Official Xbox Magazine

9 Games To Play!

PLAY TRIAL VERSIONS OF... Forza Motorsport, Star Wars: Republic Commando, Outlaw Golf 2, Worms Forts: Under Siege, Prince of Persia: Warrior Within, The Chronicles of Riddick: Escape From Butcher Bay, Conflict: Vietnam, Dead or Alive Ultimate and Sudeki

CONTENT DOWNLOAD 5 New Playable Game Saves! Tony Hawk's Underground 2, Tenchu: Return From Darkness, Terminator 3: Redemption, Tiger Woods PGA Tour 2005 and Deus Ex: Invisible War

Exclusive Shots!

Tom Clancy's Rainbow Six 4, Medal of Honor: Dogs of War, Mercenaries, Forza Motorsport, Doom 3, Hitman: Blood Money, plus loads more...

OFFICIAL PLAYABLE FIRST

FORZA MOTORSPORT™

World-exclusive roadtest of the amazing new racer that will run Gran Turismo off the track!

ONLY ON XBOX

ISSUE 38 JAN 2005 £5.99

REVIEWS: MECHASSAULT 2: LONE WOLF, CALL OF DUTY: FINEST HOUR, SCRAPLAND, OUTLAW GOLF 2, LIMONY SNICKET'S... & MORE!
GUIDE: CALL OF DUTY: FINEST HOUR

© SNK PLAYMORE 2003 © CAPCOM CO., LTD. 2003 ALL RIGHTS RESERVED "SNK VS. CAPCOM SVC CHAOS" is manufactured and distributed by SNK PLAYMORE CORPORATION under license from Capcom Co., LTD. "SNK" is a registered trademark of SNK PLAYMORE CORPORATION. "CAPCOM" is a registered trademark of Capcom Co., LTD. Published by Ignition Entertainment Limited. Microsoft, XBox, Xbox Live, and the XBox and XBox Live logos are either registered trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PS" family logo and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. www.ignitionent.com

Official Xbox Magazine

OFFICIAL
THE BEST XBOX NEWS AND REVIEWS

PLAYABLE
THE EXCLUSIVE SOURCE FOR XBOX TRIAL GAMES

FIRST
NEWS, PREVIEWS & REVIEWS BEFORE ANYONE ELSE

What's in it for you

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

BEING THE *OFFICIAL Xbox Magazine* means we're in the best position to give impartial, honest reviews and scores to base your buying decisions on. We don't do deals for access to finished games.

MICROSOFT HAS no access to, or influence over *Official Xbox Magazine*. Its involvement ends once it provides the magazine materials we need and it only reads our reviews when you do.

HOWEVER, BECAUSE we are the *Official Xbox Magazine*, we have unprecedented access to the newest Xbox games in development and the people who are making them.

WE HAVE A HUGE global network of games journalists visiting games developers wherever they are and reporting exclusively for the *Official Xbox Magazine* World Network.

WE BELIEVE that the readers of *Official Xbox Magazine* are one of our most important assets. We want to be a place where your opinions and expertise can be shared with the Xbox community.

www.officialxboxmagazine.co.uk

Bumper Issue!

IT'S THE GAME that Microsoft don't want to call the *Gran Turismo* beater, but that's exactly what we'd call *Forza Motorsport!* Especially now that *Gran Turismo 4* has dropped its support for PS2 online play, while *Forza* will roll out with masses of superb Xbox Live features, including not only head-to-head racing for up to eight players, but also online exchange of the detailed, player-customised cars.

On the disc this month you can take *Forza* for a spin, with a fantastic 12 performance cars to race around the Laguna Seca circuit and an introduction to the car customisation options that will bolster the full game in spring 2005. Find out the latest tweaks to *Forza*'s deep game mechanics in our exclusive feature on page 054 and try your luck in the playable demo to win a VIP Formula One Race Day on page 088.

The rest of the issue this month can be considered something of a shooter special, with the first playtest of *Doom 3*'s Xbox-exclusive co-operative mode on page 022, exclusive shots and details of the new *Rainbow Six: Lockdown* on page 050, the world-exclusive review of *MechAssault 2: Lone Wolf* on page 062 (Live-enabled demo next issue) and first looks at *Hitman: Blood Money* (page 008) and *Medal of Honor: Dogs of War* (page 047). With the latest on *Project: Snowblind*, *Mercenaries* and *Black Hawk Down*, the review and full guide to *Call of Duty: Finest Hour*, and a playable demo of *Star Wars: Republic Commando*, we hope you like shooters as much as you always have, because 2005 is going to be the biggest gun salute yet on Xbox and we're about to light the fuse right now. Remember, *Halo 2* is not the end – it's just got the shooting party started!

See you next month,

STEVE BROWN
EDITOR, *OFFICIAL XBOX MAGAZINE*

IN THIS ISSUE

SUPER MONKEY BALL DELUXE
Chuck out the chimps 010

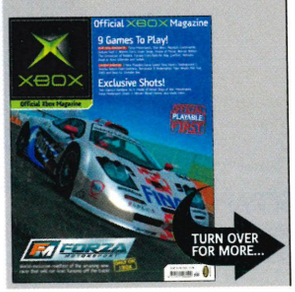
SCRAPLAND
US robotic review on page 068

RAINBOW SIX: LOCKDOWN
Testing terrorists everywhere 050

FORZA MOTORSPORT
Pimping your ride 054

OUTLAW GOLF 2
Review and playable demo 078

CALL OF DUTY: FINEST HOUR
It's a Nazi old business 076



MEDAL OF HONOR: DOGS OF WAR

EA takes the fight to *Call of Duty* and *Brothers in Arms* with the next in its World War II shooter series. First ever shots in our exclusive interview!

047

↑ RAINBOW SIX: LOCKDOWN 050

↑ CALL OF DUTY: FINEST HOUR 076

Contents38

SCRAPLAND

Massive review of the chaotic comedy that's *GTA* with robots! Possess staplers and build combat ships from robo-junk!

068

MECHASSAULT 2: LONE WOLF

More robot wars stomp into the reviews section with our world-exclusive on this stunning sequel that's very *Halo 2*.

062

Play:More On the Disc 38

On The Disc: Playable

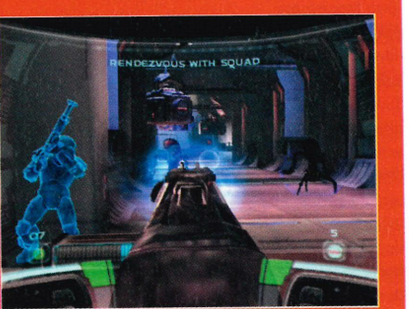
Forza Motorsport, Outlaw Golf 2, Star Wars: Republic Commando, Worms Forts: Under Siege, Prince of Persia: Warrior Within, Conflict: Vietnam, The Chronicles of Riddick: Escape From Butcher Bay, Sudeki, Dead or Alive Ultimate

Game Saves:
Tenchu: Return From Darkness, Deus Ex: Invisible War, Terminator 3: Redemption, Tony Hawk's Underground 2, Tiger Woods PGA Tour 2005

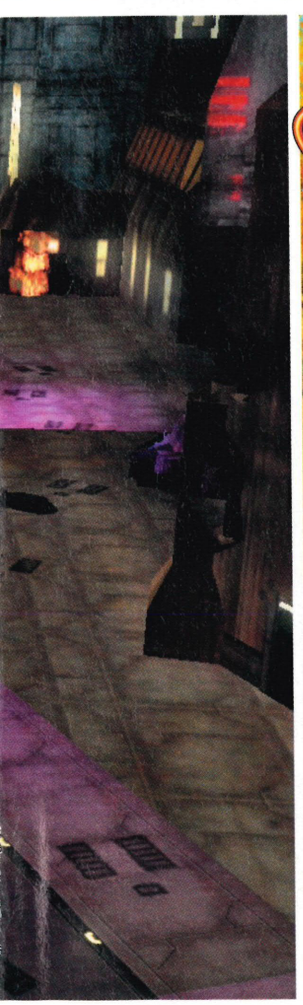
Movies:
Brothers in Arms, MechAssault 2: Lone Wolf, Scrapland...

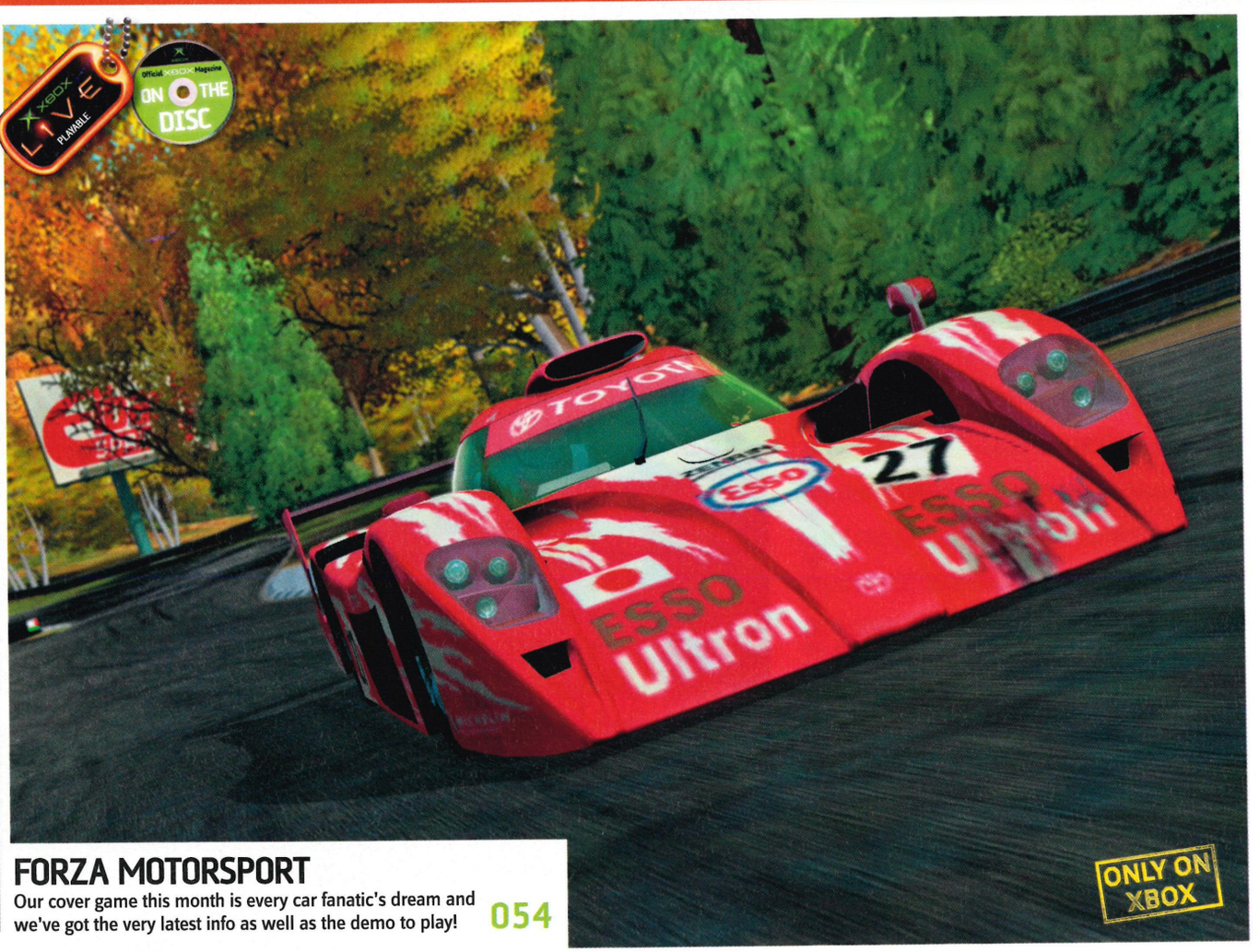
YOUR DISC GUIDE STARTS ON PAGE 084

↑ DEMO GUIDE - FORZA MOTORSPORT 085



↑ DEMO GUIDE - STAR WARS: REP. COMM 086





FORZA MOTORSPORT

Our cover game this month is every car fanatic's dream and we've got the very latest info as well as the demo to play! 054

GAME INDEX

A-Z listings of every featured game

Alien vs Predator: Extinction	87
Area 51	24
Automaniacs	18
Black	21
Call of Duty: Finest Hour	76, 106
Close Combat: First To Fight	25
Cold Fear	18
Conflict: Vietnam	87
Constantine	34
Dead or Alive Ultimate	87
Delta Force: Black Hawk Down	14
Deus Ex: Invisible War	86
Doom 3	22, 23
Driv3r	87
ESPN NBA 2K5	72
ESPN NFL 2K5	73
ESPN NHL 2K5	73
Fear & Respect	20
FIFA Football 2005	92
Fight Club	96
FlatOut	100
Forza Motorsport	54, 85, 88
Halo 2	15, 27
Hitman: Blood Money	8
GoldenEye: Rogue Agent	95, 104
Guilty Gear X2: Reload	97
Jade Empire	20
James Bond 007: Nightfire	101
King Arthur	79
Lego Star Wars	30
Lemony Snicket's A Series of Unfortunate Events	66
MechAssault 2: Lone Wolf	62
Medal of Honor: Dogs of War	47
Mercenaries	36
Mortal Kombat: Deception	94
Need For Speed Underground 2	97, 100
Oddworld Stranger's Wrath	35
Otogi 2: Immortal Warriors	25
Outlaw Golf 2	78, 85
Playboy: The Mansion	31
Pool Shark 2	94
Prince of Persia: Warrior Within	87
Pro Evoloution Soccer 4	14, 93
Project Gotham Racing 2	87
Project: Snowblind	33
Robotech: Invasion	100
Rugby 2005	18
Scrapland	68, 101
Shrek 2	100
Star Wars Battlefront	100, 114
Star Wars: Episode III	22
Star Wars: Republic Commando	86
State of Emergency 2	31
Sudeki	87
Super Monkey Ball Deluxe	10
Syberia II	67
Tenchu: Return From Darkness	86
Terminator 3: Redemption	86
The Chronicles of Riddick: Escape from Butcher Bay	100
The Dukes of Hazzard: Return of the General Lee	100
The Incredible Hulk	34
The Incredibles	100
The Simpsons: Hit & Run	101
The Urbz: Sims In The City	100
Tiger Woods PGA Tour 2005	86
Tom Clancy's Ghost Recon 2	95, 100
Tom Clancy's Rainbow Six: Lockdown	50
Tony Hawk's Underground 2	86
UEFA Champions League	15
Unreal Championship 2: The Liandri Conflict	24
WarDevil	21
Worms Forts: Under Siege	86, 96
Wrestlemania 21	21

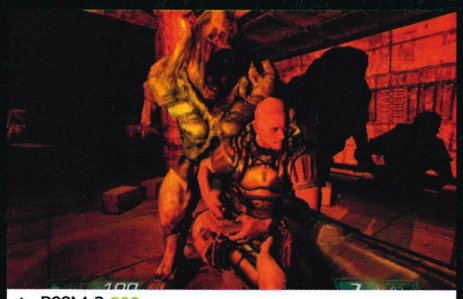
For a fantastic offer to subscribe to *Official Xbox Magazine*, saving yourself a wedge of cash and getting it delivered to your door, turn to page 044 right now. Make the most of our New Year Sale offer! There you'll also find details of our Back Issues service, in case you've missed a vital review or guide.

First Look

008 Hitman: Blood Money
010 Super Monkey Ball Deluxe

News

012 Xbox about to break Japan
014 Black Hawk Down, Pro Evo 4
015 Halo 2, UEFA Champions League
018 Cold Fear
020 Fear & Respect, Jade Empire



↑ DOOM 3 022

022 Live News: Doom 3
024 Gallery: Area 51, Unreal Championship: TLC
025 Gallery: Otogi 2: Immortal Warriors, Close Combat: First to Fight
027 Agent X, Covenant codes
038 Charts

Previews

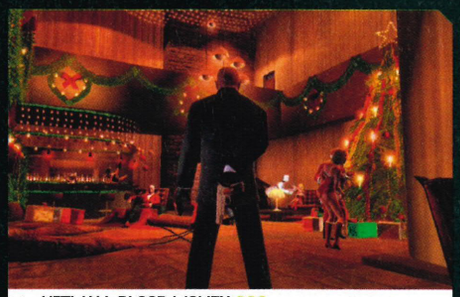
030 Q&A: Lego Star Wars
031 Playboy: The Mansion, State of Emergency 2
033 Project: Snowblind
034 The Incredible Hulk, Constantine
035 Oddworld Stranger's Wrath
036 Mercenaries

Features

047 Exclusive Access: Medal of Honor: Dogs of War
050 Exclusive Access: Tom Clancy's Rainbow Six: Lockdown
054 Exclusive Access: Forza Motorsport

Reviews

062 MechAssault 2: Lone Wolf
066 Lemony Snicket's A Series of Unfortunate Events
067 Syberia II
068 Scrapland
072 ESPN NBA 2K5

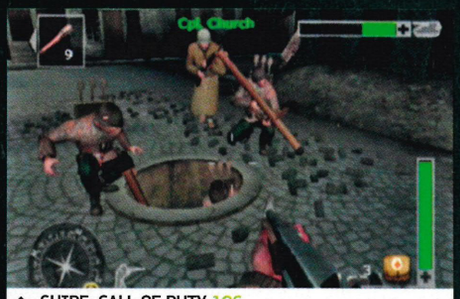


↑ HITMAN: BLOOD MONEY 008

073 ESPN NHL 2K5 / ESPN NFL 2K5
076 Call of Duty: Finest Hour
078 Outlaw Golf 2
079 King Arthur
080 Hardware

Play:More

085 On The Disc: Forza Motorsport, Outlaw Golf 2
086 On The Disc: Star Wars: Republic Commando, Worms Forts: Under Siege
087 On The Disc: Bonus Demos
088 Win a VIP F1 day with Forza
090 Xbox Live Calendar
091 Gamertag Network
092 Live Reviews: FIFA 2005
093 Live Reviews: Pro Evo Soccer 4
094 Live Reviews: Mortal Kombat: Deception, Pool Shark 2
095 Live Reviews: Ghost Recon 2, GoldenEye: Rogue Agent
096 Live Reviews: Worms Forts: Under Siege, Fight Club
097 Live Reviews: NFSU2, Guilty Gear X2 Reload
100 Hints and Cheats
102 Your Shout
104 10-minute Masterclass: GoldenEye: Rogue Agent
106 Masterclass: Call of Duty: Finest Hour



↑ GUIDE: CALL OF DUTY 106

Regulars

040 Letters
044 Back Issues / Subscriptions
082 Reviews Directory

EA SPORTS BIG

← Think you know what's up?

The game's played in the streets, but it's won in the air.

The high flyin' football season takes off at easportsbig.co.uk/nflstreet2

PlayStation 2 | XBOX | NINTENDO GAMECUBE

NFL | PLAYERS INC

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. © 2004 NFL Properties LLC. Team names/logos are trademarks of the teams indicated. All other NFL-related trademarks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2004 PLAYERS INC. "PlayStation" and the "PS" Family logo are registered trademarks of Sony.

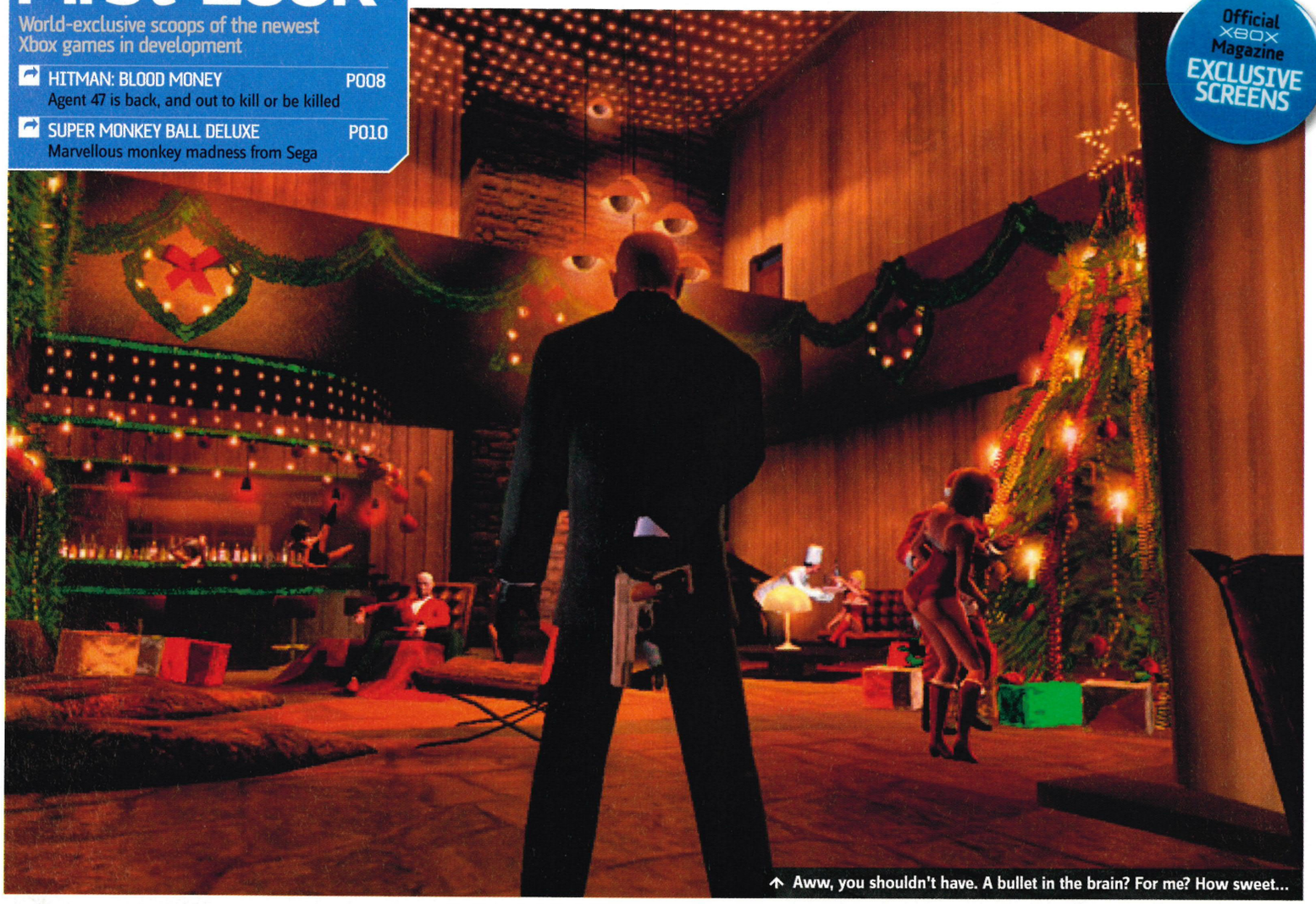
First Look

World-exclusive scoops of the newest Xbox games in development

HITMAN: BLOOD MONEY P008
Agent 47 is back, and out to kill or be killed

SUPER MONKEY BALL DELUXE P010
Marvellous monkey madness from Sega

Official Xbox Magazine EXCLUSIVE SCREENS



↑ Aww, you shouldn't have. A bullet in the brain? For me? How sweet...

Hitman: Blood Money

Slaphead's back everybody! Run for cover!

Dev: IO Interactive | Pub: Eidos
Release: Spring 05 | Live: None
Players: 1

WE'VE MISSED the man who never misses. Without his suits, bowling ball bonce and Routemaster surname, the world hasn't been the same. But Agent 47 returns to a darker time, where the hunter becomes the hunted, and we're going to pull out every stop to save his Brasso-buffed head.

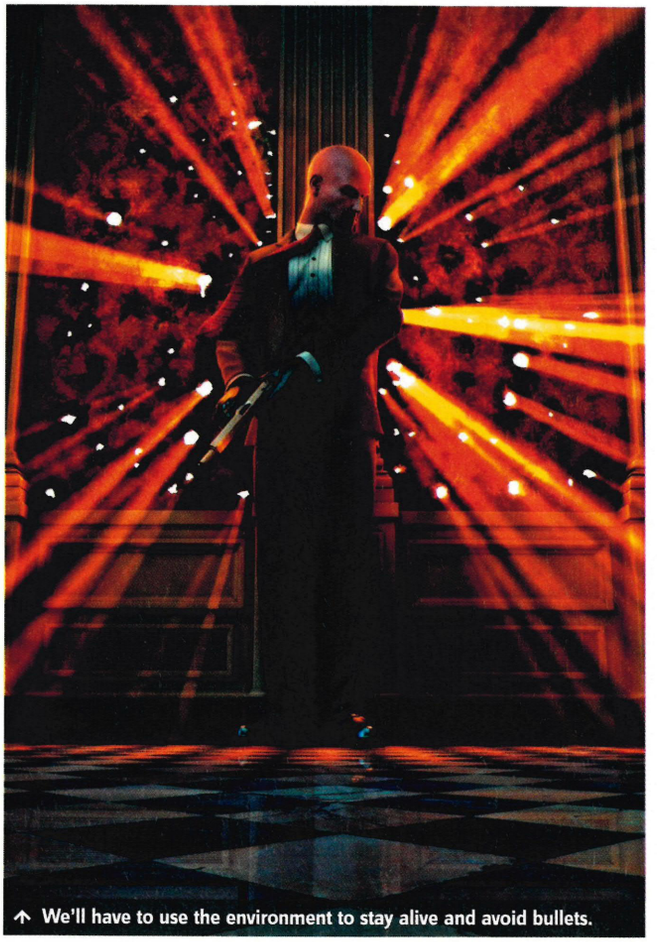
For the first time in a *Hitman* game, there are serious consequences for cock-ups. Beforehand it was still theoretically possible to complete a mission even if 47 was spotted, but this time around those NPCs are smart. Dead smart.

If 47 screws up a kill, there are a number of chain reactions that take place from that point onwards. If you're tactless about your business, word will soon spread throughout the NPCs that you're a danger. It's this life-endangering gossip which makes every person in the game a potential threat, but it is also this gossip that, strangely enough, 47 will be able to use to his advantage.

If a kill goes badly, people will soon know about it, which includes those people who will be willing to help for cash. With the money earned throughout missions completed without 'mess', Agent 47 will be able to bribe and cover up those that do go awry. Developer IO is keeping hush as to how this will be implemented, but there are a few theories. Perhaps 47 will be able to pay people to claim responsibility, or bribe binmen into taking away the corpse. Thankfully, many missions can be accomplished in such a way that they look like freak accidents. If you succeed in giving the appearance that these kills were all acts of God, there's every chance 47 will be able to walk around freely without ever raising suspicion. But anyone who's played the previous games will know that's highly unlikely.

The money system isn't just about covering up tracks though; there are vast rewards for spending wisely on equipment. 'Blood money' can be spent on upgrading pieces of kit or buying new weapons. One vital piece 47 must care for is his sniper rifle. Rasmus Hoengaard, game director for *Blood Money* told us, "We've a core set of armaments, a large number of which will have upgrades. These include things like precision, power, and bullet capacity to name a few. I can't tell you about all the weapons at the moment, I love the M4A1. It's a very colourful and versatile weapon that can be modified and pulled in a more sniper-like direction."

According to IO, there are 'very many' weapons and a 'great number' of different items that can be combined and mixed to create every level of lethal, upgradeable, killing apparatus. But, while there are new upgrades and seemingly unstoppable killing weapons, the devilish *Hitman* gameplay dynamics remain. 47 will still have to get close to the (often well-guarded) targets and, although relative calm may reign until the bullets start flying, all hell is guaranteed to once again break loose. Better dust off that violin case again then, hadn't we?



↑ We'll have to use the environment to stay alive and avoid bullets.

↑ This Christmas-themed level will be full of anything but seasonal cheer and goodwill to all men once Agent 47 gets in on the party.

Bonus info

HEADING FOR TROUBLE

News regarding whether Agent 47 will once again be assassinating people with turbans or impersonating Sheiks has yet to be announced. We've got a funny feeling we won't be seeing any of it this time around though...

I-SPY

Rumour has it that in *Blood Money* Agent 47 finds out that his secret web of underground contacts has been infiltrated by a mole. He'll have to kill the double agent, before the double agent kills him.

POTTING SHED

With Agent 47 on the run and NPCs now smart enough to spot him out, it's unlikely he'll keep his entire stash of weapons in a potting shed as before. Maybe he won't even have a permanent arsenal, and that'd be interesting!

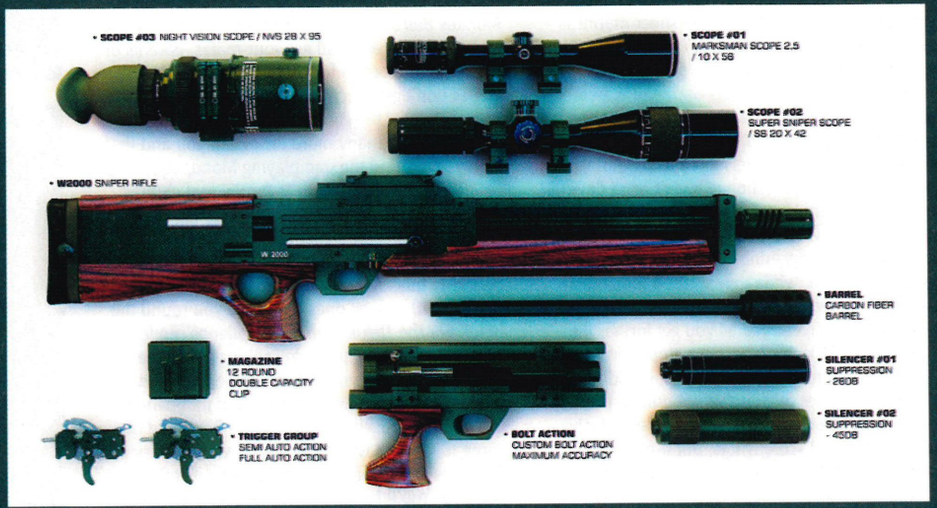
↑ Once again we'll have to scope out a hit and learn all the exits before moving in.

↑ One too many sherries and it will look like an accident... exactly what 47 wants.

The Art Of Killing

This is Agent 47's rifle and all its upgradeable goodness...

AGENT 47'S KIT will increase as he buys and finds upgrades to his standard sniper rifle. These will come in various shapes and sizes, and range from improved silencers to assisted triggers (ideal of those fully, or semi-automatic moments). Agent 47 will also have to find close-range silencers with superior suppression so no victim's cronies will hear the sound of the gun from the next room (or next chair in some cases). Our hero will also be able to buy improved sniper scopes, night vision scopes, and double-round magazine clips. Hopefully all this gadgetry will mean that poor old Santa doesn't feel a thing when he's taken out by our favourite slaphead. Failing that of course, we can always forgo the gun and simply push him to his death or snap his neck.



↑ When we're not pushing Santa to his death, we can try collecting all the parts to this baby.

HEAD SHOT! SATORU FUSHIKI WAS HIT BY A BULLET IN HIS LEFT EYE ON 23 JANUARY 1943. HE'S STILL ALIVE TODAY, WITH THE BULLET IN HIS SKULL. HE HOLDS THE WORLD RECORD FOR LIVING THE LONGEST TIME WITH A BULLET IN THE HEAD.

↑ Control the monkey's glide in for a smooth landing on the target.

Super Monkey Ball Deluxe

Exclusive play of the biggest Monkey Ball game ever!

Dev: Sega	Pub: Sega
Release: March 05	Live: None
Players: 1-4	

POPPING *SUPER Monkey Ball Deluxe* in your Xbox is like opening a bag of monkeys in the lounge - you can't help but laugh at the comedy that plays out in front of you. Everything from the classic Sega Japanese presentation to the sheer madness of the mini-games is off its head. And that's what makes this bonkers puzzle game so unique.

SMB 1 and *2* appeared on GameCube, but Sega has now released a souped-up version on Xbox that incorporates both games and then some - 46 never-seen-before levels to be exact. Amazingly though, the Japanese company hasn't gone down the Xbox Live route. Surely a co-op or head-to-head option over Live would have been a laugh?

There are a staggering 300 levels to sink your choppers into and, while they start off ludicrously easy, you'll be tearing your hair out, climbing the walls and going cross-eyed as you get further into the madness. 114 levels have been ripped from the original and 140 taken from the sequel. Add to that 46 brand new ones and you've got quite a package. It might look like child's play from these exclusive and very colourful screenshots, but these mini-games will test the skill and patience of everyone.

You play each level as a cute little monkey trapped inside a transparent ball. Don't worry, it's all veggie-friendly and we're sure the little blighter came to no harm... mainly because he's not real. Controls are mindlessly simple to pick up but the gameplay is as addictive as honey-roasted peanuts. You have to tilt the platform the monkey ball rests on to move it the way you want the critter to go. As easy as it sounds, there are time limits, puzzles, mazes, obstacles, opponents and bananas to collect along the way that makes things interesting.

As fun as the single-player Ultimate mode is, *Monkey Ball*'s real charm comes out when you plug in three other pads and get your mates, parents or kids in on the action for multiplayer madness. Party games don't get much better than this and it's a pity Sega didn't get the game out in time for Christmas. Come on, how many more times can you and the family sit around the tree playing Monopoly?

There's a Practice mode for the real chimps among us but Challenge and Competition modes are where the multiplayer fun can be found. The variety of mini-games is staggering and you're bound to quickly find your favourites (see Banana Splits, right) as well ones that drive you round the bend. For the *Deluxe* version, Challenge mode integrates three different skill settings (Beginner, Advanced and Expert) into the game, rather than you having to complete each section independently.

From our exclusive look at the first build of the game to wing its way to the UK, *Super Monkey Ball Deluxe* is shaping up to be everything its title suggests. You'll be able to find out for yourself too around the game's launch next year, with an exclusive playable demo that's in the works.

↑ Monkey football is insane - what else did you expect?

↑ Tilt the green platform for maximum speed.

↑ It's not *Pro Evo 4* or *FIFA 2005* but if you fancy a footy game with a banana twist, this is it!

Bonus info

PICK ME!

You get four monkeys to play with and, as you'd expect, each one has its own set of stats that you'll need to take into consideration depending on which event you play. Aiai is the male all-rounder, Meemee is the female all-rounder, Baby is the lightest of all, meaning you can go faster, and Gongon is the hard and heavy option.

GAME FOR A LAUGH

One of our favourite games is called Monkey Target and it sees you taking off from a platform in the sky using the ball as wings to guide yourself onto the target. To spice things up though, there are all kinds of obstacles (wind and mines just being two of them) that'll bend your mind as you search for the perfect landing.

↑ Get your mates involved for some four-player madness from start to finish.

↑ Collect pick-ups for extra time when racing head to head.

Banana Splits

AS GOOD AS collecting bananas in hard-to-reach places is, head to head with friends is where it's at. And the variety of daft mini-games is awesome – there's everything from straight-up racing and fighting to snooker and football-themed games. Each event has been given that unique Sega makeover and you won't be able to stop yourself laughing. The simplicity of each event means that anyone will be able to get the hang of things after a few attempts. Look out for Monkey Target, Monkey Billiard, Monkey Bowling, Monkey Golf, Monkey Boat, Monkey Shot, Monkey Baseball, Monkey Dogfight and Monkey Tennis. That's a lot of monkeys.

↑ Golf gets a face-lift in *Super Monkey Ball Deluxe.*

↑ The monkeys are let loose on the pool table.

CHEER THE LEADER: WHEN PLAYING AGAINST THE COMPUTER IN THE MONKEY SOCCER MODE, WATCH CLOSELY FOR THE CAREFULLY CHOREOGRAPHED CELEBRATIONS OF THE GOAL-SCORING TEAMS. CLASS!

Incoming

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

P014 BRACE YOURSELVES!
FPS *Black Hawk Down* shows off its 32-player option.

P014 PATCHING PRO EVO
Cheaters never win as Konami promises to patch up *Pro Evo*.

P015 EARLY BATH
Codies' *Club Football* series kicks the bucket... for good.

P018 SEA SICKNESS
Ubisoft's new survival horror hurls chunks of love at us.

P021 MEN IN TIGHTS
THQ's *Wrestlemania* clotheslines us into next week.

P021 XBOX NEW!
More details about those juicy Xbox 2 titles!

Going Japanese

Japanese developers come out fighting for the next stage of Xbox...

THE LONG-TERM future of Xbox is looking even rosier this month, following the announcement that Japanese companies are warming to what they've seen regarding Xbox 2. Speaking at a conference in Japan, Tecmo's president Junji Nakamura says that things are looking great for the console in the future. Although the current Xbox hasn't fared as well as other consoles in Japan, Nakamura believes, from what he has seen of the next-gen systems, that Xbox 2 is set to become a "formidable success". He also went so far as discussing the other next-gen consoles, discussing the PlayStation 3. "The [PS3] CPU was developed for a next-generation games console, but the hardware is being produced by an appliances manufacturer," he says.

This got us interested so we called Tecmo directly to see exactly what it could tell us about its plans for Xbox 2. And the news from Tecmo suggests very good things! Although not developing games exclusively for Xbox 2 in the next round of consoles, John Inada, general manager of Tecmo Inc, is quietly confident the Xbox 2 will be well received. "It's natural of us to want to continue the successful streak for the next-generation Xbox," he told us, "and I can say that Xbox has a special place in our hearts." But what does he think about the physical appearance of both leading contenders in the next-gen war? Well, again, good things seem to be coming out from camp Xbox. "The size and the shape [of the next consoles] have to fit our living environment and lifestyle but the most important thing is the content, good software. Without the good software, you'd be better off having a mini refrigerator stocked with your favourite drinks next to your TV set."

Inada also spoke of Tecmo's future plans for Xbox and Xbox 2, mentioning that *Project Zero*, the *Dead or Alive* series and *Ninja Gaiden* were great games on the current Xbox and should continue on next-gen consoles. "Whatever we bring out on Xbox 2 will be earthshaking and legendary. You can be certain that we'll be utilizing the power of Xbox 2 in a way that nobody else can," he laughed. And from what he's already experienced of Xbox 2, once again there's a real sense that this console will outdo itself in every world territory, not just in America and Europe.

We put the big question to Inada – will Xbox 2 break Japan this time around? "We certainly think so" comes the cooler-than-cool answer.

"We'll be utilising the power of Xbox 2 in a way that nobody else can"

← Tecmo's Inada reckons Xbox 2 is the way forward.

P022 MARS ATTACKS!
In-depth *Doom 3* hands-on multiplayer preview!

P023 REBELLION SCUM
A sneaky-peeky spoiler-packed look at *The Sith Lords*.

P025 SHOCK 'N' AWE
New screens of the delicious *Otogi 2: Immortal Warriors*.

P027 ME SPEAK ALIEN, YES?
Want to learn Covenant? Of course you do...

P030 PLASTIC FANTASTIC
Lego Star Wars developer speaks all things cuboid.

P031 VIAGRA MILKSHAKE
Hugh Hefner keeps it up in our *Playboy* preview.

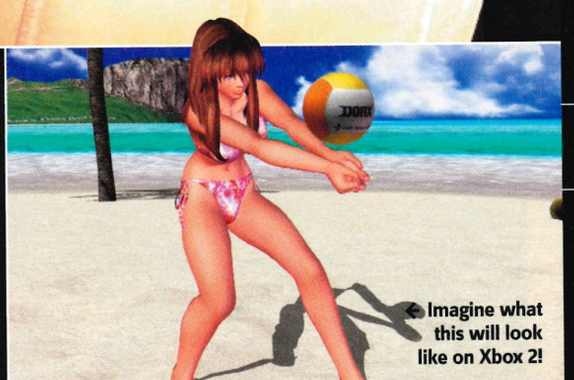
P034 DEUS'S EX
Your eyes will melt at the beauty of *Project: Snowblind*.

P035 FOLLOW ME!
Oddworld Stranger's Wrath rides into town, y'all.

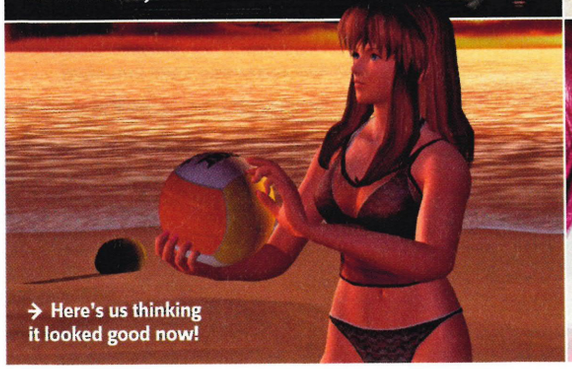
P036 EARTH WARS
LucasArts' bounty-hunting shooter prepares for invasion.

↓ Will the next-gen *DOA* have improved wobble, we wonder?

↑ Terror taken to new levels with more *Project Zero*?



← Imagine what this will look like on Xbox 2!



→ Here's us thinking it looked good now!

→ Tecmo will bring us another slice of *Gaiden*!

OUR VIEW

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

HAVING SUCH A staunch Xbox ally declare so early on in the running that it is supporting Xbox is great news for the future of our beloved console, especially when the president of the company comes out fighting too. It's also great to talk to the team at Tecmo and hear just how committed they are to bringing us, quite possibly, next-gen versions of *Ninja Gaiden*, *DOA* and *Project Zero*. With rumours circulating that fellow Japanese developer Artoon is developing an exclusive Xbox 2 RPG too, it seems the land of the rising sun could finally be gearing up for the power of Xbox. But, to hear that Tecmo believes Xbox 2 is shaping up to be the console to break the Japanese market is the superb news. This would mean more support from Japanese developers, greater numbers of gamers on Live, and more prominence for what is surely going to be the best next-gen console out there. Not that we're biased...

DIRTY OLD MAN: YOUNG BEN T HAS COMPLETED DEAD OR ALIVE XTREME BEACH VOLLEYBALL MANY TIMES. ALL SO HE COULD COLLECT THE COMPLETE SET OF BIKINIS. SCAMP!

World War 32

True 32-player madness arrives on Xbox

THERE ARE BIG things brewing at Climax. We had a recent hands-on with forthcoming *Delta Force* game *Black Hawk Down*, and it's shaping up well. We saw the same title a few months back, and though a sturdy effort, it never really grabbed us by the collar and headbutted some love into us. One 32-player deathmatch later and all that's changed. The fact that this is actually happening for Xbox is a great sign, but the fact it's happening without lag and across a variety of specially designed 32-player maps is even better.

We were worried the large maps would prove nothing more than a random free-for-all, with players falling as quick as they've spawned. Not so. There are sniping places galore, the opportunity to lay claymore across bridges, tripwires, even the chance to go head to head with someone in an underwater knife fight. We saw it all, we did it all. And, rumour has it that there's going to be some groundbreaking news in a month or two, about even greater Live options. When we say groundbreaking, we mean it too.

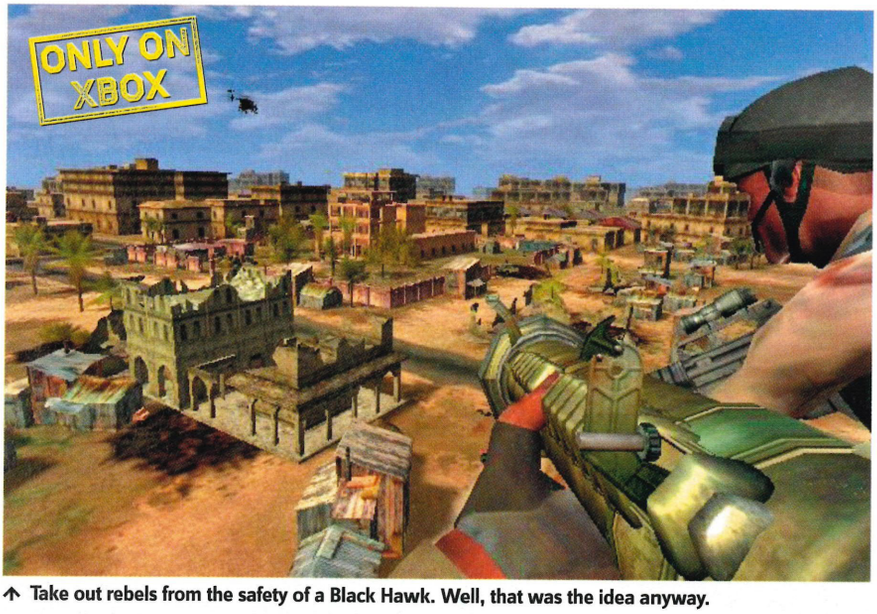
Single-player mode is almost as impressive, with vast, sweeping landscapes. Furthermore, events are, according to original *Delta Force* developer NovaLogic, '85 per cent reality', based on the true experiences of the Black Hawk team. The actual Black Hawk Somalia veterans have even contributed to the title, offering advice such as the use of AK-47s, and the layout of buildings and towns across Somalia. They've also contributed to the backstory, which should be interesting. There were some serious issues revolving around the actual reasons the Black Hawk team were in the area, and all of these are played out before the crash - about halfway into the game.

Drug runners can expect the standard-issue response (a big bag of whoop-ass), there'll be great fly-bys where you get to rain down missiles on the rebels, as well as protecting convoys from gun-waving nuts. There seem to be plenty of thrills and spills in single-player, but we still can't stop thinking about that multiplayer option...

When you're lying in the crow's nest of a sinking ship, taking pot shots at 31 other gamers below, it makes you feel proud to own an Xbox. Keep all eyes on this one folks - we suspect it might be something of a hotty.

↑ Delta Force troops will be dropped into the chaos.

↑ The Somalian environment will be staggeringly hostile. Just as we like it!



↑ Take out rebels from the safety of a Black Hawk. Well, that was the idea anyway.

↑ Four-player split screen - nearly as good as the 32-player Live option!

EA's STREET series keeps on growing. The company recently announced its latest American footie game, NFL STREET 2. More soon...

Foul Play

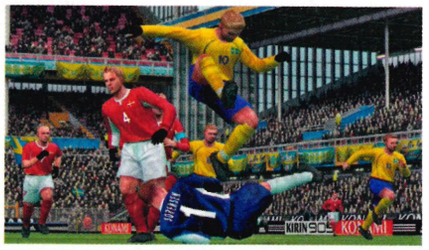
Konami gives cheeky Pro Evo cheaters the red card

YOU MAY have noticed this when playing a *Pro Evo 4* Live match, but the moment the 90th minute is about to tick away, or the moment you're about to slam in the winning goal, your opponent quits out. Hardly fair, is it? Especially as until recently, quitters were never penalised - unlike *FIFA* where they're automatically given a 3-0 loss.

Well, we had a few words with a few inside people about getting the problem sorted, and we got some great feedback. They told us Konami was always pro-active in listening to players' concerns and comments, and as a result, a patch was imminent. Hopefully by the time you read this, the whole 'cheating' thing will once again be the sole pastime of the Argentinians.

↑ You cheat! This is what you'll get - a red card and a dressing down!

↑ If your rival scores don't quit out, okay?



↑ Foul people and face the consequences.

Out of This World!

Halo 2 smashes the five million mark... but cheaters are loving it

WE ALL KNEW it was going to be big, but we didn't think we'd be seeing figures like this so soon after its release. It seems everyone's favourite shooter has outdone itself, with the recent announcement of sales in excess of five million units since going on sale in November, bringing the total sales of *Halo* games past the 11 million mark. *Halo 2* has also seen a huge increase in Live players, with in excess of 28 million hours logged since it went Live. That works out at around 91 minutes per session, approximately the same length as a movie.

However, since going Live, there have been a few sly swines that have been tempted to cheat, something Bungie is taking very seriously. "Anyone who is confirmed to be a cheater will be penalised up to and including the complete deletion of their Xbox Live account," says a spokesperson for the company. Bungie is also encouraging cheaters to be reported by following these simple steps.

Firstly, use the in-game feedback system and report the player to Xbox Live. If you go to the Players tab in your Friends menu, you can see people you've played with recently. You can highlight their name and select Leave Feedback, then pick the appropriate feedback. Then go to the forums at bungie.net and list exactly what happened. Most importantly, please include the name of the alleged cheater and if possible, a link to the game stats for the game in question. Be careful though; do not get into specifics on how to actually perform a cheat as this will only make things worse. If you suspect you've discovered a new cheat, Bungie suggests you send a message to Forum Frankie with a description, and it'll check it out with the test team.

Get snooping all four-point-something-million honest *Halo 2* lovers, and hopefully the cheaters will be booted out for good.

↑ Quit out in a sulk and you'll forfeit the game.

↑ One way to earn those points is with the handy rocket launcher!

Mega Man fans rejoice! It seems Capcom will be releasing the Mega Man Anniversary Collection on Xbox some time in the near future!

You're Not Singing Anymore

UEFA to introduce blind referees?

THE FORTHCOMING *UEFA Champions League* from EA, due out in a couple of months, is promising an interesting, and possibly quite annoying, new feature.

For the first time, we'll actually see bad referee decisions being called, as well as bad offside decisions and dodgy linesmen calls. But assistant producer Mat Prior told us not to worry. "There will be bad calls, but not a dozen a match. Just because we implement a new feature doesn't mean it gives us the right to go overboard and put it everywhere. In fact, I've been playing the game for ages now and only ever seen a smattering of bad decisions." And in a move as poetic as the game itself, a goal gets disallowed just as he's reassuring us.

