OFFICIAL XBOX MAGAZINE ISSUE 21

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XBOX

Official Xbox Magazine

OFFICIAL XBOX MAGAZINE

EVERY XBOX GAME REVIEWED!

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# CONFLICT: DESERT STORM II

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**38 PAGES OF REVIEWS!**

- SOUL CALIBUR II
- ALIEN VS PREDATOR
- FINDING NEMO
- TIGER WOODS PGA TOUR 2004
- JUDGE DREDD: DREDD VS DEATH
- AND LOADS MORE!!

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ISSUE 21 OCTOBER 2003 £5.99

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A

This is one of those rare games where the whole feel of the world and characters is just perfect.

**A magical game that should bring a unique, addictive community to Xbox Live.**

Official Xbox Magazine ELITE

Ruben Klonheimer, 27, Performer. Utrecht, Netherlands.
Gamertag: The Imposer. Online: non showdays, any time.
Notably: hoards EXPs, natters during battle.

# Become famous.
# Or infamous.

A

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Official Xbox Magazine

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# We're Number 1!

THIS JUST IN: the results are in and *Official Xbox Magazine* is not just the best-selling Xbox magazine in the country, it's also - wait for it - the UK's fastest-selling consumer magazine of any kind. So thank you, and congrats on a decision well made.

If the weather outside your iniquitous den of gaming pleasure isn't quite hot enough for you, stick this month's playable disc in your Xbox and stand well back. If you don't put some distance between you and the 'box, you may well be enGulfed by the desert heat of the first of our red-hot - and exclusive - playable demos this month, *Conflict: Desert Storm II*. The fantastic squad-based action returns with much better graphics and honed gameplay, generating the kind of in-game atmosphere that has to be experienced to be believed. It's definitely as close as you'll ever want to get to real-life warfare - read our review on page 066 for the full skinny.

We're also bringing you the exclusive playable demo and Xbox review of *Colin McRae Rally 04*, which turns up the heat in pretty much every department to such a degree that it's now, quite literally, possible to get too hot under the collar when you play this game. For the first time, if you bin the car too often or, more likely, get a little overexcited and ram it bonnet-first into too many trees, the engine will overheat and conk out on you. The realism level of the fourth game in the series will test even the most hardcore racing fan but fear not - if you're not a *rally* good driver (look, leave me alone, I'm on a roll here!) there's a much more accessible novice mode to help you learn how to control the cars.

With an exclusive in-depth play of *Project Gotham Racing 2* and more reviews than you can shake your analogue stick at, this issue is setting the pace in the run-up to the 'holiday season'. This is a very good time to be an Xbox owner, which is why, before it gets really busy and I get a chance to truly screw things up, I'm leaving the *OXM* team to get on with it themselves. Deputy editor Steve Brown will look after things when I'm gone (sob!), so watch this space for what'll happen next.

**MAX EVERINGHAM**
EDITOR, *OFFICIAL XBOX MAGAZINE*

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## COLIN McRAE RALLY 04

Codemasters has been beavering away on the latest game in the top-selling series, and it dumps on its predecessors from a great height

056

PLAY IT ON THE DISC

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Turn-based card game becomes real-time beat 'em up... and it's looking great

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## UNREAL II: THE AWAKENING

Epic sci-fi shooter heading to Xbox with Live play

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## PROJECT GOTHAM RACING 2

Exclusive preview of Bizarre Creations' stunning racer. Want to know what you'll be racing and where? Then check it out!

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## SOUL CALIBUR II

Namco's new beat 'em up is truly stunning. Read the review. Play our demo. Fall in love

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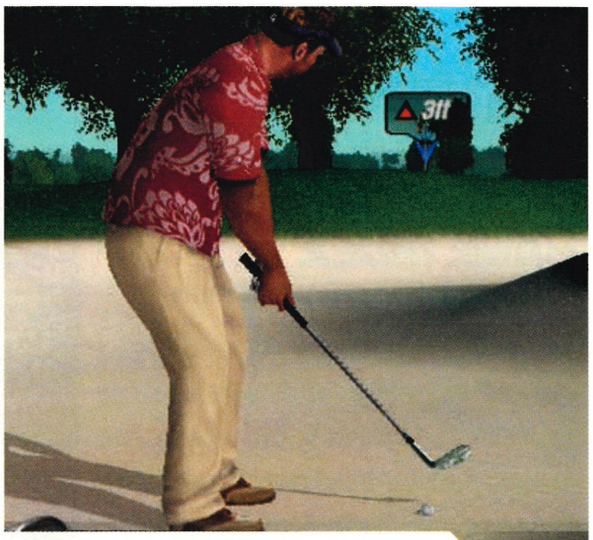


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The champ returns with seven new courses

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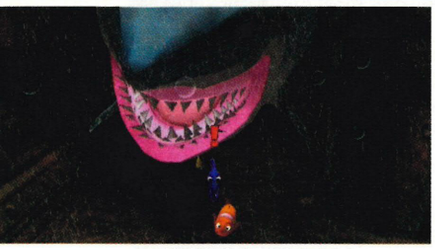

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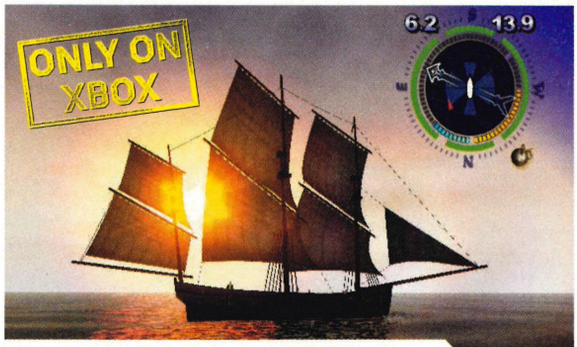


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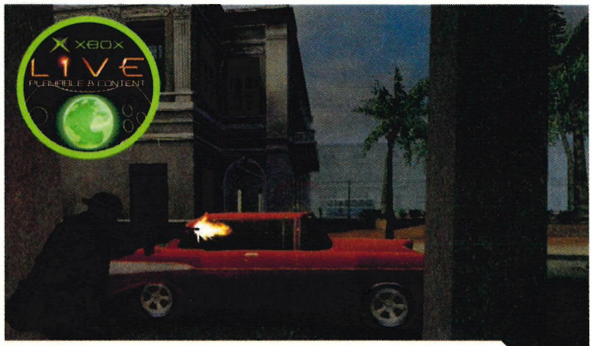


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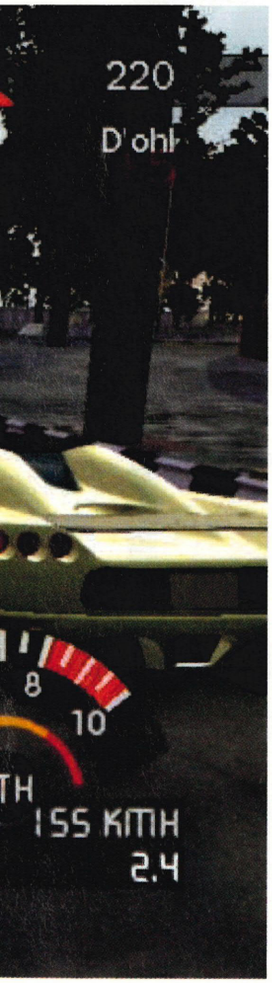


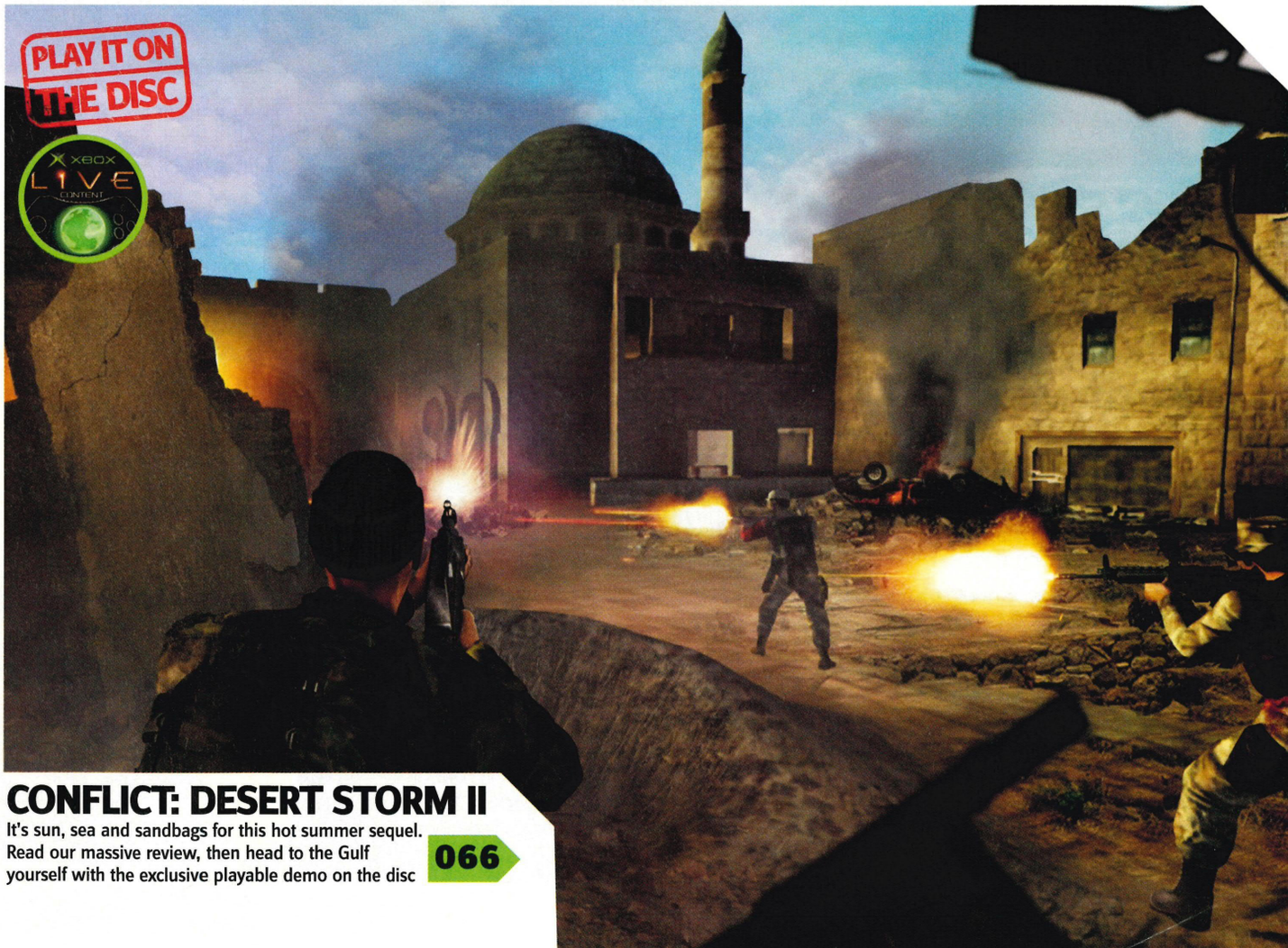


## CONFLICT: DESERT STORM II

It's sun, sea and sandbags for this hot summer sequel. Read our massive review, then head to the Gulf yourself with the exclusive playable demo on the disc

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# FIRSTLOOK

World exclusive looks at the very newest Xbox games in development


MAGIC: THE GATHERING BATTLEGROUNDS // Unleash your goblin hordes! Online! 008

MEN OF VALOR: THE VIETNAM WAR // Loved *Men of Honor*? Then it's time to go to 'Nam 010

UNREAL II: THE AWAKENING // New aliens, weapons, AI and online multiplayer modes! 012

# Magic: The Gathering Battlegrounds

## Play your cards right, but beware brutal bonuses

WORDS: **TIM EDWARDS**

GAME INFORMATION

DEVELOPER: **SECRET LEVEL**

PUBLISHER: **ATARI**

RELEASE DATE: **NOV 2003**

PLAYERS: **1-2**

DESPITE EXISTING under a cloak of +4 invisibility for a decade, *Magic: The Gathering* is a very big deal. Six million players worldwide regularly indulge their paper-based habit, and the market's valued higher than that Christmas favourite, Monopoly. Adapting such a wide niche property - on its tenth anniversary no less - into a video game poses a problem: how can you capture the essence of a turn-based card game with a massive, rabid fanbase, yet take advantage of the possibilities of silicon space? The answer: build a real-time beat 'em up.

It's a very clever solution. Two wizards face off across a tennis court battlefield, with orbs of magic power dripped from a higher place every ten seconds. Your powers are limited to summoning a monster from a load of creatures, and direct action spells, limited to a ten-card playbook. Get your monsters to deal damage - last one standing wins.

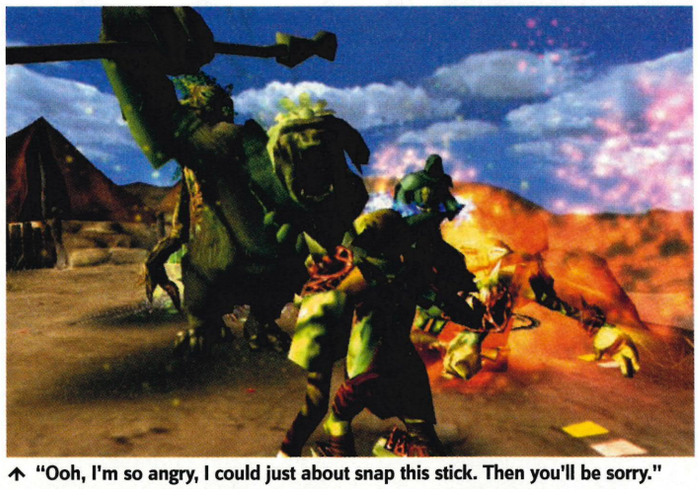
Spells are limited to five 'colours of magic', each with their own distinct personality. Black is, of course, the shade of death, and implies sacrifice. Creatures summoned from the dark side may deal masses of damage, but in the process steal health from their Necromancer. It's facets like these that lead to the emergence of stratagems and tactics on the fly.

For those not interested in developing their play, *Battlegrounds* still holds some button-mashing appeal. Within seconds of picking up the controller, even cackhanded wizards can use the slick, context-sensitive interface to dish out rudimentary punishment - savage hordes and simple fireballs are a mere double-X away.

It's perfect for twitch online play. A single-player campaign is included, but it's primarily designed to ease a novice into the intricacies of battle - when to unleash your raging goblins, where to position your horned turtles, that kind of thing. On Xbox Live, these kinds of decisions will be a matter of life or death. Full support is planned for the Live service, including the usual array of head-to-head matches. Of most interest is the ability to check through an opponent's card collection to consider what plays he might be using and consider how best to circumvent them.

Such ambitions hold universal appeal - fans of the card game and newcomers alike will find something to enjoy here. The game is nearly finished, so look out for a playable demo very soon, exclusive to our official disc.

↑ ***Battlegrounds*** **is certainly vibrant and uses a wide range of colourful spells.**



↑ **"Ooh, I'm so angry, I could just about snap this stick. Then you'll be sorry."**

↑ **Play head to head with full Xbox Live support. Warning: battles may dragon.**

**BONUS INFO**

**CARD SHARPS**
*Magic: The Gathering* has its own version of FIFA in the DCI, a governing body that has the power to sanction official tournaments and 'pro-tours' – high-stake events where huge cash prizes are up for grabs. More than 170,000 players are registered with the organisation worldwide.

**POWER AID**
Before any summoning takes place, wizards must gather their resources – in this case, shiny white orbs of energy that are regularly dropped into the arena. Since it's possible to cross the middle markings, a cunning player will dash onto an opponent's private parts and grab his balls with glee.

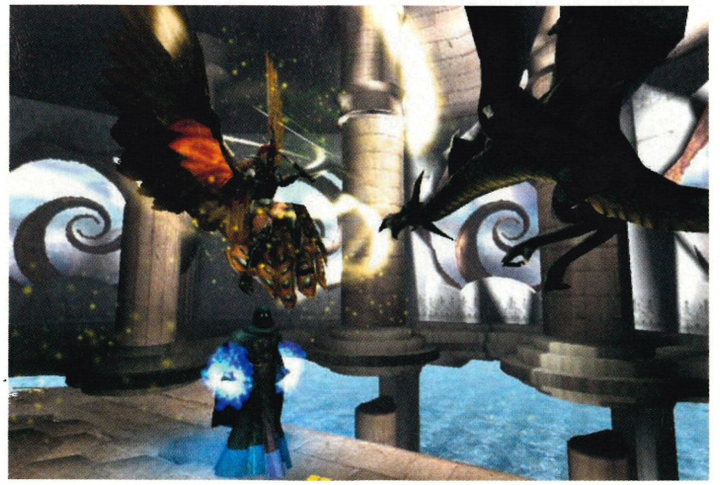
↑ When the Hulk caught up with the Thing, he couldn't resist bragging about his Hollywood debut, with disastrous results.

## SUMMONER LOVING

IF *MAGIC: The Gathering* is a beat 'em up, then it's one where special moves are carried out not by your avatar, but by summoned creatures. When they're released they head in a direct line towards the enemy wizard, unless stopped in their tracks by a rival. That's where the tactics come into play – how you circumvent your opponent's defences. Do you release a swarm of hell pigeons to flock over towers, or do you just batter your way through, with a horde of ravenous tree folk? These kinds of snap decisions are the essence of *Magic*'s play.

↑ Actually the tree man had a bite worse than his bark.

↑ Never try to nest in a tree folk's underpants.



↑ Makes Harry Potter look like Paul Daniels at a Tommy Cooper tribute show.

↑ Battles can result in some outrageously huge confrontations.

**BEHOLD THE BEHEADED:** FOR BATTLEGROUNDS, ATARI HELD A BASH AT HEVER CASTLE, THE BIRTHPLACE OF ANNE BOLEYN. FROM ASSORTED PORTRAITS, WE CAN EXCLUSIVELY REVEAL THAT YES, ANNE WAS A LOOKER.

XBOX LIVE PLAYABLE

PLAYED

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

# Men of Valor: The Vietnam War

## The original Medal of Honor team invades Vietnam

WORDS: HENRIETTA ROWLATT

**GAME INFORMATION**

**DEVELOPER: 2015**
**PUBLISHER: VIVENDI**
**RELEASE DATE: 2004**
**PLAYERS: 1-4 SPLIT SCREEN, 1-4 ON XBOX LIVE**

AFTER A strange 24-hour journey (involving cowboys and lightning storms) all the way to Tulsa, we finally arrived at the building that is home to 2015. Blue, shiny and modern, it looks a bit odd surrounded by trailer parks. But here is where *Men of Valor* is in development, so it's worth the weird trip. John Whitmore, director of development at 2015, took us through the story so far.

We were first to see five of the 16 levels promised for the final version. One level began as a peaceful ride in a convoy with the marines joking around. Suddenly a cow blocks the route, and all hell breaks loose as an ambush ensues. The AI seemed accurate and reminiscent of Vietnam films, with the dense jungle used as fantastic cover. We're watching Whitmore playing and even he's getting outsmarted by the Vietnamese once in a while. As he gives chase, he loses them in the undergrowth, only for them to reappear behind him and shoot him to pieces.

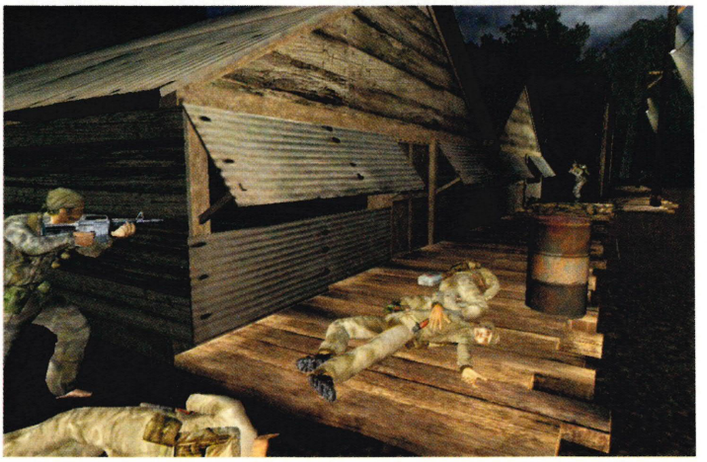
In another mission, enemies are dug deep in 'spider holes' and have to be rooted out. Whitmore is eager to demonstrate how the terrain dictates how you and the enemies behave. We're shown all sorts of environments, not just jungle. There are villages, ancient ruins and a bombed-out city (currently slated as the final mission).

Vietnam is a popular topic for a war game at the moment, but 2015 assures us that it began work on this before everyone else, and, of course, this one will be the best. It seems the team's approaching Allies differently from previous games. "If you send a team-mate out to be shot, we want you to feel bad about doing that," Whitmore says as he rocks on his chair. "They're more human, the first thing they'll think about is their own skins." It's easy to see what he means. When we pick the game up, allied NPCs use cover well and swear profusely at each other.

After the success of *Allied Assault*, the attention to detail has not been lost. In fact it's stronger than ever. All the missions are based on true stories, the Viet Cong's battle strategies have been researched extensively and 2015 even has the right foliage growing in the right places. "I'm really getting sick of looking at trees and plants," John confesses. With all that research and experience, *Men of Valor* is shaping up to be a very real 'Nam flashback.

↑ Charlie don't surf, he shoots though.

↑ With anti-aircraft guns still active, support won't be coming.



↑ The game features uncannily realistic ragdoll physics.

**BONUS INFO**

**SAIGON DREAMIN'**
The music for the game has been lifted from the time of the war. Gone are the patriotic brass and strings from *MOH*, in are the Beach Boys and the Mamas and the Papas. The developers are trying to license just about every song you can remember from every Vietnam film ever made.

**RACIAL HARMONY**
Whitmore declared, "Vietnam was the first war where blacks and whites operated in the military on a more or less equal footing." So Dean Sheppard, the main character, is an African-American. Okay so this isn't exactly ground-breaking, but it'll certainly help to redress the balance.

↑ Being able to set the scenery on fire is quite unusual for a first-person shooter.

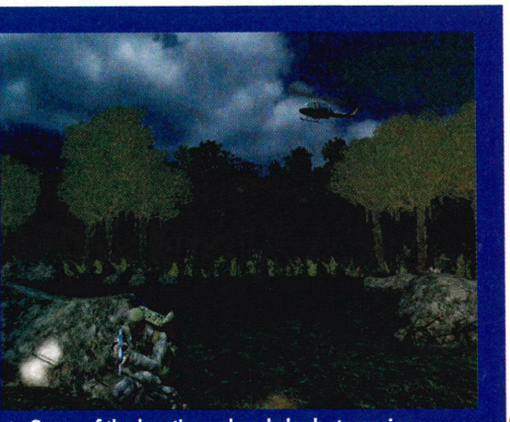
↑ Just because you're in a trench, it doesn't mean you're safe.

↑ Protect the other members of your team. You don't want to be alone.

## JUNGLE FEVER

WHERE WOULD an FPS be without multiplayer? The Xbox version will include four-player split-screen and Xbox Live options. Split-screen looks impressive and there were no real framerate problems we encountered. The Vietnamese had considerably less effective firepower than the Marines, but we're assured that this would even out as history has to make way for gameplay. Good old-fashioned automatics are the staple diet - the AK-47 and the M16 will be the online gamer's favourites.

↑ If you get shot, find cover quickly to dress the wound.



↑ Some of the locations already look staggering.

INBREEDING IS BAD: WE GOT CHUCKED OUT OF A LAN PARTY BY A 14-YEAR-OLD KID AND FAT BLOKE WITH A BROADSWORD. ROCKIN'

# Unreal II: The Awakening

## Epic sci-fi shooter rebuilt for Xbox with Live modes

WORDS: **GAVIN OGDEN**

**GAME INFORMATION**

DEVELOPER: **ATARI**
PUBLISHER: **TANTALUS AND LEGEND ENTERTAINMENT**
RELEASE DATE: **DEC 2003**
PLAYERS: **1-16 XBOX LIVE**

IT'S NO secret that the PC version of *Unreal II: The Awakening* didn't live up to the expectations of its hardcore following, but the Xbox game is shaping up to be a different story. Under the watchful eye of original developer Legend Entertainment, Atari-owned Tantalus has spent months modifying, tweaking and honing the title for precision gameplay only Xbox can deliver. Add to that a new online multiplayer element and oh, we've just wet ourselves. It's going to be good.

Unlike the multiplayer-focused *Unreal Championship* (Issue 10, 9.2), *Unreal II*'s big draw is an engrossing single-player game that pumps out well over ten hours of relentless space-based mayhem. Don't worry if you've never played the original - the story's set in the same universe and continues the war against alien race, the Skaarj, but that's where the similarities end. And it was released so long ago, you wouldn't remember much anyway. This time you come face to face with new races, dubbed the Drakk and the Izarians.

*Awakening* kicks off with a full-scale riot that plonks you in the boots of a lawman charged with holding off an onslaught of bizarre-looking aliens and gum-chewing enemy troops. Your ultimate goal is to be the first to collect the artefacts and stop the rise of an ancient power. It might sound like something from an *Indiana Jones* movie, but Indy never had access to pulse rifles, grenade launchers, assault rifles, flame throwers and spiders! That's right - you get to fire hordes of spiders at your enemies that'll chase them down and eat them. All weapons will also have an alternate fire. The spider weapon, for example, allows you lay traps for unsuspecting aliens to walk into. Cunning.

Powering the space-age shooter is the latest edition of Epic Games' Unreal engine. The PC game certainly looked the business and an advanced particle system will bring with it blazing fire, drifting smoke and frighteningly realistic weather effects. The AI system is also said to have been beefed up with enemies now running for cover when they know their time's up. They'll also react accordingly based on the size of the weapon you're pointing at them. Don't know about you, but if someone points a rocket launcher at us, we run like girls. Works every time.



↑ As you can see, the flame thrower packs quite a savage punch.

↑ You'll be able to run riot in all manner of space-age Tonka trucks.

↑ Expect to storm more than just a few cool-looking enemy bases along the way.

**BONUS INFO**

**WORLD WIDE WEB**
If you're chomping at the bit for even more *Unreal II* information, check out Atari's website dedicated to the game. Point your browser in the direction of www.unreal2.com and you'll discover downloadable and streaming in-game movies, screenshots and enough background on the game to fill a novel.

**DIESEL POWER**
The Unreal engine is the undisputed daddy of them all when it comes to powering bleeding-edge games, especially shooters. Upcoming Xbox games using the turbo-charged appliance include *Star Wars: Republic Commando*, *Shadow Ops: Red Mercury*, *Advent Rising*, *XIII* and *Black9*.

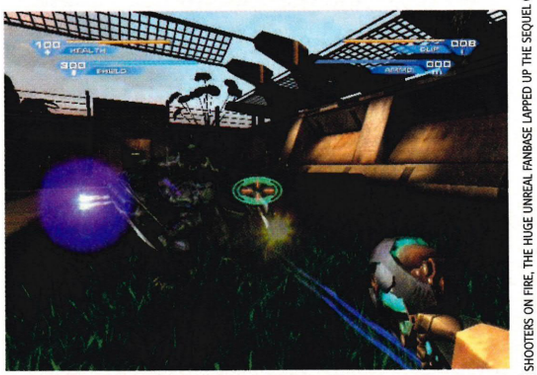
↑ Make sure you cripple everyone before the dust settles. Once they can see you, it won't be long before a hail of bullets comes your way.

# MULTIPLAYER AWAKENS

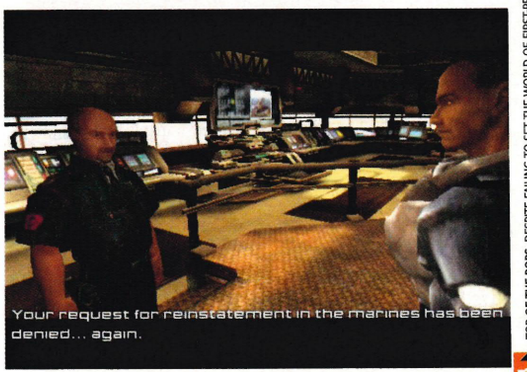
THE LACK OF multiplayer in the PC game caused serious waves, but Tantalus is striving to make it happen for Xbox Live fans around the world. But even if you're not yet hooked up to the best online gaming service going, there'll be plenty of split-screen and System Link action. The best news by far is that Tantalus is working with Legend to create a co-op mode and we've even been promised a new class-based, team-oriented multiplayer game.

↑ There'll be plenty of multiplayer modes (both online and offline) to crush your mates at.

"Fire hordes of spiders at enemies"



↑ Don't let the pretty lights and effects distract you.




↑ Cutscenes can mean only one thing... a story!

TOP OF THE POPS: DESPITE FAILING TO SET THE WORLD OF FIRST-PERSON SHOOTERS ON FIRE, THE HUGE UNREAL FANBASE LAPPED UP THE SEQUEL ON PC. IT SHOT STRAIGHT TO THE TOP OF THE CHARTS IN FEBRUARY 2003.

# INCOMING

LATEST NEWS // FIRST SCREENSHOTS // BRAND NEW GAMES

## Headlines


**AFFORDABLE RACING**
Empire surprises the world with a decent little racer that features an online element for a very cool price. 016

**BRING THE DARKNESS**
Exclusive to Xbox comes Activision's ninja sim complete with online co-op play. Check out the first screens over the page. 016

**YOU CAN'T BE SERIOUS?**
We're being deadly serious when we say we believe *Serious Sam 2* is heading for a console release some time next year. 018

**OVER THE RAINBOW**
If you fell in love with *Ghost Recon* like the rest of us, then you're going to marry *Rainbow Six 3* with its arcade-like action. 019

**'ART BEAT**
This month's Gallery takes a quick-fire look at some of Activision's hottest-ever games. Spider-Man makes a welcome comeback! 020

**MEN IN BYTES**
Robin Hood and his band of very merry men take on the Sheriff of Nottingham in some serious turn-based mayhem. 024

**VIRTUALLY TENNIS**
Gagging for an online tennis game? Look no further. *Top Spin* is going to be the next big thing on the pro circuit, guaranteed! 026

**AMPED 2 SPANKED**
Check out our first-hand impressions of *Amped 2*, Microsoft's stunning sequel to the, err, stunning original. 028

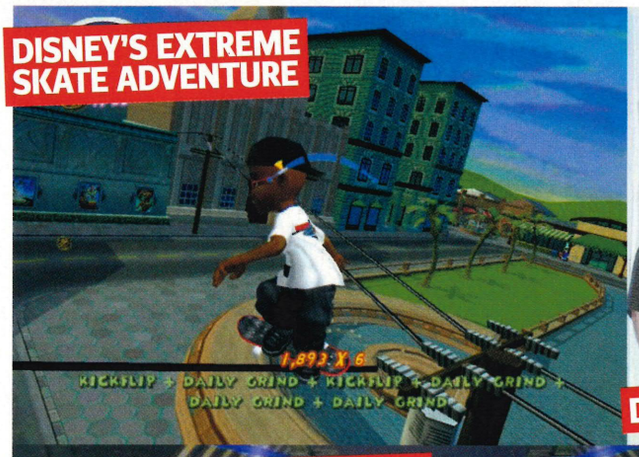
**THE MISSING LINK**
*Tiger Woods PGA Tour 2004* is good (check out the review on page 072) but it's not online like *Links 2004* is... 030

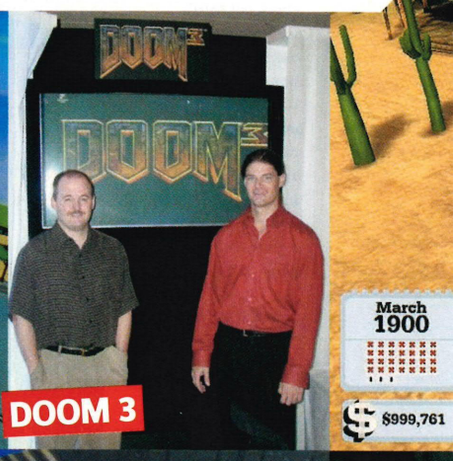
**HITZ THAT HURT**
It's ice hockey gone completely insane! Midway slaps the competition in the face with another over-the-top sports game. 032

**KOTOR SEQUEL ON**
Now we've got your full attention, don't miss our interview with BioWare about a *KOTOR* sequel and top secret game. 034

**MATCH OF THE DAY**
We've been talking about it for months, now we finally went hands-on with *Club Football*. But can it compete with *FIFA*? 035

**ROLL WITH IT**
SCi saves Rage's *Rolling* and pumps it out for a tenner cheaper than it should have been. Nice of 'em. 035

THE BIG STORY

# Licences to Thrill Unveiled

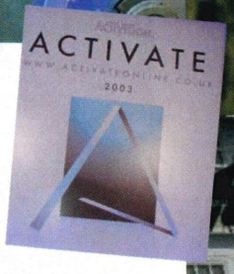
## Activision has all the games, but do you have all the cash?

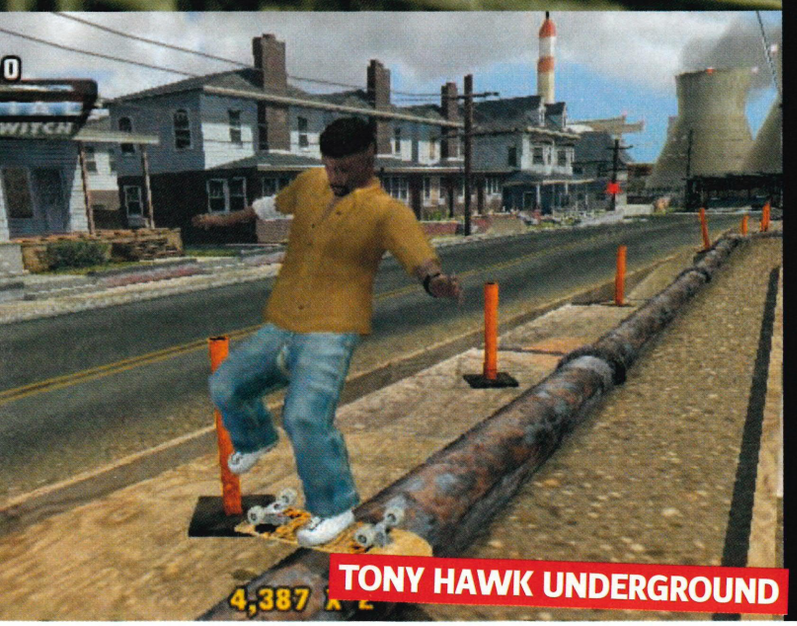
THIS TIME OF year heralds a season of gaming events, overseas trips and huge publicity blitzes as we head into the build-up to the feeding frenzy that is Christmas. Last month, *OXM* travelled to rainy but lovely Edinburgh to see what delights Activision has to tease your Chrimbo money out of your wallets. And it's a long list, so take a deep breath and come on in, the water's lovely...

The keyword for Activision's line-up would appear to be 'licence', as the company exerts its considerable financial muscle and marketing know-how to deliver a truckload of games based on well-known movie franchises, media personalities and sequels. *THUG* (*Tony Hawk Underground*), *Jedi Knight: Jedi Academy*, *Spider-Man 2*, *Shrek 2*, *Disney's Extreme Skate Adventure* (see page 092), and *Doom 3* were among the titles on display.

Boasting a seven per cent market share in the UK, it was clear Activision wanted to make darlings of its expensive brand-led licensees. Mary Bihr, VP global publishing LucasArts Entertainment Company, made a gung-ho speech about "introducing new concepts and ideas", describing her company as one filled with "trailblazers and risk takers", then promptly announced it would "continue to develop games based on *Indiana Jones* and *Star Wars*". Sequels, then.

But it's not all sequels and licences. Activision's huge push behind *True Crime: Streets of L.A.* demonstrates a willingness to commit to more adventurous development. It's also taken the truly inspirational *The Movies* from Lionhead Studios under its wing, proof if it were needed that the company dares to dream. It looks like there's lots to look forward to from Activision.





# THE INSIDE VIEW

//PETER MOLYNEUX
//HEAD OF LIONHEAD STUDIOS

**Summer's been great for Xbox, but it's nothing compared to what's on the horizon for Christmas...**

ONE THING YOU'VE got to remember is that normally I'm stuck behind a computer, and really only get to meet the press and retailers in large numbers at E3. So you can imagine my nervousness at showing off *The Movies* in the company of games that I respect and am looking forward to, such as *Doom 3* and *Call of Duty*. But because I was in a room doing back to back demos myself, I unfortunately never had the chance to check out any of these games and had to rely on feedback from journalists. Based on this and my own gaming preference, my personal pick of the Activate line-up would be *Doom 3* (which I can hardly wait to play), *Call of Duty* (which looked really stunning at E3) and *Rome: Total War* which is right up there with the best.

I think it's to Activision's credit that they are broadening their portfolio. The passion and conviction that they display for games like *The Movies* and *Call of Duty* proves that they have a line-up that is both varied and very broad spectrum.

# OUR VIEW

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

**Xbox has had a blazing summer, especially on Live, with plenty of quality games to keep you going till Christmas**

IT WAS WEIRD to see Molyneux's team sitting quietly amidst all the bombastic pronouncements and talk about licences and brands from Activision. But in a good way. Activate was, as always, very well organised and there's no doubt that they've got a very strong line-up heading towards Christmas. But if you don't live and breathe *Star Wars* and think skaters should go and get proper jobs (er, not that we're ones to talk there), the pickings get decidedly slimmer for Xbox owners. When you're a huge multinational publisher, it makes sense to develop for all platforms - the financial argument alone is persuasive enough. But that very often means that all the versions end up exactly the same, with no effort made to exploit the power of the Xbox. Great news for owners of the lesser PS2 machine, but bad news for us. And, to be fair, Activision has recently made more of an attempt to make Xbox games at least Live-compatible. But nearly every developer at this event claimed 'all versions are identical', almost with a sense of pride. So Molyneux's demonstration of *The Movies*, while maybe over-ambitious and possibly not coming in our lifetimes, injected a sense of risk, danger and excitement into the proceedings. It may be a long time coming, but it allows us to dream of what games might be.

**BORING:** DURING MAX'S CONQUEST OF EDINBURGH, HE GOT TO DRINK THE NIGHT AWAY ON THE ROYAL YACHT BRITANNIA, AND HE SWEARS HE DIDN'T DO ANYTHING PERVERSE IN THE QUEEN'S BEDROOM...

# News Wire

**Easily digestible nuggets of key Xbox information**

## GALLEON AHOY!

Pirate and *Tomb Raider* jokes aside, Toby Gard's *Galleon* - the game he left Core Design to make after creating *Tomb Raider* - looks to be back on track for a release at the end of the year. Developer Confounding Factor has updated its website with a new look at the game. See for yourself at www.confounding-factor.com. So you might actually get to play this game one day...

## WANTED: DEAD OR ALIVE

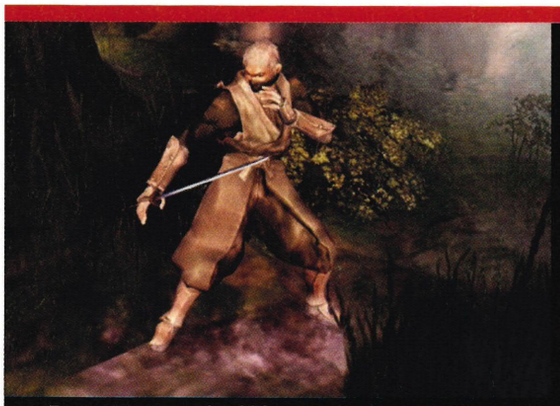
A lorry carrying 1,000 Xbox consoles and 7,000 mobile phones (worth around a million quid) has been snatched in the West Midlands. Police said the truck was stolen in the early hours of Tuesday, August 12 from a car park outside a Carphone Warehouse. The cab was found abandoned but the trailer was nowhere to be seen. You know what to do if you see a man carrying 1,000 Xbox consoles... Oh, and don't have nightmares.

## EA TALKS NEXT-GEN CONSOLES

EA boss Larry Probst recently spoke out about release dates for Xbox 2 and PS3 (or whatever they'll be called). He said, "We'll know when we begin to get first-generation development systems, because typically we get our hands on those about two years before launch. So if they start showing up in the fall of this year, then we can pretty confidently predict it's 2005. If we don't start to get them until '04 then it's probably an '06 launch." With that in mind, he added that he expects to know within the next four to six months.

## KUNG FOOL

Argonaut's pint-sized ninja with a big attitude is making his way to Xbox. Due to be published by the Japanese giant Namco (famed for *Ridge Racer* and *Tekken*), *I-Ninja* looks to be a quality little platform game. Set on a tiny Earth-like planet called The World, I-Ninja must follow his Sensei to recover lost Rage Stones and free the little people locked up by Master O-Dor's evil army of robotic Ranx. It's not all jumping on boxes and collecting apples, though. I-Ninja can run on walls, shred rails, fly via the 'sword copter spin' and swing from chains. We'll have more information on the nippy little bugger next issue.



↑ Every ninja game should feature misty swamps. They rock!

↑ Only the hardest swords survive.

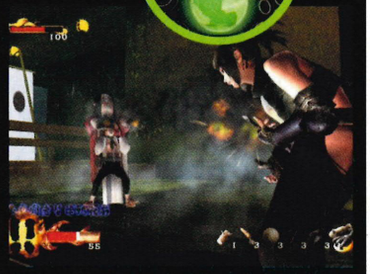
# Shuriken Stars in Their Eyes

## Tenchu makes its online debut only on Xbox

IT MIGHT SOUND like a wet sneeze, but the Xbox exclusive version of *Tenchu* (bless you) is shaping up to do things Jackie Chan and Jet Li could only do if they were immortalised in an Xbox Live game (don't rule it out).

*Tenchu: Return from Darkness* features an online co-op mode allowing multiple Sakura killers (you and your mates) to slice and dice enemies simultaneously. If that doesn't make you want to run up the bedroom wall, leap out of the skylight and glide across the rooftops then you must be mad.

We're promised updated design, technical enhancements, new maps and Xbox Live support - which is a first for the series. Online gamers will see two-player co-op missions through all six multiplayer levels as well as sneaky voice chat features. Expect authentic ninja action next spring.



↑ Scary magic is also tipped to appear.

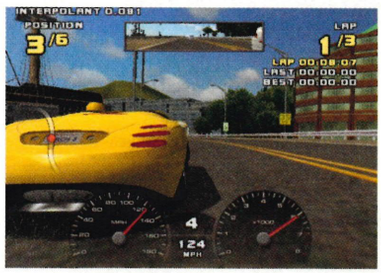
CLIMAX-DEVELOPED RPG SUDEKI HAS BEEN DELAYED UNTIL SPRING 2004 FOR A LITTLE EXTRA POLISH

# American Beef Pie

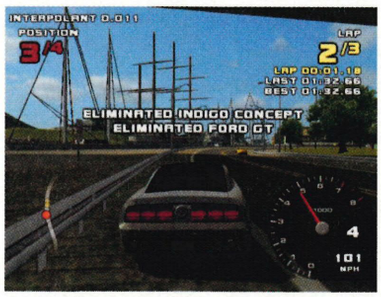
## Budget price forces focus on Ford racer

LET'S FACE IT, there's not much out there that provides hours of fun for a cool £14.99. But Empire Interactive has a little treat in store for you by the name of *Ford Racing Evolution*. For said sum, you'll soon be able to pick up a sleek-looking racing game with Xbox Live options to race against high scores and lap times posted by players from around the world.

We've given the game a quick test drive and were surprised to see just how solid and playable it was (especially after the dire PC racer of times gone by). Everything accelerates, brakes and slides in the right way and the visuals are on a par with the likes of *Sega GT*. And for under 15 quid, what more could you ask for? More next issue.

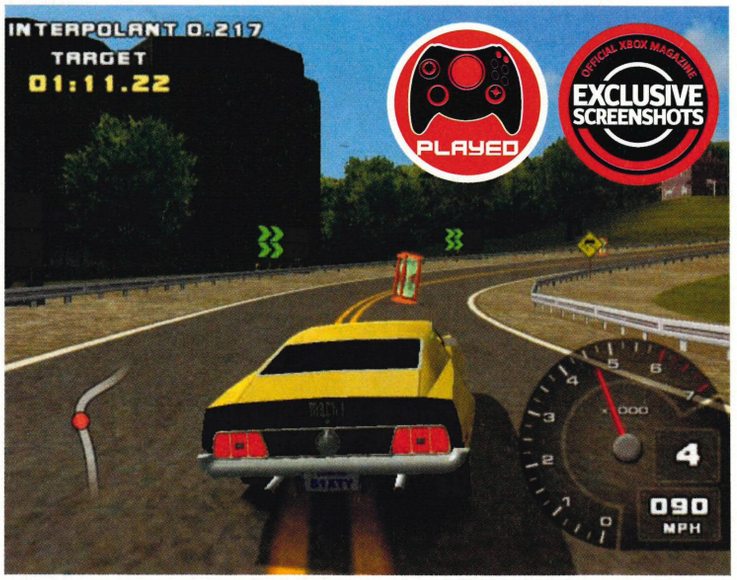



↑ Bumper to bumper action all the way.




↑ Be in last place and you'll get kicked out.

↑ Stay on target to pass the challenge.




↑ Race every Ford car you can think of around some pretty sweet-looking tracks.

XBOX

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THQ

## Rumour

TOM CLANCY SEEMS to be showing no signs of slowing down. Coming soon is *Tom Clancy's Rainbow Splinter Ghost Six Recon Cell: Codename - One of Our Subtitles is Missing.* "I just love this shit," the reclusive American author told us. "I send them any random configuration of words, and 18 months later they send me back a strategy game loosely based on them. It's like the Tooth Fairy, only different."

So is Ubi Soft overdoing the whole Tom Clancy franchise? The French publisher doesn't seem to think so. "We think this is a strong and durable brand," it told us. "In fact, we're already working on *Tom Clancy's Listen Guys I'm Out of Town For a Fortnight - Buzz You When I Get Back Cell.*"

## Out There

As Xbox gets bigger and bigger, it pops up in the strangest of places...

### ON THE BUSES

While strolling around the rough end of Tottenham Court Road in central London recently, Vanessa's sight was obscured by a larger than life double decker-sized incarnation of *Dead or Alive*'s perfectly formed beach volleyballing wonder, Tina. Mmm... Gav was gutted he missed it.

### THE EGO ENTERTAINS YOU

More than 375,000 screaming Robbie fans, and Steve Brown, saw Robbie Williams entertain Knebworth in early August. And thanks to a deal inked by Microsoft and the pop ego, there was plenty of Xbox entertainment to be had between songs. Several Xbox pods showcased the latest games both front of stage and in backstage areas. Steve was too busy singing along to *Angels* to notice which ones though...

↑ Steve screamed like a girl!

# A Serious Sequel

## Croteam eyes Xbox Live for Serious Sam follow-up

MANIC FIRST-PERSON shooter *Serious Sam* first burst on the Xbox scene in Issue 11 with a very respectable score of 8.2. Rather than making players creep around levels avoiding CCTV cameras and armed guards, *Serious Sam* was all about standing your ground and unleashing a blaze of bullets at hordes of stampeding enemies coming at you from every angle. You couldn't press the fire button quick enough.

A full sequel is currently in development and due out some time next year on PC. While we're still waiting for official confirmation, our crystal ball tells us that an Xbox version is already in the works and full Xbox Live support is planned. Plot details are being kept under wraps, but expect some huge bosses, seriously deadly vehicles and a face-off with Notorious Mental himself. Bring 'em on... all 50,000 Euro Live players.

↑ Pumpkinheads attack in teams of three.

↑ Big bosses are clearly the way forward, but we want bigger!

↑ The sequel is bound to feature the same daft humour.

ONLINE SHOOTER PAINKILLER GETS A SUMMER 2004 RELEASE THANKS TO DREAMCATCHER GAMES

# Online Value for Money

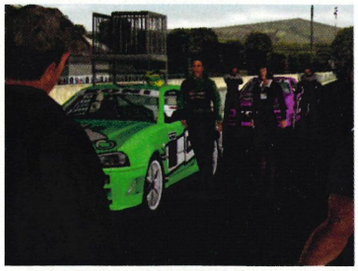
## TOCA Race Driver is coming back at ya!

HOW'S THIS FOR value? Codemasters has told *Official Xbox Magazine* that it's planning to relaunch *TOCA Race Driver* (Issue 15, 8.5) as a £20 game with... wait for it... full online play! Now if that isn't a step in the right direction for budget value games, then we don't know what is. The revamped *TOCA Race Driver* should be released towards the end of October.

The Live racing mode will let 12 online players compete head to head using any one of the 42 real touring and sports cars featured in the original. Quick Match, OptiMatch, Friends support and Xbox Communicator options have all been catered for - which means now you'll be able to abuse drivers who ram you off the roads. Keep an eye out in the PlayLive section for the review.

↑ For a cool price you can do this online.

↑ For half the price you get online play. If only every game offered the same value...



↑ Skip the cutscenes in the Live version.

↑ Shout at the devil who just hit you.

# Shoot to Thrill

## Exclusive hands-on play of Rainbow Six 3

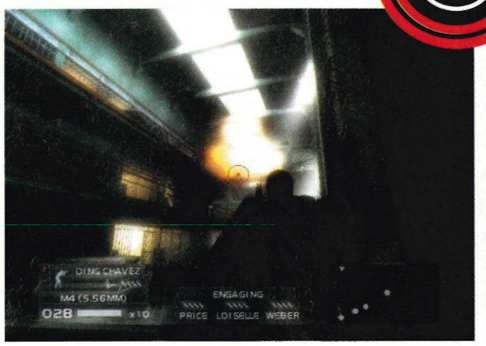
THERE MIGHT ONLY be four of them, but Team Rainbow means business. For those new to the *Rainbow* phenomenon, you'll be glad to know it's got nothing to do with George, Zippy and Bungle – it's all about shooting terrorists in the face over Xbox Live. And the Xbox-exclusive version dumps the boring planning bits for a team-based bullet marathon. Nice.

With controller in hand, we soon discovered that *Rainbow Six 3* combines the single-hit kills of *Ghost Recon* with the fast-paced action of *Halo*. Throw in *Splinter Cell*'s thermal and night vision modes and you have a unique multiplayer experience that still retains the distinct feeling of a Tom Clancy title.

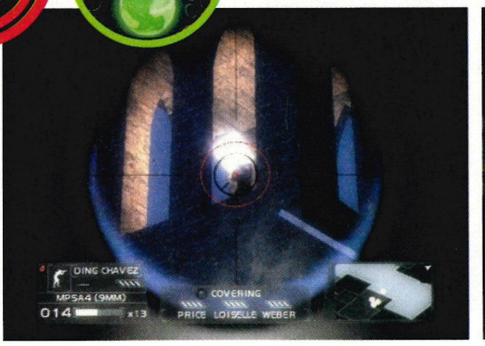
According to producer Chaddi Lebbos, there are big plans for downloadable content. Four new maps will be launched soon after its November release, with a small team of programmers set aside to provide updates further down the line. We'll have an astonishing playable demo along with exclusive coverage next issue.

↑ Like the first mission of *Splinter Cell*, the opening level is a graphical showcase.

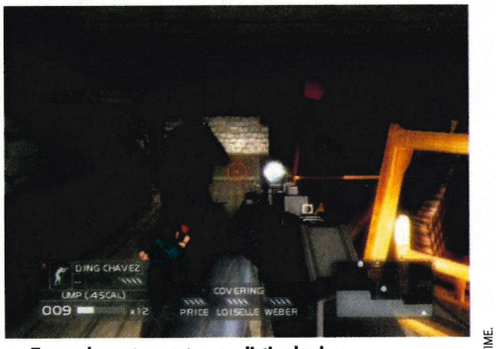
OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS




↑ Your crosshair changes size when you move.



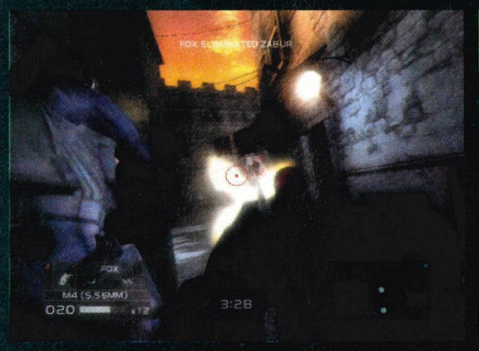

↑ Sniper rifles are a necessity in some levels.




↑ Every character casts a realistic shadow.

## Me and You

BESIDES THE Deathmatch modes, you can also play through the Campaign mode with one to four players via System Link and Xbox Live. Whereas in the single-player game, you use the Voice Communicator to issue commands to your AI buddies, you can now argue over who's going to storm the room full of terrorists first. Voice communication plays a more integral role than in any Xbox game to date.




↑ Work as a team or go it alone.

↑ Don't stand still for too long.

↑ The red team go for a surprise assault.

THE ECCO THE DOLPHIN DEVELOPERS ARE NOW WORKING ON A GREAT WHITE GAME, CURRENTLY GOING BY THE NAME SOLE PREDATOR

# Pay Less For Games!

## Why it pays to play with the NTL GameShop

NTL, THE PROVIDER of ntl:home, is to launch its own online GameShop and Game Club. Subscribers to its Broadband + Console service will be eligible to join the Game Club that offers fantastic savings on marked Xbox hardware and games.

When you sign up for ntl:home's Broadband + Console service, you will receive a unique code that can be entered into the registration section of the online GameShop, giving you a 20 per cent discount on all marked titles and hardware. This means you'll have more money to spare for top upcoming Xbox Live-enabled games such as *Outlaw Volleyball* (turn to page 080 for review and look for a Live update next month).

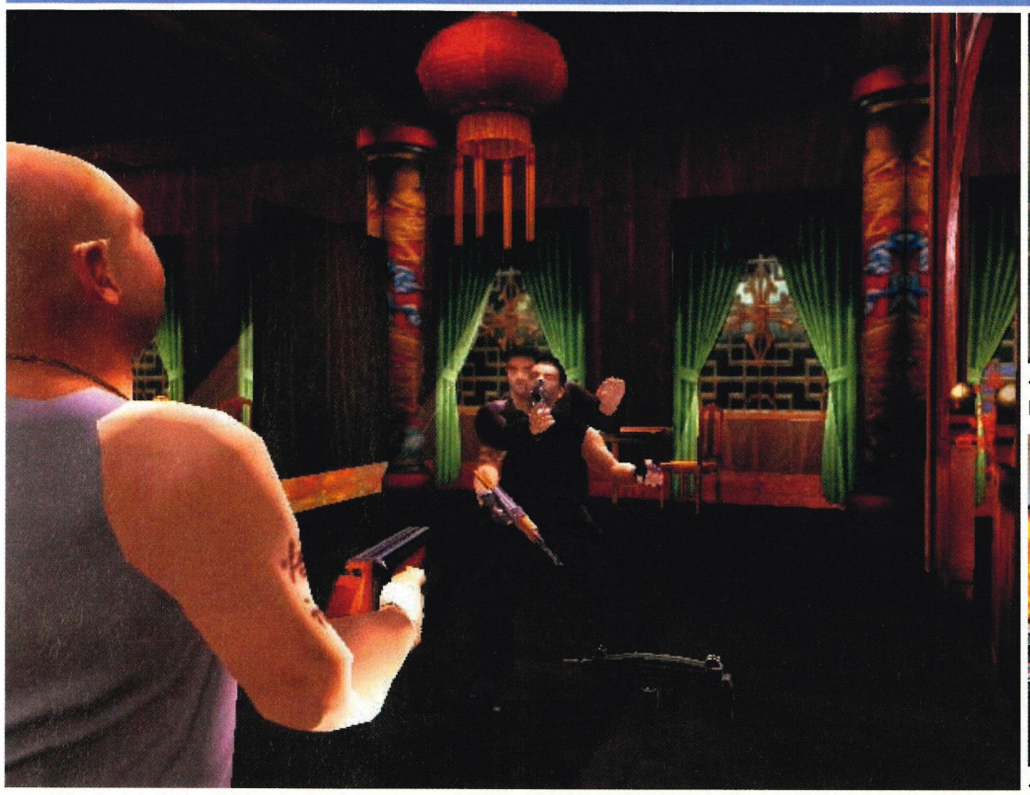
Visit www.ntlworld.com/gameshop for more details on the available discounted games and hardware and sign up for ntl:home Broadband + Console at http://sales.ntl.com, or by phoning 0800 183 4004 now.

↑ On the volley! Buy *Outlaw Volleyball* and other discounted games through NTL.

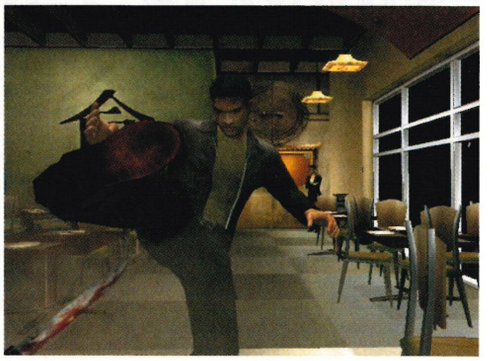
GO GO GO: RAINBOW SIX 3 ALSO FEATURES A TERRORIST HUNT MODE, WHERE FOUR PLAYERS ENTER A SINGLE-PLAYER LEVEL AND HAVE TO KILL AS MANY ENEMIES AS POSSIBLE IN A SET TIME.

## TRUE CRIME: STREETS OF L.A.

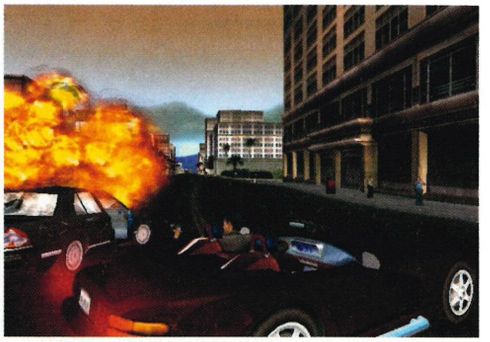
DEVELOPER: **LUXOFLUX** PUBLISHER: **ACTIVISION** RELEASE: **OCTOBER**



↑ Originally due out in mid-September, you'll now have to wait a little longer to get your hands on this *GTA* destroyer.



↑ You can pump crims full of lead or beat them to a pulp using some ingenious martial arts moves.



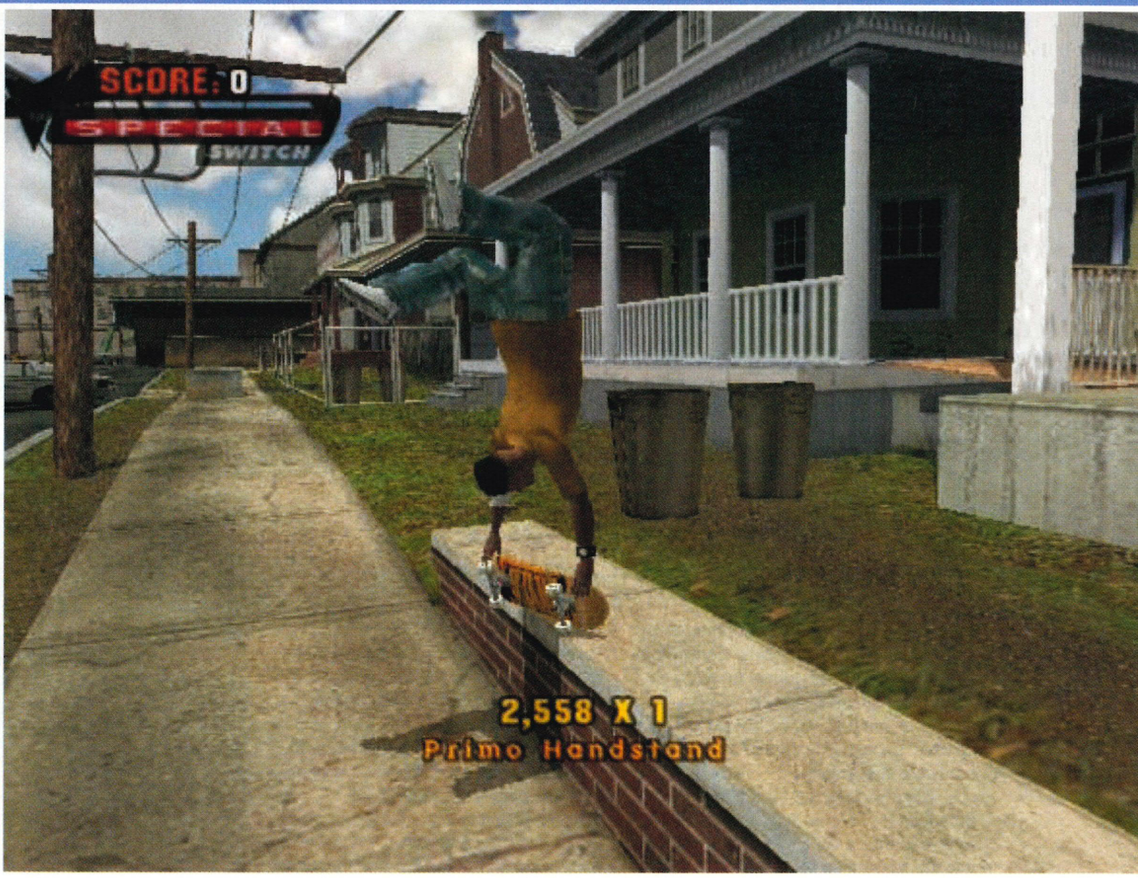
↑ With all of L.A. mapped out perfectly, you'll spend a lot of time chasing down the scum of the underworld.

## TONY HAWK UNDERGROUND

DEVELOPER: **NEVERSOFT** PUBLISHER: **ACTIVISION** RELEASE: **OCTOBER**

↑ Now you can pick up your board and run around the streets looking for buddies (and girls) to impress.

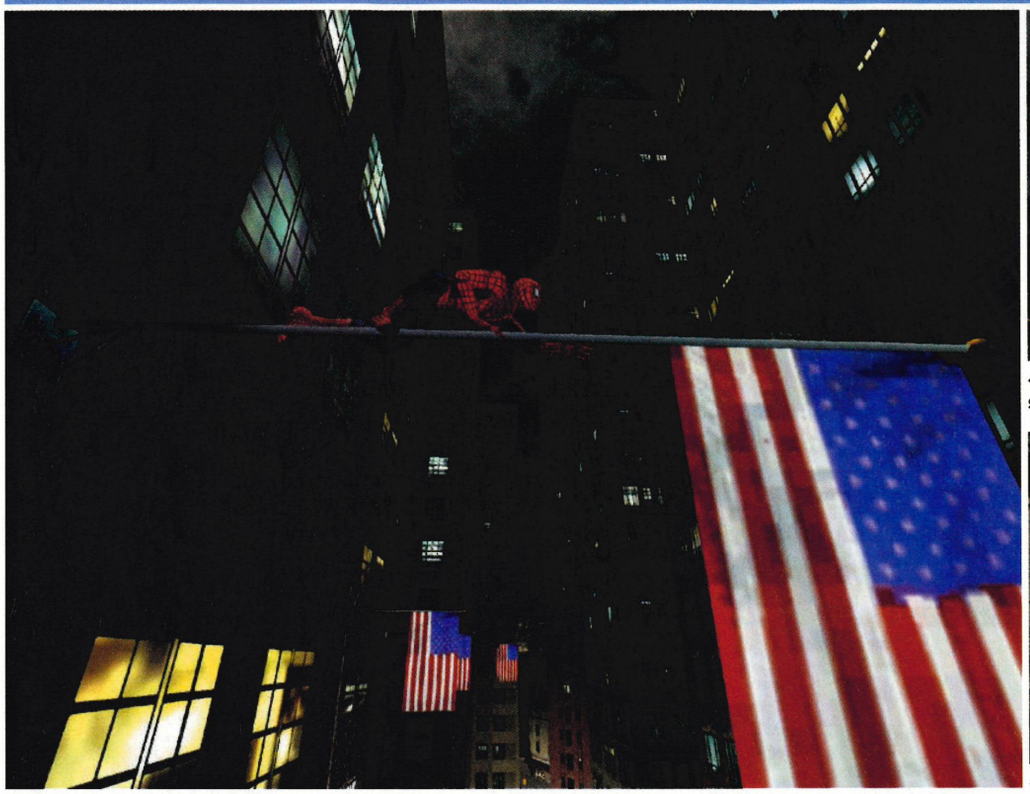
↑ A new trick system lets you create your very own style of insane urban madness on a skateboard.




↑ This is one of those tricks you'll only get wrong once. Spinal injuries aren't the easiest to recover from.

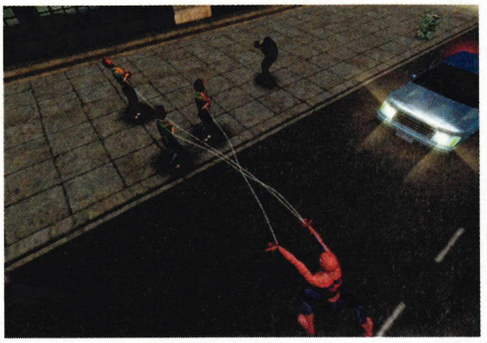
## SPIDER-MAN 2

DEVELOPER: **TREYARCH** PUBLISHER: **ACTIVISION** RELEASE: **MAY 2004**



↑ *Spidey 2*'s plot is being kept top secret. Could that be because it follows the movie sequel, due out next summer?

↑ Everything, from the webbed wonder himself to the surrounding environment, looks ten times better.



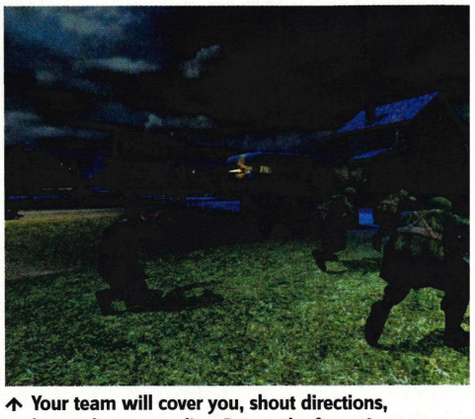
↑ It looks like Spidey also has a few new abilities up his, err, sleeves. Check out this triple-web whammy!

## CALL OF DUTY

DEVELOPER: **SPARK** PUBLISHER: **ACTIVISION** RELEASE: **2004**

↑ Think you've seen how good a WWII-themed game can be? Think again... this does things we didn't think were possible.

↑ Most of the team worked on EA's *Medal of Honor* series. They know what they're doing.



↑ Your team will cover you, shout directions, and try to keep you alive. Return the favour!

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FIFA

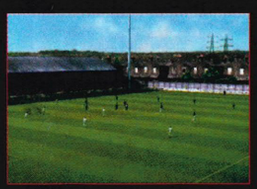
Spotlight Off The Ball™ Vision. Now your reading of the game makes all the difference. Achieve complete control over every player on the pitch. Not only the one with the ball. Play passes into space and anticipate the movement of team-mates. Pick out the player who has made the most prescient run and deliver the perfect pass to split the opposition.

Spotlight Off The Ball™ Running. Great players know that what you do without the ball matters just as much as what you do with it. Make dummy runs, find the space and pull defenders out of position. So that, when the ball does come your way, you're in the right place to inflict maximum pain.

Spotlight Off The Ball™ Receiving. Invade the space and then defend it. Off The Ball™ Control means that you have to fight over every inch of turf for the good of the team. And risk losing your shirt in the process. Because you need to be strong to get into the best position to receive the ball. And brilliant to bury it.

# The most important ball skill is what you do without it.

Spotlight Innovative Gameplay. The enhancements to FIFA Football 2004 don't end with Off The Ball control. In-game Team Management lets you change tactics and call plays in real-time. Plus you can create set pieces and introduce them into the action at the touch of a button thanks to Set Piece Play-Calling. It's a whole new ball game.



Spotlight Career Mode. Assume the manager's role and take your team from zeroes to heroes. The inclusion of lower league teams and stadia brings greater depth to the gameplay, with the added spice of promotion and relegation battles. If you can balance the books and take your team from nowhere to the big time in successive seasons, immortality awaits.

Spotlight Football Fusion. Get even more from FIFA this year with Football Fusion. Import a team from Total Club Manager 2004 and play their games for real in FIFA, then export the result and continue managing. You can create an all-star team in Total Club Manager 2004 and play their fixtures in your new FIFA game. Or export a team from Total Club Manager 2004 not featured in FIFA Football 2004 and play their matches in real-time.

