OXM 60

REVIEWS: JUST CAUSE, PROSTROKE GOLF: WORLD TOUR 2007, WARPATH, LEGO STAR WARS II: THE ORIGINAL TRILOGY GUIDE: FULL SPECTRUM WARRIOR: TEN HAMMERS

XBOX

Official Xbox Magazine

Official XBOX Magazine

WORLD EXCLUSIVE!

JUST CAUSE

The biggest surprise of the year! Exclusive review of the massive action-shooter - only in OXM!

EXCLUSIVE PREVIEW

SCARFACE

THE WORLD IS YOURS

Montana will blow you away!

OFFICIAL PLAYABLE FIRST

SPLINTER CELL DOUBLE AGENT

Played to death! New info and screens right here!

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Exclusive news and previews

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What's in it for you

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

BEING THE *OFFICIAL Xbox Magazine* means we're in the best position to give impartial reviews and scores to base your buying decisions on. We don't do deals for access to games.

MICROSOFT HAS no access to, or influence over *Official Xbox Magazine*. Its involvement ends once it provides the magazine materials we need and it only reads our reviews when you do.

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Justice is Done!

JUST CAUSE was one of those games that came from out of nowhere. Sure, we've seen it a billion times over the last few months and we couldn't help but wonder if it would live up to its ambitious design document. We saw a near finished version just before a review code popped in, and only then did we see it living up to all that promise. You'll find the exclusive review on page 064. Another game we've been chomping at the bit to see is the awesome *LEGO Star Wars II: The Original Trilogy*. We're all big fans of the original trilogy here at the mag and this was one of those moments when everyone crowded around the telly to see what was going on. Even some of our sister mags from the world of movies, DVDs and music couldn't help but come and see what all the fuss was about. There's nothing like that sound of a Lightsabre to get those heads turning...

With Christmas lurking around the corner we're beginning to see the big releases roll in for preview. This issue plays host to the likes of *Scarface: The World Is Yours* (looking great I might add), *Reservoir Dogs*, *Splinter Cell: Chaos Theory* and *Destroy All Humans! 2*. They're all going to be vying for your Xmas cash over the coming months and you'll see the first review of each of them in our next issue, on sale September 28. See you then!

Enjoy the issue,
GAVIN OGDEN
EDITOR, *OFFICIAL XBOX MAGAZINE*

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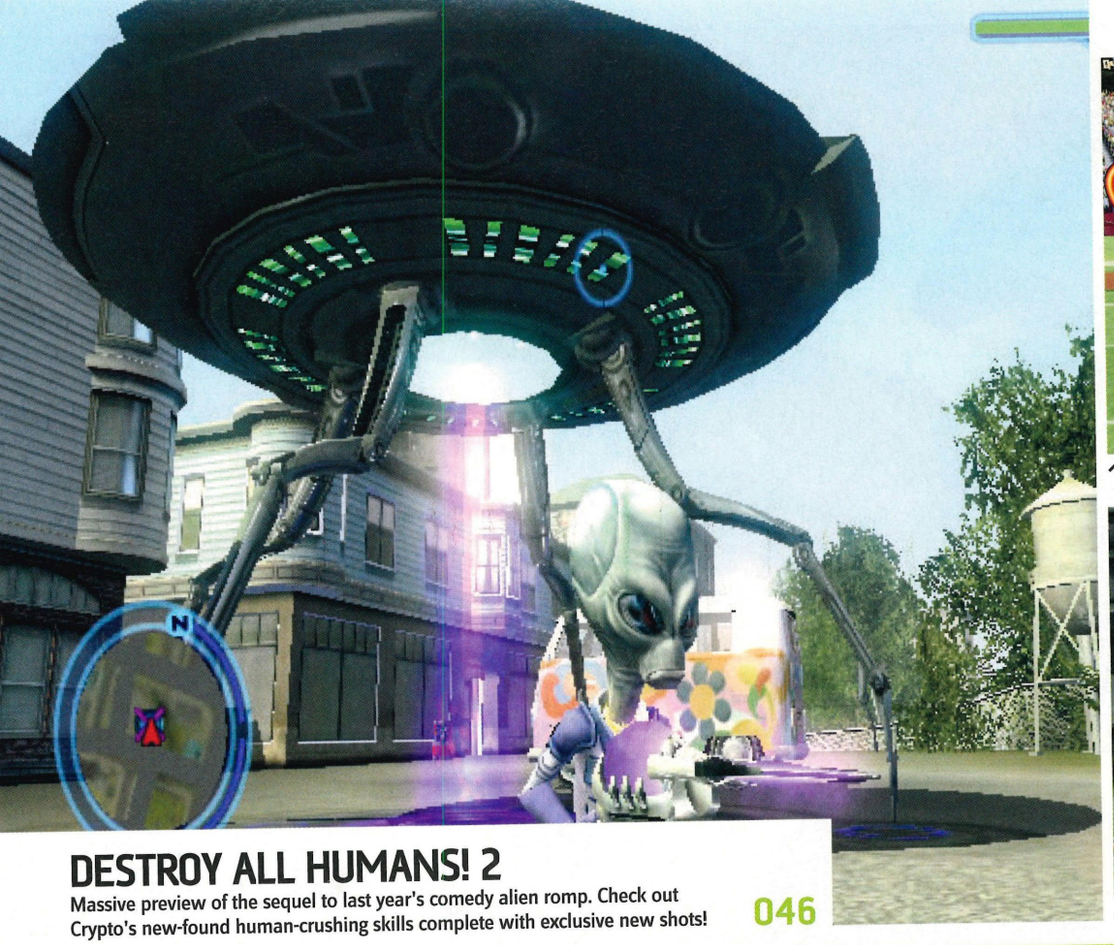

DESTROY ALL HUMANS! 2

Massive preview of the sequel to last year's comedy alien romp. Check out Crypto's new-found human-crushing skills complete with exclusive new shots!

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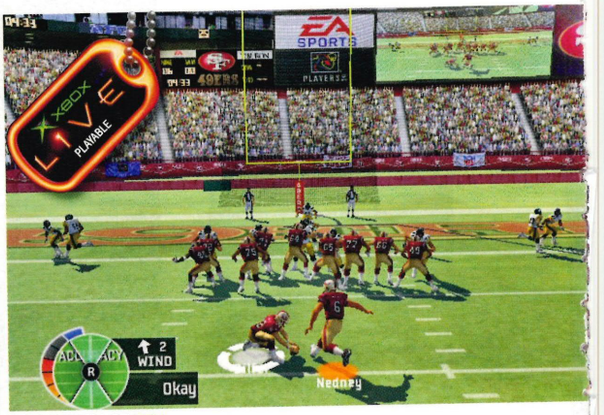

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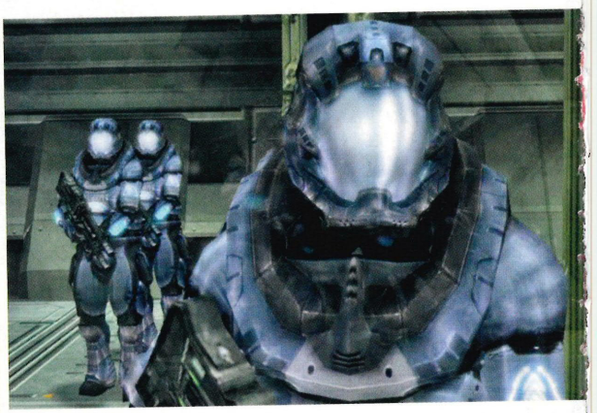

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JUST CAUSE

Here it is! The biggest surprise of 2006 is reviewed right here. If you're looking for a great looking game that MASSIVE and loads of fun, you've found your match.

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Play:More On the Disc 60

On The Disc: Playable

Xbox is home to some of the world's biggest names and franchises. Forget all those though, Xbox is also home to some great games that didn't have a million-pound marketing budget, so you might not have come across them. Check out five our our favourite games on this month's exclusive playable demo disc.

Xbox Movies:

We've got a fine selection of Xbox and Xbox 360 movies for you to drool over and decide what you want save up for next!. Too many games, not enough cash...

YOUR DISC GUIDE STARTS ON PAGE 088

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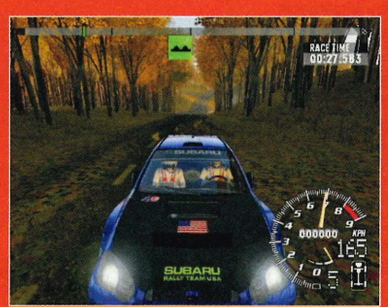

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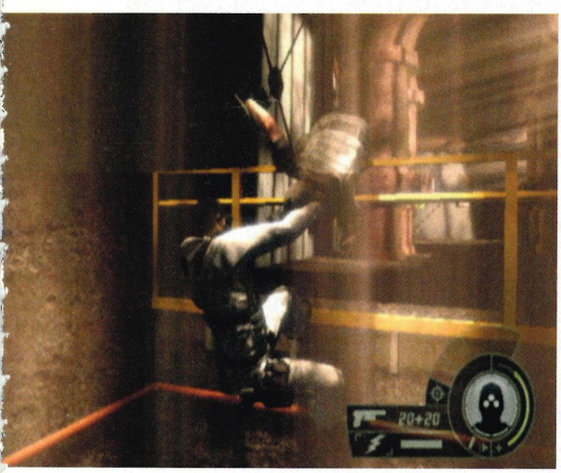

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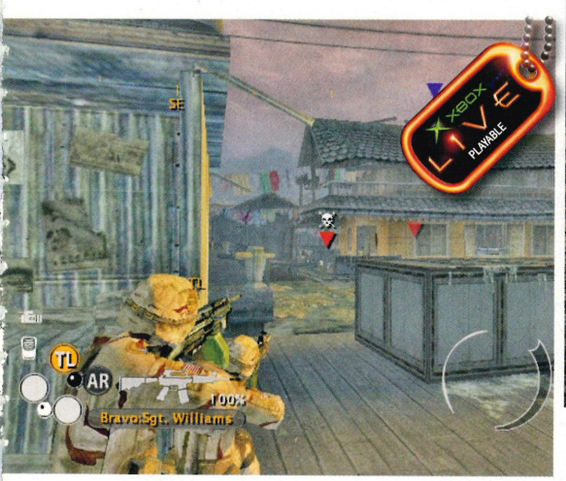

↑ FSW: TEN HAMMERS 100

LEGO STAR WARS II: THE ORIGINAL TRILOGY

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We've got an exclusive review of this top-notch *LEGO SW* game. The force is with us...

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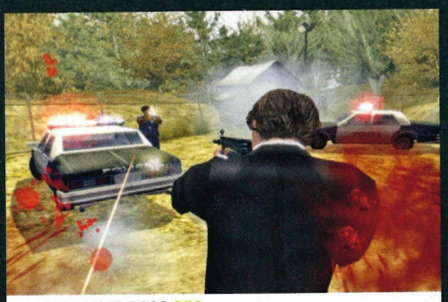

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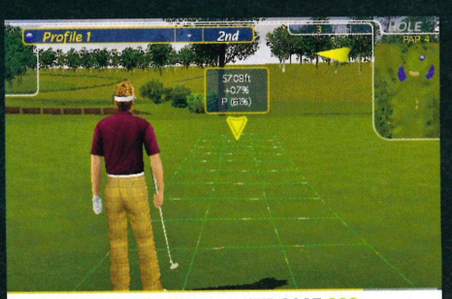

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XXIV ANNUAL GOLDEN JOYSTICK AWARDS

- Ultimate Game of The Year
- Publisher of The Year — sonopress
- The One to Watch For 2007
- Retailer of The Year — SIERRA
- Soundtrack Award
- Online Game of The Year
- PC Game of The Year — ebuyer.com
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- Xbox Game of The Year
- Nintendo Game of The Year
- Handheld Game of The Year
- Innovation Award — T3
- The Sun's Family Game Award — The Sun www.thesun.co.uk
- Favourite Character Award
- Girls Choice Award

Games released between 1 Aug 05 and 31st July 06 are eligible for this year's awards

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Remember you can watch the Golden Joystick Awards live on Friday 27th October 2006 via ComputerAndVideoGames.com

Incoming

Brand new Bond, E3 whacked and a new RPG!

NEWS IN BRIEF

James Bond, 2007

Activision reveals early release details of new line of Bond titles

Activision announced this month that its first outing with the newly acquired *Bond* franchise would be released in its financial year of 2008 (which starts in April 2007 oddly enough), meaning that the first game could well be the movie tie-in of *Casino Royal*. With the movie released in November of this year, the game could be released in early 2007.

Halo Gets A Director!

And it's someone you'll have never heard of...

...but don't worry, because you've probably seen Neill Blomkamp's work already. According to aintitcool.com, Mr Blomkamp will be helming the flick, while Peter Jackson stays around as Exec Producer. Blomkamp prevuously directed the car-dancing Citroen ads.

Xbox Prepares For Summer Game Blitz

The usually quiet summer months prove to be Xbox's most bountiful this year!

The long summer days are normally a nightmare for games companies, but this month sees the Xbox getting ready to greet a whole raft of quality titles, all of which we'll have for exclusive reviews on in the next few issues. Sweet!

Leading the pack is the delayed (again), but much sought after *Splinter Cell Double Agent*, one of Ubisoft's most hotly anticipated games of 2006, while next month sees the release of both *Need for Speed: Carbon*, and *Scarface: The World is Yours*. We've already played both titles and each is proving to be a blistering slice of gaming action.

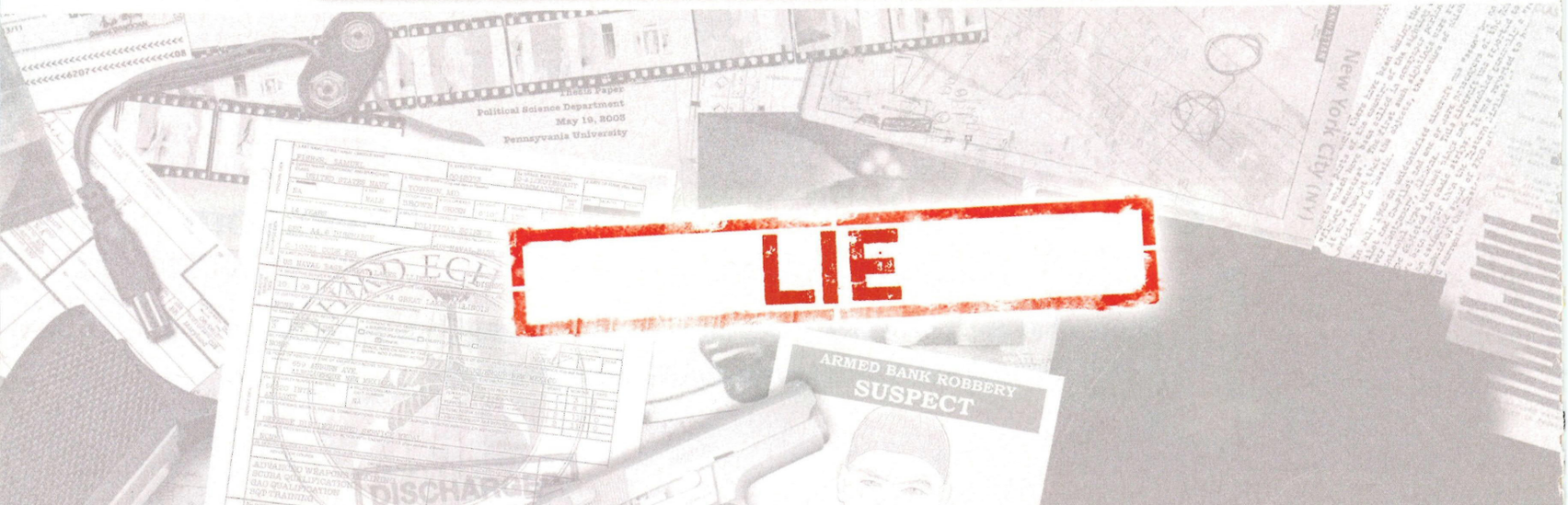
With this month's *LEGO Star Wars II: The Original Trilogy* and *Just Cause* both scoring highly, it isn't just the temperatures that are getting scores of 90 and above this year.

E3 Games Show Axed!

The biggest games show on Earth folds

It was the topic of many a discussion - does the general public know what E3 actually is? Whether the answer is yes or no matters no more. The US games show, where we got to see and play games for the first time, is dead.

The suits behind the expo (that began 12 years ago) say a more intimate focus is now needed, instead of the thousands of 16 year-old fan site CEOs that swamped the show floor craving freebies. But the common belief behind the news is that the major players (EA, Microsoft, Sony etc) thought it had become too expensive to be a worthwhile exercise so they pulled out. From our side of the fence, it nearly killed us on more than one occasion, so we're not going to miss it too much. Apart from the booth babes of course...

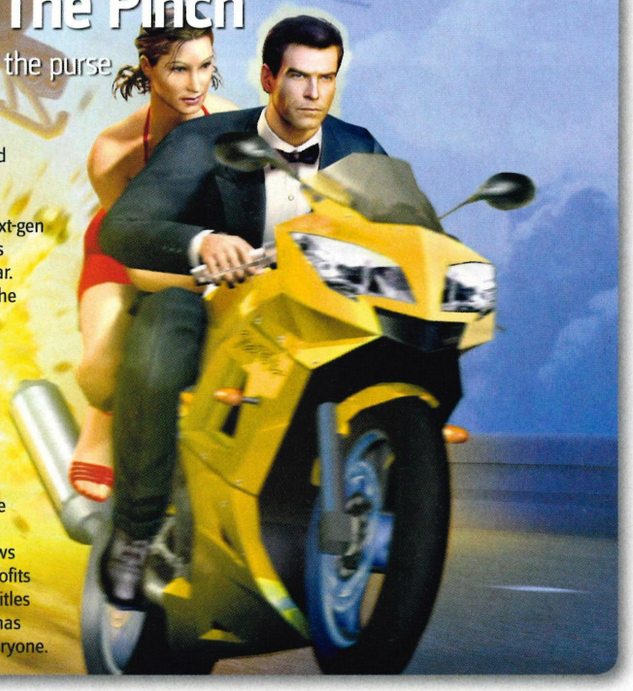


Big Guns Feel The Pinch

Powerhouse publishers tighten the purse strings following profit slumps

EA, Activision, and Midway all reported loses this quarter, as the transition to next-gen machines takes its toll on the games industry. Although EA is the biggest selling next-gen publisher even it has felt the pinch, with loses dipping a further $30M from this time last year. Meanwhile, Activision's huge acquisition on the *James Bond* franchise has eaten a huge chunk into its profits, while Midway is undoubtedly going to rethink its decision not to publish the next *MK* in the UK. Well, that's what we hope anyway.

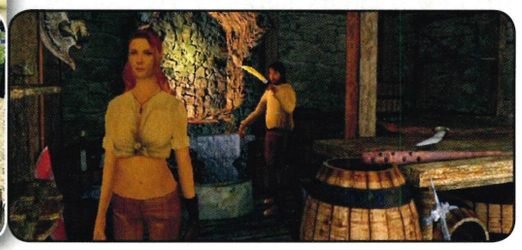
Transitions between consoles always hit the industry hard, but this year more than ever seems to be a particularly bad one, and with three big houses all hit hard it can't bode well for the more daring and slightly more innovative smaller houses. The only good news from all this is that Ubisoft has announced profits - not surprising considering the quality of its titles in the past year. Here's hoping that as Christmas slowly approaches, things will pick up for everyone.



New RPG to Storm Xbox!

Step aside Neverquest, here comes Neverend!

Bah! Who needs *KOTOR*, *Jade Empire*, and *Baldur's Gate* eh? Not us! Have a sneaky look at *Neverend*, a brand new RPG picked up from development hell by Dreamcatcher and currently preparing to storm the UK. Described as the nearest thing Xbox will ever get to *Final Fantasy*, you can see why there's such a stir about it finally having a PAL release. Telling the tale of young pumpkin farmer Agavaen, *Neverend* is just as much about adventure as it is RPG, allowing us to choose her destiny and ultimately lead her to become a Fairy warrior. By mastering a 'custom rune' section, we can ultimately create our own spells too, allowing us to be either benevolent and kindly, or a right raging bad of nastiness. With a *Final Fantasy*-inspired squad of misfits following us around, we have to make sure each man stays alive. More news next month!



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Known in the trade as the Flannel Panel.

Need for Speed Carbon

DEVELOPER: **BLACK BOX** PUBLISHER: **EA** RELEASE DATE: **SEPTEMBER 2006**

↑ We'll have the exclusive review of *Need for Speed Carbon* next issue along with the exclusive playable demo, on sale Sept 28.

↑ A selection of cool clobber from 55DSL's Zurka and Vagabond winter collection will feature in-game characters.

↑ Exclusively designed items from clothing brand 55DSL have become the latest additions to *Need for Speed Carbon*.

FIFA 07

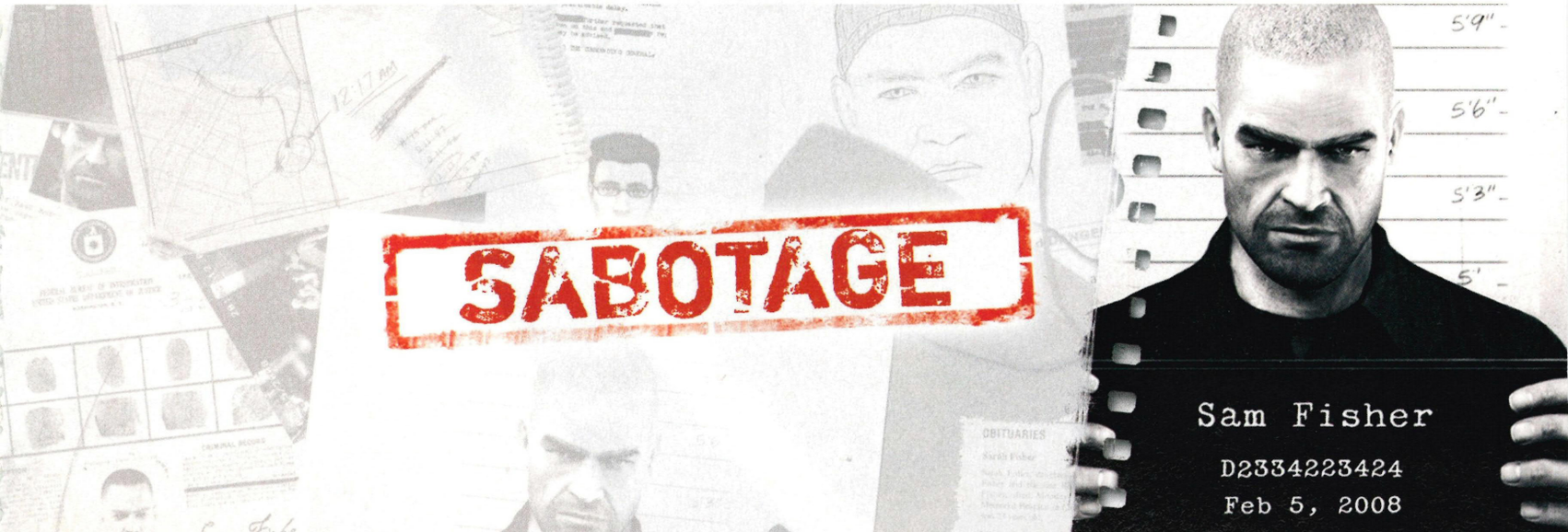
DEVELOPER: **EA CANADA**
PUBLISHER: **EA** RELEASE DATE: **SEP 06**

↑ We can't wait for the interactive leagues that allow us to represent, ahem, MAN CITY online through the season.

↑ *FIFA 07* will be Live everywhere with an online sports ticker delivering breaking news, live scores and results, 24/7.

↑ Be the boss with an enhanced Manager mode giving you control over money, youth player development, press and fan reaction.

SABOTAGE



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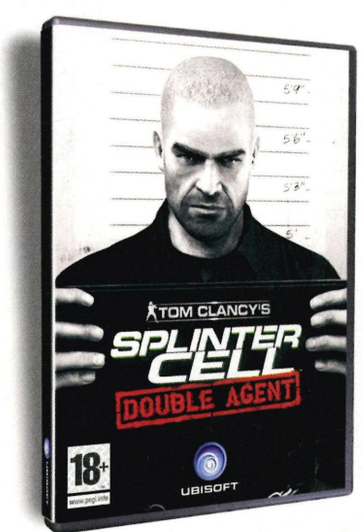

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UBISOFT

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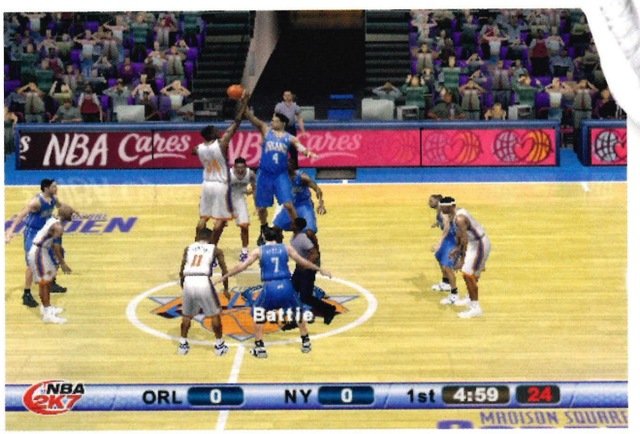
Shooting Hoops Online

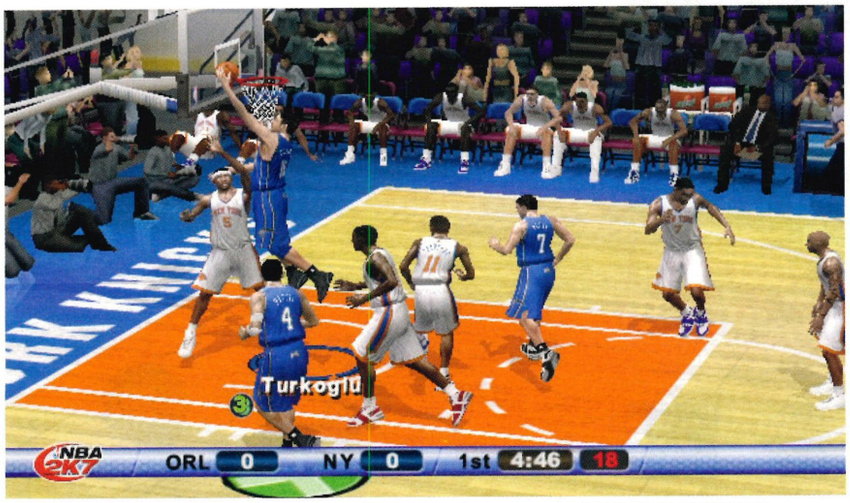
NBA game claims to be 'most comprehensive online feature set anywhere'!

Quite a claim, eh? Well, *NBA 2K7* certainly means business. With 2K Sports currently peddling its latest roster of American Sports games (check out our exclusive NHL preview on page 30), its up-dated basketball sim is really pushing the envelope (Christ, we use that term and you know what, we've no idea what it actually means. Anyways, back to the news...). Basically, we get the feeling *NBA 2K7* will feature everything offline in some kind of online capacity. New tricks can be learned from fellow gamers on line, just as we can swap turf online as well, by visiting rivals' home courts, which they would have customised themselves. These often take the form of make-shift courts where we're able to play 'street ball' alongside regular basketball. Hey, why buy two hoop-shooters when *NBA 2K7* features both, eh?

We've also discovered we can learn how rivals play thanks to something called the V.I.P system (virtual identity), which will mean our AI players end up reacting to the faster, more dangerous opponents and if that wasn't enough, there's a whole shebang of updated players and teams to tinker about with, direct from the American Basketball Association. We hate to say this, but eat your heart out EA Sports! (Are we in trouble for saying that?). This little chestnut even has a dedicated optional use for the thumbstick, known to us pros as the 'shot stick' option. This means we'll be able to directly alter and affect the shot our players make with subtle nudges of the analogue sticks. Wow, you can almost smell the stink of sweat and varnished courts! More soon! Like the exclusive review next issue!

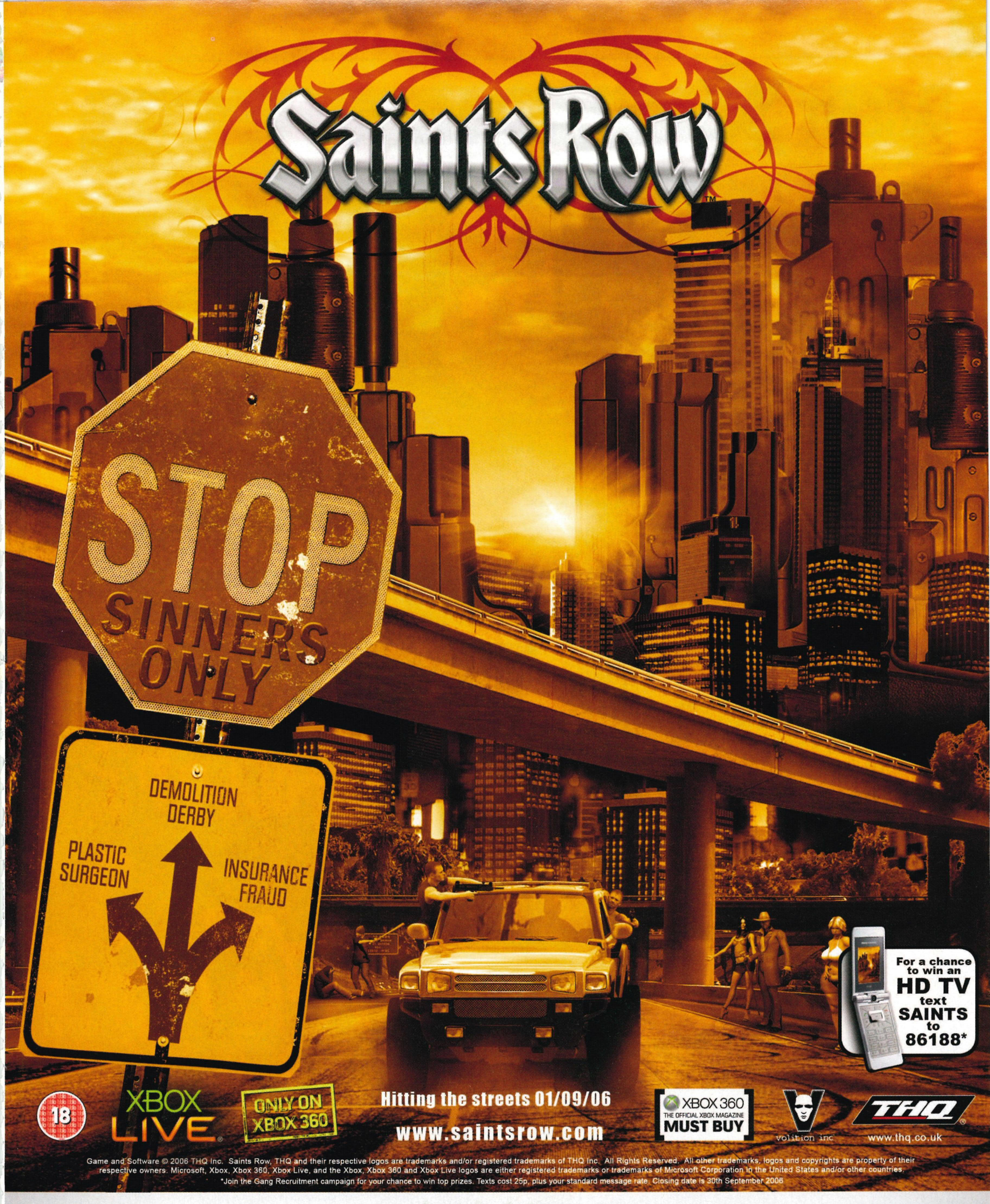


↑ Check out the audience. It's almost real-looking for the first time ever!



↑ Every player featured has been scanned, probed, and photographed FOR YOUR PLEASURE!

↑ Chuck it to Mobley, he's got a daft name!



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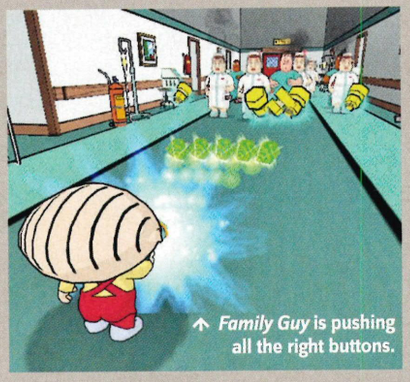
XBOX 360™

AGENT X

Delving into enemy territory to bring you all the gossip from the world of games

ALL IN THE FAMILY

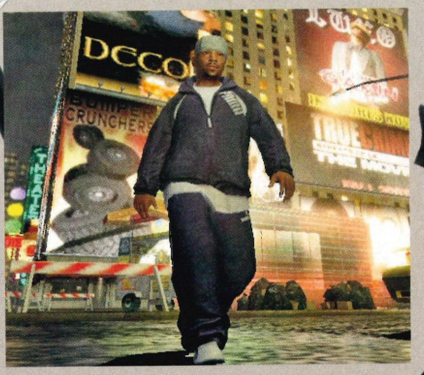
Word has it that this forthcoming *Family Guy* game is spot on the money with the filth and humour. Although the game is still TIGHTLY UNDER WRAPS, word has it that Seth McFarlane has added not only his voice talent, but also his writing skills to the game, to ensure that it does the series justice. When that ugly writing team play it I'm sure they'll let you know whether that's the case or not!



↑ *Family Guy* is pushing all the right buttons.

TRUE GRIME

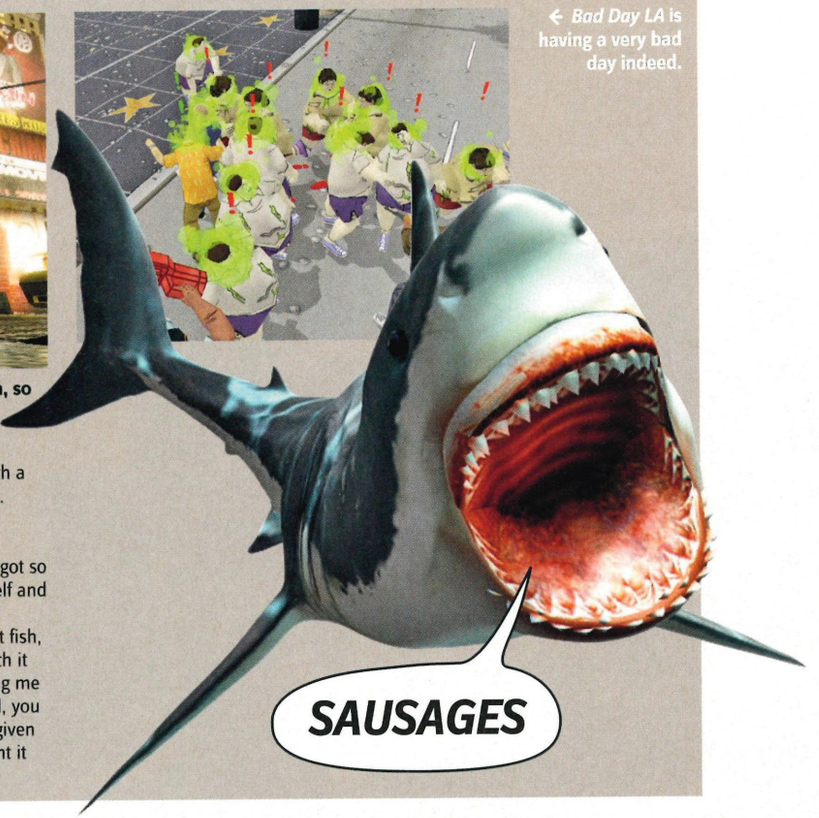
Eek, poor us! I'm not sure whether this story holds water or not (Lindsay Lohan told me in a toilet cubile, and you know what she's like), but apparently, the third *True Crime* game will be set either in Detroit or London. A world away from the glam of LA and New York, dontcha think? Here's hoping the developer can come up with a more fitting location for the third in the series.



↑ **Just like getting off the Tube in Tottenham, so Gav says anyway, and he lives there.**

FISHY BYE BYE

Oh dear. Could it be? It looks as though *Jaws* got so hungry swimming to the UK he's eaten himself and his game *Jaws Unleashed* will now no longer appear on our Xbox consoles. Curse you giant fish, curse you! Maybe it's got something to do with it getting panned in the US. Next you'll be telling me *Bad Day LA* isn't coming out as well? Oh God, you know what, it looks like that's secretly been given the chop too. Apparently Microsoft didn't want it coming out over here or something.



← *Bad Day LA* is having a very bad day indeed.

Get your hands on a phone and connect to the mean streets of Saints Row. Get respected, get the power in a city where angels fear to tread and holy is a four letter word shot through the head.

Sinners Welcome

Saints Row

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Exclusive OXM Reader Offer!

OXM and JOYTECH join forces for an unbeatable reader offer!

JOYTECH AND OFFICIAL XBOX MAGAZINE have teamed up to bring you an exclusive *OXM* reader offer. Right now, you can pick up a JOYTECH Xbox Ultimate Travel Pack - featuring the TFT Monitor, Deluxe Carry Case and In-Car Adapter - all for the jaw-dropping price of just £39.99!

Bought separately, this little lot is worth a massive £150, but for readers of *OXM* you can purchase it today for just £39.99!

This bumper bundle gives you everything you need to enjoy your Xbox games and DVDs in the car or at home. The In-Car Adapter safely powers both your console and Monitor on the move, and the nifty Carry Case allows you to store the whole shebang, then unfold for instant play without removing all your gear. It's an awesome package guaranteed to breathe new life into your humble little Xbox. As any reader of *OXM* will know full well, when it comes to the wonderful world of third party Xbox accessories, few do it as well as JOYTECH. We've been fans of its gear since Xbox launched and not only does JOYTECH sponsor our monthly challenges, but its gear has regularly scored top marks in our Hardware section. If you're a fan of quality accessories you might be interested to know that an all-new UK online JOYTECH store has opened brimming with bargains for all consoles. There's free delivery on orders over £19, and plenty of special offers to be snatched up.

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You'll have to hurry though - when they're gone, they're gone! This exclusive reader offer is strictly limited to a first come first served basis! Basically, you snooze you lose.

*Console not included, obviously

WHY I CAN'T STOP PLAYING...

Metal Arms: Glitch In The System

The story of a true one-off that disappeared without a trace

"How did that happen?" It's a question you could ask of both *Metal Arms* and last month's other classic game, *Beyond Good & Evil*. In the case of *BG&E*, you have to wonder how an experienced publisher like Ubisoft put a big budget behind an eccentric concept, which seemed to hold little commercial value. However, in the case of *Metal Arms*, the big mystery is how an upstart independent developer could put together a game with such high production values that would make even EA go 'Wow!'.

We hadn't even heard of the game until it was awarded Best Shooter at E3 2003, just months before it was due for release. Developer Swingin' Ape was apparently too busy making the game to show it off. The company was founded by Steve Ranck, Mike Starich and Scott Goffman, who left Midway Home Entertainment having worked together on *Hydro Thunder*. Mediocre as a racing game, *Hydro Thunder* at least had a lot of character and that's also why *Metal Arms* sticks firmly in our minds. It follows the tale of Glitch, a mining robot who joins a rebellion against a vicious tyrant called General Corrosive. Glitch is not only a quick and agile warrior but also has a truckload of powerful weapons, including a rocket launcher, rivet gun and automatic rifle. And we all know what big weapons make - big explosions! *Metal Arms* had some really beautiful destruction. Enemy robots wouldn't just blow up, they'd obliterate into a shower of burning metal, with nuts and bolts bouncing and scattering across the level. It was even possible to deliberately target enemies' limbs and shoot them off. You won't often see something as funny as a group of enemy scouts missing their arms, legs or even heads.

Metal Arms seemed to have it all - big levels, vehicles, variety, beautiful graphics and likeable characters. It also had a gimmick; the ability to possess the bodies and enemy robots, and turn their abilities against Corrosive's tinpot terrors. Plenty of games have played the same card (*Stubbs The Zombie*, for example), but none have done it with such ingenuity and variety. It seemed like no two enemies had the same powers. Some could fly, some had massive heat-seeking rocket launchers, one could even paralyse enemies using electricity and then rip them apart.

It's a good job the game had plenty of variety, because it was absolutely massive. *Metal Arms* was one of those adventures that you kept thinking would come to an end any minute but then you were given another 10 levels, and then some. You started out in the mines, before driving miles across barren wasteland to find Corrosive's communication towers. Once they were dealt with, you travelled through a sinister scrapyard infested by alien-style junk monsters that would re-form the moment you blew them apart. Then it was on to the home of the good guys, Droid Town, before being captured,

↑ You played Glitch, a tiny little robot with balls of steel that wasn't afraid of taking on an entire evil empire alone.

↑ The third person shooter worked perfectly.

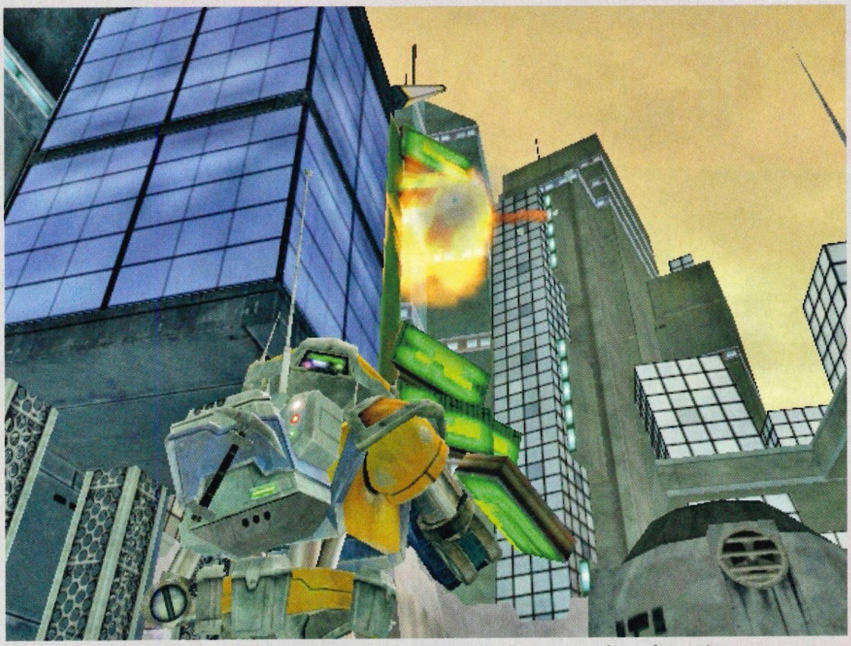
Bonus info

NUTS AND BOLTS

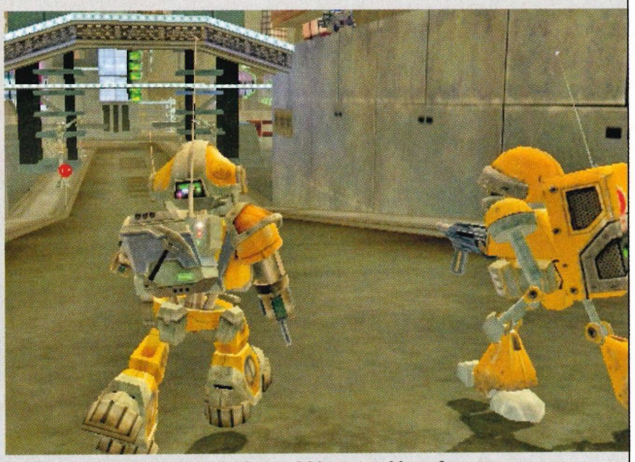
As if *Metal Arms*' Story mode wasn't massive enough, the game also included a 1-4 player deathmatch mode with plenty of different maps. It was lots of fun and you could do all the same actions as in Story mode, including driving vehicles and possessing the bodies of gigantic Titan security droids. See, we told you it was massive.

↑ Weapons were upgradable, meaning that the little red robots could be dealt with easily.

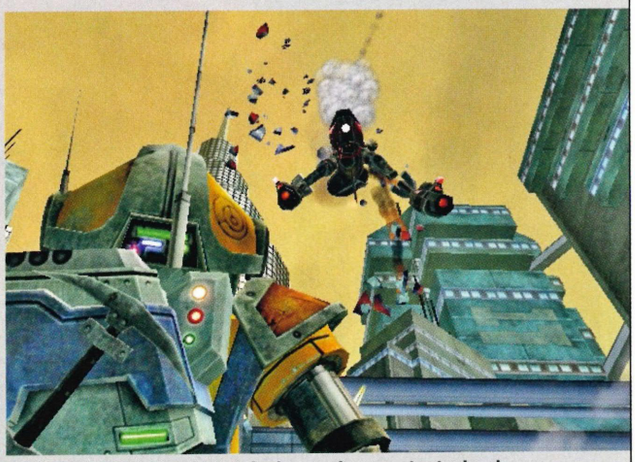
↑ Vehicles were as fun to play with as the Warthog in the Halo series.



↑ Destructable scenery made the game feel busy and loud when you took out huge signs.



↑ Every now and again Glitch would be joined by a few teammates.



↑ Grab a rocket launcher and take out the enemies in the sky.

↑ A fine piece of machinery in our opinion.

↑ Environments included indoor and outdoor.

discombobulated, reassembled and forced to fight in a giant arena battle.

Metal Arms never gave you the opportunity to start thinking it was becoming predictable. One minute you're doing a driving level, the next you're fighting smart AI mining bots in a clever homage to classic FPS death matches.

But the thing we liked most about *Metal Arms* was that it had a great sense of humour (much like *BG&E*). You fell in love with Glitch and his slightly wonky friends, much in the same way that R2-D2 and C-3PO first captured our imaginations all those years ago. It isn't easy giving a lump of cogs and battery acid a personality, but Swingin' Ape did it brilliantly.

Sadly, *Metal Arms* was the first and last game that the developer would ever make. The game received rave reviews but failed to enter the Christmas chart, which was dominated by EA's *Medal Of Honor*, *FIFA* and *Need For Speed Underground*. It was a particularly depressing month for publisher Vivendi Universal, with its *SWAT*, *The Fellowship Of The Ring* and *Metal Arms* all missing out on places in the Top 40.

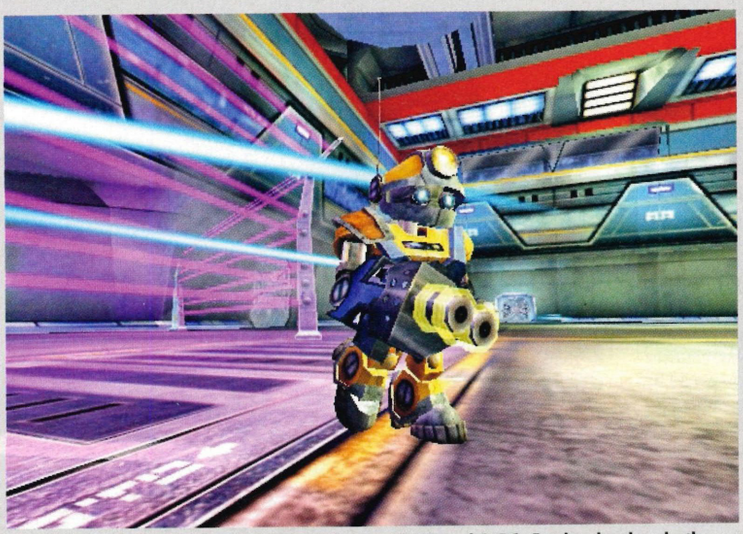
And that was it for Swingin' Ape. Months later the developer was snapped up by Blizzard Entertainment and enlisted to co-develop the now doomed *StarCraft: Ghost*. We're still waiting to see where they went with the Terrans and the Zergs but that's another story...

Bonus info

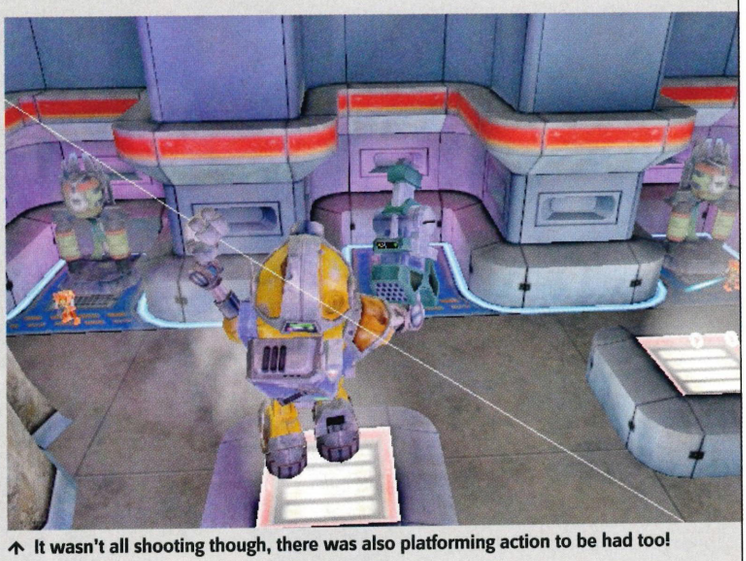
WHATEVER HAPPENED TO...

Swingin' Ape had just over 40 employees at the height of developing *Metal Arms*. Many of them departed after the company was merged with Blizzard Entertainment. Ex-*Metal Arms* staff have gone on to work on games as diverse as *Catwoman* and *Far Cry Instincts*.

↑ Like robots and humour? This is for you.



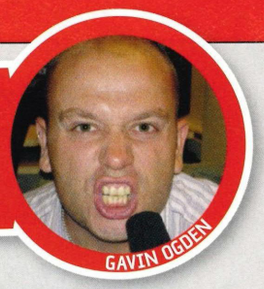
↑ Say hello to Glitch, a kind of cross between R2-D2 and C3PO. But harder than both.



↑ It wasn't all shooting though, there was also platforming action to be had too!

BRAIN GAME: FROM WHAT WE CAN REMEMBER, A SEQUEL WAS TALKED ABOUT AFTER THE ORIGINAL LAUNCHED, BUT LACK OF SALES CONDEMNED POOR LITTLE GLITCH TO THE BARGAIN BUCKET FOR LIFE. WE'LL NEVER FORGET YOU MATE...

WHY I CAN'T STOP PLAYING...



Quantum Redshift

Strap yourselves in for the fastest game on Xbox - bar none!

↑ Store up enough fire power during a race and you'll be able to nuke the lot of 'em.

↑ The focus on characters wasn't needed...

↑ Racing on snow was slippery when wet!

↑ Some weapons didn't home in on targets.

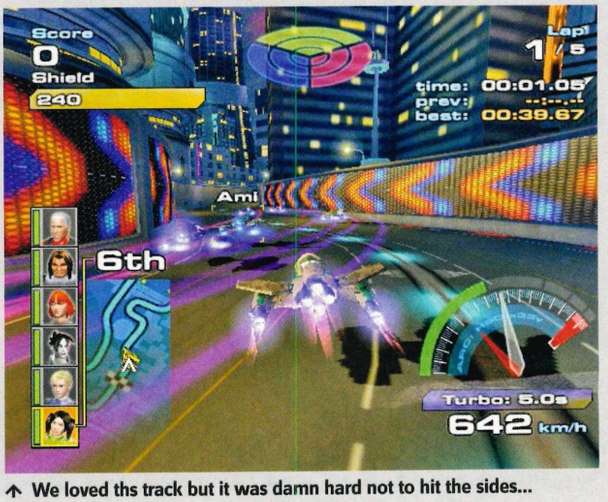
THERE'S ONLY ONE reason why I still pick up *Quantum Redshift* every now and again and that's because *Wipeout* was never released on Xbox (obviously, being a Sony made game). But *QR* plugged the gaping hole of futuristic Xbox racing rather well and I'm sure I wasn't the only one who ripped The Prodigy, Chemical Brothers and Orbital to my hard drive to make it at least sound a bit like *Wipeout 2097*.

As with every futuristic racing game that ditched wheels in favour of trendy designer hovercrafts, *QR* is all about your ability to master control of the craft with Force-like precision, while being launched through the air at eye-watering speeds. If you're good at staring people out on the bus then you're halfway there. Blinking only gets in the way of being able to see corners come at you at 900mph. *Redshift* is all about speed, and while early difficulty levels are laughably tame, later ones would test even Darth Vader's reaction times.

It's one of those games you either get or you don't, and whether you get it or not depends on your skills. It doesn't look like *Mario Kart* so don't expect it to play like it. The learning curve starts off nice and gently but soon enough, just when you think you're getting the hang of it, you hit a brick wall. To be good at *Redshift* is like being good at *Ninja Gaiden* - your skills will command respect from all those around you.

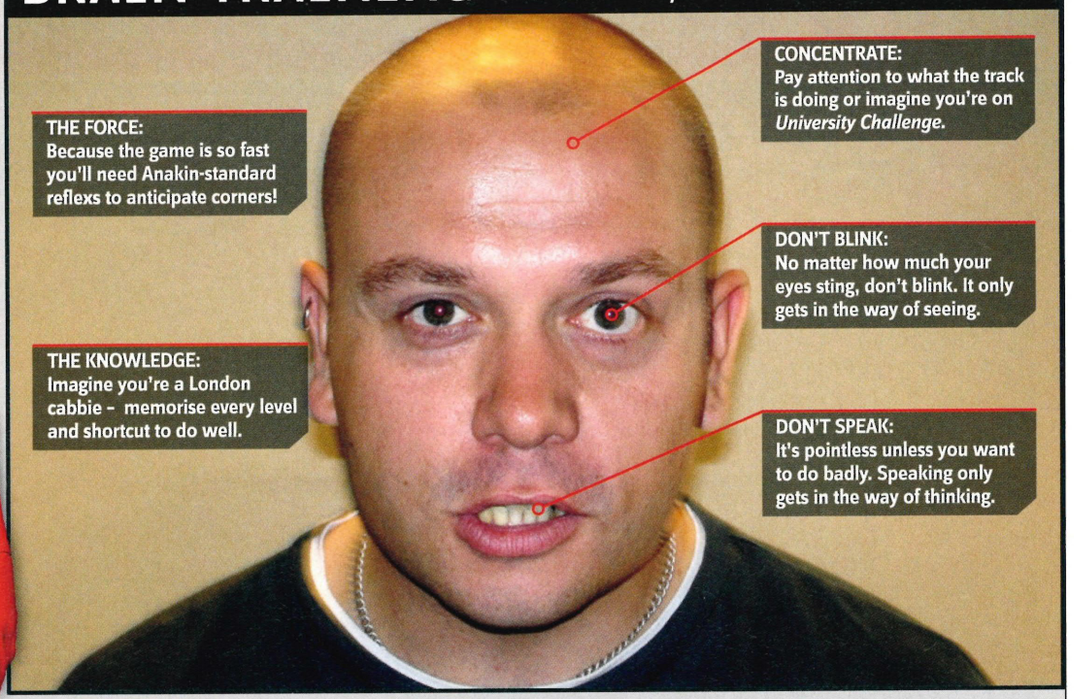
Redshift's set-up is pretty standard for the genre (race, win, progress) but it did do something new at the time. Each character in the game had a specific story line that was recited as you boosted through the levels. To be honest the stories just got in the way of extreme racing.

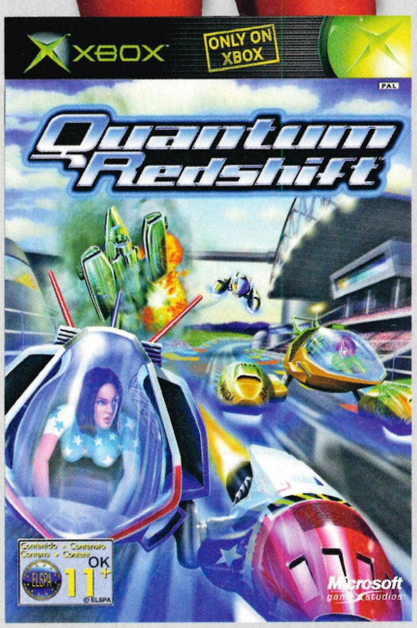
But what futuristic racing game would be complete without a fine selection of over-the-top weapons? *Redshift*'s got all bases covered here too. The coloured buttons on the



↑ We loved ths track but it was damn hard not to hit the sides...

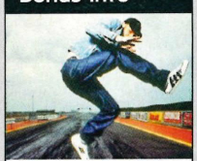
BRAIN TRAINING Five abilities you need to succeed...





↑ The childish box art didn't do it any favours...