This affects the other new feature - the interactive manager. You'll be able to design him, stand him on the sideline, then have abuse hurled at you in-game. But he's got every reason to shout. There is a 50-stage story mode you can play, where you start by winning a place in the Champions League and progress to (hopefully) taking the trophy. Transfers will be made, the club will be bought, and scandal will rock the players. In fact, *UEFA Champions League* will be like playing through the back pages of *The Sun*. Can't wait!

↑ Widescreen shows the drama of a game!

↑ Training mode is vital to keep the ref at bay!

News Wire.....

Easily digestible nuggets of key Xbox information

Pinky's Perky

News came creeping out from the *Doom* movie set recently regarding everyone's favourite demon, Pinky. Apparently, a technician called Pinky has to be confined to a cybernetic wheelchair after a bad teleporting accident. Unfortunately, the teleportation means he keeps on mutating until he becomes something remotely resembling the Pinky creature from *Doom 3*. Mmm... what do we think? Well, nobody say *Street Fighter: The Movie* because we all know how that turned out.

The Name's Bond...

Okay, so *GoldenEye: Rogue Agent* was more soggy Roger Moore than Sean Connery classic, but rumour has it EA's spy series could soon be calling upon original *GoldenEye* developer Free Radical for inspiration. The company, which has just completed work on *TimeSplitters: Future Perfect* for EA, could well be returning 007 to his glory days. With the movies supposedly returning to their darker roots, let's hope the next game does the same.

Very Bad Idea

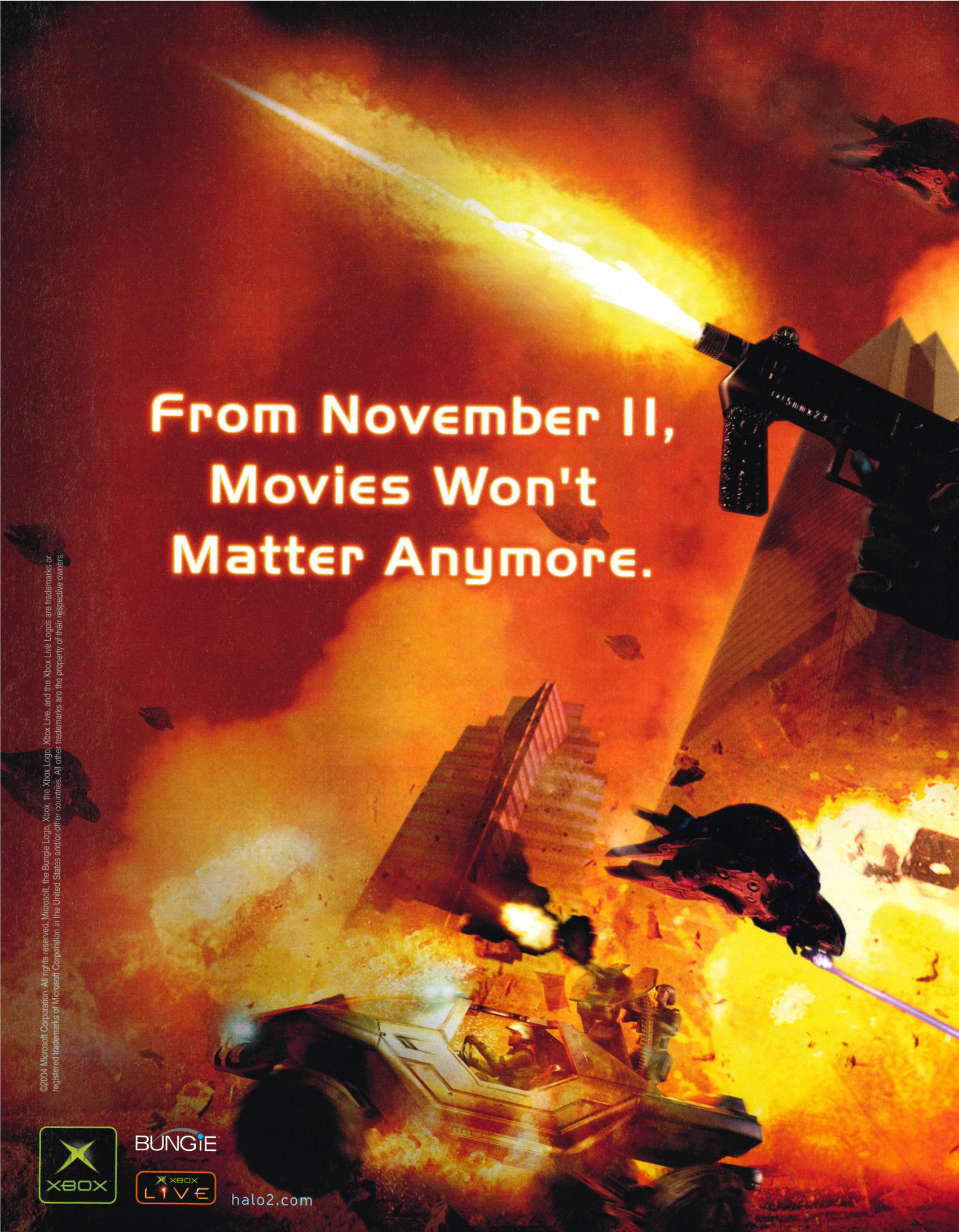
Indy developer Nagual announced recently its intention to develop a *GTA*-style game called *Dealer: Chronic, Pills & Coke*. We're not sure who the hell is going to pick this up for publication, if it even gets past the drawing board, but apparently you'll be playing a dealer intent on creating a huge drug business. As well as drugs, there'll be prostitution, extortion and the chance to experience the effects of your wares before you sell them, as your character stumbles around the screen off his head. Like we say, we've got a bad feeling about this.

Codies' Red Card

BAD NEWS for *Club Football*. Codemasters has announced that the tailored soccer series is being put on hold. A Codemasters spokesman told us: "It was a tough decision, but one we needed to take. The critical reaction to this year's code wasn't as good as we expected, and we just didn't want to keep coming back to something that wasn't as good as it should be." With both *FIFA* and *Pro Evo* going Live, it looks as though *Club Football* will have a lot of catching up to do if we're ever to see it again.

↑ *Club Football* takes a bow.

CURSES! IF YOU THINK YOU'RE BAD AT HALO 2 WE RECOMMEND WARMING UP AGAINST OFFICE TARGET PRACTICE, BEN TALBOT. HE THINKS HE'S GOOD, BUT HE COULDN'T HIT A BLUE WHALE WITH A BASEBALL BAT.



©2004 Microsoft Corporation. All rights reserved. Microsoft, the Bungie Logo, Xbox, the Xbox Logo, Xbox Live, and the Xbox Live Logos are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries. All other trademarks are the property of their respective owners.

HALO
TM
Earth Will Never Be The Same

News Wire.....

Easily digestible nuggets of key Xbox information

Oval Balls!

After something of a break for rugger titles on Xbox (especially following that atrocious *Superleague Rugby League* garbage we were cruelly subjected to last year - Issue 31, 3.3), EA announced this month that it would be bringing back its *Rugby* series, with the release of *Rugby 2005*. Feeding, perhaps, still on the pride that briefly gripped the nation during the Rugby World Cup 2004, the series will be with us again come the beginning of the next season. More news soon.

Buckle Up

We saw some strange, strange artwork recently for the forthcoming racer, *Automaniacs*. From what we can gather so far, this is a racing game for chavs - a chips 'n' curry sauce take on what it means to be a boy racer. Not only will we get to drive around banged-out chav cars but we will be able to take passengers too. It even looks as though we'll be able to have a mate in the passenger seat and a pitball in the back. And no, we're not joking, it actually looks to be happening.

Two's New

Looks like Namco is up to some big time development, quite possibly for Xbox 2. The company has recently registered the names *Shogun Warrior: The Lost Enemy* and *Star Bandits* as game names. It's uncertain what either title entails at the moment, but we're almost willing to put money on them being the usual blend of Namco Japanese gaming madness.

Killer Swells

Get ready for a face full of unpleasant salty spray

COLD FEAR: could there ever be a more nauseating game? It's not so much the dismembered, blood-spattered corpses lying around the place that got to us, or the way that, seconds after riddling a zombie with gunfire, he came back at us for more (entrails dangling from his belly like a skater boi's belt chain). No, it's down to *Cold Fear*'s unnervingly realistic sea-based motion. So faithful is the rocking and rolling of *Cold Fear*'s shipboard camera that even Captain Birdseye would feel green around the gills playing it. "We showed the game at a press event in Paris recently," said producer Matthieu Boulard. "When I left I shared a taxi with one of the journalists, who was sick over me."

Here's the plot cocktail: take one part oilrig-based secret scientific research lab; add a twist of evil genetic manipulation stuff; mix in an escaped batch of hideous mutant zombie things and set it all onboard an abandoned Russian whale trawler, left floating adrift in the middle of the choppy Bering Sea. Send in US Coastal Guard Tom Hansen to brave the storm and investigate, together with an *X-Files*-inspired conspiracy plot and gameplay that favours gun-toting action, and you've got yourself a genuine slice of horror-based naughtiness. *Cold Fear* might seem familiar on the surface but slow, dull, boring *Resident Evil* this most definitely is not.

What's exciting about *Cold Fear*, apart from the amazing way the camera recreates the swell of the waves around you, is the way it encourages you to be creative during combat. Ammo is scarce so improvisation is a must. Whether that's catching the enemy out by shooting some nearby explosive gas canisters or waiting for a passing wave to sweep them off the deck, every room in the game promises a unique way of dispatching the zombie horde.

When asked to sum *Cold Fear* up in a sentence, Boulard replied, "We've got all these cool elements; action, ambience, a great story and a really unique identity. I'm really excited about it." In a way, he's right, but since that was two sentences he's clearly cheating, so let us sum it up instead: "*Cold Fear* is so scary it'll have you sweating like a fat bird at her sister's wedding." Now if that's not terrifying enough to give you nightmares, we don't know what is.

Official Xbox Magazine PLAYED IT

↑ Undead crew will be after your duty free.

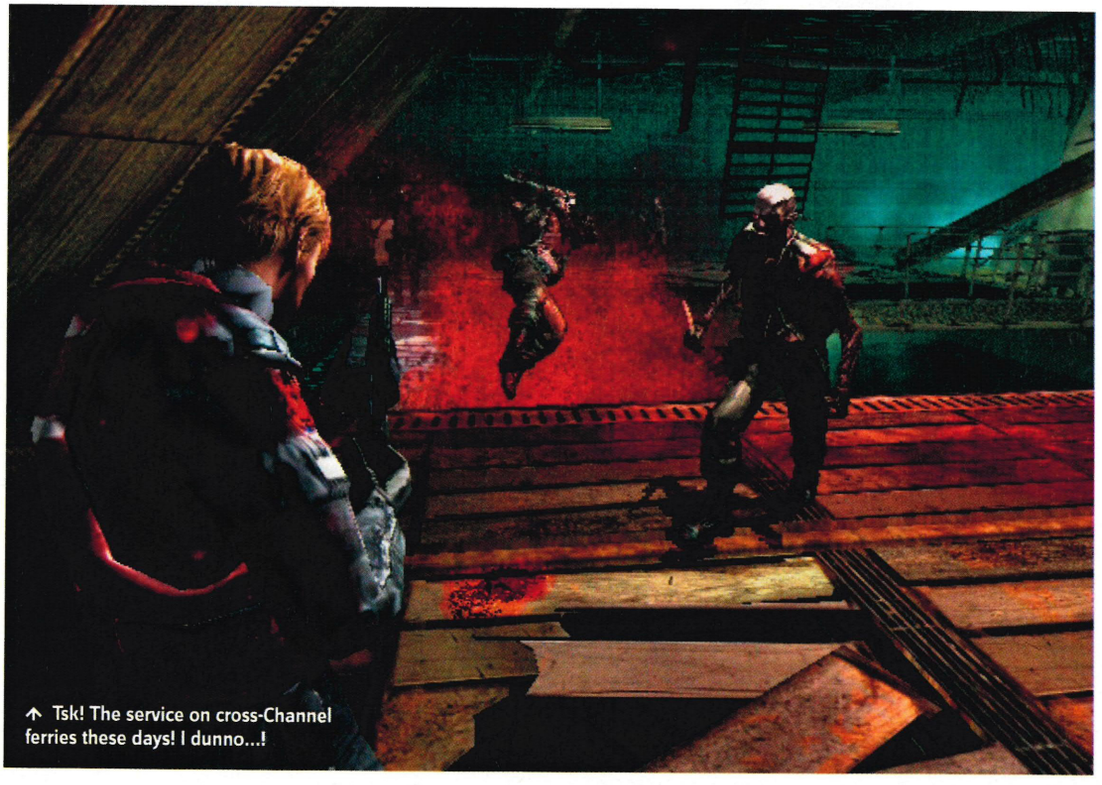
↑ The camera will rock as you play the game so hold on tight to anything!

Mud-chewing Rednecks!

THE GREAT American Midwest, a serene wildness where you'll hear nothing but the roar of 4x4s and the screeching of wildlife. *Fuel* is headed our way and promises to provide the heady mix of environmental damage and fast-as-you-like racing we've all come to love.

Set over various terrains, *Fuel* is a true outdoor sports nut's wet dream, combining everything from jet skis to quads to whet our appetites. We'll also have to pick our characters before we race. A fat guy is great for keeping a vehicle grounded, but will he affect the speed? Then there are going to be characters who can't swim - not the best candidates for the jet ski races, then. We'll have more news soon.

↑ Is this the *Tony Hawk's* of offroading?



↑ Tsk! The service on cross-Channel ferries these days! I dunno...!

XBOX

XBOX LIVE

Free game. Free Xbox *Live*™ Starter Kit. Broadband from BT. Everything you need to conquer the world.

Broadband from BT† for online gaming will bring you closer to total domination. Sign up now and you could get 12 months subscription to Xbox *Live*™ plus Tom Clancy's Splinter Cell®: Pandora Tomorrow.* Then, through your Xbox and existing phone line, we give you online access to the finest gaming minds on the planet. And if they get in your way, you can just blow them out of it. Experience mastery of the universe without even standing up.

bt.com/onlinegaming **0800 328 9041**

BT

More power to you

*Offer open to first 3,000 new customers who order Broadband from BT (excluding BT Broadband Basic) or until 31/01/2005, whichever is the earlier. One free kit per household only. See website for terms and conditions. †BT Broadband Basic is not suitable for online gaming. Subject to availability and survey. BT line or similar required. Minimum 12 months rental. Connection and router are free for online orders (See www.bt.com/onlinegaming for latest prices with telephone orders). Xbox console required. Other conditions apply. Microsoft, Xbox, Xbox *Live*, and the

News Wire.....

Easily digestible nuggets of key Xbox information

Cracked Foundation

Those Bungie boys are a good bunch of lads. If, God forbid, you have yet to complete the mighty *Halo 2* and are hankering after another multiplayer map to whip your mates at, the Foundation level is now downloadable. Once you plug into Xbox Live and fire up *Halo 2*, the game will automatically install the new level for you. We've played it and, despite being fairly small, it's a great time-waster thanks to the mounted gun turrets so close to each other. So, all you lazy bones out there, just download it, pretend you've completed the game, and Bob's your uncle, a bonus level!

Walk Of Game!

Congratulations again to Bungie and our favourite saviour of the world. This month Master Chief was inducted into the Walk Of Game, the software equivalent of Hollywood's Walk Of Fame. Master Chief will now have his own polished star on the floor of San Francisco's Meteron Centre alongside the likes of Link, Mario, and Lara Croft. Well done big guy, we're proud.

Crazy Taxi

A strange one this, but it seems we Brits will be getting our own version of *Crazy Taxi*. Called *London Taxi*, the game promises to 'do what London cabs do best'. Expect for it to cut us up and come with an extortionate price tag then. With boasts such as the appearance of 'Big Ben, Hyde Park, and Trafalgar Square' in a London-based game, we just wonder what other zany surprises it has up its sleeve. Coming to a bargain bucket near us soon!

Who Let The Snoops Out?

Another hip-hop sandboxer wades into the ring...

Official Xbox Magazine EXCLUSIVE SCREENS

THERE ARE going to be obvious comparisons drawn between *Fear & Respect* and *that* rather well-known free-roaming game, but word on da street suggests big things for this urban shooter.

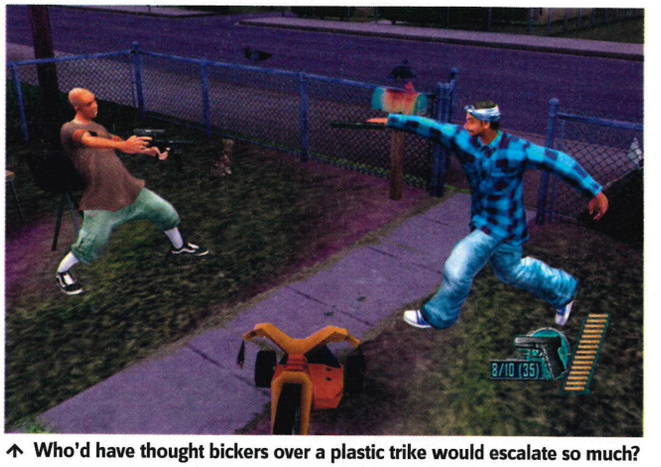
The fact that *Boyz N The Hood* and *2 Fast 2 Furious* director John Singleton is attached to the project is enough to have our ears pricked, but when mention of *KOTOR* got thrown in to the mix too, we couldn't help but be intrigued. The 'fear' and 'respect' of the title refers to the way people will treat us throughout the game depending on our actions, much like *KOTOR*'s light and dark sides. The main character will be a retired OG (street for Old Gangster) so he'll know exactly how to extract both fear and respect from da hood.

Set in and around the baking summer swell of South Central LA, the story sucks our OG into a fight for survival as he must shoot and brawl his way through choices and conflicts that are forced upon his friends. What these are, Midway has yet to reveal, but they'll involve all manner of driving, shooting and swearing hi-jinks, especially as our man is a reformed crook. While he's been in the clink, his 'hood has become overrun with troubles, and this might be what we'll have to sort out.

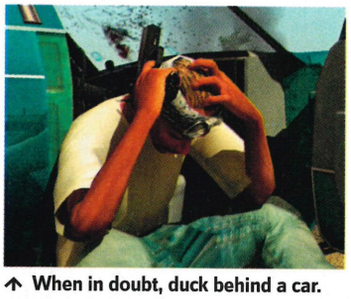
Another interesting idea, and one that *GTA* (Issue 25, 8.9) hasn't quite managed to capture properly, is the apparent use of hand-to-hand combat. As well as multiple weapons and drive-bys, one-on-one brawls will also play a major part in the game, with respect being earned by defeating gang members of higher standing than yourself.

So enthusiastic about *Fear & Respect* is Hollywood that no sooner was the game actually announced than it got snaffled up by a studio to be developed into a film. With our guy passing a striking resemblance to Snoop Dogg, no guesses who might be lined up for a starring role. More from *Fear & Respect*, plus a juicy hands-on very soon!

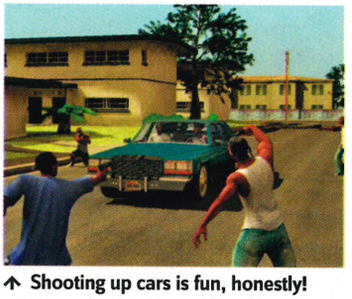
↑ Ah, the US educational system – what wonderful schools they have.



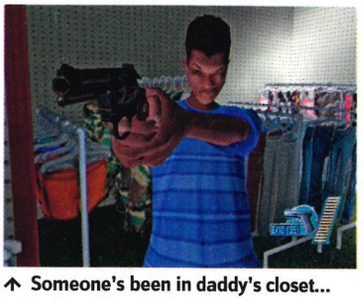
↑ Who'd have thought bickers over a plastic trike would escalate so much?



↑ When in doubt, duck behind a car.



↑ Shooting up cars is fun, honestly!



↑ Someone's been in daddy's closet...

Look out for IHRA Professional Drag Racing. The American tarmac-eater could be on our shores soon!

Stargate Opens!

WE'LL LET YOU in on a little secret. When Vanessa heard *Stargate* was coming to consoles she wet herself through giddy joy, much like many other sci-fi fans we suspect.

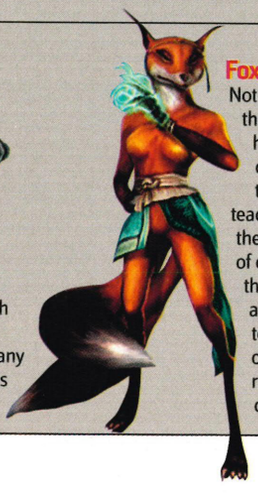
Stargate SG-1: The Alliance, being developed by JoWood, will feature many of the worlds from the *SG-1* and *Stargate Atlantis* TV series, plus the film starring that ladyboy from *The Crying Game*. So far only a few brief snatches of info have been released, including this shot of a snow-covered outdoor facility. Will the eye liner-wearing Teal'C be blasting through this winter wonderland? We'll let you know as soon as we get more info!

↑ The *Stargate* world. Coming soon to Xbox!

New Beasties! Three new Jade Empire demons exclusively revealed!

Elephant Demons

Loyal and brutal when dealing with others. They protect their masters with considerable might. While many are honourable, some rogue nellies choose to raid villages instead.



Fox Spirits

Not strictly demons, but these beings are held in high regard. As cunning as, er, foxes, they are the game's teachers. If we're bad, they'll teach us the error of our ways with lessons that few will ever forget and they're also able to shapeshift. They'll offer gifts and tell riddles, but everything comes at a price.

Rat Demons

Working as labourers and thugs for higher beings, they have their uses. They can sniff out hidden treasures and human prey within their surroundings. Very easy to control.

Spandex Attack!

After a drought of wrestling games, in wades this baby...

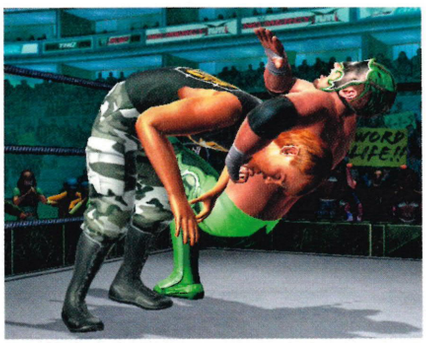
AH, THE ACRID stink of sweat, how we've missed it. Redneck rumbles and all that glistens must be garrotted, *Wrestlemania 21* is on its way to Xbox. So, what's changed during this famine of fat guys in leotards? Quite a bit. A new character evolution system will allow us to progress from the lowliest fan to the highest levels of adoration. New costumes, moves and rewards will open depending entirely on how we play the game, as every choice is on a tier system. For example, choose to specialise in submissions and ever greater submission moves will be unlocked, as well as a fierce reputation.

This rep can be transferred to online play (four-player multiplayer on all match types) where we'll be able to create custom belts and challenge all-comers to try their hand at claiming them.

Other features include the 'pro-reversal system' that can counter every attacking move, plus motion capturing. The fancy 'endomorph muscle flexing' system will animate expanding muscles and heaving chests, right down to small muscular details such as calves clenching. Then there's what THQ is calling 'endomorph facial deformation' which, besides the depiction of emotion, will show faces battered and smashed to a right ruddy pulp.

But it's the arenas and options that'll really get us into a headlock. Sixteen WWE arenas, 12 pay-per view rumbles in custom-built rings and arenas, and the full contingent of Raw wrestlers and rings will feature, as will all the Smackdown fighters. Velocity is even thrown in for good measure so Raw fighters can go head to head with Smackdown fighters. Wrestling is making one hell of an Xbox come-back.

↑ New facial expressions will allow us to enjoy every bone-crunching move.



↑ Counters should mean headlocks are avoided.

↑ Taunts are in, although we're not sure what the hell's happening here.

Keep your eyes peeled for forthcoming title WarDevil. The title is rumoured to be both Xbox and Xbox 2 releases, and it looks superb.

BIZARRE Weird goings-on from the world of Xbox

Disaster Chief

More worrying news from the US of A. *Stars & Stripes*, the daily newspaper for the US military, has reported that the military's initial shipment of *Halo 2* has sold out. The official line from *Stars & Stripes* says, "If your trigger finger is itching for aliens, don't despair if you didn't land a copy of *Halo 2* last week. Reinforcements have arrived and more are on the way." Apparently the number sold exceeded 25,000. Let's just hope they're not using it as a training tool. A plasma sword is all well and good in space but against Iraqis? Sheesh!

→ Master Chief - saviour of Earth and American Army role model?

Mega Bucks

When he's not saving the world, the big green lump enjoys pottering around his neighbourhood. From rescuing kittens to collecting litter, MC is a pillar of his community. He even banks locally. The First Mutual Bank in his home town proudly displays the banking habits of its most famous customer outside the branch. The bank even shows a healthy interest in 'Earth', whoever the hell that is. Maybe it's a *Halo 3* character.

ON XBOX 2...

The web is running wild with Xbox 2 speculation

THOSE RUMOURS JUST keep on coming as the announcement of Xbox 2's arrival creeps ever closer. And, as well as growing in abundance, they seem to be growing ever more crazy too.

Word has it that Xbox 2 will not be a single console, but three. These three version will come in various 'flavours'. The first is your basic 'vanilla' Xbox 2, or 'Xbox Next' as it's being called. This baby will not include a hard drive so it'll come at a far reduced priced compared to the others. The next version, the 'vanilla with sprinkles', will be the Xbox Next HD, the same as before only with a hard drive. The third version (chocolate swirl with squirty cream) will be the Xbox Next PC that doubles as an entry level PC with Windows, PC software, CD burner, keyboard, mouse, and media centre that will play films, music and offer a photo suite. But, as we know, these rumours can get wildly exaggerated towards the build up of a console release. Exciting as they are, until Microsoft says otherwise, take it as nothing more than speculation.

On more sturdy ground is news of EA's first officially announced Xbox 2 games. Both the forthcoming *Battlefield: Modern Combat* and FPS *Black* will see a next-gen version alongside or just after the current gen versions of the games.

↑ A Black screen - our lot at the moment.

Meanwhile, Climax announced a next-gen development tool it's calling 'Tomcat'. Tony Beckwith, president of Climax Racing said, "We've taken a proactive step and developed a unique toolset that allows us to fully exploit the potential for outstanding shading effects. The system allows our artists to create amazing shader combinations faster, and without the need for programmer support. As soon as we started working on Tomcat, we knew we had something special on our hands. This is an exciting step, and could mean that in the future a wide range of brilliant games built on the Tomcat technology could be filling the shop shelves, not just those by Climax."

Finally, it seems EA is seeking people to join its Xbox 2 team. According to its jobs page, EA wants to hire a Software Engineer to work on the Graphical User Interface (GUI) for its Xbox 2 launch titles. The position will be at EA Canada in British Columbia so, if you've got an impressive enough CV, you'd better buy some airmail paper and get scribing.

CLIMAX

BIG GIRL'S BLOUSE: PIE-CHOMPING BRITISH WRESTLER BIG DADDY WASN'T AS HARD AS HE LIKED TO PRETEND. HIS REAL NAME WAS IN FACT SHIRLEY CRABTREE, AS WAS HIS FATHER'S BEFORE HIM.

Quotes of the month...

"Ultimately what you'll see is a microtransaction environment where we'll be able to create additional content and sell it into these games"

EA's Warren Jenson on the prospect of actually creating and selling our own content for next-generation consoles. Excited yet?

"I battled my way through the rounds. The whole experience was so cool and I'm really honored to represent the UK in the *FIFA* Interactive World Cup Finals in Zurich"

UK *FIFA* Finalist Paul Gordon on what the tournament means to him.

"It is what we in the trade like to call nonsense. The credits on Legendary are identical to the credits on Easy. Go watch them yourself. This is what happens when internet trolls get picked up by legitimate websites. On February 9th, nothing terribly exciting will happen to the *Halo* universe."

Bungie finally sheds light on the 09 February message at the end of *Halo 2*.

"I got four hours of sleep in three days. After Episode 43 came out, I actually fell asleep in mid-sentence while talking to someone. They thought I'd died"

Burnie Burns, creator of *Red Vs Blue*, tells of the trouble the *Halo 2* launch caused his comedy Master Chief series. Check out www.redvsblue.com to see his hilarious handiwork.

"We made a strategic decision to start very early and craft a gaming experience worthy of the 'next-gen' moniker. We really want to make something pretty damn special rather than [the] same old crap with shiny new graphics"

Tameem Antoniades, chief designer of Ninja Theory, explains his headstart. Ninja Theory was formed from the ashes of developer Argonaut.

↑ It's probably best to shoot first rather than shout "He's behind you!"

Official Xbox Magazine PLAYED IT

XBOX LIVE PLAYABLE

Dead Planet

Id's incendiary FPS is finally here and we've played it!

AFTER TEN YEARS in videogame purgatory, the *Doom* franchise is returning in 2005 in a new, more terrifying form. Graphically, it's a significant step up from the awesome *Chronicles of Riddick* (Issue 33, 9.0) and although it lacks the majestic scale of *Halo 2* (Issue, 36, 10), id Software and Vicarious Visions have certainly trumped Bungie for atmosphere and scares.

But despite all the technological advancements, *Doom 3*'s gameplay is still very true to its prequels. There's an eerily familiar sensation as you encounter a fireball-spewing imp for the first time and strafe while dodging projectiles. The only serious deviation will be the need to wield a flashlight as you wander around the sinister military base on Mars. Attempting to bludgeon a Baron of Hell with your torch is futile though. Instead, you'll have to switch to a weapon quickly and then run away even faster.

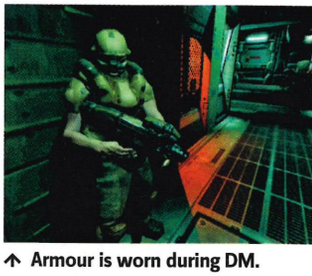
Suspense is everything in *Doom 3*. Lost Souls and hideous burbling Cacodeamons lurk in almost every dark corner, waiting to fly out at you. This is just one of the reasons why the Xbox-exclusive co-op mode (Live and System Link) is such genius.

Aside from the *Tom Clancy* games, *Doom 3* the only Xbox FPS you can play co-operatively online.

In well-coordinated teams, one player will light the way ahead while the other covers his back with a savage weapon. Co-operative maps will be geared towards pitch-black areas and traps that force the players apart and leave you vulnerable to attack. If you end up as demon food, you'll respawn at the start of the level. Even worse, all your weapons and

↑ Co-op features two different space marines.

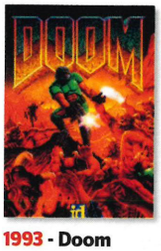
↑ Just like the good ol' days!



↑ Armour is worn during DM.

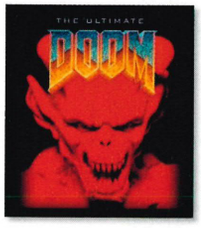
SLAY TIME

TASKED WITH bringing this powerhouse to Xbox, Vicarious Visions has carried a heavy burden. Not only does it have the hopes of splatter-hungry FPS addicts in its hands, but it must also satisfy the expectations set by the previous *Doom* games. In fact, there have been so many that calling it *Doom 3* is almost an oversight.

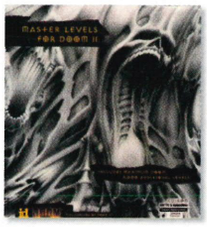


1993 - Doom
Doom was among the first networkable games for PC. Its 3D graphics engine was revolutionary.

1994 - Doom II
Id Software hired reams of map-builders to get *Doom II* out the door asap. How times have changed!



1995 - Ultimate Doom
Special edition of *Doom* with a new chapter, 'Thy Flesh Consumed', and some *Doom II* weapons.



1995 - The Master Levels
Collection of new maps put together by the burgeoning *Doom* Internet community. Surprisingly good though.

1996 - Final Doom
Not so final, but this entry is regarded as the best of all by many *Doom* fans. Rock hard levels was key.

↑ Not even a Mancubus can survive a couple of rockets.

↑ Imps have a nasty habit of teleporting next to you.

↑ The chainsaw is best kept for non-gun-toting zombies.

↑ You'll have to combine firepower to kill the bull demons.

ammo are left in a backpack at the point where you died. The other player can't pick it up, so you'll have to struggle back practically unarmed or just scream for help down your Xbox Communicator.

But it's not all about working together. Let's not forget that the original *Doom* actually coined the term 'deathmatch'. *Doom 3* buzzes like a chainsaw with five multiplayer maps for 2-4 players. Beautifully simple, they'll be in the spirit of the old *Doom* games: fast and gore-soaked. They also represent all the settings in the main game, from the UAC base on Mars to the infernal pits of Hell.

We get the impression that id deliberately wants to avoid all the unnecessary manifold features and distractions of other FPSs and go straight for the jugular. It's fast, fun and uncomplicated. Although it arguably lacks the meat of *Halo 2* (unless you count the gibs dripping off the walls), we're really looking forward to getting our hands on *Doom 3*.

FRAGTASTIC

ALTHOUGH stats and scoreboards are not supported in co-operative mode, all four deathmatch games do keep track of the best players. The four adversarial modes in *Doom 3* are Deathmatch, Team Deathmatch, Tournament and Last Man Standing. You can set both time limits and frag limits for all of the above game modes.

1997 - Doom 64
The N64 version of *Doom* had new graphics, new levels and redesigned monsters and weapons. A strange but graphically pleasing series entry.

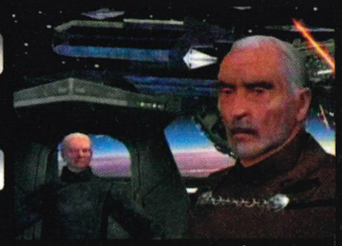
1999 - Quake 3 Arena
Not technically a *Doom* sequel although it did resurrect the famous space marine. This time he was duelling it out in the *Quake* arenas.

2005 - Doom 3 (Xbox)
Although the version we played looked 90 per cent complete, id Software and Vicarious Visions haven't set a firm release date yet. Grrr!

Freeze Frame

KOTOR II: The Sith Lords trailer secrets exposed

See the full trailer at www.lucasarts.com

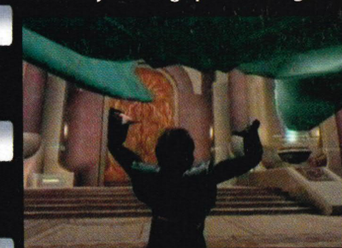


↑ Hmm, seems Count Dooku may not be Palpatine's sworn enemy after all.

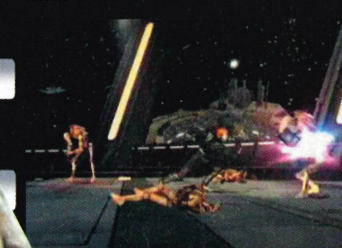
↑ With a clash of lightsabers, Senator Palpatine watches two enemies duel.

↑ Looks as though Anakin will have Force Lightning in the game.

↑ Looks like we'll be able to fly *Matrix*-style through parts of the game.



↑ It appears we'll be able to lift huge items with The Force and chuck 'em!



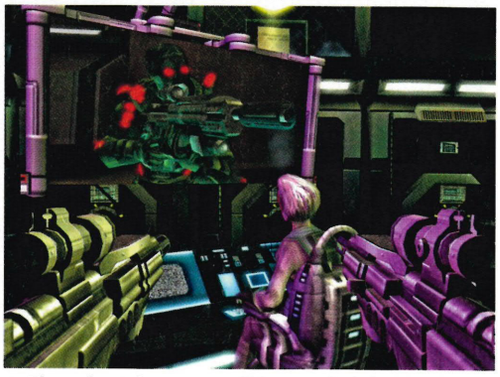
↑ We'll also be able to throw light-sabers and have them return to us.

DOOM RESURRECTED: BY THE TIME THE XBOX VERSION OF DOOM 3 IS RELEASED, THERE WILL ALREADY BE AN EXPANSION PACK FOR THE PC VERSION TITLED 'RESSURECTION OF EVIL'. AT THE MOMENT, ID SOFTWARE REFUSE TO CONFIRM IF IT WILL EVER COME OUT FOR XBOX.

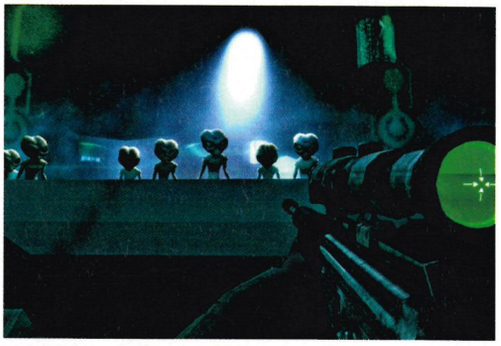
Area 51

DEVELOPER: **MIDWAY** PUBLISHER: **MIDWAY** RELEASE DATE: **SPRING 2005**

↑ In *Area 51* the alien threat will try and infect human hosts so it's a good idea to keep an eye on your team.



↑ Throughout the game we'll have to find clues, and hopefully a cure, for the infection. This guy could help.



↑ As well as indirect alien threats, we'll have to deal with them head on as they try to infect everything on Earth.

Unreal Championship 2: TLC

DEV: **EPIC GAMES** PUB: **MIDWAY** RELEASE DATE: **22 FEBRUARY 2005**

↑ Jet packs will let you swoop down behind an unsuspecting enemy for a kill. They also make for a great getaway!

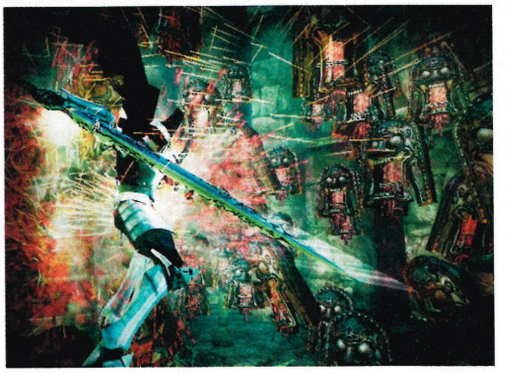
↑ We recommend you learn the layouts during the ultra-rare quiet moments. It'll be invaluable.

↑ We'll also have to learn which weapons suit us best. *Unreal* is too fast a game to make mistakes.

Otogi 2: Immortal Warriors

DEVELOPER: **FROM SOFTWARE** PUBLISHER: **SEGA** RELEASE DATE: **FEB 2005**

↑ The *Otogi 2* engine has been optimised to allow for an even greater ranger of special particle and light effects.

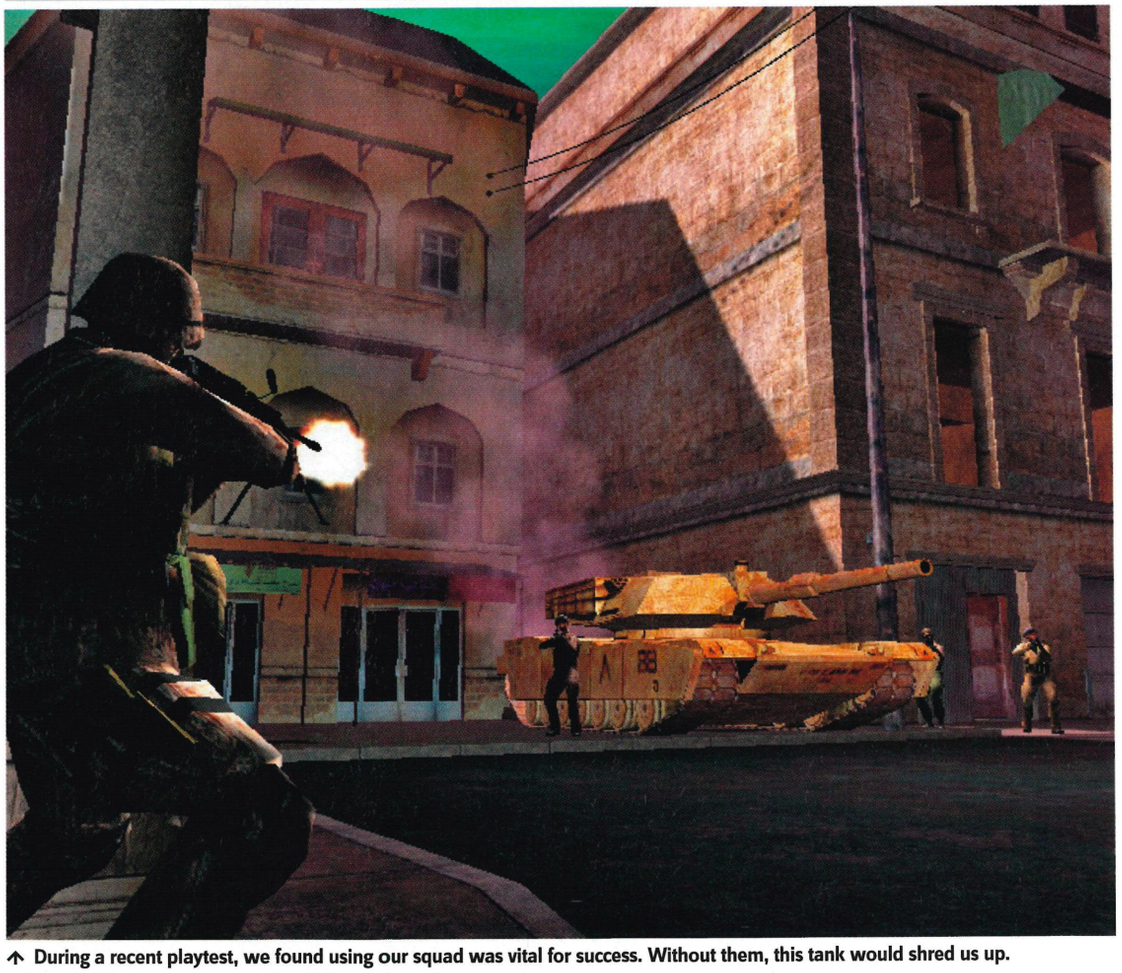


↑ The new optimisation also means a broader range of intricately designed enemies and spectres.

↑ During combat, the lighting effects will come into their own. Sparks fly and light traces flash everywhere.

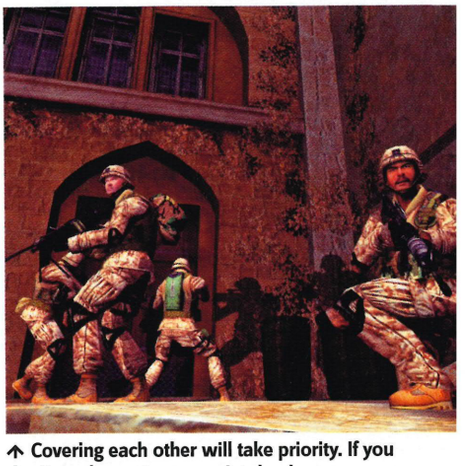
Close Combat: First To Fight

DEVELOPER: **DESTINEER** PUBLISHER: **TAKE-TWO** RELEASE DATE: **SPRING 2005**



↑ During a recent playtest, we found using our squad was vital for success. Without them, this tank would shred us up.

↑ We'll have to learn to use the team for tasks such as taking down a protected enemy officer.



↑ Covering each other will take priority. If you don't work as a team, you're dead.

©2004 Microsoft Corporation. All rights reserved. Microsoft, Forza Motorsport, the Microsoft Game Studios logo, Xbox, and the Xbox logos are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries. The names and logos of actual companies and products herein may be trademarks of their respective owners.

AGENT X

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

DIESEL POWERED

My Hollywood contact has been following bulky slaphead Vin Diesel about and is unearthing all manner of Xbox goodness. It seems Diesel's Tigon Studios has teamed with *X-Men* director Bryan Singer. The two are apparently creating a game based on the American Secret Service. Developed under the top secret working title of *Secret Service* it's rumoured to be a tactical action-adventure game. We'll play as a Secret Service agent assigned to the Presidential bodyguard team.

↑ ***Deadlight*: delinquent squids as standard.**

DIESEL TURBO POWERED

Following Mr Diesel back to his Beverly Hills suede love shack, my contact also learned more news on the future of Riddick. While plugging the US DVD release of *Chronicles Of Riddick*, Diesel let slip that a sequel to the game was in development. Once the muscle-packed ex-dancer realised what he'd said he was quickly ushered out the building. I'll have more details once I track the lumbering brute down again.

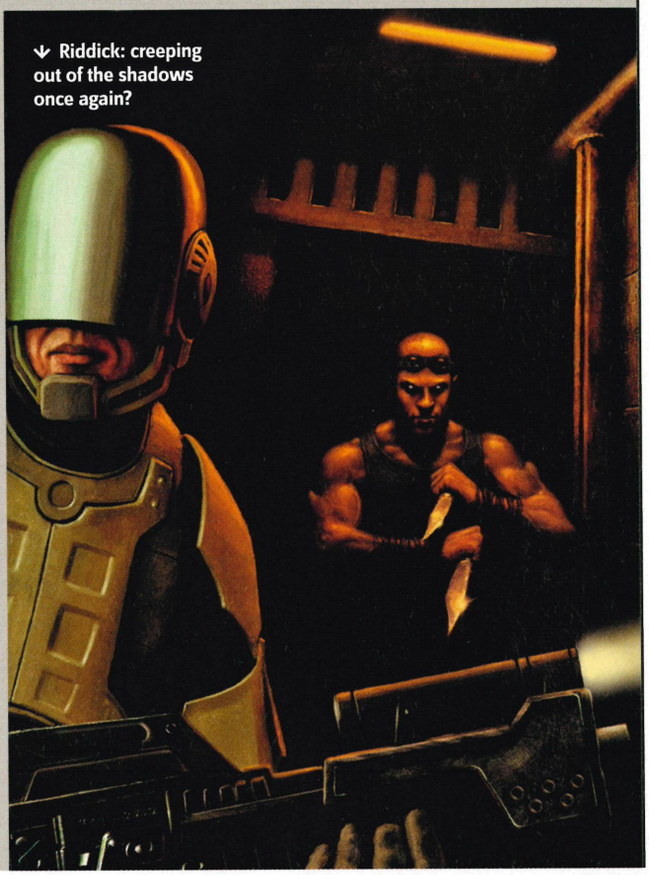
SPACE GLADIATOR

Staying in Hollywood, I found myself fastened to the underside of director Ridley Scott's Oldsmobile, *Cape Fear*-style recently. Through an intricate system of wires and tin-cans on string, I managed to dig up this scurrilous slab of gossip. It seems the director could be turning his hand to a movie adaptation of *Halo 2*. I think *Halo 2* is more 'Michael Bay', than '*Gladiator*', but let's hope whoever gets the job does us proud. No cliffhanger please, Scott!

← **But who'll end up playing him?**

SEE SICKNESS

As well as *Cold Fear*, it seems there's another seaborne terror on its way to Xbox. Called *Deadlight*, I've learned this ocean-going menace is headed to our fair console some time in 2005. Playing as a sailor washed overboard during a storm, we'll take refuge on the spooky SS Hyperion only to be stalked through the ship by all manner of oozing bogeys with sharp teeth. Keep 'em peeled!



↓ **Riddick: creeping out of the shadows once again?**

Mmm... we're not too sure about this one, but look out for the forthcoming game Rock Troll. Starring a 'rhino-style creature' who rampages though a Manga-style universe, it looks pretty interesting.

AND FINALLY...

Covenant For Beginners

Decipher alien scribblings in one easy step!

EVER WONDERED what all that Covenant space scribble actually meant in *Halo 2*? Contrary to popular belief, all those scrawls do actually mean something, and it's not the usual 'Grunt Woz Ere', or 'Cortana Is A Fat Slapper'. Oh no, these are far more sophisticated. In fact, they're secret messages left by The Covenant to each other warning of Master Chief's exploits.

Now the code has been cracked, it appears The Covenant is very wary of MC, with messages such as 'Kill Him' or 'Dangerous' appearing on any Covenant files in which the towering green killer appears.

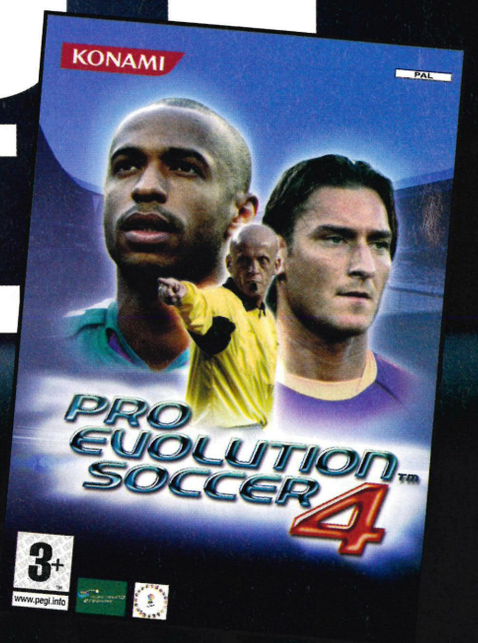
Now, for the first time, we can crack the messages ourselves, with this handy alphabet converter. Just cut it out and keep it in your *Halo 2* box. Whenever you see a message, whip the converter out and find out what it means. If you see any interesting messages throughout the game, take a picture of it, scrawl down the interpretation, then post it to us or email us at the usual addresses. The most interesting find will be rewarded a big bag of space sweets. Or something.

