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Live and direct

This month, we've got *Crazy Taxi 3* on the cover, a five-page review starting on page 068 and a Playable Demo on the Game Disc. Triple Whammy. The 'High Roller' tagline has been dropped from the game for some reason, but fear not, all you high rollers; *Crazy Taxi 3* has an all-new Las Vegas level. Talking of America, I've just got back from Microsoft's US XO2 event in New York, where the Xbox fall (that'll be autumn, then) line-up was showcased.

We watched the magnificent *Halo 2* trailer, lusted after the new Enzo Ferrari model in *Project Gotham Racing 2*, tutted loudly in an overbearing and slightly superior manner at Japanese journalists 'illegally' using cameras of all kinds and played lots of Xbox Live games. All in all, time well spent.

I loved *Ghost Recon* on Xbox Live. To say that the Xbox Communicator will enhance game playing is a serious understatement of the glorious truth. It makes gaming more - not less - personal because it puts you in direct contact with the outside world and, more specifically, with your friends on the outside.

Talking smack with a snotty 13-year-old in Ohio who believes his proficiency at pushing buttons on a controller somehow makes him a better person than you will never be great fun. Beating his sorry ass, yes, but not the chitchat before and during.

But talking smack with your mates who show up on your Friends List on the Xbox Live screen, who love playing games for the sheer fun of it, is another thing entirely. When you know who you're playing against or with, that you're all friends and can take a few friendly insults, you can all have a great time without any of the juvenile, too-serious badmouthing that the PC online gaming community is renowned for.

One more thing: the rest of the team will tell you that I'm not the best *Halo* deathmatcher around. They'd use more colourful language than that, in fact, but I care not because Xbox Live is not just for fans of serial blasting. It's for everyone.

There'll be games representing all genres. How about you and pals climbing into Lamborghinis and racing each other around high-speed circuits? Rage and Xbox Live will let you do that (see page 018 for more). Or a tense, atmospheric *Ghost Recon* mission wading knee-deep through a swamp that leads you through a dense, danger-filled jungle with you in charge and your mates in a squad around you?

Sounds good, doesn't it? It sounds even better when you realise you can use the Xbox Communicator to talk to your buddies and co-ordinate any kind of contact. There'll be something for everyone and it'll be simple to find the kind of gaming experience you're after. Game on.

MAX EVERINGHAM
EDITOR, *OFFICIAL UK XBOX MAGAZINE*

ON THE COVER

HALO 2
It's on page 008

CRAZY TAXI
Reviewed on page 068

HITMAN 2
Creep over to page 076

GAME DISC 08
Guide starts on page 110

CRAZY TAXI 3

Sega's insane arcade driving romp is back for a third instalment. Better than ever now it's (crazy) jumped onto Xbox? Read the review. 068

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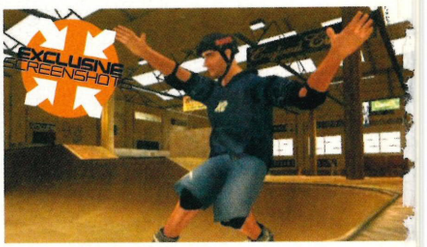

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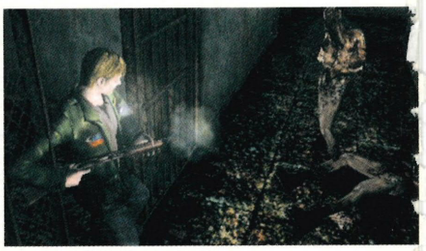

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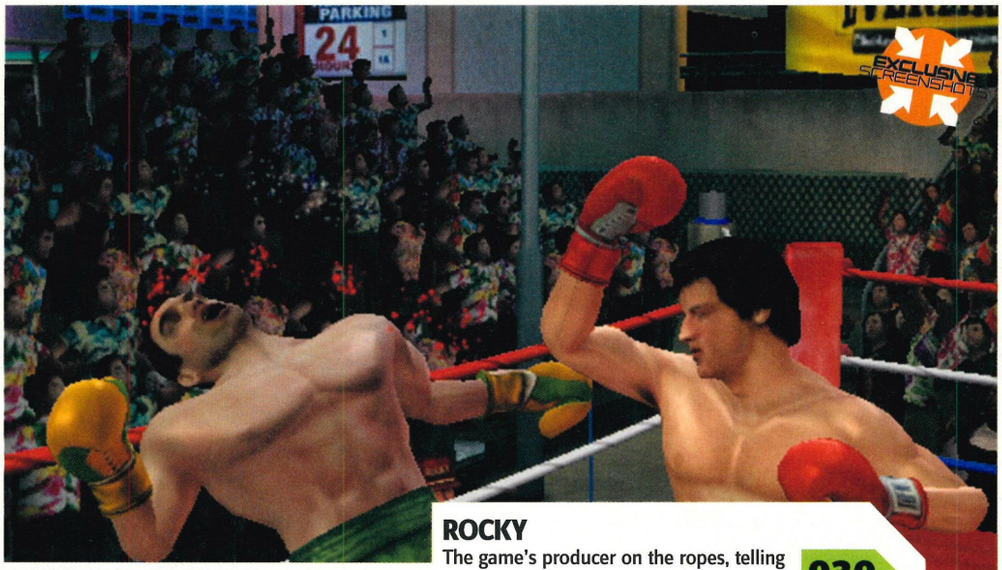

ROCKY

The game's producer on the ropes, telling all about the best boxing game we've seen. 030

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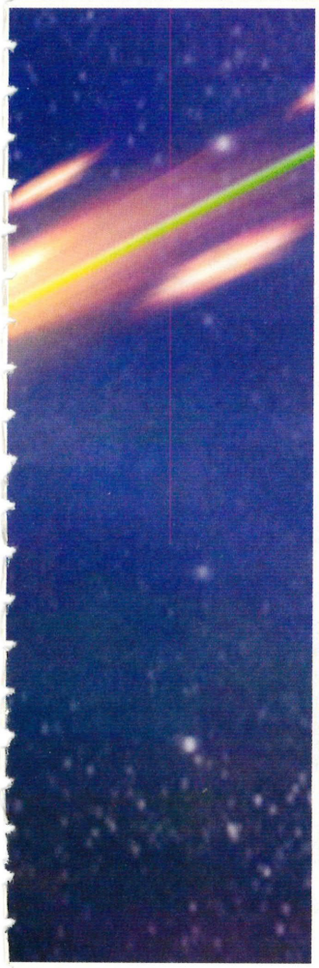

MADDEN NFL 2003

Yes, that is an Elite Game logo you can see. This superb sports game deserves nothing less. 092

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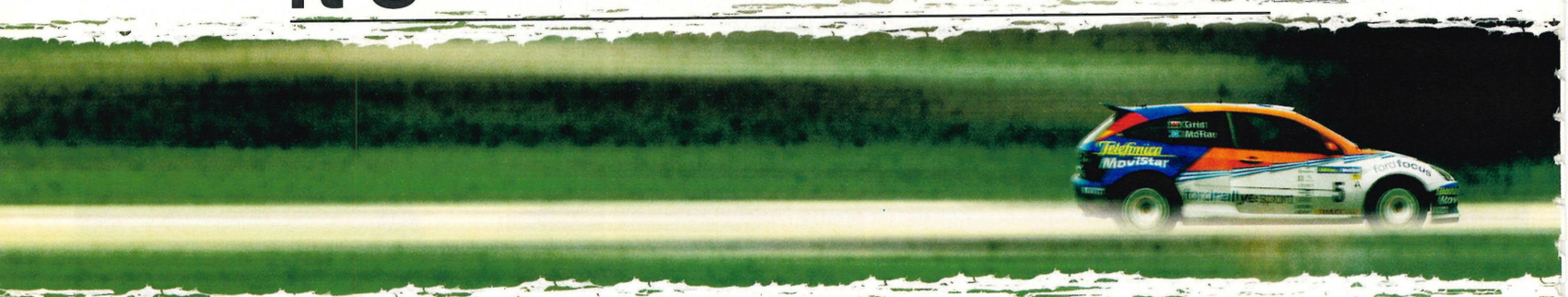

what

lies

Fully detailed actual in-game model

ahead

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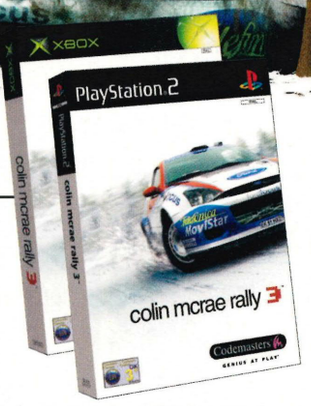

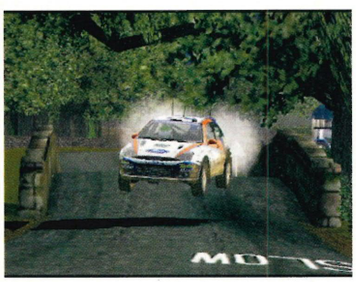

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- ...PLUS ELEVEN MORE!

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FIRSTLOOK

HALO 2 // Rundown of the incredible first trailer 008
SEGA SOCCER SLAM // Frantic footy fun 010
ROLLING // Boot up for top rollerblade action 012

HALO 2

It needs no introduction, so head to the story NOW

WORDS: MAX EVERINGHAM

GAME INFORMATION
DEVELOPER: **BUNGIE**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **WINTER 2003**
PLAYERS: **1-16; 2+ ON XBOX LIVE**

THE SEQUEL TO the best game on Xbox, the game that positively demands to be bought with the console and perhaps the finest game on any current format. It's *Halo 2*.

There'll be new weapons, new vehicles and all-new graphics. We were invited to XO2, a Microsoft event held in New York on August 8, to see and hear the video trailer that every gamer is talking about.

As the trailer – and the game itself – begins, Earth is under attack from Covenant forces. Master Chief is tasked with destroying the invaders, and with it the small matter of saving the entire human population from near-certain extinction. No pressure then.

Obligingly, he explodes into action. The trailer continues with Master Chief, looking far sharper and more detailed, and moving more fluidly than before, emerging from an doorway lit from behind and walking through a spaceship's hallway.

He nonchalantly grabs a weapon from a rack and walks into a larger, hangar-like area marked 'Restricted Access. Maintenance Personnel Only'. Dynamic lighting and real-time shadows are all in evidence. This is the best-looking game we've ever seen, no joke.

He interfaces with Cortana as he moves. She is urgently promising backup for the task ahead. "With all due respect, Cortana", Master Chief replies dryly, "what are you talking about? There's no-one left - there IS no backup."

But as we all know, Master Chief is hard as nails and unlikely to lose his cool when the odds are against him. He's been here before. He coolly strolls towards a column in the centre of across a loading bay. As he does so, a restraining bracket appears from the column, pinning him in place by the shoulders.

Don't worry; this is all part of the plan. The bay doors open and the vacuum of space is there to greet him. The ship in which Master Chief is travelling is in low-space orbit and what came next made the crowd watching this video draw breath as one, creating its own vacuum in the XO2 café.

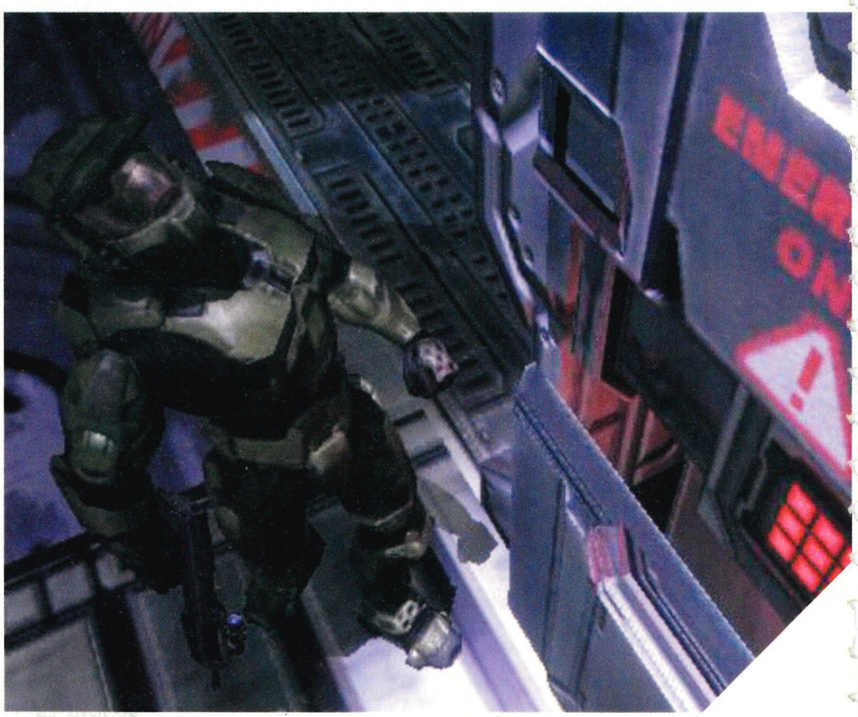
With great sense of purpose, Master Chief runs towards the opening and flings himself into the waiting void.

Cut to the instantly familiar Halo eerie music, and a total change in pace. Serenity and peace replace the sudden burst of action when Master Chief throws himself from the ship. His suited form rockets Earthwards.

A carrier ship slides into view beneath him, the two of them sleek, silver organic shapes signalling a calm before the storm of activity that Master Chief is about to enter.

Halo 2 is entering Earth's atmosphere. Lock and load.

↑ Master Chief prepares himself for a death-defying leap into the void of outer space.



↑ Caution? Exclamation marks in little red triangles mean nothing to MC.

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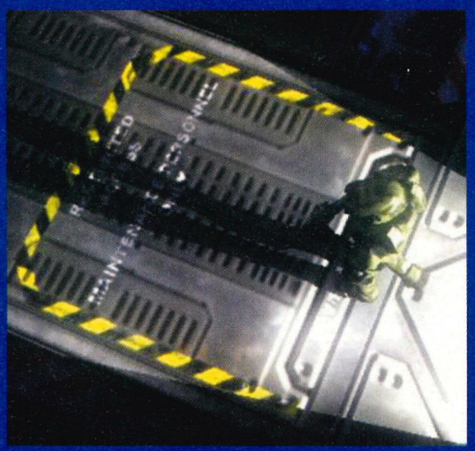
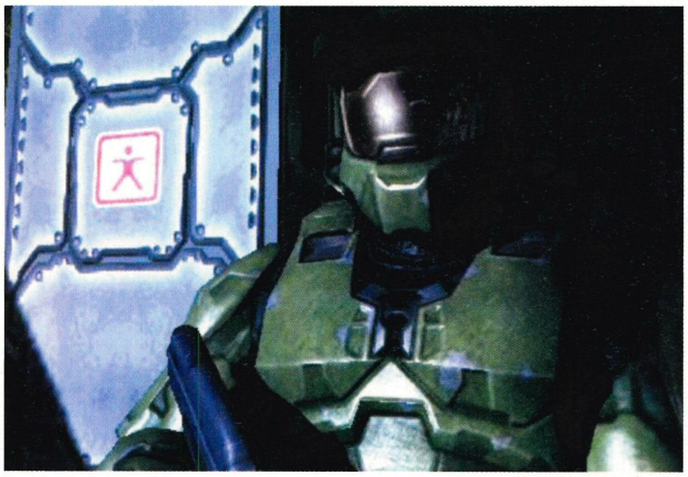
SPECIAL CO-OPS

CAN YOU IMAGINE the stress you'd feel if you were the only cyborg fighting machine left in existence and the fate of the world rested in your hands? Well, as Master Chief in *Halo 2*, you won't have those worries. The sequel will focus more on co-operative, squad-based multiplayer gameplay, meaning you will be able to hook up with a bunch of mates on Xbox Live to form a big, friendly - but vicious - pack of Master Chiefs. It's you and your pals saving the planet. Are you up to the task?

↑ You have to save that big bit underneath MC.



↑ The real-time lighting and shadows are both superb.



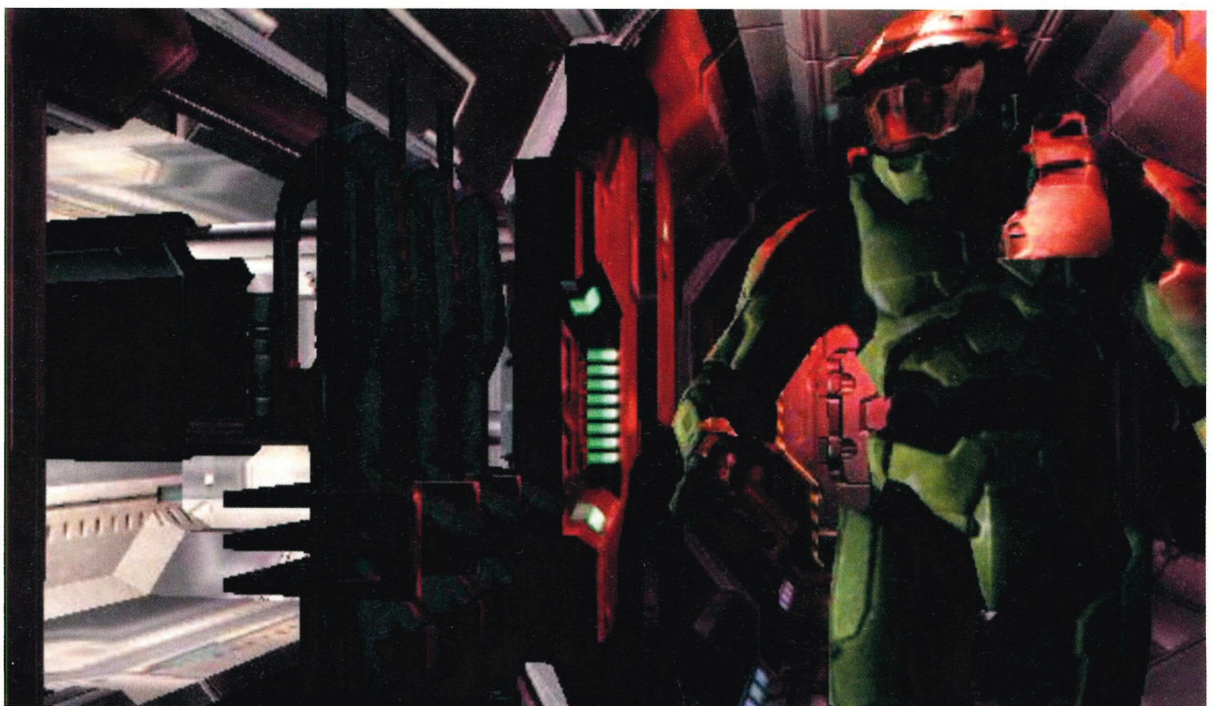
↑ Check out the detail on MC's gear - specifically, the reflections in his visor.

↑ This is the sequence that screamed "Doom III quality!" at us.

BONUS INFO

SECRET MESSAGE

On one of the desktop images Bungie has released on its website, www.bungie.com, there are tiny, cryptic messages surrounding Master Chief. One of them reads: "Do you see this glorious eye candy, real (unknown word), shadows, gloom and depth of field? Bump mapping that is going to rock your world and that's only what we can show now." The others say "New packaging, same great taste", "This is a bunch of computer gibberish" and "If you can read this, you are..." We couldn't read the rest of this last one. Gah!



↑ Pick a gun, any gun. Master Chief looks almost bored as he strolls past the gun rack and takes one of the assault rifles.

PILLS AND REPETITIVE MUSIC: ED FRIES REVEALED SOMETHING ELSE AT XO2 - THAT HE HAS NAMED HIS NEWBORN SON XANDER. NOT BECAUSE HE'S INTO *BUFFY THE VAMPIRE SLAYER*, BUT IN HONOUR OF XBOX.

SEGA SOCCER SLAM

No-holds barred football with an arcade twist

WORDS: GAVIN OGDEN

GAME INFORMATION
DEVELOPER: **VISUAL CONCEPTS**
PUBLISHER: **SEGA**
RELEASE DATE: **OCTOBER 2002**
PLAYERS: **1-4**

FOR MANY, THERE are only two serious football games worth bothering with: *ISS* and *FIFA*. But, now that the comedy arcade footy title *Red Card* has moved the goalposts, here's another sod-the-rules take on God's game.

Original planned as a GameCube title, *Sega Soccer Slam* is coming to Xbox with new teams and a few modes not included in any other version. Rather than an eleven-a-side simulation of the world's greatest sport, the game pits fantasy teams of four in a brawl with a ball.

Six different game modes make up the *Sega Soccer Slam* package. These are Continental Cup, Quest, Arcade, Challenge, Tourney and Practice. While all the modes are pretty self-explanatory, there are hidden goodies waiting to be uncovered in each.

For example, success in the Quest Mode unlocks secret stadiums and items that can improve your performance.

Each character has been given special powers and moves that, if executed properly and at the right time, can win the game. Every team hails from a different region and comprises a variety of caricatures that you can't help but smirk at due to their over-the-top acting and attitudes.

During the game, a spotlight can appear on the field giving you a quick window of opportunity to shoot skyward with the ball and 'slam' it into the back of the net. All played out in bullet time, slow motion goodness.

Controlling your players will come naturally for those who love sports games. The A button allows you to pass between players, while the X button shoots. Holding the latter down also boosts your shot power.

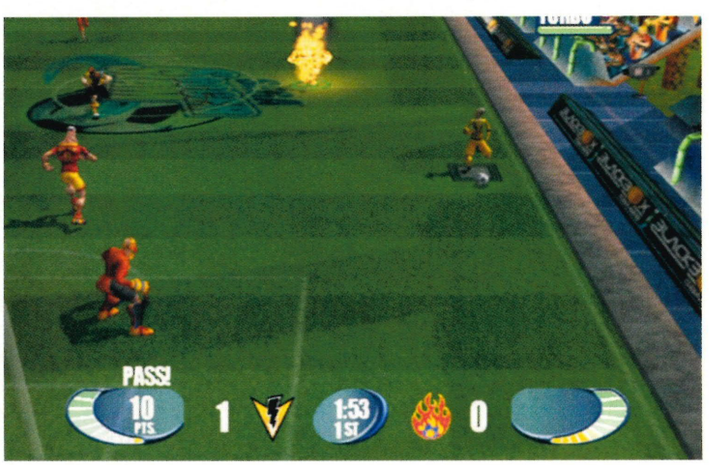
Tackles with the B button lead to the defender in question taking a quick swing at the player on the ball – usually knocking them off their feet instantly.

A quick press of the Left trigger opens up the special move function. And depending on the team you're playing as, this will unleash a unique attack that even our very own Ben Talbot would be able to score from. Probably.

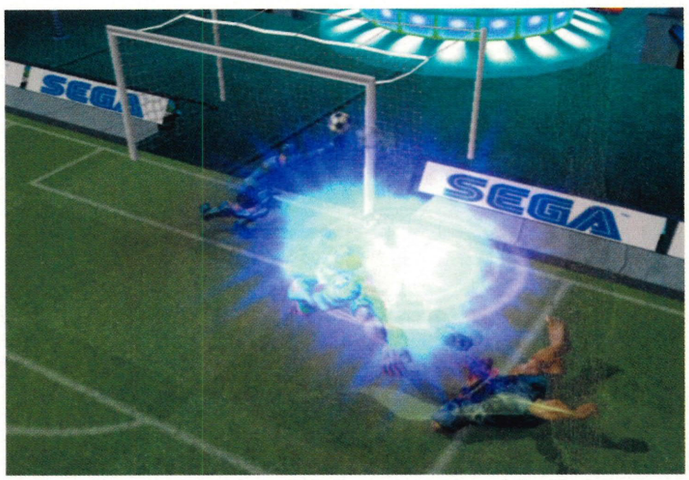
We're already having tons of fun with this game. More soon.

EXCLUSIVE SCREENSHOTS

↑ Take a break from the main action with a quick mini-game of Hot Potato.



↑ You can also control the goalie; here, the keeper is cutting down the angle.



↑ Big explosions mean you've pulled off a special move and should score.

↑ Rain will never stop this kind of play.

BONUS INFO

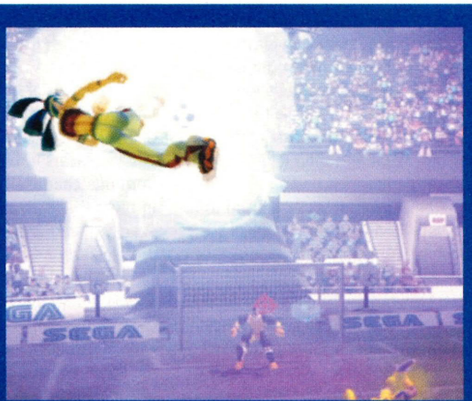
YOU BEGIN THE game with 18 cartoon-like characters that form six teams, each with signature abilities. For example, Team El Fuego burst into flames, Team Tsunami turn into walls of water and Team Volta snap with electricity when they're powered up. New teams become available once you've mastered the many different modes in the game.

↑ It's every comedy cartoon footballer for himself (or indeed, herself, as there are lady players).

FIRE IT UP

DURING A MATCH, it's possible to power-up your combo meter for the ultimate in spectacular shooting. As you pass, tackle and execute charged-up shots, your combo meter will fill. When it's maxed out, the words 'Killer Shot' begin to flash. Next time you have the ball, simply hold the pass and turbo buttons and wait for a green circle to appear. During the subsequent bullet time finale, you get a quick chance to aim your shot where you want. Move a player inside the circle, hit shoot and get ready to celebrate like never before.

↑ Move the red cursor to place your shot.



↑ Then just sit back and enjoy the rest.

DIGITAL BROADCAST: DURING THE 1994 WORLD CUP, GERMAN PLAYER STEFAN EFFENBERG WAS SENT HOME BECAUSE HE GAVE THE FINGER TO A FAN DURING A GAME.

ROLLING

Strap on your inline skates for some online action

WORDS: **GAVIN OGDEN**

GAME INFORMATION
DEVELOPER: **RAGE**
PUBLISHER: **RAGE**
RELEASE DATE: **MARCH 2003**
PLAYERS: **1-8**

ROLLING IS RAGE'S second game to be confirmed for Xbox Live (the first being *Lamborghini*; see page 018) and, according to producer Kristian Ramsay-Jones, online play is one of the most exciting aspects of this inline skating romp. "Xbox Live is an essential part of *Rolling* since it will give players the facility to play a matched multiplayer game from any geographical location.

"Players will be able to use the game's character editor to create any character they want and then take it into a multiplayer game.

"The Xbox Communicator is used to talk, there is a friends facility to construct your own community and cross-game invitations can be given while playing other Xbox Live games."

Multiplayer matches will range from the usual head-to-head modes to stealing your opponent's scores or spraying graffiti around the level. "We've designed the multiplayer games so that some will require a great degree of skill at pulling off tricks, whereas others will hardly require the player to do any tricks at all."

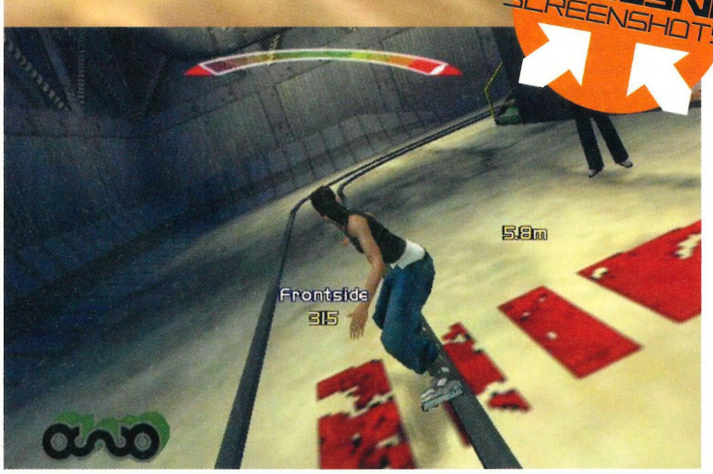
But *Rolling* isn't all about online, blade-grinding battles. The single-player game also has a great amount of depth. "The only other decent rollerblading games on Xbox are *Jet Set Radio Future* and *Aggressive Inline*," explained Ramsay-Jones. "*Jet Set Radio Future* is amazing but isn't a direct competitor, while *Aggressive Inline* is fun to play but ultimately not as deep."

Ramsay-Jones and team set out to create the "*Tony Hawk's* of rollerblading" by including all the tricks from the sport, recreating real venues and giving the player enough freedom to do anything he or she wants.

"In terms of unique features, we have a character editor that's way ahead of anything seen before, in any game. It allows players to blend faces and bodies from one character with those of another in order to create a character looking exactly as required, with the minimum of messing around.

"There are also video shoots, photo shoots, a reputation-driven Career mode, over 1800 items of clothing and accessories from literally every brand in the sport, over an hour of video and 40 music tracks. All of this has taken 30 of our people just over two years to create."

EXCLUSIVE SCREENSHOTS

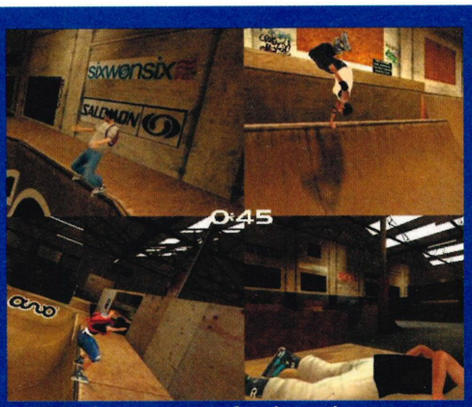


↑ **Watch your balance or this grind could be more than a little painful.**

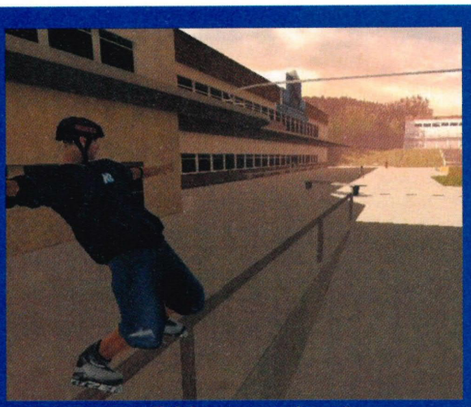
↑ **Big 'air of a different kind.**

BEST ON XBOX

AS BELOVED XBOX owners who demand that multi-platform games take full advantage of the Xbox hardware, you'll be glad to know that Xbox will receive the best version of *Rolling*. "It'll feature higher display resolutions, improved flicker-free, tri-linear mapped textures and up to four-player split screen, System Link and Xbox Live multiplayer games," revealed Kristian Ramsay-Jones. There'll also be full Dolby Digital 5.1 support, and the team is currently looking into increasing the number of characters per level and improving effects such as smoke, fire and sparks.



↑ Four players are, very often, better than one.

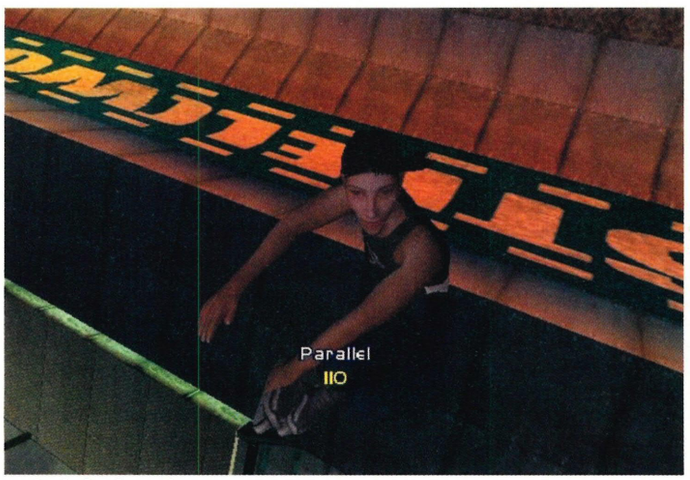


↑ Is it showing off if there's no audience?

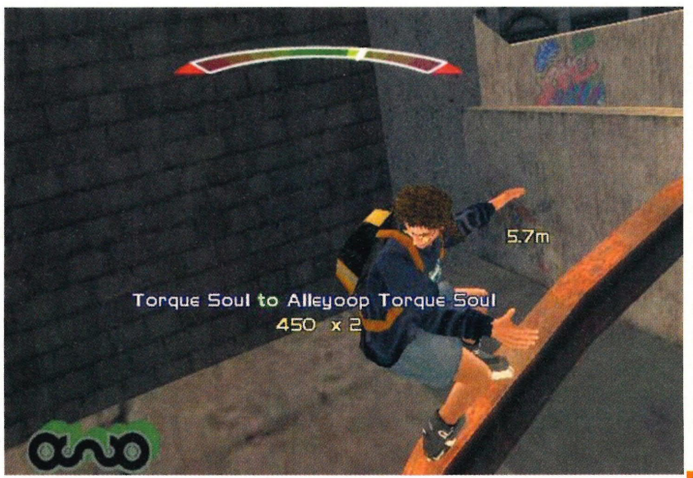
BONUS INFO

CHAMPION VERSION
Before *Rolling* was announced, Rage signed the rights to produce a series of games featuring world champion inline skaters Cesar Mora and Fabiola da Silva. The five-year agreement will see Mora and da Silva take centre stage in *Rolling*. Both skaters are multiple world champions and extreme games gold medallists. In addition to the big name skaters, Rage has also signed agreements with several skate parks to include their locations in the game. These include Rampworx (Liverpool, UK), Escondido (CA, USA), G-Skates (Kobe City, Japan) and RollerParc Avenue (Paris, France).

↑ Is this the extreme sports game debut of Harry Potter's sister?



↑ Smile for the replay camera.



↑ All the riders really do look the part.

CLEVER NETHERLANDS: THE FIRST INLINE SKATES DATE BACK TO THE 1700S, WHEN A DUTCHMAN ATTEMPTED TO SIMULATE ICE SKATING BY NAILING WOODEN SPOOLS TO STRIPS OF WOOD ATTACHED TO HIS SHOES.

INCOMING

LATEST NEWS // FIRST SCREENSHOTS // BRAND NEW GAMES

Headlines

GOTHAM 2 REVEALED 016
Amazing screens from the just-announced sequel to the best racing game on Xbox. PLUS see what you get testing Xbox Live.

LAMBO: FIRST BLOOD 018
Details surface about the damage system and other stuff in *Lamborghini* and win our game memorabilia in Spot The Shot.

DIGGING FOR DIRT 019
Pushing aside mounds of flatulent half-fact, The Mole continues his crusade of gossip PLUS games go back on TV in *High Score*.

KING OF THE ROAD? 022
We were lucky enough to play an almost-finished version of *Sega GT 2002*. Find out what we thought, and cop hot screenshot.

TASTE OF OWN MEDICINE 025
Dr Muto is an all-new platform adventure that draws on the classics to do something original PLUS Quotes and Top Ten.

COMIN' RIGHT FOR US! 026
Twice now, armies of undead have been slain with smoking lightguns. But now there's another – it's *House Of The Dead 3*!

FORMING AN ALLIANCE 027
One of the oldest fighting franchises re-invents itself for debut on Xbox. *Mortal Kombat* is back, says the man behind it.

MAD MARTIAL ART 028
Movie parody meets party game meets tiny beat-'em-up meets scrolling fighter. Adopt the crane stance for *Kung Fu Chaos*.

WORKING HARD NOW 030
The producer of *Rocky* tells just how he and his team have squeezed five movies and 300 combos into one boxing game.

TRICKS AND BRICKS 032
Harry Potter and the Chamber of Secrets and *Tetris Worlds*. PLUS the first of our *Team SAS* behind the scenes columns.

BACK TO THE OLD SKOOL 034
The latest classic video game to be revamped, rejigged, 3D-ed and rethunk? Why, it's space shooter *Defender*.

ON MY SIGNAL, UNLEASH... 036
...Gladiator: The Crimson Reign, a game that has nothing to do with the Russell Crowe film. Honestly. It's *totally* different.

MECH MINE A LARGE ONE 038
Giant robot combat is becoming something of a motif on Xbox. In *Mech Assault*, we could be looking at the standard bearer.

THE BIG STORY

XO2, HALO 2, GOTHAM 2

Big sequels unveiled at spectacular Xbox event in New York

WITH THE MEMORY of this year's E3 still firmly in the mind, Microsoft took the surprising step of holding a dedicated Xbox event so soon after the world's biggest game show in New York on August 8.

XO2 was the place to be to catch the first moving images of *Halo 2* (see page 008) and *Project Gotham Racing 2* (see page 016). But there was much more to the Microsoft press event than two, albeit very big, announcements.

The capabilities of Xbox Live were also unveiled, with attendees allowed a hands-on play test of the online gaming service due out in America this autumn. See page 016 for the contents of the Xbox Beta Bag, the package sent to the lucky American gamers selected to test Xbox Live before its release.

Five Xbox Live games were up and running: *Unreal Championship*, *Mech Assault*, *Whacked!*, *Ghost Recon* and *NFL Fever 2003*.

XO2 is the 'sequel' to XO1, the event held in October 2001 in Cannes, France to announce the European price and launch date of Xbox. Europe will get a second, similar event in October, where further announcements will be made regarding the future of Xbox and Xbox Live in the UK.

We can't wait.

THE INSIDE VIEW

//ED FRIES
//VICE PRESIDENT OF XBOX GAME CONTENT

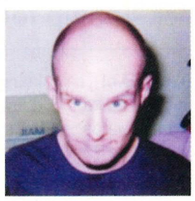
X02 was the perfect opportunity to unveil Xbox Live and be witness to two very significant announcements.

THERE WERE A lot of great games to play at X02, but probably more important than that is what's happening with Xbox Live this Christmas.

We thought that X02 would be a great opportunity to demonstrate what Xbox Live is all about - it's going to be revolutionary. People were able to play the games using the Xbox Communicator headset and get a feel for why it's going to be exciting.

For Christmas 2003, there are two big things that we really couldn't wait to announce. The first is *Project Gotham Racing 2*. We worked really closely with Ferrari and they gave us the great honour of letting us preview, for the first time, a new Ferrari called the Enzo Ferrari.

There was also another reason why we got all these people in one place - to show the first-ever scenes from *Halo 2*. Everything that was shown in the two-and-a-half minute long trailer was done in-engine. It's going to be huge.



THE EXPERT VIEW

//FRANK O'CONNOR
//EXECUTIVE EDITOR, OFFICIAL US XBOX MAGAZINE

X02 was one of the better Xbox events and it was good to see Xbox Live up and running with no problems.

MICROSOFT'S FIRST Xbox show, at Gamestock 2001 in Seattle, was a roaring success, riding a wave of *Halo* and *Project Gotham* excitement. But when the company showed roughly the same stuff at E3 a few months later, it was a huge disappointment.

X02 was more successful. A mix of first-party holiday season titles and third-party stuff blended well with the first real rollout of Xbox Live. Everyone was there from the giddy heights of *Rolling Stone* magazine to *The New York Times*.

Brief snatches of *Halo 2* and *Gotham 2* went down furiously well with everyone, and the other stuff - *Blinx*, *Midtown Madness 3*, *Mech Assault* and the like - went down pretty well.

Xbox Live was shown from soup to nuts, as we say over here. Every element, from entering your credit card to hosting a multiplayer tournament was shown on the fly using real Xbox systems and games. It looks bullet-proof.

OUR VIEW

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

Overjoyed to play Xbox Live and see the big sequels, but what we really want is European X02 in October.

X02 MIGHT HAVE been brief but it lasted long enough for us get a good feel for Xbox Live and the Xbox Communicator, which, for us, was most important.

Even more pleasing was the fact that all of the Xbox Live games on show worked. There was no crashing or poor performance. The voice chat via Xbox Communicator was quick and clear.

While everyone couldn't wait to see *Halo 2* in action, announcing a game you won't be able to play for over a year and a half hurts so much we're beginning to lose sleep. The same goes for *Project Gotham Racing 2*. But thinking about them, and gradually learning what they do, is incredibly exciting.

The next big event is the European X02, where we're guaranteed to witness more announcements, including pricing and package details for Xbox Live in the UK. Bring that on.

HOT CHEEKS: X02 WAS A WELL-RUN AND RELATIVELY FLASHY EVENT - A GOOD EXAMPLE OF THE EFFORT MICROSOFT PUT INTO THESE THINGS. ODDLY THOUGH, MANY OF THE CHAIRS WERE OF THE INFLATABLE KIND. ANGRY XBOX LIVE LOSERS COULD'VE HAD INSTANT COMEBACK WITH A SHARPENED PENCIL, BUT TEMPERS WERE REIGNED IN.

INCOMING

News Wire

Easily digestible nuggets of key Xbox information

US SALES EXPLODE

Xbox saw a sales increase of 131 per cent in the US in the two months following the $100 price cut in May, according to research body the NPD Group. The firm also confirmed that both *Project Gotham Racing* and *Dead or Alive 3* have sold more than a million units worldwide. It means Xbox is the first system ever to have three million-unit-selling launch titles after just eight months on the market. The other game? Why, it's the mighty *Halo* of course.

LOOKS TO KILL

EA has signed a deal with Pierce Brosnan to use the Bond actor's likeness in the forthcoming *James Bond 007: NightFire*. The game, which uses an original story created exclusively for the project based firmly in the Bond universe, will be released in November of this year alongside the next 007 film, *Die Another Day*.

THE NEXT LEVEL

Level 3 Communications has signed a deal to provide multiple broadband infrastructure services for Xbox Live in North America and Europe. The agreement makes Level 3 a major provider of network services in those territories for Xbox Live, scheduled to launch this autumn. The company will offer Center Colocation, CrossRoads Internet access, and Packet MPLS Private Network (MPN) services to Xbox Live. Those all sound important, so they must be good.

OZO STEPS FORWARD

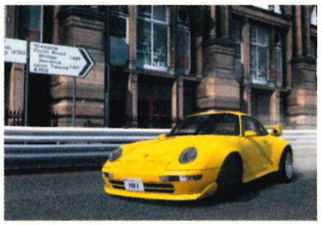
The developers of the *Tribes* PC series have formed a development team, Ozo Interactive, to create multiplayer content for PC and next gen consoles. Its first project (rumoured to be on Xbox) will be *Metal Drift*, a large scale, vehicle-heavy multiplayer game with squad-based gameplay.

BROKEN SWORD FINALLY FIXED

Revolution Software will unveil its long awaited new *Broken Sword* adventure at the European trade show ECTS on August 29-31. Revolution MD Charles Cecil will demonstrate *Broken Sword: The Sleeping Dragon*.

↑ Not that we're professional drivers or anything, but isn't he facing the wrong way?

↑ Edinburgh is your playground...



↑ ...and not a Fringe act to be seen.

GOTHAM 2 ONLINE

New cars and track line-up for Racing sequel

IF THE OFFICIAL unveiling of *Halo 2* wasn't enough to make you crouch naked on a rooftop and roar at the moon like a baboon, then get ready to rip your pants off right now.

Why? Because *Project Gotham 2* is coming, and the next incarnation of Xbox's favourite racer will be playable online via Xbox Live.

The latest version of Bizarre Creations' Xbox-exclusive racer will feature more than 50 cars, each one being fully licensed and totally damageable, a rarely seen but highly welcome combination for the autos in a racing game. Additions include Porsches and the brand new Enzo Ferrari car.

New cities include Hong Kong and Edinburgh, and all will have photo-realistic environments. A confirmed line-up of cities has still to be released - although there *will* be more locations, we don't yet know the final tally.

As well as supporting Xbox Live by allowing you to challenge other players over broadband internet, we've also been promised downloadable content for *Project Gotham Racing 2*, which should be in the form of new tracks and vehicles. Expect details as soon as we hear anything further.

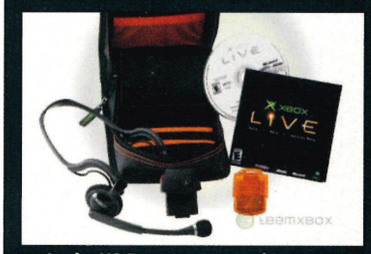
For those without broadband internet access, the standard game will support System Link multiplayer races, and there'll also be more ways to earn Kudos points as well as a new ranking system.

Amadeo Felisa, Enzo Ferrari chief engineer and designer, said: "We're extremely pleased to be an integral part of the *Project Gotham Racing* franchise and are especially excited that the new Enzo Ferrari will be in this second version of the game. I'm very happy to associate the Ferrari brand and the new Enzo Ferrari with this game."

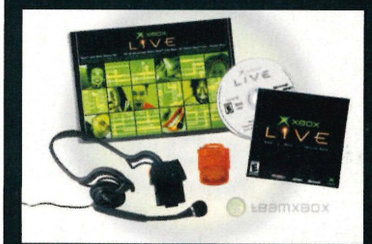
ACTIVISION SIGNS MULTI-YEAR DEAL WITH SKATER BOB BURNQUIST FOR *TONY HAWK'S PRO SKATER 4*.

XBOX LIVE LAUNCH SET

USA online November 5



↑ Lucky US Beta testers get this...



↑ ...and are the first to play Xbox Live.

THE FIRST ANNIVERSARY of the American launch of Xbox will be marked with another milestone in gaming history when Microsoft launches Xbox Live in the US.

Over 100,000 gamers have already signed up to play a pre-launch service known as Beta testing. From these expectant hopefuls, a lucky 10,000 will be chosen at random and sent the Xbox Beta Bag - a very cool pack containing a memory card, the Xbox Communicator, souvenir key fob and the all-important Xbox Live disc.

At launch, more than 5,000 North American stores will sell the Xbox Live Starter Kit for $49.95, which includes a one-year subscription to the broadband-only service, the Xbox Communicator headset and free mini-game *Re-Volt*.

At least six Xbox Live-enabled games will be available on Nov 15, with more than ten others to follow by the end of the year.

As we exclusively reported on our website, confirmed games are *Unreal Championship, Ghost Recon, NFL 2K3, NBA 2K3, NFL Fever 2003* and *Whacked!* Over 50 Xbox Live games will follow in 2003, including *Halo 2, Counter-Strike* and *Star Wars: Galaxies*.

"We designed Xbox from day one to catapult console gamers online," said J Allard, general manager of Xbox. "Last year, we took gaming to the next level by launching Xbox; now we're working with our partners to ensure that Nov 15 will again be a great day for gamers."

Xbox Live will be backed up by two datacenters in Seattle, one in London and one in Tokyo. They allow Microsoft to assist publishers by managing the hosting, networking, security and billing of the service.

Details of Xbox Live in Europe will be announced soon and we'll bring you all the details first.

10 WORLD VERT TITLES. 1 EPIC ROAD TRIP.

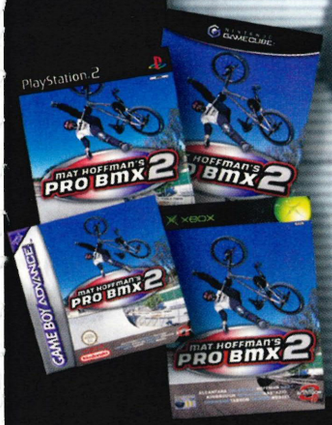
Crank out huge airs like 10-time World Vert Champ Mat Hoffman.

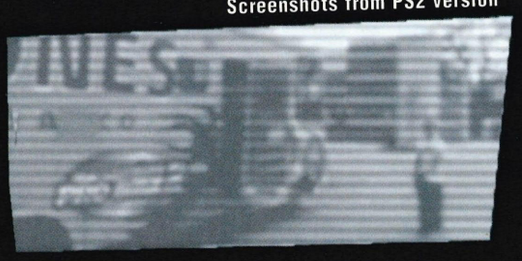
The only BMX game to offer flatland tricks.

BMX WILL NEVER BE THE SAME...

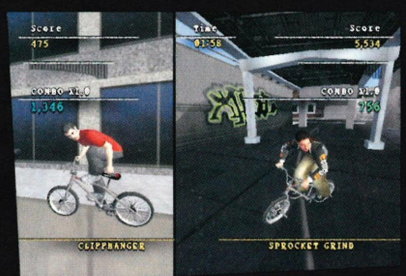
Jump on the bus with **Mat Hoffman** and ten other top pros for the **ultimate BMX blowout** through eight U.S. cities. Pull hundreds of tricks and combos using the new **Trick Tweaking System** or keep it on the ground with **the only BMX game that offers flatland moves.** Unlock **behind-the-scenes video footage** from Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook.** One day on this road trip and you'll know why BMX will never be the same.

MAT HOFFMAN'S PRO BMX 2





Screenshots from PS2 version



Force your opponent off the screen in the 02 exclusive PUSH mode.

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PlayStation 2 NINTENDO GAMECUBE GAME BOY ADVANCE Gratuitous Games rainbow STUDIOS HOTGEN

ACTIVISION O2 SPORTS REVOLUTION

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News Wire

Easily digestible nuggets of key Xbox information

THE SPY WHO HUNTED ME

Universal Pictures is to create a movie based on Midway's *Spy Hunter* game, with wrestling superstar Dwayne 'The Rock' Johnson as the titular hero. Daybreak Productions president Chuck Gordon will serve as a producer of the film. "We're going to draw from the spirit of the next generation game, but tailor the game to The Rock and his unique personality," Gordon said. "We'll bring the Interceptor car and all the cool spy gadgets from the game to the big screen in a $100 million movie."

ATTEN 'HUT...

3DO has signed a deal with Microsoft allowing the company to develop and publish games for Xbox. And chances are that *Army Men* is coming to Xbox. "Microsoft has proven its commitment to making Xbox an outstanding gaming system," said Trip Hawkins, chairman of 3DO. "We're looking forward to bringing our most popular brands, along with original titles to this powerful system."

STREUTH, MATE!

Say g'day to Ty, the Auzzie cutie at the centre of EA's latest character-based action adventure game, *Ty the Tasmanian Tiger*. Players are taken through a cartoon-inspired Australia in old fashioned platform style with characters based on the continent's beasties - so expect evil koalas, then. There'll be all the usual stuff such as combat, riding, and puzzling, plus an array of mini-games. Expect Ty to run, jump, swim and glide when his game is released at year's end.

SPLINTER ONLINE

It's been hailed as a potential *Metal Gear Solid* killer and now you can find out everything there is to know about *Splinter Cell* online. As its November release date draws near, Ubi Soft will update the site with new information, screen shots and movies of the highly anticipated game. Point your web browser (in a covert sort of way, naturally) in the direction of this website: **www.splintercell.co.uk**

NO CLAIMS BONUS

Damage is a beautiful thing in *Lamborghini*

WHILE MANY LICENSED racing games shy away from damaging their shiny virtual vehicles, every car in Rage's *Lamborghini* (which is also heading to Xbox Live) will get dented, scratched, bashed, scraped and mangled.

Damage is represented in several ways and can affect a car's handling. Scratched paintwork, deformed body panels, cracked lights and windows aren't so bad, damaged wheels, suspension and detaching body panels are.

The fact that suspension and steering can be damaged will have implications on your performance. A car with damaged steering, for example, will tend to veer away from a straight line and require the player to continually compensate for the fault. Balance will also be affected depending on which wheel is damaged.

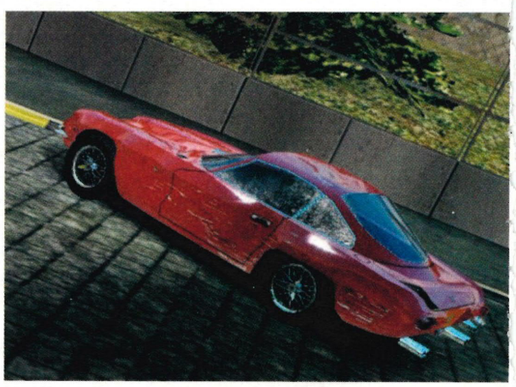
If a player seriously damages a car during a race, it will have to be repaired to make it once again race worthy, and that'll cost. Of course, should you have a spare car in the garage you can use that instead. But damage is stored in the save game so if you're not careful, you'll end up with a garage full of cars fit for scrap.

Arcade mode and split screen games include the option to turn off the damage but it's mandatory in Championship mode since damage plays an important role in the handling and driving tactics. *Lamborghini* will be released next spring.

↑ When classic cars collide.

↑ Fender-benders with a six figure price tag.

↑ It's a welcome decision to let the beauty be tainted by knocks.



↑ All together now... "My paintwork!!!"

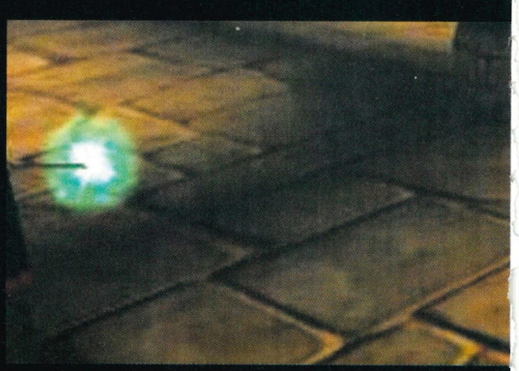
MIDWAY CONFIRMS PLANS TO BRING UFO-THEMED ARCADE SHOOTER AREA 51 TO XBOX.

SPOT THE SHOT

Keep them eyes peeled, there's prizes to be won

HERE'S YET ANOTHER chance to land some of the cool gaming memorabilia that publishers inundate us with each month. Simply work out which game this screenshot close-up is from (the full shot's somewhere in the mag) and send in your answer on a postcard or on the back of a sealed down envelope to the following, by-now-familiar address: Spot The Shot 08, *Official UK Xbox Magazine*, Top Floor, 99 Baker Street, London, W1U 6FP. Or send in your answer along with your name and address to staff@fxmi.com.

Happy hunting. The closing date is Monday October 7.



↑ A fraction of a game, but which one?

TOP SECRET: THE MOLE

Burrowing through muck to the juiciest facts

SEVERAL PUBLISHERS have asked me to give up my secret identity because I know things before they do. But they forget that The Mole was put on this planet to do only this.

WILL XBOX BAGGINS TWO TOWERS?

During a recent trip to EA's plush Chertsey headquarters, I spied the PS2 game based on the second *Lord of the Rings* film, *The Two Towers*. It has to be said, it was looking nothing short of stunning, which made me weak at the knees from wondering how great the Xbox version will look. Notice that I said "the Xbox version" and not "a potential Xbox version"? It's coming, but don't tell anyone where you heard it first.

HARD TIMES AHEAD

By now you've all heard, seen and read about Rage's promising shooter *Team SAS* (see page 046 for more) that's currently in development with help from ex-SAS operative Andy McNab. But I'll put money on the fact that you didn't know a second game in the series is already in development at the company's Birmingham studio and it isn't a direct sequel. Currently known as *Hard Winner*, we've leant that the game is being pitched as an urban espionage-type game.

DEFEND... ONLINE

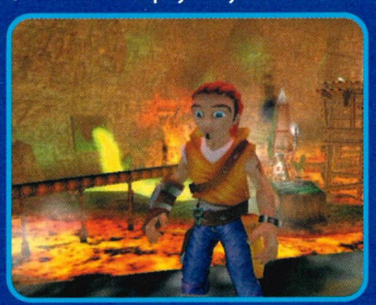
Midway's 2002 remake of the retro-classic arcade title *Defender* is coming along nicely (see page 034) but there's more in store for hardcore fans. According to a few whispers doing the rounds, a sequel already looks like a strong possibility. US-based developer Seven Studios has hinted that Xbox Live features look like a sure bet for inclusion. In other, ultra secret retro gaming news, Midway has also been looking at the possibility of remaking *Moon Patrol* for Xbox - this one looks like a long shot, though.

BROADBAND ONLY

UK-based developer Travellers' Tales, currently working on *Haven: Call of the King*, has been talking up its plans for future versions of the game. The developer already thinks it's onto a winner and has said that *Haven 3* would most likely be a broadband-only game. What big plans the company has for *Haven 2* have yet to fall into my hands, but don't worry, I won't stop digging. I'll *never* stop digging...

↑ Could *Lord Of The Rings* look any better?

↑ How will multiplayer *Defender* work?



↑ Does *Haven's* future lie on Xbox Live?

State of Play

AMERICA

PIMPS, BEGGARS and cockroaches - NY's still full of them all. Just before heading cross town to see *Halo 2* at the XO2 event, a roach scuttled off the towel as I dried my face. I nearly shat myself but stumbled instead, cleanly snapping my pinky toe.

I still had to see *Halo 2* though, so I swaddled my instantly outsized foot in socks and literally hobbled to the meeting. And *Halo 2* was good enough to make me forget the pain. For about an hour anyway.

You'll have seen the graphics, but when they move, they're even more astounding. I've been saying this a lot, but I'll repeat it again - it looks *exactly* as good as *Doom 3*. Which was, until this week, the benchmark for future graphics. Bizarrely, new Master Chief actually uses fewer polygons than old. Stunning leaps and bounds by the Bungie boys in the bump-mapping, vertex shading and lighting department mean that they can make objects look better, almost for free, performance-wise.

At the event, I annoyed anyone by asking the unanswerable questions about characters, vehicles, and locations. I didn't get one straight answer, but here's what I inferred. Okay, they're guesses, but...

Master Chief may not be the only playable character (in multiplayer), multiplayer environments will feature recognisable Earth locations, Guilty Spark will surely reappear, and the addition of Xbox Live content will get you sacked for job abandonment.

I then went to see *Blinx*. The pain is now down to a dull throb.

Frank O'Connor
Executive Editor
Official US Xbox Magazine

↑ Most anticipated sequel ever.

QUIT BUGGING ME: THE AMERICAN COCKROACH'S POSH NAME IS *PERIPLANETA AMERICANA*. AROUND 7.5 PER CENT OF PEOPLE SHOW ALLERGIC REACTIONS TO THE DESSICATED AIRBORNE FECAL MATTER THAT BUILDS UP AND SWIRLS AROUND WHEN COCKROACHES INFEST THEIR DWELLINGS.

THQ'S TOXIC AVENGER BECOMES XBOX-EXCLUSIVE AFTER DEVELOPER DROPS GAMECUBE VERSION.

BEHIND THE SCENES

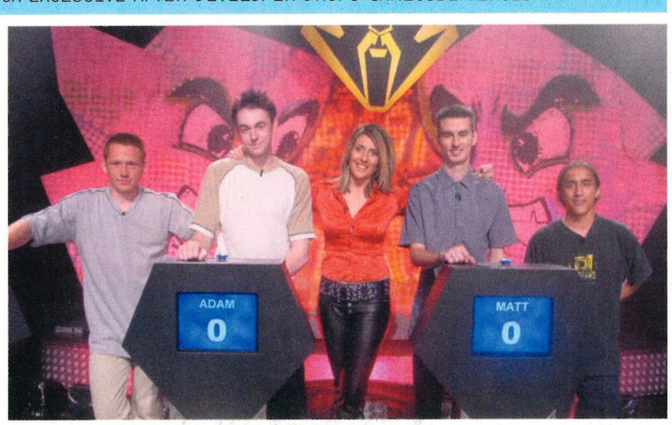
...of TV's *High Score*

GAMER.TV'S *High Score* is a first-of-its-kind gameshow dedicated to the world of video games.

"Basically the show is everything about video games. There's everything from pop quizzes to spot-the-scene and even stills of characters that the contestants will have to identify," said *High Score*'s producer Patrick Sturgeon.

"The show is about using specialist knowledge. We have our own games guru who gives out clues to the identity of a game in question.

"The last level is all about the Dinky Bomb, which is a Gamer.tv online Flash game, played by the final two contestants as a playoff."



↑ "Into the final round with both sides still losing."

A total of 21 shows were taped in just five days. The project took months to plan because Sturgeon and his production team wanted to combine the rule sets from four or five existing shows to create their programme.

Julia Reed of *Robot Wars* fame is presenting *High Score*. "It's a new show from producers who haven't made a gameshow before," she told us. "Getting a gameshow to work is quite a challenge but I think they've cracked it."

To play Dinky Bomb, and for more info, head for **www.gamer.tv** on the net.

INCOMING

State of Play

JAPAN

HI XBOX PLAYERS! Xbox Live is a really wonderful system for online gaming that PlayStation 2 and GameCube can never hope to imitate. And since Xbox Live is only for broadband, the only urgent question is do you use broadband in your home now?

How many households are using broadband in western countries? Regarding using the internet at home, Japan was one of the worst nations in Asia. But recently in Japan, broadband user numbers are increasing dramatically.

Because the cost for broadband including an ISP are very cheap, it means Xbox with Xbox Live has a strong chance to become the standard console for online gaming. If *Final Fantasy XI* was on Xbox Live it would be very easy to install and play with perhaps over 500,000 players in Japan immediately. I thought Square made a big mistake when they didn't choose Xbox. They should release the next *Final Fantasy* title only on Xbox.

I've played *Unreal Championship* and *Re-Volt* over Xbox Live and they're really fresh and interesting, especially with voice chat. Imagine *Tekki [Steel Battalion]* online, it'll be great.

And the announcement of a release for Xbox in Korea and Taiwan is great, because their high level developing technique of online gaming will come to Xbox.

For example, *Kingdom Under Fire* for Xbox from Phantagram is really fantastic. You must feel awesome when you see it.

Koji Aizawa
Editor-in-Chief
Famitsu Xbox

↑ *Unreal* should be, well, unreal.

HARDWARE

SCREENBEAT SOUNDSTATION 2
MANUFACTURER: LOGIC 3
PRICE: £49.99
RELEASE: OUT NOW
WEBSITE: WWW.SPECTRAVIDEO.COM

→ Sounds good, even if it does look like a certain rival console.

OK, SO IT LOOKS just like a PlayStation 2. But that aside, this does the job.

It's a cheaper 2.1 system than the Altec Lansing system we reviewed last month (4/5), yet still provides a fairly rich, although less impressive sound.

Having a pair of speakers flanking your TV does add to the experience of Xbox games, but it's of a noticeably lower quality than higher priced kit.

The patter of falling grit that follows a frag grenade in *Halo* isn't there, and so you'll miss out on this aural luxury.

The only other problem is the look of the kit – it's just plain ugly.

If you've got a PS2, maybe you can snuggle the main speaker up next to that.

But on its own it sticks out like a naughtily shaped parsnip. This is cheap, and sounds like it.

SCORE 2/5

XBOX GAME PAD
MANUFACTURER: LOGIC 3
PRICE: £19.99
RELEASE: OUT NOW
WEBSITE: WWW.SPECTRAVIDEO.COM

DESPITE LOOKING LIKE the chubby ugly duckling of the litter of third-party controllers, this is surprisingly nice to hold. It's flat, broad and manages to fill your palm and sit flush with the crooks of your little fingers.

The thumbsticks also give a good sense of springiness and resistance, which is where most unofficial pads usually fail. The face buttons are the only major drawback, being unresponsive and requiring far more pressure than those on other pads.

It's nice to have flat buttons that don't leave thumb dimples but you have to really give these a hefty push to get a response. Overall, this is a decent cheaper alternative to the official pad, despite a less than spectacular first impression.

SCORE 4/5

↑ Plain to look at, but surprisingly good to hold.

AND FINALLY...

RPG OVERDRIVE

Microsoft scores major coup in RPG specialist

XBOX WILL BE host to an all-new original and exclusive game from celebrated RPG developer, BioWare.

Currently working on the highly anticipated single-player epic *Star Wars: Knights of the Old Republic*, BioWare is perhaps most famous for its *Baldur's Gate* series on PC, which has sold well over four million copies worldwide since its debut in 1997.

