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Official UK Xbox Magazine

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EXCLUSIVE!

ENCLAVE

Huge review of this medieval masher

BUFFY THE VAMPIRE SLAYER

The definitive review inside

TOP SECRET!

BLINX

We've played it and it rocks!

4 PLAYABLE DEMOS

METAL GEAR SOLID **BEATER!**

SPLINTER CELL

SNAKE IS DEAD... find out why this game is even better than Metal Gear Solid!

EXCLUSIVE NEWS AND SCREENS

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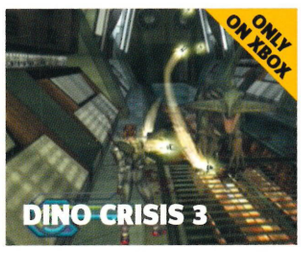

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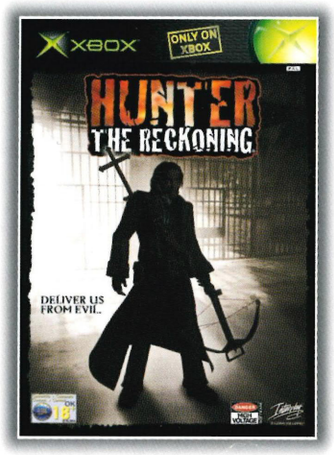
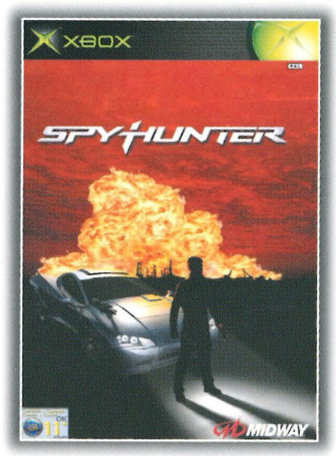


OUT NOW

HUNTER - THE RECKONING

Action packed horror game where you take on the role of one of four unique hunters. Armed with a variety of fearsome weaponry and spiritual powers, battle it out with a plethora of creatures of the night. Featuring non-stop heart-pumping action and outstanding graphics.



OUT NOW

SPYHUNTER

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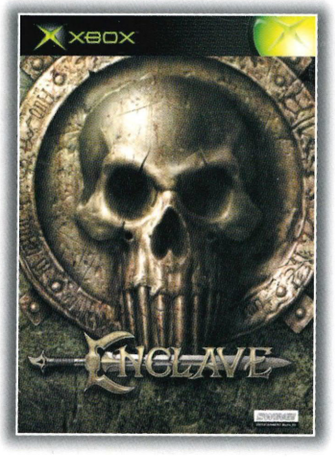
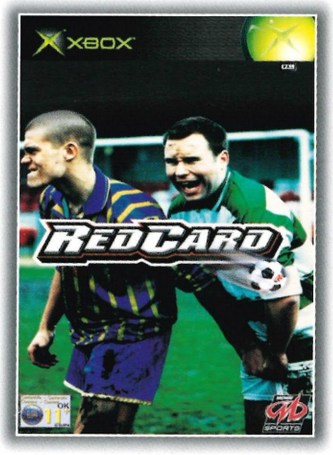
"Instantly enjoyable." Official Xbox Magazine



OUT NOW

ENCLAVE

Winner of IGN "Best Action Game" at E3 2001, Enclave is bound to become the hottest 3rd person action-shooter on Xbox. Featuring incredibly atmospheric and intense 3D combat action, great atmospheric music and over 20 highly detailed levels. Enclave definitely sets the standards on the Xbox.



OUT NOW

RED CARD

World Cup Football has just been redefined as an extreme sport! Red Card is the only next generation football game to deliver the real action, hard-hitting and undiluted, in incredibly realistic graphical detail. Put a fan on the pitch, give them the kit and this is how they'd play.
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WHAT'S IN IT FOR YOU

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

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

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

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PHOTO: JAMES CHEADLE

Max Stealth

SO HERE I AM, as James promised last time. It's an exciting time to take the helm of *Official UK Xbox Magazine*. If there's one main message to take away from the E3 that was held in Los Angeles back in May, it's that Xbox is here to stay.

And if there are two messages to take away, the second is that Xbox is here to lead the way, with bold Xbox Live plans and a host of innovative games pushing the boundaries of gaming further than ever before.

Blinx is an obvious example of this innovative spirit. Turn to page 068 to learn all about a game that will make you run and jump with joy as you work out increasingly clever ways of using its control scheme to beat up the bad guys. But there's another game that embodies this spirit of innovation just as well; a game that is already garnering industry accolades months before release, and that game is *Splinter Cell*.

You might question our claims on the cover regarding this game. You might, that is, until you read the Exclusive Access feature from page 052 written by our very own Steven Bailey, who had extensive, VIP hands-on experience of the stealthy action epic. And he only had to sign away his first-born son to get it. Bargain.

Splinter Cell is full of environmental touches that signal a huge increase in realism in action games but, importantly, also have a significant impact on game play. The implementation of elements such as heat and light, for example, make the consequences of your every action far more important than ever before.

You can use the fact that human bodies chuck out loads of heat – living ones, anyhow – to your advantage. If you don't know what I mean, check out the feature right now. There's also a Thief-like 'visibility' meter in the game, letting you know how well hidden you are from the enemy. Great stuff.

And while we're on the subject of bold innovation, we also have a feature on the Xbox hard disk for you, starting on page 062. If you think the hard disk is just a great, big memory card, think again.

This unsung hero hidden deep inside the machine gives game developers the ability to spread their wings and make their products not just faster loading, but bigger, deeper and infinitely more clever.

Not only that, but given the pricing of the competition, it's basically free. Bigger, deeper and free. A mantra for life, we reckon.

Game on.

MAX EVERINGHAM
EDITOR, *OFFICIAL UK XBOX MAGAZINE*

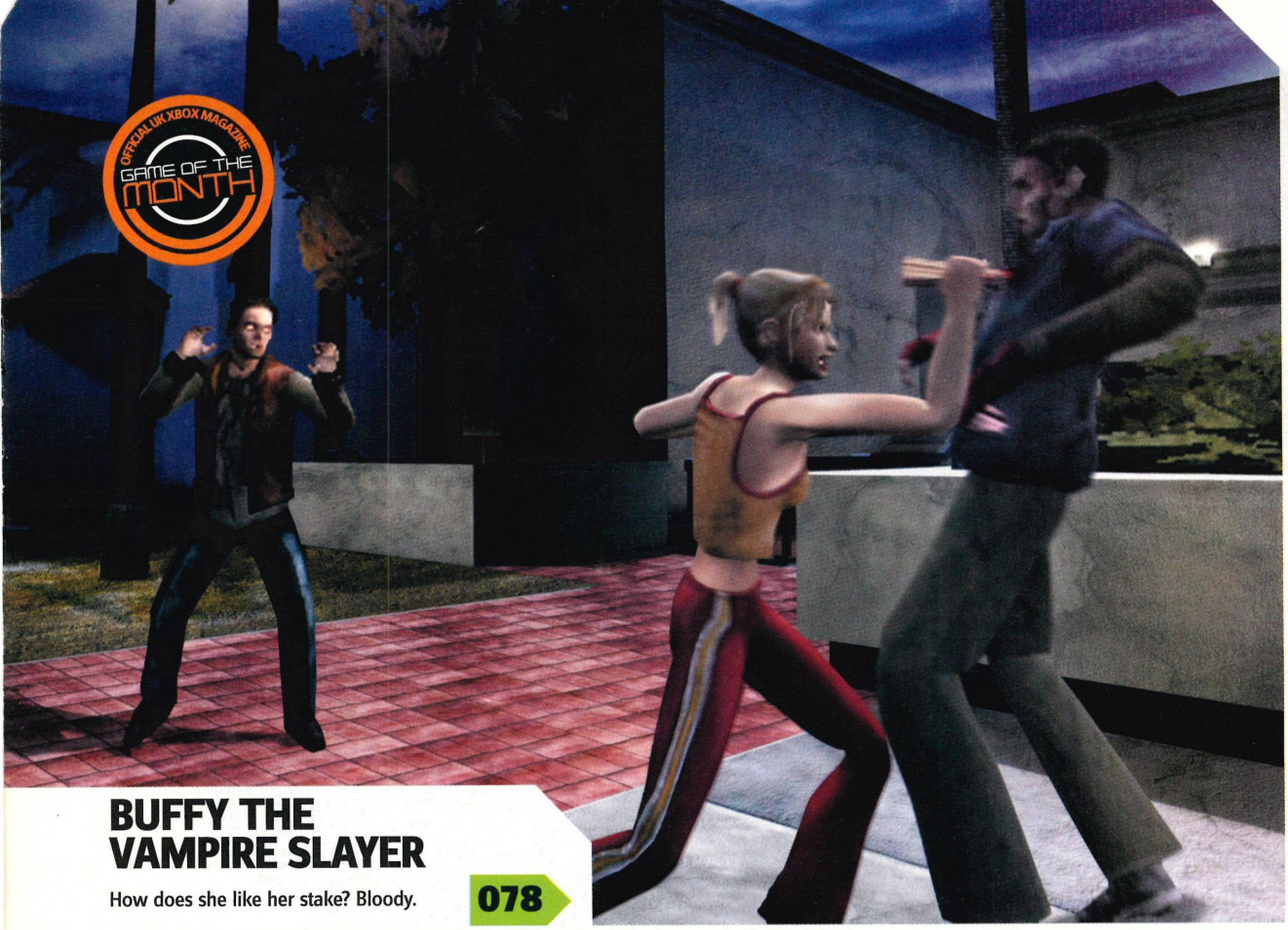
ON THE COVER

NINJA GAIDEN
Previewed on page 008

SPLINTER CELL
Revealed on page 052

BLINX
Turn to page 068

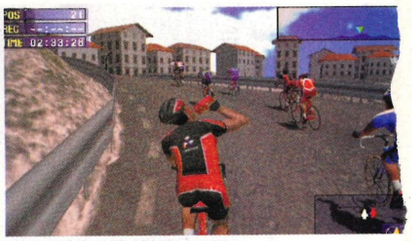
ENCLAVE
Reviewed on page 094



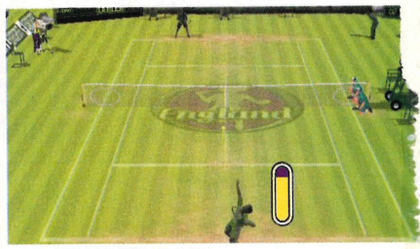
BUFFY THE VAMPIRE SLAYER

How does she like her stake? Bloody.

078



↑TOUR DE FRANCE // 102



↑SLAM TENNIS // 085

↑PRISONER OF WAR // 088

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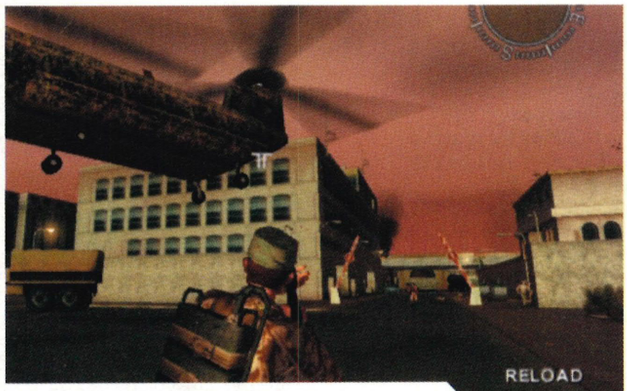
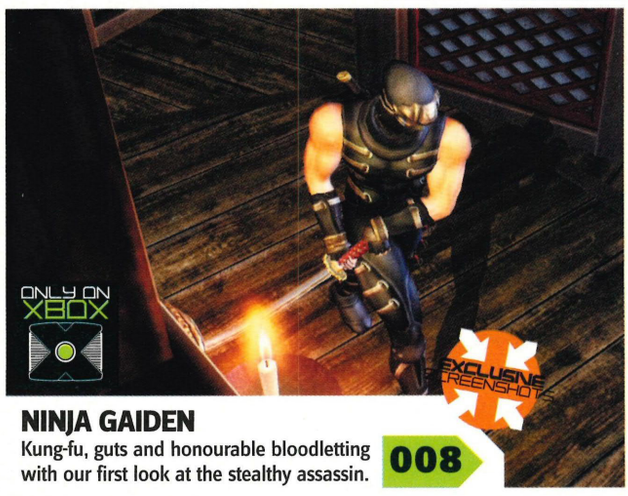


CONFLICT: DESERT STORM

We kidnap and interrogate the Sarge of Pivotal Games in this exclusive interview.

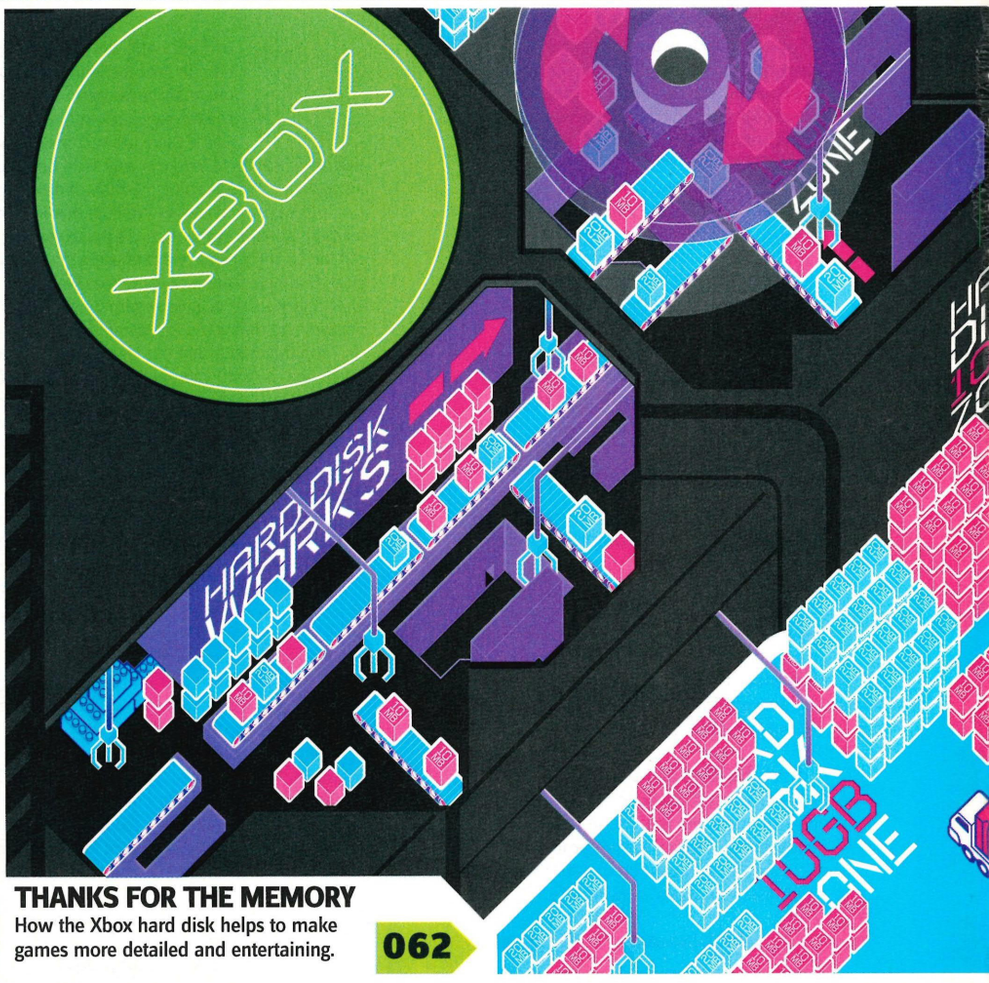
058



NINJA GAIDEN

Kung-fu, guts and honourable bloodletting with our first look at the stealthy assassin.

008



THANKS FOR THE MEMORY

How the Xbox hard disk helps to make games more detailed and entertaining.

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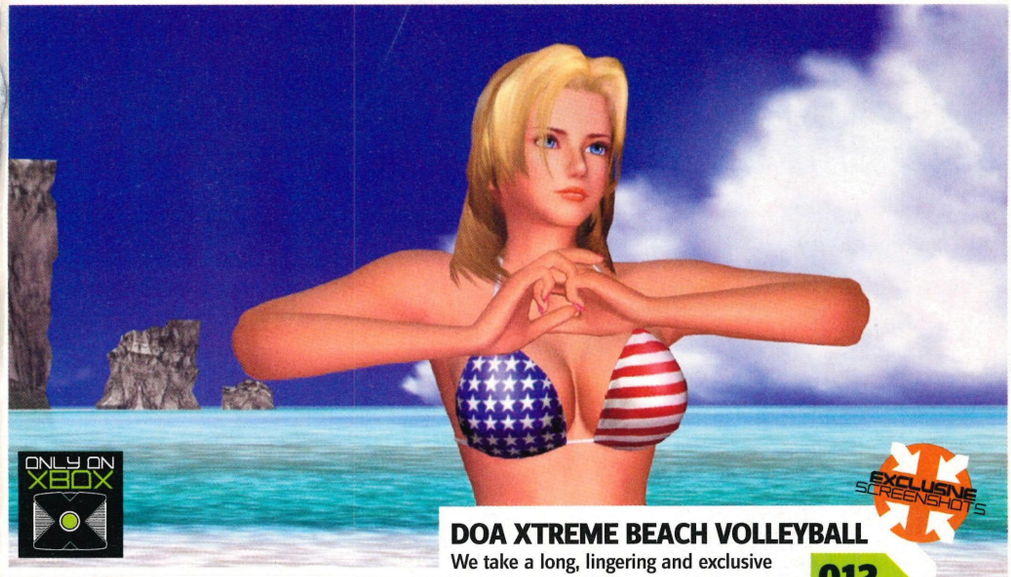

DOA XTREME BEACH VOLLEYBALL

We take a long, lingering and exclusive first look at the *DOA* ladies on the beach.

012

TAO FENG

Midway strikes back with a contender for the prestigious Xbox beat-'em-up crown.

014

↑ENCLAVE // 094

BLINX: THE TIME SWEEPER

Time to see what the past, present and future holds for Artoon's 4D video game.

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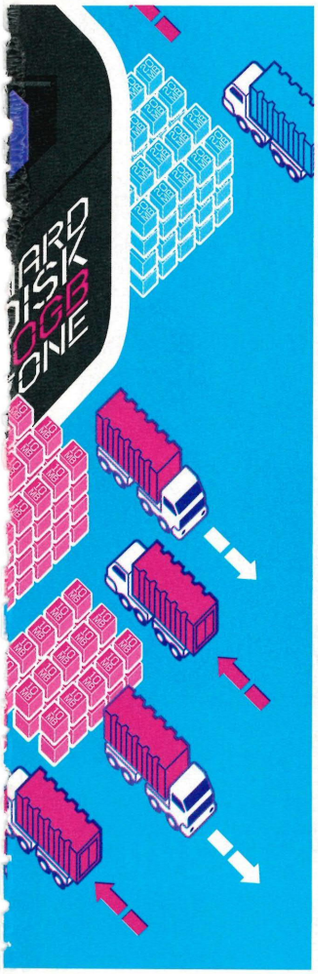
DINO CRISIS 3

Not content with ruling Earth for millions of years, they've gone and invaded space.

018



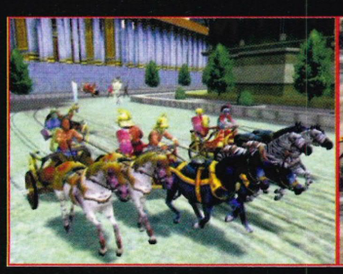
SPLINTER CELL

Six exclusive pages on the only stealth game you're going to need this year.

052

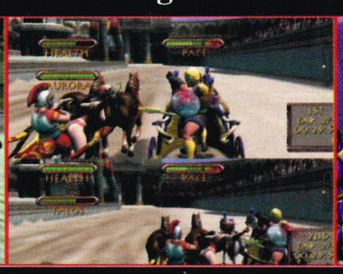
CIRCUS MAXIMUS
CHARIOT WARS

Race.



Seize control of both driver and warrior for the ultimate racing challenge.

Fight.



Friend or foe? You decide. Battle in 2 or 4 player co-op mode.

Conquer.

Reign supreme on 19 menacing tracks throughout the Roman Empire.

PlayStation.2 XBOX

OUT JUNE 2002

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KODIAK ENCORE THQ

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ON THE DISC: MOVIES

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- CRAZY TAXI 3
- MORROWIND
- ROBOTECH
- ...PLUS EIGHT MORE!

YOUR GUIDE TO GAME DISC 06 IS ON PAGE 108

SPIDER-MAN PLAYABLE DEMO

FIRSTLOOK

NINJA GAIDEN // Black is good for your stealth 008

DOA VOLLEYBALL // Where beach meets vest 012

TAO FENG // From the makers of Mortal Kombat 014

EXCLUSIVE SCREENSHOTS

NINJA GAIDEN

It's pronounced 'guy-den'

WORDS: **GAVIN OGDEN**

GAME INFORMATION

DEVELOPER: **TECMO**

PUBLISHER: **MICROSOFT**

RELEASE DATE: **SPRING 2003**

PLAYERS: **1**

TO DATE, THE *Ninja Gaiden* series has graced at least 10 platforms and sold over a million copies. Beginning life as a side-scrolling fighter, the passing of time has meant that the brand new spanking version is a little bit more sophisticated than that. The guys behind it are just happy to see it taking shape 14 years after the *Ninja Gaiden* coin-op made its bow.

"It feels great to finally lift the veil of secrecy surrounding the new Ninja Gaiden game," said Tecmo's marketing director John Inada after unveiling his latest project at E3. "This game has been the subject of more rumours and speculation than any other title I've encountered."

The good news is that the game is exclusive to Xbox and the even gooder news is that a three-minute video we saw of the game running left us with no doubts that Tecmo is again on to a winner.

The developer is emphasising the action in *Ninja Gaiden*, although sneaky stealth play will also feature in the final game. »

↑ Well, if you will hang upside down...

Producer Tomonobu Itagaki has expressed his wishes to make the game non-linear. To that extent, there will be several ways to achieve or complete certain objectives in the game; sword or silence, it'll be up to you.

The movie shows lead character Ryu Hasabusa perched on top of a watchtower overlooking a military complex. He then knocks out the facility's security system and begins to make his way into the base.

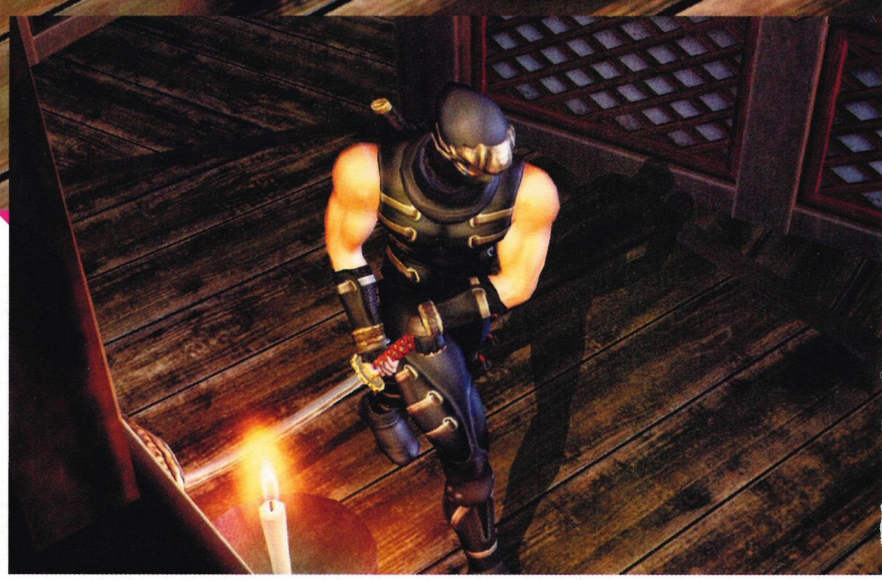
Throughout the entire game, several enemies may attack at any one time, circling around Ryu while waiting for the right time to lunge in, swords a-blazing. Ryu's abilities include everything from simple sword combos, throwing Shuriken stars and one-hit kills to dodging manoeuvres and springing off walls at unsuspecting enemies.

You'll even be able to hang off walls and ropes as you go about your regular ninja death dealing.

Itagaki is a busy man. At the same time as taking a beat-'em-up franchise and re-inventing it as a sports game (see page 012) he's also overlooking this long-awaited update.

If, by law, we were allowed to string two pieces of wood together with a length of chain in anticipation of *Ninja Gaiden*, that's what we'd be doing right now.

As we're not, then instead, like you, we have these excellent screenshots as compensation.



↑ The suit and the Ninj-Oakleys are very swish indeed.

↑ What an obvious enemy - you can see right though it.

↑ Environments and backgrounds are coming on nicely.

BONUS INFO

FIGHTING CHANCE

Odds are that many gamers will have encountered one or more of the *Ninja Gaiden* series, although they might not realise it. It first wooed gamers with its *Double Dragon*-style side scrolling action in arcades way back in 1988. For some reason (save for the NES version) the series is known only in Europe under the name *Shadow Warriors*.

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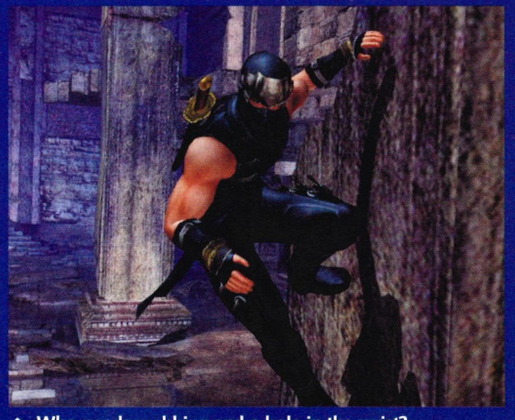
official UK xbox magazine

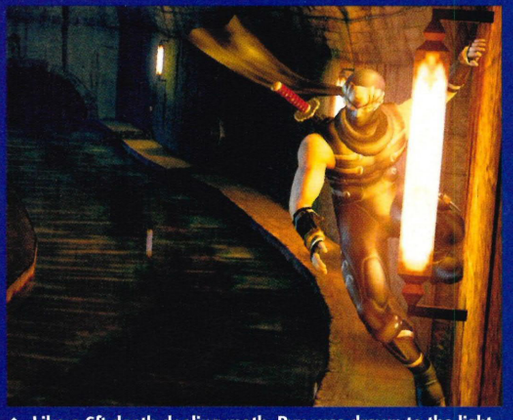
↑ Gum disease is common in killer worms, it seems

WALL POWER

ASIDE FROM slicing his enemies in half with one swipe of a blade, Ryu can also surprise his foes by clinging to walls and attacking from above. This technique can be used to take out enemy foot soliders with minimum noise. If stealth isn't your style, Ryu can also knock stone pillars over to crush his foe.



↑ Who needs webbing and a hole in the wrist?



↑ Like a 6ft death-dealing moth, Ryu was drawn to the light.

SERIOUS NINJURY: THE SHUKO, OR 'TIGERS CLAWS', ARE AN IMPLEMENT WORN ON THE INSIDE OF THE PALM, USED TO BOTH SLIT THROATS AND SCALE BUILDINGS (IN THE LATTER CASE, COMBINED WITH A PAIR WORN ON THE FEET).

EXCLUSIVE SCREENSHOTS

DEAD OR ALIVE XTREME BEACH VOLLEYBALL

Life's a beach, and now you can play on one

WORDS: **GAVIN OGDEN**

GAME INFORMATION
DEVELOPER: **TECMO**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **OCTOBER 2002**
PLAYERS: **1-4**

THE SECOND TITLE *Dead Or Alive* creator Tomonobu Itagaki announced at E3 (see page 010 for the first) turned more than just a few heads when it was included in a showreel. Shown along with *Panzer Dragoon Orta*, *Ninja Gaiden* and *Blinx*, *Dead Or Alive Xtreme Beach Volleyball* got the biggest roar from a packed crowd.

There is a plot: after winning big at a casino, the flashy *DOA* fighter Zack bought an island in readiness for the fourth *DOA* tournament. Invites are sent out, only to women and for something other than Zack Island's inaugural fighting event.

"We're early in development, but I can say that it's going to be fun. I've played volleyball games, but *DOAX* will be totally different because our approach is different from that of other developers," Itagaki told us in an exclusive interview.

"We're focusing on game response and interactivity. Players choose one of the eight characters; you visit an island and spend two weeks there. You can cancel the stay if you wish, but it's basically about the story of your visit."

All the ladies from previous *DOA* games are here, plus a new cast member in the shapely shape of Lisa, a pro volley ball player from America. Lisa will also feature in future *DOA* beat-'em-ups.

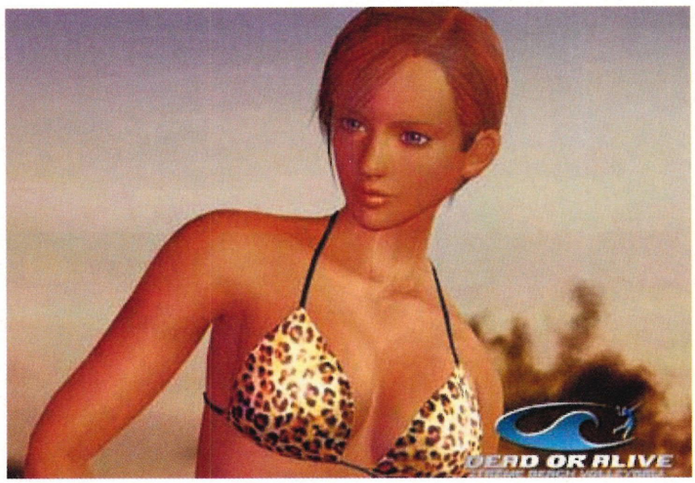
"I had the idea while working on *DOA2*," said Itagaki. "At the time, there was a tendency for fighting games to feature various mini games and we had many requests from *DOA* fans to do the same. But I replied that 'this is a fighting game and not about mini games'. That was our policy in 2000."

It's a policy that doesn't apply to Tecmo's non-combat games, because as well as the volleyball in *DOAX*, you'll be able to spend time in an arcade playing a mini-game of *DOA3* and checking out the trailer for Tecmo's upcoming *Ninja Gaiden*.

There's also a casino with *DOA*-themed gambling games and slots, a lifeguard drill, a dance competition and a beauty contest. Hardly surprising given *these* visuals...

↑ A big hit from Hitomi has Tina readying a block.

↑ New girl Lisa spots her mum on the back row of the bleachers.



↑ Totally fake, you know. The leopard skin, that is.

↑ The 'who's most fragrant' competition was a close run thing.

BONUS INFO

KEEPING IT REAL

Itagaki considered many alternatives to developing another fighting game but he didn't want to make some half-cocked beat-'em-up just for the sake of creating a sequel: "I think some developers try to include other elements in fighting games rather than making true progress. It may look 'new' but it's really not doing anything new at all. I wanted to keep *DOA2* and *DOA3* as pure fighting games and I would like to stress that we'll keep this 'pure' and 'progress' approach for *DOA4*. If I have to make a game with features like mini games, I will stop making them."

↑ The ladies in action (l-r): Ayane, a leaping Hitomi, Lisa and Tina.

BECAUSE THEY'RE WORTH IT

WHEN YOU'RE playing beach volleyball you've got to look your best – a rule, as you can see from the screenshots, these ladies have no chance of breaking. There are over 100 different swimsuits to browse through and more than 50 accessories to buy with any winnings, including everything from sun cream to sunglasses. And before you ask, no, there isn't a nude cheat...

↑ Always important to use lotion in the sun.

↑ You have to be on thong to win it.

KNOW THE LINGO: IN READINESS FOR DOAX, LEARN THIS. THE BASIC THREE-MOVE PLAY IN VOLLEYBALL IS BUMP, A PASS WITH THE FOREARMS, OFTEN FOLLOWING THE OPPONENT'S SERVE; SET, A PASS TEEING-UP THE BALL FOR THE FINAL, ATTACKING HIT, THE SPIKE.

EXCLUSIVE SCREENSHOTS

TAO FENG: FIST OF THE LOTUS

Where your fighting skills bloom

WORDS: **GAVIN OGDEN**

GAME INFORMATION
DEVELOPER: **STUDIO GIGANTE**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **2003**
PLAYERS: **1-2**

TAO FENG WAS shown only to a select few E3 attendees, and of course, Official UK Xbox Magazine was present.

The first thing we noticed about the game is the attention paid to special effects. If nothing else, this has to be one of the best looking fighting games currently in development.

"Developing the game exclusively on Xbox has allowed us to really make use of the hardware," project leader John Tobias told us. "This is an incredible advantage, as developing a multi-platform game would force us to adhere to the limitations of another system. Here we can focus our efforts on the specific features available only on Xbox."

This has enabled developer Studio Gigante to create character models with 15,000 polygons and massive, interactive arenas, while still retaining a solid framerate of 60fps.

"We really wanted to make it difficult for the player to see any polygonal tessellation on our models. They look real, with no square or boxy edges regardless of how close the camera gets to them," Tobias added.

With the beat-'em-up genre as overcrowded as ever, Tobias and his team knew that they had to come up with something different in order to stand out.

"We were conscious of the expectations of fighting gamers and we wanted to introduce new elements without breaking the core mechanics of a classic fighting game. We've accomplished this in three ways.

"With progressive damage, you'll see the characters taking a beating in a few different ways. You'll see cuts, bruises, scuffing and cloth tears during a fight."

"You can use backgrounds to your advantage by leaping off walls and swinging around poles," added producer Richard Tsao. "Players can smash their opponents into objects and hazardous areas, causing a lot more damage and increasing the likelihood of limb damage.

"And by introducing some new concepts to our combo system, we can create depth that will allow expert players to really feel like they've achieved a level of mastery."

↑ **It'll be worth learning advanced moves just to see the effects.**

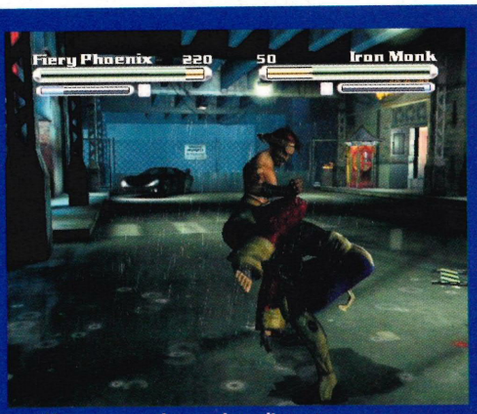
↑ **"The first rule of *Tao Feng* is: belt seven bells out of the other guy."**

XBOX
Official UK Xbox Magazine

WHAT'S IN A NAME?

THE NAME *TAO FENG: Fist of the Lotus* might sound impressive, but what does it mean? Well, according to project leader John Tobias, Tao Feng is Chinese in origin. 'Tao' translates as 'universal energy', while 'Feng' simply means 'wind'. The concept of universal energy wind is known to many on this magazine, particularly during deadline week when Red Bull and spicy pizzas are powering the late nights...

↑ A knockout blow to the ribs does the job.

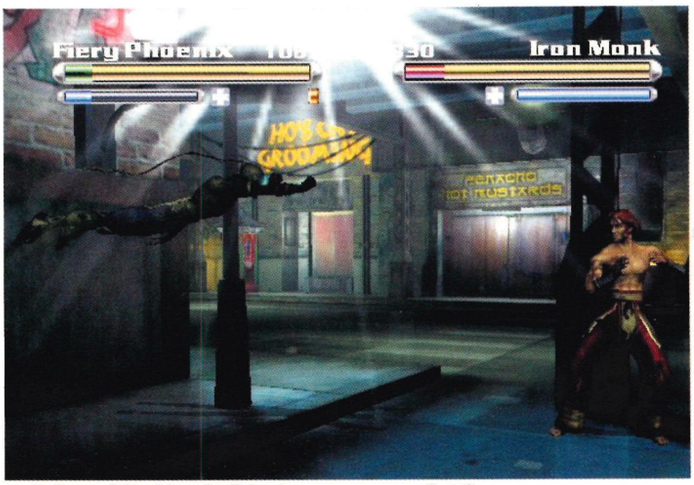


↑ Effects are good enough to distract you.

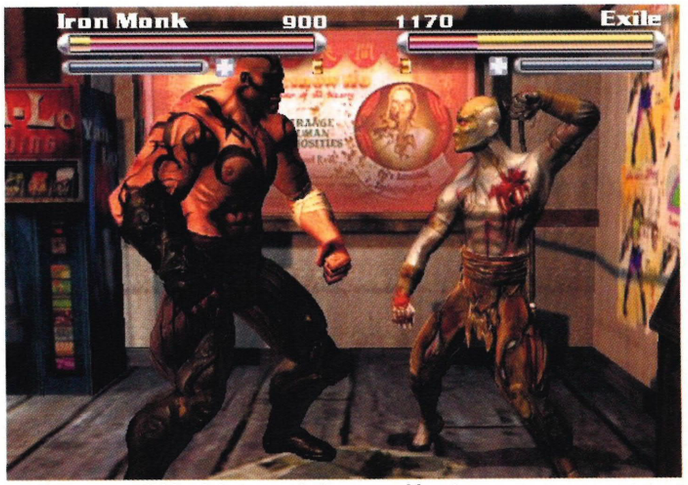
BONUS INFO

STYLE CHALLENGE
The final game will feature 12 characters, each with their own style of fighting. Studio Gigante painstakingly motion-captured over 1200 distinct animation sequences to allow a wide variety of styles to be represented. Some use traditional arts such as Shaolin Wushu and Praying Mantis. Others use combinations of styles that suit the look and personality of a particular character.

↑ Proving that the the bigger they are, the harder they hit.



↑ Deliver a killer blow by flying into an opponent fists first.



↑ Characters will bleed during each three-round beating.

THIS IS YOUR LIFE: TAO FENG PROJECT LEADER JOHN TOBIAS KNOWS HIS FIGHTING GAMES VERY WELL. HE IS ONE OF THE CO-CREATORS OF THE *MORTAL KOMBAT* SERIES.

INCOMING

LATEST NEWS // FIRST SCREENSHOTS // BRAND NEW GAMES

Headlines

XBOX LIVE JAPAN
News of the Far East's launch plans with a full lineup of games in development PLUS killer lizards in *Dino Crisis 3*. 018

LAMBORGHINI
The fastest cars make it into one of Xbox's fastest racers PLUS Peter Molyneux talks about the star appeal of *Project Ego*. 020

THE MOLE
More insider gossip and super secrets PLUS souped-up cars in *Racing Evoluzione* and soupy fog in *Silent Hill*. 022

HARDWARE
A joystick, a joypad and a wheel based on a genuine F1 model, no less, PLUS Witness spots senior executive Sega zombies! 024

HIDEO KOJIMA SPEAKS
The man behind the myth that Metal Gear Solid created speaks exclusively. PLUS chop-cocky mayhem in *Kung Fu Chaos*. 026

JURASSIC PARK
Build the monster park of your dreams in this *Sim City*-styled build-'em-up PLUS *Deathrow* and *Crazy Taxi 3 High Roller*. 028

TEAM SAS
Squad based jungle combat gets a blast of frantic coin-op action in a game boasting ex-SAS soldier Andy McNab as advisor. 030

PANZER DRAGOON
Sega's on-rails blaster reveals its beautiful new colours on Xbox as we play through two levels of this hotly anticipated game. 032

TETRIS WORLDS
Every imaginable variation on the tumbling block theme PLUS *Hitman 2* takes out the scum of the world. For cash. 034

DEFENDER
Will one of the hardest coin-op games of all time be improved by 3D? PLUS what's top of the pops in this month's Top 10. 036

COLIN MCRAE 3
How the best rally game will be even better for Xbox PLUS Jedi dreams in *Star Wars: Knights of the Old Republic*. 038

FALCONE
Blend space combat with first person shooting and add a development team from *2000 A.D.* Then stand well back... 040

INDIANA JONES
The team that brought us Buffy goes to work on Indy PLUS new screenshots of temporal shoot-'em-up *Timesplitters 2*. 042

↑ A projected 23 million console owners connected and ready to play. Will you be one?

THE BIG STORY

ONLINE GAMING WILL BE HUGE!

Games are going online and Xbox will lead the way

ACCORDING TO A recent survey released by DFC Intelligence, a research firm focused exclusively on interactive entertainment, around 114 million people will be playing online games by 2006. That's a huge number of people connecting from all points of the globe via PCs, consoles and interactive television for the sole purpose of having a great time playing games.

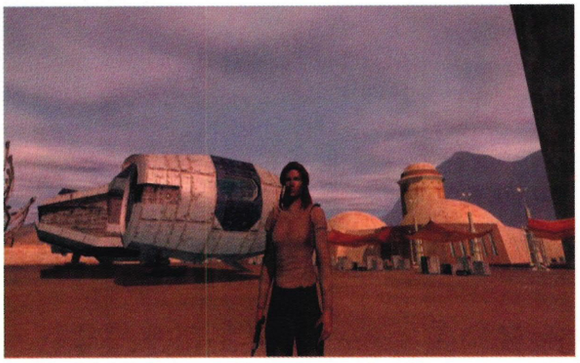
The survey tipped the Xbox Live service to lead the way over rivals Sony and Nintendo, due to Microsoft's strong commitment and untold experience in the online arena. DFC sees Xbox Live as the biggest investment in online gaming to date and believes it will be a major indicator to the viability of accessing online games through a console rather than a PC.

Full details of Microsoft's online plans for Xbox were revealed for the first time by Xbox general manger J Allard at the gaming jamboree E3 in May (see Issue 05 for full details). And while Dreamcast's attempt at console online gaming proved that the interest is out there, Microsoft is taking Xbox Live extremely seriously as it believes the future of games will be online focused.

The DFC Intelligence report discusses how the top online PC games (such as *Ultima Online*, *Dark Age of Camelot* and *EverQuest*) are now able to generate revenue in excess of $100 million per game. And while online gaming with a console is still a relatively new idea, DFC forecasts that by 2006, 23 million of the projected 114 million online gamers will be accessing through a console. And chances are that you'll be playing a big part of it with Xbox Live.

XBOX LIVE

↑ US launch this autumn. UK launch by Christmas?



↑ *Star Wars Galaxies*: waiting to be populated by you.

↑ *Unreal Championship*: 12 million a side anyone?

THE INSIDE VIEW

//NAME: **MICHEL CASSIUS**
//JOB: **DIRECTOR OF PUBLISHING, XBOX EUROPE**

Online gaming will play a major part in the future of video games and Xbox is poised to lead the way.

"I THINK THE MAIN advantage Xbox has over other consoles is the fact that online capabilities have been built into the console right from the very beginning. The Xbox Communicator will also play a major part in the Xbox Live service.

"Broadband penetration in the UK is growing every day but my feeling is that broadband is still missing a few things. One of them is the online content that people demand. Another is an acceptible price point, although we know that in the future, all of the major broadband service providers are going to be lowering their prices. When that happens, I think we're going to benefit from that hugely.

"What I think is critical to the success of Xbox Live is the games. We definitely feel that online gaming will be huge given time. Until the online community reaches critical mass, the games will have to do the talking and convince people that they have to be a part of Xbox Live."

THE EXPERT VIEW

//NAME: **DAVID COLE**
//JOB: **PRESIDENT DFC INTELLIGENCE**

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

"MORE PEOPLE WILL play online in 2006 simply because of improved technology and better online connections. I think the US will be the significant main market due to massive broadband uptake. Success in the rest of the world may well depend on how well Xbox does overall.

"I do believe that Xbox Live can prove that online console gaming is a viable business. Xbox Live can prove its worth with a small number of initial subscribers if Microsoft provides a quality experience for them.

"Microsoft knows software and services better than Sony or Nintendo so that's really its area of expertise. On the downside, Sony and Nintendo have more experience at game hardware and traditional kinds of games.

"Ultimately though, Sega failed online mainly because Dreamcast failed as a platform. For Xbox Live to succeed long term, Xbox needs to be firmly established as a solid offline platform."

OUR VIEW

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

Xbox stands to take the lead in online gaming, but what's really missing is a seriously killer app.

"FROM WHAT WE'VE seen of Xbox Live, we're already foaming at the mouth to get our hands on it. This is easily the biggest commitment to online console gaming so far and let's face it, thanks to its adventures in PC land, no one has more experience than Microsoft.

"The biggest hurdle for Microsoft is the fact that broadband penetration in the UK is far behind that of the US. People need to realise that Xbox Live is something worth paying for, as you won't be able to experience this on any other console. The games will do the talking here. People don't want to buy broadband for the sake of surfing Amazon.com a few seconds faster than they would with a 56k modem.

"It's going to take a product that you just have to have if people are to be persuaded into paying extra for it and we believe that once gamers see the potential of online gaming through their Xbox, they'll be convinced."

SOME PEOPLE: 68 PERCENT OF AMERICANS WHO'D SEEN THE PENTIUM III ADVERT ON TV SAID THEY BELIEVED IT WOULD SPEED UP THEIR INTERNET CONNECTION. ERR NO - THAT WOULD TAKE A BETTER MODEM...

INCOMING

News Wire

Easily digestible nuggets of key Xbox information

KEEPING YOU UP to date on the growing world of Xbox information. For daily news and discussions, check out www.officialxboxmagazine.co.uk.

SONIC SET FOR XBOX?

If you believe everything you read on the Web, then you'll be pleased to know that Sega is developing *Sonic Adventure 3* for an Xbox release some time in 2003. If you're like us and prefer facts rather than fiction, then you'll have no problem in waiting for some official confirmation before jumping for joy. However, all the signs are looking good.

TAKE A CHANCE ON DOOM

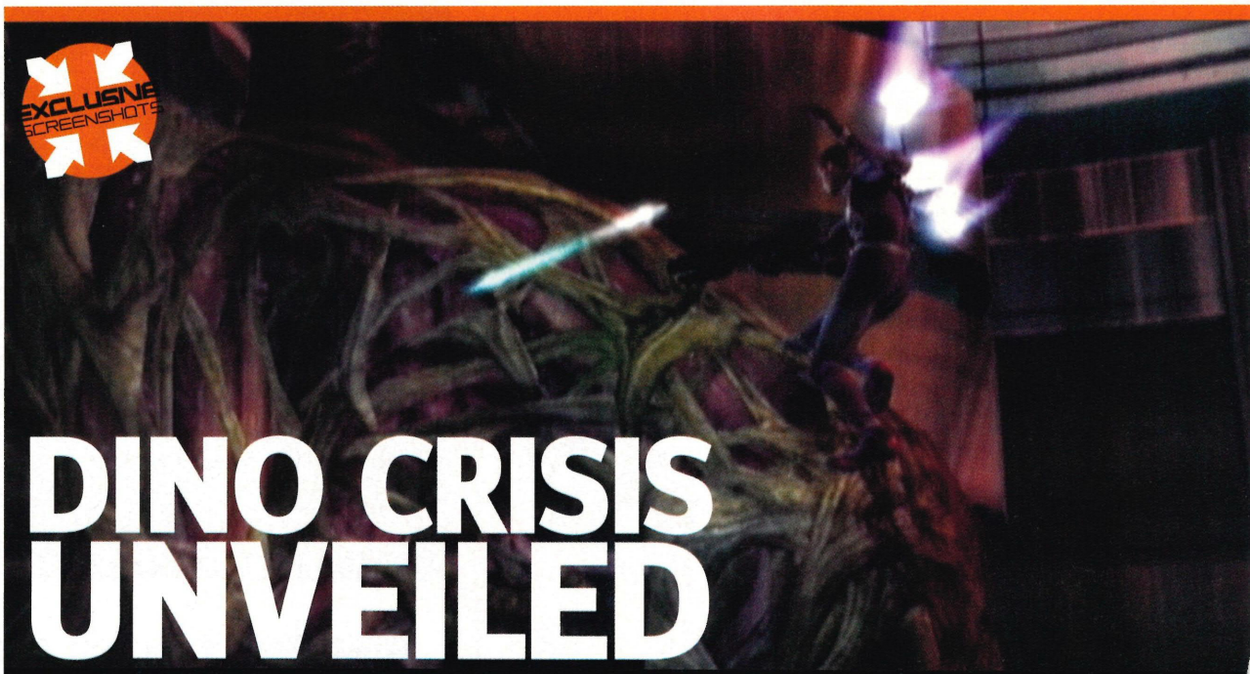
One of the biggest surprises of E3 was the fact that *Doom III* was not announced for Xbox or any other console - especially after Activision made an appointment with us to see it. But thankfully id Software's CEO Todd Hollenshead came as close as he can without letting the demons out of hell. He was heard saying, "We'll put more thought into the console side once we're done with the PC version, but Xbox looks favourite at this point."

MEDAL OF MYSTERY

The big question on everyone's lips is whether or not a *Medal of Honor* game will appear on Xbox. World War 2 is a gold mine of exciting game ideas, so far untapped by Xbox developers and EA failed to either confirm or deny a new *Medal of Honor* game at E3. But we've since heard that Xbox gamers could be privy to a beefed-up version of the recently released PS2 title, *Frontline*. Whatever happens, we'll let you know first.

GP4 IN THE PITS

The long awaited release of Geoff Crammond's *Grand Prix 4* has been pushed back to late August. We've been expecting finished versions of the F1 racer for some time now, but publisher Infogrames recently delivered the bad news that the game has slipped to August 23. Don't worry though, as it's still odds-on favourite to beat its existing F1 competition hands down.



DINO CRISIS UNVEILED

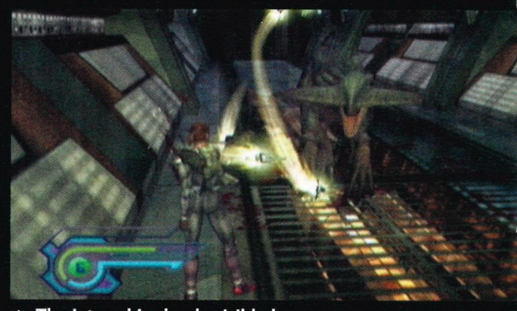
First shots of Capcom's Xbox dino romp - finally...

AFTER A YEAR of complete silence, Capcom has finally coughed up the first screens and details on its Xbox exclusive action game, *Dino Crisis 3*. Announced at the E3 video game show in 2001 by creator Shinji Mikami (also behind *Resident Evil* and *Steel Battalion*), *Dino Crisis 3* is the long-awaited next instalment in a series that's sold over 3.5 million units worldwide on PC and PS one.

As the Mole exclusively revealed in Issue 01, the game will be set in space, rather than the remote jungle research facilities seen in previous games.

You and your Marine team must work together to escape a dino-drenched ship, relying on large guns and jet packs to stay ahead of the pack. Get ready to fire that baby up and leave lizard scum sucking exhaust fumes.

↑ Space Marines swoop and destroy.



↑ The jet pack's clearly visible here.

VIRTUA FIGHTER 4 FROM SEGA FEATURES KICKBOXER BRAD BURNS AND JUDO GURU GOH HINOGAMI AS NEW CHARACTERS.

JAPAN PREPARES FOR XBOX LIVE

Now we'll see who's the best at fighting games!

AFTER XBOX GENERAL manager J Allard unveiled Xbox Live for the US at the E3 video game expo in May, it was Microsoft Japan's turn to step into the spotlight. Mid-June saw the Japanese arm host a press conference highlighting its plans to dominate online console gaming with Xbox Live.

Microsoft will release an Xbox Live starter package in Japan for 6800 yen which, as with the US service, will include a full 12 months' subscription to the Xbox Live service, the Xbox Communicator peripheral and a free copy of *ReVolt* to get the juices going.

Sega's *Phantasy Star Online* title was also confirmed as one of the launch tiles. Beta testing begins this summer with the full rollout scheduled for the autumn.

While J Allard has been throwing impressive figures around of how many publishers and developers are working on Xbox Live titles (27 was Allard's original statement), Microsoft Japan gave details of what to expect from whom...

A very impressive total of 47 Xbox Live titles are currently in development from 39 Japanese developers, a line-up that should quash the myth that Xbox does not have strong Japanese support. It does - let it go.

LIVE FROM JAPAN

MICROSOFT JAPAN not only confirmed new Xbox Live games, but also gave an initial list of what developers are currently working on.

- Capcom - *Tekki Online*
- Sega - *Sega GT 2002 Online*
- Namco - Online simulation title
- Sega - *SpikeOut X-treme*
- From Software - *Thousand Land*
- Atlus - *Shin Megami Tensei Nine*
- Cool Net - *Runeblade II: Spirits of Dead Stone*
- Sims - *Top Angeler 2*
- Hudson - Action game
- Banpresto - *Panzer Park* (working title)
- From Software - *Gaia Blade Online*
- Yamasa Entertainment - *Santasuku Digi Cross*

HUMANITY'S LAST HOPE IS YOU.

News Wire

Easily digestible nuggets of key Xbox information

CHAMPAGNE AD POPS XBOX LAUNCH CORK

Microsoft's first TV advert for Xbox has been banned by the Independent Television Commission (ITC) in the UK for being insensitive and offensive. Titled *Champagne*, the ad played out the rapid life of a male as he 'popped' out of the womb and hurtled through the air while going through puberty, baldness and, finally, the stone cover of his own grave. Ending with the slogan 'Life's Short: Play More' there's no denying it was a more attention-grabbing advert than the one with animals. However... The ITC stated, "The man's screams throughout his life's journey suggested a traumatic experience, which, together with the reminder that life is short, made the final scene more shocking." Are we bad people for laughing then?

HUNTER STEALS THE SHOW IN USA

Interplay appears to have a hit on its hands across the pond with *Hunter: The Reckoning*. The publisher has reported that initial orders have sold out and the game is now in its third production. Mega chain Electronics Boutique said that in its first three weeks of release in the US, the title was the store's number one selling Xbox game. Read our review in Issue 05, page 082.

XBOX TO LEAD

Toys R Us boss John Eyler has predicted that Xbox will eventually become the leading platform. Speaking at Microsoft's annual CEO summit in Seattle, he said that the recent price cut has resulted in much improved sales across its outlets. "The Xbox is going to accelerate over time to where we have critical mass and this platform really becomes the premier of the video games industry," he said.

PLAY MORE: GERMAN GAMES

German publisher CDV quickly made its name with PC strategy titles such as *Sudden Strike* and *Cossacks: The Art of War* – both of which still spawn sequels. Now the company is turning its focus to Xbox and plans to release a trio of titles – *Core*, *Project Nomads* and *Vultures* – in 2003. We'll have more on each game in our next issue.

LAMBO-GENIUS

Exclusive new screens of Rage's online racer.

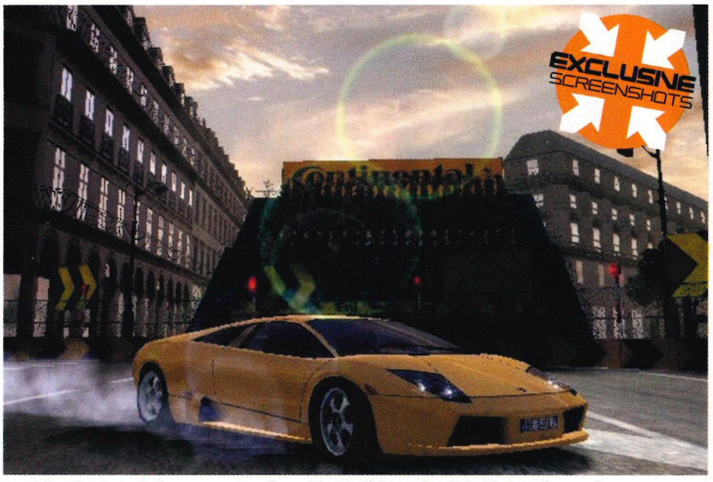
RACE FOR VIRTUAL cash over Xbox Live against the nearest, dearest and even the weirdest people you can find online. That's what we're looking forward to doing when *Lamborghini* hits the streets around March 2003.

After bringing you the exclusive First Look in Issue 04 and spending some quality time with the racer at E3, we're left in no doubt that this is one of the fastest driving games we've played in a long time – not including Microsoft's futuristic speed-a-thon *Quantum Redshift*, of course. But that's a different story.

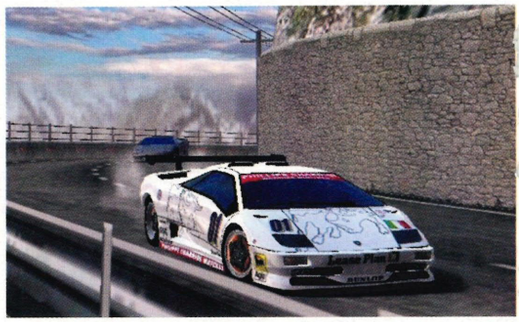
The sense of speed hits you best in the first-person mode. Beginning a race on a starting grid packed with Lamborghinis makes for one hell of a noise that's even better in surround sound. And as soon as the light hits green, it's more a case of 'gone' than just 'go'. It's that fast!

While the majority of us will never experience cornering at 200 mph, the over-the-top handbrake system Rage has implemented means that you never need slam the brakes on. A quick press of the A button makes the back end of any model fly out, letting you take the tightest of corners at high speeds.

We're keeping a close eye on this one. We think you should too.



↑ Like the cars it features, *Lamborghini* will have both looks *and* speed.



↑ Cars come in both racing and street paint jobs.

↑ Around 20 models will feature in the game...

↑ ...from the new Murcielago to '60s classics.

DUTCH DJ JUNKIE XL (AS IN ELVIS V JXL) WILL RECORD 16 ORIGINAL TRACKS FOR RACER *QUANTUM REDSHIFT*.

BECOMING A GAMING POPSTAR

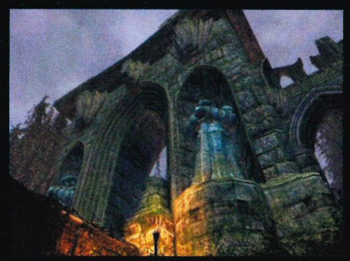
When Peter Molyneux talks Project Ego, we listen

MUCH LIKE Molyneux's other creation *BC* (see First Look Issue 05), the *Project Ego* world is simulated rather than scripted. This means that anything that can happen probably will.

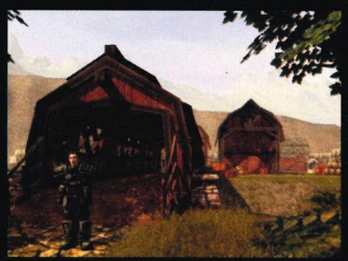
"When the hero walks into a town you'll notice the children have cut their hair just like you," explained Molyneux. "And everyone will come out saying 'Oh my God, look who it is.' You will become a pop star within this world. I always felt like role-playing games never told me I was doing these amazing things. People would still be hanging out their washing when you walked past, even though you've just saved the village."

Developer Big Blue Box is striving to create a simulated world because it's never been done before, says Molyneux. "As time goes by, you'll see children going to school. These towns are like real places – people get up in the morning, shop, go to work. When you're playing, you might never see this since it doesn't feature in any quest or challenge or even the story. But if you happen to walk in to a school during a lesson, all the kids will gather around you because you're a hero." More in Issue 07.

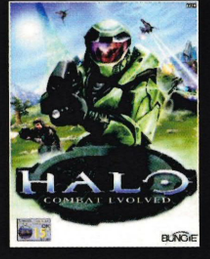
↑ Your first steps as a hero. Tee hee.



↑ Day fades to night as the world turns.



↑ Up for a bit of barnstorming?



XBOX

BUNGIE

ONLY ON XBOX

No pressure, but the mother of all combat games has arrived. Halo takes you to an alien ring world where you must destroy mankind's sworn enemy: The Covenant. Vanquish the alien hordes with a vast arsenal of weapons and vehicles, whilst laughing in the face of the Geneva Convention. Any wonder Edge magazine gave it 10/10. Just prepare your armoured underwear.

www.xbox.com/uk/halo

PLAY MORE. PLAY HALO.

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News Wire

Easily digestible nuggets of key Xbox information

XBOX OUTSELLS GAMECUBE

Sales figures from Japan show that Xbox sales are beginning to pick up following the recent price cut. Sales figures for the week of May 27 to June 2 revealed that Xbox (5,700 units) outsold Gamecube (5,400 units) for the first time since its launch on February 22. Microsoft still has a long way to go before getting close to PS2 and Game Boy Advance, which sold 60,000 and 36,200 units respectively in the same week.

TOMB RAIDING MUSIC

Nathan McCree, the man behind the cinematic score to Eidos' *Tomb Raider* games, has been appointed to design and develop the music and sound for *Breed*. McCree worked his musical magic on *Tomb Raiders* one through to three and will work closely with developer Brat Designs to make the science fiction-based shoot-'em up as immersive as possible. *Breed* has yet to be given a solid Xbox release date.

PSYCHONAUTS SCOOPS E3 AWARD

Microsoft has announced that *Psychonauts* (see First Look, Issue 05) was named Best Original Game of E3 2002 in this year's Game Critics Awards. The zany platform title was shown to a select few behind closed doors and is still in early development under the careful eye of Tim Schafer, renowned for his work on *The Secret of Monkey Island* games. The runner-up in the same category went to Microsoft's other new star, *Blinx: The Time Sweeper.*

A BETTER BROADBAND

Verizon and Microsoft have teamed up to offer high-speed, digital subscriber line (DSL) Internet services for Xbox Live. The agreement builds upon previous deals between the two companies that saw them expand jointly into the wireless and online arenas. Microsoft is expected to announce UK deals and details for Xbox Live towards the end of the summer.

TOP SECRET: THE MOLE

Digging harder and deeper than anyone else.

HALO SEQUEL "WELL IN DEVELOPMENT"

What better way to kick off this month's column than with a *Halo 2* snippet? After interrogating several US journalists on a recent trip abroad, I heard that development on a *Halo* sequel is much further along than Microsoft would have us believe. Apparently there are white boards all around Microsoft's HQ that hold super-secret information on what Master Chief will be up to next.

COMMANCHE GOES DOWN

It looks as though NovaLogic's first confirmed Xbox game, *Commanche*, has hit bad weather. I can reveal that the game will now *not* be released on Xbox. The good news for chopper fans is that work already completed on the *Commanche* project will be put to another use – as the groundwork for an Xbox game based on the Ridley Scott movie *Black Hawk Down*. You heard it here first.

MIND THAT CHILD

The insanely violent road killer game *Carmageddon* could reappear on our screens soon. Since *Carmageddon TDR 2000* (the last *Carmageddon* game released), several developers have expressed interest in keeping the series alive. It looks like publisher SCi could just be waiting for the right design document to appear before giving it the green light.

GOLDEN BALLS OF CONCRETE

It's come to my attention that a very well known UK-based developer is working on a street football title for a big publisher. A deal between the two companies has yet to be signed and because this information is top secret, I'm likely to be hunted down and shot through the kidneys if I give any names away. I will say that the developer knows its football games though...

ONIMUSHA 2 UPDATE

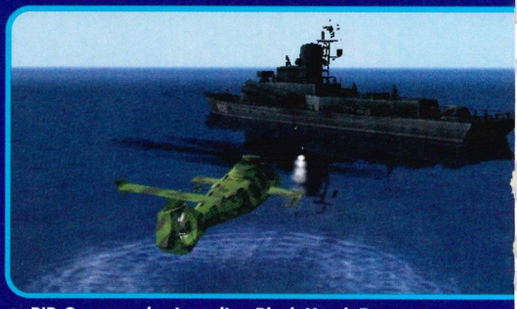
While on holiday watching the World Cup in Japan, I happened to hear the words 'Onimusha' and 'two' from some dug-out neighbours. As you can imagine, I grabbed my notepad quicker than an Italian striker goes for a dive in the box. Apparently, *Onimusha 2* has only been confirmed for PS2, but Capcom could well release an enhanced Xbox sequel as it did with *Genma Onimusha*. More of this kind of thing in the future, if you please.

BLADE OF SHARPNESS

Finally, after being declared an Xbox exclusive, it seems like Rebel Act's hack-'em-up *Ultimate Blade of Darkness* will never appear. We've been pestering publisher Codemasters for months, but since Rebel Act seems to have dropped off the planet, all signs point to the game's demise. The game was originally due to be an enhanced port of the PC title, *Severance: Blade of Darkness.*

↑ *Halo 2*? We want it. We need it.

↑ *Carmageddon*: where bone meets bumper.



↑ RIP *Commanche*. Long live *Black Hawk Down*.

CONTROLLER S WILL NOT BE RELEASED IN UK. A MICROSOFT SURVEY FOUND GAMERS ARE HAPPY WITH THE STANDARD ONE.

NEW TOOLS FOR PROGRAMMERS...