↑ **The Covenant clearly fear Master Chief, as this screen shows. Go big guy, show 'em what for!**

SEA SICK: WHEN BEN L WAS LAST ON A FERRY HE WAS SICKED ON FROM ABOVE BY A MAN. IT WAS STICKY AND PINK AND CLUNG TO HIS HAIR. YUM...

KONAMI

DON'T REST 'TIL YOU BEAT THE BEST



PlayStation 2

XBOX

PC DVD

www.pesleague.co.uk

in association with

LYCOS

Virgin megastores

KONAMI® and PRO EVOLUTION SOCCER™ are either registered trademarks or trademarks of KONAMI CORPORATION. ©2004 KONAMI & Konami Computer Entertainment Tokyo ©1996 JAPAN FOOTBALL ASSOCIATION ©2002 JFA MAX ©2001 Korea Football Association. adidas, the adidas logo and the 3-Stripe trade mark are registered trade marks of the adidas-Salomon group, used with permission. Roteiro is a trade mark of the adidas-Salomon group, used with permission. the use of real player names and likenesses is authorised by FIFPro and its member associations. All other copyrights or trademarks are the property of their respective owners and are used under license.

↑ Mmm... Jango Fett meets Qui Gon Jinn. Could this be some kind of multiplayer deathmatch mode we're not being told about?

↑ Darth Maul will be a tough cookie apparently.

↑ Padme admires her new Lego droid collection.

↑ Deflect droid fire with your plastic lightsaber!

Q&A LEGO STAR WARS

Bring in the probe droid! Lego Star Wars development director Jonathan Smith spills his cowardly rebel guts

Dev: Giant	Pub: Eidos
Release: April 2005	Live: None
Players: 1-2	

0 Percentage Complete 80 100

Tell us how this came about. Did George Lucas have any say?
George Lucas keeps in touch with everything *Star Wars*, and we've been working very closely with the entire Lucas organisation from day one. Their enthusiasm and support for our work has been overwhelming. The origination of the game was pretty straightforward: we had a very clear concept and right at the start, everyone just 'got' it.

Is the fact this is *Star Wars* and Lego just a gimmick or are there real benefits to the game?
Ah, so you haven't seen much of the game [laughs]! Putting the soul of *Star Wars* together with the world's favourite toy has taken us into unexplored gaming territory. We've been free to take risks and create something truly fresh. And we've also been able to draw upon some of the core feelings you have about Lego - things like playfulness, surprise and creativity - as a basis for some terrific new game mechanics. Time and time again, we've found ourselves working on something new, which felt completely fun to play, which just made us smile, with all of us saying at once: "That's so Lego!"

How can *Star Wars* be 'so Lego'? Will we be able to 'Force build' bridges and walls with the bricks?
Oh yes, and that's a good example of the kind of special experience we have here. We can use The Force and combine it with Lego to create a gameplay feature that's just great fun to play. In our Lego *Star Wars* world, The Force can do all kinds of things that you won't have seen before like building, re-building and transforming as well as moving things about. You've also got those fantastic 'Force Push' combat moves, and of course the dark side characters will have special powers of their own...

Tell us a little about the game. It spans the entire 'new' trilogy, doesn't it? Surely it's not got *Episode III* spoilers in there?
It tells the whole story of *Episode I*, *Episode II* and, yes, *Episode III*. How could we resist? We'll give you control over all the characters from the three films, as you play through all the whole story - from Qui-Gon Jinn and Obi-Wan's first encounter with the Trade Federation above the planet of Naboo, right through *Episode II* and the new movie. It's the rise and fall of Anakin Skywalker from beginning to end.

That's pretty dark, but how do you manage to create the sense of menace and dread associated with Darth Maul and co when they're just Lego?
All the core characterisation is in the animation and we've been working with a genius animator who's been able to bring all our Lego *Star Wars* characters to life with extraordinary style and presence. We also use a lot of cinematic techniques to create an emotional effect - lighting, camera choices and of course all the *Star Wars* music and sound effects. And Darth Maul's got the added advantage that, if you give him the slightest chance, he'll completely kick your ass. That tends to get him some respect.

Tell us what kind of characters we can expect to see - any unlockables? Any old-skool *Star Wars* characters in there?

↑ Jonathan Smith, development director - more than just plastic.

All the characters from *Episodes I, II* and *III* are in the game. Jedi, droids, security guards... whatever. As you progress, you'll get to bring them all into your collection as playable characters. Even the enemy characters (controlling Jango Fett, or Darth Maul, or a Droideka is *really* cool). You can use their special abilities to access secret bonuses in the other levels. That's our unique character Free Play mode, which I think everyone's going to be blown away by. We have over 30 different playable characters. As for old skool characters - well, wait and see...

Have you had to spend hours playing with Lego characters to get the feel of the game right?
Honestly, yes. All the offices are full of Lego. And we've often been in discussions about level design or game features, where someone's reached for a character or bricks to make a point, or test something out. We tend to take pictures of them.

How many levels have you had to build then?
We have 18 levels spanning all three movies, and over 30 playable characters, each with their own special abilities and combat moves.

Tell us something no one yet knows about *Lego Star Wars*.
R2-D2 can use his probe to deactivate other droids.

Nice touch, but please tell us that when you kill a droid or character they explode like a Lego figure.
Of course!

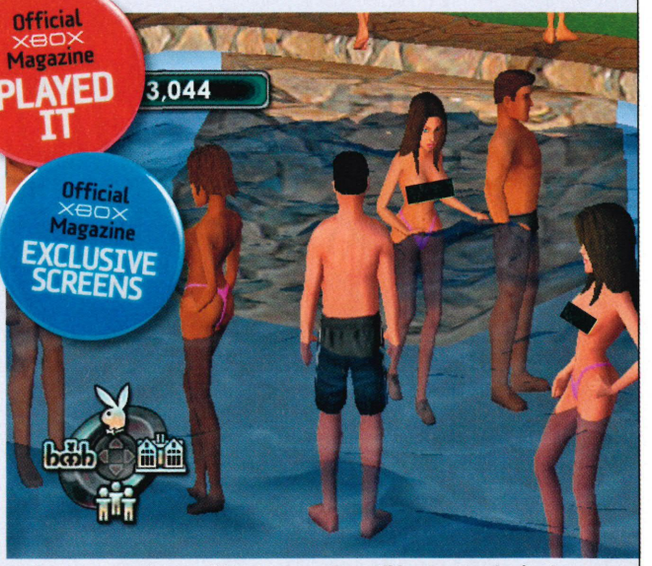
Can we expect to see any more Lego or *Star Wars* hybrid games in the future?
We've just had so much fun on this, we're full of ideas for the future.

Playboy: The Mansion

Slipping on the crushed velvet smoking jacket of lust...

Official Xbox Magazine PLAYED IT

Official Xbox Magazine EXCLUSIVE SCREENS



↑ Don't worry, the small black rectangles will be gone in the final game.

Dev: Ubisoft | Pub: Ubisoft
Release: Spring 2005 | Live: None
Players: 1
0 Percentage Complete 70 100

LET'S CUT to the chase. For all the 'Sims with Wobbly Bits' comparisons, the burning questions we have about *Playboy: The Mansion* are the obvious ones. Are we about to see fried eggs, burgers, baps and badly packed kebabs?

Well, it seems the answer is very much a 'yes'. The fact that we managed to 'have sex on couch' with two different Bunnies within five minutes is pretty much testament to what we can expect. We're still not quite sure what the long-term appeal will be, especially considering the rufty amounts to a few jerky lap dances and a bit of hip grinding, but in the short term it definitely has its charms.

The aim is to get Hugh Hefner from glamour-mogul wannabe to the 50th anniversary of *Playboy*, contending with photoshoots, egos, party throwing and PR along the way. It seems something of a distraction to actually have to indulge the Bunnies, especially when mags need making and scandal needs covering up, but hey, somebody's got to do it.

Just as in *The Sims*, there are tasks to perform, but as opposed to sitting on the throne or washing up, Ubisoft promises us tasks far more entertaining. If you count topless pool parties, voyeuristic couch-based bonking, and girl-on-girl party organisation among them, you can see why *Playboy: The Mansion* seems to be onto something of a winner. Fingers, and just about everything else, crossed.

↑ It's all very well flirting, just make sure your girlfriend isn't watching at the time.

↑ A private moment perhaps? No - there's a party happening in the same room!

State of Emergency 2

Riot control, anarchy style

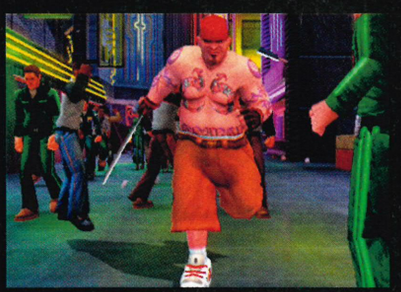
Dev: Vis | Pub: BAM!
Release: Spring 2005 | Live: None
Players: 1-4
0 Percentage Complete 80 100

McDONALDS, McDonalds, Kentucky Fried Chicken and Pizza Hut! Ah yes, the mega-corporation-slamming, anarchy-fuelled rumble-a-thon is returning to Xbox. It's been quite a while since Spanky and his cohorts trashed the streets in the name of entertainment, but you just can't keep a good revolution down.

Coming soon, probably straight through your nearest shop window in fact, is *State Of Emergency 2*. Unlike the original (Issue 17, 6.6), we'll actually be able to control the rioting this time around, thanks to Spanky's improved gang control. In order to avoid *Daily Mail*-style backlashes, *State Of Emergency 2* is once again set in the fictional Capitol Plaza where an evil, obviously fictitious - *ahem* - government is suppressing the people. This time though, the ability to herd the riot into the best places to cause disruption is combined with the vastly increased numbers of characters on screen at once. That means we'll potentially have 500 rioters causing havoc in the streets.

↑ Message in a bottle? We suspect if it is, it's full of swear words.

↑ Try to avoid fire, it's not usually pleasant.



↑ Brutal handheld weapons will be there!

The fictional streets will, once again, be fully destructible, with entire city blocks ripe for rioting. Whole skyscrapers will be reduced to rubble thanks to the improved weapons system too. As well as mob fury (surely the most devastating weapon in here), rocket launchers, mines, grenades, Molotov cocktails, clubs, knives, various guns, and the much-loved C4 plastique will all be up for grabs. And what could be more fun than a new multiplayer option that will see hordes of us controlling our own gangs and attempting to beat the living bejesus out of every rival gang in the neighbourhood?

Prepare for some serious controversy because this is going to cause a right stink in the tabloids. Look out for the review very soon.

FLOOZY: BEN L HAS SHARED A BED WITH UK PLAYBOY BUNNY 2004. HE DOESN'T REMEMBER HER NAME THOUGH. AND IT WAS IN AN EXHIBITION HALL SURROUNDED BY THOUSANDS OF GAMERS.

ONE MAN. MANY WEAPONS. INFINITE DESTRUCTION.

©2004 Microsoft Corporation. All rights reserved. Microsoft and the Microsoft logo are either registered trademarks or trademarks of the Microsoft Corporation in the U.S. and/or other countries. Fasa Studio and MechAssault are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Portions ©Day 1 Studios. All rights reserved. ©2004 Microsoft Corporation. All rights reserved. All trademarks used with permission. The names and logos of actual companies and products mentioned herein may be trademarks of their respective owners.

Out January 2005

In MechAssault 2 you are one of the last members of the Wolf Dragoons and you are no longer confined to a BattleMech®. Scale a wall or jack a BattleMech with the BattleArmor, jump into a tank or fly the VTOL to carry supplies into battle. Galactic supremacy is the reward in Conquest mode on Xbox Live, as you enter a persistent online world; join one of five houses on 45 planets and, with your clan attempt to conquer the solar system. With new enemies, new weapons and new environments, the choice is yours. MechAssault 2. The biggest battle just got bigger.

MECHASSAULT 2 LONE WOLF

Microsoft game studios

DAY 1 STUDIOS

fasa studio

XBOX

it's good to play together

xbox.com/mechassault2

XBOX LIVE

Project: Snowblind

A blindingly good blaster to ward off winter chills

Official Xbox Magazine PLAYED IT

Official Xbox Magazine EXCLUSIVE SCREENS

Xbox LIVE PLAYABLE

- Dev: Crystal Dynamics
- Pub: Eidos
- Release: Feb 05
- Live: 2-16 players
- Players: 1; 2-16 S.Link

0 Percentage Complete 90 100

IT MAY NOT be a white Christmas (again!) but don't let global warming get you down, because it's all part of our descent into a hi-tech future where gadgets rule and society has become militaristic enough for settings such as *Snowblind*'s.

If you read the Exclusive Access in Issue 36, you'll be up to speed with the ins and outs of this great-looking title. But the rest of you don't deserve to be left out in the cold! FPSs are ten a penny at the moment, so lead character Nathan Frost has incorporated some slightly unorthodox methods of storming his way through the genre. In a very *Deus Ex* fashion, Frost has at his disposal various upgradeable biomods, which significantly enhance both his combat ability and your gameplay experience (see Universal Soldier, right).

Aside from fancy faculties, *Snowblind* provides a fresh and funky slice of FPS action. The engine runs at a super-smooth rate, which is handy when you consider the sheer amount of mental action going on at any one time. Enemy reinforcements rumble into view as bullets zing past, meaty explosions rock your world and an impressive physics engine sees enemy bodies ragdoll around the screen in a worryingly entertaining way.

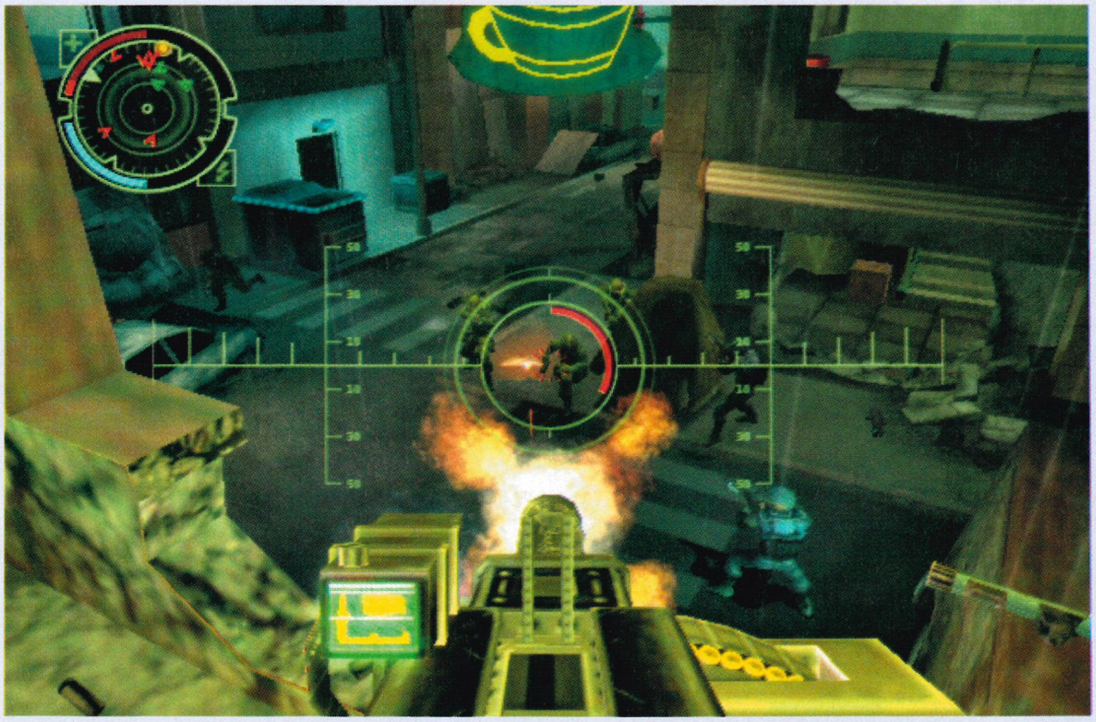
You'll be hard-pushed to get them into this position mind you, thanks to some devious AI. Camping behind cover will get you nowhere fast as they'll duck and weave their way towards you, flanking and pinning you down. Scattered enemies are more likely to seek out cover themselves or hop behind the nearest heavy cannon to hand. To balance the odds, Frost has impressive weapons and gadgetry (homing electrical orbs, deployable riot shield...), and some equally astute team-mates.

↑ **There's a whole host of awesome weaponry at your fingertips in *Snowblind*. The Flachette rifle is shockingly effective.**

They'll back you up at every opportunity, so it really pays to keep them alive rather than use them as a layer of defence when the bullets start raining down.

But who needs virtual mates when real ones are so much better for abusing? Up to 16 players can battle it out over System Link or Xbox Live in a multitude of multiplayer games, and players can not only choose which team to represent (Coalition or Rebel) but pick from several different classes of soldier, each with specific weapons and special abilities. Watch out for the full review of *Snowblind* next month, weather permitting.

↑ **Rockets are devastating at clearing rooms. Just remember to stand well back.**



↑ **Helping out your team-mates is crucial, so hop behind mounted cannons at every opportunity and decimate the enemy.**

Universal Soldier

They do say war advances technology...

FROST IS THE perfect example of a modern man. Just don't ask him to cook, clean or wash up.

↑ **Use your biomods to spot heat signatures of enemies. Great when they're behind cover.**

↑ **Reflex time increases your reaction time. Very useful for evading enemy fire.**

QUIETLY DOES IT. IT'S NOT ALL BLAST-A-MINUTE ACTION IN PROJECT SNOWBLIND. CERTAIN MISSIONS REQUIRE STEALTHY GAMING AND FREQUENT USE OF YOUR INVISIBILITY BIOMOD.

The Incredible Hulk

Me smash! Me wear elastic pants!

Dev: Radical | Pub: Vivendi Universal
Release: Spring 2005 | Live: None
Players: 1
0 Percentage Complete 60 100

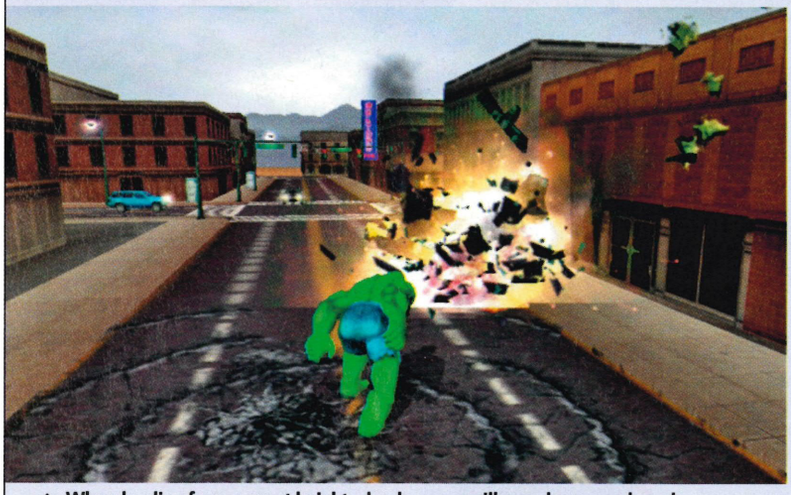
WE WERE LUCKY enough to see a sneaky glimpse of the new *Hulk* game recently, a not-so-official sequel to the rather impressive film tie-in we were playing last year (Issue 18, 7.5). Named, at this stage at least, *The Incredible Hulk*, the second monster melee will feature an entirely new story.

"This," the developer confidently announced as he was smashing up downtown America, "is going to be the ultimate superhero game. Forget *Spider-Man*, this is going to have it beat." And what reason do we have to disbelieve him? Hulk will be able to bound entire sandbox style levels in a few leaps. Everything in the level will be fully destructible, and there'll be plenty of *GTA*-style treasure collecting and free-roaming to keep you busy.

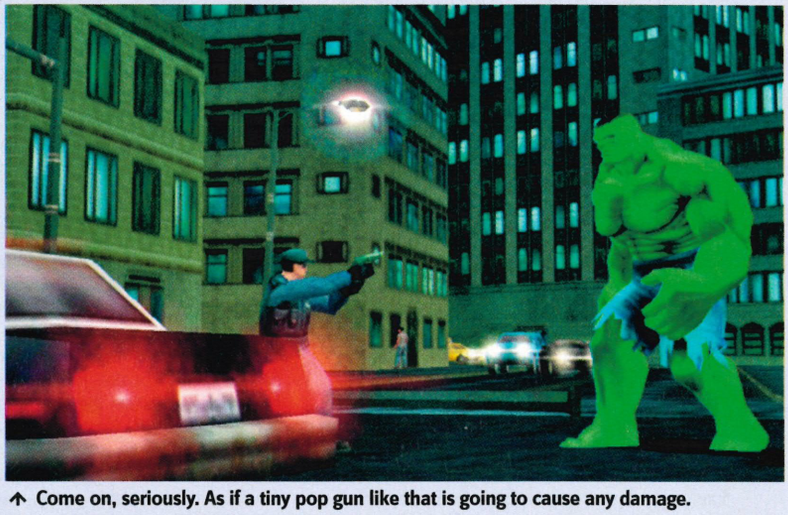
Hulk will also be able to wield and create weapons from his environment. Lampposts will become giant baseball bats; we'll be able to rip cannons from tanks then slam rounds through them like a rocket launcher; and a car on each fist makes for handy boxing gloves.

Developer Radical is still hesitant about revealing too much of the plot but is well aware that we're hankering after some serious Marvel action this time around. "We've got plenty of Marvel cameos in there," we're told, "but you'll just have to wait and see to find out who they are." Our money is on an appearance by Colossus or perhaps Beast, both Hulk equals from *X-Men*. But until later in the year, we're just going to have to make do with these explosive screens. Bah!

↑ Hulk's punches will literally disintegrate tanks and vehicles on impact.



↑ When landing from a great height, shockwaves will smash cars and roads.



↑ Come on, seriously. As if a tiny pop gun like that is going to cause any damage.

Constantine

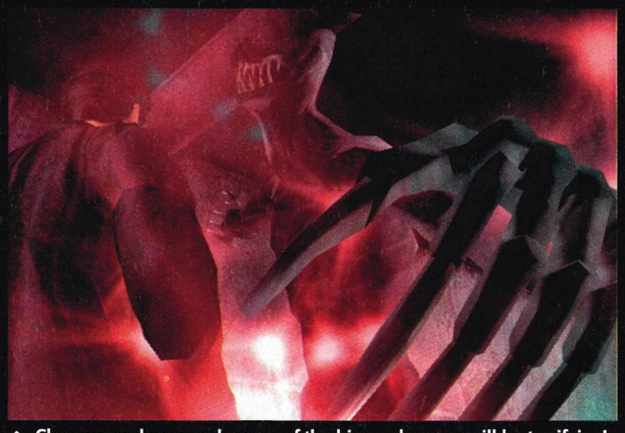
Official Xbox Magazine PLAYED IT

The end of the world is nigher than we thought

Dev: Bit Studios | Pub: SCi
Release: Summer 2005 | Live: None
Players: 1
0 Percentage Complete 80 100

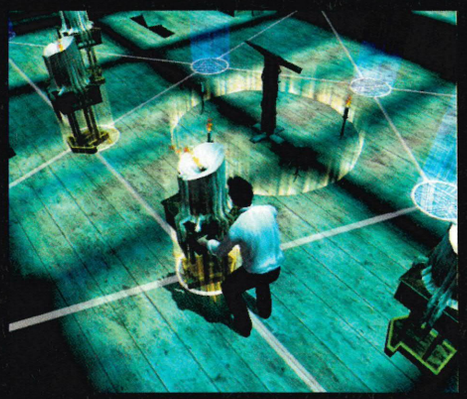
THOSE CLEVER DEVELOPERS. Already their beady eyes are on the blockbusters of 2005, and already we're seeing quite a bit of the Keanu Reeves-helmed *Constantine*. More news came oozing our way recently about *Constantine*'s handy True Sight powers, a key element in the game. Turns out that not only will True Sight offer us the chance to see the world as it actually is, but it will also be crucial in finding the vital demon-nailing ammo.

During missions we'll come across a variety of human NPCs. Some of these will act strangely though, especially when Constantine is in the room. With a quick flash of True Sight, it soon becomes apparent why. These humans are only of this Earth on the outside. Inside they're demons who will attempt to attack us if we were to turn our backs on them. So, with True Sight enabled, we can then keep a close check on our weaponry. One item, known as the Screech Beetle, can be cast down in front of an enemy where it will then send out a piercing, paralysing scream. It can be deceptively hard to find again once cast, but with True Sight on it glows like a torch, ready to be picked up and used again... something we're going to find very handy when every minion of hell is eager to drag us back into the fiery pit.



↑ Close up and personal, some of the bigger demons will be terrifying!

↑ True Sight shows demons for what they really are.



↑ Constantine will also solve devious puzzles.

Oddworld Stranger's Wrath

Prepare to get off your horse and drink your SoulStorm Brew

Dev: Oddworld	Pub: EA
Release: February 05	Live: None
Players: 1	
0 Percentage Complete 80 100	

IF THE GAMING world is currently in the dark about the specific function of a Thudslug or just how quickly a Bolamite can cocoon a varmint, it soon won't be. Trust us, the Fuzzle will soon sit its fuzzy butt down alongside such well recognised weapons as the BFG and Covenant Carbine.

Oddworld Stranger's Wrath, née '*Oddworld Stranger*', is shaping up to be more than just a return to form following the only slightly less than amazing *Oddworld: Munch's Oddysee* (Issue 01, 8.1). A Wild West of Oddworldian proportions, with all the deliciously dark screwball antics you'd expect of Abe, *Stranger's Wrath* is Oddworld's first foray into the world of first-person shooters. This is no normal shooter though. The mysterious Stranger is only ever armed with a crossbow, but the ammo he loads into it varies wildly, from the decoy 'Chippunk' which attracts enemies to it (and hopefully to their death in the process), or the Boombat - Mother Nature's answer to the grenade launcher. Nasty.

Ammo is sourced from plucking critters from their cobwebs (the Bolamites) or knocking them out of the sky (Boombats) with the handy Zappfly. Too much Darwin? Don't worry, *Stranger's Wrath* is shaping up to be such an epic, swooping tale of Oddness we couldn't help but be sucked in. You won't be able to resist either.

During a recent hands-on it became apparent that *Stranger's Wrath* will again contain the usual Oddworld twists and turns, with us discovering very early on in the game that something isn't quite as it seems. Stranger is only a bounty hunter through necessity because something about him isn't quite right. He needs an operation and is saving up to pay for it. What it's for is still a mystery - one we'll only discover come release - but we've got a feeling there are greater things planned for Stranger's destiny than he realises.

Under the hood, *Stranger's Wrath* can boast some pretty remarkable AI. Although final tweaks and touches are being implemented before release, this is pretty much finalised. If a bad guy can't get you on his own, not only will he call for help but he'll try and flank you or start rummaging through long grass if you've taken refuge in it. Just because *Oddworld* has gone FPS doesn't mean it looks as though it's going to be any more forgiving than previous games. There will still be the matter of out-smarting the enemy, there's still the very real chance of getting killed and mutilated in very nasty ways, and there looks to be another twisted story to once again get our teeth into. Look out for our review next issue.

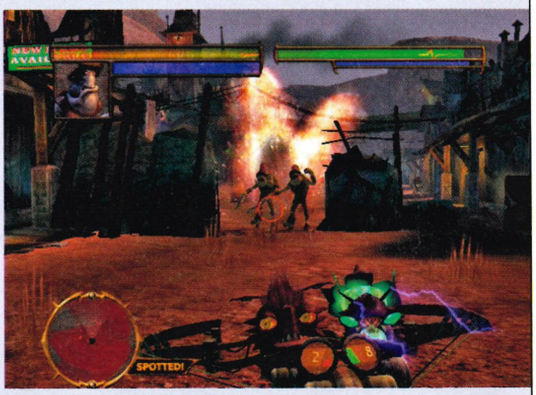
ONLY ON XBOX

Official Xbox Magazine EXCLUSIVE SCREENS

Official Xbox Magazine PLAYED IT

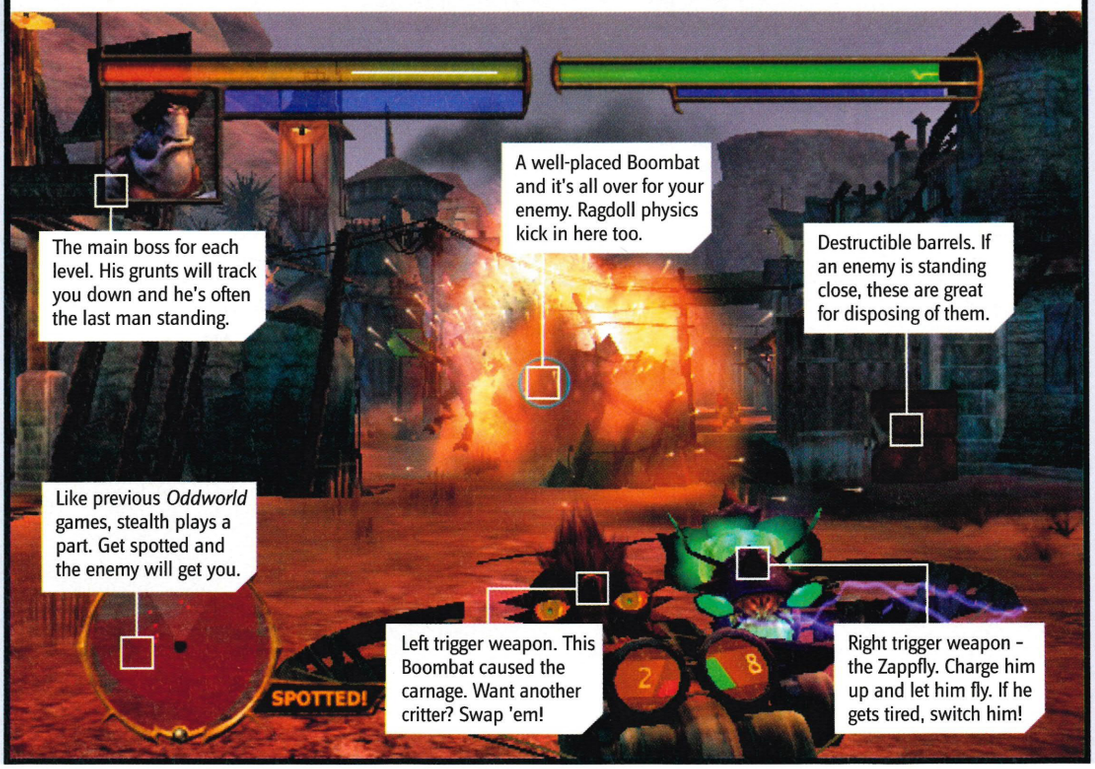
↑ Zap your enemies with the Zappfly. When zapped, wrap 'em up!

↑ Cover enemies in Fuzzles and they'll be eaten alive!



↑ A well-placed shot will have enemies dying everywhere!

ODD GETS EVEN Know your enemy!

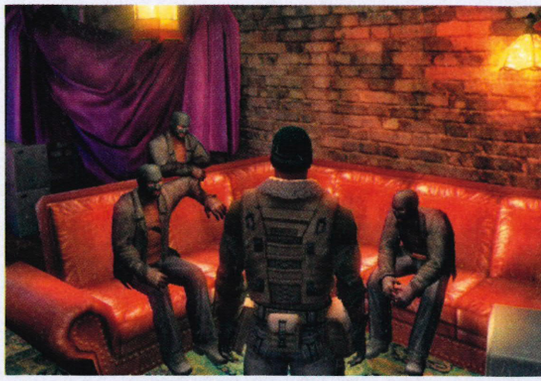


↑ Don't let them get too close or else!

↑ This guy is hard, so attack him from afar.

HIDDEN TALENT: WHEN SHE'S NOT SLEEPING UNDER HER DESK AND WORKING EVERY HOUR GOD SENDS ON THE MAG, VANESSA CAN ALSO DO A SCARILY ACCURATE IMPRESSION OF ABE. JUST THOUGHT WE'D SHARE THAT.

↑ Stun grenades can actually knock pilots out, and we all know what that leads to.



↑ Hanging with the boys down at Balaclava's Brasserie.

↑ The UN. Help 'em out or screw 'em over, it's up to you.

Official XBOX Magazine PLAYED IT

Official XBOX Magazine EXCLUSIVE SCREENS

Mercenaries

If you can see it, you can destroy it...

Dev: Pandemic	Pub: LucasArts
Release: 18 Feb	Live: None
Players: 1	

0 Percentage Complete 80 100

WE KNOW WHAT you're thinking because we thought it too. This is a *GTA* wannabe set in the army, only it can't possibly be as good as *GTA* because, well, *GTA* is *GTA*. Only that's where *Mercenaries* differs from other sandbox contenders, because it is just as good as you'd imagine and quite possibly a little better too. Come February, LucasArts' war game will be unleashed and, from what we've played, it's shaping up to be every bit as good as we were hoping.

Set in the DMZ (De-Militarised Zone) between North and South Korea, three Mercenaries are out to make a buck from the volatile situation between the two countries. How they do it and who they work for is entirely up to them, just as long as the coffers are filled and the contracts keep rolling in. Whether the Russian Mafia want your services to 'deal' with a rogue general, or the UN need you to neutralise a South Korean bunker, the option to take or leave a contract is entirely up to you.

There are over 140 missions, but if you'd prefer to trundle around in a tank squishing everything with a backbone then the option is there. Choppers, ATVs, jeeps and the occasional nuclear warhead carrier are there for the taking from the outset, so the only vehicles you end up unlocking tend to be bigger and better. And these babies will do far more than just provide getaways. Every man-made structure, be it a humble water tower or a colossal cloudbusting military headquarters, can be utterly destroyed. With homing missiles, C4, bunker busters, carpet bombs and cache upon cache of explosives at your fingertips, you'll be remodelling landscapes like a demented demolition ball.

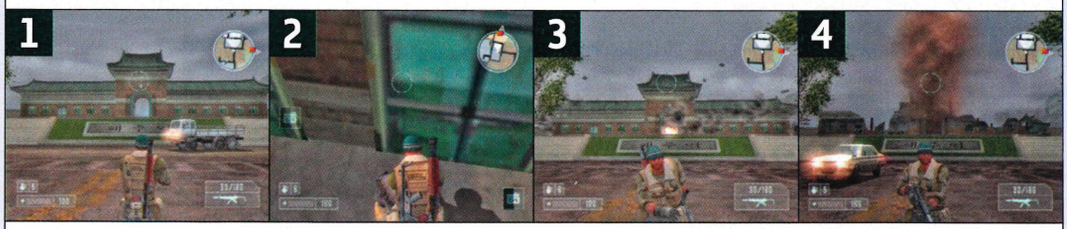
↑ Dump your catch on the chopper for cash.

↑ Anything you see can be destroyed. Apart from trees apparently.

The physics are shaping up to be exquisite too, with bodies tumbling from buildings, burning wreckage, dust particles sweeping over landscapes, and C4-packed Skodas launching into space in an inferno of smoke and flame.

At the moment we would say the mission structure needs to be refined a little because the quests that were open to us seemed too similar. But hey, when they involve assassinations, sabotage, and sending bunker busters via infrared markers into the HQ of a Mafioso, we can't grumble too much.

Now you see it... The subtle art of removing pesky enemy buildings



↑ This ancient Korean monument looks too valuable to blow up. Do it anyway.

↑ Plant the C4 while avoiding a few suspicious troops, then head back to your safe zone.

↑ Press the red button on the remote and watch the whole thing come crashing down.

↑ When the dust clears, the monument has disappeared. Right, what building's next...?

Be the best...

Win £25,000

TONY HAWK'S UNDERGROUND

Will you win the World Record mobile gaming prize fund?

The Gaming Arena

The Mob hosts unique monthly tournaments with the coolest mobile games on the planet. All Champions in the Mob Games Arena play-off for the bumper jackpot in a televised live Mobile Gamer of The Year Grand Final.
Enter the ultimate gaming arena. Choose a game, download to your mobile, play like hell, get a great score, upload score to league table, be the best and compete for the world record and mobile gaming prize of £25,000!

T.H.U.G

Tony Hawk's UnderGround takes you underground anytime, anywhere!
Unlock six international courses to become the ultimate street legend.
Score combos by linking the sickest tricks like manuals, grinds, and quarter-pipe air.
With huge side-scrolling courses and a grip of interactive terrain, Tony Hawk's UnderGround puts extreme skateboard action at your fingertips!

Features

> Game play look and feel based on old school skateboard games.
> Multiple game modes including story mode, free skate, and tutorial.
> Large horizontally scrolling playfields with plenty of props for stunts.
> Air, ground, grind and lip tricks.
> Engaging music and sound effect

Coming soon!

TONY HAWK'S UNDERGROUND 2

Other Arena Games

Extreme Air Snowboarding

It's time to hit the pipe and powder some snow again! Pull off as many tricks as possible to impress the judges and accomplish the missions. Complete some of the fearsome tricks and follow your trainer's instructions to become a true snowboarder.

Racing Destruction

Challenge the world's best racers! Compete in a series of high-pulse, high-speed races towards other players around the world, as you travel through forest, city, desert, sea and snow landscapes.

Winter Sports

High phased multiplayer action in Winter Sports. Compete against other players around the world in the 3 events Biathlon, Speed skating and Ski jump.

To Join send MOB BOX to 87021

16+ only. You must have permission from the bill payer to join. The Mob is a weekly subscription service charged at £1.50 per week billed directly to your mobile phone. Min subscription period applies - see www.mob.tv/help for full details. You have 14 days to cancel your subscription. Members of The Mob can enjoy unlimited content and to the Gaming Arena plus a free welcome pack and regular newsletters packed with special offers and exclusive products. Cost to download Tony Hawk's Underground is £4.50. Pre-Pay users will not receive the download if there is not sufficient credit on the phone. For compatibility go to www.mob.tv You may be contacted by The Mob with further info/offers. To unsubscribe write or just send X to 07781484472. The Mob is part of the MonsterMob Group plc family, 76 Church Street, Lancaster. LA1 1ET.

themob
WWW.MOB.TV

Charts

The ten best-selling games in the UK

1 HALO 2
Dev: **Bungie**
Pub: **Microsoft**
The mighty Master Chief holds on to the top spot like his life depends on it. The awesome *Halo 2* still heads up the Xbox chart after seeing off the onslaught of EA's Christmas games.

2 NEED FOR SPEED UNDERGROUND 2
Dev: **EA** Pub: **EA**
If you get goosebumps when the base pumps, chances are you're already playing the second *NFS Underground* title.

3 PRO EVOLUTION SOCCER 4
Dev: **Konami** Pub: **Konami**
After waiting for what seems like a lifetime for Konami to get its *PES* act together, the dream finally becomes reality.

4 FIFA FOOTBALL 2005
Dev: **EA** Pub: **EA**
You can bet EA will not be very happy about *Evo* bumping its annual football fortune-maker down the charts. See Live reviews of both on page 092.

5 GOLDENEYE: ROGUE AGENT
Dev: **EA** Pub: **EA**
It's not a patch on the N64 original - as we said - but it looks like most of you are about to find out the hard way. Fine. Don't listen to us then...

6 FABLE
Dev: **Lionhead** Pub: **Microsoft**
The never-ending story continues to draw in new audiences as it clings onto an impressive sixth place. All that development time has paid off.

7 TOM CLANCY'S GHOST RECON 2
Dev: **Ubisoft** Pub: **Ubisoft**
The squad-based shooter makes a respectable debut in the charts, despite moving from first- to third-person perspective.

8 TONY HAWK'S UNDERGROUND 2
Dev: **Neversoft** Pub: **Activision**
If you think skateboarding is not a crime, just wait till you see Hawk's world destruction tour in action. Excellent extreme action.

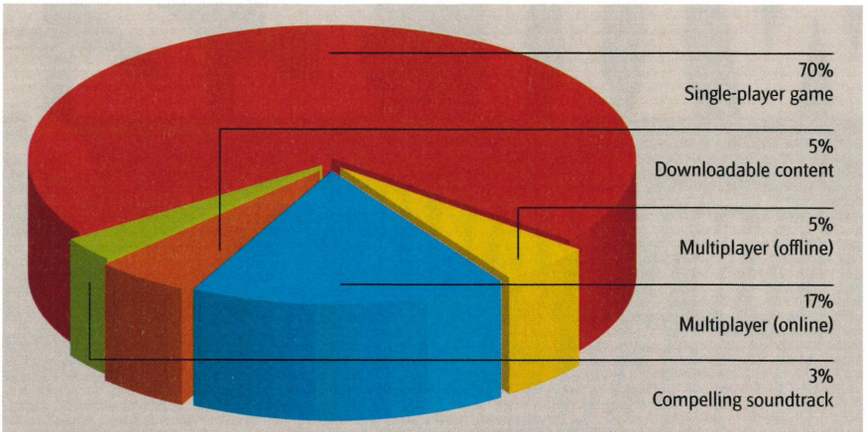
9 OUTRUN 2
Dev: **AM2 / Sumo** Pub: **Sega**
Sega's fast cars and fast girls still pull the punters in. Unsure? Check out our exclusive playable Live demo back in Issue 35.

10 MORTAL KOMBAT: DECEPTION
Dev: **Midway** Pub: **Midway**
The world's wildest fighting game is loosing its stranglehold on the charts. Did you manage to finish it?

Virgin megastores Virgin Megastores sponsors the charts.

The hot topic You answer the burning question...

What features are you most interested in when looking to buy a new game?



We've all got our own favourite elements of games, whether it's a single-player game that tells a great story or multiplayer options that make your sleep patterns change. Us? We like a great single-player game with quality multiplayer options and downloadable content. Not too much to ask, is it?

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

Your most wanted

sms @

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

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

← Looks like you've all given into your anger after reading last month's world-exclusive review. *Star Wars KOTOR II* is now your most wanted game.

1	**STAR WARS KOTOR II: THE SITH LORDS**	**Dev:** Obsidian Entertainment **Pub:** LucasArts **Release:** February 2005
2	**DOOM 3**	**Dev:** Vicarious Visions/id **Pub:** Activision **Release:** TBA 2005
3	**SPLINTER CELL: CHAOS THEORY**	**Dev:** Ubisoft Montreal **Pub:** Ubisoft **Release:** March 2005
4	**HALF-LIFE 2**	**Dev:** Valve Software **Pub:** Vivendi Universal **Release:** TBA 2005
5	**FORZA MOTORSPORT**	**Dev:** Microsoft **Pub:** Microsoft **Release:** April 2005
6	**UNREAL CHAMPIONSHIP 2: THE LIANDRI CONFLICT**	**Dev:** Epic Games **Pub:** Midway **Release:** March 2005
7	**STAR WARS: REPUBLIC COMMANDO**	**Dev:** LucasArts **Pub:** LucasArts **Release:** March 2005
8	**PARIAH**	**Dev:** Digital Extremes **Pub:** Hip Games **Release:** Spring 2005
9	**BROTHERS IN ARMS**	**Dev:** Gearbox Software **Pub:** Ubisoft **Release:** March 2005
10	**JADE EMPIRE**	**Dev:** BioWare **Pub:** Microsoft **Release:** Feb 2005

OUR SHOUT

After giving the world *Unreal Championship*, the US studio heads in a new direction with an original shooter that looks da bomb. Much more next issue!

Xbox Game Releases

The forthcoming games you need to know about

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
Winter 04	Miami Vice	Davilex games	TBA	N/A
	Teenage Mutant Ninja Turtles 2	Konami	Konami	31
	Trivial Pursuit: Unhinged	Artech	Atari	25
Spring 05	25 To Life	Avalanche	Eidos	N/A
	Advent Rising	Majesco	Vivendi Univ.	20
	Area 51	Midway	Midway	29
	Close Combat: First to Fight	Destineer	Take-Two	31
	Commandos Strike Force	Pyro	Eidos	36
	Conker: Live & Reloaded	Rare	Microsoft	31
	Conspiracy: Weapons of Mass Destruction	Kuju	Oxygen Int.	N/A
	CT Special Forces: Fire For Effect	Light & Shadow Pr.	Hip Interactive	N/A
	Dead or Alive Ultimate	Tecmo	Microsoft	31
	Delta Force: Black Hawk Down	TBA	Novalogic	30
	Destroy All Humans	Pandemic	THQ	33
	Doom 3	id Software	Activision	30
	FIFA Street	EA BIG	EA	36
	Forgotten Realms: Demon Stone	Stormfront	Atari	34
	Forza Motorsport	Microsoft	Microsoft	31
	Get On Da Mic	Eidos	Eidos	N/A
	Gungriffon	Kama	Tecmo	N/A
	Iron Phoenix	Sammy	Sammy	N/A
	Jade Empire	BioWare	Microsoft	31
	King Arthur	Konami	Konami	N/A
	King of Fighters 2003/2004	SNK	TBA	N/A
	Lego Star Wars	Giant	Eidos	38
	Medal of Honor: Dogs of War	EA	EA	N/A
	Mercenaries	Pandemic	LucasArts	28
	Midnight Club 3: DUB Edition	Take-Two	Take-Two	N/A
	NARC	Midway	Midway	28
	Otogi 2	From Soft.	Sega	N/A
	Pariah	Digital Ext.	Hip Interactive	34
	Playboy: The Mansion	Arush	Ubisoft	33
	Predator: Concrete Jungle	Eurocom	Vivendi Univ.	32
	Project Zero 2: Crimson Butterfly	Tecmo	Tecmo	N/A
	Pure Pinball	Iridon	Iridon	33
	Red Ninja: End of Honour	Tranji	Vivendi Univ.	33
	Scarface	Radical Games	Vivendi Univ.	34
	Snowblind	Crystal Dyn.	Eidos	31
	Sonic Mega Collection Plus	Sega	Sega	36
	Splinter Cell: Chaos Theory	Ubisoft	Ubisoft	32
	Star Wars KOTOR II: The Sith Lords	Obsidian	LucasArts	37
	Star Wars: Republic Commando	LucasArts	Activision	34
	Starcraft: Ghost	Blizzard	Vivendi Univ.	23
	The Punisher	Volition	THQ	32
	TimeSplitters Future Perfect	Free Radical	EA	33
	Torque	Garage Games	JoWood	N/A
	World Racing 2	TDK	TDK	N/A
Summer 05	100 Bullets	TBA	TBA	32
	ATV Quad Power Racing 3	Climax	TBA	N/A
	Batman Begins	Eurocom	EA	37
	Battlefield: Modern Conflict	EA	EA	N/A
	Battlestations: Midway	Mithis	SCi	34
	Call of Cthulhu	TBA	Headfirst	32
	Cold Fear	Ubisoft	Ubisoft	N/A
	Cold Winter	Swordfish Stu.	Vivendi Univ.	N/A
	Constantine	Bits Studios	SCi	35
	Dancing Stage Fusion	Konami	Konami	N/A
	Darkwatch	Sammy	Sammy	N/A
	Dead to Rights 2: Hell to Pay	Namco	Namco	36
	Emergency Mayhem	TBA	TBA	30
	Fahrenheit	Quantic Dream	Vivendi Univ.	18
	Freedom Fighters 2	IO Interactive	EA	N/A
	Half-Life 2	Valve	Vivendi Univ.	32
	Hitman: Blood Money	IO Interactive	Eidos	37
	Justice League	Trav. Tales	Midway	N/A
	Metal Slug 4 & 5	SNK	SNK	N/A
	Mortal Kombat: Shaolin Monks	Midway	Midway	37
	MotoGP 3	Climax	THQ	32
	MX Vs ATV Unleashed	THQ	THQ	36
	NBA Street V3	NuFX	EA	N/A

THE WISH LIST

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

MIDWAY'S answer to *GTA*, *Fear & Respect* could well stir up another heap of controversy for consoles. This time though the opportunity to do good (or bad!) should add a new dimension to the genre. We expect big things from this urban shooter.

WE'RE NOT sure about *London Taxi* but you've got to hand it to Data Design for sheer bravado. Maybe it'll become a huge hit and let us take out all that pent-up aggression we suffer when trying to travel around the capital. We're keeping a close eye on this bizarre forthcoming title.

