OXM 36

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

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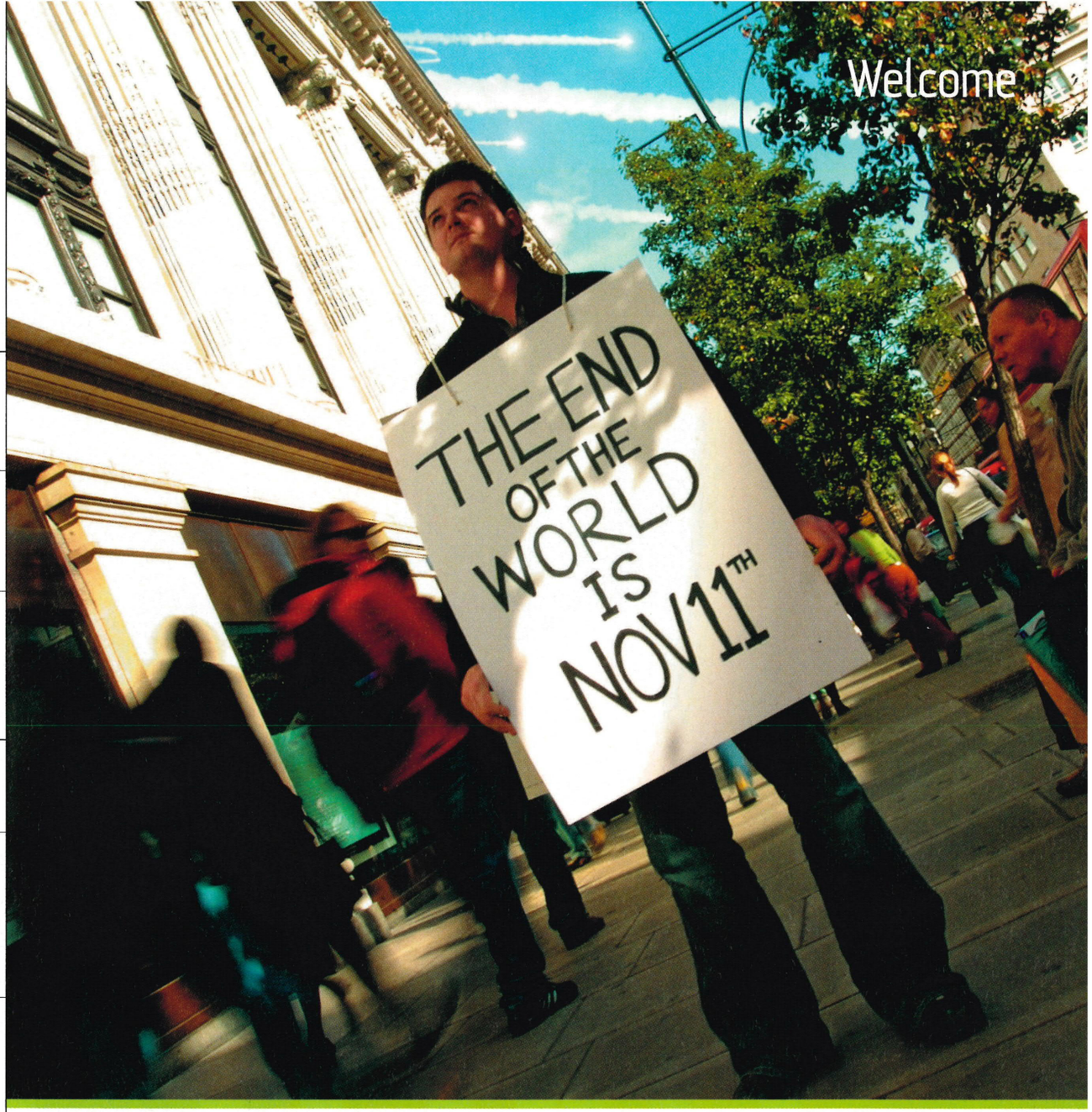


# Battle of the Planet

DID YOU FIGHT? That's what your grandchildren will want to know of 11 November 2004, the day that *Halo 2* landed and the alien Covenant brought the fight to Earth. In case you've just arrived from an alien planet yourself, *Halo 2* is the single most important game on Xbox, the one we've all been waiting for since Xbox launched and blew us away with the original *Halo*. With the new addition of several brilliant multiplayer modes over Xbox Live, it's going to rule our gaming lives for a long, long time to come. It's been said before, but maybe never with this absolute emphasis - you *must* own this game!

In fact *Halo 2* is so important that we've set it right at the front of this issue to save you the trouble of turning to the reviews section. Don't be fooled by the position though, this is no preview but the massive, world-exclusive *Halo 2 review*. You won't read the final verdict anywhere else but in this mag before the game hits the shop shelves and the rest of the world get their eager hands on it. Our reviews continue as usual on page 079, kicking off with the excellent *Mortal Kombat: Deception*. Apologies for the lack of an advertised *GoldenEye: Rogue Agent* review, but EA pulled the review code at the last minute having assured us it was a definite.

Finally, let me point you in the direction of our *Halo 2* multiplayer Masterclass on page 132, where we reveal the skills you'll need to rule the rankings on Xbox Live. You could even win BT Broadband and Live for a year, along with a Crystal Xbox and copy of *Halo 2*! Make sure you check back next issue too, for a full guide to *Halo 2*'s single-player game.

See you next month,

**STEVE BROWN**
EDITOR, *OFFICIAL XBOX MAGAZINE*

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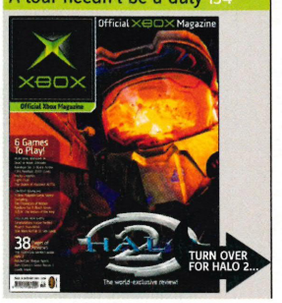

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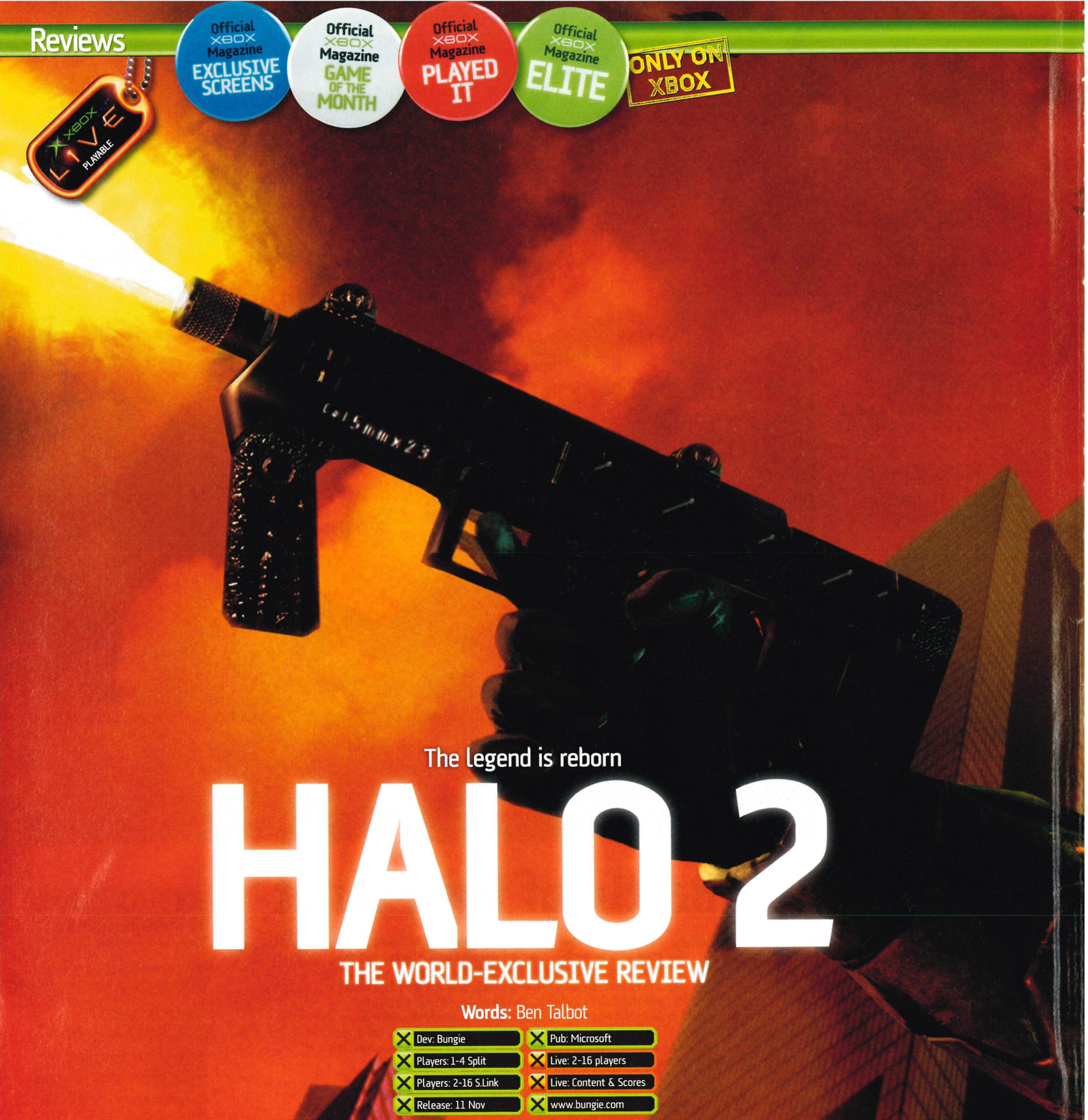


The legend is reborn

# HALO 2

## THE WORLD-EXCLUSIVE REVIEW

**Words:** Ben Talbot

| | |
|---|---|
| Dev: Bungie | Pub: Microsoft |
| Players: 1-4 Split | Live: 2-16 players |
| Players: 2-16 S.Link | Live: Content & Scores |
| Release: 11 Nov | www.bungie.com |

THERE ARE TWO kinds of people in this world: those who invert the thumbsticks and those who look at us 'inverters' like we've just walked off another planet.

Choosing the setup you're used to makes a huge difference. Make the wrong choice and even a veteran killing-machine becomes someone who stares fixated at the floor when they should be paying attention to the purple plasma-toting kestrel soaring above.

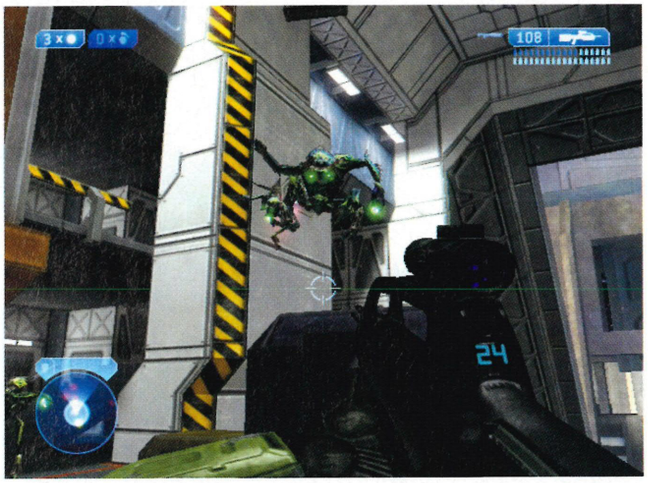
I'd like to think that one day in the future all 'inverters' will stage an uprising. Just like the Covenant, we might command a fleet of galactic battleships and could try to nuke Earth for our zealous upside-down cause. But when you start thinking like that, you know it's time to relinquish the Xbox controller and take a rest.

It's little wonder that at the end of three days of hammering *Halo 2*, I want to destroy everyone. Having completed the game on Heroic difficulty, this relentless exercise in carnage and destruction is finally over. Even now, I still can't come down from the buzz of excitement and the brain-frazzling ferocity of the whole experience. Not since the 2001 prequel (Issue 01, 9.7) has any FPS nut spent so long 'in the zone' in one sitting. *Halo 2* pushes the extreme limits of competitiveness and concentration, leaving you physically shattered but flooded with endorphins at the end. You'll love every minute of it and here's why...

**Don't stress!**
This review is a spoiler-free zone.

TEAM SLAYER: ONE OF THE NEW XBOX LIVE 3.0 FEATURES. LETS YOU MOVE YOUR ENTIRE TEAM FROM ONE GAME LOBBY TO ANOTHER WITHOUT BREAKING THEM UP. YOU CAN ALSO SEND VOICE MESSAGES TO YOUR FRIENDS AND OPPONENTS TO INVITE THEM TO A GAME.

↑ Don't let the car wrecks get in your way. Havok physics means you can smash through them or blow them out of the way.



↑ These flying creatures attack in swarms and are partial to fizzy drinks.

↑ Hunters still have a weak spot but it takes more than one shot!

## Bonus info

**CAN YOU HANDLE IT?**
Vehicle damage can be caused by crashing into things as well as by being shot by weapons.

**THE FALL OF REACH**
*Halo 2* is constantly making reference to stuff that happened in the *Halo* novelisations. It might be a good idea to at least pick up *The Fall of Reach* by Eric Nylund before you start playing this.

**CAUSING HAVOK**
*Halo 2* uses the Havok 2 physics engine, as seen in *Psi-Ops* (Issue 33, 8.6). Now MC can push boxes over ledges too!

**ESCAPOLOGY**
Sergeant Johnson is back, assisted by Commander Miranda Keyes. We have no idea how he escaped from Halo before it exploded. That information is apparently "classified".

↑ Back aboard the Covenant mothership.

↑ The Prophets' personal bodyguard.

» This is the point where I have to 'chill out', so to speak. To lose control of my enthusiasm and blurt out all of the game's biggest surprises would be downright irresponsible. Particularly so, because one of the best cards in Bungie's hand is to play on the expectations set by the first game and throw them back in your face in a new and startling way. Like the prequel, *Halo 2* doesn't try to revolutionise the FPS (see *Riddick* - Issue 33, 9.0 - for that). Instead, it takes all the features the fans loved and gives them a fresh and crowd-pleasing upgrade.

It's not originality and certainly not the plot (although Bungie's marketing people would have us believe otherwise) that makes *Halo 2* great. It's all down to the excellence of execution; the exquisitely balanced weapons, the staggeringly brilliant AI and the simply unbelievable art direction.

Although there's not much of the story we can talk about that won't ruin the surprises, the first chapter is almost a carbon copy of the original game's opening level, The Pillar of Autumn. This time, the fleet defending Earth comes under attack. Master Chief and Sergeant Johnson must reclaim their space-bound manor from the Covenant. Earth itself is also very much under threat, for the next two levels at least. The immense concrete metropolis of New Mombassa is the staging ground for some insane street-to-street fighting - like Stalingrad with seven-foot tall alien Nazis.

Despite the *Battlestar Galactica* premise, we have a far more complex and conspiratorial tale than it at first seems. At the heart of it all is the Covenant's religious fanaticism pitted against the humans' adulation of hardware, technology and the man himself, Master Chief. Hearing the Covenant describe MC as 'The Demon' while the Marines boast "I've got a SPARTAN killing machine - what have you got?" are just two examples of inspired in-game speech that drives the story and characters forward.

*Halo 2* is one of the very few FPSs confident enough to place multiple »

## HARD BOILED Why two weapons make you twice as heroic!

**DUAL WIELDING takes a little getting used to. Press Y while walking over any single-handed weapon to use it alongside the gun you're already holding. Now you've got twice as much firepower but can't throw grenades. If you use a melee attack while dual wielding, you automatically discard your second weapon. It's a tricky business.**

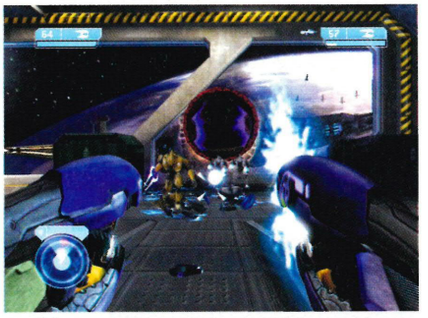
**Rating: ★★★ Two sub-machine guns pack a severe shield-draining punch but take an absolute age to reload. You're vulnerable for a good four seconds while they do.**

**Rating: ★★ It's tricky to use a plasma pistol and rifle together. The rifle tends to overheat while you're charging the pistol up. Can work well if you land a fully charged shot first.**

**Rating: ★★★★ The daddy of dual wielding, two plasma rifles stop anything dead in its tracks. It's essential to make sure they don't both overheat though.**

**Rating: ★★★★★ Two needlers - loads of ammo, extremely fast reload and explosive homing projectiles! Pump two clips into any foe and they'll explode in a purple haze.**

**↑ Never, ever get this close to a plasma sword.**



**↑ If their names aren't down, kill them.**

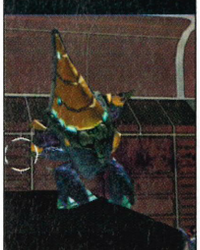
**↑ The Scarab is a Covenant mech. Someone call *Steel Battalion*!**

»» non-player characters at your side. Despite being expendable in terms of the mission, these gun-crazy Marines make the total war experience believable. They sweep the area and take cover when the Covenant is attacking in force. They even jump into vehicles and let rip with homing rockets, all the time hollering with vitriolic put-downs and macho boasts (of which Sergeant Johnson is the undisputed king). On the other hand, when the chips are down, they'll scream for help and sulk just so you know that Master Chief should pull his big green finger out.

The high-pitched shrieking of Covenant grunts never fails to raise a smile. Elites have also expanded their vocabulary way beyond "wort, wort, wort". They now have human voices and we »»

SHOW ME THE LOGO: THERE ARE 56 LOGOS WITH WHICH TO CUSTOMISE YOUR MASTER CHIEF OR ELITE WARRIOR.

## Bonus info



**UNSOCIAL CLIMBER**
Elites and Grunts are happy to climb up onto debris to get a vantage point over you. They'll also jump over huge obstacles with their evil alien bloodlust.

» even heard one eloquently shriek "Retreat and regroup!" as he ran away into a cave. The in-game dialogue is witty, intelligent and varied. You rarely hear the same line twice. Enemy AI is just as sharp as their ugly forked jaws. Elites are way more ferocious than in the original *Halo*, and they are just as unpredictable. Almost all of them now carry plasma swords as their secondary weapons. They've become a new definition of pain on Legendary mode.

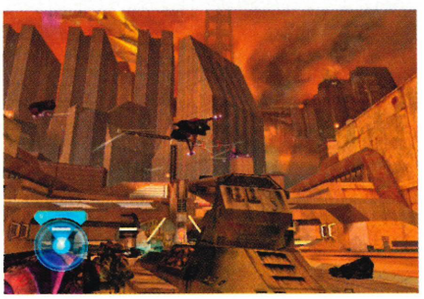
The AI is extremely sophisticated. It's almost as much fun watching two groups of enemies fight each other as it is taking part in the genocidal royal rumble. Three-way battles are so unpredictable that each play through is a totally unique experience. You can experiment with different weapons and survival strategies each time through.

Lengthy non-interactive cutscenes (of around four-eight minutes) are superbly created with in-game graphics and really give you an idea of how talented Bungie's artists are. Technically, it's nearly flawless despite some odd occasions where the textures are noticeably mapped on while the scene is already in progress. In terms of plot, it doesn't fare so well, deliberately asking more convoluted questions without answering any from the first game. Instead, it prefers to set the stage for the inevitable *Halo 3*. »

↑ It's tough to hit a Ghost at full speed.

↑ Are you hard enough to kill three Wraiths?

↑ Street-to-street fighting in New Mombassa.

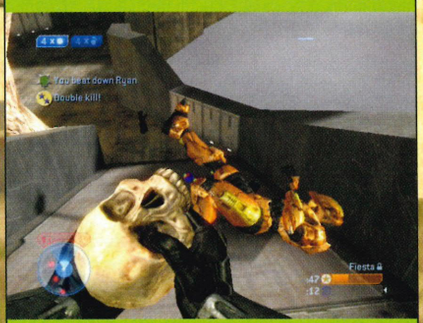


↑ You can be attacked by three Banshees at once!

## MOST-VALUED SLAYER
### A bonanza of multiplayer possibilities revealed

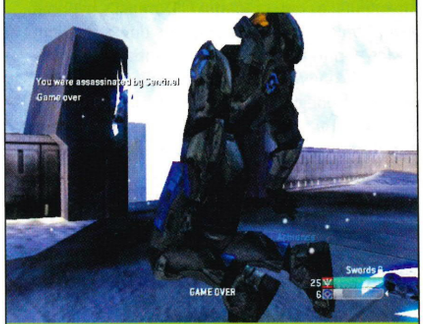
**THERE ARE THREE new multiplayer game modes and a whole stack of new variants for the old ones. Assault is a *Counter-Strike*-type demolition game where the mission is to plant a bomb in your enemies' base. Juggernaut pits one over-shielded player against all the others and Territories asks you to control different parts of the map.**

↑ **Crazy King is a variant of King of the Hill. The 'hill' you're trying to occupy jumps around the map every 60 seconds.**



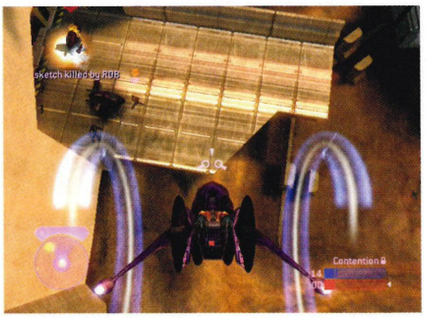

↑ **Oddball is back. You can play it in Fiesta mode with random weapons or in Phantom mode where the carrier is invisible.**

↑ **Capture the Flag should be one of the most popular games on Xbox Live. Use a Warthog to drive off with the flag.**

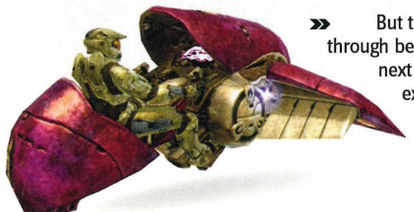



↑ **Slayer has loads of new variants. Swords is a good one because plasma swords are the only weapons anyone can use.**

↑ **There are so many different types of Elite that we lost count.**




↑ **Press the A button to execute Banshee stunts.**



»» But there's plenty of *Halo 2* to get through before we start thinking about the next one. Fifteen massive levels to be exact - five more than the original. Okay, so none of the levels are as lengthy as Assault on the Control Room, but that's a good thing in my book. Most take 60-90 minutes to complete on Heroic and there's no repetition or backtracking at all, from start to finish - an awesome achievement considering the immense size of the game and the attention to detail that's gone into each level.

Hard disk caching means you'll never have to watch a loading screen mid-level. Automatic checkpoints also prevent your enjoyment of the game being interrupted. Checkpoints are fairly frequent and paced intuitively after every major battle. You always know that you just have to survive a little longer to make progress but don't have to worry about being penalised too heavily if you die. »»

HARD DRIVIN': THE GHOST ISN'T THE ONLY VEHICLE WITH SOME NEW TRICKS. PRESS THE L TRIGGER WHEN DRIVING THE WARTHOG TO EXECUTE A POWERSLIDE!

## THIS IS FOR FIGHTING, THIS IS FOR FUN Go ballistic with our weapons guide

CHICKS DIG BIG GUNS! Well, at least according to Sergeant Johnson they do. *Halo 2* has no shortage of new blasters from both the humans' and Covenant weapons lockers. The old pistol and assault rifle are dead but there are some suitable replacements. This is by no means the complete list of weapons - we couldn't show a lot of the new ones because they'd reveal too much about the story. Here's a quick guide to the ones we used the most...

### Sub-machine gun

The SMG looks more at home in *Rainbow Six 3* than on board a spaceship, but thankfully it works just as well on Covenant as it does on terrorists. Has a massive clip.

### Battle rifle

Replacing the assault rifle, this extremely powerful weapon has an awesome scope and superb long-range accuracy. Very lethal at close range too. A versatile gun.

### Magnum

Feels a little weak and weedy compared to the original game's pistol. Packing two of these babies at once and going on a John Woo-style rampage is fun, though.

### Fixed turret

Easily the most lethal of the automatic weapons, turrets must be mounted as if they were a vehicle. You can kill a Hunter fairly quickly but you're vulnerable to attack.

### Plasma rifle

The plasma rifle has been toned down a little. It no longer has such a devastating freezing effect when you're hitting a foe. Use two at once for a killer strike.

### Needler

No longer a pathetic weedy weapon, the needler causes a lot more damage than it used to. It's the Grunts' weapon of choice so there's always plenty of ammo.

### Sniper rifle

The sniper rifle is pretty much identical. It still needs reloading after just four shots. You can now see the world in the scope window. How cool is that!

### Rocket launcher

The rocket launcher has a homing option. Just point it over a vehicle or turret for a few seconds until the crosshair turns red. You literally can't miss!

### Plasma sword

Every Elite carries a plasma sword but so can you! Wait until the crosshair turns red, then press the L trigger to execute a tasty one-hit kill.

» The entire Campaign mode is paced as beautifully as one of Martin O'Donnell's hypnotic symphonies. *Halo 2* sneakily lays down moments of peace and tranquillity amidst scenes of outright chaos. At one moment you can quite happily be walking through a forest, admiring the sun's rays glistening through the rustling leaves, or watching a fish dart playfully through a babbling brook. It's just enough breathing space to appreciate just how much the graphics have improved. Old Xbox bedfellows: bump-mapping and anti-aliasing are joined by newer graphical tricks including soft-shadows and per-pixel shading. But beauty can be deceptive. In the very next instant a Covenant mothership blocks out the sun completely and an entire battalion of Grunts, Elites and Hunters are raining down from the sky. This slow, quick, quick, slow approach to level design creates peaks and troughs of deafening silence followed by jaw-dropping action. The way I like to see it is if you have time to admire the scenery, it's time to be very afraid (and reload your gun).

↑ It's raining Elites! Kill them before they land.

Of course, there are a lot more reasons to be afraid this time. New species have joined the »

↑ The Wraith is quick and well-armoured but has a rubbish mortar.

## Bonus info

**CARNAGE REPORT**
There are separate Xbox Live scoreboards for each different game mode. You also get a handy rundown of who killed who at the end of each match.

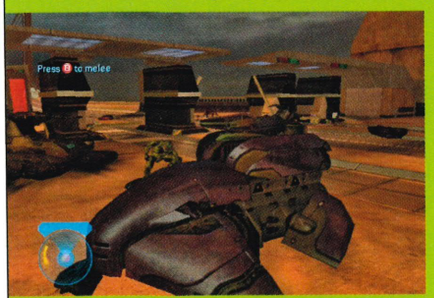
**WARP NINE**
All the Covenant vehicles have a boost capability. You'll have to use it if you want to run someone over. Move too slowly and you'll get hijacked.

**20-20 VISION**
It's still possible to zoom in on enemies when dual wielding. Clicking the Right thumbstick switches into a scope view in the shape of Master Chief's visor.

**THE RIDDICK CONNECTION**
Ron Perlman, who plays Jagger Valance in *The Chronicles of Riddick*, also provides some of the voices for *Halo 2*.

# GONE IN 60 SECONDS How to steal the vehicle of your dreams

**EVERY VEHICLE can be hijacked if you can get close enough. Simply press and hold the X button to rip the pilot out of his seat and take the wheel. The tanks are a little more difficult because you have to melee attack the hatch before you can get to the driver. Once the door is open, you can beat the driver around the head or lob a few grenades in his direction. The objective is to take the vehicle without causing too much damage to it first.**



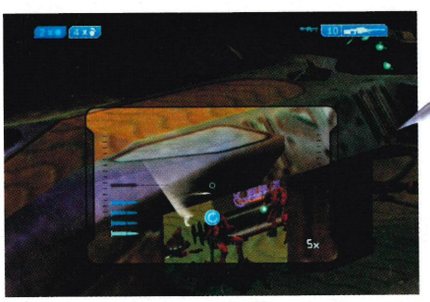

↑ **The faster you tap the B button, the quicker the hatch will open and the quicker its pilot will be out on his ear. Do Elites have ears?**

↑ **MC has apparently been taking tips from Tommy Vercetti when it comes to car theft. No messing - just pull the driver from his seat.**

↑ **Banshees can be boarded from the front or the back. In both cases, MC jumps on top and kicks the driver firmly in the face.**

↑ **Jackals are extremely plentiful in *Halo 2*. Some of them carry Covenant sniper rifles.**

↑ **This Warthog comes with a Gauss gun.**



↑ **Take out every Elite aboard the Scarab.**

↑ **The brute shot is a powerful grenade launcher.**

BRUTE FORCE: THE BRUTES CARRY A NEW KIND OF RED PLASMA RIFLE AS THEIR SECONDARY WEAPON. IT'S SLIGHTLY MORE DAMAGING THAN THE TRADITIONAL BLUE VERSION.

»» burgeoning alien congregation, most noticeably the Prophets and Brutes. The latter are extra-terrestrial gorillas that even Dian Fossey wouldn't get on with. They're slower but more durable than Elites. Ammo and accuracy are at a premium if you don't want to get your head ripped off by their devastating melee attacks. Twice as bad and three times more ugly, the Mekon-esque Prophets are the leaders of Covenant society. To make things worse, some of the nebulous marauders, particularly Elites and Jackals, have access to new weapons like the Covenant Carbine and Beam Rifle (a new version of the sniper rifle).

If you think that sounds bad, imagine coming up against four Wraith tanks at once! Thankfully, the new hijacking feature makes things a little more »»

» even-handed. Getting close and pressing X can capture any vehicle in the game, from mortar-launching Wraiths to flying Banshees. With the tougher vehicles like the Scorpions, you have to batter the hatch to get it open, and then press the L trigger to throw in a grenade or two. Hijacking is a double-edged plasma sword, though. Elites and Brutes will return the favour and remove you from your vehicle given the slightest opportunity.

Far more than just a gimmick, this simple trick also fine-tunes the multiplayer portion of *Halo 2*, making it a lot more balanced. No longer can one player go on a ten-minute rampage in a Scorpion – they simply won't last that long. This is crucial because over half of the 11 multiplayer maps are packed with fully destructible vehicles.

Considerably bigger than those from the first game, these maps are also a leaf out of the *Unreal Championship* book. They're multi-tiered, labyrinthine and there are always several different routes to a single all-important location. Brilliantly, the best weapons are placed in the most exposed positions, creating satisfying risk/reward scenarios. He who dares wins!

Another feature that alters the nature of multiplayer games is dual wielding. It's as simple as walking over any of the single-handed weapons you can find and pressing the Y button. It's a little confusing at first because you can only swap your primary weapon in the traditional way (pressing the X button) and your secondary weapon must be discarded before you can pick up a new one. Once you've figured it out though, the possibilities are endless. Despite playing it for hours and hours, we've yet to discover the ultimate weapon combo... but it's only a matter of time.

One thing I'm not at all happy about is the removal of the pistol. The new magnum just doesn't cut it for accuracy and stopping power. That weapon was so brutally refined; it makes no »

"Every new feature the fans asked for – from playing as Elites to match stats – are included"

← Armour is a status symbol to the Elites.

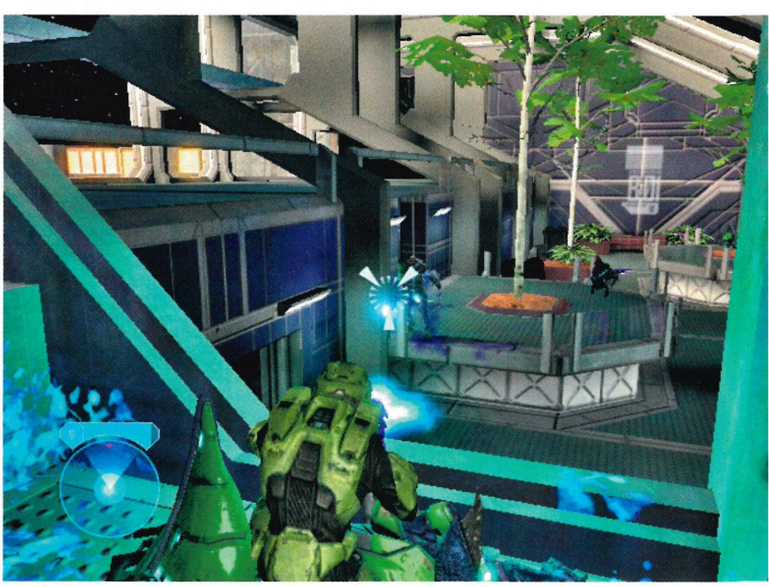
↑ The zero-gravity Elites only appear twice!

↑ All the debris in Zanzibar can be moved.

↑ Your fellow Marines will mount turrets too.



↑ Earth looks beautiful even when the Covenant are blowing stuff up.



↑ Shade turrets from the first game have been replaced with smaller ones.

## Bonus info

**STAY HEALTHY**

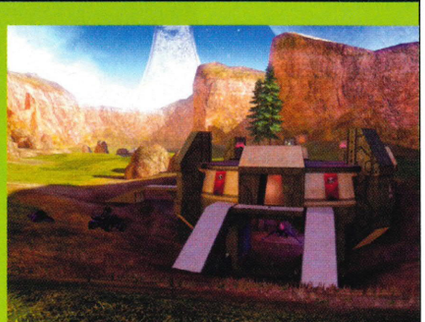
You might have noticed that there isn't a health meter under the shield bar. Each time your shield is depleted you can take around four-five hits (depending on the weapon) before you die. This fixes the problem in the original *Halo* where you'd often pass a checkpoint with critical health and would be unable to progress further.

## KILLER MAPS All your favourite Unreal Cha... Oh! Wait a minute, this is Halo 2!

**THERE'S A DISTINCT odour of *Unreal Championship* in the *Halo 2* multiplayer maps, but that's no bad thing. There's a ton of winding walkways, high-up sniper points and the added bonus of vehicles. You have 11 to choose from with more to come in the form of downloadable content. Two are from the original *Halo*.**

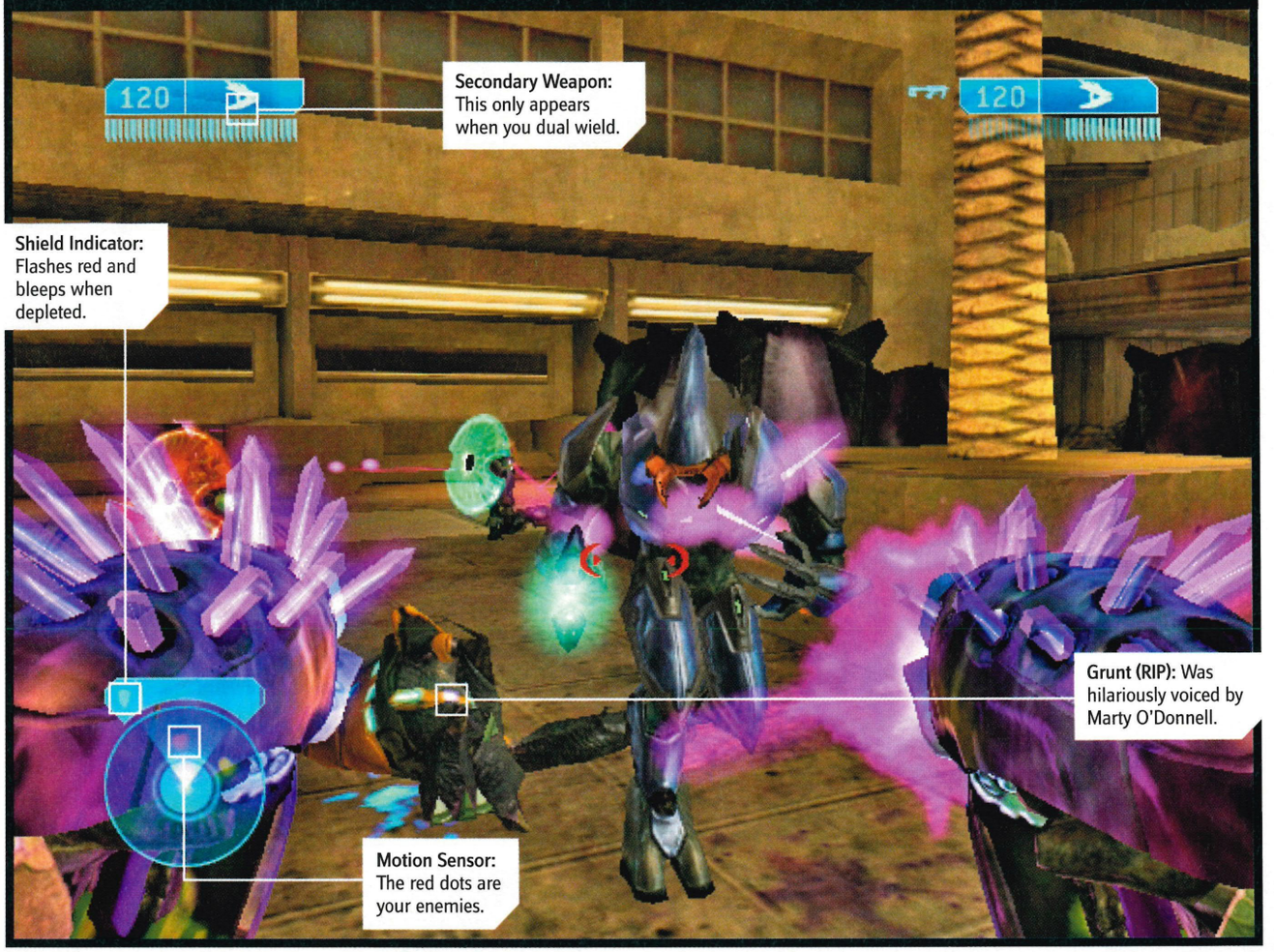
↑ Headlong is set on the derelict streets of New Mombassa. It's absolutely huge and there are vehicles everywhere.

↑ Midship is a battleground at the heart of a Covenant mothership. Use the anti-gravity lifts to take you up to higher levels.



↑ Coagulation is the new name for Blood Gulch. Each base has a Banshee inside and it's possible to fly up and land on the tower.

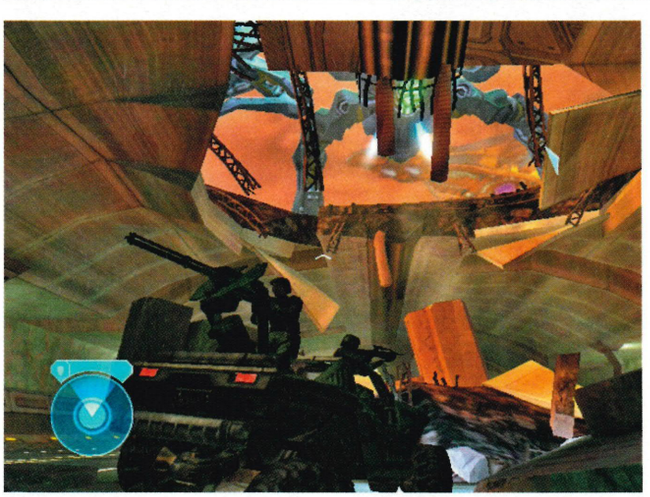
## KNOW YOUR ENEMY Alien versus predator




### Bonus info

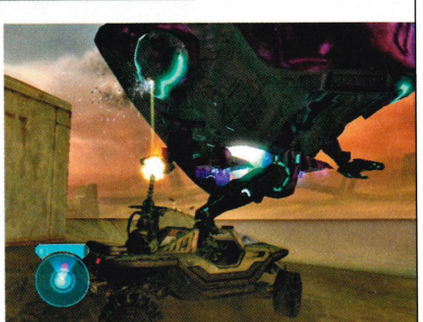
**WARTHOG GROUNDED**
Although it's still possible to do Warthog jumps by piling grenades underneath them, most levels have invisible ceilings to stop them going too high. Randy Glass would be turning in his grave if he wasn't still alive.

**THE FINAL CUT**
Lots of stuff that was mentioned in our numerous previews didn't make it into the final game. There's no ATV, no rocket-launching Warthog and no Arctic Warthog.



↑ **The Scarab blows a massive hole in the underpass.**

↑ **Take any Marine's weapon by pressing X.**



↑ **These ships are indestructible. Don't even try.**

### THERE'S MORE!

**REVIEWS SECTION**
Fear not! The reviews section continues as normal on page 079.

**HALO 2 GUIDES**
Turn to page 132 for our exclusive *Halo 2* multiplayer Masterclass and *Halo 2* compo. Full walkthrough next issue, on sale 02 December.

» sense at all why it should have been taken out (apart from to make things easier for newbies). Despite this, you couldn't accuse *Halo 2* of dumbing down. Every new feature the fans asked for - from being able to play as the Elites to detailed post-match statistics - are included.

Perhaps most significant of all is the brand new ability to field up to eight different teams in a single battle. This won't work in obvious two-team game modes like Capture the Flag and Assault, but give it a try in Oddball or King of the Hill and you will discover how it requires completely different strategies to succeed.

Excitingly, it's still possible to play two-player co-op split-screen. I'll be the first to admit I'm certainly not brave enough to try to beat the game on Legendary difficulty without another veteran *Halo* player at my side.

Above all else, Marcus Lehto's art direction is what astounds us the most. Sharp graphics don't mean a thing if the enemies and environments are clichéd or silly. There's certainly no danger of that happening here. *Halo 2* has real elegance in its design, from the architecture of the alien buildings to the Covenant's curvaceous and insect-like mother-ships. Apart from the *Silent Hill* series and *Ninja Gaiden* (Issue 29, 9.2), I've never played a game with so much visual integrity. It's all down to creating a world apart, something completely unique that you could never find in your standard generic FPS.

The trailers said 'Earth will never be the same.' Now that I've played and finished *Halo 2*, I realise what they meant. It could be years before we see another FPS of this unbelievable standard. Three days ago I could never have imagined a game could be so intense, so polished and so eager to give the fans everything they asked for. A full-metal assault on the senses, *Halo 2* is an astounding game that will never be forgotten by those who play it.

## The Summary

**HALO 2** THE FACTS YOU NEED TO KNOW!

1. The AI is so entertaining in its own right, you almost don't have to play the game to enjoy it. Watching enemies fight is brilliant fun!
2. Almost every type of multiplayer setup has been catered for: Split-screen, System Link and Xbox Live. No Live co-op though.
3. Takes all the best bits from the original *Halo* and builds upon them with new features like dual wielding and vehicle hijacking.
4. Fifteen levels, all absolutely massive, and without any of the repetition that tarnished the prequel.
5. Some of the best graphics and art design in videogame history. A fascinating and unforgettable sci-fi vision.

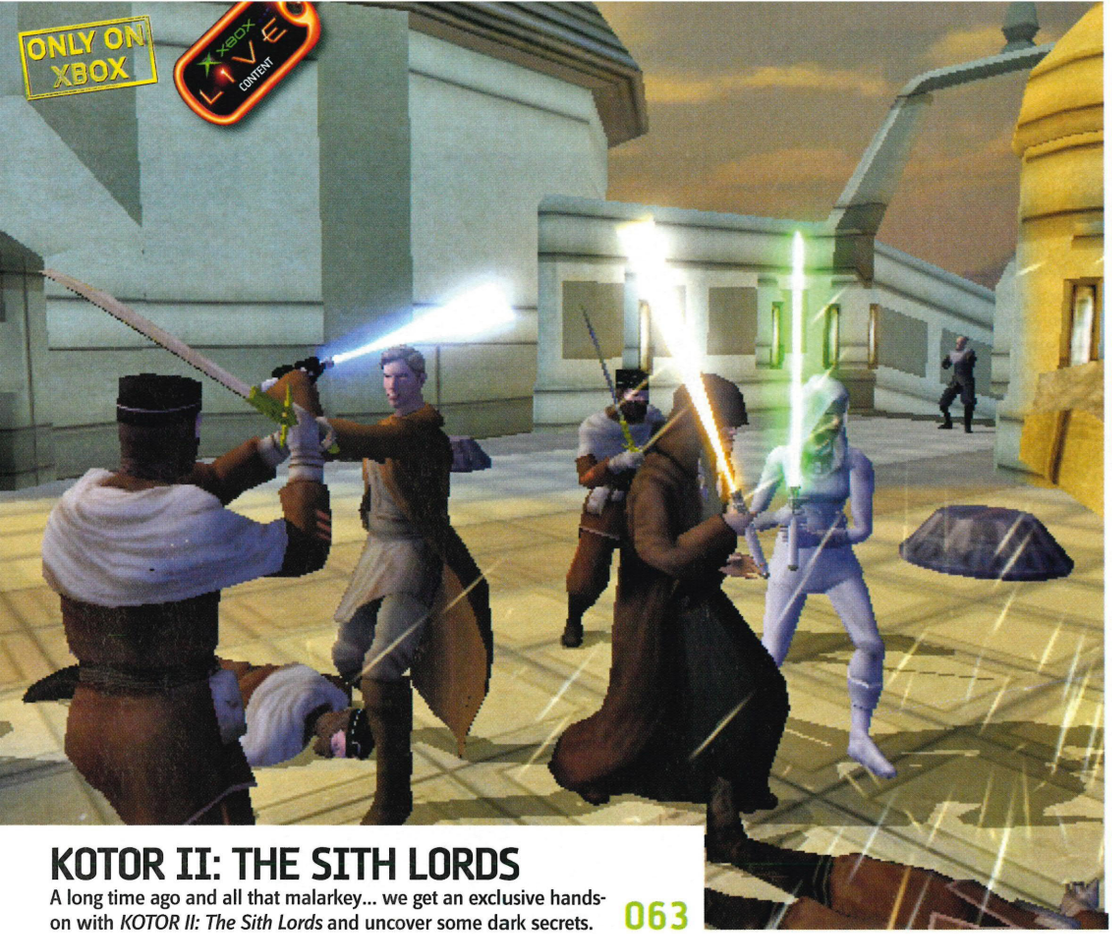
## The Verdict

We doubt you'll ever play a better single-player and multiplayer game on this generation of consoles.

**10//10**

**PREVIOUSLY:** Exclusive Access - Issue 12, News - Issues 17, 23, 31 & 33
**COMING SOON:** Hints - Issue 37

SPECIAL EDITION: THE LIMITED-EDITION VERSION OF HALO 2 COMES IN A TIN-COATED AMARAY CASE AND INCLUDES A SPECIAL DVD. THIS INCLUDES THE MAKING OF HALO 2, DELETED SCENES AND SEVERAL AUDIO COMMENTARIES.




## KOTOR II: THE SITH LORDS

A long time ago and all that malarkey... we get an exclusive hands-on with *KOTOR II: The Sith Lords* and uncover some dark secrets. 063

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↑ MORTAL KOMBAT: DECEPTION 080

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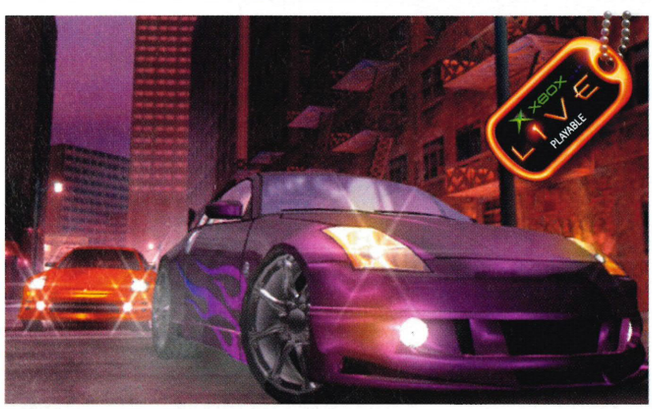
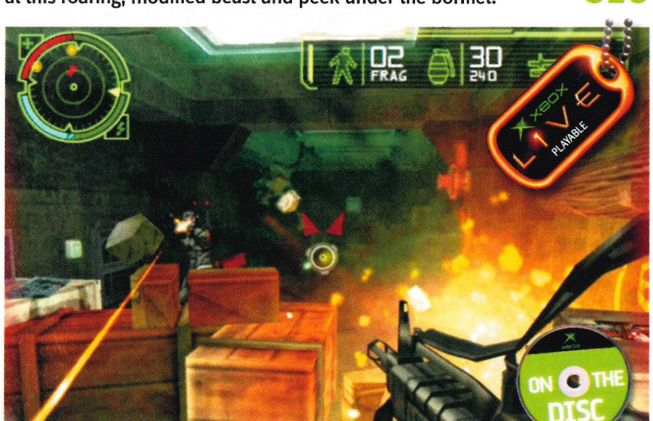



## MIDNIGHT CLUB 3: DUB EDITION

You want something to top *Burnout 3*? We take a first look at this roaring, modified beast and peek under the bonnet. 018




## PROJECT: SNOWBLIND

From the brains behind *Deus Ex* comes a near-future shooter on an epic scale. We've got the exclusive lowdown. 074

## TIMESPLITTERS: FUTURE PERFECT

*Halo 2* isn't the only FPS to blow us away this month. Read how *TimeSplitters: Future Perfect* will liven up your disco. 068

# Play:More

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Plus! Interactive Reviews Directory and more!

↑ GET THE UPPER HAND WITH OUR FANTASTIC HALO 2 MULTIPLAYER MASTERCLASS 132

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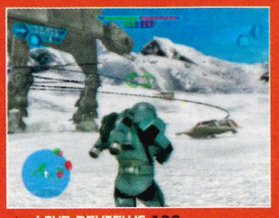

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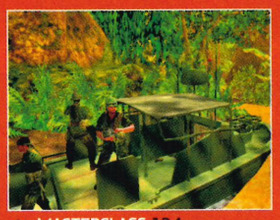

↑ MASTERCLASS 134

## HALO 2

It's finally here. For everything you need to know about The Greatest Game Ever™, flip back a few pages.

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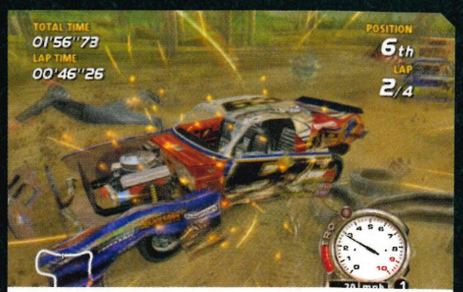


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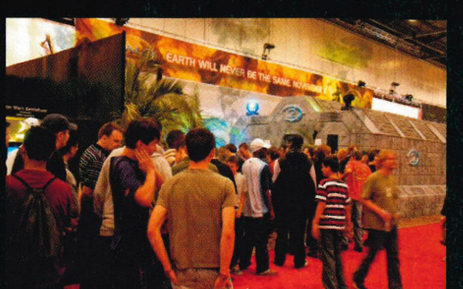

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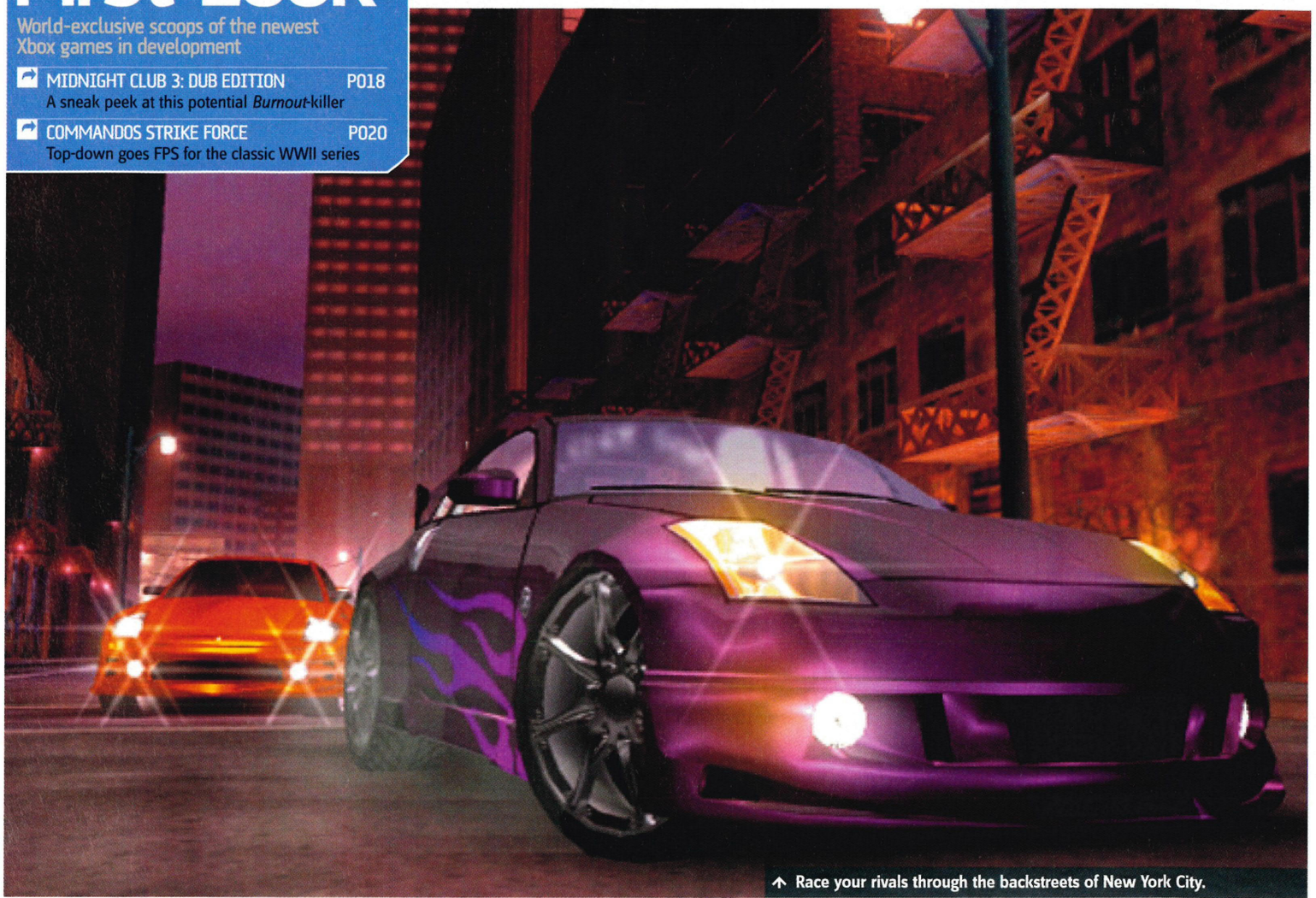
SPARK

# First Look

World-exclusive scoops of the newest Xbox games in development


MIDNIGHT CLUB 3: DUB EDITION P018
A sneak peek at this potential *Burnout*-killer

COMMANDOS STRIKE FORCE P020
Top-down goes FPS for the classic WWII series

↑ Race your rivals through the backstreets of New York City.

# Midnight Club 3: DUB Edition

## Dub be good to me. Racing gets a makeover

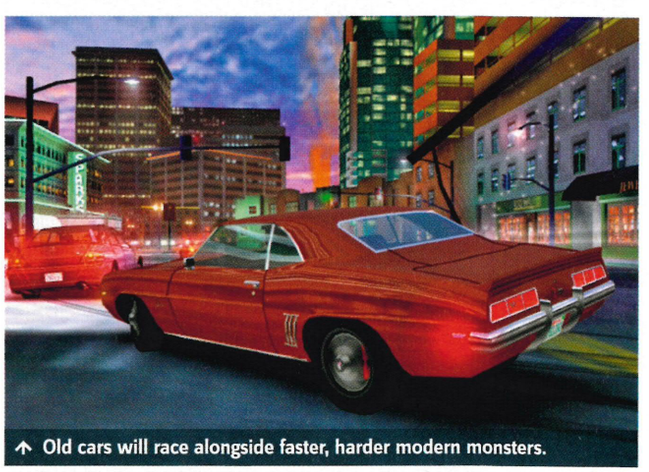
Dev: Rockstar San Diego | Pub: Rockstar
Release: Spring 2005 | Live: 2-8 players
Players: 1-2

DUB? WHAT the hell is DUB? Well, it's the name given to those massive alloy wheels that stretch beyond 20 inches and make your car look like a toy. Only the DUB in question with *Midnight Club 3* (shouldn't that be Midnight Dub?) refers to *DUB Magazine*, a fan's wet dream of car modification that actually kickstarted the whole bling adaptations of cars. With *DUB Magazine*'s sponsorship aboard we could be looking at official licences and modifications unlike anything before.

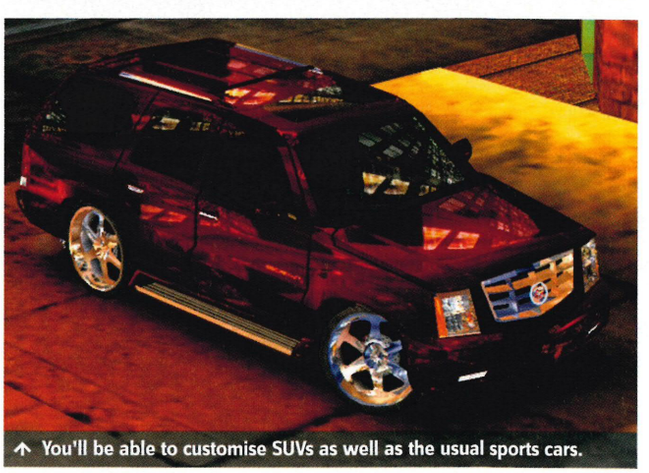
Not only does *Midnight Club 3* boast the kind of vehicle jiggery-pokery we've only dreamed of, but there are touches of *Burnout 3* (Issue 34, 9.4) in there to keep us happy too. If you want to try your hand at leaping a row of 12-storey buildings, word has it that you can. Racing through urban areas such as backstreets, highways, even malls, *Midnight Club 3* is promising plenty of free-ended missions like in the previous games. There will be dozens of alternative routes and, the more powerful the car, the better we'll be at finding them. Some routes will reportedly take place across the tops of buildings and there will also be chances to drive straight through walls and windows, literally carving a course as you go. It seems there's free-roaming and then there's *Midnight Club 3*.

To honour all things petrol-powered, levels include the great US automotive cities including Atlanta, Detroit and San Diego. But, with all these cities no doubt subject to a little congestion, there's also the inclusion of new motorbikes such as the Aprilla Mille Sports Bike. These too will prove to be fully modifiable or, like we said, we'll be able to just jump straight over the top of it all in a 4x4.

Cadillac, Chevy, Chrysler, Dodge, Lexus, Lotus, Mercedes and VW are all present, as are Ducati, Hotmatch and Kawasaki, with 50 vehicles in total, plus hundreds of variations from the various mod kit available. And what better way to celebrate your nice new car than by seeing it smashed to pieces? For the first time there'll be real-time damage and, while the new particle physics, lighting and bumps will no doubt appeal to our sadistic side, we hear Rockstar is going one step further. Car developers are notoriously strict when it comes to seeing images of their vehicles dented or bruised, but words such as 'twisted burning inferno' have been uttered. That, combined with two previous games to build on, Live play for up to eight players including modes such as Chase the Flag and Detonate, and a better race track editor, has us wondering just how long *Burnout 3* can hold on to the mantle of 'best arcade racer'. Spring 2005 will tell.

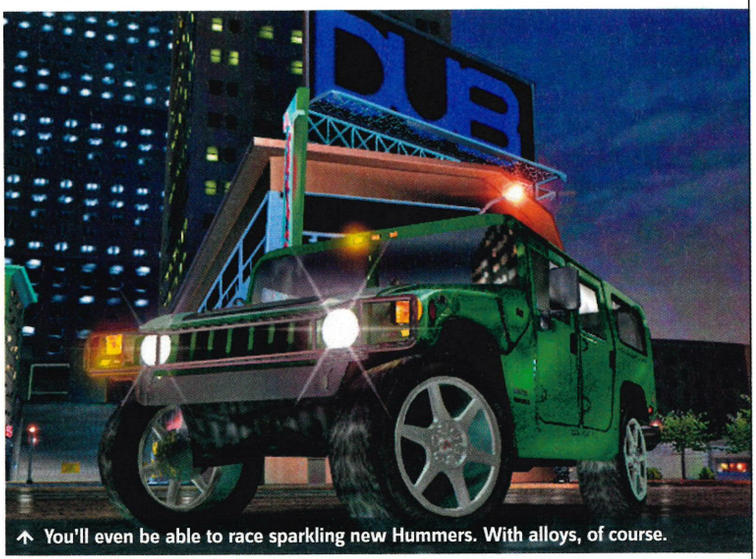


↑ Old cars will race alongside faster, harder modern monsters.



↑ You'll be able to customise SUVs as well as the usual sports cars.

↑ Damage modelling will be on the *Midnight Club* cars for the first time too.




↑ You'll even be able to race sparkling new Hummers. With alloys, of course.

## Bonus info

**PAINT JOB**

Not only will we be able to give our cars a spray job, but *Midnight Club 3* will enable us to place paint layers on top of each other. Up to five layers of paint can be sprayed on, giving different hues to the car depending at which angle you view it.

**SPIN CYCLE**

You know those spinning hub-caps you see in your local high street? The car stops and they continue spinning? Well, *Midnight Club 3* will feature these too and we'll be able to customise them to the shape you require.

**LEATHER INTERIOR**

Rumour has it that not only will we be able to design the complete exterior of our car, but we'll be able to design everything inside it too, from the gearstick to the upholstery.

↑ Well, if the saying is true, we'll soon find out if anything really does go like a rabbit. Maybe Bugs makes a cameo?

# Hot Rod

THERE WILL BE courses in *Midnight Club 3: DUB Edition* that will require us to get out of our beautiful new cars and take to the saddle of a super-powered motorbike. We'll then have to dart through stacks of traffic against rivals who are eager to knock us into the tarmac. Again though, these courses will be filled with plenty of trick ramps and shortcuts but, if we're really crafty, there will be the option to design and upload a tailor-made course filled with shortcuts, traps and dead-ends only the maker could know about. We can't wait to get our hands on this!

↑ Dennis Hopper and Jack Nicholson would be proud.

↑ Bikes will be great for cutting down side streets.

BANGER: BEN L'S FIRST CAR WASN'T QUITE DUB MATERIAL. IT WAS A BLUE MINI COOPER WITH A HOLE IN THE FLOOR SO BIG YOU COULD SEE THE ROAD THROUGH IT.

↑ Trying to rule the world again, the Nazis are in for a massive shock.

# Commandos Strike Force

## Crawling through rubble for the good of all

| | |
|---|---|
| Dev: Pyro Studios | Pub: Eidos |
| Release: Spring 2005 | Live: 2-8 players |
| Players: 1 | |

*COMMANDOS 2: Men of Courage* (Issue 05, 7.9) was a stunning, if thoroughly unforgiving game. A top-down strategy that was as much about patience and endurance as it was about killing Nazis, it had a huge following on PC, and an equally committed (if somewhat smaller) fanbase on Xbox. Maybe that's why the next in the series, *Commandos Strike Force*, has taken the more familiar path of first-person shooter and chosen to disregard the top-down perspective. We suspect though, despite its new appearance, *Commandos Strike Force* is going to be hard - it won't just be about blasting your way to victory.

In the war-torn ravages of France, Russia, and Norway you'll command a small group of elite fighters, each with unique skills vital to the Allied movement (see Super Troopers, right, for a full debrief). As their leader the Green Beret, you make the decision on who to use, depending on what their skills are and the varied situations that come up in missions.

Each mission will allow full freedom of movement and execution like in the original games, just so long as you get the job done and your men extracted in one piece. Levels will be completely free-roaming, often having multiple paths - the only question is how you choose to use the environment around you. The use of the first-person perspective won't mean a complete diversion from the stealth and subterfuge elements that made the originals so unique. Instead, it has been implemented in such a way as to suck us right into the action, rather than having us acting like chess piece-shuffling gods.

The missions will be just as broad, deep and fraught with danger as before, ranging from prison breaks to the destruction of a Nazi fighter ship. You'll interact with the underground resistance movement from each country who'll offer you help and advice, plus you'll also have to ambush enemy lines, preventing them from reaching the battlefields of Europe.

For the first time too, *Commandos* will be going Live. A variety of modes will be available from Deathmatch to Capture the Flag, but the more interesting option will be to play co-operatively. With real soldiers working together with a range of skills, we could find ourselves leading whole leagues of highly trained soldiers and, if we're not up to commanding, there may be potential rebellion within the ranks.

Ignacio Perez, the CEO of developer Pyro Studios, told us this was the company's most ambitious project to date. "By combining the tactical approach of the previous *Commandos* games with the intense action of an FPS, we hope *Commandos Strike Force* will provide a more cerebral approach to the war game genre. We believe that we're going to set a new benchmark for World War II videogames."

↑ Use your binoculars for spying on Nazis from afar.

↑ The Green Beret slices throats silently and quickly for stealth kills.

↑ Nazis will once again be horribly alert to your presence, opening fire and calling for help the moment they sniff trouble in the air. Learn to be quiet!

## Bonus info

**PLAY DEAD**

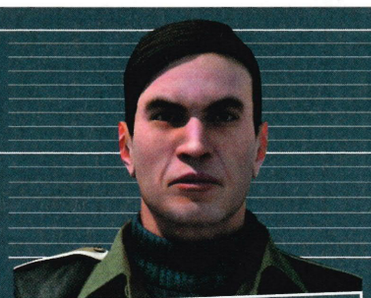
No news yet on the previous characters Lupin, Natasha or our favourite - Whiskey the dog. If we hear anything about their whereabouts then you'll hear it here first. Let's hope they're not holed up in a POW camp somewhere.

**NICE TO C4 YOU**

If you want to create a diversion (or a bloody great hole in a prison wall for that matter), you'll have access to a range of explosives as before. From plastic to tank-killing sticky bombs, there'll be a lot more bang this time around.

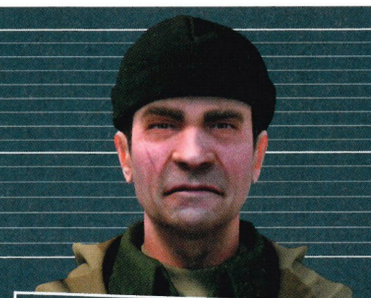
## Super Troopers

THREE OF THE new faces we'll be meeting in *Commandos Strike Force* have been announced and, as usual, each one has a unique skill capable of bringing the Nazi war machine to a grinding halt. You'll have to use the skills of each soldier very carefully. *Commandos Strike Force* may now be in first-person perspective but that won't mean you'll be able to play it like *Quake*. You'll need brains as well as brawn so here's a lowdown of your squad.



### The Green Beret

This chap is a stern-faced American son of a gun. Handy with heavy weaponry as well as silent close combat, he's not one to be messed with.



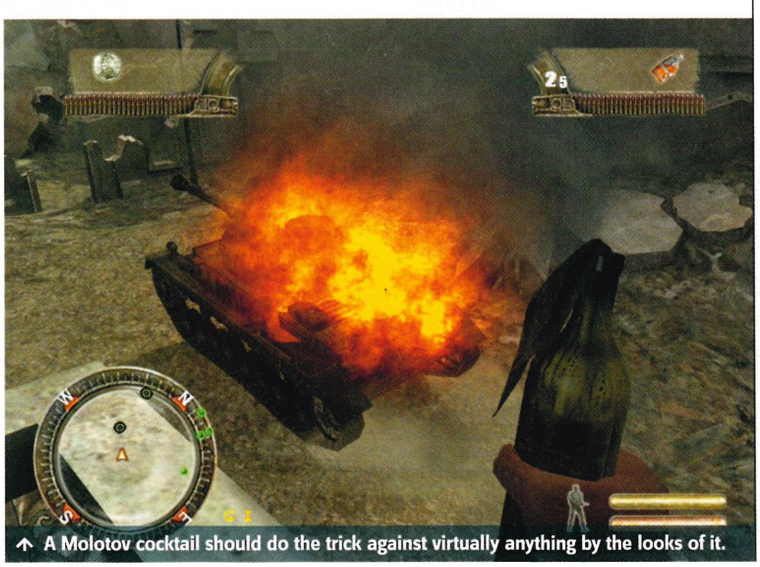
### The Sniper

With a combination of expert marksmanship and deadly accuracy throwing a knife, you'll be dead without even knowing you've been hit. Ouch.

### The Spy

A traitor and defector. This high-ranking German is now adept at interrogation and infiltration. Could walk into German HQ without them even knowing.

↑ Your sniper will find handy vantage points to pop German heads off.



↑ A Molotov cocktail should do the trick against virtually anything by the looks of it.

HOT LIPS: GAV LIKED PLAYING COMMANDOS 2 AS NATASHA THE SEDUCTRESS. IT WAS THE OPPORTUNITY TO WEAR A DRESS AND FLASH HIS ANKLES THAT DID IT.

PlayStation.2 XBOX NINTENDO GAMECUBE PC CD-ROM GAME BOY ADVANCE N-GAGE MOBILE VERSION

It's in the game.™

www.easports.co.uk/fifafootball2005

# IF MY FACE ISN'T FAMILIAR YOU'LL RECOGNISE MY GOALS

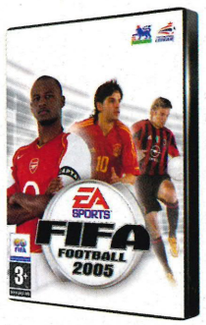
Andriy Shevchenko

**What makes a player great? On the pitch, it's not about image. The boot deal. Or the celebrity girlfriend. It's about ability. It's about great first-touch.**

First-touch separates the great players from the good ones. FIFA Football 2005's all-new player kinetic system accurately reflects the first-touch of every player on the pitch at the push of a button, generating breathtaking passages of fluid play.