Bonus info



COCKY DISK JOCKEY

Junkie XL, that, ahem, well-known Dutch dance act behind the Elvis / Nike tune *A Little Less Conversation* provided the soundtrack for *Redshift*. As we're not really into progressive Dutch techno (no, we're really not), we recommend ripping top British dance acts The Prodigy, Chemical Brothers and Orbital to your hard drive to kick some life into your experience.

↑ We can't wait until that boring F1 sport evolves into this! It's only a matter of time.

pad each represent a different class of weapon. Keep on collecting the coloured icons and the weapon's strength and range will increase. If you manage to collect three yellow, blue and red icons then you're in possession of what is effectively a nuclear bomb. And if you can't win a race with one of these up your sleeve, there really is no hope for you.

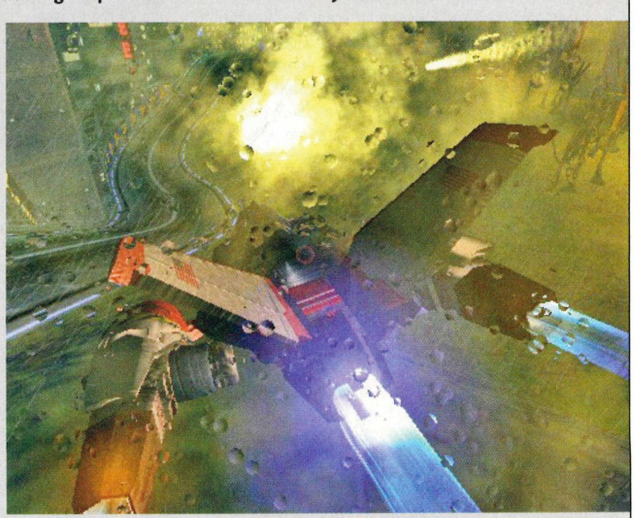
The A button (green) is the best button in the game - the turbo button. Oh, yes. If you thought your ship couldn't get any faster, just press and hold A for the ride of your life. A word of advice though; drive in a straight line otherwise you'll hit the wall very fast indeed.

Quantum Redshift's speed has yet to be exceeded by our reckoning (*Pulse Racer* doesn't count). *Powerdrome* came close but lacked the gorgeous presentation and options served up by developer Curly Monsters.

If you're already thinking that *Redshift* sounds like a direct port of a *Wipeout* game then you wouldn't be surprised to learn that the development team was made up of staffers that worked on Sony's original futuristic racer.

Crime of the century goes to whoever decided that the in-development sequel didn't fit the demographic of Xbox - it was never completed and the studio went under.

Still, if you've got a spare tenner floating around and walking past a second hand games shop, do yourself a favour and pop in. It's still well worth a look-see.



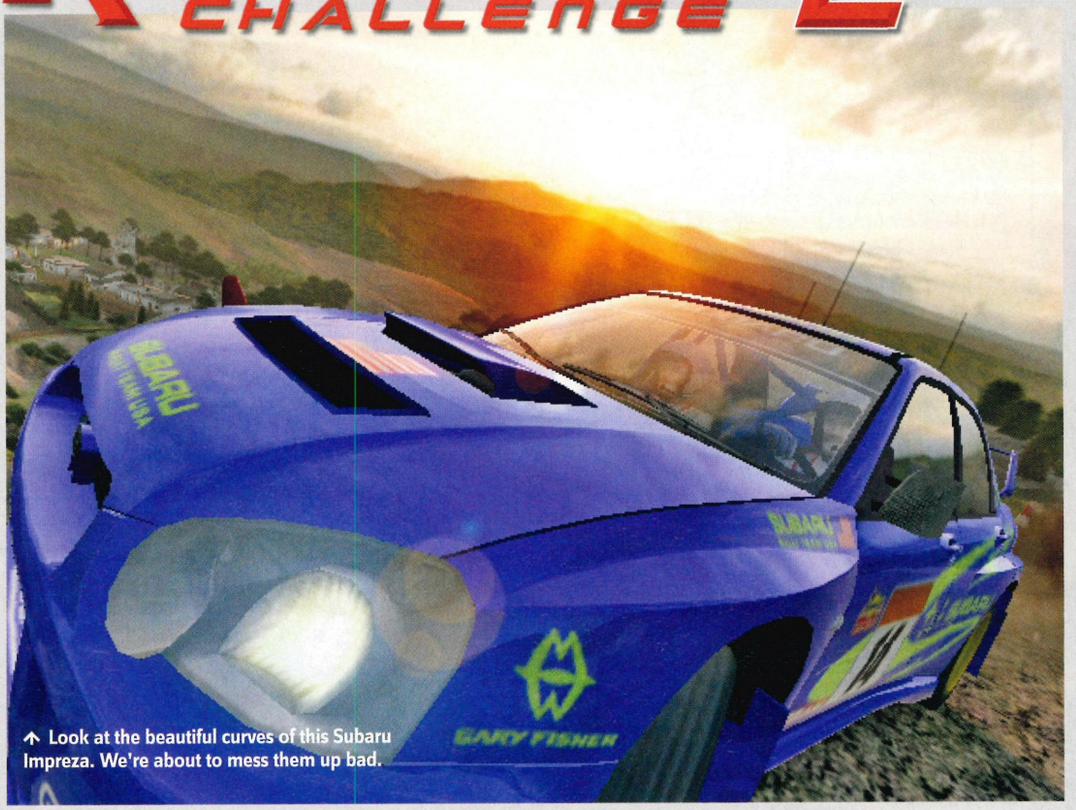
↑ Racing in the rain was a pain in the arse but it looked bloody good!

FOR THE RECORD: QUANTUM REDSHIFT WAS ORIGINALLY REVIEWED IN OXM09 AND SCORED A VERY RESPECTABLE 8.0.

WHY I CAN'T STOP PLAYING...

RalliSport Challenge 2

The most fun we ever had with mud.



↑ Look at the beautiful curves of this Subaru Impreza. We're about to mess them up bad.

↑ Get it back on its wheels. It'll be fine...

↑ The Lancer Evo - one of our favourite cars.

↑ Yes, it's fun EVEN when driving a Skoda.

↑ Think it'll pass it's MOT?

COLIN MCRAE RALLY has always been about the realism - and we love all that - but *RalliSport Challenge* was about the thrill. And we couldn't get enough of it.

RC2 made rallying fun. It toned down all the meticulous, technical car set-ups and geeky co-driver chants to make a good game that was far more accessible. In *McRae* you'd be making expert adjustments to your car position and speed as the game shouted complex warnings at you like: "100, six-left don't cut, over crest!" Sorry? In *RalliSport Challenge* you just slammed down the accelerator and thrashed your powerful off-roader around a muddy course as fast as you could.

RalliSport Challenge was the perfect blend of believable realism and extreme arcade gameplay. You still had to brake and take good racing lines if you wanted to win. The cars slid around bends with believable weight and it still felt like you were controlling a proper rally car. But the feeling of speed was intensified, and it maximised the sheer thrill of the sport. Jumps were higher, slides were longer and a whole lot more satisfying, and even in the snow the cars handled like a dream. It felt real but it was crazy enough that you could clip a rock in a certain way to make the car perform an acrobatic flip in mid-air, land back on its wheels and keep driving. What a rush. If we were God, we'd make real driving feel like this.

Our love for Digital Illusions' rally classic started with the original, which came out alongside the Xbox itself, back when there was no Xbox Live and little in the way of alternatives either. But when Xbox Live defined online console gaming, it was inevitable that the sequel would come with online support, and that's what turned a great game into a true 21st century legend.

↑ Angry motors and ridiculous spoilers - we love the Hill Climb events.

It was all about the multiplayer frolics from there on in. 16-player online thrash-a-thons got our hearts pumping like a tune from The Prodigy. The extremely narrow courses meant that races with more than four players had to be played with collision detection turned off. But even though you couldn't crash into each other, frantic races to the finish line were still super-tense, and a true test of whose powersliding skills were the best. You couldn't bump each other so nobody could blame others for their mistakes.

The four-players races were just as fun, however, because you

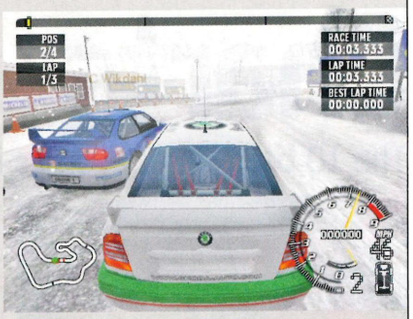
FUN OVER REALISM It's not like real life, and that's why we love it...

Flying down the road at ridiculous speed, our rear end slides out a bit too far and clips a tree. In real life (and in *Colin McRae Rally*) the car would spin and flip. Not here baby!

Sometimes we push it too far, and end up in situations like this. *CMR* punishes flips by realistically mangling your car. In *RC2* you lose time, but your car will still go like the clappers.

HAIRPIN TURN AHEAD! Chill out, this is *RC2*. You don't have to brake miles in advance and crawl around it. Slam your brakes at the last minute swing that mutha round there.

You career off the road and get into a right jam. But you don't have to straggle back to the road. Just hit the all-powerful Re-spawn button and you'll reappear on course.



↑ Multiplayer races were utter carnage.

↑ The dirtier the car gets, the better.

↑ We take hairpins at disrespectful speeds.

could turn on collision detection. This was a barrel of laughs on the Hill Climb events, where you could enter corners with a little extra speed and barge the car ahead off a cliff. Some called it a flaw of the game, a design error. In System Link games we thought it was hilarious fun. It turned a relatively serious rally race into a crazy bumper-car mash-up, and you battered your opponents around hoping to introduce them to a tree or the bad side of gravity.

Every single race was exciting because there were so many courses it was almost impossible to remember them all. With more than an astonishing 90 courses (double that of the original) you would completely forget the layout of a course by the time you came to play it again. Even in single player, you would play through entire careers from start to finish and not race on the same track twice.

That was another thing about *RC2* - the game looked better than Kelly Brook in a skimpy bikini having water poured down her cleavage. Xbox was the technically superior machine, and after the gorgeous original, *RC2* turned up the heat and demonstrated what wonderful things the Xbox was capable of. You could never see bumped road textures, vast numbers of trees each filled with hundreds of leaves, and lighting effects this gorgeous on the PS2 or GameCube. They'd just crack under the pressure of such power. We were dumbstruck the first time we saw the glare of the sun bounce off the road during a sunset on a snow-covered course.

It's been more than two years since *RC2* graced us with its mud-splattering joy, and it still stuns us today. It looks awesome, plays like a dream and is so much fun in multiplayer we still dust off the disc for lunchtime games.

Now we're just kneeling and praying hard for a sequel on Xbox 360.

Bonus info

GEEKY TWEAKING

Okay, so we love the game for it's no-nonsense racing action, but if you're the type that likes to fiddle with suspension and tyre compounds, and all those settings, we're in there too. We found that the Default setting mostly did the job just fine, but if you really knew your stuff you could squeeze more out of your car...

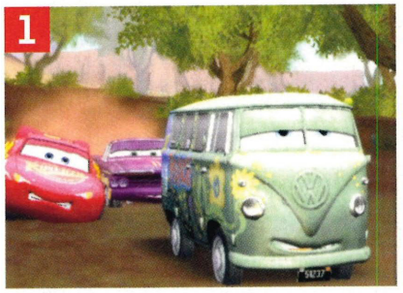
↑ It's two years gone but there are still few games that look better than *RC2*.

↑ It's raining and the roads are treacherous. Whatever... FOOT DOWN!!

WHEN CARS FLY: WITH A LOT OF SKILL AND A LITTLE LUCK, IT WAS POSSIBLE TO CLIP CERTAIN ROCKS IN THE ENVIRONMENTS WITH ENOUGH SPEED TO FLIP THE CAR THROUGH THE AIR AND LAND BACK ON IT'S WHEELS. READERS WOULD SEND US VIDEOS OF THEM PERFORMING THIS AMAZING FEAT. CAN YOU DO IT?

Charts

The 10 best-selling games in the UK



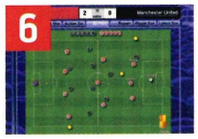
1 CARS
Dev: **THQ** Pub: **THQ**
Launching alongside the Pixar movie of the same name, there was no doubting that the movie-tie in for *Cars* was going to ram its way straight into the top of the charts. It's been there a while too! Come on Montata...

2 THE GODFATHER
Dev: **EA** Pub: **EA**
Don Corleone and his infamous Family have somehow managed to make a chart comback from nowhere. Don Corleone, we salute you...

3 HITMAN: BLOOD MONEY
Dev: **Io** Pub: **EIDOS**
Agent 47 backs away from the top of the charts as quietly as he sneaked up there. Or is he just hiding in the shadows waiting to attack again?

4 TOMB RAIDER: LEGEND
Dev: **Crystal Dynamics** Pub: **Eidos**
Gaming's first lady climbs a little higher up the charts. Don't be put off by that rubbish PS2 game a few years back - this is Lara back on form!

5 FIFA STREET 2
Dev: **EA** Pub: **EA**
Is it the start of a new football season or something? Your keep-up skills will be tested to the limit in this crazy game of street footy!



6 CHAMPIONSHIP MANAGER 2006
Dev: **Gusto Games** Pub: **Eidos**
The number-crunching stat-munching football management game is on a winning streak. Too much makes your eyes go funny.

7 BLACK
Dev: **Criterion Games** Pub: **EA**
Black is back in the charts. This is a game you have to check out if you're a fan of shooters with no story. It still needs Xbox Live play though...

8 FULL SPECTRUM WARRIOR: TEN HAMMERS
Dev: **Pandemic Studios** Pub: **THQ**
The UN peace-keeing mission continues despite a six-month delay before its release.

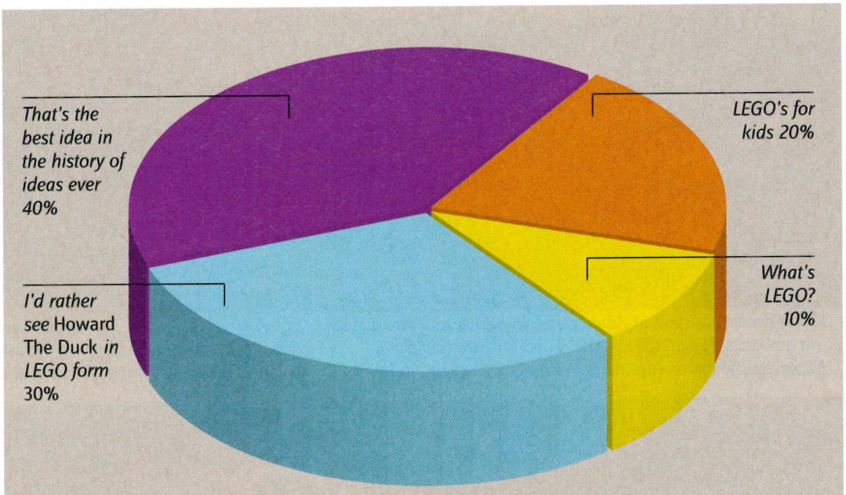
9 DRIVER: PARALLEL LINES
Dev: **Reflections** Pub: **Atari**
Tanner's latest mission is still clinging on to the charts despite being out for AGES, which is a better performance than the one before it...

10 URBAN CHAOS: RIOT RESPONSE
Dev: **Rocksteady Studios** Pub: **Eidos**
How many Eidos games are in the chart at the moment? They should just call it the Eidos Xbox chart and have done with it.

Virgin megastores Virgin Megastores sponsors the charts

The hot topic You answer the burning question...

How cool would a LEGO version of the *Indiana Jones* trilogy be?

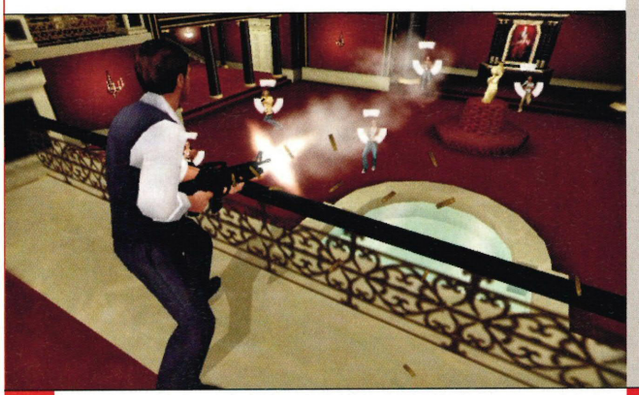


LEGO Star Wars II: The Original Trilogy is the best game ever, apart from *Halo* and *PGR* obviously. If George Lucas is reading this (and we know he does), let's have LEGO *Indy* NOW!

Your most wanted

sms @

THIS CHART IS composed entirely from the entries you send in and shows the upcoming games you're most excited by. We can then fill the mag with the news, previews and features you most want to see!



↑ TO VOTE FOR your favourite upcoming game, text 'MW: Game Name' to 80889 (see page 040 for details), or email us at staff@futurenet.co.uk with the subject line 'MW'.

← Bring on Tony f***ing Montana. We thought this might turn out to be a bit of a dud but after hammering for hours, WE LOVE IT! It's not for kids at all and it's not just another GTA clone. Exclusive review next issue, out Sept 28!

1	**SCARFACE: THE WORLD IS YOURS**	**Dev:** Radical **Pub:** Vivendi **Release:** September 2006
2	**LEGO STAR WARS II: THE ORIGINAL TRILOGY**	**Dev:** Traveller's Tales **Pub:** LucasArts **Release:** September 2006
3	**TOM CLANCY'S SPLINTER CELL: DOUBLE AGENT**	**Dev:** Ubisoft **Pub:** Ubisoft **Release:** October 2006
4	**JUST CAUSE**	**Dev:** Avalanche **Pub:** Eidos **Release:** September 2006
5	**DESTROY ALL HUMANS! 2**	**Dev:** Pandemic **Pub:** THQ **Release:** November 2006
6	**RESERVOIR DOGS**	**Dev:** Eidos **Pub:** Eidos **Release:** September 2006
7	**CALL OF DUTY 3**	**Dev:** Treyarch **Pub:** Activision **Release:** November 2006
8	**FIFA 07**	**Dev:** EA **Pub:** EA **Release:** September 2006
9	**MEDAL OF HONOR: AIRBORNE**	**Dev:** EA **Pub:** EA **Release:** October 2006
10	**NEED FOR SPEED CARBON**	**Dev:** EA **Pub:** EA **Release:** Sept 2006

OUR SHOUT

What can we say about *LEGO Star Wars II: The Original Trilogy* that Ben hasn't said in the exclusive review (see page 068) already? Why it hasn't been done before is beyond us! It's full of charm and little in-jokes that fans of the movies will lap up. LucasArts, we demand that the *Indiana Jones* series now gets the same treatment NOW!

Xbox Game Releases

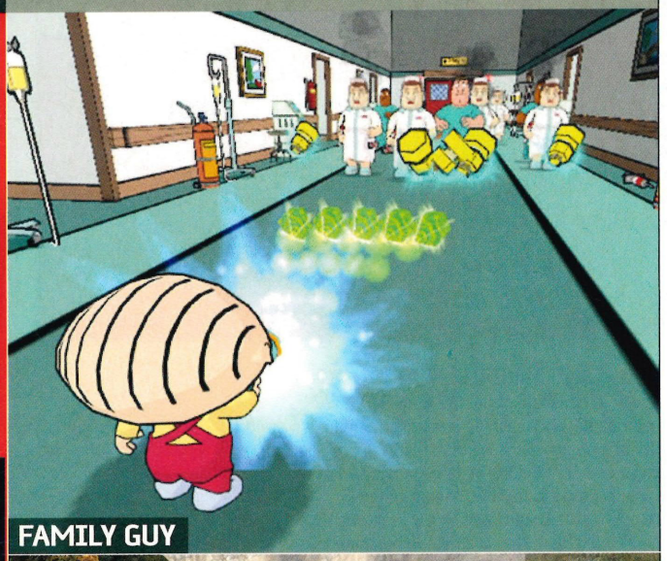
Start saving now for your most wanted Xbox games

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
SEPTEMBER	American Chopper: Full Throttle	Create Studio	Zoo Digital	N/A
	American McGee Presents Bad Day L.A.	Enlight Software	Enlight	56
	Black Buccaneer	Widescreen Games	10tacle Studios	58
	Cabela's Outdoor Adventures	Sand Grain Studios	Zoo Digital	N/A
	Call of Duty 3	Activision	Activision	58
	Combat: Task Force 121	Direct Action Games	Zoo Digital	42
	Dangerous Hunts: Kill Or Be Killed	TBA	Zoo Digital	N/A
	Destroy All Humans! 2	Pandemic	THQ	58
	Family Guy	TBA	Take 2	59
	Jaws Unleashed	Appaloosa Int	THQ	43
	Just Cause	Avalanche	Eidos	59
	Justice League Heroes	Snowblind Studios	Eidos	57
	Lego Star Wars II: The Original Trilogy	Traveller's Tales	LucasArts	59
	Madden NFL 07	EA	EA	N/A
	Need For Speed Carbon	EA	EA	59
	Pac-Man World Rally	Namco	Namco	N/A
	Painkiller: Hell Wars	People Can Fly	DreamCatcher/Koch	59
	Scarface: The World is Yours	Radical Ent.	Vivendi	59
	Splinter Cell: Double Agent	Ubisoft	Ubisoft	59
	Stacked With Daniel Negreanu	TBA	5000ft	N/A
	Superman Returns: The Videogame	Tiburon	EA	50
	Ty The Tasmanian Tiger 3	Krome Studios	Zoo Digital	N/A
	WarPath	Digital Extremes	Groove Games	59
OCTOBER	Bully	Rockstar	Rockstar	N/A
	Crash Test Dummies vs The Evil D-Troit	Twelve Games	TBA	58
	El Matador	Plastic Reality	Ascaron	N/A
	King of Fighters 2003	SNK Playmore	Ignition	52
	Legend Of Spyro: A New Beginning	Krome Studios	Vivendi	59
	Metal Slug 5	SNK Playmore	Ignition	52
	NBA 07	EA	EA	N/A
	NBA 2k7	TBA	2K Sports	N/A
	NHL 2k7	TBA	2K Sports	N/A
	ProStroke Golf: World Tour 2007	Gusto Games	Oxygen Interactive	59
	Reservoir Dogs	Eidos	Eidos	59
	Samurai Showdown 5	SNK Playmore	Ignition	52
	Snoopy Vs The Red Baron	Namco	Namco	N/A
	Tony Hawk's Project 8	Activision	Activision	57
	UFO: Aftershock	Altar Interactive	Ascaron	N/A
NOVEMBER	Avatar: The Last Airbender	THQ	THQ - us publisher	N/A
	Medal of Honor: Airborne	EA	EA	53
2007	Beijing 2008 Olmpic Games	TBA	Sega	N/A
	Casino Royale	EA	EA	N/A
	Close Combat: Red Phoenix	Destineer	Take 2	N/A
	Eragon	Stormfront	Amaze	N/A
	Ghost Rider	Climax Group	2K Games	N/A
	Highlander	Eidos	Eidos	N/A
	Interview With A Made Man	SilverBack Studios	TBA	30
	Lost	Ubisoft	Ubisoft	57
	Neverend	Dreamcatcher	Dreamcatcher	60
	Rayman Raving Rabbids	Ubisoft Montpellier	Ubisoft	N/A
	Shuriken School	Zinkia Entertainment	TBA	N/A
	The Movies	Lionhead Studios	TBA	16
	X3: Reunion	Egosoft	Deep Silver	N/A
	Xyanide	Playlogic	Playlogic	N/A
	Zombies	Krysalide	TBA	41

THE WISH LIST

OFFICIAL XBOX Magazine may provide the most comprehensive release list ever, but game release dates can change quicker than Superman in a phone box. Tell us what game you're saving up for and we'll keep an eye open for any important updates and print them. Send your top five to staff@futurenet.co.uk

WHO WOULD have thought we'd be seriously looking forward to the release of *Legend Of Spyro: A New Beginning*? We're supposed to only play shooters and driving games aren't we, being Xbox fanatics right? From what we've seen it's looking a lot darker than the previous cute and cuddly games that used to make us sick. Look out for the review soon!



FAMILY GUY

ERAGON

Best of Xbox Classics

Our picks from the best-selling £9.99 super value range

Dead or Alive 3 Issue 01 Score 8.5

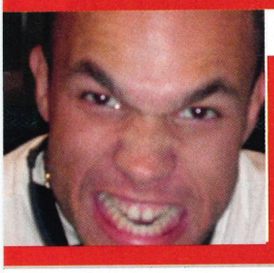
Halo 2 Issue 36 Score 10.0

Fable: The Lost Chapters Issue 34 Score 9.4

Ninja Gaiden Black Issue 49 Score 9.4

SHOULD HAVE GONE TO SPEC SAVERS: BEN IS UNABLE TO WEAR CONTACT LENSES AS THEY AREN'T GETTING ON WITH HIS EYES. HIS DOCTOR HAS NOW TOLD HIM TO TO WEAR GLASSES. THE RESULT? HE'S NOW THE SPITTING IMAGE OF GEORGE McFLY FROM THE CLASSIC *BACK TO THE FUTURE* SERIES!

Inbox



Letters 60 Editor

MIKE JACKSON
NOW PLAYING: *SCARFACE: THE WORLD IS YOURS*

Where the hell has Ben gone? After he insisted on printing pictures of half naked men on these pages, we thought it was about time he had a break for a while. Just as well - we caught him taking 'special' pictures of himself.

YOUR OPINIONS COUNT! Your input here has a direct effect on the content of your *Official Xbox Magazine*, so let us know which games you like or don't like, what you want to see more of or less of in the mag, or just rant by text, mail, forum or email!

TEXT US! Text 'OXM' then YR MSG to 80889* (standard network rates), or picture-message to 07921 889345*

WRITE TO US at *Official Xbox Magazine*, 2 Balcombe Street, London NW1 6NW

POST ON THE FORUM! Get it off your chest at http://xbox.oxm.co.uk. Be nice now, y'all!

EMAIL US WITH your rants, hopes and opinions at staff@futurenet.co.uk

CAN'T TAKE THE HEAT

All this talk about the Xbox 360 overheating and crashing is scaring me into holding up my purchase of the next-gen console. A 360 belonging to a good friend of mine is prone to it. Now, having gone through three Dreamcasts in my time due to an inherent fault that caused the machine to re-set, I really don't want to fork out for a piece of hardware that'll have major mood swings and overheat when it feels like it. Is the situation as BAD as it's being made out to be or has Microsoft overcome the issue?

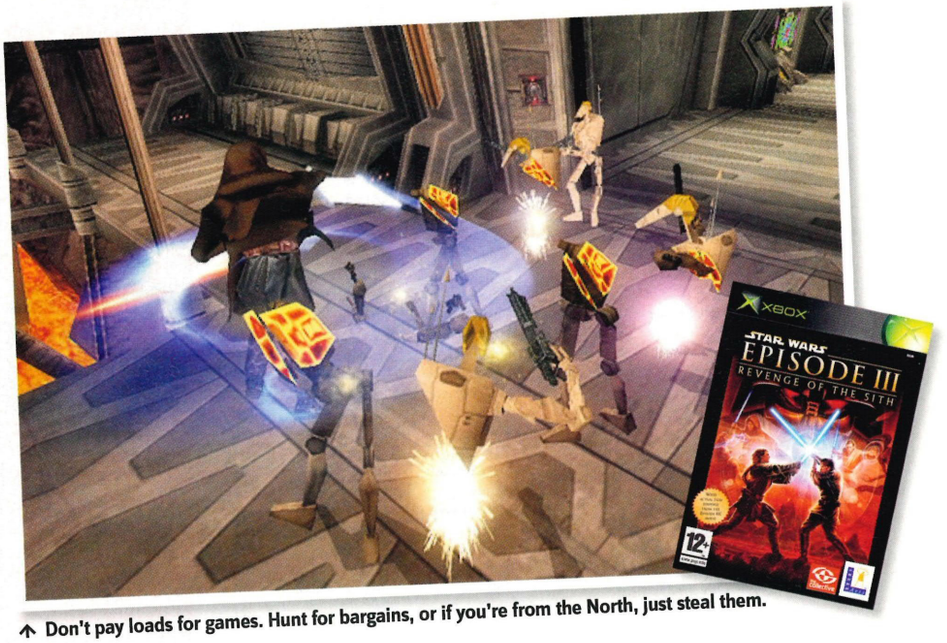
Ross Sillifant, via email

The problem is there, but it's far smaller than internet kids would have you think. Yes, it is true that the high-performance microchips in the 360 run very hot and some consoles have been known to overheat, but this only happens to a very small number of machines - you're extremely unlikely to have a problem. Just keep all its air vents clear and don't put it in the oven.

NO DEMO NO BUY

I have been buying your Xbox magazine from the very beginning. It has fantastic reviews and brilliant demos. But this month will be the first time I will not be buying your magazine as all the demos are of games you have already put on discs before. Last month was the same but I thought it was a one-off. If you are going to continue repeating the same demos why should I pay £5.99? Please get some new demo's on your front cover disc.

George, via email



↑ **Don't pay loads for games. Hunt for bargains, or if you're from the North, just steal them.**

The summer months were particularly quiet this year. You see, developers hold up with their releases until the summer rolls by, because most people are out enjoying the sun, and not buying games. With no new demos coming from developers, we compiled some of the best Xbox demos ever. But the Christmas rush of game releases will start soon, and then things will pick right up again.

RIP OFF

I can't understand why different shops have such crazy prices on certain games. It amazes me how some games even manage to sell at all. I recently saw a copy of *Star Wars Episode 3* in one

☆STAR LETTER☆

THE WRITER of the Star Letter wins an Xbox game! Just state the title you'd like when you write to us and, if you win, we'll spin Ben round 100 times, poke him hard in the eyes, then shove him in the general direction of the nearest games shop with 40 pound coins Sellotaped to his face. If you're lucky, he might even come back with the game you asked for!

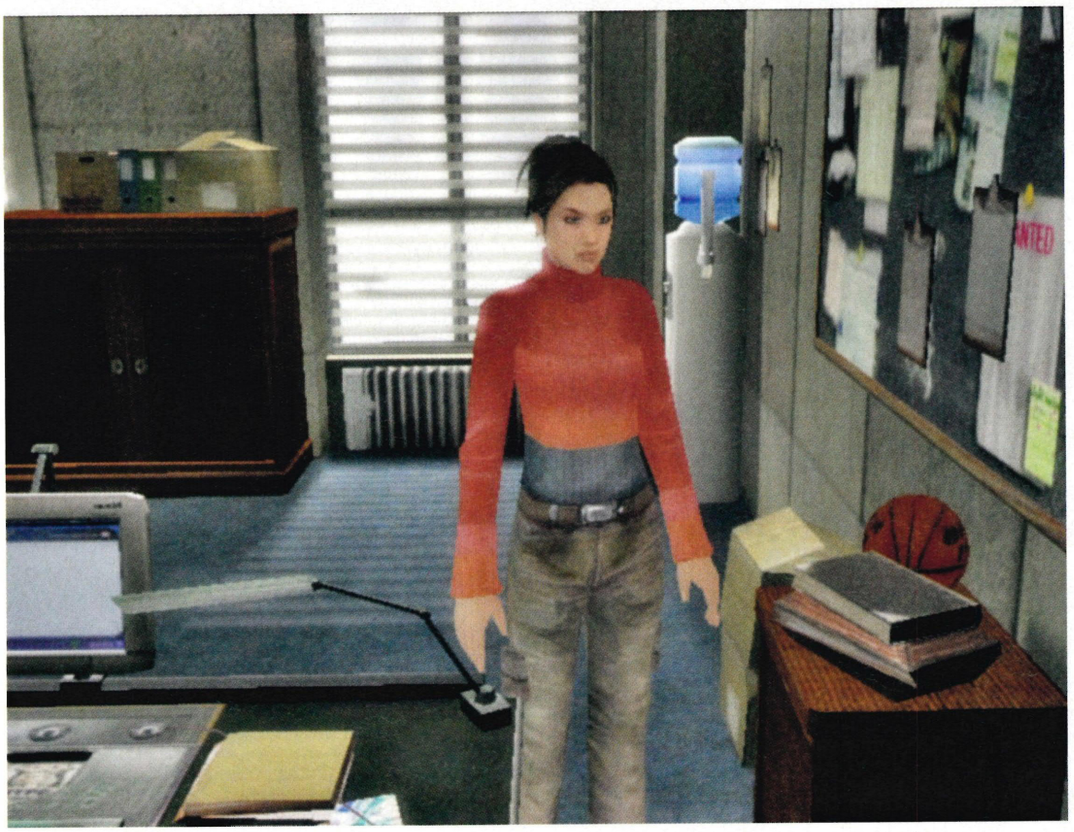
HALF LIFE POO!

I just don't understand what the hell is so good about *Half Life*. It's sick and disturbing and overly violent. The way the zombies are always screaming is disgusting. I love a bit of horrific gore but *Half Life* took it way too far. Although I must say I like it when they get chopped up by the spinning blade thing, but I still think that it is a little disturbing that you guys got so ecstatic about the demo and talk about the game like it's the best thing ever. It's not.

Matthew, via email

So you don't like *Half Life 2* because... it's too gruesome? What about *Doom 3*? *Silent Hill 4*? *Cold Fear*? They're all far worse. It has a fantastic story, stunning graphics, impressive physics and some of the cleverest puzzles on Xbox. But you don't like it because the enemies scream? Aw, did it scare you? Don't worry. Maybe games like *Cars*, *Barbie Horse Adventures* and *Hello Kitty Roller Rescue* are more your sort of thing.

↑ **Look into Freeman's serious eyes. Say you hate his game again and he'll crowbar you in the head.**



↑ **This is the hottie from *Fahrenheit*. She's a police woman, but that doesn't stop us from trying to zoom in on her ass.**

shop on sale for £32.99. Yet in another shop it was part of a four for £20 deal. I made the mistake recently of buying a pre-owned copy of *Black* for £22.99 thinking it would be cheaper than a new copy but as I was leaving the shop I saw a new copy for £19.99. What's the deal with that?

Matthew Gray, Finedon

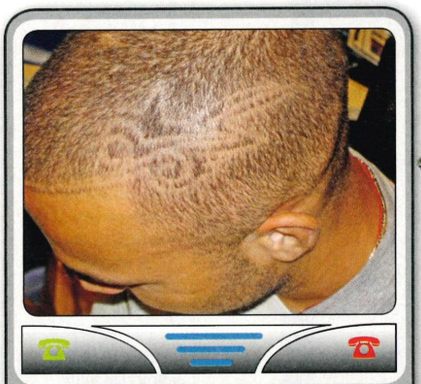
If a shop was selling a pre-owned game for more than a new one, we'd assume it to be an innocent mistake. You could quite easy bring it to their attention to get a better deal, or just wreck the shop in a fit of rage - your choice. As for *Star Wars*, that just shows how much money you can save if you shop around.

A PHOBIA OF LIVE

Today I got my Xbox Live Starter Kit and my nerves are being played with like shakers. What have I gotten myself into? What the hell does 'Xbox Live aware' mean? I ask because *Fable* asks if you want to go on Xbox Live, but it's is a single-player game. Huh? Please explain what Xbox Live is about before I regret what I've done. Plus send me *Conker: Live and Reloaded*, *Half Life 2*, *Far Cry Evolution*... [15-game list too long to print].

Matthew McSweeney, Stroud

Are you feeling alright, Matthew? Have you been skipping your medication? Xbox Live is an online multiplayer service, not a contract with the devil. Just plug the damned thing in and stop worrying. And asking for 15 games - you don't want much, do you? We'll send you a mouldy potato, if you're lucky.



SEND US YOUR PICS!

Mike likes to get crazy patterns shaved into his head. We're trying to convice him to get the *Halo* logo done. What do you guys think? Write in with your suggestions and he might get it done (but don't vote for a knob). If you've got a crazy pic for us, text it to 07921 889345 with the word OXM, then your name.

GAMING WITH PURPOSE

I really like playing games but for me to really enjoy them they have to have very strong storylines in and a decent single player campaign. However, it is getting increasingly hard for me to find a game with these qualities. I have *Jade Empire*, both the *KOTOR*'s, *Fable* and *Morrowind* but I have completed these and I'm looking for something new. Can you help?

Callum, via email

You've definitely seen the best of the RPG scene on Xbox. But there are games in other genres with great stories. *Half Life 2* has a fantastic storyline to go with its top class action. You should also check out *Fahrenheit*, *Beyond Good & Evil* and *Broken Sword: The Sleeping Dragon*, all of which have fantastic evolving plots. That should keep you busy for a while.

PIMP MY XBOX

My mate has a bright orange Xbox and I don't know where the hell he got it from. Where can I buy these Xbox consoles from?

Anthony Haste, Hull »

The OXM team

One wedding ring to rule Adam's life...

GAVIN OGDEN //
EDITOR

GAV'S BOOKED an all expenses paid trip to Dubai this month to catch up with ex-*OXM* art monkey Mike Francis. When we say 'all expenses paid' we actually mean he used 60,000 air miles he got from all the flying he's done over the years. Mike's putting him up so that's the accommodation sorted too! We all want to be an Editor too. ESPECIALLY Adam.

NOW PLAYING: *LEGO Star Wars II: The Original Trilogy.*

NOT ADAM KULESZA
DEPUTY ART EDITOR

AFTER LAST month's attack on Adam's marriage, we'd like to say sorry. We didn't really mean any bad feelings towards Adam and his lovely wife. We've not met her (Adam won't let us), but we're sure she's lovely. Our appology means there's no room to write about Adam's PILES though. We'll save it for next month, unless he comes to his senses at the alter - SORRY! Only joking...

NOW PLAYING: With a bunch of grapes!

PAUL HIRONS//
TEXAS SPELL CHECKER

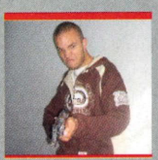
DAN IS history and Gav was rubbish at spotting spelling mistakes. So we brought help in from outside. Not just anybody though, Mr Hirons who's one of those freelancer types. He charges by the day and costs a fortune to keep sweet. It's like having Axl Rose on the team, as he'll only work if we fluff the paper towels in the toilet for him and laugh at all his jokes. We'd even take Vanessa back. Help!

NOW PLAYING: The Timeshare Game.

BEN LAWRENCE //
NEWS EDITOR

BEN TOOK a week off to sun himself in cloudy Bournemouth this month. We've had reports of him being seen walking into the sea, standing still for a few minutes and strutting back to his spot. This tells us one thing - the beach toilets were too far away for him to be bothered. People of Bournemouth be warned... the recent epidemic of floaters is all down to one particular news editor.

NOW PLAYING: *Just Cause*. And lovin' it!



MIKE JACKSON //
VERY NAUGHTY BOY

IT'S LIKE the loveable King Of Pop is a changed man... sorry teenage boy. Mike's been hammering the *Scarface* game this month and taking the role of Tony Montana a little too far for his own good. He's approacing girls with the in-game line, "You look like you haven't been f***ed in a year." Would you be surprised to learn that he's not even had a nibble? Didn't think so.

NOW BEING: Tony f***ing Montana.

BEEF BACK RIBS
GOD THEY'RE GOOD!

GAV'S FOUND heaven and it looks like a HUGE plate of ribs. He keeps promising to take us to Bodean's BBQ Restaurant but our big team night out has yet to happen. He comes in to work most mornings dripping in BBQ sauce saying he ran over a dog on his cycle into work. He must think we were born yesterday (well, Mike almost was). He gets the Tube...?

NOW STICKING TOO: Teeth, fingers and lips.

PHOTOS: TEAM OXM

CANADIAN CUSTOMS PART 2: WE LEFT YOU HANGING LAST MONTH WONDERING WHETHER MIKE ACTUALLY MADE IT INTO CANADA. OF COURSE HE DID, HOW ELSE WOULD LAST MONTH'S FIFA COVER STORY BEEN WRITTEN?

Shorts

sms TEXT US questions and comment on 80889* ('OXM' followed by your message).

WRITE TO US at *Official Xbox Magazine*, 2 Balcombe Street, London NW1 6NW

www POST ON THE FORUM Get it off your chest at http://xboxoxm.co.uk (no swearing, please)

@ EMAIL US WITH your rants, hopes and opinions at staff@futurenet.co.uk

@ In the last issue (58), that looked like a real *Halo 2* Plasma Sword Gavin was holding (aside from the electric ripples over it). If it's real, I'll give you £30 for it!

Adam Wilson, via email

↑ Gav with more weapons than Arnie.

If it was real we'd charge you a lot more than £30 for it, my friend. In fact, we wouldn't sell it at all. We'd run around hitting people while making swooshing sound effects with our mouths. And then spend several years in a prison cell.

↑ Insert insurance joke here.

@ I think *FlatOut 2 PWNS Burnout* because there's so much stuff you can destroy. I don't understand why people go so bonkers over *Burnout* anyway, it's getting old now, don't you agree?

Sarah Bancroft, via email

We must admit, we haven't touched *Burnout* in AGES! But we can't resist occasional goes of the rag-doll minigames in *FlatOut 2*. It's so addictive.

@ I saw OXM Sicknote (Gavin) online in *Halo 2* the other day. He wiped the floor with me. Jeez, how long has he been playing that game for?

Tony Green, via email

More hours than is considered healthy, Tony. Without a daily fix of *Halo 2* online, he breaks down into a shivering mess, and sits rocking his chair in a cold sweat. *Halo 2* is medicine.

sms Will *Halo 3* only be on the Xbox 360 only? If it is I'm going out to buy one right now.

Anonymous, via text

Then break open the piggy bank because it is indeed a 360-only title.

@ Can someone please tell me why do they keep putting the release date back on *Battlestations Midway*? It's the one game I've been waiting to get my hands on.

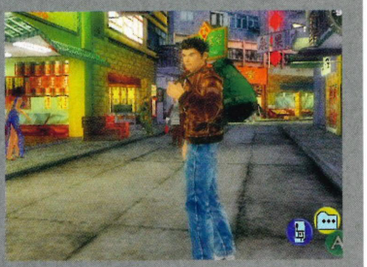
Trevor Holden, via email

It does keep slipping back but it should almost be ready for release by now. Don't stress, Trevor. We reckon you'll be playing it by Christmas.

What's going on with *Shenmue*? I finished *Shenmue II* but (sorry for the spoiler) the game ends on a cliff-hanger. I want to see what happens after. Do you think the sequel will make Xbox or is it a 360 thing?

David Dunphy

There has been no official word, but the rest of the *Shenmue* series is believed to be near completion and likely to release on a next-gen console. Most are betting it'll arrive on 360. We hope so too.



↑ *Shenmue*. It's a bit like Marmite...

You mate's orange Xbox will have been privately customised because you can't buy them officially in that colour. Official colours available in UK are the clear crystal and the green, as well as the standard black one. There's also a limited edition blue Xbox, but that's only available in Japan. Don't import it – it won't work with UK games.

HALO 3 ON XBOX?

I've noticed a lot of games have been released for Xbox as well as the Xbox 360. Does that mean we can hope to see *Halo 3* release on the original Xbox? I know it won't look as good on the old machine but I don't care – I just want to see what happens at the end of this gripping story.

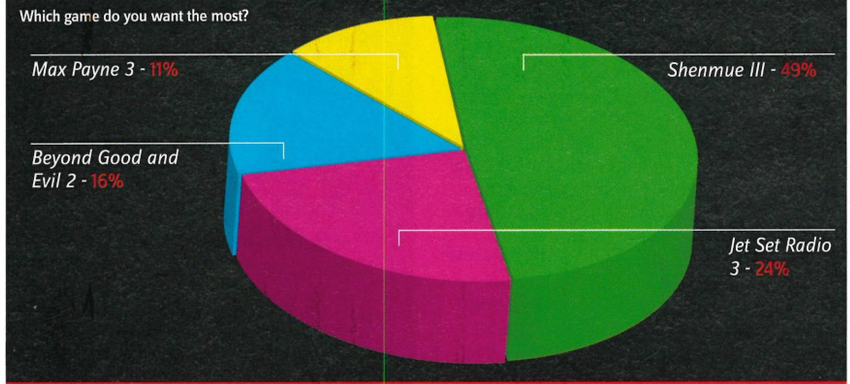
Semhal Zemikael, Walthamstow

It's an exciting time. You will see games releasing on both machines, because we're in the transition period between the Xbox and the 360. But by the time the excellent *Halo 3* comes out, the old Xbox will have fully passed the baton over to the next-gen console. So no, you won't see Halo 3 on our beloved 'box.

YOU DECIDE

Find more online polls on our forum at http://xbox.oxm.co.uk

Which game do you want the most?



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

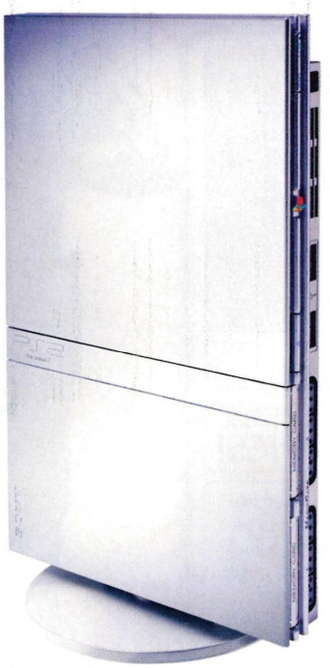
***TERMS AND CONDITIONS** By sending your entry you agree to these competition rules and you confirm you are happy to receive details of future offers and promotions from Future Publishing Limited and carefully selected third parties. If you do not want to receive information relating to future offers and promotions, please include the word NO at the end of your text message or at the end of your postal entry. Texts will be charged at 50p plus your standard network tariff rate. The winner will be drawn at random from all correct entries received by the closing date. Postal entries should be sent to 2 Balcombe Street, London NW1 6NW. The winner will be notified within 28 days of the closing date. Only UK residents aged 16 years and over may enter this competition. No employees of Future plc or any of its group companies or the employees of any entity which has been involved with the administration of this competition or any member of their households may enter this competition. No responsibility is accepted for entries delayed or lost in the post. Proof of postage will not be accepted as proof of receipt. The prize is as stated and no cash alternative is available. Where prizes are offered on behalf of an associated company, the provider of the prizes reserves the right to substitute the prize for one of equivalent value. Future Publishing Limited is not responsible whatsoever for any failure by associated companies to provide the prize on time or at all or for any loss, damage, costs, expenses, or personal injury caused by the prize. If you have any query or complaint in relation to the prize, you should contact the associated company. If you are a winner of the competition you accept that Future Publishing Limited has the right (without additional payment or seeking permission) to use your name, address and likeness for the purpose of announcing the winner of the competition and for related promotional purposes. All entries must be received by the closing date. No purchase necessary. Details of the winning entry will be available at any time on or after the specified closing date by written request from Games Marketing, Future Publishing Limited, 30 Monmouth Street, Bath, BA1 2BW.

FROM LITTLE TO LARGE

I've just sold my slim-line PS2 because it was just sitting there looking good, but never getting played. So now I've got an Xbox. I'm enjoying all of the great games on it... but damn, it's a big mother compared to my nice slim PS2! Do you think they will ever release a smaller version of the Xbox like Sony did with the PSone and PS2?

Tasha Faith, Forest Gate

That would be nice, but it's not likely to happen, we're afraid. The Xbox 360 is at the top of everyone's purchase list right now and it's backwards compatible so people will just play their old games on that. Plus, making a small, light Xbox just wouldn't be right.



↑ The waif of the console world

XBOX

LIVE REQUESTS

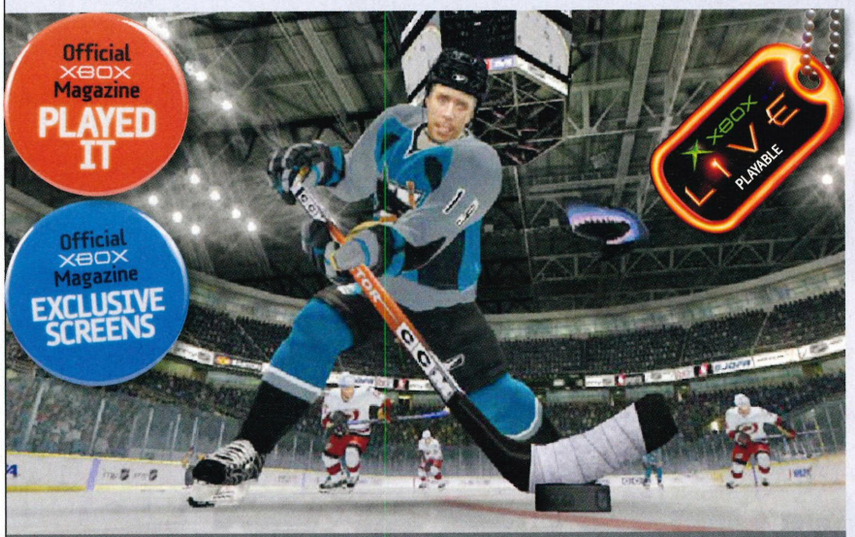
If you're looking for people to play a Live match of old or obscure games with, email staff@futurenet.co.uk with the subject header 'Live Games Request', your Gamertag and game you want to play online. We'll then publish all the Gamertags and requests so people can message you and organise a time to meet online and play. Let's see if it works...

Fancy playing on XBox Live with another *OXM* reader? Add **feisar73** as a friend and play ***Project Gotham 2*** or ***Delta Force: Black* Hawk *Down***.

"No F***ing Lightweights!"

computerandvideogames.com

"Addicted since 1981, reborn in 2006"



↑ *NHL 2K7's* Joe Thornton is a right clever pucker. Oh God, we feel dirty for just writing that.

NHL 2K7

Bigger, better, and icier than anything you've seen before...

- Dev: Visual Concepts
- Pub: 2K Games
- Release: October
- Live: 1-4
- Players: 1-4
- 0 Percentage Complete 80 100

YOU KNOW ONE OF THE most important components of a team? The coach. There are games that allow you to coach teams but never let you shout from the sidelines. Then there are games that allow you to play but never actually meet your coach. That's about to change.

↑ In-game advertsing is no bad

↑ Give those goalies something to sweat over.

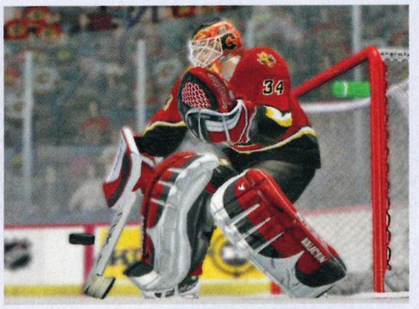
For the first time ever, *NHL 2K7* will feature something 2K Games is proudly calling its 'Audio Intuition' option - a feature which will actually make your team's coach stand on the rink edge booming orders to the players. He's optional of course, but he's essentially a 'talking hint', allowing him to call out potential weak points in your play, or offer strategic advice. AI players will then heed his advice with 'on-ice' chatter, and effectively bark out opportunities that need taking on the rink.

Bonus info

STRIKE ONE

For a little while a couple of years ago, the only way you'd have been able to see NHL stars was in England. See, they all went on strike over the pond and refused to play because they weren't being paid enough (you know, a few million just doesn't buy enough skates these days). Understandably the Yanks were proper pissed, but NHL fans over here loved it! Get in! We rule!

↑ Joe Thornton - sniff those airpits, bitch!



↑ Who needs goalies when you have lobsters?

↑ Check out the effects of the skates on the ice!

ALL I HAVE IN THIS WORLD IS MY BALLS AND MY WORD.
AND I DON'T BREAK 'EM FOR NO ONE.

"Scarface" interactive game © 2005 Universal Studios. Scarface is a trademark and copyright of Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved.

↑ Different camera angles will offer different perspectives to each match.

↑ Turning and crossover moves are improved in the 2K7 version.

↑ Check the ice dust trail this guy's burning up!

Bonus info

FIGHT, FIGHT, FIGHT!
No news yet from 2K Games whether we'll get to see any on-ice brawling. No ice hockey game is complete without scraps. Let's hope there's plenty introduced before we get the review code. Maybe it'll be called 'Punch-O-Vision' or something?

NHL 2K7 also sees improved player handling, with all-new turning and crossover moves as well as fresher puck handling animations that, according to the team behind the game, will 'deliver a fresh look and impeccable feel to each on-ice stride'. Woo, fancy! Keeping on the 'cinematic' theme (and yet more made-up words), there's also something called Cinemotion being introduced, which means that we're going to see a high level of mapped faces, spangly visuals and real-world camera angles and commentary.

NHL 2K7 is also rumoured to feature some piping hot controls as well, and although these are still very much under wraps (other than that old puck handling we mentioned), word has it that these will be 'genre defining'. Their words, not ours.

Having played *NHL 2K7*, we can confirm that it's certainly shaping up to be a bit of a beauty. The players move with a fluidity that EA could only dream of, and the AI team seems much more coherent and able than we've seen in any hockey game previously. There's no worrying about bumping into each other, or scooting around on one spot. They're formidable extensions to your game. Scoring is no easy feat though because the rival AI is just as cranked up. As for the players, the likes of Joe Thornton of the San Jose Sharks (the game's poster boy) is the spitting image of his real-life counterpart. Sweet.

We'll have a full review of *NHL 2K7* next month (as well as its sibling game).

↑ Must buy Reebok trainers, must buy Reeb....

"NHL 2K7 sees improved player handling and crossover moves."

↑ Now that's attention to detail – the underside of each puck is labelled!

SCARFACEGAME.COM
COMING SOON

PLATFORM SPECIFICATIONS

PlayStation.2 XBOX NINTENDO GAMECUBE PC DVD ROM PSP NINTENDO DS GAME BOY ADVANCE mobile XBOX 360 LIVE Coming Soon FIFA 07 FIFA Official FIFA Licensed Product 3+ www.pegi.info

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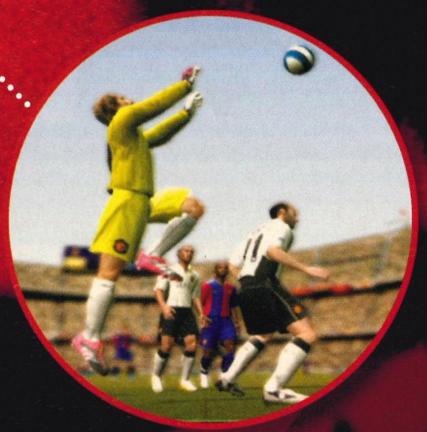
THIS IS THE SEASON

SKILL

ENERGY

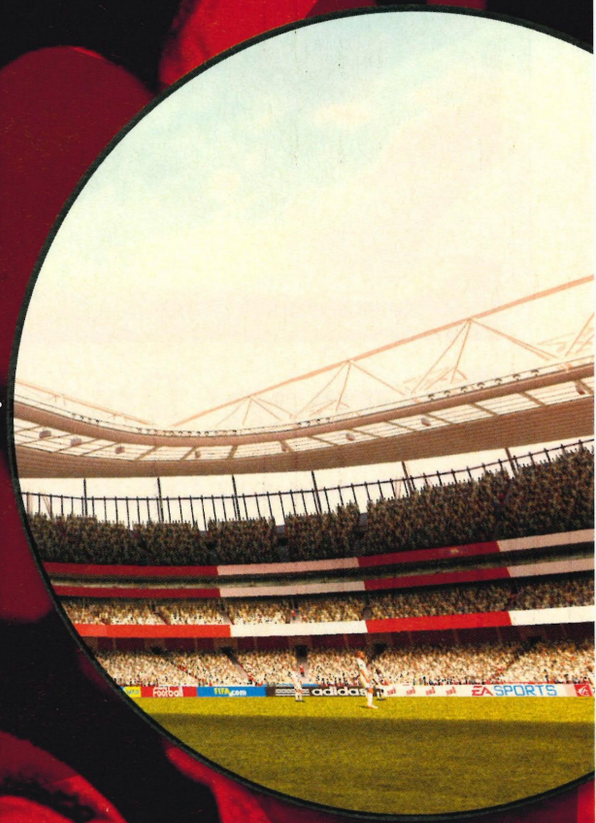
TRUE TO THE GAME

True ball physics emulation had long been thought impossible on current gen, until FIFA 07 programmer Dong Hun hit the algorithms. The result, a ball that behaves as it's supposed to behave: realistic bouncing, skidding, topspin and sidespin. *"We wanted to get away from scripted gameplay and create an experience that's more fluid and dynamic, less predictable"*, says producer Joe Booth. *"Every situation in football is different and we bring that to bear."* Now, instead of repeating the same shot time and again, you must think like a true player: consider the context, work yourself into position, and carry your club toward glory or shame.