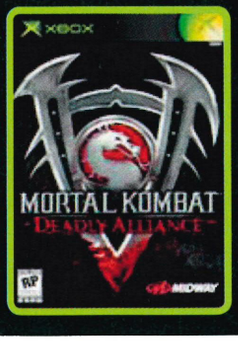
DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
	Oddworld: Stranger's Wrath	Oddworld In.	EA	32
	Painkiller	Dreamcatcher	Mindscape	N/A
	Psychonauts	Double Fine	Microsoft	6
	Rogue Trooper	SCi	SCi	34
	Sid Meier's Pirates!	Furaxis	Atari	34
	Sniper Elite	Rebellion	TBA	12
	SNK Vs. Capcom Chaos	SNK Playmore	SNK Playmore	N/A
	Spikeout: Battle Street	Sega	Sega	36
	Star Wars Episode III	LucasArts	LucasArts	N/A
	Stolen	Hip Interactive	TBA	33
	The Bard's Tale	InXile	TBA	23
	The Incredible Hulk	Radical	Vivendi Univ.	N/A
	The Movies	Lionhead	Activision	16
	The Roots	Cenega	Cenega	29
	Tom Clancy's Rainbow Six: Lockdown	Ubisoft Montreal	Ubisoft	37
	Tork	Tiwak	Ubisoft	4
	WWE Wrestlemania 21	THQ	TBA	N/A
Autumn 05	Fear & Respect	Midway	Midway	38
	Rugby 2005	EA	EA	38
Winter 05	American McGee's Oz	Carbon6	TBA	27
	Armada 2	TBA	Metro	4
	Big Mutha Truckers 2	Empire	Empire	N/A
	BloodRayne 2	Majesco	TBA	N/A
	Breed	Brat Designs	CDV	N/A
	Chronos	Saber 3D	TBA	N/A
	Dead or Alive 4: Code Cronus	Tecmo	Microsoft	N/A
	Dealer	Nagual	TBA	N/A
	Duality	Trilobyte Gr.	Phantagram	4
	Fuel	Firetoad Software	Dreamcatcher	N/A
	FX Racing	Milestone	TBA	23
	Goblin Commander 2	Jaleco	Jaleco	N/A
	Grand Theft Auto: San Andreas	Rockstar North	Rockstar	N/A
	Johnny Whatever	Warthog	TBA	N/A
	Kameo: Elements of Power	Rare	Microsoft	33
	Karaoke Revolution 3	Konami	Harmonix	N/A
	King Kong	Ubisoft Montreal	Ubisoft	36
	Loose Cannon	Digital Anvil	Ubisoft	4
	Magatama	Microsoft	Microsoft	23
	Masters of the Universe	Savage	TDK	N/A
	Neverend	Mayhem	TBA	N/A
	Nightmare Creatures 3	UbiSoft	Ubisoft	N/A
	Notorious: Die to Drive	Ubisoft	Ubisoft	N/A
	Perfect Dark Zero	Rare	Microsoft	10
	Phantom Dust	Microsoft	Microsoft	23
	Pilot Down	Wide Games	Wanadoo	N/A
	Phoenix	Bungie	Microsoft	37
	Resident Evil 4	Capcom	Capcom	7
	Roll Call	TBA	SCi	35
	Quake IV	Raven Soft.	Activision	N/A
	Serious Sam 2	Croteam	Take-Two	21
	Starship Troopers	Empire	Empire	27
	Starsky & Hutch 2	Empire	Empire	N/A
	Star Wars Battlefront 2	Pandemic	LucasArts	36
	State of Emergency 2	VIS	BAM!	N/A
	Street Racing Syndicate	Eutechnyx	Namco	N/A
	Stubbs the Zombie Rebel Without a Pulse	Wideload Games	Microsoft	37
	Super Monkey Ball Deluxe	Sega	Sega	34
	Survivor	Replay Studios	TBA	36
	Syberia 2	Microids	TBA	N/A
	The Fast and the Furious	Genki	Vivendi Univ.	N/A
	The Last Job	TBA	TBA	N/A
	The Red Star	Chris. Gossetti	TBA	32
	True Crime 2	Luxoflux	Activision	N/A
	War Devil	Sammy	TBA	N/A
	X2: The Return	Egosoft	Deep Silver	37
TBA 05	BC	Intrepid Ent.	Microsoft	31
	Burnout 4	Criterion	EA	36
	Lobo	Kemco	Kemco	N/A
	London Taxi	Data Design	TBA	38
	The Mummy: The Animated Series	Hip	Hip	N/A

XBOX CLASSICS

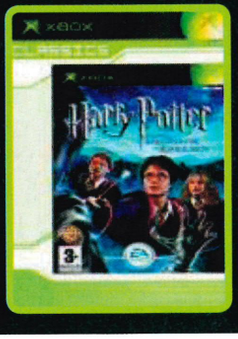
The latest and best of the £19.99 value range

Official Magazine ELITE

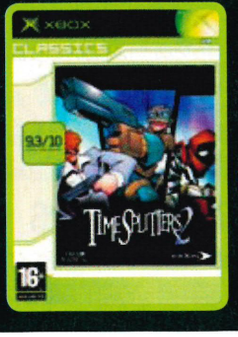
Tom Clancy's Ghost Recon
Issue 11
Score 8.9



Mortal Kombat: Deadly Alliance
Issue 13
Score 7.8



Harry Potter and the Prisoner of Azkaban
Issue 31
Score 7.4



Official Magazine ELITE

TimeSplitters 2
Issue 09
Score9.3

PUKE PAYMENT: BE CAREFUL IF YOU'RE DRUNK WHEN GETTING IN A BLACK CAB. DRIVERS CAN LEGALLY ASK YOU TO PAY AROUND £25 'CLEAN-UP FEE' IF YOU BLOW CHUNKS ON THEIR BACK SEATS. WONDERFUL.

Inbox

Letters 38 Editor

BEN 'THE MONOBROW' TALBOT
GAME OF CHOICE: HALO 2

I'm told I've no sense of direction. But if you don't care where you are, then you aren't technically lost. Bear this in mind and this month's letters becomes a roadtrip of videogaming enlightenment.

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

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

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

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

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

↑ ***Rainbow Six 3*: somehow we think that Gav would be more at home on the terrorist team!**

TOPSY-TURVY

I totally agree with Ben T's introductory lines in the *Halo 2* review (December Issue). Whenever I go around to a mate's house and mention I need to invert, they stare at me for a few seconds then moan about me being picky. Especially when playing the original *Halo* where you either need to create a new profile or edit one, which takes ages. So they leave me with a default profile then all through the match I'm looking at the floor, getting shot in the back.

I think that we, The Inverters, should lead an Xbox Live tournament against the people who keep the Y axis default. "The Inverters vs The Other Guys" would be quite a good subject for a *Rainbow Six 3* tournament, don't you think?

Seb Howard, via email

I think we would win easily. Put it this way: all the people in the office who suck at *Halo 2* (Steve, Andy, Phil, etc) all play with look inversion turned off. Case closed!

↓ **Inverters bring home the bacon in *Halo 2* Live games!**

RAINBOW TWELVE 4

I have come up with the ultimate squad-based shooter for Xbox Live, a new version of *Rainbow Six*. The whole game is human players fighting human players. If you decide to join the terrorists, you will be able to choose from a number of countries from which to mount your operations. From this base your team (a maximum of 30 men) will pick a country to target, choose your terrorist activity then you will be transported to that place instantly and your mission will begin. If you succeed, you will gain publicity in the daily paper, and you will receive weapons, money and other cool goodies.

If you decide to join the good guys you will be part of a 12-man strong team of hardened Special Forces operatives. Your captain (chosen by the clan) will receive phone calls about terrorist activity; it is then the commander's job to organise an assault plan using blueprints of the map you are fighting on and then you will execute the plan. Ubisoft would update the world map every month with news, maps and new weapons for both sides of the war. This would be a great game to show off the power of Xbox Live.

Reaperec, via email

I still haven't figured out why it's called *Rainbow Six* when there are only four team members. Guess the other two must have snuffed it at some point, leaving a possible vacancy for the mighty monobrow! Discover the truth behind the real *Rainbow Six 4* in our exciting preview - turn to page 050 now.

☆STAR LETTER☆ Sponsored by Simply Games www.simplygames.com

THE WRITER of the Star Letter gets a whopping £250 to spend at internet games store Simply Games. Simply Games makes online shopping easy. As well as the most competitive prices and exclusive special offers for Simply Games customers, there's free delivery to your door and no hidden admin costs. For cost-effective software, hardware and accessories, go to www.simplygames.com

Simply Games
At the heart of gaming...
www.simplygames.com

A GRUNT BROKE MY HALO!

Picture the scene: I've just got my limited-edition copy of *Halo 2* that I've had on pre-order for five months. I'm all set to skip all the way home like a little schoolgirl, when suddenly, some punk tries to snatch it. Fearing the loss of my precious, and lacking Master Chief's augmented strength, I lost all reason and proceeded to bash my would-be-robber over the head with my sturdy silver copy of *Halo 2*. Alas, while I succeeded in fighting him off, I seem to have damaged both the game and its packaging, and the shop will not accept it back in its damaged condition. Do you know of anyone who will take pity on my plight? Is there anywhere I can claim compensation for my losses? Do no-win no-fee lawyers take on these cases?

M.P. Smith, Bath

If any of our readers spot a suspicious-looking man with a piece of *Halo 2* embedded in his skull, call *Crimestoppers* immediately!

↑ **Oi! Buy your own copy!**

REMEMBER REMEMBER, THE 09 NOVEMBER

I am a secondary school teacher. Citizenship is way up the education agenda these days and it is my job to find any opportunity I can to educate students and encourage them to think about important issues outside of the classroom.

One such issue is of course that of which console is better - PS2 or Xbox. I have been preaching for two years now about the power of Xbox and have converted many of my students, cornering them into many arguments they cannot win. However ignorant they try to remain, Xbox is more powerful and more important.

I feel I should tell you what transpired in my morning tutorial, 09 November 2004. Seeing an opportunity to "do a bit of citizenship" with Remembrance Day looming, I asked my group what was important about November 11th. The response? "*Halo 2* comes out!" I made it clear that we would not have *Halo 2* if it were it not for the many who died in the war.

So I did do my bit for promoting citizenship. But have I done too much for promoting Xbox? I have a new interactive whiteboard in my room this year. I think maybe we'll have some *Halo 2* tournaments in lunchtimes to raise money for The Poppy Appeal. The irony of this whole thing astounds me.

Mr Williams, via email

Even more ironically, it's only because of the Cold War that we actually have computer games at all. Back in those days, they were developed for simulation and training purposes rather than entertainment. However, the two seem to have curiously overlapped in recent times.

MITE MAKES RIGHT

Our chickens have recently had something called Red Mites. After seeing a picture of one under the microscope we have found that these could be a distant relation of The Flood (the tiny ones that go pop when you kill them)! If you don't believe us, just look at the picture I provided! We took on the role of Master Chief though and destroyed them all, but they kept on breeding and coming back, just like The Flood! Thankfully it didn't involve blowing up the chicken house.

Edward Hanby, via email

If only the real Flood could be killed with a dose of antibiotics! Although the game wouldn't be as much fun...

LIVE IN DENIAL?

Are games companies missing the point about Xbox Live? I've spent my hard-earned readies on 12 games in the last year, all Live playable but only Ubisoft seems to have come close to the real core of Live - that it's a social experience.

Why don't we always have the option to set team or solo matches so that Xbox Live players can talk to everyone if we fancy a conversation while we play, or perhaps just to torture the losers of the last match?

Also, like it or not, much of my Friends list is made up of Americans, but there are too many games we can't play together due to incompatibility. *Burnout 3: Takedown* nearly broke my heart when I took it back to the shop.

Even worse is the fact that we aren't told before we buy (how about adding a short note to your game reviews/previews?). And how about a few more co-op games? Makes a nice change if only a few friends are online. Can the publishers say 'market demand'?

Paul, Manchester

I agree. All the best Live games are the ones with the most close-knit communities behind them (*Steel Battalion - sniff!*). Although the new Xbox Live 3.0 takes a big step toward helping people to meet up online, it's still down to Internet fan sites to encourage large communities.

And we do update our reviews to incorporate the Live aspects. The Live updates are in later issues because we can't review games online until they are released and there are other people to play against!

AGE CONCERN

Back in Issue 35's Letters, S. Smith wrote in saying how old games basically sucked. I don't think this is true. Some of the finest games ever are the oldies. Yes, games have got better visually, and maybe even have greater depth and more playability - you can roam *GTAIII* for hours, but will you still pick it up, like you do so many classics, three years down the line?

Old games will still be bought or passed on, because a good game is rare and addiction is for life (or at least a really long time). Either way, keep them oldies rolling because they are a lot more than a time capsule. They are a lot of fun and at the end of the day that's what it's all about.

Ben Goldman, via email

I'm still not convinced. Old games are still a lot of fun, but new games are undeniably better. It's a combination of new technology and the greater experience of game developers that makes them superior. What does everyone else think?

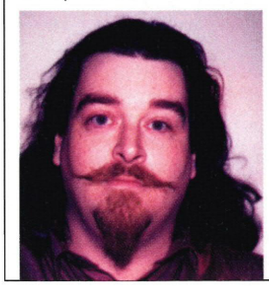
SECOND-CLASS CITIZEN

I have been a subscriber now for many moons and think your magazine and disc are the best. However, on opening Game Disc 37 (Xmas) I now feel like a second-class Xbox citizen. This is because I have not got Xbox Live and am therefore not able to play the *Burnout 3: Takedown* demo. I am happy for you to put extra levels which are download-only for the people out there with those games, but to stick a demo on that is for Live »

The Church of Xbox

Join the Xbox evangelists!

Rev Green has another divine reward for those who preach the Xbox gospel to others. Convert a non-believer, get them to buy an Xbox, send us a photo and copy of the receipt (dated after 02 December) and you'll be blessed with a new game. Include your name, age, Earthly abode, and a short prayer to help Rev Green find his Chosen One.



← Jeremy Liversedge has joined the fold!

↓ Have you seen the green light yet, heathen?

↓ It's The Flood! They're invading chickens now!

↑ *Burnout 3*: what's better, a Live-only demo or no demo at all?

The OXM team

What we've been up to this month

STEVE BROWN // EDITOR

POOR Brown actually slept under his desk after working so late on the mag. That's dedication for you!

NOW PLAYING: *Half-Life 2, Halo 2, Call of Duty: Finest Hour*
NY RESOLUTION: 1024x1024 pixels on a 50" plasma TV.

OWEN NORRIS // ART EDITOR

WE haven't seen much of Owen this month. After receiving a Cheryl Tweedy calendar he's been absent with 'wrist strain'. Hmm...

NOW PLAYING: *Halo 2, Halo 2, Halo 2*
NY RESOLUTION: To start playing other games!

GAVIN OGDEN // DEPUTY EDITOR

BIRTHDAY boy Gav had more than a party - he had a huge *Halo 2* tournament to enjoy, played on giant plasma TVs, followed by cake. Big show-off.

NOW PLAYING: *PES4, Halo 2, LOTR Third Age*
NY RESOLUTION: Earn more money!

BEN LAWRENCE // NEWS EDITOR

NOT the best start to the year - Ben was burgled and his Xbox games were stolen. Unwanted gifts to the usual address please.

NOW PLAYING: *Halo 2, KOTOR II, Halo 2*
NY RESOLUTION: To get the other half to move in with me.

VANESSA HARDS // OPERATIONS EDITOR

CAT-lover V wasn't too impressed at our Xmas pressie suggestion for her - a prop moggy that floats in a bathtub or pool as if it has just drowned. Sorry, V!

NOW PLAYING: *Third Age, Worms, Otogi 2*
NY RESOLUTION: Get a life outside of work!

BEN TALBOT // PRODUCER

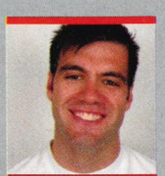
YOUNG scamp Ben is in love. It's unrequited mind you, but that doesn't stop him sifting through her trash and sighing soulfully a lot.

NOW PLAYING: *Halo 2 DOA Ultimate, Otogi 2*
NY RESOLUTION: Help O.J. find the real killer.

PHIL MADGE // DEPUTY ART EDITOR

PHIL has earned the nickname of Egg Eyes - when he's ratted, his eyes look they're running down his cheeks...

NOW PLAYING: *PES4, Halo 2, Halo 2*
NY RESOLUTION: To take up smoking. I never keep resolutions.



ANDY IRVING // REVIEWS EDITOR

ANDY got rejected by a photographer looking for models. Why? Being too young and good looking. We hates him, Precious!

NOW PLAYING: *Halo 2, Warrior Within, PES4*
NY RESOLUTION: To stop perving at other people's girlfriends.

PHOTOS: OWEN NORRIS/PHIL MADGE

LUCKY SODS: WHILE THE REST OF US WERE SLOGGING OUR GUTS OUT TRYING TO GET THIS ISSUE OUT BEFORE CHRISTMAS, BEN T AND ANDY WERE SWANNING AROUND CANADA 'FOR WORK'. YEAH, WE'RE SURE ANDY WAS REALLY WORKING HARD WHILE SNOWBOARDING. GRRR!

Shorts

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

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

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

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

@ Has anyone else noticed that *Fable* really isn't all that good? I mean, my character looks very similar to my friends' characters and it's gotten a little repetitive after completing it seven times.

Matt Barber, Derby

My record for completing a game is seven times for *Silent Hill 2*. Mind you, that did have seven different endings!

@ I recently bought *Kingdom Under Fire: The Crusaders* and was annoyed to find that I can only play against other Europeans on Xbox Live. Other territories like the US and Japan are locked out. Why?

Anon, via email

According to Koch Media, the game requires a larger data transfer than most other Xbox Live titles. This puts the slower broadband connections that most people in the UK have at odds with the faster connections overseas. Apparently, this is what makes them incompatible.

sms Did you know you can change the name of your xbox? Its costly but essential... Just so you dont hook up 2 system link and find out your xbox is called ps2... Any way you need the superb DOA3 do a time trial and save your xboxs new name... Trust me it works.. Mines called Monoben... Betta change it.

St, via sms

An Xbox with my name on it! Has anyone else given their Xbox a unique name?

sms How come my instruction manuel 4 halo2 has an elite on the front and my freind's has MC? Is there any chance i could get mine changed? Great mag!

Anon, via sms

Buy another copy! Microsoft says they're randomly inserted so you have a 50/50 chance of getting the one you want.

@ We have found a large football [in *Halo 2*] that can be beaten around with melee attacks and rockets. It can be found on any difficulty on a rooftop in Metropolis. I haven't seen anything about this anywhere else yet!

Blighty & Eigx73, via email

Excellent! Don't forget that you can also video stuff like this and send it in for our Game Disc (see page 087).

@ *Halo 2* felt nothing more than a £40 expansion pack, very similar in level design, very, very similar in plot. Another Halo the Covenant are trying to activate? That's the best story they could come up with in all the time it took to develop?

Jamie Witt, Yeovil

The story is a bit shallow, but 'expansion pack'?! Have you even played the game?

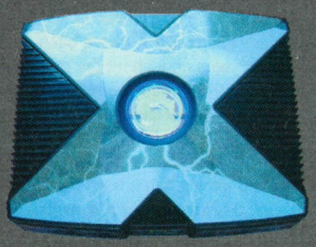
@ Wat happened 2 the *Halo 2* preview level released at E3 2003? It's not in the game!

Anon, via sms

The New Mombassa level from E3 2003 is still in the game, as a mixture of the Outskirts and Metropolis missions. It's been changed a lot and isn't nearly as open ended as we'd been led to believe. It's weird how the entire video was left off the special edition DVD. Would have made a cool deleted scene!

sms I am sending this picture of my Xbox as after seeing the Crystal Xbox I was a bit disappointed as you could only see the silver panelling inside and thought I could modify my own standard Xbox to be more impressive so I added neon lights to the feet and top under a clear *Mortal Kombat* jewel and a lightning vyinl.

Jamie Collinson, Kent



↑ **Can you make us one, Jamie?**

Great work. I'd buy one!

sms Is there a way of unlocking secret multi player levels on *Halo 2* because my bros got one that i havn't got. (Called 'Foundation') You're not alone mono!

Stu, S. Wales

Yeah, the Foundation level is unlocked via an auto-update if you have Xbox Live. Otherwise, just complete the game to unlock it. Foundation is actually an old level from Bungie's *Marathon* series.

» only is unforgivable. Please tell me this is a one-off, or am I missing the offline menu option?

Phil Hall, via email

We don't make the actual demos, so we can't say for sure that there'll never be another Live-only demo. You have to admit that a Live-enabled *Burnout 3* demo is better than no *Burnout 3* demo. At least you can try out the menu screen...

BATTLEFIELD: MODERN COMBAT

For the last ten years or so the NATO countries have been using computer simulation to train their Armed Forces. The military have huge, networked simulators where 'BattleGroup' sized units (ie many tanks, APCs and Artillery) can fight a pretend war against a computer-controlled enemy on a digitised terrain database. This means that tank crews can be trained for any scenario before being physically deployed to the actual battlefield.

The military also now operate remotely piloted planes for surveillance missions behind enemy lines, the upside being that if the plane is shot down there's no chance of a hostage crisis. So what, you might ask? Well, it doesn't take a rocket scientist to predict that soon many more elements of the Armed Forces will be remotely controlled – main battle tanks and combat aircraft to name but a few. Who will operate these weapons of war? Well, if Xbox users keep being supplied with superb online-enabled military simulations like *Full Spectrum Warrior*, maybe we will.

Mark Royston Chittenden, Hampshire

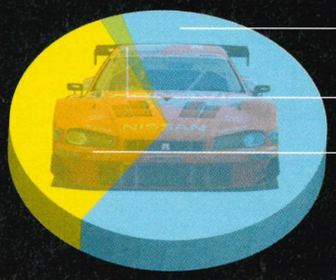
You're right to an extent. Videogaming and modern warfare seem to go hand in hand. I reckon that games only teach you one part of being a soldier. They'll never teach you bravery or give you a killer instinct, though.

↑ ***Full Spectrum Warrior*: are Xbox gamers the future of modern combat? Let's hope not.**

YOU DECIDE

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

Will *Forza Motorsport* be a huge success?



Superb! Just what Xbox owners need 64%

It will flop 2%

Not sure. Need more information 34%

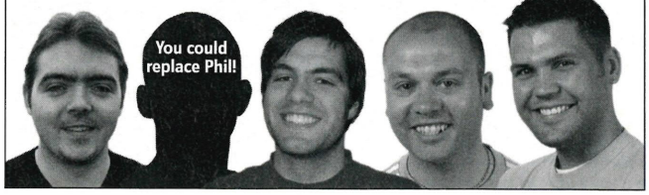
»GET ON THE FORUM NOW! To join the discussions on the forums, just head for our great website, found at www.officialxboxmagazine.co.uk and click on Discussion Forums. Give yourself a name and a password, and then you can take part. Simple.

Box Office

Work a week at OXM and see yourself in print!

Could you survive our office for a week, playing and writing about Xbox games? We're offering a placement – you must be 17 or older and available 14-18 February 2005 to work 09.30 to 18.00 at 99 Baker St, London. You will be required to provide your own transport, food and lodgings. The closing date for applications is 20 January 2005. Write to us at Box Office, *OXM*, 99 Baker Street, London W1U 6FP and include:

Your name and age on 14 February 2005, your current or desired career, a short introduction explaining why you want the placement, and a 200-word review of any Xbox game that you own.



©2004 Lionhead Studios Limited. Lionhead, the Lionhead logo and Fable are registered trademarks of Lionhead Studios Limited. Game designed by Lionhead Studios Ltd. in conjunction with Big Blue Box Studios Ltd.
©2004 Microsoft Corporation. All rights reserved. Microsoft, Microsoft Game Studios, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

Back Issues

Missed a copy of your favourite mag? Trying to track down an essential demo? Don't fret - you can order back issues of *OXM* by calling 0870 444 8664 or emailing xbox@cisubs.co.uk. But hurry, stocks are limited!

ISSUE 32 AUGUST 2004

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

ISSUE 33 SEPT 2004

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

ISSUE 34 OCT 2004

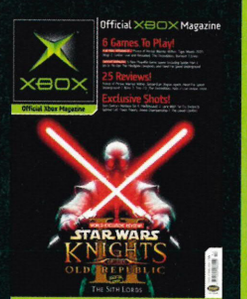
Demos: Colin McRae Rally 2005, Blinx 2, Juiced, Second Sight, MTV Music Generator 3
Content Download: TimeSplitters 2 (five new maps), THUG (two new courses), Full Spectrum Warrior (final mission), MTV Music Generator 3, music downloads...
Game Saves: 15 games!

ISSUE 35 NOV 2004

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

ISSUE 36 DEC 2004

Demos: DOA Ultimate, FIFA 2005 (Live), Rocky Legends, Rainbow Six 3: Black Arrow, Fight Club, The Dukes of Hazzard
Game Saves: The Chronicles of Riddick: EFBB, RS3: Black Arrow, TLOTR: The Third Age
Movies: Close Combat, Oddworld Stranger, Tron 2.0, Outlaw Golf 2...



ISSUE 37 XMAS 2004

Demos: Prince of Persia: Warrior Within, Otogi 2, Burnout 3: Takedown (Live), Conker: Live and Reloaded, Tiger Woods 2005, The Incredibles
Game Saves: Psi-Ops, NFSU, Sims: Bustin' Out, Driv3r, Spider-Man 2
Movies: Ghost Recon 2, Unreal C'ship 2, Area 51, Project: Snowblind...

JANUARY SALE OFFER

YOUR DETAILS

Title _____ First name _____

Surname _____

Address _____

_____

Postcode _____

Tel no (inc area code) _____

Email address _____

We will use the contact details supplied to communicate with you about your *Official Xbox Magazine* subscription. We'd also like to keep you up to date with any special offers or new products/services that may be of interest.
If you're happy for *Official Xbox Magazine*, Future Publishing and its sister companies to contact you in this way, indicate here: ☐ Email ☐ Mobile.
If you're also happy for us to pass your details on to carefully selected companies so they can send you relevant information about their products/services, indicate here: ☐ Email ☐ Mobile.

METHOD OF PAYMENT

Cheque/Credit card UK residents -
£46.72 for 13 issues
For overseas prices see our website:
www.officialxboxmagazine.co.uk

❑ Cheque (Payable to *Official Xbox Magazine*. Sterling cheques drawn on a UK account)

❑ Visa ❑ MasterCard ❑ American Express
❑ Switch Issue number ☐☐

Card no:
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expires ☐☐/☐☐ Valid from ☐☐/☐☐

Signature _____

Date _____

UK ORDERS SEND TO: OFFICIAL XBOX SUBSCRIPTIONS
Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR
NO STAMP REQUIRED

TERMS AND CONDITIONS Please indicate if you do NOT wish to receive relevant information about special offers or products/services from *Official Xbox Magazine*, Future Publishing or any of its sister companies by: ☐ Post or ☐ Telephone. Please indicate if you do NOT wish us to pass your details on to other carefully selected companies to enable them to contact you about their products/services by: ☐ Post or ☐ Telephone.

ALTERNATIVELY, to order by Direct Debit or to order from overseas call our Hotline on **0870 444 8664** for prices or go to **www.officialxboxmagazine.co.uk**

ORDER CODE: OXBP38 • OFFER ENDS: 27.01.2005

Save 40% when you subscribe today!

JANUARY SALE!

Save a massive 40% when you subscribe to Official Xbox Magazine this New Year. Make it your resolution to keep it official!

13 ISSUES DELIVERED TO YOUR DOOR!

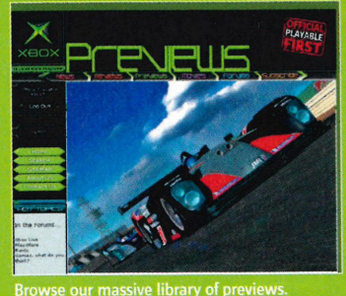
Simply fill in the form opposite, call 0870 444 8664, or apply online at www.officialxboxmagazine.co.uk

Official Xbox Magazine subscription bonus

Subscribe to *Official Xbox Magazine* and you'll also get full access to our massive, exclusive, members-only section of the *OXM* website.

Get the latest Xbox games news as it happens.

Watch movies of the latest Xbox games in action.



Browse our massive library of previews.

EVERYBODY HATES YOU

FABLE™

FOR EVERY CHOICE A CONSEQUENCE

XBOX.COM/FABLE

XBOX

it's good to play together

LIONHEAD STUDIOS

Microsoft game studios

©2004 Lionhead Studios Limited. Lionhead, the Lionhead logo and Fable are registered trademarks of Lionhead Studios Limited. Game designed by Lionhead Studios Ltd. in conjunction with Big Blue Box Studios Ltd.
©2004 Microsoft Corporation. All rights reserved. Microsoft, Microsoft Game Studios, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

Old Dogs, New Tricks?

"Honor has not to be won; it must only not be lost."
Can Medal of Honor: Dogs of War put the woof back in warfare?

Words: Steve Brown

"CRY HAVOC! And let slip the dogs of war" is a vengeful line from Shakespeare, and an evening up of old scores is exactly what EA has in mind. *Dogs of War* is the latest title in its series of World War II shooters that have enjoyed great financial success but suffered dwindling critical acclaim.

The game that really stirred up the genre was *Call of Duty* on PC, which has now made its way onto Xbox in the form of *Call of Duty: Finest Hour* (review on page 076). With this innovative and far more realistic franchise, Activision blitzkrieged territory *Medal of Honor* had occupied with some complacency and the uninspiring *Medal of Honor: Rising Sun* (Issue 24, 5.1) was little but a wild shot fired over the shoulder as EA »

» beat an indignant retreat. *Medal of Honor: Dogs of War* is the new front, the game that EA hopes will regain its supremacy, learning many lessons from *Call of Duty* and gaining some inspiration from Ubisoft's upcoming *Brothers in Arms*.

Dan Winters, executive producer of *Dogs of War* will not be drawn into direct comparisons with *Call of Duty*, or *Brothers in Arms*. Nevertheless he makes it clear that realism will be a major factor in *Dogs of War*, also defending the previous *MOH* titles, whose realistic references we consider well hidden beneath pretty shallow arcade gameplay. "Authenticity has always been the key tenet for *Medal of Honor*. We do not pay our WWII setting mere lip service," he begins. "Exhaustive internal research takes place on every element of the game, including weapon behaviour, uniform details, and soldier psychology and training. Team members have taken research trips all across Europe, often finding remnants of actual battles in remote forests and ruined bunkers. Other trips include firing of period weapons, with careful digital recording of their motions, sounds and behaviours."

This is a clear parallel with *Brothers in Arms* and that game's dedication to incredibly detailed reconstruction of actual battlefields and very human squad behaviour. Where *Brothers in Arms* has recruited its own authentic military advisor in Col John Antal, *Medal of Honor* has for some time benefited from its rival WWII expert, Capt. Dale Dye. Winters explains that, "The storyline is carved from actual historical events and campaigns, and the character arcs and even some characters mimic the lives of real people. In addition to internal efforts, significant time is spent cultivating external experts, such as noted military consultant Capt. Dale Dye, all of whom help guide the player's experience towards authenticity".

Although *Dogs of War* is not based upon a single real WWII story in terms of central characters, as *Brothers in Arms* is, more convincing humanity will be an essential factor in its new direction. Veterancy will mean that protection of truly expendable squad members directly benefits your main character in the skills that your buddies acquire and improve from level to level, and it'll be a real jolt to lose a man who you've relied upon for some time. Winters tells us our own character will also benefit from "Rally mode, which can be activated once your skill meter has been filled by heroic play." In Rally mode time will slow, your accuracy will improve and you'll inspire those around you. Essentially it's a Bullet Time effect, actually slowing gameplay and giving you more time to consider and target enemies. While this now seems like a stock arcade trick pioneered in *Max Payne* and used in several action games since, including EA's *James Bond 007: Everything or Nothing* (Issue 27, 8.4), Winters assures us that it is meant to realistically represent those moments of clarity and heroicism that soldiers describe in wartime action.

"The player can guide his squadmates if he chooses, but it's not required" Dan Winters, executive producer

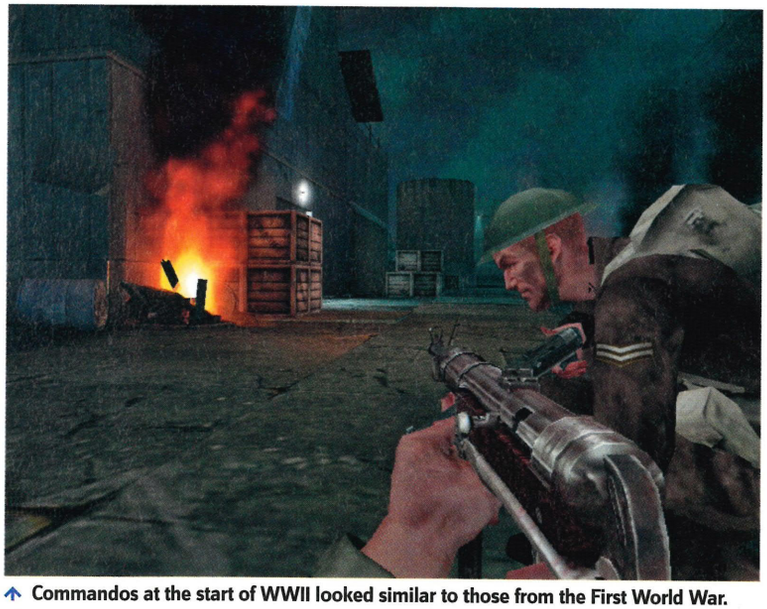
Dan Winters did tell us all four of the *Dogs of War* locations, but EA then insisted that we only reveal the first European campaign, that of St. Nazaire on the French coast. Of the other three locations we'll just say that you'll be very familiar with two of them from the *Call of Duty* games on PC and Xbox. *Medal of Honor: Rising Sun* visited the Far East, but Winters states that "With *Dogs of War*, we are returning to the war for Europe, the philosophical heart of the series. The European theatre provides a dramatic backdrop for our gripping story. *Dogs of War* tells the single cohesive tale of one man whose passion and duty draw him through the entire war."

The real St. Nazaire raid on a Nazi dock was certainly gripping and dramatic, becoming known as 'The Greatest Raid of All'. It destroyed the dock and facilities that were the only ones on the Atlantic seaboard capable of repairing the mighty German battleship Tirpiz. The raid was lead by a ship packed with explosives, HMS Campbelltown, which rammed through the docks while smaller vessels carrying Commandos tore apart the winding and pumping stations. In *Dogs of War* you'll play the role of a fictional OSS officer, Lt. Holt, joining the British SAS and Commandos in this fully recreated setpiece. With the number of WWII shooters now out there, we're both surprised and impressed that *Dogs of War* will be the first to let us take part in this incredibly significant and action-packed raid.

Winters tells how "Our focus on research allows us to identify authentic portions of WWII that others miss, and tell compelling stories in those spaces. For example, most games ignore the entire early war, when Britain stood alone against the looming Wehrmacht. *Dogs of War* tells stories others forget, like the raid on St. Nazaire. Early in 1942, British commandos targeted a vital port in German-occupied France and launched an audacious 600-man raid. Real life hands us the moments, like desperate commandos ramming a destroyer packed with explosives into a dry dock at full speed. We abstract the great stories that history gives us and create compelling gameplay in these authentic situations."

Acting as part of a squad will certainly set *Dogs of War* apart from *Medal of Honor*'s previous incarnations, which were attended by some very basic AI companions. Winters feels it is essential to convey the sense that "War is not a lone-wolf affair. As we broadened the scope of the player's activities in *Dogs of War* from smaller clandestine battles to massive assaults, we needed to broaden the forces that the player can bring to bear. In some cases, this will be Allied soldiers fighting alongside, but not with, Lt. Holt. In other cases, however, he will have a squad with him that will follow his orders."

Again this seems to parallel the extensive squad controls we will see in *Brothers in Arms*, although *Dogs of War* will give players with different levels of tactical desire the choice to command directly or let far more advanced AI take care of business. "*Dogs of War* is not a game centred on squad control. We have enabled the player to guide his squadmates if he chooses, but we have not required him to do so," explains Winters. "The squad-based nature



↑ Commandos at the start of WWII looked similar to those from the First World War.

↑ All aboard Von Ryan's Express!

↑ The new accurate gun perspective.

↓ Help Commandos to destroy the docks and halt the Tirpiz.

of the AI system means that the player never need worry about his squad if he doesn't want to – the AI system will automatically provide covering fire and take other tactically intelligent actions, while at the same time, the squad will respond to and adroitly execute orders given by the player."

Dogs of War will also be the first in the *Medal of Honor* series on Xbox to support Xbox Live play. Winters confirms that, "Multiplayer and online multiplayer are very much a part of *Dogs of War*. We're planning an objective-based mode only available for multiplayer games that will combine the authenticity of *MOH* with the intensity that only multiplayer can offer. Of course, players will still be able to enjoy good old-fashioned deathmatch and team deathmatch for those times when their mood runs to fragging friends. The objective-based mode is unique to multiplayer. It uses levels and objectives quite different from the single-player experience. The two modes will require very different player skills to succeed in each."

In the three-way offensive now developing between the WWII shooter franchises of three of the biggest games publishers – EA (*Medal of Honor*), Activision (*Call of Duty*) and Ubisoft (*Brothers in Arms*) – *Dogs of War* is a clear signal from EA that the original WWII shooter may have stumbled on the field of battle, but has been taken back to boot camp for some serious retraining and is hopefully now becoming fighting fit for the planned release in spring 2005, when it will go up against *Brothers in Arms*.

← You'll follow the story of Lt. Holt, a US OSS agent operating in Europe behind enemy lines.

↑ Graphically, *Rainbow Six: Lockdown* uses softer textures and shadows.

Official Xbox Magazine PLAYED IT

This time, the terrorists are coming after you!

Tom Clancy's Rainbow Six: Lockdown

Words: Ben Talbot

- Dev: Ubisoft
- Pub: Ubisoft
- Players: 1-2
- 2-4 Co-op; 2-16 Vs
- Co-op: 2-4 S.Link
- Release: Summer 05
- Versus. 2-16 S.Link
- www.ubi.com/UK/News/GR4+Annoucement.htm

THE DEADLY POWER of science is a common theme in Tom Clancy games and novels. *Splinter Cell: Chaos Theory* has a computer whiz kid at the heart of its conspiracy. Likewise, *Rainbow Six: Lockdown* also plays on the misuse of modern technology.

Bio-terrorism is the name of the game here. As if nerve gas and lethal viruses weren't bad enough, Team Rainbow soon discovers that the terrorists are already one step ahead. This time, Ding Chavez and his crew find themselves being personally targeted by the enemy. Does someone hold a vendetta, or are the terrorists trying to pre-empt Team Rainbow by taking it out?

Rainbow Six: Lockdown producer Louis Lamarche isn't afraid to admit that his game is based on a real international threat.

"We are clearly sticking as close as possible to realism on both the plot and graphical style," he says. "Although the situations experienced by the game's characters are fictional, they still remain very close to today's world events."

Lamarche started work at Ubisoft in 1997. He's was an online designer for *Shadowbane* and *Matrix Online* before becoming associate producer for *Black Arrow* (Issue 33, 9.0).

"I can say that Xbox players will benefit from the experience gained on both console and PC games the team and I worked on in the past," Lamarche reassures. "We are addressing issues players had with *Rainbow Six 3* (Issue 23, 9.4) and are bringing an interesting online mode to console gaming."

From an early presentation of the game, we're most excited about the new online Career mode. Exclusive to the Xbox version, this game type allows you to create your »»

↑ Expect to see more bad guys plummeting to their deaths thanks to ragdoll physics.

GATE CRASHER Where there's a will, there's a way

NOBODY LIKES BEING left out in the cold when there's a hot party going on indoors. Thankfully, the new special operatives in *Rainbow Six: Lockdown* have a selection of new tricks to get inside. There's the old-fashioned way of planting some C4, but now there are also weapons-based entries like the shotgun breach and the battering ram.

1

↑ **Eddie Price is a tough guy, but not quite tough enough to boot this door down. Instead, he takes off the hinges with a shotgun blast.**

2

↑ **With both hinges gone, the door collapses. Dieter is waiting with his gun poised to take out enemies alerted by the noise.**

↑ **There's little chance of surviving a close-quarters firefight unscathed.**

↑ **There are several outdoor areas but most levels are still tight and confined.**

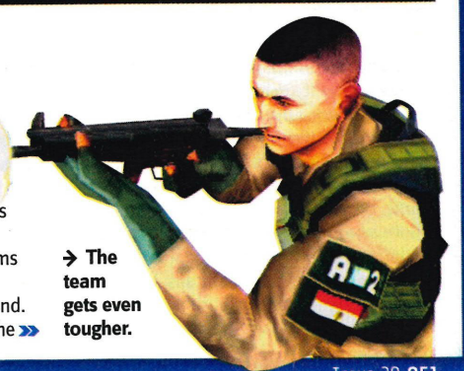
↑ **Pieces of debris now fly from the walls as they're struck by machine-gun fire.**

» own unique operative. Mission successes will gradually upgrade your character with new special skills and you'll also earn money to buy new equipment and weapons. It's almost like adding an RPG element to the series.

Lamarche reveals that it's not a self-centred experience though. Your entire clan will be able to benefit from the skills you bring to the table. "Parts of the Career mode are clearly designed to bring additional clan customisation options to our fans," he states. "We aren't talking about a simple badge here, but a specific clan uniform that players can customise. It ranges from camouflage patterns to different headgears, to a whole bunch of other things I can't talk about just yet."

Career mode sounds very exciting but, disappointingly, it still only caters for 16 players and not the 32 that we had hoped for. Team games are also still restricted to two opposing forces. It's good to hear, though, that the popular *Rainbow Six* formula for tense and deadly multiplayer games hasn't been diluted. *Rainbow Six: Lockdown* remains a close-quarter combat game. Tight, claustrophobic corridors, small box rooms and profuse cover points maintain the feeling of dread as you're sneaking around. We are also pleased to hear that all of the »

"You'll earn money to buy new weapons... like an RPG element"



→ **The team gets even tougher.**

↓ Support vehicles like the helicopter will launch missile strikes.

↑ Use every piece of cover you find.

↑ The MP5 has never looked better.

"Don't expect to surprise the terrorist. They are out to get you as much as you are them"

↑ The team closes in on a lone enemy. Will he surrender or go down fighting?

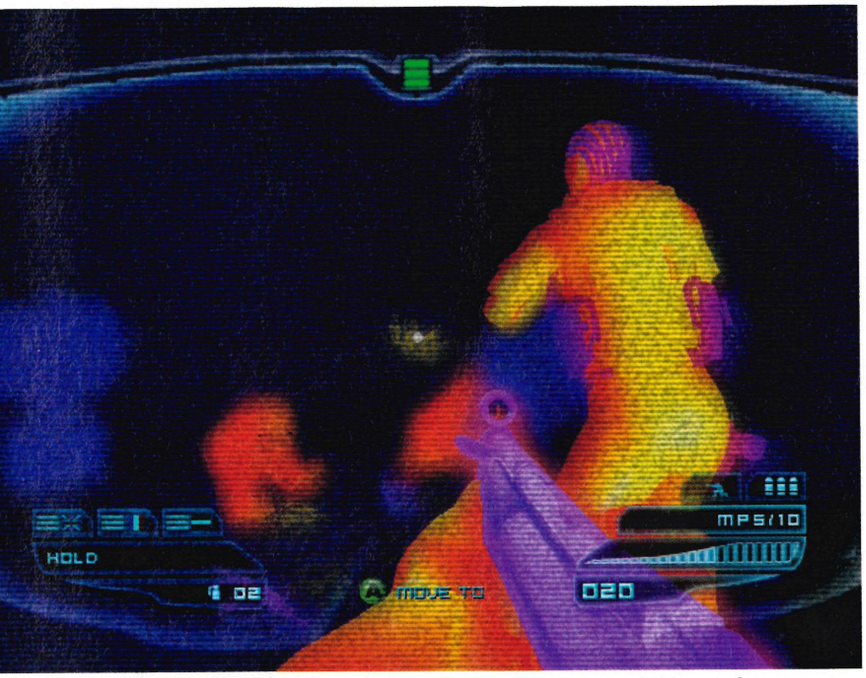
» game modes from the excellent *Black Arrow* will be returning.

Considering the comprehensive list of options, Xbox Live, System Link and two-player split-screen, you'd be forgiven for thinking that it's primarily a multiplayer game. Lamarche doesn't think so however. "Both areas [Campaign and multiplayer] get equal love from the Red Storm and Ubisoft Montreal teams. Most specifically, Red Storm concentrated on building a solid single-player experience while the Montreal team gave special attention to building upon *Rainbow Six 3: Black Arrow*'s multiplayer." Lamarche affirms, "In other words, you can expect to see major changes to both aspects of the game."

Easily the most notable change to Campaign mode is the ability to play as a different member of Team Rainbow. As squad leader, Ding Chavez is still the primary character, but now you'll also get to control the expert sniper Dieter Weber. It's still to be confirmed whether you'll be able to choose or switch at any point. Whoever you're controlling though, you will still be able to issue orders to the other three agents using voice commands (using the Xbox Communicator) or select actions from the quick menu.

We've also discovered that there are ten more hero characters who work independently and aren't necessarily a part of Team Rainbow. These include Recon operatives, electronics aces and demolitions experts, all under the control of *Rainbow Six: Lockdown*'s savvy AI.

Enemy AI has also been toughened up to fit the darker, meaner storyline. "I'll make this one simple," says Lamarche. "Don't »



↑ We love the de-interlacing camera effect on the new thermal vision mode.

↑ Use grenades to clear out tough rooms.

↑ Not all choppers are friendly.

↑ You'll still die after just a few hits. Take care.

» expect to surprise the terrorist anymore. They are out to get you as much as you are them. Remember clearing out a room with your team in *Rainbow Six 3*? It was great fun, right? Well this time, the terrorist will want to have fun too and clear a room on you if you're not careful."

Hopefully you won't be too much of a sitting duck with Team Rainbow's new motion tracker. There's an entire selection box of new equipment to use, most notably a battering ram and the deadly MTAR-21 micro assault rifle. Like Lamarche, we're also very impressed with the WA2000 Sniper Rifle with its high-tech scope. This is the weapon that Dieter wields through most of the game.

Although there are no new vision modes to speak of, the first-person viewpoint has an on-screen visor (like *Star Wars: Republic Commando*) to add realism. Even the HUD is realistic now because there are real-life visors (used by the US military) that display similar types of information.

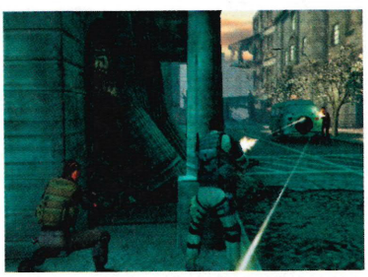
After our first presentation of the game, it's apparent that *Rainbow Six: Lockdown* takes the series to new levels of realism, but is also in a much darker and more adult direction. Lamarche sums it up well, "*Rainbow Six: Lockdown* is targeted at a mature audience. What surprised us is that the game seems to appeal to a wide variety of age groups from 18 to well over 35. Although it is possible to play it with all guns blazing, it is also possible to play it slowly and tactically by simply giving out orders. It's the tactical nature of the series that makes it so popular."

GUN RUNNER New weapons of mass destruction

OF ALL THE new weapons in *Rainbow Six: Lockdown*, the folks at Red Storm highlight the MTAR-21 as one of the best to use. The Israeli Defence Force developed this weapon in the late 1990s. Its most notable feature is a modular design that offers several different configurations. Modifications include a short-range sub-machine gun, a standard assault rifle and even a para-sniper rifle with a heavy barrel. Our favourite weapon is easily the WT2000. It's basically the real-world equivalent of *Halo 2*'s exquisite sniper rifle.

↑ Here's the WT2000. These enemies are at just the right range for the assault rifle mode to work efficiently.

↑ When enemies are further away, press the X button and you'll switch into sniper mode. You can pick them off at your leisure.



↑ Never hide behind a VW camper van.

↑ Night vision is grey rather than green.

XBOX

We take the biggest Xbox racer ever on its biggest test drive yet. Join us!

FORZA MOTORSPORT™

XBOX LIVE PLAYABLE & CONTENT

Official XBOX Magazine ON THE DISC

Official XBOX Magazine EXCLUSIVE SCREENS

Official XBOX Magazine PLAYED IT

ONLY ON XBOX

Words: Gavin Ogden

- Dev: Microsoft
- Pub: Microsoft
- Players: 1-4 Split
- Live: 2-8 players
- Versus: 2-8 S.Link
- Release: April 05
- www.xbox.com/en-gb/forzamotorsport

DRIVING GAMES are all the rage on Xbox and it's not hard to understand why. The console's cutting-edge capabilities coupled with an unmatched high-speed online gaming service makes for a perfect racing environment. But not since *Sega GT Online* (Issue 24, 8.7) has Xbox been host to a serious, realistic simulation of the petrolhead's sport. *Juiced* (Issue 33, 8.0) failed to completely quench our thirst for an online modding monster, but changes to its handling model have been made under new publisher THQ for its launch next year. We'll let you know how that pans out.

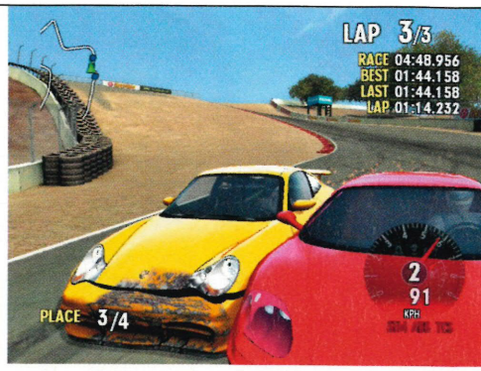
In the meantime, the torch has been passed back to Microsoft, and with the help of *PGR2* (Issue 23, 9.3) developer Bizarre Creations and its internal US studio, Xbox looks to have the killer driving game on its hands that'll give Sony's *Gran Turismo 4* more than just a run for its money.

The first time we had a good look at *Forza* was at Microsoft Game Studios in Seattle (though most of our attention was, unsurprisingly, focused on *Halo 2* at the time). What we saw impressed us but when we played it, the general feeling was that it was a tad on the difficult side. Tad meaning we couldn't place higher than last. Since then we've prayed to the racing gods that the difficulty would be toned down a touch, opening the game up to more then just the hardcore, *Redline*-reading boy racer. And after giving the latest build a good seeing to, our prayers seem to have been answered. »

» "I'll start off by saying that with *Forza* we really set out to create the first fully customisable, deep driving simulation on Xbox," explains art director and ex-race driver Kiki Wolfkill (quiet at the back). "The three things that we're definitely hanging our hats on are the ideas of car ownership and personalisation with the livery editor. Car ownership is based on the idea that you build up your own collection. But it won't just be a collection of cars, it'll be a collection of upgrades and tuning that you can do to each model you've won.