Put your skills to the test by tackling FIFA players from all over the world. Play FIFA Football 2005 online on PC, Xbox and PlayStation 2. Talk the talk via EA Messenger, then walk the walk on the pitch.

FIFA Football 2005's deeper Career Mode takes you through a 15-season quest for silverware. Choose the team and tactics, trade players to enhance your squad then do the business when it matters on match day.




**FLUID FOOTBALL**

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# Incoming

All the essential news, exclusive previews and latest screenshots from the wonderful world of Xbox


P026 FANGS FOR THE MAMMORIES
BloodRayne returns for more blood-letting and gore.

P026 DEEP-FRIED FEAR
Terror from the deep in Ubisoft's new horror *Cold Fear*.

P027 WIN A ONE-OFF CUSTOM XBOX!
The *Vietcong* team want to give you some presents.

P028 LUCASARTS' GTA-KILLER?
We test-drive *Mercenaries*. Come in *GTA*, your time is up.

P030 STAR WARS GOES AWOL
Wookiee slaughter with the darker side of *Star Wars*.

P031 UNLEASHING THE CHAOS
*Chaos Theory* goes Live at last - we stealthily celebrate!


# Xbox Live & Kicking

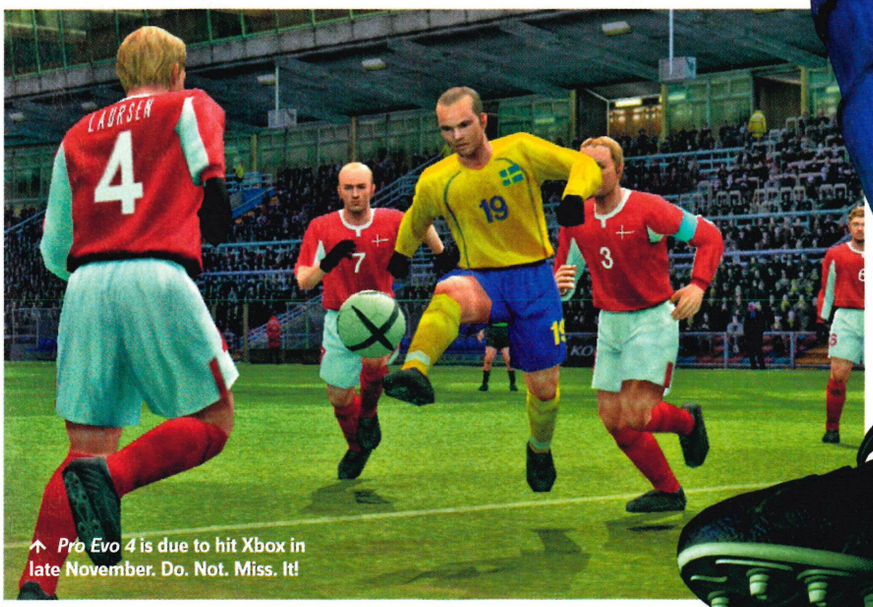
## Pro Evo 4 playable online only through Xbox!

AFTER LEADING THE online console revolution in March 2003, Xbox Live is now home to over 1 million members. That figure is expected to rocket over the next few months with the highly anticipated launches of two key titles: *Halo 2* and *Pro Evolution Soccer 4*. And if you want to play *PES4* online, you'll have to have an Xbox to do it as online play for the PS2 version has been dropped from its retail release, even though Konami's Tokyo *PES* team has the game up and running in its office.

Xbox Live has surpassed many people's expectations, especially as it launched at a time when broadband in the UK wasn't as widely available as it is now. Live also reached the million-member mark three times faster than other forms of subscriber-based entertainment such as Home Box Office (HBO), America Online, and TiVo.

Since the launch of Xbox Live, Microsoft has dedicated itself to keeping the service on the cutting edge of online gaming and watched its rivals try to follow suit. The company has also struck deals with leading UK broadband provideds such as BT and NTL. New Xbox Live feature introductions since launch have included video chat (not yet launched in the UK), content downloads, voice messages and alerts. We've also seen the amount of games with some form of Live compatibility grow as well as the type of games available. We may have had to wait over a year for one online football title but two have come along at once.

At the moment Xbox Live is available in 24 countries: Australia, Austria, Belgium, Canada, Denmark, Finland, France, Germany, Hong Kong, Ireland, Italy, Japan, Korea, Mexico, New Zealand, Norway, Singapore, Spain, Sweden, Switzerland, Taiwan, the Netherlands, UK and US. You can play against gamers from all these countries, and Microsoft is constantly looking at new markets to launch the high-speed service in. If Microsoft has done all this with the first Xbox, the mind boggles at what we'll be able to do with the next-generation Xbox...




↑ *Pro Evo 4* is due to hit Xbox in late November. Do. Not. Miss. It!

P033 MOST WANTED
There can be only one - Most Wanted results announced.

P034 DOWN, BOY!
Playboy bunnies get saucy in our titilating Gallery!

P036 MARS ATTACKS!
The disgusting *Destroy All Humans* trailer blown apart!

P036 NINJA DEMONS COMETH
*Otogi 2*: a stunning sequel, and we've played it.

P040 ABOVE THE LAW
An exclusive chat with the Punisher himself, Tom Jane.

P044 BIKINI BOTTOMS
A firm hands-on with the girls from *DOA Ultimate*.

P048 WHAT MEDAL OF HONOR DID NEXT
*Call of Duty*: the true successor to the *MOH* series.

P049 THE BLUE HEDGEHOG RETURNS
A tidal wave of Sonic goodness is headed our way.

P049 HELL HATH NO FURY
Hell on Earth when demons attack in SCi's *Constantine*.

## THE INSIDE VIEW

**SHINGO TAKATSUKA**
PRODUCER, PRO EVO 4

TECHNICALLY THE PS2 online play is already there, but because of the infrastructure that Sony provides we decided to go with Xbox and Live because it's a great service. The Microsoft Xbox Live guys provided us with everything; to go online with PS2 we'd have had to create our own servers. We'll definitely be bringing it out online for everyone with *PES5* because we're sure Sony's trying to get its broadband infrastructure up and running.

We spend loads of time watching and playing football but we're still far away from being happy with the game. We'll never stop trying to make the game the best it can be. Our top priority is to get all the rights to the major European football leagues in our game.

## THE EXPERT VIEW

**PETER MOORE Vice President of Worldwide**
"GAMERS ARE clearly choosing Xbox Live online videogames as the new digital entertainment nirvana. Our community has reached a million members in record time, and we've got hot new games and expanded features that will continue to feed our customers' almost insatiable appetite for online play."

**ROBBIE BACH Chief Xbox Officer**
"Great game content has been, and will continue to be, the key to the success of Xbox Live. What really sets the service apart from others is that we make it incredibly easy for consumers to get online, find their friends, join a game and start playing right away. Xbox Live is a great experience every time they play, regardless of what they play."

## XBOX LIVE STATS

### Statistics and pub trivia about your fave console

- Players across 24 countries have spent over 160 million hours (or 20,000 years) playing Xbox Live!
- Gamers play an average of 265,549 hours every day.
- More than 100 Live games from all the publishers are available with the number expected to rise to 150 by the end of the year.
- Players have clocked up over 220 million online sessions - an average of 10.5 million per month.
- There are more than 200 pieces of downloadable content available, including new levels, characters, game modes and updated sports rosters.
- The top five cities boasting the most number of subscribers are Tokyo, London, Houston, Chicago and Toronto.

WHAT'S IN A NAME? SHINGO TAKATSUKA IS OFTEN CALLED 'SEABASS' BY HIS FRIENDS. WHY? EASY, HE LOVES FISHING AND THE SEABASS IS HIS FAVOURITE FISH. OBVIOUSLY...

## News Wire.....

**Easily digestible nuggets of key Xbox information**

### Hurricane Ryu

Fresh off the back of last month's Tokyo Game Show, Tecmo has announced the second *Hurricane* pack known, inventively, as *Hurricane Pack 2*. Unlike the previous *Ninja Gaiden Hurricane Pack*, the second batch of extra content features few new enemies, no new weapons, and no new costumes. Instead, you'll be up against the vastly improved AI and a brand new fighting arena. The bad guys will look different too, having undergone a spit and polish, plus they will be twice as intelligent as they were in the original - they're able to avoid too many blows before going in for the kill themselves!

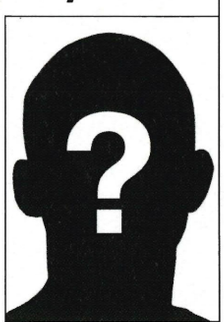
### We're Doomed!

As the Xbox release of *Doom 3* draws nearer (still expect a 2005 shop date unless you hear otherwise from us), details of the *Doom* movie reached us with yet more news of the cast. The Rock was long slated for the lead role but that honour has now gone to Karl Urban, seen recently as Jason Bourne's nemesis in *The Bourne Supremacy*, and as Eomer in *Lord of the Rings*. Also joining the cast is *Die Another Day*'s Rosamund Pike, who'll play a scientist alongside Urban's Special Ops Marine.

### Crystal Clear

Buying an Xbox for Christmas? Make sure you get yourself one of the new Crystal Xboxes. Originally a limited-edition pack, the console went on sale across the country last month and will now be a regular edition alongside the black version. With a sparkly see-through crystal controller (which you can also buy seperately now), the unit is on sale for the usual knocked-down price of £99.99. We know what we're asking Father Christmas for...

## Xbox's Mystery Gamer



MICROSOFT unleashed the latest Xbox invention this month... a mystery gamer who'll challenge all-comers across Europe. Microsoft wants us to hunt down the gamer during online games and challenge him to a duel, be it a driving game, fighter, whatever. Just make sure you do your best because there are some tasty goodies up for grabs if you beat him.

Each month the Mystery Gamer throws down the gauntlet on www.xbox.com/en-GB/live/mysterygamer.htm. Those who manage to beat him will then receive Microsoft goodies, access to extra content and of course, complete adulation from everyone else on the network. Last month's challenge was on the brilliant *Star Wars Battlefront*, so if you managed to beat him get in contact and let us know who he is!

# Fish 'n' Clips Shock!

## You want a dinghy with that?

THE WORST THAT normally happens to us at sea is being subjected to warm egg mayonnaise sandwiches and tribute acts with names like 'Velvet Labia' (Ben likes cruising - ed). Horrendous enough you might think, but nothing compared to poor old US coastguard Tom Hansen in Ubisoft's forthcoming survival horror, *Cold Fear*.

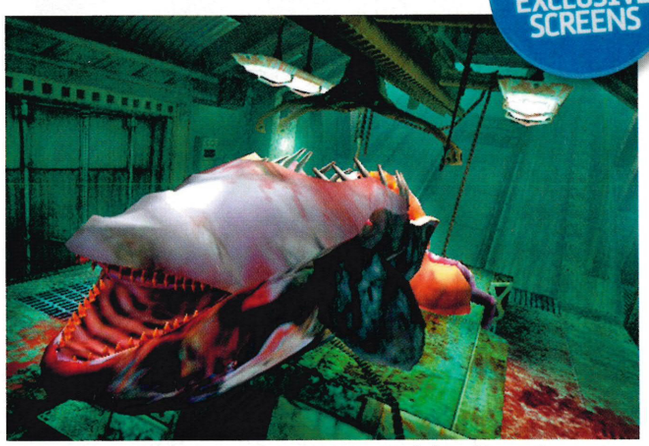
In the middle of the worst storm of his career, the poor sap discovers a modern-day Marie Celeste being thrown about in rough seas off the Bering Strait. Abandoned and giving out an emergency broadcast, Tom boards it as any apple pie-loving hero would do, but he's soon up to his waders in a fishy nightmare with no hope or help around him for miles. Something's down there in the engine room and it's hungry...

With the recent nice surprise of high-school horror *Obscure* (Issue 35, 7.8) tucked under its belt, Ubisoft is really getting its teeth into the genre. And whereas zombies, baby monsters and plant beasts were cool in their day, *Cold Fear* will rack things up a notch. The combat will be cranked up too, as will enemy AI. It's rumoured to be incredible.

Unfortunately for Tom Hansen, it isn't just the as-yet-unseen creatures who'll want to tear him to shreds. Because he's aboard a Russian ship he'll have to contend with real human foes as well, eventually making his way from the ghost ship to the wave-battered outpost of a Russian oil rig. Sounds a little Sam Fisher, doesn't it? Makes you wonder if Ubisoft has actually taken the *Splinter Cell* idea, made it a hell of a lot more scary, thrown in a few lumbering undead, a smattering of mackerel, and given the whole thing a good shake. If that's the case, we can't wait. We'll have more news as and when we haul up our giant, trawling news nets.

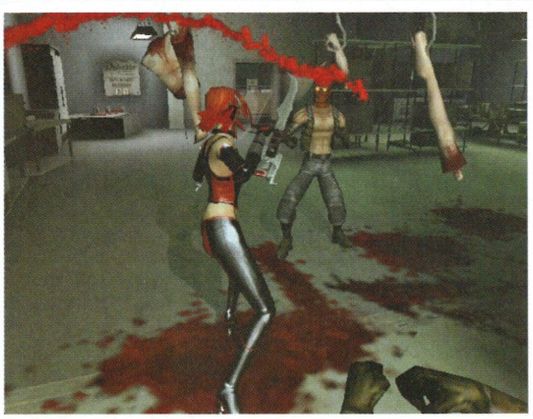
↑ Well, that's one way of dealing with an enemy.

Official Xbox Magazine EXCLUSIVE SCREENS



↑ Beg for a fishy, beg for a fishy... Oh, sorry, might be a bit past it.

Fans of basketball will be chuffed to know that NBA Street V3 has just been announced by EA. Look for it mid-2005!



↑ Limbs a-go-go when BloodRayne hits town.

↑ He doesn't want to be friends, that's for sure.

# Barrage of Blood

## The job sucks but someone's got to do it

VAMPIRE SUNSCREEN - what an inspired cosmetic. Vampires have discovered a way to prevent being frazzled called 'The Shroud', and BloodRayne must bring its production to a halt in the gorefest *BloodRayne 2*.

New gaming dynamics will see 'Rayne's abilities vastly increased. She'll now be able to slide down rails, spin around poles and use special fatality moves. These are pretty sick from what we've seen, and include the ability to literally cleave a person down the middle. They'll then peel open like a banana skin revealing layers of muscle tissue, fat, organs and bone. She'll also be able to use her environments to attack her foes. Armed with a special harpoon, she'll be able to plunge it into her surroundings, wait until an enemy is below, then yank it out and send objects clattering down.

BloodRayne's 'Aura Vision' will play a more integral roll this time, allowing her to see puzzles in various dimensions as well as being able to identify weaker targets or potential quick kills. Then, once she's quenched her thirst with all the blood she can guzzle, she'll be able to unleash a special Blood Rage attack that will turn the screen into a frenzied explosion of body parts. If that's not enough to whet your appetite you're probably dead already.

WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WI

# Vietcompo!

## Win everything you need to play Xbox anywhere (apart from under the sea)

AHH, THE VIETNAM Conflict. Limbs here, napalm there, a jolly old time was had by all out there in the Far East. To celebrate the veritable dinner party that was 'Nam, and the rather good *Vietcong: Purple Haze* (Issue 34, 7.7), we've teamed up with the guys at Take-Two to give away a goodie pack of all things 'Nam*.

First prize includes a camouflaged special-edition Xbox, portable Joytech Ultimate Travel Pack which includes a portable TFT monitor, in-car/jeep/tank adaptor, and mobile infantry case. Also included is a wireless controller, Xbox Live Starter Kit, a copy of *Vietcong: Purple Haze*, a *Purple Haze* T-shirt and poster, plus a solid silver dog tag, all delivered to you in a camouflaged backpack. Ten runner-up prizes include a copy of the game, a T-shirt, poster and stickers.

All you have to do is answer the following multiple-choice question and complete the tiebreaker in no more than 20 words.

**In *Vietcong: Purple Haze*, what is a punjee stick?**

**A.** A pole used by the Vietcong to vault over rivers and deep holes.
**B.** A stick used to scare cattle into minefields thereby detonating them.
**C.** A spiked trap dipped with arse waste that inflicts infected cuts on soldiers.

**Tiebreaker:**
"The Vietnam War was brilliant because..."

*Please note, prize does not include Playboy bunnies or waterbuffalo steaks.

Send your answer and tiebreaker, along with your name, age and address, to 'I Love The Smell Of Napalm', *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP by 02 December 2004. Unfortunately, due to the certificate of the game, this competition is only open to over-18s. Editor's decision is final and all that.

WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WI

# ON XBOX 2...

## The web is running wild with Xbox 2 speculation

ALL MANNER OF rumblings and rumour have been spewing out of the big green Xbox 2 factory this month, and we've been standing outside with our ears pressed to the wall.

Now, although everything at this stage is pure speculation, and Microsoft is doing the famous tight-lipped routine, there are a few things creeping out of the woodwork worth mentioning.

First up, it seems the name Xenon is becoming increasingly popular with the bods at Xbox headquarters. A job post was seen on the Xbox website recently which began, 'Want to help create a new feature for Xenon not available on any platform?' And while the mere mention of the name Xenon is exciting, the new feature looks to be even more exciting.

Apparently - and again this is speculation so don't get too excited - the new feature is called Xbox TV. The idea is that gamers will be able to watch and record gaming sessions in progress just as they would a TV programme. There's also talk of a tickertape that would run across the bottom of the screen with constant updates featuring high scores, game highlights, tournament positions and tradable trophies. If true, this means that you'll be able to spy on other gamers and learn their skills, secrets and tactics before challenging them online.

Toshiba has also been hinting at its willingness to get involved with Xbox 2. At a recent technology exhibition in Japan, Toshiba president Tadashi Okamura mentioned the development of the new HD-DVD format which can carry massive amounts of information compared to the standard DVD. When asked whether he'd like Xbox to use the format in the forthcoming console, he said, "Of course we would like Microsoft to use it." Question is though, will it?

Meanwhile Microsoft corporate VP Peter Moore has been quoted as saying Xbox "won't lose with the next-generation system". He said they have "no intention of losing". He hinted codename Xenon will be far smaller than the current Xbox, mainly because the Japanese market didn't take to Xbox because of its size.

He also hinted to a Japanese newspaper that Xbox 2 will concentrate far more on online gaming than its predecessor. It will apparently offer broadband-based gaming from launch, as well as incorporating established voice-based communication and every other Xbox Live feature currently in place.

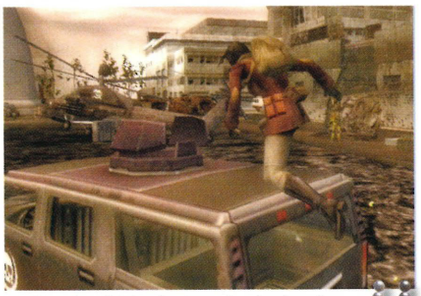
↑ Xbox 2: Smaller than this, apparently.

↑ A well-placed C4 charge will have vehicles turning to burned-out husks.

# Blood Money

## A LucasArts bounty hunter with a difference

↑ Snipers and tanks - they're all out to get you.



↑ Hijack vehicles by jumping in them!

THINK LUCASARTS, think bounty hunters, and you think Boba Fett. But, strangely, the latest bounty hunter title to come from the land o'Skywalker has nothing to do with clone troopers and certainly won't spend a thousand years being slowly digested in the gut of a Sarlaac. *Mercenaries* is a *GTA* of warfare that is as much about earning a buck as it is bringing down tyrants with huge guns.

We played *Mercenaries* recently and, compared to the early code we saw in 2003, the title is coming along in leaps. We hate to draw comparisons to Rockstar's classic series, especially as so many wannabes fall on their arse, but this, dare we say it, has the very real potential to be *GTA* in camo gear.

With 52 missions based on the 'deck of cards' of terrorists, plus 40 incidental missions, it's shaping up to be massive. And these don't even include non-essential missions! Then of course there's the whole 'sandbox' environment that allows you to snipe pilots and watch them crash to the ground if you're in the mood, or track down 100 blueprints and 100 listening posts, hunt for the 100 hidden treasures, or destroy 100 enemy monuments. Want to carpet bomb a single soldier? You can, just as you can mount an assault against an airfield in nothing but a Lada and, presumably, soiled pants.

The heavy weaponry is great too. Once you've called in your first Bunker Buster and watched it through a scope levelling buildings and hangars, you'll be asking why Tommy Vercetti never did it. As Chris Susan, product marketing on *Mercenaries* told us, "No matter how big something is, you can destroy it. The only thing we're friendly to are trees." Aircraft (15 of those), tanks, jeeps, cars, SUVs, oil pumps, bunkers, skyscrapers, pill-boxes, look-out posts... anything with bricks and mortar or moving parts can be utterly, thoroughly and wonderfully obliterated. It will make even the staunchest anti-war protester smile, it really is looking that good.

XBOX LIVE PLAYABLE

Official Xbox Magazine PLAYED IT

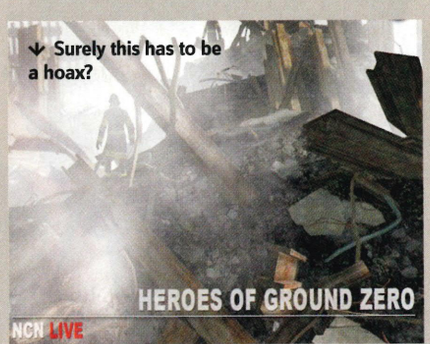
↑ Want the keys? Just look under the sun visor instead - they'll be there.

Fans of House Of The Dead should keep their eyes open for DarkWatch, an undead FPS that's heading our way very shortly!

# BIZARRE Weird goings-on from the world of Xbox

## Ground Zero

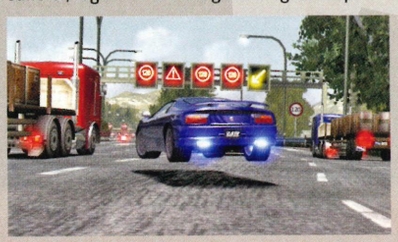
When looking for inspiration, developers often draw upon a myriad of influences. However, none will be more controversial this year than the development of *Survivor*. The game will feature some of the century's worst disasters and place you in the heart of them. Then, given *GTA*-style free-roaming gameplay, you'll have to find your way out without getting burned, pulverised, drowned or crushed. Some of the disasters you'll be asked to escape border on the tasteless, and include Hurricane Andrew, the Titanic, 9/11, The Mexico City earthquake, Hiroshima, and 2004's fire in a Paraguay shopping centre. Sick, and possibly a hoax!




↓ Surely this has to be a hoax?

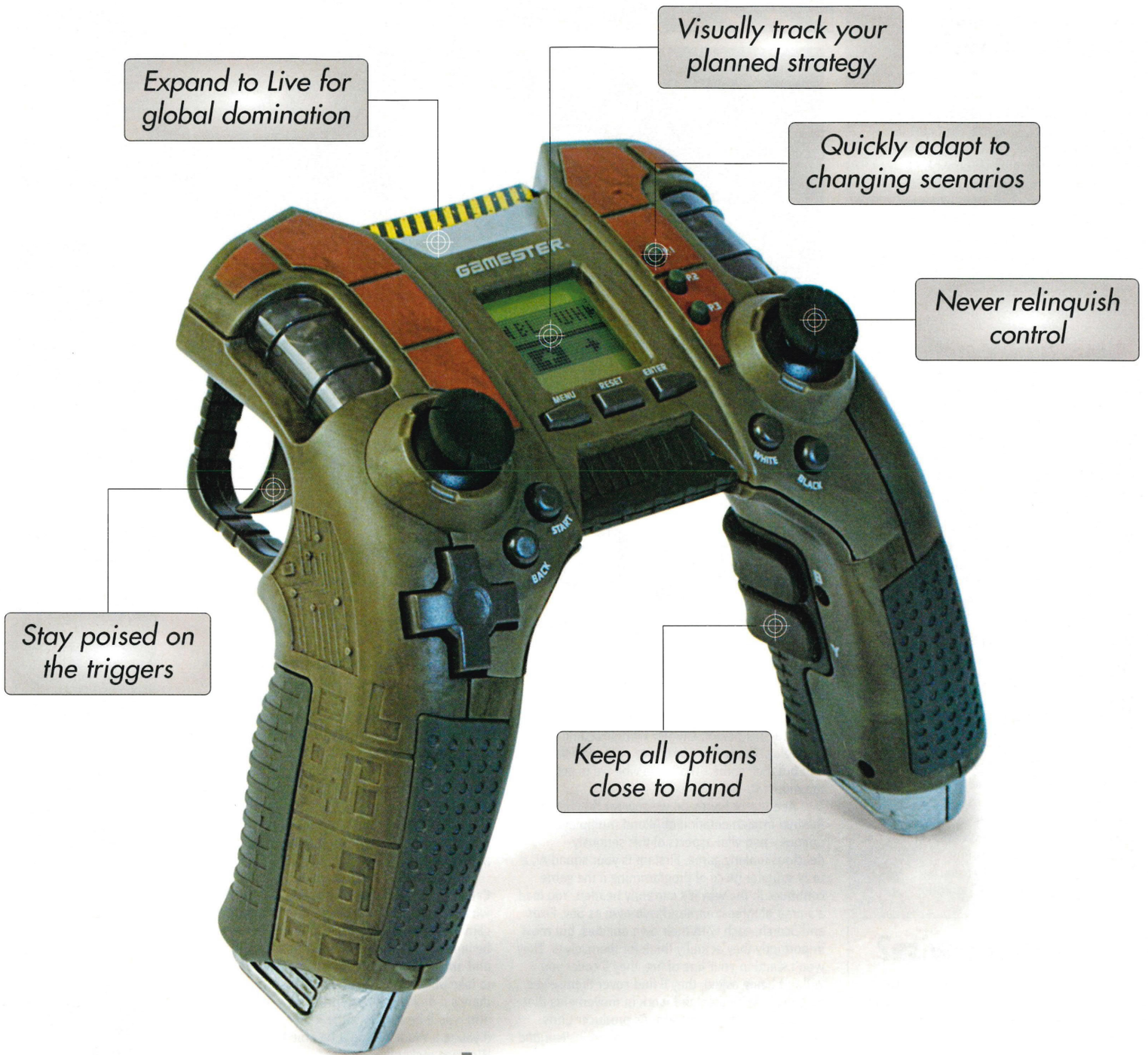
## Online Gamers Anonymous

Do you live for games? You may be suffering from Computer Addiction Syndrome. "If you're a parent and your child is withdrawing, you might wonder if your kid is into pot or cocaine," said Hillarie Cash of the Computer Addiction Services. "The symptoms are very similar." If you think you're a sufferer, log on to www.olganon.org for help!



↑ Does this make you depressed? As if!

# The world is waiting...




# ...select your weapon carefully

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## News Wire.....

**Easily digestible nuggets of key Xbox information**

### He Shoots!

The *FIFA* Interactive World Cup UK heat takes place this month at Earls Court in London. Kicking off on 20 November, the event, held in association with EA and Xbox, will play host to online *FIFA* fans who've made it to the qualifying rounds. Professional football players will be on hand to offer advice as you wait your turn on the consoles. To register for future tourneys, go to www.interactiveworldcup.com and enter your details on the registration page.

### He Scores!

With the Interactive World Cup kicking off, *FIFA 2005* going Live, and the announcement of *FIFA Street* (see below), EA is on a roll with its football franchise promotions. Well, word has it that we can now buy a *FIFA 2005* Live Starter Kit. For £59.99 we'll get a copy of the game, a year's Live subscription, and a limited-edition headset. If you're not a footie fan, look out for the Live Starter Kits that include new demos of *Rainbow Six 3*, *OutRun 2* and, er... *FIFA 2005*. Okay, enough football already!

### Banana Split

With Peter Jackson at the helm of the *King Kong* remake, an equally talented bunch have just been signed on to develop the game of the film. Ubisoft's Montreal studio, the award-winning team responsible for the critically acclaimed *Beyond Good & Evil* (Issue 26, 8.9) has just been signed to produce the game. Peter Jackson has already been praising the studio, saying he's enjoying the collaboration with the team and that they are "enabling me to help shape the kind of gaming experience I'll be proud to associate with this new version of *King Kong*."

## Are you Street-wise?

KEEP YOUR EYES open for EA Big's new *FIFA Street*, an urban take on the beautiful game. With four-a-side teams and set against the backdrop of global venues, the game requires more of you than just being good with the ball. You'll have to fight one-on-one to earn the ball, and if you do so you'll also earn the respect of other gamers. Gradually you'll have to build your reputation and team into an unstoppable force that leads the tide of street football.

↑ Even David James and Beckham appear!

**WARNING! EPISODE III SPOILER**
If you're an avid *Star Wars* fan, don't read the green boxout. You've been warned!

↑ Controlling the formation of your squad will enable you to use the best tactics when dealing with Droids.

# Going Commando

## Bridging the gap between movies then blowing it apart

*EPISODE III* is creeping ever closer and the tidal wave of *Revenge of the Sith* themed games is almost upon us. Leading the surge is the incredible-looking *Star Wars: Republic Commando*, a tactical first-person shooter with devastating gameplay. Think *The Chronicles of Riddick* (Issue 33, 9.0) but then some - that's the vibe we're getting at the moment.

At a recent hands-on we saw for the first time the true implementation of AI and multiplayer options - two vital aspects of this seriously delicious-looking game. First up is your squad AI, a truly superior piece of programming if the game continues in the way it's currently headed. You lead a squad of three commandos known as Sev, Fixer and Scorch, each with their own abilities, but most importantly they actually think for themselves. They won't stand in your line of fire, they'll cover you without being asked, they'll find cover themselves, help heal each other, and work in movements that actually strengthen the team. As producer Chris Williams told us, "The greatest weapon in *Republic Commandos* is the squad itself. It's a living, breathing weapon you'll need to master in order to win." But, of course, being an FPS there's the little question of Live to deal with too.

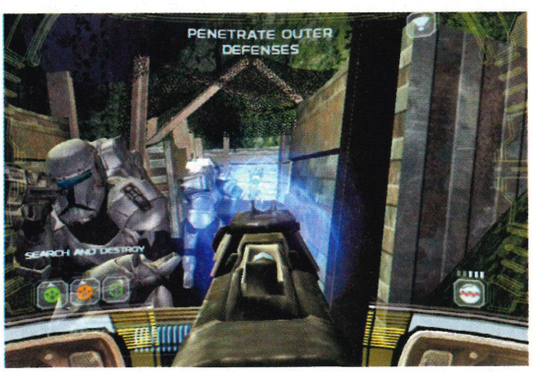
Up to 16 fully customisable characters (clan logos and colours can be applied to your troops) will be able to battle over 12 arenas. We saw various locations from *Attack of the Clones*, including the Geonosian arena which was now little more than rubble covered in mounted cannons. The Wookiee planet Kasyyyk also features, and we've learned an exclusive piece of news about player choices too. Officially announced multiplayer battles were only between Droids and Commandos but we've learned that Wookiees will also join the fray, with the possibility of flying Geonosians being included too.

Game modes will include Last Man Standing, Capture The Flag, Squad Battles, and Assault modes where you'll lead an AI squad against another gamer with an AI squad. Downloadable content will be included, featuring new weapons, characters and arenas. During deathmatches we'll also be able to take out specific weak points on an enemy. If there's a droid with a mounted gun built into his arm, you'll be able to snipe it off at the shoulder. Or, if you're a Wookiee you'll be able to fire a new Wookiee rocket launcher at him and do it the easy way. If you're really feeling tough we even hear you can learn finishing moves that see you ripping things apart with your bare hands.

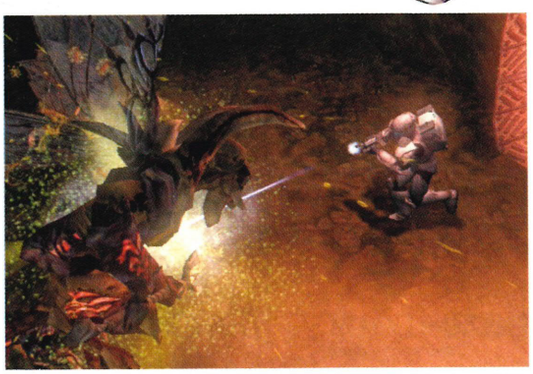
**Spoiler alert!**

**Don't read if you don't want to know!**

GENERAL Grievous will also appear in *Republic Commando*, as will his henchmen. These hoods will be cyborgs and carry electronic plasma swords which they'll use like pole vaults - enabling them to spin out of harm's way, or to whirl at you as they scream in for an attack. Be warned: they're going to be very hard indeed.




↑ Your troops will come when called. Give them a bone!



↑ Geonosians will attack you from above so be alert!

# Chaos Multiplied

## Versus mode confirmed for a third Cell outing

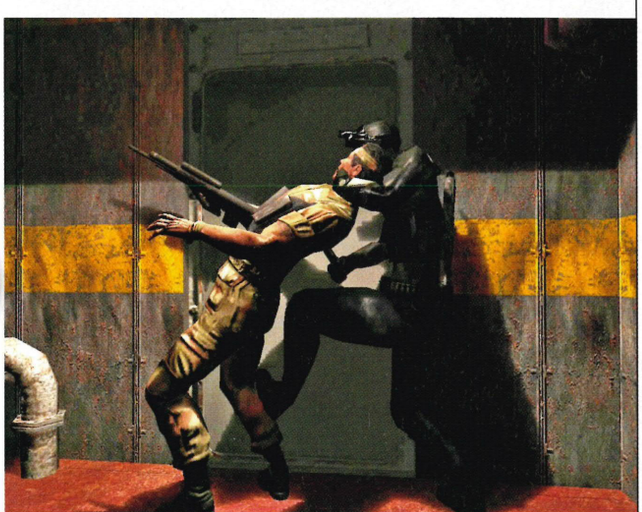
BACK IN ISSUE 33, we visited the Montreal development home of Sam Fisher to check out the third game in the phenomenally successful *Splinter Cell series*. It was all going so well before we learnt that *Pandora Tomorrow*'s excellent online multiplayer mode (where mercenaries take on spies) wouldn't be included. We couldn't believe it. Sure, co-op Live play is a great addition, but dropping head-to-head play altogether was a sacrilege to the series.

Thankfully, Ubisoft has listened to the gamers that have made Fisher the success he is today, and Versus is back in. Players work as teams as either the stealthy (third-person) Shadow Net Spies, with specific objectives against the heavily armed (first-person) Argus Mercenaries charged with protecting their bases. You'll get several new levels, new co-operative manoeuvres, gadgets, weapons, hand-to-hand moves and taunts across two game modes - Scenario and Disk Hunt. We're also told that the climate will directly impact gameplay too.

Could the new addition be one of the reasons the game was delayed from its original November launch to March 2005?

↑ One of the new multiplayer arenas. Just make sure you don't get seen.

↑ Team up with your buddy to storm levels together. Remember, two minds are better than one.



↑ Check out Sam's new move. This bloke'll be dead before hitting the floor.

Taiwan-based Rava Ideologie Inc begins work on Absolution of the Abyss, which features Live play for up to four players

# Spikeout: Battle Street

## Settling scores the old-fashioned way

WHO WOULDN'T want to 'talk smack' while pummelling 15 men in the face with a big stick? We're not sure what the hell 'talking smack' actually entails, but we guess it's a way of saying you can verbally abuse your opponents in the forthcoming Sega game *Spikeout: Battle Street*.

Up to 16 players will be able to play at once in a series of fully interactive, sprawling worlds, and besides the opportunity to vent your spleen on your rivals, you'll be able to pair up with a buddy and go against the world.

Content is also going to be a major factor in *Spikeout*, with downloadable items such as clothes, tattoos, hairstyles, weapons and arenas available almost from the outset. You'll be able to earn these throughout the game by proving yourself the most aggressive fighter, via the online leaderboard. You'll then be privileged enough to form your own gangs, and invite the hardest, most respected brawlers to join your team. In fact, we could be seeing whole clans going head to head, jabbing pool cues into each other's eyes and generally causing a ruckus. It may not be as sophisticated as a certain Bungie game, but if there are clans out there with genuine grudges and scores to settle, what better way to do it than with a glove dipped in broken glass and a cricket bat in your hand?

↑ A nice gut punch. That'll do the trick.

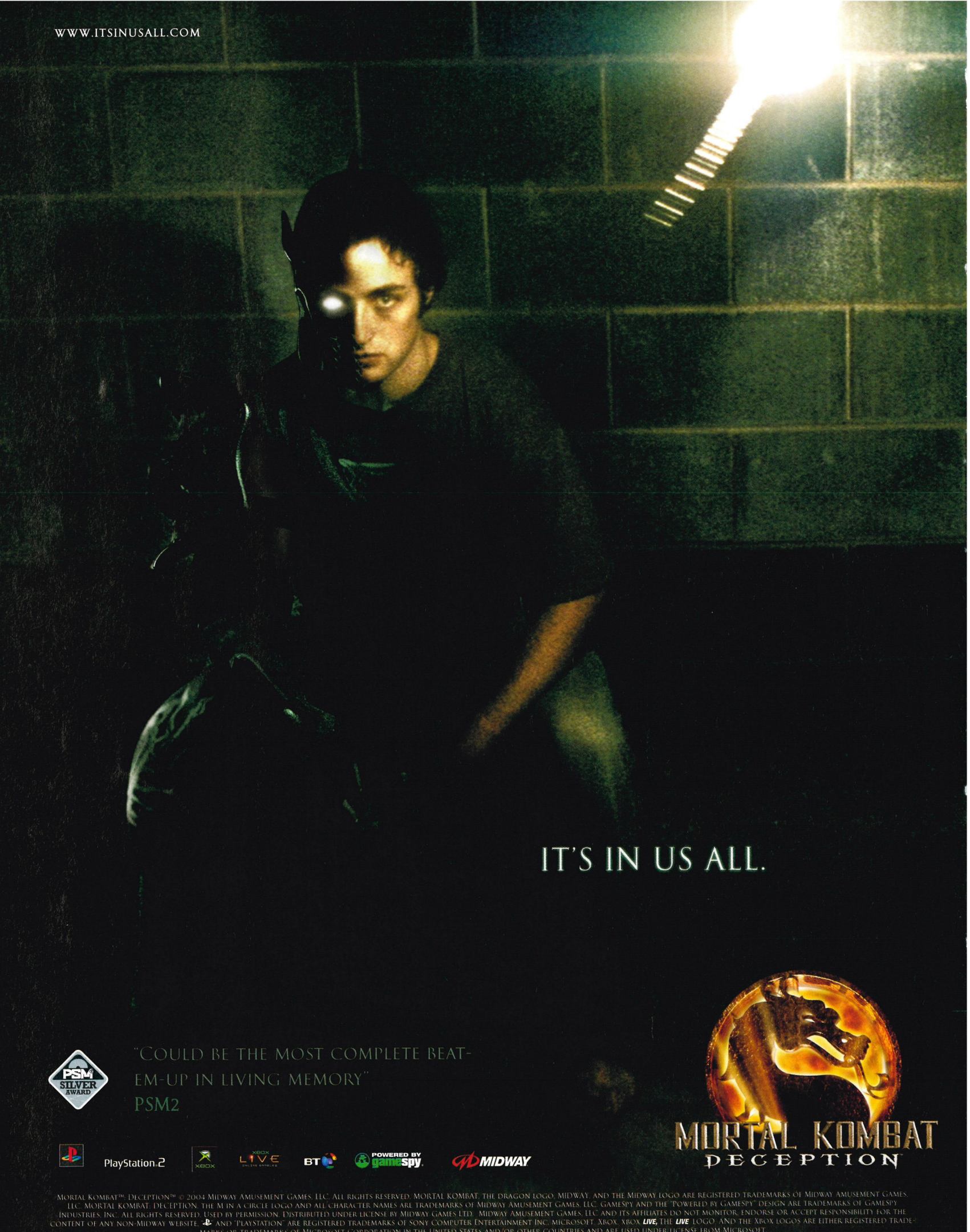
↑ Massive brawls will have whole clans settling scores online.

↑ Beat your mates up for fun! We like.

↑ A very low punch. That's got to hurt.

↑ Face vs feet - it's teeth everywhere!

WOOKIEE WRESTLING: LOOK OUT FOR THE NON-PLAYABLE WOOKIEES IN REPUBLIC COMMANDO. IF THEY GET ANGRY THEY'LL LIFT DROIDS ABOVE THEIR HEADS AND FINISH THEM OFF WITH WWE MOVES!

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# MOST WANTED

## UK GAMES AWARDS 2004

**FIND OUT**
THE MOST WANTED GAME OF 2004
BY VISITING...
GamesRadar.com or
www.goldenjoystick.co.uk
at 5pm on
05 November

# THE CATEGORY WINNERS

WELL, THE Most Wanted Awards results are in and we've got the winners that you've been voting for over the last few months. In perfect synchronisation with our *Halo 2* cover and world-exclusive review, *Halo 2* won not only the Most Wanted Xbox Game 2004 (as wasn't entirely unexpected), but cleaned up in the Most Wanted First-person Shooter class, proving that Xbox is the console of choice for all serious gamers, easily beating *KillZone* on PlayStation 2 and even *Half-Life 2* and *Doom 3* on PC (both coming soon to Xbox too).

You voted *Pro Evolution Soccer 4* your Most Wanted Sports Game and again Xbox scores a cracking exclusive, being the only version of *PES4* that you can play online thanks to Xbox Live. The PlayStation version will boast none of this breakthrough online footy action on release.

Runners-up in the Most Wanted Xbox Game category also included *PES4*, which even beat *Doom 3*, *Fable* and *Splinter Cell: Chaos Theory* to take second place. All of these are fine strong games and we can only applaud your exquisite taste and judgement during the voting rounds. We wouldn't have chosen very differently ourselves in the Xbox Game category.

The next stage in the process to discover the single Most Wanted Game 2004 will come on the afternoon of 05 November when your top overall choice as readers will be announced at our Golden Joysticks Awards and posted on GamesRadar.com at 5pm. *Halo 2* has to be in with a very strong chance, although challengers such as *GTA: San Andreas* are bound to provide some very stiff competition indeed. Tune in on the day to discover the ultimate 2004 victor from the category winners before you go out to a bonfire! We'll also have the full report on the Golden Joysticks next issue to bring you the winners of the categories voted for by our Future Publishing magazine editors, yours truly included!

Thanks for all your votes,

Steve Brown

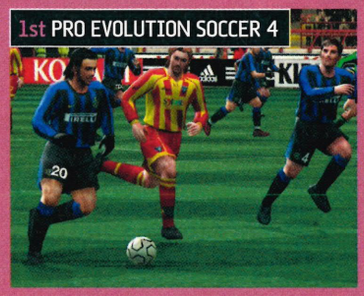
### XBOX GAME

1st HALO 2

2nd Pro Evolution Soccer 4
3rd Doom 3
4th Fable
5th Splinter Cell: Chaos Theory

### SPORTS GAME

1st PRO EVOLUTION SOCCER 4



2nd Championship Manager 5
3rd Football Manager 5
4th WWE SmackDown! Vs RAW
5th WWE WrestleMania XXI

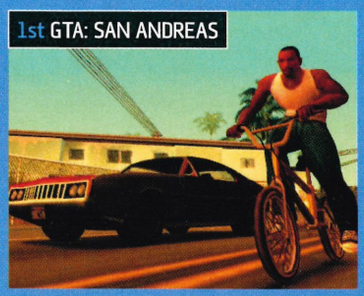
### FIRST-PERSON SHOOTER

1st HALO 2

2nd Half-Life 2
3rd GoldenEye: Rogue Agent
4th KillZone
5th Doom 3

### PLAYSTATION 2 GAME

1st GTA: SAN ANDREAS



2nd Metal Gear Solid 3: Snake Eater
3rd Pro Evolution Soccer 4
4th KillZone
5th Gran Turismo 4

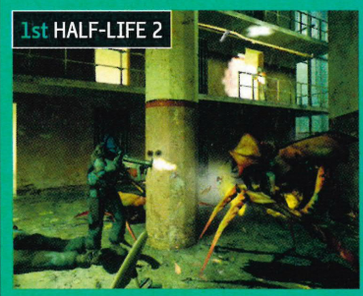
### DRIVING GAME

1st GRAN TURISMO 4

2nd Need for Speed Underground 2
3rd OutRun 2
4th Forza Motorsport
5th Richard Burns Rally

### PC GAME

1st HALF-LIFE 2



2nd Doom 3
3rd TLOTR: Battle for Middle-Earth
4th Star Wars KOTOR II
5th Rome: Total War

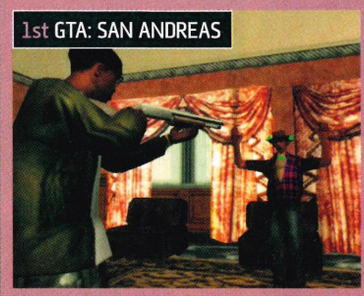
### GAMECUBE GAME

1st RESIDENT EVIL 4

2nd Zelda Four Swords Adventure
3rd Metroid Prime 2
4th TimeSplitters: Future Perfect
5th Paper Mario 2

### ACTION/ADVENTURE GAME

1st GTA: SAN ANDREAS



2nd Metal Gear Solid 3: Snake Eater
3rd Resident Evil 4
4th Prince of Persia 2
5th Zelda: Four Swords Adventures

### STRATEGY/RPG GAME

1st THE SIMS 2

2nd TLOTR: Battle for Middle-Earth
3rd Warhammer 40K: Dawn of War
4th RollerCoaster Tycoon 3
5th Rome: Total War

# Dead To Rights 2: Hell To Pay

DEVELOPER: **NAMCO** PUBLISHER: **NAMCO** RELEASE DATE: **FEB 2005**

↑ One of 25 new disarming moves sees Jack Slate literally kick his enemies into submission. Bruce Lee eat your heart out.

↑ The action is going to be far more explosive than before. Just make sure your dog, Shadow, isn't in there.

↑ *Hell To Pay* will feature new weapons such as rocket-propelled grenades. And these handy guns, of course.

# Playboy: The Mansion

DEVELOPER: **CYBERLORE STUDIOS** PUBLISHER: **UBISOFT** RELEASE DATE: **SPRING 2005**

↑ Rock stars, pop stars and as many *Playboy* bunnies as you can fit on your lap, this is going to be *The Sims* but with sex.

↑ All under 18s, avert your delicate eyes now. Such wanton lady lust is quite corrupting. Oh, go on then, just a peek...

↑ The bunnies will get frisky with each other, even going so far as taking their bras off for you.

# Jade Empire

DEVELOPER: **BIOWARE** PUBLISHER: **MICROSOFT** RELEASE DATE: **SPRING 2005**

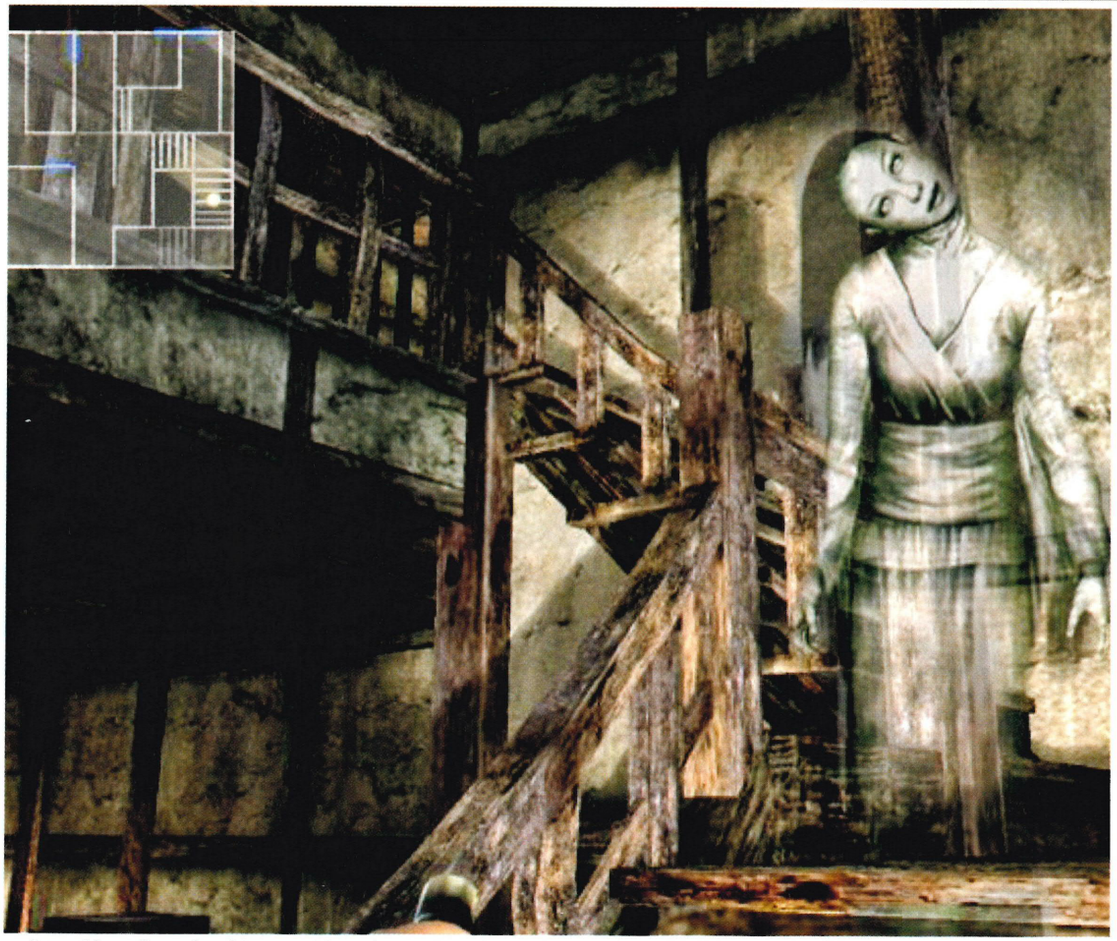
↑ Bad guys will morph into animals and demons, just as you'll be able to once you've got enough experience.

↑ Not all enemies will be toothy man-eaters. Many will come in human form and be armed to the teeth.

↑ The deeper you get into *Jade Empire*, the bigger the enemies will become. You'll have to earn some serious EP.

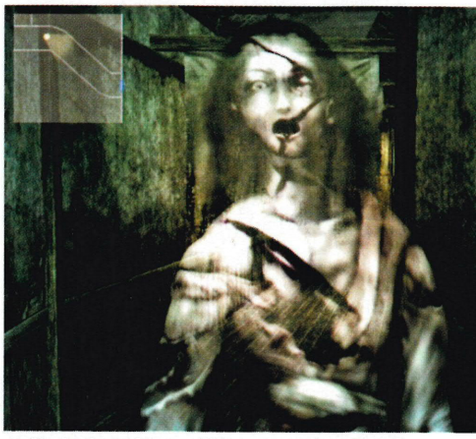
# Project Zero 2: Crimson Butterfly

DEV: **TECMO** PUB: **MICROSOFT** RELEASE DATE: **SPRING 2005**



↑ Something tells us that this poor girl met her end dangling from a noose. You'll be scared senseless.

↑ This survival horror through a camera lens sees two sisters fight for survival against a curse.



↑ Slashed-up ghosts will be captured on film as you venture through the game.

## Freeze Frame

**Destroy All Humans' trailer secrets exposed**

↑ Suck up a car in your tractor beam and toss it around town!

↑ Been recognised? Shapeshift into a respectable business man.

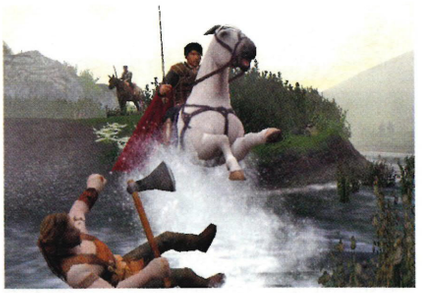
↑ Another new death appears to be the ability to turn humans inside out.

↑ From your ship, take out people, cars and buildings with a single shot.

↑ Looks like a jet pack will be part of your equipment, so use it wisely!

↑ Turn cars into plasma bombs. They implode and send everything flying.

↑ Assume the role of warriors and crack heads (not crackheads - ed).



↑ Riding on horseback has its advantages.

↑ A sword for each of you.

# Sword in the Stone

## Gritty, historically confused slasher cometh!

WHILE THE RECENT film might not have been the earth-shattering historical epic it wished for, things are looking very good for the Xbox tie-in, especially as it has something of Middle-Earth about it. *King Arthur*, based on the Clive Owen and Keira Knightly fog-soaked arrow-slinger, plays very much like EA's wonderful *Lord of the Rings* games.

The levels we played saw Arthur protecting a carriage from an onslaught by wild men. Flaming arrows seared the sky, dozens of angry axe-wavers appeared from the mists, and within seconds we were up to our eyes in corpses and flaming horses. The combat system is very similar to *Lord of the Rings* as well, with power-ups given for combos and patterned attacks, while the camera allows a handy off-centre overhead view ideal for tracking those incoming grunts.

We'll also be able to use horses throughout the game to charge into the thick of battles and deal with packs of enemies. By kicking up its hind legs, or by rearing up and pummelling down its front legs, the horse will act as a mobile battering ram, capable of seeing off the strongest foes.

If you prefer your combat on your own two legs, there are plenty of characters from the movie to choose from when playing, each bringing a distinct advantage to the party. We particularly like Bors, a burly mountain of a man carrying arm-mounted razors that literally scythe into anyone unlucky enough to get in his way.

It may not be *Lord of the Rings*, and may seem a little like a pretender at the moment, but what it lacks in dwarves and orcs, it makes up for in sheer, crunching brutality. One to keep an eye on for sure. Watch this space for more soon.

Official Xbox Magazine PLAYED IT

Official Xbox Magazine EXCLUSIVE SCREENS

First-person shooter Black Hawk Down has been delayed until the beginning of 2005

# Re-enter the Dragon

## Graphics to die for (Raikoh already did)

WHAT'S WORSE, making a mistake or making it twice? For many Xbox owners, missing out on the original *Otogi: Myth of Demons* (Issue 21, 8.0) was one of the biggest mistakes ever. Not only is it one of the best-looking Xbox titles (especially the awesome end-of-level bosses), but also one of the most beautiful-sounding. And this sequel, *Otogi 2: Immortal Warriors*, trumps it.

Undead warrior Raikoh returns with a team of five controllable demon-slayers at his side. Kintoki is an axe-wielding rebel leader, Tsuna a wolfman sword master and Sadamitsu a scythe-swinging vampire. Princess Seimei, who played a central role in the original, also makes a comeback, and the clan is rounded off with Suetake, the weird half-man half-tree who uses the Buddhist wheel of life as a lethal projectile.

There's something strangely masochistic about playing *Otogi 2*. Every level is surging with graphical beauty, but all you want to do is destroy everything. As before, the scenery is completely destructible and explodes with an incredible ferocity when you hit it. We've yet to find something more ass-kicking than pulverising a monster through a Japanese temple.

A greater emphasis on role-playing elements and upgrading abilities should help to introduce depth and tactical play to the mayhem. Although it's possible to choose any character on most levels, some require you to use a specific one. Depending on how well you perform, different mission paths will become available and the outcome of the game will alter. Achieving a good ranking on each mission unlocks 18 bonus games, which in turn reward you with advanced weapons and magic. From Software's *Otogi 2* is looking to be an absolute stunner. Don't miss it when it's out in February.

ONLY ON XBOX

Official Xbox Magazine PLAYED IT

↑ The undead horsemen must be vanquished!

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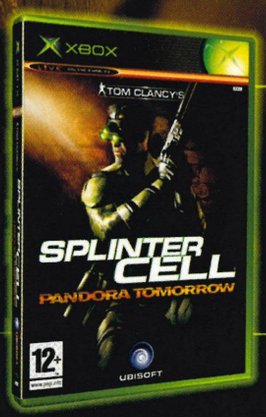

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UBISOFT™

# AGENT X

Delving into enemy territory to bring you the latest gossip from the world of games. If anyone asks, you ain't seen me, right?

## NOT BURNT OUT YET

UK developer Criterion is on a roll after the success of the incredible *Burnout 3: Takedown* (Issue 34, 9.4). Word has it that the team is already beavering away on a fourth instalment in what's looking like a bread and butter franchise for the studio. There's no word on what new features might make the final cut, but we'll be praying to the gods that *Burnout 4* (working title) hits Xbox Live running.

↑ Is number four already in the pipeline?

## FULL THROTTLE

If, like us, you're wondering why the hell there weren't any Death Star levels in *Star Wars Battlefront* (Issue 35, 9.0) you'll be pleased to know they'll be featured in a sequel. Apparently it's already in development at star developer Pandemic. We'll get to fly the trench run and there'll be a level set inside the Death Star. Look for more news in coming issues.

## TRUCK ME HARDER

Remember Empire's average hillbilly romp *Big Mutha Truckers* (Issue 11, 6.6)? A sequel's in development and you should be seeing the first footage on a disc near you soon. Better than that though, we'll have the exclusive playable demo in the near future too. The original was a good idea, but we'll reserve judgement until *Big Mutha Truckers 2: Truck Me Harder* is in our hands.

← X-Wing versus Death Star in new *Battlefront* game?

## FINGERS CROSSED

An add-on pack is in the works for the PC version of *Doom 3* and I'm crossing my fingers in the hope that Activision follows Ubisoft's lead of releasing these on Xbox. Should I start bombarding id Software with requests now or later?

## MORTAL KOMBAT FAR FROM FINISHED

Word has it that another *Mortal Kombat* game is already in the works for release next autumn. Shaolin monks are said to be the focus of the next one, and the news is that it won't actually be developed by Midway...

↓ She's big, bad and loves trucking.

Monster truck fans rejoice! THQ is releasing MX vs ATV Unleashed, a kinda off-road big-wheels car mash-up that allows you to drive and destroy virtually every off-roader in existence

# AND FINALLY...

# Greg Hasting's Tournament Paintball

## Virtual warfare goes, erm... virtual

PAINTBALL WAS invented for angsty business men with power issues and too much testosterone. After all, what good would it do to shoot your boss in real life when you're so close to that promotion? But, when the faux war then gets turned into a faux faux war, we're a little thrown. Enter Greg Hastings. He's a paintball champion, dontcha know.

With 21 licensed professional 'ballers, authentic paintball gear licensed from, presumably, pro paintball clothing-makers, and featuring actual tournament arenas, this is going to be the paintball equivalent of *Tony Hawk*. From filthy scrapyards to woodland fortresses, you'll be up to your virtual neck in virtual paint. Hell, they might even modify the S-pad so your hands get walloped with stinging red welts every time you get hit.

*Greg Hasting's Tournament Paintball* will also be online so you can play real gamers in co-op, multiplayer and team matches. But the whole thing still seems a little odd. Why play pretend paintball when you can book a real session for far less money and all go for a pint afterwards? Only in the US, eh? Let's hope so...

→ Run around in virtual reality playing a virtual reality game in virtual reality!

*38 WEEKS OF VICTORIES, DEFEATS, HIGHS AND LOWS, JUBILATION AND DESPAIR*

# ALL IN A DAY'S WORK

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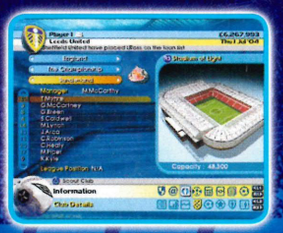

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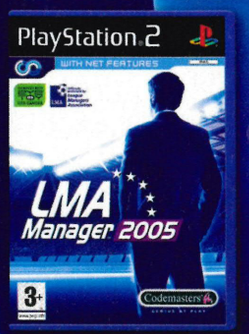


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↑ *The Punisher* is one violent game. We wanted to show you what happens next, but even we thought it was a bit much!

↑ Strike a pose when you're done slaying.

↑ Rip him a new one if he doesn't co-operate.

↑ There are no rules when fighting this lot.

# THE PUNISHER

## Hollywood actor Thomas Jane turns the air blue over his forthcoming film tie-in

Players: 1

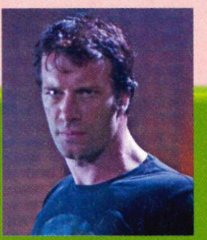
70

**Bringing Frank Castle to life in the game must be quite a different experience to bringing the character to life in the movie.**
Yeah, man. I mean, in the movie you've got all kinds of shit going on, and with this I'm just sat in a room talking into a microphone. It's a lot different! But I was really attracted to the character. The storyline presents this moral challenge - the fact that Frank's just gone, just completely whacked... it's an interesting concept. He's completely screwed up, and trying to bring that out in a game is going to be interesting.

**Is the game based on the movie or is it a separate story altogether?**
The game has a lot of the movie in it, but it's also got a lot of the history of the comic book in there too. It's kind of a 'best of Frank Castle' - taking the best of all the *Punisher* stories and putting them together in the game. I promise you the fans will really love it.

**So presumably there'll be more villains in the game than in the movie?**
Oh man, there are far more villains in the game! We've got Jigsaw in there, Montoya, Rapido, and Bullseye. We have also got something called the Jungle mode in there, where you get to hook up with Nick Fury and he will fight alongside you. It's got a whole bunch a shit in there - shitloads of Marvel characters, many more than appeared in the movie.

**Will *The Punisher* game reflect the internal conflict that goes on with Frank Castle, or will we see a far more action-packed game?**
It's going to be much more of an action game. In the game Frank's really broken the tethers of morality and gone full board into the depths of depravity. Some of the things he does will make you want to puke, he really is a guy on the edge - a real walking maniac with nothing on his mind except nailing the bad guys.

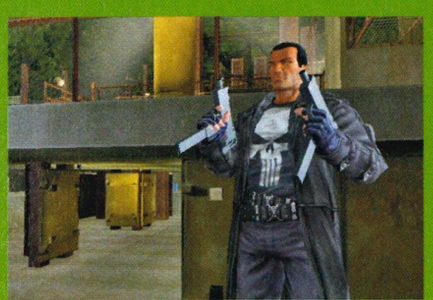


↑ Movie star Thomas Jane takes the mic.

**Yeah, we've seen the screens of The Punisher holding a guy's head into a piranha tank - you mean those kinds of things?**
Oh man, believe me, the piranha tank is tame compared to some of the other stuff in there! I throw a guy into a coffin at one point and then throw a grenade in after him and blow him to little pieces. Then I stick a guy in a wood chipper and watch him get shredded to absolute shit. I also like the bit I've seen where I'm knifing a guy in the face, and slicing him another mouth. I saw guys' heads off too... I saw a lot of heads off, actually. *The Punisher* is the best game ever! I love it. There's nothing but death.

**There must be a lot of gruesome dialogue that needs recording for the game.**
Hours! We're working today for five hours, then tomorrow for another four hours, so I guess about ten hours plus once things are polished up. And it's just me too - the rest of the cast aren't here so I'll be the only one doing it. Just me and ten hours of tearing apart bad guys.

**And then of course you'll be recording your own death sequences, won't you?**
Oh man. Wow, I hadn't even thought it. Wow, yeah, that's going to be some weird shit. It's going to be pretty weird recording those, but let's hope you're going to be good enough not to hear them too often. Wow, shit, that's going to be weird. Recording my own death! [Laughs.] »

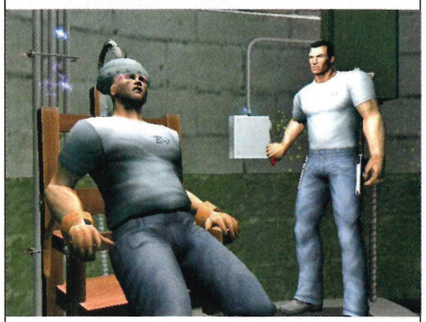


↑ See the comic come to life - gore included.

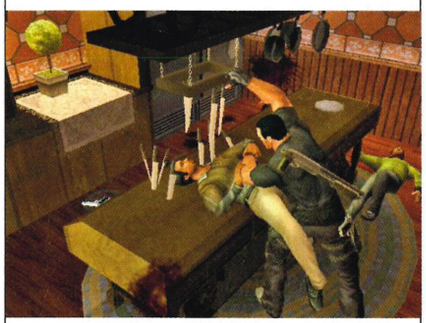
↑ Knock, knock...

## 99 Ways To Die

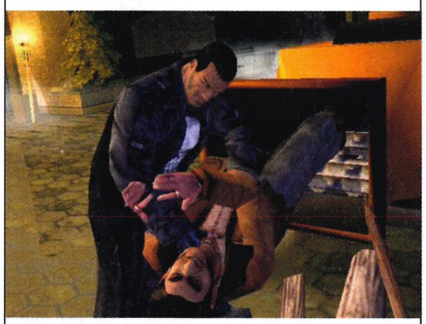
**AS YOU'LL HAVE already guessed, *The Punisher* is a lethal game that takes no prisoners at all. This is one for the grown-ups amongst us and not kids. As Frank Castle, it's your job to take out the enemy in the most sickening way you can think of. As these shots reveal, there's no shortage of creative ways to splice, dice, cut, bash, break and cave heads in.**



↑ Frying your foes seems to work a treat.



↑ Why use one when there's a rack of 'em?



↑ The wood chipper: bloodier than hell.

↑ The final game will feature some locations from the film, but you'll also get to see some locations from the comics.

↑ Talk to him for a bit but be prepared to take him out if he drops his guard for a second. No prizes for second place here.

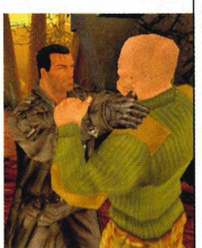
**»» If *The Punisher* does well, are you looking to do a sequel? After all, with all the gruesome deaths you're promising us, it would be a real shame not to.**
Oh yeah, definitely. If everyone wants one and they can come up with a great story for it and keep it lean and mean, I will definitely be up for doing it. I guess we'll just have to wait and see what happens with the first one. I really hope you guys like it, I hope you like the game – it's going to be quite an experience!

**Finally, tell us something about the *Punisher* game that nobody knows yet – something no one else has heard.**
Um... there is a secret level you unlock and there's a room where you get all the girls and they strip right down to their underwear for you. It's going to be hot!

**We don't believe you!**
No, there is! I'm still looking for it though, I think it's there somewhere! You'll have to look for yourself, won't you!

## "There's a secret level where girls strip to their underwear for you"

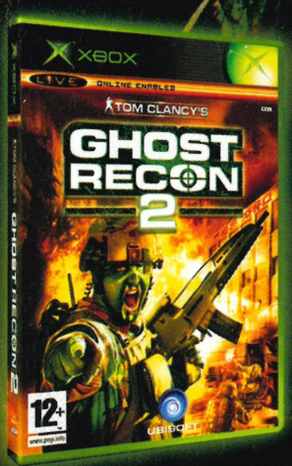
**We asked THQ afterwards, just out of interest, whether Thomas Jane was lying about the secret mode that turned all the characters into lingerie models and this was the official response: " Ha ha ha ha ha! THQ can neither deny nor confirm this rumour from Mr Jane." Guess that's one more reason we're going to have to buy *The Punisher*, then. But skimpy bikinis or not, the premise of dishing out horrendous deaths to gun-waving grunts is enough to get us drooling. *The Punisher* will be released in January and we'll have a full review very soon.**



↑ Grab the enemy in any way you can.

FACT FILE: THOMAS JANE HAS APPEARED IN NUMEROUS MOVIES, INCLUDING DREAMCATCHER, DEEP BLUE SEA, BOOGIE NIGHTS AND FACE/OFF. HE ACCIDENTALLY STABBED CO-STAR KEVIN NASH – WWE'S DIESEL – DURING THE FILMING OF THE PUNISHER.

# SOME GHOSTS ARE FROM THE AFTERLIFE.
# SOME SEND YOU THERE.

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# Dead or Alive Ultimate

## The ultimate online fighter?

| | |
|---|---|
| Dev: Tecmo | Pub: Microsoft |
| Release: Spring 2005 | Live: 2 players |
| Players: 1-4 | |

0 Percentage Complete 80 100

WE'VE HAD LIVE fighting games in the past but they've all been of the retro 2D variety (*Capcom Vs SNK 2*, Issue 14, 7.7 and *Street Fighter: Anniversary Collection*, Issue 35, 5.9). *MK: Deception* is the first 3D fighter to grace the phone lines (reviewed on page 080) and finally *DOA Ultimate* has stepped into the ring and flexed its bare muscles like an angry pro wanting to hurt you.