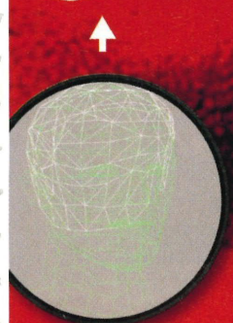
The new ball physics affect every aspect of the game: fight to win an aerial ball, bring it down in one movement and leave your marker for dead. A finesse shot can curl the ball past defenders and into the net. But don't expect an easy chance: the new AI delivers a keeper who's savvy, intelligent, and quick on his feet. With a new penalty kick system, added free kicks, and over 1500 new animations (300 for shooting and passing alone), FIFA 07 looks, feels and plays as real-world football.

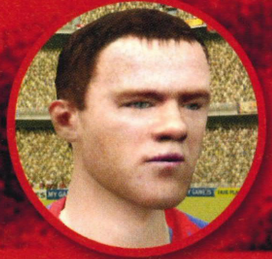
FAMILY



MY TRIBE, MY FAMILY, MY CLUB

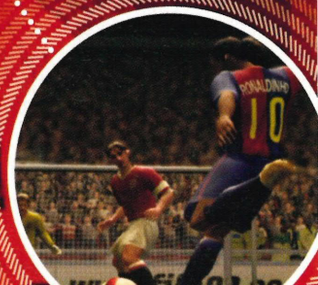
Tribe against tribe, football's best enjoyed in the company of your mates, and FIFA 07's developers wanted to tap into the shared passions of the diehard fan. In the new interactive version of the F.A. Premier League, users sign on to represent their club throughout a season and play online against other clubs' supporters as Saturday's impending real-world match looms. Crush the opposition along with your club or rewrite history the way it's meant to be and win the matches they lose. A running ticker of scores and news from both the real-world and the Interactive Leagues makes sure you're never far from the game. In Manager Mode, compete to field the most successful team through the years. Your players evolve through experience, so go with the tried and tested or risk a chance on the promise of youth and potential.

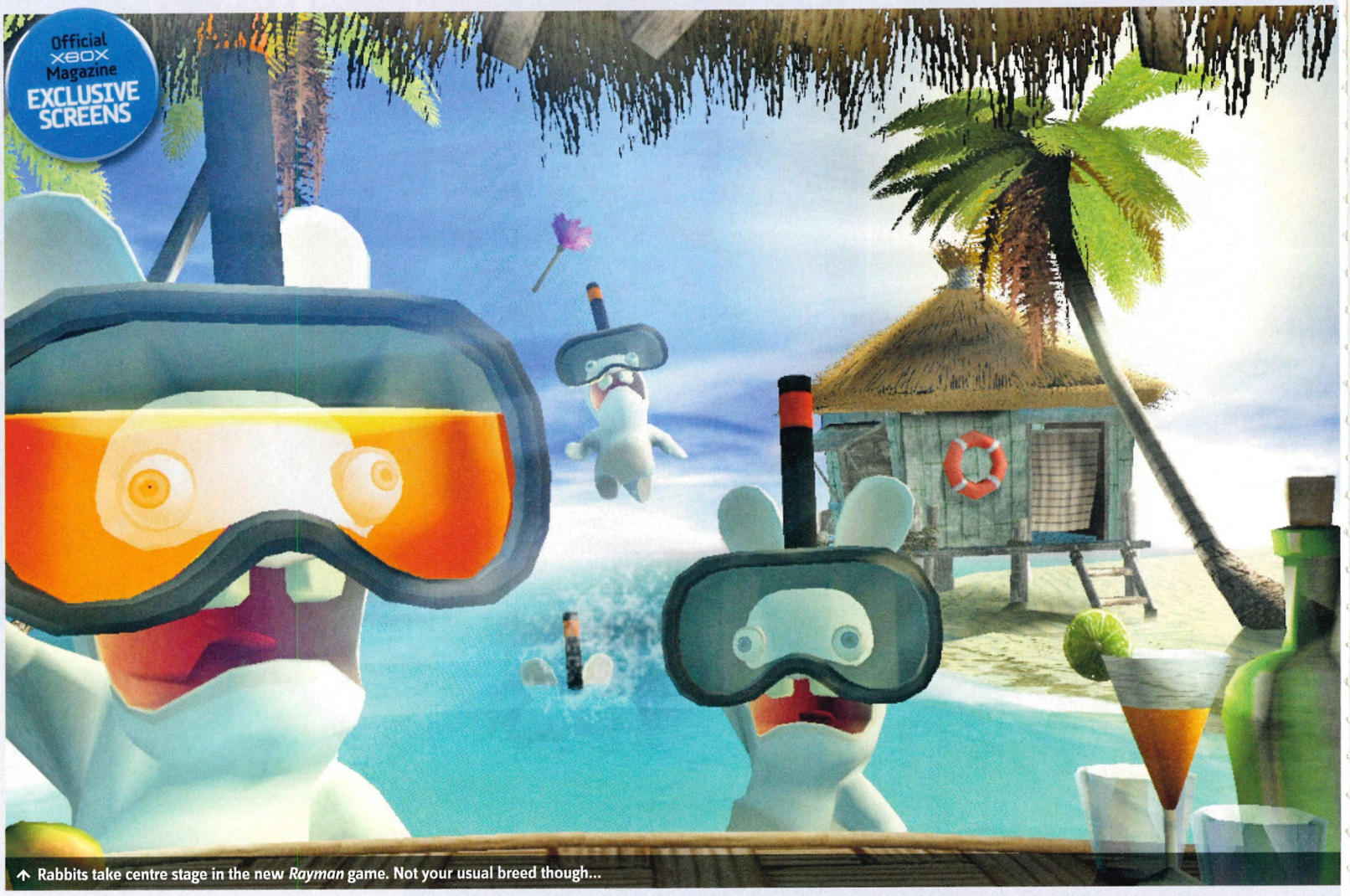




CHALLENGE

FIFA 07 has researchers worldwide - from Norway to Tunisia to Brazil - who gather stats for the game's over 12,000 players. In-house specialists spend their waking hours maintaining and fine-tuning the accuracy of player-stats, kits and stadiums, and programmers push the game's graphics to the very limits of the console. Producer Joe Booth explains: *"The true football fan is incredibly demanding. He's exacting. We're that fan too."*





↑ Rabbits take centre stage in the new *Rayman* game. Not your usual breed though...

Rayman: Raving Rabbids

Carrots, lettuce, your soul! These rabbits eat ANYTHING!

Dev: Ubisoft	Pub: Ubisoft
Release: Winter 2006	Live: None
Players: 1	

0 Percentage Complete 70 100

Ooh, somebody's having a bit of fun aren't they Michel Ancel? Yes, we're talking to you, Mister developer-man. Bringing *Rayman* back with a bit of a bang are we? Trying to buck a few trends, eh? Trying to kick-start the limbless wonder? Well, we've stroked our chins, we've tilted our heads and looked at it side-on, and you know what? *Rayman: Raving Rabbids* looks the mutt's nuts. We can honestly say we didn't see this one coming. A bit like the human race. Rabbits are preparing to take over the world you see.

"I wanted the story to be as simple as possible," Ancel tells us. "The rabbits, for centuries, have prepared an invasion... now it's time for them to rule the world. There are hundreds of rabbits but they are vicious, but at the same time, they're totally stupid."

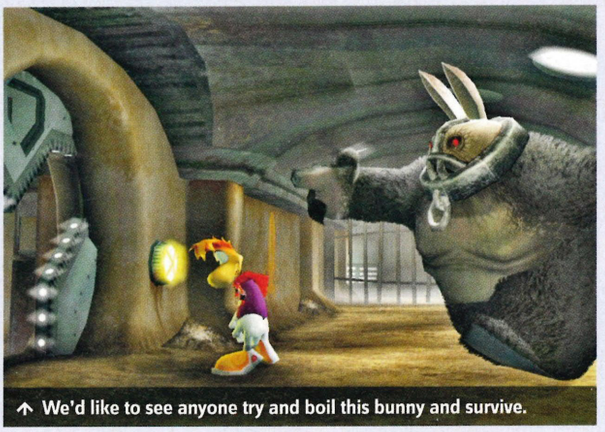
Ancel says the story is very clichéd and ludicrous, and as far away from complex storytelling as you're gonna get, but that's the point you see - *Raving Rabbids* is going to be a return to daft, dare we say it, almost 'Nintendo' gameplay (little wonder it's a Wii launch title).

"The story is not about legends, lost civilizations or things like that. It's a comedy, like *Mars Attacks* or some *Monty Python* movies. I'd like it to sound absurd and funny." And the story itself? Well, Rayman will have to save the world and his girlfriend and the girlfriend of his old enemy, and his old enemy too. It starts like a caricature of a video game scenario, but the more we play the more it's going to surprise and totally go out of control.

According to Ancel, fans of the series will still see most of the characters they love, but they will be featured in new situations where the rabbits have gained a foothold (they'll take over a beach, and Rayman will have to flush them out before the bathers can return).

And how will Rayman do this? Well, remember, these rabbits are stoopid, so they'll be plenty of opportunity to manipulate them.

The game is story driven but the player will experience a lot of combinations of gameplay before succeeding to stop the rabbits' invasion. For example, you can fight



↑ We'd like to see anyone try and boil this bunny and survive.

↑ This screen has got 'caption contest' written all over it.

↑ Following the success of the *King Kong* movie-tie in, designer Michel Ancel now aims to take Rayman in a new direction.

↑ Could this be the mandatory prison level?

↑ Technology moves on but *Rayman's* limbless character design doesn't.

the rabbits with Rayman's trademark punches, but if you need to control them for some tasks, you can also hypnotise them with disco music.

To achieve this goal, we'll be able to select a track and if we manage to dance following the good rhythm, the rabbits will start dancing with us and we'll be able to take control of them. Taking control of the rabbits will allow us to access new areas of the game too - such as the secret rabbity warrens and bonus areas where Rayman would usually be set upon (there are rumoured to be 'hundreds' of rabbit enemies on screen at some points throughout the game).

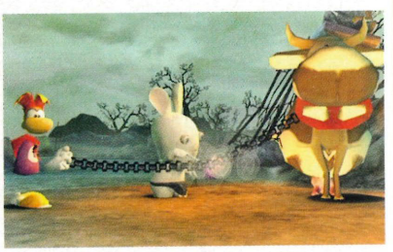
Depending on an enemy's powers and abilities, you'll have different reactions and surprises, so if you manage to hypnotise a lowly grunt, your abilities will be less than those of a possessed warrior rabbit (what these specific skills happen to be, Ancel is being very hush-hush about): "On top of that, we'll be able to invoke dark creatures of the Rayman's world, in order to fight against giant rabbit's colossus." Say what mate? Sorry, the what? The 'Colossus'? Again, Ancel is deathly silent. Swine.

Raving Rabbids is going to be a completely open, sandbox affair (aren't they all these days), so we'll be able to navigate freely and move from situation to situation with different companions, items, or dark creatures. But that's all we're being told so far. If we've learned anything though, it's that this *Rayman* is going to be a far, far cry from the platforming jaunts of *Raymans* of old. We'll have more info once we've unearthed it!

Cow Attack (At Least That's What We Think It Is)

Obscure attack move sort of emerges. We think. Maybe.

Okay, we put our hands up, but this 'special move' has left us baffled. Although Michel Ancel is being secretive about Rayman's powers, this set of screens apparently seems to show Rayman luring a rabbit into a cunning trap, using only a cow as bait. Proper *One Man and his Dog*-style. Observe.



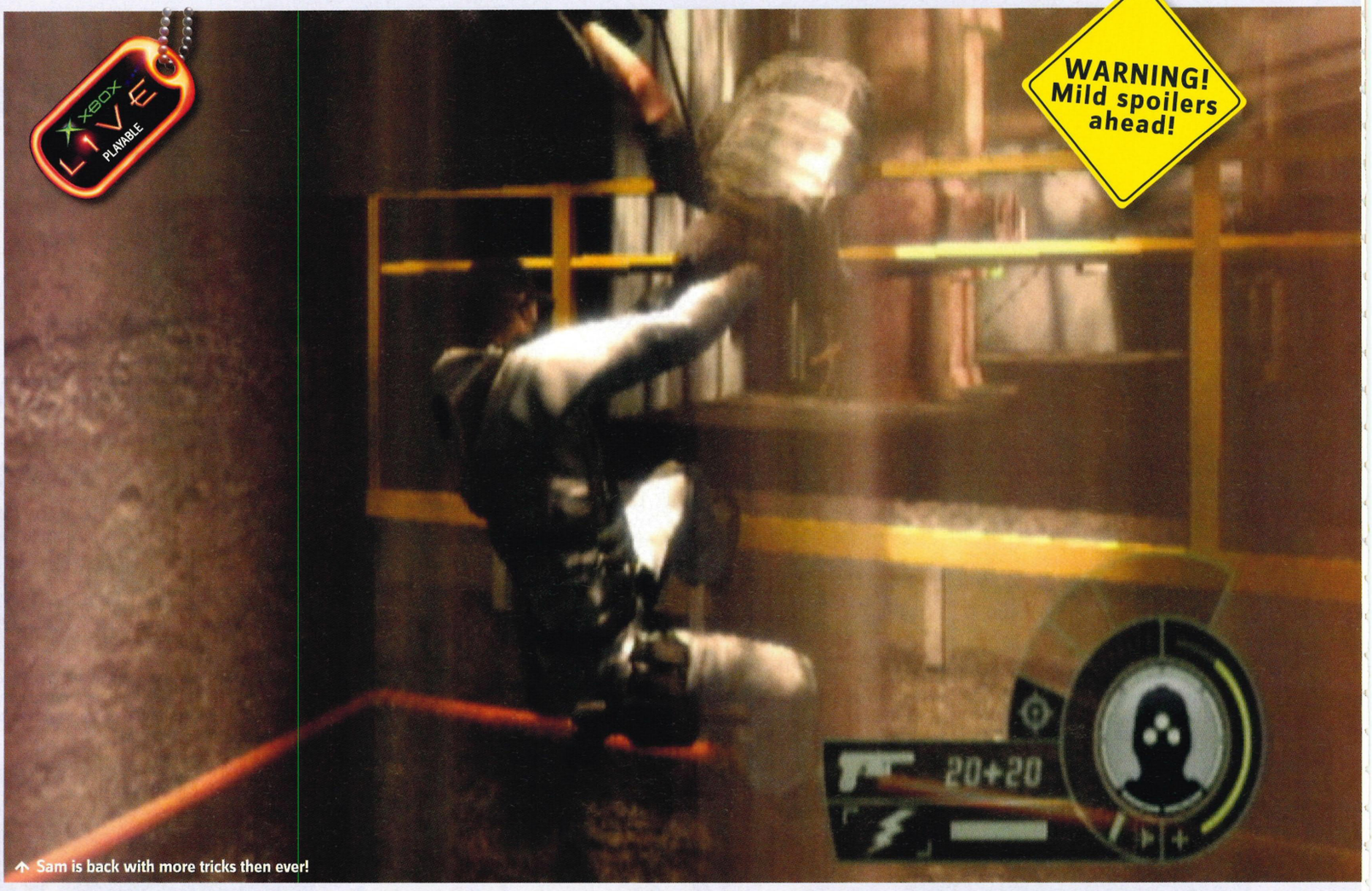
It appears Rayman wants the rabbit to move, and from the looks of it, the bunny isn't keen on going. It's got dusting to do by all accounts. Rayman throws in the cow!

The bunny still doesn't move, but it's certainly clocked the cow. Just look at his little face. We're not quite sure how this cow is going to end up though.

Now, this little fella is either so scared he's run away, or he's chasing the cow (hence its disappearance). Or, and we don't want to consider it, he might have eaten the cow!

No, that's definitely fear on his face. Still doesn't answer many questions does it? Cows on chains, rabbits with dusters... it'll all become clear soon we're sure.

THE TRUTH IS RIGHT HERE: APPARENTLY. BY THAT WE MEAN 'THE INTERNET SAYS SO'. THE REASON RAYMAN HAS NO LIMBS IS THAT HE WAS EASIER TO ANIMATE THAT WAY BACK IN THE DAYS OF PSONE.



↑ Sam is back with more tricks then ever!

Tom Clancy's Splinter Cell Double Agent

Exclusive play of what's promising to be the biggest Splinter Cell game ever made!

Dev: Ubisoft | Pub: Ubisoft
Release: October | Live: 2-4
Players: 1
0 Percentage Complete 70 100

WITH CHAOS THEORY, the *Splinter Cell* series had worked out the last few bugs in its system. Fisher finally had a few moves he should've always had, such as a trusty knife and a reliable, instantly-incapacitating non-lethal attack. More importantly, the enemy AI was no longer equipped with bat-like sonar (note... exaggeration), which had made *Pandora Tomorrow*'s singleplayer mode such a chore to play through.

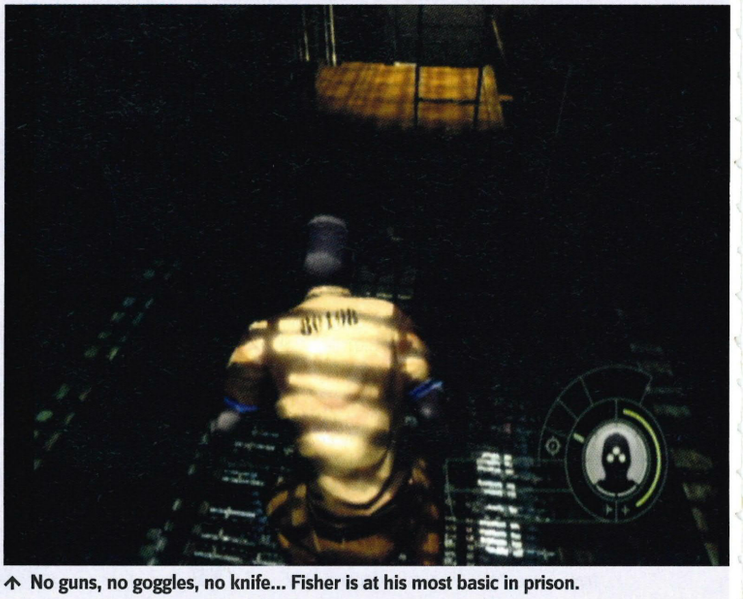
Thus, *Double Agent*'s singleplayer mode does not tinker with *Chaos Theory*'s formula. It does offer a few new features, such as the occasional presence of an AI companion, allowing the use of moves previously seen only in the cooperative multiplayer mode, and the ability to piledrive an enemy combatant through the frozen ice under your feet. Its greatest innovations, however, relate to its story.

As *Double Agent* begins, Sam Fisher has hit hard times. A mission in Iceland goes wrong at the last minute, leaving a known terrorist on the loose with the formula for an explosive called Red Mercury - a substance that can be used to make a two-kiloton bomb the size of a baseball. Fisher is extracted from Iceland, only to find out that his daughter Sarah is dead, the victim of a hit-and-run.

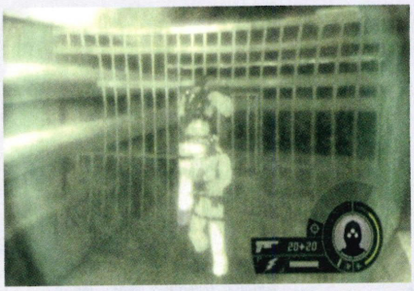
Ten months later, Fisher has landed in a Kansas prison. As far as most of Third Echelon is concerned, the death of his daughter drove him mad with grief, and he's now paying the price.

Only Lambert, at first, knows the truth. With absolutely nothing left to lose, Fisher volunteers for the most dangerous mission Third Echelon has to offer - infiltrating a terrorist organisation, the JBA, so he can get close to its leader. To keep his charade intact, Fisher may have to compromise every moral he has left... or he might wind up sympathising with the terrorists' cause. Stirring stuff.

As you progress through *Double Agent*, you'll encounter multiple decisions, each one carrying immediate consequences. Act too much like a terrorist, by killing civilians or police officers for



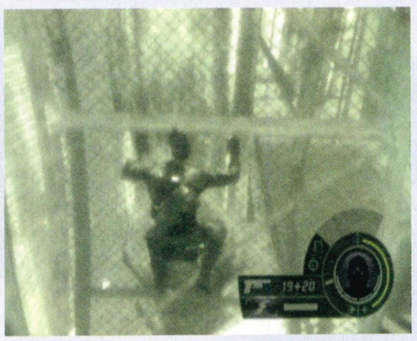
↑ No guns, no goggles, no knife... Fisher is at his most basic in prison.



↑ With an AI companion along for the ride, you can use dynamic hoists and boosts.

↑ Just like Gavin's school of management...

↑ You'll have many more opportunities to use Fisher's classic overhead neckbreaking move.



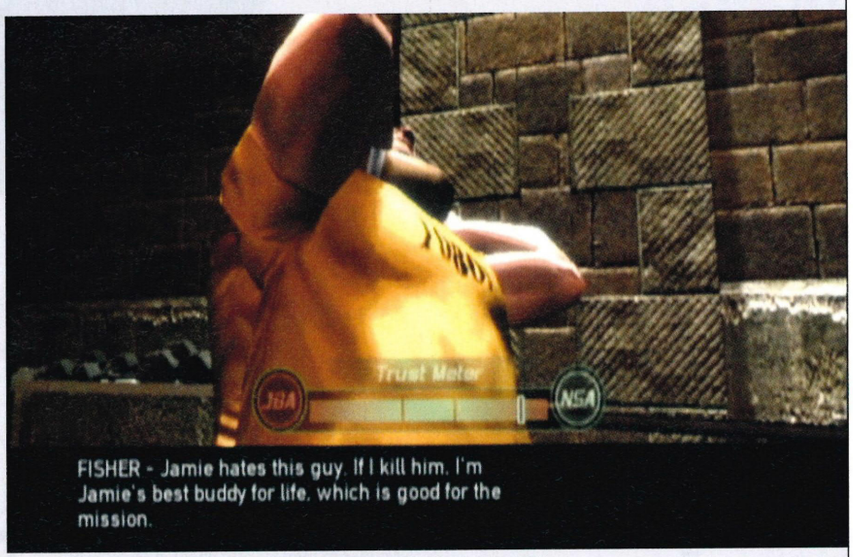
↑ When in doubt, remember you can climb up chain-link fences to progress further.

↑ Grab an enemy, bring him over a patch of ice, and use the Plunge move to drown him in the drink.

Bonus info

MORE MULTIPLAYER

The preview version we got our hands on didn't include any of the much-talked about multiplayer game modes. Don't worry though, that doesn't mean there won't be any in the final version, just that the developer is still working flat out to get it finished. And with the game recently receiving a delay from September to October, you can bet that the team has some cool ideas on the boil. We're constantly pestering Ubisoft for review code and fingers crossed we'll have it next issue, on sale September 26.



↑ Opting to spare this convict's life proves your loyalty to the NSA...

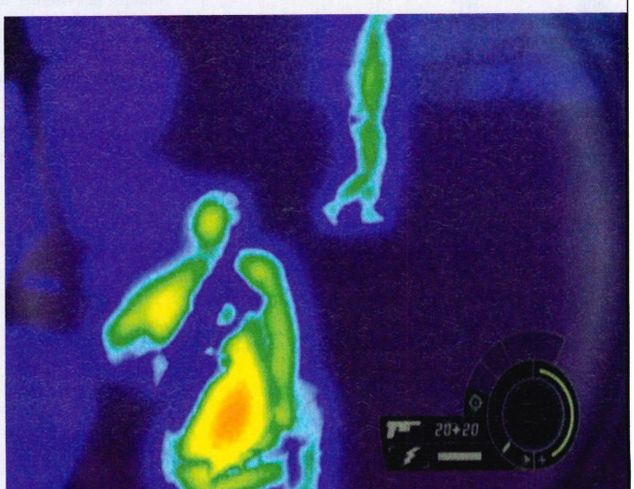
example, and Fisher might wind up joining them; act too much like a federal agent, and you'll blow Fisher's cover. You can track your trust level with either faction using your handy PDA, and depending on what side you've chosen, you'll unlock various stages, as well as change the course of the mission you're on.

For example, in the second level, you're tasked with getting in with a fellow convict who wants to eliminate another prisoner. You can opt to kill the prisoner for him or not. Doing so will earn the convict's trust, at the cost of the NSA's regard; not doing so will keep Fisher in good with the NSA, but the distrusting convict will prevent you from obtaining a gun shortly thereafter. Now you get to take on a prison full of armed guards with your bare hands. Decisions, decisions.

In *Double Agent*, you have to maintain a balance of trust between the NSA and the JBA. A primary objective will always shift your allegiance to a significant degree, so you have to make sure to counterbalance that by pulling off enough bonus objectives for the opposing side. If you get too cosy with either faction, you'll be given a special objective that must be completed within a limited time, or your mission is over.

Other new quirks see Fisher unable to fall back on the high-tech arsenal he's enjoyed in the past. Terrorists, after all, just don't have the same budget as a well-maintained *Splinter Cell*. He won't always have his trademark nightvision goggles, let alone his special rifle ammo or tricked-out pistol, while Fisher's outfit will change from level to level. Your current faction standing will also determine what's available for your starting arsenal.

Double Agent, so far, is perhaps the most challenging *Splinter Cell* yet. And that's good going. By stripping Fisher down to the basics and forcing you to constantly second-guess yourself, the singleplayer mode features more variety of gameplay and more pure stealth action than any title in the series before it. We know you were probably going to buy this one anyway, but rest assured that when you do, it'll be a keeper.



↑ Certain classic gameplay elements do persist, of course.

BIGGEST GAME EVER: APPARENTLY THE OPENING LEVEL IS HUGE - ALMOST AS BIG AS *PANDORA TOMORROW*, SOME SAY. PROBABLY WITH A TONGUE IN THEIR CHEEK, BUT YOU GET THE MESSAGE - THIS IS GOING TO BE FISHER'S BIGGEST GAME EVER!

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mountain air, tire smoke and nitrous

With cities cracking down on street racing and the once-underground drift scene sliding toward sanctioned respectability, the corest of the core are heading for the hills. Or, more accurately, the canyons, where it all began decades ago in the Japanese touge.

A perfectly executed drift is a marvel of physics and a thing of beauty on a track, but on a plummeting mountain turn, the stakes – and the adrenaline levels – are higher: In street racing, a bad night ends with the police impounding your ride and crushing it. In the canyons, a bad night ends with a 200-foot drop into a ravine – and your ride crushing you.

THERE ARE TWO WAYS TO GET

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drafter
Purist. Team player. Creates the aerodynamic draft that slingshots you to the front of the pack.

scout
Knows the map – and what's not on the map. Sees around corners. Finds shortcuts.

blocker
Rough. Aggro. Makes life hell for your opponent. Opens the road wide for you.

fabricator
Master of mods – adds body panels, roof scoops, tall wheels, exhaust kits, wings.

mechanic
Has skills to boost your ride's juice and connections to get discounts on cars and parts.

fixer
Keeps the heat off your back – and gets you extra money when you win races.

TITLE

NEED FOR SPEED™ CARBON

FACTOID: 91,000 car paints in game

INFORMATION

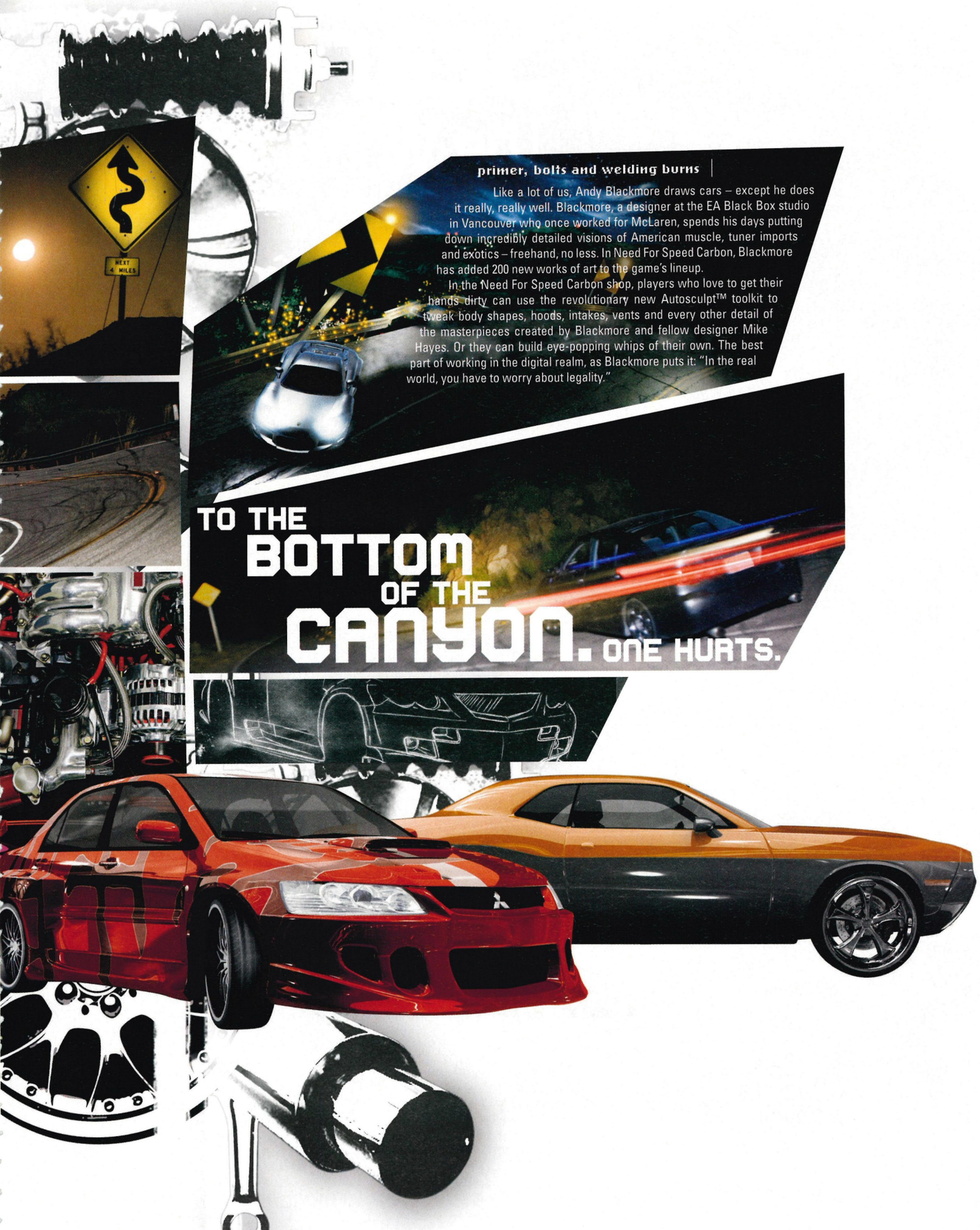
www.needforspeed.com

DEVELOPMENT START

03 | 01 | 05

DATE OF RELEASE

03 | 11 | 06



primer, bolts and welding burns

Like a lot of us, Andy Blackmore draws cars – except he does it really, really well. Blackmore, a designer at the EA Black Box studio in Vancouver who once worked for McLaren, spends his days putting down incredibly detailed visions of American muscle, tuner imports and exotics – freehand, no less. In Need For Speed Carbon, Blackmore has added 200 new works of art to the game's lineup.

In the Need For Speed Carbon shop, players who love to get their hands dirty can use the revolutionary new Autosculpt™ toolkit to tweak body shapes, hoods, intakes, vents and every other detail of the masterpieces created by Blackmore and fellow designer Mike Hayes. Or they can build eye-popping whips of their own. The best part of working in the digital realm, as Blackmore puts it: "In the real world, you have to worry about legality."

TO THE BOTTOM OF THE CANYON. ONE HURTS.

Official XBOX Magazine EXCLUSIVE SCREENS

Official XBOX Magazine PLAYED IT

Scarface: The World is Yours

Be Tony F***ing Montana in the gangster game that's guaranteed to give you Tourettes

Words: Mike Jackson

- Developer: Radical
- Publisher: Vivendi
- Players: 1
- Live: None
- Release: October
- Web: www.scarfacegame.com

TONY MONTANA is the f***ing man. He is the ultimate gangster. Everyone who's seen the film (which should be everyone) knows that. He's greedy, arrogant and has mental issues (to say the least). We know he's an unpleasant chap but yet we can't help but like him. That's why this game will succeed.

You don't control a videogame character that physically resembles Montana. In this game you ARE Montana. It recreates the character perfectly in so many ways - the whole Montana persona. What if Tony Montana had survived the shoot out at the end of the film? He'd be pretty pissed, right? That's what this game supposes. He's one angry mofo and he wants everything he had back... NOW. This is one no-messing game and most certainly not for the kids. If you thought *GTA* was gaming for grown ups, wait until you get out on the streets with Our Tony.

That polygonal man on the screen behaves like Montana, not just in cut scenes but in every situation - even in hectic shoot-outs. A gang of men come running at you with guns. You yank the trigger and Tony leans back arrogantly as he takes aim and blasts a few dozen hot bullets into the delicate flesh of the hostiles. The blood flies and bodies fall like dead flies, then you slam the B button to prompt Tony to shout a taunt: 'How do you like that, huh? You f***ing *cock-a-roaches*'. It's brutal, it's foul-mouthed, and it's morally incorrect on so many levels, but it's just so darn good. You've blasted enemies to death in plenty of other games (if you're a proper Xbox gamer), and it was fun, but you didn't have

↑ The devestated remains of your mansion house after the shootout at the start of the game. But you'll get to fix it all up soon.

the voice of Tony Montana (or a voice that sounds EXACTLY like him) shouting the F-word for you after the frag. Trust us, it makes all the difference.

But you're not restricted to using the Taunt feature to post-kill situations. You can press the button at any time and Tony will have something to say, and its context sensitivity is surprisingly well done. If you're walking in the road and a car whizzes past, bumping Tony on the way, you can tap the B and Tony will direct his flame-talk at the driver. If some dude's giving you eye as you stroll around, hit B and Tony will tell him where to go.

Maybe nothing in particular is going on but you just want to hear Tony say some bad words - a tap of the button will have him ranting on about Sosa (the drug lord who ordered the attack on Tony's mansion, as you already know, right?). You can even have full-blown conversations with the Miami hotties, as Tony cracks some of the most unsubtle chat-up lines we've ever heard. We know what you might be thinking - games with film-influenced soundbites get tedious as they start to repeat. This doesn't. To start with, there is an astonishing amount of speech in this game. The DVD it's stored on must be packed with vocal filth. And secondly, c'mon guys, it's Tony Montana swearing in his Cuban ascent. The boy in you ensures that never gets boring.

Brilliantly though, you don't feel like a child for pressing the 'Swear like a street drinker' button at every given opportunity because there are actual gameplay merits to it in the form of Balls points. Every time Tony gives it all the mouth he is awarded Balls points, which fill a meter on the bottom-right of the screen. When it's full Tony can go into Blind Rage mode and boy, if you think Tony is pretty pissed at the best of times, you haven't seen anything yet.

Blind Rage is a move you'll be using at times of desperation - your health is low and goons have you surrounded. In most games, this would be a good time to run. But this is Tony F***ing Montana we're talking about. He runs from NOBODY. You activate Blind Rage and for a few seconds the game switches to a first-person view. Suddenly you're invincible, and with infinite ammo you can go berserk, blasting holes into everyone around you while Tony automatically shouts a constant barrage »

"It's Tony Montana swearing in his Cuban accent! The boy inside you ensures that this never gets boring."

↑ Slap moody-faced gangsters for fun.

↑ It's a nightclub, but Tony's not here to dance. He's here to swear at people. .

XBOX

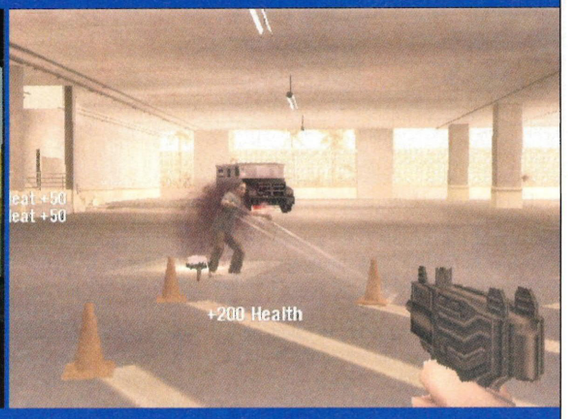
Business the Montana way

Montana, the one-man army, pulls off a spectacular heist alone

Tackling a building full of gangsters and robbing a van full of money is Tony's mission. Montana doesn't do stealth – just run in blasting and swearing.

After a few dozen kills, Tony manages to shoot his way to the roof where the head honcho is waiting. Kick him in and throw him off the roof. Yeah!

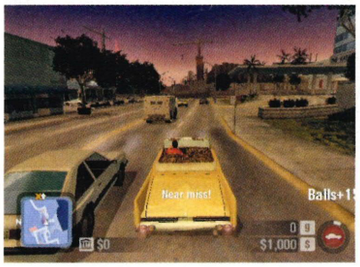
Now he's got to get to the lower-ground car park where the money van is, but a helicopter is blasting crazy bullets at him through the window like a *Terminator* movie.



He sprints down to the car park where dozens of goons await. It's time for Blind Rage mode. The game goes into first-person, Tony goes berserk and wastes everyone.

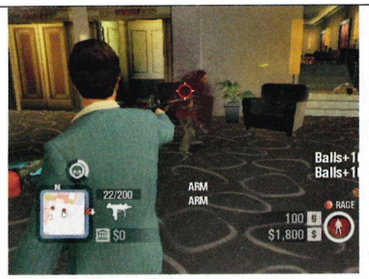
Okay, he's got the van. Now he has to get away with several cars AND a helicopter chasing him. It's a good job he has a fully loaded Uzi and he's all to happy to use it.

Finally, you reach the bank where Tony will deposit the money. The manager's 'not taking appointments', so you just barge into his office to talk business, Montana-style.

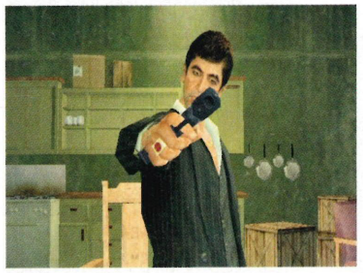


↑ Chicks dig Tony's quality upholstery.

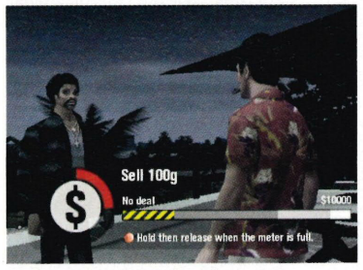
"The PC-conscious among you might not think that this could get any lower, but Scarface without drugs would like Halo without the sticky grenades."



↑ "How do you you like that, huh?"



↑ Even in financial ruin, Tony's a dude.



↑ You start off working the streets.

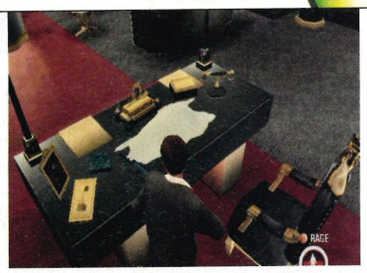
of swear words and profound insults. You will frown and squeeze the trigger harder because it gets you that pumped. The visceral feel you get from it is awesome. You feel like Tony F***ing Montana, with all the laid back arrogance and sense of invincibility, and like you're better than everyone else and they should respect you.

This game is all about respect. You'll stumble across other gangsters on the street that will often tell you to eff off if you're in their territory. The extra confident ones will come over to confront you. If you hit B at this moment you'll enter an 'Intimidate' mode, which tasks you to stop a raising power bar at the right moment, like a power bar in a golf game. Stop it too low or too high and Tony will stumble, then the dude and his mates will start shooting you. But hit the sweet spot and Tony will see the guy off with words in a way only Tony Montana could – with lots of F words and crude alternative names for human genitalia. It's highly amusing.

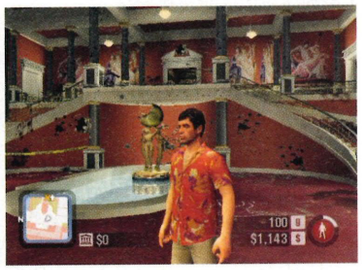
Of course, you're Tony Montana – you could have just blasted a hole in the mouthy git the moment he stepped up to you. But such actions against other gang members will raise a little thing called Gang Heat, which is like a police wanted mechanic, only instead of the boys in blue chasing you, it'll be boys in bandanas or balaclavas. A few punks with guns doesn't scare Tony Montana, but it does make business hard considering that if you piss off all the gangs in the town you'll have no one to sell drugs to, so you have to keep them sweet.

That's right, you have to sell the 'yeyo'. Loads of it. We know – the PC-conscious reading this will probably be thinking this game couldn't go any lower, but it's a *SCARFACE* game, guys. *Scarface* without drugs would be like *Halo* without sticky grenades – just plain wrong. You've got to

↓ The police will give you trouble if your Cop Heat is high.


↑ That can't be healthy for one man.

↑ Tony takes on anyone with his gun.


↑ Tony had better get out the DIY kit.

build yourself back up to being the crime lord of the city. That takes much more than just nicking a few cars and doing some drive-bys like in *GTA*. The game gets you thinking about reputation, business and power. After the crazy shoot out you start the rebuilding process by getting in touch with a few of your main contacts, and swearing with them a bit.

Your first mission on the street has you pulling off a massive heist, taking on an entire building full of gun-wielding gangsters, and a helicopter with guns – alone. What? That's no problem for Tony. You need a f***ing army to kill Tony Montana, as fans of the film will know. Once you've got the cash and you purchase your mansion back from the Vice (dodgy cops), you've got to start sorting out business on the streets.

You purchase a bulk of drugs, then proceed to roam the streets, selling drugs to small-time dealers who pay far more for the yeyo than you did. Soon you make massive profits. As your bank balance grows, you can deal in larger amounts of drugs and deal with some more serious drug-pushers. There's quite a lot of hard graft involved but it all pays off when you start to see six-figure bank balances and can start thinking about splashing the cash. Now you can buy shops and other small businesses around town, slowly taking Miami territory back as your own. This is also when you really start being Tony Montana – doing things for the status, and the reputation.

Reputation plays a massive part in the game. The game quantifies your reputation with points that you're awarded for your achievements in the underworld business, like buying a new section of turf or taking a rival gang to war and winning. But the game also uses these points to emphasize the Montana way of thinking. People respect a man with a flash car, a boathouse, a giant cigar cupboard in his office and a tiger roaming his back yard.

You can also blow cash on recruiting henchmen to perform certain jobs for you, which really makes you feel like the boss. Hire a driver and you can get Tony at any time to whip out his mobile phone and call the driver to demand he delivers the car to you 'right f***king now, *mayn*'. A few seconds after the call, the driver appears in the car – there's no running around the streets looking for a decent car to nick in this game, because you're Tony Montana.

You can hire a similar guy to deliver your boat for you when you're down at the pier, too. Now that's power.

Also among the selection of henchmen is an assassin, who you will need to perform certain jobs. You know Tony has a strict moral code against hurting innocent »»

↑ The clever cop system allows you to get out of the car and reason with the police. Bribe him well and he'll leave you alone.

The mansion shootout

Re-writing the script of the movie's grand finale

For those of you that have been living in a cave for the past 23 years, the *Scarface* film ended with a shootout in Montana's mansion, where he was shot and killed by Sosa's men. That very same shootout is where the game kicks off, only this time you have to blast your way out of the mansion, making sure Tony survives the assault.

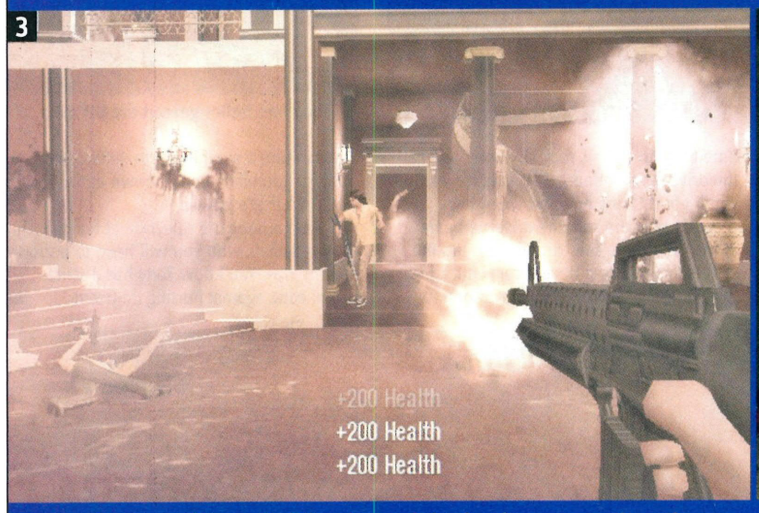
1

You start off shooting from the infamous balcony from which Montana takes on dozens of gunners, and shouting like a lunatic.

2

In the film, Tony is killed by a guy who comes up behind him from inside his office. Swing Tony round in the game and you can cap him first.

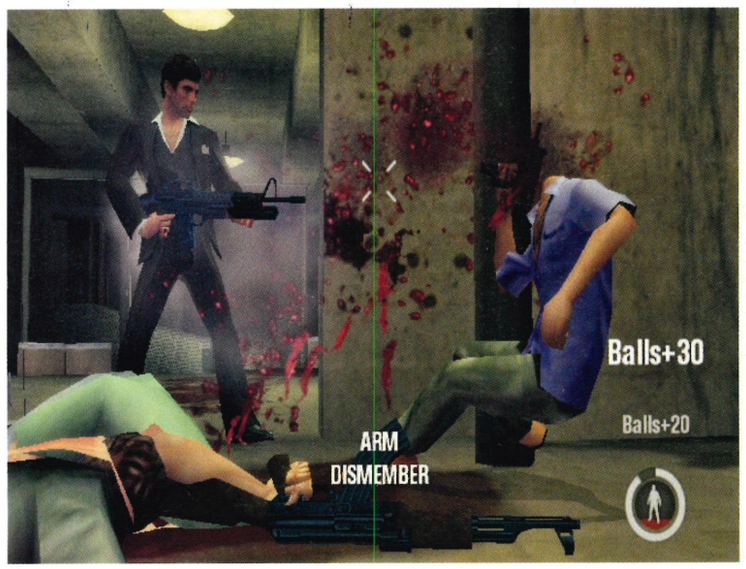
3



Now you've changed history (by killing that guy behind you) you can run down the stairs and use Blind Rage to waste all those cock-a-roaches.

4

Once Tony has escaped, he lays low for a few months. He's lost his riches, but not his balls, and you're going to take him right back to the top.

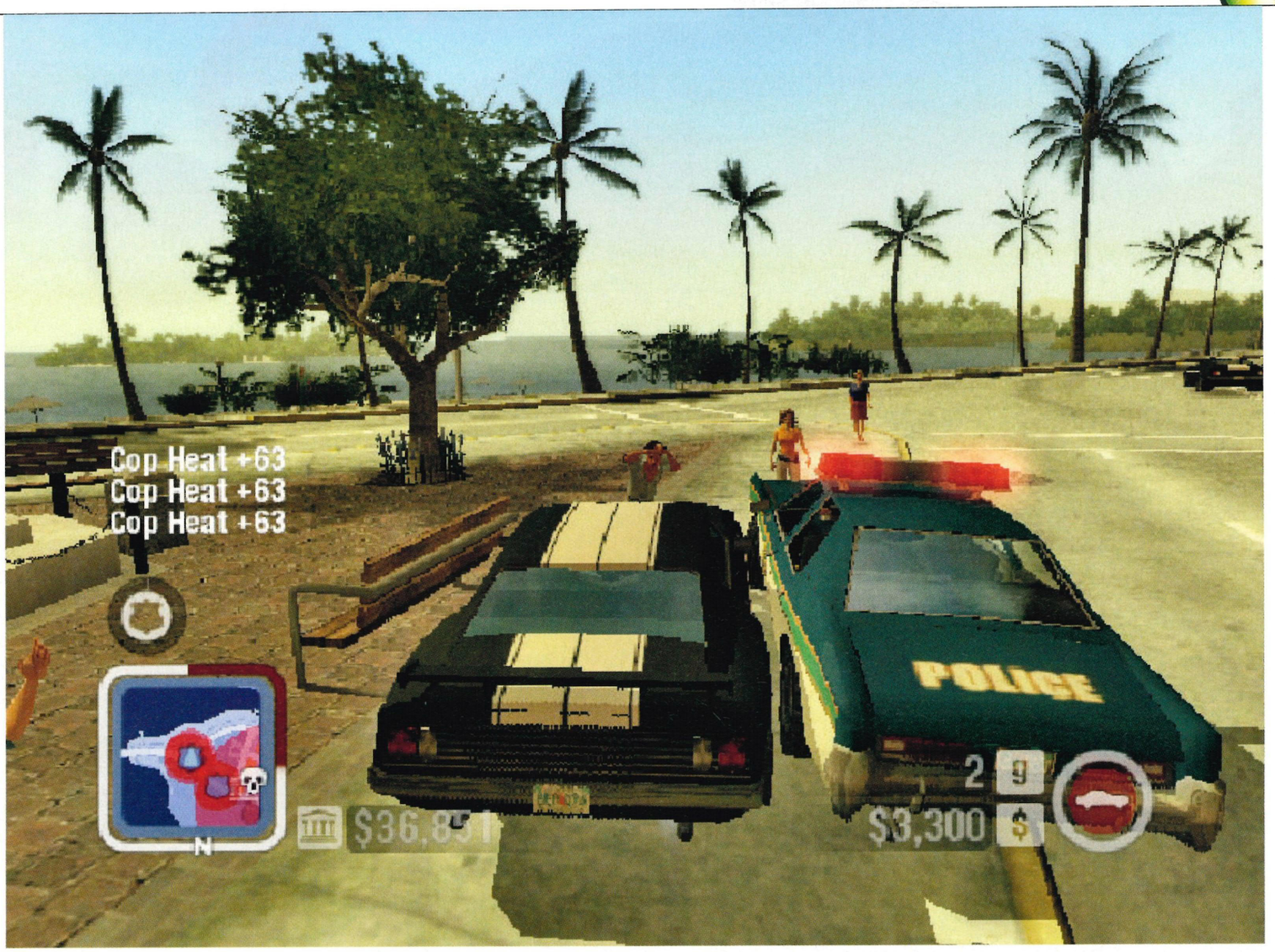


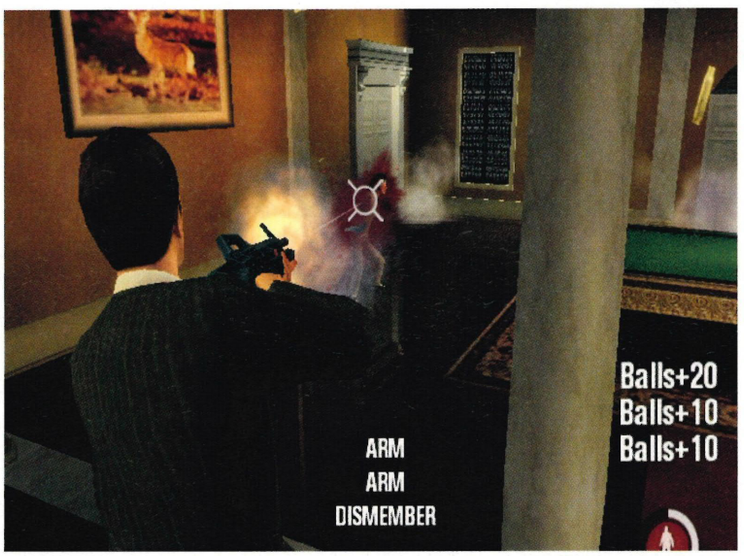
↑ **If an enemy gets too close, this is what you can do to him. Not pretty, but muy bien.**

» people (point your gun at an innocent person in the game and he'll automatically stop shooting and verbally refuse to kill them). So if Tony needs something doing that might get a bit messy, he can hire an assassin to do it for him. After you make the call, you control the assassin and perform your duties without moral restrictions.

But whether you're playing as Tony or the assassin, if you cause a ruckus on the streets you'll draw the attention of the police and that's bad. Each time you do something illegal, from stealing a car to shooting or running people over, your Cop Heat will rise. When police catch up with you, the amount of pressure they'll put on you will depend on your Cop Heat. If your Cop Heat is fairly low, a patrol unit won't shoot at you but will simply give chase and ask you to pull over. Do so and he'll walk up to the side of your car demanding you get out.

But don't forget you're Tony Montana, so you have a choice here. You can floor it and run, but that will raise your Heat





↑ **The game is kind enough to tell you what part of your victim's body you wrecked.**

↑ **Take off someone's head with a clase-range shotgun blast and watch the blood fly.**

further. Or you can get out, have a quiet word with the cop and cool him down with a small bribe. The risk there is that if you fail the bribe (represented by the same power bar-stopping challenge used for intimidating gangsters), you're getting banged up instantly, which loses the money and drugs you have on your person. Succeed and the cop will let you walk away from the scene. But if you've really angered the Feds and your Cop Heat gets too high, you're not given this option. Cops will shoot at you on sight and multiple patrol cars will chase you relentlessly, which inevitably leads to you seeing the, You F*****d Up message in the game over screen. To avoid this situation you have to make sure you pay the Vice to lower your Cop Heat whenever it gets too high – expensive but essential. That's what makes *Scarface* cool – there are so many different strands to it that all come together to make you feel like you're living the lifestyle of Tony Montana.

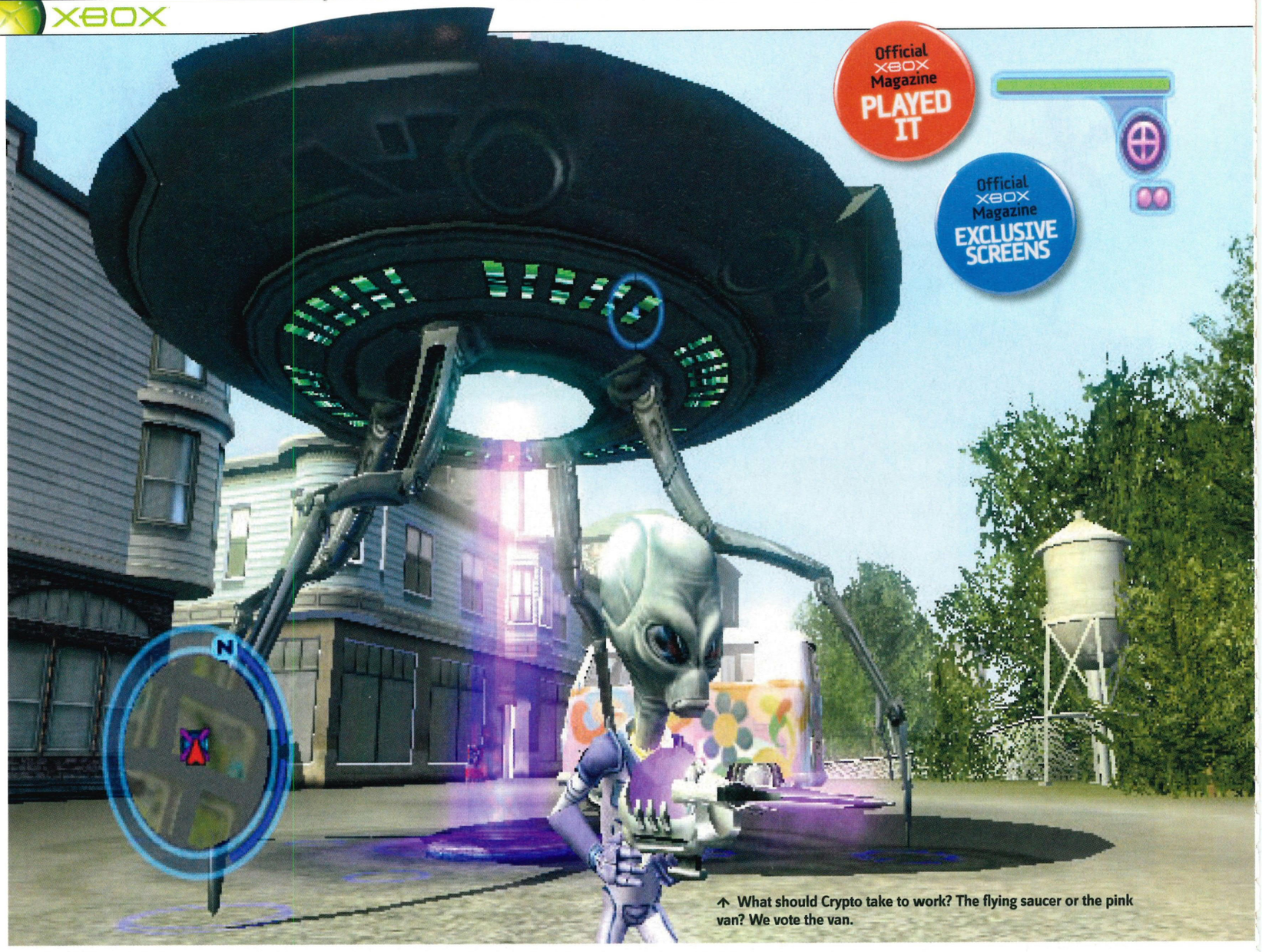
Things like Cop and Gang Heat, to reputation and Balls points work to complete the gangster experience and are original to this game – unlike these *GTA* clones that basically do nothing new. Yes, this is a city-roaming gangster game but it goes to great lengths to take you much deeper into the underworld lifestyle than giving you a gun and letting you kill people and steal stuff.

