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OFFICIAL UK XBOX MAGAZINE

XBOX™

Official UK Xbox Magazine

FIRST LOOK
PHANTOM CRASH
+ SILENT HILL 2 & GHOST RECON

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» SPLINTER CELL » RALLY FUSION
» STEEL BATTALION » BLADE 2

OFFICIAL PLAYABLE FIRST

REVIEWED!
CONFLICT: DESERT STORM
Who dares wins in this brutal arcade shooter

» BARBARIAN
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Movies
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» XIII
PLUS SEVEN MORE...

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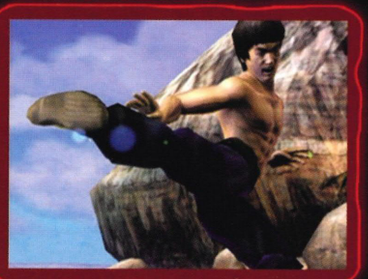
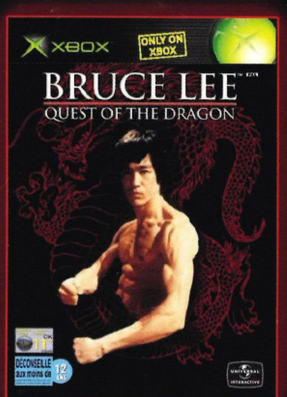
UNIVERSAL INTERACTIVE

FIGHT TO CARRY ON HIS LEGACY



ONLY ON XBOX



BRUCE LEE
QUEST OF THE DRAGON

- Fight as Bruce Lee, with authentic motion-captured Jeet Kune Do moves.
- Battle your way through London, Hong Kong and San Francisco in 30 action-packed levels.

XBOX

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Official UK Xbox Magazine

PHOTO: JAMES CHEADLE

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PLAYABLE
>> THE EXCLUSIVE SOURCE FOR PLAYABLE XBOX DEMOS

FIRST
>> NEWS, PREVIEWS & REVIEWS BEFORE ANYONE ELSE

WHAT'S IN IT FOR YOU

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

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

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

>> HOWEVER, BECAUSE we are the official magazine, we have unprecedented access to the newest Xbox games in development and the people making them.

>> WE HAVE A HUGE network of games journalists across the globe, ready to visit games developers wherever they are and report exclusively for the *Official Xbox Magazine* World Network.

>> WE BELIEVE that the readers of the *Official UK Xbox Magazine* are one of our most important assets. We want to be a place where your opinions and expertise can be shared with the new Xbox community.

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Sounds good to me

LAST MONTH, WE BROUGHT you the results of our Exclusive Access hands-on session with the brilliant stealth-'em-up action game *Splinter Cell*. We enthused about the lighting, the attention to detail and just how *real* it all feels when you creep around carrying out your covert missions.

This month's cover game, *Conflict: Desert Storm*, is no less impressive but it's at the other end of the gaming spectrum. This is warfare at its most frenetic and decisive: get in, do what you have to do and get out again – quickly.

Conflict: Desert Storm is packed with clandestine, behind-enemy-lines missions, with your team dropped in the middle of harsh, unforgiving and hostile terrain without backup. You and your SAS buddies are tasked with disrupting enemy action, miles from any kind of support, friendly faces or home cooking. If you screw up, all knowledge of your existence will be denied.

The game is chock full of situations that will make you gawp, think really hard and, probably, die loads of times until you start using your four-man team as a cohesive unit before finally getting it right. It's an exercise in fast and furious logistics, requiring quick thinking and rapid deployment of your troops for success. Are you up to the challenge? Have a go for yourself with our exclusive Playable Demo. It'll make a man of you.

And while we're in this 'Be all you can be' frame of mind, we thought it was time to take a proper look at the sound capabilities of Xbox. After all, Xbox doesn't just blow the other systems out of the water graphically: it does so with sound, too. But did you know just how many easy options are available in terms of getting your games sounding really good?

Improving your sound setup isn't something only rich audiophiles should consider. Getting a good sound system will enable you to experience your games in a completely new light. Where before there was only general background noise, you'll hear enemies behind you, cars attempting a sneaky overtaking manoeuvre or the team manager yelling at you from the sidelines.

Like a kid who gets his first pair of glasses and realises he can actually see individual leaves on a tree and that there are names written above shop doors rather than just random squiggles... it's a revelation, I tell you!

In Now Hear This, our surround sound feature on page 064, Ed tells you how to make your Xbox sound as good as it possibly can without selling all of your possessions to pay for the privilege. He learned loads of techy stuff in the process, turning himself into a total chick magnet. Well, maybe.

Game on.

MAX EVERINGHAM
EDITOR, *OFFICIAL UK XBOX MAGAZINE*

ON THE COVER

DESERT STORM
Reviewed on page 074

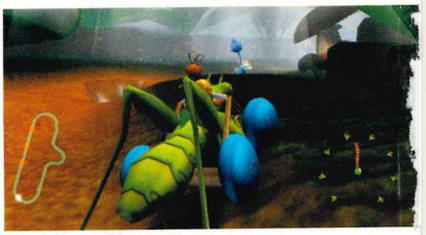
PHANTOM CRASH
Unveiled on page 010

STEEL BATTALION
Q&A on page 038

GAME DISC 07
Head for page 104

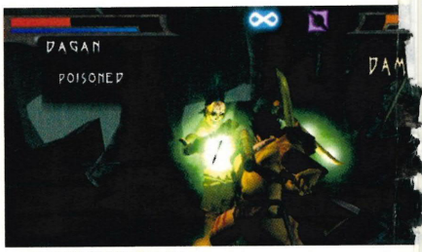
CONFLICT: DESERT STORM

Your mission: head into Iraqi territory for an EXCLUSIVE review of this Gulf War shooter 074



↑ANTZ EXTREME RACING // 098

↑PRO TENNIS WTA TOUR // 092



↑BARBARIAN // 094

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PHANTOM CRASH

Blue Sky Brings Tears? The oddest tagline ever; a spectacular robot combat romp. 010

SILENT HILL 2: INNER FEARS

Before reading the First Look at this horror sequel, we suggest you lock all doors... 012

NOW HEAR THIS

Our guide to getting the best sound from your Xbox. It needn't cost the earth... 064

RACING EVOLUZIONE

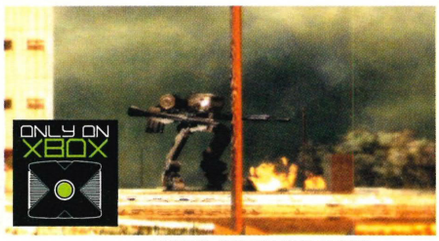
EXCLUSIVE ACCESS to the game where you design and build your own supercars.

048

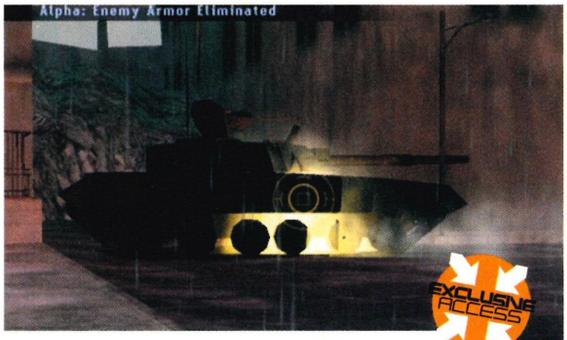
BATTLE ENGINE AQUILA

The developer behind this ambitious future flight combat epic speaks out.

060



↑STEEL BATTALION // 038



TOM CLANCY'S GHOST RECON

Tactical squad-based combat with Xbox Live capability and a mighty arsenal.

008

REIGN OF FIRE

The game of the film which puts you in charge of both man and massive dragon.

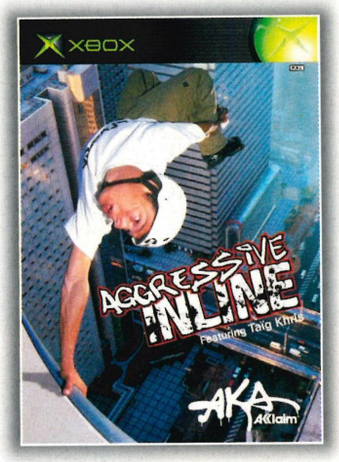
054

SPLASHDOWN

A cross between extreme sports and racing that uses the best of both genres to, well, kick ass.

086

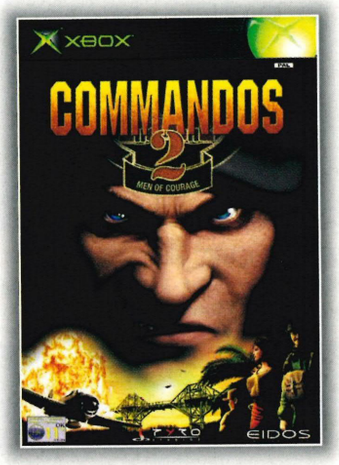
new games



RELEASED 23RD AUGUST

AGGRESSIVE INLINE

From the creators of the Dave Mirra Freestyle BMX series, comes one of the fastest experiences yet. Perform 540° misty flips, rocket air grabs, pornstar grinds and many other incredible tricks as you work your way through seven massive levels.
"The best extreme sports game in ages." 8/10 CVG

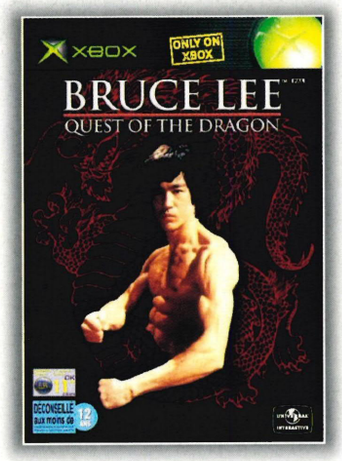


Commandos 2 Men of Courage ™ & Pyro Studios 2002. Published by Eidos Interactive. Developed by Pyro Studios. Commandos 2/Men of Courage is a Trademark of Pyro Studios

RELEASED 30TH AUGUST

COMMANDOS 2: MEN OF COURAGE

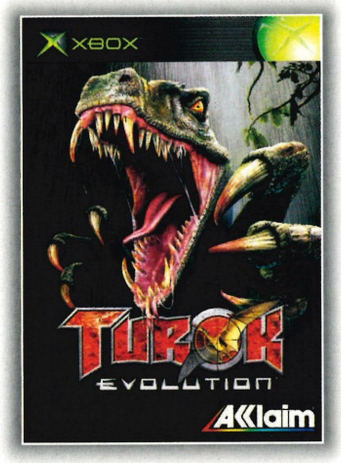
Take command once more of an elite platoon as you complete missions deep in enemy territory in this new action/strategy game from Eidos. Featuring stunning graphics, faster paced gameplay plus new vehicles and weapons, Commandos 2 is the most immersive and realistic strategy game experience there is.



RELEASED 30TH AUGUST

BRUCE LEE: QUEST OF THE DRAGON

Exclusive to Xbox, Bruce Lee: Quest Of The Dragon features an epic storyline and more than 30 levels set in locales around the world, including Hong Kong, London and San Francisco. The game showcases a variety of martial arts styles, including Jeet Kune Do, the discipline started by Bruce Lee himself.



RELEASED 6TH SEPTEMBER

TUROK EVOLUTION

Turok returns to the heart of the jungles with its first appearance on Xbox. Featuring lush, living jungle environments teeming with animals, plants and dinosaurs plus awesome multiplayer action with dedicated levels and insane game modes. This is the most intense and epic chapter in the Turok series.

buy now: www.hmv.co.uk

Titles are subject to availability while stocks last at participating stores/on-line.
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- PROJECT EGO
- SPLINTER CELL
- XIII
- ...PLUS SIX MORE!

YOUR GUIDE TO GAME DISC 07 STARTS ON PAGE 104

FIRSTLOOK

GHOST RECON // Clancy some, do ya? 008
PHANTOM CRASH // Blue sky brings tears 010
SILENT HILL 2 // Read this with the lights on 012

EXCLUSIVE SCREENSHOTS

TOM CLANCY'S GHOST RECON

Russian separatists are mobilising. Take them out

WORDS: JON ATTAWAY

GAME INFORMATION
DEVELOPER: **RED STORM**
PUBLISHER: **UBI SOFT**
RELEASE DATE: **NOVEMBER 2002**
PLAYERS: **1-4; 2-16 ON XBOX LIVE**

A FLUTTER OF excitement swept through the office when we checked out the multiplayer menu in *Tom Clancy's Ghost Recon*. On it, we found three options: split-screen play, System Link mode, and *online play*. Xbox Live is coming, and *Ghost Recon* will be one of the first games to let you play alongside or against your Xbox peers.

Xbox Live is still in the not-too-distant future, though. With that in mind, we dived into the single-player Campaign mode to see if the Xbox version of *Ghost Recon* is destined for the heights that saw the original earn the PC Game of the Year award in 2001.

The action puts you in charge of the Ghosts, an elite squad in the US Special Forces. Each mission sees six of them in action at once; you are able to switch control between them at will or remain in command to bark out the orders.

If you're thinking that this game requires a little more thought than the average FPS, then you're right. It's a bit like a more heavyweight *Conflict: Desert Storm* (page 074), crossed with the brilliant *Operation Flashpoint* (also coming to Xbox). Once in the field, steady, deliberate movement and long-distance exchanges of fire are the order of the day, and constant observation of the surrounding foliage is needed.

From the couple of missions we've played so far, *Ghost Recon* seems one to watch. The action takes place over impressively expansive areas, which not only look nice, but make the gameplay tense – attacks can come from anywhere.

And of course, there's the prospect of playing with friends over the magical, marvellous internet. We can't wait, and think it will be awesome. What do you *Recon*?

↑ Keep an eye on your surroundings, or just let your mates do it for you.

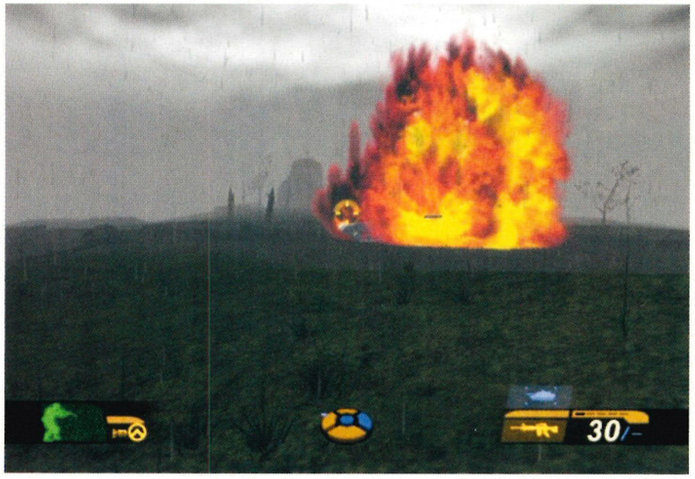
↑ Tanks aren't invulnerable to the hardnuts you get to control. As you can see.

MASSIVE ATTACK

WITH A SEXTET of soldiers available for each mission, there's room for a variety of approaches. Before the action begins, you can cover all eventualities by equipping soldiers from the large array of available kit. Once in the field, a press of the Left trigger will display a handy map of the area. As well as showing your current position, it allows you to position troops in strategically advantageous positions before tackling your objective.

↑ Pick your men and their equipment here,,,

↑ ...then tell them where to go using this.



↑ Some quite literally explosive action.

↑ Night vision - where would post-sunset warmongering be without it?

BONUS INFO

DIRTY DOZEN

As you progress through the game, it's possible to unlock 12 extra soldiers, each one with unique skills and equipment. This should add a bit of replay value to the 15 single player missions.

↑ Get down, idiot! There's a nasty man hidden in that bush. And he's going to put a cap in yo ass.

PILLS AND REPETITIVE MUSIC: THE GHOSTS IN *PAC-MAN* WERE CALLED SHADOW, SPEEDY, BASHFUL AND POKEY. BUT THEY HAD NICKNAMES TOO: BLINKY, PINKY, INKY AND CLYDE RESPECTIVELY.

PHANTOM CRASH: BLUE SKY BRINGS TEARS

There's a new kind of mech in town...

WORDS: **GAVIN OGDEN**

GAME INFORMATION
DEVELOPER: **GENKI**
PUBLISHER: **PHANTAGRAM**
RELEASE DATE: **OCTOBER 2002**
PLAYERS: **1- 4**

IT'S 2025 AND the Japanese government has built a new, domed capital city after the air became too polluted to breathe. While the inhabitants of this Neo Tokyo settle in, Old Tokyo quickly becomes a playground for Rumbling. This highly kinetic blood sport pits several contenders against each other in highly manoeuvrable mechs dubbed Scoobees.

"There are many mech games available that have a strong military feel to them," said producer Norihiro Sawada during an exclusive interview. "I wanted to take a different approach with *Phantom Crash*."

"Each Scoobee has a distinctive skin pattern, similar to the kit an athlete might wear in the X Games. There's also a Battle Royal tournament mode, which I believe shows our intentions to be different from other mech-based games."

The district of Shinjuku is the setting for these extreme battles, and as you rack up a high kill count against other mechs in the various destructible arenas, a boss mech appears, hell-bent on crushing you into a thousand pieces. Take it down, though and you'll be rewarded with upgrades and fame.

"I think a Scoobee's best point is its speedy movement coupled with its fast attacks, firing many projectiles from all sides," enthused Sawada.

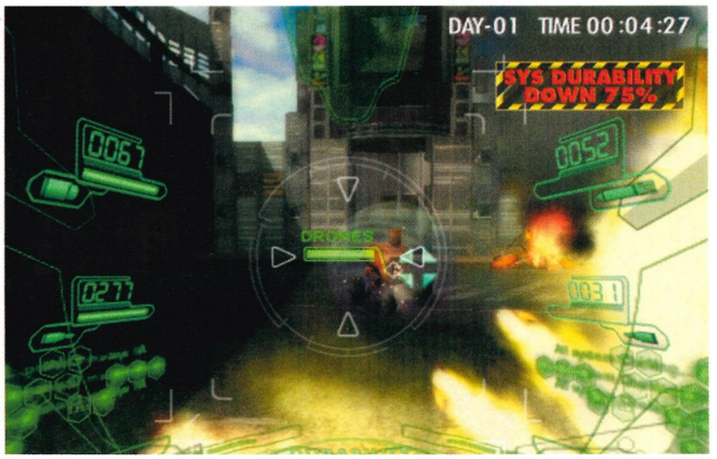
"Gamers need to think about their targeting, as the Scoobee's versatility makes it possible to destroy almost anything on screen. It's a style of gameplay that makes everything more refreshing for the player.

"An optical camouflage effect can be used by the player and by all enemies, which makes the game more stimulating."

And we're inclined to agree. If you thought the invisibility effect in *Halo* was impressive (and it is), then you'll be able to appreciate the fright of a mech uncloaking before your very eyes and unloading its missiles there and then.

"My graphical style for *Phantom Crash* would be very difficult to create well on any other console except Xbox," said Sawada. "This is due to the amount of polygons needed to create the curves and other areas of the Scoobee's design. Also, I think it is very difficult to pull off six Scoobees using optical camouflage at the same time."

↑ Each Scoobee has its own unique design and weapons.



↑ There's also a first-person mode for seekers of hardcore mech action.

↑ You'll even be able to find a quiet place to camp .

↑ The Black and White buttons are used to strafe left and right.

BONUS INFO

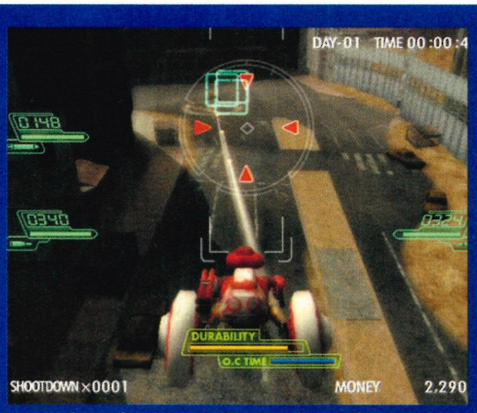
SONAR, SO GOOD

Locking onto a Scoobee while it's using optical camouflage is extremely difficult, but help is at hand. To counter the inability to see an enemy Scoobee, players can equip their mechs with sonar radar. By emitting a sound wave, it's possible to detect an enemy's presence and pinpoint its position.

↑ This bird's eye view shows that you're open to attack from all sides.

DON'T BLAME THE TOOLS

PHANTOM CRASH HAS been designed in such a way that no Scoobee can be better than any other. Armour, weapons and moving parts may be different, but this doesn't yield any tactical advantage. A player's style and skill will determine the winner. The shop provides everything needed keep a mech in prime condition. Used parts are available for those who lack cash but, as your rank increases, lucrative sponsorship deals can lead to cheaper parts.



↑ Look out for the optical camouflage effect...

↑ ...there could be a Scoobee right behind you.

JAPANESE FOR BEGINNERS: THE WORD GENKI IS JAPANESE FOR FEELING GOOD, ENERGETIC AND POSITIVE.

EXCLUSIVE SCREENSHOTS

SILENT HILL 2: INNER FEARS

The game you *have* to play with the lights on

WORDS: JON ATTAWAY

GAME INFORMATION
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**
RELEASE DATE: **OCTOBER 2002**
PLAYERS: **1**

THE *SILENT HILL* series began on PSone, offering a psychological slice of survival horror where *Resident Evil* delivered action. Set in and around the town of Silent Hill, it was all about freaking players out rather than making them jump. Silent Hill had a chilling atmosphere, unsettling camera angles and skinless babies. *Skinless babies.* It scares us just thinking about it.

American and Japanese Xbox owners have been enjoying *Silent Hill 2: Restless Dreams* (an enhanced version of the PS2 original) since the console launched in those countries. In October, the unspeakable foulness of the *Silent Hill* sequel at last arrives in the UK.

Aside from a few graphical tweaks – different branding on litter bins, and so on – and a change of subtitle, *Inner Fears* is the same as *Restless Dreams*. However, a new bonus game has been included (see Xbox Extras on page 013).

Cast as James Sunderland, you search Silent Hill for his dead wife, who has somehow sent him a letter from beyond the grave. The town is enveloped in a thick, mysterious fog; the situation gets very claustrophobic very quickly.

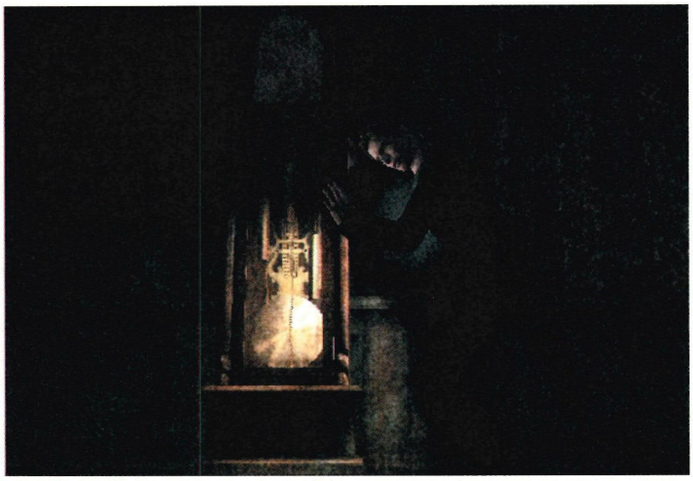
The game begins with James on the outskirts of Silent Hill, in a particularly unpleasant toilet. Unhygienic public conveniences have rarely been so well realised, and the high level of detail is maintained for all other backdrops and scenarios. The graphics do an excellent job of immediately creating a squalid, creepy atmosphere close to – if not better than – the first *Silent Hill* experience.

If you enjoy a game that makes you feel uneasy and slightly dirty, and who doesn't, this is one to keep an eye on. There are plenty of nice gameplay touches, such as James panting after he runs and the pad rumbling to reflect his pumping heartbeat when he's injured.

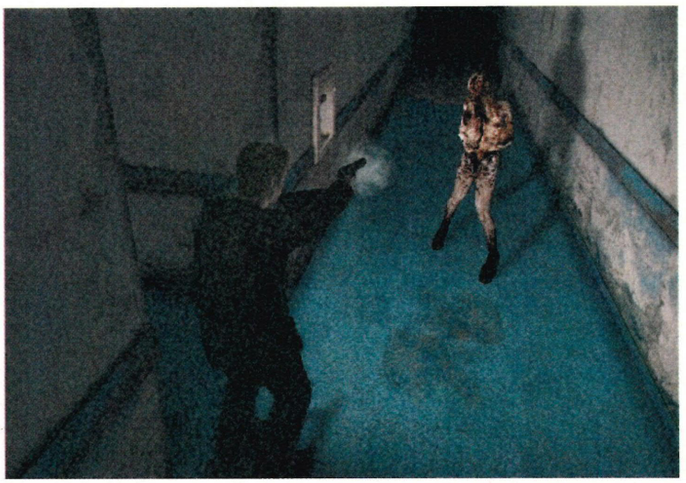
Hopefully, the adventure will be to the same high standard as the general production values. With a bit of luck, we'll be able to let you know in a full review next month.

↑ **Prepare to see some truly bizarre enemies as you progress through the game.**

↑ **There are some highly cinematic moments, all designed to make you sweat.**



↑ It's not all walking corpses and psycho pain. Expect tricky puzzles too.



↑ It takes a while to find the gun, but once found it's always useful.

BONUS INFO

FEAR MONSTERS

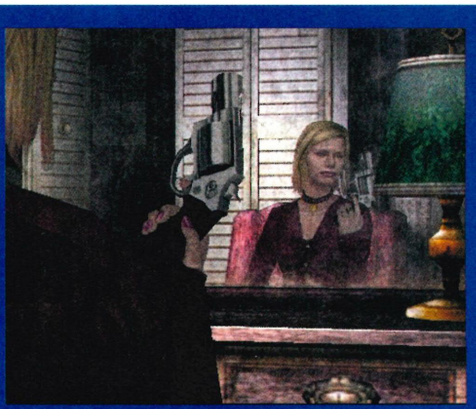
The enemies we've encountered so far are rather unpleasant. Shambling zombie things stumble about like purposeless, skinless hunks of meat, and scuttle on the floor after being knocked down. There are some nasty zombie nurses about the place too, and some strange creatures made of legs.

↑ "Everything I do - in *Silent Hill 2: Inner Fears* - I do it for you-ooooo". Bryan Adams or James Sunderland?

XBOX EXTRAS

HERE IN the UK, we've had to wait a while for this version of *Silent Hill 2*, but as a small reward for our patience, Konami is including an all-new mini-adventure that PS2 players didn't get to see. Intended for play after the main adventure, *Born from a Wish* puts you in charge of a charming young lass named Maria. This add-on is said to last for about two hours of play.

↑ Loads of detail on all the characters.



↑ What a fine piece... the gun, obviously.

SILENT BUT VIOLENT: A CHEERFUL, LOUD FART TYPICALLY CONSISTS OF THE SIMPLE GASES NITROGEN, CARBON DIOXIDE, HYDROGEN AND METHANE. THE SOUNDLESS, LUNG-MELTING KILLERS YOU DON'T HEAR, MEANWHILE, TEND TO CONTAIN MORE THAN THEIR FAIR SHARE OF HYDROGEN SULPHIDE.

INCOMING

LATEST NEWS // FIRST SCREENSHOTS // BRAND NEW GAMES

Headlines

NEW UNREAL SCREENSHOTS
Amazing, exclusive images from *Unreal Championship* PLUS the world's first play test of *Geoff Crammond's Grand Prix 4.* 016

MOLYNEUX ON PROJECT EGO
Your No. 2 Most Wanted game uncovered. PLUS why *Morrowind* is delayed, *Driver 3* confirmed and news of *Shenmue II.* 018

WIN AN XBOX & BRUCE LEE
Bruce Lee: Quest of the Dragon, that is. PLUS all the latest kit in Hardware, hands-on with *Malice* and the view from Japan. 020

WAVE HELLO TO KELLY
Mr Slater's *Pro Surfer* unveiled in a batch of exclusive screenshots PLUS details of the Xbox-exclusive bits in *Lotus Challenge.* 022

INSIDE: THE THING
Developer of this horror movie 'sequel' grilled to within an inch of his life. So scary, our mums had to help us write it. 024

WACKY AND RACES
The party game rears its head in the form of exclusive *Loons* details and screens PLUS behind the wheel of *Rally Fusion.* 026

IMMERSED IN T.I.R.
Total Immersion Racing burns into view PLUS your chance to win unique gaming goodies in our Spot The Shot compo. 028

WATCH OUT, SNAKE
A new, version of *Splinter Cell* was smuggled to us in a diplomatic bag. Find out how the game is getting even better. 030

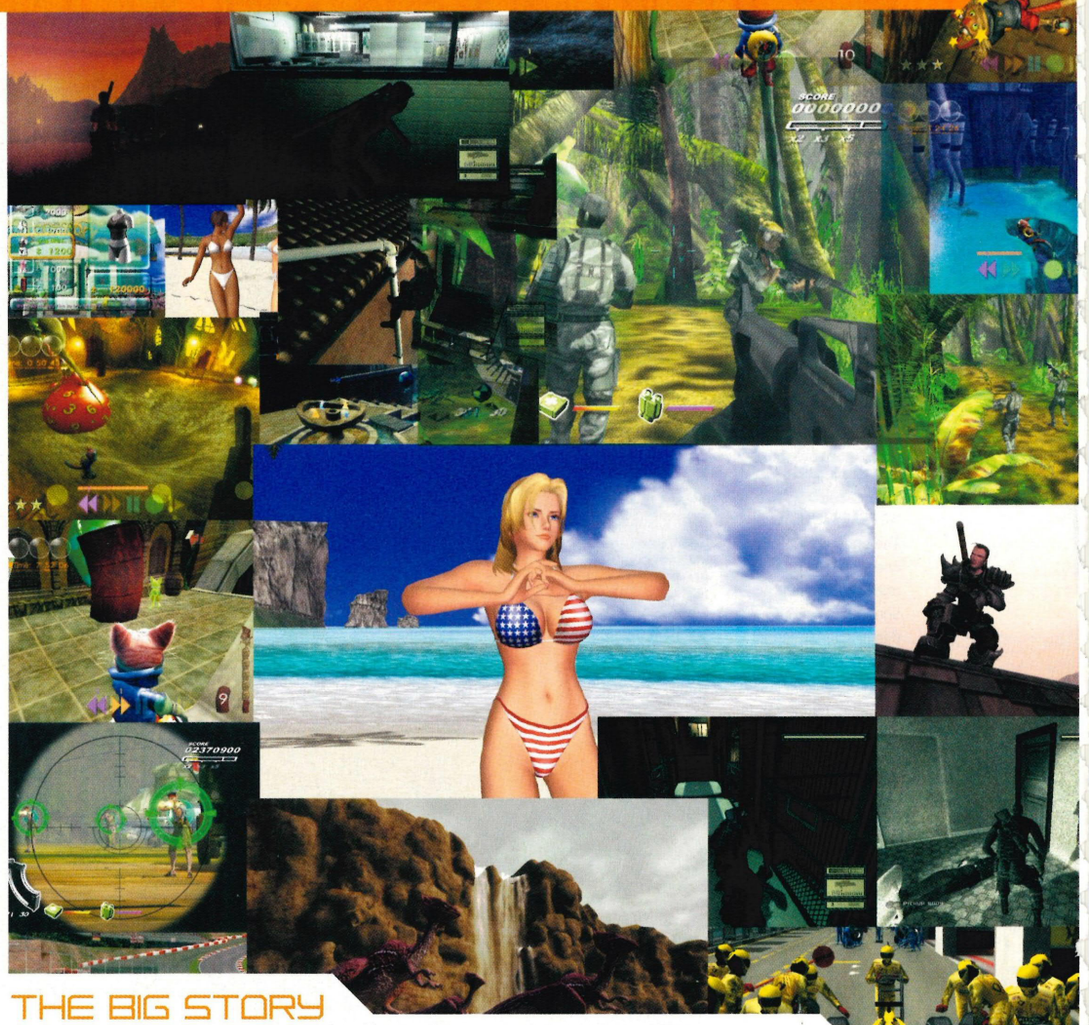
BLADE SHARPENS UP
Step into the shoes of the Daywalker in game-of-the-hit-movie *Blade II.* Blood is indeed thicker than water... 032

WWE LOVE IT
The world's best wrestlers make it to Xbox in the shape of *WWE Raw* PLUS a peak at both *Eggo Mania* and *Raven Shield.* 034

THE GATE OPENS
That'll be *Baldur's Gate: Dark Alliance* and our exclusive preview of it PLUS q&a-ing with the *Falcone: Into the Maelstrom* team. 036

MECH IT YOUR BUSINESS
In a UK-exclusive interview with Capcom Japan, we dig deep into the giant-controllered world of *Steel Battalion.* 038

DOYOUTHINKHESAURUS?
It isn't just the dinosaurs you have to worry about in our *BC* exposé PLUS *Chase* nears completion – but is it any good? 040



THE BIG STORY

START SAVING NOW!

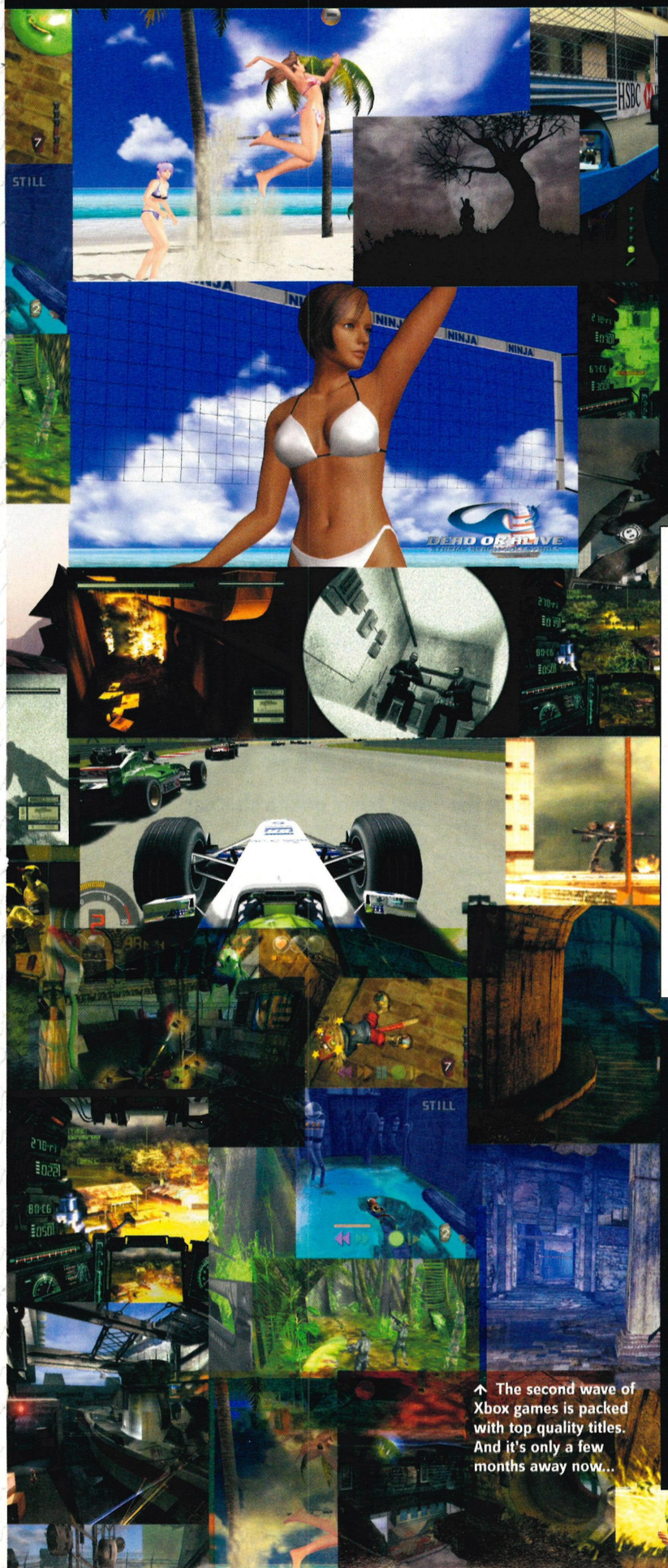
Autumn line-up of Xbox games is nothing short of awesome

MERELY FIVE months after its debut in the UK, Xbox has made its mark, thanks in no small measure to an impressive selection of launch games that included the likes of *DOA3*, *Amped* and *Halo*.

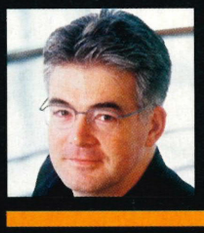
But from what we've seen over the last few months, the variety and quality of games set to be released before the year's end is second to none and, even more significantly, has the potential to blow the line-up from rival consoles out of the water.

Summer is notorious for its lack of games releases, what with hot weather tempting gamers outside and publishers saving their big titles for Christmas. It's no surprise that massive advertising budgets are targeted to make a bigger impact during autumn and winter when spending is greatest.

But happily, *Blinx*, *Panzer Dragoon*, *Unreal Championship*, *Splinter Cell* and many more titles are on the radar. The killer apps that publishers have been withholding all year will finally hit these shores. And if that's not exciting enough, there's also a little something called Xbox Live...



↑ The second wave of Xbox games is packed with top quality titles. And it's only a few months away now...



THE INSIDE VIEW

//NAME: **RICHARD TEVERSHAM**
//JOB: **HEAD OF UK MARKETING, XBOX AND GAMES**

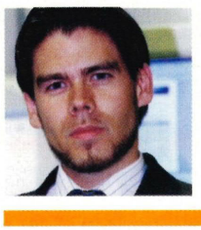
With many exclusives and best versions of multi-platform games, Microsoft is confident of ending 2002 on a high.

"WE'VE COME A very long way this year. Having over 300 games in development and 150 on sale in the UK by Christmas really means we've shifted up a gear. I know a lot of people can't wait for the next charge of Xbox games to come through in the run-up to autumn.

"We look at games in two categories. Obviously there are the Xbox exclusives; there'll be over 60 by Christmas. These include *DOA Xtreme Beach Volleyball*, *Blinx*, *Brute Force*, *Buffy The Vampire Slayer*, *Quantum Redshift*, *Splinter Cell* and *Metal Gear Solid 2: Substance*.

"*Halo* is great, but it's time we got the next *Halo* and we're looking at about five games that will rank alongside it. I think *Splinter Cell* will be enormous and *Blinx* is being raved about.

"Secondly we've got 'Best on Xbox' games. If you compare multiple platform releases, we're coming up with the best version every time. And let's not forget, we have Xbox Live as well."



THE EXPERT VIEW

//NAME: **NICK GIBSON**
//JOB: **GAMES ANALYST, DURLACHER RESEARCH GROUP**

Online gaming will be huge by 2006, but there's still plenty of work to be done to ensure its success.

"THE RUN-UP TO Christmas will be more important to Microsoft than the launch period was back in March. Key to a console's success is its manufacturer's ability to maintain third-party publisher confidence in its platform.

"While I see none of the upcoming games as *Halo* beaters, some have the hallmarks of triple-A titles capable of persuading gamers to choose Xbox.

"And, with *Blinx* in particular, they are helping to increase the audience of Xbox gamers in the critical children's market traditionally associated with Nintendo.

"Microsoft needs to produce high quality titles and secure the development of varied third-party licenses. Weak Christmas sales may force publishers to re-think their longer term Xbox product development strategy.

"It looks good for Xbox in the short term, but the viability of publishing for Xbox needs to improve to guarantee Xbox gamers longer-term satisfaction."

OUR VIEW

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

Great games will be lapped up by the converted, but the uninitiated need to be convinced of the power of Xbox.

"AFTER A GREAT start and the traditional quiet period over summer, the build-up to Christmas for Xbox looks as good as the launch period, if not better, in terms of the number of top quality games.

"With a selection of both exclusive and cross-platform titles now beginning to show exactly what the system can do, Microsoft needs to advertise the games to a mass audience in order to boost the size of the Xbox user base.

"Conversions of PlayStation 2 or GameCube games look better on Xbox (look at *Wreckless* on PS2 for proof) and when a developer adds Xbox-exclusive features, that makes two solid reasons not to buy a game until its Xbox debut.

"We're less than a year into the life cycle of Xbox and there is already a range of excellent games keeping the Xbox community happy.

"But the best is yet to come."

TOMAYTO, TOMARTO: AMERICANS CALL AUTUMN 'FALL', BECAUSE THAT'S THE TIME WHEN LEAVES FALL FROM THE TREES. PLANS TO RENAME THE OTHER SEASONS 'GROW' 'GROW MORE' AND 'CLOG UP GUTTERS' WERE THROWN OUT BY CONGRESS IN 1893.

News Wire

Easily digestible nuggets of key Xbox information

MICROSOFT JAPAN GOES ONLINE

Microsoft's Japanese team has been secretly working on the development of an online role-playing game exclusively for Xbox Live. No further details have been released on what direction the RPG will take, but more information is expected to be announced over the coming months. An online fishing game is also in the works.

WATCH SALES RISE

A chain of 11 Japanese video game stores known as the Game Retail Agency has unveiled plans for an Xbox promotional campaign. Running until September 1, gamers can enter a competition to win one of 500 limited edition (and very flashy) Xbox watches. All winners will be selected at random and the lucky victors will be notified by the good old Japanese postal system.

HALO MAKES IT TO PC AND MAC

It was, then it wasn't, then there was absolutely no way. But now Microsoft has confirmed that *Halo will* come out on PC and Mac. The PC version will be developed by Texas-based Gearbox Software, known best for its work on the *Half-Life* add-on packs *Opposing Force* and *Blue Shift*. A Mac incarnation is being worked on by Westlake Interactive and will be published by Destineer. The PC version isn't due until summer 2003, by which time we'll be well on the way to a shiny, all-new *Halo* sequel on Xbox.

HASTA LA DEAL, BABY

Infogrames has scored the rights to create games based on the upcoming *Terminator 3: Rise of the Machines* movie. The French publishing giant has also signed a deal with C-2 Pictures and Intermedia for the exclusive first-look option to produce spin-off games based on any *Terminator 4* film that might go before the cameras any time in the future. The first game based on the *Terminator 3: Rise of the Machines* film is due for release sometime in 2003, coinciding with the release of the film. And don't forget that *Terminator: Dawn of Fate* – the game that's nothing to do with the forthcoming film – is scheduled for release later this year.

GP4 UNDER STARTERS ORDERS

Months of delay, but looking all the better for it

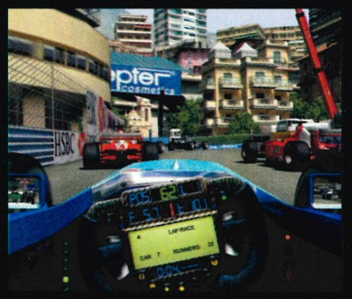
FINGERS CROSSED, September will see the long-awaited release of *Geoff Crammond's Grand Prix 4*, the game widely expected to be the finest F1 racer ever crafted by the minds of men. At least until *GP5* is announced.

We can confirm this prediction with a considerable degree of confidence because developer Simergy recently allowed us (and us only) to be the one magazine let in to play their preciously guarded property.

The first thing we noticed was the shocking attention to detail lavished on each of the 17 real-life tracks. When we exclusively revealed the game in Issue 01, it was well on its way to attaining photo-realism in the recreation of the tracks. After flying around the likes of Suzuka, Monza and Silverstone at ludicrous speeds, it can safely be said that GP4 has almost achieved this astonishing level of realism.

The benchmark track for F1 games has always been the Monte Carlo circuit in Monaco. With 22 cars on the starting grid and the racetrack passing through a richly detailed town centre, it's a true test of processing power. But even with every building, tree and spectator modelled in perfect detail, *GP4* displayed no slow down at all. A true testament to the power of Xbox.

↑ *GP4* to be the best F1 ever? Oh yes.



↑ The only slowdown here is braking.

↑ Pit crew modelled in every detail.

TECMO ANNOUNCES DEVELOPMENT OF *DOA4* BUT HASN'T SAID YET IF IT WILL BE XBOX EXCLUSIVE.

UNREAL UNRAVELS

Stunning new images of the 'must have' online shooter

UNREAL CHAMPIONSHIP developer Digital Extremes has released a batch of new screens from what promises to be the next big first-person shooter on Xbox. We saw and played the game at E3 this year and all the signs pointed to an unforgettable multiplayer experience.

Set to kick off the highly anticipated launch of Xbox Live, Microsoft's dedicated online gaming service, the title has actually been in development for roughly two years. And, as these latest images prove, it's a game that only Xbox is capable of delivering.

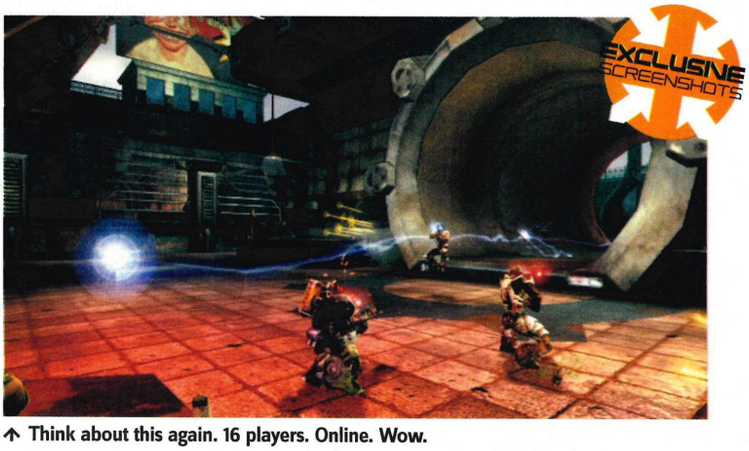
Digital Extremes has built *Unreal Championship* specifically for Xbox and the Xbox controller, so there won't be any of the control issues seen in other console versions of previous *Unreal* games. Look out for console-specific features like controller-activated special moves and enough unlockable goodies to keep you busy well into middle age.

The thought of 16 player online deathmatch rumbles sends chills through our bodies and publisher Infogrames has told us how long we have to wait – *Unreal Championship* will be released towards the end of October. Result.

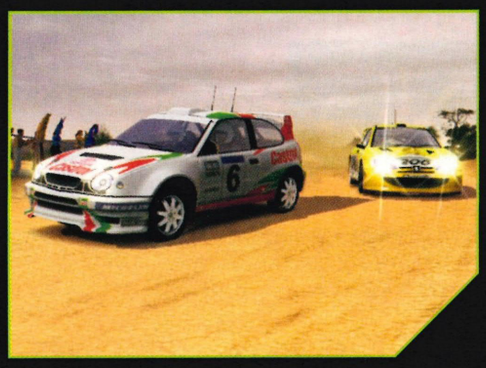
↑ Drool-worthy sniper potential.

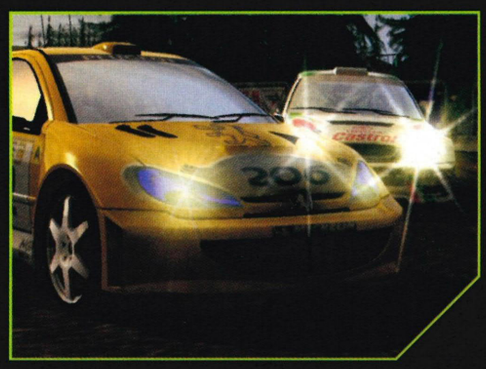
↑ In the back – dishonourable fun.

↑ Bring on the big, shiny weapons.



↑ Think about this again. 16 players. Online. Wow.





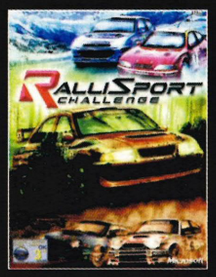
DRIVE SOMEWHERE DIFFERENT.

XBOX

ONLY ON XBOX

Fancy yourself behind the wheel do you? Let's find out what you're really made of, whether its Ice Racing, Hill Climb or in the Rally and RallyCross events. There's over 45 gear crunching tracks to test your mettle in any of 29 souped up cars. Think you can ton it on ice? Handbrake turn on gravel? Go on, we dare you. RalliSport Challenge. Separates the men from the boy racers.

www.xbox.com/uk/rallisport PLAY MORE. PLAY RALLISPORT CHALLENGE.



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News Wire

Easily digestible nuggets of key Xbox information

CHINA IN YOUR HAND

The general manager of Microsoft Taiwan has confirmed that the Chinese launch of Xbox is scheduled for the end of the year. A price has yet to be set for the console but it's rumoured that several Taiwanese developers are already working on Chinese-language games. Xbox Live has also been confirmed for the region at some stage.

XBOX ON TOUR

Microsoft has confirmed plans to take Xbox on the road in the run up to the all-important Christmas season. Late September will see the company host its showcase X02 event - so expect buckets of news and announcements to come thick and fast. X01 was held in Cannes last October, where Microsoft first announced European launch dates and prices for their new machine.

COMMONWEALTH XBOX GAMES

Xbox had a strong presence throughout the 10-day long Commonwealth Games recently held in Manchester. Over 80 consoles were on display across hospitality areas and throughout the athletes' village and press centre. Gamers, athletes and journalists also got hands-on time with *Blinx: The Time Sweeper* well in advance of its planned release at Christmas.

TUROK ON THE BRAIN

A 25-year-old gamer is attempting to add a frankly silly twenty days to the world record for... wait for it... queuing for a new game. Jason Read began waiting outside the Electronics Boutique store on London's Oxford Street on July 18, in order to be the first person to snag a copy of *Turok Evolution*. The game's publisher Acclaim is aiding his attempt by supplying the noble but frankly disturbed young man with a tent, television, console (the latter two items powered by a generator) and games. After spending 50 days and nights on one of the world's busiest shopping streets, Jason will be rewarded with a copy of the first-person dino shooter on September 6. That is, of course, if the game doesn't slip before that planned release date....

TOP SECRET: THE MOLE

Burrowing through muck for the juiciest fact beetles

NEW THINGS FOR OLD

At a recent press event for Vivendi Universal's upcoming survival horror extravaganza *The Thing* (see page 024), a few of the team members were overheard discussing future projects. And surprise, surprise, more games based on John Carpenter's cult movie remake seem to be a strong possibility. Apparently, several ideas that failed to make it into the original movie could burst out in future game incarnations.

STOP WORMING AROUND

After being out of the gaming epicentre for years, UK-based developer Team 17 will soon be back in the spotlight now that I can exclusively reveal that *Worms 3* has been in development for quite some time. For the first time in the history of this popular series, those warring worms will appear in 3D. Team 17 is currently in talks with several parties interested in publishing this potentially huge game.

BIG AIR ONLINE

Word has reached The Mole's secret burrow that a very well known publisher and developer is secretly working on an online extreme sports title for release early next year. You'll be able to create a personalised skater and then take him or her into an online park to compete with other players around the world. More as soon as our lawyers give us the nod...

A NEW BREED OF HALO

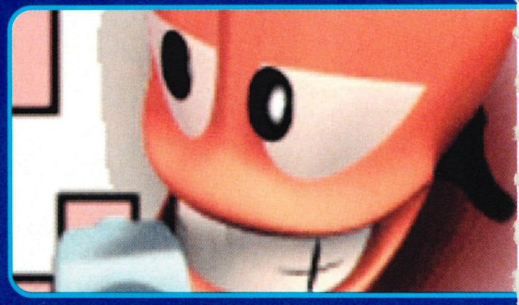
CDV recently announced a very nice looking first-person action game called *Breed* on PC. Fans of *Halo* will jump for joy as the game looks like it's heavily inspired by Bungie's classic. According to my sources, the game has not been official announced for Xbox but I'll eat my Xbox cap if this one slips us by. Look for confirmation next issue.

BACK TO THE FRONTLINE

My super secret sources have confirmed that *Medal of Honor* is coming to Xbox in the form of recently released PS2 game, *MOH: Frontline*. While the Xbox version has yet to be announced by Electronic Arts, I can reveal that the game is due out as soon as October or November. No word yet on what possible Xbox exclusive features we might get, though.

↑ More *Things* to come?

↑ *Frontline* in action (PS2 screenshot).



↑ *Worms* venture into the land of 3D.

↑ *Breed* looks promising but will it be on Xbox?

GENKI'S ACTION RACER *MAXIMUM CHASE* IS SET FOR A SEPTEMBER RELEASE IN JAPAN. UK DETAILS REMAIN UNCONFIRMED.

THE XBOX DIFFERENCE

Sega announces enhancements in Shenmue II

THE CONTINUATION on Xbox of Yu Suzuki's epic story *Shenmue*, which began on Dreamcast in 2000, has been cloaked in secrecy since the sequel was announced for the console last year.

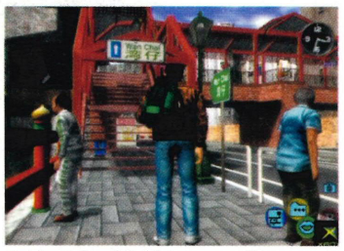
Although released on Dreamcast in Japan and the UK, *Shenmue II* was never released in the US and, for the first time, Sega has provided full details on how the Xbox version will be different from the Dreamcast release.

Although the epic story has remained untouched, the graphics have been given one hell of a facelift, as these new screens show. Additional features and enhancements exclusive to the Xbox version have also been added, but they'll only be unveiled at a later date.

Many gamers pigeonhole the game as an RPG, but this description is only partially true, according to Sega, who say that the game blends action, adventure and RPG with fighting methods borrowed from the *Virtua Fighter* series.

And you needn't worry if you didn't play the original, as *Shenmue II* will include a recap of the events of the first game, bringing you up to speed on the story so far.

Shenmue II is due for release early next year. We'll have more soon.



↑ Ryo takes his first step on Xbox.

DRIVER 3 HITS XBOX

It's about time too

THE NEXT INSTALMENT of the *Driver* series is coming to Xbox next year.

Driver 3 will be released across all formats, and it's a safe bet that the Xbox version will look the best.

Players will be thrown into a *Grand Theft Auto*-type adventure in the criminal underworld of several cities around the world. Main man Tanner will once again struggle to complete illegal missions and escape the flashing blue light of the law. He lives a tough life, that one...

A definite release date was not announced, but we'd guess that *Driver 3* will make an appearance towards the back end of next year.

↑ Our 'hero' takes a breather.

PROJECT PROJECTIONS

Peter Molyneux divulges new Ego info

ACCORDING TO LIONHEAD Studios director and all-round gaming legend Peter Molyneux, *Project Ego* actually does have a story with a beginning, middle and end.

"Although we've giving the player an immense amount of freedom with *Project Ego*, it would become totally boring unless you know what you have to do," he explained.

"In one of the quests, the player will be thrown in a dungeon and they'll only have one opportunity a year to escape. Mess it up and they'll be in there for another year and the character will visibly age. Obviously, time will be compressed during this section."

Why you get thrown in a dungeon Molyneux wouldn't say, but he did give us other examples of how the game will be structured.

"If you want to get married and have children you can, but you don't have to. If you do, then we need to encourage you to become a hero again because that's why you're playing the game. We'll do this by killing the player's family off. After all, you're supposed to be adventurous and active."

In addition to structuring the story around the player's decisions, *Project Ego* will also feature a combat system that will be enhanced as the character gains more experience. As Molyneux explains:

"There'll be special combinations and power-up moves to learn throughout. If a fight takes place near a town, the locals will come out and gather around to cheer you on.

"If you run away from the fight though, they'll boo you. But that's the whole point of being a hero."

More in Issue 08.

↑ "Don't do it!"

↑ Attack enemies by shouting.

UBI SOFT HAS SIGNED UP THE ROLE PLAYING SIM *SEA DOGS 2* FOR RELEASE ON XBOX THIS CHRISTMAS

LANGUAGE BARRIER

Why Morrowind is late

BETHESDA SOFTWORKS' highly anticipated role-playing game *The Elder Scrolls 3: Morrowind* has been given a release date of "mid-October" by publisher Ubi Soft.

"*Morrowind* is a huge and very complex game and the localisation is consequently an enormous undertaking, the biggest localisation job we've ever carried out at Ubi Soft," explained Thomas Petersen, Ubi Soft's European brand manager.

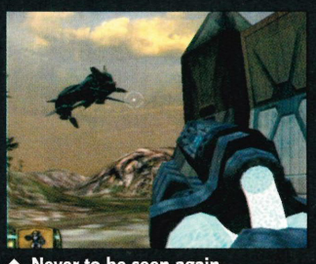
"In order to ensure the quality this game deserves, we needed more time. I hope the fans understand this and have the patience to wait until mid October." Okay, Tom, we will.

AND FINALLY...

Dreadnoughts disappears down a black hole

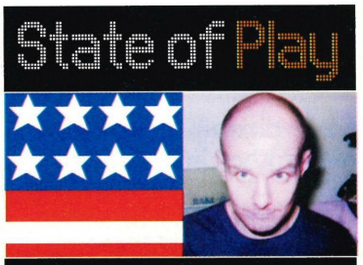
WAY BACK IN Issue 02 we previewed an ambitious space shooter from Xenopi Studios called *Dreadnoughts*. The game promised epic scale multiplayer capture-the-flag games played on huge spacecraft, the Dreadnoughts of the title. Unfortunately, the game will never see the light of day, as a publishing deal has failed to materialise.

"We've been unable to find a publisher for *Dreadnoughts* because the scope of the project was quite ambitious and publishers are somewhat reluctant to take such a large risk on a new developer such as ourselves," Eric Cha, president of Xenopi Studios, told us. "We decided to take *Dreadnoughts* back to the drawing board and redesign to see if we couldn't improve upon the project, but we still haven't decided how best to do that since it seems that the game wasn't picked up for reasons outside of our control."



↑ Never to be seen again...

State of Play



AMERICA

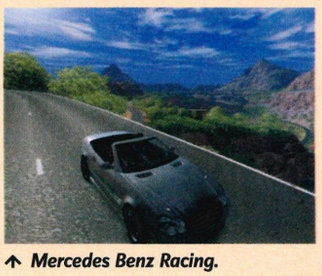
WHEN I FIRST got my Xbox home, I was surprised by the attention lavished on it by non-gaming friends. They seemed dazzled by its features like HDTV support, MP3 playback and built-in Ethernet, yet strangely disinterested in the games. A few months on and they all actually own an Xbox, spurred in part by the recent price drop and in part by the idea that I can get them free swag, magazine subscriptions and a third-party joypad. Those that have bought an Xbox have turned out to be a pretty disparate bunch.

One friend of mine has literally no games. He bought his Xbox to use as a DVD player and doesn't plan to touch it again until Xbox Live and TDK's Mercedes game arrive. Another bought it solely for sports games; he doesn't care how bad (or good) they are either, and seems more interested in play-by-play announcements.

The point of all this is that these guys are mainstream. Joe Sixpack might have vague memories of an Atari VCS, but that's about as hardcore as he'll ever get. But the Xbox has started to justify its real-estate space under the TV by offering things like digital sound and networking capability along with a hardcore gaming experience.

Xbox also does something that wowed all my friends enough to convince them to buy one - it makes games look realistic, captivating and better than ever. It makes them accessible to people who didn't care before. And the fact is, that's the bulk of the population.

Frank O'Connor
Executive Editor
Official US Xbox Magazine



↑ *Mercedes Benz Racing.*

SCHOOL PROJECT: YOU ARE OFFICIALLY CONSIDERED AN IDIOT IF YOUR IQ IS BELOW 25. YOU HAVE BEEN WARNED.

News Wire

Easily digestible nuggets of key Xbox information

XBOX ADS AWARDED

Two Xbox ads scooped prestigious awards at the 2002 Cannes International Advertising Festival in June. Now banned from TV, *Champagne* (the one with the man aging as he flies) won a Golden Lion in the Best Creative Film category, while *Mosquito* picked up a Bronze Lion in the same category. "There were four Golden winners that could have taken the Grand Prix award, and after Nike's *Tag* spot, *Champagne* was the favourite" said Jeff Goodby, president of the judges.

CHEST THE JOB

Championship Manager developer Sports Interactive has signed a six-figure, three-year shirt sponsorship deal with AFC Wimbledon, the team formed by ex-Wimbledon FC fans unhappy at their old team's move to Milton Keynes. The deal will see the Sports Interactive logo displayed on both the home and away kits of the Combined Counties League side. Miles Jacobson, MD of Sports Interactive, said: "There are a lot of parallels between Sports Interactive and AFC Wimbledon, which is why we're so keen to support the team. As the developer of *Championship Manager*, we have an interest in all things football."

TIMESPLITTERS ONLINE

Eidos Interactive has opened a website dedicated to Free Radical Design's first-person shooter *TimeSplitters 2*. For a plethora of information and downloads on the game, developed by core members of the *GoldenEye* team (and it shows), point your web browser in the direction of **www.timesplittersgame.com**. *TimeSplitters 2* is due for release on Xbox in October this year.

THE FOUR HORSEMEN

Developer 3DO has released early details of *Four Horsemen of the Apocalypse*, its multi-platform game based on the classic story. Aimed at mature gamers and scheduled for release towards the end of 2003, the game features artwork by comic book artists Simon Bisley and David DeVries. Bisley is best known for his work on *Judge Dredd* while DeVries is a celebrated *X-Men* cover man.