EA SPORTS FIFA FOOTBALL 2004

EA SPORTS

It's in the game.™

www.fifafootball2004.ea.com

## News Wire

**Easily digestible nuggets of key Xbox information**

### Done When It's Done

*Doom 3* will not appear on PCs in 2003 as previously hoped, and unfortunately this means we won't get our hands on the highly anticipated Xbox version until summer 2004. News that *Doom 3* would storm Xbox was unveiled at this year's E3 games show in Los Angeles and, while Activision and id Software didn't actually specify when it would be released, we all naturally assumed it would be ready in time for Christmas. Not so, we're afraid. We've been told the game's up and running on Xbox and looks every bit as good as the PC version. We'll bring you more on *Doom 3* soon.

### No Escape From Namco

Remember the classic 1980s movie *Escape From New York*? Well, lead character Snake Plissken is to be immortalised in an upcoming Namco game. Legendary director John Carpenter and actor Kurt Russell own the Plissken character rights, but have agreed to work with the US arm of Namco on development of the game due out in 2005. "Working with the original team from *Escape* and Namco allows Kurt and me to reach a whole new generation of Snake fans and still be true to the original movie," said John Carpenter.

### Japanese Ninja Madness

Microsoft Japan is working on an historical Japanese-themed action game, *Magatama*, specifically for the Japanese - although a US and UK release hasn't been ruled out. With *Tenchu: Return From Darkness*, *Ninja Gaiden*, and *Otogi* (reviewed on page 097) all on the boil, the ninja-stealth genre is looking good, especially when you consider the fact that an *Otogi* sequel has already been announced and the original's not even out yet!

### Who is Maxx Payne?

He's not just a character in a game from Rockstar, if that's what you think. He's also an ex-pro wrestler who's filed a $10 million lawsuit against the publisher saying it's making money off his name. Maxx Payne (real name Darryl Peterson) said, "I left wrestling to come home to Utah and be with my family and I find myself in the biggest battle of my life - to save my identity. They stole something from me that I'm not going to give up." Hmm... he can't have been that big a star because Ben's never heard of him.

## TOP SECRET: THE MOLE

**If I hear another mag or website crying about a summer games drought, I'll swear I'll do something I shouldn't...**

### COLOMBIAN COMEDOWN

On 2 April 2002, Codemasters announced it would "shake up the predictable first-person action game" with a title called *Shoot to Kill: Colombian Crackdown*. Bold words indeed. More than a year later and nothing more has been said on the game. Well, word has filtered down to me that the game is still in development, but won't be released on Xbox. Oh no. This baby's planned to take advantage of next-gen technology. You know what that means... Xbox 2 (or whatever it's going to be called). You heard it here first.

### SPOOKY GOINGS-ON

Famed for hit games like *Robot Wars* (hi, Ben), the BBC plans to bring more of its shows to the gaming arena. But they're not what you think. Nothing has been made official yet, but we're pinning our hopes on gritty MI5 crime-a-thon *Spooks* making the jump as some kind of action title. Would it surprise you to learn that upcoming TV show *FightBox* may also be primed? Didn't think so. Watch this space.

### EASY LEFT INTO HARD FIGHT

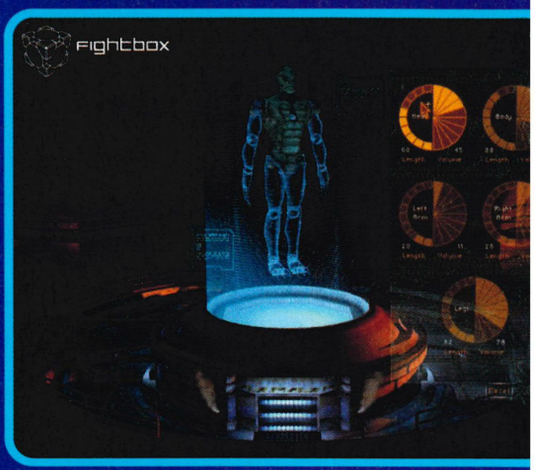
I guess you could file this one under 'Common Sense' but you could have said that when the third *Colin McRae* game was announced for Xbox. Whenever the fifth version comes around, you can bet your mother that it'll feature full online play. I've been informed that the dev team is already looking at its online options. Sleep safe knowing...

### CHANGING LANES

There's no question that the Rare games on display at this year's E3 gaming extravaganza impressed everyone who saw them. But I've learnt that one of the titles on display could have some significant changes made to it before release. After taking note of feedback received from the show, Rare feels these changes will make the game in question even better. Stay tuned.

↑ Rare makes sure its games are ready.

↑ *McRae*: no need for split-screen with Live.




↑ Will the BBC bring more shows to Xbox?

ACTION TITLE UNDERWORLD, BASED ON A SONY PICTURES FILM, HAS BEEN ANNOUNCED BY LUCKY CHICKEN

# Crossbows and Splatterpults

## Capcom robs from the rich to make itself richer

RETRO FANS AMONG us will no doubt remember the classic *Defender of the Crown* series. Well, it's coming back at ya, courtesy of Japanese giant Capcom. Robin Hood wannabes can look forward to some class medieval action involving big swords, Tolkien-like castle sieges, long-pole jousting, apple-squashing archery antics and good old merry English army battles.

You'll get to play the game through the eyes of people's hero Robin Hood and it's up to you to reunite England and end the dictatorial reign of Prince John. So no pressure, then. We've yet to see *Robin Hood: Defender of the Crown* up and running but a full review is only a few issues away, we're told. Until then, (meat) feast your eyes on the screenshots below and put a couple of flagons of cider in the fridge in preparation.

↑ Casually look on as you smash a castle to ruins.

↑ Go for the head and they'll never know what hit them.

# HARDWARE

## If you can plug it into your Xbox, we'll feature it right here

**NEO S ADVANCED CONTROLLER**

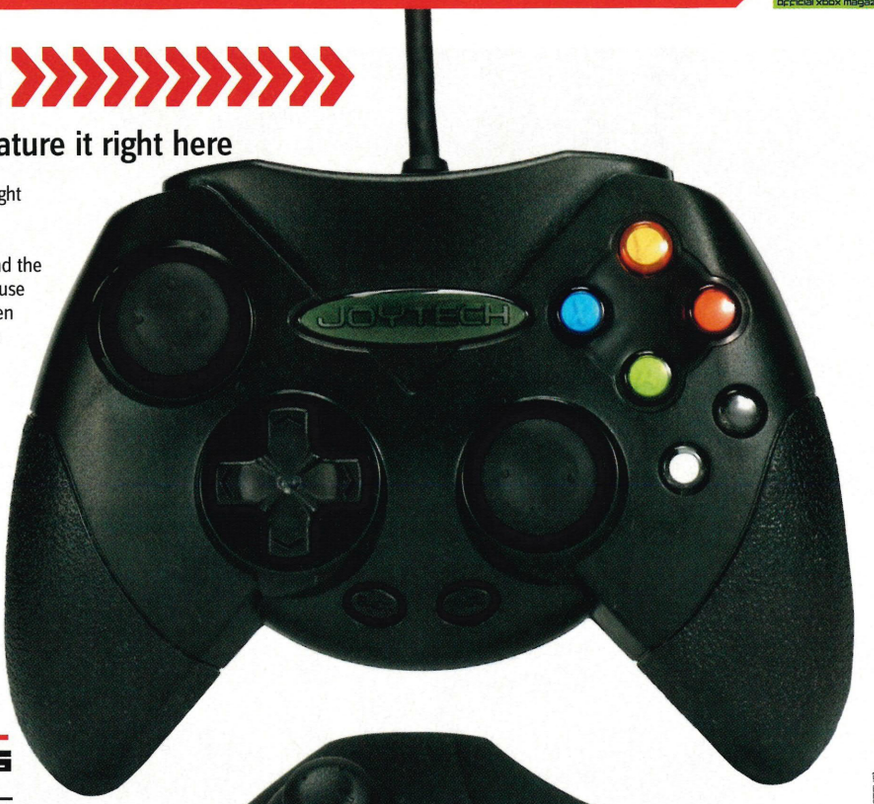
**JOYTECH**
**£19.99**
**AUG 2003**
**WWW.JOYTECH.NET**
**01753 596707**

PAD POLITICS - we've all been involved in them. Sheepishly handing your mate a third-party pad while stubbornly refusing to let go of Microsoft's homemade holy grail can, in many cases, assure you a win. The official pads just always feel better than their cheaper counterparts, don't they? Well that's what we thought too, until we encountered JOYTECH's latest offering...

The Neo S is actually smaller than the Controller S, but don't let that put you big-handed gamers off. It fits in any sized hands perfectly. It also has a nice weighty feel to it, which is surprising considering it's so small. Left and Right thumbsticks have more resistance to them than Microsoft's own pads and the buttons are a dream to use - every one of them. Even the clicking down of the thumbsticks is spot-on.

Third-party pads playing second fiddle to home-grown talent is about to change. "I prefer this to the Controller S," said our very own editor, Max. After passing the Neo S around the office a bit, we were surprised to hear ourselves agreeing with him. Two firsts in one day! Whatever next?

**SCORE 5/5**




**XBOX PLAYFREE CONTROLLER**

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**NOW**
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WIRELESS controllers are the way forward! Using a 2.4GHz radio frequency, you can play all your favourite games up to ten meters away (if you have a big enough TV) without fear of interruption, as the cutting-edge technology rips straight through obstacles, such as your missus standing in front of the telly.

The pad is great to use. Triggers and thumb clicks could be tighter, but it's of little difference. We gave this pad (minus the wireless vibro functions) a quality 4/5 in Issue 18. The switchable frequency selector means you can use four pads at once, too.

**SCORE 5/5**

↓ **Four AAA batteries are included.**

WWE RAW 2 – RUTHLESS AGGRESSION HAS BEEN DELAYED FROM SEPTEMBER TO OCTOBER. EXPECT A FULL REVIEW NEXT ISSUE

## AND FINALLY...

# I spy with my little web cam

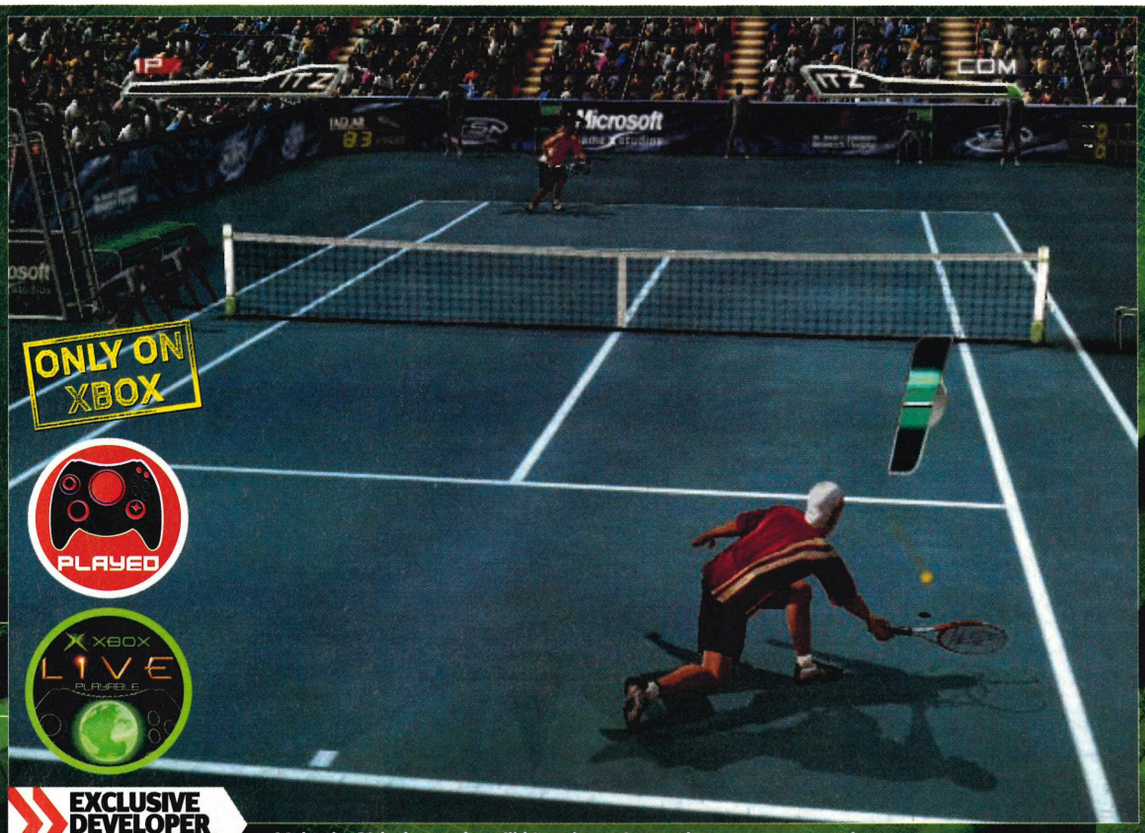
## Official Xbox Magazine sneaks into Bungie's office

SUPER XBOX developer Bungie says "the only true source of official daily updates and subliminal Bungie messages" is its office webcam. The *Halo* team is regularly caught getting up to mis(master)chief, thanks to the tiny camera pointing at them all day, every day.

The beginning of August saw the webcam snap a shot of your very own *Official Xbox Magazine*. Funnily enough, it was the recent *Halo 2* issue. It's good to know Bungie keeps an eye on the press, and it's also good to see the Bungie boys playing with their very own *Halo* toys while taking a short break from *Halo 2* development. Check out the picture on the right and, if you're webbed-up yourself, point your web browser in the direction of http://www.bungie.com/inside/webcam.htm and spy on the boys making *Halo 2*.

↑ **Multi-coloured Master Chiefs on the prowl.**

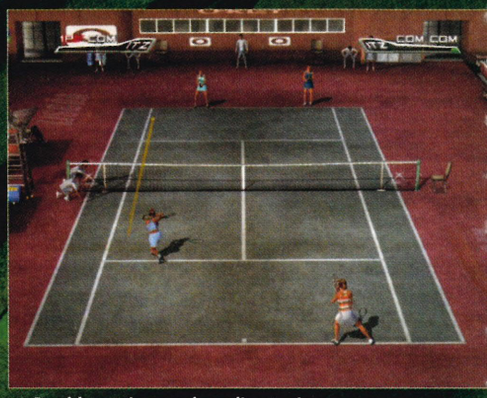
MARK MADE: WE TESTED THE PLAYFREE CONTROLLER ON COLIN MCRAE RALLY 04, AND NEW BOY STEVE BROWN TOOK THE PAD. GAV'S CAR CAME BACK BEATEN TO A PULP. FIRST IMPRESSIONS LAST (BUT SO WAS STEVE).




EXCLUSIVE DEVELOPER INTERVIEWS

↑ Make the Risk shot and you'll hit a clear winner wherever you are on the court.

↑ Vent your anger after a crap shot.



↑ Doubles action works online too!

# Top Spin

INSIDE

## Stephane Dupas serves up the latest on the best tennis game ever

"THE BEST TENNIS game ever?" we hear you scream, "but what about *Virtua Tennis*?" Well, after visiting *Top Spin*'s French developer, PAM, and playing the game to near-death, we were left in no doubt that it is the most detailed and playable tennis game we'd ever seen. And yes, that includes *Virtua Tennis*.

Every element of the game has been worked on and toned to perfection. If Tiger Tim worked as hard as PAM, we'd have a number one player. *Top Spin* is easy for everyone to pick up and get into (just hit A to return every shot), while at the same time offering enough depth for advanced players to spend months mastering (every other button and trigger offer a huge array of shots). And with the addition of full Xbox Live support, the cries of "You can't be serious" will be ringing round the phone lines in truly global style. We got the latest details from Stephane Dupas, director of production.

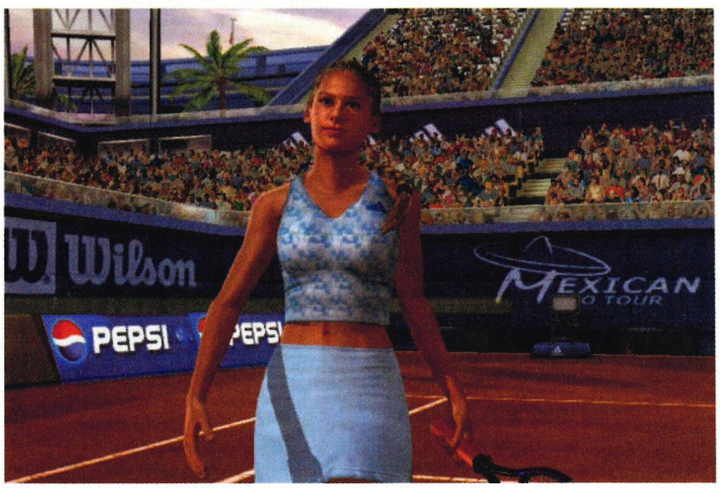
***Official Xbox Magazine:*** **You've been working on the game now for around two years. Why has this particular tennis game taken so long to create?**

**Stephane Dupas:** We invested a lot of that time in the online side of the game to make sure *Top Spin* would be the best tennis experience possible. We wanted to shoot at realism in terms of visuals and we developed a lot of technology to make sure Sampras looked like Sampras. It was important to us that this looked and felt like a real tennis game.

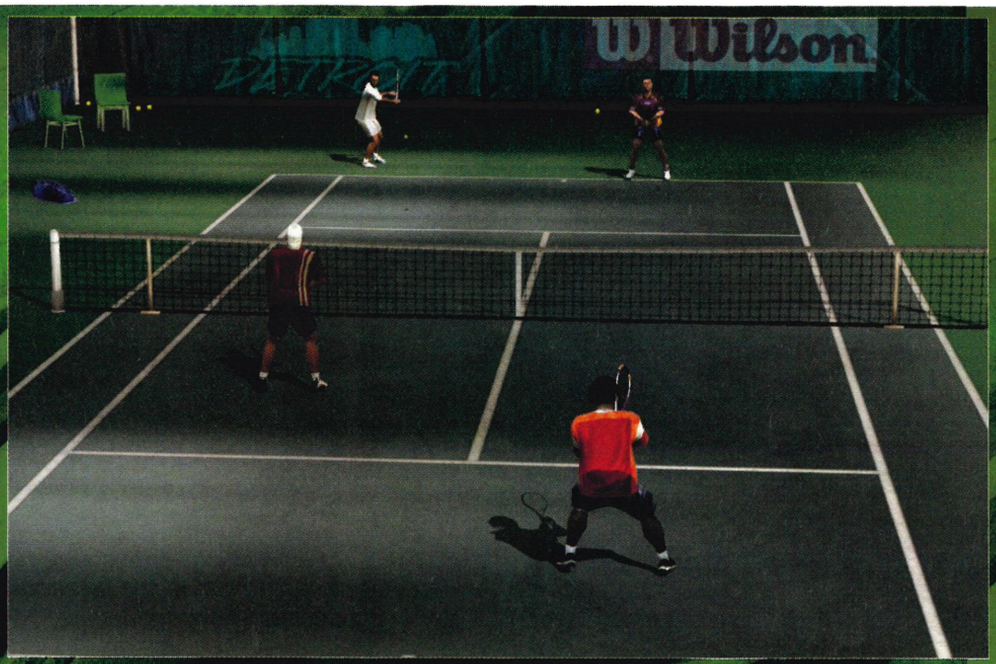
Despite the fact that it looks realistic, we never wanted to create a very complicated simulation of tennis because we always wanted it be accessible to an audience larger then just tennis fans.

**What do you think of other tennis titles that have been around in recent years?** Well we felt a lot of frustration with the recent tennis games, and of course I'm talking about *Virtua Tennis*. It's a brilliant game, very easy to pick up and play, gorgeous graphics for the Dreamcast and nice animations. It's good. But after five hours we got really bored and wondered why. We believe it had a serious lack of depth, which we concentrated on for *Top Spin*. The actions you can do in *Virtua Tennis* are too limited. Tennis is all about surprising your opponent,

↑ Grass courts are the fastest in the sport. Hit the serve well and you'll score an ace.




↑ If Anna's tennis matched her looks she'd be the best in the business.




↑ Use the Xbox Communicator to decide on your team tactics while playing over Xbox Live.

↑ The 'ITZ' bar tells you when you're in the zone.

↑ Create your own players in super detail.

↑ Hard surfaces make for long baseline rallies. Run to the net as soon as you can.

↑ *Top Spin* plays as good as it looks... and it looks amazing.

# "It looks incredibly realistic but doesn't play like a sim"

performing a shot that is not expected. In *Top Spin*, all the buttons are used for different shots.

**What other areas of the game have you looked to improve on compared with others?**
The second thing we've improved on is the game modes. We have six in *Top Spin* that vary from quick games, training, tournaments, grand slams and online modes. We also have a very detailed create-a-player mode that allows you to make a character look as close to you as possible. That's why it's taken us two years to make.

**Looks and modes aside, the true test of a tennis game is in the gameplay. What can we expect from *Top Spin*?**
There are many different levels of depth, depending on how you want to play. For the first five minutes you'll be using the Left thumbstick and the A button. With these you can perform all the shots: serve, volley, smash, drop shot, forehand and backhand. The second level, once you know the game a bit better, is to begin using all the buttons and triggers for a wide variety of shots.

The X button performs backspin that allows you to slow the ball's pace down and approach the net. The B button is for top spin and that's very useful in finding better angles. You can use this to push a player back or keep them pinned down to the baseline. The Y button is the lob - press it once for a quick lob or hold it down for a long lob that gives you time to get back into position.

The Left trigger is a drop shot that can be used whenever the player feels like it and the Right trigger is used for what we call 'risk shots'. At some stage during the point, you'll want to make the difference and hit the ball as hard as you can to win. If you think you're going to lose the point, then you hit and hope. You see this on TV a lot. The player can do this whenever they want. We also have an In The Zone meter that basically means the better you play, the better you play. Take too many risks when you're in the zone and you'll lose your edge.

**Tell us about the animations that players can perform after a point.**
Using the Black and White buttons, you can perform combos to express an emotion after a point. For example, hit the White button twice and you'll applaud your opponent's shot. Once you know the combos for the others, you can tease your opponent or show you're angry with the way they are playing. This will be a really good feature in online play.

**Are there any options you decided against using?**
We used to have an option that allowed you to argue with the linesman or umpire but we took it out as it wouldn't be much fun if you're playing someone online who argues the call of every point.

**Sum up *Top Spin* in 34 words exactly.**
*Top Spin* is an online tennis game. It looks incredibly realistic but it doesn't play like a simulation. We've addressed all the frustrations people have had with lack of depth in other tennis titles.

**Perfect.**

GAME INFORMATION
DEVELOPER: **PAM**
PUBLISHER: **MICROSOFT**
RELEASE OCT 2003
PERCENTAGE COMPLETE

CV: THE TOP SPIN TEAM WAS FORMED IN 1995 AND CREATED RONALDO V-FOOTBALL.

↑ It's online, exclusive to Xbox and looks ten times sharper than the stunning original. Our bindings are already out.

# Amped 2

## Slip and slide down the slopes from the comfort of your couch

DESIGNED TO appeal to snowboarding aficionados, the original *Amped* was a surprise hit that also found an audience with the more casual gamer. Focused on freestyling rather than racing, the upcoming sequel adds a few new tricks to stay competitive.

The biggest change is the addition of the new 'Butter' trick system. Similar to the manual found in the *Tony Hawk* games, the butter move allows players to easily link tricks together into complex combos. A separate scoring system also rewards players for boarding with style. A simple yet perfectly executed trick will score more style points than a complex but sloppy stunt.

Full integration with XSN Sports and Live allows players to compete competitively or co-operatively with friends online. And this is going to be huge. Competitive modes range from pick-up sessions, to full season stat tracking to find the best overall rider.

Visually, *Amped 2* is an improvement over the original, featuring more detail in the character models and environments. If the course selection is decent, *SSX 3* will find itself with some pretty cool competition this winter.

**GAME INFORMATION**
DEVELOPER: **MICROSOFT**
PUBLISHER: **MICROSOFT**
RELEASE **OCT 2003**
PERCENTAGE COMPLETE

## Skating on thin ice

SNOWSKATING is exactly what it sounds like - a combination of skateboarding and snowboarding. Place a single short ski underneath a skateboard and then ride it down a mountain. It sounds straightforward, but no bindings means that though the boarder can pull more outrageous tricks, it also seriously increases the difficulty.

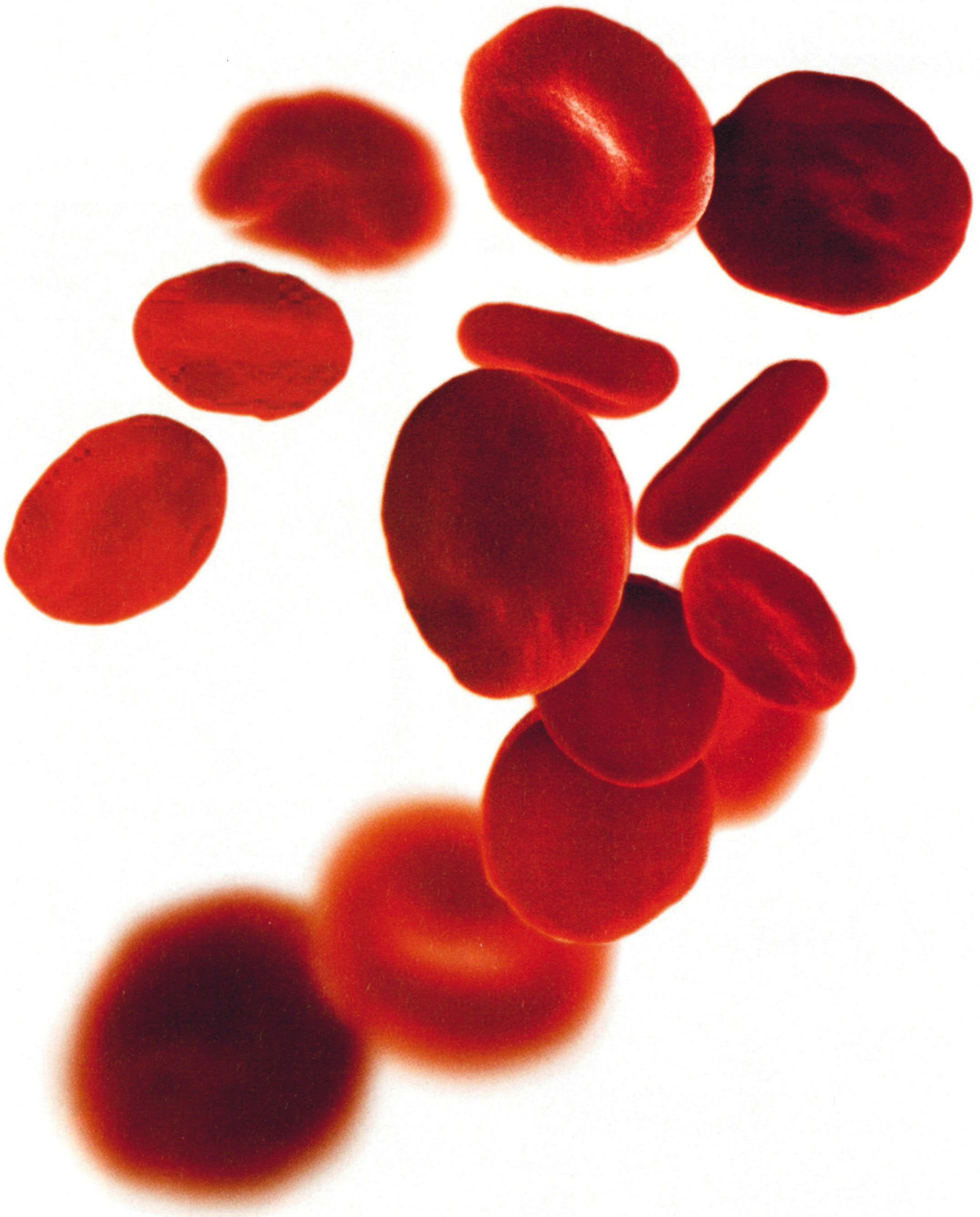
↑ Skateboarding on snow has arrived.

↑ Take on riders from all around the world.

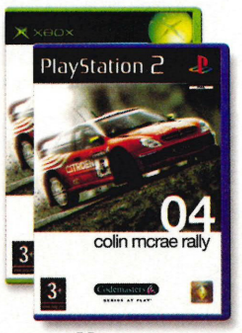
↑ Always take a leak before setting off.

↑ Leaning too far forward can leave your two front teeth open for a nasty accident.

↑ Strike a pose for the camera to land yourself a front cover and a pile of cash.



RH+ blood cells from co-pilot's bitten lip as a Lancia Delta Integrale slams into barricade.




# 04™

## colin mcrae rally

**breath taking, heart pounding, pulse racing detail**

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GENIUS AT PLAY™

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# Links 2004

## The PC classic swings onto Xbox with full Live play

WELL KNOWN among the PC gaming fairway, the *Links* series is widely considered to be the crème de la crème of golfing games. Moving it to Xbox is something of a risky move for Microsoft, but it appears to be paying off nicely.

*Links 2004* puts the analog stick to good use by mapping it to the club for swing control (like in *Tiger Woods*). Pull back on the stick for the upswing and push forward for the downswing. If you want to slice the ball, simply move the stick left or right while on the downswing. Just like real golf, timing is everything.

Mixing things up a bit is the Challenge mode, which presents the player with a number of skill shots to complete. Deceptively simple, the Challenge mode is in fact a lot trickier than it looks, and lives up to its name.

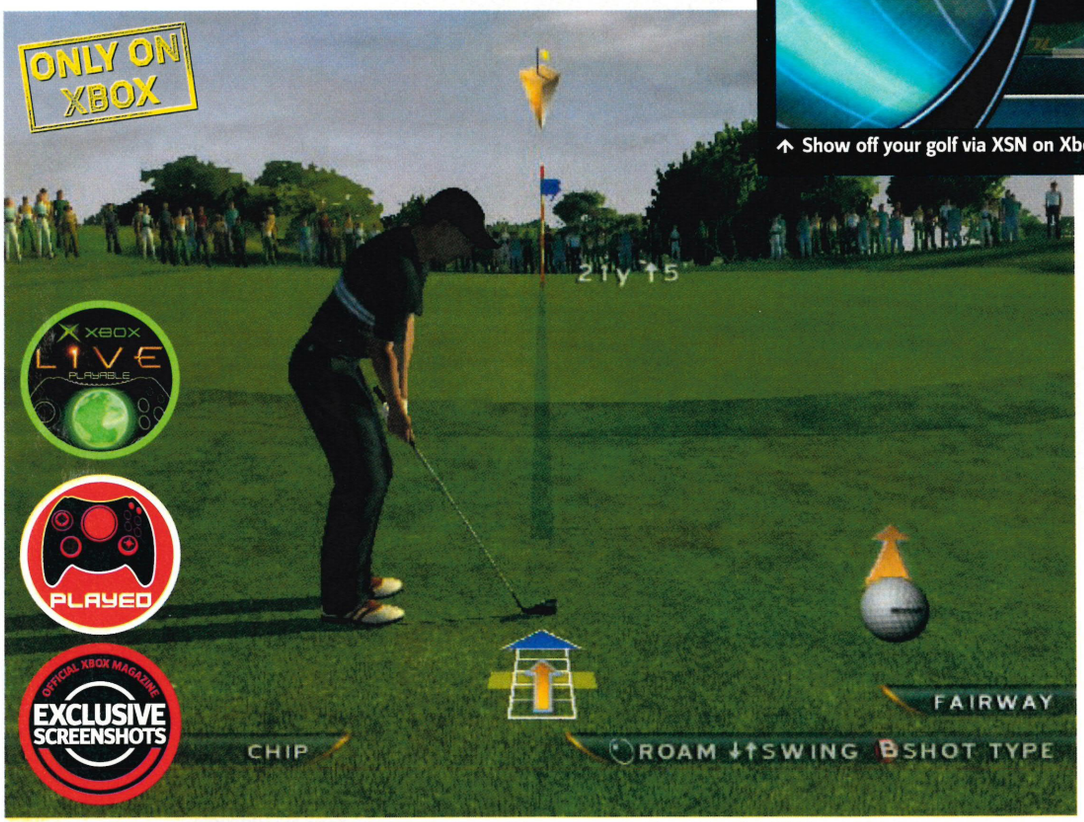
Courses in *Links 2004* have been recreated with extreme attention to detail – if it exists in real life, it's 'in the game' as EA would say. Designed to be upgradeable, Microsoft is planning to make expansion courses available via Live.

**GAME INFORMATION**
DEVELOPER: **MICROSOFT**
PUBLISHER: **MICROSOFT**
**RELEASE NOV 2003**
PERCENTAGE COMPLETE

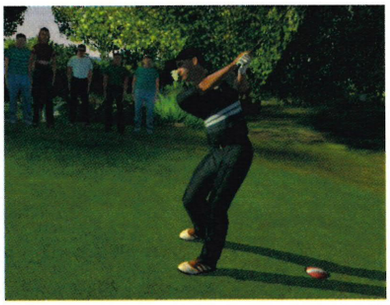
## Take on the Tiger with XSN on Live

MICROSOFT HAS big plans for Xbox Sports Network and *Links 2004*. Played via Live, XSN allows for virtual league play as well as tournaments, complete with prizes. Think you can outplay Tiger Woods? XSN will let you prove it to the world.

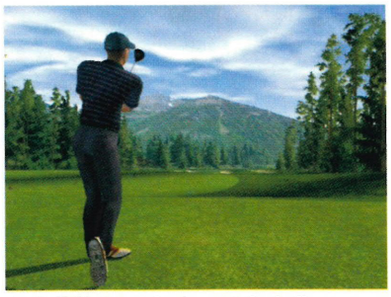
↑ Show off your golf via XSN on Xbox Live. It's a bit like being on the telly.



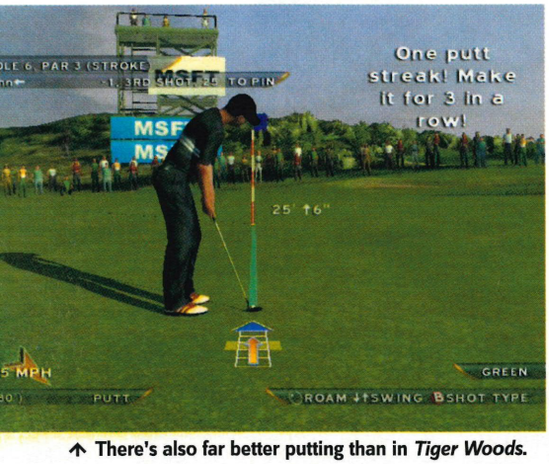

↑ *Links* will be great news for those bemoaning the lack of Live support in *Tiger Woods PGA Tour 2004*.



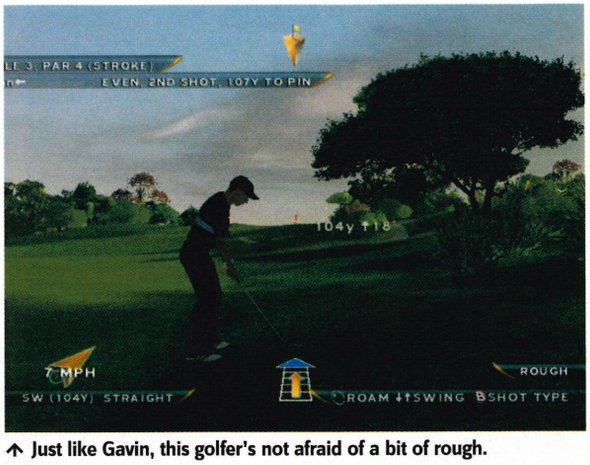
↑ Driving ranges with human markers. Cool!



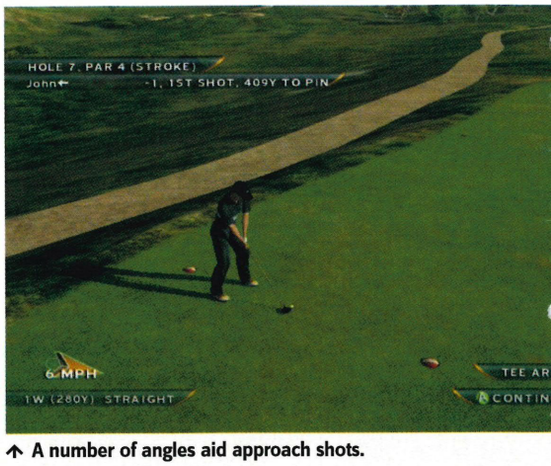
↑ Golf. Not popular in spot-the-ball compos.



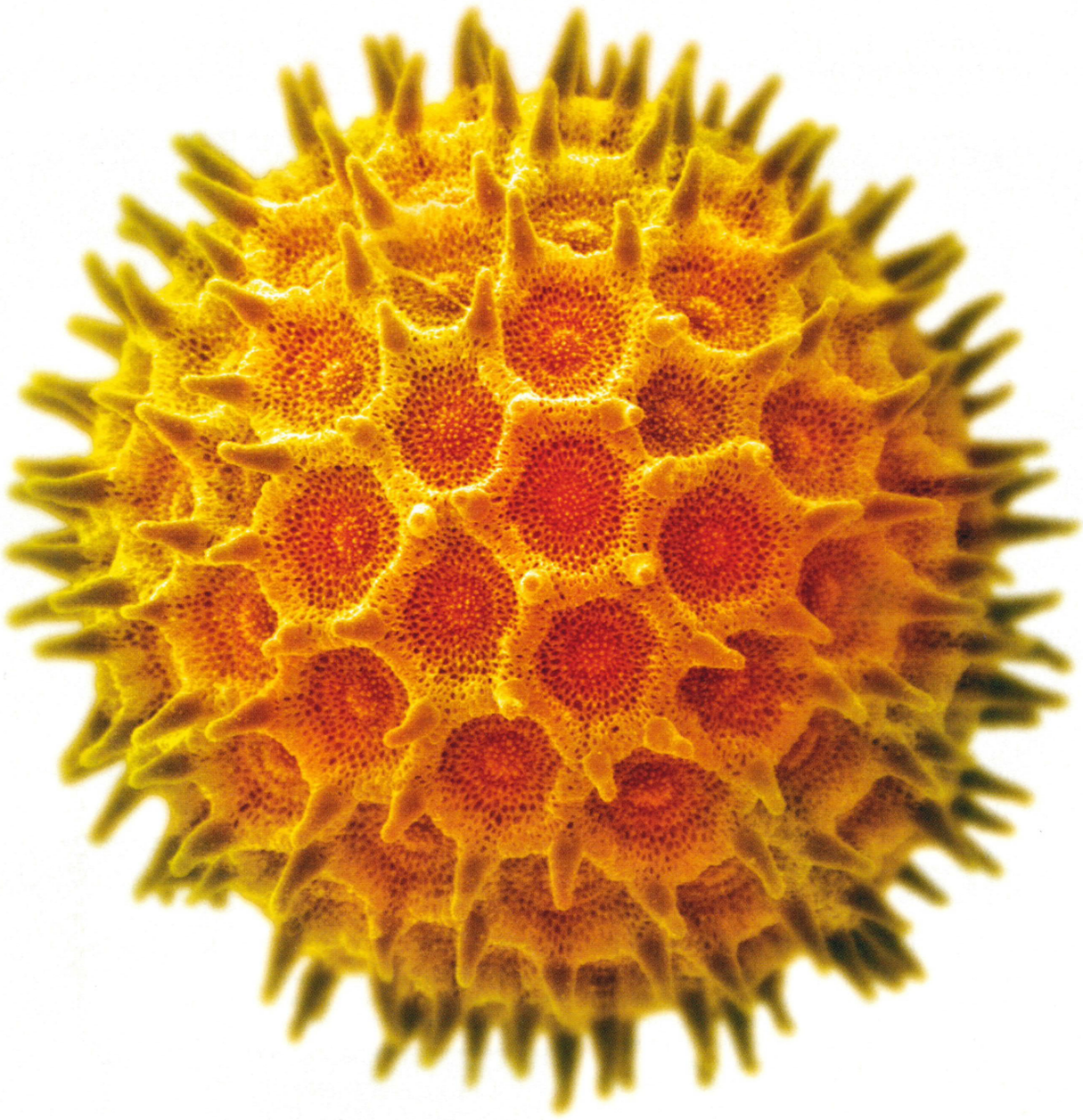

↑ There's also far better putting than in *Tiger Woods*.



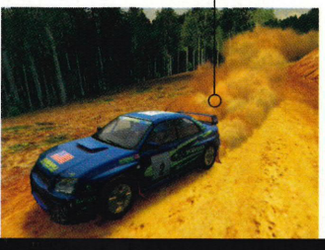

↑ Just like Gavin, this golfer's not afraid of a bit of rough.

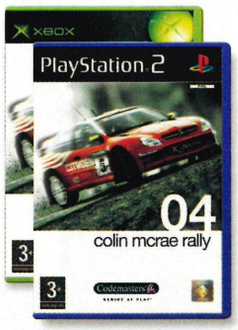



↑ A number of angles aid approach shots.



1 of billions of dust particles flying from the rear of the Subaru Impreza WRX.






# 04™

## colin mcrae rally

**breath taking, heart pounding, pulse racing detail**

XBOX PlayStation 2

"The king of rally games returns" - Official PS2

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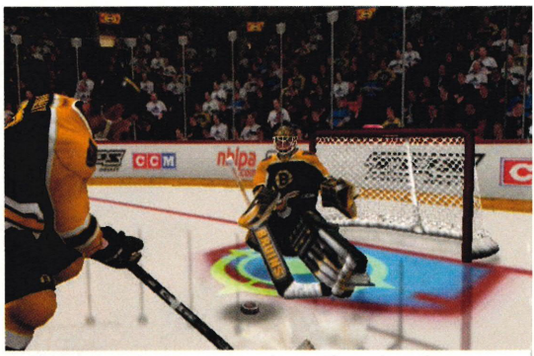
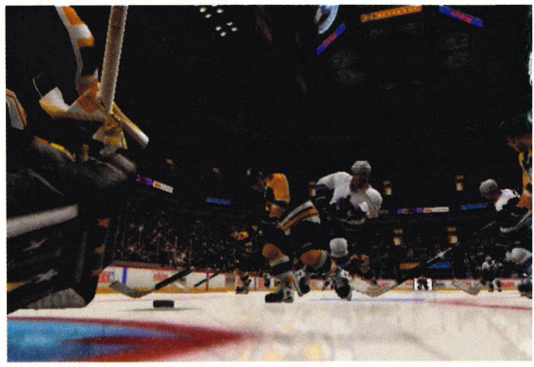
↑ The no-holds-barred fun of ice hockey games gets a huge boost with the option of Xbox Live online play.



↑ Test your goalie by surprising him with random shots.



↑ Camera angles offer an excellent view of the action.

# NHL Hitz: Pro

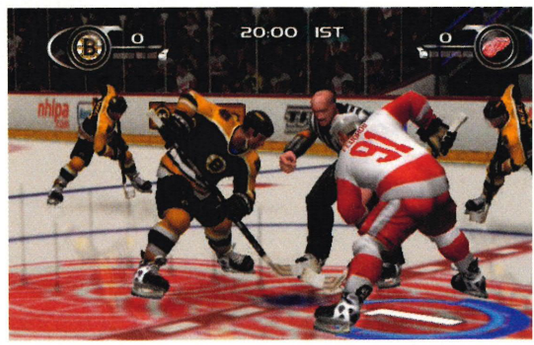
## Aggressive ice-skating with big sticks and a hard puck goes online

MIDWAY'S SPORTS games have always been about OTT gameplay. If you checked out the last *Hitz* game (Issue 09, 8.4) then you'll know what we're talking about. *NHL Hitz: Pro* is no different – it's just a lot better thanks to the addition of online play for five-on-five games.

This option allows every position on the team to be played by a real person, rather than leaving you open to a mistake made by an AI player. If your goalie starts acting the goat, abuse him to death via the Xbox Communicator – he'll think twice about it the next time.

All the players, stadiums, rules and regulations of the frosty sport have been captured brilliantly and wrapped up in the fast and furious style Midway knows best. Oh, and in case you're wondering, these are in-game screenshots and not photos lifted from *Sports Illustrated*.

**GAME INFORMATION**
DEVELOPER: **MIDWAY**
PUBLISHER: **MIDWAY**
RELEASE NOV 2003
PERCENTAGE COMPLETE




↑ First player to whack the ref in the shins wins.

# The Lord of the Rings: Treason of Isengard

## Download content and characters only on Xbox

CHRISTMAS WILL be a busy time for Tolkien fans. Along with the last film, two games (the other is EA's *Return of the King*) will be vying for your cash.

*Treason of Isengard* lets you control Boromir, Aragorn, Gimli and co in both single-player and co-op games. There'll be puzzle solving and loads of hack and slash gameplay. Only Xbox gamers will be able to download new content and characters, a feature EA's game lacks. Watch this space for more details.

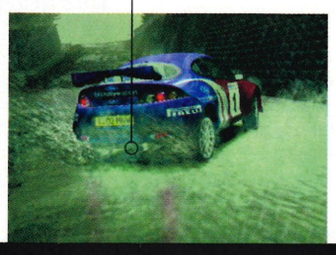
**GAME INFORMATION**
DEVELOPER: **SURREAL SOFT.**
PUBLISHER: **VIVENDI**
RELEASE NOV 2003
PERCENTAGE COMPLETE

↑ Cave trolls pack a mean punch.

↑ Legolas and Gimli take it to the orcs.

↑ Vivendi's game even covers the epic battle of Helm's Deep.

Fifteen of 2 million water droplets spraying from the rear of a Puma Rally Car as it executes a 120 kph power slide.



# 04™

## colin mcrae rally

**breath taking, heart pounding, pulse racing detail**

XBOX PlayStation 2

"An absolute belter" - Playstation Max

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XBOX-ONLY RPG ON ITS WAY!

EXCLUSIVE DEVELOPER INTERVIEWS

↑ *KOTOR* has loads of fantastic areas to explore, and BioWare hopes to give us more to download! Yes!

↑ *KOTOR* will be out this month, so...

↑ ...you'll soon be fighting Kath hounds!

# BioWare

## BioWare speaks exclusively about KOTOR's success, sequels and a top-secret game...

INSIDE

BIOWARE IS THE famed Canadian developer behind *Star Wars: Knights of the Old Republic* (Issue 20, 9.5), the first true Xbox RPG that's already enjoyed massive success Stateside. More than 240,000 copies have flown off the shelves within its first few weeks of release! With a UK launch due later this month, there's no stopping our Xbox-exclusive stunner. BioWare has created a monster! But what's next for the RPG specialist? To find out, we caught up with BioWare founders and co-producers Dr Ray Muzyka and Dr Greg Zeschuk.

***Official Xbox Magazine:* Looking back over the development of *KOTOR*, what were the highlights of creating the world's first *Star Wars* RPG?**

Dr Ray Muzyka: The biggest highlight was right at the start, with an email Greg and I received in October 1999 from Simon Jeffery [president of LucasArts]. He was a fan of *Baldur's Gate* [Issue 08, 8.5] and offered us the chance to develop the first *Star Wars* RPG. Naturally, we were very excited by this and gladly accepted the opportunity. One highlight from that relationship was being able to visit Skywalker Ranch during the development cycle. It's a very, very cool place to visit for anyone who likes *Star Wars*, *Indiana Jones*, or any other George Lucas films.

**How did you find Xbox to work with? What did it allow you to do that other consoles didn't?**

↑ Dr Greg and...

↑ ...Dr Ray.

Dr Greg Zeschuk: BioWare has experience on both Dreamcast and PlayStation 2 (*MDK2* and *MDK2 Armageddon*), and we found Xbox to be an absolute dream. When we tried to do something new it almost always worked as we expected. We didn't spend much time delving through secret routines or support message boards to find out answers to our questions. We generally took a shot and it worked.

**The game has received incredibly high scores across the board. Is this the reaction you expected?**

Dr Ray Muzyka: We don't really expect anything (critical or commercial success) *per se* – rather, we try to strive to make the best possible games, each one better than the last. Everyone tries their best when they're up to bat (to put it in baseball – er, I mean cricket – terms). Certainly, with *KOTOR* we tried our best to improve on all of our past efforts and the quality of the game is a real credit to the hard work of everyone at BioWare. Now we have to look to the future and ensure that all of our games are even better.

**Did anything not make the cut that you would have liked to have seen in the finished game?**

Dr Greg Zeschuk: There was almost nothing missing from the final game that we missed. Stepping back and looking at the game today, there are probably a few tiny things that could be added, but none of them are key features that would make the game substantially better. We think there's already a fair amount of innovation in *Knights of the Old Republic* and you can only go so far in creating something new.

**Can you give us any information on what we might expect from the downloadable content side of things?**

Dr Ray Muzyka: We've got lots of ideas for downloadable content. The possibilities are quite broad. We're tossing around ideas for additional quests in certain areas, cool new items, applying new effects on items when the entire set has been found and possibly even a small new area or two. We can't promise anything quite yet and we'll definitely let everyone know when we have some more specifics planned.

**Would you like to create a sequel to *Knights of the Old Republic* or are you moving on to an original new title? Something beginning with '*Jade*' for instance...?**

Dr Greg Zeschuk: We haven't said anything publicly about a sequel yet but it would seem likely that you'll hear some news on that front eventually from us and LucasArts.

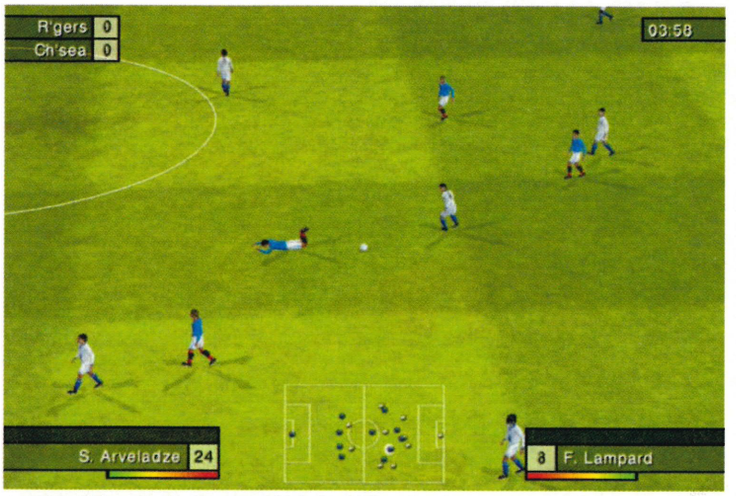
We are certainly working on an Xbox-exclusive title to be published by Microsoft, but no specific project details have been released at this point. Sooner or later (I'd bet on maybe sooner, rather than later... maybe even later this year) people will learn what we're making and we suspect they'll be as excited as we are when they find out what it is. It's a project Ray and I have personally wanted to make for several years.

Dr Ray Muzyka: It's extremely innovative and very polished. What we have said thus far is that it's a role-playing game on the Xbox and we're definitely going to be applying everything we've learned from the development of *KOTOR* to make our next game epic in storyline and gorgeous in graphics.

Our goal is to make the market-leading RPGs on all platforms we develop on and this next one will be no exception... but more on that later. With regards to this mysterious '*Jade*' you speak of, all we can say about that is that it sure sounds intriguing...

**Indeed it does...**

| GAME INFORMATION | PERCENTAGE COMPLETE |
|---|---|
| DEVELOPER: BIOWARE | |
| PUBLISHER: LUCASARTS | |
| RELEASE SEPT 2003 | |




↑ Wait till he hits the floor and kick the ball as hard as you can at his legs. Ouch!

↑ The ref's call is final and there's no point making a scene.

# Club Football

## First play of Codies' most ambitious project to date

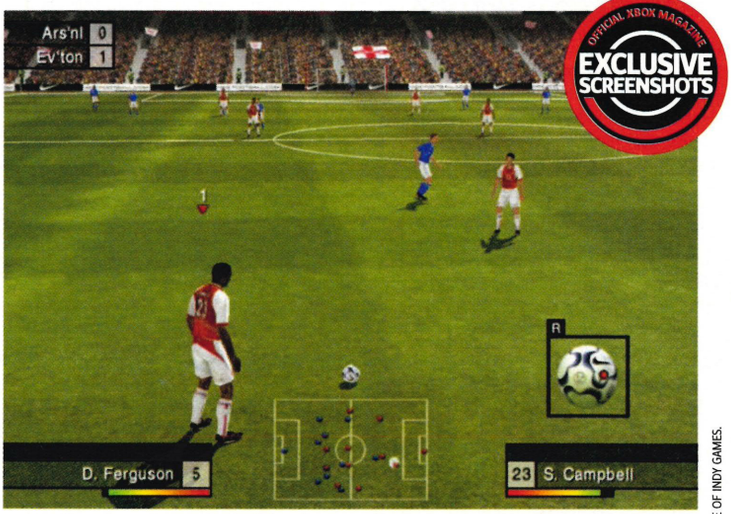
DESIGNING club-specific football games for 17 of Europe's biggest clubs isn't something you decide to do overnight. As far as latest kits and pre-season signings go, you can bet there are a few sore heads at HQ in Warwick.

But what about the game? Well, we managed to get our clammy hands on a very early version that, we think, failed to do the game justice. The code arrived with a list of bugs as long as Ben's arm, making it hard to see what worked, what didn't, and what will in the final game.

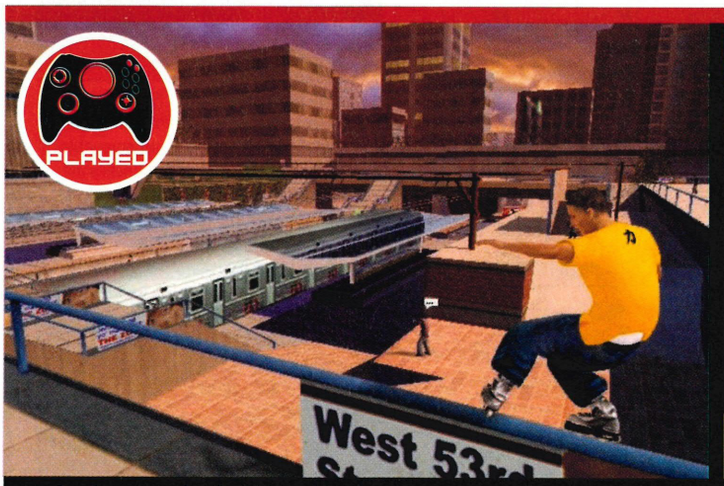
We can tell there's a decent game hiding underneath the swarm of 'known issues', and we'll hopefully get a near-complete version next month.

↑ Make the team play your way.

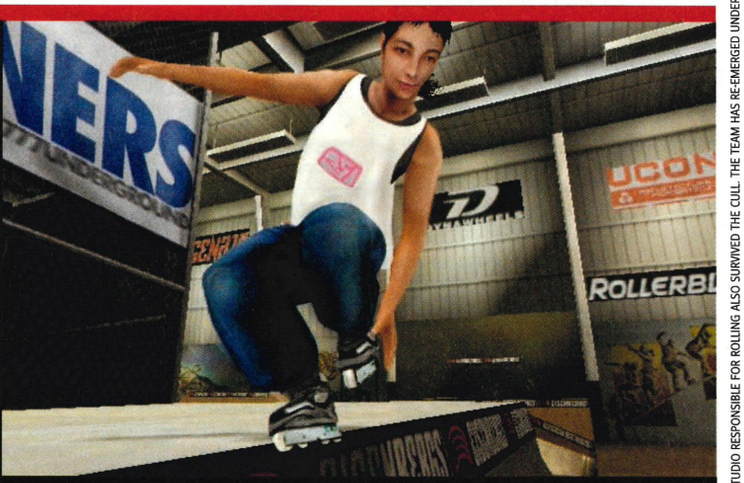
GAME INFORMATION
DEVELOPER: CODEMASTERS
PUBLISHER: CODEMASTERS
RELEASE OCT 2003
PERCENTAGE COMPLETE




↑ Position the spin on the ball for the ever-impressive banana shot.




↑ Another example of a trick you'll only get wrong once. That's quite a fall.




↑ Scratching your ankle while grinding the lip of a ramp is a very cool trick.

# Rolling

## Just when you thought it was safe to go blading

FOLLOWING THE fallout of Rage Software, *Rolling* looked like it might join the almost-released *Lamborghini* in the great video game graveyard in the sky. But thanks to SCi, *Rolling* has survived and will now be released next month for the very cool price of £29.99.

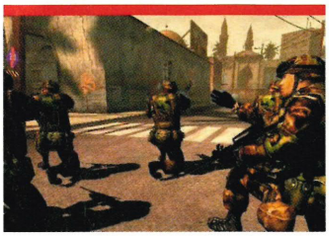
What you get for your cash is a good-looking, easy to pick up and play rollerblading game that follows the formula of most extreme sports games. Skate around various street-based levels completing goals for stat points. It's a shame that the online options talked about when the game was under Rage failed to materialise, but at least the game's now got a solid release. We'll be bringing you a full review next issue.

GAME INFORMATION
DEVELOPER: INDY GAMES
PUBLISHER: SCI
RELEASE OCT 2003
PERCENTAGE COMPLETE

CHANGE IS GOOD FOR THE SOUL: THE RAGE STUDIO RESPONSIBLE FOR ROLLING ALSO SURVIVED THE CULL. THE TEAM HAS RE-EMERGED UNDER THE NAME OF INDY GAMES.

# READERS MOST WANTED

LET US KNOW the Xbox games you're most looking forward to. Use the coupon on page 123, include a Top Five with anything you send us or drop us an email at **staff@fxmi.com** - remember to indicate your order of preference.



**OUR SHOUT**

Your most wanted games have a few new additions this month including war games *Medal of Honor: Rising Sun* and *Full Spectrum Warrior*. The latter is already looking impressive and apparently it's based on genuine military training software. *Fable* has slipped a little because no one is sure when it's actually coming out. We're predicting it could be as late as next spring! Still, we reckon it's going to be great when it eventually turns up!

**1. HALO 2**
DEVELOPER: **BUNGIE** PUBLISHER: **MICROSOFT**
RELEASE: **2004**

**2. HALF-LIFE 2**
DEVELOPER: **VALVE**
PUBLISHER: **VIVENDI UNIVERSAL**
RELEASE: **2004**

**3. BC**
DEVELOPER: **INTREPID**
PUBLISHER: **MICROSOFT**
RELEASE: **DECEMBER 2003**

**4. FULL SPECTRUM WARRIOR**
DEVELOPER: **PANDEMIC**
PUBLISHER: **MICROSOFT**
RELEASE: **DECEMBER 2003**

**5. PROJECT GOTHAM RACING 2**
DEVELOPER: **BIZARRE CREATIONS**
PUBLISHER: **MICROSOFT**
RELEASE: **DECEMBER 2003**

**6. DOOM 3**
DEVELOPER: **ID** PUBLISHER: **ACTIVISION**
RELEASE: **SUMMER 2004**

**7. TONY HAWK UNDERGROUND**
DEVELOPER: **NEVERSOFT**
PUBLISHER: **ACTIVISION**
RELEASE: **NOVEMBER 2003**

**8. FABLE**
DEVELOPER: **BIG BLUE BOX**
PUBLISHER: **MICROSOFT**
RELEASE: **SPRING 2004**

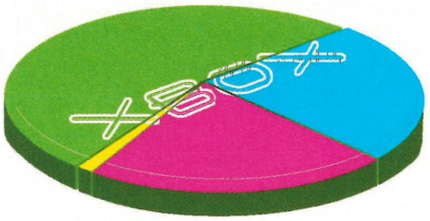
**9. MOH: RISING SUN**
DEVELOPER: **EA** PUBLISHER: **EA**
RELEASE: **NOVEMBER 2003**

**10. COUNTER-STRIKE**
DEVELOPER: **VALVE** PUBLISHER: **MICROSOFT**
RELEASE: **DECEMBER 2003**

# THE HOT TOPIC

Startlingly relevant Xbox issue of the day

What type of shampoo should Ben use?



| KEY (per cent) | |
|---|---|
| Head & Shoulders | 23 |
| Timotei | 23 |
| Supermarket Own Brand | 1 |
| Strong medical one | 52 |

SOURCE: *Official Xbox Magazine* forum

## THIS MONTH'S CHART THROB: BEN TALBOT

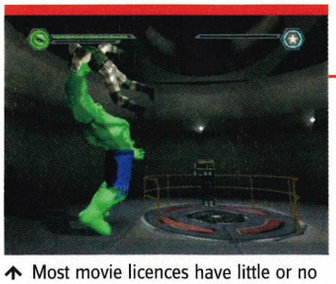
**1. XIII**
**2. Conker: Live & Uncut**
**3. True Phantasy Live Online**
**4. BC**
**5. Metal Arms: Glitch**

**BEN SAYS:** My nerve endings are tingling with anticipation this month, having had my first serious play on *XIII*. This cel-shaded first-person shooter has such a unique verve and style that I couldn't put down the controller. Even more enticing is the developers' claim to have made the multiplayer game "just like *GoldenEye*". *Conker* looks to be another engaging Xbox Live experience, as does the ground-breaking RPG *True Fantasy Live Online*. Microsoft might actually beat Squaresoft at their own game with this one.

Virgin megastores

# VIRGIN MEGASTORES CHART

WHEN YOU WALK away from a Virgin Megastore with a new game, the development team tail you from the back of a Ford Transit van. They're kitted out with the latest surveillance equipment and fit your bedroom with bugs and secret cameras to see how much you're enjoying your purchase.



↑ Most movie licences have little or no involvement by the film's cast and crew. Two exceptions are *Enter the Matrix* and *The Hulk*. *Hulk* benefits hugely from Eric Bana doing the voiceover and there are behind-the-scenes clips and interviews. It's great ripping things to shreds too!

**1. BRUTE FORCE**
DEVELOPER: **DIGITAL ANVIL** PUBLISHER: **MICROSOFT**
Fastest-selling Xbox game of all time benefits from an awesome single-player game.

**2. MIDNIGHT CLUB II**
DEVELOPER: **IN-HOUSE** PUBLISHER: **ROCKSTAR**
Excellent multiplayer racer is one of the hottest properties on Xbox Live.

**3. MIDTOWN MADNESS** NEW
DEVELOPER: **DIGITAL ILLUSIONS** PUBLISHER: **MICROSOFT**
What this driver lacks in playability it makes up for in game modes and unlockables.

**4. ENTER THE MATRIX**
DEVELOPER: **SHINY ENTERTAINMENT** PUBLISHER: **ATARI**
We've unlocked the trailer for *The Matrix Revolutions* and it looks awesome!

**5. PHANTASY STAR ONLINE** NEW
DEVELOPER: **SEGA** PUBLISHER: **SEGA**
As this online RPG's following increases, the game just keeps on improving.

**6. THE SIMS** NEW
DEVELOPER: **EA** PUBLISHER: **EA**
Build a family and try to stop them self-destructing in this wacky virtual soap.

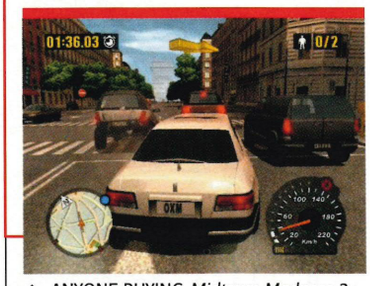
**7. THE HULK**
DEVELOPER: **UNIVERSAL GAMES** PUBLISHER: **VIVENDI UNIVERSAL**
Perfect for gamers who just want to break something. Destroying stuff is always fun.

**8. TOM CLANCY'S SPLINTER CELL** NEW
DEVELOPER: **UBI SOFT** PUBLISHER: **UBI SOFT**
Sneaking around isn't always cowardly, as special agent Sam Fisher proves.

**9. MOTOGP 2: ULTIMATE RACING TECH.**
DEVELOPER: **CLIMAX BRIGHTON** PUBLISHER: **THQ**
You can now play against Japanese gamers on the Xbox Live network.

**10. RETURN TO CASTLE WOLFENSTEIN: TOW**
DEVELOPER: **NERVE SOFTWARE** PUBLISHER: **ACTIVISION**
Three downloadable levels make this Nazi-busting FPS even more enticing.

↑ EXTREMELY DESERVING of its place at the pinnacle, it's set apart from other games of the moment by providing an enjoyable single-player story. After all, not everyone has access to Xbox Live and there's always a place for a good adventure. That's not to say that multiplayer isn't a factor - that's great too - but it isn't Xbox Live enabled.



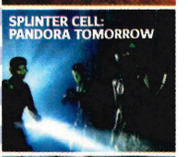

↑ ANYONE BUYING *Midtown Madness 3* should consider it as a multiplayer game. The single-player mode is entertaining but the real laughs begin on Xbox Live. You might be a bit put off by the legions of bugs and glitches within the game, though. With a bit more polish this could have been an essential Xbox title.

