow you put the signal into your TV through the SCART socket (extremely useful if that's your only way in). If your TV has more than one SCART socket, make sure you use the one with RGB SCART. Check your TV's manual, as multi-SCART devices often only have one RGB input.



» and then that same game has to draw 625 lines 50 times instead, two problems arise. As Mott remembers from the bad old days: "The original PAL *Street Fighter II* [on the SNES] was an infamous example. It was not optimised for PAL, which meant it had two-inch borders at the top and bottom on an average television, and it ran nearly 20 per cent slower than the NTSC version."

That translated into some serious gameplay problems. "When friends got together for *SFII* tournaments, those used to the NTSC speed, including me, routinely got our arses kicked because our move timing was out of sync with the [slower] PAL version."

The borders and slowdown were a result of several factors: the 100 scanline difference between PAL and NTSC, the limited power of the SNES and that the *Street Fighter II* programmers either hadn't thought to address the problem or hadn't been given the time and money to try and fix things. The console simply sat doing nothing for the time it took to draw 100 lines of black screen, so the game slowed down and acquired borders.

# >WORLD OF DIFFERENCE

## >Your Best PAL

**WE SAT DOWN** with a selection of launch titles and noted the performance of each on both PAL-50 and PAL-60, to see what discrepancies, if any, cropped up between the two versions. Could we separate the Coke from the Pepsi?

### HALO

HAS THE most prominent difference between the two display modes, but it's an exception rather than a rule. Choose PAL-60 and you'll get the NTSC signal forced through a PAL display, and it stutters visibly due to the number of frames that have to be dropped. Switch over to PAL-50, however, and you get the game in its optimised form. The framerate is smoother, and everything runs with no loss of detail or speed. In fact, PAL-50 may be smoother than NTSC.

### PROJECT GOTHAM

FASTER IN PAL-60 mode, the difference is more noticeable as you earn yourself increasingly powerful vehicles. The game saves in *Project Gotham* actually register what PAL mode you've chosen from the Xbox dashboard before starting. It means that if, for example, you've started a new save file within PAL-50 mode, you won't be able to access it if you play in PAL-60, and vice versa. There's no disparity in the amount of detail present on-screen, however.

### RALLISPORT CHALLENGE

VERY LITTLE difference. The speed of both versions is indistinguishable, but there's an ever-so-slight drop in vehicle detail in PAL-60.

### ODDWORLD: MUNCH'S ODDYSEE

NO VARIATION here. Abe still pads about, and Munch still trundles around, at a similar pace whether you're in PAL-50 or PAL-60.

### FUZION FRENZY

SINCE THE game relies little on speed and detail, surprise, surprise there's no detectable difference between the two versions.

### AMPED

NOTHING AT all to separate the two modes. Each one is equally smooth and satisfying.

### DEAD OR ALIVE 3

PAL-60 OFFERS a slight increase in speed. Fighting game pros may be able to pick up on the change as they hone their skills to within milliseconds of accuracy.

### BLOOD WAKE

NOTICEABLE INCREASE on PAL-60. Any increase in excitement, however marginal, is welcome...

### THPS3

QUICKER ON PAL-60, and you'll notice it most when spinning a big combo upside a vert ramp.

### NBA LIVE AND NHL 2002

THERE'S NOTHING at all to separate the two PAL modes of either of these EA Sports titles.

**OUR VERDICT IS THIS:** Keep your Xbox switched to PAL-60 unless you know otherwise. Traditionally, 60Hz mode has always been superior, and so it's likely that developers will optimise for PAL-60. The only exception to this rule is *Halo* and, by the looks of things, it's going to be the only one.

## PAL COUNTRIES



» Machines like the SNES and Mega Drive, while powerful in their day, now seem almost prehistoric compared to the power of Xbox, which delivers a solution to the problems of PAL conversion. First of all, it manages to conquer the issue with the sheer processing power of the system's central processor (CPU) and graphics chip (GPU), which handle the 'thinking' and visuals of Xbox respectively.

With the extra power, programmers can now do things properly, writing code that is framerate-independent and isn't tied to the number of scanlines or frames that have passed. Programmers in the 80s and early 90s had to work within incredibly tight technical limits, often tying 'events' in their game code to how many of those (525 NTSC) scanlines had been drawn by the console.

The second, and perhaps more obviously significant factor for European gamers with Xbox, is the PAL-60 option in the console's Dashboard. Put simply, PAL-60 allows modern, compatible televisions to run an NTSC signal on a PAL television. Effectively that means slowdown, borders, and those crappy PAL conversions are a thing of the past on Xbox.

To be fair, PAL-60 wasn't really an option until the mid 90s when TVs could support it. Older sets just can't deal with the 60Hz signal, but virtually all modern TVs are PAL-60 compatible.



### LEAVE IT, PAL

NTSC was the first ever colour TV broadcast system. It was defined in 1941, hit the mass market in the mid-1950s and was pushed as a worldwide colour standard. Becoming the norm throughout the US, Canada and Asia, it had its problems, however. It was known as Never Twice the Same Colour due to its messed colour transmission. PAL, a more advanced system developed in the 1960s, sought to address these problems and swiftly became the standard in western Europe and Australia.



### DOLBY 5.1 DIGITAL

Many games use Dolby 5.1, a high-end digital sound reproduction method. If you have an amp or integrated home entertainment system capable of handling Dolby 5.1, you can use a cable with an optical out, or Digital Audio, socket to connect your Xbox and benefit from this amazing sound system. The official Xbox Advanced SCART Cable (£19.99) has a Digital Audio socket; so does the identically priced Digital AV Cable from Joytech.

# The First-Party Line

Paul Fox, European Marketing Manager gives Microsoft's take on contrary conversions, continental contrasts and conflicting reports.

**OFFICIAL UK XBOX MAGAZINE:** Do all European Xbox releases have to support PAL-60, or is it something that first-party titles have to do, and third parties can think about?

**PAUL FOX:** Developers do not have to support PAL-60, we leave the option to them. We do provide an API (application programming interface) that allows the developer to easily check whether the user has set his/her Xbox to support PAL-60 via the Dashboard setting.

What is Microsoft's policy regarding PAL-50 mode - is slowdown/are borders acceptable? What steps is Microsoft taking to minimise these problems in titles converted over from NTSC?

Borders should be non-existent on Xbox. In code, developers write to a 640 x 480 buffer in memory - in NTSC this is full-screen, in PAL the video hardware scales the image to fit a full screen PAL output of 640 x 576. (Developers can also use other resolutions and choose not to scale).

Games will be slower in PAL unless the developer supports the PAL-60 mode (due to the standard PAL

output being 50 frames per second, rather than the 60 frames per second of NTSC) but there should be no other problems.

Game speed should be directly comparable over the two systems, i.e. a game running at 60fps in NTSC when converted to PAL to should run at 50fps and a game running at 30fps in NTSC should run at 25fps.

At one stage Microsoft was promising that region-encoding of discs was entirely at the developer/publisher's discretion.

Is that still the case, and if so, how does the developer/publisher go about releasing a multi-region Xbox game?

It is possible to produce multi-region Xbox games for the Xbox, but we have yet to create one. Publishers will work with us to decide when it is appropriate to do so.

What has been the experience of localising the first-wave of Xbox titles to PAL/SECAM for Europe - have there been any glitches, or has it gone swimmingly?

Things have gone pretty well as evidenced by the fact that we had 20

titles on the shelves for Day 1. A lot of the localisation work has been additional language support.

In a modern console like Xbox, a lot of the older problems with NTSC to PAL conversion have disappeared. For example - the video scaler in the Xbox relieves the developer from having to rework their entire graphics engine, and the audio chip provides its own timing rather than being tied to the frame rate in older consoles.

Also, the flexibility in the architecture ensures that this has been a success, as on Xbox there's 64MB of RAM to allocate as wanted to graphics, sound and general use. This is different to other consoles where you may have a limited amount of RAM for graphics, and another bank of RAM for general use.

Why has Microsoft decided to support PAL-60 for Xbox, and how did that decision come about?

We know that this is something that many European gamers care passionately about and want to ensure that they have the best possible games to play. PAL-60 is a format that a huge percentage of TVs in Europe support, indeed it's quite hard to find a modern TV that does not support PAL-60 these days.

Does Microsoft have a minimum specification for localised Xbox titles in PAL - is there a standard (i.e. no borders/no slowdown), that we'll never see Xbox games slip below?

If so, what is that standard, and what support do you offer for implementing it?

Yes, we do have standards that all games must adhere to and without going into detail, they are there to provide the user with the best possible gameplay experience.

Was there a temptation to ship the Euro Xbox with an RGB SCART cable as standard, given the far superior picture quality it offers (and therefore how much better Xbox games look through the cable)?

RGB SCART is an expensive cable to produce, and this would have affected the overall price. The cable provided gives a great quality picture, but there are extra options available to gamers who want something different for their particular set-up at home. This type of choice is standard practice in the console industry.

## "Xbox manages to conquer the problems of PAL conversion through its sheer processing power and a PAL-60 option"

» "The first Philips' sets that supported a proper NTSC signal via SCART were based on our FL series," says Tina Withington at Philips Consumer Electronics, "which were high-end sets introduced to the market at the end of 1992. Full support on mid-range products did not come until July 2000."

So don't go hammering on the top of your gran's old goggle box if it doesn't work with PAL-60. Also, bear in mind that, as Withington hints at, many TVs support an NTSC signal through their SCART sockets, but not through other inputs.

Hand-in-hand with PAL-60, Microsoft and its partners are working hard to ensure that every Xbox title offers a great standard PAL version, too. Game developer Bizarre Creations, creator of the sublime *Project Gotham Racing* (Issue 01, 8.9), has been crafting titles since the days of the Amiga and Mega Drive.

According to Bizarre MD, Martyn Chudley: "The PAL version of *Gotham* runs just as well as the NTSC version. We anticipated the need for the two versions and had made allowances in the code to handle it.

"Due to the longer time available to update the screen with each frame, you can actually draw a little bit more detail compared to the NTSC version - *Project Gotham* does this automatically. For many games, particularly American and Japanese games, it is the way that the game was 'meant to be'. Developers often design and play-balance their games at 60Hz, and then have to modify them for 50Hz [PAL]."

For the vast majority of European gamers, Xbox resolves all the problems about bad PAL conversions, through its greater technical oomph and PAL-60 option. The latter is simple to set-up. Just boot up your Xbox without a game in the disc tray, enter the video options and tell the console that your TV supports PAL-60.

Don't just play more - expect more too. Microsoft is committed to ensuring that proper conversions make their way into the hands and homes of folks in the UK. Developers also seem keen to make the most of the superior PAL performance, and who can blame them. What developer wouldn't want to see their life's work running in at it's slickest?

By making optimal use of the PAL display, us British gamers are getting the most luxurious Xbox experience in the *entire world*. The advanced TV system that has dogged UK gamers over the years and forced them to suffer slack second hand conversions is finally bearing fruit. The advantages that PAL offers over NTSC means that a game ported for the UK market, given the right amount of care and consideration, will run smoother and look sharper and clearer.

Things have come a long way from the dark days of *Street Fighter II* on the SNES and for that we should be thankful. No longer the poor relations of our American and Japanese counterparts, European gamers are being taken by Xbox into a new age of gaming.

When you take into consideration both Microsoft's willingness to provide strong conversions and the capabilities of Xbox for providing such enhancements, you can be left in no doubt. Europe, and the UK in particular, is an important gaming territory and gamers who buy into Xbox are going to be treated with the respect they deserve. Enjoy.



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# REVIEWS



We pride ourselves on bringing you the very best reviews possible.

## 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 UK 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.

## REVIEWING SET-UP



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.

## 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 is given our Xbox Elite award. Wherever you see this badge you can be sure a great game awaits you.



**GAME OF THE MONTH**  
Every issue we give the Official UK Xbox Magazine team's favourite release the Game Of The Month award.



**ONLY ON XBOX**  
If you see this badge at the start of a review, you'll know that Xbox is the only console on which you'll be able to play that game.



**ON THE DISC: PLAYABLE**  
This badge means that a playable demo of the game is featured on our exclusive Game Disc, so you can try it for yourself.



**ON THE DISC: MOVIE**  
If our exclusive Game Disc includes footage of the game in action, we'll let you know with this badge.

## 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

### 2.5-5.0

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

### 0.0-2.5

CALLING SUCH A RANCID STINKER A 'GAME' IS LIBELLOUS



## THE VERDICT

### POWER

How technically adept is the game? Does it make proper use of the Xbox? How impressive is it?

### STYLE

How stylish is the game? How well is each aspect of it designed? How good does it look and feel?

### IMMERSION

How involving is the game? Will hours fly by in minutes? Are the controls instinctive or awkward?

### LIFESPAN

How much is there to the game? How long will you keep coming back to it? Is it worth the money?



### GOOD POINTS

WE'LL SUM UP SOME OF THE GAME'S BEST AND MOST EXCITING POINTS FOR YOU HERE...



### BAD POINTS

...AND LET YOU KNOW WHAT'S PARTICULARLY BAD ABOUT IT HERE

### SUMMARY

This is our overall opinion of the game, condensing the review up into one easy-to-digest comment.

## OFFICIAL UK XBOX MAGAZINE SCORE

10 // 10

## THE TEAM



**JAMES ASHTON //**  
EDITOR-IN-CHIEF

IF YOU DO a search for the word 'chilled' on the web, you get a pic of James at work. He's a human stress ball.

**CURRENT FAVOURITE GAMES:** *Halo, Project Gotham Racing, 2002 FIFA World Cup*  
**CURRENT PANT:** *Pink Panther* boxer shorts.



**ED LOMAS //**  
REVIEWS EDITOR

ED SITS BY the office CD player. His playlist has it all - heavy metal, hardcore rave and Hanson's *MMMBop*.

**CURRENT FAVOURITE GAMES:** *Halo, Gun Valkyrie, UFC: Tapout*  
**CURRENT PANT:** A pair of Black Calvin Klein's - classic undercrakers.



**JON ATTAWAY //**  
STAFF WRITER

SOMEONE IS doing a sweet shop run. What does Jon ask for? *Creme Egg? Topic?* Nope - a cauliflower.

**CURRENT FAVOURITE GAMES:** *Halo, Jet Set Radio Future, Burnout*  
**CURRENT PANT:** Black briefs [called Y-fronts in the real world, mate].



**STEVEN BAILEY //**  
STAFF WRITER

STEVEN'S thesaurus chip is broken. He now blurts out painfully offensive phrases when girls visit the office.

**CURRENT FAVOURITE GAMES:** *Halo, Jet Set Radio Future, Morrowind*  
**CURRENT PANT:** Fake designer grots - "Kelvin Klimes, I believe."



**PAUL WILSON //**  
PRODUCTION EDITOR

PAUL, WHAT letter comes after 'S'? "T" Yes please! Milk, one sugar. "Aah, you bunch of arses. Not again..."

**CURRENT FAVOURITE GAMES:** *FIFA, Crash Bandicoot, Halo*  
**CURRENT PANT:** Next trunks, black with a neat blue pinstripe.



**GAVIN OGDEN //**  
NEWS EDITOR

GAVIN'S SPENT the last month making friends with students, but was not cool enough to join in their wacky rag week.

**CURRENT FAVOURITE GAMES:** *Halo, Project Gotham Racing, Amped*  
**CURRENT PANT:** None. Gav goes commando whenever he can.



**PHIL MADGE //**  
DESIGNER

WITH THE arrival of two football games this month, Phil's been recreating Spurs' recent 4-0 defeats. That'll be all three of them...

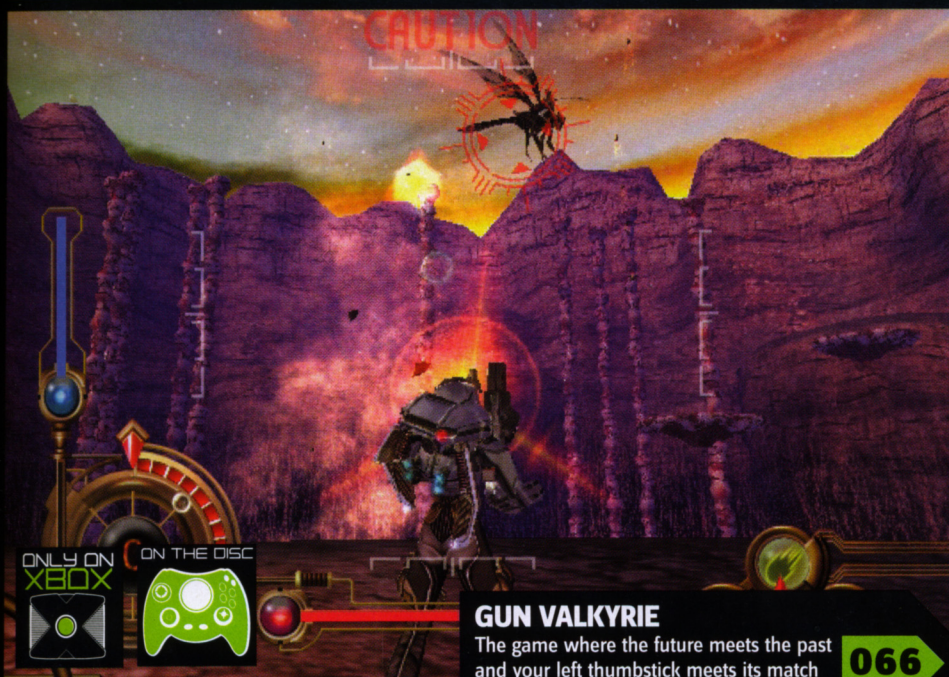
**CURRENT FAVOURITE GAMES:** *Moto GP, RallySport Challenge, 2002 FIFA World Cup*  
**CURRENT PANT:** Black Calvin Kleins [not borrowed from Ed].



**BEN TALBOT //**  
READER INTERACTION EDITOR

EVERYONE SAY hello to Ben. Go on, phone him up and say hello. And then ask him to explain, in detail, what PAL-60 means.

**CURRENT FAVOURITE GAMES:** *Gun Valkyrie, Munch's Oddysee, Wreckless*  
**CURRENT PANT:** *Simpsons* boxer shorts - an Xmas favourite.

**GUN VALKYRIE**

The game where the future meets the past and your left thumbstick meets its match

**066****2002 FIFA WORLD CUP VS ISS 2**

Two of the biggest footballing franchises hit Xbox at once. But which comes out on top?

**102****UFC: TAPOUT**

Bareknuckle brawling for the violence purist. Men in pants don't put us off

**084****CRASH BANDICOOT: THE WRATH OF CORTEX**

Big orange rat in shorts collects apples. Fun

**098****NBA INSIDE DRIVE**

The best basketball game on Xbox. Might even convert one or two non-believers...

**096****CRASH**

A fighting game with cars instead of fists. Also contains stunts of a cunning variety

**078**

## OTHER REVIEWS

**DEADLY SKIES**

S'pose you could be bored to death...

**073****ESPN WINTER SPORTS**

Extreme figure skating and downhill curling. If only that were the case.

**076****F1 2002**

So-up-to date, you can finish the current Formula 1 season before the real drivers

**082****KNOCKOUT KINGS 2002**

Beat up the best of male royalty from throughout history

**088****THE SIMPSONS ROAD RAGE**

Worst videogame everrrrrrrrr!

**089****ARCTIC THUNDER**

Snow can be so much fun. But not here

**090****TEST DRIVE OFF-ROAD: WIDE OPEN**

Cross-country trundling in a chunky pick-up

**091****BLOOD OMEN 2**

You'll never grow old, and you'll never die. But you must feed... on human blood...

**092****STAR WARS: OBI-WAN**

Young Ben Kenobi's deep space shenanigans blown wide open

**097**

**>>NEXT MONTH:** In Issue 04 (on sale Wednesday, May 22) we'll almost certainly be bringing you reviews of *Burnout*, *Spider-Man: The Movie*, *Moto GP*, *David Beckham Soccer*, *Mike Tyson Heavyweight Boxing*, *TD Overdrive*, *New Legends*, *MX2002*, *Spy Hunter*, *Red Card Soccer*, *Gauntlet Dark Legacy*, *Azurik: The Rise of Parathia*, *Jedi Starfighter*, *All-Star Baseball*, and Geoff Crammond's *Grand Prix 4*

## SABUROUTA MISHIMA

WITH ONLY ONE weapon and less range of movement than Kelly, samurai Saburouta is a tougher character to use. His Matchlock Cannon is more powerful to begin with, though, and he can also perform the GV Napalm dash attack from the start. Once you've mastered the controls, it's a good idea to use Saburouta at least for a few levels. His lack of mobility can be overcome once you're king of the boost dash.





## KELLY O'LEAMY

KELLY IS THE best character to play with first time out, because she's fairly agile and can lock on to enemies with her Heat Blaster while moving. By collecting Halley Cores hidden in each level, Kelly's Gearskin will upgrade itself, giving her more moves as you work through the game. She also gets to use the Drive Gun found on the first level, unlike Saburouta, who can't.

Forget everything you learned at school. Sega has rewritten history...

# GUN VALKYRIE

## GAME INFORMATION

DEVELOPER: SMILEBIT

PUBLISHER: SEGA

RELEASE DATE: MAY 2002

PLAYERS: 1

WEBSITE: [WWW.SEGA.COM/SEGA/GAME](http://WWW.SEGA.COM/SEGA/GAME)

/GUNVALKYRIE\_LAUNCH.JHTML

WORDS: ED LOMAS



**H**ALLEY'S COMET sweeps past Earth roughly every 76 years. Throughout history, it has captured the world's imagination with each pass, appearing in the Bayeux Tapestry in 1066 and on TV at least 400 times a day during its last visit in 1986.

But what you may not know is that on its 1835 fly-by, a mysterious substance fell to Earth from the comet. In 1870, a scientist named Dr Hebble Gate made a spectacular technological breakthrough with this material, which he named the Halley Core. By harnessing its amazing forces he generated a new energy source that changed the world, rapidly advancing mankind's development. >>>

# FLY, MY PRETTIES» Your jetpack is the key to unlocking what *Gun Valkyrie* is all about

IF YOU DO A succession of boost dashes near some enemies when in the air, the combo counter in the bottom-left corner of the screen will tick up. With every few boosts you manage to do in a row, your jetpack's fuel gauge is refilled slightly. Do enough and your cannon also gets powered-up. Rack up a 25-boost combo and you enter the Mobius State - a temporary but extra-powerful higher-scoring period.

- 1 **ENEMIES! QUICK** - use the left trigger to get off the ground!
- 2 Once in the air, click the left thumbstick to boost dash over the unsuspecting enemies.
- 3 Boost dash above their heads to round them all up into a heaving mess of legs.
- 4 When your cannon gets nicely powered-up, launch an explosive into the pile for maximum points!



↑ Fast-moving airborne enemies like this can be tricky to hit from the ground. Just jump up there and show them how that mid-air thing is done.

» Space travel soon became a reality, and the British Empire went on to colonise numerous distant planets.

By 1906, Dr Gate - now the most famous, rich and powerful man in the world - had mysteriously vanished, along with large numbers of deep space colonists. A high-tech protection force, known as Gun Valkyrie, was dispatched to far-off planet Tir na Nog to find out what off Earth was going on...

With *Gun Valkyrie* taking place in this alternate version of the early 20th century, it has a wonderful style, mixing alien worlds and space travel with steam-powered machinery and clanking cogs, along the lines of Jules Verne's classic sci-fi stories. It also means you end up

playing with strangely limited futuristic technology, so as well as fighting against hordes of mutant insect freaks you're simultaneously battling with your equipment.

The general idea in most levels is to simply track down and destroy all the enemies. The tracking down bit is easy enough, thanks to a map showing where every beastie is hiding, but actually manoeuvring your Gun Valkyrie character into position and destroying the enemies is where the real challenge lies.

The controls are a bit unusual, you see - when on the ground, a Gun Valkyrie isn't particularly mobile, making scraps against swarms of fast-moving alien spiders very tricky. The weapons (see the character profiles on

pages 066 and 067) are slow to fire, so simply running up to the enemies and letting rip isn't going to work.

Instead, you need to be a bit clever. Your suit - known as a Gearskin - is fitted with a limited jetpack and at first, it seems to be there just to let you jump a bit higher than normal.

But because you can use it to boost as well as jump, the suit is actually the key to getting through all the stages and racking up the best possible scores and ratings in each mission (more on that later).

Clicking the left analogue stick in makes you dash in any direction either in on the ground or in the air, enabling you to manoeuvre into safe shooting positions.

## BONUS INFO

### » SOME VALKYRIE

You can try out the first stage of *Gun Valkyrie* on this issue's Game Disc. Your mission is to collect the Drive Gun, then finish off all the enemies in the stage before exiting. While you don't need to use your boost dash too much, try having a go at performing boost combos when near enemies (when the word 'Caution' is flashing at the top of the screen). Get the hang of that and you'll master the full game earlier than most.

### » HIT THE SALES

After each level, you're awarded GVPs (Gun Valkyrie Points) which can be used to upgrade your Gearskin and weapons. Upgrades include lock-on to more enemies at once, increase your weapon power, improve your shields and the ability to take emergency fuel into missions. The really good upgrades cost lots of GVPs, so you need to master your in-game skills before being able to afford the funkiest kit.



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↑ Battles against the game's bosses are often epic, drawn-out scraps, with you leaping and dashing all over the screen to get the time and space needed for a clear shot.



↑ When playing as Kelly, weapon selection is extremely important. Got to use the right tools...

» You really need to train yourself to think in 3D, as well. Enemies attack from every possible direction, forcing you to constantly figure out the best way to get a clear shot at them while avoiding being caught in the crossfire, or running out of jetpack fuel and falling into some painful abyss.

It's all pretty basic stuff: you shoot things, you collect things, you beat some bosses and you earn points with which to upgrade your weapons between levels. But as you progress through the game, you're forced to learn new skills for each new type of level until you're battling the final boss and doing things you never thought possible early on in the game.

It's only when you finish *Gun Valkyrie* once that you really feel as though you know what it's all about, making the second time through a very different experience.

For example, first time round you'll be awarded a big bunch of 'D' rankings at the end of each level, not earning enough points to buy any of the really good stuff. But second time round you'll be going for perfect 'S' ranks in every area.

The core task is learning to use the jetpack to the full (see 'Fly, My Pretties!' section, page 068). You'll start off doing everything you can from the ground, but will soon be forced to get the hang of clicking the left

## BONUS INFO

### DREAMY ORIGIN

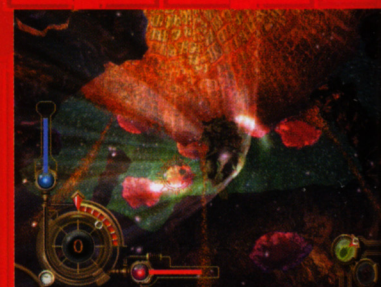
*Gun Valkyrie* was originally planned for release on Sega's now-defunct Dreamcast console. It was going to be a different kind of game, controlled with a light gun and d-pad, but that idea was scrapped fairly early in its development.

### CORE ESSENCE

Each level has a hidden Halley Core somewhere in it. As well as giving you a GVP bonus at the end of the stage, collecting them also affect Kelly's Gearskin, making it mutate into improved versions when certain numbers are collected. They supposedly contain the DNA of the original colonists of Tir na Nog, so they're actually people you're saving, not just sparkly balls of useful blackness.

## NAPALM DEATH

The skin-saving special move



↑ You need never touch the ground again!

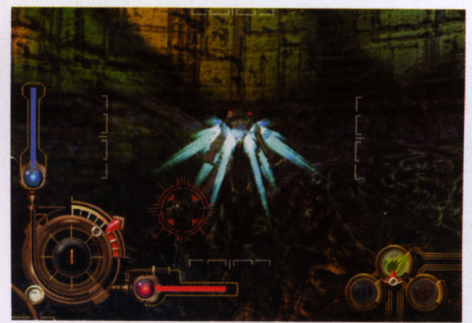


↑ Dash into enemies to kill them in one go.

IN RETURN for a chunk of jetpack fuel, you can pull off the GV Napalm - a special move that will wipe out any enemies immediately next to you - just by clicking both thumbsticks at the same time. Both Saburouta and Kelly can pull off a dashing version of this move, sending your character flying as a damaging fireball in any direction. Combining this attack with boost combos to constantly recharge your fuel levels, it's possible to complete stages without ever touching the floor. Expect major technique points in return...



↑ The distant colony of Tir na Nog isn't much like Earth. Giant mushrooms and vast chasms are everywhere.



↑ Learn to use your jetpack's handy hover feature.



↑ Lovely effects when using your GV Napalm.



↑ Big bugs with shields will bite when up close.



↑ Stand still for even a second and you'll be hit.



↑ Check every last nook and cranny for dangers.

"A spectacularly cool game with wonderful graphics and sound... loads of techniques to master"

» thumbstick repeatedly to dash around in the air. If it sounds a bit fiddly, that's because it is. It takes a certain kind of person to persevere through what seems to be a basic, awkward-to-control, very tough shooting game just so they can go back to the start and do it all again with newly mastered, even-more-awkward-to-control skills.