... means better looking Xbox games – faster!

IF YOU SAW SQUARE'S *Final Fantasy: The Spirits Within* movie and thought how cool it would be to play a game looking that good, you'll be pleased to know that Nvidia has a solution.

Simply titled Cg, this revolutionary programming language gives developers more control than ever over special effects. During an exclusive presentation of Cg, Nvidia chief scientist Dave Kirk told us we could be playing movie-like quality games in the next 18 months.

Without wading through miles of techno babble, Cg allows developers to focus on creativity rather than working through complex lines of programming code to improve the graphics, improving the look while drastically cutting development time.

Yu Suzuki, director of Sega's AM2 studio, is ecstatic. "Cg is what we've been waiting for," he said. "The hardware evolution brought amazing visual expression but the process to drive hardware forward became painfully complicated. With the Cg compiler, very sophisticated visual expression can be coded with a simple language. We see Nvidia opening up a new era where human creativity is directly driving the hardware."

SUMMER GAME SALE

Cheaper thrills on Xbox!

MICROSOFT HAS knocked five pounds off the price of *Dead or Alive 3, Project Gotham Racing, Azurik, Nightcaster* and *NBA Inside Drive 2002* as part of a summer promotion. This selection of Microsoft first-party games will now appear on shop shelves for £39.99 (that's €59.99 in Europe). Euro Xbox boss Sandy Duncan said, "We want to make sure that we're widening the audience for Xbox by allowing even more gamers to experience these games."

Microsoft claims that weekly European Xbox sales are currently neck-and-neck with PlayStation 2. Xbox sales also recently passed the half million mark in Europe.

XBOX
Official UK Xbox Magazine

A RACING EVOLUTION

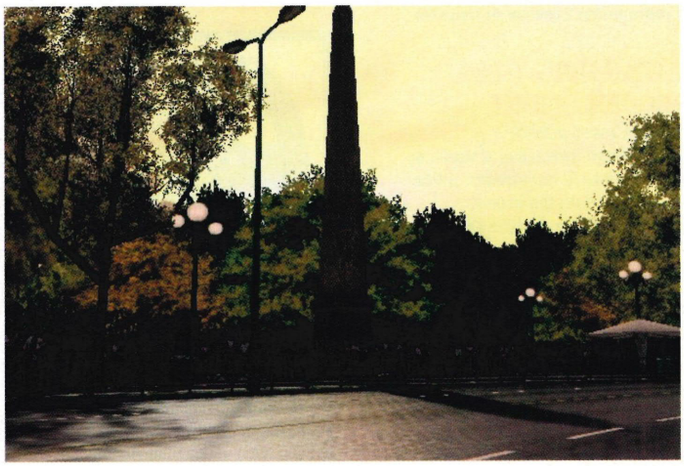
Don't just race flash sports cars... build them!

RACING THE world's most expensive sports cars is a rush, even if it's only in a video game. But *Racing Evoluzione* goes one better by giving you the chance to build your very own legendary brand of sports car, from the tyres right on up.

You begin the game by inheriting a small garage and then start expanding your business by entering (and hopefully winning) races. As you move up the ladder and begin to lose your underdog status, you'll be able to move to bigger premises, start a production line and then sell the cars you make for so much money that the whole dizzy expansion spiral starts again. The objective here is to build up a solid reputation for your home-made brand and the only way to do this is by winning races in the cars you design. The more you win, the more kudos your brand gets.

↑ First shots released of *Racing Evoluzione.*

↑ Great lighting, but something missing...



↑ ...the racing cars themselves. Stay tuned.

VIRGIN INTERACTIVE HAS CONFIRMED AN OCTOBER XBOX RELEASE FOR ITS ROBOCOP TITLE. A PS2 VERSION IS DUE AROUND THE SAME TIME.

↑ Lighting a flare revealed the kebab monster of doom.

WISH YOU WERE HERE?

Silent Hill 2: Inner Fears to get October release

BEFORE THE confusion sets in, *Silent Hill 2: Inner Fears* is the same game that was released last year in the US as *Silent Hill 2: Restless Dreams.* While the PS2 version went on to sell over half a million copies in Europe, *Inner Fears* takes full advantage of the Xbox hardware with sharper graphics and creepy new lighting effects. Better still, it also features a new chapter not seen in the PS2 version.

The story opens with hero James Sunderland receiving a letter from his wife asking him to meet her in Silent Hill. Since his wife croaked three years ago, Sunderland decides to investigate, exposing himself to pant-browning psychological torture.

While many games get slated for using fog to hide poor draw distances, Konami takes advantage of this to lure players into a world where they can just about see their hands in front of their faces.

All manner of sick, disgusting things lurk behind this constant wall of atmospheric fog and it's up to you to brave it out and solve one more mystery in the utterly mysterious town of Silent Hill.

LOSING CONTROL: AFTER A LENGTHY BREAK FROM OFFICE *HALO* SESSIONS, FORMER EDITOR AND NEW PUBLISHER JAMES RECENTLY RETURNED TO THE RING. THE ONLY TROUBLE WAS HE COULDN'T REMEMBER IF HE PLAYED WITH INVERTED OR DEFAULT CONTROLS... AND HE *STILL* MANAGED TO WIN.

News Wire

Easily digestible nuggets of key Xbox information

COMMANDOS 3 ANNOUNCED

Eidos Interactive has announced details of the third instalment in its popular action strategy series, *Commandos*. Currently being developed by Pyro Studios and inevitably titled *Commandos 3*, the game will initially be released on PC in summer 2003. An Xbox launch has yet to be officially confirmed, but our sixth sense tells us it's only a matter of time. Be sure to check out our *Commandos 2* review in Issue 05.

CROUCHING TIGER, HIDDEN ONLINE

Korean-based publisher Phantagram Interactive is working on a massively multiplayer online game based on the movie, *Crouching Tiger, Hidden Dragon*. We've been told the story-based fighting game is due for release in late 2004. For those that can't wait two whole years, a website is set to go live in the coming months. Check our website (it's listed on the spine of the mag) and we'll give you the link as soon as it's announced.

CLIMAX BRIGHTON EXPANDS

UK-based *Moto GP* developer Climax Brighton has confirmed plans to expand as it looks to position itself as one of Europe's premier race game studios. Karl Jeffery, CEO of the Climax Group, said, "We're delighted to be expanding our operation in Brighton. By hand picking talented individuals, we're able to do things other studios cannot. We haven't missed a release date in over four years and the quality of the games we've produced has been high."

SETTLE DOWN AT THE BACK

Ubi Soft will release the next instalment in *The Settlers* strategy series on consoles for the first time. Previous games have gone on to enjoy sales of well over 3.5 million copies worldwide. *The Settlers* games are strategic simulation titles where you exercise total control over a wandering band of settlers.

HARDWARE

SAITEK ADRENALIN STICK

MANUFACTURER: SAITEK
PRICE: £39.99
RELEASE: OUT NOW
WEBSITE: WWW.SAITEK.COM

THANKS TO THE symmetrical button layout on and around this stick, it's suitable for use by both left and right-handed cockpit types. The d-pad, face buttons and trigger on the crown of the stick are evenly spaced and, along with a throttle on each side of the base, it makes for a decent ambidextrous flight stick.

It's got force feedback, for that authentic bogey-on-my-six feel, and the actual analogue movement of the stick, rudder and throttle feels fine. Then again, so do those of its current rival (Thrustmaster's Top Gun Fox 2 Pro, Issue 04, 4/5), which retails for a tenner less. So unless you're a southpaw, it's difficult to recommend this above its rival.

At present, there are actually more Xbox flight sticks available than there are flight stick-compatible games to use them with. *Deadly Skies* is still the only title to be fully, officially playable with the peripheral, but it also works a treat with *Star Wars: Jedi Starfighter*. So the idea of investing in a stick may extend to Rebel Alliance wannabe-wingmen as well as jet fighter fly boys.

SCORE 3/5

↑ A whole lot of buttons.

WHEELY GOOD

XBOX HAS HAD a decent cluster of steering wheels and some, such as Radica's quality Lotus wheel (issue 03, 4/5), draw their design inspiration from real-life models.

Joytech is hoping to provide a similar experience with its F1 wheel, an officially licensed product modelled closely on the 2001-spec steering wheel of the Williams F1 BMW F23 car.

With such features as gear paddles, force feedback and a non-slip grip, it'll also have a built-in stopwatch and clock. So, you can time eggs to runny perfection in between practicing those circuits.

SWANK PAD

AFTER MICROSOFT'S decision not to release the Controller S in the UK, it seems that Radica is to come to the rescue of the nation's pixie-handed gamers. Says Radica's Robert Goodchild, "After receiving feedback that the current controllers on the market were too chunky for some UK gamers, we decided to take this opportunity to produce a more compact version to sit alongside our regular controller."

In other pad news, Saitek will soon be releasing a selection of wireless peripherals to liberate all the cablephobics out there unhappy with the generous lengths of green cable that loop away from the standard controllers. They've also got a truly budget-end joypad in the works that will retail for around the ultra-low ten quid point.

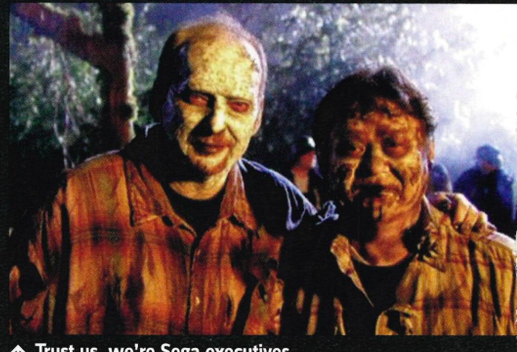
AND FINALLY...

DAWN OF THE DEAD

Sega jumps into House of the Dead movie.

TWO SEGA EXECUTIVES have agreed to appear as zombies in the upcoming *House of the Dead* movie currently in production at MindFire Entertainment. Wow Entertainment's (*Sega GT*) Rikiya Nakagawa and Sega of America's chief Peter Moore both endured marathon make-up sessions to look the part as shambling, worm-ridden extras with a taste for warm, fresh and oh-so-sweet brains.

Nakagawa and Moore visited the set of the film in Canada, where filming is currently taking place. The end result is due to be released in US theatres early next year, with a UK launch following soon after.



↑ Trust us, we're Sega executives.

WORLD WAR II

PRISONER OF WAR™

WIN THE WAR FROM WITHIN

SHOT DOWN BEHIND ENEMY LINES AND IMPRISONED, YOU THOUGHT YOUR MISSION WAS OVER, BUT YOUR BATTLE IS REALLY JUST BEGINNING.

As you study the camp's routine, you quickly realise that there's more to this than simply your own survival. In this intense 3rd-person action adventure, you must think your way out of trouble, using your cunning, wits and skill to scheme through your missions and figure out a strategy to defeat the Axis masterplan...

XBOX PC PlayStation.2

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GENIUS AT PLAY™

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↑ Hideo Kojima - his brain is the birthplace of Solid Snake.

↑ Two men with machine guns versus one ninja with a sword. No contest?

INSIDE: METAL GEAR SOLID 2: SUBSTANCE

Metal Gear mastermind Hideo Kojima talks Xbox.

THE STORY of *Metal Gear Solid's* journey to Xbox has been a bumpy one to say the least. Long before Konami officially announced what form of *Metal Gear Solid* the Xbox would receive, almost every rumour imaginable was posted on the internet or published in gaming magazines the world over.

Would it be a remake of the PSone game? No. Would it be a new game altogether? No. Has it been canned, never to see the light of day? Most definitely not. The truth is that *Metal Gear Solid 2: Substance* has surprised us all. Who could have predicted skateboarding sections and new VR missions? Not us.

Forget everything you've already read about the game (except out First Look in Issue 05, of course) from other sources. Instead, sit back and let *Metal Gear* creator Hideo Kojima fill you in on what to expect...

Official UK Xbox Magazine: One of the new features in *Substance* is Snake's Tales. Could you explain this?
Hideo Kojima: In *MGS2: Sons of Liberty*, the story is complete, so what we did was take the different arenas in that game (the tanker, the plant and Arsenal Gear), and then take the characters (Snake, Raiden, Ocelot, and all the others), and put them together. So we made five different stories that do not relate to those already seen in *Sons of Liberty*.

Will these new elements affect the game's ending at all?
Each of these tales will have their own ending separate to that of the main game. I can also tell you that Meryl from the previous game will make an appearance in one of the tales. You'll also be seeing characters that have only appeared in *Substance* in these new situations.

We know that Ninja is now playable, but does he have any special characteristics or abilities we should look out for?
The Ninja can use his sword and do somersaults. You'll be able to use the Ninja in stages that utilise these characteristics. In *Sons of Liberty*, Raiden was able to use his sword to cut vertically or horizontally, but really it didn't matter in the game. In some of the VR mission stages, you actually have to cut horizontally or vertically... You have to take direction into account.

Did you add any graphical improvements to the Xbox version of the game, given that it's a more powerful machine than PS2?
Yes, the Xbox version will look a little better than the PS2 version, and we've used bump mapping in the places that we wanted to use it when originally making the game. Some other things will look different on the Xbox also. For example, night vision goggles or infrared goggles will look different. Also, I am revealing exclusively to *Official Xbox Magazine* that the game is going to read the time off the internal clock, so, if you're playing at night it will be night time in the VR stage. Or perhaps the weather will change. So it's weird, because it's combining real-life environments with the VR environments.

What other features can we expect from this version of *Metal Gear 2*?
We added a couple of modes, like the Boss Survival mode that allows you to fight all the bosses consecutively with either Snake or Raiden. The Casting Theatre mode lets you take selective polygon demos and change the polygon models. Let's say you have soldiers coming at you; you can turn them into Solid Snake. It's fun to watch when you have middle-aged old ladies coming at you.

Have you made any control changes to cater for the extra features offered by the Xbox controller?
Yes, obviously there are differences between the PS2 controller and the Xbox controller. I'm not used to the Xbox controller yet, and I have to say it's quite big. I'm trying to figure out which control configurations are best for the game.

Now that it seems as though video games have advanced to the point that developers can create cinematic experiences, where do you see games heading in the future?
I think that games will go in a couple directions. The first is that you assume the role of a hero. And when you assume this role, a story is born, and you basically follow this story, just like *Sons of Liberty*.

Then you have the second kind of game, where developers provide players with an arena. That could be the internet, where we provide the tools and the playground where people get together and have their own fun their own way.

Now I'm thinking about a third kind of game where you incorporate real objects like robots and networks - combining all that and doing something with them. I think you'll see these three kinds of game at some point in the future.

Can the unpredictable experience of online gaming ever match the storytelling of a finely crafted single-player game?
It would be very difficult right now to try to tell a detailed story in an online world. It would be very difficult, but I believe there will always be a way to do it. Just not yet.

You've obviously seen many games that have been inspired by, or taken play techniques from, the MGS series. Which have impressed you the most and what are you currently looking forward to playing?
I'd have to say *Splinter Cell*. I liked how they incorporated opening the door a little bit and peeking in or using the fiberscope.

The fiberscope is something we thought of but could never do because we thought that it would be a little complicated. They've done it really well, so I'm really looking forward to that game. It would be great if we could turn that game into *Metal Gear Solid X*.

That would be very easy for us.

XBOX
Official UK Xbox Magazine

KUNG FU CHAOS

Comedy combat with an interactive twist.

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

MANY OF TODAY'S high profile beat-'em-ups strive to include backgrounds that the characters actually interact with. And while Tecmo's *Dead or Alive 3* goes some of the way, it doesn't really have many implications are far as gameplay goes. Sure, rocks crumble and windows smash when players are thrown against them, but this rarely offers a strategic advantage.

Enter *Kung Fu Chaos* from Microsoft first-party developer Just Add Monsters (JAM). After getting a first hands-on play of the title at E3 back in May, we're left with no doubts that this comical slap-'em-around is taking "interactive environments" to a new level. Each of the six movie-themed levels is packed full of fast-moving animations and evolving environments that will make your eyes bleed with joy.

The level we played had a distinct *Jurassic Park* feel to it, with four unique characters having the time of their lives as they slapped each other silly while dodging the jaws of a mighty T-Rex. There's nothing like grabbing an opponent and throwing him into the belly of the beast for extra points and laughs. And to add an extra dimension to the fighting, players will be able to power up special verbal taunts to humiliate the opposition. **GO**

PERCENTAGE COMPLETE

↑ This ship sinks under you as you fight.

VARIETY IS THE SPICE OF LIFE

JAM is aiming to create a game with many diverse modes of play. Apart from featuring a deep combo-based fighting mechanic, you'll be able to tinker around with the combat rules, let some steam off with several mini games, customise team play modes and search to unlock all the hidden features. *Kung Fu Chaos* should keep you busy for some time.

↑ A four-player rumble in the jungle.

↑ Get those special attacks in.

↑ Each character has their own unique kung-fu style.

↑ Super Smash Bros, eat your heart out.

↑ Our bets are on the ninja winning.

DON'T TOUCH ME: THE MOST POISONOUS SNAKE IN THE WORLD IS THE TIGER SNAKE FOUND IN AUSTRALIA. APPARENTLY JUST ONE TINY MILLIGRAM OF ITS VENOM CAN KILL A HUMAN BEING.

News Wire

Easily digestible nuggets of key Xbox information

JUST DON'T MAKE ME ANGRY...

Universal Interactive has spoken publicly on its upcoming games based on *The Hulk*. The movie is due for release next summer and Universal Interactive aims to release the multi-platform action games at the same time. "*The Hulk* is one of the most powerful superhero characters ever," said Universal boss Jim Wilson. "Our games will provide Hulk fans with everything they have come to expect from this character." That'd be lots of ripped shirts and a big green man, then...

LOTUS CHALLENGES GOTHAM

Virgin Interactive is to release an Xbox version of its PS2 racer, *Lotus Challenge*, this September. According to Virgin, this won't be some plain old vanilla flavoured direct port of the PS2 game. The Xbox version boasts a range of new improvements including modified tracks, enhanced Stunt Challenges and easier handling. According to developer Kuju, the Xbox version runs a lot faster than the PS2 version too.

LOOKING FOR NEMO

THQ has snatched up the rights to create games based on Disney and Pixar's upcoming animated film, *Finding Nemo*. The games have been in development for several months at Traveller's Tales, the same team behind the Xbox version of *Crash Bandicoot: The Wrath of Cortex*. Academy Award nominee Andrew Stanton is penning the story to the film that follows the events of two fish - a father and his son Nemo - who become separated in the Great Barrier Reef.

SNOOKERED

Codemasters has informed us that the company is working on an Xbox version of *World Championship Snooker 2003*. This officially licensed game is due for release this winter and will, apparently, feature the most realistic physics model yet seen in a snooker game. Although if you're as good as we are at snooker then even this probably means you won't by scoring any 147 breaks. But there's always the training mode...

DEATHROW

EXCLUSIVE SCREENSHOTS

A deathmatch, but of a different kind.

GAME INFORMATION
DEVELOPER: **SOUTHEND INTERACTIVE**
PUBLISHER: **UBI SOFT**
RELEASE DATE: **NOVEMBER 2002**
PREVIOUSLY: **FIRST LOOK ISSUE 03**

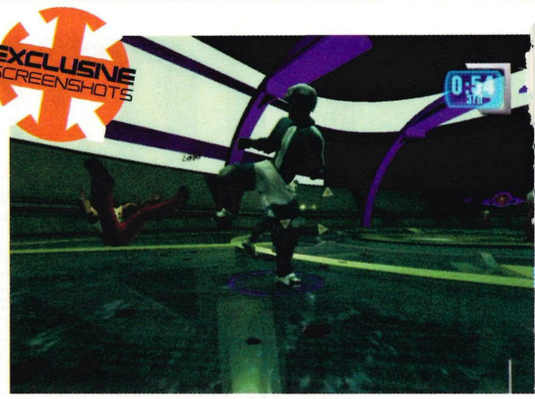
WHILE THE majority of futuristic sports games usually cover the lubricious speed-racing genre, Ubi Soft's upcoming takes a break from the norm by giving us a *Speedball*-type brawler. Not only that, but *Deathrow* looks set to be rated 'adults only' due to its creative use of colourful Anglo-Saxon insults.

The aim of the game is to score by throwing a metal disc (think killer Frisbee) through the opponent's elevated goal. A simple enough objective made tougher since all team members are condemned to play a life-long prison sentence on *Deathrow* until they either die or win their freedom. It's tough, it's brutal and failure is not an option.

Each team has ten players with their own statistics such as strength, speed, aggression, ego and stamina. With thirteen to chose from initially (although others are unlocked as you progress), special moves and animations are exclusive to each team allowing you to cater your play to the individual strengths of your players as you slug it out through the meatgrinder of a whole season.

A strong emphasis has been placed on beating the living daylights out of your opponents in a shrewd move to improve scoring chances. So it won't be unusual to find yourself going head-to-head with an opponent in a brutal fistfight complete with bullet time special moves. Twin hand gun ultraviolence? Pah... that's wimpy stuff next to *Deathrow*. **GO**

PERCENTAGE COMPLETE



↑ And no ref present to wave an annoying red card.

↑ The spirit of *Speedball* lives on in the metallic arena.

JURASSIC PARK: PROJECT GENESIS

One rule: fences between dinos and guests.

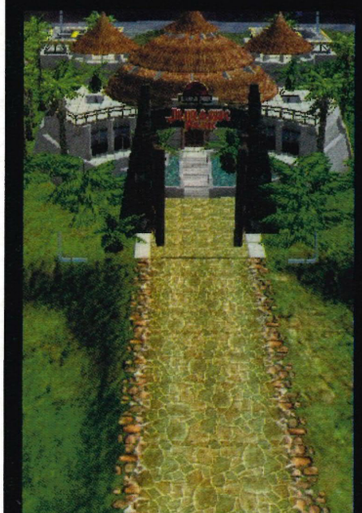
GAME INFORMATION
DEVELOPER: **BLUE TONGUE SOFTWARE**
PUBLISHER: **UNIVERSAL INTERACTIVE**
RELEASE DATE: **NOVEMBER 2002**

AFTER THREE attempts at creating a secure Jurassic Park, Dr. John Hammond proved he was pretty useless at security. Film after film showed how recently de-extincted monsters laughed in the face of a Chubb lock. Audiences screamed "We could do better," and *Jurassic Park: Project Genesis* finally lets you.

Project Genesis serves up two radically different styles of gameplay. You can either create the secure dino theme park Hammond always wanted, or you can dive in and battle your way through 12 missions against carniverous, computer-generated forces of nature.

The world building aspect of the game allows you to shape your island in a similar way to *Theme Park* and *Sim City*. Admission price, park layout, ride set-up and even toilet locations are all under your control to maximise visitor enjoyment. You even to get to control your dinos through chemical mixes brewed in the dino-vet lab. Go easy on the hormone levels though... some of those dino rides can be painful if you spike them with too much dino-testosterone. **GO**

PERCENTAGE COMPLETE



↑ Those famous *King-Kong* style gates.

↑ If you foul it up and the monsters start eating guests... flee in the chopper.

XBOX
official UK Xbox magazine

CRAZY TAXI 3 HIGH ROLLER

Fabby cabby action returns in Xbox-exclusive form

GAME INFORMATION
DEVELOPER: **HITMAKER/SEGA**
PUBLISHER: **SEGA/INFOGRAMES**
RELEASE DATE: **SEPTEMBER 2002**

WE GOT A lovely summer treat today, shining forth with sunny cheerful goodness. No, not a Solero – although that would have been lovely – but the latest playable code of *Crazy Taxi 3 High Roller*. Not quite as tropically tasty, granted, but then a Solero would only have made the Xbox disc tray sticky.

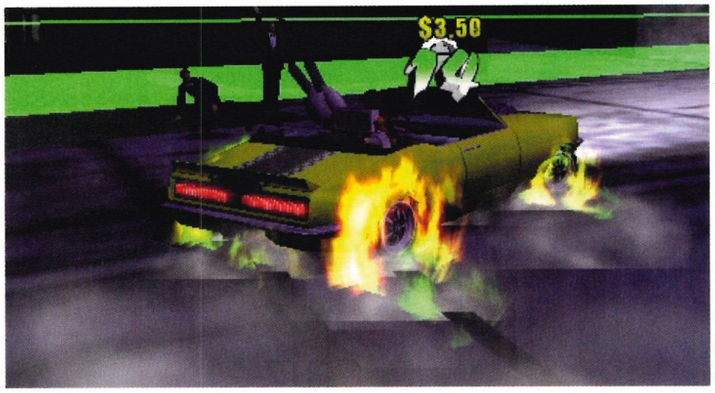
The code we played featured the West Coast course (the environment featured in the original arcade and Dreamcast *CT*), in addition to the darker, Las Vegas-flavoured Glitter Oasis area that's been designed for this new episode of insane transportation. And after playing both extensively, it appears that Sega is on track to produce another extremely playable taxi game.

The Crazy Jump that made its debut in *CT2* is back, meaning that it's possible to leap many obstacles and find hidden routes through the city's rooftops, and the familiar Crazy Dash and Crazy Drift moves are back for a third airing, too. This means that the cab's controls will be immediately familiar to players of the first two games, enabling them to get on with learning the new city. But the inclusion of the West Coast map will be significant to fans of the series – it's the first time that they'll be able to play the much-loved 'Frisco route with a Crazy Jump-enabled taxi, allowing for plenty of new strategies and views. The Small Apple map from *CT2* will make the final version, too. **JA**

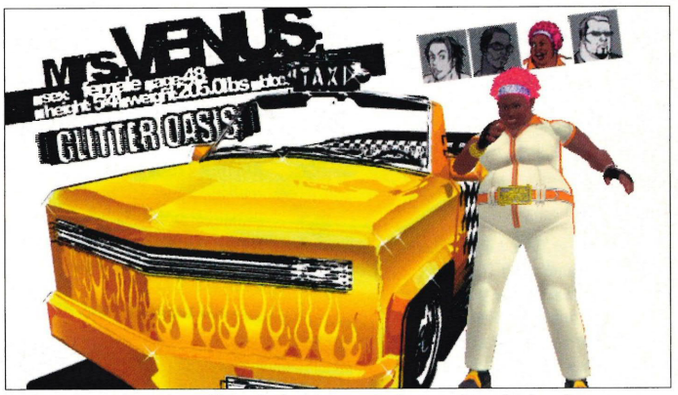
PERCENTAGE COMPLETE

↑ The Crazy Jump makes for some nice new views on the West Coast.

↑ "Would you like a sweetie? Hop in then, love."



↑ The new flaming wheels effect is a common sight.



↑ Mrs. Venus is great. Although that jumpsuit does nothing for her figure.

BONUS BONANZA

And there's more...

THE BRILLIANT bonus games found in the Dreamcast versions of *CT* have been fleshed out into the Crazy X mode for *CT3HR*. 25 madcap minigames – all begging for high-scoring repeat play – will make the finished version. Here are three of the maddest we've seen so far.

CRAZY TORNADO

Get the passenger to his destination within the time limit, avoiding the cars thrown into your path by a violent twister.

CRAZY FOOTBALL

Ferry the Quarterback to the endzone, fighting your way through row after row of traffic determined to push you off the pitch.

CRAZY HOME-RUN

Hit the huge baseball to launch it into the crowds – at least 450 metres of audience-squashing distance are needed to pass the challenge.

CALL A CAB: THE LARGEST TAXI FLEET IN THE WORLD CAN BE FOUND IN MEXICO CITY. THE MOST POLLUTED CONURBATION ON THE PLANET BOASTS A FLEET OF OVER 60,000 MONOXIDE-SPEWING TAXIS.

News Wire

Easily digestible nuggets of key Xbox information

YOU'VE BEEN XBOXED

Microsoft is rumoured to have been working on a device combining Xbox and its digital video recorder since last autumn. US technology reports failed to elaborate on what the technology could be used for (other than replacing your old VCR), although the Dreamcast glory days saw Sega announcing a peripheral called the Dream Eye, which they hoped would use digital recording technology to see and speak to people over the internet. Could Xbox Live unintentionally become the first international videophone service? We'll keep you posted.

TGS 2002 DATED

The Japanese Consumer Entertainment Software Association has confirmed dates for the Tokyo Game Show 2002. Japan's version of E3 will take place from September 20 to 22 in Tokyo. A total of 74 companies, including Microsoft and Xbox, will be on hand to make new announcements. While we're on the subject, Nintendo (who never exhibits at TGS) has surprisingly cancelled plans for its annual SpaceWorld event.

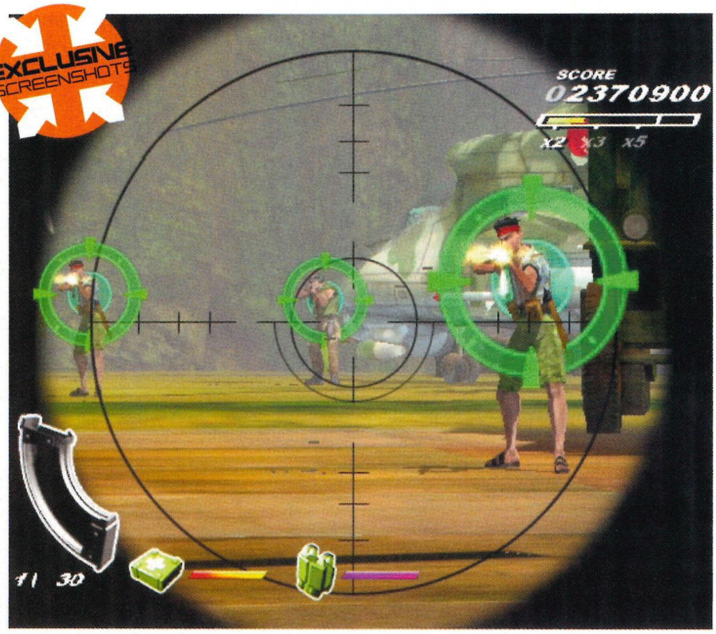
THE AUDIENCE IS LISTENING

Sound specialist THX, best known for its audio work with LucasArts and the *Star Wars* films, has set up a new company dedicated to making games sound better. The subsidiary, to be known as THX Games, will focus on console games.

BIG MONEY

The video games business is on track for a record year in 2002, reports British research firm Informa Media Group. The company expects global sales of games and machines to increase by 12 percent, to an astonishing $31 billion, this year. "The assumed launch of new consoles in 2005 and 2006 and the software boom will keep the market buoyant," said the study. "The global market is forecast to peak again in 2008 with revenues of $40 billion." Figures like that rival even mighty Hollywood's ability to make money.

EXCLUSIVE SCREENSHOTS



↑ Arcade-style target identifying.

TEAM SAS

Exclusive screens of this promising arcade shooter

GAME INFORMATION
DEVELOPER: **RAGE BRISTOL**
PUBLISHER: **RAGE**
RELEASE DATE: **MARCH 2003**

RATHER THAN taking the realistic approach to a first-person shooter, Rage's Bristol studio is gunning for the kind of unforgettable arcade experience where high scores count.

"*Team SAS* is a fast paced arcade shooter. 'Arcade' is the key word here. Think big scores, multipliers, a hectic pace and, most importantly, coin-op," creative director Ross Thody told us.

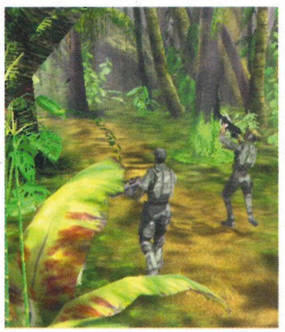
Aside from blowing the heads off bodies and the leaves off trees, strong emphasis has been placed on working as a team - hence the title. "Some FPS do have teammates, but the extent of the teamwork involved is usually just shooting the same target," said Thody. "In *Team SAS*, other members will require cover while they move around the environments. They'll also cover you and ask you to perform specific tasks. The scout will even relay information back to you on what he can see ahead via sets of hand signals."

Thody's goal is to create a first-of-its-kind arcade first-person shooter on a console. "There have, of course, been great arcade games like *Time Crisis* on PSone, but you're on rails and can't explore the environment," he continued.

"Imagine how a first-person shooter would be if it were not on console or PC but in the arcades. Arcade games deliver intense fun and specific gameplay in a short period of time. People's time is precious and if we can give them a concentrated dose of exactly what they want in a genre they enjoy, then we'll be happy." GO

PERCENTAGE COMPLETE

↑ You just know all hell's going to break loose soon.



↑ They're here. Somewhere...

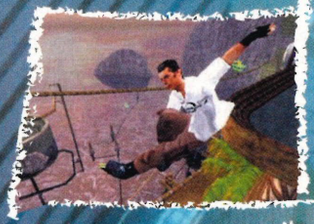
JUNGLE IS MASSIVE

ONE OF THE most impressive aspects to *Team SAS* is its unique visual style. When you first see the jungle in motion, you can almost feel the sweltering heat and dampness around you. It drips atmosphere in a game where one false step could rustle a bush and alert the enemy. Fans of the Arnie movie *Predator* will feel right at home here. Just watch out for heat stroke...

STOP PRESS!

CONTRARY TO reports you may have already read, *Team SAS* will not be compatible with Xbox Live and nor will you be able to use the Xbox Communicator. The final game will launch with two and four player split screen and a co-operative campaign against the computer. Should *Team SAS* spawn a sequel, look for Xbox Live support to be fully implemented.

"BLOWS AWAY TONY HAWK"
-PS2 Extreme Magazine



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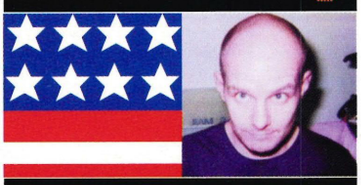
State of Play



AMERICA

WHILE SWANKING around Microsoft's Seattle campus we had a sudden revelation. While playing *NFL Fever* against some remote players (we beat Microsoft 100 - 34), we had an epiphany - free worldwide phone calls!

You see, Xbox Live and the Xbox Communicator enable virtually lag-free, cell phone-quality chat. So picture the scene: next year, you could boot up *Halo 2*, load up a two-player deathmatch on Bloodier Gulch, and invite your best mate Toshiro (who was playing *Wreckless 2* online when you first 'blinged' him) for a conversation.

Then you could just stand around the arena yapping about whatever comes to mind. The weather in Tokyo, cool new Japanese games that are coming out, the relative merits of the Hang Seng index compared to the Dow Jones. And since Xbox Live is a flat-rate fee, the only difficult part would be holding a rocket launcher but never firing it. Maybe that's nice training for a diplomatic career later in life?

The broadband-only nature of Xbox Live has also clarified some other stuff for us. For one thing, it's 'instant on'. Our experience playing *Fever, Whacked!* and *ReVolt* has demonstrated to us quite clearly that there's no waiting to get a connection, no unceremonious dumping of your connection and certainly none of that *Half Life*-style pinging followed by half an hour reorganising available game lists.

So the technology seems to work, although there are still some unknowns. In what kind of environment will you download new content, for example? What will the UK pricing be? What are the exact release dates? But compared with the PS2's list of unknowns (beginning with a big old, where's my modem and hard drive?) it's a pretty short list. And hopefully a pretty short wait. We'll be playing in August, and we hope you Brits will join us soon after. We have some new swear words you'd like...

Frank O'Connor
Executive Editor
Official US Xbox Magazine

EXCLUSIVE SCREENSHOTS

↑ The third level boss, in all his towering, lumbering glory. Aim for the head.

↑ You'll be wanting to boost out of the way.

↑ Unleash your full payload on this battleship.

PANZER DRAGOON ORTA

Winged, mystical beasts that spit homing missilies...Is that worth the extra "O"?

GAME INFORMATION
DEVELOPER: **SMILEBIT**
PUBLISHER: **SEGA**
RELEASE DATE: **OCTOBER 2002**

WE'VE FINALLY GOT our grateful palms on some preview code of Sega's promising on-rails shooter, and not a day too soon. Beautiful looking post-E3 screenshots have been trickling out all over the internet, but now, only after playing two levels repeatedly, are we in a position to confirm what we'd merely suspected. Yes - it's gorgeous.

The opening stage, City In The Storm, sees the heroine making her escape from a cliff-top city under attack from the Imperial Forces. Not only is it an opportunity for her to repel the invasion with her new found dragoon friend, it's also a chance for Smilebit to show how they've become the Don of Xbox hardware industrial light and magic.

Searchlights, fires and beacons blaze through the night sky and a storm of biblical proportions hails down as columns of Imperial ships and dragoons tear the city to pieces. Add in multiple streaks of homing plasma from your own dragoon and it's beautiful - just what you'd expect from Smilebit after such visual pretties as *JSRF* and *Gun Valkyrie*.

There's a thick, swirling dust storm throughout the barren third level desert land of The Fallen Ground that's just as impressive. See those black specks in the screenshot on the other page? It's all churning around like a mini asteroid field.

↑ Being ambushed from behind has never looked this pretty.

Halfway through this level you'll meet Morbo, a friendly, dragoon-riding tribesman who'll guide you through the ancient security systems. He's essentially a wingman for the rest of the level, doling out advice, giving backup and needing to be rescued when things get hairy. It's a lot like SNES and N64 title *Starfox*, and it bodes well that Smilebit is adding new elements to the *Panzer* package besides a next-gen graphical tune-up.

Other enhancements include the ability to boost or brake, effectively allowing you to fly around your enemies. And you can morph your dragoon between different types at any time. There were three available in the code we played. One was a squat, stumpy dragoon that excels at boosting and has a homing beam, but no lock-on missile attacks. Two has tremendously powerful attacks, including an extended Beserker Special, but is as manoeuvrable as a Zeppelin. Finally, three was the obligatory jack of all trades, master of neither attack nor agility, but competent at both.

With dramatic orchestral score and dazzling levels filled with relentless, cinematic shooting action, *PDO* is shaping up to be extremely faithful to the *Panzer* titles of old - despite looking like a bona fide Xbox title, it still has its daddy's nose.

Will the gameplay stand the test of time, and will Smilebit add enough new stuff to prevent it from looking like nothing but a well-buffed antique? Find out here, find out soon. **SB**

PERCENTAGE COMPLETE

LEAPING LIZARDS! How to zooom in your dragoon without going booom.

1 **BESERKER GAUGE:** This gauge fills gradually as you shoot stuff. When it's complete, you can unleash the Mental Beserker attack, where every on-screen enemy is targeted and pounded with plasma blasts for several seconds.

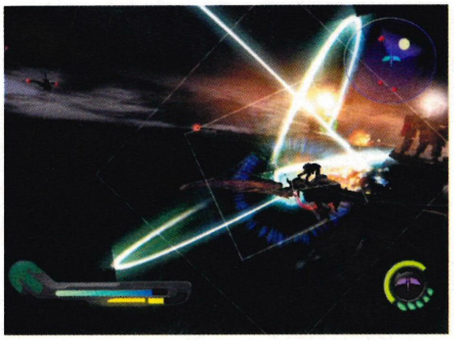
2 **HEALTH BAR:** Your dragoon's health. There's no way to refill it until you get to the end of the level so once it's gone, so is your ride.

3 **BOOST BAR:** Lets you speed up and slow down in order to get a strategic jump on your enemies. Certain bad guys can only be shot from behind, for example.

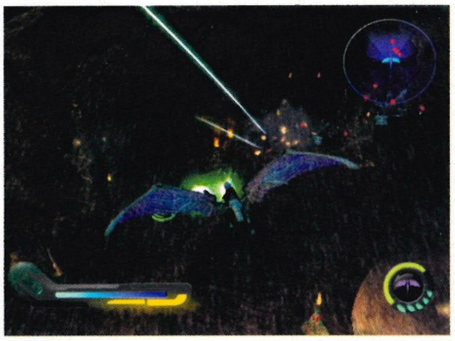
5 **RADAR:** Use this radar to scope out where the opposition is at, then use the triggers to sweep the camera to face the required direction. The white sector shows where you're currently looking.

4 **DRAGON TYPE:** Your dragoon can be switched between three different forms during play, each with their own strengths and appearance.

↑ Like many, their rear is their weak spot.



↑ Incoming fire from high left. Time to slow down.



↑ Enemy outposts can crop up anywhere.

SPOT THE SHOT

Are you *really* playing close attention to this magazine?

FROM THE AMOUNT of post we've been receiving, it seems like our Spot the Shot competitions are going down rather well. Not everybody seems to be paying close enough attention though, as we're had some right howlers.

All you have to do is identify which game this screenshot has been taken from. To make things stupidly easy for you, the full shot actually does appear somewhere in this issue, so there's no excuse for wrong answers.

When you think you've got it and want to be in with a chance of winning some cool gaming bits and bobs, send in the answer on the back of a postcard or envelope with your name, address and telephone number to:

Spot the Shot Issue 06, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP. Or you can email your answer and details to staff@oxmuk.co.uk

↑ Tiles? Glass blocks? Carpet? And what's that dark blob in the corner?

DOUBLE INTRUDER: IGUANAS AND KOMODO DRAGONS ARE BLESSED WITH HAVING TWO PENISES. IMAGINE THE SMILE ON A LADY DRAGON'S FACE AFTER A NIGHT OUT. WELL, MAYBE NOT.

INCOMING

State of Play

JAPAN

HI XBOX PLAYERS! This month I'd like to compare the E3 show in America and the Tokyo Game Show in Japan. Both shows are for console and computer games only. E3 is a trade-only show while TGS is also for consumers and the game freaks. There are no trade-only restricted areas at TGS.

At TGS they don't just exhibit games; there are also lots of special game items on sale such as action figures, posters, stickers, trading cards, books and even foods.

The show attracts hundreds of amateur costume players. Some of them are so cute and sexy – please imagine real girls from *Dead or Alive 3*! Yes, some of them are really strange and crazy. In brief, TGS is a great festival for gamers.

But TGS has some problems, as exhibiting costs are very expensive. Recently, the number of exhibitors has decreased and now it will be held only once a year, unfortunately.

On the other hand, E3 is better for press, as journalists can see and play new titles, and don't have to meet with many common children.

Until quite recently, most Japanese gamers weren't interested in foreign games. But now, the situations are changing day by day with Xbox games like *Halo*, *Project Gotham Racing*, and *RalliSport Challenge*. Nowadays some of the cutting-edge Japanese gamers are paying serious attention to E3, I feel.

But some of the excellent western games such as *GTA3* and *Max Payne* won't ever be released for a console in Japan, due to questionable moral content for children. Why not? Because there isn't a rating standard in the Japanese game industry.

I know that is a great loss for our game culture. Almost all Japanese love Hollywood movies, so there are many chances for US games to succeed in Japan, I believe. I hope that Microsoft tries to change this bad custom and will release the excellent foreign games in Japan.

Koji Aizawa
Editor-in-Chief
Famitsu Xbox

TETRIS WORLDS

The addictive puzzler is coming to Xbox.

YOU PLAY IT. Then you hum the tune. Then after a hundred or so hours, you start to have nightmares where the little tumbling blocks start coming in unusual and unexpected shapes. Like *Othello* and *Chess*, *Tetris* is one of those games that's simple yet complex, utterly plain yet totally absorbing. It's the one video game even your dad, mum or granny might have played, and with this next generation of consoles now upon us it's not unusual to see fine old games revamped for another outing. *Tetris Worlds* already has 'classic' written all over it.

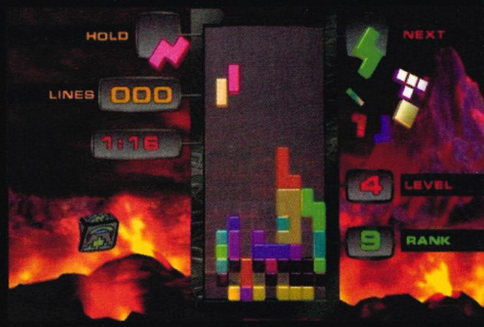
Gameplay throws you into a universe where *Tetris* is played in different ways and on six different planets. You'll be able to test your skills in the most popular versions of *Tetris*, or new variations such as Hot-Line *Tetris*, Cascade *Tetris* and Fusion *Tetris*.

Multiplayer options allow for up to four players, either via split-screen or even Xbox Live, to see who can clear those pesky falling blocks the quickest. And while the core of the game will remain essentially the same, expect backgrounds to evolve and morph as time begins to run out. Henk Rogers of developer Blue Planet puts it in a nutshell, "*Tetris Worlds* gives fans of this classic series an exciting new way to experience Tetris." Bring it on. **GO**

PERCENTAGE COMPLETE

↑ You've got to wonder with *Tetris* on Xbox...

↑ "Check mate in three moves."



↑ ...whether it's pushing Xbox's abilities.

↑ Heads up to some sniper action.

↑ "'Ere, you ain't the usual postman."

↑ 47's monastary retreat. Calm, calm...

HITMAN 2

PLAYED

Codename 47's unretired and back with this killer app.

GAME INFORMATION
DEVELOPER: **IO INTERACTIVE**
PUBLISHER: **EIDOS**
RELEASE DATE: **OCTOBER 2002**

FOLLOWING ON FROM our first look back in issue 03, we've been able to get some hands-on play with *Hitman* (plain old 47 to his buddies) as he comes out of retirement to reprise his role as the world's deadliest assassin.

The very first mission involves taking out a Mafia don who's tucked away deep within a villa. How you get past the guards on patrol is pleasingly open-ended.

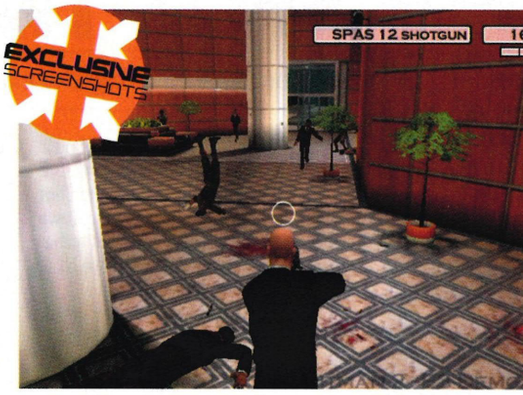
For those fed-up with the guns-a-blazing commando approach (although you can try that too), there are several covert methods of infiltration. You could execute a patrol guard, or even the friendly neighbourhood postman, then assume their role to get into the compound. Or, if you're clever, you could stash a pistol in a food delivery, waltz in unarmed and unassuming, then had for the kitchen to pick up your firearms.

It makes for a challenging opening level, but one that should leave you in good stead for tackling the remaining 19 stages. If you ever feel the need to hone these abilities, you can return to your base at a Sicillian monastery, practice silent kills on a training dummy, or pick off flocks of birds to improve your shooting.

There's even a tool shed where you can store all the weapons collected so far, letting you build up a formidable arsenal of rifles, shotguns and explosives.

Will it be a quality hit in every sense of the word? We'll debrief you in the coming months. **SB**

PERCENTAGE COMPLETE



↑ They'll never get the blood out of that carpet.

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QUOTES OF THE MONTH

"We can't be optimistic about the game market. No matter what great product you come up with, people get bored. I feel like a chef cooking for a king who's full."

Satoru Iwata
General Manager, Nintendo
A bit fed up with it all. He should try out one of them Xbox machines.

"Fans of the *Dead Or Alive* fighting games have always appreciated the beauty of the female form. With this game, we're giving fans what they've been asking for all along - the ability to admire gorgeous ladies at play."

Tomonobu Itagaki
General Manager, Team Ninja
Well, he can't really pretend that *DOAX* is about anything else.

TOP 10 top ten

In-game soundtracks

SOME GAMES have soundtracks so good, it'd be a waste of gaming time finding your own tunes to put onto the hard disk. Here's our pick of the best original soundtracks.

01 **HALO**
Gregorian monks give us shivers

02 **BUFFY THE VAMPIRE SLAYER**
So like the TV series, it hurts

03 **JET SET RADIO: FUTURE**
Tokyo electro-pop for rollerbladers

04 **GUN VALKYRIE**
Futuristic noise to save the world to

05 **STAR WARS: JEDI STARFIGHTER**
It's *Star Wars* - 'nuff said

06 **GENMA ONIMUSHA**
Beautiful, ambient, classical score

07 **SPIDER-MAN**
Unleashes the spider within

08 **ANTZ RACING**
Tripped out Ibiza sunset tunes

09 **PRISONER OF WAR**
Music to escape prison camps by

10 **DEAD OR ALIVE 3**
Aerosmith simply won't fade away

DEFENDER

Retro arcade classic returns for one more flyby

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

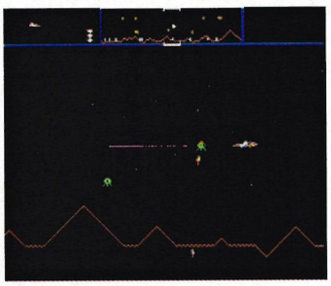
MIDWAY KNOWS WHEN it's on to a good thing and even though the *Defender* name has been silent for many years, a remake was always in the back of the company's mind. But almost twenty years after the arcade classic made its name, developer Seven Studios (also working on *Legion: The Legend of Excalibur*) has set its sights on bringing back the golden age of the coin-op.

Labelled as one of Midway's highest grossing arcade games of all time, this remake takes the frantic shoot-'em-up into the world of 3D for the first time. While the look is definitely 21st century, the aim is pretty much the same, as players are once again charged with protecting humanity from a devastating alien invasion.

As a *Defender* pilot, you've more choice of ships than ever before. Gameplay varies too, featuring a mixture of missions crossing from various search and destroy missions to more humane 'rescue the good guys' objectives. The more humans you manage to save, the more opportunity players get to upgrade ships with various power-ups such as advanced weapons, engine enhancements and shields.

And the remake also brings with it new co-operative modes along with a single-player campaign mode. If it's anywhere near as hard as the original, you'll probably need a friend to help you. **GO**

PERCENTAGE COMPLETE



↑ Sweet image from our youth.

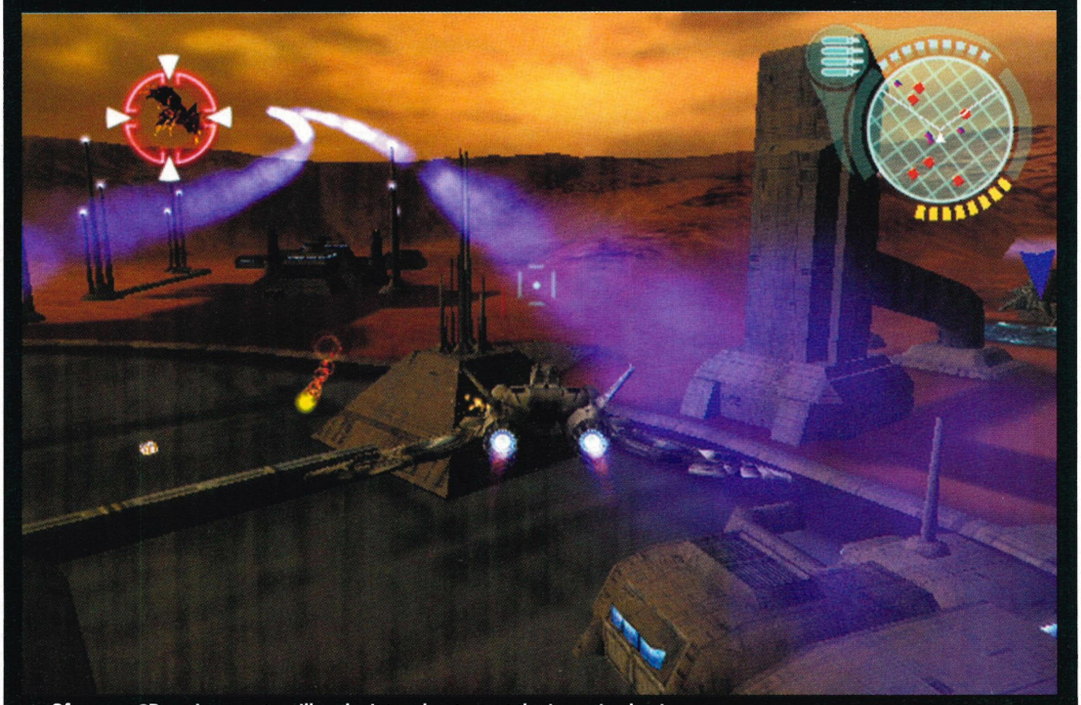
BLAST FROM THE PAST

IF THE HOLLYWOOD-style remake is a little too much for die-hard fans to stomach, Midway has a surprise in store for you. Yes, the entire original arcade classic has been included with the game, so you can travel back to the '80s and save mankind all over again. In glorious 2D.

↑ Aliens still swoop on humans...

↑ ...and still try to take them away...

↑ ...but hooray - you still blast them.



↑ Of course, 3D environments will make it tougher to spot the incoming bogies.

Four the quest, four the battle, four adventure.

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MIDWAY
www.midway.com

↑ As you'd expect the level of realism in McRae's third outing is better then ever.

↑ Keeping the mechanics busy.

↑ Replay modes every bit as good as the telly.

COLIN MCRAE RALLY 3

Make vroom on your Xbox for the best version yet of Col's definitive rally stormer!

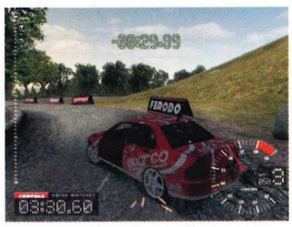
GAME INFORMATION
DEVELOPER: **CODEMASTERS**
PUBLISHER: **CODEMASTERS**
RELEASE DATE: **SEPTEMBER 27**

AFTER SPENDING SOME quality time alone with the long-awaited third version of *Colin McRae Rally*, we're in no doubt that Codemasters is again onto a winner. As you'd expect, the graphical enhancements over previous PlayStation versions are tenfold, but we've discovered there's much more to *Colin McRae Rally 3* than just pretty-boy looks.

This time round, it's mostly about the man himself. For although there's a quick-start option that drops you in as various top rally drivers, the arcade race mode (you versus three on-track opponents) has been dropped in favour of a career mode that urges you to take Colin McRae right to the top of the leader board within his three year contract.

The handling's more solid than the instantly accessible yet slightly arcadey feel of *RalliSport Challenge*. But it's the in-car detail that astonished us, as the poor windscreen wipers worked overtime to cope with snow and rain that falls differently depending on the wind and the direction you're driving. Now *that's* the sort of detail we love to see. **GO**

PERCENTAGE COMPLETE

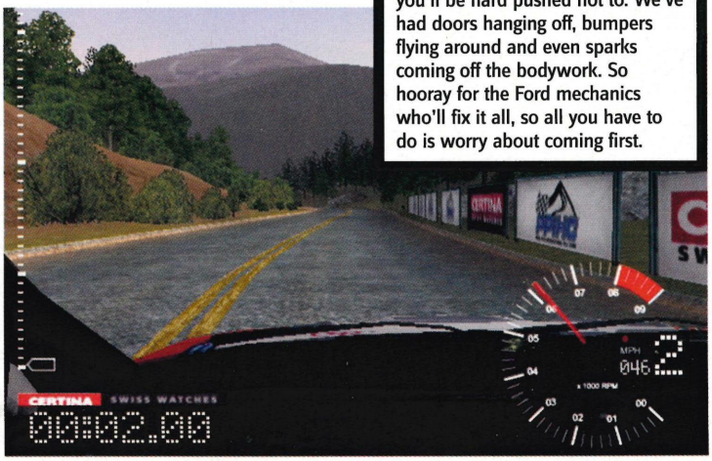


↑ Now with optional sun door.

SMASH AND DRIVE

THE DAMAGE MODEL in *Colin McRae Rally 3* allows you to break almost every part of the car. And, on some of the trickier courses, you'll be hard pushed not to. We've had doors hanging off, bumpers flying around and even sparks coming off the bodywork. So hooray for the Ford mechanics who'll fix it all, so all you have to do is worry about coming first.

↑ The beginning of each stage is the perfect chance to show off your new car.



↑ The in-car view is without doubt the best we've seen yet in a driving game.

XBOX Official UK Xbox Magazine

STAR WARS: KNIGHTS OF THE OLD REPUBLIC

When hokey religions and ancient weapons were a match for a good blaster...

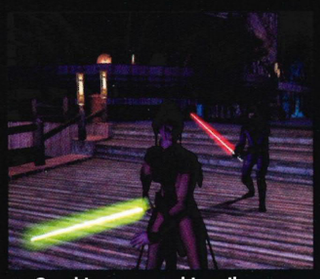
GAME INFORMATION
DEVELOPER: BIOWARE
PUBLISHER: LUCASARTS
RELEASE DATE: NOVEMBER

WHEN IT COMES to big name licenses they don't come much bigger than *Star Wars*. And when it comes to big name role-playing developers, you can't get any bigger then BioWare, the acclaimed team behind the *Baldur's Gate* series. Those two facts alone should ensure Xbox owners play host to the most impressive *Star Wars* game ever. And after the disappointment of *Obi-Wan*, we really do deserve it.

Rather than rehashing the events of the movies, BioWare has set their game 4,000 years earlier, during an era when both Jedi and Sith numbered in the thousands and spent happy lives carving slices off each other. This is more than just another tale of good versus evil - it's the light side against the dark side, England versus Argentina, tea versus coffee. The choice is yours, it is...

The game begins with the whole *Star Wars* galaxy in uproar after a recent conflict with the Sith dark lords. Tempers are frayed and people are frightened for their lives. With the spaceship Ebon Hawk as your transport, refuge and workshop, you form a party with two non-player characters - anyone from humans to droids or Wookies. The actions of your band will not only determine the outcome of the galactic war but also decide your destiny. For no matter how much you want to be a Jedi, underhand behaviour might force you into alternative careers, from Bounty Hunter and Soldier to even a Sith lord... **GO**

PERCENTAGE COMPLETE



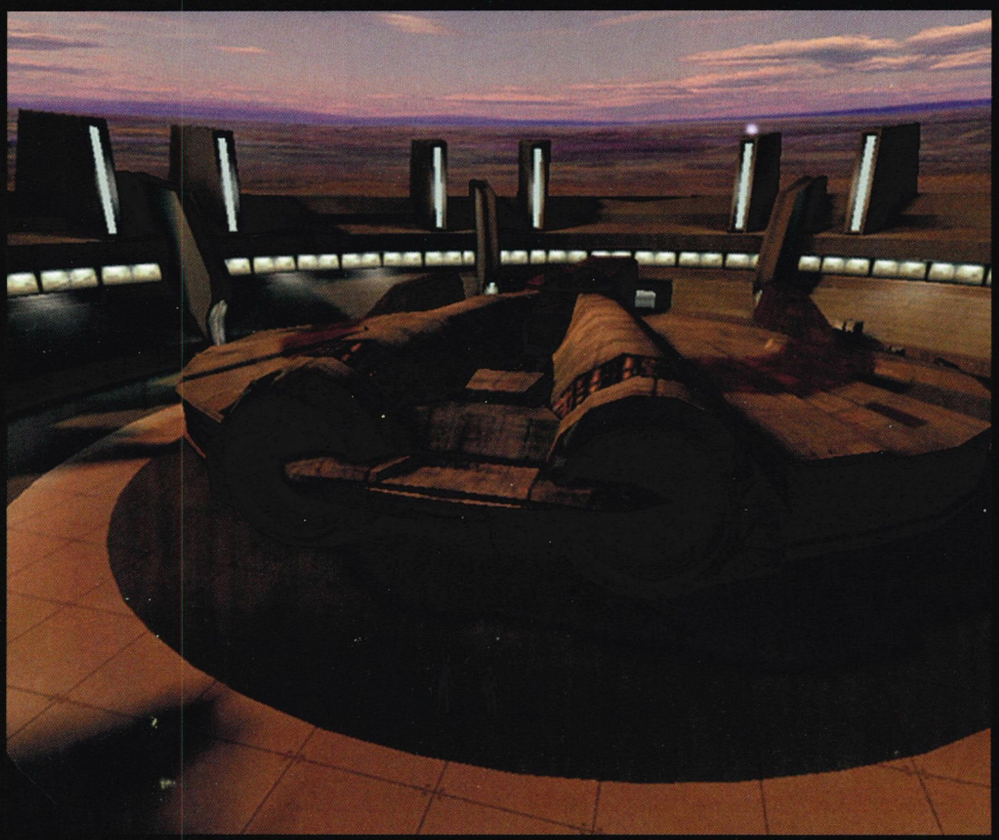
↑ Good is green, red is evil.

↑ "Jump to light speed, Chewie."

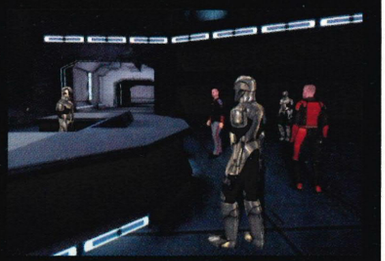
↑ Staring at sunsets: hobby of heroes.

LOCATION LOCATION

YOUR FIGHT FOR peace across the galaxy reveals many of the best known planets in the Star Wars universe as well as some more obscure ones. Luke's dustball homeworld Tatooine is here (obviously) but so is Dantooine. If the name's familiar it's because it's the planet Leia claims is the rebel base when she's tortured in *Star Wars*, although here it's the site of the Jedi Academy. You'll also get to see the Sith world of Korriban and the hairy Wookiee-filled planet Kashyyyk.



↑ The Ebon Hawk's new stereo bass bins meant DJ Shadow could be heard as far away as distant Coruscant.



↑ A bar-room brawl waiting to happen.

↑ Looks a bit like Tatooine to us.

↑ Hey, it's Jabba's dancing girl's ancestor.

SERIAL PORTS: BIZARRELY, R2-D2 WAS REDESIGNATED CL-P8 IN ITALY, WHILE C-3PO IS KNOWN AS Z-6PO IN FRANCE. WE SUSPECT THAT IT'S SOMETHING TO DO WITH THE ORIGINAL NAMES SOUNDING RUDE OR SWEARY WHEN TRANSLATED, BUT LACK THE BASIC LINGUISTIC SKILLS TO PROVE THIS THEORY.

IN MY OPINION

"All softcos exist to make money"

LET ME JUST say outright that I believe that Microsoft is a sinister mega-corp hell-bent on world domination *(Er, can I direct readers to the heading of this column - Ed)*. So now I'm singing from the same song sheet as every other magazine, newspaper and media pundit.

What's puzzling me, however, is why I'm suddenly on the same wavelength as every other professional gob. Why do I dislike Microsoft? Read *No Logo* and you'll find out. It's the same reasons I have for hating Sony, Nintendo, Electronic Arts...

Now, hooray, everyone else seems to have noticed Microsoft's hyping to kids, market aggression and desperate uncoolness. But, boo, the press has ignored that these are exactly the same traits that drive every single other games company who are battling for supremacy even as you read this. The rest of the press seems to see Microsoft as a bandwagon-jumper that doesn't 'get' games. To me, all games companies exist simply to sell games and make money. And that's it. Their methods might differ slightly, but they're all multi-national, money-driven mega-corps.

They can all be criticised when they get their approaches wrong. Let's just do it even-handedly. It's fine to criticise Xbox for a shaky start and for being uncool. But then most of the press turns round and bigs-up Nintendo, forgetting its shaky launch line-up and the inherent naffness of *Pokémon*.

All the big games companies exist to make money. And they're all in it for the long haul. So forget favouritism. Forget who's meant to be good or bad or nerdy or cool. And let's just concentrate on playing all those great games that are out there.

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

FALCONE: INTO THE MAELSTROM

One huge universe, but enough scum for every planet.

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

IN AN EXCLUSIVE, behind-closed-doors visit to Virgin Interactive, we were able to get a good look at *Falcone: Into the Maelstrom*. With a storyline penned by Robbie Morrison of *Nikolai Dante* and *Judge Dredd* fame and artwork from *2000 A.D.* illustrator Jim Murray, *Falcone's* most impressive features have to be the seamless transition between in-space flight action and first-person shooting.

"The Legion were originally going to be 'critters' or even lizards, at one point," explains character artist Jim Murray as the bad guys appeared on-screen, "but then I drew some robot enemies with backward-facing knees. So that was that." Enter the Mosquits: sentinel robots and all-round evil doers who, in keeping with the overall design, look suitably futuristic.

The playable characters all have very distinct roles and functions in the single player, branching Story mode of the game (bomber, assassin, etc) and smart use of this fact will also determine gamers' success in the co-op multiplayer mode.

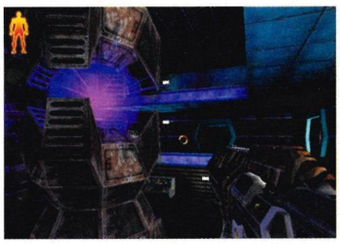
For instance, player one can act as sniper and suppress any enemy fire from their base while player two makes a mad dash across open ground to plant bombs at its walls. How skilled you are at achieving the mission objectives determines how many of the game's hidden goodies you get to see.