"We're also setting a new benchmark in the physics of the driving simulation itself, so the physics modelling, the AI behaviour, the visual fidelity - I think all these aspects will make a very accurate and deep driving simulator. And the online side is really the third component of the three things that we feel differentiates *Forza Motorsport* from other games out there."

During our lengthy one-on-one walkthrough of *Forza* at Microsoft's London HQ, we were shown the colossal livery editor. This lets you tinker around with various colour schemes and decal options »



↑ Who could do this to a Porsche 911 GT3?

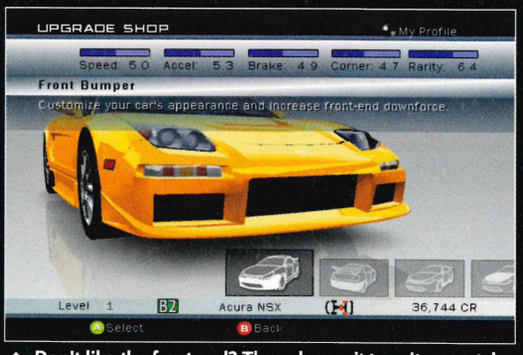
↑ The McLaren F1 GTR looks the part.

↓ Touring car racing is non-stop bumper-to-bumper action.

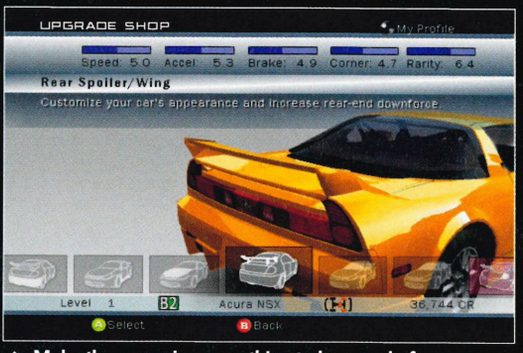
↑ The TVR Tuscan S makes an appearance.

A DESIGN FOR LIFE Take an average production car and make it something very special

↑ Once you've picked out a car, you can make loads of different modifications to it.



↑ Don't like the front end? Then change it to suit your style.



↑ Make the rear wing something to be proud of.

↑ The Vauxhall VX220 goes for it.

↑ Now you're racing: the Toyota GTR is a dream mean machine but you'll have to race hard to earn it.

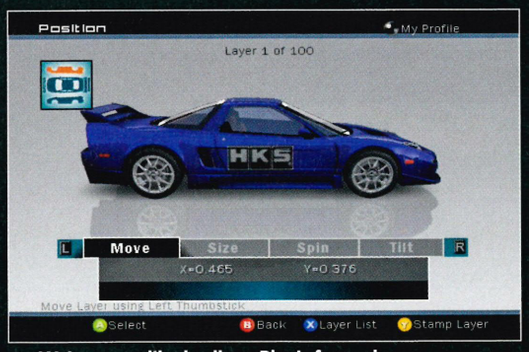
» to make your car look like something out of *The Fast and the Furious* but way cooler. The idea behind this painter and decorator's dream mode is that gamers will be able to have their own unique identity when racing over Xbox Live. And over time, you'll begin to recognise the colours of the racers you've traded paint with. "Racing and motorsport fans aren't just passionate about a car's performance or the racing," adds Wolfkill, "they're passionate about how their car looks, too."

When the game was announced back in May at the US videogame extravaganza that is E3, another studio was mentioned as having a hand in *Forza*'s development. That studio was none other than the Liverpool-based Bizarre Creations, famed for creating the *Project Gotham Racing* series. "We set out with *Gotham* to really put a dent in the armour of *Gran Turismo*," states Wolfkill. "I was the art director on both *Gotham* racing games. We were very open with Bizarre Creations about what we were doing, and we talked about a lot of things. What we mostly shared with each other was reference materials. We talked about how we were doing things, and what game modes we were doing. Obviously Bizarre Creations is a very important partner to us, and we were very open with them from the beginning of *Forza*'s development. We don't want people to have the perception that we were in competition with *Gotham*."

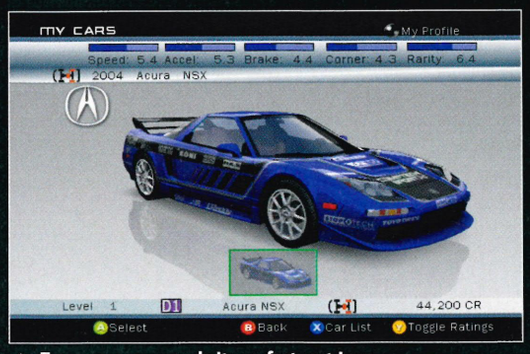
Although both games have fast cars, they are different kinds of racers. But Wolfkill is adamant that fans of *Gotham* and more arcade-style racers such as *RalliSport Challenge 2* (Issue 30, 9.0) and *Burnout 3: Takedown* (Issue 34, 9.4) will be able to adjust to *Forza*'s more serious approach even though, by her own admission, Wolfkill had to stop playing *Burnout 3* because "it was ruining my driving style."

The team working under the hood of *Forza* believes that different people experience racing games in different ways. Some gamers are really all about the driving and the racing, while other people are more concerned with showing off what they've created – whether they're showing off because they've managed to get another 100bhp out of their car or showing off what they've done with the livery editor. You'll find this type of racing gamer driving up and down the local high street all night with old-skool tunes blaring out.

But it's not just about making your car look pretty. It's about making it go like a rocket, too. "What we've done is put together a set of upgrades that are both cosmetic and performance-enhancing," continues Wolfkill. "But you can still be successful racing without ever touching »



↑ We've never liked yellow. Blue's far cooler.



↑ Every race car needs its go-faster stripes.

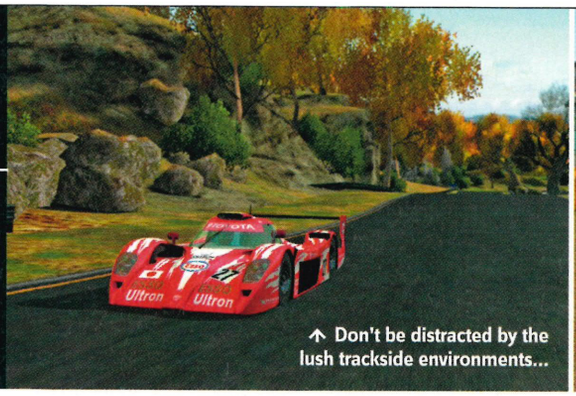
↑ After a few changes, your brand new racer is ready for action. Try not to break it on the first corner.

XBOX

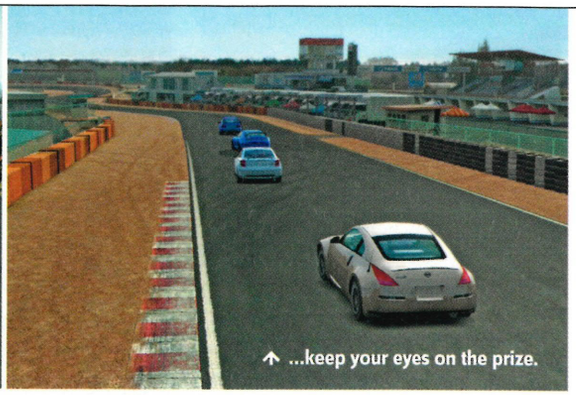
WORLD RACING

Variety is the spice of a race driver's life

IN TOTAL there will be 17 environments to race through in the finished game. We're told to expect a handful of both real-world tracks and fictional tracks, aside from the ones based in real cities. Interestingly though, we're told more are still to be announced, so watch this space.



↑ Don't be distracted by the lush trackside environments...



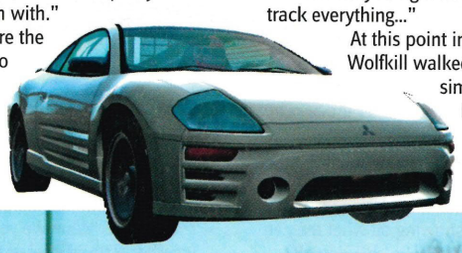
↑ ...keep your eyes on the prize.

» your car. We don't want the fact you can upgrade your car to become a barrier, but we do want that to be both available and deep enough for people who are interested in pursuing that."

The final game will have over 150 market-branded upgrades to choose from, and they're all specific to the 200-plus cars from 60 manufacturers. "I'd say that around 50 of those are race cars, where we've gone and licensed the cars directly from race teams, and 150 are production cars. And it's these production cars where you'll find the ability to upgrade. Once you get into the race cars however, upgrading becomes less valuable because those cars are pretty much maxed out to begin with."

Online is where the game is really set to take off, though. You'll be able to create what will be known as a Car Club with up to 100 other racers, and the game will track all kinds of stats. "You'll be able to load, trade, download new cars and set-ups on a per car/per track basis," Wolfkill reveals. "With the livery editor, we foresee that people will spend hours creating a unique logo for themselves. You'll be able to recognise gamers you've raced against online with the liveries.

"We have hundreds of leaderboards," adds Wolfkill, "and we'll be tracking the stats of the Car Clubs on specific leaderboards. We'll be announcing a bunch of details, regarding stat tracking and what exactly we're going to be doing, very shortly. What I can tell you right now is that we will track everything..."



At this point in the demo, Wolfkill walked us through the simple process of buying an upgrade with credits won in the career »

↑ The Ferrari 333 is one of the fastest cars available. And boy is it fast...

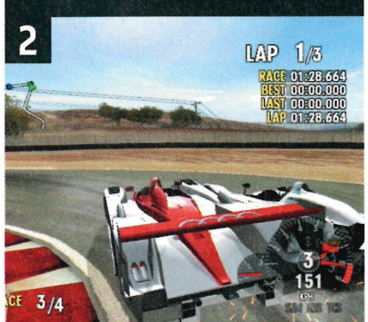
↑ An Audi A4 touring car leads the way. This is all about the correct racing line, so make sure your head's screwed on right because concentration is the key to winning.

BUMPER TO BUMPER

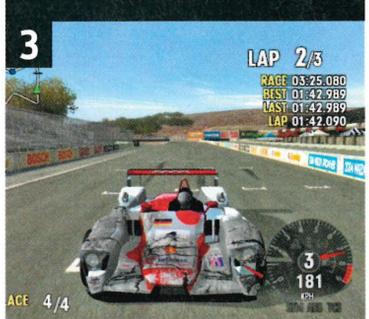
Where's there's blame there's a claim

FORZA'S DAMAGE model is so realistic you'll think you've got whiplash after an on-screen pile-up.

↑ You start each race with a brand new car just waiting to be floored.



↑ All it takes to dink the bodywork is one small moment of madness.



↑ As the bodywork deteriorates so does the car's performance.

↑ Hitting the gravel traps too many times will start to affect your car's performance.

» mode. Before you slap the mod on your car, you can see how it'll affect the car's performance by flicking through torque charts and numerous other diagrams. You can also see if the upgrade in question will change the class of your car, thus affecting the type of races you're eligible to enter.

"Anything that you'd be able to do to a production model in real life, you can do in the game. Aside from just engine parts, you can choose to focus on the handling of the car and its aerodynamics. We worked with two engineers from Ferrari, one of whom had been at Microsoft and the other now is. What they really helped us with was the dos and don'ts of simulating aerodynamics. One of the engineers is also working on the F1 simulation for the F1 team. He was really able to point out the pitfalls of simulating aerodynamics and airflow over the rear wing. It was really useful for us to have that extra input," says Wolfkill.

For the Kwik-Fit fitters among you, you'll be able to change all parts of the car including the tyres, front bumper, rear wing, suspension, transmission and tyre pressure. But you don't have to take it this seriously to win a race. "Each of the four tyres is modelled separately and factors such as grip, heat and wear will all play their part in the performance of the car - especially over long endurance races," the art director explains. "You can choose to turn these effects on or off in the menus if you wish too, I should point out. These settings will give you that extra tenth of a second when racing on the tracks. I have to say we don't expect everybody to go this deep into the game, but it's there for those gamers who want it and enjoy hot lapping."

Forza Motorsport is now looking its best yet. The roar of the engines seem to be far more aggressive and in your eardrums, while the visuals sparkle with a fine polish. Microsoft's US team is now concentrating on hunting down those pesky bugs and glitches in preparation for the game's release in the spring. But don't just take our word for it. Pop in your exclusive playable demo disc, fire up the trial version, and take a look for yourself. This is going to be something very special indeed - especially over Xbox Live. What's that? *Gran Turismo 4* doesn't even have online play? Oh dear...

"You'll be able to create what will be known as a Car Club online with up to 100 other racers"

↑ A Ferrari 360 makes a mistake and quickly gets shunted into last place.

↑ Only look behind when you're on a straight. Problems arise if you don't...

trippy tones

Realtones

Baby Boy Big Brovaz	11
Celebration Kool & The Gang	24
Down Boy Holly Valance	46
Dy-Na-Mi-Tee Ms Dynamite	47
Like I Love You Justin Timberlake	104
Need You Tonight INXS	121
New York New York Frank Sinatra	122
Night Fever Bee Gees	123
Surfin USA The Beach Boys	133

Realtones are actual songs that play when your phone rings: To order a realtone just text Real + Number + Make to 60111 eg. to order Baby Boy from a Nokia phone you would text : real 11 nokia to 60111

Ringtones

U2 Vertigo	1
Green Day American Idiot	2
Groove Armada I See You Baby	3
Natasha Bedingfield These Word	4
Maroon 5 She Will Be Loved	5
R.E.M Leave New York	6
Destinys Child Lose My Breath	7
William Shatner Common People	8
Joss Stone Love Machine	9
Ashlee Simpson Pieces Of Me	10
Rachael Stevens More More More	11
Maroon Five This Love	12
Deep Dish Flash Dance	13
Nelly My Place	14
Brian McFadden Real To Me	15
3 Of A Kind Babycakes	16
Punk'd Main Theme Main Theme	17
Dodgeball/Skatman John Skatman	18
Mase Feat P Diddy Breath S Shake	19
Black Eye Peas Lets Get It Started	20
Snoop Dogg Ft. Pharrel Drop It Like Its Hot	21
Avril Lavigne My Happy Ending	22
Usher & Alicia Keys My Boo	23
LL Cool J Head Sprung	24
Christina Milano Dip It Low	25
Eminem Just Lose It	26
Joss Stone Don't Cha Wanna Ride	27
Britney Spears My Prerogative	28
Christina Aguilera Ft. Missy Elliott Car Wash	29
Ja Rule feat. R Kelly & Ashanti Wonderful	30
Jamelia DJ	31
R Kelly Happy People	32
Paul Weller Thinking Of You	33
Prodigy Hotride	34
ShapeShifters Lola's Theme	35
Estelle Free	36
Christina Milian Whatever You Want	37

To order a ringtone text Poly or Mono + Number + Make to 60111 e.g. poly 14 nokia or mono 21 samsung to 60111

Cool Wallpapers

To order a wallpaper just text the keyword under the picture to 81313 eg. to order wall 4677 text: wall 4677 to 81313

Get the Best Mobile Videos straight to your Phone
1 Video *FREE for every Official Xbox Magazine reader

text hot to 89095

Videos compatible with Nokia 3300, 3510i, 3530, 3595, 5100, 6100, 6200, 6220, 6230, 6610, 6650, 6800, 7210, 7250, 7250i, 8910i, 7650, 3560, 6650 and Symbian™ Series 60 phones such as the Nokia 7650, 6600, 3650, 3660, Nokia N-Gage, Siemens SX1 and Samsung SGH-D700

FREE Videos & Wallpapers

Babe Photos on your Mobile
1 Image *FREE for every reader

text xbox to 60111

*Try it for free. Except you pay for sending a text message at your standard network charge (max 12p)

Quality Models

SPECIAL OFFER !
2 Animations for £3.00

Animations

To order an animation just text the keyword under the picture to 60111 eg. text funny 11 to 60111

Mobile Games

To order a game just text the Item Code to 60111 eg. to order Rayman Bowling text play 32 to 60111

powered by gameloft

For the latest ringtones, wallpapers, games and much more visit www.trippytones.com

Terms & Conditions. You must be 18 years old or over to use these services. By selecting a wallpaper, video or animated gif you are agreeing to download and view that wallpaper, video or animated gif. You will be billed the amount shown via reverse SMS. All phones must be colour and WAP enabled. Additional GPRS or GMS data transfer costs apply. No liability is accepted for any delay omissions or damage or loss of data incurred by any party. Wallpapers cost £3.00. Java Games cost £4.50. Ringtones cost £3.00. 1 Free wallpaper or video per customer. Subsequent images or videos cost £1.50 each. Text hot stop or xbox stop to opt out at any time. Animations cost £4.50. Realtones cost £4.50 each. All game titles are a trademark of Gameloft Ltd. Please see website for more details. For customer support please email customersupport@trippytones.com or call our helpline on 0870 8594194

Reviews

Written by gamers who live and love games

Andy Says...

IF SANTA didn't deliver the goods this year, fear not because we've got a ton of games on which to spend that cash you got from seldom-seen relatives.

MechAssault 2: Lone Wolf, already a huge hit in the States, looks set to ignite online arenas the world over, improving on its robo-blasting, Live-pioneering predecessor.

The mechanical massacring doesn't stop there however, as the long-awaited space oddity *Scrapland*, courtesy of twisted scripter American McGee, touches down. *Scrapland* doesn't boast the same online multiplayer machinations as *MechAssault 2* (as previously expected), but for an alternative spin on the adventure genre, check it out. Enjoy the issue.

Our Badges explained

XBOX ELITE
Any game scoring a whopping 8.5 or more.

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

XBOX LIVE
Downloadable content, online play, or both.

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

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

Score Key

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

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

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

5.0-6.4
AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

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

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

MechAssault 2: Lone Wolf P062
Climb aboard a whole host of virtual VTs in this ace online shooter.

Lemony Snicket... P066
Devilishly dark tie-in of the excellent movie, both starring Jim Carrey.

Syberia II P067
The amiable Arctic adventure finally comes in from the cold.

Scrapland P068
Completely bonkers, yet fun-filled futuristic action-adventure title.

ESPN NBA 2005 P072
The best b-baller in town dunks in another excellent update...

ESPN NFL 2005 P073
...while its gridiron stablemate could well be a *Madden*-beater...

ESPN NHL 2005 P073
...and the big boys with even bigger sticks don't lose out either.

Call of Duty: Finest Hour P076
The PC smash guns its way onto Xbox, complete with stirring score.

Outlaw Golf 2 P078
The punky putter returns with more courses and crazier characters.

King Arthur P079
The disappointing film was far from legendary. Is the tie-in better?

Hardware P080
Packed with speakers, steering wheels, skins and spangly pads.

Elite Reviews Directory P082
The best of the best. Games you need to own.

WANTED: THE PAL VERSION OF DOA ULTIMATE WAS DUE THIS MONTH; EXPECT TO SEE IT SLUGGING IT OUT NEXT ISSUE.

↑ Expect to go up against mechs as big as yours throughout the game.

ONLY ON XBOX

Official XBOX Magazine ON THE DISC

XBOX LIVE PLAYABLE & CONTENT

MechAssault 2: Lone Wolf

Mech some noise! It's back and it's harder than ever

Words: Gavin Ogden

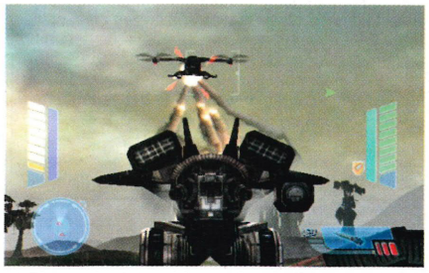
- Dev: Day 1 Studios
- Pub: Microsoft
- Players: 1
- Live: 2-12 players
- Players: 2-12 S.Link
- Release: January 05
- www.xbox.com/mechassault2

THE ORIGINAL *MechAssault* (Issue 11, 8.0) stomped onto Xbox back in November 2002, and since launch developer Day 1 has been busy building a second helping of heavy metal that'll make your eyes and ears bleed. As renowned spoof rock band Spinal Tap would say, everything has been turned up to 11.

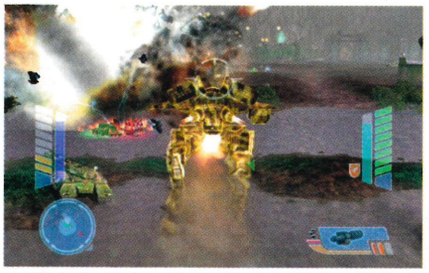
The single-player game has expanded in every direction, the Xbox Live multiplayer options have improved, the special effects are to die for and the environments are far more destructible than even the original. But the biggest change to the robo-stomping formula is the ability to pilot almost every mech you find in the game. This time round, you are the man and not just the machine.

Rather than beginning each linear level in a different mech specifically tooled up for the job in hand, you have a choice of jumping in and out of not just enemy mechs, but also tanks scattered around each level. Many of the objectives require you to hop in a certain model. This is fine if it's just sitting there waiting to be nicked, but sometimes there's already someone in it firing big rockets at you, which makes it tricky to sneak up from behind in a huge mech of your own.

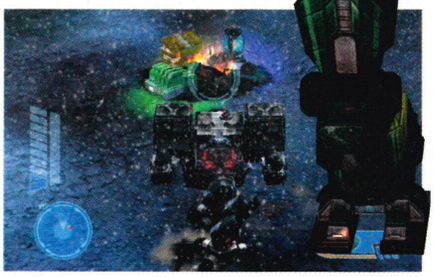
But Day 1 has come up with a solution. As the emphasis this time round is more on the person driving the mech than the metal hulk »»



↑ Planes don't trouble mechs at all.



↑ Click the Right stick to use special powers.



↑ Grab salvage for health and ammo.

Spider-Mech

THE MECHS in *Lone Wolf* can climb walls and reach the places other mechs cannot reach.

1

↑ Need to get to the other side but your built-in jump jets won't take you high enough?

2

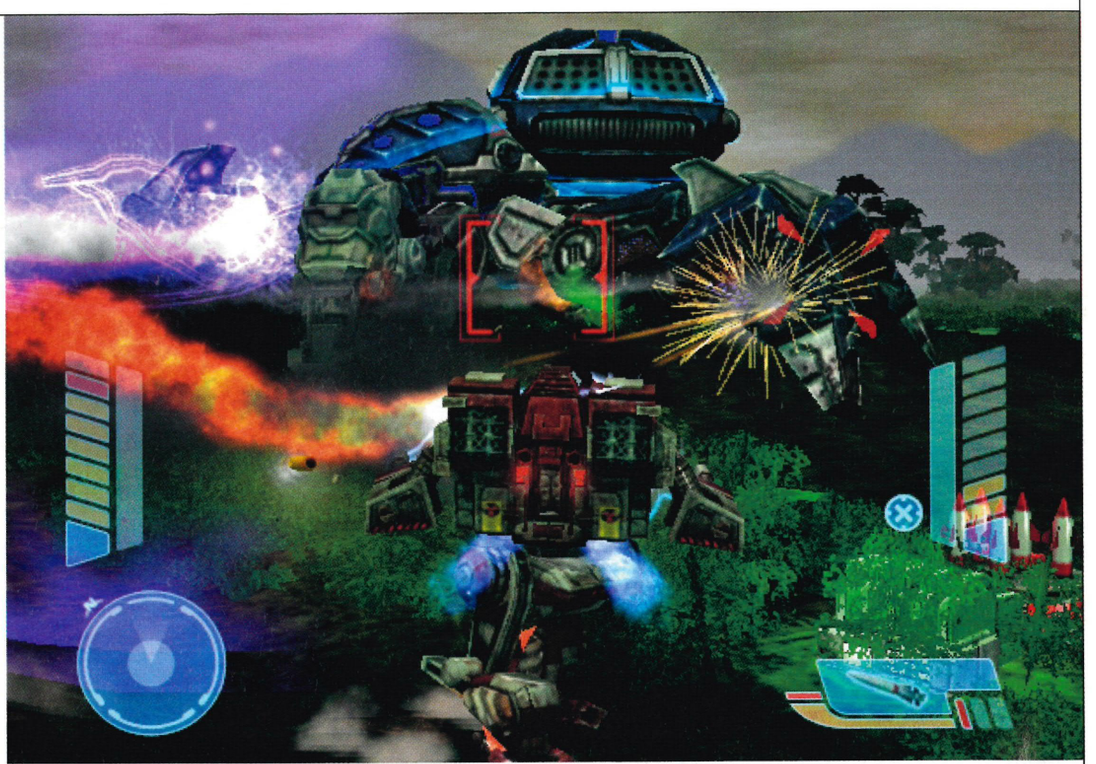
↑ Don't fret! Boost as high as you can, then hit A to punch a hole in the wall and cling on.

3

↑ Press up on the Left stick to boost further up the wall, and then hit A to catch your breath.

4

↑ Repeat until you make it all the way up. Now search out pick-ups on top of the building.



↑ You'll poo your pants when you first see this mechanical animal racing towards you.

↑ Use the flamethrower when the enemy is close enough.

↑ You get to play with big-ass tanks too!

» itself, a new feature has been implemented that really works. Now you can jump on the back of enemy mechs, perform a simple puzzle, and bring it to its knees by ejecting the pilot (see Taxi For One, page 065).

Lone Wolf's story, cutscenes and gameplay remain pretty much the same compared to the original. Even the over-the-top American military voiceovers are back, sounding exactly the same as before. And with basic gameplay exactly the same, you'll be forgiven for thinking you're playing the original at times.

You play the role of the same nameless MechWarrior, and the story picks up where the original left off. The futuristic sci-fi plot orbits around the idea of searching out several data cores that hold the key to powers beyond belief. Your team of Dragoons is locked in a race for the cells against an evil empire, hellbent on getting to each one first. Impressive little cutscenes keep things moving and, more importantly, keep you up to speed with what's going on and where you're at.

Gameplay is pretty much 'shoot everything that moves'. If you played the first one you'll have no problem slipping right back into the cockpit of the mechs. The Left stick moves the mech in the direction you want, while the Right one aims its huge array of weapons. By pulling the Left trigger, you cycle through the two or three (depending on what type of mech you've commandeered) weapon choices, and Right unleashes hell.

Most of the mechs you come across have the ability to hover for a handful of seconds. The ones that can't are usually too heavy and slow due to »

AH, THIS FEELS GOOD: THE CONTROL SYSTEM IS VERY SIMPLE TO GET TO GRIPS WITH, ESPECIALLY IF YOU'RE FAMILIAR WITH HALO – AND WHO ISN'T?

Mechs Go Wild Online

XBOX LIVE ONLINE ENABLED

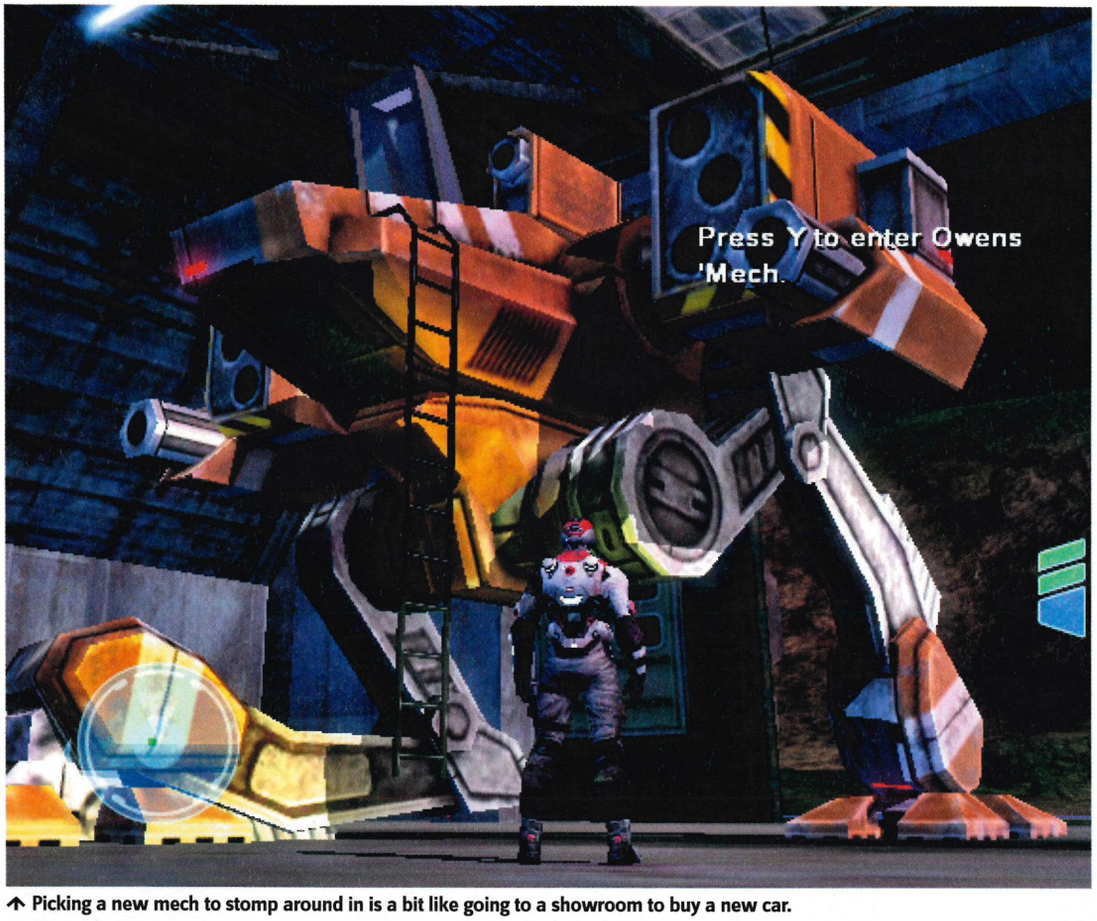
THE ORIGINAL was a surprise hit online and there are ten very different game modes to be played over Live, System Link and split-screen.

1

↑ Modes include Grinder, Destruction, Last Man Standing, Not It, Snatch It and Check It.

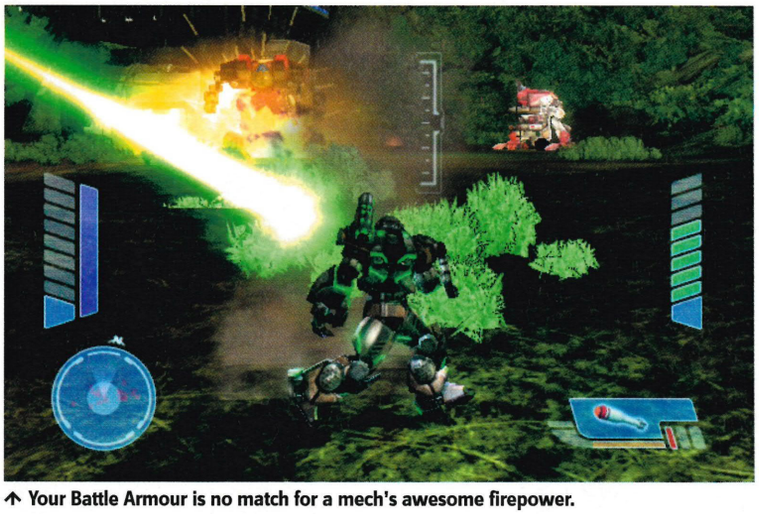
2

↑ Next issue we've got a Live-enabled *MechAssault 2* playable demo (see page 113)!



↑ Picking a new mech to stomp around in is a bit like going to a showroom to buy a new car.

↑ Snow doesn't affect your mech, but deep water does. Steer clear.

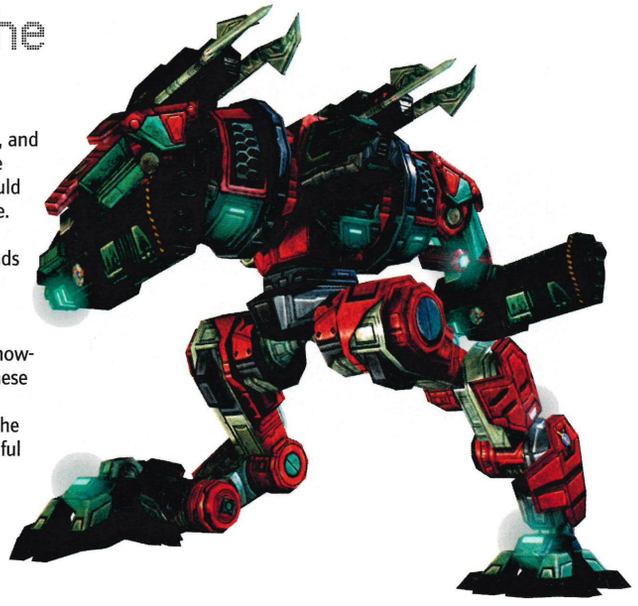


↑ Your Battle Armour is no match for a mech's awesome firepower.

Bonus info

CIRCLE IN THE SAND
Mechs aren't the most agile things ever to fire big guns. And when playing the game against a mate, it all tends to come down to who can circle strafe the best. Ballroom-dancing mechs?

"The game's designed to keep the action levels high - all the time"



» the amount of armour and size of weapons. You can hover by clicking and holding the Left thumbstick, while clicking the Right stick activates your mech's other special ability. This can be anything from a shield to a magnetic field that makes it impossible for the enemy's weapons to get a lock on you. These functions last for a limited time and slowly recharge over time. If you're to be successful in battles - and there are a lot of 'em - you'll need to be able to use everything the mech has to offer.

Each level is extremely linear. On-screen icons identify the way forward, or objects that need to be demolished, in order to complete your objectives. You'll never find yourself drifting around huge empty levels wondering where you should be going next. The game's designed this way to keep the action levels high - all the time. Wave after wave of enemies are constantly thrown at you, and you'll spend the same amount of time hammering the fire button as you would playing *Halo 2* (Issue 36, 10/10) on Live.

The quest for the holy data cores and total destruction of the enemy leads you across the universe and many different environments. You'll get to wreak havoc in skyscraper-covered cities, huge great dirty swamps and snow-capped mountain bases. But again, these look all too similar to the original.

Because you can now get out of the mech and run around on foot, a handful of levels involve you having to sneak around and plant explosives on designated targets. Frankly, these get in the way of testosterone-fuelled »

Bonus info

MATES' RATES
Don't have access to System Link games or the mighty Xbox Live? Don't worry, the game comes with plenty of options for split-screen

fun. Just plug in a second controller and get a mate round your gaff for some head-to-head action.

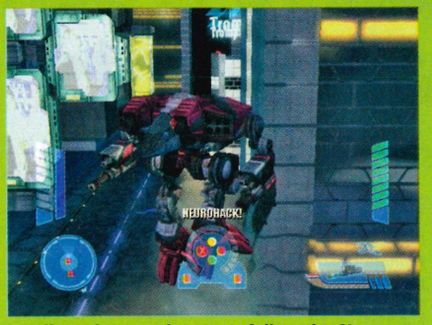
WHO AM I?
Before you fire up the campaign mode or multiplayer mode for the first time, you need to create a profile. Here

you get to pick your character from four (male or female) and customise the colour of your armour. This then goes on to become your online identity when playing over Xbox Live.

HEAVY METAL LIVES
Throughout the single-player campaign mode, the action is backed up by perm-fuelled American rock music. It's fun to start off with but the grinding guitars and ear-piercing vocals soon begin to get on your nerves, no matter how much you love good old metal.

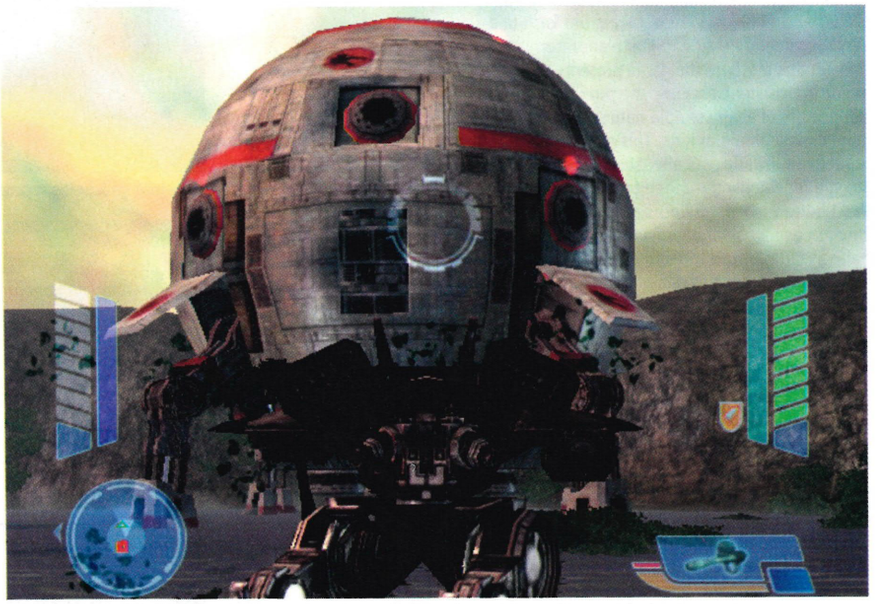
TAXI FOR ONE Stuck for a ride? Then grab the nearest mech and attack

↑ Is that mech bigger than yours? Jump on it and smash your metal arm through its hull.

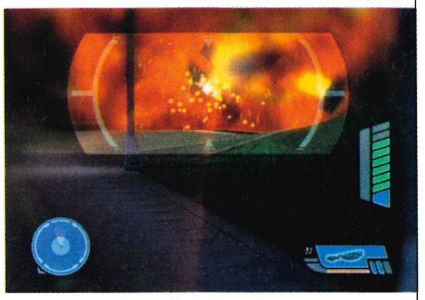


↑ All you have to do now is follow the Simon Says-style puzzle to eject the pilot out of his ride.

↑ Now the mech's free to do whatever you tell it to. Jump in and check out its big guns.



↑ This big golf ball is your HQ - protect it at all times from impending mech doom.



↑ Press X in the tank to zoom in.

↑ No armour at all is a bit like being naked.

↑ Just look at all that action going on in a single screenshot.

↑ Nice shooting, Tex.

»» heavy weapon mayhem, as you're a sitting duck whenever you get caught - which you will. All too often, it's too easy to get stuck on debris as you run for your life from a tank or enemy mech. Thankfully though, these levels are few and far between.

MechAssault 2 is incredible to look at. While the gameplay might not be mind-blowing, the visual eye candy on offer certainly is - just look at these screens. Everything from explosions to weapons powering up is awesome. You'll be hard pressed to find a prettier game, and it's a great example of a developer squeezing every last drop of juice out of the world's most powerful console. We'd love to see how other consoles would manage this, but as it's a Microsoft-developed product, it's exclusive to us. If you like your action constant and great to look at without gameplay taxing your brain at all, you won't go wrong here.

The Summary

MECHASSAULT 2: LONE WOLF THE FACTS YOU NEED TO KNOW

1. Stunning to look at in every sense, this really does show off the advantages of owning an Xbox.
2. Sounds, looks and feels all too similar to the original; the series hasn't moved on enough.
3. Fully destructible environments combined with mega-powerful weapons make for a great experience.
4. Ability to jump in and out of mechs as well as steal them from other players adds a new dimension.
5. A host of multiplayer options will keep you stomping after the single-player game's dealt with.

The Verdict

A visual feast of spectacular effects and non-stop action that's easy on the brain and pleasing to the eyes.

8.3//10

PREVIOUSLY: Feature - Issue 27, Incoming - Issue 31
COMING SOON: Hints - Issue 39

MORE, PLEASE: THE ORIGINAL MECHASSAULT WAS ONE OF THE FIRST GAMES TO DISH UP AMPLE SERVINGS OF DOWNLOADABLE CONTENT, AND WE EXPECT THE SEQUEL TO BE NO DIFFERENT.

Lemony Snicket's A Series of Unfortunate Events

Acidic adventuring with a sour sting in the tale

Words: Andy Irving

Dev: Amaze	Pub: Activision
Players 1	Live: None
Release: Out now	
www.unfortunateeventsmovie.com	

REMEMBER HOW, as a stroppy kid, you were certain the whole world was against you? Well, spare a thought for the Baudelaire children. Not the luckiest kids in town, they lose both parents and their dream house in one day, and are packed off to live with their sadistic uncle, Count Olaf. If you're familiar with the Lemony Snicket novels you'll be aware of the cruel, blackly comic tone of the series, and the hilariously articulate way it's delivered. Thankfully the game stays very true to the source material, and perfectly captures the bleak, industrial feel of the recent film.

The game assumes the expected guise of a relatively simple adventure/platformer. Players can flick between the exceptionally intelligent Klaus and the permanently practical Violet. Count Olaf's gothic mansion presents the first of the substantial levels for players to explore and conquer. Utilising one of the versatile Violet's cobbled-together inventions, gameplay is split between exploring the level, collecting assorted random objects to construct these devices, and using them to complete a specific task or access a specific area. The annoying absence of a map makes for some seemingly aimless wandering through the level, though at least you get to locate a wealth of items, and can proceed directly to them when needed. In a neat touch, players get to physically manufacture these crazy contraptions in a simple rotating puzzle fashion.

Players work through their various relatives' nightmare scenarios (Olaf's Mansion, Uncle Montgomery's Reptile Garden, Aunt Josephine's Lakeside Abode) in their perpetual quest to be happy. Blasting enemies with rotten fruit and manoeuvring around on your Levitating Loafers is actually quite a blast, and the fresh tasks never really make repetitiveness a factor. Mixing it up somewhat is the necessity to use little baby Sunny to reach other hidden areas, taking the form of a very rudimentary side-scrolling platformer.

Yet this is where the game presents one of its major inconsistencies. Sure, the puzzling and exploring is of a very simple nature, and the title is quite clearly aimed at kids. This presumption borders on irritating, as after several hours players are still repeatedly reminded (and prompted) that the B button will open doors, push blocks, and function as a general interaction button. Bosses are boringly simple, and the odd stealthy mission won't tax anyone. This is a vast contrast to the subject material; the dark and twisted script is more likely to petrify young 'uns than inspire them to go and read the rest of the novels or watch the film.

The developer has done a good job of recreating Snicket's warped world, although the character animation and undetailed environments aren't exactly cutting edge. Pulling out the king of trump cards however, it manages to enlist all the main actors from the film to provide voiceovers, including a barely recognisable Jim Carrey. Frank N Furter himself, Tim Curry, fills in for an absent Jude Law, but the overall result is a deliciously wicked, immersive experience. It's a shame, then, that the gameplay can't live up to this vocal virtue, and be more inspired than this very tepid adventure. Unfortunate indeed.

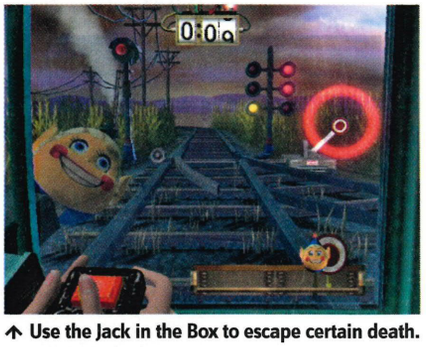
Bonus info

PARENTAL GUIDANCE
If your character's health is getting low, simply look out for lockets displaying photographs of your dead parents for replenishment. How very uplifting.

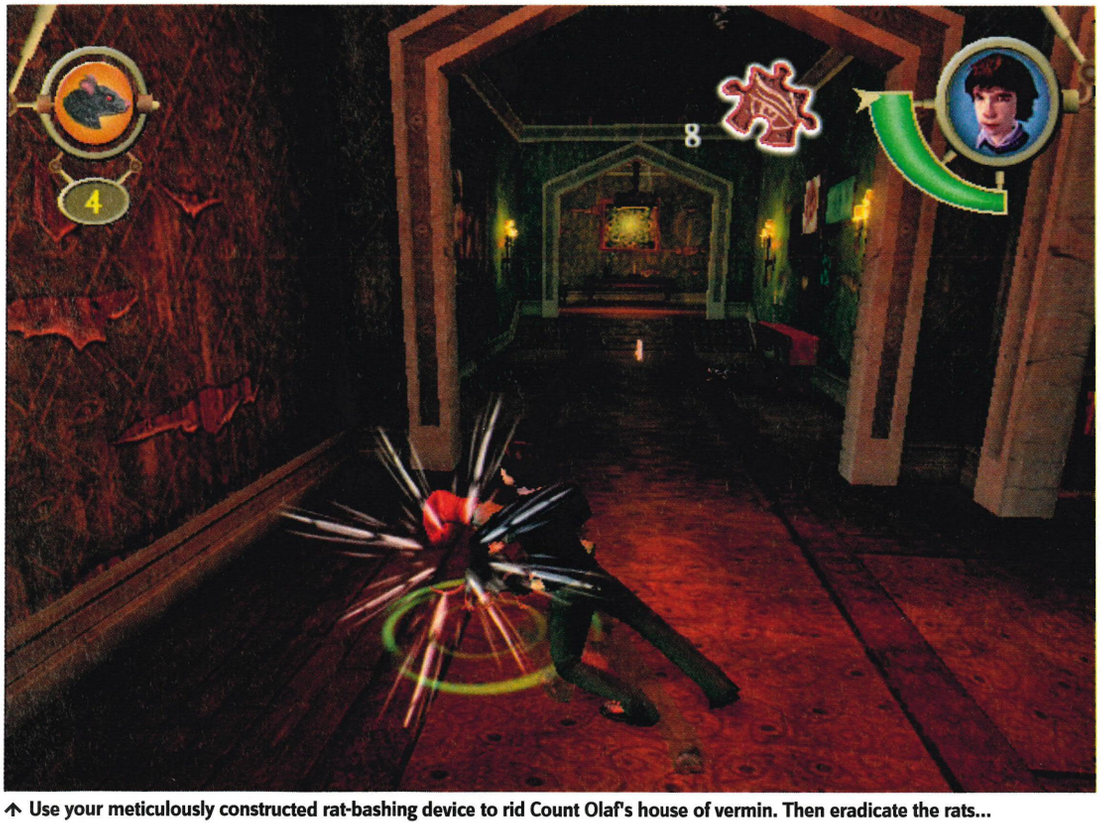
↑ Flying shoes? Klaus has been at the 'shrooms.

↑ Child prodigies = precocious little buggers.

↑ Baby Sunny is very bright, so why the prompt?



↑ Use the Jack in the Box to escape certain death.



↑ Use your meticulously constructed rat-bashing device to rid Count Olaf's house of vermin. Then eradicate the rats...

The Summary

LEMONY SNICKET'S... THE FACTS YOU NEED TO KNOW!

1. Captures the essence of the film and provides a devilishly dark and frightening world for players to explore.
2. The varied environments are wacky and imaginative in nature, though bland and lacking detail in execution.
3. The gadget assembly puzzles are fun, but very simple to solve. The absence of a map irritates after a while too.
4. Having Jim Carrey on board does wonders for the authenticity, and the camp Tim Curry does a great job with the narrative.
5. Although gameplay is very rudimentary, the substantial levels should keep the kids quiet for a long time. If they don't get scared off, that is.

The Verdict

Think *Grabbed By The Ghoulies* for the *Harry Potter* generation. A respectable kids actioner, but it won't push the genre.

6.4//10

PREVIOUSLY: Nope. Snicket snuck up on us from behind
COMING SOON: Hints - Issue 39

↑ Piss on my leg and I'll rip your balls off.

Syberia II

They didn't find Syberia in the first game. Will they have more luck this time?

Bonus info

WORK, DAMMIT!
Amongst the most annoying sections are the trial and error machine activation puzzles. These are solvable through a blend of guesswork and utter luck, as you flick switches, press buttons or push panels until you stumble upon/work out the right combination to make said contraption do what it's supposed to.

Words: Martin Korda

Dev: Microids	Pub: Microids
Players 1	Live: None
Release: Out Now	
http://syberia2-game.com/syberia2/english	

AS ADVENTURE games go, *Syberia II* is hardly groundbreaking. Almost identical in look and feel to its excellent PC/PS2 predecessor, it picks up the story of New York lawyer Kate Walker (that's you by the way) and the stereotypically eccentric shock-haired inventor Hans Voralberg, who's looking for the mystical woolly mammoth-inhabited island of Syberia which, he claims, is somewhere north of Russia.

Hoping desperately that the old loon isn't just suffering from a chronic bout of senile dementia, you set off by train to help him look for this so-called glacial paradise, stopping off at a series of rather isolated and often slightly sinister locations along the way.

Each area is packed full of brain-teasing puzzles. These usually charge you with wandering around, interacting with colourful though badly acted characters and finding objects - some of which are harder to track down than a virgin porn star - that can be used to solve each problem.

Sadly, the quality of the puzzles falls well short of the first game's superbly crafted conundrums, with many feeling rather arbitrary and subsequently too detached from the main thrust of the story.

The plot also fails to impress, and never manages to reach the magical heights of *Syberia*'s captivating yarn, at times feeling like a poor man's Tim Burton movie on acid. However, there's still just about enough quality shining through to make you want to push onto the next part of the game.

Syberia II teems with fairly attractive and intelligently imagined locales, though taking in the sights is made unnecessarily clumsy thanks to some hideously unresponsive controls and ludicrous movement restrictions. Kate might be able to tell you what a Deposition is, but ask her to walk over a tree root and she'll display the intelligence of a professional halfwit. Who dropped out of school. When they were six.

