OXM 56

REVIEWS: HITMAN: BLOOD MONEY, ROGUE TROOPER, WINBACK 2, PROJECT POSEIDON GUIDES: LARA CROFT TOMB RAIDER: LEGEND PART 2, THE GODFATHER

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20 PAGES OF REVIEWS...

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PREVIEW!

DESTROY ALL HUMANS! 2

Alien mayhem! Exclusive shots and new info!

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Looking Good

WITH ALL LAST month's commotion about the long-awaited return of gaming's first lady, you can imagine our surprise when we got a call from Eidos saying that the real-life Lara (aka Karima Adebibe) would be popping into our offices to say hello, answer a few questions and generally strut around pointing her guns at staff writers to get them typing a bit quicker.

As you can see, she's clearly got taste when it comes to games mags. But if you're still raiding *Legend*'s tombs and having trouble then that must mean you're American, because we clocked the game in under seven hours. Still, if you're a completist looking to finish all the game's Time Trials, check out the second part of our massive *Tomb Raider: Legend* guide, starting on page 104.

Looking forward, we've got E3 – the biggest games show on Earth – to deal with in May. Some of the announcements we managed to squeeze into this issue, others will have to wait until next month. But the fact that publishers are still announcing new Xbox games shows you just how much life our favourite console still has, even in the face of the looming next generation onslaught.

Enjoy the issue,
GAVIN OGDEN
EDITOR, *OFFICIAL XBOX MAGAZINE*
GAMERTAG: *OXM SICKNOTE*

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HITMAN: BLOOD MONEY

The ultra-deadly Agent 47 returns for more merciless stealth kills in one of the goriest, most brutal (and bad-mouthed) games on Xbox.

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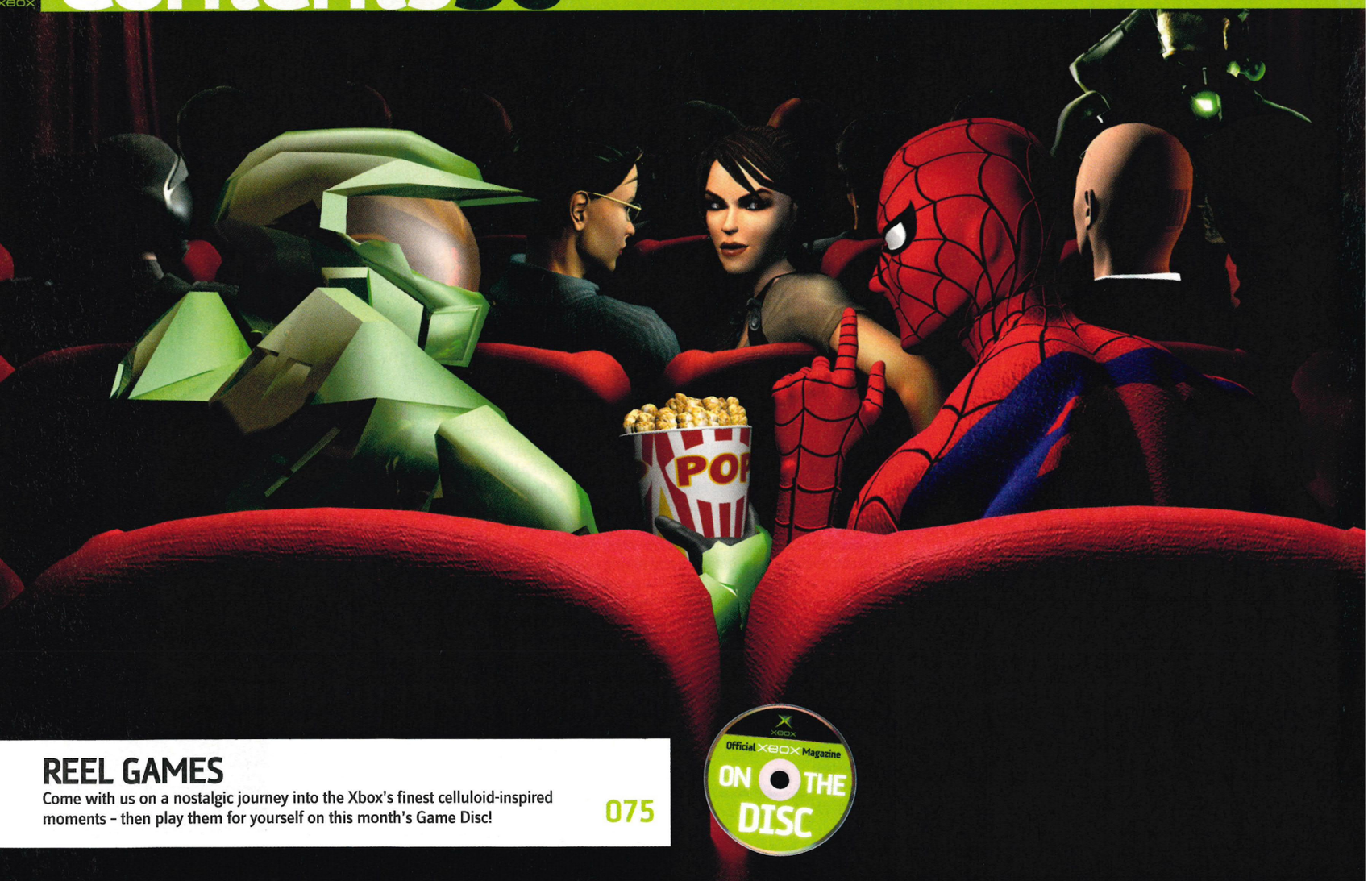

REEL GAMES

Come with us on a nostalgic journey into the Xbox's finest celluloid-inspired moments - then play them for yourself on this month's Game Disc!

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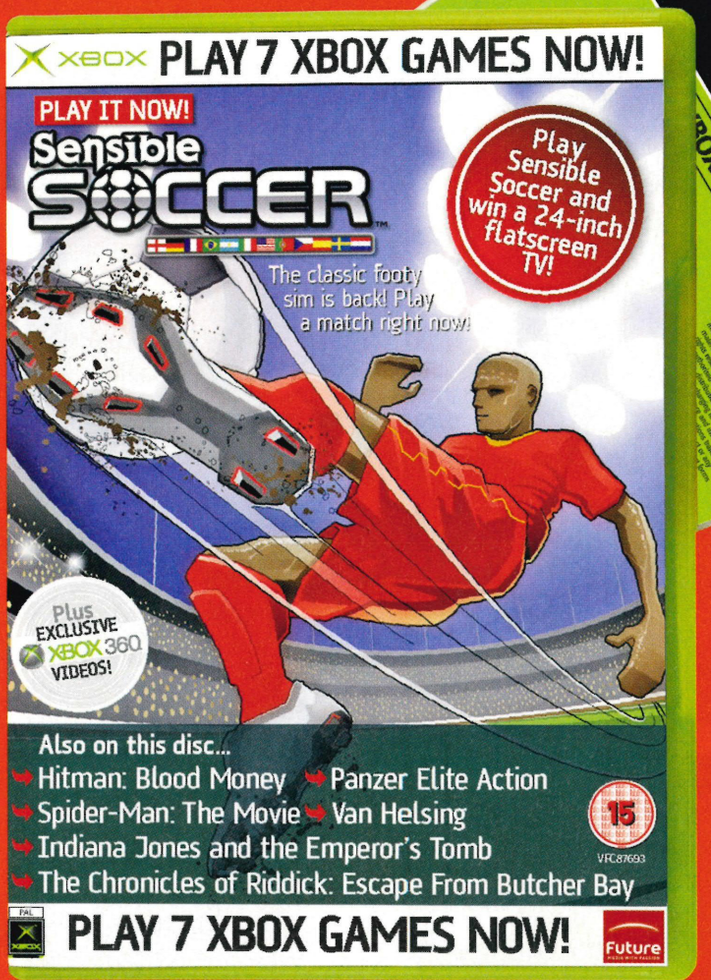
Official XBOX Magazine
ON THE DISC



Play:More On the Disc 56

On The Disc: Playable

Hit the pitch with Codemasters' frantic arcade kickabout Sensible Soccer, and get another chance to sample the brutal delights of the awesome Hitman: Blood Money. Plus, get your teeth into Panzer Elite Action, Spider-Man: The Movie, Van Helsing, Indiana Jones and the Emperor's Tomb and The Chronicles of Riddick: Escape From Butcher Bay

Xbox Movies:

High-speed thrills and crazy destruction in FlatOut 2, the sequel to one of the nuttiest arcade racers ever made. PLUS Xbox 360 action from Rumble Roses XX and Dead Rising

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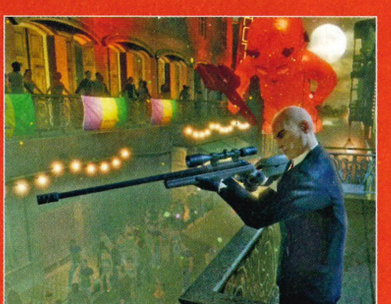

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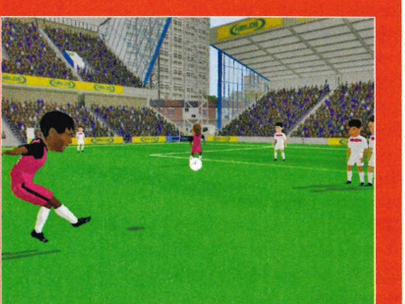

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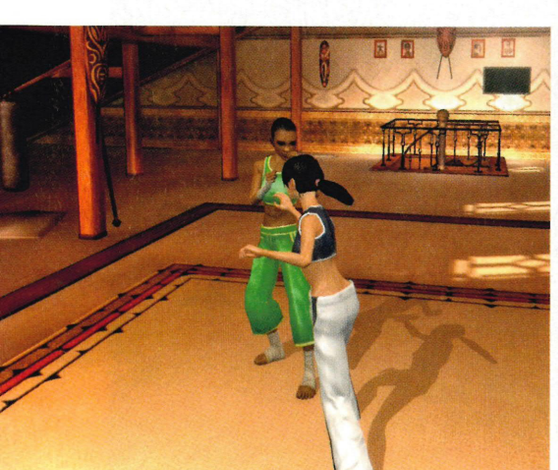

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WARPATH

The *Pariah*-flavoured multiplayer FPS mash-up that hopes to to have gamers finally put their *Halo 2* discs to rest. But is it up to the challenge? Check it out here...

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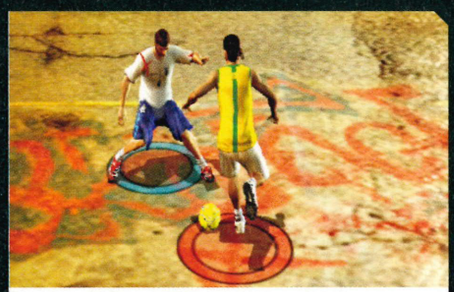

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Jump in.

XBOX 360™

↑ Nice to see Crypto can still destroy those pesky cop cars. Go Crypto!

Destroy All Humans! 2

It's the Summer of Love, and Crypto's back to finish the job...

Dev: Pandemic	Pub: THQ
Release: Autumn 2006	Live: None
Players: 1-2	

RUN FOR THE hills, Crypto is back! Just when the invaders thought they had Earth in their slimy grasp, a human rebellion has emerged. It isn't men in black, it isn't the CIA, KGB, or Mulder and Scully. It's peace and love, man! It's the 60s, and the humans are dancing through the streets with flowers in their hair, like, totally embracing their new star-travelling neighbours. Although it remains to be seen whether the filthy hippies will 'dig' the awesome power of Crypto's destructo-ray.

Poor old Crypto is going to have a hard time subduing and controlling the humans this time, though. Not only is it an era of dodgy handmade cigarettes (they can make humans unpredictable and not at all ripe for brainwashing), but there's the Cold War to deal with too. Soviet forces, British spies and nuclear weapons will all hamper the Furon invasion, and we all know what comes of nuclear weapons going off, don't we? That's right – giant stompy monsters running amok everywhere! So, where the odd meddling tank or human missile launcher was about as dangerous as things got, now Crypto will have to avoid the scaly clutches of Godzilla, Mothra and other assorted low-budget Japanese monsters. Poor little guy.

Still, its not all bad news for the Furons. Since their first attack, their technology has improved somewhat, although because the humans are more spaced out this time, Crypto has had to undergo intense mind-control lessons to hone his skills. A new saucer and new psychic abilities should put the grey anti-hero back on an even standing with the Yanks, Brits, Japs and Russkies holding out against him. We'll have more on what those particular new powers and abilities will be next month – it's still a highly classified document!

As you might have guessed from the four countries we've just mentioned, this time it's a global invasion. Crypto will have to travel through five different gaming areas, and every opponent will have its own methods of countering the alien invasion. We hear rumours that the Brits have some kind of Austin Powers/*Avengers*-style super-spies at their disposal, whereas the Japanese have specially-trained alien-fighting ninjas.

But, before you wonder how Crypto is going to fight stoners, secret agents and giant rubber monsters, this time he does have an ace card up the sleeve of his spacesuit. *Destroy All Humans!* is going multiplayer. The co-op action will allow two players to slog it out together, combining brain-waves to produce fearsome attacks.

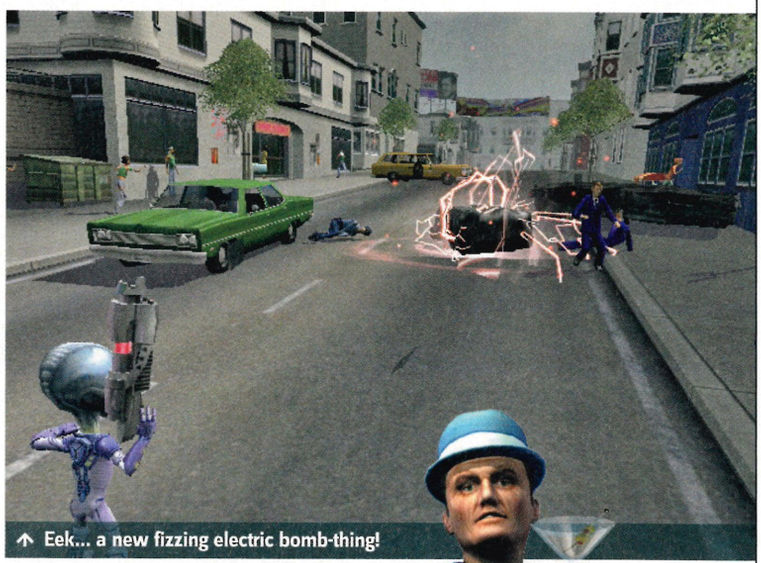
"We are pulling out all the stops for the sequel, adding multiplayer co-op, five new open worlds to explore and the same irreverent humour that was a hallmark of the first *Destroy All Humans!* game," Pandemic president Josh Resnick told us. "With the new 1960s setting, we have plenty of new material to work with."

Yes indeed, it seems those pesky humans weren't wiped out with the first attack after all, but the second assault is hardly going to be a walk in the park. We can't wait to get our hands on this, as it's looking a damn fine sequel to one of our favourite titles of the past couple of years. Better still, we hear there are two sequels planned, to be set in the 70s and 80s, if all goes well...

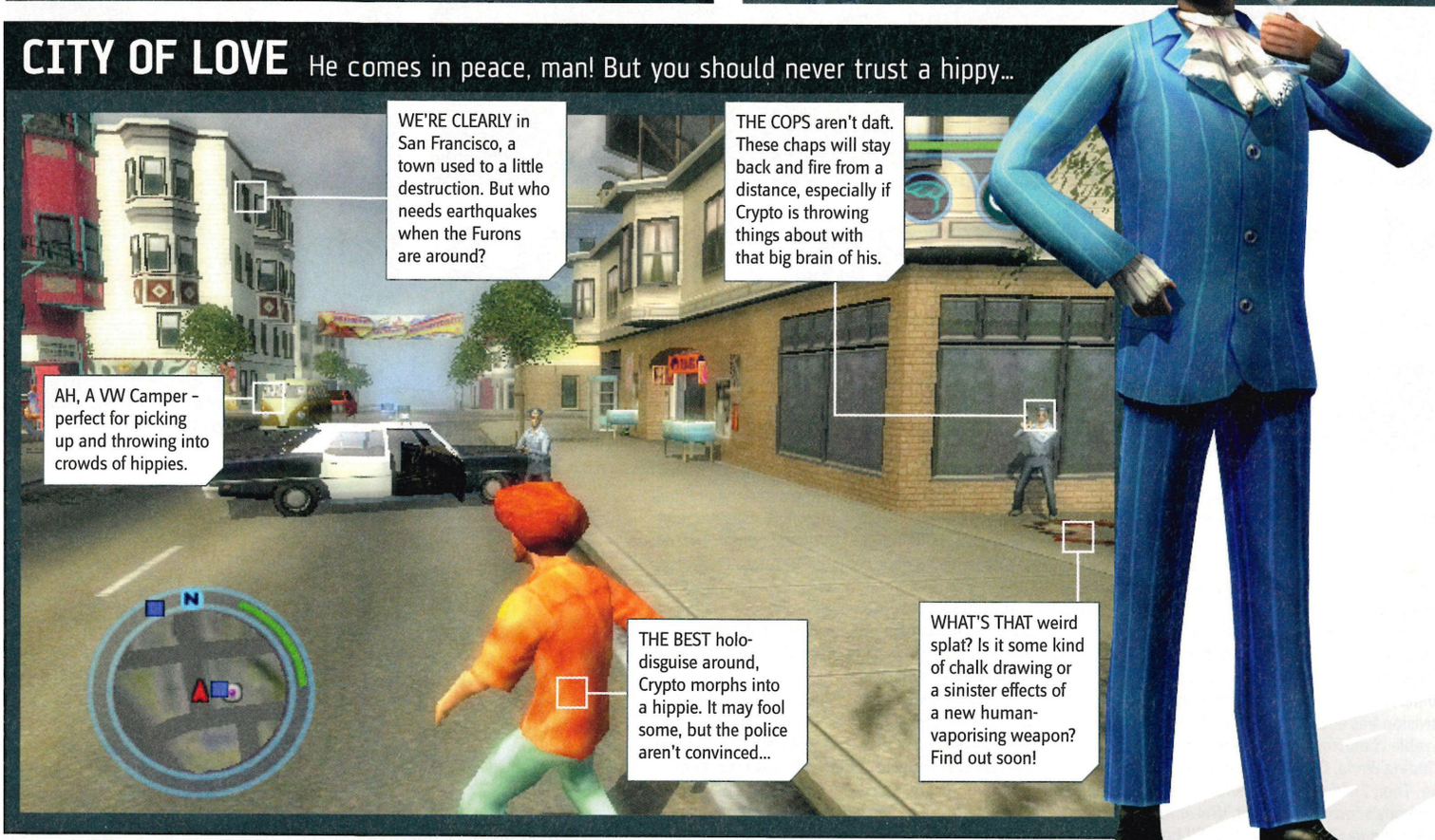
↑ Let's hope Crypto can steal cars this time. Get that hippie wagon!

↑ Cars and people tumble into the sky. Welcome back little fella!

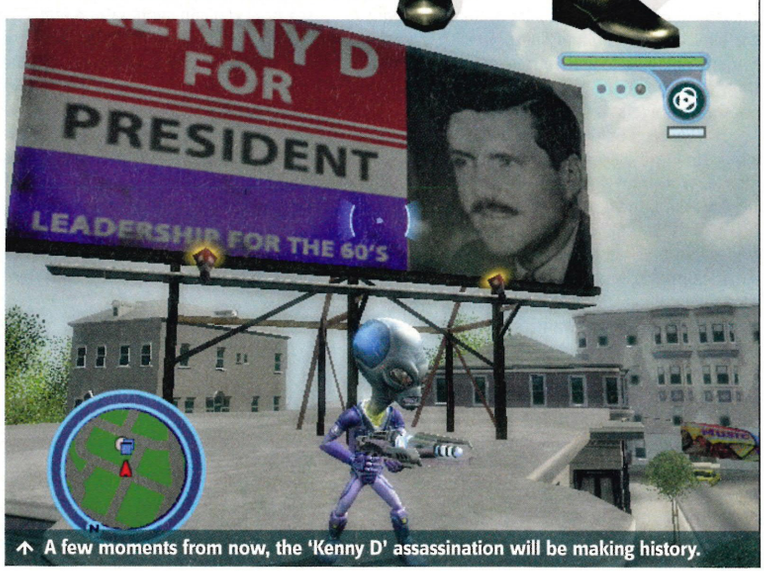
↑ Crypto gets in-game help from holograms this time around.


↑ Eek... a new fizzing electric bomb-thing!

CITY OF LOVE
He comes in peace, man! But you should never trust a hippy...



↑ That sign is sure to annoy the Furons. Best blast it to pieces for good measure.



↑ A few moments from now, the 'Kenny D' assassination will be making history.

CRYPTO ATTACK! WE'LL HAVE THE EXCLUSIVE XBOX DEMO OF DESTROY ALL HUMANS! 2 IN A FEW ISSUES' TIME!

↑ Wolverine wades into enemies with devastating slashes of his claws. Ouch.

Marvel: Ultimate Alliance

140 Marvel stars appear in one king-sized RPG brawler!

Dev: Raven Software	Pub: Activision
Release: Winter 2006	Live: 2-4 players
Players: 1-4	

YES, YOU READ that correctly: a shocking total of 140 Marvel characters will appear in Activision's new mutant mash-up, *Marvel: Ultimate Alliance*. And if that doesn't make superhero buffs quake in their jet-powered boots with excitement, nothing ever will.

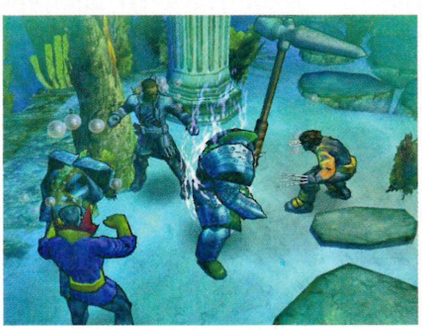
You pick a team of four heroes, switching control between them as you batter your way through dozens of enemy-filled missions set in 17 different locations in this classic-style brawler. Activision has already confirmed there'll be 20 playable characters to choose from to start with, including Blade, Dr Strange, Ghost Rider, Spider-Man, Thor, Elektra, Captain America, and of course, everybody's favourite mutant, Wolverine. Naturally, that's not enough heroes, so there'll be loads more playable fighters to unlock later in the game, with the likes of Nick Fury and the super-slick Silver Surfer turning up to join your team. And the best thing for Marvel fans will be seeing how each fighter uses their powers to maul enemies.

We've seen Spider-Man use his webbing to swing and throw enemies through the air like stones. Wolverine is as brutal as always, planting his claws into the faces of his attackers, with the big 'POW' and 'SMACK' captions flashing up to make things that little bit more satisfying. And Captain America might dress like a girl, but when he lobs that shield of his, it bounces around the place beating the crap out of multiple enemies and even wrecking bits of the scenery. It's carnage on screen, as you hammer buttons to deal the pain with one hero, while the AI gets stuck into the action controlling the three other fighters on your team.

Things get even more chaotic later in the game when you upgrade your fighters' moves with bigger and more devastating attacks. A simple RPG-style level-up system will allow you to upgrade your super-friends as you bust your way through the levels. Some enemies will drop bits of protective armour and various other performance-enhancing items, which you can pick up and assign to any of your fighters. You can also earn experience points from battles and level up, the game giving you stat points to assign to your fighters' attributes, letting you improve them in your own special way. Although if, like us, you can't be arsed with all that number-crunching stuff, a nifty Auto Assign option will save you the hassle, distributing your upgrades evenly between your fighters. For total masochists, there's also the option to disregard all the upgrades and continue with your standard abilities, although there are some nasty villains later in the game who'll send you home in a box if you don't have the strength to take them out.

Scorpion was the first major villain we faced, with a killer tail-swiping attack that smashes your heroes backwards. But the most impressive villain we saw was the giant Galactica. This huge boss stomped towards us, destroying a risen walkway as we ran along it to get away from his deadly finger lasers and hefty melee attacks. We weren't able to see how you can eventually defeat such a formidable foe, but it's bound to be cool.

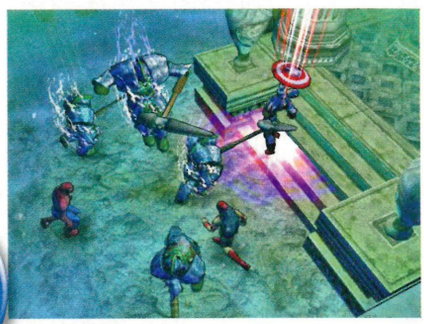
Marvel: Ultimate Alliance isn't due for release until next winter, but it's already looking like a polished action-packed brawler. And with the option to play the quest co-operatively over System Link and Xbox Live, we're looking forward to some cool online gaming action. This is one to watch! More screens and info coming soon...



↑ Lizards with giant hammers live in the sea?

↑ Captain America's costume looks stupid...

↑ ...but that shield of his is lethal when thrown.



↑ He can do magic tricks too!

Official Xbox Magazine EXCLUSIVE SCREENS

Official Xbox Magazine PLAYED IT

↑ Blade lays into Scorpion with lethal sword-spinning attacks.

↑ Wolverine loses it and stamps on his victim's corpse. The nutter.

↑ Multiplayer brawls over Xbox Live will be top.

↑ Thor's hammer is a devastating weapon.

↑ One against three. You'll lose, mate.

↑ While you fight, the AI slugs away elsewhere.

DEEP SEA FIGHTING

Investigating the hilarious inconsistency of the underwater level in Atlantis

ULTIMATE FIGHTING: YOU CAN PERFORM BRUTAL HOLD MOVES, WHICH SEE THE MUTANTS GRAB A VICTIM AND PERFORM A NUMBER OF FATAL ATTACKS, BEFORE SLAMMING THEIR LIFELESS BODY TO THE FLOOR

↑ New *Spyro*'s going for the Pixar/*Legend of Zelda* angle.

The Legend of Spyro: A New Beginning

Same dragon, but a very different game...

Dev: Krome Studios | Pub: VU Games
Release: October 06 | Live: None
Players: 1

AFTER YEARS of following a proven and, let's face it, pretty uninspiring formula, the *Spyro* franchise is finally receiving a makeover.

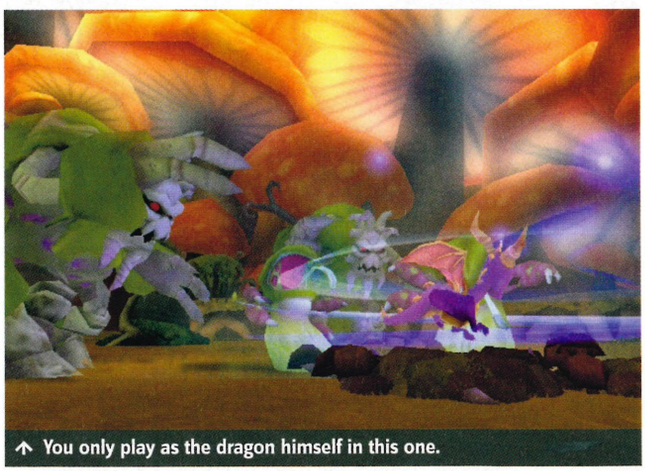
So what's new? For starters, *A New Beginning* will be heavily story-driven, delving into Spyro's past and revealing previously unexplored facets of his character. "For the first time ever, players will experience who Spyro really is as they're taken on a journey of purpose and self-discovery in a classic tale of good versus evil," explains Michael Graham, associate producer at VU Games. The plot will chart Spyro's coming of age, as he slowly realises the dangers prevalent in his world, and the awesome powers he has to counter them.

Far more focus is being placed on action this time around, and having seen the game up close and personal, it looks like this new approach really could be a winning formula. "We really wanted this game to feel like you're playing through a Disney or a Pixar film," says Graham, and from what we saw, it kind of does. Endless waves of enemies charge at you without respite, forcing you to utilise both melee and magical attacks as you fry, electrocute and pummel your opponents into submission.

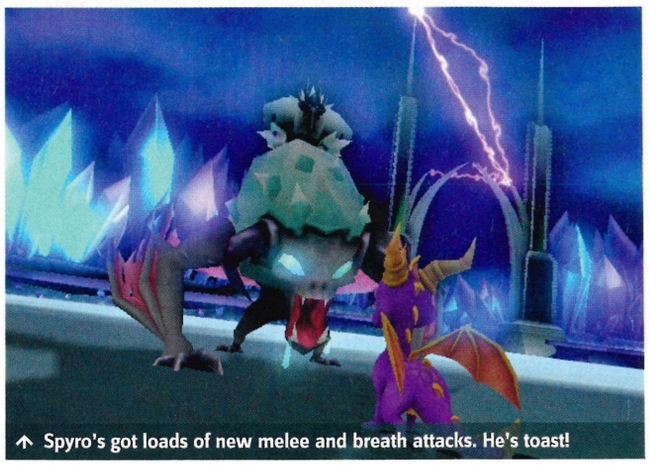
Spyro also has an insane amount of new abilities, including a wide variety of breath attacks and melee combos, with the latter allowing you to literally play keepy-uppy with enemies as you hammer them with endless barrages of attacks. And as if this wasn't enough, you also get to use Spyro's all-new Fury attacks - devastating elemental spells that wipe out even the hardiest of enemies.

Unlike previous Spyro games, *A New Beginning* will be solely focused on the pint-sized fire breather, an approach that Graham hopes will allow you to spend more time mastering Spyro's new skills. "This is a game about a dragon and we wanted to explore all of the different abilities that a dragon could have," he explains. "So rather than diluting Spyro's abilities over three or four other characters, we bolstered them. As a result, Spyro is tougher, more agile and more powerful than ever."

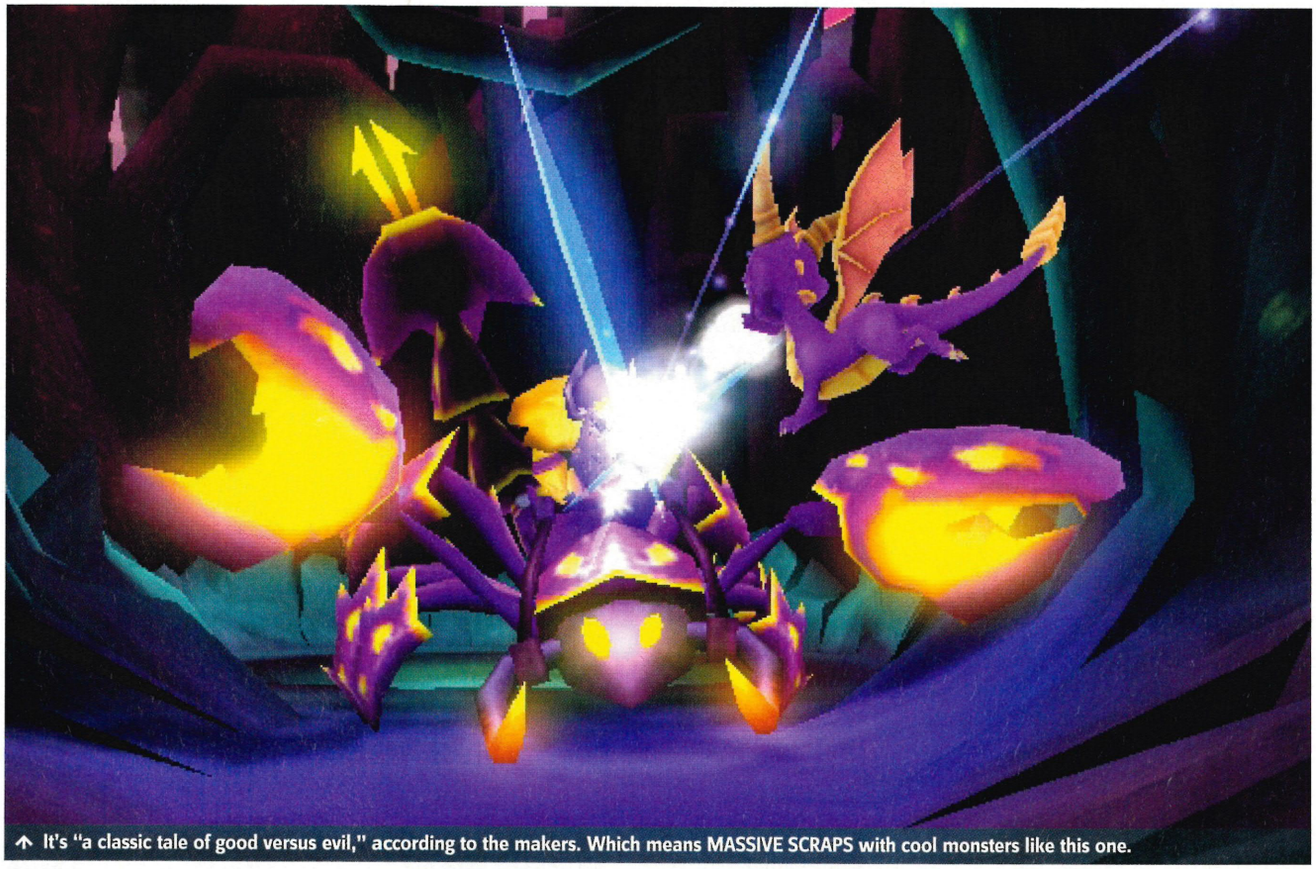
Even at this early stage, there's already more than a smidgeon of evidence to suggest that this all-out action- and plot-driven approach could inject the floundering *Spyro* series with some much-needed spark. Whether it'll be a roaring success or a spluttering failure, though, is still very much up in the air.



↑ You only play as the dragon himself in this one.



↑ Spyro's got loads of new melee and breath attacks. He's toast!



↑ It's "a classic tale of good versus evil," according to the makers. Which means MASSIVE SCRAPS with cool monsters like this one.

Bonus info

DUNGEONS OF DRAGONS

This is Spyro's second appearance on Xbox, after *Spyro: A Hero's Tail* (Issue 36, 7.0). Other titles include *Spyro 2: Ripto's Rage*, *Spyro: Enter the Dragonfly*, *Spyro: Year of the Dragon*, and the 1998 original, *Spyro the Dragon*. If any of them cost you more than £5 in your local second-hand games emporium, we'll GIVE you Ben's personal collection (he used to work for a PlayStation magazine, you know).

BATTLING WITH THE ELEMENTS Spyro's gone a bit RPG...

WHILE SPYRO may be enjoying a makeover of Trinny and Susannah proportions, he'll thankfully be keeping his Fire, Electricity, Ice and Earth elemental abilities from previous games. However, this time, there's a twist.

By collecting gems during your adventures, you'll be able to allocate experience points to each of these areas in order to bolster your powers. Whether you choose to specialise or diversify will be up to you, but the more points you pump into any one elemental power, the more powerful and impressive it'll be.

ENTER THE DRAGON: LIKE GAMES ABOUT DRAGONS? CHECK OUT NEXT ISSUE FOR OUR HANDS-ON FIRST-LOOK OF BOOK ADAPTATION ERAGON...

↑ Three different worlds to play in, as three different characters!

Dreamfall: The Longest Journey

The classic PC fantasy adventure returns after a six-year gap...

- Dev: Funcom
- Pub: Empire
- Release: Spring 2006
- Live: None
- Players: 1

WHO'S UP FOR a sequel to a PC adventure game from six years ago? Anyone? Okay, it doesn't sound like fertile territory for a new Xbox title, but when we're talking about an acclaimed slice of Norwegian fantasy, it's worth a second look.

Dreamfall is the sequel to *The Longest Journey*, a 3D adventure which wowed PC gamers back in 2000, scooping up 15 awards by the end of the year. But it failed to make an impact on those of us still giddy with excitement at the arrival of the next generation of thumb-numbing console games.

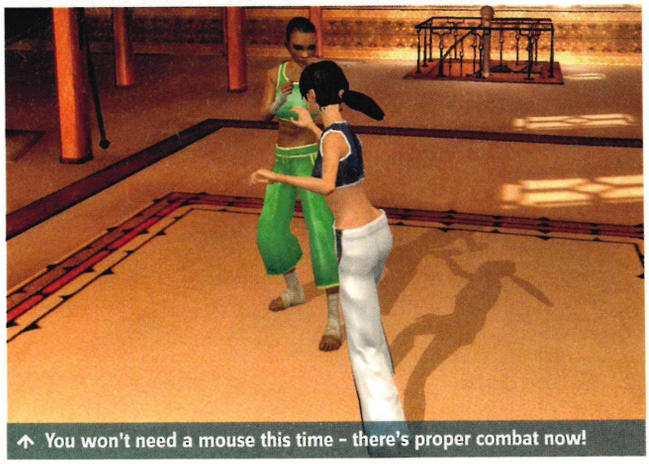
You're probably wondering if you can be bothered picking up the plot threads from a years-old PC point-and-clicker, right? Fear not. Developer Funcom is keen to point out that knowledge of the previous game will not be essential to enjoying this latest journey. The story opens with a feisty young lass called Zoe Castillo, whose life in 2219AD Casablanca is about to be turned upside-down. Mysterious forces are interfering with the planet's technology, and only a handful of sensitive souls can detect the source of the problem - an unseen entity dwelling in a shadowy house, trapped in a bleak netherworld between dimensions.

When one of her friends goes missing, Zoe delves deeper into the mystery, meeting April Ryan - heroine of the first game, now a stroppy goth - and Kian, an assassin for a religious cult who is beginning to question his faith. And no modern conspiracy would be complete without the obligatory dodgy corporation - here, it's WatiCorp, and their top-secret new product 'Alchera', which promises to "make all your dreams come true".

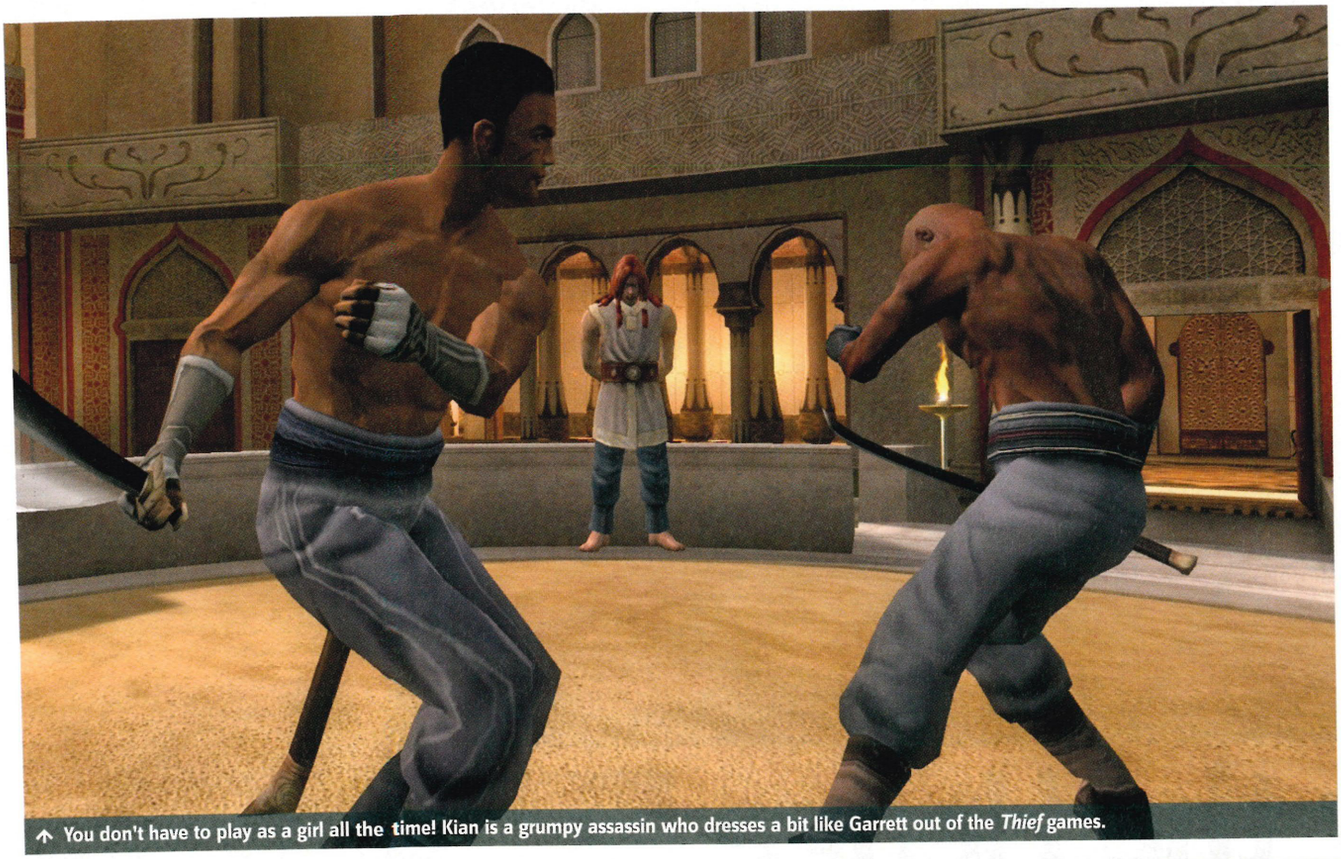
You'll play Zoe, April and Kian as their stories overlap, exploring the three interconnected worlds of the game: Stark, a far-future version of Earth, Arcadia, a fantasy world of magic and mystery, and The Winter, the featureless limbo in between.

We're promised freeform gameplay with multiple solutions to sticky situations, an evolving hand-to-hand combat engine and oodles of fully-voiced NPCs to rabbit at. With a story that suggests a genre-hopping mash-up between *Final Fantasy* and the epic fantasy novels of Clive Barker, you'd do well to look beyond the slightly outdated visuals and look forward to what could well be an absorbing adventure yarn.

↑ When Zoe's friend disappears a deep conspiracy starts to unravel...



↑ You won't need a mouse this time - there's proper combat now!



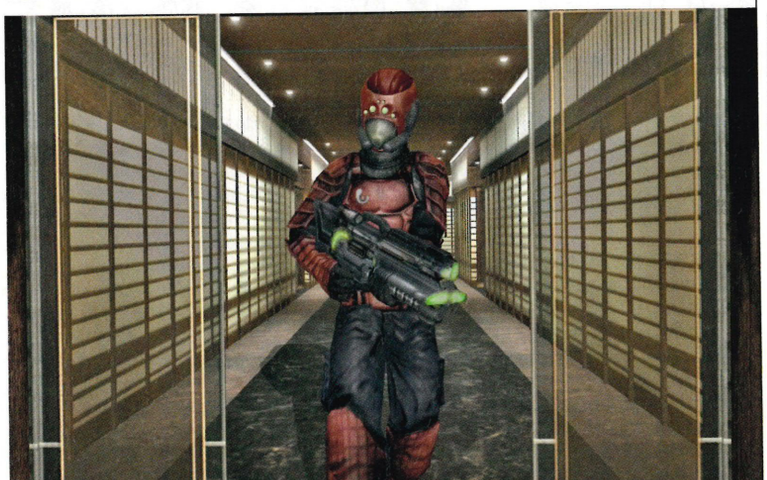
↑ You don't have to play as a girl all the time! Kian is a grumpy assassin who dresses a bit like Garrett out of the *Thief* games.

Bonus info

OFFICIAL ART FORM!
In 2004, the Norwegian Film Fund took the groundbreaking step of awarding a grant to help finance the production of *Dreamfall*, the first time that a videogame has been recognised as being equal to a television programme or movie by an official funding body.

NO MESSING ABOUT
Interaction with the *Dreamfall* world will be via something called 'Focus Field', a context-sensitive feature which allows you to get information on objects within view, or trigger in-game events, without having to trudge all the way over to something.

↑ Arcadia is your usual magical fantasy fun park, appealing to *Final Fantasy* buffs.



↑ The game starts off in Casablanca, 2219. And that's the most normal location...

MONSTER MAGNET Gloom-pop troubadour pens in-game choons

DREAMFALL WILL be accompanied by not one, but two soundtrack CDs. One will contain the orchestral score, while the other will be an EP featuring four tracks from Norwegian musician Magnet (real name Even Johansen). That's him over there, enjoying a glass of wine in the bath. With his clothes on. Hey, chicks dig it.

A sort of semi-electronic version of David Gray, the scientifically named singer has been hailed as better than Coldplay by the *NME*, and has had his music featured on televisual teen tantrum *The OC*.

"As an artist focusing on reaching both the human mind and heart, it has been a special experience for me to work on *Dreamfall*," explained Mr Magnet. Rumours that one of the tracks will be a cover of classic Spinal Tap melody 'Lick My Love Pump' could not be confirmed at the time of going to press.

Official Xbox Magazine EXCLUSIVE SCREENS

Xbox LIVE PLAYABLE

↑ Don't worry, Stella will be able to handle any foes with her deadly skunk stink. It'll knock 'em dead.

Over the Hedge

Thieving vermin come to Xbox to steal from the humans!

Dev: Edge of Reality	Pub: Activision
Release: June 2006	Live: 2-4 players
Players: 1-2	

STEP ASIDE Conker - Activision's 'animals in suburbia' game is almost upon us! We got this little baby right at the last moment (look out for next month's issue, when we'll be tumbling about with the fuzzies with a full hands-on preview), but you can still cast your eye over these new screens and details to get your tail twitching.

Based on the wry animal observations in the comic strip of the same name (see, it's intelligent, not just another dumb-assed CGI animal show), this Dreamworks-inspired title will, according to one insider source, be "bigger than *Shrek*."

Over the Hedge will feature four suburban trashcan rummagers, whose main job in life is to reclaim suburbia from the humans and perform heists and bin-burglaries for rich pickings. There's no pratting about collecting gems for extra lives here - you'll have to learn how to break into houses and foil security systems if you want to progress.

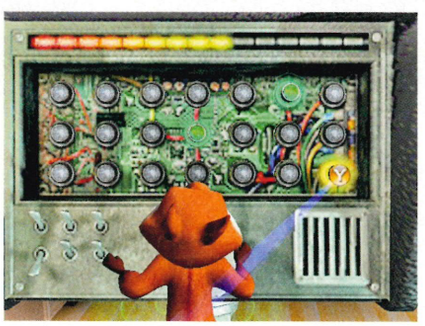
The four animal characters aren't your usual 'cute and fluffy' fare either - they're seasoned, cynical pros, each with their own particular way of snaffling treasures and treats from under human noses. RJ the raccoon can wallop humans and other animals with his 'golf ball barrage', and Verne the tortoise's spinning shell attack will do a similar job. Hammy the squirrel's 'Hammy Time' attack (a super-fast kick) can swipe treasures and food away from people in the blink of an eye, while Stella the skunk's stink will just knock humans out cold.

The game also lets you go head-to-head against a mate, with both players choosing two characters to slug it out with. By combining strengths (a superfast stinkbomb courtesy of Hammy and Stella, perhaps), this could turn out to be like *Spy vs Spy* (Issue 40, 6.8), only hairier, and probably better.

With the game following on from the movie (it continues long after the film ends), and delving more into the wisecracking world of the comic strip, expect *Over the Hedge* to be far more than just a movie tie-in. This is a much-loved comic licence and developer Edge of Reality is treating it with respect. That said, there are remote-controlled rats on rollerskates to deal with, and evil gophers who slam the ground with their shovels to knock our heroes off their feet. They're cohorts of the film's bad guys Gladys, Vincent and The Exterminator, humans who have ideas on the animals' last remaining sanctuaries, but there are other foes included from the comic strip too. We'll find out who these are next month!

Beyond the animals-pulling-off-heists-themed gameplay (apparently blocking infrared lasers using whipped cream will feature too), there is also a wealth of hidden bonuses and extras lurking in *Over the Hedge*. There are nearly 100 comics, pieces of artwork, movies and extras to unlock, as well as different outfits for each of the fuzzies.

We expect good things from *Over the Hedge*. We're normally cynical about fluffy animals, but seeing them do more than just leap around and collect coins is a a breath of fresh air. Imagine the *Thief* games, but a bit less dark and gloomy and inhabited by squirrels. That'll give you an idea of what *Over the Hedge* has in store. We'll have a full preview next month to let you know just how this alternative animal cracker is shaping up.

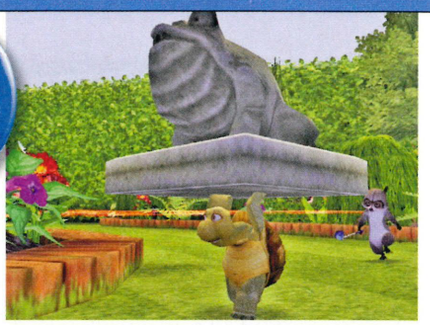


↑ There are puzzles and then there are puzzles.

Bonus info

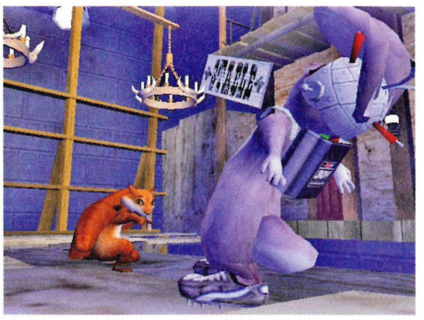
HAIRY HEIST

There will be a total of 35 theft-filled missions for you to explore, all of which will have you facing off against rottweiler guard dogs, enormous bears, and even electrical cattle prods. Ouch.

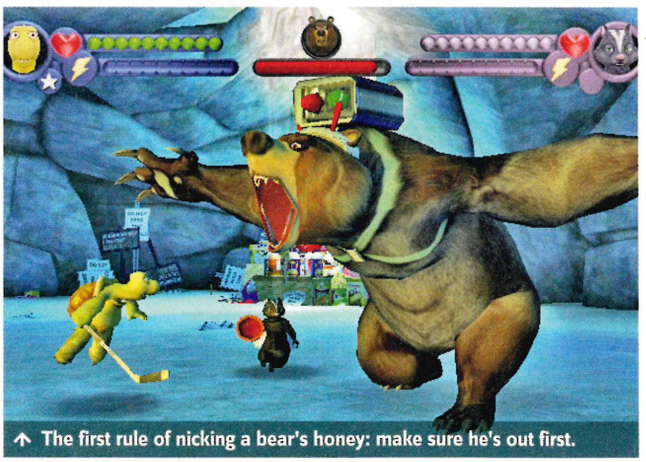


↑ These animals steal anything. ANYTHING.

↑ There's a lot of honey to be had from bears.



↑ Possessed critters are the humans' weapons.



↑ The first rule of nicking a bear's honey: make sure he's out first.

↑ Beware a raccoon waving a golf club. He'll bash your head off.

↑ Possessed karate bunnies are pretty tricky customers - give their heads a good plungering.

"Your four trashcan rummagers must reclaim suburbia from the humans, and perform heists and bin-burglaries for rich pickings"

Bonus info

PLAY AWAY

During some recent playtesting, Activision was surprised by gamers' reactions to *Over the Hedge*. Apparently this is the single most popular children's game Activision has ever had playtested. We wanna know why!

↑ Backyard wrestling, animal-style.

↑ Breaking into houses is easy when you're a foot-high rodent.

FUNNY FACT FART! A random list of fun facts and trivia burps form the world of Over the Hedge

In an early version of the game, a weasel character named Ratso was squished by a pizza truck and then buried in a pizza box.

RJ and Verne feed a laxative to the villain's pet poodle in one version of the game. It was pulled.

Stella the skunk's personality was influenced by Sandra Bullock's character from *Miss Congeniality*.

During one of the heist scenes the animals use whipped cream to subdue their enemies. The dev team spent a day squirting each other to get the right effect. Kinky devils.

To get the right dimensions of a vending machine that appears in the game, the animation team went to a bowling alley and drew one. Someone called a local asylum, convinced they had been left behind from an outing...

And finally... in the movie the tortoise character has 1,844 hairs on his body. All of them account for his eyelashes.

Hammy is described as having "an innocent child-like mentality... but with the speed of roadrunner."

You will see no human characters in the game wearing skirts. Because of the low camera angle it presented too much of a problem, if you catch our drift.

To get the right feel of an animal's perspective, one of the game developers put a camera on the back of his dog and filmed what it saw for an entire day.

IN THE FAMILY: BRUCE WILLIS VOICES LEAD CHARACTER RJ, WHILE HIS EX-WIFE'S NEW SQUEEZE ASHTON KUTCHER VOICES ANOTHER ANIMAL IN THE FORTHCOMING OPEN SEASON. PREVIEWED ON PAGE 033. FASCINATING, EH?

Incoming

Brand new games coming to an Xbox near you

E3 Almost Upon Us!

Glut of Xbox titles expected at expo

WITH NEXT-GENERATION consoles hogging more of the limelight these days, it's great to see that the old Xbox will still have a fine raft of games announced at this year's E3. Along with the already announced *Destroy All Humans! 2*, we Xbox owners can expect other surprises as well. The impressive *Justice League Super Heroes* will be getting an outing, as will *Superman Returns*, of which we'll have much more next issue. But some internet sources are suggesting EA has more than just *Superman* up its sleeve. Although we've only ever known it as an Xbox 360 game, one site lists *Def Jam 3* as a possible Xbox title. We'll let you know whether that particular piece of wishful thinking is true in next month's issue.

Other games to be shown off are Midway's *Spy Hunter* and *Mortal Kombat: Armageddon* (both currently US-only, but you never know), while the likes of *Just Cause*, *Scarface*, and *Lego Star Wars II* will be strong contenders. As always, there are going to be surprises (LucasArts still hasn't officially confirmed the new Indiana Jones game as solely next-gen), so look out for next month's issue, when we'll have the full rundown of every Xbox game on show!

Return Of The Ray

Dismembered Xbox hero punches his way back to Xbox

Pub: Ubisoft **Dev:** Ubisoft
Release: 2007

DEVELOPER MICHEL Ancel is quickly turning into something of a videogame development god. Having been awarded a French knighthood, and turning out a cracking job with the recent *King Kong* licence (not to mention *Beyond Good & Evil*), the *Rayman* creator announced this month that he would be returning to his *Rayman* roots, to develop a fourth instalment of limbless antics for the current generation Xbox.

Someone else who's also rather chuffed at the decision to develop a fourth current-gen *Rayman* game is Ubisoft's top bod Yves Guillemot, who had this to say: "*Rayman* is one of the brands that encapsulates Ubisoft's ability to create characters and universes that appeal to all kinds of players. We are expecting this new *Rayman* videogame to sweep players off their feet."

Although details about the plot are as scarce as *Rayman*'s knees, the new game should see a continuation of *Rayman*'s skills and gadgets, reintroducing the Power Fist, Grapple, Super Helicopter, Sniper Fist and Tornado. We're also expecting him to have learned a few new skills during his time off. Expect a whole new cast of weird and wonderful characters as well. There's no word yet about *Rayman* voice talents Billy West and John Leguizamo returning, but we'll have a full breakdown and first look at *Rayman 4* very soon!

Hawking About

Skate superstar set for another Xbox outing

Pub: Activision **Dev:** Neversoft
Release: TBA

WITH THE SUCCESS of *Underground* and *American Wasteland*, it appears Tony Hawk is set to star in yet another Xbox outing, due to be revealed at this year's E3 games show. The game, rumoured to be called *Downhill Jam* by various internet sources, will be yet another step forward for the rebranding of the Hawk franchise after years of dodgy sequels. With the revival starting at *Underground*, then expanding with *American Wasteland*'s free-roaming sections (not to mention the new BMX modes), the latest offering will once again be stuffed with the features that made *Wasteland* so popular.

Although details are sketchy-to-non-existent, we're going to have a full blow-out of *Hawk* screenshots, interviews, and gameplay details next issue. In fact, we're going to have the biggest *Hawk* coverage we can muster, so if you're a fan of the board-flipping birdman, look out for next month's *OXM*. It's going to be a biggie.

Lara The Record Breaker

Indiana Jugs makes it into the record books

Pub: Eidos **Dev:** Crystal Dynamics
Release: Out now

WHAT A REINVENTION! Having shot straight to number one in the charts (on all formats!), Lara Croft has other reasons to celebrate this month, as the *Guinness Book of World Records* welcomed her into the fold. Ms Croft's achievement? She's 'The Most Successful Human Videogame Heroine' apparently (most successful non-human character is Ms Pac-Man). Is that actually a record? We can't imagine the competition was too tough – Maria Robotnik and BloodRayne are hardly household names are they?

Raised eyebrows aside, it's great news to see an Xbox character so welcomely received to sit aside *FIFA 2005* (the world's fastest selling videogame), *Shenmue* (the most expensive game ever developed) and Radhakant Bajpai (world's longest ear hair). The record books say Lara has been recognised as "transcending the boundaries of videogames and becoming a recognisable figure in mainstream society." Ooh, get you Crofty-pants!

Having sold over 28 million games worldwide, appearing on the cover of over 200 magazines and having two hit Hollywood movies, *Tomb Raider* is now worth over $1 billion. And what does this mean for Xbox? Judging by how well she's been doing, we dare say the crypt-cracking corker will see a few more Xbox outings yet – *Legend*'s screaming out for a sequel...

Lion's Shares

Great news for future Xbox titles

AS AGENT X reported last month, it appears those rumours of Lionhead being bought by Microsoft have come true. With other developers such as EA reportedly after *Fable* and *Black & White*, it was Microsoft that got in there first, securing a library of god games, RPGs, and Lionhead classics for the future of Xbox.

As is customary during moments like this, there were a lot of backs being slapped, with Microsoft calling Lionhead owner Peter Molyneux "one of the few true visionaries in our industry." Lionhead returned the compliment with "We could not be more excited about being part of MGS. It has long supported our creative vision, and this teamwork resulted in the hugely successful *Fable* franchise."