And while it's possible to do some amazing stuff once you've got the hang of things, the frustrating aspects of the game are never far away. The slowness of the controls doesn't mix well with the speed and mobility of most of the enemies you come across, leading to lots of occasions when you get hit unfairly. Add to this the fact that many sections are swarming with enemies and things soon get nasty.

It's also very hard work on your fingers and controller - you're constantly whacking the analogue sticks around, clicking them in and rattling away on the triggers - all the while gripping the pad as tightly as possible. With the frustration levels as high as they are, expect to smack your controller into things regularly, too.

The final boss brought on a stinker of an office-wide headache - partly through the intense, practically-in-tears frustration of the stage, and partly through whoever was playing

(mainly Ed) bashing the controller repeatedly into their forehead after each death.

This is the only game that any of us have ever played that's practically reduced players to self-mutilation. We even went hoarse from screaming at the screen swear words we didn't even know existed. This isn't a game for the more casual Xbox gamer, that's for sure.

There aren't many levels (15 altogether), there isn't much variety, there are only a few types of enemy, only two weapons, the level design is fairly bland, the controls are slow and it's extremely frustrating to play.

But at the same time *Gun Valkyrie* is a spectacularly cool game with a great theme, loads of techniques and skills to master, levels built around an advanced playing style, some extremely challenging stages, a rating system that constantly gives you something to go up against and wonderful graphics and sound.

This isn't what you want to hear in a review of a game, but you need to figure out for yourself whether or not you're going to like *Gun Valkyrie*. If you like something light-hearted and enjoyable, save yourself from a world of pain and stay away. But if you've got the skills, and fingers, balls and a forehead of steel, get stuck right in.



## THE VERDICT

### POWER

Lovely effects and characters, but scenery is quite basic and there's some slowdown in big boss fights.

### STYLE

Wonderful setting, complex-but-interesting story, cool characters, hardcore approach - very stylish.

### IMMERSION

Intense gamers will want to play through moments that will have normal people switching off.

### LIFESPAN

Tough but short - the replay value comes from mastering everything about every level in the game.

### GOOD POINTS

- LOOKS AND SOUNDS LOVELY
- ORIGINAL CONTROLS
- CHALLENGING WITH LOTS TO LEARN

### BAD POINTS

- EXCRUCIATINGLY FRUSTRATING AT TIMES
- QUITE SHORT IF YOU'RE NOT INTO REPLAY

### SUMMARY

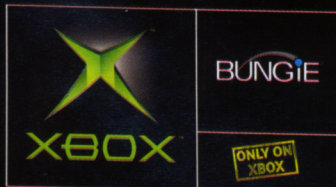
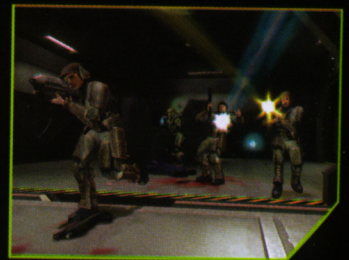
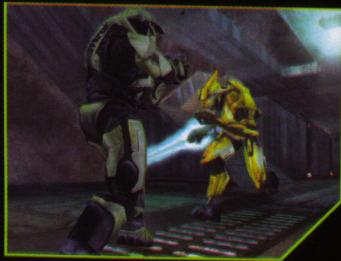
A no-frills gaming purist's dream, not for the faint-hearted. Intense, skilful action all the way.

## OFFICIAL UK XBOX MAGAZINE SCORE

# 7.6/10

» PREVIOUSLY: Preview - Issue 01, page 024  
» COMING SOON: Tips - Issue 04

# HUMANITY'S LAST HOPE IS YOU.



No pressure, but the mother of all combat games has arrived. Halo takes you to an alien ring world where you must destroy mankind's sworn enemy: The Covenant. Vanquish the alien hordes with a vast arsenal of weapons and vehicles, whilst laughing in the face of the Geneva Convention. Any wonder Edge magazine gave it 10/10. Just prepare your armoured underwear.

[www.xbox.com/uk/halo](http://www.xbox.com/uk/halo)

PLAY MORE. PLAY HALO.™





↑ This screenshot perfectly captures everything right and wrong with *Deadly Skies* – decent graphics, a bit of action but there's nothing truly exciting to make your heart race.

The closest many of us will ever get to fighter jets without spending two months in a Greek prison.

# DEADLY SKIES

WORDS: JON ATTAWAY

## GAME INFORMATION

DEVELOPER: KONAMI

PUBLISHER: KONAMI

RELEASE DATE: MARCH 22

PLAYERS: 1

WEBSITE: [WWW.KONAMI-EUROPE.COM](http://WWW.KONAMI-EUROPE.COM)



"ADDY, I WANT to be a fighter pilot." A familiar refrain, usually heard coming from the chocolate-smearing gobs of the under-fives, when they're not

whining about how little pocket money they get. But secretly, thanks to Tom 'Maverick' Cruise and his perfect teeth, sunglasses and volleyball serve in *Top Gun* everyone wants to fly a jet.

There's good jet-flying stuff in *Deadly Skies*,

chief among it being the overall look. It may not be spectacular, but it's full of incidental moments like the low-lying sun lighting up the jet with orange, and the dispersion of smoke when you're banking through a missile trail.

The jets themselves look nice and solid, and the explosions they cause when exploding are spectacular enough – although they often have "Bingo!" or "Shot Down" stamped across them.

The only problem with the graphics is the land surface, much of which is made up of flat, drab textures. It doesn't interfere with the gameplay, of course, but it should have been much better, because many missions have ground-based targets to destroy.

When you're higher up, though, the view is much better – emerging from cloud into crystal clear blue sky is a memorable experience, as is the battle that takes place above a brilliant blue sea, with the sunshine glinting across it.

Also shining bright is the sound. The music is of the dreadful Japanese rawk variety – so turn that off before you put on your flying goggles – but the sound effects pump out in real-time surround sound. Missiles scream past your ears, jet planes roar behind you – it's brilliant, and really puts you in the thick of the action.

Unfortunately, the game these sensual delights are bolted onto is a bit of a letdown. The main problem is the pace of the action, which is far too pedestrian for the subject matter. From the speed the ground passes by, you'd think you were on a Sunday

DEADLY PIES: MYTHICAL DEMON BARBER OF FLEET STREET SWEENEY TODD WAS SAID TO MAKE 'MEAT' PIES WITH THE BODY PARTS OF HIS MURDER VICTIMS. NEVER MIND FINDING A PIECE OF PANCREAS IN YOUR PASTY, WHAT ABOUT ALL THE HAIR? CERROSS.



## BUY ME TO THE MOON >>> Slay as you earn turns pounds into planes

INSTEAD OF automatically rewarding you with new planes when missions are beaten, you have to buy new jets with cash earned from destroying targets. This gives you a good reason to go after non-essential targets, since the nicer jets cost big bucks. But make sure you look after your plane - if you get shot down, the plane is lost forever.



>>> NOT ONLY do you personal satisfaction from shooting stuff down, your bank balance also goes up.



>>> It is worth accumulating the dollars, otherwise you miss out on flying the likes of the A10 Thunderbolt II.



>>> And here it is in action. Be careful - take one in the fuselage and your Thunderbolt will be history.



As well as airborne targets, there's plenty of stuff to shoot on land and sea.



There aren't loads of gauges and dials to pay attention to - a very good thing.

### BONUS INFO

#### >>> CATCH 'EM ALL

There are over 70 planes in *Deadly Skies*. However, collecting them all won't be something most people will manage, since they're lost when you get shot down. Realism is a pain at times.

#### >>> FIDDLY STICKS

There are three different control modes in the game - Novice, Expert and Ace. The more complicated and advanced ones make it easier to bank the plane tightly, but they don't really add too much to the gameplay, and controlling the plane is a bit annoying.

#### >>> NICE VIEW

If you're not fussed about seeing the plane you've spent your hard-earned on, you can switch to a natty first-person display. It doesn't add much to the gameplay, but it ups the dials-and-displays count considerably.

#### >>> NEW NAME, Y'SEE

If you were wondering why you haven't heard much about *Deadly Skies* from the US and Japan launches, it's probably because the game is called *Airforce Delta Storm* over there. Aside from the name, there aren't any other differences.

>>> afternoon jaunt rather than a dangerous mission. It always feels like the planes are plodding along at 30mph.

This lack of speed is compounded by the control of the jets, which aren't the most manoeuvrable beasts. The turning circle is very wide, so instead of dogfights being hectic and exciting, they're turgid and drawn-out.

The ability to upgrade your jet improves things slightly, but flying simply isn't as enjoyable as it might be. Switching to one of the more complex control methods (see 'Fiddly Flightsticks' Bonus Info) fails to add depth.

Also annoying is the game's structure. Missions are selected from an overhead map, which is a neat idea, but the more eventful missions - the sea battle, for instance, or the battle that takes place in the gorge - are few and far between.

Much of the game is taken up with tedious dogfights that you take part in *en route* to the interesting missions. It would have been much better to cut back on the dogfights and make every mission worthwhile.

Ultimately, it's the lack of speed and over-simple combat that bring *Deadly Skies* down to earth. The missions do become more interesting as the game progresses, and feature better planes and more enemies, but you always have to put up with the tedious, repetitive dogfights before you get to do anything interesting.

It's an awkward half-stab at being both an action title and a more serious simulation, and the resulting game won't satisfy fans of either game type. Sadly, *Deadly Skies* isn't the game you're hoping for if fast-paced flying and shooting is your bag.

## THE VERDICT

### POWER

This doesn't really stretch Xbox at all. Some fine views to be seen, mind, and a few smart effects.

### STYLE

Jets look nice, and the surround sound makes dogfights seem more exciting than they really are.

### IMMERSION

It's too slow and dull to keep you in the cockpit for anything like an extended flying session.

### LIFESPAN

Quite a few missions to try your hand at, but losing planes shot once may make you lose patience.

### GOOD POINTS

- NICE VIEWS
- SPIFFING JETS
- SOME GOOD MISSIONS

### BAD POINTS

- IT'S TOO SLUGGISH
- LITTLE VARIETY
- JETS AREN'T MANOEUVRABLE ENOUGH
- SHOULD BE EXCITING

### SUMMARY

Simply not fast or exciting enough to fulfil that fighter pilot dream. Doesn't, ahem, take my breath awaayyyyy.

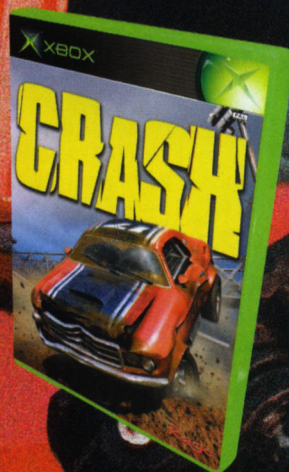
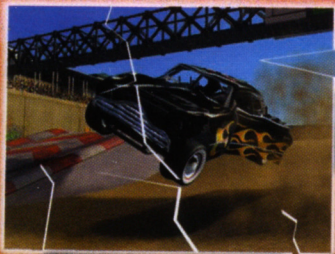
### OFFICIAL UK XBOX MAGAZINE SCORE

# 5.2/10

>>> PREVIOUSLY: Preview - Issue 01, page 028

>>> COMING SOON: Tips - Issue 04

**IT'S NOT ABOUT TACTICS, TEAM RULES OR TYRE CHOICES. IT'S ABOUT  
GETTING OUT THERE, PUTTING YOUR FOOT DOWN AND SMASHING THE  
HELL OUT OF ANYTHING THAT MOVES.**



**Rage**



**IT'S NOT THE WINNING.  
IT'S THE TAKING APART.**

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↑ Awkward controls, high speeds and all those trees... mind you don't go legs akimbo into a trunk.

A game in need of that Vick's Inhaler 'boost'

## ESPN INTERNATIONAL WINTER SPORTS

WORDS: STEVEN BAILEY

### GAME INFORMATION

DEVELOPER: KONAMI

PUBLISHER: KONAMI

RELEASE DATE: MARCH 22

PLAYERS: 1-2

WEBSITE: WWW.XBOX.COM/

ESPNINTLWINTERSPORTS2002

**Y**ES, WE MADE *Track and Field* don't you know," Konami would possibly say at a party, basking in the knowledge that a version of their legendary button-bashing sports title has graced almost every format since it first appeared in the arcades 19 years ago. It's probably responsible for RSI among thirtysomething males. Well, for most cases.

But if you then tried to put them on the spot by asking how they got from that sports classic to this tragic video game episode of *Winter Olympics*, once your back was turned to pick up a pork pie, they'd almost certainly be escaping through the toilet window.

Snowy slopes are a great place to play - as *Amped* (Issue 01, 8.7) showed, it can make for some really satisfying gaming. *ESPN Winter Sports*' take on the slopes, however, is dreadful. Take the slalom skiing, for example. Control is plain rubbish, taking an event that hinges on gracefully looping together turns and making you

skid awkwardly down the courses, weaving jerkily through each flag checkpoint.

The Bobsleigh is equally terrible, as you bump around the icy tube with no finesse, skill or fun. It even features turbo chevrons, just (not) like in the real thing. Maybe this is what a turd feels like as it careers out of control round the U-bend towards the sewers.

Speed Skating is an average bit of button-bashing action, Curling is alright if basic (much like the real thing), and Moguls (freestyle skiing over a series of bumps) is just a passable rhythm-building exercise.

The most enjoyable events, Snowboarding and Figure Skating, are the ones where control is taken away from you, and you're reduced to a game of Simon Says. With Snowboarding, you input a sequence of button presses just before catching some air to pull off a trick, and Figure Skating is a fairly cool take on arcade dancing games, where you press the directional-pad in time with the on-screen prompts.

The enjoyment you get from these, though, has nothing at all to do with the respective sports, and goes to show just how hollow and empty a game this really is.

Two bearable events are not enough to justify recommending this game, and the fact that it's for such a powerful console makes the whole package all the more shocking. Devoid of any thought, balance and pleasure, *ESPN Winter Sports* is a triple-A title - atrocious, awful and awkward. What could have been a yummy lemon Slush Puppie turns out to be nothing but a horrifyingly acrid mouthful of slightly melted yellow snow.



↑ A return to old-skool button-bashing.



↑ Four men, one metal tube, no fun.



↑ Ker-azy style dance action... on ice!



↑ Powerup zones? Why not rockets too?

### BONUS INFO

**PISTE LIST**  
Downhill, Ski-jumping and Halfpipe Boarding complete the 10 event lineup. There's one track per event. Each is worth playing just once.



## THE VERDICT

### POWER

Simple visuals and terrible controls don't push Xbox, just the patience of those who play it.

### STYLE

Bland sports fare. Bad music, dull competitors, funky replays and spandex suits come as standard.

### IMMERSION

None. It's as deep as your living room carpet, and as much fun as cleaning a toilet with your finger.

### LIFESPAN

Plenty of Olympic medal-chasing at first, but the shallow events will swiftly quash your quest for gold.



### GOOD POINTS

• FIGURE SKATING IS PRETTY GOOD FUN



### BAD POINTS

• SCRAPPY CONTROL METHODS  
• ZERO FUN FOR ALL THE FAMILY  
• DOWNHILL SKIING IS MISERABLY BAD  
• AND SO IS BOBSLEIGH


### SUMMARY

A pathetic effort at a sports anthology title. It's a game stuck firmly in the Ice Age.

### OFFICIAL UK XBOX MAGAZINE SCORE

**3.2/10**

**PREVIOUSLY:** This is the game's first appearance in the mag  
**COMING SOON:** Tips - Issue 04

A large illustration of Kain, a vampire with white hair and a black cape, in combat with a knight in full plate armor. Kain is holding a silver sword and a severed head. The knight is holding a large mace. They are in a dark, gothic setting with a stone wall and a lantern.

*To Behead  
Or Not To Behead  
That Is The Question  
- Kain*

# BLOOD OMEN 2

THE LEGACY OF KAIN SERIES



Kain, the most evil video game character of all time, is back to reclaim the land of Nosgoth.



Use your Dark Gifts such as Stealth, Fury and Charm to claim vengeance on your enemies.



Bare-clawed or with weapons, engage your enemies in close combat, then drain their corpses of blood.



PlayStation 2

PC CD-ROM

[www.legacyofkain.com](http://www.legacyofkain.com)



EIDOS  
INTERACTIVE  
[eidos.com](http://eidos.com)



↑ There are a handful of opportunities for serious stuntage, and when you do become airborne it only feels half as spectacular as it should do.

Pretty cars get mashed up real good in this glossy, petrolheaded mix of battling, driving and stunting

# CRASH

WORDS: STEVEN BAILEY

## GAME INFORMATION

DEVELOPER: RAGE

PUBLISHER: RAGE

RELEASE DATE: APRIL 8

PLAYERS: 1-4

WEBSITE: [WWW.RAGE.CO.UK/CRASH](http://WWW.RAGE.CO.UK/CRASH)

**T**HERE'S NOT much to a demolition derby. Take a clapped-out, MOT-liability of a banger and then clap it out even more in the most spectacular fashion possible.

It follows, then, that any game based on such car-nage only needs one thing. Shagged-out rustbuckets ploughing into one another at speed, willing and able to shatter into showers of scrap metal for the sake of visual fireworks and gutsy entertainment. That ought to do it.

And that's exactly what you get with *Crash*. Pick a vehicle, an arena, an event, go break stuff and that's yer lot. Overly polished cars skid about the place, and it all feels a bit plastic and toyish - more like ramming Hot Wheels into the skirting board than watching a *Car Wars* video.

The object is to propel your car into the fray - farting nitro as you go - collect some points and cause some serious wreckage, then retreat to a distance and do it all over again.

With such a madly slack handbrake at your disposal (handbrake turns are generous quarter circles turning your car on a penny) only makes things easier when you're lining up for your next drive-by. Everything is simple, but effective.

At the core of the game is a 12-level, 36-challenge Career mode. There's an interesting selection of game types on offer, but you can only play most of the really good ones once. There should be the opportunity to repeat the original and exciting challenges over 12 levels (see the 'Crash Barometer' section, far right) but instead, the tasks that turn up most often are the less interesting standard ones. ➤



↑ Hope that's not your engine block ablaze.



↑ Add a blast of Nitro for some serious scores.



↑ See someone hurt real bad? Put your foot down...



↑ That's your Dad's pride and joy, that is.

"Propel your car into the fray - farting nitro as you go - collect points, do some serious damage and then do it all again"

## BONUS INFO

### MULTIPLAYER

Up to four players can play simultaneously, with any of the vehicles or arenas available in the one-player Arcade mode. It's playable, but cramped. You can jump straight into some social carnage, but don't expect to be able to put any kind of skill or finesse into the mess. It's just fun, folks.

### MOVES

There's a whole new lexicon associated with making cars fight. Ram into a vehicle side-on, and it's known as a T-Bone. Hit someone head-on without taking any damage, and it's a Cherry Hit. Sideswipes, Blind Sides, Body Slams and Tail Whips are other moves available to the *Crash* driver.

### ARENAS

While they're all basically variations on a bowl, the arenas do have a bit more imagination. There's a car park, although it's only two storeys high and an underground section of four-lane highway. They're not that impressive on their own, but they could have been if they were allowed to blossom into something a bit more elaborate.

### CUSTOM MODES

In the Arcade mode, you're able to create a custom mode for each of the arenas available. The options, however, are fairly limited. For example, despite the range of game types, you're only able to select the basics (Hunter, Last Man Standing, Free For All, Point Limit).



↑ *Knight Rider*, eat your heart out

» An entire game could happily be based around some of the better challenges, such as Bus Jump and Skittles And Crates, but they're used as one-off novelties, and it's a waste.

Just as you're really getting into *Crash*, finding a favourite muscle car with the least garish paint job and realising that the simple gameplay doesn't have to make for a bland experience, you'll find you've seen most of what's on offer. You can customise the game types, but only with a limited range of options.

It's a bit gutting - kind of like when you realise that, despite the massive advances of science, you'll still be tying your own shoelaces this time next year.

The Career mode is great while it lasts, but also goes to show how underused *Crash*'s best features are. We managed to finish it in around five hours of solid play. No license »

## MAKING LESS OF A GOOD THING

» THERE ARE 18 different tasks in Career mode, out of a total of 36. The best ones only appear once, while the dull ones show up a few times. It's a pity, because the exciting levels are fun and original.



» **ELIMINATOR:** Back marker drops out every lap until one car is left. Frequency: 1



» **BUS JUMP:** Approach ramp, turbo to clear some buses. Top fun. Frequency: 1



» **SKITTLES AND CRATES:** Dodge skittles, hit crates. Powerslide-tastic. Frequency: 1



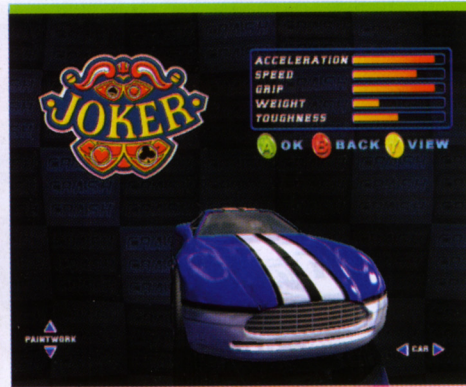
» **LAST MAN STANDING:** Battle for dear life; survivor takes all. Frequency: 4



» **BARREL ROLL:** Nudge barrels. It's a bit pedestrian, really. Frequency: 1

## SHOWROOM MATES >>> Twisted metal in the making

VEHICLES COME in three different flavours: Hot Rod, Muscle Car and Performance Car. Each has varying attributes as you'd expect, but all sound throbbing and manly enough to make you feel like you're overcompensating for small toilet parts. Here's our guide to what exactly each one is and what exactly each one does.



>>> **MUSCLE CARS:** The Travis of the *Crash* set - dependable, hard working, a bit dull. As tough as they are fast, with a fair amount of acceleration and traction to boot. Best used for in the free-for-alls, where such a mix of stats makes for a good points total. Types: Colaro, Bullet, Hammerhead.

>>> **HOT RODS:** Big burly lumps of squat steel which bumble along at snail's pace, safe in the knowledge that their armoured bodywork can do much damage. Best used in Last Man Standing rucks, where they can absorb the hits while doling them out and coming top of the heap. Types: Jaws, Phantom, Fireball.

>>> **PERFORMANCE CARS:** Sleek, zippy, accelerate from zero to blimey in a few seconds. Despite crumpling like a cheap deckchair at the mere sight of a crash barrier, they are useful - the faster you're travelling when hitting an opponent, the higher the points bonus. Types: Joker, Daytona, Thunderbolt, Wyverne.



↑ Plough into a pile-up to scam big bonuses.

↑ Parking spaces - make your own.

"There's something of a high score compulsion that means you'll keep coming back to the better events"

>>> tasks, no shopping for upgrades, no worries - just unlock a few cars and arenas, finish first and then you're done. Some boy bands have careers longer than that.

The Arcade mode is some compensation, since you can access most of the levels that you've punched through in Career mode and play them on Arcade-mode-only tracks.

There is, however, a slight high-score compulsion that means you'll come back to those events that you like, but it would have been so much more fun if they were longer and bulked up. This is a game in desperate need of

a Wonderbra to make best use of its assets.

*Crash* is loose and occasionally frantic driving fun, but the fleeting appearances of the good bits simply hint at just how great it could have been if more use had been made of that cool stuff. Instead of sticking to tasks and events we've seen loads of times in other racing games.

It needs more depth, more geekonomics, whether in terms of vehicle customisation, increased control and combo opportunities or simply more elaborate places to arse about. While you could do worse than buy this, *Crash* should have been a lot better.

## THE VERDICT

### POWER

Nothing amazing, but nothing really bad either. Solid, if basic, graphics and sound.

### STYLE

Everything runs smoothly, and the cars are almost too shiny for their own good.

### IMMERSION

Can be addictive, provided you're not after anything too rewarding. The good bits are very addictive.

### LIFESPAN

Career mode is over in a wink. Multiplayer adds a little extra but this isn't a long-term proposition.

### GOOD POINTS

- + SOME IMAGINATIVE GAME MODES
- + INSTANT, LO-FI FUN

### BAD POINTS

- GOOD FEATURES ARE UNDERUSED
- FEW THINGS TO DO
- GRAPHICS NOT A PATCH ON OTHER XBOX DRIVING GAMES

### SUMMARY

Good fun for the few hours that it lasts. It's a shame now wasn't made of the original and exciting sections.

OFFICIAL UK XBOX MAGAZINE SCORE

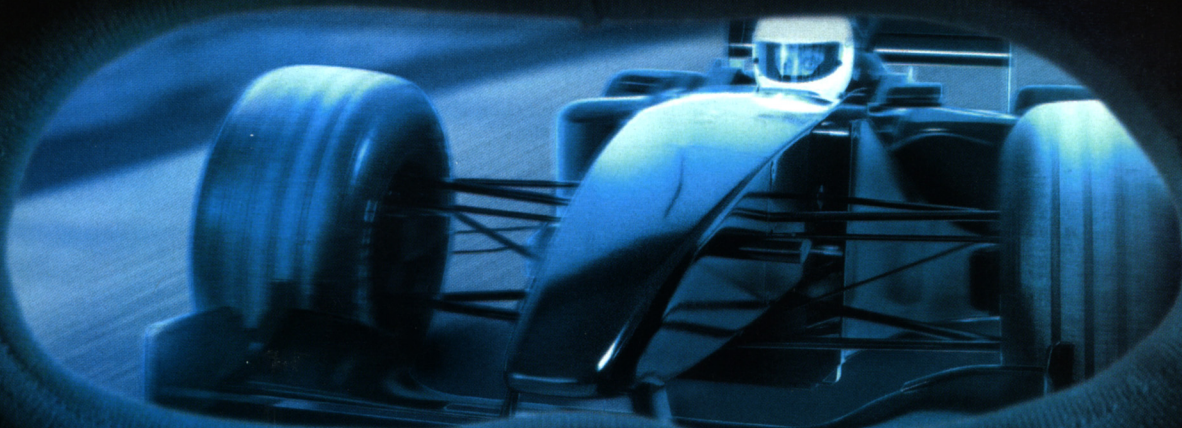
**6.6/10**

>>> PREVIOUSLY: Preview - Issue 01, page 030

>>> COMING SOON: Playable Demo - Game Disc 04; Tips - Issue 04,



"An official product of the 2001 FIA Formula One World Championship licensed by Formula One Administration Ltd."



GEOFF CRAMMOND'S

# GRAND PRIX 4

NOTHING GETS CLOSER

## Coming May 2002

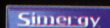
PC GAMER March 2002

"Geoff and his team are unstoppable."

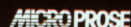
Official Xbox Magazine March 2002

"The last word in F1 racing comes to Xbox"

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[www.grandprixgames.com](http://www.grandprixgames.com)



↑ You've got to suspect that EA went to the trouble of getting even the helmet pattern right.

It's F1, captain, exactly as we know it

# F1 2002

WORDS: JON ATTAWAY

## GAME INFORMATION

DEVELOPER: EA SPORTS

PUBLISHER: EA SPORTS

RELEASE DATE: MARCH 22

PLAYERS: 1-2

WEBSITE: WWW.EASPORTS.COM

**F**ORMULA 1 is the purest, most exciting form of motorsport yet devised, and the video game grid is almost as tightly packed with contenders as the real, fuel-belching circus itself.

It's not hard to see the appeal of screaming round corners at 200mph, and EA's game is the first opportunity - although certainly not the last - to do just that on Xbox. The question is, is F1 2002 a Ferrari or Minardi?

There's plenty to admire here. Proper drivers and tracks with detailed cars and slick presentation make for an enjoyable TV-style F1 session. And everything is as up-to-date as it's possible to be with the full set of 2002 stats.

When you're driving, the game's fast and oh-so playable. If you want to scream around Silverstone (or one of the other 16 accurately-recreated courses) without worrying too much about the intricacies of the sport, then you're well catered for. The arcade mode is one of the game's strengths, letting you jump straight in and have a challenging race from the off.

Hardcore race nutters will prefer the Simulation controls though, turning every corner into a battle between hand-eye coordination and the cold, hard laws of physics.

To teach you how to get things right, the main single-player mode requires you to pass a series of challenges, ranging from simple acceleration and braking exercises to trickier corners and chicanes.

They work in much the same way as the licenses in the PlayStation's *Gran Turismo* games, teaching you the basics you need on the tracks. It's a good idea, and one that's welcome in the tricky world of F1 racing.

There's nothing inherently wrong with F1 2002, and at this stage, it's the Xbox F1 race leader. But as a racing game, it's simply not as fun as *RalliSport Challenge* (Issue 01, 8.5) or *Project Gotham Racing* (Issue 01, 8.9), and there's every chance the upcoming *Grand Prix 4* could out-F1 it in every way.

So then, Ferrari or Minardi? Actually, it's more like a mid-table Jordan.



↑ Blue car, red car... and only 60 more laps.

## BONUS INFO

WET AND SMOKY  
There are some quality atmospherics in F1 2002, but best are the rain and the belching exhaust cloud that covers the starting grid.



↑ Inches away from disaster (or glory).



↑ Visibility: nil. Speed: 186 mph.