The team has brightened up some stages since we saw the game at E3 and the seamless transitions between space flight and FPS mode are working just fine. **ME**

PERCENTAGE COMPLETE

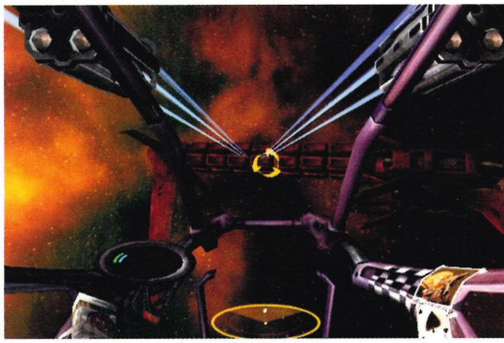
↑ Comparisons with *Halo* are inevitable...

↑ ...but with detail like this, *Falcone's* looking fine.



↑ From shooting to flying, seamlessly.

↑ Spot the *2000 A.D.* influence.



↑ Space combat, followed by boarding action.

↑ Armour modelling by Quasar, that light gun game you play in bowling alleys.

↑ "Airlock breached, captain."

ILLEGAL ENTRY

ANOTHER NOVEL feature is the choice of how you enter an enemy ship. You can either swoop in gung-ho through the front door all guns blazing or take a more subtle approach, clamping your ship to the side and boring through the hull for a sneak entry. You are a pirate, after all.

Rent Xbox. Save bux.

Released 9th August

Out Now

At Blockbuster you can rent a whole bunch of Xbox games for less than the cost of buying just one. And when you know what a great range of titles there is to choose from at Blockbuster, it makes even more sense. To find your nearest store visit www.blockbuster.co.uk or call 0845 741 3561.

Release dates correct at time of going to press.

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BLOCKBUSTER

News Wire

Easily digestible nuggets of key Xbox information

XBOX 2 IN "2006"

A Japanese news service reported that Microsoft US CEO Steven Ballmer said "Microsoft will release a new game machine with enhanced internet access capabilities in 2006." While it was a given that a successor to Xbox would appear around 2006 (every previous console has had a lifespan of around five years), the company was quick to point out that the comment was taken out of context. "What Steve Ballmer really said, jokingly, was that Xbox 2 would be out closer to the next World Cup than this one," said a statement from Microsoft's US office. Oops...

HALO ON GBA?

Microsoft has struck a deal with THQ that will see several of Microsoft's Xbox and PC games released on Game Boy Advance. The first games to be released under the deal will be *Oddworld: Munch's Oddysee* and *Monster Truck Madness 2.0*. "Our partnership with THQ provides an exciting opportunity to introduce some of Microsoft's best-selling games to a new audience," said John Jordan, director of Xbox business development. We don't really expect a diet version of *Halo* to be released on Nintendo's handheld machine, but you never know...

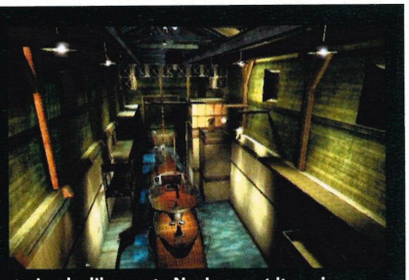
NO FUTURE FOR JSR?

According to reports from the US, *Jet Set Radio Future* is no longer being manufactured for distribution. Once stock of the Smilebit-developed game runs out, that's it – Sega has no plans to make any more copies. This doesn't mean that a new *Jet Set Radio* title won't be unveiled in the future though. So if you still haven't played it, better catch it sooner rather than later – it scored a whopping 8.9 in Issue 02.

THE MILE HIGH CLUB

Japanese developer Aqua System is working on a non-combative Xbox flight simulator called *Flight Academy*. You begin as a rookie pilot who must earn his license by completing various training missions. Once you're fully qualified, you'll get to take holidaymakers and businessmen all around the world in 17 massive missions. The game is due out in Japan towards the end of August, but a UK release has yet to be announced.

↑ In the 1930's, bad guys wore dark hats to identify their foul miscreance.



↑ Looks like nazty Nazis are at it again.

↑ You never see this on *Time Team*.

INDIANA JONES AND THE EMPEROR'S TOMB

Whip crack away, whip crack away whip crack awaaaaay...

GAME INFORMATION
DEVELOPER: **THE COLLECTIVE**
PUBLISHER: **LUCAS ARTS**
RELEASE DATE: **NOVEMBER 2002**

IT WASN'T ONLY ancient artefacts that Lara Croft stole. With her contemptuous attitude to the gentle trowel and brush school of archaeology and relentless gun-toting adventuring, Lara took everything we loved about the *Raiders* movies and transferred it from big screen to video game screen. But now LucasArts looks set to grab back the glory, with the familiar bullwhip and battered hat replacing tight shorts and implausible bust measurements.

We saw the game running at E3 and have to say we were surprised at how good it looks. With a license as big as *Indiana Jones*, LucasArts knew it needed a quality developer to take on the challenge. And coding honours have been handed to The Collective, also responsible for *Buffy The Vampire Slayer* (see review on page 78).

The adventure begins in the Far East in 1935, as underground Asian society the Black Dragon Triad and German mercenary Albrecht Von Beck form an alliance to find the Heart of the Dragon – a black pearl that gives its possessor the power to mould minds. With evil once more threatening to engulf good, it's yet another good ol' race against time as Indy tries to save the world...

The combat sections of *Buffy* worked well and The Collective has used its newly dicovered skills at creative fisticuffs to make the fighting in *Emperor's Tomb* spot on. And while his trademark whip is to Indy what a lightsaber is to a Jedi, he can also pull out his trusty revolver (hopefully in amusing parody to the Indy vs Swordsman scene in *Raiders*) or revert to a bit of old-skool, pre-WW2 punching. If all that's *still* not enough, he can fall back on the *Buffy* trick of improvising weapons out of shovels, chairs and table legs when he needs to batter bad guys at unexpected moments. Now that's what we call *real* archaeology... **GO**

PERCENTAGE COMPLETE

↑ Bonus air miles, Indy style.

ALL AROUND THE WORLD

USING THE Collective's 3D engine, the final game will offer ten globe-trotting locations, from a 15th century castle in Prague to an underwater palace in Istanbul and a mountaintop fortress in China.

↑ Indy kept his hat on in all the movies to hide the stuntmen's faces. Fact.

XBOX
Official UK Xbox Magazine

TIMESPLITTERS 2

Time for more mental multiplayer mayhem

GAME INFORMATION
DEVELOPER: **FREE RADICAL DESIGN**
PUBLISHER: **EIDOS**
RELEASE DATE: **SEPTEMBER 2002**

THE FIRST THING that struck us when we played through the first level of *TimeSplitters 2* (even before vollies of body-piercing hot lead) is how the game simply oozes the vibe of *GoldenEye*, the N64 shooter that's survived the passing of time to become an all-time gaming classic. And there's a very good reason for this, since Free Radical Design was founded by core members of the same team that produced *GoldenEye* under Rare. So even before taking a close look at the game, expectations were high and, after a hefty amount of hands-on time, we're happy to report that we weren't disappointed.

After the success of the original as a PS2 launch title, Free Radical has improved the game in every aspect. We're also please to report that after a (very) lengthy afternoon session with the multiplayer game and co-op modes, this should keep first-person shooter fans deleriously happy for quite some time.

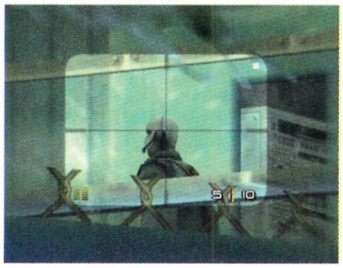
Over 80 characters are playable in the multiplayer mode and, in a move that should push long-term playability from months into years, the final version will allow you to build your own levels for both deathmatch and single-player campaigns. With the Xbox still the only console with a hard disk, what other console could offer this facility?

As you progress through the one player game, you'll be whisked across nine very different episodes ranging from the Wild West to Neo Tokyo as you attempt to restrain temporal-twisting bad guys. Free Radical also promises that the new environments will be more interactive than ever before, hinting at the opportunity to go buck wild and shoot up not only everything that moves, but many things that don't. **GO**

PERCENTAGE COMPLETE

↑ The health and armour indicators.

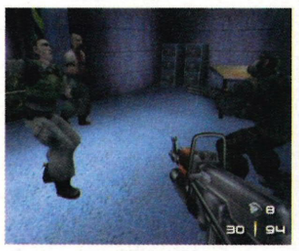
↑ Now that's a big gun. We like.



↑ As always, headshots count.

↑ Taste plasma cannon, evil doer...!

↑ If you see characters that don't look like you, chances are they're out to kill you.



↑ Last one to die is the winner.

SYSTEM FAILURE?

WHILE THE LAUGHS in multiplayer look limitless, we can't help but feel a little disappointed that Free Radical Design hasn't seen fit to include system link support in the Xbox version, especially since it's in the PS2 game. Surely after the success of fast and furious *Halo* LAN sessions, developers should be regarding the ability to link up Xboxes as a standard option, not some exotic rarity?

PUSHED FOR TIME: IF YOU'RE EVER IN THE POSITION WHERE YOU TRAVEL ACROSS RUSSIA, YOU'LL CROSS A GRAND TOTAL OF SEVEN DIFFERENT TIME ZONES.

INCOMING

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SHOP TALK

Who says summer's no time to play games?

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Movie buffs can check out the movie pack, where a console and *Spider-Man* or *Obi Wan*, plus official controller, DVD Playback Kit and DVD region X is only £279.99, saving £39!

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Simon Moore
HMV Games Buyer

XGamer

OOZING *METAL Gear Solid* class over eight eye-bulging pages, XGamer 06 stops at nothing to bring you all the in-depth details.

Plus: the full costs of Xbox Live, from the broadband minefield to how the service will work and its prospects for success.

We've even sneaked in some exclusive info on *Project Ego, BC* and *TimeSplitters 2*, info on future hits like *Dino Crisis 3* and *Counter-Strike* and a bevy of reviews. *POW* and *Buffy* anyone?

Mark Donald
Editor

↑ When dragons rule the world, the chances of maintaining a perfect lawn are low.

REIGN OF FIRE

Dragons down the Tube? Well, it does feel kinda stuffy...

GAME INFORMATION
DEVELOPER: **KUJI ENTERTAINMENT**
PUBLISHER: **BAM! ENTERTAINMENT**
RELEASE DATE: **OCTOBER 2002**

REIGN OF FIRE is based on the upcoming movie of the same name that sees a slumbering dragon wakened by extension work on London Transport's Jubilee Line. As you'd expect, Mr Dragon is cranky. As you might not expect, within twenty five years he's multiplied a million fold so his kind now dominate the planet.

"The basic premise for the film is carried over into the game," executive producer Mark Washbrook told us. "In human missions, you play a resistance fighter, starting at a Norfolk stronghold before joining up with Van Zan's Irregulars at Dover and eventually facing the final conflict, the father of all Dragons in London. In the Dragon missions you get to play the game in reverse, wreaking havoc and mayhem as you attempt to burn humans off the face of the Earth."

The film has a strong post-apocalyptic look to it and unsurprisingly features a plethora of fire effects, since if Kuju wanted the game to look as good as the movie, the in-game fire effects had to be done right. "In order to recreate the way that fire spreads in real life, we developed a unique reactive fire system," explained Washbrook. "This pioneering technology means that every single item in the game is flammable. Each has its own flash point, burn rate and the ability to ignite items near it. Essentially the fire 'lives' and moves from object to object, heating its surroundings as it burns. For example, a small crop fire left unchecked will quickly spread, engulfing everything in its path from humans to livestock and military hardware." Sounds like humanity has problems. *GO*

PERCENTAGE COMPLETE

↑ Expect some very nice fire effects.

↑ A lucky escape? Or just a bad shot?

↑ Use tanks to crush the dragons.

↑ Playing as the dragon... hot yet cool.

↑ "Does this thing have AC?"

YOU'RE ON YOUR OWN

SINCE KUJU WANTED to push the engine to its limits, multiplayer was the most obvious casualty – it was dropped. "The technology behind the game was heavily optimised to make the game look as impressive as possible," said Washbrook. "Had we added multiplayer, we would have had to compromise on realism." So everything burns, but there's sadly no chance to bust up your mates as a dragon.

motogp

Ultimate Racing Technology

ELITE

MONTH

8.9/10
"... the best 'pure racing' game for X-Box"

RACING HAS EVOLVED

WE'VE BEEN WAITING FOR TECHNOLOGY TO CATCH UP

THQ

WINDOWS 95/98 PC CD ROM WINDOWS ME

XBOX

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CHARTS

READERS MOST WANTED

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

OFFICIAL UK XBOX MAGAZINE COMMENT

No surprise within the top two, but the man McRae blazing his way into third place is a welcome addition. The rising profile of *Blinx* is also pleasing - check out our Exclusive Access on page 068. And it's nice to see readers putting some faith in promising titles like *TOCA* and *Team SAS*, too.

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

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

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

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

5. TEAM SAS
DEVELOPER: **RAGE** PUBLISHER: **RAGE** RELEASE: **MARCH 2003**

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

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

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

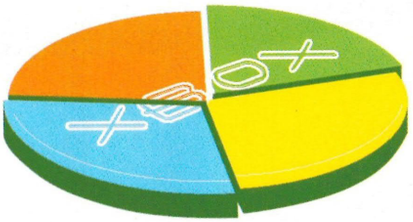
9. CONFLICT DESERT STORM
DEVELOPER: **PIVOTAL GAMES** PUBLISHER: **SCI** RELEASE: **SEPTEMBER 2002**

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

THE HOT TOPIC

The biggest Xbox topics, polyunstaturated

THIS MONTH: What E3 game did you find the most impressive?



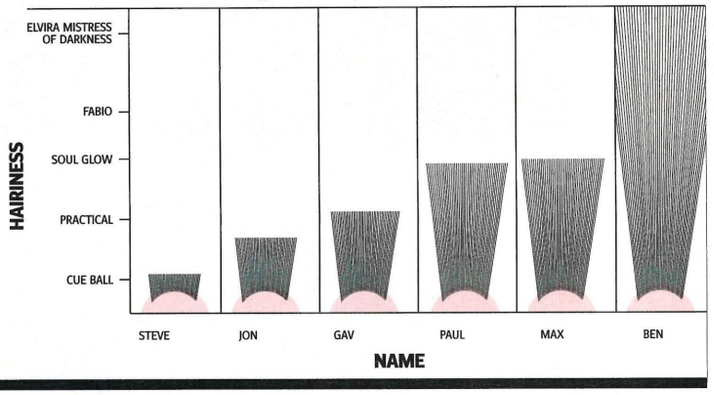
KEY (per cent)

DOA Volleyball	20
Blinx	28
MGS2: Substance	28
Splinter Cell	24
Hollyoaks Vs Capcom	0

SOURCE: www.officialxboxmagazine.co.uk

HAIR TODAY...

...How hirsute are the *Official UK Xbox Magazine* bonces?



SOURCE: Our mums

XBOX GAME RELEASES

The forthcoming games you need to know about

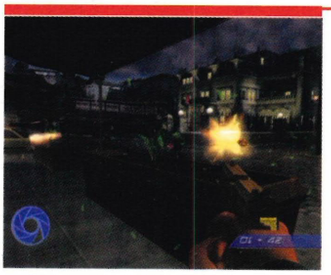
DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
AUGUST	BUFFY THE VAMPIRE SLAYER	THE COLLECTIVE	EA	2
	MAT HOFFMAN'S PRO BMX 2	RAINBOW STUDIOS	ACTIVISION	4
	CHASE	I-IMAGINE	BAM!	2
	PRISONER OF WAR	WIDE GAMES	CODEMASTERS	4
	TAZ WANTED	BLITZ GAMES	INFOGRAMES	3
	GEOFF CRAM'S GRAND PRIX 4	MICROPROSE	INTERPLAY	2
	FILA WORLD TOUR TENNIS	TBA	THQ	4
	IRONSTORM	4X STUDIO	WANADOO	4
SEPTEMBER	TIMESPLITTERS 2	FREE RADICAL	EIDOS	4
	ELDER SCROLLS 3	BETHESDA SOFTWORKS	UBISOFT	4
	EGGO MANIA	KEMCO	KEMCO	N/A
	DEATHROW	SOUTHEND INTERACTIVE	UBISOFT	3
	MYST III:EXILE	PRESTO STUDIOS	UBISOFT	N/A
	KELLY SLATER'S PRO SURFER	TREYARCH	ACTIVISION	4
	STREET HOOPS	PARADOX	ACTIVISION	4
	BATTLE ENGINE AQUILA	LOST TOYS	INFOGRAMES	3
	YAGER	YAGER	THQ	2
	KENGO	LIGHTWEIGHT	UBISOFT	4
	LARGO WINCH	UBISOFT	UBISOFT	4
	SHADOW OF MEMORIES	KONAMI	KONAMI	N/A
	BALDUR'S GATE	SNOWBLIND	VIRGIN	4
	WHACKED	PRESTO STUDIOS	MICROSOFT	4
	STEEL BATTALION	CAPCOM	CAPCOM	2
	CONFLICT: DESERT STORM	PIVOTAL	SCI	4
	WWF: RAW IS WAR	ANCHOR	THQ	N/A
	LOONS	WARTHOG	INFOGRAMES	6
	FURIOUS KARTING	BABYLON	INFOGRAMES	4
	COLIN MCRAE RALLY 3	CODEMASTERS	CODEMASTERS	4
	SHINING LORE	PHANTAGRAM	PHANTAGRAM	4

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
SEPTEMBER	PHANTOM CRASH	PHANTAGRAM	PHANTAGRAM	4
	TOXIC GRIND	TBA	THQ	4
	CRAZY TAXI 3: HIGH ROLLER	HITMAKER	SEGA	3
	SPLASHDOWN	RAINBOW STUDIOS	INFOGRAMES	4
	BLADE II	MUCKY FOOT	ACTIVISION	4
	DOA XTREME BEACH V-BALL	TECMO	MICROSOFT	5
OCTOBER	TOEJAM AND EARL 3	VISUAL CONCEPTS	SEGA	3
	HITMAN 2	IO INTERACTIVE	EIDOS	3
	T- CLANCY'S GHOST RECON	RED STORM	UBISOFT	2
	RACE OF CHAMPIONS	CLIMAX	ACTIVISION	4
	ZAPPER	BLITZ GAMES	INFOGRAMES	N/A
	SUPERMAN: MAN OF STEEL	CIRCUS FREAK STUDIOS	INFOGRAMES	2
	MONOPOLY PARTY	TBC	INFOGRAMES	6
	TERMINATOR:FATE OF DAWN	PARADIGM	INFOGRAMES	N/A
	TOCA RACE DRIVER	CODEMASTERS	CODEMASTERS	4
	LOOSE CANNON	DIGITAL ANVIL	UBISOFT	4
	VEXX	ACCLAIM	ACCLAIM	4
	BRUCE LEE	RONIN ENTERTAINMENT	UNIVERSAL	3
	MIDTOWN MADNESS 3	DIGITAL ILLUSIONS	MICROSOFT	3
	QUANTUM REDSHIFT	CURLY MONSTERS	MICROSOFT	3
	TUROK: EVOLUTION	ACCLAIM	ACCLAIM	2
	SNEAKERS	MEDIAVISION	MICROSOFT	3
	SOUL CALIBUR 2	NAMCO	NAMCO	4
	M- KOMBAT: DEADLY ALLIANCE	MIDWAY	MIDWAY	4
	MALICE: KAT'S TALE	ARGONAUT	VIVENDI	4
	KUNG FU CHAOS	JUST ADD MONSTERS	MICROSOFT	4
	MACE GRIFFIN: B- HUNTER	WARTHOG	EA	4
	THE THING	COMP.ART.	UNIVERSAL	2
	HOTD3	WOW	SEGA	4
	PANZER DRAGOON ORTA	SMILEBIT	SEGA	4
	RISK	TBC	INFOGRAMES	N/A
	SILENT HILL 2: INNER FEARS	KONAMI	KONAMI	4
	JAMES BOND 007: NIGHTFIRE	EA	EA	5

Virgin megastores

VIRGIN MEGASTORES CHART

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



↑ IT'S A WORKMANLIKE conversion of a six month old PS2 title, but it *is* Bond, and that's incentive enough for most. Being a suave super-spy must have ranked third (behind Cowboy and Astronaut) on the career wishlist of many a schoolboy over the years.

1. JAMES BOND 007 IN... AGENT UNDER FIRE

PUBLISHER: **EA** DEVELOPER: **EA REDWOOD**

Bond parachutes deep into chart territory to take the top spot.

HALO: COMBAT EVOLVED

PUBLISHER: **MICROSOFT** DEVELOPER: **BUNGIE**

Move to the moon... a world where *Halo* isn't number one makes no sense.

3. SPIDER-MAN

PUBLISHER: **ACTIVISION** DEVELOPER: **TREYARCH**

Incey wincey Spidey climbed up the charts for an impressively silky debut.

4. 2002 FIFA WORLD CUP

PUBLISHER: **EA SPORTS** DEVELOPER: **EA SPORTS**

There's still no substitute to FIFA when it comes to Xbox footy games.

5. PROJECT GOTHAM RACING

PUBLISHER: **MICROSOFT** DEVELOPER: **BIZARRE CREATIONS**

Stuck in heavy rush hour traffic, *Gotham* honks its horn and drops three places.

6. STAR WARS: JEDI STARFIGHTER

PUBLISHER: **ACTIVISION** DEVELOPER: **SECRET LEVEL**

Not exactly the Episode Two of video games, but good enough for sixth place.

7. DEAD OR ALIVE 3

PUBLISHER: **MICROSOFT** DEVELOPER: **TECMO**

Tumbles yet another place, hoping for something soft to break its fall soon.

8. MAX PAYNE

PUBLISHER: **TAKE TWO** DEVELOPER: **REMEDY ENTERTAINMENT**

Max drops two places as he stops to look for some bullets in a bin bag.

9. INTERNATIONAL SUPERSTAR SOCCER 2

PUBLISHER: **KONAMI** DEVELOPER: **KONAMI**

After last month's giant-killing performance, ISS is running out of steam.

10. MOTO GP

PUBLISHER: **THQ** DEVELOPER: **CLIMAX BRIGHTON**

Welcome new entry for the only bike racer you'll ever need. Please stay a while.

↑ THIS IS EXCELLENT news for people who enjoy playing quality video games. We should reserve a parking space within the charts for Climax's brilliant motorbike title. Let's hope this isn't just a flying visit, and that it gets its knee to the floor closer to the top of the charts.

↑ THE WORLDS WORST pun seems intent on leaving the charts in gradual, hyper-slow bullet time. Best of luck to him, we say. Despite being a bit of a one-trick pony, Max is still good for some overblown gunplay and crowd-slaying one-liners.

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
NOVEMBER	TOTAL IMMERSION RACING	RAZORWORKS	EMPIRE INTERACTIVE	5
	METAL GEAR SOLID 2	KONAMI	KONAMI	4
	BATMAN: DARK TOMORROW	KEMCO	KEMCO	4
	ROCKY	RAGE	RAGE	4
	MOTO X	KONAMI	KONAMI	N/A
	FROGGER CLASSIC	KONAMI	KONAMI	N/A
	X-MEN: NEXT DIMENSION	PARADOX	ACTIVISION	4
	JEDI KNIGHT 2: OUTCAST	LUCASARTS	ACTIVISION	N/A
	T-W SNOWBOARDING	HOUSEMARQUE	INFOGRAMES	3
	MICRO MACHINES	INFOGRAMES SHEFFIELD	INFOGRAMES	N/A
	TONY HAWK'S PRO SKATER 4	NEVERSOFT	ACTIVISION	4
	UNREAL CHAMPIONSHIP	DIGITAL EXTREMES	INFOGRAMES	1
	LORD OF THE RINGS: FOTR	WXP	UNIVERSAL INT.	2
	BRUTE FORCE	DIGITAL ANVIL	MICROSOFT	4
	INDIANA JONES	THE COLLECTIVE	LUCASARTS	4
	MINORITY REPORT	TREYARCH	ACTIVISION	4
	MISSION: IMPOSSIBLE	PARADIGM	INFOGRAMES	3
	STAR WARS: KOTOR	BIOWARE	ACTIVISION	2
	RAYMAN 3: HOODLUM HAVOC	UBISOFT	UBISOFT	4
	SPLINTER CELL	UBISOFT	UBISOFT	4
	FALCONE: MAELSTROM	POINT BLANK	VIRGIN	4
DECEMBER	GALLEON	CONFOUNDING FACTOR	INTERPLAY	N/A
	S-MURRAY'S WAKEBOARDER	SHABA	ACTIVISION	4
	TETRIS WORLDS	BLUE PLANET	THQ	6
2003	STAR WARS GALAXIES	LUCASARTS	LUCASARTS	5
	WWE: CRUSH HOUR	PACIFIC COAST	THQ	5
	NINJA GAIDEN	TECMO	MICROSOFT	6
	CRIMSON SEAS	KOEI	TBC	5
	LAMBORGHINI	RAGE	RAGE	4
	TWIN CALIBER	RAGE	RAGE	4
	PSYCHONAUTS	DOUBLE FINE	MICROSOFT	5
	RE (RACING EVOLUTION)	MILESTONE	INFOGRAMES	N/A
	DUNGEONS AND DRAGONS	INFOGRAMES HUNT V	INFOGRAMES	N/A
	ALTER ECHO	TBA	THQ	4

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
2003	EVIL DEAD: BOOMSTICK	TBA	THQ	4
	DRAGONS LAIR 3D	TBC	UBISOFT	N/A
	PROJECT BGE	TBC	UBISOFT	N/A
	WOLVERINE'S REVENGE	GENEPOOL	ACTIVISION	4
	TRUE CRIME: STREETS OF LA	LUXOFLUX	ACTIVISION	5
	PROJECT EGO/FABLE	BIG BLUE BOX	MICROSOFT	4
	HALO 2	BUNGIE	MICROSOFT	5
	RAVEN SHIELD XIII	UBISOFT	UBISOFT	4
	BC	INTREPID ENTERTAINMENT	MICROSOFT	5
	COPS	FOX	VIVENDI	4
	VIRTUA FIGHTER 4.1	AM2	SEGA	4
	PHANTASY STAR ONLINE	SONIC TEAM	SEGA	4
	SHENMUE 2	AM2	SEGA	4
	ULTIMATE BLADE	REBEL ACT	CODEMASTERS	4
	GLADIUS	TBA	LUCASARTS	4
	SHAYDE	TBA	METRO 3D	4
	ARMADA 2	TBA	METRO 3D	4
	MECH ASSAULT	MICROSOFT	MICROSOFT	4
	GRAVITY GAMES	MIDWAY	MIDWAY	4
	AGGRESSIVE INLINE	Z-AXIS	ACCLAIM	4
	BALLERS	MIDWAY	MIDWAY	4
	LEGION	SEVEN STUDIOS	MIDWAY	4
	DUALITY	TRILOBYTE GRAPHICS	PHANTAGRAM	4
	KINGDOM UNDER FIRE 2	TBA	PHANTAGRAM	4
	STRIDENT: THE SHADOW	PHANTAGRAM	PHANTAGRAM	4
	RESTAURANT MANAGING SIM	TBA	PHANTAGRAM	4
	AUSTIN POWERS	TBA	TAKE 2	4
	STATE OF EMERGENCY	VIS	TAKE 2	4
	ROBOTECH	TDK INTERACTIVE	TDK INTERACTIVE	4
	MERCEDES BENZ	SYNETEC	TDK INTERACTIVE	4
	SHREK 2	TBA	TDK INTERACTIVE	4
	BARBARIAN	TBA	VIRGIN	4
	CHARLIE'S ANGELS	TBA	UBISOFT	4
	FUTURAMA	KEMCO	SCI	4
	COMANCHE	TBA	NOVALOGIC	4
	RED FACTION 2	VOLITION	THQ	4

TOP 5 REGISTERED US DOG BREEDS: 5: THE BEAGLE (49,080 REGISTRATIONS) 4: THE DACHSCHUND (50,772) 3:GERMAN SHEPHERD (57,256) 2: GOLDEN RETRIEVER (62,652) 1: LABRADOR RETRIEVER (WITH A KENNEL-BUSTING 154,897)

LETTERS

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

LETTERS 05 EDITOR

NAME: **ED LOMAS**
GAME OF CHOICE: **HALO (AGAIN)**

"Hello. It's finally my turn to answer your letters. I tried my best not to be too rude in my replies, but there's only so much a man can take, you know. Keep sending us interesting letters and emails coming in - we love 'em."

THE BIKE IS RIGHT

At last, a quality motorcycle racing game - *Moto GP: Ultimate Racing Technology*. Having played various racing games over the years this one blew me away.

The graphics are simply the best I've ever seen on any system, but what impresses me even more is the realistic intelligence of the other riders, which is more than can be said for those in Namco's *Moto GP* [a totally different game] on PlayStation 2. Also the control system, which is a radical departure from what we're used to, works so well with the Xbox controller.

Your review of the game was spot-on and the playable demo was perfect - it's what convinced me to buy the game. Great mag - keep up the good work.

Jeff Anderson
Hartlepool

We've had lots of letters like this one. It's nice to see that *Moto GP* has engaged those of us who aren't into motorbike racing, as well as those who are. It goes to show that games of any kind can appeal to a wide audience when made with real passion and skill, not just ones about movies or football.

SATAN ATE MY JOYPAD

Recently, after a five-hour stint on the excellent *Project Gotham Racing*, I retired to bed for a hard-earned rest, only to be kept awake by - of all things - my Xbox controller! It was making all sorts of weird noises! Has anyone else had this spooky experience when turning off the Xbox only to find that after ten to fifteen minutes a pad starts making noises as if it's summoning you back to... Play:More?

Philip Coulthard
Stockport

This is the first instance of a possessed Xbox controller that we've come across. If anyone else has experienced similarly spooky goings-on, let us know and we'll bundle a mass exorcism on the Game Disc to banish your controller demons.

SWEET SIXTEEN

I'm wondering if I'm the only person that thinks *Halo* in single-player has something missing. Okay, the levels are quite huge and the enemies are a bit clever, but I can honestly say there are only maybe two levels I get excited about.

But in multiplayer link-up with 8-16 players it's a different story. The feeling you get when you play eight-a-side Capture The Flag and you've got the flag in your hands, knowing that the whole team depends on you getting that massive flag (which makes you stand out a mile for any enemy sniper) back to your base - it's like having 20 litres of adrenaline rushing around your body up to your head

I couldn't sleep with thoughts of tactics and flashbacks of the night's events running through my head, even though it was 7am before we finally finished.

I know it's hard to get up to 16 friends, four consoles and four TVs all in one room at the same time, but having managed it a number of wicked times now, I can tell you it's definitely possible and actually very cheap to set up. My advice for any gamer is, if you know enough people with an Xbox, GET IT SORTED! You might even wet your pants!

T. Widdicombe
Paignton

There you go - what better recommendation could there be than soiling your smalls? Check out our feature on setting up a network in Issue 02 (see page 063 to get hold of a back issue if you missed it) and get stuck into some of the most exciting gaming you'll have experienced.

And don't forget the plastic undies.

SACK THIS MAN NOW!

First up, pats on the back for a great mag. It's the best on the market for any console. I thought I should let you know that I'm a full-time clinic assistant in the NHS and almost got the sack for being totally immersed in reading your mag.

I'm working seven-and-a-half hours a day and spend about four hours in a little cupboard reading your mag while drinking the nurses' tea, but lucky for me I was let off and sent back to work, and all lived happily ever after.

PS. I love the little facts in small print on the right-hand side of the page!

Martyn McDonald
via email

Official UK Xbox Magazine would like to point out that it does not condone extended reading in a cupboard by someone who is supposed to be helping preserve the health of the nation. As for the 'facts' down the side of the page - shhhhh! Some people still haven't even noticed they're there, believe it or not...

IRVINE WELSH WRITES

Aw man, so I had refused to eat, sleep or go poopy for nigh-on a whole week playing *Halo*, okay? Every level seemed to get better than the last - constant swedging of the Covenant, The Flood trying to put a dampener on my aspirations of greatness with their little explosive zombie turnip thingies, weapons more addictive than any Cadbury's product (that sniper gun!) and then I get to the last level.

What were those muppets at Bungie thinking when they put that ruddy timer against you and your trusty Warthog? It truly, truly sucks, dudes. After such a fantastic game (without a single flaw from the first level on, in my opinion!) how could Bungie allow this game to plummet to the level of a rat's fart?

But hey, I'm not gonna go chucking my lovely Xbox out the windae just because of this. *Halo* still gets ten outta ten from me (I just give it an A- for the end level, though).

By the way, those Tusken Raiders in *Obi-Wan* are giving me grief too. How do you waste the load of them on the platform near the end of Rescue on Tattooine? The ones with those dang firebombs that always reduce me to charred brisket.

Ian Devlin
Glasgow

It must be said that the The Library level has been known to bore grown men to tears on their first play through *Halo* but, as you say, the rest of the game more than makes up for an hour or so of confused and frustrated wandering. It'll seem better next time round, believe me - *Halo* is one of those rare games that challenges you in new ways on higher difficulty settings, making each time through just as thrilling as the first. And what are you doing playing *Obi-Wan* anyway, you fool? Turn it off and play something good.

STARTING EARLY

Just thought I'd send you this picture of my daughter Isabella. She's only two-and-a-half and is already well into my (her!) Xbox. Her favourite game is *RalliSport Challenge*

STAR LETTER

DON'T PANIC!

In A&E hospital departments a small device placed on a finger can monitor blood pressure, pulse, etc. What if this was adapted to the Xbox controller?

For example, if you are relaxed (low pulse rate) the crosshairs of your on-screen sniper rifle would be steady, but panic (higher pulse) and they would become unsteady. Or, in an RPG, stay calm and your magic attack carries major hit points - panic and you lose.

It would add an extra dimension to gameplay and the applications are near endless. How would you use it?

Mark Edginton
Torquay

Well, considering that Xbox controller ports use the versatile USB (Universal Serial Bus) standard - albeit with a different-shaped plug - it's possible for all sorts of ingenious controllers to be made for the console, your pulse-monitoring device included. We all think this a great idea and would love to see games being made with similarly innovative peripherals in mind. Though nothing of the sort is in development yet as far as we know, there's certainly lots of scope for that kind of innovation to be released in the future. Has anyone else got any brilliant ideas they'd like us to print for developers to nick? Send them in and £50 of vouchers could be yours.

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

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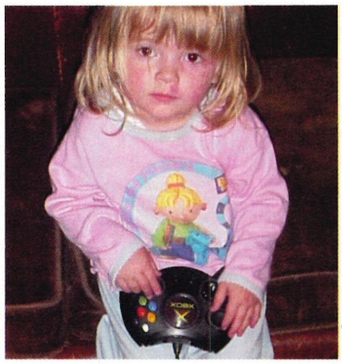

↑ **Train 'em up early, we say.**

(your demo), and she's also partial to *Tony Hawk's* and *Amped*! She calls the console her "Egg Box". Cute huh?

Richard Horsman
via email

We think it looks more like you've just sat poor Isabella down and stuffed the pad in her hands, but the picture was so sweet we all wept like old ladies when we saw it, so we had to print it anyway. Hello, you little cutie! Aaaah...

FAILURE TO EXPLOIT

I subscribed to *Official UK Xbox Magazine* for a number of reasons, including the Game Disc and the promise of some comprehensive and accurate reviews, as this is what decides whether I'll buy a game or not.

However, to date the reviews have been disappointing. Considering the supposed power of Xbox, games have been overrated - yes, even *Halo*.

For instance, *Moto GP* got 8.9/10. This game is no better, and in fact worse than *F355 Challenge* on Dreamcast. I could go on with other examples. In terms of gameplay and, especially, the graphics, most of the games fail to exploit the supposed power of Xbox.

What criteria are you judging these games against? Surely given the supposed power of Xbox you should judge a game *critically* against this.

David Cole
Gibraltar

We judge Xbox games against the criteria of 'fun'. If a game is 'fun', and therefore worth playing, we give it a good review. If it's a carelessly made, unenjoyable piece of rubbish, we give it a bad review. We mention how a game exploits the power of Xbox in the Power section at the end of a review, but it's by no means the most important factor in whether someone should pay £45 for it. Sounds like you could be taking things a little too seriously - we all play games here because we love *playing* them, not analysing how they take advantage of graphics chips.

DREAM DELIGHT

Is there any chance of there ever being a *NiGHTS* game on Xbox? It was amazing to play on the Sega Saturn with the analogue pad. With Sega making games for all consoles now, it would seem reasonable for them to release new versions of classic games and much-loved games that were overlooked at the time.

I must have played through *NiGHTS* hundreds of times, if only for the music on the final credits, and it ruled.

Please force Sega into remaking it.

FozZ
via email

We'll let Ed speak for himself here: *I also love* NiGHTS *on Sega Saturn to bits - it's my favourite game ever - but don't know if a new version is really necessary. Personally, I'd rather have the Saturn game left as a stand-alone piece of genius, than have the good name of* NiGHTS *damaged by a sequel that isn't up to the same high standards. And besides,* NiGHTS *director Naoto Oshima is now working on* Blinx: The Time Sweeper *for Xbox, which looks to be the spiritual successor to* NiGHTS *with its similarly warped character design and revolutionary gameplay ideas.*

Shorts

BADGE CADGE

I was a subscriber from the very first issue and I know that there was supposedly a fire at the factory but I just have to ask - where's my Xbox badge?

Daniel Hayward
Windsor

There wasn't really a fire at the badge factory, you know. It was a fire at the *badge van depot*. All is well now, and you should hopefully have one pinned to your T-shirt or through your ear as you read this.

DUUUH...

Will *Halo* be coming out for Xbox? If yes, do you know the date it is coming out?

Tom
via email

Um... yes. It came out on March 14. Are you feeling alright?

TICKET TO RISE

On the new Game Disc, there is a message about a compo to win Xbox Man goodies. It asks for the name of the composer of *Rise of The Valkyries*. Is this a typo, as I can only know *Ride of The Valkyries*?

Aaron Thompson
via email

You're right. Ben's disgracefully limited knowledge of classical music meant he couldn't even get the name of Wagner's legendary piece right. We glued his headphones to his ears and forced him to listen to *Valkyries* for a week. He grins a lot now.

THICKIE ALERT!

The barrage of information telling us how great and wonderful the mighty Xbox is impressive. When turning on, we're prompted to insert current time and date - unfortunately the Xbox makers don't realise that some months are 31 days long! What a gaff.

Denis Shortall
via email

The number of days on the setup screen only goes as high as the number of days in that particular month. If you change it to January, for example, you'll be able to go up to 31, while June only goes to 30. What a plonker.

ME WANT GUN

Will there be a light gun for *House Of The Dead 3* and do you know how much it's going to cost?

Edward Rixon
Reading

Yes (Sega is making one, as are some third-parties) and no (we imagine they'll come in at £20-£25).

A BIT O' *HILL* TO FOLLOW

When will the Xbox version of *Silent Hill 2* be released in the UK? My girlfriend is slowly becoming psychotic due to the contrasting release dates floating around.

Delirium
via email

Silent Hill 2: Inner Fears will be released over here in October. See News, starting on page 020, for more.

TECHNO TECHNO TECHNO TECHNO!

What's the name of the cool techno-type music on Game Disc 04? It's really cool. Could you play it more often on the other demos to come?

Kingsley
via email

A guy called Dave Newman does the music on our Game Discs especially for us. and he'll be doing it for the foreseeable future.

LADIES WELCOME

As a female reader, I find some of the contents of your magazine to be absolutely amusing due to the extent of sexism i.e. "So who's caught their missus siting on a joypad?" (Issue 04, page 042). I found that extremely suitable and not at all offensive due to the fact there's a joystick company called Thrustmaster!

Norma
Australia

Sorry. We'll try harder to offend our female readership in future. By the way, girls, did you know that tilting the joypad around in the air when playing games doesn't actually make your car/character turn any quicker?

MUST TRY HARDER

Please could you try to review *Unreal Championship*, because I have *Unreal Tournament* and I think it's brilliant.

Jonathan Dillon
via email

Be patient, my son. When it's finished, we'll review it. We should be able to bring you a playtest soon. There's something to look forward to.

PLUG IN BABY

1. I have to set the time on my Xbox every day; it's never unplugged and I play nearly every day. Does the mains have to be on?
2. I applied for a Reward Pack a month ago and still haven't got it. Why?

Solidus
via email

1. Yes, it does. Turning the mains off is the same as unplugging the console.
2. There were so many applications that it took Microsoft some time to get everyone's freebies sent out.

HOT XXXBOX CHAT

Loved the article on 'spicing up' your relationship with that special piece of machinery in your life. When I first met my beloved Xbox, all was happiness. We loved spending time together; I stared into her eyes for hours. She was like an angel in my life, complete with permanent *Halo*.

But soon, things became difficult. My Xbox became needy - as soon as I walked in from work she demanded that I spend all my time with her. Sometimes she would demand I revved her up and took her to places she'd never been before, like Tokyo, London, New York and San Francisco. Sometimes she just wanted me to spray things all over her.

I became exhausted. Desperate to get away, I begged her to let me just go to the pub with my friends. Instead, she suggested kinky games in which I shared her with my friends. Now she demands the satisfaction that only four men pressing all her buttons at once can give her. She wants to up the numbers even more and perhaps engage in a tryst with another Xbox. I feel like I'm in too deep. Infatuation has turned into obsession. Even now she's eyeing my PC jealously...

Steve Sparham,
Lincoln

We had to edit one particularly saucy sentence out of this letter.

CARNAGE-ATION STREET

My brother and I each have an Xbox, as does my mate across the road and my cousin up the road. We all enjoy multiplayer *Halo*, but we're looking to go to the next level.

We were wondering if it's possible to put an Ethernet hub in someone's attic and run cables between the houses?

Is this legal? Is it even possible? We have been dreaming of playing linked-up *Halo* where there's absolutely no chance of looking at someone else's screen, and in the future use the Xbox Voice Commander to talk to one another.

David Reid, Paul Day, Gary Reid, Mark Gourley, Co. Tyrone

In theory, yes, it's possible. You need to speak to the authorities for permission to permanently run a bunch of cables between houses, although you could always try putting little flags along them and pretending you're trying to brighten the street up with bunting. But seriously, the amount of Ethernet cable you're talking about using here would cost hundreds of pounds - surely it's easier and cheaper to occasionally get your consoles and TVs together in one house (in separate rooms, if need be) until Xbox Live launches later this year? Then all your killing-each-other-from-home dreams will come true.

HEALTH CONCERN: THE NATIONAL HEALTH SERVICE IS THE LARGEST EMPLOYER IN THE COUNTRY. WITH AROUND A MILLION PEOPLE WORKING FOR IT. IT IS ESTIMATED (BY US) THAT UP TO 83 PER CENT OF ALL NHS EMPLOYEES SPEND AT LEAST TEN HOURS A WEEK READING *OFFICIAL UK XBOX MAGAZINE* IN A CUPBOARD AT WORK. WELL, THEY SHOULD DO.

TWO HEROES ARE BETTER THAN ONE.

XBOX

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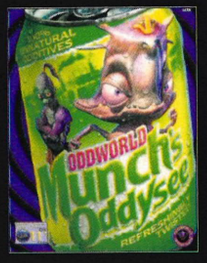
www.xbox.com/uk/oddworld

PLAY MORE. PLAY ODDWORLD.



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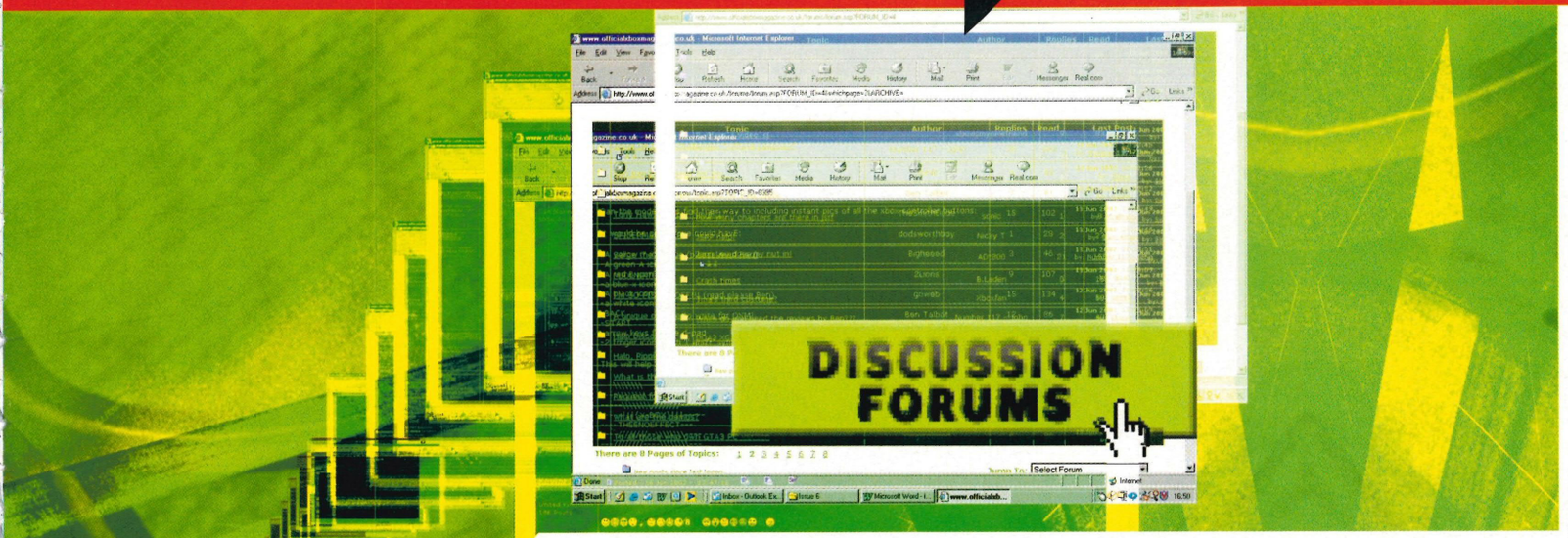
LETTERS



From the Forum

A quick look at what's happened on our website, located at **www.officialxboxmagazine.co.uk**

HANGING BY A THREAD

It's not all games, games, games, you know.

OVER IN THE General Discussion forum, a broken **Andy** opened his heart. "Our cat Ben died on Tuesday night of a heart attack, at the good age of 17. Not expecting sympathy from you hard lot, but a moment's silence would be nice for this lovely animal who brightened our lives and made us laugh."

"My cat died last year at the age of 20 – we were sad too, so I feel for ya!" added **goweb**, sympathetically. **Huck** then tactfully chipped in with: "Personally, I prefer dogs."

"Huck, that was cold," blasted **Rally Vincent**. Said Huck: "I just don't like cats. Never have done, never will. I like tigers, mind you."

We're sure many of you will join us in wishing Ben all the best in pussycat heaven.

FOLLOWING OUR playable demo on Game Disc 04, and an Xbox Elite status-winning review (Issue 04, 8.9), the Games forum lit up with discussion of *Moto GP: Ultimate Racing Technology*.

Absolutionist decided he had it all worked out solely from playing the demo. "Why did this game get such a high mark? Physics were better in *Super Hang On* for the Sega Mega Drive," he ranted, before going on to say that it's impossible to fall off the bike in the demo, unlike in real life.

"Maybe the developers should have taken a cue from the *Geoff Crammond's Grand Prix* games and included a variety of 'drivers assist' options that could be turned on/off by the player to suit their preference of simulation level," **Starfury** adds, before our own **Ed Lomas** bowled in.

"Don't assume that because an option isn't in the demo, it isn't in the final game. Do you think *Halo* doesn't have tanks because there aren't any in the demo?"

Damyan, a programmer of *Moto GP*, then joined in, adding "it was a real shock to us when we all eagerly ran out and bought the mag to play our demo. It was amazing how much changed and was fixed since we built that demo."

Thankfully, there's a happy ending to this tale. "I bought this game at the weekend. In my opinion, it beats all other racers on the Xbox hands down. Utterly fantastic! If this is indicative of the games to come in the future then we're in for an exciting ride!" said a thrilled **DelphiAddict**.

»THE NAME GAME

In the General Discussion forum, a thread titled 'My Xbox rules' unravelled. "The name of mine is King – beat that, monkey-boys!" taunted **Devlin**. "I think mine's called Hollywood but I wanna change it to Yggdrasil," replied **suzukaseven**, asking just how to use *Dead Or Alive 3* to edit the name of his console. "Mine's called SLAPNUTZ – beat that!" added **Acidreign**. **Number 117 - John** tried, but his pathetic attempt of Ted fell well short.

(By the way, the name you enter in your *DOA3* high score table is adopted by your Xbox console as its own. The same goes for the name of your saved game of Moto GP. Otherwise, the console has a random name. Names show up on screen when you connect Xbox consoles via System Link or Ethernet.)

Over in the new Play:More forum, a frustrated **Adt800** exploded and started a thread called 'Jann Lee does my nut in!'. "Every time I'm trying to get Zack's third costume in *Dead Or Alive 3* in Survival mode, I defeat 19 people, then the knob of all knobs jumps in – Jann Lee!

"ARGGGGGGGHHHHHHHHHH! I can't stand him! I get sick to death of hearing his high-pitched screams as he beats me to a pulp. I just can't take it any more..."

"Jann Lee is a god," retorted **ShaunHurn**, which pushed Adt800 even closer to the edge: "Nooooo! He's an arse! If anyone's a god in *DOA3* it's Tina."

That's another person looking forward to *Dead Or Alive Xtreme Volleyball*, then.

»GRASS IS GREENER

"Do you know how you get the grass effects on Xbox games like *Halo*?" mused **G_Roovy**. "Can any other game console do this? If not, maybe Microsoft should include grass effects in their adverts."

After suggesting the ingenious advertising tagline 'Xbox: it does grass', **yprbest** went on to say that "other consoles probably can do nice grass, but they'd just jerk like hell. So, it's not that Xbox can 'do' grass, it's just that it can 'do' better graphics more efficiently."

G_Roovy and his green fingers typed on. "What about the swaying daffodils in *RalliSport Challenge* then, eh?"

"My first response also applies to the swaying daffodils," **yprbest** confirmed. **Spudgun** then spoke of "pixel shading" "texture compression", and "vector units" (maybe that 'u' should be an 'o') while Number 117 - John said: "As far as I know the grass effects in *Halo* are pictures of real grass. Can any one prove this?"

Then, in a moment of clarity, **Ham** waded in with both feet. "I think that this thread shows that we need a new game on Xbox. We're talking about grass! GRASS!" The thread still carried on for another 40-plus posts though...

And finally, here's a picture that **helenalover** chucked in the middle of a thread in the Play:More forum where everyone was discussing the amazing tricks they've managed to pull off in *Halo*, prompting much "LOL!" and "LMFAO!"ing.

↑ From the last Forum meet-up...

»GET ON THE FORUM NOW!

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

BUSINESS NEWS: THE TERM 'DEAD CAT BOUNCE' IS SOMETIMES USED IN THE MONEY WORLD. IT REFERS TO AN AUTOMATIC RECOVERY IN A FINANCIAL MARKET, SUPPOSEDLY BECAUSE EVEN A DEAD CAT WILL BOUNCE IF YOU DROP IT FROM A GREAT HEIGHT.

SPLINTER CELL

Counter-espionage, geopolitical intrigue and conspiracy thwarting. Welcome to the next level – you haven't seen anything like this

WORDS: **STEVEN BAILEY**

GAME INFORMATION

DEVELOPER: **UBI SOFT MONTREAL**
PUBLISHER: **UBI SOFT**
RELEASE DATE: **DECEMBER 2002**
PLAYERS: **1**
WEBSITE: **WWW.UBISOFT.CO.UK**

A QUICK RECAP, for those of you who may have missed our First Look at *Splinter Cell* back in Issue 03 under its old name of *Third Echelon*. First Look should really have read Double Take, given the promise of the screenshots and game info.

The situation threatening to crush global stability like a paper cup is this – a covert terrorist invasion has taken place in a region bordering Russia and Northern Asia. NATO has stepped in to settle the affair, but it's increasingly likely that events will spiral out of hand and become an issue of worldwide concern.

It sounds like a solid plot for a book or a movie – hardly surprising given that the game is the latest to boast the name of Tom Clancy, author of the Jack Ryan novels, the latest movie adaptation of which, *The Sum of all Fears*, is out in cinemas this summer.

As Matthieu Ferland, senior producer of *Splinter Cell*, explains: "All of Tom Clancy's stories occur in a near future, so that potential geopolitical situations are credible and the technology used is always ahead of what currently exists. Nothing is completely sci-fi, though. After experiencing this game, players should be thinking 'God, this could really happen... tomorrow'.

"The concept of a solo operative acting secretly is realistic considering the new face of terrorism: we don't know exactly where terrorists are, but they're everywhere. The NSA (National Security Agency) needs this kind of intervention from a highly-trained specialist operative, and even if they will never confirm it, a form of splinter faction similar to the one featured in the game does already exist."

The man to quell this storm in a teacup, before it all goes belly up, is splinter cell field operative Sam Fisher. He's got the »

BONUS INFO

»MULTIPLAYER?
Matthieu Ferland: "It's a one-player focused game. We are currently studying the possibility of adding extra features from Xbox Live after the release, but nothing is confirmed on that yet." How great would it be to face off against a real opponent, and to try and outwit them in an online battle of stealth and cool? Plenty great, we think.

»FIRE ENGINE
Your main weapon, the F2000, has three different rates of fire. For measured, cautious sniping, there's the single bullet mode. For less accurate, long-distance combat, semi-automatic mode lets rip with three bullets at a time. Finally, fully automatic means you can go at it Uzi 9mm-style, spraying an entire clip with just a few trigger squeezes.

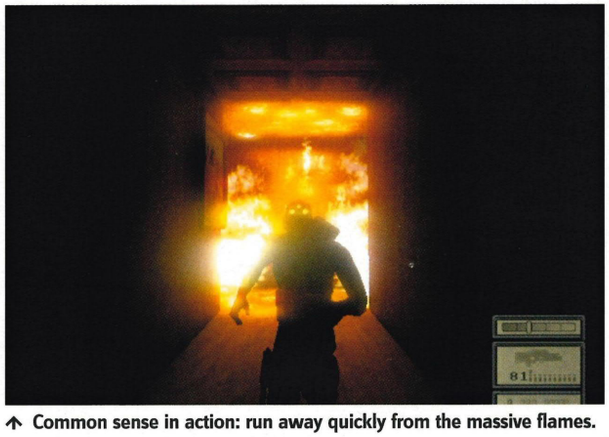
BONUS INFO

RING AIRFOIL
One of the more peaceful munitions available to Fisher is the Ring Airfoil. A doughnut-shaped rubber projectile, it was developed over 20 years ago for the US National Guard to use in riots. Fired at stand-off range, it delivers a nasty, incapacitating sting to would-be trouble makers.

HEY, TC!
Tom Clancy is a former insurance broker who has become one of the best selling authors in the world. He's credited with inventing the 'techno-thriller', a tale that mixes political intrigue and modern military technology to entertaining effect. Some of his books include *The Hunt For Red October*, *Patriot Games* and *Clear And Present Danger*. He recently received a £32 million advance for his next two books.

↑ You need to get past him. He doesn't *have* to see you. He doesn't have to die. But a quick head shot will save all that stealthy hassle.

↑ Even when he's out of view, his shadow lets you keep tabs.



↑ Common sense in action: run away quickly from the massive flames.

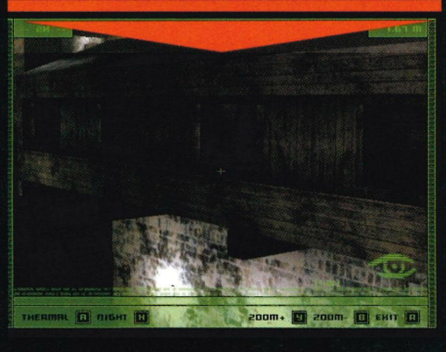
I WANT ONE OF THOSE »» Sam Fisher's collection of gadgets. They'll be big this Christmas

OPTICAL SNAKE CABLE 1

POKE THIS UNDER doors in order to scope out any guards on patrol or any other nasty surprises that may be waiting on the other side. It's equipped with night vision only.

STICKY CAMERA 2

FIRED FROM YOUR F2000, this can be used in to look around corners or into areas you're about to enter. Features zoom functions, as well as normal, heat and night vision.



SHOCKER 3

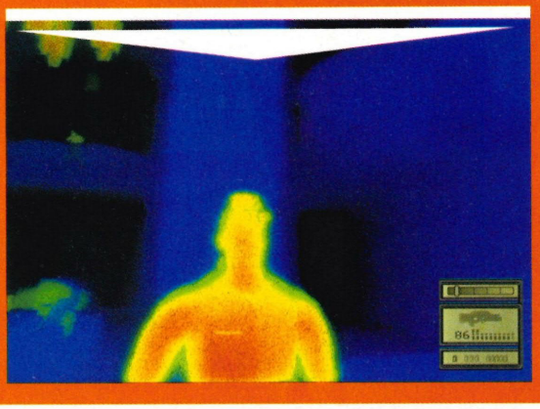
A NON-DEADLY WAY of taking down opponents that is, once again, fired from your F2000 weapon. Can be used on a pool of water in order to neutralise multiple foes.

KISS IT BETTER: SPLINTERS IN YOUR FINGER CAN BE DANGEROUS. IF THEY MANAGE TO PENETRATE DEEP ENOUGH AND DRAW BLOOD, THEY CAN CAUSE TETANUS, A DISEASE THAT HAS NOTHING TO DO WITH YOUR BUM, BUT EVERYTHING TO DO WITH POTENTIALLY FATAL INFECTIONS.

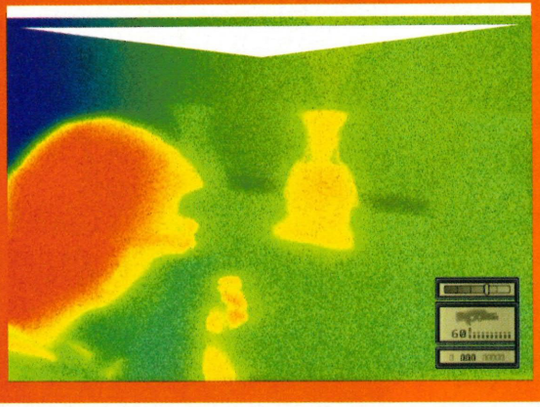
THE USE OF HEAT » Getting Warmer

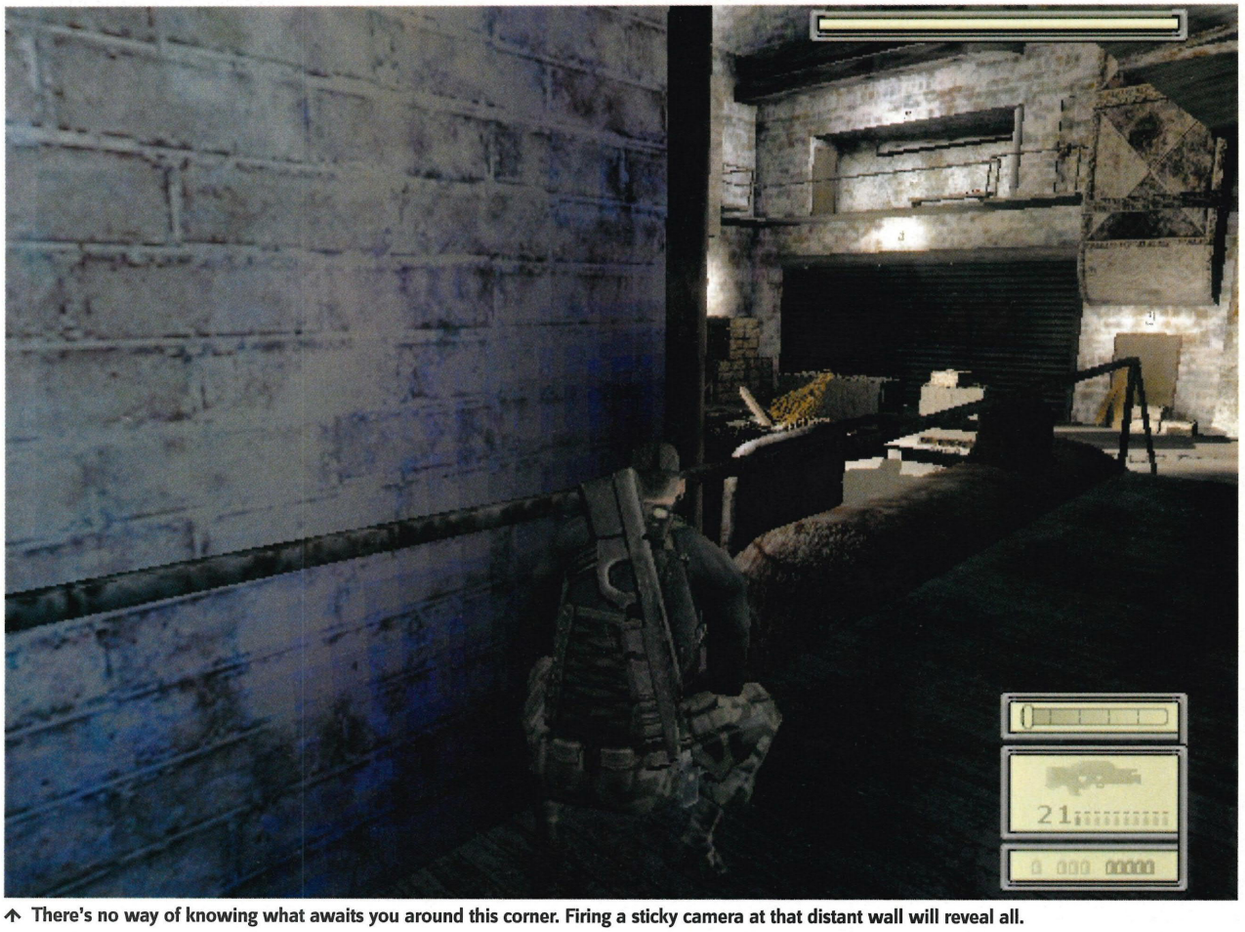
MATTHIEU FERLAND: "The heat vision is quite a powerful device as it allows you to see the thermal signatures in and around the environment. Enemies, animals, hot pipes, steam, fire and all other heat sources can be detected through doors and walls. It can also show more subtle traces, such as revealing a passcode by highlighting the fingerprints on a recently used keypad. It is only effective at fairly close range."

YOU'RE TRAPPED IN A tight spot, with troops on the balcony above. They're pinning you down with gunfire, giving you no time to fire back. Switching to heat vision means you can keep track of them as they take cover, and plan a swift retaliation.



THERE'S A BOMB in this room. All you know is that it gives off a weak heat signature. So, choose heat vision and quickly scan the room. The bomb shows up, tucked away in the belly of a Buddha statue. Don't shoot it, or it'll be raining men (you).





↑ There's no way of knowing what awaits you around this corner. Firing a sticky camera at that distant wall will reveal all.

» BONUS INFO

» CLANCY'S INPUT
Ferland again: "It's mostly to assure that the concept and story stick together and are tight from beginning to end. We needed to agree on the core ingredients of the game to make sure that they were coherent with the Clancy universe. Clancy is also involved in the validation process of the game, which means that no game will be released until we get a global satisfaction from both Clancy and the development team."

"All the gadgets are real, or plausibly in secret development in the US army"

» nerve, the experience and the know-how of all the cool terrorist-thwarting gadgets known to man. And some unknown to man, too.

"All gadgets used in *Splinter Cell* are either real, or plausibly within secret development projects within the US army," says Ferland.