But it is the Xbox and we Xbox owners who are the real winners. By snaffling up Lionhead, as it did Bungie and Rare, all games now developed by Lionhead will be specifically tailored to Xbox and PC.

So Lionhead can develop games without compromise, and without financial troubles hampering development – the critically acclaimed *The Movies* was a sad casualty of budget restraints and time, as was the end of *Fable* we suspect. Although it is unlikely the current Xbox console will directly benefit from the buy-out (unless *The Movies* is resurrected under 'da new management'), Xbox 360 owners can be assured that from now on, every Lionhead title will have been made especially for them. And that's got to make a few people feel kinda special.

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Watch Chewbacca tear into some Lego foes!

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Survival-horror *Cold Fear* coming to a cinema near you...

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You don't need an Xbox 360 to walk away with the title!

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Exclusive look at the golf game with its eyes on Mr Woods.

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Brand new screens of *Jaws Unleashed*!

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Big things are brewing down at LucasArts...

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We get the first ever hands-on with *Just Cause*!

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Exclusive new screens of *The Da Vinci Code* reveal more details of this stunning heir to *Broken Sword*...

ANIMAL RAMPAGE! P33
Wild news on the latest CGI animal romp. This time, though, the fuzzies are getting their revenge...

VADER RETURNS

STOP PRESS!

The Walking Iron Lung gets his very own Star Wars game!

ALTHOUGH LUCASARTS is currently trying to keep a lid on its 'Super-duper *Star Wars* game' (see Agent X for more details), this month LucasArts' Haden Blackman spilled the beans during a *New York Times* interview about a forthcoming Darth Vader title. Could this be the game LucasArts is trying to keep a lid on?

Based around the early 'career' of Mr Vader, Blackman revealed to the *NYT* that the game would "outline a new storyline that delved deeper into Darth Vader's history."

In our opinion, Darth Vader is possibly the coolest *Star Wars* character of all time (except for Han and maybe Kit Fisto at a push), so to hear LucasArts is plugging away at his very own title is great news.

There is still a lot of story to be told between his infamous Frankenstein-esque 'Nooooooooooooo!' sequence and his rise as the most feared man/machine in the galaxy, so we hope the game does Darth justice. Just so long as we're spared any hideous flashbacks to pod racing and Jar Jar Binks, we'll all be happy.

PIZZA THE ACTION: WHEN WE MET THE LOVELY NEW LARA IN THE FLESH, SHE ORDERED A PIZZA AND GOBBLED IT ALL UP, CRUSTS AND ALL – A GIRL AFTER OUR OWN HEARTS!

News Wire

Easily digestible nuggets of key Xbox information

Forerunneround

Right then, try and get your head round this. Last month Agent X had to pull a story about the rumoured *Halo Forerunner* because it turned out to be an April Fool's joke (yes, even he can get stung sometimes). But now US magazine *Game Informer* is saying (with a straight face, we might add) that the *Halo Forerunner* article it ran wasn't a joke after all! Could we really be seeing a new *Halo* game for Xbox? Rest assured, if this is true we'll bring you more soon!

Eastern Promise

Xbox head honcho Peter Moore has been doing some more blabbing. This month he was quoted as saying that there would be "no true success for Microsoft without Xbox's success in Japan." With sale of the next-gen consoles not 'all that' over there, Microsoft is planning on relaunching the console with more Japan-centric titles such as RPGs and, erm, *Viva Piñata*. Don't worry Xbox 360, the West still loves you!

Sega Sports

Sega is going from strength to strength lately, rebranding itself and snaffling up developers and game rights all over the shop. This month the developer bought itself Sports Interactive, the company behind the *Football Manager* series, as well as San Francisco-based developer Secret Level, whose library includes the popular *Magic: The Gathering* games. With Sega still strongly supporting the original Xbox, this could be good news for owners of the big black box.

Free Gotham 2 For Everyone!

Sign up to Xbox Live for a spanking new copy of PGR2!

EVERYBODY LOVES freebies! Take a butchers at the latest attempt by Microsoft to entice punters to Xbox Live. As well as the usual headset and 12-month subscription, the £40 joining fee will bag you a copy of the top racer. The promotion is running just as Bizarre Creations announced it was about to release a heap of downloadable *PGR3* content for Xbox 360. So, if you're tempted to dip your toes into the Live experience, now is probably a good time to do it – you'll nab yourself one of the best Xbox Live games around for your troubles.

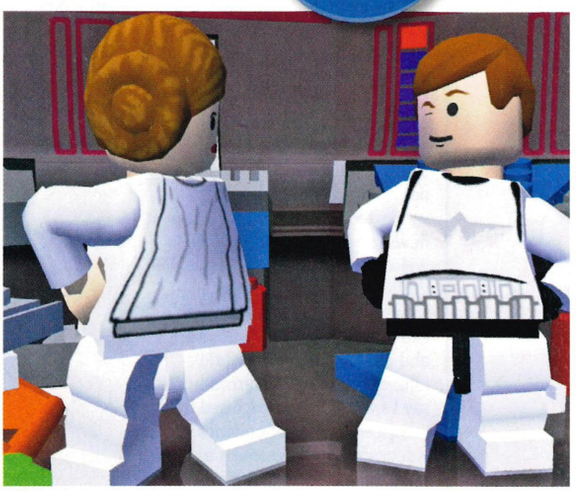
Chew've Been Maimed

New screens show off the Wookiee's special attack move!

THE MORE WE see of *Lego Star Wars II: The Original Trilogy*, the more we love it (except having to write out the stupidly long title all the time). After our wave of world-exclusive screens last issue, we've now discovered Chewbacca's special attack mode in action. Each of the 100 or so *Star Wars* characters will have their own special skill, but as we were promised, Chewie's would be to rip the arms of Stormtroopers straight from their sockets! Here he is, eagerly dismembering a hapless servant of the Sith as other shocked troopers look on. Put simply, we can't wait to play this game.

Other new screens show Han getting frisky with Princess Leia (she's having none of it), and a gang of Stormtroopers firing at an unseen enemy (probably Luke and Leia escaping across the chasm, judging by the sheer drop near their feet). Come back next month, when we'll have more world-exclusive screens from *The Empire Strikes Back*, and quite possibly the first ever glimpse of a Lego Ewok...

Official Xbox Magazine EXCLUSIVE SCREENS



A US study has found that videogames can cause participants to engage in 'rufty' without 'protection'. Where do they get these results?

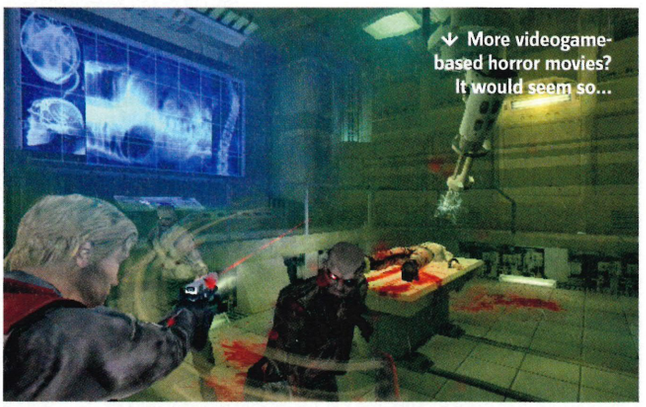
Cold Fear Cometh!

Ubisoft's chiller thriller coming to the silver screen!

WITH GAMES turning into movies at a rate of knots, it seems anything is open for a little Xbox-office conversion these days. This month Ubisoft optioned waterborne survival horror *Cold Fear* (Issue 40, 7.4) for a little movie treatment.

Telling the tale of a lone coastguard adrift on a supposedly deserted ship, it quickly turns out that the vessel is far from empty, haunted as it is by axe-wielding maniacs and undead sailors.

A similar story was told a few years back in the form of crap Jamie Lee Curtis movie *Virus*, but we've higher hopes for *Cold Fear*'s chances. With the title receiving good reviews across the gaming community, and a plot that couldn't be watered down if you tried (a killer whale with exploded guts anyone?), we reckon Ubisoft could have a movie hit on its hands. The upshot of all this speculation is simple too – if it does well in the cinema there's every chance we could be looking at a sequel in the works soon after. We'll have more on the *Cold Fear* franchise as and when we get it.

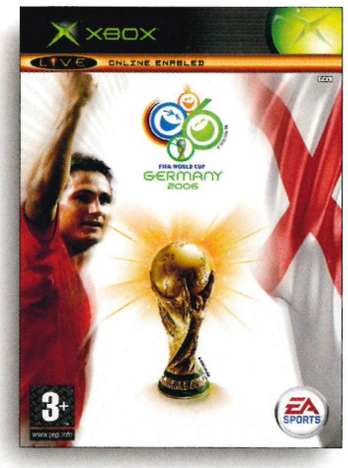


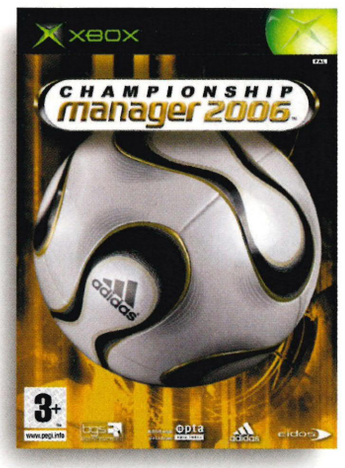
↓ More videogame-based horror movies? It would seem so...

↑ It's got a pretty harsh story. Could be good...

↑ He's feeling bad enough without having to walk through zombie sick.

£29.97





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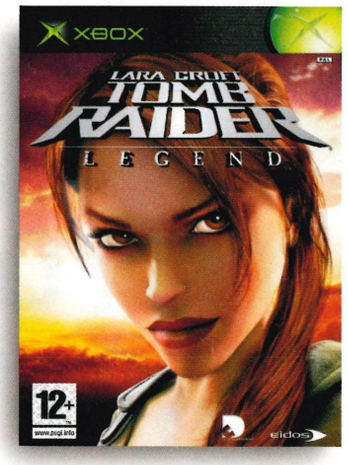

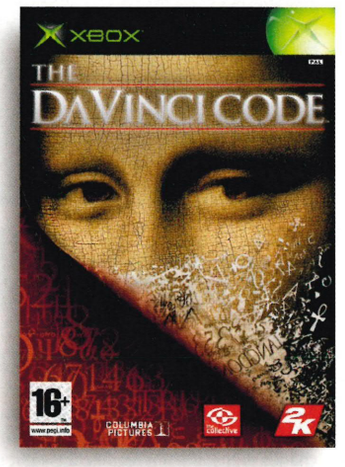

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Quotes of the month...

"It's certainly flattering to see that our competition rates certain aspects of Xbox 360 and Xbox Live so highly that they're integrating these features into their own product."

Microsoft's European boss Chris Lewis sticks it to Sony. Bitch fight, bitch fight, bitch fight!

"*Doom* kills me. That was one of the movies I wanted to do so badly. I met with them early on, and I looked at the original script and asked, where's the *Doom* in this?"

Step aside, directors of poor-to-average adaptations! Christophe Gans, director of the *Silent Hill* movie, promises his will be a conversion worth watching.

"I'm looking forward to freaking out a young Anakin Skywalker and introducing him to his later self aboard the Death Star."

You're not the only one Tom Stone, director of Traveller's Tales Games!

"You put over a year of your life into a project, and you think it's going to do something. I think we really did get cheated."

Kristanna Loken, aka The Terminatrix, aka sexy vampire BloodRayne, moans that the *BloodRayne* movie, directed by the king of crap videogame adaptations Uwe Boll, kinda sucked. No! You think?

"I think Xbox probably needs help at the moment."

Adam Roberts, executive VP of Vivendi Europe speaks his mind. Shut it Roberts! You don't know what you're on about!

"I want to stress that if you don't know what you're doing, you can easily destroy your 360. Don't do it!"

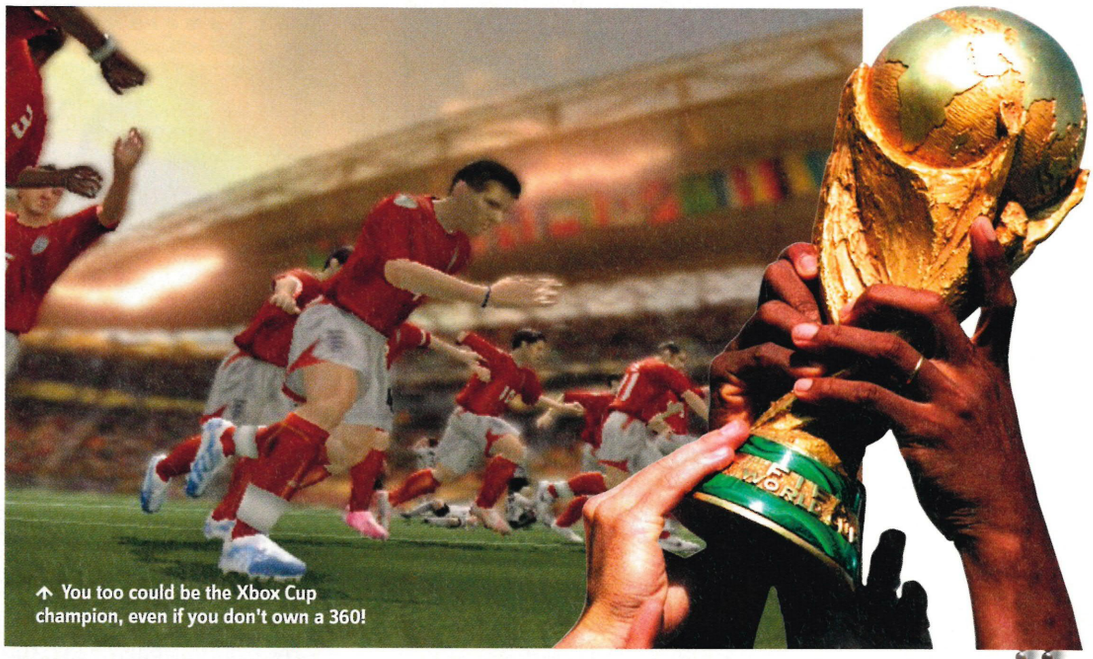
Even the person who created the first Xbox 360 hack is advising us against doing it! As if we would...

"The *Halo 3* concept art was actually a painting from *Halo 2*. It's been available for about two years now..."

Says Bungie. Curse you, American magazine publishers who insist on publishing old pictures of *Halo 2* and try to fob them off as pictures of the new, as yet unannounced, *Halo 3*. Curse you!

"If nothing else, we will leave a lasting impression on the industry and take some pride in our achievement."

***Call of Cthulhu* boss Mike Woodroffe sadly throws in the towel, as developer Headfirst closes. But he's rightly proud of the fine Lovecraftian horror-shooter it produced a little while back.**



↑ You too could be the Xbox Cup champion, even if you don't own a 360!

Enter The Xbox Cup

You don't need an Xbox to win big at this year's Xbox Cup!

XBOX LIVE PLAYABLE

THIS YEAR'S Xbox Cup will be open to Xbox 360 owners only (boo), but there is a sneaky chance that someone reading this right now will become the Xbox Cup World Champion, thanks to the 'Ultimate Fan' challenge at www.xboxcup.com.

Whereas others will slog it out for ages on their Xbox 360s, Xbox owners can simply enter the competition by getting the best score at an online game of footy. By hollering and shouting at a goalie, you have to distract him from saving balls. Whoever distracts him the most will go through to the final in Berlin, with the chance of nabbing some premier footy goodies. Each winner will get a pair of tickets to a FIFA World Cup quarter-final match, courtesy of Adidas, plus a load of Adidas kit and an Xbox 360 console complete with the latest EA games. Not bad for tinkering about online is it?

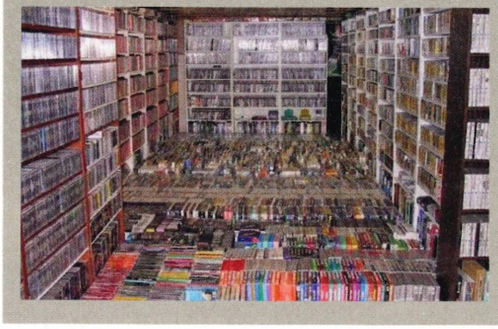
We'd love to hear from you if you get through via the online game, so drop us a line and we'll follow your progress in the magazine. Good luck!

Remember to look out for next month's issue when we'll have coverage of every new Xbox game revealed at the E3 show!

BIZARRE Weird goings-on from the world of Xbox

Officially Obsessed

THINK YOU'VE got more games than anyone else? Then look at this. Discovered at vintagecomputing.com, the owner (who goes by the name of videogamecollector) has games filling every inch of his basement. Full, jealousy-inducing photos can be found at the site - check out the Xbox games shelves. It's more than us lot own combined!



Polishing Halo's Halo

A CHURCH in the US state of Washington has found an alternative way to lure young people into its flock this month - *Halo* deathmatches. Organised by the church to 'expose young people to the church's message' (how sinister is that?), the parish now attracts more young people than it ever did before. We don't know exactly how they do it, but if we had a vicar leaning over our shoulders whispering subliminal messages into our ears while we played *Halo*, we'd probably just clobber him.

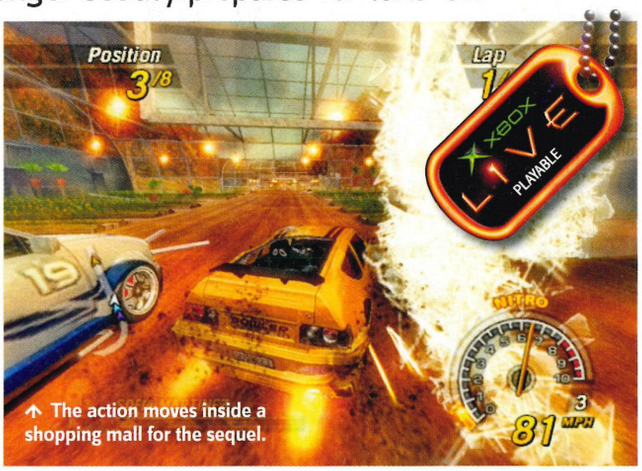
FlatOut Revs Up

Exclusive screens emerge as banger beauty prepares for take-off

JUST AS WE were getting all amped up about playing *FlatOut 2*, the team put in some final tweaks, so instead of a review, here's the last set of exclusive new screens to whet your appetite.

Promises of being able to smash through the scenery without having your driver fly through the window seem to be coming true, with these shots of a car driving through a shopping mall. Once the car has trashed the place, it's a muddy open bowl where cars bomb around until there's only one left moving. It'll make for perfect online gaming, with clans and then team-mates battling it out.

With more bonuses and pick-ups promised this time it's also great to see a little nitrous action being included in the sub-games too. We'll let you know more next month with the exclusive review!



↑ The action moves inside a shopping mall for the sequel.

Yannis Mallat, producer of the Prince of Persia games, has just been named Ubisoft Montreal CEO for his efforts. More Persia please, Yannis!

Fore Play!

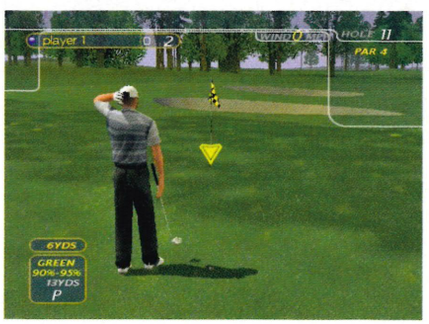
New golf game promises return to 'proper' gameplay

WHO NEEDS Tiger Woods and all that official EA malarkey, eh? Take a peek at *World Tour Golf*, the game setting its sights on yanking the golf genre from Tiger's paws.

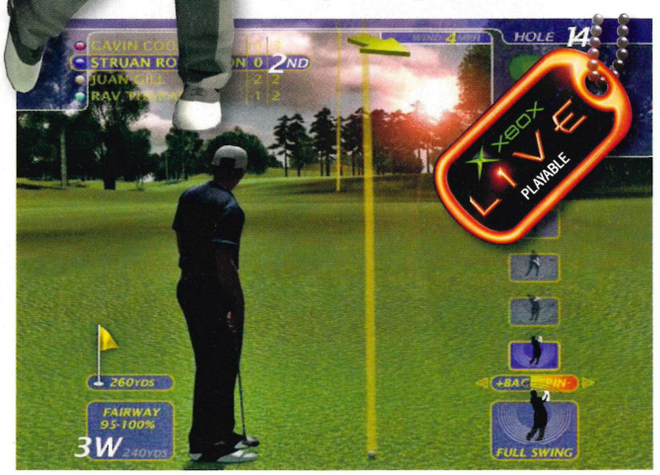
"The golf game market at the moment is dominated by Tiger Woods. The only other player, really, is *Everybody's Golf* on the PS2, and neither of these games are going down the same route we are. We're making more of golf simulation. So out go flaming balls and pointless hip-hop dancing on the links, and in comes the most precise control system out there," a source close to the game told us.

"We've signed up several major golfers from the European and American tours. We're not ready to announce names quite yet, but it's obvious who we DON'T have. But Mr Woods aside, we'll have lots of people recognised for hitting balls into holes. Speaking of holes, we want to beat Woods there, too. We're aiming to have more courses in our game than anyone else."

World Tour Golf is due for release later in the summer, and we'll have a preview soon, but until then, check out these screens. They look sensible, goddamit! It actually looks like a golf sim, with proper grown-up clothes and golfers and everything. Dads are going to love this.



↑ With a flaming tail he would see where it went.



↑ Joking aside, this does actually look pretty nice. Should Tiger worry?

News Wire.....

Easily digestible nuggets of key Xbox information

Iron Willed

We've been pestering *Crash Bandicoot* creator Jason Rubins this month about his new endeavour *Iron & The Maiden*. We wanted to find out more about it than just the cryptic messages Rubins has been posting on his website, but when we spoke to him, he had this rather odd reply: "I haven't even said it's a game yet! Stay tuned." Mmm... what's that man Rubins up to? We'll have more soon.

Nipple Alert!

Poor Eidos. Just as *Tomb Raider: Legend* was riding high in the charts (having already topped the charts for all game formats we might add) it's been hit with scandalous revelations that a dancer in the BACKGROUND of one scene had (gasp) nipples under her dress! A woman! With nipples! Since then Eidos has promised future batches of the game will be nipple-free. Phew. Thanks, right-wing fundamentalist Christians - you've saved us again!

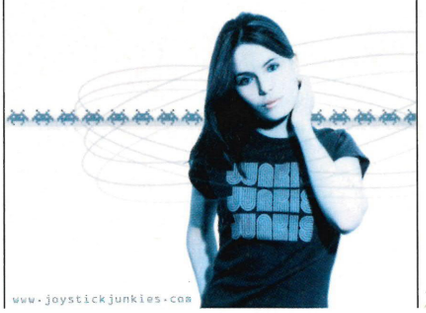
Spies On Wheels

Oh crikey, apparently someone has read a script for the new *Spy Hunter* movie (starring 'People's Eyebrow' himself, The Rock), and is gushing about how good it is. According to film website LatinoReview.com, one blogger describes the film as "*Raiders Of The Lost Ark*... but with a car". Well, if it's as good as he claims this must surely force Midway into releasing the *Spy Hunter* game over here. Fingers crossed.

Frag Doll Fraggers!

Game girls get retro rivals!

OH GOD, there's going to be hair-pulling and clawed-out eyes at dawn if Joystick Junkies has its way. The online retro-games appreciation site (who do a natty range in cool game T-shirts too, dontcha know) is looking to assemble its own version of the Frag Dolls to go head-to-head with Ubisoft's beauties. Thing is though, we've seen a shortlist of contenders and if any of them get through, the Frag Dolls are going to look like arse-faced mud wallowers in comparison. Honestly, they're stunning. Will they actually be good at games too? We'll soon find out...



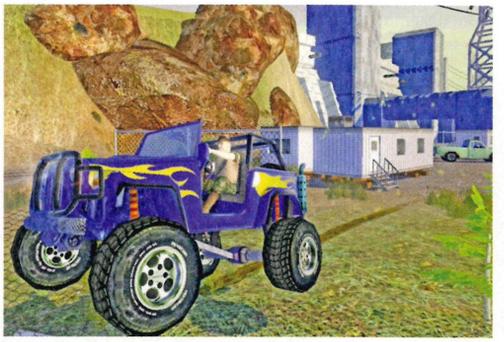
↑ WHEN BEN GOT DRUNK. AT THE JOYSTICK JUNKIES LAUNCH PARTY A FEW WEEKS BACK, ONE OF THE OXM TEAM GOT SO DRUNK HE WOKE UP WITH TWO 'BORROWED' CANDLE HOLDERS IN HIS POCKET. HE WOULD LIKE TO TAKE THIS OPPORTUNITY TO APOLOGISE. WHOOPS

FUEL

DEV: **DREAMCATCHER** PUB: **DREAMCATCHER** RELEASE DATE: **JULY 2006**

↑ *FUEL*: budget racing big on stunts and go-faster pads. We've got a feeling this'll be 100 per cent arcade action.

↑ Off-road, on water... you name it, you'll be able to race on it. Without wearing a helmet, it would seem!



↑ From urban to off-road, the *FUEL* terrain will constantly change to challenge your off-road monsters.

American McGee Presents: Bad Day LA

DEVELOPER: **ENLIGHT** PUBLISHER: **TBA**
RELEASE DATE: **AUGUST 2006**

↑ Looks like heavy machine guns are part of your equipment – ideal for taking out terrorists/zombies/space aliens/etc.

↑ You'll be up against lunatic 'superheroes' as well, pitting your wits against wrongbrains such as this guy here.

↑ One of the *Bad Day* bosses – a giant burger-man. He doesn't look too happy. Where's Homer when you need him?

Jaws Unleashed

DEVELOPER: **APPALOOSA INTERACTIVE** PUBLISHER: **THQ** RELEASE DATE: **JUNE 2006**

↑ You are the shark! Fancy a take-away? Leap out of the water and nab a human pilot right out his seat...

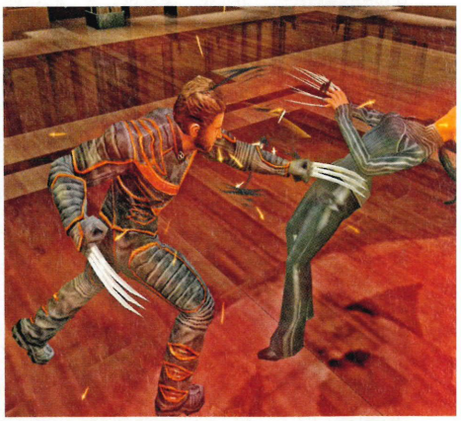
↑ Eating divers replenishes Bruce's energy - but if you catch them feet first, they'll stab at your eyes!

↑ You'll have to work hard to get tasty people into the water. Those pier supports are looking a bit loose...

X-Men: The Official Game

DEVELOPER: **Z-AXIS** PUBLISHER: **ACTIVISION** RELEASE DATE: **JUNE 2006**

↑ Have the humans discovered a way to put Wolverine down? Those electric ripples across his body don't look very healthy.



↑ Deathstrike's back! What's she doing in the X-Men mansion? We'll let you know soon...

↑ The game takes place between the second and third movies - here's hoping all's explained!

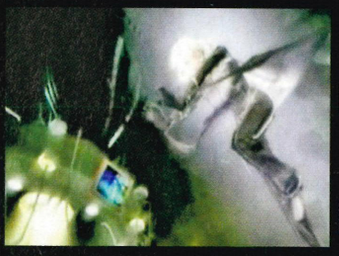
Freeze Frame

Three's a crowd (of mutants) in new X-Men!

This month, Wolverine and chums have been busy thwarting evil in the run-up to *X-Men: The Official Game*. Check out the full trailer at gametrailers.com...

↑ Wolfie's in the Far East by the looks of it, but who's this giant samurai he'll be facing off against?

↑ Iceman will have his work cut out, especially with monsters like this on the loose. Is it some kind of sentinel?



↑ Storm's back for weather-changing action – she can team up with Iceman to conjure up some super ice storms!

↑ Colossus can open doors and smash security systems. He also makes a great human shield if you're under attack.

↑ Can it be that Magneto has yet to finish his scheme to turn every human into a mutant? We shall see...

AGENT X

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

LUCAS'S ARK

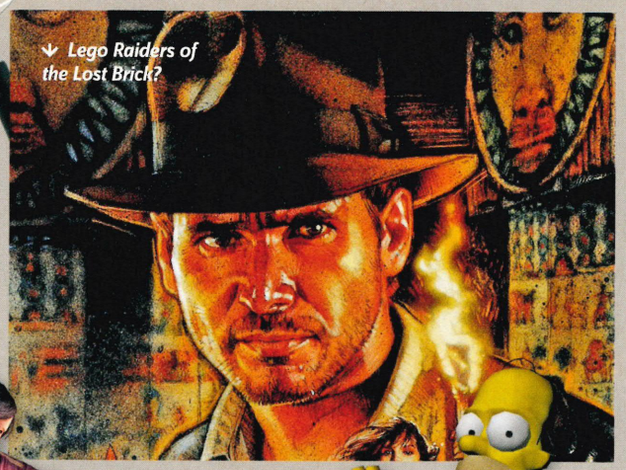
LucasArts is very busy at the moment. I hear it's planning a whole onslaught of sequels and titles for later this year, many of which will be coming to Xbox. Titles bouncing around the old Skywalker Ranch of possibilities are *Mercenaries* sequels, a new *Star Wars Battlefront*, plus some kind of new Indiana Jones game. Lego, anyone?

MOVIES NOT MOVING

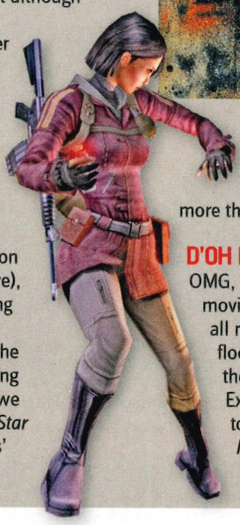
First it was, then it wasn't, then it kinda was. Now an inside source tells me that *The Movies* is dead in the water, never to be released on Xbox. My informants tell me that although developer Lionhead said it was pressing ahead with the title after publisher Activision pulled out, the bottom has fallen out of it and now Lionhead is concentrating on two next-gen projects, one of which is an Xbox 360 *Fable* sequel.

STAR WARS SPECTACULAR!

As well as the rumoured collection of new LucasArts titles (see above), one confirmed new game is being called a "super spectacular *Star Wars* game" by people close to the development team. They are being rather coy, but my spies tell me we could possibly be seeing a new *Star Wars* title built around LucasArts' fantastic *Mercenaries* engine.



↓ *Lego Raiders of the Lost Brick?*



Remember Han Solo was a guest star in the game? It seems LucasArts might have more than just a cameo in mind...

D'OH MY GOD!

OMG, OMG, OMG! With the *Simpsons* movie now officially announced for 2007, all manner of merchandise will soon be flooding the shops yet again... including the inevitable spin-off Xbox game! Expect Homer, Chief Wiggum and Mo to all appear in *The Simpsons: The Movie: The Official Game* (or whatever it'll be called) this time next year.

Well done Ubisoft. It snaffled up the rights to all future Far Cry games this month. More Jack Carver on Xbox, please!

AND FINALLY...

Xbox Gets Jiggy With It

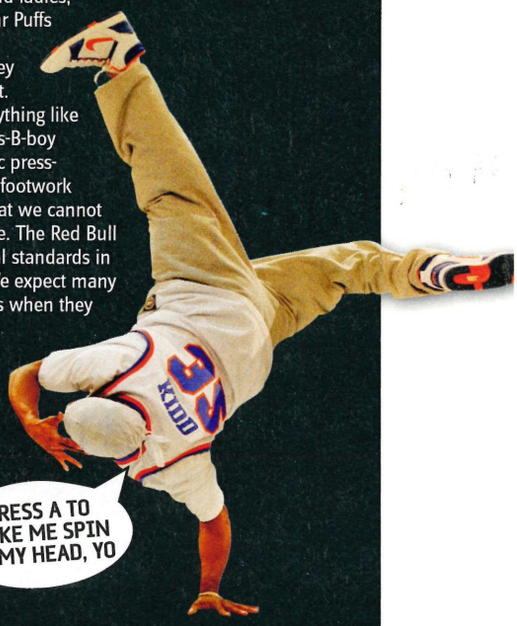
Yet another urban pastime gets turned into a game...

AT LAST! Forget *Halo*, forget *Splinter Cell*... this is what the Xbox was built for. We've had BMX biking, we've had Tony Hawk, and we've had that Marc Ecko bloke and his stupid graffiti game, but now we're preparing ourselves for... wait for it... a BREAKDANCING game!

It's based on the Red Bull BC One Event. Billed as a "beat 'em up without punching and kicking" (can you stand the excitement, we wonder?), you'll play as one of two B-Boys who face off in a ring then prance about in front of each other for kudos, and the attention of 'fly girls'. We're not sure about the idea of dancing for the amusement of insectoid ladies, but still. Remember that Sugar Puffs ad with the Honey Monster dancing about in a multi-storey car park? It'll be a bit like that.

"We have never seen anything like this before!" screamed spokes-B-boy 'Amigo' in an overenthusiastic press-release. "The moves, freezes, footwork and styles are so authentic that we cannot wait to play it for the first time. The Red Bull BC One event set international standards in the world of breakdancing. We expect many impressed B-boys and gamers when they see the game..." Yadda yadda yadda. The dance 'em up has yet to be named, or even have screenshots released, and we don't know if you'll need a special dance mat to play it either. But rest assured, we'll be all over this just like we were with the Greg Hastings paintball game. It's like that, and that's the way it is.

↑ *Dancing Stage Unleashed: Street Edition.*



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Jump in.

XBOX 360™

Just Cause

Free-falling mayhem 10,000 feet above the ground...

Dev: Avalanche	Pub: Eidos
Release: July 2006	Live: Stats
Players: 1	

0 Percentage Complete 80 100

WE'VE NOW 'officially' played it (despite snatching a sneaky five minutes last month), and with the benefit of not feeling we're up to no good, and having a little time to digest *Just Cause*'s hugeness, we're quietly impressed - if also with a few niggly questions we hope will be resolved.

Actually being allowed to play as hero Rico Rodriguez this time gave us an all-new perspective on *Just Cause*, namely that (and we hate to say this) we suspect it might just be a little bit too big. Might. Sure, the islands in which the game is set boast some fantastic scenery and plenty of scope to get stuck into some free-roaming action, but just trying to complete the first mission we played was a task in itself. It was so open-ended and vast it took us a good five minutes merely to decide on a mode of transport. Do you hijack a car, take the plane, grapple and glide behind a vehicle, get your mates to airdrop a scrambler bike, or - God forbid - walk?

The area we had to cover just to get to the point of action was such a vast labyrinth of tracks and backroads that we just wanted to skip the journey and get to our destination. Developer Avalanche has introduced handy resets, plonking you back at base camp when you get lost in the jungles and cities - but it's a shame there's no option to skip all that endless travelling-to-get-to-the-actual-mission stuff. Still, there is time.

The vehicles are a little sluggish and heavy too, which is a slight bummer. Although we're hoping it was because there were only clapped-out rust-buckets to drive, rather than one of the hundred or so other vehicles that are promised.

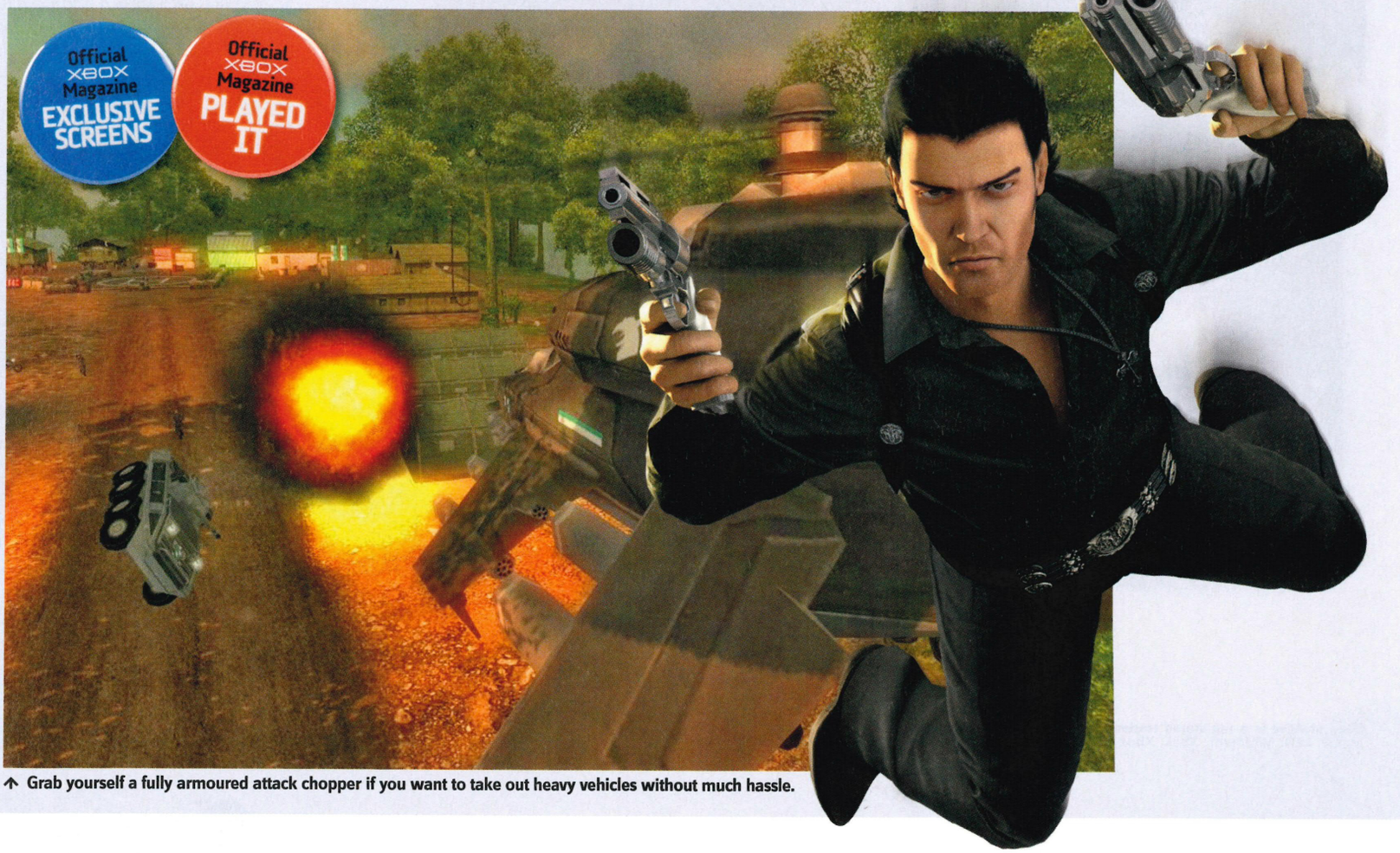
That said, Rico himself is quite the all-round action man. You can throw him about like a doll - off cliffs, down valleys, and plunge him into the sea - you name it, he's ready. It's immensely satisfying to explore island hot-spots too. During our play-through we climbed an immense hill only to find a handy base-jumping platform at the top. One leap and we were soaring high above the skyscrapers of a city below, riding the currents, enjoying the view and generally ignoring what we were supposed to be doing (chasing some army general or other). Ask us to find the same place again and we doubt we could. See, it's shaping up to be THAT big.

We also discovered another tantalising detail about *Just Cause* this month, specifically related to air transport. Large-scale air transport... Fighter planes, seaplanes, and tiny crop-dusters are all very well, but - get this - Rico will also get to fly a full-sized passenger plane, hopefully with a full cargo of screaming tourists! As we said just a few seconds ago - see, it's shaping up to be THAT big.

We'll have a full review next issue, but until then, pass your face over the page, look at these brand new screens with your eyes and ask yourself, can a free-roaming sandbox game ever be too big? We'll let you know next month...

↑ The police will chase you on land, air and sea. There's rozzers everywhere!

↑ He's a hit with the ladies, we imagine.



↑ Grab yourself a fully armoured attack chopper if you want to take out heavy vehicles without much hassle.

AND 1 Streetball

Basketball with an urbany, shouty, pushy, kicky twist - just like it should be!

Official Xbox Magazine PLAYED IT

Official Xbox Magazine EXCLUSIVE SCREENS

Xbox LIVE PLAYABLE

Dev: Black Ops	Pub: Ubisoft
Release: Autumn 2006	Live: 2-6 players
Players: 2-8	
0 Percentage Complete 80 100	

TAKE ONE familiar sport, add an urban theme to it, and it's guaranteed to sell, regardless of whether it's actually that well made or not (yes *FIFA Street*, we're looking at you). But there are also games that cry out for a little street treatment, one of these being Ubisoft's forthcoming *AND 1 Streetball*, a hip-hop-themed take on the basketball genre. Developer Black Ops has been careful to avoid just putting an urban spin on things for the sake of it, and we're pleased to say *AND 1* is shaping up to be a game with plenty of substantial b-ball action under its superfly exterior.

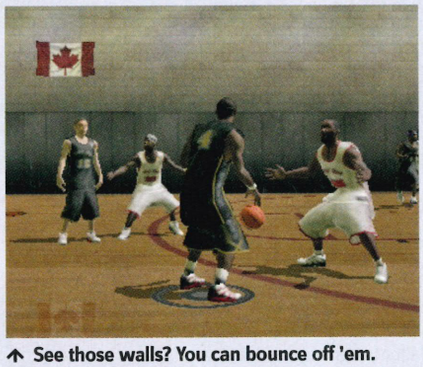
While we're holding out for the review next issue, we've already played it, and we love the fact it's more than just running up and down a court dribbling a ball. *AND 1 Streetball* plays like quite a few other basketball games we've come across, but get this - you can now kick and punch the ball as well as perform the usual set of moves. If it's easier to boot the ball towards a team-mate rather than bend over to pick it up, you can boot it straight into his hands. See the ball flying the wrong way? Punch it back where it came from. There's no penalty for holding onto the ball too long either - players can perform tricks with the ball while trying to get it in the basket. From spinning it on the end of your fingers to bouncing it through a rival's legs nutmeg-style, as long as you move the ball up the court they're all accepted as legitimate moves.

Even better, you can kick and punch other 'playaz' too! If a rival is in your way, bounce the ball off his head, throw him a sly punch with your spare hand, or use his back to angle-bounce the ball across to another team-mate. Now that's what we call urban! The game mechanics are alright, not the best we've seen, but it's cool to be rewarded points for bouncing the ball off an opponent's head then breakdancing in the middle of the court.

Beyond the disco tricks and bad-ass attitude, *AND 1* is packed with real-life streetball superstars and a treasure trove of extras and options. From 'inking' your player with personalised tats right through to full-blown court design, this game seems to be recreating an existing genre rather than attempting to create its own.

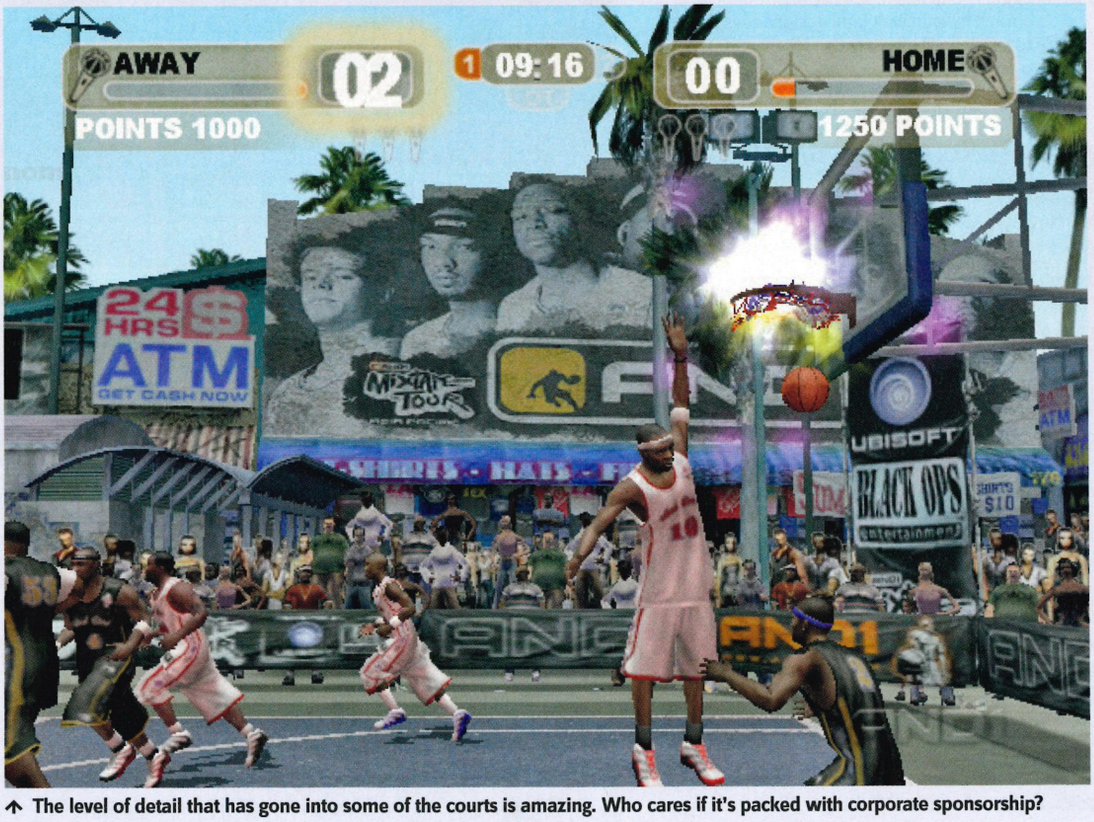
The players handle competently enough at the moment, even if they do have that slip-slidey feel that betrays the idea that they're actually supposed to be walking/running/jumping. But as we mentioned, it's those tricks that make *AND 1* stand out from being just another basketball clone. Using both Thumbsticks at once to control your player's hand movements, you can pull off some neat tricks - as you sweep the Left stick, for example, he'll throw the ball down, then catch it in his right hand when you jiggle the Right stick about. This dual-stick use is unique (okay, apart from *Fight Night*), and adds a greater depth to *AND 1* than we we ever expected. It takes some getting used to, but once you've mastered it you'll be pulling 'phat tricks' and looking 'proper fly' in no time. We'll have a full review very soon!

↑ They're off! You'll believe a fat man can fly!



↑ See those walls? You can bounce off 'em.

↑ Create a player... if you dare.



↑ The level of detail that has gone into some of the courts is amazing. Who cares if it's packed with corporate sponsorship?

HOT SHOT: YOUNG STAFF WRITER MIKE JACKSON WENT TO MIAMI THIS MONTH, AND ENDED UP PLAYING ON ONE OF THE COURTS FEATURED IN AND 1 STREETBALL. JUST FOR FUN, WE MIGHT ADD!

The Da Vinci Code

The clues come in thick and fast about the new Dan Brown puzzle adventure...

Dev: The Collective	Pub: 2K Games
Release: June 2006	Live: None
Players: 1	
0 Percentage Complete 80 100	

DEAD BODY? Check. Albino monk? Check. Age-old conspiracy? Check. Highly polished videogame conversion that looks much more than just a fancy movie tie-in? Almost check. In fact, this time next month we'll have the full review, but until then here's a last smattering of exclusive screens and info to gorge upon.

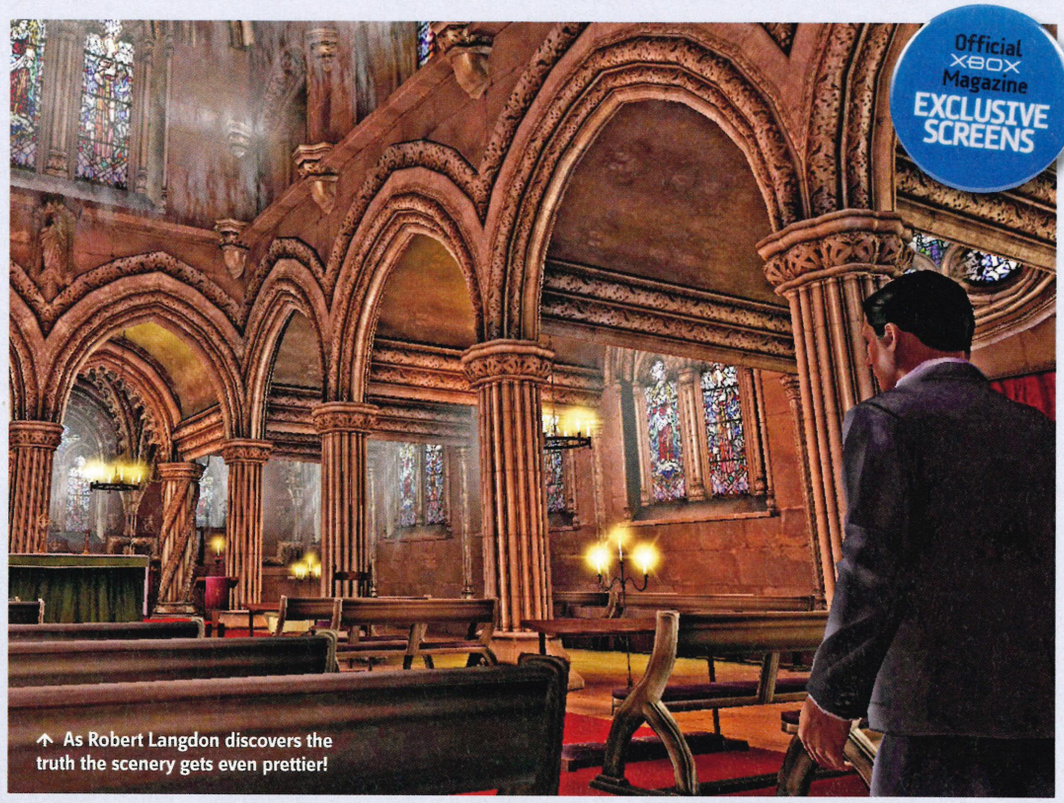
The Da Vinci Code is shaping up to be so thick with mind-benders and cryptic conundrums we weren't sure there would be enough space for action. But *Broken Sword* creator Charles Cecil is on board, and if ever there was a master of blending action and puzzles, he's your man.

The thing that surprised us most about the latest batch of screens is how much embellishment of the original story there has been. With Sophie Neveu facing off against a mad monk armed with a spiked mace (we don't remember that from the book), and giant crypts lined with the mummified bodies of ancient monks (dressed in black and white like chess pieces, no less), we're convinced *The Da Vinci Code* will be more fiendish and elaborate than the book or movie. Developers The Collective told us that it was able to turn practically any historical artefact into a puzzle for the game, incorporating tombs, plinths and even Leigh Teabing's chateau into the gameplay. Just how easy do you think it's going to be to get to Leigh's private jet with the French police surrounding you?

Interestingly, although we're overwhelmed by the attention lavished upon elements such as the puzzles and environment (*Broken Sword* fans will have a field day, we're sure), we've yet to see anything that conveys a sense of urgency, such as car chases and the like. Driving sections will need to be a crucial part of *The Da Vinci Code* if we're to buy into the idea that our heroes are being chased and hunted - the screens we've got all look a little too leisurely at the moment. As we're all too aware, though, crowbarring in dodgy driving sections can often ruin a game, so it will be interesting to see how The Collective handles it.

Also interesting are the main characters' faces - they look nothing like Tom Hanks and Audrey Tautou, another aspect that makes us think *The Da Vinci Code* might be more than just a tie-in. We could be looking at a title that goes way beyond the 24 hours the book takes place in.

You'll have to wait until next month's review to discover the truth, though. Until then, get your eyes around these new screens, and if you've not yet read the book try to decode some of the clues for yourself... they're right in front of your eyes!



↑ As Robert Langdon discovers the truth the scenery gets even prettier!

↑ They don't look like Tom and Audrey, but they'll do!

↑ Eek! We don't remember this chap from the book... unless, of course, it's the evil Silas.

↑ How it all began - on the floor, spattered in blood and crayon.

Open Season

Another Xbox hunting game! But this time the animals are dishing the pain...

Official Xbox Magazine EXCLUSIVE SCREENS

Dev: Ubisoft | Pub: Ubisoft
Release: Summer | Live: None
Players: 1
0 Percentage Complete 70 100

↓ It's time for animal justice in the anti-*Cabela's Big Game Hunter*...

AH, LARKING about in the open air, what could be nicer? How about shooting a few deer between the ears, that always goes down well. Actually, Ubisoft's latest offering is just that - a party game set in the outdoors where animals go head to head with hunters and fellow forest fuzzies, all for a little kudos.

Based on the forthcoming film of the same name, *Open Season* is going to be something of a revenge game in which you'll have to summon the creatures of the forest to rally round and send the hunters back to the city. To do this, you'll have to build and accumulate various weapons, A-Team style, as well as bond with various animal factions. Want a gun? Then you're going to have to make friends with the squirrels, because they fire acorns from their gobs at a rate of knots. And, just as the squirrels can fire nuts, the skunks can let out stink bombs, and rabbits can hurl themselves at the enemy like cannon fodder. It's all about persuading animals by rescuing them from traps or the sights of a hunting rifle. Once they're on side, your animal army can grow. But who, exactly, are 'you'?

Well, you're Boog, a giant dumb bear more used to picnic tables than roughing it in the wild, so it's going to be a struggle getting to grips with the great outdoors. Thankfully, Elliot the motor-mouthed deer will help you out. In fact, both Boog and Elliot can work together, which is where the party element comes in. As well as rescuing animals, up to four players can play *Open Season* in various 'outdoor' party modes.

There are races to be won - involving climbing inside a giant snowball and flattening whatever stands in your way, riding the rapids of a raging river on bits of flotsam and jetsam, or racing through mineshafts Indiana Jones-style. Other games involve log-rolling and scaring hunters.

The more Boog progresses, the wilder he gets too, turning from a docile, contented bear into a ravenous (if somewhat reluctant) hero of the animal rebellion. Becoming stronger means he obviously gets something of a reputation, which means trying to get his head on a hunting lodge wall is even more tempting for the hunters. With the animals looking to Boog for support, he's going to have to come up with a shedload of pranks to dissuade the hunters. Tie invisible tripwires through the trees, set decoys, launch rabbit bombs - just make sure those hunters are kept at bay! We'll have more on *Open Season* next issue.

↑ A skunk bomb will sort out bad guys proper!

↑ Friendly beavers will guide you through holes in their dams. Bless.

Bear's Trap Hunting the hunted with Mother Nature on your side

Run over a rickety bridge with a hunter chasing you, but remember to put a bunny in that crane first. He'll grapple the hunter with the claw and throw him in the river!

See a hunter and want his pic-a-nic basket? Drive him off by waving a nice stinky skunk under his nose. These babies clear a wood quicker than a bush fire.

Squirrel attack! Stand in plain view of the hunters, but make sure the trees are packed with mad squirrels who'll spit down nuts to protect you.

MEAT IS MURDER: ALTHOUGH BEN IS A VEGETARIAN, WHEN HE WAS A MEAT-EATER HIS FAVOURITE MEAT WAS DEER. RAW DEER...

Charts

The ten best-selling games in the UK

1 TOMB RAIDER: LEGEND
Dev: **Crystal Dynamics** Pub: **Eidos**
Mmm... Lara! Despite the Yanks making the game far too short and easy for themselves, the new *Tomb Raider* deserves its place at the top of our charts! All hail Miss Lara Croft!

2 THE GODFATHER
Dev: **EA** Pub: **EA**
The life of crime proves a popular pastime for Xbox gamers. It wasn't what it could have been but it's great if you love the *Godfather* movies!

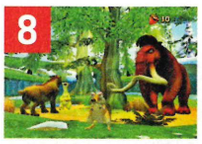
3 TOM CLANCY'S GHOST RECON ADVANCED WARFIGHTER
Dev: **Ubisoft** Pub: **Ubisoft**
The latest and greatest *Ghost Recon* game is right on the money. Don't miss this beast of a shooter!

4 FIFA STREET 2
Dev: **EA** Pub: **EA**
It's the footy game we all love to hate with a passion! Despite average reviews you continue to prove us all wrong by buying it in bulk!

5 BLACK
Dev: **Criterion Games** Pub: **EA**
The shooter with a wafer-thin story holds on to a mid-table position. You can now play it on your Xbox 360, if you've managed to buy one yet...

6 DRIVER PARALLEL LINES
Dev: **Reflections** Pub: **Atari**
It's back from nowhere! We reckon it must have either come down in price or you brave gamers have decided to give it a go after *Driv3r*...

7 BLAZING ANGELS: SQUADRONS OF WORLD WAR II
Dev: **Ubisoft** Pub: **Ubisoft**
No it's not about THAT kind of dog fighting, it's about planes shooting each other out of the sky!



8 ICE AGE 2: THE MELTDOWN
Dev: **Vivendi** Pub: **Vivendi**
We loved the first movie and the sequel is even better in our book. If you've got kids, do yourself a favour - it'll keep 'em occupied for weeks!