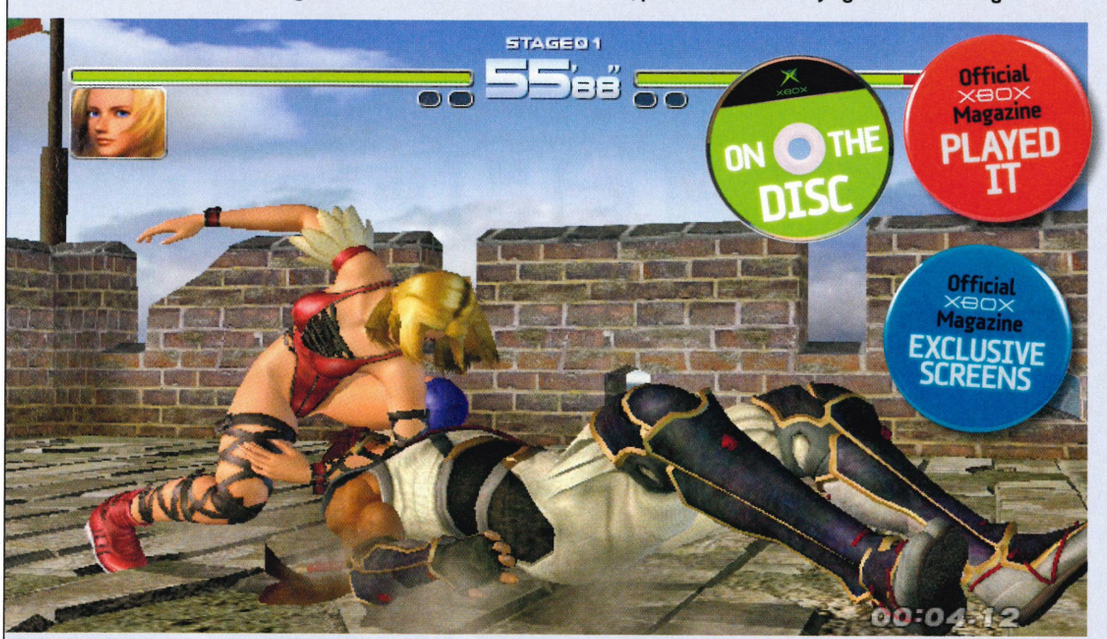
Basically, *DOA Ultimate* is a medley of previous *Dead or Alive* games, all touched up to meet your requirements in the eye candy department and all equipped with online play. There are wardrobes of new costumes and a healthy splattering of new levels to fight in. As usual, you can expect to smash people's heads into the floor and walls, throw them off bridges and chuck them down hills, opening up new areas of a level to continue the brutal battering.

It's ultra-fast, incredible to stare at and the fact that we'll be able to whup people from all over the world is all good. So good, in fact, that you'll have already played our exclusive demo on this month's disc. If you haven't, stick it in now and see for yourselves. You won't be disappointed.

↑ The quickest way to take someone out of the game is to snap their limbs one at a time.

↑ You'll need to counter like a god to survive this lot.

↑ Push, punch and kick enemy fighters over the edge.

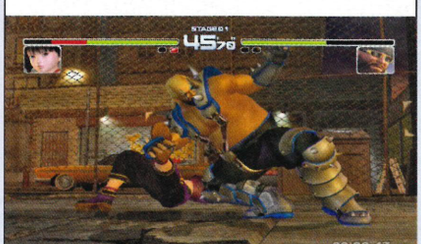



↑ There is a ton of new costumes, interactive levels and moves to obtain, as well as the addition of Xbox Live play.

## Link 'Em Up

### A series of deadly moves...

↑ Bass is one mean wrestler about to dish out serious linked-up punishment to Lei Fang.




↑ After being knocked out, a few spins should send Lei Fang into next week.

↑ Multi-part moves look great when you get 'em right and are vital for a quick advantage.

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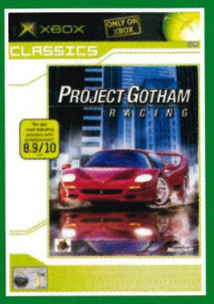


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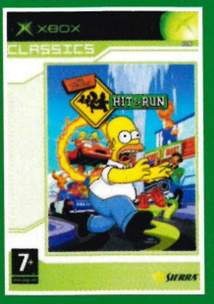


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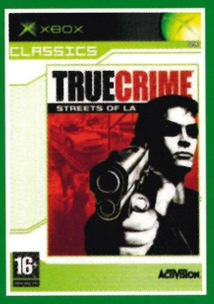


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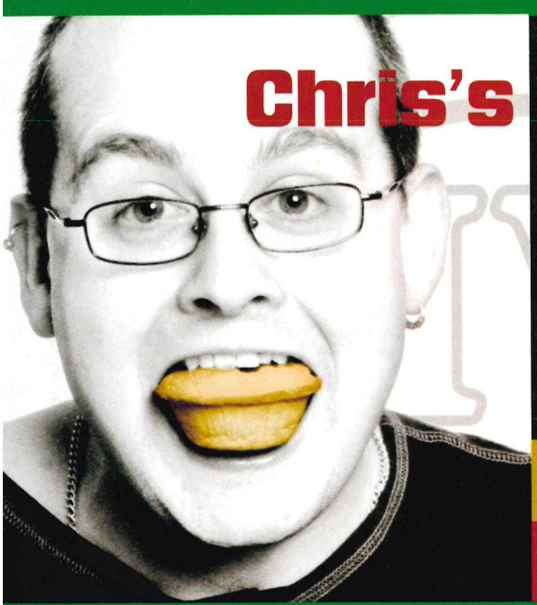

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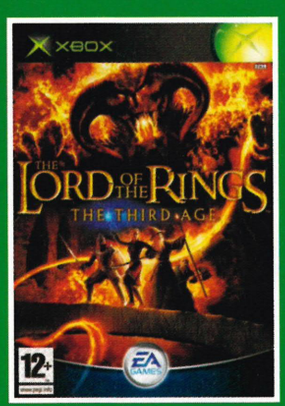
**Chris Steel MVC Store Manager, Barnsley.**

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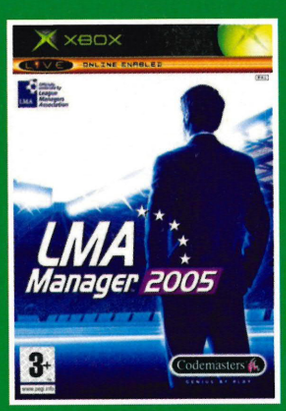


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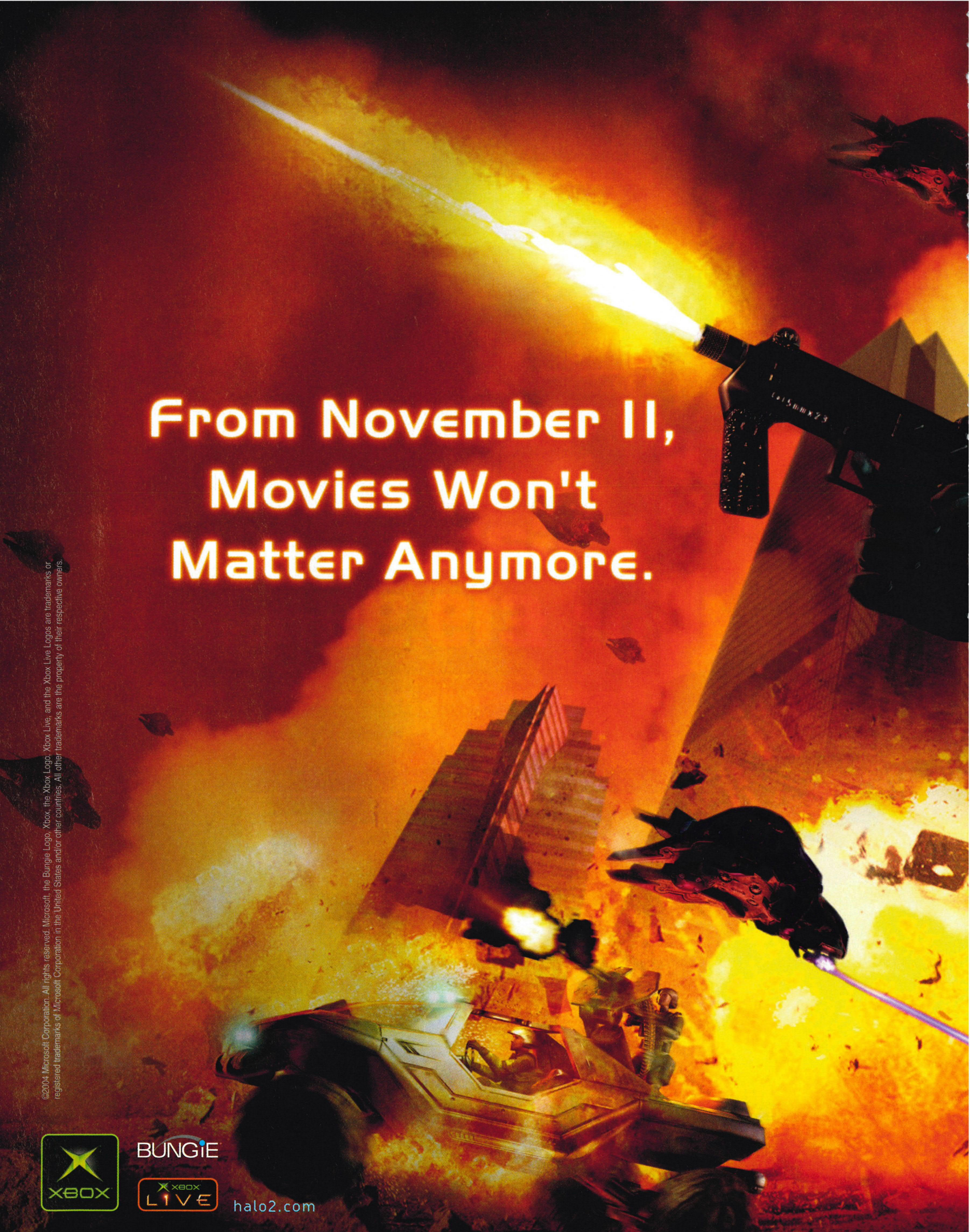


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# Call of Duty: Finest Hour

## On Her Majesty's skull-splitting service

Official Xbox Magazine PLAYED IT

Official Xbox Magazine EXCLUSIVE SCREENS

Xbox LIVE PLAYABLE

| | |
|---|---|
| Dev: Spark Unlimited | Pub: Activision |
| Release: Christmas | Live: 2-16 players |
| Players: 1-2 | |

0 Percentage Complete 80 100

"THIS ISN'T ABOUT medals or honour, kid!" screams an officer as Stalingrad collapses around your ears. "It's about bringing those Nazi pigs down and freeing the motherland! For Russia, for our comrades, for freedom!" He soon gets a bullet in the skull and you're thrown into the most ferocious WWII battle on Xbox. Developer Spark Unlimited, a contingent made up of developers from the original *MOH* series and real-world WWII veterans, knows what it's saying when 'medals' and 'honour' are so readily dismissed. It may be a sly kick to the other WWII series, but it's a declaration that *Call Of Duty* is ready for one hell of a scrap.

Playing it is intense and utterly frightening from the start. The assault on Stalingrad makes *MOH Frontline*'s (Issue 11, 5.7) infamous Normandy landing look as bad as getting sand in your sarnies. The number of on-screen soliders, and the rate at which they're literally scythed apart mid-stride, is astonishing. And, unlike *MOH*, you play several characters throughout the game, each of whom tells their own story. The Brit is voiced, of all people, by AC/DC's Brian Johnson. Moving on...

Whether you're a Russian female sniper charged with protecting a sapper as he lays mines in front of a tank column, or one of Monty's desert rats laying explosives deep in the freezing desert night, the scope of tasks you're asked to do is going to be immense. At one point we were bringing up the rear on a platoon of tanks, desperately trying to bring down enemy planes before they took off, whilst being fired at from every level and direction. Believe us, when you're up to your ears in Dolby 5.1 and shells are rattling into your tank, the experience will leave you flinching, not to mention sweating. Once we'd been thoroughly obliterated (look out for those pesky Nazis - the AI is smarter than the real thing) we were onto a suicide run up a hill where a pillbox spewed bullets at our every move. *Frontline* looks no longer to be deserving of the title, for *Call Of Duty* is as frontline as we've yet seen in a game.

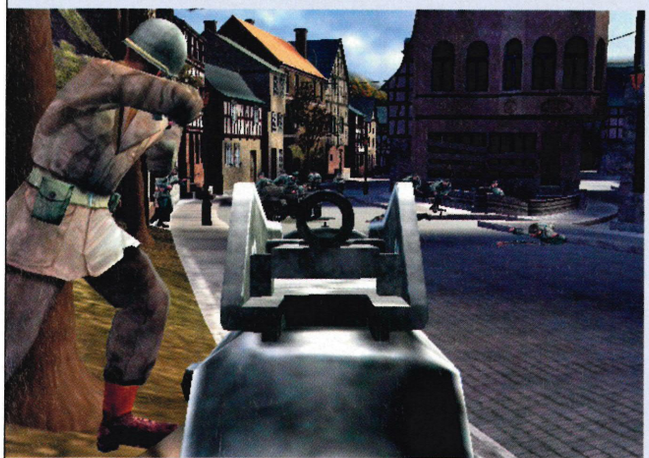
The music is also shaping up nicely, with rousing orchestral scores accompanying every move you make. The *MOH* score was awesome, but it looks to be surpassed by this new contender.

Spark Unlimited has taken all that made the *MOH* series so exciting (way back when it was exciting!) and updated it. It may not have Jimmy Paterson, it may not be steeped in subterfuge and snooping around, but *Call of Duty* looks to blow a crater in WWII gaming that will leave rivals shellshocked. Expect very good things.

↑ Developer Spark is made up of coders who worked on the original *Medal of Honor* games for EA.

↑ The sights and sounds are unbelievable.

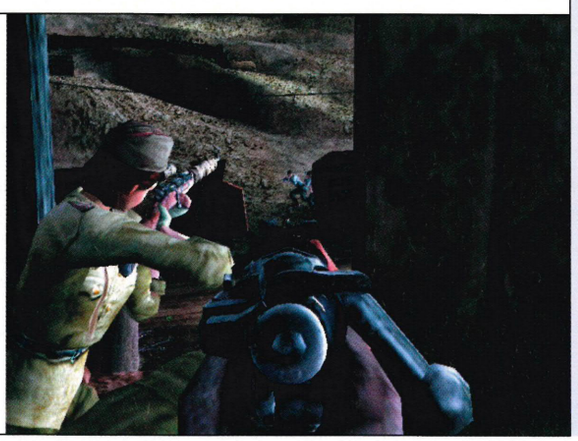
↑ Play through the most intense WWII scenarios ever seen in a game.



↑ Your squad will use cover so they last longer in lethal firefights.

## Axis Versus Allies Take the brutal experience online

A MASSIVE element of *Call of Duty*'s game, aside from the intense single-player campaign, is the Xbox Live multiplayer. You'll be able to sign up with players from around the world for either the Axis or Allies and fight it out in devastating fashion. There'll be a wide variety of team-based objective-driven modes as well as a brutal Last Man Standing mode. Look out for the full review next issue, on sale 02 December.



# Sonic Mega Collection Plus

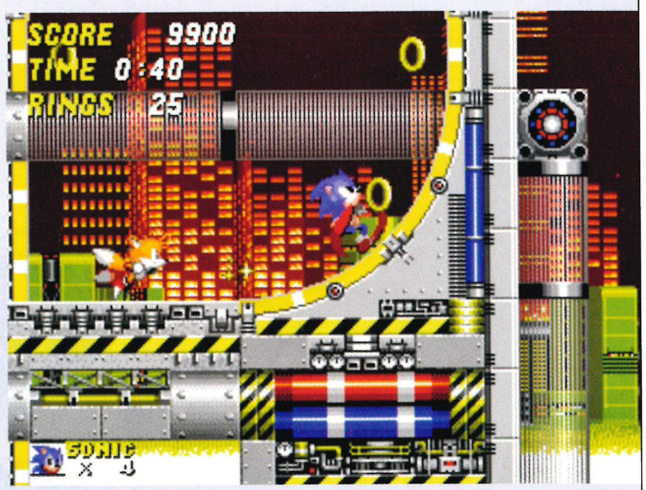
## Warning! This game will flatten tyres

| | |
|---|---|
| Dev: Sega | Pub: Sega |
| Release: Dec 2004 | Live: None |
| Players: 1-2 | |
| 0 Percentage Complete 90 100 | |

IN LINE WITH the current trend to release classic games on next-gen consoles, the latest character to get a spit 'n' polish is the prickly blue ring-grabber himself. Sonic's entire back catalogue will feature in *Sonic Mega Collection Plus - Sonic the Hedgehog 1, 2 & 3, Sonic & Knuckles, Sonic 3D Blast, Sonic the Hedgehog Spinball* and *Dr Robotnik's Mean Bean Machine.*

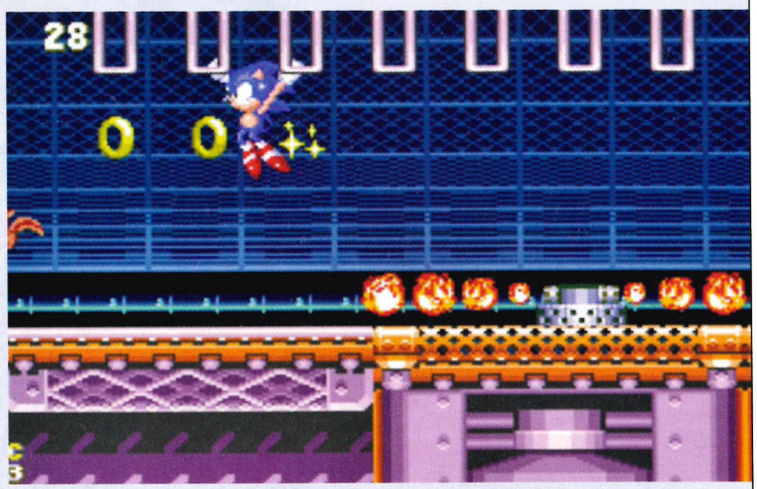
Four Sonic lock-on games (*The Ooze, Comix Zone, Flicky* and *Ristar*) and six hidden Game Gear games (*Sonic the Hedgehog, Sonic Drift, Sonic Chaos, Dr Robotnik's Mean Bean Machine, Sonic Blast* and *Sonic Labyrinth)* will be included too. The package will also include a virtual museum packed with just about everything Sonic you can imagine - artwork, comics, behind-the-scenes concept art and a few surprises thrown in too.

The bundle is rumoured to be released at a budget price, allowing us to enjoy all these titles for only a couple of quid each. At the rate these retro games keep coming back into the fold, we could soon see a torrent of long-forgotten gems in the shops. If they're as good as *Sonic*, bring 'em on!




↑ Sega's biggest icon makes a retro comeback.

↑ Sonic was the original Lord of the Rings.




↑ Reach for the sky and grab the rings.

# Constantine

Official XBOX Magazine PLAYED IT

Official XBOX Magazine EXCLUSIVE SCREENS

## It's hell to pay when saving the world

| | |
|---|---|
| Dev: Bits Studios | Pub: SCi |
| Release: Feb 2005 | Live: None |
| Players: 1 | |
| 0 Percentage Complete 70 100 | |

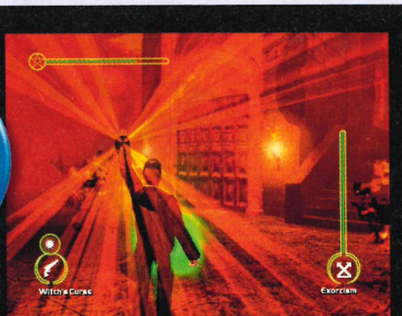
WE'VE FINALLY played this gothic slice of modern-day horror and have to admit it's not shaping up too badly. In fact, if the game is anything to go by (apparently it follows the plot of the movie to the letter), we could be looking at one hell of a blockbuster.

Until recently we'd only been allowed to watch rolling demos, but we were recently let loose on the game to sample a few of the levels. Playing them was a whole different experience to just watching them. *Constantine*'s animation and controls are fluid and smooth, and for the first time we actually experienced some of John Constantine's other-worldly abilities.

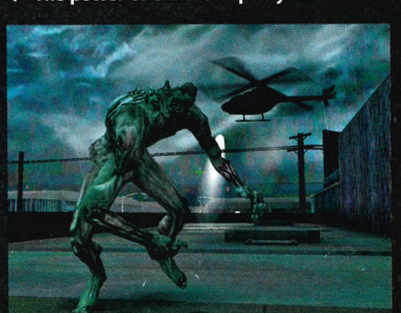
The gift of true-sight is a tremendous help in your quest to rid the Earth of demons because it shows the evil beggars for what they are. We walked into a room where a policeman was consoling a tearful woman. Turn on true-sight and you see it's not a woman he's hugging but a twisted demon with a distorted face and fangs. Pull out your crucifix shotgun and you can nail her to the wall. Simple.

↑ Shoot demons from the sky with your crucifix shotgun. Magic!

We also saw for the first time (and got eaten by) giant demons capable of hammering down walls and throwing you across rooms. Only with true-sight can you find their weaknesses, otherwise they're unstoppable beasts with fierce tempers. The situations are made worse by some levels being cloaked in pitch black. Only with a blast of your flame thrower can you illuminate the area, and even then you could still be in trouble because some demons happily walk through flames to get at you. Ironically, the only way to escape such attacks is to find a portal into hell, and once you shift into that realm the action really cranks up. If you're not shooting demons screeching down from above to kill you, you're ducking for cover as buses, cars, and buildings whiz over your head. And here's us thinking this 'saving the world' malarkey was going to be a walk in the park...

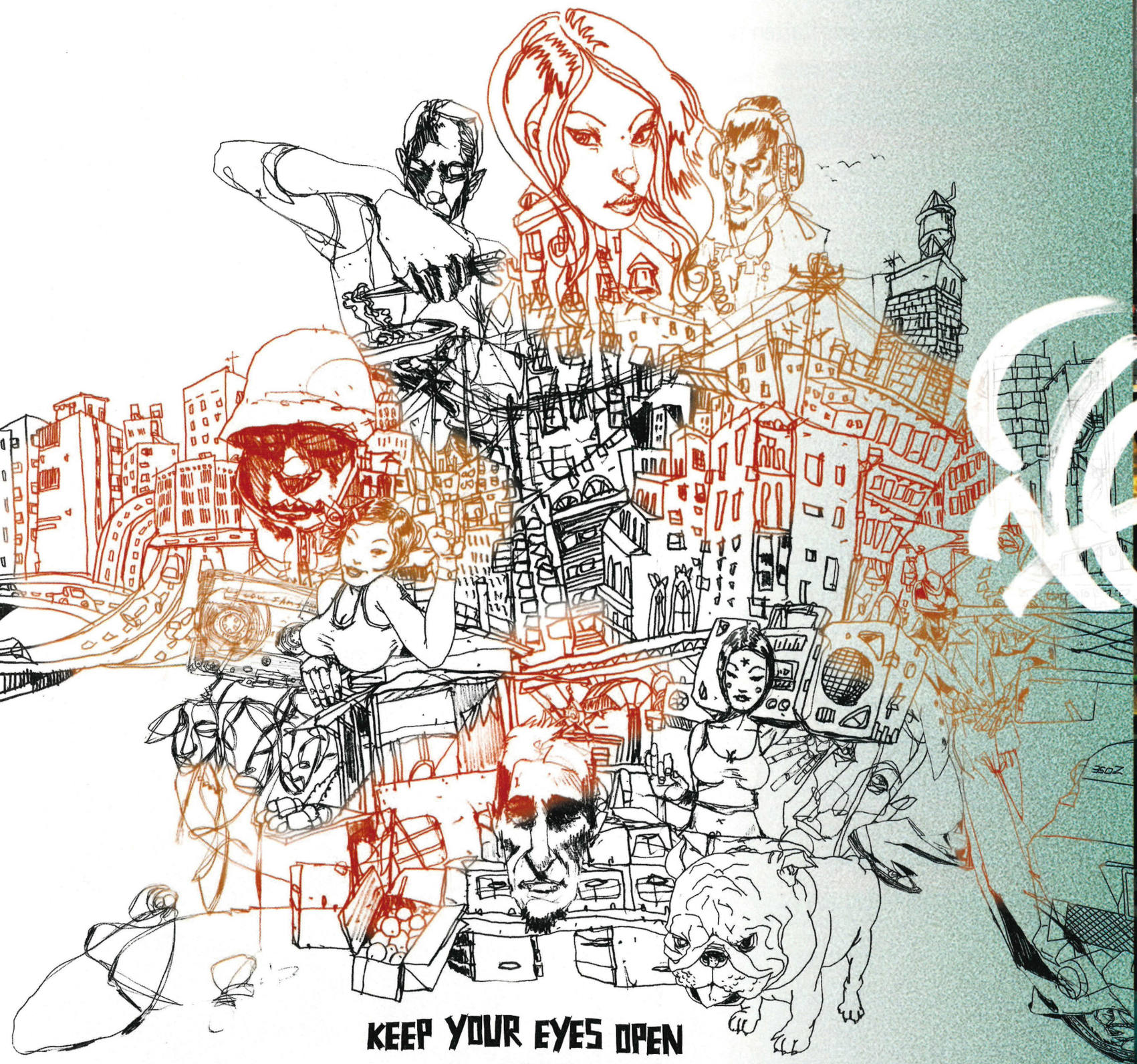



↑ The power of Christ compels you!



↑ We'd suggest blowing his brains out, but...

EVIL CHILD: BEN L BEFRIENDED A POOR LAD AT SCHOOL JUST BECAUSE HE OWNED SONIC ON HIS MEGADRIVE. HE COMPLETED IT THEN NEVER WENT ROUND HIS HOUSE AGAIN.




XBOX XBOX LIVE PlayStation 2 NINTENDO GAMECUBE GAME BOY ADVANCE PC CD MOBILE VERSION

INTERNET CONNECTION REQUIRED for online play. PlayStation 2 online play requires Internet Connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). Online play may not be available on all platforms. See product pack for details.

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# Charts

## The ten best-selling games in the UK

**1 FABLE**
**Dev: Lionhead**
**Pub: Microsoft**
The good, the bad, the lovely *Fable* rockets straight to the top of the charts. Did you really expect anything else from this highly anticipated Xbox-exclusive?

**2 FIFA FOOTBALL 2005**
**Dev: EA Pub: EA**
Pipped to the post by *Fable* but a strong showing for the latest in EA's long-running footy series. Check out our Live demo on this month's disc.

**3 BURNOUT 3: TAKEDOWN**
**Dev: Criterion Pub: EA**
Faster than a speeding bullet but a non-mover this month. You can't help but show this mighty racer to your mates over and over again.

**4 TIGER WOODS PGA TOUR 2005**
**Dev: EA Pub: EA**
Golden(golf)balls drops a shot but is still in the race. If EA hadn't dropped Xbox Live play at the last minute, it might be higher...

**5 TONY HAWK'S UNDERGROUND 2**
**Dev: Neversoft Pub: Activision**
Tony and his extreme sport-lovin' mates take on a world tour of utter skateboarding destruction, proving this little bird has big legs.

**6 STAR WARS BATTLEFRONT**
**Dev: Pandemic Studios Pub: Activision**
It's the best *Star Wars* multiplayer game but, after a flying start at the top, *Battlefront* is beginning to lose the war on the charts.

**7 DEF JAM FIGHT FOR NEW YORK**
**Dev: EA Pub: EA**
*Def Jam* makes all other wrestling games look like they're being played in treacle. Spice things up a little with this monster of a game.

**8 OUTRUN 2**
**Dev: AM2 / Sumo Digital Pub: Sega**
Fast cars, great visuals, online play and a handbrake system that makes you dizzy. What's not to like about this classic comeback?

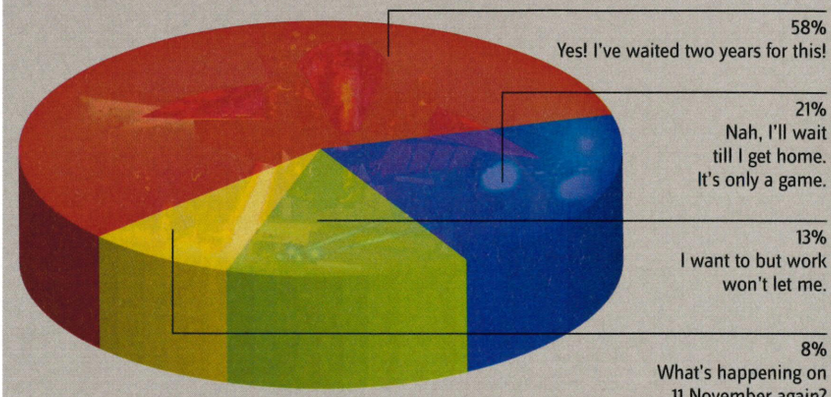
**9 ROCKY LEGENDS**
**Dev: Venom Games Pub: Ubisoft**
With Live play being axed at the last minute, we're not too surprised that *Rocky*'s rematch didn't chart higher on its debut.

**10 PSI-OPS: THE MINDGATE CONSPIRACY**
**Dev: Midway Pub: Midway**
The mind-bending action game has had a good run, but its top ten status is slipping away.

Virgin megastores Virgin Megastores sponsors the charts.

# The hot topic You answer the burning question...

Are you taking 11 November off for the launch of *Halo 2*?

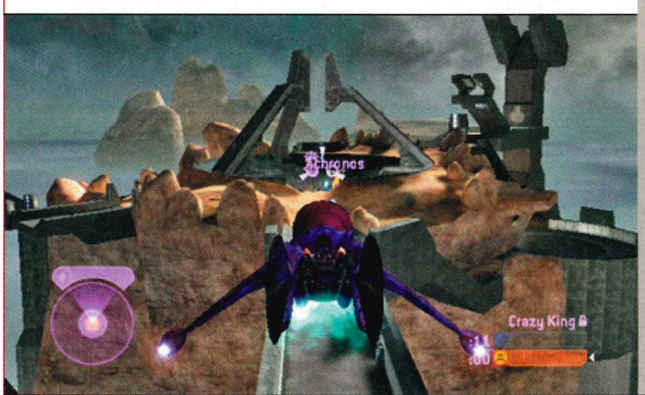



As Master Chief you're the only thing standing between the Covenant alien invaders and Earth. The battle for our planet has finally arrived (see the world-exclusive review on page 004 if you haven't already), so what are you going to do about it?

TO VOTE ON the hot topic, visit the *OXM* forum at www.officialxboxmagazine.co.uk and post in the 'Hot Topic' polls you'll find in the threads there.

# 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!**

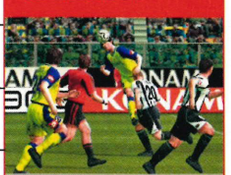



↑ TO VOTE FOR your favourite upcoming game, text 'MW: Game Name' to 0778 148 2669 (standard network rates apply), or email us at staff@fxmi.com with subject line 'MW'.

← The last time you'll see *Halo 2* in our Most Wanted chart. It's the Xbox event of the year! With over a million UK pre-orders alone, every Xbox owner should be jumping on board as soon as possible.

| | | |
|---|---|---|
| 1 | **HALO 2** | **Dev:** Bungie **Pub:** Microsoft **Release:** 11 November |
| 2 | **DOOM 3** | **Dev:** Vicarious Visions/id **Pub:** Activision **Release:** TBA 2004/2005 |
| 3 | **PRO EVOLUTION SOCCER 4** | **Dev:** Konami **Pub:** Konami **Release:** November 2004 |
| 4 | **STAR WARS KOTOR II: THE SITH LORDS** | **Dev:** Obsidian Entertainment **Pub:** LucasArts **Release:** February 2005 |
| 5 | **HALF-LIFE 2** | **Dev:** Valve Software **Pub:** Vivendi Universal **Release:** TBA 2005 |
| 6 | **SPLINTER CELL: CHAOS THEORY** | **Dev:** Ubisoft Montreal **Pub:** Ubisoft **Release:** March 2005 |
| 7 | **FORZA MOTORSPORT** | **Dev:** Microsoft **Pub:** Microsoft **Release:** February 2005 |
| 8 | **JADE EMPIRE** | **Dev:** BioWare **Pub:** Microsoft **Release:** February 2005 |
| 9 | **UNREAL CHAMPIONSHIP 2** | **Dev:** Epic Games **Pub:** Midway **Release:** February 2005 |
| 10 | **BROTHERS IN ARMS** | **Dev:** Gearbox Software **Pub:** Ubisoft **Release:** March 2005 |

## OUR SHOUT



Konami's mighty footy game is available on other (lesser) consoles, but only the Xbox version can boast online play! Needless to say, demand for *Pro Evo Soccer 4* (Issue 35, 9.4) is hitting fever pitch. We've been playing it in the office practically non-stop since it arrived and we'll be taking a look at the Live-enabled aspect next issue, on sale 02 December.

# Xbox Game Releases

The forthcoming games you need to know about

| DATE | GAME | DEVELOPER | PUBLISHER | ISSUE |
|---|---|---|---|---|
| Autumn 04 | Call of Duty: Finest Hour | Spark | Activision | 31 |
| | Godzilla: Save the Earth | Pipeworks | Atari | 33 |
| | GoldenEye: Rogue Agent | EA | EA | 32 |
| | Guilty Gear X2 Reloaded | Capcom | Capcom | N/A |
| | Outlaw Golf 2 | Hypnotix | Take-Two | N/A |
| | Prince of Persia Warrior Within | Ubisoft | Ubisoft | 35 |
| Winter 04 | Atari Anthology | Various | Atari | N/A |
| | Blinx 2: Masters of Time & Space | Artoon | Microsoft | 32 |
| | BloodRayne 2 | Majesco | TBA | N/A |
| | Crash and Burn | Climax | Eidos | N/A |
| | Lemony Snicket | Activision | Activision | n/a |
| | Miami Vice | Davilex games | TBA | N/A |
| | Need For Speed Underground 2 | EA | EA | 32 |
| | Predator: Concrete Jungle | Eurocom | Vivendi Univ. | 32 |
| | Snowblind | Crystal Dyn. | Eidos | 31 |
| | Teenage Mutant Ninja Turtles 2 | Konami | Konami | 31 |
| | Trivial Pursuit: Unhinged | Artech | Atari | 25 |
| Spring 05 | 25 To Life | Avalanche | Eidos | N/A |
| | Advent Rising | Majesco | Vivendi Univ. | 20 |
| | Area 51 | Midway | Midway | 29 |
| | BC | Intrepid Ent. | Microsoft | 31 |
| | Close Combat: First to Fight | Destineer | Take-Two | 31 |
| | Commandos Strike Force | Pyro | Eidos | 36 |
| | Conker: Live & Reloaded | Rare | Microsoft | 31 |
| | CT Special Forces: Fire For Effect | Light & Shadow Pr. | Hip Interactive | N/A |
| | Dead or Alive Ultimate | Tecmo | Microsoft | 31 |
| | Delta Force: Black Hawk Down | TBA | Novalogic | 30 |
| | Destroy All Humans | Pandemic | THQ | 33 |
| | Doom 3 | id Software | Activision | 30 |
| | Dukes of Hazzard: ROTGL | UbiSoft | UbiSoft | N/A |
| | FIFA Street | EA BIG | EA | 36 |
| | Forgotten Realms: Demon Stone | Stormfront | Atari | 34 |
| | Forza Motorsport | Microsoft | Microsoft | 31 |
| | Freedom Force Vs The Third Reich | Initial | TBA | 35 |
| | Get On Da Mic | Eidos | Eidos | N/A |
| | Gungriffon | Kama | Tecmo | N/A |
| | Iron Phoenix | Sammy | Sammy | N/A |
| | Jade Empire | BioWare | Microsoft | 31 |
| | Kameo: EOP | Rare | Microsoft | 33 |
| | King Arthur | Konami | Konami | N/A |
| | King of Fighters 2003/2004 | SNK | TBA | N/A |
| | Mercenaries | Pandemic | LucasArts | 28 |
| | Midnight Club 3: DUB Edition | Take-Two | Take-Two | N/A |
| | NARC | Midway | Midway | 28 |
| | Otogi 2 | From Soft. | Sega | N/A |
| | Playboy: The Mansion | Arush | Ubisoft | 33 |
| | Project Zero 2 | Tecmo | Tecmo | N/A |
| | Pure Pinball | Iridon | Iridon | 33 |
| | Red Ninja: End of Honour | Tranji | Vivendi Univ. | 33 |
| | Robotech Invasion | Vicious Cycle | Take-Two | 35 |
| | Scaler | Artificial M&D | Take-Two | N/A |
| | Scrapland | Mercury Stream | TBA | 35 |
| | Sonic Mega Collection Plus | Sega | Sega | 36 |
| | Splinter Cell: Chaos Theory | Ubisoft | Ubisoft | 32 |
| | Star Wars KOTOR: The Sith Lords | Obsidian | Activision | 30 |
| | Star Wars: Republic Commando | LucasArts | Activision | 34 |
| | Starcraft: Ghost | Blizzard | Vivendi Univ. | 23 |
| | The Punisher | Volition | THQ | 32 |
| | TimeSplitters Future Perfect | Free Radical | EA | 33 |
| | Torque | Garage Games | JoWood | N/A |
| | Tron 2.0: Killer App | Climax LA | Disney | 31 |
| | World Racing 2 | TDK | TDK | N/A |
| Summer 05 | 100 Bullets | TBA | TBA | 32 |
| | ATV Quad Power Racing 3 | Climax | TBA | N/A |
| | Battlefield: Modern Conflict | EA | EA | N/A |
| | Battlestations: Midway | Mithis | SCi | 34 |
| | Call of Cthulhu | TBA | Headfirst | 32 |
| | Cold Fear | Ubisoft | Ubisoft | N/A |
| | Cold Winter | Swordfish Stu. | Vivendi Univ. | N/A |
| | Colin McRae R | Swordfish Stu. | Vivendi Univ. | N/A |
| | Constantine | Bits Studios | SCi | 35 |

## THE WISH LIST

DESPITE US providing the most comprehensive release schedule aound, we all know game release dates change quicker than Andy's hairstyle. Tell us what you're really waiting for - send your top five to staff@fxmi.com.

RACING big bastard cars never grows boring, so we're rubbing our thighs feverishly in anticipation of *Forza Motorsport*. Microsoft's blistering tyre-burner is creeping ever closer and next month we'll have a sneak peek at what to expect.

THE SUMMER may be long dead but EA announced the development of *NBA Street V3* this month. With courts awash with sunny rays, cool vibes filling the air, and dozens of tricks to master in this 'urban' sports title, we can't help but pine for August. The game looks pretty smooth too!

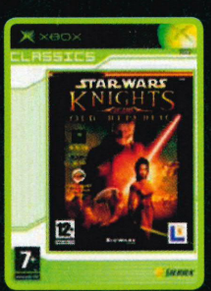
| DATE | GAME | DEVELOPER | PUBLISHER | ISSUE |
|---|---|---|---|---|
| | Dancing Stage Fusion | Konami | Konami | N/A |
| | Darkwatch: Curse of the West | Sammy | Sammy | N/A |
| | Dead to Rights 2: Hell to Pay | Namco | Namco | 36 |
| | Emergency Mayhem | TBA | TBA | 30 |
| | Fahrenheit | Quantic Dream | Vivendi Univ. | 18 |
| | Freedom Fighters 2 | IO Interactive | EA | N/A |
| | Half-Life 2 | Valve | Vivendi Univ. | 32 |
| | Justice League | Trav. Tales | Midway | N/A |
| | MechAssault 2 | Day 1 | Microsoft | 27 |
| | Medal of Honor: Rising Sun 2 (working title) | EA | EA | N/A |
| | Metal Slug 4 & 5 | SNK | SNK | N/A |
| | Miami Vice | Atomic Planet | Davilex | N/A |
| | MotoGP 3 | Climax | THQ | 32 |
| | MX Vs ATV Unleashed | THQ | THQ | 36 |
| | NBA Street V3 | NuFX | EA | N/A |
| | Oddworld: Stranger | Oddworld In. | EA | 32 |
| | Painkiller | Dreamcatcher | Mindscape | N/A |
| | Pariah | Digital Ext. | Hip Interactive | 34 |
| | Psychonauts | Double Fine | Microsoft | 6 |
| | Rogue Trooper | SCi | SCi | 34 |
| | Roll Call | Argonaut | SCi | 35 |
| | Scarface | Radical Games | Vivendi Univ. | 34 |
| | Sid Meier's Pirates! | Furaxis | Atari | 34 |
| | Sniper Elite | Rebellion | Wanadoo | 12 |
| | SNK Vs. Capcom Chaos | SNK Playmore | SNK Playmore | N/A |
| | Spikeout: Battle Street | Sega | Sega | 36 |
| | Star Wars Episode III | LucasArts | LucasArts | N/A |
| | Stolen | Hip Interactive | TBA | 33 |
| | The Bard's Tale | InXile | TBA | 23 |
| | The Movies | Lionhead | Activision | 16 |
| | The Roots | Cenega | Cenega | 29 |
| | Tork | Tiwak | Ubisoft | 4 |
| Winter 05 | American McGee's Oz | Carbon6 | TBA | 27 |
| | Armada 2 | TBA | Metro | 4 |
| | Big Mutha Truckers 2 | Empire | Empire | N/A |
| | Burnout 4 | Criterion | EA | 36 |
| | Breed | Brat Designs | CDV | N/A |
| | Chronos | Saber 3D | TBA | N/A |
| | Dangerous Hunts | Zoo | Activision | N/A |
| | Dead or Alive 4: Code Cronus | Tecmo | Microsoft | N/A |
| | Drake of the 99 Dragons | Majesco | Vivendi Univ. | N/A |
| | Duality | Trilobyte Gr. | Phantagram | 4 |
| | FX Racing | Milestone | TBA | 23 |
| | Goblin Commander 2 | Jaleco | Jaleco | N/A |
| | Grand Theft Auto: San Andreas | Rockstar North | Rockstar | N/A |
| | Johnny Whatever | Warthog | TBA | N/A |
| | King Kong | Ubisoft Montreal | Ubisoft | 36 |
| | Loose Cannon | Digital Anvil | Ubisoft | 4 |
| | Magatama | Microsoft | Microsoft | 23 |
| | Masters of the Universe | Savage | TDK | N/A |
| | Neverend | Mayhem | TBA | N/A |
| | Nightmare Creatures 3 | UbiSoft | Ubisoft | N/A |
| | Notorious: Die to Drive | Ubisoft | Ubisoft | N/A |
| | Perfect Dark Zero | Rare | Microsoft | 10 |
| | Phantom Dust | Microsoft | Microsoft | 23 |
| | Pilot Down | Wide Games | Wanadoo | N/A |
| | Quake IV | Raven Soft. | Activision | N/A |
| | Serious Sam 2 | Croteam | Take-Two | 21 |
| | Starship Troopers | Empire | Empire | 27 |
| | Starsky & Hutch 2 | Empire | Empire | N/A |
| | Star Wars Battlefront 2 | Pandemic | LucasArts | 36 |
| | State of Emergency 2 | VIS | BAM! | N/A |
| | Street Racing Syndicate | Eutechnyx | Namco | N/A |
| | Super Monkey Ball Deluxe | Sega | Sega | 34 |
| | Survivor | Replay Studios | TBA | 36 |
| | Syberia 2 | Microids | TBA | N/A |
| | The Fast and the Furious | Genki | Vivendi Univ. | N/A |
| | The Last Job | TBA | TBA | N/A |
| | The Red Star | Chris. Gossetti | TBA | 32 |
| | True Crime 2 | Luxoflux | Activision | N/A |
| | War Devil | Sammy | TBA | N/A |

## XBOX CLASSICS

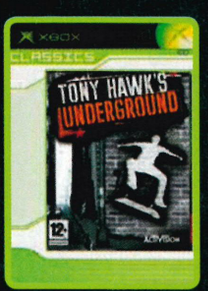
The latest and best of the £19.99 value range

The Lord of the Rings: The Return of the King
Issue 23
Score 8.5

Project Gotham Racing 2
Issue 23
Score 9.3




Star Wars: Knights of the Old Republic
Issue 20
Score 9.5

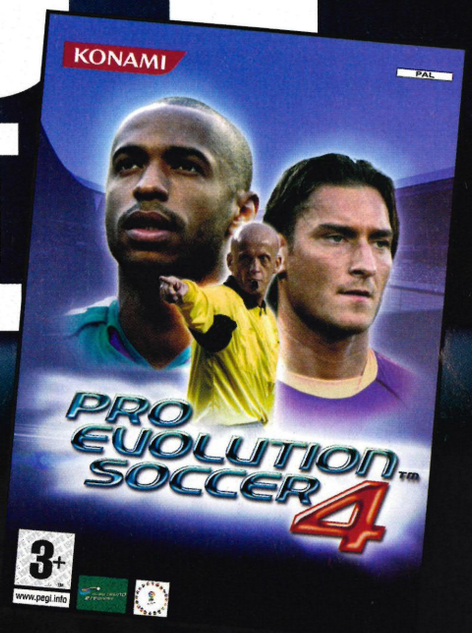



Tony Hawk's Underground
Issue 24
Score 8.6

BIG UP: BEN T IS THE FIRST OXM MEMBER TO COMPLETE NINJA GAIDEN ON HARD. IT'S NOT THAT THE REST OF US ARE RUBBISH - WE JUST HAVE LIVES. HONEST.

KONAMI

# DON'T REST 'TIL YOU BEAT THE BEST

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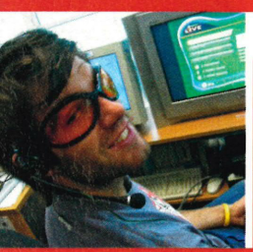
# Inbox



## Letters 36 Editor

ANDY IRVING
GAME OF CHOICE: PRO EVO SOCCER 4

My fingers are aching from opening the deluge of entries for the Box Office compo. For a chance to win a fun-filled week of work experience (and opening envelopes) at *OXM*, get scribbling now!

**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!

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**POST ON THE FORUM** You can find it at www.officialxboxmagazine.co.uk

**EMAIL US WITH** your rants, hopes and opinions at staff@fxmi.com

↑ One hot room, two years of anticipation and thousands of drooling gamers. What do you expect?

### WE SMELL TROUBLE

I, like many of you no doubt, went to Game Stars Live recently. Travelling to the exhibition by DLR, my heart sank as I watched the train fill up with what I can only describe as ******* [censored - ed] obviously on their way to the same destination. Walking with this crowd up the entrance ramps I felt like a model and standing in that *Halo 2* queue I felt like a dandy drenched in the stench of the unclean. Most of you people stink! The retro area had just the right smoky smell, but just because you play video-games doesn't mean you can't wash once in a while! If you're going out in public, clean your pits and put on some clean clothes - is that too much to ask? I felt embarrassed to be part of the sub-culture. Clean up your acts!

*Cormac Bradley, via email*

**A fair point, but don't tar the whole gaming community with the same pongy brush. Here at *OXM* we all take our personal appearance and hygiene seriously. Ben T thinks he looks like a model and Andy gets through at least one can of Lynx a day, though that's mainly to ward off the fearsome emissions of Gav, Phil and Owen. In fact, you're right. We do stink.**

### BUSTED

While flicking through the September 2001 edition of *Edge* magazine, I spotted a familiar face! On page 011 was a youthful, and rather intellectual-looking Ben T in an article about gaming courses set up at college! Surely this level of eagle-eyedness (is that a word?) deserves a prize, or at the least a mention in your very professional publication.

*Paul Creasy, via email*

↑ Two-brow Talbot.

**You can have a mention Paul, but due to the massive amount of self-publicity Ben 'The Ego' Talbot indulges in, it's no surprise you noticed him in another publication. Look out soon for the Welsh wonder appearing on the front cover of the brand new *Hair and Beauty* magazine. Has this man no dignity?**

### CHOP SOONY?

Hello. Great magazine. I have them all and I'm loving the new style and downloadable content. But I have a question: is there any chance of releasing the hurricane pack for *Ninja Gaiden* on the *OXM* disc, as I don't have Xbox Live? I have downloaded the Game Saves for *TimeSplitters 2* and that has been brilliant. Do you think there will be any chance of some offline competition?

*Jack Claxton, via email*

**We're currently in negotiation with Microsoft to nab this ace expansion pack, though due to the**

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### DELUSIONAL BEHAVIOUR

It may be hard to take at first, but bear with me, and you'll agree; *Halo 2* should never, that's NEVER, be released.

Reading the back page of *OXM* 35 and seeing that the next issue would have a review of the game nearly melted my mind. It's inconceivable. *Halo 2*? A review? It doesn't make sense. For the last year or two, *Halo 2* anticipation has hung over all of our lives. We've gotten used to it like we've gotten used to breathing air. Cutting off that anticipation could have lethal effects. Cast your mind back to when you came out of the cinema after *Return of the King* and realised, that's it: there's no more to be said!

You must convince Bungie to never release *Halo 2*. Damn, I want to play it, but please tell them to put it back indefinitely again. Tell them to release occasional new screenshots. Do a new preview feature now and then. I can't imagine my life any other way.

*DunJohn, via email*

**We almost stopped reading these delusional ramblings after the first sentence and, after giving you a chance, we really wished we had. What are you thinking, man? *Halo 2* is *the* gaming event of the Xbox, if not the 21st century so far. Just because you prefer the anticipation to the actual event, why deny the countless millions the intense pleasure they'll get from this truly monumental game?**

**There is a solution, you know. Lock yourself away in a dark room, and ignore all games media (and mainstream stuff too, considering how big the game will be) for the foreseeable future. Pretend the occasional bit of *Halo 2* info that slips through to you is, as you like to imagine, another preview screen or some random nonsense.**

**We have waited long enough for this game, and simply aren't prepared to hold out any longer. Have £250 to spend at Simply Games (but not on *Halo 2*) for your troubles, and leave the rest of us to revel in the greatest game ever made. Guess you won't be interested in turning to page 004 to see why...**

→ Quick DunJohn, cover your eyes!

↑ *Ninja*'s Hurricane pack: whipping up a storm.

**nature of the game (a timed, high-score challenge), you may have to be online play it. More news as soon as we know.**

## GOING SOFT

What happened to the *OXM* I used to know? In Issue 34 some muppet sent a text with loads of different ways of spelling *Driver*, and you didn't slag him off for suggesting such a repulsive thing as there being even one more *Driver*, let alone seven! Come on guys, you used to be cool!

*George Baker, via email*

**Very occasionally we suffer the odd bout of conscience and have to bite our tongues, lips and any other speaking orifice (no sniggering at the back, we never talk out of that one) when responding to readers' letters. Yes, we could've lambasted that reader about his Rainman-like obsession with numbers and letters, but the poor guy seemed deluded enough as it was. We're nice like that, see.**

## SORTED

Is Xbox Live completely safe? I'm thinkin' about gettin it - is there an age limit?

*Laurence H, via text*

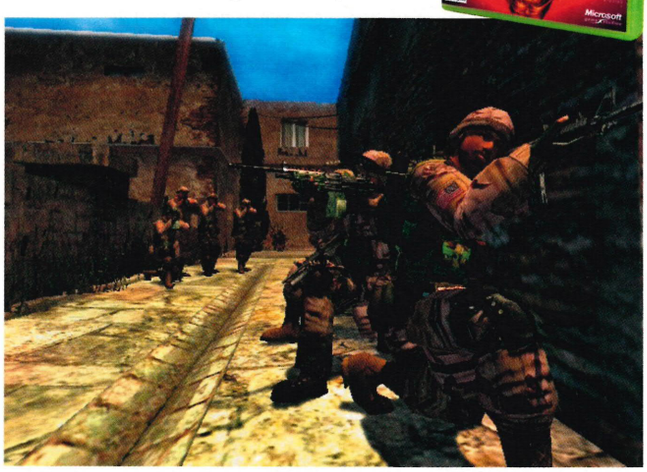
**In the words of Goldie Lookin Chain (Ben T's new mates and Live aficionados, see page 130), Xbox Live is safe as fook, man! You knows it!**

## WE SHALL FIGHT THEM ON THE BOXES...

If Earth were attacked by a ravenous horde of bloodthirsty aliens, intent upon the destruction of mankind, what would we do? Well, what else but call up an elite army of us Xbox gamers? Our many hours of playing *Halo* have given us all the skills we need to fight slavering space monsters on the frontline. The *Full Spectrum Warrior* fanatics can be in charge of troop deployment and defence parameters. As for the *Splinter Cell* pros, they can be sent on dangerous missions deep behind enemy lines to assassinate alien commanders. Anyone into *Crimson Skies* can be sent to pilot the fighter planes and engage the enemy in vicious dogfights. Do not fret people; the world is in safe hands!

*Phil Hirst, Huddersfield*

**Who needs Churchill when we've got potential leaders like this at hand to give our troops a rousing speech on the eve of the battle for Earth. Think Bill Pullman in *Independence Day*. Only with credibility. And less cheese.**



↑ *FSW* has turned us all into potential squad leaders. Hooyah!

# The Church of Xbox

## Join the Xbox evangelists!

Rev Green has a divine reward for those of you who preach the joys of Xbox to others. Convert a non-believer to purchasing an Xbox, send us a photo and copy of the receipt (dated after 07 Oct 2004) and you'll be blessed with a new game. Include your name, age, Earthly abode and a short prayer to help Rev Green find a Chosen One.

↓ Remember, sinners can't be winners, kids!

↑ Winner Robert Aspinall has seen the light.

## HE'S GOT A BIG ONE

Hi! I was reading one of the recent letters pages and saw that some guy was quitting his job to tie in with the *Halo 2* release. I think that most of us are preparing in our own way, and I wondered whether I qualified as having gone that little bit further. I have forked out £5,000 for a new 50" Pioneer plasma screen - it's the nuts and I can't wait to see how great *Halo 2* will look on it when I'm annihilating the cheating yanks! Keep up the good work on the mag.

*Wilsy, via email*

**A valiant effort. Surely this dedication of a Roy Castle standard deserves recognition. However, there are two good reasons you don't qualify for the Star Letter this month. Firstly, you obviously don't need the £250, because you must be rolling in cash to fork out five grand on a telly. Secondly, we're games journos who do this job for the love of it and not the cash, so we're all stony broke and dead jealous. In fact, it's a good job you didn't supply your address - we'd have had to physically restrain ourselves from coming round your house and having the telly out through the window while you slept. Curses.**

↓ The sweet scent of a stinky village idiot... if you're Ben T.

## SMELLY BOX

Hello, just a couple of questions. One, does anyone else smell their new Xbox games? They smell great! I didn't realise how much I did it until I got some very strange looks walking down the high street with my nose in the *Fable* box (which is an amazing game). Also, is their any word on if *GTA: San Andreas* is coming to the mighty Xbox? I know it looks great on PS2, but think about what the extra power could achieve.

*Damien Hadley, via email*

**Smell is a much-underrated sense in our book. Remember the *Leisure Suit Larry* games of yesteryear that came bundled with dubious scratch 'n' sniff cards? They were ace. Now there's an idea for developers - imagine scoring a peachy belter in *PES4*, charging round the living room and skidding to a halt on your knees before tearing open your scratch 'n' sniff card and inhaling the scent of freshly cut grass, convincing yourself it's that and not the rough carpet that's just made your knees bleed. Or how about pulling two machine pistols on a Covenant Grunt and smelling, well, whatever it is they emit when they're scared. Interactive gaming taken to the next level! As for *San Andreas*, we're sure it will make it to the mighty Xbox, though there's no definite date set yet.** »

# The OXM team

What we've been up to this month

**STEVE BROWN //**
EDITOR

STEVE went on a Halloween Ghost Train ride in the Forest of Dean. Participants had to dress up and bob for apples. The average age of passengers? Six.

**NOW PLAYING:** *Fable, Burnout 3, G. Recon 2*
**IDEAL XMAS PRESSIE:** Submarine

**OWEN NORRIS //**
ART EDITOR

OWEN is determined to avoid any *Halo 2* info and screenshots for fear it'll spoil the surprise. This means designing the mag with his eyes shut.

**NOW PLAYING:** *Fable, B'front, Black Arrow*
**IDEAL XMAS PRESSIE:** ACME Fanny Magnet

**GAVIN OGDEN //**
DEPUTY EDITOR

GAV lorded it up with film stars in Cannes - he played footy in an international five-a-side. England went out to Germany in the semis. On penalties.

**NOW PLAYING:** *Halo, Halo, Battlefront, Halo*
**IDEAL XMAS PRESSIE:** Massive plasma TV

**BEN LAWRENCE //**
SENIOR STAFF WRITER

BEN'S lifelong dream was fulfilled this month; he got to visit Skywalker Ranch in California. That was three weeks ago... we haven't seen him since.

**NOW PLAYING:** *Fable, Battlefront, KOTOR II*
**IDEAL XMAS PRESSIE:** Soap on a rope

**VANESSA HARDS //**
OPERATIONS EDITOR

LATE mag changes, pages dropping out and unreliable writers. V-stress-head took it all in her stride, screaming "We're screwed!" at the top of her voice.

**NOW PLAYING:** *Fable, FlatOut, The Third Age*
**IDEAL XMAS PRESSIE:** A break from deadlines

**BEN TALBOT //**
PRODUCER

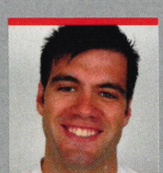
AFTER being the first person in the UK (outside Bungie) to play all of *Halo 2*, Ben was a gibbering wreck, transcribing his review with a Speak 'n' Spell.

**NOW PLAYING:** *Halo 2, Battlefront, Burnout 3*
**IDEAL XMAS PRESSIE:** Alyssa Milano

**PHIL MADGE //**
DEPUTY ART EDITOR

PHIL moved again - the third time since August. He's started whistling *The Littlest Hobo* theme and carrying a stick with a red hanky over his shoulder.

**NOW PLAYING:** *PES4, FIFA 2005, Shark Tale*
**IDEAL XMAS PRESSIE:** Radio-controlled plane



**ANDY IRVING //**
STAFF WRITER

ANDY'S Saturday footy team are struggling this year, losing almost every match. He went to Spain for a weekend - they won 6-0. Hmm.

**NOW PLAYING:** *Fable, MK: Deception, PES4*
**IDEAL XMAS PRESSIE:** My girlfriend in a skimpy Santa outfit

PHOTOS: KATHERINE LAWRENCE

**WORKIE REQUIREMENTS:** IF YOU CAN PRETEND TO BE REALLY RUBBISH AT GAMES AND LET PHIL WIN AT LUNCHTIME *HALO 2* SESSIONS, YOU CAN COME AND WORK FOR US. WELL DONE TO DANIEL KELLY OF STOCKTON ON TEES, THE FIRST LUCKY READER TO WIN A WORK PLACEMENT AT OXM.

# Shorts

sms TEXT US questions and comment on 0778 148 2669 (standard network rates)

WRITE TO US at *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP

www POST ON THE FORUM You can find it at www.officialxboxmagazine.co.uk

@ EMAIL US WITH your rants, hopes and opinions at staff@fxmi.com

@ I'd like to play games with plenty of blood, babes, and brilliant camera angles for maximum effect! Does such a game exist?

*Jon Bason, Kent*

**Unfortunately games aren't quite like a Subway sandwich where you can pick and choose fillings, but this month we'd say the closest thing to that description is the ace *Mortal Kombat: Deception*. Check out the review on page 080.**

sms Is there a review 4 single-player *Halo* 2 coming? Or is it an 'on line' decent game only! That's all we've heard over the past 2yrs.

*TELBOY. Wilts.*

**You bet your life there is. Check out our world-exclusive review on page 004 for the full lowdown on the most anticipated Xbox game ever.**

sms When's *Burnout 4* comin out? 173 levels, 4 trophies, 67 unlockable cars, 20 takedown photos, 10 event postcards n 10 crash headlines jus aint enough!

*Tino, lich.*

↑ **Mod your Xbox and send us a photo.**

**It's not enough for us either, Tino. Given the success of EA's street scorcher, we'd bet our bottom dollar *Burnout* will be back bigger and better next year. Thrash *Burnout 3* to death in preparation.**

@ As I work in a spray shop, I thought why not take my Xbox to pieces and get it sprayed up at work. It was easy to put back together, and now I can show my Xbox off with pride... until Xbox 2 comes out, that is.

*Adam Meredith, Derby*

**Top job there, Adam. We want to lower it, slap on a boomin' bass system and UV underlighting and tear round the city centre already.**

sms Why do you always make fun of sexy Vanessa? I bet all you lot are laughing at this right know but i like her so stop makin fun of her unless you want two black eyes.

*Sean Robinson, aged 14*

**Ooooh, fighting talk from the tough guy over there. Yes, we did laugh when we read this, but trust us - Vanessa gives as good as she gets. And as for black eyes, she can dish them out too. Just ask Gav. And there's more...**

sms Come on guys, lay off poor Vanessa. Kittens are vicious little sods and thats spoken from experience. Plus there's nowt wrong with being a goth. She need a date? OXM kicks ass!

*Pred*

**Right, this is enough. We'll put an end to all sympathy letters for Vanessa right now. YES she gets stick, NO it isn't undeserved, YES she is more than capable of standing up for herself and NO, being married she doesn't need a date. But if 'Pred' is short for Predator, she does like long hair and dreadlocks, so you never know...**

@ When is the downloadable content of *KOTOR* gonna be one of your demo discs? I have seen pictures of all the new stuff on the net - isn't it about time you gave it to us?

*Razz Gadd*

**Believe us Razz, we've been trying for ages. As soon as it's made available to us, it'll be made available to you. Besides, *KOTOR II* is out soon, and that looks just as awesome.**

sms Monobrow has good taste in music, as his fave song *Half Man Half Machine* is class. I have also just cut my long hair off.

*Jordan Millward, Cheshire*

**Ah, don't be fooled by the Welsh one's apparent coolness. He only claimed that to make the rest of us look bad. What he *didn't* disclose was his massive collection of Aled Jones CDs. It's no wonder he always wears headphones in the office. And as for copying his hair, Ben only did that to create less drag during his new-found love of swimming. Seriously.**

## START YOUR ENGINE

Hi all. I have been browsing the *Official Xbox Magazine* forums looking for any news on the *Mashed* 'win a car' comp (Issue 33), but have so far found nothing. Can you please give me any info on the competition?

*Jason Burgwin, via email*

**We've had loads of people asking us about this, but we had to wait until this month's issue to announce the winner. So, drum roll please. The superb prize of a tasty Daewoo Matiz goes to... James Foreman, of Seaford, East Sussex. Well done James, just make sure you don't drive in real life as fast as you did in your winning lap.**

← **This could've been yours if you entered our ace compo.**

## TWO'S COMPANY

I have two copies of *Rainbow Six 3* and two Xbox consoles. The two systems are completely set up for System Link, but we can't seem to get more than two people in one game. Please help because the manual is no help.

*James Woodbridge, Enfield*

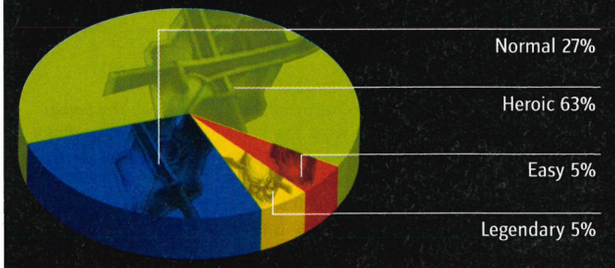
**Erm, the manual should be of help because it should show you only one person can play per screen over System Link. By our maths, that's two Xboxes, two TVs, two copies of the game = only two players. If you want more players, you'll need more Xboxes, games and TVs.**

↑ **Two's company. Well, it is with only two Xboxes...**

## YOU DECIDE

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

What difficulty will you be starting *Halo 2* on?

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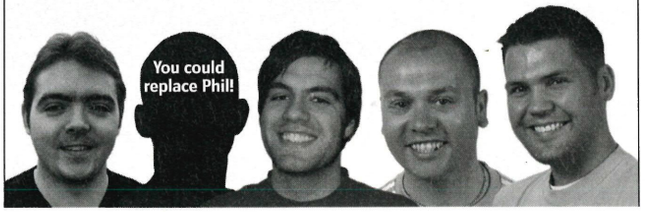

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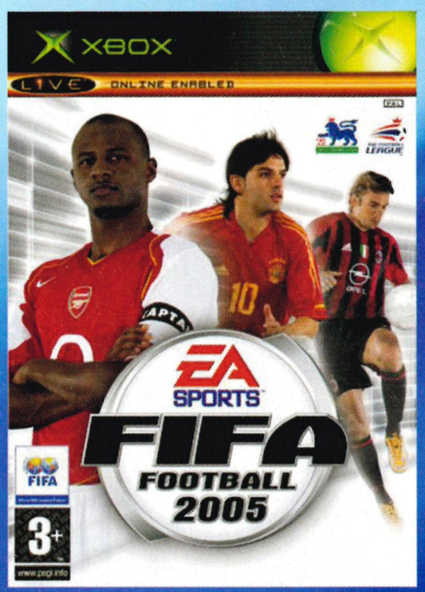


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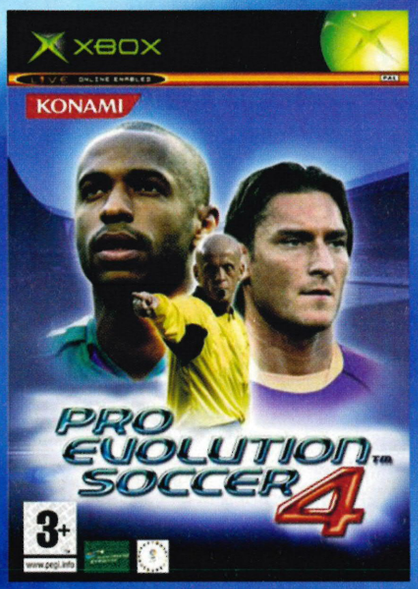


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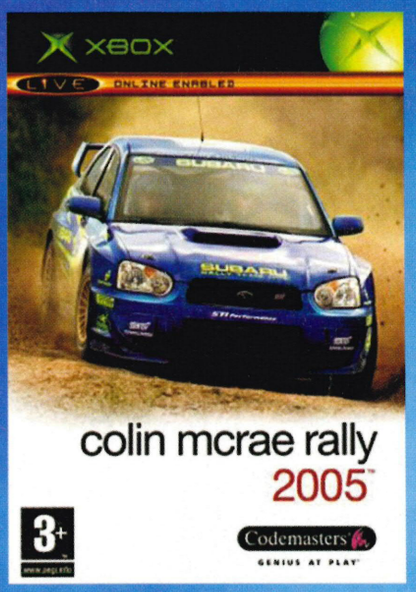


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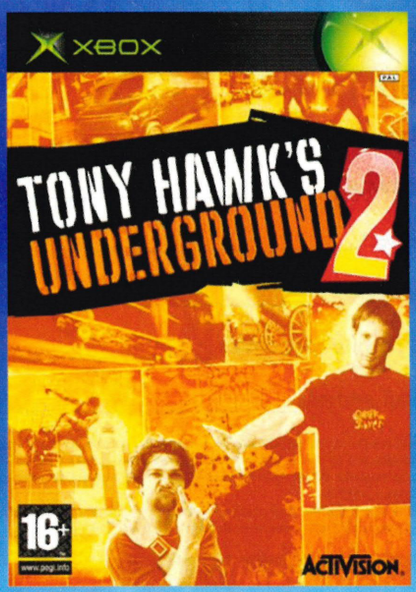


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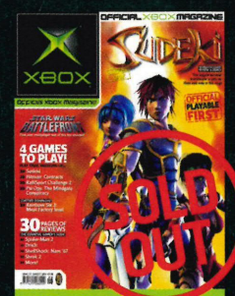
**ISSUE 30 JUNE 2004**

**Demos:** TOCA Race Driver 2: TURS; Drake of the 99 Dragons
**Content Download:** Rainbow Six 3: Garage level; Splinter Cell missions: Kola Cell, Vselka Infiltration, Vselka Submarine
**Game Saves:** Rainbow Six 3; Soul Calibur II; TimeSplitters 2

**ISSUE 31 JULY 2004**

**Demos:** Breakdown; Shadow Ops: Red Mercury; Amped 2; World Championship Rugby; Rainbow Six 3: 16-player Xbox Live-enabled demo
**Movies:** Half-Life 2; RalliSport Challenge 2; Area 51; Mortal Kombat: Deception; Men of Valor; Making of Galleon...




**ISSUE 32 AUGUST 2004**

**Demos:** Ninja Gaiden; Van Helsing; Galleon: Islands of Mystery; Crimson Skies: 8-player Xbox Live-enabled demo
**Content Download:** Rainbow Six 3: Carnival level
**Movies:** The Chronicles of Riddick: EFBB; Driv3r; Mashed; Serious Sam 2; Making of Sudeki...

**ISSUE 33 SEPT 2004**

**Demos:** Sudeki; RalliSport Challenge 2; Psi-Ops: The Mindgate Con.; Hitman: Contracts
**Content Download:** Rainbow Six 3: Meat Factory level
**Movies:** Halo 2; Half-Life 2; The Chronicles of Riddick; Silent Hill 4: The Room; Brothers In Arms; Ghost Recon 2

**ISSUE 34 OCT 2004**

**Demos:** Colin McRae Rally 2005, Blinx 2, Juiced, Second Sight, MTV Music Generator 3
**Content Download:** TimeSplitters 2 (five new maps), THUG (two new courses), Full Spectrum Warrior (final mission), MTV Music Generator 3, music downloads...
**Game Saves:** 15 games!