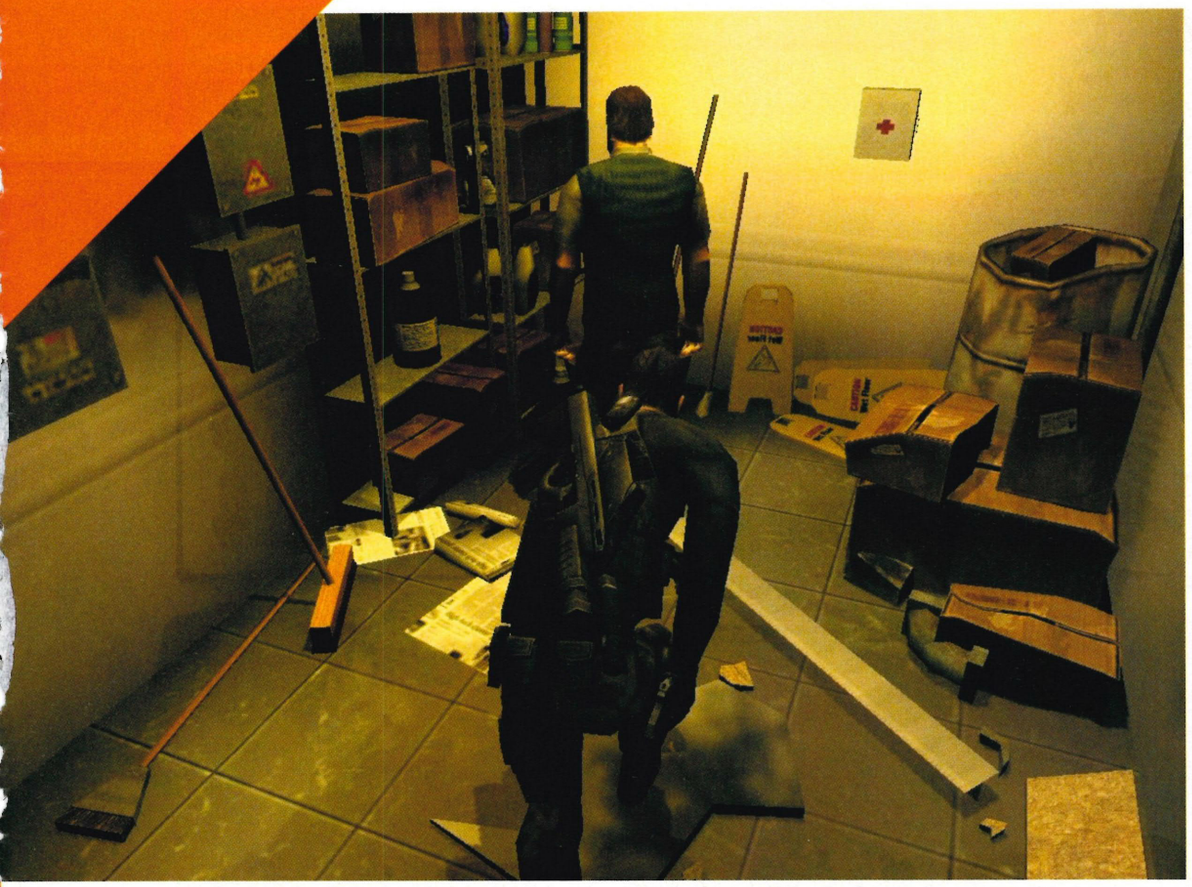
"Only the sticky camera (see I Want One Of Those on page 053) and camera jammer have been invented by the game designer, but they're credible. I would bet that some things, such as the snake camera and sticky camera, will be copied in other games in the near future."

Quite. *Metal Gear Solid* creator Hideo Kojima was very impressed when he saw *Splinter Cell* at E3 in May of this year, and would very much like to include the optical fibre snake camera in one of Solid Snake's future adventures.

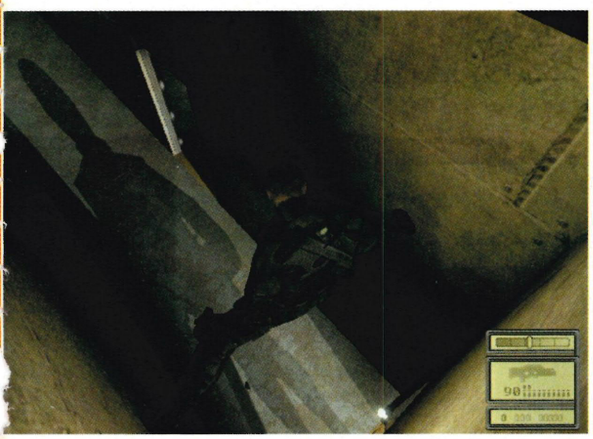
It seems that most of the technology and contraptions used in *Splinter Cell*, whether flights of fancy or otherwise, are put to excellent use within the game. They're born out of "Wouldn't it be cool if..." moments you've probably had when playing games in the past. Wouldn't it be cool if your gun could fire remote cameras that allow you to scope out any areas filled with potential danger?

The team behind *Splinter Cell* has decided to make these wishes come true in its video game, and Matthieu Ferland is adamant that it can only be done on Xbox.

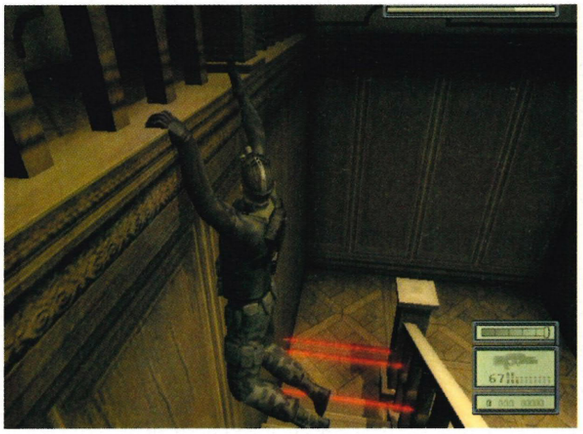
"When we began development in autumn 2000, we had no specific console »



↑ You could clonk him over the back of the head. Or just place a grenade on the floor and scarper, giggling.



↑ Van Damme-style splits for guard avoidance.



↑ Are they for security or decoration? Best be safe and avoid.

"This game could not be realised in such a beautiful manner on other console formats"

BONUS INFO

IT'S AN HONOUR
Since its E3 debut, *Splinter Cell* has been showered with awards from all corners of the internet. Yep, even the few reputable corners. It won the Best of E3 Game Critics Award, an accolade voted for by over 40 editors from magazines, online sites and newspapers.

in mind. After a few months, when we had a clear view of what we wanted the game to become, we started to test some of our ideas on Xbox, and discovered how powerful it is. Some results were even better than we expected and it also became the source of new gameplay or graphic features."

And, when you see your first ventilation fan dicing a shaft of sunshine into some of the most glorious lighting effects you've seen in your life, you'll be glad they chose to plump for Xbox, instead of producing a watered-down version across all three next-gen formats. Of course, all kinds of lighting effects and other game elements can be realised on any other console, but not in such a beautiful manner.

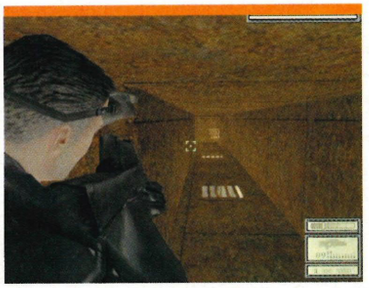
"We've realised," says Ferland, "that other consoles could create a very good game out of the game's basic concept, but Xbox was the only one to provide the features needed in order to develop exactly what was in mind."

So, if you're still just a tiny bit worried about backing the wrong horse when you became an Xbox owner, don't be - games like *Splinter Cell* are your reward for coming onboard.

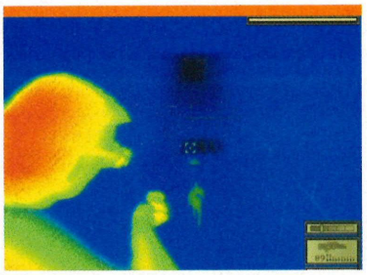
You, as Fisher, will have to battle your way through 12 missions spanning 26 maps in order to complete his overall goal and halt the terrorist uprising in its tracks.

Says Ferland: "Most of the missions are pure stealth, but in others Fisher has to demonstrate his agility and marksmanship. The final game isn't completed yet, but it should provide around 15-20 hours of gameplay."

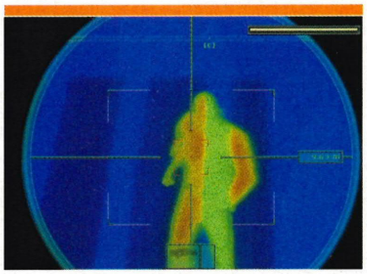
A VENT HORIZON



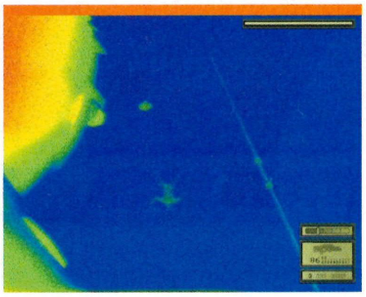
YOU'RE IN A ventilation shaft. Before you move, it might be a good idea to check out what's going on below.



SPARK UP THE heat vision - there's a bloke on patrol on the floor beneath you. If he hears you, he'll fill you with bullets.



USE THE GOGGLES in conjunction with your rifle's zoom to take out the enemy with one shot through the gaps of a grille.



DROP HIM, and you're free to proceed with little concern of noise. You could wait to watch the corpse cool off, though.

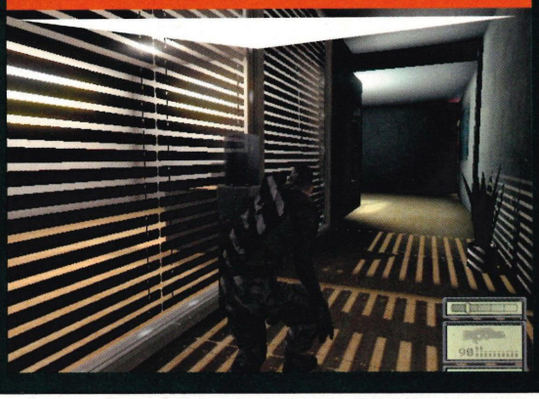
FURTHER DOWN the shaft, visibility drops to zero. Switch to night vision in order to make it out safely.

OUT OF SIGHT: WE MANAGED TO FIND A PAIR OF NIGHT VISION GOGGLES FOR £250 AT, AMAZINGLY ENOUGH WWW.NIGHT-VISION-GOGGLES.COM (NOT INCLUDING P&P). BRILLIANT.

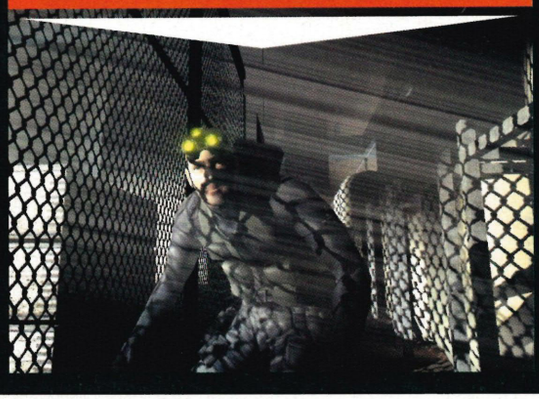
THE USE OF LIGHT» Another Bright Idea

MATTHIEU FERLAND: "As a stealth game is all about lighting and shadows, we tried to find a system that will make the player understand if he's hidden or not. So we came up with a gauge that shows the player his level of visibility. However, we think that our lighting system is so precise that the player will be able to feel instinctively whether or not he's in a danger zone, or in plain sight. Moreover, some of the dynamic lighting effects are terrific and this is something the team is very proud of. The global lighting system is a big part of the immersion and realism."

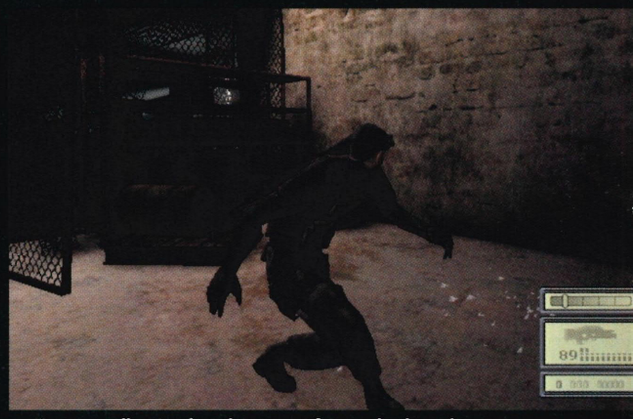
YOU'RE SAFE, FOR NOW at least, since there's no-one in the office on the left. You've no idea what lies in wait around the next corner, though, so it's best if you stalk your way out of the light as quickly and quietly as possible.



THERE'S A GUARD ON patrol in this warehouse, but you've got no direct line of sight to him. You'll have to watch how his torch flickers across the crates and junk in order to pinpoint his current location.



↑ "Come into the light, come on, come into the light... Hell-o."



↑ Keep a well-trained eagle eye out for any broken glass.

THE USE OF NOISE»

No Trespassing Aloud

THE USE OF SOUND is a well trodden (guffaw) area of stealth gaming. You know the score by now: tread carefully, and avoid bombing about the place like an excited heffalump in order to keep the noise at a minimum. Avoid broken glass littering the floor, or any other surfaces likely to crunch, clank or reverberate when stepped upon or touched. Sound is the one area where we're yet to see *Splinter Cell* produce something innovative and worthy of mention, but so far it has been implemented very well through the use of the noise meter in the bottom right hand corner of the screen.

"You'll have to break into numerous terrorist strongholds and strategic outposts"

» Fisher will have to break into and enter numerous terrorist strongholds and strategic outposts, all of which are looking very, very sweet as the screenshots dotted throughout these pages demonstrate.

But the main attraction of *Splinter Cell* isn't the gritty, detailed locations on offer, it's the way that the stealth and action elements of the game work within those environments. Fisher's got the moves, the usual stealth-'em-up repertoire to sneak, peek and creep, but there's so much more to it than that (see The Use Of... above, right and on pages 054 and 057).

As in the *Thief* series on the PC, a bar in the bottom right hand side of the screen measures just how easy to detect you are. It combines your current level of visibility with how much noise you're making, giving you an overall idea of just how much of a giveaway you are.

Stick to the shadows, walking like a panther, and the bar won't rise much at all. In that situation, a terrorist is going to have to come pretty damn near for him to discover you.

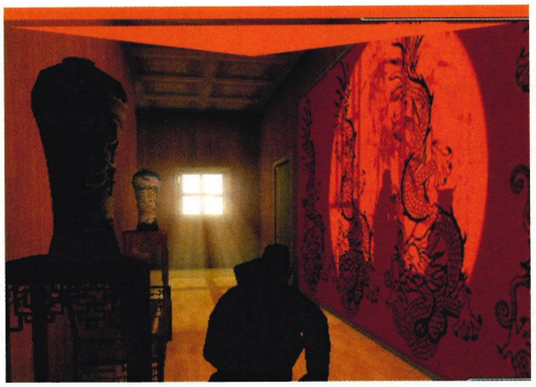
Frolic about in full view, however, jogging on broken glass, and everyone in the vicinity will come a-running, machine guns at the ready. You could, of course, get involved in a firefight, but it'll only take three or four well-placed slugs to put Fisher in a bodybag. He's still human.

With a plethora of boys toys and »

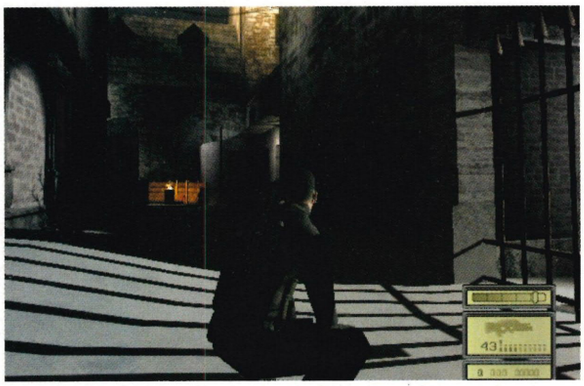
THE USE OF FABRIC Material Curl

MATTHIEU FERLAND: "The soft body physics system has been developed in order to create more realistic environments. Flags, curtains and other soft bodies will react to wind, bullets or character movements. Shadows of enemies may also pass through a series of curtains, alerting you to danger or even letting you neutralise it by shooting through the curtain."

ENTER THIS CORRIDOR, and you'll be greeted by a massive row of decorative curtains on your right, swaying gently in the breeze. The light source shows something moving behind them, so if you sneak in closer for a better view...

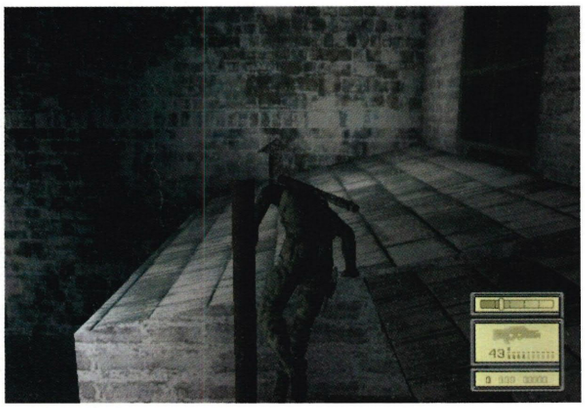


...you'll see a guard on the other side. You can use the silhouette to set up a deadly headshot. Be careful to scope out the room with heat vision first - there may be back-up, who could burst through the curtains and neutralise you if you're not careful.



↑ One of the best places to be seen. Idiot.

↑ Night visions looks a wee bit like *Metal Gear Solid* artwork.



↑ Excellent animation accompanies Sam's acrobatics.

↑ Any patrolling guards will block those pinhole shafts of light, an amazing lighting effect.

"Think of the cool things you want to do in a game of this kind... you'll be able to do them in Splinter Cell"

» trinkets in his grasp, Fisher can not only avoid conflict and enemy contact, but he can also bring a peaceful end to any encounters.

"The use of weapons is a source of noise that may cause complications during Sam's missions," reveals Ferland.

"The more hidden he remains, the easier it should be to find his way. He can sneak up behind enemies, interrogate them and enforce co-operation with a gun to their head, or knock them down with a weapon smash.

"Also, Fisher can use the shocker, a device that, in conjunction with his F2000 gun, will throw a small electric shock at a guard, or fire a Ring Airfoil (see the Bonus Info on page 053) that will neutralise the roughest guards."

But success with gadgets isn't a question of pressing the right button at the right time. In one section of the game, we stumbled across a pair of guards chatting next to a fish tank (the fishes casting real-time shadows as they swim about, naturally). How best to take them out in as silent and peaceful a manner as possible?

Well, it's perfectly possible to shatter the aquarium with two bullets, sending water spilling around the feet of the guards. Launching the shocker into the spillage will shock both guards into an unconscious heap. Just be careful you're not standing anywhere near the water, unless you want to join them in sudden sleep.

So, go away and have a brainstorming session - think of all the cool things that you've always wanted to do in a counter-operative espionage video game. The way things are looking, you'll be able to do them very soon in *Splinter Cell*.

INSPECT TURD GADGETS: 'CHINDOGU' IS THE JAPANESE ART OF INVENTING USELESS DEVICES. CHECK OUT WWW.CHINDOGU.COM AND MARVEL AT THE AUTOMATED NOODLE COOLER AND THE CAT TONGUE SOOTHER, AMONG OTHERS.

The team behind Conflict: Desert Storm

We disappear into enemy territory for a peek at the squad-based Gulf War shooter

GAME INFORMATION
DEVELOPER: **PIVOTAL GAMES**
PUBLISHER: **SCI**
RELEASE DATE: **SEPTEMBER 2002**
PLAYERS: **1-4**

WORDS: **GAVIN OGDEN**

Almost one year ago, SCi announced a deal with Microsoft securing *Conflict: Desert Storm* as one of the first European games to be released on Xbox. Four months on from the launch of Xbox and it still hasn't arrived, but that's not necessarily a bad thing, since Pivotal Games has spent the extra few months of development making sure the game is as good as it can be.

Players command a team of four UK or US elite soldiers and the AI of the squad members you're not controlling reacts differently depending on situations in the game.

"Getting the AI to work right was the biggest challenge we faced," explains managing director and team leader Jim Bambra. "If your character is in danger, the rest of the team will open fire and automatically move into position to protect you. They won't just stand there, looking like dummies."

If there are two ways around or into a building, your team will split up and go different ways. "They'll also run away when they're getting shot sometimes, or change weapons as different opportunities arise," continues Bambra.

"I know there are other squad-based games out there, but with this one we've tried very hard to make it as simple as possible to control. You'll be able to give very simple commands such as follow, lay low and attack. This approach means you can stay with one character and order the rest of your team about, or you can jump between characters and place them into position as you see fit."

While allowing players to switch between four members of a team presented more than enough work for Pivotal's 18-strong developement team, making a console game based on real life events of the Gulf War created its own challenges.

"When we came up with the idea in 2000, the Gulf War was history but Middle East tension is now back in the public eye," Bambra says. "People have asked us why we decided to base a game on the Gulf War but we've had no real backlash. Some people have even asked us if we thought it would happen again after the terrorist events of September 11. Can I predict where George Bush is going next? No, I can't."

Bambra believes that creating a game based on real life events does have its advantages though, as you don't have to spend a lot of time explaining what's going on.

"We've based certain missions on the events of the Gulf War so players get a good feel for what happened. There's been no attempt to focus on a real plot for the game but at the beginning of missions you'll be given the situation and goals needed to complete it. The game does build up to a big finale though."

If you've ever played Illusion Softworks's PC shooter *Hidden and Dangerous* then it comes as no surprise to hear game designer Marc Curtis cites it as major influence. It's a very similar type of game.

Other sources of inspiration came from the book *Bravo Two Zero* and, believe it or not, Curtis also took a lot from the autobiography of Norman Schwarzkopf, the ex-army general who led the Desert Storm campaign in 1991.

"I've forgotten most of it now but I used to be a real expert on the Gulf War. You could give me a date and I'd be able to tell you exactly what happened," he says.

"I think we're in a pretty good position regarding the competition. I'd say most of it comes from first-person shooters and we made a conscious decision not to go down that route. But in terms of an easy life, a first-person shooter would have been a much easier game for us to create."

A major element of the gameplay is boosting players' abilities as each mission progresses. Extra stat points are awarded to individual team members depending on their performance during each campaign.

"The best way to improve a character's stat points is to complete all objectives and shoot all the enemies," reveals Curtis. "Secondary objectives will also count toward overall stat levels. If you record a certain score with a character, he'll be awarded a medal, which brings with it a skill increase. Each character will only get better in his pre-defined skill. A heavy weapons expert won't be able to change into a sniper during the game."

Pivotal wanted to go for a game that featured four different main characters, each one with his own unique skills. "If we allowed each one to be equally good you just end up with four guys that just look different and act the same," reasons Curtis. "What's the point of that? We've found in testing here and over at SCi that people generally have a favourite type of character that they play as.

"Although any character can use the sniper rifle, none will be able to hold it as steadily as the pre-defined sniper can. And with the way that the game works, if you emphasise one character, he becomes far more skilled as the game progresses."

The final version will contain a total of 15 missions and three training levels »

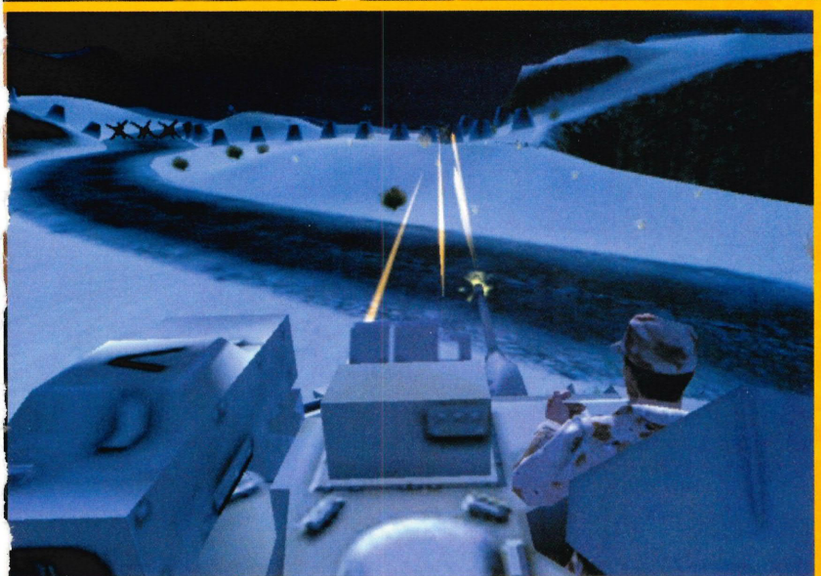
↑ The CNN News chopper gets everywhere these days...

← You're gonna need more than a machine gun if you want to blast that Chinook.

BONUS INFO

>> EARLY DAYS
Conflict: Desert Storm originally started life out as a World War II game until Jim Bambra read that everyone else seemed to be working on a similarly themed game. The Pivotal team had to rethink their plans (to so-far great success, it must be said) but hasn't ruled out a WWII-based game in the future.

>> KEEPING IT REAL
To ensure the game's authenticity, Pivotal Games brought on board Cameron Spence, an ex-member of 22 Special Air Service (SAS). Spence provided the developer with vital information on what kinds of missions and weapons should be included. Spence is the author of two books about his SAS experiences, *All Necessary Measures* and *Sabre Squadron*.



↑ Players can control all aspects of the tank in co-op mode. Nightvision included.

↑ The guy on the right drew the shortest straw and had to walk.

OPPS I DID IT AGAIN: THE BRITISH 1ST ARMOURED DIVISION LOST THREE ARMOURED VEHICLES DURING THE GROUND WAR IN THE GULF ALL THREE WERE DESTROYED BY AMERICAN AIRCRAFT.

3 STUNNING REASONS WHY XGAMER IS THE XBOX MAG...

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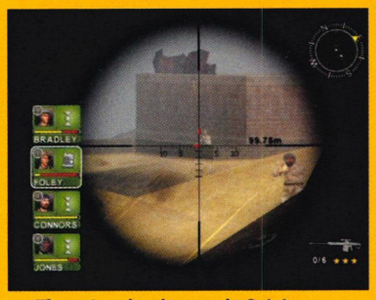
↑ Once everyone's in position, give one command and the target's hit in a combined attack.

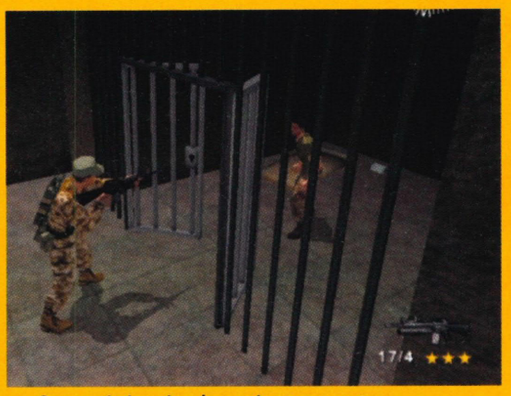
↑ Red sky at night, sniper's delight.

↑ Simple controls let you move your team into position.



↑ The sniper hard at work. Sniping.

↑ Watch out for team mates in action.



↑ Some missions involve saving team mates.

A PIVOTAL MOVE

In a break from the norm, the developer changed *from* a Pumpkin...

MEMBERS OF THE now-defunct Pumpkin Studios, which won huge respect with the real-time strategy game *Warzone*, went on to form Pivotal Games.

"We wanted to take our real-time strategy experience and turn it into something a little more personal," recalls Bambra.

"Because we're from a strategy background, we wanted to have more than just one character so that the game feels squad based. Switching between characters makes a huge difference to gameplay."

Eighty per cent of the team now working on *Conflict: Desert Storm* originally worked on *Warzone*.

↑ You'll be able to charge enemies as a team.

"The power of Xbox is surprising... a high level of effects can be included and there's no slowdown in gameplay"

during which you hone your tactical skills before moving into the Gulf.

Due to the fact that each mission can be completed in various ways, players should be kept interested once they've finished the overall challenge. And by finishing each mission perfectly, you'll have more medals than Sir Steven Redgrave. If the game is cleared on the hardest difficulty setting, players will qualify for the Victoria Cross.

From a technology point of view, fitting the game into the memory proved difficult. "Some levels were a bit too big, so we had to go back to the drawing board and re-think certain things," says senior software engineer Paul Dunning.

"Overall it's been a very pleasant experience developing the game for Xbox. It has all the good elements of a high-end PC without the downside of having to make the game compatible with several different graphics cards.

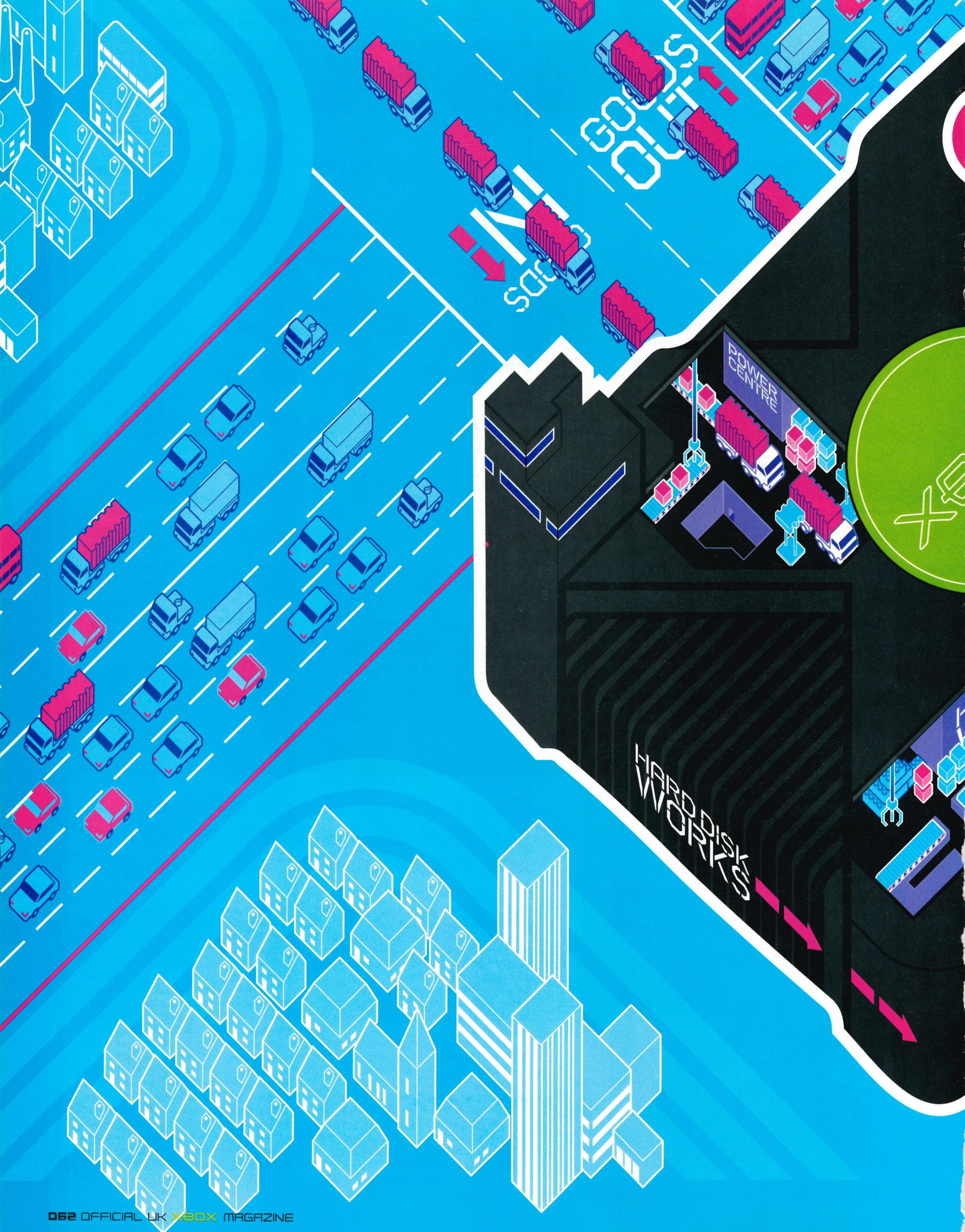
"The power of the machine has surprised me a bit as we can include a higher level of effects than we can for other consoles. Although some of them can be done on PS2, it's harder to implement them on that machine. We were also surprised when we increased the draw distance and found no slowdown in gameplay on Xbox."

With the game scheduled for release before Xbox Live launches in Europe, the four-player co-operative gameplay should keep multiplayer gamers very happy. Bambra is keen for any future versions of *Conflict: Desert Storm* to fully utilise the console's broadband capabilities.

"Xbox Live is something I want to do in our next game. All the online stuff is really exciting but we have to find the best way to do it first. The online service has to be pretty seamless but if Xbox Live is done right then I think it could be an amazing experience. We don't plan on doing a booster disc for *Conflict: Desert Storm* but we might do so with future titles."

We'll hold him to that.

DESSERT STORM: IN A RECENT POLL OF *OFFICIAL UK XBOX MAGAZINE* STAFFERS, CHOCOLATE CAKE WAS INEXPLICABLY FOUND TO BE MORE POPULAR THAN APPLE PIE. WHEN THE RESULT WAS ANNOUNCED, VIOLENCE BROKE OUT AMONG APPLE PIE SUPPORTERS, LEAVING TWO CUPS OF TEA SPILLED AND A PLASTIC WASTE BIN BUCKLED.


GOODS OUT
POWER CENTRE
HARD DISK WORKS

THANKS FOR THE MEMORY

The hard disk in your Xbox is unlocking the door to a new and exciting future for video games. Here's how it does it.

WORDS: **STEVE BOXER**
ILLUSTRATIONS: **IDENTIKAL www.identikal.com**

HARD DISKS DON'T make headlines. On the surface, they are the unsung heroes of all the boring bits silently powering our games machines. But nevertheless, its hard disk is what sets Xbox apart from other consoles. Significantly, Microsoft spent E3 2002 pushing one game above all others – *Blinx: The Time Sweeper* – and with good reason. *Blinx* presents new gameplay propositions, thanks to innovative use of the hard disk (see page 068). Peter Molyneux's *Project Eden* aims to bust through the tried-and-tested RPG gameplay envelope with judicious use of the hard disk and other developers are also creating previously impossible game elements. But how is it that a steadfastly unglamorous collection of rotating magnetic discs can improve our Xbox gaming experiences?

>Hard Disk: Uncovered

IN VERY BASIC TERMS, a game works like this: the information on a game disc is transferred into a memory system where what we know as a game (graphics, sound, the engine) is created. The information is read from the disc by a laser and then transferred into the memory system where it is processed.

When that memory system is just a chip, albeit a powerful one, the speed of a game and what it can achieve is limited by the speed of data transfer to the memory and the amount of memory available to save changes in the game.

That's why you get loading times; it's the time taken for the next chunk of game information to be read by the disc-to-laser-to-memory method and then processed.

With a relatively small amount of memory available on a chip, a developer is forced to decide on a balance between speed and logging game changes.

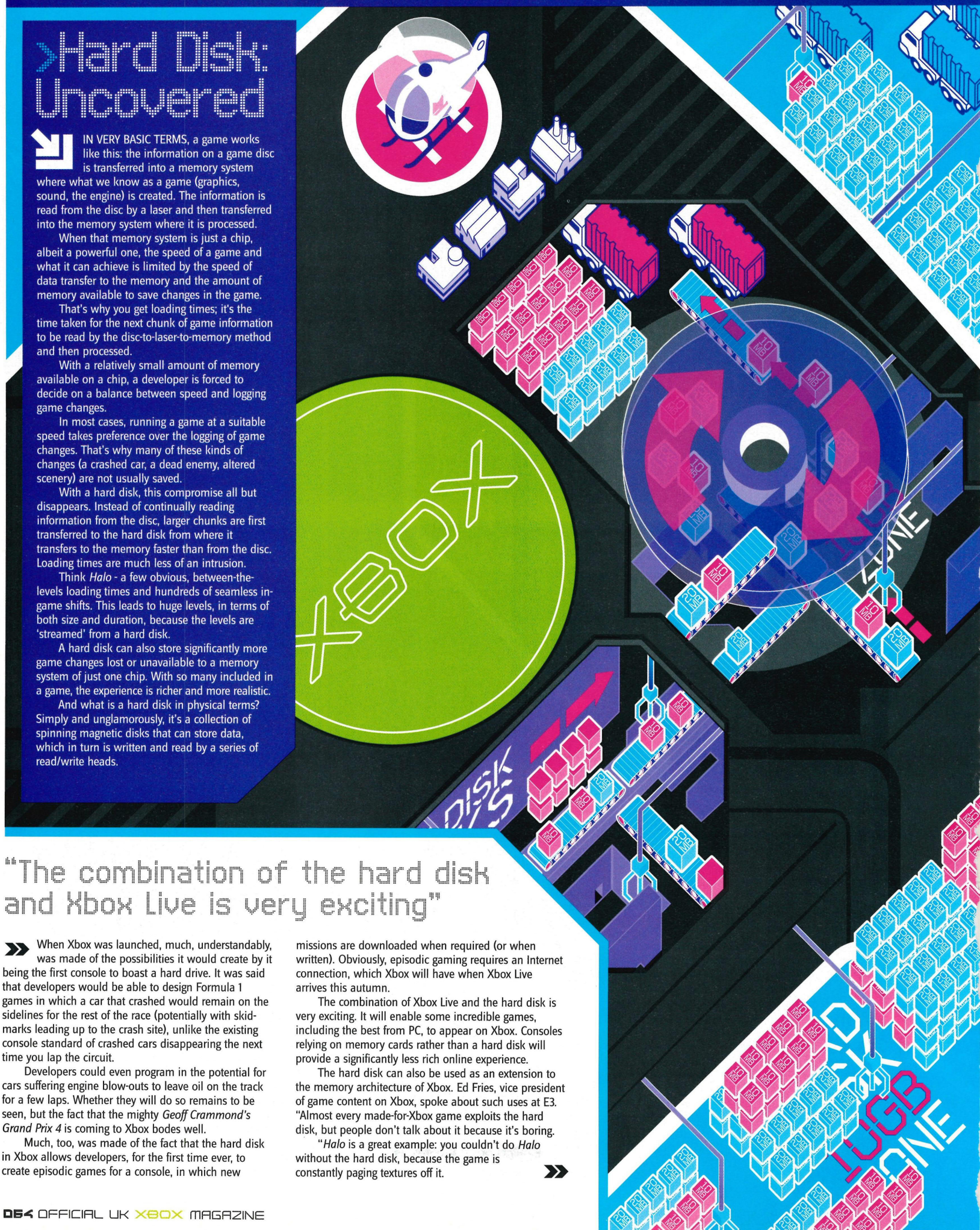
In most cases, running a game at a suitable speed takes preference over the logging of game changes. That's why many of these kinds of changes (a crashed car, a dead enemy, altered scenery) are not usually saved.

With a hard disk, this compromise all but disappears. Instead of continually reading information from the disc, larger chunks are first transferred to the hard disk from where it transfers to the memory faster than from the disc. Loading times are much less of an intrusion.

Think *Halo* - a few obvious, between-the-levels loading times and hundreds of seamless in-game shifts. This leads to huge levels, in terms of both size and duration, because the levels are 'streamed' from a hard disk.

A hard disk can also store significantly more game changes lost or unavailable to a memory system of just one chip. With so many included in a game, the experience is richer and more realistic.

And what is a hard disk in physical terms? Simply and unglamorously, it's a collection of spinning magnetic disks that can store data, which in turn is written and read by a series of read/write heads.



"The combination of the hard disk and Xbox Live is very exciting"

When Xbox was launched, much, understandably, was made of the possibilities it would create by it being the first console to boast a hard drive. It was said that developers would be able to design Formula 1 games in which a car that crashed would remain on the sidelines for the rest of the race (potentially with skid-marks leading up to the crash site), unlike the existing console standard of crashed cars disappearing the next time you lap the circuit.

Developers could even program in the potential for cars suffering engine blow-outs to leave oil on the track for a few laps. Whether they will do so remains to be seen, but the fact that the mighty *Geoff Crammond's Grand Prix 4* is coming to Xbox bodes well.

Much, too, was made of the fact that the hard disk in Xbox allows developers, for the first time ever, to create episodic games for a console, in which new missions are downloaded when required (or when written). Obviously, episodic gaming requires an Internet connection, which Xbox will have when Xbox Live arrives this autumn.

The combination of Xbox Live and the hard disk is very exciting. It will enable some incredible games, including the best from PC, to appear on Xbox. Consoles relying on memory cards rather than a hard disk will provide a significantly less rich online experience.

The hard disk can also be used as an extension to the memory architecture of Xbox. Ed Fries, vice president of game content on Xbox, spoke about such uses at E3. "Almost every made-for-Xbox game exploits the hard disk, but people don't talk about it because it's boring.

"*Halo* is a great example: you couldn't do *Halo* without the hard disk, because the game is constantly paging textures off it.

↑ Not to be messed with.

↑ A hint of *Aliens* will never be a bad thing

CASE STUDY

FALCONE: INTO THE MAELSTROM

This space shooter owes its life to the hard disk

GAME INFORMATION

DEVELOPER: **POINT BLANK**

PUBLISHER: **VIRGIN INTERACTIVE**

RELEASE DATE: **NOVEMBER 2002**

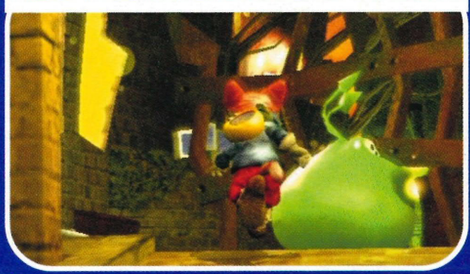
PERHAPS THE MOST exciting thing about *Falcone: Into The Maelstrom* is the effortless in-game movement from the cockpit of its spacecraft to on-foot first-person view and back again.

Such a transition is already possible in *Halo*, when Master Chief pilots a Banshee, but there the switch between air and land is limited by the size of the level. In *Falcone*, you can fly anywhere, land and get out for a look with no wait for loading or a switch in the game engine.

Richie Turner, lead programmer on *Falcone* is under no illusions as to the huge difference that the hard disk has made to his game.

"The addition of a hard disk in Xbox enables us to hold much larger levels than would normally fit into the memory of the console. This means that we can have levels that are not only big enough for conventional FPS gameplay, but can also hold the entire local space map. This means we can seamlessly move from space environments to indoor environments without loading from the disc."

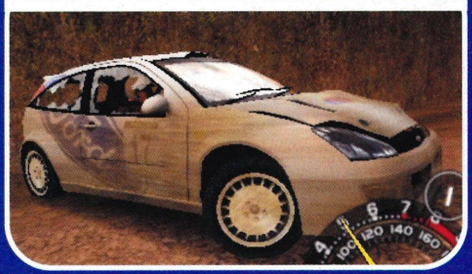
HOW THE **HARD DISK** IS CHANGING...



PLATFORM GAMES

AS WELL AS making huge levels possible (see Action Games on page 067) there is scope for the hard disk to afford significant innovation. This is currently most evident in *Blinx*, with its time sweeping feature (see page 068 for a full explanation).

HOW THE **HARD DISK** IS CHANGING...



DRIVING GAMES

ANYTHING THAT HAPPENS on one lap (a crash, car damage, leaking fluids, scenery changes) appears on all subsequent laps. Oil slicks and skidmarks will remain on a track for the duration of a race. Should make *NASCAR* slightly more interesting...

"The hard disk allows Blinx to offer several all-new gameplay experiences"

"The texture detail is very fine. When you go right up to a tree and look at the bark, for example, that use of the hard disk, treating it like an extension of memory, is probably the biggest thing. Games like *RalliSport Challenge* stream the world off the hard disk as you drive down the track. You can do stuff like loading in the geometry and the textures of a game world."

At the show, Microsoft justifiably chose to highlight Japanese developer Artoon's platform game *Blinx*. It's an example of what Xbox needs most: a genre-busting game offering several all-new gameplay experiences. It derives these capabilities purely from the presence of a hard disk. *Blinx* differs from countless platform games in the way it allows you to mess around with the normal course of time during games.

Essentially, as long as you have the right power-ups, you can negotiate tricky parts of the game's levels by pausing time, fast forwarding and so on. While time around your character goes haywire, he still moves at the same speed.

DISC DEVELOPMENT: THE MIGHTY 8GB STORAGE CAPACITY OF AN XBOX HARD DISK IS SOMETHING OF A PROGRESSION FROM THE SOFTER DISCS THAT WERE VINYL LP RECORDS. THEY CAN ONLY MANAGE A POXY 45 MINUTES OR SO PER SIDE. PFFF.

>Hard Disk: Sounding groovy

ONE BONUS the hard disk brings to Xbox owners is the chance to listen to much better music than you usually find in games. Everyone with an Xbox knows that you can rip your favourite tracks from CDs onto the hard disk, thereby circumventing the dubious musical taste of the average developer.

"We could see people using the Xbox as a music studio, mixing their own samples and releasing their tracks. We've seen examples of this on the PSone with things like *Music 2000*, but the experience was very limited in comparison with what a hard disk could allow," says Dene Carter of Big Blue Box.

Indeed, when you're dealing with gigabytes rather than megabytes of storage, proper music editing becomes feasible. We await the first Top 10 track created on an Xbox with anticipation.

"If you cut a character on the cheek, 10 game years later he'll have a scar"

This effect is achieved very simply: the hard disk buffers everything taking place in the game, so the moment you hit one of the VCR controls, you can instantly play around with time effects. Rather than having to access the VCR effects at certain points specified by the developer (a process possible on a console without a hard disk) you can tap into them at any point.

But did Artoon consciously realise that the hard disk sets Xbox aside from rival consoles and then sit down to design a game to take advantage of that fact? Lead *Blinx* producer Katsunori Yamaji says not.

"The development of this game did not start with the object of creating a game that utilises the hard disk. The objective was to create a totally new platform game. And one condition that *Blinx* had to meet was that it had to be something only possible on Xbox.

"The concept of Time Control is a feature that creators had dreamed about, but were not able to achieve because of the limits to what the hardware was capable of doing. That's why this game is only available on Xbox."

Lionhead managing director Peter Molyneux has described how the hard disk in Xbox is a crucial factor in elevating the forthcoming role-playing game *Project Ego* (being created by Lionhead's satellite developer Big Blue Box) to what he claims will be: "The best role-playing game ever."

According to Molyneux, the hard disk will bring new levels of persistence and consistency to the RPG genre. Let's say you meet a character when he's a young boy early in the game, have a duel with him and cut him on the cheek. When you bump into that character 10 years later in game time, you'll see a scar on his cheek. Your character's skin will age differently throughout the game too, according to how much time he spends indoors and how much he spends outdoors.

Molyneux has even spoken of the ability to plant acorns and see them grow into oak trees during the course of the game, which sounds a little optimistic. Of course, RPGs written for the PC can also take

XBOX LIVE

Now, this use of the hard disk we're *really* keen for

↑ See last month's Issue 05 for full details of Xbox Live. The back issues number is on page 075.

MICROSOFT'S XBOX LIVE online gaming service, due to reach the UK this autumn, sounds extremely good on paper, thanks, once again, to the presence of the hard disk.

"Probably the biggest thing that will happen from a hard disk point of view is Xbox Live. People will start to do incremental downloads of content, updates, episodic content and so on, says Ed Fries.

"For example, *NFL Fever* will get roster changes and new teams, to stay up to date with what happens as the American Football season goes on. So we've got to get EA or Konami to do that in Europe for their football games.

Longer term, John Howard, who was the lead level designer for *Halo* and did *Crimson Skies on the PC*, is working on a new project built on episodic content, building his game from the start with that in mind."

Dene Carter adds: "As a designer, I'd love the ability to modify content online. Games could become simple 'shells' for which designers all over the world could create content once a month, much like a soap opera or TV series. Without a hard disk, there'd be no way for a game to evolve over time like that."

Episodic games are finally on their way. Which is great, because the idea of a game in which you can download a new level, car or character every month is very attractive.

HOW THE **HARD DISK** IS CHANGING...

ACTION GAMES

ELIMINATION OF loading times creates seamless and continuous movement over huge levels for greater periods of time. The term 'game world' will become reality as the spaces in which we play take on epic proportions, with huge expanses and vast detail as standard.

HOW THE **HARD DISK** IS CHANGING...

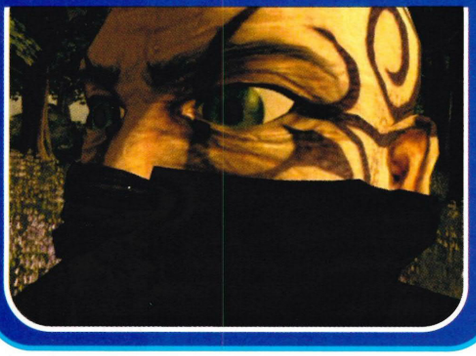
SPORTS GAMES

STATS, PLAYER ROSTERS and other content can be updated throughout the course of a game's life. After a transfer period, you can download up-to-the minute information. And, as *Champ Man* proves, the amount of data in a sports game is increased dramatically.

HOW THE **HARD DISK** IS CHANGING...

RPGS

ANY GAME with a story that spans a long time, such as an RPG, can have elements within it that evolve - elements created by player choice, not through inclusion as standard in a finished game. Characters and worlds will visibly and 'naturally' age.



"The intention is to pretty much banish loading times so that playing the game is one seamless experience"

advantage of built-in hard disks. But the fact that *Project Ego* takes advantage of the hard disk instantly sets it apart from all existing console RPGs, as it literally spans the life of your character: when your character dies in *Project Ego*, the game ends.

Big Blue Box's Dene Carter says: "When you design a game, you usually think of it in terms of 'how much can I squeeze into this memory?' With *Project Ego*, we're entirely free from this artificial constraint.

"We don't have to find hacky ways of working around things such as 'what happens when I leave an environment?' Most console games enforce a reset once you've left.

"This works admirably for simplistic games, but we're trying for something a little different. *Project Ego* is all about 'what effect have I had?'

"Well, we can record every effect you can think of, down to the tiniest footprint if we so desire, all using the hard disk.

"The hard disk makes for excellent storage, where we can load stuff into memory very quickly as and when it is needed. This 'stuff' could be anything from textures and sounds to whole levels and creatures. This means that we effectively have access to four times the amount of texture memory, sound memory and so on.

"It is our intention to pretty much banish loading times while playing the game, so the whole thing should be one seamless experience. There is no differentiation between internal and external environments. You can look out through a window and see the whole world interacting in the distance."

Carter's last point, the creation of a wholly interactive game world growing and changing over time is something games have been threatening to provide for years, without quite delivering, particularly on consoles. Xbox and its hard disk now brings the possibility of such worlds closer to reality.

So, even though you might not realise it, as you play your favourite Xbox games that hard disk is working away like a Trojan. Of course, as an Xbox owner, you're already used to not having to wait long for levels to load, thanks again to that collection of magnetic discs that is the hard disk.

But the hard disk in an Xbox is so much more than a storage medium for increasingly sophisticated game data. It's allowing developers to innovate and redefine our gameplay experiences and expectations.

No matter what other consoles crow and boast about, only Xbox is capable of such evolutionary steps.

WHIRR'S IT DOING THAT?: THE CLICKING NOISE YOU MAY HAVE HEARD WHEN YOUR XBOX IS LOADING INFO IS THE NOISE OF THE DISC HEADS MOVING INCREDIBLY QUICKLY

↑ The world of *Blinx* positively oozes charm - the animation on this froggy fellow is particularly amusing, especially when he dies.

BLINX: THE TIME SWEEPER

We spend quality time with the new cat in town, then rewind and do it all again. Dr Who was never this much fun...

WORDS: JON AND STEVE

GAME INFORMATION
DEVELOPER: **ARTOON**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **NOVEMBER 2002**
PLAYERS: **1**
WEBSITE: **WWW.XBOX.COM/BLINX**

Fresh ideas like those included in *Blinx* are rare, and seem to be increasingly so as publishers scramble over one another to reverse-engineer the next *Tony Hawk's* style multi-format success before retiring to a safe distance and watching as their cash cow brings home the juice every autumn. *Blinx* is looking to be the kind of game that'll remind you why you play games in the first place. It's full of imagination, charm and even (whisper it) innovation.

The eponymous Blinx is a janitor (possibly mild mannered) at the Time Factory, a mysterious place where time is created and managed. His job is to maintain the building, and mop up any stray time crystals before they produce rifts in the space/ time continuum and cause a right old mess: Apes becoming our masters, glitches in the Matrix, that kind of thing. It's all probably news to Stephen Hawking, too. Blinx can suck up any loose crystals with the use of his magnificent TS1000, a vacuum cleaner that has more patents than a Dyson and is capable of Hoovering up almost any object that's not nailed down then spitting it back out again at bad guy-killing high speed.

It can also be used to store time crystals - jewels of varying shape and colour that can be used to alter the flow of time in the world around Blinx. Suck up four gems of the same colour and you'll get a Time Control, which means you can use that time-warping power for a limited burst of, erm, time. You've access to five different Time Controls, the kind that you'd usually find on the front of your VCR - Pause, Record, Rewind, Cue and Slow-Mo. Each will have their own particular use and application, and you'll need to make cunning use of them in order to rescue a princess who's »

BONUS INFO

»VAC SACK
You can store up to ten objects at a time in your Time Vac. They're recorded in a column on the bottom-right hand side of the screen, so you know in what order they'll be fired out. If you start collecting any more with a full vac, the first objects to go in get erased - flushed into some unknown corner of the space/ time continuum.

»CURIOUS MARKINGS
Whenever you defeat an enemy, a coloured symbol appears on the floor to record where they were killed and what type of bad guy they were. We have no idea of the relevance of this yet, but it's certainly a curious addition. Maybe it's there so you know where *not* to step when you're rewinding?

BLINX: THE TIME SWEEPER

EXCLUSIVE ACCESS

BONUS INFO

GOOD TIMES
One of the few other video games to tinker with the idea and consequences of having some control over time was *Sonic CD*, a title released on Sega's Mega CD several years ago. The developers (who split from Sonic Team to form Artoon) also worked on *Sonic CD*, where every level had a past, present and two futures, which would be good or bad depending on the player's actions.

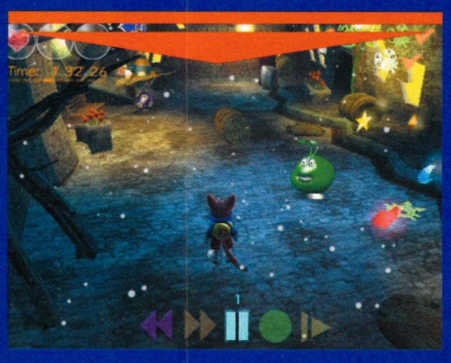
↑ This Venice-style look is used throughout World 2 of the game. Looks pretty spiffing, don't you think?

↑ These barrels can push Blinx into the path of nasty enemies.

↑ Blinx slides down walls with his claws – aww...

PAWS FOR THOUGHT Freeze, suckers!

THIS AREA IS DANGEROUS – two enemies, one of which throws barrels at you, and rolling barrels bouncing down the hill everywhere.



BUT WHAT'S THIS – a 'Pause Time' control? That'll freeze time in its tracks (suspending even the snow in the sky) leaving Blinx to do his business.

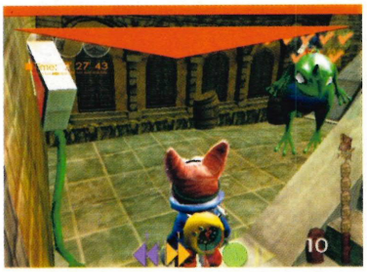
WITH EVERYTHING FROZEN in time and eerily blue and silent, negotiating the barrels and killing the enemies is a cinch for Blinx.

YOU AIN'T NOTHING BUT A HAND-DOG: SWEEP THE SQUEAKY DOG DIDN'T JOIN *THE SOOTY SHOW* UNTIL 1957, 9 YEARS AFTER THE BIRTH OF SOOTY. SOO, SOOTY'S HENPECKING, PIANO-TINKLING GIRLFRIEND JOINED THE SHOW IN 1964. SOOTY WAS CANCELLED THREE YEARS LATER BY THE BBC, WHEN IT MOVED TO THAMES TELEVISION AND ITV.

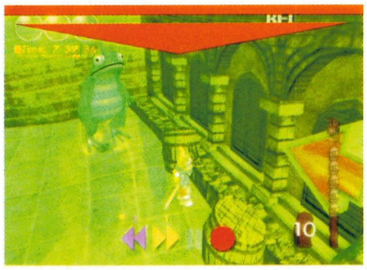
RE-RECORD, NOT FADE AWAY

Give yourself a helping hand

» THIS FROG DOESN'T seem too bothered about being shot at. You quickly find out why - he gorges on the ammo and grows bigger on it. Oh dear...



» YOU'LL NEED to hit him in the back to hurt him, which is tricky since he's always jumping straight at you.

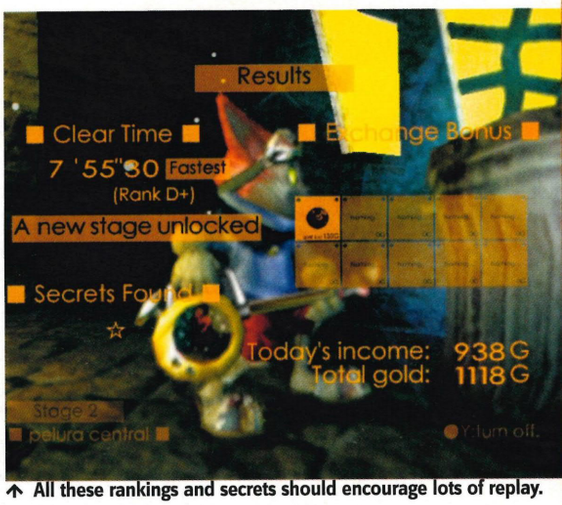


» WE'VE GOT A record function, so we'll switch that on and make him follow us. He doesn't know what's coming.

» THE RECORDING OVER, time rewinds and your green-tinged former self performs the actions you recorded. You can see him running off here.

» YOUR FORMER self distracts the frog, leaving his back vulnerable to attack from the 'present' Blinx's timesweeper. Brilliant.

↑ He always looks so excited, sucking things up. Bless.



↑ All these rankings and secrets should encourage lots of replay.

↑ A gratuitous ogle at Blinx's fluffy ears accompanies the 'Look' function.

"Buildings snake and twist, warped by the pressure of the time continuum"

» been taken hostage by a band of thugs planning on stealing time crystals for their own devious uses.

The adventure spans ten themed worlds with a total of 40 levels, each with their own gorgeous style. Every world consists of four levels, climaxing in a boss encounter (see Sloooow Down boxout). Due to the actions of the Time Thieves, the worlds that Blinx battles through are ever so slightly skewed, but beautiful with it. Buildings snake and twist away in the background, warped by the pressure of dents in the time continuum, and levels are bathed in a strange, dusky glow as night and day merge.

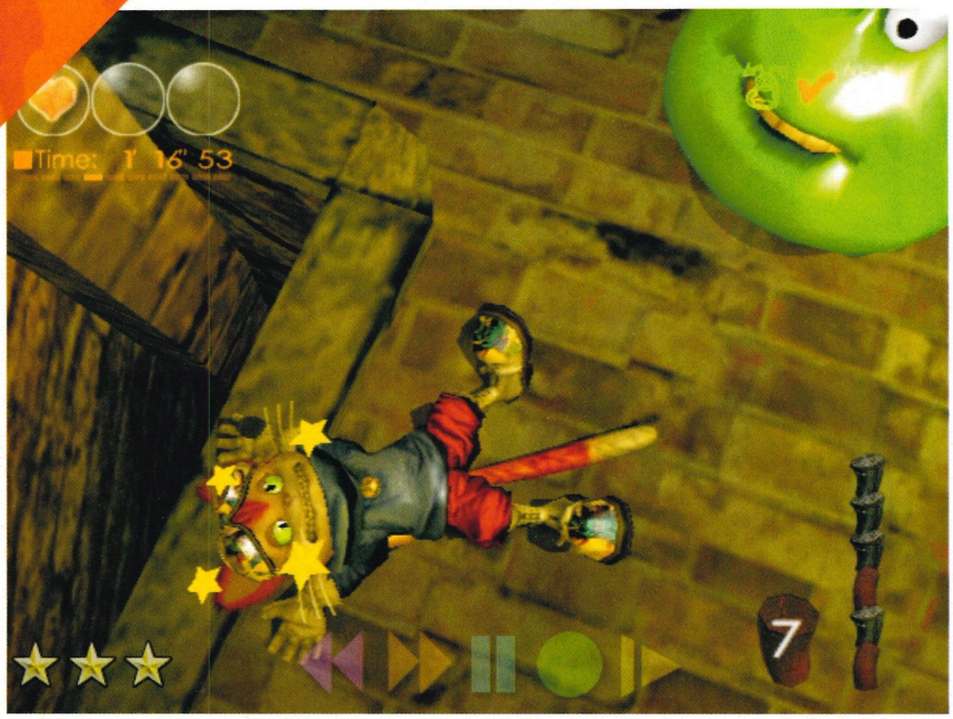
The primary objective of each level is to flush out all the bad guys within the time limit then make a break for the exit gate. The main way of taking down enemies is by sucking up objects dotted around the levels (barrels, benches, whatever - suck it and see), and launching them straight back at the imaginative, colourful baddies. It's rarely as straightforward as that however, as some enemies require the clever use of Time Controls in order to be seen off. Some are a bit too nimble, so may require a bit of slow-mo handicap to keep them in place while you pound them. Others will require an elaborate session of matador work with the record button (see Re-Record Not Fade Away boxout for details). Some of them are even capable of conjuring up objects out of thin air to fling right back at you!

If you take a hit from an enemy, then you'll lose one of your hearts. Blinx won't just flicker invincibly for a few seconds before carrying on regardless, though. The moment the little cat drops, the game rewinds like a VCR and resets the entire game world to a point »

BONUS INFO

» HEARTS ARE WILD

You can collect extra hearts to refill your health bar, but they also perform another important role. A heart can act as a wild card when you're collecting time crystals. If you collect three crystals of a certain colour, then collecting a heart will act as the fourth. This way, by substituting hearts where available, you can convert the supply of crystals into yet more Time Controls.



↑ "Infamy, infamy. They've all got it in for me..." When you can rewind time, you can get away with crap gags.

KITTEN OUT THE CAT

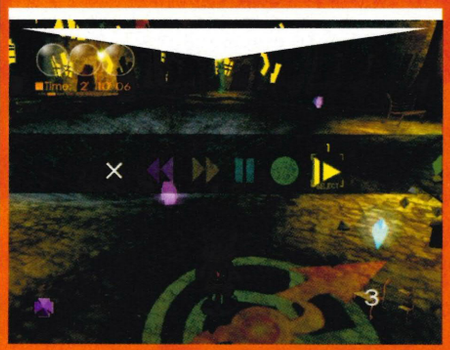
Blinx doesn't *do* Whiskas...

EACH OF THE WORLDS in *Blinx* has a shop where you can spend the gold that's littered around the levels. As well as upgrading your Timesweeper, you can buy Retry hearts or even a Time Control if you're just too darn lazy to bother with collecting crystals. And we're looking forward to trying out those Air Boots.

SLOOOOOOOOOOOOOW IT DOWN... ...and keep your cool

THIS IS BOSS number one. He moves quickly like an evil Space Hopper, and constantly throws things at you - making it hard to draw a bead on him.

BRINGING UP TIME functions on the X button, we can throw a spanner in his works by quickly selecting the slow-mo control.



TIME SLOWS DOWN, but Blinx is still fast. All of a sudden it's not too hard to sneak out of his line of fire and shoot park benches or flower pots at him.

"Blinx is shaping up to be the kind of game that reminds you why you started playing games in the first place"

BONUS INFO

TOP QUALITY ARTOON TUNES

We know that some of the team behind the Sega Saturn classic *NiGHTS* are working on *Blinx*, but we're don't know if the same musician is involved. But the style of of the wonderful tunes in *Blinx* is just like *NiGHTS*. Bouncy, bright, happy and melodious, they make for a fittingly cartoony soundtrack.

several seconds before you were hit, thus giving you the opportunity to relive the encounter with a happier ending. It's almost as good as reincarnation.

Successfully complete a level and you'll be given a rundown of your performance, including a grade and a record of all the secrets you managed to unearth during your time travels. So there's plenty of scope for retrying stages, especially since any unused Time Controls will stay with you as you travel through the game. In fact, during the very first part of the opening stage, a statue crumbles right before Blinx during the first few seconds of play. There's something obscured behind the rubble. So, if you want to know what exactly is stranded behind the rocky wreckage, you'll have to collect a rewind Time Control at a later stage and then return here.