Ultimately, this is the type of game that'll probably only appeal to a select few. If you're after a slow-paced, puzzle-packed experience with a half-decent story and plenty of characters with which to converse and interact, then *Syberia II* is just about worth a look, especially if you've played its superior predecessor and want to know how the story ends. But if you prefer more bang for your buck, then we suggest sticking with *Halo 2* (Issue 36, 10.0), *Star Wars KOTOR II* (Issue 37, 9.3) and reputable Dutch brothels instead.

↑ Looks like someone was hungry...

↑ The train isn't your only mode of transport.

↑ I hope she wiped her feet before coming in.

↑ You're prompted near interactive objects.

↑ Clearly, Kate loves a fish supper.

The Summary

SYBERIA II THE FACTS YOU NEED TO KNOW!

1. Solid if unspectacular visuals are let down by your frustratingly clumsy and limited movement in many of the locations.
2. Countless puzzles that challenge your grey matter, though many feel a little too detached from the main plot.
3. Poor voice acting often cheapens the otherwise well-imagined characters. Pity.
4. The quirky story is entertaining enough, but pales in comparison to that of the first game.
5. Kate can be very hard to manoeuvre and often gets trapped behind small objects or undulations.

The Verdict

Well presented, but sometimes irksome and lacking the quality and depth of its predecessor.

6.0//10

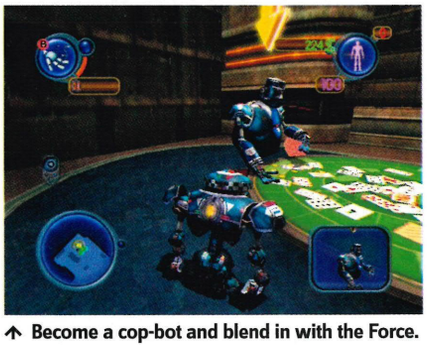
PREVIOUSLY: Nothing. It's been hidden in the icy wastes
COMING SOON: Hints - Issue 39

LE MAIN MAN: SYBERIA II'S STORY WAS WRITTEN BY LEGENDARY FRENCH AUTHOR AND COMIC BOOK CREATOR BENOÎT SOKAL.

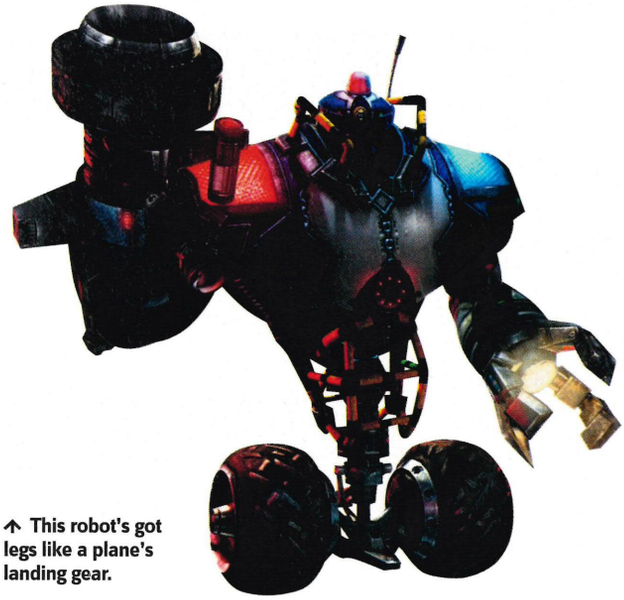
↑ Assume the roles of a number of different characters for the ultimate surprise attack.

Scrapland

The master of madness creates a land of make believe



↑ Become a cop-bot and blend in with the Force.



↑ This robot's got legs like a plane's landing gear.

Words: Andy Irving

Dev: Mercurysteam	Pub: Deep Silver
Players: 1; 2 Split	Live: None
Release: 28 January	
www.scrapland.com	

HAVE YOU EVER woken up from a twisted nightmare, thankful it was only a dream? American McGee has those sorts of dreams, only he uses them to put an alternative spin on children's classic stories. Just look out for the upcoming game and movie tie-in *Oz* for proof. Taking the lead producer's role of *Scrapland* was no easy feat, yet although the game is a somewhat tamer tale, the end result is still a characteristically comical affair.

Scrapland has been bandied about in the press as a sort of '*GTA* in space', and there are some striking similarities. First and foremost is the free-roaming nature of the game. Now don't get us wrong, the sleek and sexy cityscape would no way give *San Andreas* a run for its money in terms of environmental interaction or sheer scale. What it does have in its favour however, are stunning visuals. Lush, futuristic buildings ascend into a fantastic, asteroid-littered space panoramic, and the vibrant environments are alive with hundreds of inhabitants and explosive police chases.

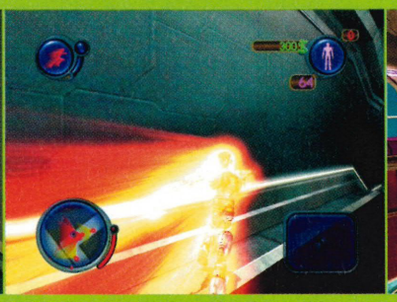
Scrapland is a planet inhabited solely by robots. Their world was decimated by humans, so they've rebuilt it from scrap. As a result, humans (or anything organic) are outlawed. But the Mayor of governing city Chimera has now been found dead, and it's up to you as lead character D-Tritus (super-sleuth/reporter scum) to gather clues as to whom the murderer could be.

Gameplay is a weird hybrid of mission-based actioner and free-roaming adventure. There's a massive number of characters to interact with, and thousands of lines of spoken dialogue. Because every type of robot inhabiting the city is logged in the divine Great Database, D-Tritus can hack into all of them from any one of the ports dotted around each location. Big D can assume one of the 15 »

SPLIT-PERSONALITY Be the ghost in someone else's machine

IT'S OFTEN NECESSARY to assume the form of another of Chimera's inhabitants to enter various areas, obtain the information you need, or to perform certain tasks. The robots whose identities you take on all have different skills and abilities, so be sure to make the most of what you tap into!

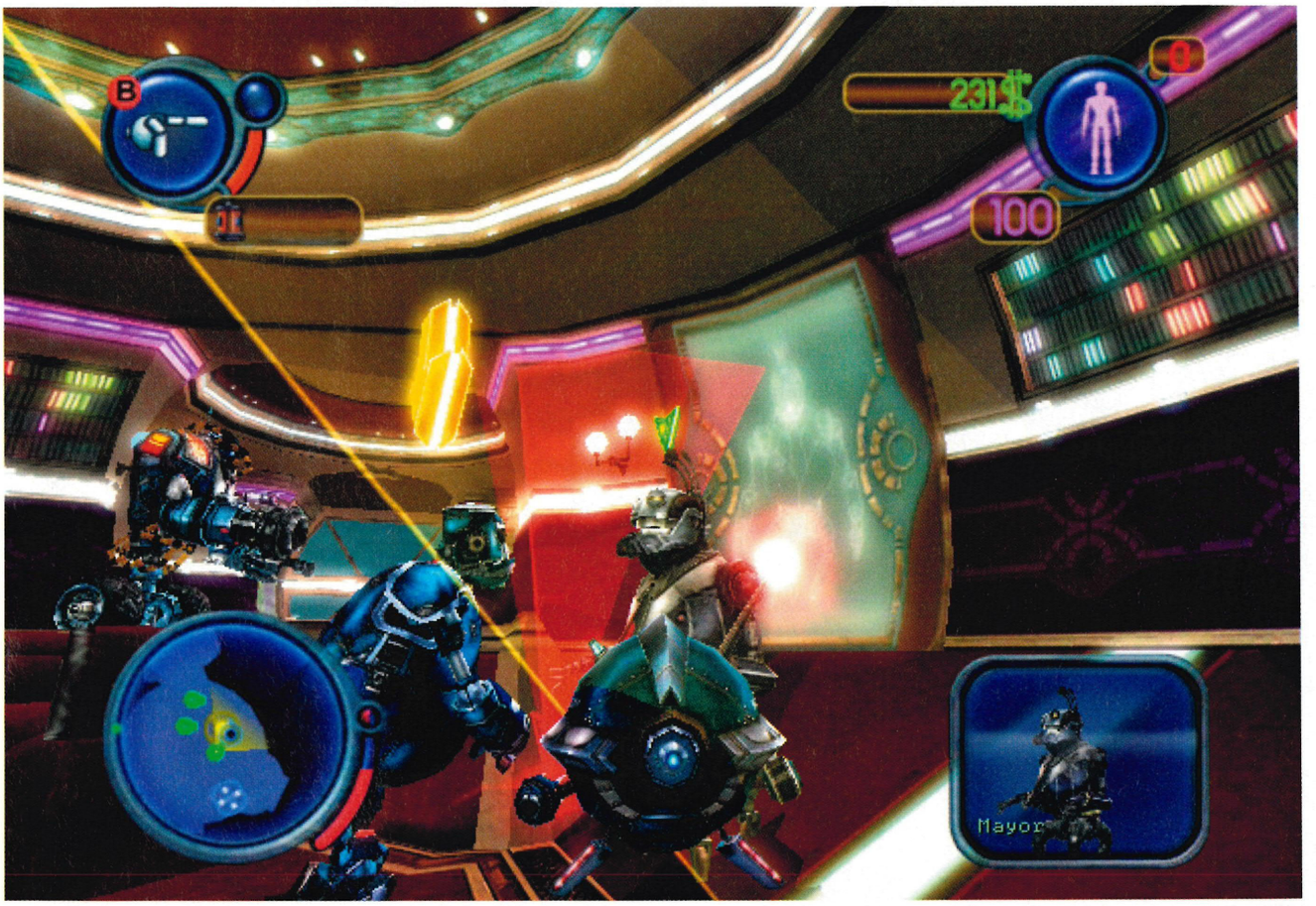
↑ Bertie emits a blinding flash of light from his stomach, stunning enemies.



↑ D-Tritus can cut through robots with ease. Great for getting out of a tight spot.

↑ The Mayor will lecture everyone around him, momentarily sending them to sleep.

↑ This feisty little Stapler can leap great heights. A Get Out of Jail card, literally.



↑ A yellow arrow marks the spot, or the person, you should look up info on.

Bonus info

GOB A JOB

On his arrival on Scrapland, D-Tritus is assigned employment. After cycling through all the lowliest jobs on offer (the robot version of a toilet cleaner included), D is finally awarded the role of Journalist. Is that a sly dig on McGee's part at some of his critics?

TAKE ON ME

If you can't get to a Database terminal in time, Tritus can assume the role of any robot in the vicinity. Simply move until they're in your viewer, then tap Y. However, be aware that this will alert the authorities to your presence and drain your energy.

"Both mission-based actioner and free-roaming adventure"

» types of robot available (they're an inbred lot). Each has different functions or special attacks (see Split-Personality, above), giving countless different ways of completing missions.

But there is a flipside to changing your image more than Madonna. Beholders, little flying snitch bitches of the police, are quick to point you out if they see you filling another's mechanical shoes. It's illegal, so do it away from the watchful gaze of their scanners, as denoted on your handy little radar.

Get caught, and just like an annoying little chav, they'll get their bigger brothers. Though slower and thicker, they pack a punch that's actually worth worrying about. It's here that *Scrapland* suffers its first short circuit. Sure it's fun swapping identities left, right and centre, but the Beholders will always eventually suss you as an impostor. Far more satisfying is to become a Beholder yourself and accuse a robot that needs assassinating, letting the heavy boys roll in and do their worst.

It's not actually possible to 'die' as such in *Scrapland*. After getting obliterated for the umpteenth time by persistent police, D-Tritus invariably ends up in the slammer. Escape is monotonously simple - take over the form of a little Stapler that appears in your cell, evade patrolling police and escape out of convenient tunnels. Although not a difficult task, it does quickly become tiresome as it takes five minutes to get to where you were before.

The more exciting aspects of the game occur during the ship-racing and combat missions. »»

↑ Compete in the space race with a friend in the split-screen mode.

DISTURBED CHILDHOOD: AMERICAN MCGEE HAS ALREADY CREATED A GAME BASED ON CHILDREN'S CLASSIC ALICE IN WONDERLAND (COMPLETE WITH A TERRIFYING WHITE RABBIT). LOOK OUT FOR THE UPCOMING OZ, WHERE DOROTHY DEFINITELY IS NOWHERE NEAR KANSAS...

湾岸 MIDNIGHT CLUB 3™ DUB® edition

COMING SOON

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB3

CHOOSE YOUR PATH TO VICTORY THROUGH THE LIVING, OPEN CITY STREETS OF ATLANTA, SAN DIEGO, AND DETROIT.

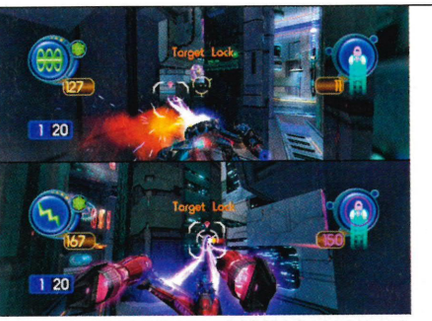
RACE AND CRUISE WITH THE HOTTEST REAL LIFE SUVs, TUNERS, MUSCLE CARS, CHOPPERS, STREET BIKES, CONCEPT CARS AND LUXURY RIDES.

CUSTOMIZE YOUR RIDE AND TAKE IT ONLINE TO CHALLENGE UP TO 7 OPPONENTS IN A RANGE OF NEW AND CLASSIC ONLINE MODES.

PlayStation®2 XBOX XBOX LIVE ONLINE ENABLED 12+ www.pegi.info

© 2005 Rockstar Games, Inc. Rockstar Games, the R* logo, Midnight Club and the Midnight Club logo are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. DUB© and the Dub Edition™ logos are trademarks of Dub Publishing, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation©2) and Memory Card (8MB) (for PlayStation©2) (each sold separately). Microsoft, Xbox, Xbox Live, the *Live* logo and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the US and/or in other countries and under license from Microsoft. All automobile, motorcycle, customization and other parts manufacturers, and other names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved.

↑ Build your own spacecraft and take to the airways for some target practice.

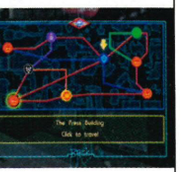


↑ Who can build the ship with the biggest guns?

↑ Speak no evil and you'll be shown the way.

Bonus info

HARD TO SWALLOW
A mysterious assistant who seems to know just enough to teasingly lead you to the next clue guides you through the game. In a nod to one of our favourite films of all time, the character is called Deep Throat.



TOOBIN' IT
Navigating between each area of the City would take absolutely ages, so thankfully you can park up at any of the Tubular Transport stops and zip between locations. Very handy.

REPEL REBEL
Every type of ammo you pick up for your ship (and which your enemies use) has a specific counter-attack that is brutally powerful if you manage to time it just right.

» Race for cash, race to complete a mission, or just race for fun; there's a ton of different excuses to zip round tracks collecting holographic buoys. It's illegal to physically destroy fellow competitors, but your ships are equipped with a handy electrical whip (See Get Over Here, below). Although tricky to master, once you do you'll be leapfrogging the competition in no time, though watch out for your fellow racers as they can do the same to you. Whilst the races are enjoyable, you don't get much of a feeling of speed, due to the fairly sluggish nature of your ships. The controls are default inverted and can't be changed, either.

"Race for cash, race to complete a mission, or just race for fun"

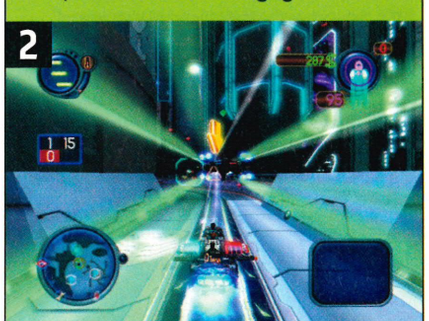
That said, you can build your own custom ships. Each ship requires plans which are teasingly difficult to discover, spread out all over Chimera. Once you've acquired the blueprints, head back to your trusty pal Rusty's Scrapyard and get to work. Choose the engine size and weapon upgrades, though your choices are limited by the amount of cash in your stash. There are tons of ships available, each useful in different ways. Beef up the engines of the more lightweight craft, and they'll blitz round the track like a greyhound on a promise. Toughen up your artillery and you'll be unstoppable on combat missions. Most of the ships still handle very similarly though, and it's a chore to keep trekking back to your garage to swap vehicles. There are a load of different sub-missions available, though once again these are limited to increasingly faster races – a shame, considering the amount of characters on offer that have gone unexploited.

The game features a rip-roaring multiplayer mode, using all the ships from the single-player game. Deathmatch, Flag variants and manic Race modes are available and these are a real blast, with crisp, intelligent maps ranging from sprawling expanses to claustrophobic caverns. It's an Iron Giant-sized shame then, that this is a woefully missed opportunity, only catering for two players split-screen. Xbox Live would have been great, but hell – even System Link or four-way same-screen could surely have been included? Remember how lost and empty you felt when Johnny 5 was all alone and helpless? That's how we feel now...

One thing's for sure, *Scrapland* is definitely a very unique experience. American McGee has taken elements of all the classic mystery-solving adventure titles of yesteryear, mixed up some reasonably entertaining race and combat action, and set the whole thing in a wonderfully bizarre universe. It shouldn't work, but somehow he's managed to pull it off. For sure, spanning several genres doesn't give the game the depth it really needs to be outstanding, but dipping into each just enough results in an affably accessible title. For an alternative spin around tomorrow's world, do check this out. Scrappy dappy do.

GET OVER HERE
The races are whip-crackingly good fun

↑ We're lagging behind and need a bit of a boost, but our Nitro is recharging.



↑ Use your Electro whip to lasso an opponent up ahead and bring yourself up to speed.

↑ If she got any thinner she'd fall through a grid!

The Summary

SCRAPLAND THE FACTS YOU NEED TO KNOW!

1. An epic, science-fiction adventure that's like nothing we've seen on Xbox. Unique and absorbing.
2. Gorgeous-looking environments provide a substantial area to explore, and are brimming with interactive characters.
3. Fun adventuring is complemented by a great variety of gameplay, though players often overlook the underlying stealth notion.
4. Reasonably exciting ship-to-ship combat and racing, with loads of custom craft on offer, though awkward controls will infuriate.
5. An online-enabled, substantial multiplayer was promised, though what was delivered was two-player split-screen. We're disappointed.

The Verdict

An entertaining adventure, massive in scale and with the characteristic McGee twist. Multiplayer is a letdown, though.

8.0//10

PREVIOUSLY: First Look – Issue 35, Incoming – Issue 37
COMING SOON: Hints – Issue 39

AMERICAN'S REVOLUTION: MCGEE ORIGINALLY BEGAN HIS VIDEOGAME CAREER ANSWERING THE PHONES AT ID SOFTWARE, BEFORE MOVING ON TO WORK ON LEVELS FOR A DOOM II EXPANSION PACK.

ESPN NBA 2K5

Official XBOX Magazine ELITE

Bringing it strong, bringing it slick, bringing it... cheap

Words: Graeme Boyd

Dev: Visual Concepts	Pub: Take-Two
Players 1; 2-4 Split	Live: None
Release: 14 Jan	
www.espnvideogames.com/nba2k5	

BASKETBALL COMMENTATORS talk a lot about 'dynasties'. Larry Bird's Celtics, Michael Jordan's Bulls, Shaq's Lakers – teams that spanked everything that came their way.

EA has had a similar thing going with its American sports games. For years now it's owned the playing field. If Sega's *ESPN* games were to compete – to bust open the dynasty – it needed something special. Like a fat price cut.

When the 2005 range of *ESPN* games including *NBA 2K5* hit the US earlier this year they were had a mere $20 price tag. Sales rocketed, EA started sweating. Now we're getting the benefit – you'll be able to pick up any of the *ESPN* games (check out *ESPN NFL 2K5* and *ESPN NHL 2K5* opposite) in the UK for £20.

But hold on. Surely the price reflects the quality of the game? Hell, no. Picking up *ESPN NBA 2K5* for 20 quid is like signing Kobe Bryant on a free transfer: the bargain of the century.

To tip off you've got a fantastic-looking, fast-paced simulation of b-ball absolutely rippling with run-and-gun action. Thanks to the ESPN licence the TV-style presentation is top-notch and the superb commentary puts *FIFA* and *Pro Evo* to shame.

But it doesn't just look good. The movement controls are tighter than a cheerleader's butt cheeks and you can bust out sweet, ankle-breaking special moves like crossovers and spins with slick flicks of the Right thumbstick.

It all feels smooth and effortlessly realistic. Whether you're posting up with a towering seven-footer, launching a three-pointer from deep or throwing down a rim-rocking dunk, *NBA 2K5* always seems to know what you want to do and translates it into beautifully fluid animations.

The AI's solid, although your own team-mates do tend to stand around a little too much rather than opening up lanes and driving towards the basket. It's cool, though: you can call a huge selection of preset plays on the fly by pressing the D-pad, turning your offence into an instantly adaptable weapon.

This strategic side really comes together in *NBA 2K5*'s Association mode. You're placed in charge of an entire NBA franchise: you have to handle business in the office as well as on the court. Picking the team, choosing the playbook, keeping your players happy and winning games is all down to you. It's a great way to get a little deeper into the experience and definitely extends *2K5*'s life.

The catch? Well, it's either a major flaw or a tiny irritation depending on whether you're hooked up to Live or not – the online options have been yanked from the UK version. It's a shame, especially when online leagues and tournaments would have been the perfect addition to the single-player game, but considering the pricepoint it doesn't really harm the overall appeal of *NBA 2K5*.

All in all it's a fantastic package, especially at this price. Taking on the might of EA's b-ball dynasty was like throwing up an off-balance shot from deep in three-point range, but *ESPN NBA 2K5* hits nothing but net.

Bonus info

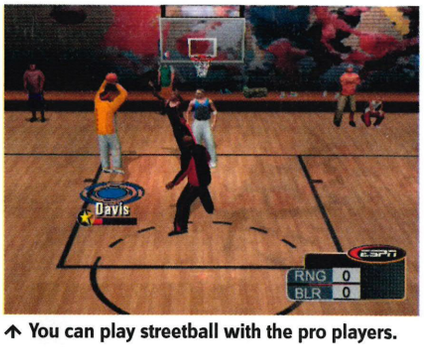
24/7, 365

As if NBA and Streetball play modes weren't enough, *NBA 2K5* also offers the 24/7 mode. Here you create your own 'baller and build his reputation by touring the US and getting ill with your skills against pros. Ignore your player for a few days and his skills will deteriorate – you snooze, you lose.

↑ Posting up your big men is as easy as holding the Left trigger and using some muscle.

↑ The opposition's defence is pretty tight.

↑ Shooting free throws can be tricky.



↑ You can play streetball with the pro players.

↑ Bust out killer crossovers.

The Summary

ESPN NBA 2K5 THE FACTS YOU NEED TO KNOW!

1. Comes to the court with a huge list of features. Puts many sports games that sell for twice as much to shame.
2. Fast, intuitive and fun b-ball action that will satisfy high-speed showboaters and hoop tacticians alike.
3. Stellar presentation that's slicker than Shaq's sweaty nugget, with all the over-the-top commentary you'd ever want.
4. The Association mode adds a long-term challenge and balances the action with some satisfying strategy.
5. The lack of Live options in the UK version is a disappointment, but for this price we're not grumbling.

The Verdict

NBA 2K5's got all the teams, players, flashy presentation and hoop gameplay – for half the price. You do the maths.

8.9/10

PREVIOUSLY: Just bounced into view
COMING SOON: Hints – Issue 39

ESPN NHL 2K5

What's cooler than being cool? Getting your face smashed on an ice rink

- Dev: Visual Concepts
- Pub: Take-Two
- Players 1; 2-4 Split
- Live: None
- Release: 14 January
- www.espnvideogames.com/nhl2k5

Words: Graeme Boyd

IF YOU'VE EVER seen the *OXM* five-a-side footie team play, you'll know we love a bit of a scrap with our sport. That's why ice hockey is possibly the greatest game ever invented. The refs don't even break up two brawling players until someone's brains are defrosting the ice.

Fighting is the best thing about hockey, and *ESPN NHL 2K5* knows it. A totally redesigned fighting engine gives you total freedom to skate around your opponent, then smack his chin with an uppercut. It's not *Mortal Kombat* but it's more fun than the usual button-bashing hockey scraps.

Okay, it's not all punch-ups. You have to rough your opponents up *before* you start chucking fists. Luckily *NHL 2K5* has also introduced the brilliant Full Stick Control, which lets you sneakily wallop your opponent by tweaking the Right analogue stick in his direction.

If you prefer to concentrate on actually playing, *NHL 2K5* won't disappoint. While the action remains faster and more arcadey than EA's yearly offering, *2K5*'s defensive controls have been buffed up. The Full Stick system gives you more options against an oncoming attacker, and you can hold the Left trigger to skate backwards. Spine-shattering checks are easy to pull off and it's a lot easier to score than in most hockey games. Purists might get sniffy but *NHL 2K5*'s face-breaking hockey definitely makes for a more enjoyable experience.

↑ Zoom in on your proudest moments.

Like the other *ESPN* games there's a stack of additional features to enjoy. The Franchise mode offers plenty of long-term appeal but, as with *NBA 2K5* and *NFL 2K5*, the online options have been dropped. But considering how much hard-hitting hockey action you're getting for 20 notes, *NHL 2K5* isn't just cool, it's ice cold.

Bonus info

HOCKEY DOKEY

Enjoy a break from the ice and play an air hockey mini-game. The Left stick moves the paddle and the 'clack' sound effects take us back to wasted days at the Mega Bowl.

↑ The visuals are so crisp you can feel the chill.

"Spine-shattering checks are easy to pull off"

↑ The ESPN presentation is superb.

The Verdict

Not as realistic as its NBA and NFL brothers, but slapshots you in the face with fun to make up for it. **8.3//10**

ESPN NFL 2K5

Official Xbox Magazine ELITE

Takes on Madden at his own game

- Dev: Visual Concepts
- Pub: Take-Two
- Players 1; 2-4 split
- Live: None
- Release: 14 January
- www.espnvideogames.com/nfl2k5

Words: Graeme Boyd

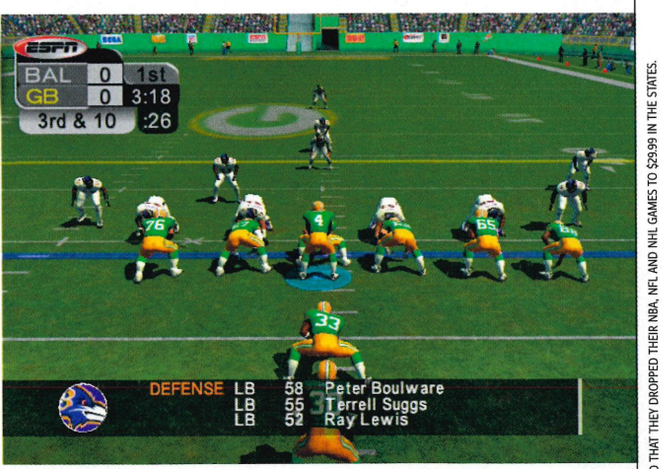
HOW GOOD ARE you at sports games? Ever wondered just how predictable your decisions are, or if your range of tactics keeps your opponents guessing?

ESPN NFL 2K5's got the answers. In a display of genius that would explode our brains if we even tried to understand it, *NFL 2K5*'s VIP feature tracks exactly how you play and develops a scarily accurate AI representation of your skills. You can then play against *yourself* to discover your own strengths and weaknesses. Mental.

It's just one of many awesome features that should seduce long-time fans of EA's *Madden NFL* series. If you're not convinced, the bargain £20 price should seal the deal.

Things have certainly been tightened up since last year's effort. While *2K4* favoured fast, arcadey action, *2K5* requires a little more thought when selecting plays and a little more skill in executing them. The running game in particular is much more realistic, with most ground attacks getting instantly stuffed unless you keep a close eye on your opponent's brutal defensive line. The same goes for passing - coverage is tighter so you really have to bullet the ball into your receiver's hands at exactly the right moment.

It makes for a deeper and more satisfying American football experience that suddenly rivals the added complexity *Madden* always enjoyed. But there's more: an extensive Franchise mode, the fun Crib mode where you decorate a huge mansion with unlockable furniture (think MTV's *Cribs* meets *The Sims*), and the 25th Anniversary mode that lets you replay some of the all-time greatest moments from American football history. Once again, the only drawback is that all the online modes featured in the US release have been pulled from the UK version. It's a disappointment, but you still get plenty of bang for not much buck.



↑ The TV-style coverage keeps you up to date with the stats.

↑ The in-game visuals are phenomenal, especially during replays.

↑ The AI defence is much tougher than last year.

The Verdict

Packing loads of features for the price, *NFL 2K5* hits with the intensity of a 20-stone linebacker. Watch out, *Madden*. **8.6//10**

EA'S COUNTER-ATTACK: THE CHEAP-AS-CHIPS PRICEPOINT OF THE ESPN GAMES GOT EA SO WORRIED THAT THEY DROPPED THEIR NBA, NFL AND NHL GAMES TO $29.99 IN THE STATES.

THAT WINNING FEELING!

In the little and big things in life, nothing beats that winning feeling. Ask any poker player. Every day they pursue the sweet sensation of victory. At our tables the winning feeling is ever present. There for you to catch and experience. On PokerRoom.com

PokerRoom.com
MEET THEM AND BEAT THEM

↑ The explosive intro sets the scene for things to come.

Call of Duty: Finest Hour

Their finest hour definitely won't be yours...

Words: Gavin Ogden

Dev: Spark	Pub: Activision
Players: 1	Live: 4, 8 or 16 players
Players: 2-16 S.Link	Release: Out now
www.callofduty.com	

APRIL 2003 SAW Activision ink a publishing deal with start-up studio Spark, formed by staffers that had previously worked on EA's *Medal of Honor* series. But while the PC games Spark created went on to show *MOH* how it's done, the same, unfortunately, cannot be said for the first console title, *Finest Hour*.

After an impressive, cinematic opening (which reminded us of a similar *MOH* opening scene), the first-person fun never really hits the spot. The WWII story is played out in three different Allied-flavoured campaigns - Russian, English and American. Each one puts you in the muddied boots of a soldier and tells his or her unique story of their fight against the evil Axis. You'll get to play scenarios that cover everything from a shrapnel-dodging soldier to a sniper defending Allied quarters from rocket-propelled German onslaughts.

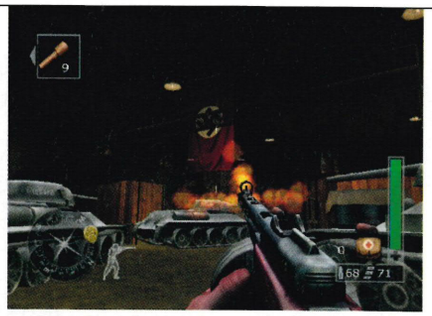
With a game that's obviously had a lot of manpower and money plunged into it, you'd think that some quality time would have been spent with the control system. You only carry two weapons at once, so you have to think about the situation you're in and arm yourself accordingly. But your character walks so slowly that, should you get caught out in the open, you'll be cut to red ribbons by the time you've found cover. Looking and aiming is also a touch on the unresponsive side, making the game more of a chore to play than it should be.

There's something not quite right about the way the weapons feel or act either. It's a bit of a guessing game how much damage each one does. Enemies seem to take the same number of hits before falling with each one you choose, no matter how loud they sound or destructive they look. We even came across certain points in the game where we were clearly shooting the enemy in the head, but the shots just weren't getting through. And this isn't the only glitch we came across either. Too many times we saw expired soldiers floating in the air or our AI team-mates stuck on buildings.

The linear gameplay sees you tackling age-old objectives like taking out bunkers, clearing buildings of enemies and sniping specific targets. We've been there and done it so often that we've come to think of ourselves as actual WWII veterans - especially when woken by a deafening crack of thunder in the middle of the night as if we're having a flashback. There's little freedom to go and search around the rubble of the destroyed cities. If you do, you »»

FULL MASTERCLASS GUIDE PAGE 106

↑ You can't shoot them down so don't waste time trying.



↑ Shoot Nazi flags too!

↑ Hide and snipe - a great game!

↑ Left trigger gives a closer view of the action.

MULTIPLAYER DUTIES

FIGHT THE ALLIED, Axis war with four, eight or 16 buddies over nine maps and four game modes online and across System Link.

Deathmatch and team deathmatch fans have all been catered for. Live review next issue.

Like objective-based face-offs? Go for Search and Destroy or Capture the Flag modes.

TANKS A LOT Awesome artillery at your command

WAR ISN'T ALL about running for your life; it's all about having devastating firepower at your fingertips. Here are three views to a kill from the mighty tank.

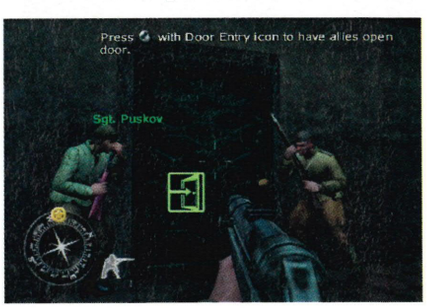
↑ Third-person view allows you to shoot and see where you're going a lot better than any of the other views.

↑ Driving and shooting with the in-tank view: like patting your head and rubbing your tummy at the same time. Hard.

↑ Going solo on the top of the tank is suicide - don't try and fight a war with your head popping out of a tank.

↑ Mount machine-guns and cut the enemy to ribbons.

↑ Someone's got to take out that gun. That'll be your job then...



↑ The Black button opens doors.

» might find the odd health pack for your troubles, but that's about it. The quick pace of the game pretty much requires that you stick to the path at all times and don't stray.

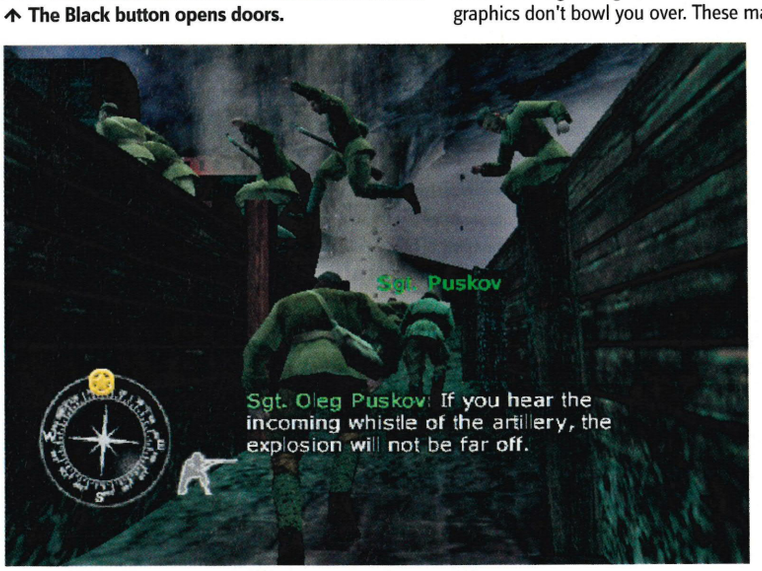
What the game does well is serve up some impressive set-piece moments and each level builds up to a full-frontal finale. And the game engine handles these very well, with no noticeable slowdown on screen. Seeing hundreds (well, not quite hundreds but there's a lot) of your men storming beaches or running to face the enemy head on is a great sight, even if the dull and samey graphics don't bowl you over. These magic moments feature everything from blasting a fleet of Stuka dive bombers before they take off to regaining full control of Red Square from the hands of the Germans. A movie-quality score and great sound effects back up all the action. If you've got the full Surround Sound thing going on at home, this will make your ears bleed.

Finest Hour is not a bad game; it's just not nearly as good as it should have been. At times it feels rushed and unpolished but the biggest disappointment is that it's doing nothing new at all to push the boundaries of war-themed shooters. Must try harder.

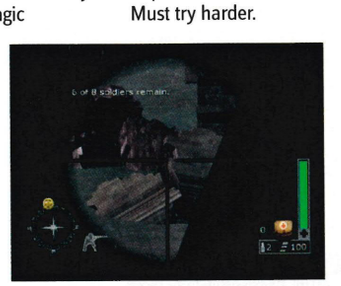
Bonus info

CHECKPOINT CHARLIE
We like checkpoints but Spark obviously doesn't, as finding one is a mighty challenge. If you're lucky you might get two on a level but the amount of ground to cover between them is enormous, which is far from funny as the game gets a lot harder the further you go.

CONCUSSION EFFECTS
Standing next to a tank when it unleashes hell obviously doesn't do your head any good. To represent this in game, the whole game shifts into Bullet Time backed up by weird sounds before throwing you straight back into the thick of things.



↑ This is the part where you really want to get your hands on a gun.



↑ Two down. Only six more to go...

↑ Tanks are harder than planes.

The Summary

CALL OF DUTY: FINEST HOUR THE FACTS YOU NEED TO KNOW!

1. Clunky controls, sluggish movement and a plot that's neither here nor there doesn't make for a good debut.
2. Poor AI of both team-mates and the enemy will have you laughing rather than quivering in the face of war.
3. While the graphics are nothing special, set-piece battles do look good though they're too few and far between.
4. There's a good selection of multiplayer modes though we doubt you'll get sucked in after the mediocre single-player experience.
5. An amazing musical score and great sound effects are the best thing about this game. Pity the same effort wasn't put into the gameplay.

The Verdict

An utterly unexceptional WWII shooter in every way. Feels like it's been rushed out the door in time for Christmas.

7.0//10

PREVIOUSLY: Gallery - Issue 21, Previews - Issues 31 & 36
COMING SOON: Hints - Issue 39

DON'T POINT THAT THING AT ME: FRIENDLY FIRE IS SOMETHING THE AMERICANS KNOW ALL ABOUT. IF YOU'RE PRONE TO CLIPPING YOUR MEN IN THE HEAT OF BATTLE, TURN OFF THE FRIENDLY FIRE OPTION AND THEY'LL LIVE LONGER.

↑ Hit the power spot on and unleash a drive that's got the legs to go miles.

Official Xbox Magazine ON THE DISC

XBOX LIVE PLAYABLE

Outlaw Golf 2

The OG of alternative sports titles sticks it to the establishment once again

Words: Andy Irving

Dev: Hypnotix	Pub: Take-Two
Players 1-4	Live: 2-4 players
Release: 14 Jan	
www.globalstarsoftware.com/outlawgolf2	

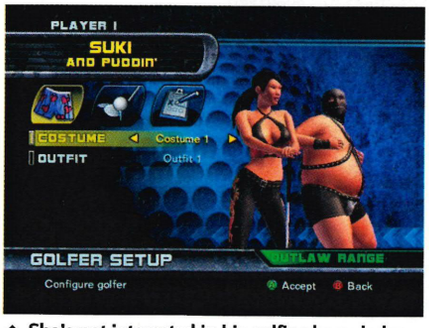
GOLF AND TRAILER trash. As unlikely a combination as peanut butter and jam, but *Outlaw Golf 2* fuses the two with reckless abandon. The first *OG* (not Vanilla Ice, although his alter ego Ice Trey does feature here) was a reasonably fun arcade golf sim that featured the ability to beat up your caddy. The sequel brings with it with a John Daly-sized quota of enjoyable characters and game modes. Ten pairs of swingers (we'd like to say of the fairway kind, but we're not quite so sure) are available, each with different attributes. The number of courses has been upped from three to eight, and although the new additions are typically wacky, they quickly become tiresome.

Players can build up their stats in one of the brilliant mini-games. Head to the driving range and chalk up some serious length, or chip balls into buckets to add points to your distance, accuracy and composure abilities. These are fun but nothing compared to the more zany mini-games on offer. Lob exploding golf balls at a herd of cows, for example, or jump your custom cart through hoops and, in wickedly fun *GTA* style, run down as many spectators as you can within a time limit.

This leftfield take on the sport continues in the main game. Aside from all the regular (read: boring) modes like Stroke and Matchplay are the more interesting Casino and Vegas modes (betting against competitors) and Pick Up Sticks, where players get the chance to steal clubs from an opponent's bag. So far, so *Tiger Woods 2005* (Issue 34, 8.7). But this is where one of *OG2*'s many inconsistencies arises. At the end of the day it's golf. Arcadey golf, granted, but golf all the same. The *Tiger* series heads Xbox's leaderboard by a million miles, and *OG2*'s reliance on a power meter for your swing feels accessible but positively outdated. Putting spin on your ball is nigh-on impossible, resulting in some infuriating results when trying to chip or drive onto a green that's bouncier than Jordan on the latest D-lister doing the rounds. You can hand pick clubs, adding depth to the game, but what's the point when it's coupled with a very simple golfing engine?

Your Composure meter will fluctuate between In The Zone and In The Gutter. If you're feeling blue, use one of the tokens you've earned from sinking a Birdie or playing well. Tap Y and select a timed Cart Challenge or Beatings. The latter, one of the more fun parts of the first game (Issue 11, 6.6), has been simplified, and it's now a mere case of pushing a five-button sequence at the appropriate time, with disappointingly bland, pre-scripted results.

The inclusion of Xbox Live will go some way to broadening *OG2*'s appeal, though like a confused, shaven-headed, cross-dressing bovver boy, this title struggles to find a real identity. Fun for a few hours, but only multiplayer will really give *OG2* the length it thinks it deserves.

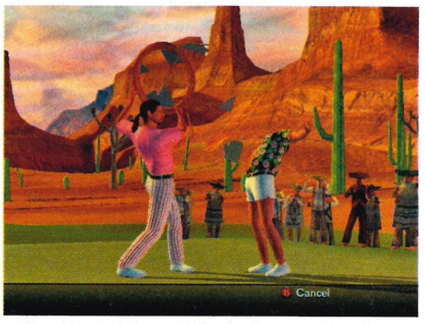


↑ She's not interested in his golfing knowledge.

Bonus info

SINKING YOUR BALLS
Putting is a tricky skill to master. Bring up a grid to see the lie of the green, and then tap X to see the expected trajectory of your ball. Position the cursor accordingly, then check your ball's path again. Be careful as you only get three chances to do this.

↑ The Scooby Doo gang were tearaways as kids.



↑ Beating up your caddy can be smashing fun.

↑ Look at those peaks. She must be freezing...

↑ Hit icons at the right time to dish out beatings.

The Summary

OUTLAW GOLF 2 THE FACTS YOU NEED TO KNOW!

1. A fun, alternative spin on golf games with suitably colourful characters to boot and five additional crazy courses.
2. The violent beatings return, though aren't as satisfying to pull off. Cart challenges are a lot more fun.
3. A frustratingly simplistic golf engine nullifies any depth added by precision club selection. Which is a shame.
4. Commentary is amusing and littered with risqué double entendres, though a limited variety means it quickly gets repetitive.
5. Tons of assorted game modes make multiplayer a real laugh, and the addition of Live play will turn the online airwaves blue in no time.

The Verdict

Accomplished arcade sports for the Golf Punk generation. Fun, but limited courses, gameplay and characters limit longevity.

7.0//10

PREVIOUSLY: It chipped onto our laps from right down the release fairway
COMING SOON: Hints – Issue 39

↑ Ray Winstone and that lovely Ready Brek glow he sported throughout the entire movie. Oh yes.

King Arthur

Making treason look acceptable...

Words: Ben Lawrence

Dev: Krome	Pub: Konami
Players 1-2	Live: None
Release: Out now	
www.kromestudios.com	

HANDS UP WHO actually went to see this mess at the cinema? Come on, don't be shy. You at the back, come on, stop hiding, raise your hand. Yes you. Yes, you. Right, pay attention because this review is for you. You were duped out of a tenner to sit through two hours of fog-drenched boredom a few months back - do not be the doughnut to then fork out a few more notes on the game, okay?

Released to coincide with the Special Limited-Edition Director's Cut DVD (would that be the one with the Lady of the Lake and Merlin, then?), the game is the film, only played out in glorious polygon-o-vision. Relive all the stifling fog, all the tedious battle sequences, and all the glaring inaccuracies you can cram down your gullet!

Despite its *Dynasty Warriors* pretensions, *King Arthur* is nothing of the sort. Whereas *Dynasty Warriors* games are played out on vast scales, with huge, corpse-littered battlefields, *Arthur* is a flatliner. It's so on rails we're surprised it doesn't come with a buffet trolley. Portions of the game map unfurl as enemies fall, then the conveyor-belt gaming shuffles and clunks onto the next section. Clear that and you're shunted to the next area. To illustrate just how damned linear it is, those old bugbears the 'invisible wall' prevent accidentally walking into the next area, and horses, God love 'em, can't jump felled logs. The fact they manage to walk at all is something of a miracle actually, especially as Arthur seems to be faster off them than he does on.

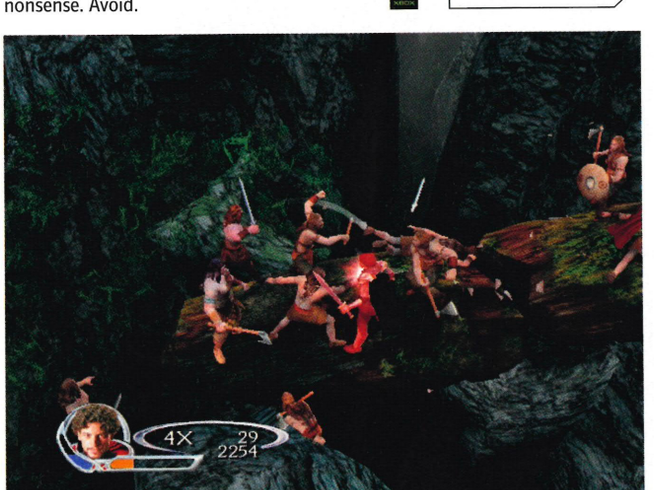
Then there are the ludicrous fights themselves. Enemies swarm at you from all directions while your AI allies lurch into the scenery or pivot on the spot, turning circles and being harvested like wheat. Collision detection is perhaps a concept that wasn't invented back when King Arthur was a Roman, and at seemingly random moments Arthur fires out streams of lightning from his sword. Eh? Why? Yet, despite its hero's lofty Emperor Palpatine impersonations, *King Arthur* also manages to be staggeringly hard. Now there's a winning combination: tedious AND impossible. At one point, having fought through four sections of a level, Arthur is besieged on a log bridge and hacked to pieces. Then it's back to the very beginning of all four sections to try it all over again! Crack open the Diamond White, let's have a party!

It's unlikely you'd want to play this beyond, oh, say, the first two minutes, which begs the question of why the hell it was made at all. Sure, it looks almost alright, but it's like releasing a game based on *Police Academy: Mission To Moscow* or *Problem Child 2*. If you took one of those rat-bashing arcade machines and stood playing it waist-deep in a freezing river you'd have more fun. Putrid nonsense. Avoid.

Bonus info

RAZZLE DAZZLE
Want to see some real magic? During the game, not only can you turn into a big glowing lightning beast, but you can unlock a spell that surrounds you with ghostly arrows... just like real life!

LONDON... ESSEX!
Ray Winstone plays Bors, a Cockney Druid Roman type person... just as you would have found in 5th-century Britain!

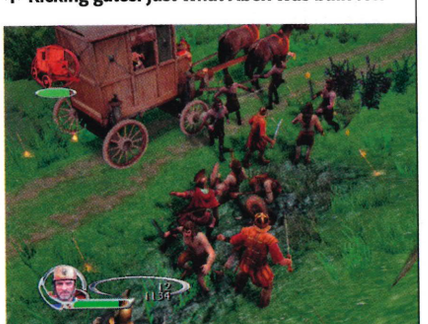


↑ Look folks, it's the nearly impossible log section. Was this game tested?

↑ Random traps kill the people who set them!

↑ There's that ethereal Ready Brek glow again!

↑ Kicking gates: just what Xbox was built for!


↑ Protect the convoy or die. We choose 'die'.

The Summary

KING ARTHUR THE FACTS YOU NEED TO KNOW!

1. It's based on a film that tanked at the box office. Surely that's reason enough to leave it well alone?
2. *Dynasty Warriors* isn't exactly groundbreaking gaming material but even that is infinitely superior to what you'll play here.
3. Collision detection is messy and painfully annoying. Grab the longest sword you can, then stay well clear and poke the air occasionally.
4. Your horse, when you get to ride one, is better suited to kiddies' rides in Blackpool. Since when did a horse not jump logs?
5. Like the film, this game is touted as 'realistic', yet Arthur can turn into a lightning monster.

The Verdict

You'd find more fun at the bottom of a wheelie bin. To buy this is just encouraging all that is bad about film tie-ins.

2.8//10

PREVIOUSLY: News - Issue 36
COMING SOON: Nothing. Because it's crap.

NICE HAIR: LOOK AT GUINEVERE'S HEADDRESS AT THE END OF THE MOVIE. IT'S HELD IN PLACE BY MODERN-DAY HAIR CLIPS.