↑ Jensen's throwing fireworks again...



↑ Drive perfectly to pass the challenge.

## THE VERDICT

### POWER

Some reasonable sights, but nothing actually that jaw-dropping on display here.

### STYLE

EA has been doing just this for six years now. It's authentic as is humanly possible.

### IMMERSION

It very much depends on your thoughts about F1 and it's unlikely to convert non-believers.

### LIFESPAN

If you can cope with the tough Simulation mode, this could keep you going until F1 2003.



### GOOD POINTS

- ✓ VERY FAST
- ✓ SLICK PRESENTATION
- ✓ ACCESSIBLE ARCADE RACING



### BAD POINTS

- SIM MODE IS EXTREMELY TOUGH
- SEEN IT ALL BEFORE

### SUMMARY

A solid F1 title with everything a fan could want - great graphics and handling - but this is mere evolution, not revolution.

## OFFICIAL UK XBOX MAGAZINE SCORE

# 7.1/10

PREVIOUSLY: Reviews Round-up - Issue 01, page 032  
COMING SOON: Tips - Issue 04

SEGA



Distributed by



# THE WEAPON

No-one can skate like you, with speed, skill, making your mark, tagging all over the city.  
 Everyone is after you, rival gangs, the cops, the army... with troops, tanks, helicopters...  
 Your wheels are your way out, with DJ Professor K on the airways to stop you from getting busted.  
 You've got to come out on top, but have you got what it takes?



"Quite frankly, it's one of the most beautiful games ever made."  
 Official Xbox Magazine 8.9/10

"...one of the games you simply have to own"  
 XBM 9/10



**JSRF**  
 JETSETRADIOFUTURE

urban action



↑ This moment pretty much sums up the game - a swift smash to the noggin from Jeremy Horn leads to blood splashing and makes us wince.

Makes wrestling look like two old ladies going for the same tea cosy at the Methodist Church jumble sale

# UFC: TAPOUT

WORDS: JON ATTAWAY

## GAME INFORMATION

DEVELOPER: **DREAM FACTORY**

PUBLISHER: **UBI SOFT**

RELEASE DATE: **APRIL 26**

PLAYERS: **1-8**

WEBSITE: **WWW.UFCVIDEOGAME.COM**

**U**LTIMATE FIGHTING Championship, for those of you not into American extreme fighting franchises, is the most brutal, bloody circus of men-in-pants violence you can imagine. Psychopathic rednecks kick and punch each other until they pass out, or one of them begs for mercy by slapping the floor - the 'tapout' of the title. Of all the sports in the world, this is the one you'd really want to have a doctor's note for.

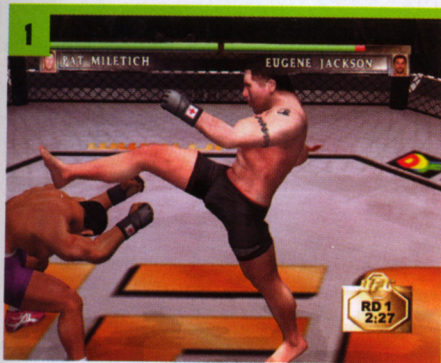
All of which makes it ripe for a video game adaptation. It's not hard to see the appeal of smashing a lairy muscleman in the face, and here there are none of the life-threatening consequences you'd get in real life. *UFC: Tapout* features 27 real-life UFC thugs ready to belt one another around the chops, and like the sport it simulates, it's savage.

It feels like a hybrid between a hulking, grapplesome wrestling game and the faster fisticuffs of something like *Dead or Alive 3* (Issue 01, 8.5). Each of the four main buttons is assigned to a different limb, allowing for some swift left-right-kick combos. Pressing buttons together allows for grapples and counters - both of which are essential techniques if you want to leave the ring with an intact face. It's also an intuitive system that lets you get stuck in quickly, and also learn new techniques as you go on.

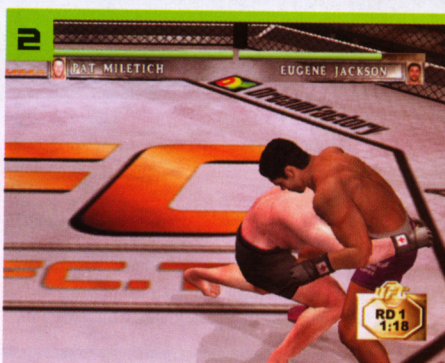
As you get into the game, you'll find yourself guffawing and wincing in equal measure as you smack a scumbag's face into the canvas, splashing his blood all over the place - it's like *Jerry Springer*, but



## PLEASED AS PUNCH >>> Here's how to disfigure a man in double-quick time...



>>> WEAR DOWN the opponent with a barrage of punches and kicks before you try the fancy stuff.



>>> When he's weak, dive in and grapple him to the floor. Hopefully, he'll be unable to stop you.



>>> Once he's on the canvas, the serious business of pummelling his thick face can begin.

### BONUS INFO

#### >>> BLOODY BRILLIANT

Take a look at the options screen, and you can toggle the amount of the red stuff that gets spilled during fights. We whacked it up to max, naturally.

#### >>> BUNDLE!

The tournament option enables players to set up eight-man competitions, whittling a group of friends down to a single psychopath over a series of rounds. It's good fun, since the six that aren't playing tend to do a good job of replicating a real UFC crowd with their baying for blood.

>>> without all the intrusive morality. But once the initial amusement (or horror) at the violence has subsided, what's left is a playable, if unspectacular, fighter.

The uncompromising violence means that bouts don't tend to last long. Each fighter tries to wear the other down with nose-splitting punches and shin-crunching kicks before grappling them to the floor and bludgeoning them into unconsciousness. Fights lengthen dramatically once you get the hang of the

counters, letting you turn practically any attack against the aggressor.

But despite the generous amount of fighters, there's not a huge amount of variety in the way they play or look.

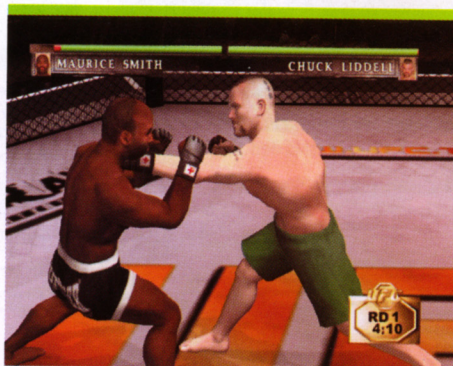
Whereas a beat-'em-up like *Soul Calibur* or *Dead or Alive 3* provides wildly differing characters and outlandish moves, *Tapout* is constrained by its realism. Although the combatants boast different fighting disciplines like wrestling or kickboxing, they don't really

feel that different to one another - meaning there's a lack of variety in the combat.

It's a mixed bag in the looks department, too. The characters are well done - never have thick-necked men in pants been so lovingly modelled and animated. They all look just like their real-life counterparts (check the amusing mugshots in the menus), are packed with plenty of detail and they move smoothly. But this graphical excellence doesn't extend to the fighting arena, which consists of >>>

## THERE'S ALWAYS ONE BAD GRAPPLE >>> Hold on for dear life

GRAPPLING IS an incredibly important part of *UFC: Tapout* fights; it's where most of the fun comes from. Two-player bouts can go for whole rounds without a single hit being landed, as players roll around the ring countering punches and hold attempts. Our easy-to-follow Grapplegraph explains just how the humble hug can lead to tears before bedtime.



>>> There are two ways to grapple an opponent to the floor. Either counter a punch like this...



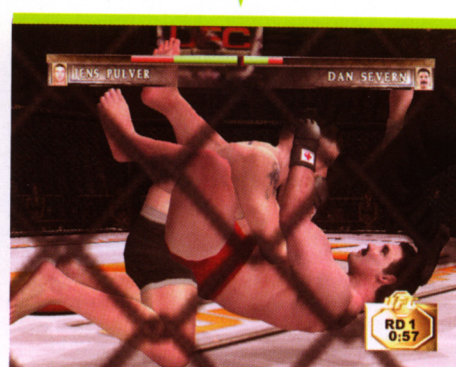
>>> ...or just dive at them to tackle them to the floor. Now the fun starts.



>>> If on top, go for a tapout, or bludgeon. If on the bottom, counter to roll the other guy on his back.



>>> The chap on top has a strong advantage but he can easily be elbowed in the face from this position.



>>> This nasty pose can lead to all sorts of agony. Try and counter yourself out of it as soon as possible.

FILLING TIME: SOME B-STONE PILLOCK REDNECK STOVED YOUR HEAD IN? GET YOUR CREDIT CARD OUT - A FULL SET OF DENTURES FROM A PRIVATE DENTIST WILL SET YOU BACK AROUND £500.

## INTRODUCING MR PSYCHOTIC >>> The create-a-player mode



>>> A pixel-perfect Production Editor Paul steps into the ring with current UFC world champ, Tito Ortiz.



>>> Things don't start well for the mild-mannered wordsmith, who immediately has his face smashed in.



>>> But Wilson always gets submissions on time, and it's not long before Ortiz is held in a painful arm lock.



↑ The Bumbang, Arizona Ballet Troupe's *Swan Lake* 2002 reinterpreted the classic dance.



↑ The canvas ends up like a butcher's apron.



↑ "Can't we just be friends?"

"It provides remarkably vicious fights by the ambulance-load"

>>> a drab canvas and a dark, almost black background. It looks like it was cobbled together in a hurry.

There are other annoyances, such as the TV-style presentation, which attempts to show grapples from a ringside view. Occasionally it uses an angle that puts a fence-post directly between the camera and the action. When it happens, it's all too easy to lose the bout because you can't see what the hell is going on - which is very frustrating. Capping it all off, is the poor presentation. The menu screens are functional enough, but they look cheap and nasty.

But for its faults, the game achieves what it

sets out to do - provide remarkably vicious fights by the ambulance-load. The punches and kicks that you rain down upon your opponent are solid and painful, and successfully flipping an opponent onto their back and punching their lights out is satisfying in a primal way.

The fighting core of *Tapout* is very playable, and matches between two players familiar with the counters and grapples can be a lot of fun. Single players may get bored quickly thanks to the lack of variety, but with a friend to fight, *UFC: Tapout* becomes something much better, letting you bash one another to pieces in a pleasingly violent fashion.



### BONUS INFO

#### >>> ENTER THE DRAGON

There's an unusual graphical technique at the start of single-player tournament fights, where the polygonal fighter is superimposed against pre-rendered footage of a screaming UFC crowd. It looks a bit weird, but is quite effective at stirring up a bit of pre-bout atmosphere.

#### >>> GIVE ME 50, PAL

We played *UFC: Tapout* with our Xbox set to PAL-50, and enjoyed full screen, smooth scraps. If you have it set to PAL-60 though, you'll notice a slight glitch going across the screen about shoulder height on the fighters. As with *Halo*, the sterling job done on the 50Hz conversion seems to mean the 60Hz mode isn't quite as good.

#### >>> BITCH SLAP

Among the hidden characters is the fetching slapper who carries the round number board. She's incredibly vicious, and wastes no time in burying her pointy heels in your face. What a woman.

## THE VERDICT

### POWER

The fighters make the most of Xbox hardware - their surroundings do not.

### STYLE

The menu screens and general presentation of the game are as stylish as an Iowa trailer park.

### IMMERSION

Splitting people's faces is fun, and there are plenty of square-jawed faces to do it to...

### LIFESPAN

...but it's too repetitive in single-player. Two-player matches are a top laugh though.



### GOOD POINTS

- GREAT CHARACTERS
- INTUITIVE CONTROLS
- INCREDIBLY VIOLENT



### BAD POINTS

- NOT MUCH TO IT
- SOME ODD CAMERA ANGLES
- NO VARIETY IN THE FIGHTERS' GET-UPS

### SUMMARY

A decent, brutal two-player fighter, but a bit one dimensional if you don't have anyone to play against.

OFFICIAL UK XBOX MAGAZINE SCORE

7.4//10

>>> PREVIOUSLY: This is *UFC: Tapout*'s mag debut

>>> COMING SOON: Tips Issue 04; Game Movie - Game Disc 04



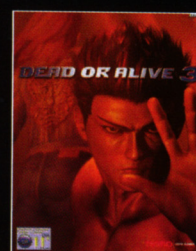
IT CAN BE HARD TO  
ADJUST TO REALITY.



OK, so you'll think you're a black belt once you've experienced the breathtaking DOA3. Boasting multi-tiered game play, scenery that can be trashed and amongst others, two new trouser arousing characters: Christie and Hitomi. DOA3 gives other fight games a damn good kicking. So, no surprise CVG magazine reckon 'No beat'em up has ever felt as smooth and looked as sexy.' But please remember, it's a whole lot easier to kick ass on Xbox than in reality.

[www.xbox.com/uk/doa3](http://www.xbox.com/uk/doa3)

PLAY MORE. PLAY DEAD OR ALIVE 3.





↑ "Bit of fluff in the old belly-welly button there, old chap."

## The boxing sim returns in annual update

# KNOCKOUT KINGS 2002

WORDS: JON ATTAWAY

### GAME INFORMATION

DEVELOPER: BLACK OPS ENTERTAINMENT

PUBLISHER: EA SPORTS

RELEASE DATE: MARCH 29

PLAYERS: 1-2

WEBSITE: WWW.KNOCKOUTKINGS

2002.EA.COM

**A**S THE FIRST TO hit the shelves of a trio of Xbox boxing games (*Rocky* and *Mike Tyson Heavyweight Boxing* are currently in training), *Knockout Kings 2002* comes out fighting from the first bell. And though it packs a good enough punch to split your lip, you're unlikely to be knocked out by it.

A well-rendered seedy manager-type takes you under his wing in the career mode - a fifteen-fight route to the top table and World Champ status that pits you against the best boxers in history, each one returning here at the peak of their physical fitness. The heavyweight belt is held by Will Smith - sorry, Muhammad Ali - and judging by his behaviour, he's quite keen to keep it. Other familiar faces include three-time champ Evander Holyfield and Ireland's favourite scrapping fella, Barry McGuigan.

Real-life boxers may not be too pretty, but this game certainly is. All 45 boxers are superbly rendered, complete with bruises, cuts and pained expressions. It all runs fast and smooth, too, and even by EA Sports' sky-high standards, the presentation is impressively slick.

After a pep talk from the referee the fighting begins, and it's here that the game stumbles as, like a mismatched title fight, the gameplay isn't in the same league as the visuals. Basically, it all feels a bit random: the computer-controlled opponents maintains such a steady barrage of attacks that sneaking in a counter punch relies on you just button bashing.

The more considered approach - blocking, then going for a well-placed jab to the chin - never seems to pay off. Which is a shame, because the unthinking onslaught approach needed to progress makes the game far less satisfying and skilful than it should be.

Even so, fights in *Knockout Kings* can be good fun. Landing a big punch still feels meaty, especially when it's a knockout punch. Watching your opponent crash to the floor like a punch-drunk lump of haggis is laugh-out-loud funny, particularly when they try and hit you as they go down. The fools!

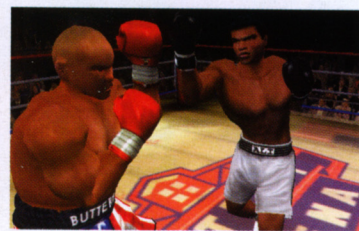
But nice touches aren't enough to save it from a points defeat. Ultimately, *Knockout Kings* suffers the same problem from which boxing itself often suffers. It's flashy, simple-minded, and provides a disappointingly short-lived burst of entertainment.



### BONUS INFO

#### RING PIECE

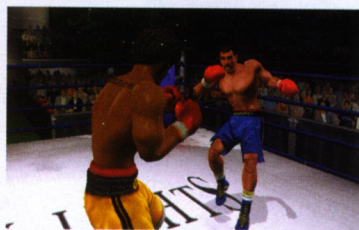
There are ten different venues of violence that let you hit people in locations like sweaty gyms, Caesar's Palace and even outdoors.



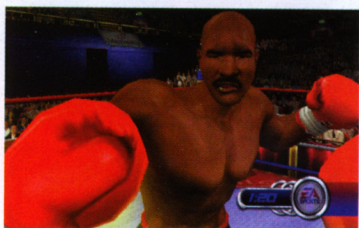
↑ Float like a butterfly, sting like a bee.



↑ Lennox vs Eastender's Beppe.



↑ Duck the hook! Duck the hook!



↑ Impressive smack-in-er-face detail.



## THE VERDICT

### POWER

Impressive, highly detailed and recognisable boxers who move smoothly and quickly. Good stuff.

### STYLE

A better-than-usual slick (yet slightly soulless) lick of EA Sports paint, generously applied.

### IMMERSION

Anyone into their big-name beat-'em-ups will crave a bit more depth than this offers.

### LIFESPAN

All the tournament, career and quick scrap options you'd expect, but little variety in the bouts.



### GOOD POINTS

- + GREAT KNOCKOUT SEQUENCES
- + DETAILED THUGS
- + A VERY DEEP CREATE-A-BOXER MODE



### BAD POINTS

- FIGHTING IS TOO SKILL-FREE AND RANDOM
- NOT MUCH VARIETY

### SUMMARY

All brawn and no brain in what is ultimately an excellently presented, but actually fairly limited scrapper.

OFFICIAL UK XBOX MAGAZINE SCORE

# 6.3/10

» PREVIOUSLY: This is *Knockout Kings 2002*'s debut.  
» COMING SOON: Tips - Issue 04



↑ Doo-doo-doo de-doo-dut-dut der-ner-ner-ner... parp, parp.

Simpsons, eh? Unleash the hounds...

# THE SIMPSONS ROAD RAGE

WORDS: ED LOMAS

## GAME INFORMATION

DEVELOPER: **RADICAL ENTERTAINMENT**  
PUBLISHER: **ELECTRONIC ARTS**  
RELEASE DATE: **MARCH 22**  
PLAYERS: **1-2**  
WEBSITE: **WWW.SIMPSONSROAD RAGE.COM**

**T**HE SIMPSONS cartoon is the best thing ever on TV. *Crazy Taxi* is a classic arcade game from Sega. Combine the two and, due to the unfathomable

laws of video game mathematics, you'll get something far less than the sum of these parts.

In *The Simpsons Road Rage*, you choose one of 17 collectable characters and drive around Springfield taking other characters to their destination as quickly as possible. The faster you do it, the more money and time you get, while bonus cash is available for additional tasks like driving carefully or smashing stuff up.

It's practically an exact copy of *Crazy Taxi*'s winning formula, but while it's a perfectly playable game, the subtle gameplay tricks of Sega's worthy arcade title have melted away.

It's too simple to drive - the cars accelerate almost instantly, hardly ever lose traction and you can drive straight through most traffic flows without smashes. There's no real skill in

navigating around Springfield either, since arrows show you exactly which roads to take. And there isn't anything more to it than that - you just drive from one destination to the next until you run out of time.

The best thing about the game, and the main reason that anyone would want to play it, is the *Simpsons* connection. And while the stupidly basic graphics capture the essence of the cartoon (but in 3D), it's the sounds that work best. All characters have a bunch of (mostly) amusing quips that they freely reel off, and while this is initially enough to make you hunt down favourites, they quickly lose their charm with extended play.

With long loading times to top everything off, *The Simpsons Road Rage* feels a little too outdated, knocked-out and lazy. Fans of the show will get an full evening's enjoyment from it, but it's certainly not worth buying at full price.



↑ RTA fatalities were rare in Springfield.

## BONUS INFO

### DOUBLE BILL

Two-player head-to-head is best, as you and a pal squabble over one passenger. Blasting round this familiar town to get to them first is great fun.



↑ Hoots, that's a bonnie wee tracky.



↑ Behold - the car designed by Homer.



↑ Its horn even plays *La Cucaracha*.

## THE VERDICT

### POWER

Runs smoothly because it looks incredibly simple. Not really what you want from an Xbox game.

### STYLE

Looks like a rosey 3D version of the cartoon, although the authentic voices do lift it a bit.

### IMMERSION

While quick to get into, the lack of variety makes Springfield a dull place to be within hours.

### LIFESPAN

The one-player stuff won't last very long at all. Occasional two-player matches are fun though.



### GOOD POINTS

- ★ TWO-PLAYER MODE IS FUNNY
- ★ THE VOICES ARE AMUSING FOR A WHILE



### BAD POINTS

- ★ BLAND GAMEPLAY
- ★ MISSION MODE IS RUBBISH
- ★ LONG LOADING TIMES

### SUMMARY

A pretty scabby game made bearable by its retarded simplicity, funny voices and fun two-player mode.

## OFFICIAL UK XBOX MAGAZINE SCORE

5.9/10

PREVIOUSLY: This is *The Simpsons Road Rage*'s debut in the magazine  
COMING SOON: Tips - Issue 04

BART'S BLACKBOARD BESTS: NOBODY LIKES SUNBURN SLAPPERS. FUNNY VOICES ARE NOT FUNNY. I AM NOT DELIGHTFULLY SAUCY. NERVE GAS IS NOT A TOY. I AM NOT CERTIFIED TO REMOVE ASBESTOS. THERE IS NO ROMAN GOD NAMED 'FARTACUS'. I WILL NOT SELL MY KIDNEY ON eBay AND MAKING MILLHOUSE CRY IS NOT A SCIENCE PROJECT.



↑ Be amazed that so many things can be on-screen at one time... for so little purpose.

It ain't what skidoo, it's the way that skidoo it

# ARCTIC THUNDER

WORDS: ED LOMAS

## GAME INFORMATION

DEVELOPER: MIDWAY

PUBLISHER: MIDWAY

RELEASE DATE: MARCH 22

PLAYERS: 1-4

WEBSITE: WWW.ARCTICTHUNDER.

MIDWAY.COM

**Y**OU WANT TO DRIVE a skidoo. You know you do. They look like the most fun vehicle on earth (vibrating helicopter backpack excepted). Part tank, part skis, part lawnmower, they can motor over frozen water of any consistency at high speeds. But pass them through a video game filter and they can also handle concrete, metal and molten lava, blast up to nosebleed-inducing velocities and shoot missiles and grappling hooks out of their nose cones as they fly by.

Midway - the world leader in video game exaggeration (they also did stupidly over-the-top NHL Hitz 20-02 - Issue 02, 7.4) has taken skidoo driving to ludicrous extremes in *Arctic Thunder*.

We're getting snow and vehicles and big jumps and weapons, which sounds great, huh? But unfortunately, it's not. It's rubbish.

First off, it looks disgraceful - like a lazy old PlayStation game with zero style. The tracks are all blocky, snowy canyons peppered by random lumps of trackside scenery.

Next there's your quest - to beat a bunch of other skidoos to weapon, speed, shield and many more generic boosts that will help you barge your way to the front of the pack. It's the kind of non-idea that's bored you a thousand times before this.

Then there's the skidoos, sleek, fast and seemingly ideal for some on-the-edge racing. But there's practically no need to steer the damn things, you just point them roughly towards bends and they'll get round any corner, even if it means scraping all the way around (aargh!) an invisible wall. Since you lose negligible speed for any mistake, no skill is required to play.

Even if you get knocked off your skidoo by a homing missile or a punch to the gob, you reappear a second later, at full speed, and WAY AHEAD of where you fell off! With no sense of danger or excitement on any level, at any point in the game, *Arctic Thunder* exists as a demonstration of how bad Xbox games can be if developers simply dust off a tired idea for this shiny new format.



↑ Boring mid-air explosion boredom.



↑ Since when could a skidoo fly?



↑ White lines... don't do it baby...



↑ ...by which we mean 'buy this game.'

## BONUS INFO

### BAD POINTS

Points gained from downing riders can be traded for upgrades, to open tracks or to unlock multiplayer battle arenas.



## THE VERDICT

### POWER

It's so basic and scruffy looking, your Xbox won't even notice that it's running a game.

### STYLE

None. Horrible characters, sound and menu screens... Smell the stench of cheap video game.

### IMMERSION

There's always stuff happening, but since the point is there is no point, you won't care.

### LIFESPAN

Can always keep earning points to unlock bonuses, but you'd be a strange person to want to.



### GOOD POINTS

...?



### BAD POINTS

- LOOKS ATROCIOUS
- NOT A SINGLE INTERESTING IDEA
- LOADS OF BUGS AND GLITCHES
- NO EXCITEMENT
- JUST FEELS SO POINTLESS

### SUMMARY

A disgraceful excuse for an Xbox game. Looks dreadful, has no new ideas and feels limp and lifeless to play.

### OFFICIAL UK XBOX MAGAZINE SCORE

# 2.4/10

» PREVIOUSLY: This is *Arctic Thunder*'s debut in the magazine  
» COMING SOON: Tips - Issue 04



↑ By any route, taking any risks, just get to the next checkpoint. Good idea. Bad game.

Let's offroad! Actually, on second thoughts...

# TEST DRIVE OFF-ROAD: WIDE OPEN

WORDS: STEVEN BAILEY

## GAME INFORMATION

DEVELOPER: ANGEL STUDIOS

PUBLISHER: INFOGRAMES

RELEASE DATE: OUT NOW

PLAYERS: 1-4

WEBSITE: WWW.TDORWO.COM

**F**IRST IMPRESSIONS last, and the initial feeling you get from *Test Drive Off-Road: Wide Open* is the same one you get when you chuck the pad to the floor soon after sobbing "Dear God... no more!"

Start button your way to the vehicle select screen and you meet a range of trucks seemingly modelled directly from ineptly constructed *Blue Peter* cereal box/ loo roll projects. We've seen more polygons on a GCSE maths paper. But graphics aren't everything, let's jump to a single race on one of the massive areas available.

Oh. Threadbare terrain seemingly poached directly from an early PlayStation 2 game. But let's see how the thing handles - even *Mega Trolley Dash* would be a fabulous game if it handled well enough.

Oh. Off-road vehicles without, it would appear, any suspension. Railway tracks, grass, gravel - vehicles don't notice the difference as

they carry on without even the slightest wobble. There's no sensation of driving an all-terrain, slope-eating, elephant-worrying mean machine. All you get is a dull vehicular experience with minimal reward.

Briefly, things do get better. But only a bit. Unlock the lengthier races and it begins to feel like a racing game. Land a daring jump, ride the wall-of-death round a canyon rim to gain a few seconds, glance back as the pack splits into risk-takers and safe straight-liners then flit it to the next checkpoint... it's almost fun.

Then you realise that the AI, even on Easy level, is set to 'Robotic Nazi.' Cars stick to their racing lines like tube trains, and if you come to blows with one of the oversized heaps, you always, *always* come off worse, pinballing off ledges while the computer car doesn't even skid.

Trackside objects arbitrarily either shatter with the slightest nudge or halt you dead in your tracks. And while the interior dirt tracks of the stadium mode make for far less frustrating races, it's not enough - anyone familiar with early PS2 title *Smugglers Run* will, literally, be in familiar territory. *Off Road: Wide Open* is exactly the same, only inexplicably worse.

Sure, you can drive anywhere over the sprawling terrain, but you won't want to. Sure the career mode opens up better vehicles, but faster isn't any more fun. This is a PS2 hand-me-down that's scruffier than a car boot sale teddy bear. Even the title is off-key - *Off Road: Wide Theybothor* is much better.

## BONUS INFO

### ANGLE GRIND

An arguably pointless feature is the ability to control vehicle pitch and roll during jumps. Is there any need for this? We doubt it.



↑ Hang on... 123mph? It doesn't seem like it...



↑ Count those appealing shades of brown...



↑ ...there are more than polygons in this car.

## THE VERDICT

### POWER

The thermostat on your central heating control has more processing power than this.

### STYLE

Drab visuals are mandatory in the washed-out, vitality-free world of *Test Drive: Off Road*.

### IMMERSION

The lack of vehicle/ ground interaction will soon have total dieselheads sucking a tailpipe.

### LIFESPAN

Lots of vehicles and tracks. Lots of *bad* vehicles and tracks. Unlocking stuff is a waste of your life.