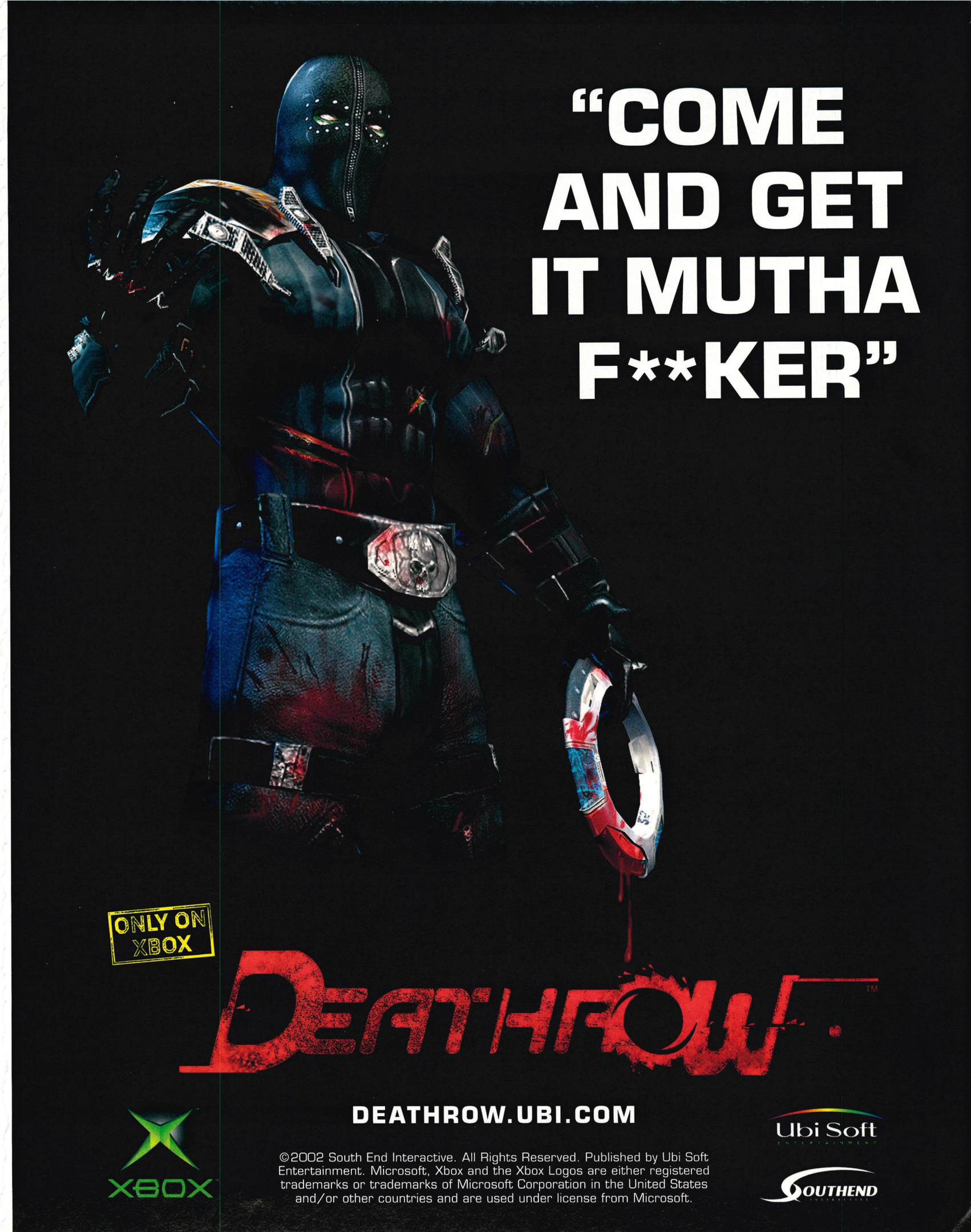
However, *Baldur's Gate: Dark Alliance* (reviewed on page 100) is developed by Snowblind Studios under a co-operative licensing agreement.

The strengthened relationship between Microsoft and BioWare has been welcomed by both parties.

"I'm very excited about this new alliance," said Ed Fries, vice president of Xbox game content. "These guys are some of the most creative developers in the world and we're looking forward to working with them to bring the great gameplay they're known for to Xbox."

Dr. Greg Zeschuk, joint chief of BioWare, added: "Microsoft clearly shares BioWare's vision in creating first-rate games, and the team at BioWare is looking forward to working with it."

No details have been released on what we can expect but be sure of one thing – it's going to be good.



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News Wire

Easily digestible nuggets of key Xbox information

GET READY... UNREAL CHAMPIONSHIP IS GO!

Infogrames has taken the long awaited first-person shooter to the gaming public for testing in the US. Epic Games held a public playtest for *Unreal Championship* in Santa Monica at the end of August. The company was testing the latest build of the game for Xbox with a view to getting gamers' feedback on the good and the bad points. Fingers crossed everything went well and that the game hits its release date around November. Just no more delays... please.

CRAZY TAXI HITS HOLLYWOOD

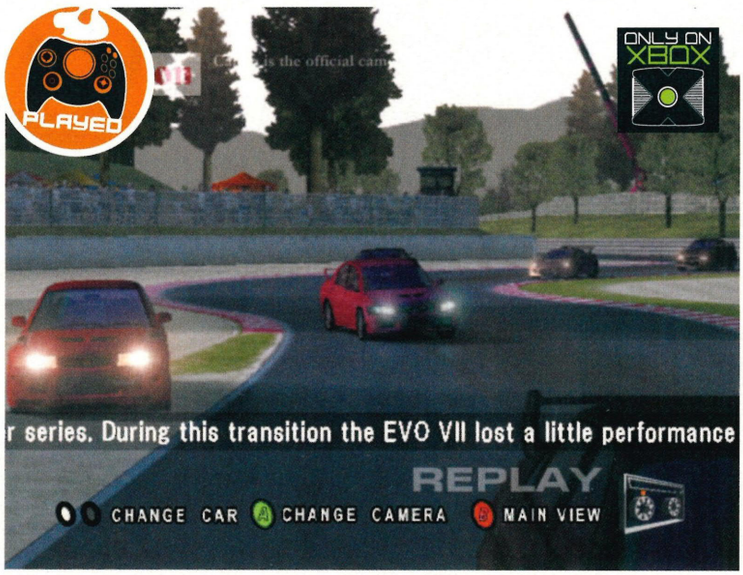
Sega has signed an agreement giving Mindfire Entertainment the rights to produce a *Crazy Taxi* movie. "Our relationship with Sega on *The House of the Dead - The Movie* has been a wonderful experience, and we're delighted to enter into this new partnership," said Dan Bates, CEO of Mindfire. "We believe that *Crazy Taxi* has the potential to be a major motion picture, combining the thrills of *The Fast and the Furious* with the quirkiness of films such as *Taxicab Confessions*."

FEEL THE EARTH MOVE

Rock Solid Studios is developing a video game based on the giant sand worm monster flick *Tremors*. The game, played from a third-person perspective, will follow events of the movie created by Universal Pictures and Stampede Entertainment. Action takes place in the desert around the town of Gold Rock. The news was given away in a job posting on the developer's website.

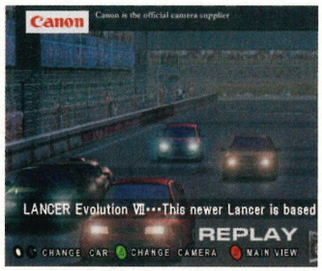
PROJECT ZEROS IN

Tecmo has announced that *Project Zero* is no longer a PS2 exclusive, and will be released on Xbox next year. The survival horror game takes place in a haunted mansion, with players using a special camera to take pictures of supernatural entities before disposing of them. The Xbox version will feature a new character and other exclusive content not seen in the PS2 version. Think of it as *Luigi's Mansion*, but for grown-ups.



↑ Real cars in astonishingly realistic races - 21 manufacturers and counting.

↑ Race wins bring home big bucks.



↑ Extra cash leads to flashier cars.

SEGA GT 2002

Easy on the nitro, tiger. These are *real* cars

GAME INFORMATION
DEVELOPER: **WOW ENTERTAINMENT**
PUBLISHER: **SEGA**
RELEASE DATE: **NOVEMBER 2002**

IT'S PROMISING to offer the most realistic driving action on Xbox, so it's good to see that a lot of major manufacturers have made the final cut in *Sega GT*. From Nissan and Toyota through to Jaguar and Lotus, we counted 21 different car makers in the preview code we've been playing.

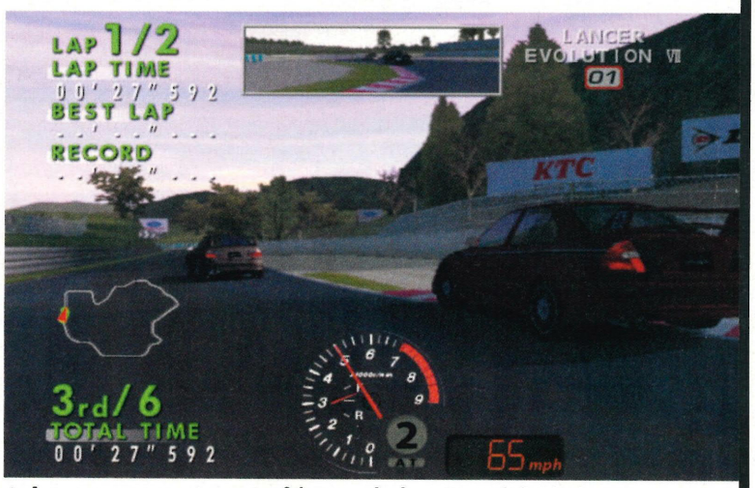
You can take a majority of the vehicles out for a swift spin in the Time Attack or Quick Battle modes, but that's just for Sunday drivers. The real fun lies in the full-on career of GT mode.

You start with a trifling amount of cash, enough to get yourself a bottom-of-the-range Peugot 206, and you'll have to earn your wheels by entering championships and events. In fact, you're not even allowed to try for your licence until you prove your worth in a handful of amateur races.

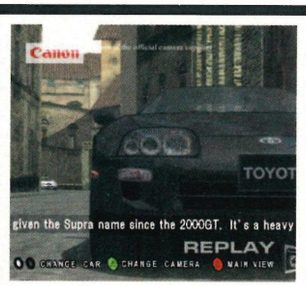
Winning these opening challenges will earn you some much-needed cash, and the game proper begins to open up as you visit the garage to tune up your motor or invest in a slicker model.

Following in the skidmarks of *Wreckless* and *Moto GP*, an editing suite features a whole host of filters for you to add to your saved replays, such as glare, embossing and a smart negative effect. There are lots of other replay options for the player to juggle about with (see It'll Last Longer, below), giving *Sega GT* an eye for detail that goes beyond the look of the cars themselves.

Let's hope that it delivers a good amount of gaming to the gallon. We'll be giving *Sega GT* full revs in our review in a few short months time. **SB**



↑ As you can see, most aspects of the game look pretty much finished.



↑ Capture every magic moment.

IT'LL LAST LONGER

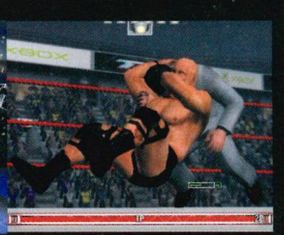
WANT TO TREASURE those precious replays forever? Of course, *Sega GT* lets you save your replays, but it also features a lovely little idea in handing you a camera and enough film for six pictures. You can take snapshots during a replay, capturing the true Kodak moments, and hang them on the wall of your garage. Touches like this are secondary, but very welcome nonetheless. More, please.

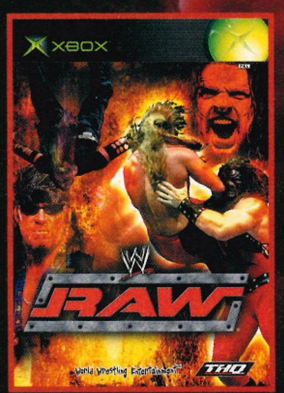
XBOX

RAW

TIME TO PLAY THE GAME

Time to get RAW© with the top WWE™ Superstars as you've never seen them before. Awesome reality comes crashing down around you with more thrills and more spills in true WWE™ style. Watch the audience scatter as you make your move any way you want, wherever you want with WWE™ RAW©'s unique and strategic fighting system.
This is RAW© - will you be?





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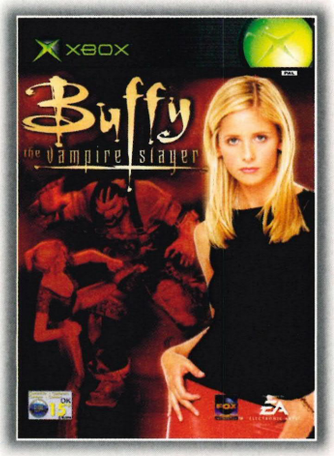
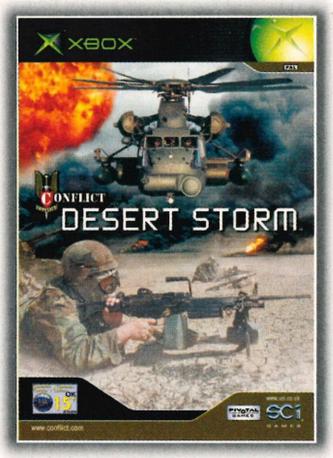
new games



RELEASED 13TH SEPTEMBER

BUFFY THE VAMPIRE SLAYER™

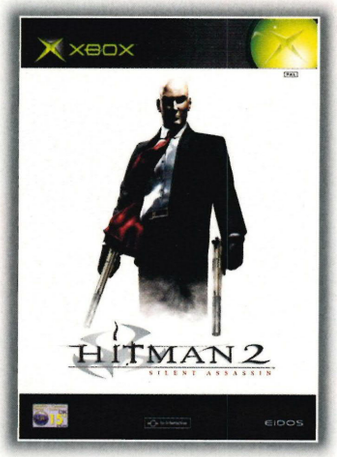
Third person action/adventure game based on the fangtastic hit television series. Take on the role of Buffy Summers and save the world by destroying all vampires and other demonic creatures that threaten mankind. Combines fighting, action, drama, humour, exploration and puzzle solving in a complex interactive 3D environment.



RELEASED 20TH SEPTEMBER

CONFLICT DESERT STORM

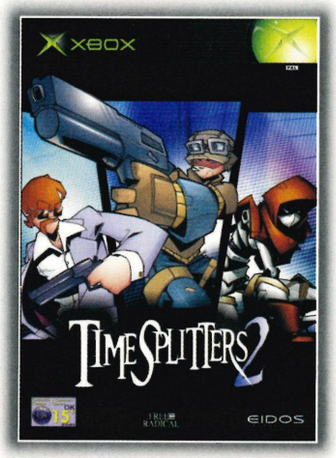
Control a squad of top SAS or Delta Force operatives as you engage in fearsome combat deep behind enemy lines in this superb stealth action game. Your missions are as unpredictable as they are diverse, from stealth to heavy weapons warfare, you must seek, locate and destroy all enemy targets.



RELEASED 20TH SEPTEMBER

HITMAN 2: SILENT ASSASSIN

Enter the mind of a genetically engineered assassin for hire, lured back into a global ring of deception by a twisted Russian crime boss. Featuring advanced enemy AI, a large range of weapons from surgery scalpels to armour piercing sniper rifles and breathtaking realistic locations.



RELEASED 27TH SEPTEMBER

TIMESPLITTERS 2

Prepare to battle through history as the evil TimeSplitters get ready to rise again! Embark on nine time travelling episodes, choose from over 100 playable characters and experience for yourself the fastest most furious multiplayer mayhem your Xbox has to offer.

buy now: www.hmv.co.uk

Titles are subject to availability while stocks last at participating stores/on-line.
Release dates are correct at time of print and may be subject to change.

top dog for music·video·games HMV

↑ The mandatory rocket launcher. Every game should have one.

DR MUTO

Where no man, mouse or monster has gone before

GAME INFORMATION
DEVELOPER: **MIDWAY**
PUBLISHER: **MIDWAY**
RELEASE DATE: **NOVEMBER 2002**

DR MUTO, THE mad scientist, accidentally destroyed his home planet by switching on his experimental perpetual energy machine - like you do - then sets himself the task of rebuilding it.

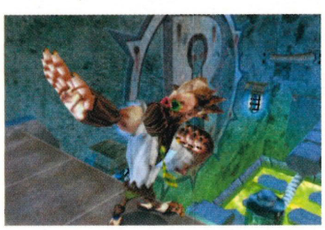
Dr Muto, the game, is a platform adventure covering his crucial task.

"Dr. Muto's quest is to go to the four surrounding worlds of the solar system and steal their resources to rebuild his world," senior producer Scot Amos told us during an exclusive presentation of the game.

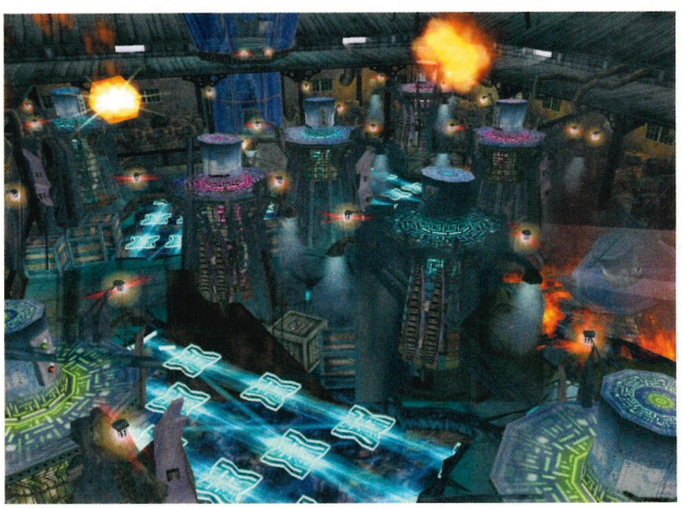
"He's looking for machine components called generative pieces to build the giant Generator 9000. He also has to go and find fuel and energy to power it. So he keeps going to the four worlds and stealing pieces to bring back to his lab," Amos continued. The developer has taken many elements from classic platform games such as *Banjo Kazooie* and *Crash Bandicoot*.

"We wanted to allow players to do multiple things in the same area. The layers of gameplay are similar to what Miyamoto [legendary maker of *Mario* games] has done in the past, in that the player can return to a level of the game with different abilities to find new areas." **GO**

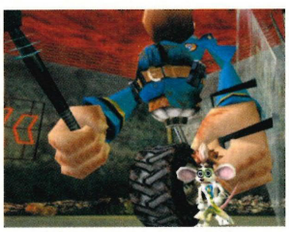
PERCENTAGE COMPLETE



↑ Become an ape, do monkey stuff.



↑ Just one of the many complex platform levels waiting in this game.



↑ Look out for mouse holes.

CH-CH CHANGES

ACROSS THE GAME'S 22 levels, spread out over the four different worlds, Dr. Muto can experiment with the fauna to complete DNA formulas which allow him to morph into a total of six different creatures, each with their own unique abilities. You begin the first level as a mere doctor but if you return as the mouse, you'll be able to access all the areas a human-sized mad doctor can't reach.

QUOTES OF THE MONTH

"*Halo 2* is a lot like *Halo*, only it's *Halo* on fire, going 130 miles per hour through a hospital zone, being chased by helicopters and ninjas. And the ninjas are all on fire, too."

Bungie Studios boss Jason Jones at X02, getting all technical about *Halo 2*.

"Sega invented crazy driving with *Crazy Taxi* and with *Crazy Taxi 3* we prove that not only did we do it first, but that we still do it the best."

Sega of America VP Mike Fischer in vocal support of his company's newie.

"I'm very excited to continue my partnership with Activision O2, the definitive brand in action sports video games."

Celebrity skateboarder Tony Hawk gets into the PR swing after renewing his deal with the publisher until 2015.

TOP 10 top ten

Sports Games

PRETEND THAT YOU'RE getting fit and healthy by playing this active bunch

01 **MOTO GP**
Two wheels are better than four

02 **TONY HAWK'S PRO SKATER 3**
Still is, always will be, the man

03 **AMPED**
'Snow surprise we love it so

04 **NHL 2002**
Nice ice, baby

05 **2002 FIFA WORLD CUP**
Authentic footy action

06 **AGGRESSIVE INLINE**
Sore knees for everyone

07 **SLAM TENNIS**
Net to be sniffed at

08 **NBA INSIDE DRIVE 2002**
Slam dunking fun

09 **ALL-STAR BASEBALL 2003**
Swing batter batter batter swing

10 **DAVE MIRRA FREESTYLE BMX 2**
We like bike

DNA YOUR ONIONS? SCIENTISTS HAVE SAID THAT THEY COULD FILL A 1,000 VOLUME ENCYCLOPEDIA WITH THE DNA CODE FROM A SINGLE HUMAN CELL.

News Wire

Easily digestible nuggets of key Xbox information

CITIZEN ZEROES IN ON XBOX

Australian developer Micro Forté is rumoured to be working on an online multiplayer game called *Citizen Zero* for Xbox. Based in a futuristic world called Neo-Eden, a place originally created as a penal colony, players assume the role of a mind-erased prisoner who decides he must escape in order to discover his true identity. Steve Wang, VP of Micro Forté, told us: "We can't say any more about the project at this stage but we are working towards some announcement dates at the end of the year." More soon.

MEDAL FOR BRAVERY

Vivendi Universal has snatched up *Medal of Honor: Allied Assault* developer 2015 from the clutches of EA and signed up the team's next game. The agreement gives VU exclusive rights to publish 2015's secret action title. "We're very excited about our partnership with Vivendi Universal," said Tom Kudirka, president of 2015. "VU Games has shown its whole-hearted commitment to developers."

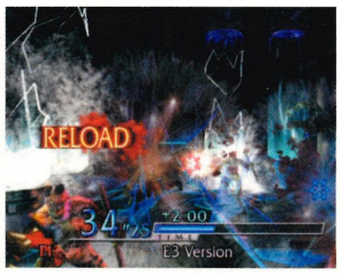
CLAMOUR FOR GLAMOUR

Electronic Boutique's US website recently let slip that a *Dead Or Alive Xtreme Beach Volleyball* calendar will be released in early September. So far, there are no details on who the pin-up girls (and maybe pin-up guys, equal opportunity fans) might be, or even if the eye-candy calendar will be released outside of the US. But it's pretty safe to say that maximum flesh will be on display and that all swimsuits will be little more than postage stamps tied together with dental floss. We'll keep you posted.

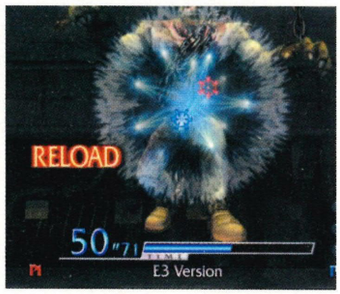
ORCHID WILTING

Argonaut's impressive-looking action game *Orchid* is still without a publisher despite continued efforts to land a deal. A company statement read: "We underestimated the amount of time it would take to sign *Orchid* and now recognise that signing such an innovative fighting adventure game takes significantly longer and requires more of the development to be complete."

↑ Tremble at the zombie Village People motorcycle cop... from Hell!



↑ Things quickly go horribly wrong.



↑ Shoot, shoot, reload, shoot, shoot...

HOUSE OF THE DEAD 3

It's coming right for us!

GAME INFORMATION
DEVELOPER: **WOW ENTERTAINMENT**
PUBLISHER: **SEGA**
RELEASE DATE: **NOVEMBER 2002**

SEGA'S LONG-RUNNING light gun shooter series makes a welcome return to our screens and it's Only On Xbox, as the saying goes. The first playable build, featuring the opening three chapters of the game, recently landed on our desks and we couldn't wait to give it an airing.

But one thing was missing – a light gun. Apparently Sega won't be including one of their own with the final version, but we've learnt that a certain third-party peripheral manufacturer is currently in talks with both Sega and distributor Infogrames. Rest assured that when the game launches in November it *will* be bundled with a light gun of some kind.

Armed only with an Xbox Controller, we ploughed through the first three chapters and quickly found that it plays quite well. The Left thumbstick controls the on-screen cursor while the Right trigger fires and the B button reloads. It doesn't get much simpler than that.

As in previous *House of the Dead* titles, gameplay is an on-rails blitz through hordes of zombies, bats, rats and other dead/undead things thrown in your general direction.

This time around, there's no health meter to worry about, but getting hit will cause you to lose a few of those precious seconds. But, on the other hand, you'll be rewarded with time bonuses for quick and well-executed kills. And there should be plenty of those. *HOTD3* is looking like it'll be good fun to play, whether you do so with or without a light gun. **GO**

PERCENTAGE COMPLETE

↑ It's no fun when they explode like jelly-injected water melons. In your face.

↑ The fat ones take some stopping.

BELLY SHOTS COUNT TOO

IN *HOTD3* YOU can blow holes clean through any part of an on-screen demon. As you can see in the screenshot above, an obese zombie makes for great target practice, as there are several areas on the body that you can ventilate. You can even try to hit whatever's behind him by shooting through his freshly minted belly button.

XBOX
Official UK Xbox Magazine

INSIDE: MORTAL KOMBAT: DEADLY ALLIANCE

Gumshields in for insider details on the latest *MK*

MORTAL KOMBAT games are now a permanent fixture on the games calendar. After several titles on multiple platforms, two movies and a TV series, the beat-'em-up series is still going strong, with a November release pencilled in for the latest instalment, *Mortal Kombat: Deadly Alliance*.

Developer Midway has gone back to the drawing board and totally redesigned the game in the face of some serious competition from other fighting franchises, such as *Dead Or Alive* and *Virtua Fighter*.

We spoke to Midway's vice president of product development Matt Booty about the new version of the classic blood-soaked fighter to find out what's changed and what hasn't.

Official UK Xbox Magazine: **How do you think the new *Mortal Kombat* game will stand up against other well-known fighting games?**

Matt Booty: Well I don't have any doubts that *Deadly Alliance* will stand up against the likes of *Tekken 4* or *Virtua Fighter 4* for a few reasons. The first is because each character has three different fighting styles, which is something we don't see a lot of in today's fighting games.

The second is to do with the technology, because we can now display cloth and you'll also see that blood will roll down the faces of each character as they take a blow. You'll really see this come out in some of the fatalities.

There's something we haven't shown yet which is called the Crypt. And this is basically a huge room filled with coffins that can all be unlocked as you progress through the game. The Crypt is filled with bonus items like sketches of behind the scenes, little FMVs and even hidden characters. All in I think there are over 600 extras that can be unlocked in the final game.

Tell us more about the three different fighting styles for each character. Is this the feature that really sets *Deadly Alliance* above the competition?

Yes. Although there's a lot to learn it's very easy to change between the three styles. You just click the Left trigger to move through the different styles and it becomes just like a continuation of a huge combo.

If you can switch styles halfway through a combo and keep going then you'll really have a significant advantage over your opponent.

Won't this mean that there's a lot to learn if players are to get the most out of the game?

I think the way it's going to work is that if people play it to a certain point they'll become familiar with all the characters and basic fighting styles. Once they've got to that level, they'll start doing things like switching between styles and getting a feel for timing and what style works well and what style doesn't. This approach gives a lot more depth to the game.

You've obviously kept in favourites such as Scorpion and Sub Zero but how many new fighters are in there?

I'm pretty sure that it's about half-and-half – that's half being favourites from previous versions and half being totally new characters. I can't say exact numbers.

Tell us about the extra content you're putting on the DVD that will accompany the game disc.

Well with movies these days there's an expectation that you're going to get some form of extra footage or special features. So in a way we're just trying to keep up with other forms of entertainment.

Why do you think people will be interested in these extra features?

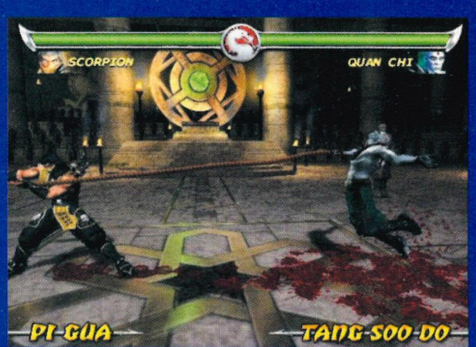
When I first started at Midway I sat in an office right opposite the *Mortal Kombat* creator Ed Boon and I remember being in his office when they were writing down ideas for the games on a whiteboard. That was like ten years ago.

We've got ten years worth of development history that we're going to be able to show. And I think people will be interested to see how the game has evolved over the last decade. **GO**

↑ Two old-skool foes duke it out.

↑ No sign here of the famous *MK* gore.

↑ Chicks... looking lovely, fighting mean.



↑ Some chest-ripping action.

↑ Bits of two-by-four get the job done.

STICKS OF FURY: DOUBLE KALI STICKS (AS WIELDED IN *MK* BY SONYA) ARE USED IN A FILIPINO FIGHTING SYSTEM CALLED ESCRIMA. A COMMON KALI MOVE IS HEAVEN SIX, WHERE YOU ATTACK ALTERNATELY WITH EACH STICK IN SUCH A WAY THAT THEY NEVER CLATTER TOGETHER AND MAKE YOU LOOK LIKE A FOOL. IT'S ALL IN THE TIMING...

State of Play

ANDY MCNAB

TEAM SAS

TEAM SAS

WELCOME TO THE *Team SAS* column. Over the coming months we'll feature different Rage Bristol dev team members working on various aspects of the game.

First up is **level designer Stuart Maine**, the man building all the areas you'll see in the final game:

"The jungle environment is already remarkably atmospheric, even without any of the effects in place. Most games have static environments, so when anything moves it's probably the enemy.

"In *Team SAS*, the entire jungle moves, meaning you've got to first identify just what is a target and what isn't.

"The jungle includes all sorts of tricky aspects that we need to deal with. Take something as simple as a tree; it'll be animated with 'bones' (just like our characters) so we need to make sure it looks good.

"We needed to find efficient methods of storing, rendering and animating trees. Animating a tree isn't easy, as trees tend to react differently depending where a bullet strikes them.

"This is where we have to sort out the collision detection. We used what's called a collision box that we put around the tree, but if we make this too large then the player will notice something's odd, and if it's too small then bullets will go right through the tree.

"Finally we have to deal with the level of detailing on each tree, taking it from a high polygon model down to a normal, mapped billboard, depending on how far away from the player it is.

"If you can't get near to it or look at it too closely, then there's no need for us to make the tree as complicated as the one you're stood right next to."

↑ Jungle is massive. Uh-uh ooh-hoo.

↑ The mini-game after the level taking the Michael out of *Titanic*.

↑ It's crunch time for all concerned.

↑ Looks very nice, doesn't it?

KUNG FU CHAOS

Because it'd be no fun if it were organised

GAME INFORMATION
DEVELOPER: **JUST ADD MONSTERS**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **JANUARY 2003**

DO YOU LIKE *BANZAI*, the crazy, betting TV show with Mr Shake Hands Man, and Mr Cheeky Chappy? If the answer is yes, then *Kung Fu Chaos* will likely deliver a karate chop to your funny bone.

A cheesy, 70s kung-fu flavour similar to that of the Channel 4 smash is used throughout the game, which shares some ideas with *Loons: The Fight for Fame* (page 099). As with *Loons*, the action in *Kung Fu Chaos* takes place on spoof movie sets, with players rated on how exciting their actions are.

The movie sets in *Kung Fu Chaos* are big budget spectaculars. Locations gently mocking some of the more well-known blockbusters provide impressive backdrops to the action – an original mix of party game and chop-socky.

On the Gigantic Crack set (a pastiche of *Titanic*, not *Shallow Hal*), the action starts as the ship hits the iceberg and culminates in the sole remaining lifeboat, with the fight continuing as the doomed ship splits in two.

Fighting is a case of relentless button bashing in an attempt to knock the numerous bad guys off screen more often than they do it to you. It's reminiscent of both GameCube's *Super Smash Brothers Melee* and Dreamcast's *Power Stone*; hopefully, the combat will eventually match the subtlety of the DC game.

In addition to the main fights, there is a selection of short mini-games related to the main features.

After the Titanic fight, for example, you get to throw life belts to your drowning co-stars. It's trickier than it sounds, thanks to seals that pop up in front of them and throw the hoops back. Another mini-game sees your character battling to stay on an iceberg while bumping other characters off it using the rubber ring around its middle.

Throughout the game, the ker-azy atmosphere is maintained, in voice-over, by the director of the films you take part in. His *Banzai*-style encouragement and put-downs are quite funny – to begin with...

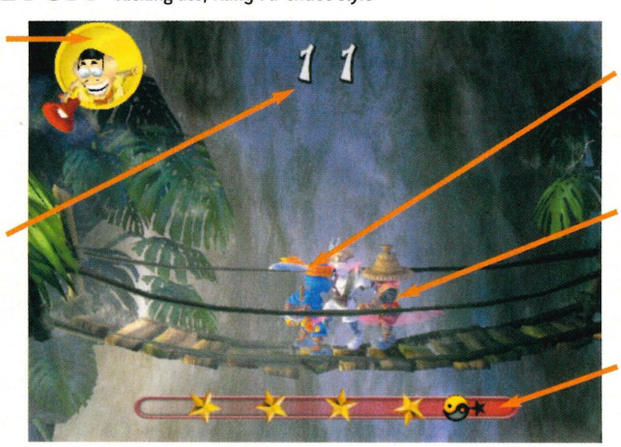
Kung Fu Chaos looks set to be an amusing, simple, party beat-'em-up that makes good use of all four controller ports. But we'll have to wait for review code to see if the joke wears thin. **JA**

PERCENTAGE COMPLETE

WAX ON, WAX OFF Kicking ass, *Kung Fu Chaos* style

CHEEKY CHAPPY
This fellow is Shao Ting, the film's hilariously named director. He shouts at you as you play.

BIG NUMBER
This countdown crops up when the level nears its end – a crucial time if you're trying to end up with a five star rating. Naturally, we get that rating every time we play.



NINJA FU HIYA
No, that's really his name. He's one of the eight characters you pick from.

FIST FODDER
In one-player mode, a stream of hapless enemies beams into the level. Dispose of them in style.

YOU'RE A STAR
This meter keeps track of your performance. Dispatch hapless bad guys to fill it; get killed and it empties. Finishing with five stars unlocks cool stuff.

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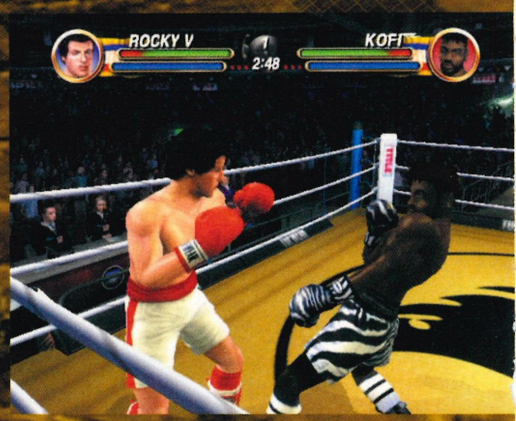
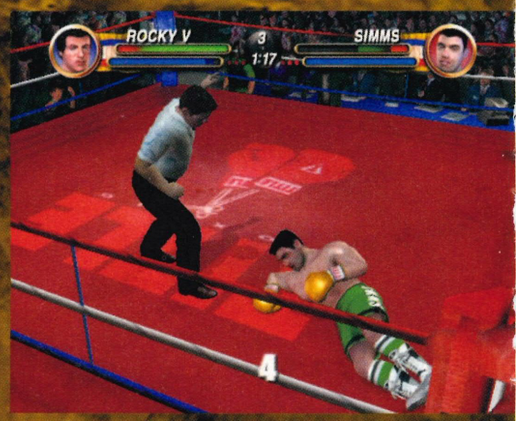
EXCLUSIVE SCREENSHOTS

PLAYED

↑ Replays allow you to relive the key moments in all their sweaty, bone-crunching glory.



↑ Fortune favours zebra-ve.



↑ His latest work, on canvas.

INSIDE: ROCKY

Producer Peter Johnson details his knockout game

WHEN IT COMES to recreating boxing as a video game – a tricky task to master – games developers usually choose from one of two different approaches.

There's the comedy-cum-arcade way, as seen in Midway's *Ready 2 Rumble* series and the authentic simulation of EA's *Knockout Kings*. Rarely does a boxing game cover both styles with any degree of success.

But *Rocky*, with its mix of the sim and the grin, seems to have all the makings of a champ. We hooked up with producer Peter Johnson in the dressing room at developer Rage.

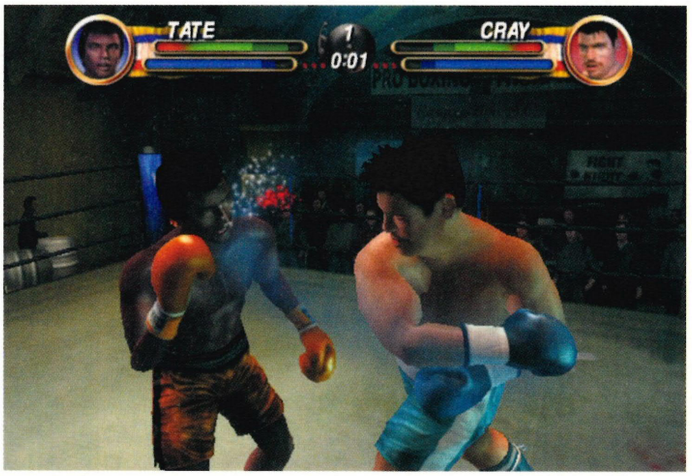
Official UK Xbox Magazine: Why did you decide to closely follow the plot of the films in the Story mode?

Peter Johnson: We considered just concentrating on telling the story of the earlier movies, but decided we should include the whole shebang so that everyone's favourite characters would appear at some point.

Telling the story of all five movies gives players the chance to come up against all the major bad guys from the films and conjures up the feeling of watching the films for the first time.

Do you think the films are as popular today as when they were made?

Absolutely. The films really seem to have entered into the consciousness of the public and it's amazing how often on TV you hear the familiar music from the movies. We went out of the way to follow the plot and there are 19 different models of Rocky used in the game, authentically depicting how his face and body changed from film to film.



↑ Not only does every boxer look different, they also really do have unique styles.

The fact that Rocky had different trainers in the films – Mickey, Apollo and then Apollo's trainer – also meant we did a lot of that work in triplicate to stay true to the movies. We put the heavy bag training game in a meat locker for the first few fights, as this was such a memorable part of the first movie.

What were some of the biggest challenges faced during development?

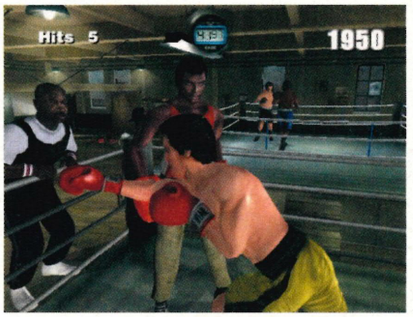
The whole process has gone pretty smoothly so far. We've had the basic fight mechanics working for seven months, which has allowed us to tweak and tune it over time, rather than trying to add the gameplay at the last minute.

We tackled a number of technical things that we hadn't attempted to do before. Two examples would be character modelling to a high level of detail, and the sophisticated motion blending systems we use.

What influence has licence holder MGM Interactive had in the game?

↑ Blood, sweat, tears and more sweat. The action really does capture the spirit of the movies.

↑ "And the crowd goes WILD!"



↑ It pays to put in hours of training.

↑ The judges' decision is final.

↑ A Sly punch ends this particular contest.

"Each punch and combo creates awesome, over-the-top reactions like in the movies"

They have final say on pretty much everything. Joe Rush and Neil Haldar, our main contacts at MGM, have been very supportive.

They're both keen for the game to be all it can be, coming back with gameplay suggestions and feedback as well as ensuring we're accurately representing the films.

Rocky himself, Sylvester Stallone, had the right to approve or refuse his likeness in the game and he granted it without problems.

The control system is of the best we've ever used in a boxing game. How important, and how difficult, was it to get that part of the game right?

Rocky's control system has been developed to give instant access to both casual and hardcore gamers. The controls work on two levels. The basic controls take less than five minutes to learn, but within an hour players can learn another layer of control that holds over 300 moves and punches.

We've made a real effort to make sure each punch and combo creates awesome, over-the-top hit reactions like those seen in the movies. Players can really see the punches connect as combos and super punches rock their opponent's world.

How did you create the fighter models?

Each boxer was modelled and textured in exacting detail. During a fight you'll see faces swell, bruise and deform as they take hits, some of which accurately and deliberately mimic what happens in the movies.

With each landed punch, sweat and blood flies from heads. The blood from cuts even stains the canvas as it hits the floor. No graphical detail has been spared. A great deal of focus was also spent on our 3D crowd technology.

In many arenas, players will see up to 2,500 people watching, cheering or booing the boxers during the fight. No other game that we've ever seen uses this technology and we're very proud of the results.

When can we expect to see the game released and what's next from the team at Rage Newcastle?

The release date is currently November 8. We're adding the last few polishes and tweaks to get the best from Xbox then we will move on to developing ideas for a sequel. Bettering the game we have is going to be quite a challenge.

But we already have some really interesting ideas to take *Rocky* further and explore different areas of the films.

WHO ARE YOU? TONY BURTON PLAYED THE PART OF APOLLO CREED'S TRAINER IN ALL FIVE *ROCKY* MOVIES. YET THERE'S CONFUSION AS TO THE CORRECT NAME OF HIS CHARACTER. SOME SOURCES SAY 'TONY', OTHERS HAVE HIM DOWN AS 'DUKE'. THE GAME USES 'TONY'.

HARRY POTTER AND THE CHAMBER OF SECRETS

Allow us to be your HP source...

GAME INFORMATION
DEVELOPER: **EUROCOM**
PUBLISHER: **ELECTRONIC ARTS**
RELEASE DATE: **NOVEMBER 2002**

HARRY POTTER IS the new *Star Wars*? If the boy wizard's adventures and the associated licensing avalanche will one day be more popular than all things Jedi, let's hope that the Potter games aren't as unpleasant as licking the small of Jabba The Hutt's back on a hot day, like many of the *Star Wars* games.

From what we saw and heard during a brief play of *Harry Potter and the Chamber of Secrets*, developer Eurocom is trying its damndest to make a game *Potter* fans can be proud of.

Based on the second film (of the second book), *Chamber of Secrets* lets players jump into Harry's shoes, and check out the fantasy locations now familiar to millions.

"This game is all about letting players be Harry", said Guy Miller, game design director of H's latest adventure. The whole of Hogwarts is open for exploration (astride Harry's broom if you so wish), with daytime lessons teaching players spells that come in handy while mooching around the grounds at night.

The Quidditch pitch is in there, as is the Dursleys' house, with plenty more locations to come.

"Absolutely everything in the game has been Potterised," Miller said, and we agree at this early stage. The game should end up a completely authentic take on the events of the much-loved *Chamber of Secrets* tale.

Expect an imaginative, enjoyable jaunt that's not too difficult (remember, this is mainly for the young 'uns) come November. **JA**

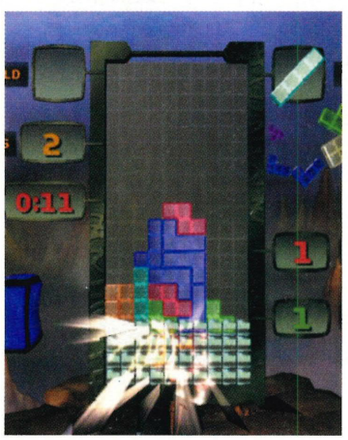
PERCENTAGE COMPLETE

↑ The whole of Hogwarts is here...

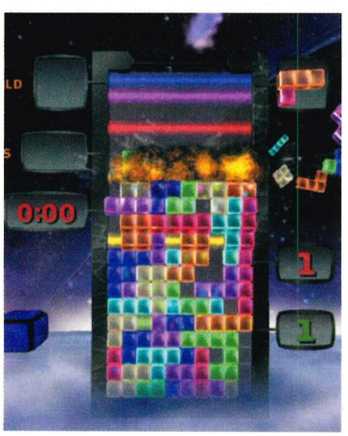
↑ ...for you to Potter about in.

TETRIS WORLDS

Plenty of life in the old puzzle dog yet



↑ Four lines, known in the biz as a Tetris.



↑ Build lines on the 'Hotlines' to win.

GAME INFORMATION
DEVELOPER: **BLUE PLANET**
PUBLISHER: **THQ**
RELEASE DATE: **NOVEMBER 2002**

BIGGEST GAME EVER? Best game ever? Most popular game ever? Only *Tetris* has a chance of being the answer to all three questions, and so a recent brush with a nearly ready *Tetris Worlds* had the twentysomethings in the office (and Max) going all nostalgic.

The game comprises a collection of quirky interpretations of the classic original. First up is Cascade Tetris, in which clearing a line allows any blocks left above it to fall down, filling any holes below it. Then there's Hotline Tetris, with lines to be built in specific places.

They vary only slightly from the original game (also included), yet take a bit of getting used to after years of simple block tessellation. We've yet to play Bombtris, Gadget Tetris or any of the other planned versions.

Varied scoring rules spice things up even further. Sometimes, for example, there might be continual time limits, challenging you to make five lines in double-quick time.

New game modes, a slathering of clubby music and whizz-bang graphical effects help in the attempt to drag *Tetris* kicking and screaming into 2002.

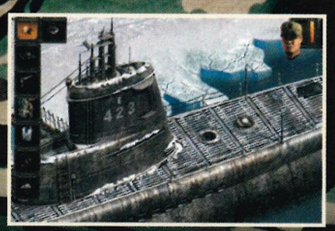
Will the classic puzzle recipe taste even better with these extras or, like ketchup covered caviar, is it a case of over-egging the pudding? Only time – as of now, about two months' worth – will tell. **JA**

PERCENTAGE COMPLETE

↑ Go up a rank and you get some pretty lightning.

↑ Cascade Tetris. Look like classic *Tetris* to you? And us...

THERE'S NOWHERE TO HIDE



OUT ON PS2 AND XBOX - SEPTEMBER 2002

History is in your hands

From the heart of the Third Reich to the most remote islands in the South Pacific, Sergeant Jack "Butcher" O'Hara and his elite group of veteran soldiers must combine their expertise and venture deep into enemy territory in an attempt to change the course of World War II. Completely Interactive Environment: steal enemy uniforms and weapons, climb poles, swing from cables, swim and dive underwater, drive tanks and ships, climb into buildings and much more.

COMMANDOS™ 2 MEN OF COURAGE

EIDOS INTERACTIVE

PYRO STUDIOS

PlayStation 2

XBOX

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IN MY OPINION

"Better hardware, not worse games"

TWENTY MORE LEVELS? This is half a sodding game we're talking about. And what's the game? It's *Wreckless* on the PS2... and this is why it should make you so mad:

Wreckless is a so-so street racing game. The mag you're holding summarises it as an "awesome demonstration of what Xbox can do... but not enough game in it – 7.5". But what might it have given if the game came with precisely double the missions, two-player modes and yet more cars?

That's exactly what PS2 owners are getting. The graphics may have had a serious downgrade, but the gameplay has remained the same while the game's size has doubled. It's like the graphically superior Xbox version was a warm-up for the 'proper' PS2 version.

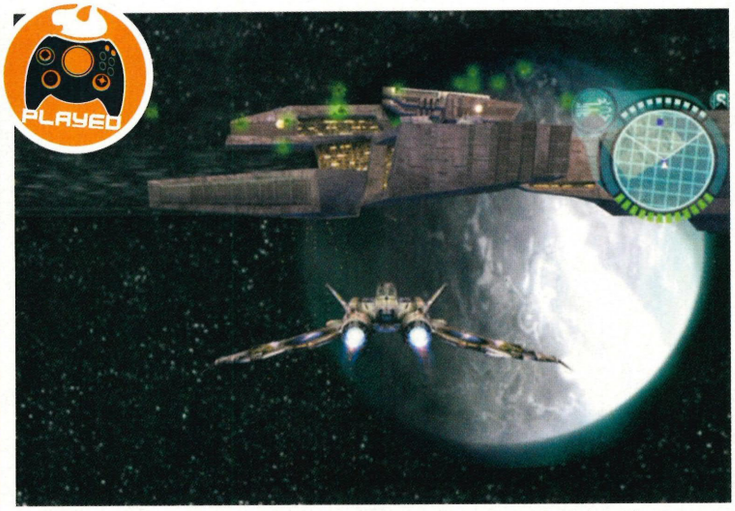
We've got the more powerful hardware, yet in this case, we're getting inferior software. And *Wreckless* isn't the only culprit. On several recent multi-platform releases, one gets the feeling the Xbox version is an afterthought – built solely to squeeze more profit out of us mug punters.

Enough. Every Xbox game out there should use the superior power of the console to provide better graphics and better features. And if they don't? Here are some wise words from UK garage poet The Streets:

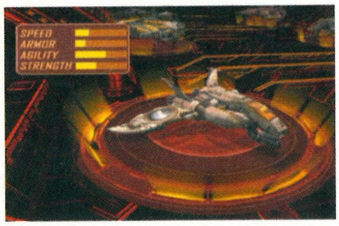
"You say everything sounds the same. Then you go buy them. There's no excuses my friend. Let's push things forward."

He may be talking about *Pop Idol* music but the message for games is the same. If they give us shoddy sub-PS2 rubbish then we've got to vote with our wallets by taking our money elsewhere. That'll push things forward...

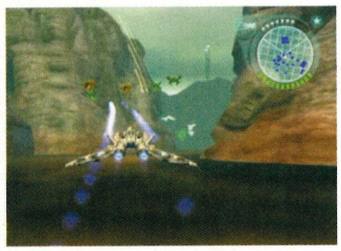
***Simon Munk is an independent journalist. His views do not necessarily reflect those of* Official UK Xbox Magazine.**



↑ Deep space alien infestation – just one of many things the original didn't have.



↑ It's 'choose your ship' time.



↑ Baddies swarm over the scanner.

DEFENDER

Classic coin-op redesigned to appeal to everyone

GAME INFORMATION
DEVELOPER: **SEVEN STUDIOS**
PUBLISHER: **MIDWAY**
RELEASE DATE: **DECEMBER 2002**

WHILE THE NAME *Defender* still rings huge bells of joy for twenty-and-abovesomethings, many younger gamers may not be at all familiar with the classic retro shooter. But don't worry – Seven Studios has catered for all tastes in its revamp.

"In remaking *Defender*, we wanted to keep a lot of the things from the original while adding new elements that would make it more interesting for today's gamer," explained Lewis Peterson, president of Seven Studios. "We looked at the core element, which is flying and having waves of enemies coming at you at once. These were the really strong core elements of the original."

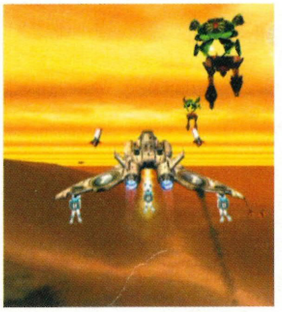
Obviously, the 2D aspect of the original had to go. "We switched to a perspective like you'd see in *Star Wars* flying games but we had to be really careful about how we approached the weapons and the enemies so the gameplay would be accessible to all," continued Peterson. "That was one of the biggest challenges we faced, the other being staying true to the original but adding new elements at the same time."

Seven Studios has also included vehicles that can be transported. Humans dropped next to them will run over to man their weaponry. But how will it look?

"The Xbox version will look better simply because it's running on Xbox hardware and we'll be able show off a lot more," revealed Peterson. "I also think that there are some extra levels that we're going to put into the Xbox version." Good. **GO**

PERCENTAGE COMPLETE

↑ The spirit of the 2D original certainly seems to live on in 3D splendor.



↑ The rescued cling on in terror.

RETRO NO-NO

WHEN WE originally previewed this game, back on good ol' page 036 of Issue 06, we reported that Midway would be including the original arcade version of *Defender* in the remake. Unfortunately, the developer has now changed its mind and has confirmed to us that the classic version will now be released on Game Boy Advance. Damn, we wanted that.

KONAMI

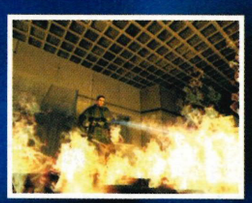
BLACK LABEL GAMES

COMPUTER ARTWORKS

trust me...

coming september 2002

THE THING™



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PlayStation 2

XBOX

PC CD-ROM

IT CAN BE HARD TO ADJUST TO REALITY.

XBOX

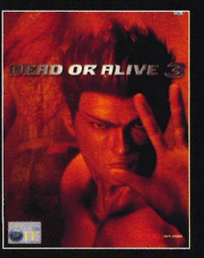
TECMO

ONLY ON XBOX

OK, so you'll think you're a black belt once you've experienced the breathtaking DOA3. Boasting multi-tiered game play, scenery that can be trashed and amongst others, two new trouser arousing characters: Christie and Hitomi. DOA3 gives other fight games a damn good kicking. So, no surprise CVG magazine reckon 'No beat'em up has ever felt as smooth and looked as sexy.' But please remember, it's a whole lot easier to kick ass on Xbox than in reality.

www.xbox.com/uk/doa3

PLAY MORE. PLAY DEAD OR ALIVE 3.



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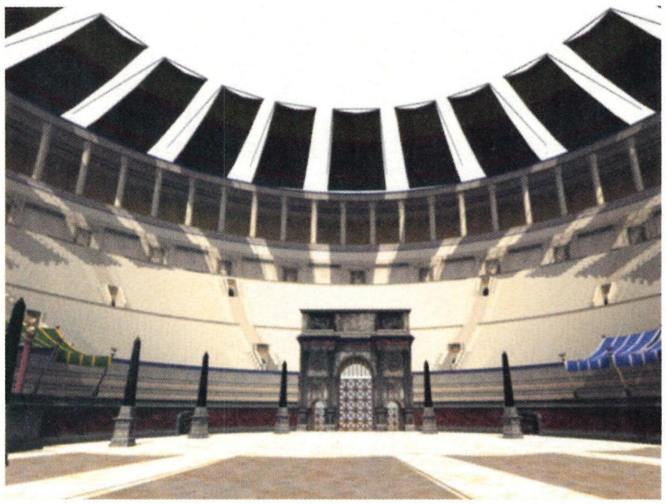


↑ Looks like the movie doesn't it? Well it isn't.

GLADIATOR: THE CRIMSON REIGN

Win over the crowd and you will do good, my son

GAME INFORMATION
DEVELOPER: **MIDWAY**
PUBLISHER: **MIDWAY**
RELEASE DATE: **MARCH 2003**
PLAYERS: **1-4**

BEFORE THE confusion sets in, *Gladiator: The Crimson Reign* has nothing at all to do with the Ridley Scott movie staring Russell Crowe, and for good reason according to lead designer Ken Holm.

"Like they did with the movie, we pulled a lot of history into the game, but we wanted to go further. Not tying ourselves to any license allowed us to throw in mythological creatures and get more creative with the arenas."

Aside from the traditional elements of a fighting game, there's lots of strategy and RPG elements too. "Your characters have statistics that you can build upon to make them better fighters. When you start, you've pretty much only got a loincloth and no weapon, but by the end you'll have full body armour, helmets and massive swords," said Holm.

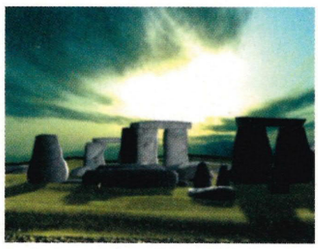
When you first start the game you are a lone gladiator fighting for your life. But if you beat an opponent and decide to spare them, even though the Emperor is urging you to kill him, he'll be added to your stable of fighters.

Said Holm: "When you go into bigger arenas you'll be able to take your fighters with you and issue commands to them like 'flank' and 'protect' or even 'run for cover', as well as telling groups to make different formations."

Before you begin a battle in an arena, you'll also be able to see what you're going up against. This allows you to make certain decisions about the gladiators best suited to back you up in the arena. The developer is also looking at using Xbox Live to offer new downloads such as extra arenas and characters. **GO**

PERCENTAGE COMPLETE

↑ "Fear my big axe and buff abs."



↑ Scraps in Stonehenge? Maybe.

HMV
top dog for music·video·games

SHOP TALK

Summer's gone, bring on the winter gaming

SEPTEMBER IS A month to savour, if you look at the mouth-watering release schedule for the next three months. Xbox owners are in for an incredible winter.

This month, there's the Xbox exclusive title *Buffy the Vampire Slayer*. And once you've saved the world from vampires, you can swap stakes for gadgets in November, with *James Bond 007: Nightfire*.

If it's a simple speed rush you're after, then prepare for *Crazy Taxi 3* followed by the eagerly anticipated *Colin McRae Rally 3*.

Got the taste? Then pre-order any or all of these Xbox titles, it's the only way to end that craving!

Simon Moore
HMV Games Buyer

***TUROK EVOLUTION* and *Aggressive Inline* make waves across our reviews ocean, while previews of *Sega GT 2002* and *Lamborghini* tell you which racer you'll want to park in your garage. Our Cyberspace gaming feature outlines the pitfalls and pleasures when Xbox goes Live.**

WW2 your thing? There's a whole book on *Commandos 2* and a full solution to *Prisoner Of War*. With coverage of *Halo 2* and *Doom 3*, issue 08 is more essential than having a stick in a fight.

Mark Donald
Editor

MECH ASSAULT

Go ahead, diminutive fleshy one, mech my day

GAME INFORMATION
DEVELOPER: **DAY 1 STUDIOS**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **NOVEMBER 2002**

↑ Arctic missions are thick with fog.

↑ Jet set metal ahoy.

LIFE AS A 100-foot-tall mech robot is great fun, as we found when we stomped our way through several missions of *Mech Assault*, the riotous, ultra-destructive giant robot shooter.

After choosing either the Cheetah (speedy bot with minimal armour and ordnance) or the Cougar (powerful, cumbersome death machine) and given mission objectives, you're dropped at the edge of a city. Mission? Kill! Destroy!

As with *Gun Metal* (Issue 04, 8.3), you can tailor your three gun slots as you see fit. Lasers, multiple machine guns and crossbow rockets are all available for maximum mayhem.

The best thing about the game so far is the high level of destruction, making it reminiscent of the excellent Nintendo 64 demolition game *Blast Corps*. Every single building in the city can collapse in a cloud of dust and rubble, and often during a firefight, you'll barely have time to notice background skyscrapers tumbling, destroyed by explosives narrowly missing either you or any of your powerful mech adversaries.

You don't just fight mechs. Enemy forces comprise tanks, aircraft and even snipers lurking on buildings, a good a reason as any to tumble a tower block.

With the game fully supporting Xbox Live, you'll be able to meet up with mechs around the world to battle in the huge, detailed arenas. This could be very good. **SB**

PERCENTAGE COMPLETE

THRUST MASTER

CLICKING DOWN ON the left stick boosts your mech into the air, allowing access to higher ground and enemy posts located just over the lip of outcrops. It also adds to your agility during battle: you've got an alternate escape route during a fierce firefight and it lets you get the drop on unwitting opposition mechs. Keep an eye on the meter on the right of the screen, though. Your jetpack capability is limited to a few seconds of use at a time.

↑ Forget the mission in hand - take your romper stomper on an obliterating tour of the entire cityscape.

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CHARTS

READERS MOST WANTED

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

OUR SHOUT

NO SURPRISE to see *Halo 2* hogging the top spot now that screens, info and (by the time you read this) the trailer have entered the public domain. It's nice to see *Splinter Cell* (above), which is also looking very special but is only a few months away from release, up there at number two. *Project Ego* slips a place, but expect it, like *Halo 2*, to stay high.

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

2. SPLINTER CELL
DEVELOPER/PUBLISHER: **UBI SOFT**
RELEASE: **NOVEMBER 2003**

3. PROJECT EGO
DEVELOPER: **BIG BLUE BOX**
PUBLISHER: **MICROSOFT** RELEASE: **2003**

4. METAL GEAR SOLID 2: SUBSTANCE
DEVELOPER/ PUBLISHER: **KONAMI**
RELEASE: **2003**

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

6. UNREAL CHAMPIONSHIP
DEVELOPER: **DIGITAL EXTREMES**
PUBLISHER: **INFOGRAMES**
RELEASE: **NOVEMBER 2002**

7. STAR WARS: KOTOR
DEVELOPER: **BIOWARE** PUBLISHER: **ACTIVISION**
RELEASE: **2003**

8. DOA XTREME BEACH VOLLEYBALL
DEVELOPER: **TECMO** PUBLISHER: **MICROSOFT**
RELEASE: **NOVEMBER 2002**

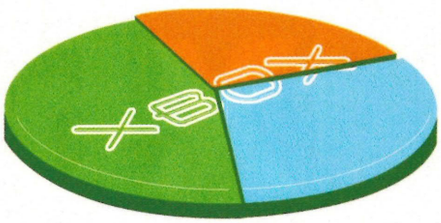
9. PANZER DRAGOON ORTA
DEVELOPER: **SMILEBIT** PUBLISHER: **SEGA**
RELEASE: **2003**

10. COLIN MCRAE 3
DEVELOPER/ PUBLISHER **CODEMASTERS**
RELEASE: **OCTOBER 2002**

THE HOT TOPIC

The biggest Xbox topics, polyunstaturated

Which squad-based shooter are you gagging for?



KEY (per cent)	
Operation Flashpt.	40
Ghost Recon	30
Team Sas	30

SOURCE: www.officialxboxmagazine.co.uk

THIS MONTH'S CHART THROB: STEVE

1. SPLINTER CELL
2. PROJECT EGO
3. PANZER DRAGOON ORTA
4. ROCKY
5. COLIN MCRAE 3

STEVE SAYS: IT HAS TO be *Splinter Cell*, purely because I'm gagging to see how well all those clever gadgets shape up in gameplay. *Panzer Dragoon Orta* looks stunning and, hopefully, will continue the *Panzer* tradition of offering up a beautiful shoot-'em-up experience. Our preview code of *Rocky* is the office multiplayer game of choice right now, and it's the closest I can get to giving Gav the kicking he so thoroughly deserves to receive every day for the rest of his life.

XBOX GAME RELEASES

The forthcoming games you need to know about

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
SEPTEMBER	BUFFY THE VAMPIRE SLAYER	THE COLLECTIVE	EA	02
	NHL 2003	EA	EA	07
	MADDEN NFL 2003	EA	EA	07
	CHASE	I-IMAGINE	BAM!	02
	MAT HOFFMAN'S PRO BMX 2	RAINBOW STUDIOS	ACTIVISION	04
	PRO TENNIS WTA TOUR	KONAMI	KONAMI	07
	EGGO MANIA	KEMCO	KEMCO	N/A
	MYST III:EXILE	PRESTO STUDIOS	UBI SOFT	N/A
	KELLY SLATER'S PRO SURFER	TREYARCH	ACTIVISION	04
	STREET HOOPS	PARADOX	ACTIVISION	04
	SHADOW OF MEMORIES	KONAMI	KONAMI	N/A
	BALDUR'S GATE: DARK ALL.	SNOWBLIND	VIRGIN	04
	WWE: RAW IS WAR	ANCHOR	THQ	N/A
	LOONS	WARTHOG	INFOGRAMES	06
	CRAZY TAXI 3	HITMAKER	SEGA	03
	TUROK EVOLUTION	ACCLAIM	ACCLAIM	02
	BLADE II	MUCKY FOOT	ACTIVISION	04
	HITMAN 2	IO INTERACTIVE	EIDOS	03
	GRAVITY GAMES	MIDWAY	MIDWAY	04
	DEATHROW	SOUTHEND INTERACTIVE	UBI SOFT	03
	THE THING	COMPUTER ARTWORKS	UNIVERSAL	02
	CONFLICT: DESERT STORM	PIVOTAL GAMES	SCi	07
OCTOBER	SEGA SOCCER SLAM	SEGA	SEGA	08
	FILA WORLD TOUR TENNIS	TBA	THQ	04
	SILENT HILL 2: INNER FEARS	KONAMI	KONAMI	04
	TAZ WANTED	BLITZ GAMES	INFOGRAMES	03
	TENNIS MASTERS SERIES	TBA	VIVENDI	N/A
	QUANTUM REDSHIFT	CURLY MONSTERS	MICROSOFT	03
	MORROWIND	BETHESDA SOFTWORKS	UBI SOFT	04
	NEED FOR SPEED: HOT PURS. 2	EA SEATTLE	EA	04
	TERMINATOR:FATE OF DAWN	PARADIGM	INFOGRAMES	N/A
	THE LORD OF RINGS: FOTR	WXP	UNIVERSAL INTERACTIVE	02
	UNREAL CHAMPIONSHIP	DIGITAL EXTREMES	INFOGRAMES	01
	TETRIS WORLDS	BLUE PLANET	THQ	06
	COLIN MCRAE RALLY 3	CODEMASTERS	CODEMASTERS	04
	TIMESPLITTERS 2	FREE RADICAL	EIDOS	04
NOVEMBER	MALICE: KAT'S TALE	ARGONAUT	VIVENDI	04
	SEGA GT 2002	WOW	SEGA	08
	YAGER	YAGER	THQ	02
	WHACKED!	PRESTO STUDIOS	MICROSOFT	04
	ROCKY	RAGE	RAGE	04
	VEXX	ACCLAIM	ACCLAIM	04
	NHL HITZ 20-03	MIDWAY	MIDWAY	N/A
	BLINX: THE TIME SWEEPER	ARTOON	MICROSOFT	04
	TOM CLANCY'S GHOST RECON	RED STORM	UBI SOFT	02
	FIFA 2003	EA	EA	08
	DOA XTREME BEACH VOLL.	TECMO	MICROSOFT	05
	RALLY FUSION: RACE CHAMPS.	CLIMAX	ACTIVISION	04
	HARRY POTTER AND CHAMBER.	EUROCOM	EA	08
	MORTAL KOMBAT: DEADLY ALL.	MIDWAY	MIDWAY	04
	MICRO MACHINES	INFOGRAMES SHEFFIELD	INFOGRAMES	07
	TRANSWORLD SNOWBOARDING	HOUSEMARQUE	INFOGRAMES	03
	SNEAKERS	MEDIAVISION	MICROSOFT	03
	JEDI KNIGHT 2: OUTCAST	LUCASARTS	ACTIVISION	N/A
	MINORITY REPORT	TREYARCH	ACTIVISION	04
	X-MEN: NEXT DIMENSION	PARADOX	ACTIVISION	04
	TONY HAWK'S PRO SKATER 4	NEVERSOFT	ACTIVISION	04
	DEFENDER	SEVEN STUDIOS	MIDWAY	06
	DARK ANGEL	FOX INTERACTIVE	VIVENDI	N/A
	TOTAL IMMERSION RACING	RAZORWORKS	EMPIRE INTERACTIVE	05
	BATMAN: DARK TOMORROW	KEMCO	KEMCO	04
	MOTO X	KONAMI	KONAMI	N/A
	FROGGER CLASSIC	KONAMI	KONAMI	N/A
	BRUTE FORCE	DIGITAL ANVIL	MICROSOFT	04
	INDIANA JONES EMPORER'S TOMB	THE COLLECTIVE	LUCASARTS	04

VIRGIN MEGASTORES CHART

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

↑ FOLLOWING *Gun Metal* is another Marmite game - you either love it or hate it - plopping in at number four. We fail to see what the attraction is, but lots of you seem to be happy with the drab, uninvolving combat contained within *Enclave*'s pretty levels...