HARDWARE

ALTEC 3021 3-PIECE 2.1 SPEAKER SET

MANUFACTURER: **ALTEC LANSING**
PRICE: **£79.95**
RELEASE: **OUT NOW**
WEBSITE: **WWW.ALTECLANSING.COM**

"THE GRAPHICS IN today's video games are simply amazing. Unfortunately, your TV's speakers are amazingly lame." It's a sweeping generalisation for Altec's press release to make, but we have to agree. Unless you've got a decent TV and speaker system in operation, you really are missing out when it comes to *Halo* and all the other games on Xbox, since every one of them is geared for digital surround sound.

At just shy of £80, Altec has created a great set-up for those who want to upgrade their gaming experience to something with a bit more oopmh.

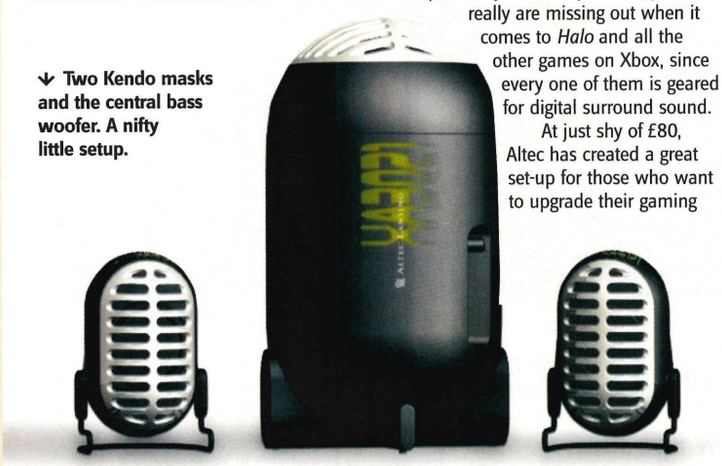
Despite looking like a set of scary kendo masks, the three speakers convey a healthy amount of bass along with a fairly rich sound.

Anyone playing *Halo* with this kit can enjoy its rich, wonderful soundscape like never before; incoming dropships now hover in on a beautiful cushion of booming thrust, adding a greater sense of immersion to the experience. Head to page 064 for a good idea of how a decent sound system will enrich your game life.

The only drawback is that those who are considering investing in an audio upgrade will probably want to go the whole hog and bag themselves a 5.1 setup instead. This 2.1 setup is a decent compromise for those whose budget doesn't extend that far.

So, a quality set of 2.1 speakers, and an excellent entry point for people intent on upgrading their gaming setup to something with monster sound.

SCORE 4/5

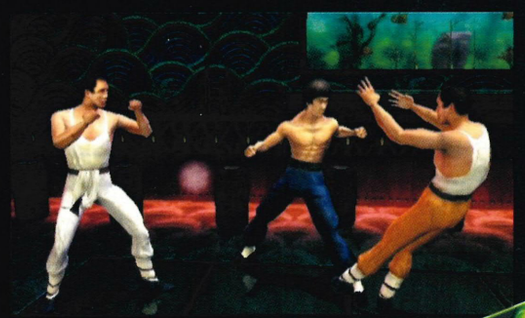


↓ Two Kendo masks and the central bass woofer. A nifty little setup.

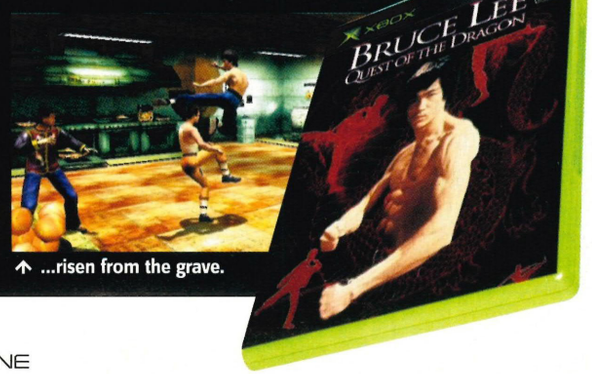
WIN AN XBOX AND BRUCE LEE

WE'VE GOT AN Xbox and a copy of *Bruce Lee: Quest for the Dragon* to give away to one lucky reader, as well as three runner-up prizes of Way of the Dragon on DVD, all courtesy of Vivendi Universal Publishing.

All you have to do to bag this mighty prize is give us the names of three films in which Bruce Lee starred. Send your entries in to Bruce Lee Compo, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP or email them to **staff@oxmuk.co.uk** no later than Monday, September 9.



↑ It's almost as if the man himself has...



↑ ...risen from the grave.

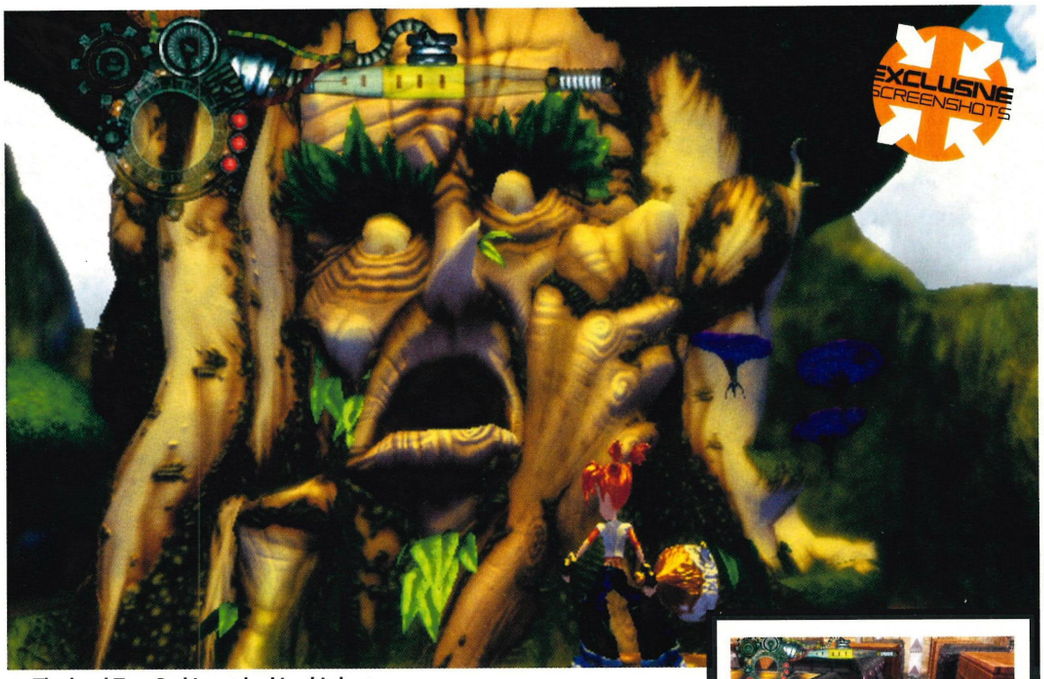
↓ Put Xbox in here; close flap.

BAG TO THE FUTURE

One day, this sack will save us all

DO YOU STRUGGLE WHEN you lug your Xbox around to mates' houses ? The new Gamester Xbox Carry Bag could be right up your street. Just like the G-Pak Travel Case we reviewed in Issue 05, it allows for easy transportation and storage of your console. It has room for two controllers, as well as extra pouches for other stuff. We'll review it in full next month.

We've had dozens of enquiries from readers about the G-Pak Travel Case and how to get hold of one. They can be found at big branches of HMV. Ring the store's Customer Service team on **020 7432 2000** for info.



↑ The local Tree God is not looking his best.

MALICE

Think Little Red Riding Hood with a baseball bat

GAME INFORMATION
DEVELOPER: **ARGONAUT**
PUBLISHER: **VIVENDI UNIVERSAL**
RELEASE DATE: **OCTOBER 2002**

ONCE UPON A time, *Malice* was exclusive to Xbox, held up to demonstrate the power of the console by Microsoft. Since then, the game has become multi-platform, but the Xbox version is still in a league of its own.

"We wanted to create a cool heroine in a darkly surreal, comic adventure. She'd constantly try to fix a world gone mad, only to find that she'd often make things worse," co-producer Herman Serrano told us.

"We designed *Malice* with a love of everything manga and anime. And I'm also a big fan of Tim Burton."

Since development began on *Malice* two years ago, the world has become much darker then originally planned. "The technology of Xbox has allowed us to be creative on a huge scale," said Serrano. "When we first got our hands on Xbox we wanted to do everything.

"*Malice* isn't strictly a platform game. It's more of an action-adventure game based around combat, using a magic system and a bizarre armoury of weapons. The weapons and magic provide unique gameplay that pushes the gameplay, if not forward, then in a very sideways direction."

The story behind the game is deep and involves everything from time travel to the Elemental Guardians, Legions of Undead and the assassination of a giant Tree God by the evil maniacal JuJu Gunman, no less.

"Our heroine, Malice, must retrace her steps, travel through the time portals of an automated Solar System and save the Universe from destruction," Serrano said. We'll have more next issue. **GO**

PERCENTAGE COMPLETE

↑ It's hammer time.

WISH YOU WERE HERE

OVER THE COURSE of the game, players will be treated to many themed worlds, each one built with a commendable attention to detail. The Orrery at the heart of the Clockwork Maze is a machine that powers the *Malice* universe. Other levels include the Fountain of Tears, the Temple Ruins of a Lunar Lotuscope, the Siren Tree and the Crow Fortress. All in all, 23 evolving environments are expected to be seen in the final version.

↑ Get ready for the next level of real-time shadows.

State of Play

JAPAN

Hello again Xbox nutters! This month I'd like to talk about Xbox Live. All Japanese Xbox gamers were really surprised about the great price of Xbox Live and a free copy of *Phantasy Star Online*. I mean, 6,800 Yen (£37) is the average price of a standard game in Japan!

At the moment in Japan, many people are playing *Final Fantasy XI* on PS2 as past games in the series have proved very popular, not just in Japan but all around the world. Yet only a small percentage is playing Square's new game online, as to do this, people need to have some experience of networks and, more importantly, the money to afford it.

To play *Final Fantasy XI* online, not only do you need a PS2, but you'll also need to buy the hard drive and have a contract with an internet service provider. You'll have to pay out something like 60,000 Yen (£328) including the console and then have to pay around 5,000 Yen (£27) every month to your ISP.

With Xbox, all you need is an Xbox Live Starter Kit and a contract with any broadband ISP. Perhaps the cost will be about 60 per cent less than that of PS2. The average pocket money of a Japanese high school student ranges from 5,000 Yen (£27) to 10,000 Yen (£54). So many young gamers can't afford to play *FFXI*.

It's great news that, in Japan, there will be 56 online games for Xbox. That's nearly double the amount on PS2. I'm really looking forward to play *Tekki* (Steel Battalion), *Halo* and a massively multiplayer RPG from Microsoft Japan. This is really exciting news for Xbox in Japan. Who needs Final Fantasy?

Koji Aizawa
Editor-in-Chief
Famitsu Xbox

↑ *Tekki*: going to Xbox Live in Japan.

INSPIRATIONAL: *MALICE* IS LOOSELY INSPIRED BY LEWIS CARROL'S BOOK *ALICE IN WONDERLAND*.

INCOMING

News Wire

Easily digestible nuggets of key Xbox information

PAY TO PLAY

Sonic Team has announced that there will be a monthly charge for its role-playing game *Phantasy Star Online*, in addition to the standard Xbox Live fee for gamers in Japan. The extra charge is the first of its kind for an Xbox Live title and hopefully the last. The Sega development studio has yet to make an announcement on whether the same pricing policy will apply in America and Europe.

MICROMACHINES GIVE IT LARGE

Infogrames will bring the latest game in the *MicroMachines* series to Xbox in November. It will still offer the same formula of top-down racing with miniature vehicles that was seen in Codemasters' *MicroMachines V3* and *Micro Maniacs* on PSone. There are eight new characters to choose from, each with their own personalities, special abilities and choice of vehicles. Multiplayer action comes only in the form of four-player split-screen.

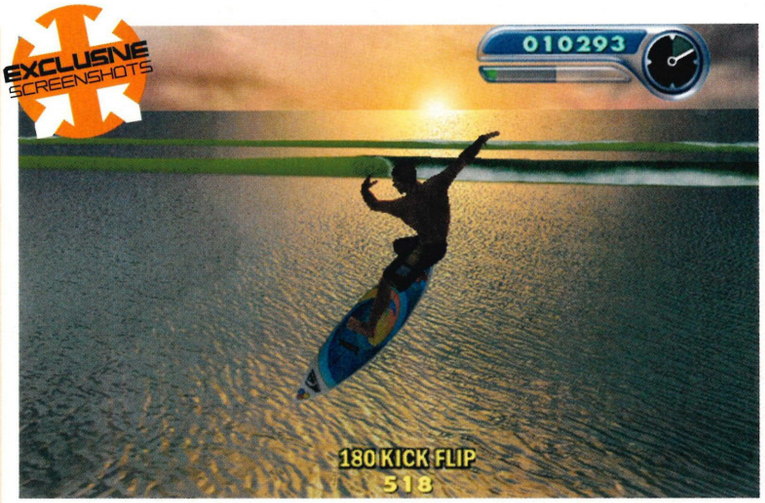
FREON REPORTS GAIN WEIGHT

The Wall Street Journal has reported that Microsoft's secret device combining Xbox and the Ultimate TV digital video recorder is known as 'Freon'. According to the newspaper's source, the device is likely to be an Xbox successor due for release some time in 2004. The new system could well change the typical five-year life cycle of a console and even beat Sony's PlayStation 3 (currently known as 'The Cell') to the market. This is nothing more than a rumour at the moment, but we'll keep you posted, of course.

PLAY GOLF ONLINE

Word has reached us that Xbox could play host to both an online golf game and an online volleyball game early next year. Developer Hypnotix has been discussing its unannounced games and seemingly confirmed that a sequel to *Outlaw Golf* and a new *Outlaw Volleyball* game are in development for Xbox Live. The original *Outlaw Golf* title has yet to be confirmed for a European release.

EXCLUSIVE SCREENSHOTS



↑ Sun, sea and tremendous upper body muscle mass. What more does a boy need?

↑ Like, totally tubular. Tschya, dude.

↑ Night-surfing: only for the brave.

KELLY SLATER'S PRO SURFER

He's got a girl's name, but this is a man's game

GAME INFORMATION
DEVELOPER: **TREYARCH**
PUBLISHER: **ACTIVISION**
RELEASE DATE: **SEPTEMBER 27**

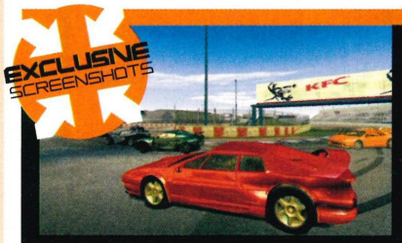
WITH ONE SURFING game already on Xbox in the form of *TransWorld Surf* (Issue 02, 6.1), Activision's O2 extreme sports label doesn't have to work too hard to steal the number one spot. But *Kelly Slater's Pro Surfer*, like its label-mates *Tony Hawk's Pro Skater 3* (Issue 02, 8.8) and *Matt Hoffman's Pro BMX 2* (reviewed next month with any luck), is looking particularly smart.

The idea of the game is that you're on a quest to find the ultimate wave, with the hub of the main Career mode set aboard a boat. You get to travel around the world, surfing at 27 different real locations, each time beating challenges to earn hints as to where the next wave-based thrill can be found. Other surfers may also invite you to meet them at a new spot they've found. There's even chilled music playing as you surf, adding to the laid-back atmosphere even more.

The water effects are the best we've yet seen, and the number of tricks puts other surfing games to shame. It seems as if *Kelly Slater's* has a nice, chilled balance between surf realism and gaming fun. Looking forward to playing this some more. **EL**

PERCENTAGE
COMPLETE

EXCLUSIVE SCREENSHOTS



↑ Better looking cars on Xbox.

↑ Improved AI makes for better races.

↑ Drive every Lotus ever made.

LOTUS CHALLENGE

Undergoing full MOT for move to Xbox

GAME INFORMATION
DEVELOPER: **KUJI ENTERTAINMENT**
PUBLISHER: **KUJI ENTERTAINMENT**
RELEASE DATE: **NOVEMBER 2002**

LOTUS CHALLENGE WAS originally released on PS2 at the end of last year and after receiving mixed feedback from gamers, Kuji Entertainment has tweaked several aspects of the game to try and make a bigger impact for its release on Xbox.

Richard Mackie, senior software engineer on *Lotus*, explained just what he and his colleagues have done in terms of improving their game.

"There are several differences compared with previous versions. The Xbox game has improved gameplay in that we now have ten cars instead of six, leading to better racing with more overtaking and blocking opportunities."

Other improvements featured in the Xbox version include modified tracks, enhanced Stunt Challenges and a more player-friendly handling style. And as we've come to expect, there'll be improved graphics because all the levels have been remodelled to improve the sense of speed.

Two main styles of racing make up the core of the game. Players can opt for a pick-up-and-play quick game or plump for a deeper racing experience where tactics and strategy play a more significant role.

The courses have been built in a variety of international locations, and you'll be able to put almost every Lotus model ever made through its paces in locales such as London, Hethel (the Lotus test track), Tokyo Rainbow Bridge, Arizona Speedway and the Jupiter Beach Raceway in Florida. **GO**

PERCENTAGE
COMPLETE

OUTNUMBERED BUT NEVER OUTGUNNED

AUTUMN 2002

WWW.TIMESPLITTERS2.EIDOS.COM

FREE RADICAL

EIDOS INTERACTIVE

NINTENDO GAMECUBE

PlayStation 2

XBOX

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↑ In the movie, shooting at the Thing merely wasted valuable running time.

↑ A pistol against shape-changing aliens? Loser.

↑ One Thing leads to another.

INSIDE: THE THING

Horror classic gets the full gore Xbox treatment

GAME INFORMATION
DEVELOPER: **COMPUTER ARTWORKS**
PUBLISHER: **VIVENDI UNIVERSAL**
RELEASE DATE: **SEPTEMBER 2002**
PLAYERS: **1**

COMPUTER ARTWORKS has been working on *The Thing*, the biggest game in its history, for over two years now, trying to buck the trend of games based on movies (in this case, a cult classic) failing to live up to the quality of their source material. Indeed, such is the track record that we automatically expect the worst every time a new game based on a Hollywood blockbuster is announced.

From the looks of it, though, the developer is on to a winner. Created with Carpenter's blessing, it takes all the themes of his movie – an Antarctic setting, a band of scientists and, most importantly, a shape-shifting alien that assumes the appearence of the people (or dogs) that it kills.

Here, senior producer Chris Hadley speaks openly about the game for the first time and how he and his team are facing the challenges of living up to a cult classic, while at the same time pushing gaming in a new direction.

Official UK Xbox Magazine: Creating a game based on *The Thing* must have been a project any developer would have jumped at. Why was Computer Artworks given the honours?

Chris Hadley: Basically, Universal got in touch with us and said they had a strong licence that could work well with our vision of evolving monsters. Our first game was *Evolva* on PC and Universal liked the idea of having creatures evolve as the game progresses, which obviously had certain similarities with *The Thing*. They also liked our *Organic Art* screensavers.

↑ Things heat up.

↑ Fire good. Fire kills Things.

How do you go about continuing the story of a film that's over 20 years old?

Well, we don't recap on the film itself too much. The whole idea of having the license is that we wanted to take the essence of the film and put it in a game. The player goes back to the Antarctic base to find out what happened because nobody on the mainland has a clue about the events seen in the film.

As the game progresses, you'll find out bits and pieces that start to tell the story of what happened. Cut scenes are the main way the story will be told, but information about what originally happened can be found on several computers around the base.

The opening of the game, in the Antarctic, is what you'd expect if you know the film. From about level five onwards, the whole game starts changing and from about level six onwards the storyline goes off in a completely different direction. We make the game our own from there, still retaining the essence of the film in terms of trust, fear and paranoia.

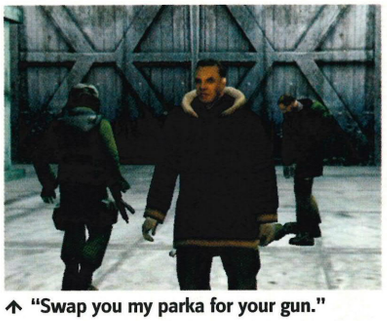
Has the game changed much over the course of its two-year development? Is

"The game retains the film's sense of fear and paranoia"

↑ This Thing could tear us apart.

↑ "Well I know I ain't the alien..."

↑ Things ain't what they used to be.



↑ "Swap you my parka for your gun."

"John Carpenter plays a cameo as a central character who gets killed early"

what you're seeing now the game you originally set out to create?

Yes and no. We're really happy with the trust and fear stuff – that really worked out the way we wanted it to. The only real difference between this and what we wanted to make is just the reality of making games; namely time constraints.

There were plenty of extra elements that we wanted to get in there, but in the end, we just ran out of time. Originally, members of the player's team had trust and fear mechanics just like you, but this was just hideously complicated and a nightmare to do. We pretty much just ended up with a squad that ran off and did whatever they wanted. It sounded great in theory, but didn't work.

How has John Carpenter been involved over the course of development?

He was brought in pretty late in the day and we did that on purpose because we wanted to make sure the game was pretty much finished before he saw it. He's seen it a few times and is really happy with it. We feel that this is the sequel to the film and we talked to him about that and he's quite happy to go along with it, which is great for us.

Carpenter's actually in the game

↑ If the fire don't kill you, the cold will.

now as well. He plays a cameo role as one of the central characters who's only in it for a short time before he gets killed. He loved the idea that the main bad guy kills him.

What pressures were you under from taking on such a big project?

The movie has a huge cult following; it's an awesome film. Right from the beginning, we were very concerned with making sure that we didn't screw this up because there are a lot of licences out there that have already been ruined by poor games.

The normal rule of thumb is that you take the licence and walk the player thought the events of the film, with the player controlling the central character. Well, we threw that approach right out of the window, which is why the game starts where the film left off.

We then looked at all the big parts of the film and asked ourselves "could we do it well enough to match up to the film?" And it had to make sense in an interactive environment. The film is very slow and atmospheric, which wouldn't translate well into an interactive experience – it's impossible to walk around for 20 minutes without anything really happening in a game.

We looked at the essence of the film and we liked the paranoia, trust and fear elements. We then decided that these would be the foundations of our game. Not all of the game is based in the camp, though. You start off by going to the ruined base seen in the film but you progress to new areas.

What different kinds of enemies are in the game?

There are three different classes of the Thingbeast and several varieties within each class. The smallest are little things that run around on the floor called Scuttlers. Then we have bigger foes known as Walkers, and then there are the Ruptures. This latter type is the biggest Thingbeast and is fought in an enclosed arena as you'd fight a boss character. The player needs to kill the Rupture before they can move on.

As you go through the game, you'll see some enemies that you've already seen, but it might have a different way of attacking you, offering up a different challenge. A Scuttler might have a tentacle that it will attack you with, but further on in the game you might see something that appears to be the same but it has a birthing sack that gives birth to more Scuttlers. It's a different challenge because, if you don't kill it quickly, there'll be a lot more Scuttlers to deal with.

How long will the final game be?

Well, it's not like it's got seven million levels or anything, but it's pretty big in the sense that it has new elements that'll take time to get used to and the challenges are new. It's a different way of playing. You don't have to worry about you, the player, so much, but you do have to think about your team. For example, if your engineer dies or becomes infected with the Thing virus, it's game over since you'll need his skills to progress any further.

Basically, you need your team in a sound state of mind to finish the game successfully. GO

PERCENTAGE COMPLETE

COMMUNICATION BREAKDOWN: AT THE START OF THE MOVIE, THE PANICKED NORWEGIAN YELLS (IN HIS NATIVE TONGUE) "STOP, GET THE HELL AWAY! IT'S JUST AN IMITATION OF A DOG. A THING. IT IMITATES. GET THE HELL AWAY!" JUST THINK, IF ANY OF THE YANK SCIENTISTS HAD SPOKEN THE LINGO, THEY'D ALL HAVE LIVED.

News Wire

Easily digestible nuggets of key Xbox information

SOUNDS FISHY

Microsoft has licensed Nellymoser's Masquerade communication software to drive the advanced voice chat features in the soon-to-be-with-us online gaming service Xbox Live. Using the software, developers can create titles where gamers will be able to completely alter the characteristics of their voice to create their own online identity.

TURN IT UP

The soundtrack to *Street Hoops*, Activision's street-based basketball game, will feature some of the biggest names in rap, hip hop and r 'n' b. DMX, Cypress Hill, Method Man and Redman, Master P, Xzibit and Ludacris all appear. *Street Hoops* lets you compete in a nationwide tournament on courts based in nine US cites, as well as having four fantasy courts to unlock. Look for a review in our next issue.

NEW ONLINE SURVEY

According to a study commissioned by the European Leisure Software Publishers Association (ELSPA) and carried out by Screen Digest, online console gaming will generate over £1.6 billion in Europe by 2006. The study believes that it will be a slow start for broadband console gaming but it will ultimately be successful. ELSPA also believes that online console gaming will become an important driver of broadband penetration as a predicted 16.6m households in Europe connect their consoles to the internet over the next five years. Game on.

RIDE THE LIGHTNING

TDK Mediactive and Disney Interactive will develop new games based on two Disney theme park properties that are being made into films. *Haunted Mansion* is the first up, expected around Halloween, while a game based on the Pirates of the Caribbean ride will be released in 2003. Both games are being developed for multiple platforms, with specifics being announced at a later date.

MATRIX RELOADS

We can confirm that Shiny Entertainment's first game based on *The Matrix* license will launch in May 2003 to coincide with the highly anticipated movie sequel, *The Matrix Reloaded*. Expect first details towards the end of the year.

↑ Running about like a loon. At least it's true to the subject matter...

LOONS: THE FIGHT FOR FAME

Cartoon legends stoop to new depths to increase ratings

GAME INFORMATION
DEVELOPER: **WARTHOG**
PUBLISHER: **INFOGRAMES**
RELEASE DATE: **SEPTEMBER 2002**

THERE'S ROOM FOR a decent party game on Xbox. And, if all it does is stop *Fuzion Frenzy* (Issue 01, 4.5) from being the only title of that kind knocking around, Looney Tunes party gamer *Loons: The Fight for Fame* is a welcome presence.

We got some jelly and ice cream, and cheese and pineapple on cocktail sticks, then settled down with some *Loons* preview levels. As the title suggests, the familiar cartoon characters are alarmingly desperate for media exposure, even more so than any former Spice Girl, and it's your job to get it.

After picking a character (either Bugs Bunny, Daffy Duck, Taz or Sylvester), the action moves to a movie set, where you do battle against the characters you didn't pick; they can be controlled by the CPU or some gaming chums. Victory leads to increased Star Quality, and eventual triumph in that fight for fame.

The main action involves jumping around the tiered sets (which lampoon familiar films such as *Gladiator* and *Mission: Impossible*), firing suitably appropriate power-ups at the other players in a bid to eliminate them. Imagine a simplified *Power Stone* or *Super Smash Brothers Melee*, and you're pretty much there.

Using suitably appropriate props located around the set, such as a piano in the wild west saloon, also raises your character's Star Quality meter. When that's full, one of several minigames becomes available.

These extras are based on classics like *Snake* and *Galaxians*, and even a bit of *PaRappa the Rapper*-style rhythm action. In multiplayer mode, the other players can try to ruin the minigame winner's fun – a neat idea.

Loons is a charming looking game that oozes humour like a punctured clown. The graphics and presentation are all top notch, with each character having 30 different costumes and countless different animations. Each of the film sets is bursting with little animations, and the scenery can be steadily smashed to bits by the Warner wannabes.

One concern we do have, though, is that the action may be a little on the simplistic side for long-term enjoyment, although having a decent amount of minigames to unlock should go some way to rectifying that. We'll let you know if it does when we get hold of the finished version. **JA**

PERCENTAGE COMPLETE

HAIR CARE

ROB KAY, AN ARTIST and animator working on *Loons*, was keen to tell us about the amount of attention that's been paid to getting the look of the game just right. "Warner knows the characters inside out," he said, citing the time he sent his character models to the cartoon kings for approval. "They said that Sylvester's whiskers were 10 per cent too big and when we corrected them, the whole character immediately looked so much more like the real thing."

↑ "Sufferin' succatash!"

↑ We've seen this idea before...

↑ Sylvester shows off his moves.

↑ Littered with neat visual flourishes.

XBOX
Official UK Xbox Magazine

RALLY FUSION: RACE OF CHAMPIONS

Rally games just dull simulations? Here's mud in your eye

GAME INFORMATION
DEVELOPER: **CLIMAX BRIGHTON**
PUBLISHER: **ACTIVISION**
RELEASE DATE: **OCTOBER 2002**

THINGS THAT XBOX owners never do, number one: Moan About The Lack Of Quality Driving Games. Microsoft removed the ammo for any such gripes by releasing *Gotham* (Issue 01, 8.9) and *RalliSport* (Issue 01, 8.5) at launch. Codemasters has *Colin McRae Rally 3* and *TOCA Race Driver* in the works. And now Climax Brighton, of *Moto GP fame* (Issue 04, 8.9), are bringing arcade-style rally action to the table with *Rally Fusion*.

It's based on the titular Race Of Champions, a real-life annual event where the world's top drivers battle for the accolade of Champion of Champions.

The game should contain plenty of authentic details, featuring 20 off-road vehicles and 20 tracks upon which to race as one of 30 professionals. A variety of racing modes is on offer, too, besides the standard rally race against the clock.

There are one-on-one circuit races based in Special Stages, as well as an elimination mode that works in a similar manner to the one in *Crash* (Issue 03, 6.6). The last-placed driver through a checkpoint is removed until the winner remains, a bit like musical chairs.

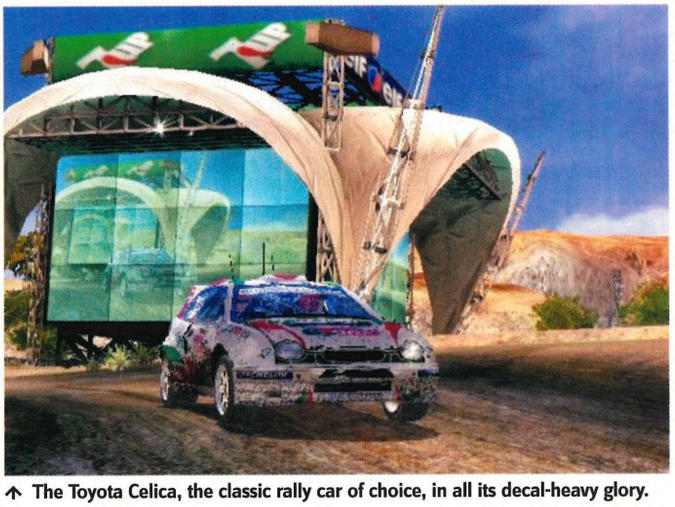
From the handful of tracks, vehicles and modes we sampled, *Rally Fusion* offers a more haphazard and extravagant rally experience than other title in the genre. While it is accurate, featuring an elaborate car damage model, its main concern seems to be to offer muddy fun.

With its fun, arcade handling, this could be the game to carry on from where *Sega Rally* left off.

With *RalliSport Challenge* already out there, is there any need for rally fans to consider changing drives? Could it be the anti-Colin? We'll keep you posted, naturally. **SB**

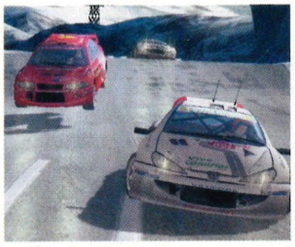
PERCENTAGE COMPLETE

Pinball yourself off the competition to simplify your cornering.



The Toyota Celica, the classic rally car of choice, in all its decal-heavy glory.

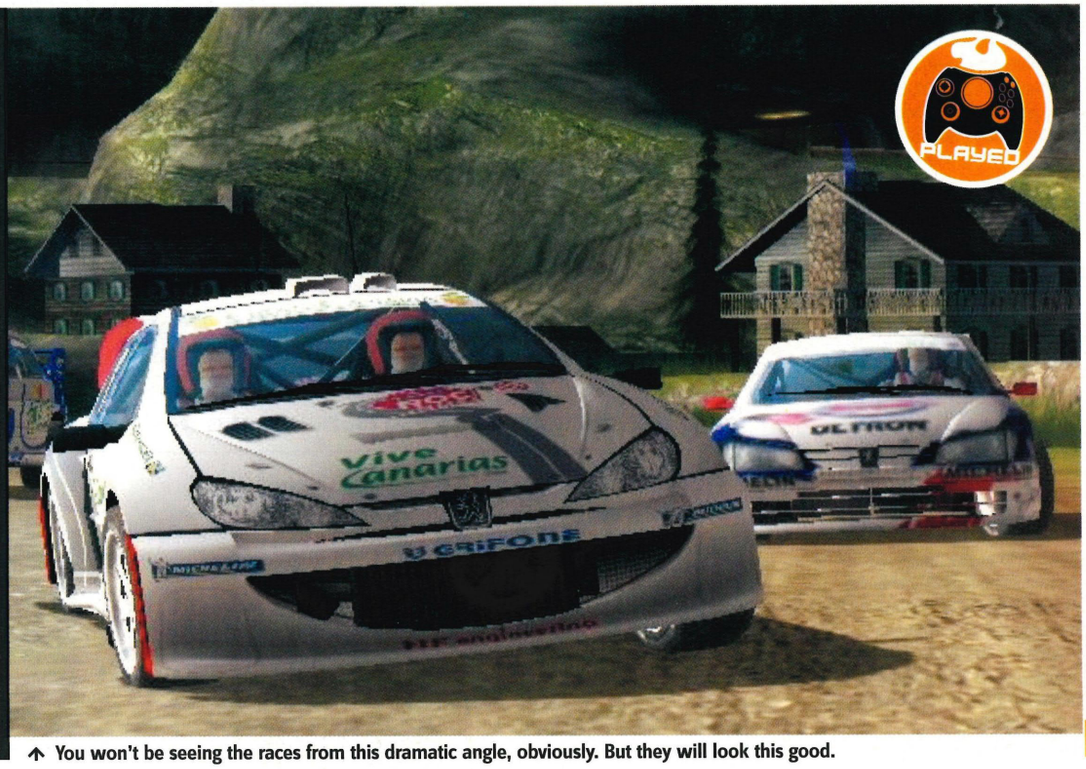
Don't join the queue. Push through.



Spectacular action.

AIR TIME

THERE'S NO "JUMP, maybe" (the call from the co-driver when the car approaches a bump in the road) in *Rally Fusion*, since every time you hit a ramp you'll be catching a huge amount of air. If you pull off a particularly giant leap, the distance covered is recorded and a Longest Jump record will be set. Each of the races has a Longest Jump record waiting to be set and subsequently broken. There's also a Biggest Crash award, which goes to the cack-handed Driving School Maureen who totals their vehicle in the most spectacular fashion during play.



You won't be seeing the races from this dramatic angle, obviously. But they will look this good.

LOO-NEW TUNES: A MERE 72 YEARS AFTER THE FIRST *LOONEY TUNES* CARTOON, *SINKIN' IN THE BATHTUB*, APPEARED IN APRIL 1930, WARNER BROS. ANNOUNCED IN JULY THIS YEAR THAT 12 NEW *TUNES* SHO... ...NER MOVIES SUCH AS THE SECOND *HARRY* ... ...TURE.

INCOMING

News Wire

Easily digestible nuggets of key Xbox information

OOF! - MORE PAIN, NEW GAME

A sequel to the bone-crunching bare-fisted fighter *UFC Tapout* has been unveiled without the backing of a publisher. The original brawler was published by Ubi Soft and, according to reports, did much better than expected. Obviously Ubi Soft would be favourite to pick up the sequel, which will feature a new look thanks to a complete overhaul of the game engine.

A SOUND APPROACH

Lost Toys has signed up the audio services of Nathan McCree for *Battle Engine Aquila*. McCree, best known for his work on the *Tomb Raider* series, is also working on the soundtrack for *Breed* from German-based publisher CDV. You can find out more about *Battle Engine Aquila* in our exclusive interview with Lost Toys boss Jeremy Longley, over on page 060.

ALL HANDS ON DECK

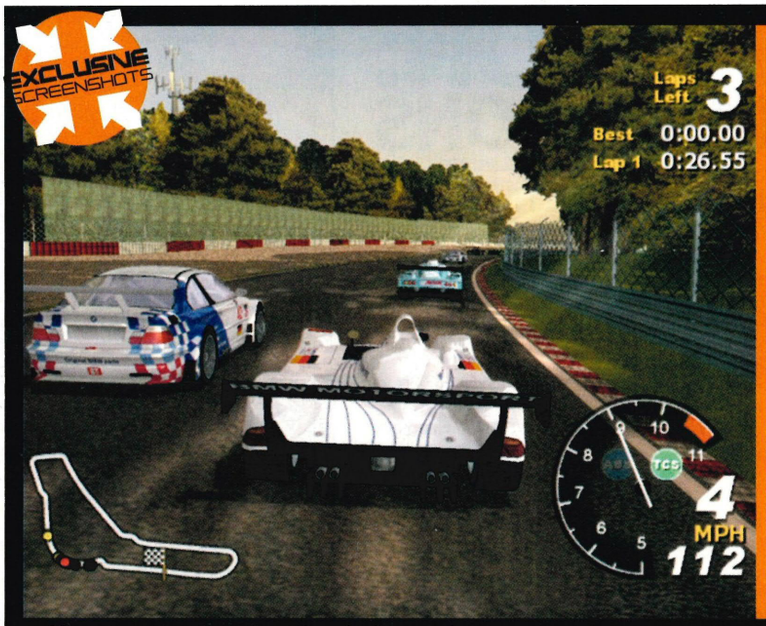
Digital Extremes will concentrate solely on finishing *Unreal Championship* in time for the US launch of Xbox Live, according to Epic Games vice president Mark Rein. The developer was spreading its resources by helping Epic with PC shooter *Unreal Championship 2003*, but with time pressing, it's good to see that it's taking no chances with *Unreal Championship* .

WOLFENSTEIN GOES TO HOLLYWOOD

Columbia Pictures has plans to bring id Software's *Return to Castle Wolfenstein* to the silver screen. True to the confirmed-for-Xbox game, the plot will follow a US Army Ranger who's hired to head back to *Castle Wolfenstein* in order to investigate secret genetic experiments. Spooky...

SALES ON TARGET

Microsoft has announced that Xbox sold at the higher end of its revised expectations, with 3.9 million units sold worldwide by the end of the company's financial year. Three months ago, it dropped its initial forecast of between 4.5-6.0 million sales to 3.5-4.0 million.



↑ Manners matter when other drivers harbour grudges.

↑ Dare to be the best.

CAREER GUIDANCE

THE AIM OF the Career mode is to go from being the lowest ranked driver of a GT sports car to world champion, driving an eight-litre prototype race car. On the way, team engineers and managers will offer advice to guide you safely to the top.

TOTAL IMMERSION RACING

Cut up a driver in this and he'll never forget it

GAME INFORMATION
DEVELOPER: **RAZORWORKS**
PUBLISHER: **EMPIRE INTERACTIVE**
RELEASE DATE: **NOVEMBER 2002**

WITH EVERY RACING game battling for pole position in the genre, each new title has to have a unique selling point in order to stand clear of the pack. Whether endorsed by a big name driver or featuring authentic tracks, it seems that the days of "it's just another driving game" are long gone. The key feature that Razorworks is trumpeting in *Total Immersion Racing* is personality - every driver will have one.

As you play through the Career mode, you'll start noticing consequences to beating other drivers or smashing into them, as revenge-fuelled grudge matches start to play out.

The decision still has to be made about how Razorworks will implement this road rage. although ideas are coming thick and fast. Suggestions so far include adult hand gestures when you 'bump' a fellow driver, frantic flashing of headlights or maybe ear-piercing honking of horns.

Total Immersion Racing still has a long way to go before it can test itself against the fierce competition between racers, but we're quietly confident that, should the AI model work, it will steer the game in a different and exciting direction. GO

PERCENTAGE COMPLETE

↑ Scratch their paint, expect revenge.

↑ "Gentlemen... to the Batmobile."

SPOT THE SHOT

Clipped, cropped and zoomed in, but what is it?

WE'VE GOT ANOTHER load of game related tat to give away absolutely free to one eagle-eyed reader who can correctly identify the game from which this screenshot has been taken.

Before you overwhelm yourself with possibilities, remember that the exact same shot is printed in its entirety somewhere in the Incoming section of this issue. So there's no need to sift through your back catalogue of *Official UK Xbox Magazines* to find the answer.

Send in your answer on the back of an envelope or postcard, along with your name, address and contact telephone number to: Spot The Shot Issue 07, *Official UK Xbox Magazine*, 99 Baker Street, London, W1U 6FP. Or drop us an email with the answer and your details to staff@oxmuk.co.uk. Your entry has to arrive no later than Monday September 9.

↑ The full shot's in this mag. Somewhere...

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Xbox

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↑ A solid chest shot is often the most effective way to take someone down.

SPLINTER CELL

Skulking in the shadows, we glean more precious info on this stealthy stunner

GAME INFORMATION
DEVELOPER: **UBI SOFT MONTREAL**
PUBLISHER: **UBI SOFT**
RELEASE DATE: **NOVEMBER 2002**

AFTER E3, AND more importantly our Exclusive Access last issue (six pages unfurling from page 052), it's likely you're looking forward to *Splinter Cell* as much as we are. Frankly, Sam Fisher (the game's shade-loving hero) is so stealthy he could creep up on Solid Snake and give him a wedgie before silently attaching a 'kick me' sign to the hapless operative's back. And all before the *Metal Gear* man has a chance to fire up his Codec .

Mathieu Ferland and Steve Dupont, respectively producer and lead animator of *Splinter Cell*, spent an afternoon at our plush penthouse office showing us the latest version of the game. We saw a whole new level, some new gadgets and extra polish compared with the E3 build we've been playing since May.

The new level is the second part of the first mission. Accordingly, Ferlnad pointed out that "this mission is more about showing the player how Sam's moves work, rather than fiddling about with gadgets".

One such move is forcing certain characters to help you under duress; another is the method of hiding in narrow corridors (see Legs Akimbo, above).

Hiding in the rafters while an unsuspecting guard passes beneath sums up the thrill of playing *Splinter Cell*. The emphasis is firmly on using Fisher's environment and equipment imaginatively to stay out of sight, rather than out-and-out killing.

Watching a guard walk right past you and escaping detection already feels extremely satisfying, and Ubi Soft's plan is to ensure that there's as much skill in not getting seen as there is in using weapons and gadgets effectively.

With 11 missions set to form the final release, making a total of 24 levels, players must be skilled in each and every area of covert operations to succeed.

"We've tried to create a wide variety of environments," enthused Ferland, "and different missions prioritise different abilities. Some are about negotiating the environment properly, while others are about challenging the player to find an effective strategic approach to a situation."

Sounds good to us. Even more enticing for stealth addicts is the fact that each mission can be beaten without killing an enemy. All except for one, as Ferland explained: "We thought most players would appreciate the opportunity to put their gun on full auto, so there is one mission where you have to take down all of the enemies."

↑ It pays to be flexible.

LEGS AKIMBO

ONE OF SAM'S neater moves allows him to wedge himself at the top of narrow corridors, making him practically invisible to unsuspecting guard types. He can then drop down onto them and take them out in a most sneaky fashion.

No word as yet as to whether Sam's combat issue trousers split noisily, giving away his position – we imagine not, though.

↑ A corridor of uncertainty.

↑ Making intelligent use of shade.

SAY 'CHEESE!' You're on candid camera...

Remember the brilliant sticky camera we showed you last month? The surveillance device fired from Fisher's main gun, the F2000? At the bottom of page 053? Of course you do. There's now a variant of it that works in a cunning and amusing way. It's fired at a wall in the usual manner and, once there, the fun begins.

↑ The camera emits a strange whistle, causing the guard to investigate.

↑ When he's nearby, it releases a cloud of nasty gas right in his face...

↑ ...making him drop to the floor, sleeping like a baby, and easy to pass.

↑ Night vision has never looked this good before. So make good use of it, my friend.

↑ He gets everywhere, does Sam Fisher.

↑ The thermal effects are looking superb.

One of the most exciting new gadgets for us was the excellent new sticky camera (see Say 'Cheese!', above). Another is the intriguing lock-picking device. When Sam attempts to pick a lock, a diagram of the internal mechanism appears.

Using the analogue stick, the player must fiddle about and listen carefully. When part of the lock is correctly moved into place, the sound stops and the tumbler inside the lock falls.

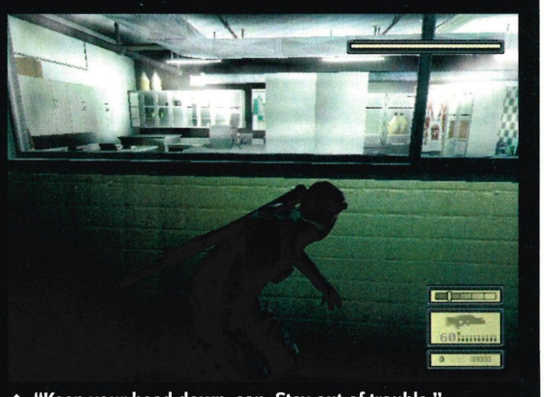
It's a great idea that brilliantly imitates the real process of lock picking (we would imagine). "But it takes a bit too long at the moment," Dupont explained, "so we need to fiddle with it so it ends up as much fun as possible."

As *Splinter Cell* nears completion, the team is concentrating on bringing the frame rate up to speed and making sure that the environment is as consistent as possible. Every door will open, and everything should react to your bullets, making the game world feel as convincing as it looks.

↑ This flaming building is in one of the early missions.

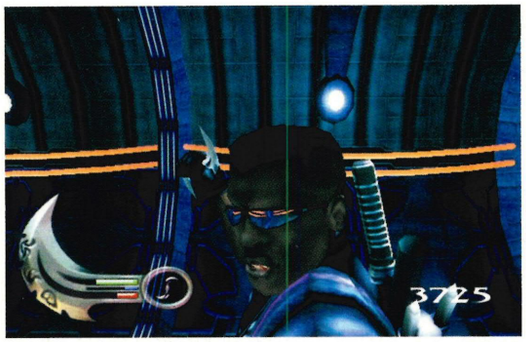
Not that we weren't already very excited by the prospect of sampling the delights of *Splinter Cell*, but the added fluidity and polish of this latest build leads us to conclude that it's on course to be something really rather special. Come on November, get a bloody move on! **JA**

PERCENTAGE COMPLETE



↑ "Keep your head down, son. Stay out of trouble."

IT'S ONLY A SPLINTER: POOR ION SUFFERED FROM A HUGE SPLINTER ONE TIME. IT WENT RIGHT UNDER THE FINGERNAIL AND INTO THE FINGER, CAUSING HIM TO SCREAM LIKE A THREE YEAR OLD. HE WAS NOT THREE AT THE TIME.



↑ Look everyone, it's Wesley '*Passenger 57*' Snipes.

↑ Bang - straight through the heart. That'll do it.

↑ Funky vampires and blood on the dancefloor.

BLADE II

Movie adaptation that goes straight for the jugular

GAME INFORMATION
DEVELOPER: **MUCKY FOOT**
PUBLISHER: **ACTIVISION**
RELEASE DATE: **SEPTEMBER 2002**

RATHER THAN BEING a straight walkthrough of Wesley Snipe's most recent vamp actioner, this game version gives itself a degree of latitude by being "inspired" by the events of the two movies.

As you'd expect, the player assumes the role of Blade, the half human, half vampire Daywalker. But rather than falling for the big-movie-to-game error of putting the licence before the game, developer Mucky Foot has actually put a lot of effort into getting a combat system that works properly but that also incorporates some of the movie's flashiest techniques.

As Blade, you can wield every weapon seen in the film while also getting to grips with an innovative 360° hand-to-hand fighting style. This means that instead of each punch hitting only the enemy you're facing, you can take on whole gangs of vampires with special moves. A well-timed roundhouse kick, for example, could take out an entire row of bloodsuckers. And pushing the right thumbstick in the direction of your enemies makes Blade lash out with a variety of other flashy moves, with the camera cutting to a cinematic angle whenever you pull off the finishing move.

Using the glaive (Blade's deadly metal boomerang) with its simple targeting system, it's even possible to decapitate several victims at once. When the targeting icon goes green, just let the glaive fly and watch it wreak havoc, turning vampires to the hellspawned coffin dust they should have crumbled into centuries before.

There's much to recommend *Blade II* at this stage; we're hoping there's more by review time, which should be in the next month or two. **GO**

PERCENTAGE
COMPLETE

↑ Settings "inspired" by the two films.

↑ "Not the face, not the face..."

↑ The world's most dangerous toilet.

↑ "That was my truck, friend... No way you live."

↑ Puzzles, exploration and killing.

VAMP IT UP

THE CORE OF the game consists of three main campaigns, each with a variety of locations, missions and vampire tribes to slay. The campaigns are made up of several sub-missions, each one featuring a main objective and a sub-objective. Completing sub-objectives leads to reward bonuses. All in, you're looking at about 20 vampire-packed missions to get your teeth into, each one with a bit of brain teasing puzzle action on the side.

TWO HEROES ARE BETTER THAN ONE.

XBOX

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INCOMING

QUOTES OF THE MONTH

"Voice chat will enable more gamers to enjoy gaming, changing their voices by their own choice, and offer them a new kind of enjoyment not available before. Please set your sights high for the Xbox version of *Phantasy Star Online*."

Yuji Naka
President of Sonic Team
He's getting excited about Xbox Live in Japan... him and the whole world.

"My character is Jordan. We did this thing called motion capture, where we had electrodes put on us. We're going to be the next Lara Crofts."

Ruth Harris
Model
Discussing her role in Acclaim's *Aggressive Inline* in *Front* magazine. Although Angelina Jolie might disagree.

top ten

Xbox Multiplayer games

Multiplayer's the best of both worlds - great games without the social stigma of being shut in your room on your own for days. Here are the best examples of the genre.

01 **HALO**
Still getting caned daily in the office

02 **MOTO GP**
Normal or System Link - both great

03 **DEAD OR ALIVE 3**
Keeping reflexes in working order

04 **TONY HAWK'S PRO SKATER 3**
HORSE lets you use rude words...

05 **RALLISPORT CHALLENGE**
Silky smooth, and very dirty

06 **NHL 2002**
"Ican'tbelieveyouscoredyougit"

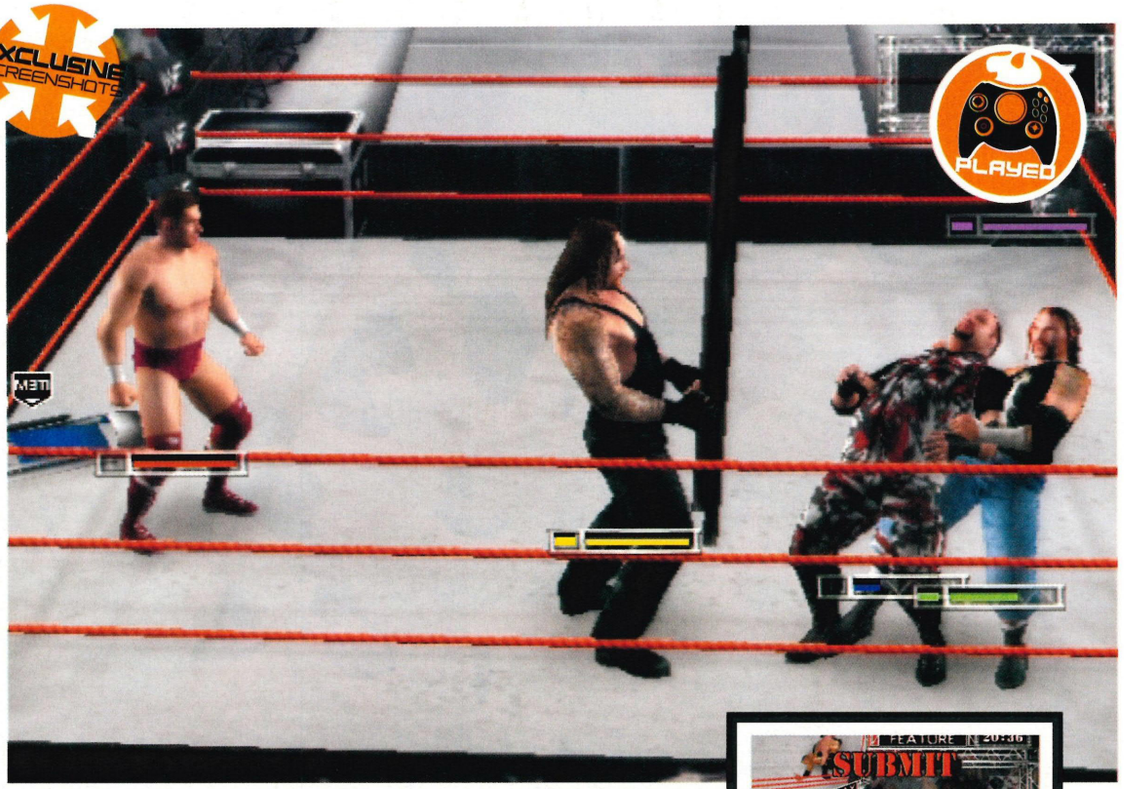
07 **2002 FIFA WORLD CUP**
Reverse that miserable Brazil fluke

08 **UFC: TAPOUT**
Roll around in pants with a friend

09 **SLAM TENNIS**
Civilised four-player action.

10 **FUZION FRENZY**
But only the Twisted System game

EXCLUSIVE SCREENSHOTS



↑ The lightbulb blew mid-match, but ladders were conveniently already on hand.

WWE RAW

There's only one WWF now - the World Wildlife Fund.

GAME INFORMATION
DEVELOPER: **ANCHOR**
PUBLISHER: **THQ**
RELEASE DATE: **SEPTEMBER 2002**

MUSCLES, DRAMA AND aluminium stepladders are just three of the elements that make the never-ending soap opera of WWE so popular. THQ will soon bring its tried-and-tested brand of sports entertainment to Xbox with *WWE RAW*. And with the game come over 40 amazingly lifelike wrestling superstars, each with an accurate ring entrance and Titantron video sequence.

HHH, Undertaker, Chris Benoit and The Rock are just some of the names on display. The inclusion of less current grapplers such as K-Kwik and Haku does make *WWE RAW* seem a little outdated, especially when recent major players like Booker T and Rob Van Dam are missing.

Developer Anchor has used its experience with *Ultimate Fighting Championship* on Dreamcast to create a game that offers the feel of a simulation rather than another button-mashing fighter. The gameplay is deliberately slow paced and attacks are uncomplicated - most can be executed with only two button presses.

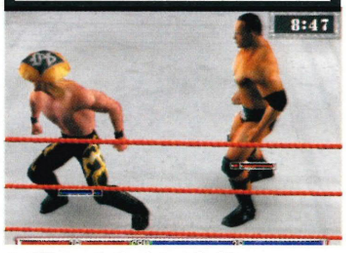
Although Tag, Tornado, Triple Threat, Fatal 4-Way, Battle Royal and handicap matches are available, Hardcore matches are by far the most entertaining option. With 180 different weapons to collect (including Perry Saturn's Moppy), you can even punch hats and sunglasses off your opponent to wear or use as impromptu weapons. **BT**

PERCENTAGE COMPLETE

↑ Replays - just like on TV.

TAP OUT TO THE WALLS OF JERICHO

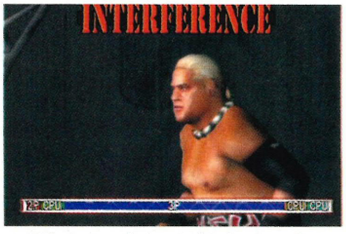
PLAYING WWE RAW is just like watching live television wrestling, thanks to some dramatic camera angles and presentation that's true to the programme. Check out the double feature in the shot above. A replay of your finishing move is shown in the top left-hand corner while the action continues in the main window.



↑ Y2J sports the latest fashions.

↑ Know your damn role, Jabronie.

↑ New to *Raw* is the mighty Jericho.



↑ Who's interfering in his business?

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Official UK Xbox Magazine

TOM CLANCY'S RAINBOW SIX: RAVEN SHIELD

International terrorism meets SWAT specialists – one false move and someone dies

GAME INFORMATION
DEVELOPER: **UBI SOFT MONTREAL**
PUBLISHER: **UBI SOFT**
RELEASE DATE: **NOVEMBER 2002**

UBI SOFT MONTREAL is a hive of activity at the moment. Besides the marvellous *Splinter Cell* (page 030), and *Ghost Recon* (page 008), they're beavering away on yet another of Big Tom Clancy's licences.

Raven Shield is the third in the *Rainbow Six* series that originally made the thriller author such a big name in the gaming world. And from what we've seen so far, it's well on the way to improve on every aspect of the previous game, *Rogue Spear*.

As part of Team Rainbow, you and the other supercops travel the world, neutralising gun-toting crims as you go with your SWAT tactics. Scenarios are varied, including a sojourn to the import/export company that enjoys a brisk sideline in drug trafficking, and foiling armed robbers at a London bank.

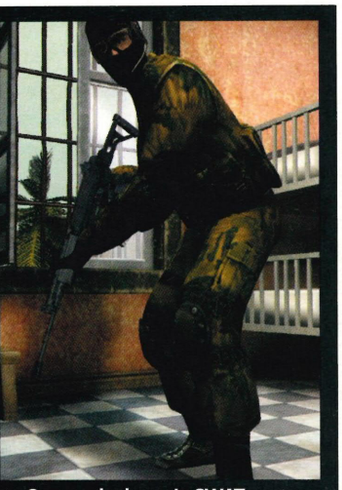
The player gets to storm into these hot spots with bags stuffed full of modern weaponry and hard-as-nails buddies watching, as they say in the world of counter-espionage, "his six". That's 'arse' to us civilians.

With only a single bullet capable of taking you down, the emphasis is always on tactical FPS action rather than stylised deathmatch combat.

The PC versions of the game let the player plan every move in immense detail, but things will be tweaked for the Xbox version. Said Mike McCoy, the game's lead designer: "We think that console gamers are more concerned with getting into the action, so instead of asking them to plan the mission down to the tiniest detail, we'll provide a handful of strategies to choose for each mission."

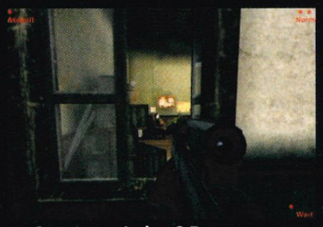
Multiplayer support still hasn't been decided upon, but with *Ghost Recon* set to be one of the first Xbox Live titles, we have our fingers crossed for a spot of online multiplayer action. McCoy did assert that "*Rainbow Six* is all about co-operation and having a friend cover your back," so we'd be very surprised if this version hits the shelves as single-player only. **JA**

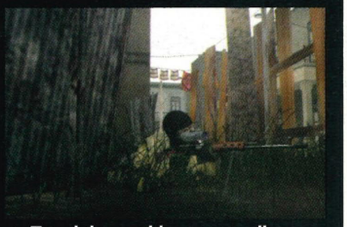
PERCENTAGE COMPLETE


Green – the latest in SWAT couture.

So many guns, so much gear.

Every doorway's a potential killer.


An open window? Bonus.


Travel the world, see crap alleys.

EGGO MANIA

Think of it as Sirtet – that's *Tetris* backwards.

That cute little fella – he's you.

The guy on the right's in the drink.

Backgrounds scroll as you build up.

GAME INFORMATION
DEVELOPER: **HOTGEN STUDIOS**
PUBLISHER: **KEMCO**
RELEASE DATE: **SEPTEMBER 2002**

ORIGINALLY CONCEIVED AS a 3D puzzle game for Game Boy Advance, *Eggo Mania* has been through a comprehensive revision process that now sees it being released on every major platform. But the principle seems to have remained the same – instead of trying to get rid of falling blocks as in *Tetris*, you have to use them to build upward.

"The best games are simple but have an underlying depth to them. Even after hours of play you can still pick up hints and tips that make things just that little bit easier," said producer James Stewart, and after playing, we agree with him.

After a few rounds, it became clear that *Eggo Mania* has more depth than *Tetris*. It's packed with a variety of pickups that simultaneously make your life easier while giving your opponent a hard time. Just the way we like it.

Each round starts with the player at the bottom of the level, with several rows of blocks already in place and a water level just above the bottom of the screen. Blocks start falling from the top of the screen soon after the level starts; players catch them and then position them to make complete rows. The first to build up a tower, wins the round. But you've got to make sure that the water doesn't rise high enough to engulf you, or it's all over.

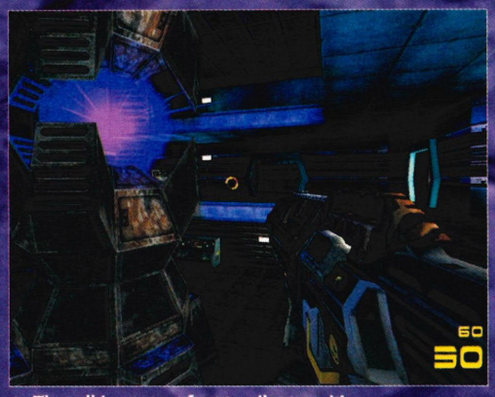
Easy, yet at the same time, fiendishly tricky. Like we said, sort of like *Tetris*, only backwards. **GO**

PERCENTAGE COMPLETE

SWOTTING UP ON SWAT: POLICE SPECIAL WEAPONS AND TACTICS (SWAT) TEAMS WERE ORGANISED FOLLOWING LOS ANGELES' WATTS RIOTS OF THE LATE '60S. SWATS FIRST HIT THE HEADLINES ON DECEMBER 9TH 1969 WHEN BLACK PANTHER MILITANTS SHOT IT OUT WITH 40 SWATS ON THE CORNER OF 41ST AND CENTRAL STREET.