### GOOD POINTS

+ SOME DECENT COURSE DESIGN



### BAD POINTS

- RUBBISH GRAPHICS
- INCREDIBLY ANNOYING
- PUMP OLD GAME REHEATED
- ZERO CONTROL SUBTLETY

### SUMMARY

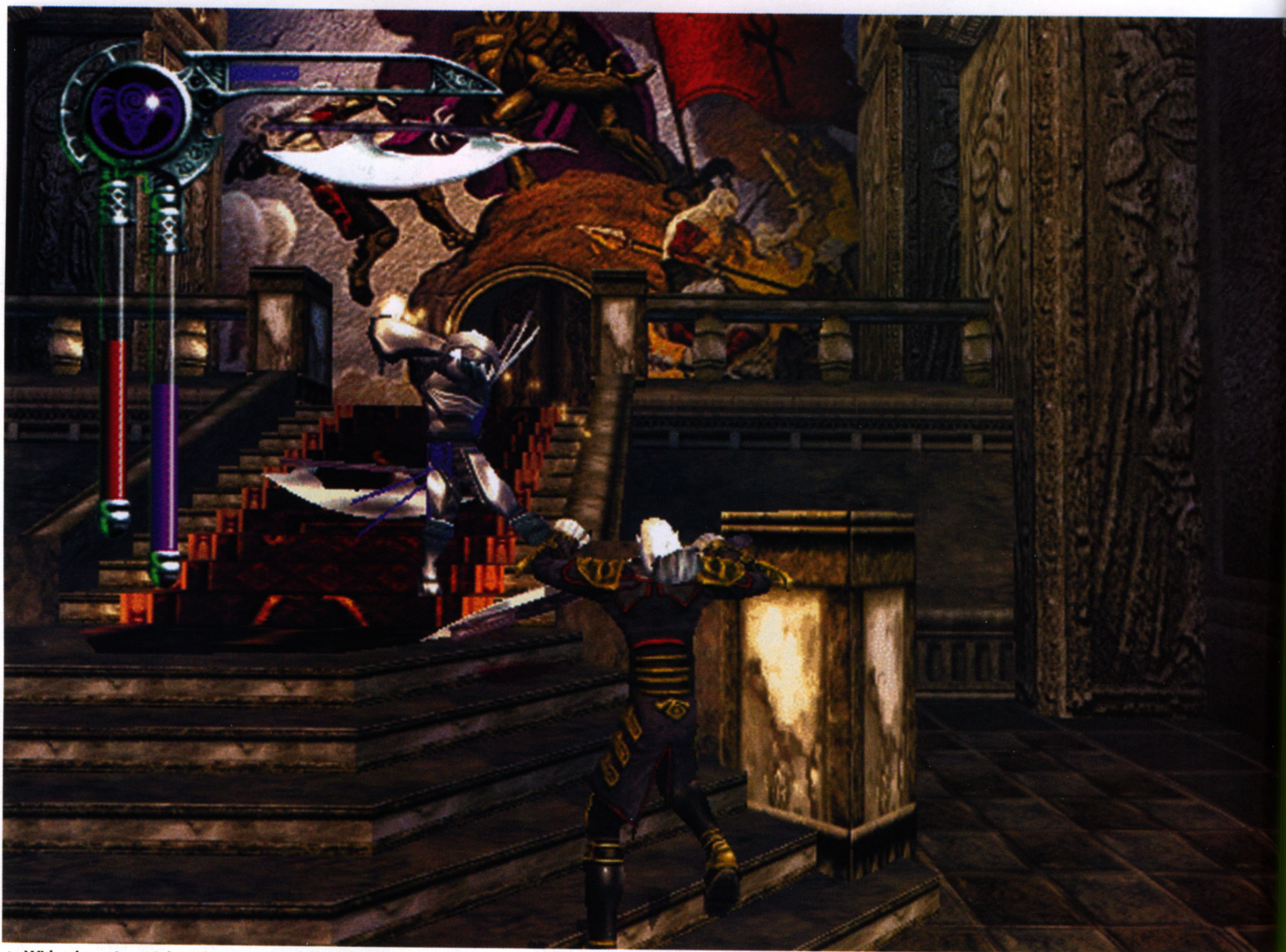
You've just treated yourself to an Xbox, you want to make it shine. Look elsewhere - you deserve far, far more than this.

## OFFICIAL UK XBOX MAGAZINE SCORE

3.1 / 10

➤ PREVIOUSLY: Reviews Round-Up - Issue 01, page 034

➤ COMING SOON: Tips - Issue 04



↑ With a knowing wink to this game's predecessor, *Legacy of Kain: Blood Omen* (PSone), its end battle is shown in this background tapestry.

**Play More - Suck A Bit Harder.** The night-flier Kain makes his bloody comeback, hungry for revenge

# BLOOD OMEN 2

WORDS: STEVEN BAILEY

## GAME INFORMATION

DEVELOPER: CRYSTAL DYNAMICS

PUBLISHER: EIDOS

RELEASE DATE: MARCH 29

PLAYERS: 1

WEBSITE: WWW.LEGACYOFKAIN

**K**AIN ALMOST had it all, y'know. Backed by a ferocious and powerful army, he had the land of Nosgoth within his grasp. If it wasn't for those pesky Sarafan, the Young

Conservatives of Nosgoth, who banded together and rose to oppose his power-greedy advances...

The two forces clashed for years, until the Sarafan triumphed, Kain fell to their leader in battle and was chucked off a cliff, for a laugh.

Two hundred years later, a group of underground resistance vampires opposing the fascist rule of the Sarafan revive him. They need Kain and his super-powers to topple the Sarafan and their evil schemes. Conveniently, this plan makes a good backstory for the latest of Kain's video game romps - *Blood Omen 2*.

But a couple of centuries of kip has sapped his strength, his memory and most of his deadly vampire skills. And his Scottish cousin has the monopoly on the Oven Chip market.

This all means that a surprisingly large part of the 3D action adventuring is spent regaining Kain's vampiric talents, mostly by sucking neck, defeating high-ranking vampire fiends and stealing their powers like a 13-year-old nicking your mobile phone.

But in your first boss encounter at the end of the second chapter (there are eleven chapters in total), it becomes apparent just how sketchy the combat is in *Blood Omen 2*.

By the third or fourth chapter, it also becomes apparent that the game doesn't really know whether it wants to be an action title or a platformer. Committed to





↑ He's down, out and leaking sweet, sweet life blood. Gorge yourself and give that ailing life bar a much-needed boost.



↑ Block this leaping fool. Then dodge, and eviscerate.



↑ An instant death move in action - it's successful.



↑ Take his sword. Then his shoes, wallet and girlfriend.



↑ This guard is about to suffer a swift and silent death.

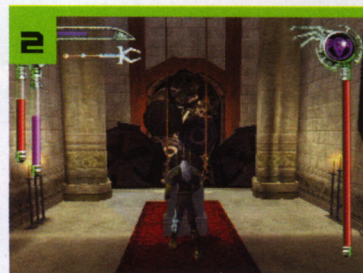
## THE CHARM VAMPIRE



AT THE END of the fourth chapter, Kain manages to catch up with old enemy and Sarafan lapdog Marcus. His charm skills would make a handy addition to Kain's repertoire. He must be crushed.



1 >> Here he is in all his bald, camp glory. It's deadly showdown time in the chapel.



2 >> He has sensitive ears, so start the bells ringing to stun him where he stands.



3 >> He's now vulnerable for a few precious seconds. Get the blows in. Repeat. Repeat.



4 >> When he's had enough, he scarpers to a balcony, and hides behind his minions.



5 >> Victory is yours. Claim your prize by sucking the very powers from his brain.

### BONUS INFO

>> ONE OF THOSE BLOCK ROCKING FEATS Squeezing the Left trigger makes Kain block any attacks that his enemies throw his way. You can choose between two types of defence - free or assisted. The former forces you to parry each attack separately, while assisted lets you hold the button for continuous defence. It's best to choose assisted.

"You can put the boot in, steal the bad guys' weapons and execute grisly fatality moves"

>> neither, the resulting mix is less enjoyable than it really should be.

Let's look at the combat. It's fairly deep in scope, allowing you to lock on and circle a target, block attacks, perform combos and grapple. You can put the boot in on a downed opponent, pick up their weapon for some extra clubbing fun and execute some grisly fatality moves when their energy is low.

Most of Kain's Dark Gifts (see The Powers That Be, page 096) are central to this combat and piling on the injured by the ward-load with berserk assaults. In practice, though, it feels very stilted and sluggish. Someone attacks; you block

as they take their three swings at you. You say 'thank you', drop your guard and then return the favour, hoping that they choose not to block.

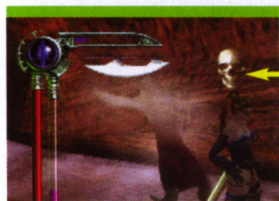
Sometimes the enemies will glow, which means they've got a special attack brewing - it's unblockable, so you just jump out of the way, then follow up and hack out bad guy chunks.

This simple technique really becomes obvious with the second chapter boss. Just dodge and block to build up your Fury, then unleash it and repeat - go through the motions. At first it's frustrating and then, when you know how take care of yourself, going toe-to-toe becomes repetitive very quickly. >>>

## THE POWERS THAT BE >>> Seven easy steps to being a better bloodsucker

AS COMPENSATION for pale skin, cramped sleeping conditions and an aversion to garlic bread, Vampires have Dark Gifts. These spooky powers allow them to do lots of dangerous, crazy stuff and throughout the game, Kain

acquires his by defeating certain foes and sucking the blood of special people. He usually receives one at the end of every other level, and it won't be until the final two levels that you get access to them all, which is a bit of a pity, really



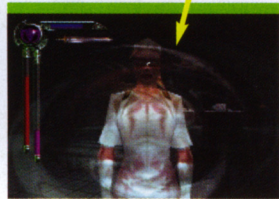
>> **MIST:** When Kain stumbles across a patch of fog, he can use it to camouflage himself. Instant kills are then possible as you sneak up behind the guards under the cover of mist - a skull will hover above their heads if a guard can be nailed in this way. They can detect you if you stalk around fairly close to their field of vision, however.



>> **IMMOLATE:** Vaporize your opponent. One of the last skills you earn (Chapter 9, Eternal Prison), and one of the most brutally satisfying. You can cremate any opponent getting on your supernatural tits.



>> **JUMP:** Perform massive leaps with this skill, and span those yawning gaps. Pinpoint where you'd like to land with a coloured cursor. If it turns purple, you can land there. This Dark Gift can also be used to deliver a super blow from a distance, by chucking yourself at enemies like a man-bullet.



>> **CHARM:** Take possession of the weak-willed people and force them to open doors and trigger explosions for you. It's a nice idea, being a puppeteer, but extremely underused - it's limited to nearby switch flicking, and that's it.



>> **TELEKINESIS:** Operate switches and bend spoons using your mind. Again, there's no really inspired use of this Gift, as it's the same as Charm but without the middleman. Green targets let you know where you can and can't use it.



>> **FURY:** Blocking attacks will gradually build up your rage gauge. When there's enough pent-up aggression in Kain, he'll glow red and can deliver a mighty uppercut that knocks enemies tumbling. Comes in handiest during boss encounters.



>> **BERSERK:** Let rip into your enemy with a flurry of manic blows. The final strike of the combo is shown in bullet time. This is one of the most useful to unleash powers when your back's against the wall, actually.



↑ Down on one knee for the big finish. *Fangs For The Memory*, perhaps?



↑ These holy crusaders glow when evil Kain approaches them.

"The game never reaches the heights of brilliance hinted at during the atmospheric opening levels"

>>> Now take the bits in between the fights, the puzzles. Kain spends much of the first few chapters doing little else but glorified factory work - pushing switches and moving blocks. It feels like a prettified *Tomb Raider*, with tired puzzling we've seen plenty of times before.

The Dark Gifts (see *The Powers That Be*, above) add variety, but they don't seem to up the sophistication of the riddles. The hardest part of a puzzle is finding the actual pieces. Once you've got all the bits together, jumbling

them around to squeeze out a solution is a simple matter. In many cases, the first guess is usually the right one.

It's a shame that the average elements of *Blood Omen 2* count so strongly against it, because when the game clicks, it works well as an atmospheric action adventure.

With the basic tasks and overall exciting atmosphere of the opening levels, a promising trail of story-and-gameplay breadcrumbs is scattered, hinting at the fact that the game could

become brilliant during its later stages when Kain is at full power and has a wide range of interesting abilities at his disposal. While it does get more enjoyable, it never does reach the heights teasingly trailed early on.

The game world is huge and each chapter spans a lot of Nosgoth miles. But while Kain's world is a gorgeous, detailed and moody place, full of stunning buildings, lush shimmering shadows and scurrying vermin, it's a very linear land to play through.



### >>> BONUS INFO

>>> **PEOPLE SKILLS**  
As well as the Sarafan and Vampires, there are lots of ordinary people strolling around the streets. They respond in varying ways to Kain, depending on how he acts. If he displays any form of vampy behaviour, they panic and do a runner. You supposedly build up a reputation that affects how people respond to you as the game progresses, but it seems to have little consequence on the gameplay.

>>> **BLOODLINES**  
The original *Legacy of Kain: Blood Omen* took place 200 years before this game, and followed the exploits of Kain as he rose from the undead on a quest to avenge his death. It was released on PlayStation and PC in 1997, and was viewed from a top-down perspective.

## HEAVEN 'N' HELL » A very rough guide to Nosgoth



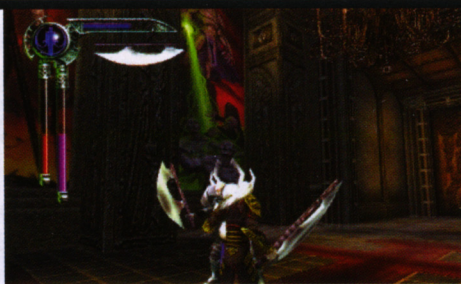
**» THE INDUSTRIAL QUARTER:** Despite containing some of the most sweeping views and towering buildings around, this is one of the dreariest places in the whole game. The last bit you play in this particular area, set around the furnaces and conveyor belts of a factory, is a prime example of just how the square-peg-into-square-hole tedium of the puzzles can numb your brain. It's a bit like playing Snap with a four-year old, in church.



**» THE ETERNAL PRISON:** The prison itself is a torture-chamber-cum-rehab-centre for agonised souls. It exists in a stormy limbo, and the whole twisted nature of the level makes for some interesting stuff. Lots of sobbing, shambling semi-humans, rusty hooks and other *Hellraiser*-ish props. The appearance of the Mad Vampire adds much-needed amusement. He stalks you throughout the prison, running about and making a nuisance of himself. The tinker.



↑ He looks hard, but he's really made of tinfoil.



↑ Splatter his skull and finger paint with his guts.



↑ Kain's health meter has extended permanently.

### » BONUS INFO

#### » IT'S THE LORE

Snuggled next to your energy bar is your Lore meter, a special vamp capacity indicator that shows just how powered up your abilities are. It's kinda like Bloodbank Clubcard points. When the bar is full, Kain lets out a bloody roar, and his energy bar capacity permanently increases. You can increase your Lore by drinking the blood of your victims, and opening special chests found throughout the levels.



↑ The swarm of mosquitoes from Chernobyl were a nuisance.

**»** Follow the only path available, keep to it and don't bother straying – progress in *Blood Omen 2* relies more on persistence rather than any skill or clever tactics.

The chance to bust down doors and peel virgins from their bodices as you romp should be there – anything to really get across the feeling of a rogue vamp running amok. But you don't get the opportunity.

Seeing the latter levels is slightly rewarding, but it's not enough. Like Crystal Dynamics' other Xbox title *Mad Dash Racing* (Issue 01, 6.5), it's obvious that lots of effort and consideration has been slathered on *Blood Omen 2*, but there's the gameplay is lacking. It displays flashes of imagination, but doesn't require that much of yours.



## X THE VERDICT

### POWER

Some grand graphics that run smoothly, and mighty levels that stretch into the distance.

### STYLE

Classic goth territory. Dark, grimy and sloshed with blood. People talk lyke thysse.

### IMMERSION

Gameplay and story pan out much too basic for the game as a whole to (wait for it) suck you in totally.

### LIFESPAN

Eleven bulky chapters to explore, which you'll look at if you don't get a bit fed-up mid-game.



### GOOD POINTS

- + IMPRESSIVE, SMOOTH GRAPHICS
- + NO LOADING TIMES
- + SPANGLY LIGHTING EFFECTS



### BAD POINTS

- REPETITIVE COMBAT AND PUZZLING
- ALL A BIT TOO STRAIGHTFORWARD

### SUMMARY

A good adventure game, but the linear gameplay puts a dampener on the otherwise vamped-up action experience

### OFFICIAL UK XBOX MAGAZINE SCORE

# 6.3/10

**» COMING SOON:** Tips – Issue 04

**» PREVIOUSLY:** First Look – Issue 01, page 014; Preview – Issue 02, page 032

IT'S YOUR BIGGEST FANG: A SEARCH FOR THE WORD "VAMPIRE" ON THE INTERNET MOVIE DATABASE GAVE US 237 RESULTS. SAMURAI VAMPIRE BIKERS FROM HELL (1992), ANYONE? IT FEATURES CHARACTERS CALLED SIR KATANA, PRINCESS DIE AND LUCIFER JR. IT DID NOT MAKE THE ACADEMY SHORTLIST THAT YEAR.





↑ Now, should he go for a meat-and-potatoes dunk or a risky three-pointer? Oh, the decisions...

Hoops upside your head...

# NBA INSIDE DRIVE 2002

WORDS: JON ATTAWAY

## GAME INFORMATION

DEVELOPER: HIGH VOLTAGE SOFTWARE

PUBLISHER: MICROSOFT

RELEASE DATE: MARCH 29

PLAYERS: 1-4

WEBSITE: WWW.INSIDEDRIVE2002.COM



**L**AST MONTH WE had *NBA Live 2002* (6.5) from EA Sports. This month it's Microsoft's bid for three-point glory, and basketball fans will be pleased to hear that *NBA Inside Drive 2002* makes for a better game than EA's effort.

The main reason is that scoring isn't quite the foregone conclusion it is in *NBA Live 2002*. Of course, scoring happens a lot - this is basketball, after all - but the game makes you work for points a bit more. Balls seem more likely to bounce away from the hoop while opposing teams are keener to regain possession before you score. As a result, the action's more involving, the rhythm and flow of the game is less predictable and victory is all the sweeter for being hard won.

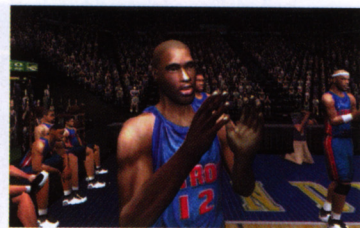
Another point in *Inside Drive*'s favour is the inclusion of an effective steal button, which makes knocking the ball from an opponent's

hands a more feasible prospect than in other basketball games. Now a skilled defensive player can dictate play a bit more, preventing matches from descending into tedious turn-based runs on the hoop dictated by who's in possession.

This gameplay polish doesn't extend to other aspects though, as the graphics are never anything more than decent. So while players look excellent and move smoothly, the crowd is flat and the courts don't reflect that natural shine that exudes from the EA game.

In terms of game modes, there are just three main choices. Aside from a straightforward exhibition match, you can play a whole season or shoot your way through a series of playoffs. A few extra surprises would have been nice - it would have been nice to see a penalty shootout mode, for example.

But there's enough here to base regular, raucous four player beer 'n' pizza nights around. Detailed, real-life characters - accurate as of November 23, 2001 - strut their athletic stuff, while various options enable players to fiddle with strategy and player rosters to their heart's content. Since Sega's *NBA 2K2* isn't scheduled for a release in the UK, this is currently the best available Xbox basketball game we've played so far.



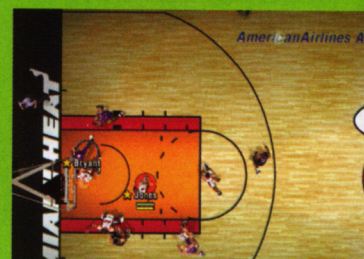
↑ Players are remarkably detailed.



↑ Don't expect him to miss from there.

## LIFE'S EASY

When you consider things from a different point of view...



↑ Among the viewpoints on offer is this overhead view, which makes it easier to keep an eye on player positions. Natty!

## BONUS INFO

» LOVE IS ALL SURROUND

Got Dolby Digital sound? Then add buckets of atmosphere by sitting in the centre of the cheering crowds.

## THE VERDICT

### POWER

Xbox isn't breaking sweat generating flimsy background detail for the impressive players.

### STYLE

So authentically basketball, if pumped full of air, it would go round and speckly orange.

### IMMERSION

Feels better than any other Xbox ball-bouncer, with exciting matches that you feel a part of.

### LIFESPAN

If you're up for it, so is *Inside Drive*. Full seasons on the hardest setting beckon.

### GOOD POINTS

- PLAYABLE AND INVOLVING
- ATMOSPHERIC ACTION
- NBA-OKAY

### BAD POINTS

- ONLY STANDARD MODES INCLUDED
- CROWD AND COURTS NOT IN SAME GRAPHICS LEAGUE AS PLAYERS

### SUMMARY

The best basketball game we've seen, but not so great that there isn't room for future improvement.

OFFICIAL UK XBOX MAGAZINE SCORE

# 7.2/10

» PREVIOUSLY: Movies - Game Disc 02  
» COMING SOON: Tips - Issue 04



↑ Choose life, choose Jedi. Choose poncing about with a girly pigtail and a pointy laser sword.

This is not the game you are looking for...

# STAR WARS: OBI-WAN

WORDS: JON AT-AT-AWAY

## GAME INFORMATION

DEVELOPER: LUCAS ARTS

PUBLISHER: ACTIVISION

RELEASE DATE: MARCH 29

PLAYERS: 1-2

WEBSITE: WWW.LUCASARTS.COM

/PRODUCTS/OBIWAN

**A**RE YOU A STAR WARS FAN? Do you enjoy seeing your favourite fantasy world routinely abused when it appears in game form? If you're nodding, then you'll appreciate *Star Wars: Obi-Wan* for offering hours of license-wasting fun.

It's not like this is a game without ideas, rather that the good ones are just badly implemented. So good idea - lightsabre control is assigned to the right thumbstick, theoretically allowing you to fluidly swish the weapon as you navigate the levels.

And bad application - it has all the deftness of the Wanster hacking through an invisible jungle with a Duracell-powered machete, making the Jedi look like a post kick-out drunk doing Luke Skywalker impressions, 'Zwingg' sound effects included. Graceful combat goes out the window, skirmishes are awkward and it just doesn't allow for any application of skill.

Still, there's good idea number two - Jedi

moves. While these allow our Obi to Force-throw objects towards enemies, push distant bad guys over ledges, execute big jumps and even activate a bit of slow-motion bullet time, *Max Payne* (Issue 02, 7.9) did it first and much better.

Taking out a battle droid with your Lightsaber, leaping out of trouble and killing a couple more by Force-throwing a nearby rock into them is satisfying stuff. And yet...

Although Force skills are the most enjoyable aspect, you never feel as if you're ready to Jeddy because the game's sloppier than tonguing Jabba the Hutt. The lock-on camera system (focusing on enemies) doesn't work properly, and the poor overall design does its best to suck out any fun derived from messing about with cosmic forces.

Example? Getting shot by a distant sniper hidden by fogging is frustrating because you can't do anything about them during Saber duels, and annoying because you can't counter them skillfully. How do you stop these off-screen enemies ruining everything? By hammering the attack buttons, running a lot and hoping they don't get you. The way of a Jedi this is not.

Another thing going to waste during an *Obi-Wan* session is the Xbox graphics chip. This looks like a PSone game with a slightly higher resolution - rubbish textures, scant detail and a stuttery frame rate make it a truly abysmal game to look at and a missed opportunity. Let's hope *Knights of the Old Republic* (the forthcoming RPG - Issue 02, page 046), puts a bit of credibility back into the increasingly battered *Star Wars* licence.



↑ Beam colour's pre-determined you know...



↑ ...Jedis get blue, Dark Side agents get red.



↑ Sam Jackson says his'll be purple in Ep II.

## BONUS INFO

### EPISODE II-PLAYER

Got a friend? Then duel him to sleep in the game's Jedi Battle mode, whose many arenas fail to make up for the poor gameplay.

## THE VERDICT

### POWER

You'll be checking you haven't plugged into your old PlayStation by mistake.

### STYLE

The license is wasted on poorly detailed characters and grainy, generic locations.

### IMMERSION

Frustratingly bad design and total lack of atmosphere soon begin to annoy you more than Jar Jar Binks.

### LIFESPAN

Twenty six missions that include Naboo and Tatooine, but you probably won't want to see them.

### GOOD POINTS

- INVENTIVE JEDI SKILLS
- AUTHENTIC TUNES
- LIGHTSABERS

### BAD POINTS

- TERRIBLE GRAPHICS
- SHODDY GAMEPLAY
- WASTE OF THE LICENCE

### SUMMARY

Yet again, *Star Wars* shifts onto one buttock and honsks a sub-standard stinking loaf of a game out of its backpipe.

### OFFICIAL UK XBOX MAGAZINE SCORE

3.3/10

PREVIOUSLY: This is the first time we've felt *Obi Wan*'s presence

COMING SOON: Tips - Issue 04



↑ Crash Bandicoot - more orange than the illicit love child of Cat Deeley and Dale Winton.

Sony's ex-mascot crashes onto Xbox in some style

# CRASH BANDICOOT: THE WRATH OF CORTEx

WORDS: JON ATTAWAY

## GAME INFORMATION

DEVELOPER: TRAVELLER'S TALES

PUBLISHER: VIVENDI UNIVERSAL

RELEASE DATE: APRIL 19

PLAYERS: 1

WEBSITE: WWW.XBOX.COM

/CRASHBANDICOOTWRATH

**T**HIS PARTICULAR platformer, with its lolloping, jumping around, collecting of apples and boss beating, is more significant than you might think. Before now, *Crash*

*Bandicoot* and the six games he has starred in were indelibly associated with PlayStation.

The orange critter was Sony's unofficial second mascot, going into battle against Sonic the Hedgehog and Mario the Plumber with only Lara Croft ahead of him. So if nothing else, his

appearance on Xbox shows how much of an impact the new console has made, how highly it's regarded on gaming's top table.

But what exactly do you get when you slap *The Wrath of Cortex* in your Xbox? Well, the concept is pretty much unchanged from previous bandicoot platform games, with plenty of colourful levels through which to guide Crash and sometimes, his sister Coco.

It's very much a natural progression for the series, from the familiar boss levels, 3D chase sections (see 'Out of the Screen' section on page 100) right down to the extremely linear levels. Whisper it quietly, but this is merely an update of the PS2 game of the same name, with only a few tweaks to the successful *Crash* formula.

Most of the levels look great. The bold, vibrant environments are the game's best feature, and for the most part Crash moves through them very smoothly. Never mind that you've seen several of the locations before in countless platform games (ice, water, lava), just feel the quality.

This quality extends to Crash himself. Although he's not the most appealing character ever designed, he's superbly animated. The incidental animations - like rolling an apple along his shoulders when he's left alone for a few seconds, or the expression on his face when he does a belly flop - show that much love has gone into making this game look sweet. ➤

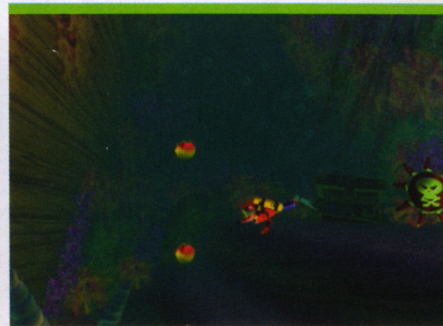
## JUMP AROUND, SWIM, & FLY»» Some highlights from the bandicoot's travelogue



»» MOST OF THE levels involve straightforward platforming. Hope you like collecting apples.  
RATING: 3 AND-A-HALF APPLES OUT OF 5



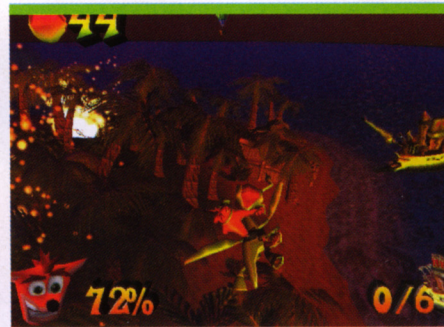
»» ENTRAPPED IN a *Gladiators*-style rollerball, battle the inertia to get through this level.  
RATING: 4 OUT OF 5



»» VETERAN PLATFORMERS won't be surprised to see swimming levels. They can be tough, though.  
RATING: 3 OUT OF 5



»» IT'S A RACE, but the holes come into view too late for you to do much about it, and it's bloody annoying.  
RATING: 1 OUT OF 5



»» FLYING LEVELS involve taking out set targets - here, it's those gun boats around the volcano.  
RATING: 3 OUT OF 5



»» THE MINE cart levels require you to lean on two wheels to avoid obstacles on the tracks. Top fun.  
RATING: 4 OUT OF 5



### »» BONUS INFO

#### »» NEW TRICKS

As you make your way through the game you pick up new skills, like a double-jump or the ability to use a large bazooka. It's worth revisiting earlier levels with the new tricks, as you can get revenge for previous failures. Hey, you've got some replay value here...

#### »» BONUS-COOT

Many of the levels have flying-carpet-style platforms that whisk Crash off to a bonus level when he steps on them. Smashing the crates in each level is essential for 100-per-centers, and with lots of apples to collect, they provide relatively easy life-increasing opportunities.



↑ You need to smash every crate to get 100 per cent, but be careful of the TNT.

»» There are about a dozen great death animations, too. For example, when Crash falls into icy water, he bobs to the surface in an ice block that perfectly refracts the light.

Extra touches like this make the game more engaging than it might have otherwise been, and it makes you determined to progress - and die a few times, because you can always earn loads of extra lives - to see where the game is next taking you to.

As well as the commendable effort with the incidental details, Traveller's Tales has tried hard to inject some variation into the basic platforming action (see 'Jump Around, Swim and Fly' section, above top).

Some sections of the game work much better than others. The rollerball levels are great, for example, while the car level is frustratingly poor. But they do stop the game from becoming stale too quickly, and make playing through the entire thing significantly more interesting.