1. HALO: COMBAT EVOLVED
DEVELOPER: **BUNGIE** PUBLISHER: **MICROSOFT**
Master Chief cements his standing as the Bryan Adams of the Xbox charts.

2. PRISONER OF WAR
DEVELOPER: **WIDE GAMES** PUBLISHER: **CODEMASTERS**
"Welcome to ze charts, Captain Stone! Stay a vhile! Stay...two months, ve'd vager."

3. HUNTER: THE RECKONING
DEVELOPER: **HIGH VOLTAGE** PUBLISHER: **INTERPLAY**
Stumbles one place, possibly due to bits of its leg being gnawed to a bloody mess.

4. ENCLAVE
DEVELOPER: **STARBREEZE STUDIOS** PUBLISHER: **SWING!**
Straight in at number four, with a poisoned sniper arrow.

5. PROJECT GOTHAM RACING
DEVELOPER: **BIZARRE CREATIONS** PUBLISHER: **MICROSOFT**
Gotham continues its crazy handbrake slalom around the charts.

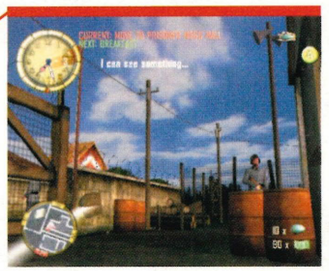
6. JAMES BOND 007 IN...AGENT UNDER FIRE
DEVELOPER: **EA REDWOOD** PUBLISHER: **EA**
Gets off its ass, dusts itself down and moves back up the chart.

7. DEAD OR ALIVE 3
DEVELOPER: **TECMO** PUBLISHER: **MICROSOFT**
Still fighting fit, and unbeaten on the Xbox scene.

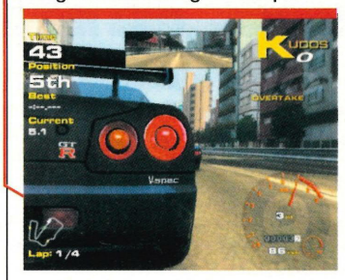
8. MAX PAYNE
DEVELOPER: **REMEDY ENTERTAINMENT** PUBLISHER: **TAKE TWO**
Max drops a place, which may remove his permanently tense expression...

9. CHAMPIONSHIP MANAGER 2001 / 2002
DEVELOPER: **SPORTS INTERACTIVE** PUBLISHER: **EIDOS**
Masterful footy-by-numbers makes successful application for re-election.

10. SPIDER-MAN
DEVELOPER: **TREYARCH** PUBLISHER: **ACTIVISION**
One of Spidey's lesser-known powers: making surprising, brief returns to the charts.



↑ THERE WAS A lot of interest in *Prisoner of War* leading up to its release. And even though it can't quite live up to its revolutionary potential, it's still different and engaging enough to deserve extra choccy rations and a mention on our charts pages in recognition of nabbing second spot.



↑ IN THE WAKE of the announcement of its sequel, *Gotham* is still leaving doughnut skidmarks all over the top ten. With over 1m sales on the clock, it still needs no MOT, and remains one of the most enjoyable and accomplished titles of any kind on Xbox.

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
	SPLINTER CELL	UBI SOFT	UBI SOFT	04
	JAMES BOND 007: NIGHTFIRE	EA	EA	05
	LEGENDS OF WRESTLING 2	ACCLAIM	ACCLAIM	N/A
	REIGN OF FIRE	KUJU	BAM! ENTERTAINMENT	07
	MARVEL VS CAPCOM 2	CAPCOM	CAPCOM	N/A
	MECH ASSAULT	DAY 1 STUDIOS	MICROSOFT	04
	TOXIC GRIND	TBA	THQ	04
	PHANTOM CRASH	GENKI	PHANTAGRAM	04
	SUPERMAN: MAN OF STEEL	CIRCUS FREAK STUDIOS	INFOGRAMES	02
	NBA LIVE 2003	EA SPORTS	EA SPORTS	N/A
DECMEBER	ROBOCOP	TITUS	VIRGIN INTERACTIVE	N/A
	GALLEON	CONFOUNDING FACTOR	INTERPLAY	N/A
	SHAUN MURRAY'S PRO WAKE.	SHABA	ACTIVISION	04
2003	GEOFF CRAMMOND'S GP4	MICROPROSE	INFOGRAMES	02
	PANZER DRAGOON ORTA	SMILEBIT	SEGA	04
	RACING EVOLUZIONE	MILESTONE	INFOGRAMES	07
	MISSION IMPOSSIBLE	PARADIGM	INFOGRAMES	03
	METAL GEAR SOLID 2: SUBS.	KONAMI	KONAMI	04
	BATTLE ENGINE AQUILA	LOST TOYS	INFOGRAMES	03
	KENGO	LIGHTWEIGHT	UBI SOFT	04
	FURIOUS KARTING	BABYLON	INFOGRAMES	04
	TOEJAM AND EARL III	TJ&E PRODUCTIONS	SEGA	03
	ZAPPER	BLITZ GAMES	INFOGRAMES	N/A
	MONOPOLY PARTY	TBC	INFOGRAMES	06
	TOCA RACE DRIVER	CODEMASTERS	CODEMASTERS	04
	LOOSE CANNON	DIGITAL ANVIL	UBI SOFT	04
	MIDTOWN MADNESS 3	DIGITAL ILLUSIONS	MICROSOFT	03
	KUNG FU CHAOS	JUST ADD MONSTERS	MICROSOFT	04
	MACE GRIFFIN: BOUNTY HUNT.	WARTHOG	EA	04
	HOUSE OF THE DEAD 3	WOW	SEGA	04
	RISK	TBC	INFOGRAMES	N/A
	STAR WARS: KOTR	BIOWARE	ACTIVISION	02
	RAYMAN 3: HOODLUM HAVOC	UBI SOFT	UBI SOFT	04
	FALCONE	POINT BLANK	VIRGIN	04

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
	SHINING LORE	PHANTAGRAM	PHANTAGRAM	04
	STEEL BATALLION	CAPCOM	CAPCOM	02
	STAR WARS GALAXIES	LUCASARTS	LUCASARTS	05
	WWE: CRUSH HOUR	PACIFIC COAST P&L	THQ	05
	NINJA GAIDEN	TECMO	MICROSOFT	06
	CRIMSON SEAS	KOEI	TBC	05
	LAMBORGHINI	RAGE	RAGE	04
	TWIN CALIBER	RAGE	RAGE	04
	PSYCHONAUTS	DOUBLE FINE	MICROSOFT	05
	D&D HEROES	INFOGRAMES HUNT VALLEY	INFOGRAMES	N/A
	ALTER ECHO	TBA	THQ	04
	EVIL DEAD: A FISTFUL.	TBA	THQ	04
	DRAGON'S LAIR 3D	TBC	UBI SOFT	N/A
	ARMADA 2	TBA	METRO 3D	04
	PROJECT BGE	TBC	UBI SOFT	N/A
	WOLVERINE'S REVENGE	GENEPOOL	ACTIVISION	04
	DUALITY	TRILOBYTE GRAPHICS	PHANTAGRAM	04
	TRUE CRIME: STREETS OF LA	LUXOFLUX	ACTIVISION	05
	PROJECT EGO	BIG BLUE BOX	MICROSOFT	04
	RAVEN SHIELD XIII	UBI SOFT	UBI SOFT	04
	BC	INTREPID ENTERTAINMENT	MICROSOFT	05
	COPS	FOX	VIVENDI	04
	VIRTUA FIGHTER 4.1	AM2	SEGA	04
	PHANTASY STAR ONLINE	SONIC TEAM	SEGA	04
	HALO 2	BUNGIE	MICROSOFT	05, 08
	SHENMUE 2	AM2	SEGA	04
	ULTIMATE BLADE OF DARKNESS	REBEL ACT	CODEMASTERS	04
	GLADIUS	TBA	LUCASARTS	04
	SHAYDE	TBA	METRO 3D	04
	BALLERS	MIDWAY	MIDWAY	04
	KINGDOM UNDER FIRE 2	TBA	PHANTAGRAM	04
	LEGION	SEVEN STUDIOS	MIDWAY	04
	STRIDENT: THE SHADOW FRONT	PHANTAGRAM	PHANTAGRAM	04
	AUSTIN POWERS	TBA	TAKE 2	04
	STATE OF EMERGENCY	VIS	TAKE 2	04
	ONIMUSHA 2	CAPCOM	CAPCOM	04

TOP 5 SHOE SIZES IN THE OFFICE: 5) 7.5 (MAX - TOO CLOSE TO KIDS SECTION, BUT MAY SAVE MONEY THERE); 4) 9 (PHIL - GOOD STEADY SIZING); 3) 9.5 (BEN - COULD BE UNTRUE, NO-ONE DARED TO CHECK); 2) 10 (STEVE, JON, GAV - POPULAR ONE, THIS); 1) 10.5 (PAUL - IT MAY BE TRUE WHAT THEY SAY). ED DIDN'T KNOW HIS SHOE SIZE, UNFORTUNATELY.

LETTERS

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

LETTERS 08 EDITOR

PAUL WILSON
GAME OF CHOICE: **HITMAN 2**

This month, Letters goes a little somethin' like this - girls, this mag's reviews good, this mag's reviews bad, cheating the *Halo* system, demonic posession of games devices, the future of Xbox, the future of Xbox and magic gloves. Enjoy.

MODERN ROMANCE

I'm a 34-year-old female admin assistant and keen gamer. I realise that most of your readers are most likely male, but I wanted you to know that some of us ladies (at my age I don't object to being called a 'girl', it's quite flattering) are very much into games.

Personally, I've always been an avid PC game player. I saw consoles as a kind of poor man's computer. But one day while out on a shopping spree (we ladies do love to shop) I treated myself to an Xbox and I haven't looked back since.

There is nothing better than after a hard day at work, coming home and doing some serious butt kicking on my Xbox. It's great stress relief as I can pretend I'm wiping out my boss. I am sure that some of my colleagues think I'm a serial killer as they catch snatches of conversation which go like " I got a really great headshot in last night, splattered him everywhere" etc.

The only problem I have is trying to wrestle the controller from my husband. He bought *Enclave* the other day and refused to let me have a go, so I took great delight in reading out your review (in Issue 06), just as he fell into an unforeseen trap and was killed for the third time, having to start all over again.

You were right - the game can be unfair and yes, it does look stunning. I find your reviews to be very fair and generally spot on. I'm looking forward to *Blinx*, *Brute Force* and *Unreal Championship*.

I was wondering if the team from Tecmo was planning to develop a game in which the boys from *DOA* indulge in playing Extreme Twister wearing nothing but tiny pairs of Speedos. Here's hoping...

If there are any ladies out there who are fed up with their other half always playing Xbox games, try joining in. You can always blow his character's head off because he left the toilet seat up.

Lesley Lavery
Horsforth

What a woman - instead of giving your man's tea to the dog or nagging him to the point of suicide, you give him a good beating via the medium of multiplayer. Is this the first documented case of a deathmatch made in heaven? FYI, no nudey man games are in development.

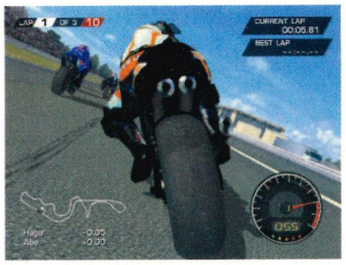
SCORE WAR

David Cole (Letters, Issue 06) is wrong. *Moto GP* is worth more than 8.9. Try playing it on the PS2 and see the difference. Games should be rated on what they bring to their field, for example *Moto GP* is the best bike racing game on any system ever.

The handling and control is about as close as you can get (and I ride bikes). In the same way, *Wave Race* on GameCube is the best jetski game around. The best way to compare games is with others in the same genre. I think that by and large you get the reviews right, although no one will agree with everything.

Dave Ponsford
Doncaster

We too think that by and large we get the reviews right, but maybe you and us are alone in this thought, Dave...



↑ ***Moto GP* is a must-have Elite game.**

NO, YOU'RE WRONG

Sorry to rain on your parade, but I purchased *Enclave* despite your derisory efforts to find fault with the E3 2001 IGN-award-winner.

Either the judges at E3 2001 were all drunk when giving out the awards or your reviewer is insane and has a dislike for everything that's been released since *Halo*, which he pointlessly and irreverently compared with *Enclave* on a couple of occasions in the review.

Sorry mate, but there is a chasm of difference between the two and you shouldn't have referred to *Halo* to make a point about certain gameplay aspects. Each game should be judged on its own merits, not those of others. How would you like it if I compared the journalistic standards in *Pig Farmers Monthly* with your own? You both do exactly the same job but cover different subjects.

I feel you've treated *Enclave* unfairly and it deserved a higher score than the pitiful one dished out. I wonder how it would have fared it the publisher was EA, behind the 8.3-scoring *Buffy* game.

It's magazines like yours that leave a bitter taste in the mouth when you obviously kiss the feet of the big publishers, awarding their second-rate games highly while rubbishing beautiful and innovative games from the smaller, yet more talented ones. You're a disgrace to your profession. Yours disgustingly...

Mr DJ Porritt
Horsham, West Sussex

Blimey. We like our reviews to provoke a reaction, but this is one of the strongest we've received. *Enclave*, to us and plenty of people who have sampled it, is a huge disappointment. Hyped by many before release (not us, although we did give it as much coverage as we could), it simply didn't match expectation. As far as the *Halo* comparisons go, the review looked at two fundamental aspects of any game - its in-game loading and the player's interaction with the game world - and used *Halo* as the best example of both. We did not compare *Halo* as a FPS to *Enclave* as a third-person adventure. We don't care who publishes games, we care about the games themselves. And *Buffy* got 8.3 in Issue 06 because it's very, very good indeed. Don't you think that calling it 'second-rate' before even playing it (at the time of writing, *Buffy* is still unreleased) is 'treating it unfairly'?

THE MAGIC NUMBER

Is something wrong with my *Halo*? On Level 1, The Pillar of Autumn, after Captain Keys gives me a pistol I make my way to the bit where the three grunts should be. There, I find no ammo for the pistol and no grunts.

The door in front opens, I pick up the assault rifle and kill the first three or four aliens, then it says that I've picked up a plasma pistol. I tap the Y button to change my weapon and I have an assault rifle, a plasma pistol and a pistol - THREE WEAPONS!? Has anyone else had this strange experience?

It's good to have three weapons but it makes you wonder if the game has got

STAR LETTER

EXCLUSIVELY SPEAKING

In Issue 06 (News Wire, page 020) Toys R Us boss John Eyler was quoted as saying that Xbox will become the premier games platform. Only two or three months back, the men in white coats (or at least, men from Sony) would have locked this person up for his own safety.

Now, though, I have to agree with his prediction. As owner of both an Xbox and PS2, I'm in no doubt that Xbox is the better of the two. Having said that, it is games that make a console and as long as Xbox continues to have exclusives like *Halo* and *Hunter: The Reckoning* (lame monsters aside) then it will surely become the leading light.

However, Issue 06 also reported the fact that Microsoft had signed a deal to take *Oddworld: Munch's Oddysee* to Game Boy Advance. While not a direct competitor for Xbox, it still means that this 'exclusive' game is not an exclusive anymore. This means that other great games could move to other platforms. Your suggestion of *Halo* on Game Boy Advance - sacrilege!

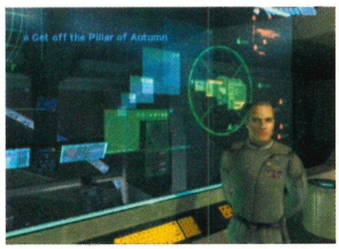
I am sure that if the exclusives keep coming exclusively to Xbox, then the machine will one day sit proudly where the PS2 is now, i.e. at the top of the heap

Billy White
Kilmarnock

No-one is more aware that exclusives are key than Microsoft. Best versions of multiplatform games are also crucial. The GBA thing could be great. Imagine playing *DOA* or *Halo* on the bog...

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

HMV
top dog for music·video·games



↑ **Speak to him, but hide the pistol.**

a bug, since when you change your weapon, you expect one weapon and you actually get another.

Thumbs up for a great mag!

Sean Butler
via email

The three weapon thing (which, as far as we know only occurs on the Pillar of Autumn level) is more of a glitch than a bug. Don't equip your pistol after speaking to Keyes, turn to your right, follow the corridor all the way, go left, left and right, then head through the opening door ahead and to the left. Pick up the assault rifle as you enter the room, then pick up the next available weapon. Head back to the bridge, and you should now be able to cycle through your two collected weapons to the pistol.

LIFE OF ITS OWN

I just finished reading Issue 06 of your magazine. (great issue, btw) After reading the Letters page a cold tingle ran down my spine. After reading about the the ever-growing problem of possessed Xbox controllers I felt it only fair to bring to the worlds attention the supernatural powers of the Xbox itself!!!

Have you ever tried turning on your Xbox when it isn't plugged in? Maybe its only my Xbox, maybe it had something to do with the freak thunderstorm, but something very strange happens. The Xbox, although having no power supply, manages to turn on its fan systems for a second. This may seem like nothing, but I think it really should be monitored.

OOSTVOo
via email

It's just a little bit of residual electricity left in the machine. No spooks.

NOT LONG TO GO...

Having owned an Xbox since March 14, I was happy to see such great titles as *Halo* and *Amped* at the launch and *Jet Set Radio Future* a few weeks after. However, since then I have noticed very few high quality games coming out. In fact, I've never seen so many racing games on a console!

I have been waiting for ages for *Morrowind* and now I hear it's been pushed back again. I know all about the 'great' autumn/winter line-up, with great games such as *Operation Flashpoint, Jedi Knight II, Metal Gear Soild 2: Substance.* But I've already completed all of them, and two are multiformat.

I could kid myself into thinking Xbox Live is the answer, but cheap broadband in the UK isn't a reality, especially on top of Xbox Live subscription fees.

I want to experience good quality, games that aren't anything to do with sport, and I'm not prepared to milk *Halo* for another few months.

James Maiden
Shrewbury

...BEFORE GOOD TIMES

I want to express my disappointment with the state of games available for Xbox. I bought my Xbox two months after launch, and I now have three games – *Halo, Project Gotham* and *Oddworld.* Do you notice anything strange about my selection? They are all launch titles! They're the only games worth buying.

To be honest, I feel very let down and disheartened by the current new releases. I can't believe that games hit the shelves with review scores of two, three and four out of 10. Who is responsible for releasing these so-called games? They need their heads examining.

I am tired of waiting for good games to appear, like *Yager, Metal Gear Solid 2: Substance* and *The Thing* to name but a few. I recently unearthed the PC I buried in favour of my mighty Xbox, just to play some different games!

I do know the potential of Xbox, but I may soon tire of waiting to witness it, and go and buy a PS2 with *Medal of Honor.* It's looking mighty tempting right now.

My Xbox sits at home gathering dust while my mates work at giving each other tips on *Medal of Honor* and *Rogue Squadron.* I'm tired of saying "yeah, but the grass on *Halo* is so realistic!"

I know you may say that if PS2 and GameCube get the good games first, those versions are inferior to those on Xbox, but I would rather have the same version of a good game than loads of a lesser quality. Waiting is hard and I'm sure there are others who feel the same. Please attempt to ease my fears and give us something to hold onto.

Disappointed
Mansfield

PS I love *Halo* and loved the features on it in Issue 05. Fan-bloody-tastic!

Hang on, James and Disappointed, you've both made it through what was a very dry summer for good new games. *Blinx, Quantum Redshift, Splinter Cell, Unreal Championship, Brute Force, Star Wars: Jedi Knight II, Panzer Dragoon Orta, Dead To Rights* and loads more are coming. And then there's the small matter of something called Xbox Live.

↑ ***Splinter Cell* will rock your world.**

DIGITAL CONTROL

When playing fighting games like *Dead Or Alive 3* I thought that instead of using the controller, you could use interactive gloves and shoes.

When you've got these gloves and shoes on you could be punching and kicking thin air but on the TV screen you would be beating the hell out of your opponent. It would be a lot more fun!

Jack Chilvers
East Anglia

Top idea, and one that would be a lot of fun. Jon likes to stand while playing *DOA 3* and do the moves anyway, but he looks like a drunken ballerina.

Shorts

JUKEBOX, SURELY

I've just discovered the music manager option on *Project Gotham.* Are there any other games which have this function and what games in development will include it?

Alan Pointon
via email

***Conflict: Desert Storm, Aggressive Inline, Amped, Gun Metal* and *Splashdown* have it. More games will.**

WHEELY GOOD

I am looking to get a steering wheel to get the most out of Xbox driving games such as *RalliSport Challenge.* I thought that as you must have tried them all in earnest, you can tell me which was best?

Tom Glanville
via email

The Lotus Steering Wheel, by Radica, reviewed on page 025 of Issue 03.

DYING TO DOWNLOAD

When will you put game updates on your Game Discs?

Greg Lawson
via email

As soon as we get them.

OWN TRUMPET BLOWN

I would just like to express my disgust with all magazines including yours. Why don't you give away more free posters?

Eric Bacon
via email

We have done (Issues 01, 02, 03 and 05) and we might do again. So ner.

PIN DOWN *MEDAL*

Is *Medal of Honour: Frontline* or *MoH: Allied Assault* making an appearance on Xbox.

Steve Williams
via email

***Allied Assault* was, *Frontline* now is.**

HALO 16:9

Where's the bloody widescreen mode in *Halo*?

Markus Smith
via email

It's the only thing the game misses.

FAT PIPE REQUIRED

Can I connect to Xbox Live with just my standard internet connection?

Daryl Scott
Via email

No, it has to be broadband. But it is the way of the future, so invest now.

CONTROLLER YOURSELF, PLEASE

Will *Counter-Strike* be coming to Xbox Live? It's one of the best online games I've played and I often play it when I'm not playing my Xbox. If so, do you know if there'll be a keyboard and mouse because you need one for all the different functions.

Steve C, AKA Razor
N.Ireland

Yes, it is. And Ed Fries recently confirmed an Xbox keyboard.

TO ELLAND BACK

You have got to get me a patch for *Championship Manager* on the Game Disc, I can't stand playing Rio for Leeds any longer!

ALLTHINGSNICECFT
via email

If you're a Man Utd fan, stop whinging and pick – snigger – Lauren Blanc instead. If you're a Leeds fan, stop whinging and pick – snigger – Michael Dubbery instead.

FORCED TO THE NET

Can you play *Star Wars Galaxies* offline and if you can, will there be computer generated characters in the game?

Michael Dixon
Milnthorpe, Cumbria

Online only, it is.

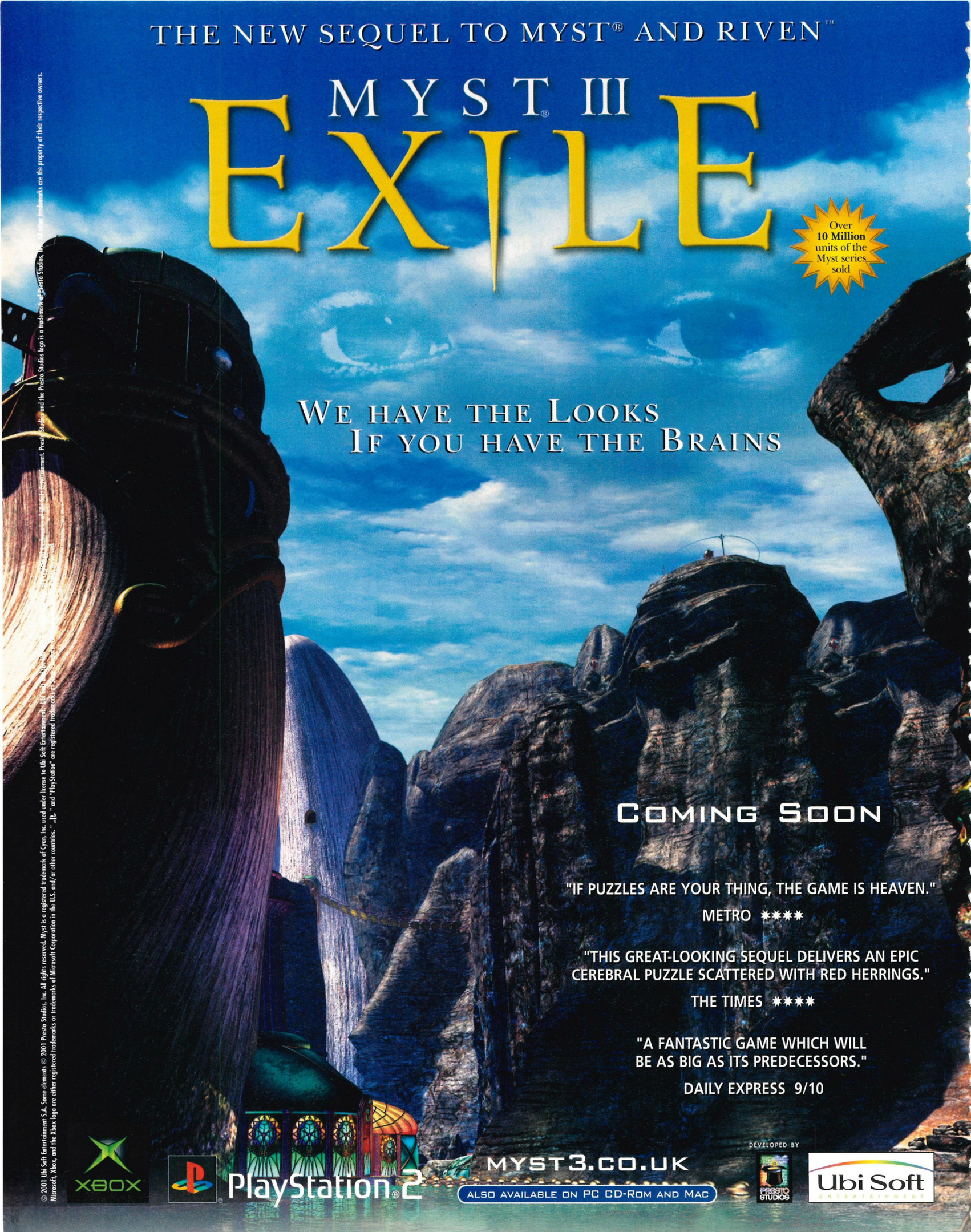
PAYNE-FUL ENDING

Having completed *Max Payne* five times, I still don't properly understand the storyline. What I'm not clear about is how a *Max Payne* lookalike kills his wife. So please, could you briefly explain the story?

Bob Jackson
Sunderland

Once upon a time, there was a cop called Max. His wife and son were killed by drug dealers. He then kills anyone remotely criminal in the New York area. He hallucinates about killing his family at one point.

WHAT A GLITCH: TO FIND MORE *HALO* GLITCHES AND QUIRKS, ALONG WITH THE BEST REPOSITORY OF ALL POSSIBLE KINDS OF *HALO* INFORMATION, HEAD FOR HALO.BUNGIE.ORG ON THE INTERNET. IT IS AN AWESOME ACHIEVEMENT.


THE NEW SEQUEL TO MYST® AND RIVEN™
MYST® III
EXILE
Over 10 Million units of the Myst series sold
WE HAVE THE LOOKS
IF YOU HAVE THE BRAINS
COMING SOON
"IF PUZZLES ARE YOUR THING, THE GAME IS HEAVEN."
METRO ★★★★
"THIS GREAT-LOOKING SEQUEL DELIVERS AN EPIC CEREBRAL PUZZLE SCATTERED WITH RED HERRINGS."
THE TIMES ★★★★
"A FANTASTIC GAME WHICH WILL BE AS BIG AS ITS PREDECESSORS."
DAILY EXPRESS 9/10
XBOX
PlayStation®2
MYST3.CO.UK
ALSO AVAILABLE ON PC CD-ROM AND MAC
DEVELOPED BY
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LETTERS

From the Forum

To be part of the UK's best online Xbox community, head to **www.officialxboxmagazine.co.uk**

HANGING BY A THREAD

Call a priest now! This line of chat is on its last legs

A BUNCH OF revisionists saw fit to reassess *Cel Damage*, the mad cartoon racer we gave 5.5 to back in Issue 02. We gave it 5.5 because it's not that good, really.

Vatican City, MR. T, Skunk, andywarlock and **slimboy** had a little topic to themselves for a while, using words like "great", "wicked" and "I love *Cel Damage*" to describe their fondness for the game. Hell.

"Sometimes we shouldn't listen to magazine reviews, just play the demo and judge for ourselves," said slimboy, showing a maturity far beyond most posts we've ever read.

But fear not. Ten posts later, normality had returned, **miccutajar** saying that "*Enclave* is the biggest steaming pile of poo I have ever smelt."

Keep it real, people.

ON CERTAIN DAYS at certain times, there is only one viable topic of conversation. "Did you see so-and-so last night?" "What was the game like?" "Who has done that outrageous... Gav, what have we told you about those Bombay Hot Noodles?"

So it was that barely seconds after a party of Xbox bigwigs made key announcements at X02 New York, the Forums were thick with talk of *Halo 2*.

"What do you all think? Personally, I think Master Chief looks awesome and hard as nails!" said our very own **Gavin Ogden**, trying to drum up a bit of excitement. That's right, we do go on the Forums quite a bit during daylight hours, as we're really keen to gauge your opinions and see what you're playing.

But what did he get in return? **PikestarX**: "Yeah, he's lookin' good... I must admit, though, I was slightly underwhelmed by the 'big' announcement." And **Kevlar Duck**: "I didn't jump with joy either."

WHAAAAAAT! Are these people in-frickin'-sane? You wait ages for the sequel to the best game ever to be announced (if only two came along at once...) and then when it is, the first two postees are on a negative vibe. Bad karma, man.

»BRING ME SUNSHINE

Thankfully, there quickly came a bunch of *Halo 2* newshounds happy to relay their delight. The footballingly named **Fifa**, for one, piled straight in.

"They were more generous than I thought with the screens. Wow, I am almost lost for words. Thanks Bungie!" You can see those screenshots on pages 008 and 009. We recommend staring intently at them for at least 15 minutes during weekdays, and even longer at weekends and public holidays.

-overkill- was similarly impressed, and took the right attitude about the whole announcing-a-long-time-before-release thing. It's not a time to whinge about the lengthy wait for the game itself.

"The graphics are stunning (as good as, if not better than, anything I've seen to date) but the game engine will also have the awesome physics that *Halo* had... this has to be the best game ever in the making," said -overkill-, hitting the nail on the head. With a meleed assault rifle butt, no doubt.

The saucy **slik** went as far as to compare the "jaw droppingly beautiful graphics" to his girlfriend's secret area, which, since this is being written before the watershed, cannot be discussed further here. Naughty slik.

»THE NAME GAME

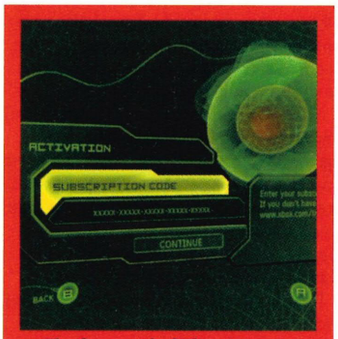
MasterChiefJohn said that he'd already pre-ordered his copy of the game from HMV in London, thus staking a good claim for being the keenest *Halo* fan in the known world.

"They thought I was crazy ordering it a year and a half before it comes out," he said, stating the bleeding obvious, "but they let me do it anyway. I can't wait to go to sleep tonight so I can start dreaming about it."

Much imagination was also put into guessing just what will be the full title of *Halo 2*. A little too much, if we're being brutally honest.

"*Halo 2* could be called *Earth: Combat Evolved*, as *Halo* is based on a halo whilst *Halo 2* is on Earth," said **overmind**, thinking outside the box.

Thinking of the box, we'd love to see *Master Chief Takes Manhattan* on the front of *Halo 2*'s shiny green case. It's as viable as any of the others, come on...



↑ **The front end of Xbox Live.**

BETA BY FAR

Xbox Live testers keeping schtum

Poor old **Jarandco**. He wasn't selected as an Xbox Live Beta Tester. "How many people got chosen, and why didn't I? I am the perfect person to try it out, lol, " he complained

But the lucky few Forumites who were picked are staying relatively silent about their good fortune. They've all signed a non-disclosure agreement. Isn't that right, **Big Cahooner?**

"They send another Xbox and the games to play on it. Can't go into any more detail, though, we've been sworn to secrecy."

Careful chaps, forums have ears.

»GET ON THE FORUM NOW!

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

ISSUE 05 COMPO WINNERS: THE FIVE WINNERS OF THE G-PAK CASES (PAGE 026) ARE DEZ BOND, ACCRINGTON; ALAN NEALE, WALLSEND; MICHAEL CASS, THATCHAM; JOHN MICHAEL O'CONNER, BOOTLE; GRANT HALLAM, TAMWORTH. BEN PROCTER OF WEST SUSSEX GETS AN XBOX LIVE T-SHIRT AND OTHER GOODIES AS WINNER OF SPOT THE SHOT (PAGE 030).

Team SAS creators
Ross Thody and Andy McNab

When games designer meets Gulf War veteran, combat mayhem is sure to follow

GAME INFORMATION
DEVELOPER: **RAGE BRISTOL**
PUBLISHER: **RAGE**
RELEASE DATE: **SPRING 2003**
PLAYERS: **1 - 4**

WORDS: **MAX EVERINGHAM**

GLIMPSED briefly during a short video presentation at E3 last May, *Team SAS* still managed to attract hordes of slavering spectators – ourselves included – and send them moist at the prospect of laying waste to an entire rainforest using only a massive GE multi-barrelled Minigun. Not very politically correct, but that's not the point.

Fond memories flooded back, of Arnie and co going mad in the jungle with that very weapon in the movie *Predator*. We stood open-mouthed as the cartoon-like Team SAS strode purposefully through the foliage, armed to the teeth and not exactly reluctant to use said armament against the jungle's inhabitants.

Using 'heavy lighting' and other graphical techniques that place the characters and backgrounds somewhere between total realism and cel-shading, the action is nonetheless fast, furious and downright brutal. But it's all in the name of fun, a key gaming goal ever more frequently pushed aside by increased games industry revenues, expectations and egos.

Developer Rage Bristol has turned to Andy McNab to keep the flavour of *Team SAS* authentic. As leader of the infamous Bravo Two Zero mission into Iraq, he has used his SAS experiences to write novels and advise movie makers. When we chat, it became apparent that even people with real combat experience have few problems with the apparent 'dumbing down' of armed conflict in the name of escapist fun. Surely he'd think that an arcade game of this type trivialises warfare?

"No! Overall, what we're trying to do is get in the realism. But it's not some great statement – at the end of the day it's entertainment!" declares McNab.

"Rage Bristol is competing with a video, DVD, book and music CD; they have to make it entertaining" he added.

The plot of *Team SAS*, such as it is, revolves around retribution, as you seek revenge for the untimely, albeit not altogether unexpected, demise of one of your team mates.

But since this is an arcade-style action game, who cares about the plot? Ross Thody, the game's designer, certainly doesn't. "Games like *Rainbow Six* and *Ghost Recon* are great, but I don't think people always want to go that deep. The experience that we wanted was 'after the pub, all playing it together'," he says.

Each of up to four players assumes one of the four members making up Team SAS – leader, sniper, heavy weapons expert and scout. CPU-controlled squad members take the place of any 'missing' human players. So even if you play alone, you'll always have three guys watching your back through all 12 levels.

The action kicks off right from the first second. "When you watch a film, you get a really dramatic opening. So in *Team SAS*..." We'll stop Thody there so the surprise opening isn't ruined. Let's just say that there's a suitably gripping start to the meaty arcade action.

Rage Bristol's intention is to provide a new kind of console gaming environment to which players can nevertheless instantly relate. Anyone who has seen *Predator* will be right at home in the jungle they have created.

"We use reality to relate information and then use our creativity to entertain" claims Thody. "Everyone knows about the SAS and their guns, like everyone talks about Omaha Beach from the *Medal of Honor* game."

It shouldn't take too long to get into the game and, better still, it can be played in different ways, according to a player's individual style. You can go in blasting or take your time with a more cautious approach; either method is possible, but in both cases teamwork is needed to get you through. Keeping pace with your comrades and collaborating closely with them at the appropriate time (whether computer-controlled or not) is key to success. Oh, and you can skip the cut scenes if you're really keen to race through.

Team SAS is no stroll in the park to play, despite its arcade nature. As Thody explains: "In *Quake*, your shot goes exactly where you aim with the crosshairs, but we've made it so that you won't be able to shoot as accurately as that to begin with. You'll have to buy that."

What he means is that as you build up your character's abilities, he gets faster, more accurate and generally more proficient. You play the game for points and are awarded multipliers, like those in *SSX Tricky*, for skilled play such as accurate shooting.

"If you do exceptionally well, you go into the 'zone'," Thody explains, "and when you're in the zone, every bullet goes where you want it to go, you take half damage and have full combat awareness." Points really *do* mean prizes.

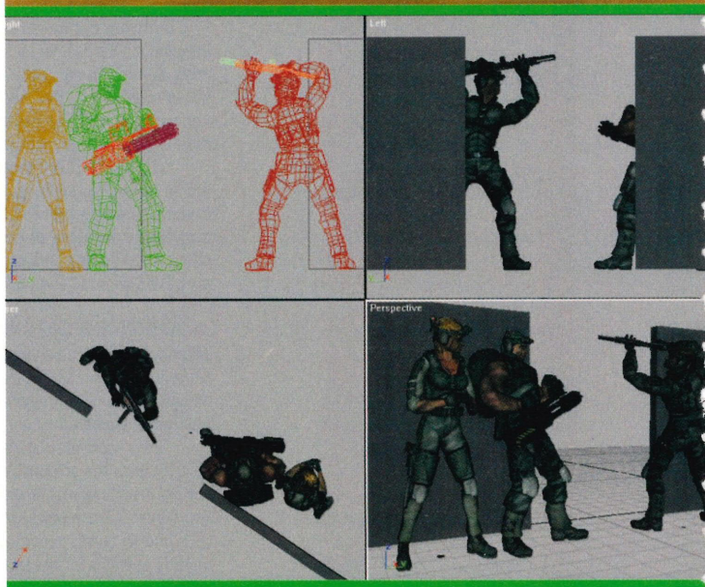
The jungle flora and fauna is as destructible as possible and a 'ragdoll' system is used to animate characters so, as Thody explains, "you get almost unique deaths when you shoot people."

"We looked at *GoldenEye* – it's amazing what they achieved with that, because nobody in a first-person game has done getting shot better than that, and that was five years ago! We think we've improved on what they did, so basically, an enemy will react where you shoot him."

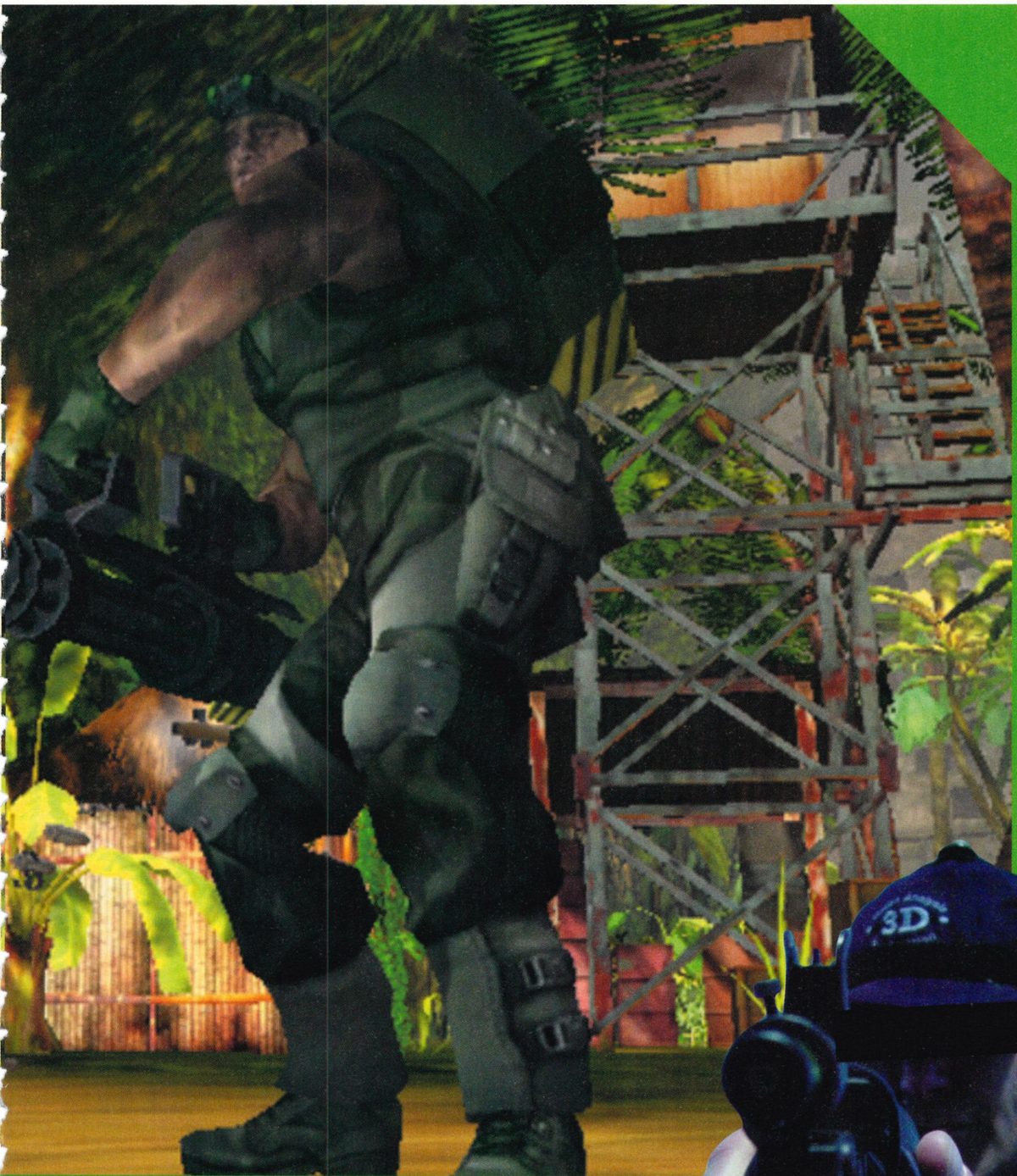
So if you shoot someone and there's an object behind him, he'll stagger backwards and then tumble clumsily over the object. But since *Team SAS* is a multi-format title, other, less powerful consoles won't be able to cope with the ragdoll effect.

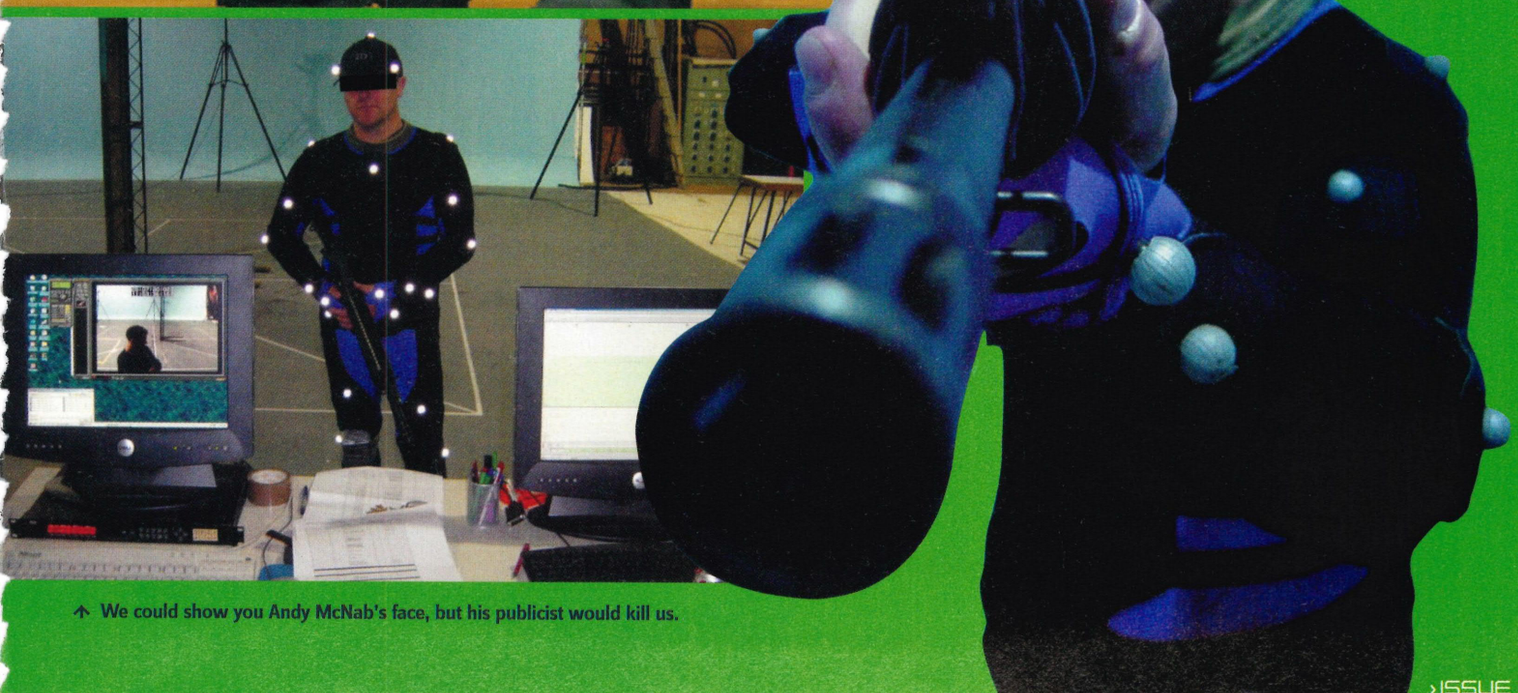
"You couldn't do it with all the »

← It would be too hard to aim and burn ammo, but in a game – who cares?



↑ From wireframe to in-game: using the motion capture information.





BONUS INFO

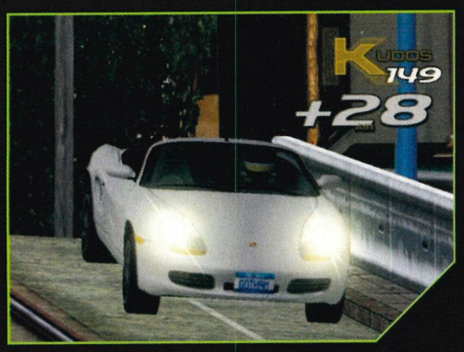
WAR MOVIES
Miramax is making films of Andy McNab's novels, which draw on his SAS experiences. He is currently working with the production company as an advisor while they turn the thriller *Crisis Four* into a movie. But he says that he has absolutely no interest in taking a starring role.

JOIN UP NOW!
Rage chose to focus on the single-console game at first, but now say they're ready to consider the possibility of making *Team SAS* compatible with System Link. We say it should be mandatory.

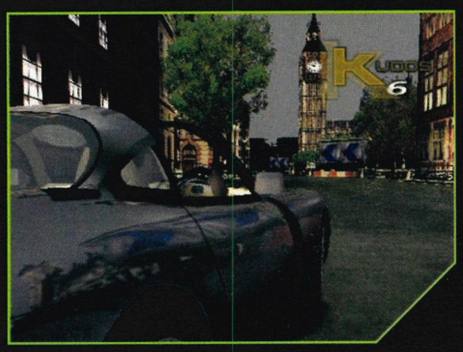
REAL 'EM IN
Game characters will exhibit unparalleled interaction with the environment; briefly resting their hands on large branches or fences before moving off, for example. It should make the gaming experience that extra bit more convincing.

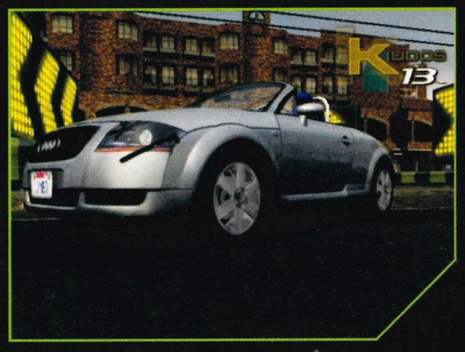
↑ We could show you Andy McNab's face, but his publicist would kill us.

A MESSY BUSINESS: *TEAM SAS* ALLOWS YOU TO PERFORM SOMETHING CALLED A 'LIQUID DEATH'. WE EXPERIENCE LIQUID DEATHS ALL THE TIME AT OXM, BUT MOSTLY IN PUBS ON FRIDAY NIGHTS.



NO STYLE, NO POINTS.



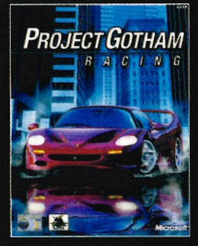


XBOX

ONLY ON XBOX

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

PLAY MORE. PLAY PROJECT GOTHAM RACING.™



www.xbox.com/uk/projectgotham

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One of the extremely cheesed-off boss characters. Get behind a tree for cover.

You don't want to be here. Trust me.

The trusty M16A2/ M203

IT'S ALL IN THE TIMING

Split-second opportunities are there for the taking. Think you're up to the job?

AS A PART OF a four-man team, each SAS trooper has a specialist function and in *Team SAS*, the player will frequently be presented with a few precious seconds in which to take immediate action with the right guy and take down an enemy. Let's say the team is attacked by a helicopter gunship: if you're the sniper, you'll have a fleeting opportunity to shoot out a control panel on one side of the chopper, say, or take out the pilot. If you're successful, that's the easy kill. If you miss, you can still bring the thing to the ground but it'll take a lot more effort, and will likely take a few hundred more rounds and the input of the rest of the team.

This is the quiet before the storm. Savour it.

"You're in a four man patrol and see twenty rebels... what do you do?"

restrictions on other consoles," confirms Thody, "and you couldn't do the geometry. The transparencies, the bump maps and the amount of texture passes that we have in the game just couldn't be done by PlayStation 2, for example." And of course there's Dolby Digital 5.1 sound, along with an environmental sound system that makes such elements as fire and waterfalls sound totally realistic.

But what of McNab's input? How did he get first involved in making the game?

"I always get approaches from games companies but you have no input... if it's a crap game it reflects on you" he says.

"But these guys came along and explained what they wanted, including all the motion capture and I was in. I'm crap at playing games but I'm interested in them. So I get annihilated by this lot!"

McNab has been pleasantly surprised by his relationship with the developer. "It's the freedom, actually... we've got this policy that I just keep on gobbing off and if any of it makes sense, they use it."

But for a highly-trained soldier who has experienced more grim reality than the rest of us, isn't this all a bit too dull?

"No, not really. I'm sort of getting almost evangelical about the technology now and becoming a bit of a bore because I find it interesting. The process is a lot more involved than I thought it was."

An important part of that process is motion capture, during which we met McNab, Thody and the rest of the *Team SAS* lot.

"They just tell me to do it as I would do it," says McNab. He's doing a hell of a lot, everything from throwing hand grenades correctly (there's more to it than you'd think) to leaping out of helicopters, all for the sake of recreating realistic character movements.

Perfectly recreating reality doesn't always make for a fun game, however; there's a good reason you rarely see people in movies going to the toilet or picking their noses. It's a fact that the Rage development team was at pains to explain to its celebrated advisor.

"When we asked Andy to do motion capture with the mini-gun", says Thody, "He just said 'no, we wouldn't use one of them!' But we told him that it looked so cool in *Predator*, we really wanted it in!

"We'd say to him 'say you're in a four-man patrol and you came across 20 rebels around a campfire. What would you do?' And Andy replied 'I'd run away, or hide'.

"So we said 'all right then, but what if you wanted to kill them? And what if you wanted to take out a fusebox on a generator?' And Andy said 'we'd clip the wires and *then* run away'.

"So we had to say 'but what if you wanted an explosion?!' Every time he told us the truth, we had to make it more glamorous, but Andy's more than aware of the commercial elements."

McNab was keen for 100 per cent realism in other aspects of the game. Running up to and hurtling into a wall, for instance. To achieve this, Rage had him in the studio, running full-tilt towards an upturned bench before turning and slamming his shoulder into it (the bench becomes a wall in the game). "We've done contact drills, how guys would move," says McNab. "Techniques of guys going down corridors covering each other."

All in all, *Team SAS* is shaping up to be a seriously impressive, and very fun, action game. You're a super-stealthy, covert SAS team member with totally realistic movement. There are massive guns, destructible backdrops and hordes of bad guys making for non-stop blasting action. There are score multipliers, rewards for skilled play and Rage Bristol is now working on the multiplayer elements. And since none of it is real, thankfully, ultimately no one gets hurt. No pain, no guilt. Just fun.

HURTYBRAE: DURING THE MOTION CAPTURE SESSION, MCNAB KINDLY DEMONSTRATED HOW TO BREAK AN ENEMY'S NECK FROM BEHIND. EVEN MORE KINDLY, HE DEMONSTRATED THIS ON RAGE DIRECTOR OF COMMUNICATIONS GLEN O'CONNELL RATHER THAN US.

TRANSWORLD SNOWBOARDING

EXCLUSIVE in-depth play of the next big winter sports game

WORDS: **GAVIN OGDEN**

GAME INFORMATION
DEVELOPER: **HOUSEMARQUE**
PUBLISHER: **INFOGRAMES**
RELEASE DATE: **NOVEMBER**
PLAYERS: **1-4**
WEBSITE: **WWW.INFOGRAMES.COM**

SINCE THE LAUNCH of the mighty *Amped* (Issue 01, 8.7) in March, Xbox owners looking for more snowboarding have had to slum it somewhat. There's the dismal *Dark Summit* (Issue 02, 3.5), the average *ESPN Winter X Games Snowboarding* (Issue 05, 7.0) and the solid *SSX Tricky* (Issue 05, 7.5). A truly innovative and exciting snowboarding game is well overdue, one that pushes the boundaries of what can be done on virtual slopes.

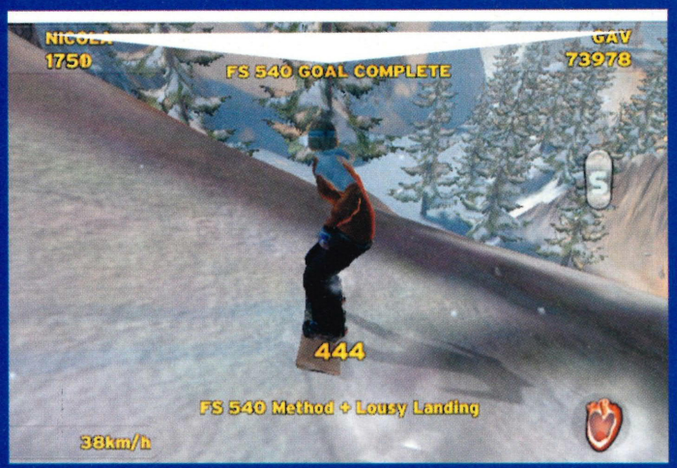
Unless you've been living in a snow-covered cave for the last few months, you'll already know that Infogrames' *TransWorld Snowboarding* looks the business. And if you *have* been living in a snow-covered cave, just one look at these screens tells you all you need to know. It really does look the business.

But looks aren't everything, especially in a game of this type and in a genre already boasting something as impressive gameplay-wise as *Amped*. Mikka Tams, lead designer on *TransWorld Snowboarding* knows that he and his team need to excel to make an impact.

"We've created a snowboarding game that covers all the aspects of the sport, from free riding and boarder cross races to skateboarding-style freestyle snowboarding. The freedom of the larger levels is also something that has never been seen before," he explains in this exclusive interview. »

MISSION NOT IMPOSSIBLE » Progress in the Career mode

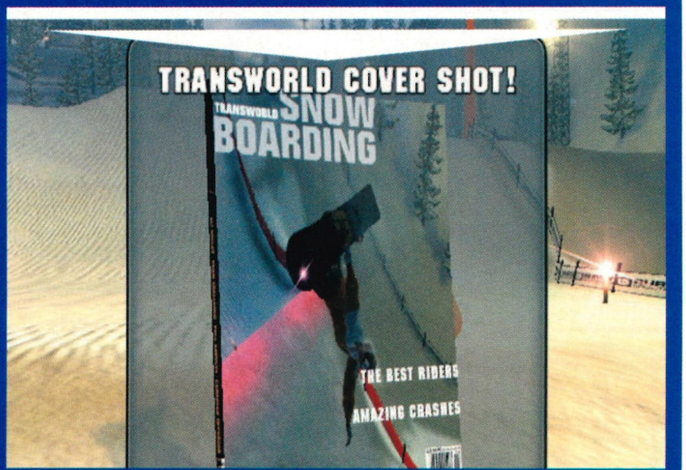
EACH LEVEL OF the TransWorld Career has several objectives that must be completed before you unlock the next. It's a similar structure to that of the *Tony Hawk's Pro Skater* titles, and pretty much any decent extreme sports game. If it ain't broke, don't fix it...



↑ It might have been a lousy landing but the job's a good 'un.

↑ Objective complete but the rail goes on.

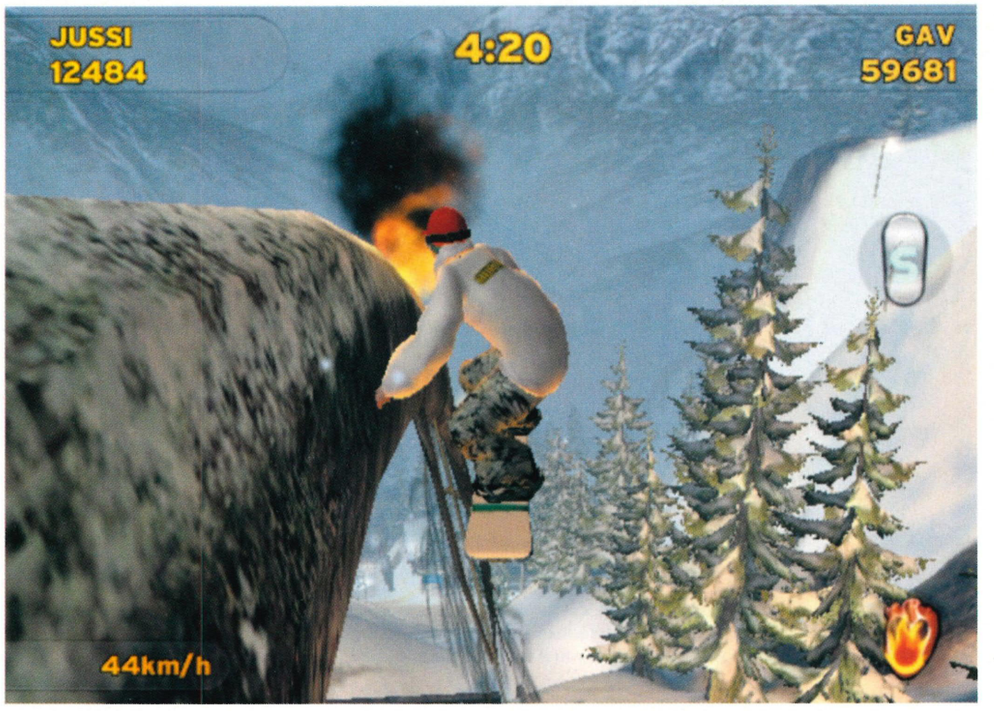
↑ Front Flip goal achieved with a perfect landing to boot.



↑ TransWorld Cover goal complete with proof.

WHAT DOES IT ALL MEAN? » Well, here's where we tell you

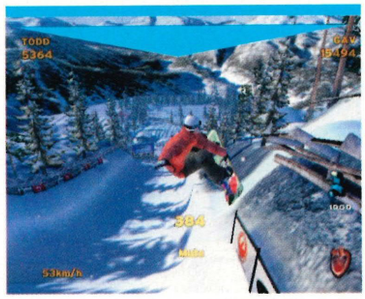
↑ Don't look down...



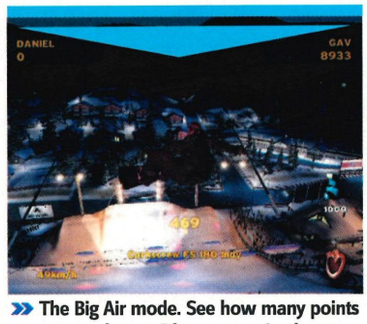
↑ The fire won't damage your board. Go through it, and your flame meter will fill.

JACK OF ALL TRADES

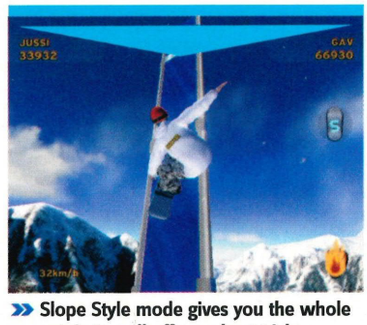
SEVERAL MODES make up the *TWS* single session experience. Here we pick the best.



» A snowboarding game isn't really complete without a Half Pipe mode.



» The Big Air mode. See how many points you can rack up with one massive leap.



» Slope Style mode gives you the whole mountain to pull off your best tricks.

BONUS INFO

KITTED OUT
The final game will feature ten real-life snowboarders each with two different outfits. Each boarder has four different snowboards, each with unique vital statistics. And there'll be a host of hidden extras to unlock as well.

"Our goal has always been to make the best snowboarding game"

» "The gameplay controls and the amount of tricks have also been taken to the next level. For example, the controls are really smooth and easy to learn for anyone who has played similar games. The graphic quality of the game is also different and I think we've created a graphical standard that will act as a benchmark for future sports games. Basically, the whole game is on another level. *Amped* is more simulation and *TWS* is much more arcade."

Based on looks alone, expectations from both the media and gamers are high. But Tams believes that this is relatively insignificant compared to the rod the team has deliberately made for their own backs.

"We put the pressure on ourselves by choice. This is the third snowboarding title for most of the people on the development team and from the very beginning our goal has always been to create the best snowboarding game."

Housemarque's main goal with *TransWorld Snowboarding* was to create the best experience possible using as much of the Xbox console's raw power as they could.

"I think all next generation consoles have their problems, but I have to say that after developing for PC and Dreamcast, Xbox has been fun to develop for. We have used all the possible technical features provided by Xbox," claims Tams.

This eager approach allowed Tams and his team to raise the bar, proving once again that games simply look better on Xbox.

"We took photos from Scandinavia, the Alps, North America, Japan, Canada and all over the world for our environments. All the objects are photographed from real world locations. Sometimes they're faithfully recreated in the game and sometimes they're exaggerated to enhance the experience.

"In terms of being 'real' mountains and slopes, the game's environments contain a lot of detail impossible to create from scratch. However, the shape of the terrain is usually not that interesting if copied directly from real life and transferred straight in to the game.

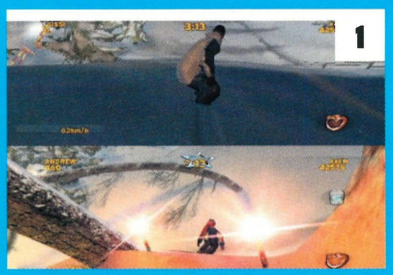
"Usually, the problem is that the real mountains are too flat to make a fun gaming experience. That's why we decided to create the landscapes completely from scratch ourselves."

Housemarque's in-house level editing software created the different mountain runs, something Tams is thankful for.

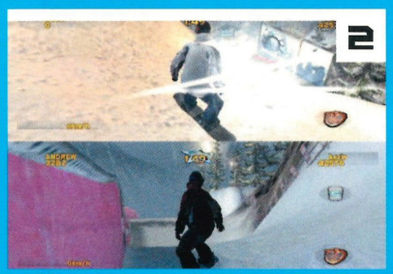
GET THEIR DRIFT: THE ESKIMO LANGUAGE HAS OVER 20 WORDS TO DESCRIBE DIFFERENT KINDS OF SNOW.