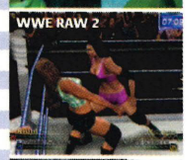
# XBOX GAME RELEASES

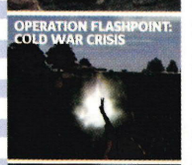
The forthcoming games you need to know about

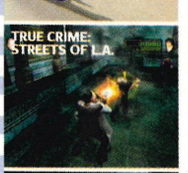
| DATE | GAME | DEVELOPER | PUBLISHER | ISSUE |
|---|---|---|---|---|
| SUMMER | DRONEZ | ZETHA GAMEZ | METROAUTUMND | 4 |
| | DUNGEONS AND DRAGONS: HEROES | ATARI | ATARI | N/A |
| | FROGGER CLASSIC | KONAMI | KONAMI | N/A |
| | HAVEN: CALL OF THE KING | TRAVELLER'S TALES | MIDWAY | 9 |
| | INSIDE PITCH 2003 | MICROSOFT | MICROSOFT | 16 |
| | RUN LIKE HELL | INTERPLAY | VIVENDI UNIV. | N/A |
| | WWE RAW 2 | ANCHOR | THQ | 15 |
| AUTUMN | A SOUND OF THUNDER | COMPUTER ARTWORKS | BAM! | 13 |
| | ALIAS | ACCLAIM | ACCLAIM | 17 |
| | AMPED 2 | MICROSOFT | MICROSOFT | N/A |
| | BACKYARD WRESTLING: DTTAH | PARADOX | EIDOS | N/A |
| | BARBIE HORSE ADVENTURES | COKTEL | VIVENDI UNIV. | N/A |
| | BATMAN: RISE OF SIN TZU | IN HOUSE | UBI SOFT | N/A |
| | COLIN McRAE RALLY 04 | CODEMASTERS | CODEMASTERS | 17 |
| | CONFLICT: DESERT STORM II | PIVOTAL GAMES | SCI | 17 |
| | CRIMSON SKIES | MICROSOFT | MICROSOFT | 4 |
| | CURSE | WANADOO | WANADOO | N/A |
| | DEUS EX: INVISIBLE WAR | ION STORM | EIDOS | 12 |
| | DISNEY'S EXTREME SKATE ADV. | TOYS FOR BOB | ACTIVISION | 17 |
| | DYNASTY WARRIORS 4 | KOEI | KOEI | 19 |
| | FALLOUT: BROTHERHOOD OF STEEL | BIOWARE | VIVENDI UNIV. | 16 |
| | FREAKY FLIERS | MIDWAY | MIDWAY | N/A |
| | FREEDOM | IO INTERACTIVE | EA | 14 |
| | FREEKSTYLE | EA BIG | EA | 4 |
| | GHOST MASTER | SICK PUPPIES | EMPIRE | N/A |
| | GLADIATOR: SWORD OF VENGEANCE | ACCLAIM | ACCLAIM | 16 |
| | GLADIUS | LUCASARTS | LUCASARTS | N/A |
| | GRABBED BY THE GHOULIES | RARE | MICROSOFT | N/A |
| | HARRY POTTER: QUIDD. WORLD CUP | EA | EA | 18 |
| | LEGACY OF KAIN: DEFIANCE | CRYSTAL DYNAMICS | EIDOS | 18 |
| | MAFIA | ILLUSION SOFTWORKS | TAKE 2 | 19 |
| | NHL HITZ PRO | MIDWAY | MIDWAY | N/A |
| | NHL RIVALS 2004 | MICROSOFT | MICROSOFT | 17 |
| | OPERATION FLASHPOINT: CWC | CODEMASTERS | CODEMASTERS | N/A |
| | PSYCHONAUTS | DOUBLE FINE | MICROSOFT | 6 |
| | RAINBOW SIX 3 | UBI SOFT | UBI SOFT | 19 |
| | ROLAND GARROS 2003 | TBA | WANADOO | N/A |
| | ROLLING | RAGE | SCI | N/A |
| | SHINING LORE | PHANTAGRAM | PHANTAGRAM | N/A |
| | SHREK 2 | TBA | TDK MEDIACTIVE | N/A |
| | SOUL CALIBUR II | NAMCO | NAMCO | 14 |
| | SPONGEBOB SQUAREPANTS | THQ | THQ | N/A |
| | SPY VS SPY | TDK MEDIACTIVE | TDK MEDIACTIVE | 10 |
| | SWAT: GLOBAL STRIKE TEAM | ARGONAUT | VIVENDI UNIV. | N/A |
| | TOP SPIN | MICROSOFT | POWER & MAGIC | 11 |
| | TORK | TIWAK | TBA | 4 |
| | TRUE CRIME: STREETS OF L.A. | LUXOFLUX | ACTIVISION | 5 |
| | UNREAL II: THE AWAKENING | EPIC GAMES | ATARI | 21 |
| | WRATH UNLEASHED | THE COLLECTIVE | ACTIVISION | 18 |
| | XIII | UBI SOFT | UBI SOFT | 8 |
| WINTER | 007: EVERYTHING OR NOTHING | EA | EA | 18 |
| | ADVENT RISING | MAJESCO | VIVENDI UNIV. | 20 |
| | APPRENTICE KNIGHT | MICROIDS CANADA | MICROIDS | 16 |
| | ARMADA 2 | TBA | METRO AUTUMND | 4 |
| | ARMED AND DANGEROUS | PLANET MOON | ACTIVISION | 18 |
| | AUSTIN POWERS | TBA | TAKE 2 | 4 |
| | BC | INTREPID ENT. | MICROSOFT | 7 |
| | BREED | BRAT DESIGNS | CDV | N/A |
| | BROKEN SWORD: TSD | REVOLUTION | THQ | 17 |
| | COUNTER-STRIKE | VALVE | VIVENDI UNIV. | N/A |
| | DEAD OR ALIVE 4: CODE CRONUS | TECMO | MICROSOFT | N/A |
| | DINO CRISIS 3 | CAPCOM | CAPCOM | 13 |
| | DINOTOPIA: SUNSTONE ODYSSEY | TDK MEDIACTIVE | TDK MEDIACTIVE | 17 |
| | DR. SEUSS' THE CAT IN THE HAT | MAGENTA | VIVENDI UNIV. | N/A |
| | DRIVER 3 | REFLECTIONS | ATARI | N/A |
| | ESPIONAGE | MIDWAY | MIDWAY | 17 |
| | FIFA 2004 | EA | EA | 17 |
| | FOUR HORSE. OF APOCALYPSE | 3DO | 3DO | 8 |
| | GOBLIN COMMANDER: UTH | JALECO | JALECO | N/A |
| | KILL BILL | BLACK LABEL | VIVENDI UNIV. | N/A |
| | LMA MANAGER 2004 | CODEMASTERS | CODEMASTERS | 17 |
| | LOTR: RETURN OF THE KING | EA | EA | 17 |
| | METAL ARMS: GLITCH | SIERRA | VIVENDI | 19 |
| | MISSION IMPOSSIBLE: OP. SURMA | PARADIGM | ATARI | 3 |
| | MURAKUMO | FROM SOFTWARE | UBI SOFT | N/A |
| | NINJA GAIDEN | TECMO | MICROSOFT | 18 |
| | OTOGI | FROM SOFTWARE | SEGA | N/A |
| | RAINBOW SIX 3 | UBI SOFT | UBI SOFT | 8 |
| | ROADKILL | MIDWAY | MIDWAY | 17 |
| | ROBIN HOOD DOTC | CINEMAWARE | CAPCOM | N/A |
| | SCOOBY-DOO! MYSTERY MAYHEM | ART. MIND & MOVEMENT | TBA | N/A |
| | SNIPER ELITE | REBELLION | WANADOO | 12 |
| | SPY HUNTER 2 | MIDWAY | MIDWAY | N/A |
| | STAR WARS GALAXIES | LUCASARTS | LUCASARTS | 5 |
| | STARCRAFT: GHOST | BLIZZARD | VIVENDI UNIV. | 10 |
| | STRIDENT - THE SHADOW FRONT | PHANTAGRAM | PHANTAGRAM | 4 |
| | SUDEKI | CLIMAX | MICROSOFT | 11 |
| | TEENAGE MUTANT NINJA TURTLES | KONAMI | KONAMI | N/A |
| | TERMINATOR 3: RISE OF THE MACH. | ATARI | ATARI | N/A |

| DATE | GAME | DEVELOPER | PUBLISHER | ISSUE |
|---|---|---|---|---|
| WINTER | THE HAUNTED MANSION | HIGH VOLTAGE | TDK | N/A |
| | THE HOBBIT | SIERRA | VIVENDI UNIV. | 15 |
| | THE SUFFERING | MIDWAY | MIDWAY | 20 |
| | THE X-FILES: RESIST OR SERVE | SIERRA | VIVENDI UNIV. | N/A |
| | WALLACE AND GROMIT | FRONTIER DEV. | BAM! | 13 |
| | WHIPLASH | CRYSTAL DYNAMICS | EIDOS | N/A |
| TBA 2003 | CHARLIE'S ANGELS | TBA | UBI SOFT | 4 |
| | COLD WINTER | SWORDFISH STUDIOS | VIVENDI UNIV. | N/A |
| | COMANCHE | NOVALOGIC | NOVALOGIC | 4 |
| | COPS | FOX | VIVENDI UNIV. | 4 |
| | FALCONE: INTO THE MAELSTROM | POINT BLANK | VIRGIN | N/A |
| | FLAT-OUT | BUGBEAR ENT. | 3DO | N/A |
| | LEGION | SEVEN STUDIOS | MIDWAY | 4 |
| | LOOSE CANNON | DIGITAL ANVIL | UBI SOFT | 4 |
| | MAGIC THE GATHERING: BATTLEGR. | SECRET LEVEL | ATARI | 18 |
| | MOTO X | KONAMI | KONAMI | N/A |
| | MUZZLE FLASH | JVC | MICROSOFT | 10 |
| | ORCHID | ARGONAUT | NAMCO | 4 |
| | PILLAGE | BITS STUDIOS | TBA | 20 |
| | POWERDROME | ARGONAUT | TBA | N/A |
| | RESTAURANT MANAGING SIM | TBA | PHANTAGRAM | 4 |
| | SHAYDE: MONSTERS VS HUMANS | TBA | METRO 3D | N/A |
| | TRUE FANTASY LIVE ONLINE | LEVEL 5 | MICROSOFT | N/A |
| | WILD RINGS | MICROSOFT JAPAN | MICROSOFT | N/A |
| 2004 | AREA 51 | MIDWAY | MIDWAY | N/A |
| | ARX FATALIS | ARKANE | D'CATCHER GAMES | 19 |
| | BALLERS | MIDWAY | MIDWAY | 4 |
| | BATTLESTAR GALACTICA | VIVENDI UNIVERSAL | VIVENDI UNIV. | 17 |
| | BEYOND GOOD & EVIL | UBI SOFT | UBI SOFT | 17 |
| | BIONICLE | ARGONAUT | TBA | N/A |
| | BLACK & WHITE: NEXT GEN | LIONHEAD | MICROSOFT | 4 |
| | BLACK 9 | MAJESCO | VIVENDI UNIV. | 20 |
| | BLOODRAYNE 2 | MAJESCO | ACTIVISION | N/A |
| | BLOODY ROAR EXTREME | KONAMI | KONAMI | N/A |
| | BUFFY THE VAMPIRE SLAYER 2 | EUROCOM | VIVENDI UNIV. | 16 |
| | CALL OF CTHULHU | TBA | HEADFIRST | 12 |
| | CALL OF DUTY | SPARK | ACTIVISION | 17 |
| | CARVE | ARGONAUT | TBA | 19 |
| | CONKER: LIVE & UNCUT | RARE | MICROSOFT | 18 |
| | DANCING STAGE | KONAMI | KONAMI | 19 |
| | DEAD OR ALIVE ONLINE | TECMO | MICROSOFT | 18 |
| | DOMINION | PHAROAH | TBA | 4 |
| | DOOM 3 | ID | ACTIVISION | N/A |
| | DUALITY | TRILOBYTE GRAPHICS | PHANTAGRAM | 4 |
| | ENCLAVE 2 | STARBREEZE | SWING | 16 |
| | FABLE | BIG BLUE BOX | MICROSOFT | 12 |
| | FARENHEIT | QUANTIC DREAM | VIVENDI UNIV. | 18 |
| | FULL SPECTRUM WARRIOR | PANDEMIC | THQ | N/A |
| | GHOULS 'N' GHOSTS | GAME FACTORY | CAPCOM | 16 |
| | HALF-LIFE 2 | VALVE | VIVENDI UNIV. | 19 |
| | HALO 2 | BUNGIE | MICROSOFT | 9 |
| | JUSTICE LEAGUE | TRAVELLER'S TALES | MIDWAY | N/A |
| | KAMEO: EOP | RARE | MICROSOFT | 10 |
| | KILL.SWITCH | NAMCO | TBA | 18 |
| | KOREA: FORGOTTEN CONFLICT | PLASTIC REALITY TECH. | CENEGA | 16 |
| | LINKS 2004 | IN-HOUSE | MICROSOFT | N/A |
| | LOBO | KEMCO | KEMCO | N/A |
| | MALICE: KAT'S TALE | ARGONAUT | VIVENDI UNIV. | 9 |
| | MASTERS OF THE UNIVERSE | SAVAGE | TDK | N/A |
| | MEDAL OF HONOR: RISING SUN | EA | EA | 16 |
| | MEN OF VALOR: THE VIETNAM WAR | 2015 INC | VIVENDI UNIV. | 21 |
| | MIDWAY TREASURES | MIDWAY | MIDWAY | N/A |
| | MORTAL KOMBAT VI | MIDWAY | MIDWAY | N/A |
| | MUSIC MIXER | WILDTANGENT | MICROSOFT | 18 |
| | NBA BALLERS | MIDWAY | MIDWAY | N/A |
| | NFL STREET | EA | EA | 20 |
| | NIGHTMARE CREATURES 3 | KALISTO | UBI SOFT | N/A |
| | PRINCE OF PERSIA | UBI SOFT | UBI SOFT | 18 |
| | PROJECT GOTHAM RACING 2 | BIZARRE CREATIONS | MICROSOFT | 21 |
| | QUAKE IV | RAVEN SOFTWARE | ACTIVISION | N/A |
| | R: RACING EVOLUTION | NAMCO | TBA | 18 |
| | RESERVOIR DOGS | TBA | SCI | 16 |
| | RICHARD BURNS RALLY | TBA | SCI | N/A |
| | ROGUE OPS | BITS STUDIOS | KEMCO | N/A |
| | SECRET WEAPONS OVER NORM. | LUCASARTS | ACTIVISION | 17 |
| | SERIOUS SAM 2 | CROTEAM | TAKE 2 | 21 |
| | SHADOW OPS: RED MERCURY | ZOMBIE | ATARI | 18 |
| | SONIC HEROES | SEGA | SEGA | N/A |
| | SPIDER-MAN 2 | TREYARCH | ACTIVISION | N/A |
| | SPLINTER CELL 2: PANDORA TOM. | UBI SOFT | UBI SOFT | 19 |
| | STEEL BATTALION: LOC | CAPCOM | CAPCOM | N/A |
| | TEMPLAR | STARBREEZE | TBA | 16 |
| | THE FAST AND THE FURIOUS | GENKI | VIVENDI UNIV. | N/A |
| | THE MATRIX | SHINY | ATARI | 19 |
| | THE SIMPSONS: HIT AND RUN | RADICAL | VIVENDI UNIV. | N/A |
| | THE SIMS BUSTIN' OUT | EA | EA | 20 |
| | THE THING 2 | COMPUTER ARTWORKS | VIVENDI UNIV. | N/A |
| | THIEF 3 | ION STORM | EIDOS | N/A |
| | ZANZARAH: THE HIDDEN PORTAL | VIRTUACRAFT | XICAT | N/A |





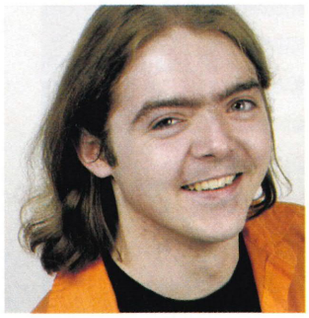




THE WRITE STUFF: STUCK FOR A GUTTERSNIPE, BEN UNWISELY ASKED PHIL FOR AN IDEA. PHIL CAME UP WITH A STORY ABOUT THE WELSH WONDER ENTERING A BEAUTY CONTEST AND LOSING TO A HIDEOUS BEAST. HILARIOUS.

# LETTERS

**WRITE TO US AT:** *Official Xbox Magazine*, 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 21 EDITOR

**BEN TALBOT**
GAME OF CHOICE: **XIII**

What do John Lennon, David Ginola, Albert Einstein and the sexiest man in Wales have in common? All the world's greatest people have had long hair at some point (not including Vanessa). Put pen to paper with praise and Xbox stuff.

### OUCH, MY EYEBALL!

I was playing *MotoGP 2* on a Friday night, which meant that I could go to bed whenever I wanted to. I had just purchased the game and loved every minute of it. Suddenly, I realised it was 12 o'clock and I had been playing for almost eight hours. I thought, 'There can't be any harm in playing a bit longer' and about one hour later I burst a blood vessel in my eye. It didn't half hurt and I had to go to hospital the following morning. Now I have been banned from playing any games for three months. I've still played the latest demo disc, though.

*Matthew Overbury, Staffordshire*

**I suffer a similar condition after a night of watching Channel 5.**

### SAME GAME, DIFFERENT NAME.

In the past few months, I've seen previews of upcoming games including comments like, 'With the addition of Xbox Live, this game warrants a purchase.' I'm worried that developers will release Live versions of existing games rather than fully fledged sequels. I hope that *Sega GT Online* isn't just the same game with a few new multiplayer options.

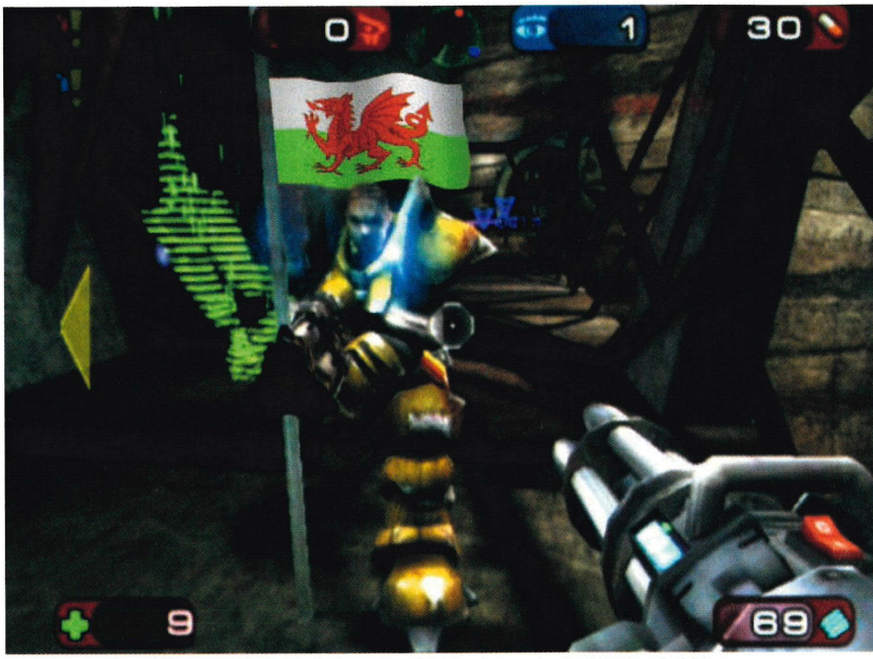
*Mike, Suffolk*

***Sega GT Online* is the only 'Live Update' title announced so far. Other games like *Steel Battalion: Line of Contact* and *Dead or Alive Online* will be packed with loads of new levels and features.**

### MARITAL KOMBAT

Recently my wife booted me out of our home and kept my consoles and games. So I got a new Xbox. Luckily, it gave me a reason to buy one of the limited-edition green ones, so everyone's happy. Unfortunately, the wife has only given me a few games back. She kept *DOA Xtreme Beach Volleyball*, *Tiger Woods* and *Rayman 3*. A lesson to all you married men out there: if you get kicked out, make sure you grab your Xbox and games before your clothes. Your wife will never nick your old underpants.

*Dave Ponsford, Doncaster*




↑ Capture the Welsh Flag: an *Unreal Championship* mode coming to Live (probably).

**Even if she does nick your pants, you can fashion a sexy g-string out of one of your Xbox controllers. I should know.**

### "IS IT 'COS I IS WELSH?"

While gaming furiously on my beloved Xbox Live, I was kicked out of a fun match in *Unreal Championship* after simply uttering a few words of greeting to my team. I rejoined shortly afterwards and heard fluent German being spoken into my earpiece. This time, I spoke rather more cautiously, "Do you speak English?" But again, I was denied access to that team deathmatch. I could only rejoin the game if my headset was unplugged, which was much less fun and extremely annoying.

Why does this happen? Xbox Live is about building a gaming community. The Americans don't seem to mind us Brits, so why does everyone else? It kind of makes me feel like the kid who always gets picked last for football.

*Bill Knowles, Cardiff*

**Some useful German phrases to pass yourself off as a foreigner in** »

## STAR LETTER

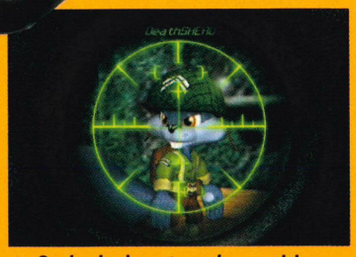
↓ ***Ghoulies*: do they grab you?**

### WELL DONE OR MEDIUM-RARE?

I know this isn't what Bill Gates wants to hear, but I'm starting to think that buying Rare was a waste of money. The two greatest games that it's done are *GoldenEye* and *Donkey Kong 64*. Now Rare has lost the licences for both Bond and *DK*. *Perfect Dark Zero* sounds good, but better than *Halo 2* and *Doom3*? I don't think so. Also, *Kameo* doesn't look like a *Sudeki*-beater. *Grabbed by the Ghoulies* is another contender for the bargain bin.

I know I'm a little cynical here, but Rare is famous for huge development times, something which won't do the Xbox much good. But as people say, only time will tell.

*Nick Chaffey, North Somerset*



↑ ***Conker* looks extremely promising.**

**Rare is being very careful to make its first game for Xbox something special. However, this is going to take time, possibly a long, long time. So what do you think? More on this next month.**

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

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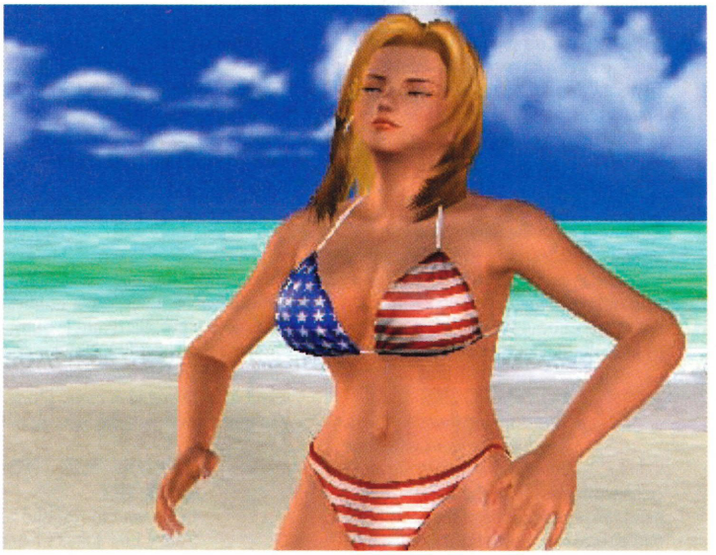
# OXM Hall of Shame

## The terrible things we got up to this month

- **Colin McRae** lapped Gav in a kart race. That's even after Gav cut the brakes on Colin's buggy and keyed the paintwork.
- **Vanessa scribbled** a comedy knob on Ben's Oasis poster from *Smash Hits* magazine. "It was a limited edition!" he sobbed.
- **A classy rock** chick from upstairs unexpectedly stroked Ben's ponytail. He turned bright red and fainted.

↑ **Is it Gav or George Michael?**



↑ **D.J. Emerton has only one thing on his mind – lady lumps.**

***Midtown Madness 3*: 1) Das Buch fur Arsewipen – Highway Code. 2) Die BlinkenLeiten Tickentocken – Indicators.**

### A DAY IN THE LIFE

Upon completion of *MotoGP 2* there is a rather amusing video showing the developers of the game mucking about in their office. Anyway, I was thinking of a good idea for a possible feature on your demo disc. The *Official Xbox Magazine* team should create a similar video showing themselves doing amusing stuff in the office, such as the exciting snooker games Phil has to show off and maybe Ben happily tucking into Kentucky Fried Chicken for breakfast. After this, show a sequence of Max doing some nifty driving in his new Mini and pulling off a few handbrake turns.

*Callum Inkster, via email*

**We have experimented with moviemaking. Our most exciting film to date was entitled *Jon Attaway Makes a Smoothie*. We gave up after that.**

### BOOBYLICIOUS

I have recently bought an Xbox with *DOA Xtreme Beach Volleyball* and the first thing that came into my mind was, 'Look at the size of those!' Kasumi is one of the hottest virtual chicks in the world. I'm not complaining, but Tina looks as though she has two giant planets in her bra. I just wondered if you could ask the game's creator, 'Why are the jugs so big?'

*D.J. Emerton, Hull*

**Look at it this way – if you're going to make the most of the console's powerful graphics, you might as well use the extra polygons in a place where everyone's going to notice them.**

### COMPLIMENTARY COLOURS

I am going to have an Xbox bedroom with two walls painted black and two green. Do you know of anyone selling Xbox wallpaper?

*Alex Hann, via email*

**Black walls, eh? Sounds like Vanessa's bedroom... not that I've seen it.**

### TWO-FINGER DISCOUNT

I've just had one of the worst fortnights of my life and it doesn't look as if it will get any better. It all started last Monday when I crashed my mum's car. Soon after, I took my Xbox over to my friend Chris's house for a gaming session. We rented *Kung Fu Chaos* and got stuck into a wonderful night of that big swinging plank level. The night grew late and we fell asleep. We woke up about 10 o'clock and I went home to freshen up. Meanwhile, Chris's lodger was busy cleaning his house out – completely. His widescreen telly had gone, along with the DVD player, my Xbox and my prize collection of 15 games!

*Nick Widley, Torquay*

**If you had Xbox Live, none of this would have happened. Another good reason for getting online.**

### TRUE ROMANCE

I went on holiday a while ago and found love in the form of a blonde gamer babe. We played *Halo* all night. I let her beat me at *MechAssault* and *Rocky*, but

# Shorts

### MR TWJSTA

My one true Xbox rage moment came after hours of trying to become the best at *Burnout 2* on the Xbox Live high score site (I've been beaten in places, but not all). After finishing the game, I realised that in my haste to get going with the game, I'd spelt my nickname wrong. Instead of Twista, I had Twjsta all over the high score tables. I sound like a dizzy Dutch dude!

*Twista, via email*

**Ahem. This section is called Shorts. Shorts. As in short.**

### HOLA 2: THE RETURN OF SENOR CHIEF

Has *Halo 2* already come out abroad? My friend James says he's got *Halo 2* from Spain and says there's a new alien that spits acid at you. By the way, does Ben have Sars?

*Sam Priest, via email*

**Let me spell it out: g-u-l-l-i-b-l-e.**

### POUND STRETCHER

Sorry for the lack of pound signs in my letter, the pound sign key is broken.

*Timmy Johnson, via email*

**I'll let you off this time, but I insist on more pound signs in future.**

### LET'S BE FRANK

Hi, my name is Frank Beusenberg and I live in the Netherlands.

*Frank Beusenberg, Netherlands*

**A big hello to Frank Beusenberg from the Netherlands!**

### WORD TO THE WALES MASSIVE

In my school, the best teacher is Welsh and drives the only black Subaru the dealership has ever sold. What car does Ben drive as he's always sticking up for the Welsh?

*David Clayton, via email*

**Unfortunately, I drive a red London bus. I need to finance my Playboy lifestyle somehow.**

↑ ***Burnout 2*: Twjsted fun.**

### DO THE SHAKE AND VAC

My Xbox reeks with passion. The stench of it fills my room and hovers around in the shops. The passion comes from the fiery glow when you turn the machine on and from the shiny plastic wrapper that dresses the games.

*Mark Gardner, via email*

**I also reek with passion. No one in the office seems to like it though. They keep Febrezing me.**

### NEVER MIND THE B*LL*CKS

Why is the custom soundtrack feature on *Midtown Madness 3* so picky? Mine refuses to play anything other than *God Save the Queen* by the Sex Pistols.

*Trevor Moors, via email*

**There's some kind of bug in the game that repeats the same track over and over. Hopefully Digital Illusions will release a downloadable fix at some point.**

### OXM FAN CLUB

P.S. Ben is very funny and Vanessa is VERY cute.

*Max Hughes, Kent*

**In your face, Gav! We have real fans.**

### CALM DOWN, CALM DOWN!

You guys are way too excited about Xbox.

*Jacky '101' Rietra, Netherlands*

**I often have to be strapped down to stop me going feral.**

JAMES HARTSTEIN WRITES VIA EMAIL: IN PHANTASY STAR ONLINE ON THE XBOX, I THOUGHT YOU MIGHT BE INTERESTED TO KNOW THAT I HAVE MY OWN CLAN, THE JESTERS. WE MEET UP IN LOBBY 4, BLOCK 1 (IF IT ISN'T FULL), AND GO AND PERFORM A DANCE ROUTINE ON THE STAGE.

# LETTERS

## Website Story

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**YOU'RE NEVER ALONE in your love of Xbox. Our brand new internet forum is open to everyone (not just subscribers). All you have to do is register a username and password and post in the following sections.**

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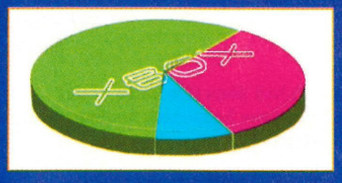
Do you like the look of S.W.A.T: Global Team?

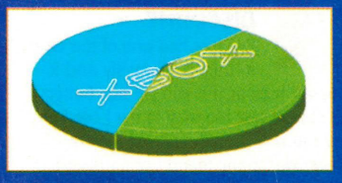
| KEY (per cent) | |
|---|---|
| Yes | 60 |
| Nope | 7 |
| I'll wait for the demo or rent it first | 33 |



**From the Games forum.**

Has your Xbox Live headset snapped yet?

| KEY (per cent) | |
|---|---|
| Yes | 44 |
| No | 56 |



SOURCE: *Official Xbox Magazine* forum

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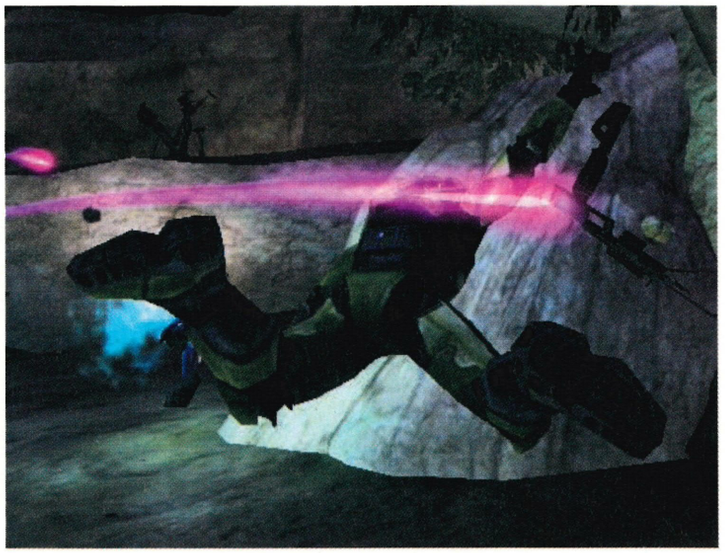

↑ **It's time for this month's cheap pop at Phil's *Halo* skills!**

» when it came to *Ghost Recon*, I couldn't let myself be defeated (especially as my mates were watching). I played her and won easily. She went off in a huff and we never spoke again.

*Luke Skimins, via email*

**Take a tip from the sexiest man in Wales. Shooting your girlfriend with a bazooka is probably not her idea of a romantic evening. Try using an AK-47 next time – some ladies find the sound of assault rifles quite soothing.**

### FOX IN SOCKS

This morning I was in the car, watching the trees whizz by, the birds tweet merrily as they collected berries from the bushes, and a dead fox in the middle of the road (which dad almost hit). Suddenly it occurred to me, 'Is Xbox the only thing I think about?' I couldn't wait to leave my cousin's house because he's got a PS2! I once woke up early and, because I share a room with my brother, I sat for two and a half hours staring at my Xbox until he woke up. Am I the only one with this condition? Is this normal? Do I have a problem? Am I the only person who thinks *Dave Mirra's Freestyle BMX 2* deserved an Elite rating? Do I even deserve to be called a human?

*Footymonkey, via email*

**Don't panic! All these feelings are natural for an Xbox lover, especially your apathy towards roadkill. Vanessa, on the other hand, has offered a reward for information leading to the capture of the fox-flattener.**

### CRUEL SUMMER

I am writing to moan about the lack of decent games during the summer months. There is always a major drought with the majority of games being released towards the end of the year. Surely some publisher must see this as an opportunity to release a killer title. They'd sell a lot of copies if the game was good and could even top the charts for several months. It is a real missed opportunity, especially because the summer holidays are starting. Maybe Ben, you could use that charm of yours to persuade the publishers to do this? I'm sure it works on men as well as ladies.

*Hari Madhavan, Worcestershire*

**This summer has been surprisingly good for releases, but yes, most publishers seem to believe everyone is outdoors enjoying the sunshine. Not so, as a kid I never used to leave the house and that was before Xbox Live came along. Now you need never see daylight again!**

### THANKS FOR THE MEMORY

I just want to respond to Dave 'Angry Boy' Jones's letter, Bitter Memories (Issue 20). The reason he couldn't copy his saved file from his friend's Xbox to his memory card is because of the Xbox Live scoreboards on *Burnout 2*. This would mean that there could be two identical times in the league.

*Mike Cass, via email*

**Excellent point, although that doesn't explain why certain offline games won't let you copy saves. Does anyone else have a theory on this?**

### SORE LOSER

I am writing to inform you of a friend of mine who is a total psycho. He has contracted a disease that forces him to refer to *Halo* as 'shitlo'. I think this problem occurred after I repeatedly thrashed him in every single game we played. He seems to think the game is bad because he is awful at it. What should I do?

*Tom Dent, via email*

**Remind him that losing at *Halo* isn't all that bad. Just look at Phil... then again, maybe not.**

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↑ Now you can take out the most beautiful cars in the world and really do some damage to them without having to pay for repairs.

# PROJECT GOTHAM RACING 2

## We get our hands on the sequel to the best street racer on Xbox – and play it until our eyes bleed

WORDS: **STEVE BROWN**

GAME INFORMATION
DEVELOPER: **BIZARRE CREATIONS**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **15 NOV 2003**
PLAYERS: **1-9**
WEBSITE: **WWW.BIZARRECREATIONS.COM**

SEE IT ON THE DISC

WHEN YOU'RE invited to get beneath the (dust)sheets with your choice of the sexiest, sleekest and most expensive models that have ever purred for your pleasure, it takes a strong man to say no. Luckily for you, we're weak, weak, weak and jumped at the chance to whip the covers off the beauties that fill the *PGR2* Garage and floor them with screaming rides through the exclusively revealed, exotic new locations of Sydney, Stockholm and Yokohama.

While the Garage cars remain coyly sheeted until you can afford to buy their modesty with the tokens earned through racing events, nip over to the plush *PGR2* Showroom and you can take any of the 100-plus models out for a quickie on the test track, including the superb Enzo Ferrari, flashy Porsche Carrera GT and classic Mercedes-Benz 300 Sl Gullwing. Now you can even jump into a newly revealed first-person walkabout mode to get a great close-up view of the goods before hitting the road. Of course, the test track won't wow your ride on a first date and you'll need to earn greater kudos with more exotic locales. Luckily, both Kudos and thrilling locations are never more than a powerslide away in *PGR2*. Xbox UK marketing manager Murray Pannell was our pit boss for the day and talked us through the new features of the Xbox-exclusive street racer as we played.

Pannell first explains how Bizarre Creations' sequel to *Project Gotham Racing* (which was one of the Xbox launch titles, leading the field in the racing genre) will be even more polished by the chamois leather of experience. "Obviously it's a sequel, so they haven't done too much in terms of changing the game mechanics," he says, "but what they have done is rebuilt it from the ground up." This includes a full roster of totally new cities, instead of borrowing locations from previous titles, as the original did from *Metropolis Street Racer*. Chicago, Florence, Barcelona, Edinburgh, Sydney, Stockholm, Hong Kong, Yokohama and Moscow is the current line-up. "They realised that the code that they built [for *Project Gotham Racing*] was good for a launch game," continues Pannell, "but in order to get the quality of the graphics and things like the Xbox Live functionality that they wanted, they pretty much started again."

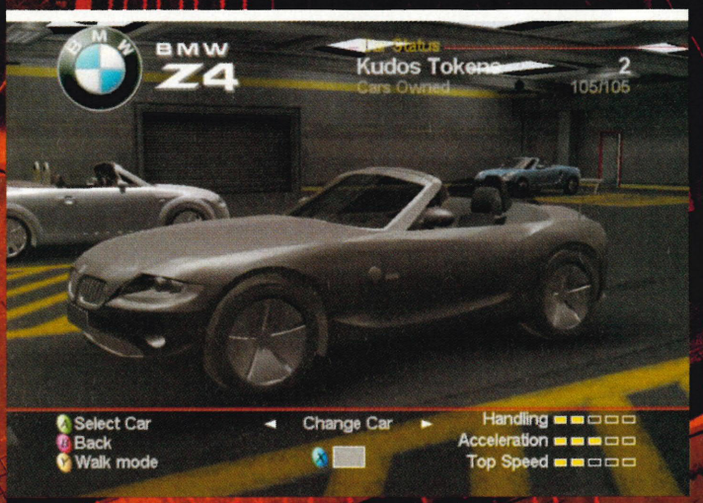
And with Arcade, Multiplayer and Kudos World Series (including 14 Series, each sub-divided into several categories) there has been plenty for Bizarre Creations to get ➤➤

BONUS INFO

**D FOR DAMAGER**
Another new feature is damage. You'll start to see your car getting beaten up. Lights will smash, bonnets and boots will crumple. While you can't roll the cars, Bizarre Creations did have to get permission from all the car manufacturers for the damage models and the same is true for the actual owners of every storefront you see in the game.

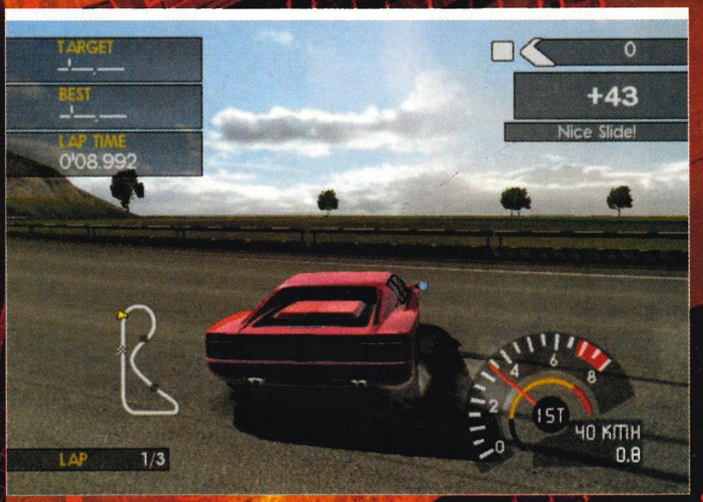
## RAMP IT UP >> Let's off-road in the Garage, Showroom and Test Track

MURRAY PANNELL explains how the sheeted vehicles "are the cars that you've yet to unlock, so as soon as you have enough tokens you can exchange them for more cars. You get to keep these in your own Garage, and you can walk around the Garage as well". Additional to the Garage is the Showroom, "where all the cars in the game are kept so you can go and see them all, grouped by make and category. You can take any car out onto a test track. This gets more important when it comes to the point when you're choosing between the really expensive cars". Enzo Ferrari or Porsche Carrera GT - it's just so hard to decide.




↑ Unlocked cars within the current series are silvered out.

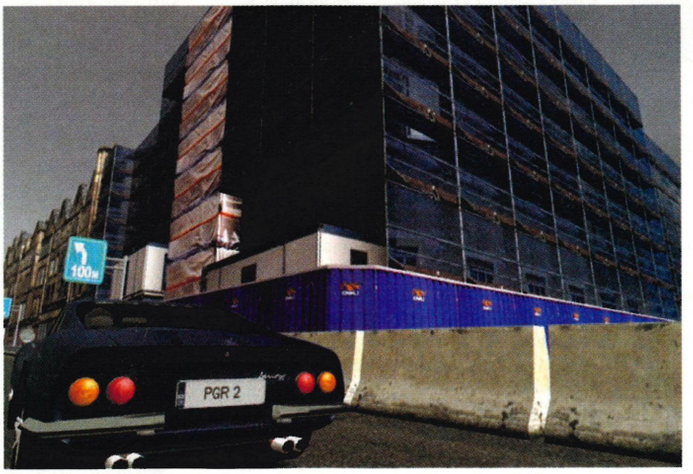
↑ Dustsheets veil your prize harem of branded brides.



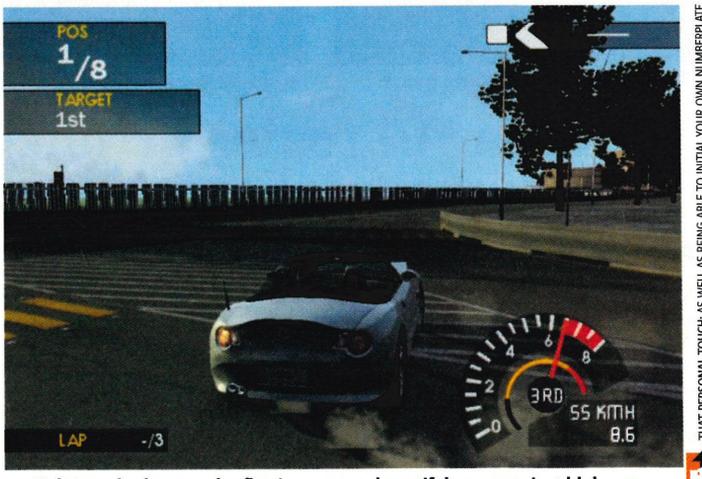

↑ Take Showroom cars out for a test track spin any time.

↑ Wander around in first-person mode for a close look.

"Nip over to the PGR2 Showroom and you can take any of the 100-plus models out for a quickie on the test track"

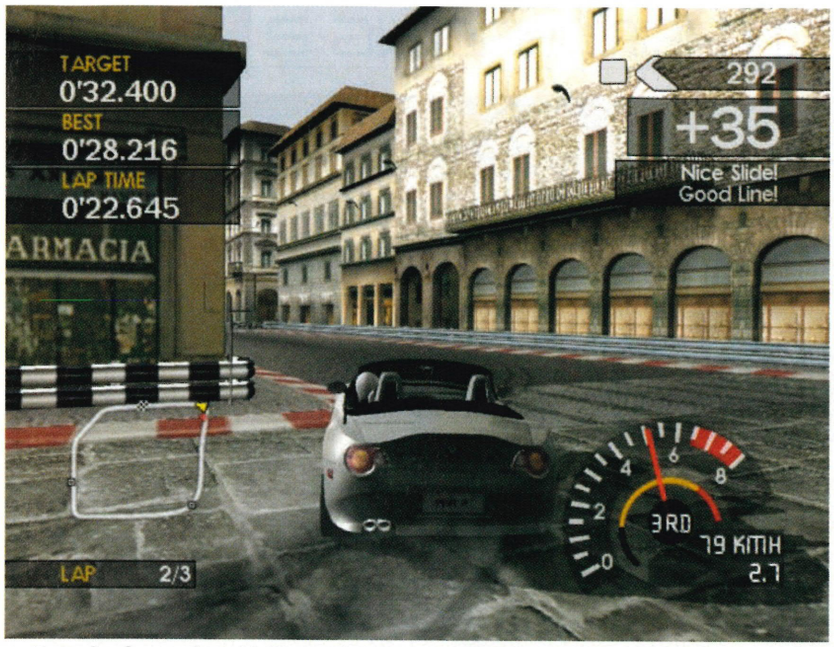



↑ The building detail lends *PGR2* even greater realism than before.




↑ Lighting, shadows and reflections are so beautiful you may just blub.

THAT PERSONAL TOUCH: AS WELL AS BEING ABLE TO INITIAL YOUR OWN NUMBERPLATE, AS IN THE FIRST GAME, THIS TIME YOU CAN ALSO CHOOSE FROM A RANGE OF REGIONALLY STYLED PLATES TO EMBOSS.




↑ Every shopfront such as this Pharmacia is a photorealistic texture of a real location.

↑ Kudos points are now awarded for 360s, drafting and jumps as well as basic slides.

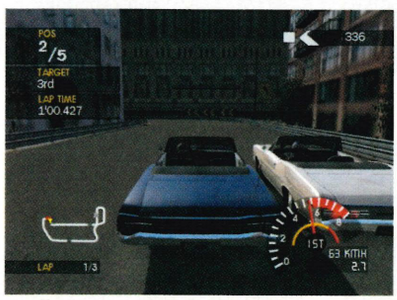
## CONEY ISLAND BABY

THE KUDOS WORLD Series Challenge is supported by a wide selection of challenges that include the familiar cone challenges (pass between awkwardly positioned cone pairs without knocking them over), positional challenges (finish within the top three, or better on higher difficulty settings), overtaking challenges (pass six cars within an allotted timeframe) and speed attacks (race solo against the clock). The variety breaks up the game brilliantly, never allowing you to get too bogged down with one aspect of racing and also works as an invisible tutorial system.

» Don't behave like pissed students. Leave the cones alone.

» One challenge will be to reach a set KMH for a speed camera.

↑ There's an even more eclectic garage.




↑ Classic American muscle cars feature.

↑ The game engine and car models excel.

**» BONUS INFO**

**» GHOST WORLD**
While it's still far from confirmed, Microsoft is hoping to get Live ghost car recordings from a few racing-related celebrities, which they hope will include some of the most famous Formula One drivers and certain TV car critics. We'll bring you updates on this in our PlayLive section soon.

"There's a full roster of totally new cities, instead of borrowing locations from previous titles"

» its hands dirty with under the *PGR2* bonnet. While the innovative Kudos system returns largely unchanged from the original game in concept, it's been greatly expanded in its methods of achievement. "The Kudos World Series is the single-player urban progression chart, where you start with Series 1 and go up to Series 14," Pannell divulges. "The series are all sub-divided into different categories, so you've got essentially different categories of car." But now it's not just slides that signal Kudos point accumulation, accompanied by that intensely satisfying and familiar ratchet sound. "You get Kudos for drafting (slip-streaming), going on two wheels, getting air, for overtaking... There are various ways of getting Kudos," explains Pannell.

*PGR2* is also a little more forgiving when stealing Kudos back from drivers. Previously you only had to brush another car's paintwork with the force of a moth slapping a butterfly and you could blow your Kudos out your twin exhaust, but now there are far more appropriate gradations of Kudos loss, adjusted to suit the particular racing challenge. Pannell tells us that Bizarre Creations has "also tweaked it slightly so that now you only lose multiplier Kudos when you hit other cars, not the whole lot. There's also much more leeway given". Before a race you may be told, for instance, that in this particular event Kudos will *not* be lost for minor crashes. This makes *PGR2* a far fairer foray into the world of »

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

↑ Window shopping only at the moment, but we're hoping for an update so that you can stop and browse for fashionable suits and handbags.

**BONUS INFO**

**BIRD STRIKE**
Making the scenery more animated than last time has been one of the ambitions. You'll scare flocks of birds off the track and spot moving trams and boats sailing on rivers. Still no pedestrians or spectators, though.

high-performance street racing and you'll now leave frustration stalled at the lights.

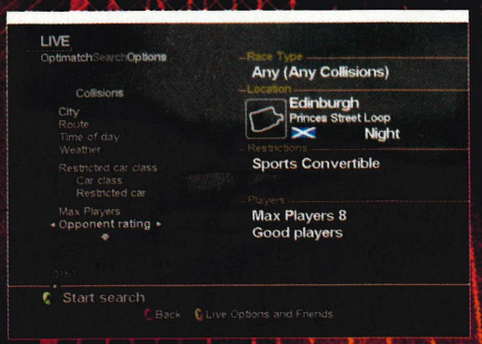
Further flexibility features in the new difficulty setting, which ranges through Novice, Easy, Medium and Hard to Expert. It was missing from the original, which Pannell agrees, "was arguably a little bit steep on the learning curve, particularly towards the end". This may initially seem a fairly standard addition, but its introduction heralds sweeping changes in available tactics. Tougher difficulties pay off with extra Kudos for your slides, good racing lines, 360s, drafting and so forth, but if a challenge proves more than you or your current car is up to, you may choose to drop a difficulty. "If it's a cone challenge and you're bad at those, you might go Easy," says Pannell, "while if it's an all-out speed attack and you have a Ferrari you might choose Expert or Hard. You get more Kudos the more difficult it gets, so you could take a risk or, if you just need 2,000 Kudos for your next car, you might take Medium."

As with the powerful driving experience itself, adjusting the difficulty level for any particular stage is all about finding the right line, judging the Kudos payoff that you can afford to make against the tasks you need to achieve and the cities you're dying to unlock. It also means that *PGR2* is better suited to all abilities and there's always a good reason to keep races challenging without events becoming prohibitively hard, as they eventually did towards the end of the original game.

The circuits revealed exclusively to us by Pannell include the previously embargoed Sydney and Yokohama circuits. Sydney provides a great example of the ambient urban detail, with circuits taking in impressive 3D models of the Opera House and Harbour Bridge. But then, all buildings look great in full 3D now, with photorealistic textures for every storefront that would grace the circuit-side in the

## PANNELL BEATER

"XBOX LIVE WILL have head-to-head play so you're racing up to eight other cars online," explains Pannell. "There's also a really cool feature - if you do the best lap in a city, your ghost car gets uploaded onto the server and I could theoretically go on Live to race against you even though you're not online. I think what it's ultimately all about is head-to-head racing. The ghost car is nice to have and sets you up as a leader on a particular city, but it's not the be all and end all of racing games."

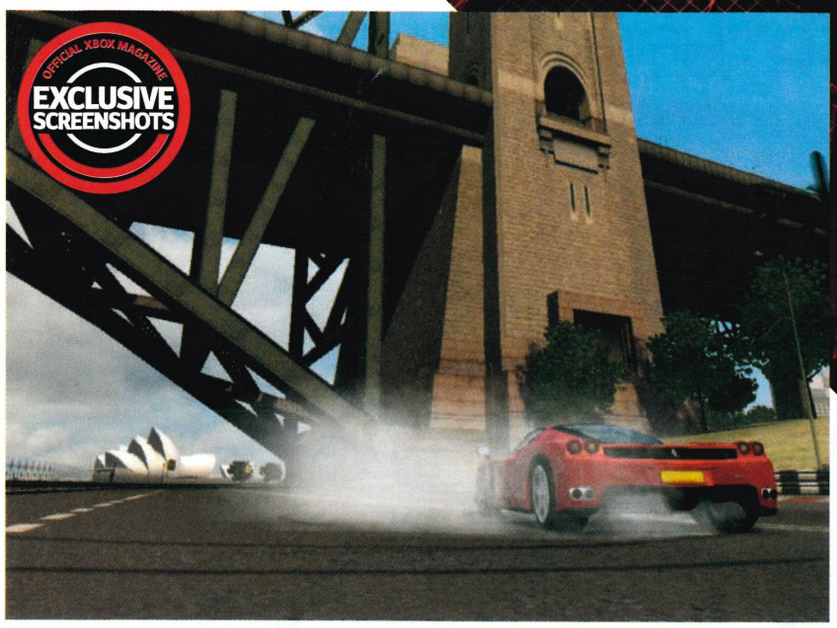



↑ Tailor races with a host of multiplayer options.

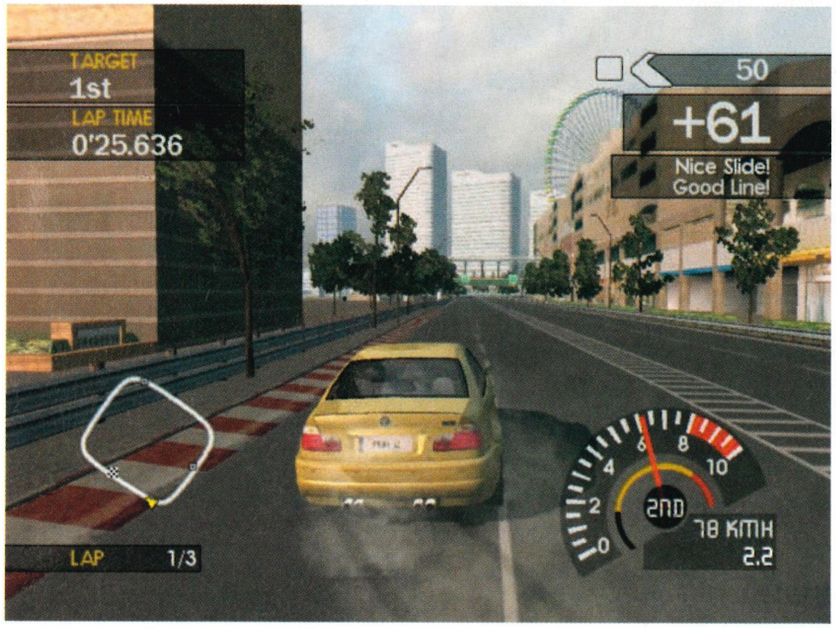
↑ There's split-screen multiplayer support, of course.

↑ Ghost cars will provide a constantly raising bar.

IT'S ALL GREEK: TO GET CLASSICAL FOR A MOMENT, KUDOS IS A TERM FROM GREEK TRAGEDY, MEANING DESIRE FOR FAME. IT CAN LEAD TO HUBRIS (PRIDE) AND ULTIMATELY NEMESIS (DESTRUCTION). SO JUST WATCH IT.




↑ The Sydney Harbour Bridge and Opera House are perfectly recreated.



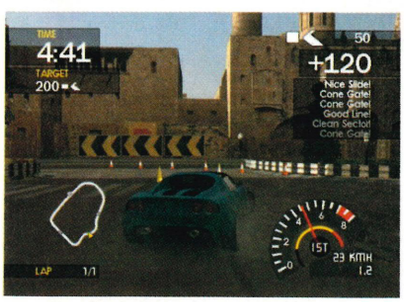

↑ On harder difficulty settings you'll have to gain better positions in races to succeed.

## "You could press your face to the screen and get road rash"

actual location. Pannell grins, "They've been round each city taking photos of them all. They take blueprints of the city structure and re-map from that." He even goes so far as to claim that, "I would say they are 90 per cent accurate as real cities, if not more". And for the ones we've actually visited, we'd have to agree.

Blazing sunshine highlights tarmac textures that are so real you could press your face to the screen and sit back with road rash, and sound effects roar with pride, perfectly authentic vehicle noise complemented by the further realistic touch of localised radio station recordings. Up to four actual stations provide the soundtrack for each of the ten cities, with 200 tracks from 175 artists. If that's not eclectic enough for you, or you just don't like Goth(am) music, rip CDs to the Xbox hard drive and select your own soundtrack. The animated driver model can even be seen fiddling with the radio as you manually change stations, particularly in the convertible car models.

But it's not just the detail that impresses as you progress through the super-realistic tracks of *PGR2*. It's the constant variety of events and the near-perfect weighting of the adjustable challenges that are the real hooks. Where the original game left a long streak of Xbox-exclusive rubber spread indelibly across the racing genre, the Live-enabled *Project Gotham Racing 2* (see Pannell Beater, page 045) laps its team-mate with aplomb and burns a 'doughnut disturb' sign across the grid for all its rivals to gawp at in humble awe.




↑ There's no place like cone.

## PULL UP TO THE BUMPER, BABY

*PGR2* PLAYS from a variety of perspectives - the default view that trails the visible car model and two forward views at bonnet and bumper heights. The latter two give a hackle-raising sense of bucket-seat-filling velocity and also bring up a useful rear-view mirror. There are no dashboard views as Bizarre Creations wanted to keep *PGR2* well away from being a simulation, despite accurate car physics that makes each model a very distinct drive. After all, it's supposed to be fun all the way...

» Convertibles in this view show the excellent driver model best.

» Other driving views get low down and dirty with the road.

» Slight camera momentum gives a sense of traction on slides.

### BONUS INFO

**HARD DRIVE**

There's no confirmed downloadable content, but Microsoft is hoping for new cars at the very least, with new cities a possibility depending on how Live content is managed in the future. We speculate that this may mean free smaller downloads and larger pay-for updates.

### BONUS INFO

**BETTER OFF RED**

One of *PGR2*'s highest performance cars is the Enzo Ferrari. Its chief engineer and designer, Amadeo Felisa, says, "We are very pleased to be an integral part of the *PGR* franchise and are especially excited at the role and prominence that the new Enzo Ferrari will be playing."

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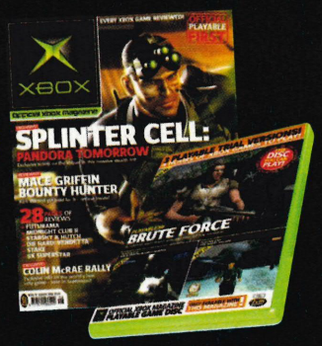

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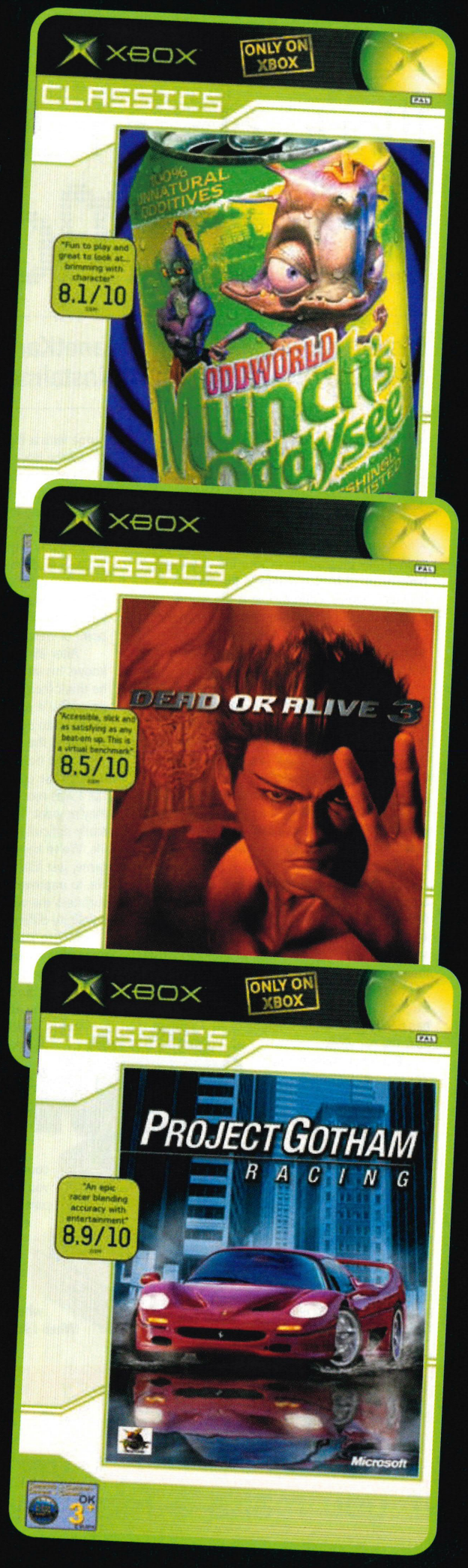


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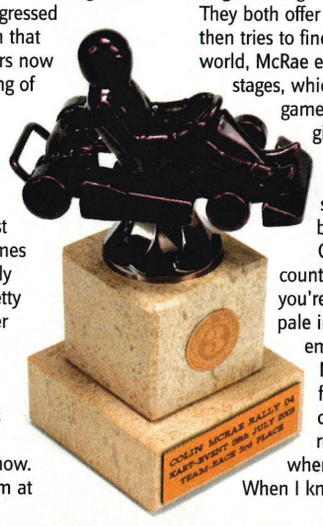
# World-class rally driver Colin McRae

## McRae races OXM round PlanetKart in Germany and talks us through the fourth instalment of his game

WORDS: **GAVIN OGDEN**

WHETHER YOU'RE a die-hard rally fan or just take a passing interest, you'll have heard of Scotland's Colin McRae. Even if you've never seen a rally programme in your life, you'll still have heard of McRae thanks to the success of his video games. Colin McRae is the world's most successful rally driver and Codemasters' *Colin McRae Rally* series is the world's most successful rally game franchise. Coincidence? Not a chance. The UK developer works as closely with McRae as he does with his co-driver, Derek Ringer. It's a winning formula that's gone on to sell more than six million copies since it launched on PSone in 1998.

"Right from the beginning I've done an awful lot with Codemasters," McRae tells us during the launch event for *Colin McRae Rally 04* in Mannheim, Germany. "I try and make the guys understand how the car works and make sure the handling's right. Back in the beginning I played a lot of the early versions and would work with the programmers to make the right alterations. It's a bit like a test in a real car because I'm always asking them to change this and that, or telling them that the car should be accelerating a bit quicker here or braking harder there. As the games have progressed I've not had as much input in that side of it because Codemasters now has a very good understanding of how the car works."




But what made the rally star want to become involved in games back in 1996? "Curiosity really," he explains, "and to see how just close to the real sport the games could get. I think as far as rally games go, though, they're pretty much the best going. I'd never have believed they'd be anywhere near as successful as they have become. It's incredible really. Gaming was never big stuff where I was growing up but I do enjoy it now. I'm just setting up a new room at home with a big TV and chair so I'll be able to get all the boys round and have a few beers while playing the games."

With more than six million sales of the series already to his name, McRae has introduced rally driving to a new crowd. "I think it's certainly brought the sport to a new and younger audience," he says. "There are obviously a lot of teenagers and younger gamers who play the game who otherwise wouldn't know an awful lot about rallying. From that point of view, it's worked very well."

After 25 World Rally wins, McRae really knows his stuff. But what aspects of rallying does he think the game captures best? "Everything," he grins. "If you look at the fourth game, the attention to detail is amazing, the handling is great and the pace notes work perfectly. Once you know how the cars work you can cut through the corners just like you can in a real car. I was recently playing the Group B cars and they're great. They shift in a straight line but are really difficult to turn, just like they are in real life. We've kept building and fine-tuning the game, just like my team would the car in real life, to improve what we have. What always surprises me with the new games is that there's a definite difference from the previous ones."

McRae and Derek Ringer test-drive each stage of the game as they're being developed. They both offer feedback to Codemasters who then tries to find the perfect balance. In the real world, McRae enjoys the Swedish snow and ice stages, which are also his favourite in the game. "In real life, the snow bank gives you a bit of a security that allows you to bounce off it and get away with things, and it's the same in the game. If you hit the bank you can stay on the road." Once you get used to flying along country lanes no wider than the car you're in, you'd think a game would pale in comparison when trying to emulate that feeling of pure terror. Not so, says McRae. "I suppose for me, who knows the consequences of going off the road, I get right into the game when going along a quick bit. When I know I'm going straight off the »»

"I don't play much of Expert mode – it's too hard. It's very realistic. If you make a mistake, that's it"

↑ It was all smiles before McRae lapped Gav without even trying.

↑ McRae gives the latest version of his game a good seeing-to.

### COLIN McRAE MBE

#### The man behind the wheel

BORN IN LANARK, Scotland in 1968, Colin McRae first entered the rally arena in 1986 and he didn't have to wait long for his first win. In 1987, he took the honours in the Swedish Rally and has since won no fewer than 25 world rallies. Away from the mud, McRae enjoys jet skiing, white water rafting, mountain biking and helicopter flying. Oh, and playing *Colin McRae Rally* games, of course.

↑ The perfect chance to plug his rallying sponsors.

↑ McRae couldn't resist getting dressed up for the event.

**BONUS INFO**

**THE FAST AND THE UTTERLY USELESS**

**When Gav left the pit lane he was right behind McRae down the fast straight. But McRae soon left him in the dust. The next time Gav saw him was when McRae lapped him.**

↑ If you look hard enough, you can just about see Gavin at the back.

road, I brace myself ready for impact and sit back in my chair. It's a natural reaction when flying towards a tree."

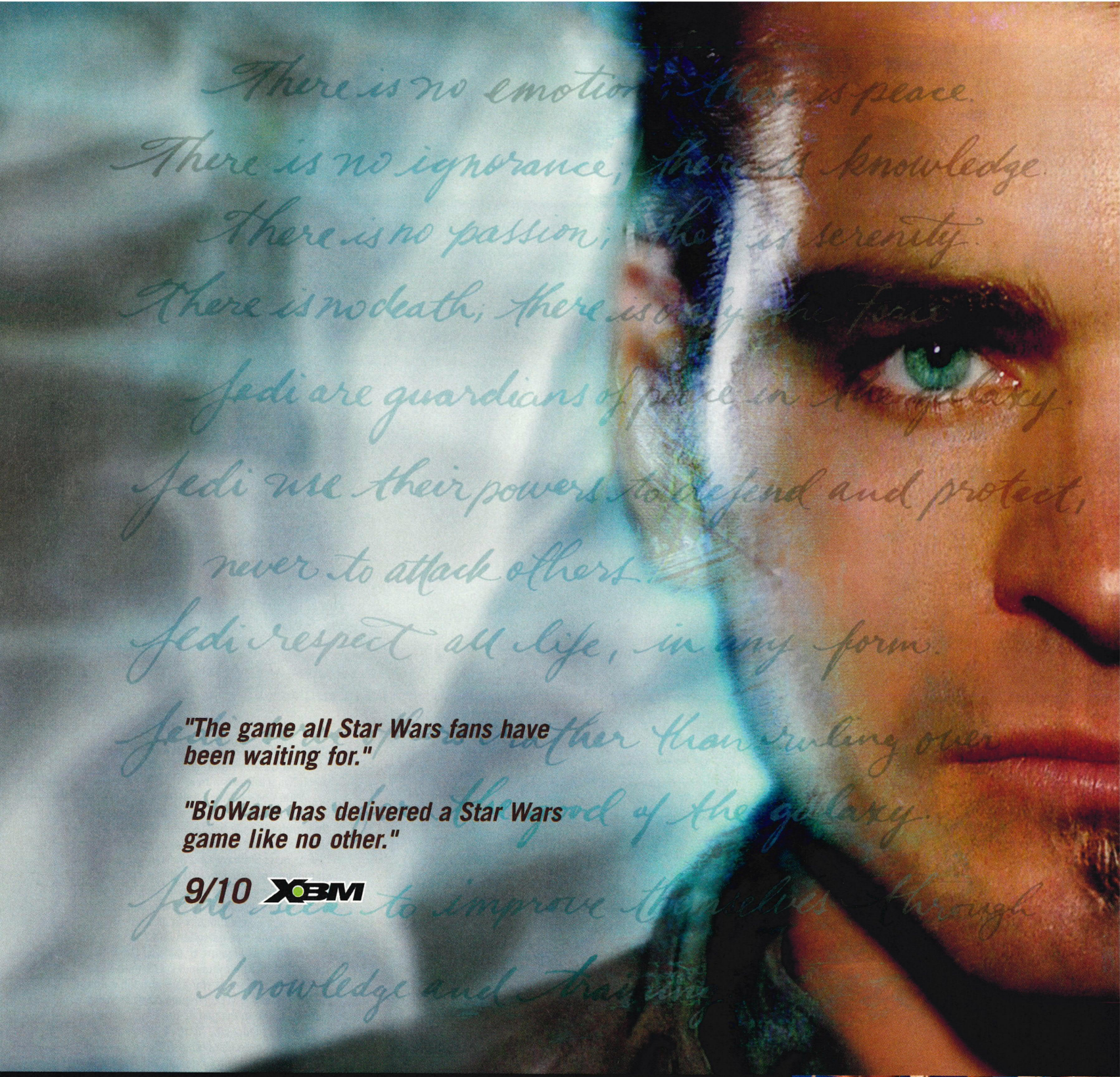
With *Colin McRae Rally 04* due for release in September (check out the exclusive review that starts on page 056), where else does McRae think the games can go? Is *04* as good as it gets? "Well you could have said the same about the third game but now look at the fourth!" he laughs. "There are always new ideas that Codemasters gets from its experience and it's already trying new things. I think that will always be the case going forward."

A great new feature of *04* is its Extreme mode that locks players into cockpit view, comes with manual gears as standard and full damage. So how does the WRC champion fair at the hardest mode in the game? You'll be relieved to hear, it's not too well... "I don't play much of that one because it's too hard. It's very realistic and good for gamers who want to take it that far. If you make a mistake, that's it, you're out. And that's what it's like in real life."

Away from the rally course though, McRae doesn't spend a lot of time behind the wheel. "I don't actually drive that much on the road," he says. "I do a lot more mileage in rally cars than I do on the road. The roads are regulated so well these days with cameras that you can't have as much fun anymore. When I go back to Scotland, it's fun on the country roads."

Real-life rally rival Richard Burns has also put his name to an upcoming game from SCi, but McRae isn't worried, "They've all tried it but none of them are any good!" he grins. And if you're looking to improve your times on the game, McRae served up this top tip: "Go faster because it doesn't hurt when you crash." Wise words indeed. Now turn to page 056 for the exclusive review of *Colin McRae Rally 04*. You won't be disappointed...

ME ME ME: CODEMASTERS ORIGINALLY BOUGHT THE URL WWW.COLINMCRAE.COM AND THEN HANDED IT OVER TO MCRAE AFTER HE DECIDED HE WANTED IT ALL TO HIMSELF.




***"The game all Star Wars fans have been waiting for."***

***"BioWare has delivered a Star Wars game like no other."***

***9/10 XBM***

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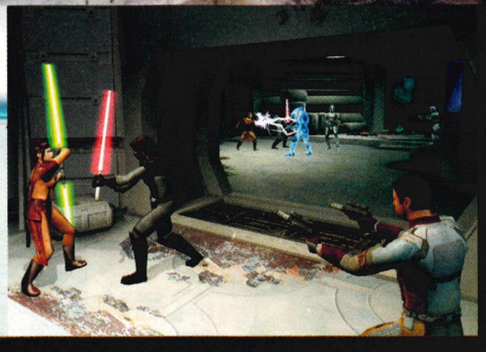
*9.5/10*



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# REVIEWS

**Written by gamers who live and love games. We pride ourselves on bringing you the very best reviews possible. Enjoy**

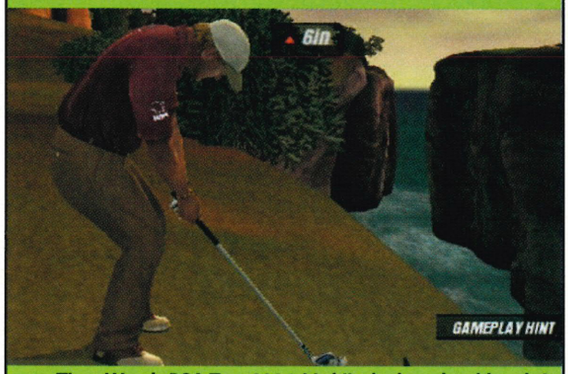
## STEVE SAYS...

IS IT SNOWING where you live? Down here we're building sandcastles not snowmen. Can you hear any sleigh bells in the distance? We're listening to the chimes of patrolling ice cream vans. So if it's not Christmas then how come we've got so many games to play? Easy questions deserve easy answers - we all own the most exciting console on the planet. Pats on the back all round because this month is a celebration of quality AND quantity. We haven't reviewed more games in a single edition since our Christmas issue and we're covering more genres than you'll see in your local Blockbusters.

We've got the best kids' game (don't knock it until you've tried it), the best rally game, two soldier shooters - each leaders in their respective blood-soaked fields, and the best beat 'em up to ever grace a living room. All this on top of a stunning hack and slash, three sports titles, a volleyball game to rival *DOAX*, the first Xbox RTS, and a partridge in a pear tree. Maybe we're wrong, maybe Christmas has come early. But then we haven't played next month's games yet...