Talking of replay value, *Blinx* features an in-game shop where you can browse the power-ups on offer and splash out the gold that you've picked up through your travels so far. Besides standard purchases such as health-bar refills and Time Controls, you can also upgrade your Time Vac to a more powerful model that's capable of sucking up larger objects than your current Hoover. So, once you've invested your savings in a new Vac, you can go back to earlier levels and remove those pesky giant boulders that blocked your path. What will they reveal? A ton of gold and power-ups? A secret? A whole new section to the level? You just don't know what hidden secrets are lurking within the world around you, and this is part of what makes *Blinx* seem like such a blast of fresh air.

In-game events are no longer just scripted happenings, there to make you feel like you're part of an unfolding game world. When a footpath crumbles underneath your feet, you've got to ask yourself just how that event could be put to good use, and how it could be used to progress. Maybe you could rewind and pause the moment before the bridge collapses, allowing you to sprint across with nothing to worry about. Or, maybe, you *need* it to collapse, but have to be somewhere else the moment it does. In this case, you'll have to record yourself running across it, then play it back. As your faint, green "recorded" self goes through the motions, you could be busying yourself with other things. Head beginning to hurt yet?

At the start of a level within the second world, there's a conveyor belt just to your right. It's just sitting there, happily, conveyor-ing away. What purpose does it serve? Come back later with a plentiful supply of time crystals and find out. Maybe you could pause

WHEN PLAYING MINESWEEPER ON THE PC... HOLD DOWN THE LEFT AND RIGHT MOUSE BUTTONS AND YOU SHOULD SEE A 3X3 SQUARE IMPRINT ON THE BOARD. NEXT HIT THE ESC KEY WHILE HOLDING DOWN BOTH MOUSE BUTTONS AND THE TIMER IS STOPPED. YOU CAN REGISTER AN UNBEATABLE HIGH SCORE OF ONE SECOND IF YOU DO THIS.

WELCOME TO MY WORLD » Icon explain everything

"HELLO, AND WELCOME to my game. I thought I'd quickly point out what all these icons mean. You know, to be helpful and everything."

EXCLUSIVE SCREENSHOTS

» HEART
"Each heart represents one retry. If an enemy hits me, time will rewind to a few seconds before the unfortunate incident."

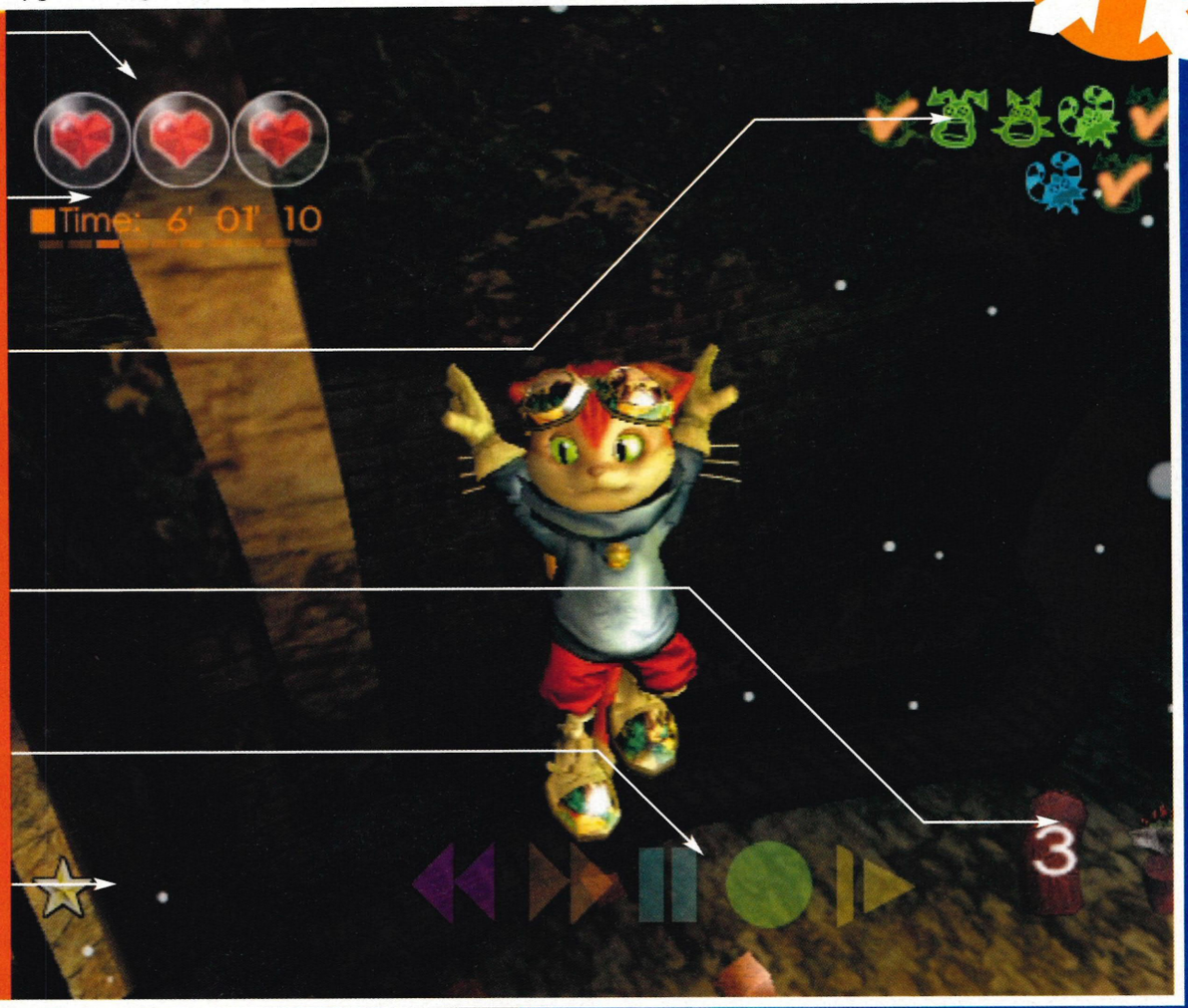
» CLOCK
"This timer measures how long I've been tinkering about in the level. I have to be sure to beat each stage in under ten minutes."

» THE LIST
"A list showing icons of every enemy I'll face somewhere in this level, with each one ticked off as I blast them with my Timesweeper."

» FIREPOWER
"The ammo currently tucked into my Timesweeper is shown here, so I know what I'll be firing next time I run into an enemy."

» CONTROLS
"These icons show which time functions I can currently use, and how many of each I have. In this case, I have none. Oh Poo."

» CRYSTALS
"This is the time crystal I currently have – I need four of the same kind, or three plus a heart, to unlock the appropriate time control."

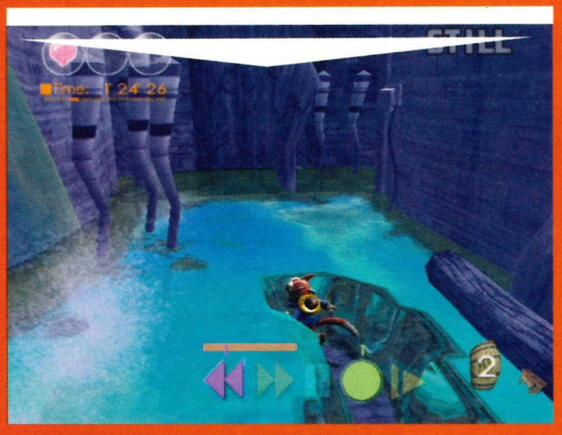


↑ Just how detailed is this little chap? Latest Ray Bans, too...

HOLY MOSES »

You *have* to see this...

ONE OF THE BEST little touches we've seen so far in *Blinx* occurs in the water while the 'Pause' Time Control is on. Because the water is frozen in time, pushing it aside produces this trench as Blinx walks through it. And as soon as the Time Control stops working, the water slooshes back to fill the trench up again. It looks great and shows Artoon has an eye for detail.



"It's rarely a straighforward task as some enemies require the clever use of Time Controls to be finished off"

» time, then try running backwards on the belt and see if anything happens. Or try recording yourself running on it, then replay it back and join in with your Xeroxed self to see if your combined efforts will have any effect on the machine. Who knows? That's the magic of the wondrous world of *Blinx*, just waiting to be unlocked, unfolded and explored by any intrepid time travellers. We know what *your* top ten most wanted Xbox games looks like (see page 046 for details), but our own personal chart? It's just received a blinding new high entry thanks to the time we've spent with *Blinx*.

When Blinx hoovers up an object – bad guy, barrel, or crystal – an unhinged, loony grin spreads across his face like he's really enjoying his work. And if *Blinx* can live up to any of the tremendous potential shown in the code we've been playing recently, you'll be doing the same soon.

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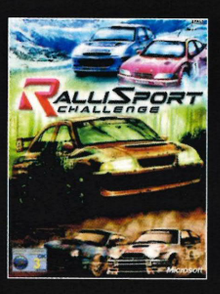

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TOP SECRET! BLINX
We've played it and it rocks!

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THIS MAGAZINE!

BACK ISSUES >>>>>>>

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REVIEWS

Official UK Xbox Magazine

SCORE KEY

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

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

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

5.1–6.4
AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

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

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

We pride ourselves on bringing you the very best reviews possible.

THE TRUTH

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

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

REVIEWING SET-UP

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

THE VERDICT

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

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

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

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

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

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

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

OFFICIAL UK XBOX MAGAZINE SCORE
10 // 10

WHAT OUR BADGES MEAN

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

XBOX ELITE
Any game scoring 8.5 or more is given our Xbox Elite award. Wherever you see this badge you can be sure a great game awaits you.

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Every issue we give the *Official UK Xbox Magazine* team's favourite release the Game Of The Month award.

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THE TEAM

MOST OF THE PHOTOS: **STEVE DOUBLE** ED, MAX AND JON PHOTOS: **JAMES CHEADLE**

MAX EVERINGHAM // EDITOR

MAX HAS been going through an intense England re-orientation program - reading *The Sun*, eating pies and watching seven years of *Brookside* on video.

PLAYING: *Moto GP, Buffy, Spider-Man*
HD TUNE: Eminem - *'The Way I Am'*

ED LOMAS // REVIEWS EDITOR

SUMMER'S HERE, so Ed's doing the festivals, paying vast sums of money to stand in a muddy field listening to a load of records he's already got at home.

PLAYING: *Halo, Buffy, Project Gotham Racing*
HD TUNE: Five - *'Keep On Movin'*

JON ATTAWAY // STAFF WRITER

WHILE SITTING on a foreign beach recently, Jon missed his Xbox so badly, he made one out of sand, complete with four controllers and a collection of 15 games.

PLAYING: *Prisoner Of War, Slam Tennis*
HD TUNE: Lush - *'500 (Shake Baby Shake)'*

STEVEN BAILEY // STAFF WRITER

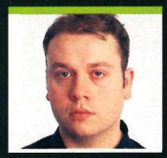
THOUGH NOT revealed in this photo, Steven is currently cultivating a full-on beard. None of that Fred Durst chinny rubbish - this is the full Bill Oddie.

PLAYING: *Gun Metal, Slam Tennis*
HD TUNE: Dusty Springfield - *'Spooky'*

PAUL WILSON // PRODUCTION EDITOR

PAUL'S THE backbone of this magazine. So when he took time off recently, we all flopped around uselessly like an orgy populated by punctured sex dolls.

PLAYING: *Buffy, Halo, Splinter Cell*
HD TUNE: Royksopp - *'So Easy'*



GAVIN OGDEN // NEWS EDITOR

POST WORK *Halo* games have been noticably Gav free of late - he's been running home to post Big Brother love poetry on alt.jade.org.

PLAYING: *Gun Valkyrie, Dead Or Alive 3*
HD TUNE: Sugarbabes - *'Freak Like Me'*

PHIL MADGE // DESIGNER

A FOUR figure bill for emergency dental work convinced Phil he should visit more often - the fillings removed from his rotten teeth were wattle and daub creations from his old tribe's shaman.

PLAYING: *Tour De France, Rocky, Moto GP*
HD TUNE: Chemical Brothers - *'Life Is Sweet'*

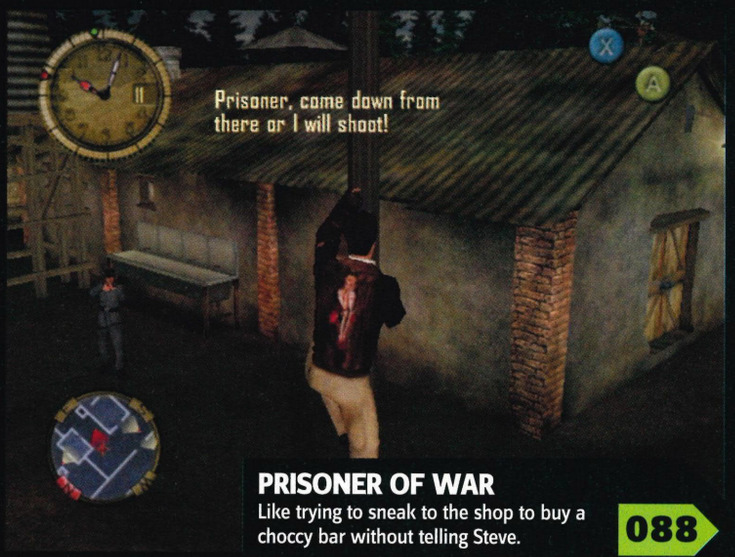
BEN TALBOT // READER INTERACTION EDITOR

ONE COULD imagine Ben hanging around a town centre on Saturdays, drinking cider and talking about Metallica, but he actually spends them taking glamorous ladies out for trips in his jet.

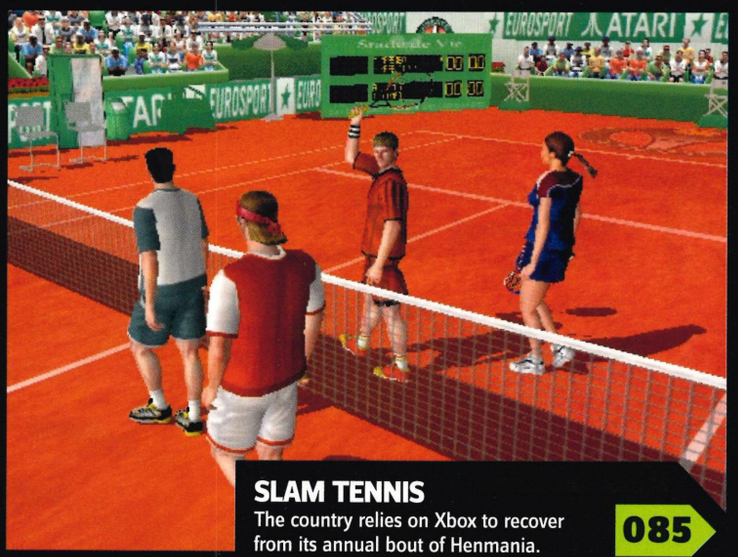
PLAYING: *Spider-Man, Crazy Taxi 3*
HD TUNE: David Bowie - *'Diamond Dogs'*

BUFFY THE VAMPIRE SLAYER
Teenagers are bad enough in the first place, but undead ones? Aaaaaargh!
078

TOUR DE FRANCE
All the fun of cycling without having to actually talk to French people.
102



PRISONER OF WAR
Like trying to sneak to the shop to buy a choccy bar without telling Steve.
088



SLAM TENNIS
The country relies on Xbox to recover from its annual bout of Henmania.
085

ENCLAVE
Snotlings, goblins and orcs... this'll be one of those fantasy games then.
094

>>NEXT MONTH: : In Issue 07 (on sale Monday August 12) we'll hopefully have a bigger selection of games for review than this issue. Titles we're expecting to have include *Matt Hoffman's Pro BMX 2, Splashdown, Taz Wanted, Bruce Lee, Antz Extreme Racing, Fila Tennis* and, yes, that old favourite *Geoff Crammond's Grand Prix 4*. But remember - we can only review then if they've been finished.

ONLY ON XBOX

OFFICIAL UK XBOX MAGAZINE GAME OF THE MONTH

The pint-sized kicker of undead ass has come to exorcise your Xbox

BUFFY THE VAMPIRE SLAYER

WORDS: ED LOMAS

AT FIRST GLANCE, the TV show *Buffy The Vampire Slayer* is perfect video game material. It stars a girl who beats up vampires – what could be better than that? But, as fans of the series know, it's not just the vampire slaying that makes *Buffy* so entertaining.

For the game to really feel like the TV show, it would need to capture the fact that Buffy is a cocky, cheeky ex-cheerleader forced to save the world from a vampire scourge while also trying to get on with her regular teenage life.

Stupid, shambling vampires just waiting to be killed wouldn't do. They'd need to be cool and athletic, with strength and skills to rival Buffy's. Her good friends would have to be involved, helping her out whenever possible, with Buffy constantly looking out for them in return. The dialogue would have to be sharp and snappy, the story would have to be epic, the fights dramatic, and the relationships between characters believable.

But why would a developer bother with all that when they could knock up a platform game where you had to pop vampires' heads by jumping on them while collecting 50 stakes to finish the level? It would still sell if you stuck a picture of Sarah Michelle Gellar on the box.

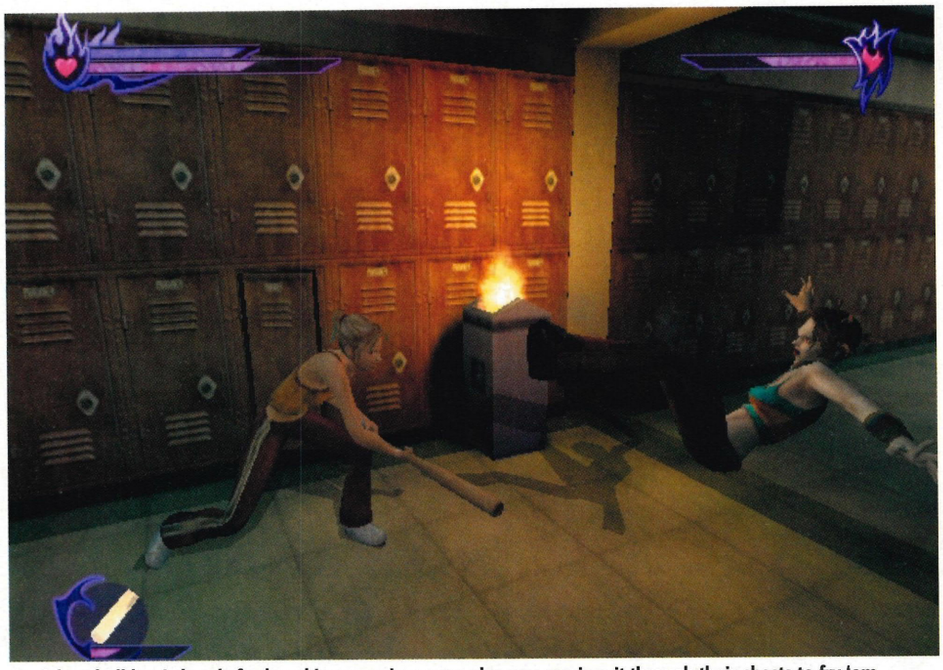
So imagine our surprise when we found that *Buffy The Vampire Slayer* on Xbox is one of the most faithful TV-to-game translations we've ever come across...

GAME INFORMATION

DEVELOPER: **THE COLLECTIVE**
PUBLISHER: **ELECTRONIC ARTS**
RELEASE DATE: **AUGUST 2002**
PLAYERS: **1**
WEBSITE: **BUFFY.EA.COM**

THE BRIEF

AN ACTION adventure game based on the popular vampire hunting/ teen-angst TV series.



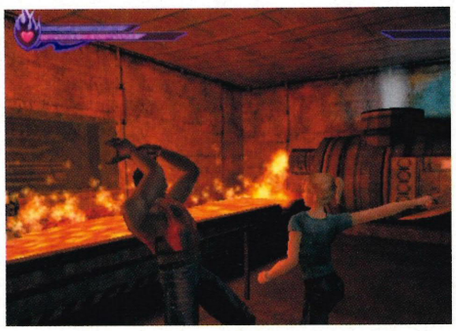
↑ A baseball bat is handy for knocking vampires over, plus you can jam it through their chests to fry 'em.

↑ These demon dogs are just asking for a pounding.

↑ All the cut scenes are quick and entertaining.

↑ Zombies only stop when you take their heads off.

↑ The virtual Buffy really looks the part.



↑ Buffy using one of the weapons she gets later on.

↑ Wham! A slow-motion Super Slayer Move sends a creepy-crawly slamming into the wall.

↑ These evil beasties leap all over the place.

"There's something brilliant about staking a vampire... it's cool"

Right - easiest comparison first. This game is a bit like *Tomb Raider*, mainly because it has a female lead who runs, jumps and climbs around moody locations. But Buffy Summers and Lara Croft are actually very different.

Lara shoots people from a safe distance and waddles as if she's got two false legs and poo in her pants. Buffy, on the other hand, kicks ass.

Buffy the game, like *Buffy* the TV series, is packed with fast-moving hand-to-hand combat, and the control method is up to the job. You use two main attack buttons - punch and kick, naturally - which can be linked to form combos.

Holding the right trigger locks Buffy so that she stays facing her chosen enemy, letting her dodge around to get a better angle. It's a great system because it's (just) quick enough to let Buffy take on the similarly kung-fu crazy vampires.

If you ignore it, you'll get beaten up. If you don't time your attacks properly, you'll get beaten up. If you don't learn to use the special Slayer Moves in the right situations, you'll get beaten up. It's refreshing for a game with multiple enemies to have opponents who actually put up a fight before dying.

Here's another cool thing - because you're mostly fighting vampires, the only way you can kill them is with a stake through the heart. You can beat them up so that their energy bar runs out and they fall over, but they get up and hunt you down. You need to make sure Buffy always has a pointy piece of wood about her person, whether it be the broken leg of a chair she smashed, or a mop with the head snapped off.

Vamps need to be slapped around before you can stake them in one of a variety of ways. All methods are supremely satisfying, especially because your victims turn into a screaming cloud of smoking ash just as they do on TV. The first time you do it, in the initial training mission, you'll grin like a chimpanzee - we guarantee it.

There's something brilliant about having a particularly tough fight with a vampire, knocking it to the ground, then running off

BONUS INFO

NO LOADING
When you're waiting for a level to load (which isn't too often, thankfully) you don't just get the word 'loading' on screen. Instead, it says 'channelling' or 'summoning'. Also, when you die you don't get a 'restart' option, you get to 'resurrect' instead. All nice little touches that add to the overall effect.

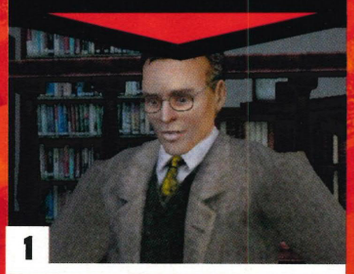
ORBS OF JOY
Whenever an enemy is slain, it releases a glowing ball of energy for Buffy to collect. Light purple balls power up her Slayer bar, while pink ones add to her health - collecting these is massively important if you want to be able to perform Slayer Moves. Pink balls are rare, but often turn up just as you really need them.

THE SCOOBY GANG » TV show regulars in virtual form

THE DEVELOPER OF *Buffy The Vampire Slayer* hasn't just chucked a few characters from the show into the game for sake of it. They've got all the right actors to provide the voices, and have worked them into the story so that they are (pretty much) all relevant. Here are some of the regulars you can expect to come across:

GILES »

BUFFY'S SLIGHTLY pompous but loveable watcher plays the same role he does in the shows, basically hassling her to keep her training up.



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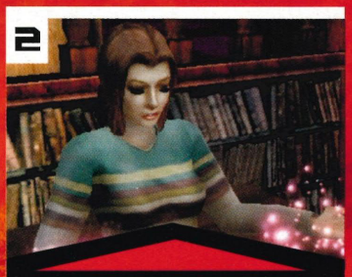

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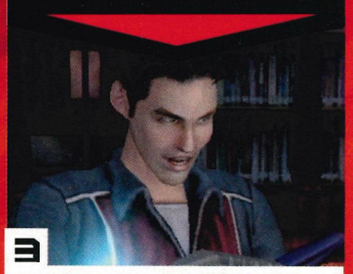
WILLOW »

LUCKILY, COMPUTER nerd Willow is much better at working her magic on the hidden crystals you find for her than she is at choosing jumpers.

XANDER »

UNLUCKY-IN-LOVE Xander uses the mad military skillz learnt one crazy Halloween night to knock up new weapons for Buffy.



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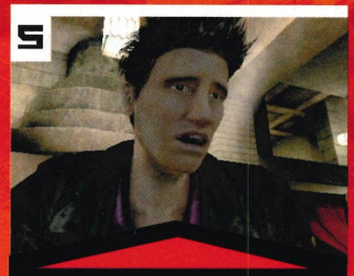
CORDELIA »

THE HOSTESS WITH the mostest, lovely Cordy spends most of her time whinging about how geeky Buffy's posse is. Just like in 'real' life then.



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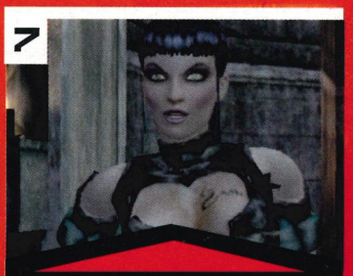
ANGEL »

THE DARK, BROODING one pops up occasionally to warn Buffy of impending danger - mostly too late - and give her heartstrings a twang.

SPIKE »

FOUL-MOUTHED and utterly brilliant, Spike gets all the best lines in the game and goes a few rounds with Buffy into the bargain.

6



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SCYLLA »

LOOKING NOT unlike ex-WWE wrestler Chyna, this Gothic chick turns rather spectacularly into a beastly demon to give our Buffy some grief.

THE MASTER »

The recipient of the best character modelling, oddly, the Master chimes in at crucial junctures to keep the Scooby gang on the boil.

8

BONUS INFO

» A LOTTA BOTTLE

Potions can be found throughout the game to give Buffy a boost. A bottle of Elixir will restore a chunk of her health, while Hellfire and Holy Water will cause extra damage to vampires when held in a punching hand. Potions can also be combined for extra effect - mix Holy Water with an Elixir to get Holy Elixir, which restores a large portion of Buffy's health.

» RIGHT WRITERS

The top-quality script was co-written by Chris Golden and Tom Sniegoski, two writers who have previously collaborated on *Buffy* and *Angel* comics and books. These boys know their *Buffy*.

BONUS INFO

» FINISH HER

Like the vampires she meets, Buffy doesn't die as soon as her energy bar is empty. Instead, she stays alive until somebody manages to get her with a finishing move - often a painful-looking neck bite. Bigger baddies kill Buffy in different ways, such as a spine-snapping stomp, a quick neck-break and, best of all, one enemy that practically eats her whole head in one go.

↑ The bar in the bottom left shows damage taken by your weapon. If this spade snaps, you can use it as a stake!

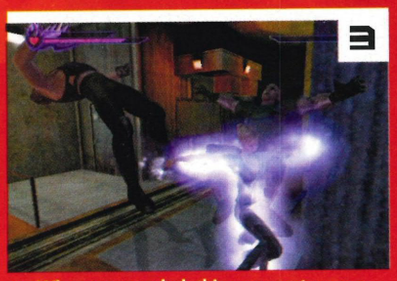
DIE, SUCKER!: COOLEST VAMPIRE DEATH IN MOVIES HAS TO GO TO THE ONE IN *THE LOST BOYS* (1987), WHERE THE UNDEAD DUDE GETS SHOT THROUGH THE CHEST WITH A CROSSBOW BOLT, STICKING HIM TO A HI-FI SYSTEM. NOISY MUSIC THEN BLASTS OUT, THE VAMPIRE'S HANDS EXPLODE, THEN HE BURSTS IN A SHOWER OF GUTS. DEATH BY STEREO!

SLAY FIGHTING

THE ENERGY bar above Buffy's health shows how much Slayer power she has. Use it to do special slow-motion Slayer Moves.

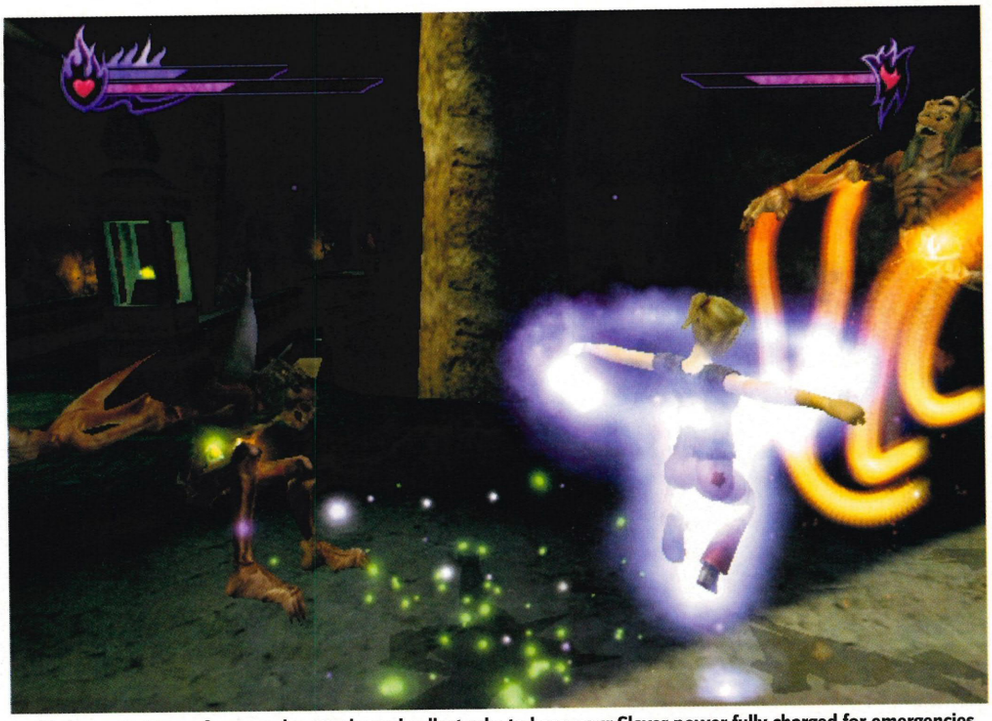
↑ The last move in any punch/kick combo can be charged to do extra damage.

↑ This *Matrix*-style jumping triple kick is handy for doing big damage quickly.

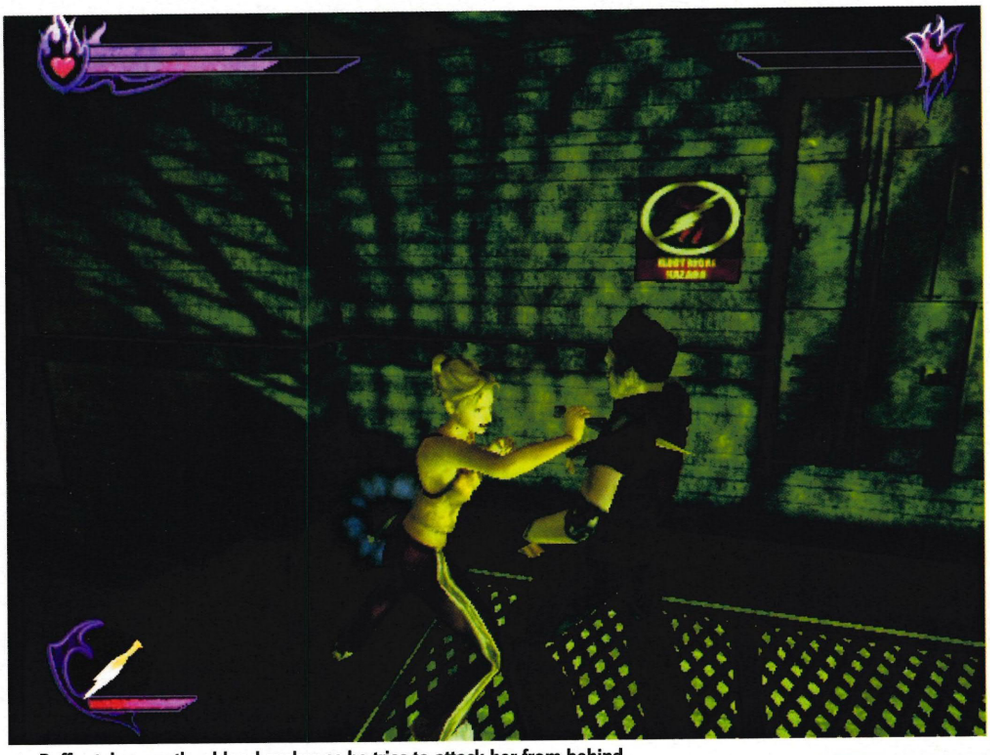


↑ When surrounded, this move gets you a bit of space. Doesn't have much range though.

↑ Perform a Slayer Move while holding a weapon for a powerful variation.



↑ It's important to perform combo attacks and collect orbs to keep your Slayer power fully charged for emergencies.



↑ Buffy stakes another blood-sucker as he tries to attack her from behind.

"The fighting and puzzling are held together by an extremely sharp script and to-the-point cut scenes"

» to pick up a stake you dropped during the scrap. Just as you pick up the stake, the vamp lunges for the back of your neck and, without even turning round, you stab it straight in the chest, turning it to dust as it wave its arms around and screams. It's cool. It makes you feel like a vampire slayer. And it stays cool every single time you do it.

But great though all this fighting and slaying is, it's not what the TV show, or, happily, the game, is all about. Impressively, the fighting and relatively basic puzzle-solving are held together by a script and story that will keep you playing, while also breaking the action up into fun, bite-sized chunks. Buffy and her vampire enemies natter away to each other while fighting which, to be honest, does get a bit repetitive, but the intermissions you get between locations and during levels are absolutely spot-on.

All the major characters are voiced by the actors who play them in the series – apart from, unfortunately, Buffy herself. A soundalike does an excellent job of copying her sarcastic tone, while all the other lead characters naturally sound perfect.

The script is extremely sharp, with lots of witty comments and a light-hearted feel all the way through. But best of all is that it's not at all laboured – it's snappy and tight, with none of the long, drawn-out rambling of other games that want to be like filmed drama, such as *Metal Gear Solid 2* (coming soon to an Xbox near you).

The cut scenes pop up instantly and get straight to the point, let you know exactly what you need to do or where you need to go, then throw you straight back into the action. Because of this, you don't feel like you're ever being stopped from playing the game. The intermissions are quick and fun enough that they add to the cinematic feel without making you feel like you're at the cinema.

The story's good, too, with Buffy and her friends battling against TV series super-villain The Master, as well as other favourites on the way. Even if you don't normally watch the show, you'll want to see the game through to the end, and there's also a fair chance that you'll end up watching the series afterwards. »

BONUS INFO

» SLAYER TRAINING

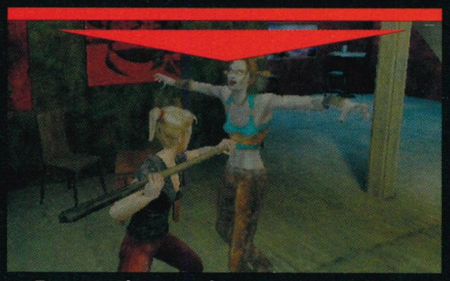
A bonus mode where Buffy fights a range of creatures in various battle arenas is available to expert players, and it's even possible for extra players to take control of the monsters using a second controller. Expect info on how to access this mode in a future issue of *Official UK Xbox Magazine*.

VAMPING EQUIPMENT >> Don't leave home without it

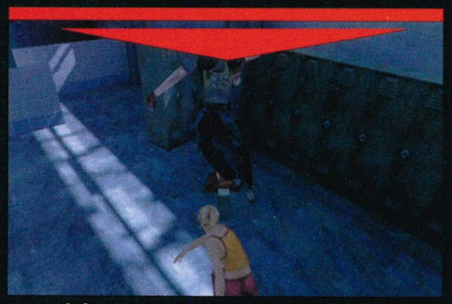
THERE ARE CERTAIN pieces of kit that every slayer needs. Here are the versatile essentials, but there are more impressive pieces of kit as the adventure goes on.

STAKE 1

A SLAYER'S BEST friend, stakes can be made from anything that used to be a tree and is even slightly pointy. Smash crates, tables, chairs - anything from which a shard of spiky wood can be formed.



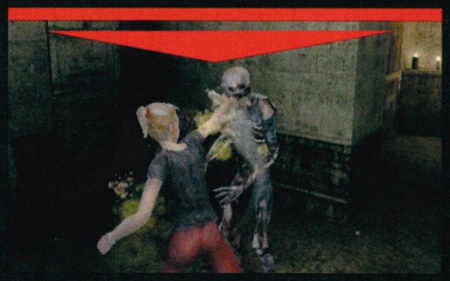
↑ Even a pool cue, spade, or even mop will do just fine, if you can force it through a ribcage.



↑ Look for pointy bits of wooden scenery and throw vamps onto them for a super-cool kill.

HOLY WATER 2

BLESSED BY A MAN of the cloth, this is the same kind of water that human babies are baptised in. But to vampires, a sprinkle of the stuff is like having napalm poured over their heads.



↑ Fight with a plastic bottle of holy water in your hand to do extra damage to the undead...

↑ ...or load it into a water pistol and squirt it all over them as though it's a flame-thrower.

CROSSBOW 3

A CROSSBOW LETS you fire arrows at your enemies, but even five shots to the face won't do any worthwhile damage. There's only one part of the body that counts...

↑ Take your time when aiming and go straight for the chest. One good shot, and pop!

↑ Coat the tips of your arrows with holy water to give them an extra bit of kick.

"It'll keep fans and non-fans buzzing from start to finish"

>> As far as looks go, *Buffy The Vampire Slayer* is good. Not amazing or anything, but certainly good. All the characters are cartoony, stylised versions of the TV actors rather than completely accurate reproductions. They move pretty well and their faces are animated to lip-sync to their voices, albeit in an exaggerated, video game way. Scenery is nicely done but pretty basic - all quite angular, but there are some lovely sections, cool special effects and some really nifty lighting.

The biggest problem we have with the graphics is that they're extremely dark. We recommend going straight to the options menu and turning the brightness up a notch or two before you start playing. Otherwise, by the time you get a few levels in, you'll have busted your eyes by staring so hard, and wanted to give up through falling off ledges you couldn't even see.

Annoyingly though, you need to be careful not to turn the brightness up too far otherwise everything gets too light and starts to look like a PC game.

Music and sound effects in *Buffy* are well worth mentioning, since they rumble away in the background, setting the scene brilliantly. You'll spend creepy sections in moody near-silence, with the odd *Psycho*-type screech of strings when you pick up a certain item. Big scraps can cause a blast of all-out pop rock to start up, just like in the TV show. The way the well-timed soundtrack accentuates all the ups and downs of the story and action makes things feel much more atmospheric.

So it's all good stuff so far - a game to keep fans of the show buzzing from start to finish, while also being good enough as a stand-alone title to attract those who didn't even know that Buffy died, let alone cared that she rose again.

But it does have its problems. The auto-save means that you can reload games from any checkpoint that you've passed so far, but they're too far apart at times. A tough section where you die repeatedly could be five big rooms on from a restart point and, with only one life and limited health potions available, you can easily end up having to do some sections lots of times.

Combat can get frustrating, too, especially when you've got lots of vampires going for you at once, not giving you enough time to get back to your feet between knockdowns. Also, if you're aiming the crossbow at a bad dude and he jumps at you, it can be infuriating trying to stand still long enough to put the weapon away so you can do a close-range attack.

But leaving aside these few scrappy bits, *Buffy The Vampire Slayer* is a solid, entertaining and well thought-out adventure, which provides a big chunk of fun for fans and non-fans alike.

THE VERDICT

POWER
The hard disk allows for auto-saves at every checkpoint, and the graphics are nice and solid.

STYLE
Classy sounds, a brilliant script and an excellent balance of gameplay and story.

IMMERSION
The smart training mission leads you straight into the game, and it keeps going without letting up.

LIFESPAN
A varied and good-sized adventure. Will take a while to work through, plus there are plenty of secrets.

GOOD POINTS

+ GREAT SCRIPT
+ STAKING VAMPIRES IS ALWAYS COOL
+ VERY TRUE TO THE SPIRIT OF THE TV SERIES

BAD POINTS

- CAN BE EXTREMELY FRUSTRATING
- LOTS OF SWITCHES TO PRESS LATER ON

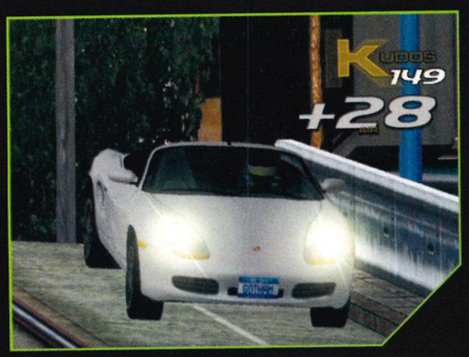
SUMMARY
An adventure that perfectly captures the essence of the TV series, but is also good enough to entertain non-viewers.

OFFICIAL UK XBOX MAGAZINE SCORE

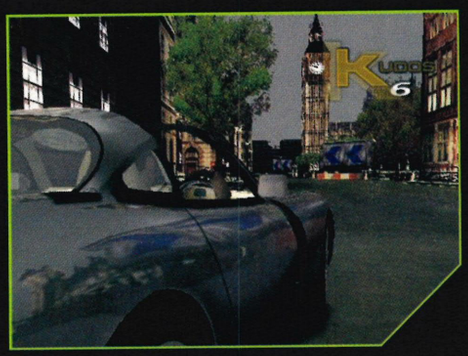
8.3 //10

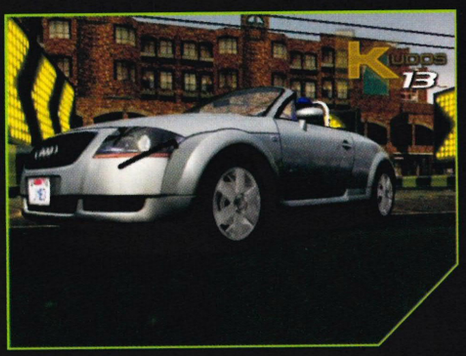
>> **PREVIOUSLY:** Preview - Issue 02, page 027; Game Movie - Game Disc 03, 04
>> **COMING SOON:** Tips - Issue 07

GARLIC DEAD: ACCORDING TO THE HAEMAVORE: VAMPIRE REALITY WEBSITE, VAMPIRES REALLY DO HATE GARLIC. MOST VAMPIRES (THEY'RE NOT JUST DELUSIONAL GOTHS, YOU KNOW) ARE ALSO SENSITIVE TO ONIONS, CHIVES, LEEKS AND SHALLOTS. A STRONG ALLERGIC REACTION CAN CAUSE CONSTRICTION OF THE THROAT, LEADING TO DEATH BY ASPHYXIATION.



NO STYLE, NO POINTS.





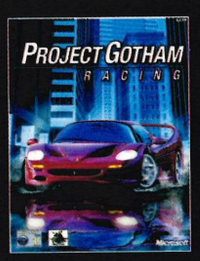
XBOX

BIZARRE CREATIONS

ONLY ON XBOX

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

PLAY MORE. PLAY PROJECT GOTHAM RACING.™



www.xbox.com/uk/projectgotham

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Xbox serves up its inaugural tennis title

SLAM TENNIS

THE BRIEF

ARCADE-STYLE tennis game featuring real players and bonus games, very much like Sega's *Virtua Tennis* titles.

WORDS: STEVEN BAILEY

GAME INFORMATION

DEVELOPER: **INFOGRAMES SHEFFIELD HOUSE**
PUBLISHER: **INFOGRAMES**
RELEASE DATE: **JULY 12**
PLAYERS: **1-4**
WEBSITE: **WWW.INFOGRAMES.CO.UK**

SUMMER *IS* HERE. Honest. It's just a bit shy, that's all, hiding behind the quaint British traditions of cloud cover and patchy rain that we seem so reluctant to export. But when the sun does finally decide to get his bloody hat on, and show his face for those few glorious days of the year that we like to call summer, all will be forgiven.

Scantily clad ladies will be seen sauntering around wearing clothes made from stingy bits of string, and we'll all be cavorting about in the park playing Frisbee, football and tennis, having a gay old time.

Until then, though, you'll have to make do with the next best thing, and that's Xbox games involving football, tennis and scantily clad ladies. The footy we've got in the shape of *FIFA*, *Red Card*, *Champ Man* and *ISS*. Semi-naked females are a big part of *DOA3*.

This year, with Wimbledon still fresh in the mind, *Slam Tennis* is vying for a chunk of your game time, but how's the form?

Well, Virginia, anyone familiar with the excellent *Virtua Tennis* series in the arcade and on Dreamcast will be on well-worn turf with *Slam Tennis*, as it plays very much like a distant relative of Sega's classic.

BONUS GAMES

What? No bowling? That's just not tennis

THERE ARE FOUR bonus games that borrow a lot from the imaginative training challenges of *Virtua Tennis*. They differ slightly in that they offer up relentless, but not compulsive, high-score gaming. Each one sees the player returning serve and having to hit objects on the opposite side of the court within a certain time limit.

There's scope for racking up monstro-scores if you stroke your balls in the right way, but it can get tough, especially as it's so hard to direct your shots. Also, during the last ten seconds of a challenge, large numbers obscure much of the action. Not what you want to happen, really, is it? Here they are, from worst down to best:

SUN, SEA AND SERVE

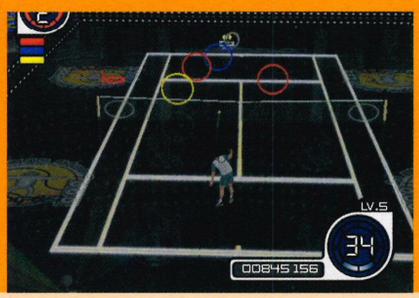
A PILE OF BEACHBALLS needs popping with mighty serves. Hit the larger ones and they split into a pair of smaller ones, which you then have to mop up by serving at them from the baseline. As well as battling against the clock in this challenge, the number of serves at your disposal is limited.

OUR HIGH SCORE: 520,800

CRAZY COLLAPSING COLUMNS

STACKS OF CRATES stand on the opposite side of the court; hit those at the bottom to bring them crashing down. A number on a crate indicates how many times you have to hit it in order to make it crumble. You can use the same ball again if it bounces back off the stacks to build up a mighty point multiplier.

OUR HIGH SCORE: 985,300



ROCKIN' RING RIOT

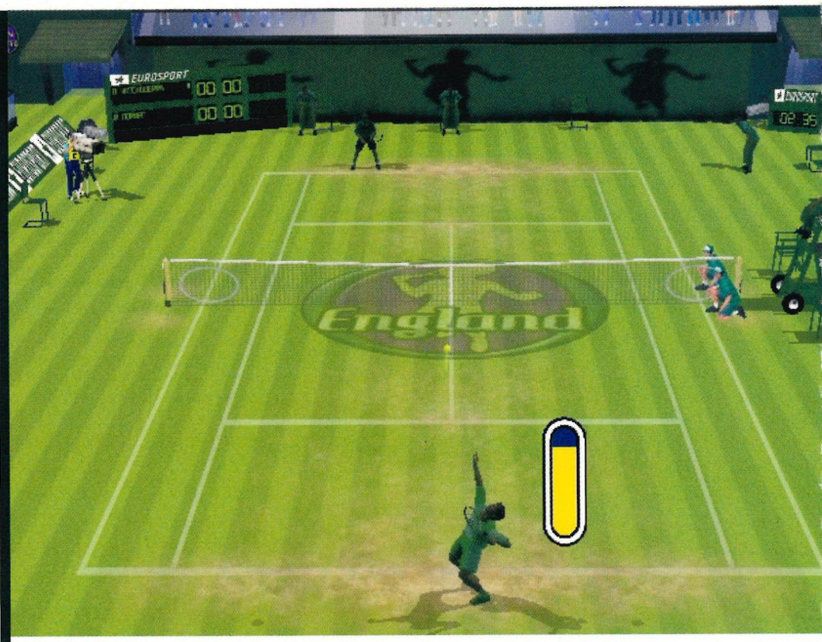
THUD THE BALL through a series of coloured, vertical hoops. A meter on the left-hand side of the screen indicates what colour of ring must be targeted next. You have to hit through four hoops of the same colour before moving on to the next bunch. The serving machine slides along the opposing baseline, so the balls come at you from all angles.

OUR HIGH SCORE: 1,146,127

BUBBLE BURSTING BONANZA

BURST BUBBLES emerging from pumps in the court. Some stay where they are, others float around, requiring accurate shots to pop them. Every bubble hit lights a bulb on the meter on the bottom of the net. Hitting consecutive bubbles of identical colour boosts your points tally, while popping rainbow-coloured ones gives you an end-of-level points bonus.

OUR HIGH SCORE: 1,122,200



↑ The green, green grass of home.

↑ Mixed doubles, anyone?

Play is fairly slow and deliberate, especially compared to zippy, cartoony console tennis titles like *Mario Tennis* and Namco's *Smash Tennis* series. In those games, players exist outside the laws of physics, changing direction instantly and nailing cross-court backhands with a single button press.

Slam Tennis isn't as mad or as fast as these titles but, like *Virtua Tennis*, it still plays fluidly. But while it feels solid and intuitive within a few minutes of play, the overall package is not as refined or polished as the Sega series it's trying so hard to emulate.

The whole range of shots is at your disposal. Lobs, topspin, slices, drops, smashes and the rest can be performed with the face buttons, with the triggers used if required to add a bit of left/right swerve to the ball. While the handling is responsive - it captures the notion of wrong-footing your opponent extremely well - it's very difficult to hit the ball anywhere but forward. No matter how hard you attempt to return the ball at a deep and awkward angle, you'll almost always end up feeding it straight back to your opponent.

This game is hard, too. If you're playing a championship challenge, things become unforgiving and ruthless fairly swiftly (see The Championship on page 087). It's typical of the unfriendly difficulty curve of tennis games. The first few matches are always a breeze and then WHAM! - the next computer-controlled opponent is an unflappable, unflinching cyborg racquet master (there's no option available to reduce his/her difficulty level).

It's one thing developing your skills through practice, but some of the challenges posed by *Slam Tennis* ask a bit too much of the player, particularly during the early stages of the game when skills might be a bit raw.

BONUS INFO

B-LIST CAST

There's only a handful of big name players in the game, including Henman, Moya, Ferrero and Kafelnikov. The rest, including the entire set of females, are nobodies. It's like they blew their budget on licensing a few famous faces before the cash ran out.

I'LL GET ME COURT

Besides the usual clay, grass, indoors and hard courts, a variety of extra novelty arenas crop up throughout the game. Certain championship challenges are staged on Bondi Beach, resulting in an even more syrupy pace of play than lawn tennis in the rainy season. There's a graffiti-splattered concrete court set in the Bronx, and an arena in the haunted courtyard of a deserted stately home.

RERUN THE FUN

If you want to see your opponent's gormless face as he makes a futile dive for your blinding cross-court backhand, use the replay angles available for every point. You get to see the action once again from a different perspective, in slow-motion, or both. Split-screen and picture-in-picture replays are also on hand to make sure you get to see both sides of the unique pleasure/pain equation of competitive sports.

THE CHAMPIONSHIP

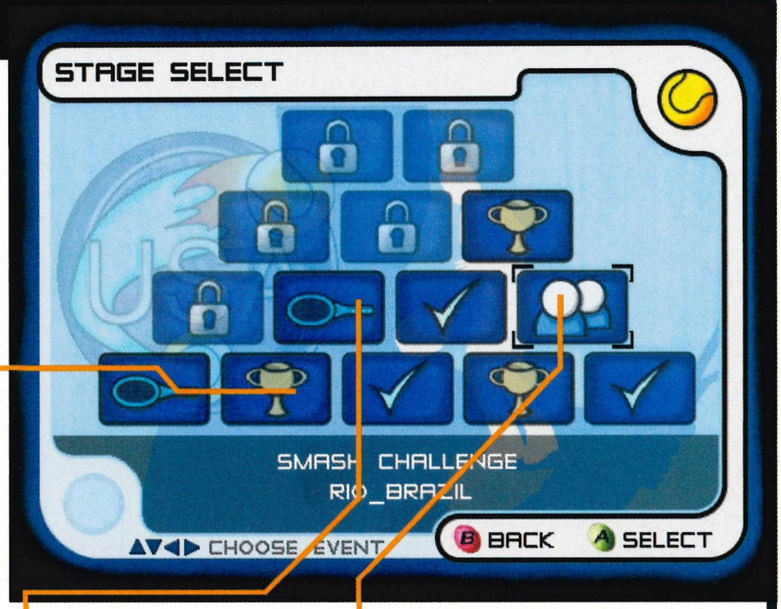
Wimbledon should be more like this

THE MAIN GOAL of the one-player mode is to become the *Slam Tennis* champion of the universe, which you can do by conquering the four major events set in renowned tennis locations around the world - USA, England, France and Australia.

Each country is host to a pyramid of 14 challenges (right), with the five on the bottom open for play. Winning one unlocks the two challenges above it, and at the summit, naturally, is the final.

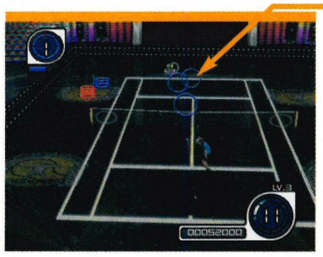
Winning unlocks a bunch of extra stuff, including snazzy kit, hidden players and secret courts.

You can choose from three challenge styles (see below), meaning you can snake your way through the four wins needed to win the title in whatever pattern suits you best. But beware - from row two up, tasks are *very* difficult.



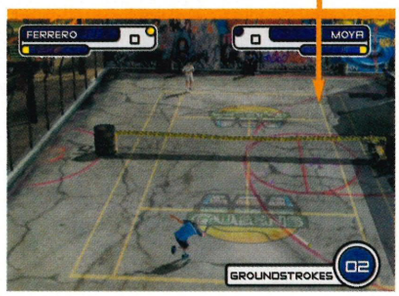
GRAND PRIX CHALLENGES

THESE ARE bog-standard matches that you'd normally find in real world tennis tournaments. Earlier GPs consist of a play-off between four players, starting at the semis, whereas later ones are more protracted, requiring you to compete in more elaborate tourneys with more rounds.



MINI-GAME CHALLENGES

CLEAR A SET number of levels from one of the Bonus Games (see Bonus Games on page 086). These are usually very tricky, because you start out on level six or seven of the bonus game, and have to progress through the next few (harder) levels in order to pass the challenge.



ARCADE CHALLENGES

HERE, YOU HAVE to win a standard arcade match but with a few conditions. You may be required to win at least two of your points using overhead smashes, for example, or score four aces in the process of winning a match. These are the hardest of the challenges, because you not only have to win, but have to do it in a specific manner.

POWER TENNIS

Fill up your bar with shots

IN A SLIGHTLY ballsy departure from the usual racquet skills needed to win game, set and match, each player has a power-up bar displayed in the upper portion of the screen. It builds with every shot you take and, as with *Burnout* (Issue 04, 8.2), particularly risky moves are rewarded with a piece of bar. Once fully primed, it flickers and allows a single super shot to be played. Just double-tap one of the stroke buttons to unleash an almost-guaranteed winner. You can dole out the mother of all overhead smashes, or a completely evil drop shot that plonks itself just inches over the net. Losing the point will wipe out your entire bar and reset it back to zero - accuracy is key.

↑ That yellow fluff always comes off...

» While the player animation is of good quality (there's plenty of superfluous-but-entertaining stuff, such as players going for a lob but deciding to pull back at the last second when they realise it's out of reach), the visuals are shabby to say the least. Everything looks basic and rudimentary; the courts, the players and all things in-between. The crowd, for example, is a mess of pixels.

There's a decent amount of sporty presentation, however, with a good smattering of replay angles (see Rerun The Fun in the Bonus Info on page 086), and the crowd, although rough around the edges, knows when to make a noise. The umpire sounds like the nation's surrogate grandad Trevor McDonald.

Two more things: it's extremely hard to see the ball on a hard court due to them both being the same colour, and the multiplayer mode, as is the case with most tennis titles, is typically enjoyable. Four-player doubles is extremely addictive and entertaining.

So, should you holster your cash and wait for the imminent *Fila World Tour Tennis* to see you through the post-Wimbledon malaise and into the winter? Well, we don't know, and we won't be able to make a decent line call until we've had it in for review (maybe next month).

But if you do decide to invest in *Slam Tennis*, there's no puff of chalk - it's stout, playable, quirky, technically underwhelming and at times quite difficult. It comes recommended for unseeded newcomers to tennis games, but it might not set the world on fire for those reared on the likes of *Super Tennis* on SNES through to *Virtua* and *Mario*.

THE VERDICT

POWER
Visuals are shoddy and workmanlike at best. More Navratilova than Kournikova.

STYLE
Standard tennis chic, with some novelty court available. Curious drum 'n' bass on bonus games.

IMMERSION
At times it's challenging to the point of frustration, but the actual tennis itself is engrossing.

LIFESPAN
Plenty for fans of the sport to get their teeth into, but the unforgiving difficulty may leave a bitter taste.

GOOD POINTS

+ DECENT, AUTHENTIC TENNIS ACTION
+ EXCELLENT MULTIPLAYER TITLE
+ TWO OF THE BONUS GAMES ARE GREAT...

BAD POINTS

- ...AND THE OTHER TWO AREN'T
- LOOKS BASIC AT BEST

SUMMARY

A cheap, but not nasty, take on *Virtua Tennis*. It's enjoyable and recommended, despite having a few broken strings.

OFFICIAL UK XBOX MAGAZINE SCORE

7.2/10

»PREVIOUSLY: *Slam Tennis* was served up straight out of leftfield.
»COMING SOON: Tips - Issue 07.

FEEL THE QUALITY: ANNA KOURNIKOVA'S FAVOURITE SURFACE IS GRASS, APPARENTLY. BEN'S FAVOURITE SURFACE IS LINO. GOOD CALL, BUT THE REAL EXPERTS GO WITH THE DIMPLY BIT OF SPONGE YOU GET ON THE UNDERSIDE OF JAFFA CAKES. IT'S THE SURFACE CHOICE OF CHAMPIONS.

PRIVATE LUCA BERATTI
»A DEPENDABLE friend, if the price is right. Slip this man some currency, and he'll happily play the buffoon or drama queen in order to snag the attention of the guards.
LIEUTENANT CAMERON 'DOC' WINTERS
»THE RESIDENT anorak inmate of Castle Colditz and the font of knowledge when it comes to escape routes, hidden crannies or corrupt guards. Every camp should have one.
MAJOR WILLIAM KINGSLEY
»ONE HALF of the Colditz Escape Committee. Possessed of a stiff upper lip and gentlemen's relish, this is the kindly chap who directs you on your objectives to flee the foreboding German fort.

"Could the prisoners please make their way to the Mess Hall? Campmates are reminded not to try and leg it over the fence."

PRISONER OF WAR

WORDS: **STEVEN BAILEY**

GAME INFORMATION

DEVELOPER: **WIDE GAMES**

PUBLISHER: **CODEMASTERS**

PLAYERS: **1**

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

>> THE BRIEF

BUST OUT of a series of German World War II prison camps using only stealth and your brains.

RIGHT, WHERE'S my pistol? No gun, eh? Not even a machete? Oh, okay. I'll just use my fists, shall I? Pound the perps to pulp? No? Eh? Can't I even jump on heads and make them vanish into a puff of cloud and collectible power-up? No? And where's my buxom love interest? Chicks love it when you ride into the sunset. No hardbody sidekick, either? How the hell am I going to escape?

Are you sure this is a video game?

No apocalyptic explosions, no bloodlust, no combos, no kill counts. *Prisoner Of War* is about making good your escape from several Nazi detention camps through the use of stealth, planning and daring. It uses a taut, believable setting to provide its thrills and tension. Hitchcock would be proud. >>

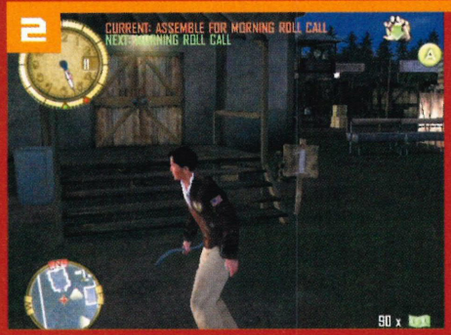
AN OBJECT LESSON

A guide to some of the helpful bits of equipment you stumble across in your tiptoe travels, and how best to use them.

01 BOOT POLISH

»FIND YOURSELF a mirror, and you can smear this across your face. It makes you significantly less visible during nocturnal expeditions, but get caught wearing it during the day and the guards will think you're up to something. Comes in any colour, as long as it's black.

02 CROWBAR

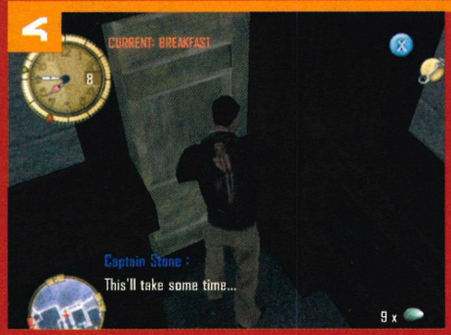


»USE IT TO lever open certain locked doors. Once a door has been jemmied, it stays that way. The crowbar so big that you have to carry it openly. Don't ever be seen holding it, though, or the guards will get a right strop on. Easier said than done, as it's too big for your pockets.

03 TELESCOPE

»LETS YOU SPY at the guards up on high in the patrol towers - blokes who are trying to do exactly the same to you as part of their job. Wait until they're looking the other way before hauling yourself over a nearby fence. If you're spotted using the scope, the guards will open fire.

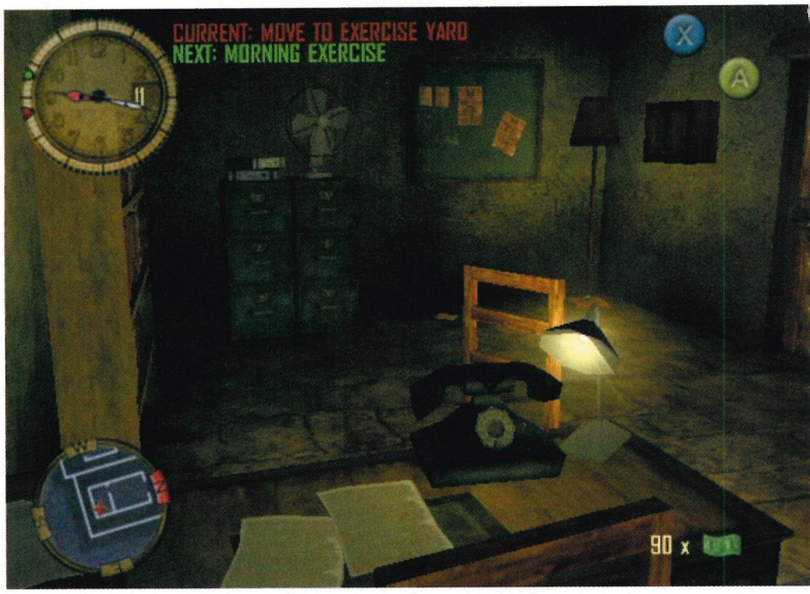
04 LOCKPICK



»FOUND DURING your first visit to Castle Colditz, and it does what it says on the tin. However, picking locks takes time, and a progress bar appears when you get to work on opening a door. Make sure you're not caught in the act, there's a good man.

05 PATROL GUARD UNIFORM

»SNAFFLE ONE of these from the laundry, stand next to a mirror and - hey presto - an instant licence to stroll in and around the guards like you're one of Adolf's finest. Remember to walk slowly and don't show your face to any high-ranking officials or you're done for.



↑ Click the left trigger and enter first-person mode, so you can have a good nose around.

↑ Whilst the chaps mill around and play I-Spy, Stone takes his morning exercise seriously.

"Takes its lead from classic escape movies"

»Despite taking obvious cues and ideas from such classic escape movies as *The Great Escape*, *The Wooden Horse* and *Stalag 17*, playing *POW* is actually most like *The Shawshank Redemption*. If you've not seen that movie yet, cover your eyes and skip to the start of the next paragraph. You gone? Good. Then we'll proceed with the spoilers.

You know that bit at the end when the guards discover just how Tim Robbins had managed to make his escape? How, with nothing but a tiny rock hammer and a spoon, he spent each and every day chipping away at his cell wall, diligently forging an escape route over a period of years? That's what playing *POW* is like. Patiently, with care and forethought, you have to chip away at the game until you beat it.