MULTIPLAYER MAYHEM

ALTHOUGH THE GAME isn't littered with untold multiplayer modes, you will be able to compete against as many as four friends in some ways.

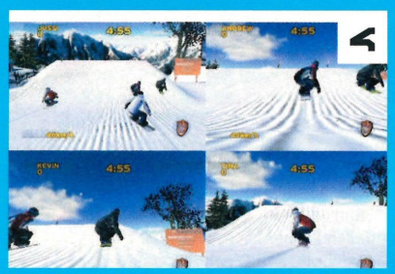


↑ A straight head-to-head contest with the first to cross the finishing line the winner.



↑ Show up your opponent by pulling off more tricks than he's ever heard of.

↑ Four players battle it out in the Boardercross mode. Good fun it is too.



↑ Doing tricks in Boardercross mode may slow you down, but it sure looks good.

↑ You can see for miles on every course thanks the impressive draw distance.

↑ The flying doctors are ready to take care of you if the good times go bad.

"I still just sit down, look at the game and feel good about the quality we have been able to achieve"

"Without this level editor we would not have been able to create the levels in a way that makes them look as good as they do," he said.

During *TransWorld Snowboarding*'s two-year growth period, not much has changed. "Of course, some parts of the development are about tweaking and making changes. But if you have a solid design and believe in the project at the very beginning, then changes are usually for the best," says Tams.

"I have to say that the biggest change over the development period has been in the increase of the graphical quality. I still just sit down, look at the game and feel good about the quality we've been able to achieve."

Tams is also acutely aware of what makes a good snowboard run. "In real life it is all about style, speed and the size of the jumps. It's all about finding the best line down the mountain, using the natural or man-made terrain in a way that has not been done before. The essence of a good snowboarding run is in the mind of the rider, overcoming the fears and beliefs and being able to have fun while riding. This is what we have tried to implement in the game."

Amped gained praise for getting rid of the clock and allowing gamers to casually pick their routes down the side of a mountain, an approach Tams doesn't wholly agree with.

"Freedom in a game still needs to have some form of structure and boundaries, otherwise it becomes aimless and pointless. The time limit is the same thing; without it there's no sense in trying to reach the end of the track. If you're just roaming across the mountain without any real reason to reach the end, you are missing one big aspect of a game.

"We've approached the time limit so that you should be easily able to reach the end of the track in the given time. The time limit works as a guide for the player by telling them how big the course is."

Players will spend most of their boarding time in the career mode known as TransWorld Tour. This is the section of the game where you try to unlock all the levels and rewards. "Level goals are divided in such a way

BONUS INFO

YOU THE DJ

The Black and White buttons on the Xbox controller are used to choose which angry tune accompanies you down the mountain. Like *Amped*, the white button skips through your list of tracks while the black button (unlike *Amped*) allows you to start the track in question all over again. Total control.

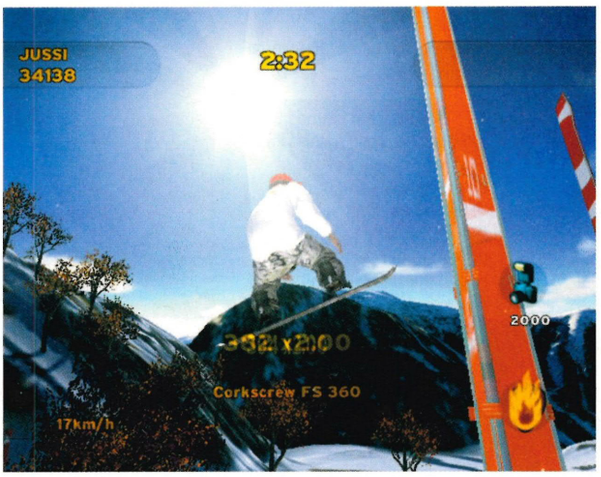
EXCLUSIVE SCREENSHOTS

↑ Finishing your run in style with a flaming grab will impress all the cute board bunnies cheering you on.

BONUS INFO

IN GOOD COMPANY
Apart form being a producer of TV sports programs, TransWorld Media is also a major force in publishing with 15 consumer and trade magazines, six web sites and a variety of TransWorld alternative sports events. Infogrames' fledgling line of TransWorld sports games also includes *TransWorld Surf* but expect more to come in the future.

A FINN VINTAGE
Helsinki developer Housemarque has been in the games business for quite a while now. Previous published games include *Supreme Snowboarding* (also known as *Boarder Zone*), *The Reap*, *Alien Incident* and *Super Stardust* - all for PC.



↑ How high can you go?

↑ The longest rail in snowboard game history.

that they should teach the player all the features and controls of the game during the tour," explains Tams.

"Ideally, the player should be able to pull off most of the basic tricks and stunts almost by accident. Think of it as being similar to an amateur snowboarder who first learns the basics and then progresses on to the more difficult tricks once they become more proficient and confident on the board."

Based on our experience with the version we played, our only concern is that the current balance of difficulty leans heavily to the 'very easy' side. As Tams has said, players should be able to pull off basic tricks and stunts by accident. After ten minutes of play, we were pulling grabs and grinds that would have taken us hours of practice on *Amped*. (We've since been told that this might change before release.)

The Single Session mode contains all the different events of the game - Slope Style, Straight Jump, Half Pipe, Boarder Rally and Backcountry. Slope Style, Straight Jump and Half Pipe modes are based on freestyle snowboarding where players do tricks to achieve high scores.

Boarder Rally is a race where the player goes up against four CPU-controlled riders while Backcountry in the single session is a little bit of a mix of everything. The Backcountry track is utterly huge, about two kilometres wide and five kilometres in length.

As with most snowboarding games, multiplayer modes are relatively thin on the ground. Aside from being able to compete on all the single session tracks in two-player and four-player split screen modes, the only other mode is Super Pro, a turn-based trick mode.

Tams believes that *TransWorld Snowboarding* isn't just another snowboarding game because he and his team have been able to take their time to create something they are proud of, not something restricted by deadlines or publisher demands.

"We've been able to develop the game exactly as we wanted and implemented all the features we thought of. The background of the team as a snowboarding developer has influenced this game a lot."

When not working on the game, certain team members actually take to the slopes. "We have some snowboarders in the team. Some have boarded since 1988; I've been snowboarding since 1993 and still spend as many days as I can on the slopes during the winter. I believe that without real-life knowledge of snowboarding you can't create a good snowboarding game."

SOLID BETTER THAN LIQUID: AN INCH OF SNOW FALLING EVENLY ON ONE ACRE OF GROUND IS EQUIVALENT TO ABOUT 27½ GALLONS OF WATER. AND DID YOU KNOW THAT DIRTY SNOW MELTS QUICKER THAN CLEAN SNOW? YOU DO NOW.

YOUR HALO 2 BIG IDEAS

We asked you what you wanted. Here's the result.

WORDS: JON ATTAWAY

CAST YOUR MIND back three months, and you might recall a rather miffed-looking Elite adorning the cover of our special Halo issue. And if you remember that, then you'll also remember that we ran a feature in that Issue (05) on the World's Best Video Game™, speculating upon what we'd like to see in The Sequel (for news of its announcement, see page 014).

But we couldn't stop there. We wanted, nay, *needed*, to find out what you want in *Halo 2*. It's a subject that makes several of us cry just thinking about it. And you told us. Loads of you told us, in fact, resulting in one of the biggest piles of emails and post we've yet received. It's pretty clear you want this game as badly as we do...

Many thanks to everyone that sent in an idea. We sifted through them all, argued and discussed them. Over the next few pages, you'll see elaborate mock-ups of what we thought were the best ideas. Reckon we'll be playing these scenes come Christmas 2003?

10 OF THE BEST

»SHOOT THE COVENANT

"The Monitor, Mr. Guilty Spark, is guardian of Installation 04. Let's see the true power of one of the other halos - its power pulse blasting through the galaxy, preferably aimed at the Covenant home planet"

Alex Manchester
via email

WE SAY: Yes, that sounds rather good. Halo installations apparently wipe out all organic life around them for thousands of light years, though, so how Bungie would get round this fact and still depict the blast we don't know. But hey, that's their problem. Show big bang.

> Let's see the power pulse of another halo aimed at the Covenant home planet

»UM, I'LL STAY IN HERE, THANKS

"I'd love to be able to stay in the Pelican if I wanted, and from there provide cover fire from above while my Marines fight below me"

Michael Pemberton
via email

WE SAY: Let's face it, who hasn't tried to fire their assault rifle from the Dropship at the very beginning of The Silent Cartographer? It would've been lots of fun to drop grenades onto the Grunts below, too. Let us do it next time around, Bungie. Pleeeeeease.

»PROJECT AN IMAGE

"Why not have a gadget that projects a holographic image of Master Chief several feet in front of the player to confuse and distract enemies? It could work in the same way as the flashlight, so it can't be used permanently."

Alan Collie
Bramley, Leeds

WE SAY: This is neat. Imagine using the hologram as bait to lure enemies around the corner, into the path of your gun. But we reckon it would work better as an occasional power up, like the active camouflage or over shield.

»I'M A ZOMBIE!

"On Earth, the UNSC has decided to make another SPARTAN soldier to try and find the Pillar of Autumn. But in the process of creating the new soldier, flood infection forms get into the laboratory and infect the unfinished SPARTAN.

Er... and something happens that takes the infected SPARTAN to wherever Master Chief is [*brilliant!*]... providing him with a worthy opponent: an incomplete Master Chief with a psychotic voice and half-finished bits of armour hanging off him."

Yin Lee,
Shrewsbury

WE SAY: That would be so cool – totally insane, but so very cool indeed.

LITTLE IDEAS

»SCARS

"Upon completion of the game on different difficulty levels, your battle suit should become scarred and war-torn. Players who've completed Legendary will look harder when playing online than those who haven't."

Alan Smith
Bristol

»TALK A GOOD FIGHT

"Why not use the Xbox Communicator to call for air strikes or reinforcements? It would be astounding."

Alex Paterson
Argyll

»XBOX LIVE IT UP

"Give us downloadable levels for multiplayer that can be stored on the Hard Disk... and downloadable weapons and fun extras that only Bungie can think of, because they're geniuses."

Stuart Fraser
via email

»LONE MARKSMEN

"Covenant assassins and snipers that lie in wait would keep you on your toes."

Scott Chapman
via email

»DOCTOR!

"We see medi-packs and dead men dotted around Halo, so what about having field medics? In the game you would see them healing the wounded, dragging men into cover, and Master Chief could use them to get healed too."

Liam Dilley
via email

»PLAY IT AGAIN

"I'd love *Halo 2* to include a replay mode so you can really show off your deathmatch skills. You could cut videos together, choosing different camera angles, and then set them to tunes on your hard disk."

Dan Buckland
Surrey

»MAKE A DEATHPIT

"How about a deathmatch arena editor? With one of those your imagination could run riot, creating all sorts of sniping positions, traps, and a whole range of rooms and corridors"

Rory Game
Cambs

»MORE TEAMS

"The first time my mates and I got together and struggled for half an hour to make room for three consoles and three TVs, we were gutted to find you could still only have two teams. There should be at least four team colours to choose from."

Alan Dean
via email

»SHORT BUT SWEET

"The Master Chief should be able to equip a jetpack complete with built-in grenade launcher."

Joe Briscoe
via email

DOH! "THERE SHOULD BE SOME WAY OF ACTUALLY CHOOSING WHICH GRENADE YOU THROW – FRAGMENTATION OR PLASMA. THEY ACT DIFFERENTLY AND WHEN YOU'RE RUNNING BACKWARDS WITH AN ELITE IN YOUR FACE, A FRAG GRENADE ISN'T MUCH USE." *DAVID PARISH, VIA EMAIL.* DAVE – PRESS THE BLACK BUTTON.

LITTLE IDEAS

GET A LIFE (CRAFT)
"It would be good if you could actually take control of a lifecraft like the one that takes you from the Pillar of Autumn to Halo. In co-op mode, one person could pilot it while the other uses a gun turret to ward off Covenant Banshees as you try and reach the planet surface."

Sam Watson
London

NICE HAT, MC
"There should be some customising of characters, as with the character creation in *Phantasy Star Online*. It would be brilliant for recognising friends online."

Jonathan Monkhouse
Margate

REMOTE CONTROL ROCKETS
"Bungie should put the fly-by-wire rockets from *Perfect Dark* into *Halo 2*. This weapon would be class on single but especially multiplayer levels."

Philip Zych
Wiltshire

FIRST PERSON DRIVER
"I want to have a cockpit perspective from inside vehicles like the Ghost and Banshee. New vehicles could even boast a basic, simplified *Mech Warrior*-style combat system."

Joshua Van Hooke
London

MAY I JOIN YOU?
"I think you should be rewarded with extra characters each time you finish the game, with the full set only available after beating the game on Legendary. So with all four difficulty levels beaten, you could have the Flood, Covenant and Humans battling it out in multiplayer".

Dominic Mylchreest
Manchester

ROADKILL
"Here's what I think: alien scum should react to the car when you drive over them. At the moment, once they're dead you can run them over and they won't move. Ever seen the film *Jeepers Creepers*? There's a scene there that does what I'm talking about."

David Nicholas
Sweden

BRUTE FORCE?
" I think that Master Chief should be recruited to lead a team of three newly minted SPARTANs. This means that if you play solo, you'll always have three AI team mates backing you up; or, if you like, any or all of them could be controlled for a bit of four-way co-op action. This would open up the way for some interesting tasks - one player might have to hold off the enemy while another goes off to activate a generator, or something. It would give single-player mode much more replayability, too, as you could do different tasks each time you played."

David T Heslop
Middlesborough

GIVE ME 2D, SOLDIER
"I think that it's vital to have the option of issuing orders to Marines. It would significantly improve the game's tactical and strategic elements."

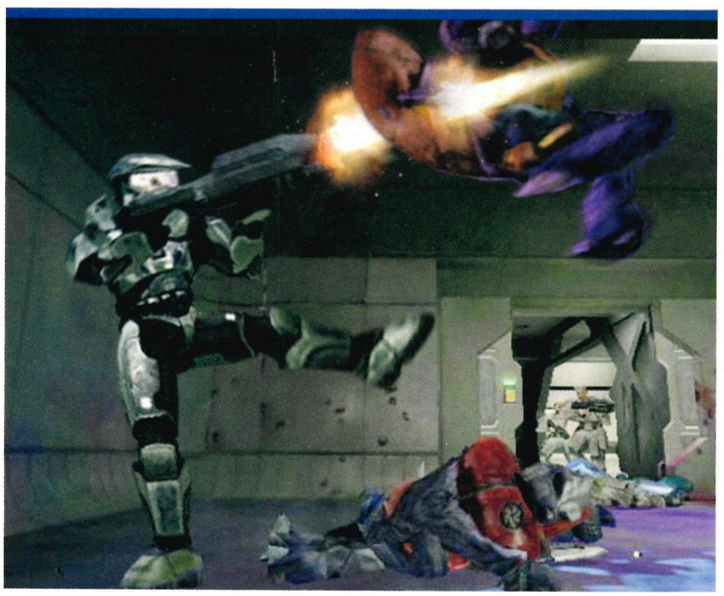
James Probert
via email

WE SAY: Many of the people that wrote to us want to boss Marines about in *Halo 2*. It's not hard to see why - they're only too happy to lick your boots when they see you, so would presumably be happy to do your bidding. We would want this kept simple, though, since *Halo* is all about action. So how about a simple menu of commands accessed via the d-pad, as shown here on the left?

MORE RELIGIOUS COVENANT
"The Covenant are driven by their religion, so why not have clerics among their ranks? They would be even worse than standard Elites, with greater command of the lesser classes. They could also have powerful natural defences, thought to be God-given powers by other Covenant races. This could lead to a new plot about their religion being a scam"

George Beaver
via email

WE SAY: Excellent stuff. We expect they'd be terrifying in Legendary mode, and are presently scared just thinking about them.



PUT THE BOOT IN
"*Halo*'s melee attack is great, but how about having a kick option too, so you can boot an annoying Grunt into the air and shoot him down with your shotgun?"

Divyesh Dabhi
via email

WE SAY: That sounds excellent, and is in keeping with the super-hard commando ethos of Master Chief. It could probably lead to a whole new range of great sound effects, too.

»OUT OF THIS (RING) WORLD

"It would be incredible to be launched into space in a fighter ship and get into a dogfight with a Covenant craft. A crash landing on the planet below would mean the battle continues on foot."

Mark Schofield
Berkshire

WE SAY: Not that we want *Halo 2* to be *Jedi Starfighter*, but we very much like the idea of fighting a ship like the Truth and Reconciliation in outer space. And if anyone can incorporate an epic space battle into superb FPS action, it's the mighty Bungie.

»A PERFECT STORM

"It would be good to have different weather conditions in *Halo 2*'s campaign levels; how about a thunderstorm, or gale force winds that you really feel you're fighting through?"

Peter Green
Bournemouth

WE SAY: Sounds good to us – playing Assault on the Control Room for the first time was great with the natty snow effects. Imagine a level like Halo in the first game, with a storm approaching at the beginning and it sweeping over later on. It could make brilliant use of Dolby Digital 5.1 sound too.

»APACHE OF AN IDEA

"I would like to see the inclusion of a human plane or helicopter to use in the game. The helicopter would hold one pilot plus up to three other players (or CPU-controlled Marines in single-player mode) sitting on the edge, ready to shoot with a selected weapon."

Janet Barnard
via email

WE SAY: It's an exciting thought. Blood Gulch 2 would be great with attack helicopters flying over it, and imagine the carnage if you successfully sniped the pilot... We really need to sit down.

LITTLE IDEAS

»ELITE CHIEF

"I think the Covenant should get hold of SPARTAN technology, so they can mix an Elite's DNA with that of Master Chief: cue a terrifying super soldier, who fights even better than he looks."

Daniel Robertshaw
West Yorkshire

»DRIFTER

"Why not have a parachute that you can collect on some levels? That way, you could gain height in a Banshee, then at a strategic point you could bail out, push a button (the torch button for instance) to operate your ripcord, and then slowly float down stealthily sniping enemies from the night sky. Imagine that, aaahh... if only."

David Marlow
via email

»TRANSPORTING GRENADES

"During multiplayer levels where there are teleporters, Master Chief should be able to throw grenades through the teleport, attacking anyone on the receiving end. Brilliant for surprise attacks [a *bit yellow bellied though... Play:More's very own Ben Talbot would love it*]."

Joshua Van Hooke
via email

»GILLS AND BHOYS

"I want things in the sea, so that Master Chief can swim using scuba gear."

Nick Watts
Selby

And finally, some wise words...

"Keep it simple. *Halo* is an ace game and it would be a shame if Bungie felt compelled to cram in too much new stuff just to be able to say it's in there. Unnecessary complication would dilute the whole experience."

Ben Counter
via email

OUR VERDICT

HUNDREDS OF IDEAS were sent in for this feature, so thanks to everyone for taking the time to contribute. If we could actually *make* a game, then we'd have one heck of a design document...

Some ideas cropped up many times. Lots of people hanker after a flying vehicle for the Marine side, for example. Because of a lack of space, we've credited the first person who made the suggestion.

The general quality was very high, but the ideas we've chosen here reflect (we think) the spirit of *Halo*. They certainly heighten the feeling of being a super kick-ass commando, especially the one about being able to kick poor little grunts into the air. Please Bungie, let it be so.

We've forwarded your ideas to Bungie, so your opinions will be heard in the developer's inner sanctum, where *Halo 2* is being made right now. We'll let you know what they think in a future issue.

LEAD ARTIST: THE *HALO* IMAGES ON THESE AND THE PREVIOUS TWO PAGES ARE THE WORK OF JOE ROBERTS, ILLUSTRATOR EXTRAORDINAIRE. THEY'RE JUST MOCK-UPS, PEOPLE – THE REAL *HALO 2* IMAGES ARE ON PAGES 008 AND 009.

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↑ True to life detail and a tangible sense of occasion are two things *FIFA* does very well indeed, and the new version is no exception.

FIFA 2003

EA is working on the latest version of the seminal football series in Canada. We crossed the Rockies to pay them a visit.

WORDS: JON ATTAWAY

GAME INFORMATION
DEVELOPER: **EA SPORTS**
PUBLISHER: **EA SPORTS**
RELEASE DATE: **NOVEMBER 2002**
PLAYERS: **1-4**
WEBSITE: **WWW.EA.COM/EASPORTS**

THE WAY SOME people talk about EA Sports' *FIFA* football series, you'd think it was hoary old BBC comedy *The Two Ronnies*. Not because it features two Ronnies, of course, although with a database of around 10,000 players it's probable there'll be a couple in there somewhere. No, the world's biggest football franchise is disparagingly compared to the humorous Ronalds because it appears every Christmas. And becomes less entertaining with every 12 months that pass.

But despite the critics, gamers lap up *FIFA* each and every year - the mix of real players, teams and stadia has certainly proved an enduring one. But in recent times, Konami has been making headway in the football arena, with their PS2 game *Pro Evolution Soccer* being proclaimed by some as the best football game ever. Fans of the series declare it to be the closest simulation of the beautiful game available, and their vocal support of the game means that *FIFA* now has a serious rival.

With that in mind, *FIFA 2003* is a big game for EA Sports, and the Vancouver arm of Electronic Arts fully intends to prevent Konami from getting all the attention this season with the best *FIFA* yet. They'd be expected to say that, of course, but speaking to the development team working on the new version leaves you in no doubt that this time, they really mean it, not least because they are so frank about the failings of *FIFA* games in the past.

"*FIFA* has been notoriously unable to let you play football", comments Matt Brennan, who is working on the AI in the new game. "It may have worked as a video game, but not as football. And because everything in the game looked so authentic, it was even more disappointing when you picked up the controller and found you couldn't really play football."

Authenticity remains something the *FIFA* team is firmly focussed on, but they are no longer content to let it stop at presentation. Bill Harrison, the franchise producer responsible for all versions of the game, candidly admits that "previous *FIFA*s had all the licenses. But people said, fairly, that we didn't have the gameplay. That's something we've taken very seriously with the new game."

Accordingly, the entire game has been completely reworked so that the ball moves realistically as a separate entity. Previous *FIFA*s featured a ball that stuck to players like glue, so that, according to Brennan, "there was nothing realistic about the ball movement." Happily, as he is eager to point out, they've "totally fixed that now. The ball's path can now only be affected by physical contact, just like the real thing".

This change of direction makes *FIFA 2003* a completely different game to play »

BONUS INFO

»LICENSED TOENAILS
Because of the stunningly complicated legal issues in European football, absolutely everything included in *FIFA 2003* needs to be officially licensed. Leagues, teams, kit sponsors, stadiums and referees are just some of 185 separate licenses required to make the game as official as possible. In comparison, *Madden NFL 2003* has just three.

↑ Looks like a timely tackle has been made here, but how will his poor shins cope?

BONUS INFO

>> STRETCHED PITCH
Owners of the world's heaviest items of consumer electronics will be glad to hear that *FIFA 2003* fully supports widescreen tellies. This should actually help when it comes to planing those devious through balls, since you'll be able to see more of the pitch.

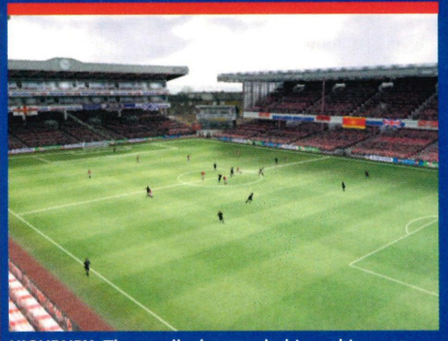
↑ Keepers will be smarter in this version.

↑ Free your arms with some of that snazzy new deodorant.

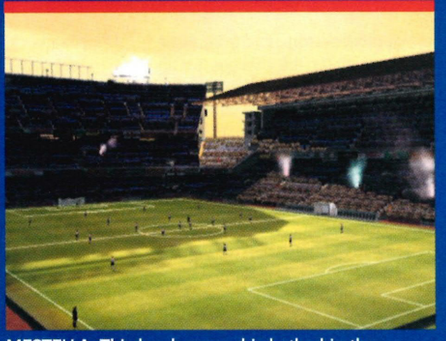
IF YOU BUILD IT, THEY WILL COME >> Stadia of the stars

IN THE BID to provide the most authentic footy game ever, EA has reproduced all the different stadiums in impressive detail - and it does significantly improve the game's atmosphere. Here are some of the most evocative locations we came across:

OLD TRAFFORD: Pretend you're actually from Manchester and a real Man Utd fan in this excellent recreation of one of the world's most famous grounds.



HIGHBURY: The small, claustrophobic melting pot that is Arsenal's home ground makes for some loud, hectic home victories.



MESTELLA: This lovely ground is bathed in the glorious orange glow of a dusky sun. Valencia are the fortunate, tanned souls that play here.

IT'S THE HONEST TOOTH: IN ONE OF THE PREVIOUS *FIFAs*, ALL THE PLAYERS HAD CORRECT NAMES EXCEPT FOR RONALDO. BECAUSE HE HAD HIS OWN GAME COURTESY OF INFOGRAMES, A PLAYER WITH SUSPICIOUSLY SIMILAR FEATURES TO THE BRAZILIAN STAR TOOK HIS PLACE IN THE TEAM. HE WAS CALLED CALCIO - THE ITALIAN WORD FOR FOOTBALL.

KICKIN' ON BOTH SIDES » Set pieces explained

THE FREE KICK system in the new game means that set pieces are scoring opportunities to be enjoyed, rather than an interruption.

» THIS IS WHERE your player is aiming. If you're boring, you can move it onto the pitch in front of you and tap the ball to another player.

» SHOULD YOU BE defending, you can shuffle the wall left and right with the right thumbstick, or make it jump with the Y button.

» THIS SHOWS YOU how far away the goal is, giving you that little bit of extra, crucial information when planning your über-shot of justice.

» TIMING YOUR SHOT so that the bar is in the green section of this meter results in a shot that's sweeter than a sugar cube.

» CHOOSE WHERE TO strike the ball using the Right thumbstick, rather like the shot meters in snooker games. Crucial for those Beckham-style swerve shots.

↑ Lots of little animations combine to create a top atmosphere.

↑ Some of the players seem particularly well realised. Davids is one.

» BONUS INFO

»GIVE IT SOME STICK The Right thumbstick is an integral part of the controls of *FIFA 2003*. Moving it allows you to unleash skills such as feints, knock-ons and dummies. It's handy for getting past the last line of defence for that last-ditch shot on goal.

"Passes into space are now, finally, a major part of the FIFA experience and matches play more like real football"

» than its predecessors, and from what we've seen so far, the changes are all good. Not having the ball magically attached to your player immediately lends matches a far more realistic feel than the exuberant end-to-end arcade tone of the recent World Cup game.

As in real life, the ball is a free agent, requiring thought and skill to move it around the pitch without losing possession. Running fast with the ball means that your player will kick it further out in front of him, so he'll need to catch up with it again before being able to do anything else with it. Naturally, this gives the defending team more of a chance of recovering the ball.

The 'free ball' also means that passes into space are now, finally, a major part of *FIFA*, and matches play more like real football. Breaking a deadlock by threading a through ball between the opposition's defence is most satisfying. Extended periods of midfield tussling reflect the sport to a much greater degree and goals are now events to be savoured rather than routine, meaningless blasts into the back of the net.

To make the most of the more realistic pace, effort has been put into making the AI provide a more thoughtful football experience. With nearly four times the number of people working on AI in *FIFA 2003* than were present for *2002*, weaknesses have been addressed.

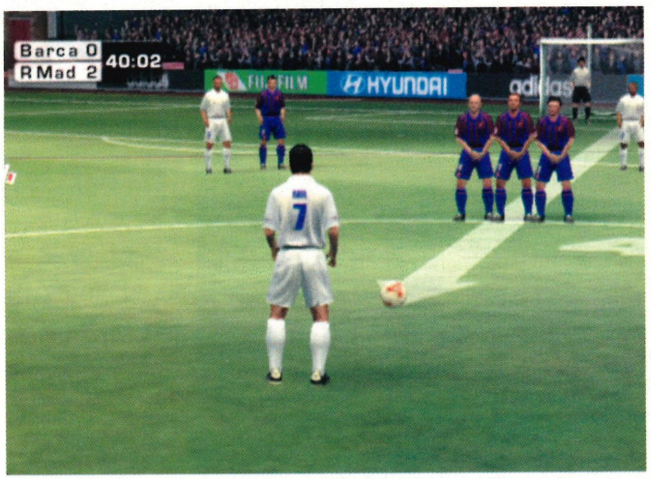
"The goalie isn't stupid anymore," says Brennan, explaining that the man between the sticks "hasn't got a weak spot that lets you score every time". Instead, intelligent play will be required to get the ball past him, and "he won't make impossible saves when you clearly should have beaten him".

What's more, opposing teams will play as you'd expect them to in real life, changing strategies according to score and length of time left. "If you're one-nil up against Man United with 10 minutes to go, they'll push players up and players like Beckham will start shooting from further out in desperation," promises Brennan.

The improvements don't stop at AI, since the realistic ball physics meant a new animation system was required.

As the game's senior animator Craig Cohen points out, in past *FIFA*s "the animations controlled the ball, so you'd see it displaying some very weird and unrealistic trajectories. It just didn't feel right. Now, though, the »

↑ "Well done David, old chap!"



↑ The eternal question - go for goal, or just a cheeky pass?

↑ Matches flow more realistically now that the ball's previous magnetic properties have been removed.

BONUS INFO

DOES SHE TAKE IT...

It's not just the commentary providing the aural atmosphere. You'll hear a variety of chants that reflect what's going on in the game and who's playing. Liverpool fans will have prickly necks when the massed ranks of Scousers turn in their rendition of *You'll Never Walk Alone*.

animations move the player to the ball and the physics control it".

What this now means is that players' feet can be seen to affect the ball, making the action on the pitch look much more convincing. It also means that the ball behaves as you would expect it to, with spin being imparted by the player's foot rather than a magic 'bend' button. If you run to the corner and cross the ball into the box, it's the player's foot that puts swerve on the ball as it cuts across it. The 3,000 or so different animations that have been created for the game all help to make the action feel more robust and satisfying than any other *FIFA*.

Aside from gameplay improvements, the stellar presentation values that characterise the franchise remain. There are 13,000 lines of commentary, courtesy of John Motson and Ally McCoist, and Joe Nickolls, associate producer of the Xbox version of *FIFA 2003*, is confident that the team has managed "to really capture John's spirit for the first time". Accordingly, if you're in a final and you score, you can expect Motty to go mental, his voice cracking and virtual spittle almost pouring out of your speakers.

Interestingly, the commentary is so up to date that you'll hear the pundits chatting about how players fared in the World Cup - a bit of speculation on the state of Beckham's metatarsal will no doubt brighten up a nil-nil fixture. You'll also hear informative chit chat on team history and rivalries, making a match against rubbish old Spurs more of an event when you play as their arch-rivals, Arsenal.

But you expect a spiffing front end from *FIFA*. What you don't expect is a game that oozes the essence of football like Harry Redknapp's armpit. But after spending time with the game, it seems that *FIFA 2003* will be closer to that lofty ideal than any of its older brothers.

Fine tuning is still needed, though, to make the controls a bit more responsive. Some of the animations aren't quite right yet, either. But already, *FIFA 2003* delivers a much better game of football than any of its predecessors managed. Matches flow more like the real thing, with the now less frequent chances and breaks on goal being far more exciting as a result. And it's still accessible - *FIFA* is too mainstream for an ultra-hardcore, super steep learning curve, after all.

It seems EA has learned a thing or two from the competition, and we'd be very surprised if *FIFA 2003* isn't the best football game available on Xbox when it arrives in November. So when *The Two Ronnies* pipe up again this Christmas, chances are you'll be more than happy to fire this up instead.

LE JEU BEAU: FIFA IS A FRENCH ACRONYM, STANDING FOR *FEDERATION INTERNATIONALE DE FOOTBALL ASSOCIATION*. THE ZURICH-BASED ORGANISATION, FOUNDED IN 1904, IS THE WORLD BODY RESPONSIBLE FOR FOOTY, EVEN THOUGH IT'S WE BRITS WHO ARE SAID TO HAVE INVENTED THE GAME.

REVIEWS

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WE REVIEW games on a 32-inch Philips Matchline III TV. As well as a brilliant widescreen picture, this beauty boasts Dolby Digital surround sound and wireless FM rear speakers. It gives us an unbeatable environment in which to review every Xbox game.

SCORE KEY

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

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

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

5.1-6.4
AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

2.6-5.0
A BAD GAME, AND ONE YOU REALLY SHOULDN'T BOTHER WITH

0.0-2.5
CALLING SUCH A RANCID STINKER A 'GAME' IS LIBELLOUS

THE VERDICT

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

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

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

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

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

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

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

OFFICIAL UK XBOX MAGAZINE SCORE

10 // 10

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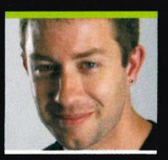
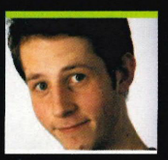


MAX EVERINGHAM // EDITOR

MAX HAS TO use special solid iron Xbox joypads because his muscular hands crush the normal pads flat as though they were made of rice paper.

NOW PLAYING: *Rocky, Conflict: Desert Storm, Madden NFL 2003*
HOBBY: Weight training



ED LOMAS // REVIEWS EDITOR

ED'S COUNTING THE days till summer ends. He's fallen asleep in the blazing sun so many times this year his skin feels like it's made of corduroy.

NOW PLAYING: *Rocky, Madden NFL 2003, Sega Soccer Slam*
HOBBY: DJing

JON ATTAWAY // STAFF WRITER

JON'S TAKEN UP guitar to emulate his hero, Darius Pop Idol. Jon *will* have a solo number one record and a triple-platinum-selling album by the time he's 35.

NOW PLAYING: *Rocky, Madden NFL 2003, Hitman 2*
HOBBY: Learning guitar

STEVEN BAILEY // STAFF WRITER

STEVE'S MOSTLY been looking like Dominik Diamond circa series five of *GamesMaster*. Next month: Grant Mitchell, *EastEnders* hardnut of old.

NOW PLAYING: *Rocky, Baldur's Gate, Conflict: Desert Storm*
HOBBY: Origami

PAUL WILSON // PRODUCTION EDITOR

IN ALL THE time that Paul's been working here, he's only left the office twice - once to pick up some clean pants from home, and once when the fire alarm went off.

NOW PLAYING: *Rocky, Hitman 2, Halo*
HOBBY: Reading books

GAVIN OGDEN // NEWS EDITOR

THIS MONTH Gavin managed to read out the first 42 pages of the London phonebook while doing one continuous, grumbling belch. It smelled off.

NOW PLAYING: *Rocky, Baldur's Gate, Project Gotham Racing*
HOBBY: Self-abuse

PHIL MADGE // DESIGNER

WITH PHIL'S TEETH now fully operational, he's saving up to have his legs upgraded next. He'll be more machine than man soon.

NOW PLAYING: *Rocky, Madden NFL 2003, Crazy Taxi 3*
HOBBY: The trials and tribulations of Tottenham Hotspur Football Club.

BEN TALBOT // READER INTERACTION EDITOR

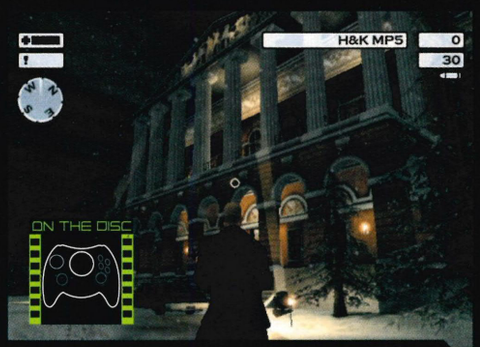
BEN'S MIND IS streamlined to perfection. One half is used to store movie names, and the other half holds Xbox cheats. That's all the info Ben requires to live.

NOW PLAYING: *Rocky, Silent Hill 2: Inner Fears, Crazy Taxi 3*
HOBBY: Watching horror movies. Erk.

THIS MONTH'S GAMES

CRAZY TAXI 3
The classic arcade pound-pincher and its sequels find a welcoming home on Xbox. **068**

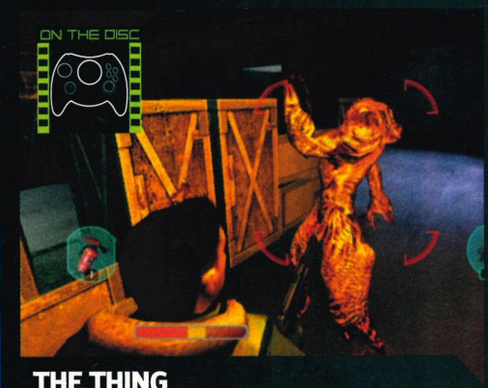
BALDUR'S GATE: DARK ALLIANCE
The good bits of *Dungeons & Dragons*. **100**



HITMAN 2
Quietly does it. Quietly... quietly... BANG-BANG-BANG-BANG! Ruuuuuuun! **076**

MADDEN NFL 2003
American football may be dull as bricks on TV, but it makes a special video game. **092**

SILENT HILL 2: INNER FEARS
Beat wriggling meat-bags with planks of two-b'-four until they wriggle no more. **088**



THE THING
The movie doesn't have to end at the credits - now you can live the second act. **096**

OTHER REVIEWS

NHL 2003 **073**
It's like *NHL 2002*, only one better.

EGGO MANIA **075**
Cartoon eggs building towers, of course.

WWE RAW **080**
That's 'raw' as in 'uncooked' and 'will make you ill'.

TUROK EVOLUTION **082**
Take big guns for a stroll in a dinosaur-infested jungle.

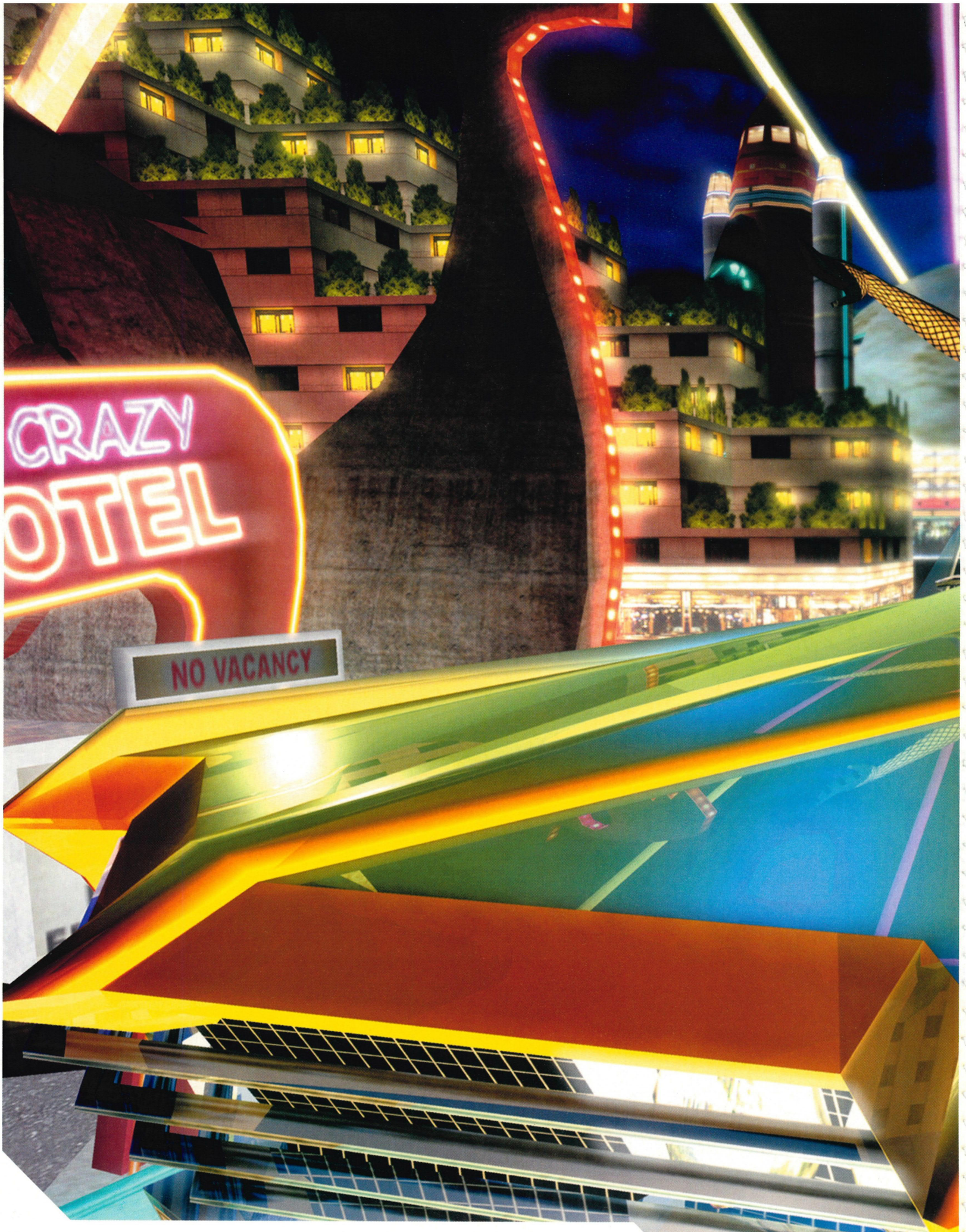
BRUCE LEE: QUEST OF THE DRAGON **086**
Bruce Lee as you've never seen him before - astonishingly, painfully rubbish.

TAZ WANTED **091**
Crazy cartoon capers with the totally twisted Tazmanian Devil.

LOONS: THE FIGHT FOR FAME **099**
More Looney Tunes party-game bonkersness!

CHASE **104**
One of few games where you're actually rewarded for crashing.

>>NEXT MONTH: In Issue 09, on sale Friday October 4, we're hoping to bring you more big reviews including *Colin McRae Rally 3, Rocky, TimeSplitters 2, Mat Hoffman's Pro BMX 2, Sega Soccer Slam, Death Row, Quantum Redshift, Elder Scrolls III: Morrowind, Blade 2, Kelly Slater's Pro Surfer* and more, depending on how quickly those lazy developers can finish off their games. Come on, fellas!


CRAZY
OTEL
NO VACANCY

How does the third *Taxi* rank? Read on...

CRAZY TAXI

WORDS: **JON ATTAWAY**

GAME INFORMATION

DEVELOPER: **HITMAKER**

PUBLISHER: **SEGA**

RELEASE DATE: **SEPTEMBER 20**

PLAYERS: **1**

WEBSITE: **WWW.SEGA.COM**

ON THE DISC

ONLY ON XBOX

THE BRIEF

FIND PASSENGERS scattered across three towns and take them to their destination by any means possible - for lots of money.

THE WORD 'CRAZY' features in the title of Sega's hit series for good reason. Not because of the insane power-sliding or cars weighing in excess of a ton jumping at will. Nor is it crazy because of the indestructible vehicles, or the rather silly lack of respect for pedestrians.

No, by far the craziest thing about *Crazy Taxi* games is the exorbitant price of a taxi ride around the cities where cab-driving charlatans ply their trade.

A trip of only a mile or two can cost hundreds or even thousands of dollars, a frankly ludicrous price to pay for a journey that often contains several crashes, flagrant disregard for the highway code and a stomach-churning degree of swerving and jumping.

But then you, as the driver with all the moves, get to keep the money.

The crazy fares are back in *Crazy Taxi 3*, and there's a new city in which to earn them - Glitter Oasis. To all intents and purposes, this new area is Las Vegas, an area famed for attracting tourists with lots of spare cash to lose. Heading to the glittering hot spot is quite a shrewd move on the part of the cabbies.

It's high time Sega renamed their game *Sensible Taxi*, frankly.

↑ The Crazy Jump allows for some massive air (and tips) if used in the right places. It makes The West Coast feel brand new.

↑ Coming to a halt quickly is essential for massive high scores...

↑ ...and it's easier if you use street furniture to help you do it.

↑ "Pizza Hut? A whole 1.9 kilometres away? That's gonna cost you three hunnert bucks, sweetheart."

↑ This Crazy X game requires a speedy blast along a cliff top.

↑ The new 'wheels of fire' effect is a good one, we think.

FOR THOSE UNFAMILIAR with *Crazy Taxi*, the game casts you as a cab driver, ferrying punters against the clock to their preferred destinations. Mad, zany driving (okay, so it is quite crazy, really) makes the suicidal passengers reward you with tips over the standard fare. Get them to their destination intact and on time, and you get to pocket the vastly inflated sum and add it to your score.

It's a successful recipe that has worked twice previously, making for some extremely frantic, adrenaline-rush gameplay. The scoring system also made *Crazy Taxi* and *Crazy Taxi 2* great games to pick up and play in short bursts, as it was always possible to beat your previous best score by a few dollars, especially when you had memorised the city's many routes.

Both games were a lot of fun, which is why Sega has made a third version, and only for Xbox. It's a biggie, too, since the West Coast level from the original *Crazy Taxi* is here (with new areas) along with the Small Apple from the second game. With the all-new Glitter Oasis to boot, this is the biggest *Taxi* yet. But whether it's the best... yes, it is. Oh, actually no, it's not. But it is, sort of. It depends.

On paper *Crazy Taxi 3* is the best of the bunch, because you get three massive cities full of passengers just waiting to be fleeced. It's also the first time that players have had a chance to employ the Crazy Jump in the San Francisco-themed level from the first game. This opportunity rejuvenates an old favourite level, and makes for great fun.

But the biggest draw is the new city. Thematically, it's a bit of a departure for the game. The blue skies of San Fran and N.Y. have given way to a night sky over Las Vegas. While this makes the neon look nice, it also lends the game a darker look that's slightly at odds with the happy, Sunny Delight-infused berserkness of the gameplay.

It's the dark, brooding goth nephew of the *Crazy Taxi* family, and your opinion of the night-time look will ultimately be a big factor in whether you clutch the game to your heart, or reject it like a family pet that's just pooed in your Xbox disc tray.

Regardless of opinions over style, though, there are problems in Glitter Oasis. Considering that the game is exclusive to

BONUS INFO

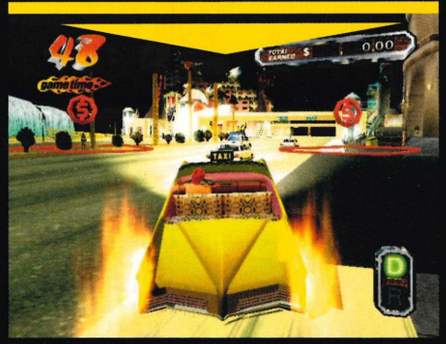
GET A LOAD O' THIS

Worth a mention is the extremely speedy loading of menus and levels. A refreshing change when so many games fail to make use of the zippy loading capabilities of Xbox.

SUPER SKILL » Rack up those fares...

REAL-LIFE cabbies drone on about politics; the ones in this game let their driving do the talking. Here are the techniques to earn you that prestigious 'S' license.

CRAZY DASH 1



↑ Quickly putting the cab in forward gear and accelerating results in this short burst of speed. It's very handy for getting off to a quick start.

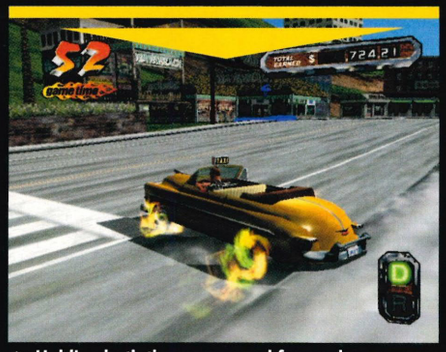
CRAZY LONG DASH 2

↑ For a longer burst of flame-fuelled boost, slam into reverse just before executing the standard crazy dash. Essential for prolonged high speeds.

CRAZY BACK DASH 3

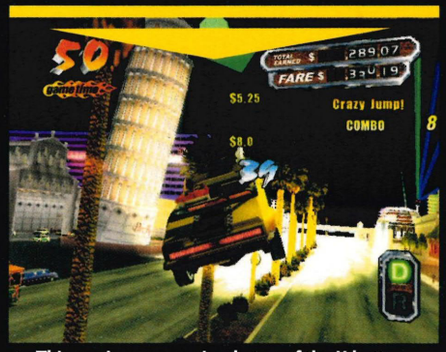
↑ The reverse of a standard dash; press reverse then accelerate. Often used for getting out of tight spots, or stopping when landing a jump.

CRAZY DRIFT 4



↑ Holding both the reverse and forward gear buttons while turning the cab makes your car skid while maintaining speed and racking up the tips.

CRAZY JUMP 5



↑ This one's easy - a simple tap of the Y button launches your cab into the air, allowing access to sneaky shortcuts and lots of generous tipping.

CRAZY DRIFT JUMP 6

↑ Not very surprisingly, this is a Crazy Drift followed by a Jump. Allows you to keep up lots of speed and cross town in style. Essential for Crazy X.

BONUS INFO

»YEAH, YEAH, YEAH
The exact same skate punk tracks from *CT* and *CT2* are back, with The Offspring, Sum 41 and Silver Bullit again featuring. But there's no option to use your own soundtracks. It's a real shame, as we'd have liked to used some crazy tunes of our own.

»WHERE NEXT?
If Sega do *Crazy Taxi 4*, they ought to slap it on Xbox Live. Trying to make more cash than a group of other human opponents would be excellent fun.

»YOU GIVE IT A TRY
On this month's Game Disc, you'll find a three-minute slice of Glitter Oasis just waiting for you to put your foot down and disturb the peace. A splendid chance to see what you think of the new environs; see page 110 for more details.

"On paper, this is the best one yet, with three massive cities full of passengers"

→ Gena, from the first game, is still up for a bit of it.

» Xbox (and by Sega, to boot), we'd have expected a little more mastery of the hardware than is on show here. While some of the showy casino buildings are impressive, there's little in the way of extra detail compared with the two-year old Dreamcast game.

Even worse, the city is occasionally afflicted by terrible slowdown - just about the worst we've seen on an Xbox game. Bad, naughty Sega.

Another problem with the new city (and also in Small Apple, to a lesser extent) is that there are a lot of wide, open highways. This makes it easier to dodge traffic, especially when other vehicles can be jumped with the Crazy Jump, making the action less frantic in those sections than it was in the cities in *CT* and *CT2*.

But please don't think it's all bad, because it's not. For a start, the Glitter Oasis level is huge, and there's great »

TOTAL GRIDLOCK: THE BIG APPLE IS SERVICED BY A TOTAL OF 12,053 YELLOW CABS, WHICH SEEMS LIKE A LOT, UNTIL YOU CONSIDER THAT LONDON HAS OVER 19,000 LICENSED TAXIS. BRING IT ON, YANK PUBLIC TRANSPORT SERVICES!

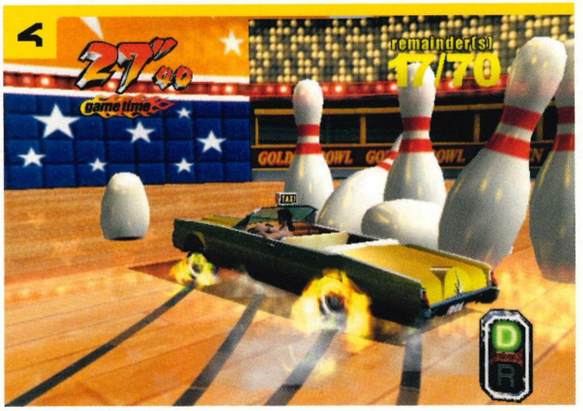
THAT. IS. INSANE. Four Crazy X games to make you cry

THE EXCELLENT CRAZY X mode is extremely tough in places, and very addictive. Completing the various tasks unlocks different vehicles and maps, with a treat for those that can do them all - a new game mode called Another Day.

↑ **CRAZY ZIG ZAG: Negotiate a series of platforms using precision Crazy Drift Hops. Jon's best: 27.50s. Verdict: surely unbeatable.**

↑ **CRAZY RUSH: Take passengers to destinations on precarious paths, in 55 seconds. Jon's best: 53.65s. Verdict: room for improvement.**

↑ **CRAZY INFINITY: Crazy Drifts on a narrow track suspended over a bottomless void. Jon's best: 35.95s. Verdict: not bad, not bad.**



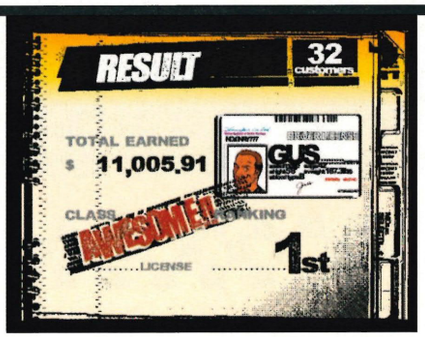
↑ **CRAZY BOWLING: Knock down bowling pins in a tight time limit, using Crazy Drifts. Jon's best: 51.68s. Verdict: will never be beaten.**

BONUS INFO

SILLY PASSENGERS
They're a staple of the *Crazy Taxi* experience, and stupid passengers are back with a vengeance in *CT3*. Our favourite is the group of clowns who blow balloons in the back of the cab while you tear through town.

NEW SIGNINGS
The four new cabbies in the game are Angel (skate rock dude), Bixbite (lounge-disco pimp), Mrs Venus (big momma) and Zax (surly rocker). All the cabbies from the first two games are in here too.

↑ **Jon's silky smooth drifting skills...**



↑ **...led to this frankly *awesome* (his words) score.**

variety in the scenery. In addition to its glitzy city centre, there's a long out-of-town stretch, offering the chance to leap into the Grand Canyon and bomb along the top of a massive dam. As was the case with the two previous cities, repeated play reaps rewards in terms of finding more efficient routes and richer passengers.

Another big plus is the return of the mini-games, which have been fleshed out and expanded upon in the Crazy X mode. This time, there are 25 mini-games to try, with unlockable treats as the prizes for completing them.

In practice, these are rewards for being ultra-rock hard at *Crazy Taxi 3*, because they get so difficult that you may weep. But you won't stop playing, because the mini-games are perhaps the most addictive challenges yet devised by man. While they stand uncompleted, they are mocking you, laughing at you and talking about you behind your back. And you *will not stop* replying "yes" to the innocent "try again?" query until each and every challenge has fallen to your superior driving skills. Which they will - eventually.

It's during the Crazy X mode that you realise just how much depth there is to the gameplay in *Crazy Taxi 3*, and just how much fun the game is. Completing the tougher challenges produces a real sense of satisfaction, since you need to be bloody good to do them. And they also make you use skills that, once employed in the main game, will produce the kind of scores that will make Ben weep with jealousy when you send your Demo Challenge scores into Play:More. You know you want to (load up the Game Disc, then head for page 110).

Crazy Taxi 3 is an odd beast. One the one hand, it really doesn't do much that's new, and Glitter Oasis doesn't manage to beat the old West Coast for fun. The slowdown is irritating too.

But the Crazy X mode is an excellent, ultra-tough test of your skills, and completing it will make you feel like a god. The main game retains the fun of the previous *Taxi* games, despite the lack of innovation, and with the best courses from those games included there's plenty to do. If you're up for more *Crazy Taxi*, this will sort you out - but don't expect a revolution.

THE VERDICT

POWER
The slowdown is terrible at times, like the game is being shot with *Halo*'s plasma pistol. Not good.

STYLE
Some motion blur, and the flaming wheels look quite nice, but there's not a lot of detail.

IMMERSION
Great for short bursts of play, and Crazy X will demand your attention until you own its ass.

LIFESPAN
If you like beating high scores, there's months of play here; if you don't, there's not.

GOOD POINTS
+ EXTREMELY PLAYABLE
+ CRAZY X IS VERY ADDICTIVE INDEED
+ GOOD LEARNING CURVE FOR ALL PLAYERS

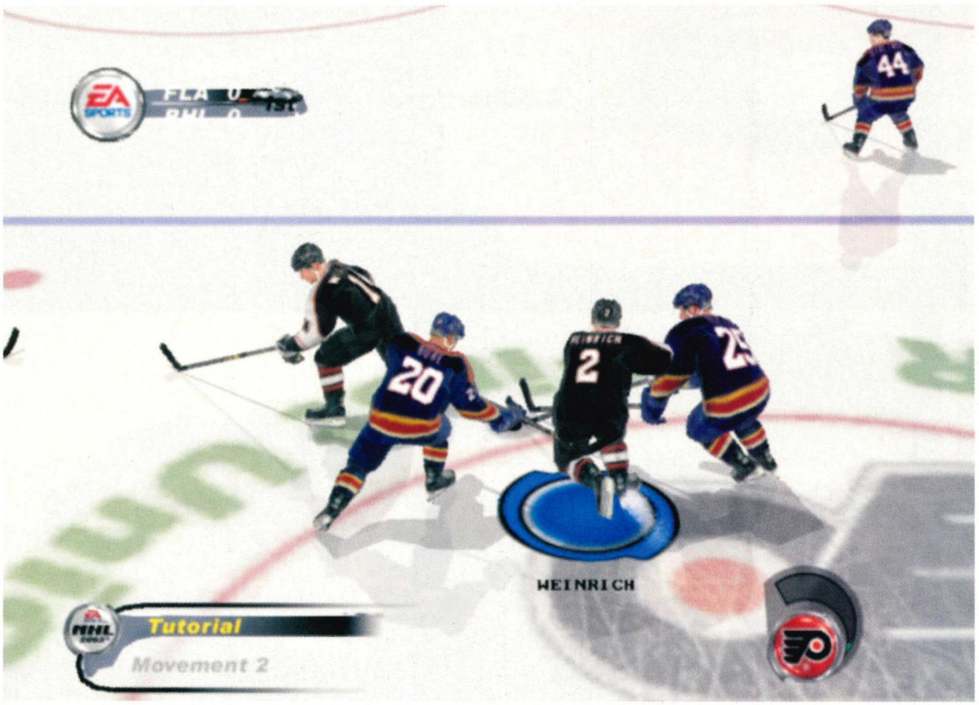
BAD POINTS
- FORMULA HAS HARDLY CHANGED; THAT'S LAZY
- NOT TOO IMPRESSIVE TECHNICALLY

SUMMARY
A very big helping of ferrying-about fun, with some great mini-games, but not the leap forward fans were hoping for.

OFFICIAL UK XBOX MAGAZINE SCORE

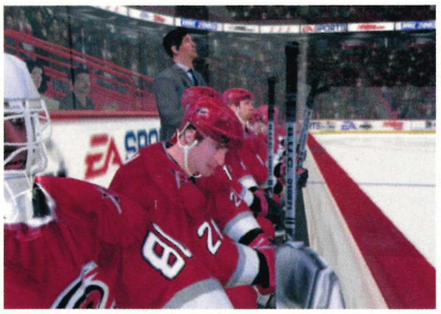
8.0/10

PREVIOUSLY: Incoming Preview - Issue 06, page 029
COMING SOON: Tips - Issue 09



↑ It's too late to deke your way out of this one. Try a last chance pass to someone further up the rink.

↑ Ninja beak hand kung-fu bitch slap crane style.



↑ Lots of authentic cutaway cams are used.

It's got a familiar rink to it

NHL 2003

WORDS: STEVEN BAILEY

GAME INFORMATION

- DEVELOPER: **EA SPORTS**
- PUBLISHER: **ELECTRONIC ARTS**
- RELEASE DATE: **SEPTEMBER 27**
- PLAYERS: **1-4**
- WEBSITE: **WWW.EA.COM/EASPORTS**

THE BRIEF

IT'S ICE HOCKEY - armoured sports teams on ice, with a puck and tiny goals. Full sim conditions.

WHAT, ALREADY? It's only been five months since we enjoyed *NHL 2002* (Issue 02, 8.2). Not to worry, it's not EA Sports doubling their release schedule, rather the case that, due to the Xbox launch, we (UK gamers, that is) received *2002* late. And now it's back to annual business as usual for the franchise. But, anyway, now it's here, what's been added to the formula to give it fresh appeal?

The previous *NHL* wasn't broken, so this update doesn't have anything to fix. Instead, a more-of-the-same sprinkling has been dusted over the game - more animation, more commentary, more relevant statistics, slightly improved visuals and the like.

There are some notable differences too. You can now have dynamic control over your 'deke' (kind of like a wrong-footing feint), and the Right thumbstick allows you to direct just where you'd like to pretend where you're going next with the puck, thus confusing the defender.

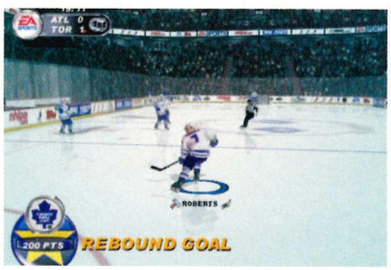
But it feels a bit lame, as the standard auto deke done with a single button-press seems to work just as well.

There's an 'On The Ice' sound option that replaces the commentary with authentic rink noise, and pretty good it is too. Finally, you've got a Beginner mode where the pundits on the mike talk you through the basics, in addition to dishing out the brilliantly hammy chit-chat that was so enjoyable in *2002*.

Other than that, this game is virtually indistinguishable from its predecessor. All the extra licks of detail and additions, apart from the 'On The Ice' option, don't add anything particularly noticeable to the proceedings. The things that made *2002* great are included in *2003* - the stunning, heart-stopping 'breakaway cam', the excellent card collecting (see Bonus Info), the satisfying rush of chaining together a fluid passing move that climaxes in a blinder of a goal and the never-ending attraction of a brilliant multiplayer mode.

NHL 2003 offers exactly the same play experience as its Dad, but with up-to-date numbers and a handful of smart but inessential garnish on top. So it gets exactly the same score.

Buy this to get the most up-to-date offering if you're a huge fan, but otherwise keep an eye out for *NHL 2002* just in case you can find it at a lower price.



↑ Score! Kick back and watch the celebration.

BONUS INFO

SHOW YOUR MATES

Like *NHL 2002* and Madden *NFL 2003* (see page 092), *NHL 2003* has the brilliant card collection feature, with power-ups and cheats awarded for complete sets of in-game cards.

↑ Congrats - you've just earned an NHL card.

THE VERDICT

POWER
No special use is made of the Xbox pad and, looks-wise, it's not much beyond the PS2 version.

STYLE
Most authentic hockey sim. All aspects of the game, as a TV sports entertainment event, are here.

IMMERSION
Provided you're into the sport, you'll be well into this. Just as exciting as watching the real thing.

LIFESPAN
So rife with details and stats that it could, potentially, last as long as your passion for hockey.

GOOD POINTS

+ GREAT FUN TO PLAY
+ MILLIONS OF OPTIONS
+ NHL CARDS: GOTTA COLLECT 'EM ALL
+ SOLID MULTIPLAYER STUFF, AS PER USUAL

BAD POINTS

- NO REAL IMPROVEMENT OVER *NHL 2002*
- UNEVOLVED GRAPHICS

SUMMARY

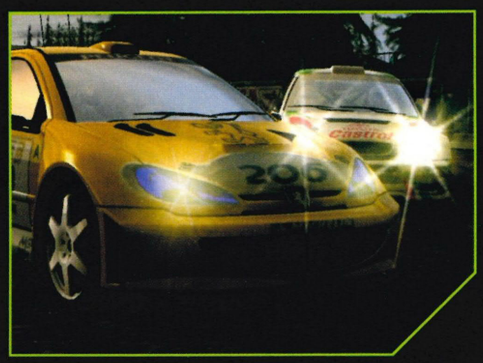
As fast, furious, entertaining and comprehensive as ever. The definitive Xbox ice hockey title. Non-hockey fans: get involved.

OFFICIAL UK XBOX MAGAZINE SCORE

8.2//10

PREVIOUSLY: This the first time up for *NHL 2003*
COMING SOON: Tips - Issue 09

THE ICE AGE: IN HOCKEY'S EARLY DAYS, THE GOALS WOULD BE MADE OUT OF STONES AND A BALL WOULD BE USED INSTEAD OF A PUCK.



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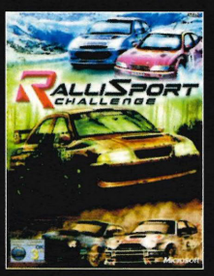
www.xbox.com/uk/rallisport PLAY MORE. PLAY RALLISPORT CHALLENGE.



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↑ Make your Peanut M&M build a bigger and better tower of *Tetris* blocks than the other guy's.

↑ Just eight characters available to begin with.

↑ The bomb game - destroy the other tower!