## STATISTICS

**Number of games reviewed 18 Number of Elite games 4**
**Highest score 9.1 Lowest score 5.0 Average score 7.5**
**Xbox Live playable games 2 Xbox Live content games 4**
**Number of times Ben flapped ox tongue out of his mouth during dinner in a Korean restaurant 4**
**Number of times we found it funny 1**
**Amount of food chucked at Ben during flapping 3 handfuls**
**Man hours spent playing Tiger Woods 10 (2 weeks' worth of lunch breaks)**
**Level of volume when Max scores a hole in one 25 decibels**
**Number of swear words used when he hits a bunker 8 (plus 4 we'd never even heard of before)**




↑ *Tiger Woods PGA Tour 2004*: it's hijacked our lunchbreaks!

## THE TRUTH

WE ONLY REVIEW the finished UK version of a game - the version that you will be paying for and playing. The US or Japanese release will often differ from its UK counterpart. By sticking to this policy, we will never mislead you by reviewing imported games or preview versions.

Microsoft has no access to, or influence over, the *Official Xbox Magazine*. The company supplies us with info, screenshots and games before any other magazine. We don't do deals with Microsoft, or any other publisher, to get access to finished games. As a result, we're in the best position to give you what you deserve - balanced, objective and accurate reviews on which to base your buying decisions.

## 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

## REVIEWING SET-UP

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

## WHAT OUR BADGES MEAN

**AT THE START of a review, along with the Game Information box telling you who's made the game, when it's out, how many people can play and the official website address, you may see a badge or two. This is what they stand for:**

**XBOX ELITE**
Any game scoring 8.5 or more.

**GAME OF THE MONTH**
Our favourite Elite game this month.

**XBOX LIVE**
Downloadable content or online play?

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

**ON THE DISC: PLAYABLE**
A playable trial version of the game is on our cover disc.

**SEE IT ON THE DISC: MOVIE**
Watch the game in action with a movie on our cover disc.

## THE TEAM

PHOTOS: **OWEN 'BEN' NEVIS/ PHIL 'MAGIC' MADGE**

**MAX EVERINGHAM //** EDITOR

FOR MAX'S leaving dinner, he treated us to pickled cabbage with ox tongue and Spam soup. Ben still hasn't recovered.

**NOW PLAYING:** *Tiger Woods 2004, Indiana Jones, Island Thunder*
**STRANGEST FOOD EATEN:** Elephant

**OWEN NORRIS //** ART EDITOR

HE MISSED his holiday flight by 12 hours, but Owen didn't panic; he just treated his missus to a bonus night in Venice. Unflappable.

**NOW PLAYING:** *RTCW, Tiger Woods 2004, Midtown Madness 3*
**STRANGEST FOOD EATEN:** Tongue

**STEVE BROWN //** DEPUTY EDITOR

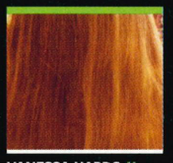
WHEN PRICING a car for a quick sale, turn your phone off once it's sold. We've heard Steve say "It's been sold!" 119 times so far.

**NOW PLAYING:** *RTCW, Judge Dredd, Tiger Woods 2004*
**STRANGEST FOOD EATEN:** Water buffalo

**STEVE O'ROURKE //** REVIEWS EDITOR

STEVE HAS played so many games this month, he has huge thumb blisters and a vibrating wrist... which explains the suspicious calluses.

**NOW PLAYING:** *Island Thunder, C:DS II, Otogi*
**STRANGEST FOOD EATEN:** Chicken feet



**VANESSA HARDS //** PRODUCTION EDITOR

THE QUEEN of lists, Vanessa keeps Post-Its under her pillow in case she dreams up anything she needs to organise. Obsessive. Compulsive. Disorder.

**NOW PLAYING:** *XGRA, Soul Calibur II, Otogi*
**STRANGEST FOOD EATEN:** Durian fruit

**GAVIN OGDEN //** NEWS EDITOR

GAV'S EVIL dentist prescribed tablets that meant he couldn't drink for a fortnight. A doorknob and a length of string soon sorted out the tooth.

**NOW PLAYING:** *RTCW, Tiger Woods, Hulk*
**STRANGEST FOOD EATEN:** Rabbit

**PHIL MADGE //** DEPUTY ART EDITOR

MADGE HAS his own tent at the V festival - not the camping kind, but a children's play area where his impersonations, breakdancing and funny faces will keep the kids entertained.

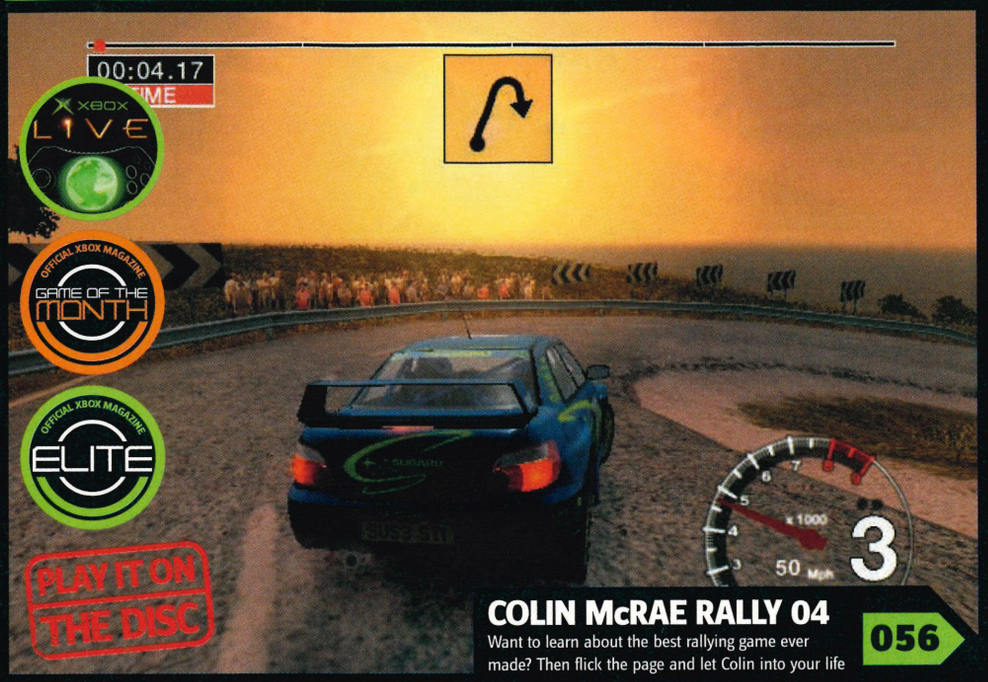
**NOW PLAYING:** *Italian Job, XGRA, NHL 2004*
**STRANGEST FOOD EATEN:** Crocodile

**BEN TALBOT //** PRODUCER

BEN IS NOW officially the sexiest man in Wales after *OXM* forum users voted a staggering 79 per cent in favour of him over Tom Jones. A *Playgirl* cover beckons.

**NOW PLAYING:** *XIII, Mace Griffin, Soul Calibur II*
**STRANGEST FOOD EATEN:** Salad

## THIS MONTH'S GAMES




### COLIN McRAE RALLY 04
Want to learn about the best rallying game ever made? Then flick the page and let Colin into your life **056**

### TIGER WOODS PGA TOUR 2004
Tiger's back but will he score a birdie or a bogey? **072**

### GHOST RECON: ISLAND THUNDER
The best squad shooter delivers a second helping **086**

### CONFLICT: DESERT STORM II
As if Iraq didn't have enough to worry about... **066**

## THE REST

**MADDEN NFL 2004** **064**
Gavin gets all "hut hut hut" with Madden's latest

**NHL 2004** **065**
Cool off on the ice with EA's annual hockey game

**FREESTYLE METALX** **076**
The X is for extreme you know...

**PIRATES OF THE CARIBBEAN** **078**
Set sail across the seven seas in this pirate RPG

**OUTLAW VOLLEYBALL** **080**
It's more about volleyball and less about hairclips

**THE ITALIAN JOB: L.A. HEIST** **082**
A case of Mini madness or a dose of licence sadness?

**XGRA** **084**
Feel the need for speed? Prepare to overdose

**ALIENS VS PREDATOR EXT.** **088**
The first RTS on Xbox!

**LEGO DROME RACERS** **089**
Who needs Meccano when you've got Lego karts?

**DREDD VERSUS DEATH** **090**
Steve O's favourite comic hero finally gets his game on

**FINDING NEMO** **094**
A game of the movie licence - or is it a red herring?

**OTOGI** **097**
Japanese hack and slash gets a big spit and polish

### DISNEY'S EXTREME SKATE ADVENTURE
*Hawk*'s engine + Disney characters = brilliant game **092**

### SOUL CALIBUR II
Move over *Mortal Kombat* and take cover *Tao Feng* - there's a new king of the ring taking on all comers **098**

**>>NEXT MONTH:** You can't possibly want to play any more games than we've already reviewed here, but if we can make time stand still then we may get a chance to play *SWAT: Global Strike Team, Buffy the Vampire Slayer: Chaos Bleeds, Need For Speed Underground, Alter Echo, Urban Freestyle Soccer, Gladius, Wallace & Gromit in Project Zoo* and a ton of stuff we can't even tell you about yet.

CITROËN
CITROËN
5
MAGNETI MARELLI

# COLIN MCRAE RALLY 04

## Another one? Already? What could have changed? Quite a bit...

WORDS: **ANDY STEPHENS**

GAME INFORMATION

DEVELOPER: **CODEMASTERS**

PUBLISHER: **CODEMASTERS**

RELEASE DATE: **19 SEPT 2003**

PLAYERS: **1-4**

WEBSITE: **WWW.CODEMASTERS.COM/COLINMCRAE04**

**THE BRIEF**

SWIFT AND lavish update to the king of rally sims, and now you can post your high scores online.

PLAY IT ON THE DISC

THERE HAS TO come a point where we just won't need real rallying. There just has to - if Codies can update its series in nine short months and make it look and feel so much nicer and enjoyable than before, then it's only going to be another year or so until rallying becomes a purely virtual sport.

When it does, co-drivers the world over will flood the unemployment market with their intense route-finding skills becoming defunct in this age of commuters and computers, and daredevil spectators will have to throw themselves in front of buck-wheeled shopping trolleys in the hope of getting a cheap fix of thrills. Mark our words, it will happen.

Okay, so maybe it won't. But on the evidence of this latest game in the renowned *Colin McRae Rally* series, we're hard pressed to imagine how things can get much better. Really, it's 'just' an update in the same way that Hitler was 'just' a vegetarian. So, please, read on and find out why no other game is fit to grovel in the gravel left in this man's wake.

We've got just one little request, please Codemasters? Can you leave at least a year before the next game in the series, so that we've got a genuine chance at beating the Expert difficulty level this time? Cheers.

## CAR-TEGORIES >> Four different vehicle classes feature, from hardcore oldies to kooky novelties

### 1 Ford Focus

**Engine**
1998cc
4 cylinder
16 valve
turbo charged
310 BHP

**Transmission**
4wd

**Weight**
1210 kg

CAR SELECT - PLAYER 1
Select car with the controller you wish to use in-game

Citroën Xsara Rally Car
Subaru Impreza WRX 44S Rally Car
Ford Focus Rally Car
Mitsubishi Lancer Evo VII Rally Car
Peugeot 206 Rally Car

P1 car select
colin mcrae rally
00:03:00

↑ Four-wheel drive. The standard fodder for today's rally drivers, and the most comfortable ride you'll get in the game.

### 2 MG ZR

**Engine**
1588cc
4 cylinder
16 valve
212 BHP

**Transmission**
2wd (front)

**Weight**
952 kg

CAR SELECT - PLAYER 1
Select car with the controller you wish to use in-game

MG ZR Super 1600 Rally Car
Citroën Saxo Kit Car
Ford Puma Super 1600 Rally Car
Fiat Punto Super 1600 Rally Car
Volkswagen Rallye Golf

P1 car select
colin mcrae rally
00:03:00

↑ Two-wheel drive. A less-powerful rally car, for beginners, or fragile people who need to stroke cats all day long.

### 3 Peugeot 205

**Engine**
1775cc
16 valve
turbo charged
480 BHP

**Transmission**
4wd

**Weight**
910 kg

CAR SELECT - PLAYER 1
Select car with the controller you wish to use in-game

Audi Sport quattro Rallye Version
Lancia 037
Peugeot 205 T16 Evo2
Ford RS 200

P1 car select
colin mcrae rally
00:03:00

↑ These are old-skool rally cars - heavy, dangerous, and impossible to control. They were banned after many casualties.

### 4 Citroën 2CV

**Engine**
twin engined
425cc
2 cylinder
50 BHP (25 BHP each)

**Transmission**
4wd

**Weight**
735 kg

CAR SELECT - PLAYER 1
Select car with the controller you wish to use in-game

MGC Sebring Special
Lancia Delta Integrale
Citroen 2CV Sahara
Ford Escort RS 1600
Ford Transit Rally Van

P1 car select
colin mcrae rally
00:03:00

↑ Novelty cars. Most require plenty of hard work to unlock, but it's worth it. There's even a transit van up for grabs.

### BONUS INFO

**>>LOWRIDER**
Along with the stunning in-car camera, the game now offers a bumper-cam view of things, keeping you low to the road for a quaking sensation of both speed and perspective.

**>>COLIN McRAE TALLY**
You want some numbers? We'll give you numbers. There are 34 different driving surfaces, 19 tyre types and more than 20 cars in the game. Erm... that'll have to do you, unless we start counting trees.

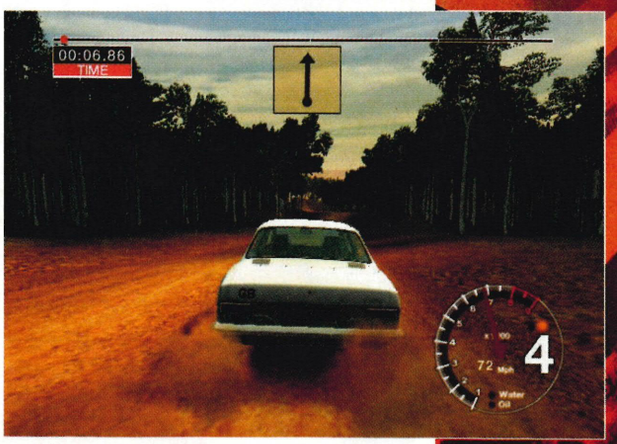
**>>DRIVE HARD**
Expert mode is more than an everlasting gobstopper to chew on. You're forced into the in-car view and manual gears with damage ramped up to the maximum and some incredibly tricky times to beat on the toughest stages. SO WHO'S WITH ME??

## "You can throw your arse around corners with the gusto of a getaway driver and not get punished"

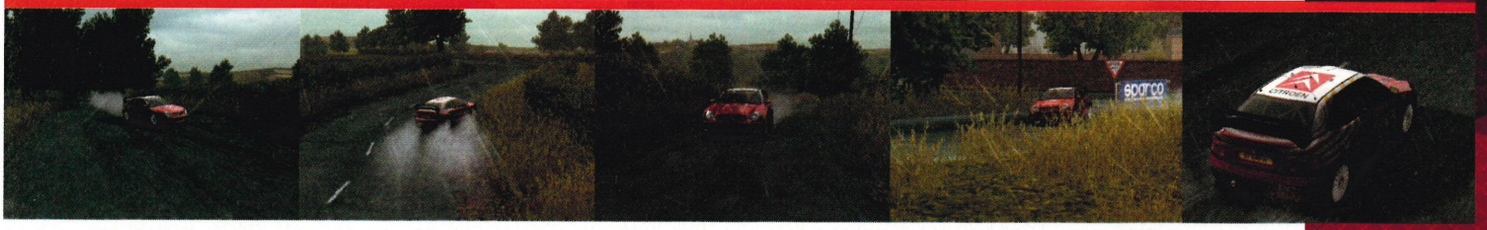
>> It's hard to beat a good rally game. There's not much better you can get in this world. We thought about maybe having deckchairs shaped like a naked lady. Or maybe having a fridge that liked you. Or maybe having a remote-controlled car shaped like a naked lady. You get the picture. But, no - you really can't beat a good rally game. Much like *Tiger Woods PGA Tour 2003* (Issue 11, 8.5) and *World Championship Snooker 2003* (Issue 18, 8.4), Codemasters has taken the sport and moulded it into a fantastic lump of video game for you to play with. It's taken the skills of a world-class rally driver, mapped them onto an Xbox joypad and handed it over to you to command and fiddle with at your will.

Yep, it's hard to beat a good rally game. But it's even harder to beat the *McRae* series and its immovable tendency to be all-conquering in terms of quality. *Colin McRae 3* (Issue 10, 8.9) growled its way onto Xbox in a tsunami of mud and a veil of choking tyre smoke, to universal acclaim and the occasional accusation of below-par visuals (upheld).

Now number *04* touches down with all the weight and noise of a Citroen Xsara crashing expensively to the dust track after a 'Caution - Big Jump' in the Greek foothills. It's only been nine months - like *Colin McRae 04* is someone's baby or something - since the last one, so how come this could get any better than its predecessor in such a short space of time? Did one of the lead programmers have a soak in the bath before having a manic "EUREKA!" moment where he suddenly thought "Maybe we should make it look tons prettier and make it handle in a far more tangible and frankly brilliant manner?" before running naked through >>

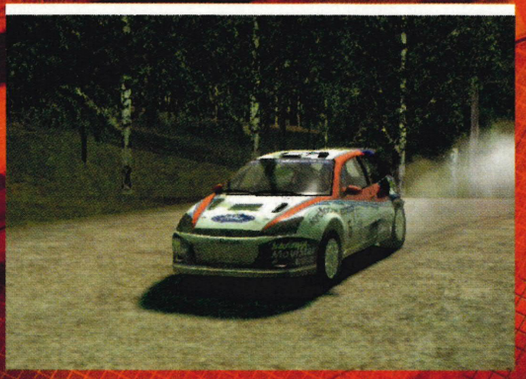



↑ It'll be a miracle if this survives the next jump.



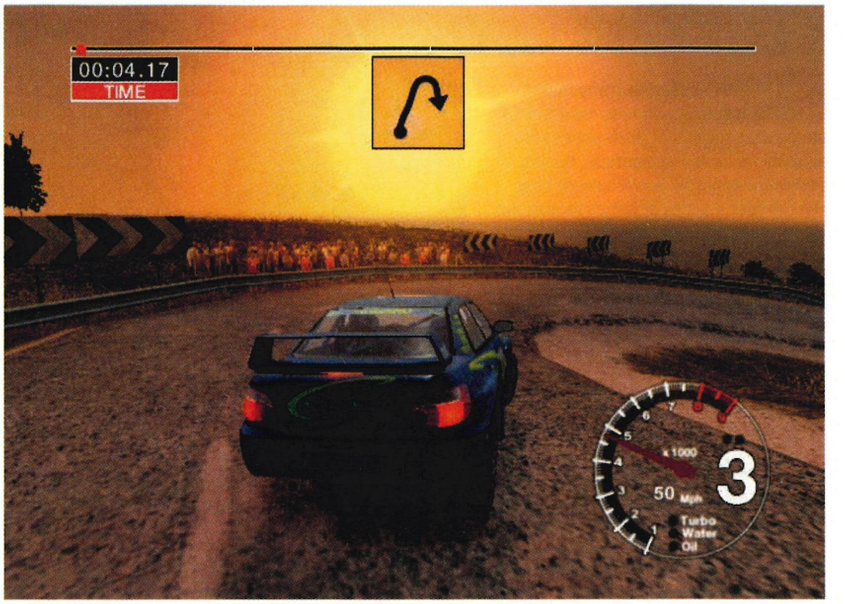
## CLASH OF THE TIGHTENS

WHAT IF *COLIN McRae 04* and *Colin McRae 3* had a fight? There'd be broken bodywork everywhere, we reckon, but just to be fair we've used advanced magazine science to take a representative screenshot of each. Study the form, and place your bets.



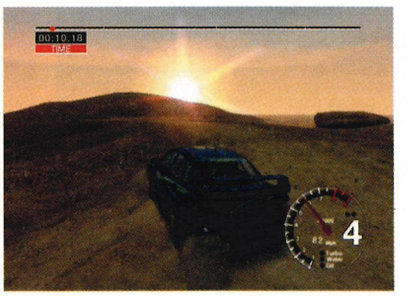
↑ *Colin McRae 3:* slightly chunky, crimpled and frayed.

↑ *Colin McRae 04:* lean, mean rallying machine.

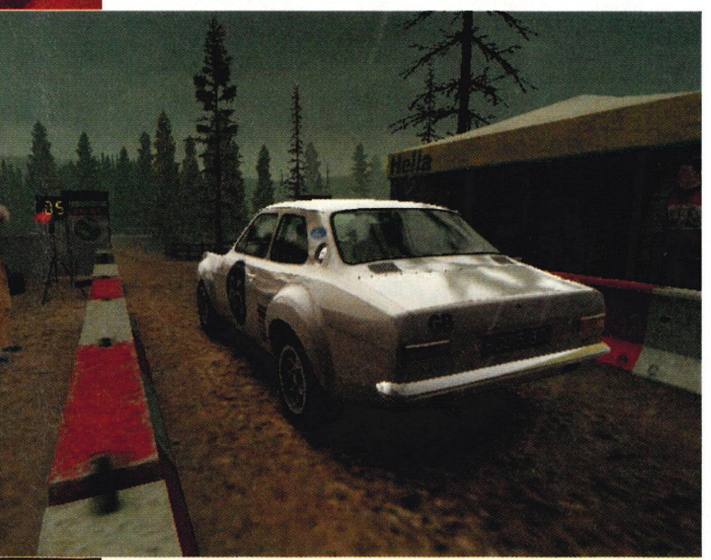



↑ Forget the hazy, dreamy view - you've got a nasty right hook to ride out.

↑ Replays are nice and detailed.




↑ The open road is never hard to find.



↑ Men who look like they need a pee surround the start grid.

## "Colin's beauty just won't hit home until you see it in motion"

the streets? Well, that would explain it, so we'll happily accept that as the reason for this being the greatest rally game yet.

So, there you have it - *CM04*'s two trump cards are that it looks blinding and handles with an unprecedented degree of weight and momentum. Really, it's so tactile you can almost hug it, and so good looking that you'll happily let your hands wander during said clinch. Sorry if it sounds like we're trying to turn you on. It's all just sub-conscious love, honest. So we'd better justify our praise, or else risk looking like word pervs writing *Erotic Official Xbox Magazine*...

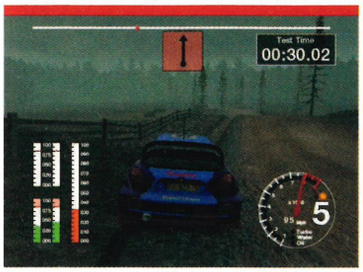
See these screenshots dotted around the place? Those should be evidence enough (or see Clash Of The Tightens, top left, for more convincing) of *Colin*'s beauty, but it just won't hit home until you see it in the fifth gear of motion. Screenshots are, after all, just postcards from us to you, and to see the good grace of this thing moving is completely lovely. The character and conditions of each country have been captured with a knockout punch of detail, making each rally feel all the more individual. The cracked and scorch-dry roads of Spain are pocked with fine detail, making it all the more tempting for your slick Tarmac tyres to lick along them at the neck-breaking speeds that dust-free roads invite. Japan is dark, dowdy and threatening; the intense downpour of rain and sudden hairpins will grind you down if the gloomy, spooky architecture doesn't. The USA's dust tracks are fat and open, given you a nice introduction to the hardships ahead, and the UK is filled with claustrophobic country lanes and muddy excursions through fields and woodland, coaxing an X-man level of concentration out of the player. And Sweden is home to mounds of driven snow and glimmering roads packed together from solid ice - tricky stuff.

And this all feels like so much joy to play because of the way it handles. Thing is, car handling in video games usually defaults to one of two extremes - either the tight-assed prim 'n' proper realism of *Sega GT 2002* (Issue 10, 8.5), or the slapdash slack of arcade abandon that you get in games like *Burnout 2* (Issue 17, 9.0). It's hard to get the balance right, but Codemasters has managed it.

COLIN McRAE WALLY: HERE ARE SOME RUBBISH RALLY-BASED PUNS, IN DESCENDING ORDER OF MISERY: MUDDY HELL, RALLY HO, MUD BROTHERS, WHEELY GOOD.

## MAKE UP THE UPGRADE

YOU CAN NOW win components and upgrades between countries by beating challenges that push your car to the absolute limit. For example, to earn a suspension upgrade, you'll have to fling your car over a series of jumps to max out the dampers, and thus earn your springs.




↑ Leap like a fool for good results.

↑ Slam on the brakes in the area.

↑ Looks all shiny and pristine, doesn't it? You just wait until you flunk your corner...

"Colin McRae 04 looks blinding and handles with an unprecedented degree of weight and momentum"

↑ Japan is absolutely drenched, and clogged with pools of water.

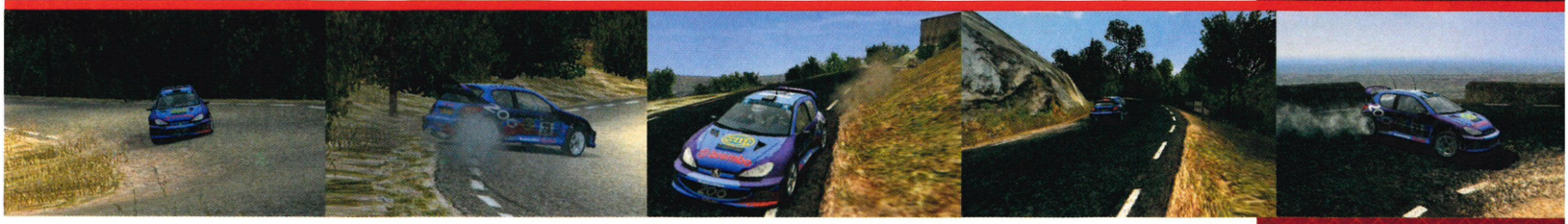
Another minor grumble levelled at *Colin McRae 3* was that the car handled a bit too much like a flight of fantasy, as if you were simply spinning it around a pole that spiked through the centre of the car like a carousel horse. *CM04* addresses this, and in fine fettle - Codies has struck that brilliant chord between fiction and plausibility with a handling model that feels superb. Though it's not precisely realistic (it wouldn't be any fun if it was), there's an incredible feeling of weight, heft, engine power and, well, a super-powerful vehicle in your hands. It's like being a millipede but without having to worry about any of the footwork, as it were.

It's the handling, really, that makes rallying a type of game that's so hard to beat. It's a serious racing game without being *too* serious, meaning that you can play it for months on end to refine and tweak and nip your scores to world-class levels, but you won't have to spend days at a time learning the basics of cornering and applying the brakes all properly. In fact, you can play *CM04* however the hell you like; it's the kind of game where you can throw your arse around the corners

### BONUS INFO

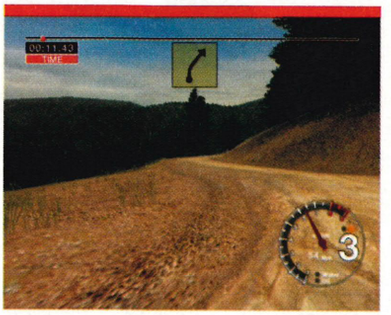
**MAX PAIN**
Despite Max Everingham being a rugged outdoors type with an appreciation for motor vehicles, he's not fit to sniff my camshaft when it comes to setting record times in *Colin McRae* games. Not that I'm smug or anything...

**FAME BECKONS**
Hot off the auto-heels of *Burnout 2*, you can now post your best times online via Xbox Live, thus giving you something to aim for long after Expert mode has fallen.

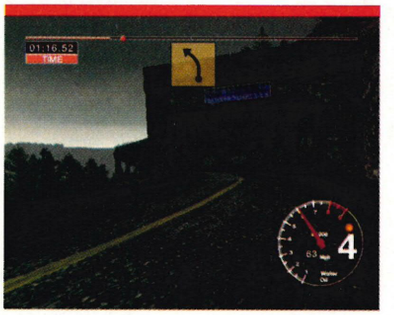


## WISH YOU WERE HAIRPIN >> Home is where the challenge is

Rally drivers are way more jet set than anyone would ever think, traversing the entire world in search of the ultimate Easy Left Maybe Into Two Left Don't Cut Rocks Outside. Here we take a look at some of the tracks that will keep your driving gloves dripping with sweat.

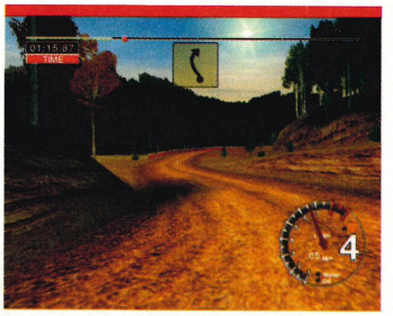


↑ The USA is rough and twisty, but the roads are wide and welcoming.

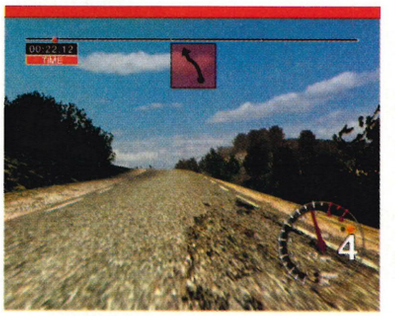


↑ Japan is dingy, damp and depressing. Challenging, too.

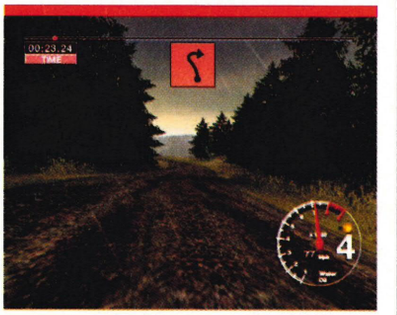
↑ Sweden is the slowest and most frustrating leg of the rally.



↑ Australia is speedy, but treacherous. Trees are deadly here.



↑ Spain is the best, purely because you get to go all out on the Tarmac.



↑ Finally, UK. It's dark and soggy, but there are some top country roads.

**BONUS INFO**

**>> THE GRIM REPAIR**
As with *Colin McRae 3*, you return to the service area only once every two stages, so if your vehicle gets ruined during the first stage, there's nothing you can do but sit out the next one. Make sure you drive carefully, folks.

**>> CUSTOM CRUISE**
You can build your own rally by slapping together your own particular choice of stages. There are a number already available - such as bump-filled Jumptastic - but they're ultimately nothing more than just a jumble of rally stages put in a custom order.

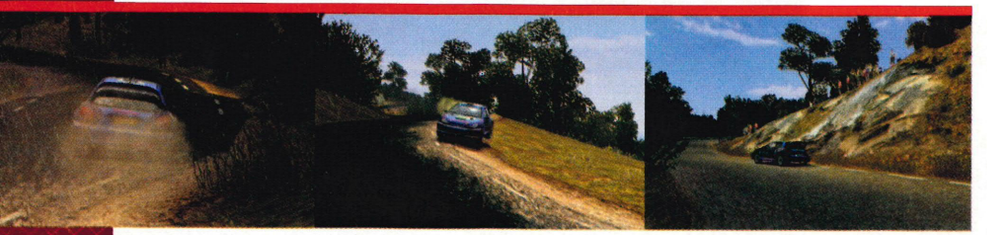
>> with all the gusto of a getaway vehicle and not get punished for it.

The variety of viewpoints (well, three of them) all offer up contrasting driving experiences, too; playing from outside and behind the car makes the game simple enough for anyone to pick up, while the in-car mode is a lonely, intimidating and hardcore experience. Pure and po-faced racing is an acquired taste, but rallying is something open to anyone who enjoys having a joypad melt into their hands and fun things happening on screen that they can throw themselves into with mad gaming recklessness. It's the Zen of freestyle cornering over the mantra of repeated lap racing, and it's great. And nowhere more so than in *Colin McRae 04*, which is, to date, the greatest rally game ever made.

So, that's it. That's the new improved *Colin McRae 04* in a highly recommended nutshell, not forgetting about the Xbox Live scoreboard antics. We reckon it's worth your cash yet again, regardless of whether or not you gobbled up *CM3* with all the slobbering gusto of a crocodile in a pizza parlour. Once more - it can't be beaten.

↑ Blimey. It's almost too pretty.

↑ The gravel looks lovely here.



## THE VERDICT

**POWER**
There's definite horsepower under the Xbox's bonnet, and here it's being used to impressive effect.

**STYLE**
Gritty, dusty, sun-baked locations and gleaming bodywork make for an unbeatable real-rally look.

**IMMERSION**
The attention to detail, coupled with great handling, sucks you in like a whirlwind of off-road action.

**LIFESPAN**
A rock-hard Expert mode and Xbox Live leader board willy-waving make for long-lasting gaming.

**GOOD POINTS**
+ LOOKS BEAUTIFUL AND MOVES QUICKLY
+ HANDLES BRILLIANTLY
+ LIVE SCOREBOARDS
+ IN-CAR VIEW IS SCARILY REALISTIC

**BAD POINTS**
- CUSTOM RALLY MODE IS A BIT OF A LETDOWN

**SUMMARY**
Rallying at its grandest, prettiest and most absorbing. This is the greatest rally game that money can currently buy.

**OFFICIAL XBOX MAGAZINE SCORE**

**9.1//10**

**>> PREVIOUSLY:** Exclusive Access - Issue 19
**>> COMING SOON:** Hints - Issue 22

McRAE OF LIGHT: HERE ARE SOME BRILLIANT RALLY-BASED PUNS, IN DESCENDING ORDER OF EXCELLENCE: ENGINE AND TONIC, GRIT HAPPENS, STAYIN' A-DRIVE.

# THEY TOOK YOUR FREEDOM.

FROM THE MAKERS OF
HITMAN 2™

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PC CD-ROM

PlayStation 2

XBOX

NINTENDO GAMECUBE

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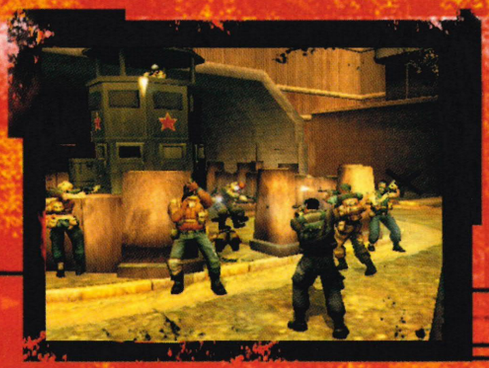
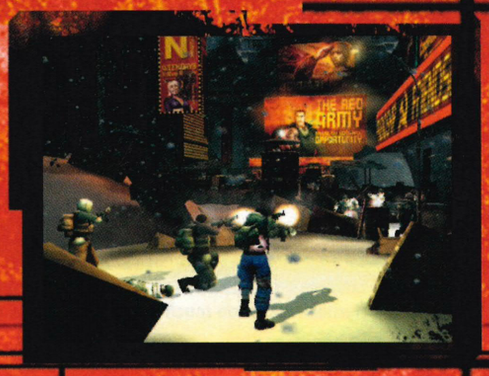
# IT'S TIME TO TAKE IT BACK.

## RECRUIT AN ARMY OF URBAN GUERRILLAS AND LEAD THEM TO VICTORY.

In Manhattan's darkest hour, citizens cry out for a hero to free their war-torn city from invading forces. Rise through the ranks of the resistance and recruit an army of Freedom Fighters to take the war to the streets.

- A revolutionary "Recruit and Command" system lets you lead up to 12 urban guerrillas
- Fight the enemy with guerrilla tactics and weapons
- Intense 3rd-person action on the streets of New York
- 4 player split-screen mayhem



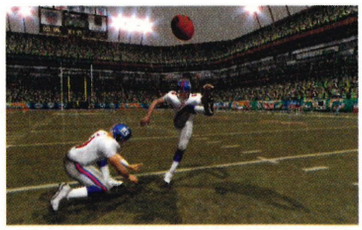


EA GAMES

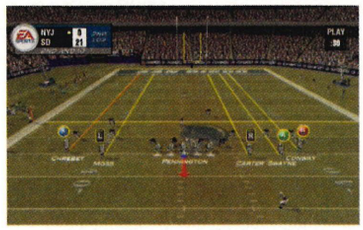
Challenge Everything

freedom-fighters.co.uk

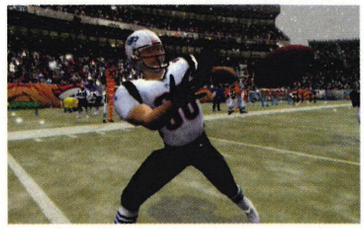
↑ When the quarterback takes too much time picking out a receiver, he's likely to get sacked just like this. Ouch!



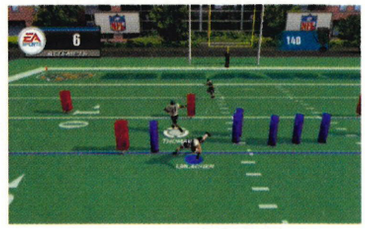
↑ The Giants go all-out for the field goal.



↑ Watch receivers dart to the goal line.



↑ Keep your eyes on the prize.



↑ Earn extra stat points for your players.

## And you thought Madden 2003 was as deep as it gets...

# MADDEN NFL 2004

WORDS: **GAVIN OGDEN**

**GAME INFORMATION**

**DEVELOPER:** EA
**PUBLISHER:** EA
**RELEASE DATE:** SEPT 2003
**PLAYERS:** 1-4
**WEBSITE:** WWW.EA.COM

**THE BRIEF**

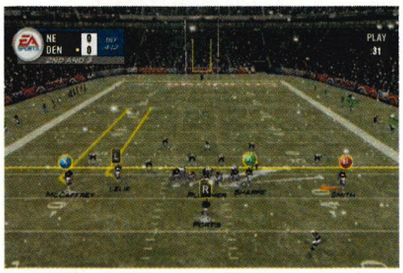
THE LATEST VERSION in Electronic Arts' long-running mighty NFL football series

EA HAS somehow managed to beef up *Madden NFL 2004* beyond belief. There are more game modes, statistics, plays, customisable options, training sessions, settings, challenges and player cards than you would have thought possible. You couldn't ask for more, except for a little online play maybe...

Core gameplay remains pretty much the same as last year's release (Issue 08, 8.9), but there's nothing wrong with that as EA's take on the Gridiron action is unrivalled. A few new tweaks and touches make the gameplay truly unstoppable for *2004* while new depth to the Franchise mode takes the game to a new level. You can even go behind the scenes with the super-deep Owner mode that puts you in charge of the business behind the team. Here you can tinker around with everything from entry prices and toilet facilities to player salaries and hot dog suppliers. We're not joking when we say it's like a game in itself. *Theme Park* anyone?

Back on the field and another new addition to the formula is the Playmaker. This allows you to change the play at any point while you're on the field. Once you've seen what type of defence your opponent's selected - and realise your receivers will be locked down within seconds of the snap - you can change your play instantly, forcing a receiver to break off from his pre-designated route to find a wide-open space. You can also create your own plays if you want to see how deep the rabbit hole really goes. But if you'd rather stick with the plays your chosen team already has, you'll never be short of a quality move. Players act out your commands to the letter making you feel in total control.

Newcomers to the game might find it all a bit overwhelming to begin with, but stick with it and you'll quickly pick up the basics. And you don't have to know the game inside out to score a touchdown. Several practice modes are there to help you along, too. During a game you can also 'Ask Madden' who'll dish up a friendly piece of advice which he thinks suits the situation in hand. Oh, and the commentary offered during games is nothing short of unbelievable. This is as real as it gets.



↑ Check the player routes before the snap.

**BONUS INFO**

**MADDEN 101**
Check out the Madden 101 mode that explains every new feature. A lovely lady points out all the new options and explains their uses.

## THE VERDICT

**POWER**
Pushes visuals to their limits. If you didn't know better, you'd think you were watching TV.

**STYLE**
Captures the razzmatazz that surrounds the sport perfectly. There's never a dull moment.

**IMMERSION**
How deep do you want to get? Every aspect of the sport is here for you to tinker around with.

**LIFESPAN**
Play the game for a month non-stop and you still won't have seen everything on offer.

**GOOD POINTS**
+ INCREDIBLE AI
+ LOOKS AND SOUNDS REAL
+ SIMPLE FOR NEWBIES
+ AMAZING DEPTH AND DETAIL
+ GREAT PRESENTATION

**BAD POINTS**
- NO ONLINE PLAY

**SUMMARY**
The *Madden* series is as good as it gets. This is a simply stunning rendition of the sport no fan should underestimate.

**OFFICIAL XBOX MAGAZINE SCORE**

**8.5//10**

**PREVIOUSLY:** Mr Madden's 2004 efforts have been elusive till now
**COMING SOON:** Ben's defensive line debut (not)

↑ Get in the thick of the action with the selectable Action cam.

↑ This *OXM* match almost ended in real fisticuffs.

↑ Lemierre belts Belak in this heated punch-up.

## Forget the summer! Cool off out on the ice with EA

# NHL 2004

WORDS: **STEPHEN DAULTREY**

| GAME INFORMATION |
|---|
| DEVELOPER: **BLACK BOX & EA CANADA** |
| PUBLISHER: **EA** |
| RELEASE DATE: **26 SEPT 2003** |
| PLAYERS: **1-4** |
| WEBSITE: **WWW.EASPORTS.COM** |

### THE BRIEF

MANAGE and guide your team of bruisers to glory in the latest instalment of EA's authentic ice hockey series.

VIOLENCE IN team sports is always a video game winner, which is probably why ice hockey games have carved out a cult following in a country less inclined towards the cry baby tactics of football. Pad yourself up, skate across agoraphobia-friendly arenas and ram your opponents through the surrounding glass. Much more fun than feigning injury on a waterlogged pitch in Stamford Bridge, right?

If you're a veteran of EA's super-glamorised ice hockey series, the question you'll want answering is whether this latest outing's enhancements merit a purchase. Well, it certainly looks a tad nicer, has up-to-date statistics, but it doesn't play especially different. It all depends on how hardcore you are, really...

The breakaway one-on-one cam used for honing in on goal has been removed in favour of more sim-like adjustments. Now you can pull off advanced tricks like faking shots with ease, or guide the direction and strength of a pass with greater sophistication. There are two types of pass - the standard 'flat' pass, effective for dominating possession, and the elaborate 'saucer' pass which, when mastered, can be used to dunk the puck into specific areas of the rink. The bone-crunching 'dekeing' system has also received a slight overhaul with three motion-captured players reportedly injured during a rigorous filming process. As for coaching intervention, the D-pad invites you to tamper with the playing style of your team during matches, be it protecting the net, or softening your offence to defend a lead. Stir into the broth grappling-oriented player punch-ups and you've got a game with considerable scope for learning. It's a shame that the easy difficulty levels mean that many of the advanced features are redundant since you can win without them.

As for gameplay options, there's more meat here than on a butcher's counter. International tournaments, NHL seasons, four-player multiplayer games and player customisations combine with the gruelling Dynasty mode, where finances, legal matters, travel arrangements, scouting and team facilities play as big a role as actually battling on the ice. Did you know that constructing a tasty locker room improves team morale? You do now.

Without doubt, this is a game so deep you could drown in it. What you've got is a polished, super-fluid affair with realistic animation, sweet graphics and a decent managerial aspect. Unfortunately, despite the modifications, it's still firmly rooted in a familiar template. If you love sports games, this is more recommended than boycotting a West Ham season ticket - but only if you don't own the previous instalment, that is.

### BONUS INFO

**SNAPSHOT**

***NHL 2004* can be played from a variety of different camera angles, most of which work well. So there is little excuse for sticking to the standard Ice view.**

↑ Kerrunch!!! Deke your opponent in style.

### THE VERDICT

**POWER**
Gliding over the ice is poetry in motion. Excellent cutscenes and commentary heighten the drama.

**STYLE**
Polished EA sports fare with OTT presentation. Modify menu screens in your fave team's colours.

**IMMERSION**
Fast-paced, fun and just about violent enough - if you like the sport you'll be hooked right away.

**LIFESPAN**
Tons of game modes including an expanded managerial section. It's all a bit too easy, though.

**GOOD POINTS**

+ LOOKS AS GORGEOUS AS EVER
+ INCREDIBLE DEPTH WITH TONS OF OPTIONS
+ A JOY TO PLAY

**BAD POINTS**

- GAMEPLAY'S THE SAME
- NO XBOX LIVE
- TOO EASY

**SUMMARY**

**A smart and frantic sports sim, but if you have *NHL 2003* it's hard to recommend this - even with the impressive tinkering.**

**OFFICIAL XBOX MAGAZINE SCORE**

**7.7/10**

**PREVIOUSLY:** First time out on the ice
**COMING SOON:** Hints - Issue 22

**ICE ICE BABY:** PHIL TRIED ICE HOCKEY ONCE. UNFORTUNATELY, HE DIDN'T REALISE HE HAD TO LEARN HOW TO SKATE FIRST AND ENDED UP CRYING DUE TO A SORE BUM.

# CONFLICT: DESERT STORM II

## Blood, sand and bullets in this Iraq-based shooter. But Saddam's nowhere to be seen...

WORDS: STEVE O'ROURKE

GAME INFORMATION
DEVELOPER: **PIVOTAL GAMES**
PUBLISHER: **SCI**
RELEASE DATE: **SEPT 2003**
PLAYERS: **1-4**
WEBSITE: **WWW.CONFLICT.COM**

PLAY IT ON THE DISC

"So, what are you up to tonight?" says the Cockney to the Northerner.

"Well, not a lot really," says the Northerner. "Just planting a little C4 on that fuel dump over there, providing some covering fire while my mate disables a chemical warhead and then legging it to the rendezvous where we expect to see you revved up in an APC waiting to get us to the extraction point in double-quick time."

"Quiet night, then," says the Cockney.

The phrases 'boring job' and 'SAS' are as unlikely bedfellows as our own Ben Talbot and the luscious Angelina Jolie (her loss - Ben). Hereford's finest are the original action heroes - storming embassies and doing the important stuff behind enemy lines has made them the stuff of legends. Game designers couldn't dream up better characters if they ate a mountain of cheese before bedtime.

The combination of special forces and a Gulf War scenario means this game's hotter than a Baghdad summer, which was certainly the case with the first *Conflict: Desert Storm* (Issue 07, 8.1). It shifted enough copies to make it one of the best sellers of 2002 - which was quite a feat considering it wasn't released until September of that year. And now a Desert Storm has been stirred up again. A true sign of the times...

### THE BRIEF

IT'S BACK to Iraq in the sequel to the popular arcade squad shooter. But this time nobody gets left behind.

↑ Avon calling it ain't - and always keep a man back just in case.

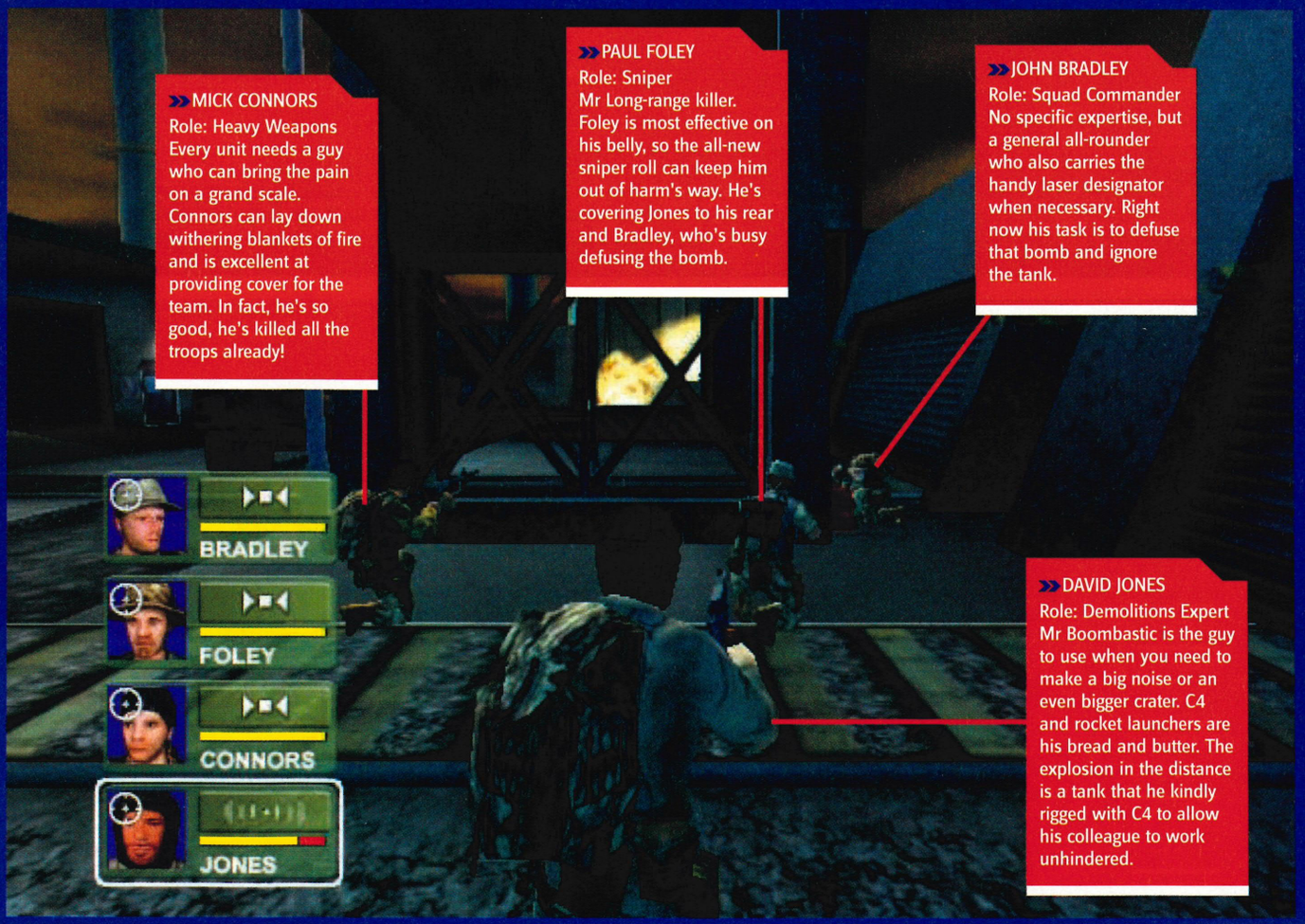
↑ You've killed his mate, now take him out too!

↑ Tanks are lethal, so either take them out from long range or sneak up and plant C4.

Those clambering for the moral high ground and wanting to denounce this game as a crass attempt to cash in on the current Iraq conflict should remove their Mary Whitehouse masks and get back to reading the *Daily Mail* because, like its predecessor, *Conflict Desert Storm II* focuses solely on the events of the 1991 war - 12 years before Uncle Sam and the British Bulldog went for another stroll in bandit country. So there'll be no storming Baghdad and certainly no tracking down members of a deposed regime, some would say more's the pity...

Instead, the developer has built the sequel on the same timeline as the first offering - an understandable game design considering the brevity of the initial war. For those who have played the original *Conflict: Desert Storm*, this follow-up is very familiar territory. We're talking

## TEAMWORK >> With an easy control system, your skilful team can achieve multiple tasks...




**>> MICK CONNORS**
Role: Heavy Weapons
Every unit needs a guy who can bring the pain on a grand scale. Connors can lay down withering blankets of fire and is excellent at providing cover for the team. In fact, he's so good, he's killed all the troops already!

**>> PAUL FOLEY**
Role: Sniper
Mr Long-range killer. Foley is most effective on his belly, so the all-new sniper roll can keep him out of harm's way. He's covering Jones to his rear and Bradley, who's busy defusing the bomb.

**>> JOHN BRADLEY**
Role: Squad Commander
No specific expertise, but a general all-rounder who also carries the handy laser designator when necessary. Right now his task is to defuse that bomb and ignore the tank.

**>> DAVID JONES**
Role: Demolitions Expert
Mr Boombastic is the guy to use when you need to make a big noise or an even bigger crater. C4 and rocket launchers are his bread and butter. The explosion in the distance is a tank that he kindly rigged with C4 to allow his colleague to work unhindered.

...E CHARTS IN THE UK, FRANCE, GERMANY AND AUSTRALIA AND WAS IN THE TOP FIVE IN OVER 20 COUNTRIES WORLDWIDE.

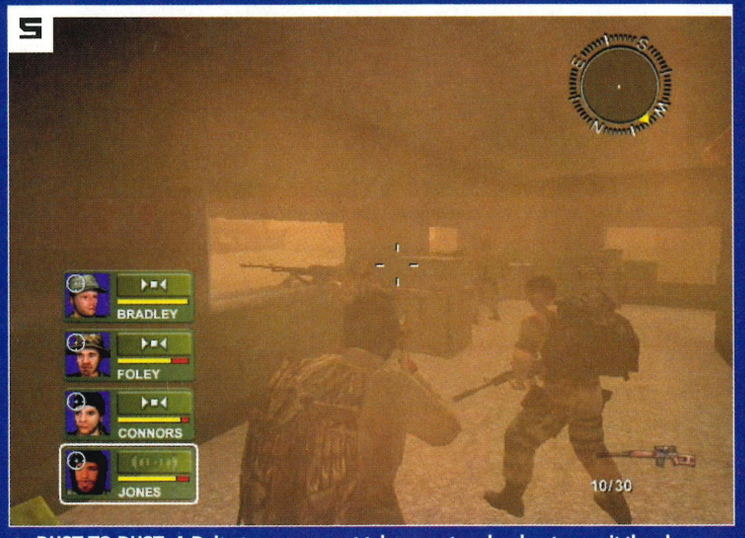
## ON A MISSION >> As per usual, the Americans need our help. Time to lock and load!

The missions follow on from each other to create an episode - here are a few snapshots from the first three levels...

↑ SECURE THE WALLS: Delta 2 is behind enemy lines and must be evacuated. Breach the city wall and find their crashed chopper. This jeep with mounted turrets is handy.

↑ TAKING OUT THE BIG GUNS: Making it to the walls is hard, but then you must take out the anti-aircraft guns so Allied bombs can destroy any heavy artillery in your way.

BOOM BYE BYE: A gunship picks up your signal and earmarks the tank for some swift punishment. It'll also blow the barricade for you, so on you go!




↑ DUST TO DUST: A Delta team sergeant takes you to a bunker to await the chopper for evacuation. Visibility is against you, so get your men to take up positions now.

↑ After spending hours running from enemy artillery, it's nice to get a little payback.

↑ The weather effects bring home the atmosphere of a desert battle - bloody sand gets everywhere!

>> third-person (with a first-person option), four-man squad-based combat, fulfilling similar objectives to the first game - search and destroy, rescue and reconnaissance... the general meat and potatoes of military operations.

Your original team also returns to the fray (with comical regional English accents) and, just like before, each team member has strengths in certain areas - whether it's sniping, heavy weapons or explosives. As the game progresses, your ability to pick the right >>

↑ LACE THE METAL: After fighting through the night you're inside the city. A barricade and tank block your path, but fortunately you have a laser designator in your pocket...

↑ BIRD OF PREY: Shotgun in hand, Jones will cover the retreating US Marines at close range while the rest of the team cover the battleground from inside the bunker.

man for each task becomes vital if you want to get the job done quickly and, most importantly, effectively.

This is an arcade squad shooter, so any armchair generals out there need not apply. There's no map option, so you can't issue movement commands any further than your line of sight. Think *Brute Force* (Issue 18, 8.5), without the big lizard or the nifty invisibility option. The control system is identical to the first game - a simple combination of holding the Left trigger and activating one of the four pad buttons will issue basic but functional commands to your troops while you can still engage in real-time combat.

So, you've got the same team, the same controls, and the same plot line. Where's the new stuff? Good question, because in many ways the game plays like a standalone mission disc rather than a real revolution to the *C:DS* franchise. Not that this is an altogether bad thing, as fans of the first game will feel that this title is a refinement over the last, thanks to many subtle improvements.

"Conflict: Desert Storm II's AI shines like a beacon for other developers to steer towards"

For a start, very little of this game actually incorporates desert combat. Rather than the many anonymous sand dunes of the first title, you've now got towns to patrol through, weapons facilities to sabotage and generally a lot more urban warfare to keep you entertained. You'll still travel through sandy wasteland but now your objectives will often involve tarmac and brickwork too. This keeps the combat close and unpredictable, with snipers vectoring in from ledges and dreaded tanks bursting through civilian buildings.

Visually, it's a step in the right direction from the last offering, with more environmental detail, better character modelling and much better character movement. Your soldier doesn't feel as sluggish as he did the first time around and, with the addition of a neat new sniper move, he can now crawl and roll along the dirt whilst dodging enemy gunfire.

Possibly the biggest gameplay development is the new requirement to finish a mission with all four members. There'll be times when an artillery shell wipes out three of your team and badly wounds the fourth member, which means you'll have to cover and heal yourself before running out in the open to try and give first aid to your fallen comrades. It encourages you to be clever with resources - you can't heal if you don't have first aid left, so the need to switch inventory items among your crew is important. It adds a decent twist to the run and gun action and is a worthy addition.

But squad control is only as good as the AI, and this is where *Conflict: Desert Storm II*, like its predecessor, shines like a beacon for other developers to steer towards. Your boys are smart - very smart. Give them the order to fire at will and they're ruthlessly efficient, even telling you when they're changing magazines. Tell them to follow you and they'll be jogging at your heels faster than a sheepdog. And they'll need to be, because the enemy AI is often of an equal calibre, although there are random moments of inconsistency, such as a machine-gunner staying in position after you've driven past, got out of the vehicle, and stood behind him.

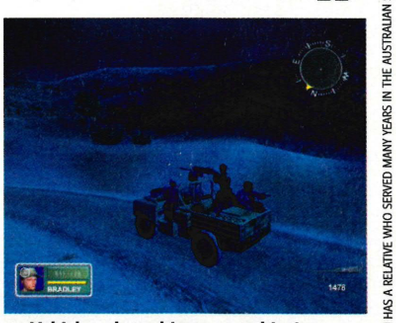
*Conflict: Desert Storm II* is an evolution rather than a revolution. It's got better graphics, tweaked gameplay, a lot more vehicles to play with, a snazzier front end - including better cinematics - and the lofty promise of downloadable content thanks to Xbox Live. But what it doesn't have is heaps of longevity as there are only a paltry ten missions - none of

**BONUS INFO**

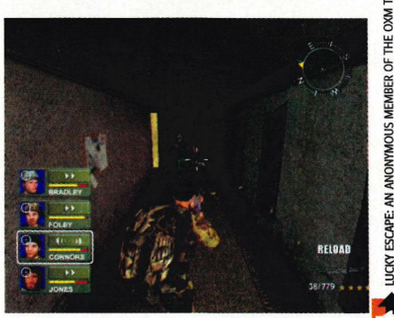
**SAVE GAMES**
Like the first game, you are allocated three saves per level to be used at your discretion. Actually, it's really only two because one save is used to store the level itself, leaving you with two to play with in-game.

**YANKS ARE BACK**
You don't have to play as the SAS - you can also play as an elite Delta unit. The only real difference is the funny accents, uniforms and the different medals you're awarded at the end of a mission.

↑ Blown-out buildings offer a good vantage point and, if you're lucky, a machine-gun turret to boot!




↑ Vehicles play a bigger part this time.




↑ The ultimate way to deal with intruders.

LUCKY ESCAPE: AN ANONYMOUS MEMBER OF THE OXM TEAM HAS A RELATIVE WHO SERVED MANY YEARS IN THE AUSTRALIAN SAS. ONE DAY, THE MAN IN QUESTION WAS INJURED AND COULDN'T BOARD A HELICOPTER THAT WIPED OUT THE MAJORITY OF HIS SQUAD IN A BLACKHAWK CRASH IN THE LATE '90s. FATE IS A CURIOUS THING.

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↑ Whoever said to go outside and get some air needs some lead in the head...

↑ Simple tactic: use one to draw them out while the other three hide around the corner.

"A great multiplayer co-op mode allows you to play through the whole game with three friends"

>> which are particularly big. Playing on Easy difficulty is a mistake - you'll walk through the game in little more than six or seven hours. Medium and Hard offer considerably more challenge but the difficulty is based on inflicted damage and stricter aiming parameters rather than more, or harder, mission objectives. And whatever way you look at it, you're still playing the same maps.

Solo missions aside, *C:DS II* has a great multiplayer co-op mode that allows you to play through the whole game with up to three friends and is genuinely fun - especially in two-player vertical split-screen, where you each control a playable character and an NPC. Running to offer first aid to your bullet-ridden mate doesn't get boring and, needless to say, offers great gloating opportunities.

*Conflict: Desert Storm II* offers an immersive and enjoyable gaming experience. The tweaks, polish and improvements make the sequel a stronger game than the first. However, after the rather abrupt ending, we were left wanting more. But isn't that the same feeling you always get when you reach the end of something you've really enjoyed?

## >> BONUS INFO

**>>CONFLICT EXTREME**
If you can beat the game on Hard mode, you unlock Extreme. One shot often results in a kill and health packs are a no-no. Only for the hardcore.

**>>BEYOND EXTREME**
Beat Extreme to unlock cheats and a trooper sliding scale where you can make your men smarter, and a mission selector so you can jump to any point.

**>>LIVE GOODIES**
Downloadable content has been promised by SCi, but the actual goodies are top secret. We hope it's not just skins - we want more missions to play with!

## MULTIPLAYER MAYHEM >>

### Get some mates and get stuck in!

Playing solo is only half the fun! *C:DS II* gets a new dimension through the wonderful world of co-operative multiplayer. You and up to three friends can play through the game in this mode although we recommend two-player split-screen for maximum fun.

↑ MAN DOWN! MAN DOWN! With half the team wiped out by a tank, Ben needs to disable the artillery and heal his fallen comrades before they die. Considering he's attacking a tank with a grenade we have no hope...

## XBOX THE VERDICT

**POWER**
Instant saves and quick loads means you won't feel detached from the action.

**STYLE**
Bullets flying in a sandstorm and screams of "Armour ahead!" The game oozes atmosphere.

**IMMERSION**
The intuitive control and great action will keep you playing constantly...

**LIFESPAN**
...but you'll find that continual play brings a swift conclusion. Still, there's always multiplayer!

**GOOD POINTS**
- GREAT CONTROL
- EVEN MORE POLISHED THAN THE ORIGINAL
- VARIED MISSIONS KEEP ACTION FRESH
- MULTIPLAYER IS GREAT
- EXCELLENT AI

**BAD POINTS**
- IT ENDS TOO QUICKLY; WE NEED MORE!

**SUMMARY**
**One of the best squad shooters just got better. It's a refinement rather than a big development though, and it's over too soon.**

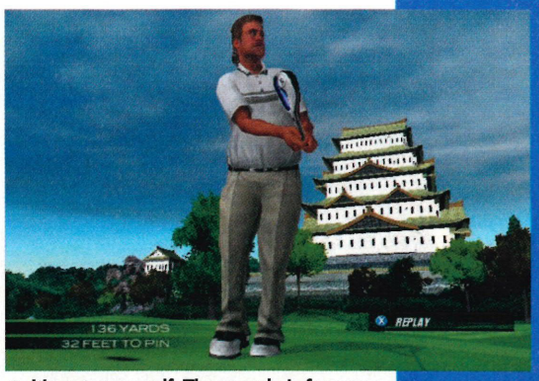
**OFFICIAL XBOX MAGAZINE SCORE**

# 8.3 //10

**>>PREVIOUSLY:** Incoming - Issue 20
**>>COMING SOON:** Hints - Issue 22

SELECTIVE HEARING: GAVIN IS CONVINCED THAT THE ORDERS BARKED BY THE NORTHERN SAS MEMBER SOUND LIKE "CHIP SHOP AHEAD" INSTEAD OF "INFANTRY AHEAD", AND "ON ME" IS "MUSHY PEAS". LIKES HIS FOOD, DOES OUR GAV...

↑ Wallaby Creek is the name of one of the new courses you'll find in World Tour. Can you guess where it is yet?




↑ It's not crazy golf. The pagoda is far away.

↑ Arcade cinematics feature once again.

## Can't see the Woods for the tees? What, are you blind?

# TIGER WOODS PGA TOUR 2004

WORDS: **STEVE BROWN**

GAME INFORMATION
DEVELOPER: **EA REDWOOD SHORES**
PUBLISHER: **EA**
RELEASE DATE: **26 SEPT 2003**
PLAYERS: **1-4**
WEBSITE: **WWW.EASPORTS.COM/GAMES/TIGERWOODS2004**

**THE BRIEF**

ARCADE golf with authentic PGA Tour players and courses, as well as a great line in plaid strides.

LIKE THE GAME of golf itself, we have a love/hate relationship with the *Tiger Woods* franchise that fades and draws between intense satisfaction and immense frustration. It's the best golf experience currently available, but a few serious problems hacked great ugly divots out of its lush 2003 fairway – divots rudely not replaced for this 2004 Tour.

The mid-flight spin system for instance, is a fantastic concept. It maximises steady involvement by making sure that you're still to some extent in control of events beyond twonking the ball off the tee. Tapping the Black button while the ball splits the blue accelerates spin, with rotation controlled by the Left stick. In theory this allows you to rein over-zealous hacks with hard backspin, or roll gently pin-ward on touchdown should the head or side-wind be stronger than you judged.

All good stuff. But nothing has been learned from the detrimental camera angles of the 2003 version that still plague actual implementation of spinning in *2004*. Too often you still cut to a facial close-up of your Pringled avatar as he/she watches the ball disappear with a mildly concerned expression. What you actually want to see at this point is your ball's flight over the fairway or green, so that your ability to correct with spin is meaningful, not blind guess-timation.

Even when you *are* granted ball-cam, the pursuit angle can be excessively oblique, especially when hanging over the green, and denies all but the roughest idea of where the ball will drop. Whether this is a deliberate temperance of the spin feature to stop it becoming too easy (spin is one of the attributes you can add skill points to), or just laziness to correct a basic flaw, it's a frustrating lack that might have easily been addressed.

Even more negligent is the total failure to improve the putting in this year's edition. *Tiger Woods* again eschews any form of target measurement system, with no fixed grid overlay or quantifiable aiming distances for greens. There's only a wide grid system that moves with your chipping/putting cursor and is supposed to lend a little more interpretation to gradient – something that the greens' texture maps alone still fail miserably to provide, even with fly-by.

It wouldn't even be so hard to judge putts if the camera remained a fixed distance – at least you'd have the single reference point

↑ Penguin Falls, with the weirdest penguins we've ever seen.

↑ Recover from a water hazard for bonus cash reward!

**BONUS INFO**

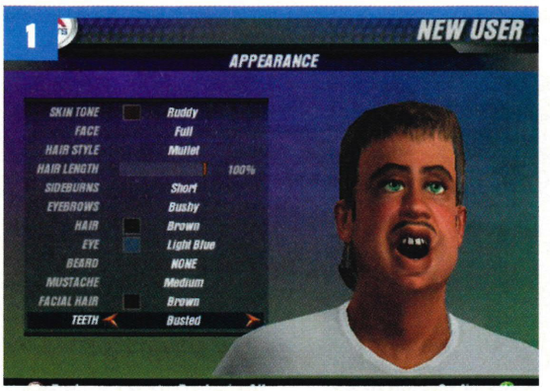
**BREAK TIME**
Gamebreaker mode is a new feature across all EA's sport titles. It kicks in when you have the opportunity for a 'big play' shot that will have a significant effect on a hole or round. In practice this means you have extra control on the gamebreaking shot.

**CLUB DISCOUNT**
In the competitive Battle Golf mode you can choose to play each hole with your golf clubs as wagers. Win a hole and you can take your pick of clubs from your opponent's bag. Be mercilessly tactical in your choices, nabbing his most-used irons or woods.

**CLUB CLASS**
The World Tour mode is a significant addition that allows you to fly between locations on a world map, unlocking more challenging courses and opponents as you gain victories and cash. This mode will also unlock new equipment, clothing and accessories.

## FREAKY REALISTIC Create your own golfer before you tee off

THE NEW GAME Face options were inspired by *The Sims 2*, and both EA teams have shared resources in developing the new features. With pages and pages of slider bars that adjust every facial aspect in detail and balloon or shrink general body areas, there's loads of fun to be had. Try and get a likeness of yourself or a friend and you'll see how just how close you can get...




↑ My, what lovely teeth you have... and a great mullet too.

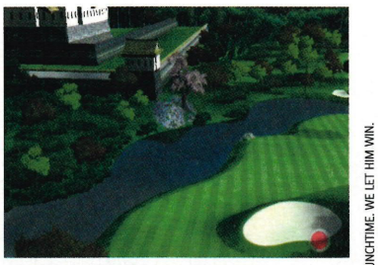
↑ Such a classical nose, goes nicely with the Roman hair.

↑ Eyes like deep, limpid pools. What's with the big forehead?

↑ And built for comfort too. Could you wish for any more?