Hardware Reviews

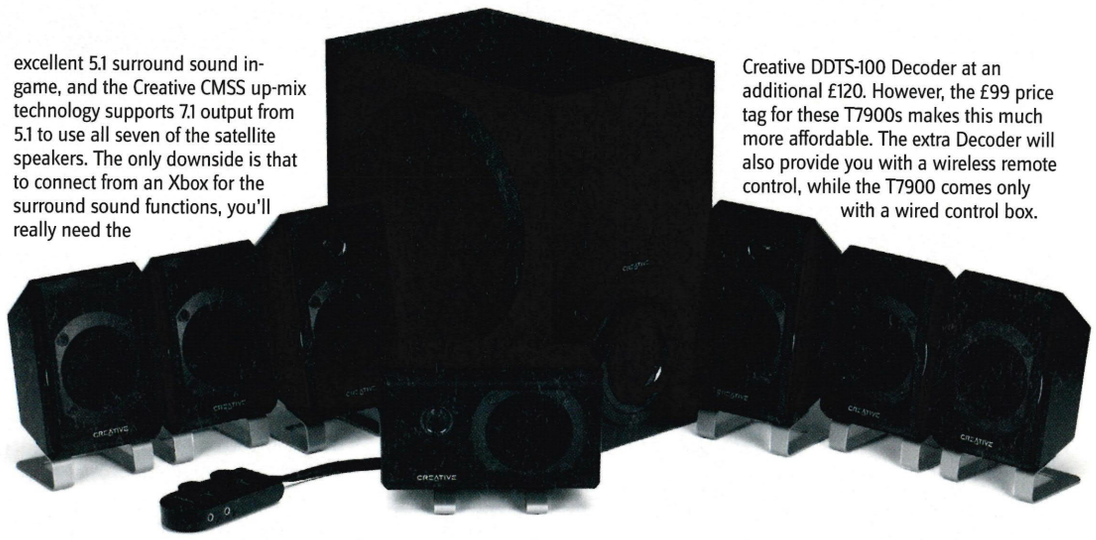
If you can plug it into your Xbox we'll feature it here

Creative Inspire T7900

Company: Creative | Cost: £99
Release: Out now | Tel: 0800 376 7954
www.creative.com

THIS IS AN absolutely astonishing price for a 7.1 surround speaker set. While the system doesn't pack as much punch as its older brother, the £330 GigaWorks S750, the sound delivery is still excellent, with thumping dynamic bass from the subwoofer and extra amplification for the centre speaker that improves dialogue significantly.

The satellite speakers are well-designed, stylish little numbers that sit up on discreet chrome feet and certainly wouldn't look rubbish in your living room. The Xbox is the only console that supports excellent 5.1 surround sound in-game, and the Creative CMSS up-mix technology supports 7.1 output from 5.1 to use all seven of the satellite speakers. The only downside is that to connect from an Xbox for the surround sound functions, you'll really need the Creative DDTS-100 Decoder at an additional £120. However, the £99 price tag for these T7900s makes this much more affordable. The extra Decoder will also provide you with a wireless remote control, while the T7900 comes only with a wired control box.



The Verdict 4//5

Gamester Race Pac

Company: Gamester | Cost: £99.99
Release: Out now | 01992 503133
www.radicauk.com

THE BEAUTY OF console gaming is the ability to kick back and relax in the comfort of your living room. Sprawl out on the floor, even. Those lazy buggers at Gamester have taken things one step further and have put you firmly in the hot seat with their crazy contraption - the Race Pac.

The seat itself folds up into a handy little carry case, so lugging it round your mate's house for that 24-hour *Forza* endurance event won't seem so bad. The seat is initially very comfortable, though may not stand up to sustained arse-abusing. The steering column can obviously be adjusted to suit both midget motorists and rangy racers. The pedals feel flimsy yet are reasonably responsive, but the erratic nature of the wheel will need some fine sensitivity tuning.

Paddles act as triggers/gear changes, and although there's a neat cruise control option, this is about as useful on twisty *PGR2* and *Forza* tracks as a lettuce spinner to our very own salad-dodging Ben Talbot. Very gimmicky, yet fun for the short term and certainly not the most superfluous peripheral around.

The Verdict 3//5

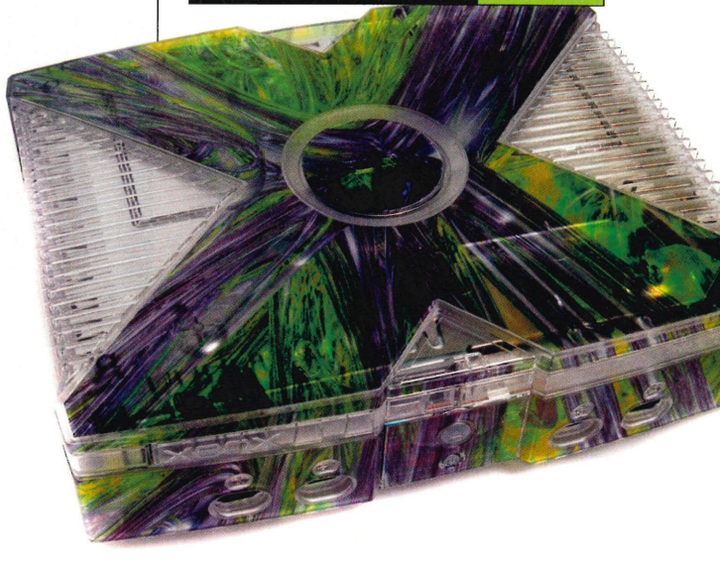
Decal Girl Xbox skins

Company: Gameworx | Cost: £10
Release: Out now | Tel: N/A
www.gameworx.net

MODDING XBOX consoles is nothing new, but now thanks to Gameworx a unique, custom console can be yours for a mere tenner.

There's a ton of different designs and most are easy on the eye, though you might want to steer clear of the more psychedelic ones. Coming complete with installation instructions, the decals are very simple to apply. Ignore all the nonsense about damp sponges and alcohol wipes; simply whack them on and peel back the transfer for instant customisation. Annoyingly, they don't come with a sticker for the circular centre of your Xbox, though these extravagantly named 'Centre Jewels' are sold separately for around £2.50. Purely cosmetic, but if you can't justify forking out for a new Crystal Xbox when you've got a perfectly good black one, these will brighten up your 'box.

The Verdict 4//5



Logic 3 Topdrive GTX

Company: Logic 3 | Cost: £39.99
Release: Out now | Tel: 020 8902 2211
http://www.spectravideo.com/index.php

IF THE GAMESTER Race Pac doesn't get your motor running (see left) then check out the latest wheel to be doing the rounds. The most recent in Logic 3's Top Drive series sees a more aesthetically pleasing black and racing green styling, and a rather nice soft rubber finish.

The package has been slimmed down, which means the gearstick, a neat feature of the GT4, has gone, though obviously the paddles behind the wheel are comfortable to reach. The wheel features options to adjust sensitivity (though only to a limited 30˚, 60˚ or 90˚ detection), and to reconfigure different button functions. The pedal attachments are adequate, but do feel somewhat cheap. There isn't much of a gap between them either, which makes it tricky if your feet are like a pair of flippers.

If you forget about its excellent predecessor, the GTX is a top wheel in its own right, and though it doesn't have a gearstick, the programmable options more than make up for it. A nice but hefty piece of gear that's strictly for the desktop.

The Verdict 4//5

Xbox Inferno Pad

Company: Logic 3 | Cost: £19.99
Release: Out now | Tel: 020 8902 2211
www.spectravideo.com

IT SPARKLES, it shimmers, it makes a cracking ham omelette! Yes boys and girls, here's the latest in the long-running line of third-party pads we like to call 'Erm, why?' This see-through pad glows a luscious Xbox green when plugged in. Furthermore, the Logic 3 logo in the centre of the pad slowly cycles through a spectrum of rainbow colours. It's like a portable wedding disco in your hands.

The problem, though, is the small matter of where we usually tend to look when gaming. It certainly isn't at the pad, which means it certainly doesn't need to be changing colours like a Dulux paint chart. Sure, it's cute, but come on... why?

The pad itself, experienced through touch rather than sight, is less than dazzling. The analogue sticks aren't the most responsive, preferring to catch up with your thumbs' demands rather than match them, and the buttons (which don't change colour, thankfully) feel brittle, like pressing down too hard on a partially sucked Locket. It makes you wonder how much oil was wasted creating the thousands of these that will flood the market. Not entirely pointless, but it gets close.

The Verdict 2//5

Logitech Cordless Headset for Xbox

Company: Logitech | Cost: £59.99
Release: Out now | 01753 870900
www.logitech.com

NO WIRES TO trip over can only be a good thing, and for the first time on Xbox Live you'll be able to shout at the world from up to ten meters away from the TV. The officially branded wireless headset is a treat to use: we've tried it and it really works, it's just hard to see the TV screen and game you're playing from that distance.

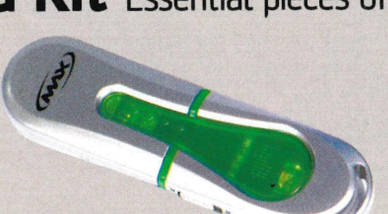
It's a tiny little device that weighs almost nothing, clips around the back of the ear for quality comfort, and looks super-smooth too. In order to power up this little gem, you get an equally small charger that pumps the headset with up to six hours of life at a time, giving you plenty of time to get everything off your chest.

The space age-looking gadget also features noise-cancelling technology, giving you crystal clear communication. But all this cutting-edge technology and state-of-the-art design comes at a price. The headset will set you back a whopping £59.99, putting it firmly in the league of a super-rich luxury item. Worth it if you're loaded.

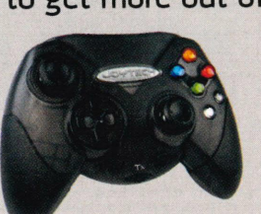
The Verdict 4//5

Recommended Kit Essential pieces of kit to get more out of your games

Logic 3 Top Drive GT4 Wheel £40
Easy to set up and feels like the real thing 4//5



Datel Max Drive £20
Transfer saves to PC and email your mates 5//5



Wireless Neo S Controller £30
Quality small pad with no wires to trip over 5//5

Arcade Rifle & Shotgun £50
Ace gun, comes with *Silent Scope Complete* 4//5

MUTTERING FOOL: FOR THREE DAYS WE THOUGHT GAV WAS JABBERING DOWN THE WIRELESS HEADSET WHEN PLAYING HALO 2. TURNS OUT HE WASN'T EVEN CONNECTED. SEEMS HE'S PICKLED HIS BRAIN AFTER TOO MANY CIDERS WITH HIS SPECIAL BENCH-DWELLING FRIENDS.

Official Xbox Magazine ELITE Elite Directory

The best of Xbox games that scored 8.5 and more!

AMPED 2
REVIEWED: Issue 23
TYPE: Extreme sports
"Stunning graphics. Dead easy to pick up and play but furiously addictive"
SCORE 8.9 XBL: ★★★★

BALDUR'S GATE: DARK ALLIANCE
REVIEWED: Issue 08
TYPE: Action RPG
"Absorbing RPG with a healthy dose of hack 'n' slashing"
SCORE 8.5

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

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

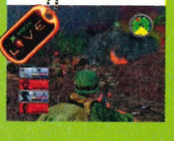
BRUTE FORCE
REVIEWED: Issue 18
TYPE: Squad-based shooter
"Multiplayer elevates *Brute Force* from a good to a potentially great game"
SCORE 8.5

BURNOUT 2: POINT OF IMPACT
REVIEWED: Issue 17
TYPE: Driving
"A classic arcade racer that makes you sweat and grin"
SCORE 9.0

BURNOUT 3: TAKEDOWN
REVIEWED: Issue 34
TYPE: Driving
"Essential arcade racer, brimming with deliciousness"
SCORE 9.4 XBL: ★★

CHAMP MANAGER: SEASON 01/02
REVIEWED: Issue 02
TYPE: Sports
"Easily the best game of its kind... indefinite lifespan"
SCORE 8.8

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



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

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

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

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

FABLE
REVIEWED: Issue 34
TYPE: Action adventure/RPG
"Confident, flashy and polished beyond belief. There's no way you won't love it"
SCORE 9.4

FIFA FOOTBALL 2005
REVIEWED: Issue 35
TYPE: Sports
"Significantly improved gameplay, massively deep career modes and Live play"
SCORE 8.9

FIGHT NIGHT 2004
REVIEWED: Issue 29
TYPE: Sports
"Absorbing, sweat-drenched title. Dazzling graphics and a groundbreaking control system"
SCORE 8.5

FULL SPECTRUM WARRIOR
REVIEWED: Issue 30
TYPE: Strategy
"Fantastic strategy. Captures the visceral atmosphere of war"
SCORE 9.2 XBL: ★★★★

GRABBED BY THE GHOULIES
REVIEWED: Issue 23
TYPE: Action adventure
"Very polished. Top animation. A sure-fire crowd-pleaser"
SCORE 8.9

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

HALO 2
REVIEWED: Issue 36
TYPE: FPS
"You won't find a better single-player and multiplayer game on this generation of consoles"
SCORE 10.0 XBL: ★★★★★

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

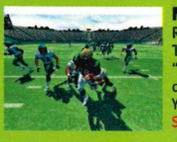
INDYCAR SERIES
REVIEWED: Issue 18
TYPE: Driving
"You won't find a better racing sim on Xbox. Very technically demanding"
SCORE 8.6

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

KINGDOM UNDER FIRE: THE CRUSADERS
REVIEWED: Issue 34
TYPE: Strategy
"Very atmospheric strategy with exhilarating combat"
SCORE 8.9 XBL: ★★★★

KUNG FU CHAOS
REVIEWED: Issue 15
TYPE: Party/Beat 'em up
"Highly playable. Very funny and looks great. Very intuitive with excellent multiplayer too"
SCORE 8.6

LMA MANAGER 2005
REVIEWED: Issue 35
TYPE: Sports
"The biggest *LMA* yet. Will slowly but surely take over your life. Prepare to lose sleep"
SCORE 8.5



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

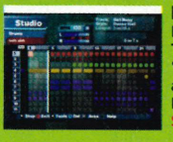
MASHED
REVIEWED: Issue 31
TYPE: Racing
"Without doubt one of the finest multiplayer games ever, but single-player is a bit weak"
SCORE 8.6

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

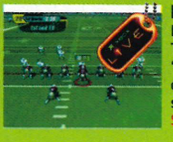
METAL ARMS: GLITCH IN THE SYSTEM
REVIEWED: Issue 23
TYPE: Action/Shooter
"Gorgeous graphics, engaging characters, stacks of variety"
SCORE 9.0

MORTAL KOMBAT: DECEPTION
REVIEWED: Issue 36
TYPE: Beat 'em up
"Brilliantly brutal. Xbox's most complete fighting game"
SCORE 8.9

MOTOGP 2: URT
REVIEWED: Issue 17
TYPE: Bike racing
"Stupendous visuals. Brilliant bike customisation. So thrilling it'll make your knees bleed"
SCORE 9.4 XBL: ★★★★★



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



NFL FEVER 2004
REVIEWED: Issue 22
TYPE: US sports
"Easy to get into, with an emphasis on action rather than stats. Xbox Live play too!"
SCORE 8.7

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

NINJA GAIDEN
REVIEWED: Issue 29
TYPE: Action
"Groundbreaking beat 'em up of the highest calibre. A must for anyone who can hold a pad"
SCORE 9.2

OUTRUN 2
REVIEWED: Issue 34
TYPE: Driving
"Top presentation and brilliant controls. Fast and furious racer that'll please old and new fans"
SCORE 8.5 XBL: ★★★★

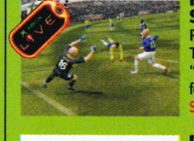
PANZER DRAGOON ORTA
REVIEWED: Issue 15
TYPE: Action/Shooter
"Cutting-edge looks and classic blasting. Gorgeous"
SCORE 8.8

PHANTASY STAR ONLINE EP. I & II
REVIEWED: Issue 17
TYPE: MMORPG
"This should be the most addictive online game ever"
SCORE N/A XBL: ★★★★★

PHANTOM CRASH
REVIEWED: Issue 10
TYPE: Mech shooter
"Extremely enjoyable. Frantic action backed up with an impressive career mode"
SCORE 8.5

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

PRINCE OF PERSIA: WARRIOR WITHIN
REVIEWED: Issue 37
TYPE: Adventure
"Grittier, enhanced combat. Ass-kicking adventuring at its best"
SCORE 9.0



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

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

TOP 5... Extreme Sports Games

Rollersnowskatewakeboard 'tastic!

AMPED 2 If snowboarding's your thing, then *Amped 2* has got whole mountains of extreme winter fun for you, whether 'boarding solo or against others on Xbox Live.
Issue 23, SCORE 8.9

TONY HAWK'S UNDERGROUND 2 The most recent release in this constantly surprising franchise features loads of *Jackass* capers with Bam.
Issue 36, SCORE 8.5

JET SET RADIO FUTURE It's now an oldie but a goodie, with one of the most stylish cartoon game engines ever and loads of street-based skating.
Issue 02, SCORE 8.9

WAKEBOARDING UNLEASHED Featuring Shaun Murray, this water-based ramp-fest is enormous entertainment for fans and newcomers.
Issue 17, SCORE 8.6

TONY HAWK'S PRO SKATER 3 Although the *Underground* editions now have better graphics, this remains the highest-scoring *Hawk* game in this mag.
Issue 02, SCORE 8.8

RALLISPORT CHALL. 2
REVIEWED: Issue 30
TYPE: Driving
"Edge-of-your-seat racer. Looks and plays great, with brilliant Xbox Live multiplayer"
SCORE 9.0 XBL: ★★★★

RED DEAD REVOLVER
REVIEWED: Issue 30
TYPE: First-person shooter
"Frantic, fun and reasonably demanding. Highly polished arcade entertainment"
SCORE 8.5

RED FACTION II
REVIEWED: Issue 18
TYPE: First-person shooter
"Plenty of missions and a ludicrous 60 multiplayer maps. Excellent fun"
SCORE 8.6

ROCKY
REVIEWED: Issue 09
TYPE: Sports
"Brilliantly evocative, this is dramatic multiplayer scrapping at its finest"
SCORE 9.0

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

SEGA GT ONLINE
REVIEWED: Issue 24
TYPE: Driving
"Live-enabled update. Huge single-player career mode and virtually limitless on Live"
SCORE 8.7 XBL: ★★★

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

SPIDER-MAN 2
REVIEWED: Issue 32
TYPE: Action
Huge environment to explore - you'll be smashing and swinging in no time"
SCORE 8.6

SPLINTER CELL: PANDORA TOMORROW
REVIEWED: Issue 27
TYPE: Action adventure
"Enhances everything that was good about the original"
SCORE 9.3

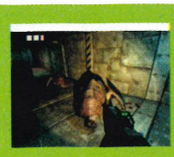
STAR WARS: KNIGHTS OF THE OLD REPUBLIC
REVIEWED: Issue 20
TYPE: RPG
"One of the most compelling games on any console ever"
SCORE 9.5

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

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

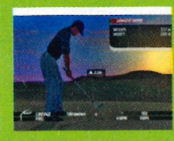
STEEL BATTALION: LINE OF CONTACT
REVIEWED: Issue 29
TYPE: Mech action
"The best robot game ever. Evil learning curve but worth it"
SCORE 9.0

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



THE CHRONICLES OF RIDDICK: EFBB
REVIEWED: Issue 33
TYPE: First-person shooter
"Intuitive controls. Stylish, atmospheric and violent"
SCORE 9.0

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



TIGER WOODS PGA TOUR 2005
REVIEWED: Issue 34
TYPE: Sports
"Drives the perfect line between simulation and arcade action"
SCORE 8.7

TOCA RACE DRIVER 2
REVIEWED: Issue 29
TYPE: Racing
"The most realistic, detailed racer ever. Gorgeous graphics, incredible variety and handling"
SCORE 9.1 XBL: ★★★★

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

TOM CLANCY'S RAINBOW SIX 3
REVIEWED: Issue 23
TYPE: First-person shooter
"The ultimate package for fans of realism-based FPSs"
SCORE 9.4 XBL: ★★★★★

TOM CLANCY'S RAINBOW SIX 3: BLACK ARROW
REVIEWED: Issue 33
TYPE: First-person shooter
"Looks ace and only £20!"
SCORE 9.0

TONY HAWK'S UNDERGROUND 2
REVIEWED: Issue 36
TYPE: Extreme sports
"Not much progression in gameplay, but still excellent"
SCORE 8.5

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

WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY
REVIEWED: Issue 17
TYPE: Extreme sports
"Outrageous arcade action"
SCORE 8.6

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

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

X-MEN: LEGENDS
REVIEWED: Issue 36
TYPE: Beat 'em up
"Great mix of beat 'em up and character customisation. Fantastically addictive caper"
SCORE 8.5

Official Xbox Magazine ELITE

The best of Xbox games that scored 8.5 and more!

ELITE CLASSICS

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

AMPED: FREESTYLE SNOWBOARDING
REVIEWED: Issue 01 TYPE: Extreme sports
"Addictive, impressive and deep. Expansive environments means there's tons to do. Career mode will last you ages, but beware: it gets *really* hard at the hardest level"
SCORE 8.7

BLINX: THE TIME SWEEPER
REVIEWED: Issue 09 TYPE: Platformer
"Inventive and intriguing with a unique feel. Takes platform gaming into uncharted territory. Essential"
SCORE 9.3

COLIN McRAE RALLY 3
REVIEWED: Issue 10 TYPE: Driving
"Sublime handling, excellent variety of courses and realistic, exciting game structure. Could have looked a bit better though, and loading times are quite long"
SCORE 9.1

COLIN McRAE RALLY 04
REVIEWED: Issue 21 TYPE: Driving
"Rallying at its grandest, prettiest and most absorbing. The rock-hard Expert mode and Xbox Live leaderboards make for a long lifespan. Handles brilliantly"
SCORE 9.1

DEAD OR ALIVE 3
REVIEWED: Issue 01 TYPE: Beat 'em up
"Accessible, slick and as satisfying as any beat 'em up. Simple to pick up; instantly enjoyable. A visual benchmark"
SCORE 8.5

ENTER THE MATRIX
REVIEWED: Issue 17 TYPE: Action
"A slick action romp that genuinely adds something new to the licence. Authentic and compelling. A must for fans"
SCORE 8.5

FIFA FOOTBALL 2004
REVIEWED: Issue 23 TYPE: Sports
"Incredible player models, fluid animation, ridiculously pretty. Top career mode but lenient difficulty settings"
SCORE 8.7

HALO: COMBAT EVOLVED
REVIEWED: Issue 01 TYPE: First-person shooter
"Quite simply, a masterpiece and without question one of the best games ever made. Sublime tactical depth"
SCORE 9.7

MOTOGP: ULTIMATE RACING TECHNOLOGY
REVIEWED: Issue 04 TYPE: Bike racing
"Hotly contested bike racing combined with a perfect control method make this a real winner. Sumptuous visuals, too, and excellent, friendly presentation"
SCORE 8.9 XBL: ★★★★★

PROJECT GOTHAM RACING
REVIEWED: Issue 01 TYPE: Driving
"Epic racer blending accuracy with entertainment. Daunting at first, but rewards with masses of enjoyment. Even if you play all day, every day, it'll take you months to complete"
SCORE 8.9

PROJECT GOTHAM RACING 2
REVIEWED: Issue 23 TYPE: Driving
"The most complete and best-looking street racer. The consummate and definitive driving experience"
SCORE 9.3 XBL: ★★★★★

RALLISPORT CHALLENGE
REVIEWED: Issue 01 TYPE: Driving
"An excellent, searingly fast rally game. Big variety of gameplay and a tough career mode means there's plenty to keep you occupied. Handsome as hell, too"
SCORE 8.5

RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR
REVIEWED: Issue 16 TYPE: First-person shooter
"A cracking action shooter that is superb in single-player and provides outstanding team play experiences on Live"
SCORE 9.2 XBL: ★★★★★

TIMESPLITTERS 2
REVIEWED: Issue 09 TYPE: First-person shooter
"The most complete FPS package on Xbox. A frantic actioner rife with detail, features and... ah, just buy it"
SCORE 9.3

THE LORD OF THE RINGS: THE RETURN OF THE KING
REVIEWED: Issue 23 TYPE: Action
"Recreates the film beautifully. You'll be ripped out of your chair and launched into Middle-Earth. You won't look back. A blockbuster action game"
SCORE 8.5

TOM CLANCY'S GHOST RECON
REVIEWED: Issue 11 TYPE: Squad-based shooter
"Confident and addictive. Tons of suspense and excitement by the bucketload. The strategy/action benchmark"
SCORE 8.9 XBL: ★★★★

TOM CLANCY'S SPLINTER CELL
REVIEWED: Issue 23 TYPE: Action adventure
"An amazingly good-looking, exciting adventure that's so addictive it should carry a Government Stealth Warning. Superbly tense with lots of cool gadgets to play with"
SCORE 9.0

TONY HAWK'S PRO SKATER 3
REVIEWED: Issue 02 TYPE: Extreme sports
"The graphics aren't awesome but the rewarding, intricate gameplay and excellent game structure make up for it"
SCORE 8.8

TONY HAWK'S PRO SKATER 4
REVIEWED: Issue 11 TYPE: Extreme sports
"Silky trick system. Absolutely tons to do, and then some. User-friendly structure and loads of new ideas and options"
SCORE 8.6

TONY HAWK'S UNDERGROUND
REVIEWED: Issue 24 TYPE: Extreme sports
"A slight change in direction for the series results in a refreshingly different and diverse title. Hop off and explore!"
SCORE 8.6

TOP SPIN
REVIEWED: Issue 23 TYPE: Sports
"Incredible. Hands down this is the best tennis game in the world. Even if you don't like tennis you'll soon be hooked"
SCORE 9.0 XBL: ★★★★

UNREAL CHAMPIONSHIP
REVIEWED: Issue 10 TYPE: First-person shooter
"This sets a new standard for multiplayer shooters. Fast yet easily controllable and limitless fun on Xbox Live"
SCORE 9.2 XBL: ★★★★

Full interactive Reviews Directory

The ultimate buyer's guide... Read full reviews of every Xbox game!

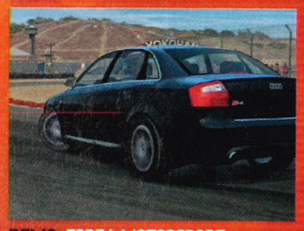
CRAZY LEGS: OXM SPONSORED A GRAFFITI CONTEST IN CAMDEN, LONDON THIS MONTH. THERE WAS ALSO A BREAKDANCING COMPETITION AT THE VENUE. BEN T TRIED TO ENTER BUT WAS TURNED AWAY FOR BEING TOO OLD. AND CRAP. AND HAVING A MONOBROW.

Play:More

PLAY:MORE is about getting more from your games. From tips and cheats to in-depth Masterclasses, you'll find everything, explore everywhere and beat everyone.

It's about playing games until the disc wears out. It's about demonstrating your expertise, proving you're the best and taking your place among our elite community of Xbox gamers. It's about winning stuff, beating the challenges and earning respect from your fellow gamers.

Play:More is where you make *Official Xbox Magazine* your magazine.



DEMO: FORZA MOTORSPORT

LIVE REVIEW: PRO EVO 4

GUIDE: CALL OF DUTY: FINEST HOUR

Contents

Playable Demos	084
Game Saves	086
Play:More On The Disc	087
Win a VIP Formula One Day with Forza!	088
Live Calendar	090
Gamertag Network	091
Live Reviews: FIFA 2005 / Pro Evo 4	092
Live Reviews: MK Deception / Pool Shark 2	094
Live Review: Ghost Recon 2 / GoldenEye: RA	095
Live Review: Worms Forts: US / Fight Club	096
Live Reviews: Guilty Gear X2 Reload / NFSU 2	097
Hints & Tips	100
Your Shout	102
GoldenEye: Rogue Agent 10-minute Masterclass	104
Call of Duty: Finest Hour Masterclass	106

BT

Claim your free Xbox Live Starter Kit and Splinter Cell: Pandora Tomorrow with Broadband from BT*

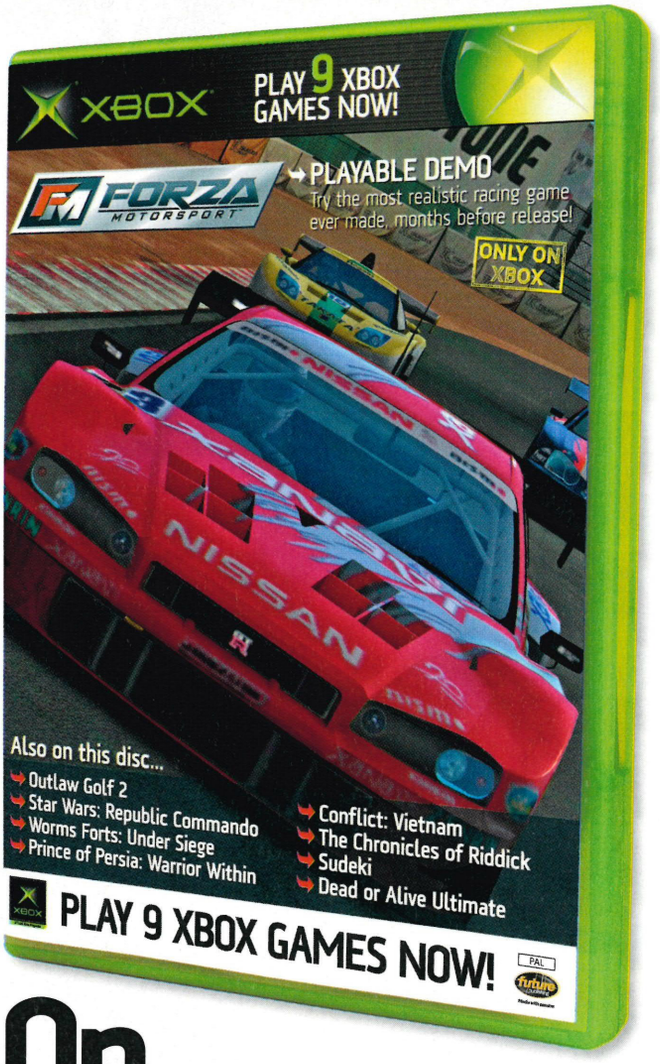
Sign up to Broadband from BT today and claim your free special-edition Xbox Live Starter Kit including a copy of *Tom Clancy's Splinter Cell: Pandora Tomorrow* (rrp £59.99), providing you with all the equipment you'll need to take your Xbox online.

Get online with Broadband from BT and for the first time ever you can take on the world in the best football game out there, *Pro Evolution Soccer 4*, exclusively online on Xbox Live. Setting new standards in control and realism and featuring a wealth of new tricks for each individual player in your squad, *Pro Evolution Soccer 4* and Broadband from BT takes gaming to a higher level.

For more information on how to claim your free Xbox Live Starter Kit visit www.bt.com/onlinegaming

1Mb Broadband
Up to 20x faster than standard dial-up
was ~~£40.99~~
now only £29.99* a month

*Offer available to all new subscribers to BT Yahoo! Broadband, BT Yahoo! Broadband 1Mb and BT Broadband. Offer not available to new subscribers to BT Broadband Basic or current Broadband from BT subscribers who upgrade from a modem to a router product. Redemption of the offer is via www.btyahoo.com/onlinegaming at the time of ordering only. Offer is open to the first 3,000 Xbox customers or until 31 January 2005 (whichever is earlier), broadband installation to take place by 28 February 2005.



On Your Disc...

Welcome to another packed game disc! Get behind the wheel of a dozen stunning cars in *Forza Motorsport* and you could win a VIP F1 day! See page 088. *Outlaw Golf 2* is perfect for anyone who'd rather club a caddy than take the sport seriously, while *Star Wars: Republic Commando* is an awesome shooter. *Worms Forts: Under Siege* is a brilliant blast of wriggly action! We've also included some bonus trial versions in case you missed them or are new to the wonderful world of Xbox. Get acrobatic with two beautiful levels from the awesome *Prince of Persia: Warrior Within*. The *Conflict* series leaves behind the desert and heads into the jungle for *Conflict: Vietnam*. *The Chronicles of Riddick* is great for showing off the power of your Xbox and is a must-buy game, and then why not lose yourself in the stunning world of *Sudeki*?

Forza Motorsport

ON THE DISC

Reviewed: Coming soon | Score: TBA
Players: 1

THINK OF THE world's best car and what springs to mind? A modded Mitsubishi Lancer Evolution? Or maybe a Ferrari F50? Whatever your preference, it's probably in *Forza Motorsport*. This game is a car enthusiast's dream come true, featuring more than 200 of the sexiest custom-built motors ever.

This trial version presents a superb selection of 12 cars from three different classes. In the B-class race, you can drive the Nissan 350Z, Subaru Impreza WRX STi, Mitsubishi Lancer Evolution VIII GSR and the Acura NSX. Even faster, the A-Class touring cars include the Chevrolet Corvette C6, Ferrari 360 Modena F1, Porsche 911 GT3 and the Dodge Viper GTS ACR.

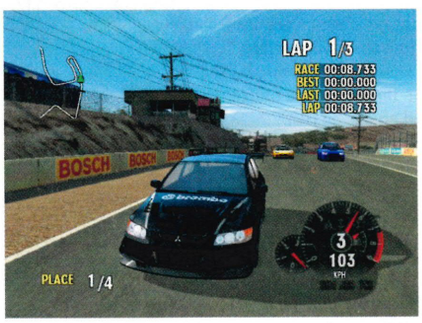
Stepping up to the most challenging level, R-Class cars include Audi #1 Infineon R8, Toyota #27 GT-ONE TS020, BMW #15 V12 LMR, and the Ferrari #12 Risi Competizione F333SP. These GT-grade vehicles are seriously fast and even harder to drive, especially on the tight twists and turns of the Laguna Seca raceway.

Fortunately, you can adjust the difficulty by turning on features like Stability Management, Traction Control and Anti-lock Braking. Try playing without them and you'll start to realise just how deep this awesome racing simulation goes.

Once you've chosen a car and gone through the automatic tune-up, you'll be put through a three-lap race. Three opponents will be randomly selected from other cars in the same class.

Prize challenge

This month's prize challenge is something special. Turn to page 088 to find out how you can win a VIP Formula One race day!



↑ Tear it up in a Mitsubishi Lancer Evolution VIII.

STEER
ACCELERATE / BRAKE
NOT USED
A HANDBRAKE
B GEAR UP
X GEAR DOWN
Y REAR VIEW
L BRAKE
R CROUCH / FIRE
ACCELERATE
CYCLE CAMERAS

Outlaw Golf 2

ON THE DISC

Reviewed: Page 078 | Score: 7.0
Players: 1-4

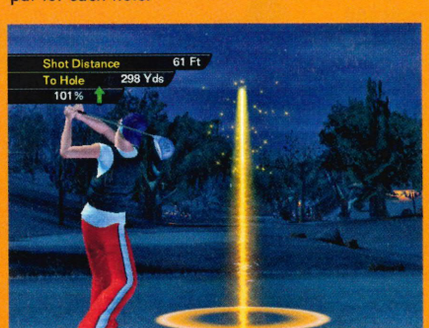
THERE ARE TWO very different kinds of way to play golf. One is to prance about in chequered clown trousers and daft socks while striking big corporate deals. The other is to spit, swear, fight and flatten spectators with your golf kart. We know which version we prefer.

Unsurprisingly, *Outlaw Golf 2* follows the rough and rowdy course of action. In this trial version you can play as the hip-hop combo Ice Trey and Fresh Fruit, or Harley and her burly biker buddy Snake. It's a three-hole game on the creepy Spooky Hollow course in Salem, Massachusetts. Apparently, there are loads of creepy goths and even creepier gropers hanging around, so caution is advised!

All you have to do is hole the ball using as few shots as possible. Choose a shot type with the D-pad and set the trajectory using the B button. Always aim for the fairway and change to a putting shot when you finally reach the green.

How well your golfer performs depends on how 'in the zone' you are. You can improve your status by executing good shots or by playing a mini-game. As long as you have a token, you can press Y to select either the Beating or Golf Kart Racing mini-game.

In Beating mode, the object is to hit the A button at the exact moment the fist icon crosses your caddy's face. Ouch! Alternatively, Golf Kart racing asks you to run over seven spectators and jump through a hoop in just 25 seconds! It's possible to earn additional tokens by beating the par for each hole.



↑ Don't expect to see this in *Tiger Woods 2006*.

SHOT DIRECTION
BALL SPIN
CHANGE SHOT
A SWING MODE
B CAMERA MODE
X GHOST BALL
Y BEATING / RACE MODE
L RESET AIM AND SPIN
R RESET AIM AND SPIN
NOT USED
NOT USED

Replay

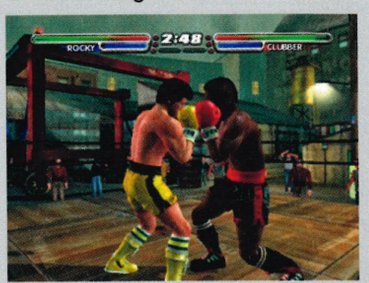
HATE SPECTATORS? Ignore the hole and try to put one of them in hospital with a good swing. We recommend using a driver for the most painful results.

Challenges

THINK YOU'RE hot stuff when it comes to Xbox? Challenges gives you the chance to become a gaming celebrity! There are several ways to make your mark: in the demo challenges, Xbox Live competitions and clan leagues. Some are for prizes, others just for glory. Check it out!

ROCKY LEGENDS

Game Disc 36
THE CHALLENGE: Most punches landed on Clubber Lang.



NAME	ADDRESS	BEST SCORE
JAMES ANDERSON	CAMBRIDGE	201
SIMON LEE	NORTH SOMERSET	162
GLYN HORSLEY	NOTTS	160
STEVIE JORDAN	BATH	158
MAX FRANCIS	LONDON	150
JON BEST	ESSEX	147
JASON ELLIS	LONDON	144
MATTHEW SMITH	CARDIFF	143
FRANK CANDIS	CHESHIRE	140
LIAM THOMAS	BIRMINGHAM	112

Top work from newcomer James Anderson who must have had the eye of the tiger to land over 200 hits on Clubber. He wins a copy of the game for his Herculean victory.

Issue 38 Challenges

Dear *Official Xbox Magazine*
Here is my Demo Challenge score for you to admire:

FORZA MOTORSPORT

My time for a three-lap race at Laguna Seca in a Ferrari #12 Risi Competizione F33SP:

Name

Address

Telephone number

Either cut out or photocopy this coupon, fill it in, and send it to Game Disc 38 Demo Challenge, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP.

NEXT MONTH'S DISC: LOOK OUT FOR GREAT TRIAL VERSIONS OF MERCENARIES, STAR WARS BATTLEFRONT, MECHASSAULT 2: LONE WOLF AND THE SPONGEBOB SQUAREPANTS MOVIE!

Challenges

HALO 2

Xbox Live full game challenge

THE CHALLENGE: Achieve the highest rank in Rumble Pit mode.

RANK	GAMERTAG	LEVEL	WINS
1.	Hotshy	23	125
2.	I BiZeAsT I	23	169
3.	Se7eN VII	23	202
4.	SadPanda Eh	22	138
5.	Triple007	22	149
6.	MLG Tsquared	22	123
7.	Riddix 8	22	198
8.	xXI Zaitsev IXx	21	158
9.	MCLinden	21	115
10.	Jungle Jack	21	176

The Rumble Pit elite has changed a lot since last month. Riddix 8 has dropped five places while SadPanda Eh remains static at four. All the other players are new entrants to the top ten. Have you made it into this group? Email ben.talbot@futurenet.co.uk if you have.

Game Saves

NO BOSS TOO tough, no mission too impossible, Play:More is determined to crack open every Xbox title and bring you the hottest downloadable game saves. This month, we've got excellent saves for the following four games...

Deus Ex: Invisible War

Four saves from across this classic game. From Antarctica through Germany, Egypt, and Washington, the whole thing has been blasted open.

Tenchu: Return From Darkness

Extra character Tesshu is unlocked and every mission is open for you to murderise. Get out there and show them who's boss!

Terminator 3: Redemption

Totally hacked - even Skynet couldn't withstand all cheats, all levels, all movies, and all concept art being blown apart.

Tiger Woods PGA Tour 2005

Want $18 million, all the best clubs, stats at 110 per cent and Pro Shop items coming out of your ears? Then it's your lucky day! Look what we've got for you...

How To...

Download your Game Saves

SAVES CAN BE FOUND in the Game Saves and Extra Content menus. Highlight one and press the A button to download it. If the save is greyed out and can't be selected, you already have a save of this type on your Xbox hard disk. Simply go into the memory screen on your Xbox Dashboard, delete the save and, the next time you load the game disc, the option will reappear in white.

Star Wars: Republic Commando

ON THE DISC

Reviewed: Coming soon | Score: TBA | Players: 1

HAVING A LIGHTSABER held to your throat is a pretty good incentive to try anything. Fortunately, the trial version of *Star Wars: Republic Commando* on this month's disc is so cool that you won't need any such kind of 'persuasion'.

You take on the role of Delta Lead, a clone trooper fighting for the Republic. In this excellent mission entitled Waking the Giant, Delta Squad has infiltrated a Trade Federation Capital Ship. This is no small accomplishment considering the scale of its defences, but the real fight has only just begun. With the droid force fully alerted (not to mention a few Genosians) you must rendezvous with the rest of Delta Squad and blast a path through to the bridge.

If you're a little confused about the HUD, think *Halo 2* crossed with *Metroid Prime*. The rectangular borders represent the frame of your helmet. These can be switched on or off via the HUD options menu. Your shield bar is in the bottom left-hand corner of the screen. Taking hits reduces this bar temporarily, but it will replenish after a short time. Damage to your health will only occur if you take hits when the shield is fully depleted.

Don't forget that you're in charge of this situation! It's possible to command Delta Squad to perform actions like breaching doors, setting up sniper positions and healing themselves at medical stations. Simply point your crosshair over key areas until a context-sensitive icon appears in blue. At this point, press A to issue the command. Press A again to cancel it.

During the mission, you'll also have to destroy one of the robot generators that drops down from the roof. Plant a charge on it to blow it away. Otherwise, it'll keep spewing out enemies.

↑ Point at the blue soldier to issue a command.

Worms Forts: Under Siege

ON THE DISC

Reviewed: Issue 36 | Score: 8.4 | Players: 1-2

WE BET YOU didn't know that before the dawn of human civilisation, worms ruled the great empires. This trial version covers two mighty conflicts set in Egypt and Ancient Greece.

If you haven't played a worms game before (where have you been all these years?), the object is to wipe out the entire opposing force of wiggly warriors. Players take it in turns to build fortifications and take shots at the other side. Each turn lasts 60 seconds and firing a shot always makes the turn end instantly. Therefore, it's a good idea to start building new castles before you go on the offensive.

There are two reasons to build castles. Firstly, you'll have better protection from enemy fire. More importantly, you'll be able to build siege weapons on top of them. As you build bigger and better castles, a more destructive range of siege weapons will become available. We heartily recommend the Rhino launcher if you want to wreak absolute devastation. Very satisfying!

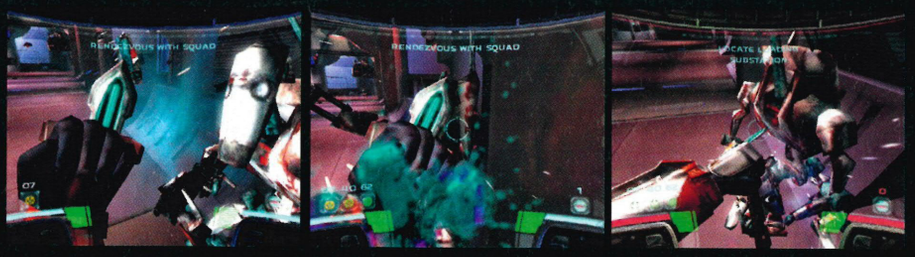
To build a siege weapon, wriggle up to one of the gold stars on the map and press the B button to bring up the weapon panel. It's possible to build a siege weapon and fire it during the same turn, so don't pass up the opportunity.

You don't have to build a siege weapon to attack, though. The weapons panel also contains an arsenal of handheld weapons like the bazooka and grenade. Press and hold the A button to adjust the power of the shot. More powerful shots travel further but it's much harder to maintain accuracy.

↑ Stars indicate a siege platform.

Replay

RUN OUT of ammo in *Republic*? Every clone trooper has a blade in their wrist plating. Slice off a battle droid's head and oil will squirt over your visor.



Bonus Demos

AS AN EXTRA TREAT this month, we've included the best bonus demos from recent issues of *OXM*. We'd hate for you to have missed any of these incredible trial versions. If you're new to the mag, welcome. these are for you.

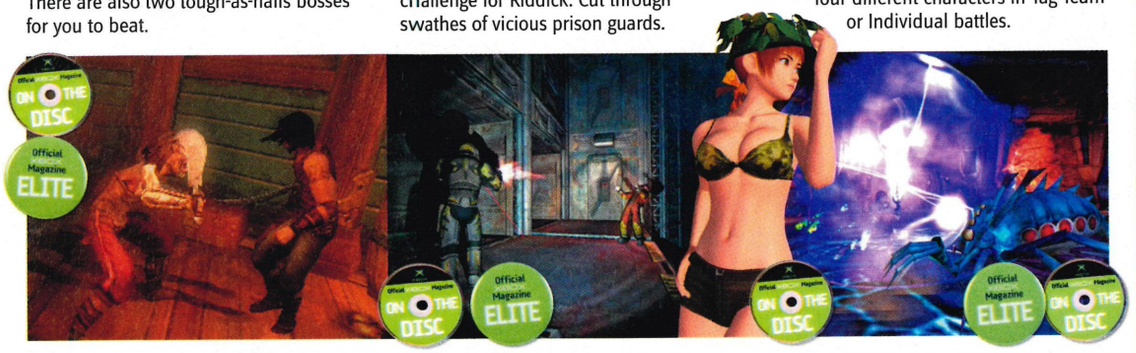
Prince of Persia: Warrior Within
Complete two swashbuckling missions, including a very helpful combat tutorial. There are also two tough-as-nails bosses for you to beat.

Conflict: Vietnam
This is one jungle you can't wait to get out of. It's up to you to lead a battle-weary squad of Marines through Vietcong-controlled territory.

The Chronicles of Riddick: Escape From Butcher Bay
He's the meanest escapologist in the galaxy, but even Butcher Bay is a challenge for Riddick. Cut through swathes of vicious prison guards.

Sudeki
Visually stunning, this action adventure didn't really get the reception it deserved on launch. Give it a try and see what you're missing.

Dead or Alive Ultimate
Still not out for months yet, but you can play it now! This beautiful brawler is a must-try for fight fans. You can play as four different characters in Tag Team or Individual battles.



Play:More On The Disc

EARN A PLACE in Xbox history and appear in your section of the Game Disc. Play:More brings you the maddest tricks, and we love to show Xbox Live clans causing mayhem.

Complete and cut out this coupon and attach it to the front of your VHS tape before sending. Entries must be less than ten minutes long and rewound to the correct starting position. Please don't have custom soundtracks playing.

Our top clip is Russell Speak's dramatic *Driv3r* replay. It's a sunset shootout between the seemingly invincible Tanner and the cops. A sexy female officer eventually corners him.

Although Glyn Horlsey's 160 Kudos combo in *PGR2* isn't the biggest, he demonstrates serious skill using a very tricky classic car. It's on the difficult Edinburgh cone challenge too.

***Alien Vs Predator: Extinction* is a tricky game, but William Clark has it locked down with his ravager army. Watch how fast these mofos cut through the space marine patrol.**

We've never seen this trick done before. Matt Rowles changes costume at the exact same moment as saddling the PCG 600. He's now invincible and runs like Fred Flintstone!

Glyn Horsley's *Driv3r* replay is an epic at around five minutes long but it's crammed full of explosions, stunts and all-out carnage. We love the bit where the car lands on an FBI agent!

Play:More On The Disc

Name _____

Address _____

_____

Postcode _____

Description of my Top Play _____

_____

❑ I have made sure that custom soundtracks are turned off.

Replay

THERE'S something old-fashioned and romantic about a showdown at sunset. Russell Speak gives Ridley Scott a run for his money with *Driv3*

Challenges

ANOTHER TOP challenge league for you. If you want to suggest a new challenge or have some results from an event you've organised, send them into the usual address. We're also going to be running regular leagues based on your entries for Play:More On The Disc.

PROJECT GOTHAM RACING 2
Full game challenge
THE CHALLENGE: Highest Kudos Combo on any of the cone challenges in *Project Gotham Racing 2*.

An unconventional run from Glyn.

NAME	CONE CHALL	KUDOS
Daniel Moffatt	Washington DC	213
Daniel Moffatt	Washington DC	203
Ryan Roberts	Washington DC	190
Daniel Moffatt	Washington DC	185
Glyn Horsley	Edinburgh	160
Glyn Horsley	Yokahama	137
Daniel Moffatt	Edinburgh	132
Glyn Horsley	Yokahama	65
Your name here	Your City Here	Your Kudos Here

Daniel Moffatt still rules the roost with his monstrous 213 Kudos combo. We heard big talk from the Kudos Racing Club last month but still no sign of any entries from those guys. Can they make an impression? Maybe they're just all talk?

WIN A DATEL MAX DRIVE!

EACH MONTH, we'll pick the five best entries and award you with a Datel Max Drive. To see if you've won, look out for a golden Play:More award, like the one shown here, on your entry in the mag. It's the ultimate Xbox accessory scoring 5/5!