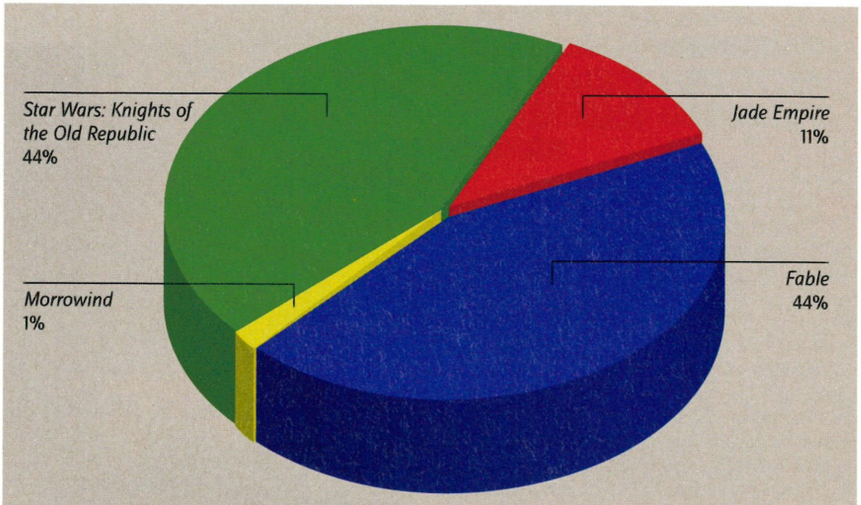
9 TOCA RACE DRIVER 3
Dev: **Codemasters** Pub: **Codemasters**
It's slipping already! Quick, go and buy another copy now. It's quite possibly the best racing game we've ever seen on Xbox! Yes, it's that good!

10 FIGHT NIGHT ROUND 3
Dev: **EA** Pub: **EA**
As much as we've a soft spot for the *Rocky* games, we have to admit *FNR3* is one hell of a boxing game. Check it out if you haven't already!

Virgin megastores Virgin Megastores sponsors the charts

The hot topic You answer the burning question...

What is the best RPG on Xbox?



What are the chances of that? *KOTOR* and *Fable* clash heads as the best RPG on Xbox...
Throw in your own two cents by logging onto our forums at http://xbox.oxm.co.uk

Your most wanted

sms @

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

↑ TO VOTE FOR your favourite upcoming game, text 'MW: Game Name' to 80889 (see page 038 for details), or email us at staff@futurenet.co.uk with the subject line 'MW'.

← Sam is the man! Looks like the long-awaited fourth instalment of the *Splinter Cell* series is the ONE TO WATCH! It's a good job then that we've new screens and information in the next issue of *OXM*!

1 **TOM CLANCY'S SPLINTER CELL DOUBLE AGENT**
Dev: Ubisoft **Pub:** Ubisoft **Release:** September 2006

2 **SCARFACE: THE WORLD IS YOURS**
Dev: Radical **Pub:** Vivendi **Release:** September 2006

3 **MEDAL OF HONOR: AIRBORNE**
Dev: EA **Pub:** EA **Release:** November 2006

4 **TOM CLANCY'S RAINBOW SIX VEGAS**
Dev: Ubisoft **Pub:** Ubisoft **Release:** September 2006

5 **SUPERMAN RETURNS: THE MOVIE**
Dev: EA **Pub:** EA **Release:** July 2006

6 **LEGO STAR WARS II: THE ORIGINAL TRILOGY**
Dev: Traveller's Tales **Pub:** Activision **Release:** May 2006

7 **THE DA VINCI CODE**
Dev: The Collective **Pub:** 2K Games **Release:** June 2006

8 **ANOTHER NEED FOR SPEED GAME**
Dev: EA **Pub:** EA **Release:** TBA 2006

9 **JUST CAUSE**
Dev: Avalanche **Pub:** Eidos **Release:** July 2006

10 **WARPATH**
Dev: Digital Extremes **Pub:** TBA **Release:** September 2006

OUR SHOUT

How good is *Lego Star Wars II: The Original Trilogy* looking? We loved the first one as much as we could considering it was based on the new *Star Wars* movies. But seeing all the original characters in Lego form means we officially can't wait for it! Can you imagine what the AT-ATs will look like? We want this right now!

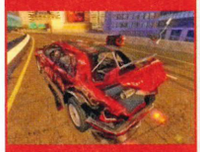
Xbox Game Releases

Start saving now for your most wanted Xbox games

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
MAY	The Da Vinci Code	The Collective	Take 2	56
	City of the Dead	Kuju Entertainment	TBA	45
	Hitman: Blood Money	Io Interactive	Eidos	56
	Urban Chaos: Riot Response	Rocksteady Studios	Eidos	55
	Winback 2: Project Poseiden	Omega Force	Koei	56
	X-Men: The Official Game	Z-Axis	Activision	56
JUNE	American Chopper: Full Throttle	Creat Studio	Zoo Digital	N/A
	American McGee Presents Bad Day L.A.	Enlight Software	TBA	N/A
	Army Men: Major Malfunction	TBC	Take 2	N/A
	Bully	Rockstar	Rockstar	N/A
	Cabela's Outdoor Adventures	Sand Grain Studios	Zoo Digital	N/A
	Cars	Rainbow	THQ	N/A
	Classified: The Sentinel Crisis	TBA	Take 2	56
	Combat Elite: WWII Paratroopers	Battleborne	Deep Silver	32
	Combat: Task Force 121	Direct Action Games	Zoo Digital	42
	Dangerous Hunts: Kill or be Killed	TBA	Zoo Digital	N/A
	Dreamfall: The Longest Journey	Aspyr Media	TBA	56
	Rogue Trooper	Rebellion	Eidos	56
	Sensible Soccer	Kuju Entertainment	Codemasters	56
	Rugby League 2	Sidhe Interactive	Alternative Software	N/A
	Ty the Tasmanian Tiger 3	Krome Studios	Zoo Digital	N/A
	UFO: Aftershock	Altar Interactive	Ascaron	N/A
	World Tour Golf	Gusto Games	Oxygen Interactive	N/A
JULY	El Matador	Plastic Reality	Ascaron	N/A
	Frankie Dettori Racing	Sidhe Interactive	Player One	N/A
	Lego Star Wars II: The Original Trilogy	Traveller's Tales	LucasArts	56
	Pac-Man World Rally	Namco	TBA	N/A
	Pirates OTC: The Legend of Jack Sparrow	7 Studios	Buena Vista Games	N/A
	Stacked with Daniel Negreanu	TBA	5000ft	N/A
	Superman Returns	Tiburon	EA	55

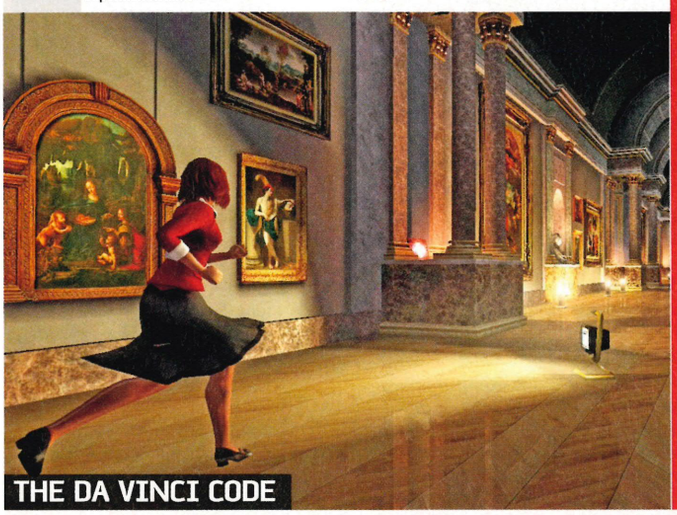
THE WISH LIST

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



EVERYBODY KNOWS that Xbox has played host to the biggest racing games the world has seen. And we're not just talking about the *PGR*s and *Forza*s. Remember the crash-tastic *FlatOut*? That game where you could cause ultra-carnage in an old banger? Course you do. Well the sequel's coming and it's looking even better. Word is there's a demo that you'll only be able to play with this magazine...

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
	WarPath	Digital Extremes	Groove Games	56
SEPT	6GUN	BattleBorne	TBA	42
	Battlestations: Midway	Mithis	Eidos	43
	Destroy All Humans! 2	Pandemic	THQ	56
	FlatOut 2	Bugbear Ent	Empire	54
	Johnny Whatever	Warthog	TBA	N/A
	Just Cause	Avalanche	Eidos	56
	Justice League of America	TBA	Warner Bros Int.	56
	Medal of Honor: Airborne	EA	EA	53
	Snoopy vs. the Red Baron	Namco	Namco	N/A
	Scarface: The World is Yours	Radical Ent	Vivendi	53
	Stargate SG1: The Alliance	Perception	TBA	43
	Tom Clancy's Rainbow Six Vegas	Ubisoft	Ubisoft	53
	Tom Clancy's Splinter Cell Double Agent	Ubisoft	Ubisoft	55
	Tony Hawk's 8	Neversoft	Activision	N/A
LATE SUMMER AND BEYOND				
	Beijing 2008 Olympic Games	TBA	Sega	N/A
	Call of Duty 3	Treyarch	Activision	N/A
	Family Guy	TBA	Take 2	55
	Highlander	Eidos	Eidos	N/A
	Interview with a Made Man	SilverBack Studios	TBA	30
	NHL 2K7	TBA	2K Games	N/A
	NBA 2K7	TBA	2K Games	N/A
	Pro Evolution Soccer 6	Konami	Konami	50
	Reservoir Dogs	Eidos	Eidos	N/A
	Shuriken School	Zinkia Entertainment	TBA	N/A
	The Movies	Lionhead Studios	TBA	54
	X3: Reunion	Egosoft	Deep Silver	N/A
	Xyanide	Playlogic	Playlogic	N/A
	Zombies	Krysalide	TBA	41

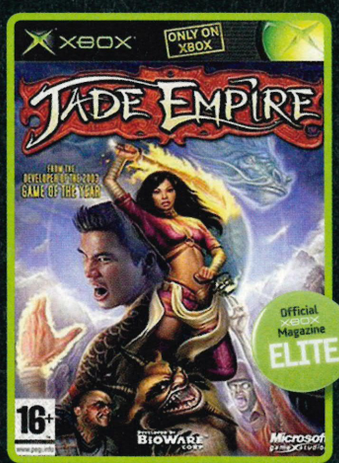


THE DA VINCI CODE

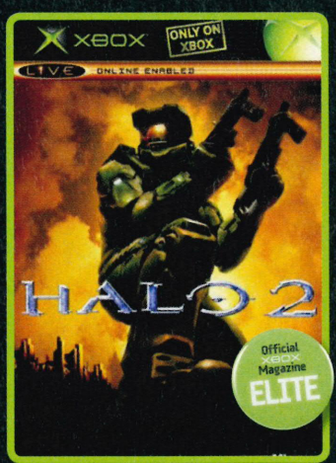
JUST CAUSE

XBOX CLASSICS

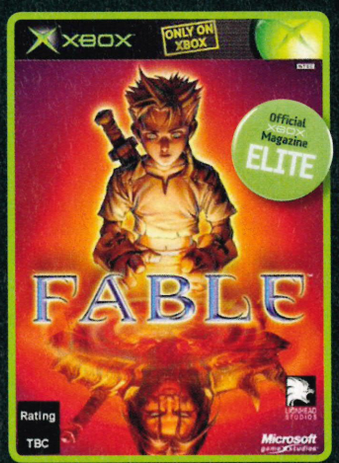
Our pick of the best from the £19.99 value range



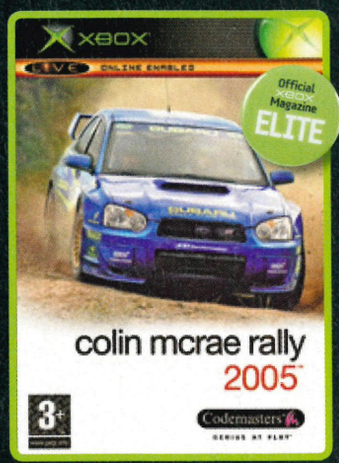
Jade Empire Issue 41 Score 9.3



Halo 2 Issue 36 Score 10.0



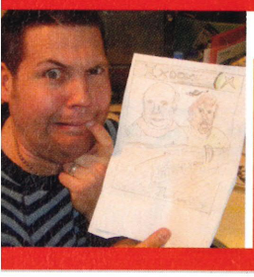
Fable: The Lost Chapters Issue 34 Score 9.4



Colin McRae Rally 2005 Issue 34 Score 8.5

LIKE IT A LOT. BEN LAWRENCE IS SO OBSESSED WITH ANYTHING TO DO WITH STAR WARS, HE'S WARNED EVERYBODY ELSE ON THE MAG THAT ONLY HE'S ALLOWED TO REVIEW LEGO STAR WARS II: THE ORIGINAL TRILOGY

Inbox



Letters 56 Editor

BEN LAWRENCE
NOW PLAYING: **HALF LIFE 2 (AGAIN)**

OH DEAR. If we'd known the *Star Wars* blooper thing would have caused such a stir, we'd have done it a long time ago (in a galaxy far, far away). This month *OXM* gets one up on you reader scum! It's 2-1, and it's not over yet...

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

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

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

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

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

360 WHAT?

I thought after seeing *Half-Life 2* that the Xbox could do no more. I was thinking, it was time to get an Xbox 360. But no, the old black box has yet again proved that it still has what it takes when it comes to running top-looking games. The game I'm talking about? *Ghost Recon Advanced Warfighter*. Has my Xbox any limits? It just keeps on getting better and better! Its gonna be at least another six months before I put my baby into retirement. Who needs a 360? Not me! Well, not yet anyway.

Mondo, via email

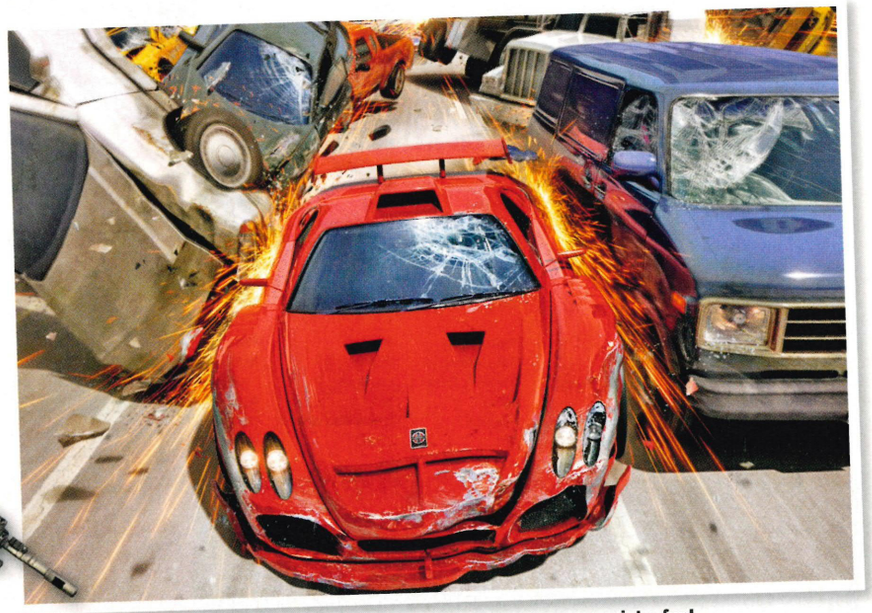
Hear hear, Mr Mondo. We have to agree - the Xbox is still full of surprises. Just thinking about *Half-Life 2*, *Black* and *GRAW* makes us wonder why the hell anyone would want to shift over to Xbox 360 just yet. Look out for *Splinter Cell Double Agent* coming soon too, and it's looking mighty fine - we'll have more next month. We do have to disagree with you on one point, though - six months is way too short. There's at least a year's worth of quality triple-A games left in the old bird!

ROAD RAGE

I was reading the Sunday newspaper when I came across another article about violence in games and how they are corrupting all the child gamers, mainly blaming the *Grand Theft Auto* series. Later that same day I had a quick go on *Burnout Revenge* and I thought, if *Grand Theft Auto* has been targeted for its violence, why hasn't *Burnout* been questioned for the massive pile-ups and crashes that are a major factor in the game?

The complainers say games teach kids violence, so according to this theory, *Burnout Revenge* (which is plastered with a massive logo saying it's suitable for three-year-olds) should teach children to drive dangerously and recklessly. Just think of how many people die on the roads each year because of reckless driving. Am I not right? Regular gamers like me aren't going to commit any of the events portrayed in games, as we have a sense of what's right and what's wrong. So if the complainers have to get on Rockstar's back with *GTA*, why not take *Burnout* and Electronic Arts down with them?

David Hislop, Eaglesham



↑ ***Burnout*'s not violent! It's just a bit of multi-million dollar insurance claim fun!**

Ah, but it's the consequences of your actions in *GTA* David, that's what Rockstar is often blasted

☆STAR LETTER☆

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

DIMINISHING RETURNS

It's admirable that Microsoft continues to support Xbox owners with new software and peripherals in the wake of the Xbox 360's launch, but it's a real shame that our high street stores haven't adopted this enlightened attitude.

Its nigh-on impossible to purchase many of the largest titles reviewed in your magazine. Companies such as Woolworths, Argos and Dixons are carrying fewer games for our console. MVC and WHSmith have stopped selling them altogether. Even the specialist chain stores only display chart and best-selling games, while software for the Xbox 360 pops up everywhere.

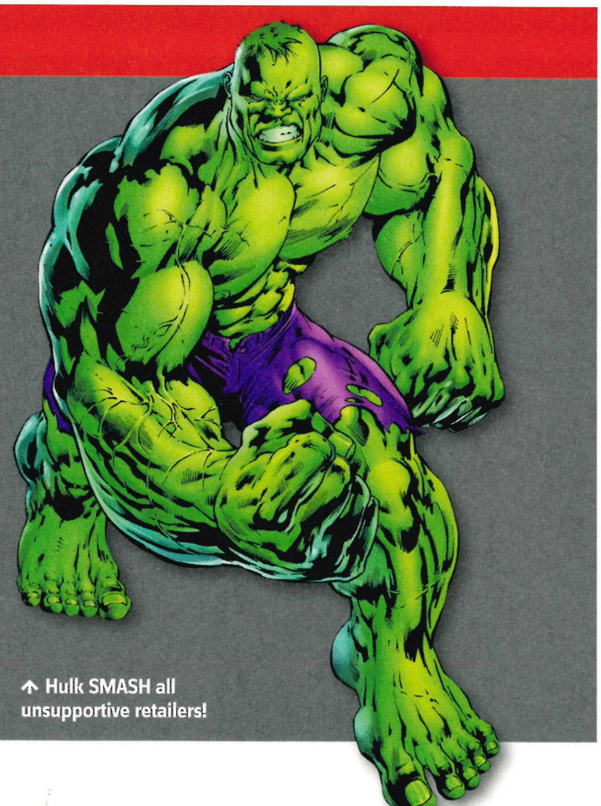
Do these firms presume we've all upgraded and that there's no longer any call for Xbox games? This state of affairs is appalling and highlights the lack of vision displayed by many UK retailers.

I for one have only recently purchased my wonderful console, and am not ready to relinquish it. I'll keep buying new games from the independent retailers for as long as I can, but new titles are becoming increasingly difficult to obtain. If this makes Star Letter I'd love a copy of *Hulk: Ultimate Destruction*. I've tried, but I can't find it anywhere.

Leigh Oakley, Cumbria

Ah, the late adopter - a rare creature almost as passionate as the early adopter. See, coming to Xbox at this cycle of its life means that for as many games there are to play, there are an equal number no longer being published. It's a drag, especially when quality games with no backing disappear like a fart in the wind.

But don't despair. We snuffled about and found a few online retailers - Play.com, Amazon and even eBay - who have *Ultimate Destruction* in stock. And by buying online, you're taking the money away from the high street and giving them a signal about what you want to see on sale. As for the bigger problem of shops stocking fewer titles - we're sad to say that it happens to all consoles after a while. At least now you can pick up second-hand bargains for next to nothing.



↑ **Hulk SMASH all unsupportive retailers!**

STAR BORES

Boy did we have fun with last month's Star Wars conundrum. We asked why Obi-Wan thought Luke was the last hope, when he'd been at the birth of Leia *and* Luke. Senility? Too much WKD? Here's what you thought...

WIN A GAME!

As Lucas has said, he always saw *Star Wars* as nine films. Is it not feasible when Yoda replies "No, there is another", that he's referring to the hero of a final trilogy? He's not talking about Leia, as at no point in the films does she show signs of Force powers, so she'd hardly enter the equation when Ben refers to Luke as "Our last hope".
Mark Schutz, via email

Ol' Ben can't handle the sight of blood, so when Luke got fired into the world and the Wookiee midwife cut the cord, Ben went on a bender with Bail Organa to celebrate (missing the birth of Leia), woke up back in his desert home and can't remember a thing about the event to this day. Except the birth of Luke.
Jusikkleme, via email

The scene wouldn't sound very good if Obi Wan said, "Damn, I wish we could have got him to help us save the galaxy, but his sis can help us out - she's a canny lass. Let's go, Yoda!" Then Yoda says, "Oh, remembered about her did you? Nippy outside it is, coat let me get." Doesn't quite have the same drama as the original scene, does it?
Nathan Stevenson, via email

And the winner is!

Yoda believed Luke too old to begin training, but Kenobi's perseverance persuaded Yoda he was suitable and willing to learn. However, disheartened by the apparent failure to train Luke, Ben decides that Yoda was correct, and that Luke was too old to train all along. This equally means that Kenobi considers Leia too old to commence training as a Jedi, and therefore Luke was, in Ben's opinion, their last hope. I think that is satisfactory - and of course 3-0 to the readers!
Nathaniel Bell, London

Well done Nathaniel, we're convinced by your argument! A game is set aside for you - just email us your address. But we still claim this as a victory as nobody came up with a rock-solid answer. So it's only 2-1 to you pesky readers! Anyway, here's this month's *Star Wars* continuity blooper... If the Force is a measurable, organic substance (midichlorians), how do the spirits of Obi-Wan, Yoda, and Anakin live on after their deaths in Episodes IV, V, and VI? Eh? Eh? EH?

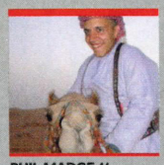
The OXM team

And then there were six. And then five

GAVIN OGDEN //
EDITOR

GAV'S BEEN tearing his hair out at the roots - not only thanks to Mark and Phil's inconsiderate 'resigning' behaviour, but also because he ran out of shaving cream. Apart from that, things haven't changed. Much.

NOW PLAYING: *OutRun 2006*. It's the calm before the storm



PHIL MADGE //
HEARTLESS DESERTER

ANOTHER RAT leaves the sinking ship. Not that we're sinking or anything! Phil's slunk off back to Dubai for a new $10,000-per-hour (tax-free) job, living with Mike in his solid gold caravan. Was it something Gav said?

NOW PLAYING: The stock market (oil/gold)

DAN GEARY //
PRODUCTION EDITOR

DAN'S MOVING up in the world, having been promoted to this space below Gav by default. He's also moving out in the world, having spent the last week trying to find parking spaces for grumpy removal men, then dropping boxes of crockery and weeping.

NOW PLAYING: Spoons

BEN LAWRENCE //
NEWS EDITOR

WITH CHAOS and terror unfolding on all sides, Ben and Adam prefer to sit around swapping fashion and lifestyle tips. Check out Issue 57 for reviews of shoes and hair-care products! And maybe some Xbox games, if Mike can find any.

NOW PLAYING: N/A

MIKE JACKSON //
REVIEWS EDITOR

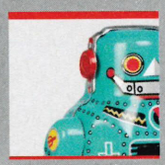
SINCE MARK left, Mike has assumed the more pressing responsibility of finding funny web videos of motorcycle crashes and skateboard accidents, to keep Gav distracted while we 'plan the next issue'**.

NOW PLAYING: Video of a fat man being crushed by a lorry

ADAM COOL-ESZA //
DEPUTY ART EDITOR

"COOL-ESZA! Damn right! Cool as a what, you say? Step into my office and prepare to find out, Ms Croft! What? Your modelling agency will charge me £3,000 per hour? Er, is that with or without the costume? Ow!"

NOW PLAYING: See below (also *PES5*)



JOE FREELANCE //
WRITING DROID

WHAT WITH everyone resigning, we'd be right in the dwang if it wasn't for the amazing skills of Joe Freelance. Producing 10,000 quality, error-free words a minute on eye-catching pre-designed pages, it's a wonder we've still got jobs! Oh.

NOW PLAYING: *1010010100 Adventures*

KARIMA THINGY //
LARA DOPPELGANGER

A VISIT from A Real Girl Dressed In Lara Croft Clothes resulted in confused reactions from the *OXM* staff. Some of them have never even seen a real lady before, other than in magazines that come in brown paper!

NOW PLAYING: With a tasty pepperoni pizza

PHOTOS: ADAM COOL-ESZA

*OF COURSE, WE'RE TALKING ABOUT THE MODEL, NOT ANGELINA JOLIE, WHO COSTS A BIT MORE THAN £3,000 PER DAY. **GET COMPLETELY DRUNK IN THE PUB

for. *Burnout* may be extremely violent (if there were any pedestrians around they wouldn't last very long), but the intention isn't to hurt or kill people, just to drive fast and/or smash stuff up. Whereas in *GTA* you're actually praised and rewarded for killing people and selling drugs. Besides, *GTA* is an easier and far more obvious target, managing as it does to offend just about every sector of the community. Just last month prostitutes were campaigning for it to be banned. And the upshot of all these outcries? Endless, free publicity! It's almost as if Rockstar planned it that way.

COMPILATION CRAZY!

Does anyone know what is wrong with Taito lately? How can it release two compilations and forget about the *Chase HQ* games, not to mention ignoring *Arkanoid* and *Parasol Stars*, and *Rainbow Islands 2*? Anyone? The *Chase HQ* games were HUGE in the arcades and at home in the 80s, so Empire Interactive - or Taito for that matter - if you're reading this, sort it out and make sure these games are included in *Taito Legends 3* or you will have a lot of angry fans to deal with.

Neil Preston, via email

That's pretty much what we were thinking when we reviewed *Taito Legends 2*. We asked Xplosiv, publisher of the *Taito Legends* games, and it had this fairly plausible answer: "We know there are many more classic Taito games around like the ones mentioned but you wouldn't believe how things have changed over the years. For example, if we were to release *Chase HQ* in its original format we would need to go out and buy licences for Porsche and Ferrari (the cars in the game) - when *Chase HQ* was first released, using 'car likenesses' wasn't such a big issue, you see. But *Taito Legends 3* is always a possibility thanks to the great games in Taito's archive. We're looking at bringing more legends to the streets soon..."

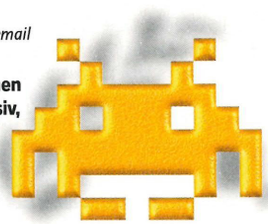
Well, that more or less explains the *Chase HQ* angle. But if we don't see *Parasol Stars* next time round, we're going to storm their offices with pitchforks and flaming torches.

MINI JUGS

Have you guys got your own desktop Lara yet? She roams around the screen doing stretches, some of which are very nice (wink wink). You can download her on the *Tomb Raider* website. Then you'll have a friend to cheer you up on Mondays when you get to work.

Miles, Croydon

That's nothing - the real one* came into the office the other day. Chris from the Official Xbox 360 magazine interviewed her - our job was to stand outside and steam up the glass with our greasy faces to make sure she didn't escape. But he's right - you can download your own pet Lara from www.tombraider.com.



A FALLOUT VICTIM WRITES...

Help! I am currently using an old TV to play with my Xbox, which gives off so much radiation »»

Shorts

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

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

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

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

My mate smells like a bum-fart from a cheese monster!

Mondo, via email

As opposed to an elbow, knee or chest fart, right?

Hi, Hope I am not writing tbo wrong adadress. I am niace, pretty looking girl. I am planning on visiting your town this month. Can we meet each other ibn person?

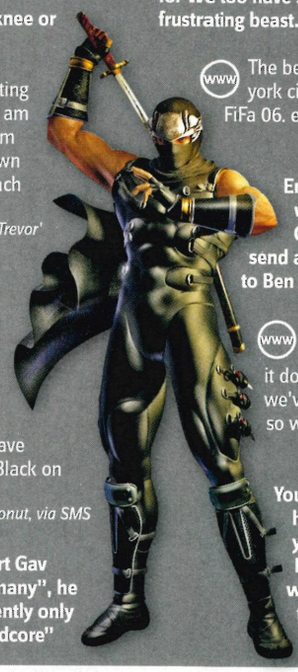
'Trevor'

Erm, sorry Trevor, but we're all busy washing our hair that month. Even Gavin - and he'd normally be well up for it.

OXM - How many people in the world have actually beat Ninja Gaiden Black on Master Ninja difficulty?

Donut, via SMS

Over to *Ninja Gaiden* expert Gav for that one, Donut. "Not many", he says. There you go! Apparently only the "super hardcore of hardcore" have been able to do it. But we're men - we're not ashamed to admit our failings, for we too have still to master that frustrating beast.



The best football team, namely york city, has been left out of FiFa 06. escuse me while i cry.

Maxii, via the forum

Erm... who? Is that a women's team? (York City fans/women: please send all angry correspondence to Ben Lawrence, c/o *OXM*.)

I reckon xbox has long to go but my mate reckons it doesn't have long 2 go and we've bet £5 that we're right so whos right me or him?

Johnny Woo, via the forum

You're right John, we're hardly going to side with your daft mate are we? No, don't either of you worry, we're planning the forthcoming issues and we've got games coming out our ears right up until Xmas and beyond. The fiver is yours.

Who's the hardest on your magazine then? If you all had a bundle, who would win?

Mongo, via the forum

Ben would. He's the fattest.

Will there ever be another Indiana Jones game on Xbox? Lara Croft can go kiss my ass, she's still not as good as Indy.

'Indyfan', via SMS

What the hell is it with Indy this month? You never know, especially with *Lego Star Wars* doing so well. But if you're that desperate for some whip-cracking bongo-free adventuring, check out the demo of *Indiana Jones and the Emperor's Tomb* we put on the disc, just for you.

You heartless monsters. Was that Vanessa's baby in last month's magazine? I can't believe she let you put that in, let alone actually gave you the photo in the first place.

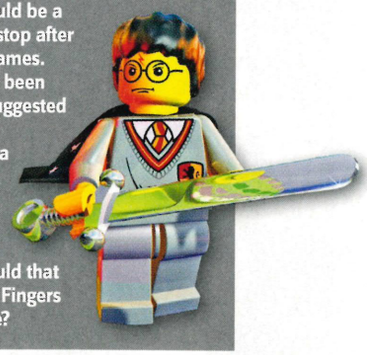
Sarah Foley, via letter

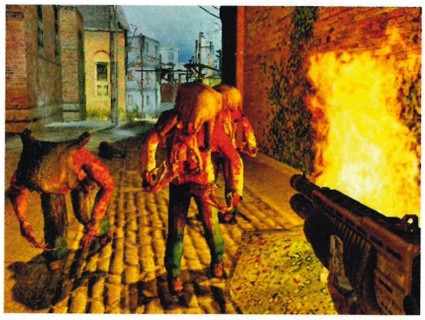
Erm, yes, Vanessa couldn't quite believe it either. Believe us, we've been through the wringer for that one, she went nuts. Threw empty cans of Tennents at us when she saw us. They were supposed to be for the baby's dinner!

I've got a good idea for new Lego games. How about indy, startrek, stargate, lord of the rings and harry potter as well?

Jake Edgar, via letter

Yup, we're already with you on that one. Traveller's Tales, the developer behind *Lego Star Wars*, is certainly onto a winner. It would be a shame for it to stop after just two Lego games. Potter's already been done, but we suggested Traveller's Tales make an Indiana Jones game as well, and all we got was a kind of cryptic laugh. What could that possibly mean? Fingers crossed, eh Jake?





↑ Argh! Plasma screen malfunction! Abort! Abort!

» I am getting sunburned. Do you know where, or if, I can get a flatscreen monitor to use with the Xbox (at a reasonable price)?

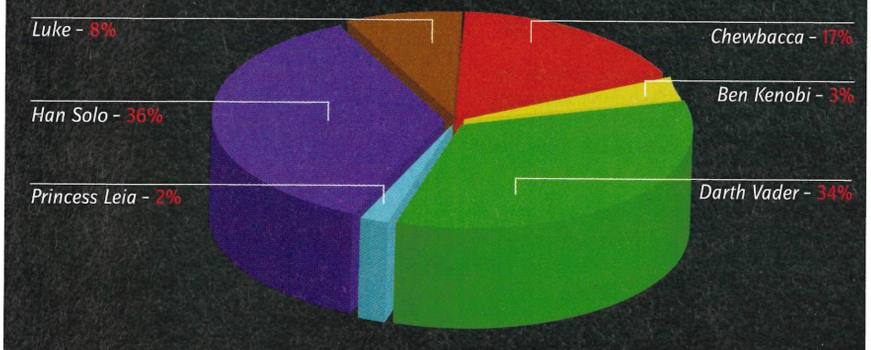
Bob French, email

Bob, step away from the glowing television. For the time being at least, get a good second-hand old-fashioned tube TV. Some flatscreens, especially plasma ones, can burn if you play games on them too much, and if you're thinking about upgrading to Xbox 360 in the future, you'll want to get an HDTV. Buy a cheapie, save your cash for later, then you'll be laughing come Xbox 360 time. Hope that helps!

YOU DECIDE

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

Who will you play as in *Lego Star Wars II: the Original Trilogy*?



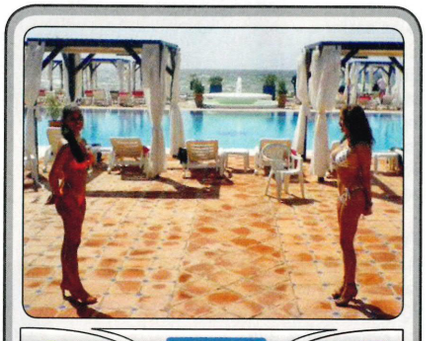
» **GET ON THE FORUM NOW!** To join the discussions on the forums, just head for our great website, found at **http://xbox.oxm.co.uk** and click on Discussion Forums. Give yourself a name and a password, and then you can take part. Simple.

ALIVE & KICKING

I've had Xbox Live now for about three months (after a year and a half trying to get it). I want to know what people (like yourselves) play over Live. It's just that I have 46 Xbox Live-enabled games and the only games I get to play are *Halo 2*, *Phantasy Star Online*, *OutRun2* and *Unreal Championship*. Don't get me wrong, there is nothing wrong with those games - it's just that there are so many games, but no players.

Tony Durant (Gamertag: Little TAD X), via email

Mmm... we feel the seed of an idea coming on Tony. We know what you mean. Sometimes when we review Live games it can be hard to get a session. So, take a peek at the Live Requests box to the right. See what you think.



SEND US YOUR PICS!

LUCKY READER 'Gavin' was in Marbella for the amazingly expensive *Scarface: The World is Yours* press party. "I didn't get to see the game, but these lovely senoritas made sure my stay wasn't wasted. If you know what I mean!" Send UR PIX to 07921 889345, starting with 'OXM', to win a game!

XBOX

LIVE REQUESTS

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

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Wireless Networking Adapter

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Play and Charge Kit

CREATED BY XBOX Microsoft

Jump in.

XBOX 360™

↑ That Kovos chap may be hard, but he'd better watch out for the dude behind him!

Official XBOX Magazine EXCLUSIVE SCREENS

↑ The multiplayer maps are huge - dare we say bigger than some *Halo* ones?

WarPath

When three tribes go to war! Get ready for stripped-down three-way fighting, Pariah-style...

Words: Ben Lawrence

- Dev: Digital Extremes
- Pub: TBA
- Players: 1-4
- Live: 2-8 players
- Release: Autumn
- www.playwarpath.com

IT PAYS TO tinker with your code. Take it apart, reassemble the pieces in interesting new shapes and forms, and it's amazing what you can be left with. That's what Digital Extremes did with the *Pariah* engine, and *WarPath* is its multiplayer outcome, a first-person shooter with ideas on *Halo 2*'s online crown. Three warring factions, so much hi-octane outer-space troublemaking, and just a month or two until release. All is looking good for *WarPath*, so we caught up with senior producer Zandro Chan to see how things were finally coming together...

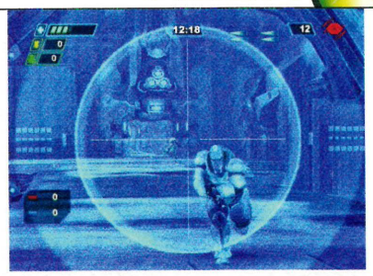
"We have built on *Pariah* technology and revised and revamped the gameplay and engine to allow for the significant increase in speed in the game. You'll be able to run faster, jump higher and fly farther while still taking a scoped shot at an opponent's head," Chan tells us. Sounds encouraging. "People familiar with *Pariah* will probably recognize a few of the best elements from that game, but you'll definitely see the significant changes we made to them for *WarPath*. *Pariah* was a very pretty game - *WarPath* is pretty at a hundred miles an hour."

Add to that 'hundred miles an hour' claim three separate enemy races with their own weapons and skills rather than the usual 'good vs bad' scenario, and you're looking at something rather interesting. But was this a conscious decision on Digital Extremes' behalf to leave us wondering who the real good guys are, or will every side have its good and bad points?

"Good vs Bad is just a matter of perception," says Chan. "There are three

↑ It's not a Warthog nor is it inspired by the Warthog, alright? Loving the turret though.

↑ We like his style - nab the flag then run for the nearest vehicle!

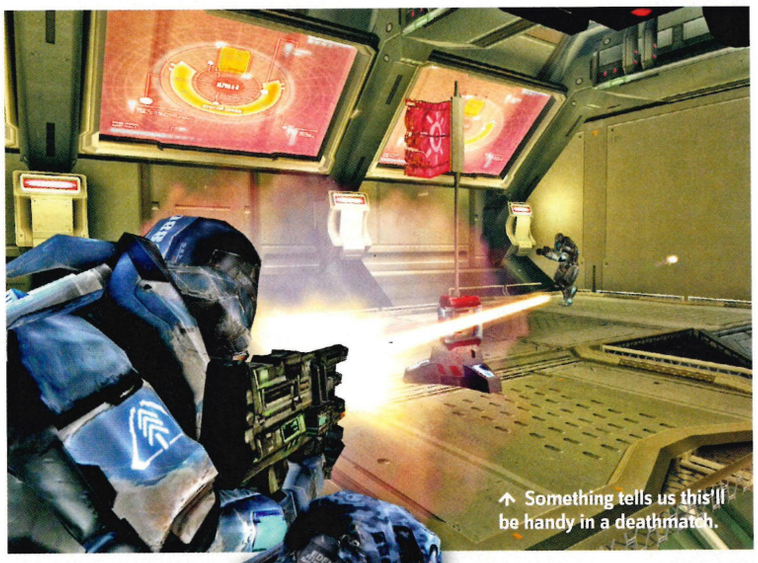


↑ Night-vision sniper scope. A must have.

↑ Squish enemies in your flying machine!

↑ Levels offer space for grenade-lobbing.

↑ Not sure who the enemy is? Shoot them both and get two flags. You'll be a hero!



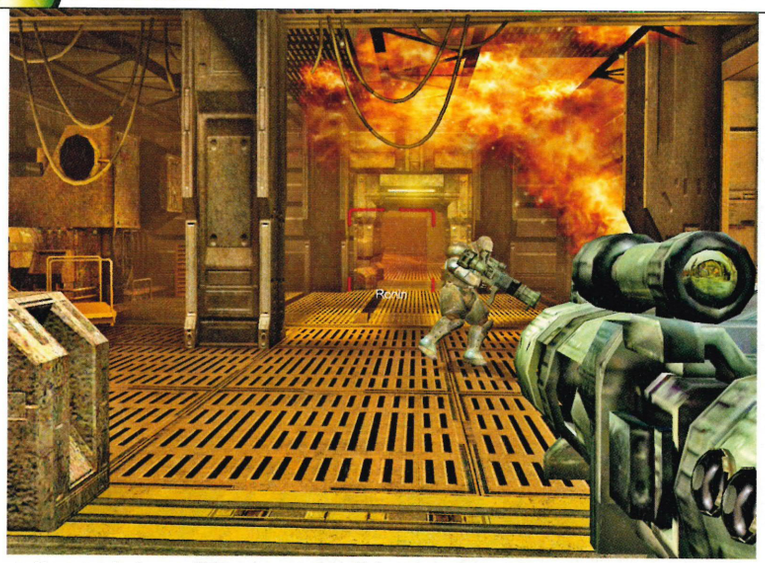
↑ Something tells us this'll be handy in a deathmatch.

motivations driving the three factions, all equally vital. Players can decide what they relate to the most and then fight for control of the planet named Kaladi, a world rich in resources and climate. The Ohm are a race of half-man, half-machines, who have an insatiable need for fuel and power - they want to drain the planet dry. The Kovos are the protectors of the planet; they've been using Kaladi as a place of worship for centuries. And lastly, the human Coalition is unwittingly caught up in the middle of a conflict they never saw coming and are basically just trying to survive. The biggest differentiator between the factions is their technology, showcased through their initial weapon loadout. Their weapons will cater to each gamer's play style. The 'in your face' gamers will likely go with the heavy ordinance of the Kovos, run-and-gunners will go with the more balanced Coalition, and the 'sniper and defender' type of gamers will gravitate toward the Ohm."

Is Digital Extremes actually advocating camping? Surely that's an FPS first!

"Well, *WarPath* is a multiplayer-centric game that provides a gripping, fully featured multiplayer experience. By mixing first-person action with strategy and having separate storylines for the three races, we give players more. We are providing fun and replayablility for those gamers looking for a challenge. Outside the highly competitive online community there will be turn-based strategy practice sessions to keep players ahead of the game as well."

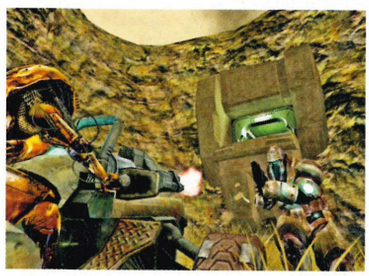
Right, so that's every kind of FPS style catered for then. So far, so good, but as details of *WarPath* have sneaked out we've seen more and more of a vehicle that »»



↑ Huge explosions will knock enemies off their feet. Then you can steal their weapons!

↑ Dropship ATTACK!

↑ Flag-waving for the good of mankind!



↑ Mmm... it's a bit *Halo 2* dontcha think?

» looks suspiciously like *Halo*'s Warthog. But Chan is quite frank when it comes to the obvious comparisons and highlights the other strengths he hopes *WarPath* will have.

"*WarPath* isn't anywhere near as epic in size as *Halo* per se, because we were more focused on the multiplayer, but [the story] is fully satisfying and not without its share of twists. As for the vehicles, we wanted ours to add an extra dimension of gameplay to our larger levels, while at the same time not making them so powerful that possession of them will near ensure victory to the teams driving them," Chan tells us. As if we'd ever just drive around Blood Gulch running people over in a tank for an entire deathmatch. Honestly. "The fact that players can literally run as fast as a vehicle for short bursts with the dash function also makes them less crucial for victory in such games types as capture the flag."

He continues... "The Razorback is a durable assault vehicle with a driver and gunner position, and the Maverick is a fast attack sled with a pair of forward-mounted plasma guns, while the Hornet is an awesome-looking trike with a nice mix of brawn and speed." So what about those dropships we keep seeing? "Not only can you fly them and blow them out of the sky, you can give them custom rims and paintjobs, and fuzzy dice too!" says Chan. Yeah? "Oh, hang on... sorry, maybe next time."

There's plenty of scope for use of vehicles as well, with each faction able to

Unholy Trinity

Three tribes go to war... which will you side with?

THE COALITION

Okay, so he looks like Master Chief-lite but surely this guy is as close to human as you're likely to get. Needing Kaladi to provide a home for his dying people, the Coalition trooper is going to be a desperate fighter. And desperate people can do brutal things when pushed.

Cause: ★★★★★
Suit: ★★★★
Likelihood everyone will play as them: ★★★★

KOVOS

Cyber monks with guns! These ugly swines are religious nutjobs who believe Kaladi is their sacred birthright and will do anything to hold on to it. And if fanatic god-botherers weren't dangerous enough, these ones come armed with deadly killing equipment...

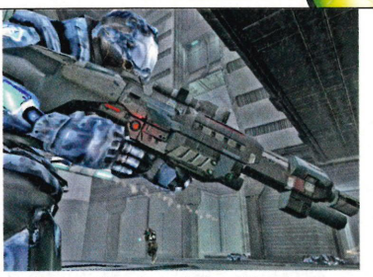
Cause: ★★★
Suit: ★★★★★
Likelihood everyone will play as them: ★★★★★

OHM

Ah, a rusty cyborg! This guy we like. He looks the most fearsome of the lot, but are his motives honourable? Surely just trying to expand your oil empire is a bit of a lame excuse for denying other races access to Kaladi? Still, greed can do funny things to people. Just look at him!

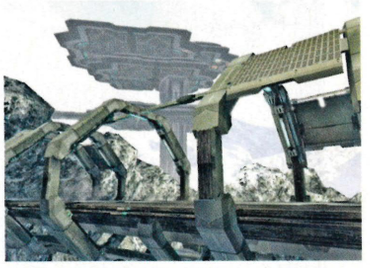
Cause: ★
Suit: ★★★★★★
Likelihood everyone will play as them: ★★★

↑ The Kovos heat up bright red when attacked with a grenade.



↑ Sniper rifles - man's best friend.

↑ The Kovos are dastardly fighters.



↑ Check out the size of that arena!

learn how to master the others' craft and use them in the variety of missions and game modes (more on that in a bit), but Chan tells us about those interchangeable alien weapons first. After all, you ain't going to stand a chance of carjacking without packing now, are you?

"Depending on whether they're playing the solo or multiplayer game, players will either start each match with a set amount of CAMs (Combat Augmentation Modules), or will be able to pick up CAMs from the bodies of defeated enemies," Chan explains. "Essentially, these babies let you upgrade your weaponry. Each weapon can be upgraded a maximum of three times to unlock more functionality and greater destructive force, with each new level, allowing for evolving gameplay and a highly diversified range of play styles. As an offensive player, I usually go with a weapon like the Violator, which is basically a badass shotgun that will literally knock an enemy player flying through the air, showing off some very cool, and very satisfying, ragdoll physics." So far, so *Pariah*. In a good way!

And there's going to be plenty of scope to use all these variations of weapons and vehicles too. Earlier, when Chan told us *WarPath* would be focused on multiplayer, he certainly meant it. There are the classic game modes such as deathmatch and capture the flag to muck about with, but Digital Extremes has included a mode it's calling Front Line Assault. This mode will, more than any other game type, require teams to assign players to offensive and defensive positions and work as a group effectively or be eliminated. Levels are designed to enable you to use the environment to your advantage, as well as performing breathtaking leaps and bounds over enormous distances.

"The game has really amazing speed and multiplayer games are frantic as hell, because people are coming at you from all directions. And with over 20 maps available, we are sure gamers will find plenty of diversity in terms of environments both in size and theme," says Chan. Plus, there is talk of Digital Extremes providing additional downloadable content to keep things fresh in the long run. It's committed to *WarPath* for the long haul, an amazing feat when you consider it was born from the guts of another game entirely.

"To me, *WarPath* is a throwback to the old-school style of FPS, while *Pariah* was more of an epic adventure - I would definitely like to explore more of both worlds, and if players out there want to, who are we to deprive them?" Well said, Mr Chan. We'll have a full, in-depth, and probably explosive review very soon.

"Each weapon can be upgraded up to three times, for greater functionality and destruction"

↑ If you see a vehicle you want, kill the owner than hijack it for enemy-squishing fun!

↑ Two Ohms are no match for a single Kovos. Wonder who'll we play as?

Played it... Want it!

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JUNE ISSUE

SAMPLE FEATURE! Read loads more great Xbox 360 previews, reviews and features in the issue now on sale!

The hero, his wrench, and the villain of the piece, a sentient moon. Not Unicron.

Prey

PREY

PUB: 2K / 3D REALMS | **DEV:** HUMAN HEAD | **PLAYERS:** 1 | **PERCENTAGE COMPLETE** 95%

XBOX LIVE: 2-16 (TBC) | **CUSTOMISE:** N/A

RELEASE: JUNE

We present to you a Prey-per-view preview

WRITER: OXM Grill

THERE'S AN ON-OFF SWITCH in our heads. Some days the switch is on, and we find ourselves ploughing once more through *Oblivion*, obsessed with plots, characters, complexity, and a totally surrounding, immersive experience. Some days however, we just want to shoot things. It's normally deadline day and the switch flips off our higher brain functions, turning us into *Jerry Springer* specials, as we drool and gibber at the telly, watching things pop. *Prey* pretends to be the former, but it's really the latter.

Prey is hard sci-fi, but it's also an old-school shooter. You play as Tommy, a Native American mechanic (complete with wrench, greasy hair and hawk-label black leather jacket). Tommy has his reservations about the reservation, and wants to move away with his girlfriend to somewhere where they can sink into the great homogenizing machine that is America's suburbs. However, she likes her bar job (which appears to be 'Official Biker Groupie' in the dead-end bar where the game starts), she likes where she's from and she doesn't want to move. Tommy's grandfather also wants him to get in touch with his heritage, though he's less pushy – knowing with his mystic wotsits what's coming. Then, in a traditional *From Dusk Til Dawn* twist, aliens arrive, suck everyone through the ceiling with tractor beams and process them for meat. That's the hard sci-fi part over with. At that point, you wouldn't be surprised if Ozzie Vampires crawled out of the woodwork as well.

This is the third time we've got hands-on with the game – although the first time it has been shown on Xbox 360 and not PC – and we're surprised how little has changed. Human Head and 3D Realms have always been perfectionists, even if their conception of perfection is alien to the high aesthetics of Michelangelo or Brian Sewell. Since we first saw this game a year ago, tweaks have been made to improve the gameplay and increase its overall length. And to add in some of 3D Realms' trademark toilet 'humour.'

»Some of 3D Realms' trademark 'toilet humour' has now been added...

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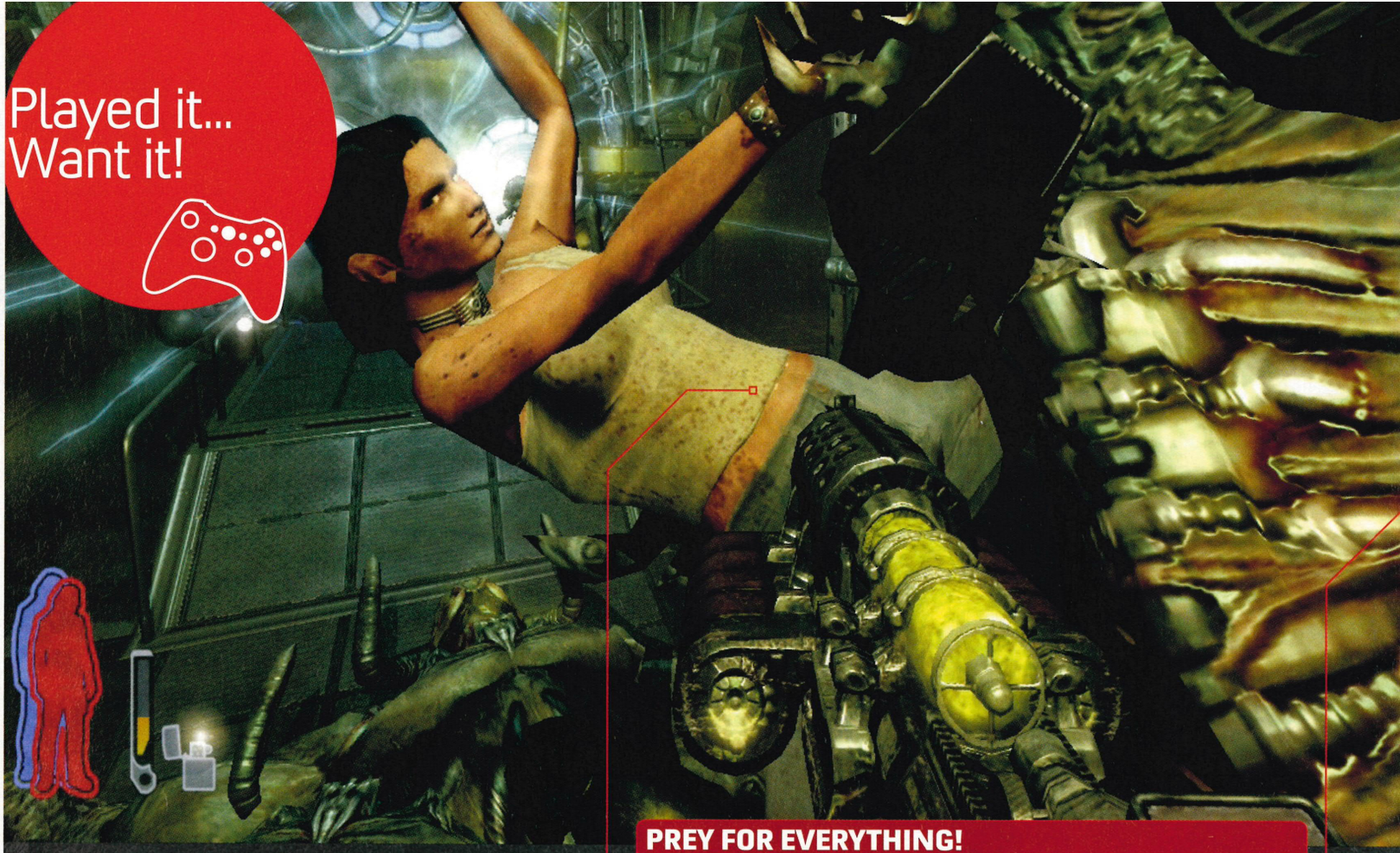


PREY FOR EVERYTHING!

SPINNING JENNY
Jenny (your missus), has eyes that are totally white either because a) she's possessed by one of those ectoplasmic ghosts or b) she's got glaucoma or c) the graphics have fecked up. *Prey*'s a love story!

INNER SPACE
Step onto a podium and an exoskeleton forms about you. This allows you to travel into the sphere, fight droids and gasbags for dominance of the air around planetoids with their own gravity.... *Prey*'s a flight sim too!

WHERE SPIRITS ROAM
Entering the Land of the Ancients gives you access to spirit walk for the first time and to your spirit bow – a super powerful slow-loading weapon that drains your spirit every time you use it. *Prey*'s a ghost story!

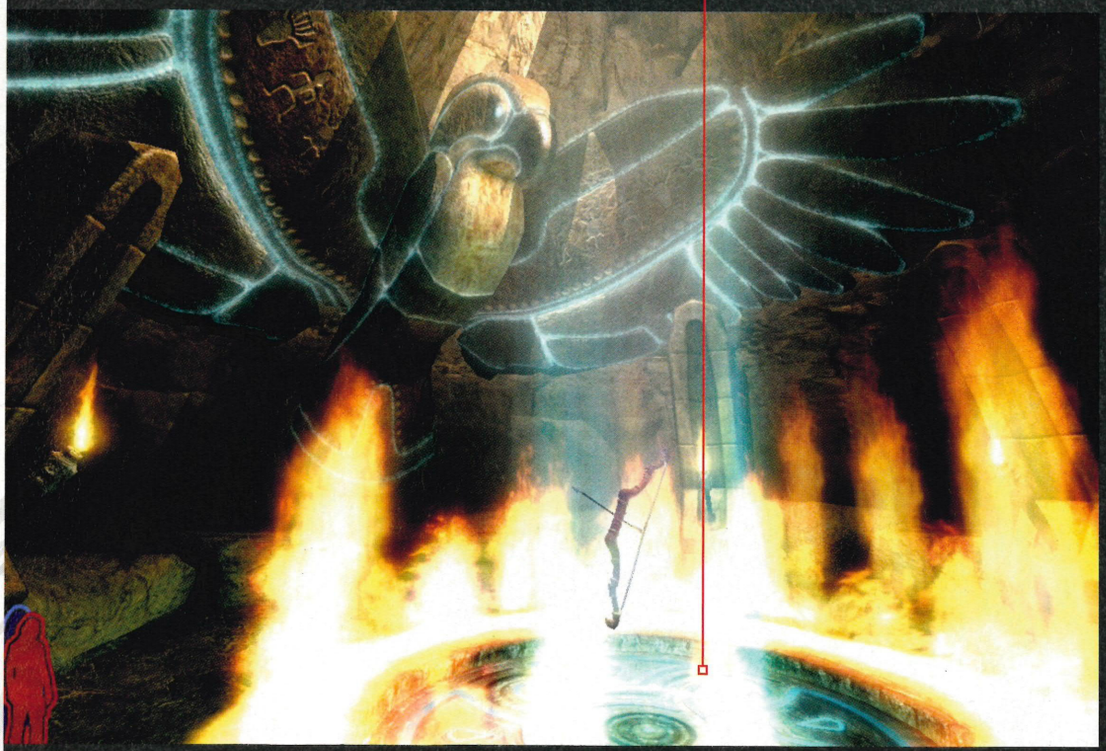
BUNGIE JUMPING
You swiftly lose all any comprehension as to where up and down are – which makes for interesting problems when you try and jump and smack your head on the floor. *Prey*'s a demo in experimental gravity!

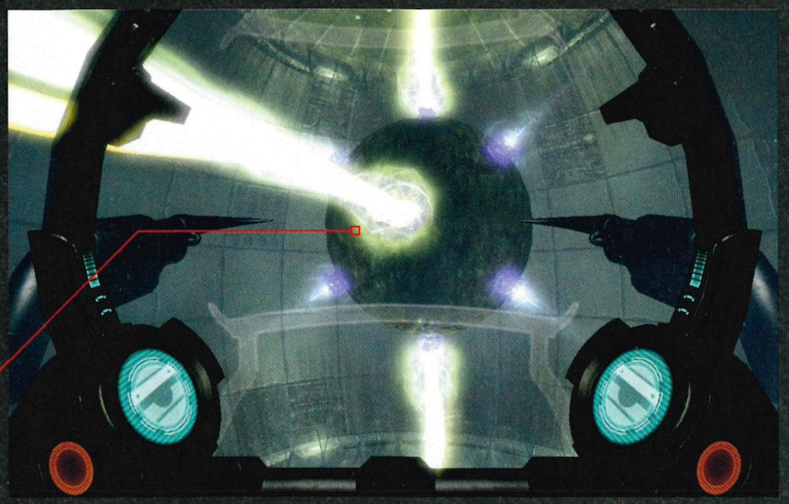
IN THROUGH THE OUT-DOOR

One fairly average-looking room on the sphere contains nothing but a curiously detailed model of a planetoid. Step through the nearby door and you end up on the model's surface, staring up at a Hunter larger than comprehension.