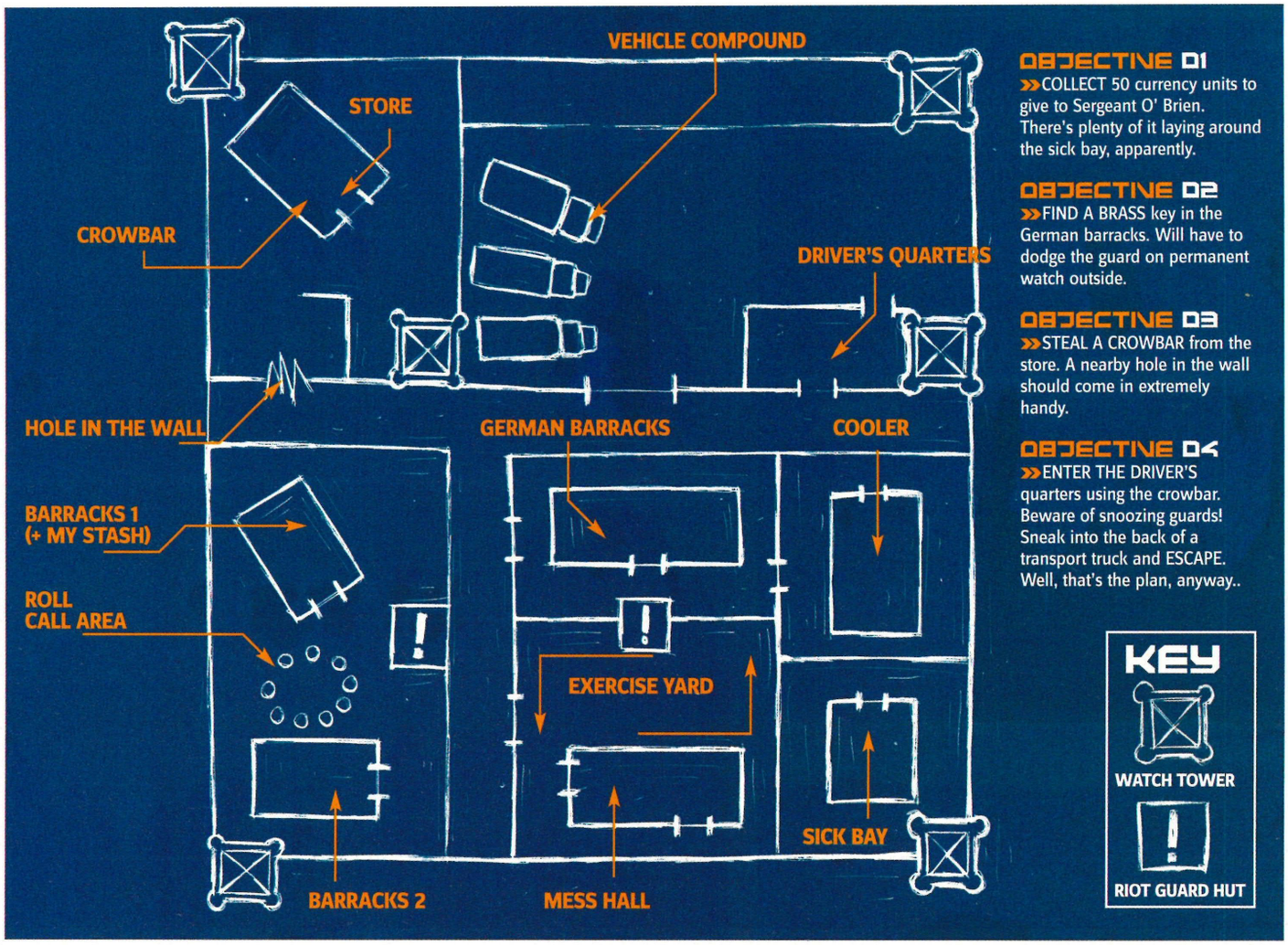
When you arrive at the first prison camp, after your spy plane is shot down, you're introduced to the Escape Committee and given your first objectives. There are four objectives on each of the five levels spread across three prisons (The Holding Camp, Stalag Luft, and Castle Colditz). »

»BONUS INFO

» THE RIOT STUFF

If you fail to attend roll call in the morning or evening, Riot Guards will be deployed. With machine-guns and a shoot-first, shoot-second philosophy, these fellows are the camp's rapid response unit. They begin their prison-wide search in the area where you were last spotted.

THE HOLDING CAMP » Now do pay attention, there's a good chap



OBJECTIVE 01
»COLLECT 50 currency units to give to Sergeant O' Brien. There's plenty of it laying around the sick bay, apparently.

OBJECTIVE 02
»FIND A BRASS key in the German barracks. Will have to dodge the guard on permanent watch outside.

OBJECTIVE 03
»STEAL A CROWBAR from the store. A nearby hole in the wall should come in extremely handy.

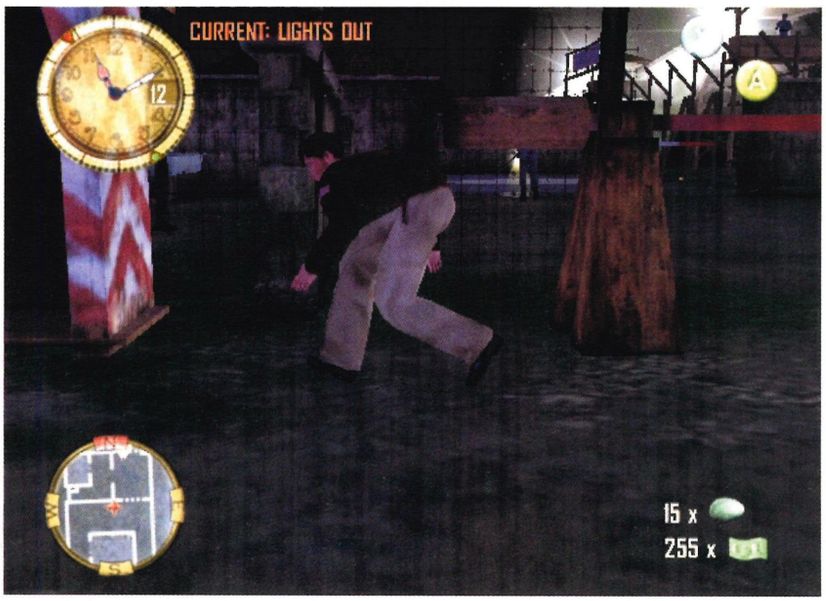
OBJECTIVE 04
»ENTER THE DRIVER'S quarters using the crowbar. Beware of snoozing guards! Sneak into the back of a transport truck and ESCAPE. Well, that's the plan, anyway..

»BONUS INFO

»THE DEVIL'S ZONE
Every area of the camp is either legal or illegal. The legal zone is where you're supposed to be at a designated time of day e.g. in the Mess Hall for breakfast. Everywhere else is an illegal zone, and being seen there is bad.

»CURRENCY AFFAIRS
There's no money in circulation in the camp, just contraband that can be used as some currency among prisoners for requesting favours and purchasing goods. You'll find currency all around the camp, sometimes strewn around illegal zones, inside off-limit buildings and tucked away in sentry huts.

"You have to plan your route and form a rock-solid plan of action for each of the 20 hefty objectives"



↑ Moving in a squat position is slow, but reduces your chances of being spotted.

» Twenty objectives doesn't sound like much, but the effort needed to complete them is hefty; each objective requires you to plan your route and actions immaculately, in order to form a rock-solid plan of action. When you're asked to retrieve to a crowbar from the store of the Holding Camp, for example, you can't just stroll on over and pilfer the thing.

You spend breakfast chatting to your fellow campmates just to find out where the store is, and how well it's guarded. You need to find the right time, in between morning and evening roll call, to break from the pack of prisoners and scope out the place.

Then, with a gutful of trepidation and a precise map of the camp stored in your head, you need to get in and back out again under the cover of darkness without being busted. It takes preparation, deliberation and patience.

You'll try, you'll get caught, you'll be thrown in the cooler and then you'll know better next time. This is how progress is made in *POW* – a series of painstaking, gradual steps (see The Holding Camp, above).

It's a bit like the Dreamcast adventure *Shenmue*, (follow-up coming to Xbox) but »

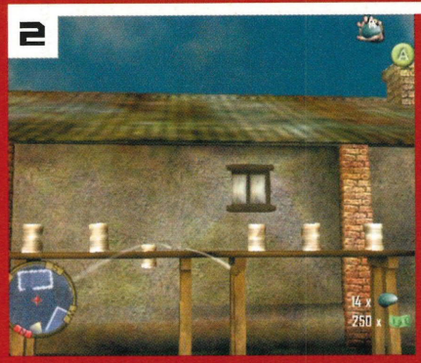
THE OFFICIAL HOUDINI SÉANCE: THIS WAS HELD EVERY YEAR FOR TEN YEARS AFTER ESCAPOLOGIST HARRY HOUDINI'S DEATH, IN AN EFFORT TO EXPOSE FRAUDULENT CLAIRVOYANTS. HE GAVE A SECRET MESSAGE TO HIS WIFE, WHO ATTENDED EACH SÉANCE AND WAITED FOR HIM TO GET IN TOUCH. HE NEVER DID.

GENTLEMAN OF LEISURE

The WWW of mini-games available to the POW on the go. Win them, and currency is your reward.

01: DICE

WHO:
Private Mickey Malone
WHERE:
Stalag Luft
WHAT:
Dice Toss. Throw a pair of die and score above seven in total to win.

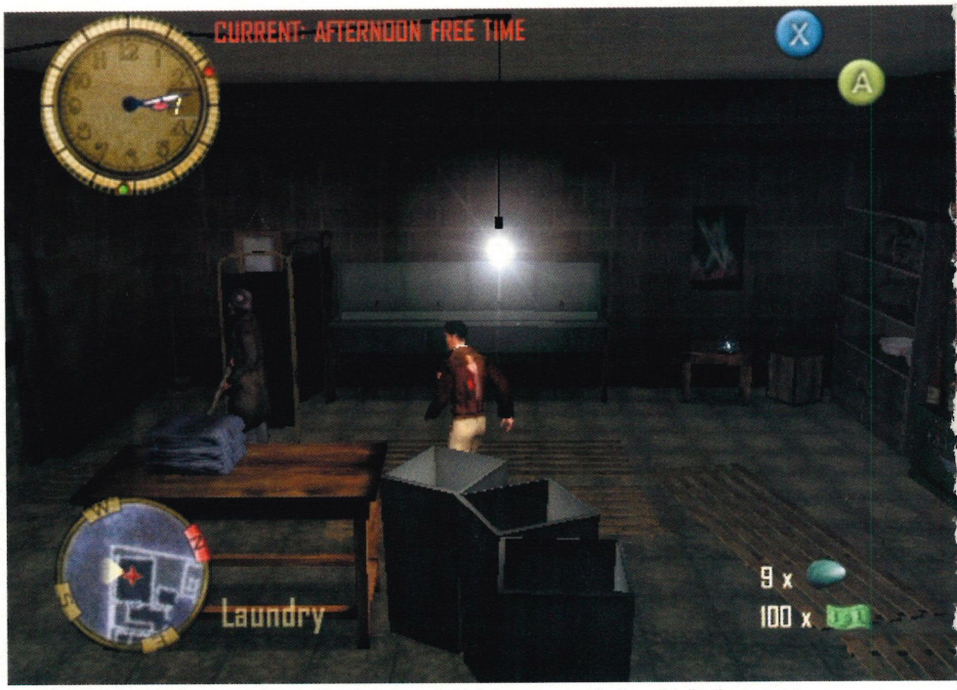


02 STONE THROWING

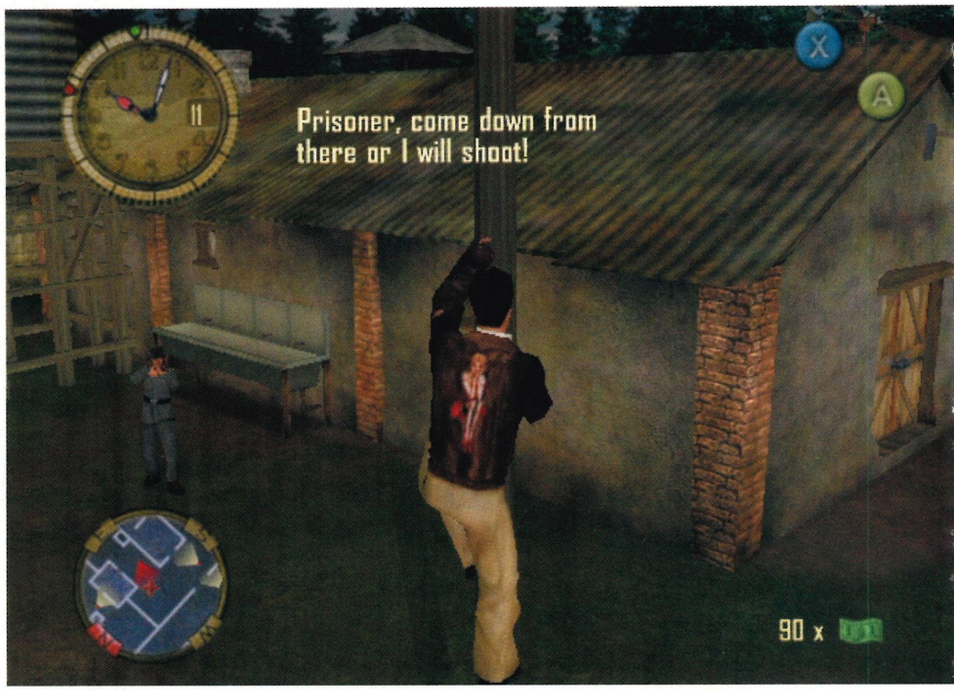
WHO:
Corporal Douglas 'Sureshot' Spears
WHERE:
Stalag Luft or Colditz
WHAT:
Tin Can Alley. Throw pebbles to knock down a row of cans within a time limit.

03 CARDS

WHO:
Private Tony Malone
WHERE:
Colditz
WHAT:
Play Your Cards Right. Guess if a card is going to be higher or lower than the last one.



↑ With inflated brown paper bag in hand, Stone tried his best not to giggle at his forthcoming jape.



↑ Pole-dancing, whether for leisure or to gain a better view of the camp, is completely frowned upon.

"A claustrophobic, edgy dose of strategy gaming. It's very satisfying when things come together"

not as good. The camp is a compact world of its own, where everyone has routines, habits and prices. The sun rises and sets (see The Day Today in the Bonus Info on page 093). Torrential rain comes and goes. Birds circle overhead, and rats scuttle near the bins. It's not a living, breathing world, but it is a very convincing illusion of one.

It's also a bit like *Metal Gear Solid 2*, (follow-up coming to Xbox) but not as good. You've got a range of stealthy moves (see POWer Up on page 093) with which to weave your way in between the guard patrols, avoid detection and cause mischief.

There isn't a meter, as with *Splinter Cell* (see page 052), to let you know just how noisy or obvious you're being. It comes down to your experience with the guards and the way things in the game work. It's in the latter that, unfortunately, *POW* becomes a bit patchy.

The guards appear, for the most part, intelligent and threatening. However, they are prone to bouts of extreme stupidity and inconsistency. When you see just how fallible they can be, it's tempting to drop your painstaking plans and make a dash for it, fingers crossed that the guard AI won't be able to keep up as you crawl under the nearest transport truck.

Sometimes, this approach will result in success. Sometimes, a guard will give up the chase the moment you disappear out of sight around a corner, muttering that "he must be going mad."

While there are issues with the AI, other little touches enhance the sense of realism. If a guard asks you to move out of his way, he'll bung you in the cooler if you just stand there gawping. Flick some pebbles at a soldier, and he'll get rightly miffed before confining you to solitary. The AI is never unfair, just a bit bubble-headed; it never cheats, but it allows you to, if you can get away with it.

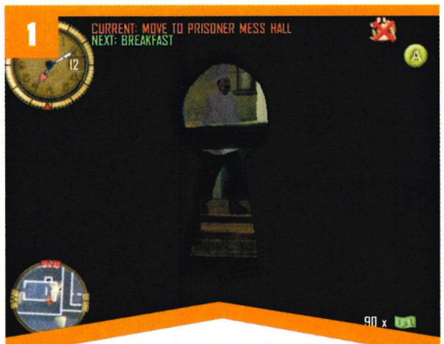
POW is also a bit like PC action-RPG *Deus Ex* (yes, the follow-up's coming to Xbox), but not as good. There's an open-ended, freestyle approach to objectives in that you're told where to go and what to steal, but it's up to you how you then plough on and do it.

During your first stint in Stalag Luft, you've got to get to the makeshift escape tunnel, located in one of the huts in the Vehicle Compound. Smear your pasty white face in boot polish and keep to the shadows?

BONUS INFO

COOLER SHAKER
If you give the guards hassle, or get caught snooping around an illegal zone, they give chase and yell at you to stop. If you don't comply, they open fire, and taking a bullet will place you in the sick bay for a few days. Give yourself up, and you'll be flung in the cooler to think over your misbehaviour and be taunted by a weasel-voiced prison warden.

POW-ER UP >> Solid Snake? What's that? Some kind of fossil?

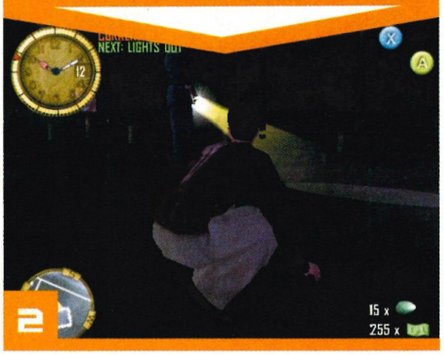


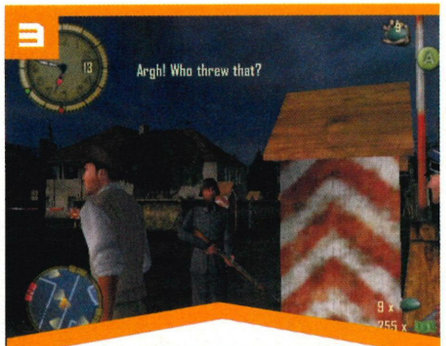
PEEKING

CRANING AROUND corners to scope out the lie of the land is an essential precaution, as is taking a quick glance through the keyhole of any door you're about to open. That way, you'll avoid stumbling across any unwanted attention.

SKULKING

STONE CAN move while crouching, cling close to walls and stow away underneath furniture and vehicles. He can tiptoe, too, and the guards rarely hear his movements unless he stumbles into a chair or other immovable object.





DISTRACTING

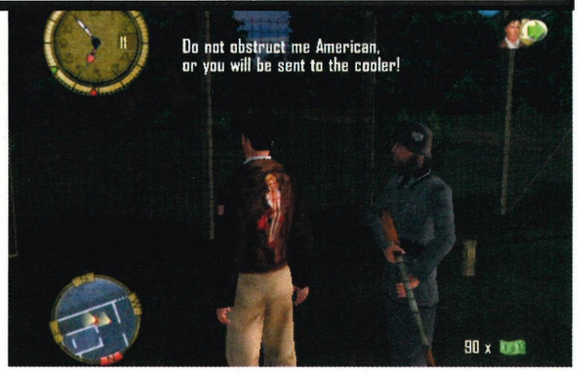
SOMETIMES IT'S useful to get the attention of the guards. While pressed up against a wall, Stone can rap his knuckles on it in order to distract a guard. He can also chuck pebbles or, with a catapult, smash searchlights.

>> BONUS INFO

>> THE DAY TODAY
The game has a real-time night/day cycle. For every second that passes in our world, a minute flies by in Captain Lewis Stone's. It's essential that you plan his escapades according to the game time, so that you don't skip a morning (5am) or evening (8pm) roll call, thus invoking the wrath of the Riot Guards.

>> DON'T STOP MOVING
Around the perimeter of camp areas is a foot-wide strip of ground known as the Death Zone. Marked out by barbed wire, it's there to keep prisoners from straying near vulnerable areas of the fence. If you venture into it, the guards bark out a warning. Ignore their demands, and they open fire on your fragile, mortal body.

↑ Nurse attempts to get blood out of a stone.



↑ Refuse to move, and he'll be true to his harsh words.

↑ Not what you want to see when you're looking for a fresh shirt.

>> Dress up as one of the guards, and goose-step right in, hiding your crowbar in the bushes whenever someone comes too close for comfort? Or just run for it, hoping that the scrappy wits of your pursuers won't keep up? Any of these methods could - and do - work.

There's a fair amount of stubble on the interface, making it far less smooth to play than it should be. Control can be sluggish and collision with objects can be clumsy. Trying to creep deftly around furniture in a small room is, at times, awkward.

Plus, the camera is problematic, switching perspective as you move between rooms and altering the direction you're moving in. Time and position are crucial in *POW* - one second or one foot out of place can mean disaster - so these niggles can cost you dearly.

But while the game is flawed, it still provides a claustrophobic, edgy dose of strategy gaming. When everything comes together, and you pull off your best-laid plans with success, the achievement feels very satisfying.

It's a title that requires a lot of attention and staying power from the player, and it needs him or her to overlook the glitches that threaten to spoil what is a solid attempt at creating an enjoyable playground of stealth and exploration.

POW is an entertaining slow-burner of a game, rather than the dashing, daring prison break epic that most of us were hoping for.

XBOX THE VERDICT

POWER
Visuals are decent, detailed but slightly muddy. Guards waver between dumb and sophisticated.

STYLE
Allo Allo accents and a tense score. Authentic enough to create a fairly believable game world.

IMMERSION
When it works, it's a nervy and involving experience, but there are too many loopholes and glitches.

LIFESPAN
Only three camps, but there's plenty to do in them in order to complete the challenging objectives.

GOOD POINTS
- THOUGHTFUL, CONSIDERED GAMEPLAY
- MOODY, OPPRESSIVE ATMOSPHERE
- A TRUE TEST OF BRAIN SKILLS

BAD POINTS
- CAMERA IS AGAINST YOU
- SOME FRUSTRATING COLLISION DETECTION

SUMMARY
An ambitious and intelligent strategy game marred by harebrained AI and camera/control problems.

OFFICIAL UK XBOX MAGAZINE SCORE

7.2/10

>> PREVIOUSLY: Incoming preview - Issue 04, page 028; Issue 03, page 037
>> COMING SOON: Tips - Issue 07

COLDITZ FOR PENSIONERS *HI-DE-HI*, THE 'CLASSIC' SHITCOM SET AROUND THE LIVES AND CRAZY JAPES OF A BUNCH OF YELLOWCOATS IN THE OTHER KIND OF CAMP, RAN FOR EIGHT SERIES OVER SEVEN YEARS ON BBC1. EPISODES INCLUDED *SAUSAGES* OR LIMELIGHT AND *THE GREAT CAT ROBBERY*.

BERSERKER

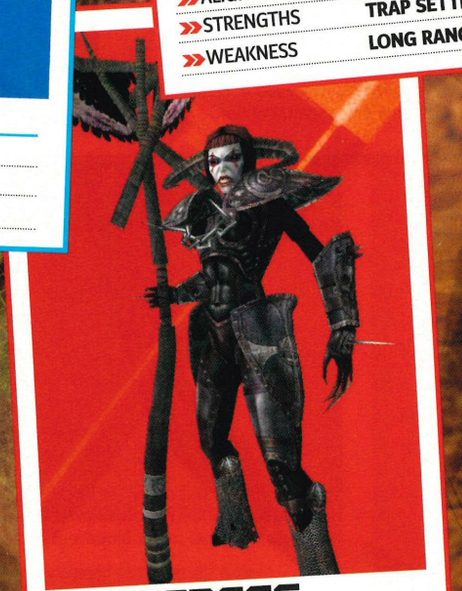
ALIGNMENT	DARK
STRENGTHS	EXTREMELY STRONG
WEAKNESS	VERY SLOW

DRUID

ALIGNMENT	LIGHT
STRENGTHS	MAGIC
WEAKNESS	MELEE COMBAT

ORC BOMBARDIER

ALIGNMENT	DARK
STRENGTHS	TRAP SETTING
WEAKNESS	LONG RANGE COMBAT



SORCERESS

ALIGNMENT	DARK
STRENGTHS	POWERFUL MAGIC
WEAKNESS	MELEE COMBAT

HUNTRESS

ALIGNMENT	LIGHT
STRENGTHS	MELEE COMBAT
WEAKNESS	BOWS

GOBLIN

ALIGNMENT	DARK
STRENGTHS	FAST, TENACIOUS
WEAKNESS	RELATIVELY WEAK

ENGINEER (GNOME)

ALIGNMENT	LIGHT
STRENGTHS	MELEE COMBAT
WEAKNESS	LONG RANGE COMBAT

WIZARD

ALIGNMENT	LIGHT
STRENGTHS	MAGIC
WEAKNESS	MELEE COMBAT

ASSASSIN

ALIGNMENT	DARK
STRENGTHS	FAST & ACCURATE
WEAKNESS	PHYSICALLY WEAK

HALFLING

ALIGNMENT	LIGHT
STRENGTHS	VERY FAST
WEAKNESS	PHYSICALLY WEAK

KNIGHT

ALIGNMENT	LIGHT
STRENGTHS	MELEE COMBAT
WEAKNESS	MAGIC

LICH

ALIGNMENT	DARK
STRENGTHS	POWERFUL MAGIC
WEAKNESS	PHYSICALLY WEAK

Milk Tray or All Gold? Light versus dark gets nasty...

ENCLAVE

WORDS: JON ATTAWAY

GAME INFORMATION

DEVELOPER: **STARBREEZE STUDIOS**
PUBLISHER: **SWING! ENTERTAINMENT**
RELEASE DATE: **JULY 2002**
PLAYERS: **1**
WEBSITE: **WWW.STARBREEZE.COM**

THE BRIEF

THIRD-PERSON hack 'n' slash epic where you play as good versus evil and vice versa.

ONLY ON XBOX

PITCHED BATTLES BETWEEN good and evil are as timeless as the ball of rock we live on. If the history of our planet can teach us one lesson, it's that people rarely get on. It's a shame, but the plain fact is that humans seem addicted to bloody warfare.

But to be fair, it's not just humans that enjoy killing each other, for it seems that orcs, goblins and their ilk also like to spend much of their time dismembering and pillaging. *Enclave* proves it, since the little bleeders are at it all the time and everywhere.

Big pointy sticks, sharp-bladed swords, puncturing crossbow bolts and magical blasts abound, and it's no wonder. Because this time, it's the big one – Light versus Dark. Or, as the plot of *Enclave* puts it, Celenheim versus the Outlanders. And since you're the player – the big cheese, this whole universe's reason for being – you get to play as both sides.

Whichever side you fight on, some things are certain – that much death will ensue before it's all over, and that you'll have been responsible for most of it. You cad.

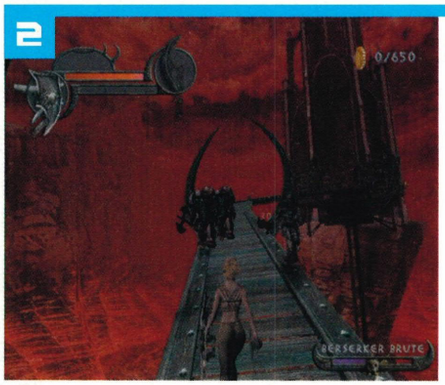
KICKIN' ON BOTH SIDES » Light and Dark don't exactly see eye to eye...

AFTER THE INITIAL Light campaign is completed (a full game in itself), the Dark campaign becomes available for play, letting you take charge of the goblins and assassins you've just got used to killing. Both campaigns, although separate, meet at various points like the double strands of a DNA helix. Thus the conflict is seen from both sides.

LIGHT

THE SCENARIO
MARCUS IS AN important merchant burdened with a book of information vital to the Light cause.

LIGHT
PROTECT MARCUS and retrieve his items from the grasping claws of the dark side.



THE SCENARIO
THE LIGHT QUEEN'S daughter and only heir is drawn into the unfolding conflict between Light and Dark.

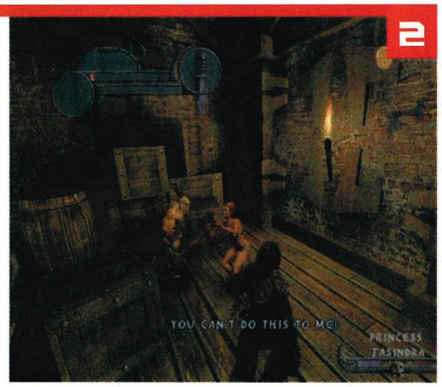
LIGHT
RESCUE THE princess from a scary building and her monstrous Dark captors.

THE SCENARIO
THE DIVIDED CITY IS, as you might have guessed, positioned on The Rift between Light and Dark..

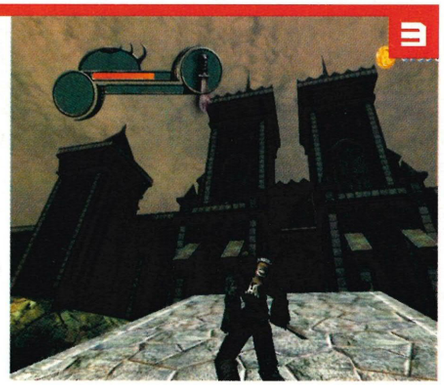
LIGHT
CROSS THE RIFT from the safety of Light, into the Dark territory.

DARK

DARK
SNEAK INTO the village and assassinate tubby Marcus. Much more fun.



DARK
KIDNAP THE pretty, pretty Princess from her idyllic abode and plunge her into a foul dungeon.



DARK
BREACH THE wall of the city to invade Light's garish, happy Enclave.

"Clearly a painstaking amount of work has gone into ensuring Enclave looks incredibly sharp"

» First impressions count, and with this game, they're all positive. The presentation is ostentatious, with lush, animated menus revealed at every press of the button. The opening sequence shows a lusciously rendered book that spills its tale of legend and derring-do from every yellowing page. FMV done, it's straight into action...

The gameplay is a third-person romp (with an inferior first person view added) through gorgeously depicted fantasy settings. And as you can see from the screenshots liberally scattered over these pages, the Middle Ages-inspired *Enclave* is one of the best looking games yet seen on Xbox.

The whole world is coated in deliciously high-resolution textures, which means castles looking stonier and wood looking, well, *woodier* than ever before. Excellent lighting adds a depth and moodiness to the gothic setting and while it isn't the most original fantasy world you'll have ever seen, it's unlikely that this kind of generic gothiness has ever been so well executed before.

The graphical excellence extends to the characters, too. The admirably high resolution means that detail after detail is added to each and every character you come across. The animation's simply amazing - the goading 'come and have a go if you think you're hard enough' hand motion of the goblins being an excellent example. It's clear that a painstaking amount of work has gone into ensuring *Enclave* looks even sharper than the blades you get to swing around with gay abandon.

Despite the glorious look of the levels, many of them are strangely non-interactive. It's all very well making each and every surface look as realistic as is humanly possible, but the illusion is broken when a blow from a massive broadsword fails to make a tapestry sway, even a tiny bit.

The only items you can interact with cause an icon in the top left of the screen to light up, indicating that a quick squeeze of the left trigger will utilise the switch, lock or whatever you're standing next to (see Have A Tinker on page 100). It makes the experience feel a lot emptier than we'd have liked. Xbox power has been used to make everything look pretty, rather than to give the player more to do.

The non interaction also extends to the combat itself, particularly in melee situations. It's easy to feel far removed from the action as there's no feeling of contact between weapons and bodies. Enemies barely react to the supposedly powerful blows you dish out, »

» BONUS INFO

» STAYING ALIVE
While playing through the Light campaign, a survival mission becomes available. Pots of gold await players capable of fighting their way through all the enemies, but it does get very tough.

IT CAN BE HARD TO ADJUST TO REALITY.

XBOX

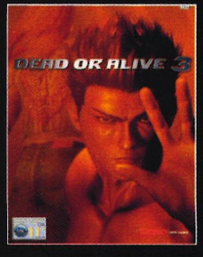
TECMO

ONLY ON XBOX

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

www.xbox.com/uk/doa3

PLAY MORE. PLAY DEAD OR ALIVE 3.



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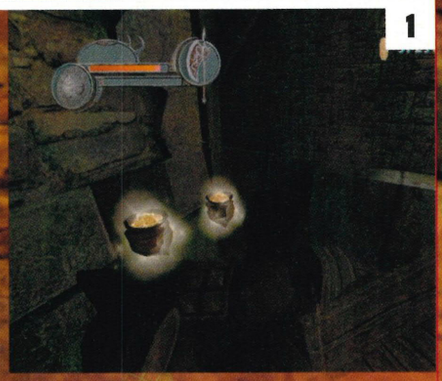
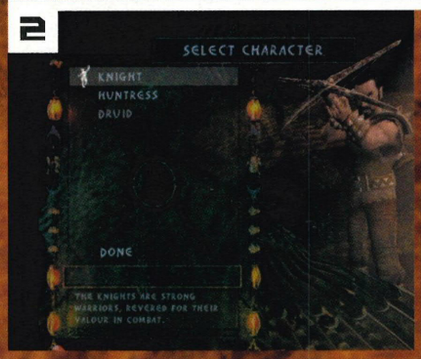
SWORDS 'R' US

Dozens of weapons, all under one roof

THE ABILITY TO TOOL UP a character as you see fit is one of *Enclave's* major strengths. Here's how it all works:

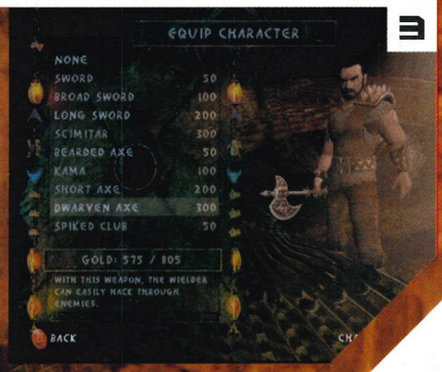
AS IS OFTEN the case with games, some careless so-and-so has left cash dotted about the place. No point in leaving it there...





BEFORE EACH mission, you get to choose which of your unlocked characters you'd like to take into the forthcoming battle...

...then you use your cash to buy as many pointy things as possible. Successful killing sprees can depend on this shopping spree, so be sure to choose wisely.



↑ Bang! Not as bad as it looks, this - the debris falls into place to make a handy bridge.

↑ Taking a quick swim enables you to avoid a few nasty enemies. And what a view, eh?

"The game's looks provide a signicant lure - some mighty fine sights await those warriors prepared to fight their way the whole way through."

and this problem is something Starbreeze Studios has obviously tried to rectify with the addition of RPG-style hit points appearing every time you strike a blow. A blast of magic might see '40' rising from an enemy to signify the hefty destruction you've supposedly wrought. That might work in an RPG, but it doesn't work at all here. Action games works best when you feel like you are directly making a difference in the game world, which is why watching equipment get blown about in *Halo* is so endlessly satisfying.

Enclave's arbitrary hit points feel tacked on, in a last-minute bid to persuade the player that the expensive new sword they've just bought really is more powerful than the last one. "Wow! Five more damage points than usual!" But there's no escaping the conclusion that the absence of genuine enemy reaction makes combat feel haphazard and inaccurate.

The lack of involvement during melee combat is so bad that it's hard to tell if you've even been hit or not. So it's quite possible to think you've emerged from a skirmish without a scratch, only to glance at the energy meter and discover you're almost dead.

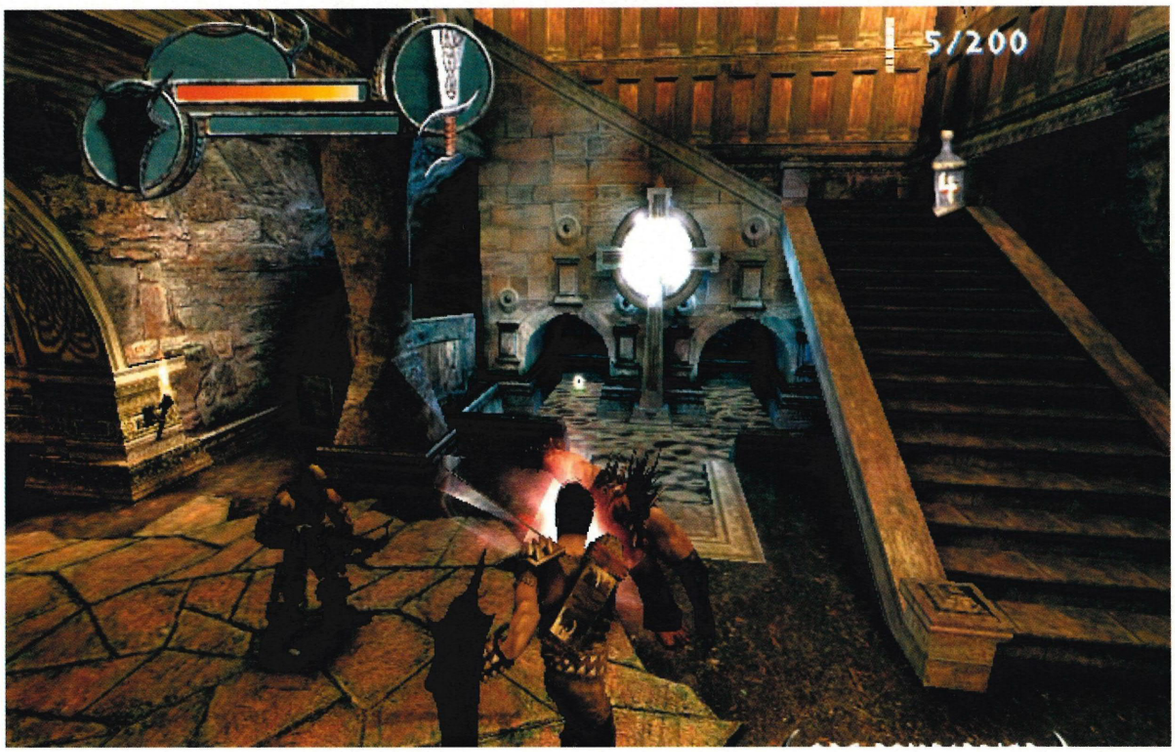
If only these were *Enclave's* only shortcomings. For all the glamour and next-gennery of the game's spangly graphics, the gameplay is decidedly old hat in many areas. AI is non-existent, somehow managing to make enemies as thick as black treacle. It's often possible to shoot crossbow bolts into an enemy from afar and they just stand there and wait for more. Surely orcs aren't *that* thick? On other occasions, foes will thoughtlessly pile into your swishing sword until they're all dead, like magical, leather jerkin wearing morons.

Even more old-fashioned is the game's policy on death. Spent ages fighting to almost the end of a level? Died at the very last gasp, largely thanks to the sloppy combat? Sorry, don't care - back to the start with you, young man. You'll have to do it all over again and it's a very bitter pill to swallow after *Halo's*

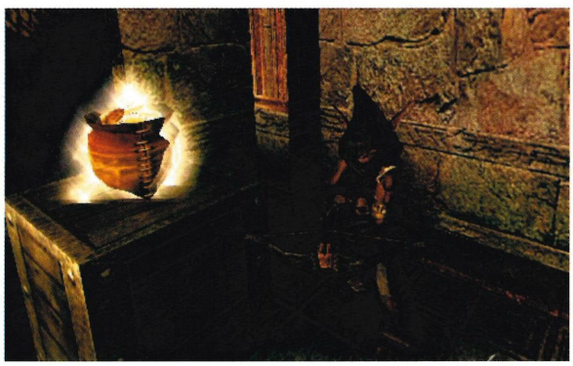
BONUS INFO

BRISTLING

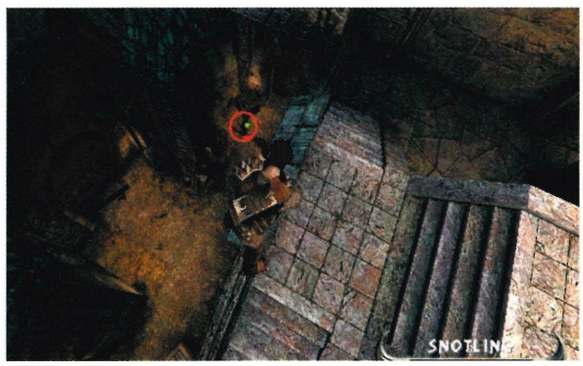
One of *Enclave's* nicer touches is the way arrows stay lodged in your character after they've been hit - it's possible to have several stuck in at once, which looks both painful and comical.



↑ The water in the shrine fills up your health gauge when you step in it, saving valuable potions.



↑ The characters are suberbly realised - especially the goblins.



↑ The views from tall buildings look lovely... and allow sniping.

↑ "That house must be a worth a bit. God, I'm getting old."

↑ Hitting people with swords - a timeless concept.

BONUS INFO

IT'S IN YOUR EYES
A quick press of the black button is all that's needed to switch the view from third person to first person. But melee combat becomes even more haphazard using the first-person view - you can barely see the weapon you're supposed to be swinging about. What the first-person view *does* do, though, is make you think how great FPS games can look on Xbox...

HAVE A BASH
There's a playable demo of *Enclave* on next month's Game Disc, giving you a chance to check out the impressive graphics and goblin slicing for yourself.

TREASURE HUNT
Levels need to be played repeatedly before they give up all their treasure, so some players may find it annoying to have to play old levels in order to save up for their weapon of choice.

checkpoint system, not to mention an unfair way of extending the game's lifespan. Even one save point halfway through each level would make the game fairer without making it a doddle.

Combined with the game's inherent harshness is the way enemies are hidden in places you're highly unlikely to spot on your first play through. Walking around a corner for the first time often leaves you at the mercy of unseen assassins or ambushes. And since enemies are in exactly the same place each time you play, an unfair death the first time round tends to precede an easy, joyless and totally unfulfilling victory the next. It's a dated gameplay approach.

"Enemies don't react to the powerful blows you dish out"

Additionally, a horribly spiky and arbitrary difficulty curve throws up some unfairly difficult sections where you die again and again. When reaching these sections takes a good half hour and a quick death means doing it all again, at times you'll hate *Enclave* with a passion.

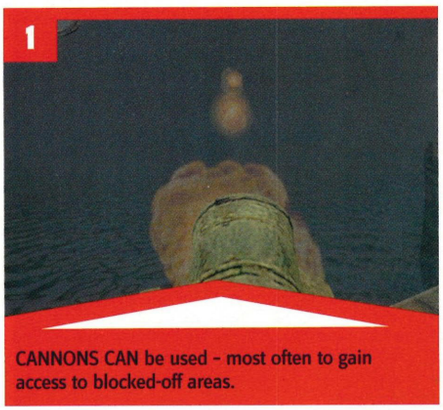
Odd camera niggles don't help, either. The game often switches clumsily to first-person mode when you're fighting in confined spaces. And jumping or crouching to get past obstacles is awkward and ungainly, especially since characters are prone to getting stuck on scenery when the going gets narrow.

Strangely though, for all its faults, *Enclave* is an occasionally satisfying experience. Beating a level you've been working at for ages produces a reasonable squirt of

GOTH BROTH SOUP WAS A FAVOURITE DISH DURING THE MIDDLE AGES, PRESUMABLY BECAUSE IT WAS HARDER TO TELL WHAT YOU WERE EATING. ANOTHER CULINARY TRICK OF OLD INVOLVED GRINDING MEAT INTO A PASTE OF CUSTARD-LIKE CONSISTENCY - A TECHNIQUE THAT THESE DAYS ONLY FOOLS DRUNKS CRAVING KEBABS.

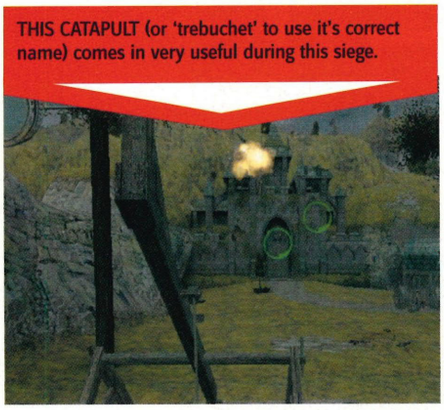
HAVE A TINKER >> Medieval manipulation

WHILE MOST OF the scenery isn't too interactive, there is the odd gadget lying about - just press the left trigger to use them.

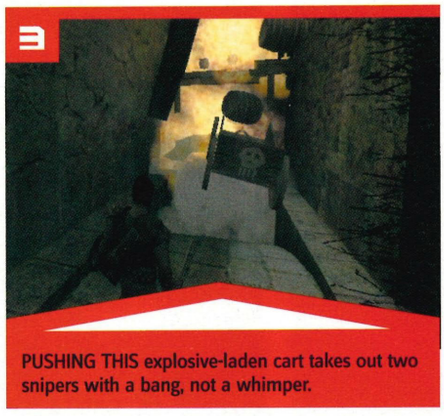


1

CANNONS CAN be used - most often to gain access to blocked-off areas.

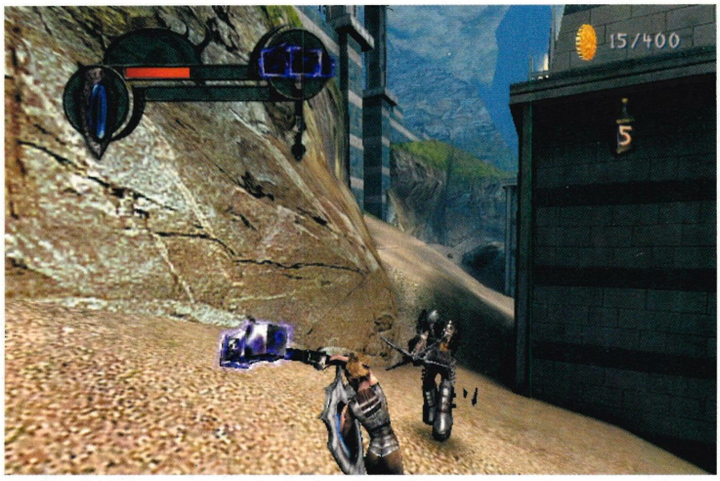


THIS CATAPULT (or 'trebuchet' to use it's correct name) comes in very useful during this siege.

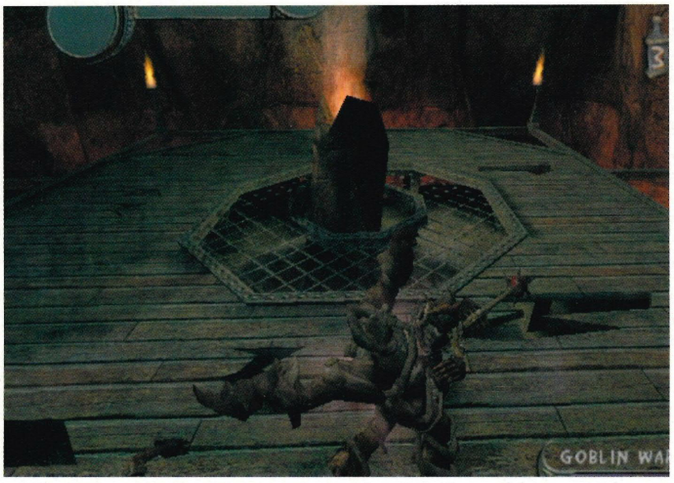


3

PUSHING THIS explosive-laden cart takes out two snipers with a bang, not a whimper.



↑ If I had a hammer, I'd smash your head in with it.



↑ This is the survival mission - one energy bar, lots of enemies.

↑ Lovely textures - take out the goblin before admiring them, though.

>> achievement, and having many characters enables a pleasing variety of approaches and choice of weaponry. The ability to play through the game from opposing points of view is a nice touch, too (see Kickin' On Both Sides on page 096).

What's more, the large amount of equipment that can be bought with the spoils of each mission makes pre-quest shopping enjoyable, and replaying less irritating missions is worthwhile since more treasure appears on a map that's been soundly beaten a first time.

Enclave isn't a hateful experience like *Nightcaster* (Issue 04, 4.2) or *Azurik* (Issue 04, 3.8), and progression through the game is enjoyable at times. After all, only a real killjoy would deny that the game's looks provide a significant lure, since you always want to see what's around the next corner. Some mighty fine sights await those prepared to fight the whole way through.

But the fact remains that much of the time, the game is both harsh and unfair. Some of the most impressive sights Xbox has yet produced don't make up for the schoolboy AI errors, sloppy combat and frequent, totally inexcusable deaths. Polished or not, *Enclave* is too full of annoyances to be gripping fun hour after hour. It's hard to give a hearty recommendation to a game like this.

THE VERDICT

POWER
Lovely, high-res spectacles frequently demonstrate the awesome power of Xbox.

STYLE
This is as stylish as fantasy games get, with an impressive gothic feel throughout every level.

IMMERSION
The visuals are a strong incentive to keep playing at first, but the game becomes very irritating.

LIFESPAN
Oodles of characters and weaponry await the patient player, while treasure hunting encourages replay.

GOOD POINTS

+ LOOKS STUNNING
+ LOTS OF LEVELS, WEAPONS AND CHARACTERS

BAD POINTS

- SOME ASTOUNDINGLY DENSE ENEMIES
- COMBAT IS A BIT LIMP
- CAN BE STUPIDLY UNFAIR

SUMMARY
Enclave's **world is involving for a time, but a catalogue of annoyances soon become incredibly annoying.**

OFFICIAL UK XBOX MAGAZINE SCORE

5.8//10

>> **PREVIOUSLY:** Incoming Preview - Issue 03, page 032; Issue 05, page 030
>> **COMING SOON:** Playable Demo - Game Disc 07; Tips - Issue 07

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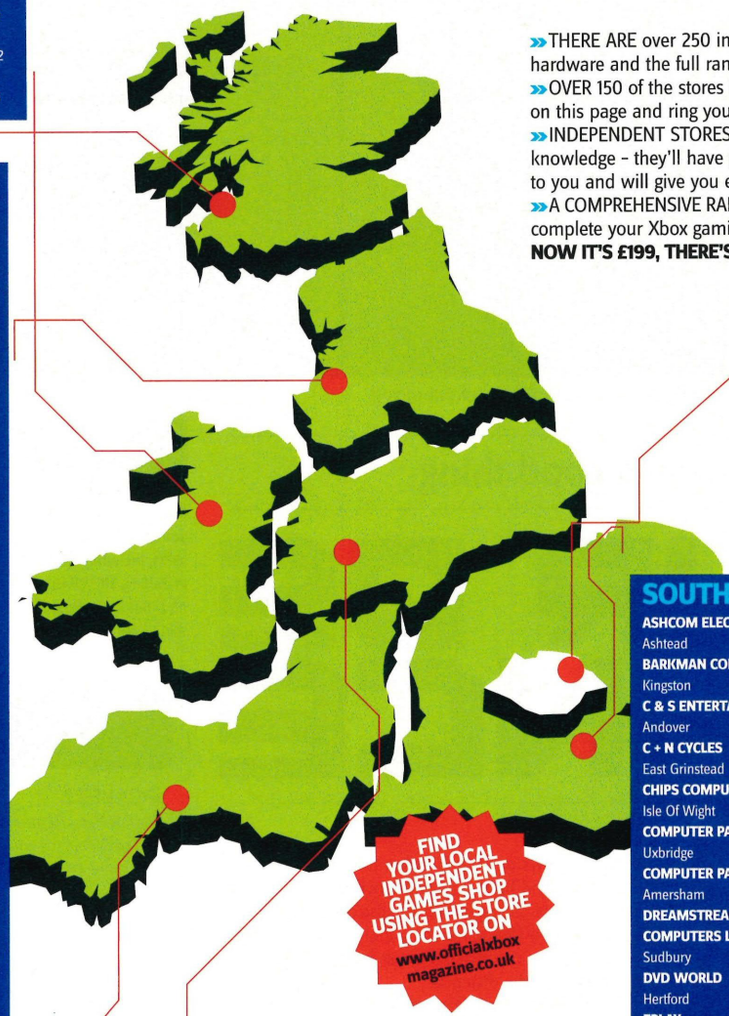

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↑ Don't worry, it's not foul sorcery, it's the slipstream of the biker in front of you.

↑ Swig energy drinks to boost stamina.

↑ Drifting downhill is pleasant.

↑ That is going to hurt.

↑ A low energy bar means he's crashed.

Where being yellow is a good thing

TOUR DE FRANCE

WORDS: **STEVEN BAILEY**

GAME INFORMATION

DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**
RELEASE DATE: **21ST JUNE**
PLAYERS: **1-2**
WEBSITE: **WWW.KONAMI.COM**

THE BRIEF

BICYCLE RACING game requiring pacing and timing to win races, rather than foot-to-the-floor all-out high speed.

IN THE ABSENCE of any cycling games, *Tour De France*, a bike-racing title focusing on strategy and conservation of energy rather than leaving skid marks that can be seen from Venus, is a good idea.

In fact, the closest we've come to a title like this is the gladiatrocious *Circus Maximus* (Issue 05, 3.5), where you had to avoid knackering your horses while still keeping the speed at a premium.

The key to winning races in *Tour De France* is patience, and effective use of the slipstream provided by packs of competitors around you; a feature that works very well. A slipstream looks like a cheap firework is being held to your face, but it shows in what direction the slipstream is in effect and how you should overtake. It's key to the idea of pacing; riding a slipstream lets you get your puff back, meaning that, when the time is right, you can make a break for the next pack of riders in the distance.

This travelling from group to group is what *Tour De France* is all about and, while it's a novel idea, it's just a bit uninvolving. Besides looking like a PS2 game on a bad hair day, the bike handles in a twitchy manner.

Rising through the pack is an absolute nightmare due to the unsubtle collisions. The infuriating, untouchable syndrome that often plagues kart games is present here. If you even so much dare as brush against a competitor, they continue unfazed while you're knocked away into a lower position. It even happens if one of them nudges you from behind.

Accelerating is unresponsive, too. You have to hammer the A button to pedal faster, yet it could have been so much better if the analogue controls were employed. As it stands, the triggers are wasted on gear changes and the right thumbstick is unemployed.

If someone were to build on the shaky gameplay of *Tour De France* and make a better title with push bikes, we'd gladly give it a whirl. As it stands, we'll stick with the motorbikes of *Moto GP* (Issue 04, 8.9).

BONUS INFO

GIS A PUSH
Practice mode allows you to refine your biking skills, including Basic Pedalling, Hill Climb and Riding Without Stabilisers (honest).

THE VERDICT

POWER
Tour De Pants. Visuals are jagged and basic, but the scenery veers off into the distance quite nicely.

STYLE
Pounding, pounding techno music, sponsored Spandex and a bland crowd accompany the pedalling.

IMMERSION
Despite the interesting idea of pacing yourself, you'll pray for a flat tyre after the first few races.

LIFESPAN
A career mode in the shape of a Tour De France option feels like more of a marathon than it should.

GOOD POINTS

+ INTERESTING TAKE ON RACING
+ BOMBING IT DOWNHILL IS FUN

BAD POINTS

- HANDLES BADLY
- INVUNERABLE OPPONENTS
- TOUR DE LIMITED
- JAGGIES EVERYWHERE

SUMMARY

A great concept but everything about it is sub-standard. It's not totally rubbish, but you'll *tyre* of it once the novelty wears off.

OFFICIAL UK XBOX MAGAZINE SCORE

4.6//10

PREVIOUSLY: Nothing. *Tour De France* appeared out of nowhere.
COMING SOON: Tips - Issue 07

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Int. Superstar Soccer 2
Int. Winter Sports 2002
J.Bond: Agent Under Fire
Jedi Star Fighter
Jet Set Radio Future
Kabuki Warriors
Knockout Kings 2002
L. of Kain: Blood Omen 2
Legend of Black Kat
Legends of Wrestling
Loons: Fight For Fame
Mad Dash Racing
Madden NFL 2002
Max Payne
Men of Courage
Mike Tyson's Boxing
Morrowind
Moto GP
Munch's Oddysee
MX 2002
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2K2
NBA Inside Drive 2002
NBA Tonight 2002
New Legends
NFL 2K2
NFL Blitz 2002
NFL Fever 2002
NFL Primetime 2002
NHL 2002
NHL Hitz 2002
Night Caster
Obi Wan (Star Wars)
Oddworld: M's Oddysee
Off Road Wide Open
Onimusha Genma
Pirates: Leg. of Black Kat
Project Gotham Racing
Rallisport Challenge
Red Card Soccer
Shrek
Simpsons: Road Rage
Spiderman The Movie
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World Cup 2002
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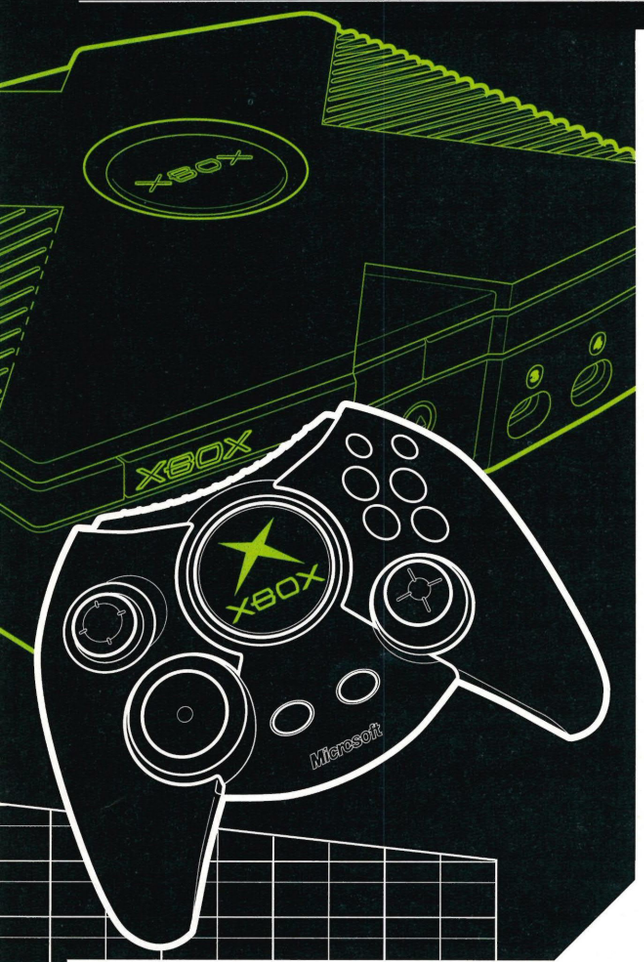


THE XBOX GAMES

2002 FIFA WORLD CUP
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Football
"A return to form for the franchise... the only footy game you need"
SCORE: **8.0**

ALL-STAR BASEBALL 2003
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Baseball
"A fine sim of a (literally) very hit-and-miss sport"
SCORE: **7.0**

ARCTIC THUNDER
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Racing
"A disgraceful excuse for an Xbox game... limp and lifeless to play"
SCORE: **2.4**

AZURIK: RISE OF PERATHIA
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"A colourful but underwhelming fantasy action adventure"
SCORE: **3.8**

BATMAN: VENGEANCE
REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"Too easy, too samey and nothing new... Bat-lore heavy but has no replay value"
SCORE: **4.5**

BLOOD OMEN 2
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"Linear gameplay dampens an otherwise vamped-up action experience"
SCORE: **6.3**

BLOOD WAKE
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: n/a
TYPE: Racing/action
"Shoddy and flawed... much of the time you're fighting the controls instead of the enemy"
SCORE: **4.5**

BURNOUT
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Racing
"A great arcade racer that delivers a enjoyably massive dose of testosterotainment"
SCORE: **8.2**

CEL DAMAGE
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: Game Disc 01
TYPE: Racing
"Dreamy looking but hectic gameplay makes for a frustrating experience overall"
SCORE: **5.5**

CIRCUS MAXIMUS
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: Issue 06
TYPE: Racing
"A sub-standard, gimmick-driven chariot racer lacking in almost every way"
SCORE: **3.5**

COMMANDOS 2: MEN OF COURAGE
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Strategy
"Extremely tough... comprehensive and rewarding, but with some control issues"
SCORE: **7.9**

CRASH
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: n/a
TYPE: Driving
"Instant, lo-fi, demolition derby fun for the few hours that it lasts"
SCORE: **6.6**

CRASH BANDICOOT: THE WRATH OF CORTEX
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Platform
"One of the best cartoony worlds... but the bandicoot has no new tricks"
SCORE: **7.1**

DARK SUMMIT
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: Game Disc 01
TYPE: Snowboarding
"Half-hearted gameplay fleshed out with a pointless storybook aspect that adds nothing"
SCORE: **3.5**

DAVE MIRRA FREESTYLE BMX 2
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: Game Disc 01
TYPE: BMXing
"Pulling tricks is fun... poor controls spoil the experience"
SCORE: **6.9**

DAVID BECKHAM SOCCER
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Football
"Outdated football action that should be left alone, even by Becks fans"
SCORE: **4.2**

DEADLY SKIES
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: n/a
TYPE: Flight sim
"Gameplay simply isn't fast or exciting enough to fulfil that fighter pilot dream"
SCORE: **5.2**

ESPN INTERNATIONAL WINTER SPORTS
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Winter sports sim
"Pathetic effort at a sports anthology... a game stuck firmly in the Ice Age"
SCORE: **3.2**

ESPN WINTER X GAMES SNOWBOARDING 2
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Snowboarding
"A decent boarding game... a bit clumsy to play... lots of features"
SCORE: **7.0**

F1 2002
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: n/a
TYPE: Racing
"Solid, with everything a fan could want, but this is merely evolution, not revolution"
SCORE: **7.1**

FUZION FRENZY
REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 01
GAME MOVIE: n/a
TYPE: Multiplayer/party
"More party pooper than party popper... much too simple and too repetitive"
SCORE: **4.5**

GAUNTLET DARK LEGACY
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Shooter
"A fun-free game that's sluggish and frequently confusing to play"
SCORE: **3.8**

GENMA ONIMUSHA
REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"No-frills hack-'n'-slash adventure... takes a while to crack... fun, but flawed"
SCORE: **6.9**

GUN METAL
REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Flight/shooter
"Enjoyably intense robo-death combat - if you can stomach the difficult control method"
SCORE: **8.3**

GUN VALKYRIE
REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: n/a
TYPE: Shoot-'em-up
"Not for the faint-hearted... intense, skilful action all the way"
SCORE: **7.6**

HUNTER: THE RECKONING
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 06
TYPE: Action/adventure
"A raucous, repetitive rumble... good, unclean fun but multiplayer is messy"
SCORE: **6.7**

ISS 2
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 04
TYPE: Football
"Fans should treat this bitterly disappointing sequel with extreme caution"
SCORE: **5.1**

JAMES BOND 007 IN... AGENT UNDER FIRE
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: FPS
"Makes you feel - only just - like James Bond... super-stupid bad guy interaction"
SCORE: **7.2**

KNOCKOUT KINGS 2002
REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Beat-'em-up
"All brawn and no brain in an excellently presented but scrappy punch-'em-up"
SCORE: **6.3**

LEGENDS OF WRESTLING
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 07
TYPE: Wrestling
"Nostalgic appeal for wrestling fans of old... causes some chuckles in multiplayer"
SCORE: **6.0**

MAD DASH RACING
REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 01
GAME MOVIE: n/a
TYPE: Racing
"Just enough Mad, too much Dash and not enough Racing... frustrating in the extreme"
SCORE: **6.5**

MAX PAYNE
REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: n/a
TYPE: Action/shooter
"Flashy, stylish, repetitive and worthy of your time... bullet time is brilliant"
SCORE: **7.9**

MIKE TYSON HEAVYWEIGHT BOXING
REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 07
TYPE: Boxing
"Plenty of depth and boxing strategy but sketchy and lacking the killer punch"
SCORE: **7.2**

THE XBOX ELITE

These are the Xbox Elite – the select bunch of games that have scored 8.5 or more. You have our personal guarantee that each and every one of them is utterly fantastic, so make a special effort to sample their delights.