↑ Whenever there's an open doorway to the outside world, you can fly your ship into any space it'll fit into.

↑ Twin guns, bored guard - this guy is *sooo* dead.



↑ That all-important foot-to-pilot transition.

INSIDE: FALCONE: INTO THE MAELSTROM

On the frontline with the futuristic space shooter

GAME INFORMATION
DEVELOPER: **POINT BLANK**
PUBLISHER: **VIRGIN INTERACTIVE**
RELEASE DATE: **NOVEMBER 2002**

WITH A LITTLE HELP from the next-gen update of the *Unreal* engine, *Falcone: Into the Maelstrom* is shaping up to be more than just a pretty shooter.

A new enemy has emerged from the Maelstrom (or 'black hole' as we Earthlings know it) with plans to take over the galaxy. In the role of fighter pilot Falcone, it's up to you to save the known galaxy using a blend of space-based ship-to-ship combat and first-person action.

To learn more about *Falcone: Into the Maelstrom*, we hooked up with Point Blank designers Christian Canton and Ashley Pannell.

Official UK Xbox Magazine: Why's Falcone trying to save humanity?

Christian Canton: As notorious pirate leader Gabriel Falcone, recently betrayed and down on his luck, you are the last of the Hellbringers, a legendary but murderously betrayed pirate group famed for its heroics in battle. You looked on as your pirate clan was betrayed to the Legion - a robot army guided by the evil Prince Regent.

In the battle to rescue you, the Legion forces destroyed your crew, so you turned to your old enemy for help, the pirate Rodriguez. Quickly, you learn that your colleague in arms, Blackdog, was responsible for your betrayal and you set out to destroy him with the aid of Rodriguez.

How is the story told within the game?

Ashley Pannell: As the story unfolds, you're sent to make contact with and enlist a renegade collection of specialists who will work with you against the hated Legion and Blackdog forces. The player is thrown into a series of missions that strike at the heart of the enemy - infiltrating, sabotaging and scavenging for notoriety and booty. But it's not as simple as just taking down the bad guys.

As the confrontations become ever more brutal and the story of your companions comes to light, you realise that things are not quite as they seem. With the Legion retaliating in ever-growing strength and the pirate alliance teetering on the brink of collapse, you are caught in a web of conspiracy as you battle to get your revenge.

The development team includes a couple of *2000AD* regulars. What input have writer Robbie Morrison and artist Jim Murray had in the game?

Christian Canton: Robbie is involved in developing the storyline and back stories for our main characters. He's helped create a detailed backdrop for the game and created some very interesting relationships between the leading characters. There are a few surprises in there for you to discover as you battle your way to the end.

Jim's role is production designer and he's charged with visualising fantastic architecture and world settings. He's helped create a great cast of characters and weapons and worked closely with our animators and level builders to bring them all to life.

How hard was it to create a seamless transition between piloting ships and first person shooting?

Christian Canton: The biggest challenge has been to ensure that *Falcone* is always focussed on tightly designed and seamless links in gameplay, so that you feel absorbed in as big a world as possible. We want the links between space action and first person action to make sense, so that when you choose to jump into your fighter, you are doing so because you've realised that you're running out of ammunition for your personal weapon.

Or, conversely, you take to the ground when you realise that using your fighter to attack a hangar is too dangerous since your team mates are in there on the ground and you might hit them. We've designed the control system to be familiar to both space combat, FPS and first time players so that everyone can pick up and play.

What multiplayer options are in there?

Ashley Pannell: Multiplayer and system link are definitely planned. We're hoping to include some pretty interesting ideas.

And what do you think of Xbox Live?

Ashley Pannell: It's superb. It looks like Microsoft really wants to make this work. Only time will tell if people will respond the way they want but they're looking to make it as easy as possible. As for creating an online game in the future, yes it would be great. Online offers great challengers for designers.

BALDUR'S GATE: DARK ALLIANCE

D&D RPG looking A-OK

GAME INFORMATION
DEVELOPER: **SNOWBLIND STUDIOS**
PUBLISHER: **VIRGIN INTERACTIVE**
RELEASE DATE: **SEPTEMBER 2002**

"IF YOU DON'T know anything about *Dungeons & Dragons*, you can still play the game as well as someone very familiar with it" says Kevin Osburn, producer of *Baldur's Gate: Dark Alliance*. And that's probably one of the most appealing things about the game, as it's a two-player RPG that offers action and adventure without swamping you with more menus than the *Good Food Guide*.

Released several months ago on the PlayStation 2, it achieved decent and deserved success, so what new features will see the light of day in this Xbox conversion?

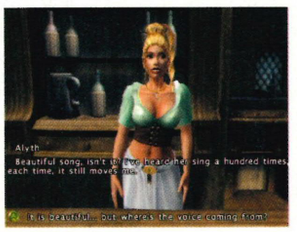
"Developing for Xbox will allow us to do some things that we were unable to do with the PS2 version. Environmental bump mapping to improve the water effects within the game, for instance. We are also looking into reducing the loading times in the game, using the hard disk to cache in some of the data." So, the Xbox version will be prettier and slicker, as we've come to expect.

↑ Flash. Kills all known orcs dead.

Anything else? "After the PS2 version was released, many fans thought the game was too easy. With this in mind, we are looking into balancing the difficulty of some creatures, spells, and feats within the game." So, our version will be more finely tuned too.

As for the next big question - "Sorry, but *Dark Alliance* will unfortunately not include support for Xbox Live." Which is a disappointment but one that hopefully won't spoil a solidly enjoyable and deep adventure. It's nearly done too, so look out for a review next month, hopefully. **SO**

PERCENTAGE COMPLETE



↑ Playing her pert in your quest.

ONCE UPON A TIME...

FROM THE FEW levels we've played, things are looking promising. In the opening few moments in the tough city of Baldur's Gate, you're battered and robbed by a gang of thugs. Bloody and penniless, you take refuge in a nearby ale house, where the barmaid (buxom, naturally) offers you cash for clearing the infestation of giant rats out of the cellar. It's a quest that teaches you the basics of combat. Complete this job, and she'll hand over the key to the sewers. And who knows where these miles of stinking tunnels might lead...

↑ Being assaulted by only two enemies is a rare sight in *Baldur's Gate*. Although, this pair *do* look a bit tough..

IN MY OPINION

"Video games are just child's play"

EVERY MINUTE A gamer dies... and I'm not talking about some geriatric *Halo* fan breathing his last and letting the controller slip from his liver-spotted hands. As gamers get older, many tend to stop playing, pack their consoles away and get a 'life' instead.

But if we're losing gamers to nappy changing and job juggling, how come the numbers keep growing? Simple - the young replace the old.

It's a process that a smart console manufacturer masters quickly - get 'em young and hang onto them. But it's one that Microsoft, being new to the game, is only wising up to now.

Before you ask why this should matter to you, start praying that Xbox gets hit by a flood of games aimed at a younger audience, and soon.

In the end, it may not be *Halo* that makes Xbox a long-term success, but *Blinx*, that cute little cat. It has the mark of a game that kids, teens and adults alike will go crazy for. And that's what Microsoft needs to do: lure in the ankle biters so that their parents will get hooked.

Nintendo is an expert at making games suitable for eight-year-olds and twenty-eight-year-olds simultaneously. Most game journalists grew up sucking a *Zelda* cartridge instead of their thumb. Many of us still go nostalgically gooey over a new Nintendo game. Which is why they still have a great reputation, despite *Luigi's Mansion*.

Adult gamers will happily play games designed primarily for kids. But eight-year-olds caning *Halo* isn't a sight you want or expect to see too often. So Microsoft, if you're listening, bring on the platformers, puzzlers and pop tie-ins please.

Urgh... can you believe I *really* just said that?

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

THE FIRST TIME OF DARKNESS: THE ORIGINAL FANTASY GAME WAS *DUNGEONS & DRAGONS*, A PAPER AND DICE GAME INVENTED BY DAVE ARNESON AND GARY GYGAX IN 1972. *D&D* AND *AD&D* (ADVANCED) RULED ROLE PLAYING GAMES UNTIL THE MID '80S. WHEN VIDEO GAMES AND THE CARD GAME *MAGIC: THE GATHERING* TROUNCED THEM.

↑ The stunning cockpit view from inside a Vertical Tank.

INSIDE: STEEL BATTALION

The nuts and bolts of making a mech monster

ATSUSHI INABA IS a producer at Capcom's Production Studio 4, in charge of creating the stunning mech world that is *Steel Battalion*. We've all seen mech games before on a variety of platforms but none has ever come close to the visual style and sheer scope of Capcom's latest Xbox project. And then there's that huge 40-button controller...

A specific UK release date and pricing details on the game/controller bundle have yet to be announced, but that didn't stop producer Atsushi Inaba from spilling the beans to us.

Official UK Xbox Magazine: Giant robots are one of the most popular icons in Japanese entertainment. How do you think that the rest of the world views the mech genre?

Atsushi Inaba: Obviously there's a solid market around the world for fans of giant robots, but *Steel Battalion* is something we wanted to introduce as a brand new genre with a new sensation. We're not really following existing mech games of the likes of *Virtual On* or *Armoured Core*.

Steel Battalion's design is strikingly futuristic yet it looks almost plausible. What drove the concept of these massive machines?

Firstly, robots in anime or other games - heroic or realistic types - didn't influence us because we didn't want to have something that looks familiar. So we referenced various tanks and industrial vehicles, like tractors and bulldozers, and expanded from those.

But at the same time we still wanted the Vertical Tanks to have an aspect of coolness about them. There will be a variety of weapons specifically geared to the VT you're piloting, but you have to buy them as the game progresses and add them to your stock.

We don't actually expect all gamers to like the style, but we want to appeal to the kind of people who like their games to have an edge.

The controller is one of the most impressive peripherals we've ever seen. What was the reaction from Microsoft when you suggested making such a huge and very different pad?

We started working on the game without giving exact details to management or Microsoft.

Of course we did say that it would use a specific controller, and at the time I just said we are going to use a controller which features several buttons. That was about it. So we kind of sneaked it in there.

We made a mock-up but it was just for ourselves. When management finally saw it, everyone was surprised at first, but they thought it would be interesting.

Some of them did worry about it in terms of business, but they liked the game, so it got the green light on the strength of that.

How did you approach development of the controller and deciding what functions needed to be included?

The goal was to have a mixture of both essential and fun functions. I just wanted the controller to have a lot of switches so people can enjoy watching others play.

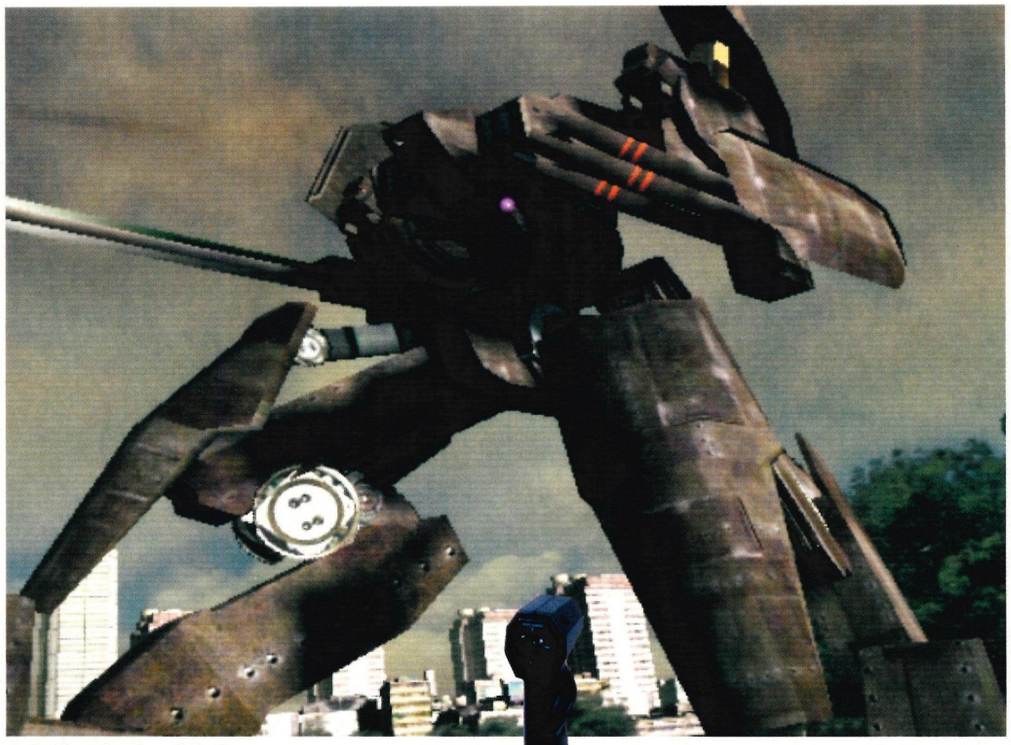
The fun part would have to be the switches that are only used to start up the various systems in the VT. They are useless for everything else, but we thought it would be a good sensation to have and interesting for the game.

Are you worried that the size and eventual price of the controller might put some people off buying the game?

Quite the opposite. We want people who really like mech games to buy *Steel Battalion*. We didn't want to compromise on the experience, so it's not really targeted at mass-market gamers.

How many missions are there and what different locations can we expect in the game?

In total, there'll be about 23 missions to play through. For example, you'll attack



↑ Look at the size of that!

↑ A VT can strike at any range.

↑ It gets interesting with night vision.

from the sea, land on a beach and have to secure certain areas. Another situation is that you have to make it to the top of a mountain were the enemy is based. There's also a military dock where you have to engage with warships.

Overall, if you put the maps together, the area it would cover comes to about 40-50km².

Will battles involve any interaction from the non-player characters?

For the first round, you're part of a squad and have to follow the leader. If you don't, the team will just keep on moving and complete the mission without you, so you must try to keep up with the pace as well as following orders.

In the second round, you'll become squad leader and it's your job to direct the platoon. Communications will be a key factor in this game. You give orders by tuning to the correct radio frequency of your supporting units to issue orders via an onscreen command menu.

If you need additional items such as weapons from another party, you'll also have to tune into the appropriate frequency. If you can't establish communications in this game, you're really going to have a hard time and get scrapped.

← Over 40 buttons of madness.

↑ That little button on the right makes the tea.

Can you give us some examples of the weapons available to the player?

We're approaching the weapons realistically. You won't find flashy missiles that swirl around in this game. Of course there will be some cool heavy artillery, including some that fire six huge rounds at once.

The team researched the topic by reading military and weapons-related magazines. They also went to military training exercises to see how tanks manoeuvred and fired.

How would the game look if it were created on another console such as PlayStation 2 or GameCube?

Its really hard to say because each platform has its good points regarding what it can achieve. I wouldn't know how the game would look if we developed it for PS2. The quality may be similar, but the tone would be different.

We developed this for Xbox and we couldn't guarantee that a PS2 version would have the same graphics. Obviously, the graphics capability on Xbox is very powerful.

Are there any particular effects or technical features you're proud of?

You can really notice the dirt, sand and dust in the air in this game on Xbox. It really gives you a sense of fighting a war in a harsh climate. That was really well done, I don't think any other companies can reproduce it and I'm really proud of the designer and programmer. **GO**

HARD TIMES: *STEEL BATTALION* COULD BE THE MOST HARDCORE GAME EVER MADE. IT HAS BEEN SAID THAT ANY SAVE DATA WILL BE WIPED WHEN YOU DIE, THE IDEA BEING TO 'KEEP IT REAL'. TO MAINTAIN THIS LEVEL OF TOUGHNESS, A CAPCOM REPRESENTATIVE WILL COME TO YOUR HOUSE AND SMASH A COUPLE OF WINDOWS (UNCONFIRMED).

HMV
top dog for music·video·games

SHOP TALK

Do you really know everything about Xbox?

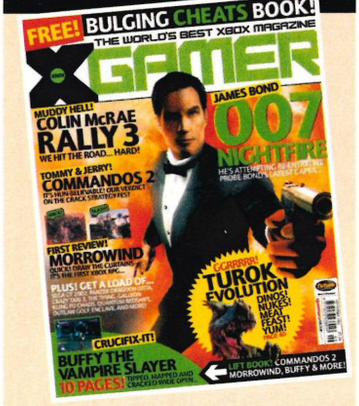
I KNOW THAT you're clued up on all the latest Xbox info, with a fair idea of the treats coming very soon.

When you visit HMV, you'll see we regularly update our excellent bundle offers, offering fantastic savings on the latest releases. And you'll find awesome peripherals to enhance your Xbox experience.

HMV offers great value by giving you £5 off the latest accessories when you purchase an Xbox. This includes the stylish G-Pak carry case, a range of Powerpad controllers and Flash memory cards. There's money off a Lotus steering wheel and you can also make a saving on a superb Dolby Digital 5.1 speaker system.

Simon Moore
HMV Games Buyer

XGamer



KICKING OFF WITH a blockbusting 006-page *James Bond Nightfire* exposé, XGamer 07 is rammed with top secret exclusives and it's on the shelves now.

Discover the truth about Xbox 2 and peer into the future of gaming with our 12-page celebration of prototype peripherals. Then check out our raft of scalding news, previews and reviews. Plus we've gone tips mental with a full *Buffy* walkthrough and 1067 Xbox cheats and hints! Unmissable.

Mark Donald
Editor

↑ One word. Runforyalifetheresabigbloodydinosaaaaaaaaargh!

↑ A bit of late night dino shopping.

↑ Looks like they missed you.

↑ The love of your life?

↑ That's one way of catching lunch.

BC

All-new prehsyterical screenshots uncovered

GAME INFORMATION
DEVELOPER: **INTREPID COMPUTER ENTERTAINMENT**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **AUTUMN 2003**

IT'S THE DAWN of time and the future of the human race hangs in the balance. Your tribe has to fight for survival against the meanest predators on Earth. But before you start going after giant carnivores with a sharp stick, your tribe needs to evolve and learn the skills that will become key to its survival.

BC is currently in the early stages of its development cycle but the final game will include over a hundred unique technologies to adopt and a prehistoric arsenal of savage weapons. There's also a fully-simulated food chain to deal with. Guess which primitive cave tribe lies at the bottom of that right-of-eating list...

Each member of your tribe is an individual who grows with experience and changes in personality as they face dangers and experience triumphs and failures over the course of the game. It's up to you as tribe leader to teach these missing links how to handle themselves and look out for the rest of the tribe.

Every item in the huge game world can be picked up, researched or used as a weapon to aid your struggle for survival. Similarly, every berry, fruit or flower can be food to one creature but poison to another.

Every time we see something new on this game, we're hooked. **GO**

PERCENTAGE COMPLETE

↑ That ain't no fish...

I'M A SURVIVOR

IT'S NOT JUST the dinosaurs that you have to worry about, because dangerously hot desert days will quickly turn to sub-zero nights, making shelter a must for survival. According to Intrepid, every waterfall, snowy crevasse and darkened cave hides some form of new discovery critical to your continued existence.

↑ There's enough room for you to squeeze on by. It'll look great in the film.

CHASE

Make a smash both in and out of the Box office.

GAME INFORMATION

DEVELOPER: **I-IMAGINE**

PUBLISHER: **BAM!**

RELEASE DATE: **SEPTEMBER 2002**

A GAME TRYING to be like a movie is old news, but how about one based on the exploits of those daredevils who, when someone says 'Action' they do exactly that? That has to be fun, surely?

In *Chase*, you take on the role of the first lady of stunt, the titular Chase Corrada. She bears more than a slight resemblance to the delightful Kelly Brook, but Chase's job is making action movies.

Like all stunt folk, Chase has an XL adrenal gland where her common sense lobe should be, meaning that she's glad to risk spilling her brains over the tarmac in order to make stunning action sequences. And the director is all too glad to take advantage of Little Miss Thrill Junkie to help him piece together his cheesy action movies, featuring one heart-stopping driving sequence after another.

As Chase, you'll have to perform four separate scenes for each of the four movies, and complete your objectives before the roll of film is out. Your first movie is *The Unchaseables*, a 1920s gangster flick composed of train jumps and narrow escapes over raised bridges.

Each of the scenes features a unique vehicle which, for each level of *The Unchaseables*, is a vintage Oldsmobile. Later movies see motorbikes, buggies and sports cars rolled out for the vehicular violation.

Besides your main objective there is a series of secondary tasks for our fall girl to complete, such as performing wheelies and knocking over a set amount of phone boxes. In a similar manner to *Tony Hawk's 3*, you have to successfully finish a number of these to build up points and unlock the later levels.

Although it does look basic at the best of times, *Chase* still feels like good, simple fun. Will it stand up to an extended playtest? Read a full review in next month's issue. **SB**

PERCENTAGE COMPLETE

↑ Where's the drive-thru?

↑ Big trouble in little China Town.

↑ Quick! Get to the ending!

PLAYED

↑ Only nitro gets you high.

TURBO-LENCE

EVERY VEHICLE HAS a boost function that gives Chase an extra spurt of acceleration. Some jumps can only be accomplished by taking a massive run up, emptying the entire turbo gauge before hitting the ramp. It also comes in handy when she's lagging behind in a pursuit scene, and needs to fling herself back into the thick of things. Its use is limited, but the meter refills slowly over time. Go easy on it.

↑ All your objectives are listed down the left-hand side of the screen.

ABBREVIATION'S WHAT YER NEED: 'BC' STANDS FOR 'BEFORE CHRIST'.

CHARTS

READERS MOST WANTED

LET US KNOW the Xbox games you're most looking forward to. Use the coupon on page 113, include a Top Five with anything you send us or drop us an email at **staff@oxmuk.co.uk** - always indicate your order of preference.

OFFICIAL UK XBOX MAGAZINE COMMENT

Well, well, well. The top FOUR haven't flinched since last month, and it's hardly surprising. In fact, we're thinking of banning *Halo 2* chat, seeing as though it'll be another 18 months - at the earliest - until we'll see it. Let us know what you think, and remember to enclose your Top Five Most Wanted.

1. HALO 2
DEVELOPER: **BUNGIE** PUBLISHER: **MICROSOFT**
RELEASE: **LATE 2003**

2. PROJECT EGO
DEV: **BIG BLUE BOX** PUB: **MICROSOFT**
RELEASE: **JULY 2003**

3. COLIN MCRAE RALLY 3
DEVELOPER AND PUBLISHER: **CODEMASTERS**
RELEASE: **SEPTEMBER 2002**

4. UNREAL CHAMPIONSHIP
DEV: **DIGITAL EXTREMES** PUB: **INFOGRAMES**
RELEASE: **NOVEMBER 2002**

5. SPLINTER CELL
DEV: **UBI SOFT MONTREAL** PUB: **UBI SOFT**
RELEASE: **DECEMBER 2002**

6. BLINX: THE TIME SWEEPER
DEVELOPER: **ARTOON** PUBLISHER: **MICROSOFT**
RELEASE: **NOVEMBER 2002**

7. TOCA RACE DRIVER
DEVELOPER AND PUBLISHER: **CODEMASTERS**
RELEASE: **OCTOBER 2002**

8. METAL GEAR SOLID 2: SUBSTANCE
DEVELOPER: **KONAMI** PUBLISHER: **KONAMI**
RELEASE: **NOVEMBER 2002**

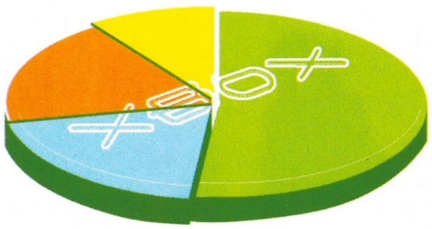
9. CRAZY TAXI 3: HIGH ROLLER
DEVELOPER: **HITMAKER** PUBLISHER: **SEGA**
RELEASE: **SEPTEMBER 2002**

10. TIMESPLITTERS 2
DEVELOPER: **FREE RADICAL** PUBLISHER: **EIDOS**
RELEASE: **SEPTEMBER 2002**

THE HOT TOPIC

The biggest Xbox topics, polyunstaturated

THIS MONTH: Which RPG do you want the most?



KEY (per cent)

Project Ego	20
Star Wars Galax.	28
KOTOR	28
Phan. Star Online	24
Paul Wilson is Robocop	0

SOURCE: www.officialxboxmagazine.co.uk

SUN TAN COLOUR CARD

...or, Guess who's been on Holiday?

MILKY NESCAFE (JON)

HOUR-OLD BANANA (STEVE)

SEMI-SKIMMED (BEN)

PEUCE (ED)

CARAMAC (PAUL)

FRESH A4 (GAV)

SOURCE: Our mums

XBOX GAME RELEASES

The forthcoming games you need to know about

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
AUGUST	BUFFY THE VAMPIRE SLAYER	THE COLLECTIVE	EA	2
	BRUCE LEE	RONIN ENTS	UNIVERSAL	3
	SPLASHDOWN	RAINBOW STUDIOS	INFOGRAMES	4
	AGGRESSIVE INLINE	Z-AXIS	ACCLAIM	4
SEPTEMBER	NHL 2003	EA	EA	7
	MADDEN NFL 2003	EA	EA	7
	CHASE	I-IMAGINE	BAM!	2
	MAT HOFFMAN'S PRO BMX 2	RAINBOW STUDIOS	ACTIVISION	4
	PRO TENNIS WTA TOUR	KONAMI	KONAMI	7
	FILA WORLD TOUR TENNIS	TBA	THQ	4
	IRONSTORM	4X STUDIO	WANADOO	4
	EGGO MANIA	KEMCO	KEMCO	N/A
	MYST III:EXILE	PRESTO STUDIOS	UBISOFT	N/A
	KELLY SLATER'S PRO SURFER	TREYARCH	ACTIVISION	4
	STREET HOOPS	PARADOX	ACTIVISION	4
	BATTLE ENGINE AQUILA	LOST TOYS	INFOGRAMES	3
	KENGO	LIGHTWEIGHT	UBISOFT	4
	LARGO WINCH	UBISOFT	UBISOFT	4
	SHADOW OF MEMORIES	KONAMI	KONAMI	N/A
	BALDUR'S GATE: DARK ALL	SNOWBLIND	VIRGIN	4
	CONFLICT: DESERT STORM	PIVOTAL	SCI	4
	WWE: RAW IS WAR	ANCHOR	THQ	N/A
	LOONS	WARTHOG	INFOGRAMES	6
	FURIOUS KARTING	BABYLON	INFOGRAMES	4
	TOXIC GRIND	TBA	THQ	4
	CRAZY TAXI 3: HIGH ROLLER	HITMAKER	SEGA	3
	TUROK: EVOLUTION	ACCLAIM	ACCLAIM	2
	BLADE II	MUCKY FOOT	ACTIVISION	4
	GEOFF CRAMMOND'S GP4	MICROPROSE	INTERPLAY	2
	BARBARIAN	SAFFIRE	VIRGIN	4
OCTOBER	TIMESPLITTERS 2	FREE RADICAL	EIDOS	4
	TAZ WANTED	BLITZ GAMES	INFOGRAMES	3
	PHANTOM CRASH	PHANTAGRAM	PHANTAGRAM	4
	ELDER SCROLLS 3	BETHESDA SOFTWORKS	UBISOFT	4
	COLIN MCRAE RALLY 3	CODEMASTERS	CODEMASTERS	4
	LOTUS CHALLENGE	TITUS	VIE	N/A
	ROBOCOP	TITUS	VIE	N/A
	TOEJAM AND EARL 3	VISUAL CONCEPTS	SEGA	3
	TOM CLANCY'S GHOST REC	RED STORM	UBISOFT	2
	RACE OF CHAMPIONS: RALLY F	CLIMAX	ACTIVISION	4
	ZAPPER	BLITZ GAMES	INFOGRAMES	N/A
	SUPERMAN: MAN OF STEEL	CIRCUS FREAK STUDIOS	INFOGRAMES	2
NOVEMBER	MONOPOLY PARTY	TBC	INFOGRAMES	6
	TERMINATOR:FATE OF DAWN	PARADIGM	INFOGRAMES	N/A
	TOCA RACE DRIVER	CODEMASTERS	CODEMASTERS	4
	LOOSE CANNON	DIGITAL ANVIL	UBISOFT	4
	TOEJAM AND EARL III	TJ&E PRODUCTIONS	SEGA	3
	VEXX	ACCLAIM	ACCLAIM	4
	MIDTOWN MADNESS 3	DIGITAL ILLUSIONS	MICROSOFT	3
	QUANTUM REDSHIFT	CURLY MONSTERS	MICROSOFT	3
	SNEAKERS	MEDIAVISION	MICROSOFT	3
	SOUL CALIBUR 2	NAMCO	NAMCO	4
	MORTAL KOMBAT: DEADLY	MIDWAY	MIDWAY	4
	MALICE: KAT'S TALE	ARGONAUT	VIVENDI	4
	KUNG FU CHAOS	JUST ADD MONSTERS	MICROSOFT	4
	MACE GRIFFIN: B HUNTER	WARTHOG	EA	4
	THE THING	COMP.ART.	UNIVERSAL	2
	HOTD3	WOW	SEGA	4
	PANZER DRAGOON ORTA	SMILEBIT	SEGA	4
	RISK	TBC	INFOGRAMES	N/A
	SILENT HILL 2: INNER FEARS	KONAMI	KONAMI	4
	JAMES BOND 007: NIGHTFIRE	EA	EA	5
DECEMBER	YAGER	YAGER	THQ	2
	WHACKED	PRESTO STUDIOS	MICROSOFT	4

VIRGIN MEGASTORES CHART

WHEN YOU WALK away from a shop with a game in your hand, in a bag or tucked in your trousers (shame on you) an almost-invisible wire attached to the box is pulled taught. The other end is fixed to an umbrella – every time it opens, one more sale is notched up.

↑ *DOA3* IS STILL worth dipping into from time to time. We're yet to play a beat-'em-up (outside of *Soul Calibur*) that feels as bone-crunching as this. Limbs interlock and fighters move in a believable way. Shop around, as some places are selling this for £20.

1. HALO: COMBAT EVOLVED
DEVELOPER: **BUNGIE** PUBLISHER: **MICROSOFT**
Master Chief uses his green cyborg hands to clamber back into the premier position.

2. HUNTER: THE RECKONING
DEVELOPER: **HIGH VOLTAGE** PUBLISHER: **INTERPLAY**
Hunter casts its undead shadow on the silver medal spot.

3. JAMES BOND 007 IN... AGENT UNDER FIRE
DEVELOPER: **EA REDWOOD** PUBLISHER: **EA**
007 relinquishes the top spot, settling for a Martini and third place.

4. PROJECT GOTHAM RACING
DEVELOPER: **BIZARRE CREATIONS** PUBLISHER: **MICROSOFT**
Beating the traffic, *Project Gotham* shifts into fourth gear

5. SPIDER-MAN
DEVELOPER: **TREYARCH** PUBLISHER: **ACTIVISION**
Your friendly neighbourhood *Spider-Man* swings down a step.

6. DEAD OR ALIVE 3
DEVELOPER: **TECMO** PUBLISHER: **MICROSOFT**
Gets off its ass, dusts itself down and moves back up the chart.

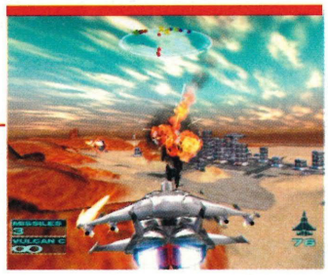
7. MAX PAYNE
DEVELOPER: **REMEDY ENTERTAINMENT** PUBLISHER: **TAKE TWO**
Is bullet time coming to an end? Not if *Max* has any say in the matter.

8. GUN METAL
DEVELOPER: **RAGE** PUBLISHER: **RAGE**
A sterling performance from the giant robots of this shiny shooter.

9. MOTO GP
DEVELOPER: **CLIMAX BRIGHTON** PUBLISHER: **THQ**
Hugging a top ten place like it would a tight corner.

10. ODDWORLD: MUNCH'S ODDYSEE
DEVELOPER: **ODDWORLD INHABITANTS** PUBLISHER: **MICROSOFT**
Abe and Munch must have been at the Espresso – they've got a re-entry!

↑ IT'S NOT THE second best game on Xbox by any stretch, but *Hunter: The Reckoning*'s riotous mixture of zombies and intense gunplay is proving quite a draw. Just be careful the endless hours of thoughtless blasting don't turn you into a shuffling, brain dead cannibal yourself, OK?



↑ THERE'S A mixed reaction to *Gun Metal* according to you lot, but we find this old-school style hit of gutsy shoot-'em-up action to be damn good indeed. It's flashy, intense, thrilling and your mother wouldn't like it. Deserves to get a wee bit further up the charts.

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
DECEMBER	DOA XTREME BEACH V-BALL	TECMO	MICROSOFT	5
	BLINX: THE TIME SWEEPER	ARTOON	MICROSOFT	4
	DEATHROW	SOUTHEND INTERACTIVE	UBISOFT	3
	TOTAL IMMERSION RACING	RAZORWORKS	EMPIRE INTERACTIVE	5
	METAL GEAR SOLID 2	KONAMI	KONAMI	4
	BATMAN: DARK TOMORROW	KEMCO	KEMCO	4
	ROCKY	RAGE	RAGE	4
	MOTO X	KONAMI	KONAMI	N/A
	FROGGER CLASSIC	KONAMI	KONAMI	N/A
	X-MEN: NEXT DIMENSION	PARADOX	ACTIVISION	4
	JEDI KNIGHT 2: OUTCAST	LUCASARTS	ACTIVISION	N/A
	TRANSWORLD S-BOARDING	HOUSEMARQUE	INFOGRAMES	3
	MICRO MACHINES	INFOGRAMES SHEFFIELD	INFOGRAMES	N/A
	TONY HAWK'S PRO SKATER 4	NEVERSOFT	ACTIVISION	4
	UNREAL CHAMPIONSHIP	DIGITAL EXTREMES	INFOGRAMES	1
	LORD OF THE RINGS: FOTR	WXP	UNIVERSAL INT.	2
	BRUTE FORCE	DIGITAL ANVIL	MICROSOFT	4
	INDIANA JONES	THE COLLECTIVE	LUCASARTS	4
	MINORITY REPORT	TREYARCH	ACTIVISION	4
	MISSION IMPOSSIBLE	PARADIGM	INFOGRAMES	3
	STAR WARS: KOTOR	BIOWARE	ACTIVISION	2
	MINORITY REPORT	TREYARCH	ACTIVISION	4
	RAYMAN 3: HOODLUM HAVOC	UBISOFT	UBISOFT	4
	SPLINTER CELL	UBISOFT	UBISOFT	4
	FALCONE: INTO THE MAELS	POINT BLANK	VIRGIN	4
	LEGENDS OF WRESTLING 2	ACCLAIM	ACCLAIM	N/A
	REIGN OF FIRE	KUJU	BAM!	7
	MARVEL VS CAPCOM 2	CAPCOM	CAPCOM	N/A
	MECH ASSAULT	MICROSOFT	MICROSOFT	4
2003	GALLEON	CONFOUNDING FACTOR	INTERPLAY	N/A
	SHAUN MURRAY'S PRO	SHABA	ACTIVISION	4
	TETRIS WORLDS	BLUE PLANET	THQ	6
	SHINING LORE	PHANTAGRAM	PHANTAGRAM	4
	STEEL BATALLION	CAPCOM	CAPCOM	2
	STAR WARS GALAXIES	LUCASARTS	LUCASARTS	5

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
2003	WWE: CRUSH HOUR	PACIFIC COAST POWER & LIGHT	THQ	5
	NINJA GAIDEN	TECMO	MICROSOFT	6
	CRIMSON SEAS	KOEI	TBC	5
	LAMBORGHINI	RAGE	RAGE	4
	TWIN CALIBER	RAGE	RAGE	4
	PSYCHONAUTS	DOUBLE FINE	MICROSOFT	5
	RE (RACING EVOLUTION)	MILESTONE	INFOGRAMES	N/A
	DUNGEONS AND DRAGONS	INFOGRAMES HUNT VALLEY	INFOGRAMES	N/A
	ALTER ECHO	TBA	THQ	4
	EVIL DEAD: A FISTFUL	TBA	THQ	4
	DRAGONS LAIR 3D	TBC	UBISOFT	N/A
	PROJECT BGE	TBC	UBISOFT	N/A
	WOLVERINE'S REVENGE	GENEPOOL	ACTIVISION	4
	TRUE CRIME: STREETS OF LA	LUXOFLUX	ACTIVISION	5
	PROJECT EGO/FABLE	BIG BLUE BOX	MICROSOFT	4
	HALO 2	BUNGIE	MICROSOFT	5
	RAVEN SHIELD XIII	UBISOFT	UBISOFT	4
	BC	INTREPID ENTERTAINMENT	MICROSOFT	5
	COPS	FOX	VIVENDI	4
	VIRTUA FIGHTER 4.1	AM2	SEGA	4
	PHANTASY STAR ONLINE	SONIC TEAM	SEGA	4
	SHENMUE 2	AM2	SEGA	4
	ULTIMATE BLADE OF DARK	REBEL ACT	CODEMASTERS	4
	GLADIUS	TBA	LUCASARTS	4
	SHAYDE	TBA	METRO 3D	4
	ARMADA 2	TBA	METRO 3D	4
	GRAVITY GAMES	MIDWAY	MIDWAY	4
	BALLERS	MIDWAY	MIDWAY	4
	LEGION	SEVEN STUDIOS	MIDWAY	4
	DUALITY	TRILOBYTE GRAPHICS	PHANTAGRAM	4
	KINGDOM UNDER FIRE 2	TBA	PHANTAGRAM	4
	STRIDENT: THE SHADOW	PHANTAGRAM	PHANTAGRAM	4
	RESTAURANT MANAGING SIM	TBA	PHANTAGRAM	4
	AUSTIN POWERS	TBA	TAKE 2	4
	STATE OF EMERGENCY	VIS	TAKE 2	4
	ROBOTECH	TDK INTERACTIVE	TDK INTERACTIVE	4

DR STEVEN BAILEY'S TOP 5 DOMESTIC STAIN REMOVAL TIPS: 1) BLOOD: RUB AN ICE CUBE OVER THE FABRIC; 2) TOMATO: HANG THE FABRIC OUT IN THE SUN WHILE WET; 3) SPAHGETTI: RUB WITH POWDERED DETERGENT; 4) LIPSTICK: RUB WITH PETROLEUM JELLY BEFORE WASHING; 5) MUD: CUT A POTATO IN HALF AND RUB IT IN.

LETTERS

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

LETTERS 07 EDITOR

NAME: **STEVEN BAILEY**
GAME OF CHOICE: **CONFLICT: DESERT STORM**

"Knock knock."
"Who's there?"
"Letters."
"Letters who?"
"Letters in, it's freezing out here."
"You're fired."

RIP RRP

I have played games on various platforms and formats for about 20 years now and can honestly say that Xbox is the best console I have come across, but the prices of the games are way too high.

I buy and play PC games which generally fall in price after a relatively short period. If the Xbox game pricing structure was to reflect PC games pricing then there could be budget, mid-range and full-price games available.

At present, at £45 a game, Xbox games are way too expensive, and beyond most budgets of the target market that Xbox is aimed at. I have *Halo* and will buy another game at the end of the month, but before then I can't justify the expense of another game.

Cheaper games would advance the Xbox cause, but if the prices are left as they are, they will surely work against it.

Dominic Corby
via email

Microsoft takes a portion of the cash paid for each Xbox game sold, and that percentage is fixed. Ultimately, it's the publishers who decide what price the software retails at. Now, £45 is a standard, accepted price point for a game during the opening months of a console's life, as was the case with the PlayStation 2.

Activision chose to sell *Spider-Man* for £40, a fiver less than most Xbox titles, yet they chose to flog the GameCube's top-selling title *Rogue Leader* for a fiver more than most GameCube titles. And anything vaguely high profile on PS2 (*Medal Of Honor*, *FFX*) retails for £45, anyway.

Budget software is a chicken and egg situation. A drop in software prices will lead to increased hardware sales, which leads to a larger market of buyers, which leads to a drop in software prices. Platinum ranges only appear after a machine has been around for a significant period of time - Xbox has only been around for four months.

Regarding comparisons with the PC market, it's a format that's been around for donkeys years, and so publishers can rely on a constant stream of sales for years to come with a series of gradual, proven price reductions. If a console hangs around for a considerable amount of time (the PSone has come closest so far), then maybe we'll see the same pricing in effect.

WE PROMISE: NO MORE PROMISES

Oi! In Issue 01, page 005, you said: "We also guarantee that we'll have a Playable Demo for every cover game we feature." So, where was my *Blinx* playable demo, then?

Kyrandiel
Via e-mail

It's something we would have loved to be able to do, ideally, but circumstances have made it impractical. Things have to be planned months in advance, and

↑ If we could turn back time...

while we always try our Cub Scout best to make an issue with a Playable Demo of our cover game on the Game Disc, as with *Conflict: Desert Storm* in this very issue, we can't promise we'll be able to manage it every single time. But, you're right, we did promise it but we don't any more. And for that, we're very sorry.

WHY CAN'T WE ALL GET ALONG?

Just got *Legends of Wrestling* and found that it isn't compatible with the Gamester Arcade Stick. Wish I'd known that before I bought it. Is this common with third party hardware?

Steve
Via e-mail

We had a go, and found that the D-pad didn't respond. This kind of thing is rare, and it's the first time we've come across it. Rob Goodchild, of Gamester, said: "Unfortunately, *Legends of Wrestling* and the arcade stick are indeed incompatible, the reason being that while the arcade stick replicates the function of the D-pad, *Legends of Wrestling* does not have a D-pad function. This problem has occurred at a software development stage, which Microsoft is aware of. All parties are working to minimise the risk of the same issue arising with future titles." If you find this with other games, tell us.

HALO, GOODBYE

I think £5.99 is a lot of dosh for a magazine and I expect a little extra, which, to be fair, I usually get. Sadly Issue 05 was a bit of a disappointment. *Halo 2* news promised in Issue 04, an Elite on the front cover, *Halo* on the disc, big '*Halo* exclusive' banners, and what do we get?

A couple of measly paragraphs telling us *Halo 2* is confirmed (what a shock), two videos of *Halo* that have been around on the internet for ages, and another four that are the same but with different voiceovers! As for the articles on *Halo*, they amounted to the usual rehash of wish lists and banal tips 'n' tactics. It's a good magazine, lads, but don't get us excited about things we've already seen.

James Bruton
Via e-mail

Everyone knew that *Halo 2* was as inevitable as *Big Brother 3*, but in those few 'measly' paragraphs we revealed the only concrete details in existence about Bungie's sequel. At the time of writing, these are still the only bits of information available at all concerning the game, anywhere, ever.

As for the cover disc content, we'd be happy to wager that most of our readers, even those with PCs, won't have seen the footage, and that most of those found it enjoyable and interesting. The different voiceovers were there to give you four separate insights into the footage on show, highlighting the roles of the very different members of the development team.

Being massive *Halo* fans (and, we reckon, the best *Halo* deathmatchers in the country), we also think that most of our readers enjoyed the *Halo* feature. There's only so much we can do without storming the Bungie HQ and wrenching the very design documents from their hands. Now there's an idea...

And here's a heads up - we'll be featuring the cream of the deluge of *Halo 2* wish lists that the readers have sent us in a near-future issue. Sorry, James, but you may want to give those a miss, too.

STAR LETTER

A STORM IN A PORT

I felt let down by your review of *SSX Tricky* in Issue 05. Normally, I find your reviews entirely agreeable but I can't understand how you could do such an injustice to such a great game?

I bought the game on the first day of its release and wasn't disappointed. The fact that it's a straight port can be forgiven; after all, who's going to care when a game is this much fun?

I hope that you print this so that readers who haven't bought it (and going on your average review score of 7.5, probably now won't) might think again.

Burnout was pretty much a straight PS2 port with no extras and yet you gave that game a score of 8.2. I just don't understand how this can be, especially when considering that *SSX Tricky* is anything BUT average. What's going on?

Ben Daniel
via e-mail

If an Xbox game is *identical* to versions on other formats, making lazy use of the hardware, then that becomes an important factor in our review. We won't slag a title for being a port, but a lazy port that takes little advantage of its new host? It's another thing entirely. *Burnout* and SSX are in the same, not-at-all average score band (see page 070) but the former looks miles better on Xbox than on PS2.

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

HMV
top dog for music·video·games

↑ From the *Halo* doc on Game Disc 05.

EASY AS 1-2

I am one of the lucky people who has broadband internet and I read the article you wrote about Xbox Live in Issue 05 of your magazine.

However, when I called Telewest to find out more about how it works, I got a little confused by the information I was given. I told the guy about how Xbox had an Ethernet port and stuff built in, and he said that all I have to do is get some kind of address from the network card built into the machine.

I'm not very technically minded and couldn't find any mention of the network card on the tech specs for Xbox. Does my Xbox have this network card built in like the guy said to me? If so, how do I go about getting the info that he needs so we can use it?

Jamie Camp
via e-mail

We'll keep the technical jiggery-pokery and details for an upcoming feature that offers a full and detailed explanation for playing Xbox Live, but here's all you need to know for now. Everything you need to connect instantly to Xbox Live via your broadband connection is contained within your Xbox. As long as you have an active broadband account (as you do), and the Xbox Live Starter Kit (containing a network cable and the headset) then you just plug in, connect and play. You needn't worry about any network addresses or anything else that someone may tell you is required. The man from Telewest, he say rubbish. When it's time for Xbox Live, all you need to do is plug and play.

WARTHOG ISN'T HELL

I'm writing to counter Steve's criticism of the last level of *Halo* (!Massive Halo Spoiler!, Letters, Issue 04, page 041). Admittedly it does slow down slightly but that's only because there's so much happening.

After reading his letter I thought I'd be driving on ice (something I would've enjoyed) but the traction was up to par. It took me a few attempts to get to the final cut scene and, while there was a steep learning curve, all you had to was learn the route and various hazards.

The final cut scene, while not expansive, was hugely rewarding and, of course, hinted at *Halo 2*. All in all, well done Bungie and Microsoft.

John Reardon
via e-mail

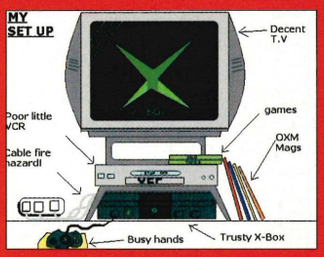
This is a key issue for many *Halo* fans. A handful see it as a brilliant climax, others hate it with a fiery passion, labelling it the worst thing in the game. We liked it. What do you think? Did it ruin your enjoyment of an otherwise blinding game? Or is it a toenail in your burger? Let us know, please. If you can explain your point of view without swearing lots, we'll print it.

Shorts

DRAWN OUT

I noticed you featured someone's gaming set up (From The Forums, issue 04), so I took hours out of my precious life to do mine. Hope you like it.

Dizzyken
via e-mail



↑ It's not art, but we like it.

Yes, we like it a lot. Tony Hart never had it this good. Any more? E-mail your unsung masterpieces to staff@oxmuk.co.uk

SHOCK HORROR

Will *Resident Evil* be coming out on Xbox?

Various
Via e-mails

No. There, now wasn't that painless?

THE PERFECT CRIME

Did anyone win the Send Steve Back to School Compo (Letters, Issue 04)? There's been nothing about it in the mag.

Aubrey Boiling
Northumberland

No-one managed to win by spotting the mistakes in Issue 02 because there weren't any. It was a perfect magazine. Tricked ya.

PSYCHADELICACY

Hello, cheery folks. I have just been staring at the graphics on the Xbox music mode to Fatboy Slim's *Halfway...* album. The way the first few tracks move, the graphics are gorgeous. Like staring into flames!

Mat Morgan
Via e-mail

That's nice, dear. As long as you didn't wake up an hour later on with blood on your hands.

DON'T STOP MOVIN'

Will there be a dancing game coming out on Xbox?

Craig Walker
Derby

There's nothing in the pipeline at present, but don't rule out the possibility of one in the near future. At the very least, *Gavin Ogden's Bump 'n' Grind* is currently being streamlined for submission to publishers nationwide.

GROUNDED

Do you know when we might be able to buy *Flight Academy*, the game launched to the Japanese market this month? I've heard that you are likely to review it.

Mark Barlow
Via e-mail

There's no UK release date yet. And until there is, we won't touch it as we don't review import games.

RIGHT ON

Remember kids, just say "NO!" to console wars.

Dan Beggs
Southampton

Exactly. The same goes for *Police Academy 3-7*, Lee Evans, and anything with dark chocolate in it.

INITIALS IMPRESSION NOT GOOD

Have you realised that your email address spells ox-muk. Get it? Hahahahahahahahahahahahahaha!

Chewbacca
Via e-mail

Laugh it up, fuzzball.

ONLINE UP

Well, Xbox Live! I can't wait; the thought of being able to race or blast our American friends across the water, or indeed anywhere around the world. Or even playing you guys at the magazine. Great!!

X-Dog
Stratham

We very much hope that you maintain this cheery disposition when you're on the receiving end of our lethal fragsticks. See you in cyberspace, dude.

ONLY AS YOUNG AS (WHO) YOU FEEL

Do you think, at 35 years old, and married with children, I am a bit too old and sensible to own an Xbox? Or are there many others like me out there? At the moment, nobody else in my circle of friends owns an Xbox or has much interest in video games so I have yet to explore the full potential of the multiplayer modes in *Halo*. I tried playing against my wife but she was useless and kept getting upset when I shot her. Before you ask, my daughter is only 18 months old, so not up to playing *Halo* just yet.

Sean Winters
Isleworth

You're never too old or too sensible, unless you're Alan Titchmarsh or Richard Whiteley, in which case you're guilty on both counts. Otherwise, I don't see why you're not welcome to tuck into the buffet of Xbox delights. And, no, you're not alone, as we've had several letters along these lines. Maybe you older folks could get together. and start a dodgy-sounding Club Thirtysomething in our Game Clubs section. Or maybe not. Go easy on the missus, too. Correct me if I'm wrong, but you're making a very powerful enemy there.

RELEASE GREASE

Can you please set us straight on why so many games miss their original release date? For example, *Commandos 2* was due in May but has slipped until September. I can live with that, but after rushing home from work (but still sticking to the speed limits), I get to the shop to find that - gasp shock horror - it's been delayed! Again! - you can see my frustration.

It's the same thing with the lovely looking *Prisoner of War*. First, your mag says June, then it's sometime in July, and now I see it's down for August. What is going on? Please help!

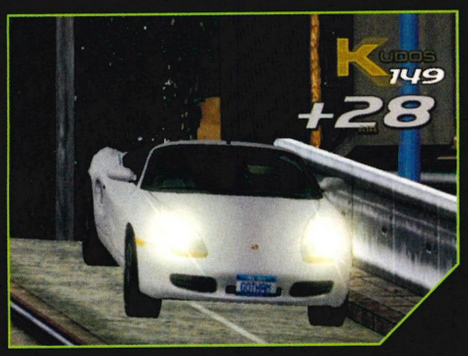
Richard Wadsworth
via e-mail

↑ Slipped like a newborn foal on skates.

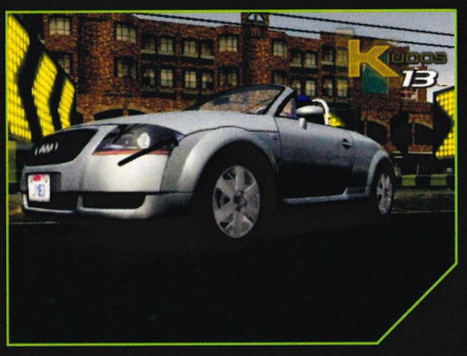
It's known as Release Grease, and it affects every video game, ever. In most cases, it's due to publishers and developers trying their damndest to bend their original deadlines to put the final spit and polish on their games. In other situations, games will be held back from release because publishers believe that they will sell better at different times of year, just like blockbuster movies being held until the summer for release at the cinema.

Slippage of titles such as *Prisoner of War*, *The Elder Scrolls III: Morrowind* and *Commandos 2*, for whatever reason, is especially unfortunate, considering that most publishers are allergic to releasing video games in the summer. Is the old cliché that people don't play games in the summer true because hardly anyone *releases* them?

SQUARE EYES: NEVER MIND THE *POLICE ACADEMY* FLICKS (SEE SHORTS), BEN REELED OFF ALL THE SUBTITLES TO THE *STAR TREK*, *HALLOWEEN*, AND *FRIDAY THE 13TH* MOVIES. HE TOLD US THAT THE SUBTITLE OF *HALLOWEEN III* IS *SEASON OF THE WITCH* WITHOUT A MOMENT'S HESITATION. KNOWLEDGE IS POWER, PEOPLE...



NO STYLE, NO POINTS.

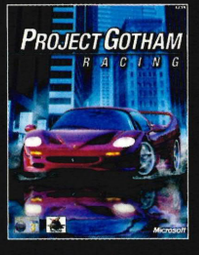


XBOX

ONLY ON XBOX

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

PLAY MORE. PLAY PROJECT GOTHAM RACING.™



www.xbox.com/uk/projectgotham

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LETTERS

From the Forum

The best of the past month's online chit-chat at **www.officialxboxmagazine.co.uk**

HANGING BY A THREAD

Where gamestalk lies gasping its last on the floor

RELIGION, POLITICS - never a good idea to have a good old chinwag on these topics at dinner parties. But that didn't stop a bit of pollyticks invading the sanctity of the General Discussions section.

Climbing onto his soapbox, **Theenoeffect** ranted thus: "Why are the people of Britain content to be so utterly average, run-of-the-mill and dull?" Naturally he followed this up with a manifesto to make things better, but even his aspirational zeal must have taken a dent when **Craggle** chipped in. "Everyone probably starts off with ambitions, and then gradually the miserable, depressing world that we live in drags them down to a dull uneventful crappy hopeless life." Hellfire, folks, play a game...

AS SUMMER TAKES its characteristically unconvincing hold over the UK, so the traditional game drought begins. As ever, publishers are holding back their goodies for the run-up to Christmas, meaning that the games everyone wants are still ages away from securing a release. Bummer.

So what to do? Two approaches were employed in the Forum - get the most from the excellent games already out, and look forward to the potential classics just over the horizon.

Big Gus took the first route, inviting anyone with a copy of the excellent *Moto GP: Ultimate Racing Technology* to post their best times. "No prizes available", mind - "just glory" - but that was enough to prompt a deluge of lap times.

One particularly amazing time came from **Major Roberts**. "Ok, you won't believe me," he announced, "but this is my time with a custom rider on the Mugello track: 1:20:34". He wasn't wrong and the subsequent posts of derision almost brought the Play:More section to a standstill, with **poundhound**'s observation of "you're right, we won't believe you" being one of the kinder assessments of the Major's apparent achievements.

»ASK AN EXPERT? WE DID

We thought we'd settle it by asking *Moto GP*'s designer and Forum frequenter **Jon Gibson** just what the best Mugello lap time is over at Climax HQ in Brighton. His reply? "Our best time, achieved by Damyan, one of our coders, is 1:36:50 using Valentino Rossi and manual gears. However, you could probably knock up to a second off this time if you're using a custom bike with maxed out stats."

So there you have it - conclusive proof that Major Roberts is a dirty great fibber. Or is it? As it turns out, he is purer than the driven snow. His time came from the Playable Demo on the Game Disc 04, which featured slightly different bike physics to the finished game. Problem solved. Find another witch to burn, chaps.

Best of the posted times achieved with the finished game, at the time of writing, is a lap of 1:37:60 on Mugello by the sweetly named **HerpeesTheMagicalCow**. Jon Climax (another career beckons with that name) hasn't checked his times yet.

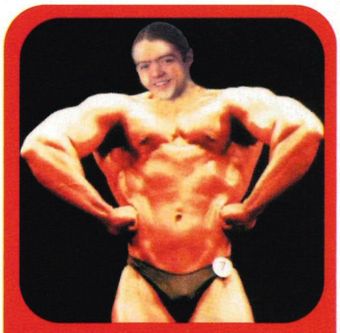
»HEADING FOR A BIG FALL

Plenty of other forum dwellers whiled away the hot, release-free days by mulling over the extremely promising autumnal release schedule. "Is the Xbox line up the best ever?", pondered our cold-sore giving bovine friend HerpeesTheMagicalCow (not only magical but gifted, as it can seemingly type with its hooves), before casually reeling off a few of the many great looking games coming our way.

Too many to list here, of course - which is a rather pleasing thought (a big list takes up a mighty 12 pages of Issue 04, beginning on page 052). And we can't wait to start reviewing them, although it would be nice if a few more publishers realised how many people would like some big name games released in the summer. Hollywood seems to do OK with its summer blockbusters, after all.

But in Xboxland, blockbusters are for the winter, when software publishers imagine people suddenly want to play games again after summers and autumns spent skipping and fishing, or something.

Still as the nights draw in, *Splinter Cell* will be here to keep us company. **Devlin** said it "it's the game *Metal Gear Solid 2* should've been". Echoing the sentiments of many, **Edge 3** "cannot wait for the game". To shorten the wait, head for page 030.



↑ **It takes years to look this good.**

STRIP:MORE

Public 'demand' nudity on Disc

ONE OF THE more unusual requests on the forum this month came from **EarlGray**, who had an idea for a future Game Disc.

"Maybe Ben could include a film of himself removing his clothes to a slow love song," he frothed excitedly, adding: "I'm sure loads of people would want that." **DVDMarine** felt sure that "no-one would ever buy the mag again if that was on the Disc." He's so right. We promise never to include such scenes on the Game Disc, but for those who want a bit of Tasty Talbot, above is a pic from his private album.

»GET ON THE FORUM NOW!

To join the discussions on the Forum, just head for our website, found at **www.officialxboxmagazine.co.uk** and click on 'Discussion Forums'. Give yourself a name and a password, and then you can take part. Simple.

ISSUE 04 COMPO WINNERS: ONLY TWO RESULTS TO TELL YOU ABOUT: BEN FLYNN FROM NOTTINGHAM WINS A SMALL BUT PERFECTLY FORMED PILE OF GAME MEMORABILIA, AND THE THREE OFFICIAL CONTROLLERS COURTESY OF AMAZON.CO.UK GO TO JAMES BEATTIE OF ST IVES. JAMES WON THE PADDED SELL COMPO, BEN TRIUMPHED IN SPOT THE SHOT.

EXCLUSIVE ACCESS

RACING EVOLUZIONE

Design your own cars to compete with the best names in racing

EXCLUSIVE SCREENSHOTS

ONLY ON XBOX

WORDS: **GAVIN OGDEN**

GAME INFORMATION

DEVELOPER: **MILESTONE**
PUBLISHER: **INFOGRAMES**
RELEASE DATE: **FEBRUARY 2003**
PLAYERS: **1-2**
WEBSITE: **WWW.MILESTONE.IT**

WHILE THE MAJORITY of racing games allow us to 'virtually' test-drive every car ever made, it's rare that a game lets you design and build you own vehicles before going head-to-head against the world's best. The Italian-based developer Milestone is creating a game that allows you to do exactly that and we've played it before anyone else in the world.

Racing Evoluzione challenges gamers to build a championship-winning car from scratch. The player begins this long but fun process with a tiny garage and a lonely mechanic and must make money by winning races before moving on to bigger, and much faster, things.

At various stages in the game, you'll be looking to move to new premises, start a production line, begin racing and sell the cars before designing more advanced ones and putting them into production.