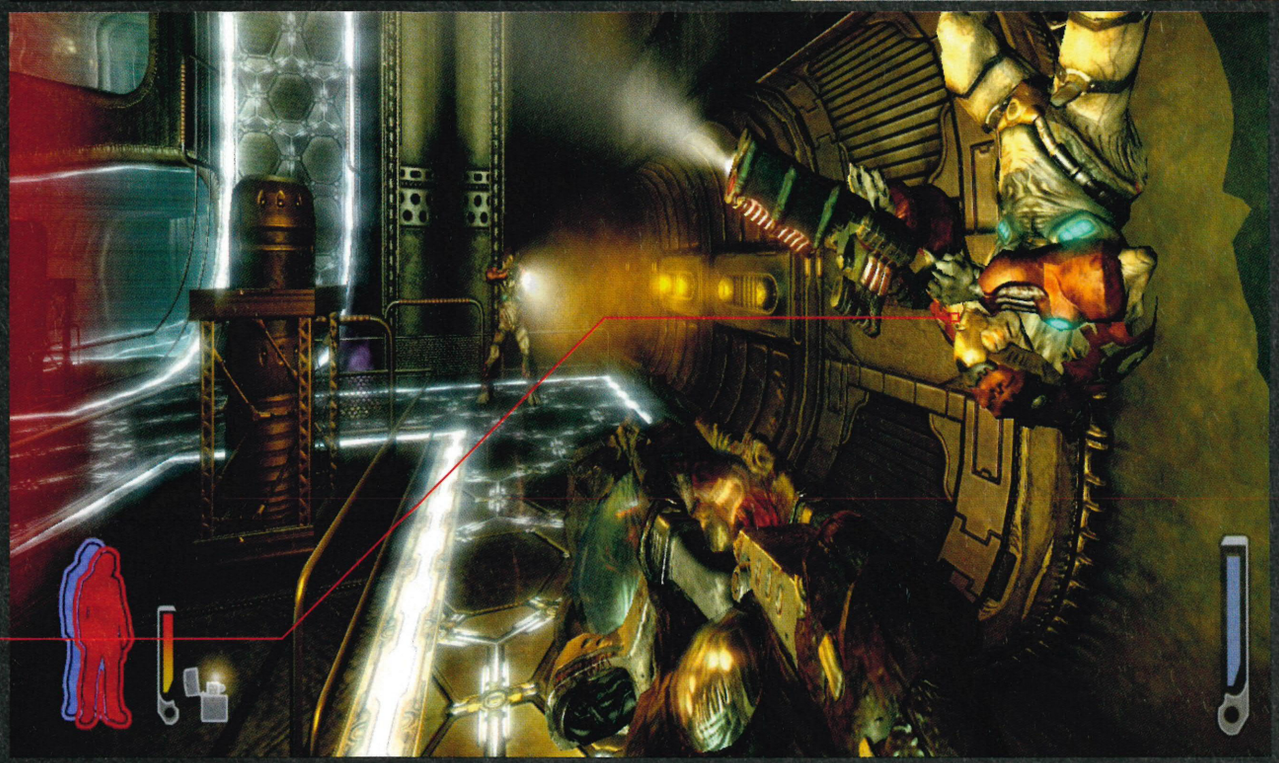
As we said, this is hard sci-fi. We don't mean it's technically accurate, but that it's just scientifically plausible with our current knowledge of how the universe works; that's astounding in a game. We've mentioned before that The Ship is based on the Dyson sphere, an artificial structure surrounding a small star, using it as an energy source and motive force. Plagiarising *System Shock* and Greg Bear's *Blood Music*, it's also a totally organic, conscious structure with aims, intelligence and the motive power to achieve them. It'll get increasingly frustrated and vocal as Tommy moves through its insensate guts, chasing after his beloved and removing The Ship's helpers from existence.

Moreover, as you wander through the interior you'll be able to pick up radio transmissions from Art Bell, America's premier conspiracy theorist and talk show host, dealing with the fallout from the mass abductions. There's also the traditional *Duke Nukemisms*. We don't know whether Texans have no inner monologue (watching George W. Bush's lips move as he reads stuff on TV gives us a 'yee-har' on that one) but if you believe 3D Realms they all babble to themselves all the time. Tommy yells, cries, and spouts profanities ('poor b*stard' being a





The Harvesters aren't quite as family-friendly as their pub namesakes.



BREAKING SUCKERS

Throughout the game, there's a sizeable army of familiar weapons disguised in unfamiliar forms. However, the Leech gun works differently. Four types of differently coloured nodes lurk around the sphere – some hidden in difficult-to-find locations – and the Leech gun can suck these up to produce four different types of shot. The bright red shot produces rapid, but inaccurate fire. The white shot freezes your enemies solid at short range. The blue node creates a lightning gun – damaging and accurate. The purple node enables a new single shot instant-kill weapon. These all have been designed for the multiplayer, especially the last weapon, with its railgunning.

common one) as he wanders the interiors of the vessel. Of course, he's not the only one. There are hundreds of similarly babbling people being processed alongside his beloved and his grandfather. Many are only wearing their Y-fronts, huddled fetally or banging endlessly on doors, trying to escape.

sphere's actions. People are protein, albeit ambulatory, to be harvested and processed and there's no animal/human cruelty laws in spaaaaace. So most people you see spend most of their time hanging crucified from slabs akin to meat hooks before being pinned and cored like apples by the sphere's

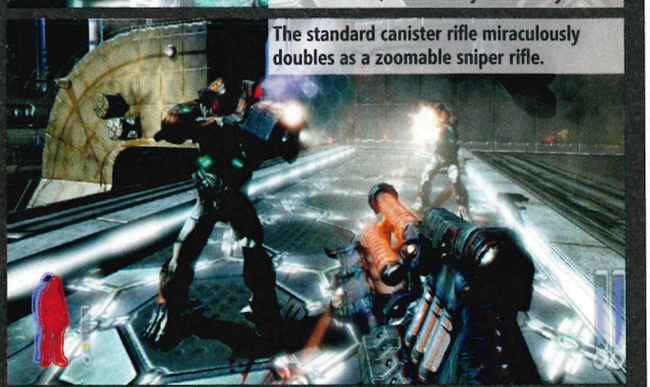
»Most people you see hang crucified from slabs akin to meat hooks before being pinned and cored like apples

Indeed, [spoiler warning – Ed] his grandfather's death is early in the game and gruesome. There's no ambiguity about the

machinery. Including Grandad. It's very much in the tradition of rawk nastiness, with no punches pulled and the H.R. Giger apparatuses making short work of the praying, weeping, babbling humans.

The sphere has certainly also got its own henchmen, the Hunters, aggressive Predator-like humanoids with elongated heads, who are enthusiastic in their pursuit of you and other humans. Wandering the vessel, you'll often find messages from The Ship to them, warning them not to tease, hurt or eat the protein, as it's reserved for 'the host'.

One mode of the leech gun freezes your enemies solid, before they melt away.



The standard canister rifle miraculously doubles as a zoomable sniper rifle.

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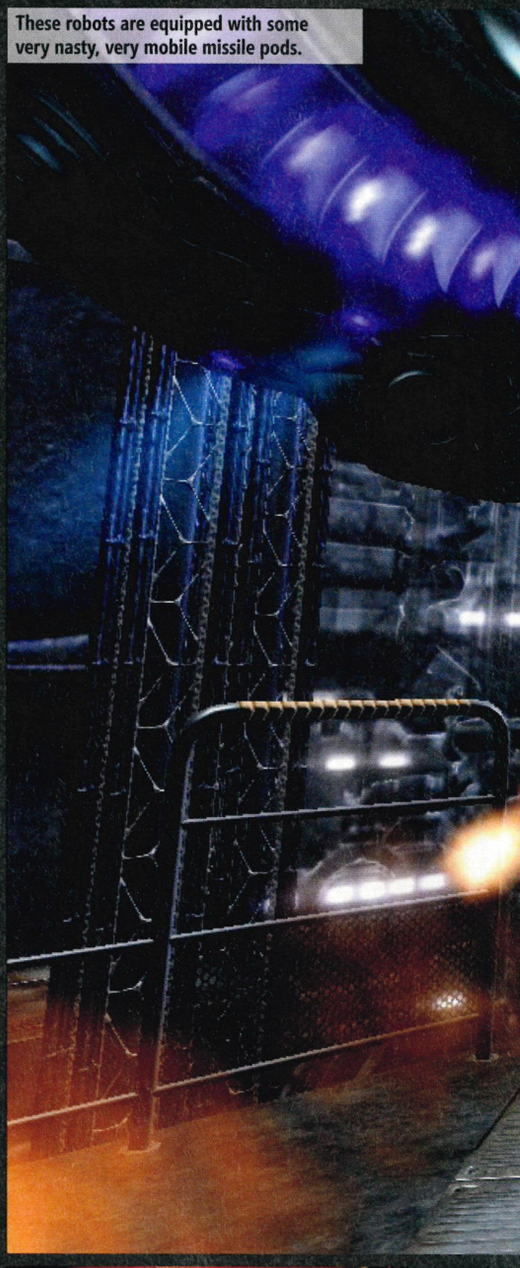
These hulking Minotaur types have two bio-organic rocket-symbiotes on their arms.



These robots are equipped with some very nasty, very mobile missile pods.

This is The Keeper and he's showing why kids should stay away from plug sockets.

Much of this is delivered with the usual crude humour, which unfortunately breaks the immersion a little, reminding you explicitly that it's a bunch of American programmers making the game.

Included among the hostile entities The Ship supports is the Fodder, a rotund bipedal race that combines pest removal and trash disposal (i.e. it kills and eats anything) and pops out of the walls if you trigger the villi (wavey tentacle things, biology ignoramuses) coating the walls. Certain humans (the Mutilated) that haven't been reduced down to protein have been converted to perform menial tasks; these are tough but slow and mostly passive, so it's a shock the first time their head pops off and the body keeps coming. The Mutates and Harvesters are human/alien/machine hybrids who've been operated on by the sphere's captive scientists to form tough, loyal and ugly guards. The key word with all these races is 'symbiosis'; they all live together, benefit from each other's actions and are in constant terror of The Ship deciding to snack on its workforce.

LOOK WHO'S STALKING!

Being composed entirely of some sort of residual psychic energy means that the identical pig-tailed girls in *Prey* are pretty scary. We're not sure why the ghost things decide to take on the form of deceased children, but it produces many stand-out horrifying scenes, including a siege where wave after wave of kids clamber up onto a platform and hurl ectoplasm at you.

»Every race lives in fear of The Ship deciding to snack on its workforce

They're not the only inhabitants of the sphere though; a hidden race live in the flesh of The Ship, a more humanoid and human-friendly race. Indeed, it is due to the efforts of a rapidly terminated alien helper that Tommy escapes at all, as the alien detonates some obscure machinery and causes your wrench-wielding mechanic to plummet to a soft landing in the guts of The Ship, before your helper is eaten by the Fodder...

Travelling the sphere is an exercise in denying reality. Walls, when powered up, let you and your foes walk all over them. Portals allow you to see, shoot and move to any other part of The Ship and can vary. You can ghost-walk, abandoning your body to stalk

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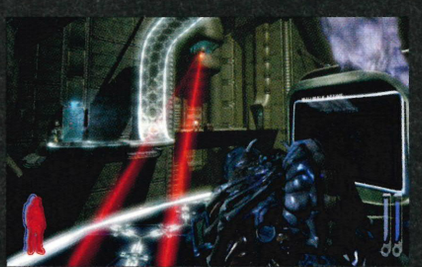
your enemies in spiritual form or access otherwise inaccessible areas. If you die, you can death-walk, battling the spirits of the restless dead for a right to return to life. We don't know if this is all drawn from native American myth and we don't care. It's an awesome, mind-bending experience and it doesn't cease playing with your assumptions about physics, all the way through the game.

Even on a basic shooting stuff level, the balance seems right. The nausea-inducing levels are awesome for multiplayer, the variety of accuracy and damage on each weapon means you find yourself swapping between them to find the right tool for each job. The AI enemies, while not being the brightest cards in the pack on Normal mode, up the ante substantially for the harder level, meaning you have to know what you're up to when facing them; relying on death-walk doesn't work forever.

Beneath all the fanciful ideas, the crude humour shows *Prey* up to be a solid traditional shooter in the vein of *Doom* or *Quake*. The Xbox 360 needs something like this – a good mindless game replete with technical gimmicks, teasing puzzles and great combat, that puts our brain switches firmly to off. Which, after *Oblivion*, is a great thing.



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Reviews

Written by gamers who live and love games

GAMES DEVELOPERS must be sleeping, or something. Out of a bulging list of reviews we planned for this issue, only four made it to our offices. C'mon all you games testers, get with it! It's not that bad though; we put on our leather gloves and spilt claret for cash in *Hitman: Blood Money* - another fantastic, ultra-gory outing starring the bald destroyer, with a new more action-packed flavour.

And although *Rogue Trooper* probably hasn't conjured up a huge amount of head-busting excitement, we discovered a whole new world of awesome when it arrived on our desks. Seriously, flick to page 062 right now and check it out. There's still enough high-octane third-person action here to keep your fingers busy until next month, when we'll have much more to talk about.

Our Badges explained

XBOX ELITE
Any game scoring a whopping 8.5 or more.

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

XBOX LIVE
Downloadable content, online play, or both.

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

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

Score Key

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

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

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

5.0-6.4
AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

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

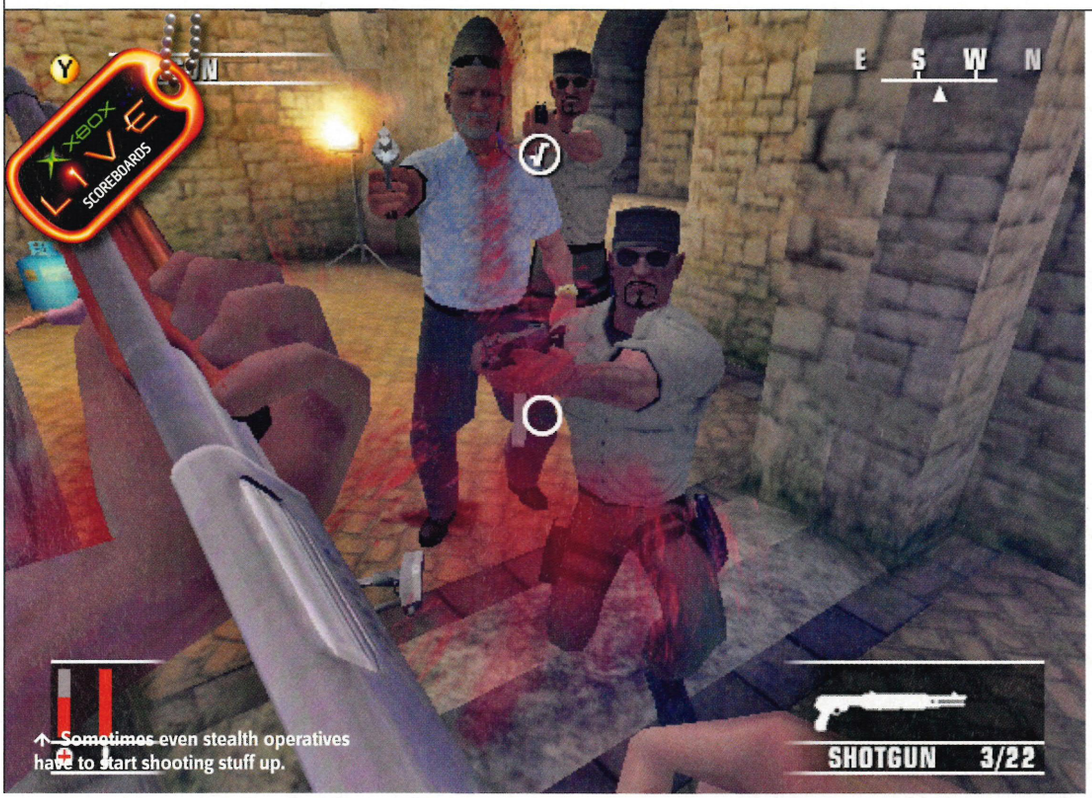
0.0-2.4
CALLING SUCH A RANCID STINKER A 'GAME' IS LIBELLOUS

Hitman: Blood Money 052
Brutal killing, stealth, and plenty of swearing. Agent 47 is back...

Winback 2: Project Poseidon 058
Play hide and seek with homicidal terrorists in Koei's new blaster

Rogue Trooper 062
Explosive third-person shooter, guaranteed to blow your socks off

Classified: The Sentinel Crisis 069
A story-based FPS that attempts a Half-Life 2 flavour



↑ Sometimes even stealth operatives have to start shooting stuff up.

Hitman: Blood Money

A return to form for the bald master of infiltration

Words: Gary Cutlack

Dev: IO Interactive	Pub: Eidos
Players: 1	Live: Scoreboards
Release: Out now	Price: £40
www.hitmanbloodmoney.com	

"I'D LIKE TO place an order" is the first significant piece of dialogue in this new *Hitman* game. You are Agent 47, the trouble-fixer who sorts out the kind of problems not covered by your local council. You are a hitman, funnily enough, using stealth, binoculars, stolen clothes and special strangling wires to silently hack away at the necks of your victims. Oh, and in a first for the *Hitman* series, you're now in America.

You're out to get the 'Swing King' in your first mission, a bad man responsible for a string of health and safety infringements – that lead to a few unfortunate deaths. The f-word then makes an appearance, as does Agent 47's serious manner, manly walk and no-nonsense attitude toward causing death. And it's hard. This is a grown-up game for people who want to think about how to get from A to B. But first, you've got to decide how much you want to suffer while playing it.

The difficulty setting you pick at the start of each mission really makes a difference to how

Bonus info

WEAPON SELECT
Just like in *Hitman 1*, you're back to selecting your weapons before each mission. Weightier objects are flown in by the agency prior to your mission and hidden in crates – check your portable PDA thing for their location once you've managed to secure the area.

↑ This is what happens when you mix your drinks at a party.

↑ Dumping naked corpses. All part of the job.

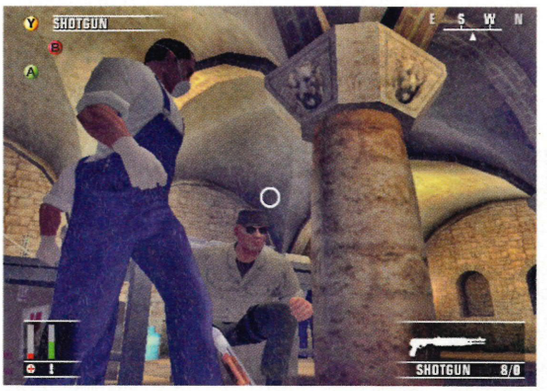
↑ Weird split-screen shots help tell the story.

↑ Blending in is part of the game's charm.

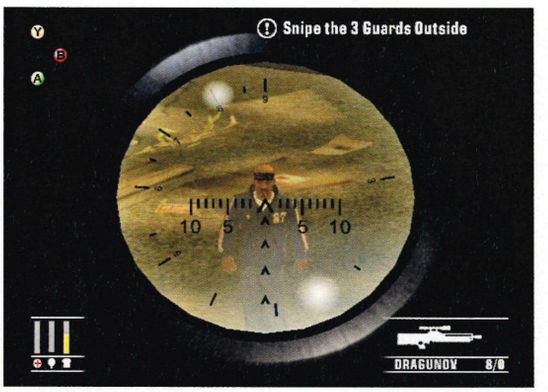
↑ Binoculars. For planning ahead.

↑ The old fibre wire is still Agent 47's stealth weapon of choice.

↑ Human shields are one of *Blood Money*'s new features – ideal for when missions turn into a bloodbath.



↑ The superior guard uniform stops people shooting you.



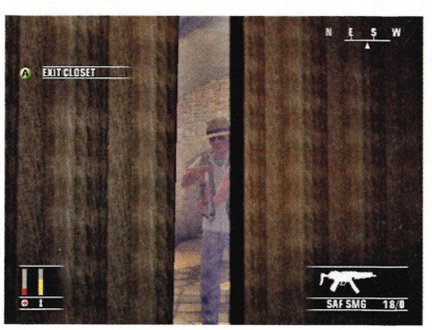
↑ There's a lot of this. He's got a very good eye.

you play *Hitman: Blood Money*. A huge difference. For research purposes only, you understand, we set the game to Rookie – the easiest setting – and had a go. It's pretty damn pointless. Guards you're supposed to sneak by in a stealthy fashion simply ignore you, with Agent 47 able to stroll past them in broad daylight without them even breaking their clichéd gangsta conversations.

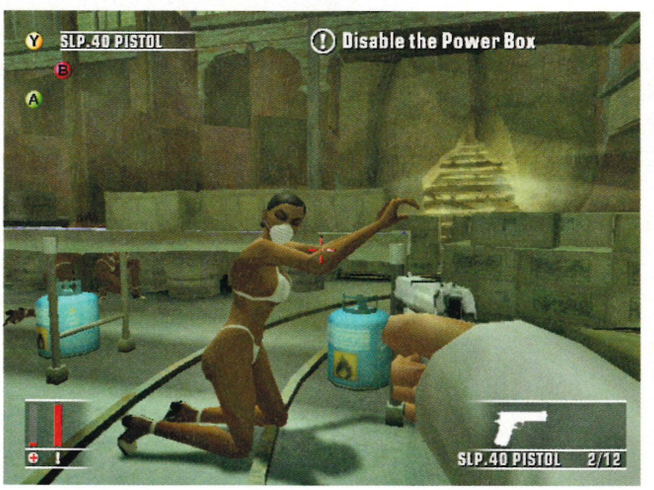
If you start shooting they die with one hit, then you can run away and hide until everyone else forgets about the murders they've just witnessed and goes about their normal business after a few minutes. So don't play it on Rookie. That's like buying a Porsche and only driving it in reverse.

Up the difficulty a notch to Normal and they'll bust your arse into bite-size chunks even if »

"Don't play it on Rookie. That's like buying a Porsche and only driving it in reverse"



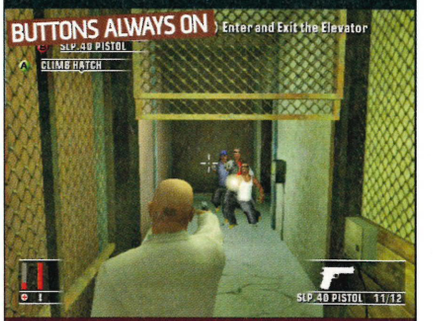
↑ Agent 47 is, literally, in the closet.



↑ In an ideal world, perhaps you wouldn't be ramming guns in their faces.

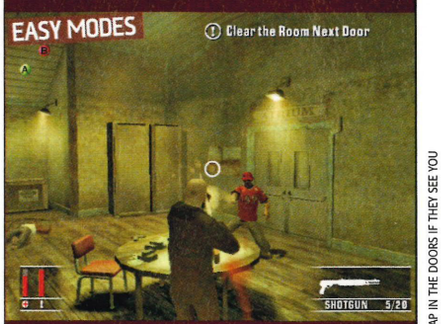
MAKING IT EASY

The new Hitman's suddenly a lot more player-friendly. Here's how...

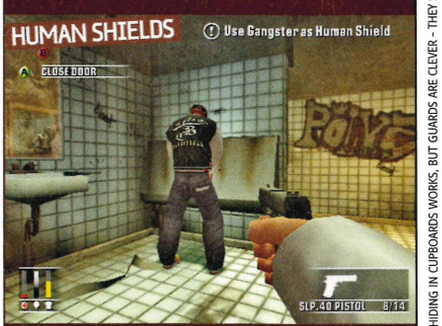


Yes, new *Hitman* always tells you what button you need to press all the time up there in the top-left corner. It's not really necessary, especially as *Hitman* appeals to gamers with brains, thanks to the stealth business.

New Auto-Do-Stuff mode means all you need to do to make Agent 47 climb up/along/over something is blunder him in the vague direction of it. He'll climb it, if it's climbable, without needing to be told.



Honestly, Rookie difficulty makes a mockery of the famous *Hitman* stealth play. On Rookie you can blast your way through, ignoring the genius levels and whacking everyone in the face. Disgraceful.



Grab an enemy, then use them to absorb all the bullets or stop bad guys shooting you at all. It's a bit naff that a trained silent assassin has to use pussy wimp moves like this!

NO HIDING PLACE: HIDING IN CUPBOARDS WORKS, BUT GUARDS ARE CLEVER – THEY SHOOT THROUGH THE GAP IN THE DOORS IF THEY SEE YOU

RIGHTING THE WRONGS?

Can Blood Money make amends for the critically panned Hitman: Contracts?

CONTRACTS CRITICISM

A confusing plot was told via flashback sequences that made little sense, plus there wasn't much of a running theme.

Later levels were recycled early levels and missions nicked from *Hitman 1* – save for a re-jigging of enemies and objectives.

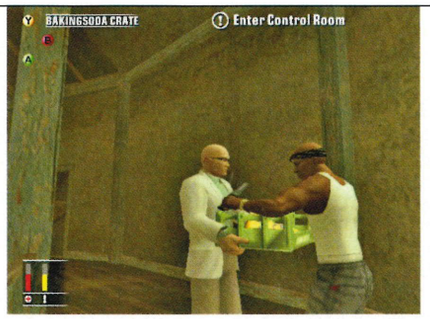
Identical look and feel to *Hitman 2*, with nothing in the way of alterations or enhancements to make the game look better.

BLOOD MONEY FIX

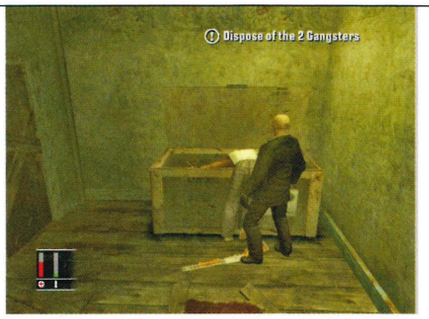
The plot is way more coherent, and although the levels are still self-contained it manages to let you know what's happening.

It doesn't happen any more. Simple as that.

New visual engine, plus better control of Agent 47. The US setting gives a great mixture of urban and tropical locations.



↑ Hiding guns in crates stops you getting hurt.



↑ Hiding bodies in boxes helps with living too.

»» you're holding down the left trigger and trying to sneak. It's suddenly ten times harder and like a proper *Hitman* game. Only the elderly and infirm should bother with Rookie. On top of this comes Expert and Pro settings, each of which further enhances the challenge and brains of your enemies.

Blood Money also ups the toughness by including its new Notoriety system. Notoriety works by charting how aware the enemies are of you and your work. Leave more of a trail and get spotted and your Notoriety grows, making the bad guys more aware of your presence. Each mission has several different end sequences depending on how you got through it, with bigger cash rewards coming your way if you manage to keep yourself off the front page and remain mysterious.

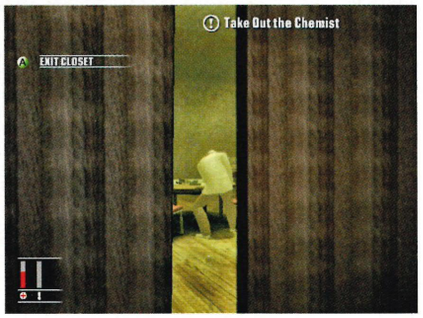
So you need to work on staying hidden. And that's the greatest appeal of the *Hitman* games. Sneaking around enemies while wearing a lab uniform, security guard costume or doctor outfit is something you don't often get to do. It works here and it's a laugh. You're worried about getting caught at every turn, you're walking slowly through buildings past people with big guns, hoping no one busts you. In every level. It's great.

If you do get busted, the resulting events depend on your difficulty setting. On Rookie, guards will gradually reset themselves, taking up their original positions or maybe hanging around a slightly different area and paying a bit more attention to what's happening. The thing is, it's not game over as soon as you're spotted. Play it on something above Rookie, mind, and you're up Trouble Creek without an excuse.

You soon get to understand *Hitman*'s hierarchy system and start automatically seeking out a better uniform to help you keep hidden and stop enemies noticing the bald killer in their midst. It happens in most missions. Nicking superior uniforms from dead guys lets you walk into the next area, better

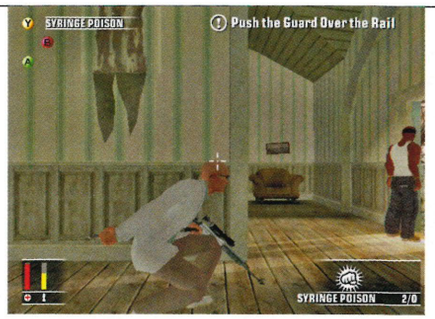
"You need to work on staying hidden... that's the greatest appeal"

↑ The enemies don't notice huge bloodstains.

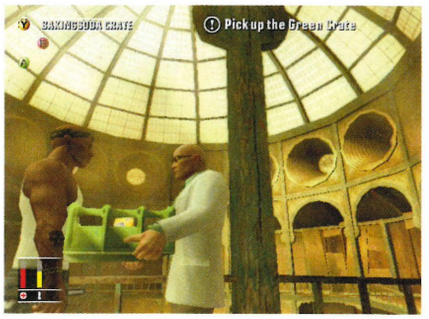


↑ If they see you go in, you're still dead.

↑ If you want to play it like an FPS you can – but only on the Rookie difficulty setting.



↑ Tip-toeing. It's the core of the game.



↑ It looks nice - classy and varied throughout.

clothes mean you're safe to stroll through the next set of brainier guards and so on. It's a *Hitman* game, and that's what you do.

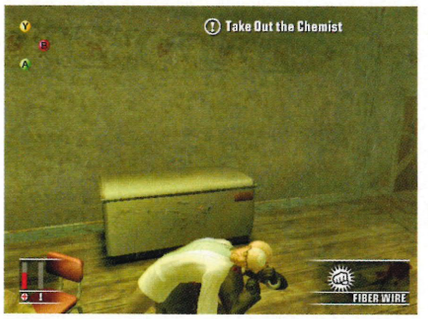
But it's kind of hard to know how to play *Hitman: Blood Money*. On Rookie, you can play it like an FPS - especially if you click the right stick to whack the camera into FPS viewpoint. On the harder levels, it becomes a painful exercise in extreme stealth that makes *Splinter Cell* look like *Dance Dance Revolution*.

In fact, it's possible to play *Hitman: Blood Money* like *Rainbow Six* if you're busting through it on Rookie. Each location has a set number of enemies, and if you manage to off them all and hide, you're free to wait around until the alert status goes back down to normal and move onto the next sector. Cheesy, yes, but possible if you're impatient.

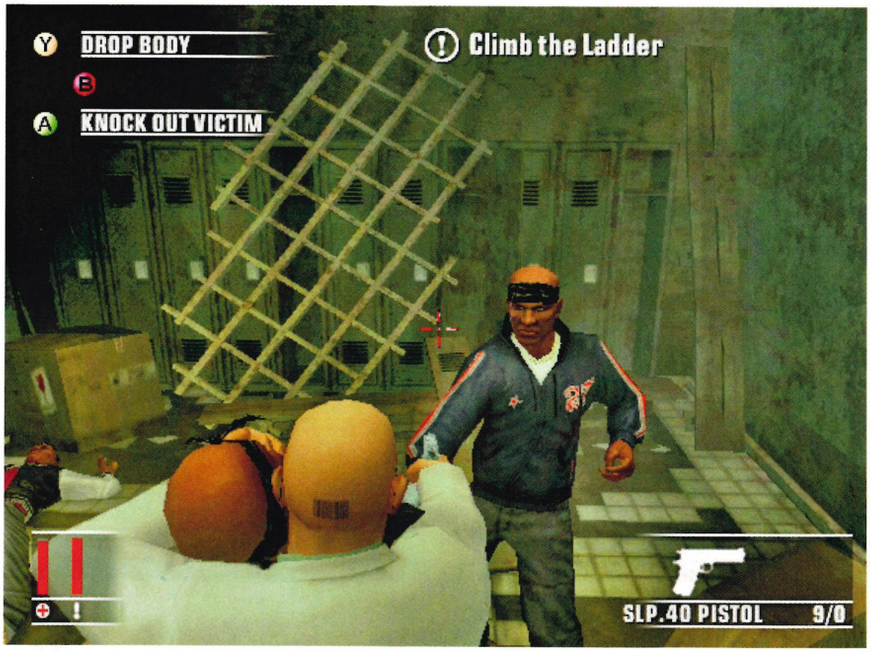
Pressing the shoot button when you're close to someone strips their weapon away from them and lets Agent 47 turn it against them, but if you're playing on anything other than Rookie difficulty you'll be gunned down promptly if you let things progress to that level of personal violence.

What's impressive is the freedom you're given. The levels really do let you approach them in »

↑ The screen's gone a bit red. This means we're about to die. It's a bloody hard game, okay?



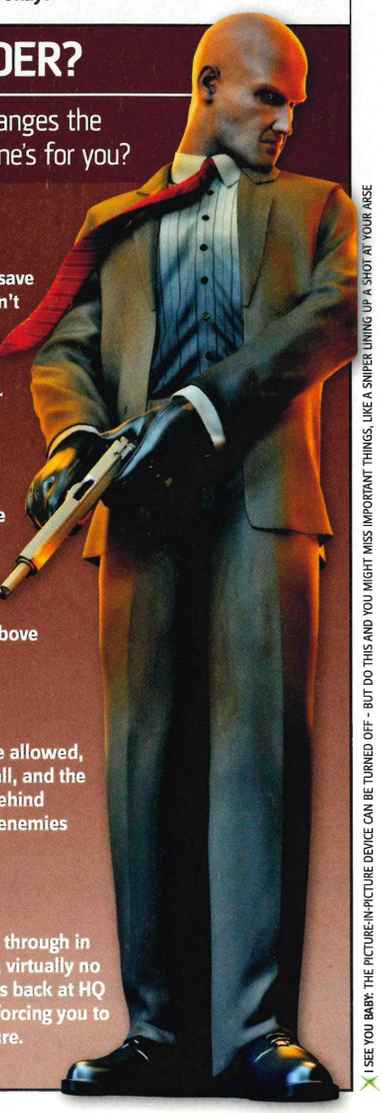
↑ Nicking uniforms features in every level.



↑ The enemies have been gangsta'd up in a *50 Cent Bulletproof* urban style.

HARDER, HARDER?

Your difficulty setting changes the game massively. Which one's for you?



ROOKIE

This gives you infinite mid-level save positions, friendlier AI that doesn't immediately kill you and forgets things they've just seen, plus it turns off the Notoriety system - so you don't get hammered for making mistakes.

NORMAL

Only seven save positions can be used, and this time the game starts uploading your play statistics to Xbox Live. If you want to compete online, you have to make the effort to rise above the Rookie shame.

EXPERT

Only a disastrous three saves are allowed, the Agency hardly helps you at all, and the amount of evidence you leave behind boosts your Notoriety - making enemies hunt you down quicker.

PRO

No saves! Levels must be played through in one go, with advanced enemies, virtually no remote assistance from your pals back at HQ and the same Notoriety system forcing you to cover your tracks. Absolute torture.

I SEE YOU BABY: THE PICTURE-IN-PICTURE DEVICE CAN BE TURNED OFF - BUT DO THIS AND YOU MIGHT MISS IMPORTANT THINGS, LIKE A SNIPER LINING UP A SHOT AT YOUR ARSE

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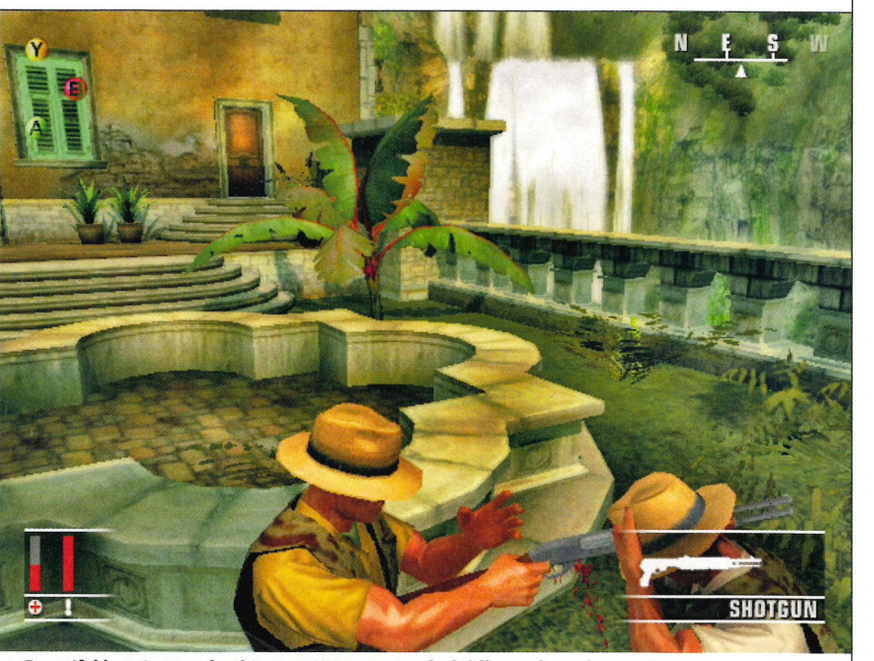
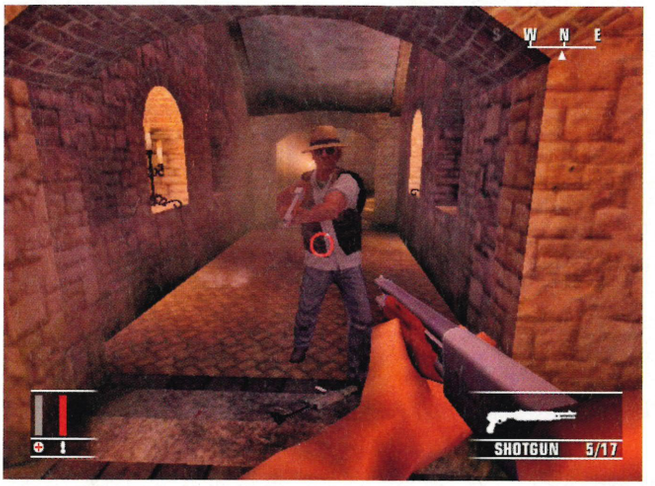
↑ Despite our uniform we've been spotted. Death is inevitable.



↑ Beautiful locations make this new *Hitman* game feel different from the previous ones.



↑ Ammo is ridiculously limited - guns run out and there are no pick-ups.

↑ Endings differ, depending on how you did.

↑ Whoops. A bad thing has happened.

many different ways. Some locations don't even give you the slightest clue about how to progress, you're simply dumped down in a massive, interweaving maze of corridors, outbuildings and pathways, then left to work it out for yourself.

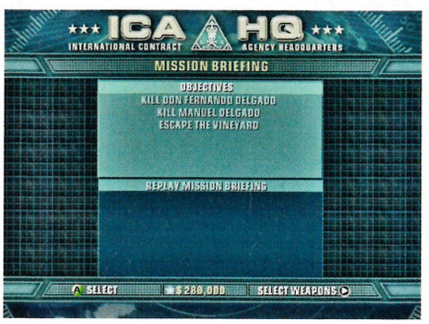
Loudly through the front door with the shotgun, quietly round the back with the sniper rifle or painfully slowly through the bushes using your coin to distract guards and throttling people silently with the wire - this game actually lives up to its promise of letting you choose your own way of playing.

That's the most impressive thing about *Blood Money*. Playing on a challenging difficulty setting makes it impossible to run and gun your way through, so you must think, plan, die and start again, then steal trousers and impersonate officers if you want to play it properly.

Like most Xbox games these days, it's pretty flawlessly presented and looks damn nice throughout. The variety of locations helps, with Agent 47 taking in more glamorous places than your average Bond movie. America's big, different round every corner and *Blood Money* never repeats *Hitman: Contracts*' mistake of repeating levels. You're always given a new place to explore - and exploring is much easier this time thanks to a much more flexible Agent 47.

He's been working on his motor skills, coming with less of the option-selecting and more of an action theme. You don't have to select 'jump' or 'climb' from a menu, he just does it. Walk up to a box and he climbs it, without needing to be told. Pipes are automatically grabbed, boxes clambered over, and 47 has more fist-based moves to get him out of trouble when ammo's low.

It's easier to play, but that's not to say it's been dumbed down. It's just less of a chore to move him around. You're also allowed more save positions when playing the game on easier difficulty settings, which is nice of it, although you can't revisit a level you got halfway through. Quit and you're starting back from the beginning, even if you're being a wuss and playing on Rookie.



↑ To the point: mission briefings are brief.

↑ Sleeping guards make things a bit easier.

Bonus info

ZOOM IN

Clicking the right stick whacks you into first-person viewpoint. This gives you a better view and suddenly makes Agent 47 quite a bit easier to control.

A lot of people were disappointed with the last *Hitman* game. This one's better. Not by much, but it's more user-friendly, has had a slight visual upgrade and the plot and game settings are a big improvement over the lacklustre *Contracts*. A new weapon upgrade system and the Notoriety theme that encourages stealthy play boosts the likelihood of you replaying levels, too, as does the genius inclusion on Xbox Live scoreboards.

But it's still you sneaking about with a bald head while trying very, very hard not to get spotted by the wrong people. Happily, you're getting a fresher, more varied selection of missions that erases the memories of the half-assed *Hitman: Contracts* and proves that Agent 47 is still one of Xbox's darkest and coolest heroes.

The Summary

HITMAN: BLOOD MONEY THE FACTS YOU NEED TO KNOW!

- ✔ Easier to control than ever, thanks to a simpler game engine that does most of the positioning work for you.
- ✔ New first-person perspective gives you a better view of the action - and helps this appeal to stuck-in-their-ways gamers.
- ✔ The American setting gives you loads of new mission locations - and none have been recycled from previous games.
- ✔ The difficulty settings really make a difference to how you play the game. Rookie for newcomers, loads more for experienced hitmen.
- ✘ Could still be mistaken for a minor mission upgrade pack to the previous *Hitman* titles...

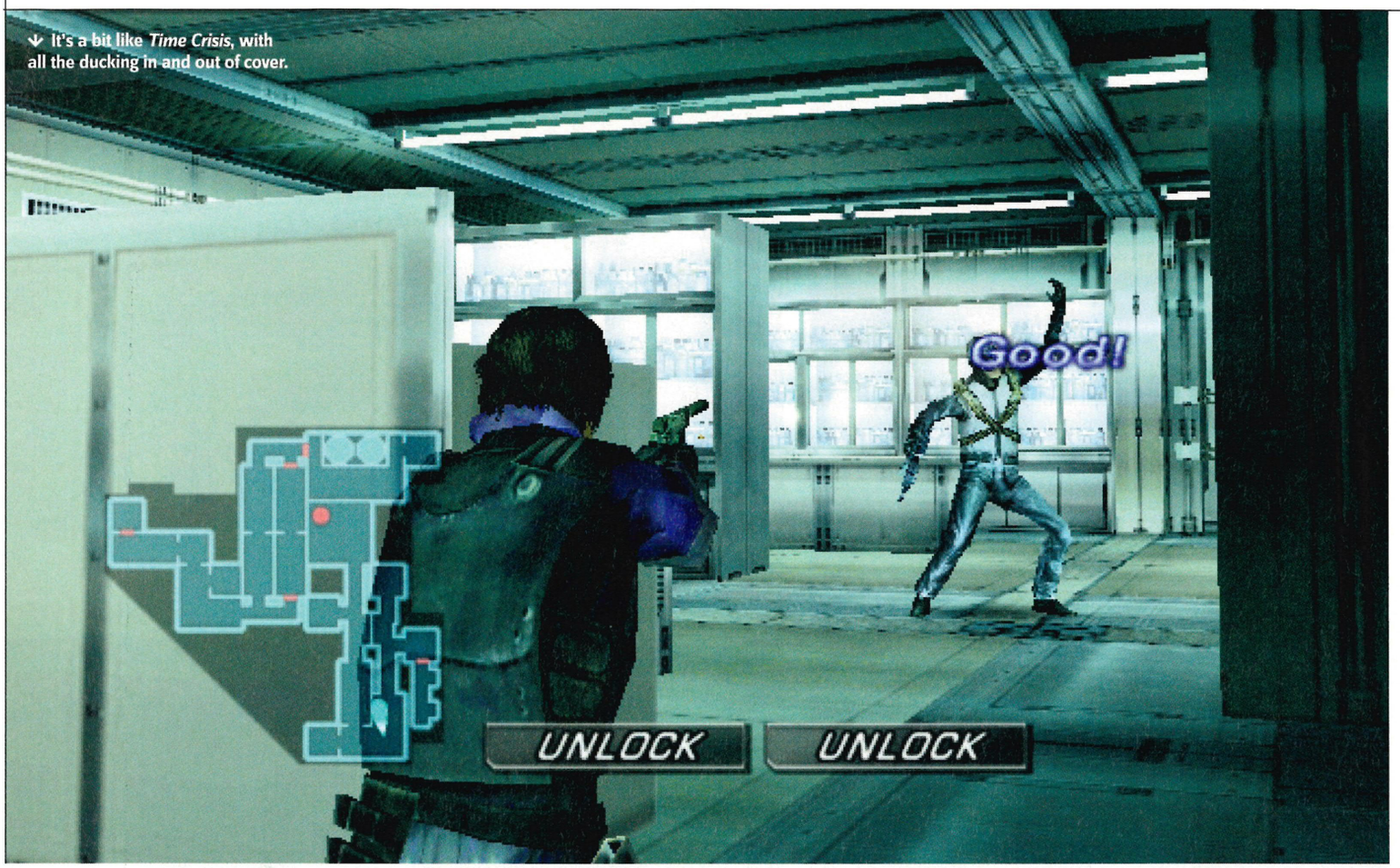
The Verdict

More of the same but tweaked and jazzed up, *Blood Money*'s quite a return to form for the stealth franchise.

8.1//10

PREVIOUSLY: Exclusive Access - Issue 54
COMING SOON: Masterclass - Issue 57

DRESSED DOWN: YOU CAN SWAP CLOTHES WITH MOST PEOPLE YOU SHOOT - BUT NOT WOMEN. YOU CAN'T SNEAK IN HEELS



↓ It's a bit like *Time Crisis*, with all the ducking in and out of cover.

Winback 2: Project Poseidon

The war on terror boils down to a game of hide and seek

Words: Jonathan Todd

Dev: Cavia Inc	Pub: Koei
Players: 1-4	Live: None
Release: 09 June	Price: £40
www.koei.co.uk	

OF ALL THE names a cold-blooded terrorist might use against those trying to take him down, calling someone a "wussy" like it's a scrap in the school playground probably isn't in the book of top 100 insults. There are plenty of words that would be more appropriate, most of them with four letters in. But getting branded a wussy is something that'll happen to you a lot in *Winback 2*, with your anti-terrorist team members spending 90 per cent of their time hiding behind cover. Well, it's the only sensible alternative to getting shot to bits.

You see, there's only one tactic that works in *Winback 2*, and that's propping yourself up against a wall or a solid object and popping up when there's a break in enemy fire to unload a few shots yourself. Save for running out into the open guns blazing and dying an inglorious death, it's the only tactic available in *Winback 2*. This is a one-trick pony of a game that gives all it's got to offer in the first level, but does it well enough and gets the difficulty balance just right that by the time it's all over you'll at least feel like you've earned the right to see the end cut-scene.

Any given shootout goes something like this: you enter a small room, a handful of enemies scramble to various cover points, and you have a few seconds to get behind cover yourself before they open fire. While in cover you can move the crosshair to target an enemy before stepping out to fire, which is crucial to your survival. Emerge too soon while an enemy is still firing and any bullets that hit you actually knock you even further into the open, leaving you more vulnerable to any fire from other enemies.

It's a game that demands perfect timing and accuracy. Timing the moment to open fire when enemies are either reloading or moving to another cover point, and being accurate enough to take them down in the small window of opportunity. Fortunately, you can target individual body parts such as the head, arms, legs or torso, with one headshot being all it takes for an instant kill and two shots for anywhere else on the body. Hitting his right arm causes an enemy to drop his weapon, while shooting his left arm removes his grenade-throwing ability. If you really want to earn the best score at the end of a mission, a second shot that

↑ Craig Contrell doesn't really look that hard.

Bonus info

MISSION IMPOSSIBLE

Often there's very little to differentiate one route from another in each mission, when you're fighting exactly the same enemies in the same locations – apart from coming at them from an alternative angle.

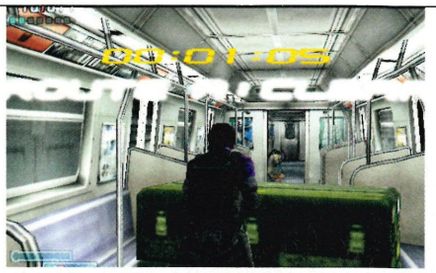
INFERIORITY COMPLEX

The original game, *Winback: Covert Operations*, was a Nintendo 64 title that ended up getting ported to PlayStation 2. Perhaps this goes some way towards explaining the below-par graphics in this sequel.

↑ This shootout has gone a bit *Naked Gun*.

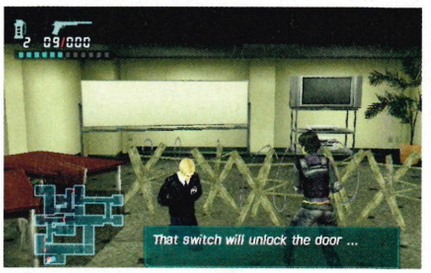
↑ Like Stormtroopers, some can't shoot straight.

↑ There's no defence against Craig's fists.



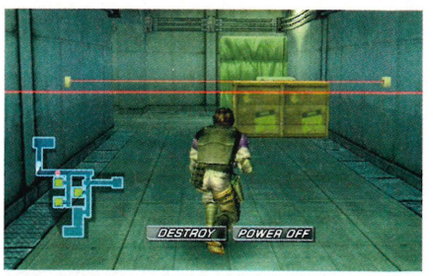
↑ Just over a minute left to get through the train.

↑ Stun him with a flashbang or blow him up.



↑ Hostages give helpful, if obvious, advice.

↑ Only step out when he pauses to reload.



↑ Don't lose your head - literally if you stand up.

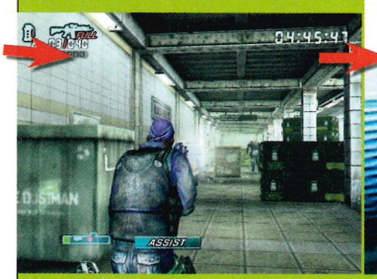
ROUTE MASTER One mission. Two perspectives. Let's go to work...

↑ Craig needs to make Nick's route safe so his partner can secure the subway station...

↑ Route A: Keeping these goons busy leaves the way open for Nick.

↑ Route B: While playing Nick, take care of the enemies attacking Craig.

↑ Route A: Time-sensitive objectives determine Route B's difficulty.



↑ Route B: Craig's work leaves Nick to mop up remaining enemies.

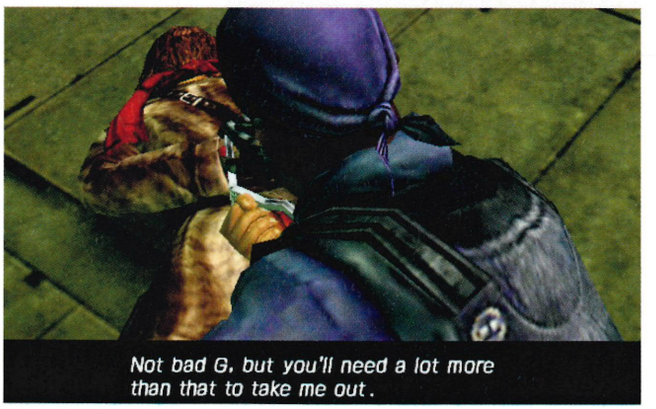
↑ Not a bad effort, but you can replay either of the routes to get a better score.

hits either the arms or the legs of an enemy results in him dropping to his knees and putting his hands on his head, which signifies an arrest.

Although this is pretty much the entire game in a nutshell, *Winback 2* tries to mix things up with a so-called 'Route' system, involving two out of the three playable characters in any one mission. At the start of every level you're given a split-screen view of two operatives who begin the mission in the same building but at different spots. You're then handed control of one character and must complete your objectives as normal until the mission resets and you play through it again from the other character's perspective.

The idea is that the first character spends most of his time either clearing out enemies so the other has a relatively safe passage, or unlocking doors and deactivating security lasers located in his team-mate's route. And to a degree it works rather well,

"The objectives are no more imaginative than finding a switch or computer panel"



↑ The excuses come pouring out once you've put the first boss on the floor.

with many of the 'Assist' and 'Unlock' objectives pitting you against a pretty severe clock. There's also the occasional neat moment when you can spot the first character in action while you're playing as the second.

That said, the entire concept isn't half as clever or original as developer Cavia seems to think, and for the most part it actually feels underdeveloped. The actual objectives you complete to help your partner are no more imaginative than finding a switch or a computer panel to unlock a door; you can go as far back as the original *Doom* to get an idea of how many times this kind of puzzle has been done to death. It doesn't help that there's no discernible difference between any of the three characters in terms of their weapons, abilities or even mission objectives - even the second character's route »»

NAME GAME: THE WINBACK GAMES LOVE CHARACTERS WITH RIDICULOUS NAMES. THE FIRST GAME PITTED JEAN-LUC COUGAR AGAINST TERRORIST KENNETH COLEMAN. IN WINBACK 2 YOUR THREE OPERATIVES ARE CALLED CRAIG CONTRELL, NICK BRUNO AND MIA CABRERA

TARGET PRACTICE There are three ways to take down an enemy

HEAD
Headshots result in instant death and save ammo, but you lose out on arrest points.

LIMBS/BODY
A bigger target area, obviously, but you'll need two shots to put an enemy down.

MELEE
For the rare occasions you manage to get close enough, and an enemy is defenceless.

↑ Mia stays a lot calmer than her ranting boss. We know what we're doing, okay?

↑ Complete the 'Power On' and 'Unlock' tasks to make life easier for your partner.

"It's a game that demands perfect timing and accuracy"

» involves finding yet more switches and control panels to operate. Yawn.

You can't help feeling that the game would have been much better and far more interesting if you'd had to use two characters strategically by switching control between the pair more often. Their unique abilities could have been called upon to solve specific puzzles in real-time and work in tandem, instead of playing through a big lump of the game at a time before replaying it with the second character.

At least the first character's success does have a bearing on the second character's progress, beyond being able to enter previously locked doors. Points are awarded based on how quickly you complete the time-sensitive objectives, collect certain items and avoid getting riddled with bullets, which are then carried over to the second character in the form of health. On anything but the easiest difficulty setting, it's vital that you lay enough good groundwork or it's virtually impossible for the second character to get anywhere.

Despite the one-note gameplay, lousy graphics and criminal lack of Xbox Live multiplayer (there are only four split-screen games for up to four players), *Winback 2* somehow manages to remain pretty compulsive. There's something very satisfying about popping out from cover to cap a few terrorists in the head then ducking back again before the others can return fire. As simplistic as shooting gallery games like *Time Crisis*, but just as enjoyable.

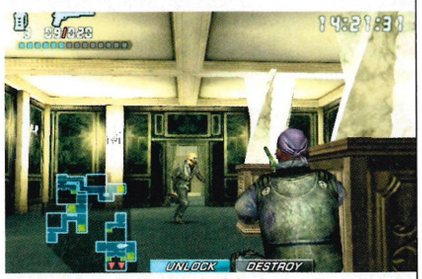
↑ See what you did before from another view.

↑ The infra-red targets individual body parts.

Bonus info

YOU'RE THE BOSS
Every so often you'll come up against a boss character. Their attack pattern is easy to figure out; this bloke wields a powerful shotgun, but takes an age to reload it, giving you plenty of time to launch a counter-attack.

TEAM WINBACK
The four multiplayer modes are deathmatch, Blast Happy, Sniper Battle and Survival Battle. Every game except the last is playable as a two-on-two team battle, or you can let the computer take over any of the characters if you don't have enough friends.



↑ You've got one shot before he reaches cover.

The Summary

WINBACK 2: PROJECT POSEIDON THE FACTS YOU NEED TO KNOW!

- ✔ There's little more to the game than stepping out from cover to shoot a succession of identikit enemies, but it's still good fun.
- ✔ It's certainly difficult, with very little ammo and health available and perfect timing required whenever you open fire.
- ✔ The 'Route' system works well, offering challenging time-sensitive objectives and health being carried over to the second character.
- ✘ On the other hand, it hasn't been exploited to its full potential. Switching between characters in real-time would have worked better.
- ✘ Xbox is capable of much better graphics than this, and the game looks like a five-year-old PlayStation 2 title.

The Verdict

An old-fashioned shooter in both looks and gameplay, but done with enough conviction that you can be forgiving.

6.9//10

PREVIOUSLY: Has been hiding behind cover until now
COMING SOON: Hints & Cheats – Issue 57

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↑ Dropships are deadly, but there is always a way to defeat them – trust us.

Rogue Trooper

A stunning shooter starring 2000AD's one-man blue army!