At last - a proper puzzle game on our console

EGGO MANIA

WORDS: ED LOMAS

GAME INFORMATION

DEVELOPER: **HOTGEN STUDIOS**
PUBLISHER: **KEMCO**
RELEASE DATE: **SEPTEMBER 27**
PLAYERS: **1-2**
WEBSITE: **WWW.HOTGEN.CO.UK**

CLASSIC PUZZLER *TETRIS* had such a big effect on video gaming when it appeared in the late 80s that it's still around in full effect today; in the form of 'enhanced' sequels such as *Tetris Worlds* (see page 032) and in the hundreds of other puzzle games it has inspired.

Eggo Mania is one such tribute. In the game, the original concept of slotting falling shapes together to form lines remains intact, but with a number of big twists.

Firstly, you're not trying to keep your well (the playing area) clear of blocks, you're trying to build a tower so that your little egg man can reach the hot air balloon floating high above him before his rival reaches his.

As you're building, the water level around your tower rises, causing any unfinished rows of blocks it touches to weaken and collapse.

The way the game is controlled is quite different from *Tetris*, too. Instead of making shapes drop straight into place, you control a cute egg-person who has to jump around the screen catching crates, then place the blocks inside them in position.

Power-ups, which also fall down the screen, can both help you and hinder your opponent, although their random presence can be unwelcome. Because you don't really need to work for these power-ups - you just catch them as they fall - it feels unfair when the other player blows up a chunk of your tower.

There are also creatures that occasionally fly onto the screen and steal crates out of your hands; another random factor that just interferes with the puzzle gameplay. Thankfully, you can turn any of the features on or off before playing, so you can always play without the added hassle of certain power-ups.

Once you get the hang of things (which doesn't take long) *Eggo Mania* becomes an entertaining two-player game. Being in charge of an egg with hands and feet rather than just some spinning blocks gives the game a different feel to other puzzle titles, although some will no doubt find it to be an unnecessary addition to the simple gameplay.

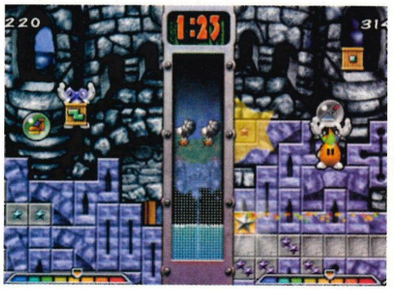
Controlling your character is fiddlier than it could have been - not least because you need to press Up on the directional pad to jump, rather than a button - and the graphics and sound certainly won't trouble your Xbox in the slightest.

But as far as head-to-head puzzle games go, this is pretty much your only option on Xbox right now. It's a solid puzzler that would be great at a budget price.

↑ Grrr. Pesky random flying demon heads.

BONUS INFO

BREAKFAST COMBO
Complete consecutive rows and you get combo bonuses of free blocks added to your tower. Maintain the combo by completing a row each time you place a piece for huge bonuses.



↑ Player two has the valuable cement orb.

THE VERDICT

POWER
This really doesn't use the power of Xbox at all. It's basically a Game Boy Advance game.

STYLE
Bright and colourful looks, but that does make things a little unclear at times.

IMMERSION
An addictive two-player game, but the random elements and long loading times detract from the fun.

LIFESPAN
Not much to keep you hooked for ages in the one-player modes, but two-player is fun for a while.

GOOD POINTS
+ MUSIC THAT SOUNDS LIKE KIDS' TV
+ CHARACTER-BASED PUZZLING THAT WORKS

BAD POINTS
- RANDOM ELEMENTS DON'T WORK
- CONTROLS ARE FIDDLY
- NOT ENOUGH TO IT TO BE WORTH £40

SUMMARY
Not the greatest puzzle game by any means, but good enough to entertain two players for a fair while.

OFFICIAL UK XBOX MAGAZINE SCORE

6.5//10

DICTIONARY DEFINITION: EGGOMANIA [EGG-O-MAY-NEE-A] *N* AN INTENSE AND IRRESISTIBLE LOVE FOR EGGS AND CONCERN FOR THEIR NEEDS OVER ALL OTHERS.

PREVIOUSLY: Preview - Issue 07, page 035
COMING SOON: Tips - Issue 09

↑ While most of the time you're best off trying to stay out of trouble, sometimes it pays to go in shooting.

It's a tough job fulfilling contracts, but someone's got to do it. We're recommending you for the task

HITMAN 2: SILENT ASSASSIN

WORDS: JON ATTAWAY

THE BRIEF

STEP INTO the shoes of a jobbing hitman, taking out targets in a clinical, ruthless manner.

GAME INFORMATION

DEVELOPER: **IO INTERACTIVE**
PUBLISHER: **EIDOS**
RELEASE DATE: **SEPTEMBER 13**
PLAYERS: **1**
WEBSITE: **WWW.HITMAN2.COM**

GETTING RID OF any moral objections by, say, bundling them in a sack and dropping them off a deserted pier, being a hitman would be great. Let's look at the facts:
a) You get loads of cool gadgets to play with.
b) You have to travel to all sorts of exotic locations to kill wealthy businessmen.
c) Every day is bound to be a bit different.
d) The pay is great.

The only downside is that, according to *Hitman 2* at least, you have to have a ridiculous barcode tattooed onto the back of your head. That and the fact you'll probably get killed the very first time you mess up. But hey - even that beats being a traffic warden, where you get grief for actually doing your job right.

With *Commandos 2* (Issue 05, 7.9) and *Championship Manager* (Issue 02, 8.8), Eidos took two game series commonly associated with PC and let them loose on Xbox with enjoyable results. Now they've done the same with *Hitman 2*. No harm in that, especially when it lets us sample this most shady of professions.

The game starts in an impressively unexpected style. Unexpected, because instead of plunging straight into a murky, violent hit, Agent 47 (the baldy, barcoded hitman of the title) is picking tomatoes within the glorious, sunny grounds of a church.

This sanctuary will become familiar as the game goes on, because Mr 47 likes to retire there between jobs, to feed the pigs and water the melons. It's also a handy base for preparing for the next mission, studying targets and deciding what to take from an ever-increasing gun collection.

Planning is a very important part of the game. Through his laptop, 47 receives mission details from Diana at the Agency, his mysterious employer. She also provides photos and videos of the targets, as well as handy maps. The latter come in particularly handy, because familiarising yourself with mission objectives before attempting a hit is often crucial to success.

Gameplay is similarly thoughful. A methodical approach is required throughout, and careful attention must be paid to surroundings and equipment to make a hit as efficient as possible. Mess things up enough to alert nearby guards and chances are Agent 47 will enter a world of pain. After all, he's a silent assassin, not a one-man army. »

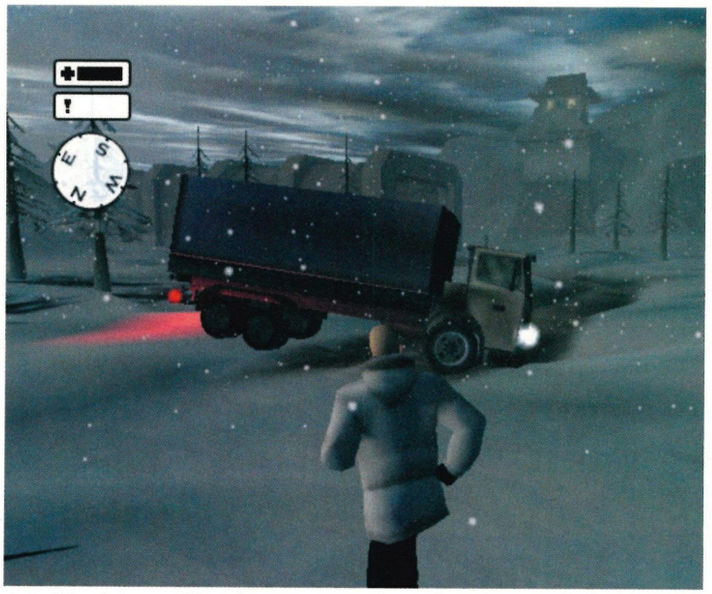
BONUS INFO

CHIPS WITH THAT?
One of the coolest kills in the game lets you polish off your target by putting some incredibly poisonous fugu fish in the hapless soul's tasty sushi. That'll learn him.

CRUEL BLOWS
It can take a while to learn to be brutal, but it's crucial to your success. While you can anaesthetise a person before stealing his clothes, missions rapidly go downhill when the victim wakes up and runs around in his pants, alerting baddies to your disguised presence.

SMOOTH OPERATOR
It's worth mentioning that *Hitman 2* is extremely polished. The frame rate is as smooth as the titular assassin's bonce, there are some excellent shadow effects and some nice incidences of exciting bump mapping too. Check out the paintings in the Don's mansion for an impressive canvassy, oil texture.

↑ Your weapons are stored here - it's worth exploring to find superior tools.



↑ In this mission you'll need to get your equipment from the truck. Or do you..?

"Few games have made staying undiscovered as exciting as this"

It's the danger of being discovered that makes *Hitman 2* unique. Other games flirt with stealth, but few have made staying undiscovered such a giddy, exciting experience as this. Because being recognised is so dangerous, you *really* don't want to be seen, and you have to do everything you can to remain undetected. That means killing silently whenever possible, then dumping bodies where they (hopefully) won't be discovered.

Disguises are also extremely handy, and you're free to steal clothes from your victims. But you then need to consider how you should behave in your new outfit; act out of turn and people will get suspicious. For example, on the first mission, you need to enter a Mafioso mansion and take out a Don. It's possible to enter the enemy grounds dressed as a postman, but if you start running around, the guards start to wonder what's up with Postie...

Assuming a disguise and going about your business in front of other guards can be an enormous amount of fun. Casually mooching through a room full of armed soldiers, cheekily dressed in their dead mate's clothing, is as nervously exciting as it sounds. Pulling off a clockwork hit is satisfying stuff.

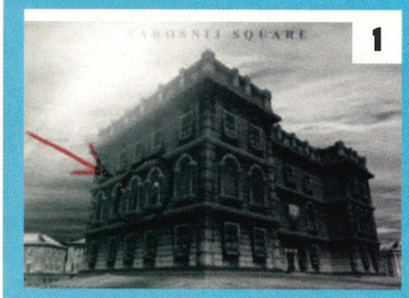
But there are a few little niggles that prevent *Hitman 2* from hitting the target with 100 per cent accuracy, and they're the kinds of thing that'll irk some players far more than others. For example, looking at the map doesn't pause the action, so the game continues around you.

This is handy for seeing patrol routes and so on, but it also prevents you from checking your surroundings during a hectic moment, since you can be shot while you're map reading. It's realistic, but a realistic step too far. Getting shot while wondering what to do next is the kind of thing that prompts heart attacks, especially if the volume's cranked up high.

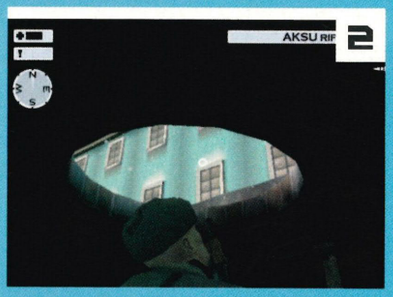
More problematic are the missions that involve tight time limits, when you must be in a certain place at the right time to

VIEW TO A KILL
Get into position, Agent 47

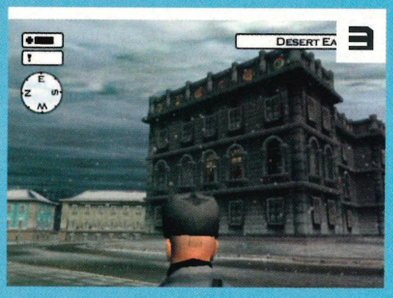
THE MISSION: Kill an army general during a meeting in St Petersburg.



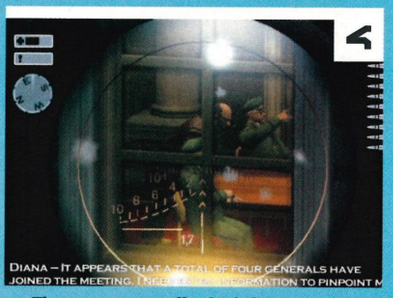
↑ The meeting is going to take place in this room, in a heavily guarded building.



↑ Collect equipment from the subway, and head for the street via the sewers.



↑ Kill a guard, steal his togs as a handy disguise. There's the building.



↑ The apartments afford a lofty view of the meeting room - with a sniper rifle.

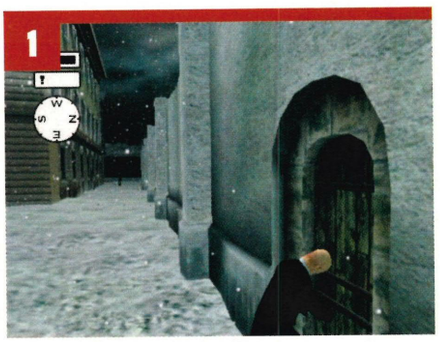
↑ With the target taken out, it's time to escape, again using the handy subway.

THE HIT MAN: POP IDOL JUDGE PETE WATERMAN'S MUSIC CAREER STRETCHES BACK TO THE 1960S. HE HAS WORKED WITH ACTS AS VARIED AS THE SPECIALS, SOFT CELL, NIK KERSHAW, AND, ERM, 2 UNLIMITED. HE ALSO PRESENTED A TV SHOW CALLED *THE HIT MAN AND HER*, WITH THE LOVELY MICHAELA STRACHAN.

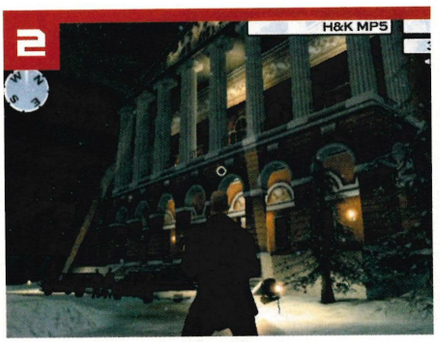
THE AMBASSADOR'S RECEPTION

With this cold-blooded assassination, you are really spoiling us

This assignment is great fun, as it involves a party full of posh types. Like the mission in St Petersberg (see View To A Kill on page 077), it's an unfortunate military bigwig who has been marked for elmination.



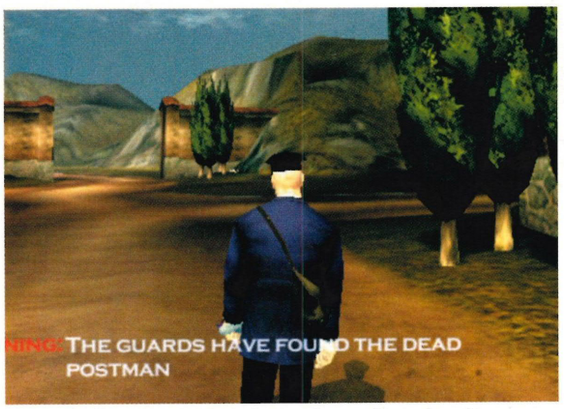
↑ Understandably, with no invite, you break in.



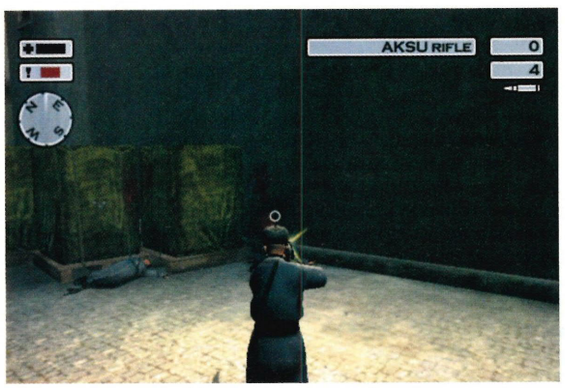
↑ A guard's uniform will let you gain entry.

↑ That's your target on the left. Get 'im!

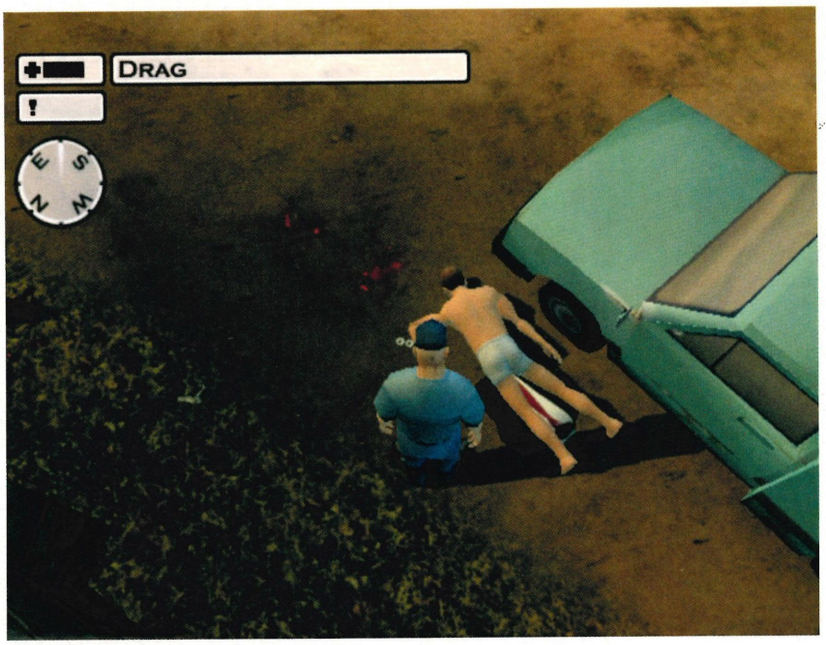
↑ This is where Agent 47 lives. And very nice it is too.



↑ He's in trouble now. Time for another outfit, perhaps?



↑ Dressing as a guard lets you get close to the enemy.



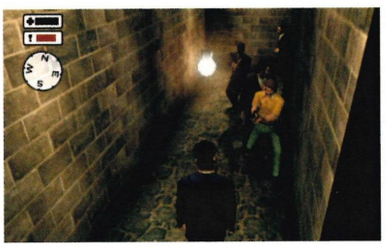
↑ He only came to deliver some groceries, poor chap.

"One mission requires you to wipe out two army generals in a park"

perform a given task. Again, these missions are realistic, but they're not as much fun as the levels that allow you to experiment with different tactics.

One mission, for example, requires you to wipe out two army generals meeting in a park. When you first start playing it, it's possible to fail before you've even decided what you're going to do, because the meeting is over in a flash. This forces you to restart the mission over and over again, imposing a trial and error gameplay method that significantly diminishes your enjoyment . Again, it's as it would be in real-life, but that doesn't make it fun.

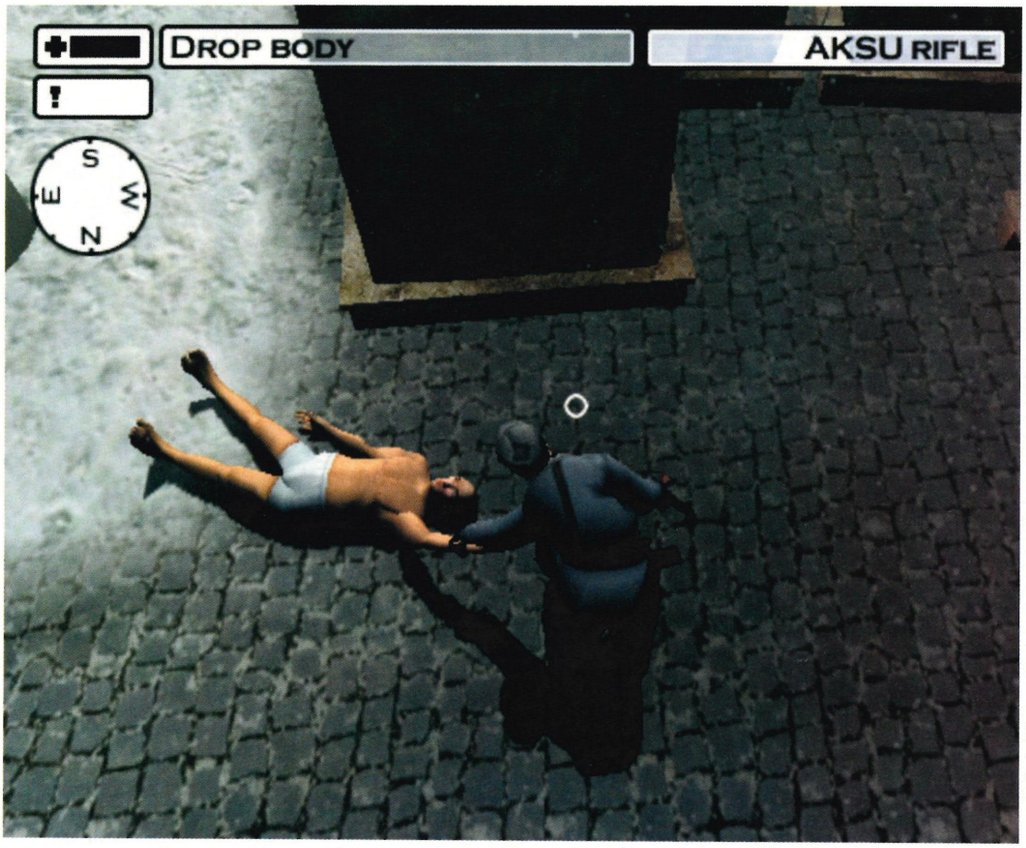
It's during the missions with no time limits that the game comes into its own. Without a pressing need to be in a given place at a specific time, you have plenty of opportunity to experiment and try out your ideas without feeling rushed. Sure, there's still an element of trial and error as you work out what you can and can't get away with, but this doesn't grate so much when time is on your side.



↑ "Alright then lads, it's a fair cop."

The extensive array of equipment to try out means you'll want to test plenty of strategies, and although there generally seems to be one approach that works best, it is possible to fulfil objectives in different ways.

Hitman 2 is a thoughtful, unusual game with a lot to offer players of a



↑ Dragging men in pants to a hiding spot is pure comedy gold, as well as being useful for preventing detection.

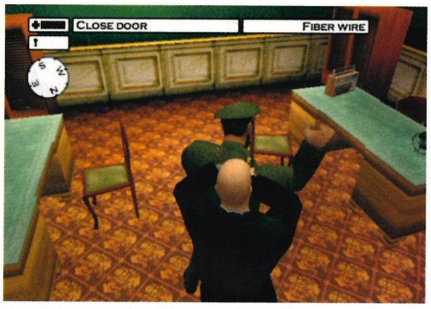
"By far the best thing about the visuals is the way enemies react when hit by bullets"

BONUS INFO

FOUL MOUTHS
The speech is of a high quality throughout the game, with enemies appropriately speaking their own languages. Resident language expert Paul Wilson, who rivals Sir Peter Ustinov in the lingo stakes, informs us that the Italian Mafioso say very rude things. Too rude to print here, but it's something to do with your mum.

PAY ATTENTION, 47
The second meter in the top left of the screen (see screenshot on the right) shows how much attention is being paid to you. Walking past guards in a disguise makes it leap up as they examine you, leading to some tense moments. If you're not acting strangely, though, they tend to ignore you after a couple of seconds.

POINT OF VIEW
Those of you who can't get enough of first-person perspectives will be glad to hear that a press of the Black button is all that's required to shift the camera into Agent 47's steely, murderous eyes. The third-person version works better, though, so we use that.



↑ "Help me with this bow tie, will you... ack!"

logical (and amoral) persuasion. Its realism means that every action needs to be considered carefully, leading to much satisfaction when things go well, but the high level of difficulty means that it quite often doesn't go your way.

However, the engaging concept and huge amount of things to do prevent the difficulty from becoming too off-putting. And, in fairness to Eidos, the first three levels boast more gameplay hints and slightly reduced enemy AI compared to the rest, so there's a conscious effort to ease players into the game's complexities.

Hitman 2 is graphically accomplished, too, although some levels look much nicer than others. But by far the best thing about the visuals is the way enemies react when hit by bullets. It's marvellous, with limbs crumpling lifelessly and bodies being flipped over handrails with the force of a magnum-propelled bullet to the head.

This clinical violence really suits the game's style, making you feel just like a cold-hearted, brutal murderer which, with morals sinking to the bottom of the river, makes the game something of a success, really, doesn't it?

THE VERDICT

POWER
Makes great use of the graphics chip on occasion, and loads nice and quickly too.

STYLE
A stylish front end complemented by solid presentation throughout. Natty death scenes abound.

IMMERSION
The wide range of death-dealing gadgets is enticing, but the time limits can get frustrating.

LIFESPAN
Lots of missions, which will take plenty of time to complete. The hard tasks may take you hours.

GOOD POINTS
+ FULL OF INTERESTING GAMEPLAY IDEAS
+ SOME EXCELLENT STEALTHY MOMENTS
+ LOTS OF DIFFERENT TECHNIQUES TO TRY

BAD POINTS
- TRIAL AND ERROR OFTEN REQUIRED
- MISSION QUALITY VARIES

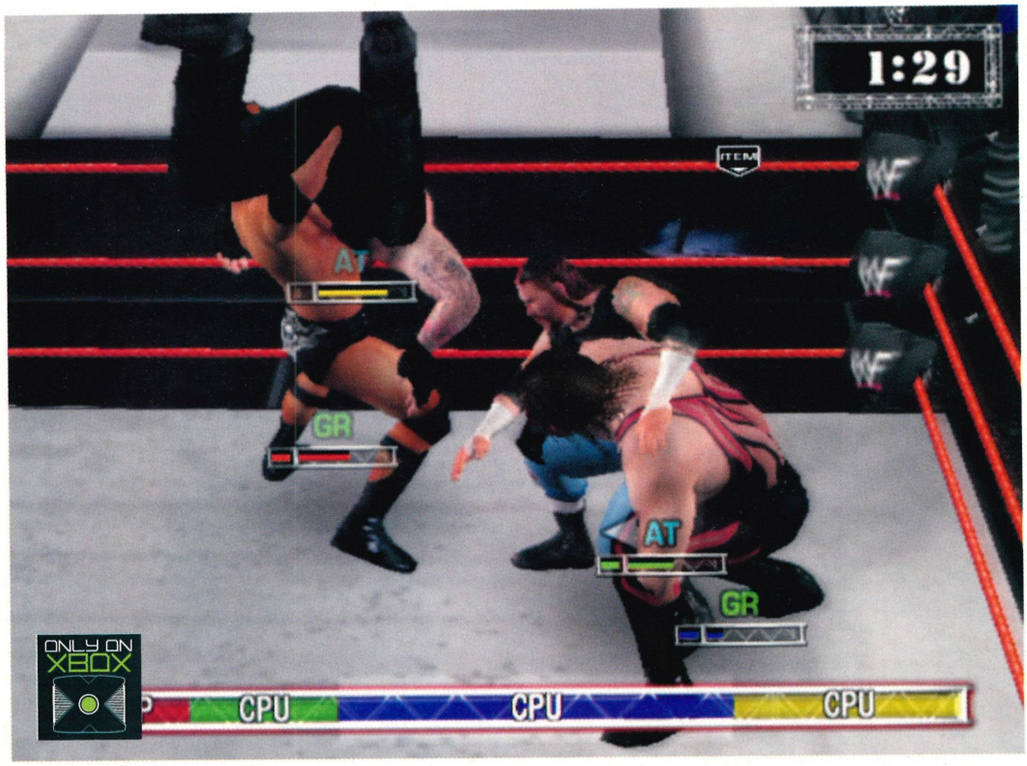
SUMMARY
A top-notch, thoughtful game that dares to be different. A methodical pace and rock-hard difficulty are its only drawbacks.

OFFICIAL UK XBOX MAGAZINE SCORE

8.3/10

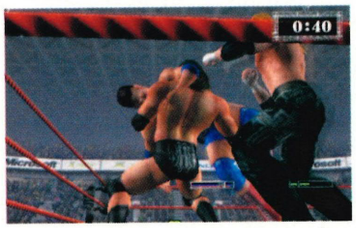
PREVIOUSLY: Incoming preview – Issue 06, page 034
COMING SOON: Playable demo – Game Disc 09

HASTA LA VISTA: THE COOLEST HITMAN OF ALL TIME IS SURELY ARNOLD SCHWARZENEGGER'S T-800 FROM *THE TERMINATOR* MOVIES - ALTHOUGH HE'S TECHNICALLY MORE OF A HITROBOT THAN A HITMAN. EITHER WAY, THE THIRD *TERMINATOR* FILM IS OUT NEXT SUMMER, AND WE ARE GOING TO GO AND SEE IT.

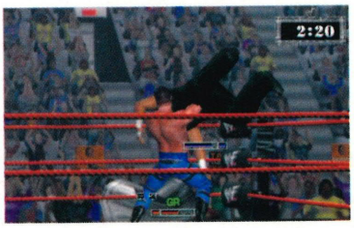


↑ Oooh! It's a real slobberknocker.

↑ It's time to play the Game!



↑ *RAW* features dynamic camera angles.



↑ Hardcore matches are the most fun.

↑ Make your own wrestling robot.

Oil up for more muscle and mullet madness

WWE RAW

WORDS: **BEN TALBOT**

GAME INFORMATION

DEVELOPER: ANCHOR
PUBLISHER: THQ
RELEASE DATE: SEPTEMBER 27
PLAYERS: 1-4
WEBSITE: WWW.THQ.COM

THE BRIEF

Wrestling action from the world's most aggressively franchised sport, featuring over 40 grapplers.

VINCE MACMAHON'S WORLD Wrestling Entertainment (formerly Federation) began its domination of the sport in the mid-80s, when it started to shift the emphasis from violence and aggression towards fun and freedom of expression. Think *The Jerry Springer Show*... but in tights. But play *WWE Raw* for any length of time and you'll realise that the fun's starting to fade, and that WWE is taking the whole experience far too seriously.

Everything in the game certainly looks and sounds authentic. Chris Jericho's ring entrance is just one example of the realistic graphics and excellent motion capture. Undertaker also looks great as he drives his Harley down the ramp to the grinding riffs of Limp Bizkit's *Rollin'*.

Unfortunately, there is an equal number of details that will annoy the hell out of hardened wrestling fans. Not least the completely out-of-date roster. The appearance of ex-stars like Haku and K-Kwik (and a certain beer-drinking baldy redneck with the initials SCSA) just compound the absence of current main-eventers like RVD and Booker T.

A distinct lack of freedom also limits the action. If you played *No Mercy* on Nintendo 64 and enjoyed running away, performing high-flying and double-team moves, climbing a cage, beating up the referee and even fighting backstage, you'll feel restricted here. An interference system where random wrestlers interrupt your match is a good idea but it happens too often and without any apparent motivating factor.

Everything moves so slowly and the steep difficulty curve – especially when doing reversals – drains the excitement and tension from each match. It's a shame because the match-winning system in *WWE Raw* is a good 'un. Instead of an energy bar, each wrestler has a momentum meter that grows as they perform impressive moves or taunt their opponent. This approach means you can never be over confident – one mistake can swing the momentum against you.

WWE Raw's create-a-wrestler mode pales in comparison to the detail and diversity of *Legends Of Wrestling* (Issue 05, 6.0). Although the menu is more user-friendly, you can't design logos and the choice of clothing designs is limited, although extra items of kit can be earned by punching them off opponents in bouts.

Realistic graphics aren't enough to save *WWE Raw* from its other faults and grappling fans will get much more out *Legends Of Wrestling*. Let's just hope that the inevitable *WWE Raw 2* learns from and improves on its sadly limp predecessor.

BONUS INFO

LADDERS?
Well they're included, but you can't climb them. Anchor just didn't have time to implement the game mechanics for ladder matches. Poor.

THE VERDICT

POWER
Visuals are sharp, while ring entrances and signature moves are well motion-captured.

STYLE
Authentic WWE tunes, although the in-game music quickly gets dull and horribly repetitive.

IMMERSION
So slow to play and so sluggish to move players around that each match takes ages to win.

LIFESPAN
You'll be bored after a few goes. Limited save options make title runs painfully difficult.

GOOD POINTS

+ SOMETHING DIFFERENT FOR THOSE WHO'VE TIRED OF PLAYING *SMACKDOWN!*
+ REALISTIC GRAPHICS
+ 180 WEAPONS

BAD POINTS

- LACK OF GAME MODES
- SLUGGISH GAMEPLAY
- OUT OF DATE

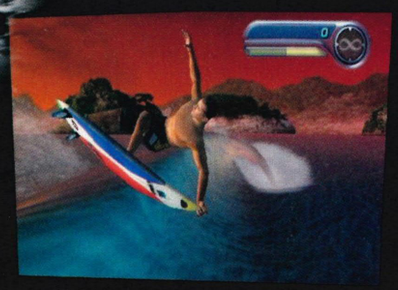
SUMMARY
Short-lived wrestling action that wholly fails to capture the outrageousness of the sport or the TV show that it's based on.

OFFICIAL UK XBOX MAGAZINE SCORE

5.3//10

PREVIOUSLY: Incoming Preview – Issue 07, page 034
COMING SOON: Tips – Issue 09

6 WORLD TITLES, NEVER THE SAME WAVE TWICE.



Visit 13 of the most popular surf spots from around the globe.

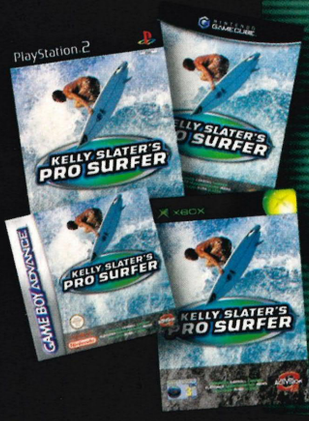
9 modes of play including 2 player PUSH™ mode.

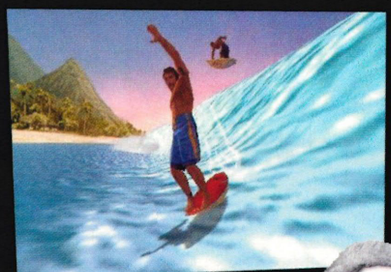
PlayStation®2 computer entertainment system video game system screenshots shown.

SURFING WILL NEVER BE THE SAME

Drop in with **6-time World Champion Kelly Slater** or one of 8 other top pros in the ultimate surf experience, Kelly Slater's Pro Surfer®. Play a total of **30 levels** at the **most challenging surf breaks from around the globe.** Pull off big air and fantasy tricks like **Rodeo Flip, Knack Knack** and **Hangman** that let you take surfing to a whole new level. Surf in a constantly changing wave environment – **you'll never see the same wave twice.**

KELLY SLATER'S PRO SURFER®





Surf on waves populated with other surfers.

Contenido • Contenuto
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OK 3+
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PlayStation®2 XBOX GAME BOY ADVANCE NINTENDO GAMECUBE HOTGEN TREYARCH

ACTIVISION O2 SPORTS REVOLUTION

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↑ Removing heads with exotic weaponry may not be big or clever, but it does give the game a gory comic-book feel all of its own.

The dino blaster returns in a fifth prehistoric romp. But is it a case of combat evolved or fossilised action?

TUROK EVOLUTION

WORDS: JON ATTAWAY

GAME INFORMATION

DEVELOPER: **ACCLAIM STUDIOS AUSTIN**
PUBLISHER: **ACCLAIM**
RELEASE DATE: **SEPTEMBER 6**
PLAYERS: **1-4**
WEBSITE: **WWW.TUROK.COM/EVOLUTION**

» THE BRIEF

FIRST-PERSON SHOOTER with a tempting mix of sophisticated weaponry to be used mainly on dinosaurs.

THE *TUROK* SERIES carries a bit of baggage. The first game, *Turok: Dinosaur Hunter*, was a super-expensive Nintendo 64 launch title. Acclaimed for its lush visuals and atmospheric dinosaur shooting, it also attracted criticism for its irritating platform sections.

Then came a big-hype sequel, boasting an OTT armoury (including the famous, head-emptying Cerebral Bore), gaps between save points that could be measured in light years and not much else. It's fair to say that *Turok 2: Seeds of Evil* was something of a disappointment.

Two more so-so follow-ups came and went, and now there's *Turok Evolution* with its new muscular protagonist Tal'Set in another world of outlandish weaponry, big lizards and lush jungles.

Dive straight into the first mission with high hopes of a Jurassic lark, and you might be a little disappointed. Back on N64, the jungle of *T:DH* was foggy, but it was atmospheric, sweaty and claustrophobic. On Xbox – a console that could have the N64 as a snack between meals, let alone for breakfast – the jungle is a bit gaudy, and poorly textured.

In this day and age, we've come to expect good lighting as standard, and that is noticeably absent here. Without it, the resulting cartoon-bright, plastic look of the daytime levels feels odd in a game like this. The later night levels veer uncomfortably close to N64-style brownness, and the texture quality is poor.

After the first set of levels, the game switches to a third-person, flight-based shoot-'em-up, with you in control of a pteranodon equipped with missiles and guns. It's the first time the *Turok* series has taken a departure from first-person gameplay, and it's okay once you've tamed the rather unwieldy beast.

However, players keen to shoot dinos in the first person (the reason many people invest in a *Turok*) might not be too impressed. It's a nice idea that hasn't been implemented well enough to improve the overall experience.

Wade through the first jungle and flying sections, though, and you'll find things get much more interesting. An ascent of a mountain path is livened up with a natty sniper pistol, and interesting new weapons start to present themselves as you progress. »

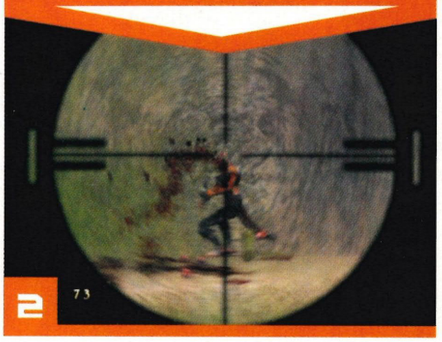
DEATH ROLES >> What happens after you pull the trigger

MUCH OF THE APPEAL of *Turok Evolution* lies in the weaponry available to Tal'Set, and its effect on his hapless enemies. Here are some of the many reactions you can trigger with the contents of your armoury.

1

POISON ARROW Hit an enemy with one of these beauties, and things soon start to get messy. Top retching sound effects, too.

SNIPER PISTOL An accurate headshot can result in instant death, accompanied simply by a brief but memorable fountain of claret.



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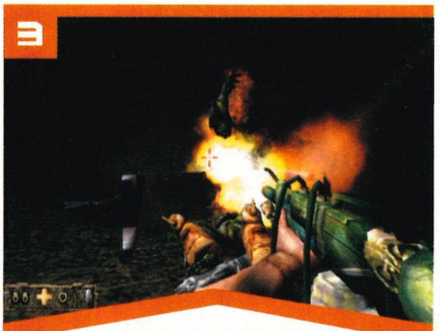


FLAME THROWER Apply fire for a couple of seconds, enjoy the excellent heat haze effect, then sit back and watch your enemies burn.

BONUS INFO

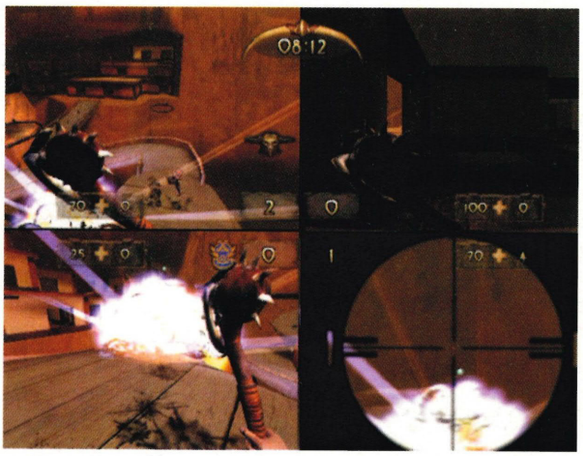
BODY COUNT
Kill something in *Turok Evolution*, and it fades away into the floor in seconds. Surely the Xbox hard drive means bodies can, and should, stay put once dead?

UNLUCKY FOR SOME
There are 13 multiplayer arenas in the game, of varying quality. One arena is suspended above the jungle floor, which is teeming with nasty little dinosaurs that try and eat you if you fall off.

ANIMAL WRONGS
There is plenty of wildlife populating the Lost Lands, some of which is entirely innocent. It's your decision if you slay the monkeys for no reason at all. We did, just in case the devious little buggers were planning something.

OPENING CREDITS
It's something of a tradition with *Turok* titles for the game developer's iguana mascot (the team used to be called Iguana) to feature when the game gets booted up. And this version is no exception. This time out, his head gets cleaved in two by an axe. Oh dear.

↑ Spreading enemy parts all around has a certain appeal.



↑ Despite lots of weapons, the multiplayer isn't too hot.

↑ Big, innocent dinosaurs are a nice touch.

↑ Fly, my pretties.

↑ These little dinos nip you. So kill them.

There's some variety in the gameplay, too, with one set of levels requiring Tal'Set to infiltrate an enemy camp under cover of darkness. Yes, it's stealth time, and it works well. Shooting poison arrows into enemies and then ducking for cover while the poison does its work is tense and satisfying (see Death Roles, above).

Turok, though, is all about the weapons. If there's one thing that distinguishes this series of games from other first-person shooters, it's the long list of devices that you can kill things with. This instalment is no exception.

From the sniper pistol onwards, the weapons get better and better as you progress. The accompanying effects are great: from the heat-haze explosion of the rocket launcher and flame-thrower to the excellent remote control spider mine.

> "The weapons just get better and better as you progress"

These cool new toys encourage progress, providing a strong incentive to get to the next area, but they also highlight the old-fashioned nature of the game. Guns found early on in the game are pretty much redundant when more powerful weapons are found later.

And for some reason, the handy, quick select weapon wheel of previous *Turok* games has been ditched, so that you now have to cycle through weapons to find the right one. It's a very annoying task in frantic situations.

An equally grumblesome feature is the poor enemy artificial intelligence. While foes will duck for cover on occasion, nearly all opposition creatures are dense cannon fodder.

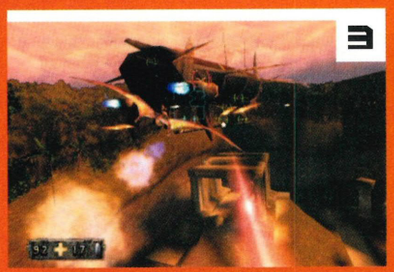
It's not that they're not fun to fight against – many of the pitched battles can be very satisfying – but you never find yourself completely swept up in the game

GAME BUDDIES: *TUROK* THE SAME AS *BOMBERMAN?* ONLY IF YOU SAY THE LATTER'S ALIAS IN A CERTAIN WAY. PUZZLERS STARRING THE DIMINUTIVE EXPLOSIVES EXPERT WERE RENAMED DYNABLASTER IN SOME TERRITORIES. *TUROK*, OF COURSE, IS A DINO BLASTER.

SKY RIDER
Death from above, Turok style

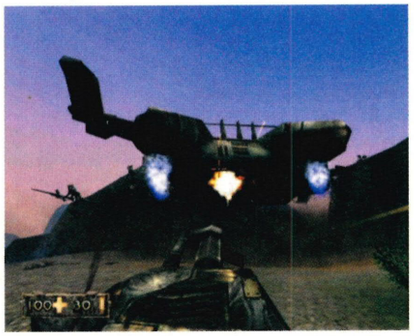
↑ A SPIN ON the back of a pteranodon is a break from the more intense FPS action.

↑ These corpses are a crucial, health-giving snack for your trusty dino-bird...



↑ ...especially when you reach this massive boss at the end of the chapter. It's a toughie.

↑ Things that make you go boom... the spot effects for these explosions are superb, with a lovely heat haze effect.



↑ This gun turret + that ship = pretty fireworks.

↑ No, you can't lop their heads off.

"It poses a stern challenge, of the kind that tests your patience"

world. Enemies never seem to consider their environment at all.

Things have moved on, but *Turok Evolution* hasn't evolved as much as it maybe likes to think it has. In the light of advancements made in the FPS genre, this game feels as primitive as some of the lizards you have to shoot, especially when dying leads to a lengthy trip back to the start of a level.

The game does pose a stern challenge, with teleporting enemies and longer levels being used to prolong the experience the further you get into the game. Sadly though, it's the kind of toughness that tests your patience as much as your skills, since enemies are always in the same place each time you play. Players keen to see the end must be prepared to put in some hard, frustrating work; often, it's only the urge to see the next weapon that keeps you playing at all.

The multiplayer mode is shoddy, with a low frame rate, muddy and indistinct graphics and some uninspired arenas preventing it from being a genuine contender in the multiplayer FPS stakes.

Ultimately, the frantic, flashy battles in *Evolution* do provide some fun. But in the wake of *Halo*, and with plenty of other big-name shooters Xbox-bound, it does feel as though the series has run into something of a dead end.

Turok fans may find that this works its way into their consciousness like a Cerebral Bore. For the rest of us, the unadventurous, old-fashioned gameplay is likely to be a different kind of bore altogether.

THE VERDICT

POWER
Multi-format development seems to have castrated the game's potential on Xbox.

STYLE
The gaudy colour and low-res textures are counter-balanced by great enemy death sequences.

IMMERSION
You will want to see what's around the corner, especially with a new weapon when you get there.

LIFESPAN
Lots of levels, and it gets rock hard. But there are better FPS titles both out now and forthcoming.

GOOD POINTS

+ SOME GOOD WEAPONS...
+ ...AND VERY GOOD ENEMY ANIMATIONS

BAD POINTS

- NO IMPROVEMENT OVER PRIOR *TUROKS*
- TOUGH, BUT IN THE WRONG WAY
- ROPEY MULTIPLAYER

SUMMARY
A solid blaster, but it's not just the dinosaurs that make you feel you've gone back in time. Not worth a kip on Oxford St...

OFFICIAL UK XBOX MAGAZINE SCORE

6.6//10

PREVIOUSLY: Exclusive Access - Issue 01, page 050
COMING SOON: Tips - Issue 09

THE ART OF AN ASSASSIN

THE HEADSHOT
Blood type "O" on white ceramic tile.
Specialist equipment: Desert Eagle
Produced in Malaysia 2002.

Donated by: Charlie Sidjan

PC CD-ROM PlayStation.2 XBOX

HITMAN 2
SILENT ASSASSIN™

IO Interactive

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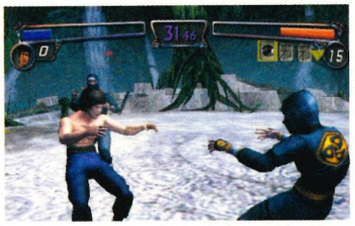
↑ This bit's great. You beat up these men, and then more men come along and you beat them up too.

↑ A, A, A, A, A, A, A, A, A, A, A, A, A, A.

↑ B, B, B, B, B, B, B, B, B, B, B, B, B, B.



↑ A, B, A, B, A, B, A, B, A, B, A, B, A, B.

↑ B, A, B, A, B, A, B, A, B, A, B, A, B, A.

Like exhuming Bruce's corpse and beating it up

BRUCE LEE: QUEST OF THE DRAGON

WORDS: ED LOMAS

GAME INFORMATION

DEVELOPER: **RONIN ENTERTAINMENT**
PUBLISHER: **VIVENDI UNIVERSAL**
RELEASE DATE: **AUGUST 30**
PLAYERS: **1**
WEBSITE: **WWW.UNIVERSALINTERACTIVE.COM/BRUCELEEGAMES/QUEST/**

THE BRIEF

DRAG BRUCE Lee's body around, making it fight with stupid, badly trained ninjas.

ONLY ON XBOX

NORMALLY IN reviews we try to highlight some of a game's good points before talking about its bad points, or maybe the other way around. We can't do that with *Bruce Lee: Quest Of The Dragon*. We've tried our best, but there don't seem to be any good points to comment on. It's solid 24-karat crap right the way through. Here's why:

The loading times are long, the graphics flicker and glitch all the time, the appalling lens flare effect appears when the camera looks at the floor, the training mode is useless, Bruce looks like he's got broken heels and a big poo in his pants when he walks up stairs, control during the nunchaku fights is disgraceful and there's no animation as you switch between attack targets - Bruce just immediately flips round. Pause for breath.

The enemies are stupidly stupid, the background graphics are less detailed than most Nintendo 64 games, blocking is too slow, Bruce looks ill in close-up, the enemies are basically all the same, there are invisible walls stopping you from walking too far in any direction, there's only one boring route through a level, you can walk right into and through certain bits of supposedly solid scenery, the game has to pause to load each wave of stupid enemies even though they all look the same and Bruce ya-taahs and wa-taows with every single attack - something he certainly never did in his movies. Pause again.

Bruce has to *buy* kung-fu moves as he goes through the game (why?), the animation on all the moves is too jerky to see what you're meant to be doing, when automatically 'locked on' to enemies you can't move around properly, the camera sometimes judders behind scenery while you're fighting, move names flash on-screen so there's always text in the way of a scrap, the boats in the intro sequence leave big wakes behind them when still, levels have rubbish names like 'Town on Mountain', time counters keep going even when you're frozen still waiting for the game to load the next lot of enemies and there's nothing telling you which way to go after defeating a wave of those enemies - you just walk until you find a way that isn't blocked by an invisible wall. And so on, and so on.

Bruce Lee is one of the coolest men ever to have lived. This game is an insult to everything about him. If you're ever unfortunate enough to play it, you'll never be able to wash away the dirty feeling it leaves with you, no matter how hard you scrub.

This has no place on Xbox.

BONUS INFO

SPARE ANY CHANGE? When you beat people up they drop coins. Coins buy new moves, extra health and so on, until the end of each stage. Yawn.

THE VERDICT

POWER
Disgracefully glitchy, jerky and all-round rubbish looking, and extremely limited technically.

STYLE
Bruce Lee had more style in one nasal hair than is present in this crummy botch job.

IMMERSION
Button-bashing repetition to the point of tedium - and far beyond.

LIFESPAN
Loads and loads of dull, repetitive, scabby levels to drag yourself through if you so desire.

BAD POINTS

- LOOKS AWFUL
- DUMB ENEMIES
- THE FIGHTING IS TERRIBLE
- NO VARIETY
- WOULD HAVE BEEN RUBBISH EVEN TEN YEARS AGO
- DON'T READ ANY MORE OF THIS REVIEW, THE GAME IS SHOCKING

SUMMARY
If only Bruce Lee were still alive he could kick the crap out of the buffoons responsible for this offensive sack of diarrhoea.

OFFICIAL UK XBOX MAGAZINE SCORE

1.0 //10

PREVIOUSLY: Preview - Issue 02, Movie - Game Disc 06
COMING SOON: We'll try not to waste ink on this again.

HITMAN 2
SILENT ASSASSIN

IO Interactive

EIDOS INTERACTIVE

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↑ All the monsters that James encounters are based on distorted human anatomy. Radio interference alerts him to the presence of these straitjacketed nasties.

Xbox launch game in Japan, and a PS2 conversion to boot, but this is the best survival horror out there

SILENT HILL 2: INNER FEARS

WORDS: STEVE O'HAGAN

THE BRIEF

ADULT-THEMED HORROR adventure in which you fight monsters and solve puzzles.

GAME INFORMATION

DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**
RELEASE DATE: **SEPTEMBER 27**
PLAYERS: **1**
WEBSITE: **WWW.KONAMI.COM**

THERE ARE SOME towns you just wouldn't want to visit. Grozny in Chechnya, plagued by kidnap gangs and trigger-happy Russian soldiers. Milton Keynes, blighted by soulless concrete vistas and the lack of anything to do other than visit shopping malls.

We can now add Silent Hill to that list. With a permanent blanket of fog and population of gibbering monstrosities, it's the kind of place Lonely Planet doesn't sell a guide book for.

But, in the role of James Sunderland, go there you must. Your wife Mary has sent you a letter imploring you to meet her there. Your wife Mary, who has been dead for three years.

What we've got here is a port of last year's PlayStation 2 survival horror masterpiece. The game has been given an Xbox makeover, tidying up the visuals, with an all-new mini-adventure included, where you get to explore areas of the town that were closed off in the original (see Bonus Info on page 089).

In keeping with survival horror tradition, the game plays out in a third-person perspective and is bristling with brilliantly-drawn locations, devious puzzles and hideous monsters.

Things kick off with you as James at a motorway lay-by overlooking Silent Hill. He's alone and armed only with his dead wife's letter. You blindly set off down the path through the woods, which is when the mist descends and the noises begin. The thick, choking mist and the eerie, echoing noises accompany you pretty much through your entire stay, creating an atmosphere of foreboding that takes weeks to wash off (see Fear Factory on page 089).

Unlike other games of its type, *Silent Hill 2* doesn't rely on constant fights or streams of unexpected shocks to make you jump and keep you interested. Instead, it creates a feeling of disorientating unease that grabs you firmly by the windpipe and hangs on until you find out just what the hell is happening in this damn town.

Keeping the cold hand of fear never far from your throat is a sparse, haunting soundtrack that has no equal. Strange, disembodied noises reverberate in the distance. Creepy music pipes up when you least want it to. James's radio erupts with static whenever danger is near. And when a stumbling zomboid comes at you from out of nowhere, a hideous, dissonant orchestra begins to play, sending shivers down your spine and right back up again. »

"Grotesque, foul monstrosities... grasping at your clothes and hair"

Because once out among the deserted streets and tenements of the Hill, it's not long before you run into the town's undesirable denizens. And you'd better be ready – not for a fight, but for a fright. These are some of the most grotesque, freakishly foul monstrosities ever devised for a game. Contorted, shrieking humanoids apparently constructed from juddering offal. Ghoulish, twitching what-once-were-nurses grasping at your clothes and hair. Shambling mockeries of the human form that can only be described as balloon sculptures stuffed with sausage meat.

Disposing of these horrors is a brutal, unsophisticated affair in keeping with the down-to-earth realism of the game's lead character and the town of Silent Hill (see Average Joe on page 090 for more details).

James Sunderland is no martial artist or weapons expert and most of the shambling fiends you encounter are not overly blessed in the brain department, merely stumbling towards you and whatever weapon you have to hand. If you're fortunate enough to have a handgun, the fights have the feel of summary execution. A few shots to put the beast down, and then a firm stamp of the boot into their spinal column to finish off.

Close-range fighting is yet more brutal. Even when the grotesque fiend in front of you has fallen to the ground, you stand over it, pummeling it to a pulp until the tell-tale pool of rapidly congealing blood assures you it won't be getting up for more.

Aside from the bloody carnage, the locations in the town and its surroundings look great. Nothing is pre-rendered and the camera is constantly shifting and altering position to increase the suspense. In most situations, you can hold down the Left trigger to force the camera to follow you from behind while at the same time using the Right thumbstick to look around, James's head and the beam from his pocket torch following it as you do.

Little touches like this are plentiful. Run for a while and James will pant like a racehorse when he stops. Walk into a room with something to pick up and his head will turn

BONUS INFO

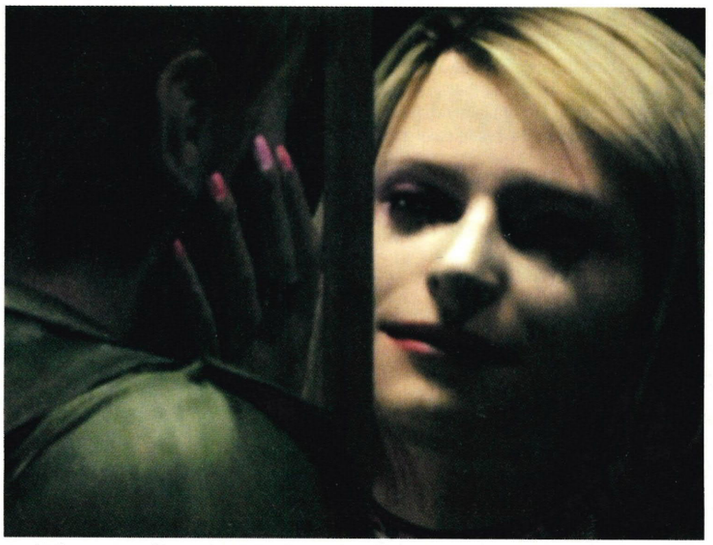
BRING THE NOISE

Inner Fears has unique, grainy visuals, giving it the feel of an old newsreel. This is the product of a visual 'noise filter' developed by the designers. Exclusively, Xbox owners have the option to turn it off. Doing this makes the visuals sharper, demonstrating more clearly the improvements over the PlayStation 2 version. But we like it better on.

EXTRA MISSION

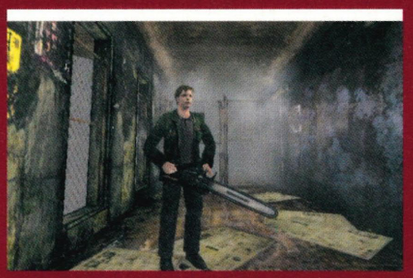
The bonus Xbox-only chapter, Born From A Wish, casts you as Maria, one of the characters James meets during his time in Silent Hill. She starts out in a motel room with little recollection of how she got there and can then explore some of the areas blocked off in the main game. Designed to be played after you've finished the main game, it's little more than an extra level and shouldn't take more than three hours to complete. It isn't enough to make *Inner Fears* worth buying if you've already finished the PS2 version.

↑ Maria is seductive at times, yet callous and cruel in the next instance.

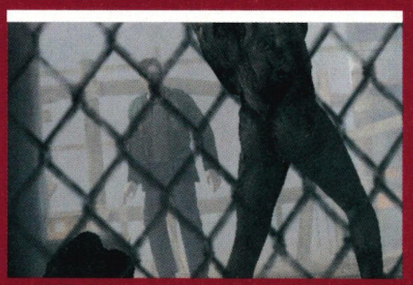


↑ At the centre of James' enigma is a twisted love story.

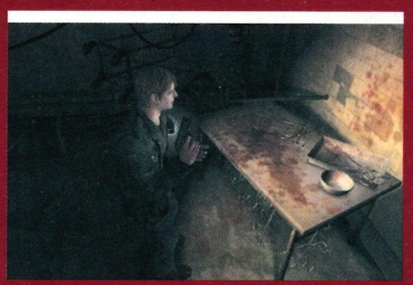
FEAR FACTORY
What makes Silent Hill the scariest place on earth?



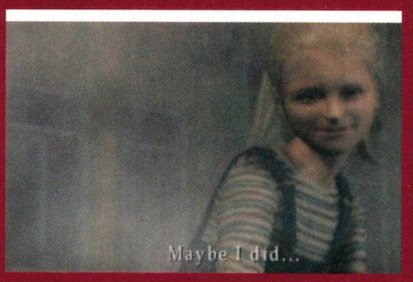
↑ PLAY MISTY FOR ME
A thick, cloying fog envelops the entire town. Ghostly tendrils of wispish mist obscure your vision, lending everything a deathly grey pallor. You feel claustrophobic and vulnerable *outdoors*.



↑ "FRIGHTS, CAMERA, ACTION!"
No location is pre-rendered, meaning the camera can take up whatever unsettling angle it likes. One minute it's tracking you down a dark hall, the next it's perched on a rafter spying on you.



↑ OUT OF THE SHADOWS
Fog creates the fearful atmosphere outdoors; inside it's the shadows cast by the faint beam of your pocket torch that keep you dripping with tension-induced perspiration.



↑ TWIN FREAKS
The dev team behind *Silent Hill 2* admits to being heavily influenced by David Lynch's scary vision of small town America, *Twin Peaks*. This is evident throughout the game, especially in the cut-scenes. Whether interludes driven by the game engine or sporadic bursts of stunning FMV, they never fail to add to the creeping fear.

I SAW THIS AND THOUGHT OF YOU: THE STRAIGHTJACKETED MONSTER IN *SILENT HILL 2* WAS INSPIRED BY THE GAME'S ART DIRECTOR, MASAHIRO ITO, WATCHING HIS FRIEND WALKING DOWN A DARK CORRIDOR IN A HOODIE, WALKING IN A FUNKY WAY.

AVERAGE JOE
He's a guy just like you or me.

One of the reasons *Silent Hill 2* works so well is that it does all it can to put you right there in James Sunderland's unenvied shoes. How? Well, our Jimmy's hardly a typical action hero, but he's someone with whom you can easily identify and empathise. Nor is he some kind of superhero ass-kicking ex-Navy Seal. He's just a Mr Normal who happens to find himself in a whole world of hurt.

1 HUMDRUM HERO

With his green duffel jacket, boring grey T-shirt, drainpipe jeans and scruffy boots, James is hardly the latest Manga-style teenage sensation and nor is he the body-building hunk of muscle we're used to in our beat-'em-ups and action shooters. No, this guy is as run-of-the-mill as they come, and his only distinguishing feature is his passing resemblance to Bryan Adams. But we'll forgive him that.

2 EVERYDAY TOOLS

To keep the feel of the game in the realm of the realistic, it's not just James himself who's ultra normal, but the things he finds lying around the place are exactly the kind of things you'd expect to see in Anytown, USA. There are no grenade launchers and Gatling guns to stumble across here, just the odd handgun and maybe a hunting rifle. Instead of swords and Uzis, Jim has to make do with wooden sticks and iron piping when it comes to mixing it up toe-to-toe.

3 FIRE AWAY

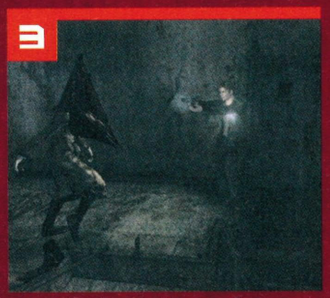
Firing guns is a simple matter in *Silent Hill 2*. You just hold the Right trigger and James takes aim, then a press of the A button fires. He can sidestep a little but there are no barrel rolls, *Matrix*-style diving and shooting or tactical use of cover here. That's because our Jimmy's got about as much experience of firing a gun as we have. Again, this gritty realism just draws you further in to the action.

4 TOE TO FOE

If you thought James's use of guns was rudimentary, wait till you see how he fights at close quarters. When you meet the first of Silent Hill's deformed citizens, the only thing he has to dispatch them with is a close-to-hand piece of wooden fencing. Again, James's combat tactics are a little unsophisticated. You just bash the A button and he randomly swipes away for all he is worth. No combos, no fancy manoeuvres – just a bloke with his back to the wall doing his damndest to stay alive.

↑ Wood likes to meet... skull.

↑ Sunderland – a real man's man.

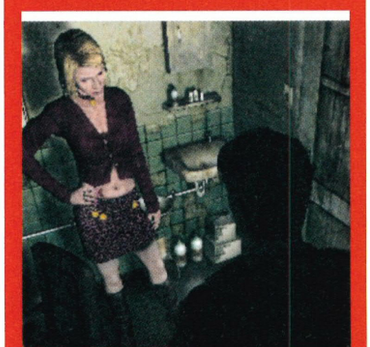


↑ Not ready, roughly aim, fire.

↑ If it moves, hit it.

ALL'S HELL THAT ENDS HELL

The plot in *Silent Hill 2* is a dense and torturous affair and at many points you'll be scratching your head wondering what the hell's going on. At times James seems to black out only to wake up in an underground maze, and at others he shares the most bizarre conversations with the few people he meets. As to what the whole thing means, you'll just have to play it through to find out. But with multiple cryptic endings, there's no guarantee you'll have a full grasp of what it all means. It took us a while to cotton on, but when you do, you realise the whole thing conforms to a grim logic and there is an explanation for more or less everything that happens. It's a leading example of good storylines.



↑ "Go on love, spill the beans."

"The best survival horror on any console... possibly the creepiest game ever made"

» to look at the object. And as you walk on wooden floors, stone pavements or dusty paths, the sound of his footsteps changes to reflect the surface.

The first of the game's puzzles are straightforward but the later ones are seriously obscure. If you're anything like us then one or two will have you grinding your teeth and sweating in ignorance before you get that all-important flash of inspiration. Occasionally, the way the game presents the riddles and brainteasers is breathtakingly original, such as the time when a lift grinds to a halt, only for some kind of unearthly gameshow to pipe up from your radio, providing a vital clue to the puzzle up ahead.

As much as we love *Silent Hill 2*, we have to admit that it has shortcomings. For one, this is a conversion of a PlayStation 2 game that's almost a year old now. And despite the brilliantly drawn locations, the animation can be a little flaky at times, meaning it certainly can't compete in that department with titles such as *Enclave* (Issue 06, 5.8). Then there's the brooding pace at which the action moves. There are no set-piece shoot-outs or armouries of weapons to raid for firepower here.

On top of this, the game is short. With a little application you can have it licked in a touch over 11 or 12 hours; even the new Xbox-exclusive chapter only bolts on another three hours of gameplay or so. Not that this should put you off, but it means you might be better off renting for a weekend and whipping it in a couple of mammoth sessions.

But whatever its shortcomings, what you're getting here is still the best survival horror on any console, and quite possibly the creepiest game ever made. The only thing is – and we mean it – if you're of a sensitive disposition then think twice about buying this. *Silent Hill 2* is the video nasty of the game world.

THE VERDICT

POWER
Converted from last year's PS2 original, this is solid but not the prettiest thing on Xbox.

STYLE
Fantastically claustrophobic and fearful atmosphere permeates every pixel and sound effect.