AMPED: FREESTYLE SNOWBOARDING

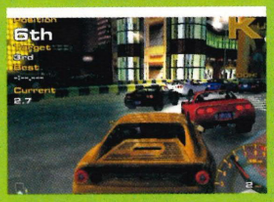
REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: Game Disc 01
TYPE: Snowboarding
"Addictive, impressive and deep... a perfect landing"
SCORE: **8.7**

DEAD OR ALIVE 3

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: Game Disc 01
TYPE: Beat-'em-up
"Accessible, slick and as satisfying as any beat-'em-up... a visual benchmark"
SCORE: **8.5**

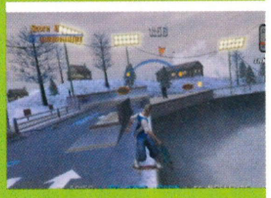
JET SET RADIO FUTURE

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: Game Disc 02, 03
TYPE: Platform/skating
"Supremely playable... without doubt the most stylish game ever designed... huge, intricate levels"
SCORE: **8.9**



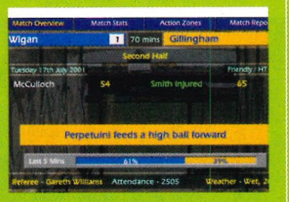
PROJECT GOTHAM RACING

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 01
GAME MOVIE: Game Disc 01
TYPE: Driving
"An epic racing game blending accuracy with entertainment"
SCORE: **8.9**



TONY HAWK'S PRO SKATER 3

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 03
TYPE: Skateboarding
"The biggest and best extreme sports title in the world"
SCORE: **8.8**



CHAMP MANAGER: SEASON 01/02

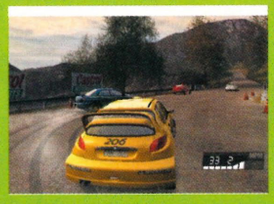
REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Management sim
"Easily the best game of its kind... indefinite lifespan"
SCORE: **8.8**

HALO

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: Game Disc 02, 05
TYPE: First-person shooter
"Quite simply, a masterpiece and without question one of the best games ever made"
SCORE: **9.7**

MOTO GP

REVIEWED: Issue 04
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: n/a
TYPE: Racing
"Hotly contested bike racing combined with a perfect control method make this a real winner"
SCORE: **8.9**



RALLISPORT CHALLENGE

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 04
GAME MOVIE: Game Disc 02
TYPE: Rallying
"Searingly fast rally game... best multiplayer racing game on Xbox... handsome as hell"
SCORE: **8.5**

MX2002 FEAT. RICKY CARMICHAEL

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Motocross
"A limp yet slightly enjoyable dirt biker with two-player mileage"
SCORE: **5.0**

NBA INSIDE DRIVE 2002

REVIEWED: Issue 03
PLAYABLE DEMO: Game Disc 05
GAME MOVIE: Game Disc 02
TYPE: Basketball
"A decent, playable basketball game – but not a brilliant one"
SCORE: **7.2**

NBA LIVE 2002

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Basketball
"B-ball's end-to-end flow is distilled into tedium... top-notch presentation, though"
SCORE: **5.2**

NEW LEGENDS

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 01
TYPE: Action/adventure
"A flawed game that quickly becomes repetitive and boring"
SCORE: **4.9**

NHL 2002

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Ice Hockey
"Excellent multiplayer game with joyful passing and shooting"
SCORE: **8.2**

NHL HITZ 20-02

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 01
GAME MOVIE: n/a
TYPE: Ice Hockey
"Great-looking, polished and ultimately simple entertainment"
SCORE: **7.4**

NIGHTCASTER

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Adventure/shooter
"Idea is good, but the execution isn't. Not wizard by any stretch"
SCORE: **4.2**

ODDWORLD: MUNCH'S ODDYSEE

REVIEWED: Issue 01
PLAYABLE DEMO: Game Disc 03
GAME MOVIE: n/a
TYPE: Platform
"Fun to play and great to look at... brimming with character"
SCORE: **8.1**

PIRATES: THE LEGEND OF BLACK KAT

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Action/adventure
"Everything in this game feels lazy and uninspired"
SCORE: **4.0**

RED CARD

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Football
"Innovative cartoon footy, but a lack of decent CPU opponents"
SCORE: **7.0**

SHREK

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 01
TYPE: Platform
"A plain and unrewarding platform game"
SCORE: **5.0**

SIMPSONS ROAD RAGE

REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Driving
"A scabby game made bearable by its funny voices and fun two-player mode"
SCORE: **5.9**

SPIDER-MAN: THE MOVIE

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 03
TYPE: Platform
"Highly enjoyable use of a beloved licence... crackles with superhero smarts"
SCORE: **8.0**

SPY HUNTER

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Driving/shooting
"Instantly enjoyable, completely superficial and often enjoyable"
SCORE: **6.7**

SSX TRICKY

REVIEWED: Issue 05
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Snowboarding
"Fast and furious... needed souping up to become great on Xbox"
SCORE: **7.5**

STAR WARS: JEDI STARFIGHTER

REVIEWED: Issue 05
PLAYABLE DEMO: Issue 06
GAME MOVIE: Issue 06
TYPE: Shoot 'em up
"A healthy dose of enjoyable space combat needing more action to truly shine"
SCORE: **7.4**

STAR WARS: OBI-WAN

REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Slice-'em-up
"Yet again, the Star Wars licence is wasted"
SCORE: **3.3**

TD OVERDRIVE

REVIEWED: Issue 04
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 03, 05
TYPE: Racing
"Bad handling leaves no satisfaction... this is just depressing"
SCORE: **3.8**

TEST DRIVE OFF-ROAD: WIDE OPEN

REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: n/a
TYPE: Driving
"The lack of vehicle/ground interaction will soon have total dieselheads sucking a tailpipe"
SCORE: **3.5**

TRANSWORLD SURF

REVIEWED: Issue 02
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 05
TYPE: Surfing
"A lot to plough through... some really great water effects... not enough variation"
SCORE: **6.1**

UFC: TAPOUT

REVIEWED: Issue 03
PLAYABLE DEMO: n/a
GAME MOVIE: Game Disc 04
TYPE: Beat-'em-up
"A brutal two-player fighter but a bit one-dimensional for singles"
SCORE: **7.4**

WRECKLESS

REVIEWED: Issue 02
PLAYABLE DEMO: Game Disc 02
GAME MOVIE: Game Disc 04
TYPE: Driving
"Awesome demonstration of what Xbox can do... but not enough game in it"
SCORE: **7.5**

TOP 5 TOP FIVE

Game Blondes

1 TINA
More bone crunching *DOA3* moves than a dog food factory.

2 BUFFY
Technically a 'strawberry blonde', but that makes her sound cuter.

3 HULK HOGAN
The *Legend of Wrestling* has a hula skirt of hay on back and sides.

4 KELLY O'LENMY
Gun Valkyrie heroine is clad in armour, but yellow locks are just visible through the metal.

5 DAVID BECKHAM
Goldenballs now has a golden streak running down his mane.

Come up with a Top 5 anything-to-do-with-Xbox and email it to **staff@oxmuk.co.uk**

THE DIRECTORY APPROACH: NATIONWIDE, YELLOW PAGES DIRECTORIES CONTAIN OVER 1.8 MILLION FREE LINE ENTRIES, ADVERTISING OVER 400,000 BUSINESSES, AND ARE USED APPROXIMATELY 1.3 BILLION TIMES EACH YEAR. ALL OF WHICH MAKES THEM *ONLY SLIGHTLY* MORE USEFUL THAN OUR REVIEWS DIRECTORY.

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play:more

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DISC CHALLENGES

MASTER CLASSES

YOUR OPINIONS

HINTS & TIPS

XBOX SURGERY

EXTRA INFO

Inside

XBOX

Official UK Xbox Magazine

PLAY:MORE...

It's about getting more from your games. From simple tips and cheats to Masterclasses and guides, you'll find everything, explore everywhere and beat everyone. It's about playing games until the disc wears out. Demonstrating your expertise, proving you're the best and taking your place among our elite community of Xbox gamers. It's about winning stuff, beating the challenges and earning respect.

Play:More is where you make *Official UK Xbox Magazine* your magazine.

PLAY: MORE NEEDS YOU!

IT'S IMPOSSIBLE to underestimate the importance of having a leader, someone to set the pace and show you how to really play the game.

Fortunately, we've got a new editor in the shape of Max and we can now rest assured that we'll still be able to beat the boss at Halo (sorry, James).

Over the past five issues, Play:More and its Demo Challenge leagues has also seen one set of leaders (us) replaced with the likes of the Ashtead Two - Elliot Lock and Ted Timmins - and County Tyrone boys, Paul Day and Gary Reid. Who knows how long before these guys will pass the torch to another set of up-and-coming Play:More addicts? It could be you...

Only a leader can replace a leader, and likewise, only a Play:More champion will be able to topple the current veterans. Become the champion we all need and admire - Play:More!

Ben Talbot
Reader Interaction Editor

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XBOX MAN 129

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ON THE DISC

HUNGRY FOR THE most electrifying Xbox games and the newest, most exclusive previews? With FOUR Playable Demos and ELEVEN eye-popping Game Movies, Game Disc 06 is guaranteed entertainment.

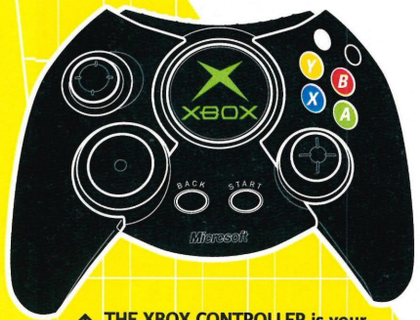
Sample the spectacle of Rome's most brutal sport in a three-lap race from *Circus Maximus: Chariot Wars*. *Gun Metal* is all about robots, rockets and crushing spaceships with your big steel hands.

Peter Parker spins a tangled web in three world-saving level excerpts from *Spider-Man*. Finally, play *Star Wars: Jedi Starfighter* and find out what the Jedi did before Anakin Skywalker got all moody and turned to the Dark Side.

There are some genuine treats in this month's Game Movies. *Turok Evolution* tears through the screen like a pack of wild raptors, *Hunter: The Reckoning* is a slick journey into the midnight world of the supernatural and our very own Steven Bailey finds every hidden skate park in *Tony Hawk's Pro Skater 3*.

Lastly, we proudly present the *Halo* Sailor competition winners video – it's an experience not to be missed.

Don't miss out on the Demo Challenges, set every month for each of our Playable Demos. Win prizes and a place in the Challenge Leagues. Entering the challenges couldn't be any simpler. Just turn to page 113 to see how it all works. It's time to Play:More!



↑ **THE XBOX CONTROLLER is your gateway to the Official UK Xbox Magazine Game Disc. Use the directional pad or left thumbstick to highlight the menus in the right-hand window and press the A button to select. The B button returns you to the previous menu screen and the white button zooms in for a close-up of the screen.**

CIRCUS MAXIMUS: CHARIOT WARS

GAME INFORMATION
REVIEWED: **ISSUE 05, PAGE 080**
SCORE: **3.5**
PLAYERS: **1-4**

WHAT YOU GET

Choose from six different chariots, horses and drivers before taking part in a three-lap race around Britannia.

LEFT THUMBSTICK	**STEER/DUCK; CLICK - TAUNT**
RIGHT THUMBSTICK	**MOVE DRIVER; CLICK - HORSEWHIP**
DIRECTIONAL PAD	**CHANGE CAMERA**
A BUTTON	**ACCELERATE**
B BUTTON	**LOW ATTACK**
X BUTTON	**BLOCK**
Y BUTTON	**HIGH ATTACK**
L TRIGGER	**HARD TURN LEFT**
R TRIGGER	**HARD TURN RIGHT**
WHITE BUTTON	**POWER ATTACK**
BLACK BUTTON	**DOUBLE ATTACK**

WHAT YOU DO

In ancient times, the Circus Maximus was a spectacle of gladiatorial combat, animal cruelty and chariot races intended to pacify the pernickety Roman people. In this demo level, the action is transplanted to Britannia with its Roman roads and Stonehenge-building hippies. Race around three laps of Britannia, maiming and killing the other gladiators on the way.

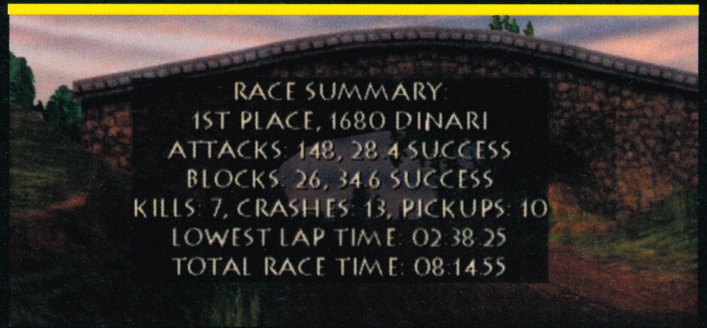
TOP TIPS

Watch out for those pesky Britons. They look innocent enough, but they set traps and try to lure you into dangerous situations. Fortunately, there's money to be earned by squishing them – anything from 40-80 Dinari.

ANYTHING ELSE?

Dotted around the circuit are different coloured totems. Hit the red totems to earn a special attack or the yellow totems to earn some Dinari. The blue totems will give you a powerful shield, whereas the lovely orange totems provide a valuable turbo boost.

CIRCUS MAXIMUS - PLAYABLE
THE CHALLENGES



↑ **Ben netted 1680 Dinari.**

PRIZE CHALLENGE

BECOMING A legendary Gladiator is all about winning over the crowd. Prove you're the greatest by earning the most Dinari. The more peasants and gladiators you kill, the richer you get. Race time and lap time are other important factors in racking up the cash.

THE REWARD
A still-in-its-shirnkwrap copy of *Nightcaster: Defeat the Darkness*. Wizard!

PROOF REQUIRED
If you achieve a qualifying score, we'll phone you to ask for a video or photo of the final score board. Please don't send proof unless we ask for it.

CLOSING DATE
Tuesday August 13 is the deadline for all of this month's Demo Challenges.

THE RULES
You can use any combination of chariot, drivers and horses. Refer to the rules on page 113.

↑ **Not made to cross rivers.**

FUN CHALLENGE 1

THERE ARE four sneaky shortcuts in the level. If you can locate them it'll really help you with this month's prize challenge. You could try following the computer-controlled racers to discover where these routes are hidden.

THE REWARD
You'll find yellow totems on some of these shortcuts. Each one you collect adds 25 Dinari to your total.

PROOF REQUIRED
There's no need for proof since this one's just for fun.

THE RULES
None.

↑ **Roman roads, Roman rage.**

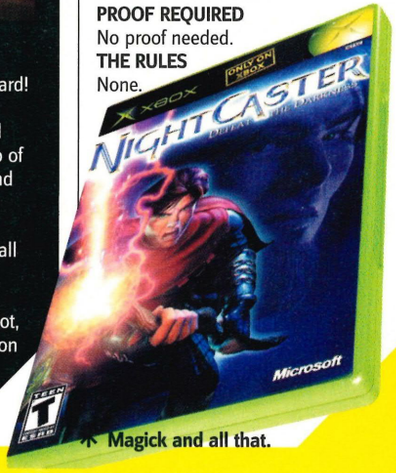
FUN CHALLENGE 2

DO YOUR best to squash every one of the Brits who goad you into traps. Unfortunately (for them) they regenerate on each lap.

THE REWARD
Do it for the glory of Rome! Each Briton you kill is also worth between 40-80 Dinari.

PROOF REQUIRED
No proof needed.

THE RULES
None.



↑ **Magick and all that.**

SPIDER-MAN

GAME INFORMATION
REVIEWED: **ISSUE 05, PAGE 68**
SCORE: **8.0**
PLAYERS: **1**

LEFT THUMBSTICK	**MOVE/WEB ATTACKS**
RIGHT THUMBSTICK	**CAMERA CONTROL**
DIRECTIONAL PAD	**NOT USED**
A BUTTON	**JUMP**
B BUTTON	**KICK**
X BUTTON	**PUNCH**
Y BUTTON	**WEB ATTACK**
L TRIGGER	**WEB ZIP**
R TRIGGER	**WEB SWING**
WHITE BUTTON	**CAMERA LOCK-ON**
BLACK BUTTON	**RE-CENTER CAMERA**

WHAT YOU GET

A taste of three levels from the game, Level 6: Chase through the Sewer, Training Level: Basic Air Combat and Level 14: The Offer. The developer has also kindly enabled every attack combo, so that you can try them out. Normally, these have to be unlocked (see page 114).

WHAT YOU DO

On the first demo level, Herman Schultz, aka The Shocker, is trying to evade capture. Pursue him through the sewers of New York, pummelling his nefarious minions along the way. The second demo level is a training level that will hopefully teach you the skills needed to defeat the Green Goblin. Spidey and the Green Goblin go head-to-head on the final demo level. Spidey's nemesis is well versed in pumpkin bomb slinging and the martial arts.

TOP TIPS

Although they might look dopey, Spider-Man's enemies are very cunning and will block if you repeat the same attacks too often. Make the most of your combo list (accessed from the pause menu) and vary your offensive moves.

ANYTHING ELSE?

There are three different kinds of power-up to be found. Red spider-icons give you a health boost, blue spider-icons refill your web shooters and gold spider-icons unlock a new combo (although not in this demo).

SPIDER-MAN - PLAYABLE
THE CHALLENGES

↑ End the Goblin's reign of terror.

PRIZE CHALLENGE

COMPLETE THE third demo level by beating the Green Goblin in the shortest time. There's no timer, so you'll have to video your progress. A level-skip on the pause menu means you don't have to play the other levels each time.

THE REWARD
Those nice people at Joytech are giving away 10 of their Advanced Controllers, the only third-party pad to score 5/5 on our Hardware pages (Issue 03, page 025).

PROOF REQUIRED
If you achieve a qualifying time, we'll contact you to ask for your videotape as proof. Please don't send a tape unless we ask you for it.

CLOSING DATE
Tuesday, August 13 is this month's deadline.

THE RULES
You have to defeat the Green Goblin through all four of his attack stages. Only when you see the ending cut-scene is the challenge complete.

↑ Going for gold.

FUN CHALLENGE 1

THERE ARE three gold spider-icons to be found on the first demo level Chase Through the Sewer. There's no real reward for collecting them in this Playable Demo but you can still have fun searching for them. The first one is easy to find, but the second and third are toughies.

THE REWARD
Icons are worth their weight in gold.
PROOF REQUIRED
None, it's just for fun
RULES
Do this challenge any way you like.

↑ Yeee-haaa!.

FUN CHALLENGE 2

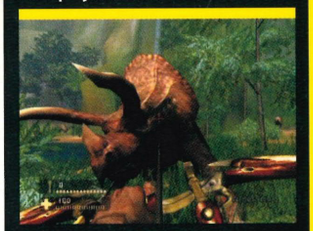
ONE OF SPIDEY'S best techniques is to crawl on the ceiling and drop down onto the enemies' heads. When he does it, he finds himself riding around piggy back. See how long you can keep this insane rodeo going. You can even jump on the Green Goblin's back if you're good enough.

THE REWARD
Travel the level at the expense of your enemies.
PROOF REQUIRED
None.
THE RULES
Do whatever a spider can.

↑ We're giving away ten of these babies.

MOVIES ON THE DISC

CIRCUS MAXIMUS: CHARIOT WARS
Footage of the game's hectic multiplayer races.



TUROK EVOLUTION
Fighting unbelievable, missile-launching dinosaurs.

GALLEON
In search of buried treasure and pirate booty.

STAR WARS: JEDI STARFIGHTER
Not afraid? You will be...

CHASE
From the first stage of the game, some madcap 1920s stunts.

THE FELLOWSHIP OF THE RING
Tolkien's books have sold over 90 million copies. How will this *Lord of the Rings* game measure up?

TONY HAWK'S PRO SKATER 3: SECRETS REVEALED
Our own Stevie B demonstrates how to access every single one of the secret skate parks.

LOONS: THE FIGHT FOR FAME
The Looney Toons return to their anvil-dropping roots.

BRUCE LEE: QUEST OF THE DRAGON
"It is better to learn to endure, than to learn how to fight."

HUNTER: THE RECKONING
Vampires everywhere, and no garlic in sight.

HALO COMPETITION WINNERS
Incredible, *Jackass*-esque *Halo* footage, sent in by you lot.

DEMO DRESSING: SUCH IS BEN'S DISTURBING OBSESSION WITH OUR GAME DISCS, HE'S HAD A CUSTOM-MADE 'PEARLY-KING' SUIT MADE FROM THEM, WHICH HE WEARS WHILE DEVISING NEW CHALLENGES. THE SUIT MAKES MOVEMENT DIFFICULT THOUGH, WHICH IS WHY YOU ALL BEAT HIS EXAMPLE TIMES SO COMPREHENSIVELY EACH MONTH.

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GUN METAL

GAME INFORMATION
REVIEWED: **ISSUE 04, PAGE 090**
SCORE: **8.3**
PLAYERS: **1**

WHAT YOU GET

A giant transforming robot and masses of enemy fighters, the core elements of one complete mission from the game.

LEFT THUMBSTICK	**MOVE**
RIGHT THUMBSTICK	**TURN/AIM**
DIRECTIONAL PAD	**WEAPON QUICK SELECT**
A BUTTON	**CYCLE WEAPON**
B BUTTON	**TOGGLE AUTO-AIM/MANOEUVRE**
X BUTTON	**NOT USED**
Y BUTTON	**TRANSFORM**
L TRIGGER	**MOVE**
R TRIGGER	**TURN/AIM/BOOST/BRAKE**
WHITE BUTTON	**NOT USED**
BLACK BUTTON	**NOT USED**

WHAT YOU DO

Two objectives to complete and fortunately, both involve serious destruction. Three dropships are on their way to intercept an assault force targeting a weapon research facility. They first need protecting from the heavily armoured enemy vehicles and ground troops. Once you've destroyed everything on the ground, transform into a plane by pressing the Y button and attack the enemy planes.

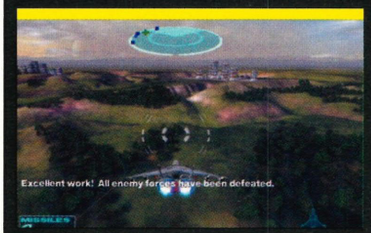
TOP TIPS

The Flak Cannon is a fearsome weapon at close range. Use it against the first group of landing craft then go for the tanks at long-range with your pistols.

ANYTHING ELSE?

Don't take on the airborne fighters in robot form. Take to the air as a plane and let rip with your missiles. Don't worry too much about preserving ammo because there isn't a huge number of enemies. Try to attack each wave of fighters head-on. If you hit the squadron leader (the plane in the middle of each wave) the formation will split, making things a little more difficult for you.

GUN METAL - PLAYABLE
THE CHALLENGES



↑ **A successful mission.**

PRIZE CHALLENGE

COMPLETE THE demo taking as little damage as possible. The winner will be the player with the most health upon completion of the mission. In the event of a draw, the winner will be randomly selected from the top scorers.

THE REWARD
A shiny new copy of *Azurik: Rise of Perathia*. It's not even been opened!
PROOF REQUIRED
If you achieve a qualifying score, we'll contact you to ask for a photo of your health at the mission's end. We need a clear view of your health meter in the bottom-right corner of the screen.
CLOSING DATE
Tuesday August 13.
RULES
Refer to the standard prize challenge rules on page 113.

↑ **Death from above.**

FUN CHALLENGE 1

CONTROLLING the plane isn't easy, especially when you're attacking infantry and enemy tanks. So, as a real test of skill, switch to plane mode at the start and try to complete the entire mission without reverting to robot mode.

THE REWARD
It'll really improve your flying skills for the prize challenge.
PROOF REQUIRED
None, this is a fun challenge.
THE RULES
Remember: don't switch to the robot mode. Don't do it! You might be tempted, but rejecting temptation is a junction on the road to higher self-worth. Resist your inner urges and undertake the task in the manner stated. It will make you a better person.

STAR WARS: JEDI STARFIGHTER

GAME INFORMATION
REVIEWED: **ISSUE 06, PAGE 92**
SCORE: **7.4**
PLAYERS: **1-2**

LEFT THUMBSTICK	**STEER**
RIGHT THUMBSTICK	**AUTO LEVEL/ROLL**
DIRECTIONAL PAD	**FORCE POWERS**
A BUTTON	**FIRE LASERS**
B BUTTON	**FIRE SECONDARY**
X BUTTON	**ZOOM**
Y BUTTON	**MANUAL TARGET**
L TRIGGER	**BRAKE**
R TRIGGER	**BOOST**
WHITE BUTTON	**WINGMATE COMMANDS**
BLACK BUTTON	**AUTO TARGET**

WHAT YOU GET

Adi Gallia is a Corellian Jedi Master serving on the Jedi Council. Guide Adi and her Jedi Starfighter through Mission 5: Poisoned Skies.

WHAT YOU DO

Your primary mission objectives are to protect the Space Port from a barrage of Hex Missiles and then destroy all the Trade Federation's Hex Deployers. There's also a bonus objective: defend the Island shelter. For details of how to uncover the hidden objective, see Fun Challenge 1.

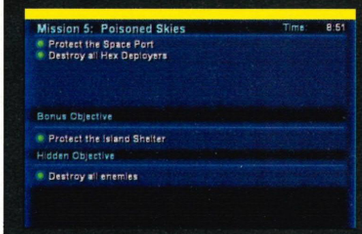
TOP TIPS

Your Starfighter may only be a prototype but it's well armed and includes an impressive zoom function. You need to make the most of this if you're going to hit those Hex missiles before they hit.

ANYTHING ELSE?

Master Yoda has taught Adi many Jedi abilities. Use the directional pad to select between a Force shield, a destructive Force shock wave, a bolt of Force lightning or a Force reflex that improves your reactions and makes everything appear as if it's in slow motion. Activate each force power with a press of the B button.

STAR WARS - PLAYABLE
THE CHALLENGES



↑ **Take a photo of the debriefing.**

PRIZE CHALLENGE

COMPLETE THE main objectives in the shortest time possible. Ignore the bonus objective and hidden objective for this challenge. Ben feels like a noble Padawan with his time of 07.51.

THE REWARD
A brand-spanking new copy of *Star Wars: Jedi Starfighter*, courtesy of the kindly folk at Activision.
PROOF REQUIRED
If you achieve a qualifying score, we'll contact you to ask for a photo of the final screen, or if you prefer, a video of your challenge. Please don't send proof unless we ask you for it.
CLOSING DATE
We'll need your entries in our hands by Tuesday August 13.
RULES
Refer to the standard prize challenge rules on page 113.

↑ **Adi nuff of it, have ya?**

FUN CHALLENGE 1

COMPLETE the bonus objective by destroying every last enemy. This is no mean feat because you'll need to concentrate on the Hex bombers to complete the main mission. If you're quick enough you should have time to blast the Trade Federation fighters.

THE REWARD
Force-topped satisfaction at the successful carrying-out of the carnage.
PROOF REQUIRED
None.
THE RULES
No rules, there aren't. Use the Force, you must. Via the medium of an Xbox joypad, it is suggested.

CHAMPIONS OF PLAY:MORE

THE GRAND PROJECT GOTHAM CHALLENGE

IT'S NOT OFTEN that you get the chance to win £1,000 for being the best at games. Way back in Issue 01, Thrustmaster donated just such a bundle of notes for the Grand *Project Gotham* Challenge.

To qualify for the competition, players needed to rack up as many Kudos points as possible in the Playable Demo on Game Disc 01. The top eight players were then invited to compete in the cinema in our building in London, using Thrustmaster's 360 Modena Racing Wheel. This is the diary of the adrenaline-filled day - the challenges, the head-to-heads and, for one lucky racer, ultimate glory.

DIARY OF THE DAY

09.30 Ben arrives at the office after a sleepless night. The excitement of Thrustmaster giving away a grand is almost too much to bear. He's still miffed that *Official UK Xbox Magazine* staff can't enter the competition.

12.32 Paul and James help set up the event, unravelling immense lines of cable and preparing the Modena 360 Racing Wheels for competition.

14.00 The public arrive and Ben explains the rules. The notes on his hand have smudged; Paul, Steve and Gav are sitting in the back row heckling. There are two cars to choose from, the Roadster and Boxster. Drivers must complete a two-lap style challenge in New York's Times Square. Each driver has three attempts to score as many Kudos points as possible. They can adjust the Kudos difficulty to suit their ability.

14.05 Danny Nash is first on the blocks, racking up an impressive 560 Kudos points. His third run surprises everyone - a tremendous 911 points.

↑ On the silver screen.

14.15 Other drivers fare less well. Steven Cosker and Darren Edwards fail to score and realise that they must change tactics.

14.24 On his second run, Darren lowers the Kudos difficulty and scores 507 points . Sam Mackay follows suit, scoring 361 Kudos points on his second run.

14.35 Mounir Arab suffers two failures in a row. His Kudos difficulty is too ambitious. Both he and Metin Basharan are eliminated after failing to score. Craig Cooke qualifies for the finals with 532 points after a tremendous finish.

15.05 The finals begin after a brief intermission. Each of the qualifying players races head to head around three laps of the London circuit. James Reeves and Danny automatically qualify for the semi-finals with their high scores of 720 and 911 respectively in the previous round.

15.15 Steven races against Sam Mackay for a place in the semi-finals. It's a close-fought battle, with Steven taking an early lead. Sam fights back as Steven appears to lose confidence. A few driving errors are enough to put him out.

15.22 Catastrophic opening laps for Craig and Darren in the second head-to-head race, but the two drivers then perform brilliantly. Darren snatches first place and a semi-final berth.

15.28 Confident from his first round success, James looks strong in his semi-final victory over a shell-shocked Sam.

15.37 Danny loses his early lead during the second lap of the second semi and can't recover, leaving Darren with a place in the final.

15.45 The final of the Grand Project Gotham Challenge. It's a dirty and dangerous race, the opening lap filled with collisions. Halfway through lap two, James tries to T-bone his rival, but misses. Darren sends James's Boxster spinning into a wall and carves out a devastating lead. James battles back but is unable to deny Darren his moment of glory.

15.55 Prize time. Sam and Danny each take home a Thrustmaster 2002 FIFA World Cup memory card and controller. Despite losing the final, James Reeves is a gentleman and a sportsman, showing no bitterness in defeat. He takes home a Thrustmaster Modena 360 Wheel.

15.59 Rapturous applause for Darren Edward's victory. Ecstatic at becoming champ, he collects a cheque for £1,000 from Tess Mion of Thrustmaster. Everyone has shown spirit worthy of Play:More.

18.50 Darren calls the office to let us know that he's on a flight to Florida.

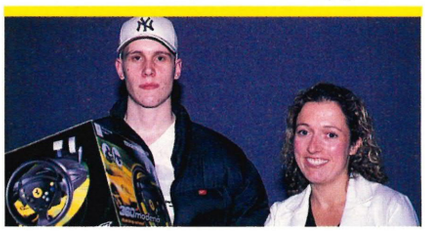
↑ On hand for winning a grand.

THE THRUSTMASTER 360 MODENA RACING WHEEL

EVERYONE WHO RACED in our competition knows how much Thrustmaster's Ferrari-licensed 360 Modena Racing Wheel adds to the experience of driving games. As well as a smart Ferrari badge in the middle of the wheel itself, it has four wheel-mounted levers, two internal vibration motors, a knee-top adapter for play without a table, a directional pad and customisable buttons.

THRUSTMASTER®

↑ Darren Edwards, £1,000 richer. Lucky git.



↑ James Reeves with prize and Thrustmaster's Tess.

COMING OF AGE: SECOND-PLACED COMPETITOR JAMES REEVES WAS 18 ON THE DAY OF THE GRAND *PROJECT GOTHAM* CHALLENGE. WE MADE HIM A SPECIAL *OFFICIAL UK XBOX MAGAZINE* BIRTHDAY CARD.

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DEMO CHALLENGE RESULTS

CHALLENGE LEAGUES

A HALL FOR HEROES – here are your entries for *Moto GP, F1 2002, Deadly Skies, RalliSport Challenge, Halo* and *Crash*. Up next issue – Game Disc 05 Challenges. Will it be you?

RALLISPORT CHALLENGE Game Disc 04
THE CHALLENGE: Fastest time to complete Rallycross mode

NAME	ADDRESS	TIME	PROVED?
RICHARD HANLON	BILLESLEY, BIRMINGHAM	02.50.46	PENDING
WARREN LOWE	CHATTERIS, CAMBRIDGESHIRE	02.53.14	YES
SIMON PRINCE	WINCESTER, HAMPSHIRE	02.53.65	PENDING
WILLIAM HEARNSHAW	CASTLETON, NORTH YORKSHIRE	02.55.43	YES
KEVIN SHAKESPEARE	FOLKSTONE, KENT	02.55.51	PENDING
IAN FINNIGAN	LEEDS, KENT	02.55.84	PENDING
MICHAEL RYDER	CANNON HILL, BIRMINGHAM	02.56.29	PENDING
HUGO DE VRIES	VC BREUKELEN, NETHERLANDS	02.56.31	YES
STEPHEN BAKER	EASTLEIGH, HAMPSHIRE	02.56.44	PENDING

With less than seven seconds separating the top ten drivers, this league is tighter than 100 Scotsmen. Richard Hanlon walks away with the MiniDisc Player.

DEAD OR ALIVE 3 Game Disc 03
THE CHALLENGE: Best time to beat Tag Battle mode

NAME	ADDRESS	TIME	PROVED?
ELLIOT LOCK	ASHTEAD, SURREY	00.54.65	YES
ANDRE ATALLAH	WIMBLEDON, LONDON	01.01.79	YES
JASON CONLON	BELFAST, CO. ANTRIM	01.06.06	YES
JOE MACNAB	CALNE, WILTSHIRE	01.12.79	YES
SCOTT FERGUSON	FALKIRK, STIRLINGSHIRE	01.14.90	YES
PAUL WALKER	METHIL, FIFE	01.18.68	YES
TANI CLARKE	LAUNCESTON, CORNWALL	01.23.08	YES
SCOTT CHOCICE KEEN	LIPHOOK, HANTS	01.23.15	YES
TED TIMMINS	ASHTEAD, SURREY	01.27.10	YES

TANI CLARKE is the only new entrant, going straight into the number eight slot. Elliot Lock is still the only combatant to break a minute – can you join him?

CRASH (FOR CASH) Game Disc 04
THE CHALLENGE: Highest score in the Bronx Bear Pit

NAME	ADDRESS	BEST SCORE	PROVED?
JOHN SIMPSON	GATESHEAD, TYNE AND WEAR	437980	YES
ANDREW SMITH	BASINGSTOKE, HAMPSHIRE	422970	YES
DANIEL ROBERTSON	SUTTON IN ASHFIELD, NOTTS	417370	YES
CHRIS WAWRZNIAK	BRIGHOUSE, WEST YORKSHIRE	405760	YES
RICHARD HANLON	BILLESLEY, BIRMINGHAM	401440	YES
MATT DAVIS	PLYMOUTH, DEVON	396820	YES
ELLIOT LOCK	ASHTED, SURREY	384030	YES
OTHMAN IZAGAREN	LEATHERHEAD, SURREY	382340	YES
JOSHUA COLE	BURY, LANCASHIRE	377640	YES

THE TOP 20 *Crash* players were invited to our cinema screening room to compete for an amazing £2,000. You can see what happened on a future Game Disc.

DEADLY SKIES Game Disc 04
THE CHALLENGE: Fastest time to complete Through the Valley of Death

NAME	ADDRESS	BEST SCORE	PROVED?
WILLIAM HEARNSHAW	CASTLETON, NORTH YORKSHIRE	02.32.58	YES
MARTIN HARROCKS	WORTHING, WEST SUSSEX	02.37.46	PENDING
PAUL DAY	CO. TYRONE, N. IRELAND	02.44.50	PENDING
RICK BASS	EXETER, DEVON	02.47.06	PENDING
BEN BLAKE	ENFIELD, LONDON	02.47.53	PENDING
JACK JOHNSTON	BITTA FORD, DEVON	02.54.27	YES
GARY REID	COOKSTOWN, CO. TYRONE	02.58.46	PENDING
SIMON SCANLON	CRANLEIGH, SURREY	02.59.77	PENDING
JOHN ALI	DUNSTABLE, BEDFORDSHIRE	03.04.63	PENDING

AN INTENSE battle waged for the Thrustmaster Flightstick, with William Hearnshaw snatching his second league crown of the month. Nice work, mate.

F1 2002 Game Disc 04
THE CHALLENGE: Fastest lap time at Monza

NAME	ADDRESS	TIME	PROVED?
WILLIAM HEARNSHAW	CASTLETON, NORTH YORKSHIRE	01.09.82	YES
TED TIMMINS	ASHTED, SURREY	01.10.19	YES
TOM KELLAND	ASHCOTT, SOMERSET	01.10.47	PENDING
PAUL DAY	CO. TYRONE, N. IRELAND	01.10.90	PENDING
KEVIN SHAKESPEARE	FOLKSTONE, KENT	01.11.04	PENDING
RICK BASS	EXETER, DEVON	01.11.36	PENDING
GEORGE HENDERSON	NORTH SHIELDS, TYNE AND WEAR	01.11.42	YES
LEE GOULD	FROME, SOMERSET	01.11.71	PENDING
MICHAEL RYDER	CANNON HILL, BIRMINGHAM	01.12.16	PENDING

THE OPPORTUNITY to win a Gamester Official Lotus Wheel motivated a group of fresh faces to excel. Congratulations – and the prize – go to William Hearnshaw.

CEL DAMAGE Game Disc 03
THE CHALLENGE: Biggest lead over computer opponents in Wild Woolly West

NAME	ADDRESS	BIGGEST LEAD	PROVED?
ANDRE ATALLAH	WIMBLEDON, LONDON	324	YES
PAUL DAY	COOKSTOWN, CO. TYRONE	306	YES
GARY REID	COOKSTOWN, CO. TYRONE	284	YES
SAM MOUNTFORD	FEGG HAYES, STAFFORDSHIRE	244	YES
DEAN HENDERSON	NORTH SHIELDS, TYNE AND WEAR	239	YES
JASON CONLON	BELFAST, CO. ANTRIM	226	YES
TED TIMMINS	ASHTED, SURREY	221	YES
PAUL WALKER	METHIL, FIFE	203	YES
JOHN GARTLAND	WARRINGTON, CHESHIRE	177	YES

NO CHANGE to the *Cel Damage* league. Gav was poking our new editor with a pencil until we told him next month's league is *Max Payne*, not Max in pain.

MOTO GP: ULTIMATE RACING TECHNOLOGY Game Disc 04
THE CHALLENGE: Fastest time to complete Mugello race

NAME	ADDRESS	BEST SCORE	PROVED?
TONY HALL	NEWPORT, SHROPSHIRE	04.23.999	YES
GAVIN JONES	WOOLWELL, PLYMOUTH	05.00.030	PENDING
DAVID NORRIE	EDINBURGH	05.09.449	PENDING
RICHARD HANLON	BILLESLEY, BIRMINGHAM	05.21.018	PENDING
JARED BOWHAY-PRINGLE	NORTH SHIELDS, TYNE AND WEAR	05.27.006	YES
JUSTIN SOUTHERN	WIRRAL, MERSEYSIDE	05.28.024	PENDING
CRAIG COOKE	RICHMOND, SURREY	05.30.016	YES
PAUL DAY	CO. TYRONE, N. IRELAND	05.31.001	PENDING
MICHAEL RYDER	CANNON HILL, BIRMINGHAM	05.33.018	PENDING

MODEL KITS are amazing fun. Ben glued his face to the desk while building a 1:9 scale model of a Honda bike. Let's hope Tony Hall makes a better job of his.

HALO: COMBAT EVOLVED Game Disc 04
THE CHALLENGE: Create the ultimate Warthog jump

NAME	ADDRESS	MARK OUT OF 30	PROVED?
TED TIMMINS	ASHTED, SURREY	27	YES
JAMES FARISH & DAVID KITSEN	MAIDSTONE, KENT	26	YES
DARRYL M KABERRY	SLEAFORD, LINCONSHIRE	23	YES
STEVE & SEAN FALLIS	ENNISKILLEN, CO. FERMANAGH	19	YES
JAMES DALY	LIVERPOOL, MERSEYSIDE	18	YES
SCOTT CHOCICE KEEN	LIPHOOK, HANTS	12	YES
CRAIG COOKE	RICHMOND, SURREY	11	YES
BEN ROBBINS	POOLE, DORSET	09	YES
SCOTT HEDGER & BEN CAMFIELD	POOLE, DORSET	09	YES

CHECK OUT our Ultimate Warthog Jumps video on Game Disc 08 to find out how we judged the jumps for height, landing and originality. Don't miss it!

ENTER THE CHALLENGES NOW!

It's all very simple really. Help us to help you into the Challenge Leagues by proving your excellence.

»TO ENTER A PRIZE CHALLENGE, ALL YOU NEED TO DO IS FILL IN THE COUPON BELOW AND POST IT OFF TO US.
»IF YOUR SCORE QUALIFIES YOU FOR A PRIZE, WE'LL GET IN CONTACT WITH YOU AND ASK YOU TO PROVIDE PROOF OF YOUR SCORE.
»ONCE YOU'VE SENT US PROOF, WE CAN AWARD YOUR PRIZE AND PRINT YOUR NAME IN THE MAGAZINE.

HOW TO PROVE YOUR SCORE

If we ask you to prove your score, you'll need to present us with one of two items of evidence:

PROOF BY VIDEO

By playing your Xbox through a normal VCR, it's possible to record your exploits onto a standard video cassette. We'll need to see you actually achieving the score, not the just the sight of the high score table.

PROOF BY PHOTO

In some instances - when we're certain that there's no possibility of cheating to manipulate the evidence - we may only require a photograph of the game's High Score screen. Polaroid is obviously the easiest way to do this (no film development) but normal flash photography is acceptable. NO DIGITAL PHOTOS PLEASE - they are too easily altered.

WHAT IF I CAN'T REPEAT MY BEST SCORE IN ORDER TO PROVE IT?

If you think you might only be able to achieve your high score once, we recommend taking proof (video or photography) as you go. That way, if you end up in a prize-winning position and we ask for proof, you have it ready and you won't have to repeat your feats.

REMEMBER! *You do not need to send us any proof to enter a Prize Challenge. We'll only ask for it if you end up in a prize-winning position.*

HOW DO I CONNECT MY XBOX TO THE VCR?

If you have a VCR with a SCART 'IN' socket, simply connect your Xbox to that, turn it on, select the video channel on your TV and you should see the game screen. If you now press Record you should be recording your Xbox exploits.

If your VCR doesn't have a SCART 'IN' socket, you'll need an Xbox RF adapter (sold wherever Xbox hardware can be purchased). Disconnect the aerial cable from the RF 'IN' socket and connect the Xbox RF lead. Switch on the TV and turn to the video channel. You now need to tune the video in to find the Xbox signal. When you've found it, press Record and you should be fine.

THESE RULES APPLY TO ALL PRIZE CHALLENGES

»Closing date for Issue 06 challenges is Tuesday Aug 13.
»You will be contacted within 14 days of the closing date if you are in a prize-winning position.
»To be eligible for your prize you must be able to prove your score in the manner specified in the Prize Challenge instructions (above).
»The editor's decision as to the validity of proof is final.
»Proof of posting is not proof of receipt.
»*Official UK Xbox Magazine* will not be held responsible for entries or proof lost or damaged in the post.

ENOUGH TALK - PLAY:MORE! GOOD LUCK!

ISSUE 06
DEAR OFFICIAL UK XBOX MAGAZINE,

Here are my Demo Challenge scores for you to admire.
(NB: You can enter as many or as few challenges as you like)

CIRCUS MAXIMUS: CHARIOT WARS
Most Denarii earned:

GUN METAL
Most health remaining:

STAR WARS: JEDI STARFIGHTER
Best time to complete the main mission objective:

SPIDER-MAN: THE MOVIE
Best time to defeat the Green Goblin:

NAME

ADDRESS

CONTACT TELEPHONE NUMBER (This is so we can get in touch with you quickly if we need to ask you for proof).

While I'm on, here are the five games I'm most looking forward to on Xbox.

1)
2)
3)
4)
5)

EITHER CUT out or photocopy this coupon, fill it in, and send it to Game Disc 06 Demo Challenges, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP.

DR STEVEN BAILEY'S DOMESTIC TIPS: 5) TO CLEAN A MIRROR WITHOUT LEAVING UNSIGHTLY STREAKS, USE A LITTLE BIT OF WATER AND A SCRUNCHED-UP SHEET OF NEWSPAPER. SHAVE A BLONDE MOHICAN ONTO THAT FLOWING MANE OF HINT HAIR, TIP STYLERS!

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SPIDER-MAN

MASTERCLASS

YOUR GUIDE: **STEVEN BAILEY**

IT WON'T TAKE you long to bop your way through the 24 levels of *Spider-Man: The Movie*, especially if you're tackling its challenges on the Normal or Easy difficulty settings.

There are, however, plenty of extras and bonuses to keep Spider-fans entertained long after you've sent The Green Goblin down for good.

Here's our all-knowing Masterclass, to make sure that the hunt for that last, elusive combo icon won't leave your senses tingling and make you (arf) climb the walls in frustration. We'll show you just how to unlock and uncover all those little features that make the game worth playing again.

On these two pages, we've compiled a primer which will take you to the exact locations of all 21 golden spider icons, the pick-ups that enhance your fighting skills.

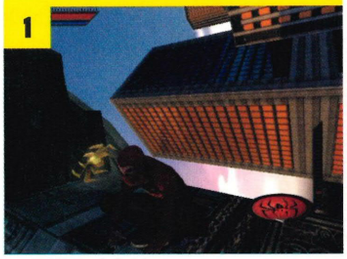
Then, overleaf, we round up everything else you need to know - the cheats, the level bonuses and the secrets you find in the Secret Store for beating the game on the higher difficulty levels.

GOTTA FIND 'EM ALL

GOLDEN SPIDER ICONS

SPIDEY CAN use both punch and kick combos in addition to his trademark web attacks. He starts the adventure with just a handful of basic moves but he can expand his repertoire by picking up any Golden Spider Icons he finds. Some of them improve his web abilities, but most introduce a new fighting move that lets him dole out some serious GBH. Here's how you find them all:

1

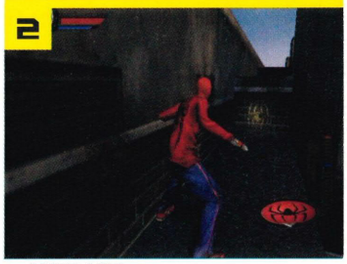


»FIELD GOAL

LEVEL 1: SEARCH FOR JUSTICE

An easy one to start with, the first golden icon is found in the first few moments of the game, just underneath the eagle statue.

2



»WEB HIT

LEVEL 1: SEARCH FOR JUSTICE

Get to the end of level icon at the warehouse. One of the adjacent buildings has square black windows; climb over it and continue over the cityscape until you see two bad guys patrolling a rooftop. The icon is located here, tucked away around a corner.

3

»BACKFLIP KICK

LEVEL 2: WAREHOUSE FRONT

From the start of the level, walk out of the door and it's just around the corner. It's as simple as that.

4

»ADVANCED WEB DOME

LEVEL 3: BIRTH OF A HERO

In order to get this icon, you need to make good use of stealth at the start of the level. Get to the hallway full of steam *without* being discovered, and a door on your left should open automatically to reveal the icon. If you don't uncover it, it can also be found on a later level (Coralled; see number 15, far right).

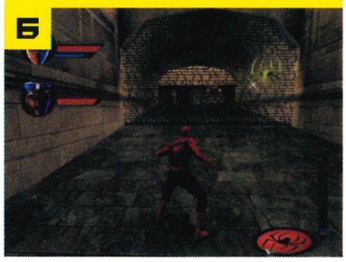
5

»HANDSPRING

LEVEL 3: BIRTH OF A HERO

An obvious one, located in the room Spidey enters immediately after the hallway full of steam.

6



»SCISSOR KICK

LEVEL 5: SUBWAY STATION

Run past the first guard (who's under attack from the robbers) and into the gap just on the right. Jump over the ledge on your left and it's there.

7

»HIGH WEB HIT

LEVEL 5: SUBWAY STATION

This icon is tucked away just underneath the staircase opposite the one on which you start this fifth level.

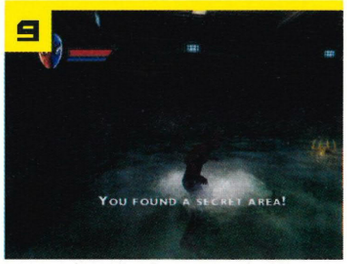
8

»DIVEBOMB

LEVEL 6: CHASE THROUGH THE SEWER

As plain as day, located just above the massive water pipe that Spidey has to switch off.

9



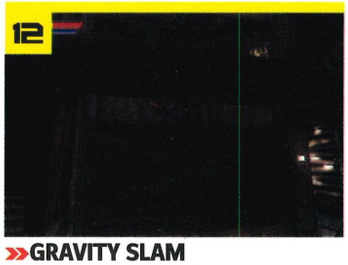
»ADVANCED WEB GLOVES

LEVEL 6: CHASE THROUGH THE SEWER

After switching off the water, travel through the giant pipe. When you jump out of it, climb the ladder on the left, enter the door and flick the switch. This turns off the electricity, allowing you to return to the pit beneath the entrance to the water pipe. Jump down there, and you should find an entrance on your left that takes you to a room with the icon.

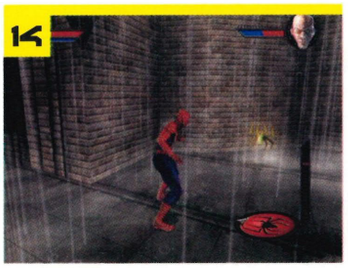
»ADVANCED IMPACT WEB
LEVEL 6: CHASE THROUGH THE SEWER
One of the perps drops a key after the fight in the waterlogged pit. It opens a door to the switch you need to activate in order to continue, and the icon is located in a door opposite the switch room at the other side of the pit.

»UPPERCUT
LEVEL 7: SHOWDOWN WITH SHOCKER
After dodging Shocker's blasts and making it to the tunnel, head up the set of steps on the left behind the railcar. At the top is a stream of sewage, in which the icon drifts past swiftly when you reach the top - jump in and web zip to get it.



»GRAVITY SLAM
LEVEL 8: VULTURE'S LAIR
After the first burning log, a wooden barrier prevents further progress. Jump onto the ceiling here and crawl around. You should be able to pick up the icon (on the floor above) through the ceiling.

»DIVE KICK
LEVEL 10: AIR DUEL
Located at the very top of the spire of the main building, where the Vulture rests. Be quick when collecting it, and watch out for the lightning.

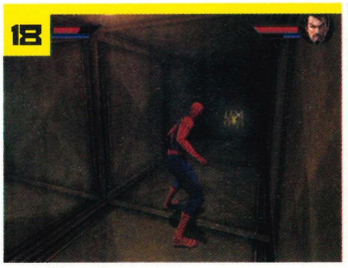


»STING
LEVEL 10: AIR DUEL
This one is also located on the main building, on the outcrop beneath the grey sculptures. It's on the furthest corner away from your starting point.

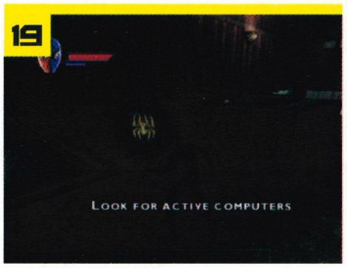
»ADVANCED WEB DOME
LEVEL 11: CORALLED
This icon is on the ramp that connects the second and third floors of the car park. If you follow Scorpion, you can't miss it. If you already got Advanced Web Dome on Level 3 (see number 4, far left), you'll find a health icon instead. You still get a secret area bonus, regardless (see Level Bonuses, on page 116).

»TACKLE
LEVEL 12: SCORPION'S RAMPAGE
It's on top of the broken pillar; the middle one on the right hand side. Pick up this icon as soon as you can and use the combo it provides in your battle with Scorpion, as it comes in extremely useful.

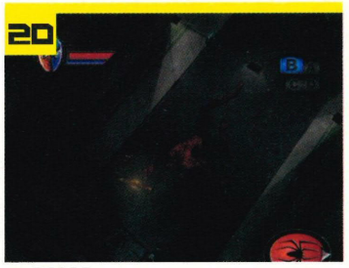
»FLIP MULE
LEVEL 14: THE OFFER
This is in plain view inside the first building that the Green Goblin enters after taking a beating. An easy icon after a tricky and stressful passage of play...



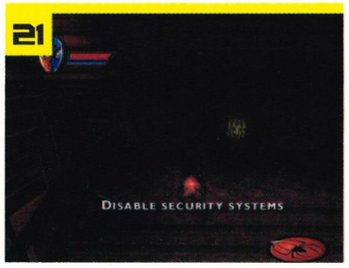
»LOW WEB HIT
LEVEL 17: THE MIGHTY WARRIOR
Fall into the snake pit, exit through the door and take a right. Follow the tunnel left, take the right just around the corner and go into the room with a medical kit. Web zip through the vent in the ceiling; the icon is located in a shaft at the top.



»HIGH STOMP
LEVEL 19: BREAKING AND ENTERING
Head straight down the corridor past the guard, exit through the door and take a left through the door next to the security camera. The icon is in the middle of the first room full of cubicles that you come across.



»PALM
LEVEL 20: CHEMICAL CHAOS
On the ceiling, on the right past containment unit B.



»HAYMAKER
LEVEL 22: ESCAPE FROM OSCORP
At the start, straight across from you. Miss this one, and you may as well hang up your controller.

THAT COMPLETES THE COLLECTION OF ICONS. SPIDER-MAN NOW HAS ALL POSSIBLE MOVES AT HIS DISPOSAL. TURN OVER FOR YOUR GUIDE TO THE LEVEL BONUSES, THE SECRET STORE AND PLAYING AS THE GREEN GOBLIN.

LITTLE MISS MUFFET: THIS CLASSICAL NURSERY RHYME

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REWARDS FOR COMPLETION

LEVEL BONUSES

AFTER COMPLETING a level, you're given a rundown of your performance in several categories and awarded bonus points depending on how swell you've done. These can then be used to unlock some extra features (see The Secret Store for more details) for your gaming pleasure.

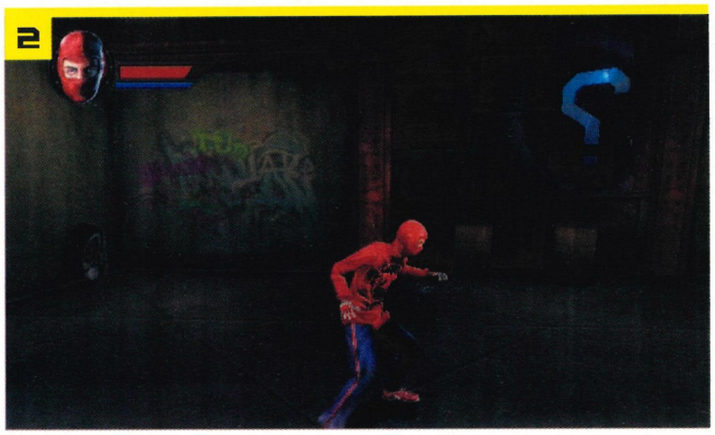
Perfect and Time categories are self-explanatory and require you to finish the level without taking a hit or within record time, respectively. Some are specific to certain levels. The Ride Goblin bonus, for example, is only available during the levels that you can jump on the Green Goblin's back when he's hovering around.

The stealth category appears on three stages - Warehouse Search, Birth Of A Hero and Breaking And Entering. They involve not raising the alarm, or alerting the bad guys to your presence. In the first two levels mentioned, you've simply got to traverse the first room of each without being spotted in order to get the bonus. In Breaking And Entering, however, you've got to do the entire thing without disturbing any of the guards or cameras.

The secret bonuses on many levels involve discovering a hidden area. Just collecting the golden spider icons is enough to give you some bonus points on most levels, but extra keen-eyed detective work is required on others. We've detailed two of them here for you:

»LEVEL 1: SEARCH FOR JUSTICE

HEAD TO THE warehouse at the end of the level. Travel back across the side of the level, with the water on your left. When you reach the edge of the stage, get on top of the tall building just on your right. There, a lady is being mugged and if you save her she'll beg you to go find her purse. Bizarrely, it's actually several buildings away, on the roof of the building with the Visit Latvania poster board attached to it. Return it to her for a mad cut scene and some extra bonus points at the level's end screen.



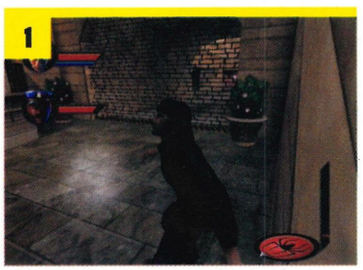
»LEVEL 2: WAREHOUSE HUNT

ENTER THE ROOM that leads off from the main garage area at the start. After laying waste to the scrum of thugs that attack you, you should see a wall of crates just around the corner, on your left. There's a gap in the upper-left corner of the stack, allowing you to crawl into the recess behind it. There's a health pickup waiting for you, along with an onscreen prompt to let you know that you've unearthed a secret area.

TYPE THESE IN NOW

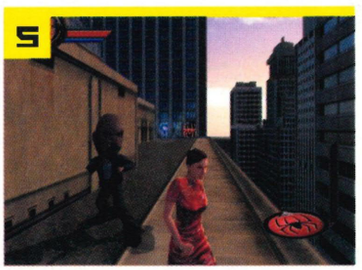
CHEAT CODES

WE DOLED OUT a bunch of cheats to you in the Play:More section last month (Issue 05), but there's plenty more where that came from. Here's the definitive list:

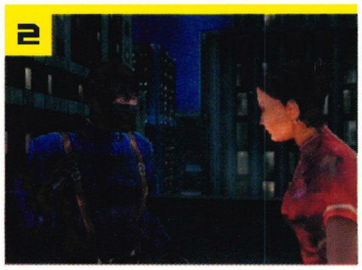


↑ Enter STICKYRICE to play as Thug #2.

↑ UNDERTHEMASK for first person mode.

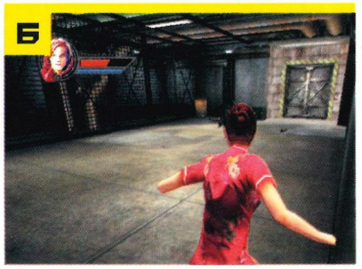


↑ JOELSPEANUTS gives baddies big 'parts'.



↑ THUGSRUS to play as Thug #3.

↑ SPIDERBYTE for a dinky-sized Spidey.



↑ GIRLNEXTDOOR to play as Mary Jane

»THE REST

KOALA - all combos unlocked
ROMITAS - next level option
IMIARMAS - all levels open in Level Warp menu
DODGETHIS - bullet-time
CHILLOUT - infinite turbo for Goblin's hoverboard
ARACHNID - all levels and combos available
ORGANICWEBBING - infinite Webbing available
HEADEXPLODY - unlock Spidey Bowling
GOESTOYOURHEAD - gives Spidey big head and feet
KNUCKLES - play as thug #1
HERMANSCHULTZ - play as Shocker
SERUM - play as a scientist
REALHERO - play as security
CAPTAINSTACEY - play as a helicopter pilot

A TREASURE TROVE OF EXTRAS

THE SECRET STORE

THE SECRET STORE (found in the main menu) keeps a track of how many points you've banked throughout your travels, and what difficulty settings you've completed the game on. Here, you can splurge your reserve of points by opening up some new features and extras, or activate any rewards you've earned by finishing the game. Here's the full list of what you can get for your efforts:

10,000 POINTS
»Opens Pinhead Bowling, a bonus training level where Spidey has to swing down an alley and knock over a set of 'pins' made from webbed-up criminals. It's actually a lot of fun.

20,000 POINTS
»Access to test animation for Vulture. A CGI sequence starring Vulture, found in the Gallery Movie Theatre.

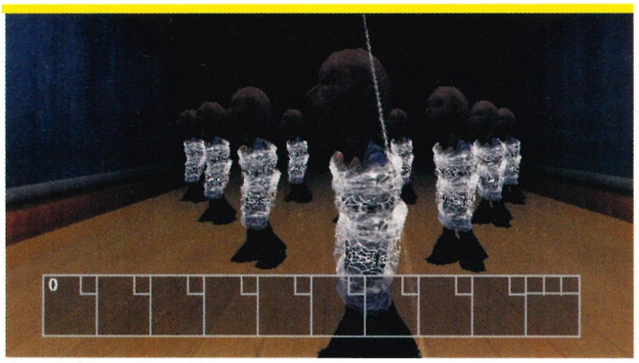
30,000 POINTS
»Access to test animation for Shocker. As above, but featuring the exploits of Shocker. Also found in the Gallery Movie Theatre.

50,000 POINTS
»Unlimited webbing.

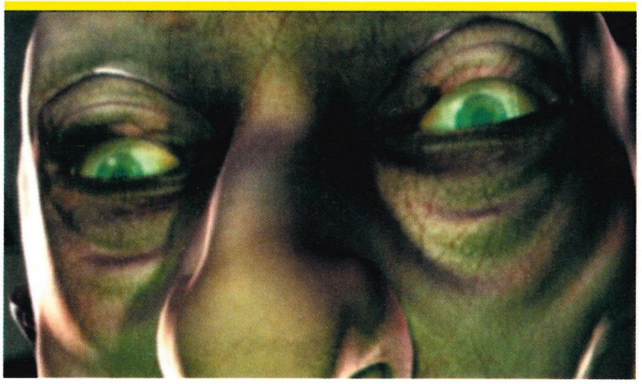
FINISHED ON EASY MODE
»Opens the costumes for civilian Peter Parker and Spidey's wrestling threads.

FINISHED ON NORMAL MODE
»Another cossie for Spider-Man, this time designed by comic art genius Alex Ross. When you fight Goblin, he too will be decked out in his own Ross design.

FINISHED ON HERO MODE
»Play as Green Goblin. See the section below for more details on this brilliant extra.



↑ Pinhead Bowling is a top laugh and a welcome mini-game.

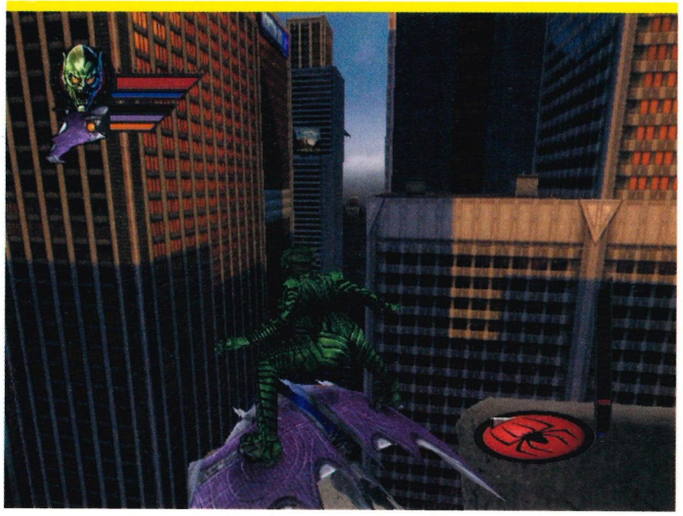


↑ Complete the game on its hardest setting to play as Double G.

PLAY AS THE BAD GUY

THE GREEN GOBLIN

BY FINISHING *SPIDER-MAN* on Hero difficulty, you get to play as the Goblin, and it's not just Spidey decked out in yet another costume variant. You actually take on the role of the Goblin's son, Harry Osborn, and are given access to all the gadgets and abilities of Green Goblin himself. This puts a whole new slant on the game, as his powers vary significantly from those of Parker. Certain challenges will now be more, erm, challenging, and others will become a doddle.



»ATTACK:
GOBLIN HAS A number of offensive measures built into his craft, including machine guns, homing blades, inferno bombs and a beverage holder. Each one has limited use, however, and overdoing it with any of them will make the craft overheat. When on foot, Goblin has a dash attack, razorbats and a number of bombs at his disposal, as well as the usual kick/punch combinations that Spider-Man uses. The infinite webbing and coolant cheats can be used when playing as Goblin - they lead to infinite weapons and infinite boost.

»MOVEMENT:
SINCE HE HAS no stock of webbing, Goblin has to rely on his hoverboard to get him from rooftop to rooftop. Manoeuvres that were previously a crawl in the park for Spidey will now become far harder as you try and pilot Goblin's board through some of the trickier ventilation shafts. The board also has a turbo function, allowing Goblin to take things easier during chase levels but, as with his weapons, you have to use it in moderation to avoid overheating. The increased offensive capability of Goblin over Spidey is balanced by a decrease in manoeuvrability.

JOIN KRAVEN'S NEW ROUNDS: THE TWO LEVELS FEATURING KRAVEN THE HUNTER (KRAVEN'S TEST AND THE MIGHTY HUNTER) ARE EXCLUSIVE TO THE XBOX VERSION OF *SPIDER-MAN: THE MOVIE*.

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COMMANDOS 2: MEN OF COURAGE

MASTERCLASS

YOUR GUIDE: **BEN TALBOT**

COMMANDOS 2: MEN OF COURAGE is perhaps the most taxing and brain-engaging Xbox game we've played. In Issue 05, Jon awarded the game a hardy 7.9 while also reflecting on its sheer length and complexity.