↑ Gavin hits the beach and starts getting *Medal of Honor* flashbacks before a medic gets called in with some Valium.

"The faults of the 2003 Tour have just been raked over in their bunker for the update"



↑ The Orient beckons this year.

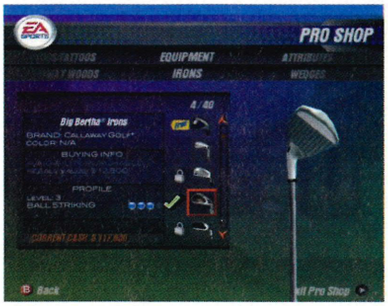
of the hole's diameter to extrapolate. But the further you drag the putting cursor, the higher the camera climbs to accommodate, bending all scale round its knee and throwing it petulantly into the gasping crowd. Add wildly inaccurate caddy advice to this tantrum-inducing experience and a good walk can indeed be spoiled into a grumpy stomp. At least the superb animations lend a little wry humour to your golfer's exasperation.

So those are the essential gripes. The faults of *Tiger Woods PGA Tour 2003* have just been raked over in their bunker for its annual update. Camera angles and putting remain bugbears in the *Woods*, the tutorial is *identical*, the engine is the same so there's no appreciable graphical advancement. Award screens still appear for just too long and can't be skipped, neither can the other players' shots in Tournament modes (you can again accelerate time slightly). Often invisible crowds cheer improbably and teeing off is still just a little on the moronic

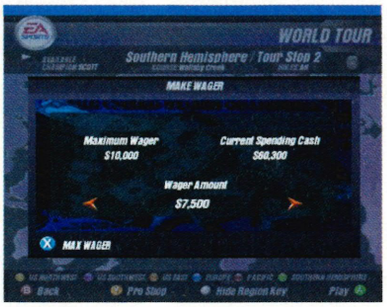
MAX POWER: MAX DANCED AROUND THE OFFICE LIKE A MINIATURE APE, AFTER WHIPPING STEVE B AND GAVIN AT LUNCHTIME. WE LET HIM WIN.

## MONEY FOR PUTTING, CHIPS FOR FREE >> Sponsor yourself

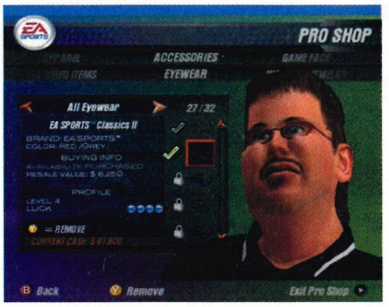
IT'S ALL ABOUT the money, baby, in *Tiger Woods PGA Tour 2004*. Just like the real pros it'll be your choice to accept sponsorship (from Ping, for example) as your fame and talent grows, and every Pro Shop item is an authentically licensed item from the world of golfing brands. Unlock more and more clubs and clothing as you progress through game modes until you're the fairest of the fairway, the catwalk caddy and the garment guru of the greens. And you thought sponsorship was about going on a long walk and getting 50p off your mum...



↑ Does my nine-iron look big in this?



↑ You can wager money on Tour events too.



↑ The Tour Shop is a poseur's wonderland.

**BONUS INFO**

**>> GREEN-EYED MONSTER**

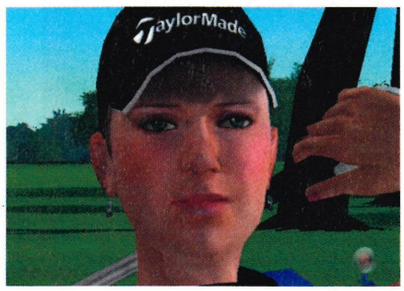
There are the usual range of celebratory and tantrum animations for the excellently animated golfer models, with some very acrobatic feats that would almost certainly get you thrown out of a good English club, particularly if wearing one of the available mini-skirts. Not that traditional English clubs welcome female golfers anyway!

"It's still a joy to play. The seven new courses are beautifully arranged, and there are many new play modes"

>> side of idiot-proof, with even power boost too quick to master.

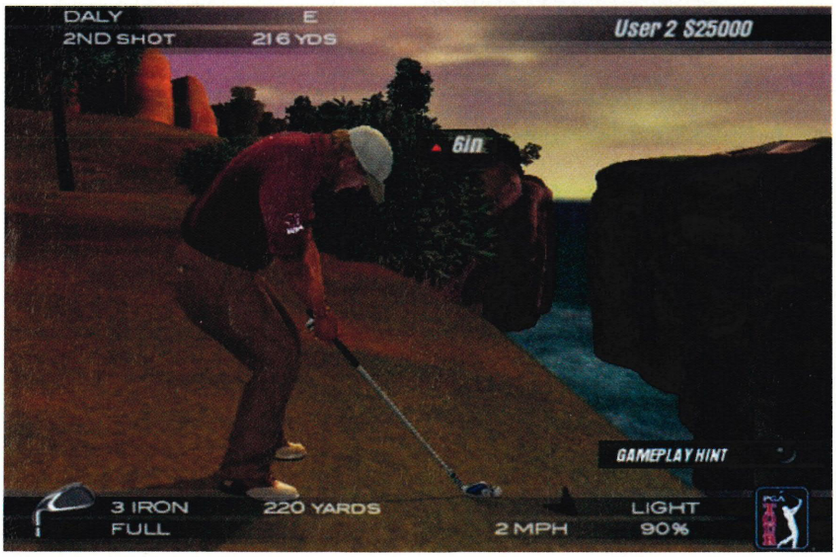
But despite all this, *Tiger Woods PGA Tour 2004* is still a joy to play. It's accessible to a fault, the commentators (David Feherty and Gary McCord) are delightfully gentle in their lilting sarcasm, the steady accumulation of skill points to raise your various sporting attributes is perfectly paced, with a far more extensive Tour Shop allowing total customisation of clubs and couture. The seven new courses are beautifully arranged and varied and you can create your own custom course from any of the unlocked holes. The character creation (see Freaky Realistic, page 073) is great fun (if little more than a *Sims 2*-inspired gimmick), and there are many new play modes including World Tour, more Traditional Games and an inspired Battle Golf feature where you play for each other's clubs.

It's just that at the end of the round, you'll be sipping a G&T at the 19th hole and wondering why you spent £40 on what is basically an update that provides seven new courses, some fun new modes of play and blankly refuses to fix any of the problems of last year's Tour. *Tiger Woods* either needs to admit it's an update and employ a budget retail model, as the excellent *Ghost Recon: Island Thunder* (£20) does, or fix the few niggles that could make this great franchise unassailable. And with the good-looking, Live-enabled, *Links 2004* on its way, *Tiger Woods* will now have to earn its stripes before they're stripped.



↑ Caps and earrings are new accessories.

↑ Arcade flames indicate a perfect strike.



↑ Between a rock and a hard place. Or up Wallaby Creek without a pitching wedge, as we say.

## THE VERDICT

**POWER**
Smooth as the greens you'll play on, but you'll be rankled by the poor camera angles

**STYLE**
Verging on the cartoon due to the lack of texture detail, with exciting Arcade touches.

**IMMERSION**
Totally and immediately addictive. Play with your mates for guaranteed arguments.

**LIFESPAN**
Massive, with 19 full real courses and four fantasy ones. No Live support though.

**GOOD POINTS**
+ EXCELLENT CUSTOMISATION
+ TOP NEW COURSES
+ FUN NEW MODES

**BAD POINTS**
- IT'S GOT THE SAME GAME ENGINE
- PUTTING STILL WEAK
- CAMERA ANGLES ARE FRUSTRATING

**SUMMARY**
**Not so much a sequel as a full-price update, if you own *Tiger Woods 2003* think twice before you fork out.**

OFFICIAL XBOX MAGAZINE SCORE

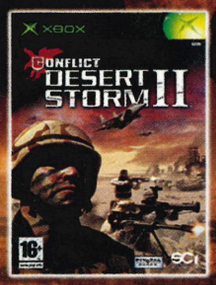
**7.4/10**

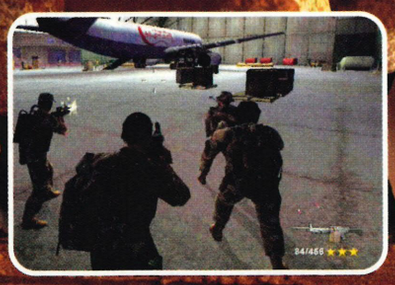
**>> PREVIOUSLY:** Gallery - Issue 20
**>> COMING SOON:** Hints - Issue 23

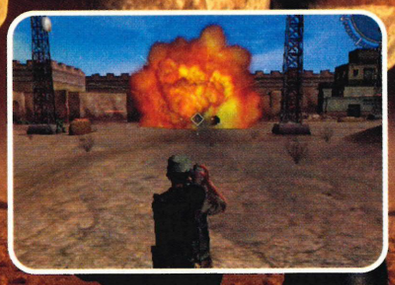
# CONFLICT DESERT STORM II

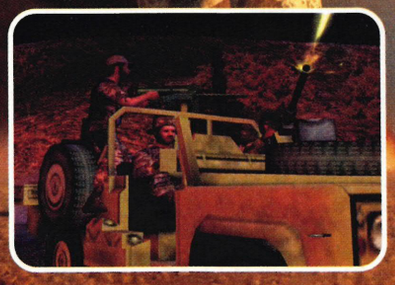
**SEPT 2003**

**WWW.CONFLICT.COM**







## BACK FOR SOME UNFINISHED BUSINESS!

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XBOX™

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↑ Calm down mate, you could easily get a lorry through that gap!

↑ Bus-jumping. Only for nutters.

↑ Ever seen a starfish leap like that?

↑ This bloke ruined our game of chess.

↑ That looks like a nice landing spot.

## Paint the town blood red in this top stunt-fest

# FREESTYLE METALX

WORDS: ROSS PURDY

GAME INFORMATION

DEVELOPER: **DEIBUS GAMES**
PUBLISHER: **MIDWAY**
RELEASE DATE: **19 SEPT 2003**
PLAYERS: **1**
WEBSITE: **WWW.DEIBUS.COM**

**THE BRIEF**

A DEEP but intuitive freestyle motocross game, with a seemingly unlimited range of tricks.

FALLING SOMEWHERE between listening to Eminem and playing knockdown ginger at the Glitter residence, motocross is one of those pastimes that parents almost universally discourage. It is, after all, the godfather of extreme sports, a fact that the makers of *Freestyle MetalX* are always keen to remind you. The game offers death-defying leaps, a bewildering number of tricks and some gruesomely animated crashes to push the point that this is a sport that really hurts. It also lets you travel much faster than its gaming rivals on their boards, blades and BMXs but, thankfully, *MetalX* grants you ample room to manoeuvre in its eight well-crafted levels.

You have a choice of 16 riders including nine top pros from the sport. The meat of the game rests in the Career option, and there are novel features such as track editors, big air challenges and free ride scenarios. Freestyle mode requires you to pull off enough tricks to beat the competition and unlock more goodies with sub-games such as the self-explanatory Bus-Jumping, Wall of Death and the Tunnel of Fire. Challenge mode involves you executing tricks and tasks offered by 'infochicks' dotted around the maps - bikini-clad, knee-high boot-wearing ladies that wait for gullible bikers to pull up, just like killer hitchhikers.

Graphically, the game is a curious mix of styles. The bright, cartoon-like locations and characters clash somewhat with the blood-fest that accompanies even the smallest crash. Despite this, it's all solidly animated and the levels are impressively varied. The visual high note rests on the bike animation at low speeds. You can almost feel the weight of your machine as you lug it into position before a big jump, and wheelspins and doughnuts really do emphasise the throbbing engine between your legs.

The game is also highlighted by a killer metal soundtrack. The *Bill and Ted*-style guitar jingle that accompanies every trick does grate after a while though, as do the repetitive self-congratulatory squeals of the riders. After hearing one scream "I'm insane!" for the 100th time, we were starting to believe the condition was infectious. The only other major gripe is the lack of a simultaneous multiplayer option, although there is a turn-based mode for up to nine players.

In spite of these grumbles, *Freestyle MetalX* still compares favourably with the best of its extreme sports rivals. It combines the freedom and scope you need to explore and set your own challenges with a solid Career mode, giving you plenty to unlock. The bright, appealing graphics draw you in, the control method mixes realism with arcade ease in an intuitive fashion, and the gore helps remind you that this is a sport best played from the sofa.

**BONUS INFO**

**RADOMETER**
**A few good tricks in quick succession will fill your radometer. When this is full you can pull off the really big moves, but it drains quickly.**

## THE VERDICT

**POWER**
*MetalX* is blessed with rapid loading times between the large and highly detailed levels.

**STYLE**
Slightly odd mix of visual styles, but has a great metal soundtrack to tear up the track to.

**IMMERSION**
Your life will flash before you in little black and white pieces directed by Oliver Stone.

**LIFESPAN**
Plenty to unlock with an apparently unlimited variety of stunts available.

**GOOD POINTS**

+ VARIETY OF LEVELS
+ GREAT CONTROL MECHANISM
+ PLENTY OF MODES

**BAD POINTS**

- NO SIMULTANEOUS MULTIPLAYER
- SOUND EFFECTS CAN GET IRRITATING

**SUMMARY**
**Immersive, highly challenging and surprisingly varied. This is the best motocross game available on Xbox.**

OFFICIAL XBOX MAGAZINE SCORE

**7.8/10**

**PREVIOUSLY:** Incoming - Issue 20
**COMING SOON:** Tips - Issue 22

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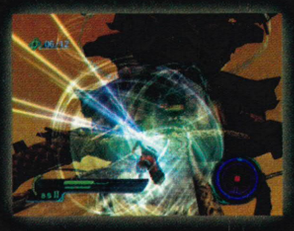
# DYNASTY WARRIORS 4

**Available on Xbox - November 2003**

# Crimson Sea



XBOX

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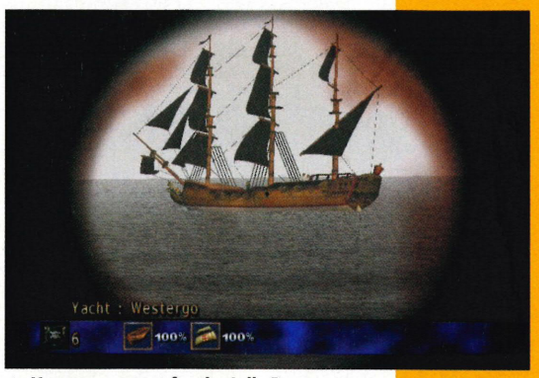
↑ Now there's a pretty sight... Make sure you keep an eye on that compass though, or who knows where you'll end up.




↑ Keep an eye out for the Jolly Roger...

↑ Ride the storm to earn rewards.

## Buckle your swash, there's an Archipelago to explore in the first pirate role-player on Xbox

# PIRATES OF THE CARIBBEAN

WORDS: **SIMON PARKIN**

**GAME INFORMATION**

DEVELOPER: **AKELLA**
PUBLISHER: **UBI SOFT**
RELEASE DATE: **29 AUG 2003**
PLAYERS: **1**
WEBSITE: **WWW.PIRATES.BETHSOFT.COM/MAIN.HTML**

**THE BRIEF**

AS A PIRATE captain you must recruit a crew and slowly build your fleet and reputation.

JOHNNY DEPP and Orlando Bloom do wonders dispelling the traditional view of pirates as ugly, groggy bastards with scurvy-ridden ankles and hooks for hands in Disney's current summer movie blockbuster. But while the Xbox video game hasn't received quite that level of hip beautification, it's still a polished RPG, full of life and virtual freedom.

But let's warn you now; after the 500th failed attempt to storm a ship, your appreciation of these finer aspects may be clouded. Those with attention spans shorter than it takes an 'Ooh Aarr me buckos" cliché to be wheeled out in a pirate-related video game review, disembark now. Thankfully, we at *OXM* are a persistent lot and those who share this quality might find some of the treasures the box promises.

*POTC* is a trade-based RPG centred on the Archipelago Islands in the 18th century. You must play as one Nathaniel Hawk, an anachronistically goateed man who soon gets entangled in wider political relationships and dodgy supernatural goings on. Spaniards, British and French all vie for your allegiance and attack your ship should you be seen to be playing for the other side.

Being an 18th-century pirate took a kind of patience we're not used to. Besides the fact your hulking ship took months to sail between islands you also had to pore over sea charts, monitor trade and smuggling prices, keep a beady patched eye on international relations, all the while in constant danger of having the ship kicked out of you by another pirate.

Developer Akella has built a world in which you can enjoy all these features. If you want to navigate the sea charts in real time and run endlessly between trade posts, back and forth to amass more money for ships and supplies, you can. But, problematically, we live in the 21st century, time is precious, so you won't.

That's why the developers have included a warp system. You need never learn the layout of any town, never speak to inane, wandering NPCs and never look at a compass. Just moor your ship and teleport to the tavern for recruiting, then the shop for trading, then the shipyard for repairs and finally the manor house for plot.

Hell, you can even warp right next to the pirate ship you're attacking during the sea fights. The upshot is much of the beautiful »

↑ If, like us, you use the teleport you'll never need look at the town.

↑ You'll do a lot of swordfighting in this game.

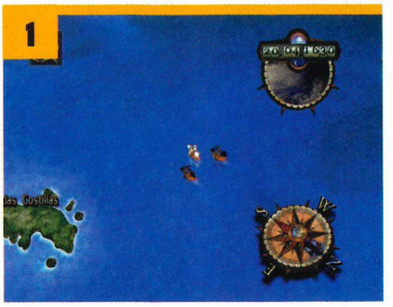
**BONUS INFO**

**FILM FOLLOW-UP**
*POTC* began life as a simple pirate game with Akella at the helm long before the movie came along. But everything tied in rather nicely so they bought the licence, but not the imagery or the story.

**YO HO HO!**
Choose to play as either the good or bad guy. Escorting a VIP for a fee you don't deem high enough? Well just turn on the ship you're looking after and take it and all the loot to boot. You can do anything! You're a pirate!

## WHEN THE SHIP GOES DOWN Fragging in the rigging

Battles on the sea form one of the most exciting elements of the game's combat. You get to use cannons, storm ships, have a few crazy swordfights - all those things you somehow miss out on living in Swindon. Here's how a typical battle flows...




**AHOY THERE!**
You looking for trouble? Sail into a pirate ship on the world map and the battle begins.

**EYE SPY**
Time to play with the cannon... Switch view to first person and line up the all-important shot.

**RUN AGROUND**
Sail into the side of their ship and you'll be able to storm the decks and take over.

## "Keep a beady patched eye on international relations - or have the ship kicked out of you by another pirate"

world the team's created need not have even been there. Frequently you'll be looking at loading screens more than luscious sea vistas. Why take the long route when you can teleport and make money at a much faster rate? Capitalism has a lot to answer for.

Dialogue is short and sweet with characterisation low on the agenda, so it takes a conscious decision to stick with the game in the hope that the other myriad elements will grab you. Which, in part, they do. The main action in your first hours will focus not on advancing the plot but on trying to earn some money.

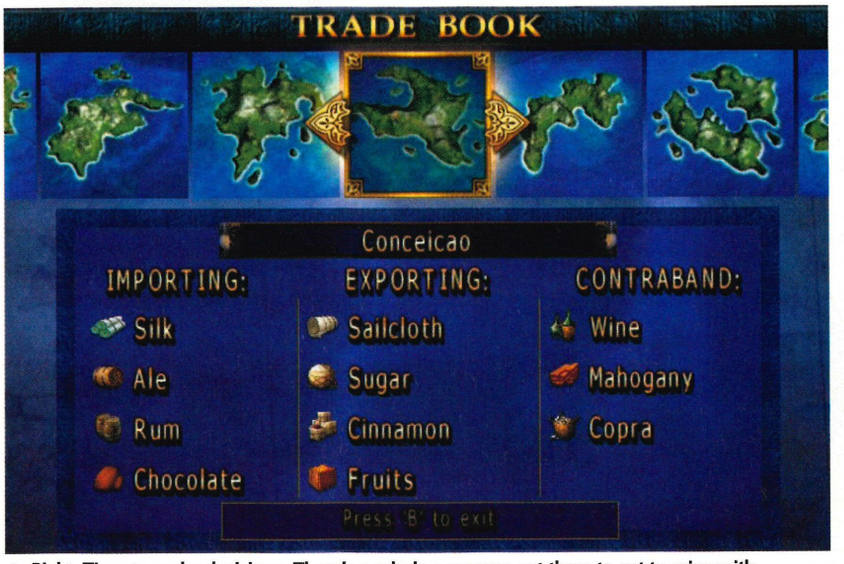
This is done in a number of ways. Firstly there's a bustling trade going on between the islands, and a quick look at the current trade charts will soon show you that buying low from one island and selling high, legally or contraband, to another will quickly reap rewards. If you can't be bothered with the stock market then just get strong and storm other ships looting and killing your way to wealth.

But there are elementary gameplay problems: the camera is at best unwieldy and the tough difficulty ensures saving regularly becomes annoyingly second nature. The game is harsh to the novice player and, even with sailing aids and a crew to back you, you'll die easily, frequently necessitating the dreaded restarts. Many players just won't bother.

However, the game is fit to burst with features boasting plentiful side stories and even competent dungeon-crawling elements. It sometimes feels rushed and the teleport cheating, while understandable, often undermines the feeling of world coherency. Nonetheless, fans of the genre and subject matter just might get hooked.

Like a painted ship upon a painted ocean...

Befriend or kill the drunkards. Harsh.




Right. Time to make decisions. There's a whole economy out there to get to grips with.

## THE VERDICT

**POWER**
Good but occasionally jerky. More attention could have been paid to the on-ship battle animations.

**STYLE**
Typical western RPG fare. Though neither innovative nor fresh, it does fit the subject matter.

**IMMERSION**
Annoying camera and first-person perspectives, but so much going on it's still easy to get hooked.

**LIFESPAN**
Work out the tasks and race through, but then you don't get to be a pirate, which is the best bit.

**GOOD POINTS**
+ IMMERSIVE WORLD
+ BEAUTIFUL VISUALS: PARTICULARLY OF SHIPS AT SEA
+ GREAT TRADING ELEMENTS

**BAD POINTS**
- WRESTLING THE UNWIELDY CAMERA
- TOUGH ON NEWBIES

**SUMMARY**
**A lush RPG adventure with a swashbuckling storyline that thrills and frustrates in almost equal measure.**

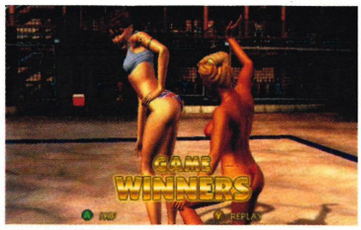
**OFFICIAL XBOX MAGAZINE SCORE**

**7.0//10**

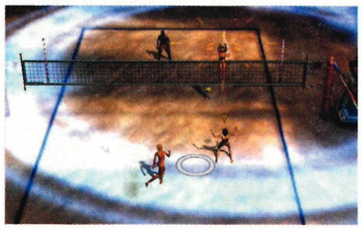
**PREVIOUSLY:** News - Issue 10
**COMING SOON:** Hints - Issue 22

RUSSIAN DEVELOPER AKELLA HAS WORKED ON PC PIRATE GAMES BEFORE - TEN BONUS POINTS IF YOU CAN TELL US WHAT THEY WERE...

↑ If you were playing for real against Shawnee, you'd let her win every time.

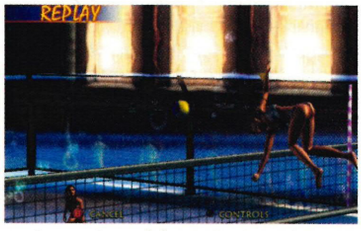



↑ A new kind of high five.



↑ Turbo shots emit blue shockwaves.

↑ Pull off some silly fighting moves.




↑ A rear view of the action in replay.

## Volleybabes, volleyballs and volleyboobs

# OUTLAW VOLLEYBALL

WORDS: **BEN TALBOT**

**GAME INFORMATION**

- DEVELOPER: **HYPNOTIX**
- PUBLISHER: **TDK**
- RELEASE DATE: **OUT NOW**
- PLAYERS: **1**
- WEBSITE: **WWW.SIMONSAYS.COM/SSIMKT/OUTLAWVOLLEYBALL**

**» THE BRIEF**

SLAP ON some sunblock and whup your opponent at volleyball. Or beat them up.

EVERYONE LIKES to do it their own way when it comes to beach volleyball. On one side of the court is *DOAXBV* (Issue 14, 8.0), the blue-eyed babe who plays fair and enjoys caring and sharing. At the opposite end is *Outlaw Volleyball*, a sexy vixen who plays, and talks, dirty.

Both games are a perving paradise but that's where the similarities end. *Outlaw*'s gameplay is more sophisticated, with a power bar and crosshair system for aiming your spikes. You can play a variety of shots including spikes, dinks and volleys to whack the ball out of reach. It's also possible to execute turbo spikes if you've got enough power in reserve. That's all down to how well your players are performing and how much momentum they have.

Gameplay-wise, everything is fast and fluid. Most importantly for a multiplayer game, it's also extremely easy to pick up and play. Four players can compete on one console or over Xbox Live in a number of different match types. Our favourite speciality match is Hot Potato, where the ball is set to explode after a time limit expires. Get caught in the explosion and you lose the point - it's a devilishly fun little game.

The opponents' AI and a lengthy tournament mode will satisfy lone players. If anything, the single-player game is a bit too long and it takes ages to unlock new characters. There should at least have been more than four players unlocked at the start. But ultimately, whether you like *Outlaw Volleyball* will depend on whether you're into the raunchy humour and kinky characters. The in-game commentary is genuinely funny at times, but it does become slightly repetitious. Although it's a bit of a freak show, the players also have bags of charisma and plenty of cheesy one-liners to boot.

The players and stadiums are all extremely detailed, but they lack the graphical splendour that made *DOAXBV* such a mouth-watering experience. But who are they kidding? That title was never really about the volleyball. *Outlaw*, on the other hand, is an excellent representation of the sport with first-rate playability. Plug in a couple of extra controllers or log in to Xbox Live and prepare for big laughs and big flapping boobies. Just remember to shake the sand out of your shoes afterwards.

↑ Don't hold a hot potato for too long.

**» BONUS INFO**

**» SPIKE OR STRIKE**
**When your morale is sinking, hit the White button to venture over to the other team for a brawl. We love fisticuffs during multiplayer!**

## THE VERDICT

**POWER**
Gorgeous characters and comical stadiums with loads of detail. The sand seems a bit flat, though.

**STYLE**
It's funny at first, but the commentary starts to irritate after multiple airings.

**IMMERSION**
Superb learning curve and player AI are two of the most important feel-good factors.

**LIFESPAN**
Potentially months of play if you're on Xbox Live, and there's plenty to get through in single-player mode.

**GOOD POINTS**
+ LIKEABLE CHARACTERS
+ BOUNCY LADY LUMPS
+ VARIETY OF MODES
+ FUNNY COMMENTARY...

**BAD POINTS**
- ...BUT IT CAN BECOME A BIT REPETITIVE
- RAUNCHY HUMOUR WON'T APPEAL TO ALL

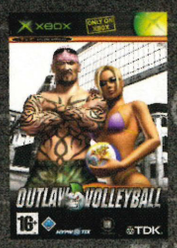
**SUMMARY**
**Puts fun back into volleyball. A really enjoyable take on a potentially dull sport that just keeps on giving in multiplayer.**

**OFFICIAL XBOX MAGAZINE SCORE**

**8.0//10**

**» PREVIOUSLY:** Playable demo on the disc - this issue
**» COMING SOON:** Xbox Live update - Issue 22

# OUTLAW VOLLEYBALL

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4'9"
4'6"
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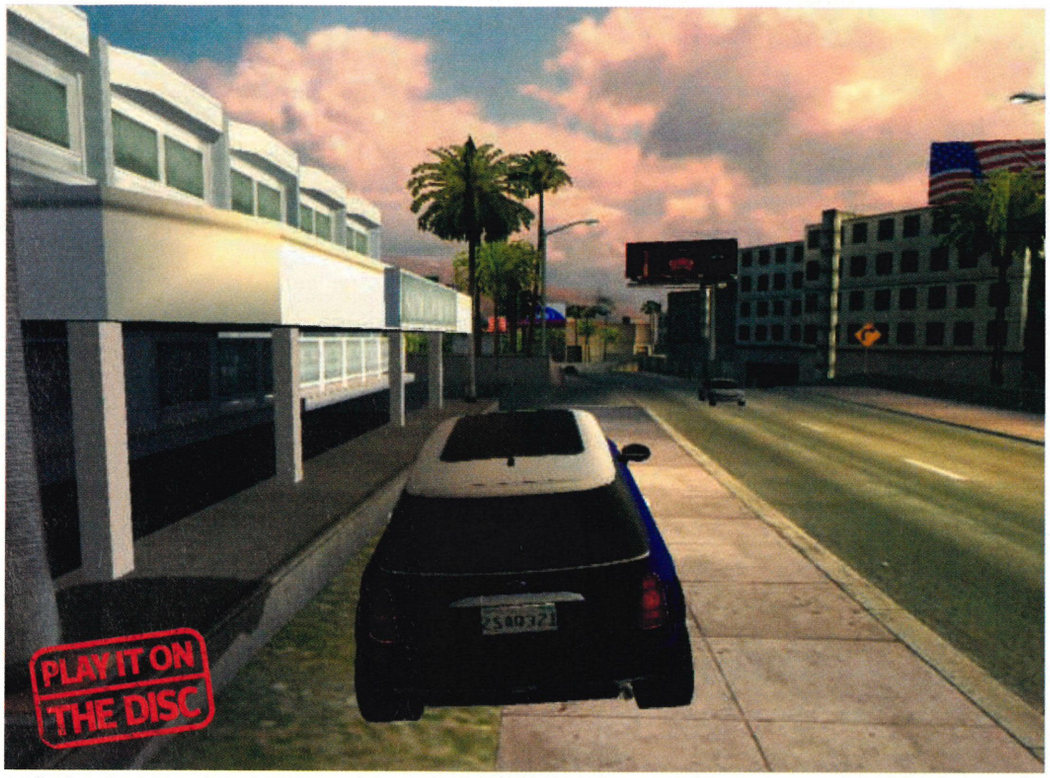
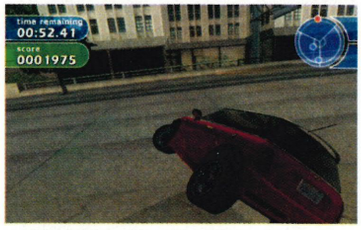
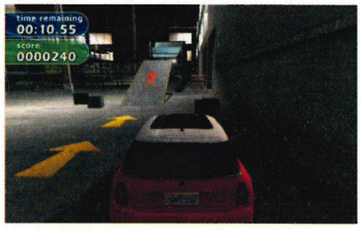



↑ Getting air is easy - there are ramps aplenty in the game and if you land badly you won't even damage the car.

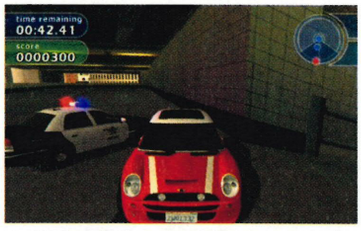
↑ The definitive way of stopping a bus.




↑ Max drives like this, all the time.




↑ The stunt section - tricky stuff.




↑ Wait until they stop, then burn away!

## Blow the bloody doors off - dude!

# THE ITALIAN JOB: L.A. HEIST

WORDS: STEVE O'ROURKE

**GAME INFORMATION**

DEVELOPER: **CLIMAX**
PUBLISHER: **EIDOS**
RELEASE DATE: **12 SEPT 2003**
PLAYERS: **1-2**
WEBSITE: **WWW.ITALIANJOBGAME.COM/**

**THE BRIEF**

DRIVE MINIS and other vehicles through L.A. in this arcade racing game of the new film remake.

IS NOTHING sacred? The British institution that is *The Italian Job* gets an American reworking, with the streets of Rome transformed into the urban sprawl of L.A. and the enigmatic Michael Caine substituted for Mark Wahlberg - most famous for having a long schlong in *Boogie Nights*. We'll have to reserve judgement and climb down from our cinematic soapbox because we haven't seen the film, but if the movie mirrors the quality of this game then we won't be booking front row seats any time soon.

Any notion of playing a suspense-laden heist-inspired driving caper needs to filed away until the likes of *Driver* appears next year. What you get here is an identikit arcade racer that leans more towards *Midtown Madness 3* (Issue 18, 7.3) than any crime-ridden spree. But while *Midtown* succeeds through imaginative maps, humorous characters and the excellent Xbox Live functionality, *Italian Job* just doesn't deliver.

Story mode involves numerous missions that replicate the movie narrative - in so much as you get treated to a budget cutscene prior to engaging in the very typical racing objectives. The action is pretty much all against the clock, getting from A to B before the time runs out while trying to work out where the hell you need to go on a very basic radar that promotes trial and error rather than any confident navigational skills. It's a shame that GPS doesn't come as standard.

The bland racing action could be forgiven if the game didn't look so bloody basic. There's no atmosphere to the environment. It doesn't feel like L.A. - it feels like Milton Keynes with palm trees and, fair enough, we know that nobody walks anywhere in the City of Angels, but we could at least see a few pedestrians to make it feel like it's a populated city. The traffic is just as bad, with little vehicle variation and collisions that a) produce no noticeable car damage and b) always generate the same type of generic rubble on impact. No windscreens smashing, no bumpers hanging precariously from the car, no dents in the bodywork. Just a puff of smoke occasionally emitting from the engine. Big deal.

Story mode is supported by a circuit race that can cater for two players and a mildly diverting stunt section that's reminiscent of the tower challenges in *ATV Quad Power Racing 2* (Issue 13, 7.7) but overall, this is another example of a film licence that's got great potential yet fails to really deliver. An Italian Job that isn't particularly worth applying for.

**BONUS INFO**

**WHEELY GOOD**
**Pull the Right trigger while tearing around in your Mini to drive on two wheels - ideal for stunts and negotiating tight situations.**

## THE VERDICT

**POWER**
It nips along at an acceptable pace but the graphics just don't offer enough detail.

**STYLE**
We've seen more style down the local charity shop. No real character or flair.

**IMMERSION**
The missions are too short and largely based on trial and error navigation.

**LIFESPAN**
A weekend at best - both *Midtown Madness 3* and *Midnight Club II* offer much more.

**GOOD POINTS**

+ IT'S EASY TO PICK UP AND PLAY...

**BAD POINTS**

- ...BUT THE STORY IS PRETTY DULL...
- ...AND THE MAPS ARE BORING, SO...
- ...THERE'S NO REASON TO KEEP PLAYING

**SUMMARY**
**A missed opportunity to deliver a decent heist game. Stalls from the start and never really gets any better.**

**OFFICIAL XBOX MAGAZINE SCORE**

**5.0/10**

**PREVIOUSLY:** First Look - Issue 19; Demos - Issue 20 & 21
**COMING SOON:** Hints - Issue 22

namco®

PlayStation.2

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* Weapons featured not in game.

**Fight with the best range of weapons in beat 'em up history.**

**10/10 Official PlayStation 2 Magazine.**

**Master your weapon or die.**

**soulcalibur-2.co.uk**

↑ A good example of the tracks on offer - more twists than a Tarantino plot but handling puts the trick in tricky.

↑ An open road, so open it up.

↑ The vampire weapon: draining!

↑ The HUD works well in this view.

↑ And the crowd goes wild!

# A white-knuckle ride or will it all WipEout?

# XGRA

WORDS: STEVE O'ROURKE

**GAME INFORMATION**

DEVELOPER: **ACCLAIM CHELTENHAM**
PUBLISHER: **ACCLAIM**
RELEASE DATE: **SEPT 2003**
PLAYERS: **1-4**
WEBSITE: **WWW.ACCLAIM.COM**

**THE BRIEF**

FUTURISTIC bike racing game with gravity-defying maps and speeds that'll break the sound barrier.

SO WHAT DO you get if you take the excellent light-cycles from the classic Disney movie *Tron* and mix it with the stomach-churning maps of *WipEout*? The answer is *XGRA* - a game that's been saddled with such a clumsy name that it doesn't so much roll off the tongue as crawl clumsily out of the mouth.

Think *Quantum Redshift* (Issue 09, 8.0) without quite so much graphical splendour, level variation and general coolness. In fact, think of any futuristic racer you've ever played and you'll get a taste of the brew that *XGRA* is serving up. Except *Pulse Racer* (Issue 15, 1.9) - don't think about that at all, please. *Official Xbox Magazine* will not be held accountable for any homicidal tendencies...

The silly name is actually short for *Extreme G Racing Association* - which has been the cornerstone for a series of games that's had many an incarnation over a number of different consoles before finally getting a place on the Xbox starting grid. It's got all the necessary ingredients, breakneck speeds, multiple weapons, tracks that make your guts feel like they're on a Blackpool big dipper and the obligatory kick-ass dance soundtrack to reinforce the feeling that yes, you really are playing in the future. But in this case, it doesn't all add up to a good game.

For a start, it's difficult to get any real momentum going because you'll often be too busy ricocheting from side to side like a psychotic pinball on wheels. Airbrakes are in effect, and you can even manage braking severity through a workshop option, but the handling is still too light. There'd probably be more control if the vehicle was a ship rather than a bike, giving you more opportunity to bank instead of brake, but that's not the case.

Then there's the weaponry - it's not a simple case of collecting weapon-specific power-ups. Instead you have to collect a series of orbs that then increase what weapons you can use - so without looking out for these power-ups you're not going to be getting any righteous firepower... not very useful when trying to navigate an unpredictable course at warp factor nine.

To its credit, *XGRA* does try hard. It generally looks good, especially when you're tearing through a tunnel while following a colourful array of light trails from opponents' bikes. There's certainly enough mission variety to keep the action interesting too, as your success is not always based on coming first, but rather on fulfilling contracts - for example, beating a certain opponent or killing a set number of your fellow racers.

But repeatedly bouncing off walls whilst negotiating snaking tracks that make even Graham Norton look straight will only take you so far and, as a result, *XGRA* offers a diversion rather than a compulsion. One that perhaps will only be truly appreciated by the lightspeed freaks out there.

**BONUS INFO**

**MULTIPLAYER**
**You can play with up to three friends but it's a battle to see what's going on as the HUD sometimes obstructs your view of the vehicle.**

## THE VERDICT

**POWER**
More speed than you need with few framerate issues. Saves and loads are swift.

**STYLE**
Decent soundtrack and nice touches of opponents taunting you, combined with good visuals.

**IMMERSION**
Killing other racers is frustrating, as is handling - but there's lots to unlock if it's your cup of rosy.

**LIFESPAN**
Multiplayer is messy and the single-player game is really a case of short doses.

**GOOD POINTS**

+ VERY, VERY FAST
+ SOME GOOD LOOKING TRACKS AND EFFECTS
+ VARIED OBJECTIVES KEEP IT INTERESTING

**BAD POINTS**

- THE WEAPON SYSTEM IS CLUMSY
- MULTIPLAYER IS MESSY

**SUMMARY**
***Quantum Redshift* is a better game, but there aren't many other future racers out, so this comes in second by default.**

**OFFICIAL XBOX MAGAZINE SCORE**

**6.5/10**

**PREVIOUSLY:** This is the first time *XGRA* has whizzed by
**COMING SOON:** Hints - Issue 22

# IF YOU CAN SEE IT, YOU CAN RIDE IT

FREESTYLE METAL X

PlayStation 2

- Mix and Link - huge stunt combos that never end to create brand new tricks in real-time.
- 16 Riders - including nine top pros leading the sport.
- Expansive Worlds - get lost in eight huge levels.
- Killer Soundtrack - The best metal you ever rocked too.

PlayStation 2

XBOX

http://metalx.midway.com

MIDWAY SPORTS Asylum

www.midway.com

↑ Urban and jungle warfare are mixed seamlessly in this great value mission disc. From Cadillacs to wilting palm trees, the tropical flavour is a welcome change.

"Scratch another one!" Recon returns on a Caribbean tour of duty

# TOM CLANCY'S GHOST RECON: ISLAND THUNDER

WORDS: STEVE O'ROURKE

**GAME INFORMATION**

DEVELOPER: UBI SOFT
PUBLISHER: UBI SOFT
RELEASE DATE: SEPTEMBER
PLAYERS: 1-4 PLAYERS SPLIT SCREEN/ SYSTEM LINK, 2-16 ON XBOX LIVE
WEBSITE: WWW.GHOSTRECON.COM

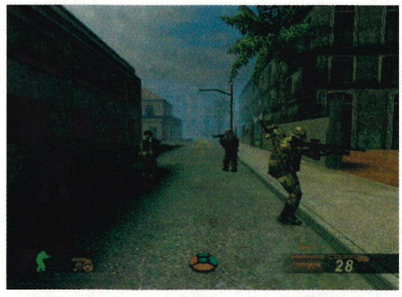
**» THE BRIEF**

A CUT-PRICE expansion pack for a classic squad-based shooter with the added benefit of online play.

YOU'RE ON your belly trying to read a map. The rain's coming down hard and visibility is so poor your sniper can't see 15 feet in front of his face. You move forward a few yards to try and get a better vantage point from the ridge ahead. Big mistake. All hell breaks loose. Bullets ricochet in the dirt around you, and the sickening thud of a round making contact with flesh and bone makes you fire blindly in panic. You need to do something quickly. You've got one man dead and another wounded – the wildlife will eat well tonight if you stay here any longer. Your other squad is a few clicks to the west; can you get them to provide cover quick enough? Welcome to *Ghost Recon*, the only Xbox game that has so far managed to capture the action, suspense and strategy of modern-day guerrilla warfare – and then made the whole experience Xbox Live-compatible. Bye-bye social life, hello Alpha team.

And now *Recon* returns as a stand-alone mission disc, meaning you don't need the first game to play this new instalment. Out goes the ultra-nationalist Russian scenario of the first offering, and in comes a near future vision of Cuba. In 2006 Castro smoked one too many cigars and turned his toes up; since then a succession of thugs have been in charge but now democracy has started to take its first few tentative steps, and with a full-blown election around the corner your job is to ensure the people have the right to be heard without gunfire drowning out their freedom of speech.

For any of you unlucky enough not to be familiar with the first title, here's a quick overview. *Ghost Recon* is a first-person »



↑ Patrolling the streets is a tense affair.

↑ Cover and move is the way to win.

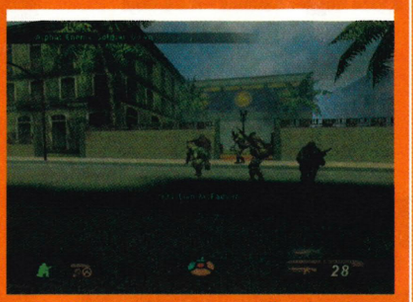
**» BONUS INFO**

**»QUICK MISSIONS**
You can play through any of the campaign missions in Quick Mission mode in the same game modes as before (Recon, Firefight and Missions). But you can now also play Defend, which was a previously unlockable feature. Crank the difficulty up to Elite and see how long you can hold off the army of bad guys that'll rush your position.

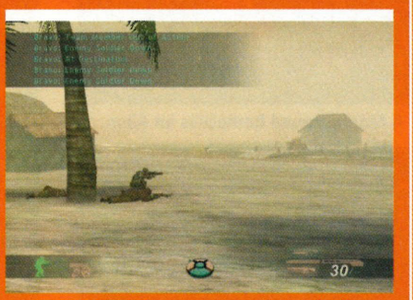
**»DOWNLOADABLE MISSIONS**
Ubi Soft is promising loads of downloadable content, so we're assuming the free stuff will come in the guise of more multiplayer maps and online game modes. And to top it all off there'll also be an opportunity to log your online stats on a *Recon* leaderboard. That way we'll find out who really is king of the jungle.

## BUENA VISTA SLAUGHTER CLUB

FORGET THE COLD, grey terrain of the Eastern European missions in *Ghost Recon*. It's time to slap on the sunblock and lock and load in the Caribbean.



**CITY LIVING** Protecting a polling booth from Fascist rebels is one of the later levels in Campaign mode - be careful of balcony gunners and Jeep patrols.

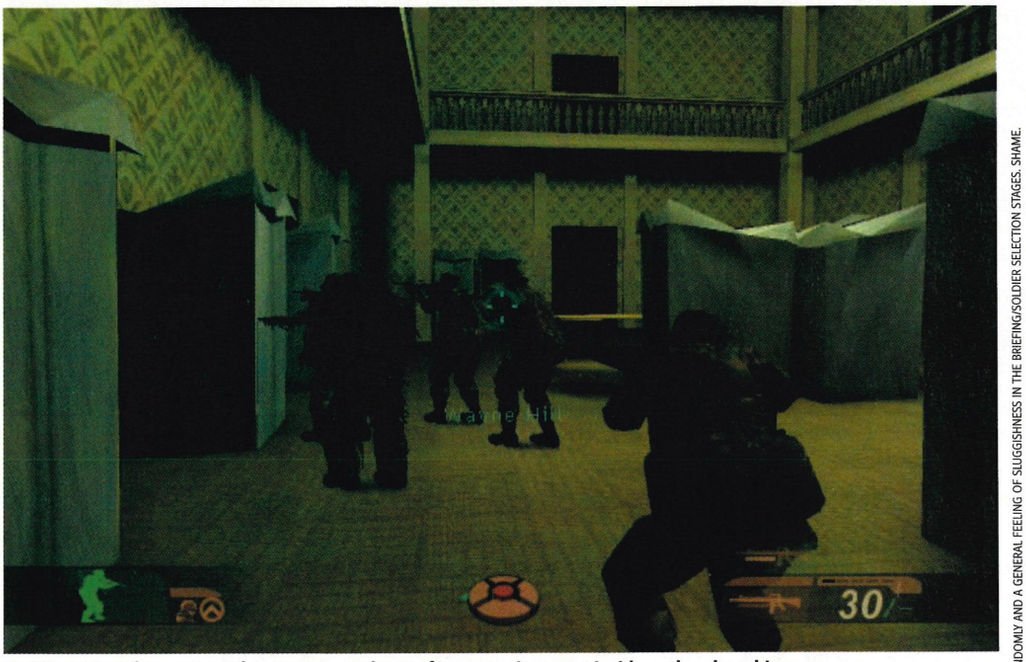


**BEACH LIFE** There are more hazards than sunburn on this strip of golden sand. There's hardly any cover, and in the distance the ominous presence of a grenade launcher turret.

**JUNGLE-BOUND** Clearing out a jungle plantation is never easy work. There's just too much undergrowth for the bad guys to lurk in before jumping up and popping a few caps.

A deadly pantomine - he's behind you! Too late...

Heavy camouflage means you can hide easily.



It's not just the great outdoors, you get plenty of opportunity to get inside and make a big mess.

squad-based shooter where you control two three-man teams who can either be individually switched between or controlled as a unit by the use of a map screen. This means if you have split objectives to the east and west of the playfield, you can command one team yourself while sending the other squad to clear out the trouble on the other side. The mix of strategy and action works extremely well as you won't be spending any longer than a couple of moments in the map screen before resuming your role as a first-person killing machine.

*Island Thunder* provides an eight-mission single-player campaign where you'll travel between the jungle, the beaches and the city during your Cuban tour of duty. The multiple mission objectives are the same as the first title, as is the gameplay - go there, kill bad guys, grab an item or secure an area and skidaddle, sharpish. But it's not always a meal for one. You can also play split-screen, System Link and ultimately Xbox Live - where this title is transformed from a solid off the shelf release into an insanely addictive online experience. Many of the new additions are tailored towards online play, including eight new multiplayer maps and four favourites from the original title - so you won't be missing out on the most popular maps if you don't have the first game. We'll have more to say on online play when the game hits the high street and we can really get in the thick of it.

This mission disc does what it says on the tin. It's the same game with some promising online bells and whistles. But if the original left you cold, so will this. The graphics are pretty much the same with slightly better character detail and a bit more colour, but the playfield textures still lack the level of polish we expect to see at this level. But thanks to fantastically atmospheric sound effects the illusion of tense combat is never broken. It's a testament to the excellent gameplay that the visuals are really an afterthought when wrapped up in the whole combat experience. And the punchline? It's 20 quid - half the price of many games that are only half as good. Go buy it.

"Go there, kill bad guys, secure an area and skidaddle, sharpish"

## THE VERDICT

**POWER**
Quick load times and smooth framerate - but then the visuals aren't demanding.

**STYLE**
Generates more atmosphere than the rainforest thanks to realistic sound effects all the way through.

**IMMERSION**
An exercise in sweaty palms and twitchy trigger finger awaits - and that's only the offline game!

**LIFESPAN**
Single-player is good for both campaigns and missions, but get on Live and there's no going back.

**GOOD POINTS**

+ GREAT VALUE
+ RETAINS THE ATMOSPHERE AND TENSION OF ORIGINAL
+ TROPICAL MAPS
+ HUGE ONLINE POTENTIAL

**BAD POINTS**

- NOT GOING TO WIN ANY BEAUTY CONTESTS

**SUMMARY**
**It's back, it's half price and it deserves to be played. Fans of the first title will love the new missions as will everyone else.**

OFFICIAL XBOX MAGAZINE SCORE

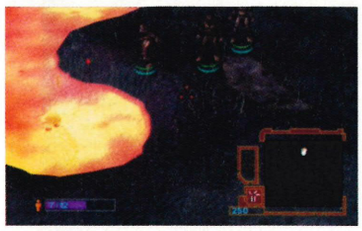
**8.5/10**

**PREVIOUSLY:** Interview - Issue 15
**COMING SOON:** Hints - Issue 22

FRONT-END WOES: THE INFAMOUS CLUNKY MENU SYSTEM FOR THE RECON GAMES REARS ITS UGLY HEAD ONCE MORE. BE PREPARED FOR BUTTONS THAT SEEM TO RESPOND RANDOMLY AND A GENERAL FEELING OF SLUGGISHNESS IN THE BRIEFING/SOLDIER SELECTION STAGES. SHAME.

↑ A gang of Aliens under your command overrun Marines protecting a base. Strength in numbers is the key.

↑ A face hugger hatches - it's a boy!



↑ The Predators make their entrance.

↑ A Marine squad barbecues an Alien.

↑ The Alien Queen is far from amused.

## The first RTS on Xbox! Was it worth the wait?

# ALIENS VERSUS PREDATOR EXTINCTION

WORDS: **STEVE O'ROURKE**

| GAME INFORMATION |
|---|
| DEVELOPER: **ZONO** |
| PUBLISHER: **EA** |
| RELEASE DATE: **OUT NOW** |
| PLAYERS: **1** |
| WEBSITE: **WWW.EAGAMES.COM** |

### THE BRIEF

CONTROL THREE different races in this top-down point-and-click strategy game - the first on Xbox!

IN THE RED corner, weighing in at over 1000lbs (minus the egg sack), the beast with acid for blood and a family of face huggers - Alien. And in the blue corner, weighing 280lbs (if you can see him), the extraterrestrial with more weaponry than Smith & Wesson and a penchant for headhunting - Predator. And in the middle, a bunch of gun-toting humans with little clue and even less hope - the Marines. Now that's a celebrity deathmatch we'd pay to see.

But rather than being engaged in a standard beat 'em up or FPS bullet-fest, this is the first RTS outing on Xbox - a point-and-click battle for domination where you can play through a seven-mission campaign as each of the species. There are 21 missions in total - not bad for the budget price of 20 quid.

Each race brings its own unique style of play to the party. The Aliens are all about strength in numbers and as such, their gameplay is based on population - the Queen being able to lay enough eggs and your face huggers able to find enough hosts to impregnate and transform into a growing army. Predators prefer quality not quantity, practising stealth attacks and high-tech kills due to their advanced weaponry and cloaking devices. Marines focus on ranged projectile attacks and strategic troop positioning - due to the inclusion of valuable yet fragile medics.

Reinforcements and upgrades are available for each species, with the economy largely based on kills. Predators clock up credits by taking heads, the Marines fix generators for cash and the Aliens infest as much as they can. It's a smart way of getting past the typical 'mine or harvest' scenario. And as cash can provide you with new units (of which there are between eight and ten per species), it's important to stay on top of your game.

But there are problems. Visually it looks poor, with limited character detail and barren, mundane maps. There are issues with pathing and AI. Selecting a large number of units and directing them to a position will result in part of your group just ignoring your route and going a completely different way, often headfirst into an untimely demise - never good when trying to accumulate numbers for a big push.

*AVP* offers a beginner's guide to the RTS genre. With no base building or real resource management issues you're not going to need a Grandmaster's forward-planning skills to achieve your goals. But with decent variation in gameplay styles and the attraction of playing a new genre on Xbox, there's enough here to keep both old fans and RTS newbies entertained - at least for the short term.

### BONUS INFO

**»MAKE A MONGREL**
**Play through the Alien campaign and you'll be able to infest Predators, creating a hybrid race called PredAlien. They're not very nice.**

### THE VERDICT

**POWER**
Glitch-free with no real slowdown - even when there's a full-scale battle happening.

**STYLE**
Drab maps and poor character detail, but three views allow you to get close up to the action.

**IMMERSION**
An RTS is a love or hate affair - get into it and time will pass on fast forward.

**LIFESPAN**
Twenty-one missions and three difficulty settings but only single-player and no skirmish mode.

**GOOD POINTS**
+ IT'S A STRATEGY GAME ON XBOX!
+ VERY DIFFERENT GAMEPLAY STYLES
+ SIMPLE CONTROLS

**BAD POINTS**
- BIT UNSOPHISTICATED
- UNINSPIRED MAPS
- NO SKIRMISH MODE

**SUMMARY**
**By no means a classic but by no means a turkey, A much-needed shot in the arm for those that like to think before they fight.**

**OFFICIAL XBOX MAGAZINE SCORE**

**6.6/10**

»**PREVIOUSLY:** Incoming - Issue 15
»**COMING SOON:** More RTS games we hope

↑ This handy flying power-up gives you extra speed. What more can you ask for in a racing game?

↑ Max takes out some rivals with the Disruptor.

↑ The sun glows over a Mars-like landscape.

↑ Driving over speed strips leaves fire trails!

## Lego cars sure are different to when we were kids

# LEGO DROME RACERS

WORDS: **STEPHEN DAULTREY**

**GAME INFORMATION**

- DEVELOPER: **LEGO MEDIA**
- PUBLISHER: **EA**
- RELEASE DATE: **10 OCT 2003**
- PLAYERS: **1-2**
- WEBSITE: **WWW.EAGAMES.COM**

**THE BRIEF**

FUTURISTIC, high-speed racing and shooting thrills based on the recent Lego toy range.

ONCE UPON A time, Lego was all about building cheery cul-de-sac houses and waving little plastic smiling people. These days, the Danish toy manufacturer churns out action-packed goodies aimed squarely at boys.

*Lego Drome Racers* (based on last year's toy range of the same name) is of such an ilk and, being all about dangerously high-speed driving, is a *WipEout* clone geared towards the younger gamer, i.e. it's not as fast, deep or exciting as its more revered cousins. You get to star as Max Axel, a Tom Cruise-alike for the year 2015, who is keen to make a name for himself on the dog-eat-dog circuit of futuristic dragster racing.

Controlling your souped-up vehicle is pretty simple - taking corners at insane speeds won't throw you off course, but being nudged (over which you have little control) will. However, the major worry your blue-eyed racer faces is being zapped from behind by your weapon-totin' competitors. Thankfully, you too can utilise cheeky tools to your advantage. Pick up a red object (there are loads of 'em about) and you'll be rewarded with a random weapon designed to make toast of the opposition. These range from blinding Flares and car-battering Disruptor shields to the devastating Hatchet missile.

Although Arcade races and a Battle mode can be unlocked, the main focus of this game is the Career mode. You must rise through the ranks on the Drome Racer circuit, winning championships and fending off one-on-one challenges from a series of mean-spirited rival road nuts. Success earns you cash, which can be spent on upgrading your vehicle. In fact, you might even get to build your own car, although a wealth of already constructed dragsters are available for you to drive, all with daft names like Burner Desert and Raptor Stunt.

And that's about it. There's a fit lady who doubles up as your mechanic, some picturesque courses which, bizarrely, all feel rather similar, and split-screen racing for two players. The racing's not slow, but it hardly threatens the sound barrier either. This is just another dreaded karting game masquerading as a futuristic racer. It's playable but will probably prove too frustrating for the very young audience it's aimed at, while being far too easy for everyone else. Unless you suffer from an unhealthy Lego obsession, we can't see why you would want to play this over other racers such as *Quantum Redshift* (Issue 09, 8.0).

**BONUS INFO**

**HOSTILE TURF**

**Beware the dangerous obstacles! Watch out for large lasers, mines, and, worst of all, whirlwinds - they are all geared to throw a spanner in the works.**

## THE VERDICT

XBOX

**POWER**
It looks pretty and moves at an adequate pace (just!) but it hardly pushes Xbox to its limits.

**STYLE**
A watered-down futuristic racer/combat sim. *Quantum Redshift* meets *Mario Kart* for the kids.

**IMMERSION**
Fun and easy to get into. Kids should be kept quiet for a while, but some might find it frustrating.

**LIFESPAN**
Even building cars in Career is shallow. A very generic, thrill-less product with limited longevity.

**GOOD POINTS**

+ NICE VISUALS
+ ENJOYABLE ACTION

**BAD POINTS**

- OFFERS NOTHING NEW
- LITTLE VARIETY
- ANNOYING WHEN YOU GET HIT FROM BEHIND
- OVERLY GENTLE LEARNING CURVE

**SUMMARY**

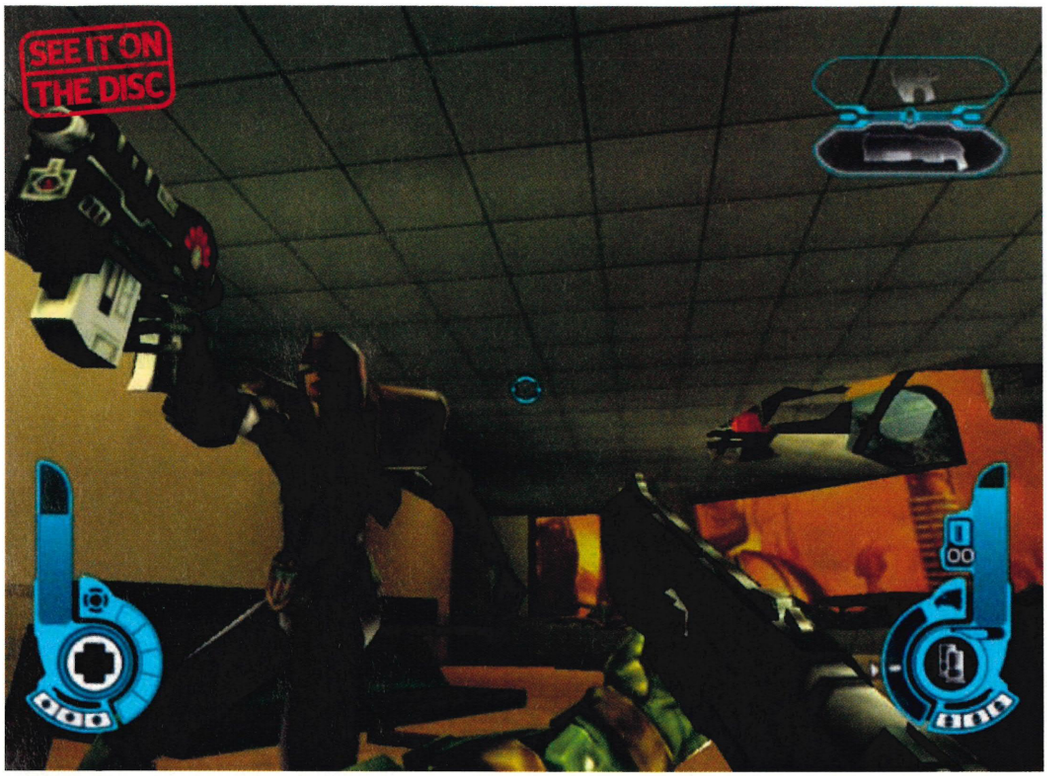
**Works as a decent if slightly unsympathetic introduction to high-speed racing for the under-sevens.**

**OFFICIAL XBOX MAGAZINE SCORE**

**9.6/10**

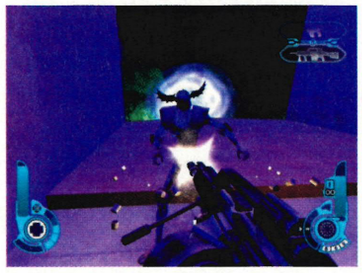
**PREVIOUSLY:** Nothing until now
**COMING SOON:** Hints - Issue 22

BIG KID: BEN WAS SO THRILLED WHEN A LEGO GAME ARRIVED IN OUR OFFICE THAT HE BROUGHT IN ALL HIS OLD BRICKS AND SPENT THE WEEK BUILDING HOUSES.




↑ Other Judges will help you to some extent, but not all can be encouraged to follow you through levels.

↑ Dark Judge Mortis. Handsome chap.



↑ Dark Judge Fear. Slightly comical.

↑ Judge Death employs a skeleton staff.

## A Dredd-full state, or sex in the Mega-City?

# JUDGE DREDD: DREDD VERSUS DEATH

WORDS: **STEVE BROWN**

GAME INFORMATION
DEVELOPER: **REBELLION**
PUBLISHER: **VIVENDI**
RELEASE DATE: **19 SEPT 2003**
PLAYERS: **1-4**
WEBSITE: **WWW.DREDDVERSUSDEATH.COM**

**THE BRIEF**

RID MEGA-City One of Judge Death's zombie minions in this futuristic shooter. You are the Law.

REBELLION, the developer of this futuristic shooter, liked the Dredd licence so much that it bought his comic book vehicle, *2000AD*. It's strange and disappointing then, that the new owners fell so short in doing their favourite son the justice that he should *deserve*, and as the universe's harshest Judge, would *demand* from the barrel of his Lawgiver pistol.

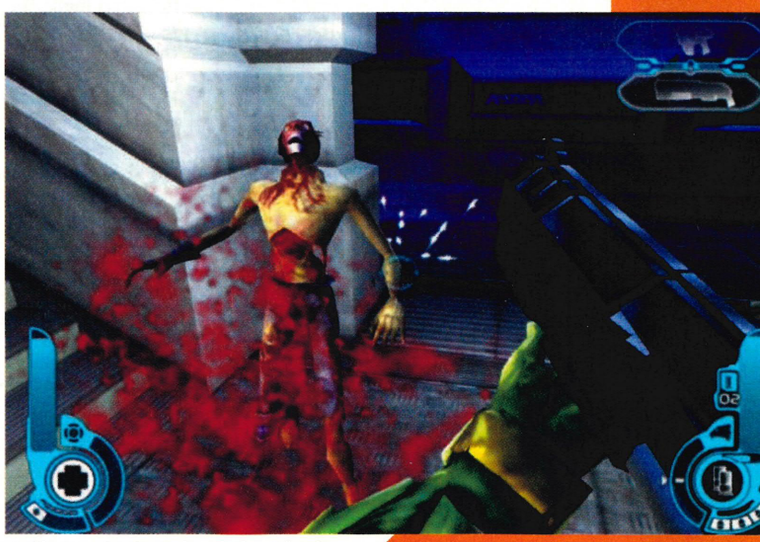
Actually Judge Dredd is not the harshest Judge in the universe. That draconian award would have to go to Judge Death, whose policy on life being a crime punishable by death lies just a dead cat's whisker short of Thatcherite. And dead cats feature significantly in this game's story. Yes they *do*. With Death escaped from his Iso-Cube after a system failure and riot, a death cult has sprung up who are using Pet Re-gen (a dodgy vet's treatment that revives recently departed fluffies) to populate Mega-City One with Death-serving vampires and zombie horrors.

'Populate', unfortunately, is a very big word in this instance. While the game engine succeeds brilliantly in portraying the neon wonders, glass shields, walkways, skyways, haloed heights and decrepit depths of the sprawling metropolis, it's patently unable to fill the urban spaces with a convincing throng. By mistake this is emphasised right from the opening scene, asking Dredd to disperse/arrest protesters on the steps of the Justice Department. The sight is thoroughly underwhelming, with less than a dozen feebly chanting perps – and the problem persists through the game.

On top of this there's some appalling AI to the city's natives, with pedestrians frequently stuck on and walking directly into walls, and enemies often taking your gunishment with stoic refusal to move an inch from the path of your lead justice. Which all makes for a totally unconvincing living environment, not aided by repetitive dialogue and physics for dead bodies that Dredd should punish for crimes against the laws of gravity. Like incompetent caretaker gods, Rebellion has fashioned a beautiful world from its game code clay, but the spark of life stutters and is extinguished almost before it's had a chance to catch. Glitches with pedestrians sticking on walls extend to Dredd too, and on at least two occasions during this review, game-ending bugs occurred after getting lodged in a lift wall and a sewer duct necessitated a suicide restart. A few missing skybox textures also failed to impress this Judge.

Level design is equally disappointing, with undisguised linearity and tired conceits that no longer cut it in the modern shooter. It's just no fun to hide mission objectives in »

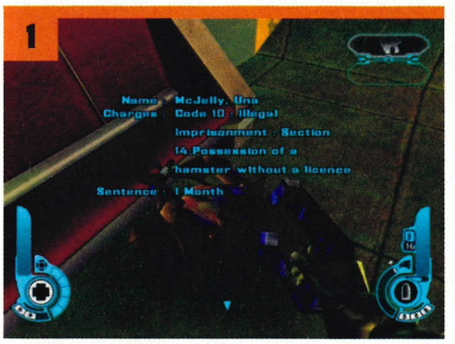
↑ Futuristic tree-huggers get short shrift from Judge Dredd.



↑ Shotgun justice is handed out freely.

## OFF THE CUFF >> Arresting the perps in Mega-City One

YOU'LL FIND many perps lack the moral fibre to put up a concerted fight for long, and some will surrender plaintively or abusively, kneeling prone and ready for arrest. While you don't have to bring them in, it may be part of your objective or gain you extra points (for unlockable multiplayer modes and characters) to cuff them and leave 'em for support teams to pick up. Occasionally a graphical glitch shows the cuffs hanging from one hand, but don't worry - the perp is still down.




↑ Done for illegal hamster possession. The shame.

↑ For assault on a Judge, it's life imprisonment.

↑ Illegal graffiti artists are known as Scrawlers.

### BONUS INFO

**>> LET'S SPLIT**
Arcade modes include pretty basic bot arenas with miniature robots or zombies, and up to four-player split-screen multiplayer modes including Judge Vs. Perps, Elimination, Team Elimination, Deathmatch, Team Deathmatch and Vampire. Unfortunately many of the arenas are none too inspiring.

**>> YOU'RE BOOKED!**
To celebrate the release of the *Dredd Versus Death* game, there's going to be a special-edition comic book available at the same time from *2000AD*. Published through Black Flame, the special edition will go on sale for £6 this September and follow the same plot as the game - that of a Vampire and Zombie plague spreading through Mega-City One.

## "Occasionally the unique 2000AD humour shines through - the zombie disco is not to be missed"

>> obscure rooms and have you search for them by recovering every inch of a mostly empty level. While *Halo*-style pointers direct you to the more linear objectives that you'd find anyway, there's no radar to help find the two objective-dependent perps, for example, who have been deliberately hidden away in a boxroom. There's also the nightmare relay of switch A opens area B, reveals switch B opens area C, repeat until quickly bored. On the journey, meet enemy groups more agile than yourself (varieties are woefully limited, mainly vampires and zombies) and back out through doorways dispatching from a distance as you retreat. It's been done to Death and fills us with Dredd. Later, you do get to battle Judges leading up to a final confrontation with Death, but the arcade arenas are poorly balanced and one of them again contains a potentially game-ending bug.

Levels do gradually improve and occasionally allow the unique *2000AD* humour to shine through - the zombie disco is not to be missed. The comic book style is captured perfectly by the engine, with decent lighting, smoke, flame and outstanding rain effects - splashes for every raindrop and droplets on your visor if you angle skywards. But that's not enough, especially from a developer that proved its mettle with the outstandingly atmospheric PC shooter *Aliens Versus Predator*. In the language of Mega-City One, we're afraid that while not total Stomm, *Dredd Versus Death* is verging on Drokk and this FutsiePerson will Grud on a Greenie if it's not more of a Jimp than a Helmet.

↑ Medic Judges can be zombies too. Nasty head cold that. Eww...