IMMERSION
If horror is your thing, there's no way you'll want to stop before you hit the end.

LIFESPAN
It's no marathon, and alternative endings will only entice the horror hardcore to play through again.

GOOD POINTS
- BROODING TENSION FROM START TO FINISH
- UNBELIEVABLY BIZARRE MONSTERS
- THE SCARIEST GAME MONEY CAN BUY

BAD POINTS
- A BIT ON THE SHORT SIDE AT 11-12 HOURS
- NOT ENOUGH ACTION

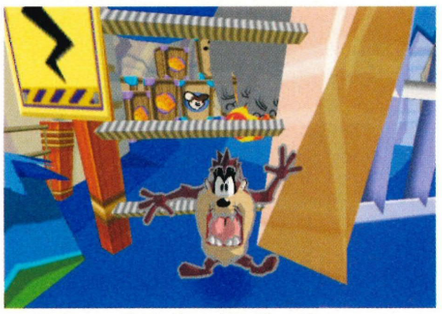
SUMMARY
A work of twisted genius that will, sadly, be too slow paced for some. Make sure you have the lights on when you play...

OFFICIAL UK XBOX MAGAZINE SCORE

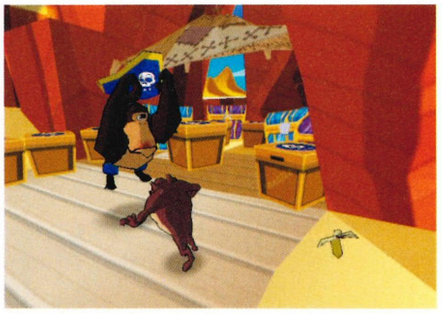
8.4//10

»PREVIOUSLY: First Look – Issue 07, page 012
»COMING SOON: Masterclass – Issue 09

↑ It's a zoo, but one with more zookeepers than animals. Really annoying zookeepers, at that.



↑ Me Taz no like licking electrickery fences.



↑ Time for some spinning/jumping.

Eeyaargh-oooga-agga-blagga-uarrrk-bleuurgh-thhpt!

TAZ: WANTED

WORDS: ED LOMAS

GAME INFORMATION

DEVELOPER: **BLITZ GAMES**
PUBLISHER: **INFOGRAMES**
RELEASE DATE: **OCTOBER 18**
PLAYERS: **1-2**
WEBSITE: **WWW.INFOGRAMES.CO.UK**

THE BRIEF

3D CARTOON PLATFORMER where cartoon star Taz must solve puzzles and eat stuff.

STARTING LIFE AS an occasional bit-part character in Warner Bros. cartoons, Taz now has his own series featuring lots of atrocious Australian accents and much raspberry-blowing, as well as a number of video game starring roles under his furry belly.

ON THE DISC

Taz: Wanted is based around Taz's main abilities – spinning and eating – but it isn't just standard platform guff. Instead, there are a number of 'Wanted' posters featuring Taz's face that he's got to destroy. Bonus objectives of destroying scenery and collecting sandwiches are there so you can earn extra cash.

So it's not just a walk-in-a-straight-line-and-jump-on-people's-heads game; there's lots of exploring to be done, and lots of trial and error involved in figuring out how to reach and destroy each poster. This stops it being a simple, light-hearted game for kids and turns it into something that takes a lot of time and effort to work through.

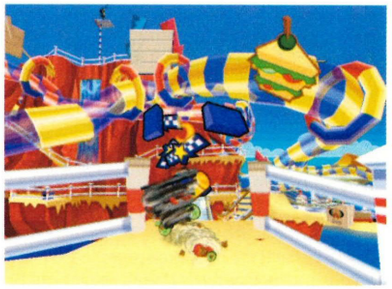
There's lots of going back on yourself, lots of frustrated looking at high platforms and wondering how on earth you're going to reach them, and lots (and we mean *lots*) of dying.

Thankfully, there's also no limit on the lives you can lose, or any life system at all. If Taz sinks in water, he's reinstated on the nearest shore. If an enemy attacks him, he'll get punched in the face repeatedly until he runs away. If he gets caught by a zookeeper, he restarts from a cage $500 worse off. This means that you only leave a level when you finish it or admit defeat for the day and quit. It also means you need to get used to constantly being placed somewhere else in the level when you're just trying to go about your own business.

It's a tricky game with confusing stages, lots of wandering around, some completely and utterly illogical puzzles, fiddly jumping and a frustratingly large number of 'deaths'.

But it really does look lovely, and there's enough stuff packed into each stage to give hardened gamers a fun 'collect 100 per cent of everything' challenge. The bonus two-player games (racing, smashing stuff up, time trials) are an okay way of spending half an hour, too.

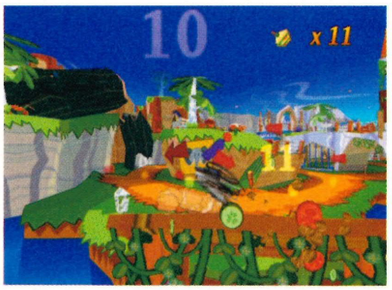
But with gameplay as clumsy and awkward as this, it's impossible to recommend to kids or anyone else looking for some cartoony fun.



↑ Those stripey tubes are mad water flumes.

BONUS INFO

ON THE DISC
This month's Game Disc has a demo of *Taz Wanted* with the shopping mall level. You get four minutes play, so be quick, then check out the two-player trolley race, too.



↑ Find and eat 100 sandwiches for bonuses.

THE VERDICT

POWER
Eye-burningly colourful and smooth graphics, big views and quick loading times.

STYLE
Looks like an angular cartoon but in a 3D world, and has some funny set pieces.

IMMERSION
The quest for 100 per cent of everything can be all-consuming but never particularly fun.

LIFESPAN
Not a massive game, but plenty to find in each stage. A great game to rent for a solid gaming weekend.

GOOD POINTS

+ LOOKS PRETTY COOL
+ LOTS TO FIND IF YOU CAN BE BOTHERED

BAD POINTS

- THOSE MEN WITH THEIR STUPID NETS
- CONSTANT DYING AND RESTARTING
- NOT ACTUALLY MUCH FUN, REALLY

SUMMARY
Not terrible, but for a game based on a cartoon, this is far too annoying, laboured and generally un-fun to play.

OFFICIAL UK XBOX MAGAZINE SCORE

9.9 /10

PREVIOUSLY: Previews - Issue 01, 03; Game Movies - Game Disc 04
COMING SOON: Tips - Issue 09

ME TAZ EAT BAY-BEE: REAL TASMANIAN DEVILS PRODUCE LITTERS OF UP TO 40, BUT ONLY TWO OR THREE NORMALLY SURVIVE. THE MOTHER EATS THE REST. NASTY.

↑ **Detailed replays like this make your best performances even more dramatic when you watch them back in slow motion. It's like American football, *The Matrix*-style.**

King John of American football graces Xbox with his ample presence. Bow to his formidable sports game

MADDEN NFL 2003

WORDS: ED LOMAS

THE BRIEF

LATEST UPDATE in the long-running *Madden* series of in-depth American football simulations.

GAME INFORMATION

DEVELOPER: **EA SPORTS**
PUBLISHER: **ELECTRONIC ARTS**
RELEASE DATE: **SEPTEMBER 27**
PLAYERS: **1-4**
WEBSITE: **WWW.EA.COM.EASPORTS**

WE KNOW WHAT you're thinking. You're thinking that you don't like American football, and you would never want to play an Xbox game of it in a hundred billion years. But you're also thinking that there must be something good about *Madden NFL 2003* because of those Xbox Elite and Game Of The Month logos up there.

Should you bother reading about this game, or skip this and the next three pages in the hope that there's another driving game coming out to keep you entertained for a few days?

It's a toughie, but we reckon you should sit down, open your mind, and take a good look at *Madden*. It may well be the start of a long, loving relationship with the delightful Mr John Madden and the games he lends his name to.

Who is he? He's a big, chubby man who sounds like he's constantly got food stuck in his throat, who used to be a successful football coach and is now a well-known commentator on the sport. Back in 1990, Electronic Arts released *John Madden Football* for the Sega Mega Drive and it exploded across the world, being hailed as the best sports game ever. It has been updated and upgraded each and every year since then and now, twelve games later, the series has reached Xbox.

We all know that real, proper English football (henceforth referred to as 'soccer', just to avoid confusion) makes a great video game when done well – the sport is fast-paced and flows so well that simply controlling the man with the ball (or the one trying to get it) is enough. But, with American football being so stop-start, you're given a whole bunch of extra time between bursts of action in which to think about every part of your team's strategy. In terms of video games, this means that you basically play as the coach, as well as the team itself.

American football is a very strategy-heavy sport, with every man knowing exactly where he's meant to run and what he's meant to do on each separate play. Having control of all this could easily be overwhelming, but the way *Madden NFL 2003* lets you choose strategies is sheer tried-and-tested brilliance. Hundreds of pre-set plays are grouped

BONUS INFO

HUMBLE START
Beginners can choose the EAsy Play (see what EA has done there?) option to simplify some of the more complex aspects of *Madden NFL 2003*. It stops you from giving away silly offside penalties, removes some of the time limits, simplifies the rules, labels formations with sensible names and uses a colour-coding system to show when receivers are free. John Madden also sets challenges during matches to encourage newcomers. It's a great way to ease yourself into the game.

MAKE ME A MAN
The Create-A-Player feature is ace. Much like those seen in wrestling games, you get to choose everything about a player's look right down to his kind of face paint, the tape on his fingers and how his knees are padded.

PLAN VIEW
If you want to check exactly where everyone's standing on the field before the ball is snapped, just hold the White button to get a long-distance view. If you hold the Black button instead, markers will appear to show where each of your players is set to run. Be aware that this gives all your secrets away to the opposition though...

↑ One of the players 'scrambled' a bag of Wotsits.

↑ TV-style cut-scenes show your players in close-up.

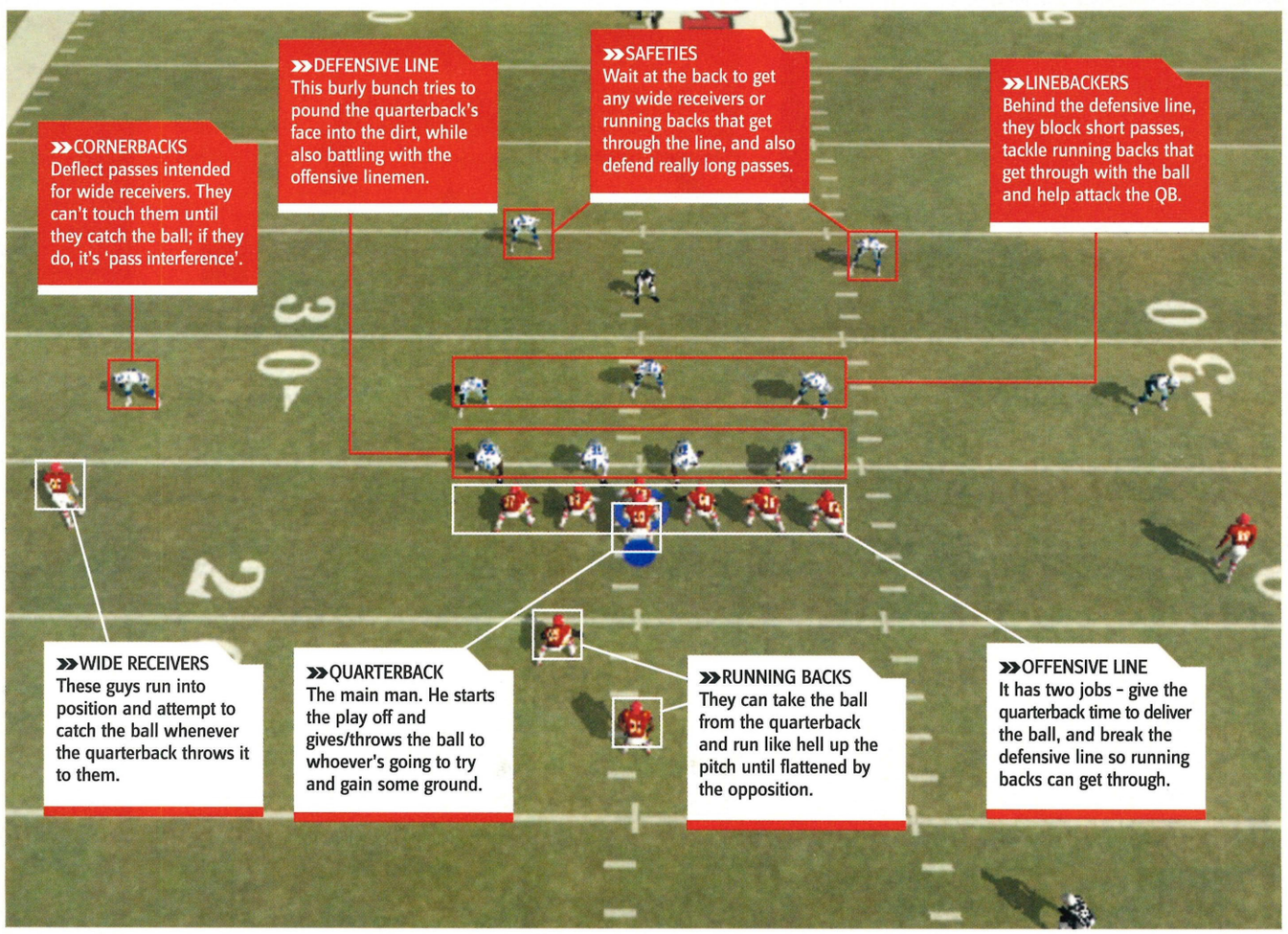
"You believe that your men are carrying out your instructions"

neatly for you to select, with little squiggles showing exactly what each man will do and where he'll run when the ball is 'snapped' (chucked through the legs of the guy in the line to the quarterback). Even when first playing, you can understand roughly what's going to happen from these diagrams, and you soon develop a bunch of favourites. There's also a brilliant training feature where John Madden himself talks you through a selection of plays, explaining exactly how each one works, then getting you to practice until you've got them mastered.

After choosing a play and snapping the ball, you're given control of the quarterback, whose job it is to get the play underway by passing to one of the labelled receivers, or handing the ball to a runner.

This is where you can really start to feel overwhelmed by it all, as 21 CPU-controlled men all start rushing around, banging into each other and generally going about their own business. But what happens is that you gradually come to believe that those men are actually carrying out your instructions,

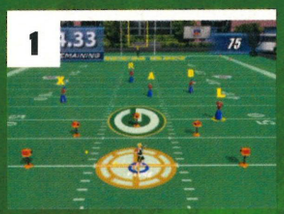
12! 14! 28! HUT! What the heck are all them little blokes doing?



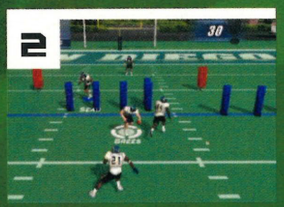
AMPLE FIGURE: JOHN MADDEN'S FIRST BOOK WAS CALLED, BRILLIANTLY, *HEY, WAIT A MINUTE! I WROTE A BOOK!* JOHN IS THE HIGHEST-PAID SPORTS JOURNALIST IN THE WORLD, HAVING SIGNED A $32M, FOUR-YEAR DEAL WITH TV NETWORK FOX IN 1994. OOF!

CAMP IT UP >> Travel the States mastering your trade

THE EXCELLENT NEW Mini-Camp feature sees you working your way around the USA, training with different teams to learn all the skills you need to succeed in the game. Earn enough points in each challenge to unlock another at a higher difficulty, with the hardest set - the All-Madden challenges - being stupidly tough. You're awarded medals depending on how many points you get, and gold medals win you extra Madden Cards (see the Bonus Info on this page, below).



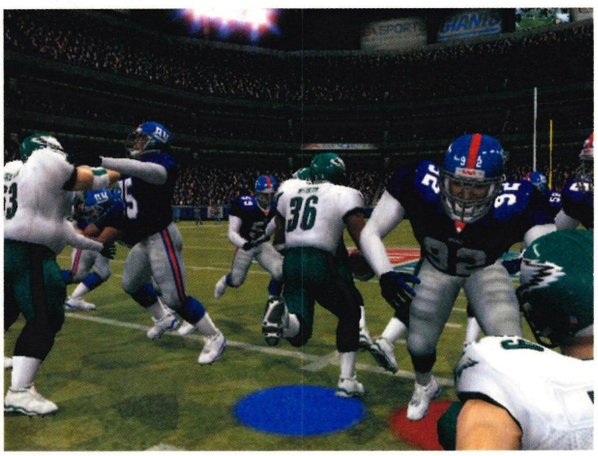
↑ POCKET PRESENCE
As quarterback, stay inside the circle and throw passes to the receiver dummies when told to. You need to avoid being hit by a constant flow of tennis balls.



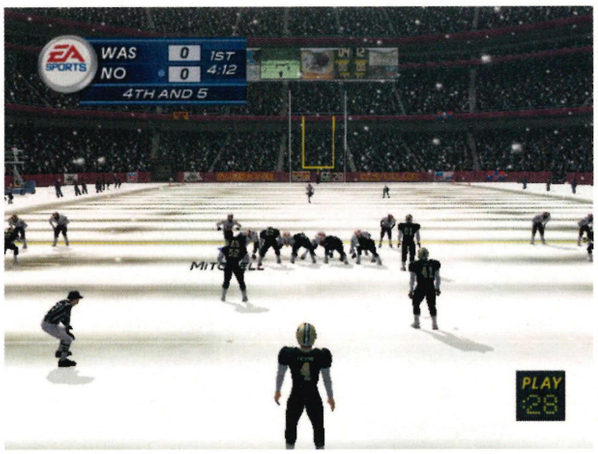
↑ LB CHASE AND TACKLE
Use a linebacker to take down a halfback as he runs through your defensive line of dummies. You lose points if he manages to score a touchdown.

↑ K CLUTCH KICKING
Practice your field goal kicks by booting the ball at the coloured target, with more points awarded the nearer you get to the red bit in the middle.

↑ DB SWAT BALL
A machine fires passes at receiver dummies and it's your job to run around swatting them out of the way. Catch any passes for an interception bonus.



↑ The halfback makes a break for a gap in the line. Run Forrest, run!



↑ Only slightly more impressive than Priestfield Stadium in Gillingham.

"Such spectacular animation that you can watch close-up replays and each man will look and move almost entirely realistically... it all looks amazing"

>> and that they aren't just following pre-set objectives given them by the CPU.

They will try their best to do what you told them to do, but hey, they're only human. They're believably fallible and will occasionally make bad decisions, drop the ball, foul other players and even sometimes pull off unexpected bits of genius play. Just like real sportsmen.

Okay, so you're not in control of each man separately, but you're in charge of the team as a whole. You're the coach, the captain, the quarterback and any other player with the ball - virtually all at the same time. It's an exciting combination, and feels very different to the way the majority of sports games work.

Multiplayer games pit you against your opponent on loads of levels at once: your reactions, your control skills, your strategic mind, your craftiness, your aggression, all of it. Going head-to-head against a friend is rarely so much full-on fun as it is in *Madden NFL 2003*.

Because of the way the CPU-controlled players seem to think for themselves, you can't simply learn set tricks that are guaranteed to work every time. Players can be wrong-footed with a quick dodge to the side, or lured into making mistakes by some clever movement of your players. And it's all done with such spectacular animation that you can watch close-up slow-motion replays and each man will look and move almost entirely realistically.

Everything about the way *Madden NFL 2003* looks is amazing. The players themselves are incredible enough, but the animation detail is particularly impressive. When you tackle somebody, you don't just bump into him as he falls over, you actually grab him, making him stumble and struggle in the attempt to get away. Or if you mistime a tackle you might lose your grip on a player's legs and fall in a heap. Or you could tackle him around the shoulders and end up being carried, piggyback-style, until you finally bring him down.

There are masses of animations for each and every situation, and they all flow together seamlessly. It adds so much to the atmosphere of the game when the players really feel like they've got some weight. Some of the tackles really will have you wincing in sympathy for poor opponents with snapped virtual bones.

Other wonderful details include the pitches getting gradually mashed up as the game goes on, 'chain gang' members (the guys holding the orange markers at the side of the field) jumping out of the way as wild passes come flying at them, and even the players' eyes blinking. That the game has all of this >>

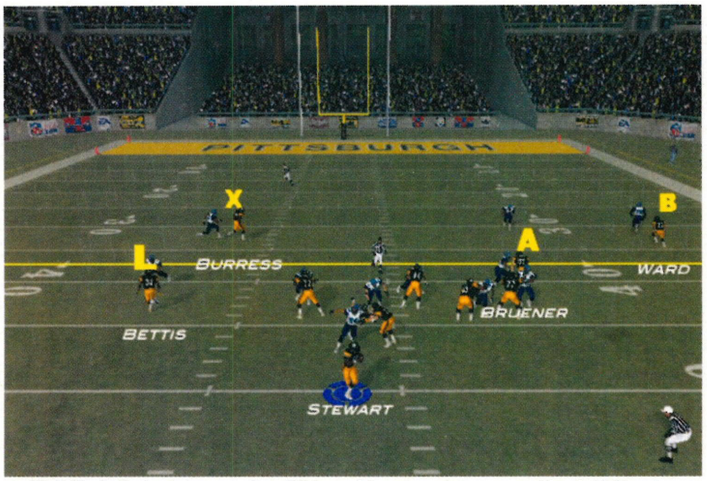
>> BONUS INFO

>> GRIDIRON MAIDEN
Lots of rocking tunes are used throughout the game, from artists such as Bon Jovi, Andrew WK, Nappy Roots featuring Marcos from P.O.D., Good Charlotte, OK GO, Audiovent, (Hed) p.e., Dry Cell and Epidemic. Annoyingly though, when each tune starts a box appears in the top-left corner to say what it is - right over anything you may be doing on-screen. And that even includes the Mini-Camp tests and options menus, which is very stupid indeed.

>> GOT, NEED, GOT
While playing, you earn points that can be used to buy Madden Cards, which are stored in an album. There are over 300 to collect, with some being awarded for getting gold medals in certain challenges. As well as looking nice, they can be used to affect the way a game plays, helping you or hindering your opponent. Cards can be sold and traded with other players, too, if you can be bothered.

↑ Six on one - taking the ball-carrier down with a thundering 'Rock Bottom'.

↑ Doh! Pass interceptions are made more embarrassing by the dramatic replays.



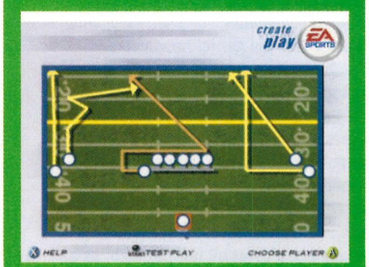
↑ Visibility's limited, but receiver 'X' is making a run into space. Chuck it! Now!

↑ An enormous defensive lineman makes a break for the quarterback's spine.

PLAYMAKER

Tell everyone what to do

AS WELL AS selecting from hundreds of pre-set plays (each quarterback also has his own individual selection), you can create your own from scratch in the Create-A-Playbook mode. You can design your own formations by setting exactly where each man will line up during a scrimmage, then make plays telling them exactly what to do. There's an enormous amount of fun to be had from designing and testing your own plays, then using them during a game only to see all your hard work pay off.



↑ This play's pretty silly, but has been known to work during games before. We've created a whole bunch of plays that are unorthodox but effective.

» going on at once while keeping everything entirely solid and smooth is incredible.

The sound is just as good, too, with the chunky sounds of shoulder pads bashing together and bones breaking contributing significantly to the overall atmosphere.

Plus there's a blindingly realistic commentary from John Madden and friends, remarking on your playing style, discussing what the teams might try next and reeling off statistics like there's no tomorrow. There's none of the repetitive rubbish we've come to expect from the commentaries in soccer games.

As far as downsides go, the only real quibble we have is that being on defence is less enjoyable than being on offence. Trying to bring down runners can be frustrating, and almost-but-not-quite stopping passes is infuriating, but that's the way Americans like their sports - it's all about the offence. You just need to battle on and earn your chance to attack.

Oh, and then there's the way that running is achieved with the A button when you've got the ball and with the B button when you haven't. It's an unnecessary complication.

Put simply, *Madden NFL 2003* is the classiest, most atmospheric and all-out comprehensive sports game yet on Xbox by a long way.

It simulates a sport that's far too complex for most of us in the UK to bother trying to understand in a way that's absorbing and exciting, and encompasses everything from the down-and-dirty action to the high-powered decision-making.

It has more features and details packed into it than you'll ever be able to fully explore, but you really should give it your best shot - there's so much value to be had from getting into this game it's untrue.

Who knows, you might even end up feeling that *Madden NFL 2003* is not just 'rugby for girls' after all.

THE VERDICT

POWER
Looks stunning - solid, detailed players and grounds, tons going on at once and no slowdown.

STYLE
The animation is magical, sound effects are spot-on, commentary is completely believable.

IMMERSION
More overall depth than possibly any other sports game. A special easy mode will lure beginners in.

LIFESPAN
Practically infinite. So much to learn and master, so much multiplayer fun. This could, in theory, last forever.

GOOD POINTS
+ SEVERAL GREAT TRAINING MODES
+ LOOKS WONDERFUL
+ BELIEVABLE AI
+ ABSOLUTELY JAM-PACKED WITH FEATURES

BAD POINTS
- THE 'RUN' BUTTON CHANGING FROM OFFENCE TO DEFENCE

SUMMARY
It may not be a sport that you care about, but this video game is so mind-blowingly good that it'll convert you given a chance.

OFFICIAL UK XBOX MAGAZINE SCORE

8.9//10

» **PREVIOUSLY:** We've never covered Mr Madden's new game before.
» **COMING SOON:** Tips - Issue 09

PLATFORM JUMPING: *MADDEN GAMES HAVE APPEARED ON THE MEGA DRIVE (NO FEWER THAN EIGHT VERSIONS!), SUPER NES, APPLE II, 3DO, SEGA SATURN, PLAYSTATION, NINTENDO 64 AND PLAYSTATION 2. THIS XBOX VERSION BEATS ALL OF THEM. NATURALLY.*

↑ The flame effects are great, and any part of the floor can be coated with a blanket of fire to keep some space between them Things and your good self.

When a hideous space-beast is woken from deep freeze, *you* are the warmest place for it to hide...

THE THING

WORDS: STEVEN BAILEY

GAME INFORMATION
DEVELOPER: **COMPUTER ARTWORKS**
PUBLISHER: **UNIVERSAL INTERACTIVE**
RELEASE DATE: **SEPTEMBER 20**
PLAYERS: **1**
WEBSITE: **WWW.THETHINGGAMES.COM**

ON THE DISC

» THE BRIEF

ADVENTURE 'SEQUEL' to the movie thriller, with shape-changing aliens and who-do-you-trust tension.

OUTSIDE, IT'S 40° BELOW. Inside you, assuming a decent bill of health, it's 37°. An alien form that crashed to Earth thousands of years ago, landing in deep freeze within the Antarctic, needs a host.

What better than the members of the meddling research team that disturbed it from its slumber after a long sleep? When they're cold, humans wrap up nice and cosy, so we're the alien's best option. At least, they were in the 1982 movie *The Thing*, the story of which is continued by this game of the same name.

You begin the adventure on a search and rescue mission, leading a team that lands at the dilapidated Norwegian research complex left at the end of the film. Neither you nor your squad has any idea of what happened that led to the ruin of the facility, or just who – or what – left the many butchered corpses littering the area.

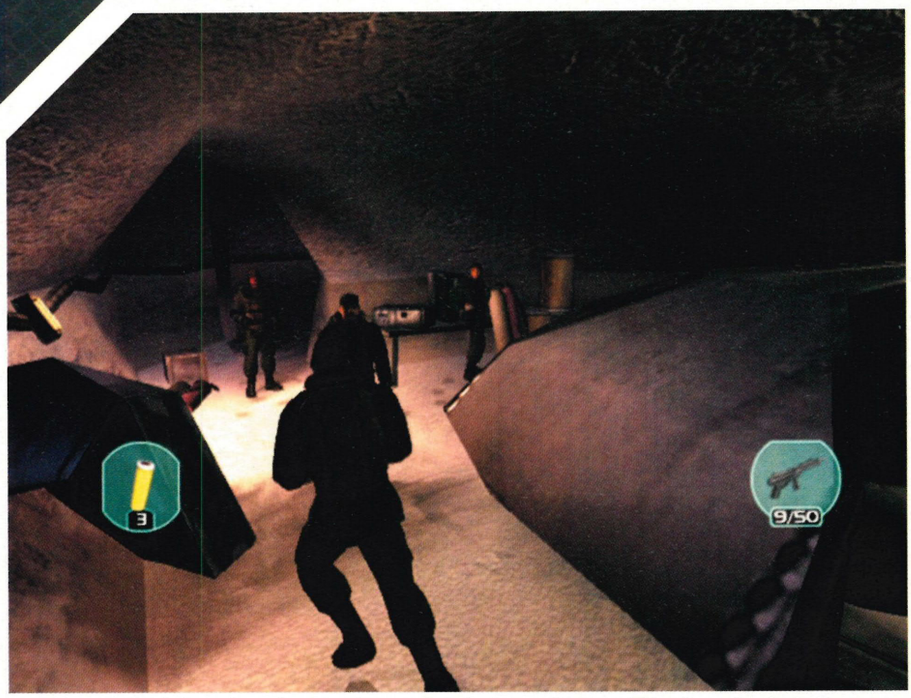
Beginning where the movie finished is a superb idea, and gets the game off to a strong start. It's faithful to the events of John Carpenter's creature feature, and continues the plot in a seamless, believable manner. Not long into the early stages, you find McCready's taped records, and Childs' corpse, not long dead and clutching a bottle of booze. Anyone familiar with the movie, and even those who aren't, will be on spine-tingling ground as the Thing then gradually makes its presence felt.

There's a great opening hour, and it helps create an atmosphere of dread, isolation and mania, particularly through the use of sound. Music is used sparsely, dramatically kicking in to jolt your nerve endings; the moody bass twangs from Carpenter's original score are here. There's little ambient noise besides human movements and howling subzero winds, but there is an excellent and unsettling 'whoosh' that occurs whenever the Thing attacks.

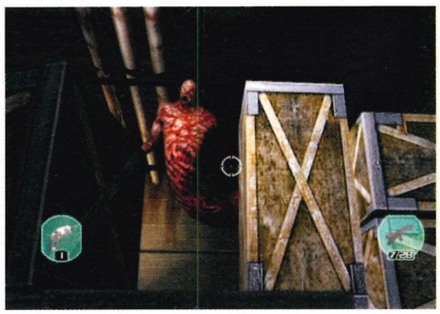
Get deeper into the game, however, and the plot falls under the creative direction of the developer, and this is where things become very predictable, twists included.

It all goes a bit *Half-Life* (only not as good), with shady government types making yet another appearance. We won't ruin things for you, but it seems that, for developers, well-worn sci-fi hokum is the warmest kind of plot in which to hide, too. It's not all bad, though, as a sense of tension does run throughout the game.

This isn't an amazing-looking game by any standards, but certain lighting and flame effects are pretty. The biggest letdown of all, however, is just how weakly the concepts of trust, teamwork and paranoia are implemented. This is the stuff that made the film so »



↑ Under cover, safe from the unforgiving Antarctic winds. But not from any Thing that might be lurking...



↑ "Round three - what happens next?"

↑ Too much Baby Bio on this tomato plant.

"Beginning where the movie left off is a superb idea... the first hour is great"

BONUS INFO

TARGET ACQUIRED
You can set the degree of auto-aim at the start of the game, and the crosshairs will change colour depending on how near death your target is. When it goes from green to red, you should finish your prey with a few bullets, or use the flamethrower.

ON THE DISC
John Carpenter plays a cameo role. Not as himself, but as Dr Faraday, a researcher who joins your team for part of the game. Show him some respect, and give him a brilliant gun with plenty of ammo. Check out the interview with the great man himself on this month's Game Disc.

GUN CRIMES
Whenever you reload your weapon and insert a fresh clip, you will lose all the bullets in your current one as you throw it away. This is completely unheard of in video games, except for ultra-rigorous simulation shooters. In fact, as you instinctively reload just before entering a room (as games such as *Halo* and *GoldenEye* have trained you to do), you'll slap your forehead as you realise that you've just lost half a clip of ammo. Accuracy is one thing, vastly annoying hyper-realism is another

thrilling, and promised to set the game apart from the pack.

The interface for issuing commands to your team works well, and is simple to use. But you can't do much more than ask them to follow or stay, and to give to and take from them.

Admittedly, you don't need them to perform anything complicated, since their only role is to provide extra firepower and open certain doors for you (see Teaming With Life on page 098 for more).

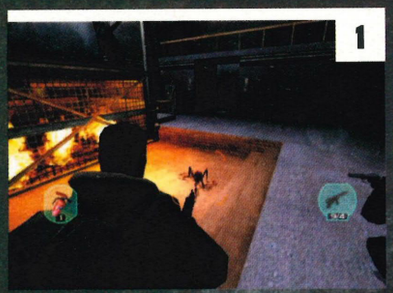
At times, they are unable to bring themselves in out of the cold despite moaning about it, or move themselves two steps forward out of the way of a sentry gun placement. The dependable fellas from *Conflict: Desert Storm* (Issue 07, 8.1) need to take this lot away for a week of team building in a hut in Wales.

The level of trust between you and your men extends to little else but a gun fetish. Give them a weapon, and they'll gurgle with chuffed belief in you. Take it away, and they become suspicious. And that's about it. We did, in one later level, gain the trust of someone when he saw us blowing away some bad guys, but we're still not convinced that the idea of faith goes much deeper than trading arms.

If these troops have the ability to think for themselves, they rarely show it outside of battle where, it must be said, they are relatively dependable and accurate. But don't give

THINGAMAJIGS
They're all out to get you

1



↑ SCUTTLING TYPE: Mincey-wincey spiders that scamper and dart around like problem children, pouring out of vents, crevices and any other suitable holes. Fairly harmless cannon fodder whose biggest threat is the amount of ammo you expend on them.

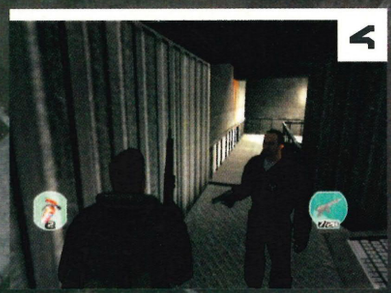
2

↑ WALKER TYPE: A lumbering, more threatening manifestation of the Thing, with a form derived from creatures such as dogs or men. You can hurt them with bullets, but you'll need fire (blowtorch or flamethrower) to bring them to a permanent standstill.

3

↑ CHIMERA TYPE: Patched together from several different species, these require some concerted effort to barbecue into a harmless frazzle. They're so large that they're usually rooted to the ground. Most of the boss encounters involve these unholy runts.

4

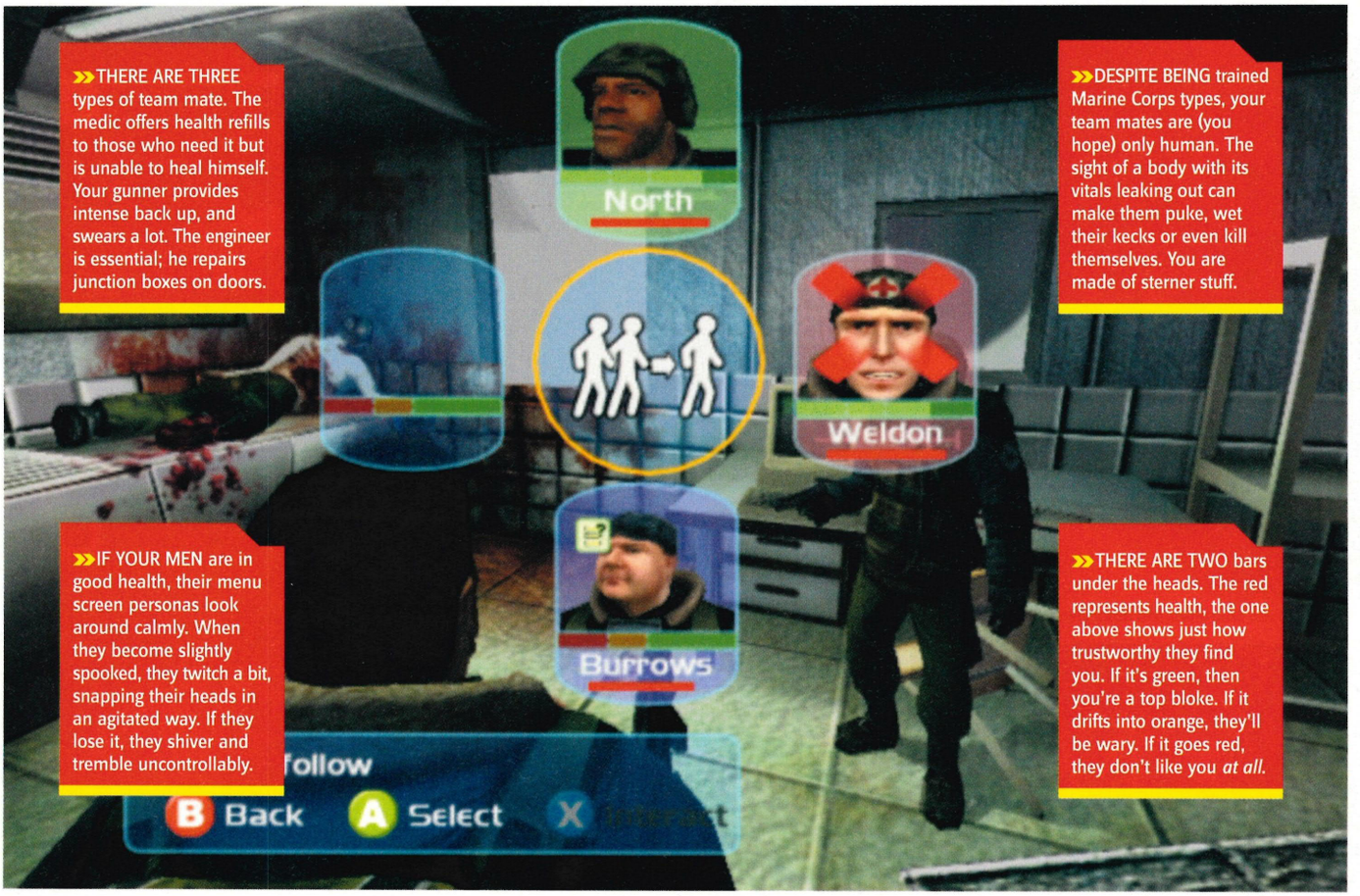


↑ THE ENEMY WITHIN: Any one of your team could be carrying the infection in their veins at any time. If they turn, you'll have a fearsome walker type to deal with. Crack out the flamethrower and cremate him. Don't feel bad about it, he's already dead.

FIRST HAND EXPERIENCE: THERE'S A SCENE IN *THE THING* MOVIE WHERE A MAN HAS HIS HANDS BITTEN OFF BY A CHEST WITH TEETH. JOHN CARPENTER FOUND A MAN WITH NO HANDS TO MAKE IT AS ACCURATE AS POSSIBLE.

TEAMING WITH LIFE >> Meet the squad. They're a bunch of crazy guys

A GROUP OF up to four men accompany you throughout the game. Most of them will fall prey and become Thing Food as you progress through each level, and some of them will just leave as the story progresses. You'll make new recruits, though, usually by rescuing folk during your missions. It's best that you keep them all alive.

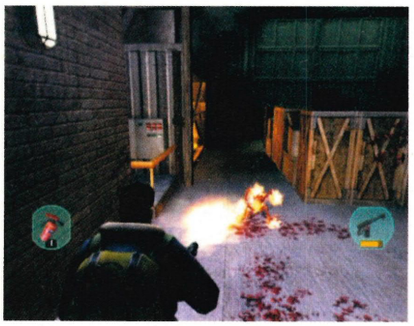


>> THERE ARE THREE types of team mate. The medic offers health refills to those who need it but is unable to heal himself. Your gunner provides intense back up, and swears a lot. The engineer is essential; he repairs junction boxes on doors.

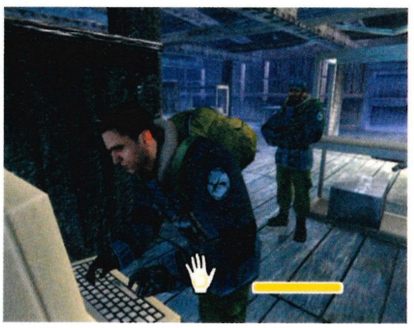
>> DESPITE BEING trained Marine Corps types, your team mates are (you hope) only human. The sight of a body with its vitals leaking out can make them puke, wet their kecks or even kill themselves. You are made of sterner stuff.

>> IF YOUR MEN are in good health, their menu screen personas look around calmly. When they become slightly spooked, they twitch a bit, snapping their heads in an agitated way. If they lose it, they shiver and tremble uncontrollably.

>> THERE ARE TWO bars under the heads. The red represents health, the one above shows just how trustworthy they find you. If it's green, then you're a top bloke. If it drifts into orange, they'll be wary. If it goes red, they don't like you *at all.*



↑ "Yeah, I got a light, you freaking freak."



↑ Always time for www.nudeyladies.net.

"It's not quite the game it promised, and perhaps even deserved, to be"

>> them flamethrowers, or you're asking for friendly fire tragedies.

Similarly, the level of paranoia that the game tries to instil within your team is clumsy and, ultimately, pointless. Any one of them could be infected with the Thing, but you won't care. For starters, it doesn't matter if you've handed them a weapon because, if they mutate, they just drop it and lumber after you like any other monster. Even if they are infected, give them a weapon anyway and they'll act as a helpful firepower drone until they decide to turn nasty.

Also, the blood test kits don't work; several times we tested someone who gets the all clear, only for them to transmogrify into a tentacled beastie just moments later. It all seems scripted, thus removing the sense of paranoia, which is a real shame.

Overall, *The Thing* is a decent mix of the remorseless, nasty terror of *Silent Hill 2: Inner Fears* (see page 088) and the corporate alien shenanigans of the classic *Half-Life*, with an emphasis on shooty action. It's lucky that the over-the-shoulder perspective works extremely well during combat, otherwise you'd be too confused during the mutant mash.

The elements that could have made this game truly unique aren't strong enough, and end up feeling limp and cosmetic. It's still enjoyable and a great follow-up to the movie for fans, but it's not quite the terrifying game it promised, and perhaps even deserved, to be.

THE VERDICT

POWER
Graphics are well implemented, with nice effects. Dolby Digital 5.1 makes it a spooky experience.

STYLE
The setting feels isolated, and the creatures are suitably grotty, but later lab levels are predictable.

IMMERSION
At times it'll consume you with terror and panic - at others it feels like survival horror by numbers.

LIFESPAN
Not much more than a dozen hours but, as with all story-heavy adventures, you'll want to see it all.

GOOD POINTS
+ CAUSTIC, TAUT ATMOSPHERE
+ UNSETTLING USE OF SOUND AND MUSIC
+ SOME INTERESTING NEW IDEAS...

BAD POINTS
- ...BUT MOST JUST DON'T WORK
- HACKNEYED PLOT

SUMMARY
A good blend of adventure, action and atmosphere. Not as fresh as we'd hoped, but it still provides thrills.

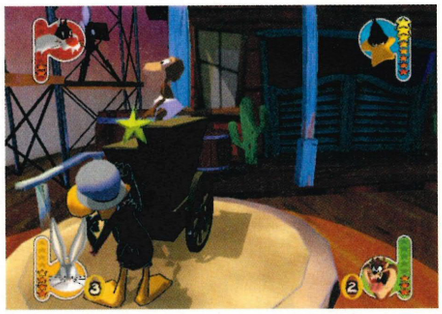
OFFICIAL UK XBOX MAGAZINE SCORE

7.4//10

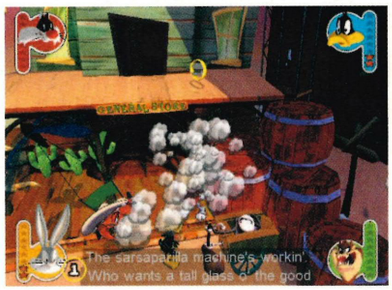
>> **PREVIOUSLY:** Incoming Q&A - Issue 07, page 024
>> **COMING SOON:** Tips - Issue 10

↑ Daffy's looking the healthiest here, but none of them are in completely rude health. It's still anyone's movie.

↑ Pick up a power-up, and give chase.



↑ The audience loves set-piece stuff like this.



↑ Wafts of smoke, and other toon sfx, abound.

Become a star, then make your rivals see some

LOONS: THE FIGHT FOR FAME

WORDS: STEVEN BAILEY

GAME INFORMATION

DEVELOPER: **INFOGRAMES**
PUBLISHER: **IINFOGRAMES**
RELEASE DATE: **SEPTEMBER 27**
PLAYERS: **1-4**
WEBSITE: **WWW.INFOGRAMES.CO.UK**

» THE BRIEF

FIGHT CARTOON stars with ACME weaponry on a range of movie sets, in order to become a star.

ON THE DISC

IT'S GETTING TO the stage now where games based on cartoons are becoming prettier, more vivid and more bonkers than their TV counterparts (check *Taz: Wanted* on page 091 for almost-proof of this). Forget the pipe dream of interactive movies, interactive cartoons are where it's at.

Putting the player into the size 12 clown boots of a Looney Tunes character, and handing him or her an oversized comedy frying pan with which to murderize the competition is completely possible within a video game, and that's exactly what *Loons: The Fight for Fame* is attempting to do.

And it's a half-decent attempt, too. The game suffers from the same kind of problems as ye olde launch title *Mad Dash Racing* (Issue 01, 6.5), in that it's packed with marvellous colours, plenty of style and mucho bedlam, but ends up feeling a bit uninvolving to actually play.

The idea behind the game is excellent, with the 'toons battling it out using exaggerated slapstick violence on a series of movie sets. Instead of an energy bar, you have a star rating that decays if you're pummelled by the competition, and is boosted whenever you make use of certain parts of the scenery – dancing with a line of ra-ra girls in the Western stage, for example.

Pages of script appear randomly amongst zany power-ups (comedy boxing gloves, portable thunderclouds and the like), which have a random effect on your ratings when your character reads out the words on them. Winner gets the contract, and possibly the casting couch. Then you move on to the next reel.

With this being primarily a four-player game, it's naturally in multiplayer mode that it's most fun, if only because there's that risk of everyone ganging up on anyone at any time, and the balance of power jiggling about like women in bikinis firing AK47s.

Without the buzz of mistreating your friends, though, *Loons* becomes a fairly dull and strategy-free button bashing exercise. It may well be intended for kids, but repetition is just as boring to them as it is to grown-ups, if not more.

There's plenty of imagination, parody, and prettiness, just not much to do, sadly. This is a game good for dipping into now and then, or playing with friends who don't mind being Bugs Bunny, but there's nothing more to it than that.

If you can afford to have it in your collection for some occasional four-player party blast, go for it. If you're a loner, however, it's about as much fun as tying your tongue around a grand piano and launching it at the moon.

» BONUS INFO

» TINY AND TOONEY
In Arcade mode, you can replay any of the mini-games unlocked in the one-player levels. These include a basic, rhythm action sub-game and a rather fun bull-riding challenge.

XBOX THE VERDICT

POWER
Looks excellent, and is incredibly well animated. Puts some real cartoons to shame.

STYLE
Full of crazy, inventive cartoony goodness. Almost more enjoyable to watch than it is to play.

IMMERSION
The buzz of colour and madcap action is intense, but short-lived. Only really good in multiplayer.

LIFESPAN
Little reason to go back once you've sampled every movie set and mini-game.

GOOD POINTS

+ BURSTING WITH IMAGINATION
+ FANTASTIC ANIMATION
+ MINI-GAMES ARE A NICE EXTRA

BAD POINTS

- QUICKLY BECOMES REPETITIVE
- NEEDS MORE STUFF TO FILL IT OUT

SUMMARY
This is *Looney Tunes* through and through – five minutes of anarchic, throwaway fun and not a lot else.

OFFICIAL UK XBOX MAGAZINE SCORE

6.5//10

» PREVIOUSLY: Movie – Game Disc 06; Incoming Preview – Issue 07
» COMING SOON: Tips – Issue 09

ACME PRODUCTS: THE COMPANY'S OUTPUT INCLUDES A STRAITJACKET EJECTING BAZOOKA, AN ULTIMATUM DISPATCHER AND A JET PROPELLED POGO STICK.

↑ **Baddies of this stature don't appear until you get fairly deep into the second act. And we'd bet, after seeing this screenshot, you'll want to get there too.**

Same old RPG routine getting you down? Try it without the stats and turn-based stuff – you'll love it

BALDUR'S GATE: DARK ALLIANCE

WORDS: STEVEN BAILEY

GAME INFORMATION

DEVELOPER: **SNOWBLIND STUDIOS**
PUBLISHER: **INTERPLAY**
RELEASE DATE: **SEPTEMBER 20**
PLAYERS: **1-2**
WEBSITE: **BGDAXBOX.BLACKISLE.COM**

» THE BRIEF

EXPLORE A FANTASY world and kill creatures to earn cash and develop your chosen character.

OFFICIAL UK XBOX MAGAZINE ELITE

ONE OF THE NICER things in life is having stuff done for you, someone else taking the strain while you reap the rewards of their efforts. Carting a bin bag of stinky undies home to dear old mum on a weekend visit. Sending staff members smaller than you to the shop for candy snacks.

Or in a *Halo* deathmatch, when you turn up at the final moments of a fight and pick off the almost-dead competitors (no names mentioned, Jon 'The Vulture' Attaway).

This is much what *Baldur's Gate: Dark Alliance* is like. It's a *Dungeons & Dragons* game, but with your Xbox taking care of all the spreadsheets and umpteen-sided dice-rolling. The intricate statistic-heavy meddling usually associated with such games is taken out of your hands, and in its place you're given a spiked club with which to brain monsters.

Without this shield of numbers, proving yourself throughout your quest involves actually bashing things to death with weapons, or magicking them into a puddle of bubbling fat-'n'-fangs. It's a quest that takes you to the root of the terrible evil boiling away under the town of Baldur's Gate.

Gameplay wise, this is a bit like *Gauntlet: Dark Legacy* (Issue 04, 3.8), but much, much better. You view the game from an overhead perspective, battling from room to room or area to area in a series of dungeons and outdoor locations, hunting for supplies and quest objects in order to eventually rendezvous with a boss monster so the next plot point can unravel.

While the environments themselves are a bit cold and static, they're also crisp and detailed. Some of them, such as the shimmering ice caves, are quite lovely, and the broad range of ugly beast enemies you encounter are well-animated and not afraid to attack en masse.

There's a stunning water effect used throughout the game. Whenever you or an enemy steps into a pool of the wet stuff, a gorgeous series of ripples surges and bounces across the surface, just like the real thing. It's one of the most convincing water effects outside of your local lido.

In addition to looking the part, the quality of sound is great, if a little bare. An orchestral soundtrack manages to add a bit of drama without sounding like *Conan The Barbarian*. Most actions result in some kind of solid sound effect; even bashing open a barrel results in a meaty, authentic clatter.

The slick, solid visuals and sound add a convincing, otherworldly air to the »

TWO MEN AND ONE WOMAN >> And no, it's not what you think

HAVING JUST THREE characters to choose from seems a bit measly, especially considering how many obscure classes there are in the *D&D* world. Here, there are no battlemages, no dragon masters, no bards – just a fighter, a magician and an archer. But they do provide varied styles of combat.

>> VAHN
ARCANE ARCHER

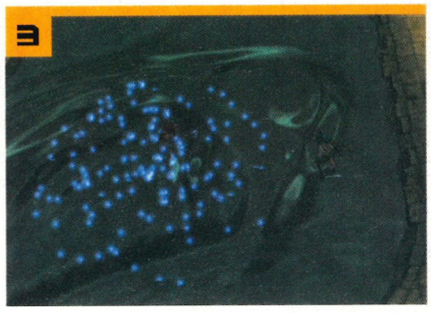
BOASTING A GOOD balance between ranged and melee combat, Vahn's main strengths are archery skills. While he's capable with a rusty mace, his bow abilities skyrocket as he levels up. Explosive arrows, multiple hails and ice enchantments fly from his hands like freshly rolled bogies.

>> KROMLECH
DWARVEN FIGHTER

A SQUAT BALL of muscle, fury and axe blades, Kromlech's constitution is stout as they come. With no magic powers, his skill with weapons can be improved with such attacks as the Bull Rush (super-damaging head-on charge) and Clangeddin's Fist (thump the floor with a war hammer).

>> ADRIANNA
ELVEN SORCERESS

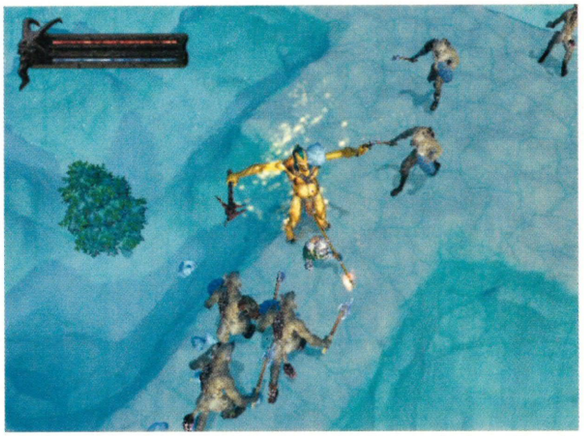
MAGICAL PERSONS are traditionally the hardest characters to play with, and Adrianna is no exception. Utterly dependent on her magnificent skills, she's capable of launching some powerful offensives, but only from a distance. Otherwise she's a fragile as a slice of Ryvita.



>> BONUS INFO

>>CAMERA REDEYE
When you're casting and hacking your way through dungeons, the Right thumbstick allows you to rotate the camera as you see fit. In some locations, however, such as the opening town or certain mountain top tracks and the camera remains fixed; a little redeye icon appears just underneath your energy bar to indicate when you're not able to choreograph the unfolding action.

>>POTION MOTION
You can access your Health and Mana refills using the Black and White buttons as shortcuts. If you're near death, or your magic capacity needs a top-up, use these buttons instead of flicking to the menu screens.



↑ "Stand back! This one's mine. S'been ages since I had a girlfriend."

↑ Here's the town of Baldur's Gate, under a sleepy spell.

>> game, but there's also significant depth to character development, which draws you in beyond the on-screen fighting. *Baldur's Gate: Dark Alliance* would still work as a playable scrolling scrapper without such fiddling, but the addition of customisable attributes (or 'feats', as the game calls them) adds an extra layer of detail that pushes the game into our Xbox Elite category.

As soon as you find a piece of equipment or weaponry with an exotic name (Keen Scimitar, Warhammer), you'll want to play dress-up and see just how these extras improve your character. Seeing him or her develop and strengthen makes you feel proud; a hallmark of a good RPG.

"Seeing your character develop and strengthen makes you proud"

You've magic to fiddle with, weapons to try out, a dozen stats to work on and enchanted jewellery to wear. It's a perfect balance of geekonomics, giving you enough options and customisable aspects for you to sink your teeth into, without drowning you in raw data.

The game's biggest drawback, however, lies in this experience and levelling up. Once an area has been cleared of beasties, they don't respawn ready to be killed again when you return later on. And once >>

BALDUR'S FATE: BALDUR (AKA BALDER) IS THE NORSE GOD OF LIGHT. HE'S THE SON OF ODIN, AND WAS SLAIN BY HOTH AT THE INSTIGATION OF LOKI, THE GOD OF EVIL AND MISCHIEF. NO INFORMATION IS AVAILABLE ON WHO INHERITED HIS GATE.

↑ Only one person could have the bed. They drew straws, then blood, for the privilege.

↑ This is Adrianna's basic flame attack. Good for toasting rats, but feeble against larger creatures.

"There's an excellent co-operative two-player option - an RPG rarity"

» you've soaked up all the booty and experience a dungeon has to offer, you have to move on. If you feel your character is a bit weedy and in need of some extra-curricular workouts to beef him or her up, you've got no choice but to soldier on. You can't revisit areas in order to toughen yourself, and that's the only major RPG hook missing from an otherwise enticing package.

Even taking this into consideration, *Baldur's Gate: Dark Alliance* is still playable, responsive and accessible. Plus there's an excellent co-operative two-player option - an RPG rarity outside of online titles - which adds a few weekends to the lifespan.

This is *D&D* lite, for those gamers who want to mind their intake of stat menus and leap straight into the thick of it. It's not really that massive an adventure, but the story does convincingly stretch over three huge acts.

We're not talking complete and utter RPGenius, but this an excellent title all the same. Despite drawing on a clichéd universe for inspiration, background and style, it's a fresh and enjoyable game, and one that, like a Twix, you can happily share with a friend without getting crumbs over the both of you.

You could hold out for *Morrowind* if you're determined to have some deeper character creation and infinite tinkery options, but until the review (next issue, hopefully) the quality of that title is still an unknown quantity.

The fact is this: along with *Conflict: Desert Storm* (Issue 07, 8.1) last month, *Baldur's Gate: Dark Alliance* is a quality game that manages to take a cliquey genre and make it wholly palatable for players with little or no experience of games of its kind.

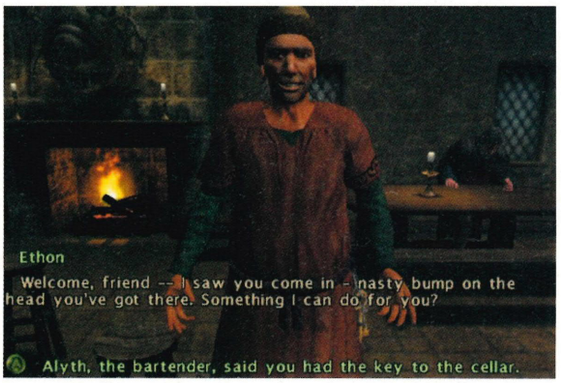
So, there. You've got no excuse.

HEROES LIMITED

We can do this if we... co-operate!

↑ "I'll gut and skin, you slice and cook..."

THE THREE CHARACTERS have distinct strengths and styles of play, and complement one another well in multiplayer. Assuming you and chum choose different adventurers, you'll be able to cover one another's weak spots, like a pair of long-married vigilantes. One can lash out with spells or a barrage of arrows, while the other gets stuck in, chopper first.



↑ Voice acting is great, and free from theatrical melodrama.

THE VERDICT

XBOX

POWER
Awesome water effects crown universally beautiful graphics. Excellent audio quality too.

STYLE
Busty wenches, dwarves, elves... It's fantasy-by-numbers, but with some excellent voice acting.

IMMERSION
The balance of button-bashing battling and stat-twiddling works to build an involving adventure.

LIFESPAN
Not lengthy, but substantial. It'll provide plenty of frantic hours of role-playing fun.

GOOD POINTS

+ TWO PLAYERS, TWICE THE FUN
+ *D&D* WITHOUT THE PAPERWORK
+ WATER EFFECTS! H2WHOOOA.

BAD POINTS

- REPETITION CREEPS IN
- CAN'T REVISIT AREAS TO BEEF UP STATS

SUMMARY
An absorbing dose of role-play gaming that successfully blends equal measures of frantic action with solid exploration.

OFFICIAL UK XBOX MAGAZINE SCORE

8.5//10

» **PREVIOUSLY:** Incoming Preview - Issue 07
» **COMING SOON:** Tips - Issue 09

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Stockport 0161 4804633
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Ivybridge 01752 896265
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BGC ENTERTAINMENT
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Bristol 01179 299366
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D W COMPUTERS
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GAME WORLD
Hinckley 01455 617600
GAMEJAM
Mansfield 01623 647888
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GAMES MANIA
Sutton Coldfield 0121 3132888
GAMESTATION
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Huckhall 0115 9566171
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Tamworth 01827 310659
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Finchley 0238 0837111
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ASHCOM ELECTRONICS
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C & S ENTERTAINMENT
Andover 01264 398903
C + N CYCLES
East Grinstead 01342 311207
CHIPS COMPUTERS
Isle Of Wight 01983 821983
COMPUTER PARADISE
Uxbridge 01895 236799
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High Wycombe 01494 511681
DREAMSTREAM COMPUTERS LTD
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FONELINK
Sidcup 0208 3022121
FUNHOUSE
Crayford 01322 523416
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Saffron Walden 01799 506070
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Margate 01843 231211
GAMES WORLD
Dover 01844 231211
INTERACTIVE CONSOLES
Colchester 01206 369421
JUST PC
New Milton 01425 622776
NEXTGEN
Farnborough 01252 523227
ONE STEP BEYOND
Norwich 01603 617378
ORIEL OF HEADCORN
Headcorn 01622 891584
ROTRONIC INTERCONNECTORS
Aldershot 01252 341900
SASA-NET
East Barnett 020 83706831
SHOLING VIDEO
Southampton 023 80440556
SPECIAL RESERVE
Basildon 01268 287776
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Chelmsford 01245 348 777
SPECIAL RESERVE
Egham 01784 473444
SPECIAL RESERVE
Sawbridgeworth 01279 322399
SPECIAL RESERVE
Upminster 0117 9443127
THATZ ENTERTAINMENT
Romford 01708 744338
THATZ ENTERTAINMENT
West Thurrock 01708 860260
THE CONTROL ZONE
Lymington 01590 677144
THE KART KLUB
Aldershot 01252 343737
TOTAL ENTERTAINMENT
New Milton 01202 302791
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Bournemouth 01202 527314
VIRTUAL GAMES
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VIRTUAL GAMES
Camberley 01276 681212
VIRTUAL GAMES
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VIRTUAL GAMES
Maidenhead 01628 773077
VIRTUAL GAMES
Swindon 01793 484888
WORLD COM DIRECT LTD
Seaford 01323 891852

↑ That's the US president riding shotgun in your Jeep. You'll need to get him to the helicopter to escape this stinking war zone.

Defy death, gravity and tight leather pants to become the world's foremost danger queen

CHASE

WORDS: **STEVEN BAILEY**

GAME INFORMATION

DEVELOPER: **I-IMAGINE**

PUBLISHER: **BAM! ENTERTAINMENT**

RELEASE DATE: **SEPTEMBER 19**

PLAYERS: **1-4**

WEBSITE:

WWW.BAM4FUN.COM/XBOX_CHASE.HTML

THE BRIEF

Propel stuntwoman Chase Corrada into the limelight by completing vehicle-based stunts in a number of varied movie scenes.

GIRL POWER HAS come on in leaps and bounds in recent years. It's now possible for a lady to juggle a career, a boy and a Topshop clubcard while remaining empowered and equal. And if that career happens to be a potentially leading role in the world of high-risk stunt driving, so be it.

Chase Corrada, a foxy brunette intent on beating out her male rivals, is convinced that she can risk her life with the best of them. All she needs is nerve, an opportunity and a separate changing room from the boy daredevils.

Her big break comes when a director hires her to provide high-octane automobile stuntage for his four pun-tastic action movies - *The Unchaseables*, *Chase Of The Triad IV*, *Chasing Survival*, and *The Spy Who Chased Me*. She has to perform multiple stunts in each of four scenes from each movie, then wrap the whole thing up within a time limit. But is the game of all this, Bam!'s *Chase*, as exciting as it sounds?

An occasional cool explosion and some nifty reflective surfaces are all that stand between you and the unavoidable feeling that you're playing a six-year-old video game. *Chase* is one very bland game indeed.

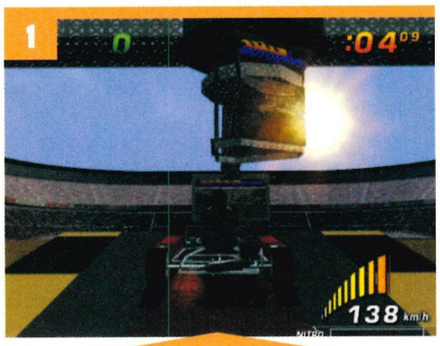
Add to that the feeling that every vehicle (and there are loads - bikes, buggies, sports cars and tuk-tuks to name a few) handles without any sensation of accuracy or subtlety, and you're left with an extremely limited game with such dull graphics and lumpy gameplay that you're stuck to find anything to commend it for.

Simplicity is one thing, but *Chase* has no redeeming feature, no flair or style. »

↑ We've seen this kind of game plenty of times.

↑ There's quite a lot of stuff to smash into on this stage.

ONE MORE THING >> A smattering of bonus games

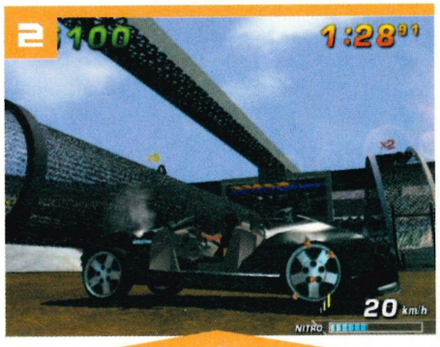


BUS JUMP

Leap an increasing number of buses until you crash and burn. Obstacles include a pair of wrecking balls that swing in and out of your path, and a ramp that raises and lowers whether you want the damn thing to or not.