What we've seen of *Scarface* so far has been fun and missions have been varied. It's crucial that the later half of the game maintains the fresh feel and doesn't get too repetitive. All will be known when we get our hands on the full game for review in next month's issue.

XBOX

Official XBOX Magazine PLAYED IT

Official XBOX Magazine EXCLUSIVE SCREENS



↑ What should Crypto take to work? The flying saucer or the pink van? We vote the van.

Destroy All Humans! 2

Aliens, laser guns and a whole lot of dead hippies.

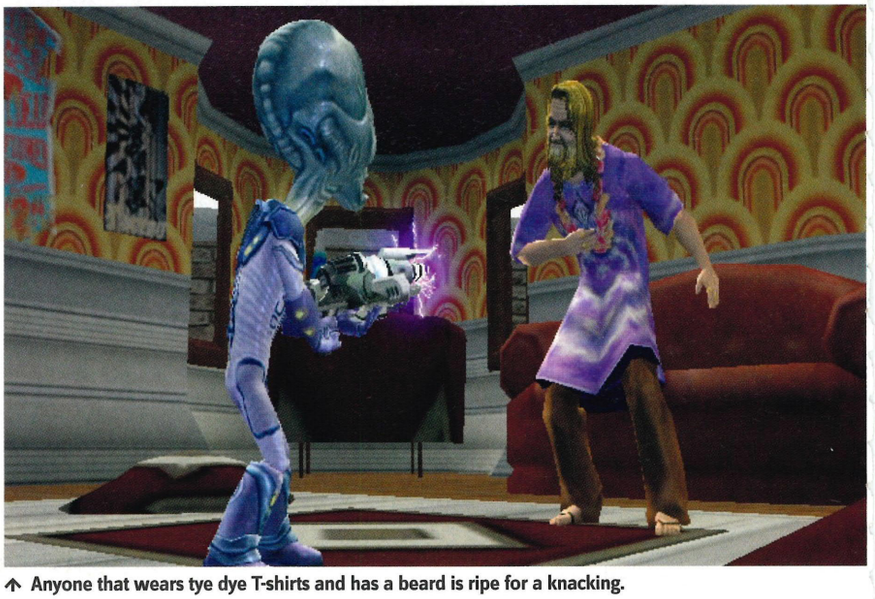
Words: Mike Jackson

Dev: Pandemic	Pub: THQ
Players: 1-2	Live: None
www.destroyallhumansgame.com	

ALL SEEMED to be going brilliantly for alien superstar, Crypto. After causing utter chaos in the 50s, he managed to become President of the United States and he even had a new mojo (knob) surgically fitted to his pelvis. Nice work. Like Tony Montana, he had the money, the power and the women. Until the Russians blew the crap out of his mother ship. Now he's one pissed alien dude again, and *Destroy All Humans! 2* is where you'll be seeing him wig out... big time.

We've been keeping a close eye on *DAH! 2* for some time now. In all honesty, it doesn't look or feel all that dissimilar to the original, but that's not particularly a bad thing because we thoroughly enjoyed the first game. Instead of changing the formula, the sequel will be expanding on everything you already love about it. *OXM* regulars will already know that this time Crypto will be causing mayhem in the swinging 60s - the era of hippies, flower power and happy herbal smokes. Only there will be no summer of love because Crypto, with his array of awesome alien weapons and taste for destruction, is going to kill everyone and smash the world to pieces. That's why we love it.

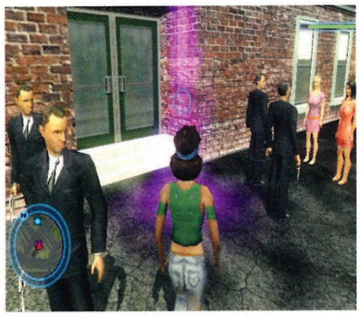
Although causing utter mayhem is something we've always loved about *DAH!*, it's the bodysnatching mechanic that we really like in the sequel. If an alien sprints around city streets brandishing a massive laser gun, he's bound to attract some



↑ Anyone that wears tye dye T-shirts and has a beard is ripe for a knacking.

↑ That hippy dude and his lady friend sure look happy. They need to lay off the Mary Jane.

↑ The military pack serious heat.



↑ Sneak past KGB in disguise.

↑ You can lift humans with your mind.

attention. You can do this if you want, but the police will come after you, and if you fight them off it won't be long before the FBI, and then the military are on your back. So stealth is the answer. Absorb yourself into the mind of a human and law enforcement will race right past you, none the wiser.

It won't give you much of a disguise, though – if someone sees you make the snatch, it's because they know you're inside the human and run off to alert the authorities. To get over this, you have to use a funky psychic power called Free Love, which makes everyone around you forget what they've seen, and start dancing. It's almost like they've all smoked a few phatties. Bodysnatching isn't just used to hide from police, but also serves to help you complete various tasks, too.

In the level we played, we had to ask an all-knowing hippy some questions about the KGB attack, but he won't give you answers unless you're disguised as a hippy yourself. In another mission, we had to collect some valuable alien data cells that had shot down from space and landed in different areas of the city. But each landing point was being guarded by the military, so we had to run away, commandeer the body of a police officer, then return to be allowed entry to the restricted area without hassle. It's only when we try to leave with the data cell that they realise what's going on and get all moody about it, but by then we're long gone. You can even use the body of a police officer to call back to the police HQ and lower the state of alert, which is a pretty neat feature. »

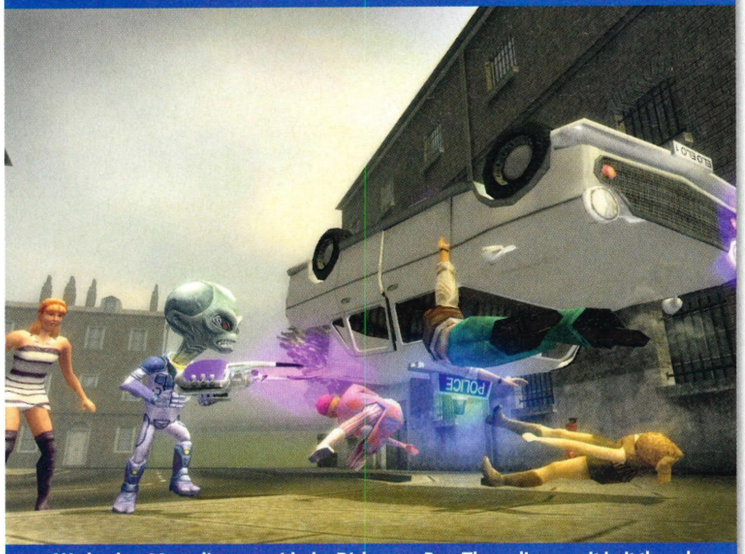
↑ A whole squad of police cars turned up to kick our ass. They thought they were tough, but the Dislocator Ray soon changed that.

Out and about in Albion

Also known as dirty London town...

↑ Yes, it's called Albion and is a 'fictional' city, but we all know where it's meant to be when we see this. We'd recognise Tower Bridge anywhere.

↑ Ah, the good old London buses. We can't have paid our fare because those dudes in black look really angry.



↑ We bosh a 60s police car with the Dislocator Ray. The police aren't in it though. Probably off drinking tea and eating cold KFC kept over from the night before.

↑ You try and corner a pissed alien, and he'll let rip. Even if you are a cop. Or a hippy.

» Keeping the heat on yourself as low as possible is a priority when you're carrying out your missions, which were mostly of an investigative nature in the levels we've seen so far. Pox, alien mastermind and your mentor, will tell you what the agenda is for the day. Obviously, investigating the attack on your ship and sudden appearance of KGB all over the city is the main objective, but you soon find links between the KGB and some hippy organisation that's spreading a mind-washing substance called Revelade through the population. So you posses a hippy body and make your way down to the park where there's a festival happening. Using your mind-reading skills, you can get information from people without them ever knowing, and that's how you carry out investigations. Nice.

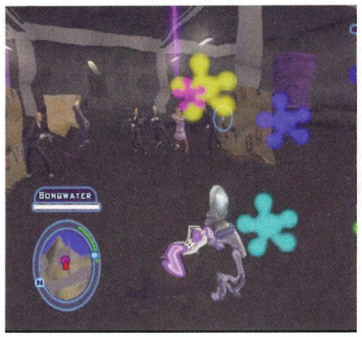
The five new open worlds (fictional cities based roughly on real cities, including London and San Francisco) are full of different people from different social backgrounds. Reading the minds of people you think will know something about what you're looking for is the key. So if you're looking for Coyote Bongwater (the hippy guy spreading the Revelade) there's little point in scanning suited businessmen because they won't know squat. Scanning hippies will give you the clues you need to find him, and then you'll probably need to possess a hippy body to infiltrate his base.

Of course, not everything always goes according to plan, and when things get out of control, you've got to bring out the big guns and start frying people. Many of the same guns are back, including our

↑ Disguised as a police officer, you can nick this furon data chip without the military interfering.

↑ Crypto has mind powers like a Jedi.

↑ Jetpacks help you make a quick escape.



↑ Bongwater shoots you with Revelade.

↑ He'd better run the other way because we'll be blasting fat lasers out of this thing in a few seconds.

favourites, the Disintegrator Ray and the Anal Probe (which sends a small projectile jamming up its victim's backside and rips their insides out).

And there are a couple of great new weapons, like the Meteor Ray, that makes a giant meteor come crashing down on whatever you target, obliterating tanks and entire buildings. Then there's the awesome Dislocator Ray, which shoots small flying discs that just don't stop flying for nothing. They stick to whatever they touch, be it a human, a car or even big military vehicles, then it carries them through the air a few feet, before discharging a small explosion. Fire a few of these down a busy street and the chaos they cause is immense, as they send cars and people flying through the air. It's like Superman using his super breath!

If only every city-roaming action game was this satisfying. And the final version of the game will include a two-player co-op mode, which will allow you and a friend to both run around blowing stuff up.

We can't wait. Check next issue for the review, and playable demo.

↑ The Free Love power gets everyone dancing like nutters.

UFO OFFENSIVE

Causing utter mayhem in Crypto's spaceship is as fun as ever...

↑ Everybody loved flying around in the UFO in the original, and it's still immense fun causing havoc in the cities of DAH! 2. Of course, the first thing you do is fly low and blow up some cars.

↑ You can lift people up with a tractor beam and swing them around like rag dolls, as they wiggle and scream for help. Then you can drop and watch him plummet to the floor. Stupid little humans.

↑ A UFO flying around over city airspace busting the place up doesn't please the military, who will swiftly send out anti-air rocket launchers to stop you. Nifty dodging manoeuvres are needed.

↑ With the military around, your shields are bound to take a pounding. But a special tractor beam allows you to sap energy out of vehicles below, replenishing your health. Suck them dry!

XBOX

Official XBOX Magazine EXCLUSIVE SCREENS

Official XBOX Magazine PLAYED IT

↑ *Daily Mail* readers, get your pens ready, this is going to be violent!

Reservoir Dogs

Proving that movie tie-ins needn't be mindless cash-ins? You'd better believe it

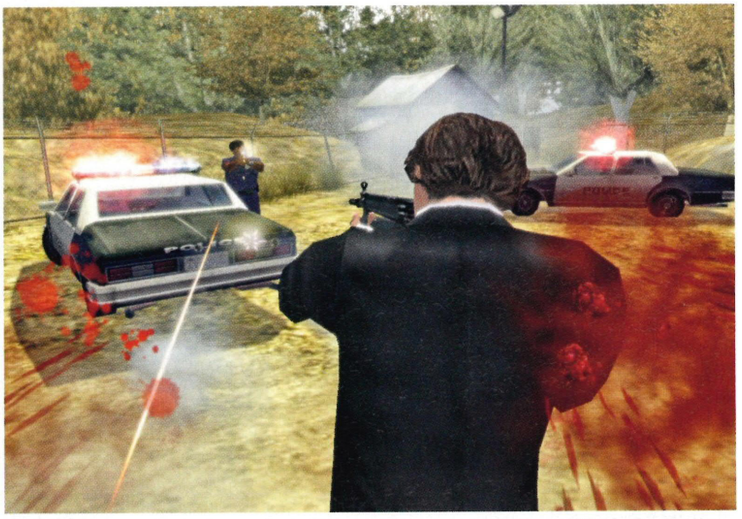
Words: Ben Lawrence

Dev: Blitz	Pub: Eidos
Players: 1	Live: None
Release: September	Price: £39.99
www.eidos.co.uk	

RESERVOIR DOGS proves that it pays for PR people to come demo their games to us. Before the jolly Scottish chap from Eidos came to our office peddling his wears, we had grave doubts about *Resi* (as we now like to call it). It looked as though it was going to be your generic third person shooter, and it looked like the usual 'film tie-in' nonsense that forsakes plot and gameplay for the cheap cash-in. But it was the complete opposite.

Concentrating on the 'bits between the film' – you know, the stuff that was mentioned but never actually seen (like the heist itself, the disposing of the cars etc) – *Reservoir Dogs* is shaping up to be an inspired piece of kit. Non-sequential gameplay, chopped up chapters, and flash backs keep the theme very much in the style of Tarantino's baby, but the gameplay reflects this as well.

It would have been such a cop-out, such an easy move to make this a standard shooter, but remember, the gangsters in the movie are professional (well, sort of), they don't solve things through violence as much as the threat of it. The hijacking of the woman's car by Mr Orange was built on threat (okay, so she got killed, but the threat was there folks!), just as the famous ear-slicing incident was as much about inflicting fear as it was about lopping people's squishy bits off. So, developer Blitz has taken that horrible, gut-wrenching fear and turned it into a very workable, highly effective game mechanic. Want to disarm a gang of three very pissed off cops all pointing their guns your way? Make sure you've taken a hostage first. You can then



↑ Shooting cops isn't always the only option. You can play without killing anyone.

Stuck in the middle with you

What to do when you're surrounded by guns...

If you want to start getting them to lay down their arms, start with the security guard first. These guys react to threats and he'll make the cops shaky.

What better human shield than a cop himself? This makes his friends more reluctant to open fire, just in case they hurt one of their own.

When one lays his gun down, the others might follow. Hit the hostage and the cops should lay down their guns. Get them to stand next to each other, and you're in control.

If you're going to shoot ANYONE, make sure it's a security guard. These guys are less likely to have cops as friends. The boys in blue won't be as vengeful.

walk about through a level, strategically planning where you're going to get the police man to go once they've disarmed. They'll holler abuse, shout commands, but all you have to do is strike your hostage hard and the cops drop their weapons. Order them into a shed, locked room, or against a wall, and their fear will keep them there. Levels are like mazes; consistently requiring you to plan ahead and mark out the best places to order coppers to retreat to. Get it right, and its wonderfully satisfying. Get it wrong, then whoops-a-daisy, you're in for some right old merry doodah.

See, whereas security guards will drop their weapons without so much as a whisper, cops are more wily, they know what you're doing. They'll watch your movements, wait for you to walk past, then run for a gun... and blammo! You're done in. Likewise, if you get twitchy trigger-fingers and accidentally kill your hostage, they'll be on you like a pack of dogs. Line them up and execute them, that'd be best, right? Nope. You kill one, the others aren't going to hang around. They'll scatter in all directions, desperate to remain alive and in one piece, so you've got to be careful, you've got to THINK. And that is very rare these days.

Of course, someone is going to say, 'well why the hell take hostages in the first place?' Well, believe us, we tried getting through a level with guns a-blazing, and while technically possible, it's not recommended. You'll be ripped apart. Hostages are your get out of jail card, your immunity from instant death, and *Resi* is all about figuring out how to remain 'immune' for the duration of a level.

All this talk of 'immunity' and what have you betrays what a violent game it's shaping up to be though. Just because you can get through a level without killing anyone (you're a Pro if you can do that, and a Psycho if you can't), doesn't mean there's not fun to be had. At one point we had »

"It looked as though it was going to be your generic third person shooter. But it was the complete opposite.""

↑ Choppers - avoid at all costs, okay?

↑ When things go tits-up, bullets fly..

↑ Well, that's one way of getting her to comply with your demands we guess.

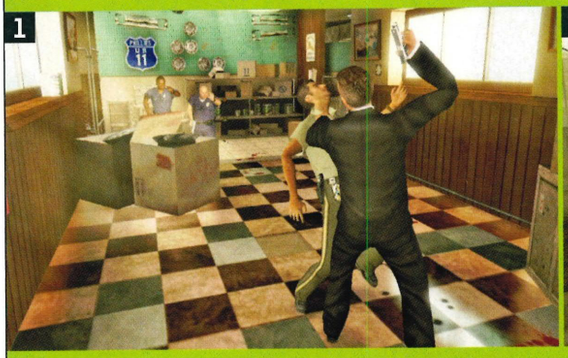
XBOX

The Art Of Intimidation

Eidos tells us you can play the whole game without killing anyone. But how?

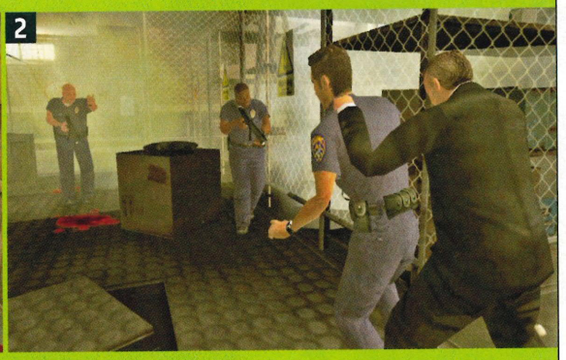
According to the friendly PR guys at Eidos, the whole of *Resi Dogs* can be played without a single person dying, but just how realistic is that claim, and will we actually want to do it anyway?

1



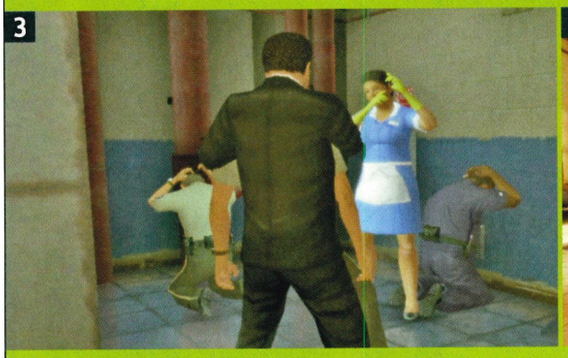
Intimidation works wonders. By giving someone a bloody good thrashing, it might put off other would-be attackers from having a go at you. Body count? Zero.

2



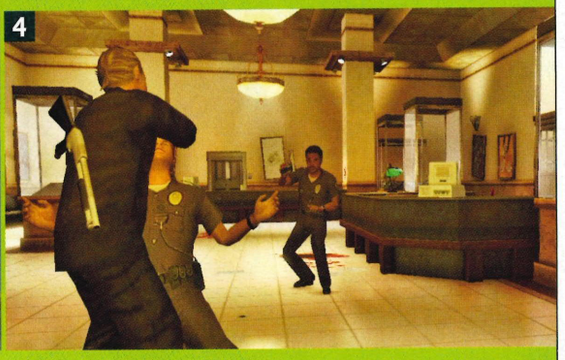
It is possible to use human shields to protect you and prevent enemy fire, but your shield will eventually weaken with fear. Grab another if you're to use this method to get through.

3

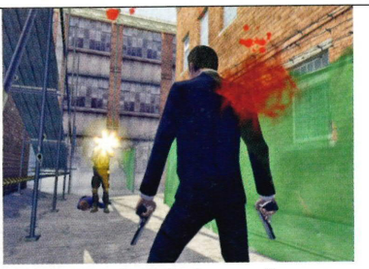


Surprisingly, a lot of shouting can actually be more effective than bullets. By threatening someone, you can bring them down (just so long as they're not SWAT of course).

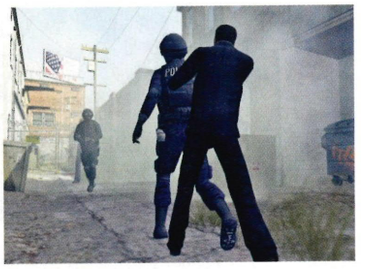
4



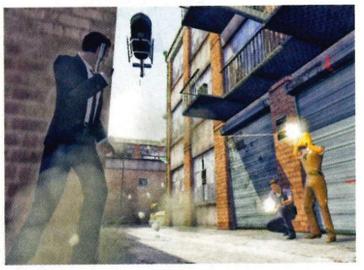
When all else fails, threaten to kill someone. You can beat them and bully them, but sometimes only the direct threat of death will make a cop's buddies back off.



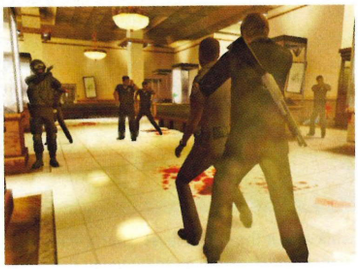
↑ **What? It is but a flesh wound!**



↑ **Remember, watch your back as well.**



↑ **Chopper outside? Get INSIDE!.**



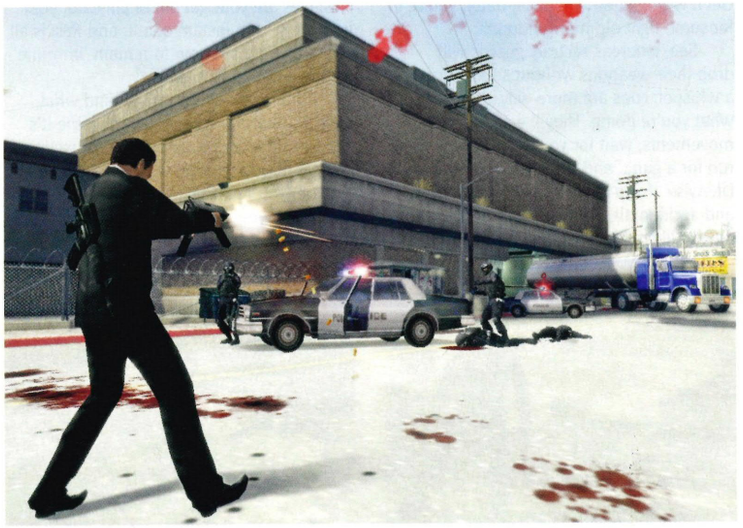
↑ **This is a no-win situation, surely?**

» successfully faced-down four S.W.A.T team members, and with the gun at our hostage's head, cajoled them into a shed. Then we locked the door, and had them unarmed and secure... but why move on? With a bullet in the hostage's head, he's out of the picture, allowing us to turn our attention to the shed. A shotgun through the small window, a couple of squeezes of the trigger, and the S.W.A.T team were down and writhing in agony (some die, some clutch smashed limbs). Who needs the ear-lopping scene, eh?

It gets better too. The longer you can hold a cop at bay, and the longer you can progress though a level without firing a round, the higher your adrenaline meter builds. Get it to maximum on the scale, and your 'dog' is offered a signature move. This is basically hostage brutality, but pull it off in front of a heap of police and you'll give your hostage such a skull-cracking series of smacks, the entire police squad will lay down their arms at once. Sweet. Conversely, manage to stay alive long enough letting bullets rips about the place, and another special move becomes available. This time though, your fury is directed at the cops, and as a cut scene kicks in, time slows and we're given a sequence of rapid-succession blasts from our gun. When time returns to normal, we see each bullet slam home almost instantaneously, taking down the entire force. Sweet, and sweet again!

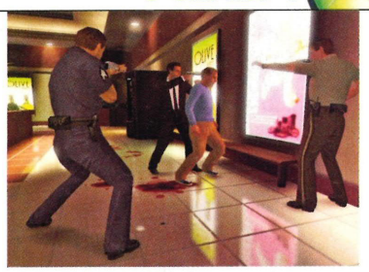
Reservoir Dogs also has that icky-sticky question of 'obligatory driving scene' attached. But so far, so good. At the moment, the driving sections (that make up less than a third of the action so don't worry) feel like a cross between *Driver* (which is rather good when old crabby-legs isn't scuttling about outside the car) and something EA might have dreamt up (rather linear, not actually too bothered about car physics etc). That said though, the driving sections seem to temper the hostage-taking perfectly, offering a chance to just bomb

↑ **Don't let enemies flank you or else they'll be able to get a shot in and bring you down.**

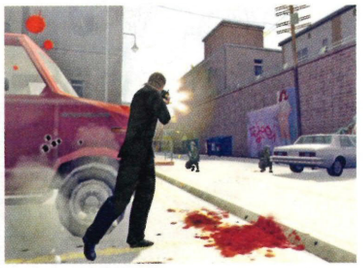


↑ **One of the worst places to be is in the open. Get against a wall for extra cover.**

↓ Ah, the 'old exploding barrel' trick. Always handy.



↑ Cops are more likely to save their own.



↑ Cars can offer great cover so use them.

↑ GIMMEAMOTHERF*CKINGBURGER!.

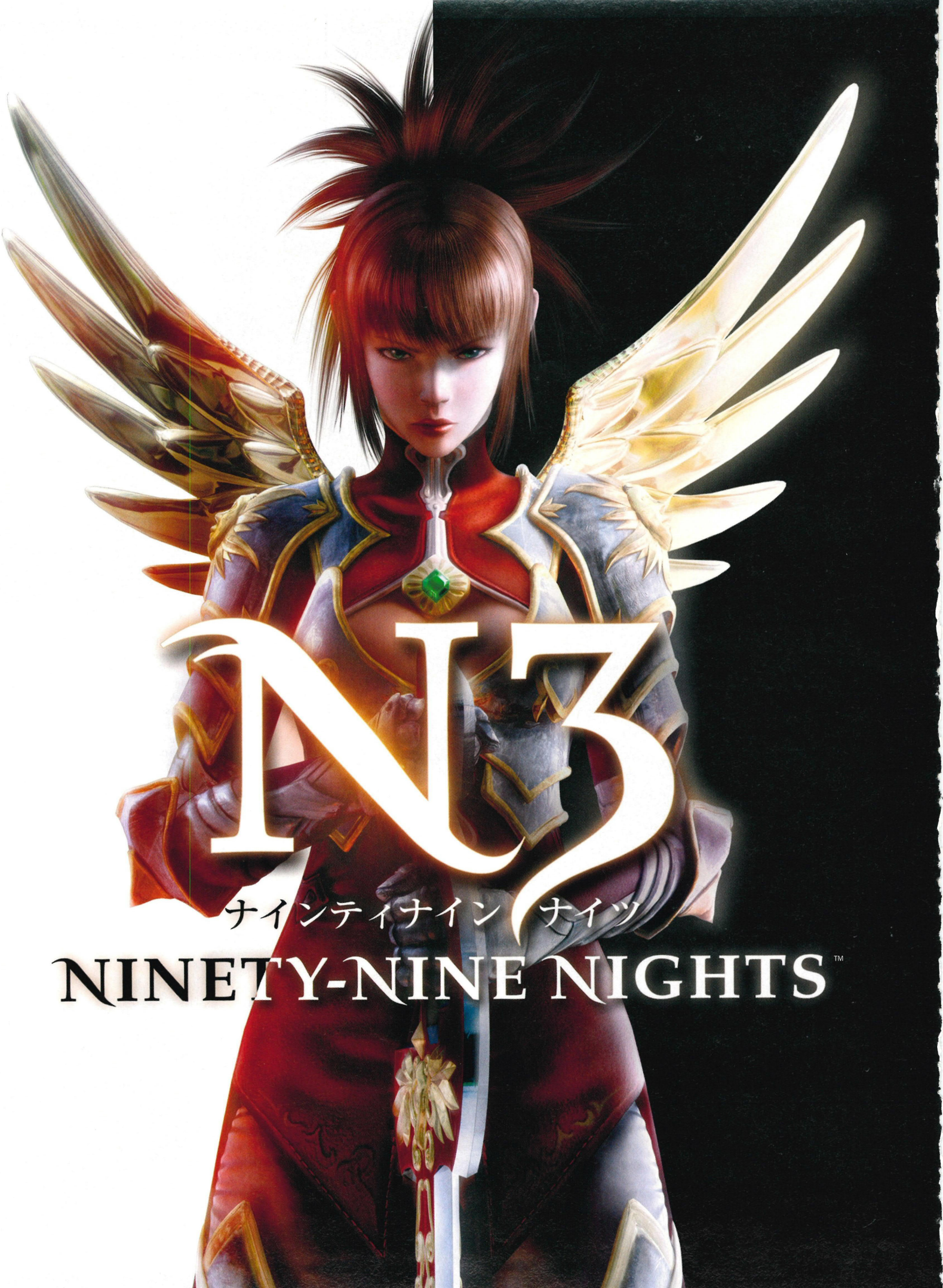
about and cause as much foul-mouthed four-wheeled carnage as possible. The level we tried had us trying to keep cop cars off the tail of our buddy. The brief? Ram, slam, and spin out - just do everything you can to take them out. It's fast, furious, and explosive. And in our book damned fine fun as well.

On top of all the barely-restrained violence, Eidos has roped in Michael 'video game voice over whore' Madsen to provide his likeness and voice to Mr White, as well as the entire soundtrack to accompany the killing.

Resi Dogs is already shaping up to be an accomplished, unique shooter. Sure, it has touches of *Hitman* about it, but it's very satisfying. Eidos will probably counter potential tabloid outrages with claims that you can complete the game with no deaths. Get out of it! Sure, you can disarm the police with threats, and you don't have to pop a cap in each one's ass. As if we would. As if we felt really damned cool for doing something like that. No, not us...

"If you accidentally kill a hostage, cops will be on to you like a pack of dogs"

↑ Hiding between cop cars might be a good idea as they could hold weapons.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SYSTEM ACCESS

15 REASONS WHY XBOX 360 RULES!

Xbox 360 for ever! Other consoles? Who needs 'em? Here's why Xbox 360 is the only games machine for 2007 and beyond...

15 XBOX LIVE WEDNESDAYS

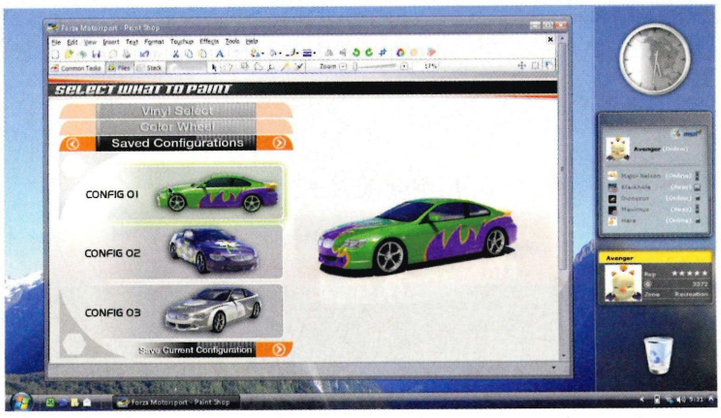
Wednesdays suck, there's not even an *EastEnders* on TV for something to do. Well not any more! Every Wednesday from now on, Xbox Live Arcade is going to feature a new game. And one of them is going to be *Street Fighter II Hyper Fighting*, the most delayed Xbox game in the machine's short history. So, instead of being as boring as a mid-week Sunday, Wednesday's about to become the new action-packed Thursday. Ace.

14 THE MYTHICAL MUSIC SERVICE

See this rather generic and boring-looking iPod rip-off? That's supposed to be the Zune, Microsoft's attempt at sticking it to the trendy iPod and iTunes service. Rumour has it that it'll be launching globally at the end of the year, alongside music download services and full Xbox Live compatibility – which means music-buying through Xbox 360 will finally be possible. Microsoft's being very cagey about the whole situation and not saying anything to anyone.

13 LIVE ANYWHERE

Xbox Live's going to get an injection of steroids and several million willing new players at the start of next year, thanks to the new Live Anywhere service that's bringing Xbox Live and Gamertags to PCs. Included in Microsoft's upcoming Windows Vista, Live Anywhere will let PC gamers play with us and send rude messages to us, also letting us Xbox 360 owners use our existing Gamertags on PCs. The sci-fi turn of events will bring gamers together like never before.



12 IT'S NOT £425

It's £280. Which, thanks to Sony's blundering PlayStation 3 scheme, suddenly looks amazingly cheap for a kick-arse gaming system. Thanks, Sony! You've handed it to Microsoft on a plate this Christmas! You can almost hear the clinking of champagne glasses in Microsoft's HQ from here.

11 IT HAS A NORMAL CONTROLLER

Face facts – Xbox 360's controller is the greatest controller of all time. A genius enhancement of the Controller S and the best way to play anything. Can you imagine playing *Halo 3* on Nintendo's stupid wavy wand thing? Is there anyone left who still favours Sony's ridiculously wobbly analogue sticks for playing driving games? If you want to play something properly, get an Xbox 360. It's that simple.

10 SECOND-GENERATION GAMES

It's a known fact – launch games are never particularly amazing. It takes a year for the best to come, and Xbox 360 is about to hit that sweet spot with stuff like *Call of Duty 3*, *Saints Row* and *Need for Speed Unlimited*. Meanwhile, poor old Sony and Nintendo are hurriedly cobbling together all their-half-finished ideas for a pre-Christmas launch. Bows and arrows against the lightning.

9 NINJA GAIDEN 2

It's coming. If knowing that doesn't make you go tingly and excited all the way from the nape of your neck to your toes, you ought to switch hobbies from videogaming to knitting or fishing or building models of churches out of matchsticks. *Ninja Gaiden* on Xbox is the greatest action game of all time (ACTUAL FACT) and we're getting the sequel. Probably not until 2008, mind – Team Ninja has to finish making *Dead or Alive Xtreme 2* first. Which we really should've made a whole separate reason to stick with Xbox 360 on its own. There are just too many reasons!

PLAY XBOX 360 GAMES EVERY MONTH
XBOX 360 THE OFFICIAL XBOX MAGAZINE

8 XBOX LIVE VISION

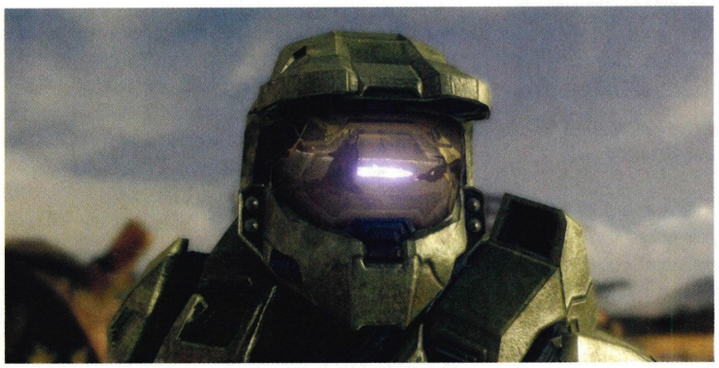
This September you'll be able to start webcam broadcasting yourself on Xbox Live. Microsoft would go mental if we suggested everyone's going to start using it to have cybersex, so we'll just say something vague like it'll be good for immersing yourself into the gaming experience and 'chilling out' with your mates. And for showing strangers your winky, whether they ask to see it or not.

7 HD-DVD IS AN OPTION

So, if you haven't got an HDTV like most of the population, you don't have to waste your money on buying an HD movie format you don't want. We're not ready to bin our DVD collections just yet. Xbox 360 will do fine, cheers. If the mood takes us next year, perhaps we'll go for the HD-DVD drive upgrade. Perhaps.

6 XBOX 360 HAS A NORMAL NAME

Can you picture a 17-year-old pikey parking up his Vauxhall Corsa illegally on the kerb outside GAME, then strolling in and asking the shop assistant if he can 'Have a Wii'? That's just not going to happen. Xbox 360 sounds like a MAN'S console. You can tell people you own one without having to explain what it is.



5 VIVA PIÑATA

The deep, dark secret we cannot speak of – but are going to speak of right now to make a point – is that Nintendo's *Animal Crossing* is the greatest game in the world. If *Viva Piñata* has half the charm and compulsiveness of the animal life sim and can properly incorporate animal-swapping and village-visiting through Xbox Live, we will be in videogame heaven. Come on, Rare, you owe us something innovative.

4 FORZA MOTORSPORT 2

Did you get *Forza*? Is was the most simulator-y driving game of the lot, demanding incredible racing skills and letting you mod the hell out of everything. The online clan-building community features were ace too – you ought to be a bit happy about getting *Forza 2* in time for your mum or wife to buy it for you for Christmas.

3 GEARS OF WAR

The chances of *GOW* appearing on a Nintendo or Sony console are about the same as sexy female aliens launching an invasion of Earth, declaring you king of planet KissyKiss and giving you a freedom pass with no expiry date. We'll have this all to ourselves come Autumn.

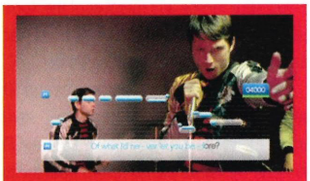
2 HALO 3

We're not putting this at number one, because it's still well over a year away, and if we start getting excited about *Halo 3* this soon we'll run out of excitement before it comes out and have 12 months of sleepless nights and restless dreams of being a rock hard soldier. Plus we also know pretty much next to nothing about it – apart from the fact that it's almost certainly going to involve shooting. The chances of Bungie making a version for a Nintendo or Sony console are about the same as the chances of Cheryl Tweedy appearing out of thin air, handing you a cheque for a million pounds and telling you it's alright for you to touch her wherever you like – and if you do it well she'll give you another million pounds.

1 DEAD RISING

Here's what we're all going to be going bananas about next. We can't exactly go telling you it's one of the greatest things ever right here, cos that would royally mess up the space/time continuum and we'd have an extremely angry Dr Who coming to exchange harsh words with us. Although it might make a decent opportunity to meet Billie, although she's left now so we don't know what we're jabbering on about. We haven't had as much fun playing a new game since Julie Thomas introduced us to kiss chase in 1988 and kept pretending to fall over when running away. *Dead Rising*'s out at the start of September, and you'd be best advised to start clearing room in your gaming schedule. The demo is available on Xbox Live Marketplace, but the full game has so many more amazing things to kill zombies with.

HOW THE WAR IS GOING TO BE WON!



PLAYSTATION 3

This will launch with *SingStar*, which is a game for girls. But girls don't spend £425 on videogame consoles, do they? So the only people buying PS3 will be men who buy anything that's new. It'll sell out, but that's only because the machine's too hard for Sony to make more than 50 of at once. CHANCES OF SUCCESS: 3/10

NINTENDO Wii

Kids will ask for this for Christmas, as will everyone who gets excited about Nintendo. Nintendo will reward this loyalty by releasing one good game a year for the next four years, while all the other companies will release poor versions of their Xbox and PlayStation 2 games. CHANCES OF SUCCESS: 4/10

XBOX 360

With the rock-solid Xbox Live in place and a second generation of exclusive games on the way, there's no chance of Xbox 360 being anything other than a roaring success this Christmas and into 2007. By then, the so-called competition will be destroyed. Here today, built to last. The end. CHANCES OF SUCCESS: 10/10

WHAT'S YOUR OPINION ON THIS? TELL US AT WWW.OXM.CO.UK

XBOX 360 THE OFFICIAL XBOX MAGAZINE
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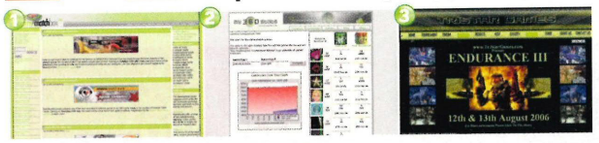
COMMUNITY ACCESS

X-DIRECTORY

OXM Monobrow's pick of the top community happenings



1 Top Xbox fansite and member of the Xbox Community Network, MatchBox360.co.uk is holding a major LAN party. It takes place at the Birmingham NIA, and a tentative date has been set for September 16-17.

"We aim to have 50 Xbox consoles and 50 20" TVs at the event, and are expecting at least 200 gamers on the day," said event organiser Ryan Hughes. The tournament will be running *Halo*, *Halo 2* and *Pro Evo 5* with Major League Gaming-style rules. We'll have the full results from the tournament in next month's issue.

www.matchbox360.co.uk

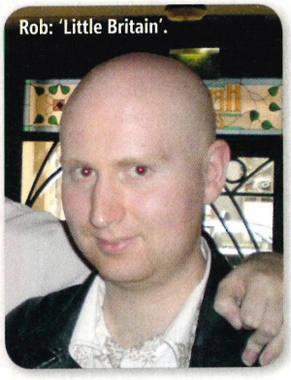
2 When bragging about your GamerScore just isn't enough, you can refer to compare.my360stats.com for detailed analysis! Creator Richard Davis says it's one of the first sites to create automatic graphical comparisons. It's an excellent way of winding your mates up even more, as well as making yourself seem informed and highly educated!

http://compare.my360stats.com

3 TriStar Games held its third major LAN event this month. The two-day event, entitled 'Endurance III', took place at the Aston Villa Leisure Centre in Birmingham. *Halo 2* players took part in both free-for-all and 2v2 team games. The competition was tough and the event a massive success. You can check out all the results and detailed stats as well as finding out about future events at the official website.

www.tristargames.com

Lee: 'Star Trek'.


Rob: 'Little Britain'.

COMMUNITY ACCESS

YOUR MUM!

Gamer deliberately loses at DOA4

LONDONER ROB SANDS controversially announced this week that he threw a game of *Dead or Alive 4* to friend Lee Bailey. The incident occurred when Kasumi, dressed in sailor outfit, was caught by Tina's quarter circle back, toward, back + throw, up + throw, suplex combo. She went flying down over the rickety wooden bridge, narrowly missing a frightened rabbit.

Rob, 26, said, "That Lee is such a gimp. When he saw me hitting the ground he was like 'how does it feel to get pwnd1zzl3d?' I don't even know how to answer that question."

Rob was apparently enraged by the incident, hitting his controller and mumbling under his breath. However, he now claims this behaviour was little more than an act.

"I can't believe I'm that gullible," Lee said. "Rob just threw the match to make up for those things he said about my mum last week... My mum's not a fat bitch," he added.

At the time of going to press, Lee's mum was unavailable for comment.

COMMUNITY ACCESS

TTR DOES DALLAS

Team Technique Racing eyes title treble

TEAM TECHNIQUE Racing's aim to become the dominant force in online racing took another leap forward this month. TTR Mclaren F1 rose to the top of the *Gotham* 100 as the Bizarre Creations *PGR3* Global Tournament Winner. The young gamer from Stockholm seized the title at the Lamborghini Factory in Bologna. "The competition was tough," said the 15-year-old, "but we always make sure we're well prepared. TTR members get together three or four times a week to practise."

TTR will no doubt be boosted by other recent successes at the World Series of Video Games 2006, where TTR Ch0mpr took first place in Dallas. He was followed in second place by TTR MAX1MUS, with TTR SpeedRacer in third. Between them, the team bagged over $9,000 in prize money, plus a place in the World Series Finals. That's in addition to the $5,000 TTR BBoyle previously won at the Louisville WSVG.

TTR Racing took time out between events to record one of their training sessions exclusively for this month's disc. Check it out and see why they're becoming one of the most established teams in pro-gaming.

If you have dreams of becoming a pro gamer, the UK *PGR3* qualifiers for the World Cyber Games take place at the Multiplay I-28 LAN festival this month.

TTR BBoyle got the money, then he had the power and now he has the women!

"Between them, the team bagged over $9,000 in prize money, plus a place in the World Series of Video Games Finals"

Left to right: TTR MAX1MUS, TTR SpeedRacer, TTR SK1TTL3S, TTR Ch0mpr, ICY Vanilla.

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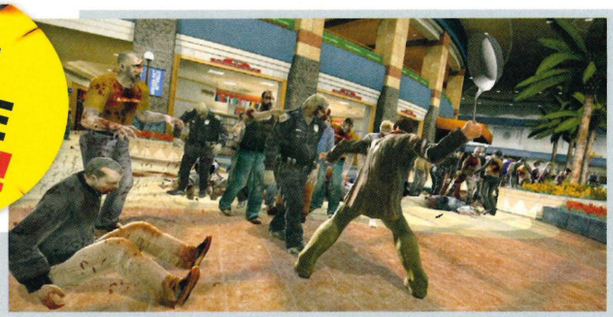

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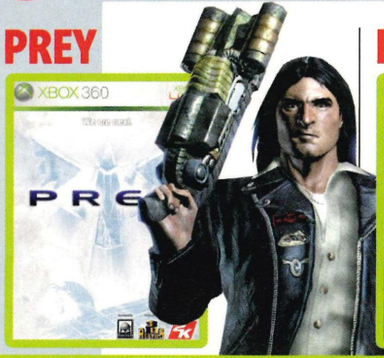

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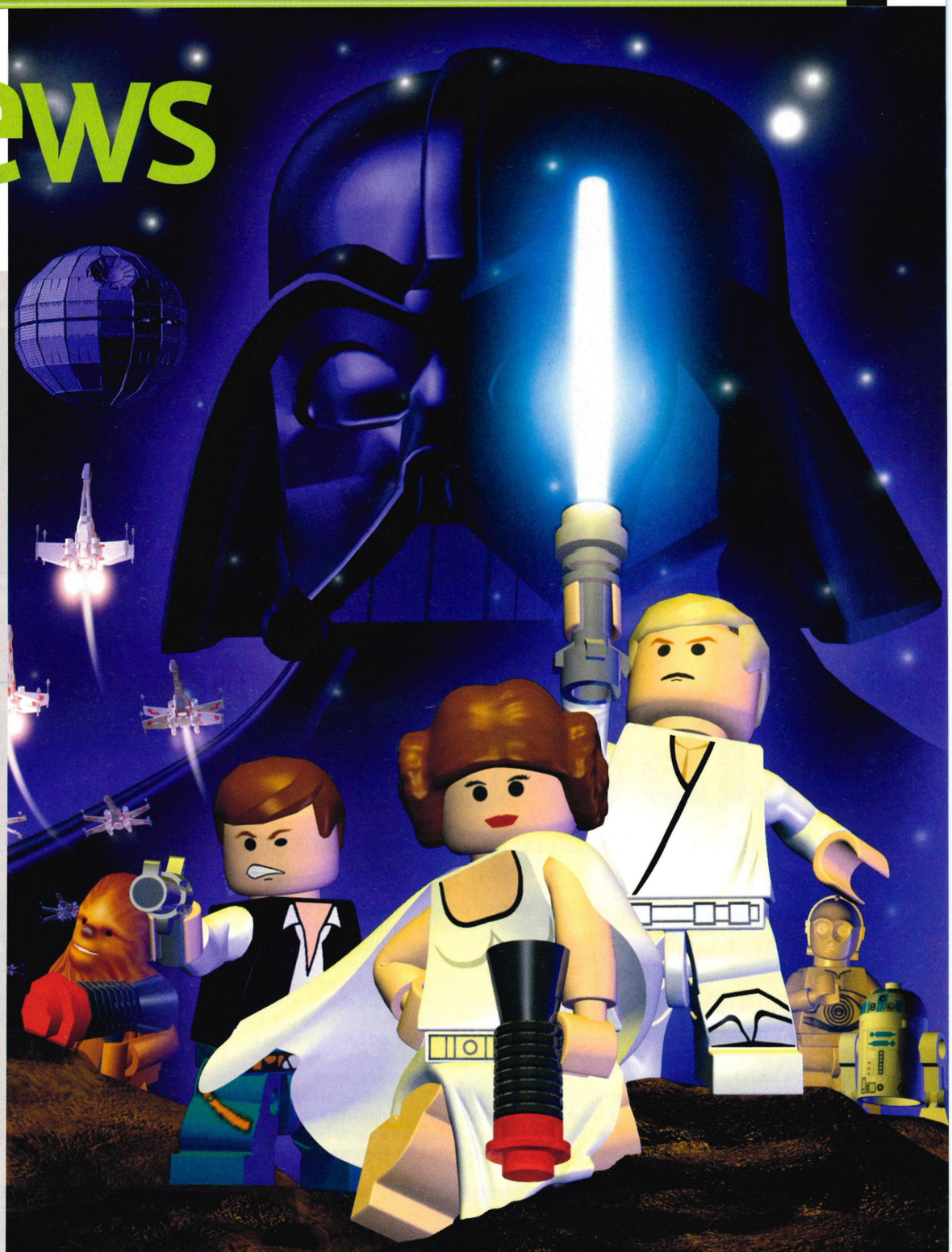
Reviews

Written by gamers who live and love games

The summer holidays are over and school's back on. That also means that the dark evenings, cold weather and rain will be here any moment (if it's not already). People stop playing Swingball and holding BBQs in the garden, and come back inside to spend the winter months... playing XBOX! And that's when all the games come out.

It's been a slow summer, but things are clearly starting to pick up now. *Just Cause* is so huge your jaw will drop in awe at its scale and beauty. Then there's the awesome *LEGO Star Wars II: The Original Trilogy*. Trust us, that game will blow you away. EA unleashes the latest in the *Madden* series and *ProStroke Golf* gives *Tiger* something to worry about. It's a good month for Xbox, and it will only get better from here. Enjoy.



Our Badges explained

XBOX ELITE
Any game scoring a whopping 8.5 or more.

GAME OF THE MONTH
Our favourite of the Elite games reviewed this month.

XBOX LIVE
Downloadable content, online play, or both.

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ON THE DISC
A playable trial or movie of the game is on our disc.

Score Key

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

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

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

5.0-6.4
AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

2.5-4.9
A BAD GAME, AND ONE YOU SHOULDN'T BOTHER WITH

0.0-2.4
CALLING SUCH A RANCID STINKER A 'GAME' IS JUST WRONG

Just Cause 064
Yes, it's a million-trillion times bigger than GTA. But is that fun? Find out now...

LEGO Star Wars II: The Original Trilogy 068
The LEGO men are back, and this time they're doing PROPER Star Wars. And that, friends, is a very, very good thing indeed.

Madden NFL 07 074
EA can crank out these games so fast they're leaving the years behind. It's still 06, btw.

WarPath 076
The game from the Pariah boys promised great things. Has it lived up to expectations?

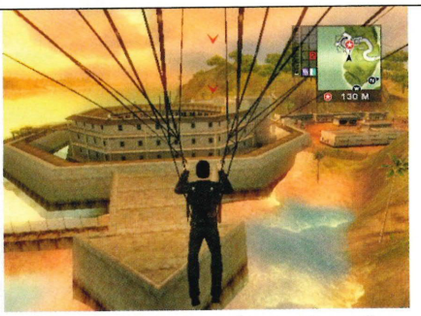
ProStroke Golf: World Tour 2007 080
Tiger Woods is no-longer a lone player in the world of golf videogames. This is great too...

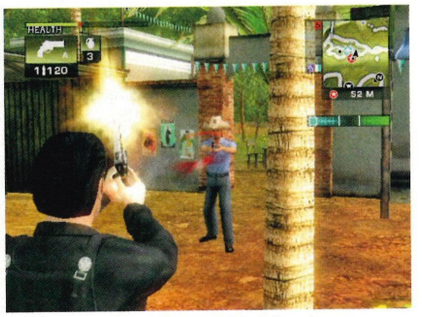
Super League Rugby League 2 082
Two games of hand-ball in ONE issue? What is the world coming to? What are FEET for?

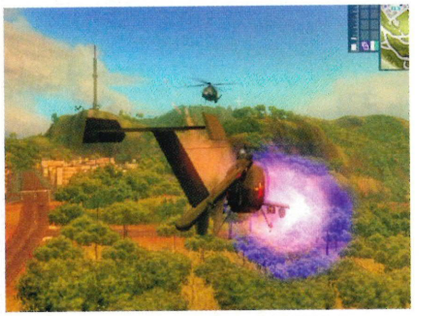
Live Review: WarPath 095
It's a deathmatch game, so we take it for a blast online.

Live Review: Super League Rugby League 2 095
Maybe we discovered an underground nation of online rugby game fanatics. Then again, maybe we didn't.

↑ Badda badda badda badda badda badda! Yeah, being a bad ass in a jeep ROCKS!


↑ You can get in, but how about getting out?


↑ We're not entirely sure this is legal...


↑ Grab a chopper then KILL STUFF DEAD...

↑ Ah, those trusty glowing red barrels.

Just Cause

A GTA killer or cheap Mexican rip-off? You'll be surprised

Words: Benito Lorenzo

Dev: Avalanche	Pub: Eidos
Players: 1	Live: None
Release: September	Price: £40
www.eidos.co.uk	

WHOAH THERE MOMMA, this is a big one. We're talking super big here folks, the kind of expansive, rolling, never-ending gaming area that makes San Andreas look like a postage stamp. *Just Cause* was sold to us on its size and, for once, size really is everything. What new boy developer Avalanche has managed to do though is combine enormity with quality – a rare achievement these days.

So then... the plot! Well, because this game's a biggie, it's a little more complicated than the usual. There's no *GTA* drug baron wannabe, no climbing through the ranks disposing of enemies as you go, in fact, this is more *Mercenaries* than *GTA*. There are various factions living and operating within the island system, and we must use them to our advantage in order to complete our main objective of overthrowing the island's government. There's the dictator himself, armed with a powerful military and attack choppers (he's good for supplies by the way), then there's the resistance. These chaps will

Bonus info

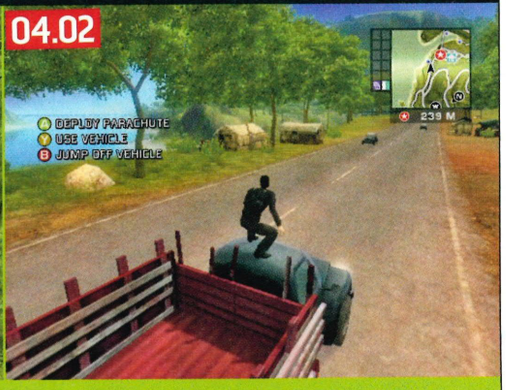
SAND XBOX 360

If you want to see how beautiful this looks on the Xbox 360, buy our sister mag the *Official Xbox 360 Magazine* this month. Mind you, they have copied us almost word for word. The next-gen tarts.

PLANES, TRAINS, & AUTOMOBILES Like Jeremy Clarkson with a gun, we race across the entire length

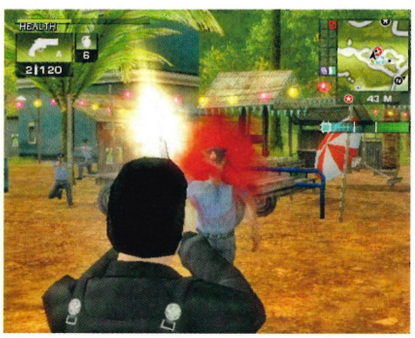
A good start! This natty little scrambler gets some good speed up, but we'll need more soon – winding roads slow anything down...

Apart from our parachute of course. By taking to the skies we can scout out the best vehicles and practically fly over hilly roads.



Hmmm, not good. We've been at this floating malarkey too long. It's time to grab a vehicle, no matter how bad it ends up.

↑ Yes, a small pistol can cause that much trouble. Well, it IS a game!.



↑ More cop killing. Daily Mail readers, write in!

Bonus info

TIME TO KILL

We don't mean to knock our next-gen friends again, but when the Xbox 360 Mag was reviewing this they complained it took too long to travel about the islands. They were riding a chicken truck though. Oooh, controversial!

↑ Dormant volcano brothels? Very well, if you must. Where do we land?

↑ Blasting the hell out of a city isn't a good idea - the government will come down on you HARD.

offer up important safe houses that double as check points and drop-zones. If you die, you can re-spawn in any safe house on the grid, perfect considering how large it is. Then, the last two factions are warring drugs families, who'll offer greater monetary rewards, vehicles, and weapons for sabotaging and wrecking the rival family's efforts. Play these four different sides off against each other successfully and, so the theory goes, you'll overthrow the government. This is it though - you're pretty much guaranteed not to play any missions for at least the first five or six hours of solid gameplay.