Words: Ben Lawrence

Dev: Rebellion	Pub: Eidos
Players: 1-2, 2-4 S.Link	Live: 2-4 players
Release: Out now	Price: £40
www.roguetrooper.com	

ROGUE TROOPER rocks. You barely need to read this review, just take a look at the screenshots in front of you and the score at the end. A little better than your 'average wargame', right? Kinda giving off that whole *Metal Gear Solid/Mercenaries* (Issue 39, 8.5) vibe, isn't it?

Okay, so the first couple of levels are a bit rubbish, but bear with it. You'll amble through the usual training nonsense, and be itching to get out there and start blasting, but you know what? These aren't usual training missions. They hint at bigger things to come, so pay attention.

Sure, there are the usual 'learning to calibrate your target' (looking around in other words), and 'learning to calibrate your weapons' (pointing, shooting, blah blah) bits. But what surprised us about *Rogue Trooper* is how it just keeps layering on the extras, gently unfolding to reveal Rogue's specialist killing skills until you're dispensing mines, mastering the art of holographic manipulation, placing sentry guns, or upgrading weapons like it was second nature. Within ten minutes you'll be armed, primed and in control of one of the most

Bonus info

SALVAGE EVERYTHING
Remember to salvage wherever you can. Corpses, shot-out pillboxes, burned cars, and disabled mechs all yield resources, so collect, collect, collect! Without it, you can't make medi-packs, weapons or upgrades, and you'll find yourself facing an uphill fight. Look out of piles of salvage which glitter – these yield more salvage points.

↑ A well placed grenade sorts most problems.

↑ Nord snipers – not very nice people.

↑ Snipers leave a trace. If you're lucky.

↑ Duck behind barriers to protect yourself.

↑ Check out that swishy heat-blur. It's like something from a James Cameron movie.

↑ This mysterious minx will help rescue your ass at one point. Do you trust her though?

↑ With friendly craft falling from the sky, Rogue really is a man alone, surrounded by treachery. He'll fix it, though...

↑ Whip out your Sammy Launcher! Meaty!

↑ There are stealth bits too (included by law).

↑ Use your scope, blow them up!

fiercely enjoyable Xbox characters we've encountered in a long, long while.

What makes *Rogue Trooper* such a joy to play is the constant, shifting nature of gameplay, and how you're persistently forced to use the skills and equipment you've mastered during training. And when all that challenge is presented in an environment so richly detailed as *Rogue Trooper*'s Nu Earth, it adds up to some stellar gaming.

Having been betrayed at the beginning of the game, Rogue's three brothers in arms are slain, and their personalities captured and stored in complex microchips embedded in Rogue's equipment. With one in his gun, another in the backpack and the third in his helmet, each is voice-acted perfectly, offering snippets of information at appropriate times and suggesting the next course of action in Rogue's quest for revenge. But each is also an indispensable part of Rogue's arsenal. Helm (the helmet) can be used to unlock doors and crack codes, Bagman (the backpack) will inject you with medi potions and even invent new weapons, while Gunnar can transform himself into various types of gun depending on what the situation calls for.

If, for example, three enemy choppers are swarming down and raining all manner of hot lead upon you, transforming Gunnar into the Sammy Launcher is just what the doctor ordered. Sending up a screaming trail of flame is hugely satisfying, and when the sky bleaches of all colour and a cascading mass of metal and twisted debris crashes down in front of you, it's clear that *Rogue Trooper* is just as much about firing guns as enjoying the results.

Bad guys die in wondrous, stupid ways as well. Shoot them in the head and they go down like a bag of bricks, but punch a hole in their gas tanks and they stumble about »»

HOW D'YA LIKE THEM PINEAPPLES?

So many grenades to choose from, but so little time...

FRAG

Your basic grenade type - explodes, hurts people. Frags need fewer resources to make than other grenades, and do a decent amount of damage. Not very precise, but good for lobbing into crowds or at gas canisters.

INCENDIARY

These are nasty. Anyone stood nearby when one explodes will go up in a ball of flame. The most men we took out in one go was five grunts, all of which ran around on fire. Not as heavy so they don't go as far, but still deadly.

STICKY

Our favourite. Throw a sticky grenade at an enemy and if it doesn't hit your target, it'll swerve until it does. Once they're attached the enemy will panic, then everyone around him will panic too. Then... kaboom! Classy.

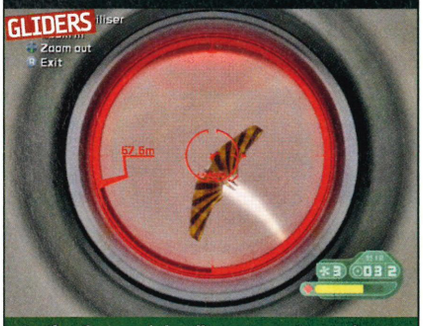
SCRAMBLER

Perfect for stunning large mechs and disabling enemy equipment. Not deadly, but used wisely they can save your bacon. We'd still rather have a bunch of frags rather than these, but they're handy nonetheless.

DREDDLOCK HOLIDAY: THIS IS REBELLION'S SECOND 2000AD GAME. THE FIRST WAS NASTY FPS JUDGE DREDD: DREDD VS DEATH. HOW THINGS HAVE CHANGED...

WELCOME TO NU EARTH!

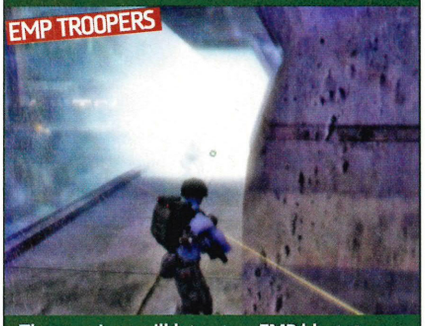
It's 2000AD's scary vision of the future! Here are some of the less 'appealing' sights you might want to avoid...



Swift, silent and deadly, you won't see these guys until they've already attacked you. Wait until you see their stripy underbellies before trying to take them out.

Leave these ugly munters alone and you can walk through a whole pack of them unharmed. But if you're dumb enough to attack, you'll be ripped to shreds...

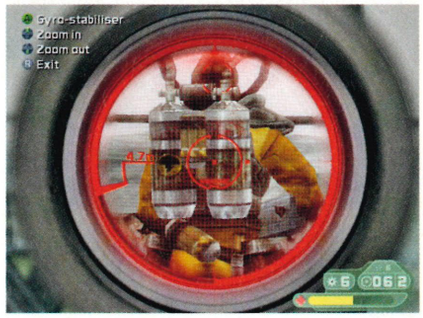
Watch out for these. In all their varieties, if you get caught by the beam you're done for. Keep away once they've blown up too - some contain horrible surprises.



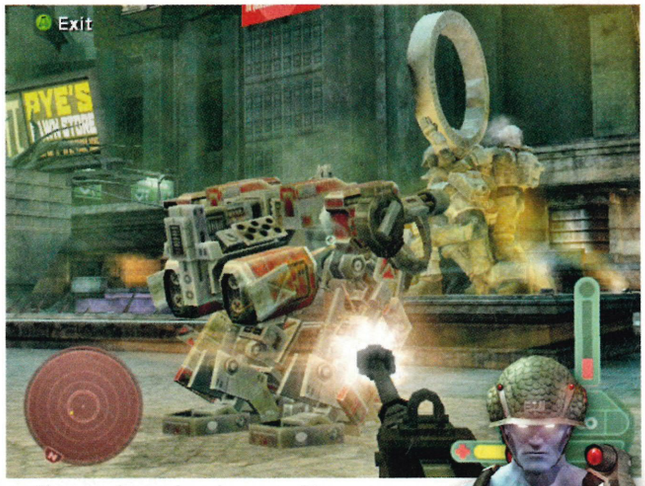
These swines will let out an EMP blast strong enough to blur the screen and make your gun, helmet and backpack go offline, leaving you open for attack. Take them out ASAP.

↑ Big Brother is watching you. In a world where no one can be trusted, TV broadcasts can offer clues to the conspiracy...

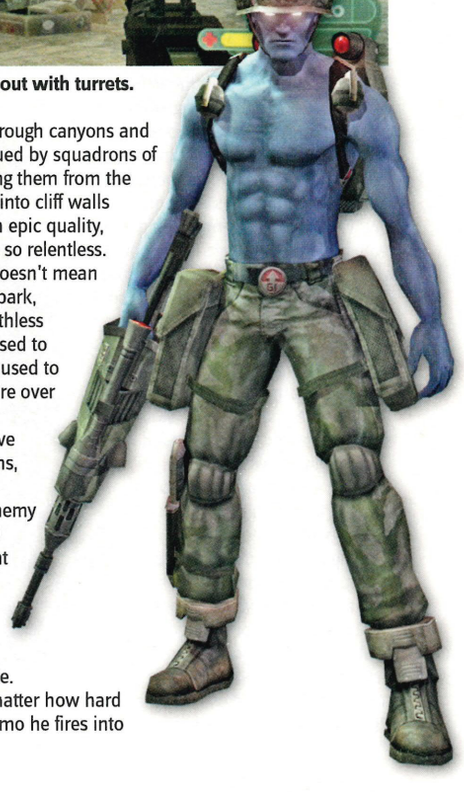
↑ Let the flames die, then SALVAGE!



↑ Go on, just a little trigger-squeeze. Do it...



↑ Giant mechs can be taken out with turrets.



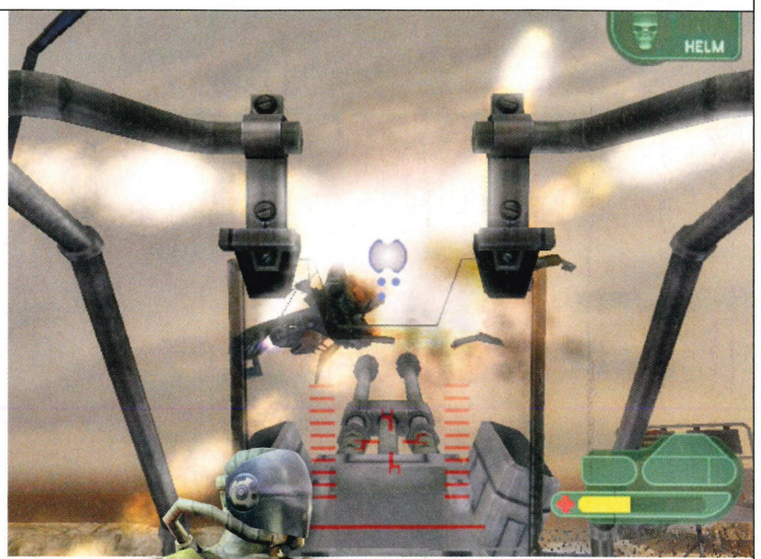
»» panicking before disappearing in a stream of smoke. And if you're lucky enough to be inside a flak cannon or mounted gun, look about the scenery as well. Gas canisters, statues or giant neon signs can all be used to squish the enemy. And if interactive scenery is a bit too complex for you, Rogue can lay a sprinkle of itsy black mines - too small to see, too nasty to survive - to explode enemies good and proper. They can be deployed in scatter formation or dropped like breadcrumbs behind you as you flee from an enemy. Or, if Bagman has been fed enough salvage (collected from dead bodies to transform into weapons), he'll produce so many varieties of grenade you're often spoiled for choice about which one to use.

As well as the deeply entertaining third-person game, *Rogue Trooper* is also punctuated with stunning first-person moments. They're on rails for the most part, but swooping through canyons and great fissures in the Earth pursued by squadrons of fighter craft is great fun. Swatting them from the sky and watching them smash into cliff walls gives the game something of an epic quality, especially as these sections are so relentless. Just because they're 'on rails' doesn't mean they're a walk in the Nu Earth park, though. They're ferocious, breathless set-pieces we were quite surprised to discover in a game we secretly used to think would be 'a bit poo'. We're over the moon to be proved wrong.

Then, just as soon as you've survived the first-person sections, breathless and clinging to life, you're sent to snoop around enemy encampments, ducking behind crates or trying to perform silent kills to stay out of trouble. The game changes gear, direction and pace so expertly it's like playing your way through a fantastic action movie.

Occasionally though, no matter how hard Rogue tries and how much ammo he fires into

↑ On the back of a dropship - enemy craft will chase you. Shoot them down!



↑ See a gun? Use it! It saves Sammy ammo.

Nord faces, there will be times when no amount of snooping will keep you safe, and that's where the training kicks in again. Rogue can have Helm project a hologram decoy to draw fire away, or if he puts the 'Holo-Rogue' into 'high-power mode', it can be used to scout out a level in safety to find a way through. Gunnar can be detached and placed as a sentry gun as well, clearing dangerous corridors or guarding entrances to rooms while Rogue goes about his business.

But all the ingenious trickery at Rogue's disposal has been matched blow for blow by the game's fearsome enemies, the Nords. Dropships thump deadly automated pill-boxes into the ground from high above, and once powered up, they're formidable. Rattling out bullets upon your detection, even if Rogue manages to take one out (we're not telling you how), they explode and unleash a swarm of automated robots who'll come at you and explode in close contact. Giant mechs clunk about, eager to rip your shiny blue ass apart, while some of the Xbox's nastiest snipers will pick at you without giving away their location - it's no surprise this was made by the team behind the super-hard *Sniper Elite* (Issue 48, 7.8).

As unforgiving as it can be, *Rogue Trooper* never once fails to be entertaining. It's solid and chunky, a big generous slice of effortless fun. The learning curve is perfect, missions are constantly shifting and throwing in new challenges, and there are enough twists in the plot to keep you pressing on, wanting to discover more.

Of course, there are a few quibbles that deserve the wagging finger, and here they come... First up is the lumbering speed at which Gunnar transforms into other weapons. With a screeching warship bearing down on you, its not nice to have your gun excusing itself as it transforms into something big enough to deal with the problem. Rogue also seems to need permission to vault over small walls (a job which will require the pressing of the X button almost as much as you need to pull the trigger), something we'd expect him to do automatically, what with being an elite super-soldier and all. Also - and we're being super-picky here - scrolling through complicated grenades and weapons options before you can use anything spoils the pace a bit, the game »»

↑ Nord troops are smart. It makes the fight fun!

↑ Get into shelter if you're attacked from above.

↑ One well-placed shot and the dropship drops!

↓ You can take these ships out before they drop the troops. A tactic we advise.

OLD TROOPER: ONE OF BEN'S FAVOURITE 19TH CENTURY SPECTRUM GAMES WAS ROGUE TROOPER. YOU HAD TO GO AROUND COLLECTING BITS OF A BROKEN ROCKET. HE COMPLETED IT TWICE, WHEN IT LOADED...

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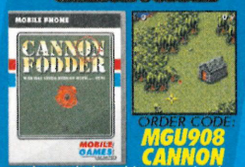

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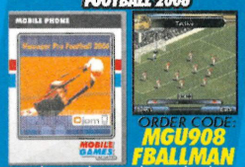

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ROGUE ON THE RUN Our favourite Rogue moment. Get off your horse and shoot those Nords!

Making his escape on a heavily armoured military train, Rogue Trooper thinks he's home free. But then, as the train rattles along through the barren wasteland, deep inside the canyon walls he hears a hollering war cry, and suddenly he's plunged into the most explosive section of the game. It's an ambush!

Stamels ridden by Nords stream up from the canyon to the left. But there's a mounted cannon to either side, so Rogue jumps in and picks them off. These guys will attack over and over again so Rogue must switch from side to side to constantly keep them at bay...

Just as Rogue thinks he's held off the attack, a scream comes from the front of the train - a whole bunch of Nords have climbed on board! Rogue has to take them out, but all the while more Nords are attacking from both sides, and a strange shape is appearing on the horizon!

Bazooka emplacements start appearing - these guys do serious damage. Rogue must shoot the bazookas from the sky then pick off the gunners themselves. Worse still, they're mounted high on arches that curve over the track. The train's rear-mounted cannon should help out...

Gliders, dozens of them, scream down from the sky! Thankfully the train has turned into a narrow canyon, but their bombs cause serious damage. There are dozens of them, and they'll not stop until you're dead. Pick them off from afar before they get too close.

The badly damaged train limps through the canyon into a series of underground caves. Rogue's safe here, surely? But no - more Stamel riders are here, and up ahead is a wing of attack choppers warming up their missiles! If you get this far on your first go without dying, we salute you.

With the choppers and cave behind him, and the train in a critical state, the worst is yet to come. Yet more gliders swoop down to attack, then three more attack choppers scream in for a go. Only precision firing and a lot of luck will get Rogue through this final brutal attack. Phew!

↑ **Shoot out cars near troops for extra bang.**

↑ **If you can't hit them wait till they swoop in.**

» sometimes being too fiddly for its own good. Learn how to quickly access what you need and when, though, and you'll feel like the Terminator.

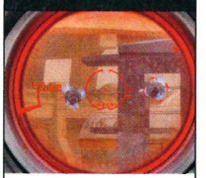
Moaning aside, *Rogue Trooper* is a beautifully accessible game, an impressive achievement given the legions of hardcore *2000AD* fans it will have to please. It somehow manages to walk the fine line between uncompromising geekdom and all-out fun to strike a perfect chord, nailing the feel and gameplay perfectly. The talking equipment is more than just looped voice recordings, giving *Rogue Trooper* characters you'll actually care about (the last time that happened we were playing *Half-Life 2*). And even though he's a grumpy killing machine, we even started liking the big blue fella himself too.

Combining a little stealth, a little tactical stuff and a whole shipload of chunky, satisfying combat, *Rogue Trooper* is truly a game for the masses. Crucially, though, it's one that doesn't suffer the cut corners and dumb gameplay that hobbles the likes of, say, EA's recent 007 games. This is solidly put together, quality gaming, made by a team which obviously cares about the licence it's bringing to life, and that's put a lot of thought into doing so.

It's a title that offers so much to see, do and interact with you'll never look at obscure game licenses in the same way again. As we said at the start, *Rogue Trooper* rocks - and if there's any justice on Nu Earth, the developers should be given the vast amounts of money required to buy all the cool film and comic licences EA owns and make them into equally cool games. Because as *Rogue Trooper* so brilliantly proves, not all of them need be cynical, shoddy cash-ins.

"This is solidly built, quality gaming, made by a team that's put a lot of care into adapting the licence"

Bonus info



SWARMS ALIVE!
If you see dust swarming and moving in the distance, it's always worth looking at through the sniper rifle. More often than not, what you thought were simply harmless particles actually turn out to be remote floating mines. Snipe them to be safe.

The Summary

ROGUE TROOPER THE FACTS YOU NEED TO KNOW!

- ✔ Looks great, from beginning to end. Endless scorched desert, or built-up hellish future cities are all ripe for a little Rogue action.
- ✔ Rogue can deploy decoys, use sentry guns and even make his own weapons. It's so much more than just another shooter.
- ✔ The levels are brilliantly inventive. Ride shotgun in an attack chopper, or snoop about encampments in silence - there's something for all!
- ✘ The controls can be hellishly slow. We want to be able to quickly snap between weapons, not faff around when our ass is on fire.
- ✘ Pressing X to climb a wall. Other games are clever enough to handle it, so why isn't our super trooper in blue?

The Verdict

A sturdy, fun-packed title packed with neat features, great gameplay, and more variety than most other 'action' games.

8.8//10

PREVIOUSLY: Gallery - Issue 55
COMING SOON: Hints & Cheats - Issue 57

FROM THE MAKERS OF... IF YOU LIKE ROGUE TROOPER, YOU MIGHT WANT TO CHECK OUT THE MUCH-LOVED BUT OVERLOOKED SNIPER ELITE, SET IN WWII AND MADE BY THE SAME DEVELOPMENT TEAM. IT'S A CORKER!

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↑ It's even got a certain familiar orange HUD display.

Classified: The Sentinel Crisis

Half-fat Half-Life for half the price and a fraction of the fun

Words: Mark Robins

Dev: Torus Games	Pub: Take 2
Players: 1	Live: None
Release: Out now	Price: £20
www.globalstarsoftware.com	

IF *HALF-LIFE 2* is a seven-course five-star blow-out at Claridges while Cheryl Tweedy and Sarah Michelle Gellar mud wrestle in front of you for the right to give you a foot rub, *Classified: The Sentinel Crisis* is a Tesco Value can of beans in comparison. This is budget first-person shooting with a capital B and a first-class honours degree from the University of No Frills Gaming. To be blunt, we were blown away with all the force of a sickly gnat's fart.

Fortunately, one thing *Classified* isn't is offensively bad. This is by no means another cut-price travesty along the same lines as *Conspiracy: Weapons of Mass Destruction* (Issue 46, 3.7). If you're prepared to chuck all your preconceptions of what actually makes a decent, professionally polished piece of software out the window, then it's clear at least some effort has been put into making *Classified* a playable game. The characters, for instance, are surprisingly sharp and well-detailed and once you've battled your way past the depressingly dull concrete streets of the opening few levels, the environments become a vaguely jolly, if rigorously linear, jaunt.

It's not even all that bad technically. The controls work fine, it's all fairly smooth - even if strafing does feel like you've had lead bars sewn into your trousers on occasion - and the futuristic assault rifle you come armed with features a number of satisfyingly chunky add-ons. Okay, so the enemy intelligence won't have Stephen Hawking sweating in a sudoku contest, but at least the poor cannon fodder chumps know to run when you chuck a pineapple their way.

No, the real issue here is one of ambition - or lack of it in this case. That *Classified* wants to be taken seriously as a *Half-Life*-style, story-driven shooter is obvious - the futuristic combat suit you're shoved in is basically Gordon Freeman's hazard suit in all but name, with that strangely erotic voice that tells you when you've shattered your leg for the third time that day. But whereas *Half-Life 2* is an incredible, Orwellian tale of alien invasion full of imagination, suspense and incredible set-pieces, *Classified* is a tiresome rummage through Eastern Europe in search of a missing scientist. Dull, grey cityscapes? Check. Predictable, revolutionary sub-plot? Check. A level spent sniping in the snow? Double check. It's enough to make you believe that Tom Clancy is genuinely the most imaginative writer of our time.

And if *Classified*'s mind-numbingly insipid plot and predictable level design isn't enough to put you off, then consider what else you can pick up and play for 20 quid these days. Do we really need to say *Halo 2*, *Ninja Gaiden* and *Fable*? You can probably pick up *Half-Life 2* itself for a score these days, so why settle for *Classified*'s frozen chicken nuggets when you could be dining on Valve's gourmet caviar instead? Pass the salt, Cheryl.

↑ Evil totalitarian oppression, in one screenshot.

Bonus info

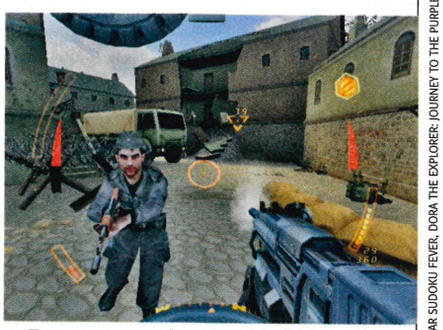
SUITS YOU SIR

One thing *Classified*'s combat uniform boasts over Mr Freeman's hazard suit is a number of different vision modes, the most useful of which is an enemy scanner that picks out enemies even when they're behind cover. It makes ambushes (and challenging fun) a thing of the past!

↑ Rebel HQ, by the looks of the grubby clothing.

↑ Try aiming at the enemies next time, Gordon.

↑ Didn't we just kill that guy in the last picture?



↑ Err... anyway, at least it works fairly well.

The Summary

CLASSIFIED: THE SENTINEL CRISIS THE FACTS YOU NEED TO KNOW!

- ✔ Character models are surprisingly detailed for a budget game and some of the environments are quite nice. Not the urban ones though.
- ✔ It works perfectly adequately too - a vast improvement over the majority of 'straight-to-budget' shooters.
- ✘ The whole thing feels just so, so, basic. *Classified* is a first-person shooter desperately in need of some love and attention.
- ✘ The story is predictable and shambolic, on a par with *Delta Force 3* - a movie so shocking even Chuck Norris turned his nose up at it.
- ✘ There's no multiplayer. At all. Then again, what are the chances of you finding anyone else in the WORLD playing this on Live?

The Verdict

A by-the-numbers budget shooter with very little in the way of spark. Not a total stinker, but hardly worth your cash either.

4.8//10

PREVIOUSLY: It's been a classified project until now...
COMING SOON: Hints & Cheats - Issue 57

FROM THE MAKERS OF... IF YOU ENJOYED CLASSIFIED, OTHER GAMES FROM THE SAME PUBLISHER INCLUDE GLOBAL STAR SUDOKU FEVER, DORA THE EXPLORER: JOURNEY TO THE PURPLE PLANET AND, UM, ERR, ARMY MEN: MAJOR MALFUNCTION. EAT YOUR HEART OUT, ROCKSTAR!

Official Xbox Magazine ELITE

Elite Directory

The best Xbox games that scored 8.5 and more!

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

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

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

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

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

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

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

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

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

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

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

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

DEF JAM FIGHT FOR NEW YORK
REVIEWED: Issue 35
TYPE: Beat 'em up
"Thoughtful, well-constructed. As fun as it is violent. Rated 18"
SCORE 8.5

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

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

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

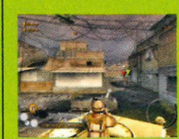
FAHRENHEIT
REVIEWED: Issue 47
TYPE: Adventure/Puzzle
"A truly captivating, dark, and grown-up adventure title. Xbox needs more games like this"
SCORE: 8.9

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

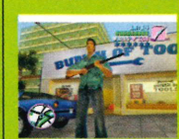
FIFA 06
REVIEWED: Issue 48
TYPE: Sports
"Your annual update of football fodder is served. The *Pro Evo*-est *FIFA* yet!"
SCORE: 8.5 XBL: ★★★★

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

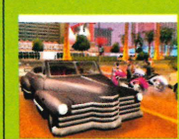
FORZA MOTORSPORT
REVIEWED: Issue 42
TYPE: Racing
"All the thrills of *Gotham*, plus mods galore and phenomenal online options"
SCORE 9.4 XBL: ★★★★



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



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



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

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

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

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

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

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

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

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

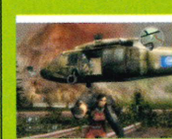
LARA CROFT TOMB RAIDER: LEGEND
REVIEWED: Issue 54
TYPE: Adventure
"Lara's back - and she's hotter and better than ever"
SCORE 8.7

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

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

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

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

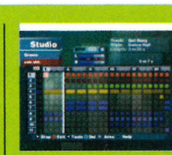


MERCENARIES
REVIEWED: Issue 39
TYPE: Third-person shooter
"Amazing effort. More plot and fewer explosions would have shaken *GTA*'s grip considerably"
SCORE 8.5

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

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

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



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

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

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

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

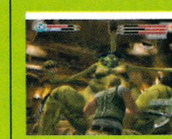
PARIAH
REVIEWED: Issue 42
TYPE: FPS
"Absorbing, tightly paced, ace mapmaker, incredible physics, innovative weapons system"
SCORE 8.9 XBL: ★★★★★

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

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

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

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



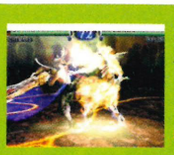
PSI-OPS: TMC
REVIEWED: Issue 33
TYPE: Third-person shooter
"Inventive powers offer hours of fun. Outstanding AI compensates for poor story"
SCORE 8.6

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

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

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

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



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

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

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

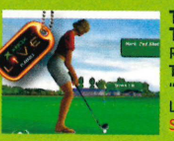
STAR WARS KOTOR II: THE SITH LORDS
REVIEWED: Issue 37
TYPE: RPG
"All that was good from *KOTOR*, in a far more oppressive place"
SCORE 9.3

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

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

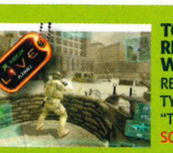
SUPER MONKEY BALL DELUXE
REVIEWED: Issue 41
TYPE: Party
"The gameplay is simple but so addictive. A huge challenge too"
SCORE 8.6

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



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

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

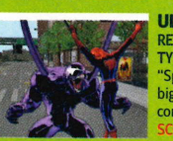


TOM CLANCY'S GHOST RECON ADVANCED WARFIGHTER
REVIEWED: Issue 54
TYPE: FPS
"The most absorbing *Recon* yet"
SCORE 9.0 XBL: ★★★★★

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

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

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



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

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

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

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

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

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

ELITE CLASSICS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

TOP SPIN
REVIEWED: Issue 23 TYPE: Sports
"Incredible. The best tennis game in the world. Massive single-player game and awesome with friends"
SCORE: 9.0 XBL: ★★★★

UNREAL CHAMPIONSHIP
REVIEWED: Issue 10 TYPE: FPS
"Frantic action will have you playing for hours at a time. Fast yet easily controllable and limitless fun on Xbox Live"
SCORE: 9.2 XBL: ★★★★

Full Interactive Reviews Directory

The ultimate buyer's guide! Scroll through more than 700 Xbox games on the disc. Press the A button on your controller to read the full reviews!

Official Xbox Magazine ON THE DISC
Official Xbox Magazine ELITE

EVERY! REVIEW! EVERY! YOU CAN READ EVERY SINGLE OXM REVIEW FROM ISSUE ONE ONWARDS – OVER 700 AT THE LAST COUNT – BY SIMPLY CHECKING OUT THE REVIEWS SECTION OF THE COVERDISC

Backwards Compatible Directory

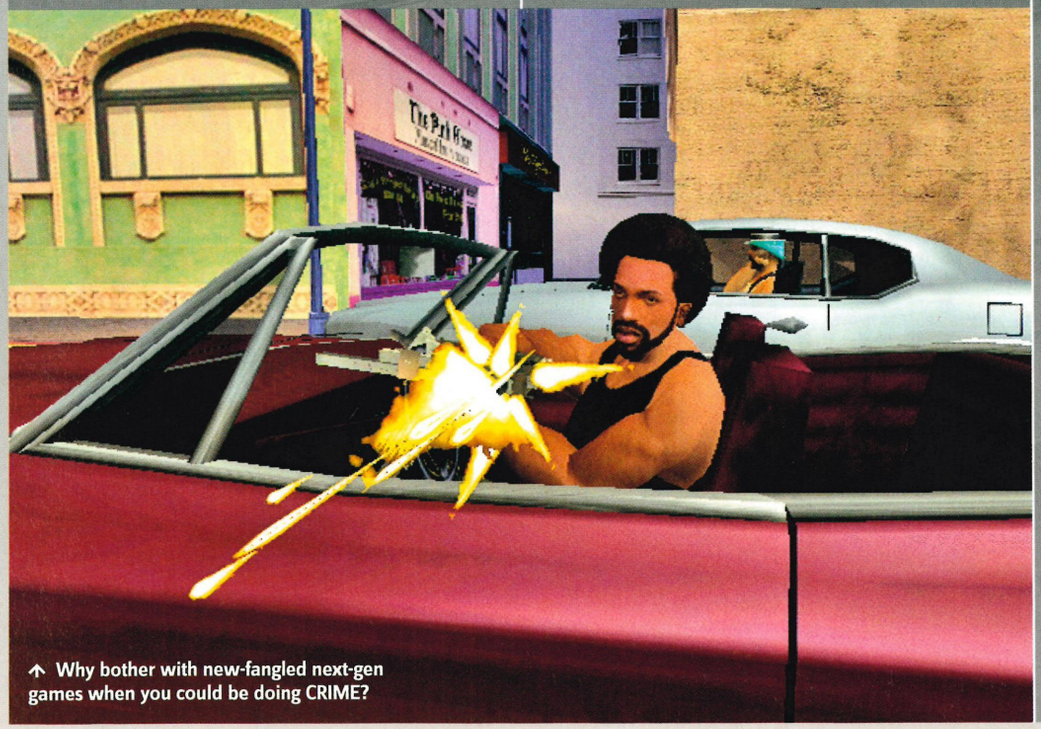
Your definitive guide to original Xbox games that are compatible with Xbox 360

What To Do...

- Unfortunately, your Xbox games aren't backwards-compatible with Xbox 360 straight out of the box. To get them up and running on an Xbox 360 you'll have to update each Xbox title before it will play on your shiny white next-gen console.
- There are three ways to do this, the easiest being a quick download from Xbox Live. If you're not a Live subscriber then you can either burn a DVD or CD with the required download, or order a disc with the required update on it, at www.xbox.com/en-GB/games/backwardscompatibility.htm#liveupdate.
- To date, there are just over 200 updates available for your Xbox games. Microsoft continually updates the list with new games, so we'll be keeping an up-to-date list here each month from now on.

↑ Got an Xbox 360? You could be playing old-skool games like *Black* on it TODAY!

Alias
Aliens vs Predator: Extinction
All-Star Baseball 2003
Amped
Army Men: Sarge's War
Atari Anthology
ATV Quad Power Racing 2
Baldur's Gate: Dark Alliance II
Barbie Horse Adventures
Batman Begins
Battle Engine Aquila
Battlestar Galactica
Black NEW!
BMX XXX
Brute Force
Buffy the Vampire Slayer: Chaos Bleeds
Cabela's Dangerous Hunts
Cabela's Outdoor Adventures 06
Call of Cthulhu: Dark Corners of the Earth
Call of Duty: Finest Hour
Circus Maximus: Chariot Wars
Close Combat: First to Fight
Colin McRae Rally 04
Combat Elite: WWII Paratroopers
Commandos 2: Men of Courage
Conflict: Desert Storm
Constantine
Crash Bandicoot: Twinsanity
Crash Nitro Kart
Crimson Skies: High Road to Revenge
Crouching Tiger, Hidden Dragon
Curse: The Eye of Isis
Dark Angel
Darkwatch
Deadly Skies
Deathrow
Digimon Rumble Arena 2
Dinotopia
Dead or Alive 3
Eggo Mania
Euro 2004
Fable
Fable: The Lost Chapters
FIFA 2003
FIFA 2004
FIFA Street
FIFA World Cup 2002
Fight Night 2004
Ford Mustang Racing
Forza Motorsport
Freedom Fighters
Futurama
Fuzion Frenzy
Genma Onimusha
Goblin Commander: Unleash the Horde
Grand Theft Auto III
Grand Theft Auto: San Andreas
Grand Theft Auto: Vice City
Gravity Games - Bike: street.vert.dirt
Half-Life 2 NEW!
Halo
Halo 2
Halo 2 Multiplayer Map Pack
Harry Potter and the Goblet of Fire
Harry Potter and the Philosopher's Stone
Hitman: Contracts
House of the Dead 3
Jade Empire
James Bond 007: Nightfire
Judge Dredd: Dredd vs Death
Jurassic Park: Operation Genesis
Kelly Slater's Pro Surfer
Legends of Wrestling
Lemony Snicket's a Series of Unfortunate Events
Loons: The Fight for Fame
The Lord of the Rings: The Return of the King
Manhunt
Mat Hoffman's Pro BMX 2
Max Payne
Max Payne 2: The Fall of Max Payne
Medal of Honor: Rising Sun
Medal of Honor: Frontline



↑ Why bother with new-fangled next-gen games when you could be doing CRIME?

↓ Does Xbox 360 do *Star Wars* games? It does now, thanks to BACKWARDS COMPATIBILITY!

MORE HELP ONLINE

Point your browser at www.xbox.com/en-GB/games/backwardcompatibilitygameslist.htm for details on how to download updates if you're not a Live subscriber.

↑ Stubbs LIVES on Xbox 360! Old games aren't dead yet...

Medal of Honor: European Assault
Metal Arms: Glitch in the System
Micro Machines
Mike Tyson Heavyweight Boxing
MTV Music Generator 3
NBA Live 2003
NBA Live 2004
Need For Speed Underground 2
NHL 2004
NHL Hitz 20-03
Ninja Gaiden
Ninja Gaiden Black
Outlaw Golf 2
Outlaw Volleyball
Pariah
Phantom Crash
Pitfall: The Lost Expedition
Predator: Concrete Jungle
Prince of Persia: The Sands of Time
Pro Evolution Soccer 5
Pro Race Driver
Pure Pinball
Puyo Puyo Fever
Quantum Redshift
Raze's Hell
RedCard 20-03
Red Dead Revolver
Red Faction II
Robotech: Battlecry
Rocky Legends
Rogue Ops
Rugby 2005
Samurai Warriors
Scooby Doo! Night of 100 Frights
ScrapLand
SeaWorld Adventure Parks: Shamu's Deep Sea Adventures
Sega GT 2002
Sega Soccer Slam
Shadow the Hedgehog
ShellShock: Nam '67
Sniper Elite
Sid Meier's Pirates!
Sonic Heroes
Sonic Mega Collection Plus
Speed Kings
Sphinx and the Cursed Mummy
SpongeBob SquarePants: Battle for Bikini Bottom
Spy Hunter 2
Spyro: A Hero's Tail
SSX 3
Stake
Star Trek: Shattered Universe
Star Wars: Episode III: Revenge of the Sith
Star Wars Battlefront II NEW!
Star Wars: The Clone Wars
Star Wars Jedi Knight: Jedi Academy
Star Wars: Jedi Starfighter Special Edition
Star Wars: Knights of the Old Republic
Star Wars Knights of the Old Republic II: The Sith Lords
Stubbs the Zombie in Rebel Without a Pulse
SRS: Street Racing Syndicate
Super Bubble Pop
Super Monkey Ball Deluxe
SX Superstar
Tecmo Classic Arcade
Teenage Mutant Ninja Turtles
Terminator: Dawn of Fate
Tetris Worlds
The Great Escape
The Hulk
The Incredible Hulk: Ultimate Destruction
The Simpsons Road Rage
The Simpsons Hit and Run
The Thing
Thief: Deadly Shadows
Tom Clancy's Ghost Recon
Tom Clancy's Ghost Recon 2
Tom Clancy's Ghost Recon 2 Summit Strike
Tom Clancy's Rainbow Six 3
Tom Clancy's Rainbow Six 3: Black Arrow
Tom Clancy's Splinter Cell
Tom Clancy's Splinter Cell: Chaos Theory
Tom Clancy's Splinter Cell: Pandora Tomorrow
Tony Hawk's American Wasteland
Tony Hawk's Pro Skater 4
Tony Hawk's Underground 2
Toxic Grind
Ty The Tasmanian Tiger
Ty the Tasmanian Tiger 2: Bush Rescue
Ty the Tasmanian Tiger 3: Night of the Quinkan
Urban Freestyle Soccer
Vexx
Worms 4: Mayhem
Worms Forts Under Siege
WWE Raw 2
XIII

↑ Even average titles work on 360! All tastes are catered for!

↓ No less than THREE retro Hawk games will work on your flashy new machine.

"No F***ing Lightweights!"

computerandvideogames.com

"Addicted since 1981, reborn in 2006"

BRITISH BOARD OF FILM CLASSIFICATION

REEL GAMES

Four magic moments inspired by the Hollywood silver screen

Words: Gavin Ogden **Art:** Joe Roberts

THE MAJORITY OF today's movie tie-ins are big business for games publishers. They'll go out of their way to secure the rights to publish games based on movies still in production, as well as films that hit Hollywood decades ago - EA's *The Godfather* being a prime example.

Over the next four pages are four hearty slices of Hollywood gaming that tick all the right boxes of the summer blockbuster. Each one has a hero that saves the world, all with arch-enemies as well as special powers - even if it is just being able to pull the ladies.

On this issue's demo disc, you'll find a fully playable demo for each of the following games. More importantly, you should be able to buy each title for under £20, so shop around for a good deal. Not only are these ones to watch, they're also ones to play.

Official XBOX Magazine ON THE DISC

Exclusive playable demos on your Game Disc!

Spider-Man: The Movie

With a great movie tie-in comes great responsibility...

Dev: Treyarch **Pub:** Activision
Issue: 04 **Score:** 8.0

YOUR FRIENDLY neighbourhood Spider-Man made his Xbox debut back in the summer of 2002, with a solid tie-in based around events of the awesome Hollywood blockbuster. With free-roaming, open-ended gameplay (seen in the *GTA* series, among others) being touted as the way forward, it was easy to see what direction the webbed warrior needed to go in if a game was ever to do the movie justice.

Spidey's incredible web-swinging abilities called for a very open type of game. If the player couldn't swing his way round New York, what would be the point? Spider-fans thankfully got what they all hoped for – a huge city to swing from end to end in.

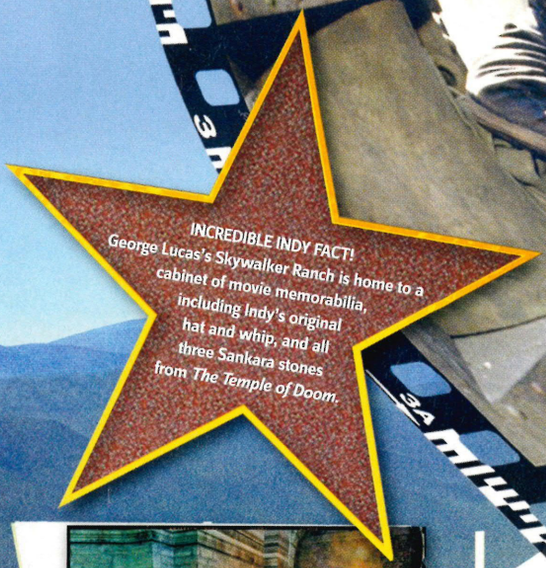
As seen in the film, you must chase the movie's main villain, in this case the Green Goblin, as well as saving silly little civilians from stupid death. Unsurprisingly your main weapon is the web and it's amazing what a little blast of silk can do for a game.

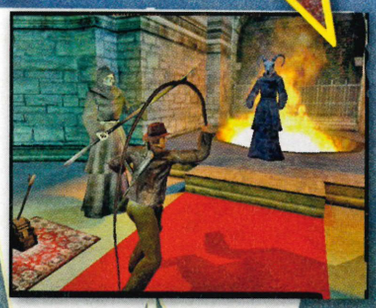
Since Spidey's Xbox debut in 2002, we've seen two further games from the universe, each one proving to be a hit in the shops. It's safe to say that, with this free-roaming formula, *Spider-Man* won't be going anywhere any time soon. Apart from Xbox 360 of course...

PLAY IT NOW!

What's better than playing the opening level of a game? Playing meaty sections from three different levels scattered throughout the game. A top tip for success in this particular demo is not to repeatedly hammer the same attacks. Why? Because we live in a time where videogame enemies are wiser than they used to be. Attack them the same way too much and they'll adapt quicker than the Borg and block you to death. This is a thinking man's Spider-game.

SILLY SPIDEY FACT
Each Spider-Man costume made for the movie cost around $100,000. Four were nicked in April 2001 and a reward of $25,000 put up for their return. That was the last they saw of them...





Indiana Jones and the Emperor's Tomb

Indy whips us into a frenzy in the Far East

Dev: The Collective **Pub:** Activision
Issue: 14 **Score:** 9.0

BEFORE THIS little beauty arrived on Xbox, a good Indy game was virtually non-existent. Okay, there was that text-based one that had something to do with the fate of Atlantis back in the Amiga days, and much ado about an 'Infernal Machine' on N64. But they were nothing compared to this.

Coded by US developer The Collective (also responsible for *Buffy the Vampire Slayer*), it was the first Indy game that actually worked like it was supposed to. Even using his famous whip was as straightforward as it should be. And seeing as though Indiana Jones was the original Lara Croft, it was about time too. With no sign of that long-rumoured fourth movie, it was down to The Collective to pen a convincing story for the lovable Dr Jones.

Set in the Far East in 1935, Indy begins his adventure by chasing an underground Asian cult society, the Black Dragon Triad and a German mercenary by the name of Albrecht Von Beck. Well, it wouldn't be an Indy adventure without ze Germans, would it? They've formed an alliance in the hopes of stealing the Heart of the Dragon, a black pearl that gives its possessor the power of mind control.

The pearl has been in hiding for over 2,000 years and it's rumoured to be buried in the crypt of China's first emperor. As you'd expect from any timeless Indy movie, it's up to you to prevent the Heart of the Dragon from falling into the wrong hands...

PLAY IT NOW!

Your exclusive playable demo disc is home to a sizable portion of the opening Sri Lanka mission. You hit the ground running in your quest to beat the Nazis to the booty. As it's the first level you'll be guided through the controls, including how to tame Indy's whip and use it for both taking out enemies and swinging across huge gaps in the floor filled with rusty spikes.

Van Helsing

A good old-fashioned 19th century monster mash

Dev: Saffire **Pub:** Vivendi
Issue: 30 **Score:** 7.0

PUBLISHER VIVENDI is almost a fan of the movie tie-in as much as Activision and EA. When *Van Helsing* was in early production, the publisher was swift to swoop in and snatch the rights to make a game based on the super monster hunter Van Helsing, who fears no man, beast, or evil demon-creature.

While *Van Helsing* (the game of the movie) failed to reach the dizzy heights of *The Chronicles of Riddick: Escape From Butcher Bay*, it did exactly what you'd expect it to - serve up a competent arcade-adventure experience, dressed up just like the movie.

Van Helsing's quest is to travel across Transylvania in search of monster bosses such as Dracula, Frankenstein and the Wolf Man. And it's all in a day's work for the hunter who's armed with some cutting-edge technology. Now we're not talking 007 and Q gadgets here, but what you have at your disposal is pretty good considering it's the 19th century.

It's not the best movie tie-in ever made, but it's far from the worst we've ever played. Fans of general vampire vanquishing should feel quite at home. And if you liked the movie, this will happily help you pass the time until that Xbox 360 you pre-ordered last summer turns up.

PLAY IT NOW!

Holy water? Twin pistols? Stake and cheese, err, we mean, garlic? You bet. It's time to dish out some 19th century-style pain in the exclusive playable demo of *Van Helsing*. Across two levels, you'll have to escape from Castle Frankenstein in one piece and disappear into the surrounding forest. The trick to being a successful monster hunter is using your grappling hook to pull enemies towards you, thus ensuring their demise. Good luck...

HELPFUL HELSING FACT!
In the *Van Helsing* movie, the production team kitted out Dr Frankenstein's lab with authentic antique medical equipment that they had bought on auction site eBay.

RIDICULOUS RIDDICK FACT!
Before *The Chronicles of Riddick* movie came the excellent *Pitch Black*, which had a total of 20 visual effects. The hugely more expensive follow-up had a massive 850 effect shots!

The Chronicles of Riddick: Escape From Butcher Bay

A textbook lesson in how to handle a movie licence

Dev: Starbreeze **Pub:** Vivendi
Issue: 33 **Score:** 9.0

ESCAPE FROM Butcher Bay was pumping out *Doom 3*-style visuals before *Doom 3* even came out! At the time it was the best-looking console game ever made, and it still holds its own in front of Xbox 360 to this very day. The game came from nowhere and took us all by surprise. It looked incredible, played like a dream, slotted into the Riddick universe perfectly (it's actually a prequel to the movie *The Chronicles of Riddick*) and even featured input and voice talent from Vin Diesel himself.

At its time of release back in October 2004, this collaborative effort showed the rest of the world just how a movie licence should be handled. Why a sequel was never released, we don't know. But we do know that the Vivendi suits must have been kicking themselves once they saw its critical and commercial success.

Riddick gets himself locked up in the brutal Butcher Bay prison, which makes Wormwood Scrubs look like a Holiday Inn with a built in Little Chef. Playing Riddick, you must survive the hostility and come out the other end with your limbs intact. Not easy when fighting is an integral part of the prison's daily timetable.

PLAY IT NOW!

A first-person shooter with a lack of guns? Yes, that's *Escape From Butcher Bay* and one of the reasons it rocks so much. Until you get your DNA into the mainframe, you won't be able to even pick up a gun. Get used to melee fighting and learn how to block from the start. This is a first-person shooter with a difference. Finished the demo? Do yourself a favour and pick up the full game. You need it in your collection.

Play:More

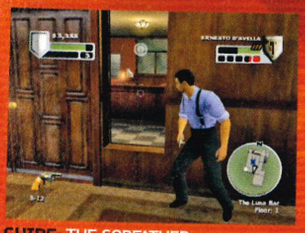
PLAY:MORE is about getting more from your games. From tips and cheats to in-depth Masterclasses, you'll find everything, explore everywhere and beat everyone.

It's about playing games until the disc wears out. It's about demonstrating your expertise, proving you're the best and taking your place among our elite community of Xbox gamers. It's about winning stuff, beating the challenges and earning respect from your fellow gamers.

Play:More is where you make *Official Xbox Magazine* your magazine.

DEMO: THE CHRONICLES OF RIDDICK

YOUR REVIEWS: HALF-LIFE 2



GUIDE: THE GODFATHER

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Get Involved! Prizes up for grabs for the best mad gaming clips!

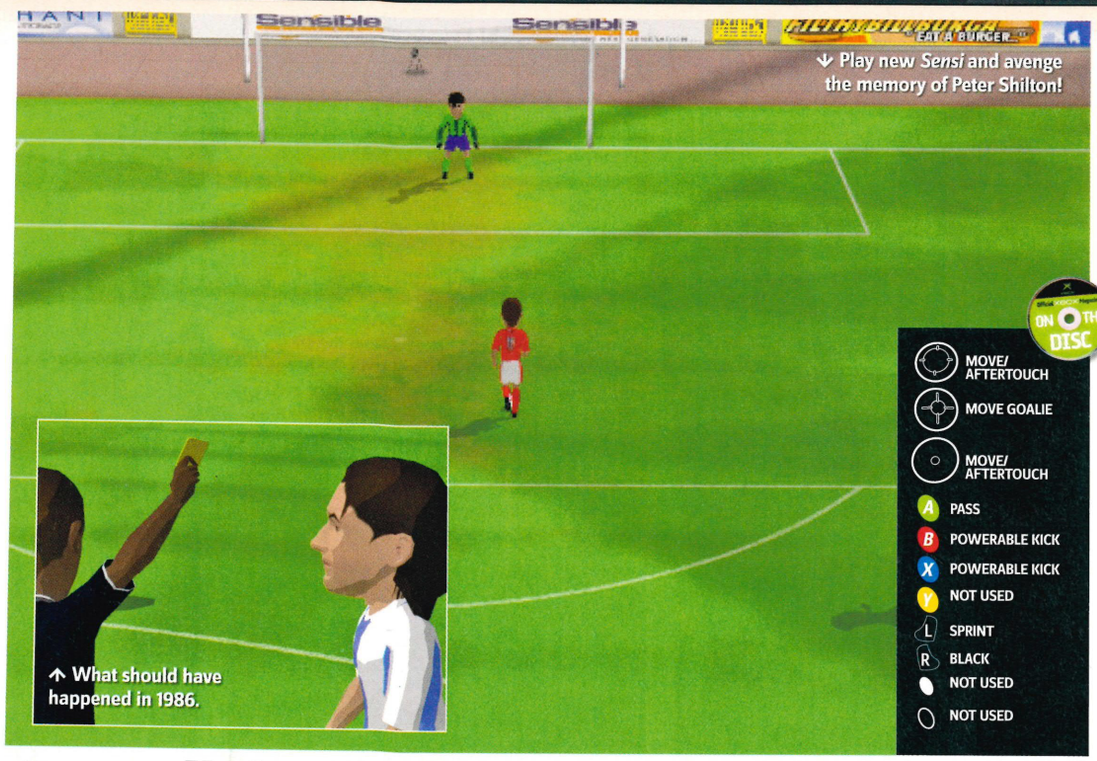
DON'T FORGET, we're offering top quality prizes here in Play:More in return for your maddest Xbox gaming clips. Think of it like *You've Been Framed*, only with Master Chief - and much funnier. So if you've pulled off an amazing stunt in *Burnout Revenge*, found something totally barmy in *Black* or pulled off a particularly amusing prank in *Ghost Recon Advanced Warfighter* we want to hear about it. And see it, obviously. Send your clips in to the usual address!

On Your Disc...

HANDS UP who wants to win a massive flatscreen TV! Ask a silly question... Right then, all you have to do is prove to us you're the best at this month's lead demo, *Sensible Soccer*.

Playing games to win prizes? That's almost as cushy as our jobs! As well as another visit to the dark and brutal world of *Hitman: Blood Money* and some crushing tank action in *Panzer Elite Action*, we've also cobbled together four of our favourite movie tie-ins.

It's your chance to uncover a few Xbox games you may have missed if you weren't on the Xbox ship right from the off. And if you're not afraid to seek out a bargain, you'll be able to pick up full versions of all four for a very reasonable price...



Sensible Soccer

Reviewed: Next Issue | Score: TBC
Players: 1-4

THERE'S A corner of our bedrooms that is forever 1994. The original *Sensible Soccer* consumed our lives, friendships being made and broken over a game that captured the fastest and funniest side of the beautiful game. Now it's back, with a new developer and a 3D cel-shaded makeover.

This month's awesome playable demo features a full match between old enemies England and Argentina. You can play either on your own against the computer or with up to three mates on one Xbox. Just plug in the controllers and choose your side, splitting into teams of two.

Compared to *Pro Evo* it's a blisteringly quick game, with passes and shots flying with incredible urgency. The arrow in front of your players shows which direction they're facing and which direction they'll pass or kick the ball. Pass the ball using the A button or take a shot or volley using the X and B buttons. The longer you keep X and B held down, the more power you'll put behind the ball.

It's also possible to put aftertouch on powered shots. Just press the left stick in the direction you want to bend the ball and it'll do the work for you. You'll need to master this to score the really impressive goals. Also, remember you can make your players sprint by holding down L - the grey power bar above each player's head indicates the amount of sprint power they have remaining.

Prize Challenge

We're looking to give the Argies a thrashing they won't forget. To stand a chance of winning that huge telly over there, we want you to play as England, against the CPU as Argentina. You have to score the quickest goal from kick-off. This is a single-player challenge so you won't be able to get your mates to help you. If you send in a qualifying time, we'll contact you to ask for a recording of your entire game (including the team select menu so we can be sure you were playing alone). Make sure your entries get to us before 08 June. You must be 15 or over to enter.

LOOK AT WHAT YOU COULD WIN!!
You could win a massive widescreen TV! (Actual model may vary, stand not included - sorry!)

Replay

Beat the keeper and send Argentina home crying like girls. That'll learn the cheating scumbags for Mexico 86/The Falklands...

Challenges

WELCOME TO another monthly round up of your best-est Xbox-based scores and times. It's the part of the magazine where you can become an international gaming celebrity! Sort of. We're running challenges based on both the Game Disc demos and full-price titles. Some are for prizes, others just for glory. Check it out, then get practising!

FIGHT NIGHT ROUND 3

Game Disc 54
THE CHALLENGE: Win the fight with the fewest punches possible

NAME	LOCATION	PUNCHES
LUKE FRENCH	LONDON	5
DEAN KING	LONDON	6
ANDREW LOCKLEY	BURNLEY	6
JOSH FOY	MANCHESTER	66
THOMAS ROSS	DUMBARTON	88
STEVE LIGHTSTORE	CHELTENHAM	211
BILL TAYLOR	BIRMINGHAM	213
RICHARD FRANCIS	DONCASTER	251
RICHARD MOORE	NEWBURY	260

Watch out, Mike Tyson! It seems almost impossible, but we've seen the scoreboards as proof and Luke French did manage to knock out his opponent in just five hits. And well done to Dean King and Andrew Lockley, who came a close second.

Issue 56 Challenges

Dear *Official Xbox Magazine*
Here is my Demo Challenge score:

SENSIBLE SOCCER

My fastest goal from kick-off was scored in:

Name .....
Address .....
.....
.....
Email address .....
Telephone number .....

Fill out the form and send it to Game Disc 56 Demo Challenge, *Official Xbox Magazine*, 2 Balcombe Street, London NW1 6NW by 08 June, or email your times to staff@futurenet.co.uk.

HAVE YOUR SAY: CHECK OUT THE OFFICIAL SENSI FORUM AT WWW.SENSIBLESOCCER.CO.UK/FORUM

Xbox 360 Videos

Don't forget to check the Xbox 360 section of the disc for awesome footage from some of tomorrow's hottest next-gen games...

Rumble Roses XX
There's nothing in this world we enjoy more than watching girls fight, which is why we can't get enough of Konami's upcoming lady-wrestling game. Based on the *Smackdown vs Raw* engine, the game replaces large, angry sweaty men with sexy ladies in skimpy outfits. In this month's match, you'll get to see Candy Cane taking on the lovely Ms Spencer.

Dead Rising
Not one but two awesome *Dead Rising* trailers this month. You can watch the original trailer, plus a brand new one showing some of the comedy weapons you'll get your hands on. It's going to be a lot of gory fun later this summer.

Lara Croft Tomb Raider: Legend
Although both games are identical to play, this trailer demonstrates the major graphical improvements you get in the Xbox 360 version of *Tomb Raider*. Lara looks sexier than ever as we play through the opening mission in Bolivia.

Panzer Elite Action

Reviewed: Issue 55 | Score: 6.1
Players: 1

IF YOU EVER asked your grandad what he did in the war, we hope he didn't tell you he was a Nazi tank commander. If, on the other hand, he fought for the winning side, he'd probably love to have a go on this month's playable demo. In this massive mission, you get to control a Sherman tank fresh off the D-Day landings. The French countryside looks beautiful, but it's actually a hiding place for an entire column of Panzer tanks!

Your first mission is to defeat the ambush indicated by the big yellow arrow on your radar. Sort them out, then battle through the region to the heavily defended supply depot. Here you'll face heavy resistance from the Panzers. They seem to pour over the hill endlessly, but you'll be able to take them out with a little help from your allies. Don't forget that you can set the AI-controlled Shermans to either an offensive or defensive formation using the A and B buttons.

Easily the most powerful tool in your arsenal are air strikes, which you'll receive after clearing out the depot. To activate the bombardment, click the Right stick to bring up your binoculars then point them at a target. Click and hold the stick again until you see a flare landing on the target spot. Within a couple of seconds the entire area will be rubble. Make sure you're well out of range.

Destroy the radio mast and its defences before the final onslaught. You'll have to fight more Panzers than you thought possible, but keep following the yellow markers and use your map if you have to to reach the final village.

↑ Smash up the Germans' stupid radio mast!