HOW TO EARN IT: It's open from the off.

LASTABILITY: Boil an egg by this one.

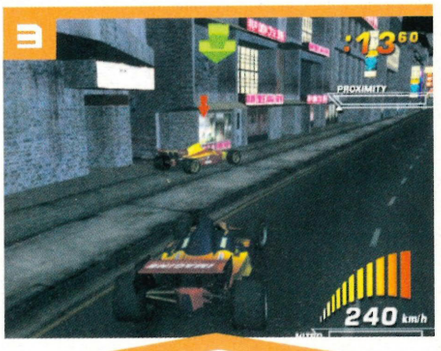


STUNT PARK

Some cool loop-the-loops and other stuntable pieces of scenery make up this arena. Earn yourself a high score within the time limit by flipping and leaping about the place like the Fall Guy himself.

HOW TO EARN IT: Find three Bam! Trophies.

LASTABILITY: Single episode of *Neighbours*.



F1 RACE

Duel it out with your arch-rival Baen in some nippy Formula 1 vehicles. Neatly, the race takes you through a wide selection of movie sets from the main career mode of the game.

HOW TO EARN IT: Earn 68000 rep points in Career mode.

LASTABILITY: Trickier than any other challenge.

BONUS INFO

>> WE FEAR CHANGE
In the preview version of *Chase* we played, the intro featured an awesome '80s style rock ballad, dedicated to the bravery and passion of stuntpeople. We thought it was ace and fitted perfectly. In the final cut, it's been replaced with a Sum 41 track, which feels like a cynical attempt to buy in some bankability. Or maybe we're just getting old... anyone remember Spangles?

>> FOUR-PLAYERS
By collecting the hidden Bam! Trophies tucked away in the levels, you can unlock extra multiplayer modes. Hit 'n' run (tag, basically), is available from the start, five trophies gets you Point Duel (a trick attack competition) and ten will net you the Race mode.

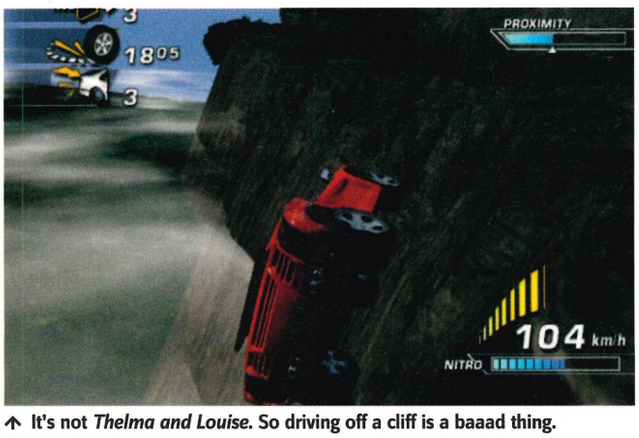
>> There are glimpses of creativity, such as the pursuit levels, where you have to get close enough to your target so your passenger can shoot, but they're screaming to be exploited more and expanded into something a bit meatier.

The idea of having several objectives per scene – as in *Tony Hawk's Pro Skater 3* (Issue 02, 8.8) – is normally a sure-fire way to encourage repeat play. After all, if you couldn' get them first time, completists will love going back and discovering everything a level has to offer. But in *Chase*, goals such as performing a set number of backflips or collecting clapperboards strewn around the set are incredibly easy to achieve.

Chase is nothing but a game brain in a jar, a collection of ideas lacking the graphical muscle and gameplay skeleton to impress the player. And it's certainly not a great advert for Microsoft's Incubator Program, the scheme that provides developers with the tools to make games before securing a publishing deal.

We get the feeling that *Chase* could have grown into something enjoyable if it had been allowed to develop and evolve. As it stands, and this is probably the reason why you're reading, it's just not worth your money, as the amount of game you get for your RRP is almost controversial. Ignore the sexy, enticing dame on the cover. This just isn't the fun ride that it promises to be.

↑ **"Yeah, I've not lost it. It's just like riding a... OOF!"**



↑ **It's not *Thelma and Louise*. So driving off a cliff is a baaad thing.**

THE VERDICT

POWER
Crummy visuals thrown together from Lego bricks. A gust of wind would push an Xbox further.

STYLE
A wide variety of film sets from different eras – uniformly bland and toy-like.

IMMERSION
Multiple objectives give you something to aim for, but there's little feeling of achievement.

LIFESPAN
You'll finish it – including all challenges and hidden cups – within two evenings, maximum.

GOOD POINTS
+ VARIED MOVIE SETS
+ LOADS OF OBJECTIVES

BAD POINTS
- PRIMITIVE GRAPHICS
- NO SUBTLETY TO THE HANDLING
- A PUSHOVER TO COMPLETE
- GOOD IDEAS ONLY GLIMPSED BREIFLY

SUMMARY
A game so simple and basic that it borders on patronising. It's playable, but feels decidedly incomplete.

OFFICIAL UK XBOX MAGAZINE SCORE

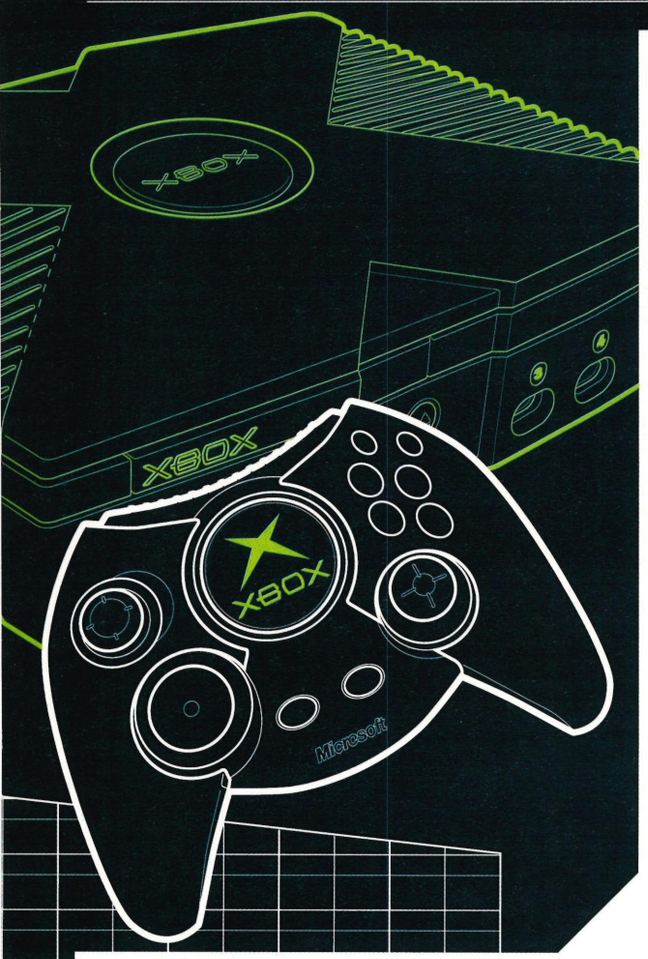
4.0/10

>> PREVIOUSLY: Incoming Preview – Issue 07, page 0
>> COMING SOON: Tips – Issue 09

BUS-A-MOVE: THE WORLD RECORD FOR BUS JUMPING WITH A HARLEY DAVIDSON IS HELD BY BUBBA BLACKWELL, WHO COMFORTABLY CLEARED FIFTEEN OF THE PEOPLE-CARRIERS IN 1999.

REVIEWS DIRECTORY

Sun-dried reviews that have shrivelled up into little chewy lumps with crunchy bits of stick in the middle



THE XBOX GAMES

2002 FIFA WORLD CUP
REVIEWED: Issue 03
GAME MOVIE: Game Disc 05
TYPE: Football
"A return to form for the franchise... the only footy game you need"
SCORE: **8.0**

AGGRESSIVE INLINE
REVIEWED: Issue 07
PLAYABLE DEMO: Game Disc 09
TYPE: Rollerblading
"Entertaining extreme sports. Fresh ideas and a lasting challenge"
SCORE: **7.7**

ALL-STAR BASEBALL 2003
REVIEWED: Issue 04
TYPE: Baseball
"A fine sim of a (literally) very hit-and-miss sport"
SCORE: **7.0**

ANTZ EXTREME RACING
REVIEWED: Issue 07
TYPE: Racing
"A completely average racing game that's just too awkward for its target audience"
SCORE: **5.0**

ARCTIC THUNDER
REVIEWED: Issue 03
TYPE: Racing
"A disgraceful excuse for an Xbox game... limp and lifeless to play"
SCORE: **2.4**

AZURIK: RISE OF PERATHIA
REVIEWED: Issue 04
TYPE: Action/adventure
"A colourful but underwhelming fantasy action adventure"
SCORE: **3.8**

BARBARIAN
REVIEWED: Issue 07
TYPE: Beat-'em-up
"A solid, playable arcade beat-'em-up with some nice ideas"
SCORE: **7.4**

BATMAN: VENGEANCE
REVIEWED: Issue 02
TYPE: Action/adventure
"Too easy, too samey and nothing new... Bat-lore heavy but has no replay value"
SCORE: **4.5**

BLOOD OMEN 2
REVIEWED: Issue 03
TYPE: Action/adventure
"Linear gameplay dampens the otherwise vamped-up action"
SCORE: **6.3**

BLOOD WAKE
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 02
TYPE: Racing/action
"Shoddy and flawed... much of the time you're fighting the controls instead of the enemy"
SCORE: **4.5**

BUFFY THE VAMPIRE SLAYER
REVIEWED: Issue 06
GAME MOVIE: Game Disc 03, 04
TYPE: Action/adventure
"Captures the essence of the TV series and good enough to entertain non-viewers"
SCORE: **8.3**

BURNOUT
REVIEWED: Issue 04
GAME MOVIE: Game Disc 05
TYPE: Racing
"A great arcade racer that delivers a enjoyably massive dose of testosterotainment"
SCORE: **8.2**

CEL DAMAGE
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: Game Disc 01
TYPE: Racing
"Dreamy looking but hectic gameplay makes for a frustrating experience overall"
SCORE: **5.5**

CIRCUS MAXIMUS
REVIEWED: Issue 05
GAME MOVIE: Issue 06
TYPE: Racing
"A sub-standard, gimmick-driven chariot racer lacking in almost every way"
SCORE: **3.5**

COMMANDOS 2: MEN OF COURAGE
REVIEWED: Issue 05
TYPE: Strategy
"Extremely tough... comprehensive and rewarding, but with some control issues"
SCORE: **7.9**

CONFLICT: DESERT STORM
REVIEWED: Issue 07
PLAYABLE DEMO: Issue 07
TYPE: Squad-based shooter
"A basic but entertaining tactical shooter which will provide you with some quality war stories"
SCORE: **8.1**

CRASH
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 04
TYPE: Driving
"Instant, lo-fi, demolition derby fun for the few hours that it lasts"
SCORE: **6.6**

CRASH BANDICOOT: THE WRATH OF CORTEX
REVIEWED: Issue 03
GAME MOVIE: Game Disc 05
TYPE: Platform
"One of the best cartoony worlds... but the bandicoot has no new tricks"
SCORE: **7.1**

DARK SUMMIT
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: Game Disc 01
TYPE: Snowboarding
"Half-hearted gameplay fleshed out with a pointless storybook aspect that adds nothing"
SCORE: **3.5**

DAVE MIRRA FREESTYLE BMX 2
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: Game Disc 01
TYPE: BMXing
"Pulling tricks is fun, but poor controls spoil the experience"
SCORE: **6.9**

DAVID BECKHAM SOCCER
REVIEWED: Issue 04
TYPE: Football
"Outdated footy action that should be left alone, even by Becks fans"
SCORE: **4.2**

DEADLY SKIES
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 04
TYPE: Flight sim
"Not fast or exciting enough to fulfil that fighter pilot dream"
SCORE: **5.2**

ENCLAVE
REVIEWED: Issue 06
PLAYABLE DEMO: Game Disc 07
TYPE: Slice-'em-up
"Involving, but the catalogue of annoyances becomes annoying"
SCORE: **5.8**

ESPN INTERNATIONAL WINTER SPORTS
REVIEWED: Issue 03
TYPE: Winter sports
"Pathetic sports anthology... a game stuck firmly in the Ice Age"
SCORE: **3.2**

ESPN WINTER X GAMES SNOWBOARDING 2
REVIEWED: Issue 05
TYPE: Snowboarding
"A decent boarding game... a bit clumsy to play... lots of features"
SCORE: **7.0**

F1 2002
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 04
TYPE: Racing
"Solid, with everything a fan could want, but it's merely evolution, not revolution"
SCORE: **7.1**

FUZION FRENZY
REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 01
TYPE: Multiplayer/party
"More party pooper than party popper... too simple and repetitive"
SCORE: **4.5**

GAUNTLET DARK LEGACY
REVIEWED: Issue 04
TYPE: Shooter
"A fun-free game that's sluggish and frequently confusing to play"
SCORE: **3.8**

GENMA ONIMUSHA
REVIEWED: Issue 02
TYPE: Action/adventure
"No-frills hack-'n'-slash adventure... takes a while to crack... fun, but flawed"
SCORE: **6.9**

GUN METAL
REVIEWED: Issue 04
PLAYABLE DEMO: Game Disc 06
TYPE: Flight/shooter
"Enjoyably intense robo-death combat - if you can stomach the difficult control method"
SCORE: **8.3**

GUN VALKYRIE
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 03
TYPE: Shoot-'em-up
"Not for the faint-hearted... intense, skilful action all the way"
SCORE: **7.6**

HUNTER: THE RECKONING
REVIEWED: Issue 05
GAME MOVIE: Game Disc 06
TYPE: Action/adventure
"A raucous, repetitive rumble... good, unclean fun but multiplayer is messy"
SCORE: **6.7**

ISS 2
REVIEWED: Issue 03
GAME MOVIE: Game Disc 04
TYPE: Football
"Fans should treat this bitterly disappointing sequel with caution"
SCORE: **5.1**

JAMES BOND 007 IN... AGENT UNDER FIRE
REVIEWED: Issue 05
TYPE: FPS
"Makes you feel like Bond... but super-stupid bad guy interaction"
SCORE: **7.2**

KNOCKOUT KINGS 2002
REVIEWED: Issue 03
TYPE: Boxing
"An excellently presented but scrappy punch-'em-up"
SCORE: **6.3**

LEGENDS OF WRESTLING
REVIEWED: Issue 05
GAME MOVIE: Game Disc 07
TYPE: Wrestling
"Nostalgic appeal for wrestling fans of old... causes some chuckles in multiplayer"
SCORE: **6.0**

MAD DASH RACING
REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 01
TYPE: Racing
"Just enough Mad, too much Dash and not enough Racing...

THE XBOX ELITE

These are the Xbox Elite - the select bunch of games that have scored 8.5 or more. You have our personal guarantee that each and every one of them is utterly fantastic, so make a special effort to sample their delights.

AMPED: FREESTYLE SNOWBOARDING

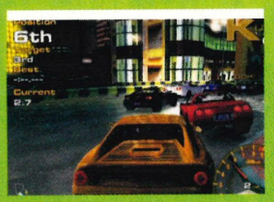
REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: Game Disc 01
TYPE: Snowboarding
"Addictive, impressive and deep... a perfect landing"
SCORE: **8.7**

DEAD OR ALIVE 3

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: Game Disc 01
TYPE: Beat-'em-up
"Accessible, slick and as satisfying as any beat-'em-up... a visual benchmark"
SCORE: **8.5**

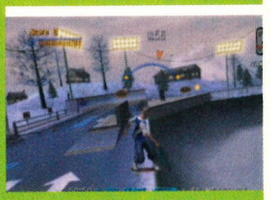
JET SET RADIO FUTURE

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: Game Disc 02, 03
TYPE: Platform/skating
"Supremely playable... without doubt the most stylish game ever designed... huge, intricate levels"
SCORE: **8.9**



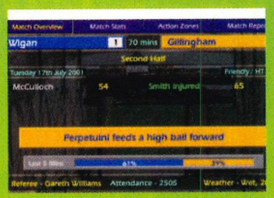
PROJECT GOTHAM RACING

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 01
GAME MOVIE: Game Disc 01
TYPE: Driving
"An epic racing game blending accuracy with entertainment"
SCORE: **8.9**



TONY HAWK'S PRO SKATER 3

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 03
TYPE: Skateboarding
"The biggest and best extreme sports title in the world"
SCORE: **8.8**

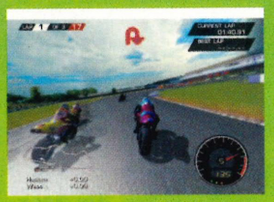


CHAMP MANAGER: SEASON 01/02

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Management sim
"Easily the best game of its kind... indefinite lifespan"
SCORE: **8.8**

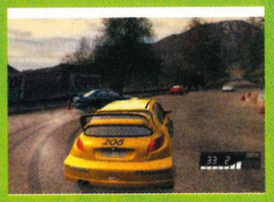
HALO

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: Game Disc 02, 05
TYPE: FPS
"Quite simply, a masterpiece and without question one of the best games ever made"
SCORE: **9.7**



MOTO GP

REVIEWED: Issue 04
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: n/a
TYPE: Racing
"Hotly contested bike racing combined with a perfect control method make this a real winner"
SCORE: **8.9**



RALLISPORT CHALLENGE

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: Game Disc 02
TYPE: Rallying
"Searingly fast rally game... best multiplayer racing game on Xbox... handsome as hell"
SCORE: **8.5**

frustrating in the extreme"
SCORE: **6.5**

MAX PAYNE

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 05
TYPE: Action/shooter
"Stylish, repetitive and worthy of your time... bullet time is brilliant"
SCORE: **7.9**

MIKE TYSON HEAVYWEIGHT BOXING

REVIEWED: Issue 05
GAME MOVIE: Game Disc 07
TYPE: Boxing
"Plenty of depth and strategy but sketchy and lacking a killer punch"
SCORE: **7.2**

MX2002 FEAT. RICKY CARMICHAEL

REVIEWED: Issue 04
GAME MOVIE: Game Disc 05
TYPE: Motocross
"A limp yet slightly enjoyable dirt biker with two-player mileage"
SCORE: **5.0**

NBA INSIDE DRIVE 2002

REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: Game Disc 02
TYPE: Basketball
"A decent, playable basketball game, but not a brilliant one"
SCORE: **7.2**

NBA LIVE 2002

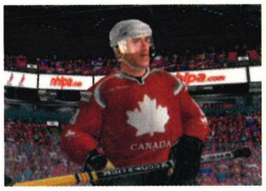
REVIEWED: Issue 02
TYPE: Basketball
"B-ball's end-to-end flow is somehow distilled into tedium... top-notch presentation, though"
SCORE: **5.2**

NEW LEGENDS

REVIEWED: Issue 04
GAME MOVIE: Game Disc 01
TYPE: Action/adventure
"A flawed game that quickly becomes repetitive and boring"
SCORE: **4.9**

NHL 2002

REVIEWED: Issue 02
TYPE: Ice hockey sim
"Excellent multiplayer game with joyful passing and shooting"
SCORE: **8.2**



NHL HITZ 20-02

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 01
TYPE: Ice hockey arcade
"Great-looking, polished and ultimately simple entertainment"
SCORE: **7.4**

NIGHTCASTER

REVIEWED: Issue 04
TYPE: Adventure/shooter
"Idea is good, but the execution isn't. Not wizard by any stretch"
SCORE: **4.2**

ODDWORLD: MUNCH'S ODDYSEE

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 03
TYPE: Platform
"Fun to play and great to look at... brimming with character"
SCORE: **8.1**

PIRATES: THE LEGEND OF BLACK KAT

REVIEWED: Issue 04
TYPE: Action/adventure
"Everything in this game feels lazy and uninspired"
SCORE: **4.0**

PRISONER OF WAR

REVIEWED: Issue 06
TYPE: Puzzle/adventure
"Ambitious and intelligent strategy game marred by camera/control problems"
SCORE: **7.2**

PRO TENNIS WTA TOUR

REVIEWED: Issue 07
TYPE: Tennis
"There's simply no excuse for bringing out this appalling double fault of a tennis game"
SCORE: **1.9**

RED CARD

REVIEWED: Issue 04
TYPE: Football
"Innovative cartoon footy, but a lack of decent CPU opponents"
SCORE: **7.0**

SHREK

REVIEWED: Issue 02
GAME MOVIE: Game Disc 01
TYPE: Platform
"A plain and unrewarding platform game"
SCORE: **5.0**

SIMPSONS ROAD RAGE

REVIEWED: Issue 03
TYPE: Driving
"A scabby game made bearable by its funny voices and fun two-player mode"
SCORE: **5.9**

SLAM TENNIS

REVIEWED: Issue 06
TYPE: Tennis
"Enjoyable and recommended, despite its few broken strings"
SCORE: **7.2**

SPIDER-MAN: THE MOVIE

REVIEWED: Issue 04
GAME MOVIE: Game Disc 03
TYPE: Platform
"Highly enjoyable use of a beloved licence... crackles with superhero smarts"
SCORE: **8.0**

SPLASHDOWN

REVIEWED: Issue 07
TYPE: Racing on water
"An enjoyable aqua racer with lots of great courses"
SCORE: **8.1**

SPY HUNTER

REVIEWED: Issue 04
TYPE: Driving/shooting
"Instantly enjoyable, completely superficial and often enjoyable"
SCORE: **6.7**

SSX TRICKY

REVIEWED: Issue 05
TYPE: Snowboarding
"Fast and furious... needed souping up to become great on Xbox"
SCORE: **7.5**

STAR WARS: JEDI STARFIGHTER

REVIEWED: Issue 05
PLAYABLE DEMO: Issue 06
GAME MOVIE: Issue 06
TYPE: Shoot 'em up
"A healthy dose of enjoyable space combat needing more action to truly shine"
SCORE: **7.4**

STAR WARS: OBI-WAN

REVIEWED: Issue 03
TYPE: Slice-'em-up
"Yet again, the *Star Wars* licence is criminally wasted"
SCORE: **3.3**

TD OVERDRIVE

REVIEWED: Issue 04
GAME MOVIE: Game Disc 03, 05
TYPE: Racing
"Bad handling leaves no satisfaction... just depressing"
SCORE: **3.8**

TEST DRIVE OFF-ROAD: WIDE OPEN

REVIEWED: Issue 03
TYPE: Driving
"The lack of vehicle/ground interaction will soon have total dieselheads sucking a tailpipe"
SCORE: **3.5**

TOUR DE FRANCE

REVIEWED: Issue 06
TYPE: Racing
"A great idea but everything about it is sub-standard."
SCORE: **4.6**

TRANSWORLD SURF

REVIEWED: Issue 02
GAME MOVIE: Game Disc 05
TYPE: Surfing
"A lot to plough through... some really great water effects... not enough variation"
SCORE: **6.1**

UFC: TAPOUT

REVIEWED: Issue 03
GAME MOVIE: Game Disc 04
TYPE: Beat-'em-up
"A brutal two-player fighter but a bit one-dimensional for singles"
SCORE: **7.4**

WRECKLESS

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: Game Disc 04
TYPE: Driving
"Awesome demonstration of what Xbox can do... but not enough game in it"
SCORE: **7.5**

TOP FIVE CONTROLLER BUTTONS: 5) THE WHITE BU[illegible]; 4) THE Y BUTTON; 3) THE RIGHT TRIGGER; 2) THE BACK BUTTON; 1) THE ONE WHERE YOU CLICK THE RIGHT THUMBSTICK IN.

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Halo 2
the world exclusive report in **E**115
on sale September 17

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play:more

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PRIZE CHALLENGES

MASTER CLASSES

YOUR OPINIONS

HINTS & TIPS

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EXTRA INFO

XBOX

Official UK Xbox Magazine

Inside

PLAY:MORE...

It's about getting more from your games. From simple tips and cheats to Masterclasses and guides, you'll find everything, explore everywhere and beat everyone. It's about playing games until the disc wears out. Demonstrating your expertise, proving you're the best and taking your place among our elite community of Xbox gamers. It's about winning stuff, beating the challenges and earning respect.

Play:More is where you make *Official UK Xbox Magazine* your magazine.

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PLAY: MORE NEEDS YOU!

The first rule of Play:More is talk about Play:More. The second rule of Play:More is always talk about Play:More whenever you can.

Play:More is not only a yellow and black games bible, but in recent months it's also become a work ethic for some of the team. Whenever there's a horrible job to do, Phil, Gav, and Max all use it as a buzzword to motivate me.

Determined not to let them besmirch Play:More's positive vibe, I do my best to satisfy the team's whims. However, there's only so many times that I can lick up the leftover droplets of ginger beer from Ed's desk before I turn homicidal. However, there's no room for a section called Kill:More in this magazine.

Whenever you're stuck on a game or think that you just can't beat a difficult challenge, remember these words.

Anything is possible when you Play:More, even something that you don't always enjoy doing.

Ben Talbot
Reader Interaction Editor

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ON THE DISC

PUT THAT SANDWICH DOWN, the guide to Game Disc 08 is here. You'll be glued to your seat by FOUR of the newest and most exciting Xbox playable demos.

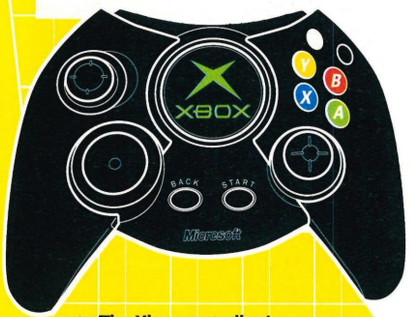
Crazy Taxi 3 is first on the grid, presenting three minutes of play in the new Xbox-exclusive Glitter Oasis level. If you're hungry for something darker, why not play through our huge, three level demo of *Hunter: The Reckoning*? And if you're looking for carnage on an epic scale, then *Battle Engine Aquila* is sure to satisfy. Finally, Taz is *Wanted* by Yosemite Sam in our four-minute demo. There's also a two-player Shopping Cart Dash.

This month, we've got more game movies than ever before, with *Rayman 3: Hoodlum Havoc* at the top of the list alongside the mighty *XIII* and *Hitman 2*.

Legendary filmmaker John Carpenter offers some insight into *The Thing* in a brand new interview and we also quiz *Turok Evolution* creator Dave about the dino blaster reviewed on page 082.

Back in Issue 04, we set you the task of performing Warthog Jumps in our *Halo* playable demo. Now you can see the results in our spectacular Ultimate Warthog Jumps video.

Regular Play:More readers know about our Game Challenges to beat scores and times on each demo. Can you make next month's league table? All you have to do is beat the existing scores...



↑ The Xbox controller is your gateway to the *Official UK Xbox Magazine* Game Disc. Use the directional pad or Left thumbstick to highlight the menus in the right-hand window and press the A button to select. The B button returns you to the previous menu screen and the white button zooms in for a close up of the screen.

CRAZY TAXI 3

GAME INFORMATION
REVIEWED: **ISSUE 08, PAGE 068**
SCORE: **8.0**
PLAYERS: **1**

WHAT YOU GET

Three minutes, one Glitter Oasis and four crazy cabbies to choose from - Angel, Bixbite, Mrs. Venus, and Zax.

WHAT YOU DO

Pick up fares by stopping your taxi within the different coloured circles they stand in. Once they're seated, take off and follow the green arrow to their chosen destination. The quicker you get there, the more money you'll earn. Take too long and your fare will leave you high and dry. Fares with small green circles around them require the longest and most difficult journeys but offer bigger tips and bonuses. For the more cautious cabbie, fares with large red circles around them require short and simple journeys.

LEFT THUMBSTICK	**STEER**
RIGHT THUMBSTICK	**NOT USED**
DIRECTIONAL PAD	**STEER**
A BUTTON	**REVERSE**
B BUTTON	**DRIVE**
X BUTTON	**NOT USED**
Y BUTTON	**CRAZY JUMP**
L TRIGGER	**BRAKE**
R TRIGGER	**ACCELERATE**
WHITE BUTTON	**CHANGE ARROW**
BLACK BUTTON	**NOT USED**

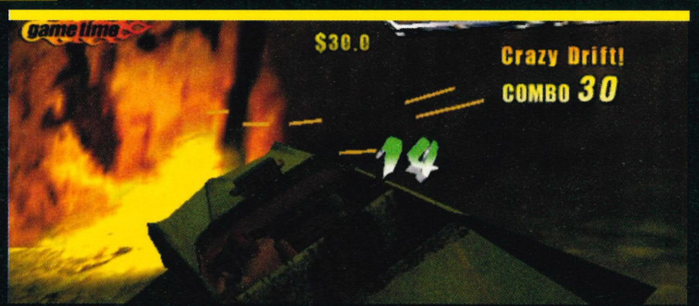
TOP TIPS

You can earn extra tips by driving close to the other cars on the road. Try to score a Crazy Through combo by not crashing into any of them. This is easy to achieve when you see lines of cars parked at the traffic lights.

ANYTHING ELSE?

A new feature in *Crazy Taxi 3* is the ability to pick up multiple fares - just find a group with a blue circle around them. If you pick up three at once you'll get triple tips for each Crazy Through, Drift and Jump. The downside is that multiples are impatient and won't pay unless you reach all their destinations in double-quick time.

CRAZY TAXI 3 - PLAYABLE
PRIZE CHALLENGE

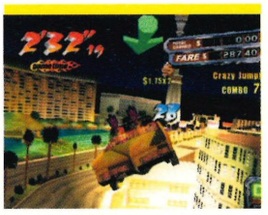


↑ Beat Ben's 30 drift combo.

HERE'S WHAT YOU DO...

CRAZY DRIFTS are an excellent way of earning extra tips. When driving at top speed, let go of the right trigger, quickly switch into reverse then back into drive. Do all this while turning and you'll perform a Crazy Drift. The longer you drift, the more money you can earn. See if you can beat Ben's Crazy Drift combo score. After much practice, he managed the only just above-average score of 30.

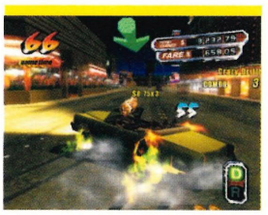
THE REWARD
A copy of *Crazy Taxi 3* for the top five entrants. Big up yourselves, Infogrames.
PROOF REQUIRED
If you achieve a qualifying score, we'll ask you for a video of your Crazy Drift. If it's way past the usual level of craziness, we might even use the footage on an upcoming demo disc.
CLOSING DATE
Monday October 7.
RULES
The standard rules are on page 115.



↑ Sky high? That's craaazy.

FUN CHALLENGE 1

YOU CAN DO a Crazy Jump by pressing the Y button. This is useful for helping you out of tight situations and can also earn you extra tips. Try jumping over buildings, oncoming traffic and from the tops of ramps. The higher you jump, the more money you'll earn.
THE REWARD
The Crazy cash will start flowing into your crazy pockets.
PROOF REQUIRED
None, this one's for your personal enjoyment.
RULES
Try to time your jumps to avoid crashing into traffic.



↑ Grab those crazy fares.

FUN CHALLENGE 2

SEE HOW MUCH money you can earn in the three crazy minutes. Our best effort was 3,1023.
THE REWARD
You can tell your friends that you beat us.
PROOF
None.
THE RULES
Why bother with rules?

XBOX
Official UK Xbox Magazine

HUNTER: THE RECKONING

GAME INFORMATION
REVIEWED: **ISSUE 04, PAGE 082**
SCORE: **6.7**
PLAYERS: **1-4**

WHAT YOU GET

Fight alone or with a trio of buddies through the first three monster-mashing levels. Choose from four fearless slayers - Avenger, Defender, Martyr and Judge - each one committed until the undead hordes are all well and truly, old fashioned, good and proper plain dead.

LEFT THUMBSTICK	**MOVE**
RIGHT THUMBSTICK	**AIM**
DIRECTIONAL PAD	**CAMERA**
A BUTTON	**ACTION / RELOAD**
B BUTTON	**SWITCH SPECIAL**
X BUTTON	**SWITCH BASIC**
Y BUTTON	**SWITCH EDGE**
L TRIGGER	**JUMP**
R TRIGGER	**ATTACK**
WHITE BUTTON	**RELOAD**
BLACK BUTTON	**TAUNT**

WHAT YOU DO

Enter the zombie-infested subway and follow the advice of your guide, Bookworm 55. Find all eight blue glyphs in the subway area and activate them by pressing the A button. Exit the subway via the green glyph once that's done. There are five innocents to rescue before you can exit the second level. Save them by walking up to them and pressing the A button. Terminate all the zombies on the third and final demo level, it's that simple.

TOP TIPS

In multiplayer mode, the number of zombies will often reach epidemic proportions. If you see a friend being overpowered, attract the enemies' attention by pressing the black button. This should give your fellow slayer a chance to regroup and reload.

ANYTHING ELSE?

Each of the characters has a different magic power or 'Edge'. Avenger uses the axe Cleave while The Word of Power is Judge's deadly spell. Defender can heal herself while Martyr doubles her speed and agility with the Demand spell.

↑ Feel the healing goodness.

FUN CHALLENGE 1

GLYPHS ARE mysterious-looking carvings that can be found on the ground throughout the demo. Stand on top of a glyph and press the A button to boost your health or magic powers. There's a single glyph on both the first and third levels and five glyphs on the second level. See if you can find them all.

THE REWARD
It'll boost your health or magical abilities through the game.
PROOF REQUIRED
None.
RULES
Press the A button to activate each one of the glyphs.

HUNTER - PLAYABLE
PRIZE CHALLENGE

↑ Zombie-tastic!

HERE'S WHAT YOU DO...

COMPLETE THE second demo level in the quickest possible time. You MUST rescue all five innocents as you go. Make sure that you complete this demo level on your own. It won't count if you have any other players helping you.

THE REWARD
The Phat Trak Trans-Speeder is essentially a skateboard that behaves exactly like a snowboard. It has a fully grip-taped, maple double-kick deck, PU wheels and performance bearings. But there is something different about the wheels. There are ten of them, five on each concave truck. We have one for the winner.
PROOF REQUIRED
Because there's no in-game timer in *Hunter*, we need you to record your best attempt onto video. Please don't send in your proof unless we contact you first.
CLOSING DATE
Make sure your entry reaches us by Monday October 7.
RULES
See the standard rules on page 115.

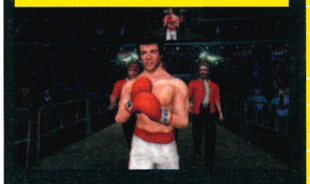
↑ A snowboard... with wheels.

MOVIES ON THE DISC

RAYMAN 3: HOODLUM HAVOC
The return of the man with hands but no arms.

TUROK: EVOLUTION INTERVIEW
Get the low-down from *Turok's* creative director, Dave Dienstbier.

ROCKY
The Italian Stallion goes for glory.



INTERVIEW WITH JOHN CARPENTER
The Thing has found a new place to hide: Xbox.

ROBOTECH: BATTLECRY
A repeat viewing for those who missed it last time.

HITMAN 2
Slick, violent and ready to rumble.

SLAM TENNIS
A sneaky peek of some of the bonus games within the game.

SPIDER-MAN: SECRETS REVEALED
Our very own Stevie B unveils some of the hidden secrets.

MERCEDES-BENZ: WORLD RACING
Check out some gorgeous aerial views of the racing circuits.

THE TERMINATOR: DAWN OF FATE
The game set before the start of the first movie.

ENCLAVE
Opinion still divided on this one, but here's a lovely-looking trailer.

XIII
World's first sample of gameplay footage from this French FPS.

HALO: ULTIMATE WARTHOG JUMPS
You need to watch this. Right now.

SLOWBOARDING: THE TRANS-SPEEDER IS JUST THE LATEST INNOVATION IN SKATEBOARD HISTORY ALTHOUGH RECOGNISED AS A '70S PHENOMENA, THE ORIGINAL SKATE BOOM WAS ACTUALLY IN THE MID-'60S. THIS BOOM DIED WHEN THE POOR PERFORMANCE OF THE CERAMIC WHEELS USED AT THE TIME WERE BLAMED ON NUMEROUS ACCIDENTS.

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BATTLE ENGINE AQUILA

GAME INFORMATION
REVIEWED: **N/A**
SCORE: **N/A**
PLAYERS: **1**

WHAT YOU GET
One complete mission from the game. You'll never have seen intergalactic war on such a massive scale as this.

LEFT THUMBSTICK	**MOVE / ACCELERATE**
RIGHT THUMBSTICK	**LOOK**
DIRECTIONAL PAD	**ZOOM**
A BUTTON	**AIR BRAKE**
B BUTTON	**NOT USED**
X BUTTON	**TRANSFORM**
Y BUTTON	**NOT USED**
L TRIGGER	**CHANGE WEAPON**
R TRIGGER	**FIRE**
WHITE BUTTON	**NOT USED**
BLACK BUTTON	**NOT USED**

WHAT YOU DO
During a routine transport operation on Apollo, Battle Engine Aquila finds itself ambushed. The invasion force has established itself in the foothills of an island. Protect the convoy and augment the firebase's mortar attacks with your own firepower. Together, you WILL defeat the enemy.

TOP TIPS
Battle Engine Aquila can transform between a robot and fighter, but can only stay airborne for a short time – displayed as a blue bar in the centre of your HUD.

ANYTHING ELSE?
Mobile missile launchers and small airborne fighters pose the most serious threat to your Transport vessels. Make these enemies your priority and deal with the other enemies once this threat has been neutralised.

BATTLE ENGINE - PLAYABLE
PRIZE CHALLENGE

↑ **We're gonna need a bigger robot...**

HERE'S WHAT YOU DO...
Complete the Primary Mission Objectives in the shortest time possible. Unfortunately, there's no internal timer so you'll have to record your progress using a stop clock or digital timer.

THE REWARD
For the winner, an awesome *Halo* soundtrack CD that lets you hear those funky monkies anywhere and any time.

PROOF REQUIRED
If you achieve a qualifying time, we'll ask you for a video of your progress through the entire mission. But just in case you're not as good as you think you are, please don't send in your proof unless we ask you for it.

CLOSING DATE
Make sure your entries reach us on or before Monday October 7.

RULES
Follow the standard prize challenge rules on page 115.

TAZ: WANTED

GAME INFORMATION
REVIEWED: **ISSUE 08, PAGE 100**
SCORE: **5.9**
PLAYERS: **1-2**

WHAT YOU GET
Four minutes of play in Looningdale's shopping mall. There's also a nifty two-player shopping cart race mode.

LEFT THUMBSTICK	**MOVE**
RIGHT THUMBSTICK	**CAMERA**
DIRECTIONAL PAD	**MOVE**
A BUTTON	**JUMP**
B BUTTON	**SPIN**
X BUTTON	**ATTACK**
Y BUTTON	**EAT / SPIT**
L TRIGGER	**TIPTOE**
R TRIGGER	**LOOK**
WHITE BUTTON	**ROTATE CAMERA**
BLACK BUTTON	**ROTATE CAMERA**

WHAT YOU DO
Eliminate the four Taz: Wanted posters and eat up to 50 sandwiches. Each of the Wanted posters is protected by a devilish puzzle for you to solve. In the two-player Shopping Cart Dash mode, race your friend around three laps of the mall by tapping the B button.

TOP TIPS
Walk inside any of the telephone boxes in the mall to change Taz's costume. There are ten different disguises in the complete game and each one awards Taz with a special ability. The costume in this demo level gives Taz the power to create enemy-stunning sonic waves.

ANYTHING ELSE?
Taz can eat items of furniture by pressing the Y button to gobble them up. Press the Y button one more time to turn any offending item into a spit-covered projectile weapon.

TAZ: WANTED - PLAYABLE
PRIZE CHALLENGE

↑ **Use Taz's special abilities.**

HERE'S WHAT YOU DO...
FIND AND EAT as many of the sandwiches as possible. There are 50 to swallow in total. Cheese, tuna or boiled egg, Taz doesn't care – he'll snaffle them all. In the event of a draw, the winner will be the player who completes the challenge in the quickest time.

THE REWARD
One of our secret stash of delightfully bright Xbox Live t-shirts. and let's not forget that since you can't buy them in any shops, they're totally exclusive fashion wear.

PROOF REQUIRED
If you achieve a qualifying score, we'll ask you for a photo or video of the pause screen. You can pause the game just after your time has been displayed to take the photo. See page 117 for info on how to capture your efforts.

CLOSING DATE
Monday October 7 is the closing date for all of this month's demo Prize Challenges. Adhere to it.

RULES
Standard rules on page 115.

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ON THE DISC

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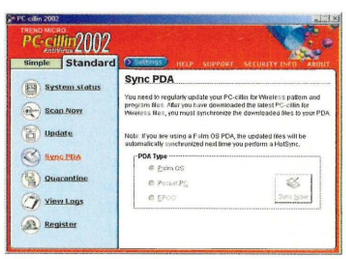

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DEMO CHALLENGE LEAGUES

CHALLENGE RESULTS

WE ARE THE CHAMPIONS – Here are your entries for *Circus Maximus*, *Gun Metal*, *Jedi Starfighter* and *Spider-Man*. All your Game Disc 07 Challenges will be here next month.

STAR WARS: JEDI STARFIGHTER Game Disc 06
THE CHALLENGE: Fastest time to complete main mission objectives.

NAME	ADDRESS	TIME	PROVED?
TONY HALL	NEWPORT, SHROPSHIRE	02.39	PENDING
NADAL MURRAY	PURLEY, SURREY	04.14	PENDING
SIMON HARDMAN	EDGEWARE, MIDDLESEX	04.26	PENDING
JAMES BOWEN	CARDIFF, SOUTH GLAMORGAN	04.32	PENDING
SCOTT MCCLYMONT	EDINBURGH	04.34	PENDING
PAUL DAY	COOKSTOWN, CO. TYRONE	04.35	PENDING
JONNEL MENDOZA	WEST NORWOOD, LONDON	04.44	PENDING
ADAM GULLIVER	STOKE ON TRENT, STAFFS	04.54	PENDING
DANIEL DE NIEMSE	BN HAARLEM, NETHERLANDS	04.55	PENDING

TONY HALL must have trained in the Jedi arts to achieve such a fast time. Only proof will tell if he wins a copy of the game or if he's playing Jedi mind tricks...

CRASH BANDICOOT: THE WRATH OF CORTEX Game Disc 05
THE CHALLENGE: Fastest time to destroy 125 crates in Bamboozled.

NAME	ADDRESS	TIME	PROVED?
RICHARD HANLON	BILLESLEY, BIRMINGHAM	01.49.87	YES
CRAIG SMITH	BURY, LANCASHIRE	01.54.01	YES
LEE MURPHY	STRATHAM, LONDON	01.57.99	YES
THOMAS WARDLE	STOKE ON TRENT, STAFFS	02.09.20	YES
ANDREW CREAGHAN	ROTHERHAM, SOUTH YORKS	02.18.99	YES
TED TIMMINS	ASHTEAD, SURREY	02.20.00	YES
PAUL DAY	COOKSTOWN, CO. TYRONE	02.20.99	YES
DAVID PEACOCK	PETERLEE, CO. DURHAM	02.25.99	YES
LYNETTE OGLES	HALA, LANCASTER	02.27.99	YES

CHAMPIONS OF PLAY:MORE is looking for your greatest feats of game-playing skill. Record your finest moment onto video and send them in for our Game Disc.

CIRCUS MAXIMUS: CHARIOT WARS Game Disc 06
THE CHALLENGE: Most Dinari earned.

NAME	ADDRESS	BEST SCORE	PROVED?
PAUL DAY	COOKSTOWN, CO. TYRONE	8005	PENDING
DWAYNE MCLOUGHLIN	EAST BOWLING, BRADFORD	6995	PENDING
MARK HOWELLS	CARDIFF, SOUTH GLAMORGAN	6775	PENDING
STEPHEN WILSON	STEVENAGE, HERTS	6755	PENDING
BOB F. JACKSON	GRANGETOWN, SUNDERLAND	6580	PENDING
LUKE MUDD	HALIFAX, WEST YORKSHIRE	6270	PENDING
MAX WHITELOCK	WANSTEAD, LONDON	6245	PENDING
WILLIAM DOYLE	RYTON-UPON-DUNSMORE, WARKS	6040	PENDING
JONNEL MENDOZA	WESTNORWOOD, LONDON	5795	PENDING

STRENGTH AND HONOR to all those who competed in the *Circus Maximus* Challenge. If he can prove his tremendous score, Paul wins a copy of *Nightcaster*.

NBA INSIDE DRIVE Game Disc 05
THE CHALLENGE: Most points scored against CPU opponent.

NAME	ADDRESS	BEST SCORE	PROVED?
CRAIG SMITH	BURY, LANCASHIRE	64	YES
DAVID PEACOCK	PETERLEE, CO. DURHAM	53	YES
STEPHEN WOOD	GAINSBOROGH, LINCS	46	YES
JASON ATKINS	ELTHAM, LONDON	43	YES
ANDREW CREAGHAN	ROTHERHAM, SOUTH YORKS	33	YES
OWEN HARRIS	LONDON	30	YES
CHRIS BETTS	STOWMARKET, SUFFOLK	28	YES
MATT LINDLEY	WESTDRAYTON, MIDDX	25	YES
TED TIMMINS	ASHTEAD, SURREY	25	YES

CHECK OUT THIS month's demo movies for our exclusive Gamer.tv E3 documentary. We'll have more from our fave digital channel in the near future.

MAX PAYNE Game Disc 05
THE CHALLENGE: Fastest time to complete The American Dream.

NAME	ADDRESS	TIME	PROVED?
THOMAS WARDLE	STOKE ON TRENT, STAFFORDSHIRE	03.53.99	PENDING
TED TIMMINS	ASHTEAD, SURREY	04.15.99	YES
JASON CONLON	BELFAST, CO. ANTRIM	04.17.50	YES
CHRIS SALKELD	MILTON KEYNES, BUCKS	04.31.99	PENDING
LEE MURPHY	STRATHAM, LONDON	05.27.99	YES
DOMINIC HILLS	BRACKWELL, BERKSHIRE	05.30.99	YES
LYNETTE OGLES	HALA, LANCASTER	05.40.99	YES
CHRISTOPHER MURPHY	WARRINGTON, CHESHIRE	05.58.99	PENDING
CHRIS BETTS	STOWMARKET, SUFFOLK	07.15.99	YES

ALMOST 20 SECONDS quicker than everyone else? Thomas Wardle, you need to prove your *Max*-ed out score in order to bag the copy of *Munch's Oddysee*.

DARK SUMMIT Game Disc 05
THE CHALLENGE: Most points scored on the First Cut course.

NAME	ADDRESS	BEST SCORE	PROVED?
CHRIS WAWRZYNIAK	BRIGHOUSE, WEST YORKSHIRE	6305000	YES
RISHI SIVAKUMAR	HOUNSLOW WEST, MIDDLESEX	6200000	YES
SCOTT MCLEAN	HOUSTON, JOHNSTONE	5205250	YES
CRAIG SMITH	BURY, LANCASHIRE	2700500	YES
PAUL DAY	COOKSTOWN, CO. TYRONE	2059250	YES
ANDRE ATALLAH	WIMBLEDON, LONDON	2005250	YES
TED TIMMINS	ASHTEAD, SURREY	2000500	YES
TOM BLENCOWE	CHIPPING NORTON, OXFORDSHIRE	1003500	YES
JOHN HIGGS	NORTHFIELD, BIRMINGHAM	787000	YES

BORED OF SNOWOARDING? Why not go to Wales where the most popular extreme sport is sliding down a muddy hill in a Tesco trolley or a cardboard box.

GUN METAL Game Disc 06
THE CHALLENGE: Complete the mission with most health remaining.

NAME	ADDRESS	BEST SCORE	PROVED?
WARREN LOWE	HUNTINGDON, CAMBS	100	PENDING
ALEX HAJDASZ	TELFORD, SHROPSHIRE	100	PENDING
JONNEL MENDOZA	WESTNORWOOD, LONDON	100	PENDING
MAX WHITELOCK	WANSTEAD, LONDON	100	PENDING
AIDEN MARTIN	RAVENSHEAD, NOTTS	100	PENDING
BEN BLAKE	ENFIELD, LONDON	100	PENDING
AARON VINCENT	GREAT YARMOUTH, NORFOLK	100	PENDING
TONY HALL	NEWPORT, SHROPSHIRE	100	PENDING
ROBERT SEVEWRIGHT	SPRINGBORG, GLASGOW	100	PENDING

OUR GUN METAL challenge was apparently too easy. Over 20 of you finished the mission at full strength. Warren was picked at random to win a copy of *Azurik*.

SPIDER-MAN Game Disc 06
THE CHALLENGE: Best time to beat the Green Goblin.

NAME	ADDRESS	TIME	PROVED?
DANISH LATIF	EASTHAM, LONDON	01.41.89	PENDING
PAUL DAY	COOKSTOWN, CO. TYRONE	02.19.99	PENDING
MARK GOURLEY	COOKSTOWN, CO. TYRONE	03.00.00	PENDING
SCOTT MCCLYMONT	EDINBURGH	03.04.99	PENDING
DENVER BELL	COOKSTOWN, CO. TYRONE	04.00.99	PENDING
STUART WILSON	ST ANDREWS, FIFE	05.52.99	PENDING
ROBERT SEVEWRIGHT	SPRINGBORG, GLASGOW	06.30.99	PENDING
CHIEDU NOSEGBE	WEMBLEY, MIDDLESEX	06.37.99	PENDING
DAVID PEACOCK	PETERLEE, CO. DURHAM	08.10.99	PENDING

JOYTECH'S ADVANCED controller is great for playing *Spider-Man*. Well done to all our *Spider-Man* league winners who all take home one of these little beauties.

ENTER THE CHALLENGES NOW!

It's all very simple really. Help us to help you into the Challenge Leagues by proving your excellence.

»TO ENTER A PRIZE CHALLENGE, ALL YOU NEED TO DO IS FILL IN THE COUPON BELOW AND POST IT OFF TO US.
»IF YOUR SCORE QUALIFIES YOU FOR A PRIZE, WE'LL GET IN CONTACT WITH YOU AND ASK YOU TO PROVIDE PROOF OF YOUR SCORE.
»ONCE YOU'VE SENT US PROOF, WE CAN AWARD YOUR PRIZE AND PRINT YOUR NAME IN THE MAGAZINE.

HOW TO PROVE YOUR SCORE

If we ask you to prove your score, you'll need to present us with one of two items of evidence:

PROOF BY VIDEO

By playing your Xbox through a normal VCR, it's possible to record your exploits onto a standard video cassette. We'll need to see you actually achieving the score, not the just the sight of the high score table.

PROOF BY PHOTO

In some instances - when we're certain that there's no possibility of cheating to manipulate the evidence - we may only require a photograph of the game's High Score screen. Polaroid is obviously the easiest way to do this (no film development) but normal flash photography is acceptable. NO DIGITAL PHOTOS PLEASE - they are too easily altered.

WHAT IF I CAN'T REPEAT MY BEST SCORE IN ORDER TO PROVE IT?

If you think you might only be able to achieve your high score once, we recommend taking proof (video or photography) as you go. That way, if you end up in a prize-winning position and we ask for proof, you have it ready and you won't have to repeat your feats.

REMEMBER! *You do not need to send us any proof to enter a Prize Challenge. We'll only ask for it if you end up in a prize-winning position.*

HOW DO I CONNECT MY XBOX TO THE VCR?

If you have a VCR with a SCART 'IN' socket, simply connect your Xbox to that, turn it on, select the video channel on your TV and you should see the game screen. If you now press Record you should be recording your Xbox exploits.

If your VCR doesn't have a SCART 'IN' socket, you'll need an Xbox RF adapter (sold wherever Xbox hardware can be purchased). Disconnect the aerial cable from the RF 'IN' socket and connect the Xbox RF lead. Switch on the TV and turn to the video channel. You now need to tune the video in to find the Xbox signal. When you've found it, press Record and you should be fine.

THESE RULES APPLY TO ALL PRIZE CHALLENGES

»Closing date for Issue 08 challenges is Monday October 7.
»You will be contacted within 14 days of the closing date if you are in a prize-winning position.
»To be eligible for your prize you must be able to prove your score in the manner specified in the Prize Challenge instructions (above).
»The editor's decision as to the validity of proof is final.
»Proof of posting is not proof of receipt.
»*Official UK Xbox Magazine* will not be held responsible for entries or proof lost or damaged in the post.

ENOUGH TALK - PLAY:MORE! GOOD LUCK!

ISSUE 08
DEAR OFFICIAL UK XBOX MAGAZINE,

Here are my Demo Challenge scores for you to admire.
(NB You can enter as many or as few challenges as you like)

CRAZY TAXI 3
Biggest Crazy Drift combo.

.....

HUNTER: THE RECKONING
Quickest time to complete the second demo level.

.....

BATTLE ENGINE AQUILA
Quickest time to complete the main mission.

.....

TAZ: WANTED
Most sandwiches eaten within the time limit.

.....

.....

NAME

.....

ADDRESS

.....

.....

.....

CONTACT TELEPHONE NUMBER (This is so we can get in touch with you quickly if we need to ask you for proof).

.....

While I'm on, here are the five games I'm most looking forward to on Xbox.

1) .....

2) .....

3) .....

4) .....

5) .....

EITHER CUT out or photocopy this coupon, fill it in, and send it to Game Disc 08 Demo Challenges, *Official UK Xbox Magazine*, Top Floor, 99 Baker Street, London, W1U 6FP.

WORK RELATED (SELF) INJURY: THE CARETAKER HAD TO UNLOCK AND EMPTY THE ASH BOX ON OUR BALCONY. AFTER ALMOST A YEAR OF WORKING ON THIS MAGAZINE TWO STAFFERS HAD STUFFED IT FULL WITH THE REMAINS OF NEARLY THREE THOUSAND INDIVIDUALLY-CHERISHED LUNG-BUSTERS. JUST SAY NO, KIDS.

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MASTERCLASS

CARVING IT UP: **BEN TALBOT**

AGGRESSIVE INLINE

AGGRESSIVE INLINE is a meaty rollerblade game with guts, girls and attitude. We reviewed it last month in Issue 07, awarding it the very respectable score of 7.7.

If you've played any other extreme sports games then you'll be familiar with the structure of *Inline*.

In Career mode, you have to complete a series of challenges by performing nimble tricks and recovering special items. Finding some of the better hidden items unlocks bonus challenges and secret characters.

In this month's Masterclass, we tell you exactly how to crack the most difficult challenges on each of the game's seven massive levels. Strap on those skates...

Use the Left thumbstick to move your skater in the right direction. Pressing up makes you accelerate, while pressing down results in braking.

Hold down the Left or Right trigger on the ground to perform a tight turn and also to spin when you're in mid-air.

Pressing up on the Left thumbstick while ramping will take you up and over the top of the ramp.

When approaching perpendicular to an edge, a press of the Y button will help you pull off a hand plant.

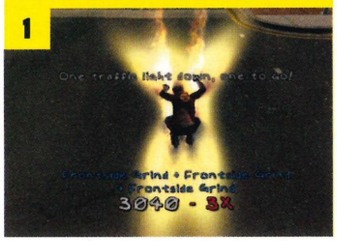
If you're approaching a lamppost or any horizontal bar, tap the B button to grab it and spin around the base.

Grab on to the back of a vehicle and go skitchin' by skating behind it and holding down the B button.

SECTION 1 MOVIE LOT

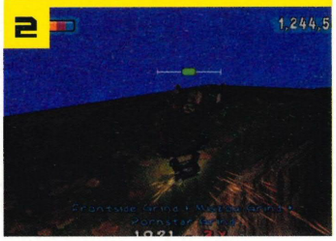
THIS LEVEL CONSISTS of two main areas. There's a long opening straight that's great for grinding and skitchin'. There's also a large movie lot in which you can skate over numerous ramps and overhead lighting rigs. Make the most of this stage to boost your skater's stats.

GRIND TWO TRAFFIC LIGHTS
3 POINTS



>>At the start, grind the railing to your right, then grind the curved railing above it all the way to the end. Jump to the first lights, grind transfer to the second.

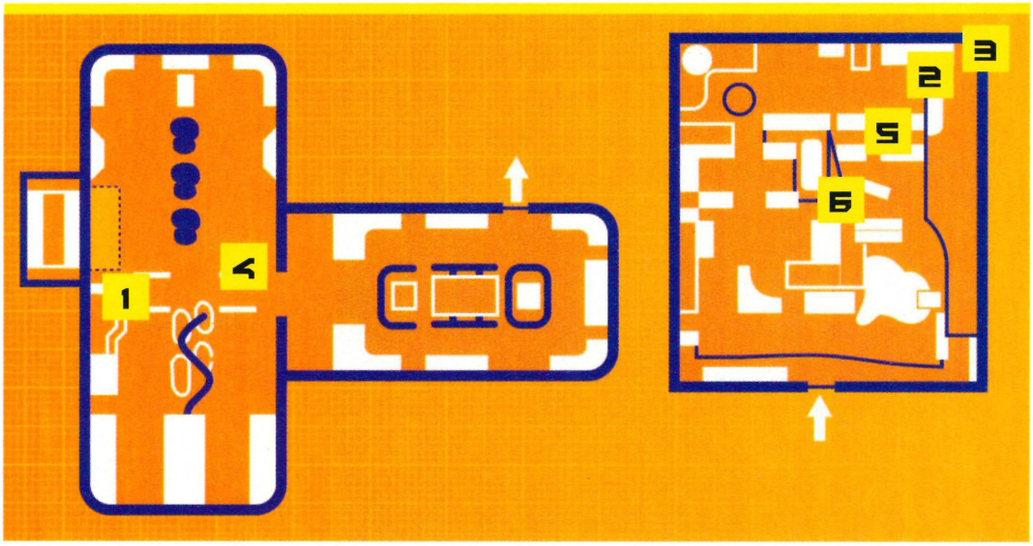
GRIND THE CLIFF EDGE
2 POINTS



>>Follow the large ramp leading to the upper level of the movie lot. Grind the lighting rig around until you see the cliff edge; quickly grind transfer onto it.

GRIND THE BOULDER CHAINS
3 POINTS

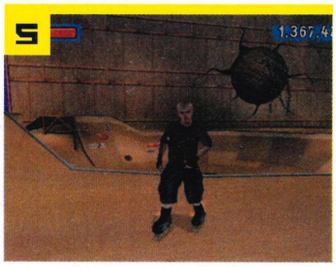
>>Use the bowl behind the boulder to reach the chains. You need to grind both chains so that the boulder breaks free and causes chaos on the lot.



GRIND THE THIRD TRAFFIC LIGHT
3 POINTS

>>Leap from the ramp on the left of the second traffic light to the higher ledge. Grind the second light and you'll be on the right track to jump over to the third.

60,000 POINT TIMED RUN
2 POINTS



>>Talk to the ghost in the haunted house. You need to score 60,000 points in three minutes. Tip: get plenty of grind combos, especially up on the lighting rig.

GRIND THE WIRE ABOVE THE TREE
2 POINTS

>>Grind the lighting rig until you reach the cliff edge. Transfer to the wire passing over the tree and grind all the way across it to get the points.

SECTION 2 CIVIC CENTRE

THE CIVIC CENTRE is far more compact than the previous level. It can be difficult to see where you're going at times because much of the scenery looks the same.

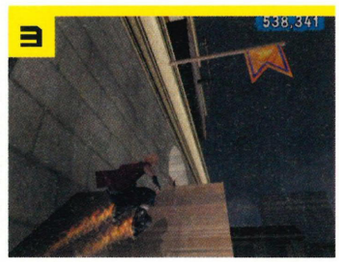
GET INTO THE BOWL
2 POINTS

>> Grind up the small wooden ramp at the base of the bowl statue. Jump from the top of the ramp and grind the wire with the lights on it. Keep your balance and head all the way along to the bowl.

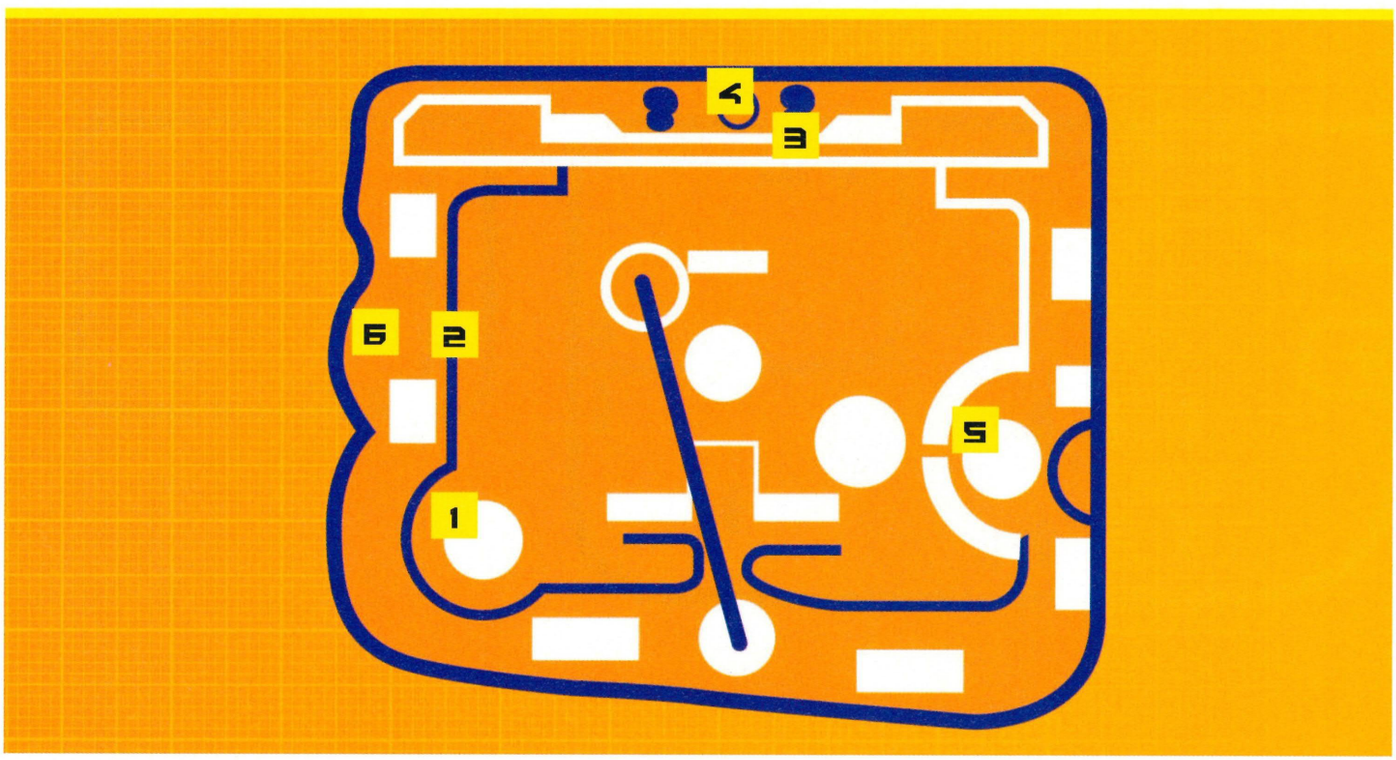
GRIND TRANSFER LOOKBACK JUDO PHOTO
2 POINTS

>> Talk to the photographer on the bridge. Go to the bridge with the broken statue; jump off the left side to grind the wires. Perform the Lookback Judo and land a grind on the other side of the bridge.

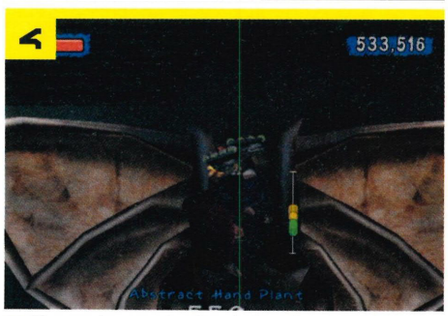
GRIND THE HANDS OF THE CLOCK
2 POINTS



>> Use the half-pipe to get to the balcony below the clock. Grind the ledge all the way up the little ramp; jump and catch the flagpole. Use your momentum to swing onto the clock hands. Grind them.



HAND PLANT THE GARGOYLE HEADS
1 POINT

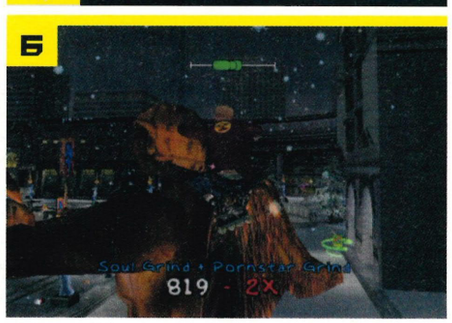


>> Chat to the guy standing below the row of gargoyles. Skate up the two ramps below the pair of ugly stone monsters and perform a hand plant on each of their heads to secure your point.