Avalanche has been clever you see, it has made this world for us, and has positively encouraged us to just get out there and have fun. There's no instant five star wanted rating if we cross a border, no invisible walls, it's just there to be played with. The advantage of this is unclear to be honest, but it's a defiant statement from Avalanche. It's saying, 'we're confident enough in our game that we can unlock everything at the beginning and you'll still be enthralled by it'. And are we? Well, yes actually. We like the idea of unlocking sandbox games as we go, but having one so large, and so vast means you're best just getting on with the missions and slowly exploring the maps piece by piece anyway. And what if you get lost in the myriad of trees and faceless inlets? Call in a vehicle drop and get out of there. Simple as. Want an extraction to take you back to the nearest safe house? You can get one of those too - a perfect, indispensable option that makes the intimidating size of the game that much more user friendly.

Avalanche has made the act of exploring the islands easy as well. Within the first couple of missions, Rico (our greasy hero) has a grapple in hand and, with a little skill, is able to grapple everything from chugging mopeds to hellfire-spitting Apache choppers. It's all there, on a plate, ready to be guzzled up.

The vehicles themselves are a vast and varied bunch, with lowly tractors and trucks plodding about in the countryside, and sports cars nipping about through city streets. Although they're fine, functional beasts, there's never a particularly 'stand out' car that grabs your attention as it might have done had this been *GTA*. *Just Cause* cars are just that little bit too generic, lacking the fun of golf carts and ice cream vans. That said, they do go fast, and fast is good (unless the handling is atrocious as we discovered with some of the peasant trucks). Speed is not only fantastic for covering large distances quickly, but because it allows for spectacular stunt sequences, namely off the tops of cliffs. See, that's where *Just Cause* differs from other sandbox games; it encourages you to perform maddening stunts at maddening heights because it wants to show off the superb parachuting function (you could also call it the paragliding function if you grapple the back of a vehicle). This extra build up of height brings new depth to the game, and allows seamless movement from vehicle to vehicle. There's »»

of Just Cause, using the fastest modes of transport we can. What's the quickest time we can do it in? Go, go, go!

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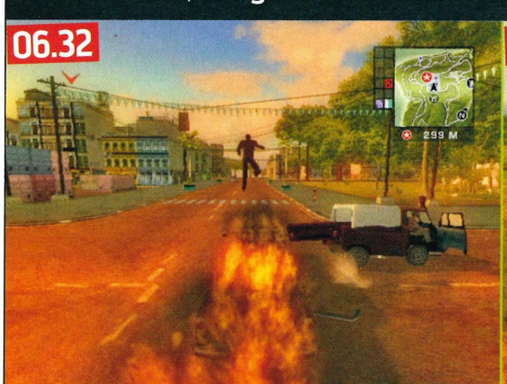

The truck is officially rubbish, and we're wasting time. After a few too many knocks, the whole thing blows up. Time for a change!

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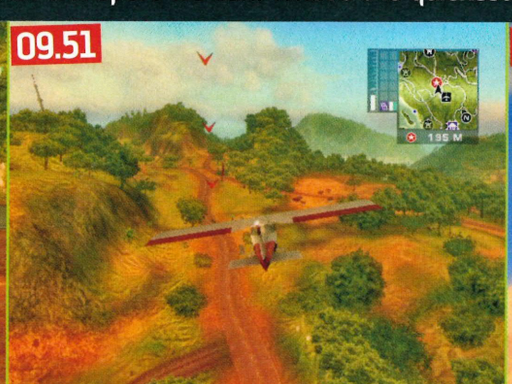

Thankfully there's a small airfield up ahead. After fighting the drug runners who own it, we're airborne and making good progress!

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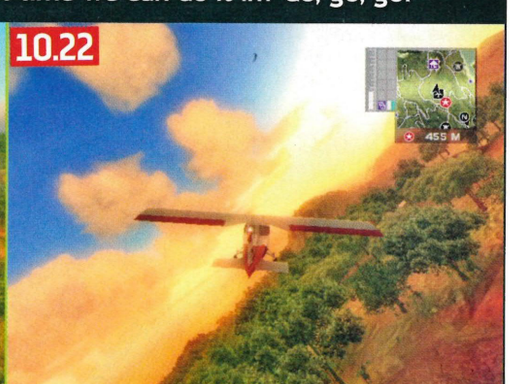
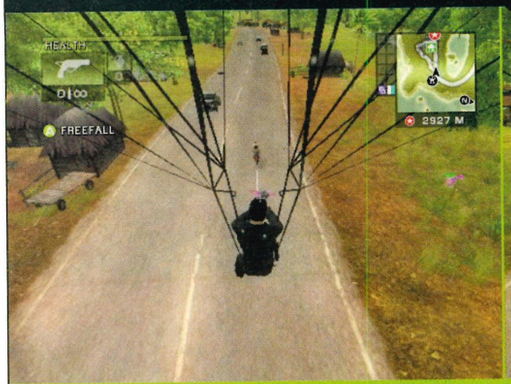


Ah, just look at that view. Aahhhhhhhhhhhhhh. What a view. Lovely ain't it? What a lovely view. View, view, view, what a lovely view.

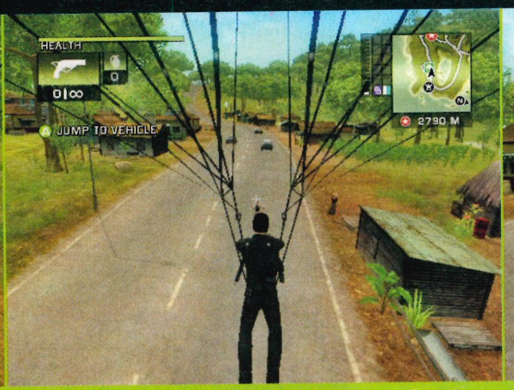
GRINGOTRONIC: WANT STEREOTYPES? THIS GAME IS FULL OF THEM, EVEN DOWN TO THE POINT WHERE NEARLY ALL THE MEXICAN MEN WEAR SOMBREROS. AYE CARUMBA!

AIR-TO-SURFACE GREASEBALL

Getting from the air to a moving vehicle in three easy steps, and never once setting foot on the ground. Observe!



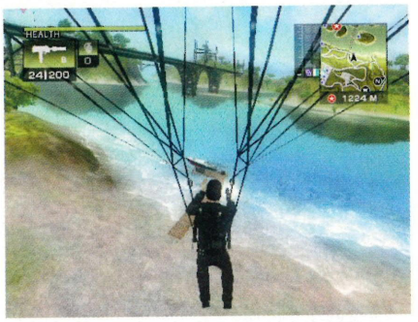
You're getting close to the ground, but need that bike zooming along far below. Fire out your grapple and snare the bugger!



Once you've grappled him, draw yourself in until you're floating just above the bike. Then, jump from your parachute onto his saddle.

Kick the rider off and you're away, cool as a cucumber. Remember, if you want, you can then drive it off a cliff and parachute to another vehicle below!

↑ Just how does he manage to remain so composed in those ass-clenching trousers we wonder. Well, Ben wonders...



↑ The 'chute is the best way to spot vehicles.

» nothing to prevent you from driving one car off a cliff, jumping out, then using your grapple mid-descent to climb into a plane below. It's a complicated manoeuvre mind you, and one you'll have to try again and again to get right, but hey, there's got to be some challenge, right? That's where the missions kick in. Boy, some of them are hard bastards. Breaking into a prison is all well and good, but trying to liberate an entire city when a fleet of government helicopters is chasing you from the rooftops is hideously hard, while the speedboat chase through numerous chasms, firing off round after round of mini-gun spray is thrilling stuff. You're not likely to find anything subtle with *Just Cause*, but if you're after missions that require you to leap from one pant-scorching situation to the next, you're in for a treat.

Technically, *Just Cause* is something of a looker (who'd have thought it? It achieves under-the-

PLANES, TRAINS, & AUTOMOBILES Continued

Weeee

↑ There are a few 'on rail' sections but they're scorching – especially this chase through mountainside passes. KABOOM!.

bonnet as well as the surface!). There are virtually no draw-distance hassles – a remarkable achievement considering the size of the map. Clouds and mist aren't there to cover up dead areas, because they operate as part of a unique weather system designed to give us 'real' weather patterns. No, on a clear day you can literally see for miles (presuming you've not got three dozen killers trying to drive you off a cliff that is). Tiny details can prove a pain though. The cycles of the day are far too quick, meaning half of the game is played at night (which cycles around every fifteen minutes or so). Nothing actually changes on the ground when it goes dark either, so people still go about their day, the traffic remains the same, it's just that it happens in near dark – a pain. Also, it seems the game isn't quite able to cope with large explosions. When dog-fighting another chopper, or intentionally crashing a plane into a city, the larger vehicles just sort of implode and disappear rather than explode as we'd have hoped. Kinda takes the wind out of your sails a little, especially when you've set up some elaborate scheme to take out as many goons as possible.

Gripes aside though, *Just Cause* is a brainless, clichéd, yet incredibly enjoyable extension of the sandbox genre. By introducing the innovative grapple and parachute, it opens up the genre in ways that even *GTA* has yet to do. For a debut effort, Avalanche should be proud. Juggling impossibly huge gaming areas with varied, consistent, imaginative gameplay, it has managed to create a slice of Southern American comic violence that begs to be played. Sure, it's scrappy around the edges, but when a game offers up a map so large that it bends light, you can't help but doff your cap. Great stuff.

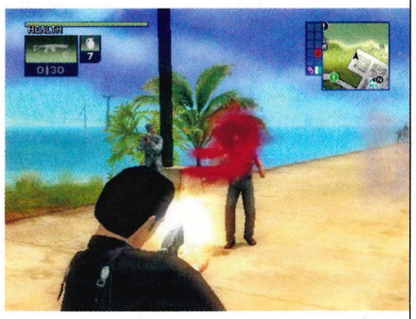
↑ Shoot the driver, nick the car. Easy.

Bonus info

LAZY GITS

Poor Rico. While he's out risking his ass for King and Country (well, the good 'ole US of A), his two CIA pointsmen are left sitting about drinking cocktails and playing cards all day. Where's the fairness in that we ask you? Tisk, tisk and thrice tisk. Still, at least he's keeping fit, unlike those two fat burger-munchers.

↑ Action in the cities, action in the jungle...



↑ ... and on a beach, there's action everywhere!

The Summary

JUST CAUSE THE FACTS YOU NEED TO KNOW!

- ✔ It's huge and packed with things to see and do. Combining size with quality is a hard job, but one *Just Cause* does very well!
- ✔ Oooh....sexy draw distance (or lack of). Many games would die to know the secret to such long, luscious draw distances we're sure!
- ✔ The grapple! The parachute! By including these two babies, the game opens up even more than it would have done on the ground.
- ✔ The map is open from the very beginning, and with constant vehicle drops, getting around is a joy rather than chore.
- ✘ If we had to choose one, it'd be the day-night-day-night thing. It's just not wanted. A little less night time would have been welcomed.

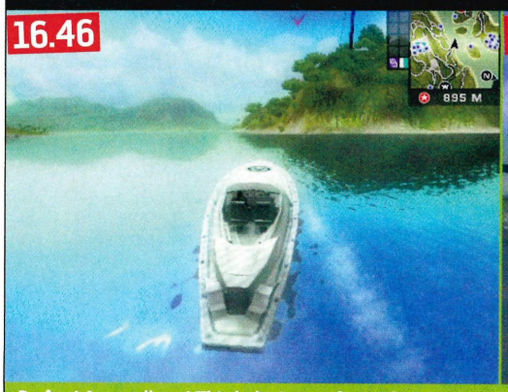
The Verdict

Packed with all manner of hidden gems, vehicles and weapons. An incredible experience you can't miss!

9.0//10

PREVIOUSLY: More than we should have done
COMING SOON: Guide – *OXM* 61

"You leap from one pant-scorching mission to the next. You're in for a treat."



Perfect! A speedboat! This baby is way faster than anything we've used so far, but the map shows a military airbase ahead.

Bad idea. We just missed our chance to get into a jet fighter, and were left trying to sneak onboard the only plane available. A lumbering Hercules.

Dad, are we there yet? The only problem with incredible draw distances is seeing just how far there's left to go. Mission failed.

HERCULIAN: LOOK OUT FOR THE MILITARY AIRBASE HIDDEN BETWEEN TWO ISLANDS SORT OF MIDWAY DOWN THE MAP AND TO THE RIGHT. HERE YOU'LL FIND THE HERCULES BOMBER!

LEGO Star Wars II: The Original Trilogy

Welcome to the best Star Wars game ever made. FACT!

Words: Ben Lawrence

Dev: Traveller's Tales	Pub: LucasArts
Players: 1-2	Live: None
Release: September	Price: £40
www.legostarwarsthevideogame.com	

WHERE TO START? Well, let's just get this off our chests to begin with shall we? THIS IS THE BEST DAMN STAR WARS GAME EVER MADE AND YOU'D BE CRAZY NOT TO BUY A COPY. There, that feels better. Now, let's crack on with telling you why.

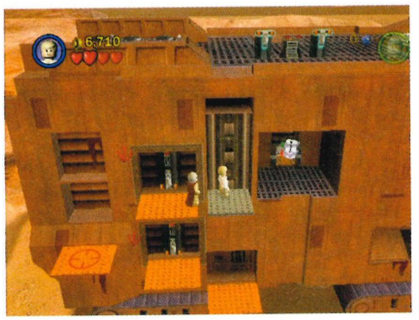
First up, you know the story, who doesn't? It's a classic tale of good versus evil, and one so parodied and copied you probably wonder how the hell Traveller's Tales could put a fresh twist on it. But put a twist on the age-old story it does, and with such incredible, delicious imagination it'll feel like experiencing the whole damn shebang from the get-go.

Like the exceptional first *LEGO Star Wars*, the sequel is crammed with humour, blink-and-you'll-miss-'em visual gags and knowing winks, but this time around, it's so much easier to relate to. We all know the *Original Trilogy*, so we can all relate to the expert parodying. There are simply too many of them to cover in one review, but when Darth flaps a polaroid of a pregnant Padme and Anakin in front of Luke to convince him of his parentage you know you're onto a good thing.

So, the gameplay? Well, having played through all three chapters and discovering we'd only actually completed about a quarter of the game

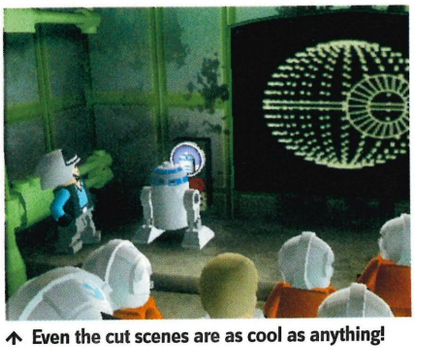
↑ The trench run – in LEGO form! How cool is that we ask you? Eh? EH?!

"Like the exceptional first LEGO Star Wars, the sequel is crammed with humour, blink-and-you'll-miss-'em visual gags and knowing winks, but it's easier to relate to this time."

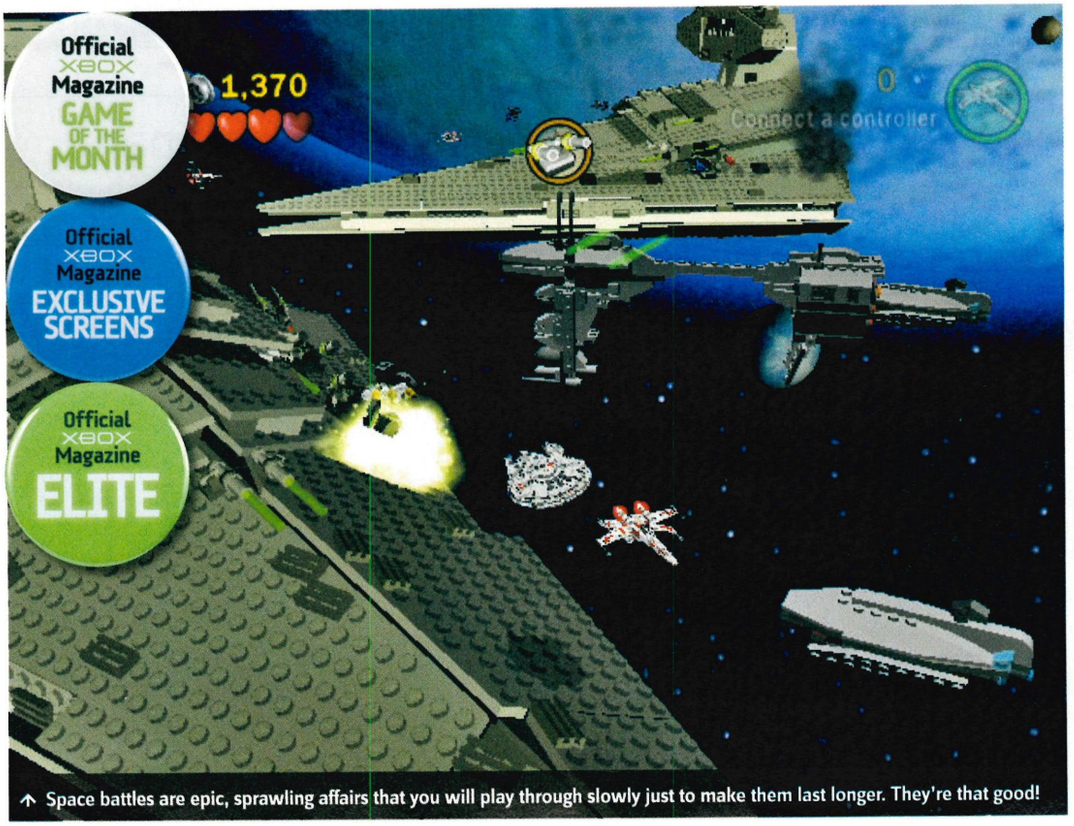


↑ Go INSIDE a Sand Crawler. Sweet!

↑ You can ride just about anything that moves.

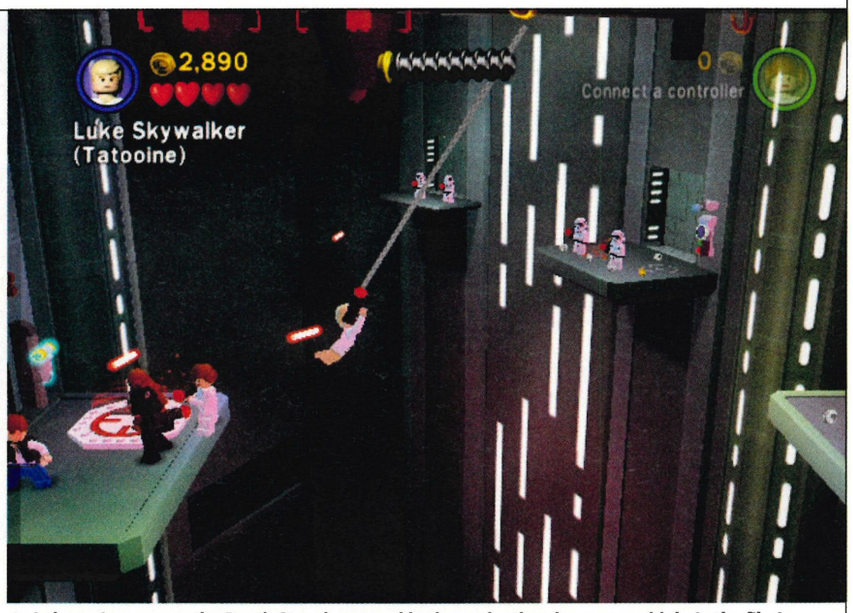


↑ Even the cut scenes are as cool as anything!



↑ Space battles are epic, sprawling affairs that you will play through slowly just to make them last longer. They're that good!

↑ When Luke learns the Force his training is as intense as the movie.



↑ Luke swings across the Death Star chasm and looks cooler than he ever could do in the film!

Bonus info

PLAY AROUND!
Don't want to switch between characters all the time? Easily remedied – just get a mate to play along with you and the game opens up even more. Depending what duo you play as, the game will treat you differently. Play as Han and you'll even get to wear an Indiana Jones hat in one level! Yes!

properly, it's safe to say there's plenty going on here. There are locked doors that can only be opened by obscure characters that get unlocked after a 10th play-thru, and secret walls that we still don't know how to break open. The Force doesn't do it, nor does a Dewback headbutt, so answers on a postcard please. In fact, the entire game is a labyrinth of discoverable treats and unlockable goodness. There are 99 of these blocks to collect, half a dozen of these aliens to find, a scattering of mechanical parts and a baker's dozen of shimmering pods to unearth. You'll feel like Time Team, traipsing about the place. We'd hate to imagine how long it would take to complete the whole thing, but we're guessing it's somewhere in the realm of light years.

Like the first *LEGO Star Wars* game before it, *The Original Trilogy* (George insists we cap that up every time we say it) is as much a *Star Wars* game as it is a LEGO game, blending the two perfectly (and humourously don't forget) to great effect. So, when Luke arrives in Bespin, he has to dismantle a part of his X-Wing to 'Force build' a bridge to an adjoining platform. When he's in Dagohbah, to prevent himself falling in the swamp, he has to use the force to pull out various objects such as shopping trolleys and old washing machines, then reconstruct them into something useful. But it isn't all just bridge building and what have you. LEGO is the world's most loved toy brand remember, and that's because you can build whole damned theme parks from the stuff. Like a Warner Bros »»

WIN A COPY OF THE GAME

Design your own character to grab one of five spanking new LEGO games!

We've teamed up with the lovely chaps at Activision to give away five copies of *LEGO Star Wars II: The Original Trilogy* to five lucky readers. All you have to do in order to win a copy is design your own *LEGO Star Wars* character. Once every character is unlocked in the game, we're given the opportunity to mix and match heads, bodies, legs etc to create daft character combinations. We want you to draw the strangest *Star Wars* character combo you can think of – Darth Jabba, C3-Leia, or R2-Solo... there are literally thousands of combinations you can design. Just sketch what you think would make the most interesting *Star Wars* character combo and send it to us at:

Star Freaks
Official Xbox Magazine
2 Balcombe Street
London
NW1 6NW

CLONE WARS: DON'T BE PUT OFF BUYING THE FIRST LEGO STAR WARS GAME, IT'S JUST AS GOOD AS THIS ONE. WELL, ALMOST.

MAY THE FARCE BE WITH YOU

Gratuitous comedy moments from the game! Don't worry, there are hundreds more, we're not ruining everything!

Having failed to kill Luke, Vader is sent in a spin. Unfortunately he's not wearing his belt, causing him to crash around like he's inside a washing machine.

The trunky spy who fails to stop Han Solo in Mos Eisley sneaks inside the rebel HQ to protect his indentiy. Rumbled mate, get back to the zoo!

When Ben Kenobie lobs this guy's hand off, its not the only thing that falls off. The poor chap crumbles into LEGO pieces and his mate scarpers.

Too busy to shoot at the Falcon, these Storm Troopers are getting each other in headlocks. The things you do to stave off boredom, eh?

I am your father. And look, here's a picture of me and your Mum in Benidorm before you were born. I killed her you know, remind me to tell you about it some day.

Plastic R2s have no slots, so Princess Leia just opens up his trap like a bin lid and pops the secret plans in there instead. Along with yesterday's rubbish.

» cartoon, we're called upon to build a door out of LEGO in a detention block then escape through the hole, or piece together a Scout Walker bit by bit until we've got enough to blast a battalion of Storm Troopers to bits. Natty!

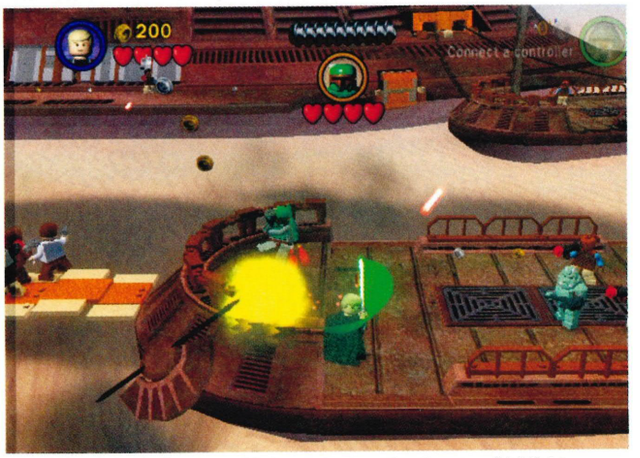
Even when we're not marvelling at this marriage of plastic blocks and Death Stars, there's something incredible going on in this game, and it's all in the little details. The way John Williams' score kicks in at precisely the correct moments, the way faux-plastic moulding seams along large vehicles and creatures, and the way just about everything moveable has the dinky LEGO nodules on it. But it's also the way Traveller's Tales has imbued everything with personality that also helps as well. Scout Walkers don't just fall over when shot, they sort of trip-stumble like a toddler then wiggle a bit on the ground. There's hardly time to appreciate what's going on here, but at a subliminal, almost unconscious level, you can hear your inner geek nudging you in the ribs and shouting, "You see what they did there? You f*cking see that?!" Which leads us onto the vehicles.

Traveller's Tales promised that this LEGO game would allow us greater freedom with vehicles, and that it has done. The Death Star trench run is cracking, the battle for Hoth even better, and the Millenium Falcon's asteroid belt run has to be one of the most enjoyable parts of any game we've

Bonus info

Hat's The Way It Goes! At various points in the game, our characters have to adopt disguises to get past security. If Chewie puts on a helmet, they're always too big for him, and sometimes the helmet machine dispenses them backwards. See, it's the little touches!

↑ When the AT-ATs fall over the little fellas almost look too cute to blow up. Bless 'em!



↑ The battle on Jabba's sand barge is just another in-game highlight.

↑ The dreaded Rancor! Feed him Gamorreon Guards to keep him at bay!

played since, well.... since we can't even remember. The vehicles control a little like remote controlled cars (apt, no?), but they're perfect. To see these dinky *Star Wars* ships all bombing about the place, shooting the screen up, or lumbering over the horizion is a marvellous thing indeed.

Normally at this point in a review we'd go into the 'bad bits' - you know, picking holes for the sake of it, being smart-arsed game journos thinking we know everything, but there's nothing bad to say about this game other than why the hell didn't this come out sooner? Honestly, it's just ridiculously playable and immensely entertaining from beginning to end, and that is all you ever want from a video game, surely?

This is the first game we can't review properly (well, some of you lot would disagree there, but you get our drift). The only thing left to be said is that you just have to play it. If we had our way these four pages would be filled with 'buy this, buy this', like something out *The Shining*. What more recommendation can you ask for? Go buy it already and stop wasting your time!

Bonus info

CLOUD CITY

Just about every *Star Wars* character is playable and unlockable. At one point you can even unlock the strange little pig men that try and dismantle the rest of C3-PO in Cloud City. Now, if that isn't attention to detail we don't know what is! Mind you, we still prefer playing as Han Solo and Chewie. And, as we found, Princess Leia can dish out a mean bitch slap too!

↑ The cast and crew are so much cooler than that lot in the new trilogy. Even Chewie's happy!

↑ Escaping from Hoth is a tricky business. Not only are the Snow Troopers bastard hard, but the floor is slippy as well! Eek!

↑ Find a Double Score zone for extra points!

The Summary

LEGO STAR WARS II: THE ORIGINAL TRILOGY THE FACTS...

- ✔ Brilliantly funny. There's not a missed trick here. Everything that can be lampooned has been, but not at the expense of the gameplay.
- ✔ It's *The Original Trilogy*! Han shoots first, there's no dodgy CG Jabba, and every classic moment has been included and LEGOed up..
- ✔ How many characters? Just about every person, from Luke to Salacious Crumb is included, and each has its own way of operating.
- ✔ The vehicles have been improved no end. They're a joy to use. You'll feel like the Battle Of Hoth is the coolest damned thing EVER.
- ✔ There's so much of it here! Complete the game once over and you'll find there's still 75 per cent left to uncover.

The Verdict

One of best games we've played this year. Its just fun from beginning to end. Roll on LEGO *Indiana Jones*!

9.4//10

PREVIOUSLY: Too much to mention!
COMING SOON: Guide - Issue 61

GUTTERSNIPE: WHY ARE YOU READING THIS? PUT THE MAG DOWN NOW AND GO OUT TO BUY A COPY OF THE GAME. GO ON, CHOP CHOP, OFF YOU GO.

BIZARRE CREATIONS

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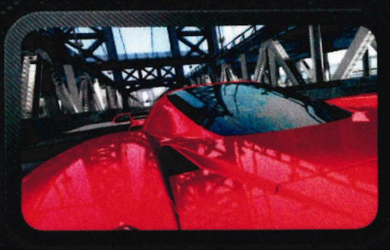

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XBOX 360

Official Xbox Magazine ELITE

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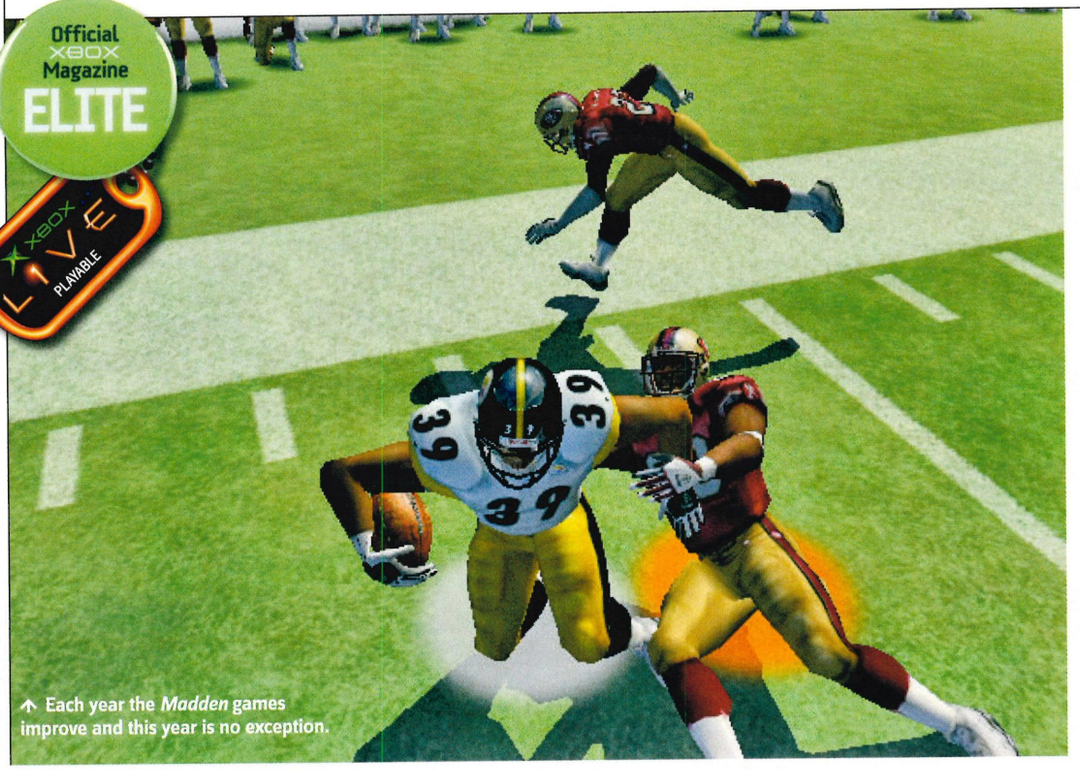


↑ Each year the *Madden* games improve and this year is no exception.

Madden NFL 07

More hard tackles than... never mind. Anyway, Madden's back

Words: Chris Scullion

Dev: Tiburon	Pub: EA
Players: 1-2	Live: 1-2 players
Release: 25 August	Price: £40
www.ea.com	

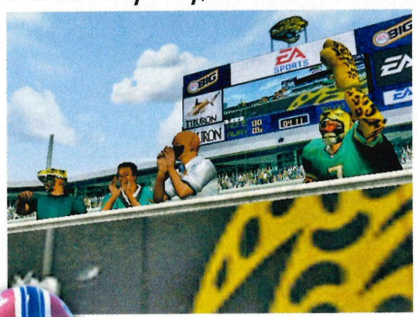
REVIEWING AMERICAN FOOTBALL games is a bit like talking about religion - people already faithful to the cause will continue to dedicate themselves to it, whereas others who aren't interested will be all but impossible to convert.

Madden NFL 07 is, after all, the 17th game in EA's illustrious *Madden* series. So there are only two real questions here - should you still go for this if you're not interested in American football, and does this 2007 edition provide enough changes over last year's game to keep the gridiron goons satisfied? In case you're the impatient type, the short answers are yes and pretty much.

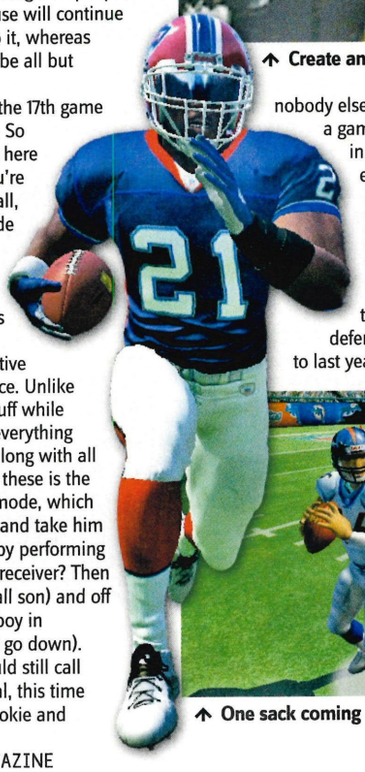
Madden NFL 07 is the definitive Xbox American football experience. Unlike EA's usual trick of adding new stuff while sneakily removing other things, everything in last year's instalment is here along with all new features. Most interesting of these is the completely reworked Superstar mode, which will allow you to create a rookie and take him all the way to the Hall Of Fame, by performing well both on the field (created a receiver? Then you'd better catch that bloody ball son) and off it (come across as a cocky wide boy in interviews and fan respect might go down).

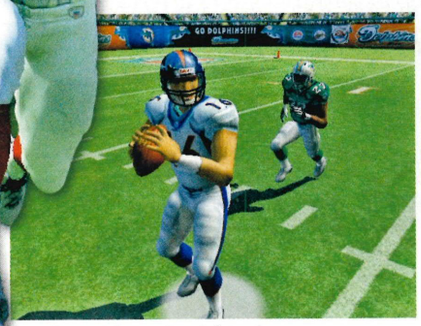
Unlike in *06*, where you could still call plays and play games like normal, this time you'll only be controlling your rookie and nobody else. It sounds boring, watching a game that you barely take part in, but it's actually really entertaining and you get really pumped up when the ball gets to you and it's your chance to shine.

That's not the only major change EA has made to the gameplay. Although defence is pretty much identical to last year's game, there are a whole



↑ Create and dress your own fans.



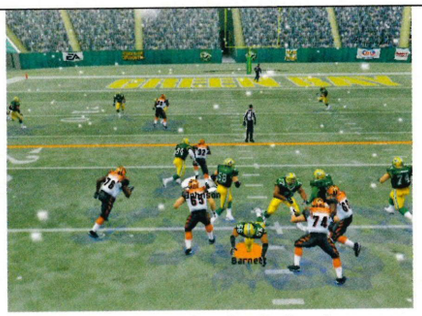


↑ One sack coming right up!

Bonus info

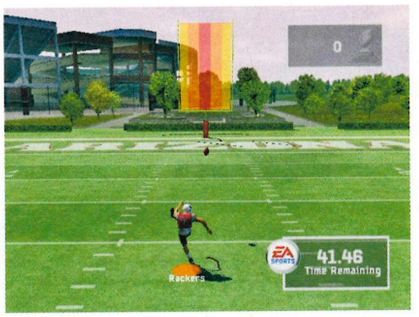
BROWNED OFF

The Create-A-Fan mode returns, meaning you can mould a supporter for your team in your own image, or simply make a freakish fanboy slob who thinks nothing of donning a rainbow afro wig and foam hand, and painting a smiley face on wobbly gut.

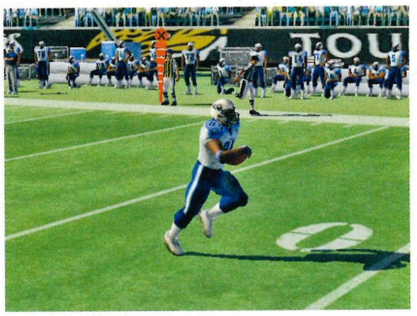


↑ Race to the orange line for the first down.

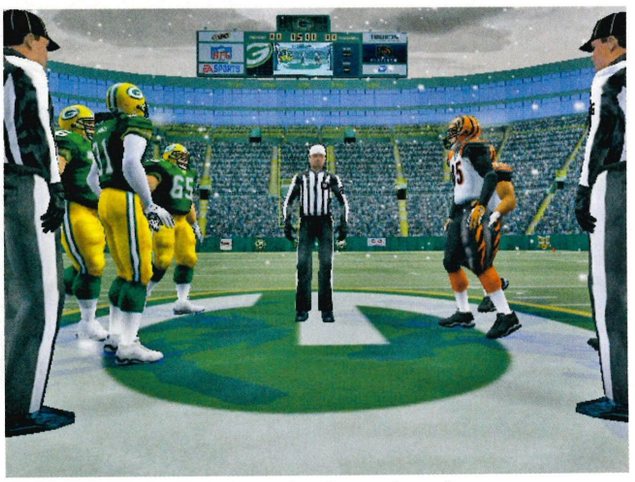
↑ If you're a noob, don't skip the practise mode.



↑ It's harder with the defence charging at you.



↑ Nice shadows...

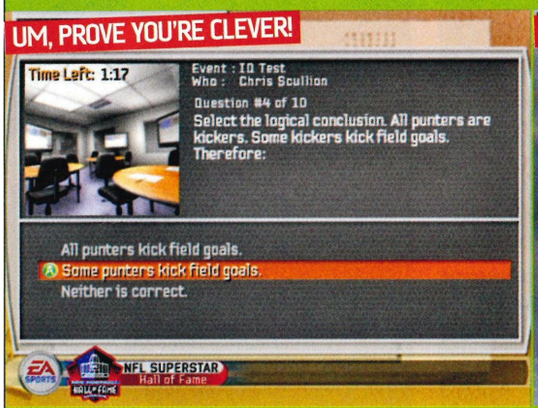


↑ Even the coin toss looks better than last year's version.

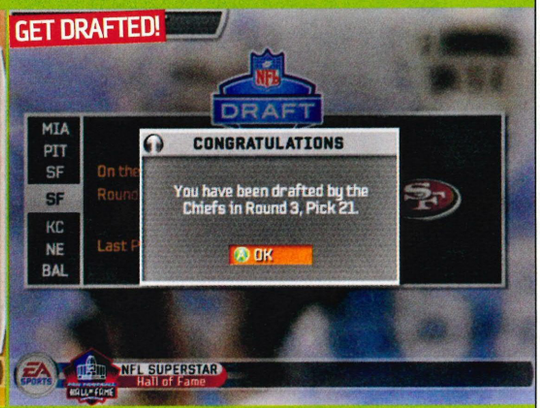
FAME ACADEMY Superstar Mode shows the easy way to be a footballer

Just like in real life, every new rookie gets the chance to erase his history and randomly generate a new set of parents with better jobs.

Next step is to change your body. Is your lad a quarterback? Give him big arms like Belfast hams. Doesn't affect him, but it looks funny.



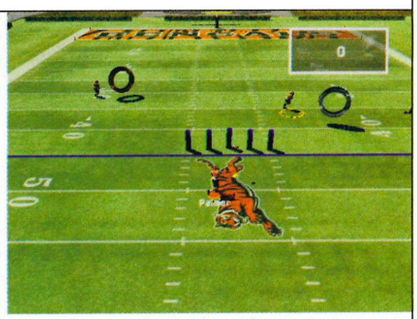
For some reason you have to fill in an IQ test to show the NFL teams you're playing with a full deck. A good score means a good awareness stat.



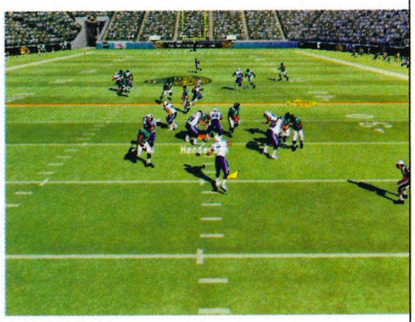
Once you're done attempting to impress the NFL teams, sit back and see which one picks you. Ended up with the Titans? Might as well jack it all in .

↑ Choose where on the field you return the punt to.

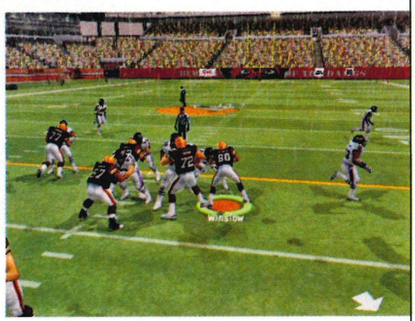
↑ It's less than a yard to the end zone. Choose the right play!



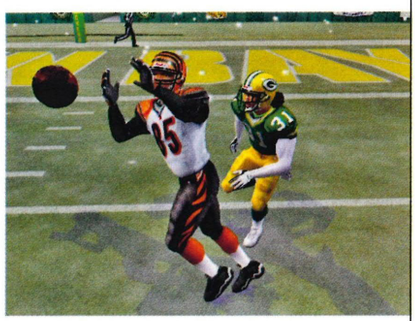
↑ Can you believe they actually do this?



↑ Spot the ball!



↑ Get rid of the ball or you're a dead man.



↑ A clean catch but he'll soon drop it...

new set of things you can do when controlling offensive players, such as the re-vamped running system - which should drastically change the way you control your running plays (sorry Madden n00b$, it could get a little technical here). Whereas every other American footie game to date has you controlling the runner after the ball's been handed to him post-snap, *Madden 07* gives you the option to select and control a lead blocker by pressing B while the players are at the line of scrimmage.

This will change the camera to a sort of third-person chase cam, where you, as the blocker, can ram opponents out the way so the CPU-controlled running back has a clear path to run through. Once the damage is done you can press B again to switch control back to the runner and romp home for a touchdown. Although this doesn't seem like a huge deal, once you get the hang of this it will lead to much more satisfying running plays, something the series had been lacking for a while. Now that the running's sorted, no more will you have to rely on constantly choosing a passing play and launching it up the field. A good thing too, since it doesn't seem like EA has changed the passing system at all this time around.

Of course, it wouldn't be an EA Sports game these days without a big deal being made about the right thumbstick doing some sort of special move. This time it's being called the 'Highlight Stick', and basically does the same thing it did last year - allowing players to avoid tackles. However, this time different players will avoid challenges in different ways, with speedy types ducking and weaving out of the way of tackles, and chunkier lads opting to just plough through defenders as if they were made of sponges cake.

The big word this year is 'depth', and with 217 new and classic teams (yes, we counted), tons of new gameplay features and both an in-depth Franchise Mode and an all-new Superstar Mode, there's plenty here to keep fans happy until *08* inevitably rears its helmet-wearing head.

Bonus info

MUSIC TO MAUL BY

As always, EA has packed the game with tons of suitably 'hip' tunes that will play during menu screens and mini-games. All the bands that are popular just now (plus Keane) are in there, so you can get your proverbial groove on. Or you could just stick Slayer on and twat your way through every player on the field as you charge towards the end zone.

The Summary

MADDEN NFL 2007 THE FACTS YOU NEED TO KNOW!

- ✔ The all-new system for running plays makes the game much more enjoyable when playing on offence.
- ✔ The revamped Superstar Mode gives a whole new level of depth. Developing your player from a rookie to a Hall Of Famer is fun.
- ✔ The graphics have received a slight overhaul. You can now see the grass cutting up as your players run over it. Nice.
- ✔ Presentation remains sweet, with perfect commentary and a front-end that makes Elisha Cuthbert look like your mate Barry's grandad.
- ✘ The extra features, though excellent, will only really be appreciated by serious gridiron fans. They're not enough to attract casual gamers.

The Verdict

The best Madden yet. Fans will lap up the new features, and it should keep you going long into 2007.

8.8//10

PREVIOUSLY: Nope - we only found out it exists by accident.
COMING SOON: Go outside and play real paintball instead.

MINI-COMPO: SEND US PICTURES OF YOUR MADE UP FANS BASED ON YOUR FAVOURITE OXM STAFFERS. WE'LL PRINT THE BEST ONES IN THE LETTERS PAGE.

↓ AI of the bots isn't the best we've seen, as demonstrated by this clown.

↑ Shoot enemies in the back - real deathmatch.

↑ Most levels look dull and murky...

↑ Enemies drop upgrades when slaughtered.

↑ Capture the Flag is present and correct.

WarPath

Halo and Quake combine in this Xbox Live-tuned shooter that fails to hit the mark

Words: Gary Cutlack

- Dev: Digital Extremes
- Pub: Groove Games
- Players: 2-16 S-Link
- Live: 2-16
- Release: TBC
- Price: £29.99 TBC
- WEB: www.groovegames.com/Games/Warpath

WELL, THIS INITIALLY seems quite a bit like *Halo*. Right trigger shoots one of the two weapons you're allowed to carry, while the left trigger signals a melee attack with a big sword type thing whose power never runs out (and you always happen to be carrying despite the government's much-publicised recent knife amnesty). *WarPath* has you running about sci-fi bases, shooting big, butch space marines who don't like to show off their faces. But that, unfortunately for *WarPath*, is pretty much all it has in common with Xbox super-series *Halo*.

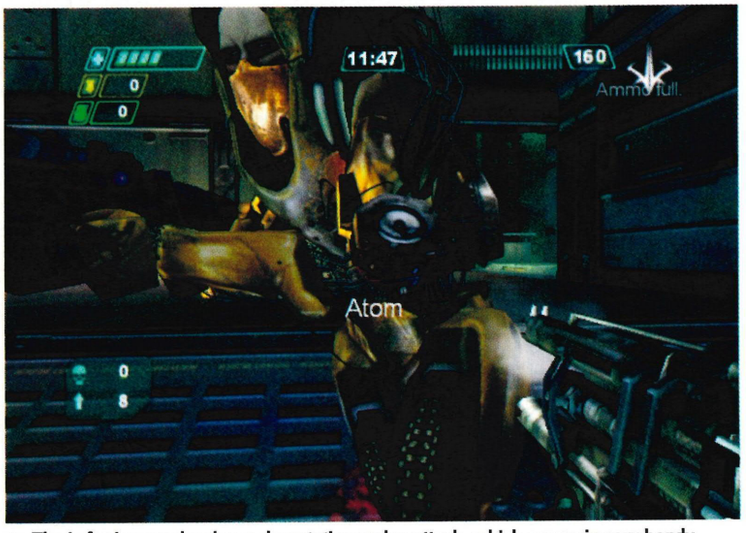
Yet *WarPath* is faster than *Halo*. You run about the levels at *Quake III* speeds, and it makes *Halo* seem a little slow in comparison. That's the only time we can say something about *WarPath* is better than *Halo*, just for the record. You can skip the rest and go straight to the score now, if you like. In fact, the *Halo* comparisons floating around turn out to be very wrong indeed. *WarPath's* weapons are more like your traditional mixture of shotguns and

Bonus info

STAND IN THE CORNER

The intelligence of the bots often left us confused and underwhelmed. We observed members of our team standing beside enemies, not shooting, just sort of looking at them or staring into space. It's not the best example of AI we've ever seen, and another reason why you really don't want to be playing this.

↑ As far as single player deathmatches go, this is a long way from *Unreal Tournament*.



↑ The Left trigger unleashes a devastating melee attack, which comes in very handy.

↑ **Upgrade your weapons and become a deathmatch legend!**

grenade launchers, it plays at a faster pace and requires much more accurate weapon aiming to really get anywhere.

In fact, *WarPath* takes a hell of a lot of playing to get good at. Yes, if you're a wimp and stick it on easy you can take out enemies because you've made them so stupid they just stand still. On the harder settings, when enemies start to get nastier and more portable, getting an accurate shot lined up is much harder than it ever was in *Halo*.

You have a stupidly powerful jump, which gives you room for skilful play if you're inclined to learn, with the small, enclosed maps really letting you leap, float and twist your way around them in a very satisfying manner.

Another thing *WarPath* has going for it is its weapon upgrade system. Ripping the idea out of maker Digital Extremes' previous game, *Pariah*, each weapon can be enhanced twice, improving things like its range or hit rate as you progress.

Take the Javelin. It's *WarPath's* version of the sniper rifle. You can upgrade it one level to give it heat signature recognition abilities, or take it higher still to increase the number of shots you can get off before a reload. Each of the game's six weapons feature a similar upgrade path, making the number of weapon variations in the game – if our GCSE maths is still working properly – something in the region of 18. Which isn't bad.

Maker Digital Extremes is also using the same health recharging gimmick it invented for *Pariah* too. At any point you can press Black to bring out your little health pump. Holding down the trigger has two effects – it makes a cool powering-up whining, phaser-on-overload sci-fi noise that we never tire of hearing, which, after about five seconds, injects a new section of health back on to your energy bar.

It's a cool twist, one that – like *Halo's* shield system – encourages tactical play, with balls-out attacking moments immediately countered by the need for you to run away and lick your wounds in peace for a few moments, before leaping back into the fight again. Not that *WarPath* is really a tactical game for all you stealth players. The weapons are skewed to match the enclosed levels, with the emphasis here firmly on unloading weapons at close range into the faces of the bots. Yes there's room for accuracy, but you'll do far better if you run around mindlessly with the sword out.

You're only allowed to take two proper weapons into battle. There are no bonus guns lying about the place for you to pick up, just »»

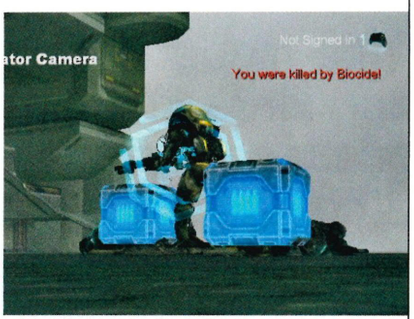
Bonus info

NEW-ISH!
About the newest and most original thing in *WarPath* is the front line assault mode. Here, you and your team are challenged with capturing key nodes littered about the map. Hold one for a certain time and it's yours. Capture all of them in an area and you can destroy the enemy base.

↑ **You're only allowed to take two weapons at a time into each deathmatch.**

↑ **Yep, it's all starting to look the same now...**

↑ ***Halo* was clearly an influence.**



↑ **Use the spectator cam to find hidden foes.**

NO FRIENDS? There's not much to do offline and alone...

CONFLICT ZONES

15 solo matches, split across variations of capture the flag and deathmatches. These often involve teams, but Xbox-controlled bots is like rounding up sheep with a cat.

PRACTISE MODE

Combat stages are broken up into deathmatch, team deathmatch, CTF and frontline assault. Pick your bot skill level and play... but on your own.

THAT'S EVERYTHING

***WarPath* is meant to be played by people who have a Gamertag and play Xbox Live. But, the game is just a bit empty and boring on your own.**

MORE OF THE SAME: THERE'S EVERY CHANCE WE COULD SEE A PARIAH SEQUEL ON XBOX 360 CONSIDERING THE ORIGINAL WAS PRETTY GOOD. NO MORE DOCTORS THOUGH...

ORIGINAL? No, it isn't really

FACELESS MARINES

These Coalition troops look familiar? Remind you of anyone? Trigger any repressed memories of getting lost in a vast Library for hours on end? STOLEN FROM: *Halo*, obviously.

HEALTH RECHARGER

When you've taken a beating this handy medical device lets you run away and add a few extra life bars to your. It's a life saver. STOLEN FROM: *Pariah*, from the same developer.

ARENA MATCHES

Instead of giving you the old sci-fi saga treatment, *WarPath* simply serves you up with a load of levels you can play as you like. STOLEN FROM: *Unreal Tournament*

LEFT-HAND BLADE

If you're stuck without a weapon, or near someone and don't want to waste your amwmo can initiate a one-shot-kill melee attack. STOLEN FROM: *Halo*, again

↑ This had potential but failed to deliver...

↑ Gary makes headshots look hard.

↑ Give him everything you've got.

"The maps all look the same. Dark grey corridors lit with green lights, metal ramps, snowy exteriors - it's like walking around in a constant state of déja vu!"

↑ Vehicles help vary the gunplay but they're nearly as much fun as what *Halo 2* did.

Bonus info

TWICE THE POWER
It's all about picking up the Combat Augmentation Modules that dead enemies drop. These let you power up your weapons twice, adding new features, boosting the fire rate and generally making yourself seem harder. A fully powered up Vanguard blaster fires out a little drone that stands guards and shoots anything within range. Big highlight.

» ammo packs to refill your existing choices and upgrade modules to level-up your weapon powers. To begin with you're only allowed to pick the default two for your chosen character class, with a further four gun types eventually unlocking themselves as your reward for playing through the missions.

In this single player mode you get a ludicrous story about the three alien races, presented very poorly via cheapo text and still image screens. It lets you know you're in a star system with three distinct races in it. This leads you to the Clan Select screen, where you decide if you want to be an Ohm, a Coalition or Kovos fighter. Each species starts with a different pair of weapons.

The Coalition troops are literally a bunch of Master Chiefs; mysterious soldiers wearing shiny helmets so you can't see their faces. The only difference between these guys and the Ohm and Kovos troops is the starting weapons. Whoever you pick it's then off into the game, which is presented in an *Unreal Tournament*/*Quake III* style series of deathmatches and team events that span 15 Conflict Zones. By Conflict Zones they mean levels. There's no progressive story, just you getting chucked into various Hell holes and fighting for your life.

Some of these single player matches are regular deathmatches, while some are the team-based regulars like capture the flag, team deathmatch and one they call Frontline Assault - a battle to take possession of the enemy team's territory. A sort of 'king of the hill' variant, if you will. Problem is, you always end up playing capture the flag with a bunch of Xbox-controlled goons.

The artificial intelligence is a bit of a mess, really. Often, enemies you're supposed to be at war with ignore you, run past you and don't respond or react when you're firing bullets into their backs.

↑ *WarPath* is best played online, especially as far as the team games go.

↑ Start exploding things online and things start to get very jerky indeed.

↑ Be careful of stupid AI. Don't depend on your AI friends...

↑ It wouldn't be the same without ROCKETS!

↑ Bots haven't heard of strafe-shooting.

Perhaps it's a clever trick to get you to think you're on their team and to lure you into a cunning trap! But no, they're just slightly dim. Enemies run along the same attack lines each time, stuck to their set routines and not really paying enough attention. It's funny to watch, but we'd rather play a game we can laugh with, not at.

WarPath is meant to be played as a multiplayer game against proper humans who know what they're doing and want to use the levels and weapons properly. You're allowed to practise all of the Xbox Live deathmatches and other games on your own, offline and with bots – bots you can helpfully set to any one of five difficulty settings – and get going.

Again though, the brains of your bots lets you down. When playing alongside an Xbox-controlled team, you always feel like they're waiting for you. In capture the flag, they never capture the flag, they wait for you. While this is handy and gives you something to do, it means you can never play as the one who stays back in your base guarding your own territory – you always have to be the go-getter and the flag-getter, as the AI players simply aren't intelligent enough to do it themselves. The default match time is 15 minutes, which seems an age when you're running around some bots trying to work out where your flag is. It's nice to have the option to play these games offline on your own, but that's just not what they're designed for. So yes, there's all this single player stuff, but it's pretty flimsy and clearly only meant to be treated as training for online slaughter.

Thankfully, all this works on Xbox Live and System Link so you're free to muck around and create your own fun. Things liven up even more when you progress to a map with vehicles in, with the sheer feeling of relief at having something else to do making the game suddenly seem vastly more interesting than it actually is. Although the claustrophobic nature of the maps means you're often a sitting duck when you get into a vehicle.

The main problem is the way *WarPath* gets quite jerky online, and off when anything vaguely pyrotechnical happens. Start setting off your weapons when several people are running around and you're treated to awkward pauses as the game struggles to catch up with what's happening.

The maps all look the same too. Not just a bit the same, but every one seems to be a slight variation on the last. And even the last one was only a slight variation of something from *Halo* or *Quake III*. Dark grey corridors lit with green lights, light grey sides, metal ramps, snowy exteriors – it's like walking around in a constant state of déja vu.