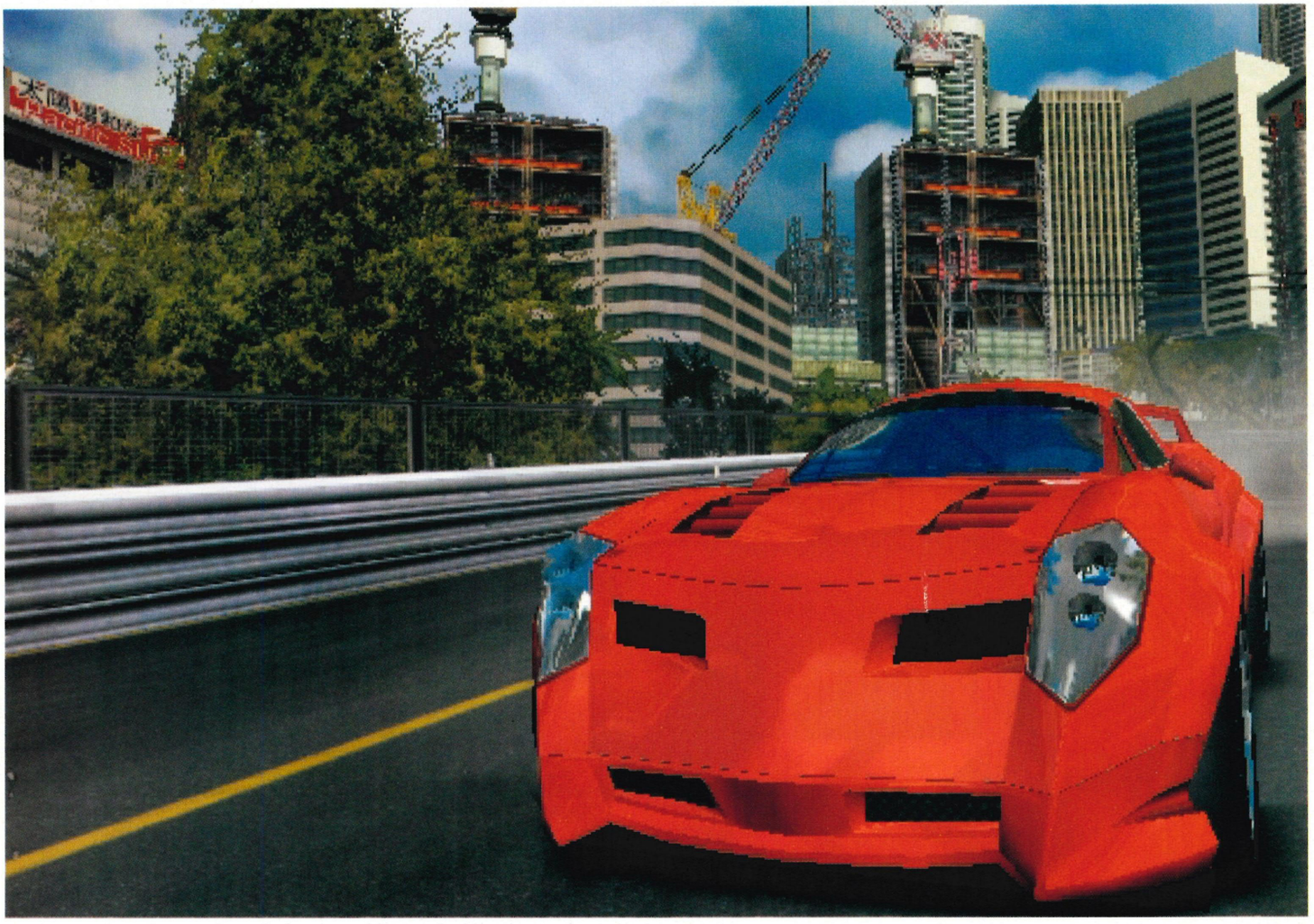
Italian developer Milestone's team of 23 people has been working on the project for over two years now. And though a major element of the game is its role playing aspect, Milestone knows that the journey to the finishing line is just as crucial to the gameplay experience.

The worst thing that could happen is Milestone creating an engaging management game without paying any attention to the actual driving experience. There's nothing worse than a good looking racing game that plays and handles dreadfully. But thankfully, the development team is endeavouring to make both the

EXCLUSIVE SCREENSHOTS

↑ The level of detail in each environment is amazing.

↑ Expect to drive past many historic buildings.



↑ There are lots of cars up for grabs but the real fun is in building your own.

"One of the main objectives with this game was to create something along the lines of Gran Turismo and Sega GT"

racing and the off-track parts of its game as good as they can be.

Racing your cars will count for 80 per cent of the whole experience. A fact that the artificial intelligence (AI) and physics programmer, Stefano Lecchi, is well aware of.

"One of the main objectives with *Racing Evoluzione* was to create something for Xbox along the lines of *Gran Turismo* and *Sega GT*. We wanted exciting gameplay combined with a physical model which, even though it's quite realistic, would ensure a great racing experience that went through different stages of difficulty across the range of cars available."

While there will be an opportunity to jump straight into the action in a quick race mode, the core of the game is known as the Dream mode, inspired by the efforts of legendary car man Enzo Ferrari. It's in this mode that the business side of the game really comes into the equation.

In the Dream mode, your newly established company gradually grows once you start winning races during the competition season. This should eventually lead to you managing your own research team, a group of people with the ability to produce new plans and projects based on your directives.

After your first car has rolled off the production line, you're allowed entry into the different races. Once your company's name has built up a good reputation, orders will start to come in from individual buyers and

BONUS INFO

MULTIPLAYER

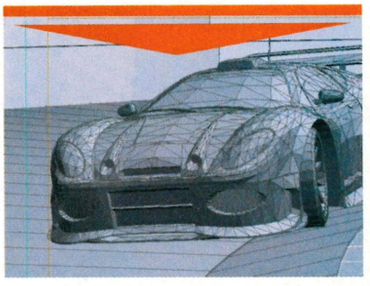
While the final version of *Racing Evoluzione* will feature a variety of single-player racing modes, there'll only be one two-player mode. In it, you'll be able to race your own designs against a friend's to see which one of you created the best car.

↑ Tracksides will be packed with moving scenery, from trees swaying in the wind to crowds cheering you on.

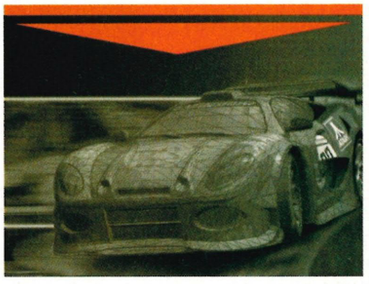
↑ It'll be hard not to stop and stare at the lush environments as you're racing through them.

A FOREIGN CONCEPT

» UNLIKE MOST racing titles, *Racing Evoluzione* not only offers us cars from the likes of Aston Martin, Mercedes, Lotus and Chevrolet, but it will also boast an impressive range of futuristic concept cars.



» INFOGRAMES HELD a competition for some of the best-known European design schools, asking the students to create new and original models of racing cars. Milestone then looked long and hard at the sketches sent in, turning the best of them into 3D models for the game.



» THE FINAL VERSION will feature no less than 80 different models, split into three categories: Street Version (base model), Evolution (customisable set-up) and Competition (race prototype). Each category has four classes: roadster, sport car, super car and dream car.

BONUS INFO

» REAL ENEMIES

Once you've designed, built and produced your very own dream machine you'll be able to put it to the test against a variety of licensed cars. While you're driving at top speeds across the game's three locations look out for the likes of the 2003 Dodge Viper RT-10, Lotus GT1, Toyota Supra and many more. They'll probably be in front of you.

"In the Dream mode, you eventually manage your own research team"

» then bigger corporations and institutions, one example being that the local police force might be interested in your model as a new vehicle to patrol the streets - a contract obviously worth a lot of money that can then be plunged back into the business.

If you want to climb the ladder in the motor industry, you'll have to work closely with your assistants. They become essential in the management of sponsorship deals. These guys will also become responsible for your team of technicians that looks after your portfolio of self-built dream machines.

As is typical with the majority of racing games, each car has its own driving and handling styles. As you progress up the ladder to more powerful cars, the real test of your driving ability comes in how you handle the high performance beasts. Even though the controls are arcade-like rather than aping a real-life simulation, there is a complex physics model under the bonnet of *Racing Evoluzione*.

"We have a very realistic driving model behind the game," says Lecchi. "The physics model simulates every aspect of driving a car, from clutch, gear change, and skids to steering and tyre friction on different surfaces.

"The player will notice all these elements when racing. They allow him or her to become immediately involved in the dynamics of the game itself.

"A successful driving style depends on the type of set-up selected by the player, as opposed to *Gran Turismo* where there are only two different set-ups: drift and racing. Here, players can completely cater to their own driving style."

The AI of the other drivers plays a fundamental role in bringing the game to life, with Milestone concentrating on a straightforward approach. Says Lecchi:

"The player's opponents will behave very realistically and use the whole track rather than following one line around the course. It's all too common in driving games to see the cars ahead sticking to predefined routes without making any mistakes, leaving the player to catch up."

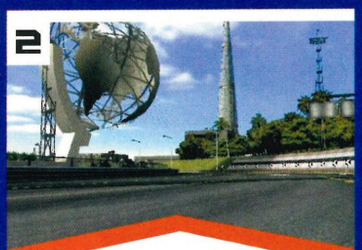
The other drivers will behave in several ways depending on your performance behind the wheel. If you begin to lose ground because the cars in front are faster than you, then you won't be lapped but you will have to »

FROM TINY ACORNS: BILL GATES' FIRST BUSINESS WAS CALLED TRAFF-O-DATA, A COMPANY THAT CREATED MACHINES CAPABLE OF RECORDING THE NUMBER OF CARS PASSING A GIVEN POINT ON A ROAD.

THE LOCATIONS

Racing Evoluzione is shaping up to be a great game to play, and it's also looking like it will be a great game to watch someone else do all the hard work. All the tracks are based in four different and highly detailed environments.

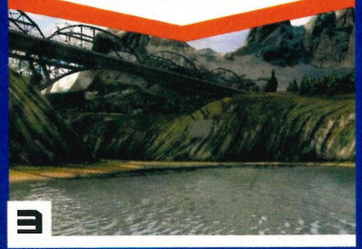
1



2

FEATURED ARE city tracks, mountain tracks, racing tracks (improved versions of those the developers created for its EA-published *Superbike* series) and brand new stadiums of the type where NASCAR races would be held.

THE COURSES ARE based in three different continents. America features an industrial design, Europe displays beautiful historic buildings while Asia has a seamless blend of nature and technology in its trackside detail.



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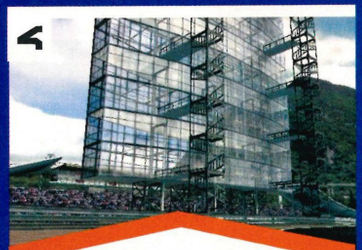


4

ARCHITECTURAL FEATURES have been used from several real-life cities, as well as shots and views from films such as *Ronin*. This approach was taken to characterise each track and give the players a feel for each particular route.

ENVIRONMENT

It's hard to focus on the road when everything else looks so good

EXCLUSIVE SCREENSHOTS

COUNCIL WORK

All tracks will feature several different moving objects in the background.

LANDING STRIP

Keep an eye out for planes roaring overhead during a race and the occasional stray bird.

CROWD CONTROL

Spectators will release balloons and confetti to celebrate the opening stage of a race.

BUILDINGS

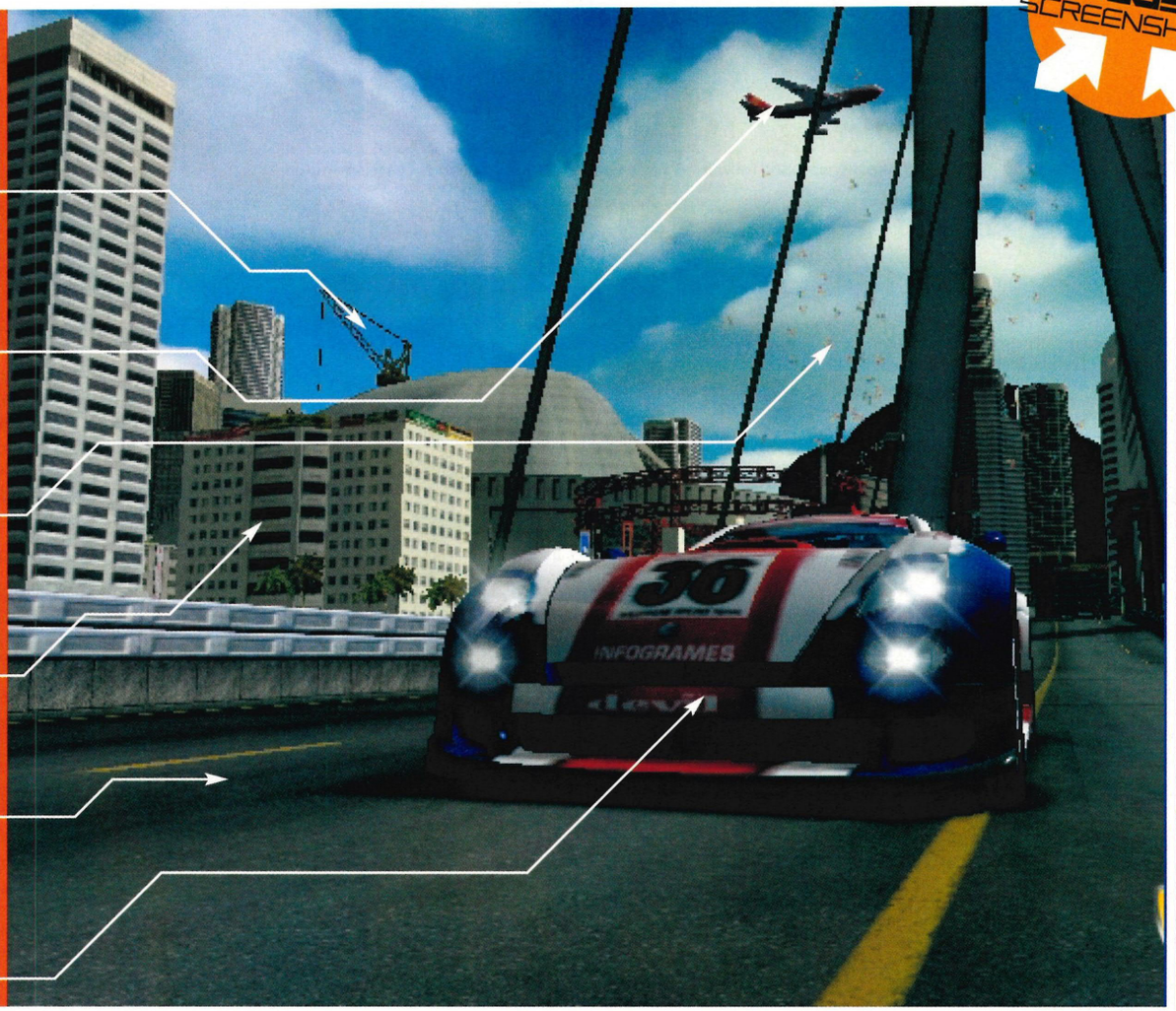
Each building has been recreated in amazing detail and reflects the different theme of each location.

ROADSIDE

Real-time shadows and distortion effects help each track look photo realistic as you're racing.

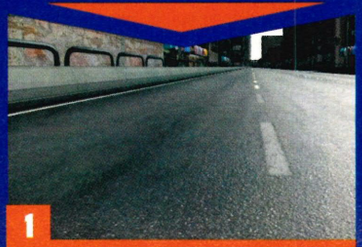
DREAM MACHINE

Each car has its own unique look and set-up, which will directly affect the way it handles.



THE DETAILS

ROAD SURFACES look the business because of a system called Atomiser. "Thanks to this application, we can offer a detailed view of textures close to the player, right down to the size of an atom," says senior artist Marco Spitoni.



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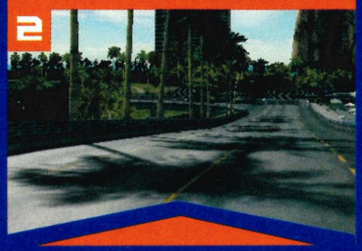


2

REAL TIME shadows are necessary in conveying the experience. "We created a tool that enabled us to render all of the tracks with shadows of each object projected onto the road surface, as well as the cars," Spitoni explains.

SHADOWS CAST on the track do create a good sense of speed and depth. But as well as these, several distortion effects have yet to be included by Milestone that will hopefully enhance these feelings further.

3

4

THE DEVELOPERS didn't want to create stale racing environments, so they included lots of little details. Look out for traffic on adjacent roads, seagulls, helicopters and other elements while you're driving - if you can...

EXCLUSIVE SCREENSHOTS

↑ Look out for other vehicles on the track when you're trying to smash the land speed record.

↑ Each location has its own distinct theme.

↑ Looks like some of the tracks are still being built...

WIDE LOAD: A TOTAL OF 160 CARS CAN DRIVE SIDE BY SIDE ON THE MONUMENTAL AXIS IN BRAZIL - THE WORLD'S WIDEST ROAD, UNSURPRISINGLY.

BONUS INFO

SMASH IT UP

Most licensed racing games don't allow car damage, but *Racing Evoluzione* will allow you to violate the vehicles. Let's hope that it has repercussions on the handling rather than just being a cosmetic touch.

"Play the game in cockpit view and you'll feel and see the car shake as it would if you were really behind the wheel"

concentrate hard on taking each corner correctly if you're to going to catch up.

If this is the case, you may have to consider using the slipstream of the other vehicles. All cars will be subject to air resistance and this will be measured in-game through parameters such as weight distribution and speed.

With all these elements taken into account, the driving part of *Racing Evoluzione* is shaping up to be a bit special. All the controls respond immediately to the player's actions and the resistance of the Xbox controller's triggers make it a real pleasure to control brakes and accelerator at the same time while flying around corners at top speeds.

To get a good feel for the sense of speed in the game, all you have to do is swap from a roadster to a dream car. You immediately notice the difference, not only in speed but also in handling. And in the higher classes, there'll be no time to admire those pretty environments alongside each track. You'll be going fast.

If you play the game as it's meant to be played - using the cockpit view - you'll feel and see the car shaking just as it would if you were really sitting behind the wheel. This sensation occurs most obviously when you hit the accelerator or brakes really hard.

Project leader Lothar Peckelsen is in no doubt that *Racing Evoluzione* is trying to advance the driving game genre - and it's attempting to do so on the only games machine capable of taking on the challenge.

"The choice of Xbox as the platform on which to develop the game was inevitable, since it's the most powerful console available and the only one that can implement such an ambitious project." Lets hope that ambition shines through in the finished product.

REIGN OF FIRE

The game of one of this summer's hottest movies is smouldering away nicely...

WORDS: **JON ATTAWAY**

GAME INFORMATION
DEVELOPER: **KUJU ENTERTAINMENT**
PUBLISHER: **BAM! ENTERTAINMENT**
RELEASE DATE: **NOVEMBER 2002**
PLAYERS: **1**
WEBSITE: **WWW.BAM4FUN.COM/REIGNOFFIRE**

BLOODY HELL. THE Tube gets hot enough as it is, without a huge, fire-breathing dragon sticking its oar in. But in *Reign of Fire*, the game of the film currently at a cinema near you, a blundering London Transport worker disturbs a huge sleeping dragon that goes on to destroy pretty much everything in the city and beyond.

And if only it was just the one dragon. But The Bull, the appropriately hard-sounding main dragon, has spawned legions of hot-mouthed beasties; all different, all equally dangerous.

London is in a right state, and not many humans are left alive. The survivors have gone to live in Norfolk – not an area famed for its appearances in video games.

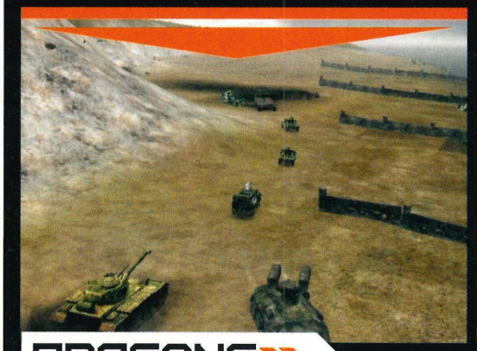
It's out in East Anglia that the game begins, with the player cast as part of the human resistance. Neatly though, later on in the game you'll get to try your hand at being a dragon, sizzling Homo sapien ass with all manner of fire-based projectiles. »

THIS WORLD AIN'T BIG ENOUGH... Man v Dragon? Who goes? You decide

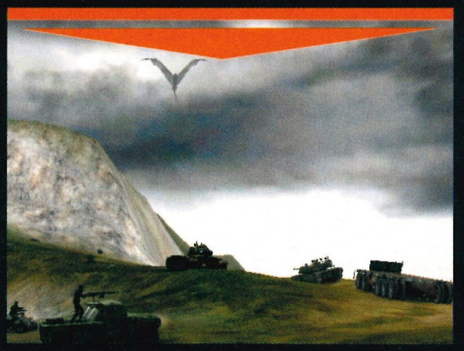
LIKE *ENCLAVE* (Issue 06, 5.8), *Reign of Fire* lets you fight on either side of its central conflict. It's always good to see events from both points of view...

HUMANS

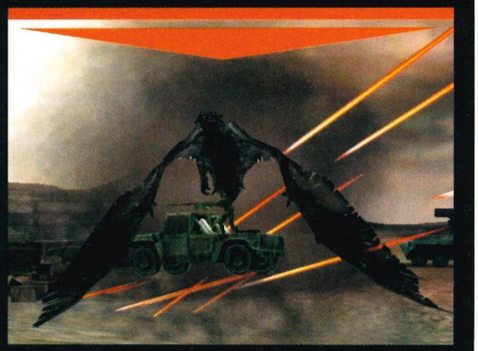
>> PLAYING AS a human, you are part of this convoy and must protect it.



>> PREDICTABLY, IT'S not long before the dragons begin to attack again.



>> IF YOU'RE not quick enough, dragons can steal your vehicles - not good.



DRAGONS

>> AS A DRAGON, it's your job to fry any human convoys on the East Anglian hills beneath you.

>> YOU'RE FREE and able to pick any vehicles up - and then drop them again...

>> ...which proves to be a very efficient way of killing the humans on the ground below you.

↑ The way napalm spews from the dragons' mouths is excellent. It's our favourite bit so far.

"You first play as the humans and then as a dragon, belching hotness"

>> "From reading the original scripts of the film," says the game's executive producer Mark Washbrook, "I got the impression that the dragons aren't really bad guys. They were here before us - who's to say we have more right to the planet? It's really just two species fighting for survival." Washbrook's right-on attitude is one we heartily agree with, especially when it means that in his game we can play as a big dragon and belch hotness at plebs.

But it's the humans you play as first, and so it was that we found ourselves joining the resistance when Washbrook talked us through a close-to-completed version of the game.

The man-controlling sections of *Reign of Fire* put the player in control of one of several vehicles. Using the Left thumbstick to control the vehicle and the Right to aim the gun turret, it's a matter of getting to danger spots and killing dragons as they attempt to prevent you from fulfilling your objectives. Tasks vary >>

>> BONUS INFO

>> FIRE FIGHTING
One of the human missions we saw put the player in charge of a truck equipped with both a gun turret and a water cannon. One for putting out burning allies, and one for killing dragons. Don't get them mixed up, now, will you?

>> A LOAD OF BULL
The Bull may be a proper hard name, but the ultra-hard dragon was originally called The Ashley. Ashley is not exactly a name that strikes fear into the heart, particularly for anyone that watches *Coronation Street*.

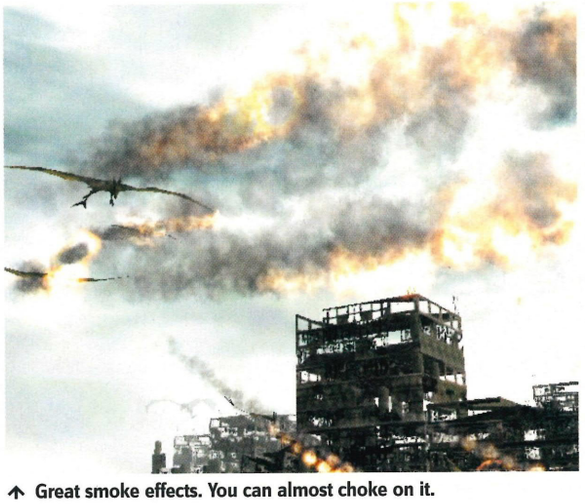
BONUS INFO

BIG HILLS
The Norfolk levels in the game are surrounded by massive hills, which is a bizarre thing to see around those parts. That's because the Norfolk scenes in the movie were filmed in Ireland, many, many miles from the Linton Travel Tavern.

THE FILM
Reign of Fire the movie, starring Matthew McConnaughey, Christian Bale and Izabella Scorupco (Natalya from *GoldenEye*), is directed by *X-Files* veteran Rob Bowman. The film, rumoured to have cost $60m to make and saddled with $30m worth of marketing, received mixed reviews on its release in the US. Mixed? It's got big dragons in it - how can that possibly be bad?

↑ Just about now, the tank driver is wishing he'd thrown a sickie.

↑ You can see Tower Bridge in the background here. In a bit of state.



↑ Great smoke effects. You can almost choke on it.

"Some of the dragons are huge. They fly convincingly, attacking the many human units scurrying on the ground"

from mission to mission, but often involve protecting important things, like dwindling food crops, for example.

The mission we undertook required us to defend the resistance stronghold against a dragon attack. We had a jeep with a gunner on the back, a bit like the Warthog in *Halo*, only here you get to control both vehicle and gun.

Facing wave after wave of ground-based Jackyl and airborne Spitfire dragons in and around the hollow shell of an old castle, it soon became clear that Kuju has imbued the game with a lot of atmosphere.

The sense of scale is impressive, and some of the dragons are huge. They fly convincingly, with weight and purpose, attacking the many human units scurrying on the ground. With the ruined buildings all around, and lots of human and dragon activity going on, the sense of struggle between the species is tangible.

In a neat touch, the bullets you fire into the air stay visible for a long time, like tracers, so the sky is full of ammo - making the action seem even more frantic.

But the human struggle is only half the story. So, swapping man for beast, a dragon mission was swiftly loaded up, which put us in charge of a big, scaly, flame-coughing lizard.

This time we were in London. Tower Bridge was visible over a murky Thames, albeit virtually destroyed. Dragons are clearly unsuited to city life.

They are suited to causing loads of damage, however, and once again it's the scale of the action that's so promising. Huge buildings appear dainty next to the dragon, and raining napalm down upon diddy human units is fun. There are several ways to take out a group of survivors, picking trucks up and dropping them from a great height being one of the best (see This World Ain't Big Enough... on page 056).

In contrast to the vehicle combat of the human missions, in control of a dragon the gameplay is closer to something like *Deadly Skies* (Issue 03, 5.2), in that you must pilot the dragon around hotspots, fixing enemies in your sights and letting rip.

We hope that flying a dragon in the finished *Reign of Fire* is more fun than flying a plane in Konami's dullathon, though.

BAM, AND BAM AGAIN: NOT TO BE OUTDONE BY FRED AND WILMA AND THEIR FLASHY DAUGHTER PEBBLES, BARNEY AND BETTY RUBBLE ADOPTED THEIR SON, BAM-BAM. BUT WHAT MOST PEOPLE REMEMBER ABOUT *THE FLINTSTONES* IS THAT BETTY WAS FIT.

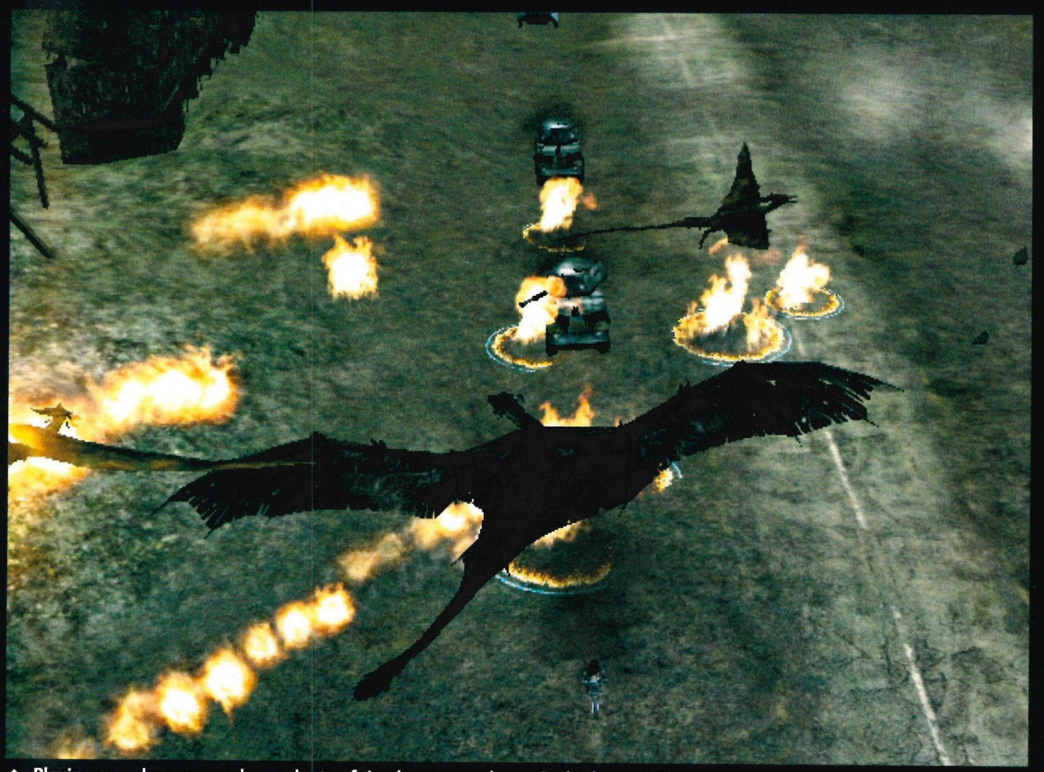
FIRE IT UP» Burn baby burn

THE FIRE EFFECTS are rather sophisticated. Each object in the game has a set of values that dictates how likely it is to catch alight when in proximity to other burning objects, meaning that fire can spread like, well, wildfire.

»THESE PESKY dragons are only too willing to set precious crops alight.

»At first, the fire is manageable, and there's still time to put it out...

»...but leave it too long, and the whole crop will burn. Bummer!



↑ Playing as a dragon, you have plenty of tiny humans to burn. And why not? They deserve it.

↑ Look out! Dragon inferrrrrr-nohhh.

↑ That dragon has the drop on this fella...

"The game is very atmospheric, and not just because of the impressive sense of scale. Vehicles are minutely detailed, as are the fire effects and the textures"

» The film may concentrate on the humans' plight, but the game definitely benefits from giving the dragons their say. "We were given free reign by the film makers to adapt their material as we saw fit," says Washbrook, no pun intended, "so we can pretty much do what we want with the scenario in order to make a great game." In terms of implementing new ideas, Kuju is making the most of this freedom.

For example, in the film the action unfolds in Norfolk and London. But in the game, players get to go to Dover too, protecting a human convoy on its way from there to the capital.

"It's just a case of fleshing out what's in the film to give the player more to do within the basic scenario", explains Washbrook. So as well as new locations, there are many different types of dragons, many of which were cut from the final film - meaning that only gamers will sample the most extensive *ROF* universe.

Getting a game of a film just right often involves fleshing out the film's premise - witness the mighty *GoldenEye* on N64 for evidence of that - but it's also about capturing the atmosphere of the celluloid adventure. That's not something we can comment on just yet, because as *Official UK Xbox Magazine* went to press, all we had seen of the movie was the trailer.

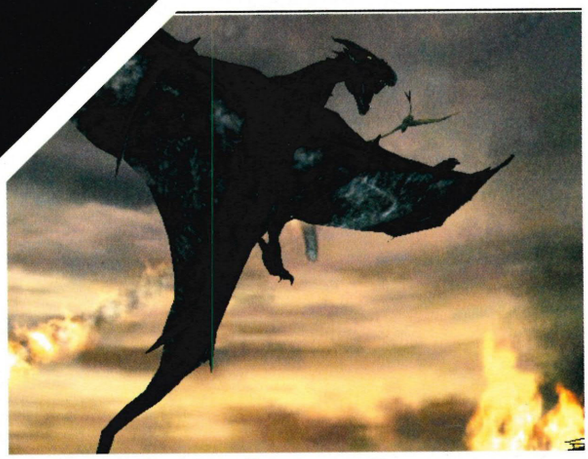
But the game is very atmospheric, and not just because of the impressive sense of scale. The vehicles are minutely detailed, as are the fire effects (see Fire It Up, above). Washbrook humbly suggests that "the textures always end up looking so much better on Xbox", but thanks to his and his team's approach to the game, it won't just be the textures that make the Xbox version the best one available.

"We're working on the Xbox version first, then downgrading it so it can run on »

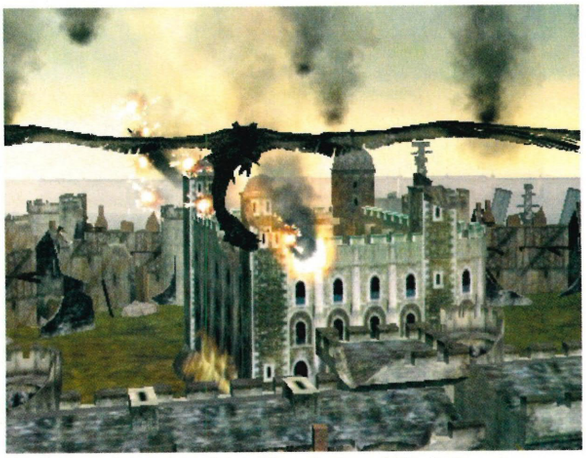
» BONUS INFO

»OLD FLAME

There'll be a few more types of dragon for players to discover by the time *Reign of Fire* hits shelves. One of the scariest for human ground units is the 'Land Tank', a huge and ancient form of the lizard. They're too old for their wings to be of any use, so flying is a no-no, but their napalm production faculties are still in order.

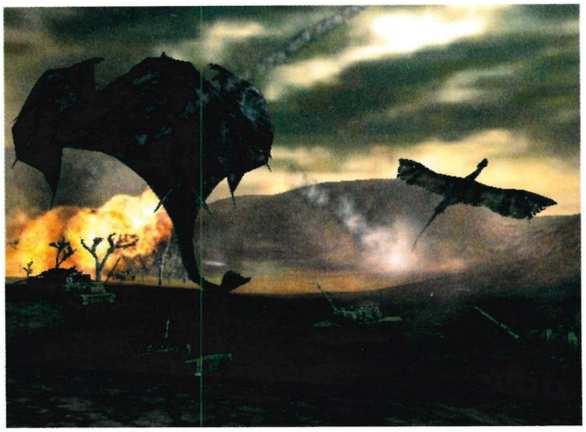


↑ "Rah! I'm a dragon! A really big one, too!"

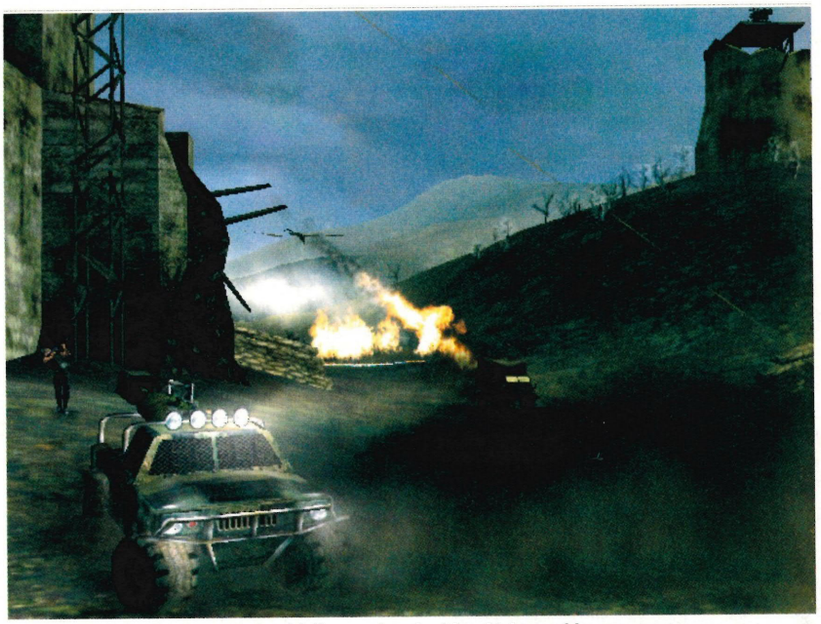


↑ Choose your target, glide in, burn it. Sound like fun?

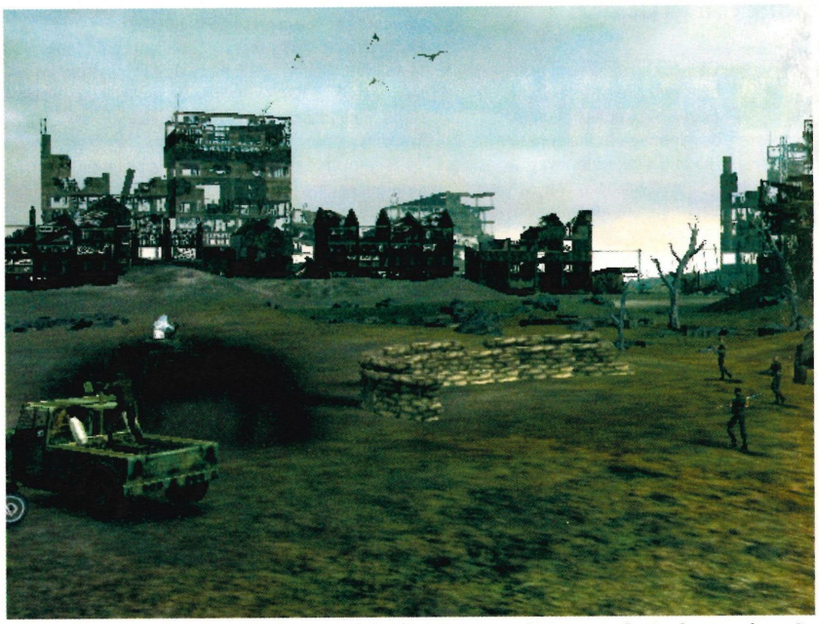
↑ Will it beat *Panzer Dragoon Orta* in the Xbox big lizard category?



↑ Poor old Norfolk. What's it ever done to them, eh?



↑ The last line of defence is thankfully populated with vehicles and heavy weapons.



↑ Look at the state of that - hardly worth defending. But they will, because they're heroes, dammit.

"Happily for us, the Xbox version of Reign of Fire will boast better effects than those in the PlayStation 2 game"

PlayStation 2. That way, both versions of the game will make the most of the consoles they're running on." Happily for us, then, the Xbox version of *Reign of Fire* will boast better effects than those on other consoles.

Just how much there'll be to do, though, we don't know, and neither does Washbrook.

"At the moment, there are nine human missions and eight dragon missions but they might not all make the finished game. We always planned to work on a few more than necessary, and then include the best ones in the final code, so that the game is packed with quality the whole way through."

After playing a selection of missions, we found a few features that need tweaking. Firstly, manoeuvring the vehicles and dragons is currently a little cumbersome, which makes it hard to keep targets in view at times. Secondly, some of the graphical effects are overdone. The smoke and dust billowing from the jeep's tyres, for example, currently obscure the whole view when the camera is in a low position. This makes accurate aiming impossible. There's also a blurry jarring effect that occurs when your character receives damage, which would benefit from being toned down.

But the team is now in the process of balancing missions and generally tidying up the loose ends, so hopefully these issues will be addressed. With the game due out in November, it won't be too long before we get to sample the finished article. In the meantime, *Reign of Fire* has us sufficiently keen for dragons versus humans and humans versus dragons. Which one will you choose?

BURNING AROMA: ALTHOUGH MANY PEOPLE ARE SAID TO LOVE THE SMELL OF NAPALM IN THE MORNING, THERE IS NO EVIDENCE TO SUGGEST IT SMELLS ANY DIFFERENT AFTER MIDDAY.

Battle Engine Aquila developer Jeremy Longley

Immense battles of epic proportion are about to explode on an Xbox near you

GAME INFORMATION
DEVELOPER: **LOST TOYS**
PUBLISHER: **INFOGRAMES**
RELEASE DATE: **JANUARY 2003**
PLAYERS: **1-2**

WORDS: **GAVIN OGDEN**

LOST TOYS' SPECIAL effects-heavy arcade shooter *Battle Engine Aquila* has been in development at the company's HQ in Guildford for over two years. The game's story concerns a war between two distinct and very different races, the Forseti and the Muspell, as they fight for survival on their planet following a devastating climatic change in the aftermath of centuries of atmospheric pollution.

The single-player plot follows the path of the young Forseti dockworker, Hawk, a pilot chosen to be one of the first people to go hands-on with a prototype Battle Engine, codenamed Aquila. Basically, this war machine is a huge mechanical animal with enough firepower to win the war alone.

The game world consists of several islands that popped up as a result of the climatic changes and this is how Lost Toys split the game into different levels.

Strapped into your brand spanking new Battle Engine, you move from island to island, wiping out every foe that dares to stand in your way, with the ultimate goal of total control over the territories.

"Like everything we do, we wanted to create something that's never been tried before," explains Lost Toys director Jeremy Longley. "We like to find an original angle for a game, run with it and see where it takes us."

"Lost Toys was set up about three and a half years ago and our first game was *MoHo* for PlayStation, Dreamcast and PC in 2001.

"*Battle Engine Aquila* is our second game and harks back much more to our collective roots in Bullfrog (see Retro Toys in the Bonus Info on page 059). There, I worked on *Theme Hospital*, *Syndicate Wars* and *Populous*."

MoHo received less than shining reviews when it was released in 2001 and *Battle Engine Aquila* is a massive departure from that game's attempt at gladiatorial-based gameplay.

"We tried something quite radical with *MoHo* but it turned out perhaps a little more obscure that we'd originally intended," Longley says. "*BEA* is much more immediate and obvious. It's also more of a logical successor to our previous games."

The idea of a Battle Engine was in the back of Longley's mind way before work on the game actually began. "We always called the machine a Battle Engine, since we started talking about the game more than two years ago. It's simply what it is – a huge machine designed purely for the rigours of battle."

The Aquila part of the name comes from the Eagle symbols that the Romans used on their standards as they went into battle. "It's a symbol of power and might that foot soldiers could look at and be inspired by as they were fighting for their lives. The Battle Engine is essentially the same thing, if a bit more literal in its implementation," explains Longley.

Although the essence of *BAE* is big guns, loud noises and gigantic explosions, scratch the surface and you'll find that the game has depth. "Imagine a huge battlefield with thousands of units on two sides. You've got infantry, tanks, mobile artillery, fighter planes, bombers, battleships and the odd walking robot battling it out for ultimate supremacy," Longley enthuses.

"The player is in the middle of a battle with the biggest gun, fighting alongside other forces and making the crucial difference between victory and defeat."

It's possible to approach the game initially as a straightforward shoot-'em-up, but as Longley is keen to point out,"The game is so much deeper than that."

"There's a complex computer AI system controlling the progression of the battle, and ultimately your goal is for your side to survive, not just you," he says.

"At any and every point throughout the game, players can choose what they do and how they want to do it.

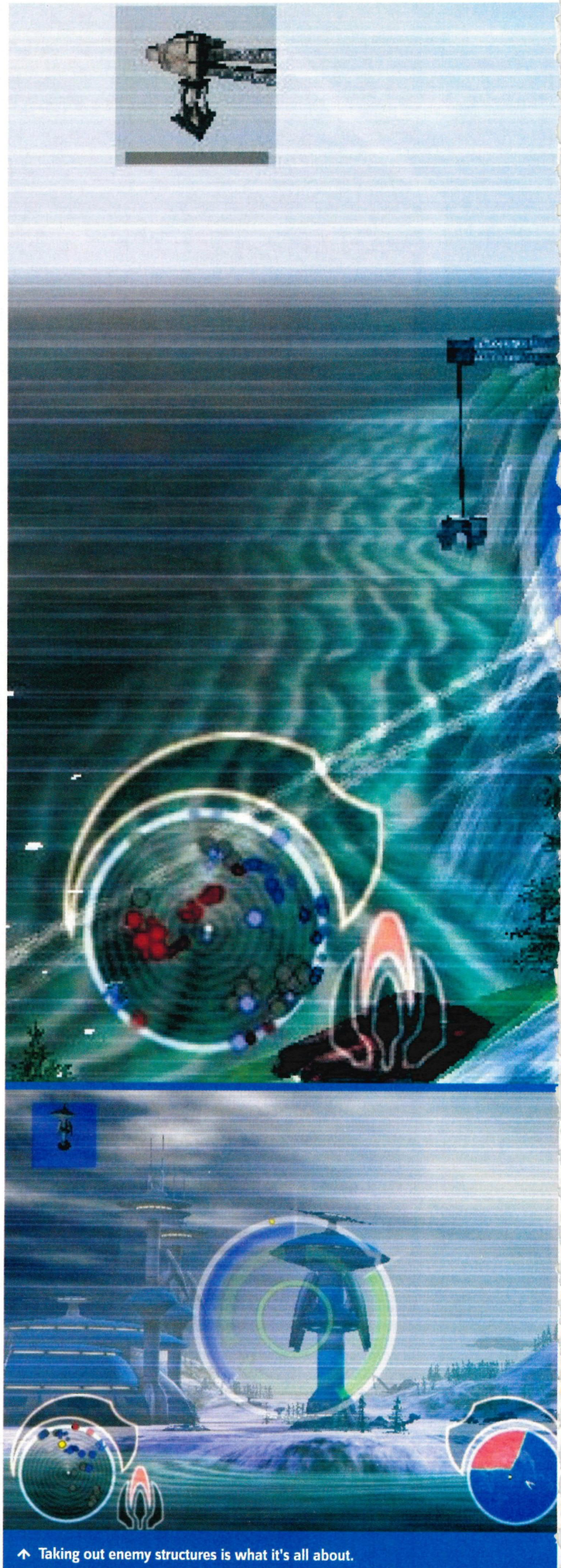
"Do you help out a squad of tanks pinned down by artillery fire, do you help spearhead a formation attack deep into enemy territory or do you attack from a different flank to your main forces, causing division and confusion among the enemy forces? These are just a few examples of how strategy plays an important role in the overall gameplay."

There will be a large section of goodies to be unlocked as you play through the game. Examples of these include early concept art and models, which have changed quite a bit for the final game.

For the more persistent gamer, there'll be extremely well hidden items scattered around the islands waiting to be uncovered.

Another interesting feature of *Battle Engine Aquila* is that battles will run their course with or without your participation. If you want to, you can sit on a hill and watch the whole battle play out before you. But where's the fun in that?

"If you take the approach of standing back and watching, you won't do very well," explains Longley, "because the autonomous AI means that the battle will shape itself



↑ Taking out enemy structures is what it's all about.

← Your troops will follow your progress through the levels, often lending a hand in battles.

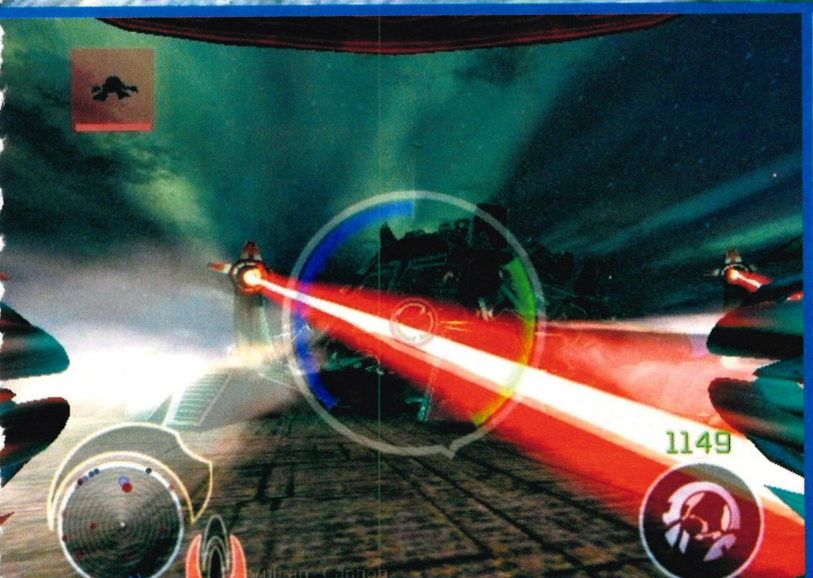
BONUS INFO

>> THE WAITING GAME

Future games from Lost Toys look set to take advantage of Xbox Live but Longley wants the online service to prove itself before he and his team jump on board. "Microsoft has a huge amount of infrastructure to develop if Xbox Live is going to live up to the promises," he explains. "Having said that, what I've seen of it so far is promising. Ultimately it will succeed if people sign up and use it. We're certainly considering it for future games. Online console multiplayer games may not be established today, but it will definitely happen in the next few years."

>> RETRO TOYS

Based in Guildford, Lost Toys was formed in March 1999 by programmers Glenn Corpes and Jeremy Longley, and artist Darran Thomas. Corpes alone boasts over a decade of experience at Bullfrog, where he co-designed the classic RTS game, *Populous*. Longley and Thomas previously worked on *Dungeon Keeper*, *Theme Hospital*, *Syndicate Wars* and *Theme Park World*, also under the Bullfrog banner.



↑ Expect more than a few one-on-ones with enemy bosses.

↑ If the heat gets too much for you on the ground, just take to the air.

SOUNDS LIKE: THE POPULAR DRINK OF TEQUILA WAS FIRST DISTILLED IN THE 1500-1600S IN THE STATE OF JALISCO, MEXICO. THE CITY OF TEQUILA WAS ESTABLISHED IN 1656 AND THIS IS WHERE THE AGAVE PLANT USED TO MAKE THE POWERFUL DRINK FLOURISHES BEST.

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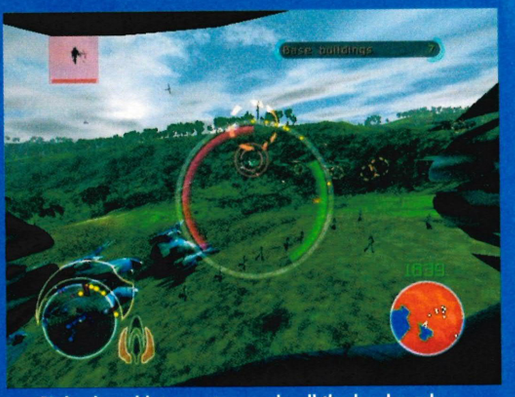
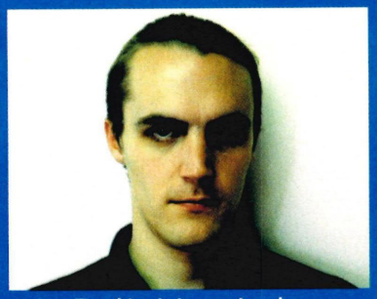
↑ It's best to take out an enemy ship before it lands and unloads thousands of troops.

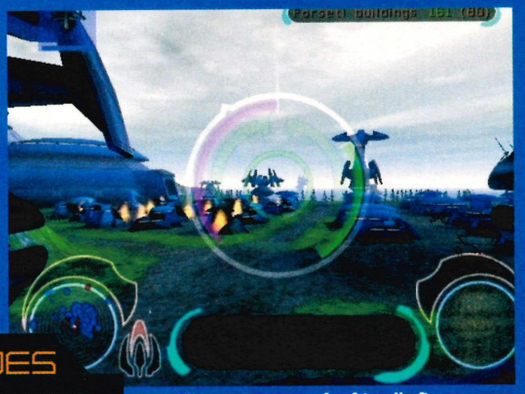
↑ Death from above is the best way to attack.



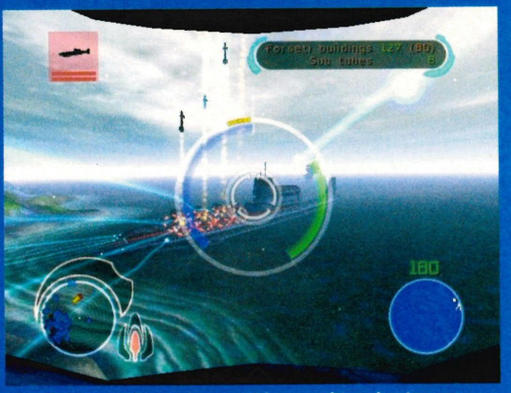
↑ Sit back and let your troops do all the hard work.



↑ Lost Toys bigwig Jeremy Longley.



↑ Keep an eye out for friendly fire.



↑ Enemies will attack you with everything they've got.

MULTIPLAYER MODES

Three corking options to choose from

ASIDE FROM A deep single-player game, *BAE* also comes fully equipped with split-screen two-player options. "We have three multiplayer modes," confirms Longley. "My favourite is the co-operative mode where you get to play with a friend and take on the Muspell forces together. You really need to co-ordinate together to succeed, looking after different parts of the battlefield and reacting to new waves of enemy forces and surprise attacks from both land and air." There's also a head-to-head mode that pits you and your army against him and his, and a straight one-on-one deathmatch mode in smaller arenas.

↑ Target specific areas for maximum damage.

"In the middle of a battle, with the biggest gun, you are the difference between victory and defeat"

around what you do. If enemy forces block a route to an enemy outpost, your troops will concentrate on a different area of the battle.

"If you then clear out the defences, your guys will realise this, react, and reorganise to go and attack the outpost that's now a realistically achievable objective thanks to your efforts."

Such keen attention to detail presented Lost Toys with several challenges. "From a purely development point of view, this is a big game. We had to create AI that would be good enough to run a real-time strategy game as well as having to create an engine that can render the whole battlefield with thousands of units without fogging out.

"The game engine also had to display everything from a six-foot small infantry guy in front of you to a 100-foot tall walking robot silhouetted against the horizon four miles away. Technology aside though, the game had to be immediate and fun."

So with several technological hurdles facing him and his team, how did Longley find working on Xbox for the first time?

"Remarkably pleasant, actually. The development tools work well and it's proved a very straightforward development process from a technical point of view, which means that we've had more time to focus on the gameplay, which is how it should be."

Longley and team are currently looking at a release in January of next year. The team is in final testing, ironing out the last few bugs and adding the final polish to a game that is, even in it's current unfinished state, looking very good indeed and promising to do something different by adding a hint of strategy to arcade shooting.

They hope to offer a real feeling of being part of an epic battle, being in the middle of something bigger than you but being in a position to make a difference. Right now, they're on track to do it.

WHY 'LOST TOYS'? LONGLEY AND CO WANTED A LIGHT-HEARTED NAME THAT REFLECTED THEIR ENTHUSIASM. "THE IDEA FOR OUR NAME CAME FROM THAT FEELING OF ROOTING AROUND IN THE BACK OF YOUR ATTIC AND COMING ACROSS SOMETHING THAT YOU'D FORGOTTEN ABOUT BUT IMMEDIATELY JUMPS OUT AS A GREAT IDEA."

Your Xbox has the most advanced sound capabilities of any games console ever, but we bet that you're not taking full advantage of them. Which is where we come in...

NOW HEAR THIS!

WORDS: **ED LOMAS**
ILLUSTRATIONS: **IDENTIKAL www.identikal.com**

SOUND IS A PART of gaming that is often overlooked. Everyone pays attention to how a game plays and its graphics, but who cares about the sound? As long as monsters make a noise when you kill them, and a car makes a suitable "brrrrrrm!" sound, most people are happy.

But Xbox takes game sound to new levels. As well as having by far the most advanced sound hardware, leading to incredibly clear and lifelike sound effects, it's also the first console ever to offer full digital surround sound during gameplay.

Some people may tell you that PlayStation 2 also does this, but it doesn't. It can only do surround sound on DVD video and music tracks - actual in-game sound effects will always only come out in stereo, just as they have done with games consoles for the last decade.

With a little bit of effort, and a reasonable bit of cash, you can take full advantage of the sound capabilities of Xbox and reach a new level of gaming that you've never experienced before. And believe us, you won't want to go back once you've heard how the future sounds.

3Dwhat?

Checking the Dolby 5.1 capabilities of the best Xbox games

IT'S POSSIBLE THAT you're sitting there, reading this feature, wondering how the hell you could possibly justify spending hundreds of pounds on a bunch of speakers. You've already played *Halo* loads and the sound was plenty good enough to give you the creeps, and the cars in Project Gotham Racing all sounded chunky enough. Who needs to hook their Xbox up to a speaker system that's only going to trail leads everywhere?

You, that's who.

Once you've experienced full 5.1 surround sound gaming, you won't want to go back to little tinny noises plinking out of your TV speakers. Here's why...

HALO

BUNGIE'S MASTERPIECE has some of the best sound ever heard in a video game - atmospheric background noises, awesome spot effects, booming explosions and plenty more - but the whole experience is enhanced significantly in Dolby Digital 5.1. When you're in the middle of a battle, you really feel as though you *are* in the middle of a battle, with the shouts of humans and aliens coming from all around you. The rumble of a Covenant dropship as it passes overhead is also quite spectacular. Later on, when creeping around Flood-infested corridors, hearing scuttling noises coming from behind you is truly disturbing.

>> ONE OF THE best examples of 5.1 sound in *Halo* is when you throw a grenade when standing in an outdoor area and move into the resulting shower of falling debris. Little clumps of earth and tiny specks of dirt can be heard tinkling to the floor all around you.

AMPED: FREESTYLE SNOWBOARDING

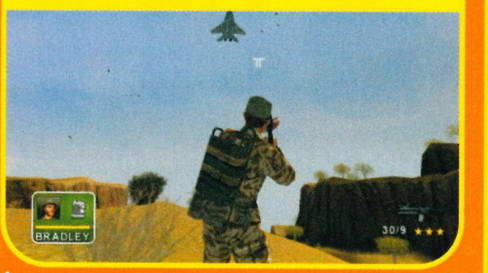
PLAYING *AMPED* with the music turned off is an unusually mellow experience, especially with 5.1 sound. As you sweep downhill, you hear the sound of your board cutting through the snow and ice swooshes from side to side. You can clearly hear other boarders travelling down the slopes behind you, too - you can even tell when someone's following you, when they're taking off and how good their landing is. Speeding past the snow-blowing machines sounds brilliant, as they slowly come into hearing range to your front-right, then whoosh right down your side before fading away behind you.

>> WITH 5.1 SURROUND, you can tell exactly where all those cries of "Is this guy sponsored?" are coming from, and you hear camera clicks from all sides. Its most practical use is for precisely locating those pesky hidden snowmen. "Eh! Amigo!" indeed...

2002 FIFA WORLD CUP

WHILE IT MAY not be the best football game ever, *2002 FIFA World Cup* does recreate an authentic tournament atmosphere. It's enhanced enormously in 5.1, as you are surrounded by the noise of the crowd while the commentary comes from just the front central speaker, making you feel like you're playing the game while sitting in the centre circle of the Sapporo Dome. You constantly hear players and managers yelling to one another from off screen; only with Dolby Digital 5.1, you can tell exactly where they are.

>> DURING PLAY, the main sound effects seem to come from near the TV screen, but you're simultaneously surrounded by a chanting crowd and shouting players which come from other areas. You can even pinpoint from where in the stadium certain songs originate. Like being at the ground, only without the smell of wee, beer and chips.



CONFLICT: DESERT STORM

THIS MONTH'S cover game benefits greatly from 5.1 surround sound. The atmosphere is enhanced enormously, with the missions set during sandstorms working particularly well. Wind seems to sweep all around the room. But the biggest benefit is being able to hear exactly where your team-mates are shouting from. It can be difficult to work out exactly where everyone is when playing in stereo, but with 5.1 sound you get to hear exactly where they're positioned, when someone's injured and where any threats are coming from.

>> AS YOU'RE creeping along a secluded canyon to attack an enemy base, you hear a faint "whup-whup-whup" noise coming from behind you and to the left. It gets louder and louder as you frantically search for cover, before you finally see and hear a helicopter gunship pass directly over your head. Wow.

WHAT DOES DOLBY 5.1 DIGITAL MEAN?

It'd sound better in Dubly...

DOLBY

DUUH! THIS is the name of the company behind the system. They've invented loads of quality sound formats over the years; you can probably find their famous Double-D logo about fifty times in your house if you can be arsed to look.

DIGITAL

THIS MEANS that the sound travelling from the source (in this case your Xbox) along copper wires or fibre-optic cables is represented as ones and zeroes, not in squiggly wave form. All original sound is analogue, but digital kit converts it so that it can then be split into separate channels and redirected to lots of different speakers. Digital recordings are also crystal clear, so if there's supposed to be silence, there IS silence. Unlike with the crackly noise on your vinyl LPs.

5.1

THIS REFERS to the number of speakers used. The '5' means there are five regular speakers: one at the front centre, one each to the left and right, and one each to the rear left and right. As well as these five, there's a big, fat subwoofer, which rumbles out only the low bass frequencies. It's this speaker that makes up the '.1' of the name, because it only produces a fraction of the sound made by the other speakers.

"Dolby Digital 5.1 frees game sound from the limitations of the TV. They go on to become things that you really experience"

Chances are, a fair number of people reading this currently play their Xbox on a mono TV, a set with just one speaker putting out a single channel of sound. They're probably happy enough with their simple audio, too, as Xbox produces effects that sound good no matter what. But really, playing Xbox games with mono sound is almost as wasteful as playing them on an old black and white TV.

These days, the majority of people will be playing with two channels of sound – in stereo – which gives some sense of movement and scale. Having two separate channels means things can be made to sound like they're on the left or the right of the screen, or that they're moving from side to side. Using the TV analogy, stereo sound is the equivalent of playing games on a decent colour portable set.

Xbox gives console gamers the chance to take things to the next level of audio: full digital surround sound. It's the sonic equivalent of playing games on a fully immersive holographic virtual reality headset. Made of solid gold!

With one speaker directly in front of you, one each to the left and right of the screen, two propped behind you on either side of the sofa and a big, rumbling subwoofer in the corner, Dolby Digital 5.1 frees game sound from the limitations of the TV and lets it fill the whole room. Games stop being things that you just look at and hear, and go on to become things that you really *experience*.

At the moment it's mostly just well-off home cinema enthusiasts who have their surround sound entertainment systems, but in a few years' time most people will have upgraded from stereo to surround. And Xbox will be there, ready and waiting for the rest of the world to catch up.

But even now,, surround sound isn't just a gimmick plonked into a select bunch of games. Each and every Xbox title is Dolby Digital 5.1 compatible. Microsoft won't certify a game for release on Xbox unless it takes advantage of six-speaker setups.

Justin Scharvona, head of music at developer Argonaut, has just had the company's sound studio upgraded to 5.1 in a £250,000 refit. He says that there is no reason for an Xbox game not to work in surround sound.

"DirectSound [part of the Xbox operating system]

INITIAL HEARING: THE FIRST MOVIE TO BE RELEASED WITH SURROUND SOUND WAS WALT DISNEY'S *FANTASIA* WAY BACK IN 1941. BUT BECAUSE IT COST OVER $85,000 TO KIT OUT A CINEMA WITH THE NECESSARY EQUIPMENT AT THE TIME, ONLY TWO EVER SHOWED IT AS IT WAS INTENDED TO BE SEEN AND HEARD. DOH!