GET THE SPEED POWER UP
1 POINT

>> Use the ramps surrounding the statue holding the scales of justice to hand plant the top of the scales. If you don't collect the power-up straight away, simply switch into a grind, go around the scales and get it.

GRIND THE ANGEL'S WINGS
1 POINT



>> Jump off the upper balcony in the civic centre and land on the wings. If you can't do that (it's a mighty leap), get on a a nearby cable, get some speed up and leap onto the wings.

AGGRESSIVELY SPEAKING 1: PRESSING SELECT WILL BRING UP A LIST OF YOUR CHALLENGES. IF YOU DON'T KNOW WHAT A CHALLENGE ENTAILS, PRESS THE B BUTTON TO GET A FLY-BY VIEW OF THE AREA OR THE A BUTTON TO GET A MORE DETAILED DESCRIPTION OF THE TASK.

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SECTION 3 INDUSTRIAL

THE INDUSTRIAL stage is a large and complex skate park with plenty of half pipes and a six-armed factory robot.

GRIND FOUR ROBOT ARMS
2 POINTS

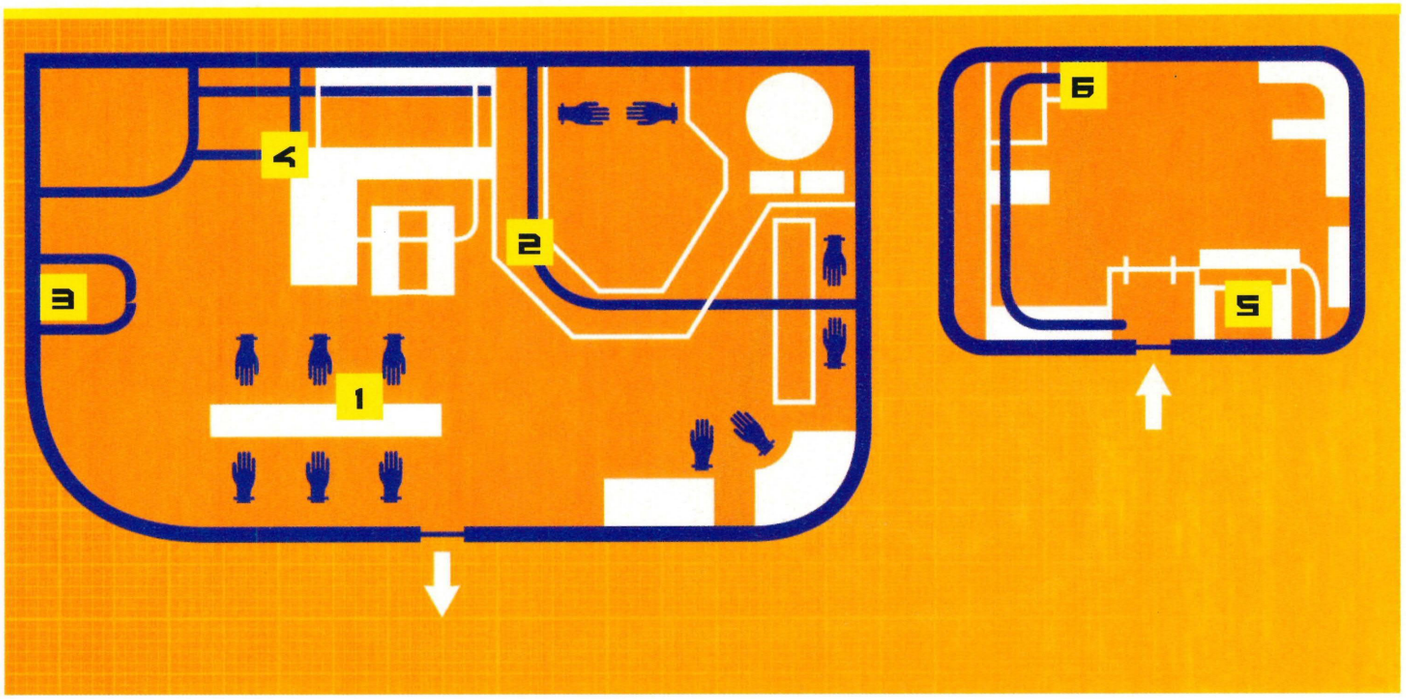
»Use the quarter-pipe to the rear of the start position to reach the upper left rail. Grind along the rail and hop onto the small walkway. Wait for two of the robot's arms to line up perfectly so that you can transfer from one to the other. Jump over the rail on the opposite side, then repeat the process.

GRIND THE HIGH RAIL
3 POINTS

»Talk to the janitor who hangs around near the glass tunnel in the opening area. After that, jump into the half-pipe above the glass tunnel and grind the pipe on the left-hand wall. When you reach the end of the pipe, hop across and grind the high rail that leads off to the left.

CLEAR THE JUNKYARD
1 POINT

»You can only do this after retrieving the Cannery key (see challenge 5). Go up the quarter-pipe to the rear of the start position and grind the wire to the upper right. You'll find yourself on a small balcony. A door opens, leading to a junkyard - you've got three minutes to get 50,000 points in this area.



SCORE 400,000 POINTS
1 POINT

»The best way to rack up this high score is to get onto the highest rail and perform as many grind transfers and switches as you possibly can. If you don't fall off, you'll crack the challenge easily.

GET THE CANNERY KEY
3 POINTS

»Under the brown ledge near the truck are two quarter-pipes facing one another. Build up enough speed on these and hand plant the uppermost car. You will be rewarded with the Cannery key.

GRIND THE TEST SWITCH
2 POINTS

»Chat with the scientist near the monster truck and get up onto the brown ledge overhead. Grind to the left and jump over to the vent with the test switch. You'll flip the switch simply by grinding over it.

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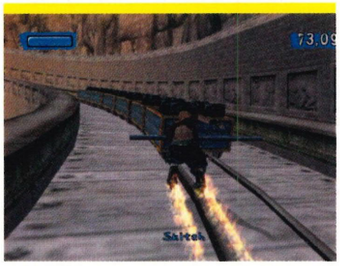
SECTION 4
BOARDWALK



THIS IS THE most colourful and exciting of the levels. Most of the challenges involve grinding and handplanting the rides. Think you're hard? Try skitchin' the roller coaster.

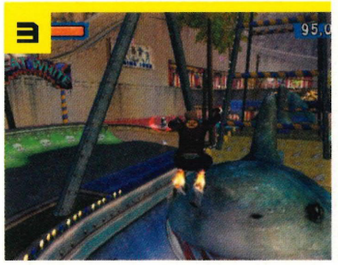
JUMP THE PIER ENTRANCE GAP
1 POINT

There are two quarter-pipes on either side of the pier entrance gap. Get some air on one of them and then angle a big jump across to the other.

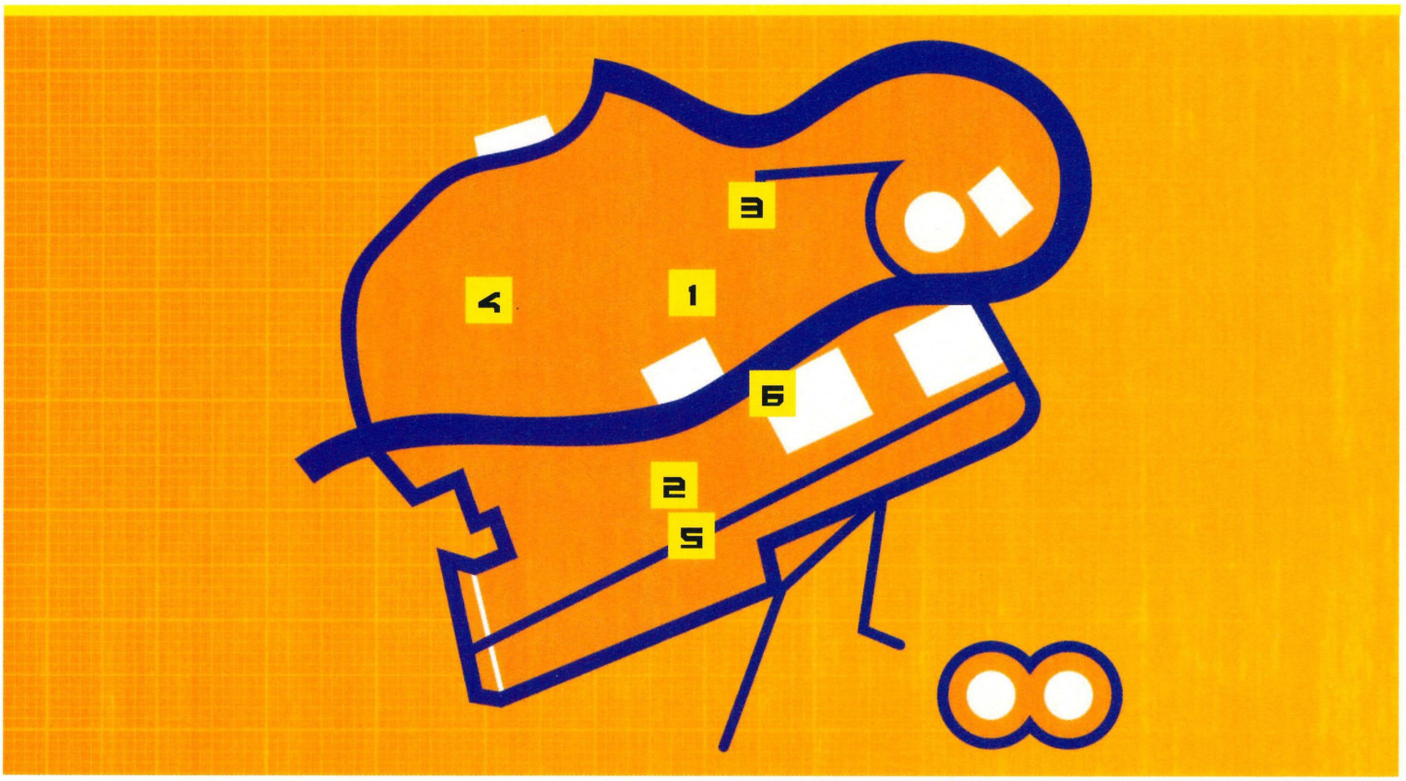
HAND PLANT FERRIS SEAT ONE REVOLUTION
2 POINTS

Look for the half-pipe near an image of an evil clown. Get some air on it and perform a hand plant when next to a seat. Maintain it for one full revolution.

FIVE PASSES PAST THE JAWS OF DEFEAT
2 POINTS



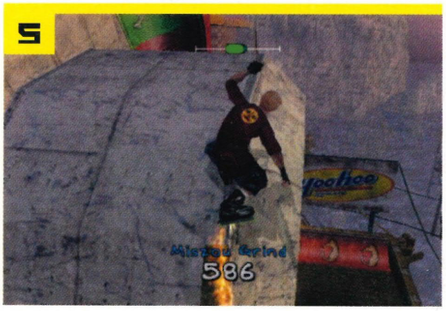
Talk to the guy near the shark ride and get inside the bowl underneath it. Perform long jumps at either end of the bowl without getting hit by the shark.



GRIND FOUR OCTOPUS ARMS
2 POINTS

Talk to the repair man under the octopus ride. Get some momentum in the bowl and jump onto the ring above the ride; grind it until it bends towards the tentacles. Grind a tentacle; repeat three more times.

GRIND THE FERRIS WHEEL WING NUT
3 POINTS



Grind the roller coaster track down from the top and jump off the right-hand side when you near the Ferris wheel. Land a grind on a rope that leads to the wheel itself. Jump off the rope and hit the wing nut.

METHOD GRAB PHOTO
2 POINTS

Meet the photographer on the roof near the roller coaster and use one of the quarter-pipes decorated with sea horses to build up speed. Jump off the small ramp and perform a method grab for the camera.

AGGRESSIVELY SPEAKING 2: IN ROLLERBLADING (AND SKATEBOARDING), A 'FAKIE' IS A TERM DESCRIBING ANY TRICK DONE BACKWARDS - A FAKIE 360°, FOR EXAMPLE. PRESS THE WHITE BUTTON TO DO A CESS SLIDE AND FROM THEN ON ANY MOVES YOU DO WILL BECOME FAKIES. PRESS THE WHITE BUTTON AGAIN TO RETURN TO NORMAL.

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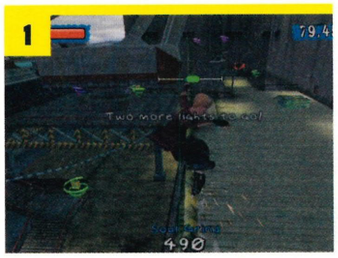
SECTION 5 THE CANNERY

ENTER THE MAIN area via a long hallway. There's a harpoon boat, a lifeboat and plenty of machinery to grind on. You can only access the indoor areas of the Cannery with the key from the Industrial stage.

BREAK THE THREE LIGHTS
2 POINTS



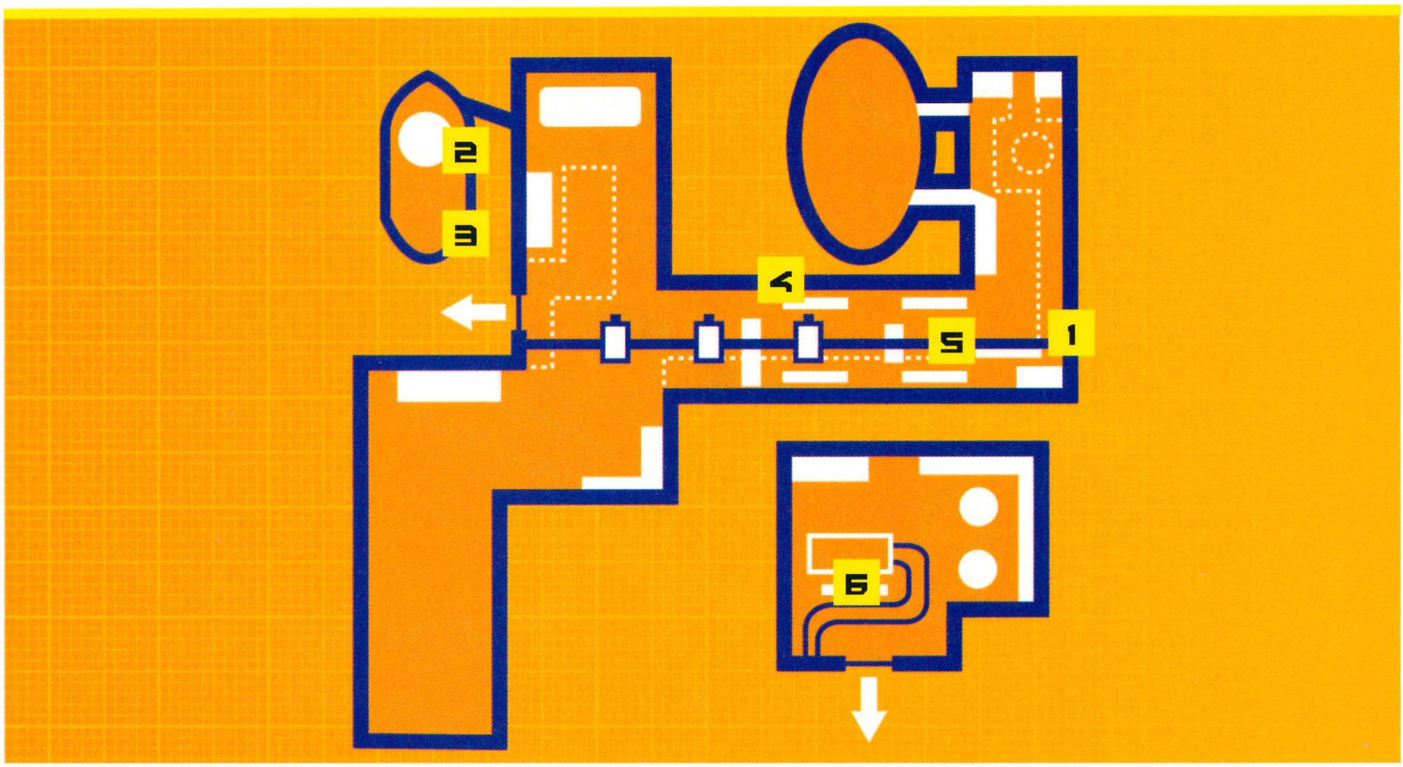
>> On the ledge below the three lights, face the wall, turn right and head up the quarter-pipe against the wall. Shift right and you should make it onto another ledge. From here, grind the wire.

125,000 POINT RUN ON THE SMALL BOAT
2 POINTS

>> Talk to the thug on the harpoon boat and score 125,000 without leaving the boat itself. It's possible to grind the outer edge of the boat in a continuous loop, provided you keep your balance.

GRIND THE HARPOON
2 POINTS

>> Find the captain on the harpoon boat and jump into the bowl at the back of it. Build up enough speed to jump and grind the high rail near the harpoon. Get onto the top deck and grind the harpoon.



GRIND ALL OF THE HARPOON LINE
2 POINTS

>> Repeat the process from the previous challenge and reach the harpoon again. This time, follow the rope that leads from the harpoon gun, all the way to the tip of the harpoon. It's a real balancing feat.

FIND THE INDUSTRIAL JUNK YARD KEY
3 POINTS

>> Grind one of the ramps found at the start up to a metal ledge and transfer to the metal beam. Grab the pole and use it to swing round the blockage. Repeat this technique for a further two blockages.

GRIND UNDER THE CHOPPERS
1 POINT

>> Enter the machinery room and get on the conveyor belt leading into the large machine. Try to time it so the choppers don't hit you. We picture just such a failure here to deter you from this terrible fate.

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SECTION 6 AIRFIELD

THERE ARE THREE large sections in this airfield level, the largest of which is a giant aviation museum. You'll need to grind across many of the overhead beams and wires to succeed.

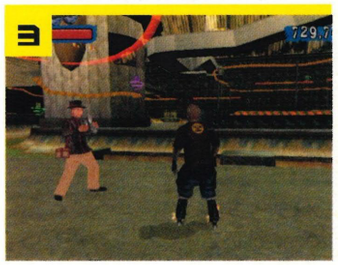
GRIND THE TETHERED PLANE
2 POINTS

» When you're close to the plane, it shakes. Keep your balance and jump just as the plane jolts up, because it immediately jolts back down. Take this opportunity to land and grind the plane.

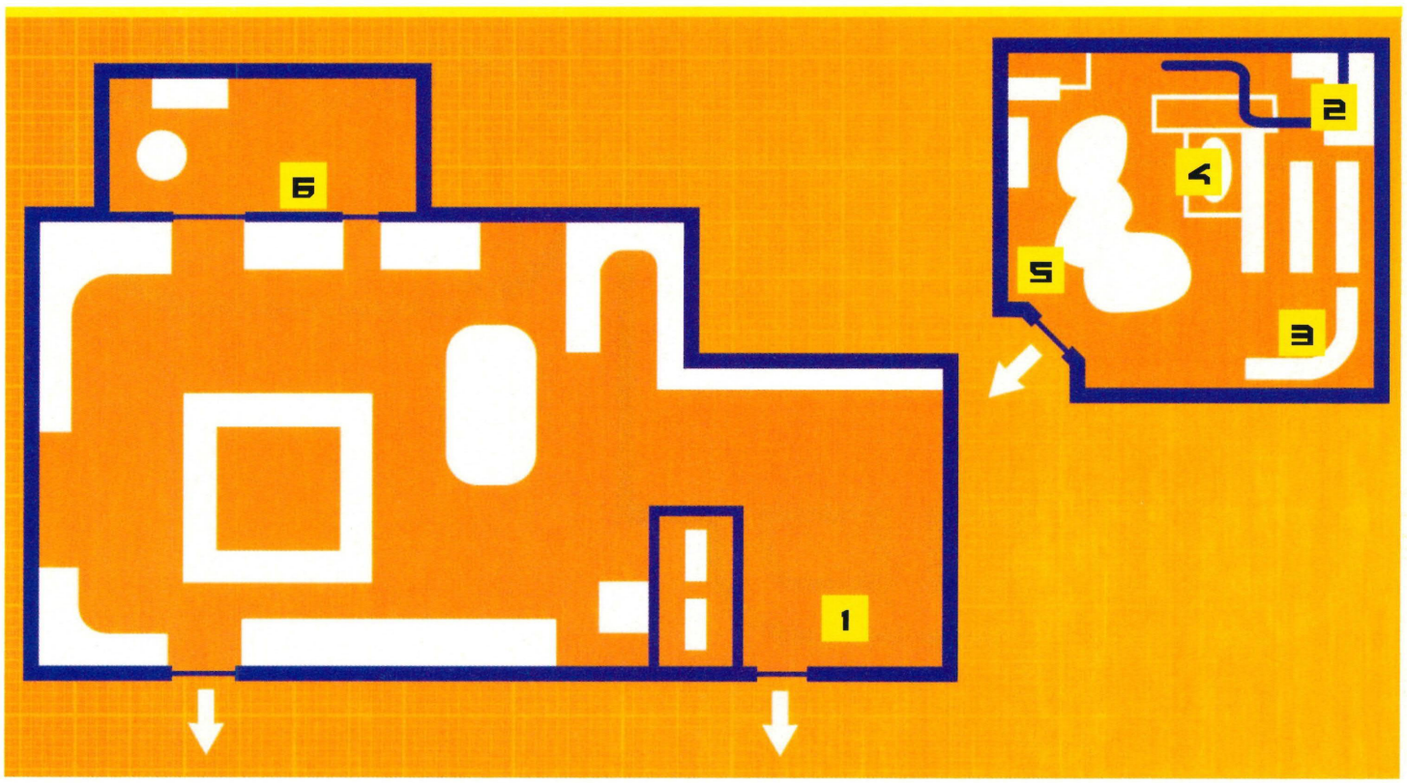
BREAK THE BOMBER TURRET
3 POINTS

» Skate to the far corner of the level and use the ramp to get some air. Grind the overhead pipes and stop at the large air vent. Use the cables nearby to grind towards the bomber turret.

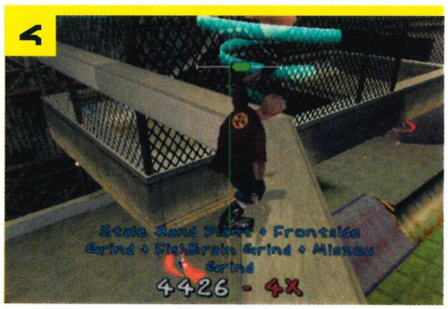
HOT FLIP TRANSFER PHOTO
1 POINT



» Speak to the photographer near the green quarter-pipes. Build up enough speed by skating between them and jump over the top of either quarter-pipe, making sure you do a hot flip.



125,000 POINT TIMED RUN
2 POINTS



» If you talk through the intercom, you'll be given three minutes to score 125,000 points. Use the area near the intercom to perform cess slides and grinds.

FIND THE BOARDWALK KEY
3 POINTS

» Look for the Boardwalk key up in the rafters near the bomber plane. You should be able to reach it by grinding the orange overhead cables.

PLACE AND TRICK 10 ITEMS
3 POINTS

» This is difficult; a ten-trick combo using ten different items on the airfield custom course. Put the items close together and use the horizontal pole as your last trick.

AGGRESSIVELY SPEAKING 3: IF YOU'VE MISTIMED A TRICK AND CAN SEE THAT YOU'RE GOING TO FALL FLAT ON YOUR FACE, PRESS THE B BUTTON TO BAIL. YOU'LL LOSE THE POINTS FOR THE CURRENT TRICK BUT WON'T LOSE ANY OF YOUR IMPORTANT JUICE.

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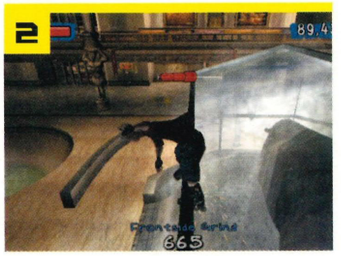
SECTION 7 MUSEUM

THIS IS THE Xbox-exclusive level, with plenty of things to see and do. Trick your way around three very different exhibits - dinosaur land, Egyptian mummies and the Viking show.

FAST SLIDE THE T-REX PHOTO
1 POINT

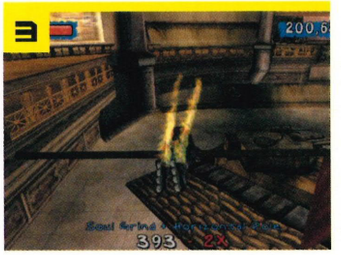
»Speak to the photographer in the opening hallway then go to the upper balcony above the T-Rex. Jump onto him and press diagonal-left-up (northwest) on the d-pad to do a fast slide.

GRIND THE MAMMOTH DISPLAY
1 POINT

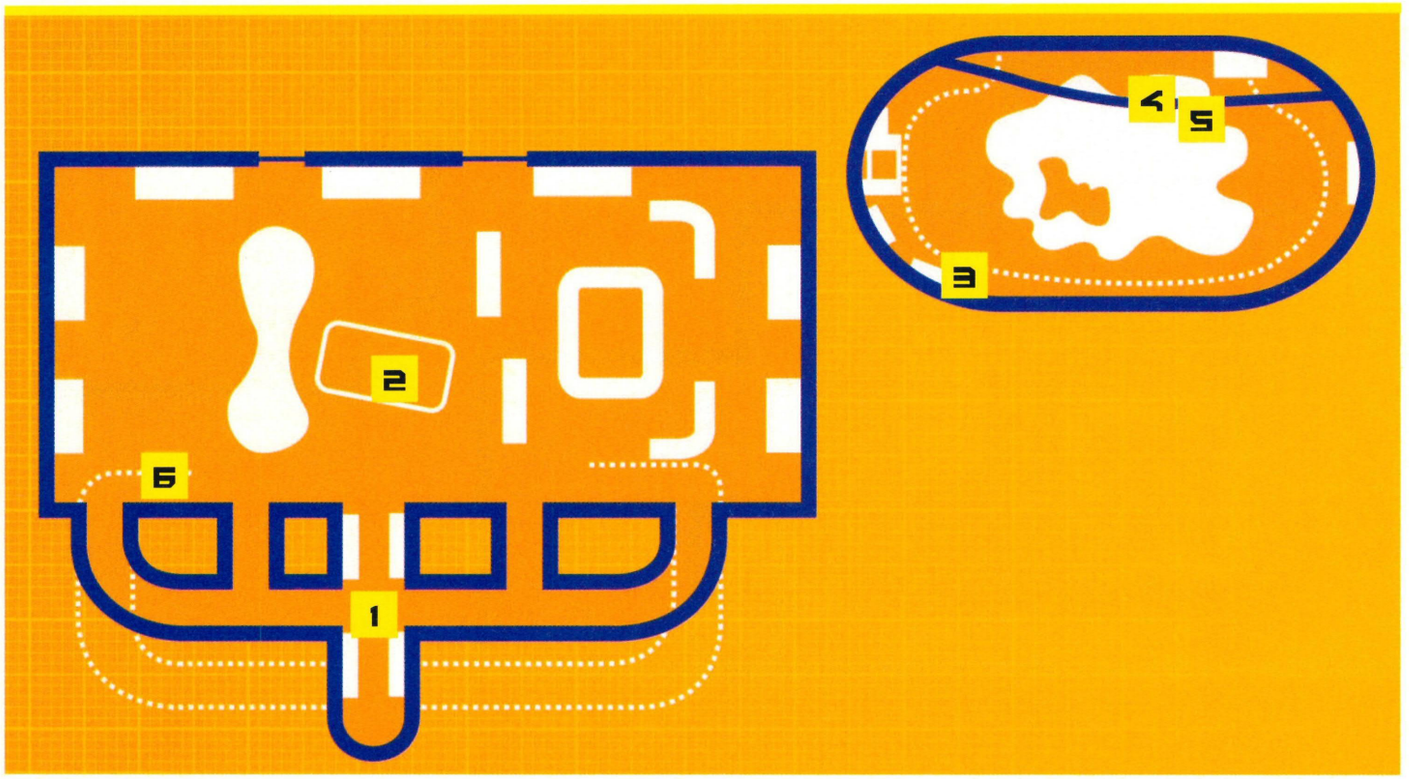


»Use the ramps around the mammoth display to hand plant the top of the cryogenic tank. Grind the circumference of the tank three times and jump on the middle section to break it wide open.

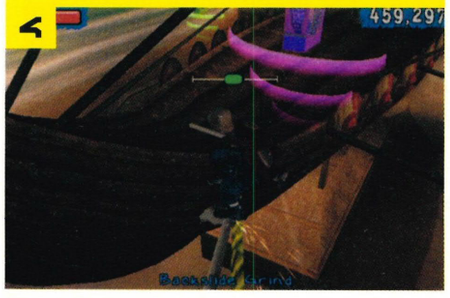
POLE TRANSFER TO TANK BARREL
2 POINTS



»Grind along the rail on the balcony to the upper left of the tank. Transfer to the pole and swing on top of the tank. Switch to a grind as soon as you land on the tank.

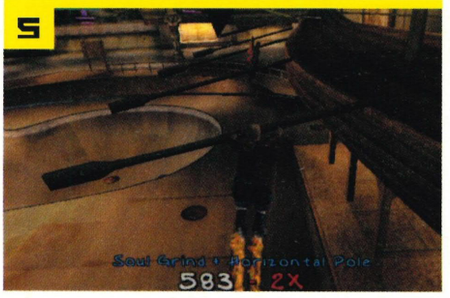


GRIND BOTH SIDES OF THE VIKING SHIP
2 POINTS



»In the military display room, skate to the highest balcony and grind the yellow cable leading down to the Viking ship. Make sure you grind *both* sides.

POLE TRANSFER FIVE VIKING OARS
3 POINTS



»Repeat the process from the previous challenge to reach the Viking ship. Instead of grinding, jump onto the first oar and swing from one oar to another.

DISPLAY-TO-RAIL-TO-TRICERATOPS GRIND
2 POINTS

»Grind the display case on the balcony above the triceratops, grind transfer to the other balcony then grind transfer to the triceratops.

CHAMPIONS OF PLAY:MORE

CRASH FOR CASH

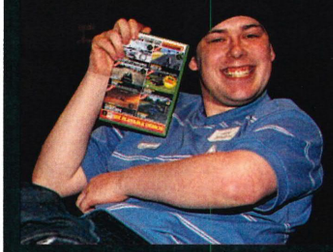
SMASH CARS FOR £2,000...

ROAD RAGE should never be rewarded... unless Rage, the maker of *Crash*, offers £2,000 to the winner of the *Crash* For Cash competition, that is.

Play:More received a huge response from gamers who posted qualifying times from the playable demo on Game Disc 04. The top 17 players were invited to London to take part in a series of four player, head-to-head battles on the cinema screen in our London office. Each player had two attempts to achieve a high score in the Bronx Bear Pit arena, with the top eight qualifying for the finals alongside. This is their story...

CHALLENGE LEAGUE WINNER: JOHN SIMPSON

A SUPERB score of 437,980 put the man from Gateshead on top of the Challenge League. As a reward for finishing first, he automatically qualified for the Grand Final, skipping the heats altogether.



↑ John Simpson - straight to the final.

SEMI-FINAL ONE: THE QUALIFIERS

↑ Tense games, huge screen in the office cinema.

CHRIS WAWRZYNIAK:
Chris qualified for the competition with a great score of 405,760 on our Demo Challenge. He showed consistent ability - a tremendous first run of 289,840 was bettered by 290,030 in round two.

OTHMAN IZAGAREN:
An impressive score of 382,340 put Othman eighth in our Challenge League. Unable to achieve those dizzy heights under competition conditions, Othman still posted an admirable 200,310 on his first run.

MARK KENNEDY:
All the way from Callender, Stirling with a Demo Challenge score of 368,060, Mark's determination to win was incredible. He bagged 294,840 in his second run, the highest score of the day.

DANIEL ROBERTSON:
Daniel took time to adjust to competition conditions; he scored only 124,429 first time. A much-improved second run of 218,890 took him through. A huge 417,370 gave Daniel third place in the League.

WHAT HAPPENED?
EVERYONE FOLLOWED the tried-and-tested tactic of driving their car through the field goal to score points. Mark narrowly missed several field goals to post a modest 116,180. Othman, winner of Issue 02's *Halo Sailor* competition, managed only 166,650 while Chris scored 207,940. But it was Daniel Robertson's massive 220,650 that got him a place in the final.

SEMI-FINAL TWO: THE QUALIFIERS

↑ All eyes front and centre as battle commences.

KEVIN PEARCE:
In 13th place in our Challenge League, Kevin hoped to repeat his previous high score of 347,300. After scoring only 96,390 on a dismal first attempt, he redeemed himself by scoring 209,200 on his second.

ELLIOT LOCK:
A healthy 384,030 points was enough to put Elliot in seventh place in the Challenge League. Qualifying round nerves meant a poor 64,880 after an excellent opening round of 234,990.

SAM PEACOCK:
Two consistent qualifying runs of 203,780 followed by 199,150 were enough to put Sam safely through to the semi-finals. His score of 335,790 secured him fifteenth place in the Challenge League.

SAM ROWLANDS:
The young Welshman has the lowest qualifying score of the contestants with 335,590, but he performed better on the day. Scoring 247,390, then 234,240 on his second attempt, Sam safely made it to the last eight.

WHAT HAPPENED?
TENSION SEEMED to rule the second semi-final, forcing many driving errors as the four struggled through the field goals. Elliot almost wrecked his car while scoring a competent 149,740. Sam Rowlands earned 182,780 but it wasn't enough to beat Kevin's solid score of 191,570. Sam Peacock stood tall and walked into the Grand Final, posting a brilliant 210,150 score on the board.

THE GRAND FINAL

TRIPLE JEOPARDY

JOHN SIMPSON VS DANIEL ROBERTSON VS SAM PEACOCK

↑ The agony, the ecstasy.

OUR TRIO OF finalists leapt into gear to rapturous applause. Driving with a ferocious determination to win, John, Daniel and Sam fought closely and crashed against one another, struggling to fit through the field goals at either end of the Bronx Bear Pit. Sam ended the tense 90 seconds with an admirable 189,490. In second place, John wasn't too disappointed with his impressive score of 199,350.

THE WINNER

At the end of a tough competition, Daniel Robertson's 253,910 points earned him a cheque for £2,000 and the title of Champion of Play:More.

THANKS TO EVERYONE else who made the trip to London to compete: Andrew Smith, Richard Hanlon, James Farish, Ted Timmins, Luke Evans, Jon Bedford, Paul Gardner and Andrew Smith. Special thanks to Rage for sponsoring the Crash for Cash competition.

COMING OF AGE: SECOND-PLACED COMPETITOR JAMES REEVES WAS 18 ON THE DAY OF THE GRAND *PROJECT GOTHAM* CHALLENGE. WE MADE HIM A SPECIAL *OFFICIAL UK XBOX MAGAZINE* BIRTHDAY CARD.

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BO' SELECTA
YOUR TOP SOUNDTRACKS

HAVE YOU MADE a custom soundtrack for your favourite Xbox game? Each month, we print your Top Five playlists for the best Xbox games. All you have to do is complete the coupon below and send it in. The best soundtracks next month win an exclusive Xbox pin badge.

TONY HAWK'S PRO SKATER 3

Bob F. Jackson from Sunderland has sent us his *Tony Hawk's* Top Five. An Xbox pin badge is winging its way to him at this very moment.

HIT OR MISS **(NEW FOUND GLORY)**
GOOD VIBRATIONS **(BEACH BOYS)**
WAITING **(GREEN DAY)**
I'M READY **(CAVEMAN)**
A PRAISE CHORUS **(JIMMY EAT WORLD)**

PROJECT GOTHAM RACING

Obviously a fan of big floppy hats, dreadlocks and sunglasses, Murray Golder has sent in his rockin' Top Five for *Gotham*.

LOVE FOOLOSOPHY **(JAMIROQUAI)**
ELEVATION **(U2)**
ARE YOU GONNA GO MY WAY **(LENNY KRAVITZ)**
COSMIC GIRL **(JAMIROQUAI)**
EVEN BETTER THAN THE REAL THING **(U2)**

AMPED

Five hot dance platters make up Paul Stevens' top mix for *Amped*. Try it out and see what you think.

PLANT LOVE **(DJ QUICKSILVER)**
BITS AND PIECES **(ARTEMESIA)**
UP TO NO GOOD **(PORNKINGS)**
CAFE DEL MAR **(ENERGY 52)**
KING OF THE SWINGERS **(CHEETAH)**

DEAR OFFICIAL UK XBOX MAGAZINE

Here are my top five tunes for .....

1) .....
2) .....
3) .....
4) .....
5) .....

NAME .....

ADDRESS .....

.....

.....

CONTACT TEL NO. .....

.....

Either cut out or photocopy this coupon, fill it in and send it to:
Bo' Selecta, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP.
Why not stick this coupon in the same envelope as your Demo Challenge entries?

HINTS & CHEATS

HERE GOES...

AGGRESSIVE INLINE

ISSUE 07, 7.7
GAME DISC 09, PLAYABLE DEMO

NO GRAVITY WALL RIDES

To adjust the game's physics in your favour and make those high-up spots much easier to reach, enter the following code at the cheats menu:
Up arrow, Down arrow, Up arrow, Down arrow, Left arrow, Right arrow, Left arrow, Right arrow and then the word ABABS.

JUICE METER REGENERATION

Make your juice bar regenerate so you never have to search for power-ups by entering this at the cheats menu:
Left arrow, Left arrow, Right arrow, Right arrow, Left arrow, Right arrow, Down arrow, Up arrow, Up arrow, Down arrow and then the word AI.

INVULNERABILITY

To prevent yourself from losing juice after untimely slip-ups, enter KHUFU at the cheats menu.

PERFECT GRIND

So that you never lose your balance

↑ **No gravity, no problem!**

when performing grinds, enter BIGUPYASELF at the cheats menu.

PERFECT HAND PLANT

Enter JUSTIN BAILEY at the cheats menu to achieve awesome balance and hand plant perfection every single time.

SUPER SPIN

To double your maximum spin rate, go to the cheats menu then enter the following code:
Left arrow, Left arrow, Left arrow, Left arrow, Right arrow, Right arrow, Right arrow, Right arrow, Left arrow, Right arrow, Left arrow, Right arrow, Up arrow

PERFECT MANUAL

You won't have to worry about keeping your balance when performing a manual if you enter QUEZDONTSLEEP at the cheats menu.

UNLOCK ALL LEVELS

If you're finding *Aggressive Inline* too difficult, enter the following code at the cheats menu to unlock the entire game:
Up arrow, Up arrow, Down arrow, Down arrow, Left arrow, Right arrow, Left arrow, Right arrow and then the word BABA.

UNLOCK ALL SKATERS

There are plenty of hidden skaters to unlock if you can complete the challenges. If you can't, then simply enter this code at the cheats menu:
Down arrow, Right arrow, Right arrow, Down arrow, Left arrow, Down arrow, Left arrow, Down arrow, Right arrow, Right arrow, Right arrow.

UNLOCK ALL BACKROOMS

If you want to access all the backrooms without searching for the keys, enter this code at the cheats menu: SKELETON

SLAM TENNIS

ISSUE 07, 7.2

BIG HEAD MODE

To give your character a massive head, get into the high score table and enter your name as 1BH.

CONTROL TIME

To set the time of day to either morning, noon, afternoon or night get a high score and enter your name as 2TD.

EQUALISE STATS

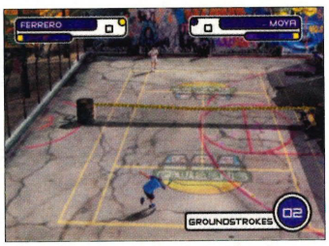
To give your character abilities equal to those of even the toughest opponents, achieve a high score and enter your name as 3ES.

INFINITE SPECIALS

To keep your specials bar permanently charged, get a high score and enter your name as 4IS.

UNLOCK CRAZY MODE

To unlock a mode where you have to compete single-handed against three top players, get a high score and enter your name as 5CM.



↑ **Ferrero, you're really spoiling us.**

UNLOCK ALL PLAYERS

To unlock all the hidden players in the game, achieve a high score and enter your name as 6UP.

UNLOCK ALL KITS

To equip your player with all the latest sportswear and rackets, get a high score and enter your name as 7UK.

UNLOCK STADIUMS

To unlock all the stadiums for use in exhibition mode, get a high score and enter your name as 8US.

MASTER CODE

To unlock all the secrets, get a high score and enter your name as 9AC.

GUN METAL

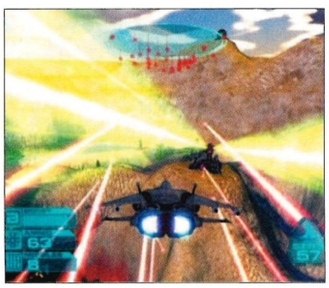
ISSUE 04, 8.3
GAME DISC 04, PLAYABLE DEMO
SUBMITTED BY AL HAJDASZ

HOW TO TAKE DOWN THE BATTLECRUISERS

Switch into Jet mode and fly out towards the cruiser, wasting a few fighters as you go. Land on the back of the cruiser and transform into the Havoc robot. Destroy the turrets on the front and back of the vehicle. This will remove the shields so that you can destroy the front of the cruiser. Be careful not to get hit by the main cannon. Instead of attacking the main core, head towards the re-energiser and transform to let your shields soak up damage from the pursuing planes. The planes will be so busy attacking you that your allies will move in and destroy the cruiser's exposed reactor core.

MORBID EXTERMINATION

Throughout *Gun Metal*, you often see dinosaur-like wildlife patrolling the wilderness. Shooting these creatures with



↑ **Let your allies do the work.**

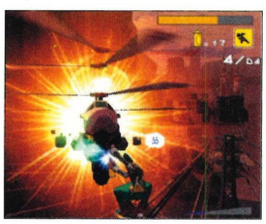
bullets makes them turn into bloody chunks. Zap them with your light weapon and they keel over, leaving behind only a skeleton.

JET SET RADIO FUTURE

ISSUE 02, 8.9
GAME DISC 05, PLAYABLE DEMO
GAME DISC 03, GAME MOVIE
SUBMITTED BY DANIEL RAYSAN, STAFFORDSHIRE

EASY 100 TRICK COMBO IN FORTIFIED RESIDENTIAL ZONE

From the bottom floor, go up and grind up the right-hand side of stairwell No.5. When you reach the end, jump onto the yellow pipe and follow it up to the top. Transfer to the red pipe and then leap onto the ladder. Immediately jump off the ladder, then back onto the ladder, performing a trick in between. Repeat this ladder-jumping process 100 times to complete the challenge easily.



↑ **Fortified zone.**

CRASH

ISSUE 03, 6.6
GAME DISC 04, PLAYABLE DEMO
NOTE: Use the d-pad for all directions when plugging in the following cheats.

INFINITE NITROS

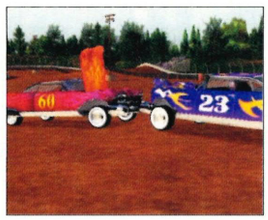
Enter the following button combination on the loading screen, after you have selected your car and level:
Right, Left, A.

ENEMIES IGNORE YOU

If you want to make the computer-controlled cars turn against one another, enter the following button combination on the loading screen:
Down, Up.

TURN OFF NITROS

To kill those boosts and level the playing field, enter the following button combo on the loading screen:
Right, Left, Left, A.



↑ **Crash testing.**

TURN OFF ENEMY AI

Enter the following button combo on the loading screen:
Left, Left, A.

ENEMIES GET JUST YOU

To have everyone in the game ganging up on you, enter the following button combination on the loading screen:
Down, Up, A.

UNLOCK EVERYTHING

Enter the following button combo on the loading screen:
Up, Down, Left, Right, A.

PRISONER OF WAR

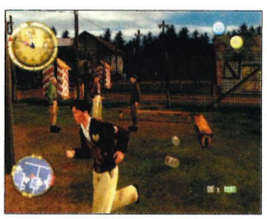
ISSUE 06, 7.2
SUBMITTED BY GOWEB, FROM THE FORUM

FIRST PERSON MODE

To unlock a first-person camera for the entire game, enter BOSTON in the cheats menu.

TOP DOWN MODE

To unlock a top-down camera for the entire game, enter FOXY in the cheats menu.



↑ **Hide 'n' seek, Stalag style.**

UNLIMITED GOODIES

If you want to skip the scrounging, earn infinite currency and a complete set of items, enter DINO in the cheats menu.

BECOME INVISIBLE

Enter the code FATTY in the cheats menu and you'll never need to be concerned about being spotted by guards.

TINY GUARDS

To shrink the guards to the size of ants, enter the code MUFFIN in the cheats menu.

ADJUST GUARD PERCEPTION

If you want to make the guards more perceptive or more ignorant, enter QUINCY in the cheats menu.

ADJUST THE DATE

To adjust the date, enter the code DT into the cheats menu.

UNLOCK ALL CHAPTERS

Enter GERLENG5 to unlock every chapter in the game.

SPLASHDOWN

ISSUE 07, 8.1
NOTE: Use the d-pad for all directions in the following cheats. Enter all listed codes into the cheats menu.

CHEATS MENU

On the option screen, hold down the Right trigger and press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B.

F-18 JET TRIALS

To race against an F-18 Jet in the time trials, enter F18

FMV SEQUENCES

If you want to unlock all FMV sequences in the game, enter Festival (case sensitive).

GHOST TIME TRIALS

To race against a ghost of your currently selected character in time trial races, enter SEADOO (case sensitive).

INCREASE AI DIFFICULTY

Enter AllOutAI (case sensitive).

INVINCIBILITY

Enter TopBird (case sensitive).

UFO TIME TRIAL

Enter IBelieve (case sensitive).

UNLOCK ALL CHARACTERS

Enter AllChar (case sensitive).

UNLOCK ALL STAGES

Enter Passport (case sensitive).

UNLOCK ALL WETSUITS

Enter LaPinata (case sensitive) at the cheats menu.

↑ **Unlock all the secrets.**

YOUR OPINION

THERE'S NOTHING LIKE a rainy Tuesday afternoon to bring out people's hidden abilities and party tricks. Everyone was surprised by Ben's ability to name the subtitles for all the Halloween and Friday the 13th movies, a skill much undervalued by the populace. So, as we subsequently asked, if you could give a subtitle to Halo 2, what would it be?

It should be called *Halo 2: The Monitor's Revenge.*
Tom Scott,
from the forum.

How does *Halo 2: Attack of the Sea Monkeys* sound?
Helenalover,
from the forum.

Proclaim a Marine-heavy game with *Halo 2: Frontline*
Abe Froman,
via e-mail.

There are no better titles than *Halo 2: The Redeemer* or *Halo 2: Mystery of the Forerunners.*
Andywarlock,
from the forum.

They'd sell more copies by calling it *Halo 2: Just Buy It.*
Goweb,
from the forum.

How's about *Halo 2: 'Nuff Said* (cynic - Ben).
Ryu,
from the forum.

Halo 2: Master Chief Is Back Taking No Prisoners.
Andyleach,
from the forum.

Halo 2: Floody Hell.
Jon Wort, Wort, Wortaway,
Staff Writer par excellence

Bungie should title it, *Halo 2: Revenge of the Redeemer.*
Number 117 - John,
from the forum.

A classic sequel title: *Halo 2: This Time It's Personal.*
Craggle,
from the forum.

Why not call it *Halo 2: Combat Super Duper Evolved?*
Dancing Shepherd,
from the forum.

Halo 2: Return to the Ring is a good title!
Big Gus,
from the forum.

NEXT MONTH'S TOPIC: We love to mix it up at *Official UK Xbox Magazine.* If you could combine two top Xbox games, which would you choose and why? Send your top game hybrid ideas via e-mail to:
ben.talbot@oxumk.co.uk
with 'Your Opinion' as the subject line. Or send it to Your Opinion, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP. Or check the forum at www.officialxboxmagazine.co.uk

THE NAME OF THE GAME: DOES YOUR MIND GO BLANK WHEN YOU HAVE TO NAME YOUR *HALO* MULTIPLAYER CHARACTERS? HEAD FOR WWW.GAMESPY.COM/NAMINATOR AND ONE WILL BE CREATED FOR YOU. CURRENTLY, IN CHILL OUT ON OUR HALO-DEDICATED CONSOLE. YOU'LL FIND CRAPPYDROID AND SUPERSLAPMASTER.

play:more

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OFFICIAL UK XBOX MAGAZINE Game Clubs

GAME CLUBS IS your essential guide to the newest ways to play, unlocking the most elusive secrets and discovering the cool stuff you won't find anywhere in the manual.

If you think you've played an Xbox game to completion, then think again. Use your imagination, guile and game-playing skill to unlock hidden characters, bonus levels and unexpected glitches. You are the pioneers of Game Clubs and the Xbox is your uncharted territory.

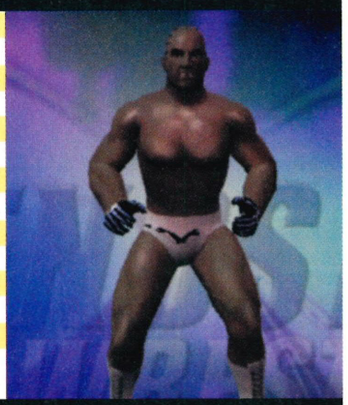
Play:More Reviews lets your Xbox achievements feature in Champions of Play:More. This month, we take a look at the best moments from our *Halo*: Ultimate Warthog Jumps video - you can check out all the action on this month's Playable Game Disc.

CLUB LEGENDS OF WRESTLING

WELCOME BACK to Club Legends of Wrestling, the very special but now soon-to-vanish corner of the mag where we create grappling superstars. Yes, it's the final month for Club LoW but we'll have a brand new one next month.

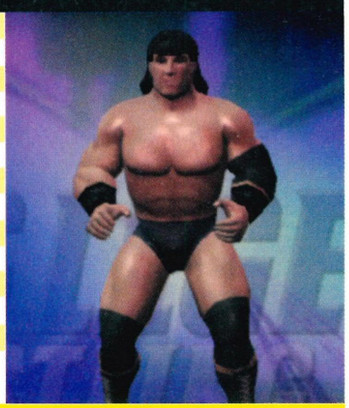
BOOKER T (WWE)

BODY TYPE: AVERAGE
SKIN TYPE: RIPPED
HAIR - SCALP: CORNROWS (BLACK)
RIGHT ARM - GLOVE: BONES (BLACK)
LEFT ARM - GLOVE: BONES (BLACK)
LEFT ARM: TATOO
RIGHT ARM: TATOO
PELVIS - SHORTS: SINGLET (WHITE
WITH A BLACK SQUIGGLE LOGO)
LEFT LEG - BOOTS:
HIGHBOOT (WHITE)
RIGHT LEG - BOOTS:
HIGHBOOT (WHITE)



MIKE AWESOME (WWE)

BODY TYPE: MUSCLE
HAIR - SCALP: MULLET
RIGHT ARM - WRIST: SWEATBAND
(BLACK)
LEFT ARM - WRIST: SWEATBAND
(BLACK)
LEFT ARM - ELBOWPAD: BANDAGES
(BLACK)
PELVIS - SHORTS: SINGLET (BLACK
WITH 'AWESOME' WRITTEN IN BACK)
RIGHT LEG - KNEE: BANDAGES (BLACK)
LEFT LEG - KNEE: BANDAGES (BLACK)
LEFT LEG - BOOTS: HIGHBOOT (BLACK)
RIGHT LEG - BOOTS: HIGHBOOT (BLACK)



MOST FAMOUS MATCH

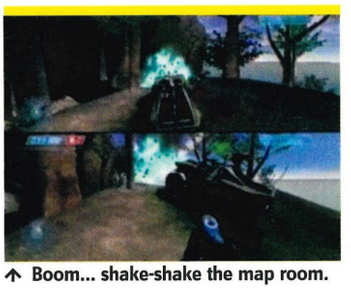
BOOKER T AND Mike Awesome had their big day together at Bash at the Beach at Daytona Beach, Florida, on July 9, 2000. Blow was matched by savage blow as Booker ran into the corner and took a nasty booting from Awesome. After doing a Sidewalk Slam on Awesome, Booker retaliated by going up to the top rope for a devastating drop kick. After a near-pin fall, Booker picked Awesome up and hit the Book End to retain his WCW World Title.

WE WANT YOU!

DON'T KEEP THE GOOD stuff to yourself. Share it with the rest of the Play:More community and become a member of the Game Clubs. Inform us however you see fit - emailed instructions, written notes, diagrams, photos or even videos. Do whatever it takes to get your message across You'll earn the respect you deserve. See page 115 for details of how to photo/video your games. Send us your stuff along with the coupon below right to: Game Clubs, *Official UK Xbox Magazine*, Top Floor, 99 Baker Street, London, W1U 6FP. Or include all of the coupon info in an email to **ben.talbot@oxmuk.co.uk** with the subject line 'Game Clubs'. Come on - Play:More!

CHAMPIONS OF play:more

ON THIS MONTH'S Game Disc is the fabulous *Halo*: Ultimate Warthog Jumps movie. Way back in Issue 04, we asked you to send in Warthog jumps using the *Halo* Playable Demo on that mag's Game Disc. If you want to try a jump of your own but don't know how to do it, check out the guide on page 048 of that issue.



↑ Boom... shake-shake the map room.

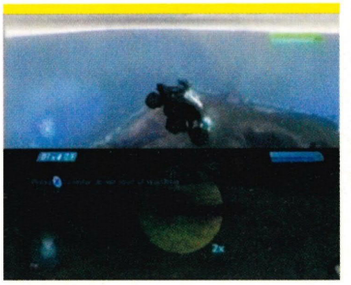
JAMES DALY
SCORE: 18/30

James and friend time their Warthog jump to perfection, setting off an explosion while driving at top speed over the pile of grenades. The momentum sends the vehicle spinning sky-high.

↑ Thar she blows. Water superb effort.

STEPHEN AND SEAN FALLIS
SCORE: 21/30

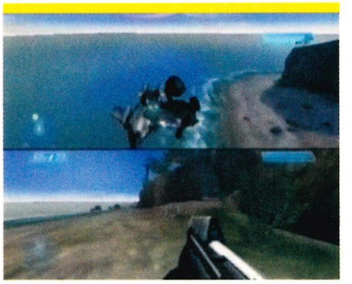
The brothers thought about how to stand out from the crowd, then jumped explosively from under the ocean surrounding the Silent Cartographer. It must have taken a lot of time and patience to perfect this effort.



↑ For height and style, we salute you.

JAMES FARISH AND DAVID KITSEN
SCORE: 26 / 30

Farish and Kitsen took the contest to a whole new level by not only achieving a magnificent loft, but also keeping a Master Chief alive throughout the whole jump. Their secret? The grenades are detonated at the exact same moment he picks up a life-saving Over Shield.



↑ Has to be seen to be believed.

TED TIMMINS
SCORE: 27/30

Everyone in the office screamed in disbelief at this incredible jump. With perfect timing, Ted drives the Warthog from the top of the Silent Cartographer, onto the roof of a passing Pelican. As if this wasn't enough, the collision sends the Warthog bouncing into the path of *another* Pelican. Astonishing stuff.

XBOX official UK Xbox magazine

CLUB HALO

EVERY MONTH we print your custom *Halo* multiplayer games. This month's is a modified version of Oddball, courtesy of Peter D. Ward of Kent. Next month? Why not send yours in?

HALO CUSTOM GAME 3: GHOST HUNT

↑ Fly off with the ball.

GAME TYPE: ODDBALL
TEAM PLAY: NO
KILLS TO WIN: N/A
DEATH BONUS: N/A
KILL IN ORDER: NO
NUMBER OF LIVES: INFINITE
MAX HEALTH: 100 per cent
SHIELDS: NO
RESPAWN: INSTANT
RESPAWN TIME GROWTH: NONE
ODD MAN OUT: NO
INVISIBLE PLAYERS: NO
SUICIDE PENALTY: NONE
INFINITE GRENADES: NO
VEHICLE SET: GHOST
WEAPON SET: PLASMA
STARTING EQUIPMENT: CUSTOM
OBJECTIVE INDICATOR: NAV POINTS
OTHER PLAYERS ON RADAR: YES
FRIEND INDICATORS: NO

ADDITIONAL RULES:
SPEED WITH BALL: FAST
BALL TYPE: NORMAL
RANDOM START: YES
BALL SPAWN COUNT: 1
Grab the Oddball and make a beeline for the nearest Ghost. You'll be much more difficult to kill if you're driving a gliding, Hoover-powered purple death machine.

PLAY:MORE REVIEWS

play:more

Have you ever wanted to be a games reviewer? Play:More is here to give you the opportunity you've been waiting for. Every month, we print your reviews for the best and worst Xbox games. If you disagree with Ed, Steve or Jon's reviews, tell us why and give each game a score out of 10. Send your reviews - no longer than 200 words - along with a portrait-style photo of yourself to the usual address (see We Want You on page 126). As an added bonus to seeing your name in print, the best review next month will win Activision goodies.

↑ Is Amped too difficult?

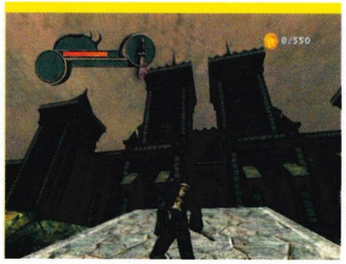
AMPED
BY ADAM GULLIVER, VIA EMAIL

I got this game with my Reward Pack, but I was a tad disappointed to say the least. It's just that the game has a stupidly steep learning curve. Heck, if you manage to get a low rank, you've done yourself proud.

Another problem that I found with *Amped* was that it was so frustrating... so hair-pullingly infuriating that I started to get bald patches on the top of my head.

Still, despite being too hard, it's not all bad. The graphics are nice and there are a fair few options for you to mess with. And you've got to love dressing up your snowboarder character.

SCORE: 5.1 / 10



↑ Looks great, but how does it play?

ENCLAVE
BY MATT GRIMSON, BRIDGNORTH, SHROPSHIRE

The second you start, it's a struggle not to drool as you admire its sheer beauty. Amazing, lifelike textures and unmatched water effects - but don't gawp too much, right from the word "go", some extremely ugly enemies are out for your blood.

No save points means getting your behind kicked with the end in sight, the gameplay can be disappointingly loose and the only thing to show deadly impact is floaty numbers. After a long wait for *Enclave*, it's very disappointing.

But even with these faults, it's still a sound game with the best graphics around and ample replay value.

SCORE: 7.9 / 10

↑ Plenty of secrets in *Jedi Starfighter*.

STARWARS: JEDI STAR FIGHTER
BY IAIN SOPER, VIA EMAIL

After playing the *X-Wing* and *Tie Fighter* games on PC, I was more than a little bit apprehensive about this game. After all, pretty much every single previous *Star Wars* games on any console has been disappointing to say the least. But this game goes against all that by being surprisingly good.

The graphics are superb, the sounds are fantastic and the level layouts are good and vast. One of the best things is the ability to unlock ships and other items. The best of these are the outtakes section and the ability to fly the X-Wing or the Tie Fighter.

SCORE: 8.7 / 10

STAR REVIEW
STEVE MYTUM wins an exclusive Xbox Backpack with prototype Xbox insignia

↑ Super stylish in-line grinding.

JET SET RADIO FUTURE
BY STEVE MYTUM, VIA EMAIL

Jet Set Radio Future is the most stylish game on Xbox to date. It's the sequel to the Dreamcast game *Jet Set Radio*, which was the first game to use the then-new format of cel-shading.

The game itself is a bit of a slow starter. When I bought it and played it the first few times, I was left thinking, "this is boring - just skate, jump, spray, grind, spray some more." But you just have to give the game some time - after no more than an hour or two, I was addicted!

As before, the core of the game is tagging the city with graffiti. You have to skate, grind and pull of mid-air moves to cover rival gangs' tags with either your own personally-made tags, or the lavishly colourful ones included in the game.

Don't think it's easy, though. Your rivals don't take too well to you claiming their turf as your own - this usually results in a battle of chase and tag where you have to tag your opponents, or just a plain old race around the city.

SCORE: 8.0 / 10

ISSUE 08 DEAR GAME CLUBS,

Here is my membership for Club .....

Please print my sneaky ideas and game play hints.

A DESCRIPTION OF MY CHEAT, HINT OR WACKY GLITCH (Use extra paper if needed)

.....

.....

.....

If you want to demonstrate that you're a *Halo* master, send us your custom multiplayer games.

Complete the list below by circling each option where appropriate.

HERE IS MY MULTIPLAYER SETUP FOR HALO:

GAME TITLE: .....
(circle options below as appropriate)
GAME TYPE: SLAYER, TEAM SLAYER, FLAG, ODDBALL, INVASION
TEAM PLAY: YES or NO
KILLS TO WIN: 5, 10, 15, 25
DEATH BONUS: YES or NO
KILL IN ORDER: YES or NO
NUMBER OF LIVES: 1, 3, 5, INFINITE
MAX HEALTH: 50%, 100%, 150%, 200%, 300%, 400%
SHIELDS: YES or NO
RESPAWN: 5, 10, 15, INSTANT
RESPAWN TIME GROWTH: 5, 10,15, NONE
ODD MAN OUT: YES or NO
INVISIBLE PLAYERS: YES or NO
SUICIDE PENALTY: 5, 10, 15, NONE
INFINITE GRENADES: YES or NO
VEHICLE SET:
WARTHOG, GHOST, SCORPION, ALL
WEAPON SET: ROCKETS, SHOTGUNS, HUMAN, NORMAL, PISTOLS, RIFLES, SNIPER, NO SNIPING, PLASMA
STARTING EQUIPMENT: CUSTOM or GENERIC
OBJECTIVE INDICATOR: NONE, MOTION TRACKER, NAV POINTS
OTHER PLAYERS ON RADAR: YES or NO
FRIEND INDICATORS : YES or NO
ADDITIONAL RULES:

.....

.....

MY NAME .....
MY ADDRESS .....

.....

.....

EITHER CUT out, photocopy or draw out this coupon, fill it in where appropriate, and send it to Game Clubs 08, *Official UK Xbox Magazine*, Top Floor, 99 Baker Street, London, W1U6FP.

DB] RETROFRAT: TO REVERSE THE CONTROLS IN *JEDI STARFIGHTER*, ENTER THE WORD JABBA INTO THE CHEATS MENU.

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

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THE LATEST WHISPERS ON THE SICK SHOOTER...
DRIVER 3
FIRST SIGHT OF THE SKIDDY SEQUEL

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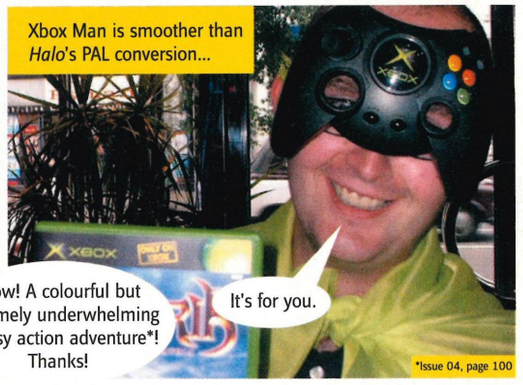
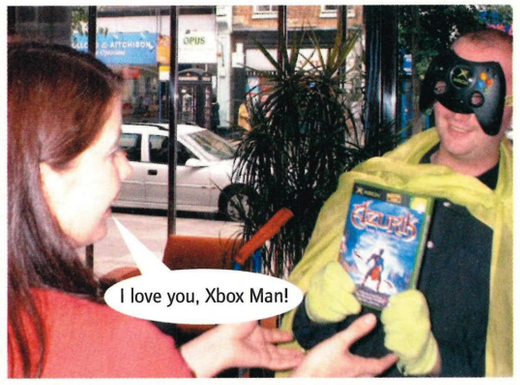
THE CONTINUING ADVENTURES OF XBOX MAN

Last month, Xbox Man spotted the woman of his dreams...

A flash of inspiration suddenly comes to our hero.

Xbox Man is smoother than *Halo*'s PAL conversion...





Xbox Man doesn't realise the danger he is in...

Meanwhile, elsewhere in the city...

It seems Xbox Man's new belle is in fact an evil droid! But who is behind it all? FIND OUT NEXT MONTH!

NEXT MONTH
In OFFICIAL UK XBOX MAGAZINE

COLIN MCRAE 3
We review it and you get to play it! Exclusive review and playable demo

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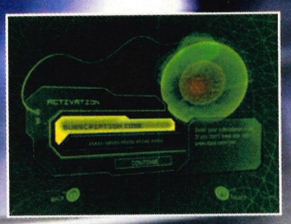
The first verdict on the exciting online service



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