The game has a straightforward mission structure: between the ten main missions are additional bonus missions. To access a bonus mission you have to collect all the bonus icons on the preceding main mission.

Bonus icons are found in varying quantities. They appear in the game as leather-bound books with 'bonus' written on the covers. If you find one in the game, select it and it'll disappear (so it doesn't take up space in your inventory).

As usual, the objective of this Masterclass is not to lead you through the game step-by-step but to reveal the secrets. We tell you the location of every last book. It also provides a brief analysis of the ten bonus missions and a guide to the men, woman and dog at your disposal.

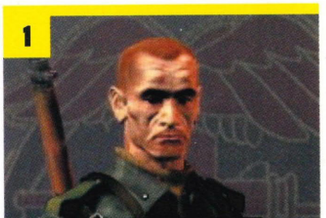
NOTE: This guide often makes reference to compass directions. These directions assume that the map is in its default position and that you haven't rotated it. Rotating the map will invalidate the directions stated here.

Get ready for an exciting, tricky and extremely demanding journey into *Commandos 2: Men of Courage*.

CHARACTER DOSSIER

A CONCISE DESCRIPTION of the troops under your control. It's essential to be aware of their unique skills and to learn where best to use them in the game.

1 SIR FRANCIS T. WOOLRIDGE AKA DUKE



HAS A REPUTATION as one of the best snipers in the world, and rightly so. The threat posed by concealed enemies will be considerably lessened when Duke is on your team. He is also well versed in providing covering fire.

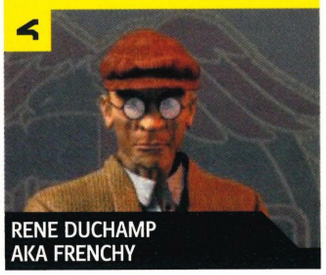
2 JAMES BLACKWOOD AKA FINS

AN AQUATIC specialist, Fins is highly trained in the use of a harpoon gun. He's the only member of your team who can survive underwater for prolonged periods. On land, Fins can throw knives and use a grappling hook.

3 THOMAS HANCOCK AKA FIREMAN

THE EXPLOSIVES expert of your commando unit, Fireman moves slowly and cautiously around the field of operations. He can detect and deactivate mines and then use them to set up a minefield of his own.

4 RENE DUCHAMP AKA FRENCHY



FLUENT IN SEVERAL languages, giving him an extra edge with his disguises. He can wear enemy uniforms and pass on misinformation to enemy superiors. Frenchy employs minimum-force strategies, using a poison syringe to deal with enemies silently.

5 JACK O'HARA AKA BUTCHER

THE TOUGHEST member of your team. He can kick down doors, jump high, climb wires and run fast. Fortunately, he's also strong enough to withstand flesh wounds and keep on ticking.

6 SAMUEL BROOKLYN AKA TREAD

TRAINED TO BUILD anti-personnel traps and drive all kinds of vehicles, Tread is fairly average as a fighter.

7 PAUL TOLEDO AKA LUPIN

THE SMALLEST, fastest and most versatile member of your commando unit. He is able to break into houses, climb poles and pick locks to infiltrate enemy bases. As well as being a master of the martial arts, Lupin is an expert thief and can pick the pockets of enemy soldiers. His pet rat Spike is trained to distract and divert the enemies' attention.

8 NATASHA NIKOCHEVSKI AKA THE SEDUCTRESS

A FASCINATING BUT complex woman, as seductive as she is deadly. Able to speak several different languages and disguise herself convincingly as an enemy, Natasha is also surprisingly accurate with a sniper rifle.

9 WHISKEY AKA THE DOG

WELL TRAINED and perhaps the most obedient member of your unit. He distracts enemies by barking and is able to ferry equipment between operatives. His keen sense of smell allows him to detect mines. Whiskey can be carried around on the shoulders of other commandos.

XBOX Official UK Xbox Magazine

MAIN MISSION 1
NIGHT OF THE WOLVES

MISSION DETAILS
PERSONNEL: **NATASHA, LUPIN, WHISKEY**
OBJECTIVES: **CONTACT THE WOUNDED ALLY, STEAL THE OFFICER'S KEY, STEAL THE ENIGMA MACHINE, DECIPHER THE CODE, USE THE RADIO**
BONUS ICONS: **5**

SWIM NORTH to the steps. Sneak into the metal doorway near the two guards standing in the spotlight.

Go into Natasha's office. In the wardrobe you'll find the **first** bonus icon. Walk to the mess hall. The lockers inside this building contain the **second** and **third** bonus icons.

Head to the barracks and look in all the lockers to find the **fourth** and **fifth** bonus icons.

↑ **Search the cabinet in Natasha's office.**

BONUS MISSION 1

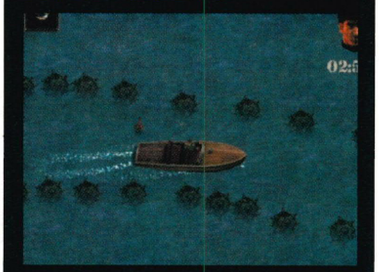
↑ **It's two of your boys versus this lot.**

MISSION DETAILS
PERSONNEL: **FIREMAN, LUPIN**
OBJECTIVES: **NEUTRALISE ENEMIES, COLLECT THE MINE DETECTOR, DEACTIVATE ALL MINES, ESCAPE IN THE ENEMY VEHICLE**

THIS MISSION is similar to the first training mission. Kill all the guards and enter the enemy vehicle with Lupin and Fireman to complete the level.

MAIN MISSION 2
DAS BOOT, SILENT KILLERS

BONUS MISSION 2



↑ **Tick, tick, boom!**

MISSION DETAILS
PERSONNEL: **FINS**
OBJECTIVES: **COMPLETE A CIRCUIT IN THE SPEEDBOAT**

FINS HAS three minutes to complete a circuit of the obstacle course in his speedboat. Avoid the water-borne mines or it's game over.

↑ **Two bonus icons are inside the Axis sub.**

MISSION DETAILS
PERSONNEL: **FINS, FIREMAN, FRENCHY, LUPIN, WHISKEY**
OBJECTIVES: **DEACTIVATE THE WATER-BORNE MINES, LOCATE THE PRISON KEY, SAVE THE ALLIED SAILORS, RADIO THE GREEN BERET, OPEN THE HANGAR, RESCUE THE CAPTAIN**
BONUS ICONS: **11**

THE **FIRST** BONUS icon is in a drawer in the general's quarters.

Go inside the Bathing area, the building directly opposite the mess hall. Inside one of the lockers is the **second** bonus icon.

Beneath the compound wall, to the north east of the bathing area, is a bunker. Go inside, open the officer's drawer and you'll find the **third** bonus icon.

Enter the building where the captain is imprisoned and go to the bottom of the stairway. Search the locker nearest the door for the **fourth** bonus icon.

Ascend the staircase in the same building and kill the soldier at his desk. Look in the lockers behind for the **fifth** bonus icon.

Climb the ladder down into the submarine and kill the guards inside. Open the lockers in this part of the sub for both the **sixth** and **seventh** bonus icons.

Open the cabinet in Natasha's office for the **eighth** bonus icon. Check the two lockers inside the barracks for a load of goodies and the **ninth** bonus icon.

You have to kill the general before you can search his office desk for the **tenth** bonus icon.

The **eleventh** bonus icon is located in the northern guard tower in Zone D. Look inside the drawer in the desk to find it.

GRIZZLYED VETERAN: AMONG THE METHODS OF TRANSPORT USED BY THE 2ND POLISH CORPS DURING THE BATTLE OF MONTE CASSINO WAS A BROWN BEAR CALLED WOJTEK WHO HELPED TO MOVE BOXES OF AMMUNITION.

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MAIN MISSION 3
WHITE DEATH

BONUS MISSION 3

↑ Steal the amphibious vehicle.

MISSION DETAILS

PERSONNEL: **BUTCHER, DUKE, FINS, FIREMAN, TREAD**

OBJECTIVES: **ESCAPE IN THE VEHICLE WITH ALL YOUR MEN**

THIS IS A heavily guarded level with an amphibious vehicle that allows you to cross the large river running through the middle. Using the logs as cover, throw Molotov cocktails at the patrol. Clear the truck from the road with a grenade. Get everyone aboard the amphibious vehicle and drive up the road.

↑ The radio station is heavily guarded.

MISSION DETAILS

PERSONNEL: **BUTCHER, FINS, FIREMAN, FRENCHY, LUPIN**

OBJECTIVES: **CONTACT SAPPER, RESCUE THE GREEN BERET, COMPLETE THE ENIGMA DEVICE, RESCUE THE ALLIES, USE THE RADIO, DESTROY THE ENGINE, RETURN THE ENIGMA, ESCAPE IN THE SUBMARINE**

BONUS ICONS: **6**

AFTER YOU'VE KILLED the guard in the first room, search the locker for the **first** bonus icon. Kill both the guards in the second room with your knife. The **second** bonus icon is found here.

Go into the radio station and surprise the guards. Check the cupboard in here for the **third** bonus icon.

Work your way into the bow of the Destroyer (where the guard is bathing). Look in the lockers here for the **fourth** bonus icon.

Release the Captain and find the **fifth** bonus icon by searching through the adjacent lockers.

The **sixth** bonus icon is in the room with a guard, a sailor and a mechanic - in a drawer next to the wall.

MAIN MISSION 4
TARGET: BURMA

MISSION DETAILS

PERSONNEL: **BUTCHER, DUKE, TREAD, LUPIN**

OBJECTIVES: **RESCUE THE SPIRITUAL LEADER, RESCUE THE GHURKAS, OPERATE THE RADIO, ELIMINATE THE TYRANT, ESCAPE ON THE BARGE**

BONUS ICONS: **9**

ENTER THE opening to the north of the statue of Buddha and move through to the last room in this area. Check the desk and bookshelves for the **first** and **second** bonus icons.

Travel to the back of the temple where the spiritual leader waits. Enter the room via the back door and check the drawer for the **third** bonus icon.

North of the left guard tower is a building with a side entrance. Kill the three guards on the ground floor and check the drawers inside their room for the **fourth** bonus icon.

The **fifth** bonus icon is in the radio tower located north of the guard tower. Search the cupboard inside to find it.

From the radio tower, head north and enter the green-roofed building next to the large green archway. Shoot the two ground floor soldiers and check the cupboards for the **sixth** bonus icon.

In the same building, climb the ladder to the first floor and check the cupboard for the **seventh** bonus icon.

The **eighth** bonus icon is in the large house next to the place where the fat man is patrolling. Ascend the main staircase and check the bookshelves.

To the right of the two guard towers is a building with two soldiers near the entrance. Check the furniture inside for the **ninth** bonus icon.

↑ This door leads to the first two bonus icons.

BONUS MISSION 4

↑ Repel the invasion force.

MISSION DETAILS

PERSONNEL: **BUTCHER, DUKE, FIREMAN, TREAD**

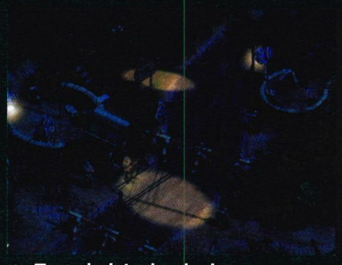
OBJECTIVES: **RESIST THE INVASION**

PLACE THE anti-personnel mines on the road and take out as many enemy soldiers as possible. Take control of the flame-thrower and throw plenty of grenades to repel the Axis' attack. Wipe out two final waves of enemies to complete the mission.

MAIN MISSION 5

BRIDGE OVER THE RIVER KWAI

BONUS MISSION 5



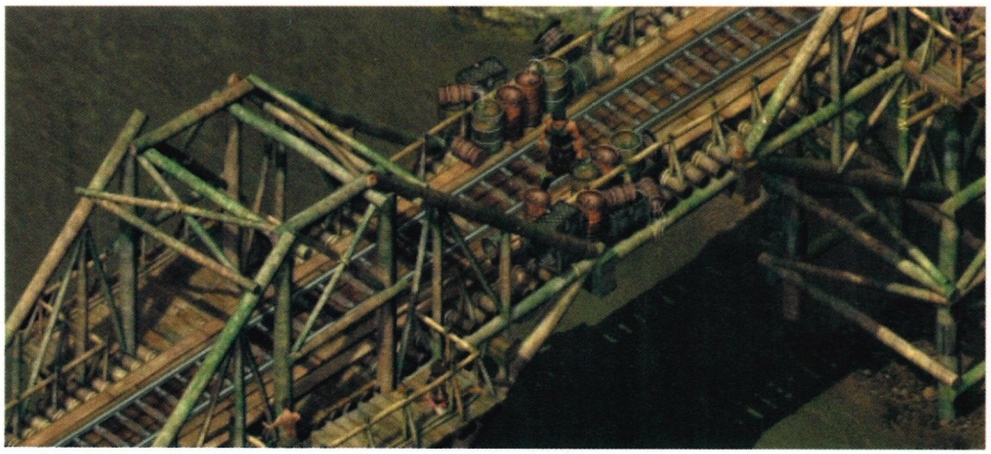
↑ Try to lurk in the shadows.

MISSION DETAILS

PERSONNEL: **FIREMAN, LUPIN**

OBJECTIVES: **NEUTRALISE ALL ENEMIES**

THIS MISSION IS a more difficult variation of the first training mission. Once again, make Lupin climb across the telephone cables and gain access to the metal box. The box contains a flame-thrower and grenades that make the task of killing the Nazis much simpler.



↑ The infamous Thai bridge.

MISSION DETAILS

PERSONNEL: **BUTCHER, FINS, TREAD, LUPIN**

OBJECTIVES: **RESCUE GUINNESS, OBTAIN THE EXPLOSIVES, FIND THE BRIDGE'S WEAK SPOT, PLANT THE EXPLOSIVE TRAP, TELEGRAPH THE TRAIN**

BONUS ICONS: **7**

HEAD INTO THE building to the west of the guard tower. Take out the soldier and the worker then open the box for the **first** bonus icon.

The **second** bonus icon is in the drawers in the pier house. Examine the barrels in the middle of the bridge to find the **third** bonus icon.

Cut through the fence at the POW camp and enter the largest building. Check the cupboard for the **fourth** bonus icon.

Enter the house at the north west corner of the POW camp. Kill the guard inside and check the cupboard for the **fifth** bonus icon.

Walk down the footpath south of the bridge and fight your way into the small house. The **sixth** bonus icon is inside a small cupboard.

Descend the staircase from the room where Guinness is. Circle the house at the bottom. Enter the door by the window and climb the ladder. Look inside the drawer next to the scale model for the **seventh** icon.

MAIN MISSION 6

THE GUNS OF SAVO ISLAND

BONUS MISSION 6

↑ Use the truck to escape.

MISSION DETAILS

PERSONNEL: **BUTCHER, TREAD, FRENCHY**

OBJECTIVES: **CUT THE FENCE, DEACTIVATE THE MINES, NEUTRALISE ALL ENEMIES, ESCAPE IN THE TRUCK**

FIREMAN IS being interrogated by a German officer and you must save him. Once he's free, head to the south of the truck to find a wire cutter and mine detector. Cut the wire, deactivate the mines and get everyone in the truck.

MISSION DETAILS

PERSONNEL: **BUTCHER, FINS, FIREMAN, TREAD**

OBJECTIVES: **RESCUE THE ALLIED PILOT, COLLECT THE EXPLOSIVES, DESTROY THE GUNS, ESCAPE IN THE SEAPLANE**

BONUS ICONS: **10**

THE **FIRST**, **SECOND** and **third** bonus icons are located together in the command room where the enemy Admiral is stationed. Search all of the furniture to collect them.

Head along the footpath to the north of the bunker entrance. Fight your way inside the house with the two enemy soldiers leaning out of the windows. Check both the cupboard and bookshelf for the **fourth** bonus icon.

Then head for the northernmost building on the island. Search the cupboard inside to find the **fifth** bonus icon.

Climb up the telephone pole and move over to the building with the sniper on the roof. Kill the sniper and fall down to the back of the house. The cupboard inside contains the **sixth** bonus icon.

↑ This building is a tough nut to crack.

Enter the ammunition storage room on the east of the island. The **seventh** bonus icon is in the cupboard here.

The **eighth** bonus icon is located in the small bunker to the south west of the island. Fight your way inside and then check the cupboards.

Gain access to the building with the large guns guarding it. Search the cupboards for the **ninth** and **tenth** bonus icons.

CONSTRUCTION RECONSTRUCTION: ACCORDING TO GONZALO SUAREZ, CREATOR OF *COMMANDOS 2*, SOME ARTISTIC LICENSE WAS USED IN CREATING THE GAME. THE ACTUAL BRIDGE OVER THE RIVER KWAI WAS MADE OF METAL BUT THE ONE IN THE GAME IS MADE OF BAMBOO TO MATCH THE BRIDGE IN THE CLASSIC 1957 WAR MOVIE.

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MAIN MISSION 7
THE GIANT IN HAIPHONG

MISSION DETAILS

PERSONNEL: **BUTCHER, FIREMAN, LUPIN**

OBJECTIVES: **CONTACT THE SAPPER AND THE THIEF, LOCATE THE EXPLOSIVES, DESTROY THE FUEL TANKS, INFILTRATE THE AIRCRAFT CARRIER**

BONUS ICONS: **14**

↑ **The red-roofed building, home to two bonus icons.**

SEARCH THE CRATE in the house where Butcher is for the **first** bonus icon.

The **second** and **third** bonus icons are found in the red-roofed building west of the temple. Ascend the staircase and search the furniture in the room with the guard sitting at the desk.

Check the bookshelves in the room with the shopkeeper for the **fourth** bonus icon.

Climb the ladder to the roof of the shopkeeper's house and look inside the metal box for the **fifth** bonus icon.

Enter the building to the west of the shopkeeper's house. The **sixth** bonus icon is on the shelves inside.

The **seventh** bonus icon is located in the same building in the cupboard near the smoking Admiral and the officer reading the newspaper.

At the south-west corner of the map is a green-roofed building. Search the cupboards in the room next to its bathroom for the **eighth** bonus icon.

Fight your way inside the ammo depot and search the shelves for the **ninth** and **tenth** bonus icons.

Enter the building two doors away from the one where Natasha starts the mission. The **eleventh** bonus icon is in the cupboards on the ground floor; the **twelfth** bonus icon is in a drawer on the second floor.

Enter the next building to the right. Head down the corridor and search the shelves in the adjacent room for the **thirteenth** bonus icon.

The building near the base's west entrance has a guard leaning out of the window. In the lockers on the ground floor is the **fourteenth** bonus icon

BONUS MISSION 7

↑ **Sabotage the Japanese Zeros.**

MISSION DETAILS

PERSONNEL: **BUTCHER, FIREMAN, TREAD, LUPIN**

OBJECTIVES: **SABOTAGE THE ZEROES' RUDDERS, USE THE RADIO, ESCAPE IN THE PROTOTYPE PLANES**

THIS MISSION takes place aboard an aircraft carrier. Your mission is to destroy the Axis' Zero fighters. Clear the top deck and make sure that each body is hidden out of sight behind the planes. Disable the rudders on each of the five Zero fighters, then fight your way into the radio room on the first floor of the main building. Return to the main deck and make your Commandos climb aboard the white planes to complete the mission.

MAIN MISSION 8
SAVING PRIVATE SMITH (INCLUDES BONUS OBJECTIVES)

BONUS OBJECTIVES

MISSION DETAILS

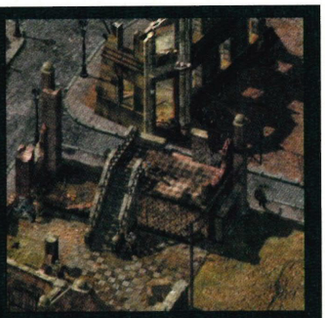
PERSONNEL: **BUTCHER, DUKE, FIREMAN, LUPIN**

THE BONUS OBJECTIVES are all about preparation. There's an enemy invasion on the way and, in addition to your commando unit, you've got eleven allied soldiers (including Private Smith) to help you.

You don't have direct control over these additional soldiers unless you have spoken to them first with one of your commandos (this doesn't apply to Lupin because he isn't of sufficient rank). If Private Smith is killed, you'll fail the entire mission.

Disarm all the mines at the riverbanks; there are 48 in total. Place a remote bomb on the road to the eastern edge of the map and another to the right side of the church (between the two lampposts). An anti tank mine should be positioned on the road to the north east of the church.

Plant mines around the church and a remote bomb at the intersection. When the invasion launches, set off the bombs as the infantry pass to inflict maximum casualties.



↑ **It's all-out war.**

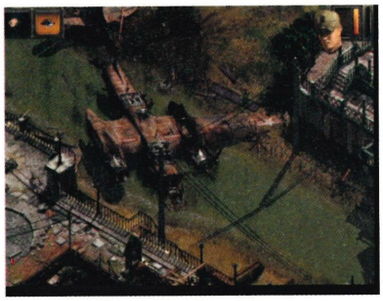
MISSION DETAILS

PERSONNEL: **BUTCHER, FIREMAN, LUPIN**

OBJECTIVES: **HEAL PRIVATE SMITH, STEAL THE RADIO CODES, HAVE SMITH RADIO HQ**

BONUS OBJECTIVES: **RESIST THE INVASION, DESTROY THE TANKS**

BONUS ICONS: **6**



↑ **The final icon is in the plane.**

NOTE: Rather than having a separate bonus mission, bonus objectives are tacked on to the end of this mission. You'll only earn them if you find all the bonus icons during the main mission.

Take your commandos to the building where Butcher is being held. Free him and search the furniture for the **first** and **second** bonus icons.

Head to the west edge of the map and progress north. You'll find the building where Fireman is being held . Check the cupboards on the ground floor for the **third** bonus icon.

Near the Commandos' original start position is the building where Duke is held. Go through the front door and search the drawers in the first room to find the **fourth** bonus icon. Climb up the staircase to the first floor. Enter the room with the guard looking out of the window and search the cupboards for the **fifth** bonus icon.

The **sixth** bonus icon is in a crate in the crashed plane's cockpit; jump into the river and dive down.

XBOX official UK Xbox magazine

MAIN MISSION 9
CASTLE COLDITZ

MISSION DETAILS

PERSONNEL: **BUTCHER, DUKE, TREAD, FRENCHY, LUPIN**

OBJECTIVES: **RESCUE THE THIEF, RECOVER THE CODE TEMPLATE, RECOVER THE CODE BOOK, RECOVER THE ENCRYPTED PLAN, TRANSMIT THE COMPLETE CODE, ESCAPE VIA THE BALLOON.**

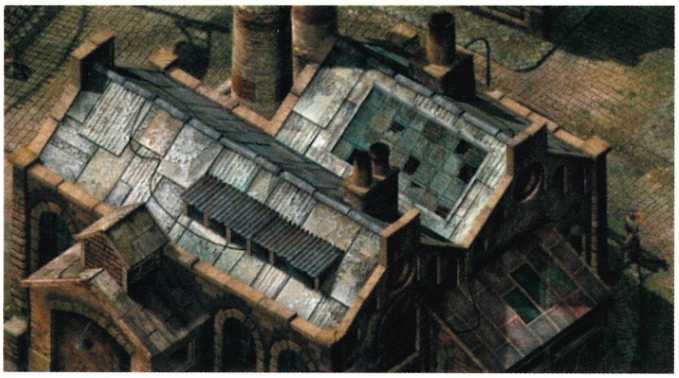
BONUS ICONS: **30**

ENTER THE COMPOUND and go inside the large building to the south of the western gate. Kill the officer in the small office room and search his filing cabinet for the **first** and **second** bonus icons.

The **third** bonus icon is in the house just north of the factory. Kill the soldier leaning out of the window, and search the green cupboard. Check the filing cabinet in the adjacent room for the **fourth** and **fifth** bonus icons.

Adjacent to the factory compound is a blue-roofed house. Search the two cupboards inside for the **sixth** and **seventh** bonus icon.

In the red-roofed building to the south there are lots of shop counters.



↑ **They haff ways of making you talk.**

Search them for the **eighth**, **ninth** and **tenth** bonus icons.

Ascend to the second floor of the red-roofed building and search the counter and adjacent shelves for the **eleventh** bonus icon.

The **twelfth** bonus icon is in a drawer in the bedroom next to the bathroom in the red-roofed building.

Still inside the red-roofed building, ascend to the second floor and search the cupboards and drawer for the **thirteenth** and **fourteenth** bonus icons.

To the west of the red-roofed building is a row of three houses. Enter the one furthest west and check the cupboards and drawer for the **fifteenth**, **sixteenth** and **seventeenth** bonus icons.

Enter the castle courtyard, go inside the brown-coloured building. The **eighteenth** bonus icon is in the cupboards in the kitchen.

Descend the staircase in this building and check the shelves for the **nineteenth** and **twentieth** bonus icons.

Return to the courtyard and go inside the theatre building next to the radio tower. There's a room behind the stage. Search the shelves inside for the **twenty-first** bonus icon.

BONUS MISSION 9

↑ **The best level in the game!**

MISSION DETAILS

PERSONNEL: **FIREMAN, TREAD**

OBJECTIVES: **DESTROY ALL OF THE ENEMY VEHICLES**

This short level is a welcome breather after the main mission. Just jump inside a tank and smash the Axis forces. Easy.

are the **twenty-second**, **twenty-third** and **twenty-fourth** bonus icons.

At the top of the staircase leading to the third floor of the theatre building, search the hanging shelves for the **twenty-fifth**, **twenty-sixth**, **twenty-seventh** and **twenty-eighth** bonus icons.

Search the furniture in the adjacent room to recover the **twenty-ninth** and **thirtieth** bonus icons.

MAIN MISSION 10
IS PARIS BURNING?

MISSION DETAILS

PERSONNEL: **BUTCHER, DUKE, FIREMAN, TREAD, FRENCHY, NATASHA, LUPIN, WHISKEY**

OBJECTIVES: **DISCONNECT THE DETONATION DEVICE, CONTACT NATASHA, USE THE RADIO AT THE TOP OF THE EIFFEL TOWER.**

BONUS ICONS: **17**

AT THE START of the level, check the dustbin next to the staircase for the **first** bonus icon.

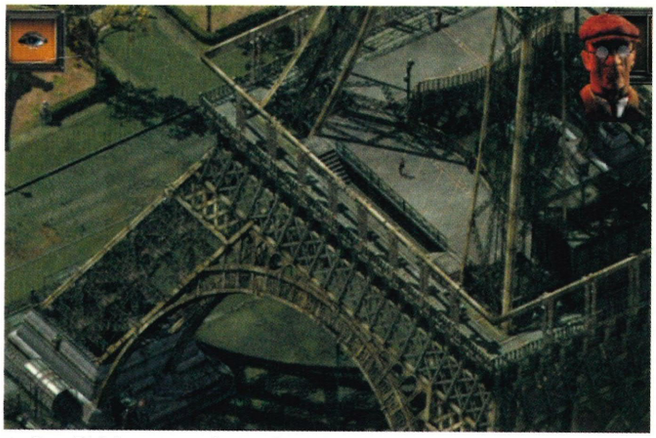
Make your way to the second floor of the Meurice Hotel via the western entrance. Kill the lieutenant at his desk and search the small filing cabinet for the **second** bonus icon.

Search the furniture in the office next door for the **third** bonus icon.

The **fourth** bonus icon is in an office on the third floor. Check the furniture to bag it.

Return to ground level, exit the hotel and then re-enter via the back door. Search the furniture in the second room for the **fifth** bonus icon.

Ride the lift to the first floor and enter the patrol leader's room. Kill him and search his desk to locate the **sixth** and **seventh** bonus icons.



↑ **Save Paris' most popular tourist attraction.**

Take the lift to the second floor. The **eighth** and **ninth** bonus icons are in the drawers in the officer's room.

Exit the hotel once more and re-enter at the bar area on the ground floor. Search the furniture there for the **tenth** and **eleventh** bonus icons.

Ascend the staircase near the bar. Check the furniture at the top for the **twelfth** bonus icon.

Progress to the next staircase and go up to the second floor. The **thirteenth**, **fourteenth**, fifteenth and **sixteenth** bonus icons can be found by searching the furniture in this area.

The **seventeenth** bonus icon lies at the top of the next staircase. Climb up to the third floor and check the furniture in the art room.

BONUS MISSION 10

↑ **Speed to freedom in the enemy car.**

MISSION DETAILS

PERSONNEL: **BUTCHER, DUKE, TREAD, LUPIN**

OBJECTIVES: **ESCAPE IN THE ENEMY CAR**

THE FINAL MISSION in the game is surprisingly short. Take out the enemy sniper and crawl underneath the barbed wire to collect your equipment from a metal crate. Molotov the Nazis and climb over the large trench. Jump into the car and drive to safety along the road at the north of the map.

FREE AND EASY: THE ACT OF WEARING NO PANTS UNDER THE OUTER GARMENTS IS CALLED 'GOING COMMANDO'. STRANGE REALLY, AS THE ONLY RECORDED INSTANCE OF UNDIE-LESS SOLDIERS IN MILITARY HISTORY OCCURRED AT THE END OF *CARRY ON UP THE KHYBER*.

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BO' SELECTA
YOUR TOP SOUNDTRACKS

HAVE YOU MADE a custom soundtrack for your favourite Xbox game yet? Each month we'll be printing your greatest playlists for the best Xbox games. All you have to do is complete the coupon below and send it in. The best soundtracks each month will win an exclusive Xbox beanie hat.

PROJECT GOTHAM RACING

Paul Day from Cookstown, County Tyrone has sent us his top five tracks for *Project Gotham Racing*. If you like thrash metal, then you'll love this quintet. A beanie hat with Paul's name on it has been sealed in an envelope and posted.

1. DIG (MuDvAyNe)
2. EYELESS (SLIPKNOT)
3. BOUNCE (SYSTEM OF A DOWN)
4. PEOPLE=SH*T (SLIPKNOT)
5. CLANIDE (DEATH MACHINE)

PROJECT GOTHAM RACING

Alex Williams from Colwall, Worcester is another who has pasted his own tunes onto his hard drive and into *Project Gotham*. He too wins an ear-warming beanie for his troubles.

1. KIVESQ (BROTHOMSTATES)
2. FLIM (APHEX TWIN)
3. SOUTHSIDE (DAVE CLARKE)
4. KDX 125 (THE PET SHOP BOYS)
5. BLUE MONDAY (NEW ORDER)

LEGENDS OF WRESTLING

Being a mad grapple fan, our very own Ben Talbot has chosen five tracks that make excellent ring-entrance themes for *Legends of Wrestling*.

1. JUMP AROUND (HOUSE OF PAIN)
2. TEAR IT UP (QUEEN)
3. ALL THE YOUNG DUDES (MOTT THE HOOPLE)
4. DIAMOND DOGS (DAVID BOWIE)
5. A LITTLE LESS CONVERSATION (ELVIS VS JXL)

DEAR OFFICIAL UK XBOX MAGAZINE

Here are my top five tunes for Club...

1)
2)
3)
4)
5)

NAME

ADDRESS

CONTACT TEL NO.

Either cut out or photocopy this coupon, fill it in and send it to:
Bo' Selecta, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP.
Why not stick this coupon in the same envelope as your challenge entries?

HINTS & CHEATS

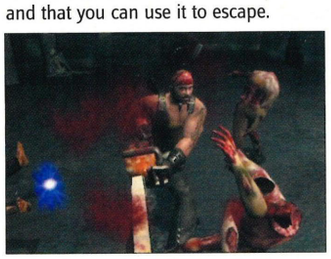
HERE GOES...

HUNTER: THE RECKONING

Issue 05, 6.7
Game Disc 06, Game Movie

GOOD ENDING

Save at least 50 innocents while completing the game. The end sequence reveals that the train has been repaired and that you can use it to escape.



↑ Nightmare mode lives up to its name.

UNLOCK ALTERNATE HUNTER MODE

Finish the game with any character. Once the credits have rolled by, go to the Extras menu and select Activate Alternate Hunter mode. This will give each of the four playable characters different selectable costumes.

UNLOCK NIGHTMARE MODE

Finish the game with any character. Once the credits have finished rolling go to the Extras menu and select Activate Nightmare mode. Nightmare mode is the normal game on an advanced difficulty setting.

SSX TRICKY

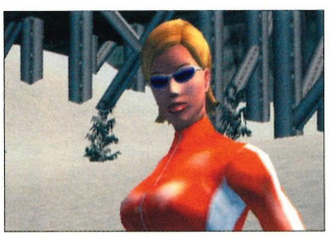
Issue 05, 7.5

PLAY AS ZOE

To play as Zoe in any game mode, win two gold medals in World Circuit mode.

PLAY AS JP

To play as JP in any game mode, win three gold medals in World Circuit mode.



↑ She's tricky!

PLAY AS KAORI

To play as Kaori in any game mode, win four gold medals in World Circuit mode.

PLAY AS MARISOL

To play as Marisol in any of the game modes, win five gold medals in World Circuit mode.

PLAY AS PSYMON

To play as Psymon in any of the game modes, win six gold medals in World Circuit mode.

PLAY AS SEEIAH

To play as Seeiah in any of the game modes, win seven gold medals in World Circuit mode.

PLAY AS LUTHER

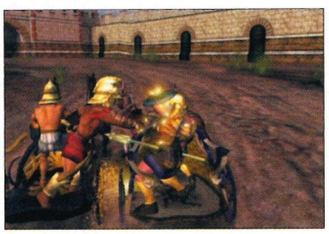
To play as Luther in any of the game modes, win eight gold medals in World Circuit mode.

CIRCUS MAXIMUS

Issue 05, 6.7
Game Disc 06, Game Movie

UNLOCK MINOTAUR & SCORPIUS

Beat the game in Tournament mode under the Advanced difficulty setting to be able to play as the mighty Minotaur and Scorpius.



↑ We who are about to die, salute you.

UNLOCK SALLUS AND AGRIPPA

Beat the game in both Tournament and Academy modes to be able to play as Sallus and Agrippa.

UNLOCK THE GLADIATORS

In Tournament mode, beat the Circus Maximus level on the Advanced difficulty setting to play as the Gladiator team.

UNLOCK TRAINING CHALLENGES

Beat the game in Tournament mode to unlock all the training challenges.

LEGENDS OF WRESTLING

Issue 05, 6.0
Game Disc 07, Game Movie

UNLOCK CAPTAIN LOU ALBANO

To unlock Captain Lou Albano as a playable character, complete Career mode using a heel (bad guy) wrestler.

↑ Jimmy Hart manages face wrestlers.

UNLOCK THE VON ERICHS

To unlock David Von Erich and Michael Von Erich as playable characters, complete Career mode using their brother Kevin Von Erich.

UNLOCK DORY FUNK JR.

To unlock Dory Funk Junior as a playable character, complete Career mode using his brother Terry Funk.

UNLOCK IVAN KOLOFF

Win a Versus Tournament to unlock Ivan Koloff as a playable character.

UNLOCK JIMMY HART

To unlock 'Mouth of the South' Jimmy Hart as a playable character, complete Career mode using a face (good guy) wrestler.

UNLOCK KING KONG BUNDY

To unlock King Kong Bundy as a playable character, win the Southeast Territory belt in Career mode.

UNLOCK MR. FUJI

Win the tag team title in Tournament mode to unlock the irrepressible Mr. Fuji as a playable character.

UNLOCK SABU

Use the Sheik in Career mode. Half way through this mode, Sabu will become available as a playable character.

JAMES BOND 007 IN AGENT UNDER FIRE

Issue 05, 7.2

UNLOCK GOLDEN GUN

Complete the Precious Cargo level with a platinum rating, collecting all the 007 icons, to unlock the Golden Gun in multiplayer mode.

UNLIMITED AMMO FOR GOLDEN GUN

Complete the Evil Summit Level with a

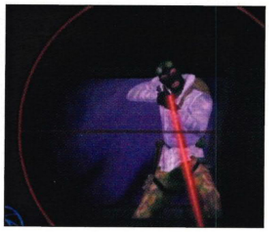
gold rating to get unlimited ammo for the golden gun.

UNLIMITED CAR MISSILES
Complete the Dangerous Pursuit level with a gold rating to get unlimited car missiles.

UNLOCK ROCKET MANOR
To unlock the Rocket Manor multiplayer map, complete the Trouble in Paradise level with a gold rating and collect all the 007 icons on the level.

PLAY AS A GUARD
To unlock the guard character for use in multiplayer mode, complete the Cold Reception level with a platinum rating while picking up all of the 007 icons in the level.

PLAY AS AN ALPINE SOLDIER
To unlock the alpine soldier character for use in multiplayer mode, complete the Streets of Bucharest level with a platinum rating and pick up all 007 icons in the level.



↑ Control this guy in multiplayer.

UNLOCK CALYPSO GUN IN MULTIPLAYER
To unlock the very-useful-indeed Calypso gun for use in the multiplayer mode, complete the Fire and Water level with a platinum rating and pick up all 007 icons in the level.

UNLOCK VIPER GUN IN MULTIPLAYER
To unlock the Viper Gun for use in multiplayer mode, complete the Bad Diplomacy level with a platinum rating and pick up all 007 icons in the level.

STAR WARS: JEDI STARFIGHTER
Issue 05, 7.4
Game Disc 06, Playable Demo and Game Movie

UNLOCK EVERYTHING
To unlock all the secrets and bonus items in the game enter the word LONGO into the code entry menu.

UNLOCK FREEFALL SHIP
To unlock the Freefall ship for use in the main game, complete the bonus objective on Act 3: Mission 1 by protecting the friendly tugs.

↑ Master code unlocks it all.

UNLOCK HAVOC SHIP
To unlock the Havoc ship for use in the main game, complete the bonus objective on Act 3: Mission 3 by destroying all of the enemy turrets.

UNLOCK ADVANCED JEDI STARFIGHTER
To unlock the Advanced Jedi Starfighter for use in the main game, complete the bonus objective on Act 2: Mission 4 by destroying all of the landers and super freighters.

UNLOCK ADVANCED ZOOMER
To unlock the Advanced Zoomer for use in the main game, complete the bonus objective on Act 2: Mission 3 by destroying all enemy freighters.

UNLOCK TIE FIGHTER
To unlock the Tie Fighter for use in the main game, complete the bonus objective on Act 1: Mission 4 by destroying all of the tractor beam towers.

UNLOCK X-WING
To unlock the X-Wing for use in the main game, complete the bonus objective on Act 1: Mission 3 by destroying all walking starfighters.

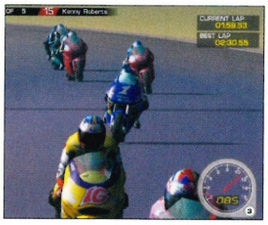
SEE A DROID BUILDING A SNOWMAN
On Act 2: Mission 2, Mt. Merakan, there are two landing platforms. Go to the one built on the side of the mountain. Get between it and the peak of the mountain, then fly over to the right side of the platform. Slightly to the right is a large pipe. If you are lined up correctly you will see a small white dot on the ground at the base of the mountain. Zoom in or fly over it and you'll see a droid happily making a snowman.

MOTO GP
Issue 04, 8.9
Game Disc 04, Playable Demo

To unlock the special riders you need to score 150,000 points on each of the tracks within the Arcade Championship game mode. Here's the list:

Suzuka, Japan: TOHRU UKAWA
Jerez, Spain: SETE GIBERNAU
Le Mans, France: ALEX CRIVILLE
Mugello, Italy: NORICK ABE
Assen, Netherlands: CARLOS CHECA
Donington, UK: SHINYA NAKANO
Sachsenring, Germany: ALEX BARROS
Brno, Czech Republic: LORIS CAPIROSSI
Valencia, Spain: MAX BIAGGI
Philip Island, Australia: VALENTINO ROSSI

Once unlocked, these riders can then be used in other game modes with the exception of GP Series and Training mode.



↑ Riders in all the colours of.

MIKE TYSON HEAVYWEIGHT BOXING
Issue 05, 7.2
Game Disc 07, Game Movie

CREATE LENNOX LEWIS
To create Tyson's nemesis, world champion Lennox Lewis, go to the create-a-boxer mode and make the following alterations to a custom boxer:

Height: 6' 4
Reach: Long
Ethnic Type: 2
Disposition: Aggressive
Stance: Orthodox
Nose Width: 4
Eye Opening: 6
Eye Slant: 6
Hair Style: 2
Hair Shape: 4
Hair Modifier: 4
Facial Hair: 7
Brows: 6
Boots: 5
Shorts: 0
Gloves: 0

YOUR OPINION

IN LIFE, MASCOTS stand as symbols of achievement and pride. Beauty queens and political candidates sometimes kiss men dressed as them. Jon liked the idea of being kissed by beauty queens so much that he phoned Microsoft to offer himself as the new Xbox mascot. But who do you think it should be?

I CLASS ABE or Munch from *Oddworld* as the Xbox mascot. Maybe Blinx will be the first one to make a serious impression. I don't want Mario or Sonic, let's go for something original.
Dodsworthboy, from the Forum

THE DAYS OF console mascots are long gone. Xbox has a chance to join the mascot trend with characters like Malice and Blinx, but in my opinion these characters are too young and weak to be recognised as mascots.
Theenoeffect, from the Forum

MASCOTS ARE AN integral part of the video game market. Nintendo saw huge success in the form of a small Italian plumber while Sega had its greatest hour with super Sonic. For these seemingly pointless ideas to become the entire symbol of a company demonstrates the value of mascots.
Helenalover, from the Forum

RECOGNISABLE GAME characters, especially console-specific mascots really help to sell consoles. People buy games with mascots because they remind them of games they have been playing for years, just with a new paint job and new features.
Sinfest, from the Forum

XBOX HAS GOT a mascot - he's big, green and Covenant-killing. Master Chief has got to be the only Xbox character that most non-Xbox owners will recognise. Let's just see someone in a suit dress up as him outside Microsoft HQ!
Goweb, from the Forum

HAVING A MASCOT didn't save Sega's Dreamcast at the end of the day.
Devlin, from the Forum

BACK IN THE day of the Super Nintendo and Mega Drive, the most successful games were platformers with cute, colourful characters. These days, we have a much more diverse range of games to choose from. There is no point in having one character to represent a console.
Adt800, from the Forum

NEXT MONTH'S TOPIC: With *Spy Hunter*, *Barbarian* and *Gauntlet* making a return, what retro game would you like to get an Xbox update? Send your opinion via email to **ben.talbot@oxmuk.co.uk** with 'Your Opinion' as the subject. Or send it to Your Opinion, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP. Or check the forum at **www.officialxboxmagazine.co.uk**

CHANNEL-HOPPING: 'MASCOT' IS DERIVED FROM THE FRENCH WORD *MASCOTTE*, MEANING 'AMULET OR CHARM'.

play:more

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OFFICIAL UK XBOX MAGAZINE Game Clubs

GAME CLUBS is your essential guide to the newest ways to play, unlocking the most elusive secrets and finding the cool stuff that isn't in the manual.

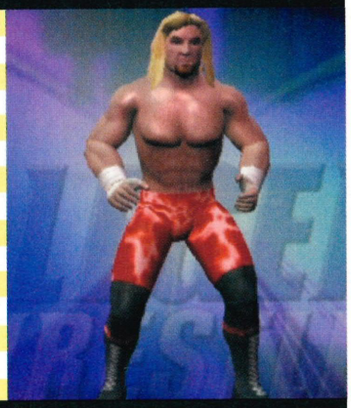
If you think you've played an Xbox game to completion, think again. Use your imagination, guile and game-playing skill to unlock hidden characters, bonus levels and unexpected glitches. You are the pioneers of Game Clubs and Xbox is your uncharted territory.

We've made a few changes to Game Clubs. Play:More Reviews lets you rate Xbox games, and your Xbox achievements feature in Champions of Play:More. This month, the winners of the *Halo* compo in Issue 02 get their moment of glory.

CLUB LEGENDS OF WRESTLING

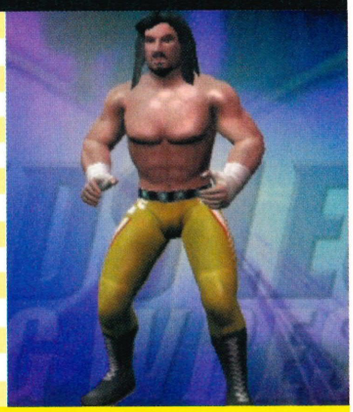
ONE OF THE best features in *Legends of Wrestling* is the comprehensive Create-A-Legend mode. Each month, we'll be featuring your custom wrestlers, from the golden greats to the current stars of the WWE. If you can't come up with your own, simply request your favourite wrestler and we'll build him for you.

CHRIS JERICHO 'Y2J' (WWE)



BODY TYPE: Average
SKIN: Ripped
SCALP HAIR: Shoulder Length 1 (Yellow)
FACIAL HAIR: Goatee 7 (Brown)
RIGHT ARM - GLOVE: Cast (White)
RIGHT ARM - WRIST: Tape (White) Note: Move it to the bottom of his arm.
LEFT ARM - GLOVE: Cast (White)
LEFT ARM - WRIST: Tape (White) Note: Move it to the bottom of his arm.
PELVIS - TIGHTS: Billy Graham (Red)
RIGHT LEG - KNEE: Bandages (Black)
RIGHT LEG - BOOT: High Boot (Black)
LEFT LEG - KNEE: Bandages (Black)
LEFT LEG - BOOT: High Boot (Black)

EDDIE GUERRERO (WWE)



BODY TYPE: Average
SKIN: Normal
SCALP HAIR: Shoulder Length 1 (Black)
FACIAL HAIR: Goatee 8 (Brown)
RIGHT ARM - GLOVE: Cast (White)
RIGHT ARM - WRIST: Tape (White) Note: Move it to the bottom of his arm.)
LEFT ARM - GLOVE: Cast (White)
LEFT ARM - WRIST: Tape (White) Note: Move it to the bottom of his arm.
PELVIS - TIGHTS: Legion Of Doom (Black)
PELVIS - BELT: Stones
RIGHT LEG - BOOT: High Boot (Black)
LEFT LEG - KNEE: None
LEFT LEG - BOOT: High Boot (Black)

MOST FAMOUS MATCH

CHRIS JERICHO AND Eddie Guerrero's most famous confrontation was on September 14, 1997 at Winston-Salem, North Carolina, USA. Jericho lost the WCW Cruiserweight title, thanks to Guerrero's spectacular, high-flying offensives.

Next month's Game Disc features our *Legends of Wrestling* custom character rumble movie. Xbox Man and Paul 'The Python' Wilson take on Fanboy and 'Above Average' Ben Talbot in a hardcore rules, four-way dance.

WE WANT YOU!

DON'T KEEP THE GOOD stuff to yourself. Share it with the rest of the Play:More community and become a member of the Game Clubs. Inform us however you see fit - emailed instructions, written notes, diagrams, photos or even videos. Do whatever it takes to get your message across You'll earn the respect you deserve.

See page 113 for details of how to photo or video your games. Join Game Clubs at **ben.talbot@oxmuk.co.uk** (subject line 'Game Clubs') or send us your stuff along with the coupon opposite to: Game Clubs, Official UK Xbox Magazine, Top Floor, 99 Baker Street, London, W1U 6FP. Include a photo of yourself with Play:More Reviews.

CHAMPIONS OF play:more

THANKS TO EVERYONE who sent in tapes for Issue 02's *Halo* competition - the winning entries can be seen on this month's Game Disc, and it's something you absolutely have to see. Next month, we'll show you what happened when the winners visited our offices for a massive 16-player *Halo* battle. It's eye-popping stuff.

As a taster, we're proud to present a few of the entries from the first Champions of Play:More: Elliot Lock, Ted Timmins and Othman Izagaren.

↑ **Perfect timing is essential.**

DRIVING ON TOP OF THE SILENT CARTOGRAPHER

LOTS OF PEOPLE know how to get on top of the Silent Cartographer and how to do a Warthog jump (see last month's feature), but these guys put the two tricks together. With one player positioned on top of the Silent Cartographer, it's possible to jump into the Warthog when it lands on top of the Cartographer and start driving before the Warthog rolls off.

↑ **Super Master-Chief Bros?**

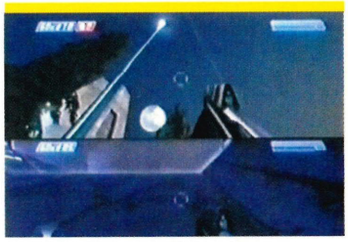
JUMP ON THE SPINNING RING

PLAY THE CAMPAIGN mode with a friend and do the Pelican trick (see last month's Game Clubs) at the start of Assault on the Control Room. While you are flying away inside the Pelican, get the other player to kill himself. As the Pelican's wing clips the side of the ring, your friend spawns on the ring. See how long he can stay on...

↑ **A jumping Ghost leads you to glitches.**

GET OUT OF SIDEWINDER

IN MULTIPLAYER MODE, play Sidewinder and park a Warthog on any of the upper ledges, as close to the cliff wall as possible. Leave the Warthog in position and drive straight towards it in a Ghost. As you collide with the Warthog, you'll often fly upward and straight over the edge of the map. You won't die but the graphics will become glitchy and you'll be able to see through the cliff walls.



↑ **Warthog on top of the plasma stream.**

SCORE A WARTHOG FIELD GOAL

WE NEVER THOUGHT it was possible, but the Three Musketeers (as Elliot's dad told us the lads are known) managed to Warthog jump on top of the giant plasma spark on the level Halo: Arrival. With perfect timing, the spark hits the Warthog, knocking it higher and further than we've ever seen. Amazing stuff.

THANKS TO EVERYONE who sent in *Halo* footage - there's a full list of contributors on the Game Disc.

CLUB DEAD OR ALIVE 3

EVERY MONTH WE tell you how to unlock more hidden costumes. NB: The items mentioned are found only in Survival mode, appearing when you unleash heavy attacks and ground attacks.

BRAD WONG COSTUME 3: WHITE KUNG FU GI

COLLECT THE silver Xbox item or earn 20-plus victories in Survival mode with Brad Wong. Select costume 3 on the character select screen and press the X button.

TINA COSTUME 3: SEXY COWGIRL

EARN A GOLD medal in Time Attack mode with Tina. To earn gold, you have to complete the mode in less than three minutes. Alternatively, you can collect the silver Xbox item or earn 20-plus victories in Survival mode with Tina. Select costume 3 on the character select screen and press the X button.

BASS COSTUME 3: RIDICULOUS VIKING

COLLECT THE silver Xbox item or earn 20-plus victories in Survival mode with Bass. Select costume 3 on the character select screen and press the A button.

LEON COSTUME 3: ROMAN GLADIATOR (GREY)

COLLECT THREE plant pot items in Survival mode with Leon. Select costume 3 on the character select screen and press the A button.

LEON COSTUME 3: ROMAN GLADIATOR (GOLD)

COLLECT THREE plant pot items in Survival mode with Leon. Select costume 3 on the character select screen and press the X button.

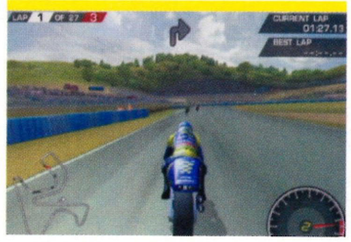
BAYMAN COSTUME 3: SCUBA DIVER

COLLECT THE silver Xbox item or three watch items in Survival mode with Bayman. Select costume 3 on the character select screen and press the A button.

PLAY:MORE REVIEWS

HAVE YOU EVER wanted to be a games reviewer? Now we're giving you the opportunity to do exactly that in Play:More Reviews. If you disagree with Ed, Steve or Jon's reviews, tell us why and give each game a score out of 10. Send your reviews, no longer than 100 words, along with a portrait-style photo of yourself to the usual address (see We Want You on page 126).

The best review next month will win a selection of E3 Xbox goodies including an A4 document case, a *Tork* t-shirt and a *Psychonauts* poster signed by LucasArts veteran Tim Schafer.



↑ Moto GP scores highly.

MOTO GP

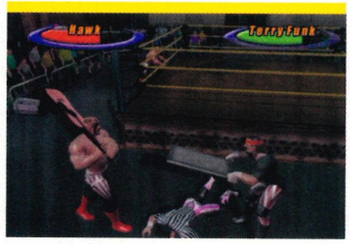
BY JOHN BRIGHT, CARDIFF

MOTO GP MOTORCYCLES are two-wheeled guided missiles driven by lunatics who like rubbing their backsides against asphalt.

There are comprehensive race options and the controls are a perfect blend of simulation and arcade It's even possible to pull off power slides, previously the domain of car racers.

Banking is precise and easy, while braking is also handled wonderfully. The computer riders offer a stiff challenge at the higher difficulty levels, making for competitive races. Graphically, the game looks wonderful with detailed bikes, incredible weather effects and circuits reproduced to exacting levels.

SCORE: 8.5 / 10



↑ Hardcore rules.

LEGENDS OF WRESTLING

BY STEVE DRYSDALE, VIA EMAIL

EASILY ACCESSIBLE menus let you straight into the action of *Legends of Wrestling*. There are over 40 wrestling heroes, including Hulk Hogan and Rob Van Dam.

The graphics are cartoon-like but still look impressive. Unfortunately, the wrestlers' entrances are poorly done, a quick walk and they're over. The animation is also a bit choppy and disjointed. Doing basic moves is easy, but complicated moves are as hard as nails to pull off.

The Create-A-Legend mode is a nice extra touch but it does not improve the game. Music and sound effects are poor and the blood effects don't make the game any more exciting. You can include your own music tracks as entrance themes.

SCORE: 5.0 / 10

↑ Eat my punch, spider foe.

SPIDER-MAN: THE MOVIE

BY MATT GRIMSON, BRIDGNORTH, SHROPS

THE FIRST TWO words that come to mind when I think of multi-format movie-licensed games are 'totally' and 'rubbish', but the more I played *Spider-Man*, the more my preconceptions disappeared.

There are 24 levels, set in locations including a chemical factory, a warehouse full of goons and a flaming clock tower.

Controls are easy to use, but the incredibly annoying camera has a mind of its own. In your combat artillery you have 25 three-button combos which are unlocked by collecting gold spiders.

Spider-Man is a whole lot of fun and will keep you interested for a long time. However, for sophisticated gamers, the highest difficulty setting might be too easy.

SCORE: 7.7 / 10

STAR REVIEW
MATT HAWTIN wins a collection of Xbox goodies for his excellent review.

↑ "Hi, I'm Matt Hawtin."

MOTO GP

BY MATT HAWTIN, SHEFFORD, BEDS

GETTING INTO Moto GP is fairly straightforward. You can either choose a quick race or go the whole hog and enter the 10-round championship, where you also get to style and customise your motorcycle.

The graphics are very lush indeed, with detailed textures and lighting effects. Although the tracks are a bit sparse, they are true to life and whiz past at an alarming rate, especially when you hit 220kph and everything starts to go blurry. There are 19 bikes to race against and you can also take on the CPU with up to four players, which makes races more fun.

The AI is very easy to beat, but after the first two difficulty settings, things get very tough indeed. The engine sounds aren't very pleasing to the ear but they are realistic, especially during the insane inside view that makes you start to feel sick after a lap or two.

Moto GP is an excellent racing game that will last a long time.

SCORE: 8.9 / 10

ISSUE 06 DEAR GAME CLUBS,

Here is my membership for Club .....

Please print my sneaky ideas and game play hints.

A DESCRIPTION OF MY CHEAT, HINT OR WACKY GLITCH: Use extra paper if needed

.....

.....

.....

.....

If you want to demonstrate that you're a *Halo* master, send us your custom multiplayer games.

Complete the list below by circling each option where appropriate.

HERE IS MY MULTIPLAYER SETUP FOR HALO:

GAME TITLE: .....
(circle options below as appropriate)
GAME TYPE: SLAYER, TEAM SLAYER, FLAG, ODDBALL, INVASION
TEAM PLAY: YES or NO
KILLS TO WIN: 5, 10, 15, 25
DEATH BONUS: YES or NO
KILL IN ORDER: YES or NO
NUMBER OF LIVES: 1, 3, 5, INFINITE
MAX HEALTH: 50%, 100%, 150%, 200%, 300%, 400%
SHIELDS: YES or NO
RESPAWN: 5, 10, 15, INSTANT
RESPAWN TIME GROWTH: 5, 10,15, NONE
ODD MAN OUT: YES or NO
INVISIBLE PLAYERS: YES or NO
SUICIDE PENALTY: 5, 10, 15, NONE
INFINITE GRENADES: YES or NO
VEHICLE SET:
WARTHOG, GHOST, SCORPION, ALL
WEAPON SET: ROCKETS, SHOTGUNS, HUMAN, NORMAL, PISTOLS, RIFLES, SNIPER, NO SNIPING, PLASMA
STARTING EQUIPMENT: CUSTOM or GENERIC
OBJECTIVE INDICATOR: NONE, MOTION TRACKER, NAV POINTS
OTHER PLAYERS ON RADAR: YES or NO
FRIEND INDICATORS : YES or NO
ADDITIONAL RULES:

.....

MY NAME .....
MY ADDRESS .....

.....

.....

EITHER CUT out, photocopy or draw out this coupon, fill it in where appropriate, and send it to Game Clubs 06, *Official UK Xbox Magazine*, Top Floor, 99 Baker Street, London, W1U6FP.

WRESTLING LEGEND: OVER 2000 YEARS AGO, THE ANCIENT GREEKS DEVELOPED A BRUTAL FORM OF ALL-OUT COMBAT NAMED PANKRATION, WHERE ANYTHING WAS ALLOWED EXCEPT FOR BITING AND GOUGING. REFEREES WERE ARMED WITH ROPES TO ENFORCE THE RULES, AS WELL AS FOR SELF-DEFENCE.

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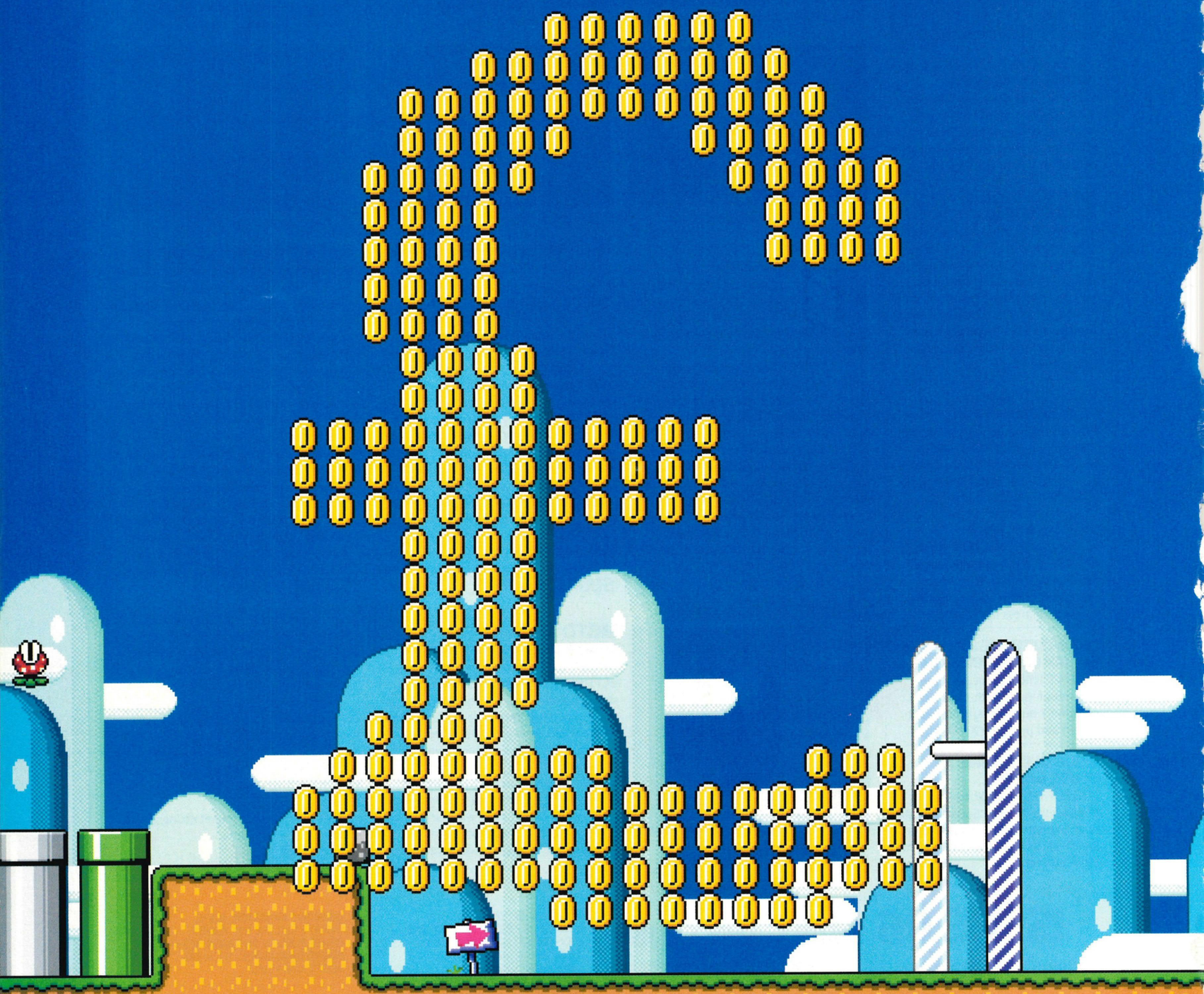

A license to kill (the games industry)

E113: Why you'll be the death of us.

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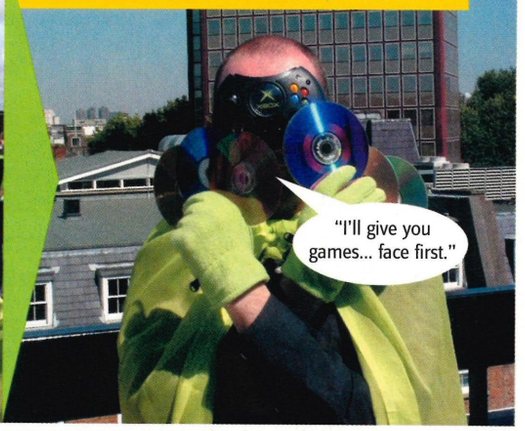
THE CONTINUING ADVENTURES OF XBOX MAN

Xbox man faces up to Fanboy's clone army with gusto.

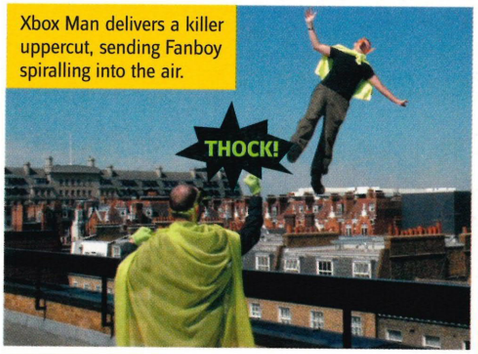
Drawing on the ever-burgeoning Xbox back catalogue, he arms himself with handfuls of deadly DVDs.



But the Fanboy army remains unimpressed by Xbox Man's proud display.

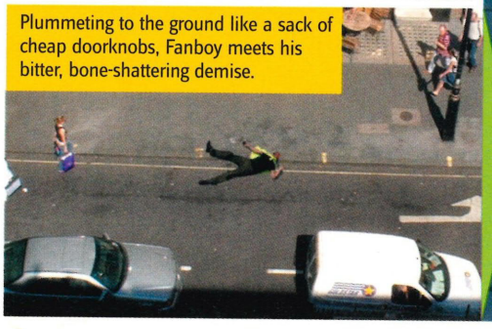
"I'LL BUILD A MOUNTAIN OF CORPSES."

Xbox Man delivers a killer uppercut, sending Fanboy spiralling into the air.



It's the end of Fanboy!!!! Or is it...? Yes, yes it is. Xbox Man celebrates in awesome, sexy style...

Plummeting to the ground like a sack of cheap doorknobs, Fanboy meets his bitter, bone-shattering demise.



NEXT MONTH
In OFFICIAL UK XBOX MAGAZINE

CONFLICT DESERT STORM

Read the review, play the game, kick Iraqi ass.

PLUS!

3 PLAYABLE DEMOS!

ENCLAVE, CONFLICT DESERT STORM AND STREET HOOPS

BATTLE ENGINE AQUILA
Interview with Jeremy Longley, head honcho at developer Lost Toys

MATT HOFFMAN'S PRO BMX 2
It's finally here and it's reviewed next month!

RACING EVOLUZIONE
A blisteringly fast racing game with Italian design values

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"Instantly enjoyable"
Official XBOX Magazine

PREPARE TO BE HUNTED

SPY HUNTER

PlayStation 2 XBOX NINTENDO GAMECUBE

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