### THE VERDICT

**POWER**
Some moderately slow load times, smooth city rendering, but few characters on screen.

**STYLE**
Perfect look for the Mega-City of the comic books, but atmosphere lost in play.

**IMMERSION**
Too evidently linear and too much switch-finding to be consistently absorbing.

**LIFESPAN**
You'll never want to replay the early missions, but bot multiplayer and split-screen help.

**GOOD POINTS**
+ AUTHENTIC COMIC BOOK STYLE
+ CHUNKY WEAPONS
+ GREAT RAIN
+ DISCO ZOMBIES

**BAD POINTS**
- POOR, BUGGY AI
- TIRED LEVEL DESIGN
- THIN POPULATION

**SUMMARY**
Looks far better than it plays, with obvious faults and boring level design stealing defeat from the jaws of victory.

**OFFICIAL XBOX MAGAZINE SCORE**
6.6/10

↑ Guess this Dark Judge's name. Not Water.

↑ Perps can be arrested and then cuffed.

>> **PREVIOUSLY:** Interview - Issue 19
>> **COMING SOON:** Hints - Issue 22

DREDDED MOVIE: THERE'S ALSO A JUDGE DREDD: DREDD RECKONING FILM ON THE WAY FROM REBELLION, WHICH THE GAME DEVELOPERS PROMISE WILL BE VERY DIFFERENT FROM THE 1995 STALLONE VEHICLE.

↑ Tony Hawk never balanced wildlife while tricking away, but this game brings the Disney characters to life and with easy trick controls the kids won't get frustrated.

## Why be Tony Hawk when you can be Tarzan?

# DISNEY'S EXTREME SKATE ADVENTURE

WORDS: STEVE O'ROURKE

**GAME INFORMATION**

DEVELOPER: **TOYS FOR BOB**
PUBLISHER: **ACTIVISION**
RELEASE DATE: **5 SEPT 2003**
PLAYERS: **1-2**
WEBSITE: **WWW.ACTIVISION.COM**

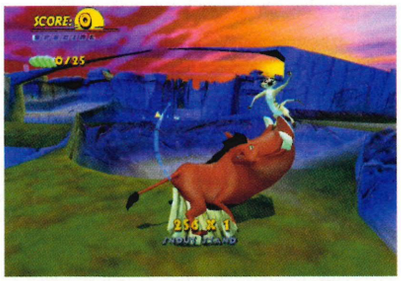
**THE BRIEF**

PLAY AS some of the leading characters from recent Disney films in this skateboarding game.

THERE ARE many unwritten rules in video games. Platform titles will always have secret areas, beat 'em ups must feature scantily clad ladies and kids' titles are nearly always crap. The younger end of the market has long been patronised by games that fail to make the grade and offer scarcely more than the little uns' favourite characters locked inside hollow gameplay and shoddy presentation. But they're kids, what do they know about production values? Well, we're about to find out because *Disney's Extreme Skate Adventure* turns the rulebook on its head and grinds all over it like a staircase handrail.

The idea is simple. Grab the *Tony Hawk's Pro Skater 4* engine and replace the likes of Hawk and co with Buzz Lightyear, Simba, Tarzan and friends from *Toy Story 2*, *The Lion King* and *Tarzan*. But rather than just being a blatant marketing cash-in, this game shines thanks to great attention to detail combined with a brilliant gameplay balancing act that makes the experience highly playable, yet not technically difficult, for younger gamers.

The animation is superb. Each character can perform many of the same tricks but the movement is very different - with soundbites and mannerisms to match. Grind a wall using Pumbaa the warthog, and his little meerkat pal Timon will hang off his tail. Do the same with Lightyear and he'll stand smugly with his hands on his hips, wearing a cheesy grin. Woody acts as disjointed as a puppet should, Simba the lion cub claws and fidgets away on his board and Tantor the elephant (our fave) executes a grind by jumping up on his back legs while waggling his trunk victoriously. The characterisation brings the action to life and you'll often find yourself watching the player movement rather than making sure you land that 1080° perfectly. »




↑ Big, colourful and bold - lovely stuff.

↑ Line dancing, the cowgirl way.

↑ Level variety keeps everything fresh.

**BONUS INFO**

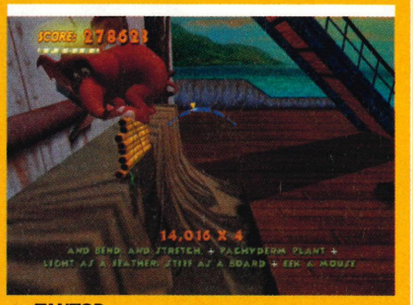
**»CREATE A SKATER**
Getting bored with using famous Disney characters? Then create your own skater kid using a huge number of preset options that not only include body shape (even down to hands) but also clothes, accessories and boards. You can save up to six characters.

**»TUNES FOR LOONS**
The game comes fully equipped with many a licensed tune or two. Office highlights include Basement Jaxx and Lil' Romeo. Until you've tried to pull off a complicated aerial using an elephant while listening to *Where's Your Head At?* you simply haven't lived.

## THE DAILY GRIND

Each character has their own animations for the tricks they perform. Here are few of them

↑ **BUZZ LIGHTYEAR**
**Surely it's not possible to grind with a hover board? But with hands on hips and cheesy grin in place, Buzz Lightyear makes short work of the domino wall.**



↑ **TANTOR**
**The elephant that's light on its feet – Tantor can stay there for ages thanks to a very lenient balance meter.**

↑ **WOODY**
**Everybody's favourite cowboy holds on to his hat while pulling off a big-number combo. Keeping momentum will make him zip along the rail in a blur of cowskin.**

↑ **Creating a skater is a very cool function, simply because of the number of customisable options available.**

↑ **With chaps like that she should be in a circus.**

↑ **No Disney game is complete without a few monkeys.**

» The objectives have also had a generous spoonful of imagination poured over them. Alongside the typical *Hawk* fodder of finding letters like S-K-A-T-E, there's also a diverse array of things to do, from rescuing Army Men to delivering fast food in a *Crazy Taxi* style or performing a destructive supermarket sweep. Many of these objectives are offered by characters dotted around the maps that need to be interacted with (similar in style to *Freestyle MetalX*, reviewed on page 076) which is better than simply having a checklist of tasks to tick your way through.

The maps are equally varied, with everything from oversized bedrooms to jungle levels and futuristic pizza restaurants. And with two-player options that offer three different games, including King of The Hill providing a split-screen version of tag, the action never gets dull.

The difficulty has been scaled down from the *Hawk* games, with the balance requirements for manoeuvres, such as hand plants and manuals, relaxed. Hardcore skater fans will be able to keep their feet until the cows come home, while little Johnny will be happy to land his first combo. But that's not to say there's isn't any depth – a huge array of challenges and the ability to still string high-scoring combos together makes sure you'll always have something to aim for, and the huge number of unlockables means your efforts will always be rewarded.

There are occasional collision detection issues where your character may suddenly go face-first into what should be a solid background, and the camera sometimes gets stuck behind objects, but it's infrequent and forgivable because, like a classic Disney movie, this game truly represents fun for all ages – and, most importantly, the kids finally get a game they deserve. Good work, Walt!

## THE VERDICT

**POWER**
Quick loads and good-looking, colourful visuals that really bring the characters to life.

**STYLE**
Production values as high as a classic Disney movie and more fun because it's playable.

**IMMERSION**
More challenges and unlockables than you can shake a Simba at. You can play for hours.

**LIFESPAN**
Easy to play but tricky to master – offering a great difficulty balance for both young and old.

**GOOD POINTS**
+ LOOKS GREAT
+ PLAYS BRILLIANTLY
+ PLENTY OF DEPTH FOR GROWN-UPS
+ ACE CHARACTER CREATION FUNCTION

**BAD POINTS**
- COLLISIONS/CAMERA COULD BE TIDIER

**SUMMARY**
**The best kids' game on Xbox – and highly enjoyed by us adults too! Use it as a reward to make sure they behave.**

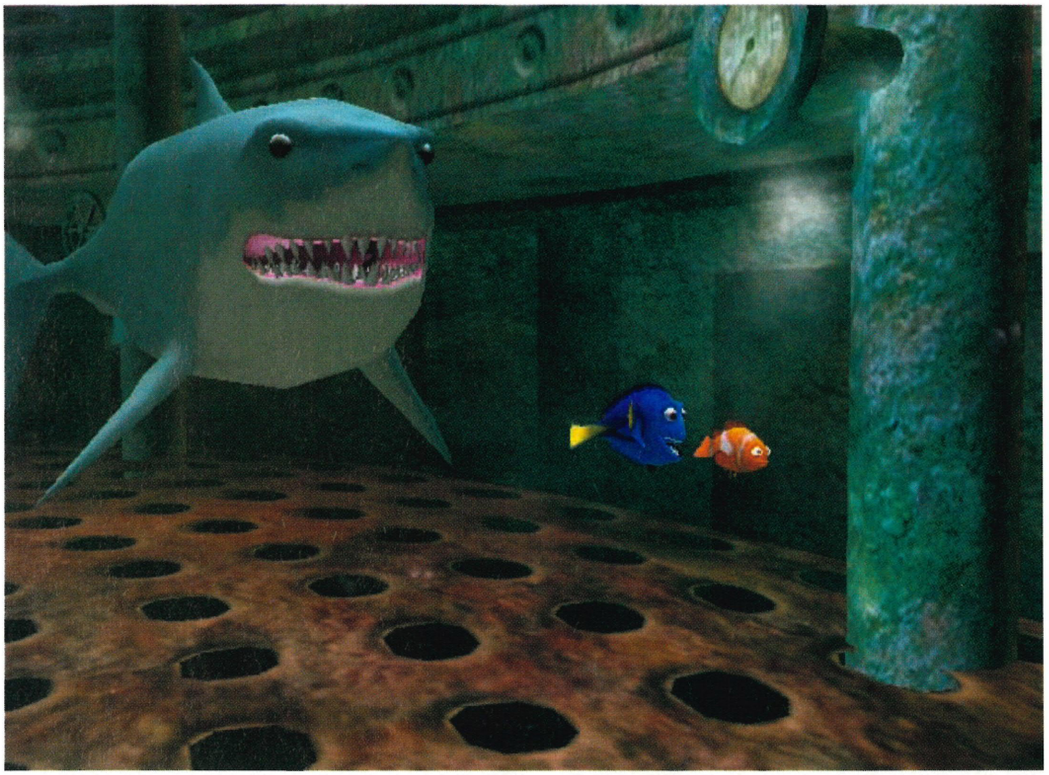
OFFICIAL XBOX MAGAZINE SCORE

**8.3//10**

"Brilliant gameplay makes this highly playable, yet not technically difficult, for younger gamers"

» **PREVIOUSLY:** First Look - Issue 19
» **COMING SOON:** Tips - Issue 22

**FAVOURITE DISNEY MOVIE:** STEVE O: TRON, STEVE B: JUNGLE BOOK, GAV: SNOW WHITE AND THE SEVEN DWARFS, PHIL AND VANESSA: TOY STORY, OWEN: LITTLE MERMAID, MAX: TARZAN.



↑ Bruce the shark decides he wants fish for dinner. Captain Birds Eye would be proud.

↑ Collect gems in a bonus challenge...

↑ ... and win a star for your troubles.

↑ BANG! Run into a mine? Game over.

## Fishy goings-on here. And not a chip in sight

# FINDING NEMO

WORDS: STEPHEN DAULTREY

GAME INFORMATION

DEVELOPER: **TRAVELLER'S TALES**
PUBLISHER: **THQ**
RELEASE DATE: **26 SEPT 2003**
PLAYERS: **1**
WEBSITE: **WWW.THQ.COM/FINDINGNEMO**

**THE BRIEF**

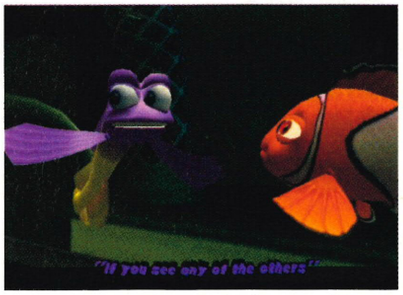
PIXAR'S NEW animated movie becomes deep-sea adventure in this charming cartoon romp.

IN NAME ALONE, the clownfish evokes images of underwater jokers inclined to throw custard pies at passing haddock. So imagine our surprise when we discovered that the two main stars of *Finding Nemo* shun chucklesome slapstick banter in favour of swimming gracefully through dense waters and looking pretty. Clownfish indeed... When was the last time you giggled at a circus aquarium?

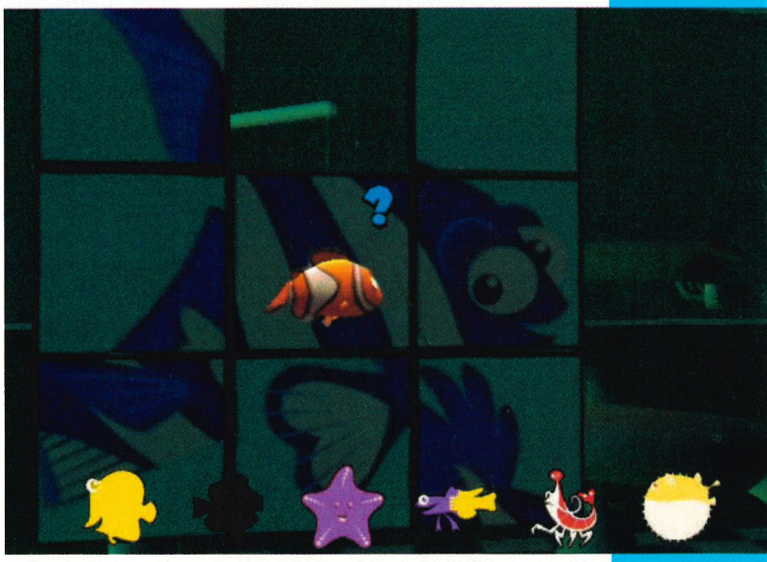
Based on Pixar's new film – a heartwarming tale about a kid clownfish (Nemo) gone AWOL – *Finding Nemo* is a delightful underwater odyssey that's ten times more thrilling than staring at your neighbour's goldfish bowl. You star as several of the movie's colourful characters, but mostly as Nemo, who finds himself imprisoned in a fish tank (he's abducted by a deep-sea diver, you see), and his pa Marlin as he embarks on a quest to save his unfortunate son. Spot the similarities with *Toy Story 2*? We certainly did.

As with all of Pixar's movies, this is a definite kiddie's product on the surface, but with a fair degree of adult appeal stored below. You don't have to be under 12 years old to enjoy the *Toy Story* flicks; in fact you need to be older to fully appreciate the clever references. This game is much the same – sweeter than a bowl of cherries, yet tougher than a pair of your grandad's old marching boots.

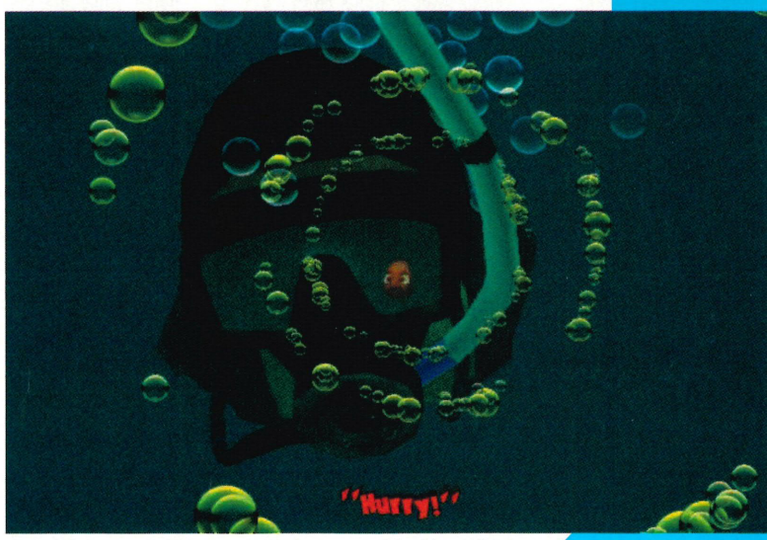
Gameplay-wise, it plays a bit like *Rayman 3* but without the combat and set in the ocean depths. It's piled high on the cuteness factor too – Nemo and co sure look cuddly for slimy fish. Each section is split into several levels. The challenges are varied, ranging from 3D chases and head-scratching tile puzzles to sideways platform action in the classic *Mario* mould. This game rarely throws up a dull moment. The chases/races are simple, addictive, and strangely therapeutic. Your fishy either has to keep up with a leader (such as the forgetful Dory) or escape a ravenous predator (sharks and anglerfish, for example). Swimming through rings enables you to maintain the pace, but unfortunately mines, squids, oil leaks and electric eels are all there to hamper your »




↑ Nemo must go in search of missing fish.

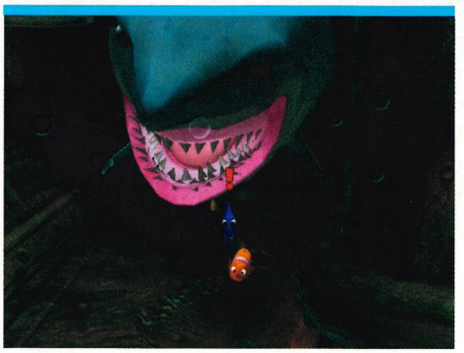


↑ Rearrange the tiles to make a picture – simple and addictive.

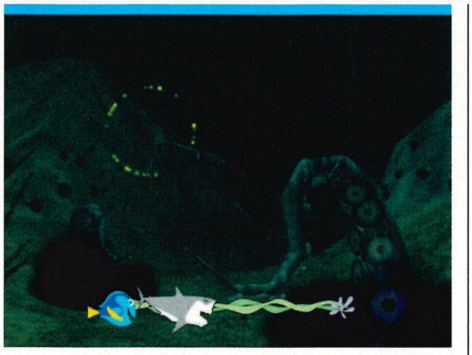



↑ Quick Nemo, swim! Poor little Nemo is nabbed by a diver.

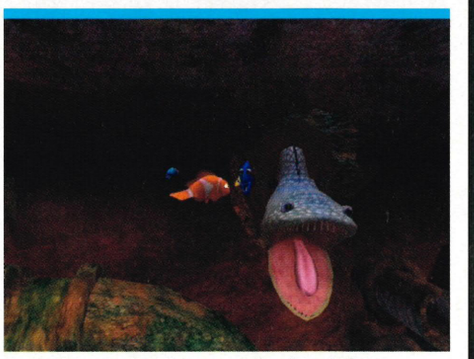
## 20,000 LEAGUES UNDER THE SEA » The sea's a battlezone - danger is everywhere



↑ Avoid the evil jaws of Bruce the shark.



↑ Squid tentacles lash out at you when racing.



↑ Snake or eel? Who cares, this thing kills!

**» BONUS INFO**

**» FISHGUARDS**
**With so many hazards liable to bump you off during the 'platform' levels, you can protect yourself by collecting and surrounding your fish with little blue guardian fish. These kind-hearted souls act like shields and absorb any blows should you make contact with something nasty.**

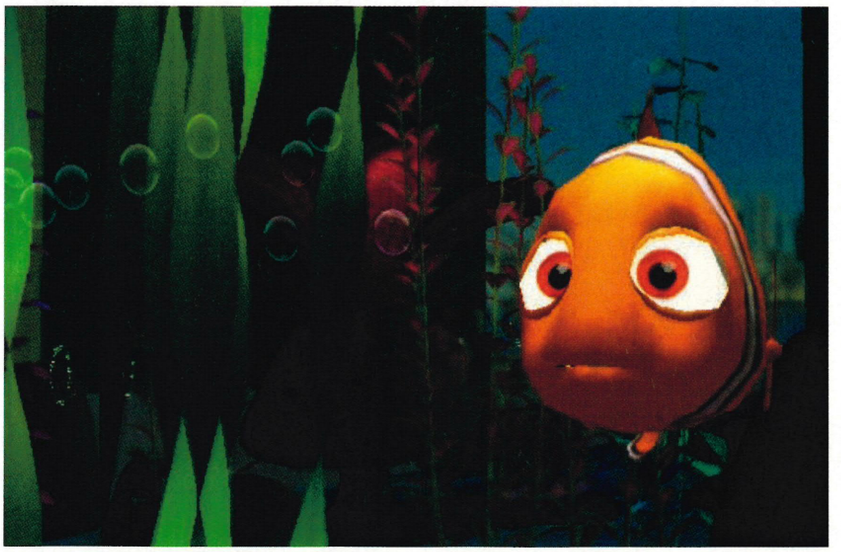
"This game rarely throws up a dull moment. Chases are simple, addictive, and strangely therapeutic"

» progress, while the sea current often drags you off course. The sense of moving through water is astonishingly convincing, and the way that flailing tentacles emerge in the distance can be eerily unnerving.

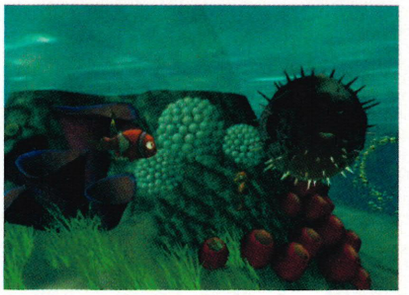
More conventionally, the platform action is retro fun updated for the deep-sea diving generation; all evading hazards, collecting treasures, trapping crabs in bubbles and solving tricky puzzles. The only difference is that instead of jumping, you kind of well... swim, which is great, because there are no narrow ledges to keep tumbling off. Bonus objectives, such as dropping coloured gems on pedestals, offer added challenge, although with so much horror lurking in the underwater underworld, you'll find your time best devoted to evading the Captain's Table. Fish pie? Good old-fashioned steak and kidney was always the tastier option, anyway...

One of the most important things with games like this is recreating the look of the movie, and on such grounds *Finding Nemo* rarely puts a fin wrong. As well as employing its original voice actors, the numerous cutscenes are enormously cinematic in their own right. There'll be no need to skip through these ones - you'll be well and truly hooked, like a cod on a fisherman's line.

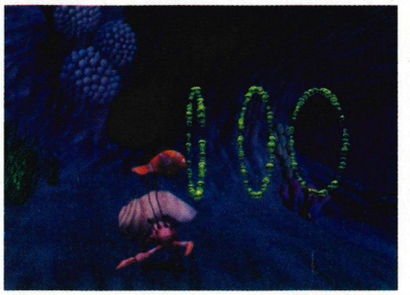
Okay, so we know that this is geared towards a younger market (ages 4-14 primarily), but that doesn't stop it from being any good, does it? In fact, it's nightmarishly difficult in places. If you still savour your platform action, are easily pleased with simple gameplay and think that fish are the new 'cool' then it could be time to scuba-dive your way into this. 'Water' you waiting for fish face, you've a boat to catch...



↑ Being stuck in an aquarium tank does little to upset our charming Nemo.



↑ This spiky fat thing is out to prove a point...



↑ A bonus objective: swim through bubbles.

## XBOX THE VERDICT

**POWER**
The sensation of being underwater is excellent and the look of the movie is perfectly recreated.

**STYLE**
Charming cartoon feel with funny voice-acting and cutscenes. Kids will definitely get a thrill.

**IMMERSION**
The simple platform-style gameplay and fun and varied levels will instantly draw you in.

**LIFESPAN**
There's plenty of challenge, but its generic gameplay may prove shallow in the long run.

**GOOD POINTS**
- LOOKS GORGEOUS
- OOZES HUMOUR
- GOOD USE OF A MOVIE LICENCE

**BAD POINTS**
- UNDERNEATH, IT'S A GENERIC PLATFORMER
- CAN BE FIENDISHLY FRUSTRATING IN PLACES

**SUMMARY**
**A conventional 3D platformer with the unique twist of being played underwater. If you love the film, you'll love this game.**

**OFFICIAL XBOX MAGAZINE SCORE**

**7.9//10**

**»PREVIOUSLY:** It's only just swum into view
**»COMING SOON:** Tips - Issue 22

**CLOWNING AROUND:** THINK CLOWNFISH IS A DAFT NAME? IT GETS WORSE. CHECK OUT SOME OF ITS BREEDS - FALSE CLOWNFISH, PINK SKUNK CLOWNFISH, CLARK'S CLOWNFISH AND TOMATO CLOWNFISH. SEE WHAT WE MEAN?

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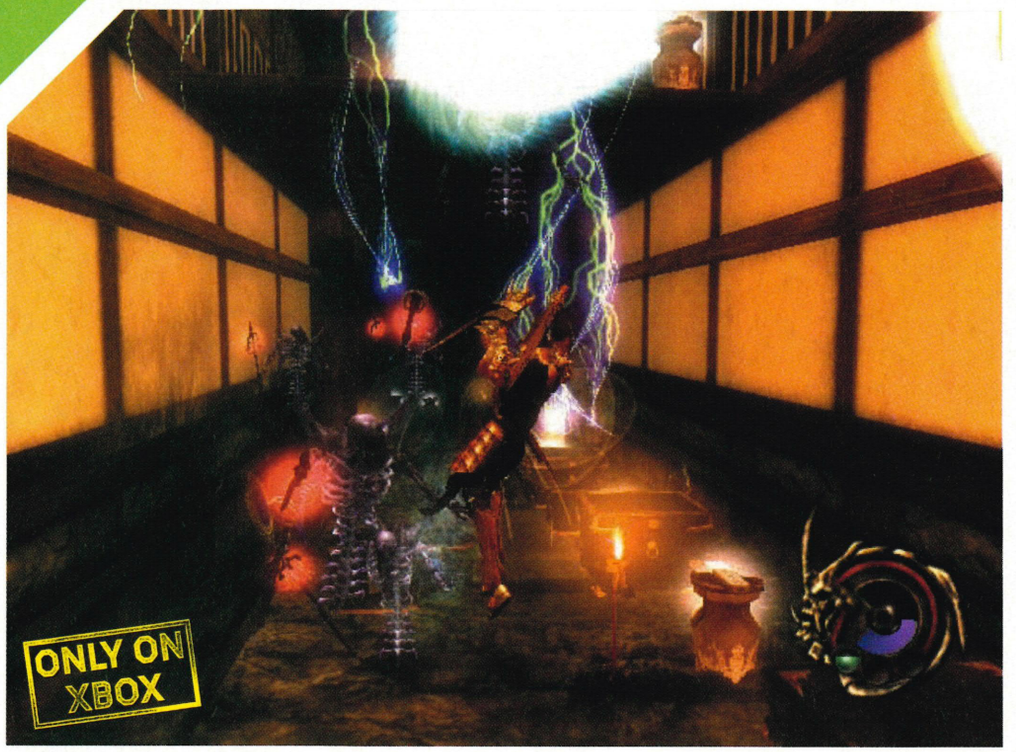
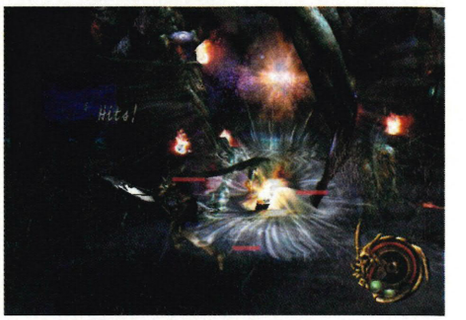



↑ The hack and slash gameplay is well complemented by spell casting with spectacular effects.

↑ Spells get meatier the longer you cast them.



↑ Dice and slice like you're a sushi chef!

↑ Great lighting brings out the atmosphere.

## It has the looks but does it have the moves?

# OTOGI- MYTH OF DEMONS

WORDS: **STEVE O'ROURKE**

**GAME INFORMATION**

- DEVELOPER: **FROM SOFTWARE**
- PUBLISHER: **SEGA**
- RELEASE DATE: **SEPT 2003**
- PLAYERS: **1**
- WEBSITE: **WWW.SEGA-EUROPE.COM**

**THE BRIEF**

ASSUME THE role of a mythical ghostbuster in this slick third-person hack, slash and spell.

STRANGE NAME, good game. If you're a regular reader, you'll already be familiar with *Otogi* from the playable demo on last month's disc. And if you managed to drag yourself away from the gun-toting carnage of *Island Thunder* you'll know that this slightly obscure Japanese action title is certainly worthy of your attention.

It's been a long time since a game with a simple objective of destroying everything in your path has been presented in such an original and engaging fashion. You play a character called Raikoh whose aim is to revive the great seal, which has been the protector of Man for a millennium. This is achieved by seeking out four essences which, when fully restored, means mankind will return to hand-holding harmony and no doubt want to teach the world to sing.

The fun (and plenty of it) is served in three hearty portions - character control, combat and environment interaction. Raikoh has the moves of a gymnast, the sword-wielding skills of Highlander and more hocus pocus than the Magic Circle. Aerial combat is a speciality. By repeatedly tapping the jump button you'll often be fighting like a *Crouching Tiger* stunt double against a whole array of imaginatively designed demons. Fighting is generally as fluid as movement, with basic moves that can be easily strung into big-digit combos - including subtle manoeuvres that aren't immediately obvious, like timing a strike to repel a projectile attack.

And all of this great action is wrapped up in some truly gorgeous levels that are soaked to the skin in a moody, spooky oriental atmosphere. The game world benefits from rich detail with huge amounts of interactive scenery - meaning if you can strike it you can pretty much destroy it. Bridges will crumble, dwellings will be demolished - often from the inside - and, as the game progresses, the addition of magic unleashes some heavy-duty special effects.

Style over substance? Not really - the hack and slash nature means that repetition will inevitably rear its ugly head and the camera can get stuck occasionally. But *Otogi* doesn't pretend to be anything other than a polished action title - and a highly playable one with thoughtful presentation. Don't let the lack of a mega-bucks licence or a billboard marketing campaign stop you from enjoying one of the genuine surprises of the year.

**BONUS INFO**

**LET'S GO SHOPPING**
**Earn gold by completing missions and spend it on weapons, spells etc, many with independent attributes so you can trade between defence and attack stats.**

## THE VERDICT

**POWER**
Great-looking game with big and bold characters, special effects aplenty and little slowdown.

**STYLE**
The atmospheric soundtrack and lush environments mean this one's got real flair.

**IMMERSION**
*Otogi* has enough level variety and slick action to keep slasher fans happy.

**LIFESPAN**
There's repetition but if you like this genre it can be easily overlooked.

**GOOD POINTS**

+ GORGEOUS GRAPHICS
+ INTUITIVE CHARACTER CONTROL
+ PLENTY OF STYLE
+ LEVEL VARIETY

**BAD POINTS**

- THE ACTION GETS REPETITIVE
- CAMERA CAN GET STUCK OCCASIONALLY

**SUMMARY**
**A slick, good-looking oriental action title with a sprinkling of RPG elements to give it a unique twist.**

**OFFICIAL XBOX MAGAZINE SCORE**

**8.0/10**

**PREVIOUSLY:** Check out last issue's demo disc
**COMING SOON:** Tips - Issue 22

OTOWHAT?: ACCORDING TO MAX, OUR RESIDENT JAPANESE EXPERT, OTOGI MEANS 'FAIRY TALE'. SO NOW YOU KNOW!

↑ Charade needs to put some meat on them there bones. But one swift counter and Nightmare is going to be dreaming for a very long time (at least until round two).

## Potential king of the ring? Namco's finest strides onto Xbox to stake its claim as ruler of all beat 'em ups

# SOUL CALIBUR II

WORDS: MARTIN KLIPP

**THE BRIEF**

TWENTY UNIQUE fighters, countless weapons, varied arenas, gorgeous graphics, and you even get a plot!

GAME INFORMATION

DEVELOPER: **NAMCO**
PUBLISHER: **EA**
RELEASE DATE: **26 SEPT 2003**
PLAYERS: **1-2**
WEBSITE: **WWW.SOULCALIBUR2.COM/SC2_XBOX.HTML**

Nearly four years have passed since Namco released the original *Soul Calibur* on Sega's Dreamcast, a shining knight of a game in terms of graphics, playability and style. Together with *Virtua Tennis*, it contributed to keeping Sega's console on life support but couldn't save it from the plug eventually being pulled. Back to the present and, while the blue swirl has long since been replaced by a green X, have we as discerning games players also really changed with the times?

The answer, although many of us would like to think we've grown up and become able to define the wheat from the chaff is, in reality, no. We still like the same type of games - we just like to see continual developments and improvements. But one genre that hasn't really moved with the times is the beat 'em up. It should have soared into the stratosphere three years ago, but it didn't.

Sure, *Mortal Kombat: Deadly Alliance* (Issue 13, 7.8) and *Tao Feng: Fist of the Lotus* (Issue 16, 8.2) are fine games, but are you still playing them now? Chances are, probably not. *Dead or Alive 3* (Issue 01, 8.5), did wonders to showcase the graphical prowess of Xbox but still highlighted some fiddly control issues as the combat just didn't seem to flow the way it should. It seems the beat 'em up genre has been racing two steps forward and one step back with no real signs of bucking the trend... that is, until now. *Soul Calibur II* has arrived.

↑ Mitsurugi gets the point.

It's set amongst the incidental backdrop of travelling various lands to retrieve Soul Edge - a huge cyclopic sword containing more evil than all the *Exorcist* movies put together. The two-part (Normal and Extra stages) saga follows a mystically daft plot, which attempts to feel like *Fist of the North Star* but reads like a bad translation of Homer's *Iliad*. But forget the story - it's all about the gameplay.

The 20 fighters (five of which are hidden) take in the broadest of influences, from the original denizen of pirate evil

## BONUS INFO

**GREED IS GOOD**
Certain levels in Master mode allow you to earn extra gold, as your winnings go double or nothing in each consecutive fight. You can flash the cash in the shop buying new costumes, weapons or museum modes such as an art gallery or extra character profiles.

**THANK YOU FOR THE MUSIC**
Keeping with the classy, unpretentious nature of the game, each battle is accompanied by a subtle yet haunting orchestral soundtrack. No doubt if Hollywood gets hold of the movie rights this will be replaced by Limp Bizkit and Korn.

**EXPERIENCE IS THE KEY TO CLASS**
As you battle through the Master mode winning fights, you will notice two gauges - one counting your gold, the other experience. Starting as an Iron Apprentice and moving through to Platinum Master, experience points move you up classes which in turn unlock weapons and extras that can be purchased with gold in the shop.

↑ Walled arenas mean no easy ring outs. So stay on your toes and keep moving.

↑ Fire effects are spectacular with more pyrotechnics than Guy Fawkes night.

"Combat offers great sophistication with an intuitive control system"

↑ They couldn't afford Johnny Depp, so got Spawn instead.

Cervantes and his successor, the Soul Edge-slashing Nightmare, to newbies such as Necrid (a fiendishly brilliant creation capable of dynamically morphing his weapon into those of others) and Todd McFarlane's axe-spinning ex-CIA agent Spawn as the exclusive Xbox bonus. You are not simply limited to a collection of ninjas or the usual out-world-roaming freaks - the fighters are as diverse as they are plentiful.

Strictly speaking, all the characters are unique although some heavy hitters like Nightmare and Astaroth (imagine *Street Fighter*'s Zangief has eaten Eddie Honda, choked to death and returned from hell with a blue tinge and a bloody great big axe) can carry even the most novice player through the early stages of all modes. The learning curve soon hots up though, no more so than in Weapon Master mode (the story mode) when you're faced with specific tasks, such as low gravity fights (where you can only harm your opponent in the midst of a flying combo) or facing a ridiculously short time limit (the only chance of winning the bout being a speedy ring out).

## DUNGEON LEVELS OF DOOM

MASTER WEAPON mode has booby-trapped Dungeon sub-levels where you must choose a path through in the least number of moves in order to defeat the boss.

↑ LAVA: Fire walking without the aid of an instructor can be hazardous to your health.

↑ ICE: Opponents are the least of your worries when tackling the ice ring.

↑ QUICKSAND: Not even fancy bow work will save you from the quicksand.

↑ MAP: Making the correct choices in the boss dungeon can be harder than you think.

Graphically, the developer has really gone to town with the character art. Three different costumes for each character, tiny details like hair movement, Astaroth's beating heart pounding through his chest and neon light trails begin where *DOA3* left off, only this time with a fluidity of movement that sets a new standard.

Character playability is second to none. Each fighter has different speeds and attacking range coupled with a multitude of special

TRIVIA TIME: IN THE ORIGINAL ARCADE GAME, SOUL EDGE, MITSURUGI WAS REPLACED IN MANY ARCADES BY A CHARACTER CALLED ARTHUR. HE LOOKED EXACTLY LIKE MITSURUGI BUT HAD BLOND HAIR AND AN EYEPATCH.

## POWER UP >> Use energy to gain the upper hand

FOR THE PERFECT guard breaker or finishing combo, *Soul Calibur II* employs a power-up Right trigger mechanism which, as well as making your character glow a whole spectrum of pretty colours, also helps knock seven shades of sushi out of your opponent, hiee-yaaa!

↑ POWER UP: Hold down the Right trigger to summon your energy.

↑ SEE THE GLOW: Your wrists and weapon indicate when you are charged.

↑ ATTACK: Unleash the power on your opponent!

↑ THE FINISH: I've always liked you really. Honest.

>> weapons techniques. You can use fakes to throw your opponent off the scent of a routine attack and conjure up endless freeform combos that succeed through perfectly responsive character dynamics.

Using the horizontal, vertical and circular strike system, both with and without weapons, makes getting into a basic fighting rhythm easy. It also provides a graduated jump onto advanced techniques such as parries, throws and powered-up moves, accessed by holding down the Right trigger. Causing harm to your opponent in later levels of the Weapon Master mode could be limited to a particular attack or defensive technique – some characters even take on invisibility. Similarly, your fighter could be handicapped by diminishing health or having an ineffective guard for the opponent's chosen weapon. Combat offers great sophistication, but wraps it in an intuitive and highly responsive control system.

As for your surroundings, backgrounds and arenas are exceptionally detailed with running water, stunning atmospheric lighting and great shadows. While nowhere near as interactive as the multi-level street battles of *DOA3*, *Soul Calibur II*'s environments are plentiful and beautifully drawn. Dungeon levels harbour landmines, lava rings or quicksand and, with the inclusion of a number of fully walled arenas, Namco has made sure that >>

↑ Kilik takes his mighty pole to Astaroth and gives him a bloody good hiding.

"Progression is down to lightning-fast brain power not just brawn"

### BONUS INFO

**>>WEAPONS OF MASS DESTRUCTION**

One of the major advantages of playing through both levels of the story mode is buying and winning more weapons for the characters, eventually creating an entire arsenal making the Extra Arcade, Survival, Time Attack and Versus modes virtually limitless. Better still, the weapons are more than just aesthetic. All have plus and minus points – some will even hurt you whist inflicting great damage on your opponent, reinforcing the fact that being an expert tactician is the key to becoming a *Soul Calibur II* Master.

## FREAK SHOW >> The unusual suspects

FROM LIZARD MAN to Inferno, *Soul Calibur II* has some of the weirdest characters ever to grace a video game. Here we take a look at some of the freakiest characters on display. We don't know what they were drinking when they came up with these but can we order a bottle please?

↑ **INFERNO: Born of fire, this big guy can light up any room with his blazing personality.**

↑ **VOLDO: Bendy Marilyn Manson lookalike and possibly the weirdest fighter ever in a beat 'em up.**

↑ **YOSHIMITSU: Wears silly masks and makes funny noises but is well handy with a sword.**

↑ **NECRID: Green and horny - sorry mate, but that doesn't make you attractive.**

↑ **ASTAROTH: It's not the Donnie Darko rabbit ears you should be worried about, it's the giant axe.**

↑ **SPAWN: An ex Government agent just like Jack Bauer, you won't like him when he's angry.**

↑ **When two great powers collide... apparently everything turns Xbox green.**

>> progression through the game is down to lightning-fast brain power not just muscle-bound brawn or the size of your weapon (although that certainly helps).

Enemy AI is fairly challenging on certain levels, but once you've given *Soul Calibur II* a week of solid play, any difficulty bar Extra Hard shows repetitive cracks as you can spot attacks coming from routine stances a mile off. Minor gripe over, the title more than makes up for this slight lapse by its constant expansion in Extra Arcade, Survival, Time Attack and Versus modes, where you can use weapons gleaned in the Master mode to inflict all manner of pain on your prey. It is in Extra Versus mode where the longevity of *Soul Calibur II* really lies, as fighting another human opponent throws in the element of surprise, making this without doubt the most in-depth and satisfying two-player beat 'em up the Xbox has ever seen.

If you like fighting but prefer to sustain virtual injuries rather than painful broken bones, then buy this game. It's the new benchmark beat 'em up on Xbox.

## THE VERDICT

**POWER**
A technical tour de force from the fluid movement to the extremely high-res character animation.

**STYLE**
Quality all the way, with flawless graphics and lighting plus a great orchestral score.

**IMMERSION**
Grabs you at the start and holds you tight with advanced moves, extra stages and tons of weapons.

**LIFESPAN**
The depth of fighting is immense, especially when fighting skilled human opponents.

**GOOD POINTS**
- EASY TO PICK UP BUT DIFFICULT TO MASTER
- GREAT CONTROL
- GRAPHICALLY SUPERB
- THE MOST FLUID FIGHTER EVER PLAYED

**BAD POINTS**
- AI ON EASY AND MEDIUM DIFFICULTY WEARS THIN OVER TIME

**SUMMARY**
**This is as seminal for Xbox gamers as *Street Fighter 2* was for followers of the SNES back in 1991. The future starts here.**

**OFFICIAL XBOX MAGAZINE SCORE**

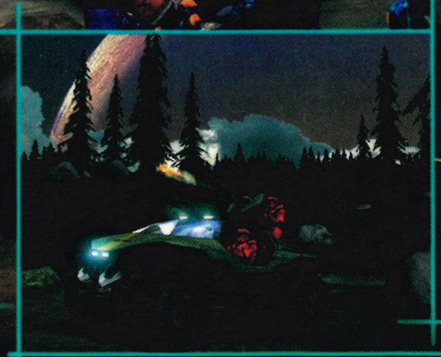
**9.1// 10**

>> **PREVIOUSLY:** First Look - Issue 14, Gallery - Issue 16, Demo - Issue 21
>> **COMING SOON:** Hints - Issue 22

**OUR WISH LIST:** THINGS WE'D LIKE TO SEE IN SOUL CALIBUR 3 INCLUDE BLOOD, GORE AND FATALITIES, MULTI-LEVEL ARENAS AND ANIMATED ENDINGS PLUS LIZARD MAN IN ARCADE MODE. OH, AND JODIE MARSH VS JORDAN, POSH SPICE VS THAT EVIL BIRD OUT OF GIRLS ALOUD AND SIMON COWELL VS THE ENTIRE WORLD.

# Halo Invades PC

NEW Multiplayer Terrains



NEW Multiplayer Vehicles



NEW Multiplayer Weapons

BUNGiE gearbox software POWERED BY gamespy Microsoft game studios

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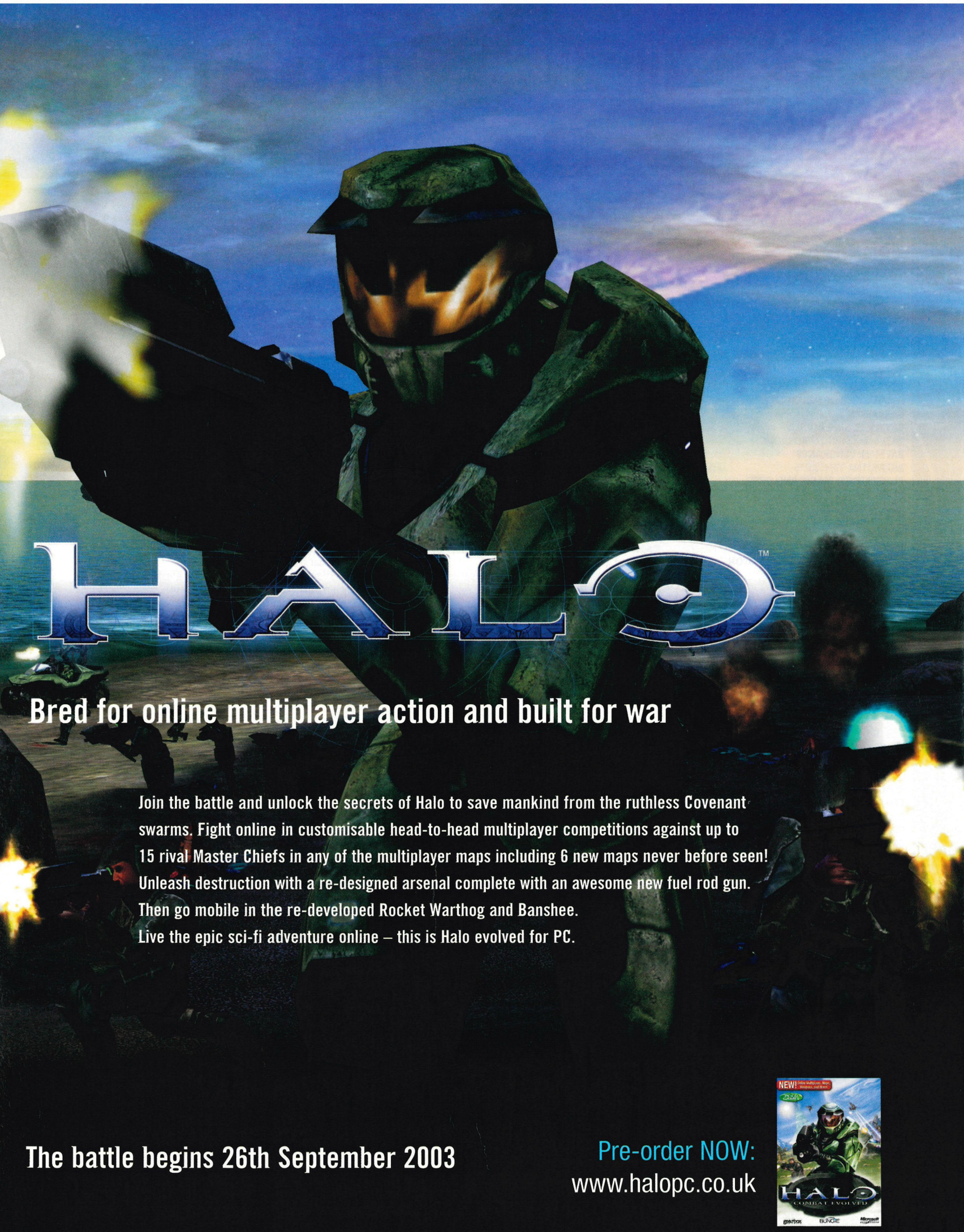
HALO™
Bred for online multiplayer action and built for war
Join the battle and unlock the secrets of Halo to save mankind from the ruthless Covenant swarms. Fight online in customisable head-to-head multiplayer competitions against up to 15 rival Master Chiefs in any of the multiplayer maps including 6 new maps never before seen!
Unleash destruction with a re-designed arsenal complete with an awesome new fuel rod gun.
Then go mobile in the re-developed Rocket Warthog and Banshee.
Live the epic sci-fi adventure online – this is Halo evolved for PC.
The battle begins 26th September 2003
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NEW!
HALO
COMBAT EVOLVED
BUNGIE

# REVIEWS DIRECTORY

Tapping the tree of *Official Xbox Magazine* to glean the thick essence of review

## THE XBOX ELITE

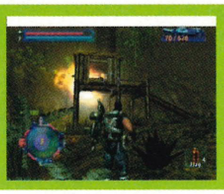
THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more. They must be played. You have our guarantee that each and every one of them is utterly fantastic, so buy them right now!

**AMPED: FREESTYLE SNOWBOARDING**
REVIEWED: Issue 01
TYPE: Extreme sports
"Addictive, impressive and deep. Makes a perfect landing"
SCORE: **8.7**

| | | | |
|---|---|---|---|
| **2002 FIFA WORLD CUP** | **Reviewed** Issue 03 **Type** Sports | "A return to form for the franchise" | **Score** 8.0 |
| **AGGRESSIVE INLINE** | **Reviewed** Issue 07 **Type** Extreme sports | "Entertaining extreme sports. Fresh ideas and a lasting challenge" | **Score** 7.7 |
| **ALL-STAR BASEBALL 2003** | **Reviewed** Issue 04 **Type** US sports | "Fine sim of the hit-and-miss sport" | **Score** 7.0 |
| **ANTZ EXTREME RACING** | **Reviewed** Issue 07 **Type** Driving | "Average, and too awkward for its target audience" | **Score** 5.0 |
| **ARCTIC THUNDER** | **Reviewed** Issue 03 **Type** Driving | "Loads of bugs and glitches. It's just limp and lifeless" | **Score** 2.4 |
| **ATV: QUAD POWER RACING 2** | **Reviewed** Issue 13 **Type** Driving | "This is a solid, entertaining game with some great mini-challenges" | **Score** 7.7 |
| **AZURIK: RISE OF PERATHIA** | **Reviewed** Issue 04 **Type** Action adventure | "A colourful but underwhelming fantasy 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 |
| **BATTLE ENGINE AQUILA** | **Reviewed** Issue 11 **Type** Mech shooter | "Good shooting and strategy mix. Arcade shooter with depth" | **Score** 8.0 |
| **BATMAN: DARK TOMORROW** | **Reviewed** Issue 17 **Type** Action | "An awful game that warrants neither your time nor your money" | **Score** 2.0 |
| **BATMAN: VENGEANCE** | **Reviewed** Issue 02 **Type** Action adventure | "Bat-lore heavy, but too easy, too samey and nothing new" | **Score** 4.5 |
| **BIG MUTHA TRUCKERS** | **Reviewed** Issue 11 **Type** Driving | "Original idea, but let down by poor handling and execution" | **Score** 6.6 |
| **BLACKSTONE: MAGIC AND STEEL** | **Reviewed** Issue 11 **Type** RPG | "A straightforward action RPG, but there are better ones on Xbox" | **Score** 7.0 |
| **BLADE II** | **Reviewed** Issue 09 **Type** Action | "Violent, repetitive and enjoyable in bursts. Lots of vamps to kill" | **Score** 7.2 |
| **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 **Type** Driving/action | "Much of the time you're fighting the controls instead of the enemy" | **Score** 4.5 |
| **BLOODRAYNE** | **Reviewed** Issue 17 **Type** Action | "A slick combination of melee combat and run-and-gun action" | **Score** 7.4 |
| **BMX XXX** | **Reviewed** Issue 11 **Type** Extreme sports | "Drunks and expletives. Unattractive and undeserving of your cash" | **Score** 3.0 |
| **BRUCE LEE: QUEST OF THE DRAGON** | **Reviewed** Issue 08 **Type** Beat 'em up | "Appallingly shoddy game that's an insult to the great man" | **Score** 1.0 |
| **BUFFY THE VAMPIRE SLAYER** | **Reviewed** Issue 06 **Type** Action adventure | "Captures essence of the TV series; good enough to please non-fans" | **Score** 8.3 |
| **BURNOUT** | **Reviewed** Issue 04 **Type** Driving | "Arcade racer delivering a massive dose of testosterotainment" | **Score** 8.2 |
| **CAPCOM VS SNK 2 EO: MOTM** | **Reviewed** Issue 14 **Type** Beat 'em up | "If it's 2D combat you're after, you're not going to do better than this" | **Score** 7.7 |
| **CEL DAMAGE** | **Reviewed** Issue 02 **Type** Driving | "Dreamy looking, but hectic and frustrating gameplay" | **Score** 5.5 |
| **CHAMPIONSHIP MANAGER: SEASON 02/03** | **Reviewed** Issue 11 **Type** Sports | "Doesn't break new ground, but will keep fans interested for ages" | **Score** 8.1 |
| **CHASE** | **Reviewed** Issue 08 **Type** Action | "Bare-bones stunt action that makes you want to scream 'Cut!'" | **Score** 4.0 |
| **CIRCUS MAXIMUS** | **Reviewed** Issue 05 **Type** Driving | "Sub-standard, gimmick-driven racer lacking in almost every way" | **Score** 3.5 |

**BALDUR'S GATE: DARK ALLIANCE**
REVIEWED: Issue 08
TYPE: Action RPG
"Absorbing RPG with a healthy dose of hack 'n' slashing"
SCORE: **8.5**

**BLINX: THE TIME SWEEPER**
REVIEWED: Issue 09
TYPE: Platformer
"Takes platform gaming into uncharted territory. Essential"
SCORE: **9.3**



**BRUTE FORCE**
REVIEWED: Issue 18
TYPE: Squad-based shooter
"Multiplayer elevates *Brute Force* from a good to a potentially great game"
SCORE: **8.5**

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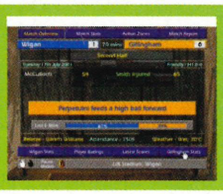
|---|---|---|---|
| **COMMANDOS 2: MEN OF COURAGE** | **Reviewed** Issue 05 **Type** Tactical action | "Extremely tough but rewarding war game. Some control issues" | **Score** 7.9 |
| **CONFLICT: DESERT STORM** | **Reviewed** Issue 07 **Type** Squad-based shooter | "Basic but entertaining tactical shooter providing top war stories" | **Score** 8.1 |
| **CRASH** | **Reviewed** Issue 03 **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 **Type** Platformer | "One of the best cartoony worlds, but has no new tricks" | **Score** 7.1 |
| **CRAZY TAXI 3** | **Reviewed** Issue 08 **Type** Driving | "Lots of fun with great mini-games but similar to previous versions" | **Score** 8.0 |
| **CRIMSON SEA** | **Reviewed** Issue 15 **Type** Action/Shooter | "Satisfies the strongest bloodlust while making sure it never gets boring" | **Score** 8.0 |
| **DAKAR 2** | **Reviewed** Issue 18 **Type** Driving | "If you've got no qualms about realism while off-roading, this is fun" | **Score** 7.8 |
| **DARK ANGEL** | **Reviewed** Issue 15 **Type** Action | "Repetitive gameplay. Dull, uninspiring levels. You won't play for long" | **Score** 4.5 |
| **DARK SUMMIT** | **Reviewed** Issue 02 **Type** Extreme sports | "Half-hearted gameplay fleshed out with a storybook aspect" | **Score** 3.5 |
| **DAVE MIRRA FREESTYLE BMX 2** | **Reviewed** Issue 02 **Type** Extreme sports | "Pulling tricks is fun, but poor controls spoil the experience" | **Score** 6.9 |
| **DAVID BECKHAM SOCCER** | **Reviewed** Issue 04 **Type** Sports | "Outdated footy that should be left alone, even by fans of Becks" | **Score** 4.2 |
| **DEADLY SKIES** | **Reviewed** Issue 03 **Type** Flight sim | "Not fast or exciting enough to fulfil that fighter pilot dream" | **Score** 5.2 |
| **DEAD OR ALIVE XTREME BEACH VOLLEYBALL** | **Reviewed** Issue 14 **Type** Sports | "Great to look at and fun to play, but it's an acquired taste" | **Score** 8.0 |
| **DEAD TO RIGHTS** | **Reviewed** Issue 12 **Type** Action adventure | "Some fun gunfights but too much dull, unarmed combat" | **Score** 7.0 |
| **DEATHROW** | **Reviewed** Issue 09 **Type** Sports | "Average. Tries (and fails) to hide shortcomings with naughty words" | **Score** 5.5 |
| **DEFENDER** | **Reviewed** Issue 14 **Type** Shooter | "Prompts a bit of nostalgia, but it doesn't have that vital spark" | **Score** 6.6 |
| **DIE HARD: VENDETTA** | **Reviewed** Issue 19 **Type** Shooter | "If you persist, you'll catch brief glimpses of decency amongst the mess" | **Score** 3.5 |
| **DR MUTO** | **Reviewed** Issue 14 **Type** Platformer | "Enjoyable if you've not played loads of other cartoony platformers" | **Score** 7.0 |
| **DYNASTY WARRIORS 3** | **Reviewed** Issue 10 **Type** Action adventure | "Pure aggression and drama. Masses of characters and battlefields" | **Score** 7.8 |
| **EGGO MANIA** | **Reviewed** Issue 08 **Type** Puzzle | "Decent two-player, brain-scratching fun" | **Score** 6.5 |
| **ELDER SCROLLS III: MORROWIND** | **Reviewed** Issue 09 **Type** RPG | "By turns, wondrous, unconventional and boring. Unique, but slow" | **Score** 7.6 |

**BURNOUT 2: POINT OF IMPACT**
REVIEWED: Issue 17
TYPE: Driving
"A classic arcade racer that makes you sweat and grin"
SCORE: **9.0**



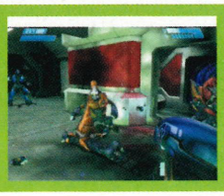
**CHAMP MANAGER: SEASON 01/02**
REVIEWED: Issue 02
TYPE: Sports
"Easily the best game of its kind... indefinite lifespan"
SCORE: **8.8**

**COLIN McRAE RALLY 3**
REVIEWED: Issue 10
TYPE: Driving
"Great handling, scintillating rallying, and more realistic than *RalliSport Challenge*"
SCORE: **8.9**

**KEY:** Xbox Live features

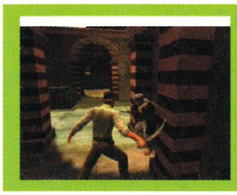
**DEAD OR ALIVE 3**
REVIEWED: Issue 01
TYPE: Beat 'em up
"Accessible, slick and as satisfying as any beat 'em up. This is a visual benchmark"
SCORE: **8.5**

**ENTER THE MATRIX**
REVIEWED: Issue 17
TYPE: Action
"A slick action romp that genuinely adds something new to the licence"
SCORE: **8.5**



**HALO**
REVIEWED: Issue 01
TYPE: FPS
"Quite simply, a masterpiece and without question one of the best games ever made"
SCORE: **9.7**

| | | | | |
|---|---|---|---|---|
| **ENCLAVE** | **Reviewed** Issue 06 | **Type** Action adventure | "Involving, but the catalogue of annoyances becomes annoying" | **Score** 5.8 |
| **ESPN INTERNATIONAL WINTER SPORTS** | **Reviewed** Issue 03 | **Type** Extreme 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** Extreme sports | "A decent boarding game but a bit clumsy to play. Lots of features" | **Score** 7.0 |
| **EVIL DEAD: A FISTFUL OF BOOMSTICK** | **Reviewed** Issue 18 | **Type** Action adventure | "Provides laughs but nothing too involving. Clever weapon combos" | **Score** 6.7 |
| **F1 2002** | **Reviewed** Issue 03 | **Type** Driving | "Solid, with all a fan could want, but it's evolution, not revolution" | **Score** 7.1 |
| **F1 CAREER CHALLENGE** | **Reviewed** Issue 18 | **Type** Driving | "Solid F1 racing fun that delivers in the important areas but lacks bite" | **Score** 6.6 |
| **FIFA 2003** | **Reviewed** Issue 10 | **Type** Sports | "Accurate, playable and authentic, but the controls are flawed" | **Score** 8.4 |
| **FILA WORLD TOUR TENNIS** | **Reviewed** Issue 09 | **Type** Sports | "A derivative tennis game with more faults than the San Andreas" | **Score** 2.6 |
| **FIREBLADE** | **Reviewed** Issue 12 | **Type** Action | "Duff controls, poor graphics and no spark" | **Score** 2.8 |
| **FREEDOM FIGHTERS** | **Reviewed** Issue 20 | **Type** Squad-based shooter | "Atmospheric and film-like squad-based shooter, but a bit repetitive" | **Score** 7.9 |
| **FUZION FRENZY** | **Reviewed** Issue 01 | **Type** Party | "More party pooper than party popper. Too simple and repetitive" | **Score** 4.5 |
| **FURIOUS KARTING** | **Reviewed** Issue 13 | **Type** Driving | "Quickly grows tiring thanks to wafer-thin gameplay and average looks" | **Score** 5.0 |
| **FUTURAMA** | **Reviewed** Issue 19 | **Type** Platformer | "An extremely likeable package of simple, solid gaming. Crucial for fans" | **Score** 7.7 |
| **GAUNTLET DARK LEGACY** | **Reviewed** Issue 04 | **Type** Adventure | "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 that takes a while to crack. Fun, but flawed" | **Score** 6.9 |
| **GODZILLA: DESTROY ALL MONSTERS MELEE** | **Reviewed** Issue 17 | **Type** Action | "A fun masher with multiplayer laughs and highly detailed monsters" | **Score** 6.1 |
| **GRAVITY GAMES: STREET.VERT.DIRT** | **Reviewed** Issue 09 | **Type** Extreme sports | "A horrible extreme sports game. Dire" | **Score** 0.8 |
| **GROUP S CHALLENGE** | **Reviewed** Issue 20 | **Type** Driving | "Loads of cars and tracks, realistic handling and an addictive career mode" | **Score** 7.8 |
| **GUN METAL** | **Reviewed** Issue 04 | **Type** Action/Shooter | "Enjoyable robo-death combat - if you can stomach the controls" | **Score** 8.3 |
| **GUN VALKYRIE** | **Reviewed** Issue 03 | **Type** Shooter | "Not for the faint-hearted, this has intense, skilful action all the way" | **Score** 7.6 |
| **HARRY POTTER AND THE CHAMBER OF SECRETS** | **Reviewed** Issue 12 | **Type** Action adventure | "A good looking, highly playable and authentic slice of Potter Pie" | **Score** 7.0 |
| **HITMAN 2: SILENT ASSASSIN** | **Reviewed** Issue 08 | **Type** Action | "Great stealth game that rewards patience and planning" | **Score** 8.3 |
| **HUNTER: THE RECKONING** | **Reviewed** Issue 05 | **Type** Action adventure | "A repetitive rumble. Good, unclean fun but multiplayer is messy" | **Score** 6.7 |
| **ISS 2** | **Reviewed** Issue 03 | **Type** Sports | "Fans should treat this bitterly disappointing sequel with caution" | **Score** 5.1 |
| **JAMES BOND 007 IN... AGENT UNDER FIRE** | **Reviewed** Issue 05 | **Type** First-person shooter | "Makes you feel like Bond, but the bad guys interaction is stupid" | **Score** 7.2 |
| **JAMES BOND 007: NIGHTFIRE** | **Reviewed** Issue 11 | **Type** Action/Shooter | "Looks great. Entertaining but nothing particularly groundbreaking" | **Score** 7.5 |
| **JURASSIC PARK: OPERATION GENESIS** | **Reviewed** Issue 15 | **Type** World builder | "Want to be master of your own universe? You'll waste serious time" | **Score** 8.0 |
| **KELLY SLATER'S PRO SURFER** | **Reviewed** Issue 09 | **Type** Extreme sports | "Cool ideas mixed with aquabatics and satisfying play. Original fun" | **Score** 8.2 |
| **KNOCKOUT KINGS 2002** | **Reviewed** Issue 03 | **Type** Sports | "An excellently presented but scrappy punch 'em up" | **Score** 6.3 |
| **LEGENDS OF WRESTLING** | **Reviewed** Issue 05 | **Type** Sports | "Nostalgic appeal for wrestling fans. Causes chuckles in multiplayer" | **Score** 6.0 |



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

**INDYCAR SERIES**
REVIEWED: Issue 18
TYPE: Driving
"You won't find a better racing sim on Xbox. Very technically demanding"
SCORE: **8.6**

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

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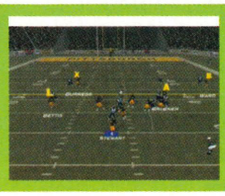
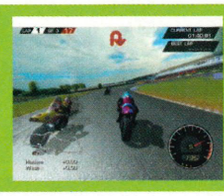
|---|---|---|---|---|
| **LEGENDS OF WRESTLING II** | **Reviewed** Issue 11 | **Type** Sports | "Lots of modes and characters. A must-have for fans" | **Score** 7.4 |
| **LMA MANAGER 2003** | **Reviewed** Issue 10 | **Type** Sports | "Be the gaffer without being blinded by science and statistics" | **Score** 8.0 |
| **LOONS: THE FIGHT FOR FAME** | **Reviewed** Issue 08 | **Type** Action | "Short-lived fun, but all done in real *Looney Tunes* style" | **Score** 6.5 |
| **LOTUS CHALLENGE** | **Reviewed** Issue 11 | **Type** Driving | "Umpteen modes, stunts, and challenges, but cars look dreary" | **Score** 6.5 |
| **MACE GRIFFIN BOUNTY HUNTER** | **Reviewed** Issue 19 | **Type** Shooter | "Looks great, lacks longevity. Highly enjoyable shooter just short of Elite" | **Score** 8.4 |
| **MAD DASH RACING** | **Reviewed** Issue 01 | **Type** Driving | "Just enough Mad, too much Dash and not enough Racing" | **Score** 6.5 |
| **MARVEL VS. CAPCOM 2** | **Reviewed** Issue 10 | **Type** Beat 'em up | "Fun, but the limits of 2D combat are all too obvious" | **Score** 7.5 |
| **MAT HOFFMAN'S PRO BMX 2** | **Reviewed** Issue 09 | **Type** Extreme sports | "Average extreme sports game with dodgy controls" | **Score** 5.0 |
| **MAX PAYNE** | **Reviewed** Issue 02 | **Type** Action | "Stylish, repetitive and worthy of your time... Bullet Time is brilliant" | **Score** 7.9 |
| **MECHASSAULT** | **Reviewed** Issue 11 | **Type** Mech shooter | "Stands tall as one of the best online games available" XBL★★★★ | **Score** 8.0 |
| **MEDAL OF HONOR FRONTLINE** | **Reviewed** Issue 11 | **Type** First-person shooter | "An average FPS that doesn't really impress on Xbox" | **Score** 5.7 |
| **METAL DUNGEON** | **Reviewed** Issue 11 | **Type** RPG | "Strong strategy element, but repetitive gameplay and no story" | **Score** 5.0 |
| **METAL GEAR SOLID 2: SUBSTANCE** | **Reviewed** Issue 13 | **Type** Action adventure | "Lots to admire but constant cutscene interruptions can really grate" | **Score** 7.2 |
| **MICRO MACHINES** | **Reviewed** Issue 10 | **Type** Driving | "Sacrifices longevity for arcade action and short-term fun" | **Score** 6.6 |
| **MIDNIGHT CLUB II** | **Reviewed** Issue 19 | **Type** Driving | "Fun arcade racing, although the handling is twitchy. Can be very tough" | **Score** 7.8 |
| **MIDTOWN MADNESS 3** | **Reviewed** Issue 18 | **Type** Driving | "Pick-up-and-play driving action. Xbox Live opens new gameplay doors" | **Score** 7.3 |
| **MIKE TYSON HEAVYWEIGHT BOXING** | **Reviewed** Issue 05 | **Type** Sports | "Plenty of depth and strategy but sketchy and lacking a killer punch" | **Score** 7.2 |
| **MINORITY REPORT** | **Reviewed** Issue 12 | **Type** Action | "Offers little more than an extremely repetitive fight fest" | **Score** 5.5 |
| **MONOPOLY PARTY** | **Reviewed** Issue 13 | **Type** Party | "A solid take on the game but it's not the most fun multiplayer out there" | **Score** 6.5 |
| **MORTAL KOMBAT: DEADLY ALLIANCE** | **Reviewed** Issue 13 | **Type** Beat 'em up | "Multiple fighting styles and high blood count. A worthy purchase" | **Score** 7.8 |
| **MX2002 FEATURING RICKY CARMICHAEL** | **Reviewed** Issue 04 | **Type** Extreme sports | "A limp yet slightly enjoyable dirt biker with two-player mileage" | **Score** 5.0 |
| **MX SUPERFLY** | **Reviewed** Issue 13 | **Type** Driving | "Much better than *MX2002* but far from being a classic biking game" | **Score** 6.5 |
| **MYST III** | **Reviewed** Issue 09 | **Type** Adventure | "Bonkers-but-beautiful series of increasingly difficult logic puzzles" | **Score** 7.0 |
| **NBA2K3** | **Reviewed** Issue 14 | **Type** US sports | "A solid b-ball game with all the fundamentals. Excellent presentation" | **Score** 6.2 |
| **NBA INSIDE DRIVE 2002** | **Reviewed** Issue 03 | **Type** US sports | "A decent, playable basketball game, but not brilliant by any means" | **Score** 7.2 |

**KUNG FU CHAOS**
REVIEWED: Issue 15
TYPE: Party/Beat 'em up
"Highly playable. Very funny and looks great. Very intuitive with excellent multiplayer too"
SCORE: **8.6**



**MADDEN NFL 2003**
REVIEWED: Issue 08
TYPE: US sports
"So much to learn and master, so much multiplayer fun. Could, in theory, last forever"
SCORE: **8.9**



**MOTOGP**
REVIEWED: Issue 04
TYPE: Driving
"Hotly contested bike racing combined with a perfect control method. A real winner"
SCORE: **8.9** XBL: ★★★★★

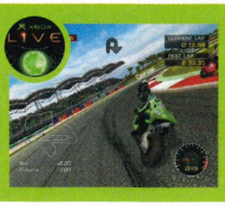
**SWEET DREAMS:** AT LONG LAST, GAV HAS BOUGHT A BED. HE'S BEEN SLEEPING ON A DILAPIDATED OLD SOFA BED FOR YEARS. IN FACT, IT HAS A GAV-SHAPED TRENCH SO DEEP THAT HIS SPINE TOUCHES THE FLOOR. OUCH!