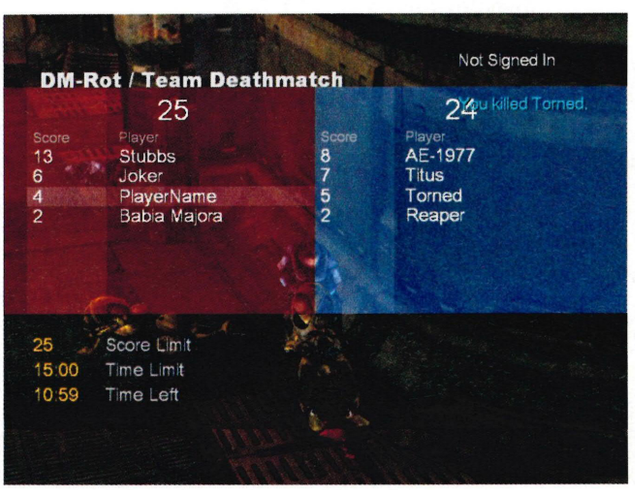
And that's about your lot. *WarPath* is basic and fairly competent, but it's also amazingly boring. You run through the same tired, old grey space bases we've seen a thousand times before, blast rockets, jump, get killed and start all over again. It pains us to say it, but there's practically nothing innovative or exciting about it, save for the interesting weapon upgrading system. And that's been so obviously nicked from *Pariah* anyway.

In fact, *WarPath* is only really worth buying if you're a dedicated Xbox Live deathmatch player, and even then you might be disappointed at the below-par, below-*Halo 2* action on offer. There's less to do, fewer maps and game types, plus it's not like the servers are going to be packed with people to play against. Still, if you want some new maps to play around and can convince a few of your friends to get it at the same time, it'll do you for a while. Running around corridors shooting rockets at people is always going to be a bit of fun, even if the corridors are all starting to blur into one big, dull, grey mess.

Bonus info

HAND IN GLOVE

The Vibro Blade is your melee attack weapon. It looks like a Klingon sword and hacks apart enemies in one go. Given the tight nature of the maps, it's a very useful weapon and one that gets you out of a hell of a lot of trouble.



↑ Practise offline and then take your skills to the masses. Best way!

The Summary

WARPATH THE FACTS YOU NEED TO KNOW!

- ✔ Fast paced action means you're never left stuck out in the middle of nowhere with no one to shoot at – it's all there in your face.
- ✔ The levels are all small and tight, which really suits the aggressive style of play. It's non-stop unloading into faces.
- ✘ There are no split-screen multiplayer options, so if you've not got Xbox Live you're stuck playing deathmatches against bots.
- ✘ The bots aren't the cleverest – it's miserable playing capture the flag with a team of Xbox-controlled simpletons who mess up constantly.
- ✘ You almost certainly already have *Halo 2*, which does all of *WarPath*'s tricks and online match modes better.

The Verdict

Not bad, it works and everything, but there's nothing to get excited about. A generic shooter at best.

5.5//10

MISSING LINK: SEEING AS THOUGH PARIAH SHIPPED WITH AN EXCELLENT MAP EDITOR, WE'RE AMAZED WARPATH DIDN'T BRING THE SAME FEATURE TO THE TABLE. THEY MISSED A TRICK THERE WETHINK...

ProStroke Golf: World Tour 2007

Tee off with a control system that shows Tiger a new trick or two

Words: Mike Jackson

Dev: Gusto Games	Pub: Oxygen Int.
Players: 1-4	Live: none
Release: Out Now	Price: £35
Web: www.prostrokegolf.com	

JUST AS TIGER WOODS continues to make mincemeat of his opponents in real life, his videogames lead the golf genre without contest. But *ProStroke Golf: World Tour 2007* hopes to muscle in on some of *Tiger's* glory with a brilliant new control mechanic.

ProStroke Golf is all about control. *Tiger Woods* pioneered the analogue-swing control system, and this adapts and expands on it, coming up with a more playable system that seems to mimic the challenges of real golf more accurately. At first it looks like any other golf game - you set up the angle of your shot from a third-person view, with the help of a zoom camera and an overhead course map. But the clever bit kicks in when you enter the Shot mode. You take your shot from the eyes of the golfer, looking down at the ball.

Instead of controlling and adjusting a load of power bars and target icons, you have direct control over the movements of your golfer. Tilt the left analogue stick up or down and you'll see your golfer turn his wrists to alter the angle the club hits the ball. Tilting it left or right alters your golfer's weight, leaning more on the front or back foot, and you can use the D pad to change the positioning of his feet. Then finally, you just pull the right analogue stick to the right to raise the club (the higher you raise it the more power you get), then swing it left again to take the shot.

With each subtle change to the golfer's body position and grip on the club, you can change the way the shot will send the ball flying through the air. Twisting your hand puts spin on the ball.

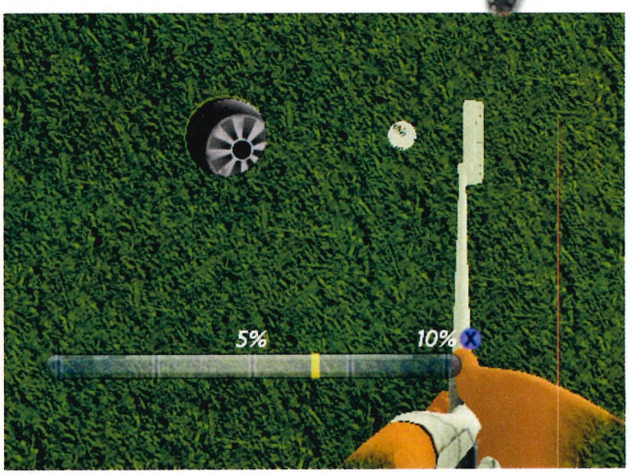
↑ With the new control system that lets you control the club directly, putting is particularly challenging.

Meanwhile, repositioning, your feet allows you to curl it. Lean more on your back foot and you'll get a higher, lofting shot, whereas leaning forward will keep it low.

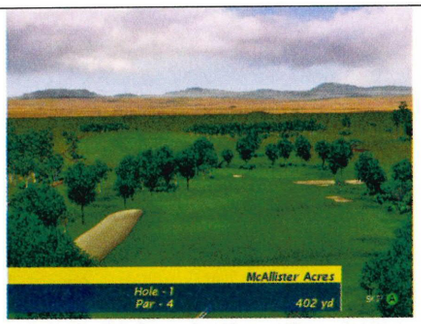
This is fantastic because it challenges you in areas real golfers would be challenged. Do real golfers struggle to put power behind a shot? No. In this game, getting maximum power is as easy as swinging the club back as far as it will go. If you want a little power and think you've gone overboard, release the stick before you strike the ball and your golfer will abort the swing. But just like in real life, the real skill comes in when you start trying to put spin on the ball to counter the effects of wind, or try to perform a curve shot around an obstructing tree. It takes a lot of practise to get it right, but once you do it's even more satisfying because YOU made the expert decisions and positioned your golfer to achieve the results, instead of just setting some artificial power bars and target icons.

That's not the only area of golf *ProStroke* tries to innovate in. In the main Career mode, you create a golfer and start off in the lower leagues, working your way up to the top by earning Renown points. The cool thing is, Renown isn't just earned by winning matches, but also by performing skilled

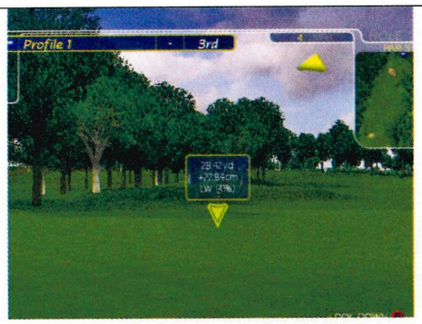
↑ Our cap-wearing golfer tees up the shot as we go for a birdie on this par four course.



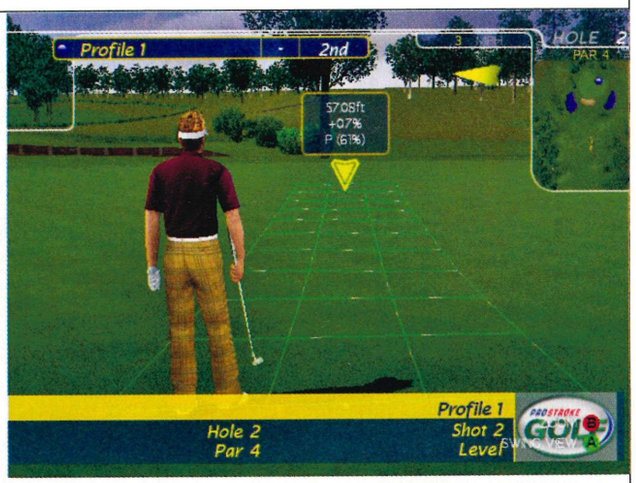
↑ These are the shots you don't miss. Unless you're blind.



↑ It looks nice from afar. Shame about close up.



↑ Position the marker to show power guidance.



↑ Once we grasped the controls, we were sinking whoppers like this.

"ProStroke is all about control. Tiger Woods pioneered the analogue swing system, this expands on it."

tasks during play. If you sink a putt from 30 yards away, or hit the flag pole from a shot off the fairway, the game will give you the Renown for it. This makes acts of skill even more satisfying - the game literally salutes your skill with a beneficial reward.

A great control system coupled with a decent Career mode spells a big win for golf fans, but does it knock *Tiger Woods* off the top? Unfortunately, a few niggles prevent it from accomplishing that feat. The graphics leave plenty to be desired; the courses looking bland and lifeless. Getting up close to trees and other forestry clearly exposes the game's disappointing visual shortcomings.

We're also not entirely convinced by some of the ball physics - it sometimes seems to pass through trees like they don't exist. We've also seen balls land at high speed directly into a bunker and bounce right back out, almost as if the soft sand was just grass. And it won't be long before the imbecilic commentator will say something so stupid you'll want to smash his head in with a golf club.

ProStroke Golf has practically come from out of the blue, and even though it's a lot better than we thought it would be, it's these deficiencies that give the game a bit of a grubby feel - it's not as polished and refined as the *Tiger Woods* games that EA produces. But if you don't get along with EA's swing system, or just fancy a change, *ProStroke Golf* is definitely worth your time. You just have to make sure that you're ready to learn a new control system, and be a bit rubbish for a short while. The curving shots are very tough to pull off, especially with high-winds and *Tiger Wood's PGA Tour* experts might find it frustrating to be smashing the ball off into the rough. But the Career mode is great, and with full course and golfer editing features, there's nothing else you could possibly want. Apart from Xbox Live play and the option to swap your courses online. OBVIOUSLY!

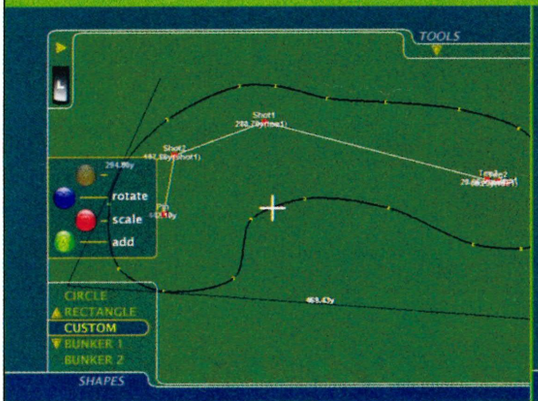
Bonus info

DRESS TO IMPRESS

As well as creating a course, you can also make your own golfer too. Why would you want to, though? Golfers aren't exactly the most fashionable people in the world, are they?

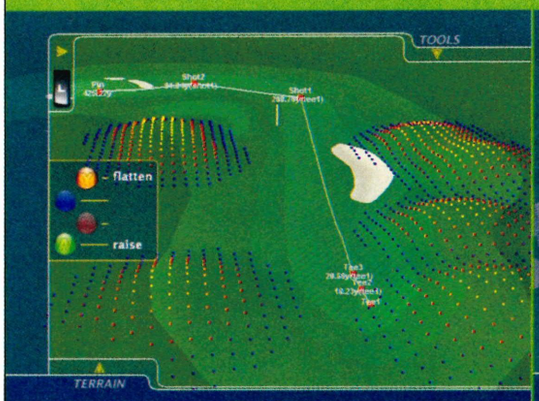
CREATE-A-COURSE For the perfect hole in one...

There are a couple of real courses in *ProStroke Golf*, although most of them are fictional. But Gusto Games has created a brilliant course-editing tool - simply create your own golf course.



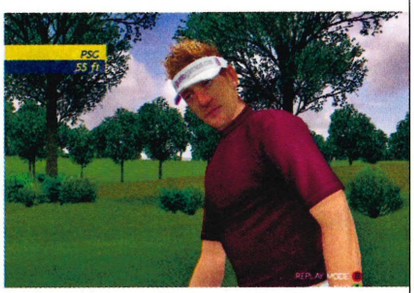
First you outline your course with a simple dot-to-dot-style editing tool. You set the par you want, and the game will guide you on how large the course should be.

Once you have an outline you can begin to form the terrain within the course, positioning the tee, crafting the fairway and setting up the hole.

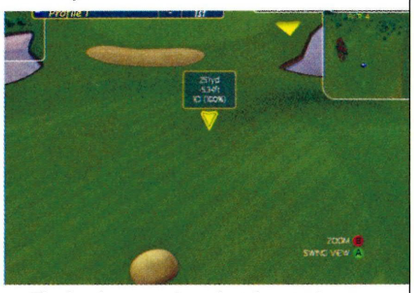


Then you can zoom in to your course and create dips, hills and slopes to make it more challenging. You can make sensible hills, or unrealistically large ones. Your choice.

With everything in place, all you need to do is add the finishing touches like trees and other environmental obstacles. Then get out the clubs and give it a go.



↑ If only we could look as cool as him.



↑ The bunkers aren't as that threatening.

The Summary

PROSTROKE GOLD: WORLD TOUR 2007 THE FACTS YOU NEED TO KNOW!

- ✔ The great new control system feels like it replicates the real-life challenges of golfing.
- ✔ A greater illusion that you're in control of the golfer and not just a bunch of power bars.
- ✔ Neat course editor lets you build any type of course you like, or even imitate real ones.
- ✘ A bit simple on the graphics side of things. A few more trees and bushes would have been nice.
- ✘ Totally idiotic commentary will say you messed up when you hit a winner, and other sorts of verbal diarrhoea.

The Verdict

A highly playable golf sim with a fantastic control mechanism and an impressive Career mode.

8.1//10

CRAZY GOLF: IF YOU CAN PUT TOGETHER PARTICULARLY WACKY (BUT STILL PLAYABLE) GOLF COURSE WITH THE COURSE EDITOR, WE'D BE INTERESTED TO SEE IT. WHY NOT RECORD FOOTAGE AND SEND IT IN TO THE PLAYMORE SECTION?

↑ Nothing says male-bonding like grabbing hold of the bloke next to you like he was Sarah Michelle Gellar in the nude.

Super League Rugby League 2

Rugby Union's thick-eared cousin gets its own Xbox outing

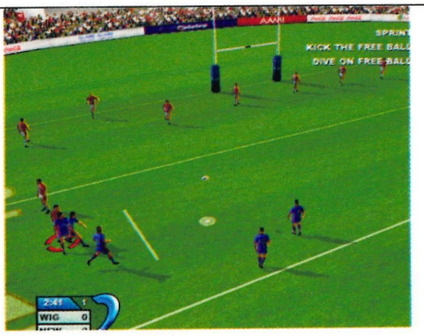
Words: Mark Robins

Dev: Sidhe Interactive	Pub: Alternative
Players: 1-2	Live: 2 Players
Release: Out Now	Price: £30
www.alternativesoftware.com	

FOR THE BENEFIT OF THE CONFUSED – those strange people who didn't even know there was an alternative to football, let alone two different forms of rugby – Rugby League is the one Johnny Wilkinson DOESN'T play. And while the same could be said for Rugby Union at the moment (given how much time the little sicknote seems to spend on the physio's treatment table), it's all the indication you need that Rugby League is the less popular and glamorous of the two rugby codes. Now we're not knocking Rugby League here (best to point that out before we get a coach-load of angry northerners racing down to introduce us to the pleasures of hospital food); it's certainly more energetic and brutal that its Union cousin, but the

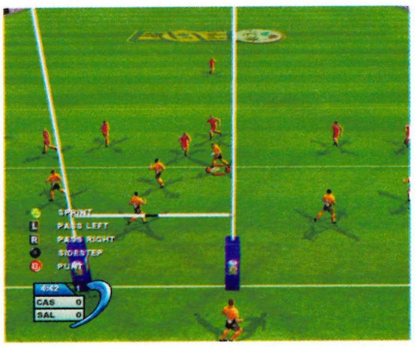
Bonus info

SMOOTH MOVES
One of the best touches is the player animation that was all motion-captured in New Zealand's WETA studios (of *Lord of the Rings* fame) no less. Pity it doesn't work properly during the hilarious 'air tackles'.



↑ That defensive line looks tough to break.

↑ The tackles are less friendly than this looks.

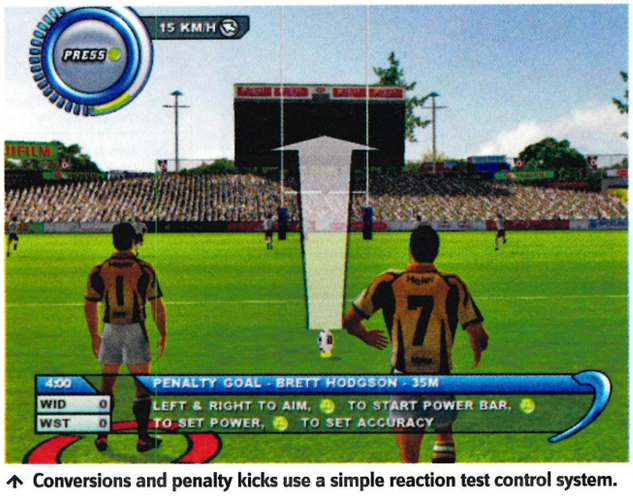


↑ Perhaps now's the time to boot it upfield?

↑ The game helpfully pauses for punts.

Bonus info

CAN WE GET A REWIND?
It's not really a vital game component but why is there no option to replay the action at any point? We want to see those bone-crunching tackles again and again from every direction. Instead you have to wait for a try, and then you only get to see it again from a few poorly chosen angles. Shame really.



↑ Conversions and penalty kicks use a simple reaction test control system.

↑ What happens next? (Hint: it probably involves manly bottom slapping).

↑ **Pass left, pass right, or plough straight through the middle? It's a tough choice.**

↑ **The detail on the players is reasonably impressive up close, but less so in matches.**

fact remains - Rugby League lacks the depth and complexity of Rugby Union and as such is never going to produce an Xbox game to compare with EA's excellent *Rugby 2006*.

With that in mind, *Super League Rugby League 2* has its work cut out if it's going to persuade us that it's worth shelling out your hard earned cash for.

Diving straight into a game (because that's pretty much all there is to do. For some weird reason the developer forgot to include any form of training or tutorial mode), it's immediately clear that *SLRL2* is going for the 'dynamic' side of the sport rather than the tactical, by presenting a control set up stripped down to the bare minimum of running, passing and tackling controls. So that basically boils down to holding down the sprint button while feeding the ball out to the wings when on the attack, and steering your northern beefcake into the oncoming ball-carrier when in defence. Or, as was mostly the case in our experience, running in totally the wrong direction while the computer-controlled players tried desperately to make up for our glaring inadequacies.

To be fair, there are some (some!) more advanced moves on offer: attackers can dodge tackles; shoulder barge and pass the ball out to playmakers; defenders can look to strip the ball from the opposition's hands; and everyone can dive for spilled balls. But ultimately you never feel like you're doing more than running head-long at the try line, fingers crossed that your man with the ball has enough oomph to barge past the defenders. There are no set patterns of play to exploit, no clever off-the-ball runs by your wingers to draw defenders and no real sense of being involved in a game plan. Worse still, there's none of that raw feeling of explosive power that makes Rugby League so exciting to watch.

This lack of involvement is echoed in the set pieces, with scrums that are totally controlled by the computer. As it is, you're left to twiddle your thumbs while the computer decides which way the ball is going to roll.

If the rugby itself feels sparse, the game options on offer look slimmer than Keira Knightley. With cholera. In terms of teams you get the British Super League teams and southern-hemisphere NRL teams, along with a handful of international Test teams that only unlock themselves after 11 hours have been okayed! Er, hello?! What's that all about?

Likewise, game modes are equally spartan. Quick match, a handful of pre-set tournaments, and a Career mode (which lets you indulge in an extremely basic level of player training, buying and selling), and that's your lot. Actually, that's a lie - there's a decent custom tournament creator too, but since it lacks a random team picker to fill out the draws (you physically have to choose every single team and their place in the tournament) it's barely worth mentioning.

Super League Rugby League 2 is a brave attempt at recreating a sport that, let's face it, just isn't suited for a console makeover. It's like trying to make a game based on the egg-and-spoon race. And while there are one or two nice touches - the inclusion of a Live mode is an unexpected pleasure, even if the only people likely to play online are sports-obsessed Aussies, and the way the camera spins from one end of the pitch to the other during a turnover is straight out of *The Matrix* - the end result is predictably average, less so when you consider the feature-lite nature of the game modes.

League fans who aren't too fussy will probably be pleased just to see their sport turned into a game, but general rugby fans would do better to keep their fingers crossed for a Rugby League mode in next year's EA *Rugby* game.

Bonus info

PAUSE FOR KICKS

Another nice feature is the way the game instantly freezes for a second when you punt the ball up field, giving you time to kick the ball in a vaguely useful direction, rather than the irritating snap kicks you're forced to perform in EA's *Rugby 2006*. Not realistic, sure, but very nice.

The Summary

SUPER LEAGUE RUGBY LEAGUE 2 THE FACTS YOU NEED TO KNOW!

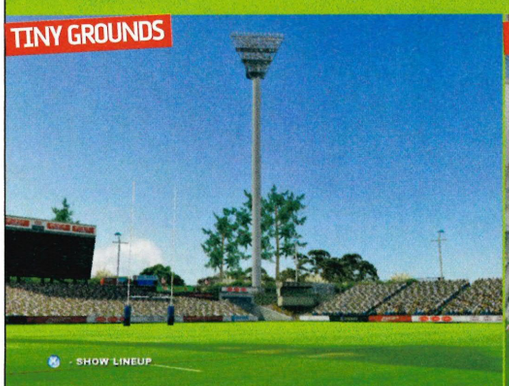
✔	The fact that Xbox finally has a Rugby League game must be good news to some people, but general rugby fans might be disappointed.
✔	Matches have some good animation and one or two nice touches, which means they're not a total disaster.
✘	The control system feels basic, and matches lack depth. There's no sense of aggression or involvement at all.
✘	Scrums are handled totally by the computer, further separating players from any feeling of participation at all.
✘	A complete lack of game modes (no tutorials?!) means there's very little here beyond the basic career mode.

The Verdict

One or two nice touches, but ultimately a let down for rugby fans expecting a decent game. For RL fans only.

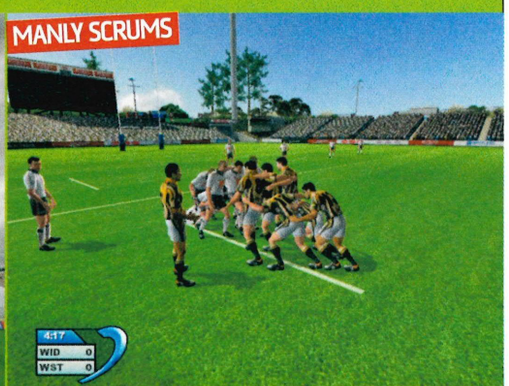
5.3//10

IT'S GRIM UP NORTH Three things to look out for to when you're watching Rugby League



Most Rugby League grounds look like chicken sheds round a mud bath. Even the more glamorous stadiums look less finished than Wembley Stadium.

Head into Rugby League's northern England stronghold, and you're guaranteed more grey clouds than a sight-seeing trip to Chernobyl.



Rugby League's scrums are smaller and hard. Tough Northerners wouldn't be seen dead shoving their head between the man in front's bottom cheeks.

TIGHT END: THE FIRST EVER GAME WAS BETWEEN THE LATROBE YMCA AND THE JEANETTE ATHLETIC CLUB IN 1895. LATROBE WON 12-0, A VICTORY THE VILLAGE PEOPLE CELEBRATE TO THIS DAY. PROBABLY.

Official Xbox Magazine ELITE

Elite Directory

The best Xbox games that scored 8.5 and more!

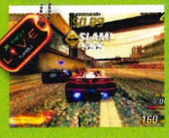
BATTLEFIELD 2: MODERN COMBAT
REVIEWED: Issue 48
TYPE: FPS
"Thrilling, tactical and easy to play. A great multiplayer FPS"
SCORE 9.0 XBL: ★★★★★

BEYOND GOOD & EVIL
REVIEWED: Issue 26
TYPE: Adventure
"Diverse and delicious. This isn't about violence, but about story, subterfuge and character"
SCORE 8.9

BROKEN SWORD: THE SLEEPING DRAGON
REVIEWED: Issue 23
TYPE: Adventure
"A detective game that will stick with you after you've finished"
SCORE 9.0

BROTHERS IN ARMS: EARNED IN BLOOD
REVIEWED: Issue 48
TYPE: Squad shooter
"A gripping, even harder follow-up to a great title"
SCORE 8.9 XBL: ★★★★

BROTHERS IN ARMS ROAD TO HILL 30
REVIEWED: Issue 41
TYPE: Squad shooter
"A compelling, well-designed title. Depth *MOH* dreams of"
SCORE 8.9 XBL: ★★★



BURNOUT: REVENGE
REVIEWED: Issue 47
TYPE: Racing/Action
"Sensational speed, great looks and superbly aggressive racing - recommended"
SCORE: 8.9 XBL: ★★

CALL OF DUTY 2: BIG RED ONE
REVIEWED: Issue 50
TYPE: FPS
"The ultimate on-rails World War II shooter!"
SCORE: 9.0 XBL: ★★★★

CONFLICT: VIETNAM
REVIEWED: Issue 34
TYPE: Squad-based shooter
"Bigger and tougher than its *Desert Storm* siblings. It'll suck you in and love you long time"
SCORE 8.5

CONKER: LIVE AND RELOADED
REVIEWED: Issue 44
TYPE: Third-person shooter
"Funny, crude and hugely playable shooter"
SCORE 9.0 XBL: ★★★★★

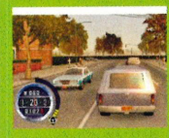
COMMANDOS STRIKE FORCE
REVIEWED: Issue 53
TYPE: Squad Shooter
"New FPS *Commandos* kicks three different kinds of arse!"
SCORE 8.6 XBL: ★★

CRIMSON SKIES
REVIEWED: Issue 23
TYPE: Action
"A great package that's been playtested to death - and it looks gorgeous"
SCORE 8.9 XBL: ★★★★★

DEAD OR ALIVE ULTIMATE
REVIEWED: Issue 39
TYPE: Beat 'em up
"A beautiful, balanced fighter; a wealth of multiplayer options"
SCORE 8.8 XBL: ★★★★★

DEUS EX: INVISIBLE WAR
REVIEWED: Issue 26
TYPE: FPS/RPG
"Mind-blowing, expertly crafted experience. Don't miss it"
SCORE 9.0

DOOM 3
REVIEWED: Issue 40
TYPE: FPS
"Not the genre-defining FPS that we expected but still extremely polished and entertaining"
SCORE 8.5 XBL: ★★★★



DRIVER PARALLEL LINES
REVIEWED: Issue 54
TYPE: Action
"One game, two time periods! Takes the series back to what it does best (actual driving)"
SCORE 8.6

FAHRENHEIT
REVIEWED: Issue 47
TYPE: Adventure/Puzzle
"A truly captivating, dark, and grown-up adventure title. Xbox needs more games like this"
SCORE: 8.9

FAR CRY INSTINCTS
REVIEWED: Issue 47
TYPE: FPS
"Shoot guns in a free-roaming island paradise! At times stupid, at times wildly brilliant"
SCORE: 9.1 XBL: ★★★★

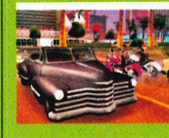
FIFA 06
REVIEWED: Issue 48
TYPE: Sports
"Your annual update of football fodder is served. The *Pro Evo*-est *FIFA* yet!"
SCORE: 8.5 XBL: ★★★★

FIGHT NIGHT ROUND 3
REVIEWED: Issue 54
TYPE: Sports
"Stick your dukes up for EA's finest boxing effort yet - now with fully-animated sweat FX!"
SCORE 8.7 XBL: ★★★★

FORZA MOTORSPORT
REVIEWED: Issue 42
TYPE: Racing
"All the thrills of *Gotham*, plus mods galore and phenomenal online options"
SCORE 9.4 XBL: ★★★★

FSW: TEN HAMMERS
REVIEWED: Issue 52
TYPE: Strategy
"The nail-bitingly tough RTS is back. More wartime action than your fingers can handle!"
SCORE 9.0

GRAND THEFT AUTO DOUBLE PACK
REVIEWED: Issue 25
TYPE: Driving/Action
"PS2 port, but a benchmark of crime titles yet to be beaten"
SCORE 8.9



GRAND THEFT AUTO: SAN ANDREAS
REVIEWED: Issue 44
TYPE: Driving/Action
"Tons of new features - the biggest, most polished *GTA* yet"
SCORE 9.6

GUN
REVIEWED: Issue 50
TYPE: Action adventure
Cracking western action. Dusty horseback *GTA*-style epic from the House of Hawk"
SCORE 9.0

HALF-LIFE 2
REVIEWED: Issue 49
TYPE: FPS
"The finest single-player shooter made gets squeezed into the big black box"
SCORE 9.8

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION
REVIEWED: Issue 46
TYPE: Action
"Destroy everything you see in the Xbox smash spectacular!"
SCORE 8.5

INDIANA JONES AND THE EMPEROR'S TOMB
REVIEWED: Issue 14
TYPE: Action adventure
"One of the best single-player adventures on Xbox. Brilliant"
SCORE 9.0

JET SET RADIO FUTURE
REVIEWED: Issue 02
TYPE: Platformer/ Extreme sports
"Supremely playable and very stylish. Huge, intricate levels"
SCORE 8.9

KINGDOM UNDER FIRE: THE CRUSADERS
REVIEWED: Issue 34
TYPE: Action/Strategy
"Atmospheric slash 'em up with a strong strategy element"
SCORE 8.9 XBL: ★★★

KINGDOM UNDER FIRE: HEROES
REVIEWED: Issue 50
TYPE: Action/Strategy
"Give the orders, then get stuck in yourself! The best *KUF* yet..."
SCORE 9.0 XBL: ★★★

LARA CROFT TOMB RAIDER: LEGEND
REVIEWED: Issue 54
TYPE: Adventure
"Lara's back - and she's hotter and better than ever"
SCORE 8.7

LMA MANAGER 2006
REVIEWED: Issue 49
TYPE: Sports
"Chewing gum and sheepskin coats at the ready - *LMA* gets a great(ish) new look!"
SCORE 8.5

MADDEN 2005
REVIEWED: Issue 34
TYPE: US sports
"Incredible visuals, great commentary, brilliant play. You'll be busy for months"
SCORE 8.5

THE MATRIX: PATH OF NEO
REVIEWED: Issue 50
TYPE: Action adventure
"The Matrix game we should have had in 2003"
SCORE 8.5

MAX PAYNE 2: THE FALL OF MAX PAYNE
REVIEWED: Issue 25
TYPE: Action/Shooter
"Definitive blockbuster action title bursting with new ideas"
SCORE 9.2

MERCENARIES
REVIEWED: Issue 39
TYPE: Third-person shooter
"Amazing effort. More plot and fewer explosions would have shaken *GTA*'s grip considerably"
SCORE 8.5

METAL ARMS: GLITCH IN THE SYSTEM
REVIEWED: Issue 23
TYPE: Action/Shooter
"Gorgeous graphics, engaging characters, stacks of variety"
SCORE 9.0

MORTAL KOMBAT: SHAOLIN MONKS
REVIEWED: Issue 47
TYPE: Beat 'em up
"Eye-wateringly good. A new beginning for the *MK* franchise"
SCORE: 8.6

MOTOGP: URT 3
REVIEWED: Issue 46
TYPE: Racing
"Thrilling tracks and the best graphics on Xbox - you need this more than any other racer"
SCORE 9.5 XBL: ★★★★★

MTV MUSIC GEN. 3
REVIEWED: Issue 30
TYPE: Music
"Essential for anyone with aspirations of headlining at Ministry. Playable and friendly"
SCORE 8.5

NHL 2005
REVIEWED: Issue 35
TYPE: US Sports
"The standard annual update, but with an improved roster of dummy shots and tricks"
SCORE 8.9

OTOGI 2: IMMORTAL WARRIORS
REVIEWED: Issue 39
TYPE: Adventure
"An absolutely stunning, deceptively deep actioner"
SCORE 8.6

OUTRUN 2006: COAST 2 COAST
REVIEWED: Issue 54
TYPE: Racing
"Ultimate *OutRun* - gorgeous, fast and totally off its head"
SCORE 9.0 XBL: ★★★

PARIAH
REVIEWED: Issue 42
TYPE: FPS
"Absorbing, tightly paced, ace mapmaker, incredible physics, innovative weapons system"
SCORE 8.9 XBL: ★★★★★

PETER JACKSON'S KING KONG
REVIEWED: Issue 49
TYPE: FPS/Action
"Beat your chest with joy! This is the true king of the jungle..."
SCORE 8.7

PRINCE OF PERSIA: THE SANDS OF TIME
REVIEWED: Issue 26
TYPE: Action/Platformer
"The Prince is the new king of platformers. Truly outstanding."
SCORE 9.0

PRINCE OF PERSIA THE TWO THRONES
REVIEWED: Issue 50
TYPE: Action/Platformer
"Easily the best *Prince of Persia* game to date"
SCORE 9.1

PRO EVOLUTION SOCCER 5
REVIEWED: Issue 49
TYPE: Sports
"Proving that *Pro Evo* is still the greatest sports game ever"
SCORE 9.5 XBL: ★★★★

PSI-OPS: TMC
REVIEWED: Issue 33
TYPE: Third-person shooter
"Inventive powers offer hours of fun. Outstanding AI compensates for poor story"
SCORE 8.6

PSYCHONAUTS
REVIEWED: Issue 50
TYPE: Adventure
"Platforming adventuring inside the mind itself! A beautifully warped experience"
SCORE 8.5

ROCKY LEGENDS
REVIEWED: Issue 35
TYPE: Sports
"Excellent visuals and gameplay. Controlling Creed, Lang and Drago is a big plus"
SCORE 8.6

ROGUE TROOPER
REVIEWED: Issue 56
TYPE: Action
"A sturdy, fun-packed shooter starring *2000AD*'s one-man blue army!"
SCORE 8.8 XBL: ★★★★

SERIOUS SAM II
REVIEWED: Issue 47
TYPE: FPS
"Bonkers, balls-out blaster. All first-person shooters should be this much fun"
SCORE: 8.5 XBL: ★★

THE SIMS 2
REVIEWED: Issue 47
TYPE: World builder
"The little people are back, this time with proper console controls. Hurrah!"
SCORE: 8.5

SOUL CALIBUR II
REVIEWED: Issue 21
TYPE: Beat 'em up
"The most fluid fighter ever. Easy to pick up, tough to master, graphically superb"
SCORE 9.1

SPLINTER CELL: CHAOS THEORY
REVIEWED: Issue 41
TYPE: Action adventure
"Elegant, engaging, electrifying. The best *Splinter Cell* yet"
SCORE 9.4 XBL: ★★★★★

STAR WARS BATTLEFRONT II
REVIEWED: Issue 49
TYPE: MMOFPS
"Top notch *Battlefront* action made even more accessible"
SCORE 8.5 XBL: ★★★★

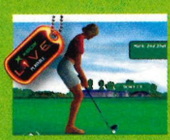
STAR WARS KOTOR II: THE SITH LORDS
REVIEWED: Issue 37
TYPE: RPG
"All that was good from *KOTOR*, in a far more oppressive place"
SCORE 9.3

STAR WARS: REPUBLIC COMMANDO
REVIEWED: Issue 40
TYPE: FPS
"Amalgamation of every quality shooter – it's great fun to play"
SCORE 9.0 XBL: ★★★

SUDEKI
REVIEWED: Issue 32
TYPE: RPG
"One of the best-looking games on Xbox. A brilliant, vibrant adventure romp with great AI"
SCORE 8.7

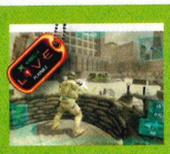
SUPER MONKEY BALL DELUXE
REVIEWED: Issue 41
TYPE: Party
"The gameplay is simple but so addictive. A huge challenge too"
SCORE 8.6

THIEF: DEADLY SHADOWS
REVIEWED: Issue 31
TYPE: Stealth
"Captivating, atmospheric, with massive replayability"
SCORE 8.9



TIGER WOODS PGA TOUR 2006
REVIEWED: Issue 48
TYPE: Sports
"The Tiger-man finally gets a Live mode for his golf game!"
SCORE 9.0 XBL: ★★★★

TOCA RACE DRIVER 3
REVIEWED: Issue 52
TYPE: Racing
"Four-wheel action to cause an even bigger bulge in Jeremy Clarkson's ill-fitting jeans"
SCORE 9.2 XBL: ★★★★★



TOM CLANCY'S GHOST RECON ADVANCED WARFIGHTER
REVIEWED: Issue 54
TYPE: FPS
"The most absorbing *Recon* yet"
SCORE 9.0 XBL: ★★★★★

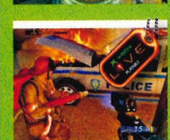
TOM CLANCY'S RAINBOW SIX 3: LOCKDOWN
REVIEWED: Issue 47
TYPE: First-person shooter
"The most accessible one yet"
SCORE 9.0 XBL: ★★★

TONY HAWK'S AMERICAN WASTELAND
REVIEWED: Issue 49
TYPE: Extreme sports
"Hawk on Xbox Live! It's ace!
SCORE: 8.8 XBL: ★★★★

TOTAL CLUB MANAGER 2005
REVIEWED: Issue 35
TYPE: Sports
"The guvnor of Xbox managerial titles. Works with *FIFA 2005*"
SCORE 8.7

ULTIMATE SPIDER-MAN
REVIEWED: Issue 49
TYPE: ACTION
"Spidey versus Venom! Make a big mess of New York in this comic book grudge match"
SCORE: 8.5

UNREAL CHAMPIONSHIP 2: THE LIANDRI CONFLICT
REVIEWED: Issue 40
TYPE: Shooter/Action
"First-person blasting and frantic third-person action. Superb"
SCORE 9.2 XBL: ★★★★★



URBAN CHAOS: RIOT RESPONSE
REVIEWED: Issue 55
TYPE: FPS
"Teach punks to respect the law in this brutal urban crime FPS."
SCORE 8.6

WORLD CHAMP. SNOOKER 2004
REVIEWED: Issue 31
TYPE: Sports
"Tension-filled fun for anyone remotely interested in snooker"
SCORE 8.8 XBL: ★★★

XIII
REVIEWED: Issue 23
TYPE: FPS
"Unique, stylish and captivating. You can't afford to miss this superb shooter"
SCORE 9.0 XBL: ★★★

X-MEN LEGENDS II: RISE OF APOCALYPSE
REVIEWED: Issue 49
TYPE: Adventure/RPG
"Super-detailed comic adventuring goodness"
SCORE: 8.5 XBL: ★★★

ELITE CLASSICS

All of these Elite-scoring games are now available for the incredible price of £19.99 in the Xbox Classics range...

AMPED 2
REVIEWED: Issue 2 TYPE: Extreme sports
"Stunning visuals. Dead easy to pick up and play, and furiously addictive boarding action"
SCORE 8.9 XBL: ★★★★

BLINX: THE TIME SWEEPER
REVIEWED: Issue 09 TYPE: Platformer
"Inventive, intriguing and unique. *Blinx* looks superb and has loads of genuine replay value. Essential"
SCORE: 9.3

BURNOUT 3: TAKEDOWN
REVIEWED: Issue 34 TYPE: Driving
"Essential arcade racer, brimming with deliciousness. The *Burnout* franchise comes of age"
SCORE: 9.4 XBL: ★★

COLIN McRAE RALLY 2005
REVIEWED: Issue 34 TYPE: Driving
"Every bit as good as *Colin 04*, with the added goodness of online play"
SCORE 8.5 XBL: ★★★

DEAD OR ALIVE 3
REVIEWED: Issue 01 TYPE: Beat 'em up
"Accessible, slick, satisfying, and instantly enjoyable. Breathtaking levels and superbly animated fighters"
SCORE: 8.5

FABLE: THE LOST CHAPTERS
REVIEWED: Issue 50 TYPE: Action/RPG
"Confident, flashy, beautifully polished update of the seminal RPG for only 20 quid. Buy it now!"
SCORE: 9.4

FIFA FOOTBALL 2005
REVIEWED: Issue 35 TYPE: Sports
"Improved gameplay, massive career modes and Live play"
SCORE: 8.9 XBL: ★★★

FULL SPECTRUM WARRIOR
REVIEWED: Issue 30 TYPE: Strategy
"Punishing, innovative strategy title that captures the visceral atmosphere of modern-day warfare. Essential"
SCORE: 9.2 XBL: ★★★★

HALO: COMBAT EVOLVED
REVIEWED: Issue 01 TYPE: FPS
"A masterpiece; without question one of the best games ever. Brilliant story and unmatched level design"
SCORE: 9.7

HALO 2
REVIEWED: Issue 36 TYPE: FPS
"The Chief is back to kick more Covenant ass in his biggest, most ass-kickingest adventure yet! You won't find a better single-player and multiplayer game on current consoles"
SCORE: 10.0 XBL: ★★★★★

JADE EMPIRE
REVIEWED: Issue 41 TYPE: Action/RPG
"Imaginative, accessible, beautiful and inventive RPG. The BioWare boffins outdo themselves once again"
SCORE: 9.3

MOTOGP: ULTIMATE RACING TECHNOLOGY
REVIEWED: Issue 04 TYPE: Racing
"Hotly contested bike racing combined with a perfect control method, sumptuous visuals and ace presentation"
SCORE: 8.9 XBL: ★★★★★

NINJA GAIDEN BLACK
REVIEWED: Issue 49 TYPE: Action/Hack 'n slash
"Calling all ninjas – it's now EVEN HARDER! Twice the ninja goodness for half the price"
SCORE: 9.4

PRO EVOLUTION SOCCER 4
REVIEWED: Issue 35 TYPE: Sports
"The most accurate and fun console footy sim. Superb"
SCORE: 9.4 XBL: ★★★★

OUTRUN 2
REVIEWED: Issue 34 TYPE: Driving
"Fantastic Sega presentation and brilliant controls. A fantastic reimagining of a fast and furious racer that'll please old and new fans alike"
SCORE 8.5 XBL: ★★★★

PROJECT GOTHAM RACING 2
REVIEWED: Issue 23 TYPE: Driving
"The definitive, best-looking driving experience available. Hefty single-player and limitless enjoyment on Live"
SCORE: 9.3 XBL: ★★★★★

PRINCE OF PERSIA: WARRIOR WITHIN
REVIEWED: Issue 37 TYPE: Action/Platformer
"Grittier, enhanced combat and a darker storyline set the tone for the sequel. Ass-kicking adventuring at its best"
SCORE: 9.0 XBL: ★★

RALLISPORT CHALLENGE 2
REVIEWED: Issue 30 TYPE: Driving
"Edge-of-your-seat racer that doesn't overload on technical details. Equally fun for a quick blast or becoming absorbed in Career mode. Looks great, with brilliant Live multiplayer"
SCORE: 9.0 XBL: ★★★★

RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR
REVIEWED: Issue 16 TYPE: FPS
"A cracking action shooter that is superb in single-player and provides outstanding team play experiences on Live. An epic, gripping, cinematic adventure from start to finish"
SCORE: 9.2 XBL: ★★★★★

SPIDER-MAN 2
REVIEWED: Issue 32 TYPE: Action
"Fun tutorial, simple combat, and a huge environment to explore – you'll be smashing and swinging your way around the streets of New York in no time"
SCORE: 8.6

STAR WARS BATTLEFRONT
REVIEWED: Issue 35 TYPE: Action shooter
"Breathtaking. A joy to play from start to finish, every time"
SCORE: 9.0 XBL: ★★★★

STAR WARS: KNIGHTS OF THE OLD REPUBLIC
REVIEWED: Issue 20 TYPE: RPG
"A whole universe with a thousand paths to explore. One of the most compelling games on any console ever"
SCORE: 9.5

THE CHRONICLES OF RIDDICK: ESCAPE FROM BUTCHER BAY
REVIEWED: Issue 33 TYPE: First-person shooter
"A textbook example of how to do movie/game tie-ins. Intuitive controls, stylish, atmospheric and violent"
SCORE: 9.0

THE LORD OF THE RINGS: THE RETURN OF THE KING
REVIEWED: Issue 23 TYPE: Action
"Blockbuster action that recreates the film beautifully. Get torn from your seat and launched into Middle Earth! You won't look back..."
SCORE: 8.5

TIMESPLITTERS 2
REVIEWED: Issue 09 TYPE: FPS
"Frantic, hyper-paced action. There'll be a McDonalds on Mars before you exhaust all the deathmatch variations"
SCORE: 9.3

TOM CLANCY'S GHOST RECON: ISLAND THUNDER
REVIEWED: Issue 21 TYPE: Squad-based shooter
"Atmospheric expansion with a great online option"
SCORE 8.5 XBL: ★★★★

TOM CLANCY'S GHOST RECON
REVIEWED: Issue 11 TYPE: Squad-based shooter
"Hugely playable – easy command interface and intuitive controls make *Ghost Recon* the strategy/action benchmark"
SCORE: 8.9 XBL: ★★★★

TOM CLANCY'S RAINBOW SIX 3
REVIEWED: Issue 23 TYPE: FPS
"A great variety of missions and excellent multiplayer. Looks fantastic, sounds incredible and the action is relentless – the ultimate super-serious FPS package"
SCORE: 9.4 XBL: ★★★★★

TOM CLANCY'S SPLINTER CELL
REVIEWED: Issue 23 TYPE: Action adventure
"Amazingly good-looking, addictive, exciting stealth adventure. Superbly tense with lots of cool gadgets."
SCORE: 9.0

TONY HAWK'S PRO SKATER 4
REVIEWED: Issue 11 TYPE: Extreme sports
"Silky trick system. User-friendly structure and loads of new ideas. Levels aren't quite as interesting as *THPS3*'s though"
SCORE: 8.6

TONY HAWK'S UNDERGROUND
REVIEWED: Issue 24 TYPE: Extreme sports
"The slight change in direction is refreshing. Story mode is impressive, but still no Live play. Hop off and explore!"
SCORE: 8.6

TOP SPIN
REVIEWED: Issue 23 TYPE: Sports
"Incredible. The best tennis game in the world. Massive single-player game and awesome with friends"
SCORE: 9.0 XBL: ★★★★

UNREAL CHAMPIONSHIP
REVIEWED: Issue 10 TYPE: FPS
"Frantic action will have you playing for hours at a time. Fast yet easily controllable and limitless fun on Xbox Live"
SCORE: 9.2 XBL: ★★★★

Full Interactive Reviews Directory

The ultimate buyer's guide! Scroll through over 700 Xbox games on the disc. Press the A button on your controller to read the full reviews!

Official Xbox Magazine ON THE DISC
Official Xbox Magazine ELITE

EVERY! REVIEW! EVER! YOU CAN READ EVERY SINGLE OXM REVIEW FROM ISSUE ONE ONWARDS - 750 AT THE LAST COUNT - BY SIMPLY CHECKING OUT THE REVIEWS SECTION OF THE COVERDISC. IT'S MASSIVE!

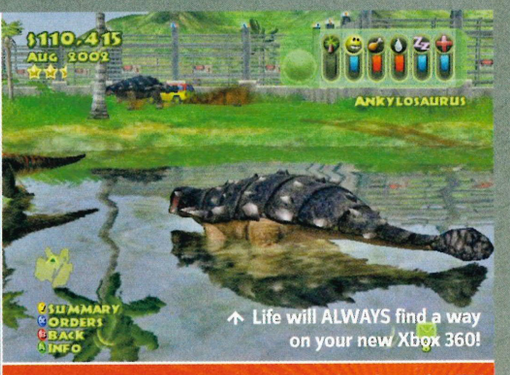
Backwards Compatible Directory

Your definitive guide to original Xbox games that are compatible with Xbox 360.

What To Do...

- Unfortunately, your Xbox games aren't backwards-compatible with Xbox 360 straight out of the box. To get them up and running on an Xbox 360 you'll have to update each Xbox title before it will play on your shiny white next-gen console.
- There are three ways to do this, the easiest being a quick download from Xbox Live. If you're not a Live subscriber then you can either burn a DVD or CD with the required download, or order a disc with the required update on it, at www.xbox.com/en-GB/games/backwardscompatibility.htm#liveupdate.
- To date, there are just under 200 updates available for your Xbox games. Microsoft continually updates the list with new games, so we'll be keeping an up-to-date list here each month from now on.

↑ All games can run on Xbox 360 in the FUTURAMA!



↑ Life will ALWAYS find a way on your new Xbox 360!

↓ Make a chart hit with *MTV Music Generator* on Xbox 360!

4x4 Evolution 2
Alias
Aliens vs Predator: Extinction
All-Star Baseball 2003
Amped 2
Amped: Freestyle Snowboarding
Army Men: Sarge's War
Atari Anthology
ATV Quad Power Racing 2
Bad Boys II
Baldur's Gate: Dark Alliance II
Barbie Horse Adventures
Batman Begins
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
Black
BMX XXX
Brute Force
Buffy the Vampire Slayer: Chaos Bleeds
Cabela's Dangerous Hunts
Cabela's Outdoor Adventures 06
Call of Cthulhu: Dark Corners of the Earth
Call of Duty: Finest Hour
Circus Maximus: Chariot Wars
Close Combat: First to Fight
Colin McRae Rally 04
Combat Elite: WWII Paratroopers
Commandos 2: Men of Courage
Conflict: Desert Storm
Constantine
Crash Bandicoot: Twinsanity
Crash Nitro Kart
Crimson Skies: High Road to Revenge
Crouching Tiger, Hidden Dragon
Curse: The Eye of Isis
Dark Angel
Darkwatch
Deadly Skies
Deathrow
Digimon Rumble Arena 2
Dinotopia
Dead or Alive 3
Doom 3
Eggo Mania
Euro 2004
Fable
Fable: The Lost Chapters
FIFA 2003
FIFA 2004
FIFA Street
FIFA World Cup 2002
Fight Night 2004
FlatOut
Ford Mustang Racing
Forza Motorsport
Freedom Fighters
Futurama
Fuzion Frenzy
Genma Onimusha
Goblin Commander: Unleash the Horde
Grabbed by the Ghoulies
Grand Theft Auto III
Grand Theft Auto: San Andreas
Grand Theft Auto: Vice City
Gravity Games - Bike: street.vert.dirt
Half-Life 2
Halo
Halo 2
Halo 2 Multiplayer Map Pack
Harry Potter and the Goblet of Fire
Harry Potter and the Philosopher's Stone
Hitman: Contracts
House of the Dead 3
Jade Empire
James Bond 007: Nightfire
Judge Dredd: Dredd vs Death
Jurassic Park: Operation Genesis
Kelly Slater's Pro Surfer
Lego Star Wars
Legends of Wrestling
Lemony Snicket's a Series of Unfortunate Events
Loons: The Fight for Fame
The Lord of the Rings: The Return of the King
Manhunt
Mat Hoffman's Pro BMX 2
Max Payne
Max Payne 2: The Fall of Max Payne
Medal of Honor: Rising Sun
Medal of Honor: Frontline
Medal of Honor: European Assault
Metal Arms: Glitch in the System
Micro Machines
Mike Tyson Heavyweight Boxing
Minority Report
MTV Music Generator 3
NBA Live 2003
NBA Live 2004
Need For Speed Underground 2

↓ STAKES and CHEESE are now available on Xbox 360 for a price that's cheaper than chips!

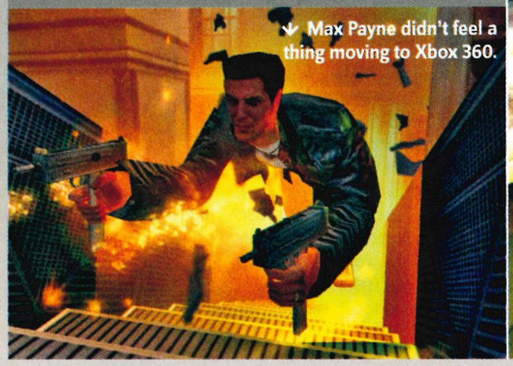
↓ Make the babes of *BMX XXX* look curvier with 360's PHWOAR power!

MORE HELP ONLINE

Point your browser at www.xbox.com/en-GB/games/backwardcompatibilitygameslist.htm for details on how to download updates if you're not a Live subscriber.

↑ Xbox 360 will even REMEMBER *Vexx*!

NHL 2004
NHL Hitz 20-03
Ninja Gaiden
Ninja Gaiden Black
Outlaw Golf 2
Outlaw Volleyball
Pariah
Project Zero
Phantom Crash
Pitfall: The Lost Expedition
Predator: Concrete Jungle
Prince of Persia: The Sands of Time
Pro Evolution Soccer 5
Pro Race Driver
Pure Pinball
Puyo Puyo Fever
Quantum Redshift
RalliSport Challenge
Raze's Hell
RedCard 20-03
Red Dead Revolver
Red Faction II
Robotech: Battlecry
Rocky Legends
Rogue Ops
Rugby 2005
Samurai Warriors
Scooby Doo! Night of 100 Frights
ScrapLand
SeaWorld Adventure Parks: Shamu's Deep Sea Adventures
Sega GT 2002
Sega Soccer Slam
Shadow the Hedgehog
ShellShock: Nam '67
Silent Hill 4: The Room
Sid Meier's Pirates!
Sniper Elite
Sonic Heroes
Sonic Mega Collection Plus
Spawn: Armageddon
Speed Kings
Sphinx and the Cursed Mummy
Spider-Man The Movie
SpongeBob SquarePants: Battle for Bikini Bottom
Spy Hunter 2
Spyro: A Hero's Tail
SSX 3
Stake
Star Trek: Shattered Universe
Star Wars: Episode III: Revenge of the Sith
Star Wars Battlefront
Star Wars Battlefront II
Star Wars: The Clone Wars
Star Wars Jedi Knight: Jedi Academy
Star Wars: Jedi Starfighter Special Edition
Star Wars: Knights of the Old Republic
Star Wars Knights of the Old Republic II: The Sith Lords
State of Emergency
Stubbs the Zombie in Rebel Without a Pulse
SRS: Street Racing Syndicate
Super Bubble Pop
Super Monkey Ball Deluxe
SX Superstar
Tecmo Classic Arcade
Teenage Mutant Ninja Turtles
Terminator: Dawn of Fate
Tetris Worlds
The Great Escape
The Hulk
The Incredible Hulk: Ultimate Destruction
The Punisher
The Simpsons Road Rage
The Simpsons Hit and Run
The Thing
Thief: Deadly Shadows
Tom Clancy's Ghost Recon
Tom Clancy's Ghost Recon 2
Tom Clancy's Ghost Recon 2 Summit Strike
Tom Clancy's Rainbow Six 3
Tom Clancy's Rainbow Six 3: Black Arrow
Tom Clancy's Splinter Cell
Tom Clancy's Splinter Cell: Chaos Theory
Tom Clancy's Splinter Cell: Pandora Tomorrow
Tony Hawk's American Wasteland
Tony Hawk's Pro Skater 4
Tony Hawk's Underground 2
Toxic Grind
Ty The Tasmanian Tiger
Ty the Tasmanian Tiger 2: Bush Rescue
Ty the Tasmanian Tiger 3: Night of the Quinkan
Urban Freestyle Soccer
Vexx
Worms 4: Mayhem
Worms Forts Under Siege
WWE Raw 2
XIII


↓ Max Payne didn't feel a thing moving to Xbox 360.

↓ Paranoia creeps onto Xbox 360 with *The Thing*.

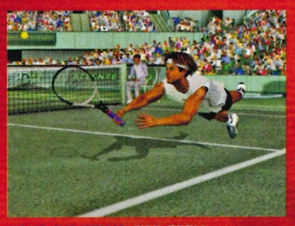
Play:More

PLAY:MORE is about getting more from your games. From tips and cheats to in-depth Masterclasses, you'll find everything, explore everywhere and beat everyone.

It's about playing games until the disc wears out. It's about demonstrating your expertise, proving you're the best and taking your place among our elite community of Xbox gamers. It's about winning stuff, beating the challenges and earning respect from your fellow gamers.

Play:More is where you make *Official Xbox Magazine* your magazine.

DEMO: QUANTUM REDSHIFT



YOUR REVIEWS: TOP SPIN

GUIDE: FSW: TEN HAMMERS

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Get Involved

Prizes up for grabs for the best mad gaming clips!