>What you need

To experience full Xbox surround sound, investment in kit is necessary

FIRST THINGS FIRST: to fully experience Dolby Digital 5.1 surround sound from your Xbox, you need to have an Xbox Advanced SCART Cable, which should be available from game stores for £19.99. If you choose to get a third-party lead instead, make sure it has a digital (optical) output.

You will also need a fibre-optic cable to connect your Advanced SCART Cable to your sound system. Sometimes these vital leads are included with high-end hi-fi products, but most likely you'll have to buy one separately from a hi-fi shop. This should set you back no more than £20.

↑ IF YOU'RE serious about tooling up with the best surround sound kit, we recommend you get our sister magazine *Home Entertainment* and take their advice. They know even more than we do.

NOW YOU'VE GOT A FEW OPTIONS:

ALL-IN-ONE · AMP & SPEAKERS · SURROUND TV

TV

IF YOU'RE LOOKING to upgrade your TV, you may want to consider getting one with surround sound capabilities. You do need to be careful when buying, though. Lots of TVs are advertised as being able to 'do surround', but they are rarely Dolby Digital 5.1 compatible. Often, 'surround' simply means that you get an extra set of speakers to put behind you that merely play certain frequencies of the normal stereo soundtrack to give a pseudo-surround effect.

Genuine Dolby Digital 5.1 TVs are rare, and more expensive than normal models. The cheapest sets start at £700 for the 28-inch widescreen Panasonic TX28PL4, and quickly get much more costly.

Lee Dunkley, deputy editor of *Home Entertainment* magazine, says that a 5.1 TV can't compete with a good separate amp and speaker set in terms of sound quality, but recommends the new Philips 28PW9617 (above) at £1,200, which comes with wireless rear surround speakers.

SURROUND TV · AMP & SPEAKERS

AMP

THE WAY TO GET the best sound is to buy a Dolby Digital 5.1-compatible amplifier. It can cost quite a lot, but you'll be able to use it for any piece of sound-making kit you own: CD, MiniDisc and DVD players, other consoles, anything. You basically plug everything into the back of an amp and it generates quality sound, which it then sends to the speakers.

To get proper 5.1 surround from your Xbox games and DVD movies, you need to make sure you get an amp with an optical input and Dolby Digital 5.1 decoding. Here are two affordable, yet good, amps as recommended by *Home Entertainment*. The Marantz SR4200, which received their Best Buy award, costs £330 and the Harman Kardon AVR 2550, which got their coveted Editor's Choice award, costs a bit more, at £350.

NOTE: If you already own a good-quality stereo amp and you don't fancy getting rid of it in favour of a brand-new 5.1 amp, it's possible to get an add-on that will link up to your existing kit and look after the extra three channels of sound. The most affordable of these is the Yamaha DSP-E800, which costs around £350, so it's not exactly the budget option you might expect.

↑ The Harman Kardon AVR 2550. Look at all those tempting buttons. Mmm...

AMP & SPEAKERS

ALL-IN-ONE

THE CHEAPEST OPTION for getting Dolby Digital 5.1 working from scratch is to buy an all-in-one bundle of an amp and a full set of speakers. There are a number of packages available that have been designed with the PC market in mind, but will work just fine with your Xbox and, often, with other pieces of kit.

In September, Altec Lansing is releasing the XA3051, a loud, bassy six-speaker set designed primarily for playing games. It will cost around £150 (see page 022), but it doesn't come with its own digital decoder. You'd also need to get hold of one of their Minton AudioStorm 5.1 decoders for around £70 to convert the signal from your optical cable.

Creative's Inspire 5.1 Digital 5700 set includes a neat set of six speakers, and a small decoder amplifier with remote control. Retailing at only £270, it's certainly one of the simplest and best value all-in-one sets available.

Creative also makes the Sound Blaster Extigy, at around £150. A small 5.1 decoder that also works as an external PC soundcard, it will give you Dolby Digital 5.1 sound through your Xbox, and can also be easily plugged into a PC where it will act as a 5.1 soundcard - perfect for those with both a PC and an Xbox. You'll need a set of speakers to go with it, though, Try Creative's Inspire 5.1 5300s at around £100, or the digital MegaWorks 510D at around £350.

The DigiTheatre DTS from Pure Digital (formerly VideoLogic) is an impressive home cinema set-up with a solid amp and an enormous (and very heavy) subwoofer complete with optical inputs, meaning you get great sound quality for your £400.

Home Entertainment's Lee Dunkley recommends Acoustic Energy's AEGO P5, at around £600. It's a 5.1 speaker package with its own Dolby Digital processor built in. "An ideal one-box solution for a DVD player or games machine," he says.

ALL-IN-ONE

SURROUND TV · AMP & SPEAKERS

→The Creative Inspire 5.1 Digital 5700 set is a remarkably great-sounding, low-price option. It has kept us ooh-ing and aah-ing all month.

ALL-IN-ONE

SPEAKERS

ACCORDING TO LEE DUNKLEY: "A decent set of speakers is the most significant component to experiencing decent surround sound, and should be the larger part of any system's overall budget."

Unsurprisingly, a set of six high-quality speakers doesn't come cheap. Lee recommends the Tannoy Mercury MX-M set at £610 and the sexy-looking KEF KHT 2005AV at £800. If you shop around, it's possible to get much cheaper speaker systems from places like Richer Sounds (**www.richersounds.com**) and even Argos (**www.argos.co.uk**) but, as Lee points out, it's the quality of your speakers that will make the biggest difference to your movie-watching and game-playing experience.

↑ The tasty £800 KEF KHT 2005AV speaker set, which received *Home Entertainment*'s respected Best Buy award.

↑ The Marantz SR4200 amp. Probably the best value high-quality 5.1 amp that £330 can buy.

AMP & SPEAKERS

AMP & SPEAKERS

AMP & SPEAKERS

FINALLY...

ONCE YOU'VE GOT all your kit set up, pop into the Xbox Dashboard, go to Settings, then Audio and turn the Audio Mode option to Dolby Surround, and lastly, switch Dolby Digital to Enabled. Now, when you start up a disc, all six speakers should come to life and surround you with noise, sucking you deeper into your games and movies than ever before. You lucky so-and-so.

SURROUND TV

AMP & SPEAKERS

ALL-IN-ONE

"Many games now use sound to give clues, so surround sound can be vital"

takes care of positioning the sounds to the speakers whether a game is in 5.1 or stereo," he says. "It doesn't really take any extra work on the part of the developer at all."

So basically, all a developer has to do is tell the console what sound each individual noise-creating thing in the game makes, and the console will automatically calculate where the sound is coming from, whether it be directly in front, or the far corner of the room. This is why Xbox has such powerful sound hardware, as Microsoft's Nick Grange explains.

"Xbox has the most sophisticated audio processor ever in a games console, without a close second. Its job is to simulate all the audio magic that normally happens in a movie sound studio, and to do it all in real-time in response to game events. That takes a lot of horsepower."

Sounds can be separated for extra impact, too, with atmospheric effects surrounding the player while specific noises come from fixed locations. When playing *Halo*, for example, you'll always hear Cortana's voice coming from the front central speaker as though she's inside Master Chief's helmet, while all the other effects seem to surround you. This gives developers enormous amounts of scope for enhancing the overall experience of playing their game.

"The 3D sounds can also be processed with occlusion and obstruction," continues Grange. "This means that we can simulate the muffling sound of a monster in the next room or behind a door. We can also simulate the room environment in which the sounds are heard, so when you're in a sewer pipe it sounds different from when you're in a big cave."

"I'm glad surround sound has taken off within games, and I'm glad that sound in general is important within gaming," declares Justin Scharvona. "Many games now use sound to give clues to the player, and their surround positions can be vital. It's also a great enhancement to the immersion of the player within the game."

The only time most of us will have experienced surround sound is at the cinema, where film audio has been enveloping its audience for years now.

Just think back to how atmospheric *Jurassic Park* was with the sounds of the island theme park all around you and dinosaur cries far off in the distance. You can now have that buzz at home, in both your games and your movies.

"The difference with Dolby Digital for movies and Interactive Dolby Digital for games is that, in a movie, a sound designer knows in advance when the dinosaur is going behind the camera, so they can process everything ahead of time," says Grange.

"In a game, you have no idea when a sound effect is supposed to come from a particular location; it changes simply by having the player turn around, so you need to process everything in real time. On Xbox we have a special DSP chip dedicated to doing this complicated processing."

Getting your gaming and movie-watching system upgraded to Dolby Digital 5.1 is actually a whole lot more affordable than you might think and, once you've experienced the thrill of surround sound in your own home, you definitely won't want to go back to mere stereo. We seriously recommend you take a look at our suggestions on the left, work out what kind of budget you can pull together, and shop around for the best kit you can afford.

Who cares that you might not be able to have surround sound and a holiday? Once you're fully 5.1 compatible, you won't want to leave the house anyway...

ET CABLE HOME: FIBRE-OPTIC CABLES WERE SUPPOSEDLY INVENTED IN 1965, BUT LEGEND HAS IT THAT THEY WERE ACTUALLY REVERSE-ENGINEERED FROM TECHNOLOGY FOUND AMONGST THE WRECKAGE OF THE FAMOUS ROSWELL FLYING SAUCER CRASH OF 1947. AN XBOX AND *HALO 2* WERE ALSO RUMOURED TO BE FOUND IN THE DEBRIS.

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BACK ISSUES

IF YOU missed a previous issue of *Official UK Xbox Magazine*, now's the time to make amends for such a heinous oversight. Just ring the Back Issue Hotline on **01458 271102** and we'll send it right out. Some issues are sold out.

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REVIEWS

Official UK Xbox Magazine

SCORE KEY

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

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

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

5.1–6.4
AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

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

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

We pride ourselves on bringing you the very best reviews possible

THE TRUTH

WE ONLY REVIEW the finished UK version of a game - the version that you will be paying for and playing. The US or Japanese release will often differ from its UK counterpart. By sticking to this policy, we will never mislead you by reviewing imported games or preview versions.

Microsoft has no access to, or influence over, the *Official UK Xbox Magazine*. The company supplies us with info, screenshots and games before any other magazine. We don't do deals with Microsoft, or any other publisher, to get access to finished games. As a result, we're in the best position to give you what you deserve - balanced, objective and accurate reviews on which to base your buying decisions.

REVIEWING SET-UP

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

THE VERDICT

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

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

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

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

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

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

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

OFFICIAL UK XBOX MAGAZINE SCORE

10 // 10

WHAT OUR BADGES MEAN

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

XBOX ELITE
Any game scoring 8.5 or more is given our Xbox Elite award. Wherever you see this badge you can be sure a great game awaits you.

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

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

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

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

THE TEAM

MOST OF THE PHOTOS: **STEVE DOUBLE** ED, MAX AND JON PHOTOS: **JAMES CHEADLE**

MAX EVERINGHAM // EDITOR

MUSCLEMAN MAX helped out during the recent London tube strike by carrying buses full of commuters through the traffic jams on Oxford Street.

NOW PLAYING: *Ghost Recon, Madden 2003, NHL 2003*
5PM DRINK: Water

ED LOMAS // REVIEWS EDITOR

SURROUND SOUND has so excited Ed this month that he's having three extra ears grafted onto his head and one big rumbling one put on his arse.

NOW PLAYING: *Halo, Madden 2003, Blinx*
5PM DRINK: Idris Fiery Ginger Beer

JON ATTAWAY // STAFF WRITER

INSTEAD OF sunbathing in a park like normal people, Jon loads up *Halo*, turns Master Chief to look at the sun and lies on his floor in front of the TV.

NOW PLAYING: *Moto GP, Madden 2003, Aggressive Inline*
5PM DRINK: Diet Coke

STEVEN BAILEY // STAFF WRITER

THE NEW BEARD we told you about last month has already been deleted from Steve's face. It's like working with a living Mr Potato Head.

NOW PLAYING: *Conflict: Desert Storm, Halo, Aggressive Inline*
5PM DRINK: Elderflower

PAUL WILSON // PRODUCTION EDITOR

RATHER THAN dance around to the office CD player like the rest of us, Paul quietly taps his feet under his desk like he's pedalling a little tricycle downhill.

NOW PLAYING: *NHL 2003, Barbarian, Conflict: Desert Storm*
5PM DRINK: Diet 7 UP

GAVIN OGDEN // NEWS EDITOR

CONSERVATIVE estimates say that Gavin has expelled enough gas from his orifices since last September to fill the office 139 times over.

NOW PLAYING: *Conflict: Desert Storm, Halo, Buffy*
5PM DRINK: Caffeine-Free Diet Coke

PHIL MADGE // DESIGNER

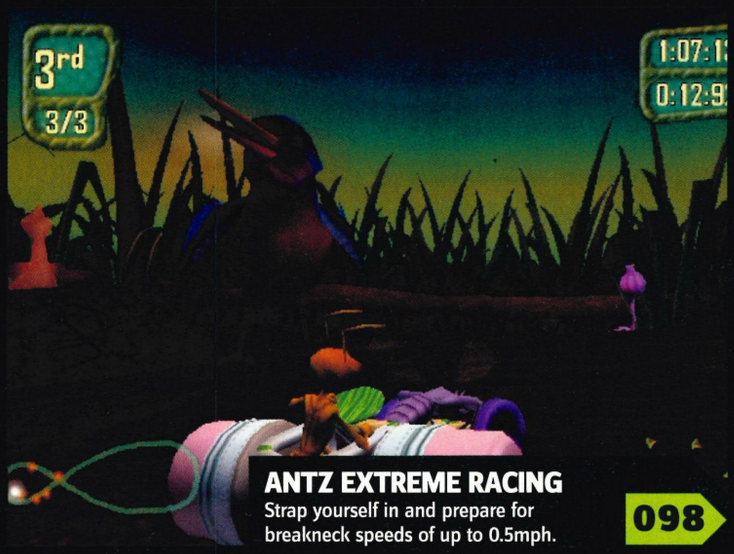
PHIL'S LOVING his expensive new set of teeth, recently bought from his friendly dentist. He's spent the whole month killing sharks and biting through cable-car cables with his spanking gnashers.

NOW PLAYING: *Pro Tennis WTA Tour, Madden NFL 2003*
5PM DRINK: Milk

BEN TALBOT // READER INTERACTION EDITOR

HOW LONG will it be before Ben succumbs to London's short hair pressure and finally agrees to having his hard rock locks - his life's work, no less - lopped off? We're starting a sweepstake...

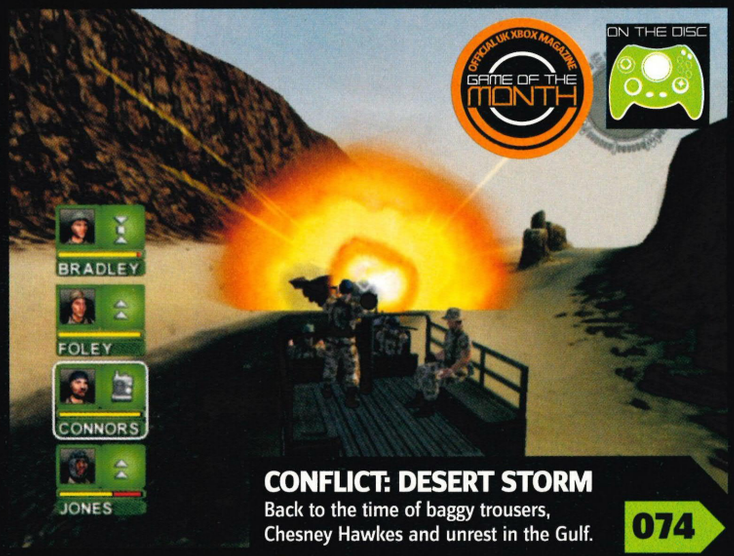
NOW PLAYING: *WWE Raw, Silent Hill 2, Buffy*
5PM DRINK: A nice can of Lemon Fanta



ANTZ EXTREME RACING

Strap yourself in and prepare for breakneck speeds of up to 0.5mph.

098



CONFLICT: DESERT STORM

Back to the time of baggy trousers, Chesney Hawkes and unrest in the Gulf.

074

BARBARIAN

Remember this one from back in the 80s? Well, this version's nothing like that.

094

AGGRESSIVE INLINE

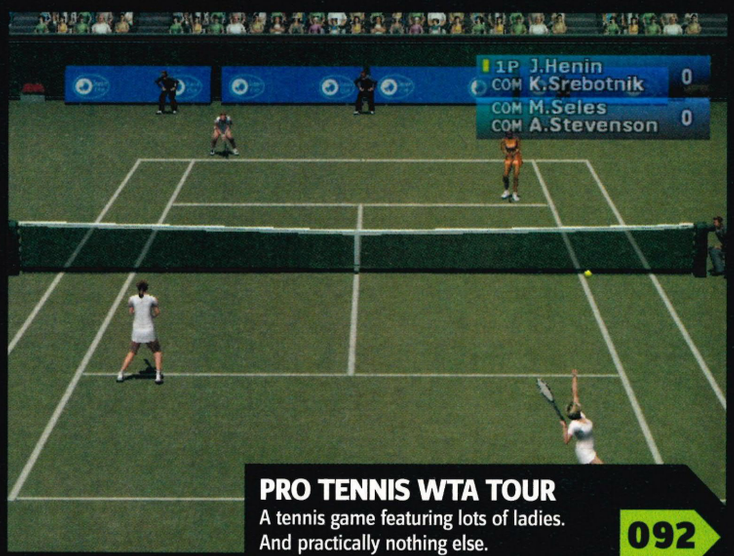
The most extreme extreme sports game on Xbox so far. It's extremely extreme.

082

SPLASHDOWN

Not every racing game needs to involve powerslides and skidmarks, you know.

086



PRO TENNIS WTA TOUR

A tennis game featuring lots of ladies. And practically nothing else.

092

>>NEXT MONTH: In Issue 08, on sale Friday, September 6, we're intending to review the first wave of games from the massive Christmas onslaught. Hopefully this will mean unparalleled, comprehensive play-tests of *Turok Evolution, Hitman 2, Matt Hoffman Pro BMX 2, Madden NFL 2003, NHL 2003, Crazy Taxi 3: High Roller, The Thing, WWE Raw, Bruce Lee* and more! Hopefully...

ON THE DISC

OFFICIAL UK XBOX MAGAZINE GAME OF THE MONTH

Sun, sand and captivating foreigners, [illegible]

CONFLICT DESERT STORM

WORDS: **STEVEN BAILEY**

GAME INFORMATION

DEVELOPER: **PIVOTAL GAMES**

PUBLISHER: **SCI**

RELEASE DATE: **SEPTEMBER 2002**

PLAYERS: **1-4**

WEBSITE: **HTTP://WWW.SCI.CO.UK/CONFLICT**

THE BRIEF

TACTICAL SQUAD-based shooter. Command a troop of elite soldiers to carry out a series of crucial missions in the Gulf.

WHEN IRAQ invaded Kuwait on August 2, 1990, the troops probably had no idea that, one day, they'd crop up as the knock-down bad guys of a video game. And when George Bush Snr. gave the go ahead for Operation Desert Storm on January 17, 1991, he probably didn't say "Hot dog! Bring me four of the best darn soldiers capable of carrying out the fifteen missions needed to bring this conflict to an end." But that's exactly what you get in *Conflict: Desert Storm*.

Collectively, you and your squad are the stitch-in-time that will prevent the whole dispute turning into a nuclear Warmageddon by performing a crucial series of military operations. Sure, you'll have to use considered teamwork every step of the way, but this isn't one of those games that concerns itself with dozens of menus, reams of blueprints and intensive pre-mission swotting.

↑ Any closer to that blast, you'd be soldierburger. The dozen enemy troops by the steps weren't so lucky.

↑ "Sir! We've found the geeks! Permission to wedgie?"

↑ "I'm not going in first. You go. I'll cover you... Honest... Please?"

↑ Here, you're babysitting a scientist as he disarms some warheads in an Iraqi factory. Keep your sniper primed.

↑ Only one mission makes use of this brilliant attack vehicle.

"You can while away several hours or just dip in for swift sessions"

Although *Desert Storm* plays more like a shooter than a pure strategy campaign, progress, especially during later stages, relies heavily on your squad keeping a tight, thoughtful formation. You move team members into an advancing position one-by-one, while the rest of the squad keeps all the angles covered by laying down overlapping fields of fire (see Crash And Burn on page 078). Commands are assigned through a handful of controller button shortcuts, making for an accessible control system.

But one thoughtless tactical error won't result in your team getting slaughtered; you have to make a series of concerted fudge-ups in order to be wiped out. Unlike some of the harder-core PC-based military strategy titles, *Desert Storm* isn't a game that punishes the player with a death sentence for a single schoolboy error.

For example, if one of your characters gets hit, he won't just die there and then on the spot. Instead, you have a chance to rescue and revive him by applying a medikit before he finally gives up his dog tags. Not only does it give you some margin for error, it also encourages you to rescue your boys to get them back into the fight.

The AI of your team is solidly dependable, which isn't such a major achievement considering the simplicity of their assigned orders – follow me, stay here, fire at will, stand there and face that direction. However, it's an easy to use and workable system. When you give your men an area to cover, they do it admirably, often taking down infantry that you have yet to spot yourself. They tell you what's happening too, from gratifying shouts of "Infantry sighted" and "Target down" to the terrifying "Armour ahead" and the dreaded "Meeeddiiiiccc!"

Along with the command system, everything about *Desert Storm* is a little basic and threadbare. Each of the 15 missions has at most four objectives and involves nothing more complicated than reaching a certain waypoint or laying waste to a number of enemy forces and resources. But, crucially, what's been included actually works, which makes for something far more entertaining than a game full of ambitious, but poorly executed, ideas.

This is a console game, free from the complicated, convoluted trappings associated with sim-heavy PC titles. Easy to pick up and play, you can while away several hours at a time or just dip into it for a swift gaming session inbetween snacks.

STOP PRESS

CONFLICT SEQUELS

SCi and Pivotal Games will collaborate on two more *Conflict* games. *Conflict: Desert Sabre* is a sequel to *Conflict: Desert Storm*, extending the action with new missions and characters, and is due in autumn 2003. *Conflict: Missing Presumed Dead* follows four US soldiers cut off behind enemy lines during the 1968 Tet Offensive of the Vietnam war. It'll be published in autumn 2004.

RACING HAS EVOLVED

WE'VE BEEN WAITING FOR TECHNOLOGY TO CATCH UP

THQ

WINDOWS 95/98 PC CD ROM WINDOWS ME

XBOX

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CRASH AND BURN >> Your chopper has been shot down deep in enemy territory. What to do?

THE SITUATION

>> YOUR TICKET out of the war zone has been shot down by the enemy. You're trapped in a ravine, with a significant Iraqi force closing in on your position from the North. Bet field training didn't cover this one, eh?

OBJECTIVES

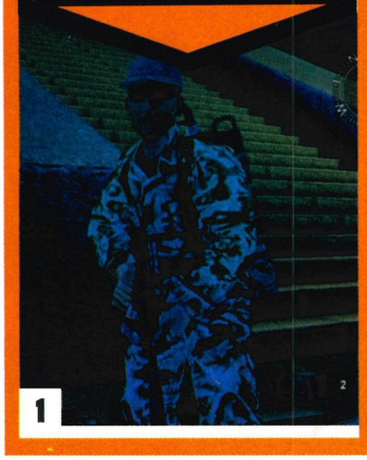
>> - Protect the injured pilot (1)
- Protect the inbound rescue chopper as it approaches
- Escape

RECOMMENDATIONS

>> THE TERRAIN is on your side here, as there are only three possible entry points (2) for Iraqi infantry and armour. Watch out for snipers that may poke their heads over the ridges (3). Position your squad leader and explosives expert on either side of the ravine (4, 5) to lay down a broad field of cover fire. Your sniper should squat here (6), to give him prime position for what he does best. Just make sure that tanks are neutralised as soon as they roll into view, as your team are sitting ducks. So, have your heavy weapons guy stand firm in this area here (7) to deal out the RPGs as and when they're needed to blow away armour. Get all this right, aim straight and true, don't waste your ammunition and this should turn the whole gully area into an an optimum killzone.

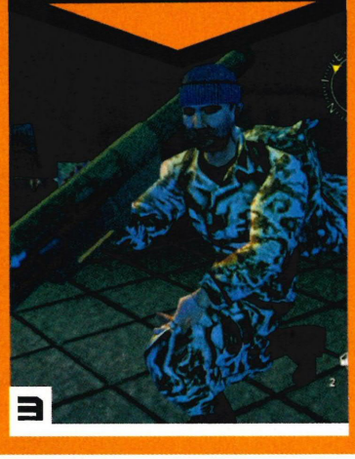
BAND OF BROTHERS >> Meet the faces of Team SAS. You'll fit in just fine, son

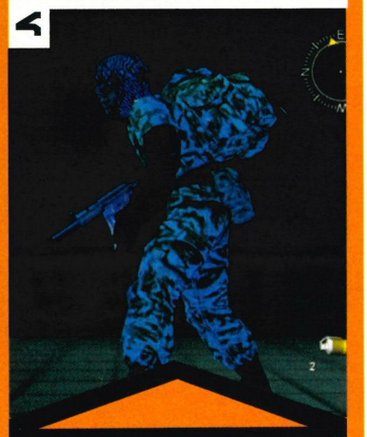
NAME: JOHN BRADLEY
ROLE: LEADER
PLAYS NO SPECIFIC function except for holding the squad together. Has excellent rifle and pistol skills that make him an ideal backup. If you're sending your explosives guy in to lay waste to an enemy SAM installation, Bradley makes for an ideal wingman to watch his back.



NAME: PAUL FOLEY
ROLE: SNIPER
EAGLE-EYED FOLEY is best left couched in high ground, providing long range cover for your advancing squad. His abilities for close-quarter combat are limited as he takes several seconds to line up his sights and although you could give him a pistol, he'd probably drop it. Foley owns by far the funkiest hat in the squad.

NAME: MICK CONNORS
ROLE: HEAVY WEAPONS EXPERT
HIS FRIENDLY YORKSHIRE accent belies a natural talent for decimating even the most intimidating and well-equipped enemy. Loaded down with a selection of LAWs (Light Antitank Weapon) and RPGs (Rocket Propelled Grenade), he's your best hope for taking out any tanks or hovering gunships that block your path and threaten to shred your unit.





NAME: DAVID JONES
ROLE: EXPLOSIVES EXPERT
POCKETS FULL OF C4 and a handful of anti-tank mines make Jones the crew's demolitions man. Give him time to set charges and he'll take out any installation or bridge. Don't keep him in reserve purely for his explosive abilities, though - his silenced sub machine pistol and shotgun make him an excellent aide in a firefight.

BONUS INFO

THE TEAM WORKS
Four-player mode is entertaining, but the draw distance is abysmal. Provided that you don't descend into the mess of bickering that we did (more ASS than SAS), you should do just fine. Two-player mode is far prettier and clearer, allowing for more coherent co-operative play. It's damn good at times, but it also makes you pine for some System Link options.

ACCENT EMERGENCY
There are two teams of crack troops to choose from: the US Delta Force or Team SAS. Gamewise, the only difference this makes is the accents that crackle across your radio throughout the game. Hearing a northern accent from Team SAS makes a refreshing change from hearing American voices in almost every video game, ever.

EASY/NORMAL/HELL
There are three difficulty modes to choose from at the beginning of the *Desert Storm* Campaign. The only major difference between these modes during play, as far as we found, is that hits deplete more energy. In Easy mode, it's possible to stand off against waves of attacks and the bullets barely dent your health. Hard, however, sends you diving for cover at the mere sight of their trigger fingers.

MEDAL OF HONOUR
The end of each mission delivers a comprehensive, stat-ridden rundown and promotes squad members by merit. You also grow more experienced with favoured weapons and are awarded medals (Conspicuous Gallantry, Distinguished Conduct) for especially brave acts. The legendary Victoria Cross can only be earned on the Hard setting.

TOOLS OF THE TRADE » A big, fat arsenal

GRENADES 1

BESIDES THE BOG standard green pineapple (the best way to clear a room full of enemies) you've got smoke canisters that let you escape across open ground by blocking lines of sight.

PISTOLS 2

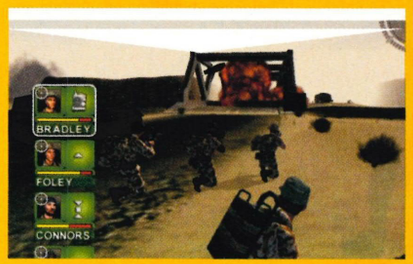
EACH SOLDIER PACKS a handgun. A last resort, pistols are whipped out when your rifle finally chugs out of ammo. They provide decent protection, but need to be reloaded often.

KNIVES 3

USEFUL ONLY FOR stealth kills. If you can creep up on someone from the rear without being detected, then you can whip out your blade for a silent kill, and receive a stealth bonus.

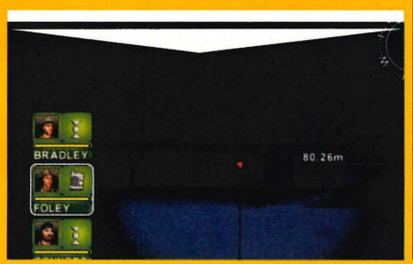
AIR SUPPORT 4

USING EITHER AN infrared targeting device or a radio unit, it's possible to designate a target for an air strike. Be sure to retire to a safe distance as the payloads are devastating.



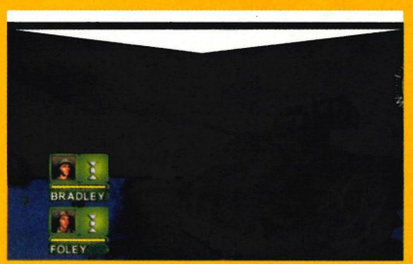
RIFLES 5

EACH CHARACTER carries a different gun, from heavy machine gun to silenced machine pistol. Get your hands on an AK-47 - it's one of the few weapons that can be fired from the hip.



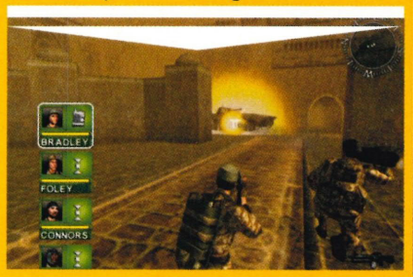
EXPLOSIVES 6

C4 IS A GUARANTEED way to destroy any of your designated targets, from tank traps to SAM emplacements. You can even slap it on a tank, if you're brave enough to sneak up on one.



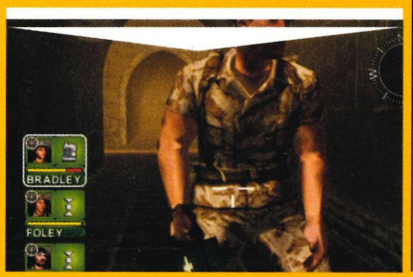
ANTI-ARMOUR 7

YOU'LL NEED EITHER a LAW or an RPG (both one-shot, shoulder-fired rockets) in order to wipe out a tank or gunship. Get Connors to do it - he rarely misses his target.



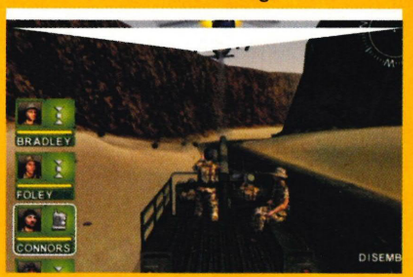
MEDKITS 8

EQUIP ONE OF these to heal your wounds, or apply it to your injured team mates. Frequent use gives you medic experience, which translates into more health restored.



VEHICLES 9

CRIMINALLY, THERE are only two missions that use vehicles - a jeep and a tank. Both accomodate your squad and both feature a missile launcher and machine-gun turret.



"Desert Storm plays more like a tense tactical shooter than a purely strategic campaign"

» Thankfully, there's no quick save option to make things *too* easy. Instead, you're given two saves per level to use when you see fit. It may sound like a raw deal, but it's tough love. By monitoring your progress on the maps, you can gauge when best to record your efforts. Two saves is enough to keep the tension up yet still avoid cheap, artificial stress created by a game that forces you back to the start when you die.

Speaking of tension, there are some genuinely fearsome moments in *Desert Storm*, usually whenever the enemy wheels out its big guns. A tank is a truly frightening sight, especially when it catches you in the open. Spotting a Russian-made tank turret rotating in your direction invokes a sense of panic that can only be matched by accidentally getting into the bed of your girlfriend's parents. Just one shot can wipe out your entire squad along with 30 minutes of considered teamwork. Next time round, you'll learn the value of scouting ahead to insure against such pratfalls.

So, as the bullets are zinging over your head, and an imposing Iraqi whirlybird ("Gunship Ahead!") looms in the distance, what features of *Desert Storm* (other than sand in your rations) will spoil your enjoyment of the action?

Well, despite the alleged realism, there are lots of places where an infinite number of enemies spawn. Quartets of guards pouring out of barracks every 30 seconds seriously deflates the sense of achievement of locking down and securing an area.

As with *GoldenEye* on Nintendo 64, you have to 'cancel' the spawn point by entering the area of origin. So instead of craftily taking out guards with some clever teamwork, you may as well risk a man or two by charging into the spawn zone, then rescue them during an after-action mop-up. It's a self-defeating and lazy bit of game design.

Other than that, the enemy AI can be bit duff, although not unfairly so. Sometimes you'll be having an elaborate firefight right next to a bunch of guards who won't react until you wander round a corner to trigger them. Again, it just detracts from the sense of immersion.

A trio of the middle levels are beset by a swirling sandstorm, which is completely plausible but annoying visually. The view is obscured every two seconds or so and it »

IT GETS EVERYWHERE: SAND IS CLASSIFIED AS ANY PARTICLE BETWEEN 0.125 AND 2.0 MILLIMETRES IN DIAMETER. GLASS IS MADE FROM ORDINARY SAND. SAND WITH BLACK PARTICLES IN IT IS OFTEN MAGNETIC. SOMEONE WHO COLLECTS SAND IS CALLED AN ARENOPHILE.

WWW.PLAYMORE.COM

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↑ Your troops are, for the most part, reliable. Here Connors takes out a tank all by himself, while you watch and nod sagely, like any good leader.

"Tanks are terrifying, especially if one catches you out in the open"

BONUS INFO

WAR SONGS

The musical score in *Desert Storm* is very atmospheric, full of tense and moody orchestral stuff. But it does grate after a while, so you may want to make use of the brilliant custom option that allows you to play tunes ripped to the hard disk. Our own personal choice was a bit of *Protection*-era Massive Attack, and the first Regular Fries album. Maybe a bit of chill out to take off that homicidal edge? Some Paul Simon to cheer up proceedings? Let us know what tunes you decide to defend the freedom of the first world by. Email us at staff@oxmuk.co.uk

BONUS INFO

JOIN THE ARMY

Up to four players can take part in a mission at the same time, but you're restricted to just one telly. There's no link-up and no online play. Originally, it was mooted that extra players would be able to join the action simply by pressing Start on another controller and the screen would split accordingly to allow for some seamless multiplayer backup. While this never materialised, it's possible to use any save file with any number of players. So a save from a one-player game can be used as a starting point for a multiplayer session with mates.

» becomes irritating after several minutes. Soldier through these three missions, however, and you'll get access to the later, better, blue sky stages. They're some of the best missions in the game and the final four efforts, including a daring frontal assault on the fortress of General Aziz, are excellent.

With *Splinter Cell* (see page 030) on the way, *Conflict: Desert Storm* looks decidedly last-gen by comparison, mostly thanks to the uninspiring visuals and unchanging mission objectives. As an entry point to this style of gaming, however, it's superb – neither too demanding, nor too patronising.

So when you aim your cursor over a patrolling guard in the distance, your bullets *will* hit home after the trigger squeeze, and he'll drop. And your squad, despite having occasional numbskull moments, can be left to fend for themselves in a majority of situations, laying down dependable cover fire and healing their own wounds.

In a world of games swamped with rampantly rubbish AI and collision detection, these are the kinds of dependable virtues that help make *Desert Storm* fun, despite its simplistic exterior. It's a thinking man's shoot-'em-up, ideal for those who don't want their combat too cerebral, or who like their action to have a little breathing space between the graphical va-va-voom. It's solid, enjoyable and accessible, and it's the best game of this type you can get on Xbox.

THE VERDICT

POWER
A decent representation of desert warfare, but levels and visuals are basic. Could do better.

STYLE
Sparse and bland. Some authentic weapon and vehicle detail but overall, still limited.

IMMERSION
Re-spawning enemies and duff AI tarnish an otherwise entertaining and absorbing experience.

LIFESPAN
Fifteen missions provide substantial play time if you're willing to approach them with care.

GOOD POINTS

+ SIMPLE, BUT IN A GOOD WAY
+ DEPENDABLE TEAM-MATES
+ MAKES FOR GOOD MULTIPLAYING

BAD POINTS

- SOME SAPPY ENEMY BEHAVIOUR
- PLAIN GRAPHICS

SUMMARY

A basic, but entertaining tactical shooter. It won't win any medals, but will provide some quality war stories.

OFFICIAL UK XBOX MAGAZINE SCORE

8.1//10

» **PREVIOUSLY:** Interview – Issue 06, page 058
» **COMING SOON:** Hints and Tips – Issue 08

THE FULL COST: THERE WERE AN ESTIMATED 150,000 IRAQI CASUALTIES IN THE GULF WAR. THERE WERE 2,200 CASUALTIES IN THE ATTACK ON PEARL HARBOUR, 58,000 US CASUALTIES IN THE VIETNAM WAR AND 148 US CASUALTIES IN THE GULF WAR.

↑ There are girders that span the entire width of the arena like this on every stage. Lots of points can be bagged, provided you've got mad balancing skills.

Get off your board and strap on your rollerblades for some extreme skating with 'tude, dude

AGGRESSIVE INLINE

WORDS: **STEVEN BAILEY**

THE BRIEF

STRAP ON INLINE skates and perform tricks, tasks and combos to complete challenges.

GAME INFORMATION

DEVELOPER: **Z-AXIS**

PUBLISHER: **ACCLAIM**

RELEASE DATE: **AUGUST 30**

PLAYERS: **1-2**

WEBSITE: **WWW.ACCLAIMMAXSPORTS.COM/AGGRESIVEINLINE**

YOU TAKE A Mars bar, sprinkle in a few peanuts, and you've got yourself a Snickers (17:35). Take an existing product, add a clock or something and, hey presto, you've got a whole new commodity.

It's easy, and it happens in the world of video games with almost every (17:36) other release. Just wait until someone gets it right, producing a quality piece of highly-playable software, and then mercilessly rip it off - but set the new version on the moon instead, so as not to make it too obvious.

In fact, reviews starting with rambles about derivative, lazy cash-in video games (17:37) are becoming almost as derivative and lazy themselves. So, as you can see, we've added a clock to make our introduction text seem far more amusing and fresh than it really is (17:38).

Aggressive Inline seems, at first, to be yet another me-too passenger aboard the *Tony Hawk's* bandwagon of extreme sports wannabes, but after spending some time exploring the game, it's plain that ideas beyond "let's swap the skateboard for some rollerblades" have been sunk into the game.

A fair amount of thought has been given to the design of the levels and the tasks involved. Each stage has an intimidating number of challenges to complete, bonus areas to unlock and bunches of icons, power-ups and other loot to collect (see Fair Game on page 084).

The option to plump for a swift flyby of an objective is just one of the neat touches, making play a lot more enjoyable. Instead of being cryptically told to "Grind the corner of that building", you're given some explanatory text and an instructive cut scene where the camera pans past the objects or areas that need to be tricked about with.

Granted, *Tony Hawk's Pro Skater 3* (Issue 02, 8.8) would give a run down of objectives at the start of each level, but it's not always easy to remember them, reducing you to clumsy guesswork. Considering how the objectives are handed out here, by chatting to characters or by completing other challenges, it's a helpful option to have. Especially since the stages are so large.

They're about the same width and girth as those in *Dave Mirra Freestyle* »

↑ See that skull burping out a rollercoaster? You'll be in there later.

↑ Wanton destruction of public property? Hey, you're no angel.

"There's a dizzying network of high wires on each stage"

BONUS INFO

BLACK EYED GIRLS
The lady skaters feature the most ridiculously jigglesome breasts yet seen in a video game, making the bosoms of *Dead Or Alive 3* look like soggy sandbags in comparison. They're apparently motion-captured from bodies of Page 3 girls (seriously), but that still doesn't explain their apparent eagerness to bob, wobble and tremble like a jellyfish on horseback whenever you make the slightest movement with your character.

LEVEL UP
Seven levels are included for your skating enjoyment, each one rife with trick potential and stuff to do. They aren't as intricate as any of the *Tony Hawk's* titles, but do feature plenty of variety and some good ideas (see Fair Game section). Later levels are set in a cannery and a museum.

BMX 2 (Issue 02, 6.9), and each one contains several distinct areas that would make for a level in themselves.

The Movie Lot, for example, contains not just a parking area, but a stretch of city road filled with traffic and a cavernous warehouse featuring several partially constructed film sets.

Where *Aggressive Inline* differs from *Dave Mirra* is in the actual height of the levels, and the amount of stuff that goes on in the rafters way above the ground.

Each stage features a network of criss-crossing wires at a dizzying height that need to be ground along. It makes *Inline* more of a exploration game when you compare it with most other extreme sports titles.

Even in the early levels, you'll be required to perform a series of deft high-wire grinds in order to complete some of the objectives, reaching parts of the level that you'd never expect to see. There's a lot of space to explore.

The stuff that separates *Inline* from other games based around tricks, tunes and 'tude reads a bit like the list of additions that are intended for inclusion in *Tony Hawk's 4*.

So, *Inline* is your first chance to experience such thoughtful inclusions as the spine transfer, allowing for recovery from bailing if you leave a ramp at an awkward angle (see I Gotta Be Me, right, for more of these new additions).

The Juice Bar, though, is an annoying feature that prevents you from taking a few moments out to survey your surroundings, or plan a decent strategy to reach that unreachable icon all the *waaay* up there. It's one of those whip-cracking gameplay devices that make you play more, but enjoy less.

There's also a sense of clumsiness in the controls. Yes, there are a handful of nice additions to the control scheme but, overall, it still feels sticky and stilted. It's slicker than *Dave Mirra 2*, but not as silky, responsive and satisfying as *THPS3*.

There are times, during some extremely tricky challenges that involve skating your way to an extremely remote part of the

I GOTTA BE ME
How *Inline* differs from the pack

↑ SPINE TRANSFER: Always land on your feet after leaving the lip of a half pipe.

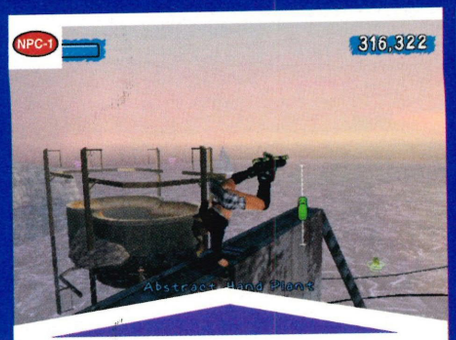
↑ MULTI-GRIND: Change your stance mid-grind to pump up the score multiplier.

↑ SWINGING: Somersault off poles and pipes to continue combos.

↑ VAULT: Fling yourself over any waist-high object for points.

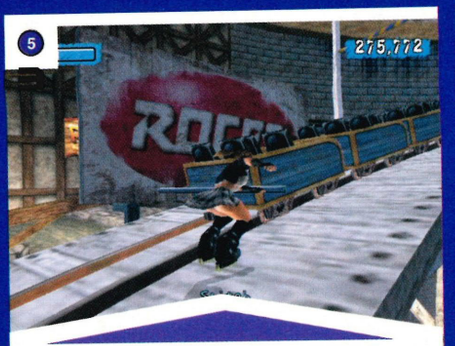
↑ SHARP TURNS: Use the triggers to turn on the proverbial penny.

Y'KNOW... FOR FEET: THE FIRST ICE SKATES WERE CREATED IN NORTHERN EUROPE, AROUND 300AD. THEY WERE USED FOR TRANSPORTATION AND MADE FROM WOOD, BONE OR ANTLER.



Play up for the cameras, and give the nearby paparazzi something to snap, by performing a hand plant along the top of this poster board.

This clown thinks it's funny to challenge you to collect 150,00 points in a minute. Prove it's no laughing matter by completing his little task.



Don't be a stranger to danger, and tag a ride behind this rollercoaster car. It winds its way through the entire level. You get a splendid view.

OPEN CHALLENGES

1. Dockside Grind Transfer
2. Break the Lanterns
3. Hello Inline Gap
4. Handplant Ferris Wheel

NPC CHALLENGES

- NPC-1 Handplant Billboard
- NPC-2 Grind Octopus Arms
- NPC-3 Jump in Path of Shark Ride
- NPC-4 50,000 Points in 1 Minute
- NPC-5 Method Over Roof Gap
- NPC-6 Grind the Ferris Wheel Wing Nut

HIDDEN CHALLENGES

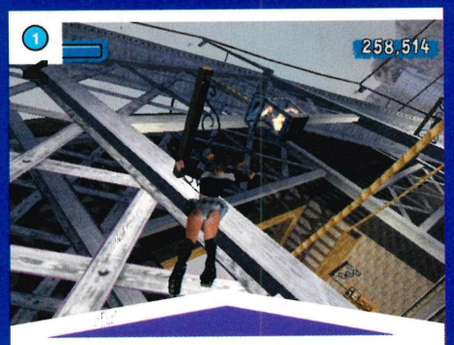
5. Coaster Skitch
6. Grind the Mime
7. Grind the "Test of Strength" Bell

JUICE PICK-UPS

- G Green Juice Box
- P Purple Juice Box
- JC Juice Container (Extends Juice Meter)

SPECIAL

Grind Ferris Wheel Wing Nut to access this Area



Transfer over the entrance to the pier by leaping between the quarter pipes that flank it. You need speed and a good angle to make it.

Get yourself high enough and you'll be able to grind along the wires tethering the Ferris Wheel. Take the right one to grind over the central nut.

Find the octopus attraction and grind four of its arms. It's spinning at a fair rate, so you'll need to judge your approach to the ride just right.

↑ Michael Flatley had to get to the gig on time, or risk losing his house.

↑ Lining up a landing can be tricky with such crazy moves on the go.

BONUS INFO

NOAH'S PARK
Despite lacking a create-a-skater option, *Inline* features an elaborate Park Editor where you can lay down a veritable Eden of heavenly half-pipes and ramps. More pieces and features can be unlocked for use in the editor as challenges are completed in the Career mode.

SOS TRICKY
It's a strange oversight to have made, but the characters have no special signature moves, no super-duper multi-button Christ Air McTwists to boost their points tally. We don't miss them that much, but it does mean that you're less likely to find a favourite character.

↑ "You call that a ride?"

↑ Arrowed ramps differ from pipes.

↑ How to handle excess wind.

LOT OF LOOT
Hoard this horde

Each level has an array of trinkets and power-ups to collect. There's the key icon, which will unlock a selection of new areas for you to explore, as well as dozens of juice icons to harvest. Some of these will provide an instant boost to your juice bar, while others will give it a permanent Duracell-like extension, so you can keep going for longer.

↑ Your booty, in stat form.

"This is a quality, playable game – a really refreshing take on the street sports genre"

level that can only be reached through a series of precise grinds, leaps and slow shuffles forward. But your character seems to dislike precise moves, and bounces awkwardly off walls at unpredictable angles. Otherwise, control is generally good, and allows you to string together an impressive necklace of sparkling combos, but it just isn't as refined as it needs to be to make *Inline* as satisfying as it could be.

Niggles aside, performing flips, grinds, slides, manuals and vaults is fine. The only trick set that causes problems is the grabbing. In a skateboarding game, you've got the board to help you land on a ramp; make sure you point it down, and you won't end up in a ragdoll heap on the sidewalk.

When you're strapped in to a pair of inline skates, you've got no such point of reference and so it's often quite difficult to land from a grab trick when your skater is contorted into a reassuringly phat, but slightly unwieldy pose.

So, is it better than *THPS3*? No. But it's the closest you'll get for now, in terms of arena-based extreme sports action. It's lacking in refinement, but it's had enough thought put into it to stop it being dumped straight into Room 101 as nothing but a snack to keep you going in between *Tony Hawk's*.

Aggressive Inline doesn't push any boundaries, raise any bars and won't grab your imagination to the extent that you start wondering how many points you'd get for grinding your neighbour's shed. What you get with this game is a quality, playable title with a refreshing take on the street sports genre.

And, as all kinds of extreme sports games are now being cobbled together, armed with nothing but a celebrity endorsement, a handful of lifestyle endorsements and bargain basement punk tunes, *Aggressive Inline* is a breath of fresh air, and well worth considering.

XBOX THE VERDICT

POWER
Levels are huge, but visuals are blocky and basic. Your Xbox isn't really straining with this one.

STYLE
The stages are different to one another, but the soundtrack is in the usual, hip-hop/nu-metal vein.

IMMERSION
Building combos is absorbing, but occasionally awkward controls annoy in the toughest challenges.

LIFESPAN
Tons of challenges and things to collect and unlock. Clearing all tasks on level one alone is a huge task.

GOOD POINTS
- SOME GOOD NEW MOVES AND IDEAS
- OODLES AND OODLES OF CHALLENGES
- GENUINELY HUGE STAGES TO EXPLORE

BAD POINTS
- JUICE METER ADDS UNNECESSARY STRESS
- CONTROL IS A TAD OFF

SUMMARY
An entertaining extreme sports outing. Not the best one out there, but it contains fresh ideas and provides a lasting challenge.

OFFICIAL UK XBOX MAGAZINE SCORE

7.7/10

PREVIOUSLY: *Aggressive Inline* skated in from nowhere
COMING SOON: Playable Demo – Game Disc 08

CUT A RUG: 'CARVING' IS BASICALLY A WIDE TURN IN WHICH ALL YOUR WHEELS REMAIN ON A CURVED WALL. IT'S THE TECHNIQUE THAT WAS USED BY SKATEBOARDERS RIDING THE FIRST EVER VERT RAMPS – DRAINED SWIMMING POOLS.

Wave goodbye to racing on land. Water lot of fun!

SPLASHDOWN

WORDS: JON ATTAWAY

GAME INFORMATION

DEVELOPER: **RAINBOW STUDIOS**

PUBLISHER: **ATARI**

RELEASE DATE: **AUGUST 30**

PLAYERS: **1-2**

WEBSITE: **WWW.GOSPLASHDOWN.COM/**

» THE BRIEF

RACE SEA-DOOS through the world's prettiest waterways.

WHEN IT COMES to water, no console can make the wet stuff look more convincing than Xbox. It crops up all over the place, looking enticingly splashy in games as varied as *Dead or Alive 3* (Issue 01, 8.5), *Halo* (Issue 01, 9.7), and *Enclave* (Issue 06, 5.8).

It's one thing making it look nice, though, and another making it convincing to play in. Anyone who's spent a bit of time with *Blood Wake* (Issue 02, 4.5) will know that making a boat handle convincingly on water isn't the easiest thing to get right.

Arguably, only *Wave Race 64* on the Nintendo 64 has ever created an accurate feeling of racing through water. But now, *Splashdown* has bobbed into view, offering the chance to cane a Sea-Doo in a variety of aquatic locations. The game came out on PlayStation 2 late last year, but brings improvements and two new courses for its Xbox bow. »

↑ Choose your racing line carefully, and you can leap big bits of scenery to cut down your lap times.

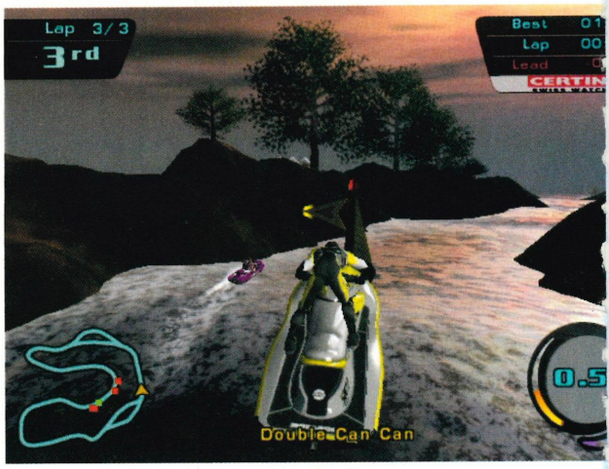
↑ No slipstreaming in the water, of course, so it's your slick moves that see you pass opponents.

"Take in gorgeous scenery in places as far flung as Bali, the Great Barrier Reef and Miami. Everything looks smashing"

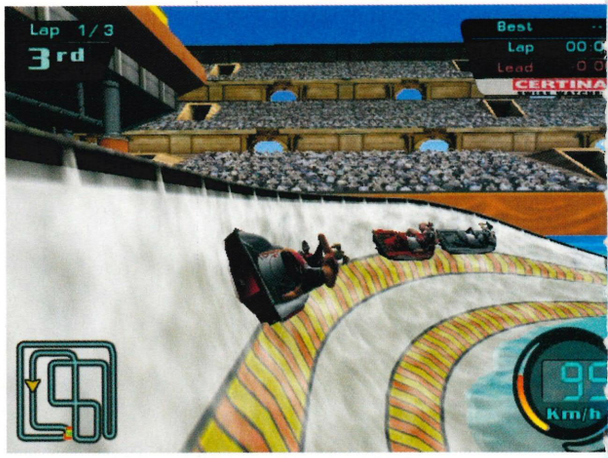
At the core of *Splashdown* is a 20-race championship, taking in gorgeous scenery in places as far flung as Bali, the Great Barrier Reef and Miami. It looks smashing throughout. Not that any one area is spectacularly outstanding, though; instead, they all fit consistently well to make a deliciously solid-looking environment. It's all very colourful, and the water is well lit to avoid it looking overly oily and slick, as is often the case with game water. Everything looks vibrant, solid and chunky, giving *Splashdown* a healthy dose of immediate charm.

There's variety in the visuals, too. City-based races are interspersed with tropical areas, a race in a volcano crater provides a diverting change from tearing round a swamp, and the man-made arena courses are a hoot.

And as well as looking spiffing, parting the waves feels good too. It's not quite up to *Wave Race 64*, in truth, as the water



↑ This course is one of the waviest on offer.



↑ These banks let you take corners at top speed.

↑ If you don't go at this jump fast, you'll eat dirt.

BONUS INFO

MEGA KYLIE
Our favourite character in *Splashdown* is Haily Hollister. They can call her Haily if they want, but it's clearly a double of Kylie Minogue. She even shouts "I love it" on particularly big jumps, like Kylie does in that Eurostar advert. We bet she does.

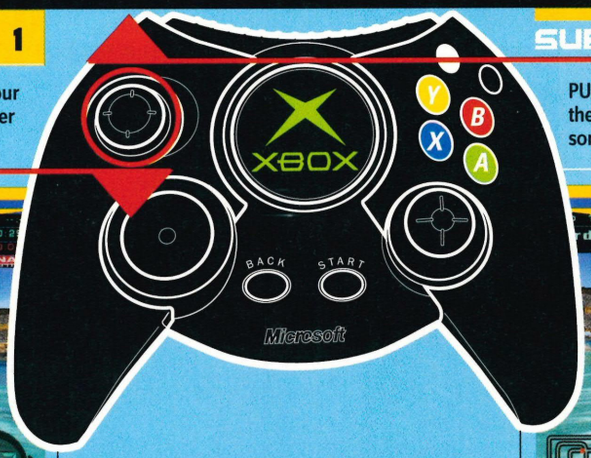
BONUS INFO

WATER MUSIC
The game's soundtrack features lots of crazy, spiky Yank pop, provided by the likes of Smashmouth, Sum 41, and Blink 182.

FLUID TECHNIQUES » Handy strategies for winners

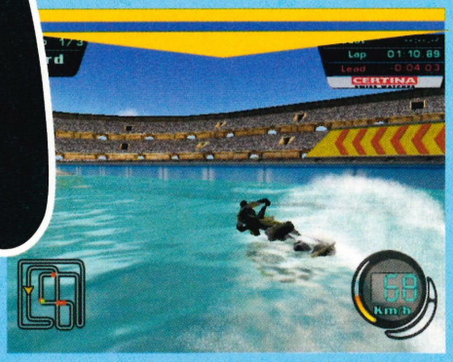
HYDROPLANING 1

PULLING BACK on the Left thumbstick makes your Sea-Doo hydroplane - skimming across the water and increasing your speed.



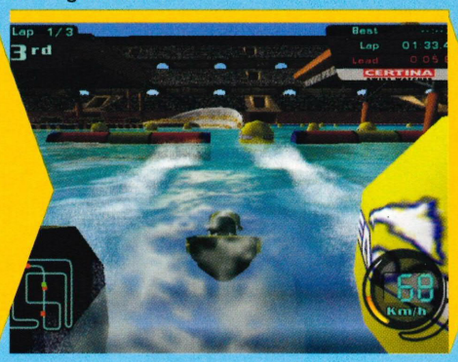
SUBMARINING 2

PUSHING FORWARD on the Left thumbstick, dips the front of the craft into the water, enabling some very tight, fast turns.



THESE TWO BASIC techniques can be turned to your advantage when faced with tricky obstacles, such as when the floats are in your way...

...because if you dip the front of your Sea-Doo down sharply you can submarine underneath the pesky bobbing obstacles...



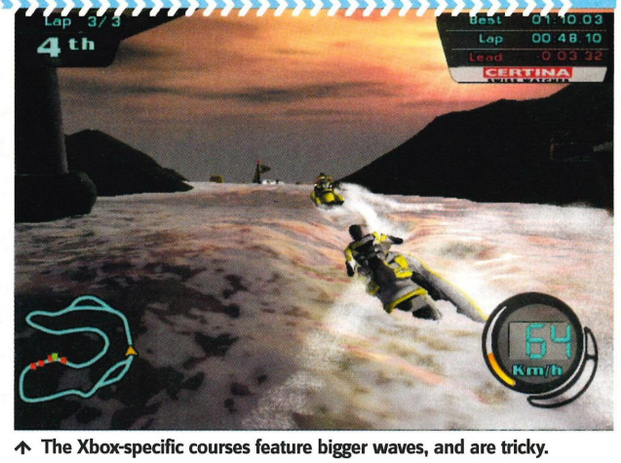
...whereas pulling up lets you leap from the water like a randy salmon, enabling a rather more stylish obstacle clearance.

BONUS INFO

» THRILLER
Holding down the Black button during play doesn't just give you finger cramps, it also switches to the Thrill Cam, leading to some great-looking (yet hard to control) moments from a fixed camera perspective.

» GOT A FRIEND?
Then you may as well give the handy two-player mode a shot. It's good fun, and runs nice and smoothly too. But why no System Link, eh? A real shame.

↑ The Nile is the setting for one of the best courses.



↑ The Xbox-specific courses feature bigger waves, and are tricky.

"Races can be very tight... dipping the nose of your Sea-Doo and turning tightly around a buoy is top fun"

» doesn't feel quite as solid as it does in that game when it smacks into the hull of your Sea-Doo. But it's not far off, and racing through the water is still involving, especially when the subtleties of Sea-Doo handling become familiar (see Fluid Techniques, above).