**ISSUE 35 NOV 2004**

**Demos:** OutRun 2, Silent Hill 4, Leisure Suit Larry: MCL, Def Jam Fight For New York, Men of Valor: The Vietnam War, Conflict: Vietnam, Kingdom Under Fire: TC
**Game Saves:** Beyond Good & Evil, Hitman: Contracts, Showdown: Legends of Wrestling, Colin McRae Rally 04

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# Attack Of The Clone?

## Worried KOTOR II will be nothing more than a cash-in? Don't fret. We've seen it - it's going to blow us away all over again...

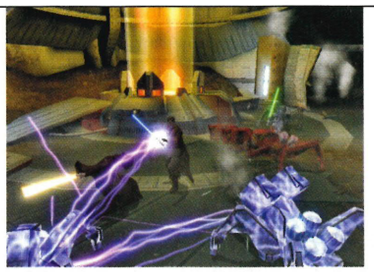
**Words:** Ben Lawrence

SHROUDED IN San Franciscan fog, deep in the aptly named Lucas Valley, sits Skywalker Ranch. An unassuming place - a few Wookiees here, an old colonial building there... it's quite sweet. You'd never know that inside a low-set building nestled under shady willow trees the last Jedi was fighting a bitter struggle for survival against staggering odds. You'd never know that the entire cast of *KOTOR* (Issue 20, 9.5) had been slaughtered save for a single malfunctioning droid. And you'd never know the Sith had swept across the galaxy in a way that Vader could only dream of 4,000 years later. *KOTOR II* is in development and, almost as expected, *The Sith Lords* is *The Empire Strikes Back* of the *KOTOR* universe. It's going to get very, very dark... »

» Mike Gallo, producer for LucasArts, starts by running us through a few of the finer, darker points of *The Sith Lords*. "You begin *KOTOR II* in a very bad way," he tells us with a smile. "There is this sense of doom as you play through the game. You're being hunted, there's never a let-up - you're forever watching your back all the while trying to reconcile your relationship with the Force. You're aboard the Ebon Hawk [for reasons he assures us we'll find out later], drifting through space and surrounded by dead bodies. The Sith are hunting you on the assumption that you're the last of the Jedi order, and the planet you are drifting towards has been blown apart. The core is exposed, huge chunks of the planet are missing, and this is the very first area you're expected to survive." Note the word 'survive'. There'll be none of that wandering around playing Pazaak when invisible Sith assassins are tracking your every move. It makes the original's Tarris opening level look achingly dull in comparison.

As do the other planets. There are seven in total, but within that there are up to 70 different levels and modules. The shattered planet requires you to take part in space walks (no more heavy spacesuits, don't worry!), explore the mining facility, then storm a mysterious ship that docks shortly after you do. The rest of the game isn't shaping up too badly either - an especially important point considering the temptation there must have been to simply use BioWare's original engine and build what could have been little more than a £40 expansion pack.

"The hard part about gelling *Sith Lords* with the original is the dual endings," Gallo tells us, "but there are crucial dialogue choices you'll be asked to make at the beginning of *KOTOR II* that will affect how the game pans out. It may sound like that means you'll miss out whole sections of the game, but in reality it's a little like making the decision of whether to be male or female. People simply react differently to you and subquests will alter slightly. It's then up to you to pursue the path and deviate from it to either side as you see fit."


↑ **Force powers have grown massively.**

This time though, such deviations will have massive repercussions. Your whole party will feel the influence of your choices, turning either to the dark or light sides as you do. Could this mean they're all Force-sensitive? Could they all be Jedi with the same affliction as you? Could they actually be undercover Sith trying to repatriate you with the dark side for some diabolical scheme? Gallo shrugs. "As much as I want to tell you, as passionate as I am about *KOTOR II*, I can't. We've worked so hard on this, the story is so central to giving fans more than just a sequel, if we were to say anything about the plot it would spoil it. We're aware we're using the [BioWare] engine, so our strength must come from the story. We'd be tipping our hand if we did that." We wave a hand in front of his face, suggesting in mage-like tones that 'these are not the answers we're looking for' but he's having none of it.

"Let me show you the new lightsabers," he says. We're suckered and take a peek.

Red is bad, blue and green are good, purple is badass and only available to *Pulp Fiction* stars. But silver? We like. We also like the new blazing white saber with the pale blue aura, as well as a saber so dark green in colour it's almost black. And, as 'this season' as these are, new crystals and crystal slots mean far bigger options when it comes to assembling the Jedi weapon. You can now assign special droid crystals that cut through metal better. There are melee crystals that improve close combat, and there are special new deflector crystals that send blaster fire back at a greater ferocity than originally fired at you. You can also bring out your new weapons at a far quicker rate thanks to the new dual assignment system. Rather than going into the inventory to change weapons like the original, you now do it at the press of the button on screen. Very handy when you consider the name of the game. There's an 's' on the end of *Lord* - you're no longer up against one master and his apprentice as before. We're talking a whole bag of Sith.

↑ **New girl Mira. Prone to tempers. Ginger.**

↑ **Security droids have gone haywire - not good news considering they're now massive.**

↑ **New beasts controlled by Sith masters will make mincemeat out of you if they can.**

↑ **You turn dark, the team turns dark too.**

↑ **Lasers and lightsabers. We've missed it.**

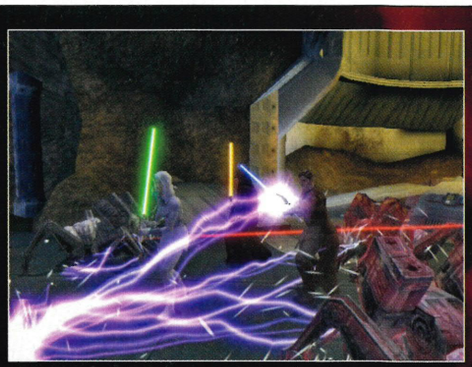
There are some dark side spoilers in these next two paragraphs so, if you don't want to know, skip down to the paragraph that begins with the words NERF HERDER in caps. Crusty saber-waver Darth Sion makes an early appearance in the game and, as you may know by now, he's basically cracked to pieces. Only the will of the dark side keeps his body from falling apart, but this makes him a deadly opponent. He can contort his body into shapes that allow attacks to seemingly pass right through him. It also turns out that he's the old apprentice of Kreia, the blind Obi-Wan-style Jedi who wakes you from stasis early in the game. Whether he was the one responsible for her blindness has yet to be revealed.

Also revealed is the name of the strange, ghost-faced Darth lord that's been plastered all over the internet. *OXM* can exclusively reveal that this strange apparition with an attitude is Darth Nihlus - the most mysterious Sith lord of the game. But, as Yoda might say, there is another. We only glimpsed her before the screen was changed as quickly as the conversation, but she was a human Sith. Dressed head to toe in a crimson cloak and hood, she looked pretty normal except for a tight black patterned shawl wrapped over her nose and mouth. We didn't know whether we wanted to kill her or kiss her. And of course, there's always the question of whether three Siths is enough Sith to sate the appetite of *KOTOR* fans. "All I'll say," Gallo smiles again, "is that the game is call *The Sith Lords* - beyond that I can't tell you. Suffice to say though, that the galaxy is pretty much in the hands of the Sith." He's not kidding either.

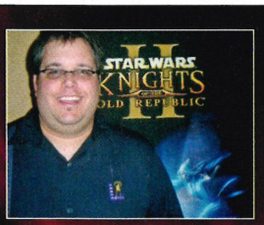
NERF HERDER. The Sith Lord's mastery of all things nasty and choky now ranges from new Force powers to the ability to train and master huge creatures and beasts. When they're not using these beasts to shatter Force-fields apart and rampaging through broken cities, they're pointing them in your direction. Good job you've learned a few new tricks then, isn't it? From Vader's favourite, the Force Choke, to Force Crush and Force Scream, these new powers will see you through the hardest battles, even though most of them seem to be dark-side affiliated. Some more of that 'doom' Gallo was talking about.

"As well as the story, we are also very interested in changing and improving the gameplay," says Gallo. "We felt that with the original *KOTOR* your attack patterns never really changed. Whether you were a level zero non-Jedi or a fully levelled-up Jedi Master, your attacks always looked the same. We needed to rethink those levels and now we've come up with appropriate animations to reward your skill." Cue what Gallo tells us is the 'Master Power' - an elusive slice of aerial acrobatics coupled with a firework display. Like Darth Maul's intergalactic Cossack dancing, you do the same. Only you do it while blue and white incandescent flames jet from your body and you backflip over people's heads. It's one of the hardest skills to obtain and there are over 60 new ones, ranging from Force awareness that can help you attack enemies with the moves they're most susceptible to, to the deadly acrobatics themselves.

But it's not all add this, add that, and cameos from beyond the grave (you'll have



↑ There will be dozens more battles this time.




↑ Mike Gallo, LucasArts' producer and pleased as punch he is too.

↑ Remember, sparklers still burn once they're out!

↑ The moon of Dxon isn't what it seems.

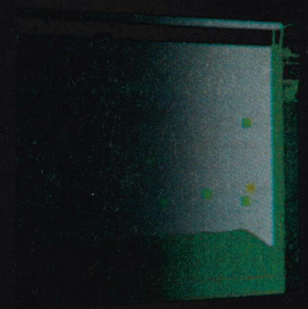
"It will do the original proud. We're not about to churn out a sequel for the hell of it" - Mike Gallo, producer

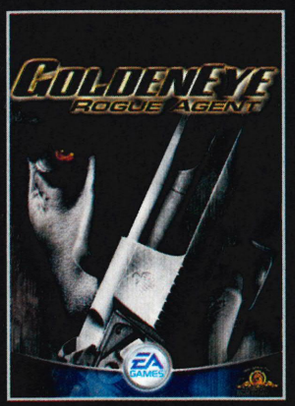
» to play it to find out - we're not giving anything away), because just as eager as Obsidian is to build upon the hugely successful first title, it is also just as eager to snip away unnecessary pieces of gameplay.

"We thought long and hard about Live content for *The Sith Lords* and we spent a lot of time looking at the first game, but it's one of those things we didn't see as a huge pay-off for us," explains Gallo. "It was very difficult to weave [downloadable content] into the story and make it feel like it was part of the game rather than just attached to it. Really, all our efforts are on making *The Sith Lords* the very best follow-up to *KOTOR* it can be. We've employed a very skilled team with a lot of passion for the first game. We have artists of all disciplines working on this title, and we're crafting it to make sure it does the original proud. We're not about to churn out a sequel for the hell of it, and if a potentially problematic decision has to be reached about X, Y or Z, if it's for the good of the game and for the benefit of the *KOTOR* experience, then so be it. Honestly, you won't even miss content downloads once you see what we have planned."

With further revelations thin on the ground, apart from the inclusion of another party member called Bao Dur - a member of Darth Maul's species with a remote droid which, if this were a pirate movie, would be a wise-cracking parrot - *The Sith Lords* glimpse comes to an end. And our first impressions? 'Tantalising' would be one word to describe it. 'Very dark' would be another two. Most importantly though, words such as 'cheap cash-in' and 'poor follow-up' are nowhere to be seen. In fact, if you'll excuse the pun, they're far, far away. *Knights of the Old Republic II: The Sith Lords* is in very safe hands with Obsidian. Fans get ready to rejoice - there's not so much as a ripple of disturbance in the Force.

↑ Blue, green, and... orange! New lightsabers a go-go for the amazing-looking *Sith Lords*.






PEGI rating to be confirmed

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MGM INTERACTIVE

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* Online play not available on all platforms. See back of product packs for details. INTERNET CONNECTION required for online play.

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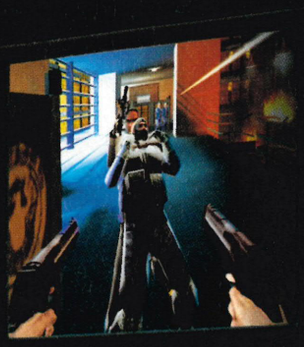

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GOLDENEYE ROGUE AGENT

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↓ These security robots roll about just like the Droidekas from *Star Wars*.

↑ Harry favoured porn-star fashion.

↑ 'Persuade' the henchmen to time travel.

Too much time to kill? Not for much longer...

# TimeSplitters: Future Perfect

**Words:** Ben Talbot

| | |
|---|---|
| Dev: Free Radical | Pub: EA |
| Players: 1-4 Split | Live: 2-16 players |
| Players: 2-16 S.Link | Release: Mar 2005 |
| www.eagames.co.uk | |

FOR ANYONE who played *GoldenEye*, meeting David Doak, Free Radical's MD, is a very surreal experience. Appearing in the N64's legendary FPS as the enigmatic Dr Doak, he was never in the right place at the right time to give you that all-important key card.

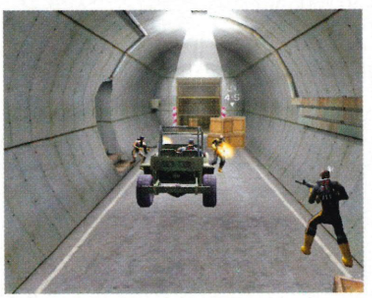
We won't hold that against him, though - we're much too absorbed in seeing him demo the latest build of *TimeSplitters: Future Perfect*. About 60 members of staff have been plugging away in Free Radical's Nottingham Studio for the past two years, hoping to build on the critical success of *TimeSplitters 2* (Issue 09, 9.3).

The story's almost a direct continuation. Epoch-jumping commando Cortez is once again in pursuit of the alien 'Splitters'. He's discovered that the distant future holds a grim fate for humanity: total extinction at the end of a nuclear war. There's no way to win that battle, so the only way to prevent Armageddon is to stop the Splitters from ever existing. There's a conspiratorial twist, as we discover that a human, Jacob Crow, is responsible for genetically engineering the freaky-faced creatures and is incubating thousands of them in a heavily fortified space station.

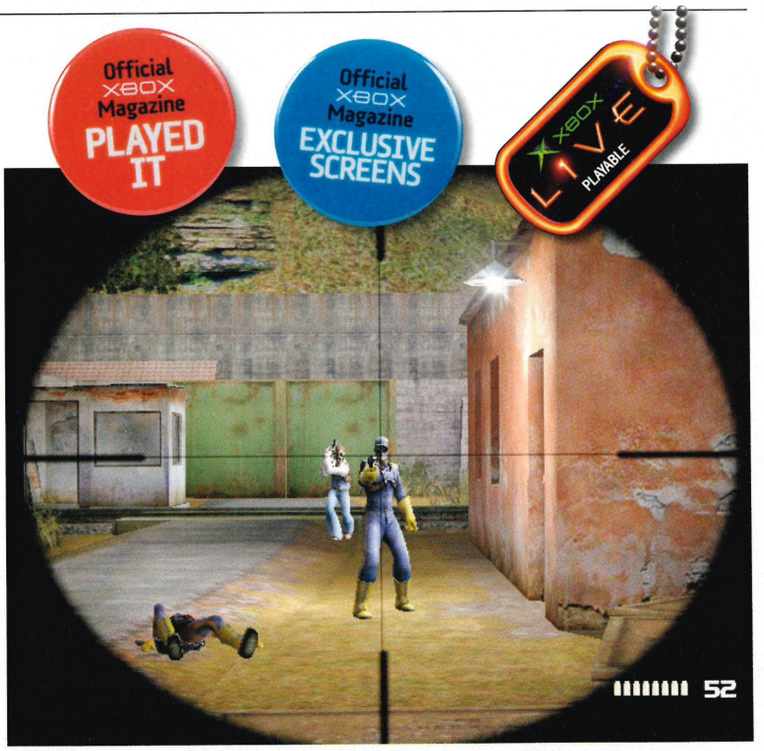
Cortez's ability to travel through the centuries gives *TimeSplitters: Future Perfect* far more creative possibilities than the average FPS. The game begins in 1914 at the start of the first World War and continues all the way through to the 1960s and on to the dying embers of the third millennium.

Although the settings are completely new, there's still a real sense of familiarity. Free Radical has no qualms about playing cheekily on its valuable *GoldenEye* heritage, from the series' trademark HUD to the way your enemies shriek and writhe in agony »

↑ Harry, disguised as a female henchman.



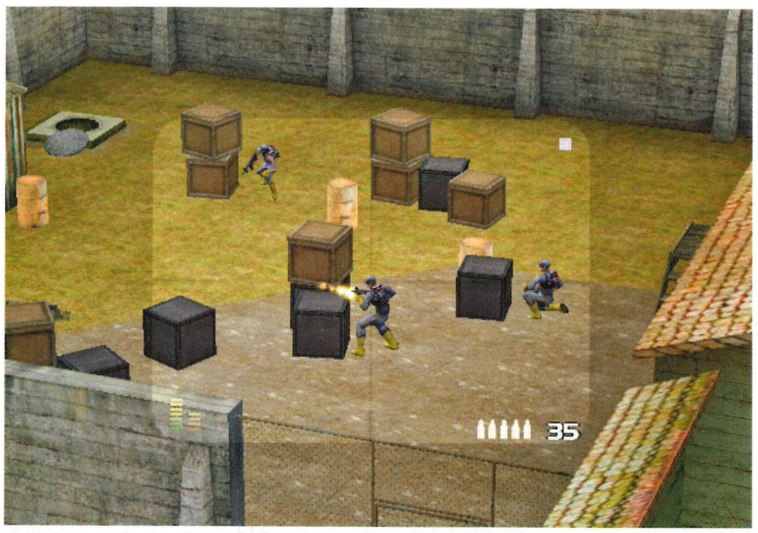
↑ Mow right through Khallos's goons.




↑ Free Radical recommends using stealth to get through the 1960s mission.

"Free Radical has no qualms about playing cheekily on its valuable GoldenEye heritage"

↑ This sub-machine gun is the same as the one in *Second Sight* (Issue 33, 8.1).



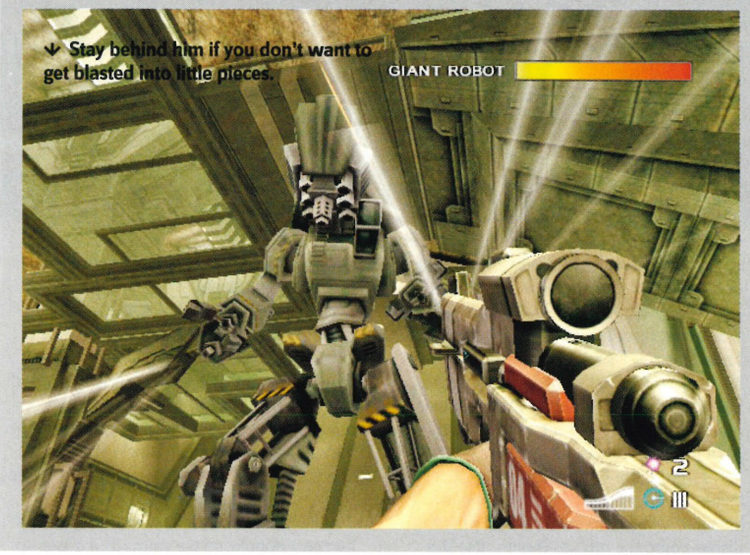

↑ Snipe out the henchmen before they pop a cap in Harry Tipper.

↑ The crosshair is turned off by default. You have to select it from the options menu.

# Paranoid Android

## Robot Wars minus the beards

**SEE, IT'S NOT just *Halo 2* that features giant robots that want to stomp all over you. This giant metal badass guards the force field generator surrounding Jacob Crow's TimeSplitter incubation chambers. Fortunately, the new assault rifle also fires sticky plasma grenades. Ammo also respawns after a brief time so you'll never get stuck without a round in the chamber.**




↓ Stay behind him if you don't want to get blasted into little pieces.

» as you target their specific body parts with pinpoint accuracy.

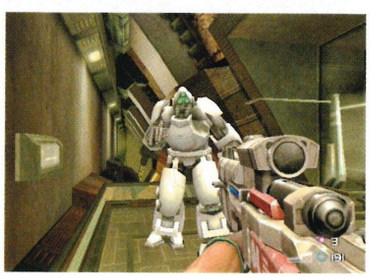
British humour and extremely charismatic heroes are just as important. "Rather than possessing the bodies of characters like Harry Tipper and Hank Nova, this time you're playing alongside them under AI-control," explains Graeme Norgate, producer of *Future Perfect*'s excellent muzak-style music and sound.

In the 1960s mission, Cortez and international man of mystery Harry Tipper are breaking into Khallos's evil lair. Playing as Cortez, you have to take up a sniper position on the watchtower and protect your accomplice as he runs between the henchmen's cabins. It's a tense challenge, comparable to protecting Natalya in *GoldenEye*, particularly because the mission ends if Harry dies. If you're a crack shot though, he'll eventually recover two handy disguises that will allow you to progress deep inside the enemy hideout. Despite his handlebar moustache, Harry surprisingly gets away with wearing the female hench(wo)man's outfit and is even chatted up by a horny Russian security guard. It must be down to his sprightly walk.

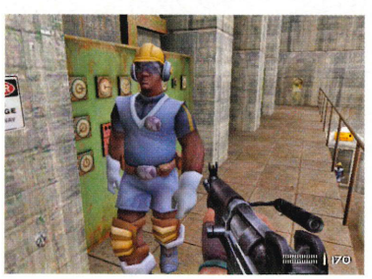
However, it's not just the supporting characters that need your assistance. The time-travelling premise means that Cortez often bumps into separate versions of himself from different times.

In the 1970s Cortez chases Khallos through the cabins of a speeding locomotive. The situation looks grim when snipers and a missile-launching Apache helicopter attack you. Fortunately, another AI-controlled Cortez from the near future comes to the rescue, riding on another train running alongside. He'll help you escape the ambush by firing rockets at the chopper. Later on in the mission, you actually catch up with the time loop and find yourself shooting the rockets, protecting the past Cortez from the chopper. Confused? It helps to think of it as an extreme case of time-hopping self-defence.

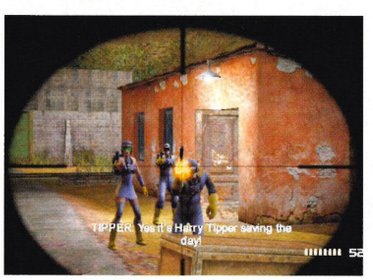
If you're uneasy about putting your life in the hands of an AI-controlled alter ego, why not try the two-player co-operative mode instead? The mission objectives are the same but there are almost twice as many enemies to deal with. Anyone who's clocked *Halo* (Issue 01, 9.7) will tell you that one of the best moments in co-op play comes from jumping in a jeep together, with one player driving and the other riding shotgun. "Vehicles were one of the fans' biggest requests," reveals Doak while demonstrating how to drive a 1914 lorry as his accomplice mows down bi-planes from a mounted gun turret. There are a ton of vehicles in *TimeSplitters: Future Perfect*, from quad bikes to army jeeps, as well as a bevy of futuristic motors that are still well and truly under wraps. »



↑ Robots have the ability to teleport.




↑ Civilians won't attack unless provoked.

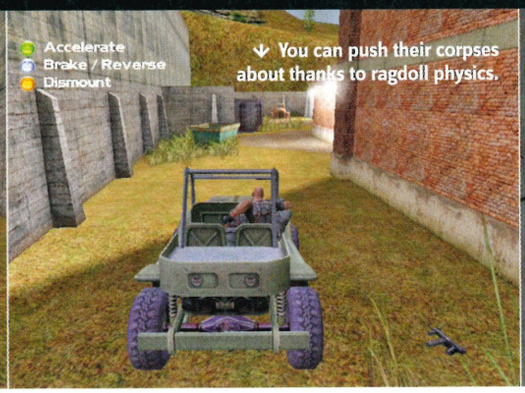



↑ You can target specific body parts.

↑ Jacob Crow, the Splitters' creator.

## JEEP JAMBOREE Car insurance - stupid, just stupid!

DRIVING THE JEEP in the 1960s mission is not the way to play stealthily. The noisy motor will alert the henchmen, who'll pour out of their barracks. Thankfully, it's possible to charge through them, killing three or four in one handbrake turn. Ragdoll physics means that they'll occasionally get stuck across the bonnet. Not the kind of hood ornament you want.



»» Although we're a little disappointed that they're all indestructible, it's still an important addition, especially in multiplayer. And multiplayer is where the *TimeSplitters* series has always excelled most. True to form, *Future Perfect* combines distinctive, fast and frenetic gameplay with an arsenal of unusual weapons and an immense variety pack of game modes.

Capture the Flag returns with other favourites like Virus, a tag game where 'infected' players must catch and pass the disease onto the others. There's also the unique monkey-assist where the player in last place is aided by an army of gun-toting primates. Bricks has to be our favourite of all, though. In this great mode, red brick projectiles replace the usual plasma cannons and machine-guns.

This time, the whole caboodle is Xbox Live-enabled too. Up to 16 players can compete online or via System Link and it's going to be brilliant fun. The map designs are easily the best out to date and they even poke fun at other games in the crowded first-person shooter market (the Vietnam level is especially gorgeous).

If you ever get bored of the maps and game modes (which seems unlikely), it's always possible to create your own. One thing that hopefully won't go unappreciated this time is the awesome map-building utility. "We've always been determined that the map editor should be included, but it's been one of our biggest challenges," explains Doak. "The one that came packaged with *TimeSplitters 2* was a little too complicated for most people, so we've made it easier to use but still added a lot more features."

At first glance, the map editor looks identical. However, the entire system of sticking tiles together makes much more sense thanks to an isometric view that lets you see how the map is shaping up as you build it. Just as crucial is the new ability to stack tiles on top of each other. This lets you build spiral staircases, balconies and holes to jump through between levels. Vehicles can be added, although it's only likely to be the smaller ones like the quad bike. ««

↑ The new physics engine lets you move scenery objects by pushing or shooting them.

↑ The character design is as weird and wonderful as ever. This looks like a futuristic hotel porter.

↑ Don't be tempted to shoot your mates!

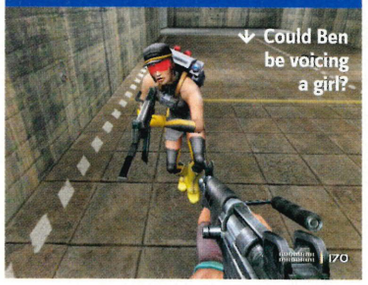
↑ Use the laser cutter to disrupt shields.

↑ A crack shot will be able to shoot the guns right out of enemies' hands. They'll run over and pick them up.

## SCREAM QUEEN

### How you can make us suffer

WHILE VISITING Free Radical's studio, Ben T was asked to record some screams of pain for the game. He was paid a princely sum of £1 for about five minutes of agony. Unfortunately they weren't real screams and no one was hitting him in the goolies with a cricket bat at the time. Apparently, they were quite impressed with his impression of being set on fire. If only.



↓ Could Ben be voicing a girl?

↑ There are more than 50 weapons to choose from. Each one fits in with the era it's found in.

» Brand new single-player story maps can also be created from scratch and fleshed out with enemies, weapons, door buttons, light switches and even four different types of weather.

If you take pride in building cool maps, you'll now be able to show them off to other gamers by uploading them to Xbox Live. Space has been set aside on the EA servers for potentially thousands of downloads. The most downloaded maps will be given a star rating so you can tell which ones to go for.

Perhaps the only concession Free Radical has made to become a more mainstream shooter is the new control setup. After years of being pestered by the fans, it has finally given us the option to lock the crosshair in the centre of the screen. Wherever you look, you also shoot. We're glad that Free Radical didn't stick to their guns on the old, less intuitive aiming system.

*TimeSplitters: Future Perfect* is a unique game. Despite still feeling like the slightly demented younger offspring of *GoldenEye*, it's fresh and individual enough to be worth looking forward to, even in a genre dominated by *Halo 2* (see page 004 if you haven't already). Above all else, it's bursting with headless zombies, evil clowns, burning monkeys and bricks. It makes us wonder what they put in the water up in Nottingham. We want some.

↑ Jacob Crow's space station has a weak spot – the reactor core.

↑ You'll see much more detail in the scenery than in the *TimeSplitters* prequels.

# FLATOUT

"HAS A VIOLENT STREAK THAT WILL HAVE YOU GRINNING FROM EAR TO EAR"
**XBM**

"DESTRUCTION DERBY FOR THE NEW MILLENNIUM"
**PSM2**

"THIS AND BURNOUT 3 ARE THE NEXT GENERATION OF CONSOLE RACERS"
**5/5 T3**

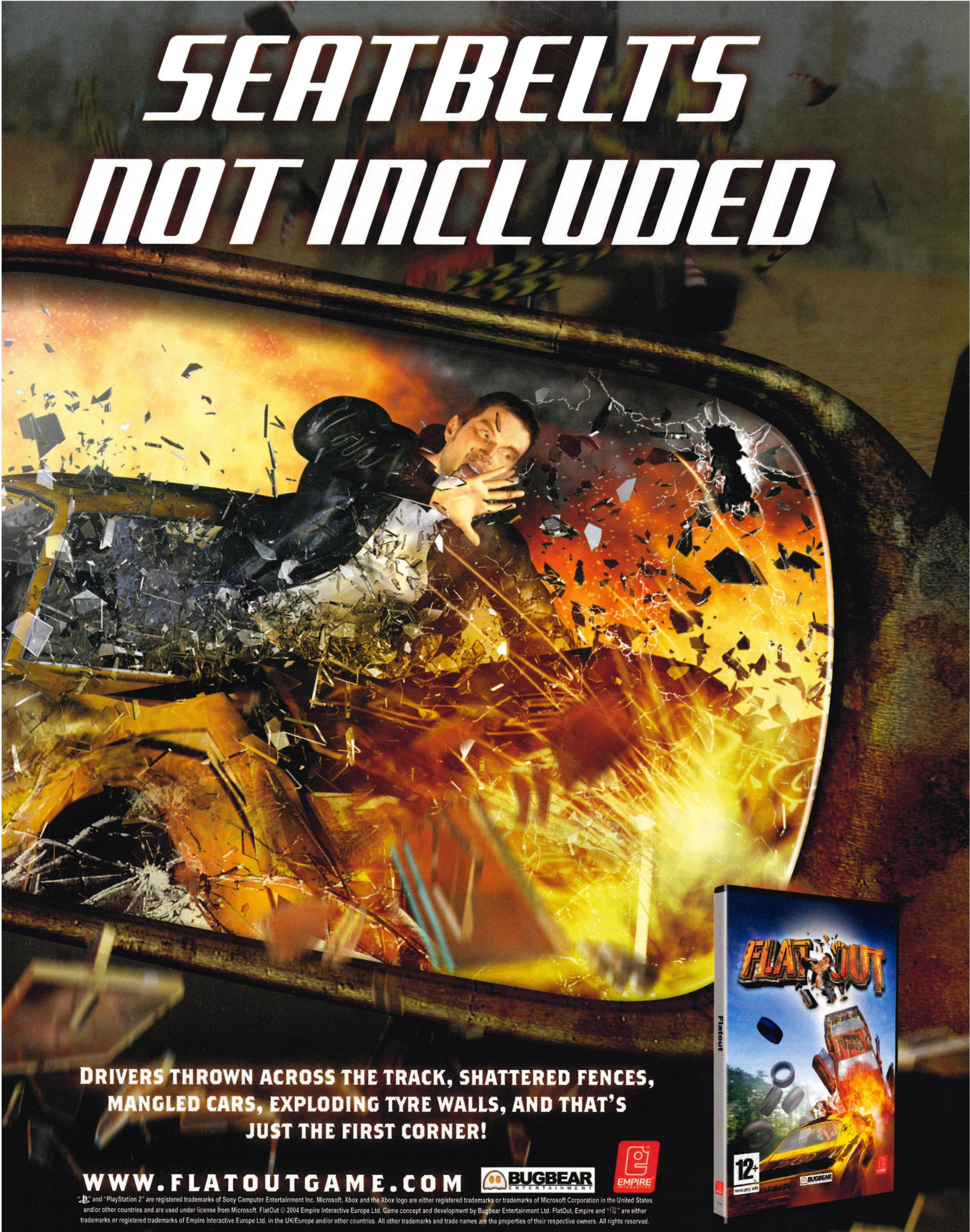
"BURNOUT SHOULD BE RATHER CONCERNED"
**EDGE**

"FLATOUT WILL BECOME A LIVE FAVOURITE"
**XBM**

"BUMPER MANGLING MAYHEM" 88%
**loaded**

XBOX LIVE PC CD PlayStation®2 The way it's meant to be played NVIDIA

# SEATBELTS NOT INCLUDED



**DRIVERS THROWN ACROSS THE TRACK, SHATTERED FENCES, MANGLED CARS, EXPLODING TYRE WALLS, AND THAT'S JUST THE FIRST CORNER!**

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XBOX

Official XBOX Magazine PLAYED IT

↑ Absolutely mental, frenetic FPS action is the staple of *Snowblind*'s gameplay.

Eidos's stunning-looking shooter comes in from the cold

# Project: Snowblind

XBOX LIVE PLAYABLE

**Words:** Andy Irving

- Dev: Crystal Dyn.
- Pub: Eidos
- Players: 1
- Live: 2-16 players
- Players: 2-16 S.Link
- Release: Feb 2005
- www.projectsnowblind.com

WHEN WAS THE last time you were genuinely blown away by a game? The first time you experienced *Halo*'s Assault On The Control Room? Or how about recently when you first did a triple Takedown in *Burnout 3*? We see many excellent Xbox titles in our line of work, but we're rarely as gobsmacked as we were when we first clapped eyes on *Project: Snowblind*. We'd seen a fleeting glimpse of Eidos's intriguing new shooter at E3, so when we were invited to an exclusive presentation of the game in San Francisco, we jumped at the chance. Taking place in the Dolby Centre's top showcase cinema, we were treated to a stunning demo and several hours of hands-on play before cornering John Chowanec, lead producer on the upcoming blaster.

*Project: Snowblind* is developer Crystal Dynamics' first foray into first-person shooters, but it's clear this is a well-researched, extremely daring project that superbly blinds us to this fact. "We wanted to ensure all the fundamentals were just right before embarking on the project, so we spent a lot of time playing other FPSs and trying to pinpoint exactly what was good and bad about them," explains Chowanec.

*Project: Snowblind* is set in the near future, though unlike the miserable, dystopian visions of numerous clichéd futuristic follies, it shuns a grey and drab palette for a far more colourful setting. "We're really proud of the whole bright and vibrant feel of the game," enthuses Chowanec. "We feel it really adds to the dynamic environment." »

↑ Use your team at all times as valuable backup.

↑ Enemy forces will swarm your position.

## "One of the most exciting and mental games we've played"

» The game follows the exploits of Nathan Frost, an ex-Special Forces soldier fatally wounded, then reconstructed, in an Alex Murphy stylee. Our Robocop boasts a lot more than a titanium shell and fancy gun skills though, because this robotic rebirth has given Frost access to an impressive arsenal of unique weapons, coupled with additional Nano powers and special abilities. If you're familiar with Eidos's previous futuristic adventure, the excellent *Deus Ex: Invisible War* (Issue 26, 9.0), you'll appreciate the massive gameplay potential opened up by these formidable physics-altering forces.

Despite its developer's name, 'dynamic' isn't even close to describing *Project: Snowblind*, because this is one of the most exciting, chaotic and downright mental games we've ever had the pleasure of playing. "We were quite taken with the idea of battlefield chaos for the game" enthuses Chowanec, "and it's something players will certainly appreciate." This translates into tons going on on-screen at any one time, paving the way for a stunningly exciting game experience. Which of course is very, very good news for us.

Missions are your simple objective-based affairs (clear areas of enemies, take out SAM sites etc), and this works in the game's favour because it focuses on frantic, fun blasting. Players must fight their way through loads of enemies - literally dozens at a time - using a seriously impressive range of weapons. Because of the sheer number of foes you'll face, you'll have to juggle weapons as and when the situation requires.

But Frost doesn't just pack your standard shooters. Of course machine-guns, sniper rifles, shotguns and rocket launchers are all present, but it's the alternative arsenal and their secondary fire functions that's got us so excited. The development team must have had an absolute blast coming up with these bad boys (see Kill O' The Wisp, page 077). Take, for example, the astounding Ice »

↑ Nathan Frost: leading man and all round super-cyborg.

## ROCKET MAN Whip out this blindingly good weapon of choice for all

BECAUSE OF THE manic and totally unpredictable nature of *Project: Snowblind*'s gameplay, the faithful rocket launcher will be an invaluable tool in your fight against the insurgents. You can use it to clear out rooms full of bad guys, or to tackle enemy vehicles that frequently appear out of the blue.

↑ Even the odds of man vs machine.

↑ It's devastating in enclosed spaces.

» Pick weapon that fires a piercing needle into any electrical object, and allows players to take it over. The gameplay possibilities of this are endless; we loved the way Frost remotely took over an idle robotic walker, and then proceeded to use it to plough through waves of enemy soldiers, radically reducing their numbers before it was ultimately destroyed.

Grenades are an entity to themselves as well, and a few of the more alternative peripherals are both wildly imaginative and infinitely useful. Pinned down behind a wall of ever-decreasing cover? No problem. Simply toss out a Riot Wall - a fantastic portable device that provides a temporary energy shield to fire from when the heat gets too much to take.

Frost's brilliant Nano powers take this already-humongous shooter to unchartered depths. All upgradeable, players can decide to focus on a particular area of extraordinary expertise. "We wanted to introduce some new ideas to the already tried and tested, generic powers included in other games," continues Chowanec. "Sure there's a variation of bullet time (Reflex Enhancer), but other Nano abilities are really pushing the limits of FPS games." Electrical Storm, however, takes the biscuit in our book. Unleash a destructive bolt of lightning and watch it zip round the environment and fry any enemies on screen. Completely unscripted, this brainy beam of energy has its own AI that determines its unique behaviour dependent on the surroundings.

"The relentless pace never falters or lets up for a second"

↑ Repel enemy ships with huge cannons.

↑ EMP grenades make you snowblind.

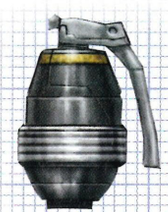
But it's not just *Project: Snowblind*'s weapons that sat up and paid attention in class; the human contingent isn't too stupid either. Your AI squad mates think and act independently and try their best to keep you standing. "In a lot of shooters your team is there just to take fire until all of them are dead," says Chowanec. "We wanted to create a backup team you can have faith in, and as such will endeavour to keep alive."

Underestimating your enemies is a fatal schoolboy error waiting to be made. Jump »

↑ Explosions will rock your world.

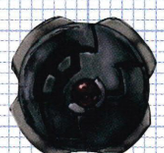
↑ Intelligent use of cover is vital if you want to live to fight another day.

## TOOLS OF THE TRADE A special case like Nathan Frost gets to play with all the best toys

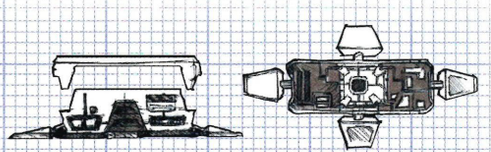

↑ Frag grenades are meatily impressive weapons.

↑ EMP grenades are great for stunning enemy positions.

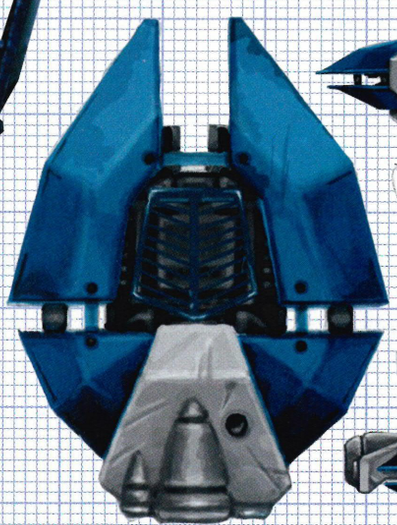
↑ Spider Bombs look deceptively harmless.

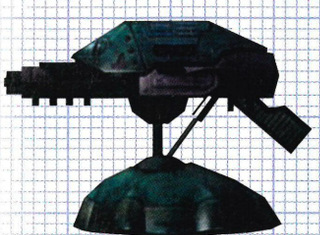

↑ Cloaked mines work on a proximity or detonation basis.

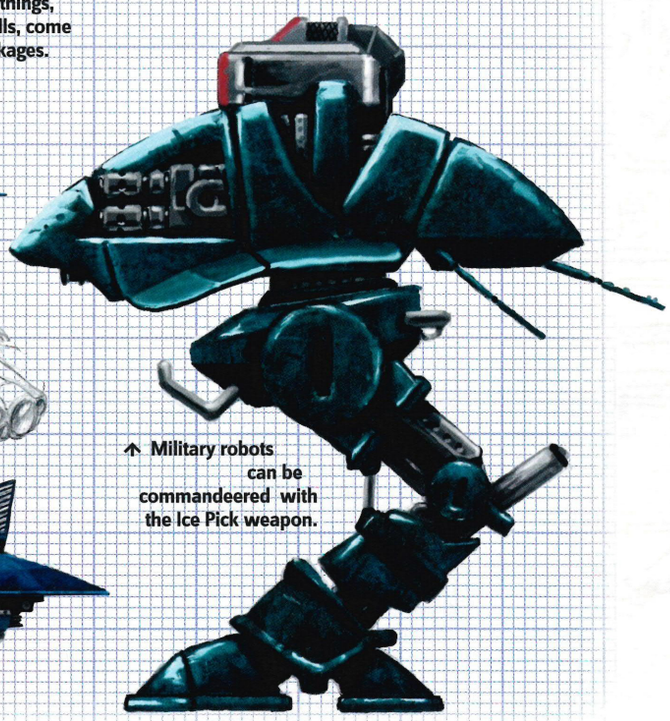
↑ The best things, like Riot Walls, come in small packages.


↑ A deployed Riot Wall.

↑ Spider Bots cause chaos amongst enemy troops.


↑ Remote bots, when used in conjunction with various Nano vision modes, can recon areas ahead.

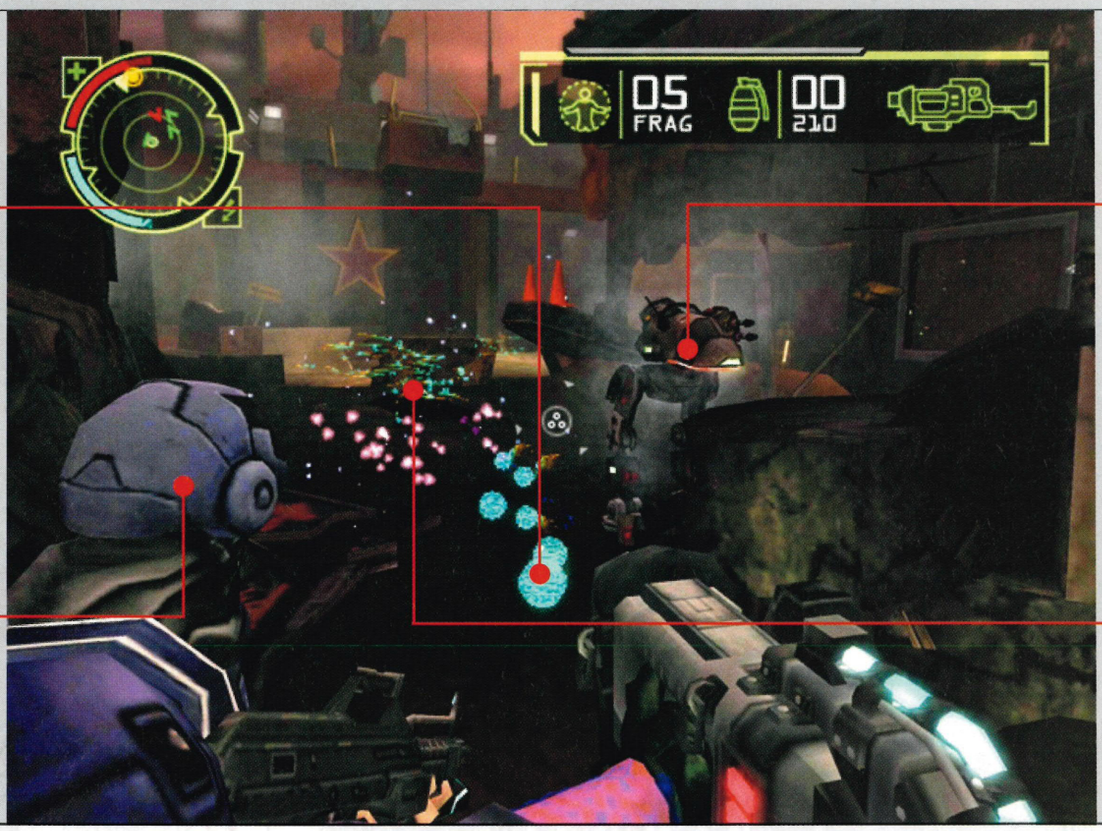

↑ Destroy security bots with EMP grenades or Ice Pick guns.


↑ Military robots can be commandeered with the Ice Pick weapon.

## KILL O' THE WISP Make like Evil Edna and scare the s**t out of people

**Orbital:** The Flachette Gun fires these homing orbs, that, despite looking rather harmless, are lethal. They have their own independent AI to navigate the environment and seek out enemies.

**Friendly Fire:** These are your buddies, and they're much more than just cannon fodder for you to hide behind. The stunning AI means they'll endeavour to protect you, yet try to keep themselves alive as well.




**Walking Tall:** Enemy droids are not the lumbering ED209-alikes they appear to be. Not to be taken lightly, they possess a devastatingly high rate of fire, and are best tackled with a team-mate.

**Fry Up:** Once the Flachette Gun hits home, its orbs will circle an enemy and electrocute them. Unaware of what's happening, the enemy will comically writhe around in agony until they die.

» into one of the impressively powerful armoured walkers, and those in the immediate vicinity may start to panic. If another walker is standing idly by, they'll commandeer that one too to hunt you down. Chowanec is particularly proud of his little soldiers. He explains: "Take out a gunner at a fixed gun emplacement, and his team-mate will lay down covering fire before moving to take up position behind the gun. If they sense you're destroying them with your ace Nano abilities, they'll waste no time in tossing an EMP grenade into that mix that momentarily renders you powerless, or 'snowblind'." Brilliant.

*Project: Snowblind* runs unbelievably smoothly and fast for such an ambitiously action-packed title – it would put Paula Radcliffe to shame. So much stuff is going on at any one time, yet the relentless pace never falters or lets up for a second. The Xbox version we saw running was faultless, and one marketing suit attending the cinematic presentation even remarked the game "looks incredible for a PC game". His eyes nearly bulged out of his head when he discovered the code was an Xbox one!

"It looks the bomb and provides a massively deep experience"

The developers have implemented a fantastic physics engine that enhances the action no end. Debris-showering explosions, bullets ricocheting around the screen and bodies flying everywhere all add up to a brilliantly exhilarating experience.

Shared body heat is the best way of keeping warm, and *Snowblind* provides just that opportunity in its seriously mental multiplayer. Up to 16 players can duke it out over System Link or Xbox Live. The frenetic gameplay continues over all the usual Capture the Flag, Deathmatch and other multiplayer modes. You choose your allegiance between the Coalition and Hostile forces, and then pick a preferred class from Scout, Agent, Berserker and Heavy. The class war is still obvious in this near future, because different ranks of soldier have different weapons and Nano powers at their disposal, so making the right choice is critical. The intelligently designed maps are obviously suited to one particular game type or another, with tons of different spots all perfect for sniping and setting up cunning ambushes. Fixed gun posts are dotted throughout the maps and really mix up the gameplay, as do the cars, tanks and other assorted vehicles.

We are very excited by *Project: Snowblind*. In a market inundated with FPS titles, it's not often a unique game like this comes along and completely blows us away. Looking the absolute bomb, and providing a massively deep experience for a straight-forward shooter, *Snowblind* could not only pleasantly surprise fans of the genre, but looks set to give all the more established titles a serious run for their money.

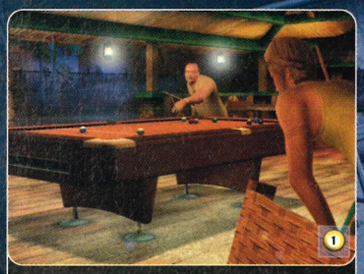
↑ The resistance don't take kindly to Frost and co spoiling their Guy Fawkes party.

↑ Pepper an enemy with bullets and he'll start robo-dancing like it's 1985.

# Pool:shark 2

## GO HUSTLE

20 ADVANCED AI OPPONENTS



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# Reviews

Written by gamers who live and love games

## Andy Says...

HERE WE are. The Big One. Two years of anticipation. *Halo 2*. Here. Now. If you've skipped straight to this section in your haste to see our definitive verdict, rewind back to page 004 at the front of the mag. That's right, the game really is that important. But don't let *Halo 2* steal all the thunder. There are plenty of other top titles this month, including *Mortal Kombat: Deception*, *FlatOut*, *THUG 2* and *X-Men Legends* to stick on the Chrimbo list.

Finally, for gamers anticipating a review of *GoldenEye*, we were promised it but EA was unable to provide the final code in time for our deadline. Rest assured, we'll have it next month. Until then, enjoy the issue.

## 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


**P004 Halo 2**
The most stunning FPS ever seen. Xbox will never be the same again.

**P080 Mortal Kombat: Deception**
The krazy kombatants are back in their most komplete outing yet.

**P086 X-Men Legends**
Marvel's coolest mutants suit up for this great RPG comic book caper.

**P088 FlatOut**
*Dirrrty* demolition derby that's sure to be a real smash on Live.

**P092 Shark Tale**
Movie tie-in looking to take a bite out of the kids' Christmas market.

**P093 Spyro: A Hero's Tail**
No amount of puff will make this dragon that magical.

**P094 Worms Forts: Under Siege**
Ace turn-based actioner featuring the grubby little earth-dwellers.

**P096 Crash Twinsanity**
The 'coot makes a top transition from 2D to 3D platformer.

**P098 Tom Clancy's Ghost Recon 2**
The Ghosts change perspective for a third outing in war-torn Korea.

**P102 Ford Racing 3**
Online and under 20 quid - you can indeed drive everything they do.

**P104 The Lord of the Rings: The Third Age**
Tolkien goes turn-based in this deep and combat-heavy RPG.

**P106 NBA Live 2005**
A b-balling sim that doesn't live up to its online connotations.

**P108 The Urbz: Sims in the City**
The Sims go suburban in this groovy take on previous god sims.

**P109 Ty the Tasmanian Tiger 2: Bush Rescue**
You're a tiger, *grrr!* Managerial motivation won't save this kids' title.

**P110 Pool Shark 2**
Not a recreational swimmer's nightmare, but a punchy Live potter.

**P111 Godzilla: Save the Earth**
Rising from the deep once again to terrorise the beat 'em up genre.

**P112 Tony Hawk's Underground 2**
The ghetto superstar returns with *Jackass*-style slapstick skating.

**P115 Backyard Wrestling 2: TGTN**
The first one warned you not to try it at home. Nothing's changed.

**P115 Digimon Rumble Arena 2**
Rumble in the jungle/let's get ready to rumble/insert gag here.

**P117 Hardware**
Booming speakers and blasting lightguns round off this month.


PROMISES PROMISES: ALONG WITH GOLDENEYE, PRINCE OF PERSIA: WARRIOR WITHIN FAILED TO ARRIVE IN TIME FOR THIS MONTH. IT'S LIKE THEY WANTED TO AVOID HALO 2! EXPECTED THIS MONTH

↓ The cool-as-ice Sub Zero is a force to be reckoned with. Train with him to learn all his special moves.

# Mortal Kombat: Deception

Krikey! The Kombat krew are back for their most kickass outing yet. No kowering in the korner now...

**Words:** Andy Irving

| | |
|---|---|
| Dev: Midway | Pub: Midway |
| Players: 1-2 | Live: 2 players |
| Release: 19 Nov | |
| www.mkdeception.midway.com | |

ANCIENT CHINESE thinking dictates that where there is yin, there's yang. Light and dark, good and evil - a balance. So back in the early '90s, when *Streetfighter 2* ruled the cutting-edge podium of 2D fighters, a balance was needed. Enter *Mortal Kombat* - a 2D scrapper that incorporated great visuals, sinister characters and buckets of gore. Rather than balance the Chi, *Mortal Kombat* blew the competition clear out of the water.

*Mortal Kombat: Deadly Alliance* (Issue 13, 7.8) introduced new characters and fighting styles to a relatively *Kombat*-starved Xbox audience. *Deception* picks up the blood-soaked baton and continues the series in fine fashion, and beats its little brother into submission with the addition of several great new features. We join the story where *Deadly Alliance* left off - Raiden is defeated, Shang Tseung and Quan Chi have turned on each other, and Onaga, fearsome Dragon King of the Outworld, has returned to claim power. In short, bad news all round.

At the heart of the title is the classic Kombat mode. Here you fight various opponents, new and old, on your way to facing off with Onaga, who's filling in as the Goro-esque embodiment of evil. The game engine is buffer than ever, with movement faster and smoother than in *Alliance*. Controls »

↑ Ashrah doesn't like men getting too close to her. Do, and it's a painful form of rejection.

↑ The bloodletting never lets up. Well, there is an option to reduce the gore levels, but who wants to do that?

## Bonus info

**WEAR ME OUT**
During Chess Kombat, each piece's health won't replenish after each fight. This way, several Grunts can gradually wear down a Leader (the Queen) whilst saving other, more powerful pieces for other fights.

**BLOODY NOSES**
Throughout the course of a fight, if your fighter takes significant damage to the facial area, aside from spilling blood all over the floor they'll display visible damage to their face. Even the minxy Mileena eventually looks completely haggard if you pound her hard enough.

» feel more responsive too, resulting in easier, quicker combos. Also, the analogue stick can now be used during combat, which translates into a much more intuitive, less stilted experience. There's a definite graphical improvement over *Alliance* too - the characters look crisper and move smoother.

The great interaction of combat styles returns, with each character boasting two hand-to-hand methods and a proficiency in one weapons-based discipline. Each style has more distinct advantages than ever, and this plays a huge strategical role in defeating opponents. A quick pull of the Left trigger lets you switch styles. It's immensely satisfying to execute style-branching combos, where kicks and punches are mixed with swipes and slashes in one fatal flurry. These aren't unstoppable however, because *Deception* is more weighted to defensive play than other *MK* games, thanks to the great new combo Breakers (see Breaker Breaker, page 083).

All of these elements combine to produce a much more thoughtful and tactical *Mortal* match-up than ever before and really go some way to making this one of the most complete scrappers yet. Giving blood may be an honourable activity, but this series has always loved taunting the peace-loving hand-holders, and these fighters could fill an entire hospital's blood quota in one go, letting more claret than a Victorian leech.

The AI opponents are yet again wise to players who simply perform one or two moves and repeat them to death, so it's vital to learn as many different combos as possible. This'll also stand you in good stead for multiplayer, which is obviously where the action's at in *Deception*. Brilliantly, Midway has seen fit to include Live play this time round. We'll be reviewing the online side of the game in a future issue, but if it's anything like the normal Versus game, we can expect smooth, responsive bloodletting of the highest calibre.

Another much-trumpeted feature of *Deception* is Konquest mode. Essentially a massively expanded training mode, players assume the role of a young Shujinko. We follow his quest to retrieve the six kamidogu from the Chaos, Nether, Earth and »

↑ Now you see me, now you don't.

## THE FINISHING TOUCH Beware of these lethal environmental hazards

THE TRADEMARK OF *MK* titles is the array of Fatality moves where, after defeating an opponent, players can inflict a horrible death on their foe. *Deception* features two Fatalities per character, plus self-inflicted deaths. Each arena features the opportunity to inflict instant death on your opponent, called Stage Fatalities. You just need a punch in the right direction...

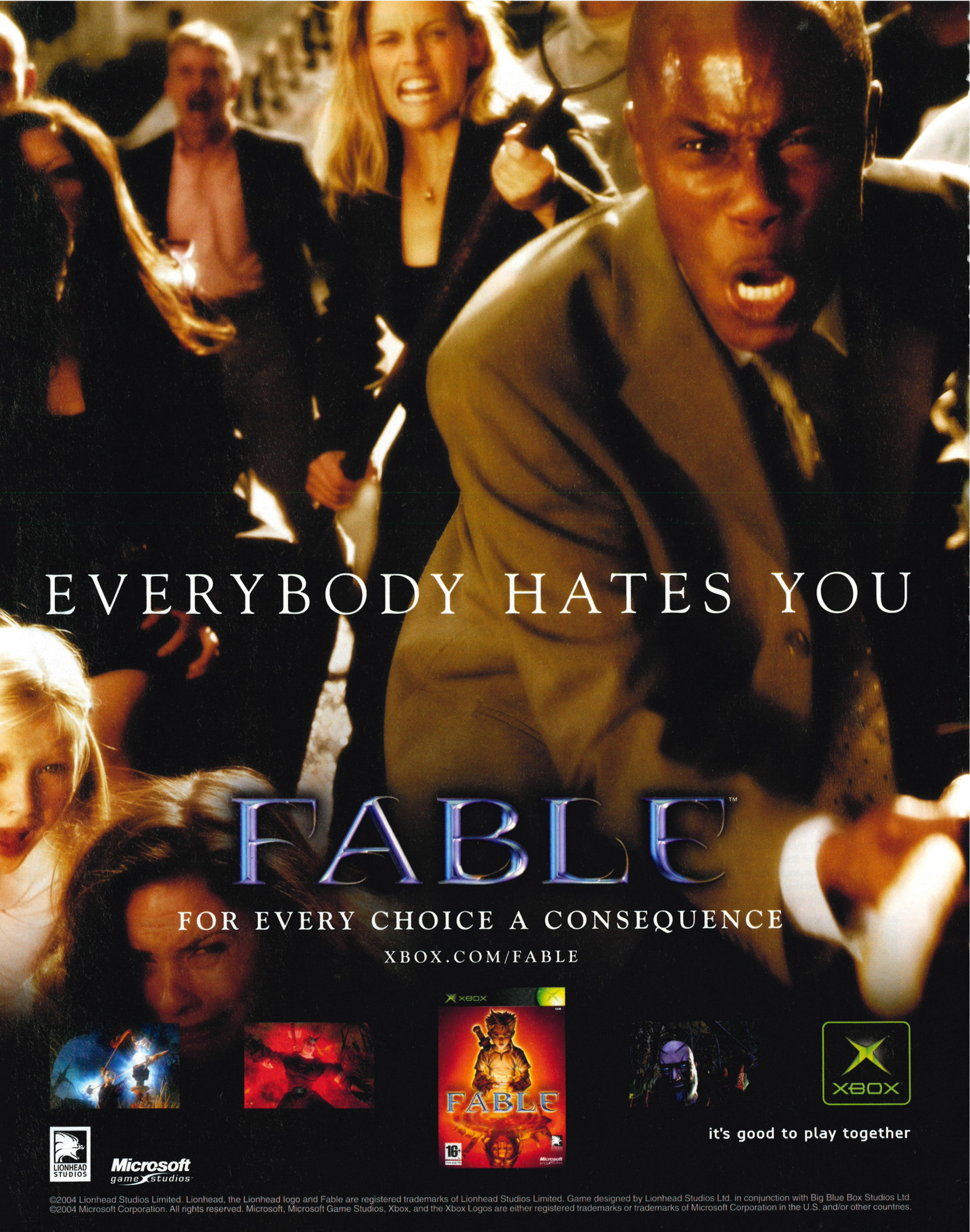
↑ These silly boys will fight atop tall towers in the rain. Sub Zero's slipped up...

↑ ...and, after a lengthy fall, doesn't look too healthy. Game over for us, then.

↑ A tough punch from Dairou sends Mileena into the meat crusher...

↑ ... where a horrible death awaits her. That's gonna hurt in the morning.

GET OVER HERE: PICK THE MIGHTY SCORPION, AND WHEN YOU WIN A BOUT HE'LL SHOOT OUT A SPEAR TOWARDS CAMERA, BEFORE YANKING YOU, THE PLAYER, IN TO GET UP CLOSE AND PERSONAL WITH HIM.

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↑ **Remember, you'll need to evade attacks as well as execute them if you're to win.**

## Bonus info

**BREAKER BREAKER**
Combat is a lot more tactical and evenly balanced between fighters. If you're on the receiving end of a vicious combo, use the great new Breaker move to even the score. Hold block (Right trigger) and tap the D-pad towards your opponent to break their combo, send them sprawling to the floor and give yourself a couple of seconds' breathing space.

**KRYPT KEEPER**
Earn enough Koins to unlock nearly 700 secret items from the Krypt. Additional costumes and a couple of secret characters bolster the multitude of concept art and character bios that hardkore *MK* fans will love.

»» Outer Realms for the Elder Gods, unwittingly freeing Onaga on the way. Along his travels Shujinko encounters other fighters, who'll either challenge you to fight or train you in their speciality martial arts. Old favourites like Sub Zero, Scorpion, Ermac and Bakara line up with new guys like Kenshi to tutor you their every combo and special move, to then take into Arcade mode and kick serious ass.

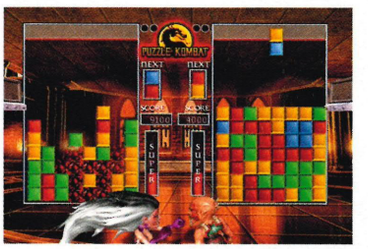
Wearing the rather shoddy-looking costume of a free-roaming RPG, Konquest mode has nowhere near the visual quality of the main game, with bland environments limited by seemingly endless invisible walls and poor draw distances. What it does offer though, is the chance to take part in a wealth of sub-quests. Recovering the kamidogu doesn't affect the gameplay; it's the numerous hidden items, sub-quests and training that really reward your efforts.

But it's not just a free-roaming adventure that bolsters the main Arcade mode. Puzzle Kombat is an entertaining, colourful *Columns/Tetris* hybrid featuring two baby brawlers scrapping it out at the bottom of the screen, with the outcome of the duelling dwarves dependent on your block-dropping feats. Successfully defeat your CPU/human adversary, and your pixellated pygmy will comically 'Finish Them' in a hilariously horrible way.

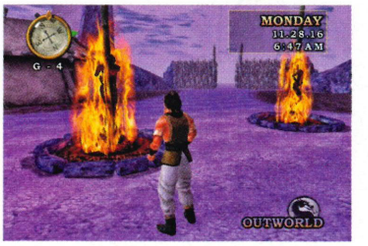
Chess Kombat puts a spine-crushing spin on the board game, where players pick a team from all the usual Arcade mode characters and assign them to pieces such as Grunts (pawns) and Sorcerers (Bishops). Movement is a bit different from the norm, and the board features certain power-up squares. Fate is firmly in your hands, however, when it comes to taking pieces. The action switches to the more familiar fighting perspective and you must fight, Arcade style, to take/retain your piece. The addition of these two games actually adds significant entertainment value as opposed to being merely superfluous mini-games. Played against a friend or over Xbox Live (complete with Optimatch and customisable options), they're brilliant fun.

But let's make no bones about it (although Scorpion would have something to say about that) - *Deception* is a blood-soaked, gritty fighter through and through. More tactical than its older button-bashing brethren, Midway has produced one of the most complete, technical and accomplished fighting titles ever. A fine addition to the series, and one with more than enough gore-filled gameplay to splatter both lounge and Live arenas for a long while yet. Finish him? You'll be playing this till you do.

↑ **Switch between styles to pull off big combos.**




↑ **Puzzle Kombat is endearingly fun.**




↑ **The Chaos Realm isn't a nice place.**

## The Summary

**MORTAL KOMBAT: DECEPTION** THE FACTS YOU NEED TO KNOW!

1. A significant expansion of the *Mortal Kombat* universe. New additional game modes add a massive amount of entertainment.
2. A faster, smoother game engine, multiple fatalities, new characters and Stage Fatalities all contribute to a more exciting *MK* experience.
3. New combos, multiple techniques, defensive Breakers and style-branching Kombat - it's the most technically komplete *MK* to date.
4. The fantastic addition of Xbox Live play over all game modes smashes this straight to the top of the online fighting tree.
5. Konquest mode looks nowhere near as good as the stunning Kombat mode proper, but does provide an invaluable training tool.

## The Verdikt

A brilliantly brutal, infinitely playable beat 'em up. The most complete fighting title on Xbox. A credit to the franchise.

**8.9//10**

**PREVIOUSLY:** Preview - Issue 35
**COMING SOON:** Hints - Issue 37, Xbox Live update - Issue 37

FATAL FURY: OUR FAVOURITE FINISHING MOVE? ASIDE FROM SUB ZERO'S SPINE RIPPER, WE LOVE DARRIUS'S 'TEAR AN ARM OFF AN OPPONENT, THEN USE IT AS A BASEBALL BAT TO DISMEMBER THEM' TRICK.

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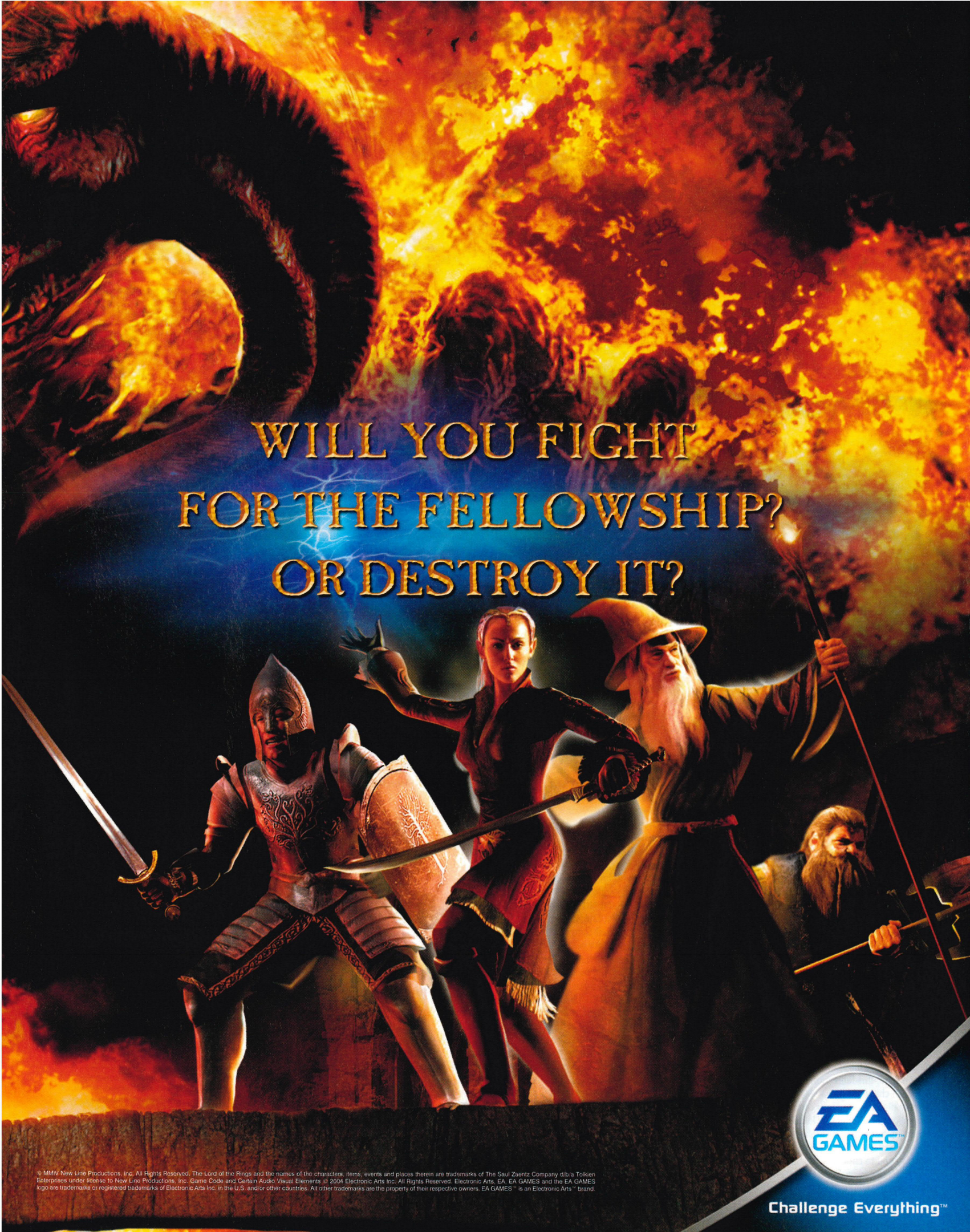


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↑ You will need nerves of adamantium to destroy Sentinels.

↑ Combine Physical and Mental attacks.

↑ When energy blasts don't work, get stuck in.

# X-Men: Legends

Official Xbox Magazine ELITE

## Simon Cowell would love all the X-Factor on offer here

**Words:** Andy Irving

| | |
|---|---|
| Dev: Raven Software | Pub: Activision |
| Players: 1-4 | Live: None |
| Release: Out now | |
| www.xmenlegends.com | |

FOR ALL the sexily sleek styling of the two recent (and undoubtedly ace) movies, the X-Men have actually been knocking around for quite a while. 1963 saw their inked entrance, and it's a testament to the imagination of creator Stan Lee and the endearingly human side of the characters that they've managed to percolate their way into our consciousness so successfully.

We've had a couple of mutated meetings with the X-Men on Xbox, with *X-Men 2: Wolverine's Revenge* (Issue 17, 7.4) being the best of the two. But Raven Software has flown in this time around, and the end result is refreshingly different from your average beat 'em up. For a start, it's mixed with brilliantly accessible RPG elements.