↑ Then drive over their toes for good measure.

Prize Challenge

WE'RE LOOKING FOR skill, accuracy and level knowledge here. The challenge is to complete the *Hitman* demo as quickly as possible. Whoever gets the fastest time can look forward to receiving two JOYTECH Neo S Wireless joypads in the post. What more could you possibly ask for? As this month's disc is 15 rated, you must be 15 or older to enter. Good luck!

JOYTECH

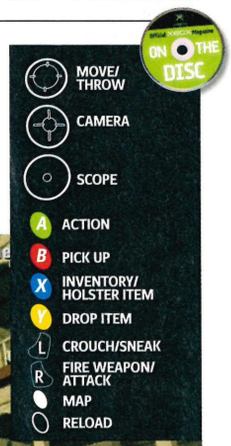
↑ That's one way to deal with the situation.

Hitman: Blood Money

Reviewed: This Issue | Score: xx
Players: 1

IT'S TIME ONCE again to crack out the Bic razor and shave your head like a complete nutcase/Gav. The hitman's latest adventure gets our full review treatment this month (see page 052), so to celebrate we're giving you another chance to play the world's finest murder simulator.

In this opening tutorial you'll enter a seedy underworld carnival, occupied by freaks, criminals and junkies. The unlucky individual on your hitlist is the carnival boss, an unpleasant bloke who definitely has it coming. Follow the instructions to hone your homicidal skills, then proceed through the area to where your quarry waits. There are lots of ways to go about it. You could try being sneaky, staying out of sight and avoiding all contact up until the big hit. If you can get there without being seen, you're very good. If, however, you prefer to get your hands dirty, then sneak around and take down the enemies before they can raise the alarm. Your garrotting wire comes in handy here. And there's always the option to go in guns blazing. Not the smartest, but it gets the job done. Just try to make sure you have enough bullets for everyone.



↑ Be as stealthy as a very tall bald man can be.

Replay

DON'T JUST LEAVE bodies lying all over the place! They look untidy and attract attention. There are plenty of good hiding spots if you look around...

Spider-Man: The Movie

Reviewed: Issue 04 **Score:** 8.0 **Players:** 1

All the advanced combos are unlocked for you to try out in this classic three-level demo. It's a good job too, as The Shocker and his goons are after you!

Pursue him through the sewers, thumping his evil minions along the way. After that, take to the skies for a little web-slinging training before starting on your arch enemy Harry Osborn, aka The Green Goblin.

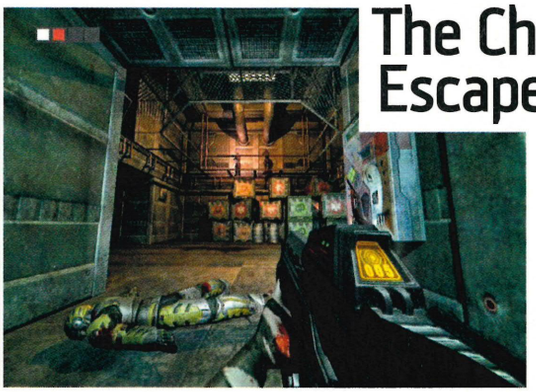
There are three different kinds of power-up to be found throughout this demo. Red spider symbols give you a health boost, blue ones refill your web fluid and gold spider symbols unlock new combos.

↑ All advanced combos (and Russian dance steps) unlocked!

↑ Beat up The Shocker as practice before taking on El Gobbo.

The Chronicles of Riddick: Escape From Butcher Bay

↑ Delicate necks, waiting to be snapped. He's a bad man...



↑ Riddick can't use the guns until his DNA's been uploaded.

Reviewed: Issue 33 **Score:** 9.0 **Players:** 1

EXPLORE ONE massive section of the galaxy's toughest prison as violent criminal Riddick! Only once your DNA is stored by the database can you pick up and use firearms, however. Kill the technician guarding the terminal, input your genetic code and start blasting!

Pressing White activates your weapon's flashlight. This will make it easier to pick out enemies in the darkness. You can also snipe enemies using the Black button. Don't be intimidated by the droid at the end of the mission. Enough bullets will take him down, or you can just avoid him by jumping into the elevator.

Indiana Jones and the Emperor's Tomb

Reviewed: Issue 14 **Score:** 9.0 **Players:** 1

BEFORE LARA CROFT there was Indiana Jones. In this demo you must adventure through the first section of the Sri Lanka mission. It's essentially a training level to help you get to grips with Indy's weapons and abilities.

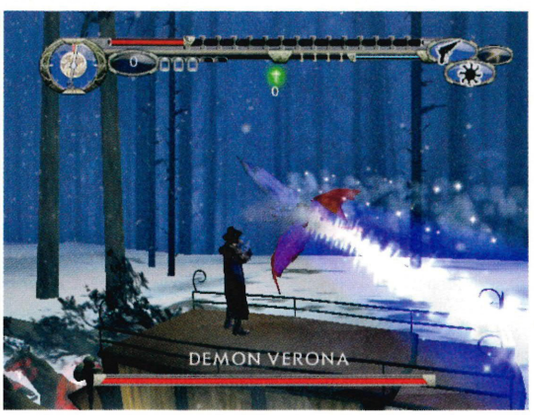
His trademark whip is the most versatile tool at your disposal. You can lash enemies with it, and also swing across pits and crevices. Get the machete at the start, to chop through the vines that obstruct your path.

When you get the pistol, don't use all your ammo on the first thug – you'll need it to dispose of gun-toting enemies later on. For more accurate targeting, switch to first-person mode by holding down L. Good luck.

↑ Don't waste bullets when you can just thump him.

↑ Having said that, you might want to use the bullets now...

↑ Dr F's monster is shambling around in here somewhere...



↑ The grappler comes in handy for snagging these things.

Van Helsing

Reviewed: Issue 30 **Score:** 7.0 **Players:** 1

THIS MASSIVE demo features two levels, which you play as Gabriel Van Helsing, a man sworn to defend the world from vampires and demons. In the first, your quest to rid Castle Frankenstein of its resident fiend has sunk into disaster. The monster is nowhere to be found and you've been ambushed by hordes of evil creatures.

Use your grappler to pull enemies towards you, then uppercut them into the air. You can also drag yourself through the rooms quickly to evade attacks. Try using your crossbow or dual pistols to take down the demons. Most of the time they target automatically, although you'll have to be a good shot when battling the vampire sisters in the final demo level.

EXTRA HELSING: THE CHARACTER OF VAN HELSING ORIGINATES IN BRAM STOKER'S 1897 NOVEL DRACULA. HE'S THE WIZENED OLD DUTCH PROFESSOR WHO FIRST IDENTIFIES DRACULA AS AN ACTUAL VAMPIRE...

EventsCalendar

Your official guide to this month's hot releases, events and Live gaming sessions. If it's online and happening, it's happening on here

THUR 11 MAY 06

Fansite Event
MotoGP3
Join in the *MotoGP3* Team League and get involved in this great fansite event by registering at www.xboxliveaddicts.co.uk.

FRI 12 MAY 06

Mystery Gamer at E3
He'll be taking on challengers at *Top Spin 2*! Just add the gamertag XboxLiveEURO to your Friends list and wait for an invitation.

SAT 13 MAY 06

2006 FIFA World Cup
Winning Weekend
Play any of the matches featured at any point during Xbox Live Free Week and you and TEN friends could win...

SUN 14 MAY 06

2006 FIFA World Cup
Winning Weekend
...a limited edition Xbox 360 *2006 FIFA World Cup* Edition and one year's Xbox Live subscription!

MON 15 MAY 06

Featured Game
Burnout Revenge
Burnout Revenge League. Ready for the fastest, most intense racing action on Xbox? Log in at 10pm to register!

TUE 16 MAY 06

Featured Game
Top Spin
Crack out the Pimms (or Robinson's Barley Water if you're over 18) and get on Xbox Live tonight for game (set and match) of *Top Spin*, from 6pm onwards!

WED 19 MAY 06

Featured Game
The Elder Scrolls III: Morrowind
Enter the world of good and evil and check out this role playing epic!

THUR 18 MAY 06

Fansite Event
MotoGP3 Team League
MotoGP3 Team League is for everyone who would like to race. Fancy racing as part of a team? Sign up at www.xboxliveaddicts.co.uk. Race starts 10pm!

FRI 19 MAY 06

Fansite Event
Pro Evolution 5 League
Weekly ten-minute matches versus multiple opponents, for the title of *Pro Evo 5* Grand Champion. See www.xboxliveaddicts.co.uk!

SAT 20 MAY 06

2006 FIFA World Cup Winning Weekend
Play any of the matches featured at any point during Xbox Live Free Week and you and TEN friends could win a limited edition Xbox 360 *2006 FIFA World Cup* Edition and one year's Live subscription!

SUN 21 MAY 06

MotoGP Eliminator Competition
Team up with Climax to win a game! There are two copies to be won, along with an extra prize of assorted Climax/THQ merchandise for the overall winner. Races start at 8pm.

MON 22 MAY 06

Fansite Event
Perfect Dark Zero League
Perfect Dark Zero league happens every Monday night and is for everyone! Anyone who wants to play must sign up at xboxliveaddicts.co.uk.

TUE 23 MAY 06

Featured Game
Top Spin
Get yourself onto Xbox Live tonight for more *Top Spin* centre court action - from 6pm onwards!

WED 24 MAY 06

Chaos Tournament
Far Cry Instincts Predator Chaos Knockout
The Chaos Knockout Tournament starts tonight at 8pm. Check out details of how to enter at www.xboxgamezone.co.uk

THUR 25 MAY 06

Featured Game
Kameo: Elements of Power
Got an Xbox 360? Get set to explore a magical fantasy world - just make sure you watch your back! Starts from 7pm.

FRI 26 MAY 06

Featured Game
Far Cry Instincts Evolution
Get on Xbox Live tonight from 6pm and unleash your inner predator with *Far Cry Instincts Evolution*!

SAT 27 MAY 06

FIFA Winning Weekend
Just play the featured match this weekend and you have the chance to win! This weekend's game is *FIFA Street*. Good luck!

SUN 28 MAY 06

FIFA Winning Weekend
Just play the featured match this weekend and you have the chance to win! This weekend's game is *FIFA Street*. Good luck!

MON 29 MAY 06

Featured Game
Burnout Revenge
The amazing *Burnout Revenge* League continues. Ready for the fastest, most intense racing action on Xbox? Log in at 10pm to register!

TUE 30 MAY 06

Featured Game
Battlefield 2: Modern Combat
Furious action and fierce competition with *Battlefield 2: Modern Combat*. Are you brave enough to enter the battle? From 6pm onwards.

WED 31 MAY 06

Featured Game
Tom Clancy's Ghost Recon Advanced Warfighter
Become a soldier of the future in the latest, greatest instalment of *Ghost Recon* - from 7pm onwards!

THUR 01 JUNE 06

Featured Game
Top Spin
Get on Xbox Live tonight for game, (set and match) of *Top Spin* from 6pm onwards!

FRI 02 JUNE 06

Skive with Live is up and running! Why not get on line and try your skills at the new challenge... *OutRun*! See page 114 for more details...

SAT 03 JUNE 06

FIFA Winning Weekend
No luck last weekend? Try *FIFA Street* again and you could still win loads of Xbox goodies!

SUN 04 JUNE 06

FIFA Winning Weekend
STILL no luck? There's even more *FIFA Street* action going down today too, for the chance to win crates of Xbox merchandise!

MON 08 JUNE 06

Featured Game
Top Spin
Get on Xbox Live tonight for game, (set and match) of *Top Spin*, from 6pm onwards!

TUE 09 JUNE 06

Featured Game
The Elder Scrolls III: Morrowind
Enter the world of good and evil and check out this role-playing epic!

WED 10 JUNE 06

Featured Game
Call of Duty 2: Big Red One
Get yourself into teams on Xbox Live and get ready to DO YOUR DUTY, with *Call of Duty 2: Big Red One* - from 6pm onwards this evening!

All dates and events subject to change due to reasons beyond our control. For up-to-date Xbox Live event news, visit www.xbox.com/en-gb/community/calendar

NO SUBSCRIPTIONS : NO CLUBS : NO CONS

DBMob™ PICS VIDS TUNES GAMES

TUNES

CHART

	TRUE	POLY
GRILLZ	177393	171614
WHEN YOU WASN'T FAMOUS	177389	171610
CRAZY	177386	171607
GOLD LION	177384	171605
NATURE'S LAW	177381	171602
TEMPERATURE	177382	171603
STUPID GIRLS	177249	171600
SO SICK	177247	171598
BEEP	177114	171571
NO TOMORROW	177115	171572
SEWN	177116	171573
NEVER SAY NEVER	177124	171581
RED DRESS	177159	171583

TALKING TONES

	TRUE
OBI - WAN KENOBI	178446
DAFFYD - LITTLE BRITAIN	178406
DIRTY DWARVES	177173
YOU'VE GOT MAIL BABY	178061
POLICE SIREN	178065
BASIL FAWLTY	178396
COCKNEY GANGSTER	178404
SCARY CALL	178456
MONKEY GOING NUTS	178080
M16 RIFLE	178114
DASTARDLY AND MUTLEY	178407
DR EVIL - THROW ME A BONE	178024
PULP FICTION - PATH OF THE RIGHTEOUS MAN	178051
DUKES OF HAZZARD - GENERAL LEE	178135
FULL METAL JACKET - "DO YOU SUCK.?"	178138
ASIAN TAXI	177168

WARNING TONES

	REAL
BUNNY BOILER ALERT	177182
DICKHEAD ALERT	177184
FATBOY ALERT	177186
GINGER ALERT	177187
MINGER ALERT	177191
NUTTER ALERT	177192

BESTSELLERS

178459 SpongeBob	177169 A Team Intro	178448 Ozzy	177299 Bullseye Mix
177170 Bananaman	177176 Cartman	177313 2 World Wars Chant	177300 Vader Mix

SHOCKER VIDS! VIDS THAT'LL SHOCK YOUR MATES!

174339 Scary Shocker	174869 Don't Poke The Leopard	174797 Look Closely, Scary	174868 Series Of Shocks	174798 Make Ya Jump	174128 Watch Out!

TO ORDER JUST 1 ITEM:
TXT THE 6 DIGIT ITEM CODE TO
80155
EG: 174812 TO 80155

TO ORDER FROM IRELAND:
TXT IRE (SPACE) CODE TO 57856
EG: IRE 174812 TO 57856

Crazy Clips

174333 Ninja Vs Chav	174336 Trash Can Surprise	174380 Army In Training	174680 Crazy Tractor Boy		
174341 Face Full of A**	174338 Portaloo Trauma	174859 Deaf Karaoke	174381 Crazy Dog Attacks Its Paw	174197 Batman Bed Room Antics	
174805 Love Hurts	174806 Piercing Shocker For Dad	174801 Drugged Up Footballer	174802 Fire Cracker Idiot	174132 Tarzan Antics	
174803 'Friendly' Punch In The Face	174804 Naked Basket Ball	174807 Raining Horse Sh*t	174810 Thats Gotta Hurt		
174337 The Freeky Nutcase Boys		174860 Jesus Rap	179473 Crazy Bear Fight	179834 Flaming Farts	

GAMES

COMPATIBILITY
E: SHARP • F: SIEMENS • A: NOKIA • B: MOTOROLA • G: SONY ERICSSON • C: SAGEM • H: LG • D: SAMSUNG • I: PANASONIC

174812 Leisure Suit Larry A B C D E F G	174571 Rambo on Fire A B C D E F G	174544 Fast & Furious A B C D E F G	174636 Stargate SG-1 A B D	
		174546 Age of Empires 2 A B C D E F G H	174679 24 The Game A B C D E F G H I	
174581 Terminator A B F	174570 Platoon A B C D E F G	174565 Midtown Madness A B C D E F G	174626 Rocky Boxing A B D	174597 Cannon Fodder A B C D E G
176808 Texas Hold'em A B G	174580 South Park A B C D E G	174599 Global Conflict A B C D E F G	174639 Total Overdose A B C D E F G H	174811 Larrys Pinball A B C D E F G

SUPERSIZE VIDS

awesome carnage vids

crazy multi clips 174789 Cycling Lunacy	crazy multi clips 174790 Crash, Bang, Whallop	crazy multi clips 174791 Comedy Clips	crazy multi clips 174792 Pain Junkies	crazy multi clips 174793 Blatant Stupidity

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txt MENU to 57856

1/2 price vids n games

Customers must be over 16 years of age. Single video and ringtones cost £4.50 (Ireland €6). Games cost £6.00 (Ireland €8). Charge messages sent in denominations of £1.50 (Ireland €2). You will be sent a WAP link to collect your item and a small additional network charge may be incurred. Pre-pay users without enough credit will not receive items. Responsibility cannot be accepted for content ordered that is not supported by the handset or for delayed or distorted content delivery. Due to phone screen sizes/resolutions images downloaded may differ slightly from shown. TUNES: MCPS & PRS payments paid. TRUETONES: are not original recordings and are not sung by original artists and are not connected with the artist or associated companies in any way. GAMES: For more detailed game compatibility info, please visit the DBMob wapsite. WAPSITE: A small network charge maybe incurred from your provider during connection. Prices correct at time of going to print. We reserve the right to alter pricing at any time. K2 Media may contact you by SMS with the latest promotions and other products offered by K2 Media or its associated companies. DBMob is a product of K2 Media Ltd, PO Box 162, Kendal, LA8 8WW. Support line available between 9am to 5pm, Mon to Fri - +44 (0)871 200 3193.

LiveReviews

We take a look at recently reviewed Xbox Live-enabled games

Far Cry Instincts Evolution

Make more maps than the Ordnance Survey!

Reviewed: Issue 54 | Score: 8.0
Players: 1-4 | Live: 2-16 players

OXM LIKES *Far Cry*, not just because it's a feelgood shooter set on lush, sunny tropical islands (perfect for playing with a hangover), but also because it comes with a map editor. This lets you create an untold number of multiplayer maps that edges *Far Cry* ahead of most gun games. Keep on creating and uploading your maps to Xbox Live for your mates to play and we reckon you could play this forever – not bad for £20.

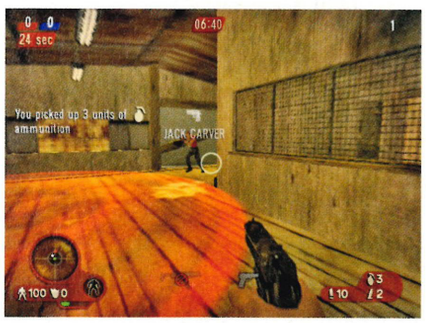
The original *Far Cry Instincts* (Issue 47, 9.1) was hard not to like, and this is more of almost the same. But that 'same' is all good. The controls are smooth, there's variety in the weapons and even a sprinkling of re-fried modes to play that'll keep more than just the hardcore fans busy. The five modes are Chaos, Team Chaos, Predator, Seek and Secure and the comically named Steal The Sample. And they're all available for 16-player carnage.

For a change in a Ubisoft game, the menu systems and lobbies are straightforward and easy to use. You'll have no trouble finding a game – the original became an instant hit and the fans are still lovin' it. We didn't encounter any lag issues either, so if you're looking for a new shooter, you could do a lot worse. There are even great split-screen and System Link options if you're not a Live subscriber.

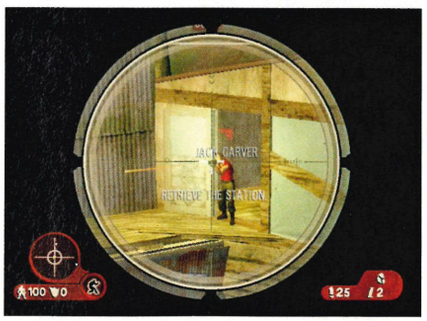
Bonus info

PLAY SHIPWRECKED: BATTLE OF THE ISLANDS AT HOME!

It's fast becoming the new Sunday morning show, eclipsing even the legendary *Hollyoaks*! Make your own islands in the editor and then stage your own version, using deadly weapons and dangerous vehicles!



↑ Learn the map and find the biggest guns!



↑ Take enemies out and clear yourself a path.

↑ Red means you're dead. Obviously...

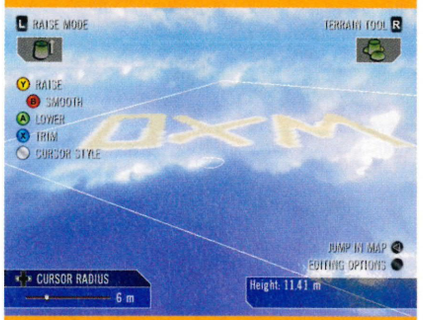
↑ Steal vehicles! Or shoot the buggers that have stolen yours.

↑ If you've got a daft name, don't worry, just use the default 'Jack Carver'.

DIY DEATHMATCH

If you build it, they will come...

There are plenty of gamers out there who bang on about how they don't make 'em like they used to. *Far Cry*'s excellent map editor allows you to create maps that suit you and your style of play. It's dead easy too!



↑ The customisable options are staggering, so start with a simple, blank canvas.

↑ Once you know where your design's going, add a bit of much-needed detail.

↑ Hit the Back button, jump into your map and try it. Then jump back out and change it.

The Verdict

Gorgeous to play or watch! Customisable options and an excellent map editor make this a must have for multiplayer.

5//5

Commandos Strike Force

Three weapons, zero targets

Reviewed: Issue 53 | Score: 8.6
Players: 1-16 | Live: 2-16 players

AFTER PLAYING through the fantastic single-player campaign, we were expecting a brilliant Xbox Live mode to boot. Unfortunately, the 'range' of games available on Live amounts to a disappointing total of two: deathmatch and Sabotage. Any self-respecting FPS has at least double that nowadays. On the plus side, Sabotage is pretty interesting: there are two teams, each with a bomb in their base. You have to gather codes from downed members of the opposing team, and use these codes to arm and detonate the bomb in their base. It's an original scenario, but you can only play Sabotage on two of the ten levels in the multiplayer mode.

The other eight maps are only available in deathmatch, a collection of samey arenas comprising mostly of war-torn urban locations, sporadically designed to imitate the randomness of real demolished environments, which is nice. However, there's just not enough variety in the near-indistinguishable levels, and they're too full of no-we-don't-want-you-going-there restrictions, which push you off rocky formations, or sloped roofs that appear perfectly climbable. Also, frame-rates were shoddy at times, even when there were no other players on the screen. Which was most of the time, because there was hardly anyone online, and merely finding a game to join was a challenge in itself.

We tried at different times during the day, even after school hours, before eventually tracking down a match to go shoot heads in. It's a shame things are so quiet, because once we found some people to play with, we quite enjoyed Sabotage mode. That aside, we can see why the community doesn't seem that fussed...

↑ Snipers are cowards, if you ask us.

↑ The rubble-filled levels all look the same.

↑ Pistol versus machine gun. Place your bets.

The Verdict

Limited options, samey levels, bad frame-rates and empty servers. It's not looking good for *Commandos*.

2//5

NHL 2K6

The best online NHL game

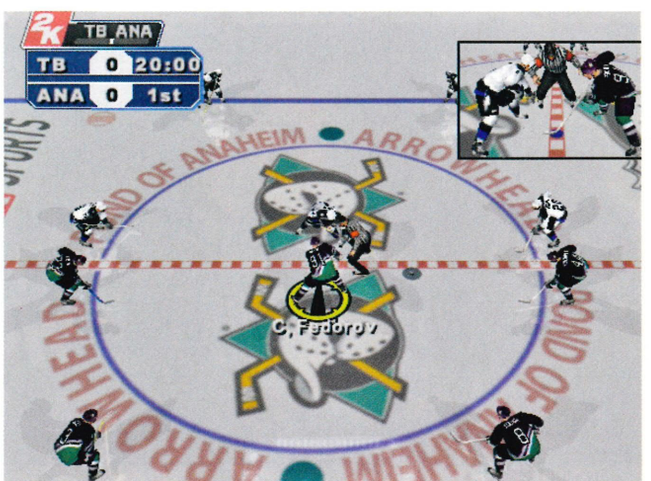
Reviewed: Issue 50 | Score: 8.4
Players: 1-4 | Live: 2-8 players

NHL 2K6 is brilliant in the two-player split-screen and System Link modes, so the Xbox Live mode is bound to be great, right?

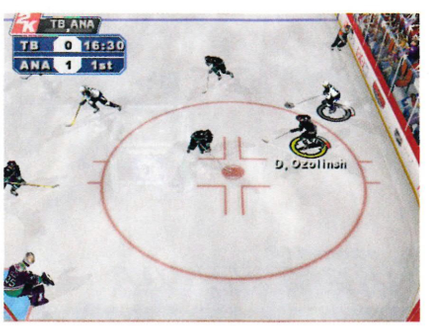
Wrong. There's one fatal problem: *NHL 2K6*'s online ice rinks are more deserted than the North Pole. It took a lifetime to find an opponent. At the time we checked, there were only 48 people on the leaderboards. Hello? Are people having trouble finding the Xbox Live option? It's disappointing, because this has all the same functionality as its sister game, *NBA 2K6* (Issue 50, 7.4), which we gave a decent 3/5 score in our Live review last issue.

The Live options include a Quick Match mode, which lets you select which rank of player you want to search for, as well as the level of the opponents' feedback, so you can opt out of playing online hooligans. There are lobbies that separate the advanced players from the beginners, allowing everyone to play an opponent who will provide a fair challenge for them. And there are even League and Season modes which allow players to create and host their own tournaments.

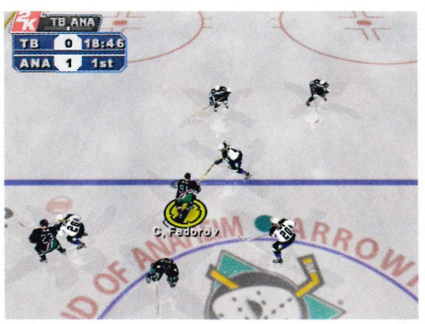
But unfortunately, you'll find it harder to track down an opponent than locating an ice rink in the Sahara. Without opponents, the Xbox Live mode in *NHL 2K6* may as well not exist.



↑ We like ice hockey. It's the sport that's also a fight!



↑ Keep a smooth passing game going on.



↑ It plays smoothly, when you can find a game.

↑ The Ducks might be poo, but we like the logo.

The Verdict

A decent game once you get a match going, but you'd get more response from a frozen corpse than from these servers.

3//5

MAPS, MAPS, MAPS! FOR EVEN MORE MULTIPLAYER ACTION, CHECK OUT LAST MONTH'S FAR CRY EVOLUTION AWARD-WINNING READER MAPS SPECTACULAR, ON THE GAME DISC

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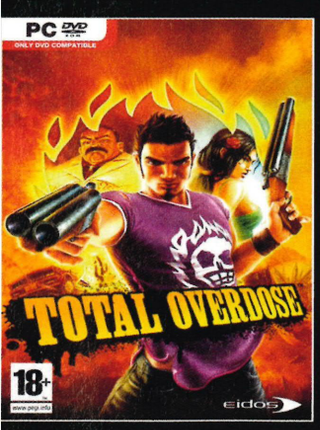

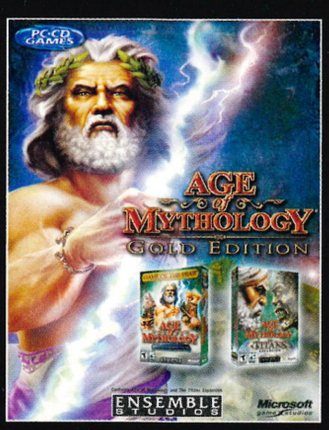

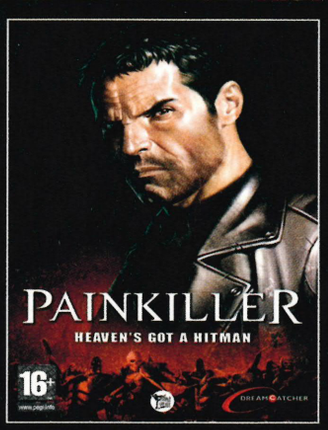

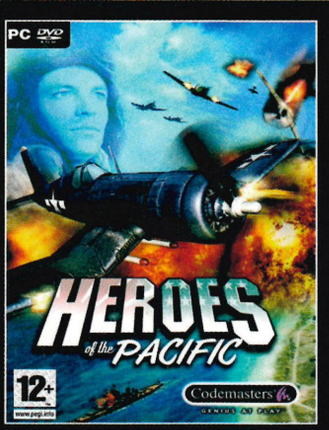

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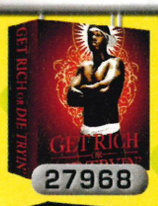

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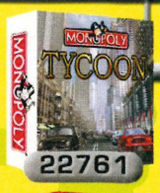

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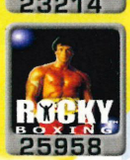

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WALL PAPERS

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28659

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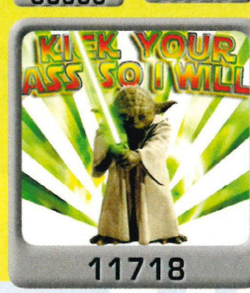
23049

27065

14199



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29802

30123

TONES

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REAL POLY

29941	29549	GNARLS BARKLEY	Crazy
29263	28435	NE YO	So Sick
28888	22826	ORSON	No Tomorrow
29939	29931	KOOKS	Naive
26692	26319	BLACK EYED PEAS	Pump It
30187	29062	THE ZUTONS	Why Wont You Give Me...
29942	28685	THE STREETS	When U Wasn't Famous
27742	27853	FRANZ FERDINAND	The Fallen
28056	27809	SEAN PAUL	Temperature
28472	28434	KANYE WEST	Touch The Sky
30188	30185	MISH MASH	Speechless
26824	30186	MICHAEL JACKSON	Dirty Diana
26685	25660	NOTORIOUS B I G	Nasty Girl
29938	29930	MORRISSEY	You Have Killed Me
29716	29056	EMINEM	Shake That
29747	29741	NOTORIOUS B I G	Hold Ya Head
29557	29544	SNOW PATROL	Youre All I Have

FUN TONES

Stewie!

28641

Darth Vader!

22633

Southpark Fart Song!

14082

General Lee's Horn!

23014

Little Britain Vicki Pollard!

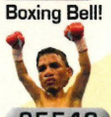
19064

Little Britain Lou & Andy!

24398

Roadrunner!

27422

Boxing Bell!

25542

Hey U Guys!

29024

Mario Song!

27706

Legend of Zelda!

27703

Pacman!

27705

ANIMATIONS

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Jessica Alba!

23345

Jennifer Ellison!

30693

Chav!

24050

Green Goblin!

24463

The Matrix!

11418

3D Transformers!

15312

Ralph Glue!

30383

Mr Chips!

30184

Itchy & Scratchy!

30382

U Killed Kenny!

25771

Spiderman!

24462

Evil Monkey!

28573

Family Guy!

17771

Snoop Dog!

28575

Chubby Jig!

30381

Andy Wheelie!

13804

MOVIES

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Geri and Kylie!

24130

Flying Cat!

17103

Christina Ricci!

27539

F1 Crash!

29157

Karate Cats!

29139

Backyard Wrestling!

29129

Hilarious Referee!

29170

Electricity Prank!

29123

Jessica Alba Lassoo!

24129

Family Guy!

24128

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Hints&Cheats

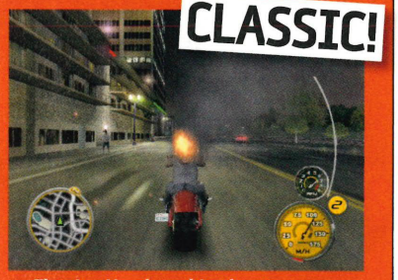
Unlimited lives? Super-health? Characters with enormous comedy heads? Don't get stuck on games - get with the only cheats listings page you'll ever need, right over here!

CHEATS IN MOTION

MIDNIGHT CLUB 3: DUB EDITION

Issue 42, 8.2

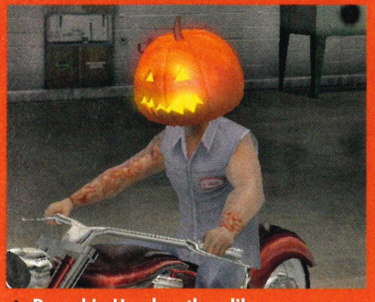
Enter the following codes using the on-screen keyboard in the Cheats menu:



↑ Flaming Head: trythisathome

↑ Yellow Smile Head: getheadj

↑ Snowman Head: getheadm



↑ Pumpkin Head: getheadjk

THE GODFATHER

Issue 54, 8.2

CHEAT CODES
Pause the game, then enter the following codes:

Get $5,000: X, Y, X, X, Left Thumbstick
Get ammo: Y, Left, Y, Right, X, Right Thumbstick
Get health: Left, X, Right, Y, Right, Left Thumbstick

UNLOCK MOVIES
In the menu screen that lists the option of viewing the Movies, enter Y, X, Y, X, X, Left Thumbstick.

UNLIMITED MONEY AND RESPECT
Once you've finished the first mission, save your game and then quit out before answering the phone downstairs. Now reload the game - you'll receive the +500 Respect and $500 rewards for the mission again. You can resave and reload to exploit this glitch as many times as you like.

DRIVER PARALLEL LINES

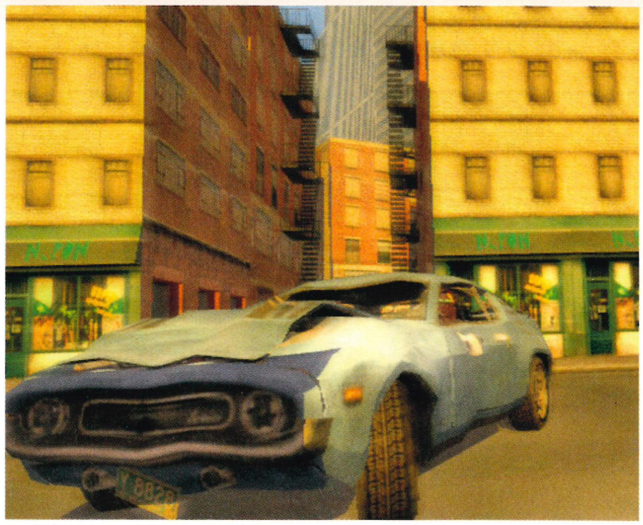
Issue 54, 8.6

CHEAT MODE
Pause the game, then enter the following codes in the Cheats section to unlock the corresponding effect (note: the last four require you to notch up a certain number of miles on your odometer, so get driving). You can then toggle the effects on and off whenever you like in the Cheats menu.

All vehicles: CARSHOW
All weapons in your time zone: GUNRANGE
Indestructible cars: ROLLBAR
Infinite ammunition: GUNBELT
Infinite nitro: ZOOMZOOM
Invincibility: IRONMAN
Weaker cops: KEYSTONE
Zero cost: TOOLEDUP
Body Snatchers: Drive 666 miles
Far Out: Drive 900 miles
Night Night: Drive 700 miles
Shortest Day: Drive 800 miles

CIRCUIT RACE CARS
Win a Circuit Race on the specified racetracks on Medium or Hard difficulty to unlock the following groovy vehicles:

Andec Racer: Win 1978 Jersey Hard
Bonsai Racer: Win 1978 La Guardia Medium
Brooklyn Racer: Win 1978 Jersey Medium
BX-9 Racer: Win 2006 Hunt's Point Medium
Cerva Racer: Win 1978 Hunt's Point Medium
Colonna Racer: Win 2006 Jersey Medium
Kramer Racer: Win 2006 Hunt's Point Hard
Melizzano Racer: Win 1978 La Guardia Hard
MX2000 Racer: Win 2006 La Guardia Medium
Prestige Racer: Win 2006 Jersey Hard
San Marino Racer: Win 1978 Hunt's Point Hard
Zenda Racer: Win 2006 La Guardia Hard
Hot Rod: Win 2006 Driver GP Long Island Race



↑ Bonus *Driver* cheat! Travel at 88mph to unlock the DeLorean DMC-12!

Raven Racer: Win 1978 Driver GP Long Island Race
San Marino Spyder Racer: Win 1978 Driver GP Manhattan Race
Torrex Racer: Win 2006 Driver GP Manhattan Race

COLLECTING STARS
Collect the Golden Stars that are scattered throughout the map to unlock the following rewards. Bear in mind that everything resets once you get to the 2006 era - collecting another 50 Stars will unlock the same attributes. (There are 100 overall in the game.)

Health increase: Collect 10 Stars
Nitrous increase: Collect 20 Stars
Double ammunition capacity: Collect 30 Stars
Double car durability: Collect 40 Stars
Free vehicle upgrades: Collect 50 Stars

RUGBY 06

Issue 53, 8.4

RUGBY VIDEOS
South Africa training video: Complete the World Cup playing as South Africa
Wallabies at Play video: Complete the Tri-Nations tournament and the Bledisloe Cup playing as Australia or New Zealand
Wallabies at Work video: Complete the World Cup playing as the All Blacks

FIGHT NIGHT ROUND 3

Issue 54, 8.7

TRAINING WITH THE KING
Win the BK event in Career mode. The next time you play, the Burger King will be selectable as a trainer. And he even gives you a heart when you fight, too (but not a Whopper, sadly).

↑ "You can't say no to an offer like that! Er, I mean, I'm gonna... oh, crap."

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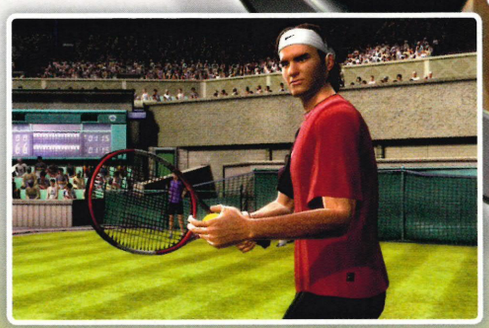

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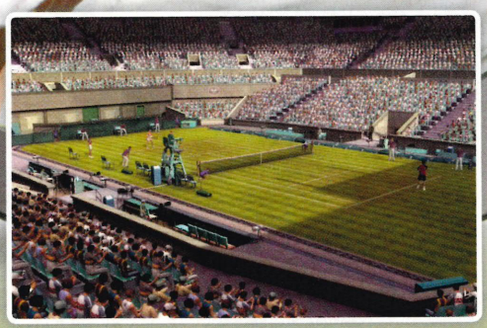

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Classic Cheats

ODDWORLD: STRANGER'S WRATH

Issue 39, 8.3

CHEAT MODE

The following codes do work, but they're a bit tricky to enter. To enable Cheat mode, insert a pad into port 2 during gameplay. Then remove the pad and press X, X, Y, Y, B, B, A, A on pad 1 (there's no need to pause the game). Correct code entry will be confirmed by a sound, and you can now enter the following codes:

Invincibility: X, Y, A, B, X, Y (Your health meter will turn yellow)
$1,000: Click the Thumbsticks in the following order: Left, Left, Right, Right, Left, Left, Right, Right

LEVEL SELECT

If you want to select your level, start a new game and enter ©@®& as your player name. That's a copyright symbol (©), followed by an at symbol (@), followed by a registered trademark symbol (®), followed by an ampersand (&).

SERIOUS SAM II

Issue 47, 8.5

SUPER CHEAT!

Pause the game then press and hold down the R Trigger. Then keep pressing Black, White, Black, White... until 'Cheats' appears at the bottom of the menu. Press X to enter the Cheats menu - here you'll be able to turn on and off God Mode, Give All Weapons mode (all the weapons avaliable on that level, at any rate), Refill Health, Give An Extra Life, and Unlock All Levels.

↑ Subliminal message: BUY THIS GAME...

FORZA MOTORSPORT

Issue 42, 9.4

900,000,000 Credits

Start a new profile. When the game prompts you to enter your profile name, enter it as tEAm4za (case-sensitive). If you entered it properly, you'll have 900,000,000 credits in your account to spend on cars and tat!

JADE EMPIRE

Issue 41, 9.3

Unlockable Dragonfly mini-game

To unlock the Dragonfly mini-game, choose Attack instead of Evade Enemy during the story between each chapter, and complete the Dragonfly missions.

New title screen

Finish the game, or at least get to the point where it autosaves at the final boss encounter. The title screen will change to Dirge. To change it back, delete the autosave created before the boss encounter.

EASTER EGGS

Exploding gambler: If you win 20 dice rolls in a row against the gambler in the Imperial Arena, he will explode.

Flawless victory: If you manage to get through the Imperial Arena without losing, you will receive a new Technique from Sweet Poison Lyn.

Amusing dialogue: Once you've finished the game, don't skip the credits. About halfway through, you'll be treated to some 'funny' dialogue and voiceovers from several followers of yours...

SECRETS AND GLITCHES

Defeat an enemy without using any Chi

Transform to Horse Demon style and start tapping X during the transformation until you start to throw a fireball. Then quickly switch to a style that isn't a Transformation - the fireball will continue and hit the enemy without costing you any Chi.

Instant kill for battles with cut-scenes

You must have a Transformation style assigned to your styles hotkeys. Then, right

↑ Cheating with a NASTY MANICURE is what they did back in the Jade Empire.

↓ Cheat with VAST PILES OF CASH in *Forza Motorsport.*

NHL 2K6

Issue 50, 8.4

UNLOCK EVERYTHING

Go into the Options menu and select Manage Profiles. Select Create New Profile and enter Turco813 as your name (case sensitive). A message confirming correct code entry should appear when you press Start.

↑ **MERELY USING the EVIL YELLOW FLAK CANNON in any *Unreal* game already counts as CHEATING anyway.**

before the cut-scene, transform. During the scene, you'll notice that you have changed back to your normal form, but are blinking in a weird way. When you re-enter battle, you'll slide along the floor and won't be able to attack. Use the Transformation style again, and your enemy will die instantly. This works in any battle where a cut-scene occurs.

Use a style not equipped
During a battle, equip a style you like and keep that style equipped until the end of the fight. After the battle change the quickstyle (unequip it by equipping a new one). The next fight you start will see you equipped with the style automatically, without costing you Chi or Focus.

Crimson Tears
To receive the upgraded dual sword style Crimson Tears, climb the ranks in the Imperial Arena to the Bronze Division. When Cho comes to ask you to poison Crimson Khana, refuse, then find Khana and tell her about what happened. Once you defeat her in the ring she'll teach you the Crimson Tears style.

SID MEIER'S PIRATES!
Issue 44, 7.2

CHEAT CODES
Enter the following codes as your character's name to unlock the corresponding cheat:

Begin game with the Ship Of The Line (the best ship in the game) and a full crew: D.Gackey
Crew always at highest possible morale: B.Caudizzle
Duelling invincibility: Dragon Ma
Unlimited food: Sweet Tooth
Ship battle invincibility: Bloody Bones Baz
Jeff Briggs as Abbott: Firaxis
The Governor's daughter loves you, no matter how bad your dancing is: Scooter
Sid Meier as Mysterious Stranger: Max Remington
Bonus frag: Snappy Dresser
Your fleet sails twice as fast as everyone else's: Sprinkler

UNREAL CHAMPIONSHIP 2: THE LIANDRI CONFLICT
Issue 40, 9.2

CHEAT CODES
Pause the game (press Start), then hold the L and R triggers and press White to bring up the Cheats menu, from which you can choose your desired effect.

SECRET COUPS DE GRACE
These are alternate coups de grace for each character, besides the random on-screen one. They get you two bars of Adrenaline instead of just one, but they seem to have odd timings so they're more difficult to pull off. You can perform a coup de grace by freezing an enemy (either using your pistol's alternate fire or your melee attack). Then lock on and get close to them with your melee out, and enter the combinations below:

Anubis: X, Y, Up, A, R
Arc-lite: X, Y, Right, A, A, A, Left
Brock: X, Y, Right, Left, A, A
Devastation: X, Y, Up, Left, Down, Right, L
Gorge: X, Y, Right, A, L + R, A
Lauren: X, Y, Left, Right, R
Malcolm: X, Y, Down, Up, A, L
Raiden: X, Y, Up, Down, Down, Down, A
Raptor: X, Y, Down, Left, Up, Right, R
Sapphire: X, Y, Up, Down, L, A
Selket: X, Y, Down, A, A, L, R
Sobek: X, Y, R, Down, Up, Up
Szalor: X, Y, L + R, Down, Down, Up
Torgr: X, Y, L, R, L, Up, Up, Down

UNLOCKABLE CHARACTERS
Brock: Complete Lauren's tournament ladder
Devastation: Defeat her in the campaign mode
Gorge: Complete Malcom's tournament ladder
Malcom: Win a match against human opponents in every game type
Raiden: Complete all challenges in challenge mode.
Selket: Complete the campaign mode (Ascension Rites)
Torgr: Complete Szalor's Tournament ladder

THE GAMES MECHANIC
Shoving his greasy spanner right into your games-related problems

Dear Games Mechanic,
I can't earn Legend Prestige status in *WWE Wrestlemania 21*. I'm sure I've done everything I have to, even having defeated Jimmy Snuka. Please help me, oh great mechanic of games.
Suicidalfish, via email

Without a list of your accomplishments - your vehicle history, if you will - it's difficult to fix your problem, mate. But the common mistake is for people not to have completed the Defend/ Challenge a Title objective. To do this, earn a title and then, through the Single Match menu, set up a One-on-One or Tag Match with difficulty set to Legend. Agree to make it a Title match and, with your title on the line, win the fight to fulfil the objective.

Dear Games Mechanic,
I'm stuck on the Repoman mission in *Driver Parallel Lines*, where you have to use a tow truck to steal a selection of valuable cars. As soon as I attach the tow cable some homicidal gangsters chase me and, being as the truck is so slow, they always wreck the car I'm towing. What should I do?
Jefferson Umpig, Stratford

There's a simple trick to this, almost as simple as fixing a broken fan belt with a young lady's girdle strap. That's how we did things in 1978, young man! You may not have noticed the gangsters sat in their cars not far from the motors you need to steal. Take them by surprise - before stealing the car, whip out your gun and shoot up the gangsters' ride. With those dumb-ass punks wiped out, getting the motors back in mint condition will be easy (I can help with this too, for a price). Just don't forget the time limit.

Dear Games Mechanic,
My sister and I are having a great time with *The Chronicles of Narnia*, but when we come up against a Cyclops we keep dying and get stuck for ages. Do you have any tips?
Mike Desigar, London

Cyclopses (or is it cyclopes?) make very good assistant mechanics - their sturdy lifting arms are handy for when I can't find a crane. Rolling the logs at them can be tricky when they're constantly moving, though. However, if there's fire nearby, push the logs into it to set them ablaze and then roll them at the cyclopses-es. This does far more damage, so you'll only need to hit them twice.

THE GAMES MECHANIC: GOT A PROBLEM WITH GAMES? WOULD YOU LIKE SOMEONE TO FIX IT? THEN WRITE TO THE GAMES MECHANIC, OXM, 2 BALCOMBE STREET, LONDON NW1 6NW. HE'LL SORT YER OUT, RIGHT AS RAIN, BOB'S YOUR AUNTIE'S LIVE-IN LOVER, ETC ETC...

10-minute Masterclass

Expert tips from professional FIFA Street tester Paul Gordon

IF THE NAME Paul Gordon sounds familiar, that's because he was the first person to represent England in FIFA's Interactive World Cup series a few years ago. He might not have got past the group stages but he made the finals. As he's a bit of an expert at games that have the word FIFA in the title, uber-publisher EA saw his potential and quickly snapped him up as a games tester.

After being locked in a windowless room with only an Xbox for company, he had nothing else to do but become the best at *FIFA Street 2*. Here, he exclusively shares his knowledge with you...

THE SAFER SKILL: Remember that you're playing with world-class footballers from the get go. The side-step skills are the easiest to pull off successfully straight away. These skills never leave your players' feet - so remember to use your basic abilities, and not just the flash ones.

FILL YOUR SKILLS: Trick your way past players to get your combo meter up. If it's a different player you go past each time, the bar will keep rising. When you get to X3/X4 take a shot on goal - even if it's a save, the combo meter will fill.

SHOOT TO THRILL: Surly the most important thing to be good at in a footy game! As soon as you get in the opposing team's half aim for the far post, then hit high or low and press shoot first time with the player running on to the ball.

ME, ME, ME: When you get those Skill Bills don't waste your time upgrading the other members of your team. You'll only drop them like hot potatoes as soon as the big boys strut into town. Be selfish and treat yourself!

SCORING X3+ COMBOS: Of course, *FIFA Street 2*'s not so much about scoring actual goals like boring normal football as pulling off freaky combos to max out your power bar and ridicule your dumb-assed opponents. To do a combo when you're attacking, you need to use the Skill Stick to trick your way past an opposing defender, pass the ball on to a second player, and then trick your way past the player marking them as well for an X2 combo.

To pull off more combos, pass the ball again to any other player and beat their marker too. It's easier to do when you pass because all players are man-marked. It's much harder to get past two players than it is to get past one.

UNFAIR PLAY: If you're finding it hard to tackle your opponents and it's all getting a little bit too much, just push the Right stick in the direction of the player to take them out. It's almost part of the game these days anyway...

BROWN IS THE COLOUR: Change all your team-mates' tops to a beautiful brown. It may look crap, but you'll never find another player or team in the game with the same colours. No more confusion with who's on your team!

LAST GASP: When you're up against it and losing, knock them out! When you get a Gamebreaker, activate using the hot spot, trick your way past all their outfield players then fire the ball home, all within the time limit, for an instant win!

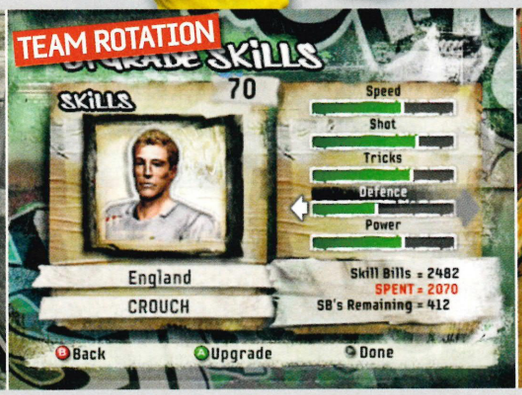
GET YOUR GAMEBREAKER ON! To get your Gamebreaker bar up to the top as quickly as possible, you'll need to pull off X2, X3 and X4 combos, then shoot. The ball doesn't have to hit the back of the net for the Gamebreaker bar to fill up.

ONE-MINUTE MANAGER

OKAY, SO you've just decided to have a crack at the international tournament - except there's a small problem: you've only just figured out that England wasn't the best team to choose after all. Well, like, durr! Did you think it was still 1966 or something?

Don't worry, though - there is a solution that doesn't involve becoming a Russian oil billionaire and bribing the Brazilian team into applying for UK citizenship. Just save up some Skill Bills and upgrade the players in the Rewards mode from the main menu. You can even make Peter Crouch the best player in the world if you like!

When passing the ball backwards, it's often intercepted because the players are always man-marked. If you really need to pass back down the pitch, try and get in a high pass over the defenders' heads.



Keep a small squad, and offload the lemons when you get a chance! The more guys you have the less time they play, and the more of your Skill Bills they'll want. And be careful who you let go - they might come back to kick your ass!

When a CPU-controlled player seems to be untouchable, switch to another player and take him out. He won't even see the second player coming around his blind side. That'll bring him back down to earth!

GORDON'S ALIVE! CHECK OUT NEXT MONTH'S ISSUE OF OXM, WHEN WE'LL HAVE MORE EXPERT TIPS FOR 2006 FIFA WORLD CUP GERMANY, FROM THE PEN OF MR PAUL GORDON!

YourReviews

It's your chance to tell us what you really think about the games you love (and loathe)!

Half-Life 2 Score 9.2/10

By James Dooley, London

STAR REVIEW
James wins a copy of Moto GP3

GORDON FREEMAN is on Xbox! How good does that sound? Graphically, *Half-Life 2* gives amazing detail and depth to the characters, and it really feels like they are talking to you personally. It's fascinating that Valve could actually fit this all on a disc. Levels are long and original, and the puzzles make you stop and think, giving you a breather from fierce gunfights with Combines. Each chapter has been well thought-out, giving you a realistic experience. The most unique weapon in videogames, the Gravity Gun, combines realistic physics with hours of fun.

Each level smoothly flows into the next, so you can finish the game much faster than expected. Also, in various levels, even though you can experiment with things, there is only usually one way forward. If Valve had made more routes to complete a level, there would be much more replay value. At the end of the game, you can only feel satisfied by completing it, but you're still left wanting more. The lack of a multiplayer mode is a bummer, but this is still a truly amazing game, which will keep you laughing, wincing, and on the edge of your seat until the very end.

Have you ever wanted to be a games reviewer? Play:More is here to put your review in print! Send your reviews - of about 170 words, please - to Your Reviews, *OXM*, 2 Balcombe Street, London NW1 6NW or email them to staff@futurenet.co.uk with the subject Your Reviews. The Star Review wins a mystery prize. What are you waiting for? Get scribbling!

Star Wars: Knights of the Old Republic

Score 9.8/10

By David Hislop, Glasgow

KOTOR WAS the second game I bought for my Xbox, and the best £30 I ever spent.

The first level is nice and simple, setting you off well. But as soon as the game takes you to the first planet, Taris, the action shifts into 'mind-blowing'. The environment and graphics are consistently beautiful, while the storyline serves up delicious twists and turns, making you want to play more and more.

Combat is simple yet effective, while all the character interactions are extremely well done, with over 90,000 spoken lines of dialogue. Bioware has made this game so addictive - the essential ingredient of any good game. Not only the best game on Xbox, or the best RPG, but the best game ever made. A masterpiece!

Jade Empire Score 9.1/10

By Miles Vallance, via email

AN INSULT to *Jade Empire* would be to call it a boring hack 'n' slasher. It is as much in that genre as *Ninja Gaiden*, but those who have played it will know it's a lot deeper.

Huge amounts of fighting styles and weapons can be gained, spread across five different areas. Styles are assigned before a fight to the D-pad, and each style's attributes can be increased after a level up.

Combat is probably the most intuitive and fun in recent RPGs. Limited to the A and X buttons, there are no actual combos - button presses are just strung together.

The story is the most impressive in any game anywhere. From the big beginning, you are given massive clues and hints, then thrown off-course again. Completing a level or meeting a new character is a fantastic feeling, as you get so immersed.

10-minute Masterclass

The dead walk! Here's how to keep them shambling...

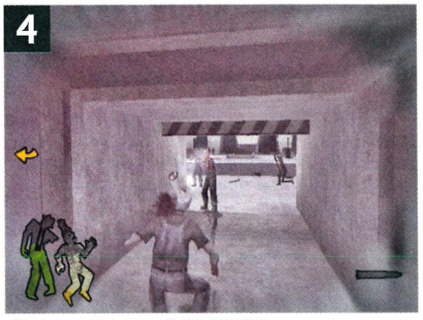
IT CAN BE quite difficult trying to get people to come round to your way of thinking in *Stubbs the Zombie*. They're always sticking shotguns in your mouth, or running to the nearest hills screaming for some reason, when all you're trying to do is look inside their heads to see what's for lunch.

But it doesn't have to be that way! Spreading the zombie, er, love is easier than you think. Just follow these ten not-particularly-brain-taxing steps, and soon the entire world will be shambling around in your footsteps, quite literally. Just remember, try not to lose your head, okay?

BITE, BITE, BITE! The single most important thing to remember is to keep biting people. They'll soon turn into zombies and start eating victims of their own. You need to keep your ranks healthy, so just bite! It also keeps your energy up as well, thus serving two very important purposes.

GLOWING GUTS! Watch those indicators on the right. The more people you chew, the more times you can use a particular body part weapons. Once they're glowing they're primed for use, but only if you've chewed on heads, okay?

ROBOTS: Mostly harmless, so it's best to leave them alone. But attack, and they'll stop at nothing until you're dead (again). That said, if they're near humans and you're at a safe distance, annoy them with a bomb and watch the carnage.



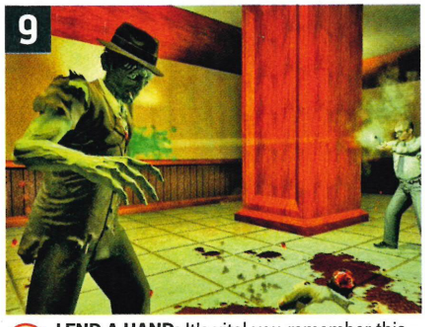
READY, AIM, STUMBLE! You can possess anyone who isn't wearing a helmet, but you want to possess people who are either heavily armed or in a crowd. Get in, cause maximum damage, then pick off the survivors afterwards.

BE PUSHY: Your army of zombies is stupid, and needs instruction. Push them in the direction of fresh brains, or use them as cannon fodder to distract the humans, drawing their fire so you can sneak round the back for a sly munch.

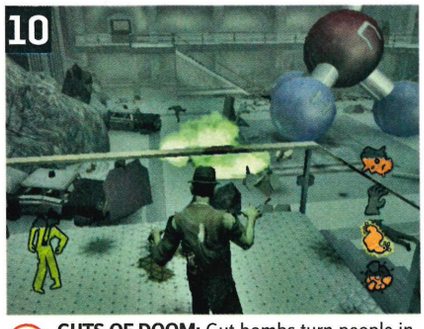
ROTTEN RAMPAGE: If you're feeling unwell, eat someone's brain then push them into a crowd of civilians. This sets up a chain-reaction of zombification - soon the streets will be over-run with the undead, allowing you to step out in safety.

BOSSES AND THEIR BRAINS: Make sure the boss is distracted by your army, pushing so your zombies take the heat, then attack when they drop their guard. Watch for the boss's behaviour pattern - get that sussed and you're laughing.