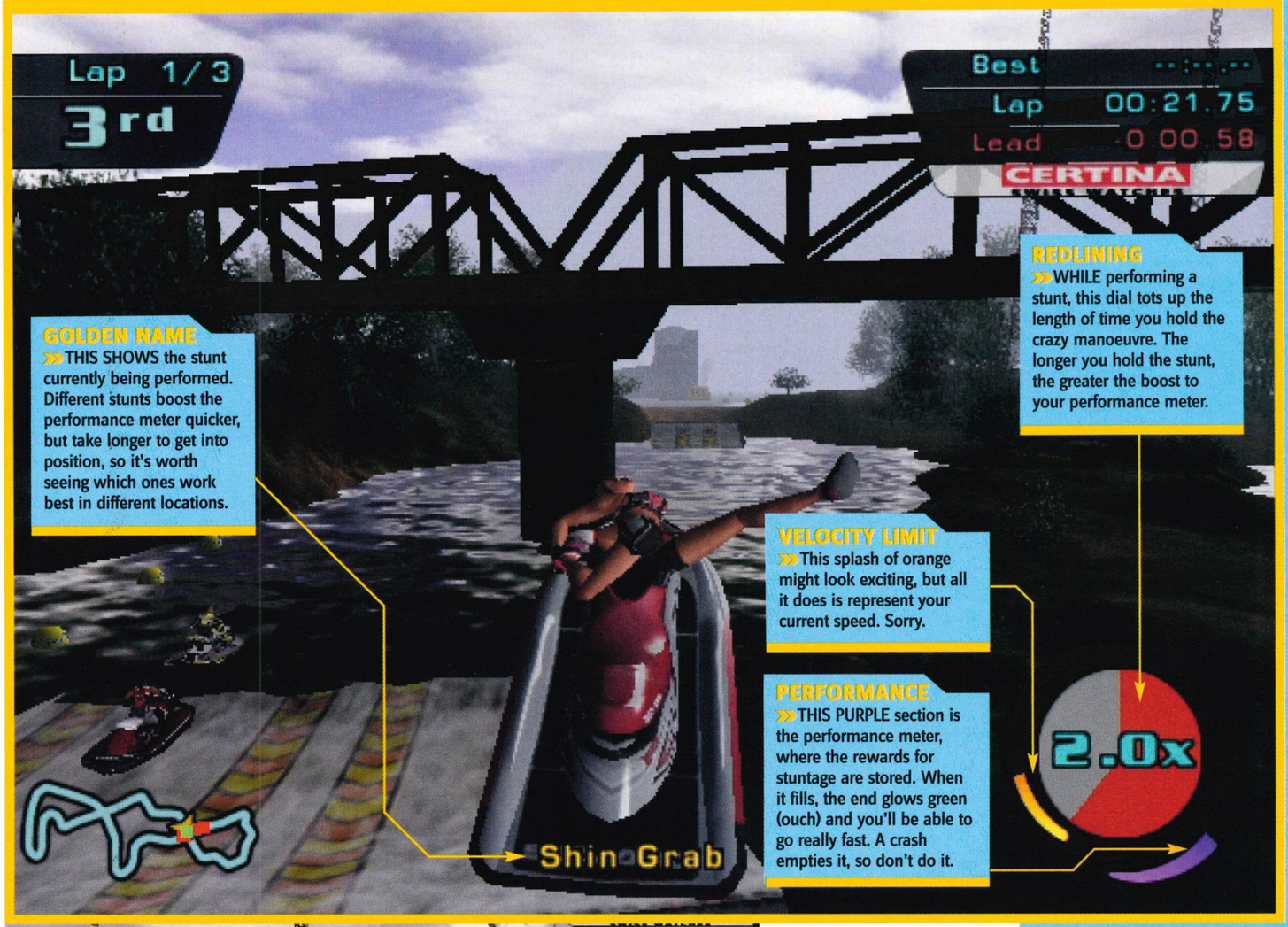
Smoothly hydroplaning through shallow curves before dipping the nose of your craft and turning tightly around a buoy is top fun, and races can be very tight. With plenty of courses to play through, and all the sights being so pleasant, sitting down and racing through the game's Career mode is enjoyable. The effort is made all the more worthwhile because the two new Xbox-only courses are among the best on offer, with the console's extra horsepower being utilised to make choppier water. Negotiating rougher waves is a laugh, requiring plenty of skill to speed through with a respectable time.

That's not to say *Splashdown* is perfect, mind. Every now and then, opponents seem suspiciously overskilled, overtaking you if you make just one error. At other times, solid racing can stretch a field of CPU foes too thinly, making races a little solitary. As your skills improve, though, Normal mode rapidly becomes a breeze, so that the 20 enjoyable races are soon over.

In order to try and prolong the experience, the developer has put in a qualifying round before each race. This involves

GET WET: THE BIGGEST SPLASH IN A THEME PARK RIDE IS CREATED BY THE PERILOUS PLUNGE AT THE KNOTT'S BERRY FARM THEME PARK IN SOUTHERN CALIFORNIA. THE CHIPPER DIPPER'S BOATS CAN CREATE A 45-FOOT, 180° SPLASH - A WATERY IMPACT RIVALLED ONLY BY GAV'S MORNING MOTION.

BOOST YOUR CHANCES >> Stunts = success



↑ **It pays to keep out of icy waters like these, and not just for the sake of your nipples.**

>> racing around the circuit on your own, setting a time which will hopefully be good enough to get one of the five spots on the starting line.

But it's something of a pointless exercise. *Splashdown* isn't a technical racer like *Moto GP: Ultimate Racing Technology* (Issue 04, 8.9); it's about racing on a fun course. And it's not as if qualifying makes any difference to the race outcome. Whether you start in first or fifth place, you can be in front by the first corner.

Making the opposition stiffer would have benefited the game more. As it is, the Hard mode makes for a tougher race, but you still need to qualify. But as far as big problems go, that's just about it.

The frame rate becomes a little stuttery on very busy corners, but never enough to spoil things, and the water could have done with being a bit choppier from time to time. But neither of these niggles is enough to dull the fun.

Splashdown should more than fulfil your needs for a darned good arcade racer. The lure of seeing the next course is strong and there are some treats in store for those who stick with it. Tightly negotiating the slalom turns on the Venice course, in particular, is very satisfying, as you can really feel the buoyancy of the water.

It may be a bit simple, and it won't occupy your Xbox for months on end, but *Splashdown* offers a great-looking and very enjoyable ride.

THE VERDICT

POWER
The water looks positively smashing, making good use of the hearty grunt inside Xbox.

STYLE
Lovely, vibrant and colourful visuals make this a really cheerful, fun game.

IMMERSION
You'll keep playing this for as long as there are hidden races left to be unlocked...

LIFESPAN
...but that might not take a huge amount of time, as completing the game is not that difficult.

GOOD POINTS
+ LOOKS REALLY GREAT
+ LOADS OF COURSES
+ HANDLING FEELS SPOT-ON

BAD POINTS
- A BIT TOO EASY
- POINTLESS QUALIFYING ROUNDS

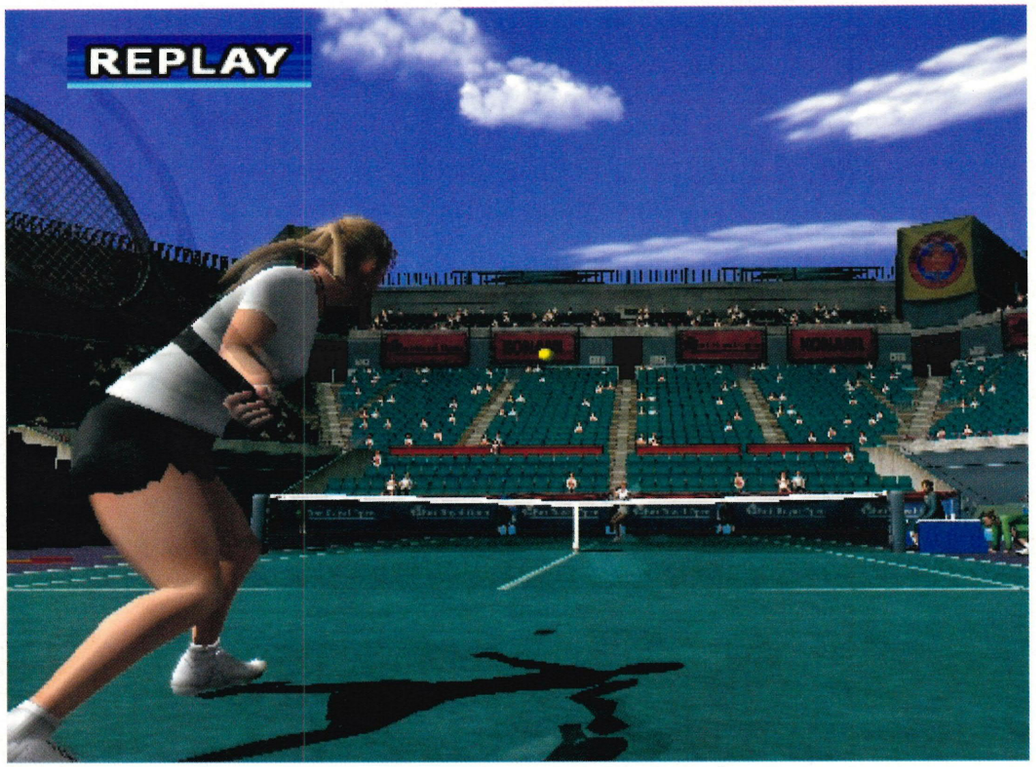
SUMMARY
An enjoyable aqua racer with great courses. It's hard to beat for instant fun, but it's not as deep (ho ho) as some racers.

OFFICIAL UK XBOX MAGAZINE SCORE

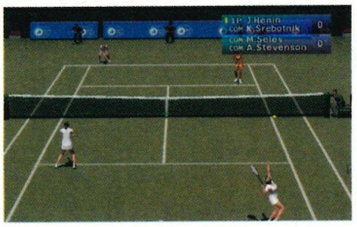
8.1//10

>> **PREVIOUSLY:** Tips - Issue 08
>> **COMING SOON:** Incoming preview - Issue 03, page 26

HUMANITY'S LAST HOPE IS YOU.



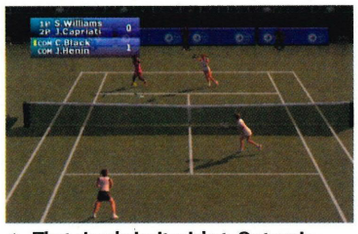
So poor, even fictional videogame crowds can't be bothered to turn up for the match.



And so begins the tedium.

Plenty of girls to choose from.

It's all Hingis in this match.



That simply isn't cricket. Or tennis.

Where T 'n' A also means 'tennis association'

PRO TENNIS WTA TOUR

WORDS: JON ATTAWAY

GAME INFORMATION

DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**
RELEASE DATE: **SEPTEMBER 13**
PLAYERS: **1-4**
WEBSITE: **WWW.KONAMI.COM**

THE BRIEF

Ladies playing tennis. That's it. Pony tails, rackets, balls, skirts, toned muscular legs and not a lot else. End of story.

WE LIKE LADIES. They're very nice, they smell of flowers and some are really good at tennis too. It's these latter sporting Aphrodites that Konami is attempting to portray in *Pro Tennis WTA Tour*. Of the four words that make up the title, three of them are spot on. There's tennis, there's a tour mode and lots of real-life WTA ladies to choose from, including the lovely Martina Hingis and current Wimbledon champ Serena Williams.

But Pro, as in professional, is stretching it a bit. 'Professional' suggests a level of excellence, or at the very least. competency. But sadly, the tennis in *PTWT* is closer to the uncoordinated bat and ball games that six-year-old children play with their mums in the park than the closely fought battles of real life pro tennis.

There are more problems in this game than there are in Clare Rayner's letterbox. The controls, for a start, are incredibly unresponsive. The players' movements consist of pre-ordained animations that can't be interrupted, which makes the action feel stilted in the extreme.

Pressing the shot button in attempt to smash often leads to your character standing totally still under the ball for ages while the game waits for the ball to be in the right place for the smash animation to start.

The action is completely unrepresentative of real tennis. Characters are unable to hit a shot that even remotely resembles the blistering topspin forehands real tennis players can hit. Instead, every shot sees the ball float up like a hang-glider caught on a thermal, before falling and bouncing up to a convenient waist height.

Because of the shuttlecock-like flight of the ball, rallies are slow, tedious and drawn out, as the two players gently return the ball to each other. Nor is it possible to place shots with cunning. You can only hit straight, with just a tiny amount of left or right possible.

There are lots of minor faults, too. Serving requires one button press, so no subtlety of control is available, the dust effects are overused, and the music comes from late-night Teletext.

The other Xbox tennis contender, *Slam Tennis*, (Issue 06, 7.2) may not quite be up to the standards of *Virtua Tennis*, but it's a far, far more enjoyable experience than this dismal effort.

BONUS INFO

LOVE-ALL
This is one of the emptiest sports games we've played. Exhibition, tour and a no-frills tournament mode, and that's it.

THE VERDICT

POWER
Nothing impressive. Aside from higher resolution graphics, this might as well be on PSone.

STYLE
It seems like the programmers must have gone to the pub instead of injecting panache into their game.

IMMERSION
You're more likely to get into Anna Kournikova's knickers than this. No, *honestly*.

LIFESPAN
It all depends just how far away you live from the shop you bought it from. But you won't buy it.

BAD POINTS

- UNREALISTIC ACTION
- UNRESPONSIVE CONTROLS AT ALL TIMES
- A CHRONIC LACK OF OPTIONS THROUGHOUT
- SHOT PLACEMENT IS NIGH-ON IMPOSSIBLE
- SUPER SLOW RALLIES
- NOTICED YET THAT THERE AREN'T ANY GOOD POINTS?

SUMMARY
There's simply no excuse for bringing out this appalling double fault of a tennis game.

OFFICIAL UK XBOX MAGAZINE SCORE

1.9/10

PREVIOUSLY: We hadn't set eyes on *Pro Tennis WTA Tour* before...
COMING SOON: ...and hopefully it'll never darken our door again.

XBOX

BUNGIE

ONLY ON XBOX

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

www.xbox.com/uk/halo

PLAY MORE. PLAY HALO.

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↑ A painful fight, granted, but at least they're making light of the situation...

Another round of medieval fighting, but it's top fun. One thing - why can't ancient warriors just get on?

BARBARIAN

WORDS: **JON ATTAWAY**

GAME INFORMATION

DEVELOPER: **SAFFIRE**

PUBLISHER: **TITUS GAMES**

RELEASE DATE: **SEPTEMBER 6**

PLAYERS: **1-4**

WEBSITE:

WWW.TITUSGAMES. COM/BARBARIAN

» THE BRIEF

FOUR-PLAYER fantasy fighting game (very) loosely based on the classic 8-bit game *Barbarian*.

ANY MENTION OF *Barbarian* - the original version, which came out on the old 8-bit computers in the 80s - is enough to produce a significant pang of nostalgia in many old-fart gamers, ourselves included.

The game is as fondly remembered for its gameplay as it is for its cover, which featured Wolf from *Gladiators* and the scantily-clad Page 3 model Maria Whittaker. The decapitation move, ended by a dwarf kicking the severed head, deserves a place in the gaming hall of fame.

Barbarian on Xbox doesn't have too much in common with its ancestor; it has far more in common with the two recent *Power Stone* games on Dreamcast - not a bad place to take inspiration from, in our opinion. There's even a spot of *Dead Or Alive 3* (Issue 01, 8.5) thrown in, too. For a muscular peasant, the eponymous barbarian Dagan has chosen his influences well, and the result is a frantic beat-'em-up that's surprisingly deep and enjoyable.

The action takes place in picturesque environments such as ice floes, castles and ancient ruins, with several hidden areas to find in each one. For instance, knocking an opponent over the edge of the castle turret triggers a change of scene with the fight continuing on the ground below. Guiding fights through several different scenarios is as fun here as in *DOA3*.

It's the fighting action itself that echoes *Power Stone*. Each level is chock full of items like barrels, poles and swordfish that can be picked up and used against foes. You can also swing from overhead gantries, giving enemies below a proper shoeing.

The interactivity of the various environments gives the game a splendid bar brawl feel. There's something very satisfying about clonking people around the head with a freshly uprooted tree.

When you're not using objects, the purer combat is pretty good. Each fighter has eight combos (see Combo Deal on page 095), and once each one is learnt, a smidgen of strategy emerges from the chaos.

Because each combo has a certain effect on the opposition (or you), using the right one in the right situation can make a real difference to the outcome of a fight, especially during busier bouts. All of this means that there's more depth to *Barbarian* than is apparent during first plays.

You'd think that interactive arenas and a simple-but-clever combo system would be enough, but there's also a magic system. Successfully executing combos, throws, counters or just smacking someone with an object results in magic runes being awarded. These trinkets fill up a magic meter, and when »

COMBO DEAL » No fries on these vicious moves

ONE OF THE STRENGTHS of *Barbarian* is its combo system, which enables a skilled player to manage fights more effectively. Besides two simple three-hit combos (weak and strong), each fighter has six combos that can be very useful indeed. Here they are:

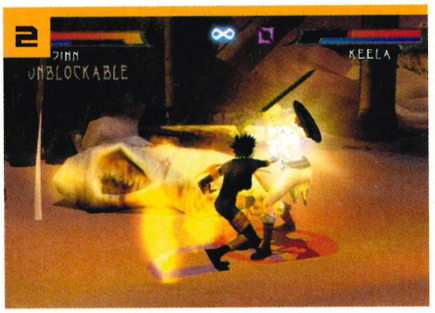
1

» STUN COMBO

PRESS THIS: Y X Y Y Y Y

WHY SHOULD I? This combo stuns your opponent, giving you valuable breathing space.

2



» PUSHBACK COMBO

PRESS THIS: Y Y X X

WHY SHOULD I? Pushing one enemy away lets you concentrate on fighting another.

3

» QUICK COMBO

PRESS THIS: Y X Y Y Y Y

WHY SHOULD I? It's so quick, meaning you can juggle multiple enemies more easily.

4

» MAGIC COMBO

PRESS THIS: X Y Y Y Y Y

WHY SHOULD I? Using this combo fills up your magic meter quicker than normal moves.

5

» LEAK COMBO

PRESS THIS: X X Y Y Y

WHY SHOULD I? This combo damages your enemy's energy bar even if he or she is blocking.

6

» POP-UP COMBO

PRESS THIS: Y X X X X

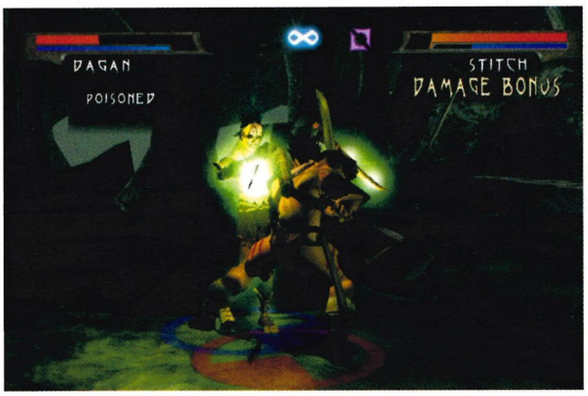
WHY SHOULD I? Your victim is launched into the air and you can then hit them on the way down.

» BONUS INFO

» DO THE MASH
The voice-over man who tells the story sounds like the guy from the excellent song *Monster Mash*, by Bobby 'Boris' Pickett. You know the one: "I was working in the lab, late one night..."

» OUT OF MY SKULL
The intrusiveness of the loading screens is lessened by the ability to move a laughing skull around the screen with the Left thumbstick, keeping you occupied for seconds at a time.

» IT'S BEHIND YOU
Those of you with surround sound will notice tons of great background effects when playing *Barbarian*. Wood creaks behind you when playing on the level with the boat, for example. It's very neat indeed.



↑ The glowing green bits show that Stitch is powered up.

↑ A timely use of magic can end a fight quickly. And it looks good.

» it's full enough to be activated, tasty things happen like characters' attacks powering up for a limited time or them becoming impervious to pain. You can also use magic to fire blasts of energy.

There are still more good ideas. Every character has a story-framed Quest mode, which sees him or her travelling the world of *Barbarian*, facing off against other characters before meeting their ultimate foe. But it's not just a series of identical, one-on-one, bread and butter scraps.

Some bouts include multiple opponents, making fights even more frantic as the player tries to deal with two or three attackers at once. In others, your opponent might have a regenerating energy bar, or your character might be poisoned. Tweaking the format like this lends variety to the fights, and with each character's story branching in places, this is a game with genuine replay value.

"With stories branching in places, this has genuine replay value"

Another welcome addition during the Quest mode is a simple RPG-style power-up system. As you progress, points are awarded that can be used to improve your skills – making your block more effective, for example, or making your magic meter fill quicker. Even better, you can use them to buy entirely new skills, like a double jump.

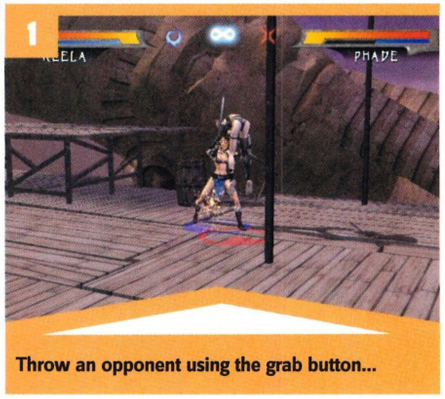
Sadly though, there are a few niggles that prevent *Barbarian* from being a truly royal rumble. As a whole, the game feels just a little bit untidy.

The block function isn't as sturdy or immediate as it needs to be: it's all »

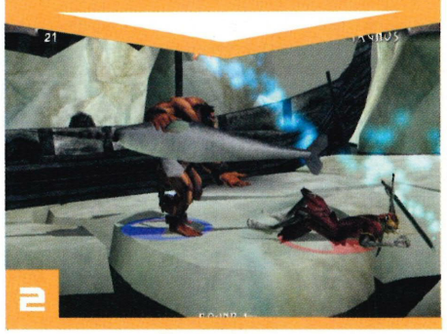
BARBARIAN BUMMER: CONAN THE BARBARIAN FIRST FEATURED IN A SERIES OF FANTASY NOVELS WRITTEN BY ROBERT E. HOWARD, AND NOT THE ARNIE FLICKS. HOWARD KILLED HIMSELF IN 1936, BUT MANY STORIES FEATURING CONAN HAVE BEEN WRITTEN SINCE BY A SLEW OF DIFFERENT AUTHORS.

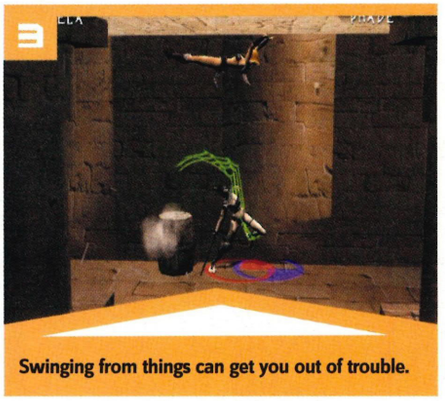
P-P-PICK UP A SWORDFISH» When hand-to-hand combat just won't do

The B button comes in very handy during bouts, as it lets you interact with the environment to great effect. Using one of three techniques can really help you out in a tricky situation, or contribute crucially to the final, winning moves of a bout.

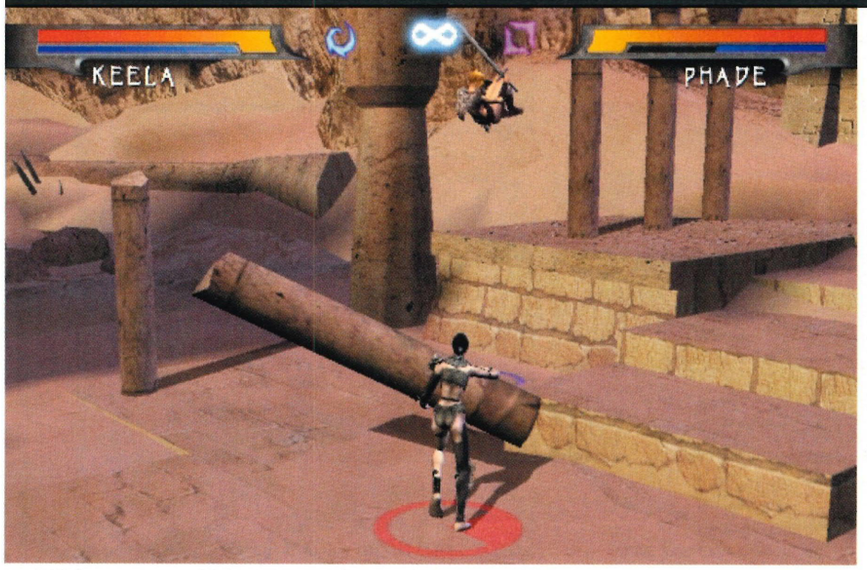


Throw an opponent using the grab button...

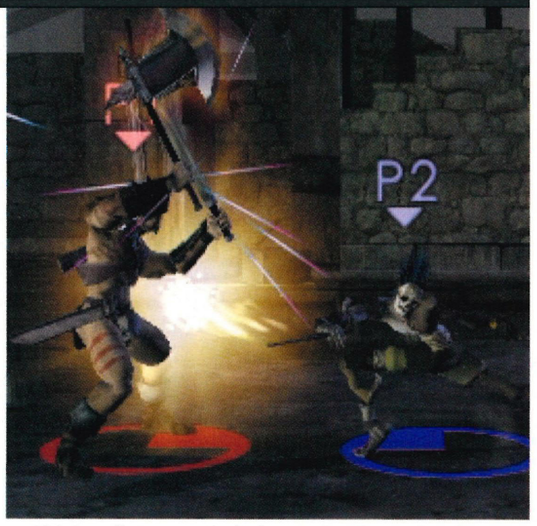




Swinging from things can get you out of trouble.



↑ Smack opponents with huge lumps of scenery? Don't mind if we do.



↑ Lighting effects are splashed around with gay abandon.

↑ Hit someone off the turret and you see this.

↑ Four-player battles can be hard to follow.

"There are plenty of things to like about this game... it has great ideas"

» too easy to take a pummelling when you feel you should have blocked the onslaught.

The game can also be very tough, especially when facing multiple enemies. Even with a decent combo knowledge, surviving several armed nutters attacking you in a corner can be extremely hard.

Thrown objects and magic attacks are also unfairly difficult to avoid at times. All of these mean it can often take lots of attempts to beat opponents towards the end of the Quest mode.

This toughness wouldn't be so much of an irritant if you could dive straight in and have another go after dying. But for some reason, the game demands that you sit and watch while the Quest screen loads again, before then reloading the level you were just playing. It's totally unnecessary.

The only other problem is that the game is a bit confusing when there are more than three fighters giving it some on the screen. The frantic nature of the game does mean that the action can feel a bit random and slapdash when the play area gets crowded. A good knowledge of the different combos and their effects does minimise this, however. It pays to learn.

But there are plenty of things to like about *Barbarian*, a game that adds some great ideas of its own to the appealing *Power Stone* template. It's not a precise, intricate fighter like *Dead Or Alive 3*, but then it doesn't want to be.

If a chaotic, no-holds-barred multiplayer brawl sounds like fun to you, then you'll find yourself having plenty of it with this.

XBOX THE VERDICT

POWER
Solid, rather than spectacular visuals. But why the pointless loading screens?

STYLE
Some of the backgrounds are great, and surround sound is well used. Poor presentation, though.

IMMERSION
The variety of tactics keeps you playing, and multiplayer is frequently a hoot.

LIFESPAN
Different characters and branching stories offer replay value, but the arcade gameplay won't last forever.

GOOD POINTS
+ EXCELLENT BAR BRAWL FEEL
+ PLENTY OF VARIETY
+ EXPLORING ARENAS IS LOTS OF FUN

BAD POINTS
- BLOCKING DOESN'T SEEM QUITE RIGHT
- MULTIPLAYER CAN GET A BIT CONFUSING

SUMMARY
A solid, playable arcade beat-'em-up with lots of good ideas, some large weapons and a fat dollop of fantasy lore.

OFFICIAL UK XBOX MAGAZINE SCORE

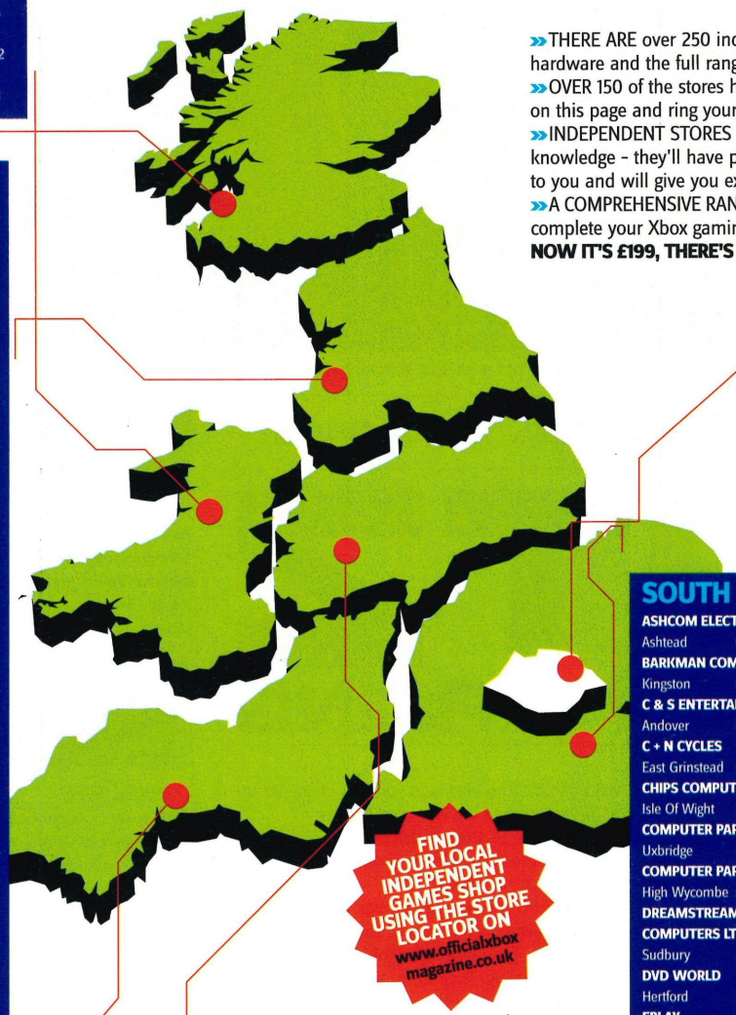
7.4//10

»**PREVIOUSLY:** This is our first brush with *Barbarian*
»**COMING SOON:** Tips - Issue 08

ADVERTISEMENT

TRY XBOX GAMES BEFORE YOU BUY!

Right now, Xbox is freely available from over 250 independent games shops throughout the UK. The 150 listed here have Xbox demo pods NOW, so you can try Xbox before you buy.



»THERE ARE over 250 independent stores stocking Xbox hardware and the full range of games.
»OVER 150 of the stores have Xbox demo pods. See the listings on this page and ring your local shop for details.
»INDEPENDENT STORES have specialist staff with specialist knowledge - they'll have played the games before they sell them to you and will give you expert advice!
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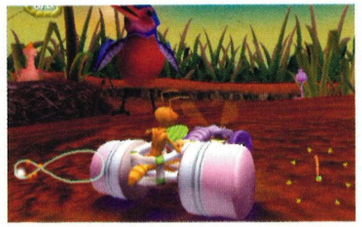
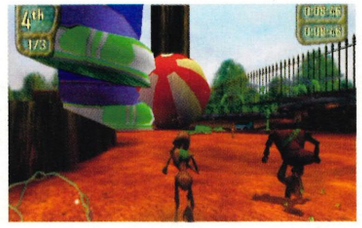
↑ Turn right, then right, then right... The course map in the corner reveals a shocking lack of imagination.

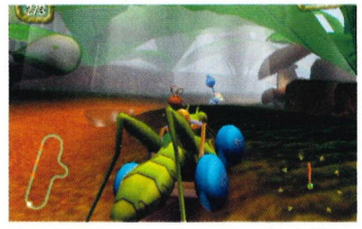
↑ Plenty of variety, but not much fun.



↑ Beware the bird with a hungry brood.



↑ Run as fast as your four feet can go.



↑ Cricket power - annoying sound effect.

Remember *Antz*? *A Bug's Life*... but browner.

ANTZ EXTREME RACING

WORDS: ED LOMAS

GAME INFORMATION

DEVELOPER: **SUPERSONIC SOFTWARE**
PUBLISHER: **EMPIRE INTERACTIVE**
RELEASE DATE: **JULY 26**
PLAYERS: **1-4**
WEBSITE: **WWW.EMPIREINTERACTIVE.COM**

THE BRIEF

Foot-and-wheel racer, based on the movie, viewed from the eye-line of diminutive insect athletes.

OH, A CARTOON kart racing game. Great. Characters from a long-gone animated movie in a hastily knocked together multi-format driving game. With some power-ups copied from the decade-old classic *Super Mario Kart*.

The video game industry knocks titles like these out at rate of about five a month, and they're always a passable way to waste a few hours. *Antz Extreme Racing* isn't much different.

You've got a bunch of characters from the movie, each with a set number of challenges to work through. Some put you on an insect-driven kart, some on the backs of beetles. You sprint on all your little legs, or fly a wasp in others. You even 'snowboard' on a leaf.

There's certainly more variety than you would think. The idea is to get each character up to the top rank in the whole insect world (starting from 10,000,000th place), whereby another character and their corresponding challenges are unlocked.

So there are some nice ideas. Unfortunately, actually driving an ant isn't as much fun as you might hope. Their insect chariots, for example, are just annoying. They never turn quickly enough at speed, but turn too quickly when you brake. Annoyingly, they also bounce off scenery far too eagerly.

Collecting insectoid power-ups is important if you're going to win races, but make just one tiny error and you'll speed boost into a toadstool, spin around 180° and blast off the wrong way. Then you have to battle with an enormous, race-losing, turning circle.

It's all just a bit mucky and fiddly, which is what you really don't want in a game clearly intended "for kids". The last thing kids need is bland graphics and confusing handling.

Figuring out who might enjoy this game is difficult. Film fans will find little to connect it to the movie, it doesn't handle as well as other Xbox racers, it's not friendly enough for kids, it doesn't look great and the design isn't very good. So who'd want it? Really?

There's nothing painfully wrong with it - it's just blandly average. Play it if you want. It's okay and you'll have a bit of a laugh. Just don't bother buying it when there's so much better stuff around.

BONUS INFO

CRAZY SAVING
With no auto-save, you'll want to save after every win. Stupidly, though, it takes six button presses just to save your progress. Why?

THE VERDICT

POWER
Any other console could do what we see here. Does nothing to push the hardware.

STYLE
The music's kinda cool and trancey, but the game looks dreadfully pokey.

IMMERSION
Races rely too heavily on collecting every single power-up to make them really exciting.

LIFESPAN
There's an admirable number of levels, but you'll find yourself whizzing straight through them all.

GOOD POINTS

+ TRIPPY MUSIC
+ VARIED CHALLENGES

BAD POINTS

- POOR TRACK LAYOUTS
- VEHICLES ARE WAY TOO BOUNCY
- BLAND, BLAND, BLAND
- NOTHING TO DO WITH *ANTZ* THE MOVIE

SUMMARY
A completely average racing game that's just too awkward and fiddly for its knee-biting target audience

OFFICIAL UK XBOX MAGAZINE **SCORE**

5.0//10

PREVIOUSLY: Preview, Issue 05
COMING SOON: Tips - Issue 08

100% PURE FREESTYLE.

Pants to the rule book. Freestyle instead. Go jib, bonk and spin on 80 jaw dropping, wide open runs. 'With more freedom than has ever appeared in any snowboarding game to date. And blessed with visuals that will make your eyes melt' according to CVG magazine. So, just grab some phat air, pull gnarly tricks and reap those high scores.

www.xbox.com/UK/amped

PLAY MORE. PLAY AMPED.

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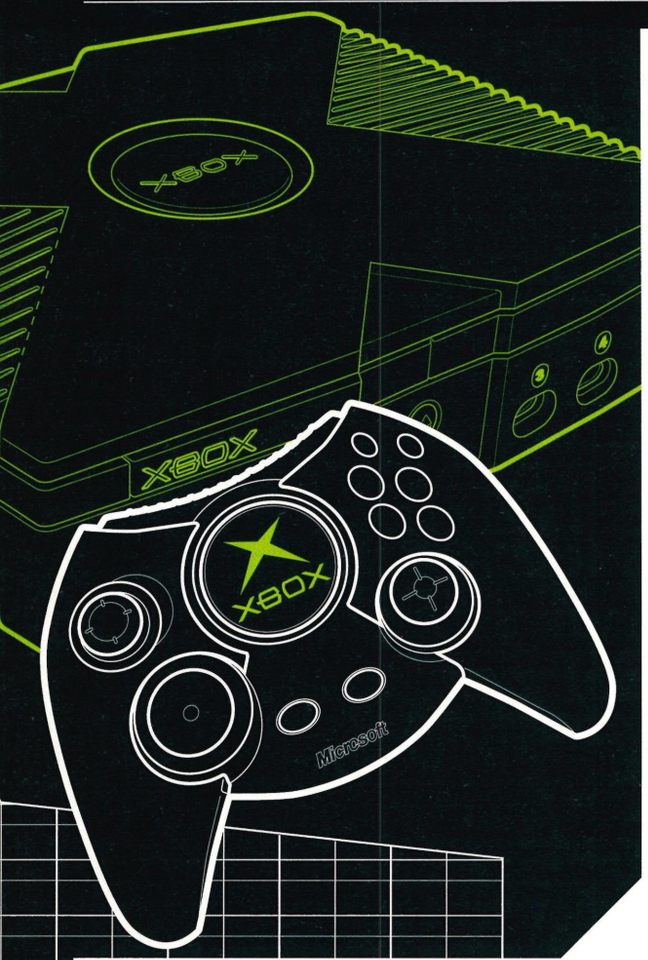
REVIEWS DIRECTORY

Dilute reviews in water and boil the resultant solution *et voila* - the essence of game assessment is created



THE XBOX GAMES

2002 FIFA WORLD CUP
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Football
"A return to form for the franchise... the only footy game you need"
SCORE: **8.0**

ALL-STAR BASEBALL 2003
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Baseball
"A fine sim of a (literally) very hit-and-miss sport"
SCORE: **7.0**

ARCTIC THUNDER
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Racing
"A disgraceful excuse for an Xbox game... limp and lifeless to play"
SCORE: **2.4**

AZURIK: RISE OF PERATHIA
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"A colourful but underwhelming fantasy action adventure"
SCORE: **3.8**

BATMAN: VENGEANCE
REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"Too easy, too samey and nothing new... Bat-lore heavy but has no replay value"
SCORE: **4.5**

BLOOD OMEN 2
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"Linear gameplay dampens the otherwise vamped-up action"
SCORE: **6.3**

BLOOD WAKE
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: n/a
TYPE: Racing/action
"Shoddy and flawed... much of the time you're fighting the controls instead of the enemy"
SCORE: **4.5**

BUFFY THE VAMPIRE SLAYER
REVIEWED: Issue 06
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 03, 04
TYPE: Action/adventure
"Captures the essence of the TV series and good enough to entertain non-viewers"
SCORE: **8.3**

BURNOUT
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Racing
"A great arcade racer that delivers a enjoyably massive dose of testosterotainment"
SCORE: **8.2**

CEL DAMAGE
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: Game Disc 01
TYPE: Racing
"Dreamy looking but hectic gameplay makes for a frustrating experience overall"
SCORE: **5.5**

CIRCUS MAXIMUS
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: Issue 06
TYPE: Racing
"A sub-standard, gimmick-driven chariot racer lacking in almost every way"
SCORE: **3.5**

COMMANDOS 2: MEN OF COURAGE
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Strategy
"Extremely tough... comprehensive and rewarding, but with some control issues"
SCORE: **7.9**

CRASH
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: n/a
TYPE: Driving
"Instant, lo-fi, demolition derby fun for the few hours that it lasts"
SCORE: **6.6**

CRASH BANDICOOT: THE WRATH OF CORTEX
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Platform
"One of the best cartoony worlds... but the bandicoot has no new tricks"
SCORE: **7.1**

DARK SUMMIT
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: Game Disc 01
TYPE: Snowboarding
"Half-hearted gameplay fleshed out with a pointless storybook aspect that adds nothing"
SCORE: **3.5**

DAVE MIRRA FREESTYLE BMX 2
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: Game Disc 01
TYPE: BMXing
"Pulling tricks is fun... poor controls spoil the experience"
SCORE: **6.9**

DAVID BECKHAM SOCCER
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Football
"Outdated footy action that should be left alone, even by Becks fans"
SCORE: **4.2**

DEADLY SKIES
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: n/a
TYPE: Flight sim
"Not fast or exciting enough to fulfil that fighter pilot dream"
SCORE: **5.2**

ENCLAVE
REVIEWED: Issue 06
PLAYABLE DEMO: Game Disc 07
GAME MOVIE: n/a
TYPE: Slice-'em-up
"Involving, but the catalogue of annoyances becomes annoying"
SCORE: **5.8**

ESPN INTERNATIONAL WINTER SPORTS
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Winter sports sim
"Pathetic effort at a sports anthology... a game stuck firmly in the Ice Age"
SCORE: **3.2**

ESPN WINTER X GAMES SNOWBOARDING 2
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Snowboarding
"A decent boarding game... a bit clumsy to play... lots of features"
SCORE: **7.0**

F1 2002
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: n/a
TYPE: Racing
"Solid, with everything a fan could want, but this is merely evolution, not revolution"
SCORE: **7.1**

FUZION FRENZY
REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 01
GAME MOVIE: n/a
TYPE: Multiplayer/party
"More party pooper than party popper... too simple and repetitive"
SCORE: **4.5**

GAUNTLET DARK LEGACY
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Shooter
"A fun-free game that's sluggish and frequently confusing to play"
SCORE: **3.8**

GENMA ONIMUSHA
REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"No-frills hack-'n'-slash adventure... takes a while to crack... fun, but flawed"
SCORE: **6.9**

GUN METAL
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Flight/shooter
"Enjoyably intense robo-death combat - if you can stomach the difficult control method"
SCORE: **8.3**

GUN VALKYRIE
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: n/a
TYPE: Shoot-'em-up
"Not for the faint-hearted... intense, skilful action all the way"
SCORE: **7.6**

HUNTER: THE RECKONING
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 06
TYPE: Action/adventure
"A raucous, repetitive rumble... good, unclean fun but multiplayer is messy"
SCORE: **6.7**

ISS 2
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 04
TYPE: Football
"Fans should treat this bitterly disappointing sequel with caution"
SCORE: **5.1**

JAMES BOND 007 IN... AGENT UNDER FIRE
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: FPS
"Makes you feel like Bond... super-stupid bad guy interaction"
SCORE: **7.2**

KNOCKOUT KINGS 2002
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Beat-'em-up
"An excellently presented but scrappy punch-'em-up"
SCORE: **6.3**

LEGENDS OF WRESTLING
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 07
TYPE: Wrestling
"Nostalgic appeal for wrestling fans of old... causes some chuckles in multiplayer"
SCORE: **6.0**

MAD DASH RACING
REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 01
GAME MOVIE: n/a
TYPE: Racing
"Just enough Mad, too much Dash and not enough Racing... frustrating in the extreme"
SCORE: **6.5**

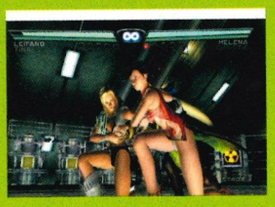
MAX PAYNE
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: n/a
TYPE: Action/shooter
"Stylish, repetitive and worthy of your time... bullet time is brilliant"
SCORE: **7.9**

THE XBOX ELITE

These are the Xbox Elite - the select bunch of games that have scored 8.5 or more. You have our personal guarantee that each and every one of them is utterly fantastic, so make a special effort to sample their delights.

AMPED: FREESTYLE SNOWBOARDING

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: Game Disc 01
TYPE: Snowboarding
"Addictive, impressive and deep... a perfect landing"
SCORE: **8.7**



DEAD OR ALIVE 3

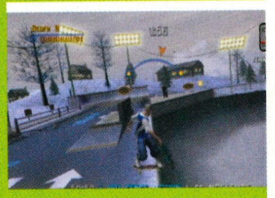
REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: Game Disc 01
TYPE: Beat-'em-up
"Accessible, slick and as satisfying as any beat-'em-up... a visual benchmark"
SCORE: **8.5**

JET SET RADIO FUTURE

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: Game Disc 02, 03
TYPE: Platform/skating
"Supremely playable... without doubt the most stylish game ever designed... huge, intricate levels"
SCORE: **8.9**

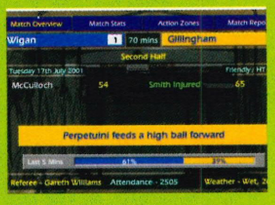
PROJECT GOTHAM RACING

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 01
GAME MOVIE: Game Disc 01
TYPE: Driving
"An epic racing game blending accuracy with entertainment"
SCORE: **8.9**



TONY HAWK'S PRO SKATER 3

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 03
TYPE: Skateboarding
"The biggest and best extreme sports title in the world"
SCORE: **8.8**



CHAMP MANAGER: SEASON 01/02

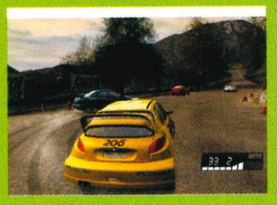
REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Management sim
"Easily the best game of its kind... indefinite lifespan"
SCORE: **8.8**

HALO

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: Game Disc 02, 05
TYPE: First-person shooter
"Quite simply, a masterpiece and without question one of the best games ever made"
SCORE: **9.7**

MOTO GP

REVIEWED: Issue 04
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: n/a
TYPE: Racing
"Hotly contested bike racing combined with a perfect control method make this a real winner"
SCORE: **8.9**



RALLISPORT CHALLENGE

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: Game Disc 02
TYPE: Rallying
"Searingly fast rally game... best multiplayer racing game on Xbox... handsome as hell"
SCORE: **8.5**

STAR WARS: OBI-WAN

REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Slice-'em-up
"Yet again, the Star Wars licence is wasted"
SCORE: **3.3**

TD OVERDRIVE

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 03, 05
TYPE: Racing
"Bad handling leaves no satisfaction... just depressing"
SCORE: **3.8**

TEST DRIVE OFF-ROAD: WIDE OPEN

REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Driving
"The lack of vehicle/ground interaction will soon have total dieselheads sucking a tailpipe"
SCORE: **3.5**

TOUR DE FRANCE

REVIEWED: Issue 06
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Racing
"A great idea but everything about it is sub-standard."
SCORE: **4.6**

TRANSWORLD SURF

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Surfing
"A lot to plough through... some really great water effects... not enough variation"
SCORE: **6.1**

UFC: TAPOUT

REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 04
TYPE: Beat-'em-up
"A brutal two-player fighter but a bit one-dimensional for singles"
SCORE: **7.4**

WRECKLESS

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: Game Disc 04
TYPE: Driving
"Awesome demonstration of what Xbox can do... but not enough game in it"
SCORE: **7.5**

MIKE TYSON HEAVYWEIGHT BOXING

REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 07
TYPE: Boxing
"Plenty of depth and strategy but sketchy and lacking a killer punch"
SCORE: **7.2**

MX2002 FEAT. RICKY CARMICHAEL

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Motocross
"A limp yet slightly enjoyable dirt biker with two-player mileage"
SCORE: **5.0**

NBA INSIDE DRIVE 2002

REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: Game Disc 02
TYPE: Basketball
"A decent, playable basketball game - but not a brilliant one"
SCORE: **7.2**

NBA LIVE 2002

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Basketball
"B-ball's end-to-end flow is somehow distilled into tedium... top-notch presentation"
SCORE: **5.2**

NEW LEGENDS

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 01
TYPE: Action/adventure
"A flawed game that quickly becomes repetitive and boring"
SCORE: **4.9**

NHL 2002

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Ice Hockey
"Excellent multiplayer game with joyful passing and shooting"
SCORE: **8.2**

NHL HITZ 20-02

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 01
GAME MOVIE: n/a
TYPE: Ice Hockey
"Great-looking, polished and ultimately simple entertainment"
SCORE: **7.4**

NIGHTCASTER

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Adventure/shooter
"Idea is good, but the execution isn't. Not wizard by any stretch"
SCORE: **4.2**

ODDWORLD: MUNCH'S ODDYSEE

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: n/a
TYPE: Platform
"Fun to play and great to look at... brimming with character"
SCORE: **8.1**

PIRATES: THE LEGEND OF BLACK KAT

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"Everything in this game feels lazy and uninspired"
SCORE: **4.0**

PRISONER OF WAR

REVIEWED: Issue 06
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Puzzle/adventure
"Ambitious and intelligent strategy game marred by camera/control problems"
SCORE: **7.2**

RED CARD

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Football
"Innovative cartoon footy, but a lack of decent CPU opponents"
SCORE: **7.0**

SHREK

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 01
TYPE: Platform
"A plain and unrewarding platform game"
SCORE: **5.0**

SIMPSONS ROAD RAGE

REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Driving
"A scabby game made bearable by its funny voices and fun two-player mode"
SCORE: **5.9**

SLAM TENNIS

REVIEWED: Issue 06
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Tennis
"Enjoyable and recommended, despite its few broken strings"
SCORE: **7.2**

SPIDER-MAN: THE MOVIE

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 03
TYPE: Platform
"Highly enjoyable use of a beloved licence... crackles with superhero smarts"
SCORE: **8.0**

SPY HUNTER

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Driving/shooting
"Instantly enjoyable, completely superficial and often enjoyable"
SCORE: **6.7**

SSX TRICKY

REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Snowboarding
"Fast and furious... needed souping up to become great on Xbox"
SCORE: **7.5**

STAR WARS: JEDI STARFIGHTER

REVIEWED: Issue 05
PLAYABLE DEMO: Issue 06
GAME MOVIE: Issue 06
TYPE: Shoot 'em up
"A healthy dose of enjoyable space combat needing more action to truly shine"
SCORE: **7.4**

TOP FIVE CHARACTER NAMES: 5: MASTER CHIEF (*HALO'S* HUSKY CYBORG); 4: HERMAN SCHULTZ (*SPIDER-MAN'S* ENEMY, THE SHOCKER); 3: ADI GALLIA (*JEDI STARFIGHTER* PILOT); 2: JEREMY HORN (HE'S REAL AND IN *UFC: TAPOUT*); 1: DR HEBBLE GATE (*GUN VALKYRIE'S* LOOPY SCIENTIST).

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play:more

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PRIZE CHALLENGES

MASTER CLASSES

YOUR OPINIONS

HINTS & TIPS

GAME CLUBS

EXTRA INFO

XBOX

official UK Xbox magazine

Inside

PLAY:MORE...

It's about getting more from your games. From simple tips and cheats to Masterclasses and guides, you'll find everything, explore everywhere and beat everyone. It's about playing games until the disc wears out. 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.

Play:More is where you make *Official UK Xbox Magazine* your magazine.

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ON THE GAME DISC: ENCLAVE 105

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MASTERCLASS: BUFFY THE VAMPIRE SLAYER 110

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PLAY: MORE NEEDS YOU!

TALK IS CHEAP. It's a lesson learned during the quest to become a Champion of Play:More and to conquer the Challenge Leagues. After all, there's a certain irony about someone who calls himself 'Above Average' yet goes through life with the blundering ability of Frank Spencer.

Imagine two Play:More hopefuls at practice every day and night. One begins the session, boasting: "I'm going to be a Champion of Play:More, no one will ever beat me!" The other player merely suggests: "If I try my hardest, I might one day win a Challenge League."

Everyone needs to believe in themselves, but which of the two hopefuls would you prefer to see at the top of the leaderboard? Self belief without tact or humility can become more of a hindrance than an ally (especially when things go wrong). Realistic thinking and the dedication to put words into practice are the real traits of a champion.

If you talk the talk, it's time to prove you've got the skills - Play:More.

'Above Average' Ben Talbot
Reader Interaction Editor

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ON THE DISC

SHOUT FROM the rooftops, *Official UK Xbox Magazine* Game Disc 07 is here. It's quality over quantity this month, with three of our best Playable Demos ever. Dish out medieval mayhem in two huge levels of Enclave. Replay value is almost guaranteed, with two characters to choose from and loads of secrets to discover.

Conflict: Desert Storm is on the cover of this month's magazine and shaping up to be a truly awesome experience. The demo features four mission objectives and a large arsenal of weapons. Stop the Iraqi invasion dead in its tracks.

Basketball has never been more exciting than in our Playable Demo of *Street Hoops*. This street court game boasts a booming hip-hop soundtrack, two playable teams and three minutes of slam-dunking action.

There are plenty of home grown Game Movies on the disc too. Find out what happened when the *Halo* compo winners visited our offices to experience the ultimate 16-player battle. Xbox Man strives to defend the *Legends of Wrestling* championship title but falls foul of Above Average Ben Talbot's aerial offensive.

We've also got an interview with Oddworld head honcho Lorne Lanning and footage of our visit to the Game On exhibition, as well as trailers for *Project Ego, XIII, Geoff Crammond's Grand Prix 4* and *Splinter Cell*.

↑ **The Xbox controller is your gateway to the *Official UK Xbox Magazine* Game Disc. Use the directional pad or left thumbstick to highlight the menus in the right-hand window and press the A button to select. The B button returns you to the previous menu screen and the white button zooms in for a close up of the screen.**

ENCLAVE

GAME INFORMATION
REVIEWED: **ISSUE 06, PAGE 094**
SCORE: **5.8**
PLAYERS: **1**

WHAT YOU GET

Choose from the Light campaign, where you control the heroic Knight, or play as the evil Assassin in the Dark campaign. In the Light campaign, protecting the Iellon Outpost from the Outlanders and their wicked leader Bor'je is your goal. In the Dark campaign, assassinate the merchant Marcus. Two sprawling levels for you.

LEFT THUMBSTICK	**MOVE, STRAFE**
	(CLICK) JUMP
RIGHT THUMBSTICK	**AIM**
	(CLICK) CROUCH
DIRECTIONAL PAD	**NOT USED**
A BUTTON	**NEXT WEAPON**
B BUTTON	**CHANGE AMMO**
X BUTTON	**NEXT ITEM**
Y BUTTON	**DRINK POTION**
L TRIGGER	**SHIELD, USE ITEM**
R TRIGGER	**ATTACK**
WHITE BUTTON	**NOT USED**
BLACK BUTTON	**CAMERA**

WHAT YOU DO

In the Light campaign, fight side by side with your fellow humans to reach the top of the outpost. Slay the Orc Bombardier and retrace your steps to the main entrance where you'll have to contend with Bor'je himself. In the Dark campaign, bring Celeheim's economy to its knees by slaying the merchant Marcus. He escapes your first ambush, but find his hiding place, finish what you started and exit via the portal (it's beetle shaped).

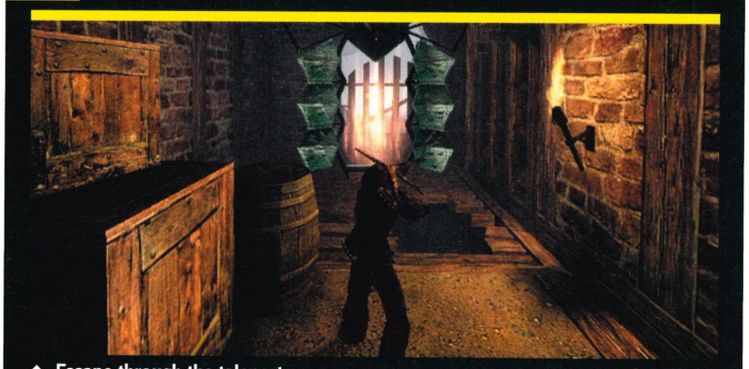
TOP TIPS

Collect the gold sacks. Each sack is worth five gold pieces, and they can be used to purchase useful weapons and potions. Some gold sacks can only be found when you kill enemies. There's no shop in this demo, so you'll have to purchase the full game if you want to buy the really exciting stuff.

ANYTHING ELSE?

The full version of *Enclave* features two campaigns, 12 playable characters and over 25 varied missions. It's a massive game, and a real challenge for fantasy game fanatics.

ENCLAVE - PLAYABLE
PRIZE CHALLENGE



↑ **Escape through the teleporter.**

HERE'S WHAT YOU DO...

COMPLETE THE Dark campaign mission in as short a time as possible. In order to achieve a fast time, you'll need to be extremely stealthy. Because there's no timer, you'll have to record your progress with a digital watch or similarly accurate timing device.

THE REWARD
Despite reminding us of defeat against Brazil, Thrustmaster's official World Cup Memory Card nevertheless has 500 blocks of handy memory. One goes to the winner.

PROOF REQUIRED
If you achieve a qualifying score, we'll ask you for a video tape of your progress through the entire mission. Please don't send a tape unless we ask you for it.

CLOSING DATE
Monday September 9.

RULES
They're over on page 109.

↑ **The gold or the girl?**

FUN CHALLENGE 1

GOLD IS SURPRISINGLY easy to come by in *Enclave*. The careless inhabitants of Iellon have left their precious metals scattered around in boxes, on stairways and in plain open view. Is it any wonder that the Outlanders have invaded?! Collect all 20 gold sacks to complete this fun challenge.

THE REWARD
In the full game, you can use the gold to buy weapons, potions and spells.

PROOF REQUIRED
None. This is only a fun challenge to test your skills.

RULES
Collect all 20 gold sacks.

↑ **He lurks in a cupboard.**

FUN CHALLENGE 2

THE PALADIN is an awesome warrior, and in the Dark Campaign you'll have to think quickly to defeat him. He's located behind the locked green door near the captive Berserker. Try to lure him into battle with the Berserker and pick him off with the crossbow. If that doesn't work, use the crossbow or the bow and arrow to kill him from distance. Poison arrows are handy in this instance.

THE REWARD
The defeated Paladin drops a green gem, which equates to 100 points worth of gold.

PROOF
None, it's just for fun.

THE RULES
Avoid getting mangled, which is easier said than done...

XBOX official UK Xbox magazine

CONFLICT: DESERT STORM

GAME INFORMATION
REVIEWED: **ISSUE 07, PAGE 072**
SCORE: **8.1**
PLAYERS: **1-4**

WHAT YOU GET

The very first mission from the game, The Invasion of Kuwait. Includes a large complement of weapons and masses of Iraqi soldiers keen for Special Forces blood. There's a training section in the proper game, but you're dropped right in the thick of things here...

LEFT THUMBSTICK	**MOVE**
RIGHT THUMBSTICK	**LOOK**
	(CLICK) AIM
DIRECTIONAL PAD	**CHANGE SOLDIER**
A BUTTON	**ACTION**
B BUTTON	**CHANGE STANCE**
X BUTTON	**LAUNCH ATTACK**
Y BUTTON	**INVENTORY**
L TRIGGER	**ORDERS**
R TRIGGER	**FIRE**
WHITE BUTTON	**GROUP STANCE**
BLACK BUTTON	**JOIN GROUP**

WHAT YOU DO

On August 2 1990, Special Forces attempt to repel Iraqi incursions across the Kuwaiti border. Paul 'Eagle Eye' Foley, the specialist sniper shot captured during a sabotage mission, awaits rescue. Slow down the Iraqi invasion by destroying the large bridge. With the mission complete, head to the landing zone to be removed via helicopter.

TOP TIPS

You can't afford to engage enemy infantry until you've rescued Eagle Eye. Make too much noise and you'll face an entire Iraqi patrol with a tank in support. Once Foley has been freed from his captors, find a sniping position for him above the bridge. He'll provide cover for John Bradley to steal the detonator and activate the explosive.

ANYTHING ELSE?

You could be awarded with a medal at the end of the mission, depending on your performance. In the finished game, you'll be able to progress through the ranks and be decorated with anything from the Military Medal to the Victoria Cross.

↑ Silent and deadly.

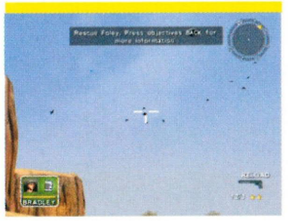
FUN CHALLENGE 1

STEALTH IS AN essential skill for any Special Forces team member. Sneak up behind an enemy guard and attack him with the knife to earn a stealth bonus. See how many stealth bonuses you can collect.

THE REWARD
Stealth bonuses will earn you a significantly better medal at the end of the level.

PROOF REQUIRED
No need for proof, it's a fun challenge. Fun. Challenge.

RULES
Don't alert those guards.



↑ Catch that pigeon NOW!

FUN CHALLENGE 2

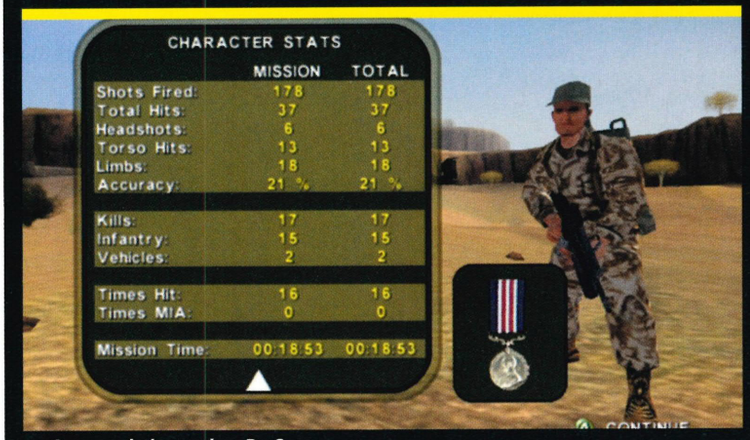
SHOOT AS MANY birds as you can with the pistol. We managed to hit three. No using the rocket launcher, mind, that's cheating.

THE REWARD
With rations low in the desert, some bird stew will go down a treat with the men.

PROOF
Don't worry about proof, this one's just a fun challenge.

THE RULES
You're only allowed to use the pistol. We cannot emphasise this crucial constraint enough.

CONFLICT: DS - PLAYABLE
PRIZE CHALLENGE



↑ Can you do better than Ben?

HERE'S WHAT YOU DO...

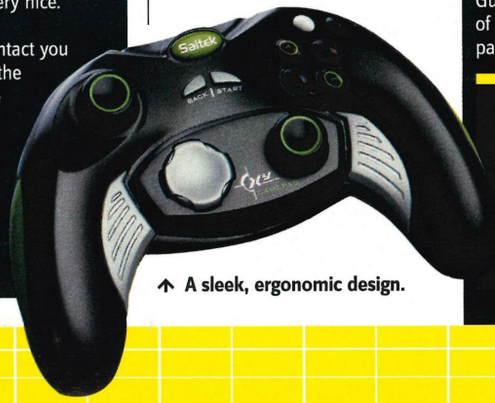
COMPLETE THE mission in the shortest possible time. You'll have to rely on stealth, accuracy and tactics in order to get the job done. The mission is complete when both John Bradley and Paul Foley have been extracted by the helicopter. Check the mission debriefing to see how quick you were.

THE REWARD
Thanks to the generous sorts at Saitek, we've got five Saitek Adrenalin pads to give away to the entrants with the five quickest times. The pad has six easy-to-reach fire buttons and a 10-foot cable. Very nice.