Following the exploits of troubled teen Alison Crestmere (who later becomes hottie Magma), players get the chance to play through numerous story missions with a group of up to four spandexed superheroes. As Alison explores the Xavier Institute and encounters more mutants, they too become available for the next mission.

RPG elements are evident in more ways than picking a merry band of mutants, though. Combat is determined by hit points, but because of the real-time nature, this feels more like a frantic beat 'em up. Each character has a wealth of melee combos at his/her disposal, and you can make use of their fantastic special attacks. Holding the Right trigger brings up a menu of available powers (depending on experience and energy in your Special bar), and enables you to choose a unique attack.

Each enemy defeated results in your characters amassing the staple of every RPG - XP (experience points). After set totals are amassed, players can allocate Level Up points to certain attributes of each character. Brilliantly, this can be done at any point during the game (even during a manic fight), keeping the gameplay fresh and involving.

Although this may sound more complex than Cerebro's blueprints, the intuitive controls ensure that, even during a pitched battle, players can instantly flick between characters with the D-Pad and inflict all manner of bashings. Combos are hugely satisfyingly double acts performed when two or more characters unleash complementing attacks on an enemy, and result in multiplied XP. Worrying about your charges isn't a problem though, because your team-mates' AI is really spot-on. Every time you execute a special attack, one of the other three characters will perform a complementing attack at the same time.

There's a hefty strategic undercurrent running throughout the game too. X-traction points are dotted around levels that, as well as acting as handy save points, allow players to interchange characters in and out of their team as the situation may necessitate. Encountered a chasm with no viable way across? Simply enrol the help of Ice Man, and the silver surfer will conjure up a polar platform for the team to cross. Some enemies can resist certain attacks too, so when Wolverine's claws have little impact on bad guys resistant to Physical Force, swap him out for the likes of Cyclops and Jean Gray who'll destroy the enemies with alternative powers.

We haven't really got too much to find fault with in *X-Men: Legends*. The cel-shaded graphics are an obvious choice for a comic book adaptation and, although lacking detail, work surprisingly well. The combat, despite being based on HP, is as fast and frantic as any beat 'em up out there, and the four-way multiplayer is an absolute blast. We could gripe about the occasional scarcity of save points, forcing players to replay large chunks of levels time and time again, but this is a forgivable niggle when you consider the involving gameplay and massive amount of character customisation and replayability. Suit up for one of the best superhero romps on Xbox, believers.

↑ Storm will disperse enemies with lightning bolts if you get in a tight spot.

"The four-way multiplayer is an absolute blast"

### Bonus info

**HOME SWEET HOME**
The Xavier Institute is a base between missions that Alison can explore.

Here players can view concept art, cinematics and comic books, along with earning XP by answering questions on *X-Men* trivia.

### The Summary

**X-MEN: LEGENDS** THE FACTS YOU NEED TO KNOW!

1. Great use of a classic licence. Using the *X-Men* comic's scriptwriters has resulted in an involving, authentic *X-Men* experience.
2. Fantastic real-time combat system is more akin to a beat 'em up than an RPG, and keeps the action flowing thick and fast.
3. Tons of different characters, coupled with innumerable upgrade options, make this a deep and immensely replayable title.
4. Instantly accessible controls make quickly switching between characters, distributing items and upgrading attributes a cinch.
5. Later levels become tough when X-traction points become thin on the ground, although this does encourage more intelligent gameplay.

### The Verdict

A great mix of frantic beat 'em up and chin-stroking character customisation. A fantastically addictive comic book caper.

**8.5//10**

**PREVIOUSLY:** Preview - Issue 18
**COMING SOON:** Hints - Issue 37

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↑ Fantastic crashes are part of *FlatOut*'s charm. Guess somebody forgot to buckle up...

↑ Metal-crunching slams are common.

↑ Roadside advertising works a bit too well.

↑ Demolition Derby is absolutely mental.

↑ Your opponents will scupper your success.

# FlatOut

## You'd better pray that's just tyres squealing in this dirrty demolition fest

**Words:** Andy Irving

| | |
|---|---|
| Dev: Bugbear Ent. | Pub: Empire |
| Players: 1-4 Split | Live: 2-8 players |
| Players: 2-8 S.Link | Release: 05 Nov |
| www.flatoutgame.com | |

EVER SINCE watching *Deliverance* we've had a real aversion to anything from the American Deep South. Banjos, fried chicken... hell, we can't even wear our Von Dutch trucker caps without wincing at the thought of poor Ned Beatty up against that tree. Empire's *FlatOut* has done little to abate these fears. Crunching metal, squealing wheels (squeal, piggy, squeal!) and yee-hawing Yanks - this is dusty, dirty, yet undeniably dazzling racing fun. And worryingly, we like it.

The hopeful hicks start their car-crushing career by picking a tasty motor from the dealership. Customising your car is a major part of *FlatOut*, and players have tons of modding options. Buy a cheap car and tweak the hell out of it, or purchase a more upmarket model that requires little modification. Like *Blind Date*, the decision is yours. Sixteen classes of cars are on offer (in shiny star-spangled colours), and you can visit your friendly, ball-scratching, beer-swigging mechanic to upgrade its specs. Beef up the engine, tighten the drivetrain, toughen your bodywork and change the tyres, amongst other things, to gain the upper six-fingered hand.

If you're only into serious driving sims, stop reading right now. Technical cornering is flung straight out of the window (as is your driver - more of that later) in favour of pure balls-out, edge-of-your-seat, unbridled mayhem. Aiding this experience, and enabling *FlatOut* to stand out from its contemporaries, is the fantastic physics engine Bugbear has implemented. All the cars are completely destructible, as is the surrounding environment, and display brilliantly accurate gradual degradation.

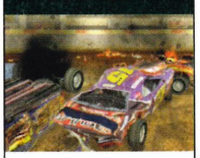
Minor bumps result in the odd windscreen shatter or bonnet crumple and, due to the violent nature of the game, frequently occur before the green start light has even gone out. Bigger gut-wrenching shunts and slams (race-ending in other driving games, but quickly the norm in *FlatOut*) result in bonnets flying up, doors falling off, and cars catching fire, all in a disconcertingly enjoyable way. Causing damage to your opponents is a blast, as is knocking over the multitude of tyres, barrels and other assorted roadside objects. These will brilliantly remain on the track throughout the race, so players can effectively litter the road at a narrow chicane or bottleneck to scupper opponents behind them, and send them spiralling off the road.

This violent behaviour isn't merely a result of too much moonshine however - *FlatOut*'s fender-bending gameplay positively encourages it. For every smash and shunt you get involved in, your Nitro bar will gradually fill up, enabling you to boost your way back on track at warp speed. But this great feature is something of a double-edged sword. Sure, it encourages demonic driving and is undeniably liberating, but it negates the purpose of thoughtfully driving round the track. What's the point of braking for a corner when you know you can just smash into it, fill your Nitro meter, then boost right to the head of the pack again?

But try to strike a happy medium between wreckless abandon and, well, controlled wrecking, and everyone's a winner. There's plenty for you hot-headed hillbillies to get your remaining teeth into. You can hop right in for a Quick race or tear round the Time Trial challenges, using any track and car you've thus far unlocked. However, Career mode is where the real money's to be made. Compete against seven AI opponents over several laps and, if you finish in the top three, you'll unlock the next race. The car handling feels suitably responsive, and getting the back out round most of the corners is a real joy. It all seems fairly simple, doesn't it? Well, it's not when each and every AI car drives with the aggression of a pre-menstrual Jerry Springer guest who's just lost Billy Bob to her sister. They'll prove to be both formidable allies and the source of massive frustration, as you'll struggle to recover from a nasty smash only to »»

↑ Shunt AI drivers off and fill your Nitro bar.

### Bonus info



**BACK ON TRACK**
An invaluable feature is the ability to reset your car at any point during the race. Due to the open nature of the tracks, you'll often get shunted backwards down a ditch or trapped in a crowd of wheel-spinning opponents. Rather than fight your way out, tap the White button. It'll initially set you back, but you'll make up the lost seconds in no time.

**ROADKILL**
If you're in a nasty crash and flung from your vehicle, make sure it's away from the track. If you spill out onto the road, chances are you'll get hit by overtaking opponents, sending you ragdolling further down the road than before. Ouch!

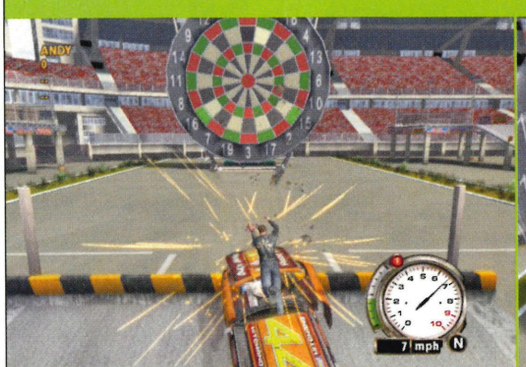
## GAME OF LIFE AND DEATH Get this wrong and you'll end up flatter than a roadkill sandwich

*FLATOUT* FEATURES several brilliant bonus games that involve, in one way or another, flinging your unfortunate driver through the air to accomplish various objectives. Get it right, and he should hit an unfairly small crash mat. Get it wrong, and you'll be scraping him off the track with a spatula.

↑ We're for the High Jump, or will be if this all goes tits up. Hit the gas and, just before the top of the ramp...

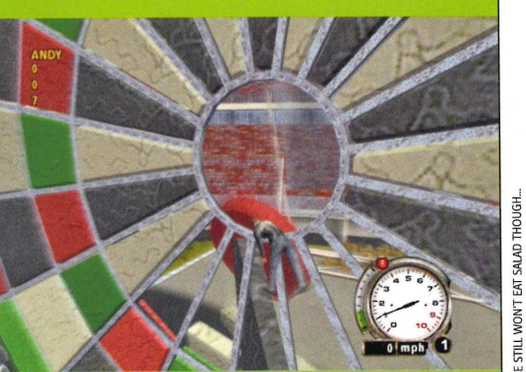
↑ ...hold down the Nitro boost (B), then release at the right moment to send your stunt man skyward.

↑ Hopefully we'll miss the bars and hit the mat on the other side. A decent score - we should rake in the cash.



↑ Same again, only this time Darts. Time your release to perfection - too early and you'll splatter everywhere.

↑ As we fly through the air, we're looking good. Bang on target... bull's-eye here we come!



↑ And Bully's Special Prize... you don't get to die. Fifty points on the board. Job well done.

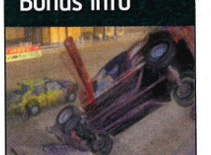
↑ Ice tracks are particularly tricky to tame. Shortcuts pay off, but only if you stay on the road.

» be rammed, spun 180°, and relegated several places in the process.

A comical consequence of the superb physics engine is the ability your driver has to be catapulted out of his vehicle and sent sprawling over the roadside, ragdolling around until he slows down to a stop. Making use of this are the fantastic Bonus games, which are both valuable for earning extra cash, and immensely fun (see Game of Life and Death, above). And while we're on the subject of fun, *FlatOut* caters for the whole family too. Up to four players can battle it out via split-screen (being suspiciously inbred, that should be enough to cover mum, dad, aunts, uncles, kids and cousins, shouldn't it?). For those with extended family, or if Peggy Sue starts showing again, up to eight players can duke it out over System Link or Xbox Live. Look out for the full Live review next month, but we're sure the game will provide just as much dirt-kicking devilry as the brilliant System Link games do.

So there we go. You could say *FlatOut* is a bit like your favourite page three girl. Great to look at, boasting accentuated physical attributes that sometimes defy gravity, yet underneath is a filthy minx who loves to get dirty with a group of mates. Fun, enjoyable and instantly playable.

### Bonus info



**YOU SURE ARE PURDY**

*FlatOut* is a great-looking game, if you can tear yourself away from the manic action to look. Apparently it features "specular highlights, fresnel reflections, full scene anti-aliasing and mip-mapping". All we know is it looks awesome. And that's all you need to know too.

**BANGING IN THE SOUTH**

One of the several brilliant bonus games is Destruction Derby. Players must destroy all other cars in the arena, without themselves blowing up. It's absolute chaos as eight cars charge headlong at one another, and kudos to any players who make it out of the latter stages alive!

↑ Quarry pits provide plenty of hazards.

## The Summary

FLATOUT THE FACTS YOU NEED TO KNOW!

1. Scintillatingly fun - no-holds-barred driving enjoyment. You'll be yee-hawing all the way through the extensive career mode.
2. A fantastic physics engine ensures every car and piece of scenery will destruct in a realistic manner, and make for brilliant ragdoll effects.
3. The superb bonus games are a real laugh, and produce some truly wince-inducing crashes and falls.
4. Manic multiplayer fun, via split-screen, System Link and Xbox Live. Smash the shit out of somebody you'll never meet - great!
5. Nitro boosts take away any massive driving challenge, though you'll still need a fair bit of ability to get through every challenge.

## The Verdict

A deliciously destructive driving title with an emphasis on fast, frantic fun. Hold on tight to this scuzzy southern belle.

**8.0//10**

PREVIOUSLY: Incoming - Issue 34
COMING SOON: Hints - Issue 37

SEEING THE LIGHT: ONCE THE BIGGEST ADVOCATE OF THE COLONEL'S SPECIAL RECIPE, A NEW, HEALTHIER, AND SOMEWHAT TRIMMER BEN T NOW REFUSES TO GO ANYWHERE NEAR GOOD OL' FRIED CHICKEN. HE STILL WON'T EAT SALAD THOUGH...

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↑ Madcap racing abounds in *Shark Tale*.

↑ Play these stages with a dance mat, though we'd advise having the cardiac unit on standby.

↑ Weave your way in and out of the 'floats'. At mach ten, it's not as easy as it looks.

# Shark Tale

## A splashing smash with real bite or destined to sleep forever with the fishes?

**Words:** Andy Irving

| | |
|---|---|
| Dev: Edge of Reality | Pub: Activision |
| Players 1 | Live: None |
| Release: Out now | |
| www.sharktalethegame.com | |

THERE'S USUALLY something fishy going on when games are sent to us after they've been released; more often than not they turn out to be complete pap. Activision needn't have worried however, because the quality and top-notch presentation apparent in all of Pixar's cinematic releases has been applied to this accompanying videogame.

Aimed squarely at the film's target audience, *Shark Tale* consists of 25 fun-filled chapters, or mini-games, loosely linking together the plot of the animated flick. Nothing more, nothing less. And seeing as most young kids these days have the attention span of an anorexic gnat, this is only a good thing (glass houses, Andy - ed).

Grabbing lead character Oscar by the gills, players work through mini-games such as evading pursuing sharks and recovering precious pearls from tentacled bank robbers. Frantically dash through crowded underwater environments on the back of tropical taxis, fight giant conga eels and, erm, dance your way to fame on live TV - all in a day's work for a cocksure cod. These levels are actually very entertaining, and far from being simple kids' tasks, will still challenge gamers of all ages.

The latter mini-game in particular, where Oscar must dance his way to infamy, is particularly tricky. Compatible with both of the two dance mats currently available for Xbox, the frantic pace of the steps will have little Johnny bouncing round the living room in no time, without the aid of Sunny D and Smarties. Us? We were knackered within two minutes of aquatic aerobics, and had to resort to the humble controller to get funky with the fishes.

The zany pace of these games is broken up by the occasional 'stealth' mission, invariably involving sneaking through Whale Washes (a fishy version of a car wash) and fancy Shark Restaurants. However, 'stealth' doesn't really work with 2D side-scrolling and, with a fixed camera whilst moving, gameplay often descends into a mad dash past foes. Perhaps Oscar should stick to his loud-mouthed, beastie-bashing antics. Other levels encourage us to explore lush environments (that really complement the look and character of the film), amassing totals of Pearls.

The presentation, as mentioned, is superb - just check out the way if you pause the game, the screen will flick to a newspaper article detailing your current level and predicament. Throw in loads of movie clips, stills and all the other staples of movie tie-in games, and *Shark Tale* should definitely keep the young 'uns entertained. Till the all-singing and dancing DVD comes out at least...

↑ Doesn't Oscar (right) look like Will Smith?

### Bonus info

**WASH OUT**
Unfortunately, the stellar vocal talent from the film, like Will Smith, Renée Zellwegger and Robert De Niro don't actually feature in *Shark Tale*, though their voice doubles do a pretty good job.

**STAR WASH**
The game features all the licensed music from the film for Oscar to jive along to. Our favourite is the funky rendition of *Car Wash* by Christina Aguilera and Missy Elliot.

### The Summary

**SHARK TALE** THE FACTS YOU NEED TO KNOW!

| | |
|---|---|
| 1 | Entertaining movie-tie that benefits from lush visuals and plenty of retina-burning colours to keep the kids enthralled. |
| 2 | The numerous mini-games are reasonably captivating and addictive, albeit a somewhat disjointed experience. |
| 3 | Great-looking visuals and brilliant presentation are marred by lack of actual voice talent from the film. |
| 4 | Dance mat capability adds an extra dimension (not to mention get-fit incentive) to the game. Hard work, though. |
| 5 | Not a massive title. There are plenty of movie goodies to unlock but you'll clock the entire game in a few hours. |

### The Verdict

A respectable movie tie-in with fun, addictive gameplay. Kids'll swallow this faster than the Captain's fish fingers.

**7.0//10**

**PREVIOUSLY:** Gallery - Issue 34
**COMING SOON:** Hints - Issue 37

# Spyro: A Hero's Tail

## The dextrous dragon returns with more than a mere sting in the tail

**Words:** Andy Irving

| | |
|---|---|
| Dev: Eurocom | Pub: Vivendi Universal |
| Players: 1 | Live: None |
| Release: Out now | |
| www.spyrothedragon.com | |

HERE BE DRAGONS. Not nasty fire-breathing ones that'll munch several fair maidens for breakfast mind you, but cute, fluffy purple ones that, aside from having a mean line in comic asides and a badass 'tude, are pretty adept at saving the world. Vivendi's long-running *Spyro* franchise debuts on Xbox, boasting bigger levels, bigger baddies and a whole host of new friends for our loveable lizard to play with.

The typically convoluted storyline details how the Red Dragon (an evil Elder Dragon, not a disfigured, family-slaughtering serial killer) has scattered Dark Gems throughout the realm. The result? The entire realm has turned evil – mwaaa-ha-ha! It's up to Spyro to explore the large, expansive environments, smashing the Dark Gems along the way, and restoring good to the land. In a neat touch, every time one of the evil stones is smashed, the environment dynamically changes before players' eyes. So it was worth that ten-minute jumping marathon to reach the top of that nearby mountain then...

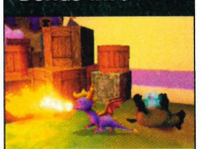
Collecting gems is the staple of any generic platformer, and Spyro has the chance to amass more bling than J-Lo. Use these in exchange for items at the wily Moneybag's shop, and you can purchase all manner of different items such as Lockpicks, Teleport tokens and various attack upgrades to aid your overall quest to bring light back into the world.

Salubrious shopkeepers aren't the only creatures you'll meet along your travels, however. *Spyro: A Hero's Tail* features tons of different colourful characters to interact with. In a brilliant touch, players can assume control of several of these, each with radically different abilities to Spyro. New guy Blink the Mole and the brilliantly funny, stiff upper-lipped Sgt Byrd line up with old pals like Hunter the Cheetah. Use your funky friends over specific levels and mini-games to earn more bartering items (Dragon Eggs and Light Gems). These sub-levels are just as much fun, in some cases better than the main game itself and provide a great variation in both pace and gameplay. We loved the spectacular flying levels in particular, where a jetpacking Sgt Byrd takes to the skies and players have to complete certain challenges, like shooting down a flock of vultures in a given time limit.

As for Spyro himself, the game sticks firmly to the tried and tested format of the previous titles. Explore the environment (in his prancing, cutesy camp way) and once each realm is clear, engage in a not particularly challenging boss battle. Only this time round, the benevolent beastie has loads of new powers available, as each level necessitates. All-new Electric Breath destroys robots, whilst Ice Breath (he obviously had his Wrigley's Extra this morning) is great for cooling things down when the heat gets too much. Although character and level detail are fairly bland, the animation is decent enough, though Spyro has a nasty habit of skidding around like his claws were made of Teflon – this can be very annoying when precision jumping is frequently called for.

*A Hero's Tail* is actually fairly hefty, with enormous levels to explore. Obviously a younger gamer's title, plenty of colourful visuals and the addition of so many replayable mini-games should keep the kiddies enthralled (and quiet) for hours at a time. Which is surely the sign of a decent kids' game, right?

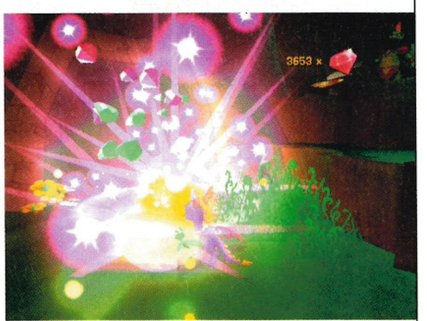
### Bonus info



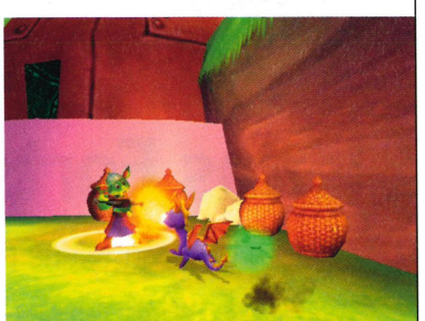
**BUTTERFLY EFFECT**

Sparx, Spyro's trusty winged sidekick, is an indicator of Spyro's remaining health (noted by his green, blue and yellow states). Replenish Spyro's health by roasting bushes, sheep and any other harmless animals, and Sparx will eat the resulting butterflies. Tasty.

↑ Sgt Byrd's levels boast fun aerial antics.

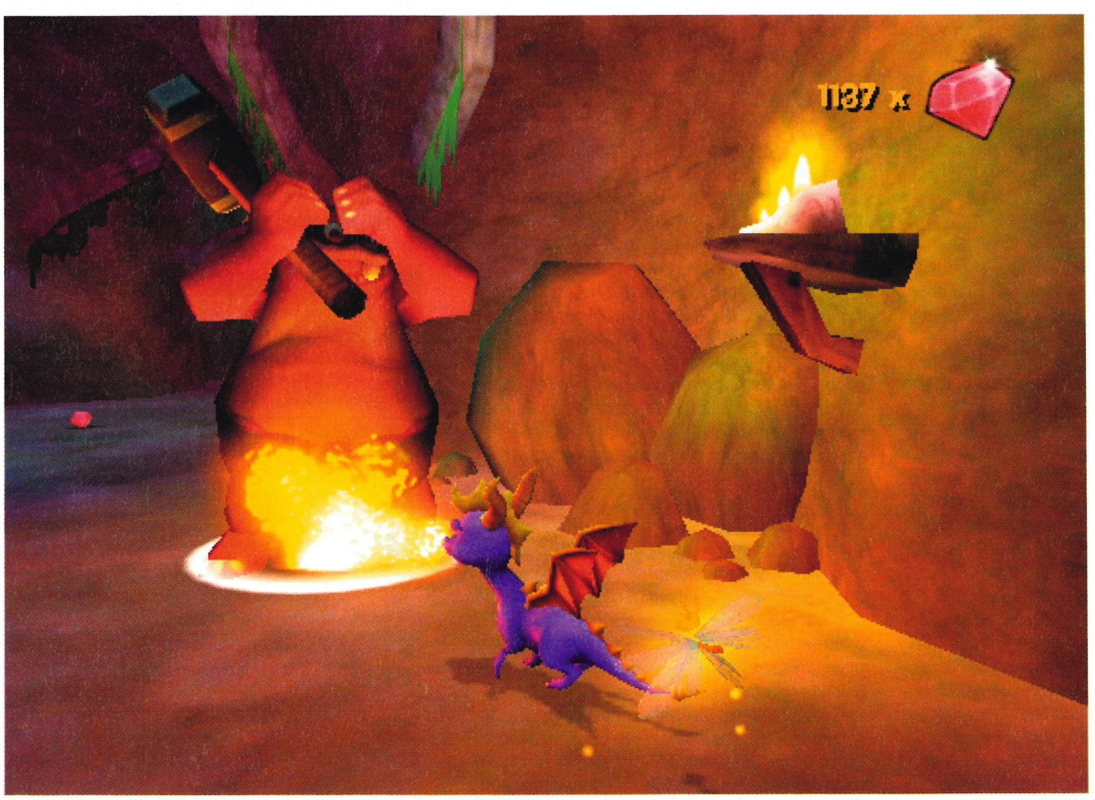



↑ Smash Dark Gems to shed light on the matter.



↑ After *Harry Potter* Dobby took any work going.

↑ The AA cannons are great fun.




↑ Use Spyro's fire attacks to scare huge, immense Orcs that massively dwarf him in size. What???

## The Summary

**SPYRO: A HERO'S TAIL** THE FACTS YOU NEED TO KNOW!

1. Huge environments to explore, plus numerous replayable mini-games provide endless hours of play.
2. The addition of several different playable characters, coupled with excellent sub-missions, provides excellent gameplay diversity.
3. The bright, brash and vibrant visuals look great, and go some way to creating an authentic fairytale atmosphere.
4. Spyro's attacks are effective enough, though dubious animation results in our hero skidding around a tad too much.
5. Instantly accessible, involving gameplay means the game's target audience will be captivated from the off.

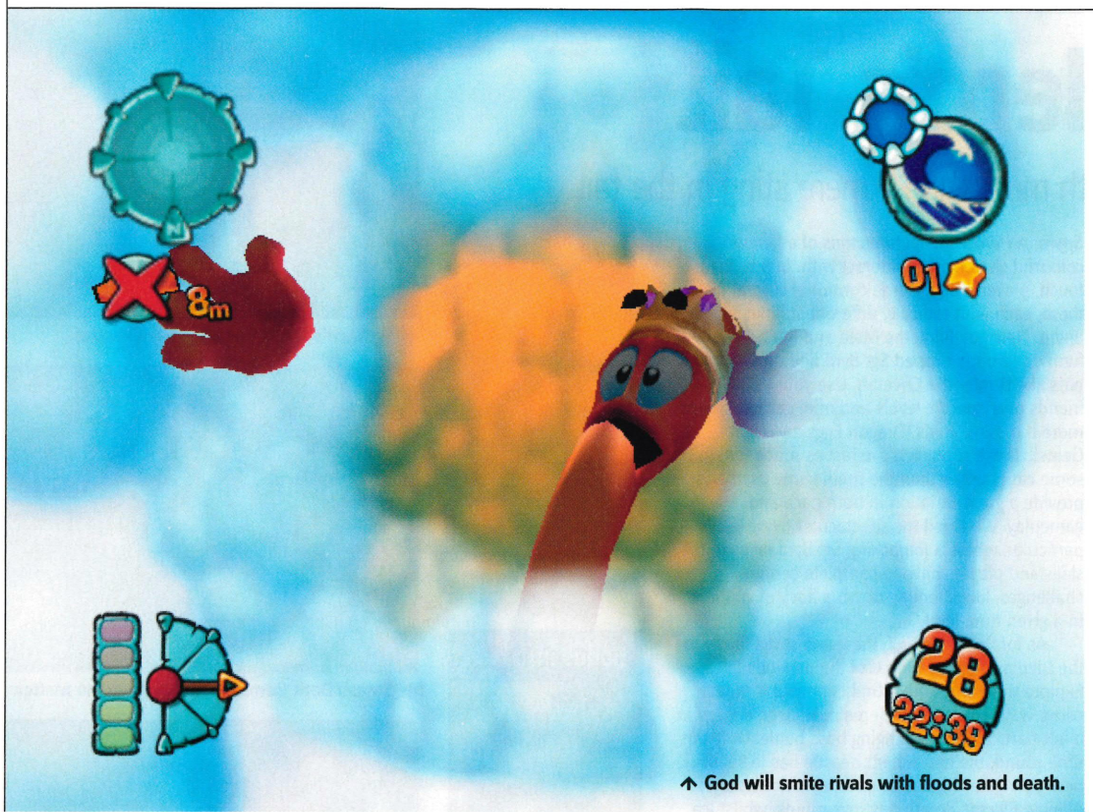
## The Verdict

Accessible, addictive and boasting huge environments, expect to see this sticking out of a fair few stockings this Chrimbo.

**7.0//10**

PREVIOUSLY: Gallery – Issue 35
COMING SOON: Hints – Issue 37

TENUOUS LINK: OUR HAT GOES OFF TO VIVENDI UNIVERSAL WHO, WHEN PROMOTING SPYRO, HELD A PRESS PREVIEW SCREENING AT THE KOMONO DRAGON ENCLOSURE AT LONDON ZOO. GENIUS!



↑ God will smite rivals with floods and death.

# Worms Forts: Under Siege

## Coming to a lower-intestine near you!

### Bonus info

**HAPPY HOME**
As well as weapons crates, keep an eye open for building crates too. They'll give you upgrades and repairs which you'll need if you're to win.

**WEAKEST LINK**
If you chain a series of buildings together and one gets blown, those attached to it, unless directly attached to your main base, will blow up as well. Build wisely because whole wars can pivot on careless building mistakes!

**Words:** Ben Lawrence

| | |
|---|---|
| Dev: Team 17 | Pub: Sega |
| Players 1-8 | Live: 2-8 players |
| Release: Out now | |
| www.team17.com | |

RINGWORMS, roundworms, tapeworms and hookworms... fish 'em out and fire 'em up because Team 17's wriggling warmongering classic is back. A call to arms for everything without a spine, *Forts: Under Siege* is *Worms 3D* (Issue 22, 7.3) but with a more devious repertoire, a brand new strategic angle, and 50-stone canaries.

As you have no doubt guessed from the title, this is *Worms* with fortifications. Where the aim of the game was once to survive the longest, you're now required to beat back the enemy and indulge in a little Barrett Homes building at the same time. Think of it as *Worms* gone *Populous*. There's even wrath of god weapons this time too.

By expanding your encampment into enemy territory and building on map hot spots known as Victory Locations, you earn bigger building structures. These can then be mounted with vast weapons capable of obliterating an enemy in one fell swoop. Developing the best buildings in the best place is obviously the key to success, as is firing off the excellent Rhino weapon now and again. The more Victory Locations you secure, the greater the range of building until, if you're lucky, you'll have hospitals and weapons factories spewing out worms and ammo faster than you can use them.

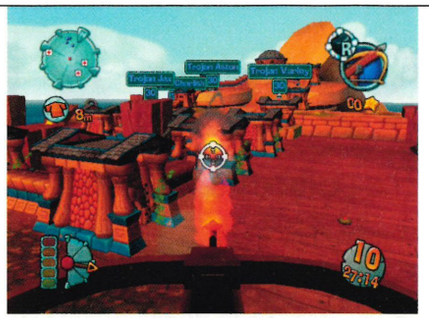
If you think the inclusion of forts is a gimmick you're sorely mistaken. It's a dynamic move that adds a layer of depth and intricacy to gameplay that feels just a little bit naughty. You know *Worms* should be nothing more than tit-for-tat retaliation, but with brains it's so much better.

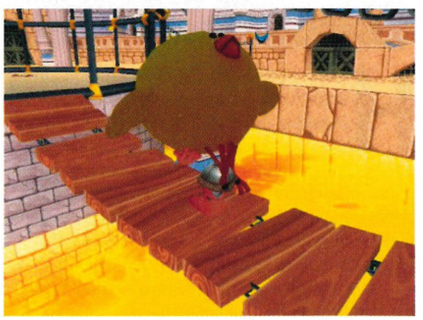
Then of course, there's the Xbox Live play. Our collective gasps of shock when we all found out *Worms 3D* would not be playable online were obviously heard. You can play against your friends, you can communicate tactics and taunts, and you can undertake vast campaigns against intelligent opponents who'll do everything to employ craftier tactics than you. To say Live play adds life to this title is an understatement.

But, surprisingly, the biggest shock to the system is the wealth of new weapons. Want to trundle around with a massive explosive canary held above your head? Of course you do. What about firing off a giant hippo with dynamite strapped to its back? Be our guest. How about smothering your enemy in flaming hot Chilli Con Carnage? Go grab a spoon and do your worst.

These weapons, plus around 50 others (look out for the fridge bomb which opens up to scatter its explosive contents everywhere) are complemented by the environments this time too. Not to mention the destruction you can rain down on them... Real-world locations have replaced the trippy, otherworldly arenas of *Worms 3D* and lend themselves brilliantly to the slimy retelling of history's finest moments. Whether you're rescuing Helen of Troy or setting sail across the seven seas only to be attacked by pirate worms, it makes for a far more engrossing experience than any alien worm attack ever did.

It's not without its faults though. Time limits on some levels end up being the biggest opponent and where you'd like to employ flanking manoeuvres and explore your surroundings, you're forced to do otherwise. Slight scenery glitches see the camera sometimes swallowed up by the occasional wall, and the failure-to-success ratio will infuriate some players. But, if you still consider turn-based games a valid concept, and don't mind that you find enjoyment in such a simple game (albeit with a god-sim twist), you'll be in your element. *Forts* is probably not for everyone, but those of us with hearts as squishy as the loveable mud-chewers themselves will be in seventh heaven.


↑ The first-person view helps make shots deadly.


↑ The 50-stone canary. Deadly and feathery.

↑ The giant crossbow causes havoc all the time.

↑ The aftermath of explosions will now hurt too.

## The Summary

WORMS FORTS UNDER SIEGE THE FACTS YOU NEED TO KNOW!

1. It's Live at last, which means the game is now open to tons more replay value than before. But why did it take so long?!
2. Real-world locations and periods in history make it so enjoyable. You try rescuing a worm lookalike of Helen of Troy with a straight face.
3. Forts are a master stroke that helps keep this sequel so much more than just a set of maps. You'll rethink your entire worming strategy.
4. Those camera angles could have been sorted a little more, especially when you need to see exactly what you're firing at.
5. Time restrictions suck. You'll end up seconds from victory only to be told you've lost because the damned timer has ticked down. Arse!

## The Verdict

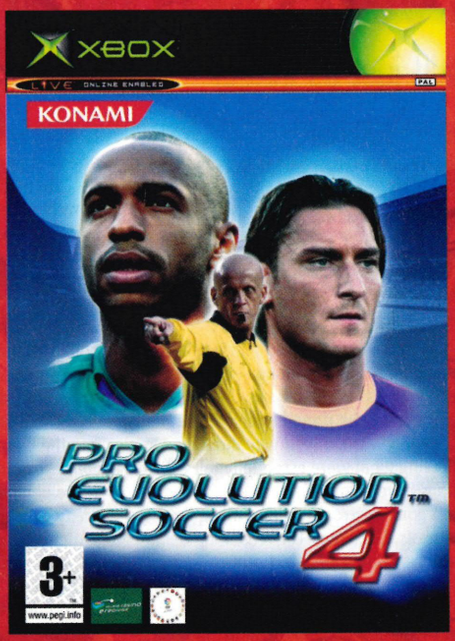
More worms, more strategy, more fun! Fans rejoice, *Worms* virgins, come see what you've been missing.

**8.4//10**

PREVIOUSLY: News - Issues 30 & 32
COMING SOON: Hints - Issue 37

# SEASON'S BEATINGS

Crash! bang!



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↑ Is this corrective laser-eye surgery? End-of-level bosses are not to be trifled with.

↑ The evil Mecha-Bandicoot is really a pushover.

↑ Use Cortex to spin enemies away from you.

↑ Poor Crash. Too many hits and he's a goner.

↑ Hide from tribesmen with big binoculars!

# Crash Twinsanity

## Twice the chaos, but still just as ginger

**Words:** Ben Lawrence

| | |
|---|---|
| Dev: Traveller's Tales | Pub: Vivendi Universal |
| Players: 1 | Live: None |
| Release: Out now | |
| www.crashbandicoot.com | |

### Bonus info

**CAMEO CHAOS**
Even standard *Crash* bad guys get their own back in *Twinsanity*. The skunks which seem to appear in every *Crash* game rebel, claiming they're fed up with walking backwards and forwards all day. They then attack you from every direction!

AS GOOD AS Crash Bandicoot used to be, and as much as he zipped around the screen like a whirling orange dervish, his series was still essentially a side-scrolling platformer. Sure, it was all done in polygons rather than pixels, but you worked your way through levels by following what were essentially rails. But boy, how things have changed.

Crash has gone free-roaming and along for the ride is his nemesis, Dr Cortex. The reasoning behind this bizarre partnership is long, but centres around the invasion of Crash's planet by two extra-terrestrial parrots. They eat fast food and they like obliterating the living, and when Cortex goes head to head with them to stop the attacks, they suck his brains out. Cue an unlikely partnership with Crash, and a quest to save the world.

Great thought has been given to this new dimension of gameplay, and the pairing of Crash and Cortex has had every last drop of invention squeezed from it. If you're not using Cortex as a hammer to smash obstacles, you're fighting with him. In a flurry of fists and feet, the two of you roll around in the path of danger and you have to steer the brawl from one point to another like some kind of organic *Marble Madness*. Then there are times when he'll be stumbling around with a beehive lodged on his head and you have to demolish traps before he stumbles into them.

There are moments when Crash goes it alone though, namely when traversing the nastier parts of a level, such as stealthily moving through a village of insane spear-chuckers. The last thing you need here is a mad professor screeching around with brains dripping from his ears.

Thankfully *Crash* loses nothing making the transition from rails to sprawling platformer. If anything, the humour and story have been upped considerably. Very few games can manage genuine laughs, but this is one of them, and it's all the better for it. The relationship between Crash and Cortex is reminiscent of classic Hollywood comedy duos and this, combined with the open-ended mission structure, makes *Crash Twinsanity* something of a doozy.

There are moments of pure frustration thrown into the pot as well, though. If a level isn't frying your eyes out, you've got to be careful of your step. Some perspectives when block-jumping can be pretty deceptive, forcing you to repeatedly shift the camera to a top-down view so you can see just how far you need to leap. Then there are the levels themselves. We saw glimmering jewels way below us and decided to hurtle down the mountain to fetch them. Only when we reached the bottom did we realise we'd just inadvertently returned to the beginning of the level, and had to replay the whole thing. It allowed us to reap another bunch of wumpa fruit, but it took us an hour. While wumpa fruit mean extra lives if collected in abundance, a measly extra life really isn't compensation enough for the hassle.

The new Cortex weapon (for that's all he really is) adds great variety to play. And whether you're dodging the vicious laser eyes of the giant Mecha-Bandicoot, or being blasted with the vice-versa reverser device from the tenth dimension, you'll forget the orange marsupial ever had dubious dalliances, such as that whole karting craze a few years back. It's not in the same league as the infamous plumber, and the partner/weapon gimmick isn't new (*Whiplash* - Issue 27, 8.1 - did it before), but it's a sturdy exercise in comic gaming. We'll even forgive the fact it's ginger.

### The Summary

**CRASH TWINSANITY** THE FACTS YOU NEED TO KNOW!

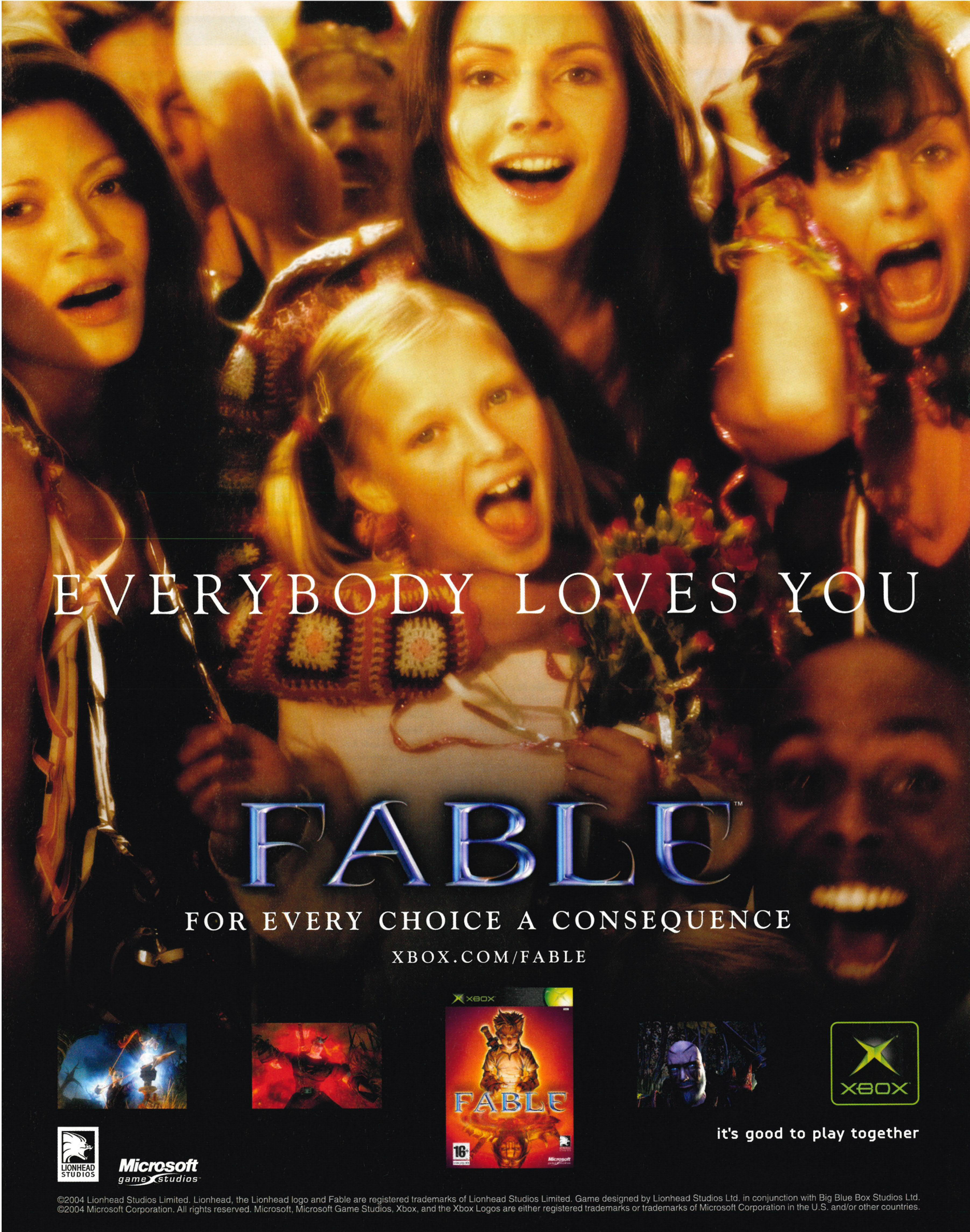
| | |
|---|---|
| 1 | Open-range missions give a new depth to the series, and releasing it from the scrolling gameplay gives *Crash* legs for years to come. |
| 2 | The use of Cortex as a weapon may have been done before, but the range with which you get to use him has us taking our hats off. |
| 3 | Levels can become very frustrating, especially when the perception of depth gets muddied and you're left taking leaps of faith. |
| 4 | Why create levels that could accidentally see you right back at the beginning? How annoying. We don't like! |
| 5 | In-jokes and comedy lift *Twinsanity* well above your average platformer. The script is so sharp you could cut yourself. |

### The Verdict

A nice, thick wedge of mayhem and quality gaming but nothing ground-breaking. Crash fans will adore it.

**8.0//10**

**PREVIOUSLY:** News - Issue 35
**COMING SOON:** Hints - Issue 37

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↑ No amount of training can prepare you for that.

↑ While the graphics are somewhat grainy, the dynamic water and rain effects are impressive.

# Tom Clancy's Ghost Recon 2

## A squad-based shooter that'll put Ghosts in your machine

**Words:** Martin Korda

- Dev: Red Storm Ent.
- Pub: Ubisoft
- Players: 1-4 Split
- Live: 2-16 players
- Release: 26 Nov
- www.ghostrecon-2.com

CROUCHING ON our knees in dark corners while flanked by three uniformed men isn't usually the kind of thing we go in for here at *Official Xbox Magazine*. But, in the case of the Tom Clancy tactical shooter series, we're willing to make an exception.

Set during a fictional conflict between a mad North Korean general and the West, *Ghost Recon 2* signifies something of a departure from the slow-paced, tactical gameplay we have come to expect from these games. For starters, you can play from an all-new third-person perspective (though you can still play in first-person if you prefer), while the faster, more arcade-orientated action is caught somewhere in limbo between the gritty realism of its predecessor (Issue 21, 8.5) and the *Rainbow Six* series, and the more forgiving and frenetic skirmishes of *Conflict: Vietnam* (Issue 34, 8.5).

But does it work? Well, yes and no. While this new direction may well appeal to a wider audience, its execution is more suspect than a convicted murderer called Bill the Butcher standing over a corpse with a bloody knife crying, "The bastard had it comin'!"

Typically, there are three different types of missions on offer in the campaign. First off are the squad-based infiltration levels, where you and your team must enter enemy-held territory and either blow up key targets or rescue captured/crashed comrades.

Things start well enough as you creep silently through the crumbling, smoke-spewing (though graphically unimpressive) cities of Korea, or its rural locales, your eyes straining in their sockets as you seek to identify the slightest hint of enemy presence in your grainy surroundings.

However, as soon as you take down a couple of enemies, things really start to kick off, as countless more enemies flock towards you and begin raining down a maelstrom of lead on your position, barking orders and warnings to each other as they try to pin you down.

You fight back, taking down enemies with precision shots and watching them slump realistically to the ground, while issuing orders to your squad on the fly with the excellent new context-sensitive command system (see By My Command, far right), or via voice commands with a headset. The battle swings violently back and forth as your men and the enemy intelligently seek out cover and lay down suppressing fire. What's more, if one of your soldiers gets injured you can now heal them on the battlefield. »»

### Bonus info

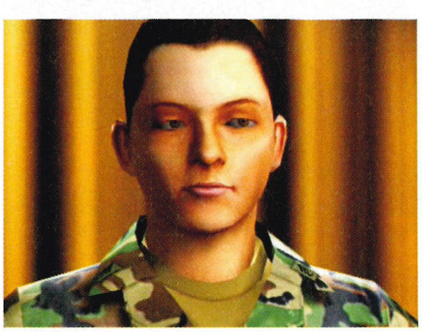
**TRAINING DAY**

Before you wade into the fray, make sure you learn and practise the skills of the covert ops soldier by having a go on the assault course and rifle range. Remember your training and you will make it back in one piece. Maybe.

↑ Damn termites. Look what they've done here.

↑ Defensive missions are pretty brainless affairs.

↑ Hook up with your AI allies for some missions.



↑ The story is presented in a documentary form.

## Bonus info

**WE ALL LOVE A HERO**
*Ghost Recon 2*'s story is presented in the form of a documentary about the fictional Korean conflict, in which the Ghosts recount what happened in each mission. These act as basic briefings before you get a chance to play out those very same missions yourself.

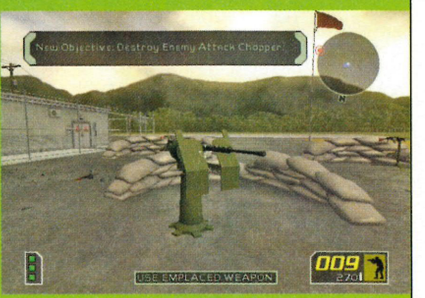
**DRAW!**
Reloading your weapon can be very time-consuming, especially when you're surrounded by enemies. Learning to quickly switch to your pistol when your machine-gun runs out of ammunition can be a real lifesaver.

## BY MY COMMAND Making orders easy

**UNLIKE ITS predecessor, *Ghost Recon 2* makes dishing out instructions easy, thanks to a context-sensitive command system (which your troops intelligently obey). Simply point at an area or object and press Y. Here are just a few of its uses...**

↑ **HEAL: One of your soldiers lies injured - get another member of your squad to heal them.**

↑ **ATTACK VEHICLE: Don't fancy taking it out yourself? Get one of your troops to do it for you.**




↑ **MOUNT GUN: Defending a base? Man all the mounted machine-guns you can get hold of.**

↑ **You can play either in first- or third-person modes.**

↑ **Target the little green man by the little green bush with a little green sight.**

"Use the machine-gun to fire round corners without exposing yourself"

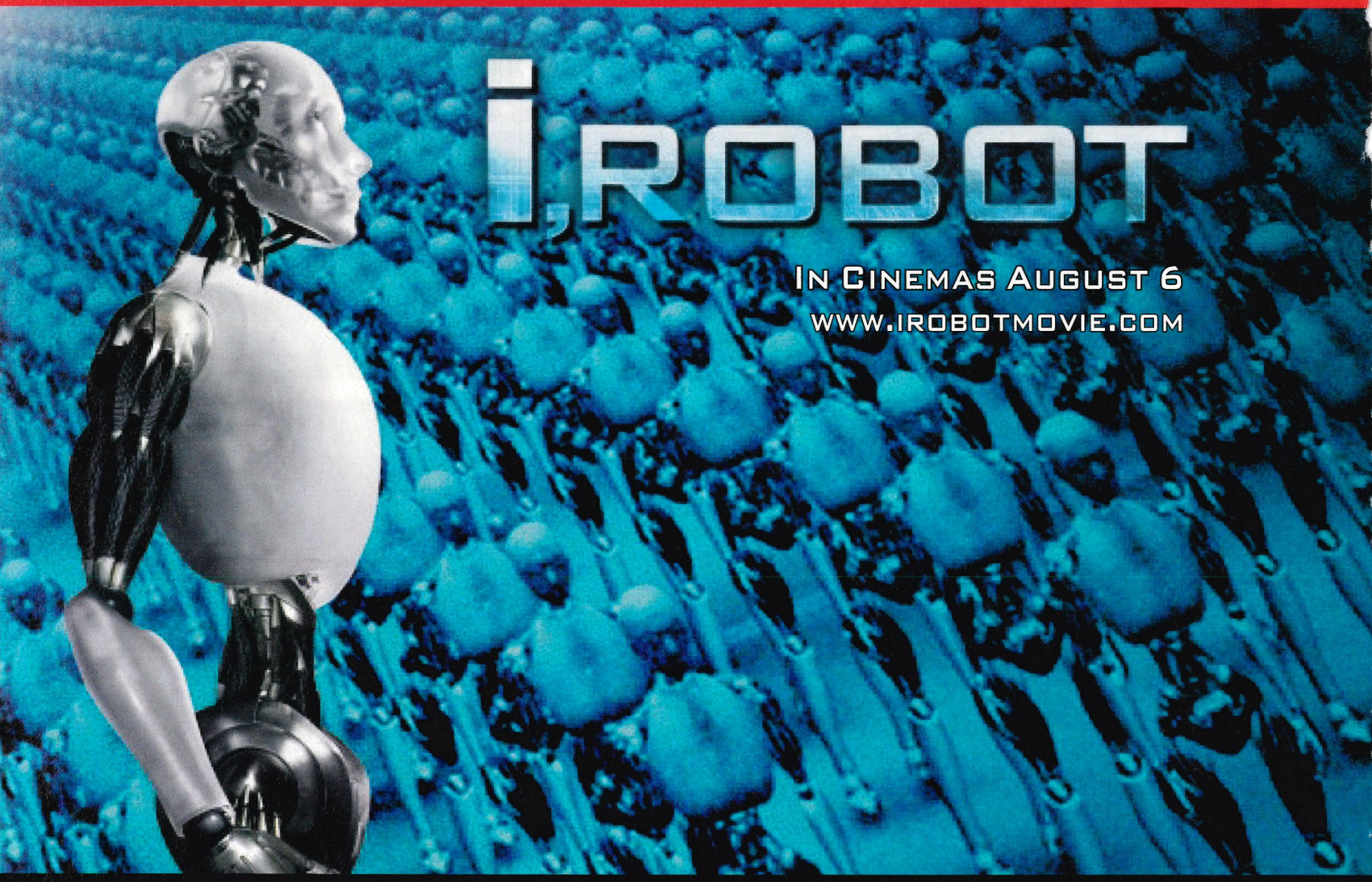
»» But suddenly, without warning, your entire squad is wiped out by an unseen attacker. You reload. It happens again. And again. Then it dawns on you. You've stumbled upon a spawn point. Enemies materialise out of thin air, behind you, in front of you, giving you no time to react. Of course this would be bearable if the game's damage model reflected its new frenetic approach. Sadly, neither you nor your men can take more than a handful of shots before you drop, making moments like these utterly infuriating. It also totally negates any carefully planned tactics you may have employed.

Solo infiltration missions are just like the squad-based ones, only even harder (because you have no backup, obviously). In order to level the playing field a little, you're kitted out with the revolutionary Integrated Warrior System (IWS), replete with a machine-gun that lets you fire round corners without exposing yourself and kick-ass grenade launcher. It also proffers you with the added bonus of being able to call in airstrikes.

These missions are the highlights of *Ghost Recon 2*, oozing tension like a ruptured dam and testing your reflexes, tactical awareness and shot accuracy to the max. With no backup to rely on, you're forced to think about every move and its consequence and, when faced with multiple enemies, a keen understanding of your surroundings will prove invaluable. Especially if you don't want some Korean conscript's niece using your intestines as a skipping rope before the day is out. »»

BACK SEAT WRITER: WHILE TOM CLANCY'S NAME MAY BE PLASTERED ALL OVER THE BOXES, HE RARELY HAS MUCH TO DO WITH THE ACTUAL DEVELOPMENT PROCESS OF THE GAMES.

# Unbeatable gaming bundles

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## Bonus info

**LOCK AND LOAD**
*Ghost Recon 2*'s arsenal of weapons is exhaustive, catering for every playing style – be it sniping from a distance or rushing in with heavy machine-guns blazing. And with ammo often in short supply, you'd better learn to fire in short, controlled bursts.

**BEAT YOURSELF**
To add to the game's replayability value, you're awarded a score at the end of each mission based on how many kills and headshots your team has amassed, as well as how many of your troops survive.

↑ "And if I ever catch you pissing against a tree again...!"

"Sometimes the AI doesn't see you. Even if you're right in front of it. Waving a red flag. Dancing the Macarena"

↑ Getting caught out in the open during solo missions is bloody stupid.

↑ This'll teach them not to keep their angles covered...

»» Conversely though, the shortcomings of the squad-based missions are amplified here, necessitating constant reloads as seemingly endless waves of enemies charge at you, even when you're well hidden. But the enemy AI isn't consistently this good, oh no, no, no. Sometimes it doesn't see you at all. Even if you're standing right in front of it. Waving a red flag. Dancing the Macarena.

Last and definitely least are the defensive missions. Brainless to the extreme, these task you and your squad to defend a base by moving from one trench to the next while gunning down endless droves of advancing enemies and immobilising the odd tank and APC. It's the kind of archaic, by-numbers, lazy level design that would leave a lobotomised chimp feeling patronised.

Of course if you don't fancy trawling through the campaign, you can embark on single missions in a variety of game modes including Lone Wolf (you're on your own but have access to the best weaponry) and Firefight (kill every enemy in the entire level). But regardless of which one you choose, the same problems still abound.

Fortunately, the rather patchy single-player game is redeemed somewhat by its diverse and entertaining multiplayer options. Cram yourself and up to three mates in front of your TV or link up with up to 15 other players over Xbox Live and revel in the joys of co-operative or competitive play, shouting abuse or praise at each other through your headsets. Ah, the joys of modern technology.

*Ghost Recon 2* is a game with a severe identity crisis, clearly trying to appeal to the action-loving masses while attempting not to alienate fans of the slow-paced gameplay of yore. Problem is, it's unlikely to truly grip either group, and may well estrange many core fans. Suddenly, the idea of being stuck in those dark corners protecting our rears simply isn't as appealing as it used to be.

↑ Sometimes it can be right to burn bridges.

## The Summary

**GHOST RECON 2** THE FACTS YOU NEED TO KNOW

1. The more arcadey action makes for some frenetic battles, though this is offset by the game's infuriatingly unforgiving damage model.
2. Ace selection of machine-guns, grenades, rocket launchers and rifles. The groundbreaking IWS system adds an extra tactical dimension.
3. Enemies regularly display a firm understanding of battlefield tactics, but are sometimes either too aware of your presence or plain dumb.
4. *Ghost Recon 2* is graphically weak but does boast some pretty impressive dynamic effects and physics.
5. Intuitive command system and voice-activated commands that your team intelligently obey make ordering your squad quick and easy.

## The Verdict

As frustrating as it is rewarding, *GR2* is best enjoyed with your friends, though you'll still have to endure the erratic AI.

**7.4//10**

**PREVIOUSLY:** Preview – Issue 34
**COMING SOON:** Hints – Issue 37

THE FUTURE IS NOW: THE US ARMY IS ACTUALLY DESIGNING THE OBJECTIVE INDIVIDUAL COMBAT WEAPON (XM29), FOUND IN GR2'S IWS SYSTEM.

# Ford Racing 3

## Budget arcade racer hits Xbox. Get your fluffy dice ready!

**Words:** Audley Jarvis

- Dev: Razorworks
- Pub: Empire
- Players 1-2
- Live: 2-6 players
- Release: Out now
- www.fordracing3.com

WHILE FORD doesn't quite have the desirability factor of Mercedes or the upper-class refinement of Rolls-Royce, it *is* a company with plenty of history, tradition and classic cars to its name. *Ford Racing 3* draws on that history with a wealth of motors to unlock, and it'll help you learn the difference between a '55 Thunderbird and a '68 Mustang. If that doesn't excite you, it's worth noting that you'll also get the chance to race around in one of the coolest cars ever made - the legendary Ford Capri.

This, the third game in the *Ford Racing* series (duh - ed), adds substantially to the content of the generally well-received second game (Issue 23, 6.4). There's more of everything, with a total of 56 cars, 12 reversible courses and two dedicated racing circuits waiting to be unlocked. Progress is fairly swift, mind, and we'd estimate that good drivers will be able to unlock everything in about ten to 15 dedicated hours. But in addition to the single-player game, you can also take your favourite cars online via Xbox Live to race against other Ford fanatics.

There are three main game modes to keep you busy. Two of these provide the meat and veg of the single-player game where cars and courses are unlocked, while the third is basically a 'build your own race' mode. The Ford Competition takes you through a progression of themed races, getting progressively harder as the rewards become more substantial. Its companion - The Ford Challenge - offers yet more unlockables through a series of 11 themed race types including old favourites like Drafting and Time Attack alongside new additions Boost, Relay and Overtake. Once you've unlocked everything you can then create your own tailor-made race in Ford Competition mode.

Car handling is very much old-skool arcade; point, shoot and bounce off the sides. It's basic, but easy to pick up. There's no damage modelling, so no matter how many times you stack your ride headfirst into the walls it'll never go out of shape. You can choose to drive in automatic or manual mode, but apart from that the only skill you really need to master is how to slide around corners.

There's a lot of differentiation between the various cars, and even the worst driver in the world would be hard-pushed not to notice the difference between a '49 Coupe and a '92 RS Cosworth. While the physics are sound enough most of the time, it can often feel - especially with the faster cars - like they are pivoting around from the centre, rather than turning on their wheels, which makes fast cornering all the more tricky. Opposing AI-controlled cars, while often unpredictable, certainly aren't slow and will keep up with you, even when you're in a supposedly faster car.

Graphically, *Ford Racing 3* looks okay, if not exactly stunning; expect the usual assortment of trackside clichés, overblown sunbursts, giant Buddha statues and so on. The actual racing's fluid enough, and there are no framerate issues to speak of. Track design is pretty good too, with plenty of hills and a good mix of straights, corners and chicanes to negotiate. Sadly, the background music is all widdly '80s cock rock-style instrumental and thoroughly dreadful.

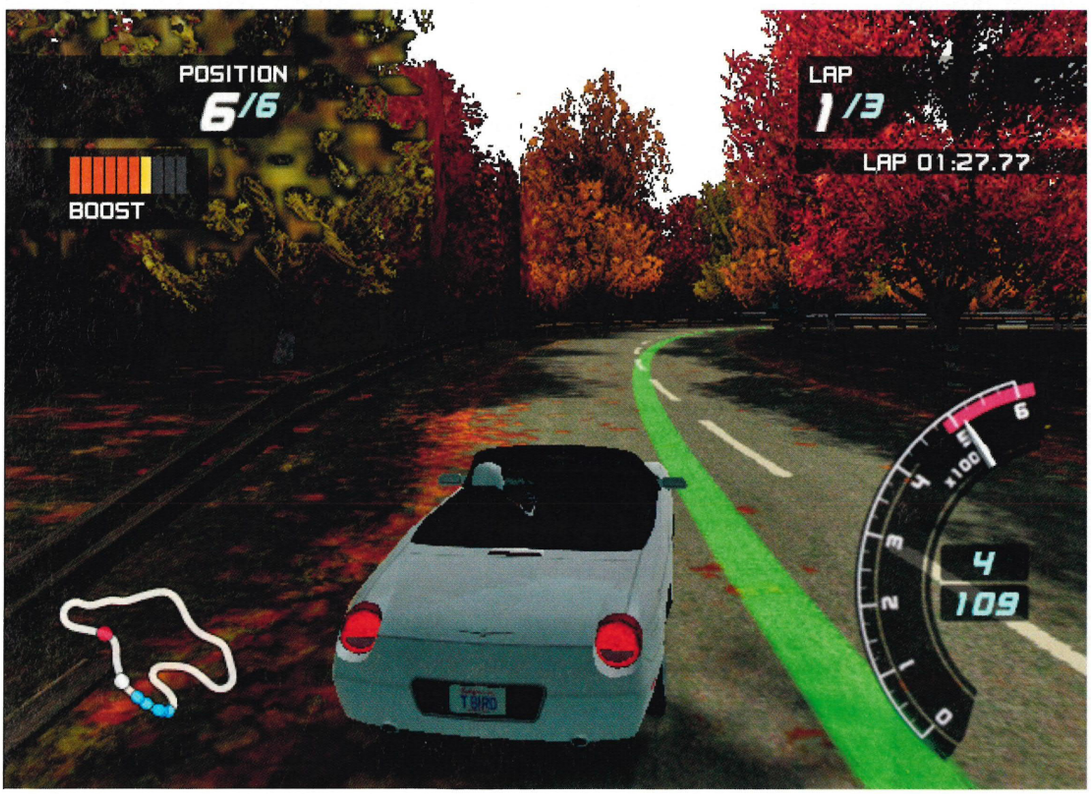
*Ford Racing 3* offers lots of cars to unlock, and plenty of challenges and game types to keep you amused - it's not by any means the worst driving game ever made, and it's a snip at £20. But, much like the Ford brand itself, there isn't really much in the way of glitz or glamour to it either.

### Bonus info

BOOST

**À LA MODE**

The full list of race types is as follows: Standard, Boost, Elimination, Overtake, Duel, Drafting, Racing Line, Relay, Driving Skills, Seconds Out and Time Attack. You gotta race 'em all!




↑ Follow the green line to fill your Boost meter. Wonder where they got this idea from...

↑ Battle to control your car in off-road races.

↑ The Ford Capri: the babe magnet of its day.

↑ Ah, the obligatory sun-burst. Looks kinda nice.

↑ Bumper-cam is one of three different views.

## The Summary

FORD RACING 3 THE FACTS YOU NEED TO KNOW!

1. For a budget arcade racer, *Ford Racing 3* looks fairly good and comes with a good spread of game modes and plenty of content to unlock.
2. Car handling is firmly in the old-skool arcade camp. There's no damage modelling, so bounce off the walls as much as you like.
3. There's a good spread of game types and race modes, most of which have been borrowed from other premium racing titles.
4. The aim is to unlock all 55 cars, plus all the tracks and circuits and modes. Replay value lies in devising your own races and Live racing.
5. If Ford was as sexy a brand as, say, Aston Martin or Ferrari, then this would probably hold more mass appeal and cost twice as much.

## The Verdict

Expands on its predecessor, offering more content and challenges. Competently made, but lacking in glitz and glamour.

**6.7/10**

**PREVIOUSLY:** Nothing - it sped out of nowhere
**COMING SOON:** Hints - Issue 37

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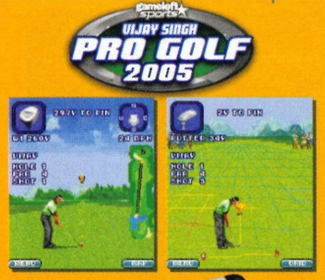


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↘ The bigger they are, the harder they are. Use everything you've got!

↑ The faces on the right show the order of play.

↑ The Balrog really is as mean as it looks.

# The Lord of the Rings: The Third Age

## Tolkien's epic finally gets a decent role-playing game

**Words:** Gavin Ogden

| | |
|---|---|
| Dev: EA | Pub: EA |
| Players: 1-2 | Live: None |
| Release: Nov 2004 | |
| www.lordoftherings.eagames.com | |

AFTER STRIKING licensing gold with *The Two Towers* (Issue 14, 8.0) and *Return of the King* (Issue 23, 8.5), EA is going for an assault on the charts with an RPG based around the events of the movie trilogy. Previous games allowed you to play as members of the Fellowship, but *The Third Age* takes a slightly different path to the orc-infested wastelands of Mordor.

Although you don't get to play as the famed Fellowship members, they do pop up in very important battles (The Balrog, Helm's Deep, Pelennor Fields) to lend an axe, staff or bow to your party. Instead, you play the role of Gondor warrior Berethor, who sets out to locate Boromir. Along the way, elves, rangers, dwarves, Rohan warriors and many more will join your quest. Gandalf actor Sir Ian McKellen has provided an excellent narrative that keeps you updated on where in the story you are. But if you're familiar with the movies or the books, you'll have heard it all before.

*The Third Age* is essentially an adventure within an adventure. While Frodo and co are off dealing with matters of the ring, Berethor is chasing the Fellowship through Middle-earth, mopping up what the Fellowship leaves behind. There are lots of orcs to clear out of villages, lots of soldiers to round up for the Helm's Deep battle and lots of Uruk-hai to waste in Osgiliath. At one point or another you'll see just about every foe Tolkien wrote about and Peter Jackson filmed. There are a few twists and turns in the story – some that may well have the beards up in arms – but it'd be rude to give them away here.

↑ Stunning Blades will make your character less accurate for a few rounds.

With around 40 hours of gameplay to wade though, you'll spend some of your 'precious' time wandering the land, but mostly you'll be involved in turn-based battles. If you're familiar with the *Final Fantasy* style of turn-based combat then you'll know what to expect here. You take a turn to attack enemies or heal a member of your party, and then they do. And then you do. And then they do. It might not sound much on paper, but with the dizzying effects and cracking score taken from the films, it all adds up to a very enjoyable experience.

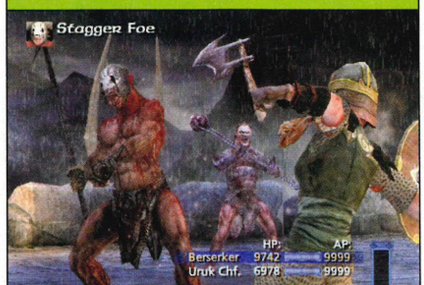
*The Third Age* feels as though it's been knocked together quite quickly. Many areas will be familiar to those who have played EA's previous titles, though the main characters don't look or sound themselves here. And because it's an RPG, there are loads of power-ups, spells, items and melee attacks to master. Your main inventory screen

### Bonus info

**CO-WHAT MODE?**
Co-op mode is poor: plug in another pad and take turns to control the characters. Or don't bother with the second pad and pass your mate the controller every now and again. Where's the head-to-head mode?

↑ Aragorn winds up a special attack.

### THE DARK SIDE
#### Fight for Mordor's armies



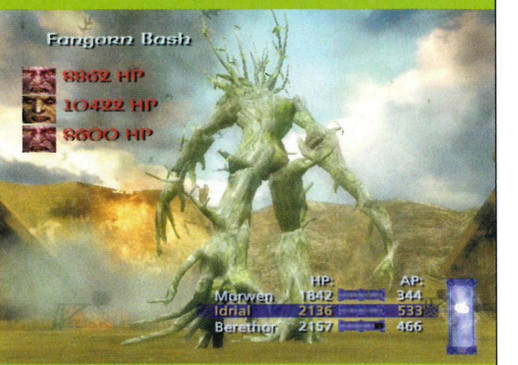

AS YOU FINISH the massive levels in the game, you'll unlock Evil mode. This allows you to control the baddies in round after round of turn-based battling. Watch in amazement as the Fellowship does things they wouldn't normally do when you're controlling them...

## CALL FOR BACKUP Odds against you? Bring in an Ent!

IF YOU'VE PLAYED one of EA's action games based on the movies, you'll be familiar with Perfect mode. As you destroy enemies without taking any damage, your Perfect meter (bottom right of the HUD) slowly begins to rise and fill up. When it's full and you see the Ring, it's time to call in some serious magical help! Here's one of our favourites in action.

↑ In times of trouble you need to call in the help of some of Middle-earth's larger-than-life characters.

↑ Pick your favourite Ent spell and watch him go barking mad at multiple targets knowing your party's safe.




↑ With his work here done, the Ent walks off into the distance to recover for his next call to arms. Job done.