# REVIEWS DIRECTORY

Tapping the tree of *Official Xbox Magazine* to glean the thick essence of review

## THE XBOX ELITE

THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more.



**MOTOGP 2**
REVIEWED: Issue 17
TYPE: Driving
"Stupendous visuals. Brilliant bike customisation. So thrilling it'll make your knees bleed"
SCORE: **9.4** XBL: ★★★★★

**PANZER DRAGOON ORTA**
REVIEWED: Issue 15
TYPE: Action/Shooter
"Cutting-edge looks and classic blasting. Gorgeous"
SCORE: **8.8**

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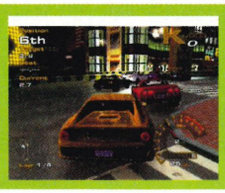
|---|---|---|---|
| **NBA INSIDE DRIVE 2003** | **Reviewed** Issue 11 | **Type** US sports | "Good pace and novel passing system. Best b-ball game on Xbox" **Score** 7.6 |
| **NBA LIVE 2002** | **Reviewed** Issue 02 | **Type** US sports | "B-ball's end-to-end flow is somehow distilled into tedium" **Score** 5.2 |
| **NBA LIVE 2003** | **Reviewed** Issue 11 | **Type** US sports | "Accessible and immediate, but not much fun. Too easy to score" **Score** 6.5 |
| **NBA STREET VOL.2** | **Reviewed** Issue 15 | **Type** US sports | "Grab some friends and get stuck in. Easy to play but harder to master" **Score** 8.2 |
| **NEED FOR SPEED: HOT PURSUIT 2** | **Reviewed** Issue 09 | **Type** Driving | "Good arcade racer that's a bit sluggish but offers solid driving fun" **Score** 7.2 |
| **NEW LEGENDS** | **Reviewed** Issue 04 | **Type** Action adventure | "A flawed game that quickly becomes repetitive and boring" **Score** 4.9 |
| **NFL 2K3** | **Reviewed** Issue 15 | **Type** US sports | "A great game but possibly too much of a challenge for total novices" **Score** 7.8 |
| **NFL FEVER 2003** | **Reviewed** Issue 10 | **Type** US sports | "A blast to play. All the thrills and none of the pain of NFL" **Score** 8.2 |
| **NHL 2K3** | **Reviewed** Issue 15 | **Type** US sports | "Great player AI. Realistic physics. As good as ice hockey sims get" **Score** 7.9 |
| **NHL 2002** | **Reviewed** Issue 02 | **Type** US sports | "Excellent multiplayer game with joyful passing and shooting" **Score** 8.2 |
| **NHL 2003** | **Reviewed** Issue 08 | **Type** US sports | "Fast and furious, this is the definitive ice hockey experience" **Score** 8.2 |
| **NHL HITZ 20-02** | **Reviewed** Issue 02 | **Type** US sports | "Great-looking, polished and ultimately simple entertainment" **Score** 7.4 |
| **NHL HITZ 20-03** | **Reviewed** Issue 09 | **Type** US sports | "Big-laughs, high-adrenaline arcade ice hockey with depth" **Score** 8.4 |
| **NICKELODEON PARTY BLAST** | **Reviewed** Issue 13 | **Type** Party | "Ummm, do they get any worse than this?" **Score** 2.0 |
| **NIGHTCASTER** | **Reviewed** Issue 04 | **Type** Action | "Idea is good, but the execution isn't. Wizard? Not by any stretch" **Score** 4.2 |
| **NIGHTCASTER II: EQUINOX** | **Reviewed** Issue 14 | **Type** Action | "Drab and messy from its box art to its core. Better than the original" **Score** 4.5 |
| **ODDWORLD: MUNCH'S ODDYSEE** | **Reviewed** Issue 01 | **Type** Platformer | "Fun to play and great to look at... brimming with character" **Score** 8.1 |
| **OUTLAW GOLF** | **Reviewed** Issue 11 | **Type** Sports | "Light hearted, but only three courses. Humour quickly wears off" **Score** 6.6 |
| **PIRATES: THE LEGEND OF BLACK KAT** | **Reviewed** Issue 04 | **Type** Action adventure | "Everything in this ropey game feels lazy and uninspired" **Score** 4.0 |
| **PRISONER OF WAR** | **Reviewed** Issue 06 | **Type** Tactical action | "Ambitious, intelligent strategy game marred by camera problems" **Score** 7.2 |
| **PRO BEACH SOCCER** | **Reviewed** Issue 16 | **Type** Sports | "Fresh idea, but looks poor and the passing system is flawed" **Score** 3.5 |
| **PRO CAST SPORTS FISHING** | **Reviewed** Issue 20 | **Type** Sports | "A perfectly competent game... except it's really hard to catch a fish!" **Score** 2.0 |
| **PRO TENNIS WTA TOUR** | **Reviewed** Issue 07 | **Type** Sports | "Unresponsive controls. Unrealistic action. Chronic lack of options" **Score** 1.9 |
| **PROJECT ZERO** | **Reviewed** Issue 15 | **Type** Survival horror | "A fresh take on survival horror. Extremely creepy and atmospheric" **Score** 8.0 |
| **PULSE RACER** | **Reviewed** Issue 15 | **Type** Driving | "Some decent ideas, but fails to deliver on any level. Feeble" **Score** 1.9 |

**PHANTASY STAR ONLINE EP. I & II**
REVIEWED: Issue 17
TYPE: MMORPG
"This should be the most addictive online game ever"
SCORE: **N/A**

**PHANTOM CRASH**
REVIEWED: Issue 10
TYPE: Mech shooter
"Extremely enjoyable. Frantic action backed up with an impressive career mode"
SCORE: **8.5**



**PROJECT GOTHAM RACING**
REVIEWED: Issue 01
TYPE: Driving
"An epic racer blending accuracy with entertainment"
SCORE: **8.9**

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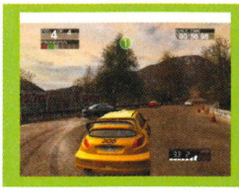
|---|---|---|---|
| **QUANTUM REDSHIFT** | **Reviewed** Issue 09 | **Type** Driving | "Fast, hardcore racing fans will love it. Steep difficulty curve" **Score** 8.0 |
| **RACING EVOLUZIONE** | **Reviewed** Issue 14 | **Type** Driving | "Fails to deliver on the promise of running a race team, but enjoyable" **Score** 7.3 |
| **RALLY FUSION: RACE OF CHAMPIONS** | **Reviewed** Issue 10 | **Type** Driving | "A great racing game for people who aren't hardcore racing fans" **Score** 8.0 |
| **RAYMAN 3 HOODLUM HAVOC** | **Reviewed** Issue 15 | **Type** Platformer | "Not just for kids. This 3D adventure will appeal across the board" **Score** 7.4 |
| **RED CARD** | **Reviewed** Issue 04 | **Type** Sports | "Innovative cartoon footy, but a lack of decent CPU opponents" **Score** 7.0 |
| **REIGN OF FIRE** | **Reviewed** Issue 11 | **Type** Action/Shooter | "Awkward controls and glitchy feel mean the potential is wasted" **Score** 5.0 |
| **ROBOTECH: BATTLECRY** | **Reviewed** Issue 11 | **Type** Mech shooter | "Stylish anime designs, flashes of excitement, but not much depth" **Score** 7.3 |
| **ROBOT WARS: EXTREME DESTRUCTION** | **Reviewed** Issue 11 | **Type** Action | "Realistic damage, true to the TV series, but repetitive gameplay" **Score** 6.0 |
| **ROLLERCOASTER TYCOON** | **Reviewed** Issue 16 | **Type** World builder | "Ultra detailed. Absorbing and addictive, but outdated, flat presentation" **Score** 7.0 |
| **SAVAGE SKIES** | **Reviewed** Issue 15 | **Type** Shooter | "Pretty decent, with solid multiplayer, but *Panzer* sets the benchmark" **Score** 6.3 |
| **SEABLADE** | **Reviewed** Issue 17 | **Type** Shooter | "Derivative, difficult bog standard arcade dogfighting shooter clone" **Score** 4.0 |
| **SEGA SOCCER SLAM** | **Reviewed** Issue 09 | **Type** Sports | "Decent, frantic footy, best played with a friend. Ideal to rent" **Score** 6.8 |
| **SERIOUS SAM** | **Reviewed** Issue 11 | **Type** First-person shooter | "Hectic blasting with a smattering of laughs. Slick and distinctive" **Score** 8.2 |
| **SHADOW OF MEMORIES** | **Reviewed** Issue 10 | **Type** Adventure | "Drab, clumsy and low on enjoyment. A messy gimmick of a title" **Score** 4.0 |
| **SHENMUE II** | **Reviewed** Issue 13 | **Type** RPG | "A giant of a game that requires time, patience and an open mind" **Score** 8.0 |
| **SHREK** | **Reviewed** Issue 02 | **Type** Platformer | "A very plain and unrewarding kids' game" **Score** 5.0 |
| **SHREK SUPER PARTY** | **Reviewed** Issue 12 | **Type** Party | "No more sophisticated than a freebie Shockwave game" **Score** 4.0 |
| **SILENT HILL 2: INNER FEARS** | **Reviewed** Issue 08 | **Type** Survival horror | "Best survival horror on any console and the creepiest game ever" **Score** 8.4 |
| **SIMPSONS ROAD RAGE** | **Reviewed** Issue 03 | **Type** Driving | "A game made bearable by funny voices and two-player mode" **Score** 5.9 |
| **SLAM TENNIS** | **Reviewed** Issue 06 | **Type** Sports | "Enjoyable and recommended, despite its few broken strings" **Score** 7.2 |
| **SOLDIER OF FORTUNE II: DOUBLE HELIX** | **Reviewed** Issue 18 | **Type** First-person shooter | "Standard FPS that capitaises on gore. Could be good on Xbox Live" **Score** 7.0 |
| **SPEED KINGS** | **Reviewed** Issue 18 | **Type** Driving | "*Burnout* on bikes. Stylish game - everything looks and feels sweet" **Score** 8.0 |



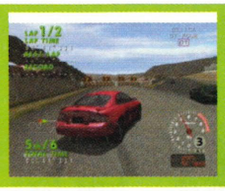
**RALLISPORT CHALLENGE**
REVIEWED: Issue 01
TYPE: Driving
"Searingly fast. Never fails to get the adrenaline flowing"
SCORE: **8.5**

**RED FACTION II**
REVIEWED: Issue 18
TYPE: First-person shooter
"Plenty of missions and a ludicrous 60 multiplayer maps. Excellent fun"
SCORE: **8.6**

**RETURN TO CASTLE WOLFENSTEIN**
REVIEWED: Issue 16 TYPE: FPS
"Cracking action shooter. Superb single-player, outstanding team play experiences on Xbox Live"
SCORE: **9.2**

**KEY:** Xbox Live features

**ROCKY**
REVIEWED: Issue 09
TYPE: Sports
"Brilliantly evocative, this is dramatic multiplayer scrapping at its finest"
SCORE: **9.0**



**SEGA GT 2002**
REVIEWED: Issue 10
TYPE: Driving
"An incredibly comprehensive and polished game very much in the style of *Gran Turismo*"
SCORE: **8.5**

**STAR WARS: KNIGHTS OF THE OLD REPUBLIC**
REVIEWED: Issue 20
TYPE: RPG
"One of the most compelling games on any console ever"
SCORE: **9.5**

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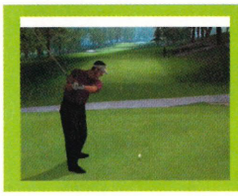
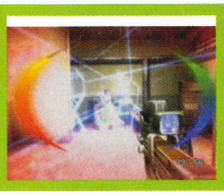
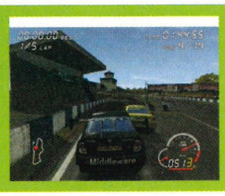
|---|---|---|---|
| **SPIDER-MAN: THE MOVIE** | **Reviewed** Issue 04 **Type** Platformer | "Highly enjoyable use of a licence; crackles with superhero smarts" | **Score** 8.0 |
| **SPLASHDOWN** | **Reviewed** Issue 07 **Type** Driving | "A truly entertaining jet ski racer with lots of great courses" | **Score** 8.1 |
| **SPY HUNTER** | **Reviewed** Issue 04 **Type** Action | "Instantly enjoyable, totally superficial shoot 'em up chase action" | **Score** 6.7 |
| **SSX TRICKY** | **Reviewed** Issue 05 **Type** Extreme sports | "Fast and furious, but it needed souping up to become great" | **Score** 7.5 |
| **STAKE FORTUNE FIGHTERS** | **Reviewed** Issue 19 **Type** Beat 'em up | "Not a bad idea but a mess of a game with few redeeming features" | **Score** 2.5 |
| **STARSKY & HUTCH** | **Reviewed** Issue 19 **Type** Driving | "Easy to play, good control, with lots to unlock and interesting modes" | **Score** 6.8 |
| **STAR WARS JEDI KNIGHT II: JEDI OUTCAST** | **Reviewed** Issue 10 **Type** Action adventure | "Better than *SW: Obi-Wan*, but it still doesn't pull up any trees" | **Score** 6.5 |
| **STAR WARS: JEDI STARFIGHTER** | **Reviewed** Issue 05 **Type** Shooter | "A dose of enjoyable space combat needing more action to shine" | **Score** 7.4 |
| **STAR WARS: OBI-WAN** | **Reviewed** Issue 03 **Type** Action adventure | "A criminal waste of the *Star Wars* licence" | **Score** 3.3 |
| **STAR WARS: THE CLONE WARS** | **Reviewed** Issue 18 **Type** Action | "Forgettable solo. Online, it's an intense mix of action and strategy" | **Score** 8.0 |
| **STATE OF EMERGENCY** | **Reviewed** Issue 17 **Type** Action | "Simple, comic book arcade thrills with no pretensions of greatness" | **Score** 6.6 |
| **STEEL BATTALION** | **Reviewed** Issue 14 **Type** Mech shooter | "Will only appeal to gamers who appreciate a truly in-depth simulation" | **Score** 7.8 |
| **STREET HOOPS** | **Reviewed** Issue 09 **Type** US sports | "Unrewarding and uninvolving sports fest with little substance" | **Score** 6.2 |
| **SUPER BUBBLE POP** | **Reviewed** Issue 15 **Type** Puzzle | "No addictive qualities, and full of bad techno cheese" | **Score** 4.0 |
| **SUPERMAN: THE MAN OF STEEL** | **Reviewed** Issue 12 **Type** Shooter | "Boring levels, rubbish combat, and a dreadful control system" | **Score** 3.0 |



**TIGER WOODS PGA TOUR 2003**
REVIEWED: Issue 11
TYPE: Sports
"Great swing system. Loads of modes. Fantastic courses"
SCORE: **8.5**



**TIMESPLITTERS 2**
REVIEWED: Issue 09
TYPE: First-person shooter
"The most complete FPS package on Xbox. Rife with features. Just buy it"
SCORE: **9.3**



**TOCA RACE DRIVER**
REVIEWED: Issue 15
TYPE: Driving
"A top-notch, thrilling racer that doesn't need its tacked-on storyline"
SCORE: **8.5**

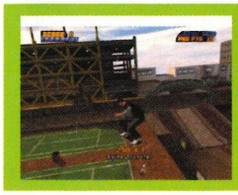
| | | | |
|---|---|---|---|
| **SX SUPERSTAR** | **Reviewed** Issue 19 **Type** Extreme sports | "Formulaic average-looking racer with a few aesthetic pleasantries" | **Score** 6.6 |
| **TAZ: WANTED** | **Reviewed** Issue 08 **Type** Platformer | "Swish cartoon graphics, but confusing and frustrating gameplay" | **Score** 8.0 |
| **TAO FENG: FIST OF THE LOTUS** | **Reviewed** Issue 16 **Type** Beat 'em up | "Highly enjoyable, frenzied and fun. Lovely arenas to trample" | **Score** 8.2 |
| **TD OVERDRIVE** | **Reviewed** Issue 04 **Type** Driving | "Bad handling makes this depressing" | **Score** 3.8 |
| **TERMINATOR: DAWN OF FATE** | **Reviewed** Issue 11 **Type** Shooter | "Hardly any strategy, but a repetitive and enjoyable shooter" | **Score** 7.0 |
| **TENNIS MASTERS SERIES 2003** | **Reviewed** Issue 10 **Type** Sports | "Another tedious tennis title with almost nothing to recommend" | **Score** 3.0 |
| **TEST DRIVE OFF-ROAD: WIDE OPEN** | **Reviewed** Issue 03 **Type** Driving | "The lack of vehicle/ground interaction will drive you nuts" | **Score** 3.5 |
| **TETRIS WORLDS** | **Reviewed** Issue 09 **Type** Puzzle | "Dilutes the impact of the original. Okay, but there's nothing new" | **Score** 6.0 |
| **THE GREAT ESCAPE** | **Reviewed** Issue 20 **Type** Action adventure | "Tense and pretty exciting with varied gameplay and well-paced missions" | **Score** 7.6 |
| **THE HOUSE OF THE DEAD III** | **Reviewed** Issue 15 **Type** Shooter | "A fun, polished arcade game. Looks wonderful but gets repetitive" | **Score** 7.1 |
| **THE HULK** | **Reviewed** Issue 18 **Type** Action | "Standard, fun arcade smash 'em up. Lots of moves and easy controls" | **Score** 7.5 |
| **THE LOTR: THE FELLOWSHIP OF THE RING** | **Reviewed** Issue 10 **Type** Action adventure | "A half-decent and smart-looking stab at the *Rings* world" | **Score** 7.0 |
| **THE LOTR: THE TWO TOWERS** | **Reviewed** Issue 14 **Type** Action adventure | "Great. Captures the spirit of Tolkien's world. Lots of extras for fans" | **Score** 8.0 |
| **THE SIMS** | **Reviewed** Issue 15 **Type** World builder | "No visceral action but it's satisfying controlling little people's destinies" | **Score** 7.7 |
| **THE THING** | **Reviewed** Issue 08 **Type** Survival horror | "Plenty of action and atmosphere but doesn't live up to its promise" | **Score** 7.4 |
| **TOEJAM & EARL III: MISSION TO EARTH** | **Reviewed** Issue 13 **Type** Platformer | "A very enjoyable platformer for both newbies and veterans alike" | **Score** 7.9 |
| **TOTAL IMMERSION RACING** | **Reviewed** Issue 11 **Type** Driving | "Original ideas and solid visuals, but slow with unspectacular AI" | **Score** 5.7 |
| **TOUR DE FRANCE** | **Reviewed** Issue 06 **Type** Driving | "Great idea, but everything about it is sub-standard" | **Score** 4.6 |
| **TOXIC GRIND** | **Reviewed** Issue 11 **Type** Extreme sports | "A few imaginative tracks can't disguise the lack of flair or polish" | **Score** 4.8 |

**TOM CLANCY'S GHOST RECON**
REVIEWED: Issue 11
TYPE: Squad-based shooter
"Confident and addictive. The strategy/action benchmark"
SCORE: **8.9** XBL: ★★★★

**TOM CLANCY'S SPLINTER CELL**
REVIEWED: Issue 10
TYPE: Action adventure
"Gritty, good-looking, exciting and amazingly atmospheric"
SCORE: **9.0**

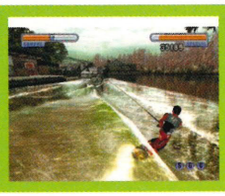
**TONY HAWK'S PRO SKATER 3**
REVIEWED: Issue 02
TYPE: Extreme sports
"The biggest and best extreme sports title in the world"
SCORE: **8.8**

| | | | |
|---|---|---|---|
| **TRANSWORLD SNOWBOARDING** | **Reviewed** Issue 10 **Type** Extreme sports | "A looker, but boredom sets in once the views have been admired" | **Score** 6.1 |
| **TRANSWORLD SURF** | **Reviewed** Issue 02 **Type** Extreme sports | "Some really great water effects but not enough variation" | **Score** 6.1 |
| **TUROK EVOLUTION** | **Reviewed** Issue 08 **Type** Action/Shooter | "Disappointing sequel. Feels older than the dinosaurs it features" | **Score** 6.6 |
| **TY THE TASMANIAN TIGER** | **Reviewed** Issue 10 **Type** Platformer | "Not just for kids. There's plenty here to challenge older gamers" | **Score** 7.6 |
| **UFC: TAPOUT** | **Reviewed** Issue 03 **Type** Beat 'em up | "Brutal two-player fighter but a bit one-dimensional if it's just you" | **Score** 7.4 |
| **V-RALLY 3** | **Reviewed** Issue 16 **Type** Driving | "Good car damage and framerate, but tracks can be a bit mundane" | **Score** 6.4 |
| **VEXX** | **Reviewed** Issue 15 **Type** Platformer | "Darker than your average fare. Fun, absorbing and distracting" | **Score** 8.0 |
| **WHACKED!** | **Reviewed** Issue 11 **Type** Party | "Shows how a party game should be done. Fun to play" XBL★★★ | **Score** 7.5 |
| **WORLD CHAMPIONSHIP SNOOKER 2003** | **Reviewed** Issue 18 **Type** Sports | "Deeply immersive. A wealth of extras and sprawling career mode" | **Score** 8.4 |
| **WORLD RACING** | **Reviewed** Issue 14 **Type** Driving | "Good technical racer, but a bit sterile. Nirvana for Mercedes fans" | **Score** 6.8 |
| **WRECKLESS** | **Reviewed** Issue 02 **Type** Driving | "Awesome demo of what Xbox can do, but not enough game in it" | **Score** 7.5 |
| **WWE RAW** | **Reviewed** Issue 08 **Type** Sports | "Completely out-of-date roster, lack of modes, sluggish gameplay" | **Score** 5.3 |
| **X-MEN: THE NEXT DIMENSION** | **Reviewed** Issue 12 **Type** Beat 'em up | "Awkward controls, sluggish pace and uninspiring visuals" | **Score** 5.0 |
| **X-MEN 2: WOLVERINE'S REVENGE** | **Reviewed** Issue 17 **Type** Action | "Entertaining action title. Plenty of challenge and lots of levels" | **Score** 7.4 |
| **YAGER** | **Reviewed** Issue 15 **Type** Shooter | "A decent, enjoyable blaster that falls a wee bit short of greatness" | **Score** 7.6 |
| **ZAPPER** | **Reviewed** Issue 16 **Type** Platformer | "Horrible controls, repetitive levels, but multiplayer provides laughs" | **Score** 5.0 |



**TONY HAWK'S PRO SKATER 4**
REVIEWED: Issue 11
TYPE: Extreme sports
"Silky trick system. Absolutely tons to do, and then some"
SCORE: **8.6**

**UNREAL CHAMPIONSHIP**
REVIEWED: Issue 10
TYPE: First-person shooter
"This sets a new standard for multiplayer shooters"
SCORE: **9.2** XBL: ★★★★



**WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY**
REVIEWED: Issue 17
TYPE: Extreme sports
"Outrageous arcade action"
SCORE: **8.6**

HOW THE OTHER HALF LIVE: WHILE THE REST OF US WERE SLOGGING IT OUT, WORKING ON THE MAG, STUCK IN A STIFLING OFFICE ON THE HOTTEST DAY OF THE YEAR, MAX AND STEVE B WERE SIPPING PIMMS ON A YACHT, HAVING BLAGGED A FANTASTIC PRESS TRIP. NOT THAT WE WERE JEALOUS OR ANYTHING...

XBOXGAMER
THE SMARTER READ FOR XBOX
OCTOBER 2003
YOUR 12 MOST WANTED COMING TO XBOX
THE DIRTY DOZEN!
Named and gamed! New shots and info on the next wave of Xbox smashes
HALF-LIFE 2
DOOM 3
OUTRUN 2
COUNTER-STRIKE
HALO 2
RAINBOW SIX 3
FABLE
DEAD OR ALIVE: ONLINE
PROJECT GOTHAM 2
OPERATION FLASHPOINT
TONY HAWK UNDERGROUND
PRINCE OF PERSIA
EXCLUSIVE CHANCE TO WIN ALL 12!
FIGHT CLUB
Four awesome squad shooters! Ten pages of killer facts! Which one will you take to war?
INSIDE...
EXCLUSIVE!
OUTRUN 2
First shots of the ultimate next-gen racer
REVIEWS
28 PAGES OF THE LATEST XBOX GAMES
Knights Of The Old Republic - only on Xbox!
XBOX LIVE
LATEST NEWS AND REVIEWS
Scoop! TOCA Race Driver - $20 and loaded for Live
OCTOBER 2003
£3.99
fxm international
gamesradar.com
FREE! BRUTE FORCE GUIDE WORTH £12.99
XBOX
STRATEGY GUIDE
BRUTE FORCE™
PRIMA GAMES
primagames.com
digitalANViL
Microsoft game studios
OK
15

## This month in XBOXGAMER...

# The 12 best games coming to Xbox.

## (And your chance to win them all!)

BRITAIN'S BEST-SELLING INDEPENDENT XBOX MAGAZINE

# ON SALE NOW!

# XBOX LIVE PLAY LIVE

XBOX LIVE ONLINE ENABLED

REVIEWS UPDATES // WHAT'S HOT // COMMUNITY

CHARTS 113

THE GREAT THING about Xbox Live is that it's a self-improver, constantly tailoring itself to fit our growing multiplayer gaming needs. We're growing fat on a diet of tasty Live updates and downloadable content. This month we've been given the first glimpse of the new Live Dashboard. Read on to find out all about the new features and how your feedback has shaped them.

Next issue we'll have Live Update Reviews of *Colin McRae Rally 04*, *Outlaw Volleyball* and *Ghost Recon: Island Thunder*. So whether you're a mud-flapper, a ball-slapper, or a jungle-mapper, check back for our multiplayer tests of these top titles. Until then, be sure to enter this month's exciting 4Gamers competition to win a great speaker system and wireless pads.

**See you on Live**

**Steve**

BT

XBOX™ COMPATIBLE

THERE'S NEVER been a better time to get connected to Xbox Live. Challenge the world to beat your track times in *Colin McRae Rally 04* (see page 56), download new content for *Conflict: Desert Storm II* (page 66), enjoy beach volleyball with *Outlaw Volleyball* (page 80) and take team combat to new heights in *Ghost Recon: Island Thunder* (page 86). Here's how...

You need a broadband internet connection to use Xbox Live - which is where BT can help. They've teamed up with Microsoft to bring you a fully Xbox Live-compatible broadband service. As long as you are in a broadband-enabled area, have a BT telephone line and a PC that meets the minimum specifications, you can get online with BT Yahoo Broadband and start playing Xbox Live. Line activation is free (previously £65) and line rental is £29.99 per month.

Next, you'll need an Xbox Live-compatible router to bridge the gap between your broadband connection and your Xbox. We recommend the Speedtouch 530 (details on www.btyahoo.com/xboxlive). Once that arrives, you'll just need an Xbox Live Starter Kit - readily available in most electrical goods shops.

Follow the instructions supplied with the router and Xbox Live Starter Kit, and you'll be ready to compete with the world's best on Xbox Live. For more information on getting started, visit www.btyahoo.com/xboxlive.

BT

www.btyahoo.com/xboxlive

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XBOX LIVE ONLINE ENABLED

# Live Now Dashboard now live

## Dash and blast off with the new-look Live ready to launch

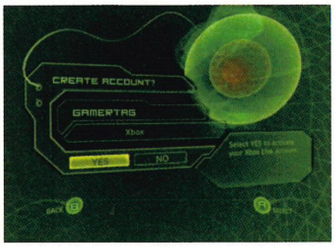
LAUNCH XBOX Live from the middle of this month and you'll be presented with the new-look Dashboard. But it's not just a new *look* for this front-end to online nirvana. Behind its cool fascia the Dashboard is packed with a host of powerful new features that have been dubbed 'Live Now', designed to ease and extend your Live capabilities.

For instance, there will be no more waiting to find your friends and foes with Live Now. The Friends List can be pulled up immediately, instead of going through Account Management. See straight away who's online in which game, and either join them without delay, or invite them directly into a new session from the Dash.

Even more significant will be Voice Chat direct from Dashboard. From the middle of September you'll be able to chat live with your Xbox buddies without even entering an online gaming session. Who knows, we might even arrange a few Live Chats between you and the *OXM* team, or visiting game developers... Watch this Dashboard.

Remember, Voice Chat and the new Live Now features of the Dashboard come directly from your feedback to us and Microsoft, so keep it coming! Why not give us your views on Live and all things Xbox by visiting our website and forums, which have also been redesigned this month. Make your way to www.officialxboxmagazine.co.uk and speak your mind.

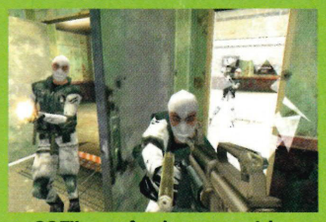
↑ We think the new Live Now Dashboard is looking pretty swish...




↑ But keep the old one if you prefer.

↑ Chat before you play on Live Now.

# Livecharts Our best chart-up lines



↑ *SOFII* - not for the squeamish.

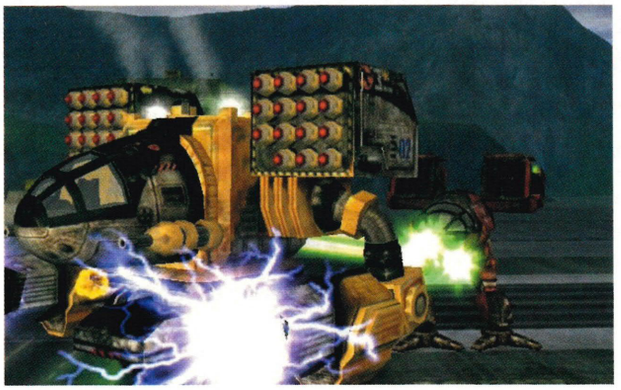
WE'RE STILL THE boys who cry *Wolfenstein* in the *OXM* office, especially with new downloadable content in the excellent Chateau map. We did have to explain to Vanessa that Chateau was French for castle and not 'cat water', though. *Midtown Madness 3* very nearly deposed the occult shooter from its eerie crenellated retreat and Capture the Gold mode in particular had us apoplectic as we pursued the shiny cargo through the streets of Paris.

1. **RTC WOLFENSTEIN: CHATEAU MAP**
   We just can't keep that Wolf from our door.
2. **MIDTOWN MADNESS 3: CAPTURE THE GOLD**
   Gold. Tony Hadley was right - always believe in it.
3. **GHOST RECON**
   Discover the Ghost in your machine before Island Thunders in.
4. **PHANTASY STAR ONLINE**
   Let me be your Phantasy. Oh, go on. I'll give you my frying pan.
5. **SOLDIER OF FORTUNE II: DOUBLE HELIX**
   If Helix your ice cream, take him apart in this mature shooter.

# When Two Clans go to War

## EuRo boys claim Firestorm in a teacup

LAST MONTH we reported on clan Firestorm UK, and their self-proclaimed "almost unstoppable" reign of terror on *MechAssault*. Well, since then we've had a passionate response from the EuRo clan (www.avidgamers.com/xia), who were quick to point out the "almost" in Firestorm UK's "unstoppable", having whipped them 2-0 in a recent *MechAssault* victory. The humbled Firestorm UK have now challenged EuRo clan to a rematch, but EuRo co-leader 'Lt mak uk' states, "We have proved we are better than them at *MechAssault* by beating them 2-0, I'm sure we can do it again." Email us at staff@fxmi.com with your Clan news, or post on our Forum at www.officialxboxmagazine.co.uk.



↑ Mech-ing the most of Xbox Live.

BT www.btyahoo.com/xboxlive XBOX COMPATIBLE

NOW THAT'S BETTER: STEVE SPENT THE LAST FOUR YEARS ON OXM'S PC PARTNER, PC GAMER. SO HE'S NO STRANGER TO ONLINE GAMES - JUST A STRANGER TO ONLINE GAMES THAT WORK EASILY.

# Win! 4Gamers Bundle!

## Wireless pads and 5.1 speakers up for grabs

SOUND. SOMETIMES it just goes in one ear and out the other. And if your GP tells you that that's impossible, then we suggest you go private. To prevent sonic maladies you really need a powerful 5.1 surround sound system to massage your ears.

Luckily for you, 4Gamers has provided us with its hot new Xbox-compatible SPC218 5.1 Speaker Sound System, which will do just that with Dolby Digital 5.1, DTS and Dolby Pro Logic. And *such* a catchy name. Yes.

What's that? You live in the bulb room of the world's only dodecahedral geodesic lighthouse? Well fear not, for the SPC218 5.1 Speaker Sound System features innovative dynamic range control (DRC) and adjustable stable levels for individual speakers, allowing you to set up the perfect audio environment for games and DVD films – whatever the shape or size of your room. What's more, the Decoder unit has cool electric blue LEDs and a bitstream status display, and there's a full function remote to add to your collection.

To be in with a chance of winning this loud and proud setup to enhance your Xbox and Live experience, complete the entry form below and send it to us at *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP. The closing date for this compo is October 9. Later entries will fall on deaf ears. Two runners-up will each receive a 4Gamers SPC777 Playfree wireless controller (see page 025).

↑ **Shake your room with 4Gamers' 5.1 speaker system.**

## In it to win it!

### Compo winner updates

The winner of the 'Yes! I want to win some smart Wireless Kit' compo is Lee White of Holywell, who wrote in his tiebreaker, "I want to rid the world of wires because... no wires = no underwires, no underwires = no bras, no bras = Britney Spears' lady lumps on display." The U.S. Robotics wireless kit is on its way to you now for your exquisite turn of phrase. You'll even find 'lady lumps' repeated twice again in this issue. Look out next month for the results of the Microsoft Gamertag competition and an update of the Ubi Soft *Ghost Recon* compo.

# ENTRY FORM

**QUESTION 1**
Dolby is...

- ❑ Harry Potter's elf-bitch
- ❑ A small town in Wales
- ❑ An audio technology

**QUESTION 2**
4Gamers wireless pads work using...

- ❑ The tiny brains of telepathic mice
- ❑ Radio waves
- ❑ Wires

**TIEBREAKER:**
If I had a wireless pad, I'd play Xbox games from...

_____

_____

_____

NAME _____

ADDRESS _____

_____

POSTCODE _____

CONTACT TELEPHONE NUMBER _____

Filled me in? Then post me to Yes! I want 4Gamers Kit, *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP. And hurry!

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# Xbox Live - The Games

WANT A GAME? An Xbox Live-enabled game? Thought so. Here's the info: what's out, what's coming out... and how Xbox Live is used to make things better.

## OUT NOW Buckling the shelves of your local games store right now...

| GAME | DEVELOPER | PUBLISHER | PLAYERS ONLINE | D/L CONTENT? | ISSUE | SCORE | GAME TYPE |
|---|---|---|---|---|---|---|---|
| Brute Force | Digital Games | Microsoft | n/a | Yes | Issue 18 | 8.5 | Squad-based shooter |
| Burnout 2: Point of Impact | Criterion Games | Acclaim | n/a | uploadable scores | Issue 17 | 9 | Racing |
| Capcom Vs SNK 2 EO | Capcom | Capcom | two | No | Issue 14 | 7.7 | Beat 'em up |
| Godzilla: Destroy All Monsters Melee | Atari | Atari | n/a | Yes | Issue 17 | 6.1 | Beat 'em up |
| MechAssault | Microsoft | Microsoft | two - eight | Yes | Issue 11 | 8 | Mech shooter |
| Midtown Madness 3 | Dice | Microsoft | two - eight | No | Issue 18 | 8 | Racing |
| MotoGP Online demo | Climax | THQ | two - sixteen | No | Demo | 8.9 | Racing |
| MotoGP 2 | Climax | THQ | two - sixteen | No | Issue 17 | 9.4 | Racing |
| MX Superfly | Pacific Coast P&L | THQ | n/a | Yes | Issue 13 | 6.5 | Extreme sports |
| NBA2K3 | Sega | Atari | two - four | No | Issue 14 | 6.2 | US sports |
| NFL2K3 | Sega | Atari | two - four | No | Issue 15 | 7.8 | US sports |
| NFL Fever 2003 | Microsoft | Microsoft | two - four | No | Issue 10 | 8.2 | US sports |
| NHL2K3 | Sega | Atari | two - four | No | Issue 15 | 7.9 | US sports |
| Phantasy Star Online Episode I & II | Sonic Team | Sega | two - four | Yes | Issue 17 | N/A | MMORPG |
| Return to Castle Wolfenstein | Nerve Software/id | Activision | two - sixteen | No | Issue 17 | 9.2 | Shooter |
| Soldier of Fortune II | Gratuitous Games | Activision | two - twelve | Yes | Issue 18 | 7.0 | Shooter |
| Star Wars: The Clone Wars | LucasArts | LucasArts | two - eight | No | Issue 18 | 8 | Action |
| ToeJam & Earl III: Mission to Earth | Sega | Microsoft | n/a | Yes | Issue 13 | 7.9 | Platformer |
| Tom Clancy's Ghost Recon | Red Storm Ent. | Ubi Soft | two - sixteen | No | Issue 11 | 8.9 | Squad-based shooter |
| Tom Clancy's Ghost Recon: Isl. Thunder | Ubi Soft | Ubi Soft | two - sixteen | No | Issue 21 | 8.5 | Squad-based shooter |
| Tom Clancy's Splinter Cell | Ubi Soft | Ubi Soft | n/a | Yes | Issue 10 | 9 | Action adventure |
| Whacked! | Microsoft | Microsoft | two - four | No | Issue 11 | 7.5 | Party |
| Unreal Championship | Digital Extremes | Atari | two - sixteen | Yes | Issue 10 | 9.2 | Shooter |

## COMING SOON Talented folk are programming this lot at the mo

| GAME | DEVELOPER | PUBLISHER | GAME TYPE | RELEASE DATE |
|---|---|---|---|---|
| Amped 2 | Microsoft | Microsoft | Extreme sports | Autumn 2003 |
| Armed & Dangerous | Planet Moon Studios | Activision | Action | Autumn 2003 |
| Black9 | Majesco | Majesco | Action | Autumn 2003 |
| Colin McRae Rally 04 | Codemasters | Codemasters | Racing | Autumn 2003 |
| Conker: Live & Uncut | Rare | Microsoft | Action | TBC |
| Counter-Strike | Valve | Vivendi | Squad-based shooter | Autumn 2003 |
| Dead Man's Hand | Human Head Studios | Atari | First-person shooter | Autumn 2003 |
| Ford Racing Evolution | Razorworks | Empire | Racing | Oct 2003 |
| Full Spectrum Warrior | Pandemic | THQ | Tactical action | Autumn 2003 |
| Halo 2 | Bungie | Microsoft | Shooter | 2004 |
| Hunter the Reckoning: Redeemer | Interplay | Virgin Interactive | Action | Autumn 2003 |
| Links 2004 | Microsoft | Microsoft | Sports | Autumn 2003 |
| LMA Manager 2004 | Codemasters | Codemasters | Sports | Autumn 2003 |
| Men of Valor: The Vietnam War | 2015 | Vivendi | Shooter | Summer 2004 |
| Music Mixer | WildTangent | Microsoft | Music | Christmas 2003 |
| NHL Rivals 2004 | Microsoft | Microsoft | US sports | Autumn 2003 |
| Operation Flashpoint | Bohemia Interactive | Codemasters | Squad-based shooter | Autumn 2003 |
| Outlaw Volleyball | Hypnotix | Vivendi | Sports | Sept 03 |
| Project Gotham Racing 2 | Bizarre Creations | Microsoft | Racing | Late 2003 |
| Run Like Hell | Interplay | Virgin Interactive | Squad-based shooter | Autumn 2003 |
| Secret Weapons over Normandy | LucasArts | Activision | Action | Autumn 2003 |
| Sega GT Online | Wow Entertainment | Sega | Racing | Autumn 2003 |
| Serious Sam 2 | Croteam | Take Two | Shooter | Autumn 2004 |
| Shadow Ops: Red Mercury | Atari | Atari | First-person shooter | Summer 2004 |
| Steel Battalion Conflict | Capcom | Microsoft | Mech shooter | TBC |
| StarCraft: Ghost | Blizzard | Vivendi | Action-adventure | Nov 2003 |
| Star Wars: Knights of the Old Republic | BioWare | Activision | RPG | Aug 2003 |
| SWAT: Global Strike Team | Argonaut | Vivendi | FPS | Autumn 2003 |
| Tenchu: Return from Darkness | K2 | Activision | Stealth action | March 2004 |
| Tom Clancy's Rainbow Six 3 | Ubi Soft Montreal | Ubi Soft | Squad-based shooter | Autumn 2003 |
| Top Spin | Microsoft | Microsoft | Sports | Autumn 2003 |
| Unreal II: The Awakening | Tantalus | Atari | Shooter | Dec 2003 |
| XIII | Ubi Montreal | Ubi Soft | Shooter | Summer 2003 |

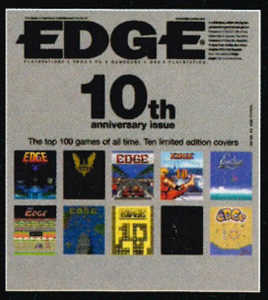
BT www.btyahoo.com/xboxlive XBOX COMPATIBLE

TONGUE SANDWICH: TOWARDS THE END OF DEADLINE FOR THIS ISSUE. WE ALL WENT FOR A KOREAN MEAL AT WHICH WE BARBECUED OX TONGUE ON A TABLETOP GRIDDLE AND FOLLOWED THIS WITH A SPICY SPAM STEW. TASTY!

www.edge-online.com

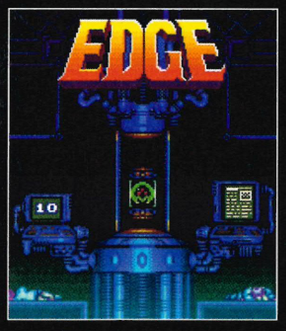
# EDGE®

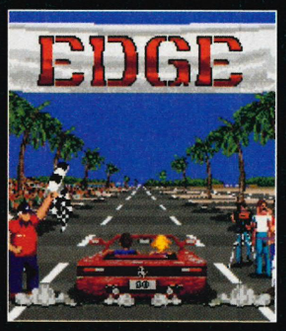
XBOX | GAMECUBE | PLAYSTATION 2 | PC | GBA | PLAYSTATION

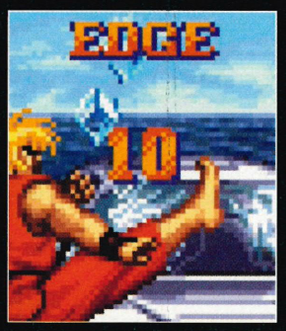


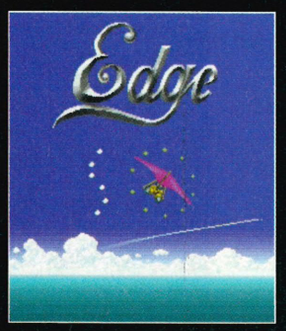

# 10th anniversary issue

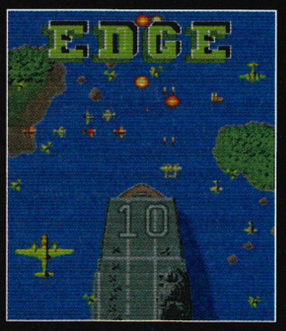
## The top 100 games of all time. Ten limited edition covers

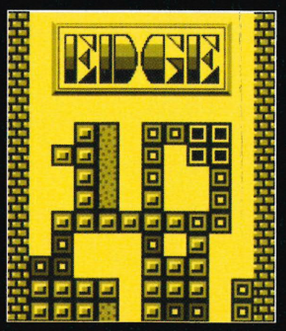


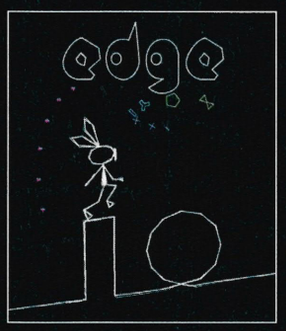


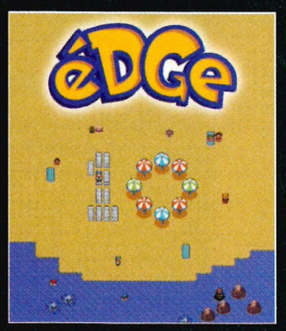



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# play:more

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MASTER CLASSES

YOUR OPINIONS

GAME CLUBS

PRIZE CHALLENGES

XBOX official xbox magazine

# inside

PLAY:MORE IS, QUITE SIMPLY, about getting more from your games. From straight tips and cheats to Masterclasses and Beginner's Guides, you'll find everything, explore everywhere and beat everyone. It's about playing games until the disc wears out. It's about demonstrating your expertise, proving you're the best and taking your rightful 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 Xbox Magazine* your magazine.

**PLAYABLE DEMOS:** CONFLICT: DESERT STORM II, COLIN McRAE RALLY 04 — 116

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>>DEMO CHALLENGES: GOOD AT GAMES? PROVE IT!

**WE WANT YOU!**

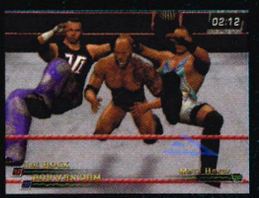
**Review a game, take up the Demo Challenges, join a Game Club. Do it!**

>>GUIDE: MIDNIGHT CLUB II

>>HINTS: OUTLAW V'BALL

>>GAME CLUBS: YOUR BIT

>>CHALLENGE LEAGUES



>>THE CONTENDERS

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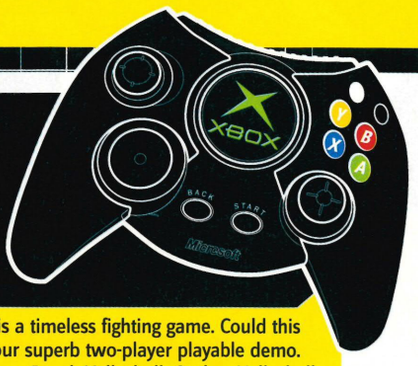
# Playthesegames




ALL ABOARD! The express train to Xbox gaming heaven is here. This month's game disc is your first-class ticket with no fewer than SIX playable demos.

Headlining this awesome collection is our exclusive cover game, *Conflict: Desert Storm II*. Baghdad is ablaze as your Special Forces engage in a searing street battle. Or maybe you're in the mood for some rallying? Year on year, the *Colin McRae* series consistently sets a new benchmark in rallying pleasure. For the first time ever, sit behind the wheel of Colin's new Citroen Xsara and race through two massive stages.

Does your soul still burn? *Soul Calibur II* is a timeless fighting game. Could this be the perfect beat 'em up? You decide with our superb two-player playable demo. Rude, raunchy and even sexier than *DOA Xtreme Beach Volleyball*, *Outlaw Volleyball* is top of Ben's most-wanted sports games. Following last month's circuit demo, *The Italian Job* returns with a tricky stunt course. Test your driving skill and try not to spill your bullion. Finally, a motorcross game has arrived that does the sport justice. Play *Freestyle MetalX* for all the ultimate petrolhead experience.

## Conflict: Desert Storm II

GAME INFORMATION
REVIEWED: **THIS ISSUE, PAGE 066**
SCORE: **8.3**
PLAYERS: **1**

### What You Get
The complete second level, Street Battle. Unlike in the final game, there are no restart points in this playable demo, so it's extra challenging.

### What You Do
Take a team of four soldiers through the heavily fortified suburbs, fighting numerous tanks and militia units. Delta Two are stranded on the opposite side of the city. It's up to you to capture the bridge and take out the mortar positions to help them escape.

### Top Tips
Tanks are every infantryman's worst nightmare. Thankfully, there are several ways of turning these tin brutes into twisted metal. Sometimes you'll have the opportunity to summon an air strike. Use Bradley's lock-on device to achieve this. Jones is also pretty handy with anti-tank mines, so drop them on the road and enjoy the show.

### Anything Else
You can't afford to let any of your team die (and that includes the stranded soldiers of Delta Two). If any of your primary soldiers are incapacitated, run up to them and use a medikit for a swift revival. If you leave them bleeding in the road, they'll soon be going home in a bag that zips from the outside.

## Colin McRae Rally 04

GAME INFORMATION
REVIEWED: **THIS ISSUE, PAGE 056**
SCORE: **9.1**
PLAYERS: **1**

### What You Get
Two rally stages based in Tachikawa, Japan and Rocky Ridge, USA, and two cars - the Citroen Xsara and Peugeot 206. There's also a special mini-game.

### What You Do
Rallying is different from most driving games because you're racing against the clock rather than other vehicles. *Colin McRae 04* adds a new twist by pitting you against a ghost car - a representation of the fastest stage time so far.

### Top Tips
With more twisting tails and forks than a devil's playground, Rocky Ridge is a highly demanding stage. Make sure you listen very carefully to Nicky Grist's pace notes, giving you advance warning of each difficult turn. Thankfully, the road surface in Tachikawa is a little more solid, but the cold Tarmac can still be pretty unforgiving.

### Anything Else?
Not many rally games reward you for damaging your vehicle, but *McRae*'s Testing mode is a little different. You have to push the dampers to breaking point by bouncing over hills and going fast over bumps. In the full game, these tests unlock new features for your spangly motor.

## PRIZE CHALLENGE CONFLICT

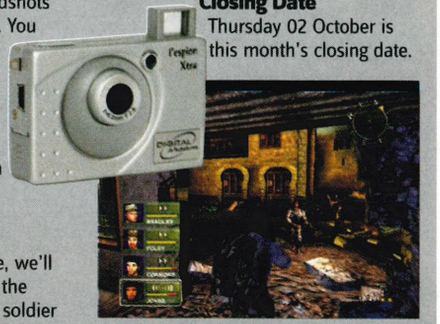
### Here's What You Do
Accuracy is the name of the game and we want you to acquire as many headshots as possible during one mission. You can play on any difficulty setting and can use any of the four soldiers at your disposal. We managed 23 headshots.

### The Reward
Our sharpest shooter will win a dinky L'espion Digital Camera courtesy of DigitalDreamco.

### Proof Required
If you achieve a qualifying score, we'll ask you for a photo or video of the final tally screen, showing your soldier with the highest number of headshots.

### The Rules
Please refer to the standard prize challenge rules on page 123.

### Closing Date
Thursday 02 October is this month's closing date.






↑ Give war a chance!

## PRIZE CHALLENGE COLIN

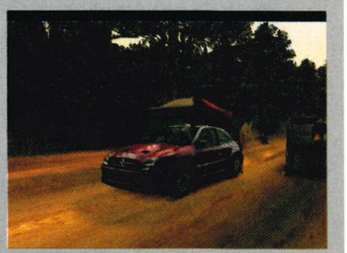
### Here's What You Do
We want you to complete the Tachikawa rally stage in the quickest time possible. Although Ben lost a wheel by crashing into the finishing post, he still romped home in 03.30.29.

### The Reward
Our three top racers each win a gorgeous A2 *Star Wars: Knights of the Old Republic* poster, courtesy of the nice people at Activision.

### Proof Required
If you achieve a qualifying score, we'll ask you for a photo or video of the final tally screen, showing your fastest stage time. Check out page 123 for more help with video recording.

### The Rules
Please refer to the standard prize challenge rules on page 123.

### Closing Date
Thursday 02 October is the closing date for this month's challenges.



↑ Ben's car looks pristine... for now.

## Pixel Perfect

**PRIME PLAYABLE MOMENTS**
War doesn't determine who's right, just who's left. Using Jones, sneak up behind a tank, plant some C4 and leg it, laughing.

# Freestyle MetalX

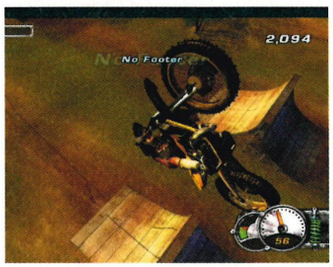
GAME INFORMATION
REVIEWED: **THIS ISSUE, PAGE 076**
SCORE: **7.8**
PLAYERS: **1**

### What You Get
It's time to get oiled up and go off-road at the Rodeo Rise. Here's one complete level for you to try. Cindy's Motorcross school is available to lend a helping hand, just don't forget your L-plates.

### What You Do
Rodeo Rise is a hilly baja level with plenty of bumps to fly over. Hold A to pre-load your jump and release just as you go over a slope for extra height. When flying through the air, press B and a direction to do something dangerous.

### Top Tips
Right in the middle of executing a stunt, become even more of a show-off by pressing Y along with another direction. You can stand on one leg, let go of the handlebars and sit backwards on the saddle. If that doesn't work, enjoy dreaming about motorbikes from the safety of your hospital bed.

### Anything Else?
Hold down the throttle and the clutch at the same time to do a burnout. Then release the throttle and prepare for your bike to spring into action. This is a top way of getting more elevation with a short run-up.



↑ Try to land the other way up.

# Soul Calibur II

GAME INFORMATION
REVIEWED: **THIS ISSUE, PAGE 098**
SCORE: **9.1**
PLAYERS: **1-2**

### What You Get
Welcome to the Stage of History! Choose either Nightmare or Cassandra and battle four worthy warriors - Raphael, Astaroth, Taki and Voldo.

### What You Do
No one really knows where the famed Soul Edge came from, a mystical sword endowing its bearer with diabolical powers. Everyone seeks it nevertheless - some hoping to destroy it, others burning with ambition. Fight four opponents and claim the sword for yourself.

### Top Tips
Defensive players usually come out on top in *Soul Calibur II*. Use the A button or Left trigger along with the directional pad to block high and low attacks. If you can anticipate your opponent's strike, guard and press forward on the directional pad to parry. This pushes your foe off balance.

### Anything Else?
Don't be afraid of getting hurt. Only be afraid of standing still. Stay nimble and move around your foe to completely dodge vertical strikes. If you're low on energy, you can also duck around and boot your nemesis out of the level.

↑ Red hair - could it be Vanessa?

# The Italian Job: L.A. Heist

GAME INFORMATION
REVIEWED: **THIS ISSUE, PAGE 082**
SCORE: **5.0**
PLAYERS: **1**

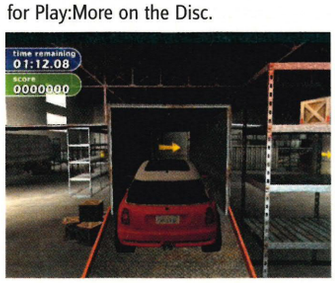
### What You Get
Minis aren't big but they are clever. Cane it around one complete assault course from the game's Stunt mode.

### What You do
Unlike last month's circuit race, this Stunt Driving demo offers a fiendish maze of ramps and pitfalls. You'll need to make it from start to finish without falling off or tipping over.

### Top Tips
The quicker your completion time, the more points you'll earn at the end of the course. Try not to trash your car by scraping walls and crashing into obstacles because you'll be penalised for any damage. Also, make sure you stick to the set route. If you stray from the course, you'll automatically fail the mission. If you fall off the course at certain points you can press the back button to re-spot.

### Anything Else?
Execute a wheelie by pulling the R trigger and steering left or right. You earn 80 points for every second that you hold the stunt. Unfortunately, this does slow you down a lot. It's more a case of two wheels bad, four wheels good in this game.

Try earning as many points as possible while completing the assault course. Penalties are always deducted right at the end of the race. Ben became a hermit, playing this demo for forty days and nights until he achieved the monster score of 16864. That's dedication. If you can do better, why not record it onto video and send it in for Play:More on the Disc.



↑ Time to drive like hell.

# Outlaw Volleyball

GAME INFORMATION
REVIEWED: **THIS ISSUE, PAGE 080**
SCORE: **8.0**
PLAYERS: **1-4**

### What You get
A rough and rowdy trip into the hilarious world of beach volleyball. There are four characters to choose from here - Lizzy, Shawnee, Suave and Leon.

### What You do
Spike and volley your way to victory in the glamorous heights of Tar Beach, New York. When returning a shot, step inside the blue ring and hold down either the B or X button. While holding the button, move the crosshair to aim your shot. You'll also see the power bar at the left-hand side of the screen fill up. The fuller the bar, the more powerful your shot will be.

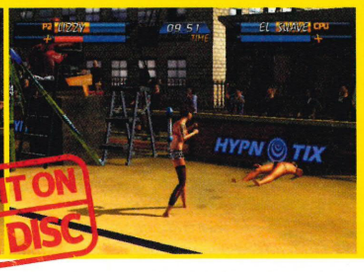
### Top Tips
Click the Right trigger when your opponent is about to serve. Someone from the crowd will hurl insults and attempt to distract them. The yellow bars at the top of the screen fill up when your players are doing well. Filling these bars improves your player's speed and agility.

### Anything Else?
If you're standing close to the net, try blocking your opponent's spike by pressing the Y button. You'll need to be standing directly between the opposing player and the crosshair on your side of the court. Pull the R trigger to see how much turbo you have. If the bar is full, hold the R trigger again when returning for a turbo-spike. You can also hold the turbo button down to make your character run faster. Try using the turbo when fighting for some special moves.

↑ "Gawd save the queen!"

## Pixel Perfect

**PRIME PLAYABLE MOMENTS**
If you can't win, fight! Press the White button before a serve to stroll over to the opposing side and kick their teeth in.



WINNING EDGE: OUR SOUL CALIBUR II DEMO HAS A COMPREHENSIVE MOVES LIST FOR BOTH CASSANDRA AND KNIGHTMARE. TO ACCESS IT, PRESS THE START BUTTON AND SELECT 'COMMANDS' DURING PLAY.

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Beginner's guide

ROAD RAGIN': **STEPHEN DAULTREY**

ROCKSTAR'S SLICK street racer has had half the office busting guts. Tricky bends, heavy traffic and psychotic rivals all conspire to make its driving experience a challenging one. If you want to follow our path to glory, read these valuable tips on how to complete every career race for the L.A. and Paris locations.

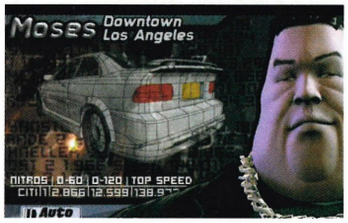
# Midnight Club II A career racer's guide to L.A. and Paris

## CITY 1 Los Angeles

»"Listen up, shrimp, Moses will respect you more if you win..."

### »Moses

**Races 1 and 2:** These races are so simple that very little strategy is needed. Just drive carefully and Moses will be meat. Sweet as.



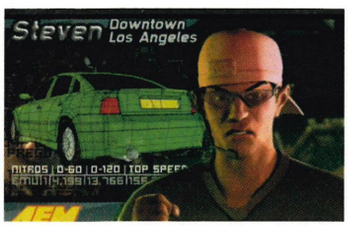

↑ **Moses is a tubby street dude who offers you good advice at the beginning.**

↑ **The best thing about the Moses races is the attractive 'starter' girl.**

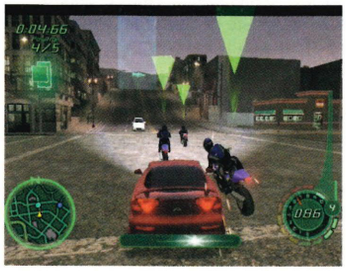
### »Steven

**Race 1:** It's just you against the clock here. Throw an immediate left after Checkpoint 2 and drive through the fence to Checkpoint 3. Follow this by driving through the smaller fences to Checkpoint 4. After Checkpoint 5, crash through one final fence and speed up the ramp.

**Race 2:** Steven knows the best route here, so learn his path and overtake him when you're feeling confident enough. There are also some steps you can speed over after the last checkpoint, should you find it necessary.




↑ **You'll wanna put this rude, whinging street kid in his place right away.**



↑ **Gina Race 2: knock fellow bikers off and send them sprawling.**

### »Gina

**Race 1:** After Checkpoint 4, turn left and jump off the steps. Follow up Checkpoint 5 by taking the second left and bagging Checkpoint 6 (the road where the truck is sticking out). Make sure you use the nitrous on the straight. Go through the underway, collect Checkpoint 7 and immediately go through to the right-hand side for Checkpoint 8. After the tunnel, look for the big building with tinted windows. Drive through these for a shortcut and follow the arrow to victory.

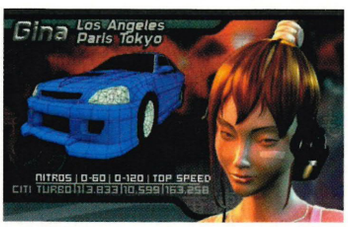
**Race 2:** Knock the riders off their bikes to gain the upper hand in this heated race. Go straight after Checkpoint 3 and you'll spot an alley with wire fencing. Cut down here, swing right as soon as you exit and then take the first left. Use the nitrous between Checkpoints 9 and 10, which is a very long straight and ideal for shooting ahead. Make 'em eat your dust!

**Race 3:** This is a basic time trial with the bike. Master the weight transfer with the Left trigger and you'll be sorted.

**Race 4:** A straightforward race in terms of layout but tricky to win. You should be able to get by using your arrow and map (there are no noticeable shortcuts as such). Try to take an early lead by taking advantage of your bike's nimbleness and weaving in between the heavy traffic.

### »Maria

**Race 1:** Use either the Emu or, if you have obtained it, the 1971 Bestia (both are quite




↑ **We like Gina a lot. She likes us too. Could marriage be on the cards?**

↑ **Maria Race 1: driving under this lorry is tricky but beneficial.**

nippy) for this long blast on the freeway. Attempt to stay ahead for its entire duration. About three-quarters in (after you drive down a slope for a second time), a lorry will dart across in front of you. If you time it correctly, you can shoot underneath it. However, depending on how far ahead you are, it might be wise to just slow down and let it pass. When you finally leave the freeway for good, look out for a very sharp left turn (tap the Right trigger to avoid ending up as a pile of scrap metal). Also, avoid the petrol tanker just before the finish line otherwise you'll blow up.

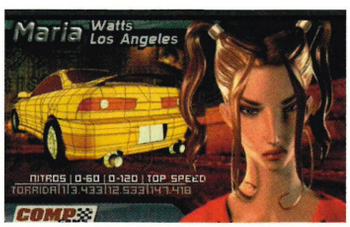
**Race 2:** A simple race. Follow the arrow and get a good start. After Checkpoint 4, look for a shortcut through a glowing alley marked 'P'. Use the nitrous on a large straight about two-thirds of the way into the race to put distance between you and the pack. Also, keep your eyes peeled for a shortcut through the construction site (you need to drive through a fence) towards the end of the course.

### »Angel

**Race 1:** A difficult race where the checkpoints can be collected in any order. Learn the route of Angel and the other pacesetter, making sure you turn right at Checkpoint 6 and take the first left. Go left after Checkpoint 7 and then left again. Use your little map to navigate yourself after this (the road to Checkpoint 8 isn't very visible from your car view). There's a little parking lot/alley you can cut through towards the finish. Use the nitrous boost here.

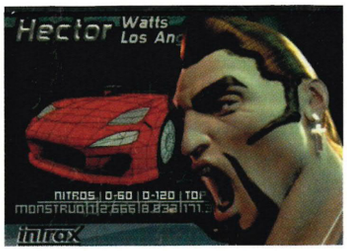
**Race 2:** Now you must race against Angel's rich dad. Use the handbrake start as he demonstrates. Hit the nitrous as you drive down into the empty canal duct to snatch a lead and attempt to maintain it for the rest of the race. Watch the arrow carefully and cut right as soon as possible towards the finish.

**Race 3:** Follow Angel round the first three bends, then lose him on the second bridge (after Checkpoint 3) by turning right and zipping through the alley/parking lot marked 'P'. Ignore the steps Angel likes to leap off - they're utterly useless! Follow the arrow. When you have taken the checkpoint that requires you to perform a sharp U-turn (Checkpoint 6), use a nitrous to shoot ahead (you'll be facing a long straight, so it can't go wrong). Drive through the first building




↑ **This red-blooded lady is a real hothead. Make her eat her words.**

↑ **A spoilt, arrogant rich kid. You'll want to smash his car to pieces.**




↑ Yes, Hector is as scary as he looks. Nice sideburns, though.

with tinted windows and take the checkpoint. Then crash through the tinted windows of a pink building soon after. Pay close attention to your map and arrow to remain in pole position and cruise to victory.

### »Hector

**Race 1:** This is just a simple case of losing the cops. Drive towards the finish line in the most jagged and fluent way possible (avoid going round in circles). You'll soon manage to shake 'em off.

**Race 2:** Here, there are four groups of three checkpoints that can be taken in any order. Go straight ahead, turn left and take the first group. Now use the arrow to lead you to the next nearest group, and so on. For the final lot, you'll need to leap across a huge bridge. Use a nitrous as soon as you hit the home straight. Luckily this race is far more straightforward than it looks.

**Race 3:** There are a couple of tiny shortcuts during this race that can gain you vital seconds. After Checkpoint 3, head left, drive across the grassy bit and sneak in to the right-hand side of the strange sculpture. Next, keep an eye out for a shop with a '9C' marking a few metres along. Take a diagonal right up here. After Checkpoint 4, make sure you take the first left to avoid a long route round. Use a nitrous after Checkpoint 11 to boost through the underground tunnel and leap towards the finish.

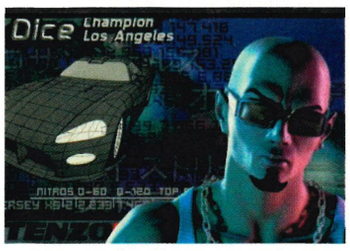
↑ Hector Race 3: flooring it past this sculpture could gain you valuable seconds.

### »Dice

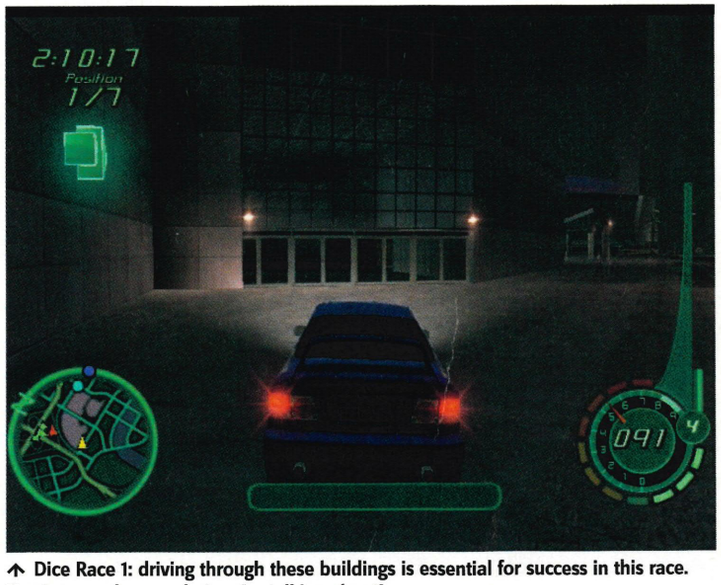
**Race 1:** Use the slipstream acceleration method to get a headstart over your rivals. Continue as necessary before performing a sharp handbrake turn onto the highway. Follow the path. Look out for the orange signs on your left (this is considerably later). Here, you must leap off the edge of the highway and into the construction site. Collect the checkpoint and drive through the grill fence to get the next one. After the construction site, follow the arrows to two more checkpoints. There'll be a building to the left with tinted windows. Drive through this, and then go up the tall concrete stairs as you exit (not too fast though, or you'll crash!). Leap off the ledge to collect the checkpoint and follow the arrows to the next one. Next, throw an immediate right towards a building. You'll be taken through a series of underpasses and a couple of glass windows. Don't veer off! Carry straight on along a ledge and through more glass windows. This will lead you to a massive jump onto a large bridge. This shortcut is essential and will reward you with considerable ground. After this, follow the arrows for the rest of the race (watch out for a very sharp left as you come off the highway for a second time). After collecting the last checkpoints on the roofless underpass (a great place to use your nitrous), drive up the steep wall and perform a very sharp turn up an alley to achieve victory.

**Race 2:** This is a huge race that covers every inch of L.A. It's a case of knowing the area well, as the checkpoints are spread out. The best route to take at the beginning is by following the pack down the second turning, leaping off the steps and driving straight ahead through the windows. Follow the arrow to Checkpoint 1, then double back to get the checkpoint next to the winding road that runs alongside the park. Save the nitrous for the end, which is needed to launch yourself up and off the large mechanical thing in the construction site (this leads to the finish line).

↑ Dice Race 1: the orange signs show you where to jump off the freeway.




↑ Dice was the all-conquering champ of L.A... until you came along, that is.




↑ Dice Race 1: driving through these buildings is essential for success in this race. Trust us, we know what we're talking about!