Have you played a game and found something so amazing, or done something so incredible that you want to tell the whole world about it? Whether it's a *Halo 2* killing spree of justice or the world's best ever *FIFA* goal we want you to send it to us so we can put it on the Game Disc. We'll even hand out prizes to the best clips each month. Simply send the Play:More On the Disc coupon over the page with your VHS tape or DVD and we'll do the rest.

On Your Disc...

GOD WE LOVE Xbox! And we're not just talking about the triple A games we'd take a month off work to play and complete before our mates. There are tons of games that came straight out of left-field over the years that are just as good as the big hitters. With this in mind, we've slapped five of our personal favourites on the disc for you to take a look at. Chances are you missed more than one of them because you were too busy getting excited by *Halo 2* or ANOTHER *Splinter Cell* game. They're now dead cheap too in the shops!

↑ Transform Glitch into a giant robot.

Metal Arms: Glitch in the System

Reviewed: Issue 23 | Score: 9.0
Players: 1

PLAYING *METAL ARMS* is a bit like being a kid again, and smashing Optimus Prime's head into a Tonka Truck. It's loud, it's destructive, and it's undeniably brilliant fun.

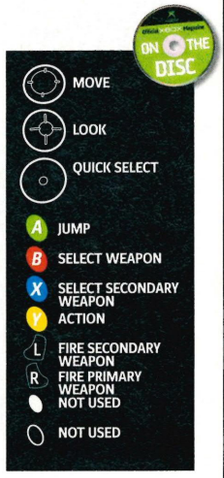
In this playable demo, you take control of Glitch, a mining robot turned freedom fighter. Along with your two companions, you must travel through the underground complex and travel right into the heart of General Corrosive's fortress city. Don't count on your friends backing you up too much though. They'll probably end up as scrap metal even before the first assault is over.

Glitch carries both a primary and secondary weapon. Some of them can be combined to make and even more devastating attack. Use grenades in cahoots with the catapult for a long-range, explosive strike. Alternatively, try using the sniper scope along with the bolt gun or ripper to take the enemy's arms and legs off.

If you collect the tether gun, you'll be able to shoot it into the back of enemies and take control of them. This is especially good when you encounter a mighty Mil Titan. Possess his body and you'll be able to go on a mega-rampage! And this is what this game is all about - mega-rampages, and brilliant fun.

↑ Keep you finger on fire and you'll do well.

↑ Get close to an enemy to take over them.



Replay

At various points in the game, your progress is blocked by a force field. You have to find the energy source and destroy it.

Challenges

WELCOME TO another monthly round-up of your best-est Xbox-based scores and times. It's the part of the magazine where you can become an international gaming celebrity! Sort of. We're running challenges based on both the Game Disc demos and full-price titles. Some are for prizes, others just for glory. Check it out, then get practising!

HALF-LIFE 2

Game Disc 58

THE CHALLENGE: To complete the demo level in the fastest time.

NAME	LOCATION	TIME
PAUL ANDREWS	LONDON	4.44
MATTHEW SMITH	BOURNEMOUTH	4.47
JOE LESLEY	LONDON	4.50
JAMES ROWLAND	BOLTON	4.50
STEVEN FRANCIS	PRESTON	4.50
MIKE EDWARDS	LONDON	4.53
PATRICK MICHAELS	CORK	4.54
TOM TAYLOR	DUBLIN	4.55
ABDUL ALHAZ	HULL	4.56
MICHAEL RICHTER	NEWCASTLE	4.56
PAUL SPILLER	ESSEX	4.56

It's a big old level, but you still managed to clock it with incredible haste. Well done to everyone who sped past the headcrabs and zombies to earn a place in this month's challenge league. Our winner Paul Andrews takes home two Joytech Neo-S controllers for his work. Maybe the G-Man will come knocking.

Skive with Live results

OUTRUN 2006: COAST 2 COAST

Issue 57

THE CHALLENGE: Fastest time on *OutRun2SP*, Heart Attack, Route A

Usually, we'd show a screenshot of our Friends List table with the top times but this month one skilled entrant, Little TAD X, managed not only to top our table and win the challenge but also to come fourth in the world on the leaderboard! Everyone who entered put in great times, but TAD stole the show. Free game for you, boss.

NEW DEMO ALERT: WE KNOW IT'S BEEN A BIT QUIET ON THE NEW DEMO FRONT OVER THE LAST FEW ISSUES BUT CHECK OUT NEXT MONTH'S ISSUE FOR A DEMO OF THE LATEST NEED FOR SPEED CARBON GAME.

Xbox 360 Videos

Want to see what's going on in the world of Xbox 360? Check out these videos for all the hottest next-gen trailers and gameplay footage.

Lego Star Wars II: The Original Trilogy, Mos Eisley Video
Welcome to the wretched hive of scum and villainy that is Mos Eisely spaceport! In this brilliant new video, you can see us explore the city streets, battling sand troopers and meeting the locals. We even get to build an AT-ST and go on the rampage. Games don't come much cuter or funnier than this.

↑ It's just as good as the Xbox version!

Lego Star Wars II: The Original Trilogy, Cantina Video
Droids aren't welcome in the Cantina, but you certainly are. In this exclusive video, we take a trip inside Mos Eisley's infamous watering hole and battle some ugly customers. Remember, his friend doesn't like you either!

Test Drive Unlimited, Intro
One of the world's oldest and most popular driving series gets a next gen revamp. This beautiful game takes place on the real Hawaiian island of Oahu. The environment is one of the biggest ever to appear in a console game, all rendered in startling detail. Watch this intro video to see some of the licensed vehicles you'll be able to drive.

Test Drive Unlimited, Game Play
Still hungry for more driving action? We bet you are. In this video, we arrive on the island of Oahu and purchase our first vehicle. We'll also show you how to buy a house and enter one of the hundreds of races around the island. It's relaxing, it's gorgeous, and it's not to be missed.

↑ Could be the new *PGR* on Xbox 360.

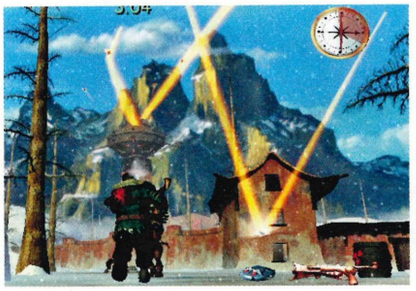
Armed and Dangerous

Reviewed: Issue 26 **Score:** 8.0 **Players:** 1
ARMED AND DANGEROUS is probably the most ridiculous shooter on Xbox. It's like *Monty Python* crossed with *Rambo 2*. In this demo you get two madcap levels.

Roman and the Lionhearts have unwittingly started a war against the mighty King Forge and his army of millions. In the first mission, Gun & Run, you must rescue Rex the stinky sage from the ogres. It's just you against a thousand enemies in the second mission. Here you must defend the base using a huge mobile gun turret. Stop more than 50 of them breaching the walls and you'll have saved the day.

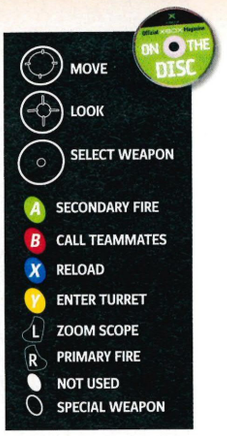
A devil may care attitude will only get you so far. Thankfully, the Lionhearts are tooled up with all sorts of stupid weapons. Seek out the Vindaloo missile launcher, a blaster capable of firing four homing rockets in a single burst. If you can find the Topsy-Turvy bomb, you blast away the bad guys' world.

↑ We dare you not to laugh at this demo!



↑ Straight forward third-person FUN!

↑ Destroy EVERY building you come across.



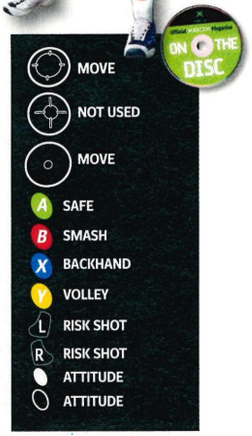
Top Spin

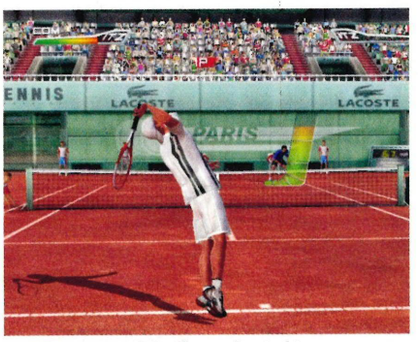
Reviewed: Issue 23 **Score:** 9.0 **Players:** 1-2
TOP SPIN DEFINITELY falls under the category 'forgotten classic', not least because most people were fixated with *Virtua Tennis* when the Xbox sports game came out. Now it's time to give *Top Spin* another shot. Leyton Hewitt takes on Pete Sampras in this playable demo. You can play up to six games on the way to victory.

If you've never played tennis before, the rules are nice and straightforward. You win a game by scoring four points (with a two point advantage if the score is equal at 40-40). Win three games or over with a two game advantage and the set and match are yours.

Aim your shots using the left thumbstick and try to vary them with the different buttons to keep your opponent guessing. Perhaps you could try a bit of backhand slice or forehand top spin.

Risk shots are tricky little numbers that are activated using the triggers. The left trigger executes a drop shot while the right delivers an enormous smash. The goal is to get the ticker dead centre in the indicator and then release the trigger. Time it poorly and you'll automatically hit the net. On the other hand, a successful risk shot is extremely difficult to return. Sometimes it's worth taking the chance to win games.





↑ It's more realistic if you play it this way...

↑ ... but it's a lot harder to win a game though.

Replay

The ultimate weapon in *Armed and Dangerous* is the Topsy-Turvy bomb. Detonate it and watch your enemies literally fall off the planet!

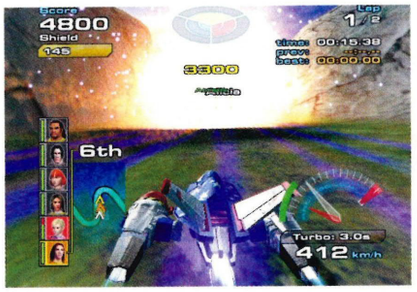
Quantum Redshift

Reviewed: Issue 09 **Score:** 8.0 **Players:** 1

BACK IN THE VERY early days of Xbox, the console was in dire need of something to compete with Sony's *WipeOut* series. The answer was *Quantum Reshift*, a Microsoft Game Studios title that both surprised and impressed the *OXM* team.

This vintage playable demo gives you the opportunity to race around Brackenstowe Vale. There's a choice of two characters; Tara Vivas and Prince Yuri Galitz. Depending on the difficulty setting, you'll have to complete either two or three laps of the circuit, in the heart of the English countryside. Tara Vivas has a light and responsive vehicle, with plenty of manoeuvring ability. Prince Yuri on the other hand is riding a real powerhouse. His craft is armed with some serious weaponry, but itis much heavier and harder to control.

Rather than expending your weapons as soon as you collect them, charge them up by collecting more power-ups of the same colour. When you've collected two or more of the same type, you can unleash a devastating attack that is much more likely to eliminate your opponents. We also recommend keeping an eye out for mega-ups. These look like white stars and will boost all three of your different weapon types.



↑ **Hit your Turbo when in a straight line.**

↑ **It's easier to take out rivals on the straights.**

RalliSport Challenge 2

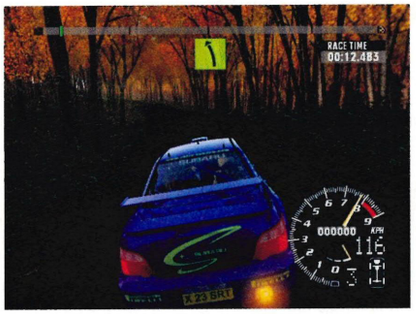
Reviewed: Issue 30 **Score:** 9.0 **Players:** 1

ALMOST ALL OF THE GAMES on these pages have one thing in common - they'll almost certainly never have more sequels. It's a shame that *RalliSport Challenge* went the way of the Dodo, because it was one of the most beautiful racers ever to grace Xbox.

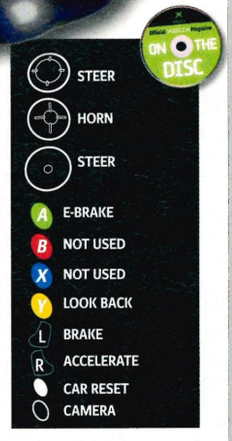
In this enormous playable demo, you get a taste of five unique game modes. There are Rallycross, Rally, Hill Climb, Ice Racing and Crossover mode. As if that wasn't enough, there are also four different tracks to try out.

Rally mode offers the traditional point-to-point trial, while Hill Climb spices it up by making you drive up a treacherous mountainside. Crossover mode, meanwhile, is a race on parallel figure-of-eight circuits. Rallycross mode is a bit like driving through a pig pen. You can't see the road for all the muck and sludge. Use the handbrake carefully - too much pressure can make you spin out. But that makes it a great driver - varying conditions that tests all skills.

↑ **Press Y to look behind you at your own RISK!**



↑ **Use the arrows to see where you're going.**



Replay

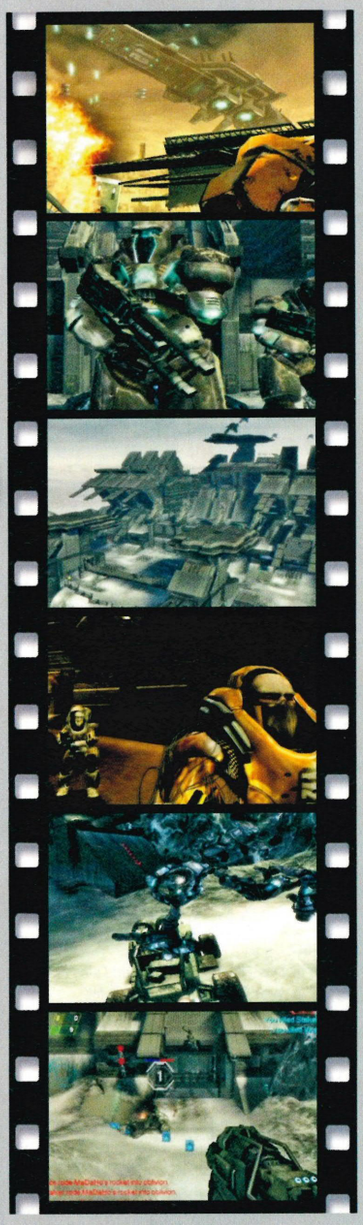
Getting elevation off jumps is an excellent way of taking the lead in *QR*. Keep the nose of your vehicle held up a little to fly much further.

Xbox Movies

This month's demo disc is packed with awesome gameplay footage of the latest games coming to your Xbox. Enjoy the footage and look out all these games in the shops real soon.

WarPath

The maker of *Pariah* has come up with another futuristic FPS. In *WarPath*, you take control of one of three different races battling for control of the planet. This month's disc features a gameplay movie and the official trailer. Plus you can read our full review of the game on page 076.



↑ ***WarPath*** **is the new shooter from the makers of *Pariah*. It's not quite as good and has a very stong focus on multipayer.**

INCOMING: MORE NEWS OF THE DEMO FRONT - WE'RE STILL EXPECTING EXCLUSIVE PLAYABLE DEMOS OF *DESTROY ALL HUMANS! 2* AND *LEGO STAR WARS II: THE ORIGINAL TRILOGY*.

EventsCalendar

Your official guide to this month's hot releases, events and Live gaming sessions. If it's online and happening, it's happening on here

MONDAY 04 SEP

Burnout: Revenge League
22.00 GMT
Are you ready for the fastest, most intense racing action on the 360? Then just visit: http://www.xboxliveaddicts.co.uk/forums/index.php?showtopic=7298&hl=

TUESDAY 05 SEP

Rockstar Table Tennis League
22.00 GMT
A six week, single player league, best of three games first to 21 (winning by 2 points) per match. http://www.xboxliveaddicts.co.uk/forums/index.php?showforum=297/

WEDNESDAY 06 SEP

GR:AW Team League
All day
The *GR:AW* team league is for teams of four members (and two optional substitutes). All members must sign up at www.xboxliveaddicts.co.uk to either post a team or join a team.

THURSDAY 07 SEP

Call of Duty 2 League
22.00 GMT
Players will be paired up to make teams that will be even to make the league more fun and challenging. Check: http://www.xboxliveaddicts.co.uk/forums/index.php?showforum=305

FRIDAY 08 SEP

Pro Evolution Soccer 5 League
All day
A weekly series of 10 minute matches against multiple opponents, to be crowned the grand champion. Go to: http://www.xboxliveaddicts.co.uk/forums/index.php?showforum=202

SATURDAY 09 SEP

MotoGP 3/ 06 Real laps League
23.00 GMT
Want to be classed as one of the world's best? Register at www.xboxliveaddicts.co.uk for details http://www.xboxliveaddicts.co.uk/forums/index.php?showforum=177

SUNDAY 10 SEP

The Lord of the Rings The Battle for Middle-Earth II Weekend
All day
Get on Xbox Live and get stuck into the epic battles of Middle Earth from your living room couch! Get in, you hairy Hobbits.

MONDAY 11 SEP

Burnout: Revenge League
22.00 GMT
Are you ready for the fastest, most intense racing action on the 360? Visit: http://www.xboxliveaddicts.co.uk/forums/index.php?showtopic=7298&hl=

TUESDAY 12 SEP

Rockstar Table Tennis League
22.00 GMT
A six week single player league, best of 3 games first to 21 (winning by 2 points) per match.

WEDNESDAY 13 SEP

Arcade Wednesday
22.00 GMT
Xbox Arcade: Take control of a space fighter and shoot down the invading aliens. Watch out for the swooping motherships, which will try to steal your fighter!

THURSDAY 14 SEP

Call of Duty 2 League
22.00 GMT
Players will be paired up to make teams, so that the league sceanrio more fun and challenging. Bring. It. On.

FRIDAY 15 SEP

Pro Evolution Soccer 5 League
21.00 GMT
A weekly series of 10 minute matches against multiple opponents, in a league situation. Yikes! Who will be crowned the grand champion of *Pro Evolution 5*?

SATURDAY 16 SEP

MotoGP 3/ 06 Real laps League
23.00 GMT
Want to be classed as one of the world's best?, Register at www.xboxliveaddicts.co.uk for details http://www.xboxliveaddicts.co.uk/forums/index.php?showforum=177

SUNDAY 17 SEP

Saints Row Weekend
All day
Conquer the city of Stilwater or face destruction! Starting with a bang and never slowing up, *Saints Row* offers the player an unparalleled level of freedom to explore a living city.

MONDAY 18 SEP

Burnout: Revenge League
22.00 GMT
Are you ready for the fastest, most intense racing action on the 360, and more importantly are you ready to get some Revenge... Then just visit the link below and all will be revealed.

TUESDAY 19 SEP

Rockstar Table Tennis League
22.00 GMT
A six week single player league, best of 3 games first to 21 (winning by 2 points) per match.

WEDNESDAY 20 SEP

Arcade Wednesday
22.00 GMT
Xbox Arcade: The all-time classic is here! Eat power pellets and avoid those ghosts!

THURSDAY 21 SEP

Call of Duty 2 League
22.00 GMT
Players will be paired up to make teams, so that the league sceanrio more fun and challenging. Come ready for action.

FRIDAY 22 SEP

Tiger Woods PGA TOUR 06
13.00 GMT
Is Tiger Woods the best golfer of all time? Get ready to settle that debate once and for all. Create a golfer using the most advanced Game Face technology ever released.

SATURDAY 23 SEP

MotoGP 3/ 06 Real laps League
All day
Want to be classed as one of the world's best? C'mon, we know you want to. Real race distance race complete with qualifying. Register at www.xboxliveaddicts.co.uk

SUNDAY 24 SEP

Halo 2 Winning Weekend
All day
Just play the featured game this weekend and you have the chance to win. Go for it!

MONDAY 25 SEP

Ghost Recon Advanced Warfighter Chapter 2
Afternoon
13.00 GMT
Get on Xbox Live and become the soldier of the future!

TUESDAY 26 SEP

Mystery Gamer
19.00 GMT
Take on the Mystery Gamer at Test Drive Unlimited. It's about time someone took it on and beat it.

WEDNESDAY 27 SEP

2006 FIFA World Cup Afternoon
13.00 GMT
Get on to Xbox Live now and test your soccer skills! Are you a Wayne Rooney or a Stevie Gerrard in the making?

THURSDAY 28 SEP

MotoGP '06 Morning
09.00 GMT
Get onto Xbox Live to feel your knee brushing the tarmac at 200mph and race the circuits up and down the Xbox 360 MP3 Playlist of your choice. Yes please!

FRIDAY 29 SEP

Rockstar Table Tennis Morning
09.00 GMT
Get on Xbox Live to see whether you can fend off your opponents' killer backhands.

All dates and events subject to change due to reasons beyond our control. For up-to-date Xbox Live event news, visit www.xbox.com/en-gb/community/calendar

YourReviews

It's your chance to tell us what you really think about the games you love and loathe!

STAR REVIEWER
Toby wins a mystery game from the vault of OXM!

Top Spin

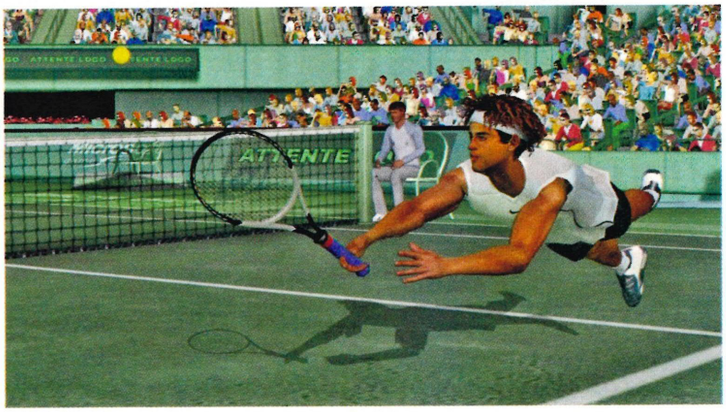
Score 9.4/10

By Matthew Gray, Northants

LIKE TENNIS? Then you will love *Top Spin*. This is without a doubt the definitive tennis game on the market and has a choice of loads of the world's best players. For example, Pete Sampras and Lleyton Hewitt are there as well as loads of cool made-up characters to compete against.

The career is excellent with the obvious create-a-player, and then you work your way through the ranks starting as a young gun and ultimately becoming a legend. You have to pick a sponsor and complete challenges to earn 'coin' as well as win tournaments.

The in-game camera is unique to *Top Spin* – the camera is situated behind you so you really feel you are in the action. Even today, over two years since it was released, this remains a great sports sim. Andy Murray, eat my sweaty headband!



Hitman: Blood Money

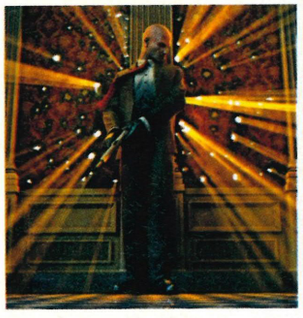
Score 10/10

Toby Scregg , Woking

HITMAN BLOOD MONEY is the latest instalment of the *Hitman* legacy. The return of baldy clone assassin Agent 47 is as brutal as always. Many new features have been added, including the brilliant notoriety system which essentially means a blood bath results in you getting the front page of your local broadsheet, whereas a stealthy kill will be labelled as a tragic accident. This great addition really brings a new element to the series and rewards the more subtle of assassins.

Another handy new feature is the new moves our beloved baldy can do, like automatically disarming an opponent when in close combat or taking a hostage as a bullet shield – handy for those low-health situations.

The gameplay is brilliant as always as is the sound with guns, bombs voices foot steps and voices very well recorded. The graphics are also improved with what seems like 400 NCP characters on screen at anytime. A great game for old and new fans alike.



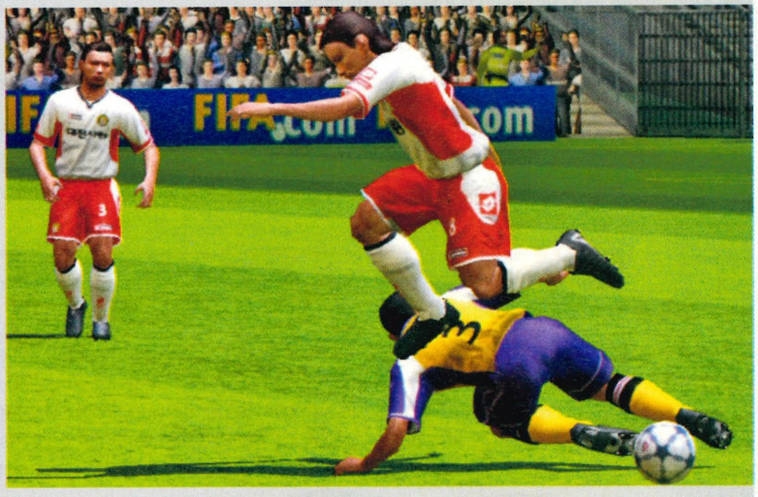
Have you ever wanted to be a games reviewer? Play:More is here to put your review in print! Send your reviews – of about 120 words, please – to Your Reviews, *OXM*, 2 Balcombe Street, London NW1 6NW or email them to staff@futurenet.co.uk with the subject Your Reviews. The star review wins a mystery prize. What are you waiting for? Get scribbling!

Splinter Cell: Chaos Theory

Score 9.5/10

Harry Cox, Suffolk

ALTHOUGH THE MULTIPLAYER is boring, this is the best out of the 11 games I own. The last two *SP* games were nothing special, but here Sam's at his best. It's not that hard (thank God) and you rarely get shot from nowhere. You don't spend ages on the lock pick bits either. Also every room is full of challenges. It's just a satisfying game and I would say it's a must buy to anyone.



FIFA Football 2005

Score 8.9/10

Harry Cox, Suffolk

THIS MUST BE ONE of best FIFA games yet in my opinion. The graphics are really great and you can create your own tournament easily. It's also very easy to pick up and play a game, even if you haven't played before. There are loads of teams to choose from too, including Norway, Austria and Switzerland.

So you may be wondering what's the problem with this FIFA game? The practise mode is poor if you want to do crosses and free kicks as you can't defend against them. Even more annoying is, unlike real life, there's no transfer window to get new players. The career mode takes up too much time but the music is excellent. *FIFA 07* is a must by if you are looking for a cheap, fairly up to date football game that works well. Good fun.

STATING THE OBVIOUS: AS THESE ARE READER REVIEWS, WE'D LIKE TO POINT OUT THAT YOU REALLY SHOULD PUT A SCORE FOR THE GAME AT THE END OF THE REVIEW. IMAGINE IF WE FORGOT TO INCLUDE OUR SCORES... YOU'D ALL WANT YOUR MONEY BACK!

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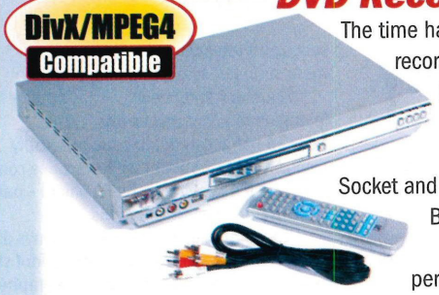

The time has come to get yourself a DVD recorder and, as you'd expect from MAX TV, this is no ordinary DVD Recorder. The main features that set it apart are its USB Socket and its DivX/MPEG4 compatibility. Both of these unusual features make this DVD Recorder the perfect choice for you if you have a large library of video files on your PC. It means you no longer have to sit at a desk to watch some of your favourite movies any more.

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LiveReviews

We take a look at recently reviewed Xbox Live-enabled games

WarPath

Bluergh! We feel like we've been sicked upon!

Reviewed: Issue 60 | Score: 5.5
Players: 1-16 Split | Live: 2-8 players

No, it's not a substitute for *Halo*. Or *Unreal*. Or even *Pariah* for that matter. Still interested? Well you're probably the only one. See the thing is, this is a poor man's poor man's game (if you catch our meaning) which means that Live sessions are a desolate, lonely place. The majority of Yanks who've had this bile for a while are no longer playing it, and those that are online seem reluctant to even fire up a match. That said, we did manage to snag a couple of games and they were your usual standard, you know, shouting down the headset wondering where people were, getting bored, managing to kill a few people, turning it off and going to watch *Kath & Kim* on BBC 2 instead. It's a pity really, especially as the inclusion of real players makes the game better than it is with the dumbass AI. It's sub-standard stuff. The few sluggish games we got will no doubt peak when UK sales peak, but after that expect *WarPath* to disappear into the quagmire of Live games that time forgot.

↑ Don't waste your time. Seriously...

↑ This is about as exciting as it gets.

XBOX LIVE PLAYABLE

The Verdict

Snoresville all the way with this one. It's not that it's inherently bad, it's just that nobody is actually playing it.

2//5

Super League Rugby League 2

It's just not football

Reviewed: Issue 60 | Score: 5.3
Players: 1-2 Split | Live: 2 players

The thing about Rugby games is no-one really cares. Or at least, very few people do. We don't remember seeing this game hit the top-end of the sales charts when it snuck into the shops last month (almost as if it was trying to avoid our reviewing axe, chopping it down before anyone bought it).

And that clearly shows on the online servers, because they're practically empty. Either all the copies are still sitting in the shops being passed by like ugly puppies in a dogs' home, or everyone who did take the plunge has already discovered it's not worth the time and are using the disc as a coaster.

At least when you do get an opponent, playing against another human levels the playing field slightly, as you'll both be struggling with the shoddy controls to make a decent tackle, as opposed to playing against the computer, which trashes you every time. That makes it slightly more fun, but its overly shallow gameplay doesn't really provide you with much of a platform for meeting varied play styles as you scrum down with different people. Just don't bother, we say.

↑ It looks better than it plays...

↑ Buy EA's rugby titles if you're mad for it.

XBOX LIVE PLAYABLE

The Verdict

Good luck finding an opponent. And if you do, shallow gameplay makes for an unexciting experience.

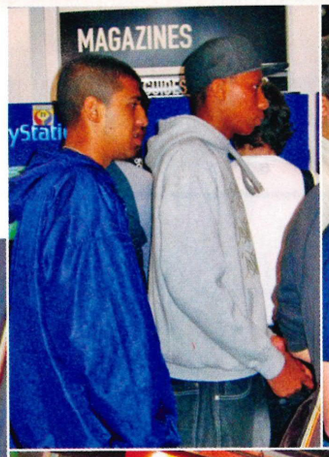
2//5

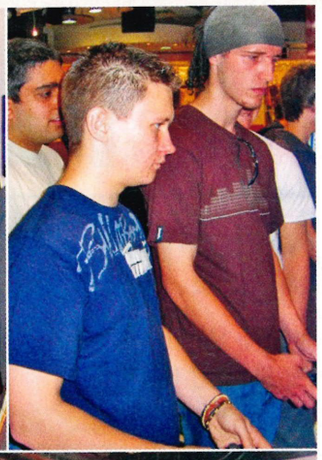
STILL PLAYING: WE'VE GOT 360 AND THE ONLY GAME WE RELIGIOUSLY HAMMER ONLINE IS HALO 2. NOTHING WILL BEAT IT UNTIL HALO 3 COMES OUT.

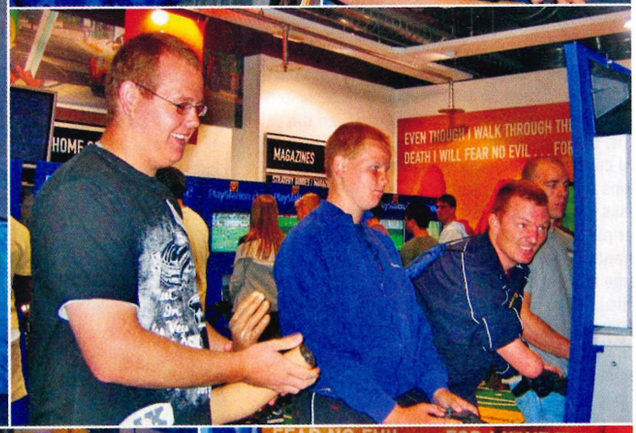
PES Tour Update

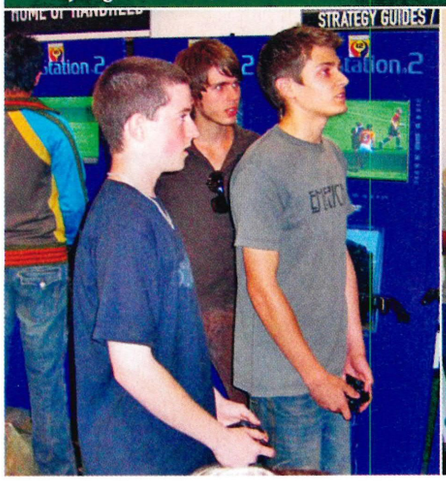
We kick off another round of glorious PES tournament fun, this time travelling to Leeds for some hot footie action

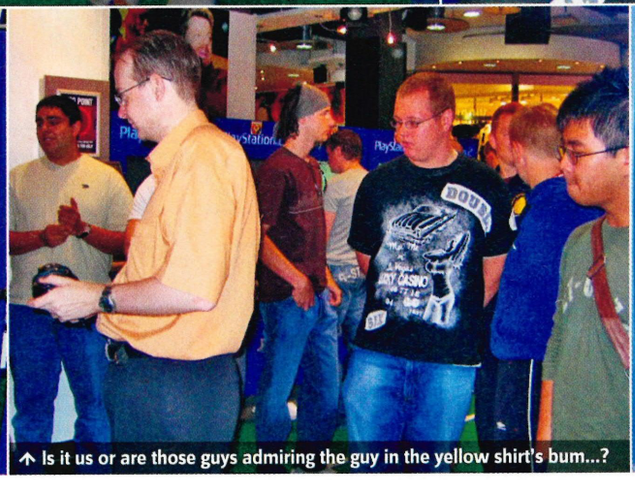
↑ They might look cool, calm and collected now, but minutes after this was taken the glooves came off!











↑ Is it us or are those guys admiring the guy in the yellow shirt's bum...?

The fairer sex couldn't keep away from our Leeds event, it seemed. Then again, it could've been down to the comfy sofa we had on offer providing them with somewhere to rest their weary legs. Whatever the reason we were enjoying their presence, although we were too nervous to take many photos, for fear of being arrested.

At 11am, Hakeem Griffin was lured by the sight of *PES* running on the nice plasma telly. Only three other guys showed up for the first tournament, including Stuart Wales, whose pantomime exuberance was hilarious. Stuart paced into the centre of the room and proclaimed with wide eyes: "I've never SEEN so many football games!" He promptly lost to Jamie Thorp.

It was Jamie vs Hakeem in the 11am Final. Alan Pickering, our other instant semi-finalist, watched alongside Stuart with his high spirits intact. "Beautiful ball!" Stuart roared in approval at another Hakeem defence-splitting pass. H then took a 1-0 lead with a 20-yard rocket. In the second half Jamie won a free kick, from which Henry expertly curled the ball past the keeper. One-one at full time, so the game went to penners, before Hakeem held his nerve and sneaked it.

Twelve new faces showed up for the 12pm event, and Alan and Stuart were still sticking around. Some anonymous couples started loitering too, romantically playing *PES* together. But our attention was set firmly on the comedy trio of Andy Atkinson, his pal Jonathan Cummin, and Jon's brother, Gary. As Andy played Gary, Jonathan seized the opportunity to distract them by waving Andy's prosthetic forearm around, clipping it to an empty controller, and getting up to general mischief. We had to laugh.

Things were far more civilised at the opposite end of the room where Jamie Foot and Michael Britton were limbering up for a game. In another corner we also had Mr Soul (aka Kyle O'Reilly), who faced off against his mate Jamie Brayshaw. As you might guess, with a name like Mr Soul, he simply had to be a Ninja *PES* player.

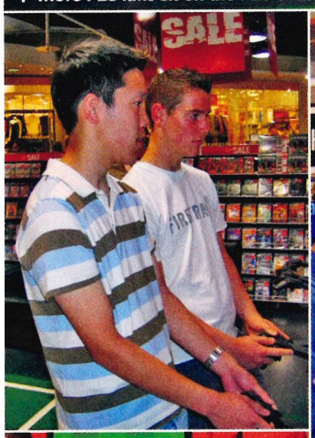
A nervous Steve Pollard took an early lunch from work to get a few games in. We also had college students Nav Atwal, and Gaz Saunders signed up for the action. Teen rockers Josh 'Buzz' Buswell, James Barker and Mel Wood (yes, a GIRL!) turned up to make a party of it.

So, with everyone ready to go, games got underway and Andy Atkinson got off to a good start, hammering Buzz in the first round. But he wasn't so fortunate in his next game. Kyle and Jamie face off in a heated semi-final, which Kyle

NEXT EVENT

After Leeds, the *PES* bus travelled to the Virgin Megastore, 235 Buchanan Street, Glasgow. Full report soon.

↑ More *PES* fans sit on the *PES* couch waiting for a chance to proove their skills.



↑ Dedication's what you need!

won to set up a final with Gaz. At 1-1 a late free kick almost handed victory to Kyle. We endured a tense extra time period only to see the game go to penalties, which Kyle won with style.

By 1pm our sofa had become a novelty resting spot for large numbers of young women, but the lads did very well not to be put off their game. Ross Jackson revealed that his brother bashes holes into walls with his controller whenever he loses. We'd have sent him the bill if he got all primal here, but he was well behaved.

Jamie Foot tried extra hard to concentrate on his semi-final, ignoring Buzz who spent half his time on his mobile phone. Unphased by the distraction, Jamie survived and went on to face the highly-strung Richard Drye in the 1pm final. Despite the time and the fact that the scoreboard disappeared off the edge of the dodgy plasma screen, Dyre put up a fantastic performance and won 2-1 (...we think).

At 2pm Virgin Leeds was almost completely evacuated, which Emmanuel 'Hardy' Cole used as an opportunity to sneak a few cheeky wins and claim his prize in the 2pm final. Mid afternoon saw the arrival of a young family, who supplied what possibly could be our youngest ever competitor - who unfortunately ended up sleeping in his pushchair during the whole time. A couple of very attractive young ladies also dropped by, accompanied by a male chaperone. They played while he watched. *PES* that is.

The 3pm final saw Hakeem take on the formidable Tom Delaney. Tom really knows how to play, side-stepping all over the park, before going on to claim the win.

But he was hungry for more. As 4pm rolled by we watched David Elstob work towards a final with Mr Soul. Buddies Henry Pang and Chun Wing Lee were dispatched by Tom, but the favourite's ass was served on a plate by David in their semi-final. Shocker! Henry lost to Mr Soul, so it was Dave and Kyle for the Final.

And what a game it was. Tom's side-stepping technique was proving infectious, as both lads were at it like Cristiano Ronaldo on speed. They were locked at 1-1 at the final whistle, and the game went all the way to penalties, which a delighted and mightily relieved Kyle edged in dramatic fashion.

It was almost time to go home but we managed to squeeze one last tournament in at 5pm, with Matthew and Henry Pang, Philip Barowik and the mysterious Dizzle all still up for it. Both semi-finals went to penalties... again! The young Barowik lad saw off Dizzle in the final, with a solitary goal enough to win. We doff our caps to Dizzle and the gang, and headed home after another splendid day of *PES* goodness.

YourShout

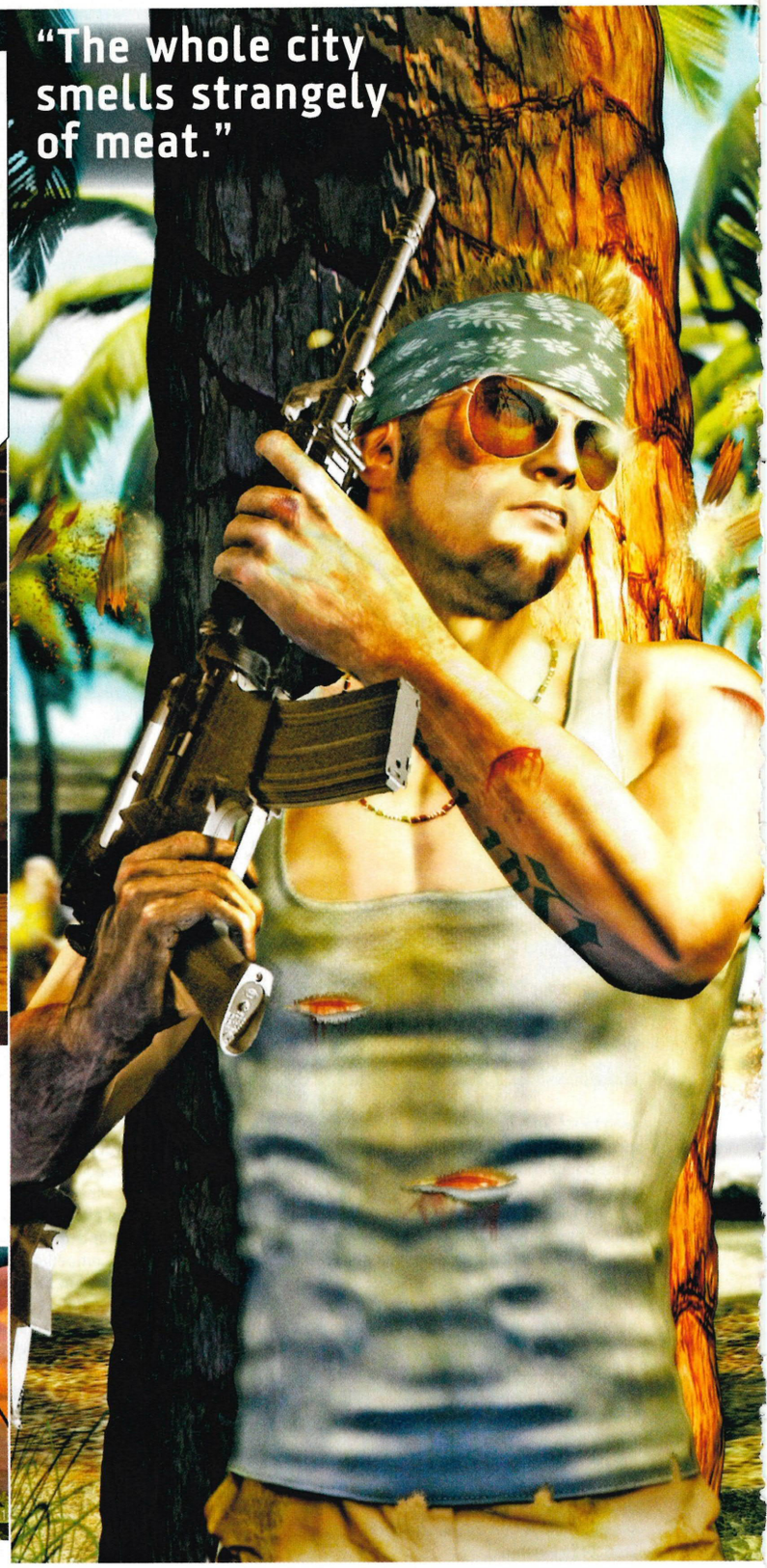
OXM winner Gordon Innes reminisces over meeting the Far Cry team in Montreal. Lucky sod.

↑ If you can't tell who the non-French-speaking chap is, that's Gordon right behind the cut-out.

Bonus info

SHAMELESS PLUG

You're in Montreal meeting your fave game developers and what do you do? Plug your own game, of course. "I was showing the team my online comic at ROIDonline.piczo.com and I'm now working on a point-and-click adventure based on my comic called *Roid*. I don't suppose you'd plug my wee comic in your mag?" Do we look like *Loot*?



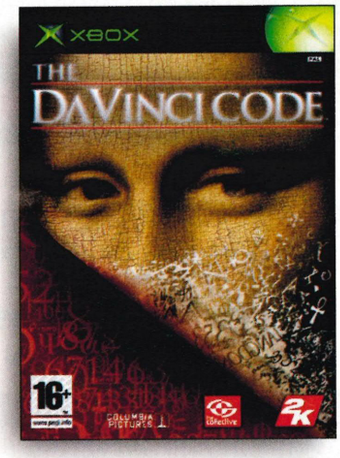
Remember several issues ago we ran a competition looking for the best homemade *Far Cry* deathmatch map? You know, the one with the prize of an all expenses paid trip to Ubisoft's Montreal studio in Canada? Well the winner was Gordon Innes who got to hang out with the *Far Cry* development team and get his winning map design on our disc, the lucky devil.

So what happens on these dream trips then? "Mostly I got stopped by Canadian officials who rifled through my bag (a lot!) and smoked strange tasting brands of cigarettes in bars with weird tasting beer," he says. One thing Gordon, that wasn't beer. They do that to all the new boys...

"There was very tight security at the studio so I didn't get to see much of anything in development. But they showed me around some of the floors where they were working on games like *Rainbow Six Vegas*, which I'm really looking forward to playing."

He even got free stuff! "The guys gave me a bunch of stuff like a multi-region copy of *Far Cry Instincts Predator* signed by the team and even a rare developer team T-shirt. Thanks to anyone at your magazine (of which I'm a very loyal reader) who picked my wee map and got me on a plane to Montreal. I had a great time and the Ubisoft guys were all ace! Although the whole city smells strangely of meat..." Gordon, it was our pleasure!

↑ If only the map editor allowed choppers!



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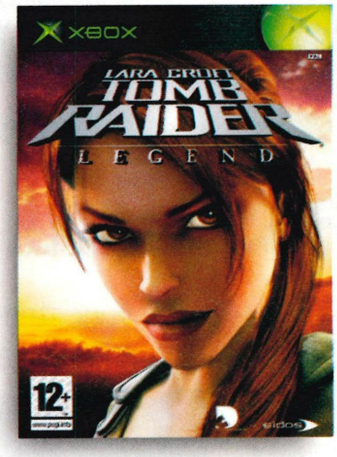

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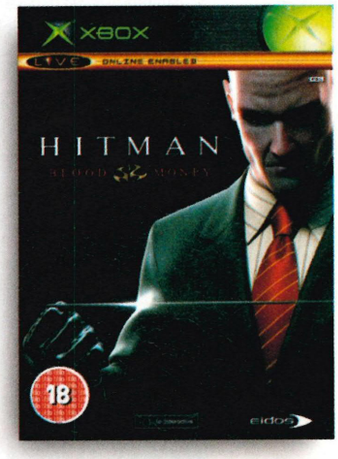

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Masterclass: Full Spectrum Warrior: Ten Hammers

Your step-by-step guide for leading the peace-shattering troops to glory and world domination! The UN would be PROUD!

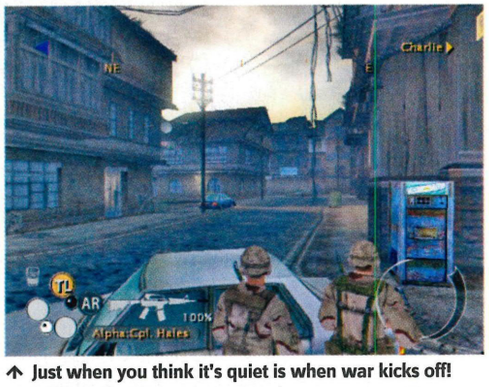
TIME TO GET YOUR thinking head on and suit up for the ultimate strategy experience. Don't mistake the wonder of FSW as a third-person shooter, even though it might look like all the rest. You'll need a good night's sleep and a straight head if you're to guide your troops through the warzone into safety on the other side. Think of it as a game of chess or cat and mouse. Plan your movements carefully and always look for cover to hide behind. Use every tool given to you; smoke grenades are a godsend when it comes to getting out of a tight situation. War games don't get any more intense than Full Spectrum Warrior: Ten Hammers...

↑ Make sure you know what all the icons means that flash up on the screen. This skull means your target is toast!

MISSION ONE:
MARCHING ORDERS

Okay grunts, this is your standard tutorial mission, so listen carefully! Group up with Bravo team at the start, then head up the street to the northwest. Here you'll encounter a pair of insurgents, so take cover behind the brick wall and set your fire sector. Eventually they'll leave cover so you can kill them. Move up to the next corner and lob a frag around it to kill the next two foes. Hide behind the planter and lay down suppressive fire using your auto rifleman. This will keep the next enemies pinned down, allowing the AI-controlled team to execute a flanking move. Basically, all this involves is moving around to a position where you can get a clear shot while the enemies are still suppressed.

Use your team leader's sniper rifle to shoot the next enemy. Remember to only press the A button once the red targeting dot has appeared in the centre of your crosshair. Otherwise you'll miss the shot. Now move up to the next corner and split up into buddy teams using the White button. Hug the corners of the small building as indicated by the blue markers, and set fire sectors in the direction of the enemy on both sides. This will provide cover for the AI-controlled team as they move up close enough to wipe out the bad guys.



↑ Just when you think it's quiet is when war kicks off!

Re-group and move up behind the blue crates. Blast the enemies behind the car using a frag grenade, then blow up the safe house nearby using your M203 grenade launcher. Safe houses will keep spawning enemies if left unattended. You can spot them by looking for the symbol of the Mujahadeen, an upside-down orange crescent.

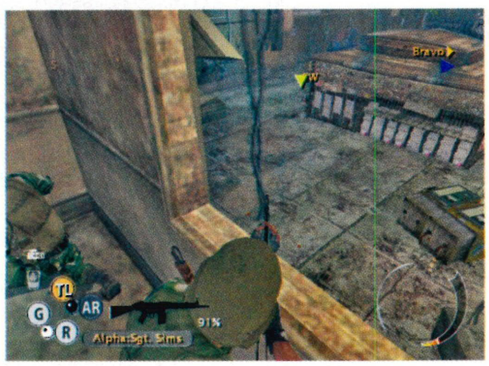
When you get to this point, you get to control the Bradley APC. Call it up by pressing the Back button and switching to Charlie team on the map. Kill all the enemies along the city streets, then switch back to your normal teams and hook up with Delta.

Rescue the wounded marine and use smoke grenades to get close to the next two enemies. Move up and wait by the wooden crates. Now flank the enemy around the east side of the building using the other team. At the end of the mission, you must defend the position from multiple enemies. This sounds like it might be tricky, but set the fire sector on Delta team's jeep and it shouldn't be too much of a problem.

MISSION TWO:
TO THE RESCUE

Your objective here is to track down and capture the enemy colonel. Move up the street and turn east, sticking close to the corner. Snipe the enemy behind the car with your team leader and use the Bounding Overwatch move up both sides of the street to make sure both teams have fire cover.

Head into the market and send one team to the left and another to the right. This is to make sure the enemy colonel has no chance of escape, but it'll also help you to flank enemies inside. Several enemies have dug in with excellent cover, but it's nothing a couple of frag grenades can't deal with. The colonel is wounded in the centre of the building. Find him. pick him up and return to the CASEVAC.



↑ Use both teams together to scout out the trouble.

↑ War wouldn't be as much fun without sniper rifles.

↑ Learn how to KILL and not feel bad in the boot camp.

↑ **Make sure the area is clear before storming in.**

↑ **If you can't get close enough, lob in a smoke grenade and sneak a little closer to get the right kind of shot off.**

Now look for your stranded allies. Enemies lurk due east near the roadblock. You might be able to spot them behind the fence. Attract their attention using Alpha, then head up the stairs inside the building using Bravo. That done, go down the other set of stairs to flank the insurgents. You can also snipe enemies from one of the windows inside the building. Set Bravo up at the southern window overlooking the alley. They'll be able to cover Alpha team as they progress along this route.

Some of the enemies here have good cover behind the corners. Frag them out and head over to the Bradley APC, hiding behind it for protection. Summon the CASEVAC up to your point and go north to recon the roadblock nearby. Engage the enemies to the northeast using Alpha and send Bravo northwest to flank around the corner.

Beware attackers from the structure directly to the north while Alpha is taking on the enemies near the walls on the left. You might want to set up a Bravo fire sector in this direction. Take special care to avoid the BMP. It can shoot through almost all cover except the corners of buildings! Send Alpha upstairs and position them near a window to attract the tank's attention (don't set a fire though, or you'll die). Now send Bravo behind the building to find a detonator near the wooden fence. Activate it to destroy the roadblock. Now Charlie team can come to the rescue! Switch to the Bradley and destroy the BMP.

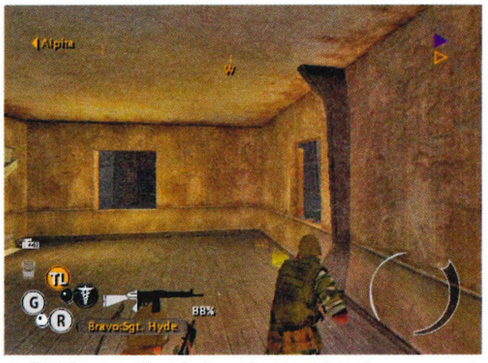
Complete the last section using Alpha and Bravo, using the concrete blocks to avoid RPG fire from the buildings. The trusty sniper rifle is the perfect way to deal with the remaining foes.

MISSION THREE:
MONASTERY

Flank the first set of enemies around the building to the east. Head around the rotting building, hugging close to the wall and moving Hot at all times. Whatever you do, don't stray into the path of the specialist vehicle around the next corner – it'll wipe you out in seconds. Attract its attention using Alpha, then flank it by sending Bravo team down the alley nearby and lob a frag grenade to get the job done.

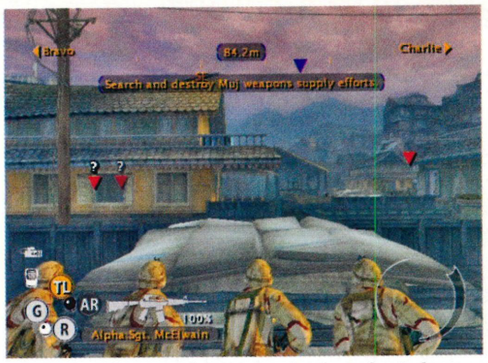
Beware the enemy springing out from the doorway to the north. As you move through the courtyard, there's a danger that the enemy will circle around and attack you from behind. Prevent this from happening by moving Hot and always making sure that one team is always providing

↑ **Nothing provides rock solid cover like a tank. This is the perfect time for ordering kebabs and having a breather.**



↑ **Peeking out of a window gives you the advantage.**

↑ **Yellow icons tell you where your targets are hiding.**



↑ Good soldiers can throw grenades through windows.

↑ Regroup and take five minutes to make sure everyone's present and correct. Use medics to heal the injured.

cover fire for the others.

Speak to the civilian near the gate, but don't rush through before you've scouted out the situation. Several enemies lurk in the building behind, and the sniper on the balcony is especially difficult to get. Cover Bravo's path to the unexposed side of the building using smoke grenades, leaving Alpha by the gate to attract the sniper's fire. Now go up the stairs on the right-hand side of the building using Bravo, and move around the balcony to flank the sniper.

Kill all opposition using grenades at the end of the next tunnel. Kill the enemies coming out of the safe house on the left and grenade it with the M203. Call in an airstrike to take out the insurgents who spawn from the gate. This should also have the added bonus of blowing up the gate itself. Result!

Now you have to search the building. It's best to use the Hot command to be on the safe side. A lone sniper is hiding in the hole in the roof, so keep an eye out. Make sure the exit is covered just in case, and move over to the blue marker to complete this mission.

MISSION FOUR:
BRITISH INVASION

In the next couple of missions, you leave the US Marines behind and take on the role of the British armed forces. Engage the first set of enemies using Alpha, then send Bravo around the left of the buildings to execute a flank. Move Bravo up to the next position and keep an eye out for a lone enemy popping out of the wooden double doors of the safe house directly behind your teams.

Head upstairs into the next building using the Breach command. Continue south and use an airstrike on the enemies you encounter here. Three more enemies are hiding around the next corner. One of them is lurking on the rooftop itself, so you'll have to take cover and snipe him from afar. Once they're dead, it's safe to call up the CASEVAC to your new position. After you've healed and re-supplied, send Charlie up the small stairs on the left-hand wall. He'll be able to cover the other two teams from the window above.

The wounded soldier you're looking for is down the alley on the right. Don't just rush down there, but move Hot and look out for an enemy hiding near the wooden fence with the chickens. Return the injured man to CASEVAC and continue south along the main street.

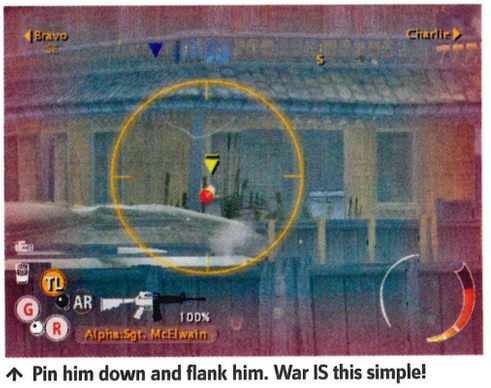
Snipe the enemy on the rooftop on the right-hand side of the street, then send Alpha around the rear of the buildings. Send Bravo round to the front of the buildings and engage the enemies pouring from the safe houses. Execute a flank using Alpha and keep the doors of the safe houses covered with fire sectors as either team blows them up.