↑ Orcs can be lethal with their arrows, but as you level up you can take them on the chin a lot better.

### Bonus info

**EXTRAS EXTRAS**

There are a 109 short movie clips to unlock on your journey. They each have a narrative by Gandalf actor Sir Ian McKellen. As you progress, the edited footage helps convey a sense of the huge importance of events surrounding you. But if you've watched the movies over and over on DVD (or VHS if you're stuck in a time warp) you'll want to skip these and keep on with the action.

"There are a few twists in the story - some may have the beards up in arms"

» allows you to pick and choose your armour and weapons, while a scaled-down version lets you flick between spells and attacks during combat. Don't worry though, it sounds more complicated than it is and the interface is very simple to use. So much so that you won't notice it's there half the time.

But what does let the game down a little is the number of these turn-based random battles you have to get through to advance further. Parts of the game are open for a little linear exploration with a random encounter every now and again, but enclosed dungeon areas like the Mines of Moria will bog you down with battle after battle. It's especially frustrating when you want to get on and search for certain objects, but have to go through samey-looking battles every few minutes. When it all kicks off at Helm's Deep you have a series of brutal encounters with no save points to be seen anywhere. Some form of checkpoint in these areas wouldn't have gone amiss at all.

*The Third Age* stays faithful to the movie licence and dishes up hour upon hour of orc-slaying fun. It's not really doing anything new as far as RPGs go but, what it does do, it does well.

↑ Use magic to bring down the Watcher.

## The Summary

**TLOTR: THE THIRD AGE** THE FACTS YOU NEED TO KNOW!

1. *The Third Age* looks and sounds the part, making it easy on the eyes and ears over long periods of play.
2. Not enough variation in the gameplay, but if you love turn-based battles you won't find more per square inch anywhere else!
3. Poor multiplayer options; taking turns surely doesn't count as a co-op mode. Where are the head-to-head wars?
4. Simple to pick up and play even for those usually scared of role-playing games. User interface and presentation are great.
5. Sir Ian McKellen's voiceover adds to the feeling that you're involved, even if you have heard it all before.

## The Verdict

Sadly not the RPG to rule them all. It's just a good game that blends a turn-based fight system with the classic story.

**7.4//10**

PREVIOUSLY: Gallery - Issue 35
COMING SOON: Hints - Issue 37

IT'S CALLED A WHAT? LOOK OUT FOR COMEDY NAMES OF SPELLS, SUCH AS TENTACLE FRENZY, MORGUL BASH AND WRECKING SPOUT. SURELY SOMEONE'S HAVING A LAUGH...

↑ 10's a crowd! Freestylin' through a busy dee should be no sweat for a superstar like you.

# NBA Live 2005

## EA's perennial b-ball sim still fails to live up to its name. NBA Live ain't Live

**Words:** Jermaine Mann

| | |
|---|---|
| Dev: EA Canada | Pub: EA Sports |
| Players 1-4 | Live: None |
| Release: 29 Oct | |
| www.easports.com/games/nbalive2005 | |

BASKETBALL: to us Brits, a repetitive venture of gangly types running backwards and forwards across a squeaky wooden court. To describe the sport as 'cult' in the UK would be like calling Wayne Rooney 'a little bit chubby' (i.e. a bit of an understatement). No surprises, then, that EA has once again opted to deprive its European *NBA Live* series of, um, Live play. Still, at least the offline experience is consistently good.

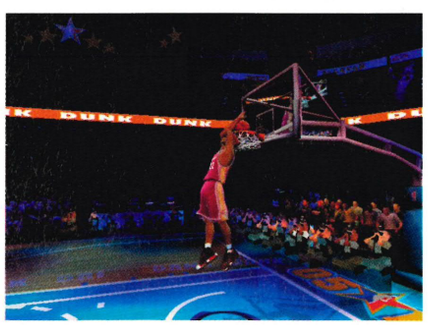
Most of the strengths and weaknesses of last year's outing (Issue 23, 7.3) apply here. Its intuitive, simple-to-master but deep controls mechanism means that it's kind to complete novices, whilst also complex enough to appeal to the most ardent of tacticians. The *NBA Live* series has been a master at straddling the gulf between arcade immediacy and sim-like authenticity, and *NBA Live 2005* continues to perfect the art amiably.

However, that's not to say that there have been no noticeable adjustments to the gameplay. The pace definitely appears to have picked up a gear, with the detailed players manoeuvring with greater mobility. By tinkering with the Right thumbstick, you can perform all manner of cunning wriggles, jinks and weaves, which are slightly easier to execute than in last year's game.

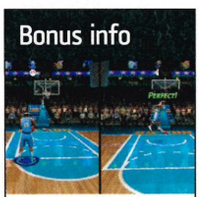
Also, of a far more advanced nature is the implementation of Freestyle Air. This essentially rewards your lank-bodied athletes the power of mid-air trickery, giving you opportunities to perform naughty stuff like forcing fouls and changing shots. Add in tweaked AI, harder-to-nail three-pointers, better animations and well, okay, *NBA Live* has improved somewhat. But to be honest, unless you're a hardcore basketball freak, the changes are so subtle that it's quite unlikely you'll notice them.

At least there are several new game modes featured, including the surprisingly addictive (and bloody hard) slam dunk challenges. The revamped 25-year Dynasty mode extends to such tactical depths that it should come with a government health warning. And the customary All Star match-up is always a sure-hitter - even if your knowledge borders on the non-existent, it's impossible not to appreciate the unique manner in which every superstar jiggles and dunks.

Along with the Live-enabled *ESPN NBA Basketball* (Issue 23, 7.6), this is probably the best realistic, and most engrossing, basketball sim around. It's just a huge shame that EA Sports has kept the franchise offline, as the whole thrill of videogames sports is surely competing against fellow gamers across the globe. Perhaps the Yanks are still nursing their wounds after their humiliating defeat by Argentina at the Olympic Games (you gotta laugh)... Good stuff but not enough to recommend if you already own *NBA Live 2004*.


↑ A funky dunker slams home after an alley-oop.

### Bonus info



**WE'RE SLAMMIN'**
The new Freestyle Challenges enable you to make the most of your sexy new tricks. Slam Dunk Showdown pits you against an opponent to perform the most acrobatic dunks including the alley-oop, while the Three-Point Showdown tests you in your long-range shooting. It's rather addictive.

↑ Freestyle Air: snazzier dunking opportunities.

↑ Test your aim in the Three Point Challenge.

↑ Weave around the dee to get a clear shot.

↑ How's that for a skinny freak? 7ft 6 and 120lbs!

## The Summary

**NBA LIVE 2005** THE FACTS YOU NEED TO KNOW!

1. Very similar controls to last year's effort, although with better player animations and marginally speedier play.
2. Improved Freestyle and new Freestyle Air gives you more mobility and far greater library of tricks, especially for dunking.
3. Revamped Dynasty mode now lasts 25 years, and provides options for tinkering with rosters, training, scouting etc.
4. Decent multiplayer, but still no options for Live online tournaments and ranking, despite the name.
5. Generally similar in play to its prequel - still looks nice, has tons of options and glitzy presentation.

## The Verdict

A decent spit 'n' polish job, but still no online play. Owners of *NBA Live 2004* should definitely try before they buy.

**7.1//10**

**PREVIOUSLY:** Nope. Dunked straight in from downtown
**COMING SOON:** Hints - Issue 37

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| NOTHING I WON'T DO - special d | 114411 | 124411 |
| MORE MORE MORE - rachel stevens | 114661 | 124661 |
| CONFESSIONS PART 2 - usher | 114219 | 124219 |
| YOU GOT WHAT I WANT - snoop dogg | 114809 | 124809 |
| BOWTIE - outkast | 114803 | 124803 |
| OOPS UPSIDE YOUR HEAD - dj casper | 114656 | 124656 |
| I LOVE THEM HOES - eamon | 114088 | 124088 |
| HOW YOU DO - frankee | 114398 | 124398 |
| MY PREROGATIVE - britney spears | 114715 | 124715 |
| SAND IN MY SHOES - dido | 114504 | 124504 |

| HOTTEST TONES | MONO | POLY |
|---|---|---|
| MILLIONAIRE - kelis | 114458 | 124458 |
| RADIO - robbie williams | 114717 | 124717 |
| BLINDED BY THE LIGHTS - the streets | 114718 | 124718 |
| LOSE MY BREATH - destiny's child | 114703 | 124703 |
| NEVER REALLY WAS - mario winans | 114405 | 124405 |
| TRIPLE TROUBLE - the beastie boys | 114625 | 124625 |
| GHETTOMUSICK - outkast | 114635 | 124635 |
| I WANT MORE - faithless | 114561 | 124561 |
| DJ - jamelia | 114680 | 124680 |
| THE NEW WORKOUT PLAN - kanye west | 114724 | 124724 |
| NOBODY'S HOME - avril lavigne | 114700 | 124700 |
| MY BOO - usher and alicia keys | 114730 | 124730 |
| UNWRITTEN - natasha bedingfield | 114771 | 124771 |
| WELCOME TO MY TRUTH - anastacia | 114721 | 124721 |
| PERSONAL JESUS - marilyn manson | 114799 | 124799 |

| CHART | MONO | POLY |
|---|---|---|
| LOVE IS A MATTER OF DISTANCE - w young | 114617 | 124617 |
| THESE WORDS ARE MY OWN - n. bedingfield | 114346 | 124346 |
| LEAVE (GET OUT) - jojo | 114198 | 124198 |
| LEFT OUTSIDE ALONE - anastacia | 113616 | 123616 |
| SICK AND TIRED - anastacia | 114205 | 124205 |
| SOME GIRLS - rachel stevens | 114213 | 124213 |
| REAL TO ME - brian mcfadden | 114495 | 124495 |
| EVERYTIME - britney spears | 114022 | 124022 |
| DRAGOSTEA DIN TEI - o-zone | 114098 | 124098 |
| OUTRAGEOUS - britney spears | 114430 | 124430 |
| THAT GIRL - mcfly | 114462 | 124462 |
| SUMMER RAIN - slinkee minx | 114487 | 124487 |
| YOU HAD ME - joss stone | 114521 | 124521 |

| HIP HOP | MONO | POLY |
|---|---|---|
| MY PLACE - nelly | 114500 | 124500 |
| JESUS WALKS - kanye west | 114266 | 124266 |
| HOW COME - d12 | 114169 | 124169 |
| TIPSY - j-kwon | 113648 | 123648 |
| WELCOME BACK - mase | 114709 | 124709 |
| SHE WANTS TO MOVE - n.e.r.d | 113539 | 123539 |
| P.I.M.P - 50 cent | 112599 | 122599 |
| GANGSTERS PARADISE - coolio | 111128 | 121128 |
| LETS GET IT STARTED - blk eyed peas | 113232 | 123232 |
| SUNSHINE - twista | 114310 | 124310 |
| HEY YA - outkast | 113176 | 123176 |
| MY BAND - d12 | 113795 | 123795 |

| ESSENTIAL | MONO | POLY |
|---|---|---|
| SATISFACTION - benny benassi | 112751 | 122751 |
| IN DA CLUB - 50 cent | 112440 | 122440 |
| HEAVEN - dj sammy | 112229 | 122229 |
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| YEAH - usher feat ludacris & lil jon | 113546 | 123546 |
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| LOCKED UP - akon | 114747 | 124747 |

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|---|---|---|
| YOU'LL NEVER WALK ALONE - gerry & the.. | 111351 | 121351 |
| SOCCER AM CATWALK - jean knight | 112559 | 122559 |
| MATCH OF THE DAY - match of the day | 111126 | 121126 |
| THE GREAT ESCAPE - s wednesday | 111354 | 121354 |
| WOO HOO - the 5 6 7 8's | 114166 | 124166 |
| 3 LIONS - baddiel & skinner | 111494 | 121494 |
| VINDALOO - fat les | 111349 | 121349 |
| MARCHING ON TOGETHER - leeds | 111350 | 121350 |

| DANCE | MONO | POLY |
|---|---|---|
| FLASHDANCE - deep dish | 114673 | 124673 |
| COME WITH ME - special d | 113678 | 123678 |
| LOLA'S THEME - shapeshifters | 114192 | 124192 |
| TAKE ME TO THE CLOUDS ABOVE - lmc vs | 113456 | 123456 |
| PUT EM HIGH - stonebridge | 113747 | 123747 |
| AIN'T NO LOVE (AIN'T NO USE) - soda club | 114613 | 124613 |
| LOVE IS GONNA SAVE US - benny benassi | 114768 | 124768 |

| ROCK | MONO | POLY |
|---|---|---|
| SWEET CHILD O MINE - guns n roses | 111258 | 121258 |
| SHE WILL BE LOVED - maroon 5 | 114236 | 124236 |
| NOVEMBER RAIN - guns n roses | 112596 | 122596 |
| BAT OUT OF HELL - meat loaf | 111286 | 121286 |
| BLACK BETTY - spiderbait | 113761 | 123761 |
| LIVING ON A PRAYER - bon jovi | 111376 | 121376 |

| REGGAE | MONO | POLY |
|---|---|---|
| TURN ME ON - kevin lyttle | 113100 | 123100 |
| I'M STILL IN LOVE.. - sean paul feat sasha | 113410 | 123410 |
| ANGEL - shaggy | 111114 | 121114 |
| GET BUSY - sean paul | 112634 | 122634 |
| DUDE - beenie man feat ms thing | 113702 | 123702 |
| MR LOVERMAN - shabba | 114612 | 124612 |
| GHOST TOWN - the specials | 113941 | 123941 |

| THEME | MONO | POLY |
|---|---|---|
| ROCKY | 112481 | 122481 |
| ONLY FOOLS AND HORSES | 111369 | 121369 |
| GOOD BAD AND THE UGLY | 111181 | 121181 |
| GREASE - frankie valli | 114757 | 124757 |
| MISSION IMPOSSIBLE | 111121 | 121121 |
| THE SIMPSONS | 111132 | 121132 |
| DIRTY DANCING | 111249 | 121249 |
| MUPPETS | 111134 | 121134 |
| TOP GUN | 111860 | 121860 |
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| PINK PANTHER | 111133 | 121133 |
| AXEL F - beverley hills cop | 111601 | 121601 |
| BENNY HILL | 111139 | 121139 |
| ALWAYS LOOK ON THE BRIGHT..- m. python | 113865 | 123865 |
| PHOENIX NIGHTS | 112364 | 122364 |
| JAMES BOND | 111119 | 121119 |
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| CHARMED | 114270 | 124270 |
| THE OFFICE | 112363 | 122363 |
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| THE OC - CALIFORNIA - phantom planet | 113967 | 123967 |
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| HOW COME | 174169 | P.I.M.P | 172599 | RHYTHM IS A DANCER | 172485 |
| SWEET CHILD O MINE | 171258 | GANGSTERS PARADISE | 171128 | YOU'LL NEVER .. | 171351 |
| LOLA'S THEME | 174192 | SICK AND TIRED | 174205 | IN DA CLUB | 172440 |
| BABY BOY | 172933 | BREATHE EASY | 173599 | HEAVEN | 172229 |
| I'M STILL IN LOVE.. | 173410 | BABY I LOVE U | 173353 | EVERYTIME | 174022 |
| BUILD ME UP BUTTERCUP | 173009 | MOVE YA BODY | 174218 | DRAGOSTEA DIN TEI | 174098 |
| MANDY | 173228 | LETS GET IT STARTED | 173232 | WHERE IS THE LOVE | 172890 |
| CRASHED THE WEDDING | 173151 | HEY YA | 173176 | BAT OUT OF HELL | 171286 |
| I DON'T WANT .. | 173519 | NOVEMBER RAIN | 172596 | F.U.R.B | 173917 |
| LEFT OUTSIDE ALONE | 173616 | HOTEL | 173514 | CASTLES IN THE SKY | 171270 |
| YEAH | 173546 | MY BAND | 173795 | (Not Original Artists) | |

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258111 258119 252173 252181 253708 253696 253697 252242 253241 253587

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260336



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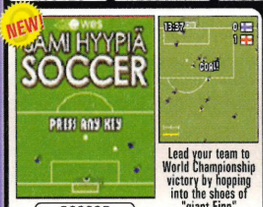


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↑ Impress your mates with a cool trick or two for extra rep points.

# The Urbz: Sims In The City

## The Sims leave their green and pleasant towns and head for the city

### Bonus info

**ALL-STAR CAST**
The Black Eyed Peas not only produced the soundtrack for the game (which is very good) and contains tracks from their upcoming album *Monkey Business* (mixed in the 'Simish' language) but Will. I.Am, Fergie, Apl.de.Ap and Taboo all make appearances in the game.

**Words:** Rhianna Pratchett

| | |
|---|---|
| Dev: Maxis | Pub: EA |
| Players: 1-2 | Live: None |
| Release: 12 Nov | |
| www.urbzsims.ea.com | |

PC FANS MIGHT have got themselves *The Sims 2*, but Maxis hasn't forgotten about the consolers and it's created a brand new franchise especially for us in the shape of *The Urbz: Sims in the City*. Doesn't it make you feel all warm and fuzzy inside?

So you've taken the big step and moved out of the comfort and regular laundry washing of your parental home, and now it's time to face city life. Once you've created your basic Urb you get to take them into one of nine areas in the city which are all controlled by different gangs. These include the punks that inhabit the seedy Central Station, stuffing themselves with chips and pounding each other in their own personal Fight Club. Then there are the skaters that live in Kicktail Park and like nothing better than skating their hearts out and then stopping off at Floaters, the local party bar, where they inhale helium until they sound like Alvin and his merry band of Chipmunks.

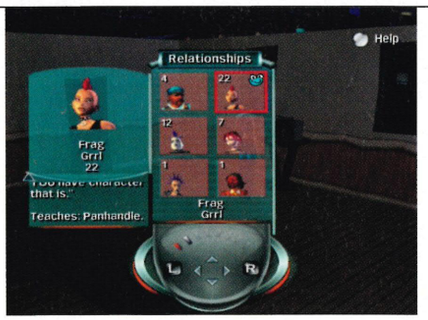
But *Urbz* is all about gaining a reputation with each of these cliques as well as keeping your own five needs in check (food, entertainment, sleep, bowel movement and hygiene). That means you'll have to socialise and work out what makes them tick, which will allow you access to new areas and social moves. More importantly you'll have to buy clothes to blend in so you don't go into the J-Pop and sushi-filled streets of Neon East wearing one of Marilyn Manson's cast-offs.

As well as being a social butterfly, you'll have to find some way of paying the rent on your new apartment and buying furniture to impress your new-found friends. Every area has its own job opportunities. For example, you can make body piercings, sculptures or try your hand as a sushi chef, and all these jobs will require you to complete some basic button-bashing mini-games.

*The Urbz* is certainly a big departure from the traditional *Sims* gameplay and it's all the better for it. It's extremely accessible - although the longish loading times are a bit of a pain - and a hoot to play, with a constant stream of details that'll keep you smiling.

**POWER UP!** If you need to hit an Urb straight between the eyes, then a Power Social is the only way to go.

**POWER SOCIALS ARE** special moves that you roll out when you want to impress an Urb with the awesome power of your social being. Some of them are gained by increasing your reputation and others may involve you meeting up with a particular Urb at a certain time and place.




↑ Your XAM PDA is your information hub.

↑ No one likes oozy piercings.

↑ Two robots enter, one robot leaves.

↑ Sushi-making the easy way.

## The Summary

THE URBZ THE FACTS YOU NEED TO KNOW!

1. It's an innovative idea and a much-needed move away from the traditional *Sims* gameplay that has been milked by Maxis for so long.
2. Packed full of detail all over the place, such as the way your character will slowly adopt the walk of their favoured gang.
3. *The Urbz* is just sheer good fun to play and sometimes it's nice to sit back and watch urban life unfolding before you.
4. Easy to get into, even if you haven't played any *Sims* games before, and your XAM PDA keeps you nicely updated about your progress.
5. Long loading times are annoying, but considering the amount of depth and detail in the graphics engine, it's worth the wait.

## The Verdict

Colourful, fun and literally full of life. The PC crowd can keep *The Sims 2* - we've got *The Urbz*!

**8.0//10**

PREVIOUSLY: News - Issue 35
COMING SOON: Hints - Issue 37

# Ty The Tasmanian Tiger 2: Bush Rescue

## Attack of the generic cuddly animal platformer!

**Words:** Ben Lawrence

| | |
|---|---|
| Dev: Krome | Pub: EA |
| Players: 1 | Live: None |
| Release: Out now | |
| www.kromestudios.com | |

NO SNIGGERING at the back! *Bush Rescue* is a *GTA*-style kiddies' romp starring the entire catalogue of Australian animals. And despite the dubious name, you won't see a beaver anywhere.

On initial contact with *Ty The Tasmanian Tiger 2: Bush Rescue*, you'll roll your eyes and mutter something about 'bloody platform games', or 'generic ballsy rodent game character rip-off sequel'. Both would be correct - this is a platform game with another not-quite-as-cool-as-it-thinks-it-is leading character, and there are gems to scramble around collecting, but it's the *GTA*-style mission structures that give some breadth to the otherwise paint-by-numbers gaming, just as it did the original.

You'll be bombing around on the back of a Yute, diving through billabongs and interacting with all manner of Aussie inhabitants, just like in the first *Ty* title (Issue 10, 7.6), but this time the action has been cranked up a notch. Ty can now leap into the cockpit of giant clunking mechs or behind the turret of a mounted mortar gun in an attempt to broaden the scope of gameplay. And although it does so, the whole thing still feels as though you've played it in its entirety before.

The sub-missions which see you walloping stray crocs in the sewers or testing out battle arenas for your mad professor friend are fine distractions, but nothing other than distractions. They're certainly not awe-inspiring slices of innovation.

Where *Ty 2* does push back the borders of banality, it does so with small touches and incidental things. Many levels are filled with beautiful blink-and-you'll-miss-them moments such as the Koala RAC going about their business hauling a car to safety after plunging from a bridge, or old inhabitants of towns stopping for a chat with their friends. It may not actually add anything to the game, but its endearing nonetheless.

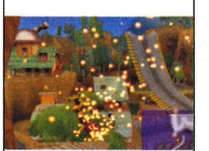
Ty's rack of boomerangs is back and fired up too, ranging from the standard 'rang' to the kaboomarang (guess what that does), the infrarang, x-rang, and the megarang. Each has its own attribute, be it the ability to destroy metal crates or, in the case of the x-rang, be able to spot bad guys in disguise who'd seek to sabotage your do-gooding.

Despite these blips of interest, despite the cute animals going about their business and the cute things you're asked to do with your 'rang (we could think of a few), *Ty 2* remains flat. It feels as though it's been designed by people who market rubberised cheese in the shape of string under the pretext that's it's somehow cool. A Tasmanian Tiger needs more than just a 14-year-old's haircut and 'tude to make him a platforming icon. Look at Crash - he never utters a word, yet is infinitely cooler.

But what's the point in splitting hairs over which marsupial has more cred? *Ty 2*, for all the effort (and don't get us wrong, a lot of effort has been applied), retreads such a familiar path, and feels so utterly vacuous, you might just as well look at the box and consider the game completed. A solid attempt, but nowhere near as inventive as it needed to be.

### Bonus info

**LOOK AT ME!**
Fans of Living TV's Aussie comedy *Kath & Kim*, listen out for the

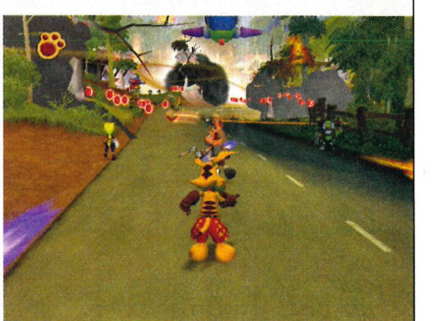


old koala lady in Ty's town. She sounds exactly like one of the actresses, no doubt a nod to the cult comedy.

↑ Bush fires can be a problem so specially trained koalas put them out. Unlike real life where they often roast to death. Snigger.

↑ First-person shows destruction in all its glory.

↑ Get around town in your armoured yute.



↑ Collect those red gems! What a novel idea!

↑ Your mech suit affords you some protection.

## The Summary

**TY THE TASMANIAN TIGER 2** THE FACTS YOU NEED TO KNOW!

1. Cute incidental moments add some character to the game. If you keep your eyes open you might even find yourself smiling.
2. It's far too generic to appeal to hardcore platform fans as you'll feel like you've played everything in it a hundred times before.
3. The boomerang upgrades are worth hunting down and buying - they'll open up the game further and allow deeper exploration.
4. It suffers from the delusion that it's in some way cool, when in fact it will only really appeal to very young gamers.
5. The new mech driving sections are a natty touch, and add a harder wallop to an otherwise uninteresting game.

## The Verdict

Younger platform gamers will love it, especially if they've not yet played better. Pass if your over 12 though.

**5.7//10**

**PREVIOUSLY:** Nothing - Ty's been hiding in the Outback
**COMING SOON:** Barbequed Tasmanian Tiger in your chiller cabinet.

STONE THE CROWS: KOALAS ARE NATURE'S STONERS. THE EUCALYPTUS THEY EAT CONTAINS A HERBAL HIGH THAT MAKES THEM SO DOCILE AND PLACID.

↑ Tasteful tables like this make pool the sport of gentlemen!

# Pool Shark 2

## A cash-hungry predator in a sea of baize

**Words:** Ben Turbot

| | |
|---|---|
| Dev: Blade Int. | Pub: Zoo Digital |
| Players: 1-2 | Live: 2 players |
| Release: 12 Nov | Live: Scoreboards |
| www.zoodigitalpublishing.com | |

CONTRARY TO WHAT I thought as a young boy, a pool shark is not a type of fish that lurks in leisure centres. Instead, it's the kind of person who drifts between seedy bars and can't quite decide what's more important - the winning or the money.

Whereas *World Championship Snooker 2004* (Issue 31, 8.8) was all about conquering tournaments, Blade Interactive's follow-up concentrates on conning other pool sharks out of their ill-gotten gains.

Matches start with paltry bets of around $50 - $80. Fortunately, an experienced hustler can double or even triple the wager mid-game. It's a stirring idea but one that falls a little flat in single-player mode. There's no real incentive to play deliberately badly to trick your opponent. Just play normally and your opponent will inevitably up the stakes themselves. Hustling should also have been worked into the game with more visual conviction. There's no interaction between the great-looking characters, just a basic 'hustle' option in the pause menu.

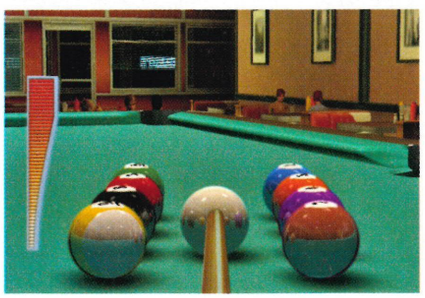
There's no trifling when it comes to Xbox Live though. When playing online, hustling another player is hugely satisfying because you get to keep their (virtual) cash if you win. Nine different game types are included, from 8-Ball and 9-Ball to the more unusual 3-Ball and Rotation Pool. Our two favourites are 10 Pin Pool, a game cleverly based on tenpin bowling, and Showboat Pool, where only trick shots count towards the final score.

If you've played Blade's *World Championship Snooker* or *World Championship Pool* series, you'll know what to expect from the gameplay. *Pool Shark 2* uses the same brilliantly intuitive cueing system. Potting or missing depends on setting the power meter, cue contact point and cueing angle precisely. Crucially, the physics engine is so rigorous that there simply is no better pool simulation out there today.

Graphically, it's also very well defined. Quality motion capture makes the cueing believable and the 11 locations look very crisp. These fictional settings are also packed with funny incidental details, like the writhing pole dancers in Philly Joe's club.

Understandably, there aren't any world-famous pool sharks (we're not talking professionals here), so Blade has created 20 comical, suitably seedy drink-house desperados. In appearance, they're full of fun and in the same vein as the *Outlaw Golf/Volleyball* series. Unfortunately, their voiceovers are more Paul Daniels than Paul Newman, and lack real attitude and, well, 'va-va-voom'. The absence of commentary (especially when attempting the ten trick shots) is also sorely noticeable.

*Pool Shark 2* is a diamond in the rough. It's a hugely authentic and engaging pool sim with a few presentational issues, most notably the voiceovers. A laudable variety of modes, characters and settings make it sufficiently different from Blade's other titles and well worth it for fans of the sport.



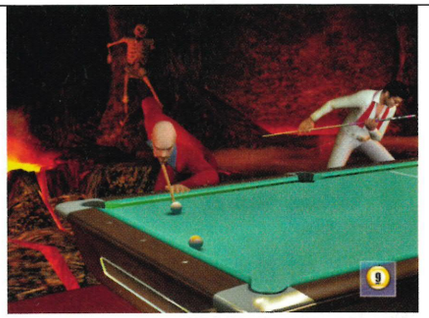
↑ The ten new trick shots are the hardest yet.

### Bonus info

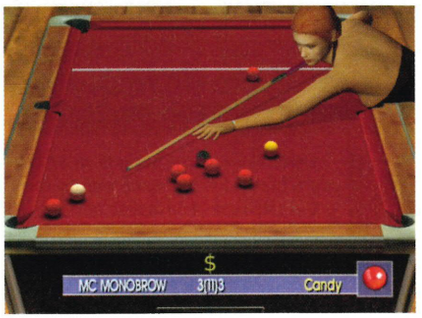
**COOL TO CUE**

We recommend playing Showboat Pool on one of the game's novelty

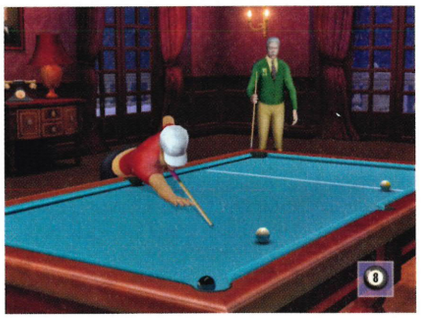
tables. The L-shaped table in particular is superb for trick shots. A good player can jump over the banks and right over the gap in the table!



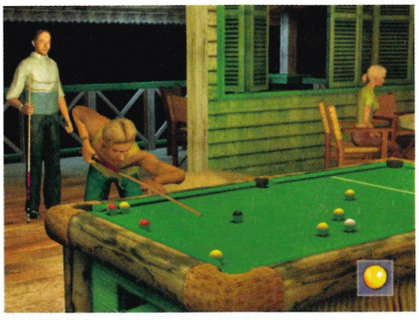
↑ Elvis plays against Satan in Hell!




↑ Hustle when the dollar sign appears.



↑ The 1815 gentlemen's club is very detailed.



↑ The Australian's voiceover really grates.

## The Summary

**POOL SHARK 2** THE FACTS YOU NEED TO KNOW!

1. Flawless ball physics are supported by a highly intuitive cueing system. Perfect for attempting wild trick shots.
2. Environments and characters are varied and very crisp in appearance. Motion capture helps them to cue convincingly.
3. The hustle option works brilliantly in Xbox Live play, but it's a shame that you don't see the characters interact with each other.
4. Audio is a sore point. While the music is fine, the voiceovers (done by the dev team) would have benefited from using professional actors.
5. This excellent multiplayer title really benefits from being Xbox Live-enabled. Get online and start hustling!

## The Verdict

Great sim from the masters of the genre. Lacks *WCS2004*'s polish but entertains with wacky characters and settings.

**8.4//10**

**PREVIOUSLY:** Incoming - Issue 34
**COMING SOON:** Hints - Issue 37

↑ Just like the streets of Basildon on a Saturday night. Full of rough old lizards fighting and projectile vomiting everywhere.

# Godzilla: Save The Earth

## Run for the hills! A lumbering monstrosity approaches!

**Words:** Ben Lawrence

| | |
|---|---|
| Dev: Pipeworks | Pub: Atari |
| Players: 1-4 | Live: 2-4 players |
| Release: Out now | |
| www.pipeworks.com | |

Godzilla finally celebrated his 50th birthday this year. From trampling Tokyo to resurrecting and burying Matthew Broderick's career in one fell swoop, the wrinkled old quinquagenarian is back for more. Give it up mate, you're embarrassing yourself.

*Godzilla: Save The Earth* is *Godzilla: Destroy All Monsters Melee* (Issue 17, 6.1) with a modest story mode known as the Action mode and online options attached. The Action mode, or ACTION MODU! if you're a hardcore 'Zilla fan, is little more than a series of brawls interspersed with sub-quests such as saving buildings from aliens or shooting ships. Think *Street Fighter*'s car-bashing sub-games, only a lot taller and with the whiff of rubber. Still though, the crux of *Godzilla* is the beat 'em up aspect.

To be fair, the scuffles are impressively destructive. Buildings topple, itsy-bitsy cars plough into your great clumping hooves and fizz into oblivion, and dinky aircraft buzz past your ears. The only problem though, is the other rubber gonk opposite you wanting to kick your hind. It's like being trapped in an episode of *Power Rangers*. For all the cheek puffing and bravado between the two beasts, the combat is atrocious. When you're not wrestling someone in a comedy lizard suit, you're tip-toeing through buildings or rolling around the floor. The collision detection will happily allow you to punch through an enemy, just as it will allow them to pick you up and throw you without so much as touching a hair on your head. Bleurgh!

Special powers are pretty natty even if the combat isn't, enabling you to unleash a blast of halitosis on everything. But when bouts alternate between punch, kick, breathe, punch, kick, breathe, the appeal bombs. Four-man melees are just as bad, only there are more of you slugging it out. More, in this case, does not mean merrier.

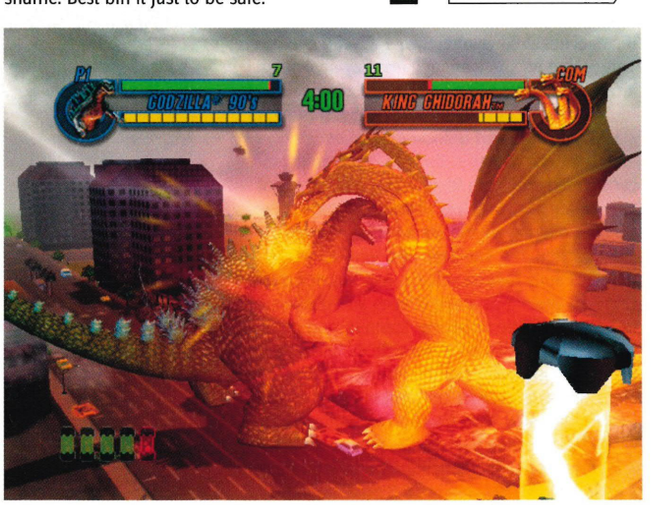
Still, if you're a hardcore GODZIRRA FANU!, you'll be pleased to see a complete back catalogue of enemies ready for a pummelling. All the monsters are here and its a nice touch allowing a choice between 90s 'Zilla and 'Zilla 2000, but for the untrained eye that's like choosing between a glove puppet and a glove puppet with boggly eyes.

As if to compound the misery, there seems to be some kind of gremlin at work within the code. Pause for any length of time and the game sees fit to cut into a rolling demo and you have to start all over again. We advise not drinking any quantity of liquid before playing, and pulling out all the phone cables too. Then again, if you do that, how are you going to play it on Live? Gosh, what a darned shame. Best bin it just to be safe.

### Bonus info

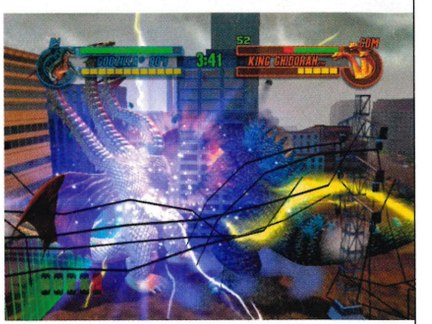
**GODZIRRA ZAP!**

Try not to fire your special zap-death-thingamajig at the same time as your rubber rival. You'll end up in a power struggle, neither of you inflicting a single hit.




↑ Two heads are better than one. Helps if you've got arms though.

↑ Special powers collide in a shower of sparks.




↑ Keep away from those power cables!

↑ A blast of lizard breath will sort most out.

↑ San Fran: home to hippies, aliens and 'Zilla.

## The Summary

**GODZILLA: SAVE THE EARTH** THE FACTS YOU NEED TO KNOW!

1. Great collection of *Godzilla* monsters all make a return. It's like watching a Spice Girls reunion.
2. Godzilla is a monster, not a man in a suit, so why does all the combat feel as though you're actually controlling men in suits?
3. That collision detection! Where did it come from – a clearance sale at the 'Nothing Over A Pound And Crappy Collision Detection' shop?
4. The special attacks are pretty nifty and the destruction of whole cities is almost enough to make you want to play a level or two.
5. That pesky reload gremlin. Why do you taunt us? Why do you reload when we've paused the game for more than a nano-second?

## The Verdict

Pointless sequel to a pointless original. There are over 20 'Zilla movies – let's hope there are only two Xbox games.

**4.9//10**

**PREVIOUSLY:** Nothing. There's a reason for that...
**COMING SOON:** Another unwanted sequel, no doubt!

PRETTY FLUTTERBY: LOOK OUT FOR MOTHRA. HE FIRST APPEARS AS A GIANT MAGGOT THEN TRANSFORMS INTO THE MOTH. WOOO... SCARY!

Official XBOX Magazine ELITE

↑ Carry on innuendo! A helmet-head pulls an impressive Stiffy.

# Tony Hawk's Underground 2

## The extreme sports daddy re-spins onto the scene in new and retro modes. Sweet!

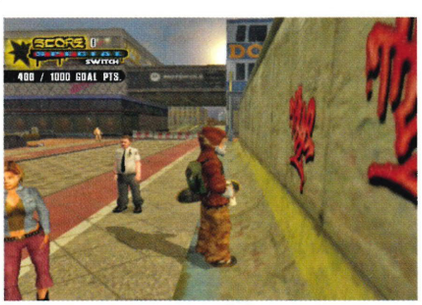
**Words:** Jermaine Mann

| | |
|---|---|
| Dev: Neversoft | Pub: Activision |
| Players 1; 2 Split | Live: None |
| Release: Out now | |
| www.activision.com/microsite/thug2 | |

THIS 'DON'T TRY it at home' thing is all getting a bit out of hand. Rocket-airing off the church roof may require some form of precautionary warning, sure, but wheelchairing up an air vent while wearing a leg cast, spinning a 720 chair-flip and acid-dropping onto a Berlin art gallery from a height of 40 feet? Come on, only a fully trained kamikaze airhead would be ready to commit himself to that one. But then, that is exactly what this game is all about.

If anything, the new *Tony Hawk's* game has taken things to the next level of extremity. Rather than restricting control to your custom-created skate punk, the main Story mode lets you alternate between recognisable pros (Rodney Mullen, Chad Muska et al) and mystery guest stars. These range from go-kart riding Aussie natives to *Jackass* mentalists on mechanised bulls (see A Load Of Bull, next page). It all makes for a game that is marginally more fun and out-there than previous entries.

The quest begins with Tony Hawk and loud-mouthed Bam Margera leading two teams of upcoming pros (some fictional, some real, some from *Jackass*) on a World Destruction Tour, with the losers forking out for the entire competition. Gulp! You'll start off in Boston, before flying off to sample




↑ The cops clearly don't mind a bit of tagging.

the delights of Barcelona, Sydney, Berlin and more. This makes for the familiar gameplay of skating around the city, nailing fixed goals (grinding specific routes, setting cops' heads on fire etc), picking up extra challenges and unlocking goodies.

The twist comes in the additional ability to control both your pro team-mates and a bevy of new characters, with less obvious extreme sports vehicles offering alternative handling but similar stunt capabilities. The best - the wheelchair-bound maniac Paulie (whose voice is very suspiciously Cartman-like) - zips along at such an unbelievably fast rate, you'll be bouncing, spinning and grinding across rooftops like a pigeon with its backside on fire. It certainly ramps up the series' humour, whilst also milking its *Jackass* connection for all its worth.

But the new *Tony Hawk's Underground* (*THUG*) experience doesn't end there - Neversoft has generously complemented the new levels with a Classic mode. This revisits the time-limited gameplay of the *Pro Skater* games, giving you two

↑ Wee Man goes letter hunting in Classic mode.

minutes to complete a number of much-adulated tasks like collecting S-K-A-T-E, smashing sick scores and finding the hidden video tape. Crack the early levels and you'll unlock environments from *Pro Skater* games *1-3* too, such as the legendary warehouse. With the addition of all your new tricks (like jumping off your board) and the improved grinding skills, beating Classic mode is considerably easier than it used to be. Still, you're essentially getting two games for the price of one.

So something for everyone, then. However, in spite of the gratifying additions, you can't help but feel *THUG2*, even in Story mode, still plays very much like its predecessors. The controls are »»

### Bonus info

**JET SKATE RADIO**
Graffiti tagging and sticker slapping have also entered the game. By leaping off your board, you can spray your logo across walls, vehicles and buildings. A visual editor allows you to customise your own special tag too.

**CONSTRUCT-A-PARK**
As in all good *Tony Hawk's* games, a fully fledged park creator is included. You can construct your own playground, packed full of quarterpipes, churches and acid pools with a choice of themes. You can also edit tricks and goals.

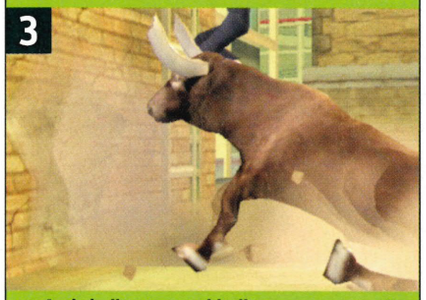
**SLOW ME DOWN**
As soon as you've filled up your Special meter, you can enter the slow-motion, close-camera 'focus' mode. This enables you to master those all-important high-scoring specials... as well as making yourself look especially good on camera.

## A Load Of Bull

*JACKASS*'S Steve-O is madder than ever.

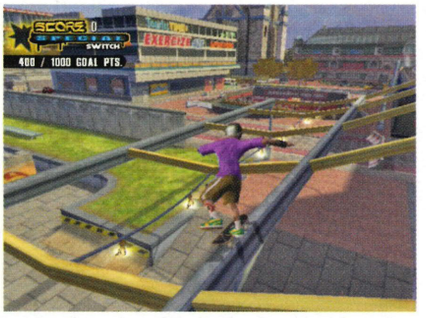
↑ Perform certain stunts in specific areas.

↑ Then rack up a combo in the park enclosure.

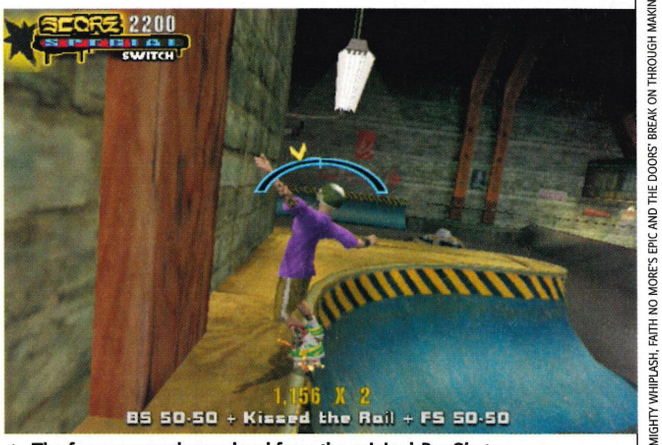



↑ And challenge a real bull to a one on one!

↑ Use high points to rack up big combo scores.




↑ See the sights of Berlin the daring way.




↑ The famous warehouse level from the original *Pro Skater*.

↑ Olé! The matador is one of *THUG2*'s many guest stars.

» virtually identical (if it ain't broke, don't fix it), the skaters perform mightily similar manoeuvres (even aboard a lawnmower) and, stylistically, it's an unnoticeably touched-up affair. In fact, for all its free-roaming environments and *Jackass*-style humour, at the core remains an experience as close to *Pro Skater 2* and *3* as you can possibly get without risk of passing infection. Which is, to be fair, great. Unless you're bored rigid of the greatest extreme sports series known to man, of course.

There are some minor downsides too. The city settings could certainly be larger and more varied. Some feel noticeably restricted in size, while others appear as lacklustre extensions of the previous ones, sporting similar buildings, landmarks and vehicles to trick off. A day and night rotational cycle simply annoys because the lighting is predominately basic (compare it to the forthcoming *Midnight Club 3*, which is stunning), and the split-screen multiplayer (there's no Live support) is horribly claustrophobic on anything other than a huge TV set. Fortunately, the rest of the game is typical *Tony* brilliance.

With the reintroduction of the old-skool game, this is certainly the most complete *Tony Hawk's* offering yet. It may be more cartoon-like than its predecessors, but provided you haven't grown tired of all those boomerangs, kick-flips and boardslides, it is certainly the one to get.

"You'll be grinding across rooftops like a pigeon with its backside on fire"

### Bonus info

**ROOM FOR TWO**

There is a choice of ten split-screen games for two players to compete in. These include the new Scavenger Hunt, where the aim is to hunt down hidden objects, and Firefight, which involves roasting each other with fireballs. Ouch!

### The Summary

**TONY HAWK'S UNDERGROUND 2** THE FACTS YOU NEED TO KNOW!

1. Gives you two games in one with a challenging story mode and a classic mode for old-skool fans.
2. Still the best and most flawless controls interface in the genre, and it works for the new 'vehicles' too.
3. Exceptionally fast and fluid with crisp animation, but poor lighting means the night-time stages are frustrating.
4. A typically brilliant set of challenges, with good if slightly restrictive city settings to explore.
5. The ability to control both pro-skaters and mystery stars adds greater variation, humour and depth.

### The Verdict

Not much progression in gameplay, but still an excellent, totally enjoyable sports outing that is two *Hawk's* games in one.

**8.5//10**

**PREVIOUSLY:** Incoming – Issue 34
**COMING SOON:** Hints – Issue 37

NAME THAT TUNE: IT WASN'T JUST THE GAME THAT HAD US SINGING; THUG 2 FEATURES THE BEST SOUNDTRACK OF THE SERIES WITH METALLICA'S ALMIGHTY WHIPLASH, FAITH NO MORE'S EPIC AND THE DOORS' BREAK ON THROUGH MAKING US WIGGLE OUR BUMS ENDLESSLY. NO SIGN OF PHIL COLLINS, MIND...

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Microsoft game studios CLIMAX

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# Backyard Wrestling 2: There Goes The Neighbourhood

## Seriously, don't try this at home...

| | |
|---|---|
| Dev: Paradox Ent. | Pub: Eidos |
| Players: 1-2 | Live: None |
| Release: Out now | |
| www.eidosinteractive.com/gss/legacy/byw2 | |

**Words:** Andy Irving

NO MATTER how hard you hit someone over the head with a plank of wood, you can never hammer much sense into them. It seems the developer of *BW2* suffers the same predicament. The first game (Issue 23, 3.3) was a lacklustre wrestling title (of sorts) that failed to deliver any impact. Sadly, the sequel walks straight into the same clothesline and is knocked unceremoniously to the floor. And stamped on. Hard.

Grappling the Career mode, players must create a wrestler to take through the suburban settings. The crude creation options pale in comparison to the detail of *THUG 2* (see page 112). This terrible visual quality and awful collision detection is carried over into the main game, with jagged characters clashing into scenery and each other. Custom moves can be allocated to your fighter, but it's little compensation.

The actual combat, although satisfyingly brutal, is shoddily executed, with a winning combo seemingly dependent on continually kicking an opponent in the head when they're down. Weapons are obviously fair game, though again, grab a barbed club, and a tasty bit of wielding will see you progress to the next round without losing an ounce of health. Blocking has been introduced; it's just a pity the AI enemies don't use it more frequently.

This limited combat means the career mode gets very repetitive, very quickly. Grapple moves break up the punch/kick/punch combos, though chances are your opponent will reverse their way straight out of the opening headlock. With only two way multiplayer returning, this really was a missed opportunity to improve upon a disappointing franchise. As it stands, *BW2* gets the smack put down on it by virtually every other fighter out there.

↑ This flashing Harry'll put you to the floor then rub it in your face. Urgh!

↑ About the only time lard boy will have women flinging themselves at him.

↑ Madly tap buttons to execute a killer move.

### The Verdict

A wannabe wrestler in an unsophisticated, sloppy scrapper's latex mask. And a crap one at that.

**4.0//10**

# Digimon Rumble Arena 2

## Can we last the whole review with no Ant and Dec jokes?

| | |
|---|---|
| Dev: Bandai | Pub: Atari |
| Players: 1-4 | Live: None |
| Release: Out now | |
| www.bandaigames.com/games/digimon_ra2.html | |

**Words:** Andy Irving

REMEMBER HOW captivated you were by *He-Man* and *Transformers* in your youth? Twenty years later, we know they were a marketing masterstroke, aired to sell huge quantities of merchandise. So we've a touch of trepidation when we see the Bandai logo appear during the loading screens. Merchandising alert!

Fresh from wowing wide-eyed kids on prime TV spots, the Digimon have evolved onto Xbox for another round of digitised beastie-bashing. But first let us reassure you - you have not had something slipped in your drink; the banging trance music and psychedelic visuals are just the menu screen...

First, pick a fluffy character and get stuck into the single-player Career mode. Facing off with one, two or three opponents, players must fight to the death over tons of environments, or Rumble arenas. These multi-tiered environments are highly detailed and filled with platforms, pitfalls and power-ups. Use these to your advantage and knock opponents into the lava/water/steam hazard to reduce their health.

Characters have a limited repertoire of moves, and there's not much scope for impressive combos, but this simplified gameplay is instantly accessible for younger gamers. By landing enough hits and collecting DigiUp tokens, players fill their Digimeters and can then Digivolve. Your cute creature metamorphoses into a not-quite-so-cute monster with more powerful attacks. Fill it again, and you'll Digivolve into a Digimon - a robotic version of the beast, with an array of meatier, satisfying moves.

Add a wealth of more unlockable characters, engaging visuals and in particular the riotous four-way multiplayer, and *Digimon* is actually a reasonably entertaining kids' scrapper. The action is frenetic and there's an immensely satisfying feeling of fun battering the hell out of a cute little creature. Catering solely for younger gamers, but definitely a shift in the right direction for a more universal Xbox appeal, *Digimon* will finally give your little brother good reason to hog the controller for a while.

↑ Can you escape the 'Jaws of Death'? Groan...

### Bonus info

**GILD THE LILY**

Other Digimon products sure to be under the tree this Christmas are 5" Digivolving Figures, 3 in 1 Digi-Warrior sets, D-Tector Digivices and numerous different trading cards. No lunchboxes, though...

↑ Every character has a powerful special attack.

"Simplified gameplay is instantly accessible"

↑ Stay on your toes or it's into the lava...

### The Verdict

A fun and frantic beat 'em up that translates a favourite franchise into a reasonable kiddies' title.

**6.5//10**

FIGHT MUSIC: BW2 FEATURES YOUR TYPICAL ANGRY ROCK SOUNDTRACK, INCLUDING MUDVAYNE, INSANE CLOWN POSSE, BIOHAZARD AND DROPKICK MURPHYS. NO CARPENTERS THEN...

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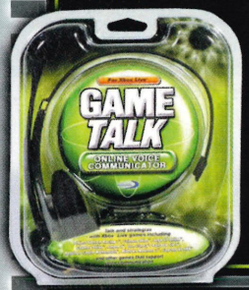


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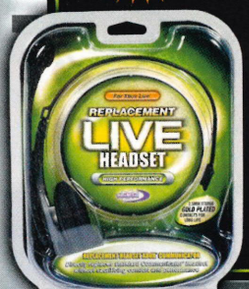


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# Hardware Reviews

If you can plug it into your Xbox we'll feature it here

## Creative GigaWorks S750

Company: Creative | Cost: £330
Release: Out now | Tel: 0800 376 7954
www.creative.com

AS AN ALL-ROUND solution for your Xbox and home theatre needs, this 7.1 multimedia system shouts loud for attention. As Xbox is the only console with in-game 5.1 surround sound, the S750 gives a seamless sonic field that transports you into your gameworlds as never before. It can even emulate 6.1 and 7.1 surround sound from 5.1, making full use of the seven satellite speakers and subwoofer. The remote lets you adjust individual speaker volume, treble, bass and 6.1/7.1 output without shifting your butt. The speakers are THX certified, so you'll get amazingly clear definition from the Titanium Supertweeters - your *SW Battlefront* experiences will be religious.

The only quibble is how to connect your Xbox, as there are no inputs that match the red and white audio cables of the standard Xbox AV cable. You will either need a new AV cable or adapter to fit the S750 line-in connection or, if you'll be using the speakers for several devices, Creative's partner kit, the £120 DDTS-100 Decoder, is an excellent solution.

**The Verdict 4//5**

## XB99L Light Blaster

Company: Logic 3 | Cost: £19.99
Release: Out now | Tel: 020 8902 2211
www.logic3.com

THE LIGHTGUN isn't a beast essential to Xbox gaming, but, if you've got yourself *The House of the Dead III* or *Starsky & Hutch*, there's every chance you'll need something with which to wallop those dratted corpses and crooks.

Complete with fairly useless laser attachment (great for shining on the screen at your nearest cinema, kids!), the gun does feel a little too hollow and plastic to get those 'You feeling lucky, punk?' moments going.

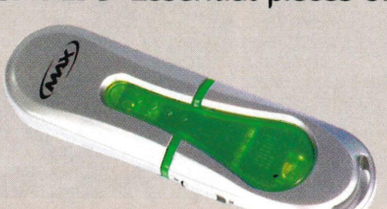
Compensating for the lack of weight and boss-eyed infra-red pointer, the rate of fire is healthy, and most importantly the accuracy seems to be spot-on. Naturally, you have to be something of a sharpshooter on *OXM* and we found ourselves pegging zombies more often than missing them with the XB99L in our palms.

The range is pretty good, but not enough to cosy in on the other side of the room and still hit a crack shot. There are gizmos and gimmicks such as the recoil action that add another nice dimension to owning the XB99L, but ultimately the whole thing seems a little half-baked. The XB99L also presumes to think that all gamers are right-handed, placing a D-pad on the left-hand side, so it's a real pig to operate if you're left-handed.

**The Verdict 2//5**

## Recommended Kit Essential pieces of kit to get more out of your games

**Logic 3 Top Drive GT4 Wheel £40**
Easy to set up and feels like the real thing 4//5



**Datel Max Drive £20**
Transfer saves to PC and email your mates 5//5

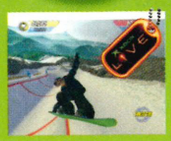
**Wireless Neo S Controller £30**
Quality small pad with no wires to trip over 5//5

**Arcade Rifle & Shotgun £50**
Ace gun, comes with *Silent Scope Complete* 4//5

OUR MOST WANTED: WITH HALO 2 AS GOOD AS HERE, WE'RE WAITING TO SEE WHEN MICROSOFT WILL RELEASE THE HALO 2-BRANDED HEADSET. MORE SOON.

# Official Xbox Magazine ELITE Elite Directory

The best of Xbox games that scored 8.5 and more!



**AMPED 2**
REVIEWED: Issue 23
TYPE: Extreme sports
"Stunning graphics. Dead easy to pick up and play but furiously addictive"
SCORE 8.9 XBL: ★★★★

**BALDUR'S GATE: DARK ALLIANCE**
REVIEWED: Issue 08
TYPE: Action RPG
"Absorbing RPG with a healthy dose of hack 'n' slashing"
SCORE 8.5

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

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

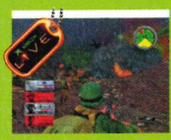
**BRUTE FORCE**
REVIEWED: Issue 18
TYPE: Squad-based shooter
"Multiplayer elevates *Brute Force* from a good to a potentially great game"
SCORE 8.5

**BURNOUT 2: POINT OF IMPACT**
REVIEWED: Issue 17
TYPE: Driving
"A classic arcade racer that makes you sweat and grin"
SCORE 9.0

**BURNOUT 3: TAKEDOWN**
REVIEWED: Issue 34
TYPE: Driving
"Essential arcade racer, brimming with deliciousness"
SCORE 9.4 XBL: ★★

**CHAMP MANAGER: SEASON 01/02**
REVIEWED: Issue 02
TYPE: Sports
"Easily the best game of its kind... indefinite lifespan"
SCORE 8.8

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



**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

**CRIMSON SKIES**
REVIEWED: Issue 23
TYPE: Action
"A great package that's been playtested to death - and it looks gorgeous"
SCORE 8.9 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: First-person shooter
"Mind-blowing, expertly crafted experience. Don't miss it"
SCORE 9.0

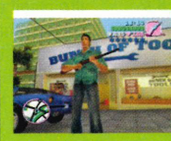
**FABLE**
REVIEWED: Issue 34
TYPE: Action adventure/RPG
"Confident, flashy and polished beyond belief. There's no way you won't love it"
SCORE 9.4

**FIFA FOOTBALL 2005**
REVIEWED: Issue 35
TYPE: Sports
"Significantly improved gameplay, massively deep career modes and Live play"
SCORE 8.9

**FIGHT NIGHT 2004**
REVIEWED: Issue 29
TYPE: Sports
"Absorbing, sweat-drenched title. Dazzling graphics and a groundbreaking control system"
SCORE 8.5

**FULL SPECTRUM WARRIOR**
REVIEWED: Issue 30
TYPE: Strategy
"Fantastic strategy. Captures the visceral atmosphere of war"
SCORE 9.2 XBL: ★★★★

**GRABBED BY THE GHOULIES**
REVIEWED: Issue 23
TYPE: Action adventure
"Very polished. Top animation. A sure-fire crowd-pleaser"
SCORE 8.9



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

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

**INDYCAR SERIES**
REVIEWED: Issue 18
TYPE: Driving
"You won't find a better racing sim on Xbox. Very technically demanding"
SCORE 8.6

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

**KINGDOM UNDER FIRE: THE CRUSADERS**
REVIEWED: Issue 34
TYPE: Strategy
"Very atmospheric strategy with exhilarating combat"
SCORE 8.9

**KUNG FU CHAOS**
REVIEWED: Issue 15
TYPE: Party/Beat 'em up
"Highly playable. Very funny and looks great. Very intuitive with excellent multiplayer too"
SCORE 8.6

**LMA MANAGER 2005**
REVIEWED: Issue 35
TYPE: Sports
"The biggest *LMA* yet. Will slowly but surely take over your life. Prepare to lose sleep"
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

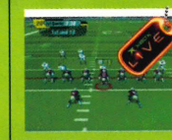
**MASHED**
REVIEWED: Issue 31
TYPE: Racing
"Without doubt one of the finest multiplayer games ever, but single-player is a bit weak"
SCORE 8.6

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

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

**MOTOGP 2: URT**
REVIEWED: Issue 17
TYPE: Bike racing
"Stupendous visuals. Brilliant bike customisation. So thrilling it'll make your knees bleed"
SCORE 9.4 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



**NFL FEVER 2004**
REVIEWED: Issue 22
TYPE: US sports
"Easy to get into, with an emphasis on action rather than stats. Xbox Live play too!"
SCORE 8.7

**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

**NINJA GAIDEN**
REVIEWED: Issue 29
TYPE: Action
"Groundbreaking beat 'em up of the highest calibre. A must for anyone who can hold a pad"
SCORE 9.2

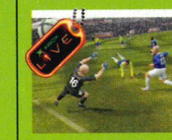
**OUTRUN 2**
REVIEWED: Issue 34
TYPE: Driving
"Top presentation and brilliant controls. Fast and furious racer that'll please old and new fans"
SCORE 8.5

**PANZER DRAGOON ORTA**
REVIEWED: Issue 15
TYPE: Action/Shooter
"Cutting-edge looks and classic blasting. Gorgeous"
SCORE 8.8

**PHANTASY STAR ONLINE EP. I & II**
REVIEWED: Issue 17
TYPE: MMORPG
"This should be the most addictive online game ever"
SCORE N/A XBL: ★★★★★

**PHANTOM CRASH**
REVIEWED: Issue 10
TYPE: Mech shooter
"Extremely enjoyable. Frantic action backed up with an impressive career mode"
SCORE 8.5

**PRINCE OF PERSIA: THE SANDS OF TIME**
REVIEWED: Issue 26
TYPE: Adventure
"The Prince is the new King of platformers. Truly outstanding"
SCORE 9.0



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

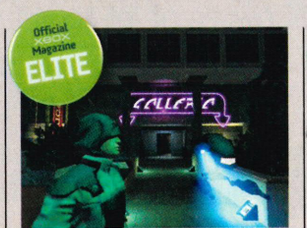
**PSI-OPS: TMC**
REVIEWED: Issue 33
TYPE: Third-person shooter
"Inventive powers offer hours of fun. Outstanding AI compensates for poor story"
SCORE 8.6

## TOP 5... RPGs

If you've got to role with it then look no further than this Elite oasis

**BALDUR'S GATE: DARK ALLIANCE**
Swords and sorcery combine in this beautiful and action-heavy masterpiece
Issue 08, SCORE 8.5

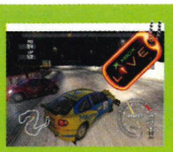
**FABLE** Be good, be evil, create your own destiny in this awesome, Xbox-only extravaganza. You must own this game!
Issue 34, SCORE 9.4



**DEUS EX: INVISIBLE WAR** For those who like more sci-fi gunplay than ancient swordplay to their role-playing
Issue 26, SCORE 9.0

**SUDEKI** Holy orbs of quivering +10! There are some well-filled golden breastplates in this colourful fantasy feast!
Issue 32, SCORE 8.7

**STAR WARS: KOTOR** Still the master of the genre, at least before the release of it's amazing-looking sequel early next year
Issue 20, SCORE 9.5



**RALLISPORT CHALL. 2**
REVIEWED: Issue 30
TYPE: Driving
"Edge-of-your-seat racer. Looks and plays great, with brilliant Xbox Live multiplayer"
SCORE 9.0 XBL: ★★★★

**RED DEAD REVOLVER**
REVIEWED: Issue 30
TYPE: First-person shooter
"Frantic, fun and reasonably demanding. Highly polished arcade entertainment"
SCORE 8.5

**RED FACTION II**
REVIEWED: Issue 18
TYPE: First-person shooter
"Plenty of missions and a ludicrous 60 multiplayer maps. Excellent fun"
SCORE 8.6

**ROCKY**
REVIEWED: Issue 09
TYPE: Sports
"Brilliantly evocative, this is dramatic multiplayer scrapping at its finest"
SCORE 9.0

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

**SEGA GT ONLINE**
REVIEWED: Issue 24
TYPE: Driving
"Live-enabled update. Huge single-player career mode and virtually limitless on Live"
SCORE 8.7 XBL: ★★★

**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

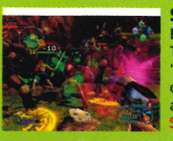
**SPIDER-MAN 2**
REVIEWED: Issue 32
TYPE: Action
Huge environment to explore - you'll be smashing and swinging in no time"
SCORE 8.6

**SPLINTER CELL: PANDORA TOMORROW**
REVIEWED: Issue 27
TYPE: Action adventure
"Enhances everything that was good about the original"
SCORE 9.3

**STAR WARS: KNIGHTS OF THE OLD REPUBLIC**
REVIEWED: Issue 20
TYPE: RPG
"One of the most compelling games on any console ever"
SCORE 9.5

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

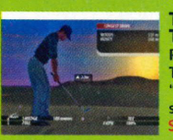
**STEEL BATTALION: LINE OF CONTACT**
REVIEWED: Issue 29
TYPE: Mech action
"The best robot game ever. Evil learning curve but worth it"
SCORE 9.0



**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

**THE CHRONICLES OF RIDDICK: EFBB**
REVIEWED: Issue 33
TYPE: First-person shooter
"Intuitive controls. Stylish, atmospheric and violent"
SCORE 9.0

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



**TIGER WOODS PGA TOUR 2005**
REVIEWED: Issue 34
TYPE: Sports
"Drives the perfect line between simulation and arcade action"
SCORE 8.7

**TOCA RACE DRIVER 2**
REVIEWED: Issue 29
TYPE: Racing
"The most realistic, detailed racer ever. Gorgeous graphics, incredible variety and handling"
SCORE 9.1 XBL: ★★★★

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

**TOM CLANCY'S RAINBOW SIX 3**
REVIEWED: Issue 23
TYPE: First-person shooter
"The ultimate package for fans of realism-based FPSs"
SCORE 9.4 XBL: ★★★★★

**TOM CLANCY'S RAINBOW SIX 3: BLACK ARROW**
REVIEWED: Issue 33
TYPE: First-person shooter
"Looks ace and only £20!"
SCORE 9.0

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

**WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY**
REVIEWED: Issue 17
TYPE: Extreme sports
"Outrageous arcade action"
SCORE 8.6

# ELITE CLASSICS

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

**AMPED: FREESTYLE SNOWBOARDING**
REVIEWED: Issue 01 TYPE: Extreme sports
"Addictive, impressive and deep. Expansive environments means there's tons to do. Career mode will last you ages, but beware: it gets *really* hard at the hardest level"
SCORE 8.7

**BLINX: THE TIME SWEEPER**
REVIEWED: Issue 09 TYPE: Platformer
"Inventive and intriguing with a unique feel. Takes platform gaming into uncharted territory. Essential"
SCORE 9.3

**COLIN McRAE RALLY 3**
REVIEWED: Issue 10 TYPE: Driving
"Sublime handling, excellent variety of courses and realistic, exciting game structure. Could have looked a bit better though, and loading times are quite long"
SCORE 9.1

**COLIN McRAE RALLY 04**
REVIEWED: Issue 21 TYPE: Driving
"Rallying at its grandest, prettiest and most absorbing. The rock-hard Expert mode and Xbox Live leaderboards make for a long lifespan. Handles brilliantly"
SCORE 9.1

**DEAD OR ALIVE 3**
REVIEWED: Issue 01 TYPE: Beat 'em up
"Accessible, slick and as satisfying as any beat 'em up. Simple to pick up; instantly enjoyable. A visual benchmark"
SCORE 8.5

**ENTER THE MATRIX**
REVIEWED: Issue 17 TYPE: Action
"A slick action romp that genuinely adds something new to the licence. Authentic and compelling. A must for fans"
SCORE 8.5

**FIFA FOOTBALL 2004**
REVIEWED: Issue 23 TYPE: Sports
"Incredible player models, fluid animation, ridiculously pretty. Top career mode but lenient difficulty settings"
SCORE 8.7

**HALO: COMBAT EVOLVED**
REVIEWED: Issue 01 TYPE: First-person shooter
"Quite simply, a masterpiece and without question one of the best games ever made. Sublime tactical depth"
SCORE 9.7

**MOTOGP: ULTIMATE RACING TECHNOLOGY**
REVIEWED: Issue 04 TYPE: Bike racing
"Hotly contested bike racing combined with a perfect control method make this a real winner. Sumptuous visuals, too, and excellent, friendly presentation"
SCORE 8.9 XBL: ★★★★★

**PROJECT GOTHAM RACING**
REVIEWED: Issue 01 TYPE: Driving
"Epic racer blending accuracy with entertainment. Daunting at first, but rewards with masses of enjoyment. Even if you play all day, every day, it'll take you months to complete"
SCORE 8.9

**PROJECT GOTHAM RACING 2**
REVIEWED: Issue 23 TYPE: Driving
"The most complete and best-looking street racer. The consummate and definitive driving experience"
SCORE 9.3 XBL: ★★★★★

**RALLISPORT CHALLENGE**
REVIEWED: Issue 01 TYPE: Driving
"An excellent, searingly fast rally game. Big variety of gameplay and a tough career mode means there's plenty to keep you occupied. Handsome as hell, too"
SCORE 8.5

**RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR**
REVIEWED: Issue 16 TYPE: First-person shooter
"A cracking action shooter that is superb in single-player and provides outstanding team play experiences on Live"
SCORE 9.2 XBL: ★★★★★

**TIMESPLITTERS 2**
REVIEWED: Issue 09 TYPE: First-person shooter
"The most complete FPS package on Xbox. A frantic actioner rife with detail, features and... ah, just buy it"
SCORE 9.3

**THE LORD OF THE RINGS: THE RETURN OF THE KING**
REVIEWED: Issue 23 TYPE: Action
"Recreates the film beautifully. You'll be ripped out of your chair and launched into Middle-Earth. You won't look back. A blockbuster action game"
SCORE 8.5

**TOM CLANCY'S GHOST RECON**
REVIEWED: Issue 11 TYPE: Squad-based shooter
"Confident and addictive. Tons of suspense and excitement by the bucketload. The strategy/action benchmark"
SCORE 8.9 XBL: ★★★★

**TOM CLANCY'S SPLINTER CELL**
REVIEWED: Issue 23 TYPE: Action adventure
"An amazingly good-looking, exciting adventure that's so addictive it should carry a Government Stealth Warning. Superbly tense with lots of cool gadgets to play with"
SCORE 9.0

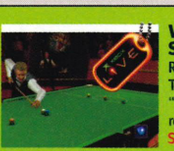
**TONY HAWK'S PRO SKATER 3**
REVIEWED: Issue 02 TYPE: Extreme sports
"The graphics aren't awesome but the rewarding, intricate gameplay and excellent game structure make up for it"
SCORE 8.8

**TONY HAWK'S PRO SKATER 4**
REVIEWED: Issue 11 TYPE: Extreme sports
"Silky trick system. Absolutely tons to do, and then some. User-friendly structure and loads of new ideas and options"
SCORE 8.6

**TONY HAWK'S UNDERGROUND**
REVIEWED: Issue 24 TYPE: Extreme sports
"A slight change in direction for the series results in a refreshingly different and diverse title. Hop off and explore!"
SCORE 8.6

**TOP SPIN**
REVIEWED: Issue 23 TYPE: Sports
"Incredible. Hands down this is the best tennis game in the world. Even if you don't like tennis you'll soon be hooked"
SCORE 9.0 XBL: ★★★★

**UNREAL CHAMPIONSHIP**
REVIEWED: Issue 10 TYPE: First-person shooter
"This sets a new standard for multiplayer shooters. Fast yet easily controllable and limitless fun on Xbox Live"
SCORE 9.2 XBL: ★★★★

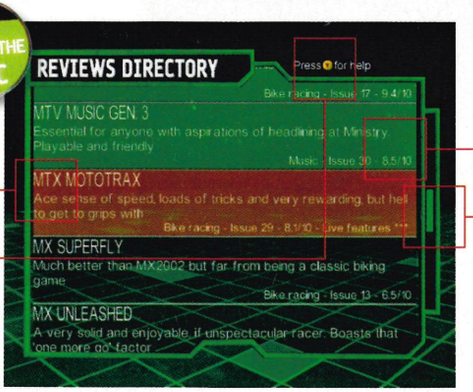


**WORLD CHAMP. SNOOKER 2004**
REVIEWED: Issue 31
TYPE: Sports
"Tension-filled fun for anyone remotely interested in snooker"
SCORE 8.8 XBL: ★★★

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

# Full interactive Reviews Directory

ON THE DISC




## The ultimate guide to Xbox games... We've slipped it onto our disc

A game highlighted in orange is Xbox Live-enabled. A game in bright green is an Xbox Elite title.