MOSTLY ARMLESS: Ripping people's arms off is important. It automatically turns them into a member of your undead gang. Plus, armed with his, well, arm, Stubbs can turn three further unfortunates into hungry zombie recruits.



LEND A HAND: It's vital you remember this above all else. When Stubbs sends out his hand to possess people, he's vulnerable to attack and unable to move. Get him in an alcove or out of the way of fire while the hand does its work...



GUTS OF DOOM: Gut bombs turn people in the blast zone into zombies, usefully. Throw them into crowds, or better still over the walls of barricades. With shambling friends inside the humans' defences, the battle is already half won.

Masterclass: The Godfather

Step-by-step instructions to becoming the number one wiseguy in EA's old-school urban extort-'em-up

FROM A WET-behind-the-ears street punk to the undisputed ruler of New York, *The Godfather* allows you to explore every level of the world of street crime. To get promoted, though, you'll need to do a few favours for the Corleone family. Here's how...

The Alley

As directed by Luca Brasi, go and beat the crap out of the two hoodlums, then head a couple of blocks west to your safehouse in the Grand Apartments. Save your game.

Go downstairs and answer the phone, then go outside to meet Luca.

The Enforcer

Talk to Luca to get your marching orders, then cross the street and talk to the butcher. Bust up his store and/or him until you hit the sweet spot on his pressure meter, then talk to him again to extort some cash from him.

Doing so will reveal the racket in the back room. Follow the butcher through the now-unlocked door behind the counter, then go talk to the boss of the racket on the second floor. Return to Luca - you may have to pay off a police sergeant en route - and give him the cash.

A Grave Situation

As Luca 'requested,' go to see Paulie Gatto at the Falconite Social Club. Follow him and Monk out of the door, then sneak when they do and get the drop on the two college kids. Start by attacking the one in the blue sweater, and slam him into the nearby wall repeatedly.

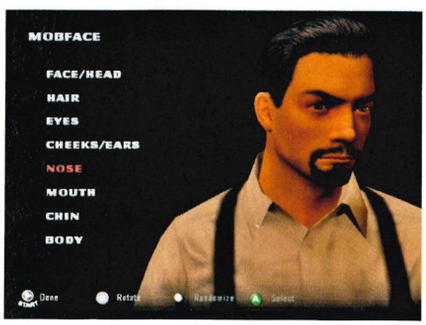
His buddy in the red sweater should flee like a coward into the nearby graveyard. The fastest way to damage him is to grab him and throw him into the row of tombstones nearby. Once he's out, this mission's over.

Sleeping With The Fishes

Go see Luca, as directed, and go through the shooting tutorial. When you're done, drive him to his meeting... which doesn't go so well.

Shoot all the goons outside the bar, then venture inside and whack Luca's assassin. Most of them are using .38s so they won't do a lot of damage, but it adds up fast so be careful. Use walls and furniture for cover as much as you can.

Then, once that's over with, you'll have to hijack a taxicab and drive like a total maniac if you want to get back to your hideout in time.



↑ You can change outfits later, but not faces.

CAPO DI CAPO

As you may have noticed, even after you complete the main missions you're still ranked as an Underboss. To become the undisputed Don of New York, you have to complete almost every bonus objective, control all the rackets, businesses and safehouses and eliminate the other crime families. It ain't easy being a wiseguy.

↑ There's nothing like a well-aimed right hook to communicate your point of view.

Fortunately, the timer will reset once you get out onto the street.

The Don Is Dead

Go out and cause a little havoc. When you return to your safehouse after grabbing at least one new venue for the Corleones, Monk should call you on the phone. Go to meet him at DeMantegna's barbershop in Little Italy.

After the ensuing shenanigans, you'll be in the middle of a gunfight. Take out the two guys behind the carts in front of you, then run outside and shoot the guy holding Frances in the head, so that he drops Frances. Once both he and the guys outside are dead, you'll switch objectives.

Now, follow that ambulance, doing your best to avoid or ignore the armed gunmen in pursuit.

↑ Use this college boy to learn how to throw enemies around.

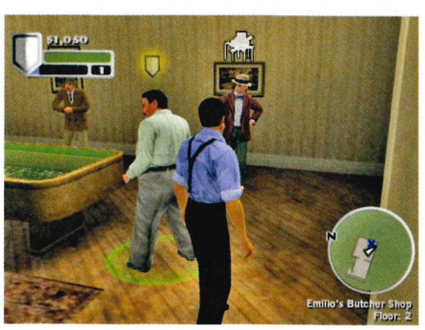
When you reach the bridge, you'll hop out and get stuck into a short-lived gunfight. Kill the gunmen, then shoot their boss in the knees to get him to co-operate nicely. Having done so, jump into the ambulance and drive the Don to the hospital in Little Italy.

Intensive Care

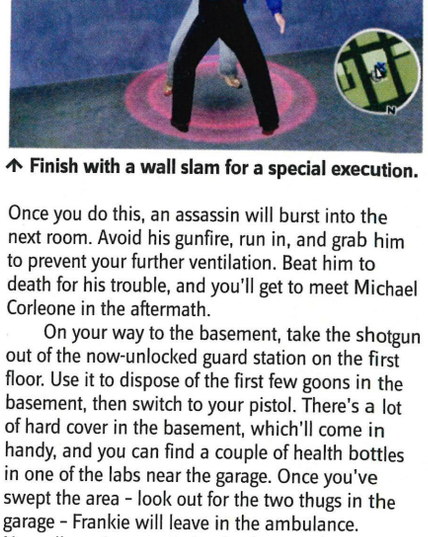
Steal a car and go drive over to the Corleones' compound, west of Little Italy, and attempt to enter. Go inside, talk to the current man in charge, and you'll be promoted to Enforcer.

Speak to another guy outside the office, and you'll be told that Vincenzo is looking for you at the Falconite. You'll also have the option, should you so choose, to whack Mikey Salieri behind the butcher shop; if you run into the alleyway and punch him to death, it's an easy way to get 5,000 Respect, so it's worth doing on your way to the Falconite.

Once you reach Vincenzo, he'll encourage you to go check on the Don at the hospital. After you get there, you'll talk to Frances automatically - now, check in with the guard. He'll take your weapons and allow you to go visit Monk on the second floor.



↑ This icon indicates important people.



↑ Finish with a wall slam for a special execution.

Once you do this, an assassin will burst into the next room. Avoid his gunfire, run in, and grab him to prevent your further ventilation. Beat him to death for his trouble, and you'll get to meet Michael Corleone in the aftermath.

On your way to the basement, take the shotgun out of the now-unlocked guard station on the first floor. Use it to dispose of the first few goons in the basement, then switch to your pistol. There's a lot of hard cover in the basement, which'll come in handy, and you can find a couple of health bottles in one of the labs near the garage. Once you've swept the area - look out for the two thugs in the garage - Frankie will leave in the ambulance. Now all you have to do is whack a couple more mobsters in the hospital's front hallway, then talk to Michael Corleone.

Fireworks

Talk to the Corleone southeast of you, and he'll tell you to go find Clemenza. Clemenza, in turn, will encourage you to visit Rosa's 'club,' which is hidden inside the flower shop east of the hospital in Little Italy.

Go upstairs and talk to your boys, then pass the time by flirting with the whor... erm, 'nice ladies,' for 75 Respect points a pop. The party'll get broken up eventually.

Go downstairs and bribe the cop by the door. You can evade the first three policemen in the alley, although you're better off sneaking up on them, grabbing them, and clicking both thumbsticks to take them out with Last Gasp executions. The fourth policeman will have to be dealt with, so you can unlock the door he's guarding. (Don't miss the film reel behind the dumpster in the alley by the fourth cop, either.)

Head into the warehouse with your gun drawn and take out the three cops on the first floor. Go upstairs to rescue the girl, then take the lift up to the roof. The sergeant won't come after you with a gun, thankfully - beat him up a little to take the fight out of him, then grab him and drag him over the edge of the roof. You'll get the option to throw him over.

↑ New York City cops: they ain't that smart. They ain't that cautious either, by the looks of things.

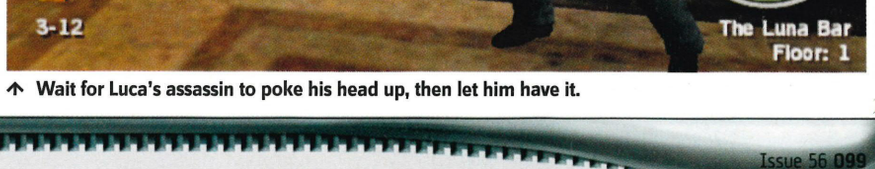
FREE MONEY
In the Intensive Care chapter, after Frankie escapes in the ambulance and you meet up with Michael, the door to Don Corleone's room will be open. You'll find a bag containing $2,000 stashed at the back of the room.

Death To The Traitor

On your way out of the warehouse, talk to the blonde. It's now time to go back to the Corleone compound. You'll be promoted to Associate, with all the ensuing perks.

Go to see Clemenza in Brooklyn, but grab the film reel next to him first. It's time to reveal the traitor - Paulie Gatto. At Clemenza's request, go and grab the Tommy gun and the dynamite from the second floor of the restaurant. If there are a couple of thugs threatening the chef, whack them from the floor above with the shotgun - if you go talk to the chef after that, he'll unlock the door on the second floor, allowing you to reach the Molotov, health bottle, and pistol ammunition to be found there. »

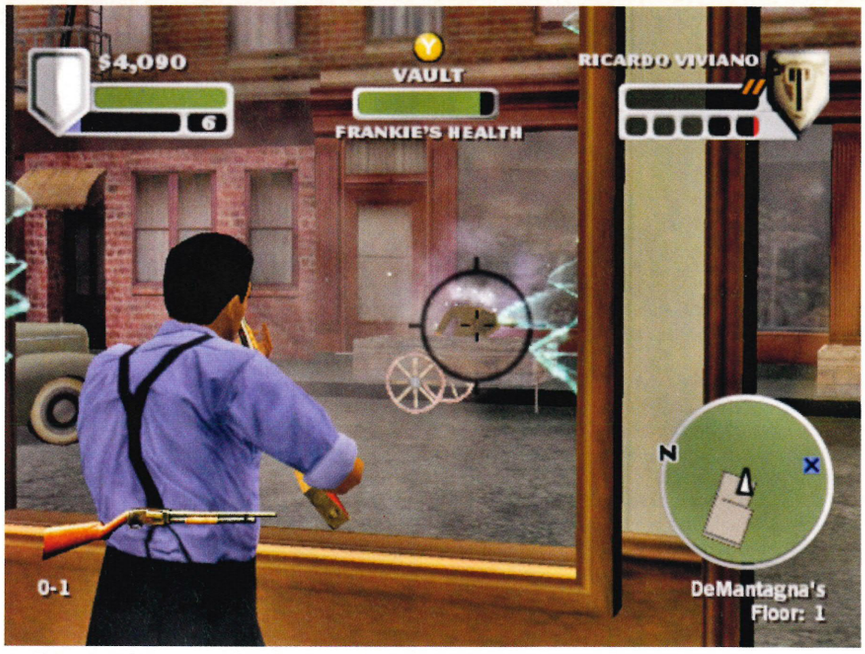
↑ Hit X to hug a corner, then pop out from behind it to fire.



↑ Wait for Luca's assassin to poke his head up, then let him have it.

FLY NEW RIDES: THERE'S A PARKED CAR OUTSIDE EVERY SAFEHOUSE, USUALLY BEHIND IT, THAT YOU CAN TAKE WITHOUT A PROBLEM

↑ A man you've grabbed can't shoot at you. Remember that.



↑ Even at medium range, the shotgun packs a serious punch. Blammo!

» Now report back to Clemenza and follow him to the Tataglias' bar. This'll turn into a running gun battle; having that Tommy gun will come in really handy right about now. Take out the guys in the upstairs lounge, then plant the bomb and run like hell. Once the bomb's planted, you don't have time to do anything other than get out of the building. This includes switching weapons, playing with the guy with the bat who pops out of the side room, or grabbing any items you missed.

Once that's taken care of, it's time to whack Paulie Gatto. The best way to deal with him is to pre-emptively detonate the boxes of explosives until you reach the maze of crates, then, when you see him, pitch a Molotov cocktail in his direction. One hit's all it takes.

Now, all you've got ahead of you is a short, albeit dangerous, drive to Paulie's nearby apartment. As a reward you'll receive the apartment as a new safehouse.

SCREEN BURN
You unlock scenes from the movie as you complete each mission. More can be unlocked by finding the 100 film reels hidden in the game environment.

Horseplay

Go out and get yourself into some more trouble. Eventually, Monk will give you a call and tell you to meet him at a bar in Midtown. Haul it all the way over there, and you'll be told to meet Tom Hagen at the Corleone compound.

Once you've talked to Hagen, sit through the ensuing cut-scene and go and follow Rocco. You must avoid detection at all costs here. As long as you follow Rocco and move when he does, you won't have a problem. Slip into the stables and stand guard while Rocco decapitates one of the racehorses, then choke out the guard who comes in before the alert timer runs out. Once Rocco's got the package, you'll have to creep ahead of him and disable all the enemies in the way.

Take a right out of the stables, go up the stairs, and garotte the guard when he turns his back. Go in via the kitchen, waiting for the butler to leave, and go through the doorway on your right. There's a guard with his back to you directly to the right in there, through a doorway. Garotte or choke him, then creep your way upstairs.

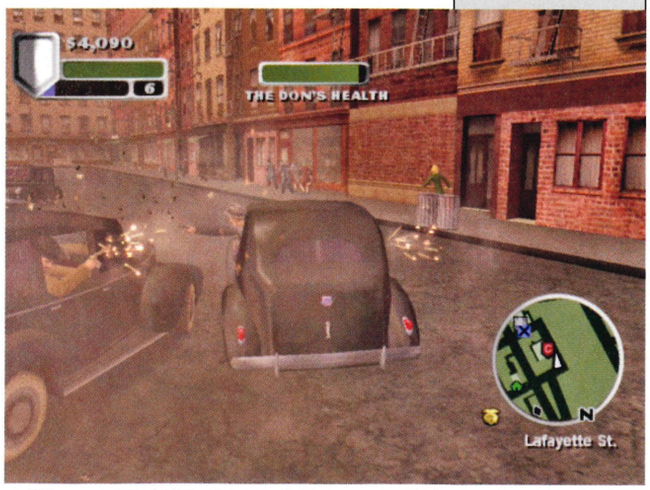
Choke the guard at the top of the stairs, then wait next to the doorway until the maid leaves. The next guard'll hit on her and strike out - once she leaves him in the dust, creep up on him and take him out. Now, all you have to do is wait at the other end of the hall for Rocco.

A Recipe For Revenge

You're back at the Corleone compound. Talk to the guy in front of you to receive your next objective, then take a car and drive to the Chateau Leive in Midtown. Take the lift upstairs and talk to Tom Hagen to receive a new safehouse, then drive back to the compound.

Drive onto the glowing point on the street outside the restaurant, then sneak in through the alleyway. Silently strangle the two guards, then batter the guy at the door until he lets you into the restaurant. Sneak past the Tataglia goon who's on patrol in the restaurant's main area, then slip into the bathroom and plant the pistol. Michael Corleone will take care of the rest.

Now it's time to drive like a complete maniac. Sprint to the car before the timer runs out, then head down 42nd Street until you hit the T-



↑ Who says World War II is over? It's just moved closer to home...

↑ A man without functioning kneecaps is more likely to talk. Funny, that.

↑ If another guard sees you while the timer's going, the alarm will sound anyway.

intersection. Take a left, and take that road all the way to its end, then hang a right. All the while, you'll have to contend with traffic and a bunch of gun-happy mobsters in other cars. Don't crash – the big problem in this mission is your car catching fire, and Michael dying as a result. Once you get him to the docks, you're free and clear.

Now It's Personal

Talk to your contact by the docks, then swipe a car and head to the Falconite in Little Italy. You'll get promoted to Soldier.

Answer the phone in the Falconite's lobby, and Frankie will invite you back to your Midtown safehouse, for what are undoubtedly entirely innocent purposes. Unfortunately, the Tataglias will crash the party – gun down the thugs who burst into the room, then beat the information you need to know out of the guy in the manager's office on the first floor.

Now run a few blocks over to pick up Monk, then make a long and bullet-riddled drive over to the old church in Brooklyn. Be careful – if the car blows up, you'll fail the mission. Drive over there, sneak in via the crypts in the basement, and kill your way into the cathedral.

The Silent Witness

Interrogate the Tataglia capo, then go into the funeral home. This is a short, vicious gunfight for the most part, and – worse luck – a few guys in here have shotguns. Keep your wits about you and hug the walls, or they'll drop you before you know it.

To take out Bruno Tataglia, toss him into the cremation oven.

Sonny's War

Go meet up with Sonny. It's apparently time for horrible violence. Most of the bars in the game have the same layout, so you should be used to fighting

↑ Try to pick up the girls at Rosa's to earn some quick Respect points.

↑ Most thugs will usually emerge from cover if you give them a second.

CAREER LADDER
The ranks you go through in the game are: Outsider, Enforcer, Associate, Soldier, Capo, Underboss, Don and Don of New York City. It's the last one you want, obviously.

in them by now. Clean the place out, then kneecap the Tataglia capo to get him to talk.

Your next stop is the tramyard. Take over the bookshop, then head into the back and up the stairs, killing every goon you see. Interrogate the capo, then make your way back to Sonny and drive over to the warehouse.

Finally, clear out the warehouse and interrogate a final capo to end this chapter. It sounds short, but this is actually the longest story mission in the game.

Change Of Plans

Find a phone and answer it – you're meant to go see Sonny at the Corleone compound. Go drive all the way back there again, then grab one of the Corleones' cars and chase Sonny. Stick as close to him as you can until the next cut-scene kicks in, then follow the mobsters to the warehouse.

Approach the warehouse on foot, which makes it easier to get the drop on the first three guards. Work your way through the local hooligans to the next checkpoint, then browbeat the tollbooth worker until he tells you what you need to know. Your next stop is a club in Hell's Kitchen, although you do have a relatively lenient time limit in which to make your arrival.

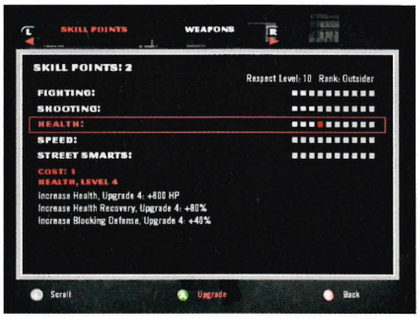
When you get in, take cover immediately – one guy has a shotgun, and another has a Thompson. Take them out, then make your way upstairs to find Ricardo Barco. He'll never crack unless you threaten his girlfriend. Take the »

↑ Plenty of cops and G-men are looking for a handout.

HEAT DISSIPATES: YOU'LL LOSE HEAT SURPRISINGLY QUICKLY IF YOU CAN GO FOR A SHORT TIME WITHOUT ACQUIRING ANY MORE OF IT

↑ When in doubt, just fill the air with lead. You'll usually end up hitting something important.

↑ We could make so many puns about this.



↑ Spend your points on combat and health.

» resulting information and return to the Corleones' compound with it.

Order To Kill

Upgrade your weapons. This mission's tough. Once you're ready go to meet Monk. With him as your backup, blast your way through the building to find the Fed you need to interrogate. Unfortunately, Monk's feeling a little trigger-happy – to find out why, answer the phone.

Now sprint out of the building as fast as you possibly can and grab the car. Drive like a crazy person to reach the next checkpoint, then blast your way through the bar. You'll need to take out quite a few gangsters at this point before you can deal with this chapter's boss, but he's no tougher than the rest. He's got a shotgun though, so try to keep him at a distance if you can.

CASH STASH

In the It's Only Business chapter, after wasting the guy behind the desk, look behind him to see a brown crate. Shoot it to reveal $10,000...

↑ Perversely, tunnels are some of the safest places in the game.

It's Only Business

It's probably a good idea, assuming you haven't been doing so already, to go and gather some Respect and boost your stats at this point. This level comprises a short but pretty difficult gunfight, pitting you against a whole building full of unpleasant Barzini mobsters.

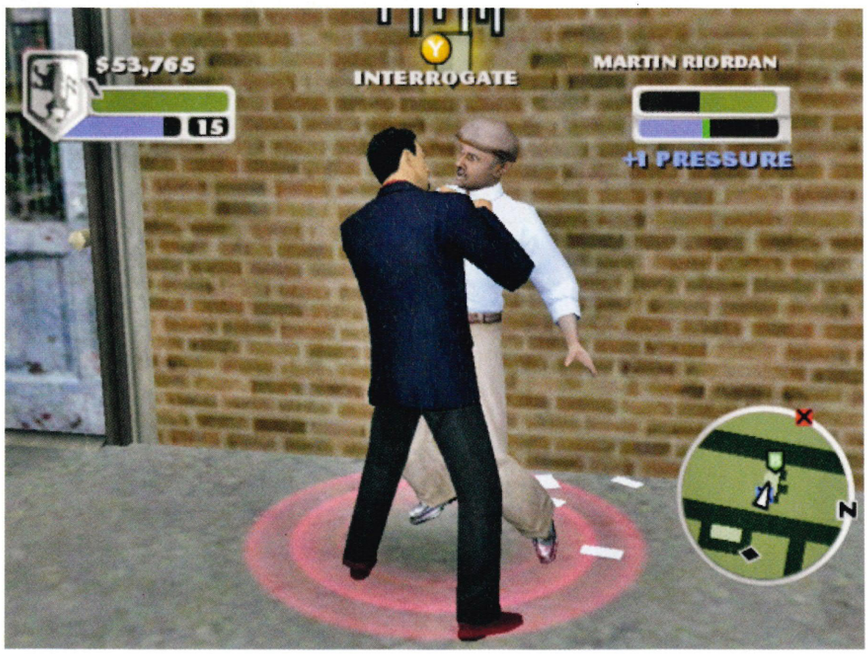
Turn right as you enter and drop the guy with the shotgun, then take the lift up. Equip a shotgun of your own to dispose of the welcoming committee, then waste the guy behind the desk and take the stairs up. This mission's over once you kill Tessio and leave the building.

Baptism By Fire

Go and speak to Michael in the church in Little Italy, then go meet Clemenza. He'll tell you to go to the hotel – do so, then speak to the two Stracci gangsters you'll meet there. Escort their don into the elevator and then whack him.

Once you're done, talk to Clemenza again. Your next task is to meet Cicci at the barber shop. Pick him up, head to the Savannah Hotel, and assassinate Don Cuneo. Go cleanse the garage of human life, then talk to Cicci again.

Lose the Cuneos pursuing you as you speed across town, and talk to the hooker by your checkpoint to find out where Don Tataglia is. He's



↑ It doesn't work equally well on everyone, but violence is a solid Plan A for interrogation.

↑ Make sure the guard's back is turned before you make a move.

on Plymouth Street. Bribe the guard by the brothel's entrance, then nip up to the third floor and shoot the don in the head.

Finally, evade the Cuneos as you drive to Little Italy to meet Al Neri. Drive the police car over to the courthouse, and follow Barzini until you get the chance to shoot him. After the ensuing movie, put a second bullet into Barzini just to be sure, then steal the nearby sports car. You must survive for the next three minutes, no matter what – use every nasty trick you've got to keep the cops crashing into each other and off of you.

Your final storyline goal is to reach the church in Little Italy before the baptism is over. Once you manage to do that, you'll get promoted to Underboss of the Corleone family. Continue your exploits throughout the city, and one day, perhaps you could be the Don of New York.

TIPS

Respect
Dump most of your starting points into health and shooting, since those are most important in the early missions.

↑ Using the garotte doesn't trigger the timer.

↑ Once the maid finishes talking, let him have it.

THE PERSUADER
Successful extortion requires the carefully measured application of violence. Shooting people in the knee usually works, as does dangling them in a bakery oven, shooting a maid or bartender in front of the owner, dangling the maid out of the window, shooting up the display cases, or just slamming the owner's head against the cash register. Bash!

↑ Exploding cars are somewhat unhealthy. Try not to be in one when it goes up.

Cowboy Up
You can max out your revolver, Magnum, and .45 ammo by paying a visit to the basement of the Corleone compound.

Looking For Trouble
The businesses in the game are labelled on your map. Don't just wander around blindly – use your map to search them out.

Until The Heat Dies Down
If the cops are becoming a problem, visit your safehouse until your Heat level diminishes a bit. Also, just keeping your nose clean for a little while makes your Heat level go down on its own.

Prepare For The Worst
During a quiet moment, take the time to reload all your current guns, and make sure your favourite weapon is conveniently available. It can be hard to switch between guns efficiently when you're in the middle of a gunfight.

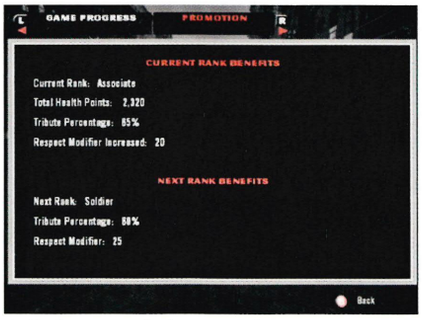
Fire's Bad, Right?
If a car's on fire, it'll explode in about 30 seconds. You might want to leave the general area when this is going on.

Spending Skill Points
Focus on fighting early on, then dump points into health and shooting. You can put an occasional point into Street Smarts – if you don't, you'll find a lot of shopkeepers will die before you can put enough pressure on them to make them pay you.

Threading The Needle
The AI drivers are very fond of sideswiping you. One good way to lose anyone on your tail is to drive right between two other cars. Best-case scenario, they'll crash; worst-case scenario, they'll have a hard time following you for the next few seconds.

↑ The fastest way to wreck your car is to hit something with it.

↑ Pick up film reels for 1,000 Respect each.



↑ Each new rank gives you a better percentage.

FORGIVENESS: ACTIVATING A STORY MISSION WILL CAUSE SOME OF YOUR ACCUMULATED VENDETTA TO GO AWAY

Masterclass: Tomb Raider: Legend

Nepal! Bolivia! Cornwall! Check out the final part of our world-class walkthrough to TR: Legend...

IF THIS WAS the guide to an older *Tomb Raider* game, most of it would go like this: "Push block three squares to the left and one to the right," "Make pixel-perfect jumps to avoid many deadly pit traps," and "Now shoot some bats." Thankfully, dull chores are (mostly) a thing of the past - new *TR* is action-packed, and when there is block-pushing to be done, the makers have thoughtfully given you a forklift truck to make light work of things! Part two starts off in Cornwall, with a quaint Arthurian theme...

↑ It's King Arthur, entombed for all eternity underneath a Cornish gift shop! He's gone a bit mouldy though.

ENGLAND

Ignore the sword in the stone for now - Lara only gets daft remarks for her trouble. Start instead by using your grappler on the grating in the wall above and to the left of where you begin. Move the box directly under it and jump up. You'll see a crate with a bronze reward in it - do the honours, and then remove a second metal grate and drop through it. Jump up and grab hold of the window ledge, then jump to the longer ledge so you can shimmy over the gate and switch on the power. Climb up the drainpipe and then jump back across to the long ledge - make your way back to the door you passed earlier, which is now unlocked. Go through, and head for the sword in the stone. Pulling it will open the door.

In the next room are loads of mechanical Arthurian figures. Ignore them, and walk onto the planks that are laid across the massive hole in the floor. Jump onto the swing bar, then onto the next bar. The second one will swing round until it's parallel to the wall - wait until it's against the wall then jump across to the drawbridge. Your weight will pull it down, and when it's at roughly 45 degrees, jump up and then over the end of the bridge to reach the next room.

In here, you'll see what looks like an upturned boat being held against the wall. Shoot the rope holding it using your manual aim, and once you've hopped across it to the other side look for the small opening at the bottom of the wall to the right. Through it is another bronze reward in a crate.

Pull the next sword in the stone to reveal a hanging weight. Use the grappler to pull it until the door beside it is fully open, and then roll through it before it slams shut. Next is the chance to play with a forklift truck. Before you take the controls, use the grappler to remove the grating high on the right. Now start stacking boxes (one on top of another right against the wall, then one more in front of them) underneath the opening - use them to climb up to it and then crawl through. You'll find a silver reward, and Lara will gain some background information to the theme park/grave site.

After jumping back down to the loading area, get back into the forklift and simply ram through the boxes blocking the stairway. Drive down into the chapel, and ram straight into the fake tomb to reveal a silver reward, then remove the two crates blocking the weakened area of wall. Smash through the wall to the area beyond, and drive through the two spike traps until you reach the gate. Raise it with the forklift, then drive under and through the next trap. Than smash through the wall and get ready to jump when prompted.

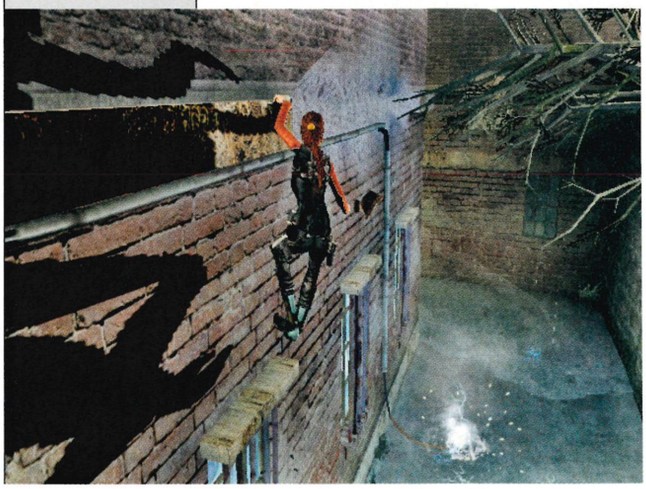
Look to the right once the scene showing the forklift exploding is finished, and use the grappler to grab the bronze reward. Then just before descending the broken stairway, do the same thing again. At the bottom of the stairway, jump for the ledge, then across to the ledge above the second stairway. The sound of something crumbling will be a warning that you need to jump for the third stairway quickly. Once there, make a lunge for the swing bar and drop down into the small alcove. There's another bronze reward behind a window right beside you, so jump onto the crumbling ledge, quickly shimmy along to the very end and pull

IT'S PHYSICAL

Tomb Raider puzzles now use a proper physics engine - so be careful when you're pushing those giant boulders around!

↑ Forklifts make short work of block puzzles.

↑ Pull the crate towards you to avoid the flames.



↑ Be alert! You need to listen out for the sound of crumbling masonry...

↑ A lever. There are ALWAYS levers to pull.

↑ Don't stay on the poles for too long - they can be very old and liable to break from excessive swinging.

yourself up. Now you can just run over to the reward and pick it up.

Carry on with your descent, being careful to move quickly along the fragile ledges. Once you reach the bottom, ignore the large panel marked with 'III' and go through the large doorway. Jump over the flaming oil and go through the trap-filled corridors. Jump across the first set of flames, then haul the cage across the second trap with your grappler and use it to jump the flames. Once you're at the other side, pull it back towards you and use it to clamber over the gate. Throw the switch on the other side to open it, then pull the cage through. Use it to jam the blades guarding each room in turn. Start on the left. After picking up the silver reward, move the cage so it's beneath the ledge. Jump up, and press the large wall-pad marked with 'I'. Go back the way you came, dragging the cage with you, and go to the chamber on the right of the entrance. Use the same method to reach the ledge, and you'll find a panel marked 'II'. Push it - then you can head back to the hall with the first panel you saw, marked 'III'. Once you've pressed that, a door opens to reveal a gold reward.

Head back to the hall with the spinning blades, remembering to drag a cage with you, then go through the blades at the far side. Once through, use the cage as a platform from which to leap over the flames, then pull the switch round the corner to open the large door. You'll come to a pressure pad with a pool of water to your left. Swim through it to the dry section on the right where you'll see two chandeliers. The nearest one can be latched onto with your grappler and used to smash some grating out of the way of a bronze reward. The other can be used to clear the way for you to float a coffin back to the pressure pad and use it as a weight.

Go through the open door and jump into the canal. Swim to the left (against the current) and down to pick up a bronze reward, then swim across to the lever and pull it. Next, catch up with the floating coffin and climb aboard, getting ready to jump through the opening on your right. Once you're over, swim to the left and left again, yank another lever, then hop aboard the coffin again. Use your grappler on the metal torches to pull yourself towards the silver reward on the right.

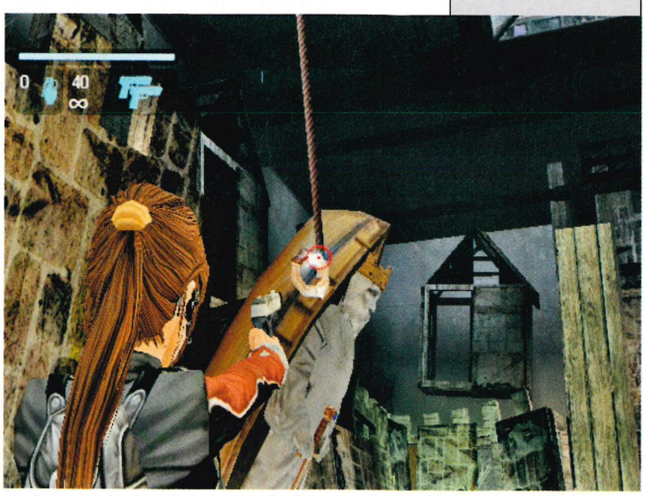
Haul yourself across to the gate opposite and jump onto the ledge above it, then swim downstream to find yourself in a huge cavern with an ancient mausoleum on the far side. Latch onto the swing-bar on the right and pull it round, then do the same with the one on the left. Beside this swing-bar are three small ledges. Pull yourself up these, then jump across to the slope. Halfway down this leap across to the swing-bar you pulled round and it'll rotate 90 degrees. Swing off the bar - as you do so, grapple onto the lamp hanging above the doorway and leap onto the second swing-bar. This one will also rotate, allowing you to reach the steps. From here, jump up to the window-sills and then across to the hanging chain. Climb up this to the very top and jump onto the roof - on the far side of this you'll find a silver reward. Once you've collected the reward, slide down the bell rope and into Arthur's tomb.

On the left-hand side of the tomb you'll see a glowing sarcophagus. Pull the sarcophagus across to the column on the other side of the room, then go and stand between the main door and the bell. Use the grappler to start the chandelier swinging, then run over to the column and climb it, then jump onto the suspended counterbalance. Hopefully you'll have timed it so that the bell and the chandelier collide, releasing the sword fragment from Arthur's grip.

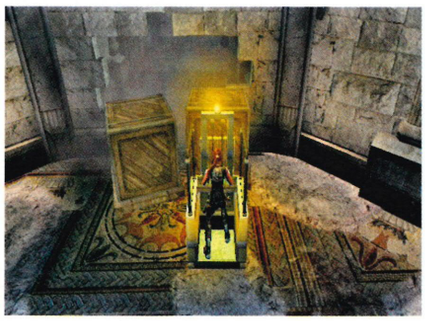
At this point, a huge serpent guarding the mausoleum will attack from the lake. You need to target each monument in turn, shooting them until they emit a golden glow. This will attract the serpent's attention - while it's distracted, latch onto the lever and yank it. A spiked cage will crash down onto its head, removing a chunk of its health in the process. Repeat this another three times to kill it. When it dies, it'll provide a handy platform from which you can reach the pathway out of the mausoleum. You'll need to swing across two chasms, then slide down a long slope. At the point when you need to clear a gap, get ready »

A GOOD YANK

If you get stuck on a puzzle, look up. There are often items on ledges up above that will come in handy - getting them down is often a case of using your grappler on whatever's supporting it and giving it a good tug.



↑ A few well-aimed shots are the key to solving many puzzles.



↑ Lara's old job, working at the B&Q warehouse.

↑ You don't stand a chance. RUN AWAY!

HOLD ONTO YOUR HAT! IF YOU'RE STILL IN THE MOOD FOR TOMB-BASED ARCHAEOLOGY ADVENTURES, CHECK OUT THE DEMO OF INDIANA JONES AND THE EMPEROR'S TOMB ON THE GAME DISC. IT'S LIKE TOMB RAIDER WITH A HAIRIER HERO!

↑ How does she hold on? It must cost a fortune in nail clinic visits.

» to jump, grapple and shoot on demand. Another serpent will attack you, but good timing will allow you to escape it.

Jump over the gate and onto the rope (stopping to pick up the bronze reward), before swinging to the ledge and dropping down into the main hall (with the rotating blades). Fight your way through the waves of mercenaries on your way to reaching the surface, and when you rescue Zip and Alistair the mission will end.

IN THE PITS
Floors suddenly giving way don't always spell brutal pit-trap death for Lara any more. More often than not, a timely press of the A button will cause Lara to fire her grappler at the nearest support and haul her way to safety at the last minute.

NEPAL

Turn around and grab onto the long, curved ledge then quickly shimmy along it - it'll give way in the middle. Jump up the wall in front of you, then slide down the short slope, jumping off the end of it to reach the next platform. Jump off that to the next ledge, and pull yourself around to the end. Leap across to the next ledge, quickly jumping up to the next level before it crumbles. Run up the slanted stone walkway, again, before it crumbles, jumping over to the next platform. Then, jump towards the icicles, quickly pressing X to launch your grappler as you go. Swing across to the first icicle, swivel around and jump across to the next one, then repeat once more - hurry, because they all drop under your weight. Grab onto the ledge and shimmy around, jumping up to the next level. Once you're up, use manual aiming to take out the sheet of ice covering an entrance.

In the next area jump to the right to grab onto a ledge. Pull yourself up and then carry on, sliding down a short slope and then jumping onto another. Jump off that onto a platform, then onto another which crumbles under your weight. Jump off that onto a monkey bar, then swing off it, firing your grappler as you release your grip. Swing across to solid ground, and carry on until you reach what looks like a wing sticking up from the snow.

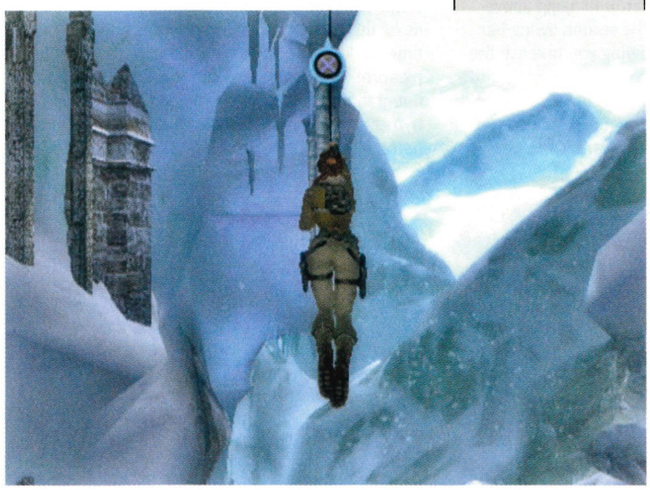
Grab onto one of its struts, then drop down to the ground. Run out to the furthest edge of the overhang and look down, where you'll see a snow leopard pacing about. Chuck a grenade its way, then drop down to the plane wreckage. Latch onto one of the engines and haul it into the fuselage, then walk down to the cockpit. The plane begins to tip, so get ready to grab Lara's artefact, race back down the fuselage and avoid the falling chair.

Run and jump straight ahead, getting ready to jump off the glacier to reach the monkey bar. Swing off that to another slope before it snaps, then another - after jumping off this one, shoot the ice blocking the way, then jump from one more slope to a monkey bar, and from there to the ground.

In the next section, jump up to the raised section, then across to the monkey bar, then across to the ledge. Jump across the gap and hurry along this ledge, dropping down to the lower ledge then jump across to the next monkey bar. Swing across to the icicle, then turn to face the platform ahead of you. Jump onto it and then quickly leap across to the next ledge.

Once you've clambered on top of the ledge, jump across to another, shimmy along it then jump across to the ledge opposite, and then back to the vertical ice-pole. At the top of that, jump across to the ledge, then make your way along that and up to the next one before it gives way.

↑ There are bits of ice that get in the way too - shoot them out before you progress.



↑ There's lots of timed swinging in this mission - stay on your toes.

↑ Lara has to haul an entire plane engine into the fuselage. She's been working out.

↑ Hold down the A button to do the back-arching ledge-climb move.

The next area is an opening with five or six troops in it. Kill them, then jump on top of the central platform, then across to the next icy outcrop. Jump across to the platform where the grenade-launching guy was, then jump towards the zip-line using the grappler. Latch onto the zip-line.

At the other end slide down the icy slope, then jump across the floating ice-blocks in the pool ahead. Shoot down a block from the ceiling to bridge the gap. Once you're through the opening, there's a river where a series of blocks will float by – you need to make your way up them to another entrance. Continue through the corridor to reach a large hall. Kill the snow leopard then jump off the ledge, hitting X to swing across the chasm. Swing to the top of the doorway, lobbing a grenade at the leopard below. Then drop down, where you'll see a huge set of scales. First, move the medium-sized block onto the scales, then jump on top of the building and walk along to the raised half of the scales. When that sinks under your weight, latch onto the golden block and pull it on board, then get back onto the other half and pull the small block on board. That will keep the golden block suspended, allowing you to get back on top to pull it onto the similarly coloured pressure pad.

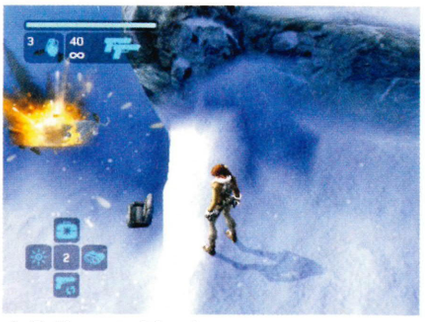
After picking up Excalibur, run down to the door and demolish it with a blast of energy from the sword. Once through, you'll find everything crumbling to the ground. Quickly jump to the tall, crumbling column to your left, then onto the one ahead. Get to the next column, and make one last leap for safety, in front.

FASTER, FASTER!
Hitting the Y button in time with her movements when Lara's shimmying along a ledge or climbing a rope will make her move at a quicker pace. It's pretty handy for when there's something coming up on your tail...

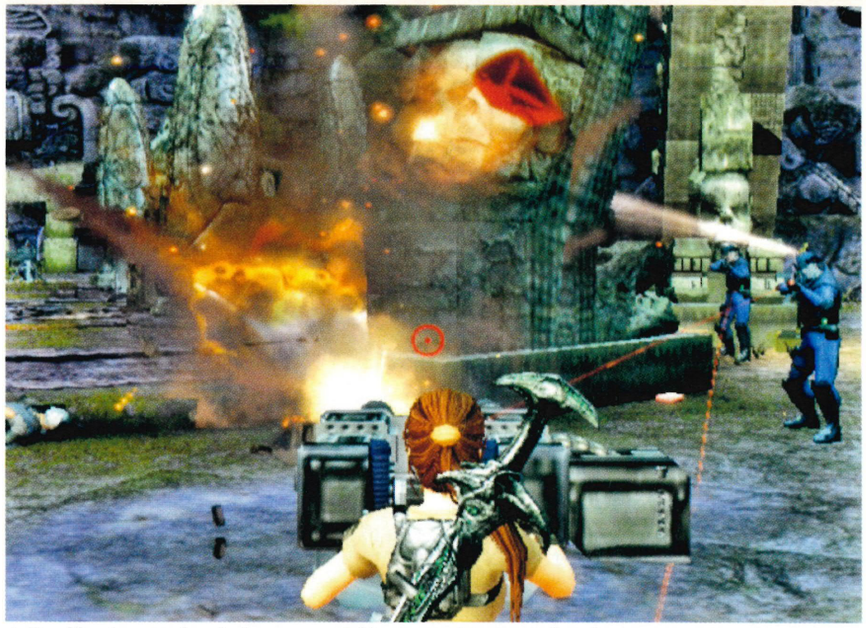
BOLIVIA REDUX

After the cut-scene you'll come under heavy attack from troops with shields, and the chaps with the grenade launchers. Your best bet is to man the machine gun emplacement nearest where you enter the arena, as this has protection either side of it from grenades. Take out anything that moves, watching out for anybody trying to sneak round the back of you. The grenade-launching troops will generally stay around the edge of the fight. Once they're all dealt with, the final battle begins.

After the cut-scene with Amanda, she unleashes her pet demon on you again. Use Excalibur to blast the demon with energy until its life is sufficiently drained for it to land. When it does, get in close and attack it. It'll then get back up and you'll have to repeat the process. It's fairly straightforward – you need to down the demon and then attack four or five times to defeat it and end the story mode.



↑ Getting out of the plane: a narrow escape.



↑ Excalibur is pretty handy, but a mounted heavy machine gun is handier.

CROFT MANOR

As you complete the main game, more of the manor will become accessible. In order to collect all the rewards, you'll first need to find Lara's grappler, pistols, personal light source and binoculars, although only the first two are essential. Head upstairs to the left and go through the first door you come to. At the end of the »

↑ Nearly there. Just a few dozen more stupid goons or so to waste and you'll have finished the game.

LORRA LORRA LARA: CHECK OUT WWW.PLANETLARA.COM/LOOKALIKES.ASP RIGHT NOW. IT'S THE PREMIER WEB RESOURCE FOR HALF-HEARTED LARA COSPLAY PICS FEATURING OTHER PEOPLES' UGLY GIRLFRIENDS!

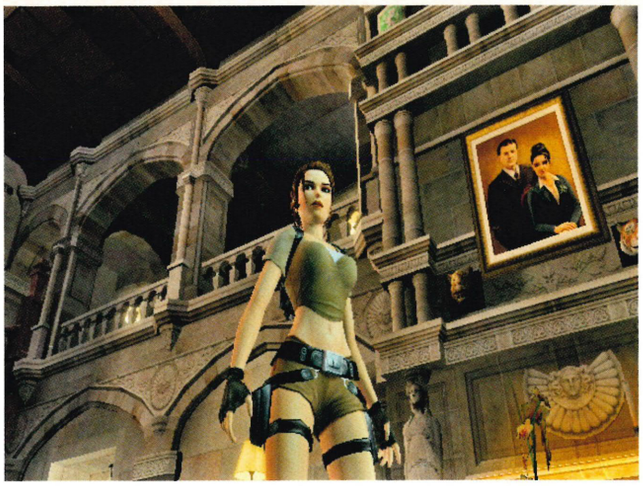
↑ Amanda's stupid pet demon is no match for a legendary sword with magical super-powers!

» corridor you'll come to the library – the personal light source is on the corner of the desk. Head out to the main landing again, then go through the second door to find Lara's bedroom. To your left as you enter are two levers shaped like ornate sword handles – pull them both to open up the circular section of the wall and retrieve the pistols. Next, go downstairs to the end of the main hallway with all the computer consoles. To the right, lying on the floor is a laptop emitting a green light – get Lara to access it to open up a safe in the wall containing the grappler. Now you can start finding all of the rewards.

BRONZE REWARD: At the end of the hall, by the door on the left-hand side.
SILVER REWARD: In the library, to the left of the entrance. Shoot the planks of wood concealing it.

While you're here, pull out the book trolley and position it over one of the white pressure pads. Then latch onto the trolley sat above the stairs and pull it down, positioning it over the remaining pressure pad. This will open a panel in the wall, giving access to a secret passageway.
BRONZE REWARD: Upstairs in the library, hidden behind a bookcase. Pull the sword handle-shaped lever to reveal it.
BRONZE REWARD: In the corner of the same room upstairs in the library.
SILVER REWARD: In the secret passage you accessed from the library.
BRONZE REWARD: Hidden in a crate in the secret passageway.
BRONZE REWARD: Behind Lara's bed. The secret passageway leads to her bedroom.
BRONZE REWARD: Hidden behind a sliding panel at the end of the landing you exit onto from the library and bedroom corridors. Use the grappler on the switch above the panel to open it.
SILVER REWARD: Hidden behind a similar panel on the opposite landing. Use Lara's pistols to force the switch above it inwards.

↑ Ooh! Ooh! Is Lara going to be a secret unlockable character in the next *Soul Calibur*? (Answer: No.)

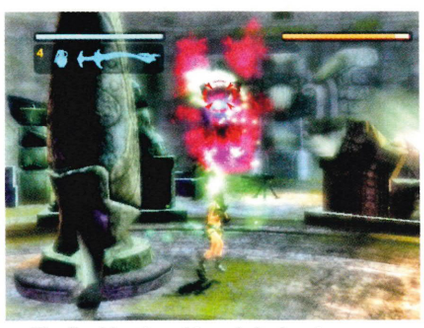


↑ Lara's parents look down disapprovingly on her adventurer lifestyle.

INSTANT DEATH?
Annoying, unfair deaths are now a thing of the past in *Tomb Raider*. If you misjudge a jump, Lara will make a last-ditch lunge for the ledge and hold on with the fingertips of one hand. Press the Y button quickly to help her recover!

GYM REWARDS

BRONZE REWARD: In the alcove in the far right-hand corner. Grab the handhold on the freestanding rock slab, then jump across to the monkey bar. Swing onto the vertical pole in front of it and then jump onto the horseshoe-shaped apparatus before jumping onto the vertical rail on the wall. Jump to the left to grab the hand/footholds, then jump across to the bar. Move to the end of it then swing onto the next bar. Swing off that to the handhold opposite, shimmy over the alcove then drop down to it to get the reward.
BRONZE REWARD: from the alcove, face the stone wall with the handholds and jump across to it. Shimmy around the column until you're facing another handhold – leap across to reach it. Jump up to the next one then up and over onto the slope. Jump off that onto the green handholds, and from those jump to the left, onto another bar. Swing and jump directly ahead, then leap to the right. Shimmy around that rock column, jump off towards the bar, then drop down to the alcove.
BRONZE REWARD: Head back to the handhold immediately beside the ladder set flush against the wall, and jump onto it. Jump onto the vertical rail, then across to the alcove to pick up the reward.
BRONZE REWARD: From the last alcove, drop down to the vertical rail below, then across to the freestanding vertical pole. From that jump for the handhold in the rock, shimmy around it, then jump up to the next one. Leap for the hanging vertical pole, then the next pole, and then drop



↑ The final battle, with an irritating demon.

↑ The Croft Manor stage is massive, with loads of stuff to discover.

down and immediately jump off the slope to reach the next reward.

SILVER REWARD: Go to the blue mat in the middle of the floor and make your way to the handhold in the wall near the door. Jump across to the monkey bar, then onto the green handholds. Climb up these then jump across to the higher bar and move out to its end. Swing onto the vertical hanging bar, then to the one attached to the ground, and jump for the ledge in the wall. Drop down to the lower one, then across to the monkey bar and leap for the ledge. Then jump for the vertical pole in the pool, then for the rail on the wall. From that jump to the ledge above the reward and drop down.

BRONZE REWARD: In the swimming pool by the last silver reward.

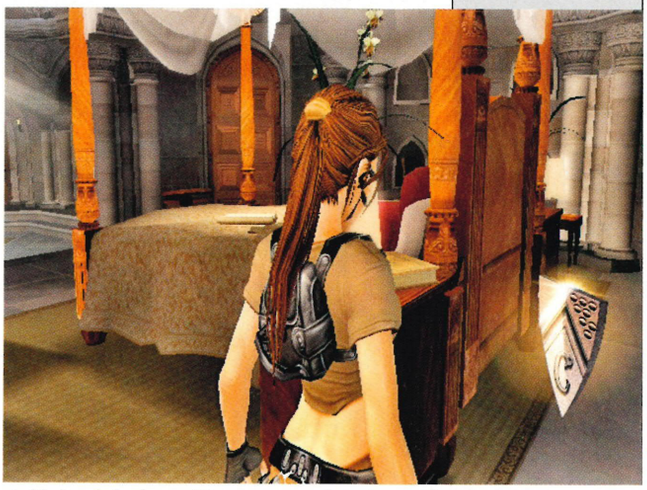
BRONZE REWARD: From the horseshoe-shaped bar, leap onto the rail, but jump right this time. Shimmy round, then drop onto the slope and quickly jump up and reach for the outcrop. Jump up to the green handholds and then leap to the right for the ledge. From that jump to the monkey bar, then the next one and drop down into the alcove.

SILVER REWARD: Latch onto the small brass sphere to pull a section of the wall out. Then, do the same as you did for the last reward, except this time jump for the monkey bars in the centre of the room. Make your way to the platform, and use your grappler to haul yourself towards the alcove. Jump the rest of the way to pick it up.

SILVER REWARD: Pull out the ladder on the wall using the grappler. Then, pull the monkey bar with

CLASSIC MOVES

Lara's old back-arching edge-climbing move is in this one as well - hold down the A button when you're climbing up something. She can do plenty of other stuff too - experiment with the buttons to find different combos.



↑ It's Lara's bedroom! Bet you never thought you'd make it this far.

↑ Collect all these rewards, and you'll get the upgraded pistols to help you with the next set on Hard...

the brass globe on the end of it round 90 degrees. Make your way to it, then up to the ladder that's now at a right-angle to the wall. Jump across to the platform, which will move you to within jumping distance of the next platform with the silver reward.

SWIMMING POOL REWARDS

BRONZE REWARD: In the pool.

BRONZE REWARD: Behind a moveable stone monument in the left-hand wall.

BRONZE REWARD: Behind two deckchairs in the far left-hand corner.

BRONZE REWARD: On the diving board. Pull out the two moveable monuments in the right-hand wall, then climb up the farthest one and jump for the bar. Jump onto the balcony, then go round it to the second bar and swing across to the board. While you're up here, rotate the two statues so they face each other to reveal a switch which opens one of the gates in the pool.

SILVER REWARD: To the right of the diving board, use the grappler to pull out two monkey bars from the wall. Swing across them to the other side, where you'll find the binoculars. Grapple the large sphere, then roll it onto the circular pressure pad to lower the central hanging platform. Head down to the monument you moved to find a reward, and climb on top of it. Grapple the platform, pull it towards you and jump on it, then jump across to the reward.

SILVER REWARD: In the same area, behind the statue with the immovable globe.

For your troubles, after collecting the rewards you'll receive the pistol upgrades, making it easier to tackle the game on the hardest level to collect the remaining rewards.

↑ God knows how she can afford to heat the place. Maybe she's got a student lodger or something.

THE VITAL STATISTICS: 34D-24-35 (BEFORE THE REDESIGN), 5FT 9 INCHES TALL, 8ST 3LBS HEAVY (EAT SOME FOOD!), SIZE 8 DRESS, SIZE 7 SHOES

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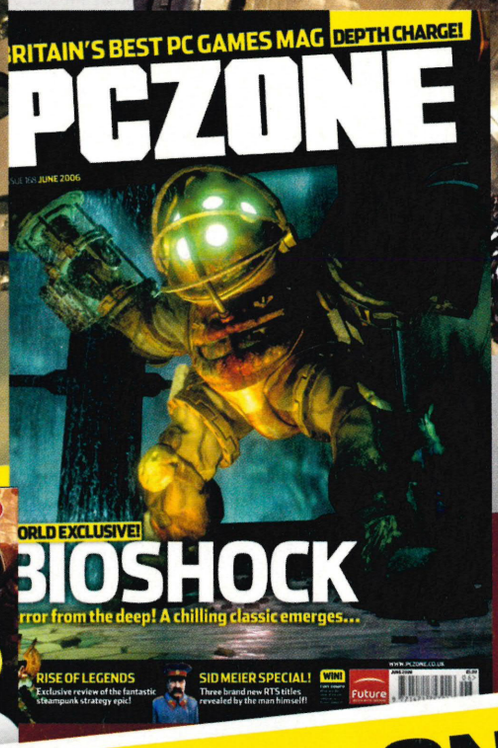

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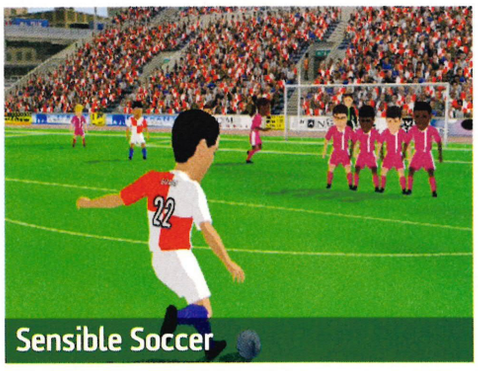
Exclusive reviews before every other magazine!

FlatOut 2
We wreck, destroy and smash up just about everything in sight in the most destructive racing game ever created.

X-Men: The Official Game
Wolverine, Nightcrawler and Iceman officially break heads in their official new game. Official review officially on the way!

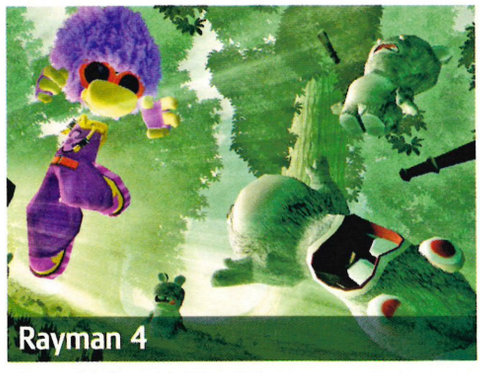


Sensible Soccer
The superfast arcade footy classic makes its long-awaited return, with a lush cel-shaded makeover. Reviewed at last!

Previews
See the Xbox games of tomorrow first!

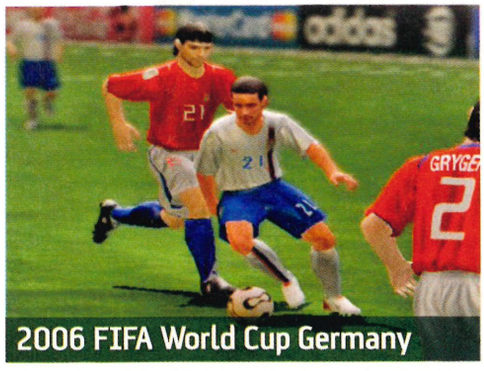
Lego Star Wars II
Grab next issue for world-exclusive shots and info on the awesome Original Trilogy in Lego form. We can't wait for this game...