PROOF REQUIRED
If you're the quickest, we'll contact you to ask for a photo or video of the debriefing screen. We must be able to see your quickest time clearly.

CLOSING DATE
Monday September 9.

RULES
Follow the standard Prize Challenge rules on page 109.



↑ A sleek, ergonomic design.

MOVIES ON THE DISC

GEOFF CRAMMOND'S GRAND PRIX 4
Nothing comes close to the accuracy of Geoff's F1 simulation.

HALO: TEAM VERSUS READERS
Could the readers beat us at our favourite game? Hell no!

LEGENDS OF WRESTLING
Xbox Man takes the beating of his life in a four-way rumble.

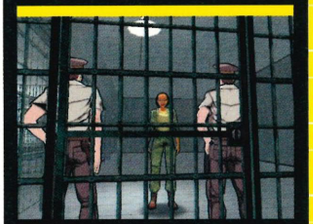
MIKE TYSON HEAVYWEIGHT BOXING
Iron Mike battles Dave Robot in a thrilling bout.

INTERVIEW WITH LORNE LANNING
Oddworld's co-creator isn't at all odd. He's a fascinating bloke.

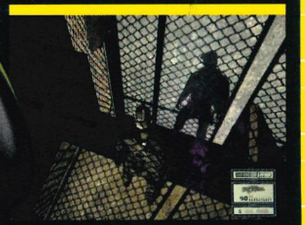
ED, JON AND BEN VISIT GAME ON
Watch our visit to the Barbican exhibition in London.

PROJECT EGO
Your most wanted game promises to be a real humdinger.

XIII
Thirteen isn't always unlucky. Watch this stunning trailer.



SPLINTER CELL
Guns, glory and espionage. Worthy of the Tom Clancy name. A trailer packed with in-game footage, too.



LADIES MAN: DURING A RECENT SCREENING OF *RESIDENT EVIL* AT A POSH LONDON CINEMA, SO EXCITED WAS BEN AT THE PROSPECT OF SEEING ZOMBIES ON THE SILVER SCREEN THAT HE WANDERED PAST THE GENTS AND INTO THE OTHER SIDE'S LAVATORY. NOTHING HAPPENED, ALTHOUGH BEN TRIED HIS HARDEST.

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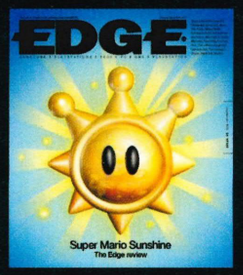

Wargames

Why the army uses our pastime to teach soldiers to kill

E114: on sale now

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STREET HOOPS

GAME INFORMATION
REVIEWED: **N/A**
SCORE: **N/A**
PLAYERS: **1-4**

WHAT YOU GET

Basketball that's too hot for the NBA moves out to the streets and lights up some of America's finest and fiercest urban courts. In the three minutes of alley-oop, board-crashing action present in our Playable Demo, the Monster Jammers face off against the Ankle Breakers in The Cage, West 4th Street, New York City. This demo is for one player only.

LEFT THUMBSTICK	**MOVE**
RIGHT THUMBSTICK	**AUTO PASS**
DIRECTIONAL PAD	**MOVE**
A BUTTON	**PASS / CHANGE PLAYER**
B BUTTON	**SHOOT / TACKLE**
X BUTTON	**EVADE / TACKLE**
Y BUTTON	**EVADE / BLOCK AND DEFLECT**
L TRIGGER	**DRIBBLE / RUN**
R TRIGGER	**DRIBBLE / BLOCK**
WHITE BUTTON	**TOGGLE DISPLAY**
BLACK BUTTON	**NOT USED**

WHAT YOU DO

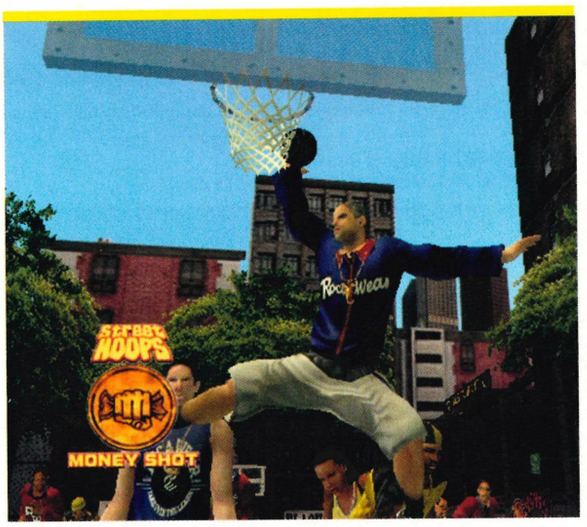
Pick your team and score more baskets than the opposition in a fast and furious, three minute period. Play for pride and high stakes by hitting the most stylish and devastating hoops. From our experience, the two teams available are evenly matched.

TOP TIPS

If you want to get into the street-court vibe, you'll first need to learn some slang. 'Cleaning the glass', or, 'crashing the boards', means that a player is scoring well from rebounds. 'Pet that dog', or, 'let it fly', is another way of telling someone to shoot the ball. There's also a great put-down for when you've blocked an offensive play. Say to the opposing player, 'don't come in here with that weak stuff,' to sort him out.

ANYTHING ELSE?

Anyone who saw last year's Nike Freestyle ads might recognise some of the real-life court legends headlining in Street Hoops. They've all got crazy names -The Main Event, Hot Sauce, The Future, Booger, Speedy, Headache, 1/2 Man-1/2 Amazing and AO.



↑ **Show me the money!**

FUN CHALLENGE 1

WINNING IS NOT enough in Street Hoops. You've got to let it fly and score some stylin' baskets if you want to take home the green. Earn as many 'Money Shot' bonuses as you can. Ben managed three money shots in three minutes, incredible.

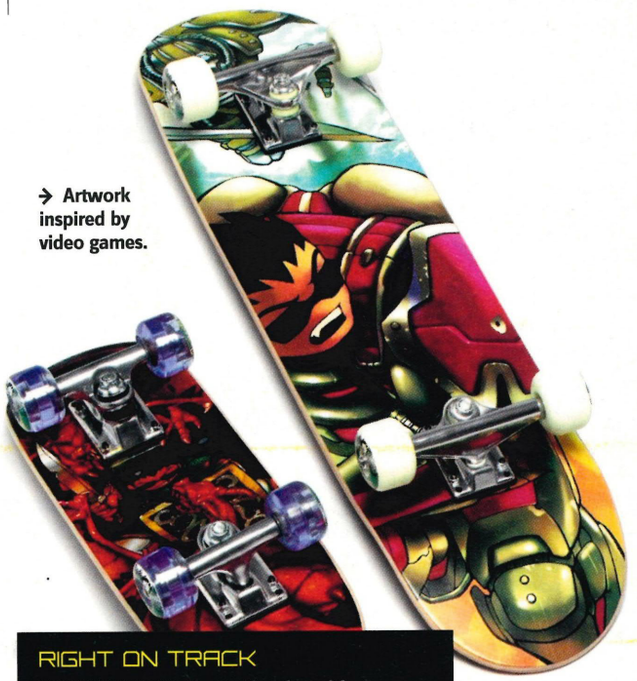
THE REWARD
In the complete game, you can spend your cash on branded sports gear.
PROOF REQUIRED
None, this one is for your amusement only.
RULES
None whatsoever.

STREET HOOPS - PLAYABLE
PRIZE CHALLENGE

↑ **Hit those hoops, win a prize.**

HERE'S WHAT YOU DO...

PLAY AS THE Monster Jammers on Novice difficulty and score as many points as you can (it will always be against the Ankle Breakers). The winner will be the person with the most points at the end of the three-minute game.
THE REWARD
The Phat Track Classic Skateboard as pictured opposite. A fine, fine prize.
PROOF REQUIRED
If you achieve a winning score, we'll request a video of your entire game. A photo will not be accepted as proof for this challenge.
CLOSING DATE
Monday September 9.
RULES
You must play as the Monster Jammers. See also the rules on page 109.



→ **Artwork inspired by video games.**

RIGHT ON TRACK

THE PHAT TRACK Classic Skateboard features American profile, double-kick, fully grip-taped decks, heavy-duty aluminium trucks and branded Urban Dog wheels exclusive to the Phat Track range. The artwork is said to be inspired by the latest video games.

EAT HOOPS: NOT THAT WE'D LIKE THE MANUFACTURER, THE WONDERFUL KP, TO SEND US A BIG BOX OF THE DELICIOUS POTATO SNACK, BUT, HERE ON THIS MAGAZINE, WE ARE VERY FOND OF HULA HOOPS. IF ONLY WE WEREN'T SPENDING ALL OUR MONEY ON THE OUT-OF-DATE MINI EGGS FROM THE SHOP DOWNSTAIRS. 'SELL BY' IS ONLY A GUIDELINE...

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DEMO CHALLENGE LEAGUES

CHALLENGE RESULTS

THE HEAT IS ON – Here are your entries for *Jet Set Radio Future*, *Max Payne*, *Crash Bandicoot*, *NBA Inside Drive*, and *Dark Summit*. Game Disc 06 Challenges coming soon!

JET SET RADIO FUTURE Game Disc 05
THE CHALLENGE: Fastest time to complete Beat's race.

NAME	ADDRESS	TIME	PROVED?
PAUL DAY	COOKSTOWN, CO. TYRONE	01.27.91	YES
OWEN HARRIS	LONDON	01.29.50	PENDING
ANDREW BOYD	BATHGATE, LOTHIAN	01.29.99	PENDING
GARY REID	COOKSTOWN, CO. TYRONE	01.30.31	PENDING
THOMAS WARDLE	STOKE ON TRENT, STAFFORDSHIRE	01.32.35	PENDING
TED TIMMINS	ASHTEAD, SURREY	01.33.76	YES
STEVEN DUNN	CASTLE DOUGLAS, DUMFRIES AND GALLOWAY	01.34.49	PENDING
DANIEL MARSHALL	DEBDALE PARK, MANCHESTER	01.34.99	PENDING
CHRIS WAWRZYNIAK	BRIGHOUSE, WEST YORKSHIRE	01.35.83	PENDING

ON HIS EIGHTH appearance in the Challenge Leagues, Play:More veteran Paul Day finally captures his first league crown. Paul wins a copy of *Fuzion Frenzy*.

CRASH BANDICOOT: THE WRATH OF CORTEX Game Disc 05
THE CHALLENGE: Best time to destroy 125 crates in Bamboozled.

NAME	ADDRESS	TIME	PROVED?
RICHARD HANLON	BILLESLEY, BIRMINGHAM	01.49.87	PENDING
CRAIG SMITH	BURY, LANCASHIRE	01.54.01	PENDING
LEE MURPHY	STRATHAM, LONDON	01.57.99	PENDING
THOMAS WARDLE	STOKE ON TRENT, STAFFORDSHIRE	02.09.20	PENDING
ANDREW CREAGHAN	ROTHERHAM, SOUTH YORKSHIRE	02.18.99	PENDING
TED TIMMINS	ASHTEAD, SURREY	02.20.00	YES
PAUL DAY	COOKSTOWN, CO. TYRONE	02.20.99	YES
DAVID PEACOCK	PETERLEE, CO. DURHAM	02.25.99	PENDING
LYNETTE OGLES	HALL, LANCASTER	02.27.99	PENDING

DISAPPOINTED IN DEFEAT at the *Crash* for Cash compo, Richard Hanlon still managed to beat everyone at *Crash Bandicoot*. He wins a Gamester Arcade stick.

CRASH (FOR CASH) Game Disc 04
THE CHALLENGE: Highest score in the Bronx Bear Pit.

NAME	ADDRESS	BEST SCORE	PROVED?
JOHN SIMPSON	GATESHEAD, TYNE AND WEAR	437980	YES
ANDREW SMITH	BASINGSTOKE, HAMPSHIRE	422970	YES
DANIEL ROBERTSON	SUTTON IN ASHFIELD, NOTTS	417370	YES
CHRIS WAWRZNIAK	BRIGHOUSE, WEST YORKSHIRE	405760	YES
RICHARD HANLON	BILLESLEY, BIRMINGHAM	401440	YES
MATT DAVIS	PLYMOUTH, DEVON	396820	YES
ELLIOT LOCK	ASHTED, SURREY	384030	YES
OTHMAN IZAGAREN	LEATHERHEAD, SURREY	382340	YES
JOSHUA COLE	BURY, MANCHESTER	377640	YES

CHECK OUT next month's Champions of Play:More for a full run-down of the *Crash* for Cash compo. Which of our league entrants took home £2,000?

NBA INSIDE DRIVE Game Disc 05
THE CHALLENGE: Most points scored against CPU opponent.

NAME	ADDRESS	BEST SCORE	PROVED?
CRAIG SMITH	BURY, LANCASHIRE	64	PENDING
DAVID PEACOCK	PETERLEE, CO. DURHAM	53	PENDING
STEPHEN WOOD	GAINSBOROGH, LINCS	46	PENDING
JASON ATKINS	ELTHAM, LONDON	43	PENDING
ANDREW CREAGHAN	ROTHERHAM, SOUTH YORKSHIRE	33	PENDING
OWEN HARRIS	LONDON	30	PENDING
CHRIS BETTS	STOWMARKET, SUFFOLK	28	PENDING
MATT LINDLEY	WESTDRAYTON, MIDDX	25	PENDING
TED TIMMINS	ASHTEAD, SURREY	25	YES

THE BACKBOARD SMASHING battle for the Matt Hoffman T-shirt and cap ends with Craig Smith's conclusive 64 points. David can stand proud with his 53 score.

MAX PAYNE Game Disc 05
THE CHALLENGE: Fastest time to complete The American Dream.

NAME	ADDRESS	TIME	PROVED?
THOMAS WARDLE	STOKE ON TRENT, STAFFORDSHIRE	03.53.99	PENDING
TED TIMMINS	ASHTEAD, SURREY	04.15.99	YES
JASON CONLON	BELFAST, CO. ANTRIM	04.17.50	PENDING
CHRIS SALKELD	MILTON KEYNES, BUCKS	04.31.99	PENDING
LEE MURPHY	STRATHAM, LONDON	05.27.99	PENDING
DOMINIC HILLS	BRACKWELL, BERKSHIRE	05.30.99	PENDING
LYNETTE OGLES	HALA, LANCASTER	05.40.99	PENDING
CHRISTOPHER MURPHY	WARRINGTON, CHESHIRE	05.58.99	PENDING
CHRIS BETTS	STOWMARKET, SUFFOLK	07.15.99	PENDING

LIVING THE AMERICAN dream, Thomas Wardle storms to the top of the *Max Payne* league. He snatches the unopened copy of *Oddworld* from Ben's desk.

DARK SUMMIT Game Disc 05
THE CHALLENGE: Most points scored on the First Cut course.

NAME	ADDRESS	BEST SCORE	PROVED?
CHRIS WAWRZYNIAK	BRIGHOUSE, WEST YORKSHIRE	6305000	PENDING
RISHI SIVAKUMAR	HOUNSLOW WEST, MIDDLESEX	6200000	PENDING
SCOTT MCLEAN	HOUSTON, JOHNSTONE	5205250	PENDING
CRAIG SMITH	BURY, LANCASHIRE	2700500	PENDING
PAUL DAY	COOKSTOWN, CO. TYRONE	2059250	YES
ANDRE ATALLAH	WIMBLEDON, LONDON	2005250	PENDING
TED TIMMINS	ASHTEAD, SURREY	2000500	YES
TOM BLENCOWE	CHIPPING NORTON, OXFORDSHIRE	1003500	PENDING
JOHN HIGGS	NORTHFIELD, BIRMINGHAM	787000	PENDING

A NOKIA 3330 phone worth £120 and a copy of *Dark Summit* was more than enough of an incentive to help Chris Wawrzyniak to his first league win.

MOTO GP: ULTIMATE RACING TECHNOLOGY Game Disc 04
THE CHALLENGE: Fastest time to complete Mugello race.

NAME	ADDRESS	BEST SCORE	PROVED?
TONY HALL	NEWPORT, SHROPSHIRE	04.23.999	YES
GAVIN JONES	WOOLWELL, PLYMOUTH	05.00.030	YES
DAVID NORRIE	EDINBURGH	05.09.449	YES
RICHARD HANLON	BILLESLEY, BIRMINGHAM	05.21.018	YES
JARED BOWHAY-PRINGLE	NORTH SHIELDS, TYNE AND WEAR	05.27.006	YES
JUSTIN SOUTHERN	WIRRAL, MERSEYSIDE	05.28.024	YES
CRAIG COOKE	RICHMOND, SURREY	05.30.016	YES
PAUL DAY	CO. TYRONE, N. IRELAND	05.31.001	YES
MICHAEL RYDER	CANNON HILL, BIRMINGHAM	05.33.018	YES

JON MAKES HIS television debut this November. He's playing *Moto GP* for Bravo TV's *Joy Pad*. Ben and Steve are also presenting segments on *Buffy* and *Conflict*.

HALO: COMBAT EVOLVED Game Disc 04
THE CHALLENGE: Create the ultimate Warthog jump.

NAME	ADDRESS	MARK OUT OF 30	PROVED?
TED TIMMINS	ASHTED, SURREY	27	YES
JAMES FARISH & DAVID KITSEN	MAIDSTONE, KENT	26	YES
DARRYL M KABERRY	SLEAFORD, LINCONSHIRE	23	YES
STEVE & SEAN FALLIS	ENNISKILLEN, CO. FERMANAGH	19	YES
JAMES DALY	LIVERPOOL, MERSEYSIDE	18	YES
SCOTT CHOCICE KEEN	LIPHOOK, HANTS	12	YES
CRAIG COOKE	RICHMOND, SURREY	11	YES
BEN ROBBINS	POOLE, DORSET	09	YES
SCOTT HEDGER & BEN CAMFIELD	POOLE, DORSET	09	YES

PLAYABLE GAME DISC 08 will be host to our Ultimate Warthog Jumps video. Find out how we judged the best jumps for height, landing and originality. Amazing.

ENTER THE CHALLENGES NOW!

It's all very simple really. Help us to help you into the Challenge Leagues by proving your excellence.

»TO ENTER A PRIZE CHALLENGE, ALL YOU NEED TO DO IS FILL IN THE COUPON BELOW AND POST IT OFF TO US.
»IF YOUR SCORE QUALIFIES YOU FOR A PRIZE, WE'LL GET IN CONTACT WITH YOU AND ASK YOU TO PROVIDE PROOF OF YOUR SCORE.
»ONCE YOU'VE SENT US PROOF, WE CAN AWARD YOUR PRIZE AND PRINT YOUR NAME IN THE MAGAZINE.

HOW TO PROVE YOUR SCORE

If we ask you to prove your score, you'll need to present us with one of two items of evidence:

PROOF BY VIDEO

By playing your Xbox through a normal VCR, it's possible to record your exploits onto a standard video cassette. We'll need to see you actually achieving the score, not the just the sight of the high score table.

PROOF BY PHOTO

In some instances - when we're certain that there's no possibility of cheating to manipulate the evidence - we may only require a photograph of the game's High Score screen. Polaroid is obviously the easiest way to do this (no film development) but normal flash photography is acceptable. NO DIGITAL PHOTOS PLEASE - they are too easily altered.

WHAT IF I CAN'T REPEAT MY BEST SCORE IN ORDER TO PROVE IT?

If you think you might only be able to achieve your high score once, we recommend taking proof (video or photography) as you go. That way, if you end up in a prize-winning position and we ask for proof, you have it ready and you won't have to repeat your feats.

REMEMBER! *You do not need to send us any proof to enter a Prize Challenge. We'll only ask for it if you end up in a prize-winning position.*

HOW DO I CONNECT MY XBOX TO THE VCR?

If you have a VCR with a SCART 'IN' socket, simply connect your Xbox to that, turn it on, select the video channel on your TV and you should see the game screen. If you now press Record you should be recording your Xbox exploits.

If your VCR doesn't have a SCART 'IN' socket, you'll need an Xbox RF adapter (sold wherever Xbox hardware can be purchased). Disconnect the aerial cable from the RF 'IN' socket and connect the Xbox RF lead. Switch on the TV and turn to the video channel. You now need to tune the video in to find the Xbox signal. When you've found it, press Record and you should be fine.

THESE RULES APPLY TO ALL PRIZE CHALLENGES

»Closing date for Issue 07 challenges is Monday September 9.
»You will be contacted within 14 days of the closing date if you are in a prize-winning position.
»To be eligible for your prize you must be able to prove your score in the manner specified in the Prize Challenge instructions (above).
»The editor's decision as to the validity of proof is final.
»Proof of posting is not proof of receipt.
»*Official UK Xbox Magazine* will not be held responsible for entries or proof lost or damaged in the post.

ENOUGH TALK - PLAY:MORE! GOOD LUCK!

ISSUE 07
DEAR OFFICIAL UK XBOX MAGAZINE,

Here are my Demo Challenge scores for you to admire.
(NB You can enter as many or as few challenges as you like)

CONFLICT: DESERT STORM
Quickest time to complete the mission.

.....

ENCLAVE
Quickest time to complete the Dark Campaign.

.....

STREET HOOPS
Most points scored as the Monster Jammers.

.....

.....

.....

.....

NAME

.....

ADDRESS

.....

.....

.....

CONTACT TELEPHONE NUMBER (This is so we can get in touch with you quickly if we need to ask you for proof).

.....

While I'm on, here are the five games I'm most looking forward to on Xbox.

1) .....

2) .....

3) .....

4) .....

5) .....

EITHER CUT out or photocopy this coupon, fill it in, and send it to Game Disc 07 Demo Challenges, *Official UK Xbox Magazine*, Top Floor, 99 Baker Street, London, W1U 6FP.

SELF ABUSE: WHEN JON CUT HIS HAIR THIS MONTH (HE'S TOO TIGHT TO GO THE BARBER'S) HE MISSED A BIT. BUT WHEN HE WENT BACK WITH THE CLIPPERS, HE LEFT THE NUMBER TWO COMB OFF. CUE ONE LARGE BALD PATCH. ONE HASTILY SHAVEN HEAD AND HIM WEARING A CAP FOR AN ENTIRE WEEK. HOW WE LAUGHED...

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MASTERCLASS

YOUR GUIDE: **BEN TALBOT**

BUFFY THE VAMPIRE SLAYER

EVERY SECRET ITEM REVEALED!

AS LONG AS vampires have walked the earth, there has been a slayer... It's easy to forget about the forces of darkness when Buffy Summers is patrolling the Hellmouth. Unfortunately, there's nothing simple about life in Sunnydale. It has become a living hell.

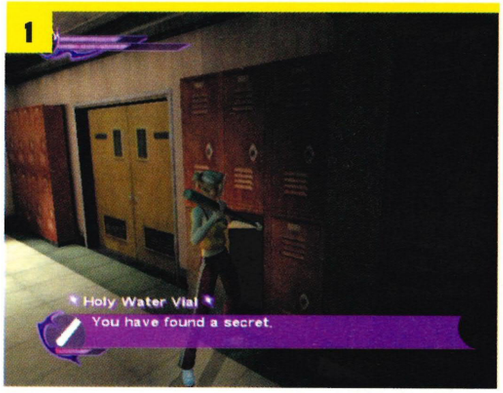
In this month's Masterclass, we hope to prolong your vampire-mashing days by revealing all the hidden secrets in *Buffy The Vampire Slayer* (Issue 06, 8.3). The most useful of these items are health crystals and power crystals. Give them to Willow during the various gang meetings and she'll cast a spell to increase your energy bars. There are also healing elixirs, holy water, hellfire vials and other power-ups to be found.

If you pause the game, you'll see an indication of the total number of secrets available and how many of them you've discovered. There's no overall reward for finding them all, but the extra energy and weapons definitely make your demon-vanquishing quest much more fun.

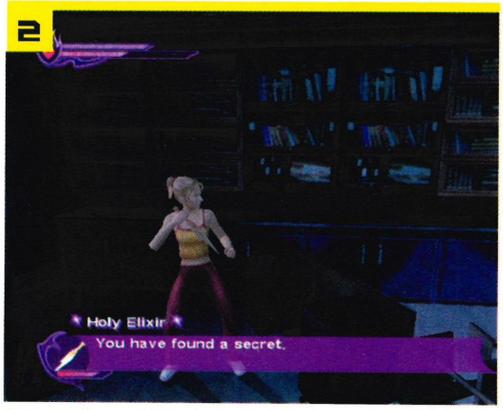
SPANISH MISSION COURTYARD
SECRETS: 01

>> Inside the villa, climb up the haystacks to the upper level and smash the boards blocking the window (near the key). You'll find an elixir on the outside ledge.

SUNNYDALE HIGH SCHOOL GYMNASIUM
SECRETS: 02

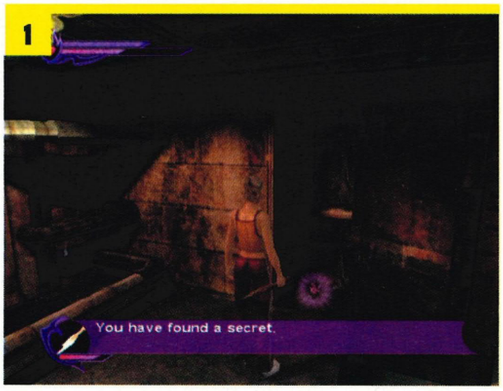


>> Reach the cut-scene where a man is thrown through the double doors. Run through the broken doors and search the corridor for a brown-coloured locker. Kick the locker or press the Y button to open it for a capsule of Holy Water.



>> Enter the corridor where the first demon-dog makes its entrance. Run up the stairs and return to the room adjacent to the one where Willow was hiding on the previous level. Near the blackboard, behind the broken desk, is an elixir.

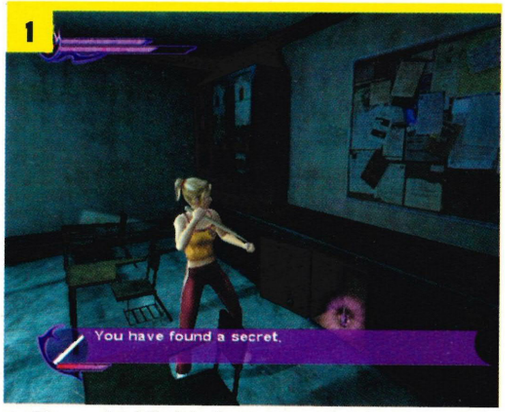
SUNNYDALE HIGH SCHOOL BOILER ROOM
SECRETS: 02



>> Search the right-hand side of the first room for a rusted door. Open it, with a press of the Y button, for an elixir.

>> Set off the explosion and return to the main stairwell. Go down the stairs to the entrance of the boiler room. The explosion has cleared the Janitor's door; you can sneak behind the fire for an elixir.

SUNNYDALE HIGH SCHOOL LIBRARY
SECRETS: 01



>> After you've killed the firebombing vampire, go inside the classroom. At the back of the room you'll see a small white wall unit with its door slightly ajar. Head towards it and press the Y button to open the doors to find a capsule of Holy Water.

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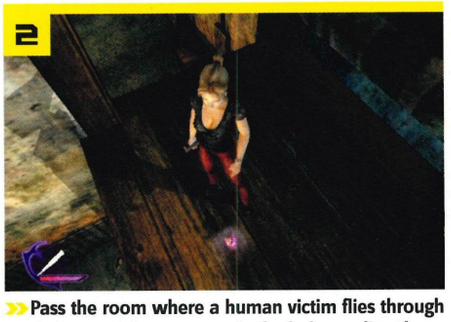
THE BRONZE NIGHTCLUB
SECRETS: 02

1

>> Avoid the giant vampire and run up the stairs to the upper level of the nightclub. Look underneath the wooden stool for a health crystal.

2



>> Pass the room where a human victim flies through a window and jump across to the balcony directly above that room. A health crystal can be found here.

THE BRONZE NIGHTCLUB EXTERIOR
SECRETS: 03

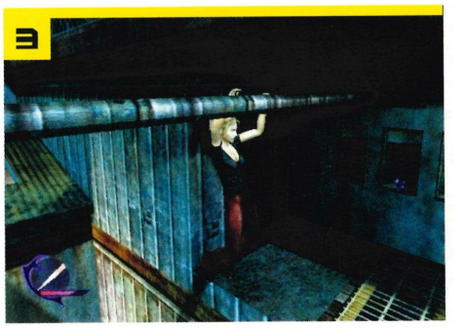
1

>> Run all the way across the balcony of the large open area where Spike resides. Drop down through the rooftop window for an elixir.

2

>> In the same room where Secret 1 is found, search the cupboard with a press of the Y button. Inside, you'll find a cute girl and an elixir.

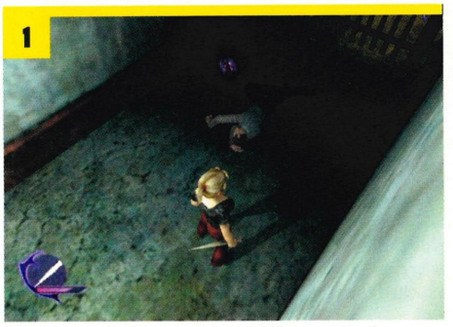
3



>> Retrace your steps to the glass roof. Instead of dropping through it, shimmy across the pole nearby. At the opposite end of the pole is a power crystal.

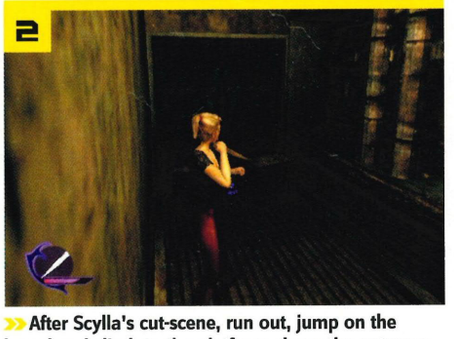
THE BRONZE NIGHTCLUB BACK ALLEYS
SECRETS: 02

1



>> Go through the door that the demon dog bursts through. Smash the planks over the doorway inside. A health crystal is on the floor near the dead body.

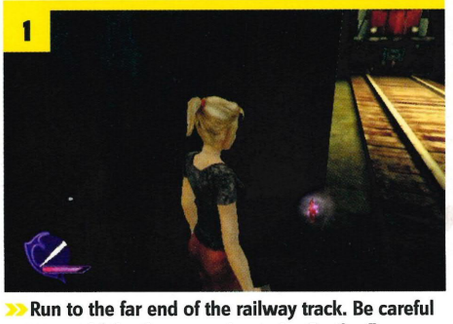
2



>> After Scylla's cut-scene, run out, jump on the barrel and climb to the platform above the entrance. Behind the boxes is another power crystal.

THE BRONZE NIGHTCLUB RAILROAD
SECRETS: 02

1



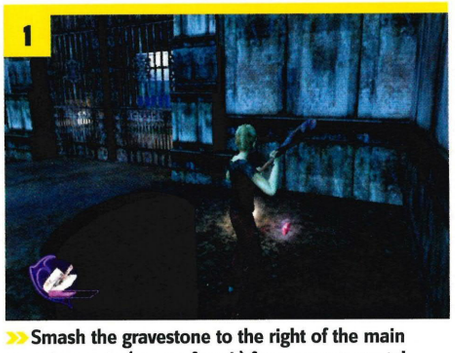
>> Run to the far end of the railway track. Be careful not to get hit by the oncoming train. On the floor on the left-hand side is a power crystal.

2

>> After you've shimmied across the cable from one rooftop to another, smash the four boxes behind the small wall for your reward.

SUNNYDALE CEMETERY: ENTRANCE
SECRETS: 03

1



>> Smash the gravestone to the right of the main cemetery gate (as you face it) for a power crystal.

2

>> Bust open the orange crypt door at the top of the stairs in the second courtyard. Inside, there's a zombie guarding an elixir.

3

>> After the giant vampire has made his appearance, drop down into the hole he made. You'll find a stream of running water at the bottom along with another power crystal.

TOP TOON: A *BUFFY* ANIMATED SERIES IS CURRENTLY IN DEVELOPMENT. GOING BACK TO THE EARLY HIGH SCHOOL DAYS OF BUFFY AND THE SCOOBY GANG, THE CARTOON WILL BE VOICED BY ALL OF THE CAST APART FROM BUFFY (SARAH MICHELLE GELLAR) AND ANGEL (DAVID BOREANAZ). GELLAR DIDN'T DO THE VOICE FOR THE GAME, EITHER.

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SUNNYDALE CEMETERY GRAVEYARD
SECRETS: 03

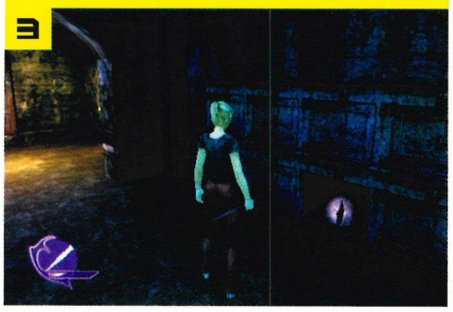
1

»Walk through the main gate and immediately turn left. You'll see two candles next to a suspicious looking wall. Punch the bricks for a power crystal.

2

»A power crystal can be found in the small, crypt-like building, to the right-hand side of the zombie birthing casket.

3



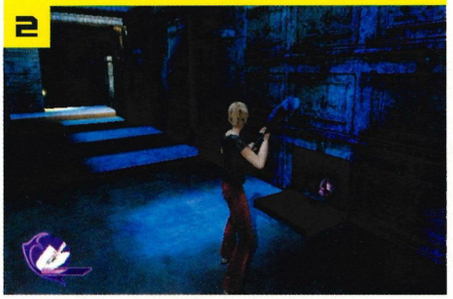
»Just before the exit to the level, you're attacked by a group of zombies. A health crystal can be found in one of the tombs that the zombies emerge from.

SUNNYDALE CEMETERY CRYPTS
SECRETS: 03

1

»Early in the level, another group of zombies attacks you. An elixir is hidden in one of their tombs.

2



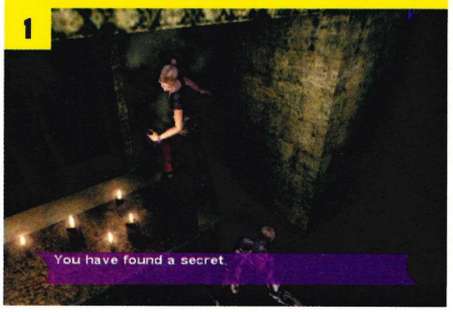
»Beat the zombies within the large blue boundary that springs up in the biggest room in the level. After that, run up the steps in the large open area and look behind the tomb for an elixir.

3

»Inside the wall with two candles below it is a power crystal. You will find this wall on the right of the locked main gate, found in the final part of the level.

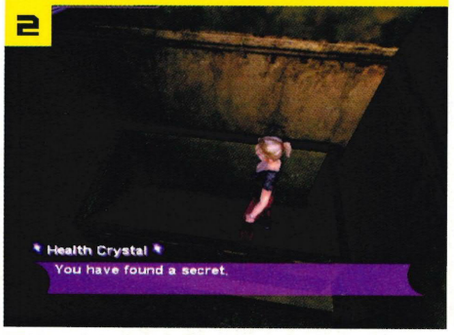
MAUSOLEUM SECRET PASSAGES
SECRETS: 03

1



»Go to the room with the first blue switch and look above the altar. To the right of the angel statue is a cracked relief; punch through it to gain access to a power crystal.

2



»Drop down below the coffin on the left of the large, well-lit room. A power crystal can be found in one of the emerging zombie's tombs.

3

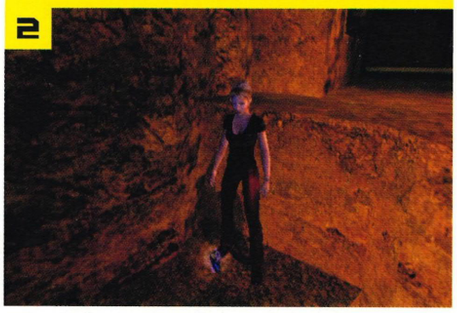
»Drop down below the coffin on the right side of the large, well-lit room. Smash the wall next to the female zombie to find a power crystal.

MAUSOLEUM CATACOMBS
SECRETS: 02

1

»In the room with two waterfalls, use your crossbow to shoot the green skull underneath the balcony. A secret passage will then be revealed, inside which is an elixir.

2



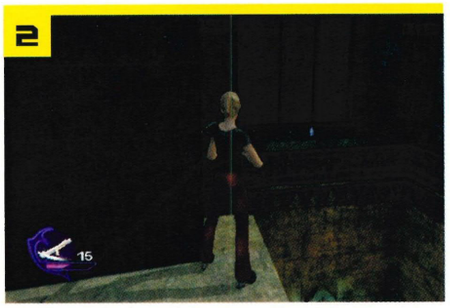
»Just before you jump the small chasm near the exit, look down to find a health crystal on a small step.

SUNKEN CHURCH BRIDGE
SECRETS: 02

1

»Turn left just before jumping across the bridge. Drop down to the lower level and smash the headstone for an elixir.

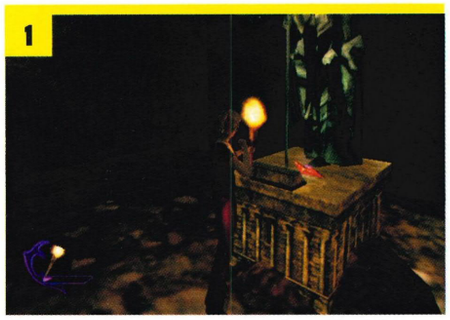
2



>> You'll find a health crystal on the uppermost ledge of the church building, just above the fountain of holy water.

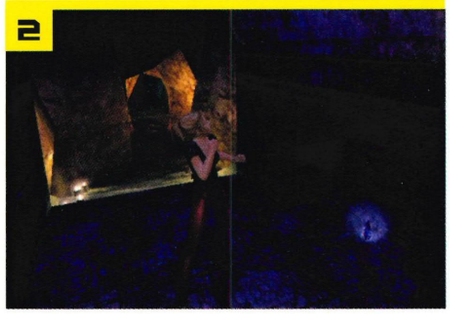
SUNKEN CHURCH WEST WING
SECRETS: 02

1



>> Smash both gravestones on either side of the large angel statue. The statue will then open up to reveal a health crystal.

2



>> Kill the two demons after lighting the second flame. Check the walls in this area for a broken section, which hides an elixir.

SUNKEN CHURCH BAPTISTRY
SECRETS: 02

1

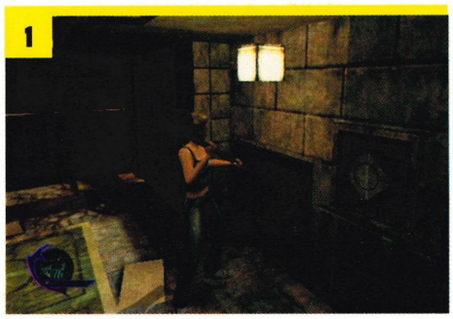
>> Smash the white fireplace cover in the room where the human is killed by a demon. There's a power crystal inside the wall cavity.

2

>> Push the white button on the wall, in the room with the large green steps. A secret passage will open, inside which is a power crystal.

ANGEL'S MANSION MAIN HALL
SECRETS: 02

1



>> Push the button on the wall in the outdoor area where two demons lurk (just after the green door). A secret hatch will open to reveal a power crystal.

2

>> After the blue door button, smash the large windows and jump out of them. Press the secret button to the left of the fountain and a cut-scene will reveal where a hidden holy water can be found.

SUNNYDALE DOCKS LOADING AREA
SECRETS: 02

1

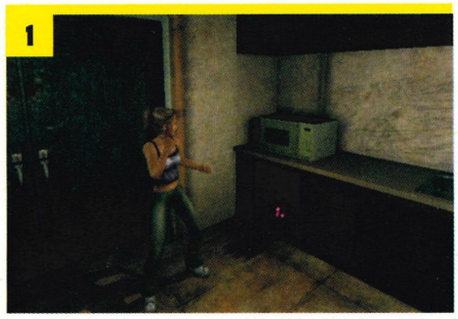
>> Run around the small conveyor belt, avoiding the crate. At the back of the conveyor belt is an elixir.

2

>> In the main cargo hold, there's an orange cargo container with a barrel next to it (it's near the water). Smash the barrel to reveal an elixir.

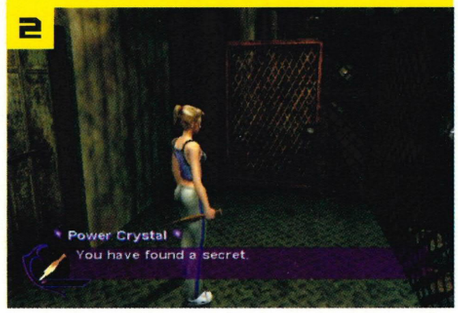
SUNNYDALE DOCKS SHIPPING
SECRETS: 02

1



>> Smash the broken cupboard door, directly underneath the microwave in the room where spiders attack. Inside, of course, is a secret.

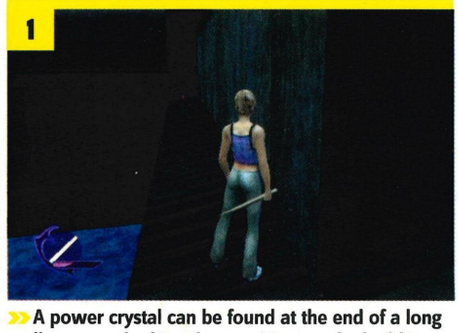
2



>> Jump across the crates that form a bridge over the water in the main area. On the opposite side is a ladder with a power crystal at the top.

SUNNYDALE DOCKS WHARF
SECRETS: 02

1



>> A power crystal can be found at the end of a long walkway overlooking the sea. It's near the building with the fans and a glass roof.

NO MYTH-TAKE, THEY'RE REAL: THE VAMPIRE BAT, *DESMONDUS ROTUNDUS*, IS A NATIVE OF THE TROPICAL AND SUB-TROPICAL AREAS OF THE AMERICAS (QUITE A WAY AWAY FROM TRANSYLVANIA, ROMANIA), ESPECIALLY THE RAINFORESTS. EACH BAT NEEDS TWO TABLESPOONS OF BLOOD A DAY, WHICH IT SUCKS FROM COWS, PIGS AND HORSES.

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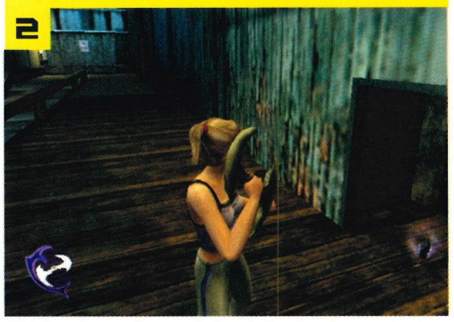
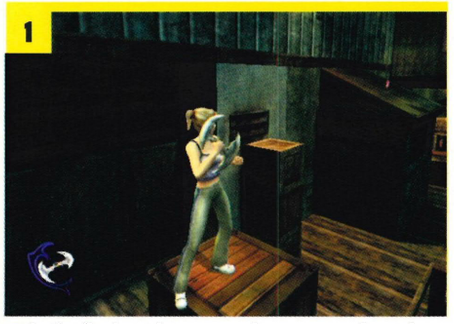
2



>>After the confrontation with the large vampire, go outside and run ahead. On the left is a brown grate. Push the Y button to open the gate and you'll discover a power crystal.

SUNNYDALE DOCKS CRANE
SECRETS: 02

1



>>In the final outdoor area where you confront three sirens, jump across the tall pile of crates to the small yellow rooftop ledge. There's a power crystal on top.

2

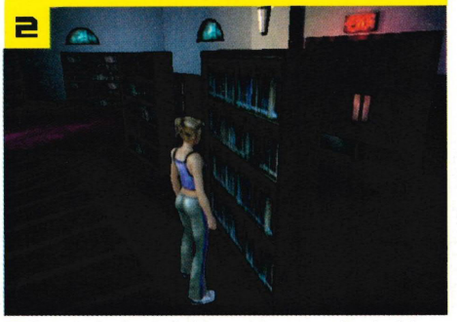
>>Turn on the sprinkler to extinguish the burning crates. Behind the crates lies a power crystal.

LIBRARY GANG MEETING 5
SECRETS: 02

1

>>Kill the first demon and check the library office for a health crystal.

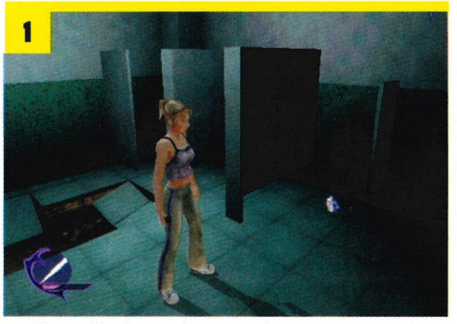
2



>>Search the bookshelves on the upper level of the library. On the shelf directly behind Giles, you can press a hidden switch. A cut-scene shows the way to a hidden health crystal (inside the cupboard).

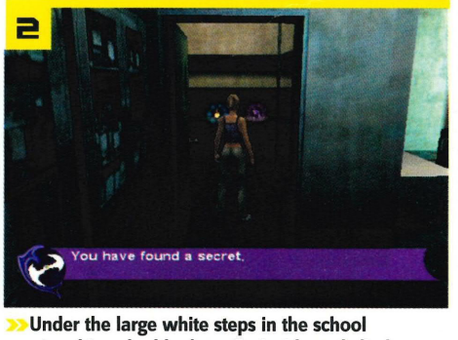
SUNNYDALE HIGH SCHOOL HALLWAY
SECRETS: 03

1



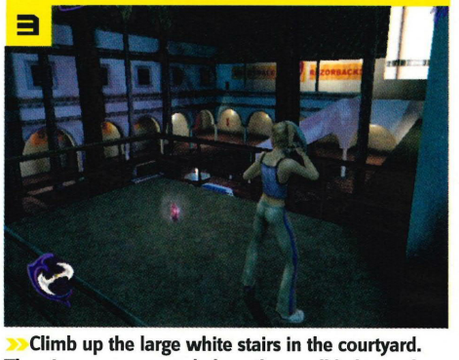
>>After collecting the key card from the dead teacher, return to the boys' toilets for a sample of holy water.

2



>>Under the large white steps in the school courtyard is a double door. Go inside and climb through the broken window. There's a hellfire vial and an elixir in the cupboard in the X-ray room.

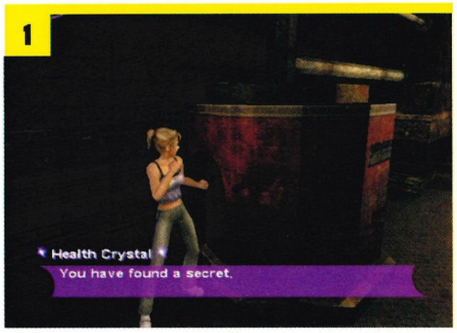
3



>>Climb up the large white stairs in the courtyard. There's a power crystal along the small ledge to the left. Note: this crystal only appears when all the monsters have been killed.

SUNNYDALE HIGH SCHOOL SEWERS
SECRETS: 05

1

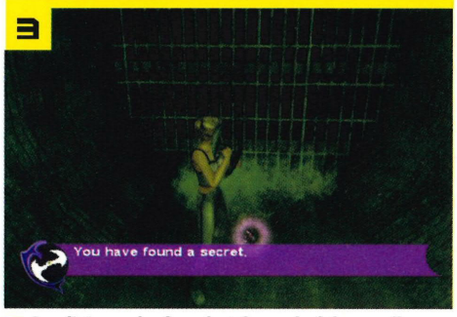


>>Smash a hole in the first boiler for a health crystal.

2

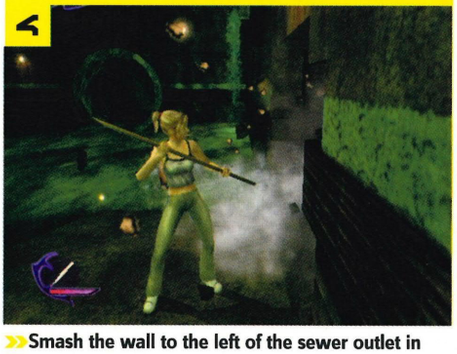
>>Jump across the green river of sludge in the room with the large sewer outlet. Smash the wall near the point where the siren emerges. You'll find a power crystal and a hellfire vial inside.

3

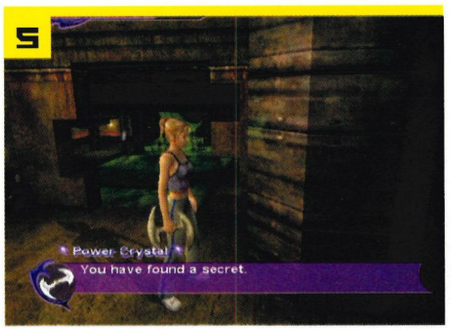


>>An elixir can be found at the end of the small sewer outlet in the room with the two sirens.

4

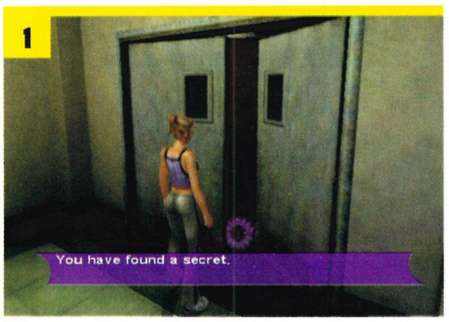


>>Smash the wall to the left of the sewer outlet in the same room. A hidden cavity reveals some blessed bolts and hellfire bolts.

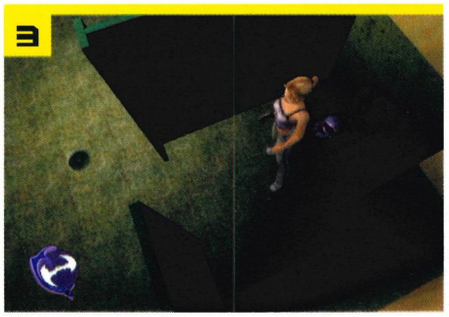


>> Jump through the wall cavity made by the two demons bursting out. Go ahead and there's a power crystal in plain view.

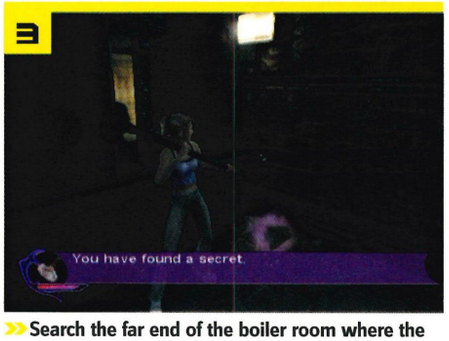
SUNNYDALE HIGH SCHOOL BASEMENT
SECRETS: 03



>> Open the grey door immediately behind you as you begin the level. An elixir can be found inside.

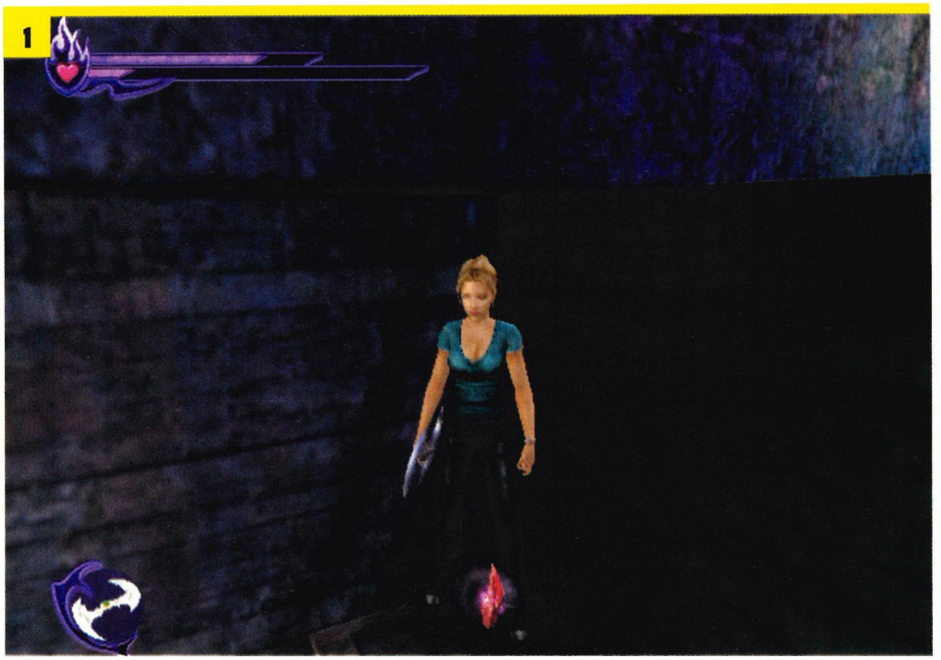


>> After you walk down the stairway with the large blue window, walk near the boys' toilet and a vampire will jump out. Go inside the toilet cubicle for a power crystal.



>> Search the far end of the boiler room where the power switch was (earlier in the game). There's an elixir on the floor.

FOUNDRY YARD
SECRETS: 04



>> Climb to the top of the pile of crates near the retracting bridge. Smash the cardboard box for a power crystal.

>> In the room directly after the retracting bridge, climb the ladder and smash all the boxes to find a holy elixir.

FIRST BEANS, NOW STEAK: ANTHONY STEWART HEAD, WHO PLAYS GILES IN *BUFFY*, STARRED IN A FAMOUS SERIES OF ADVERTS FOR NESCAFÉ GOLD BLEND COFFEE FROM 1987 TO 1993.

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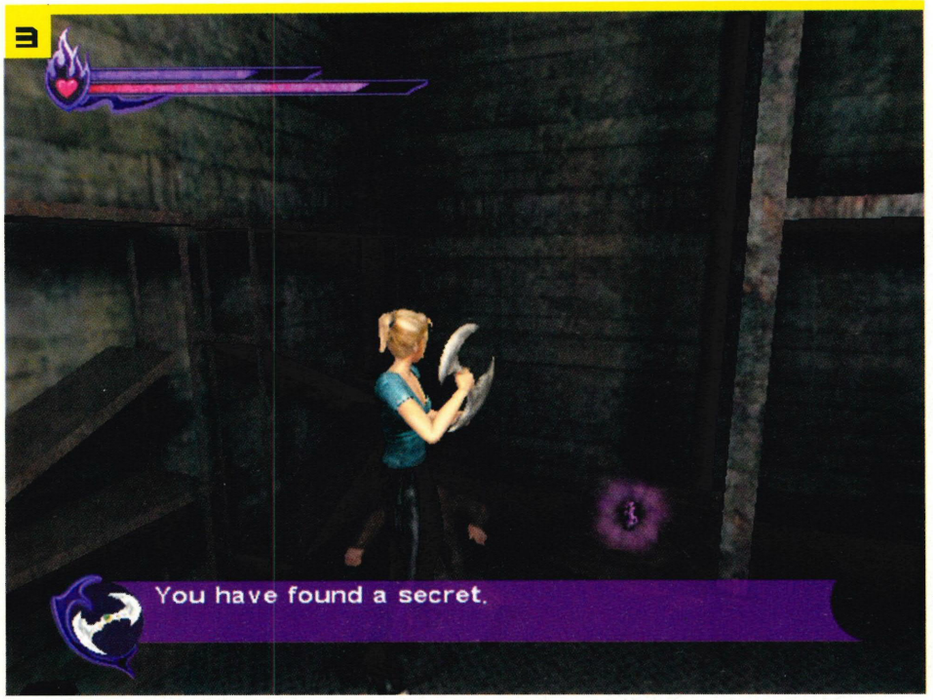
3



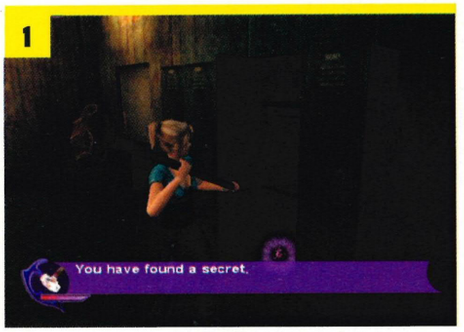
»After your first attempt at starting the conveyor belt, return to ground level and run back to the retracting bridge. A new area will have opened. Smash the cardboard box in the far left corner for a holy elixir.

4

»Shoot a crossbow bolt at the 'biological hazard' warning sign at the very top of the foundry. The proceeding cut-scene shows a door opening to an area with a power crystal.

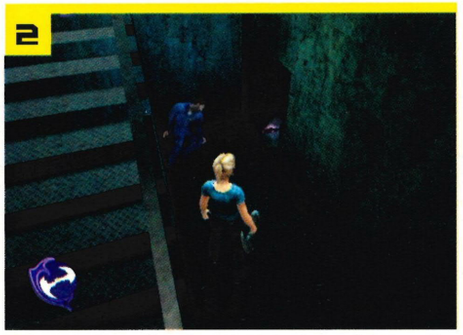
FOUNDRY ELEVATOR SECRETS: 05

1



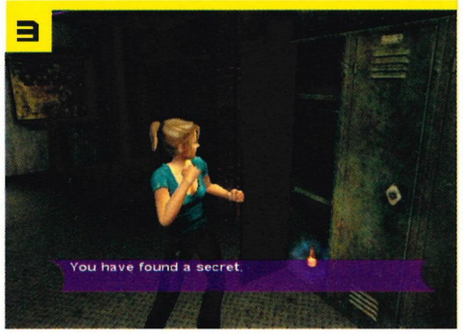
»Check the lockers in the first area near the sledgehammer: you'll find an elixir inside one of them.

2



»Smash the wall to the left of the base of the small steps (near the fallen human). A health crystal can be found inside the cavity.

3



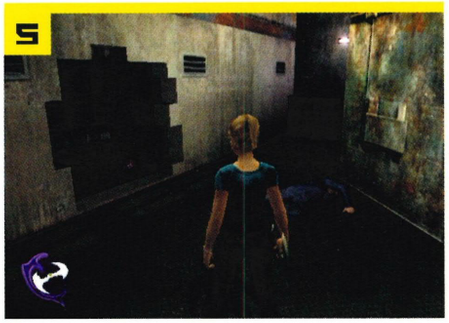
»In the room with the lever that Buffy pulls to open the hatch, try opening one of the lockers. You'll be rewarded with a hellfire vial.

4

»Run across the small yellow walkway and across the pipe to a small red grate. Go through the grate and climb onto the ledge inside for a power crystal.

XBOX official UK Xbox magazine

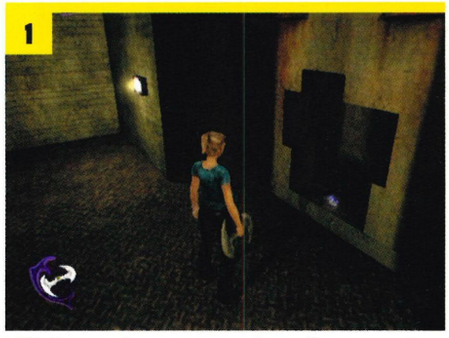
5



>> Check the broken wall at ground level near the giant vats. An elixir can be found here.

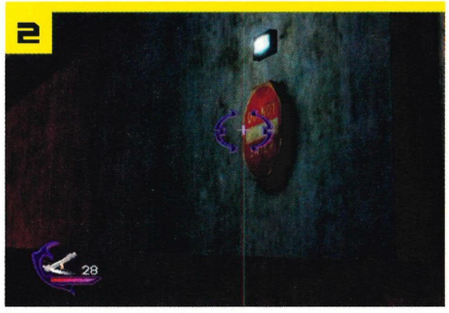
FOUNDRY CONVEYOR SYSTEM
SECRETS: 02

1



>> Before you jump across to the walkway, smash the wall near the wire fence for a secret.

2



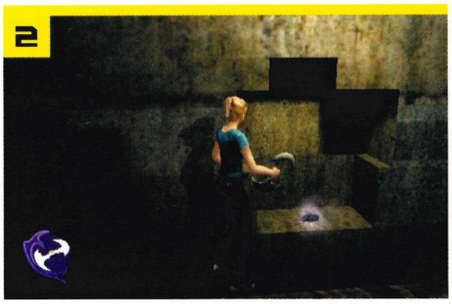
>> Shoot a crossbow bolt at the stop sign through the giant metal doors. These doors only open when the large container of molten metal is moving. A cut-scene reveals a secret hatch containing a health crystal.

FOUNDRY ORE PROCESSING
SECRETS: 02

1

>> Smash the barrels behind the large lava pool in the first area. A power crystal can be found here.

2



>> Go through the red grate and smash the wall inside for a health crystal.

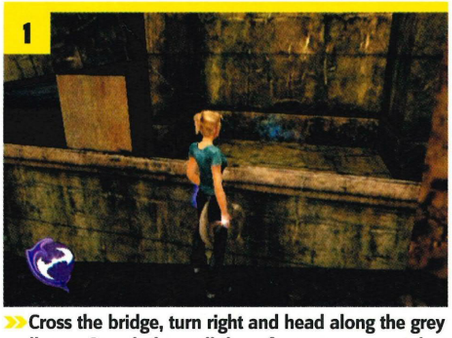
SUNKEN CHURCH TUNNELS
SECRETS: 01

1

>> There's a breakable wall behind the three yellow buttons. A vial of holy water lurks in the wall cavity.