But it's not all good news, sadly. Basically, the gameplay could have done with a fine tune, and a few annoying faults undermine what could have been a really great platformer.

The most annoying misfire is the camera, which sometime struggles to keep Crash on the screen. During the 3D chase sections, the poor marsupial is frequently relegated to



"Crash himself is superbly animated, and it's incidental details like this that show that much love has gone into making this game look sweet"



## OUT OF THE SCREEN

➤ **RUNNING OUT OF** (and sometimes into) the screen away from something nasty is something of a *Crash Bandicoot* trademark - and *The Wrath of Cortex* has plenty of these moments. All good stuff.



➤ This level's called *Wizards and Lizards*. This must be the lizard bit...



➤ Coco's caught up in the wetlands of this city level - stay in front of the tsunami or die.



➤ The developer's played *Sonic Adventure* on Dreamcast. Escape the avalanche.



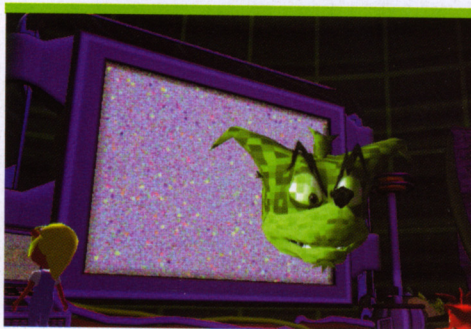
➤ Whoever rattled their cage also opened the door. Drive away and jump the pits.



➤ Nuclear gas to avoid. Note the absence of a fart gag, which would work well here.

## CRUNCH TIME

➤ **AT THE END** of each world you get to face off against the super-bandicoot, Crunch. You need to use a variety of techniques to see him off, as he appears in several different guises. Simple bashing on the head isn't enough.



➤ This is the first time Crunch appears. He attacks Crash with his slightly spooky elemental powers. Woo-oo, etc.



➤ Use the rollerball to bash errant rocks into Crunch, while avoiding the big ball that's headed in your direction.



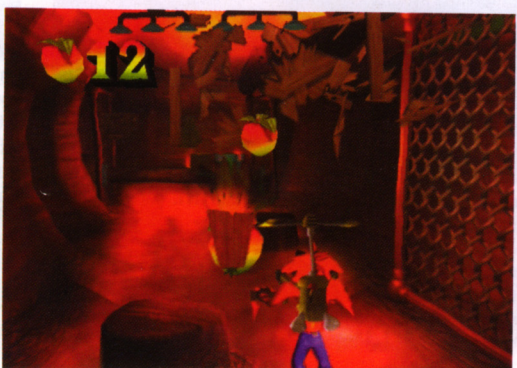
➤ Crunch uses the power of waves to pound Crash - avoid them and spin into him to prevail.



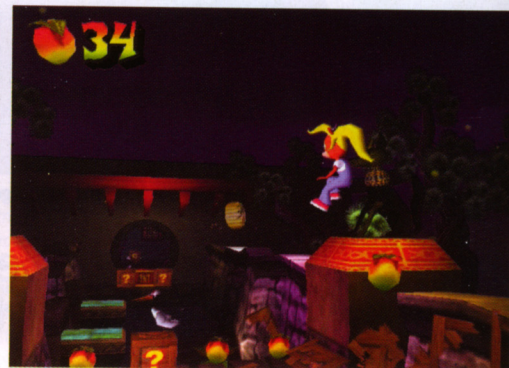
➤ You need a mech suit, complete with water cannon, to beat a severely-pumped-up Crunch in this fiery state



⬆ Evil men lurk in tunnels, squirting noxious liquid at our hero.



⬆ With this copter pack, Crash can avoid ground obstacles.



⬆ Coco gets involved in some airborne fruit collection.



↑ A bonus level, where the perfect clearing and destroying of apples and crates respectively is necessary if you want to attain a 100 per cent clearance rating. We did it...

## BONUS INFO

» **LIQUID DREAMS**  
Of particular note is the shimmery, ripply effect of the water during the swimming levels. Well, it certainly gets us hot.

» **TIME, GENTLEMEN**  
Destroying every box on a level unlocks a time trial mode, enabling you to race through levels and set some mean times. Only the super-elite platform specialist will be capable of this task, but it rewards the effort necessary to open up this against-the-clock extra entertainment.

» **FUR ENOUGH**  
Exclusively for Xbox, Crash now has real fur instead of his old, solid orange coating – an effect at its clearest during the loading screens. It doesn't look much like real fur, though. If anything, he looks like he's accidentally been put through one spin cycle too many. Otherwise, this is the PS2 game, only faster loading and better looking.

» the bottom corners of the screen, making it hard to see where he's headed.

More irritating are the sections that require precision jumping into the screen. When performing a jump, the camera follows Crash upwards, and the platform you're aiming to land him on disappears from the bottom of the screen. It makes judging your jumps very tricky. And when the camera changes its position while you are negotiating narrow platforms or performing some precision jumps, the perspective changes. This means you also have to change direction. It doesn't happen that often, but when it does it can be a struggle to execute jumps with any accuracy.

As well as these camera quibbles, the collision detection is occasionally a bit off, and during the course of the game you'll die at the hands of an enemy you swear you didn't touch. It's frustrating, and despite the nifty death scenes as mentioned above, the danger of developing Tourette's syndrome becomes more real with each 'it wasn't me' death.

And if ever a game didn't need niggling faults like this, it's *The Wrath of Cortex*, where instant deaths are the order of the day. There are places in the game that can decimate a nice stock of 30 lives in the space of a few minutes. But unlike Nintendo's *Mario* series, here it can feel like it's not your fault that you've died. And that's a very bad thing.

Still, these problems aren't enough to stop you and Crash from bouncing your way through the levels and having plenty of classic platform fun on the way. It's a shame that the polished look isn't quite matched by the gameplay, but in the main this is an enjoyable platform game experience.



## XBOX THE VERDICT

### POWER

Doesn't fully exploit Xbox, but this is above-average in the graphics department, and it's very smooth.

### STYLE

One of the best cartoony game worlds there is, and Crash is bursting with personality.

### IMMERSION

The urge to see new levels is strong, but the camera niggles may put you off.

### LIFESPAN

Not a huge platformer, but the bonus time-trial mode and collect-everything mentality add longevity.



### GOOD POINTS

- FULL OF NICE TOUCHES
- SOME GREAT GAMEPLAY IDEAS
- A BIG ASK FOR COMPLETISTS



### BAD POINTS

- IRRITATING CAMERA
- TEMPERAMENTAL COLLISION DETECTION

### SUMMARY

A really solid, no frills platform game with plenty to do, but the old bandicoot hasn't learned any significant new tricks.

## OFFICIAL UK XBOX MAGAZINE SCORE

# 7.1/10

» **PREVIOUSLY:** First Look – Issue 01, page 012

» **COMING SOON:** Tips – Issue 04

KNOW YOUR APPLES: THE RED DELICIOUS APPLE IS THE MOST POPULAR APPLE IN THE UNITED STATES. OUR APPLE EXPERT JON RECKONS THAT CRASH ROUTINELY COLLECTS WHAT APPEAR TO BE GALA APPLES. THEY'RE FAVOURED FOR THEIR SWEET, AROMATIC FLESH. DON'T YOU KNOW





↑ Eng-er-land take on the might of the European All-Stars.



↑ They're happy? So are we - FIFA is great again.



↑ Accurate right down to that shocking pony tail.



↑ Will Irish eyes be smiling come the real tourney?



↑ No plans for weekly Becks hair booster discs...



↑ The end-on view poses a welcome challenge.

## Form book rewritten as mid-tabler rises to the top

# 2002 FIFA WORLD CUP



WORDS: JAMES ASHTON

### GAME INFORMATION

DEVELOPER: EA SPORTS

PUBLISHER: ELECTRONIC ARTS

RELEASE DATE: APRIL 2002

PLAYERS: 1-4

WEBSITE: WWW.EA.COM/EASPORTS



**F**ULL AND ACCURATE World Cup license? A matter of course. Sublime motion-capture? Finally sorted it out. Arguably the best 'game' of football the series has achieved since *FIFA 95* on the Mega Drive? A welcome surprise. Bafflingly huge heads on all the players? Yeah... how *did* that happen.

The fact that *2002 FIFA World Cup* is so good in nearly all departments has left us puzzled about the strange head discrepancy. The only explanation we can think of is that the EA person in ultimate charge of creating the player models is either only 3ft tall with an average-sized head and modelled the players on themselves, or that they've been putting their contact lenses in back to front for a year and everyone was too polite to mention it.

While the mystery of the big heads is unlikely to be cleared up, the good news for EA and us footy fans everywhere, is that this is indeed the best version of *FIFA* since its glory days on the 16-bit consoles. You could argue that after seven years of trying, it bloody well

should be, but the point is for hardcore and casual footy players alike, *FIFA* can finally hold its head up in the company of such other soccer greats as *ISS 64* (Nintendo 64) and *ISS Pro Evolution 2* (PS2). To put it another way - the up to date, real-team, real-player license, finally coupled with a game worthy of the honour.

So where's the improvement come from? Well, as with all football games it's damn hard to pinpoint exactly what makes one title a diamond and another a pan-blocker. A large part of it is the way that the ten players you're *not* in control of at any one time react to the 'game'. It's all very well threading an inch-perfect pass through a crowded defence but if both your centre-forwards are inexplicably moonwalking back towards the centre circle, it's pointless.

*FIFA*'s intelligence is refreshingly smart in this area and you can soon start to concentrate on playing a game of football instead of battling with backward artificial intelligence.

An extension of this is seen in the behaviour of players during your switch in control from one to another. Too many previous *FIFA* games saw players haring off in the wrong

### BONUS INFO

#### NOT FOR SALE IN CARDIFF!

For Patriotic Welsh or Northern Irish footy players it'll come as something of a blow to learn that from the home nations only Scotland and England are included in 2002 *FIFA World Cup*. Although, having watched the anguish as Ben tried to steer Wales through *ISS2* it may come as a relief...



↑ Only 1-0? Must be Two Lions playing instead of three...



↑ All home nations included - unlike FIFA.



↑ If only it played as good as it looks...



↑ Clash of the South American titans.



↑ Some great replay angles are available.



↑ Shoot whenever you can - it's a luxury.

Calamity! How the mighty have fallen...

# INTERNATIONAL SUPERSTAR SOCCER 2

WORDS: JAMES ASHTON

## BONUS INFO

### NAME GAME

It's a weird one, ISS 2. Some teams have the real names of players included and spoken by commentator Jon Champion. Others have weird malapropism approximations to them that Jon doesn't even attempt. England fans will be pleased to see that their team gets the real name treatment (and the player models are a pretty good likeness too) but you Argentines will be disappointed. Hardly seems fair does it?

## GAME INFORMATION

DEVELOPER: MAJOR A

PUBLISHER: KONAMI

RELEASE DATE: MAY 2002

PLAYERS: 1-4

WEBSITE: WWW.KONAMI.COM

W

E'RE IN SHOCK. To put this into context you need to know how much of James's life has been spent playing ISS 64. In the long, long months between worthwhile N64 releases, he hammered that game both in multi and single player. It was a thing of joy and beauty - a game with seemingly limitless rewards for those prepared to put in the hours mastering its subtleties. He loved it from the moment it appeared and, as any of his close friends will

tell, can bore people to the brink of suicide going on about it.

It's important you understand this, though, because through the near-tears of disappointment, the rest of this review may lose a little of its objectivity. Put simply, ISS 2 is a shattering disappointment - it's a stultifyingly average football game that bears no resemblance to the binary brilliance offered by its predecessors. There have been plenty of football games worse than this, but seldom has there been such a massive fall from grace. Until now, ISS was the purist's game of choice, and rightly so.

It's like world and European champions France deciding to field their national netball squad instead of their footballers at this year's World Cup. Except that would be funny, not heartbreaking, unlike the ISS series's decline.

How is it crap? Let's count the ways. Player artificial intelligence is woeful. Imagine playing football with teammates only vaguely aware of the rules and having interpreted 'kicking the ball' as 'running up to it before thinking better of the idea and then arbitrarily legging it in the opposite direction'.



↑ One-on-one with only the keeper to beat.



↑ There's a rare thing - an actual goal!

# 2002 FIFA WORLD CUP VS ISS 2

## HEAD-TO-HEAD ESSENTIAL MATCH STATS

KEY	2002 FIFA WORLD CUP INFO	ISS 2 INFO
<b>OPEN PLAY</b>		
POSSESSION	It's easy to keep hold of the ball even when sprinting - think <i>ISS 64</i>	At normal pace ball control is easy. However, if the player's sprinting, he'll lose it every time. Impossible to run past defenders and very annoying
PASSING	Passes need to be aimed using the thumbstick. Arrows are used to show what's on, but that's not any kind of guarantee that the final pass will be executed successfully	Passes need to be aimed carefully - a departure from <i>ISS 64</i> - and the suggestion arrows are absolutely no guarantee of success. Given a choice of two players to pass to in roughly the same direction from passer, the AI chooses the wrong one at least 50 per cent of the time
CROSSING	The cross assist option helps with this, but it's still not as good as it should be. Lofted crosses are hard to pull off with any accuracy	Must be put in with the long ball button. Easier to pull off but accuracy is just as low as <i>FIFA</i>
SHOOTING	Controlled by a power bar that fills quickly as the shoot button is held. Accuracy is sacrificed to power according to the skill of the player shooting	Controlled by a power gauge similar to <i>FIFA</i> 's. Players closed down so quickly that shooting close to goal is an all-too-infrequent occurrence
CREATIVE PASSING	Coloured circles appear on the pitch to show when a through ball or creative pass is on. Not that easy to then pull off the pass but skill is rewarded	The through-ball button still exists but its effectiveness has been reduced to practically zero. The single best feature of <i>ISS</i> has been destroyed
<b>DEAD BALLS</b>		
THROW-INS	Well handled, although the (uncontrolled) receiver of the throw is still sometimes prone to running away from the ball as soon as it's thrown	Receiving players prone to just running away from the ball unless you're very quick with the player select button
FREE-KICKS	The famous <i>FIFA</i> arrow makes a not entirely welcome return. Aiming with it is fine but judging power on the swiftly filling power bar is harder than it should be	An excellent swing bar system similar to many golf games. Direction is still as vague as in <i>ISS</i> but this is the one area of the game that shows definite improvement on the original
CORNERS	Handled in the same way as Free-Kicks - same criticisms apply	See Free-Kicks
PENALTIES	A big improvement on the lottery they were in the past. Still by no means perfect - you never feel quite in control of either taker or keeper	A more elegant and satisfying approach than <i>FIFA</i> . Lucky, really, considering how many games end up as 0-0 draws
<b>DEFENSIVE PLAY</b>		
TACKLING	Simple tackles need to be made very close to the opposition player	Largely automatic, given the bias towards defence. If an attacker comes near a defender, the defender will get the ball by default
SLIDE TACKLING	Again, effective tackles must be made quite close. The old problem of misinterpreted tackles flooring someone thirty yards off the ball has been eliminated	Prone to frequent "no not him" off-the-ball incidents as the game misinterprets your intentions. Fortunately, the referee ignores them
CPU ASSISTANCE	The EA Assistant needs turning off at the earliest opportunity if you want to become skilled. Semi-auto and automatic player selection works well	Spectacularly dumb player auto-select. AI of players is poor and the game cheats blatantly with the speed of computer-controlled players
ATTACK/DEFENCE BALANCE	Skewed towards the player with the ball. It's not realistic in footballing terms but makes for a far more enjoyable game	So biased in favour of defence it's possible to go games and games in multiplayer mode without scoring. Last-minute winners are a suspiciously common occurrence for the CPU
<b>MANAGEMENT</b>		
FORMATION	Slickly handled (as with all game menus). Also allows formations to be set defence, midfield, attack and then for positions to be altered within those zones. Excellent	Better options than <i>FIFA</i> but presentation is obtuse
TACTICS	Three styles for both attack and defence. Kick takers can be fully assigned	Level with <i>FIFA</i> in range and scope. Not significantly improved on the options available in previous versions
MARKING	Assigned man-to-man marking is not an option. A significant omission for the truly hardcore	Can be assigned on a per-player basis
EASE OF USE	A breeze	Once you know where everything is, it's OK to use although you'd never call it easy. Beginners will be as baffled
<b>PRESENTATION</b>		
TOURNAMENT STRUCTURE	Friendly matches and the actual World Cup. Presentation of the tournament doesn't fully capitalise on the event with results in other groups and the overall state of the competition is glossed over and rushed rather than celebrated	A customisable knockout tournament, international leagues, Euro and American cups. More to do than <i>FIFA</i> but a bit of a hotchpotch
TEAMS	A total of 42 with unlockable all-star teams on top. No Wales or Northern Ireland	In all, 58 national teams - some with real names and some without. Odd
CAMERA OPTIONS	More options than is practical (eight in total) but crucially it does allow the game to be viewed from end-on - a must for anyone with <i>Sega Worldwide Soccer</i> in their heritage	Fully-adjustable for height and zoom but only offers the side-on view



↑ That star means the player (here it's Becks) is extra-skilful.



↑ The usual replay options, with a sensibly assigned button config.

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### NEXTGEN

F



↑ No-fuss menus make navigation simple.



↑ Bog roll recreated accurately, of course.

"So good in nearly all departments  
...plays a cracking game of footy"

from 102 direction split-seconds before you needed to take command of them as you passed the ball. The ensuing stop-and-turn-around destroys your cunningly contrived passing movement. *FIFA* is free from this kind of petty irritation with even the goalkeepers willing to come off their line at the appropriate moment.

As it comes out of the box, *2002 FIFA World Cup* is alarmingly and embarrassingly easy to play in one-player mode. So much so in fact that leaving a match against the CPU running often sees your un-helmeted team making surprising progress up the field. However, with the difficulty racked up just one notch and the flattering EA Assistant turned off in the options menu, it soon becomes a challenge to be reckoned with. The World Cup will not be won easily on these higher settings, even when you're playing as France or Brazil.

Another victory for this version of *FIFA* is its degree of subtlety. Previous versions of the game swung from an unrewarding control simplicity to a brain-worrying multitude of options that

prevented first-timers picking up the game and having any fun with it.

The balance here is a good one. The extra levels of finesse you'll ultimately need as you progress are hidden enough at the start so as not to get in the way, but easy enough to find, experiment with and master as your confidence grows. Likewise, the control layout is well thought out. Putting Sprint and Aftertouch on the right and left triggers shows up *ISS 2*'s clumsy control set-up for the rush-job it so obviously was.

However, *2002 FIFA World Cup* does still fall slightly shy of classic status - it's in the same league, granted, but a good six points off the outright lead. There's a slight aura of style-over-substance in the management menus and a lack of depth that will annoy seasoned *ISS* players - setting man-to-man marking isn't handled well, for example. Ultimately, though, it plays a cracking game of football and for re-writing the inevitable injustices of the forthcoming World Cup, there's nothing more Xbox owners need.



↑ It's Italian baldy ref, Pierluigi Collina.



↑ We pray for situations like this come June...

## THE VERDICT

### POWER

Impressive all-round performance, and the best-looking *FIFA* yet. Still worried about the heads, mind....

### STYLE

Slick, user-friendly presentation. EA have it down to an art form but it's a bit simplistic in places.

### IMMERSION

Good enough to let you to focus on playing 'football' not some off-key video game interpretation

### LIFESPAN

World Cup and Friendly modes only may damage its one-player appeal. Multiplayer is sound, though.



### GOOD POINTS

- EXCELLENT ARTIFICIAL INTELLIGENCE
- EASY TO GET INTO...
- ...BUT DEEP ENOUGH TO LAST
- LOOKS AMAZING...
- ...AND PLAYS LIKE IT TOO



### BAD POINTS

- THOSE BIG HEADS

### SUMMARY

A welcome return to form for the *FIFA* series and the only football game you'll need for the summer.

OFFICIAL UK XBOX MAGAZINE SCORE

# 8.0/10

➤ PREVIOUSLY: Preview - Issue 02, page 028; Issue 01, page 024  
➤ COMING SOON: Game Movie - Game Disc 05



↑ Free kicks not as good as those in *ISS*? Go back to page 104 for the verdict.



↑ See what we mean by the 'big head' thing? They're hee-yuge.

## BONUS INFO

### YOU'RE A STAR

Certain players appear with a star above their heads during games. According to their areas of expertise, these players can perform certain skills - passing, shooting, sprinting etc - much better than the common herd, something the game signifies by adding an arcade-style blur and sound effect to their movement, shot or pass. It's a departure from the strict simulation normally offered by *FIFA* and works really well. Sprinting through the defence as Michael Owen, for instance, before unleashing a comet-like shot is a real highlight.

**BONUS  
INFO****>>> WHAT WENT WRONG?**

It hardly seems possible that the same dev team behind the original *ISS* could balls things up as badly as they have. The truth lies in Konami's seemingly strange decision to launch another football brand under the *Pro Evolution* label. That game has gone down a storm on PS2 and we can only assume the majority of the company's talent was working on that rather than on *ISS 2*. We'll be investigating *Pro Evolution's* future on Xbox over the coming months.



↑ Almost always, a decent replay angle is chosen by the computer.



↑ A saving grace - the excellent dead-ball method.



↑ "Come in *ISS*, your time as best footy game is up."



↑ Silly Name Syndrome - that should be Giggsy!



↑ Cut-scenes and extra stuff are very well done.

MATCH RESULTS			
ARGENTINA	0	1st 0	BRAZIL
	0	2nd 0	0
	0	EX1 0	0
	0	EX2 0	0
	0	P K 0	0
4	SHOTS	2	
4	FOULS	0	
3	YELLOW CARDS	0	
0	RED CARDS	0	
0	FREE KICKS	4	
1	CORNER KICKS	0	
0	PENALTY KICKS	0	
0	OFFSIDES	0	
49	BALL CONTROL%	51	

↑ Scoring is so very hard. You'll see this lots.

## "A run-of-the-mill football game... *ISS* fans of old will be devastated"

from 103  
The through-ball feature - until now, the jewel in *ISS's* crown - has been reprogrammed to do something else entirely. It's not entirely clear what that is, but an apt description of it would be 'the button that kicks the ball randomly forward whilst simultaneously rendering it invisible to any of your teammates'.

It might as well have been programmed as 'the button that makes the player in possession stop and scratch his arse' for the good it does you in the game.

Now take the cheating. Imagine if you will a football game where players can run at a certain speed when you control them with the 'run' button fully depressed, but can run twice as fast when controlled by computer. Whether they've got the ball or not, every other player on the pitch moves like a jet-assisted Linford Christie while you can practically see the pension book in your guy's hand as he does what appears to be a Tuesday morning shuffle to the Post Office. Bloody rubbish.

What else... How about the fact that the game is so weighted in favour of the defence that just getting inside the penalty area to shoot is good cause for celebration? In our games, Paul and James had to resort to using the 'Shots on goal' stat to decide each successive nil-nil draw. And even then a typical result was often only two or three to one. All the excitement of the original game - where equally matched players could still play tense, exciting

games with plenty of chances - replaced by the tedium of an end-of-season, second-division mid-week, mid-table dullathon.

The real problem with *ISS 2* as just another football game is one that many titles have suffered from - it never lets you play football. With its multitude of niggling problems, your concentration is spent overcoming the challenges set by the mechanical act of playing the game, not the tactical challenge of playing an exciting game of football. The problem with *ISS 2* as a sequel is that its designers have, for some unknown reason, set about desecrating one of sports gaming's most beautiful temples. People are going to buy this on the strength of the original and they're going to be devastated.

You might think after reading this review that a score of 5.1 is a bit generous. The truth is that *ISS 2* is a run-of-the-mill football game capable of providing a certain amount of entertainment for those prepared to work for it. Its problems are those that plenty of footy games have shown and plenty will suffer again.

Konami have apparently split their development talent between the *ISS* and the relatively new *Pro Evolution Soccer* franchises. With *Pro Evolution* currently not scheduled for a UK release, the Xbox stage is left to 2002 *FIFA World Cup*. It'll be interesting to see how long it takes Konami to realise its mistake and get an Xbox version of their other football franchise ready for launch.



## THE VERDICT

### POWER

On par with *FIFA* on the face of it, but motion capture glitches frequently and it's not as good.

### STYLE

Superficially stylish front end masks the same-old confusing selection and management screens.

### IMMERSION

Too difficult and frustrating to play to ever really be able to let you play your football.

### LIFESPAN

Many more single player options than *FIFA*. If you can bear it, there's a lot of game here.

### GOOD POINTS

WELL, IT'S DEFINITELY CHALLENGING...

### BAD POINTS

...BUT SO'S A MATHS EXAM  
DODGY ARTIFICIAL INTELLIGENCE  
WEIGHTED TOO HEAVILY AGAINST ATTACKING PLAY  
BLATANT CPU CHEATING

### SUMMARY

Bitterly disappointing sequel to a much-loved classic. If you're an *ISS* fan of old, treat this with extreme caution.