Destroy All Humans! 2
Get your laser-gun finger ready for a second human massacre! It's the 1960s and the aliens are back to finish the job...



Rayman 4
Rayman dons his 70s disco gear to take on a bunch of evil rabbits. Has the limbless star lost his mind? Preview next month.

Walkthroughs
The biggest titles fully tipped for your gaming pleasure!



2006 FIFA World Cup Germany
Kick off the World Cup with our expert tactics guide, and take England to the finals. If only the real team read *OXM*...

Hitman: Blood Money
Being the deadliest assassin on earth is no easy task, but with our full guide you'll be able to stealth-kill in your sleep...

Fight Night Round 3
With our fighters' guide and a little skill, you'll soon be laying out opponents with ease. Our first tip: grab Issue 57 of *OXM*!

Playable Demos

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WORMS 3D
Explosive multiplayer fun with the famous wartime wrigglers

KUNG FU CHAOS
Kick-ass four-player brawler with a quirky 70s martial arts theme

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TOMB RAIDER: LEGEND
You can't afford to miss out on exploring this stunning-looking tomb in Bolivia

BLACK
A second chance to cause ultimate destruction in this explosive demo

XBOX 360 VIDEOS

Rockstar Games Presents Table Tennis
See Rockstar's fantastic ping-pong game in full swing on Xbox 360. It's like Sega's legendary *Virtua Tennis*, but faster and even more addictive. Don't miss it...

Final Fantasy XI Treasures of Aht Urhgan
See all-new levels, new monsters and new characters in the huge three-minute trailer for the expansion pack for Square's epic RPG!

Dynasty Warriors 5 Empires
Koei takes its ancient brawler into the next generation, with a more strategic formula than previous editions. Check out gorgeous in-game footage on the disc next month

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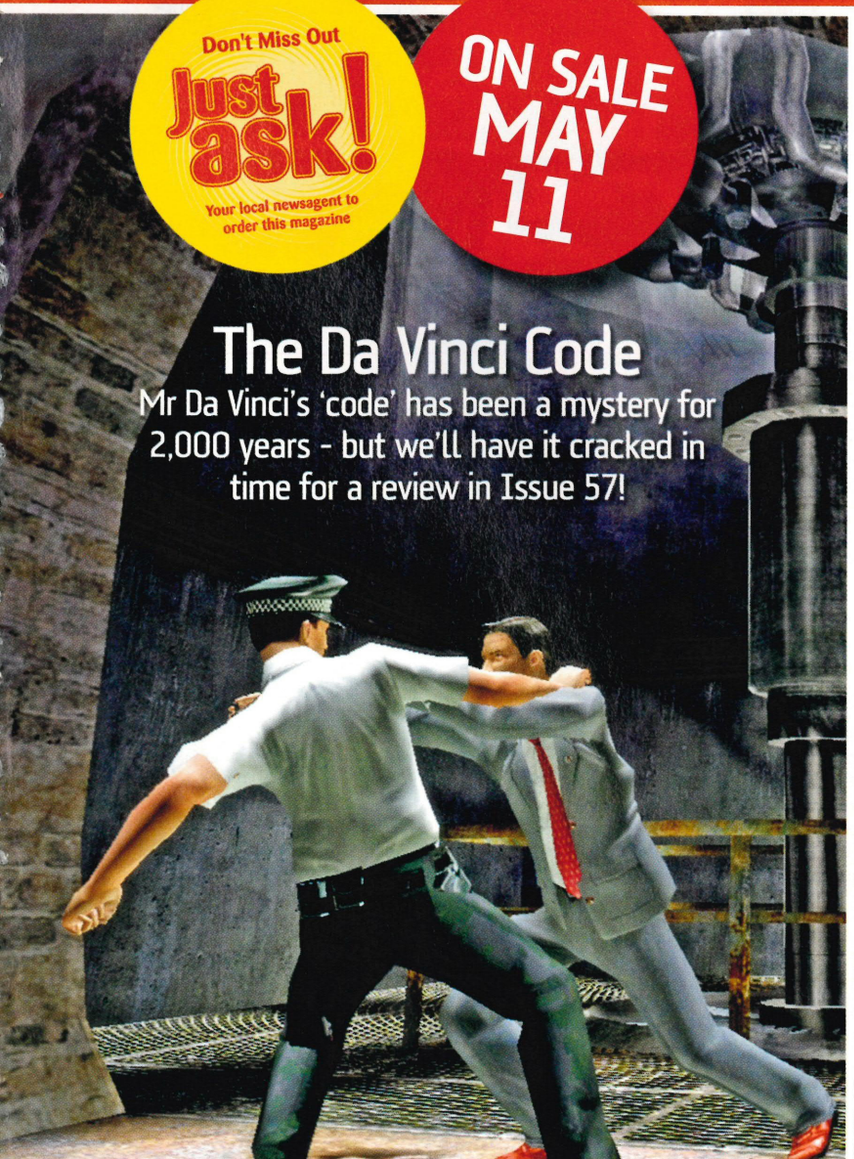
The Da Vinci Code

Mr Da Vinci's 'code' has been a mystery for 2,000 years - but we'll have it cracked in time for a review in Issue 57!



Superman Returns

We flew at the speed of a bullet to EA's Orlando-based studio for a hands-on play of the new Superman game! Read all about it next month...

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Going Sideways!

Don't worry about your job, forget exams and pretend you're too ill to go to school. We're setting this month's Skive with Live on the high-speed courses of *OutRun 2006: Coast 2 Coast* (Issue 54, 9.0). You can't afford not to get involved!

If you haven't bought this classic racer, we advise you DO SO NOW. Don't worry if you've never played *OutRun* before – the simple-to-master arcade handling means that with a few hours' practice you should be sliding round bends at 280kph with ease. And you'll be having insane levels of fun while you do, so get that sick note written, get your Xbox on and let's thrash the nuts out of some Ferraris.

THE CHALLENGE

Go into the Time Attack mode in Single Player, and choose the OutRun2SP course. Select Goal A and strap into the car of your choice. There are dozens of gameplay modes and courses in this game, so make sure you get this right. With our mega power-sliding skills, we managed to set a time of 4'51"986 using the basic Dino 246 GTS. You don't have to beat us to enter, but it shouldn't be too hard to do so.

WHAT YOU'VE GOT TO DO

Text OXMTAG followed by a space and then your Gamertag to 80889*. Within a day or two we'll send you a Friends request over Xbox Live. Then, just accept our request to appear on our scoreboards lists. We'll be keeping an eye your progress, and the person at the top of the list as of 5pm on 08 June will be the winner.

WHAT YOU WIN

The king of the road will win an Xbox game of their choice. Yup – ANY game. Which game would you choose? Don't fret – you've got a month to think about that. For now just work on the old *OutRun* skills. Good luck...

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Jaws Unleashed • Rayman 4 • FlatOut 2

PREVIEWS: Destroy All Humans! 2
Marvel: Ultimate Alliance • Just Cause
Dreamfall: The Longest Journey • WarPath
The Da Vinci Code • Spyro the Dragon

REVIEWS: Hitman: Blood Money
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Play to win a massive flatscreen TV inside!
See page 081

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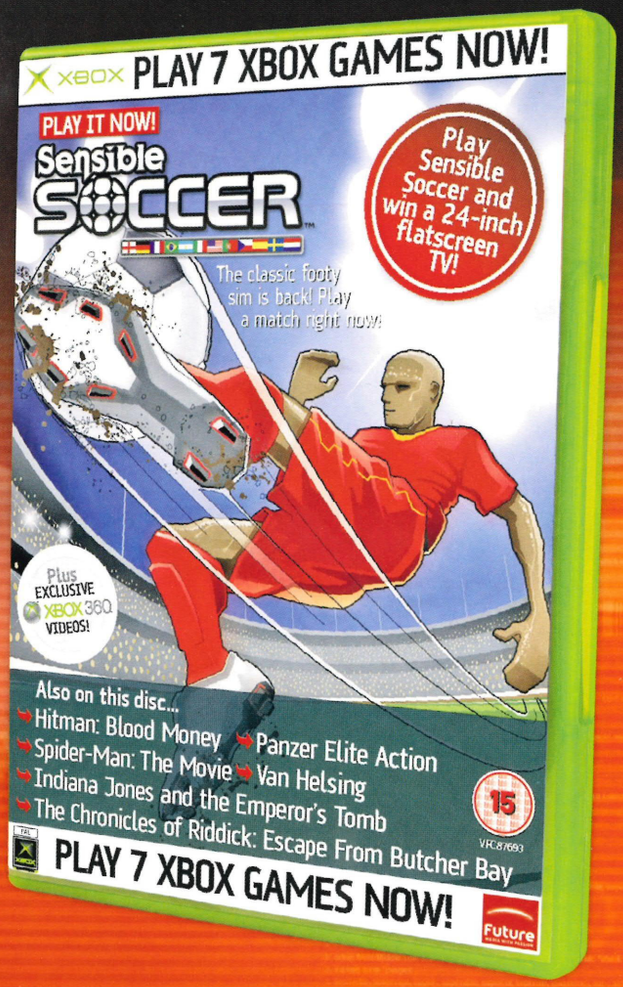

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Play the exclusive demo for a chance to win a massive flatscreen TV!

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Read the review and play the demo of Agent 47's most disturbing game ever!

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Play Spidey's first Xbox adventure right now

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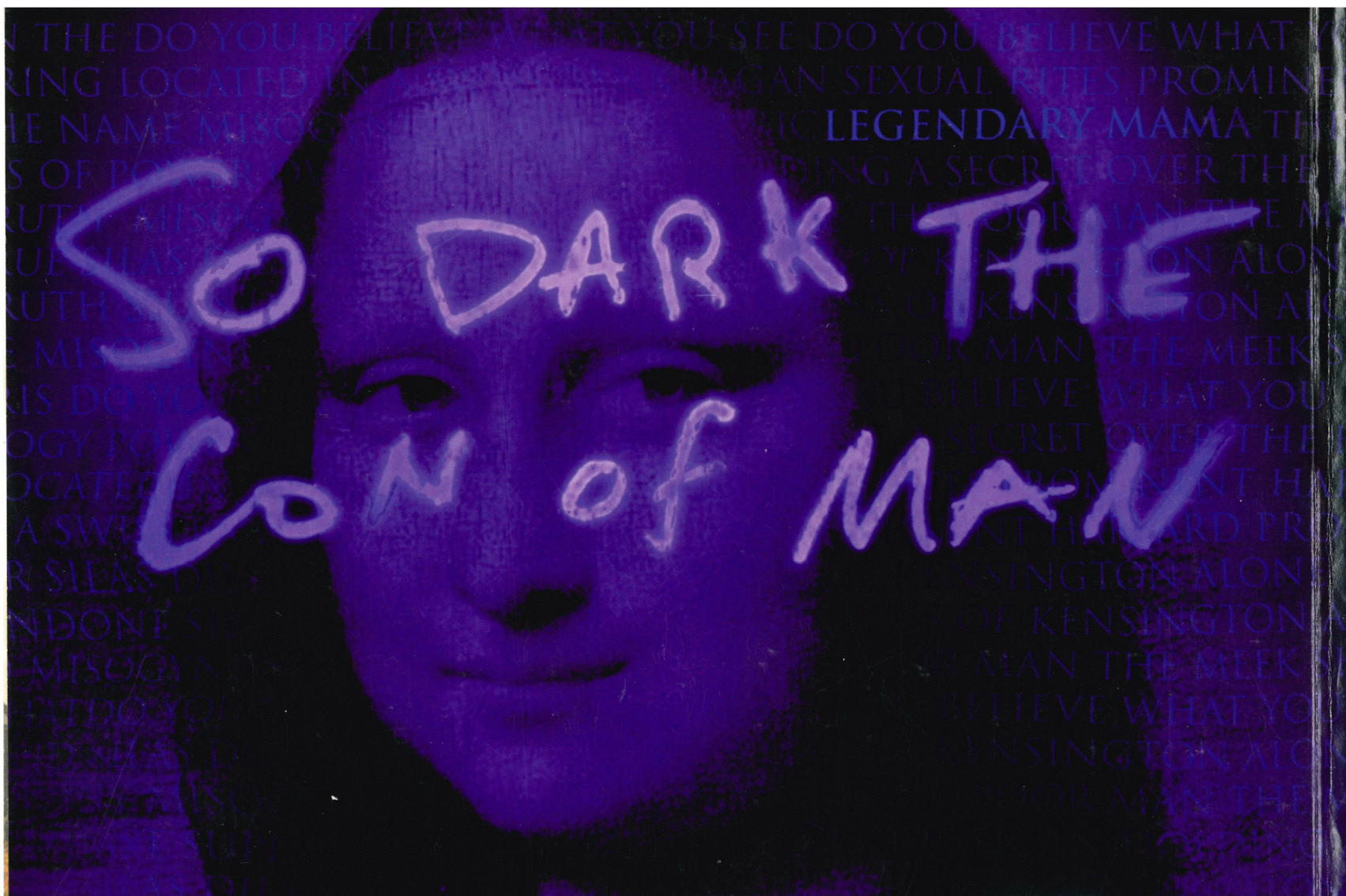
PLAY THE BIGGEST XBOX GAMES BEFORE THEY HIT THE SHOPS!



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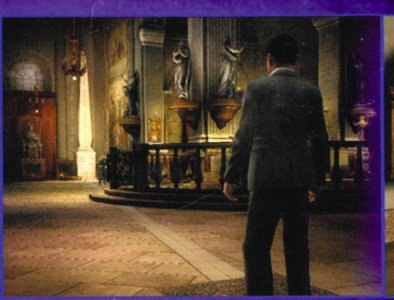

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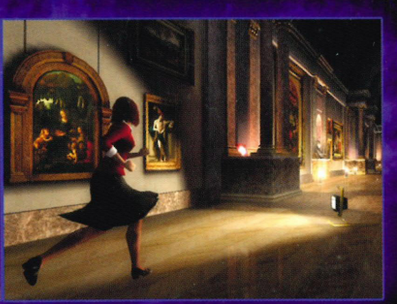

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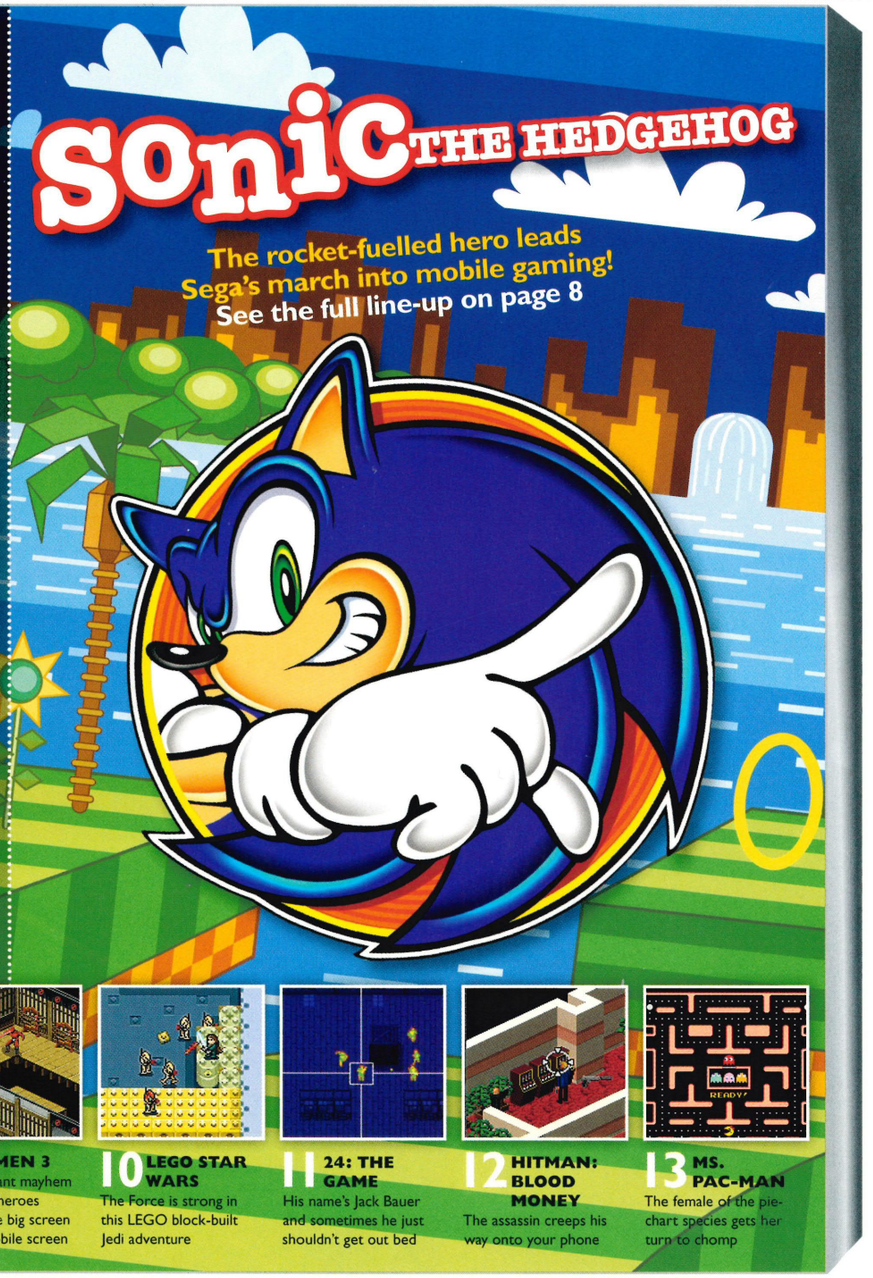
While putting together this issue, what has stood out is the variety provided by mobile gaming. It wasn't so long ago that the humble mobile was a reserve of simple puzzlers – now you can experience the latest console games, whittled down to fit the mobile, or retro classics, such as Sonic, returning with all their glory intact. Then there are the original titles being created to show off the capabilities of modern handsets. It's an exciting period for gaming on your mobile phone.

Also it's world cup time and gaming will hold no refuge if you want to escape, as there's a deluge of footie-based games available for your phone. Expect every publisher to get their games out early, just in case England do similar in the tournament...

So find out what's going to keep your fingers busy this summer and don't forget: using your phone just to talk is so passé.

Keith



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Leading this summer's fantastic mobile gaming football frenzy

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The Force is strong in this LEGO block-built Jedi adventure

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SUMMER 2006

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TALK

NEWS ⇒ PREVIEWS ⇒ NEW[illegible]ES ⇒ NEW PHONES

Football fever!

Celebrate the world cup with the latest crop of footie games on your phone… but don't forget to practice spot kicks

Football crazy, we're football mad… at least until we go out on penalties in the quarter final. Yes, it's another world cup year, so get ready for a summer of expectation, hype and cool mobile games. Every publisher seemingly has at least one footie title up their sleeve. And, unsurprisingly, EA is one of them, with two games on its team list. *2006 FIFA World Cup* will feature all 32 of the participating teams, meaning you can stuff the Swedes as either England OR Trinidad & Tobago. Gameplay-wise, it'll be an evolution rather than a revolution compared to the previously released *FIFA 2006*. Meanwhile, EA is also about to bring its urban-yoof FIFA Street franchise to the mobile too.

If *FIFA* is the, er, FIFA of the mobile world, then Gameloft's *Real Football 2006* is the *Pro Evo* – at least until the actual *Pro Evo* arrives later this year. *RF2006* puts you in the boots of, yes, all 32 of the world cup teams, and looks to boast the most in-depth gameplay of any mobile footie title – including one-twos, through balls and scissor kicks. Oh, and a streaker.

Talking of nudity, *Sexy Soccer* is a collection of three mini-games, overseen by "three of the most beautiful soccer trainers you've ever seen". Unaccountably, Iain Dowie isn't one of them. And on the subject of sexy soccer, Brazilian football legend, Pele, is going to star in his own mobile game this summer, courtesy of Superscape, which means swish 3D visuals worthy of a champion.

Finally, HandyGames have trumped Gameloft by junking football in favour of streaking. *Flitzer* has you running round a football pitch waving your dangly bits, avoiding security guards, and doing comedy dances for bonus points. And no, you're not allowed to cradle high balls or dribble in the centre circle. Eurgh…

WE HEAR

Toon Tunes
Animated award-winners Gorillaz will be starring in their own mobile game, which will be released by RealNetworks. Titled the *Gorillaz Entertainment System*, it will feature a set of mini-games, each starring a member of the group. The Gorillaz co-creator and artist, Jamie Hewlett, is involved with the development, ensuring that all the action has the distinctive Gorillaz look.

Code Crackers
Kayak Interactive are bringing all the mystery and intrigue of *The Da Vinci Code* to your mobile phone this summer. It will be released at the same time as the film adaptation of the Dan Brown book hits the cinema screens. The game allows you to play as either Robert Langdon or Sophie Neveu as they solve puzzles and attempt to stay one step ahead of the Paris police.

Feel the Force
THQ Wireless have been making the most of their *Star Wars* license with Top Trumps, Trivia and LEGO games all ready for download. And soon there will be even more with the Jedi-on-Sith scrapper *Star Wars Light Saber Combat* due out imminently. Test your lightsaber skills by taking on Darth Maul in a one-on-one fight. Use Force jumps and Jedi combos to discover who is the true master.

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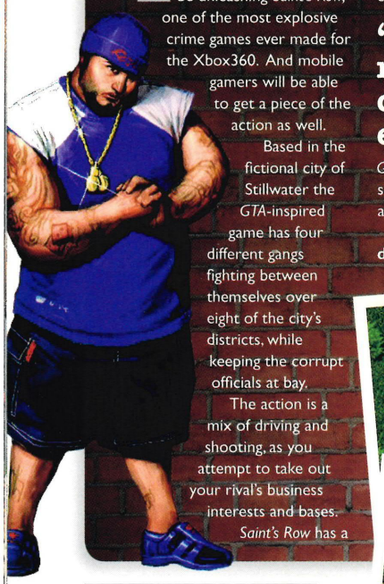
Crime is Money

If you've wanted to be a gangsta for as long as you can remember, then try fronting up to THQ's *Saint's Row*



This summer, THQ will be unleashing *Saint's Row*, one of the most explosive crime games ever made for the Xbox360. And mobile gamers will be able to get a piece of the action as well.

Based in the fictional city of Stillwater the *GTA*-inspired game has four different gangs fighting between themselves over eight of the city's districts, while keeping the corrupt officials at bay.

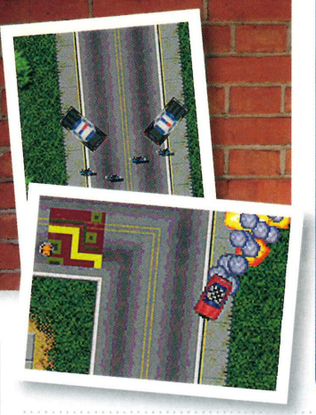
The action is a mix of driving and shooting, as you attempt to take out your rival's business interests and bases.

Saint's Row has a top-down view, and with its bustling city, is reminiscent of the original

"One of the most explosive crime games ever made"

Grand Theft Auto game. It also shares a similar appetite for lawlessness and destruction.

***Saint's Row* will be ready for download this September.**



WE HEAR

Quiz Bizz

Who Wants To Be A Millionaire, 2nd Edition, the follow-up to the best-selling trivia game is on the way. It'll be armed with 300 brand-new questions, as well as a new Fastest Finger round, taken from the TV show. You'll be able to post your high scores online to see how you compare against others.

Mini Adventure

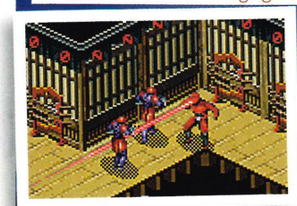
Pocket gaming meets pocket-sized cars for iFone's *Micro Machines 2*. The action is top-down (like the original, pictured) but there are 15 completely new tracks, taking in the attic, bath, pool table and greenhouse. There's also a bunch of new power-ups, and four new characters to choose from.

Wheelie Good

The best two-wheeled mobile racer is back for a fourth time with *MOTO GP 2007*. It offers the same high-speed thrills, with some tasty new ingredients. The graphics are even glossier than before, as the game is proper 3D, and there'll be all 16 international MotoGP circuits included as well.

The X-Factor

This summer sees the release of the third X-Men film *The Last Stand* – Mforma are bringing all mutant action to your mobile



Marvel dictates Wolverine is only 5'3". So he might have superhuman healing ability and be able to flick razor-sharp blades from his fists, but he'll have problems getting on many fairground rides.

Don't let that trouble you though as this summer he'll be teaming up with his mutant pals for *X-Men 3*, the official mobile game of the film featuring the mutant warriors.

Thanks to script writer Chris Claremont, the game features a storyline that leads up to and beyond the events of the film. You can control several X-Men as they combat the Sentinel robots – slice them up as Wolverine, freeze them as Ice Man, blast them as Cyclops or kick their teeth in as the teleporting Nightcrawler.

As well as robotic terrors, the X-Men will have to scrap against members of the evil Brotherhood such as Pyro and Lady Deathstrike. There'll be eight different levels, spread across locations from Canada to Hong Kong, all designed to test the mutants' powers to the limit.

Ani-Mania

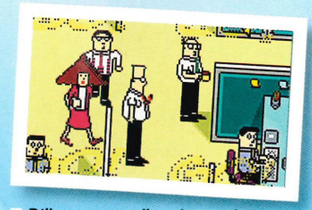
They're tiny, they're toony, and they're sometimes very loony. Cartoon heroes are heading for our mobile phones

This summer, stand by as the big-screen 'toons freak out on your mobile. Take *Ice Age 2* for example, which Glu Mobile has turned into a fast-paced platform romp that owes just a little to *Sonic The Hedgehog*. Except with squirrels. Much of the game is spent sliding on your rear through levels while trousering (well, pouching) as many acorns as possible.

Meanwhile, Disney is beavering away on *Cars*, the game based on its summer blockbuster. Like the film, the game stars mouthy motor Lightning McQueen, in a blend of cartoon racing and winsome automobile action.

What's more, Oasis frontman Liam Gallagher's favourite 'toon, SpongeBob SquarePants, is also on his way to mobile, in the underwater *SpongeBob SquarePants Movie Game*. It's a set of mini-games, including bubble popping, driving and, er, ice-cream eating. Basically everything you'd expect from a talking sponge who wears a shirt and tie with his shorts. And if you prefer cartoons of the printed variety, you should check out *Dilbert Cubicle Chase*, which combines the famously sardonic nerd icon with office-based racing action. Boy those office workers really know how to have fun!

***SpongeBob SquarePants* – he'll spoil his dinner, you know…**



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Sega is unleashing its big hitters for the mobile phone with a familiar prickly customer leading the charge

Sonic THE HEDGEHOG

If there's one thing guaranteed to brighten up your mobile gaming it's a heroic hedgehog, burning across the screen in white gloves and bright red trainers. And there's only character that fits that bill – Sonic the Hedgehog!

This unmistakable flash of blue spikes is the famed figurehead for Japanese gaming giant, Sega – the same Sega responsible for producing some of the most popular games ever made. And the good news is that this year, the company will be plucking the best titles from its arcade, puzzle and console heritage and bringing them straight to your mobile phone.

The highlight of Sega's mobile gaming line-up is of course *Sonic the Hedgehog Part 1*, a port of the opening half of the hedgehog's very first plaftformer (responsible for selling millions of Sega Mega Drive consoles in the early 90s). But if platforming isn't your thing, Sega has a wide variety of other delights lined up including tennis, monkey golf and mouse rescue. Surely that's every taste catered for?

Out now!

Super Monkey Ball Mini Golf

While the main *Super Monkey Ball* game can often frustrate as much as entertain, the various mini-games are pure joy. The action is always simple and direct and makes innovative use of a balled monkey. One of the most popular mini-challenges is *Monkey Golf*, which comes to mobile in a slightly tweaked form. Rather than being just a pitch-and-putt around a 'crazy' golf course, you have to incorporate picking up bananas into your strategy – as extra bananas mean extra shots. The game features all four of the Monkey Ball family and a full 18-hole golf course.

Here soon!

Chu Chu Rocket

A superb puzzle game which launched the Dreamcast's online service back in 2000 and was also released for the GameBoy. This has you attempting to safely shepherd a bunch of space mice (ChuChus) into rockets, while escaping the attentions of some hungry space cats (KapuKapus). The closest thing that is already available on the mobile is the excellent *Slyder*, but *Chu Chu* is given more of an edge thanks to the wonderful character design, which has an irresistible psychedelic cuteness. This mobile version has a total of 125 levels in the Classic Puzzle Mode as well as a Challenge Mode which pits your intergalactic mice-herding skills against a computer opponent.

Crash Twinsanity
Publisher: Wonderphone

It's the grinning bandicoot doing what he does best – platforming and busting boxes.

Pac-Mania
Publisher: Namco

Classic pill-munching from Pac-Man but with added 3D-effect so you can see the terror in his eyes!

Lemmings
Publisher: iFone

This early-'90s smash-hit puzzler, with the suicidal rodents, is still as addictive as it ever was.

Prince of Persia: Warrior Within
Publisher: Gameloft

The acrobatic aristocrat swings himself and his sword in this wonderful action game.

Space Invaders
Publisher: Taito

Videogame history that's still as challenging and engaging as it was the first time around.

Sonic the Hedgehog Part 1

It's the game that started the phenomenon with the fastest woodland critter you've ever seen!

PUBLISHER: IFONE

Even though there's an ever-growing mass of Sonic games to choose from, iFone has gone for the classic that started it all. Simply called *Sonic the Hedgehog*, this is a beautifully crafted remake of the 1991 Mega Drive classic, which will have you wiping away a tear of nostalgia as soon you lay eyes on the grass of the unmistakable Green Hill Zone and hear the magical twinkle of rings being collected.

"One of the quickest games on mobile"

This is far from being just a speedy spin down memory lane though, as it's one the quickest games on mobile – Sonic pinballs through the levels and is sent airborne off every incline. However, sometimes it is too quick and the framerate can start to suffer.

The only other drawback is that the controls do take some getting used to, mainly as you have to press up to jump. Once your head is round that though, there are nine levels of one of the greatest ever 2D platformers to enjoy as Sonic battles the evil Dr. Robotnik.

Each level is cunningly put together to hold numerous secrets and offer several alternate routes. Then there's the constant compromise you have to make between gathering rings and setting quick completion times. This means there are endless ways to approach the game.

It may be 15 years old but *Sonic the Hedgehog* will still enthral newcomers to the series as well as those revisiting old times.

mobile GAMER verdict

Sheer classic hedgehog joy that's only tempered by the very occasional slow down.

8/10

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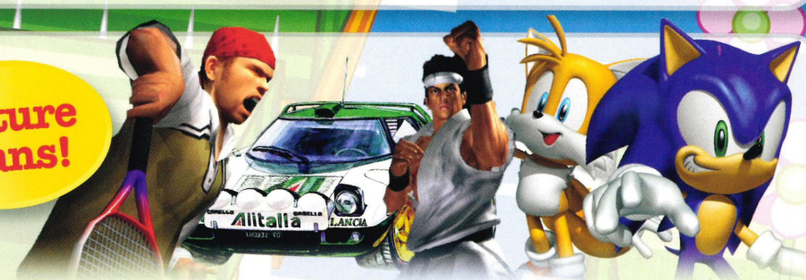
Future plans!



Virtua Tennis

The irresistible and addictive arcade sports game comes to the mobile with full 3D action. Taking control of a top pro you must develop their skills and use craft and cunning to beat opponents and rise to the top of the ranks. The game will be released in June, just in time for Wimbledon.

Virtua Fighter

This is a sophisticated scrapper with a truly noble arcade and console heritage. *Virtua Fighter* will allow you to punch in combos and kick ass on your keypad. The game is fully 3D and boasts eight contrasting fighters as well as four different arenas to do battle in.

Sonic the Hedgehog Part 2

The second part of Sonic's Mega Drive debut includes the Star Light and Scrap Brain zones, as well as the dramatic final confrontation with Dr. Robotnik, as our hero attempts to save his woodland pals. Sonic fans will have to wait until September to get their hands on this.

SEGA Rally

Another arcade classic from Sega that lets you enjoy the complete rally experience wherever you go, allowing you to tear through the most unforgiving landscapes on the planet. Sega is looking at a 2007 release date and is currently working hard to include real-time head-to-head racing.

LEGO Star Wars

The legendary movie series re-constructed brick by brick and like you've never seen before!

PUBLISHER: THQ WIRELESS

It's a coming together of childhood's two most enduring influences – a combination that has already proved to be a massive hit on the consoles. The recreation of the Star Wars films but with pimple-headed LEGO figures, is here.

The mobile game isn't as action-heavy as the console version, as your lightsabre is there for protection while your sort out the puzzles – and some of them are fiendish. You are in control of a poor Jedi who has been stripped of the ability to jump around the 2D scenery. Therefore, in order to get around the levels, lifts have to be used and blocks have to be arranged using the power of the Force. The action is broken up into chamber-sized levels, perfect for dipping in and out of.

It's a compelling experience that might look simple but there's a touch of the Dark Side to it, to keep you on your Jedi toes.

mobile GAMER verdict

Intelligent port of the hugely successful console game that finely balances action and puzzling.

8/10

GET IT NOW ON VODAFONE LIVE!
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Tiger Woods PGA Tour 06

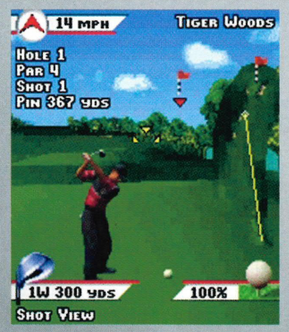
It's time to earn your stripes on the fairway as Tiger comes out swinging once again

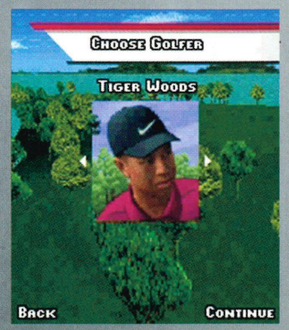
PUBLISHER: EA

Dig out your paisley slacks, Tiger Woods is back with his latest mobile game (the first to be released by EA, rather than former partner I-play). It's a stripped-down version of the console experience, letting you play as or against the man.

With Quick Start you jump in as Tiger to play a full round, while Practice lets you choose any golfer on any of the included courses. Meanwhile, Challenge mode provides four tasks, from tough par-fives to putting, to a full round against Mr Woods. The graphics are top notch, while flicking between the map screen to aim, and the swing screen to, er, swing, is quick and easy.

Less impressive is the control system, which gets you to press down to start your backswing, then up to actually swing. It's the same system used to great effect in the console versions, but we'd question whether it's right to try and replicate the system for phones. In other words, woe betide you if your handset keys aren't well spaced out. Despite this, *TW06* is a polished game that will please golfing fanatics and casual hackers alike.





mobile GAMER verdict

The controls are sub-par, but otherwise this is a hole-y enjoyable experience.

7/10

GET IT NOW ON VODAFONE LIVE!
Text 'game tiger06' to 8888*

Tetris

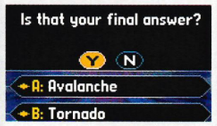
Publisher: Jamdat

The timeless classic puzzler. Rearrange the different shaped blocks to make the lines disappear.

Who Wants To Be A Millionaire

Publisher: Glu

Experience the tension of being fifteen questions away from a million in this TV-quiz recreation.



Block Breaker Deluxe

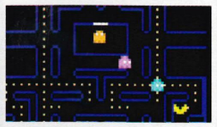
Publisher: Gameloft

Arcade block-breaking action that's spiced up with multiple bonuses, secret weapons and special bricks.

Pacman

Publisher: Namco

Arcade classic featuring the world-famous pie chart chomping his way round a series of mazes.



Puzzle Bobble

Publisher: Taito

Colour-matching and balloon-bursting heaven. So, so simple but frighteningly addictive puzzler that's perfect for gaming on the go.

* Charged at your standard text rate. Not all games are compatible with all handsets. Check Vodafone Live! to see which games run on your handset model

Incredible Hulk Rampage

The thing with the Hulk is you only like him when he's angry – it's a bit dull when he's got his feet up…

PUBLISHER: MFORMA

It's a tough life being a mild-mannered geek with anger-management issues. At least it is when your response to someone barging ahead of you in a queue is to rip off your clothes and turn into an outraged green giant.

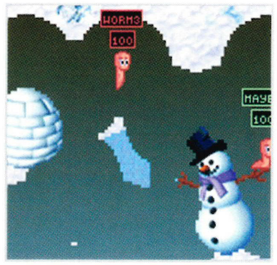
However, it makes for a fun game. Mforma's new Hulk title is a top-down action-adventure that sees you switching regularly between Bruce Banner and the Hulk. The action mixes smashing up enemies and, er, smashing up scenery, with a side-order of simple puzzles. It's well done though, particularly the comic-style cut scenes, and the amusing captions when you're leathering someone. Despite having to change characters regularly, playing both gives variety.

mobile GAMER verdict

The green giant's mobile outing is nothing to get angry about.

7/10

GET IT NOW ON VODAFONE LIVE!
Text 'game hulk' to 8888*



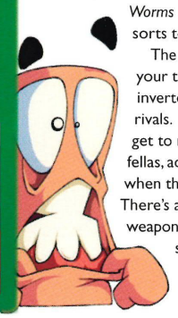
Worms

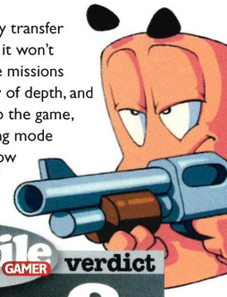
Another helping of the armed and angry annelids continuing their neverending struggle for supremacy

PUBLISHER: THQ WIRELESS

If ever a game was made for small screens, it's *Worms*. The Amiga classic has already been a hit on mobiles in its original incarnation. Indeed, this version should be called *Worms 2*, as it's a sequel of sorts to that title.

The idea is still to pit your team of tooled-up invertebrates against rivals. And now you even get to name the little fellas, adding to the anguish when they get blown up. There's also a host of weapons, replicating the scale of the console/PC versions. Graphics-wise, it's an easy transfer to a mobile, so it won't disappoint. The missions provides plenty of depth, and if you're new to the game, there's a training mode teaching you how to use some of the weapons.





mobile GAMER verdict

Definitely the most fun you can have without a backbone.

8/10

GET IT NOW ON VODAFONE LIVE!
Text 'game worms' to 8888*

24: The Game

Jack's having another one of those days and it's up to you to help him out.

PUBLISHER: I-PLAY

24, the incredible terrorist-busting TV series has recently been made into a PlayStation 2 game, which has you taking on the role of the grizzled superagent Jack Bauer, blasting his way through insurgents to save the free world. So we were expecting something along the same lines for the mobile version. However, we were pleased to receive something far more intriguing…

Taking up the role of an agent who's part of the CTU team you're called into action after intercepting a mysterious Korean communication. But instead of putting a gun in your hand, the action consists of numerous different mini-games, which attempt to replicate CTU activity, such as code breaking, lock picking, bomb diffusing and agent deployment. There are even some stealth sections that play out like a 2D *Metal Gear Solid*.

At first it's just word games and simple puzzles, but the pressure soon mounts up as the difficulty increases.

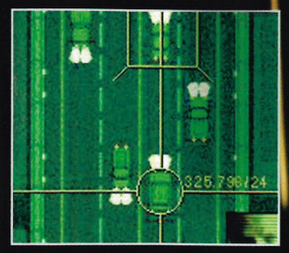
While the graphics are perhaps a slight let-down, you must applaud the innovative use of an exciting license, as it will lure you in and keep you trapped.

mobile GAMER verdict

Not quite what you'd expect but the action and plot will soon have you hooked.

8/10

GET IT NOW ON VODAFONE LIVE!
Text 'game 24' to 8888*



* Charged at your standard text rate. Not all games are compatible with all handsets. Check Vodafone Live! to see which games run on your handset model

V-Rally 3D

Tearing up some of the most hostile terrain in the world! Slow down? You can kiss my asphalt! **PUBLISHER:** IFONE

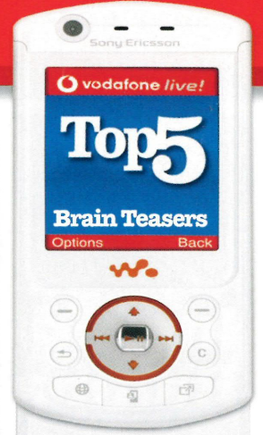
V-Rally 3D is a polished effort for sure. The cars are big, bold and slidey, and there's a good sensation of speed. Modes included are Time Attack and Championship, where you choose a car and race to unlock new courses. The downside is the lack of actual racing action; the clock is your main opponent.

There's a Multiplayer mode which uses ghost-racing, where you can download other players' best lap performances to race against. It's not the same as racing head-to-head in real-time, but the inclusion of Hall Of Fame rankings will still get your competitive streak going. Essential for racing fans.

mobile GAMER verdict 8/10

A 3D racing game that doesn't fail to excite, whether you played the console original or not.

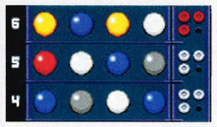
GET IT NOW ON VODAFONE LIVE!
Text 'game vrally' to 8888*



Mastermind

Publisher: Glu

Crack the colour codes with this port of the '70s board game. Has a pass-and-play mode.



Mahjong Quest

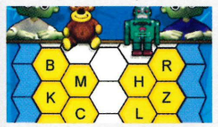
Publisher: I-play

Part puzzler, part adventure, as you control a young hero trying to restore the balance of good and evil.

Blockbusters

Publisher: Player X

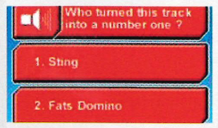
It's the game from the '80s which sets you the challenge of getting across the hexagonal grid within three minutes. Retro quiz fun.



Beat the Intro

Publisher: Player X

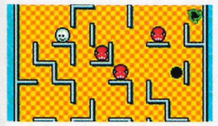
Puzzler that tests your knowledge of your favourite and not-so-favourite musical artists.



Slyder

Publisher: I-play

This maze-based puzzler game has you guiding the 'Slyder' through a series of levels.



Hitman: Blood Money

Baldly going where no assassin has gone before and still managing to keep his killer instinct **PUBLISHER:** EIDOS

It's always exciting to see how developers bring a complex and visually stunning console game to the mobile phone. The easy option is to turn it into something that only shares a name with the source material. Or you could capture the true nature of the game and compromise on graphics. This is what *Hitman* does. The pacing, tension and strategy of taking out a target has been excellently transferred to the handheld.

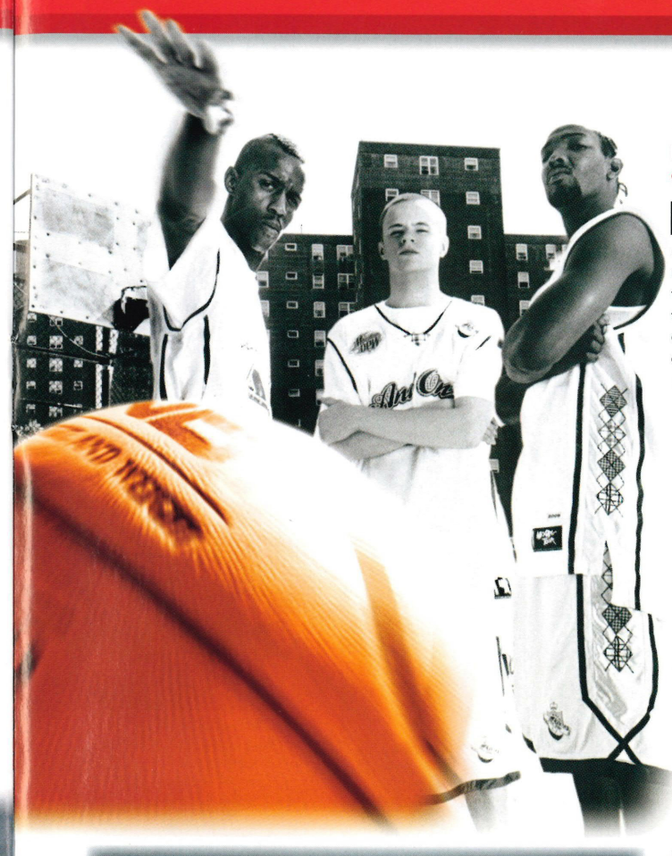
You must guide Agent 47 through each level, bumping off guards, slipping on disguises and trying to look as inconspicuous as a 6ft, slapheaded killing machine can be. There's plenty to consider, but the pace stops the game from becoming a messy shoot-'em-up. The multitude of commands takes getting used to and the difficulty may frustrate, but overall this is compelling mobile gaming.

mobile GAMER verdict 8/10

Intelligent and faithful recreation of the *Hitman* experience. Really hits the target.

GET IT NOW ON VODAFONE LIVE!
Text 'game hitman' to 8888*

* Charged at your standard text rate. Not all games are compatible with all handsets. Check Vodafone Live! to see which games run on your handset model



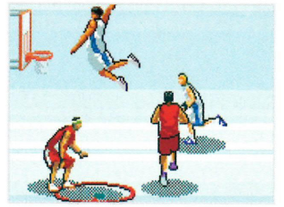
AND 1 Streetball

Become a playground legend on your mobile with this slam dunkin' show boatin' 2-on-2 basketball game. **PUBLISHER:** GAMELOFT

Curious about the title? Well it's a reference to a basketball tour sponsored by the sports shoe manufacturer AND 1. They've put together a team of playground legends to compete in exhibition matches to discover the next future star. The qualities they look for are heart, passion, skill and most importantly the ability to pull off the most outrageous dribbles and dunks imaginable.

And this appetite for all things flash and fly has been replicated brilliantly in Gameloft's 2-on-2 game. It allows you to control AND 1 legends such as Hot Sauce and The Professor, then combining with an AI teammate you must humiliate opponents with brutal steals and devastating dunks. The controls are responsive, the AI teammates always play intelligently and there's even amusing commentary from the courtside MC.

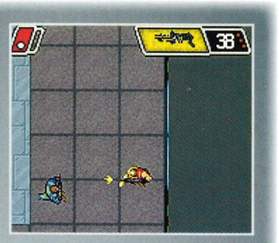
The only thing that stops the game becoming a true champion is the slow-down that occasionally occurs, but this is a very enjoyable sport sim.



mobile GAMER verdict 7/10

An enjoyable b-ball game that keeps the action spectacular and on the right side of daft.

GET IT NOW ON VODAFONE LIVE!
Text 'game and1' to 8888*



Red Faction 2

This intergalactic blaster takes industrial action to a whole new level... **PUBLISHER:** THQ WIRELESS

Brief is one way of describing this game – a shame as it also can be fun and engaging.

You play the role of a space miner, who quits his job by blasting his way out of the premises.

This sci-fi shooter combines a top-down point of view with an on-screen map which means every target can be identified and prepared for before opening fire. Then there's several fetch-and-carry style objectives, which never become a chore thanks to the constant on-screen help and the competence of the controls. The problem is, despite getting so many of the basics right, they're not developed any further, so the result is a brief and slightly predictable action adventure when it could have been a lot more.

mobile GAMER verdict 6/10

Creates intriguing intergalactic foundations but fails to build upon them.

Ms. Pac-Man

It's the pill-gobbling, ghost-chasing maze-crazy arcade classic, but now with a woman's touch. **PUBLISHER:** NAMCO

There are subtle but significant differences between the male Pac-Man and the female of the species. While Pac-Man has a chiselled face and a manly aura, Ms. Pac-Man (not Miss or Mrs) has lipstick, a beauty spot and luscious eye lashes. A bit like Bugs Bunny when he pretends to be a lady.

Similarly there's subtle but significant differences between the original Pac-Man and this port of the 1981 feminine-fronted sequel. For instance the ghosts now have random movements and even different personalities (seriously, that Red Ghost is a pitbull). Then there are warp tunnels on either side of the mazes that allow Ms. 'Man to slip to the other side of the screen in an instant. While these changes don't sound too revolutionary it gives a slicker edge to the familiar *Pac-Man* formula and makes for perfect mobile game fodder. Also, on every other level, an engaging love story develops as the world's favourite male and female pie charts fall for each other. Ahhh.

mobile GAMER verdict 7/10

Slightly slicker than the original. The timeless action is perfect for occupying idle thumbs.

* Charged at your standard text rate. Not all games are compatible with all handsets. Check Vodafone Live! to see which games run on your handset model

BEST OF THE REST

More great mobile game action

Star Wars: Battle Above Coruscant

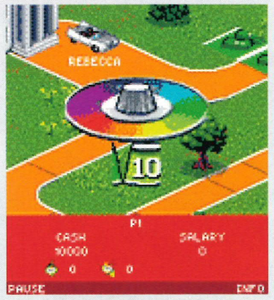
Publisher: THQ Wireless

An aerial battle of epic proportions is raging above the planet Coruscant and your task is to guide Anakin Skywalker's ship through the mayhem to rescue the Chancellor. The action is predictable vertical-scrolling blasting. This is a bit slow to start with, but soon ramps up into an intense blasting challenge as the screen becomes cluttered with enemy ships and intergalactic hazards. Simple but effective.

Game of Life

Publisher: iFone

It's the boardgame which pits your wits, luck and life skills against opponents. Choose a career, build a family then experience the ups and downs of life. It's not just a game of chance though as there are mini-game interludes such as *Connect Four*. This is colourful, but as you have to watch your AI opponents play their turn, it can be slow moving.



Top Trumps: Star Wars

Publisher: THQ Wireless

The *Star Wars* version of THQ's Top Trumps series has pass-and-play and Bluetooth multiplayer options, so you can go head-to-head with the card game. Even if you don't play the game, it's fun just checking out the ratings and seeing how the grown-up Anakin would fare against Qui-Gon Jinn. Not that we're nerds or anything.

Bomberman 3D

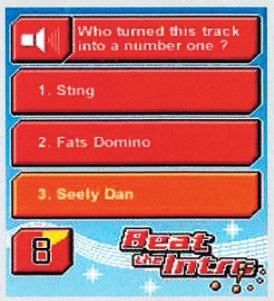
Publisher: Livingmobile

The 3D part of this game's title is slightly misleading but while 'Bomberman Isometric' might be more accurate, it's not as catchy. The lead character's tactic of placing bombs, then skipping out of way is familiar, but the viewpoint isn't. The old 2D presentation was clear, but now B-Man's movement is uncertain, and the whole experience a bit woolly.

Beat the Intro

Publisher: Player X

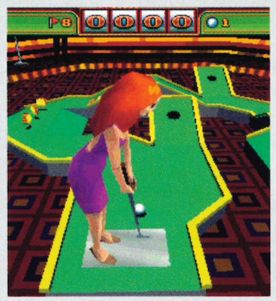
Entertaining music trivia game that challenges you to identify popular music tracks from just the intro – hence the title. It has you mouthing gormlessly through verses as you try to locate the title in the chorus line. This is followed by extra questions to test your pop knowledge. More fun to play with friends and not one to play solo on the train!



Vegas Mini-Golf

Publisher: Digital Chocolate

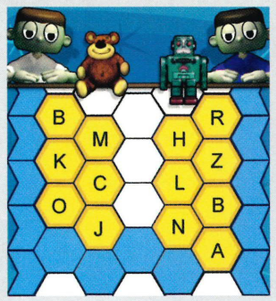
Most visitors to Vegas are too busy blowing their cash in casinos to play mini-golf, but not here. The controls are smooth, the visuals are attractive (especially if you have a 3D-capable handset) and the gameplay is the same as DChoc's previous mini-golf titles – unlock new courses by posting low scores. Here, though, you get lots of fun Vegas-themed obstacles.



Blockbusters

Publisher: Player X

The '80s teatime quiz show has now transformed into a bite-sized brain tickler for your mobile. The hexagonal question grid is as you remember it – simply ask for a 'P please, Bob' and attempt to complete Gold Runs as quickly as you can (as a reward you unlock new mascots). It's a simple general knowledge test but the retro feel gives it something extra.



Nightclub Empire

Publisher: Digital Chocolate

Nurture and develop a chain of three nightclubs by keeping the clientele happy with the right kind of décor and vibe.

Ancient Empires II

Publisher: Glu

Turn-based strategy game that enables you to crush all opposition that's sent before you.

Civilization 3

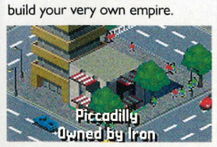
Publisher: Com2us

Sid Meier's life-consuming sim allows you to shape a nation's destiny during war and peace.

Monopoly Tycoon

Publisher: Mforma

Much more like *Sim City* than the board game, this allows you to build your very own empire.

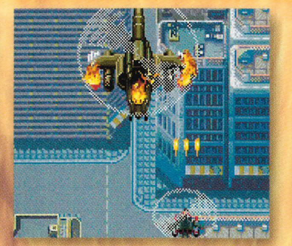


Zoo Tycoon 2

Publisher: In-Fusio

Live the dream and run your own zoo! Remember: look after your animals, and they'll look after you.

WIN! MISSION: IMPOSSIBLE III SPY KIT!



The Movie

It's the return of Tom Cruise as agent Ethan Hunt in *Mission: Impossible III*, the latest in the explosive series that sets new standards in action films with its spiralling plots and incredible set pieces. With locations ranging from Shanghai to the Vatican City and a supporting cast including Ving Rhames, Laurence Fishburne and Oscar-winner Philip Seymour Hoffman, this will surely be the most intense thrill-ride yet.

The Game

Gameloft have made sure that you can experience all the action of the film on your phone with a game that includes agent infiltration and helicopter blasting. Controlling one of four agents, you must use stealth, tactical shooting and close-quarters fighting to get through eight all-action levels. Then mask-building and code-breaking challenges complete the *Mission: Impossible* experience as you try to make the impossible possible.

The Competition

To celebrate the release of the fantastic *Mission: Impossible III* movie, *Mobile Gamer* is giving away this incredible Spy Kit. The pack not only includes an exclusive *M:i:III* webcam, but also comes with a USB pen, cap and mini poster, as well as a Casio Exilim digital camera (the world's thinnest and sleekest camera, perfect for carrying discreetly) and a Casio G-Shock Watch.

To be in with a chance to win this incredible kit, answer the following question:

Which rap star has recorded the *Mission: Impossible III* theme?

A) MC Hammer
B) Vanilla Ice
C) Kanye West

Send your answers on a postcard with your name, address and telephone number to:

***M:i:III* Competition**
Mobile Gamer,
Future Plus, Future Publishing,
30 Monmouth Street, Bath,
BA1 2BW

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The rules

1. Open to entrants who are resident in the United Kingdom.
2. Entries must reach this address – *M:i:III* Competition, Mobile Gamer, Future Plus, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW – no later than 31 May 2006. By submitting their entry entrants will be deemed to have agreed to be bound by these rules.
3. The winner will be informed on, or as soon as practicable after, June 6 2006.
4. The competition is open to all UK residents of 18 or over, except employees of The Future Network plc, any of its wholly owned subsidiaries or any marketing services agency, handling house or other company involved directly with the administration of this competition, or any member of their households.
5. There is a limit of one entry per household. Responsibility cannot be accepted for entries lost, damaged or delayed in transit to the address at Rule 2. Proof of posting will not be accepted as proof of receipt. Correspondence will be entered into only at the absolute discretion of Future Publishing Limited.
6. The winning entry will be the first picked out of those that have correctly answered the question.
7. The prize will be to receive the Gameloft IMF Spy Kit. The prize is supplied by Gameloft. Future Publishing Limited is solely acting as the competition organiser. The prize is non-transferable and no cash alternative is available.
8. Entrants accept that if they win, Future Publishing Limited and/or Gameloft will have the right, without additional payment or permission, to use their name, age, town of residence and likeness for the purposes of announcing the winner of this competition and for related promotional purposes.
9. All entries will become the property of Future Publishing Limited on its receipt of them and will not be returned. Entrants hereby assign to Future Publishing Limited all worldwide copyright and like rights in their entries and waive all moral rights.
10. The name of the winner and the winning entry will be sent to anyone who writes within 3 months after the closing date, enclosing a stamped addressed envelope, to the address in Rule 2 above, requesting details of the winning entry.
11. If you would like to receive regular information about new products and services available from Future Publishing Limited, Gameloft or selected third parties, please tick the box at the end of this line ■

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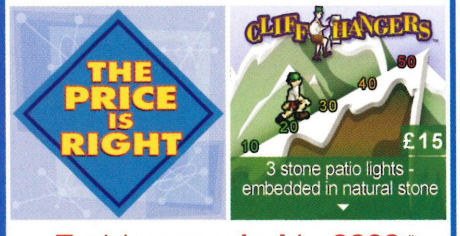
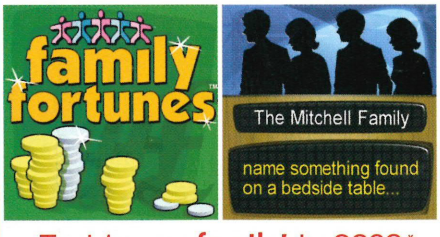


Text **'game price'** to 8888 *

Text **'game block'** to 8888 *



Text **'game family'** to 8888 *

Download classic gameshows on your phone. You've watched them on TV, shouted out the answers and sniggered at "Can I have a 'P' please". Now you can play your favourite TV quizzes on your mobile. The games are fully interactive and based on the original TV gameshows with the gameplay faithfully recreated for mobile. Cheesy gags not included....

vodafone

PLAYER X Mobile Entertainment

FREMANTLEMEDIA

*The SMS shortcode above is available to Vodafone subscribers only. Cost per game £5. Your standard text message and data charges may also apply to download the game. Please check www.vodafone.co.uk for phone compatibility.

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