If you forget what any of the different colours mean, press the Y button to bring up a handy help menu.

The scroll bar indicates how far down the list you are. You can progress one game at a time with the D-pad.

The bottom line indicates the game type, the issue the review appeared and the review score out of ten.

LACKING LIVE: UNFORTUNATELY ROCKY LEGENDS AND NHL 2005 WILL NOT BE PLAYABLE ON LIVE. SINCE OUR REVIEWS LAST ISSUE, WE'VE DISCOVERED ONLINE PLAY HAS BEEN DROPPED FROM ROCKY LEGENDS FOR EUROPE. BOO!

# 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: FIFA FOOTBALL 2005 (LIVE)

LIVE REVIEW: OUTRUN 2

GUIDE: CONFLICT: VIETNAM

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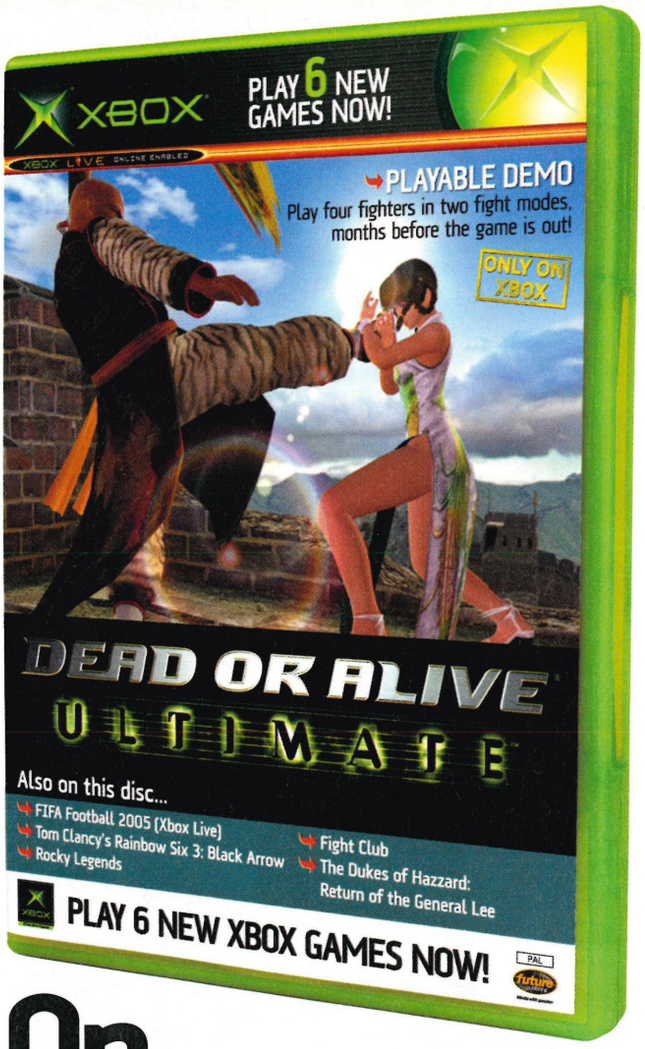
MASTERCLASS HALO 2




# On Your Disc...

WE LOVE a good brawl, especially when it's done with the style and panache of *Dead or Alive Ultimate*. This gorgeous trial version includes four playable characters and loads of different stages. As if that wasn't enough, there's also a cool trial version of *Fight Club* for two players.

This month's Live-enabled demo is *FIFA Football 2005*. Choose between Arsenal and AC Milan, taking the beautiful game onto Xbox Live.

Rocky makes a welcome return to Xbox, pummelling Clubber Lang in a three-round thriller, and the good ol' boys of Hazzard county are back too, behind the wheel of the General Lee in our *Dukes of Hazzard* trial version. There's also a chance to try your hand at counter-terrorism in *Tom Clancy's Rainbow Six 3: Black Arrow*. Another incredible Game Disc!

# Dead or Alive Ultimate

ON THE DISC

Reviewed: Coming Soon | Score: TBA
Players: 1

ABSOLUTELY FLAWLESS, *Dead or Alive Ultimate* reminds us like a drop kick to the face that beat 'em ups should be beautiful. This trial version is the pure definition of eye-candy, featuring four playable characters and two different game modes.

Time Attack mode faces you with three raging opponents. The quicker you beat them, the more points you bag. Tag Time Attack mode gives you a pair of fighters to take into combat. Providing they both have some energy remaining, you can switch between them at any time with the Black button.

Like any good tag team, it's also possible to execute double-team moves. For a tag throw, press X and Y together when your foe is up close. Alternatively, a standard tag attack can be executed by pressing towards on the D-pad and the Black button. It's only possible to perform a tag if both characters are still conscious. When your health is low, tag out to let the other fighter take over. The weakened character's health will slowly increase when they're away from the action.

Of the four combatants, Bass and Tina (father and daughter) are both wrestlers, specialising in grapple moves while Jan Lee and Lei Fang are adept in the breakneck art of kung fu. Whatever their discipline, they've all got one thing in common – the ability to smash foes through the scenery and out of the arena. Try knocking your enemy over the icy ravine on the mountain stage or through the ancient brickwork on the Great Wall of China. Hours of fun!

↑ As gorgeous as she is deadly.

# Rocky Legends

ON THE DISC

Reviewed: Issue 35 | Score: 8.6
Players: 1-2

STEEL-JAWED AND iron-willed, the Italian Stallion returns for another three rounds of pugilistic mayhem. This trial version features three tough contenders; Rocky Balboa, Clubber Lang and newcomer George Fulmer.

Each bout takes place over three 60-second rounds in either the Odessa Stadium or Docklands arena. There are three ways to win; a points decision, three knockdowns in a single round or an outright knockout. If you suddenly find yourself face down on the canvas, quickly tap the A button until your recovery bar is full.

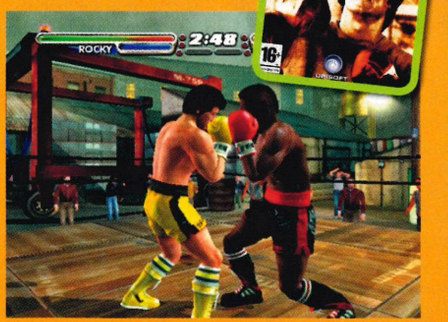
Special moves only work if there's power in the special meter just to the side of your energy bar. It's best to use them when your foe is stunned and vulnerable with a few stars floating around his head. Always keep an eye on the blue punch meter just below your energy bar. As you fire off more punches, the bar will decrease making your blows weaker. Simply stop attacking for a few seconds and it will slowly increase again.

If your energy is severely low and there's a little distance between you and your opponent, press the Back button to taunt. This will recover a huge chunk of health, but you'll be stunned instantly if you get hit during the taunt.

## Prize Challenge

Playing as Rocky, we want you to fight Clubber in the Odessa Stadium and land as many punches as possible over the three rounds. The highest-scoring pugilist wins a copy of the game courtesy of Ubisoft. Our top score was 102.

You must be playing in single-player mode. If you achieve a qualifying score, we'll ask you to send in a video of your entire fight, including the score screen (so no cheating and playing it in two-player mode before you get any bright ideas). The closing date for entries is Thursday 02 December 2004.



↑ Can you land the most punches on Clubber?

## Replay

GET BEHIND your *DOA* opponent using Tina and press the A button to throw. There's nothing more painful than a Release Dragon Suplex. Ouch!

# Challenges

THINK YOU'RE hot stuff when it comes to Xbox? Challenges gives you the chance to become a gaming celebrity! There are several ways to make your mark: in the demo challenges, Xbox Live competitions and clan leagues. Some are for prizes, others just for glory. Check it out!

**COLIN MCRAE RALLY 2005**
Game Disc 34
**THE CHALLENGE: Fastest time to complete the German rally.**

| NAME | ADDRESS | BEST TIME |
|---|---|---|
| PHIL CHAPMAN | CARDIFF | 02.50.37 |
| ROBERT MEE | LINCS | 02.54.39 |
| JAMES O'NEILL | WIRRAL | 02.55.30 |
| DARRON EDEN | LIVERPOOL | 02.55.39 |
| GLYN HORSLEY | NOTTS | 02.56.47 |
| COLIN PODLE | TRURO | 02.56.90 |
| ADAM ROUSE | CAMBS | 02.57.16 |
| ADRIAN KNIGHT | PLYMOUTH | 02.57.38 |
| IAN BAKER | LEEDS | 03.00.07 |

A brilliant effort from Phil Chapman of Cardiff. For completing this challenge in the fastest time, he wins a copy of *Colin McRae Rally 2005*. Nice one!

# Issue 36 Challenges

**Dear *Official Xbox Magazine***
Here is my Demo Challenge score for you to admire:

**ROCKY LEGENDS**
Most punches landed on Clubber Lang:

.....

Name .....

Address .....

.....

.....

Telephone number .....

Either cut out or photocopy this coupon, fill it in, and send it to Game Disc 36 Demo Challenge, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP.

REPLACEMENT THRILLERS: DURING THE FOURTH SERIES OF THE DUKES OF HAZZARD TV SERIES, BO AND LUKE DUKE WERE REPLACED BY THEIR 'COUSINS' COY AND VANCE DUKE – AKA ACTORS WHO WOULD WORK FOR LESS PAY.

# Challenges

**FIFA FOOTBALL 2005**

Full game Xbox Live challenge

**THE CHALLENGE: Achieve the best possible record on Xbox Live (at the time of going to press).**

| RANK | GAMERTAG | TEAM | W | D | L |
|---|---|---|---|---|---|
| 1 | Daniuzzz | Arsenal | 199 | 33 | 31 |
| 2 | The Cozmo | Real Madrid | 147 | 32 | 20 |
| 3 | Ace Scorpion | West Ham | 140 | 9 | 6 |
| 4 | x sincere x | Arsenal | 216 | 39 | 35 |
| 5 | sub zero win | PSG | 136 | 33 | 17 |
| 6 | chuckmaster | Rotterdam | 184 | 47 | 37 |
| 7 | ManWithNoMouth | Portsmouth | 114 | 30 | 15 |
| 8 | Baron J | Everton | 103 | 12 | 8 |
| 9 | De vieze mannen | NAC Breda | 169 | 28 | 36 |
| 10 | Trebor Ozzie | Man Utd | 188 | 55 | 53 |

On top form, Arsenal fan Daniuzz replicates the success of his real team by topping the *FIFA 2005* overall league. We'll have more of the latest scoreboards from Xbox Live next month. Check it out.

# Game Saves

NO BOSS TOO tough, no mission too impossible, Play:More is determined to crack open every Xbox title and bring you the hottest downloadable game saves. This month, we've got saves for the following five games...

**The Chronicles of Riddick: Escape from Butcher Bay**

Game completed with all 36 checkpoints available as well as lots of cigarette packs collected.

**Tom Clancy's Rainbow Six 3: Black Arrow**

Campaign completed on Elite Difficulty.

**The Lord of the Rings: The Return of the King**

100 per cent Story and Co-op modes completed with all characters at level 20.

**Jurassic Park: Operation Genesis**

One massive park with two million dollars to spend on improvements.

**Arx Fatalis**

Saves at various points throughout the game.

## How To...

### Download your Game Saves

SAVES CAN BE found in the Game Saves and Extra Content menus. Highlight one and press the A button to download it. If the save is greyed out and can't be selected, you already have a save of this type on your Xbox hard disk. Simply go into the memory screen on your Xbox Dashboard, delete the save and, the next time you load the game disc, the option will reappear in white.

# Fight Club

ON THE DISC

Reviewed: Next Issue | Score: TBA

Players: 2

WE GUESS IT follows on from the fourth rule of Fight Club ('Only two guys to a fight'), that you need a friend to join you in this trial version. Let go of 'reality', forget about all the rules and pressures of society, and break one another's faces in the Parking Lot or Bar Interior.

The two brawlers in question, Jack and Tyler Durden, each have a selection of punches and kicks as well as an arsenal of special attacks. To execute Tyler's punch combo, press Y+B together (or White). To implement his shoulder toss, press X+A (or Black).

Unsurprisingly, Jack isn't that much different from Tyler, although he can execute a flying knee with X+A (or Black) or a harsh head butt with Y+B (or White).

Following the seventh rule of Fight Club ('Fights will go on as long as they have to'), there's no time limit. However, you can bring the brawl to a shattering halt by breaking your nemesis's bones.

Playing as either character, deplete your foe's energy bar until it turns orange and then press A+B to execute a leg break. Alternatively, press White to break your opponent's arm.

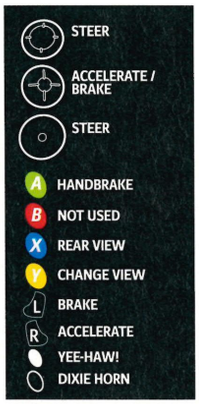
Of course, a one-legged man isn't any use in an ass-kicking contest and it's game over if this happens. A broken arm isn't so severe, but you still have the option to wuss out if you want to. As the third rule of Fight Club states, 'If someone says "Stop!", goes limp or taps out, the fight is over.' Simply click the Left or Right thumbstick to tap out and avoid further injury.

# The Dukes of Hazzard

ON THE DISC

Reviewed: Next Issue | Score: TBA

Players: 1




EVEN THOSE TOO young to remember the 1970s will probably still recognise two of its greatest icons. We're not talking about the good ol' boys Bo and Luke Duke; the real stars of the show were their '69 Dodge Charger - also known as the General Lee - and Daisy Duke's fantastic skimpy hotpants! Thankfully, this trial version features all of the above, not to mention some law-breakin' darn-tootin' action. Yee-haw!

Corrupt Mayor Boss Hogg has his sights on the Hazzard County Orphanage and is determined to tear it down. Being kind-hearted boys, the Dukes and their uncle Jesse are entering a stock car race to win enough prize money to save the kids' home. Unfortunately, although the General Lee is practically indestructible, it isn't smart or fast enough just yet. Burn a trail to the old junkyard to find some paint - just make sure you avoid Sheriff Roscoe and his cronies.

The best way to lose your tail is to do as many hair-raising stunts as possible! Sometimes you'll get a slow motion effect mid-jump. When this happens, press the White button to Yee-Haw! Alternatively, hit the Black button to sound the famous Dixie Horn. You might even earn a five-star bonus for a perfect landing!

# Rainbow Six 3: Black Arrow

ON THE DISC | Official Magazine ELITE

Reviewed: Issue 33 | Score: 9.0

Players: 1-2

COLONEL MAGOMEDOV is the latest in a long line of Tom Clancy villains with unpronounceable names. Ding Chavez and his team of counter-terrorists, codenamed Rainbow Six, have travelled to Pavia in Italy in pursuit of the troublemaker.

This trial version takes place in the labyrinthine back alleys of Pavia. In Practice Mission mode, your objectives are to neutralise all terrorists and take out Magomedov himself.

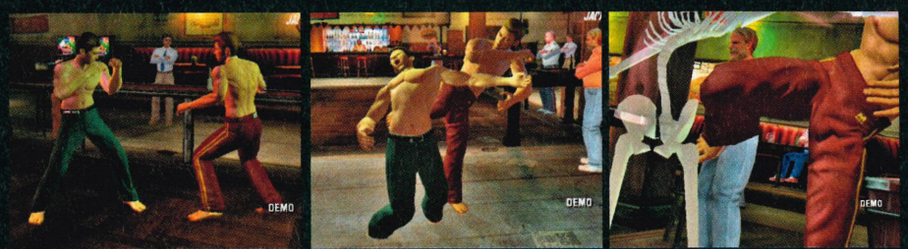
If you prefer not to bother with mission briefings and just want to get out there wasting bad guys, try Terrorist Hunt. This mode pits you and Team Rainbow against an even greater number of gun-waving insurgents.

A new mode that didn't appear in the original *Rainbow Six 3* is Lone Rush. This one sends you on a solo mission against the clock. You earn five seconds for each terrorist you wipe out, 15 seconds for securing a hostage and a massive 30 seconds for defusing each of the three bombs in the level. You don't have to kill all the terrorists but the other two criteria are essential. If the clock times down to zero it's game over.

Don't forget that you can play split-screen with a friend in Practice Mission and Terrorist Hunt modes. That should even the odds a little! If you really want to, you can turn the gun on each other. Give it a try now.

## Replay

BRING THE fight to a 'snappy' conclusion in *Fight Club* by pressing the White button when your opponent's health is low. Ambulance, please!



# FIFA Football 2005

ON THE DISC | Official Magazine ELITE

XBOX LIVE PLAYABLE

Reviewed: Issue 35 | Score: 8.9
Players 1-2 | Live: 1-2 Players

*FIFA* IS BACK, and this year we're very, very excited. This is the first in the long-running series to support online play, and our special trial version also lets you take the beautiful game onto Xbox Live.

Although the interface is a little different from the usual Xbox Live titles, it's still as easy as pie to get into. Just select the 'play online' option from the main menu and sign in with your Gamertag. There's no Optimatch option, so simply select the Quick Match option and you'll be automatically paired up with a suitable opponent. Alternatively, press the X button to bring up a Friends list. From this menu, select a friend and press the A button to issue a challenge or send a text message.

Once you've done that, the next thing is to choose between a ranked game where the rules are fixed, or a non-ranked game where you can change them.

There are two teams to choose from, Arsenal and AC Milan. You're playing the first half of a friendly match at Highbury. When playing online, both players have four opportunities to pause and make substitutions throughout the 45 mins, so use them wisely. In real time, that works out to about six minutes play. Xbox Live players can also read the latest real-world football results from the tickertape on the lobby screen. That has to be a first for online gaming!

Don't worry if you don't have Xbox Live - this trial version can also be played offline! Plug in a second pad and you're away.

↑ **Hey Bobby, what's the French for *GOOAAAL!?***

# Challenges

ANOTHER TOP challenge league for you. If you want to suggest a new challenge or have some results from an event you've organised, send them into the usual address. We're also going to be running regular leagues based on your entries for Play:More On The Disc.

**PROJECT GOTHAM RACING 2**
Full game challenge
**THE CHALLENGE: Highest Kudos combo on any of the cone challenges in *Project Gotham Racing 2*.**

↑ **Start your engines and get in the league!**

| NAME | CONE CHALL | KUDOS |
|---|---|---|
| Daniel Moffatt | Washington DC | 203 |
| Ryan Roberts | Washington DC | 190 |
| Daniel Moffatt | Washington DC | 185 |
| Glyn Horsley | Yokahama | 137 |
| Daniel Moffatt | Edinburgh | 132 |
| Glyn Horsley | Yokahama | 65 |
| Your name here | Your city here | Your Kudos here |
| Your name here | Your city here | Your Kudos here |

Daniel Moffatt's latest entry puts him right at the top of the *PGR2* challenge league. Next month we're starting the *GTA Double Pack* jump challenge. We want you to achieve the longest possible jump using any vehicle. Send your tapes in now and you could win a Datel Max Drive!

# Play:More On The Disc

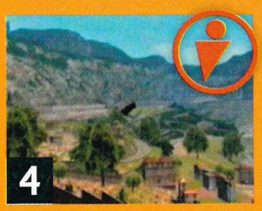
EARN A PLACE in Xbox history and appear in your section of the Game Disc. Play:More brings you the maddest tricks, and we love to show Xbox Live clans causing mayhem.

Complete and cut out this coupon and attach it to the front of your VHS tape before sending. Entries must be less than ten minutes long and rewound to the correct starting position. Please don't have custom soundtracks playing.

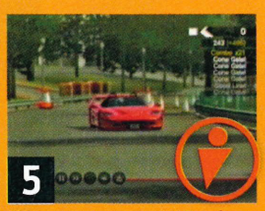
**Osky's clip demonstrates that one misplaced grenade can be catastrophic for the heroes of *Full Spectrum Warrior*. We love the way the soldiers spin about like helicopter blades!**

**We had no idea that Riddick was an expert skateboarder, but Stephen Roberts's clip proves it! His custom skaters include Sam Fisher and The Bride from *Kill Bill*!**

**Mark Stowell and friends are always getting together on Xbox Live and love causing mayhem in *Rainbow Six 3*. Watch them set each other on fire before jumping off roofs!**




**Graham and Sam spent a lot of time looking for the biggest jump in *Driv3r* and they found it. We're amazed there's anything left of the car by the time it touches down.**




**When it comes to *PGR2*, there are few gamers more devoted than Daniel Moffatt. He scores a 203 Kudos combo and beats one of Richard Burns' Ghost Car times in *RBR*.**

## Play:More On The Disc

Name _____

Address _____

_____

Postcode _____

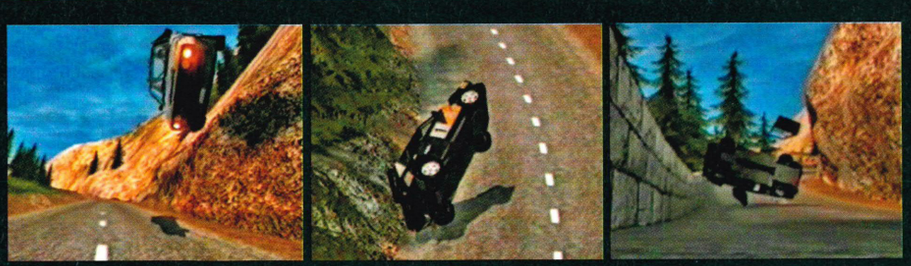
Description of my Top Play _____

_____

❑ I have made sure that custom soundtracks are turned off.

## Replay

MARK Stowell's crash in *RalliSport Challenge 2* is mightily impressive. See if you can count how many times the car barrel rolls - we couldn't!



## WIN A DATEL MAX DRIVE!

EACH MONTH, we'll pick the five best entries and award you with a Datel Max Drive. To see if you've won, look out for a golden Play:More award, like the one shown here, on your entry in the mag. It's the ultimate Xbox accessory scoring 5/5!

Max Drive is the fast, easy and secure way to transfer files between your Xbox and any PC. Max Drive is available from all good videogame stores, or you can purchase it online instead at www.codejunkies.com

EGG 2004: DON'T FORGET TO CHECK OUT A SNIPPET OF THE HALO FINALS ON THE GAME DISC. YOU CAN DOWNLOAD THE WHOLE 25-MIN VIDEO AT WWW.THE-EGG.COM AS WELL AS REGISTER FOR THE EGG2 TOURNAMENT IN 2005.

# LiveCalendar

Your official guide to the hot game releases, events and Xbox Live gaming sessions for the next month.

## FRI 05 NOVEMBER 2004

*Call of Duty: Finest Hour* and *Midnight Club 3: DUB Edition* hit shop shelves. www.callofduty.com

## SAT 06 NOVEMBER 2004

The *FIFA* Interactive World Cup comes to the Rio Centro in Rio de Janeiro, Brazil. www.fifainteractive worldcup.com/en/home.php

## SUN 07 NOVEMBER 2004

Xbox Live Chill-Out Night - the night for less competitive gamers. Try playing co-operative *Rainbow Six 3: Black Arrow*. www.xbox.com/en-GB/rallisport2/default.htm

## MON 08 NOVEMBER 2004

Race Night - the night for *FlatOut* racing. www.flatoutgame.com

## TUES 09 NOVEMBER 2004

Just For Fun Night - the night for new players to get together on Xbox Live. Try playing *Whacked!* www.xbox.com/en-us/whacked/default.htm

## WEDS 10 NOVEMBER 2004

*RalliSport Challenge 2* downloadable content now available. www.xbox.com/en-GB/rallisport2/default.htm

## THURS 11 NOVEMBER 2004

The day of reckoning is here at last! *Halo 2* is released! www.halo2.com

## FRI 12 NOVEMBER 2004

*Pro Evolution Soccer 4* in shops today. Go get it! www.konami-europe.com

## SAT 13 NOVEMBER 2004

The *FIFA* Interactive World Cup comes to the Sydney Exhibition Centre. www.fifainteractive worldcup.com/en/home.php

## SUN 14 NOVEMBER 2004

*The Official Xbox Best Ever Games Magazine* is still on sale. Get your copy today. www.officialxboxmagazine.co.uk

## MON 15 NOVEMBER 2004

Race Night - the night to race for the chequered flag in *MotoGP 2*. http://thq.com/Games/52016

## TUES 16 NOVEMBER 2004

Just For Fun Night – the night for new players to get together on Xbox Live. Try playing *Return to Castle Wolfenstein*. http://games.activision.com/games/wolfenstein

## WEDS 17 NOVEMBER 2004

Sports Night - get your racquet ready for a game of *Top Spin*. www.xbox.com/en GB/live/calendar/default.htm

## THURS 18 NOVEMBER 2004

Old-skool Night - the night to play classic Xbox Live games like *Amped 2*. www.xbox.com/en-GB/live/calendar/default.htm

## FRI 19 NOVEMBER 2004

*Need for Speed Underground 2* and *Mortal Kombat: Deception* are both released. www.mkdeception.com

## SAT 20 NOVEMBER 2004

The *FIFA* Interactive World Cup comes to Earl's Court in London. To participate, check out: www.fifainteractive worldcup.com/en/home.php

## SUN 21 NOVEMBER 2004

Xbox Live Chill-Out Night - the night for less competitive gamers. Try *Splinter Cell: Pandora Tommorow*. www.splintercell.com

## MON 22 NOVEMBER 2004

Race Night - the night to try *Midnight Club 3: DUB Edition*. www.rockstargames.com/midnightclub3

## TUES 23 NOVEMBER 2004

Just For Fun Night - the night for new players to get together on Xbox Live. Try playing *Worms Forts: Under Siege*. www.wormsforts.com

## WEDS 24 NOVEMBER 2004

Xbox Live Play:More Night - look out for the Gamertag OXM Playmore on *OutRun 2* from 5-7pm and race against Ben Talbot! www.segaeurope.com

## THURS 25 NOVEMBER 2004

Old-skool Night - the night to play classic Xbox Live games like *Crimson Skies: High Road to Revenge*. www.xbox.com/en-GB/live/calendar/default.htm

## FRI 26 NOVEMBER 2004

*Prince of Persia: Warrior Within* hits store shelves. www.princeofpersia game.com

## SAT 27 NOVEMBER 2004

Xbox Live Friends Night - the night to meet new gamers online. Check out the forum for details. http://forums.xbox.com/ShowForum.aspx?ForumID=196

## SUN 28 NOVEMBER 2004

Xbox Live Chill-Out Night - the night for less competitive gamers. Try playing *World Championship Snooker 2004*. www.codemasters.co.uk/snooker2004

## MON 29 NOVEMBER 2004

Race Night - score some brutal takedowns in *Burnout 3*. www.eagames.com/official/burnout/burnout3

## TUES 30 NOVEMBER 2004

The *FIFA* Interactive World Cup comes to the AT Centre in Seoul, capital of Korea. www.fifainteractive worldcup.com/en/home.php

## WEDS 01 DECEMBER 2004

Closing date for our *Rocky Legends* Trial Version Challenge. See page 121 for more info.

## THURS 02 DECEMBER 2004

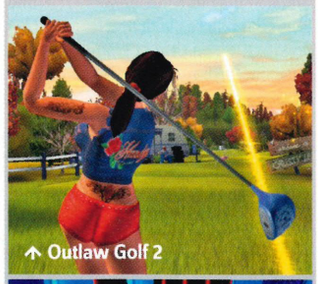
*OXM37* goes on sale with a fantastic *Burnout 3* Live-enabled demo! www.officialxboxmagazine.co.uk

Dates subject to change due to reasons beyond our control

## Coming Soon

### Better start saving for these...

| GAME | GAME TYPE | RELEASED |
|---|---|---|
| Area 51 | Shooter | 2005 |
| Backyard Wrestling 2 | Wrestling | 10/04 |
| Battlefield: Modern Combat | Action | Late 05 |
| Battlestations: Midway | Strategy | Summer/05 |
| Black 9 | Action | TBA |
| Blinx 2: Masters of T&S | Adventure | Spring /05 |
| Conker: Live & Reloaded | Action | Spring/05 |
| Crash 'n' Burn | Racing | 12/04 |
| Darkwatch: Curse of the West | FPS | TBA |
| Dead or Alive Ultimate | Beat 'em up | 2005 |
| Delta Force: BHD | FPS | 2005 |
| Destroy All Humans | Action | 11/04 |
| Doom 3 | FPS | TBA |
| ESPN NCAA | Sports | TBA/04 |
| FIFA Street | Sports | 02/05 |
| Fight Club | Beat 'em up | 12/04 |
| Forza Motorsport | Driving | Spring/05 |
| GoldenEye: Rogue Agent | FPS | Spring/05 |
| Iron Phoenix | Beat 'em up | TBA |
| Jade Empire | RPG | Spring/05 |
| LA Rush | Racing | Summer/05 |
| MechAssault 2 | Mech shooter | 2005 |
| Mortal Kombat: S'lin Monks | Action | Summer/05 |
| MotoGP 3 | Racing | 2005 |
| MX Vs ATV Unleashed | Racing | 02/05 |
| NBA Live 2005 | Sports | Spring/05 |
| NASCAR 2005 | Sports | Spring/05 |
| NFSU2 | Racing | Winter/04 |
| Operation Flashpoint: CWC | Squad shooter | 2005 |
| Outlaw Golf 2 | Sports | 12/04 |
| Painkiller | FPS | 2005 |
| Phantom Dust | Action shooter | 2005 |
| Project: Snowblind | FPS | Spring/05 |
| Scrapland | Action | 03/05 |
| Serious Sam 2 | Shooter | TBA |
| Sid Meier's Pirates! | Action | Spring/05 |
| Splinter Cell: Chaos Theory | Action | 03/05 |
| StarCraft: Ghost | Action | Winter/04 |
| Star Wars KOTOR II | RPG | Spring/05 |
| Star Wars: Rep. Comm. | FPS | Spring/05 |
| TimeSplitters Future Perfect | FPS | Spring/05 |
| Tom Clancy's Ghost Recon 2 | Squad shooter | 11/04 |
| Tron 2.0: Killer App | FPS | 11/04 |
| Unreal Championship 2 | Shooter | 02/05 |



↑ Outlaw Golf 2

↓ Tron 2.0

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BT www.bt.com/xboxlive XBOX COMPATIBLE

## Game Star of the Month

**Name:** Darren Forman
**Age:** Classified
**GamerTag:** Kayin Amoh
**Home town:** Aberdeen, Scotland

Completing *Ninja Gaiden* is a triumph in itself, but that's nothing compared to the Zen-like mastery required to beat the Master Ninja Tournament. Darren Forman topped the European heat, beating fierce competition from Italy and Spain. For all his hard work and determination, he was rewarded with an incredible trip to Japan to compete in the world finals at the Tokyo Game Show.

"It was a great honour for me, especially to meet up with Itagaki-San (*Ninja Gaiden*'s producer and director)," affirmed Darren on his return to the UK. "He really is a thoroughly awesome guy to speak to in person - and he can pronounce English words better than I can!

"I'd decided on getting him a present as soon as I'd heard I was going off to Tokyo, and he seemed genuinely surprised and grateful for the gift I handed him after the tournament. It was just a bottle of whisky, but he seemed more than happy with it."

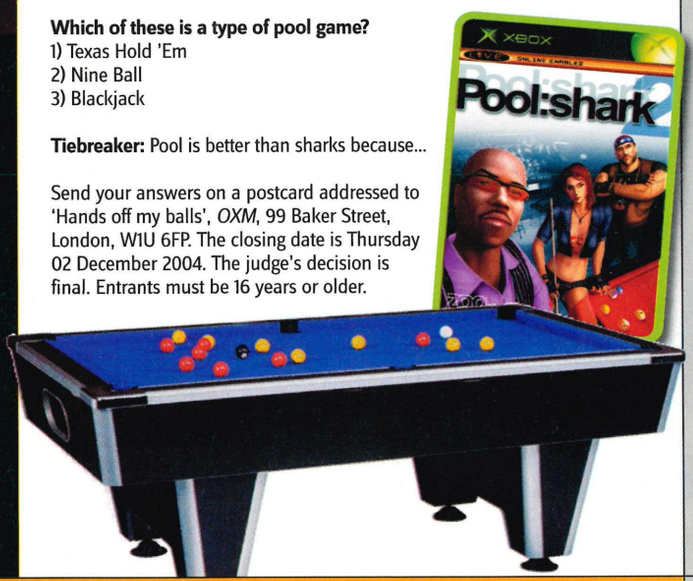
# WIN A POOL TABLE!

TO CELEBRATE the release of *Pool Shark 2* (see page 110), Zoo Digital is giving you the chance to win some ace prizes. One lucky winner will take away a full-size pool table (worth about £800) while five runners-up win a copy of the great *Pool Shark 2* for Xbox. All you have to do is answer the following question and complete the tiebreaker in 20 words or less:

**Which of these is a type of pool game?**
1) Texas Hold 'Em
2) Nine Ball
3) Blackjack

**Tiebreaker:** Pool is better than sharks because...

Send your answers on a postcard addressed to 'Hands off my balls', *OXM*, 99 Baker Street, London, W1U 6FP. The closing date is Thursday 02 December 2004. The judge's decision is final. Entrants must be 16 years or older.




# The X-Word

**With Xbox Live Community Manager Gareth Morris**

HELLO TO ALL the Live gamers out there. Some of you may know me as Fluxian, currently languishing in 43,000th place in the *Top Spin* rankings.

Autumn sees the Christmas blockbusters jostle for position and this year is chocker for top titles. With *Fable*, *Star Wars Battlefront*, *FIFA* and *PES4* (handbags at dawn for these two), Christmas will be excellent!

We had Goldie Lookin' Chain doing a Game With Fame (see page 130). November also saw the Mystery Gamer's second outing in *Battlefront* - he gave away T-shirts to anyone who didn't kick him out of a game! Look out for him popping up in a Live title this month - check xbox.com for details.

In October we began the *FIFA* Interactive World Cup Qualifiers Tournament on Live. Sixty European gamers will be treated to a VIP service as they head for reserved places at the tourneys in London, Berlin and Paris.

I've been spending a lot of time in the basement of the Euro HQ where we have a *Halo 2* multiplayer setup, and I have to say it's absolutely amazing. See you next month!

# Hard Target New Assault Pack for Black Arrow

FOLLOWING THE release of the Village Map for *Rainbow Six 3: Black Arrow*, Ubisoft has announced the first Assault Pack. It contains three top levels. The Killhouse is a small MOUT training facility, designed for quick SWAT action. There are tight choke points and great cross-map sniper action plus climbable boxes and underpasses.

Set in Canada, the Winterlodge map is based around an old abandoned lodge. It's a medium-sized map designed for flow, cover and stalking.

Petroleum takes place in Saudi Arabia. With a long line of sight over the tracks and a bubbling vat in the oil storage hanger, this map provides good sniping and close-quarter battles for team warfare. Office 2 is a reprise of the classic *RS3* map, set in the corridors of corporate Montreal.

The Assault Pack 2 is now available over Xbox Live. It's premium content so you'll have to part with (a whopping) £4 to get it, but no doubt *Rainbow Six 3* fans will jump at the opportunity to play these exciting new maps.

↑ **The Killhouse is a large training course with loads of sniper positions.**

# Challenges

**NINJA GAIDEN MASTER TOURNAMENT**
Full Game Xbox Live Challenge
**The Challenge: Achieve the highest score in the second round of the Master Ninja Tournament (Europe Only).**

| GAMERTAG | NATIONALITY | KARMA |
|---|---|---|
| Kayin Amoh | UK | 33508000 |
| XM RommelESP | Spain | 32805478 |
| Bul Khatos | Italy | 32673872 |
| Namu X | Italy | 31837232 |
| THAIEG | Norway | 31046471 |
| MicroLord | Spain | 30933477 |
| Juan Lee | Italy | 30752157 |
| Valleyghost | Germany | 30511572 |
| JOERAY | Italy | 30004586 |

Congratulations to Kayin Amoh, aka Darren Forman, who claimed the second round of the Master Ninja Tourney. The third round is well underway. Find out more at www.xbox.com/en-GB/ninjagaiden/tournament.htm

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HIGH SCORE: IF YOU HAVE AN IDEA FOR A NEW CHALLENGE LEAGUE OR HAVE THE RESULTS OF A TOURNAMENT YOU'VE WON, WHY NOT SEND THEM IN?

# LiveReviews

We take a look at recently reviewed Xbox Live-enabled games and rate their online performance

↑ Our team-mate is about to trip over his own shoelaces (well, Snow Speeder cables). Help him out!

## Star Wars Battlefront

### Unleash the true power of the dark side on Live

| | |
|---|---|
| ✕ Reviewed: Issue 35 | ✕ Score: 9.0 |
| ✕ Players: 1 | ✕ Live: 2-24 players |
| ✕ Players: 2-16 S.Link | |

WE KNEW FROM the off we were going to love *Star Wars Battlefront*. The game was primarily designed with online multiplayer in mind, and this is where the title shines. Up to 24 players can fight it out over every map available in the single-player game, and of course the multitude of AI bots that turned the offline single-player game into an intergalactic frag-fest are also present.

The same basic gameplay premise is still evident online. The objectives clearly state you must capture the Command Post, yet games ultimately descend into 200-a-side deathmatches, with the first team to lose all their members declared losers. Players align themselves to either good (Rebel Alliance, Clone Army) or evil (Galactic Empire, Separatist Droids) forces, relative to the era the match is set in (classic Trilogy or Clone Wars). Each different class of character (various snipers, grenadiers, riflemen, all in the time-relevant garb) has their different uses, and as such it's vital to team up with your fellow team-mates to really be effective. By providing the opportunity to communicate with each other to form mixed squads of soldiers, LucasArts gives us the most immersive *Star Wars* experience since you got your girlfriend to dress up as Leia.

The lush forests of Endor, the open plains of Naboo and swirling heights of Bespin are here in all their galactic glory, and each involves radically different gameplay tactics. Certain close-quarter battles, like the rainy platforms of Kimano, are best suited to teaming up in groups of two or three, gradually working your way along the gangways and taking each spawn point in turn. The larger maps, like the treacherous Dune Sea and of course the icy wastelands of Hoth, feature tons of different vehicles. It's a bit more of a free-for-all here, as players become caught up in epic battles where your average life expectancy is shorter than Darth Vader's temper.

*Battlefront* excels in giving a fantastic *Star Wars* gaming experience and, catering for up to 24 players at a time, is one of the most ambitious Live titles to date. We perhaps would've appreciated a few more different game modes to bolster *Battlefront*'s lasting appeal, but where else can you hop into an AT-AT and crush underfoot that annoying little shite who's just trampled you to death on a Tauntaun? Class.

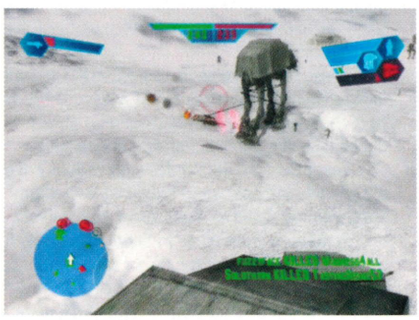
↑ The Clone Army tanks make short work of enemy infantry.

**THE DROIDS YOU ARE LOOKING FOR**
When playing as the Separatist Droid Army, we opt for the Battle Droids. They can roll around maps fast and boast a very handy shield.

↑ Fire's raining in from all sides, but pop up your energy shield and weather the storm till reinforcements turn up.

↑ This pair are virtually invincible, so screw trying to be a hero this time and get the hell out of there.

↑ Stick together to make short work of Droids.



↑ Driving AT-ATs Live = shooting fish in a barrel.

### The Verdict

An online shooter with only one real game mode, yet provides the most scintillating *Star Wars* experience yet.

**4//5**

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BT www.bt.com/xboxlive XBOX COMPATIBLE

# OutRun 2

## Enjoy life out on the online open road

ONLY ON XBOX

Reviewed: Issue 34 | Score: 8.5
Players: 1-8 | Live: 2-8 players

MUCH HAS BEEN made of Sega's revival of its classic *OutRun* franchise, about how we get all nostalgic remembering how we used to pump 10p pieces into the original. A lot has also rightly been made of the fact it's a gorgeous-looking, exhilarating racing title that truly deserved the accolades heaped upon it. We certainly love it. The playable Xbox Live component went some way towards garnering this praise, but now it's up and running, how does it compare to other racers out there? Well, bloody great in our book.

Up to eight players can tear it up online in classic OutRun mode. A simple race, start to finish, using any car available to you, over any track the host has unlocked from the main game. Every race runs at the characteristic pace of the offline mode, and when there's seven other cars powersliding round a corner all at once, it's a ferociously fun battle of every man for himself. Unfortunately, questionable collision detection rears its head

↑ **Opponents may randomly powerslide ahead.**

(you'll frequently trade paint with an opponent, only for them to disappear, then magically appear 10m down the road ahead of you). However, being an unavoidable curse of the majority of online racers, ignore this and revel in the brilliance of both *OutRun*'s sunshine and slick gameplay.

Given the disappointment and frustration of getting a decent game of *Burnout 3* thanks to EA's faltering servers, this slick street smoker looks to be doing the rounds for a fair while yet.

↑ **In OutRun mode, it's you versus seven other online racers on a classic track, taking in gorgeous environments over day and night.**

### The Verdict

A fantastic addition to the online drivers' club. It may lack game modes, but for pure arcade racing, look no further.

**4//5**

# Colin McRae Rally 2005

## The flying Scotsman rallies to the online call

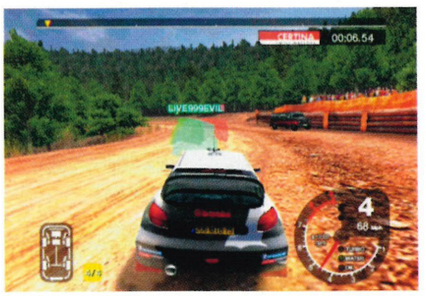
Reviewed: Issue 34 | Score: 8.5
Players: 1, 2-4 Split | Live: 2-8 players

THE RALLY SERIES goes from strength to strength, with 2005's edition featuring, for the first time, full online play. Of sorts...

Players have a choice of two main game modes; Rally (normal race) or Stages (over sections of unlocked tracks). *Colin McRae Rally 2005* ensures drivers use the same due care and attention as in the offline game, and the interactive scenery features (leaves falling onto your car as you plough into a tree) are present. Set your fastest time and enter it into the Live leaderboards to prove your mettle, or upload the ghost of your fastest lap for others to try and beat.

It's when racing against other opponents that the game takes a turn for the worse. As opposed to competing with actual cars, fellow online drivers are represented as ghosts as well. Collisions aren't an option, as get too close to another car and they will disappear and reappear on a clearer section of

↑ **Scrub off too much speed when cornering and you'll lose the pack.**




↑ **Head for the multicoloured mass up ahead.**

track. We know that due to the narrow nature of rally tracks this is sometimes necessary, but at least the cars could've looked a bit more like, well, cars. For all its realistic environments and handling, it's disheartening to race against a group of luminous coloured boxes. A step in the right direction, but the real deal next time please, Codies.

### The Verdict

Online rally title with leaderboards and uploadable ghosts = good. Racing against day-glo Lego bricks = bad.

**3//5**

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# Hints&Cheats

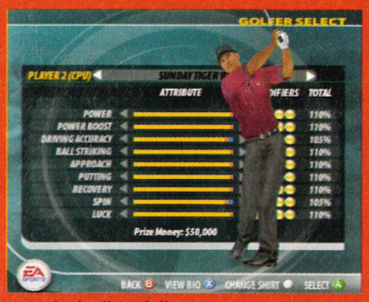
**This is the only place you need for all your freshest codes and unlockable extras for the latest Xbox titles. You should never be stuck on a game again!**

## CHEATS IN MOTION

### TIGER WOODS PGA TOUR 2005

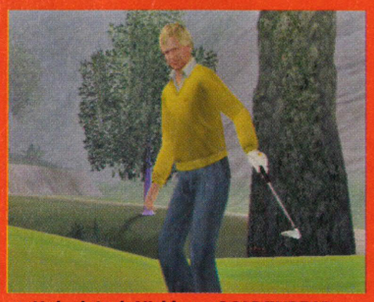
Issue 34, Score: 8.7

Enter the following codes at the codes menu:

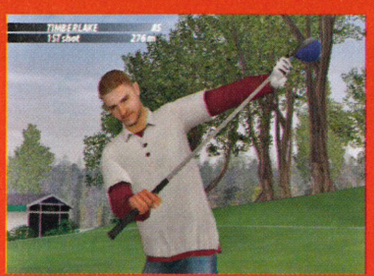



↑ **Unlock all in skill section: NIGHTGOLFER**

↑ **Unlock Arnold Palmer: THEKING**



↑ **Unlock Jack Nicklaus: GOLDENBEAR**




↑ **Unlock Justin Timberlake (all stats at 105 per cent): THETENNESSEEKID**

### CONFLICT: VIETNAM

Issue 34, 8.5

Enter the following code at the main menu to unlock the cheat menu:
**Cheat menu:** Right Trigger, Right Trigger, Left Trigger, Left Trigger, B, B, Y, Y, X, X, White

### TIGER WOODS PGA TOUR 2005

Issue 34, 8.7

Enter the following code at the cheats menu to unlock goodies:
**Unlock all the courses and golfers:** THEGIANTOYSTER

### TOM CLANCY'S RAINBOW SIX 3: BLACK ARROW

Issue 33, 9.0

Enter the following codes on the directional pad during pause:
**God mode:** Up, Up, Down, Down, Left, Right, Left, Right, B, A

Enter the following code at the main menu screen for an extra map:
**Wall of Fame Map:** click Left Thumbstick, click Left Thumbstick, click Right Thumbstick, click Right Thumbstick, X, Y, B, A, B, A

### OUTRUN 2

Issue 34, 8.5

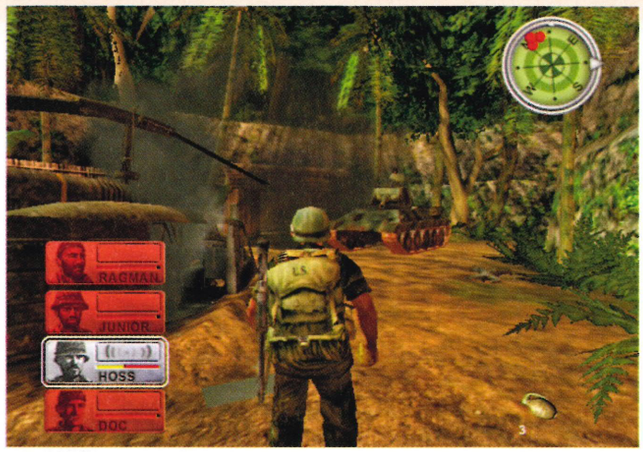
**Alpine reversed track:** Clear all of the stage 3 missions to unlock this track.

### STAR WARS BATTLEFRONT

Issue 35, 9.0

**Select all planets:** First, go to Historical Campaign mode and then select the era you want to play (Clone Wars or Galactic Civil War). Now enter X, Y, X, Y
**Bespin concept art:** Beat The Liberation of Cloud City in the Galactic Civil War era.
**Endor stills:** Beat Battle in the Clouds in the Galactic Civil War era.
**Geonosis stills:** Beat The Battle of Geonosis in the Clone Wars era.

↑ *OutRun 2*: **fancy reversing this course?**




↑ *Conflict: Vietnam*: **skip right to the last level via the cheat menu!**

**Hoth concept art:** Beat The Battle of Hoth in the Galactic Civil War era.
**Kamino storyboards:** Beat The Assault on Kamino in the Clone Wars era.
**Naboo stills:** Beat Rebellion on Theed in the Clone Wars era.
**Star Wars:** Battlefront Art: Beat Aggressive Negotiations in the Clone Wars era.
**Tatooine concept art:** Beat Siege of Mos Eisley in the Galactic Civil War era.
**Weapons and unit stills:** Beat Mountaintop Defenses in the Clone Wars era.
**Yavin concept art:** Beat The Fall of Yavin 4 in the Galactic Civil War era.

### SHELLSHOCK: NAM '67

Issue 32, 8.2

Enter the following codes at the title screen:
**Acid Trip mode:** Up, Black, B, Left, Y, X, White, Left Trigger, B, Right Trigger
**Add weapon option added to the pause menu:** Up, Down, Left, Right, B, X, Up, Down, Left, Right, B, X

**All missions and pictures:** White, Black, Left trigger, Right trigger, Left trigger, White, White, Black, Left trigger, Right trigger, Right trigger, Black
**God mode:** Click Right thumbstick, Click Left thumbstick, Right, Left, Left trigger, Right trigger, Click Right thumbstick, Click Left thumbstick, Right, Left, Left trigger, Right trigger
**Infinite ammo:** Black, Right trigger, Y, White, Left trigger, Up, Black, Right trigger, Y, White, Left trigger, Up

### SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM

Issue 33, 7.0

**1,000 Shiny Things:** Pause the game, hold the Left and Right triggers and press Y, X, X, Y, Y, X, X, Y

↑ *Star Wars Battlefront*: **unlock all planets.**

↑ **These naughty pics are some of the unlockables in *Shellshock: Nam '67*!**

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| 2490 | Sci Fi Weapon | 2532 | Evil Laugh | 2518 | Creepy Door |
| 2494 | Machine Gun | 2550 | Motor bikes | 2497 | Crowd |
| 2498 | Laser | 2483 | Thunder | 2526 | Dial Tone |
| 2505 | Toilet Flushing | 2485 | Car Horn | 2537 | Godzilla |

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|---|---|---|---|
| 9468 | 3 Of A Kind *Baby Cakes* | 8098 | XTM *Fly on the Wings of Love* |
| 7775 | The Streets *Dry Your Eyes* | 2302 | Girls Aloud *Love Machine* |
| 1965 | Eric Prydz *Call on Me* | 2977 | The Streets *Blinded By The Light* |
| 1722 | Jo Jo *Leave* | 9563 | Mario Winans *I Don't Wanna..* |
| 9469 | Natasha Bedingfield *These..* | 1178 | Maroon 5 *She Will Be Loved* |
| 1627 | Nelly *My Place* | 2956 | Danzel *Pump It Up* |
| 9596 | Usher *Burn* | 0397 | Michael Jackson *Billie Jean* |
| 5533 | Maroon 5 *This Love* | 9874 | Rachel Stevens *Some Girls* |
| 6663 | Eamon *Don't Want You Back* | 7687 | Avril Lavigne *My Happy Ending* |
| 2954 | Robbie Williams *Radio* | 8587 | P.I.M.P. *50 Cent* |
| 8400 | Ultrabeat *Pretty Green Eyes* | 5872 | Scooter *The Logical Song* |
| 4435 | Usher *Yeah* | 9119 | Britney Spears *Toxic* |
| 9109 | D-12 *How Come* | 8808 | Shapeshifters *Lolas Theme* |
| 9006 | DJ Casper *Cha Cha Slide* | 4364 | Cassidy Ft R Kelly *Hotel* |
| 8809 | Busted *Thunderbirds Are Go* | 6454 | Christina Aguilera *Dirrty* |
| 6718 | D12 *My Band* | 1177 | Twista *Sunshine* |
| 4443 | Frankee *F U You Right Back* | 4253 | McFly *Obviously* |
| 7165 | 50 Cent *In Da Club* | 9603 | O Zone *Dragostea Din Tei* |
| 6603 | Anastacia *Left Outside Alone* | 2726 | Usher *Confessions Part II* |

### FAVOURITES

| | | | |
|---|---|---|---|
| 8121 | AFI *Girls Not Grey* | 6788 | Lost Prophets *Wake Up* |
| 5519 | Ash *Orpheus* | 8836 | Lost Prophets *Last Train Home* |
| 3381 | Auf Der Maur *Taste You* | 1279 | Lynyrd Skynyrd *Sweet Home..* |
| 8728 | Black Sabbath *Paranoid* | 3764 | Manic Street Preachers *The Love..* |
| 7470 | Blink 182 *Feeling This* | 0602 | Marilyn Manson *Sweet dreams* |
| 9152 | Blink 182 *I Miss You* | 2952 | Marilyn Manson *Personal Jesus* |
| 8166 | Darkness *Growing On Me* | 0659 | Metallica *Enter Sandman* |
| 8370 | Darkness *A Thing Called Love* | 0662 | Metallica *Nothing Else Matters* |
| 1272 | Deep Purple *Smoke On The Water* | 8141 | Motorhead *Ace of Spades* |
| 2965 | Dirty Vegas *Walk Into The Sun* | 2645 | Muse *Butterflies and Hurricanes* |
| 8838 | Funeral For A Friend *Escape..* | 2979 | Muse *Plug in Baby* |
| 9919 | Goldie Lookin Chain *Guns Don't..* | 6368 | Muse *Hysteria* |
| 3273 | Good Charlottes *Predictable* | 0414 | Papa Roach *Last Resort* |
| 2317 | Green Day *American Idiot* | 5818 | Puddle of Mud *Blurry* |
| 1275 | Guns N' Roses *Sweet Child..* | 6448 | Queens..Stone Age *No One..* |
| 6719 | Him *Solitary Man* | 6668 | Rasmus *In the Shadows* |
| 8638 | Him *The Funeral of Hearts* | 7946 | RATM *Killing in the Name..* |
| 3289 | Hundred Reasons *How Soon Is..* | 2646 | Razorlight *Vice* |
| 8840 | Incubus *Megalomaniac* | 6010 | Red Hot Chili Peppers *By The..* |
| 4137 | Iron Maiden *Run to the Hills* | 6994 | Slipknot *Duality* |
| 6995 | Killswitch Engage *Rose Of Sharyn* | 9913 | Soil *Redefine* |
| 7255 | Korn *Here to Stay* | 3006 | System of a Down *Chop Suey* |
| 3766 | KoRn *Word Up* | 5044 | The Distillers *Drain The Blood* |
| 2649 | Lacuna Coil *Swamped* | 9915 | The Killers *Mr Brightside* |
| 0550 | Led Zeppelin *Kashmir* | 2002 | The Music *Freedom Fighters* |
| 8333 | Limp Bizkit *Break Stuff* | 3292 | The Network *Teenagers From..* |
| 9911 | Linkin Park *Breaking The Habit* | 9242 | The Strokes *Reptilia* |
| 1189 | Lost Prophets *Last Summer* | 7842 | Velvet Revolver *I See You Baby* |

### HIP HOP & RnB

| | | | |
|---|---|---|---|
| 7137 | 50 Cent *21 Questions* | 2974 | Armand Van Helden *My My My* |
| 3987 | Chingy *Balla Baby* | 1962 | Darren Hayes *Popular* |
| 3327 | D-12 *Git Up* | 1243 | Dj Otzi *Hey Baby* |
| 7878 | Dr Dre *Still Dre* | O619 | Dj Quicksilver *Bellissima* |
| 5633 | Eminem *Without Me* | 7874 | Dj Sammy *Heaven* |
| 3981 | Eminem *Just Lose It* | O621 | Faithless *I Want More* |
| 4250 | J Kwon *Tipsy* | 7012 | Faithless *Mass Destruction* |
| 8140 | Ja Rule *Clap Back* | O339 | Fragma *Tocas Miracle* |
| 1433 | Joe ft GUnit *Ride Wit U* | 1998 | Prodigy *Girls* |
| 3984 | Kanye West *Workout Plan* | O208 | Robert Miles *Children* |
| 2310 | Mase *Welcome Back* | 5872 | Scooter *The Logical Song* |
| 7947 | R Kelly *Ignition Remix* | 2733 | Stonebridge *Put Em High* |

### ROCK

| | | | |
|---|---|---|---|
| 8837 | 80s Matchbox *Mr Mental* | 9283 | Jet *Look What You've Done* |
| 5519 | Ash *Orpheus* | 7909 | Jet *Are you Gonna Be My girl* |
| 7687 | Avril Lavigne *My Happy Ending* | 1082 | Keane *Everything Is Changing* |
| 4357 | Avril Lavigne *Don't Tell Me* | 2367 | Libertines *Can't Stand Me Now* |
| 7016 | Bellx1 *Eve, The Apple of My Eye* | 5533 | Maroon 5 *This Love* |
| 7470 | Blink 182 *Feeling This* | 8894 | Snow Patrol *Run* |
| 4334 | Blink 182 *Down* | 5526 | Snow Patrol *Chocolate* |
| 1444 | Buck 65 *4-6-3* | 6828 | The Charlatans *Up At The Lake* |
| 9278 | Darkness *Love Is Only A Feeling* | 9915 | The Killers *Mr Brightside* |
| 9150 | Fountains Of Wayne *Stacys Mom* | 9931 | The Rasmus *Guilty* |
| 1530 | Fountains Of Wayne *Mexican..* | 6668 | The Rasmus *In the Shadows* |
| 1344 | Franz Ferdinand *Matinee* | 9937 | The Stills *Still in Love Song* |

### FOOTBALL

| | | | |
|---|---|---|---|
| 3734 | Arsenal FC *One Nil To Arsenal* | 0819 | TV & Film *Matrix* |
| 3735 | Chelsea FC *Blue Is The Colour* | 0029 | TV & Film *Beverly Hills Cop* |
| 3735 | FC Barcelona *Cant Del Barca* | 5150 | TV & Film *Phoenix Nights* |
| 3737 | Glasgow Celtic FC *Celtic Song* | 8559 | TV & Film *Kill Bill* |
| 3738 | Glasgow Rangers *Follow Follow* | 8561 | TV & Film *Lord Of The Rings* |
| 3739 | Liverpool FC *Never Walk Alone* | 1486 | TV & Film *Knight Rider* |
| 3740 | Manchester City FC *Blue Moon* | 8488 | TV & Film *Starsky and Hutch* |
| 3741 | Man Utd *Glory Glory Man Utd* | 0076 | TV & Film *The Muppets* |
| 3743 | SunderlandFC *Daydream Believer* | 1483 | TV & Film *James Bond* |
| 8322 | Tv UEFA *Champions League* | 0091 | TV & Film *The Simpsons* |

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2126

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8314

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2704

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2746

7706

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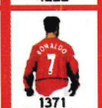
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| 1105 | Basil Fawlty | 1088 | Lou and Andy |
| 1095 | David Brent | 1069 | Mel b (Bo) |
| 1152 | Davina Mcall (Bo) | 1067 | Michael Jackson |
| 1096 | Del Boy | 1159 | Ozzy Osbourne |
| 1155 | Dirty Den | 1147 | Richard and Judy |
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| 1158 | Gorden Ramsey | 1071 | The Bear (Bo) |

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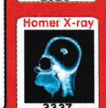

2337

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4380

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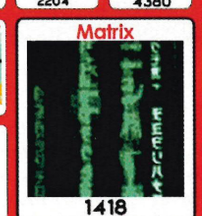

1418

1416

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5539

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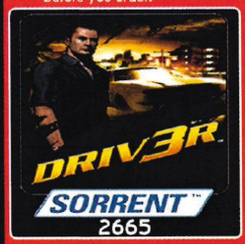

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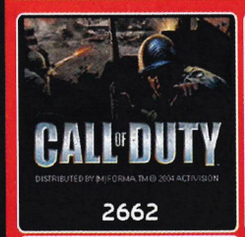

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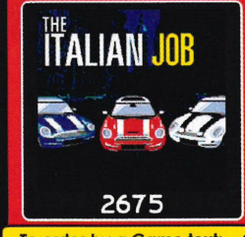

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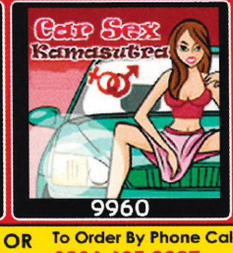

9960

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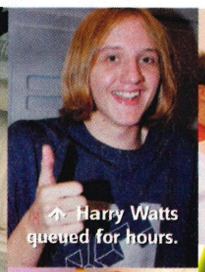
# YourShout

## Reader events and reviews

Mighty Monobrow visits Game Stars Live and Game With Fame

GLC's Billy Webb in action.


Harry Watts queued for hours.

Ben with Lionhead's Adam Russell and Jeff Brutus.

Gareth Morris, Microsoft MC!

"Quick! Call security!"

TWO BIG EVENTS for Ben T this month. First up was Game Stars Live, where he rushed straight to the *Halo 2* stand. With one flash of the monobrow he was sneakily through the side entrance, keen to give some poor soul a battering. Heading straight for the Warthog, Ben started blasting away with the new rear-mounted rocket launcher. The battle was pure chaos, with everyone fighting over the coveted plasma sword. It was so intense that not one of the five players had the chance to use it before they were mowed down!

"All I wanted to do was get in there and run my mate over in a Ghost," grinned avid gamer Harry Watts. "The two-hour wait was well worth it."

"The graphics are definitely the biggest improvement," added Gavin Grant. "Seeing a Warthog drive right at me and only just getting out of the way was the highlight of my game."

Ben came second overall and in his excitement rushed outside for a no-holds-barred street fight with Master Chief. It all ended in tears as Master Chief made him submit with a bionic chokehold.

He recovered in time for the latest Xbox Game With Fame event in London. This is where celebs and star game developers (including Peter Molyneux) play the newest Live titles and meet gamers. This time it was the turn of Welsh hip-hop combo Goldie Lookin' Chain. They had travelled all the way from the mean streets of Newport to pop some caps in *Rainbow Six 3: Black Arrow*.

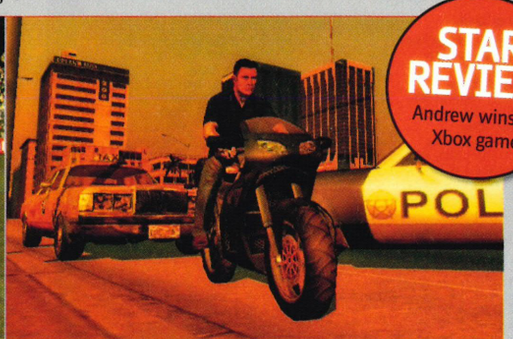
However, they were unprepared for the skills of the Live massive. Billy Webb and Mystikal battled for over two hours and announced that Xbox Live is "safe as", despite losing. Xbox Community Manager Gareth Morris agreed. "Goldie Lookin' Chain on Live proves this is a service for both newbie and pro-gamers," he said. "Just look at Mystikal - I think he was trying to land a plane with his headset!"

Check out www.xbox.com/live for more info on upcoming Xbox Game with Fame events and also www.youknowsit.co.uk for the latest on Goldie Lookin' Chain. More event madness next month.

IF YOU ARE running a major Xbox event or competition, let us know about it! Write to Your Shout, *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP.

# YourReviews

Have you ever wanted to be a games reviewer? Well, Play:More is here to put your reviews in print! Send your reviews - but no longer than 160 words, please - to Your Shout, *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP. The star review we publish each month will win a mystery prize. What are you waiting for?



STAR REVIEW
Andrew wins an Xbox game

## Ninja Gaiden

**By GLCIntUK, via email**

THIS IS an instant classic. The graphics are excellent and detailed. You just want to "get in there and 'ave it!" Luckily this feeling isn't too spoiled by the lack of decapitations, only slightly marred. The gameplay is quick and fun and the girls are top quality too. But for me it didn't last long. I mastered the combos in the first hour and, although the blocking was difficult, the fighting was already getting repetitive and I was bored by chapter seven. Still, it helps that different weapons are regularly introduced. The soundtrack is repetitive as well.

**Score: 7.8 / 10**

## UEFA Euro 2004

**By Cameron Clark, via email**

*EURO 2004* has very nice graphics and a wide selection of teams. There are a variety of options, like adjusting the game speed, difficulty and weather. You play through the friendlies to try and lead your country to win Euro 2004. This is easy because defending is simple and to score you just need to get a one-on-one. It's fun at first but the lifespan is short - once you've won the Championship, you'll have no desire to win it again. This doesn't represent the European Championships, as it should be an honour to win once, a dream to win twice.

**Score: 6.6 / 10**

## Driv3r

**By Andrew Golightly, Southport**

THERE ARE three things I remember about this game. The first is the lamppost. The second is the pause menu. Around every corner I would smash into an indestructible lamppost, and then pause the game to restart the level. The third thing is the number of glitches. It did not surprise me to run up a set of stairs, having bailed out of my car which was stuck in a lamppost, to see my character bouncing around in the floor. Needless to say, this game will not impress anyone, but rather leave him or her feeling quite disturbed.

**Score: 5.8 / 10**

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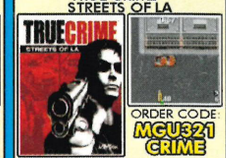

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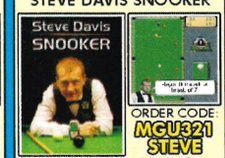

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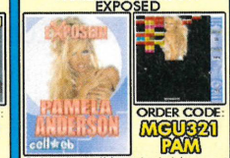

ORDER CODE: **MGU321 PAM**

Guide the ball into the bricks to set Ms. Anderson free, then she'll give you some pictures of herself.

### JORDAN UNCOVERED

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You'll have to work hard to see all of Jordan. Uncover the screen whilst avoiding the evil energy.

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Creepy crawly warfare comes to your mobile. Can you lead your squad of armed annelids to victory.

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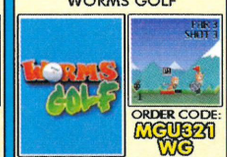
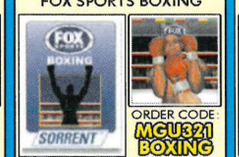


ORDER CODE: **MGU321 WG**

The ball's a grenade and the enemy Worm's tied to the pin, get the ball in the hole to see what happens.

### FOX SPORTS BOXING



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A terrorist threat is looming over the world, so once again Sam Fisher is sent to do what no one else can!

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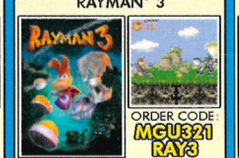

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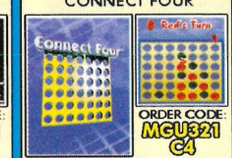
### CONNECT FOUR



ORDER CODE: **MGU321 C4**

Connect Four's simplicity combined with multiplayer addictiveness is an unmissable gaming experience.

### CHESSMASTER™

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Control the movement of time and save the day in this update of the classic platform adventure.

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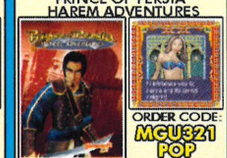

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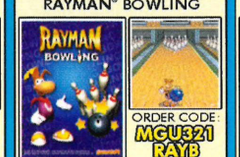
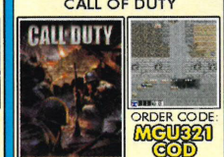


ORDER CODE: **MGU321 RAYB**

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

### CALL OF DUTY



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Make your country proud by killing the enemy menace, in this exciting World War II game.

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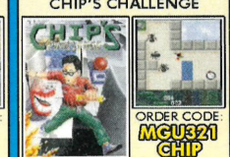

ORDER CODE: **MGU321 CHIP**

Based on the classic puzzle game, you must exit each level by chip collecting and solving puzzles.

### SIBERIAN STRIKE™

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Get in the cockpit and place your hand firmly on the joystick, as you aim to rule the skies.

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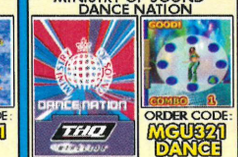

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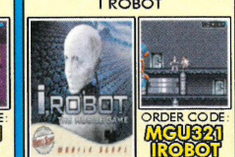
Help Ash fight the deadites in this flipper bashing pinball game with a zombie theme.