### OFFICIAL UK XBOX MAGAZINE SCORE

# 5.1 // 10

PREVIOUSLY: Preview - Issue 01, page 024

COMING SOON: Game Movie - Game Disc 04



# REVIEWS DIRECTORY

The Xbox games library continues to grow - here's the verdict on the lot

## HALO

Reviewed: Issue 01  
Playable demo: Game Disc 04  
Demo movie: Game Disc 02  
Type: First-person shooter  
"Quite simply, a masterpiece and without question one of the best games ever made"  
Score: 9.7

## PROJECT GOTHAM RACING

Reviewed: Issue 01  
Playable demo: Game Disc 01  
Demo movie: Game Disc 01  
Type: Driving  
"An epic racing game blending accuracy with entertainment... it'll take months to complete"  
Score: 8.9

## CHAMPIONSHIP MANAGER: SEASON 01/02

Reviewed: Issue 02  
Playable demo: n/a  
Demo movie: n/a  
Tips: Issue 04  
Type: Management sim  
"Easily the best game of its kind... indefinite lifespan"  
Score: 8.8

## RALLISPORT CHALLENGE

Reviewed: Issue 01  
Playable demo: Game Disc 04  
Demo movie: Game Disc 02  
Type: Rallying  
"Searingly fast rally game... best multiplayer racing game on Xbox... handsome as hell"  
Score: 8.5

## JET SET RADIO FUTURE

Reviewed: Issue 02  
Playable demo: n/a  
Demo movie: Game Disc 02, 03  
Type: Platform/skating  
"An impossibly cool, distinct platformer... supremely playable with loads to see and do"  
Score: 8.9

## TONY HAWK'S PRO SKATER 3

Reviewed: Issue 02  
Playable demo: n/a  
Demo movie: Game Disc 03  
Type: Skateboarding  
"The biggest and best extreme sports title in the world"  
Score: 8.8

## AMPED: FREESTYLE SNOWBOARDING

Reviewed: Issue 01  
Playable demo: Game Disc 02  
Demo movie: Game Disc 01  
Type: Snowboarding  
"Addictive, impressive and deep... a perfect landing"  
Score: 8.7

## DEAD OR ALIVE 3

Reviewed: Issue 01  
Playable demo: Game Disc 03  
Demo movie: Game Disc 01  
Type: Beat-'em-up  
"Accessible, slick and as satisfying as any beat-'em-up... a visual benchmark"  
Score: 8.5

## 2002 FIFA WORLD CUP

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Football  
"A return to form for the FIFA franchise and the only football game you need for the World Cup summer"  
Score: 8.0

## ARCTIC THUNDER

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Racing  
"A disgraceful excuse for an Xbox game. Looks dreadful, has no new ideas and feels limp and lifeless to play."  
Score: 2.4

## BATMAN: VENGEANCE

Reviewed: Issue 02  
Playable Demo: n/a  
Game Movie: n/a  
Type: Action/adventure  
"Too easy, too samey and nothing new... Bat-lore heavy... no replay value"  
Score: 4.5

## BLOOD OMEN 2

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Action/adventure  
"Linear gameplay dampens an otherwise vamped-up action experience."  
Score: 6.3

## BLOOD WAKE

Reviewed: Issue 02  
Playable Demo: Game Disc 02  
Game Movie: n/a  
Type: Racing/action  
"Shoddy and flawed... you're fighting the controls instead of the enemy"  
Score: 4.5

## CEL DAMAGE

Reviewed: Issue 02  
Playable Demo: Game Disc 03  
Game Movie: Game Disc 01  
Type: Racing  
"Dreamy looking but hectic gameplay makes for a frustrating experience"  
Score: 5.5

## CRASH

Reviewed: Issue 03  
Playable Demo: Game Disc 04  
Game Movie: n/a  
Type: Driving  
"Instant, lo-fi fun for the few hours that it lasts."  
Score: 6.6

## CRASH BANDICOOT: THE WRATH OF CORTEX

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Platform  
"One of the best cartoony worlds there is... but the old

bandicoot hasn't learned any significantly new tricks."  
Score: 7.1

## DARK SUMMIT

Reviewed: Issue 02  
Playable Demo: n/a  
Game Movie: Game Disc 01  
Type: Snowboarding  
"Half-hearted gameplay fleshed out with a pointless storybook aspect"  
Score: 3.5

## DAVE MIRRA FREESTYLE BMX 2

Reviewed: Issue 02  
Playable Demo: Game Disc 02  
Game Movie: Game Disc 01  
Type: BMXing  
"Pulling tricks is fun... poor controls spoil the experience"  
Score: 6.9

## DEADLY SKIES

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Flight sim  
"Simply not fast or exciting enough to fulfil that fighter pilot dream."  
Score: 5.2

## ESPN INTERNATIONAL WINTER SPORTS

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Sports sim  
"Pathetic effort at a sports anthology... a game stuck firmly in the Ice Age."  
Score: 3.2

## F1 2002

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Racing  
"Solid F1 title with everything a fan could want, but this is mere evolution, not revolution."  
Score: 7.1

## FUZION FRENZY

Reviewed: Issue 01  
Playable Demo: Game Disc 01  
Game Movie: n/a  
Type: Multiplayer/party  
"More party pooper than party popper... too simple and too repetitive"  
Score: 4.5

## GENMA ONIMUSHA

Reviewed: Issue 02  
Playable Demo: n/a  
Game Movie: n/a  
Type: Action/adventure  
"A no-frills hack 'n' slash adventure... takes a while to crack... fun, but flawed"  
Score: 6.9

## GUN VALKYRIE

Reviewed: Issue 03  
Playable Demo: Game Disc 03  
Game Movie: n/a

Type: Shoot-'em-up  
"No-frills gaming purist's dream not for the feint-hearted. Intense, skillful action all the way."  
Score: 7.6

## ISS 2

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: Game Disc 04  
Type: Football  
"Bitterly disappointing sequel to a much-loved classic ISS fans of old such treat this with extreme caution."  
Score: 5.1

## KNOCKOUT KINGS 2002

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Beat-'em-up  
"All brawn and no brain in what is ultimately an excellently presented, but actually fairly scrappy scrapper."  
Score: 6.3

## MAD DASH RACING

Reviewed: Issue 01  
Playable Demo: Game Disc 01  
Game Movie: n/a  
Type: Racing  
"Just enough Mad, too much Dash and not enough Racing... frustrating"  
Score: 6.5

## MAX PAYNE

Reviewed: Issue 02  
Playable Demo: n/a  
Game Movie: n/a  
Type: Action/shooter  
"Flashy, stylish and repetitive but worthy of your time... bullet time is brilliant"  
Score: 7.9

## NBA LIVE 2002

Reviewed: Issue 02  
Playable Demo: n/a  
Game Movie: n/a  
Type: Basketball  
"The end-to-end flow of the sport is distilled into tedium... top-notch presentation"  
Score: 5.2

## NHL 2002

Reviewed: Issue 02  
Playable Demo: n/a  
Game Movie: n/a  
Type: Ice Hockey  
"Excellent multiplayer game with joyful passing and shooting... slickly presented"  
Score: 8.2

## NHL HITZ 20-02

Reviewed: Issue 02  
Playable Demo: Game Disc 01  
Game Movie: n/a  
Type: Ice Hockey  
"Provides great-looking, polished and ultimately simple entertainment"  
Score: 7.4

## ODDWORLD: MUNCH'S ODDYSEE

Reviewed: Issue 01  
Playable Demo: Game Disc 03  
Game Movie: n/a  
Type: Platform  
"Fun to play and great to look at... brimming with character"  
Score: 8.1

## SHREK

Reviewed: Issue 02  
Playable Demo: n/a  
Game Movie: Game Disc 01  
Type: Platform  
"A plain and unrewarding platform game... it should have been so much more"  
Score: 5.0

## STAR WARS: OBI-WAN

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Slice-'em-up  
"Yet again, the Star Wars licence is wasted on poorly detailed characters and grainy, generic locations."  
Score: 3.3

## THE SIMPSONS ROAD RAGE

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Driving  
"Pretty scabby game made bearable by its retarded simplicity, funny voices and fun two-player mode."  
Score: 5.9

## TEST DRIVE OFF-ROAD: WIDE OPEN

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: n/a  
Type: Driving  
"The lack of vehicle/ ground interaction will soon have even total dieselheads sucking a tailpipe."  
Score: 3.5

## TRANSWORLD SURF

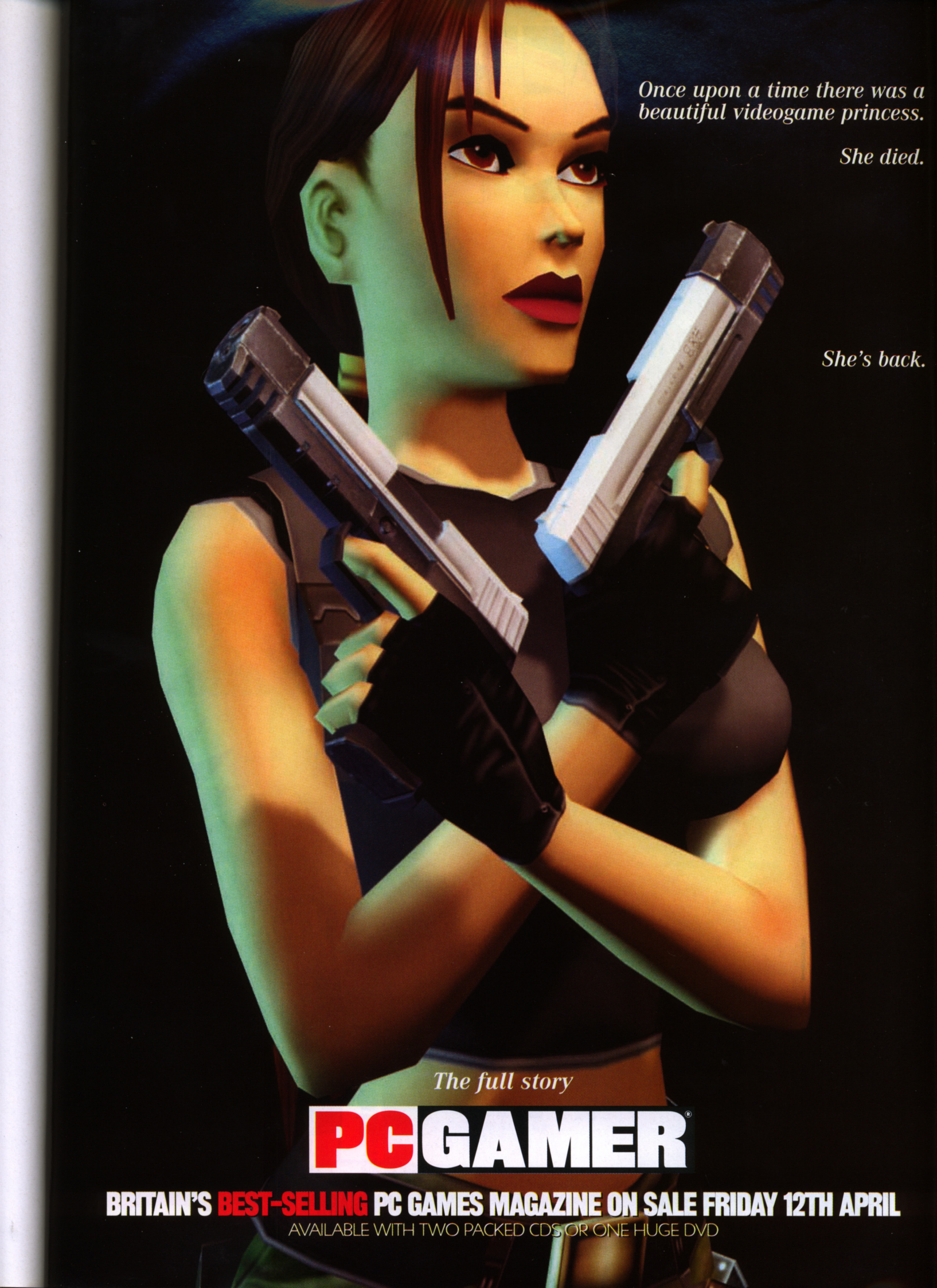
Reviewed: Issue 02  
Playable Demo: n/a  
Game Movie: n/a  
Type: Surfing  
"A lot to plough through... some really great water effects... not enough variation"  
Score: 6.1

## UFC: TAPOUT

Reviewed: Issue 03  
Playable Demo: n/a  
Game Movie: Game Disc 04  
Type: Beat-'em-up  
"Like Jerry Springer but without all the intrusive morality... it's a brutal two player fighter but a bit one dimensional for singles."  
Score: 7.4

## WRECKLESS

Reviewed: Issue 02  
Playable Demo: Game Disc 02  
Game Movie: n/a  
Type: Driving  
"Awesome demonstration of what Xbox can do... but not enough game in it to be truly essential"  
Score: 7.5



*Once upon a time there was a  
beautiful videogame princess.*

*She died.*

*She's back.*

*The full story*

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# FRONT

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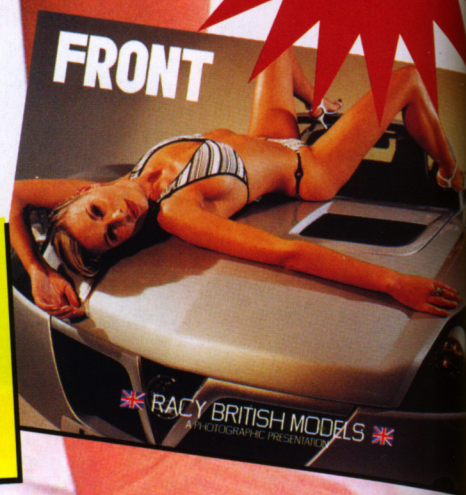
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### PLAY: MORE NEEDS YOU!

As gamers everywhere are discovering, experiencing Xbox is an adrenaline rush. In this, my first month as Reader Interaction Editor, I've already played games and demos far beyond anything I've sampled in my decade of gaming.

Just because I'm the new boy on the scene, you shouldn't make things easy for me. I want you to give me an absolute hammering at our Game Disc Prize Challenges. Out-drive, out-shoot, out-fight and out-think me - there are fantastic prizes for the best scores you send in.

Remember, it's all about you and rest of the Play:More community. The more you stuff our mailbags and inboxes, the better this section will be. Join the Game Clubs by sending in your game discoveries and suggestions for new ways to play.

If you don't like one of our reviews, tell us where the writers went wrong in Your Opinion. Tell us what ails ya, and see your problem solved in the Xbox Surgery.

To prove my own dedication to Play:More, each month I'll be your personal guide through the toughest games - this month, it's *Oddworld: Munch's Oddysee*.

Boot up your Xbox, do something great and then let everyone know by sending us the details. Life is short - Play:More

**Ben Talbot**  
Reader Interaction Editor

# Play:More

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## Inside

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### PLAY:MORE...

It's about getting more from your games.

From simple tips and cheats, to Masterclasses and guides, you'll find everything, finish everything and beat everyone.

It's about playing games until the disc wears flat. Demonstrating your expertise, proving you're the best and taking your place among the community of Xbox gamers.

It's about winning stuff, beating the challenges and winning respect.

Play:More is where you make *Official UK Xbox Magazine* your magazine.

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## ON THE DISC

IMAGINE OUR DELIGHT when we lined up another FOUR playable demos for Game Disc 03. We cater for everyone here at *Official UK Xbox Magazine*, hence the sublime *Dead or Alive 3*, best platformer on Xbox *Oddworld: Munch's Oddysee* and the insane driving experience that is *Cel Damage*. In addition, this month's biggie is an entire level of mayhem and destruction from *Gun Valkyrie*.

Newcomers to Play:More will have their first chance to enter our Demo Challenges - some for fun and others for serious prizes and immortality in the Challenge Leagues. Entering them couldn't be easier. Complete the coupon with your best results, cut it out and send them into Play:More before May 25. Just turn to page 117 to see how it all works.

Get ready to Play:More.



↑ Wrap your hands around the Xbox controller and get ready to navigate the Game Disc by mashing (gently) its multicoloured buttons. Use the directional pad or left thumbstick to highlight the menus in the right-hand window and press the A button to select. You can return to the previous screen with a push of the B button. The white button gives you an extreme close-up of the selection screen.

## GUN VALKYRIE

### GAME INFORMATION

TITLE: **GUN VALKYRIE**

REVIEWED: **PAGE 066**

SCORE: **7.6**

PLAYERS: **1**

### WHAT YOU GET

Valley 1, the opening stage. A vast, beautiful battleground, inhabited by Dr. Hebble Gate's bizarre alien creatures.

	LEFT THUMB STICK	MOVE FORWARD, BACKWARD,
	RIGHT THUMB STICK	LOOK; (CLICK) MAKE A
	90° TURN	
	DIRECTIONAL PAD	NOT USED
	A BUTTON	USE
	B BUTTON	SELECT ENERGY
	GRAPPLING HOOK	
	X BUTTON	DRIVE GUN
	Y BUTTON	HEAT BLASTER
	L TRIGGER	JUMP; BOOST WHILST
	R TRIGGER	SHOOT (HOLD TO
	LOCK ON	
	WHITE BUTTON	MAP
	BLACK BUTTON	TIMER

### WHAT YOU DO

Your mission would be simple if you didn't have to contend with a bunch of blood-sucking alien spiders. Once you've had chance to practice with the controls, dash to the waterfall at the opposite end of the valley. Grab the Drive Gun waiting for you there and prepare for an alien bloodbath. Finally, return to the insertion point, decimating every last arachnid as you go.

### TOP TIPS

Be ready to move as soon as you pick up the heavy machine gun. Alien spiders pour in from the valley walls so you can't afford to stand still. Use the rocket dash to avoid their attacks while shooting them with the heavy weapon.

### ANYTHING ELSE?

Make the most of your map and the Look control. You'll need to use them both to find every single enemy. Boosting is also crucial to get you through some of the hairier moments.



↑ Spiders from Mars?

### FUN CHALLENGE 1



SHOOTING THE SPIDERS from the air is fun. After picking up the heavy-weapon,

jump from one of the high points and pick off the spiders from the air. See how many you can kill in one flight. We managed the not-insignificant total of seven dead big bugs.

**THE REWARD:** The gratitude of every arachnaphobe in the known galaxy.

**PROOF:** There's no reason to prove this one, it's just for your entertainment.

**THE RULES:** Do not attempt to shoot real spiders with a heavy machine gun, even if they are extremely creepy!

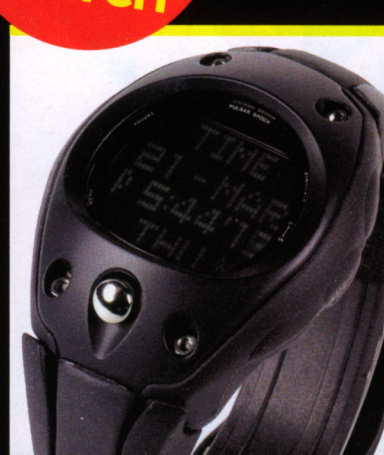
WIN  
THIS  
WATCH



### GUN VALKYRIE - PLAYABLE THE CHALLENGES



↑ Complete your free level in the best time to win.



↑ This exclusive Xbox watch could be yours.

### PRIZE CHALLENGE



SIMPLY COMPLETE the mission in the fastest time possible. You'll need to activate the timer with the black button so that you can quickly take a photo at the end of the stage.

**THE REWARD:** A stunning Official Xbox Pulsar Watch. You can't buy one in the shops - this is a truly unique Xbox collectible.

**PROOF REQUIRED:** If we ask for it, then you're going to need a video or photo of your character at the level exit with the timer visible in the top right corner. Remember, the exit beam

needs to be active and you must have collected the machine gun.

**CLOSING DATE:** All entries to be received by May 25. Remember, you only need to send a photo if we ask you for it. Just send us your time to enter, and keep your proof safe

**RULES:** The guidelines can be found in detail on page 117.



# ODDWORLD: MUNCH'S ODDYSEE

## GAME INFORMATION

**TITLE:** ODDWORLD: MUNCH'S ODDYSEE

**REVIEWED:** ISSUE 01, PAGE 114

**SCORE:** 8.1

**PLAYERS:** 1

## WHAT YOU GET

The chance to guide Munch around Snoozie Labs. This generous demo is the whole of level 6, complete with two wonderful cut-scenes.

	LEFT THUMB STICK	WALK/RUN
	RIGHT THUMB STICK	(CLICK) USE WEAPON
	DIRECTIONAL PAD	MOVE CAMERA
	A BUTTON	ACTION
	B BUTTON	GAMESPEAK
	X BUTTON	GAMESPEAK
	Y BUTTON	GAMESPEAK
	L TRIGGER	DECONTROL SNOOZIE
	R TRIGGER	HEALTH/STATUS
	WHITE BUTTON	CENTRE CAMERA
	BLACK BUTTON	NOT USED

## WHAT YOU DO

Snoozie Labs is a small but perfect introduction to Munch's Oddysee. It gives you the opportunity to test out the majority of Munch's skills for the first time. Swim through the opening section and make it to the blue control panel. From here, operate the Snoozie

Robot and shoot the pesky Vykkers in the area below. Don't venture into the Vykkers' lair with Munch until you are completely sure that they every one of the enemy swines is fully stunned.

All you have to do then is Zap (after first having drunk a tin of the stuff from a vending machine) the Fuzzles from their cages (tipped with orange antennas) and escape. Then

finally, press the B button at the Bird portal to free the Fuzzles.

## TOP TIPS

The Snoozie Robot cannot kill Vykkers, it only stuns them for about 90 seconds. You'll have to act quickly to free the Fuzzles and escape before they wake. A drink from the Espresso and Zap vending machines will help you to achieve this.

## ANYTHING ELSE?

As fortune would have it, our complete Masterclass for *Oddworld: Munch's Oddysee* starts on page 118 of this very magazine. Guiding you through every difficult bit on every level, it also shows you how to open the two bonus levels at the end of the game. Vital information for Oddworld completists and Abe lovers everywhere.



## MUNCH'S ODDYSEE-PLAYABLE THE CHALLENGES



↑ Defending Fuzzles' rights.

## PRIZE CHALLENGE



**KILL EVERY VYKKER** in the stage without letting any Fuzzles die. Not only that, you have to do it in the quickest possible time. Remember, you'll have to use Munch's Zap ability to kill

them. The Snoozie won't get the job done alone.

**THE REWARD:** Mmm... Chocolate! Courtesy of Acclaim, we have a *Turok Evolution* Easter egg to give away.

**PROOF REQUIRED:** Near the stage exit is a scoreboard.

Activate it by pressing the green button on the wall underneath. If you're in the running, we'll need a video of your entire challenge including a view of this scoreboard to prove your results.

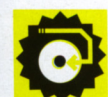
**CLOSING DATE:** Entries must be received by the close of play on May 25.

**RULES:** Standard Prize Challenge Rules (see page 117).



↑ Explosive action

## FUN CHALLENGE



**SEE HOW** many of the Vykkers you can kill in one go by shooting the

explosive crates with your Snoozie.

**THE REWARD:** The pleasure of hearing those Vykkers squeak.

**RULES:** Burp and fart - lots!

# CEL DAMAGE

## GAME INFORMATION

**TITLE:** CEL DAMAGE

**REVIEWED:** ISSUE 02, PAGE 092

**SCORE:** 5.5

**PLAYERS:** 4

	LEFT THUMB STICK	TURN/PITCH
	RIGHT THUMB STICK	NOT USED
	DIRECTIONAL PAD	NOT USED
	A BUTTON	FIRE WEAPON
	B BUTTON	THROW/EJECT
	X BUTTON	HORN
	Y BUTTON	TAUNT
	L TRIGGER	BRAKE/REVERSE
	R TRIGGER	ACCELERATE
	WHITE BUTTON	NOT USED
	BLACK BUTTON	RADAR

## WHAT YOU GET

The first Desert Stage, Wild Wooly West. It's a good taste of what Cel Damage has to offer.

## WHAT YOU DO

In Smack Attack Mode, there's a large open space to drive around and the weapons are fairly sparse. They appear in the form of boxes that you have to collide with to collect. Rack up the Smacks by hitting and killing the other drivers. First to 500 wins.

## TOP TIPS

The Giant Axe and Mortar are the two most effective weapons in this demo. The Harpoon can spear multiple enemies with a single shot, but it's more difficult to aim.

## ANYTHING ELSE?

Avoid getting hit by the train if you possibly can.



## CEL DAMAGE THE CHALLENGES

## PRIZE CHALLENGE



**BEING EFFICIENT** is important here. There's a 500 Smack limit and

we want to see you reach that score with the biggest lead over your nearest COMPUTER CONTROLLED opponent. You must use the character Violet to do this.

**THE REWARD:** Thanks to the shiny people at JOYTECH, we have a 3m System Link cable to give away.

**PROOF REQUIRED:** If we ask for it, you'll need to have a photo of the final scoreboard. See page 117 for more detailed instructions.

**CLOSING DATE:** Send your entries to us by May 25.

**RULES:** Follow the standard rules of play (found on page 117).



↑ Woolly jumper?

## FUN CHALLENGE



**SHEEP ARE HARMLESSLY** hopping about the Wild Wooly West.

Show them the error of their ways and knock them across the level. See how far you can make them fly.

**THE REWARD:** What could be more rewarding than catapulting sheep?

**THE PROOF:** Better not prove it; might have the RSPCA after you.



# DRIVE SOMEWHERE DIFFERENT.



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# DEAD OR ALIVE 3

## GAME INFORMATION

TITLE: **DEAD OR ALIVE 3**

REVIEWED: **ISSUE 01, PAGE 092**

SCORE: **8.5**

PLAYERS: **1**



## WHAT YOU GET

A deep excursion into one of the best fighting games ever made. As if the incredible intro sequence wasn't enough, there's also a one-player Time Attack mode with single and tag options. No less than EIGHT characters can be selected in this superb demo.

	LEFT THUMB STICK	<b>NOT USED</b>
	RIGHT THUMB STICK	<b>NOT USED</b>
	DIRECTIONAL PAD	<b>MOVE</b>
	A BUTTON	<b>THROW; TEAM</b>
<b>ATTACK IN TAG MODE</b>		
	B BUTTON	<b>KICK</b>
	X BUTTON	<b>GUARD; COUNTER</b>
<b>WITH D-PAD</b>		
	Y BUTTON	<b>PUNCH</b>
	L TRIGGER	<b>NOT USED</b>
	R TRIGGER	<b>ACCELERATE</b>
	WHITE BUTTON	<b>HEAVY PUNCH</b>
	BLACK BUTTON	<b>TAG</b>

## WHAT YOU DO

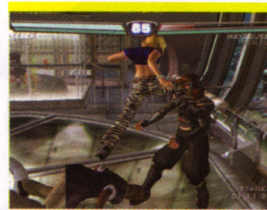
In single mode, beat the living daylight out of four deadly rivals. Alternatively, choose a tag team partner and fight three sets of opponents. Each bout is against the clock so try to win as quickly as possible. Losing a fight will cost you precious time.

## TOP TIPS

Learn to use the environment to your advantage. Knock your opponent through walls and over ledges to inflict major damage. The Coliseum stage has electrified walls that are even more energy-draining. Using grapple moves when an enemy is close to a wall sometimes triggers a more powerful variation on the throw.

## ANYTHING ELSE?

Press the Black button to switch between characters in Tag Battle. Letting a character rest for a while slowly recharges their energy. Press A to execute a team attack. Each tag team combination uses a different attack. Try various characters to find the most brutally effective moves.



↑ **Homemade grapple try.**

## FUN CHALLENGE 1



IN TAG BATTLE, see if you can beat your opponents using only the tag

team grapples.

**THE REWARD:** The gratification of seeing some truly brutal moves.

**PROOF REQUIRED:** None, but you could always send us a video if you think you're good enough.

**RULES:** Show no mercy!



## DEAD OR ALIVE 3 THE CHALLENGES



↑ Time is, quite literally, of the essence.

## PRIZE CHALLENGE



FIGHT YOUR WAY through the entire Tag Battle using Zack and Tina as quickly as you can. Ben was proud of his miserable 3m14.14s but you can do far better.

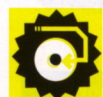
**THE REWARD:** A bottle of Genma Onimusha Sake. Because it's

alcoholic, you'll have to prove you're over 18 to win it. For that, we need a photocopy of the page in your passport with the picture and details. **PROOF REQUIRED:** If you're in pole position, we'll need a video or a photo of the final screen (as shown above). See page 117 for proof details.



↑ The walls are shocking!

## FUN CHALLENGE 2



DEFEAT YOUR OPPONENT in the Coliseum or Cage arenas by knocking them into the electrified walls. Count how

many times you can electrify your opponent and challenge your friends to see if they can do better. You can use any character, although we find that Jan Lee is very effective with his one-inch punch. You can try this challenge in both Single and Tag Battle Mode.

**THE REWARD:** If you knockout the enemy against the wall, you'll be rewarded with a spectacular slow-motion effect.

**PROOF REQUIRED:** There's no need to prove it, this one is just for fun.

**RULES:** Don't whizz on the electric fence!

## MOVIES ON THE DISC

Game Disc 03 is packed with 11 spectacular Game Movies for your joy-pad-free enjoyment.

### DAVE MIRRA FREESTYLE BMX 2

No need for stabilisers here

### TONY HAWK'S PRO SKATER 3

Proving that four wheels are better than two

### NHL 2002

Canadians swear by it

### RALLISPORT CHALLENGE

Keep your eyes on the road

### JET SET RADIO FUTURE

Cooler than George Clooney's chilled peppermints

### TRANSWORLD SURF

Extreme sports action in shark-infested waters

### TEST DRIVE OVERDRIVE

Like *Knight Rider*, only without the talking car

### GUN VALKYRIE

Too lazy to play the Game Demo? Watch this instead

### TRANSWORLD SNOWBOARDING

Could this be the new king of snowboarding games?

### TAZ WANTED

...a game of his own and now he's got one

### SPIDER-MAN: THE MOVIE

Spider sense... tingling!



↑ Buffy kicks some head



↑ TransWorld Snowboarding.

FOR THE SAME OF SAME: THE SPECIAL INGREDIENT IN SAKE IS KOJI. STEAMED RICE INOCULATED WITH A POWERFUL MOLD. IT BREAKS DOWN THE NORMAL RICE USED (WATER IS THE THIRD INGREDIENT). MUST BE THAT WHICH GAVE US HEADACHES THE LAST TIME WE HAD SOME. THE GENMA BOTTLE IS UNOPENED. SURPRISINGLY.



## DEMO CHALLENGE LEAGUES CHALLENGE RESULTS

BLACK DEADLINE MAGIC means that your entries won't be appearing until next month - we've had loads of submissions. Until then, check out our best efforts.

### PROJECT GOTHAM RACING Game Disc 01

THE CHALLENGE: Rack up Kudos in the two-lap Style Challenge

NAME	ADDRESS	KUDOS POINTS	PROVED?
ED	BELSIZE PARK, LONDON	927	YES
JON	SHEPHERD'S BUSH, LONDON	645	YES
GAVIN	PALMERS GREEN, LONDON	521	YES
STEVE	SHEPHERD'S BUSH, LONDON	511	YES
PAUL	BALHAM, LONDON	489	YES
JAMES	HOLLOWAY, LONDON	475	YES
PHIL	RAYLEIGH, ESSEX	430	YES
BEN	HENDON, LONDON	383	YES
ADAM	HOLLOWAY, LONDON	41	YES



SEE NEXT MONTH for details of the £1000 challenge we ran in Issues 01 and 02. Those of you who entered: there's a grand on it's way to one of you very soon!

### NHL HITZ 20-02 Game Disc 01

THE CHALLENGE: Pro difficulty, play Chicago for one period, score goals

NAME	ADDRESS	BEST SCORE	PROVED?
PAUL	BALHAM, LONDON	5	YES
BEN	HENDON, LONDON	4	YES
JAMES	HOLLOWAY, LONDON	3	YES
STEVE	SHEPHERD'S BUSH, LONDON	3	YES
GAVIN	PALMERS GREEN, LONDON	3	YES
JON	SHEPHERD'S BUSH, LONDON	2	YES
ED	BELSIZE PARK, LONDON	2	YES
ADAM	HOLLOWAY, LONDON	1	YES
PHIL	RAYLEIGH, ESSEX	1	YES



AS WELL as scoring goals, Ben spent the whole period trying to start a brawl. "I want to perform a suplex," he whined. Paul reigns supreme here, though.

### WRECKLESS: THE YAKUZA MISSIONS Game Disc 02

THE CHALLENGE: Best time to complete mission

NAME	ADDRESS	BEST TIME	PROVED?
ADAM	HOLLOWAY, LONDON	1:45:19	YES
ED	BELSIZE PARK, LONDON	1:45:17	YES
BEN	HENDON, LONDON	1:47:18	YES
JON	SHEPHERD'S BUSH, LONDON	1:49:27	YES
STEVE	SHEPHERD'S BUSH, LONDON	1:49:02	YES
JAMES	HOLLOWAY, LONDON	2:00:01	YES
GAVIN	PALMERS GREEN, LONDON	2:10:07	YES
PHIL	RAYLEIGH, ESSEX	2:11:23	YES
PAUL	BALHAM, LONDON	2:15:57	YES



LIKE MARTY MCFLY, Adam defied time and space to climb the Wreckless leader board. Well, he merely out-performed the rest of the team, but it sounds good.