Head back behind the buildings and look for the road leading off to the right. The sniper in the window here is the last enemy you'll have to take out before rescuing Daniels. Pick him up and return to CASEVAC to complete the mission.

↑ It's okay, he's got your back. But you've got to ask... who's got his?

MISSION FIVE :
ART OF WAR

Move up the street and set up fire sectors to deal with the enemies you encounter. Send Alpha up the stairs into the building on the left-hand side of the street. Position them by the window to provide cover fire for Bravo. You should be



↑ Pin him down and flank him. War IS this simple!

↑ Be carefull not to shoot the knickers or towels, the locals won't thank you if you destry their laundry.

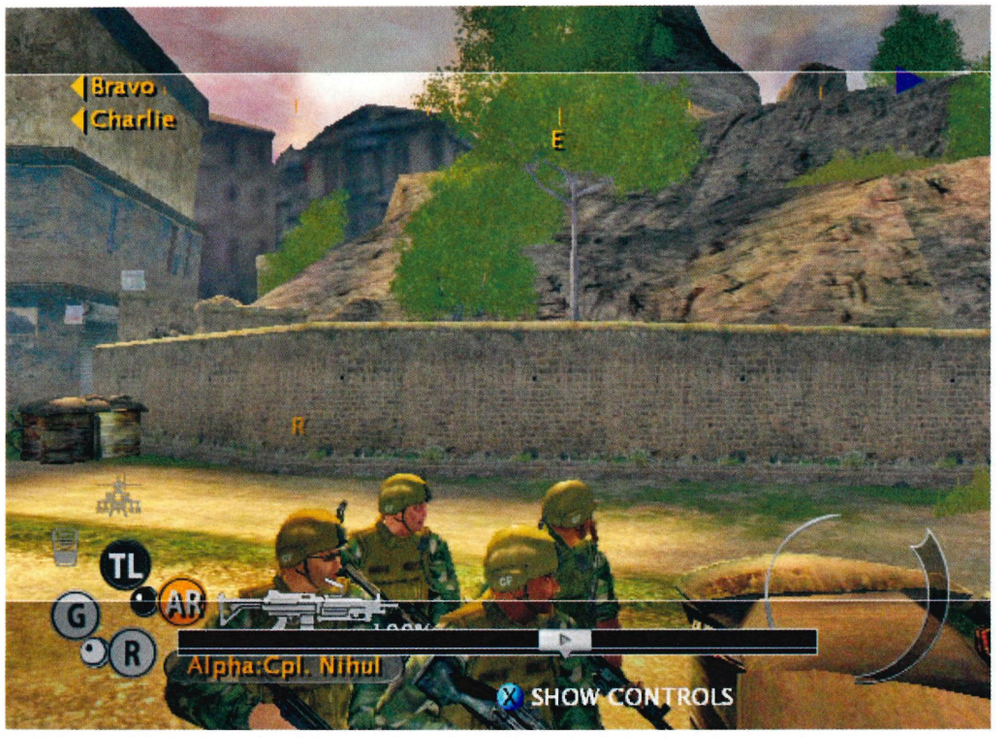
able to take out the remaining enemies from this point. Head over to the window facing the safe house at street level and order Bravo to approach the safe house carefully. Alpha should keep the insurgents busy while Bravo chucks a grenade through the door.

Now move Alpha up the next set of stairs and over to the western window. Provide cover fire for Bravo again as they move up to the objective marker. Head inside the building just before the technical vehicle using Alpha.

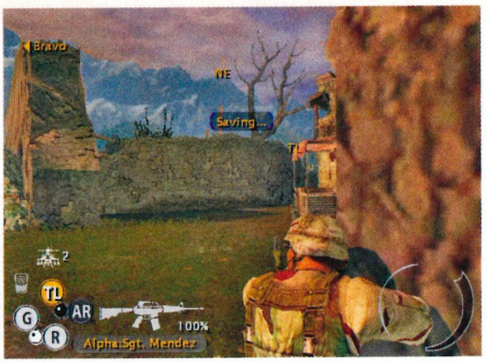
Attract the gunner's attention by positioning them near the window. Move Bravo around at ground level and throw a smoke grenade to cover your tracks. Now quickly move out from behind the corner and M203 the vehicle. You might want to use more than one smoke grenade – it's a good idea to be extra safe.

Use flanking moves to kill the enemies in front of the arts centre. Instead of taking the obvious route north, head south and open the gate for your Humvee to drive through. This will make the final part of this mission much easier.

Re-trace your steps and this time head north. Blow up



↑ Make use of the Replay mode to jump in and out of any mission. Handy if you're not very good.



↑ If only Bush could save his progress and replay levels...

the safe house along the way (smoke grenades can help you get close enough). Switch to buddy teams and use the sandbags to cover as many angles as possible.

In front of the arts centre, you'll find out why it was a great idea to call up the Humvee. Its heavy gunner will keep the insurgents pinned down, allowing you to move around and flank them. Make your way inside the arts centre and detonate the C4 on the arms cache for another successful mission.

MISSION SIX:
THE TIEN HAMIR BRIDGE

Execute the Bounding Overwatch move down the first route, with both teams moving down opposite sides of the northern street. When you come to the end, send Alpha upstairs into the building to cover Bravo team through the window facing the northeast.

Once the next group of enemies have been cleared out, continue on to where the road splits off in two directions. Don't be tempted to send the teams in different directions – you'll need all their strength focused down the street to the northwest.

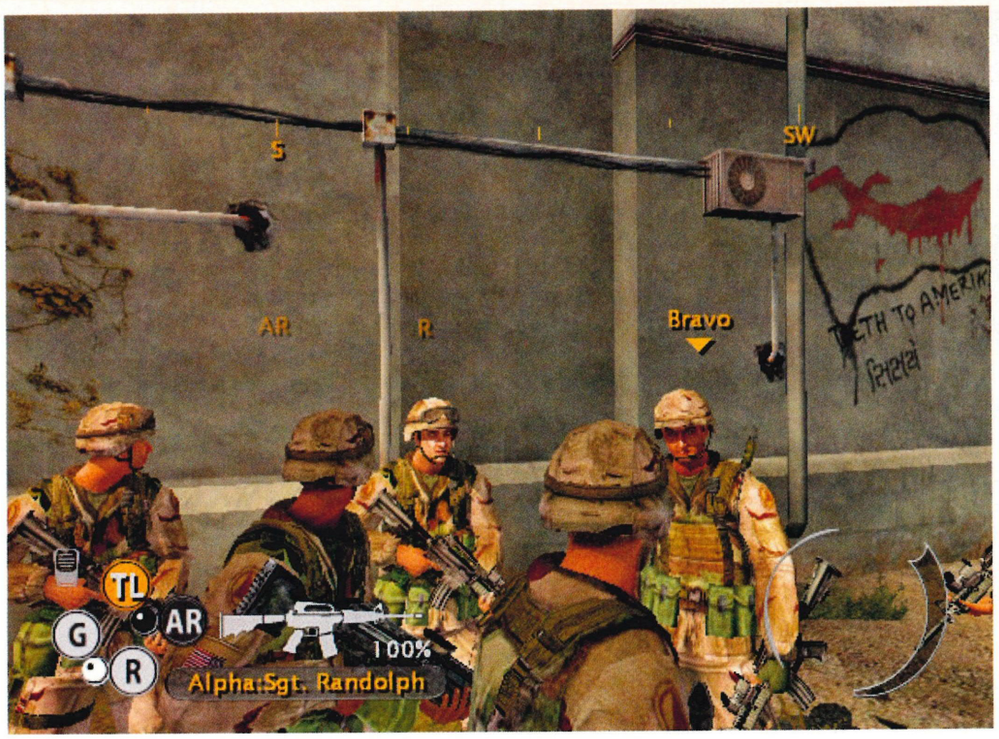
Again, use Bounding Overwatch and move Hot at all times to make it down the road safely. Go inside the building to find Smithson. Engage the enemies to the south through the first floor window. Once they're dead, more enemies will pour in from the west. Sort them out through the western window and do the same again when another group attacks from the northwest.

Leave Alpha team in the window, then move Bravo up to the bridge with cover. Defuse the mines and send Bravo up further to recon the bridge. Make sure they're always covered by Charlie team. Defuse the other set of mines at the opposite end of the bridge, then move Charlie up to help you kill the enemies lurking here. Alpha and Bravo will also be needed to mop up the stragglers, so it's best to bring them up too.

MISSION SEVEN:
WALKING ON WATER

Achmed is your biggest asset in this mission so take good care of him. He's able to recon enemies for the team

↑ Even killing machines are prone to cold callers.



↑ Even the graffiti is realistic.

↑ There's never a right time to re-load in war.

without being shot at. Plus, he's not a bad shot with the sniper rifle either! Send him out first to spot the first group of enemies. Deal with these guys by bringing up Alpha and Bravo, then use the Overwatch move to proceed down the south bank and through the boat hut.

Shoot the sniper on the roof, then head north and bring Achmed around to talk to the civilian and set up an impromptu CASEVAC. Send Achmed around to the northeast to recon for more enemies. Kill all the enemies on the southeastern boardwalk before heading out into the large open area. Be careful though – there are more insurgents hiding in the boathouses over to the right.

Proceed through the area and send Charlie up to the weapons cache first. Enemies are lurking over in the building on the right. Once the arms are detonated, enemies will

↑ Now would be the perfect time to finish him off.

↑ Let one team surpress them, while the other moves in.

↑ Cut scenes like this mean you're doing well.

attempt to flank you from the northwest. Be ready for them by moving Hot and setting good fire sectors near the entrance and exit.

Once they're all dead, send Charlie up to the northwest to where the enemies came from. Carefully use the Bounding Overwatch move to get through the big boathouse. Resupply here and blow up the ammo cache. Send Alpha back through the boathouse, but leave Achmed on the northern bank of the river. From here he'll be able to snipe enemies and help the others make it to the final objective marker.

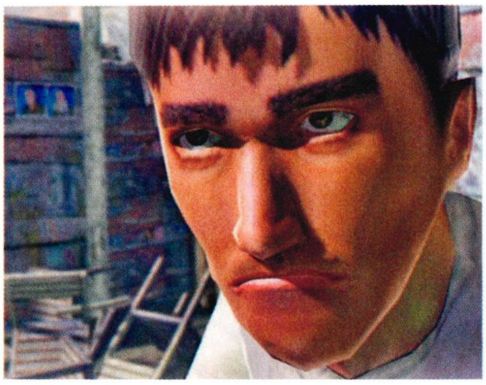
MISSION EIGHT:
SCYLLA AND CHARYBDIS

Send Alpha up the northwest route and hide behind the metal crates. Flank the enemies here using Bravo by sending them up the street to the northeast. Once the CASEVAC has been established, enter the pool room and keep an eye out for the two snipers on the upper balcony directly above the water. Head upstairs using the Breach command. Take the northeast stairs first and kill the three rooftop snipers from behind the safety of the stone walls.

Now take the other set of stairs, taking special care to deal with the snipers on the tower over to the northeast. Snipe them using your team leader as quickly as possible. There are many more enemies in the garden below, so set fire sectors over them for some easy kills. Call up the CASEVAC – get them to meet you at the garden exit and resupply. Exit the garden and take the northwestern detour until you come to the large firefight.

Four more enemies are staged behind the wall to the northeast. There's not much cover here, so it's a good idea to use grenades to flush them out. From this point onwards, you'll have assistance from the local militia. These guys use elevated positions to provide cover for your teams. Don't rely on them too heavily though, as you can still be killed easily while moving through the final part of this level.

Move Hot and use the Overwatch technique to make safe progress. Each time an area is cleared, call up the militia using your Command menu. They'll occupy the nearest vacant building. You should also make sure that you blow up all the safe houses you encounter, otherwise all your hard work could end in disaster. Kill the RPG threat at the end of the street to complete the mission.



↑ Nice eyebrows...

MISSION NINE:
RAIN OF FIRE

Don't move out straight away. Wait for the enemies to reveal themselves as they pour out of the door over to the right. A couple of them also appear on the rooftop. Snipe these guys first and as many of the enemies on the ground before setting up a flank to deal with any survivors.

Head upstairs into the building using the Breach command. After clearing out the interior, position Bravo near the window and set a fire sector over the tunnel below. Assault the tunnel using Alpha. If you find the enemies are tough to tag, force them to leave cover using grenades.

Leave Bravo where they are for now – it makes sense for them to cover Alpha while they move up a bit further. Proceed southeast with Alpha. Beware the enemies who pop up from the alcove on the left wall. Moving Hot will help you deal with them.

There's a mounted gun turret in a doorway at the southernmost end of this area. It's simple enough to get close to the corner and chuck in a frag grenade. Now go upstairs through the blue objective marker. There are two sets of stairs to ascend. Don't forget to use the Breach command.

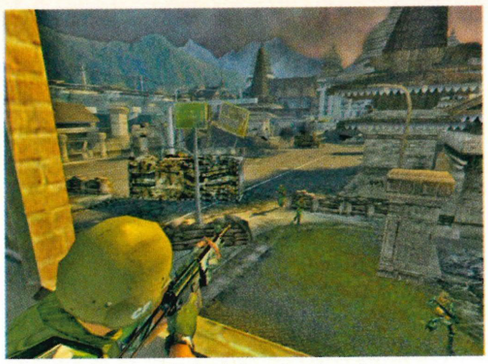
Now you have the difficult task of moving from room to room, looking for the two artillery sites. The first one is up the set of stairs on the left, but the other one is right on the opposite side of the building. Always check each room before moving through. Using the Scout command will make sure no one gets picked off. Throw smoke grenades to get into the large room with the ammo dump in the centre. Then, make sure you blow up the cache as one of the secondary objectives.

Don't go up the next set of stairs until you've dealt with the enemies inside. You can do this either using grenades or by sending Bravo back up the other set of stairs and through the room on the right to flank the bad guys. Not much further to go before you reach the artillery site. There are two guards to kill before you can blow it up and achieve victory!

MISSION TEN:
BROKEN MEN

This mission is the toughest in the game, mainly because you have fewer men and Charlie team must not be hit at any point. If Daniels takes a bullet then you'll fail automatically! The lack of men forces you to split into buddy teams so you can still Overwatch down the first street. Snipe the first enemies at ground level, then move around the southeast side of the building to eliminate the heavy gunner. Send Daniels upstairs into the building to flank the enemy around the next corner. Now it's safe for you to regroup with the other squadmates, boosting your

↑ A classic example of letting your guard down. Don't get caught looking the wrong way or you'll die.



↑ Make your team feel safe by using the sniper.

↑ Don't expect too much resistence from the early levels. They're there to give you a chance to get to grips with things.

team's numbers dramatically.

Head northeast and look out for a sniper on the rooftop around the corner. Use Overwatch and move Hot to reach the end of the street where you'll see another set of stairs on the right-hand side. Now you can cover from the window and snipe enemies hiding inside the market.

Using the other teams, flank around both sides of the market – or go right through the middle if you're feeling especially cocky. Use the CASEVAC in the next area.

Now Captain Bates will join the party. He's armed with a bazooka, useful for taking out the BMP around the next corner. Attract its attention using Alpha, then send Bravo and Delta down the alleyway on the right. Flood the alleyway with a smoke grenade, then position Bates behind the blue crate to blast the BMP with his bazooka. Make sure there's plenty of smoke because the blue crate is worthless cover against the BMP's heavy gun. Now things get really tough.

Take command of the unmanned BMP down the next street, then clear out the RPG enemies and snipers as you move around the market again. You probably won't last all the way to the next CASEVAC but that doesn't really matter.

Move the infantry teams up to the CASEVAC and wait for Daniels to receive communications from HQ. They'll offer an airstrike which can help sort out the BMP around the next corner. To get a successful lock, you'll need to use plenty of smoke grenades – and be a little bit lucky too. The same goes for the technical vehicle that arrives on the scene moments later. Don't waste the airstrikes whatever you do, otherwise your chances of survival are pretty slim.

With the enemies in this area defeated, send Alpha over to the far corner on the right. You'll see a heavy gunner who needs to be flanked around the left side of the building. Clear out the enemies in the bus depot and blow up the remaining technical vehicles using grenades. That's the difficult part over.

MISSION 11:
THE LOST SQUAD

Head up the first street, but beware of a sniper hiding in the building on the intersection on the right-hand side. Use the corner for protection and snipe him with your team leader. Don't go down the intersection – continue along the original route. Take cover behind the sandbags and face the window immediately, concentrating your fire there. An RPG-launching enemy lurks inside, so blow him up quickly using a frag grenade. Snipe two more enemies further up the road before continuing on your way.

The next RPG enemy is in a similar position, although the white car won't provide any cover at all from this explosive threat. You need to act quickly and chuck a grenade through the window before he can stick his head up. Again, don't go down the intersection but carry on going straight. It's really important to use the Overwatch technique and move Hot at all times. But watch out – this street is packed with infantry and snipers.

Make sure all the snipers are dead before sending Charlie upstairs into the building on the right-hand side of the street. Position him by the window and you'll instantly see a technical firing at you. Leave Charlie to keep the vehicle busy, then continue with Alpha and Bravo up the street to flank the technical and blow it up using a frag grenade. There's yet another technical around the next corner, just before you get to a safe point for the bus. Again, flank and frag to deal with this. Call up the bus and CASEVAC to get the injured troops out of there.

Daniels has to rush through a bunch of crossfire up ahead. The only way to get through to the stairs unscathed is to throw in a couple of smoke grenades. Once inside the building, go left to the window to eliminate the three enemies. Now go back outside and move up Hot to the next two sandbags. With a bit of luck, you'll kill the man who appears before he reaches the gun emplacement.

The doorway to the right looks very tempting, but you'll need to cover your entrance using a smoke grenade. That's because there's a sniper hiding up to the left just past the gun emplacement, so you'll have to be wary of him. As soon as you're inside the building, it's best to shoot him from the

↑ Look after every member of the team. They're family!

↑ Heading out into the open is a dangerous move.

↑ Ten Hammers was only SIX months late but it made it!

↑ Listen to your instructor carefully. He's only say it once.

safety of the corner leading onto the balcony.

Now go back outside and hide behind the gun emplacement to deal with the last two snipers at the far end of the street. Call up the bus to the next safe point. Board the lorry that turns up and it'll take you to the next part of the level.

Send Alpha down the stairs to the south where you'll see two troops pinned by a mounted gunner. Don't try and help them just yet. Instead, send Bravo and Charlie up the street to the south using Overwatch and moving Hot at all times. Eventually you'll reach a point on the left-hand side of the street where the turret is overlooked. Kill the mounted gunner up there, then re-group at the bottom of the stairs with Alpha.

Fight your way through the enemies, flanking around the large building, then when you're sure everything is clear, breach the building on the left side. You'll trap the detonator guy at the top level and the mission will end.

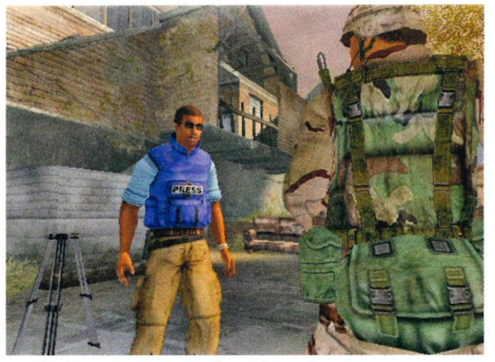
MISSION 12:
LAST STAND

It's actually a relief to have both squads up to full strength - it makes this final mission a lot easier than most. Use smoke grenades at the start to get Daniels past the gunner and around the building to flank. Once that's done, enemies start attacking from all angles. It's a great idea to get two of your teams inside any of the buildings to an elevated position. Leave them near the window and use the remaining team at ground level as bait to lure out the bad guys. They shouldn't be at too much risk with your teams in the windows providing fire support, but as before, using Overwatch and moving Hot between cover is essential.

Once you've dealt with most of the enemies, send Daniels back to the bus and put him on the mounted gun turret you took out at the start. Use the other teams to mop up the remaining enemies and then the bus will start to move up. With Daniels already in position, the progress of the bus will be well defended and the enemies kept well pinned down.

While they're subdued, flank them around the building with one of your other teams. Now there's just one more thing left to do. You have to infiltrate the gardens just past the CASEVAC to clear a point for your helicopter to land. Flank the building and enter via both doorways to confuse the enemies inside.

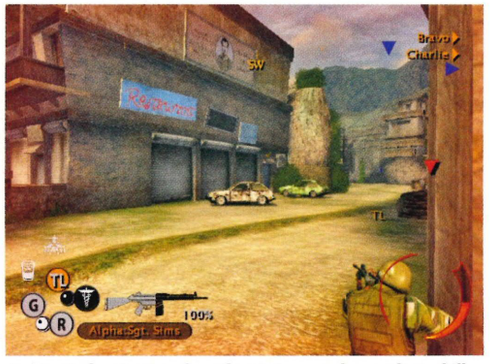
Finally, Daniels goes it alone to save the entire team. Kill the RPG threat using your sniper rifle and radio in to the helicopter to finish the entire game. You're there! Well done, Marine!



↑ Sky News gets everywhere these days...

↑ High points make it easier to murder!

↑ Don't forget to turn the volume RIGHT up!



↑ Don;t shoot cars when there are poeple nearby to kill.

Hints&Cheats

Unlimited lives? Super-health? Characters with enormous comedy heads? Don't get stuck on games - get with the only cheats listings page you'll ever need, right over here!

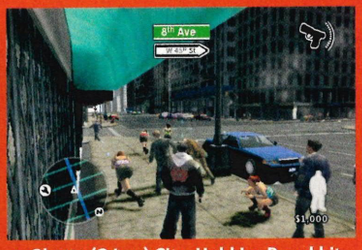
CLASSIC CHEATS IN MOTION

TRUE CRIME: NEW YORK CITY

Issue 51, 8.0

Pause the game, go to the CompStat/Map screen and enter the following cheats.

↑ Zombie Mode: Hold L + R and hit B, Y, X, A, X, A



↑ Ghetto (Crime) City: Hold L + R and hit A, X, A, Y, Y, Y

↑ Puma Shoes Costume: Hold L + R and hit Y, A, B, X (then buy from Puma store)

↑ Redman Gone Wild mini-game: Hold L + R and hit Y, A, A, X, A, X

CARS

Issue 59, 5.8

CHEAT CODES

Enter the following codes into the Cheat menu to unlock all the features you could ever need.

All Cars: YAYCARS
All Modes and Mini Games: IF900HP
Art: CONC3PT
Fast Start: IMSPEED
Inf Boost: VROOOOM
Master's Speedy Circuit/Master's Countdown
Cleanup: TRGTEXC
All tracks and minigames: MATTL66
Videos: WATCHIT

FLATOUT 2

Issue 57, 8.0

CHEAT CODES

To enter these codes, you'll need to go into the Extra menu, then select Enter Code.

All cars and one million Credits: GIEVEPIX
All tracks: GIVEALL
Flatmobile car: WOTKINS
Ice Cream Truck: RAIDERS
Pimpster car: RUTTO
Rocket car: KALJAKOPPA
School bus: GIEVCARPLZ

DOOM 3

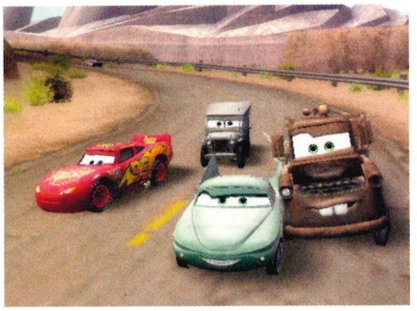
Issue 40, 8.5

GOD MODE

During in-game gameplay, hold the Left Trigger and press X, Y, B, A. If you it right you'll be totally invulnerable to all attacks, and you can blast through the level with ease. But be aware that the cheat de-activates when you pass the level, so you'll need to re-activate it again if you want more invincibility.

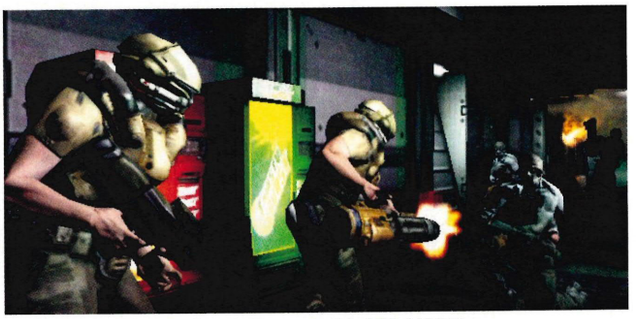
LEVEL SKIP

If you're stuck on a level, and just want to skip ahead to the next stage, bring up your PDA and on the Objectives Screen, hold the Left Trigger and press B, A, X, Y. You'll be instantly booted to the next level.



↑ Make Cars more FUN with CHEATS.

↑ Make *FlatOut2* even more INSANE through CHEATING!



↑ Make hell a better place in *Doom 3* with GOD MODE!

SECURITY CABINET CODES

There are dozens of security cabinets dotted around levels containing much-needed guns, ammo and health re-fills. But they're all locked by digital code, and these codes can be a pain to find. Not anymore though. Here they all are. Just tap in these numbers on the cabinet's keypad:

Cabinet 001: 396
Cabinet 003: 483
Cabinet 009: 752
Cabinet 013: 586
Cabinet 017: 347
Cabinet 023: 531
Cabinet 038: 409
Cabinet 039: 102
Cabinet 047: 123
Cabinet 048: 123
Cabinet 049: 123
Cabinet 054: 142
Cabinet 054: 246
Cabinet 063: 972
Cabinet 064: 651
Cabinet 078: 364
Cabinet 079: 364
Cabinet 103: 259
Cabinet 104: 579
Cabinet 112: 538
Cabinet 114: 715
Cabinet 116: 972
Cabinet 117: 624
Cabinet 210: 298
Cabinet 213: 371
Cabinet 215: 298
Cabinet 216: 624
Cabinet 217: 624

FULL SPECTRUM WARRIOR: TEN HAMMERS

Issue 52, 9.0

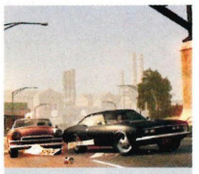
Go into the Bonus material menu and select Enter Code. Type in: **FULLSPECTRUMPWNAGE**, then hit Accept. Now when you head into the Play menu, you will find every level unlocked.

↑ The monsters of hell will be scared of YOU. There's no shame in CHEATING!

Cabinet 216: 298
Cabinet 317: 841
Cabinet 386: 836
Cabinet 387: 836
Cabinet 452: 571
Cabinet 666: 372
Cabinet 669: 468

OTHER KEYPAD CODES
Here are the codes for locked doors to secret rooms, and also the remaining Storage Cabinets that have repeated ID numbers:

Second 054 cabinet: 142
Second 116 cabinet: 624
Lab A: 627
Plasma Storage door: 734
Locker 029: 516
Monorail airlock site 2: 826
Weapons Storage 1 & 2: 584
Plasma Gun storage door: 972
Chief Abram's office: 931



DRIVER: PARALLEL LINES

Issue 54, 8.6

All you have to do to unlock all the cars in the game is go into the Cheats menu and type in CARSHOW. Then take a look in your bulging garage...

STAR WARS: BATTLEFRONT II

CHEAT CODES
Activate these cheats by pausing the game and tapping in these D Pad button combinations on the pause menu. They only work in single player.

Infinite Ammo: Up, down, left, down, down, left, down, down, left, down, down, down, left, right.
Invincibility: Up, up, up, left, down, down, down, left, up, up, up, left, right.
Low detail soldiers: Down, down, down, up, up, left, down, down, down, down, down, left, up, up, up, left, right.
No HUD display: Up, up, up, up, left, up, up, down, left, down, up, up, left, right.
Party: Up, down, left, down, left, right.
Slow-motion sound-effects: Up, up, up, left, up, down, up, up, left, down, down, down, left, up, down, down, left, right.

DESTROY ALL HUMANS!

Issue 44, 8.4

CHEAT CODES
These button codes need to be entered on the Pause screen.

Ammo-A-Plenty: Hold the left trigger, then press left, Y, white, right, black, X
Aware Like A Fox: Hold the left trigger, then press right, X, white, black, right, white.
Bulletproof Crypto: Hold the left trigger, then press X, Y, left, left, Y, X
Deep Thinker: Hold the left trigger, then press black, white, Y, right, white, Y
Mmm... Brains! Do this at the mothership: Hold the left trigger, then press black, black, white, white, left, right, left, right, white, black
Nobody Loves You: Hold the left trigger, then press

THE GAMES MECHANIC

Shoving his greasy spanner right into your games-related problem areas

Dear Games Mechanic,
I've got myself in a right pickle with *The Suffering*. I'm stuck right at the start of Chapter 10. I've found Toque - he's trapped, but I can't find the exit. I've tried looking for ages. You're my last resort.

Ian Pooke, Nottingham

Your problem is a simple one. The hole in the fence through which you can escape is tough to see, but you'll find it near the third lamp post along, in between some bushes. Just to be extra nice, I'll also tell you where the map of the asylum is, too. After escaping, follow the short path to find a pile of blocks that allow you to climb over the wall. Just opposite there is the map. That should make sure you don't lost any more.

Dear Games Mechanic,
I bloody give up. I've been trying to reach the Gold Orb on the Kazakhstan level in *Tomb Raider: Legend* for ages. I know where it is but I can't get to it. Please help me, man.

Justin P, Haverhill

The first time you see the Gold Orb is just after you see Amanda in one cut scene. You then immediately see the Mag Gun in another. But the gun is inoperable so you can't get the Orb yet. Continue with the level, passing through multiple checkpoints until you return to the area where the Gold Orb is, and the Mag Gun is operational. Use it to pull away the four boxes in the wall to the right to uncover a ledge. Then pull the suspended platform on your left all the way to the right. Leave the Mag Gun turret, head right, and use the metal crate there to leap up and grab onto the ledge you uncovered. Shimmy left, jump up and grab the grey stone ledge, and shimmy left some more. Drop onto the platform, then onto the suspended platform you pulled over. Then just swing from the (near invisible) pole to reach the alcove where the Gold Orb resides.

Dear Games Mechanic,
I don't play many adventure games but I thought I'd give *Fable: The Lost Chapters* a go. I'm trying to defeat the Earth troll boss in Darkwood Weir, but he's just too difficult. Can you give me any tips?

Alan Barrow, Peterborough

Ah, the Earth Troll. He's one of those bosses that seem impossible to beat at first, but once you get your mind around how he works, he's actually not all that tough. To start with, you'll need to be constantly strafing (sidestepping, FYI) or he'll just maul you. Forget using your sword because it's too weak (unless you have the Berserk spell). If you don't have Berserk, you'll need to use long-range attacks like arrows (or Fireballs if you're a Mage). Circle strafe around him from afar, shooting arrows and watching out for the rocks he'll hurl your way. Don't go too near him because he'll pound the floor which sends a shockwave that knocks you down. Keep shooting and eventually he'll go down.

BEAT THIS: THE GAMES MECHANIC IS SO GOOD AT GAMES THERE'S NOTHING HE CAN'T SOLVE. IF ANYONE OUT THERE CAN SHAME HIM, THERE'LL BE A FREE, ER SOMTHING IN IT FOR YOU... GET SCRIBBLING IN TO THE USUAL ADDRESS.

↑ **Unlock EVERYTHING without winning a single race. If only LIFE was this easy...**

white, right, white, black, X, right.
Unlock Pox's Upgrades: Enter the Bulletproof Cryto cheat while inside the Mothership.

QUANTUM REDSHIFT

CHEAT CODES
First you have to enter the word 'CHEAT' as your player profile name. Then go to the Options menu and then to the Cheats tab and type in the following:

All Craft Upgrades: RICEitup
All Future Pilots: Nematode
Bonus Objectives Complete: GIMME
Infinite Shields: ThinkBat
Unlimited Turbo: FishFace
Unlock all Easter Eggs: CHOCchoc
Unlock all the Speed Types: zoomZOOM
Unlock Every Track: headSLAP

RALLISPORT CHALLENGE 2

Issue 30, 9.0

CHEAT CODES
These button codes need to be entered on the Credits screen. Also, they affect all modes except the career mode. Your Career will be unchanged.

Vehicles and Tracks group 1: Down, left, down, right, up, up.
Vehicles and Tracks group 2: up, up, down, down, left, right.
Vehicles and Tracks group 3: left, left, down, down, right, right.
Vehicles and Tracks group 4: down, down, left, left, up, down.
Vehicles and Tracks group 5: right, down, right, down, left, up.
Vehicles and Tracks group 6: left, left, right, right, down, left.
Vehicles and Tracks group 7: right, up, up, up, down, left.
Vehicles and Tracks group 8: Left, left, left, up, up, right.
Vehicles and Tracks group 9: Right, up, left, up, down, right.
Vehicles and Tracks group 10: Down, up, down, left, left, down.

↑ **Finish *Ralli 2* SECONDS after you've bought it!**

Classic Cheats

LEGO: STAR WARS:

Issue 42, 7.6

CHEAT CODES
Enter these codes in Dexter's Diner (in the main hub stage).

Boba Fett : LA811Y
Battle Droid: 987UYR
Battle Droid 2: EN11K5
Battle Droid 3: LK42U6
Battle Droid 4: KF999A
Big Blasters: IG72X4
Brushes: SHRUB1
Classic Blasters: L449HD
Clone: F8B4L6
Clone (Episode III Pilot): BHU72T
Clone (Episode III Swamp): N3T6P8
Clone (Episode III Walker): RS6E25
Clone (Episode III): ER33JN
Count Dooku: 14PGMN
Darth Maul: H35TUX
Darth Sidious: A32CAM
Disguised Clone: VR832U
Droideka: DH382U
General Grievous: SF321Y
Geonosian1: 9D7NB
Gonk Droid: U63B2A
Grievous' Bodyguard: ZTY392
Invincibility: 4PR28U
Jango Fett: PL47NH
Ki-Adi Mundi: DP55MV
Kit Fisto: CBR954
Luminara: A725X4
Mace Windu: (Episode III) MS952L
Minikit Detector: LD116B
Moustaches: RP924W
Padme: 92UJ7D
PK Droid: R840JU
Princess Leia: BEQ82H
Purple: YD77GC
Rebel Trooper: L54YUK
Royal Guard: PP43JX
Shaak Ti: EUW862
Silhouettes: MS999Q
Silly Blasters: NR37W1
Super Battle Droid: XZNR21

↑ **The Empire CHEATS all the time so why don't YOU?**

PSYCHONAUTS

Issue 50, 8.5

CHEAT CODES
Hold down the L and R triggers while playing the game and tap in the following button combinations. If you do it right, you will hear a voice say "You Cheated".

All items: B, White, White, click left thumbstick, Y.

All Psi powers: B, B, Y, White, click Left thumbstick, Y.

Full ammunition click: Click right thumbstick, A, click Left thumbstick, click left thumbstick, then quickly press Y, B.

Full arrowheads A, click Right thumbstick, click right thumbstick, White, Y, X.

Invincibility B, White, B, B, Y, Black

Maximum rank and all Psi powers: Click left thumbstick, Click right thumbstick, click left thumbstick, White, B, White.

Weird text White, A, click left. mbstick, White, White, B.

↑ **We first heard the words, "YOU CHEATED" at school.**

NO SUBSCRIPTIONS : NO CLUBS : NO CONS : OUR GUARANTEE

DBMob™

TO ORDER
TXT THE 6 DIGIT CODE TO
80155
EG: 174812 TO 80155

TO ORDER FROM IRELAND:
TXT IRE (SPACE) CODE TO 57856
EG: IRE 174812 TO 57856

RINGTONES

CHART	TRUE	MP3	POLY
Please Please	173181	173187	171734
Unfaithful	173171	173177	171730
Hips Don't Lie	177856	177968	171678
Smile	173062	173070	171714
You Give Me Something	173182	173188	171735
Voodoo Child	173160	173167	171723
Maneater	177846	177851	171673
I Wish I Was A Punk Rocker	177603	177608	171661
Last Request	173158	173165	171721
Smiley Faces	173183	173189	171736
I Love My Chick	173169	173175	171728
In The Morning	173063	173071	171715
She Moves In Her Own Way	177951	177966	171709
Sexy Love	173061	173069	171713
Buttons	177950	177965	171708

TALKING TONES	REAL
Basil Fawlty	178396
Daffyd - Little Britain	178406
Mad German	178431
You Muppet	178474
The Ateam intro	177169
Dirty Dwarves	177173
London Underground	177174
Southpark - Suck On My Balls	177176
Darth Vader	177300
Homer Simpson	177306
Pulp Fiction - Whats Fonzi Like	177879
Happy Gilmore - Go Home Ball	177923
Scarface - Say Hello To My Little Friend	177924
The Shining - Heres Johnny!	177925
Napoleon Dynamite - Freeking Idiot	177920

WARNING TONES	REAL
Minger Alert	177191
Nutter Alert	177192
Bunny Boiler Alert	177182
Fatboy Alert	177186
Ginger Alert	177187
Weirdo Alert	177194
Your Dealer Alert	177195

LEGENDS	TRUE
2Pac - Changes	177476
ACDC - Back In Black	177492
Bon Jovi - Livin On A Prayer	177537
Don McLean - American Pie	177673
Guns N Roses - Sweet Child Of Mine	177706
Guns N Roses - Welcome To the Jungle	177707
Johnny Cash - Ring Of Fire	177732
Rage Against The Machine - Bullet In Your Head	177822
Nirvana - Smells Like Teen Spirit	177778
Radiohead - No Surprises	177820
Ram Jam - Black Betty	177825
Red Hot Chilli Peppers - Give It Away	177829
Faithless - Insomnia '2005	177897
Run DMC Vs Jason Nevins - Its Tricky	177972
System Of A Down - BYOB	173012
The Jam - Town Called Malice	173073
Airwolf	177130

TV AND FILM	TRUE
Mission impossible	177286
Knight Rider	177143
Magnum PI	177145
The Godfather	177154
Highway To The Dangerzone - Top Gun	177156
War of the Worlds	177157

WALLPAPERS

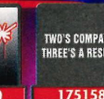
179635

174711

176438

175171

175400



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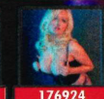
176924

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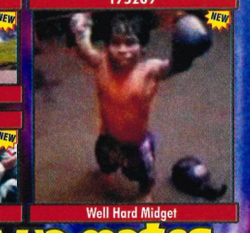
BRAND NEW ACTION! ULTIMATE BRAWLIN VDS

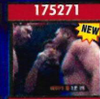
175261 Beach Face Off

174984 Dropped On Your...

179473 Kung Fu Bear


175269 Well Hard Midget

175270 Action Brawling


175271 Bizarre KO

175272 Party Fighting

vids to show ya mates

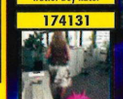
174680 Tractor Boy Racer

174969 Car Full Of Balls Trick

174858 Lost In Translation

174968 Loop the Loop Scooter

174808 Cats Are Really Stupid


174131 Office Pleasure

174333 Ninja Vs Chav

174380 How Not to Fire a Big Gun

175059 Kangaroo Kicker

176302 Kickboxers Big Break

174801 Drugged Up Footballer

174802 Firecracker Idiot

174803 Super Knockout!

174804 Bare basketball

174805 Love Hurts

175259 Dancing Granny

175262 Snake Bite

175263 Skier Near Miss Crevasse

174197 Batman Vs The Wardrobe

175264 Trolly Crash

174860 Jesus Rapper

175074 Insane German Rapper

174859 Deaf Karaoke

175067 Crazy Singing & Dancing Kid

176315 Drink, Sick, Drink, Sick

GAMES

175473 WORMS ABCDEFG

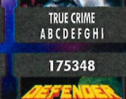
175041 SPIDER-MAN ABCEFGHIJK

174544 2 FAST 2 FURIOUS ABCDEFG

174475 TRUE CRIME ABCDEFGHI

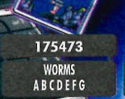
174469 LEGO STAR WARS ABCDEFGHI

174546 AGE OF EMPIRES 2 ABCDEFGH

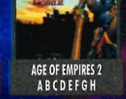


175348 DEFENDER ABCDEFGHI

174581 TERMINATOR ABF


175450 XXX 2 ABDEFG

175451 FAST & FURIOUS TOKYO ABCDEFG



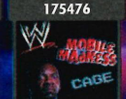
175476 WWE MOBILE MADNESS ABE

174597 CANNON FODDER ABCDEG

174812 LEISURE SUIT LARRY ABCDEFG

174580 SOUTH PARK ABCDEG

175038 BLADE TRINITY ABCDEFGI



174639 TOTAL OVERDOSE ABCDEFGH

175349 DESTROY ALL HUMANS ABCDEFGHIK

COMPATIBILITY: A: NOKIA • B: MOTOROLA • C: SAGEM • D: SAMSUNG • E: SHARP F: SIEMENS • G: SONY ERICSSON • H: LG • I: PANASONIC • J: ALCATEL • K: NEC

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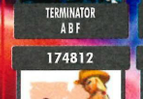
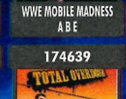


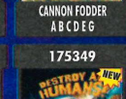
175120 DONE IN 50 SECONDS ADFG

175121 DOUGIE LAMPKIN A

175123 KUNG FU FIGHTING A



175124 POT SHOTS ABCEG



175117 BATTLE SHIPS ADFG

COOL PERSONALISED SCREEN SAVERS

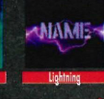
GET YOUR NAME SLAPPED ONTO ONE OF OUR FUNKY ANIMATED SCREEN SAVERS

TO ORDER YOUR ANIMATED SCREEN SAVER
TXT ANI (SPACE) CODE (SPACE) NAME TO 85222
EG: TXT ANI 3 MICHAEL TO 85222

7 Devil Saver

15 BMW Saver

1 Spooky Grave



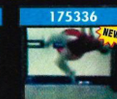
3 Lightning

12 Arrested Monkey

FREE RUNNING VIDEOS

NEW EXTREME FOOTAGE!

175331 Wall Back Flip


175336 Wall Flip

175337 Wall Runners

175342 High Hand Stands

175339 Awesome Free Running

175341 Crazy Free Run Action

SHOCKER VIDS!

SHOCK YOUR MATES!

174339 Scary Shocker

174869 Don't Poke Leopards

174128 Look Closely, Scary

174868 Series Of Shock

174797 Make Ya Jump

174796 Sunset Shocker

Customers must be over 16 years of age. Single videos, wallpapers, animations and ringtones cost £4.50 (Ireland €6). Platinum games cost £3.00 (Ireland €4), all other games cost £6.00 (Ireland €8). Charge messages sent in denominations of £1.50 (Ireland €2). You will be sent a WAP link to collect your item and a small additional network charge may be incurred. Pre-pay users without enough credit will not receive items. Responsibility cannot be accepted for content ordered that is not supported by the handset or for delayed or distorted content delivery. Due to phone screen sizes/resolutions images downloaded may differ slightly from shown. TUNES: MCPS & PRS payments paid. TRUETONES & MP3's: are not original recordings and are not sung by original artists and are not connected with the artist or associated companies in any way. MP3's may take longer to download due to increased file size. GAMES: For more detailed game compatibility info, please visit the DBMob wapsite. WAPSITE: A network charge maybe incurred from your provider during connection. We reserve the right to alter pricing at any time. K2 Media may contact you by SMS with the latest promotions and other products offered by K2 Media or its associated companies. DBMob is a product of K2 Media Ltd, PO Box 162, Kendal, LA8 8WW. Support line available between 9am to 5pm, Mon to Fri - +44 (0)871 200 3193.

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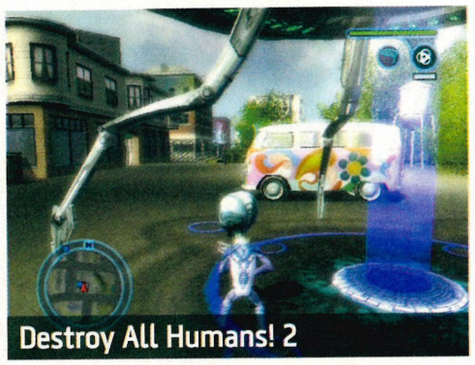
Reviews Exclusive reviews before every other magazine!



Destroy All Humans! 2

Krypto's back and this time the Earth is prepared. Can man fight off the alien invaders or will they literally 'destroy all humans'?

FIFA 07

Ye Gods! Another yearly update trundles towards us. Rumoured to come with a 'Rooney Punch Up' sub-game this time round as well.

Reservoir Dogs

We're liking what we see from Tarantino's classic. If movie tie-ins were all this good even *Cheaper By The Dozen 2* would be Xboxed-up.

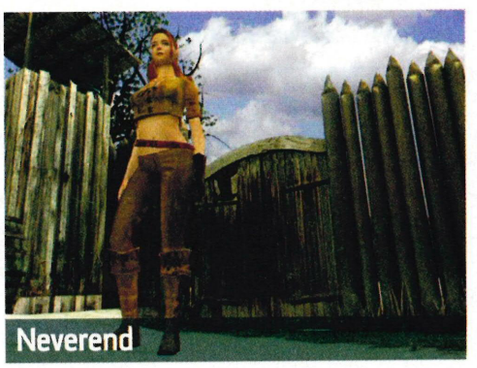
Previews See the Xbox games of tomorrow first!

The Legend Of Spyro A New Beginning

Check out the dragon! Voiced by Elijah Wood, this pretty purple monster is looking better all the time. Will the review stand up though?

Rayman Raving Rabbids

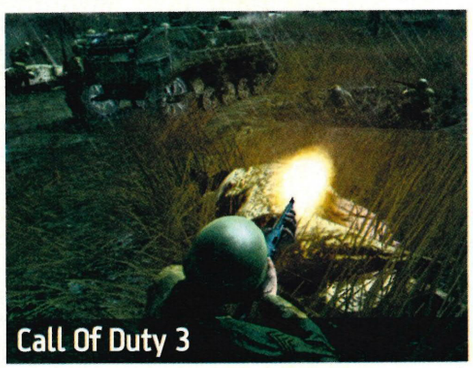
Michel Ansel's manic bunny boiling beauty is as crazy as they come, and we're pulling on our sanity-helmets just to dare a sneaky look.



Neverend

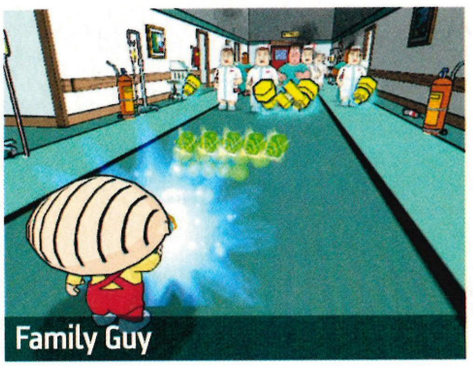
Oh, will it never end? Well, actually according to our sources, this sprawling RPG is destined to become Xbox's *Final Fantasy*. We take it on.

Previews Continued



Call Of Duty 3

We head off to Paris to check out how one of our most anticipated games is coming along. War doesn't get any better than this!



Family Guy

Seth McFarlane's onboard providing the voices so we get down and dirty with the family and see whether it lives up to the hype.

Feature

Marvel: Ultimate Alliance

Be any Marvel hero you want to be, then take on the world. We discover the latest characters lined-up for the super hero RPG.

5 Playable Demos

DESTROY ALL HUMANS! 2
Destroy Hippies, and overturn that Earth scum with our exclusive playable demo!

NEED FOR SPEED CARBON
Experience the next generation of adrenaline-filled street racing. Just make sure you buckle up, okay?

SENSIBLE SOCCER 2006
We all know footballers have big heads, but this demo takes the piss. Play it next month on the disc.

FIGHT NIGHT ROUND 3
EA's heavy hitters want you to smash each other in the face. Playable next month!

FSW: TEN HAMMERS
We reviewed it last year and it's only just launched! Here's your second chance to see how good Full Spectrum Warrior: Ten Hammers is on Xbox.

XBOX 360 VIDEOS

Samurai Warriors 2 - Intro
The battle for feudal Japan makes a colourful debut on Xbox 360.

Samurai Warriors 2 - Game play
Samurai Warriors 2 features loads of new battles and playable characters.

Ninety-Nine Nights - Game play
Ninety-Nine Nights is another massive beat 'em up with thousands of enemies to defeat.

Enchanted Arms - Game play
Take a look at the tactical battles, bursting with strange fantasy creatures and magic spells.

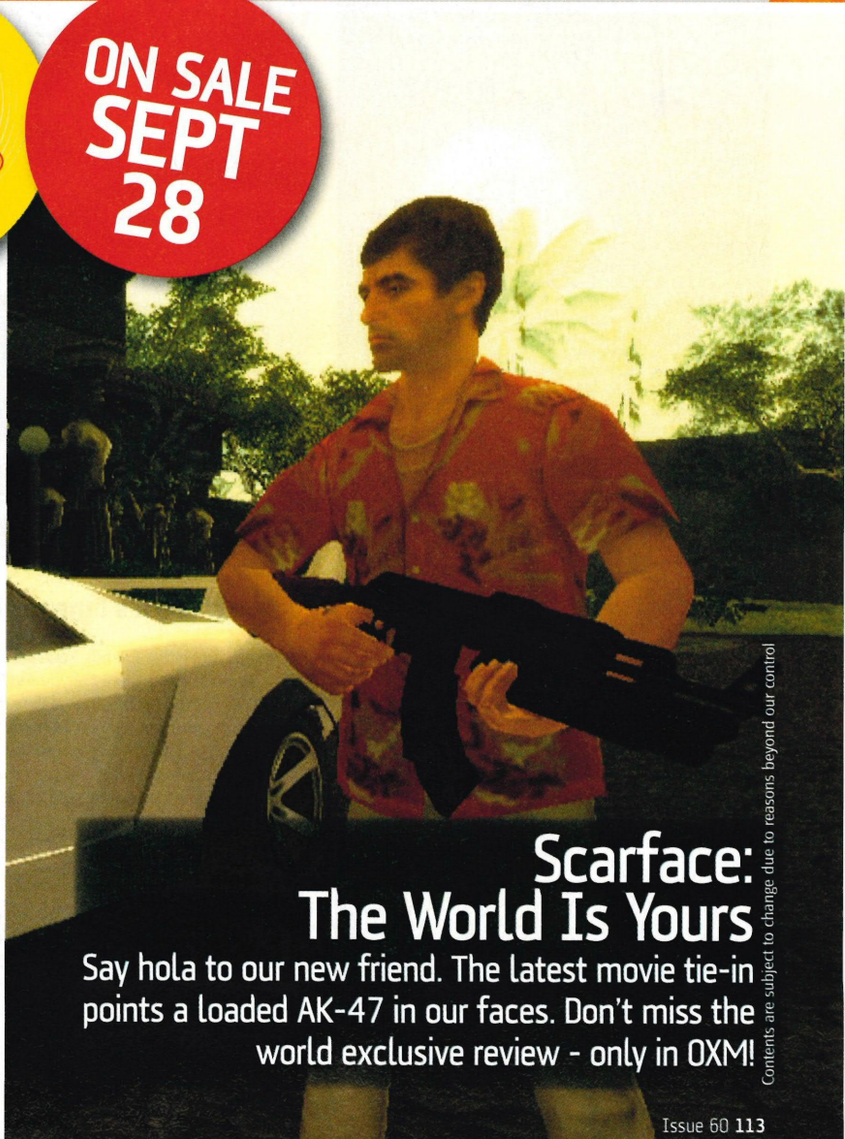
World Snooker Championship 2007 - Game Play
Boasts 104 of the World's best snooker players, with ten official tournaments all realistically modelled for the 2007 season.

Don't Miss Out
Just ask!
Your local newsagent to order this magazine

Splinter Cell: Double Agent

Much delayed, and much anticipated too, Sam Fisher's neck-snapping comeback is finally upon us. And we've got the world exclusive review next month!

ON SALE SEPT 28



Scarface: The World Is Yours

Say hola to our new friend. The latest movie tie-in points a loaded AK-47 in our faces. Don't miss the world exclusive review - only in OXM!

Contents are subject to change due to reasons beyond our control

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Skive With LIVE

Win BIG* with our awesome monthly Xbox Live challenge

By 'big' we mean the amount of trouble Gav got his staff into with their girlfriends when they read his comments in last issue's staff panel.

Call in sick – it's time to skive!

We're always getting Friends Requests coming through to our office Xbox. It seems plenty of you out there are hungry for a challenge. But we are forced to delete them all because we get far too many. But you can be on our Friends List if you get involved in the big skive. Every month we set you a challenge on a game. You forget all the so called 'important' things you do in your life, and spend all your time hammering Xbox. Get an awesome score and try to hit the top of our Friends List in the leaderboards. Sounds like fun, right? Get involved.

THE CHALLENGE

It's *MotoGP 3: Ultimate Racing Technology* again. This time we're heading over to Australia for a blast around the Phillip Island course. It's an awesome and challenging course, with long high-speed bends. Go into Time Trial, select your bike and get your fastest lap. We blistered round in 1:18.83. Okay, that's nowhere near the 1:04 second times at the top of the world leaderboards but hey, we have SOCIAL LIVES as well. It's a decent score though, so challenge us if you dare.

WHAT YOU HAVE TO DO

If you want to enter, first you need to send us your Gamertag. Text OXMTAG to 80889*. Now get playing and try to get the quickest lap time you can. Within a day of two you should receive a Friend Request from us. That will allow us to see your score on the leaderboards. Get to the top of our Friends List with your score and victory is yours.

WHAT YOU WIN

Bang in a top time and you can get an Xbox game of your choice. Yes, that's right people. Any game of your choice. You choose it and we'll get it for you. Although if you choose *Barbie Horse Adventures*, we'll probably laugh at you so hard our lungs will bleed.

* Text message will cost you 50p including VAT per text message received, plus your usual text message cost. Please source all necessary permissions. This service is available to all networks. If you have any problems sending your text message or with your call, please contact the service provider. Telephone: 0845 330 5002; email futuresupport@opaltelecom.co.uk. Please see page 040 for full terms & conditions.

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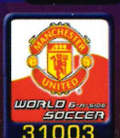

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35326	33572	CASCADA	Everytime We Touch (New!)
32787	32766	PARIS HILTON	Stars Are Blind
33606	33575	JAMES MORRISON	You Give Me...
33808	33091	LILY ALLEN	Smile
32786	32579	ROGUE TRADERS	Voodoo Child
34069	32537	PAOLO NUTINI	Last Request
34953	34701	KASABIAN	Empire
31661	30571	SANDI THOM	I Wish I Was A Punk...
34438	33089	MCFLY	Please Please
34954	33086	SNOW PATROL	Chasing Cars
31698	31688	THE KOOKS	She Moves In Her...
33605	33574	GNARLS BARKLEY	Smiley Faces
32264	33084	MADONNA	Get Together
33809	33085	RAZORLIGHT	In The Morning
35014	33582	SUPERMODE	Tell Me Why
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35324	35321	SIMILOU	All This Love (New!)

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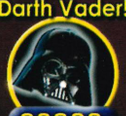
Darth Vader!
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A-Team Theme!
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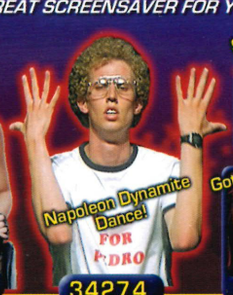

34274

Snoop!
28575

The Matrix!
11418

Nacho Libre!
32175

Demon Swoop!
17247

Sumo!
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Crazy Face!
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Goth Girls!
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23813

Chav Radar!
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Transformers!
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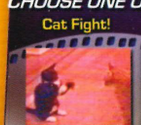
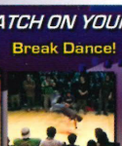
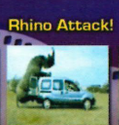

Cat Fight!
29139

Family Guy Vomits!
24128

Geri vs Kylie!
24130


Break Dance!
24654

Avril!
24648


Rhino Attack!
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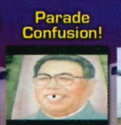
Parade Confusion!
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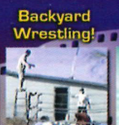
Backyard Wrestling!
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Whale Chomp!
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F1 Crash!
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Bad Panda!
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Mountain Fall!
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Bike/Plane crash?!
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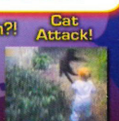
Cat Attack!
17103

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