↑ Blog is a stereotypical Essex boy racer. Shouldn't he have an XR3i?

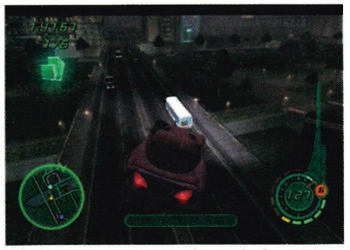
CITY 2
## Paris

»"Welcome to Frogville. You up for a little drive?"

### »Blog

**Race 1:** Easy peasy - this one is generally a case of following the arrows and your map to the checkpoints. Drive on the grass where possible to avoid traffic (Checkpoint 5 is a good example). Cut through a building underpass immediately after taking Checkpoint 8. This leads you up a bridge, which involves a huge leap at the end. Use the nitrous on the final straight towards the finish (make sure you have the correct line to go through the arch otherwise you'll crash and blow up).

**Race 2:** This is a great race and possibly the most exhilarating one in the city. Take the immediate left after Checkpoint 2 through the grill of the parking lot. Use a nitrous off the tip of the bridge after Checkpoint 3 (you'll soar through the air). When attempting to take Checkpoint 12, make sure you have enough speed to leap off the roof (or you'll fall short of your target and crash). An essential shortcut can be found immediately after Checkpoint 13 - take a very sharp turn down the alley to get Checkpoint 14. You can then take two routes from here - both entail a similar distance, although we recommend the left-side path beneath the buildings and through the



↑ Blog Race 1: flying through the air is what makes this game so much fun.

↑ Blog Race 2: throw a sharp left here after collecting Checkpoint 2.

LICENCE TO DRIVE?: THE GREAT THING ABOUT THIS GAME IS THAT IT KEEPS STEVE OFF THE REAL ROADS LAST TIME HE DROVE A CAR HIS DAD'S MICRA, IN FACT) HE ENDED UP CRASHING IT INTO A ROUNDABOUT. OH DEAR.

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↑ The tasty twosome. The flirty Julie will certainly have the hots for you.

↑ Julie and Jewel Race 2: the beautiful Sacré Coeur – use a nitrous boost here.

↑ Primo Race 1: go down the slope where Checkpoint 3 is situated...

↑ Flash and gangster like, Primo likes his women. But not you.

↑ ...and you'll then be able to soak up Paris's scenic delights.

parking lots, as opposed to the subways. After Checkpoint 15 you will encounter another immediate and very sharp shortcut down an alley. Finally, following Checkpoint 20, nip through a small arch and turn right to nail Checkpoint 21.

### »Julie and Jewel

**Race 1:** You'll need to follow your main arrow religiously, making a mad and direct dash to the nearest checkpoint indicated. We recommend slowing down slightly after each checkpoint in case the arrow flicks suddenly in an unexpected direction (one false move could cost you the race). Begin by taking the second left off the roundabout. Watch out for the construction blockade at the end of the alley (you'll need to go directly through the middle to avoid crashing). As soon as you hit the straight, use a nitrous. Also, at the end, resist using the ramp before the finish line, and zip through the open door on the ground level to win.

**Race 2:** Checkpoint 3 in this race is particularly awkward – after taking the second one, take the wide right round the first bend, go right down a small road, left down an alley and immediate right down another alley. Take the checkpoint, go straight, take a right at the end and throw an immediate left. Also, use a nitrous as you approach the stairs to a certain famous church, but stay far right otherwise you'll crash into the building.

### »Primo

**Race 1:** This is by far the best route for winning this race – stick to it and you'll be laughing. First of all go straight, then turn left at Checkpoint 2. Go left again (before heading onto a bridge) and take the first right onto the next bridge instead. Go left to take the next checkpoint and immediately drive down the slope onto the river front. Follow this route in its entirety to collect numerous checkpoints. Keep an eye on your arrow as two of the earlier checkpoints are situated right out on the front. Also, watch out for the slope that threatens to take you off the river front prematurely. Once you've collected all accessible checkpoints, take a slope up onto the main road, and do a sharp left onto the bridge. You'll soon need to briefly return to the river front to collect another checkpoint – don't miss the turning! Swing round and take the first slope back up, go left and cut through a parking lot (an alley marked 'P') to finish.

**Race 2:** This is generally straightforward and requires you to collect the checkpoints in the correct order. Take your arrow literally (even if it means suddenly doing a U-turn, or crashing through a small railing). Keep an eye ahead to see what ground level the checkpoints are situated, as you sometimes need to take the immediate slope up onto the bridges rather than remain on the river front.

### »Ian

**Race 1:** Miss the red car on the Ferris wheel. Get Checkpoint 1 and head diagonally left. Drive up the ramp and leap through the windows (this will give you an early lead as your rivals tend to go beneath the arches). As soon as you land, head right and take the first left, followed by first right. Carry on as normal. For Checkpoint 4, cut through the alley/parking lot straight ahead marked 'P', turn right and right again. The rest of the race is straightforward, although there will be another ramp through a building for eagle-eyed racers. We recommend using a nitrous as you leap towards the Eiffel Tower. Watch out for a sharp 180° turn as you take a slope off the river front underpass. Also, keep an eye out for the arches that you need to cut through. Use a nitrous as you jump the large glass roof to secure victory.

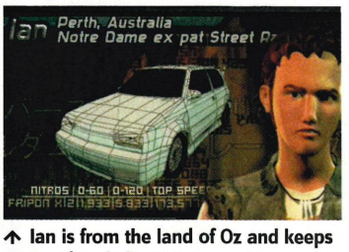
**Race 2:** There are two shortcuts at the beginning. Take the second right and go diagonally right to leap off the ramp and drive through the windows. Go round the glass roof as you land and nip through the alley (ignore the ramp). Follow the arrow to the next two checkpoints. Before Checkpoint 3, you will have to leap on and off a large boat. To avoid a soaking, use a nitrous. Use your last nitrous on the final straight through the alley. Note: ram the bikers whenever you can – they fall off their bikes with ease.

**Race 3:** An incredibly simple race. Begin by ramming the bikers off their vehicles. After Checkpoint 2, you can take a shortcut through the two glowing alleys marked 'P'. After the petrol station on the river front underpass, take the first slope back up to higher ground. Also, following the last checkpoint, continue in the direction you are heading before cutting through the arch marked 'P' to victory.

### »Stephane

**Race 1:** The Bryanston V is a good car for this race. The checkpoints (which can be collected in any order) are located on roundabouts in small clusters of three. Keep taking the group nearest to you at all times. The best way to learn a good route is to stay tightly on Stephane's tail. However, make sure you save a nitrous for the end.

↑ Ian Race 1: using a nitrous off the glass roof is highly recommended.



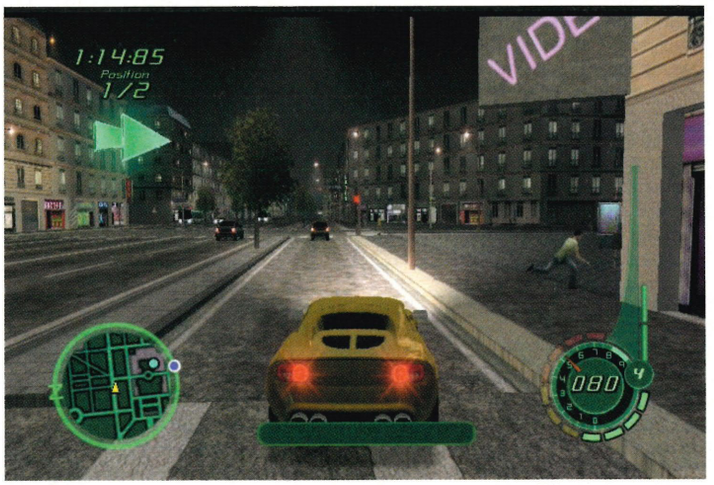
↑ Ian is from the land of Oz and keeps saying 'fair dinkum' to prove it.

↑ Ian Race 2: use a nitrous on this boat if you want to cover extra ground.

↑ Stephane Race 2: delving into the catacombs can be a spooky business.

↑ Stephane: arrogant, obnoxious and has a stupid haircut. Beat him and smile.

↑ Algerian gangster Farid prefers underground racing to keep the cops off his tail.




↑ Farid Race 1: you must go *past* the sex shops – no stopping off for dodgy videos.

**Race 2:** Consider using a nitrous on the empty straight after Checkpoint 3 (make sure you don't crash into the police barricade, though). Take the right-hand route after Checkpoint 4 to collect the 5th. Immediately turn right here, head through the grill and into the catacombs. After this section, launch yourself off the glass roof and over the building to get the next checkpoint (use a nitrous – it looks spectacular). This should give you an enviable lead. The rest of the race can be navigated pretty easily with your arrow and map.

### »Farid

**Race 1:** Make sure you choose a vehicle with good handling, as the catacombs are tight and twisting. When you first emerge above ground, turn right and crash through the brown wooden door to return underground. Follow the arrow and emerge outside again to take Checkpoint 3. Drive on, veering left and cutting right past the sex shops and go through the arch (this avoids being caught in a mini maze). After Checkpoint 4, you will need to crash through another brown door. When you return above ground for the final time, drive through the church, get the checkpoint, do a U-turn and use a nitrous to launch onto the big boat and off again. You should win the race with ease.

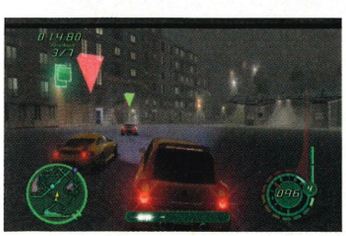
**Race 2:** To first lose the cops, simply launch yourself off the ramp and drive through the windows of the building then zip away as quickly as possible. If they find you again, clever driving will soon have them scratching their heads in bewilderment (be wary of your time limit, though!). Drive up the hill alongside the Sacré Coeur and cut right towards the finish point on your map.

**Race 3:** Here you'll be faced off against a British agent who keeps referring to you as 'old boy'. Technical skills are the name of the game as there aren't too many shortcuts and '00whatever' is a tricky opponent. You'll need to crash through a grill fence to get to the finish point, but apart from that, our best advice is to follow the arrow and master the art of handbrake turns, powersliding and slipstreaming. Note: Get a good lead by burning up the steps, veering towards the right and cruising through the archway.

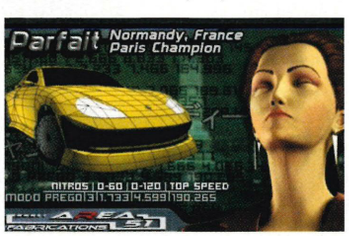
### »Parfait

**Race 1:** Follow the pack straight ahead to Checkpoint 1 (some of your rivals use nitrous here, which is optional for your good self). Turn right, then left onto the bridge to get Checkpoint 2, and immediately cut right through the alley marked 'P'. This takes you out to Notre Dame. Make sure you go round the right-hand side of the cathedral to get Checkpoint 3, otherwise you'll end up facing the wrong way. Crash through the iron fences and jump onto the boat and off. Take the left-hand side to arrive at the next checkpoint. The rest of the race can be completed using your arrow, although there are a few minor shortcuts through alleys and parking lots. Save a nitrous for a second leap off a boat and maybe use the last one to leap off the hill with the finish line glowing in the distance.

**Race 2:** This is an obscenely difficult race simply because of the power of your opponents' cars and the traffic congestion. Select the Stadt as it handles well against oncoming traffic. Attempt to stay with the pack for much of the race, saving your nitrous for the end. Follow Parfait for the best route, sticking to her like glue. When you reach the checkpoint by the fountain (some way into the race), take a right and go straight on (but veering slightly to the right). You will discover an entrance to the checkpoint next to the Ferris wheel. Take this, go diagonally left, get the next checkpoint (use a nitrous if you want), head left and jump for the final checkpoint. It's tough, but you should nail it with practice.



↑ Parfait Race 2: stay close to the pack. This one is a toughie!




↑ Parfait is an aristocratic French lady... she's also the Paris racing champ.

THAT'S IT for this month's Beginner's Guide. We'll bring you more excellent Play:More strategies in next month's *Official Xbox Magazine*, on sale Thursday 2 October. Don't miss it!

AWIGHT, GEEZER: IF STEREOTYPING ANNOYS YOU, DON'T PLAY THIS GAME – THE ENGLISH GUY IS MORE COCKNEY THAN MICHAEL CAINE AND THE ENTIRE CAST OF LOCK, STOCK AND TWO SMOKING BARRELS PUT TOGETHER...

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OFFICIAL XBOX MAGAZINE

# The Contenders

DO YOU HAVE what it takes to rise above the competition and beat us at your favourite Xbox games? Each month, we pick the most demanding challenges and invite you to our offices to play. It's the ultimate test of your nerves, gaming knowledge and pure skill.

## The Challenge

**OUR EPIC SEARCH for the most skilful Play:More gamer continues with another three-way battle. There was another twist in store for this month's Contenders, forced to play three brand-new titles for the first time. Leigh Sherval, Ryan King and Ross Purdy ran the gauntlet of *WWE Raw 2*, *Group S Challenge* and *Pro Cast Sports Fishing*. A threesome of top players and a trio of top Xbox games - the perfect combination for a riveting competition. Still in training for a possible return to The Contenders next month, Ben acts as referee for this awesome challenge.**

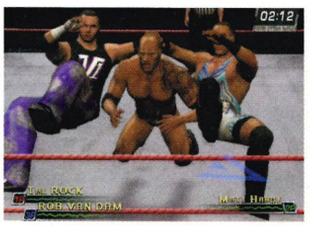
## WWE Raw 2

**MATCH:** TRIPLE THREAT STREET FIGHT
**WRESTLERS:** RYAN: MATT HARDY
ROSS: ROB VAN DAM
LEIGH: THE ROCK

"I CAN'T FIGHT two people at once" is the first of many excuses Leigh uses when the Triple Threat match begins. His character, The Rock, is fighting off the double team of Ryan and Ross, who don't seem to care that it's every man for himself. Leigh quickly realises that running away is the order of the day and, when the wicked duo can't catch their evasive victim, they take their aggression out on the poor referee instead.

Leigh eventually gets caught by the merciless pair but cracks in the team show when Ross goes for the pin as Ryan leaves the ring to get a chair. The sneaky move sees the team-mates turn on each other, trying to score a victory over the battered and bruised Leigh, who remains quiet, thinking up new excuses.

However, Ryan had a plan all along. He hits Matt Hardy's finisher on Ross and pins him for the victory, while Leigh looks on disappointed that he didn't get to road test his new excuses. Ryan scrapes Round One but his over-eager celebrations see Matt Hardy earn a post-match boot in the face from Rob Van Dam, to Ross and Leigh's amusement.



↑ Double-teaming? He's paranoid.

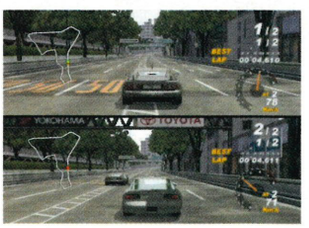
## Group S Challenge

**COURSE:** SHIBUYA II

ROSS AND RYAN sit on the starting line in their chosen vehicles. Ross will drive a Silver Camero SS and Ryan a red Viper GT because it's the "colour of hot, steamy love". The race begins and Ross realises he doesn't know how to accelerate. Ryan speeds off into the distance while Ross gets to grips with the controls. Ross doesn't recover from the slow start and rolls in way behind Ryan, disheartened.

It's now Ryan, with his red Viper GT, and Leigh, in his Silver Esprit V8. The pair are speeding parallel towards the first corner, when Leigh hits the railing as Ryan shoots ahead. "It feels like I'm driving a tank!" quips Leigh, unimpressed by the vehicle's handling. Ryan crosses the finish line victorious, as Leigh crashes into every railing.

The losers take up the pads, determined to save face. Ross pauses to blow his nose, but his snot betrays him as Leigh shoots into first place. It seems Ross has forgotten the controls again. Leigh leads for the whole race, but is distracted by *Disney's Extreme Skate Adventure* on a nearby TV at the last minute, giving Ross ample time to catch up. The pair jostle towards the end but Leigh narrowly beats him to the line, despite Ross's efforts to knock him off the road.


↑ Where's the rocket launcher?

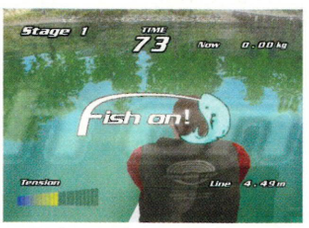
## Pro Cast Sports Fishing

**MODE:** ARCADE
**CHARACTER:** SIG

ROSS'S FIRST ATTEMPT ends in abject failure, although after the first few casts just seeing a fish was beginning to feel like a bit of a victory. Ryan manages to attract more interest and halfway through his turn actually has three fish chasing the bait. One lunges... and misses the hook, leaving Ryan fishless for this round. When his turn arrives, Leigh tries to vary his approach more but, like everyone else's, his efforts prove futile.

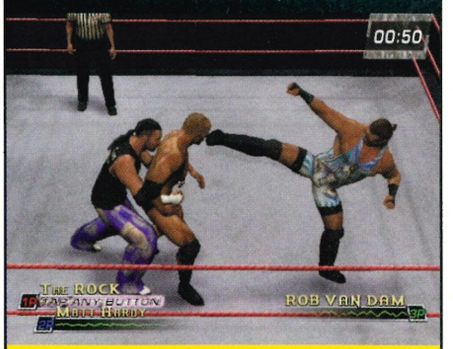
Five rounds and still no fish later, the trio had developed a strategy: wait until you have a bite and then hit every button you can. Miraculously, it works, and Ross catches a 440g bass early into his turn. Ryan goes next and reels in a 1.3kg monster. He weeps tears of joy, which become tears of frustration when he is unable to repeat this success. Leigh's turn also ends with one catch: a fine-looking specimen weighing in at 1.2kg. That's around three times bigger than Ross's and only slightly smaller than Ryan's. Of course, Ross prefers to think of it as "a draw with one fish each".

But in the end they're all winners, having played *Pro Cast Sports Fishing* for more than two hours without slipping into a coma.

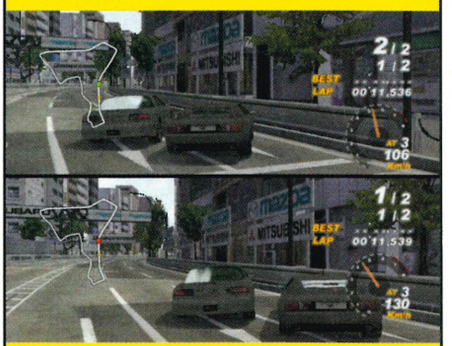


↑ And on and on and on...

## Ryan's Top Tips



↑ Never fight alone - bring trustworthy backup.



↑ Cut up other cars to gain the advantage.

↑ Mash all the buttons and don't fall asleep.

## The Result

RYAN WON every game, Leigh found an easy cop-out with his 'double-team' excuse and Ross beat up The Rock, so everyone's happy.

## Can you defeat us?

We want to know if you want Ben to return, or should our series of three-way reader battles continue? Send your comments, along with your written challenges, to The Contenders, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP, or email ben.talbot@fxmi.com. Please include the name of the game you're good at, who you want to challenge, as well as your details and the details of up to two friends you'd like to join you. More action next month.

OFFICIAL XBOX MAGAZINE

# DemoChallengeLeagues

THE LEGEND LIVES ON: Here are your entries for *Mace Griffin Bounty Hunter* and *Brute Force*. See next month's leagues for all your superb Game Disc 20 scores.

**MACE GRIFFIN BOUNTY HUNTER** Game Disc 19
**THE CHALLENGE: Fastest time to complete demo level.**

| NAME | ADDRESS | BEST TIME | PROVED? |
|---|---|---|---|
| MARCUS JONES | CONWY | 06.24.07 | PENDING |
| ROSS THOMAS | WEST SUSSEX | 06.27.00 | PENDING |
| ALEX LAI | BEDFORDSHIRE | 06.34.00 | PENDING |
| DAVE WEBBER | EALING | 06.35.00 | PENDING |
| ABDUL ALHAZ | HAMMERSMITH | 06.46.00 | PENDING |
| MARK BROOKS | N. YORKSHIRE | 07.05.00 | PENDING |
| MIGUEL PATAGORIS | SHEFFIELD | 07.12.00 | PENDING |
| RYAN JONES | ABERYSTWYTH | 07.16.00 | PENDING |
| GEORGE TULT | SOLFORD | 07.24.00 | PENDING |

MARCUS JONES IS FAST and clever enough to win both of this month's demo challenges. Everyone in the Top Five for *Mace Griffin* wins a copy of Cranium.

**BRUTE FORCE** Game Disc 19
**THE CHALLENGE: Fastest time to complete demo level.**

| NAME | ADDRESS | BEST TIME | PROVED? |
|---|---|---|---|
| MARCUS JONES | CONWY | 02.06.58 | PENDING |
| ROSS THOMAS | W. SUSSEX | 02.14.00 | PENDING |
| RICH TAYLOR | EXETER | 02.17.04 | PENDING |
| GEORGE TULT | SOLFORD | 02.18.31 | PENDING |
| SEAN ATWELL | SOUTHAMPTON | 02.30.00 | PENDING |
| RYAN JONES | ABERYSTWYTH | 02.33.47 | PENDING |
| MATT GRANT | LONDON | 02.36.40 | PENDING |
| LES EDWARDS | HULL | 02.37.51 | PENDING |
| MIGUEL PATAGORIS | SHEFFIELD | 02.39.11 | PENDING |

THE CUTE AND compact L'espion digital camera is Marcus Jones's reward for winning our *Brute Force* demo challenge. He's the man to beat and we want you to do it.

**FUTURAMA** Game Disc 18
**THE CHALLENGE: Fastest time to complete demo level.**

| NAME | ADDRESS | BEST TIME | PROVED? |
|---|---|---|---|
| GLYNN HORSLEY | NOTTS | 01.27.00 | YES |
| PAUL DAY | COOKSTOWN | 01.34.00 | YES |
| ROSS THOMAS | WEST SUSSEX | 02.10.00 | YES |
| SHANE CULLEN | SURREY | 02.24.00 | YES |
| DAVE WEBBER | EALING | 02.33.00 | YES |
| ROSS PARKINSON | EDINBURGH | 02.37.00 | YES |
| RYAN JONES | ABERYSTWYTH | 02.41.00 | YES |
| ABDUL ALHAZ | HAMMERSMITH | 02.46.00 | YES |
| MARK BROOKS | N. YORKSHIRE | 03.07.00 | YES |

NEXT MONTH YOU can look forward to playable demos of Dino Crisis 3, Voodoo Vince, Finding Nemo, Tiger Woods PGA Tour 2004 and many more. Wowzers!

**JURASSIC PARK: OPERATION GENESIS** Game Disc 18
**THE CHALLENGE: Take a monster photograph.**

| NAME | ADDRESS | MARKS OUT OF TEN | PROVED? |
|---|---|---|---|
| JONATHAN SMITH | DORSET | 9.0 | YES |
| JONTHAN HOBSON | YORKSHIRE | 8.5 | YES |
| JACOB TEVENDALE | N. HANTS | 8.5 | YES |
| RYAN JONES | ABERYSTWYTH | 8.0 | YES |
| MATTHEW SMITH | CARDIFF | 7.5 | YES |
| ROSS PARKINS | EDINBURGH | 7.5 | YES |
| JASON ELLIS | HAMMERSMITH | 6.0 | YES |
| GEORGE TULT | SOLFORD | 6.0 | YES |
| LES EDWARDS | HULL | 5.0 | YES |

DON'T FORGET THAT you can send in your top gaming moments on video. We include all the best ones on our Playable Game Disc. It's time to get creative.

## 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, FILL IN THE COUPON BELOW AND POST IT OFF TO US.
» IF YOUR SCORE WINS YOU A PRIZE, WE'LL ASK YOU TO PROVIDE PROOF OF YOUR SCORE:

### PROOF BY VIDEO

By playing your Xbox through a normal VCR, it's possible to record your exploits onto a standard video cassette. Please note we will need to see you actually achieving the score, not the just the sight of the high score table. Please do not send in your proof unless we contact you to ask for it.

### 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 manipulated.

### RULES FOR ALL PRIZE CHALLENGES

» The closing date for Issue 21 challenges is Thursday 2 October 2003.
» 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.
» The editor's decision on proof validity is final.
» Proof of posting is not proof of receipt.
» *Official Xbox Magazine* will not be held responsible for entries or proof lost or damaged in the post.

**THAT'S IT - PLAY:MORE! GOOD LUCK!**

# ISSUE 21

## DEAR OFFICIAL XBOX MAGAZINE,

Here are my Demo Challenge scores for you to admire.

(NB You can enter as many or as few challenges as you like)

**CONFLICT: DESERT STORM II**
Most head shots achieved.

.....

**COLIN McRAE RALLY 04**
Fastest time to complete the Tachikawa rally stage.

.....

**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 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 21 Demo Challenges, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP.

CAN'T WAIT: NEXT MONTH'S GAME DISC INCLUDES GAME MOVIES OF MEDAL OF HONOR: RISING SUN, FIFA FOOTBALL 2004, URBAN FREESTYLE SOCCER AND MANY MORE...

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OFFICIAL XBOX MAGAZINE

# Hints and Cheats

DISASTER STRUCK THIS month when Ben tried inputting a cheat into his washing machine. The dial snapped off in his hand when he tried to press up, left, right, left, down (the code for extra softener). Needless to say, company bosses were not pleased to see him wearing his birthday suit to work. And it looked like it hadn't been washed in years...

## Cheats in Motion

### OUTLAW VOLLEYBALL ISSUE 21, 8.0

↑ **Maximum stats: select Exhibition mode. Hold the Right trigger and press Left, White, Right, White at the character selection screen.**

↑ **Free Beating Token: quickly press White three times before a serve during gameplay. This only works if you do not have any Beating Tokens.**

↑ **Big Heads: hold the Left trigger and quickly hit B, A, B, Y during gameplay.**

↑ **Big Chests: hold the Left trigger and hit B, Up (x2), B, Y during gameplay.**

↑ **Super Moves: during a fight, hold down the Right trigger and hit A or B.**

↑ ***Star Wars: Knights of the Old Republic:* never turn your back on a Hutt.**

### STAR WARS: KNIGHTS OF THE OLD REPUBLIC

Issue 20, 9.5

HIDDEN ENDING
Plug one pad into port one and another into port four. Before you enter the final room where you fight Darth Malak, hold the Left and Right triggers on both pads then open the door for a secret ending.

VOICE MODULATION
Plug one pad into port one and another into port four. During the game, press pad four's Black or White buttons to raise or lower the pitch of the voices.

KEEP THE SITH ARMOUR AND TUSKEN RAIDER ROBES
Once you have the Sith armour or Tusken robes, equip them to another member of your party and you'll get to keep them at the end of the mission.

EASY PATH TO THE DARK SIDE
When you find the stowaway aboard the Ebon Hawk, select the speaking option, "Get out of here, whoever you are! Right now!!" Before she has a chance to leave, talk to her again and select the same option. Each time you repeat this, you move one point closer to the dark side.

FUN WITH BASTILA'S WARDROBE
Equip Bastila with dark robes and then remove them to see her in slightly different underwear.

EASY CREDITS
At the start of the final Jedi Trial, enter the Ebon Hawk and speak to the droid inside. Ask him to give you computer spikes and collect as many as possible. Find the merchant near the Jedi Academy and sell him the computer spikes to earn credits.

### WORLD CHAMPIONSHIP SNOOKER 2003

Issue 18, 8.4

EASIER POTTING
For easier aiming, hold the Left trigger when using the Left thumbstick or D-pad. The aiming movement will slow down. This also works when choosing the power of your shots on the meter.

FREE PURCHASES
To purchase any item for your created player, go to the upgrade/edit appearance screen. Buy something, but do not select Done. Instead, press B to return to the previous menu and save the game. Keep repeating this until you have everything.

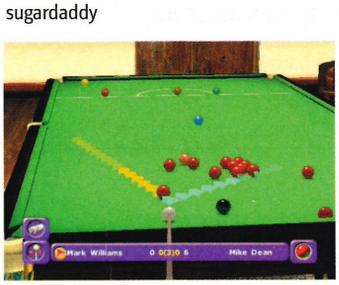
BONUS OUTTAKES
Go to the options menu. Select Credits to hear outtakes from the commentators Dennis Taylor and John Virgo as the screen scrolls down.

### FREESTYLE METALX

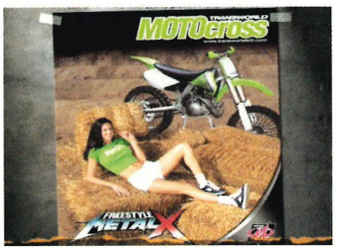
Issue 21, 7.8

Enter the following codes in lower case to unlock these goodies...

GET $1,000,000
sugardaddy




↑ ***WCS 2003:* Madge could clear this.**




↑ ***Freestyle MetalX:* babe posters!**

UNLOCK ALL BIKE PARTS
garageking

UNLOCK ALL LEVELS AND EVENTS
universe

UNLOCK ALL POSTERS AND PHOTO SLOTS
seeall

UNLOCK ALL RIDERS AND BIKES
dudemaster

UNLOCK ALL SONGS
hearall

UNLOCK ALL OUTFITS
johnnye

UNLOCK ALL SPECIAL STUNT SLOTS
fleximan

UNLOCK ALL VIDEOS
watchall

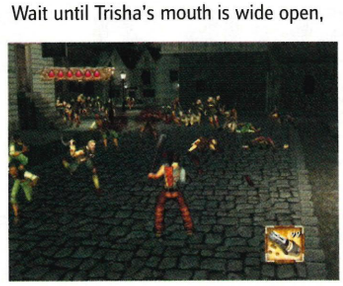
### EVIL DEAD: A FISTFUL OF BOOMSTICK

Issue 18, 6.7

DEFEATING ELDRIDGE
Wait until he is standing next to a barrel, then shoot the barrel to make it explode. This will flip Eldridge over and gives you a brief opportunity to attack the monster's weak underside.

DEFEATING NATHANIEL PAYNE
Equip your shovel and hold X until Nathaniel throws a rock projectile at you. Release X to hit the rock and it will fly back, hitting your enemy.

DEFEATING TRISHA
Wait until Trisha's mouth is wide open,



↑ ***Evil Dead:* send 'em back to hell!**

## say:more

FED UP OF the hot summer months? Heat waves can make even playing Xbox Live at home a real chore. That's why I've come up with a great new idea for keeping cool while playing games. All you have to do is slip into a pair of X-Fronts - underpants specially designed with temperature regulation. It's like sitting on a tray of ice cubes, guaranteed to keep those cobblers chilly.

But who wants to sacrifice comfort for style? Well, with X-Fronts, there's no need to worry. Each pair is stylishly embroidered with the Xbox logo on the front and rear, making sure that everyone knows you're a real gamer, even when you're in your undies.

Please don't call me asking for a pair - it's still just a pipe dream, but expect to see my new invention bundled with Xbox consoles very soon. Maybe we'll even covermount them with this fine publication.

**Ben Talbot**
**Producer**

then throw a piece of dynamite inside. Normal fighting moves don't work against Trisha.

### SOLDIER OF FORTUNE II: DOUBLE HELIX
Issue 18, 7.0

Click and hold the Left thumbstick and press the following buttons during gameplay...

GOD MODE
B, A, Y, X

GIVE ALL
X, Y, A, B

UNLIMITED AMMUNITION
Black, A, Y, White

MAP CHANGE
Black, B, A, White. A list of all the levels will appear and can be selected.

### SOUL CALIBUR II
Issue 21, 9.1

ALTERNATE OPENING SCREEN
To gain a different Start screen, complete every mission in Weapon Master mode, including all secondary missions. The announcer's voice will also change.

PLAY AS YOSHIMITSU
Complete the last mission in chapter two (the eastern-most mission). If you want to unlock Yoshimitsu, you must defeat him.

PLAY AS CHARADE
Complete the first mission in chapter three (the western-most mission). Defeat Charade to unlock him.

PLAY AS CERVANTES
Complete the last mission in chapter three (the eastern-most mission). Defeat Cervantes to unlock him.

PLAY AS SOPHITIA
Complete the last mission in chapter four (the eastern-most mission). Defeat Sophitia to unlock her.

PLAY AS SEUNG MINA
Play through chapter six until you come across a palace mission in the middle of the map. Defeat Seung Mina to unlock her.

EXTRA PRACTICE MODE
Complete the first stage of the first chapter in Weapon Master mode.

### SPEED KINGS
Issue 18, 8.0

Enter your name the following ways at the start of the game...

ALL DRIVING TESTS COMPLETE
.test9

ALL MEETS COMPLETE
.meet6

GP MODE COMPLETE
.prix

### THE ITALIAN JOB
Issue 21, 5.0

BONUS FEATURES
Complete Story mode to unlock the photo gallery, pre-production gallery, concept art and credits.

UNLOCK ALL CARS
Complete the game with 'A' ranking in all levels.

EXTRA OPTIONS
Win all circuit races to unlock extra options at the game option menu.

### THE GREAT ESCAPE
Issue 20, 7.6

UNLOCK GREATEST ESCAPE MODE
Complete the game once to unlock The Greatest Escape mode.

↑ ***Speed Kings:*** **try the London Meet.**

### BRUTE FORCE
Issue 18, 8.5

Enter the following codes at the cheat menu...

HARDER DIFFICULTY
BRUTAL

QUICK DEATH
DBLDAY

BETTER AIM
DEADAIM

BETTER DEFENCE
ERINROBERTS

CARTOON MODE
HVYMTL

TOUGHER CHARACTERS
MATTSOELL

RAPID FIRE WEAPONS
RAPIDFIRE

STUPID AI
SPRAGNT

↑ ***Soul Calibur II:*** **Story mode holds many secrets.**

## YOUR OPINION

**Relationships are complicated enough without video games (or long hair) getting in the way. However, some courageous readers have tried to make their partners see the 'romantic' side of Xbox. Let's find out how they fared...**

I persuaded my missus to play *Halo* with me. She loved it so much, she ended up buying an Xbox instead of a laptop. She could whup Ben at *Halo* any day.
Halomaster, from the forum

I knew one girl who would settle our "differences" (like who makes the tea) with a team match on *Soul Blade!*
DipDipDive, from the forum

After a night trying to persuade my missus to try out my new Xbox, we finally settled on a *MotoGP* face-off. But just five laps later, I was the proud owner of a black eye and a newly confirmed "No *MotoGP*" other half!
Jerec, from the forum

I got my girlfriend to play *Halo* with me but now she won't get off it. She has completed it 14 times on Hard.
Dumbarse, from the forum

My imaginary girlfriend doesn't like video games. I think we might split. We've been going through some tough times lately.
PreachedMONKEY, from the forum

My girlfriend's signature move on beat 'em ups is the four-button slap (mash all buttons repeatedly). It's unbeatable by any combo.
Tony_Gee, from the forum

I got my girlfriend to play a quick game of *Unreal Championship*. Unfortunately, halfway through our game she started to deflate. It wasn't much fun anyway as she didn't move and it was just a case of shooting her in the head.
Whatobe, from the forum

My missus can only deal with simple games like *Tetris*, which is just as well - I can keep my Xbox in my forbidden spare room of electronic pleasures.
Ayedasi, from the forum

Next month's topic: All you hardened Play:More devotees - what's the shortest time it's ever taken you to complete a game? Don't forget to tell us the title of the game! Email your stories to: ben.talbot@fxmi.com with Your Opinion as the subject line. Or send it in to Your Opinion, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP. Or check the Play:More section in the forum at www.officialxboxmagazine.co.uk

VEXXED? MICHEL GLAVIN SENT IN THIS SECRET FOR VEXX: AT THE RIFT HUB BEFORE ENTERING THE SHADOWREALM, DO A LONG JUMP THROUGH THE 'CORE' AND HIT A. AFTER DARK, YABU SAYS "YOU WERE A FOOL FOR COMING HERE!" VEXX. INSTEAD OF DOING HIS USUAL "BRING IT ON!" WILL GIVE YABU THE FINGER.

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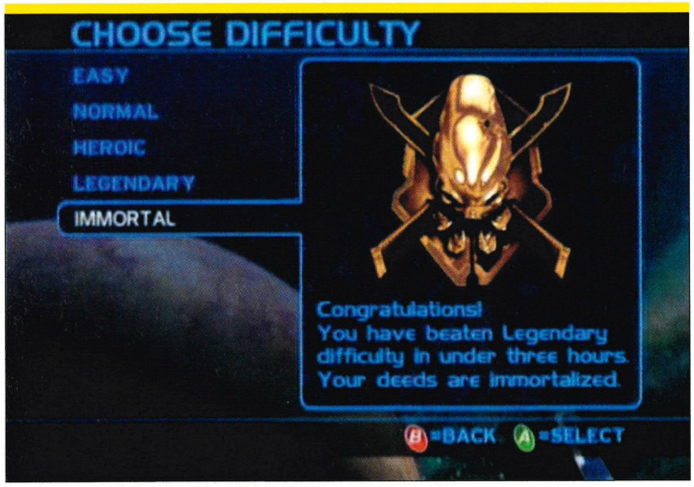
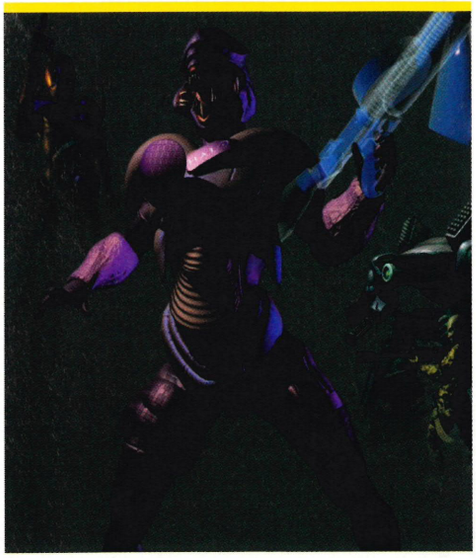
# GameClubs

GAME CLUBS IS your guide to the newest ways to play, unlocking secrets and discovering cool stuff you won't find in manuals. Using your imagination, guile and skill you can unlock characters, bonus levels and unexpected glitches. You are the pioneers of Game Clubs and Xbox is your uncharted territory. Play:More Reviews lets you have your say on games and your achievements feature in Champions of Play:More. It's a showcase of your greatest gaming moments.

## Club Halo 2

X03 IS DRAWING NEAR and we're expecting to score our first hands-on play of the mighty *Halo 2*. Until that time, we're keeping the faith with your artistic visions. For next month, we'd like you to create a piece of box art for *Halo 2*. We've got a one-off piece of *Star Wars: Knights of the Old Republic* artwork to award the best designer. Send your colourful creations and box designs to the usual address with the header 'Club *Halo 2*'. Good luck!



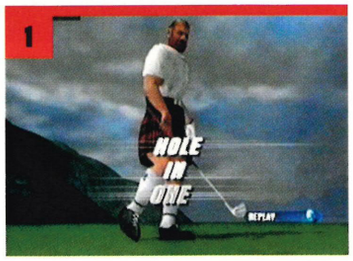
↑ Ross Mills isn't satisfied with Legendary difficulty on the original *Halo*. Apparently it just isn't tough enough. That's why he's cleverly created the 'Immortal' difficulty setting. Sounds like a delicious challenge, and we like the name too.

← Graphics artist David Brown has already contributed a lot to Game Clubs. His latest accomplishment includes these two insect-like Covenant nasties. Check out the fangs on that... Top work, David!

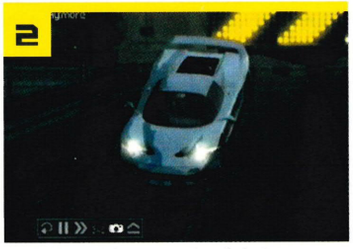
## play:more On the DISC

SUMMER IS here and there's only one thing more terrible than Max in shorts – your driving. As the city heats up, Play:More fanatics hit the road and no one is safe. This month's Top Plays include some staggering smashes and crashes, all at breakneck speed. We want to see more of this kind of thing, especially *Midnight Club II*, *Midtown Madness 3* and *Burnout 2*.

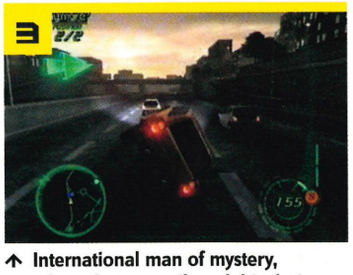
If you have a top gaming moment, secret or high score, video it and send in your tape, marked 'Play:More on the Disc'. Your video must be labelled with your name and address and less than ten minutes long. It helps if you include a full description of your top play. Make sure you don't have your custom soundtracks playing, or we'll have to dub over it.




↑ Everyone's favourite stereotypical Scotsman, Mulligan drops a hole in one in Safraz Patel's top play. Nice going Safraz, though we did have to edit out the bit at the end where he gobbles down a haggis and three bottles of whisky to celebrate.




↑ Adam and Ross omitted their surnames but didn't forget to put plenty of action in their clip. They put the slightly weird crash physics in *Project Gotham Racing* to the test and smashed their car into a side barrier at top speed.




↑ International man of mystery, Jonathan Flynn contributed this daring clip from *Midnight Club II*. Somehow, he manages to keep his 4x4 in a wheelie for well over a minute on the busy freeway. He truly knows no fear.

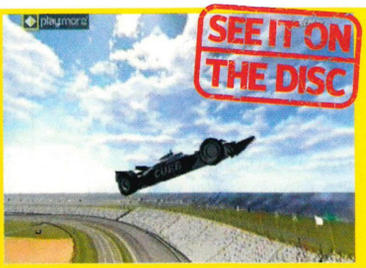
↑ Peter Darlington risks getting a nasty graze in *Tony Hawk's 3*. His 80-trick combo is mighty impressive, but a bit too loopy. Ben Dorning's 85-trick from Issue 20 is still the one to beat. That's called throwing down the gauntlet...

↑ How many times can you honestly say that you've played a game to absolute perfection? Dean Venables has really mastered *Burnout 2*, achieving an awesome 32x combo without even scratching the paint.

## HUP

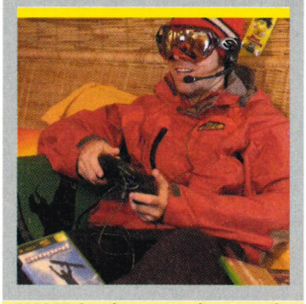
**YOUR TOP PLAYS FRAME BY FRAME**

CHECK OUT this *IndyCar* sandwich by Gareth Malone, Gary Webber and Simon Beaney. The racer in the middle goes flying!

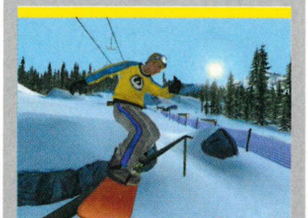


## play:more Profile

WANT TO SHOW the rest of the Play:More community your smiling face? Play:More Profiles lets you do just that, as well as showcasing your greatest gaming achievements. It doesn't have to be on Xbox Live – it could be anything. If you want to see your mug on this page, tell us your name, age, Gamertag (if you have one), location, fave Xbox game and your greatest gaming achievement. We'll need a photo of you, either normal or digital. Send entries to Play:More Profile, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP or email ben.talbot@fxmi.com with the headline 'Play:More Profile'. We will send a mystery prize to everyone who features.



**NAME** Stephaan van den Broeck
**GAMERTAG** Dj Snobro
**AGE** 40
**LOCATION** Antwerp, Belgium
**GREATEST GAMING ACHIEVEMENT** Playing *Dungeons & Dragons* for hours on a CBS Adam Colecovision. It had no disc or CD-ROM, just a cassette tape. It looked like sh*t, but I still had a great time.
**FAVE GAME** *Amped* (obviously!), *Blinx*, *PSO*, *Silent Hill 2* and *Halo*.
**NOTES** Anyone know where I can get some decent Xbox stickers? My snowboard wants one!



↑ Snowbro Stephaan in action.

## play:more YOUR Reviews

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'll print your reviews for the best and worst Xbox games. If you disagree with Steve O, Ben or Steve B's reviews, tell us why and give each game a score out of ten. Send your reviews – no longer than 160 words, please – to Game Clubs, *Official Xbox Magazine*, 99 Baker Street, W1U 6FP. Or email it to ben.talbot@fxmi.com The best review that we publish next month will win a *True Crime: Streets of L.A.* T-shirt.

↑ This is one beast of a game.

### DEAD OR ALIVE 3
BY CHRISTOPHER FENNELL, KENT

THE THIRD instalment of the *Dead or Alive* series has finally arrived, complete with sensational looks and gameplay. The first thing you notice about this game is the beautifully rendered 3D backgrounds and the crisp looks of the fighters. The stages have some cool destructible scenery including icicles, rocks and the occasional tumble down a cliff. Each character has their own fighting techniques, ranging from karate to wrestling. Like most beat 'em ups, this really is a multiplayer game as the single-player game's lifespan is questionable. Pulling off some of the moves require awkward button combinations, but if you put aside the minor mistakes this is one beast of a game.

**SCORE: 9.2 / 10**

↑ Scoring goals is a bit of a task.

### INTERNATIONAL SUPERSTAR SOCCER 2
BY OISIN MULCAHY, CO. KERRY

If you think of yourself as a hardcore football fan, you will probably think that this game is far from perfect. The gameplay could be a whole lot better. The cursors when you shoot make scoring goals a bit of a challenge. It can be very irritating at times. The graphics are good and there is a great sense of realism even though the commentary is a bit slow. If you like graphics more than gameplay then this is the game for you.

To rate this game any higher than a five would be fooling yourself. The game rates high for its excellent graphics, but as I said before, controls and commentary are of extremely poor quality.

**SCORE: 4.0 / 10**

↑ Fun to play despite the glitches.

### MIDTOWN MADNESS 3
BY DAVE DOBSON, EXETER

This is one of those games that are really infuriating, but for some reason you still want to have another go. *Midtown Madness 3* is loads of fun to play despite there being loads of glitches and annoying features. Checkpoint races are the best way to play on Xbox Live, they are simple yet fun to play. Other game modes including Tag and Stayaway are too confusing, with opponents whizzing about completely randomly, making them very difficult to catch. The soundtrack feature is also really glitchy but for some reason I still want to keep playing. I think it must be the incredible number of secret vehicles and paintjobs to unlock that make this title worthwhile.

**SCORE: 7.0 / 10**

**STAR REVIEW**
JOE BLAXAND Wins some *Outlaw Volleyball* goodies

↑ Always store your terrorists in a safe place.

### METAL GEAR SOLID 2: SUBSTANCE
BY JOE BLAXLAND, ST ALBANS

*METAL GEAR Solid 2* sees you take on the role of unshaven hero Solid Snake and acrobatic wussy Raiden in a bid to save the world.

A group of cut-throat terrorists are trying to take over, with a nuclear missile-wielding robot under their control. The game is divided into two main sections – the Tanker, which you play through using Snake, and the Big Shell which you tackle with Raiden. There are also heaps of alternative and VR missions. Aside from being an effortless port of the PS2 version, this game offers slick, stealthy gameplay, intertwined with a beautifully directed narrative.

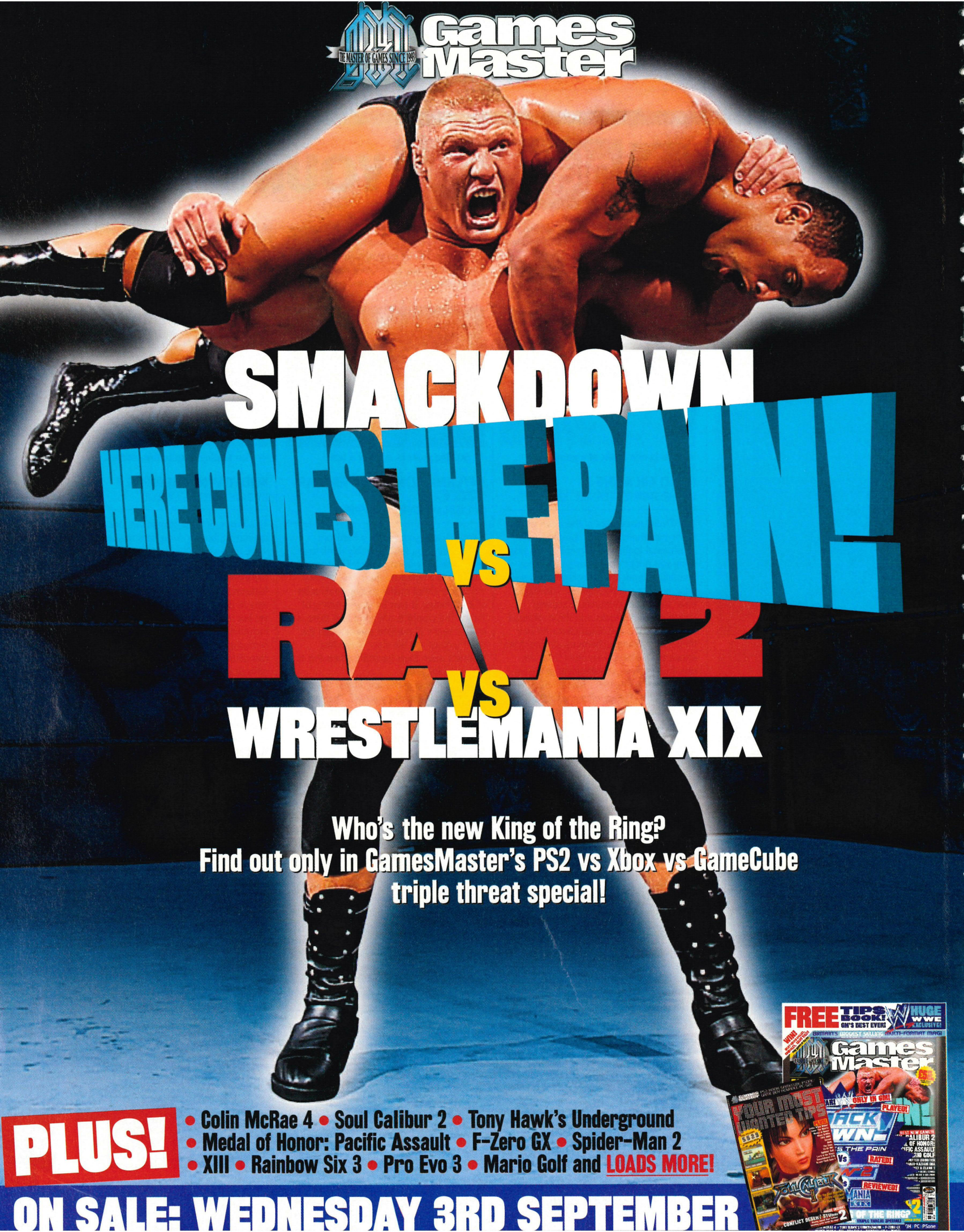
However, the impressive (but overlong) cutscenes and relatively pointless codec conversations can often become a labour to sit through. This is a minor imperfection though, set against smooth gameplay and animation, combined with incredibly detailed environments.

**SCORE: 9.0 / 10**

## 1-up

BRIAN PENNEY from Surrey sent in a devastating *Burnout 2* smash for this month's disc. We especially like the way that the buses flip over.

ON NEXT MONTH'S DISC: VIDEOS FROM PAUL BRENNAN, RICHARD CRAIB, MITCHELL SUTTON, ALAN WILD AND THE EURO CLAN.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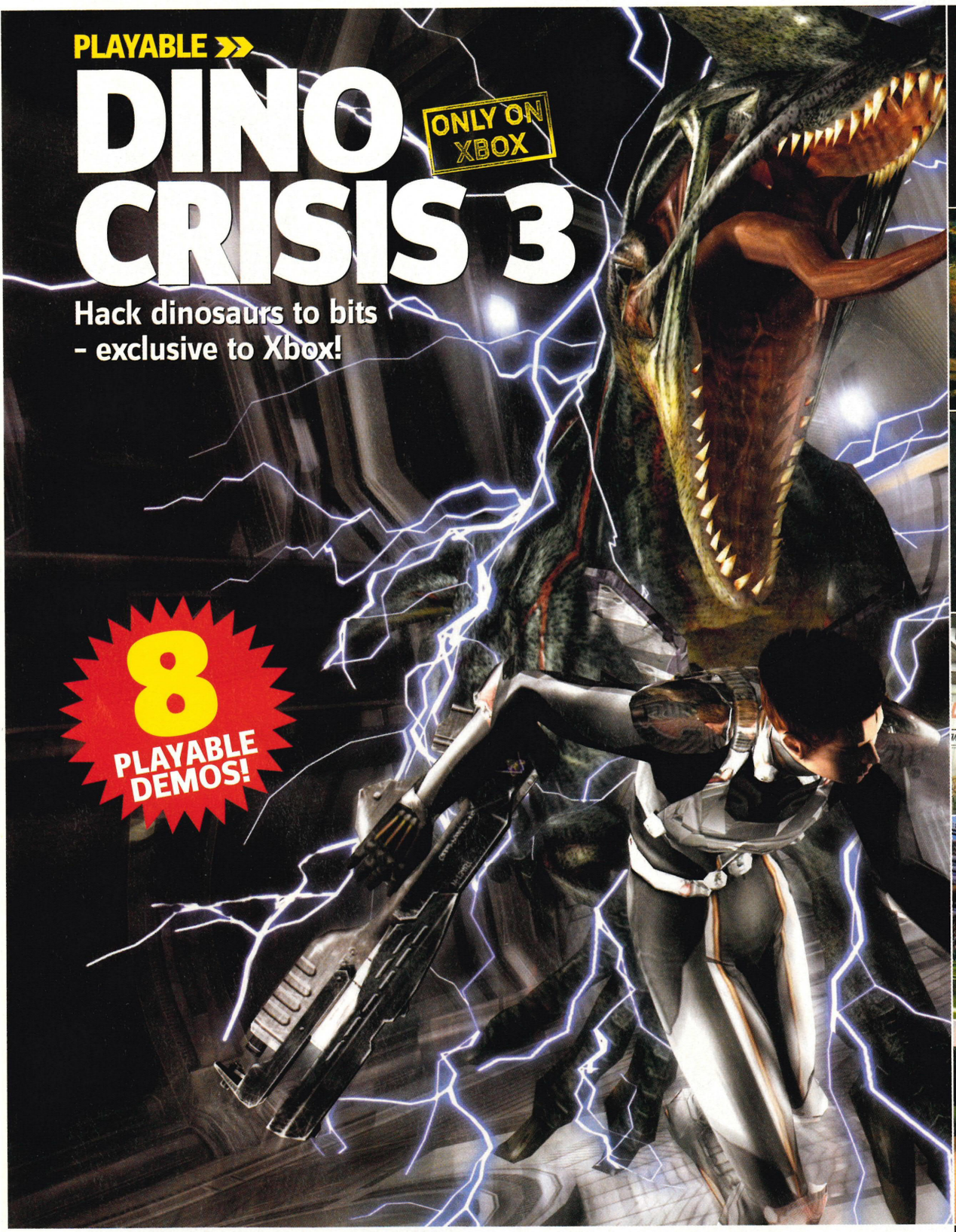


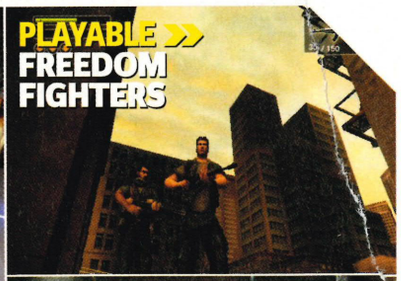


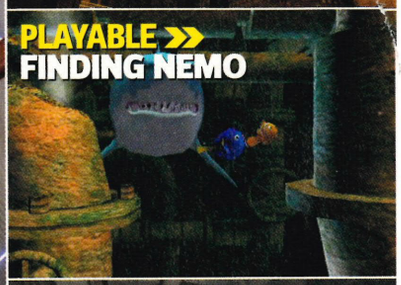


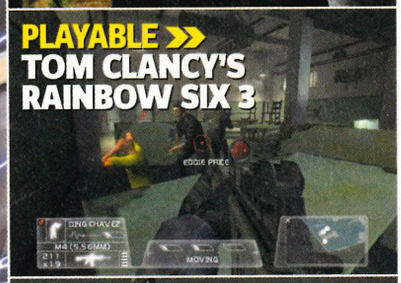

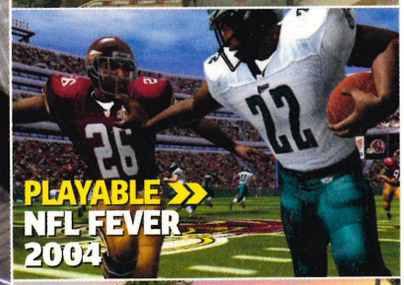


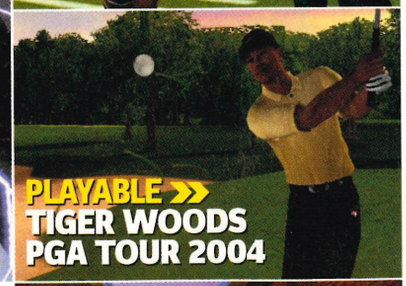


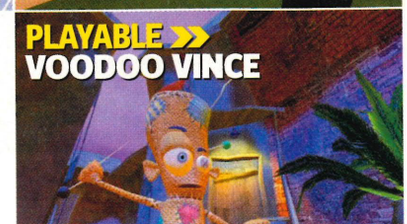


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Breed*
Broken Sword 2
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Delta Force: B. H. Down
Discworld Noir
**Doom III***
Enter the Matrix
Euro Manager 03/04*
Grand Th. Auto: Vice City
Harry Potter C.of Secrets
Jedi Knight
Jedi Knight: Myst. of Sith
Max Payne
Microsoft Flight Sim '04*
Midnight Club 2
Nina: Agent Chronicles*
Prince of Qin*
Roller Coaster Tycoon
Sim City 3000
Sims
Sims: Deluxe
Splinter Cell
Star Trek: Armada
**Star Wars: J. Knight 2**
The Great Escape*
Time of Defiance*
Tom Clancy: Rogue Spear
Tomb Raider: Angel of D.
Vietcong
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### GAMECUBE

Blood Omen 2
Dead to Rights
Def Jam Vendetta
Die Hard: Vendetta
Enter the Matrix
Eternal Darkness
Godzilla: D. all Monsters
Hitman 2: Silent Assassin
L.of Zelda: Master Quest
Leg. of Zelda: O. of Time
Leg. of Zelda: W. Waker
Mario Sunshine
Medal of Honor Frontline
Metroid Prime
Mystic Heroes
Resident Evil
Resident Evil Zero
Simpsons: Road Rage
Skies of Arcadia Legends
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Mega Collection
Star Wars: Bounty Hunter
Star Wars: Jedi Knight 2
Star Wars: Rogue Leader
Starfox Adventures
Starsky & Hutch
Super Smash Bros Melee
Tarzan Freeride
The Italian Job*
Tony Hawk's 3
WWE Wrestlemania XIX*
**Zelda: Ocarina of Time**
**Zelda: Wind Waker**
**Plus Many More...**

### PS 2

Ace Combat 4: S. Skies
Age of Empires 2
Aliens vs Predator: Ext.*
Angel of Darkness
Atlantis 3: New World
Blade 2
BloodRayne
C.Bandicoot: W.of Cortex
Clock Tower 3
Colin McRae Rally 3
Def Jam Vendetta
Devil May Cry 2
Die Hard: Vendetta
Dragonball Z: Budokai
Dynasty Warriors 4
Enter the Matrix
Evil Dead: F.of Boomstick
FIFA 2003
Final Fantasy 10
**Futurama**
Getaway
Gran Turismo 3
**Grand T Auto: Vice City**
Grand Theft Auto 3
Great Escape*
Harry Potter C.of Secrets
Hitman 2: Silent Assassin
Hulk
I. Jones: Emperor's Tomb
Jak & Daxter
Jurassic Park Op Genesis
Kingdom Hearts
Lara Croft: Ang. of Dark.
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Matrix (Enter the)
Medal of Honor Frontline
Metal Gear Solid 2
Midnight Club 2
Mort.Kombat: Deadly All.
NBA Street Volume 2
Premier Manager 2002
Primal
Project Zero
Ratchet and Clank
Reign Of Fire
Res.Evil: Code Veronica X
Resident Evil: Dead Aim
Return to C. Wolfenstein
Robocop*
Silent Hill 2
Silent Hill 3
Sims
Smackdown! 4: Shut Y.M.
**SOCOM: US Navy Seals**
Spiderman The Movie
Splinter Cell
Spyro: Ent.the Dragonfly
Starsky & Hutch
Tenchu: Wrath of Heaven
Terminator: Dawn of Fate
The Getaway
The Great Escape*
The Italian Job
The Sims
The Thing
Time Splitters 2
**T. Raider: Angel of Drk.**
Tony Hawk's 4
World Chmp. Snooker 03
WWE Smackdown! S.Y.M.
XGRA*
007 Nightfire
**Plus Many More...**

### X-BOX

**A = 0 1**

A Fistful of Boomstick
Agent Under Fire
Aggressive Inline
Air Force Delta Storm
Aliens vs Predator: Ext.*
Amped Snowboarding
Apex (Racing Evoluzione)
ATV Quad Racing 2

**B = 0 2**

Baldur's Gate: Dark All.
Batman: Dark Tomorrow
Battle Engine Aquila
Battlecry, Robotech
Big Mutha Truckers
Blackstone: Magic & Steel
Blade 2
Blinx: The Time Sweeper
Blood Omen 2
Blood Wake
BloodRayne
BMX XXX
Bond 007: Nightfire
Bond: Agent Under Fire
Bounty Hunter (Mace G.)*
Bruce Lee: Quest Dragon
Brute Force
Buffy The Vampire Slayer
Burnout
Burnout 2 Point of Impact

**C = 0 3**

C. Wolfenstein, Return to
C.Bandicoot: W.of Cortex
C.Edwards' Inline Skating
Chamber of Secrets
Champ. Manager 2001
Champ. Manager 2002
Chase: Holl. Stunt Driver
Clone Wars - Star Wars
Colin McRae Rally 3
Commandos 2
Conflict: Desert Storm
Crash
Crazy Taxi 3: High Roller
Crimson Sea

**D = 0 4**

Dakar 2
Dark Alliance (B's Gate)
Dark Angel (J.Cameron)
Dark Legacy
Dark Tomorrow - Batman
David Beckham Soccer
Dawn of Fate
Dead or Alive 3
Dead or Alive Volleyball
**Dead to Rights**
Deadly Alliance
Deadly Skies
Deathrow
Defender
Desert Storm (Conflict)
**Die Hard: Vendetta**
Dr. Muto
Dragon's Lair 3D
Driven
Driver 3*
Dynasty Warriors 3

**E = 0 5**

Elder Scr. III: Morrowind
Emperor's Tomb
Enclave
Enter the Matrix
ESPN Int.Winter Sports'02
Evil Dead: F.of Boomstick
Evoluzion - Racing
Exile: Myst 3
Extreme Destruction

**F = 0 6**

F1 2002
Falcone: Into Maelstrom*
Fantasy Star Online 1 & 2
Fatal Frame
Fellowship Of The Ring
FIFA 2003
FIFA World Cup 2002
Fire Blade
Fist of the Lotus
Fistful of Boomstick
Freestyle Snowboarding
Frontline (M. of Honor)
Furious Karting
**Futurama**

**G = 0 7**

Genma Onimusha
Ghost Recon
Gotham Racing
Grand Heat
Gravity Games Bike: SVD
GT 2002
Gun Metal

**H = 0 8**

**Halo**
Harry Potter C.of Secrets
High Roller - Crazy Taxi 3
Hitman 2: Silent Assassin
Hollywood Stunt Driver
Hot Pursuit 2
House of the Dead 3
**Hulk**
Hunter: The Reckoning

**I = 0 9**

**I. Jones: Emp's Tomb**
Incredible Hulk
Inner Fears - Silent Hill 2
Int. Superstar Soccer 2
Int. Winter Sports 2002

**J = 1 0**

J.Bond: Agent Under Fire
J.Cameron's Dark Angel
James Bond: Nightfire
Jedi Knight 2
Jedi Star Fighter
Jet Set Radio Future
Jurassic Park Op Genesis

**K = 1 1**

Kakuto Chojin
Kelly Slater's Pro Surfer
Kung Fu Chaos

**L = 1 2**

L. of Kain: Blood Omen 2
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring

**M = 1 3**

Mace Griffin Bnty Hunter*
Madden NFL 02 & 03
Magic & Steel
Man of Steel - Superman
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix (Enter the)
Max Payne
MechAssault
Medal of Honor Frontline
Men of Courage
Mercedes Benz Racing
Metal Gear Solid 2: Sub.
Micro Machines
**Midnight Club 2**
Midtown Madness 3
Mike Tyson Boxing
Minority Report
Mission to Earth
Morrowind
Mort.Kombat: Deadly All.
Moto GP
Moto GP2: U.R.T.
Munch's Oddysee
Myst 3: Exile

**N = 1 4**

NASCAR Thunder 2003
NBA 2K3
NBA Inside Drive 02&03
NBA Live 2003
NBA Street Volume 2
NBA Tonight 2002
Need for Speed H.Purs.2
New Legends
Next Dimension: X-Men
NFL 2K2
NFL Fever 2003
NFL Primetime 2002
NHL 2003
Night Caster
Nightfire

**O = 1 5**

Obi Wan (Star Wars)
Oddworld: M's Oddysee
Off Road Wide Open
Onimusha Genma
007 Agent Under Fire
007 Nightfire
Op. Genesis Jurassic Park
Otogi: Myth of Demons*
Outlaw Golf
Overdrive - Test Drive

**P = 1 6**

Panzer Dragoon Orta
Paris-Dakar Rally 2
Phantasy Star Online
Phantom Crash
Pirates of the Caribbean
Point of Impact
Prisoner of War
Pro Race Driver
Project Ego*
Project Gotham Racing
Project Zero

**Q = 1 7**

Quad Power Racing 2
Quantum Redshift

**R = 1 8**

Racing Evoluzione
Rallisport Challenge
Rally Fusion
Raw - WWF
Reckless: Yakuza Missions
Reckoning - Hunter
Red Card Soccer 2003
Red Faction 2
Reign Of Fire
Restless Dreams (S.Hill 2)
**Ret. to C. Wolfenstein**
Rise of Perathia - Azurik
Road Rage
Robot Wars: Extreme Dst.
obotech: Battlecry
Rocky
Roller Coaster Tycoon
Run Like Hell

**S = 1 9**

Sea Blade
Sega GT 2002
Sega Soccer Slam
Sega Sports NBA 2K2
Sega Sports NFL 2K2
Serious Sam
Shadow of Memories
Shenmue 2
Silent Hill 2: Inner Fears
Simpsons: Road Rage
Sims
Slam Tennis
Smashing Drive
**Soldier of Fortune 2**
Spiderman The Movie
Splashdown
Splinter Cell
Spy Hunter
SSX Tricky
Star Wars Jedi Starfighter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
**St. ars: K. of Old Rep***
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Steel Battalion
Street Hoops
Substance (MGS2)
Superman: Man Of Steel
Syberia

**T = 2 0**

Tao Feng: Fist of Lotus
Tapout UFC
Taz Wanted
**Terminator: D. of Fate**
Test Drive: Overdrive
The Emperor's Tomb
The Fellowship Of Ring
**The Great Escape***
The House of the Dead 3
The Hulk
The Italian Job*
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Tom Clancy's Splinter Cell
Tony Hawk's 3 & 4
Total Immersion Racing
Totaled!
Toxic Grind
Transworld S'boarding
Turok: Evolution
Ty the Tasmanian Tiger

**U = 2 1**

U.R.T.: Moto GP 2
Unreal: Champ. Edition

**V = 2 2**

Vendetta: Die Hard
Vexx
V-Rally 3

**W = 2 3**

Wakeboarding Unleash.
Whacked!
Wolfenstein, Return to
Wolverine's Revenge
World Chmp. Snooker 03
World Cup 2002
World Racing Merc. Benz
World Series Baseball
Wrath of Cortex
Wreckless: Yakuza Miss.
WW2: Prisoner of War
WWE Raw 2 R.Agression*

**X = 2 4**

XGRA*
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme Beach Volleyball

**Y = 2 5**

Yager

**Z = 2 6**

Zapper

**0-9 = 2 7**

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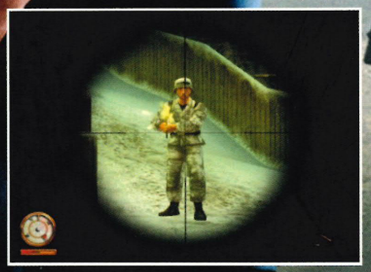

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