### AMPED: FREESTYLE SNOWBOARDING Game Disc 02

THE CHALLENGE: Highest score

NAME	ADDRESS	BEST SCORE	PROVED?
JON	SHEPHERD'S BUSH, LONDON	207,994	YES
GAVIN	PALMERS GREEN, LONDON	205,678	YES
PAUL	BALHAM, LONDON	204,743	YES
ADAM	HOLLOWAY, LONDON	204,583	YES
PHIL	RAYLEIGH, ESSEX	204,250	YES
STEVE	SHEPHERD'S BUSH, LONDON	204,102	YES
JAMES	HOLLOWAY, LONDON	203,976	YES
ED	BELSIZE PARK, LONDON	203,950	YES
BEN	HENDON, LONDON	100,349	YES



JON SEEMS to be almost unbeatable at Amped. We know (and pray, every night) that someone out there can end his rule. Check out the league next month...

### MAD DASH RACING Game Disc 01

THE CHALLENGE: The fastest time possible for the race using any character

NAME	ADDRESS	BEST TIME	PROVED?
JON	SHEPHERD'S BUSH, LONDON	3:09:47	YES
STEVE	SHEPHERD'S BUSH, LONDON	3:09:32	YES
JAMES	HOLLOWAY, LONDON	3:10:01	YES
GAVIN	PALMERS GREEN, LONDON	3:10:04	YES
PHIL	RAYLEIGH, ESSEX	3:10:23	YES
PAUL	BALHAM, LONDON	3:10:55	YES
ADAM	HOLLOWAY, LONDON	3:11:07	YES
ED	BELSIZE PARK, LONDON	3:11:17	YES
BEN	HENDON, LONDON	3:11:18	YES



NO MATTER how many times Steve alleges that Jon was standing on his controller wire and thus 'limiting his movement', these times have been ratified.

### FUZION FRENZY Game Disc 01

THE CHALLENGE: Best score on Twisted System

NAME	ADDRESS	BEST SCORE	PROVED?
STEVE	SHEPHERD'S BUSH, LONDON	122	YES
BEN	HENDON, LONDON	120	YES
ED	BELSIZE PARK, LONDON	118	YES
JON	SHEPHERD'S BUSH, LONDON	117	YES
GAVIN	PALMERS GREEN, LONDON	111	YES
JAMES	HOLLOWAY, LONDON	104	YES
PHIL	RAYLEIGH, ESSEX	99	YES
PAUL	BALHAM, LONDON	97	YES
ADAM	HOLLOWAY, LONDON	89	YES



STEVE REFUSES to believe that Bill Gates did not program Fuzion Frenzy during his lunch-break. The rest of us are happy to let Dr Bailey win for a change.

### DAVE MIRRA FREESTYLE BMX 2 Game Disc 02

THE CHALLENGE: Highest score

NAME	ADDRESS	BEST SCORE	PROVED?
STEVE	SHEPHERD'S BUSH, LONDON	67,867	YES
PAUL	BALHAM, LONDON	66,564	YES
JAMES	HOLLOWAY, LONDON	62,387	YES
ADAM	HOLLOWAY, LONDON	61,531	YES
PHIL	RAYLEIGH, ESSEX	61,545	YES
BEN	HENDON, LONDON	60,983	YES
GAVIN	PALMERS GREEN, LONDON	60,001	YES
JON	SHEPHERD'S BUSH, LONDON	58,642	YES
ED	BELSIZE PARK, LONDON	57,753	YES



IN REAL LIFE, Steve can barely manage to ride his Teletubbies scooter without falling off, so heaven only knows how he managed to sneak to the top here.

### BLOOD WAKE Game Disc 02

THE CHALLENGE: Number of kills, and time to do so, before dying

NAME	ADDRESS	MOST KILLS	TIME	PROVED?
JAMES	HOLLOWAY, LONDON	4	5:27:00	YES
GAVIN	PALMERS GREEN, LONDON	4	5:53:03	YES
PHIL	RAYLEIGH, ESSEX	4	7:02:45	YES
JON	SHEPHERD'S BUSH, LONDON	3	3:47:98	YES
ED	BELSIZE PARK, LONDON	3	4:16:72	YES
BEN	HENDON, LONDON	2	2:33:32	YES
STEVE	SHEPHERD'S BUSH, LONDON	2	1:27:29	YES
PAUL	BALHAM, LONDON	2	2:30:26	YES
ADAM	HOLLOWAY, LONDON	1	1:04:64	YES



After serious allegations regarding certain team members not pulling their weight on the tea-making front, Big Boss James was allowed to win unchallenged...



# HOW OUR CHALLENGES WORK

It's all very simple really. Help us to help you into the Leagues by proving your excellence.



» TO ENTER A PRIZE CHALLENGE, ALL YOU NEED TO DO IS FILL IN THE COUPON BELOW AND POST IT OFF TO US.

» IF YOUR SCORE QUALIFIES YOU FOR A PRIZE, WE'LL GET IN CONTACT WITH YOU AND ASK YOU TO PROVIDE PROOF OF YOUR SCORE.

» ONCE YOU'VE SENT US PROOF, WE CAN AWARD YOUR PRIZE AND PRINT YOUR NAME IN THE MAGAZINE.



## HOW TO PROVE YOUR SCORE

If we ask you to prove your score, you'll need to present us with one of two items of evidence:



### PROOF BY VIDEO

By playing your Xbox through a normal VCR, it's possible to record your exploits onto a standard video cassette. We'll need to see you actually achieving the score, not the just the sight of the high score table.



### 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 altered.



### WHAT IF I CAN'T REPEAT MY BEST SCORE IN ORDER TO PROVE IT?

If you think you might only be able to achieve your high score once, we recommend taking proof (video or photography) as you go. That way, if you end up in a prize-winning position and

we ask for proof, you have it ready and you won't have to repeat your feats.

**REMEMBER!** You do not need to send us any proof to enter a Prize Challenge. We'll only ask for it if you end up in a prize-winning position.

### HOW DO I CONNECT MY XBOX TO THE VCR?

If you have a VCR with a SCART 'IN' socket, simply connect your Xbox to that, turn it on, select the video channel on your TV and you should see the game screen. If you now press Record you should be recording your Xbox exploits.

If your VCR doesn't have a SCART 'IN' socket, you'll need an Xbox RF adapter (sold wherever Xbox hardware can be purchased). Disconnect the aerial cable from the RF 'IN' socket and connect the Xbox RF lead. Switch on the TV and turn to the video channel. You now need to tune the video in to find the Xbox signal. When you've found it, press Record and you should be fine.

### THESE RULES APPLY TO ALL PRIZE CHALLENGES

» Closing date for Issue 03 challenges is May 25.

» 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 in the Prize Challenge instructions (above).

» The editor's decision as to the validity of proof is final.

» Proof of posting is not proof of receipt.

» Official UK Xbox Magazine will not be held responsible for entries or proof lost or damaged in the post.

**ENOUGH TALK - PLAY:MORE! GOOD LUCK!**

## ISSUE 03 DEAR OFFICIAL UK XBOX MAGAZINE,

Here are my Demo Challenge scores for you to admire.

### GUN VALKYRIE

Best time to complete the mission

### ODDWORLD: MUNCH'S ODDYSEE

Time taken to kill every Vykker and free the Fuzzles

### CEL DAMAGE

Highest score

### DEAD OR ALIVE 3

Time Taken to complete Tag Time attack  
(NB You can enter as many or as few challenges as you like)

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 five games I'm most looking forward to on Xbox.

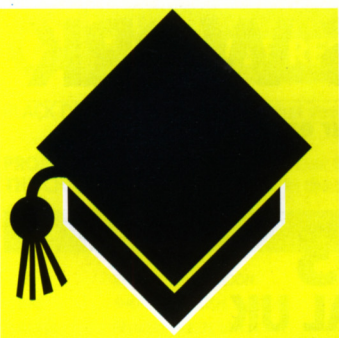
- 1) \_\_\_\_\_
- 2) \_\_\_\_\_
- 3) \_\_\_\_\_
- 4) \_\_\_\_\_
- 5) \_\_\_\_\_

EITHER CUT out or photocopy this coupon, fill it in, and send it to Game Disc 03 Demo Challenges, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP.



play more

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MASTERCLASS

# ODDWORLD: MUNCH'S ODDYSEE

YOUR GUIDE: BEN TALBOT

WITH 25 LEVELS and a few hundred Mudokons to rescue, there's no easy way of mastering the latest Oddworld game. This is no adventure; it's an *Oddyssey*...

The ultimate goal is to attain the best possible Quarma by rescuing every Scrub, Fuzzle and Labour Egg crate, and keeping as many Mudokon types (Natives, Tomahawker and Mudarchers) alive.

If you get to the end of level 23 with the Quarma bar more than half full, a further two levels will be opened.

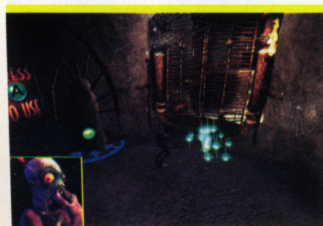
In this guide, we tell you how to do just that. Starting with Abe (see his mug in the corner of the screenshot below?) play as him until a new face appears in the corner of a screenshot. It'll usually be Munch, but watch for two other folks...

Top overall tip: Avoid carrying a Mudokon when you're close to death. If need be, die first and then resume the task.



SCRUBS: 0 NATIVES: 0  
FUZZLES: 0 SPOOCE: 50

Raisin's Cave is the training ground for Munch's *Oddyssey*. It will teach you the basics of controlling Abe and how to best use his magic abilities.



>> Press A near the green story stones to pick up some control tips.



>> Collect 50 Spooce before the door opens - it can be grown by chanting.



LEVEL 2  
SPOOCE-SHRUB  
FOREST

SCRUBS: 0 NATIVES: 9  
FUZZLES: 0 SPOOCE: 295

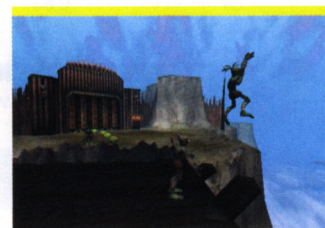
As the name suggests, this level is about collecting Spooce; there are 295. Learn how to control your Mudokon pals and do your best to protect them.



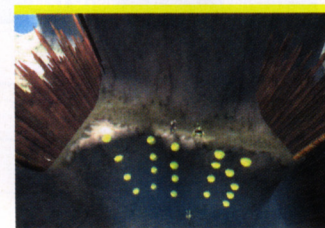
>> You must resurrect a Native because you need six to open the Big Well.



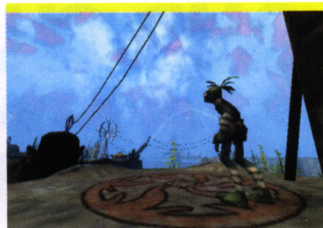
>> At the long bridge, throw your pals over the stony barricade...



>> ...but not here! This is bad for your Quarma rating, because they die!



>> Jump in the well to reach another Native on top of this hill.



>> Help five Natives into the wells at Zap Henge; they chant to open the door.



LEVEL 3  
FUZZLE  
TESTING

SCRUBS: 0 NATIVES: 0  
FUZZLES: 38 SPOOCE: 20

Your first time as Munch. Once Fuzzles are released, they are useful allies. Kill the Vykkers with your antenna before freeing them to maintain high Quarma.



>> With the B button, command the first four Fuzzles to kill the first Vykker.



>> Use Munch's sonar (Left trigger) to locate the 16 Fuzzles in this large room.



>> The next three sections are identical. Zap the interns; rescue eight Fuzzles.



>> In this room, free 10 Fuzzles and hit B to set them against their captors.



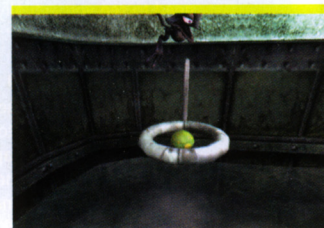
LEVEL 4  
HYDROPONIC  
VATS

SCRUBS: 0 NATIVES: 0  
FUZZLES: 0 SPOOCE: 99

This level is where you learn Munch's swimming abilities. He can't dive, so don't bother trying. Just collect as many of the 99 Spooce as you can.



>> Jump in the blue-rimmed cannons to access higher areas and Spooce.



>> Practise jumping through the hoops at the start - you need this skill later.



LEVEL 5  
FLUORIDE  
TANKS

SCRUBS: 0 NATIVES: 0  
FUZZLES: 13 SPOOCE: 191

Level 5 has lots of deadly obstacles for Munch to avoid. Learn to master his Zap ability to stun Vykkers into the water or into mines.



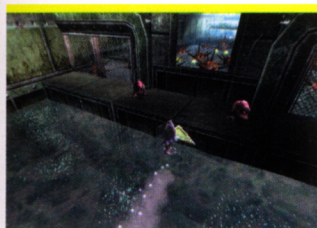
>> Don't forget to use these cannons to reach Spooce on high ledges.



>> Follow the path to the first three Fuzzles. Watch out for the Vykker!



>> Don't release the next four Fuzzles until all three Vykkers are dead.



>> For the extra height needed to clear the taller walls, jump while swimming.



SCRUBS: 0 NATIVES: 0  
FUZZLES: 12 SPOOCE: 0

A brief level, but a fun one. The Snoozie is a robot equipped with sleeping darts. It can't kill Vykkers, it only stuns them. They wake up after about 90 seconds.



>> Take control of a Snoozie robot. Move towards this panel and press Y.



>> Press the Right thumbstick to knock out the Vykkers as quickly as you can.



>> Deactivate Snoozie (with Left trigger). Free 12 Fuzzles before Vykkers wake.



SCRUBS: 0 NATIVES: 6  
FUZZLES: 12 SPOOCE: 65

The first time you switch between Abe and Munch. Typically, one opens doors for the other. Abe can't swim, Munch needs to be thrown up to higher levels.



>> Throw Munch over the first grey wall and possess the lurking Slig.



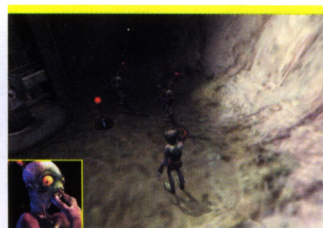
>> Release four Fuzzles behind the gate; press the B button to open it.



>> There are two more identical cells to unlock. Each one also has a Native.



>> Drop a bomb onto this orange wall in order to progress.

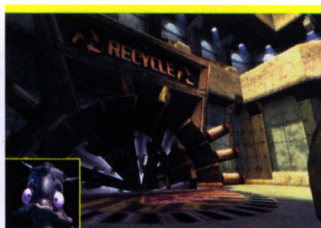


>> Go up the ramp at the end; slide behind the door for two Tomahawkers.



SCRUBS: 9 NATIVES: 0  
FUZZLES: 0 SPOOCE: 0

There are nine Scrubs to rescue, each one must be carried down a passageway filled with gun-toting Sligs. This is also an opportunity to practice with the claw.



>> In the first room, recycle the Sligs in into meaty chunks using the claw.



>> Drop Abe next to the out-of-reach Scrub so he can throw him off.



>> Drop Abe at door switch, switch to controlling Abe, get him to open door.



>> Race down this long corridor carrying each of the nine Scrubs.

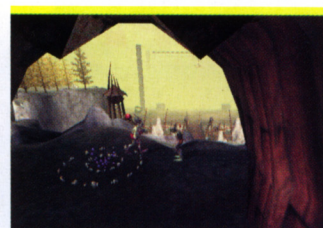


SCRUBS: 0 NATIVES: 8  
FUZZLES: 6 SPOOCE: 0

A long and confusing level. Four Natives are needed to close the fortress gates. Six are needed to restore the environment at the energy totem.



>> Upgrade first the three Natives to Tomahawkers at shrine near bridge.



>> This Native will ignore you until you have closed the gates.



>> Cross the bridge opposite the fortress. Drop down and possess the Slig guards.



>> Possess Sligs at the cage; get Munch to release Fuzzles and Tomahawkers.



>> Use the claw to kill the Sligs before taking Tomahawkers across the bridge.



SCRUBS: 11 NATIVES: 0  
FUZZLES: 0 SPOOCE: 0

Similar to Level 8. Clear out the first room with the claw. Ignore the Snoozie in the second half of the level - it's easier to kill Sligs using possession.



>> Creep across this ledge to rescue two Scrubs, then get the one opposite.



>> Send large possession balls to kill the three Sligs on the left-hand towers.



>> Dodge the bombs and carry eight Scrubs to safety - timing is crucial



>> At the exit, drink Bounce and return to the ledges for three Scrubs.



SCRUBS: 0 NATIVES: 0  
FUZZLES: 0 SPOOCE: 99

Thankfully, no Mudokons or Fuzzles. The only task to complete is collecting 99 Spooce. Take Abe and Munch to the exit while collecting as much as you can.



>> If you need to return to collect more Spooce, it's far safer to use Abe.

## LEVEL 12 MEEP HERDER VILLAGE

SCRUBS: 0 NATIVES: 9  
FUZZLES: 0 SPOOCE: 0

Meeps only appear in this level. Abe can carry them, Munch can chase them in his wheelchair. Don't be afraid of the giant Sligs - they can be possessed.



>> Herd all 25 Meeps into the pen. The Natives ignore you until this is done.



>> Possess and kill the giant Sligs in the tunnel before they eat your friends.



>> Stand on the foot panel and possess this Glukkon so he donates to LuLu!



SCRUBS: 15 NATIVES: 0  
FUZZLES: 0 SPOOCE: 30

Scrabs are the most ferocious inhabitants of Oddworld, but they are also particularly stupid. Round them up to make the area safe for Scrubs.



>> Unite Munch and wheelchair, then circle the Scrabs until they chase you.



>> The Scrabs chase Munch into a pen where there's a lever to trap them.



>> Climb to the top of the windmill and throw three Scrubs into the well.



>> Despatch the Glukkon and go out to the Scrubs; there's 12 more in the cage.



SCRUBS: 0 NATIVES: 7  
FUZZLES: 0 SPOOCE: 0

One of the most difficult and frustrating levels in the game. Jumping with Abe is often tricky to judge and there are many large platform sections to navigate.



>> Clear the path of Sligs then carefully jump across with Abe. Save often!



>> The two Natives need to be thrown to safety across each platform.



>> Turn seven Natives into Mudarchers at the shrine. They can then kill Sligs.



SCRUBS: 0 NATIVES: 7  
FUZZLES: 0 SPOOCE: 0

There are many ways of completing this level - we've found the best. Clear the room with the mine-filled bridge using Munch, then possess the Sligs with Abe.



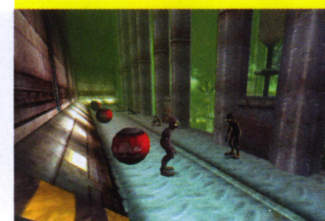
>> Use Aquabounce to reach the high platforms and levers. Use Zap on Sligs.



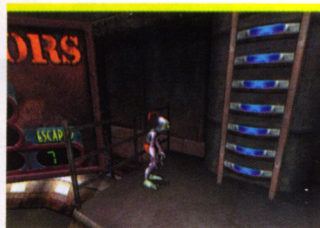
>> With Sligs dead, carry Munch across the mine-covered bridge. Save often!



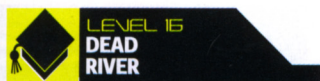
>> Throw a bomb at this orange wall to access a new area...



>> ...where you'll find eight Scrubs. Possess and kill the Sligs.

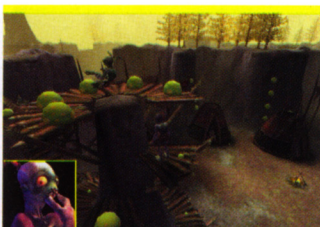


>> Climb the ladder by the scoreboard and get another Glukkron to donate.



SCRUBS: 0 NATIVES: 8  
FUZZLES: 0 SPOOCE: 20

Take control of Abe and round up eight Mudarchers. Try to possess Sligs while sending in them in as a distraction. Preventing casualties requires patience.



>> Four Natives in this first area; you need Bounce to reach two of them.



>> At totem, turn three more Natives into Mudarchers. Fight Sligs to reach another.



>> On the balcony, possess Sligs on other side of orange wall, then blow it.



>> Jump over water mines to flip switch on the other side. Revert to Abe to fight.



SCRUBS: 0 NATIVES: 0  
FUZZLES: 0 SPOOCE: 99

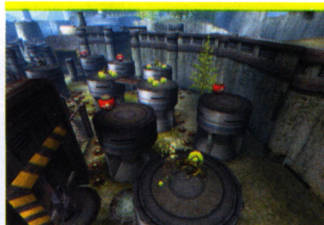
No Mudokons or Fuzzles to save, just an entire army of Sligs to slay. Abe has to pass each gate via the mountaintops and step on the time locks to 'free' Munch.



>> Sligs hate bombs. Clear the path for your one-legged friend.



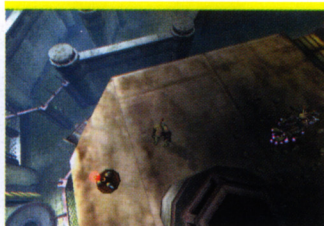
>> Halfway through the level, possess a Big Bro Slig. Time for some carnage.



>> Sneak past this difficult platform section using the invisibility potion.



>> Before the exit is a shoot-'em-up section. Possess Big Bro Slig to pass.



>> Climb the ladder on the building near the teleporter to reach the switch.



SCRUBS: 13 NATIVES: 0  
FUZZLES: 0 SPOOCE: 20

Where possible, avoid waking the sleeping Sligs in the first section. The invisibility vending machine makes life easier until you possess the Big Bro Slig.



>> Take control of the claw and drop Abe next to the door switches.



>> Gather together all 13 Scrubs. Some will need to be carried past minefields.



>> Pull lever near this panel to get a Big Bro Slig. Possess him, clear path.



SCRUBS: 14 NATIVES: 0  
FUZZLES: 0 SPOOCE: 0

Slig drones make possession impossible in certain areas. Keep your Big Bro Slig at a distance - you won't be able to shoot the Sligs at close range.

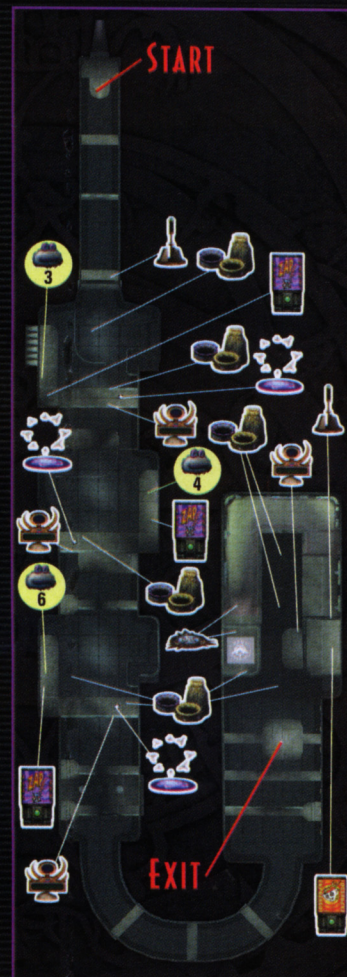


>> Take Abe and Munch across the upper ledge. Throw Munch across gaps.

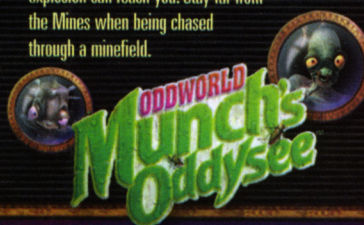


Prima's  
Official  
Xbox  
Hints  
& Tips

## FLUORIDE TANKS



- Although the Mines let you touch the tips of the spikes, get any closer than that, and kablamo! Swim slowly around and between the spikes if you must go near them. Rushing will get you blown up.
- If the Intern hits a Mine when he goes over the edge, he'll land on dry land. In this case, give him a couple more zaps to finish him off, or send him into the water.
- Nothing is foolproof. Be prepared for things to go wrong. The first Worker Intern could bounce off a Mine and land where he began. If this happens, alternate your attack between the two Interns. It shouldn't take much to finish off the first guy.
- Also, be wary of the Travel Well. The Interns stand really close to it and can bounce off of it, giving you less time between zaps.
- You can be hurt even if you don't step on a Mine. If an enemy steps on one, the blast radius of the explosion can reach you. Stay far from the Mines when being chased through a minefield.





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>>At Big Slig generator, carefully climb down ladder and quickly possess him.



>>Use Big Bro to kill the Sligs. Eventually they will stop regenerating.



>>With the Sligs dead, round up the Scrubs and pull levers by the final gate.



>>Possess a Big Bro Slig and have him speak here to reach the Glukkon.



SCRUBS: 0 NATIVES: 4  
FUZZLES: 0 SPOOCE: 22

Perhaps the most difficult in the game. Abe has to raise the water level at each of the six water towers to allow Munch to progress. Close co-operation is key.



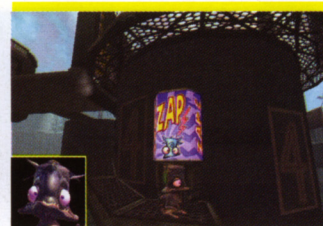
>>At the first water tower, stand on the foot panel and possess the Glukkon.



>>Cross this bridge, then switch to Munch and pull levers on the far side.



>>There are six water towers to find. Each one has a greedy Glukkon on top.



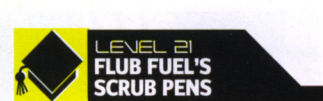
>>Zap Sligs on Tower Four from this ramp - enter and exit via this ramp, too.



>>Towers Five and Six require some skilled jumping. Save often.



>>A lever at the heart of the reservoir brings out Mudarcher reinforcements.



SCRUBS: 20 NATIVES: 0  
FUZZLES: 17 SPOOCE: 0

The Sligs will do most of the work for you here so practice with the machine-gun. Don't pull the water control switch before you have rescued the Mudokons.



>>Only a possessed Slig has access to this door. A Slig shootout beckons.



>>Once the Sligs are wiped out, shoot the final guards off their pedestals.



>>Release two Scrubs before using water control; there are four more here.



>>With the water level raised, Munch can swim across to open this door.



>>In the final area there are 14 Scrubs. Some need to be thrown across.



>>Seventeen Fuzzles can also be found in the area opposite.



SCRUBS: 11 NATIVES: 0  
FUZZLES: 0 SPOOCE: 0

Flubco's executives are at the end of a corridor guarded by 12 Big Bro Sligs. Munch needs regular trips to the Aquabounce, Health and Zap machines.



>>Jump onto this platform to escape the first room.



>>Keep away from the explosive boxes as you race past the Big Sligs.



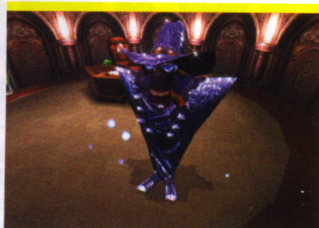
>>Combine Aquabounce, Zap and Espresso to kill the high-up Sligs.



>>Jump on plant pots at the rear of the room to find a passage to Glukkon.



>>Four Scrubs await on the high platforms. Use Bounce to reach them.



>> Persuade this fashion-conscious Glukkron to donate his cash to LuLu.

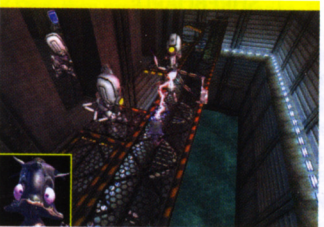
### LEVEL 23 THE LOADING DUCK

SCRUBS: 4 NATIVES: 0  
FUZZLES: 6 EGG CRATES: 22 SPOOCE: 0

The first Labour Egg crates are here. Be careful when loading them into the docking bay. When using Munch, try to take out Surgeon Vykkers one at a time.



>> Abe needs to jump this gap. Munch has to follow the tunnel beneath.



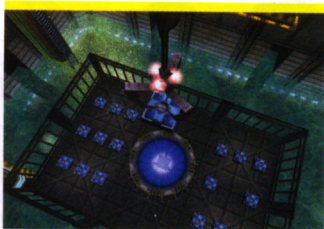
>> Combine Aquabounce, Zap and Espresso to kill Vykkers. Get health.



>> High up on this platform is another Scrub. Use Bounce to reach him.



>> Retrace your steps with Munch. Aquabounce to this control panel.



>> Carefully drop crates into teleporter - cracked ones count against Quarma.

### BONUS LEVELS

WITH A QUARMA rating of more than half (which you will have if you've followed our expert advice so far), two more levels are made available after Level 23. The ending movie is slightly different, too. Onward to the *real* ending of the *Oddyssey*, then...

### LEVEL 24 LABOUR EGG STORAGE

SCRUBS: 14 NATIVES: 0  
FUZZLES: 12 EGG CRATES: 36 SPOOCE: 0

In the first part of the level you'll have to carry some of the Labour Egg Crates by hand. Avoid even touching the walls with them, or they'll be scrambled.