### RED DWARF: SIMULANTS' REVENGE

ORDER CODE: **MGU321 DWARF**

Step into Lister's shoes and try to save Starbug from an onslaught of Simulant Smegheads.

### I ROBOT



ORDER CODE: **MGU321 IROBOT**

Based on the movie, the game is full of twists & turns in a fight to stop a robot from overthrowing mankind.

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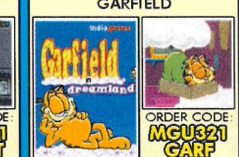

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# 10-minute Masterclass

## Follow these ten steps to become a Halo 2 multiplayer god!

WHEN *HALO 2* hits the shops it'll be everyone for themselves online. *Halo*'s multiplayer game has been improved ten-fold since the awesome original and people all around the world take this seriously.

But don't worry if you're new to the game. A unique profile system that levels up as you improve will match you with those of a similar skill profile. You should never find yourself getting spanked by a four-year-old American who can't stop laughing.

But just in case you do, here are our top ten tips to banging heads online with *Halo 2*. Practise them and you'll rule the leaderboards in no time.

1

**KNOW YOUR SURROUNDINGS**

Sounds obvious but knowing the map you're playing inside out is vital to survival and also total domination. Get to know the map's hotspots (where most of the action takes place) - these can usually be found near more powerful weapons.

2

**HEADSHOTS COUNT**

Practise aiming at the head. Don't plough bullets into the torso or legs - you'll do less damage (unless you have the rocket launcher). You can take someone out with three decent shots to the scalp.

3

**THE MELEE ATTACK**

The melee attack is devastatingly powerful when timed right. Aim for the back and you'll take out your opponent in one blow. You can also side-step a foe and crack him on the head/back. Lethal!

4

**JUMP AROUND**

A moving target is harder to hit. It's a good idea to jump when you're getting rockets launched at you. You won't always dodge them, but you'll be making your enemy work harder for the kill.

5

**COVENANT ENERGY SWORD**

The most powerful weapon in the game. The trick is to get close enough to an enemy and wait until your targeting reticule turns red. This means you're locked on - hit the R trigger and slice away.

6

**DESTRUCTIBLE VEHICLES**

Look out for vehicles in a bad way as a new addition is fully destructible vehicles. Shoot them and lob grenades at them to blow them sky high, preferably when there's multiple enemies in there.

7

**DUAL WIELDING**

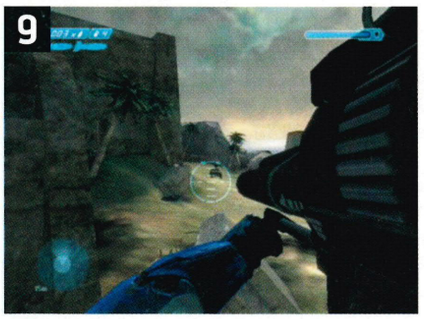
*Halo 2* lets you hold two weapons at once. Approach a second weapon that's on the ground and press and hold Y to dual wield. You can't hold more than one two-handed weapon at once.

8

**BOARDING VEHICLES**

By pressing and holding X you can knock enemies off vehicles, a feature you must get into the habit of using. Providing it's not going too fast, just stand in front of it and make the leap of faith.

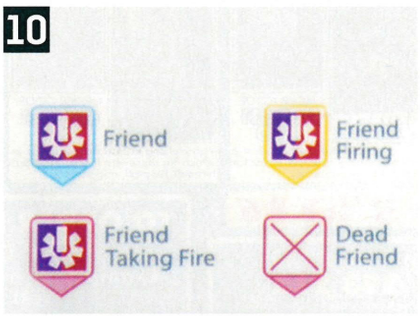
9



**HOMING ROCKETS**

The rocket launcher has been tweaked for *Halo 2*. It's now similar to the Covenant Energy Sword in that you have to wait until you get a lock-on before firing. Best used against moving vehicles.

10




**KNOW YOUR ICONS**

During team-based multiplayer games you'll see icons above your team-mates' heads. These tell you how your mates are holding up. Get to know them off by heart. It might save your life.

# Win Live for a Year!

## We're giving away everything you need to play Halo 2 online with Broadband from BT

11 NOVEMBER WILL change the face of online gaming forever and we've got the ultimate competition to get you hooked up to Xbox Live courtesy of Broadband from BT. We're giving away a Crystal Xbox, *Halo 2* Live Starter Kit with 12 months' subscription to Xbox Live, 512k Broadband from BT free for a year (with free router) and a year's subscription to *Official Xbox Magazine*.

One lucky winner will receive everything they need to get the most out of *Halo 2*'s incredible online multiplayer action game as well as every other Xbox Live-enabled game out there. Before you hop online though, check out the *Halo 2* Masterclass to your left – it'll be a warzone out there and you will need to be fully prepared. All you have to do to scoop the lot is answer this simple question and complete the tiebreaker in no more than 15 words:

### QUESTION
What is the correct name and spelling of Master Chief's female holographic sidekick?

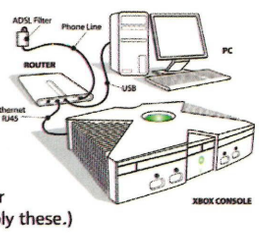
### TIEBREAKER
I absolutely must have Broadband from BT to play *Halo 2* online because...

Send your answers on a postcard or sealed down envelope to:

Broadband from BT Compo
*Official Xbox Magazine*
99 Baker Street
London
W1U 6FP

Closing date 02 December 2004

## Set up in 5 easy steps!




1. **Set up your broadband line.** You'll need to connect your router to your phone line and PC using the ADSL filters and USB leads supplied.
2. **Install your router.** Using the CD provided (with your router), follow the simple on-screen instructions. (You'll need to use your username and password - we'll supply these.)
3. **Connect your Xbox to the broadband line.** Simply run the supplied ethernet cable from the router to the ethernet port at the rear of your Xbox.
4. **Set up your online gaming account.** Simply set up your Xbox *Live*™ gaming account using the CD provided with your Xbox *Live*™ Starter Kit (purchased separately).
5. **Insert your online game of choice.** Prepare to take your gaming to the next level!

**Terms and Conditions:** Winners must have a BT line. Subject to availability and line test (www.bt.com/getbroadband). Only one entry per household is allowed. Participants must be in a broadband enabled area. No cash alternative or substitute prizes will be allowed. This competition is open to residents of the United Kingdom, except for the employees of BT and employees and relatives of the promoters.

www.bt.com/xboxlive
XBOX™ COMPATIBLE

CAT STAYS IN THE BAG: EVEN THOUGH BEN T HAS FINISHED HALO 2, HE'S REFUSING TO TELL US ANYTHING ABOUT THE END AND HE'S LOVING IT!

# Masterclass: Conflict: Vietnam

Welcome to the jungle, we've got fun and games. We got everything you want, honey we know the names (of all the characters, missions, locations and secrets that you need to complete the game - ed)

**THE EXCELLENT *Conflict* series follows the gaming trend and ends up in the jungles of Vietnam. It's up to you to lead the squad - Junior, Cherry (later known as Doc), Ragman and Hoss - through the whole messy affair and out the other side... preferably with all their bits still in the right places.**

## RUMBLE IN THE JUNGLE

When your team gets to the crater, send Cherry and Junior left and your other two men into the right-hand tunnel. Watching out for hostiles, trace the stream with Hoss and Ragman and take out the enemies as they appear. You'll soon stumble across a boggy mound to your right, near to which you'll find some med kits and a bazooka.

Keep following the stream, taking out the VC, till you reach the cleft. Jump back to Junior and Cherry and follow the path. At the end, jump to your other team and link them up with Junior and Cherry. Face them all towards the rut on the far side.

Complete your bonus objective by going to the village and killing the VC - don't hurt any villagers! The easiest way of doing this is by placing Junior and Hoss at the open door found in the centre of the village, then jumping to your second team and moving them past the second hut on the right. Let Ragman blast away at the VC and get Cherry to charge through the right hand door and kill the enemies within. Now send Ragman and Cherry through the door on the left and to the far side of the building. This is the perfect spot to take down the advancing enemy troops. Kill all the enemies to complete both the main and bonus objectives.

In the second hut on the right, you'll find a hatch that's worth checking out. Shoot it from a distance to safely take out its contents. Check under all the baskets and pots in the village and you'll find four more hatches. Blow them all up the same way as before, except for the one containing the prisoner, then leave the village by the back door.

Traverse the bridge but watch out for an ambush. On the other side is a tunnel with a trip-wire. Head down the path you find, take out the VC then enter the ruins that are teeming with enemies. Order Junior and Hoss to stand in the right-hand corner of the ruins and face diagonally right, then shelter Ragman and Cherry behind the crumbling pillars. Systematically work your way through the ruins, always making sure you cover every angle. Head for the helicopter to complete the mission.

↑ Being on point can be scary, so keep your eyes on the river banks.

↑ Move with caution in the bush and scan the treeline for any lurking VC.

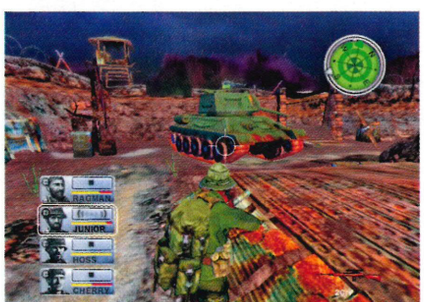
## TET OFFENSIVE

Get your men into the bunker and take down the VC with the mounted machine-gun. As you fall back, grab all the ammo you can find. Run through the trenches and behind the bunker, then take out the enemies there. At the compound, use the T-34 tank as cover to safely reach the closest trench. Head down the trench and eliminate the enemies, making sure your men cover each other at all times. The two paratroopers give you a bonus objective. Order Hoss to take point and use him to hack down the advancing enemy troops, while taking the rest of your men down the left-hand path. When you reach two other US grunts, cover them and call Hoss to join you so that he can lay down cover while the rest of your team heads through the trench that's left of the tent. Use Ragman to grab rocket launchers from the objective marker, then pick up some bazookas and smoke grenades from the nearby hill and arrange your men defensively on the knoll.

The VC will now attack from certain trenches, so chuck some smoke grenades at them then watch the fireworks as the Air Force fries them. Now for the tank. Your best bet here is to flank it and send a rocket up its tailpipe. Throw smoke grenades into the two remaining trenches, then wait for the cavalry to arrive in order to complete the mission.

## BAD MOON

Point Hoss in the direction of the chopper so he can mow down the enemies nearby. Stick Junior behind Hoss then send Ragman out on his own along the right-hand path - look out for the sniper on the ledge behind you. Move up the rest of your men to join Ragman, keeping them covered at all times. The path that leads to the clearing is rife with booby traps, so take your time and disarm them as you go. Walk down the path then go right till you get to a junction. Go right to find some ammo and a dog tag on the soldier. Keep following the paths and picking up any dog tags you find on dead soldiers. Head right at every opportunity. You'll come across a horde of enemies, so be ready to eliminate them.




↑ Shooting at tanks is pretty pointless - get a rocket up their ass.

↑ Smoke is handy: move under its cover.

**FRIENDLY NATIVES**
For Rumble in the Jungle's bonus objective, get through the mission without any villagers getting killed - by you or the VC!

**RICH PICKINGS**
Always have a good look around the surrounding area after a firefight. There's often plenty of handy ammo and other weapons lying around for the taking. Look in clearings, behind huts... everywhere!

**EASY DOES IT**
When faced with a particularly nasty obstacle - like a tank - it's often better to move your men one at a time. It may sound tedious, but that way you ensure every man's covered and they stay alive.

When you reach the statues, send Junior and Ragman down the path. You'll find some men round a campfire. Kill them and grab the dog tag from the dead US soldier nearby. You'll find more dog tags just past the ruin too. Now head down the tunnel to make sure there are no VC left nearby in order to complete a bonus objective. You'll also find more dog tags here. Once you've grabbed them, walk down the path and go right near the goats, then right again down a narrow path that runs between a cluster of rocks. If you position Junior on top of these, he'll be perfectly placed to take out any snipers that appear. Follow the path that slopes downwards and pick up another dog tag.

Now take Junior and Cherry up the path. You'll soon reach a mounted machine-gun, ideal for taking out nearby hostiles. Once they're dead, bring up the rest of your men to join them. In the cave, pick up the rocket launchers. In the next cave take out the mounted machine-gun by first running across the gap into the cave, then blowing up the mounted machine-gun with a grenade after its operator has taken out the POW (there are always casualties in war). Head out of the cave and into the clearing, keeping every angle covered. Once you're sure there are no enemies left, head to the end of the level.

## HILL 933

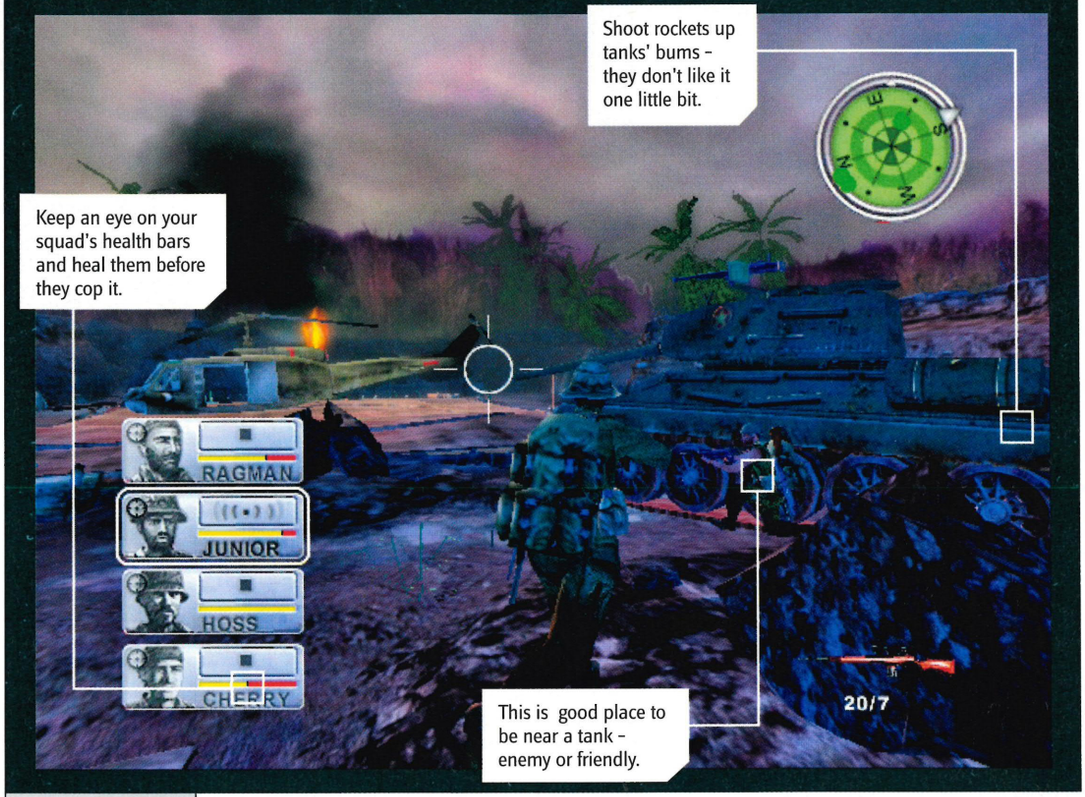
Trace the stream and take out the guards. Lead your team to the first objective marker. Take cover behind the rocks as you move your men up the hill. At the summit, you'll find the path branches off, so send two men along each path. When they reach the complex of trenches, cover the ramps. Select Ragman and, with shotgun at the ready, take him through the trenches and kill all of the enemies.

↑ **At distance, use Junior's sniping abilities to pick 'em off quickly.**

Kit up your squad with the weaponry you find in the trenches. Give Cherry the Type-56 Assault Rifle, then move through the cave to reach the far side of the trenches. Again, the path will branch, so take Junior and Ragman left towards the enemy base, then position them in the upper-left corner next to the path that encircles the base. Now take Hoss and Cherry down the right-hand tunnel, then follow the track and take out any hostiles you find, before following the stream which will let you get under the fence and into the base. You'll now be given two extra objectives to complete. Take out the AA guns to your left. Ensconce Hoss and Cherry into the closest building, then look for enemy intel.

Take Junior and Ragman to the other side of the base by following the path. In the first two huts you'll find some vital information. Link these two up with Hoss and Cherry. There's some extra ammo in the left-hand hut, where you can also complete a bonus objective. Near the last hut in the base you'll find an AA gun. Take it out with a well-placed grenade then scarper out of the back gate and head to the crashed helicopter to end this mission.

## MOVING ON FOOT Watch out for those punjees




### INTO THE FIRE

Run up the track and let your men fire at will. When the VC are dead, wait till the Air Force blows up the base before heading into the area. Kill the remnants of the enemy resistance inside then move into the main area. Run to the far side before the bombers drop their loads again. Should one of your men catch fire, make them hit the deck and roll.

Head out the back exit and follow the path to a bridge. Take out the gunner with Hoss. Watch out for booby traps on the bridge. Instead of trying to charge the enemy, hide behind the sandbags near the mortar and eliminate the machine-gunners and snipers from there. Once it's safe, use one of your men to disarm the booby traps on the bridge, before taking your whole squad across.

**SHORT COOK**
To 'cook off' a grenade and give the VC less time to react when you chuck it at 'em, just select grenades from the inventory and hold down the Right trigger. Keep it held down, watch the timer, and then release the trigger.

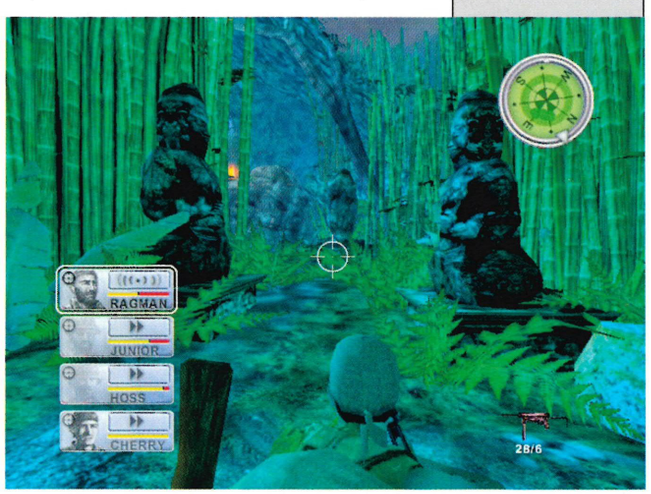
To your right you'll find a path that leads to a temple complex. Resist the temptation to take a cruise and head straight into the complex, taking down enemies as you go. On the left you'll find an opening where you'll be given a bonus objective.

Go down the left-hand path and search the first covered area for clues. Guide your team through the arch, then take Cherry and Junior through one of the temple's right-hand entrances. Here you'll find some more enemies and rooftop snipers. Now follow the booby-trapped path on the far right-hand side till you get to a clearing. Jump back to your other team and bring them up their path so that they are at the opposite end of the clearing to Cherry and Junior. Chop down the enemies in the clearing, then lead your team up the rear incline, through the arch and down the first right-hand track, looking out for booby traps. Shoot the distant enemies at the bottom, then keep walking, again wary of any traps. You should find that the right-hand side of the path is the worst for these, so stay left. With Junior bringing up the rear, inch your team forward, then secure the dugout (just after the pit trap) with Cherry. If you use these cautious tactics till the end of the level, you'll be fine.

### CHARLIE'S POINT

Use Ragman's auto-aim function to take out the targets. Make sure you avoid shooting civilians. Once the boats appear, switch to first-person mode and destroy the lead boat. Watch for mines near the first encampment. Destroying these is easiest in first-person mode. When your boat stalls, hold off the enemies while the driver sorts out the engine. Once you're back on the move you'll see trucks dotted around the shore. Your best bet is to switch to first-person mode again and blow up the lead truck, which will stop the other trucks in their tracks. You should be able to take all of the vehicles out easily now but, if you miss any, simply switch to another character and use them to finish the job instead.

At the town, you'll see trucks traversing a bridge. Destroy them all to complete a bonus objective. The boat will stop just before it enters another minefield. Take out the ammo boxes to fulfill another bonus »




↑ **Looks like the natives went this way. The dark offers an added challenge.**

↑ **Your men will yell when they find a trap.**

↑ **In an open situation, cover the man in front.**

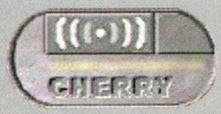
**VIETNAM IS THE NEW BLACK:** IF ANY MORE GAMES JUMP ON THE 'NAM BANDWAGON, WE'RE GOING TO GO CRAZY, TURN ALL HIPPY AND BOYCOTT 'EM, WHILE SMOKING PEACE PIPES, WEARING BAGGY CLOTHES AND SAYING 'MAN' A LOT.

# Roll Call

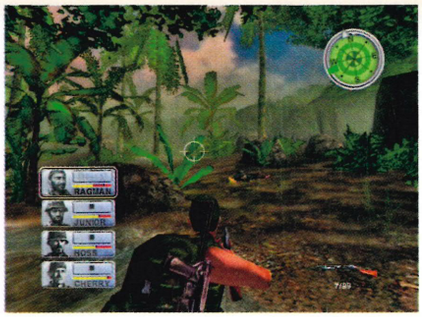
**STAFF SERGEANT FRANK WIER**
**Name:** Frank Wier
**Rank:** Staff Sergeant
**Squad role:** Squad leader, rifleman
**Height:** 6'0"
**Weight:** 76kg
**Build:** Muscular, slim
**Ethnicity:** White American
**Age:** 28
**DOB:** 29 March 1940.
**Place of birth:** Chicago, Illinois
**Nickname:** Ragman

**CORPORAL BRUCE LESH**
**Name:** Bruce Lesh
**Rank:** Corporal
**Squad role:** Sniper, grenadier
**Height:** 5'11"
**Weight:** 71kg
**Build:** Athletic, slim
**Ethnicity:** Afro American
**Age:** 23
**DOB:** 17 December 1945
**Place of birth:** Queens, New York City
**Nickname:** Junior

**CORPORAL WILL SHAFER**
**Name:** William Shafer
**Rank:** Corporal
**Squad role:** Machine gunner
**Height:** 6'2"
**Weight:** 107kg
**Build:** Large, muscular
**Ethnicity:** White American
**Age:** 24
**DOB:** 03 May 1944
**Place of birth:** Clay Country, Alabama
**Nickname:** Hoss




**PRIVATE HAROLD KAHLER (YOU)**
**Name:** Harold Kahler
**Rank:** Private
**Squad Role:** Medical corpsman
**Height:** 5'9"
**Weight:** 69kg
**Build:** Athletic, slim
**Ethnicity:** White American
**Age:** 19
**DOB:** 06 July 1949
**Place of Birth:** Kanasas City, Missouri
**Nickname:** Cherry (later known as Doc)



↑ **Quick, close-quarter kills with the shotgun.**

» objective. When the tank appears, let rip with everything you've got till a chopper comes down to help you out. After this, keep the VC around the boat busy while another helicopter removes the blockade from the canal. The boat will start to move again, but keep firing at the enemy in front of you. Eliminate the remaining foot soldiers and boats at the end of the level. Mission accomplished.

## THE SACRED STATUE

Once you're done chatting to the people in the hut, go outside and talk to the old woman, who'll hand over a crossbow. Head behind the big hut and you'll get some ammo for it. Speak to the old woman at the gate, then follow her. She'll show you some traps, so disarm them before moving on.

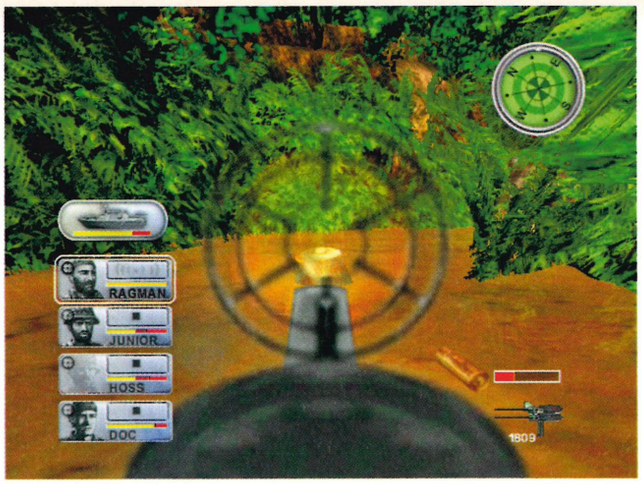
She'll ask you to scout ahead. Take Ragman left and knife the guard in the back. Use this stealthy tactic on all of the guards to avoid sustaining injuries. Once all the guards are dead, converge your men on the northern path, and your guide will take you to a ruined temple. As soon as the gate opens, get ready for some serious skirmishing.

Once you've dispatched the first wave of VC, move inside and head left down the passage, two by two. When you reach the courtyard, spread out, then take one of your soldiers left and blow up the ammo dump. Take your team up the stairs. There's ammo in the side room. Once you've stocked up, go in and take out the guards. In the upper-right side of the building is a small room where the VC spawn. Through the central opening are two prisoners to free. Once they're untied, go into the next area in twos, making sure each group covers the other as you work your way through the enemies nearby. Head through the right-hand gate and disarm the booby traps protecting the arms cache.

Go back to the main area and into the next passage that leads to the temple hall. You'll come under heavy attack, so take up defensive positions. While three of your men hold them off, take one soldier to the upper-right side of the main hall and blow up the ammo dump behind the entrance. Grab the statue in the hall and leave via the hall's exit.

You should now be in a complex of tunnels, at the end of which are two prisoners. Free them then

↑ **Auto aim is your friend here.**



↑ **The first-person viewpoint is most effective when you're in the boat.**

**JEWEL THIEF**
In the Bad Moon mission, always check fallen enemy soldiers for ammo and collect their dog tags.

**ROLL IN THE HAY**
If your men catch fire, make them go prone and roll around on the ground, thereby extinguishing the flames. There's no need to panic!

**QUICK TOSS**
Hit the Black button to throw a grenade quickly and without accessing the inventory. As with the normal method (see Short Cook, page 135), you can still hold the button to 'cook off' the grenade and release to throw.

↑ **Don't forget to heal your buddies.**

head for the next courtyard. Keeping your men spread out while covering the courtyard is your best bet. Keep Doc hugging the right side and Ragman the left till they reach the VC spawn point at the exit. Now use the same tactics in the next courtyard. You'll find the last fuel dump in the upper-right corner and the last prisoner in the centre of the courtyard, hidden by a large statue. Obliterate the ammo dump and rescue the hostage, then head back into the jungle via the track. Return to the village, keeping an eye out for the odd hostile or two, then chat to the elderly woman to win the day.

## 1ST AIR-CAV

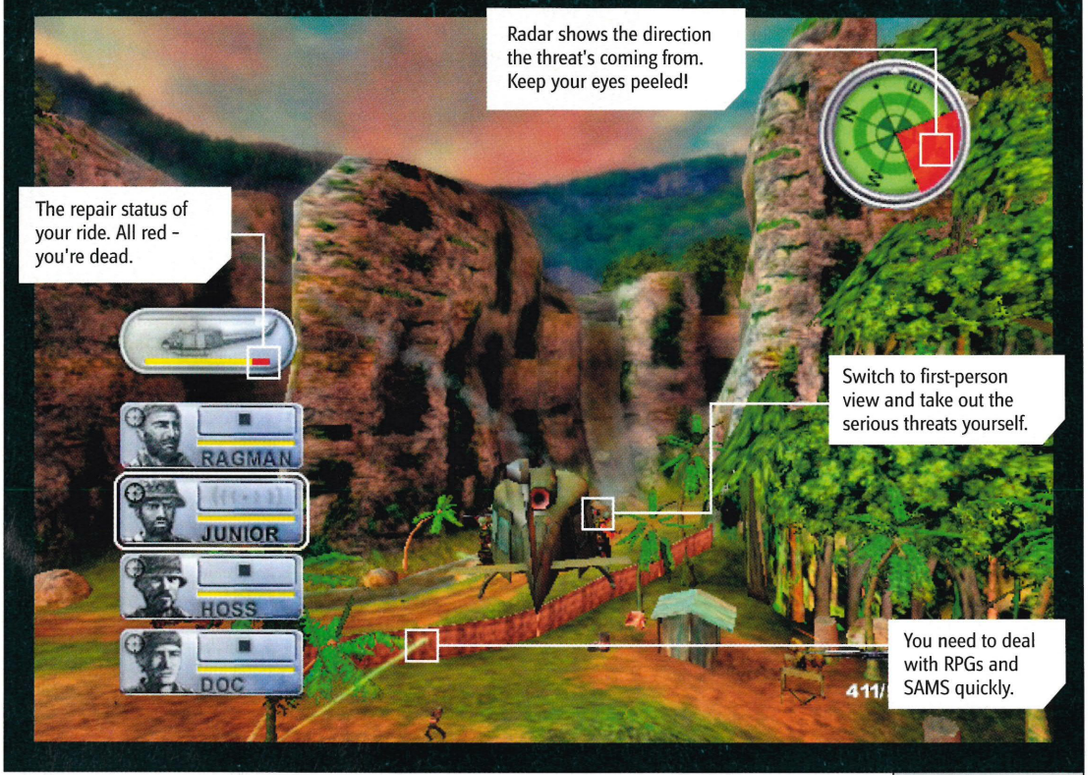
Talk to the soldier by the bunker and then scour the compound for supplies. A path will lead you to the outskirts of the camp, where you'll find ammo. Now put Hoss in the middle-left firing position and Ragman and Junior into the middle-right one, while Doc speaks with the Major. Once they're done chatting, put Doc with Hoss.

Stand Doc up and make sure no NVA soldiers can throw a grenade, keeping an eye on his health bar. When he's low, switch to another soldier and heal Doc. Repeat this procedure till all the enemies are taken down. It's important to keep at least two of your men alive and kicking at each firing position, as there's a hell of a lot of enemies to deal with here. After much bloodshed, follow the Major to the camp. Inside you'll find the NVA waiting for you.

Lob a grenade into the middle of their ranks, then head right. Round the corner you'll find a mounted machine-gun. Position Ragman and Junior on it, Hoss in the adjacent bunker and Doc at the rear. These positions will keep your men out of range of the numerous explosions and allow you to cover all angles as the enemy attacks.

If for some reason you can't get this tactic to work, then try this instead: place your men in the

# MOVING IN THE AIR Arrested for choplifting




ammo bunker, then cover each of the openings between the rocks from which the enemy attacks. There's also a mortar on the hill that's very useful if you can get two of your men to it. If you make sure you cover every angle and keep your men spaced out to avoid group damage from all of the explosions, you should be able to win the day.

## RUSSIAN ROULETTE

Tough one, this. At the start of the mission, crouch and hold still. Take control of Doc and pick up the rifle on the floor. Controlling Ragman, head round the back and get the crossbow and ammo. In the rear room you'll find more useful items. Quietly head out of the hut and kill the two guards from behind with a knife. Now jump to the captured soldiers and engage the guards in conversation, then jump to Doc and Ragman and take out the guard by the nearest cell with the crossbow.

Use Hoss to watch the guard in the tower. When the coast is clear, use Ragman's crossbow to kill the guard. When the patrolling guard comes Ragman's way, use the bow again. Find and talk to the caged men, then take the supplies from the nearby hut.

↑ Stay back here to cover your pals.

Hug the hut walls and move silently to the next hut. Take the health and grenades. There are more arrows nearby too. Head straight until you see more cages and kill the guard from behind with a knife.

Move to the next area, watching for the patrol. Wait till he turns then take him out with a crossbow bolt. At the edge of the next hut, sneak up behind the guard and knife him. With the guards taken care of, you're now free to search all the huts and track down the keys you need to free the hostages.

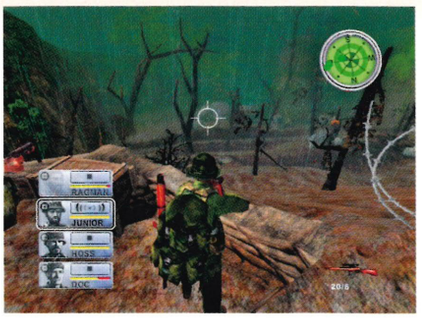
When you've released them, look in all the huts and take all the weaponry you can find as well as the spanner, which can be used for repairing your vehicle later on in the mission. Now, steal the jeep from the camp and follow the track, knocking over any enemies that appear.

At the gun emplacement, get out of the jeep and eliminate the gunner, then get back in and drive to the next corner. Get out again and head up the road on foot, disarming mines as you go. Now (you guessed it) get back in the jeep and speed off past the ambush. Round the next corner you'll find more mines, so deactivate them. There'll be more of these dotted along your route so keep an eye on the road.

↑ Keep your sights aimed low with stairs.

**SOLO SNIPE**
Sure, it's a squad game, but sometimes it pays to go it alone. When faced with snipers, or other enemy behind solid cover, order your team to hold and press forward to snipe them all out yourself. Saves a load of hassle - and bloodshed!

**SLICE O' PIE**
Dust off your *Rainbow Six* skills and 'slice the pie' when clearing huts and other rooms for a better chance of flushing them out and keeping your team alive.




↑ If you ask the boys to Fire At Will, expect them to waste plenty of ammo.

At the hut, get out of the jeep again and pilfer the supplies from the hut, before blowing up the three nearby trucks (hint: there's one behind the hut).

Using the jeep's mounted gun to lay down covering fire, hurtle down the track till you get to a small hill. Get out of the jeep and run up the side of the hill in order to flank the enemies positioned there. Behind the hill is a path you need to follow, and you'll soon stumble across an Australian soldier. Follow him through the river, but get your troops ready for a fight on the other side. If you manage to take out the enemies before all of the SAS soldiers are killed, you'll complete the mission successfully.

## TUNNEL RATS

Up ahead is an enemy patrol. Wipe it out then follow the stream. When you see the rocket launcher-packing VC, shoot him with Junior's sniper rifle, then take down the other enemies with the rest of your team. Use Junior's sniper skills again to eliminate the machine-gunner on the hill and then follow the path, watching for flanking enemies. Take the items from the small cave to the left of the swamp, then go into the water, keeping bazooka-carrying enemies at bay with Junior's sniper rifle.

Keep following the stream until you get to dry land. Keeping everyone covered, move forward slowly. When you go back into the water, snipe the guard in the tower round the corner. Further up the river, do the same again. When the guard is dead, take the rocket launchers from beneath his tower.

Head round the next corner and stay left as you creep past the tank and machine-gun nests. When you're close enough to the tank, take it out with a well-placed rocket, while Junior snipes the machine-gunners. When all the enemies are dead, secure the tunnel complex entrance. Go inside and when you get to the branching path, take a right, making sure you cover your squad's rear. Along the way, secure each alcove and pick up the health packs in the room. Now go left. You'll soon come to a side-tunnel filled with enemies - eliminate them and leave one of your team here to deal with spawning enemies.

When you reach the field hospital, move inside and pick up health and vital enemy intel. With one soldier, shoot the enemy manning the gun down a nearby tunnel. Return him to the team then take the left-hand tunnel found just in front of the hospital room. There's another enemy spawn point in the room across the bridge, so positioning a soldier here will save you a lot of work. You should now have two soldiers at your disposal. Guide them through the central maze of tunnels and gather the intel from the large command room and the side room.

Now go back to the tunnels and walk across the small bridges found on the left-hand side of the complex. Here you'll find an armoury and more enemy intelligence. Once you've stocked up on equipment, plant explosives in the room by the generator and back at the command room (you »

» need to go back across the bridges to do this) and in the storeroom next to the command room.

Return to the field hospital and put some C4 in there. This completes your main mission objective. If you follow the main tunnel and put some explosives in the storage area you come across, you will complete a bonus objective as well. To end the mission, head outside and chat to the ASAS soldier.

## BLOODY HUE

Head up the street, setting your men to Fire At Will. When the tank appears, nail it with a rocket, then hug the side of the street and cautiously move up it, making sure you check out all of the buildings as you go. You'll find an ammo cache in the final building on the left-hand side. In the far corner is an alley. Follow it and hook up with the US soldiers. Help them out in their firefight. Putting some men in the alleys will prove a good tactic as there are plenty of enemies to take down here.

Once the enemies are all dead, have a chat with the commander. Before you head off, check the wrecked building nearby for supplies, then saddle up and head off down the street in the tank. Take control of the main gun and be quick to eliminate any enemy tanks you encounter along the way. At the first corner, get ready for the first wave of enemy attacks. A single shell should sort them out. After the corner, go down the hill and destroy the crumbling building at the base of the slope.

Turn the next corner and you'll come face to face with an enemy tank. Face your turret to the right and head forward. Using auto-aim will help you deal with the enemy armour with relative ease. Once it's a smoking wreck, head past it and go left under the crumbling building where another enemy tank lies in wait for you. Again, point your turret right and, if you're quick, you can destroy it before it even spots you. Head right, left and left again, then turn the turret so it's facing right again in order to quickly eliminate a squad of enemies armed with rocket launchers.

Now get out of the tank and look in the left-hand building where you'll find some equipment and vital info. Hop back into your vehicle, face the turret left and head towards the next corner where another tank lies in wait. Use auto-aim again to destroy it without too much fuss. Now go straight, making sure you take out the hidden enemy in the building as you go round the left-hand corner. When you see the cluster of enemies, make short work of them with a blast from your main turret. Get out of the tank and head for the survivors, before rounding the corner and entering the red smoke.

## AIR-MOBILE

A good tip for this mission is to keep your sights fixed on your targets and fire in short, controlled bursts until you destroy whatever it is you're aiming at.

You're in a helicopter. From a first-person view take out the missile batteries (with the men on the left-hand side of the chopper) at the first enemy camp you get to. Now blow up the radar trailers (with the men on the right-hand side of the chopper) on the cliff ledge and road.

Your next target is a collection of trucks in a valley. Let the rest of your team gun down the enemy soldiers while you concentrate your fire on the vehicles emerging from the caves. Make sure you destroy the truck at the front of the convoy first, as this will halt all the other ones and make them sitting ducks.

Next up are some SAM sites (three to be precise) and some more radar trailers, which you'll find in the next valley. Once you have dealt with these, the helicopter will take you to the next waypoint. To complete the mission, simply destroy all of the remaining targets as and when they're presented to you. Easy!

## THE CITADEL

Lead all your men to the tank and keep on its right, then head down the right-hand path before it spots you. Ensure your team are out of the tank's line of fire, then take Doc back to the tank. Be sure to keep him close so he can't be fired upon. Rush him into the hut nearest the tank and use the RPG you find there to flank the tank and take it down – just make sure the turret isn't facing you and that you're not too close when you let the RPG fly.

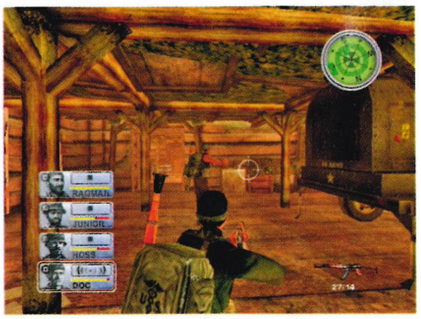
With all your men, go to the strange-looking tank, picking up the spanner on your way in. Head down the track and hack down any enemies you come across. Get out at the village, then snipe the machine-gun nest before moving to the first corner.

↑ You get to drive this tank. Pack a spanner in case it takes too many hits.

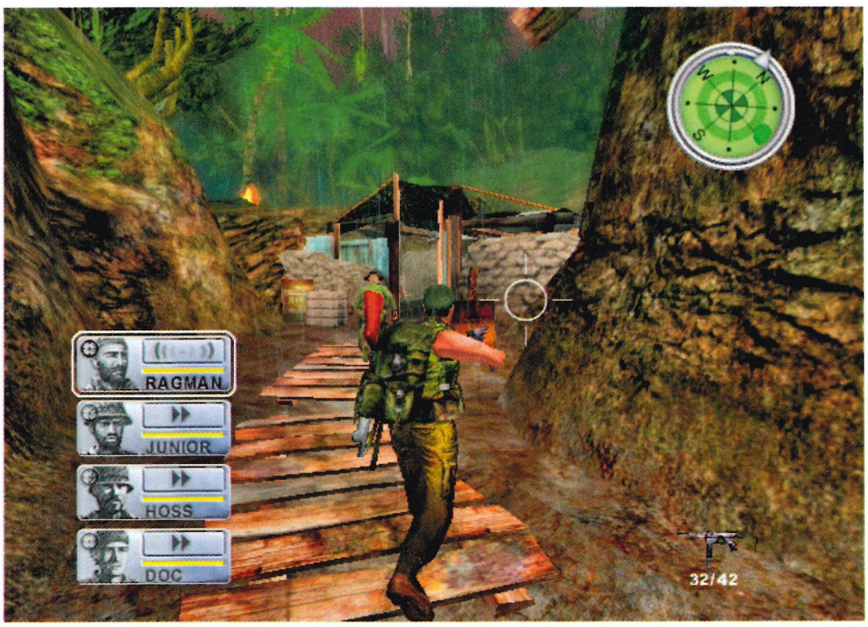
**ONE SHOT**
In more confined areas, keep your men spread out. If you bunch 'em up, it only takes a single skilfully thrown grenade or RPG hit to take your whole team out in one fell swoop.

**PATCH UP**
Make sure you switch characters whenever anyone's health goes below half and heal them. You can't rely on them to help themselves!

**LEAD IS DOWN!**
With convoys, hit the lead vehicle first and the ensuing wreckage will stop all the others in their tracks. Easy pickings.

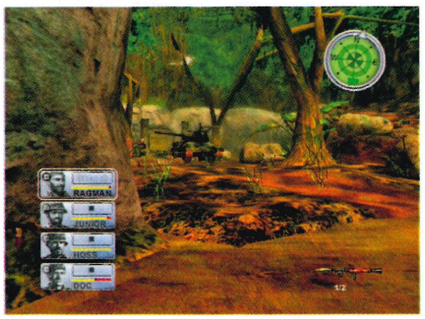



↑ When you've cleared buildings, have a good nose around for ammo and kit.



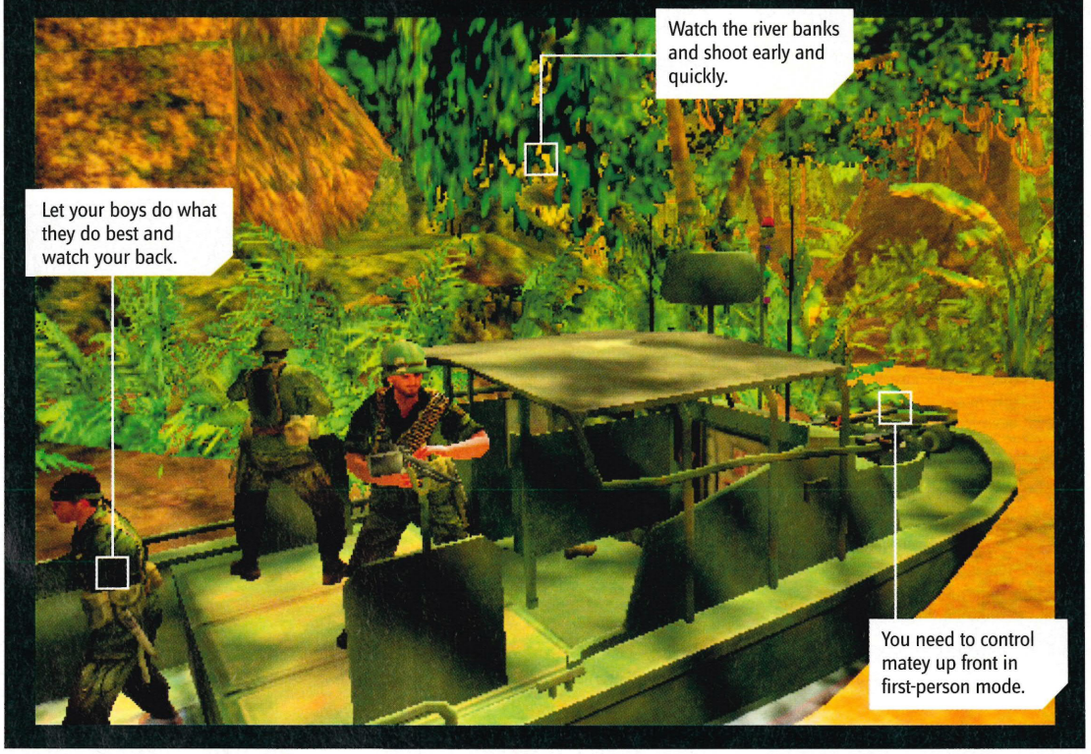

↑ The Major here will help kill VC, but not heal you, so don't count on him!

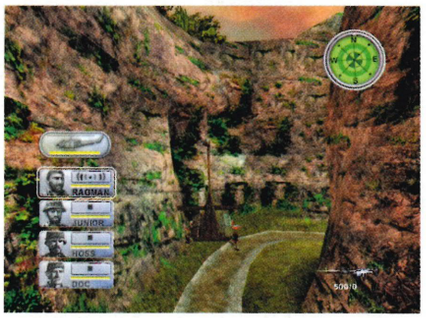
↑ Mortar emplacements can wreak big damage on the enemy, so never pass up the opportunity.



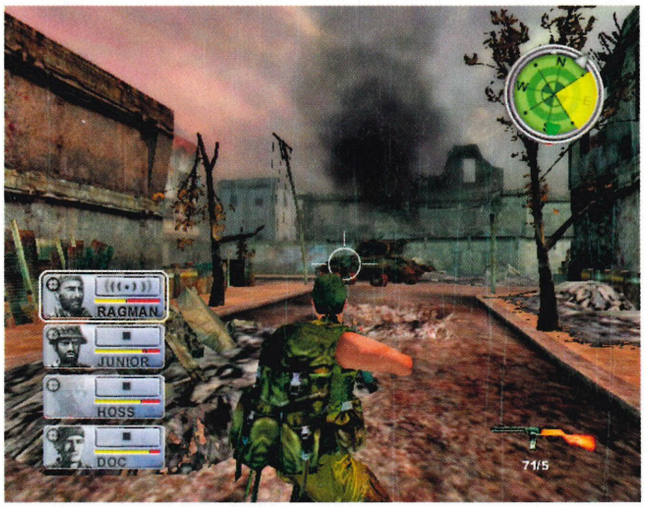

↑ Either run to the side of tanks or rocket them up from a distance.

# MOVING IN A GROUND VEHICLE Put the boat out




↑ **Time for the first-person view again.**




↑ **In closed areas, use smoke to blind and get past tanks.**

While Junior and Hoss cover the street, take Ragman and Doc into the side room. Secure each room you come to, then check outside where you should see a tank guarding a gate. Take Doc and Ragman back to your tank and drive it round to the gate and take out the enemy tank. A nearby room holds some useful items, so have a look there before moving to the gate. Watch out for snipers and, when you see them, use Junior to give them a taste of their own medicine.

Go into the courtyard (through the small door) and take out the enemies within. In the room to your right is some important enemy intelligence. Take your squad upstairs and clear the rooms to get some more info.

In the small building adjacent to the mounted machine-gun is yet more enemy intel (check the first and back rooms). To the left of this building is another smaller room with even more Intel, but you'll have to take out the defenders hiding there before you can get your hands on it.

Head back outside and follow the path that leads to some steps. Climb the steps and stop at the courtyard door. You'll see an enemy tank, so take one of your men, armed with an RPG, along the upper path, which is next to the low wall. Remember, keep low and out of sight. Get round the back of the tank and let fly with the RPG.

Now take your men up behind the tank and arrange them into a defensive formation, then use one of your men to get the attention of the enemies situated in the neighbouring courtyard. When they start charging, rejoin your squad and take the NVA out. Once you've stemmed the flow, go into the courtyard where the enemies came from and mop up the remnants of the resistance there. Go into the yellow building and chuck a grenade into the room on the left, then head in and grab the intel. Finally, go upstairs and throw a grenade into the uppermost room, and if there are still any hostiles breathing, bust a cap in their sorry asses. Congratulations – that's *Conflict: Vietnam* complete.

# Vehicles

### M113A1 APC

Capable of amphibious operations in lakes and streams, extended cross country travel over rough terrain, and high-speed operation on roads, the M113A1 APC was a key asset in the Vietnam jungles. Able to transport up to ten men behind its protective armour, and armed well enough to be considered an offensive weapon, it's no wonder that this tracked transport has been in production longer than any other armoured vehicle.

### MKII PBR RIVER BOAT

From the start of the war it was clear that whatever side controlled the 3,000 miles of rivers, canals and streams of South Vietnam would have a huge advantage. The MKII PBR (Patrol Boat, River) was developed during the Vietnam War due to the need for a fast, maneuverable water craft. Requiring only two feet of water and packing a heavy punch with its bow-mounted .50 caliber machine-guns, a group of MKII PBRs could rule any waterway they were stationed on.

### 'GAZ' 69 JEEP

One of the very first Russian-made off-road vehicles, the GAZ Jeep has been modified many times since its 1938 inception. Used by VC forces in the Vietnam War, the GAZ had capable handling in harsh conditions but suffered from regular breakdowns and poor gas mileage. Weapons were often mounted on the back to give it offensive capabilities.

### US M48 PATTON TANK

Developed from the M47, the M48 Patton Tank suffered many small problems at first, but constant modification eventually made it the mainstay of the US Army and Marines in Vietnam. The M48 proved to be highly effective at defence and offence, thanks to its thick hull, 105mm cannon, and top-mounted .50 caliber machine gun.

### UH-1 'HUEY' TRANSPORT HELICOPTER

The most widely used military helicopter in history, Hueys first saw action in Vietnam in 1963. By the war's end, more than 5,000 were put to use for medical evacuations, troop transport, air assault, and as gunships. Particularly noisy when in forward flight due to the advancing rotor blade breaking the sound barrier, the Vietcong at first feared this helicopter's arrival. However, once it was discovered that Hueys could be brought down with small arms fire, the VC's dread quickly disappeared, and the aircraft's usage had to be re-evaluated by the US military.

### M50 US ONTOS RECOILLESS RIFLE TANK

Appropriately named (Ontos is Greek for 'thing'), this unusual vehicle has six recoilless rifles mounted in pyramid fashion on a central turret. A disaster in design, the Ontos required the crew to exit the vehicle to reload, which unfortunately wasn't much safer than being in the vehicle thanks to its thin armour. Good mobility was this vehicle's only redeeming feature.

SPLITTING HEADACHE: WE'RE NOT SURE IF 'LIQUID KILLS' ARE IN THE GAME OR NOT, BUT IT'S WORTH A TRY. FOR A DROP-DEAD GORGEOUS KILL, SHOOT THE ENEMY JUST BEHIND THE EARLOBE.

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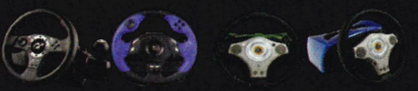

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# NEXT MONTH
## Official XBOX Magazine

## Reviews Bringing you the biggest Xbox reviews first!

**Star Wars KOTOR II: The Sith Lords**

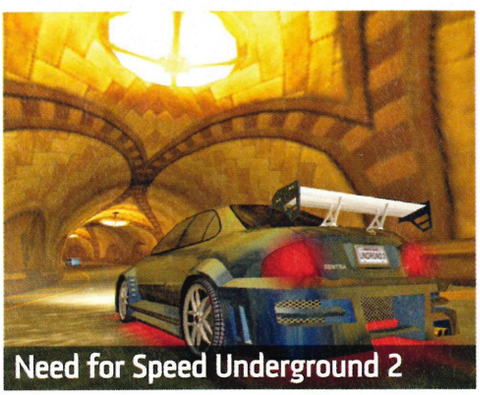
Yes, there is another! And it looks like it could be even better than the stunning original. It's the world-exclusive review!

**Call of Duty: Finest Hour**

World War II is definitely back in force. See the game that made *Medal of Honor* go back to boot camp for retraining!

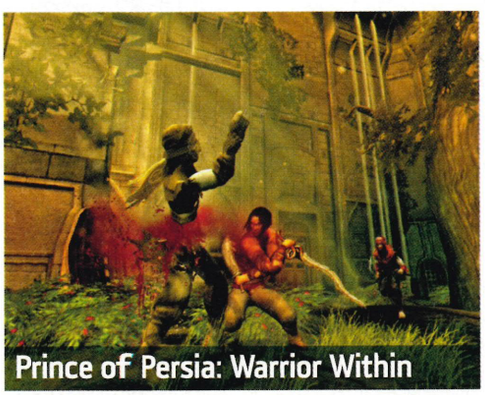
**Blinx 2: Masters of Time & Space**

The anachronistic moggy returns for more mind-bending platform capers to warp conventional game design.



**Need for Speed Underground 2**

Get down and dirty with the latest rubber-burning street racer, now with even more modding and Live support.



**Prince of Persia: Warrior Within**

Roll out the carpet for the return of the Prince and stain it red with blood from the gruesome new special attack moves.

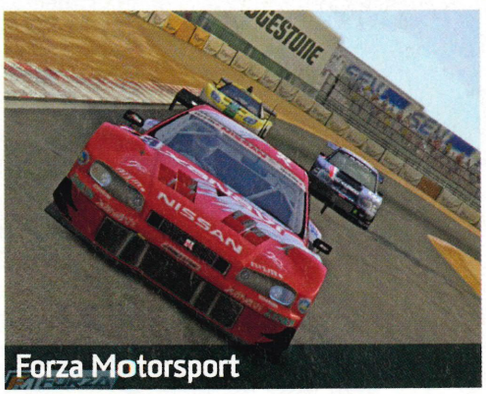
**GoldenEye: Rogue Agent**

Arriving just a little too late for this issue, we'll be giving *GoldenEye* the *OXM* once-over in the next issue. Bond is back!

## Previews The hottest new games before anyone else!

**Commandos Strike Force**

We visit Pyro to find out how its WWII strategy game will transform into a cutting-edge first-person shooter.



**Forza Motorsport**

Microsoft is determined to burn *Gran Turismo* off the track in this Xbox-only racer. We go trackside for the full story!

### Medal of Honor 4

There's a massive revamp in store for this long-running shooter franchise and we'll bring you the first ever shots!

### FIFA Street

*FIFA* gets an urban makeover when football gets dirty. Gangs, rivalries, and earning reputation... not unlike real life, then.

### Far Cry Instincts

We get our hands on the eagerly awaited shooter from Ubisoft. Lock and load people, it's going to get very messy.

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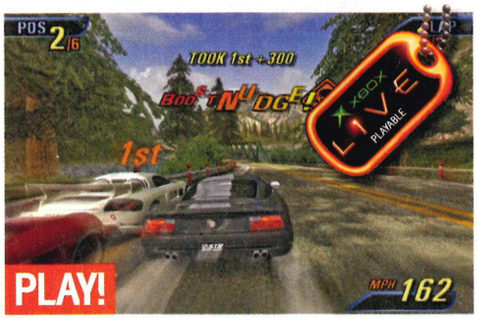



### BURNOUT 3: TAKEDOWN

Play the exclusive Live-enabled demo of EA's insane racer. Test drive a three-lap single race or heat things up by taking part in the incredible Road Rage game mode. This online-only demo is not for the faint-hearted. You've been warned!

### CONKER: LIVE & RELOADED

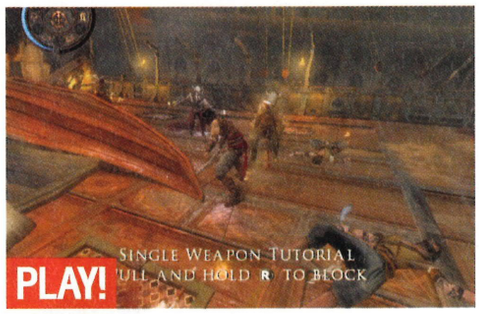
Gun your way through the entire beach assault level of Rare's next Xbox title, months before it hits the shops - only on next month's disc. He might be cute but this is one angry squirrel you wouldn't want to *%@?* off in a hurry.

### TIGER WOODS PGA TOUR 2005

Check out the huge selection of features EA's crammed into this year's edition of the greatest golf game. Play around with the courses in Tiger Proofing and create your own golfer wrinkle by wrinkle. Then take on the big names.

### OTOGI 2: IMMORTAL WARRIORS

Can games look any better than this Japanese monster-slaying masterpiece? Amaze yourself at its visual glory and play through two missions with a variety of characters, and get your mates to have a look as well. It's unbelievable!




### PRINCE OF PERSIA: WARRIOR WITHIN

Go mental with the Prince's brand new interactive blades and hack through the dangerous tutorial level.

### THE INCREDIBLES

A family of superheroes needs your guidance! Become a model parent or typical teenager through a portion of the game that mirrors events of the movie. It's got the looks to thrill but have you got the skills to pay the bills?

## MOVIES!

**PROJECT: SNOWBLIND**
Futuristic first-person warfare never looked so good! Take a look at Eidos's brand new title inspired by the *Deus Ex* universe.

**UNREAL CHAMPIONSHIP 2: THE LIANDRI CONFLICT**
See Epic Games take the deathmatch to a whole new level with first- and third-person perspectives.

**TOM CLANCY'S GHOST RECON 2**
The Ghosts are on the move again and this time they're infiltrating Korea with state of the art weapons and technology.

**AREA 51**
Take a glimpse into the heart of that not-so-secret US military base in the desert. Conspiracies included.

**THE MAKING OF JUICED**
Thanks to a publishing deal with THQ, *Juiced* will now see a release early next year. Get behind the scenes.

**GOLDENEYE: ROGUE AGENT**
It's good to be bad in the brand new Bond game. Take a sneak peek at Bond's darker side.

## GAME SAVES!

### Need For Speed Underground
Get your hands on the complete game with all mods and tracks unlocked for your street racing pleasure.

### The Sims Bustin' Out
Bust Out mode is in the bag and everything else unlocked in one quick and easy save.

### Psi-Ops: The Mindgate Conspiracy
Get your mind on eight saves at various points throughout the game. All game modes unlocked too!

### Spider-Man 2
Start the game halfway through with enough hero points to kill Doctor Octopus without breaking a sweat.

### Driv3r
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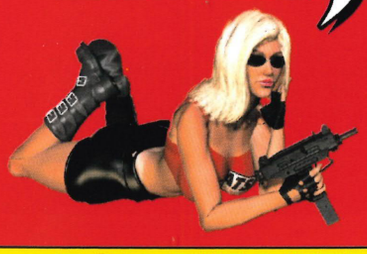

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Underground 2
Manager 2004
Reign of Chaos
s Many More...

### PS2

Age of Empires 2
Alone in the Dark 4
America's 10 Most Wanted
Angel of Darkness
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout 3: Takedown
Club Football 2005
Conflict: Vietnam
Dark Cloud 2
Def Jam: Fight for New York
Dragon Ball Z: Budokai 2
DRIV3R
Escape from Monkey Island
FIFA 2004
**FIFA Football 2005**
Final Fantasy X
Final Fantasy X-2
Fire Warrior
Futurama
Getaway
Ghost Hunter
Ghost Recon: Jungle Storm
Gran Turismo 3
Gran Turismo 4*
Grand Theft Auto 3
**GTA: San Andreas***
Grand Theft Auto: Vice City
H.Potter & Pris. of Azkaban
Headhunter: Redemption
Hitman 2: Silent Assassin
Hitman 3: Contracts
Jak 2: Renegade
Jak 3*
James Bond: E. or Nothing
Kingdom Hearts
LMA Manager 2004
**LMA Manager 2005**
Lord of the Rings: R.of King
Mafia
Man.United Manager 2005*
Manhunt
Max Payne 2
Medal of Honor: R. Sun
Mortal Kombat: Deception*
Need for Speed Undergr'nd
Need for Speed: Under. 2*
Obscure
007: Everything or Nothing
Prince of Persia: S. of Time
Pro Evolution Soccer 4*
Ratchet and Clank 3*
Red Dead Revolver
Red Faction
Res. Evil: Code Veronica X
**Resident Evil: Outbreak**
Rise to Honor
Rocky
Rocky Legends*
Second Sight
Shellshock Nam '67
Silent Hill 3
Silent Hill 4: The Room
Spider-Man: The Movie 2
Splinter Cell 2: Pandora T.
Star Wars: Battlefront
Starsky and Hutch 2*
Suffering
Terminator: Dawn of Fate
The Getaway
The Getaway 2*
The Sims
The Sims: Bustin Out
This is Football 2003
Tiger Woods Golf 2005
TOCA Race Driver 2*
Tomb Raider: Angel of Dark.
Tony Hawk's Undergr. 2
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Van Helsing
Warhammer: Fire Warrior
WWE Smackdown vs Raw*
X-Files: Resist or Serve
X-Men Legends
Yu-Gi-Oh! Duellists of Roses

Plus Many More...

### X-BOX

**A = 01**

Aggressive Inline
Aliens vs Predator:Extinction
Alter Echo
Amped 2
Amped Snowboarding
Armageddon - Spawn
Armed and Dangerous
Army Men: Sarge's War
Arx Fatalis
Azurik: Rise of Perthia

**B = 02**

Back to Baghdad
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Battlefront, Star Wars
Beyond Good and Evil
Blade 2
Blinx: The Time Sweeper
Blood Omen 2
Blood Wake
BloodRayne
BMX XXX
Breakdown
Broken Sword 3: S. Dragon
Brotherhood of Steel
Brute Force
**Buffy 2: Chaos Bleeds**
Buffy The Vampire Slayer
Burnout
Burnout 3: Takedown

**C = 03**

Catwoman
Celebrity Deathmatch
Champ. Manager '01/'02
**Championship Man. '02**
Chase: Hollywood Stunt Dr.
Chris Edwards' Aggressive I.
Chronicles of Riddick
Clone Wars, Star Wars
Club Football
Club Football 2005
Colin McRae Rally 4
Conflict: Desert Storm
Conflict: Desert Storm 2
**Conflict: Vietnam**
Counterstrike
Crash B'coot: Wr. of Cortex
Crimson Skies

**D = 04**

Dakar 2
Dark Alliance, Baldur's G. 2
Dark Alliance, Baldur's Gate
Dark Angel, J. Cameron's
Dead Man's Hand
Dead or Alive 3
Dead or Alive Volleyball
Dead to Rights
Deadly Alliance
Def Jam: Fight for New York
Desert Storm
Desert Storm 2
Deus Ex: Invisible War
Die Hard: Vendetta
Dino Crisis 3
Dredd vs Death
DRIV3R
Dynasty Warriors 3
Dynasty Warriors 4

**E = 05**

Elder Scrolls: Morrowind
Enclave
Enter the Matrix
Euro 2004
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick

**F = 06**

**Fable**
Fallout:Brotherhood of Steel
Fellowship of the Ring
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fight for New York
Fight Night 2004
Finding Nemo
Fire Blade
Fistful of Boomstick
Freaky Flyers
Freedom Fighters
Freestyle Metal X
Frogger Beyond
Full Spectrum Warrior
Futurama

**G = 07**

Galleon
Genma Onimusha
Ghost Master
Ghost Recon
Ghost Recon:Island Thunder
Gladiator: S. of Vengeance
Gladius
Gotham Racing 2
Grand Theft Auto 3
Grand Theft Auto: Vice City
Great Escape
Group S Challenge
Gun Metal

**H = 08**

H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
Headhunter: Redemption
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hobbit
House of the Dead 3
Hulk
Hunter: The Reckoning

**I = 09**

Indiana Jones: Emp.'s Tomb
Invisible War, Deus Ex
Italian Job: L.A. Heist

**J = 10**

James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Jedi Knight: Jedi Academy
Judge Dredd:Dredd v Death
Juiced
Jurassic Park: Op. Genesis

**K = 11**

Knight of the Temple
Knights of the Old Republic

**L = 12**

Legends of Wrestling 2
LMA Manager 2003
LMA Manager 2004
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers

**M = 13**

Mace Griffin: Bounty Hunter
Madden NFL 2002
Madden NFL 2003
Madden NFL 2004
Madden NFL 2005
Mafia
Magic Gathering Battlegr'nd
Manhunt
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
MechAssault
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Arms:Glitch in System
Metal Gear Solid 2: Subst.
Midnight Club 2
Midtown Madness 3
Mission Impossible:O.Surma
Mission to Earth
Morrowind
Mortal Kombat: Deadly All.
MTX Mototrax

**N = 14**

Nascar Heat 2002
NASCAR Thunder 2002
NASCAR Thunder 2003
NASCAR Thunder 2004
NBA 2K2
NBA 2K3
NBA Ballers
NBA Inside Drive 2002
NBA Inside Drive 2003
NBA Live 2003
NBA Live 2004
NBA Street Volume 2
NBA Tonight 2002
**Need for Speed Undergr.**
NFL 2005
NFL 2K2
NFL Blitz 2002
NFL Fever 2002
NFL Fever 2003
NFL Primetime 2002
NFL Street
NHL 2002
NHL 2003
NHL 2004
NHL Hitz 2002
NHL Rivals 2004
Nightfire
Ninja Gaiden

**O = 15**

Obscure
Oddworld Munch's Oddysee
Off Road Wide Open
007: Everything or Nothing
Otogi: Myth of Demons
Outlaw Volleyball
OutRun 2

**P = 16**

Phantom Crash
Pirates of the Caribbean
Prince of Persia: S. of Time
Project Gotham Racing
Project Gotham Racing 2
Project Zero

**Q = 17**

Quantum Redshift

**R = 18**

R Racing
Racing Evoluzione
Rainbow Six 3
Rainbow Six 3 - Black Arrow
Rallisport Challenge 2
Raw 2, WWE
Red Dead Revolver
Return to Castle Wolfenstein
Robot Wars: Extr.Destruction
Rocky
Rollercoaster Tycoon
Run Like Hell

**S = 19**

Samurai Warriors
**Second Sight**
Secret W. Over Normandy
Sega GT 2002
Shadow Ops: Red Mercury
Shellshock Nam '67
Shenmue 2
Silent Hill 2: Inner Fears
Silent Hill 4: The Room
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Soldier of Fortune 2
Sonic Heroes
Soul Calibur 2
Spawn: Armageddon
Speed Kings
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Hunter 2
SSX Tricky
Star Trek: Shattered Gal.
**Star Wars: Battlefront**
Star Wars: Clone Wars
Star Wars: Jedi Academy
Star Wars: Jedi Knight 2
**St.Wars: Knights Old Rep.**
Star Wars: Obi Wan
Starsky & Hutch
Street Hoops
Sudeki
Suffering
SWAT: Global Strike Team

**T = 20**

T.Clancy R.Six 3 Black Arrow
Takedown - Burnout 3
Tao Feng: Fist of Lotus
Teenage Mut. Ninja Turtles
Tenchu: Ret. from Darkness
Terminator 3 R.of Machines
Terminator 3: Redemption
Terminator: Dawn of Fate
The Chronicles of Riddick
The Great Escape
The Hobbit
The Return of the King
The Simpsons: Hit & Run
The Sims: Bustin Out
**The Suffering**
The Thing
The Two Towers
Thief: Deadly Shadows
Thirteen
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Tiger Woods Golf 2005
Time Splitters 2
TOCA Race Driver
TOCA Race Driver 2
Tom Clancy's Rainbow Six 3
Tony Hawk's Pro Skater 2X
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
**Tony Hawk's Undergr. 2**
Top Spin
Total Club Manager 2004
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger

**U = 21**

Unreal 2: The Awakening

**V = 22**

Van Helsing
Vice City, Grand Theft Auto
Voodoo Vince

**W = 23**

Wakeboarding Unleashed
Whacked!
Whiplash
World Champ. Snooker '03
World Championship Rugby
Worms 3D
WWE Raw 2: Ruthless Aggr.

**X = 24**

XIII (Thirteen)
X-Men Legends

**0-9 = 27**

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007 Nightfire
4x4 Evolution 2

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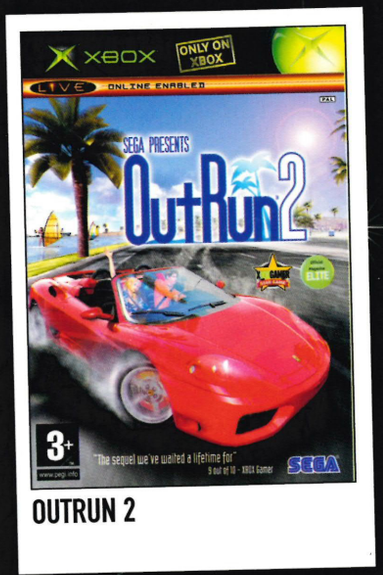


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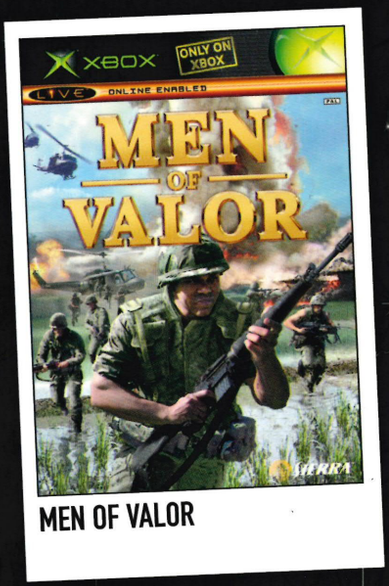


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