SUNKEN CHURCH FIRE BRIGADE
SECRETS: 01

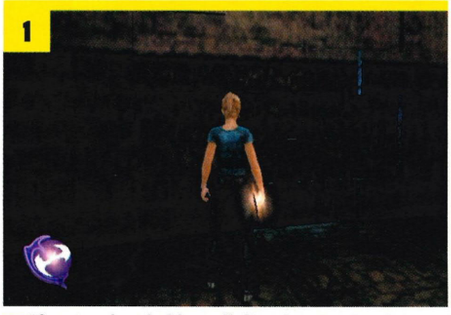
1



>> Cross the bridge, turn right and head along the grey walkway. Smash the wall there for a power crystal.

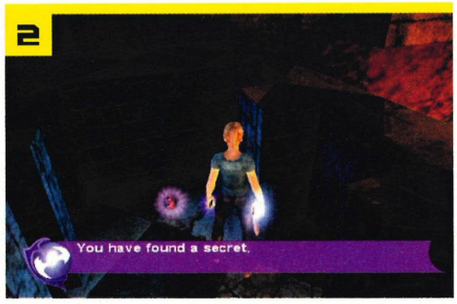
SUNKEN CHURCH EAST WING
SECRETS: 03

1



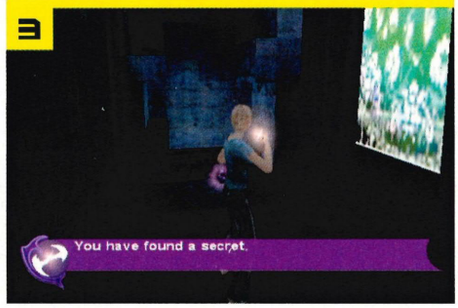
>> There's a breakable wall directly opposite the locked double door. You'll find an elixir inside.

2



>> After you've walked across the long pillar walkway, drop into a small hole to find an elixir.

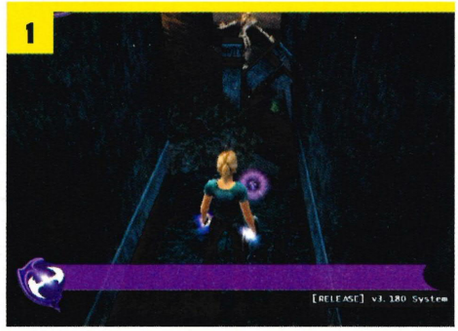
3



>> Walk to the side of the small steps leading into the main hallway (in the room with the large stained-glass window). Break the wall here for an elixir.

DREAMER'S REALM MAZE
SECRETS: 01

1



>> After you've pushed the exit switch, a platform begins to rise and fall over a pit of acid. Use the platform to jump the pit and run to the right of the fire cauldron to find an elixir.

THE END

CHRIST ALMIGHTY: WHY DO VAMPIRES HATE THE CROSS AND HOLY WATER? IN THE MOVIE *DRACULA 2000*, IT IS SUGGESTED THAT DRAC HIMSELF IS ACTUALLY JUDAS, THE BETRAYER OF JESUS, HENCE HIM BEING DISTINCTLY NONPLUSSED BY CHRISTIAN ARTEFACTS. IT'S A NICE IDEA IN AN OTHERWISE PANTS FILM.

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MASTERCLASS

MISSION COMMAND: **BEN TALBOT**

PRISONER OF WAR

DURING THE SECOND World War, many brave men fought the battle from within the confines of a perimeter fence. Only the most skilled and devious minds were able to escape prison camps like Stalag Luft and Colditz under the watchful eye of their German captors.

Our *Prisoner of War* Masterclass is your fast-track guide to completing all of the five main missions in the game. Each of them is divided into four separate objectives. Collect currency units in the form of prison contraband and use it to buy information and assistance from many of your fellow POWs.

It's also worth noting that many of the collectable items, like the German uniform, remain in the same location throughout the game. So, for example, if you can find the uniform on your first visit to Stalag Luft for Mission 2, it'll be in the same place when you return to the camp in Mission 4.

MISSION 1

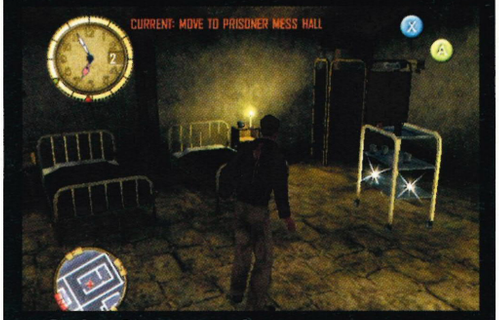
HOLDING CAMP

AFTER BEING SHOT down over Germany, you and your co-pilot are placed in a holding camp while you await transfer to Stalag Luft.

THE DETAILS

OBJECTIVE ONE
STEAL 50 CURRENCY UNITS FROM THE SICKBAY

↑ The wall leading to the Sickbay.

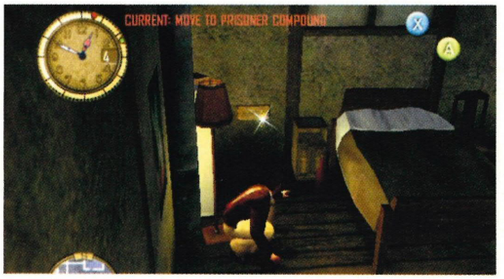


↑ Retrieve 50 currency units.

SPEAK TO O'BRIEN, the Scrounger, who asks you to steal 50 currency units from the Sickbay, which is located over a climbable wall behind the mess hall.

Access to the Sickbay is strictly prohibited, so sneak inside when the guards are occupied with other duties (try during Morning Exercise or meal times). The Sickbay is more heavily guarded at night. Once you've infiltrated the building, collect the currency dotted around inside it and then return to O'Brien.

↑ Use your co-pilot to distract the guards.



↑ Collect the key from the German Barracks.

THE DETAILS

OBJECTIVE TWO
PILFER KEY FROM GERMAN BARRACKS

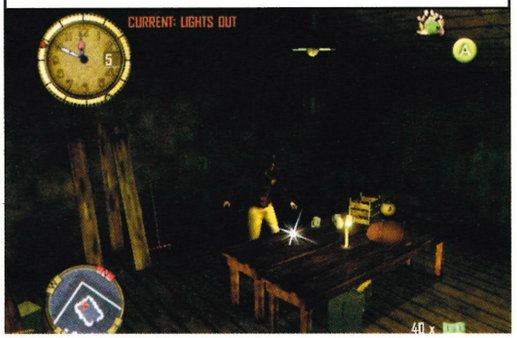
THE GERMAN BARRACKS are in the compound adjacent to the mess hall. The perimeter fence can be climbed, but beware of the guard. If attempting entry during daytime, use your co-pilot to create a distraction during Morning Exercise.

Take the key from the Barracks and look through the keyhole to ensure that the coast is clear before exiting. If you attempt entry at night, avoid the spotlights and move very slowly so you don't wake the sleeping guards.

THE DETAILS

OBJECTIVE THREE
OPEN THE STOREROOM AND STEAL A CROWBAR

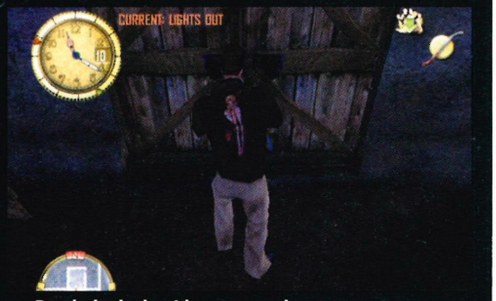
IT'S INSIDE A WALLED-OFF area at the camp's northwest corner is the Storeroom. Crawl through the hole in the wall. When the patrolling guards stop to chat, creep past them. Use the mini telescope (purchased from the Scrounger) to check where the watchtower guard is looking. Enter the store, grab the crowbar and take it back to JD.



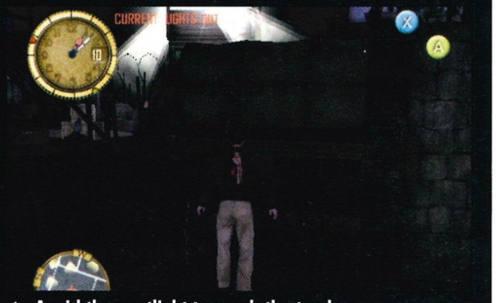
↑ A crowbar lies on the Storeroom table.

THE DETAILS

OBJECTIVE FOUR
STOW AWAY IN THE BACK OF A TRUCK



↑ Break the lock with your crowbar.



↑ Avoid the spotlight to reach the truck.

BREAK AWAY FROM Morning Exercise and climb over the fence into the German Barracks compound. Wait until the guards are chatting, then climb over the Northern fence and break the lock on the Drivers Quarters using your crowbar.

Check that the coast is clear through the keyhole at the far end of the building. Crawl underneath the Jeeps to reach the waiting truck.

MISSION 2
STALAG LUFT

UPON YOUR TRANSFER to Stalag Luft, you'll be introduced to the Escape Committee. Earn their trust by stealing General Stahl's plans.

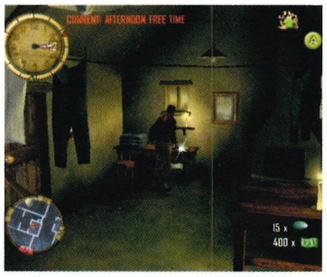
THE DETAILS

OBJECTIVE ONE USE THE TAPE PLAYER IN THE ADMIN OFFICE

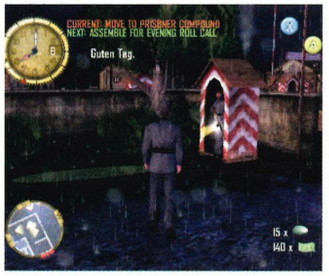
↑ **Distract the guard with pebbles.**

CONTACT THE ESCAPE Committee to receive your first objective. They will give you a tape containing the US national anthem. Make your way to the Admin Office, behind the mess hall to the north of your barracks.

Throw pebbles at the metal dustbins near the Admin Office. This will distract the guard from his patrol, leaving the Admin entrance exposed. Sneak inside and put the tape into the tape player so that you can broadcast the anthem to the demoralised prisoners.



↑ **Search the Laundry for a disguise.**



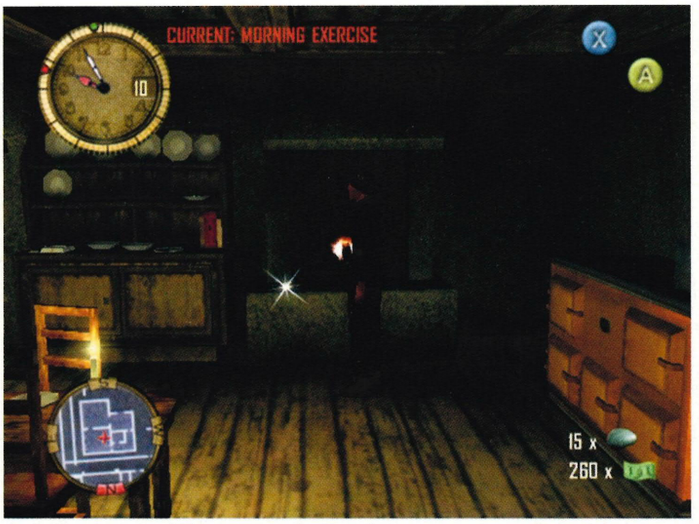
↑ **Patrol guards won't recognise you.**

THE DETAILS

OBJECTIVE TWO STEAL A COPY OF THE PLANS

THE EC WILL award you a brass key for your success in the previous mission. It provides access to the Laundry and the German Store. Both of these buildings have German patrol guard uniforms stored inside.

Disguise yourself as a patrol guard and walk directly inside the Kommandant's Office to steal the plans. Don't get too close to the Kommandant or he'll probably recognise you.



↑ **Bellows are needed to operate the tunnel.**

THE DETAILS

OBJECTIVE THREE RECOVER THE BELLOWS

THERE ARE TWO sets of bellows, but you only need to recover one of them to use in the POW's escape tunnel. The first set of bellows is located in the Kommandant's Kitchen, and the other in the Mess Hall Kitchen. Your disguise will allow easy access to these areas, but you must not be caught with the bellows in your hand. If a guard approaches you, drop them on the ground (preferably behind a wall or out of view) and he will usually pass by regardless.

THE DETAILS

OBJECTIVE FOUR ENTER TUNNEL VIA THE VEHICLE COMPOUND

↑ **The barn crowbar is not as well guarded.**

OBTAIN A CROWBAR from either the Construction Compound or the Ruined Barn, then sneak into the Vehicle Compound in the northwest corner of the camp. This is much easier to achieve during the night. Crawl underneath the parked vehicles to avoid detection and reach the building concealing the tunnel. Gain access to the building with your crowbar.

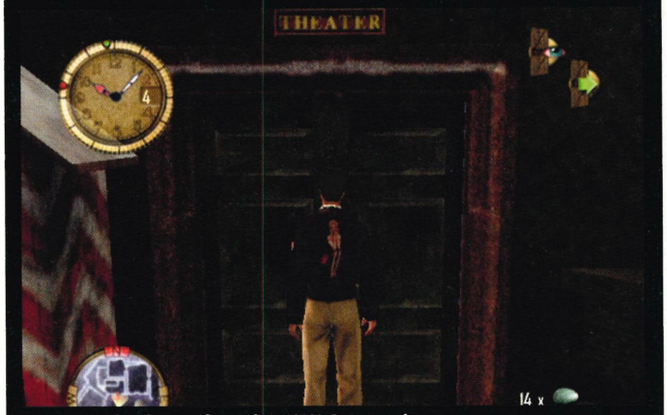
THE GREAT ESCAPE: PAUL BRICKHILL, AUTHOR OF THE BOOK ON WHICH THE FILM *THE GREAT ESCAPE* (1963) IS BASED, WAS FLYING A SPITFIRE THAT WAS SHOT DOWN OVER TUNISIA IN MARCH 1943. HE WAS TAKEN TO STALAG LUFT III IN GERMANY, WHERE HE ASSISTED IN ESCAPE PREPARATIONS.

MISSION 3
COLDITZ

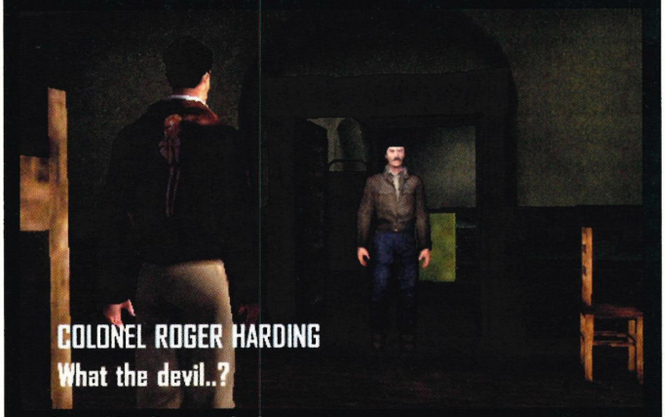
CAPTURED WHILE HEADING back to England, you're then incarcerated at Castle Colditz. Security is tight and the prisoners have been segregated to hinder further escape attempts.

THE DETAILS

OBJECTIVE ONE INFORM THE SOE OF THE V5 PLANS

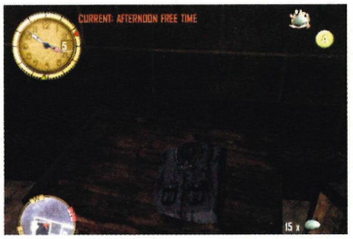


↑ Access the theatre from the POW Courtyard.



↑ Colonel Harding is under house arrest.

TAKE THE LOCK pick from the desk in the main corridor adjoining your barracks. Do this while the guard is strolling around during Morning Exercise. Pay one of the POWs in the courtyard to create a distraction while you use the lock pick on the Theatre door. Walk across to the stage and climb down through the trapdoor. Walk through the corridor below, into the Special Operations Executive's room.

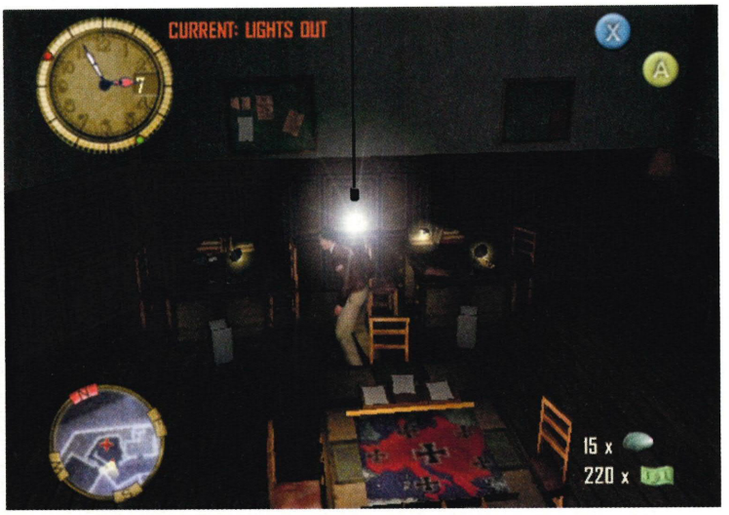


↑ Pressed, folded and ready to wear.

THE DETAILS

OBJECTIVE TWO STEAL A UNIFORM FOR THE SOE OPERATIVE

OBTAIN A PATROL guard uniform from the Laundry (it's directly accessible from the courtyard). You'll need to pay a fellow POW to create a distraction while you pick the door lock. Use the mirror in the Laundry to change into the uniform and proceed directly inside the SOE barracks.



↑ Bumping into furniture alerts guards.

THE DETAILS

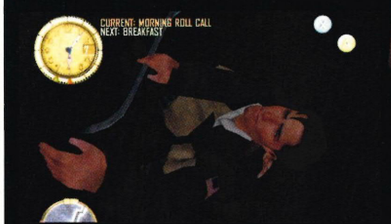
OBJECTIVE THREE STEAL PAPERS FROM THE GERMAN ADMIN OFFICE

YOUR BEST OPTION here is to steal the travel papers at night. You can access the Admin office via the rear door in the German Mess Hall. The door will be unlocked and the guards are often asleep. Crawl under the table to avoid the guard and grab the papers from the desk. Return to the Escape Committee with the documents.

THE DETAILS

OBJECTIVE FOUR
ESCAPE VIA ONE OF THE MANHOLES

↑ You'll have to steal this at night.



↑ Use the sewer tunnels to escape.

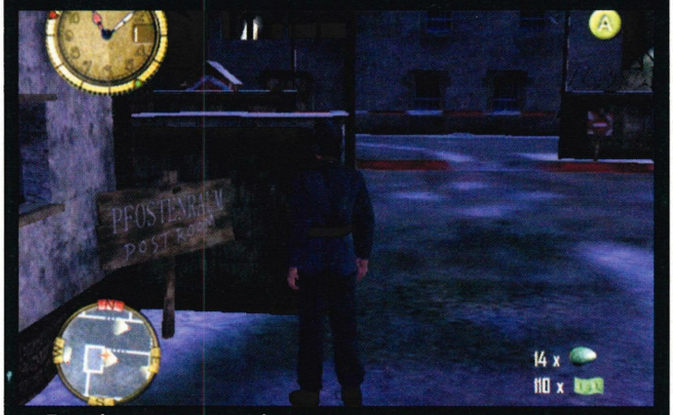
Head through the kitchen corridor to get the manhole cover tool from the German Courtyard. Three manholes lead to the escape point; the one in the POW Courtyard is the easiest to access, but furthest away from the escape point. The second one is in the POW Kitchen; ask a fellow POW to distract the chef. The other manhole is in the German Courtyard.

MISSION 4
RETURN TO STALAG LIFT

THE PAPERS YOU STOLE from Colditz were weak forgeries. You are sent back to Stalag Luft. The escape committee will provide you with a camera to take pictures of the V5 rocket. Take some time to familiarise yourself with the new layout of the camp and its daily routine.

THE DETAILS

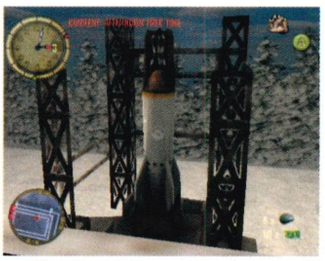
OBJECTIVE ONE COLLECT THE PACKAGE FROM THE POST ROOM



↑ Enter the post room at night.

YOU BEGIN THE mission in the new POW compound surrounded by familiar faces from Mission Two. There's a lock pick in the Storage Compound, behind a stone block in the small building under construction. Use it to open the door to the Post Room. Or, if you have some currency, bribe the fat patrol guard to leave the door unlocked, saving you the trouble of retrieving the lock pick.

During daytime, the normal guards patrolling the Post Room won't notice you if you're in a German uniform - get one from the German Store. Inside the Post Room, the parcel can be found on a table opposite the door. Avoid being spotted when carrying the parcel out of the building.



↑ Photograph the entire rocket.

↑ Open safe when the coast is clear.

THE DETAILS

OBJECTIVE TWO TAKE PICTURES OF A V5 AND STEAL DOCUMENTS

USE THE TUNNEL to make your way between Barrack 2 and the German Storage Compound. Climb over the wall behind the Laundry to get into the High-Tech Facility. Climb up the ladders onto the rooftop and take a photo of the entire V5 rocket and the frame.

Use the trapdoor in the roof to enter the interior of the facility. Sneak down the gantry stairs, avoiding the Lieutenant as you pass. Once on the ground floor, proceed to the safe in a small control room at the rear of the building. The lock pick will open the safe, giving you access to the documents. Return to the Escape Committee.

THE DETAILS

OBJECTIVE THREE USE THE COMMS SYSTEM TO CONTACT LONDON

↑ Use the rolling trolley in the tunnel.

↑ Find the key in the Interior Courtyard.

USE THE ESCAPE Committee's tunnel to access the German Compound. Search for the iron key in the Interior Courtyard, on the exterior wall of the German Barracks. Use the iron key to open the Officers Quarters and steal the Lieutenants uniform inside. Put on the uniform using the mirror in this room. Access the Radio Room by walking through the Admin Room. You cannot enter the Radio Room while the senior officer is inside. Look through the keyhole, wait for him to leave (at dinner time), then enter. Alternatively, find the radio fuse box on the wall outside and sabotage it. When the Lieutenant leaves to find out what's wrong, fix the fuse and enter the radio room to transmit your secret message.

FROM TINY ACORNS...: DAVID DARLING AND HIS BROTHER RICHARD SET UP THEIR FIRST GAMES COMPANY, GALACTIC SOFTWARE, IN 1982 WHEN DAVID WAS ONLY 16 YEARS OLD. THEIR FATHER JIM CONVERTED ONE OF THE FAMILY FARM'S OUTBUILDINGS INTO A PROGRAMMING STUDIO. IT WAS FROM THIS LOCATION THAT CODEMASTERS WAS BORN IN 1986.

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RETURN TO STALAG LUFT: THE DETAILS CONT.

OBJECTIVE FOUR **DISABLE THE V5 ROCKET BEFORE IT LAUNCHES**

↑ The man of a thousand faces.

↑ Find the keys and stop the launch.

RETURN TO THE High-Tech Facility and enter either through the main doors or through the hatch on the roof (you must still be wearing the Lieutenant's uniform). Insert the control keys into the control panels on both floors. The keys can be found hanging on the wall near each panel. Inserting both keys will halt the V5 launch.

MISSION 5

RETURN TO COLDITZ

AFTER ORCHESTRATING THE mass escape of prisoners from Stalag Luft, you climb into the boot of General Stahl's car and return to Colditz. Reunited with the Escape Committee, you are instructed to find the Special Operations Executive's secret project (an incomplete glider) and finish building it.

THE DETAILS

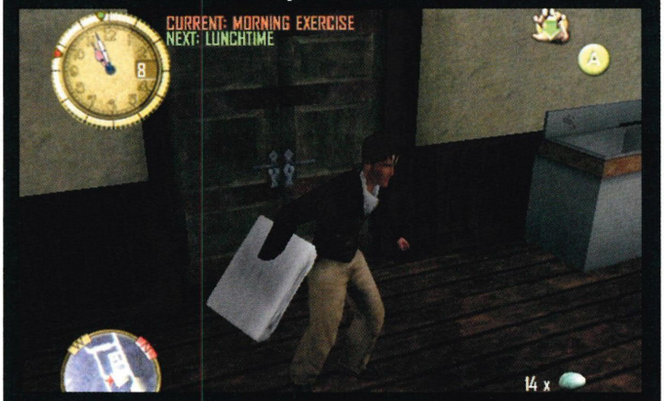
OBJECTIVE ONE
IDENTIFY THE SECRET PROJECT

HEAD TO THE Admin office in the German Compound and enter it via the German Mess Hall. Take the brass key inside. In order to access the Glider Room, you'll need to go via the Barrack Hall and up the Library stairs. Open the stairway door in the Barrack Hall using the brass key. There's another set of stairs at the north end of the Library. Follow them up to the corridor above the main gate and enter the Glider Room. Take the crowbar and prise open the door at the top of the bell tower. Cross the courtyard and go to the Escape Committee to inform them of your discovery.

↑ The SOE's home-made glider.

THE DETAILS

OBJECTIVE TWO
ACCESS THE KOMMANDANT'S QUARTERS AND PHOTOGRAPH THE SPY

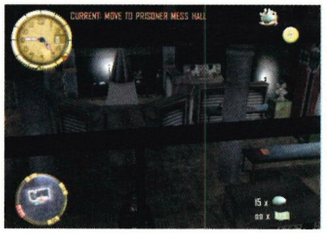


↑ Steal the bed sheets.

↑ Take a photo through the Kommandant's door.

ACQUIRE A BED sheet from the German Barracks and return it to the glider as cover for the wing. Electrical wire is in the room adjoining the glider room, down a ladder and behind some boxes; get some and take it to the glider to repair the rudders. Use the lightweight wood from the Chapel, use that to support the glider's wings. If you are captured in possession of any of these materials, they will be confiscated and returned to their original position.

Access the derelict corridor from the Library's second floor and get the grappling hook from the balcony outside the window. Distract the guard on the Kommandant's balcony overlooking the German Courtyard. Climb up onto the balcony using the grappling hook. From here, take a photo of the Kommandant talking to the spy. Return to the Escape committee with the evidence.



↑ The secret lab is in the sewers.

↑ Destroy the control panel.

THE DETAILS

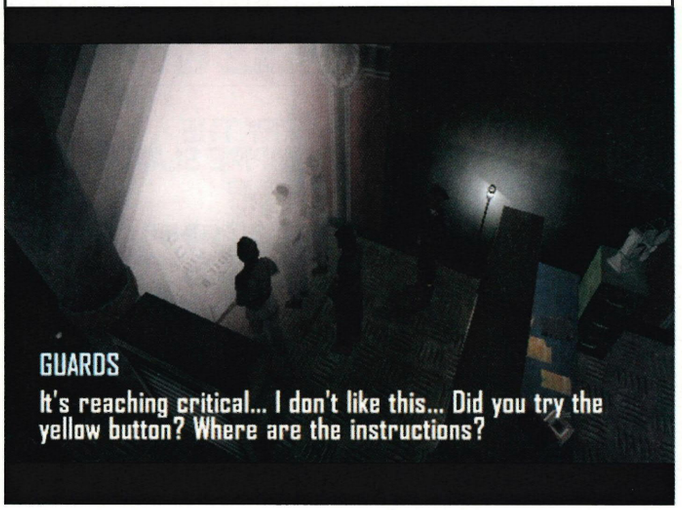
OBJECTIVE THREE **DESTROY THE UNDERGROUND LABORATORY**

WITH THE GLIDER complete, proceed to the sewer and destroy the Underground Lab. Head into the basement and sewer via the door in the main hall. There are plenty of guards in the sewer so use all available cover. Enter the lab via the manhole cover at the far end of the sewer; blow it up using the control panel.

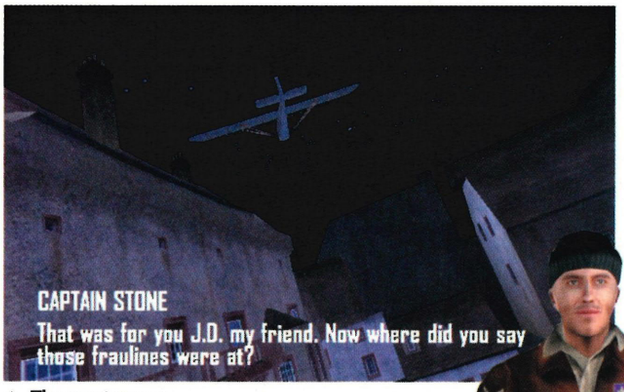
THE DETAILS

OBJECTIVE FOUR **GET TO THE GLIDER AND ESCAPE TO FREEDOM**

GET FROM THE STAIRS in the German Barracks to the Glider Room in under five minutes without being captured – all doors are now unlocked so it's easier to find a clear path. Don't get caught as you'll be shot and killed. The guards are on high alert. If you make it to the glider in one piece, the final cut scene plays out and you'll have completed the game. Tally-ho!



↑ The guards have cottoned on, but it's too late.



↑ The great escape.

THE END

THE WOODEN HORSE ERIC WILLIAMS AND MICHAEL CODNER TUNNELLED THEIR WAY OUT OF STALAG LUFT III. A TEAM OF PRISONERS CARRIED OUT LENGTHY FITNESS SESSIONS USING A WOODEN EXERCISE HORSE, WATCHED BY THE GERMAN GUARDS. A TUNNEL WAS DUG UNDERNEATH THE HORSE BY PAIRS OF DIGGERS HIDDEN INSIDE THE HORSE.

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BO' SELECTA
YOUR TOP SOUNDTRACKS

HAVE YOU MADE a custom soundtrack for your favourite Xbox game yet? Each month we'll be printing your greatest playlists for the best Xbox games. All you have to do is complete the coupon below and send it in. The best soundtracks next month win an exclusive Xbox pin badge.

MOTO GP
Sean Mitchell from Glasgow has sent us his top five tracks for *Moto GP*. It's a thumping hip-hop soundtrack with a parental guidance logo slapped all over it. Sean wins a *Spider-Man* T-shirt.

1. WITHOUT ME (EMINEM)
2. COLD AS ICE (M.O.P)
3. BREAK YA NECK (BUSTA RHYMES)
4. WHAT'S MY NAME (DMX)
5. DA GOODNESS (REDMAN)

AMPED
Peter D. Ward from the musical hotbed of Middlesex sent a soundtrack for *Amped*. His top five tunes earn him a *Spider-Man* T-shirt too.

1. HAWAII FIVE-O (ROYAL PHILHARMONIC ORCHESTRA)
2. ACE OF SPADES (MOTORHEAD)
3. CAN'T STOP ROCKIN' (ZZ TOP)
4. SCARFACE (PAUL ENGEMANN)
5. FANFARE FOR THE COMMON MAN (EMERSON, LAKE AND PALMER)

PROJECT GOTHAM RACING
This month's work experience buddy Colin Oakes offers his quintet of banging themes for *Project Gotham Racing*. He wins the chance to make Ben another cup of coffee. Milk and one, please, mate.

1. BY THE WAY (RED HOT CHILLI PEPPERS)
2. WAIT AND BLEED (SLIPKNOT)
3. 57 (BIFFY CLYRO)
4. PARABOLA (TOOL)
5. DEADSTAR (MUSE)

DEAR OFFICIAL UK XBOX MAGAZINE

Here are my top five tunes for .....

1) _____
2) _____
3) _____
4) _____
5) _____

NAME _____

ADDRESS _____

CONTACT TEL NO. _____

Either cut out or photocopy this coupon, fill it in and send it to:
Bo' Selecta, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP.
Why not stick this coupon in the same envelope as your Demo Challenge entries?

HINTS & CHEATS

HERE GOES...

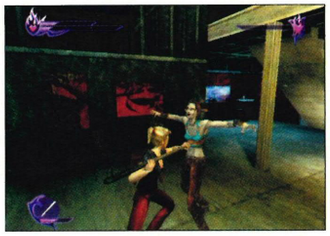
BUFFY THE VAMPIRE SLAYER
ISSUE 06, 8.3

COMPLETE COMBO LISTING
Note: You need some energy in your purple power bar if you want to perform these moves. You can recharge the bar by killing enemies and collecting their souls.

COMBINATION ATTACK
Give your opponent no rest and no chance to fight back. Press X, then A, then A again.

SLAYER COMBO BOOST
A true slayer can channel inner Chi into a devastating finishing blow. Press X, then A, then hold down X.

SLAYER TRIPLE KICK
When Chi flows freely through the body, the flow of time itself can be changed. Double tap up on the Left thumbstick and then hold A.



↑ **'Stake with that, unholy hellbeast?'**

SLAYER GROUND SMASH
An opponent may be down, but the ground smash technique can kill them without the use of a stake. Hold the Right trigger, double tap down twice on the Left thumbstick and push X.

SUPER POWER PUNCH
An unstoppable attack that smashes even the toughest monster.
Double tap up on the Left thumbstick, then press X.

SLAYER CYCLONE KICK
This technique allows the Slayer to strike in all directions at once.
Quickly rotate the Left thumbstick in a full clockwise circle and then press A.

SLAYER SWEEP ATTACK
Sometimes the best offence is a devastating defence. Hold the right trigger, double tap down on the Left thumbstick and press A.

ENCLAVE
ISSUE 06, 5.8
GAME DISC 07, PLAYABLE DEMO
GAME DISC 08, GAME MOVIE

INVINCIBILITY AND LEVEL SKIP
Pause the game and press, in turn, X, Y, X, X, Y and Y. You have to tap in a 1-2, 1-2-3-4 rhythm. A menu option will appear, giving you the choice to skip the current level or become invincible.

↑ **Crack *Enclave* wide open right now.**

PRISONER OF WAR
ISSUE 06, 7.2

GET YOUR STUFF BACK
On the first level, any items that are confiscated can be retrieved via the Scrounger at no extra cost to the player.

GUARD AVOIDANCE
When spotted by guards, run into a building that you know is usually unguarded. Once inside, crouch behind furniture or hide underneath a bed and the guard will soon forget about you.

BRIBING GUARDS
Certain guards in the game can be bribed if you have enough currency. Ask your fellow POWs at Stalag Luft and Colditz to find out which soldiers can be bought. If you can find the same guards on later levels, they can still be paid to perform tasks for you.

ITEM LOCATION
Collectible items remain in the same locations between Mission 2: Stalag Luft and Mission 4: Stalag Luft 2. They're also in the same places between Mission 3: Colditz and Mission 5: Colditz 2.

↑ **Prison camp? Ooh, yes please, ducky.**

INVISIBILITY CHEAT
Type FATTY at the Cheats menu then activate the cheat in the Specials menu. You'll be completely invisible to the enemy guards.

GUN METAL
ISSUE 04, 8.3

UNLOCK EVERY LEVEL
Enter the following sequence at the mission select screen: Click Left thumbstick, Black, Right trigger, click Right thumbstick, White, Left trigger.

MUSIC CHANGE
Enter the following sequence anywhere in the main menu to change the main title theme: Click Left thumbstick, click Left thumbstick, click Right thumbstick, click Right thumbstick, Left trigger, Right trigger.

SPOOF MISSION BRIEFINGS
Enter the following at the armoury screen before launching any of missions 1, 3, 6, 8, 9 & 14 to get a comedy mission brief: Left trigger, Left trigger, Right trigger, Right trigger, click Left thumbstick, click Right thumbstick.

SKIP CURRENT MISSION
Enter the following sequence at any time during gameplay (but not in the Pause menu) to skip to the next level: click Left thumbstick, White, White, Back, click Right thumbstick, White.

↑ **Open every level on *Gun Metal*.**

RALLISPORT CHALLENGE
ISSUE 01, 8.5
GAME DISC 04, PLAYABLE DEMO

UNLOCK DOWNHILL TRACKS
To instantly unlock all the downhill tracks in the game, simply name your

↑ Get all tracks with our codes.

driver Geronimo (this is a case sensitive entry).

UNLOCK ENDURANCE RACES
To instantly unlock the endurance races in the game, name your driver TheLongHaul (case sensitive).

UNLOCKABLE CARS
There are 25 basic cars in RalliSport Challenge. The first eight are unlocked from the start and the rest unlock as you are break through points barriers in Career Mode while clearing the different event levels: Expert, Classic and Unlimited.

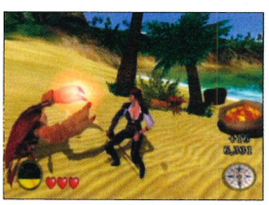
EXPERT CARS
(12,000 points needed)
Saab 9-3 T16 4x4
Opel Astra T16 4x4
Ford Focus Rallycross
Citroen Xsara Rallycross
Mitsubishi Lancer EVO 65
Subaru Impreza Hill Climb
Lancia Delta Integrale
Nissan Skyline

CLASSIC CARS
(40,000 points needed)
Metro ER4
Peugeot 205 TI6
Audi Quattro SI
Lancia Delta S4

UNLIMITED CARS
(70,000 points needed)
Peugeot 405 TI6 Hill Climb
Audi Quattro SI Hill Climb
Suzuki Grand Vitara PP Special
Toyota Tacoma Hill Climb

PIRATES: LEGEND OF BLACK KAT
ISSUE 04, 4.0

LOTS OF GOLD
To earn infinite gold, hold down



↑ There be buried treasure.

both triggers and enter the following button combination during play: B, click Right thumbstick, White, X, A, click Right thumbstick, Back, click Left thumbstick, Y, Black.

UPGRADE YOUR GALLEON
To trade in your standard galleon for the much more powerful Wind Dancer, hold down both triggers and enter the following combination during play: Black, B, click Right thumbstick, click Left thumbstick, A, X, click Right thumbstick, Back, White, Y.

GET ALL TREASURE CHEST KEYS
To receive all treasure chest keys in the game, hold both triggers and enter the following button combination during play: Y, Back, A, X, click Right thumbstick, White, click Left thumbstick, Black, B, click Left thumbstick.

MUSIC FROM SSX TRICKY
To unlock music from SSX Tricky, hold both triggers and enter the following button combination during play: White, A, B, Black, X, Y, click Left thumbstick, Back, click Right thumbstick, click Left thumbstick.

SPY HUNTER
ISSUE 04, 6.7

PLAY THE ORIGINAL SPY HUNTER GAME
To play a version of the original Spy Hunter arcade game, enter OGSPY as your spy name.

↑ Old *Spy Hunter* in 2002 game.

CRASH BANDICOOT: THE WRATH OF CORTEX
ISSUE 04, 7.1
GAME DISC 05, PLAYABLE DEMO

DIFFERENT ENDING
Collect all 46 gems during the game to see a better ending.

NEVER LOSE A LIFE
When you die, pause the game before the screen turns black. Select 'Warp Room' from the

↑ On track for the new ending.

pause menu. If successful, you will return to the warp room and will not lose a life!

GET BELLY FLOP POWER
To get this very handy skill, get the Red gem in the Bonzat Bonsat level, then make your way to the end gem.

FAKE WARP ZONE
In the level Crash And Burn, there's a warp zone over a big gap - don't jump into it. Instead, shoot it with the bazooka to earn yourself a gem.

2002 FIFA WORLD CUP
ISSUE 03, 8.0
GAME DISC 05, GAME MOVIE

↑ All-Stars... the real deal.

UNLOCK EUROPEAN ALL-STARS
Win the World Cup with any European team to unlock the European All-Stars team.

UNLOCK AMERICAN ALL-STARS
Win the World Cup with a North or South American team to unlock the American All-Stars team.

UNLOCK AFRICAN ALL-STARS
Win the World Cup with any African team to unlock the African All-Stars team.

UNLOCK ASIAN ALL-STARS
Win the World Cup with an Asian Team to unlock the Asian All-Stars team.

UNLOCK WORLD ALL-STARS
Win the World Cup with any European, American, African and Asian team once you have all the All-Star teams to unlock a team of the World's greatest players.

YOUR OPINION

Remember the good old days when families would sit around the campfire playing *Tetris* on the Gameboy? They'd spend quality time together, telling stories about their favourite games of the day - *Spy Hunter*, *Barbarian* and others. Can you tell that this month, Your Opinion is on a nostalgia trip? We asked you to tell us what games you'd like to see updated for Xbox.

Call me an old S.O.B. Any of the *Manic Miner* or *Jet Set Willy* games would bring a tear to my old eye.
Big Gus,
from the Forum

Elite, that was such a good game. You could lose yourself for hours in that thing.
Ryu,
from the Forum

We should leave retro games alone, especially classic games. I played *Sim City* for hours on the good old Atari ST. The PC update was a load of rubbish. What we need is more new games and lots of imagination.
Amiles,
from the Forum

I can't wait to see *ToeJam & Earl III* on Xbox. The original was an absolute classic back on the Mega Drive.
Fred D. Monkey,
from the Forum

I would love to see an update of *Streets of Rage*. Imagine what they could do with the advanced power of Xbox!
Dynamite,
from the Forum

Worms is the greatest! Everyone needs more worms on their Xbox.
Mwalker,
from the Forum

Dizzy is my favourite; at least I was good at that (unlike *Halo* - Ben).
Phil Madge,
Official UK Xbox Magazine

*Q*bert* was one of the original platformers, they just don't make games like that any more.
Masterchiefjo,
from the Forum

I always liked *Alex Kidd in Miracle World*, it's a little gem!
John Blunn,
Cardiff

It Came From the Desert on the Commodore 64 was a brilliant game. I think that giant radioactive ants deserve a place in modern Xbox games.
Auzdafluff,
from the Forum

NEXT MONTH'S TOPIC: There's a long wait before *Halo 2* arrives, and this leaves plenty of time to think of a good subtitle. Our best so far is *Halo 2: Bride of Master Chief*. We know that you can do better. Send your ideas via email to **ben.talbot@oxumk.co.uk** with 'Your Opinion' as the subject. Or send it to Your Opinion, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP.

TOTALLY ARMLESS: JAMES 'HENDRIX' MARSHALL FROM PENZANCE, CORNWALL, EMAILED US TO SAY THAT YOU CAN SHOOT THE ARMS OFF THE FLOOD IN *HALO*. IF YOU DO (WE'VE TESTED HIS THEORY, AND IT WORKS) THEY WON'T BE ABLE TO ATTACK YOU AND WILL FOLLOW YOU AROUND HOPELESSLY.

play:more

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OFFICIAL UK XBOX MAGAZINE Game Clubs

GAME CLUBS is the essential guide to the newest ways to play, unlocking the most elusive secrets and finding the cool stuff they don't put in the manual.

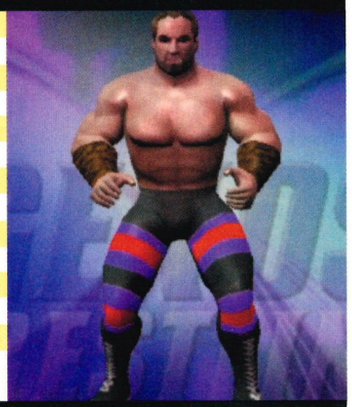
If you think you've played an Xbox game to completion, think again. Use your imagination, guile and skill to unlock hidden characters, bonus levels and glitches. You are the pioneers of Game Clubs; Xbox is your uncharted territory.

Play:More Reviews gives you the chance to rate Xbox games, and your Xbox achievements feature in Champions of Play:More. This month, a full report of the day the winners of the *Halo* compo in Issue 02 visited the office to challenge us to an intense 16-player deathmatch.

CLUB LEGENDS OF WRESTLING

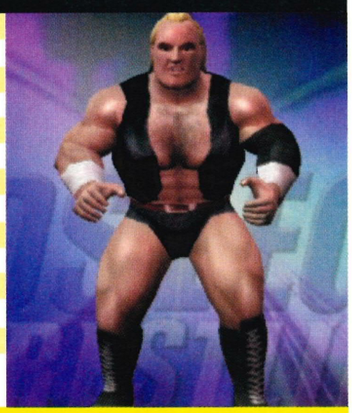
One of the best features of *Legends of Wrestling* is its comprehensive Create-A-Legend mode. Each month, we'll feature your custom wrestlers, from golden greats to current WWE stars. Send us the details, or request your favourite and we'll build him. This month's pair was sent in by Richard Sullivan of Leeds.

CHRIS BENOIT (WWE)



BODY TYPE: Muscle
SKIN: Ripped
SCALP HAIR: Short Hair 4 (Brown)
FACIAL HAIR: Stubble 1 (Brown)
RIGHT ARM: Wrist: Tape (Brown)
LEFT ARM: Wrist: Tape (Brown)
PELVIS: Tights: Tights (Black)
RIGHT LEG: Pattern: Draw horizontal purple and red stripes.
RIGHT LEG: Boot: High Boot (Black)
LEFT LEG: Pattern: Draw horizontal purple and red stripes.
LEFT LEG: Boot: High Boot (Black)

SID VICIOUS (WWE)



BODY TYPE: Heavyweight
BODY HAIR: Light
SKIN: Normal
SCALP HAIR: Shoulder Length 2 (Yellow)
TORSO: Leather (Black)
RIGHT ARM: Wrist: Tape (White) Note: Move it to the bottom of his arm
LEFT ARM: Elbow Pad: Bandages (Black)
LEFT ARM: Wrist: Tape (White) Note: Move it to the bottom of his arm
PELVIS: Belt: Leather
RIGHT LEG: Boot: Tall (Black)
LEFT LEG: Boot: Tall (Black)

MOST FAMOUS MATCH

ON JANUARY 16, 2000 at the Souled Out pay-per-view at Cincinnati Ohio, USA, a WCW World Heavyweight Title Match was arranged. Jeff Jarrett and Bret Hart (the then Heavyweight Champion) could not compete due to injuries. The title was declared vacant and Benoit won the belt following a hastily arranged match with Vicious, after Vicious submitted to Benoit's signature move, the Crippler Crossface. Check out the *Legends of Wrestling* movie on this month's Game Disc.

WE WANT YOU!

DON'T KEEP THE GOOD stuff to yourself. Share it with the rest of the Play:More community and become a member of the Game Clubs. Inform us however you see fit – emailed instructions, written notes, diagrams, photos or even videos. Do whatever it takes to get your message across You'll earn the respect you deserve.

See page 113 for details of how to photo or video your games. Join Game Clubs at **ben.talbot@oxmuk.co.uk** (subject line 'Game Clubs') or send us your stuff along with the coupon opposite to: Game Clubs, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP. Include a photo of yourself with Play:More Reviews.

CHAMPIONS OF play:more

ON THIS MONTH'S Game Disc you can witness the *Halo* competition winners' amazing 16-player battles that took place at our very own office.

↑ The 16-player grunts are gun crazy!

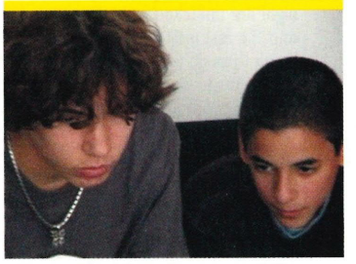
RED AND BLUE MAKES MAYHEM

In the first battle, the Red Team of Chris Brunner, Jamie Gregson, Mike, Ed Leach, Robbie D and James Farish won a hard-fought victory over the Blue Team of Othman Izgaren, Elliot Lock, Ted Timmins, Rae Hicks, Jack Harris and David Kitsen.

↑ Who's tougher – Ben or your dad?

BELOW AVERAGE

Keen to demonstrate he's just as talented as his son Rae, Jack Hicks kicks Ben's butt at Rockets in Prisoner. 'Above Average' Talbot protests that his opponent is screen watching, but the watching throng declare the match fair. What a sore loser.



↑ James (right) leading the Red Team.

LEAVE IT TO THE PROS

All-out warfare resumes when *Official UK Xbox Magazine* tackles the Red Team at Damnation. Ben closely guards the waterfall area while Steve and Jon control the rocket launcher. *Official UK Xbox Magazine* wins the game 50 to 23.

↑ Guns don't kill people, bullets do.

HUNG OUT IN HANG 'EM HIGH

Determined to put up a more convincing fight, Ted Timmins' Blue Team sticks together in Hang 'Em High. *Official UK Xbox Magazine* throws caution to the wind and attacks head on. Our team snatches a 50 to 32 victory.

TO THE VICTOR, THE SPOILS

For the final battle, *Official UK Xbox Magazine* steps out of the fray to let the Blue Team and Red Team fight one last time. Jamie Gregson wins a copy of *Crash* with two Killtaculars and numerous double kills. In last place, Jake Harris takes home a copy of *Pirates: The Legend of Black Kat* as punishment. You can check out all the action from the event on this month's Game Disc.

CLUB HALO

EVERY MONTH we'll be printing your custom multiplayer *Halo* games. Complete the coupon on this page and send it in – it's easy. This month's custom game comes from Ian Osborne of Lancashire.

HALO CUSTOM GAME 2: TEAM PRO GHOST

↑ Control the Ghosts to win.

GAME TYPE: TEAM SLAYER
TEAM PLAY: YES
KILLS TO WIN: 10
DEATH BONUS: NO
KILL IN ORDER: NO
NUMBER OF LIVES: INFINITE
MAX HEALTH: 100%
SHIELDS: YES
RESPAWN: INSTANT
RESPAWN TIME GROWTH: NONE
ODD MAN OUT: NO
INVISIBLE PLAYERS: NO
SUICIDE PENALTY: 5
INFINITE GRENADES: NO
VEHICLE SET: GHOST
WEAPON SET: NO SNIPING
STARTING EQUIPMENT: GENERIC
OBJECTIVE INDICATOR: NONE
OTHER PLAYERS ON RADAR: NO
FRIEND INDICATORS: NO

ADDITIONAL RULES:
You have to make a gentleman's agreement with this one – only kills made with the Ghost count. You can kill the other team to steal their vehicle. The team that controls the Ghosts will win. Play this custom game on Blood Gulch or Sidewinder.

PLAY:MORE REVIEWS

HAVE YOU EVER wanted to be a games reviewer? Well, here's your chance. Every month, we'll print your reviews for the best and worst Xbox games. If you disagree with Ed, Steve or Jon's reviews, tell us why and give each game a score out of 10. Send your reviews, no longer than 200 words, along with a portrait-style photo of yourself to the usual address (see We Want You on page 126 or the coupon at the bottom of this page). The best review next month will win an official Xbox backpack. We reserve the right to edit reviews for reasons of clarity, length, dirty words and boring bits.

↑ See *Legends* on the Game Disc.

LEGENDS OF WRESTLING
BY KARL DALY, VIA EMAIL

I sat down to play what I hoped would be a damn fine wrestling game featuring all the really big names, including Hulk Hogan, Terry Funk and Superfly Snuka. Unfortunately, I came away bitterly disappointed. I was treated to a game with a bewildering control system. The wrestlers look like plastic, the sound effects are terrible and the clipping is disastrous in places.

The career mode is a valiant effort but there's no story and the Create-A-Legend mode pales in comparison to that of *WWF No Mercy*. It's entertaining enough when you get into it, but it gets boring quickly. Rent it, then forget it.

SCORE: 4.0 / 10

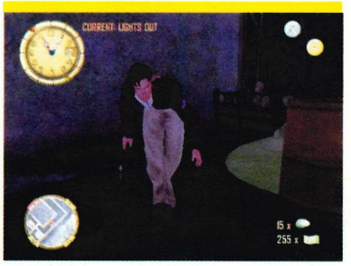
↑ Spidey secrets on Game Disc 08.

SPIDER-MAN
BY DAVID PARROTT, LONDON

WHEN YOU START to play *Spider-Man*, your breath is taken away at the sight of the sun reflecting from the skyscrapers as you swing through the air. It's actually quite similar to the PSone *Spider-Man* games, down to the controls, buildings and frustrating camera angles. There's no sign of the power of Xbox. The Story mode does feel very much like the comics with Spidey's old enemies like the Vulture, Shocker, Scorpion and Kraven.

These villains add diversity, but the main game is still very short. Some of the levels can be finished in five minutes. This shows signs of a tired licenced game that was released only because of the film.

SCORE: 7.0 / 10



↑ Quite literally, a great escape.

PRISONER OF WAR
BY COLIN OAKES, LONDON

FORGET JAMES BOND or Solid Snake, the new king of stealth is Captain Stone, prisoner of war. His mission is to escape from three prison camps under the watchful eye of the Nazis. Your objective of sneaking past the guards is so much more rewarding than mowing your way through a herd of idiotic baddies.

Creeping around at night and scaling fences takes time and patience. You need to plan missions in advance to avoid being captured or shot. It's possible to distract guards by throwing pebbles or by disguising yourself as a German officer. *Prisoner of War* does become slightly repetitive, but it's a fun and different game.

SCORE: 7.5 / 10

STAR REVIEW
MATT GRIMSON wins an Xbox Document Folder, a *Tork* T-shirt and an exclusive Psychonauts poster signed by creator Tim Schafer

↑ A banana coloured wreck.

BURNOUT
BY MATT GRIMSON, BRIDGNORTH, SHROPS

MY STANCE ON racing games, arcade style in particular, changed the minute I began playing *Burnout*. It really gives the player a feeling of speed, a fantastic achievement, and delivers an incredible rush of adrenaline.

Controlling your vehicle is easy to learn, but for the more advanced gamer, the challenge of mastering each different vehicle is more than adequate. Racing in the midst of heavy traffic sets *Burnout* apart from other driving games. Traffic is often coming right at you, making it incredibly addictive yet unbelievably frustrating. The urge to drive on the wrong side of the road, ducking out the way of large buses, will grow.

Graphics are average; some nice reflections and textures, but that's it. The crashes are fun at first, but can get you down after a while. With no frills, just pedal-to-the-metal racing, *Burnout* establishes a new benchmark for arcade style racers. There are no real-life cars or real-life tracks, but this is a quality game.

SCORE: 8.5 / 10

ISSUE 07 DEAR GAME CLUBS,

Here is my membership for Club .....

Please print my sneaky ideas and game play hints.

A DESCRIPTION OF MY CHEAT, HINT OR WACKY GLITCH: Use extra paper if needed

.....

.....

.....

If you want to demonstrate that you're a *Halo* master, send us your custom multiplayer games.

Complete the list below by circling each option where appropriate.

HERE IS MY MULTIPLAYER SETUP FOR HALO:

GAME TITLE: .....
(circle options below as appropriate)
GAME TYPE: SLAYER, TEAM SLAYER, FLAG, ODDBALL, INVASION
TEAM PLAY: YES or NO
KILLS TO WIN: 5, 10, 15, 25
DEATH BONUS: YES or NO
KILL IN ORDER: YES or NO
NUMBER OF LIVES: 1, 3, 5, INFINITE
MAX HEALTH: 50%, 100%, 150%, 200%, 300%, 400%
SHIELDS: YES or NO
RESPAWN: 5, 10, 15, INSTANT
RESPAWN TIME GROWTH: 5, 10,15, NONE
ODD MAN OUT: YES or NO
INVISIBLE PLAYERS: YES or NO
SUICIDE PENALTY: 5, 10, 15, NONE
INFINITE GRENADES: YES or NO
VEHICLE SET: WARTHOG, GHOST, SCORPION, ALL
WEAPON SET: ROCKETS, SHOTGUNS, HUMAN, NORMAL, PISTOLS, RIFLES, SNIPER, NO SNIPING, PLASMA
STARTING EQUIPMENT: CUSTOM or GENERIC
OBJECTIVE INDICATOR: NONE, MOTION TRACKER, NAV POINTS
OTHER PLAYERS ON RADAR: YES or NO
FRIEND INDICATORS : YES or NO
ADDITIONAL RULES:

.....

MY NAME .....
MY ADDRESS .....

.....

.....

EITHER CUT out, photocopy or draw out this coupon, fill it in where appropriate, and send it to Game Clubs 06, *Official UK Xbox Magazine*, Top Floor, 99 Baker Street, London, W1U6FP.

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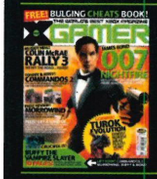

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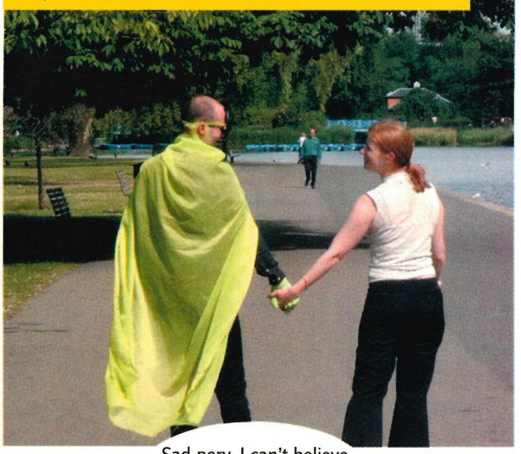
THE CONTINUING ADVENTURES OF XBOX MAN

With Fanboy defeated, Xbox Man has found time for the finer things in life...

Yes, life sure is sweet for him now that he's found love.



Enraptured, Xbox Man shows his new lover the joys of Xbox.

Oh no! Xbox Man has landed himself a game hater!

Xbox Man will not let love stand in the way of his vital duties.

Has Xbox Man done the right thing? His heart is set to implode at losing his girlfriend.

But wait! What's this? A saucy, Xbox-loving minx has caught Xbox Man's eye...

Can Xbox Man steal this lady gamer's heart? FIND OUT NEXT MONTH!

NEXT MONTH

In OFFICIAL UK XBOX MAGAZINE

CRAZY TAXI 3: HIGH ROLLER

Terrorise paying customers in this Xbox exclusive!

PLUS!

4 PLAYABLE DEMOS!

CRAZY TAXI 3: HIGH ROLLER, BATTLE ENGINE AQUILA, HUNTER: THE RECKONING, TAZ WANTED

REVIEWED!

WWE RAW
TUROK EVOLUTION
THE THING
BLADE II
HITMAN 2
CRAZY TAXI 3: HIGH ROLLER
And loads more!

XBOX LIVE

All you need to know to play online!

TEAM SAS INTERVIEW

We talk to covert ops hard man Andy McNab

ISSUE 08 OF OFFICIAL UK XBOX MAGAZINE ON SALE FRIDAY SEPT 6

TURN TO PAGE 070 TO SECURE YOUR COPY NOW

ALL MAGAZINE CONTENTS and gifts subject to change.

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IT CAN BE HARD TO ADJUST TO REALITY.

XBOX

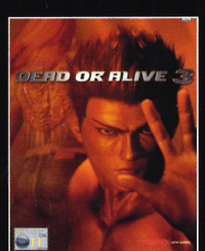
TECMO

ONLY ON XBOX

OK, so you'll think you're a black belt once you've experienced the breathtaking DOA3. Boasting multi-tiered game play, scenery that can be trashed and amongst others, two new trouser arousing characters: Christie and Hitomi. DOA3 gives other fight games a damn good kicking. So, no surprise CVG magazine reckon 'No beat'em up has ever felt as smooth and looked as sexy.' But please remember, it's a whole lot easier to kick ass on Xbox than in reality.

www.xbox.com/uk/doa3

PLAY MORE. PLAY DEAD OR ALIVE 3.



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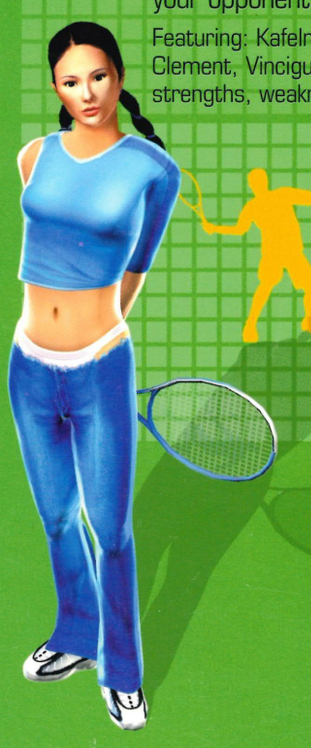
XBOX

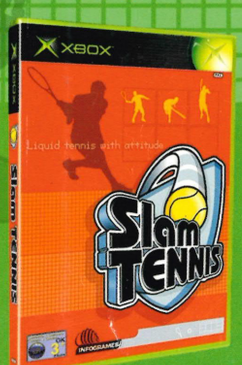
INFOGRAMES

HAVE YOU GOT THE BALLS?

Slam Tennis goes where no tennis game has gone before – this is liquid tennis with attitude. A game that recreates then amplifies the excitement, atmosphere and challenge of modern professional tennis. In Slam Tennis overcoming your opponent is only part of the challenge.

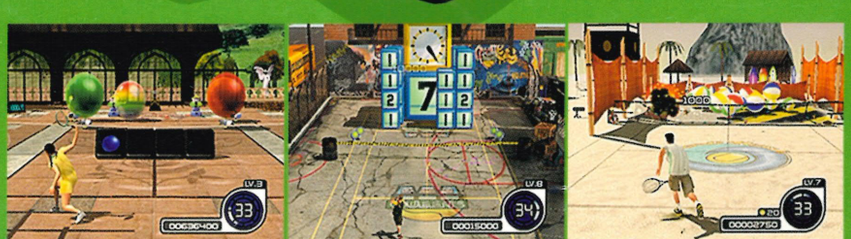
Featuring: Kafelnikov, Moya, Henman, Norman, Ferrero, Clement, Vinciguerra. Each with their own style of play, strengths, weaknesses and favoured shot.





Slam TENNIS

Liquid tennis with attitude



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