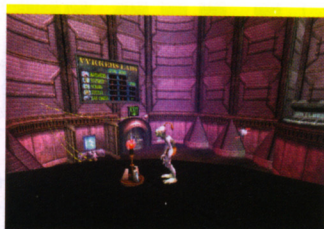
>> While invisible, dash past the Vykkers and climb up the ladder. Use the bombs.



>> Kill the Vykkers here is using the crane. Then pick up Abe.



>> Use both claws so Abe can reach the top levels either side of this room.



>> After depositing the remaining Egg Crates, drop Abe at the exit lever.

### LEVEL 25 VYKKER SUITES

SCRUBS: 10 NATIVES: 0  
FUZZLES: 0 EGG CRATES: 17 SPOOCE: 0

Vykker Suites is the final level, and a great reward for all your hard work. Munch is absent, so take Abe and friends straight into the Vykker's den.



>> Possess the nearest Vykker and get him a Snuzi from the vending machine.



>> Round up the Scrubs - the Shaman then upgrades them to Mudarchers.



>> Guide the Mudarchers into the dissection lab then climb this ladder.

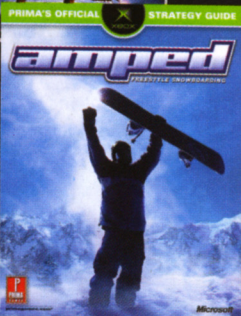
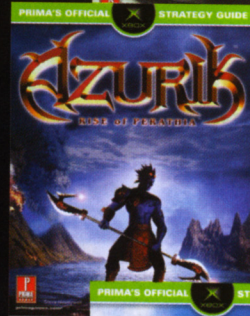
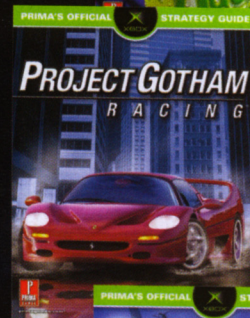


>> Munch waits at the end. Sit back, enjoy the spectacular closing sequence!

THE END

# 'Don't Play Without'

Prima's Official Xbox Guides



Available at all good retailers



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## THE OFFICIAL XBOX MAGAZINE SURGERY

OOH MATRON! Xbox problems solved via expert diagnosis.



### FREEBIE JEEBIES

I noticed recently that the *Official Xbox Magazine US* recently offered a *Dead or Alive 3* booster disc on the cover. Are there any plans to do the same over here?

*Kalpesh D. Rathod, via email*

Fortunately, the UK version of *Dead or Alive 3* already has all the extra costumes and features included on that booster disc. If other games have boosters with non-UK content, then we'll do our very best to include them on the Game Disc.

### I'M ITCHING TO KNOW...

It seems my Xbox suffers from the disc-scratching problem reported in Japan. There are scratches around the outer edge which were definitely NOT there before. I'm ultra-careful with discs, so I can only assume that it's the machine that's doing it.

*Steve Bate, via email*

The scratches caused by your machine are entirely superficial and will not affect the way the game runs. This problem has only been reported on the edge of some CDs and film DVDs, not games and not the surface of any disc. Microsoft has publicly stated that it will not damage your games. Xbox Surgery advises you to enjoy your games to the fullest - your Xbox will not ruin them.

### THE MUSIC MAN

When I create an audio CD with mp3s from my PC (which any other appliance will play) the Xbox won't read it. Is there any way I can get my mp3s onto my Xbox?

*Sam, Shropshire*

Xbox has been specifically designed to prevent the use of copied CDs or CD-Rs. This includes copied games and mp3 music discs. Some CD-RW discs of mp3s are reputed to work, but we can't confirm that just yet. Microsoft were keen to avoid copyright issues that plague the still-murky world of mp3 music.

### WHAT THE HEX?

I need some help defeating Hex in *Mad Dash Racing*. I don't understand what I have to do in the circular arena. The game tells me to hit all the buttons on the top of the castle but I can't see them.

*Torn, via email*

Get 10 meteorites for all abilities. Dash up the ramp with the white cans, then glide off through the ring, onto a spinning platform and glide off to the platforms with the red buttons. Use bash on them. Repeat this 10-15 times and you've done it.

# HINTS & CHEATS

## HERE GOES...

### DAVE MIRRA FREESTYLE BMX 2

Issue 02, 6.9

Game Disc 01, Game Movie

On the title screen, enter these codes to unlock the following two characters:

#### SLIM JIM

On the directional-pad, press Left, Right, Down, Left, Up, Left, Right, Left, X

#### AMISH GUY

On the d-pad, press Left, Right, Up, Up, Right, Down, Right, Right, X

### NHL HITZ 20-02

Issue 02, 7.4

Game Disc 01, Playable Demo

### CHEAT CODES

Enter these codes on the Versus screen, the last one before the game loads. The numbers are how many times you need to press the X, Y and B buttons respectively. You then finish off with one press of the d-pad in the specified direction. For example, 1-3-2 Down means press X once, Y three times, B twice and then press Down on the d-pad. You'll see the code being entered on screen, and a written confirmation when you get it right.

INFINITE TURBO: 4-1-3 Right, HUGE PUCK: 3-2-1 Up, BIG HITS: 2-3-4 Down, LATE HITS: 3-2-1 Down, HITZ TIME: 1-0-4 Right, HUGE HEADS: 3-3-0 Right, PINBALL BOARDS: 4-2-3 Right, MORE TIME TO ENTER CODES: 3-3-3 Right



↑ Check the crowd for more codes.

### WRECKLESS: THE YAKUZA MISSIONS

Issue 02, 7.5

Game Disc 02, Playable Demo

#### UNLOCK BIG 4WD

Find the car in mission A-4 (look for the question mark on the map), and hit it once. Complete the mission and the car will be unlocked.

#### UNLOCK BIG TRUCKS

Find the car in mission B-3 (look for the question mark on the map), and hit it once. Complete the mission and the car will be unlocked.



↑ Now that is a big truck

### SHREK

Issue 02, 5.0

Game Disc 01, Game Movie

#### BECOME INVINCIBLE

To become invincible, go to the main title screen and press Up, Down, Down, B, A, A, X, Down, Up, Left, B. Now Shrek can't take damage!

### CHEAT LIST

If you unlock Race Mode, you can compete for tokens by doing for a second time previously completed tasks in a certain amount of time. Each cheat can be purchased for three tokens. They are: Invulnerability, Infinite Gas, Infinite Flame, Super Strength, Super Flatulence, Leak Mode, Fast Mode, Low Gravity, Money For Merlin, Chalk Mode, Crude Oil Mode, Plastic Mode, Cyber Shadows



↑ Earn tokens to buy Shrek cheats.

### CEL DAMAGE

Issue 02, 5.5

Game Disc 02, Playable Demo

Unlock Desert Levels and Whack Angus  
Enter your name as WHACKLAND

Unlock Jungle Levels and T. Wrecks  
Enter your name as TWRECKSPAD

Unlock all Transylvania Levels and Count Earl  
Enter your name as EARLSPACE

Unlock all Space Levels and Brian the Brain  
Enter your name as BRAINSALAD

Unlock all Melee Weapons

Enter your name as MELEEDEATH

Unlock all Ranged Weapons

Enter your name as GUNSMOKE!

Unlock all Hazards

Enter your name as HAZARDOUS

### BLOOD WAKE

Issue 02, 4.5

Game Disc 02, Playable Demo

#### UNLOCK BATTLE MODES

Complete these levels (note the difficulty setting) for access to new modes:  
Clanbake Battle Mode: Beat A Poke in the Eye on Ensign difficulty  
Kingdom Come Battle Mode: Beat Baptism of Fire on Ensign difficulty  
Metal Massacre Battle Mode: Beat Hurricane of Fire on Ensign difficulty

### TRANSWORLD SURF

Issue 02, 6.1

Game Disc 03, Game Movie

#### SHARK/CROCODILES SURFBOARD:

During play on Pro Surfer Mode hold down Back and press Up, Down, Left, Right, Right, Down. Or you could complete all secret goals with one surfer.

#### ALWAYS SPECIAL MAX

During play on Pro Surfer Mode hold down Back and press Up, Down, Left, Right, Down, Up. Or complete all secret goals with six different surfers.

#### INVISIBLE BOARD

During play on Pro Surfer Mode hold down Back and press Up, Down, Left, Right, Left, Down. Or complete all secret goals with 13 different surfers.



↑ Go on, give us a wave.

### DARK SUMMIT

Issue 02, 3.5

Game Disc 01, Game Movie

Enter these cheats at the main menu:

#### MEGA CHEAT

To win 91,000,000 points, the same number of equipment points and all

secret tricks, hold down both Back and Start, then press Y, Left trigger, X, B, Right trigger, A, Right trigger, A

### UNLOCK RIDERS

To unlock all riders in the game, hold down both Back and Start, then press Y, Left trigger, X, B, Right trigger, A, Right trigger, B

### COMPLETE CHALLENGES

To instantly beat every challenge except for 43, 48, 49 and 50, hold down both Back and Start, then press Y, Left trigger, X, B, Right trigger, A, Right trigger, Y

### UNLOCK ALIEN

To Unlock Alien, hold down both Back and Start, then press Y, Left trigger, X, B, Right trigger, A, Right trigger, X

### PROJECTILE

To shoot a barrel with the shoulder buttons, hold down both Back and Start, then press Y, X, B, Right Trigger

### SLOW MOTION

To watch yourself in slow motion when getting some air, by holding the shoulder buttons down in-game, hold down both Back and Start, then press Y, X, B, Left Trigger



↑ Unlock the secret dudes.

### NHL 2002

Issue 02, 8.2  
Game Disc 03, Game Movie

### EASY GOALS

In the game options, boost all the settings in basic and advanced menus except for fatigue, which you should set to lowest level. This will give you faster shots, faster moves and better passing and shooting. You should now be able to score at least six goals a game in Season mode.

### BATMAN: VENGEANCE

Issue 02, 4.5

Enter these cheats at main menu:

Infinite Batarangs  
Left, Right, Y, X

120 Points and all super moves  
Left, Left, Right, Right, Left, Right, Left, Right

Infinite BatLauncher (Nets, Stunner, C4)  
Y, X, Y, X, Left, Right, Left, Right

Infinite Handcuffs  
X, Y, X, Y, Left, Right, Right, Left

All Cheats Enabled  
Right, Left, Left, Right, X, X, Y, Y



↑ Welcome to Gotham Cheaty.

### GENMA ONIMUSHA

Issue 02, 6.9

### GET BISHAMON SWORD

Fight through all 20 levels of the Dark Realm. Once you have killed all the monsters on the 20th level, open the treasure box to discover the Bishamon Ocarina. This Ocarina opens the bone door, just after your second battle with Marcellus. Past the door is the Bishamon sword, a fearsome weapon so powerful that it kills non-boss enemies with a single swipe.

### UNLOCK DIFFICULT MODE

Defeat the game in under three hours to unlock Difficult Mode.

### UNLOCK KAEDE'S SECOND COSTUME

To unlock Kaede's second costume, a sort of demon dress, collect all 30 Flourites.

### UNLOCK ONI SPIRITS MINI GAME

To unlock the Oni Spirits mini game, collect 20-29 pieces of Flourite. A new mini-game will be available at the start menu.

### UNLOCK SAMANOSUKE'S SECOND COSTUME

To unlock Samanosuke's second costume, beat the game once on the Difficult setting.

### TONY HAWKS PRO SKATER 3

Issue 02, 8.8  
Game Disc 03, Game Movie

### UNLOCK OIL RIG LEVEL

To unlock the Xbox-specific Oil Rig Level, get the three gold medals with a single character. The Oil Rig is only available in Free Skate Mode

### UNLOCK X-RAY THE SKELETON

Get the three gold medals (by getting 100 per cent) twice - once each with two different characters - to unlock the X-Ray as a playable character.

### MAX PAYNE

Issue 02, 7.9  
Game Disc 05, Playable Demo

### SECRET ROOM

In the last section of the Tutorial stage, there is a secret room. Across from the Subway Entrance, you can hop up onto a few boxes and then onto a catwalk. Go up the catwalk and jump through the window on the far left (you can easily see the room through it). Inside is a hidden room containing a large amount of ammo.

### NBA LIVE 2002

Issue 02, 5.2

### JUMP HOOK

Perform a jump hook in the low block by pressing up and shoot at the same time.

### DEFENSIVE PLAY

Try and fool the offence by switching defensive plays. Pick up full court, apply a half-court trap or simply tap up on the directional pad.



↑ Stay alive on defense.

### JET SET RADIO FUTURE

Issue 02, 8.9  
Game Disc 02, Game Movie

### UNLOCK A.KU.MU.

Achieve a Jet ranking in Fortified Residential Zone.

### UNLOCK BEAT

Win against Beat in the street race and he'll join you.

### UNLOCK BOOGIE

To unlock Boogie simply meet her in Kibogaoka Hill.

## YOUR OPINION



NOT BEING VERY opinionated himself, Ben wants your opinions so he can use them in topical conversations with other 'hardcore' gamers. This issue's raging debate concerns a topic very close to his heart - is it right to cheat in games?

I don't use cheats to make the game easier (infinite ammo, level select etc). The only cheats I use are the fun ones like Big Head Mode or something similar.  
*Mkfreek*

What about *GoldenEye*-type cheats? These were not cheats as such, but included cool features such as paintball mode and unlimited characters. There were ways of unlocking some of these features with button combinations. It just adds fun!  
*Poltawski*

I don't use cheats. I am not paying £40 for a game and then using something that basically makes the game pointless. I am not against the publication of cheats. People do like to use them if they are banging their heads against the wall because a part of a game is too difficult for them.  
*TeessideLive*

I can't believe the attitude of some (most?) console gamers, especially the younger ones. Their approach seems to be:  
1) Buy a game.  
2) Finish it as quickly as possible by cheating all the way through it.  
3) Brag to your friends.  
*Andy*

Don't you think it takes away all the satisfaction of completing a game properly through and through? You often get rewards for completing the games. Using cheats to do this makes the rewards feel empty and boring.  
*Lyndon Bird*

You should play a game once through with no cheats and then have a laugh with cheats when you have a go the second time round.  
*Raptor*

As He-Man might say, it's okay to cheat in games, but cheating in life is something only Skeletor would do!  
*Above Average Ben Talbot*

Whether you use the cheats or not is everyone's personal choice. Cheats should be available for anyone who wants to use them!  
*Revler*

### NEXT MONTH'S TOPIC - is Controller S a good idea?

Send your opinions via email to [ben.talbot@oxmuk.co.uk](mailto:ben.talbot@oxmuk.co.uk) with the subject line 'Your Opinion'. Or you can write them down and post them to Your Opinion, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP

And don't forget the forums on our website [www.officialxboxmagazine.co.uk](http://www.officialxboxmagazine.co.uk).



# playmore

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## OFFICIAL UK XBOX MAGAZINE GAME CLUBS

Welcome back to *Official UK Xbox Magazine's* Game Clubs. The newest ways and most devious ways to play the best Xbox games, plus glitches, hidden secrets and all the cool stuff you won't find in the manual.

Use your imagination, guile and games-

playing skill to do anything cool or unusual in your favourite games, send it in and make Game Clubs your part of the magazine. We'll credit every submission and the best each month wins a prize. See 'We Want You!' below for details of entry, and don't forget to include the Most Wanted coupon.



### CLUB HALO

#### TANKS FOR EVERYTHING

Select the Blood Gulch map in Slayer Mode with All Vehicles on. Pick up a Ghost and fly it over to one of the bases. Park the Ghost directly next to the base, at a spot halfway between two of the 'stones' on top of the base.

Retrieve a tank from behind the base and drive it on top of the Ghost so that it is sloping upwards towards the base wall. Now get the second tank and charge at full speed into the back of the first.

The first tank should then rise up onto the roof before falling down into the centre of the base. This trick takes a lot of practice to perfect.

#### JEEP WHIZZ

On the Silent Cartographer level, clear the beach of Covenant and wait for the ship to drop a Warthog. Get your troopers to jump on the back and then drive it up to the first Covenant base.



### CLUB GOTHAM

#### CONES OF JUSTICE

Select the Style Challenge on any track and gently tap into cones at 2mph. It's tricky, but if you can manage it, any tapped cones will never fall over, no matter at what speed you drive into them. They effectively become indestructible.

If you're careful enough you can actually push them using the front of your car. See how many cones you can push around the track. Why not try and gather a bunch of cones together in the middle of the track in some kind of pattern. Do it, then send us your video or photo. Or, if you do something else cool, tell us what it is.



### CLUB AMPED

#### OFF/AXIS TRICKS

Off/Axis tricks are some of the most difficult to perform.

When you need to do one, avoid doing spins or flips or you will fail. Hold diagonal on the d-Pad or Left thumbstick. This results in a crooked spin, leading to an eggplant, rodeo, corkscrew and other off/axis stunts.

#### TREE HUGGER

On rare occasions, if you crash next to an obstacle such as a tree-trunk you can get stuck underneath it. Your character will become glitchy and parts of your body will disappear as you shake about on the floor.



### CLUB MUNCH

#### BIG BRO DAMAGE

On Level 19 - Splinterz Manufacturing - you have to take control of a Big Bro and shoot your way through the big room full of Sligs. Because they regenerate, you can have competitions with your friends to see who can kill the most Sligs using only one Big Bro. This requires lots of skill and practice.

Experts could even attempt to kill every Slig in the room without letting your Big Bro die.

#### SLIG-CHUCKING CONTEST

Go to any level in the game where there are sleeping Sligs and an invisibility vending machine. Level 18 - The Boiler Room is a good stage to try. You can drink some invisibility, sneak up behind the sleeping Sligs and pick them up.

They are now at your mercy and you can drop them on mines, throw them into water or feed them to the recycling machines.

#### SLIG'S ODDYSEE

Possess any Slig in the game and take them on an Oddysee of their own. See how far through each level you can progress. Obviously you won't be able to complete any levels in this way but it's fun to explore with the little green villain.

#### SCRAB HUNT

Try possessing a Slig on Level 13, Brewery to Be. Have competitions with your buddies to see how many of the Scrabs you can kill with the Slig's machine gun before they eat you.

Alternatively, try using Munch and see how many Scrabs you can herd into a single holding pen. A true expert will be able to round up every single Scrab in one attempt. Remember - think of something else good in *Munch's Oddysee* and we'll print it in Club Munch.



## OFFICIAL XBOX MAGAZINE YOUR MOST WANTED GAMES

1: MEDAL OF HONOUR: ALLIED ASSAULT

2: THE THING

3: WWF RAW IS WAR

4: PROJECT EGO

5: GRAND PRIX 4

## DEAR OFFICIAL UK XBOX MAGAZINE,

My Xbox most wanted

- 1) .....
- 2) .....
- 3) .....
- 4) .....
- 5) .....

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Don't keep the good stuff to yourself. Share them with the rest of the Xbox community and become a founder member of the Game Clubs. Inform us however you see fit - with emailed instructions, written notes, diagrams, photos or even videos.

Do whatever it takes to get the message across to your PlayMore buddies. There's a prize

for the top contribution and you'll earn the respect you deserve. See page 117 for details of how you can photograph or video your games. Join the Game Clubs at [ben.talbot@oxmuk.co.uk](mailto:ben.talbot@oxmuk.co.uk) (subject line 'Game Clubs') or Game Clubs, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP.

bung it in the envelope - or type out your five in the email, if you're entering that way. If you want, you can email a Most Wanted list on its own to [ben.talbot@oxmuk.co.uk](mailto:ben.talbot@oxmuk.co.uk)



## OFFICIAL UK XBOX MAGAZINE XBOX MOST WANTED

Whenever you send anything to us (yes, even emails and competition entries) let us know what five Xbox games you're most looking forward to, in order of preference. Just use this form and

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Care to guess how well *Halo* did?

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## THE CONTINUING ADVENTURES OF XBOX MAN

ANOTHER DAY, ANOTHER CRISIS...

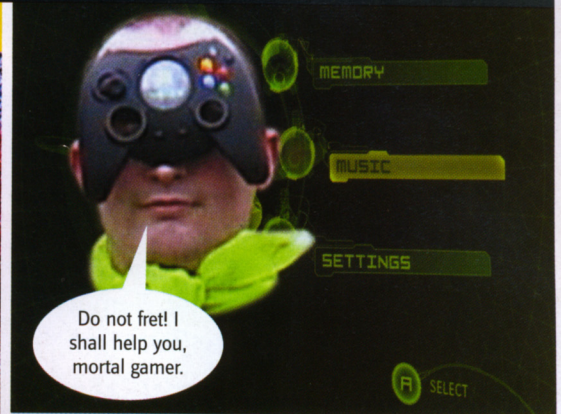


Oh no! My Xbox pad is stuck up this tree!



Thanks Xbox Man! I can get gaming again!

Not a problem, my friend.



Do not fret! I shall help you, mortal gamer.



Xbox Man to the rescue, once again!



BUT WAIT! WHO IS THIS?  
IT'S XBOX MAN'S NEMESIS: FANBOY!

Aha, Xbox Man!



Halo is useless! It's just a PC game with repetitive levels!

Noooo!!!

XBOX MAN HAS BEEN FLOORED BY FANBOY'S VITRIOLIC JIBE! CAN HE SURVIVE SUCH AN UNREASONABLE ONSLAUGHT? TO BE CONTINUED...





# NEXT MONTH

## In OFFICIAL UK XBOX MAGAZINE



PLAYABLE  
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# SIX PLAYABLE DEMOS!

## NEW GAME MOVIES

- »» MACE GRIFFIN: BOUNTY HUNTER
- »» TAZ WANTED
- »» UFC: TAPOUT
- »» ISS 2
- »» BUFFY THE VAMPIRE SLAYER
- »» WRECKLESS

## ALL NEW GAMES!

We go undercover to root out the rest of Microsoft's big E3 announcements. Expect a host of all-new Xbox exclusive games. All the news, as it happens.

## REVIEWED!

**EXCLUSIVE!**

### SPIDER-MAN: THE MOVIE

The web-slinger makes his Xbox debut. Read the review here first!

**EXCLUSIVE!**

### MOTO GP

The most beautiful racer yet!

### BURNOUT

The definitive version up for review

### TEST DRIVE OVERDRIVE

More real-city racing for Xbox

### MIKE TYSON HEAVYWEIGHT BOXING

Definitely this time!

### AND MORE!

The Xbox library needs more shelves.

## PLUS!

More exclusive screenshots and game announcements. The Xbox Lovers' Guide (!) and the usual helping of tips, cheats and a Masterclass. Be there.

**ISSUE 04 OF OFFICIAL UK XBOX MAGAZINE  
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ALL MAGAZINE CONTENTS and gifts subject to change. Xbox Man is back. Happy now?

### DEAR NEWSAGENT

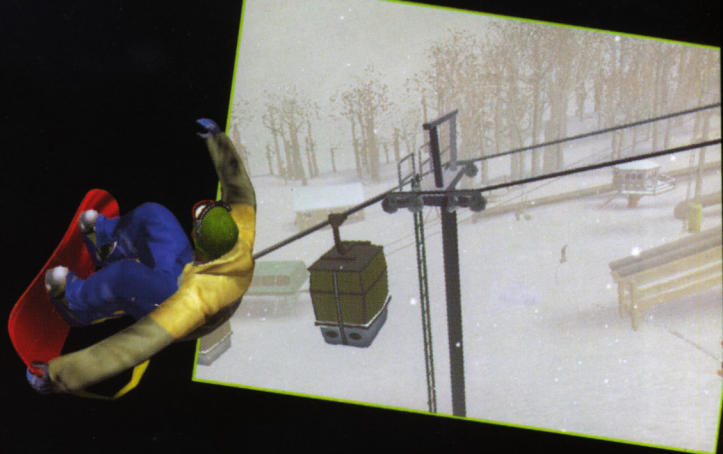
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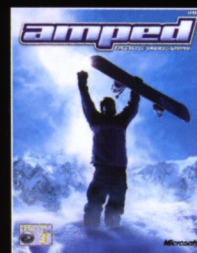


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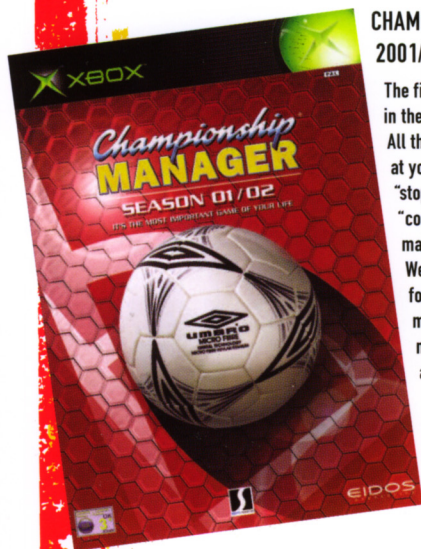
Pants to the rule book. Freestyle instead. Go jib, bonk and spin on 80 jaw dropping, wide open runs. 'With more freedom than has ever appeared in any snowboarding game to date. And blessed with visuals that will make your eyes melt' according to CVG magazine. So, just grab some phat air, pull gnarly tricks and reap those high scores.

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PLAY MORE. PLAY AMPED.

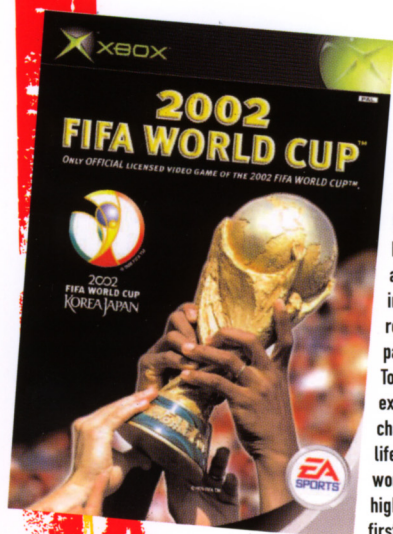


# THE HOME OF XBOX



## CHAMPIONSHIP MANAGER 2001/2002

The finest football management series in the world comes to the Xbox. All that time you've spent screaming at your TV: "attack down the wings", "stop passing back all the time", "come on boys push up", "what's the manager doing playing him?" Well now it's time to put your footballing savvy where your mouth is. Can you become the number one manager in the world and take your team to glory!

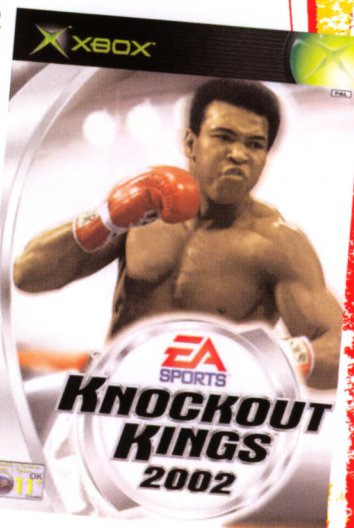


## FIFA 2002 WORLD CUP

The only interactive soccer game licensed to use the official 2002 FIFA World Cup, insignia, mascots and the 20 new World Cup stadiums in Japan and Korea. Lifelike representation of all the star players participating in the World Cup Tournament, combined with the exceptional individual talents that characterize their style of play in real life. Gamers will find a whole new world of showboating and high-tempo, high-impact action, obvious from the first touch of the ball.

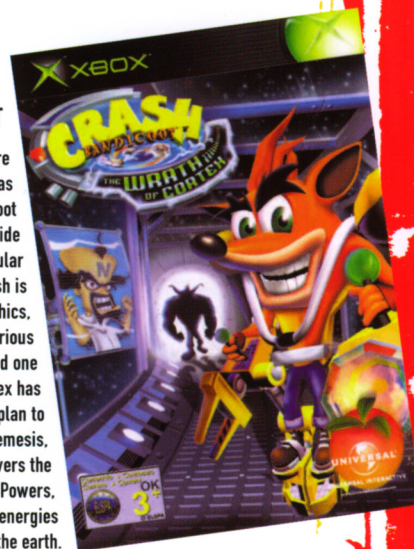
## KNOCKOUT KINGS 2002

Knockout Kings 2002 features an all new game engine with the fastest, most intense boxing action in the series. Lace on the gloves and experience firsthand the thrills of boxing's biggest moments, most devastating combinations, improved mobility, dazzling footwork, crushing blows and the best looking boxers ever. A long list of the greatest boxers of all time allows the fight fan to create countless dream bouts with such legendary fighters as Muhammad Ali, Joe Frazier, Roberto Duran, and Sugar Ray Leonard. Also in the game are the current lions of the sport including Lennox Lewis, Oscar De La Hoya, Fernando Vargas, and many others.



## CRASH BANDICOOT

Action and excitement are brought to new heights as everyone's favourite Bandicoot comes to Xbox. Known worldwide as one of the most popular character franchises ever, Crash is packed full of incredible graphics, realistic effects and hilarious characters. Having been defeated one too many times, Dr. Neo Cortex has developed a super secret plan to finally rid himself of his arch-nemesis, Crash Bandicoot. He discovers the resting-place of the Elemental Powers, and unleashes their destructive energies upon the earth.



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