Max Drive is the fast, easy and secure way to transfer files between your Xbox and any PC. Max Drive is available from all good videogame stores, or you can purchase it online instead at www.code junkies.com

NEXT MONTH: ALONGSIDE A TOP LIVE-ENABLED DEMO OF MECHASSAULT 2: LONE WOLF, YOU'LL ALSO BE ABLE TO PLAY THE SPONGEBOB SQUAREPANTS MOVIE TRIAL VERSION AND MORE!

SO World

Win! A Formula One Race Day!

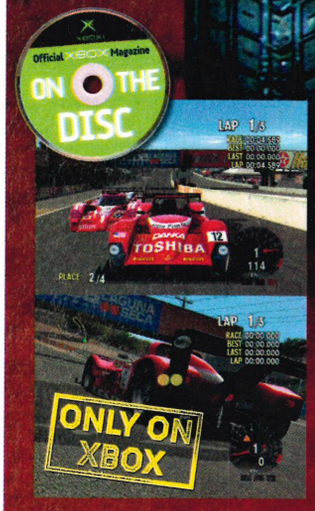
With this month's Forza Motorsport demo

WIN!

sms @

Text us on 0778 148 2669 (standard network rates)
Write to us using the Challenges form on page 085
Email us at staff@futurenet.co.uk

Include FORMULA FORZA: your time, your name, and your contact details



SO WORLD is giving you the chance to win a VIP trip to the F1 Race Day for the 2005 World F1 Drivers' Challenge. The winner will join the team in the pit garage, meet the drivers and try out the car for size! Plus there's full F1 Race Day hospitality! For a chance of winning, prove your driving skills using the *Forza Motorsport* demo on this month's disc. Choose the Ferrari #12 Risi Competizione F333SP and compete in the three-lap race at Laguna Seca. Record your race and time on video as you play and send your best finishing time to the addresses/numbers above. Do not send the video yet! The three fastest entries will be asked to provide video evidence of their times and go forward into our semi-final to compete in a System Link race against three of the top drivers from the 2005 World F1 Drivers' Challenge series. The best reader driver will win the VIP F1 Race Day. The closing date for entries is 25 February 2005. The LAN event will be held in spring 2005. The VIP F1 Race Day will be held in the summer.

If you are 16 or over, you can enter the 2005 World F1 Drivers' Challenge. Fill in an entry form from the web address on the opposite page. If you're good enough you could end up with an F1 contract! »

Enter the 2005 World F1 Drivers' Challenge!

Have you got what it takes to race a real F1 car?

DO YOU DREAM of life in the fast lane? Xbox is the home of top driving games, but are you ready to face the real world? Well, the World F1 Drivers' Challenge provides a unique opportunity for an ordinary person to achieve the extraordinary - to become an international racing driver and to race an F1 car.

In 2003, student Mark Johnston became the winner of the very first F1 Drivers' Challenge that was broadcast on Channel Five. Viewers saw Johnston battle his way through several gruelling rounds of driving, competing in a variety of different race cars, from karts and saloon cars to sports cars, formula Fords, formula Renaults, formula threes and an F1 car. At the end of the series, made by TV production company So World, Johnston was offered a management contract with Essentially Sport, the company that manages Jenson Button!

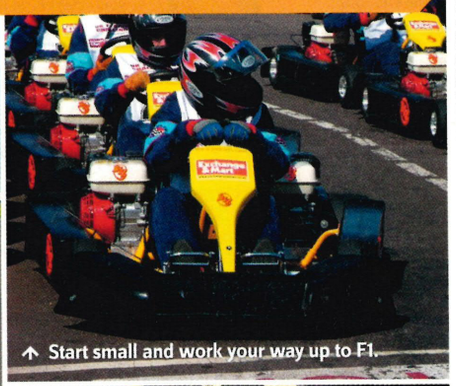
Since then, Johnston has completed a season in the 2004 European Palmer Audi Championship. He has been on the podium a number of times and is a clear favourite for the 2005 title. And you could follow in his footsteps!

The final rounds of the 2004 event are still in progress and two talented female drivers have made their way through to the final 12 drivers. They are battling it out with the remaining male competitors in formula Renaults and formula three cars. Just who will be selected for that prestigious F1 drive in 2005 will be revealed in a series of television shows to be broadcast on primetime Sky Sports starting on 07 January.

The F1 Challenge is now the biggest participant motorsport event on the planet, and for 2005 entry is being expanded worldwide. This means competitors could be taking on rivals around the world! This is your chance to become an international racing driver and to race an F1 car. What are you waiting for?

For an entry form, check out **www.soworld.tv** or ring **0901 2932 999.** Quote reference **FX7**. The call costs £1. Leave your name and address and you will be posted an entry form. Just remember us when you're rich and famous, eh?!

↑ Be a reality TV star as well as the next big thing on the F1 circuit!



↑ Start small and work your way up to F1.

↓ The fastest magazine in the world!

↑ After the karts, learn to race a saloon before jumping into an F1 cockpit.

↑ Traffic cone camouflage has now been banned.

JUST A NIPPER: WHEN HE WAS JUST 20 YEARS OLD, JENSON BUTTON WAS THE YOUNGEST DRIVER ON THE GRID FOR THE OPENING GRAND PRIX OF THE 2000 SEASON. BY THE END OF THE SEASON HE WAS EIGHTH IN THE DRIVERS' CHAMPIONSHIP. NOT BAD FOR A ROOKIE!

LiveCalendar

Your official guide to the hot game releases, events and Xbox Live gaming sessions for the next month

FRI 31 DECEMBER 2004

Friends Day. Sign up a friend to the Xbox Live service at any time before 31 January 2005 and claim a free Xbox game! http://www.friendsforlive.com

SAT 01 JANUARY 2005

Owen's birthday! He's 45 today! Okay, 31.

SUN 02 JANUARY 2004

New Releases Day. The night to play *Call of Duty: Finest Hour*. www.callofduty.com

MON 03 JANUARY 2005

Keep track of your progress on *Tron 2.0: Killer App* using the online leaderboards. www.tronkillerapp.com

TUE 04 JANUARY 2004

Just for Fun Night. A night dedicated to laidback gaming. Try a rally in *Top Spin*. www.xbox.com/en-GB/topspin/default.htm

WED 05 JANUARY 2005

Sports Night. Master the First Touch and leave the other team standing in *FIFA Football 2005*. www.xbox.com/en-GB/fifafootball2005/default.htm

THUR 06 JANUARY 2005

Take gaming online with Broadband from BT and claim a Free Xbox Live Starter Kit with *Splinter Cell: Pandora Tomorrow* (RRP £59.99)! www.xbox.com/en-GB/live/start/broadband/btoffer.htm

FRI 07 JANUARY 2005

Put your eyes back in their sockets! *Dead or Alive Ultimate* comes out today! www.xbox.com/en-gb/deadoraliveultimate/default.htm

SAT 08 JANUARY 2005

Don't forget to check your progress on the *Halo 2* leaderboards. www.bungie.net

SUN 09 JANUARY 2005

New Releases Day. The night to rack up a high score in *Prince of Persia: Warrior Within* www.princeofpersiagame.com

MON 10 JANUARY 2005

Race Night. The night to burn some nitrous oxide in *Ford Racing 3*! www.fordracing3.com

TUE 11 JANUARY 2005

Just for Fun Night. A night dedicated to laidback gaming. Try playing *Dancing Stage Unleashed*. www.xbox.com/en-GB/dancingstageunleashed/default.htm

WED 12 JANUARY 2005

Sports Night. The night to grab some phat air in *Amped 2*! www.xbox.com/en-GB/amped2/default.htm

THUR 13 JANUARY 2005

Classics Night. Play the original *Dead or Alive* from *DOA Ultimate* and batter your mates into the danger zone! www.xbox.com/en-gb/deadoraliveultimate/default.htm

FRI 14 JANUARY 2005

The slightly delayed *Midnight Club 3: DUB Edition* finally hits shop shelves. www.rockstargames.com/midnightclub3

SAT 15 JANUARY 2005

Play Xbox Live at the all-new Bay Sixty6 skate park in Ladbroke Grove, West London www.xbox.com/en-GB/community/baysixty6.htm

SUN 16 JANUARY 2005

New Releases Day. The night to wreak some wriggly carnage in *Worms Forts: Under Siege*. www.wormsforts.com

MON 17 JANUARY 2005

Race Night. Shred those tyres on the toughest terrain on earth. It's time to play *FlatOut*! www.flatoutgame.com

TUE 18 JANUARY 2005

Just For Fun Night. The night to play some frames and make some bets in *Pool Shark 2*. www.zoodigitalpublishing.com

WED 19 JANUARY 2005

Sports Night. The night to kick ass and take names in *NFL 2K3*. www.xbox.com/en-gb/nfl2k3

THUR 20 JANUARY 2005

Classics Night. Rack up some vintage high scores with the *Atari Anthology*. www.uk.atari.com

FRI 21 JANUARY 2005

SNK Vs Capcom: SVC Chaos bursts onto Xbox today! www.ignitionent.com

SAT 22 JANUARY 2005

Shooting and fighting night is back! Play the ultimate FPS, *Halo 2*! www.bungie.net

SUN 23 JANUARY 2005

New Releases Day, take over S.P.E.C.T.R.E and rule the world in *GoldenEye: Rogue Agent*! www.eagames.com/official/goldeneye/rogue/us/home.jsp

MON 24 JANUARY 2005

Race Night. Bend some fenders in *Crash'n'Burn*! www.crashnburngame.com

TUE 25 JANUARY 2005

Just For Fun Night. Get back to your fighting roots with *Guilty Gear X Reload*! www.zoodigitalpublishing.com

WED 26 JANUARY 2005

Sports Night. Hit the back of the net in *Pro Evolution Soccer 4*. www.konami-europe.com

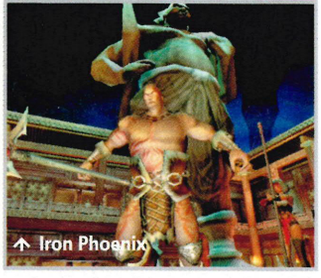
THUR 27 JANUARY 2005

OXM Issue 39 hits the shops today with *MechAssault 2* Live-enabled demo and free two-month Xbox Live trial scratchcard! Subscribe to get your copy delivered, and save £s! www.officialxboxmagazine.co.uk

Coming Soon

Better start saving for these...

GAME	GAME TYPE	RELEASED
Area 51	Shooter	2005
Battlefield: Modern Combat	Action	Late 05
Battlestations: Midway	Strategy	Summer/05
Black	FPS	Summer/05
Black 9	Action	TBA
Close Combat: First to Fight	FPS	Spring/05
Commandos Strike Force	FPS	02/05
Conker: Live and Reloaded	Action	Spring/05
DarkWatch	FPS	03/05
Dead or Alive Ultimate	Beat 'em up	2005
Dead to Rights 2	Shooter	02/05
Delta Force: BHD	FPS	2005
Destroy All Humans!	Action	03/05
Doom 3	FPS	TBA
ESPN NCAA	Sports	TBA
Far Cry Instincts	Shooter	03/05
FIFA Street	Sports	02/05
Forza Motorsport	Driving	Spring/05
Iron Phoenix	Beat 'em up	TBA
Jade Empire	RPG	Spring/05
King of Fighters 02/03	Beat 'em up	TBA
LA Rush	Racing	Summer/05
Medal of Honor: Dogs of War	FPS	Summer/05
Mortal Kombat: S'lin Monks	Action	Summer/05
MotoGP 3	Racing	2005
MX Vs ATV Unleashed	Racing	02/05
NASCAR 2005	Sports	Spring/05
NBL 2K5	Sports	Spring/05
NFL 2K5	Sports	Spring/05
Painkiller	FPS	2005
Phantom Dust	Action shooter	2005
Project: Snowblind	FPS	Spring/05
Rainbow Six: Lockdown	Shooter	03/05
Serious Sam 2	Shooter	TBA
Sid Meier's Pirates!	Action	Spring/05
SNK vs Capcom: SVC Chaos	Beat 'em up	01/05
Spikeout: Battle Street	Beat 'em up	03/05
Splinter Cell: Chaos Theory	Action	03/05
StarCraft: Ghost	Action	Winter/04
Star Wars: Rep. Commando	FPS	Spring/05
Stubbs: Rebel Without a Pulse	Action	Summer/05
TimeSplitters Future Perfect	FPS	Spring/05
Unreal Championship 2	Shooter	02/05
World Champ Snooker 2005	Sports	Summer/05
Wrestlemania 21	Sports	Spring/05



Dates subject to change due to reasons beyond our control

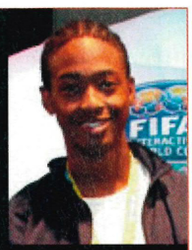
BT

www.bt.com/xboxlive

XBOX COMPATIBLE

BT www.bt.com/xboxlive XBOX COMPATIBLE

Game Star of the Month



Name: Paul Gordon
Age: 22
Gamertag: n/a
Home town: Croydon, Surrey

22-YEAR-OLD Paul from Croydon is a Play Worker working with children in the London area. He is a Liverpool fan and rates inspirational captain Steven Gerrard as their best player. In the game, however, he rates Milan Baros as their most dangerous attacking influence and likes to play as his own team. He has been playing *FIFA* games for over ten years, plays regularly on Xbox Live and rates himself as the best player in the country!

Paul Gordon took away his prizes and promised to put in as much practice as is humanly possible, confidently predicting success in Zurich. His confidence and swagger made him a firm crowd favourite throughout the day, and he fired off a warning to the rest of the finalists: "Watch out. The Man is coming!"

See below for more on how Paul romped home to glory in the *FIFA* Interactive World Cup UK final. We wish him the best for the grand final and hope he brings the trophy home.

Win the Official Halo 2 Strategy Guide

Piggyback's ultimate guide to Bungie's epic

DEVELOPED on site at Bungie studios and written by the elite Piggyback team, this guide includes an encyclopedic appraisal of *Halo 2*'s multiplayer mode, a full, highly accessible walkthrough for the epic Campaign mode and everything on basic play - all in one book. We've got ten to give away. All you have to do is answer the following question and complete the tiebreaker below in no more than 20 words.

Which of the following is NOT a character in *Halo 2*:
a) Ding Chavez
b) Gravemind
c) Arbiter

Tiebreaker:
I need a piggyback because...

Send entries on a postcard (no enveloped entries) to: GIVE ME A PIGGYBACK, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP. Winners will be drawn at random. The editor's decision is final. Closing date is 27 January 2005. The Piggyback *Official Halo 2 Strategy Guide* is available in all good retailers for £12.99.

The X-Word

With Xbox Live Community Manager Gareth Morris

I'M PALE and unshaven. I keep hearing voices - invisible monsters are trying to outflank me whilst my comrades fall screaming to their valiant deaths. Yes, *Halo 2* has taken over my life.

Live is where *Halo 2* is going to find true immortality. Stats, Matchmaking and Plays lists have all been given the ultimate Live treatment. But the new Party, Game Viewer and Clan features really need to be seen to be believed. It's online gaming as we always wanted it! You can start all this off by getting onto your local Xbox.com and linking your Gamertag. Easy!

Believe it or not *Halo 2* is not the only thing hitting Live this month. The Mystery Gamer has been getting very sporty with *FIFA 2005* and giving away EA goodies to everyone who could kick his butt - which was, er, everyone. Find the Mystery Gamer by hitting Xbox.com and seeing when he's gracing Live with his presence. Remember, if you get a game with the Mystery Gamer you get a prize! You don't even have to beat him - so let him win, just once...

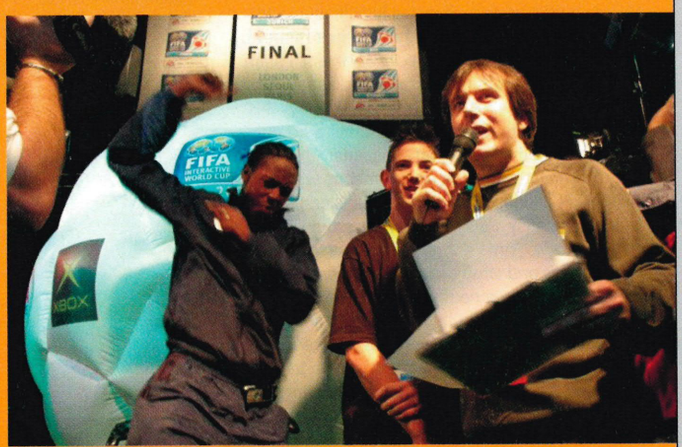
Football's Coming Home

The FIFA Interactive World Cup goes off with a bang in London!

ENGLAND HAS been banging on about 1966 for too long now. We need a new era of football glory. Following the successful London leg of the *FIFA* Interactive World Cup, our hopes are pinned on Paul Gordon of Croydon.

The regional qualifiers at London's Earl's Court saw 600 entrants battling for a place in the Zurich final. Playing as Liverpool, Paul came through a tight semi-final against 21-year-old Obaidur Chadri's AC Milan, relying on a solitary Djibril Cisse goal in the second half. The heat final was even tougher. Facing 15-year-old Simon Pike from Swansea, Paul was forced to defend desperately. Despite scoring three times in the first half, Paul was holding on at the end to win 3-2. A distraught Simon said afterwards, "I should have scored so many in the second half. Unbelievable."

We'll bring you more news from the *FIFA* Interactive World Cup, including coverage from the final in Zurich this spring. Stay tuned.



↑ **The moment when Paul Gordon defeated rival Simon Pike.**

Challenges

GAME WITH FAME
Halo 2 Celebrity Challenge
The Challenge: Beat Northern rockers Embrace in a game of *Halo 2*

RANK	GAMERTAG	LEVEL	WINS
1.	The Soulman	12	25
2.	Xandor	12	24
3.	KillingWarrior	9	24
4.	jamesbaird	7	16
5.	FriskyGecko	6	16
6.	Embrace	5	14
7.	HurtGravy	4	13
8.	BragCow	3	11
9.	OutdoorWolf	2	8
10.	ZENITH X	4	7

Embrace's Danny did well, coming sixth out of 16 players. He racked up his best spree of five kills by jumping into a Ghost and going on the rampage. The full Game With Fame Report will be in next month's Your Shout.

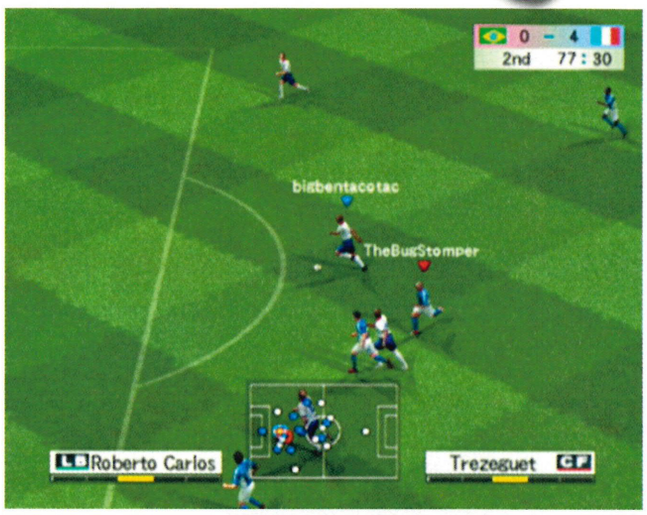
BT www.bt.com/xboxlive XBOX COMPATIBLE

GO FOR GOLD: FIND OUT ALL THE LATEST RESULTS FROM THE FIFA INTERACTIVE WORLD CUP REGIONAL FINALS AT HTTP://WWW.FIFAINTERACTIVEWORLDCUP.COM/EN/HOME.PHP

LiveReviews

We take another look at recently reviewed games and rate their performance on Xbox Live

↑ Free kicks are simpler on Live than in the offline game. You only get a fraction of a second to nail it.



↑ Experienced Live gamers will slice your defence open if you're careless.

Pro Evolution Soccer 4

The professional's choice goes Live on its home debut

Reviewed: Issue 35 | Score: 9.4

Players: 1-4 | Live: 2 players

SO THIS IS IT. The best football title ever made makes its debut on the greatest online gaming service to ever grace Ethernet cables. We've waited ages for the *Pro Evo* series to trot out onto Xbox, and when it was announced that full online play was part of the package (with Sony's online service left on the subs bench), we somersaulted around the office like the latest African striking prodigy.

PES4 is the answer to our prayers. The offline game runs at a much faster pace than *FIFA 2005* anyway, but when placed next to each other online it's like watching Michael Schumacher race Stephen Hawking. There's hardly any slowdown and, as a result, precision skills and dribbling controls are spot on. When players sprint, it *feels* like they're sprinting, rather than strolling through a peat bog. One-twos are actually beneficial to play, whereas in *FIFA* they feel like gambles that, even when they pay off, seem more like hard work than enjoyment.

But that's not to say *PES4* is flawless. Obviously it doesn't look as great as *FIFA*, but it's also guilty, on rare occasions, of slightly stuttering. Seemingly occurring solely when you're taking free kicks, it doesn't strictly disrupt the flow of the game but can put you off your stride at the critical point of contact, making nailing the exact power required a pain.

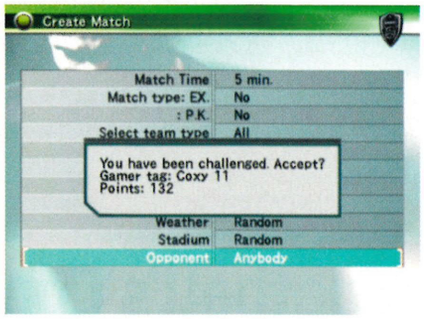
Getting a match is easy, (thanks in part to the worldwide acknowledgement of the quality of the title), and thanks to the adjustable skill rating. A novice could lead out a five-star Real Madrid and give a merciless champ a fair run for their money by adjusting the condition of the players in each team. There's no real Lobby as such, and a disappointing lack of Tournament options, but when it plays this well, who's complaining? If you'd rather a decent match instead of hammering a beginner 10-0, then you can choose to play against someone with a higher skill ranking, thus gradually bolstering yours.

Unfortunately, *PES4* currently does allow quitters (see page 015). Prima donnas can throw their toys out the pram and strop off pitch if things aren't going their way with no repercussions at all. No penalties, no impact on their overall online ranking. A tad cheap, but a welcome escape for newbies.

Although *FIFA* may boast more custom leagues and tournaments, *PES* still includes all the regular match-tailoring options, like weather conditions, stadiums and extra time. An ace Live game as well as brilliant offline, *PES4* defines how an online footy title should play. Top bag.

HOLD UP

During matches each player gets three pauses with which to momentarily halt the match. Use these wisely though - once they're gone, that's it. Not good if you need to sub off an injured striker. Or run for a quick leak.



↑ Getting a game is dead easy, yet you'll only see an opponent's stats if you're hosting.

↑ Goal-mouth scrambles are expletive-inducing.

The Verdict

Fast and fluid and with only the merest hint of online slowdown, this really is how football should be done on Xbox Live

4//5

BT www.bt.com/xboxlive XBOX COMPATIBLE

BT www.bt.com/xboxlive XBOX COMPATIBLE

↑ For the most part, action is relatively smooth but will annoyingly freeze every time someone shoots.

FIFA Football 2005

EA Sports prove it's in the online game

Reviewed: Issue 35 | Score: 8.9
Players: 1-4 | Live: 2 players

2004 WAS a groundbreaking year for Xbox. Sure, some angelic little sequel said hello, and the console enjoyed massive sales. But along with all this, EA, the biggest third-party publisher in the world, announced it was going to fully support Xbox Live. As well as that big news, the summer saw the release of the first online footy title with Codemasters' *England International Football* (Issue 29, 8.2). A respectable game, but the latest *FIFA Football* (Issue 35, 8.9) dumped it out of the cup in the first round and proved itself to be the best yet in the series.

EA's servers have came under a lot of flack recently and, after experiencing the frustration of frequently getting booted from a game of *Burnout 3: Takedown* (Issue 34, 9.4), we can fully understand the complaints. Thankfully *FIFA* doesn't suffer from the problem quite so much, due no doubt to the fewer number of players online at any one time. There still remains an annoyingly high rate of stuttering and the odd bit of slowdown that, although minimal, can be ball-burstingly bad when you're lining up that last-gasp injury-time winner. The game engine doesn't run at a massively quick pace, yet this slowness is accentuated when playing online. Bizarrely, every time you or an opponent has a shot, the action will momentarily freeze, almost as if the game is trying to determine whether the player has scored. Not the best way of keeping a tense atmosphere going.

That said, *FIFA* has always been the home of authenticity, and as such features a massive amount of teams from tons of different leagues around the world. The user-friendly lobby is simple to navigate, and features as many leaderboards and scores as you can shake a goalpost at. Every team from the offline mode is available, and players can choose to play against either ranked or unranked opponents.

In a merciless touch, *FIFA* is keen to advocate fair play all round. Quit out of a match if you're losing, and the end score is automatically recorded as a 0-3 loss. You'll lose points and prestige, so unless you're supremely confident (or stupid), play someone of roughly the same ability as yourself and work your way up slowly. Three pauses per game are all you get to make subs too, so be sure to use them wisely. It's not a bad online footy title, and sure to garner a hardcore following thanks to the numerous Tournament options. Unfortunately a slower engine and more unreliable servers mean *PES4* strikers will beat floundering *FIFA* defenders to the ball every time.

↑ The Gooners and Manyoo arch rivals are the most popular Live teams.

CLASSIFIED

The Live lobbies, aside from featuring loads of match options, include a round-up of all the latest scores from your relevant League (in our case, the Premiership) relative to your region. Checking the Pools whilst playing footy online; what else could you want?

↑ Loads of different stats are available, from your Friends' performances to overall leaders.

↑ There's an absence of Gamertags in *FIFA 2005*.

The Verdict

Packed with tons of features and options, but *FIFA* can't quite match the playability pace set by the excellent *PES4*.

3//5

BT www.bt.com/xboxlive XBOX COMPATIBLE

WE HAVE A WINNER: FIFA'S LIVE TITLE HOPES HAVE BEEN BOLSTERED BY THE EXCELLENT INTERACTIVE WORLD CUP EA HAS BEEN RUNNING THIS YEAR. THE EUROPEAN CHAMP WAS NONE OTHER THAN PAUL GORDON, OF CROYDON, SURREY. THAT'S ABOUT ALL ENGLAND WILL WIN ON THE FOOTY FRONT IN THE NEAR FUTURE...

LiveReviews

We take a look at recently reviewed Xbox Live-enabled games and rate their online performance

Mortal Kombat: Deception

Three games for the price of your soul!

Reviewed: Issue 36 | Score: 8.9
Players: 1-2 | Live: 1-2 players

BE YOUR POISON chess, *Tetris*, or ripping spines out the top of people's necks, *Mortal Kombat: Deception* has the ability to titillate and tease online, and we loved every minute of it. The three wildly different modes of play in the offline game translate easily to Live gaming. Although we were hard pushed to find anyone actually playing the cutesy *Tetris*-style Puzzle Kombat or the rather more intellectual Chess Kombat (we found none in the few hours we had tinkering around, even when we attempted to set up and host our own chess tournament), to have them included scores major Brownie points.

The online game is great though, with superbly easy quick match modes firing up as soon as the Xbox seems to have powered. Plus there are all those juicy Optimatch choices which add breadth and depth to the game, although goodness knows who'd create an Optimatch where guts and gore were turned off.

↑ TheBugStomper (*OXM*) does some stomping!

It would have been so easy to just include the Kombat mode, but the inclusion of leaderboards, all manner of stats, plus the two daft mini-games are a great indication of where some titles seem to be going with Live and just what the service can do for us. It may be the Kombat equivalent of Live Arcade, but who cares? It's a great Live package that comes with quality supported by a couple of handy nicknacks.

↑ We found that not only was *Mortal Kombat* great for choice on Live, but the speed and attacks were just as devastating too.

The Verdict

A strong, enjoyable contender online. The inclusion of chess and puzzle games is a little redundant but great news.

4//5

Pool Shark 2

Just when you thought it was safe to get back on Live

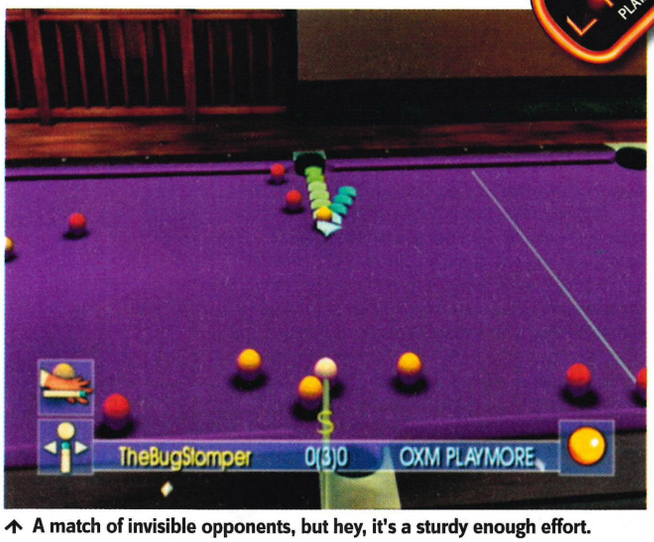
Reviewed: Issue 36 | Score: 8.4
Players: 1-2 | Live: 2 players

IT'S BEEN ALMOST a year since we reviewed Blade Interactive's other pool title, *World Championship Pool 2004* (Issue 27, 3 stars). While most of *Pool Shark 2*'s improvements are cosmetic, Blade has introduced some new tweaks and features on the Live front.

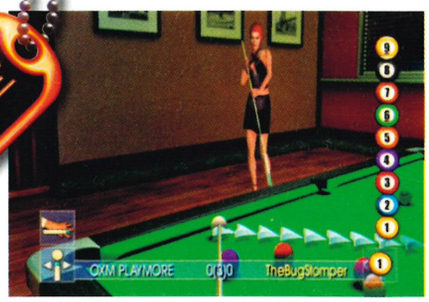
Most obviously, it has the edge over other Live pool games because you can hustle your opponent for cash at any point in the match. It's as straightforward as going to the options menu and sending a challenge, much like a friend invite. Your opponent then gets to choose if they want to up the stakes.

You start off with a world ranking and a pot of cash. Only championship games affect your wealth and standing. Unlike *WCS2004*, you're penalised for quitting a championship game mid-match, which is great. Voice messaging is also a welcome addition.

Somewhat disappointingly though, only the host's character appears at the tableside (not you),



↑ A match of invisible opponents, but hey, it's a sturdy enough effort.



↑ Make sure Twig Legs doesn't put you off.

and you don't even get to see him taking a shot. Understandably, this was done to speed up the game, but we'd at least have liked the option to see them cueing.

Pool Shark 2 is still a fairly big improvement over *WCP2004* and bodes well for the future of Xbox Live gambling sims.

The Verdict

A fun, chilled out game that's much more fun with two players. The hustling feature is simple but works very well.

3//5

BT www.bt.com/xboxlive XBOX COMPATIBLE

www.bt.com/xboxlive
XBOX COMPATIBLE

GoldenEye: Rogue Agent

No Mister Bond, we expect you to die...

Reviewed: Issue 37	Score: 7.2
Players: 1; 2-4 Split	Live: 2-8 players
Players: 2-16 S Link	

FOR A GAME that wasn't 'all that' in single player, it's refreshing to see at least some effort being put into the Live side. Besides being able to cackle Bond one-liners ("I think he got the point" etc) via the headset, there's almost enough beginners' appeal here to make a few return visits.

Matches are easily created (very easy in fact), and once in and killing, *GoldenEye: Rogue Agent* lives up, at least in part, to what a decent enough online FPS should be.

Showdown deathmatches are the highlight (variants of King Of The Hill and other deathmatch modes make up the rest), especially as mild cues seem to have been taken from *Halo 2* with respect to there being dual wielding, a similar control system, a handy wealth of scattered weaponry and shields, and no camping grounds. What it doesn't do though is ever stretch itself. There is nothing here we haven't seen before, which makes it especially sad considering the N64 *GoldenEye*'s multiplayer options did it so much better all those years ago. Thankfully, *GoldenEye* seems to find some kind of niche as a beginners' Live shooter, and this is where its appeal will lay. The menu system is so easily navigated you could almost stumble into the Quickmatch option by accident. How long you stay there though depends entirely on how willing you are you put up with Live options that are beige through and through.

↑ **Our enemy went for the shield - we had him!**

↑ ***GoldenEye*'s must-have weapon. It's a bit of a clunker but does great damage to multiple enemies with its handy spray-fire ability.**

The Verdict

Too generic to really stand out as a class Live effort, but for entry-level Live gamers you could cut your teeth on worse. **3//5**

Ghost Recon 2

Redeeming itself through the power of Live...

Reviewed: Issue 36	Score: 7.4
Players: 1-4 Split	Live: 2-16 players

IT'S HARD adapting to *Ghost Recon* now it's gone third person, but thankfully it still manages to muster something of a punch on Live. After all, that's what we want from the Recon boys.

Solo, co-op, and squad matches are all up for grabs which effectively turns each map into very different scenarios every time they're played. As for the maps themselves, most tend to be a little big for fewer than half a dozen gamers, but once a full contingent of 16 is Live, things can get fairly hectic. Higher-ranking gamers tend to know exactly where people are going to spawn and so train their sniper rifles on them for the majority of the matches. This can be frustrating for the novice especially as respawns take far too long (we're talking in excess of ten seconds at least).

Once the terrain is learned though, there's no stopping the killing, and there are always enough gamers to fill the space. In fact, despite the faffing around you'll need to do in the overly fiddly menu system in order to get a match going, once you finally do, there are far worse ways to spend a couple of hours of online time. It may not have been the best thing offline, but online it delivers in all the right areas.

↑ **He kills you as you kill him - it's like a bad John Woo movie.**

↑ **A well-placed rocket sorts out most enemies.**

The Verdict

Ghost Recon has always been designed to be played on Live, and this third-person effort is no exception. Class. **4//5**

BT www.bt.com/xboxlive XBOX COMPATIBLE

GHOST REALCON: GHOSTS ARE REAL. WHY, JUST LAST MONTH A GIANT MARSHMALLOW MAN RAMPAGED THROUGH THE STREETS OF NEW YORK CITY. TRUE.

LiveReviews

We take a look at recently reviewed Xbox Live-enabled games and rate their online performance

Fight Club

The second rule of Fight Club: don't play Fight Club

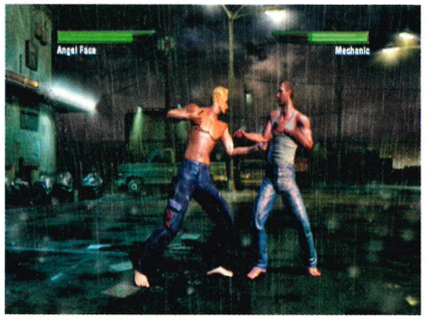
Reviewed: Issue 37	Score: 6.4
Players: 1-2	Live: 2 players
Players: 2 S.Link	

TO PLAY THIS Live is the same as playing it offline. The game wasn't great in single-player, and even with real opponents rather than the awful AI greasemonkeys, it still sucks. Turns out having real opponents doesn't help too much after all.

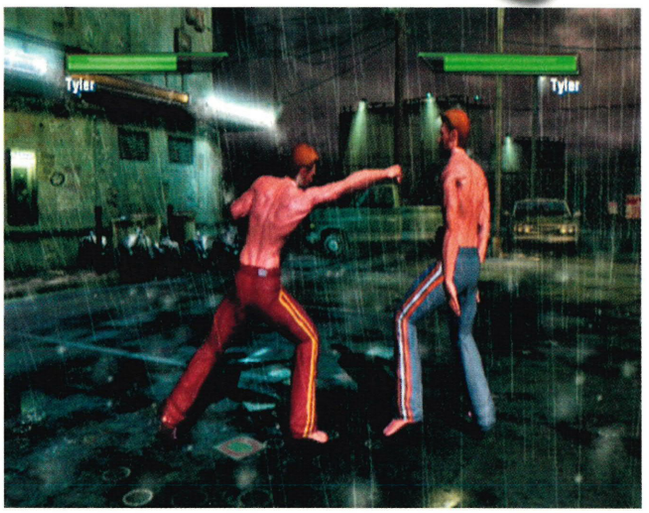
We managed to brawl our way through a couple of bouts with the same opponent, before we both seemed to come to the conclusion that basically... this is tedious on Live. If we weren't quitting out hoping to find, just maybe, an explosive fight somewhere else, our rival was doing the same. Turns out there wasn't one - anywhere.

Every match is staggeringly slow, the Quickmatch options always seem to revolve around the need to quit back to the main menu after every punch is thrown, and you can complete a match holding your breath it takes so little time. Other Live options are virtually non existent. There's the Optimatch options (you can choose between bland, bland, or bland), and that's it. That's your lot.

The fact that it's got Live play at all should probably be commended - after all, it's the way forward. But when the rewards are so fruitless and the game so pointless, it does make you question exactly why *Fight Club* even bothered in the first place. Rubbish - though you do get the chance to punch Meatloaf in his man boobs.



↑ **Rainy, grey and boring. Great ingredients!**



↑ **Two types of Tyler go at it in an anonymous car park somewhere. Hardly *Dead or Alive Ultimate*, is it?**

The Verdict

Zzz... If you can actually be bothered to plug into Live and have a match you'll be so bored you'll quit out five minutes later. **1//5**

Worms Forts: Under Siege

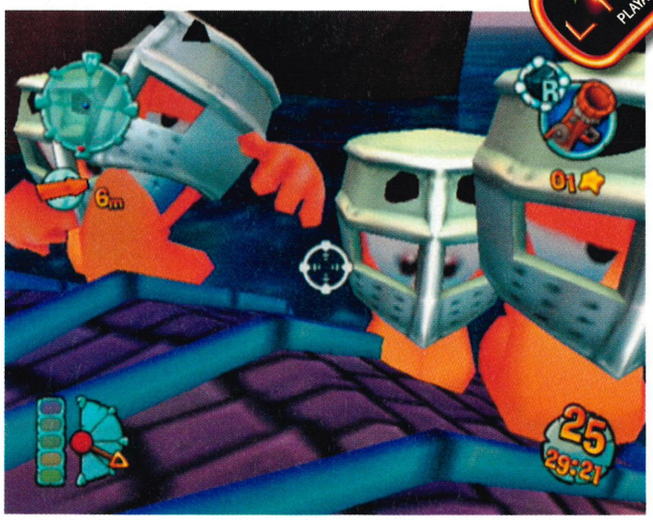
Live at last and chewing up our online time

Reviewed: Issue 36	Score: 8.4
Players: 1-8	Live: 2-8 players

NOW THIS IS more like it. For too long us *Worms* fans have been hankering to play our favourite subterranean turn-based strategy game on Live, so when it arrived, we were over the moon to find it didn't disappoint.

Worms Live is very much like the standard game offline, only this time we're actually able to see what our rival is up to. Unlike offline mode, the camera automatically switches to your enemy's perspective when it's their turn. Every move they make and every strategic decision is played out on screen, so rather than spending every other minute as an interval, you can now get the lowdown on what lies in store. And obviously, the same applies for your enemy which makes combat that much more interesting.

No news on downloadable content as yet, but there are oodles of environments, weapons options, even Worm clothing that can be optimised before heading into combat - ideal if two clans want to go head to head. In fact, it's ideal if anyone wants to go head to head. *Worms* has been crying out for Live and now it's got it, we can all dive in and enjoy the big squishy death-dealing goodness it brings. Content would have been nice, but besides that it's a real doozy.



↑ **Get the lowdown on your enemy's every move and thought. Genius!**

↑ **Once you know where he is, zoom on over!**

The Verdict

It's about time too! *Worms* not only does Live, but does it well. The chance to see your enemy's thoughts is inspired. **4//5**

BT

www.bt.com/xboxlive

XBOX COMPATIBLE

BT www.bt.com/xboxlive XBOX COMPATIBLE

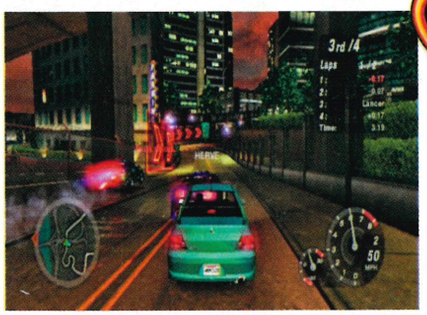
Need For Speed Underground 2

Speed's required on the menu screen too by the looks of it

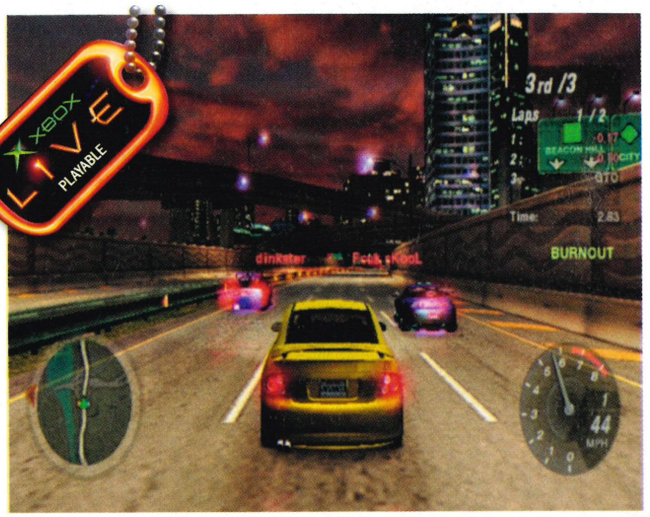
Reviewed: Issue 37 | Score: 7.5
Players: 2 Split | Live: 2-6 players

ALTHOUGH NOT quite the online debacle that was *Burnout 3: Takedown*, EA's other online racer, *Need For Speed Underground 2*, suffers much the same fate when it comes to getting a game started. Sure enough, we did manage a few races, but getting there was something of a slog. We were often timed out of the lobby and thrown the old 'this session is no longer available' nonsense, even though four gamers had indicated they were good to go and were up for it. And this is in Quickmatch, supposedly the easiest and, ahem, 'quickest' way to get a race.

Still, once we were up and running things were okay, despite us only being able to race our meagre library of cars - even though the host had fully unlocked his set. To use the host's would have been extremely handy, especially as we were trailing way behind after just a few seconds, but at least that gave us the impetus to go back and unlock them offline. Connection problems weren't an issue once we were actually racing, and we did manage to struggle over the line and complete a match, but getting there in the first place was half the struggle. Sure, the EA server is considerably better than it was with *Burnout 3: Takedown*, but until we can just jump into a game without being timed out or suffering connection failures, it seems these potentially superb games are going to wallow a little bit longer on the sidelines. Pity.



↑ Trailing again, we felt the burn from our rivals.



↑ Our clapped-out-mobile was no match for the rest of the *Need For Speed* online racers. Must try harder *OXM*!

The Verdict

Still a few server issues to contend with but once a race is underway, *NFS* purrs into action. Get good cars though!

3//5

Guilty Gear X2 Reload

Erm... hello? Anyone playing this?

Reviewed: Issue 37 | Score: 8.4
Players: 1-2 | Live: 2 players

GUILTY GEAR X2 Reload, an old-skool scrapper featuring a myriad of characters, a plethora of moves, a smorgasbord of attacks, and nobody on Live. That's right, not a single solitary sausage. Not a squeak.

We tried over a series of four days at regular intervals to get on and have a match with someone, but there wasn't a soul to be seen. We tried in the morning, we tried at night. We tried at lunchtime and in the evening, we tried standing on our hands drinking a glass of water upside down - but still nothing. It's a pity, given that the offline game barely missed an Elite score in issue 37, and especially as (as far as 2D fighters go) this is an intense wedge of brawling face-slapping. But, this is a Live review and if a Live game fails to attract (based on four days of constant searching at least), even one single player, it's going to fail inevitably by default.

↑ Try as we might, this is all we saw when it came to playing online.

↑ We gave up, went offline and had a ball!

We're all for Live games, and the more games that include it, the better. One day every game will have Live compatibility (*Guilty Gear* has both online play and leaderboards - currently empty), but until every household has Live we'll be seeing a few more of these empty games.

The Verdict

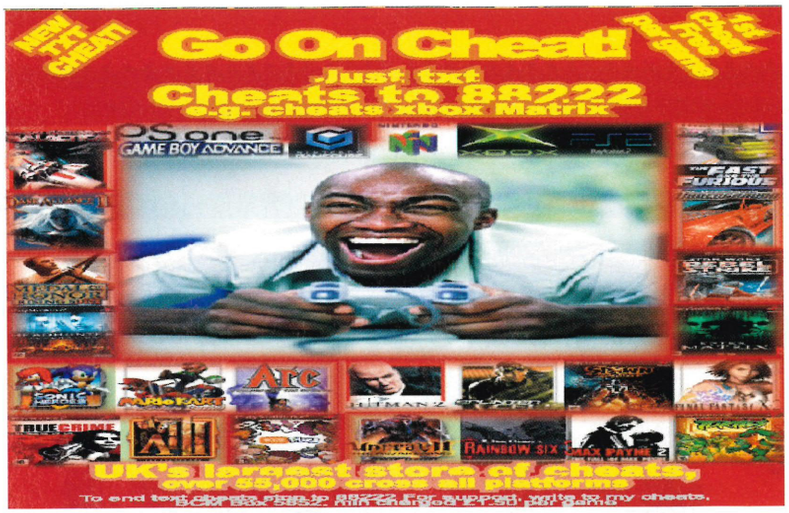
The first of its kind we've experienced and what a pity. If only a few people were online it'd score far, far higher.

1//5

BT www.bt.com/xboxlive XBOX COMPATIBLE

BT LIVE CHALLENGE: LOOK OUT FOR DETAILS OF THE BT-SPONSORED LIVE HALO 2 CHALLENGE NEXT ISSUE. THE FINALISTS PLAYED ON GIANT VUE CINEMA SCREENS!

Chaos Network Helpline 08704 541 000 (national rate) 89885 texts charged at £1.50 To send messages standard network operator rates apply. T&Cs www.thechaosnetwork.com.
Over 18 bill payers only.0871 & 08704 £2.99/min (national rate). Live calls recorded. 09097 £1.50/min. 60p min Chaos Network PO BOX 384, CB2 5LR



XBOX™

Official UK Xbox Magazine

To advertise in this magazine call
Chris Thom or ben pearson on:
01225 44 22 44
or email chris.thom@futurenet.co.uk
or
ben.pearson@futurenet.co.uk

Universal Xbox plays all UK/US/JAP imports inc. Halo, Midtown 3 ..... £185
Universal Playstation 2 plays all UK/US/JAP import games etc £199

Import Game Adapters CALL/See Site

Xbox Wireless pad, PS2 wireless Gun £34.99
Latest PS2 USA Games Final Fantasy X-2, Dragon Ball Z, Budokai 2, Sccom 2, GT 5 Collectors Edition £48.99
Latest XBox USA Games Halo2, Gotham Racing 2, GTA Double Pack, Price of Persia, Midway Arcade Treasures £48.99
Gameboy Advance - GBA to PC Linker, 128M cart USB Compatible £59.99
Gameboy Advance Games - Mario & Luigi, Fire Emblem, Sword of Mana, Yo-Gi-Oh! The Sacred Cards, Gamecube, Broadband adapter call
Gamecube USA Games Mario Part 5, Mario Kart, Zelda Collectors Edition, 1080, FF Crystal Chronicles £48.99
Universal VGA Box - use any console on your TFT PC monitor (PS2, XBox, Snes) £39.99

1000S OF PRODUCTS FOR XBOX, GAMECUBE, PS2, GBA, DREAMCAST, SATURN, CLOTHING, GAME MUSIC. 1000S OF PRODUCTS!

www.VideoGameCompany.com
Credit card sales hotline:
01437 766321 24Hr
Payment made to: Videogame Co., Po Box 6
Narberth, Wales, SA67 7YG

Hints&Cheats

This is the only place you need for all the freshest codes and unlockable extras for the latest Xbox titles. You should never be stuck on a game again!

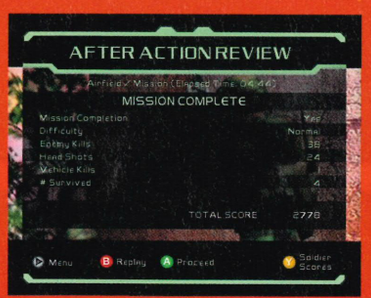
CHEATS IN MOTION

TOM CLANCY'S GHOST RECON 2
Issue 36, Score: 7.4

Enter these codes at the cheats menu:

↑ **God mode:** B, B, X, A

↑ **Team God mode:** B, B, X, B



↑ **Skip level:** B, B, X, Y

↑ **Refill ammo** B, B, X, X

NEED FOR SPEED UNDERGROUND 2
Issue 37, 7.5

***Street Tuner* magazine cover:** 34 wins in stage 5
***Power* magazine cover:** 32 wins in stage 5
***Super Street* magazine cover:** 28 wins in stage 5
***Swiss Tuner* magazine cover:** 25 wins in stage 5
***Auto Motor* magazine cover:** 20 wins in stage 5
***GTI* magazine cover 1:** 16 wins in stage 5
***Street Car* magazine cover:** nine wins in stage 5
***Import Tuner* magazine cover:** four wins in stage 5
***Chrome und Flamen* magazine cover:** 27 wins in stage 4
***Stuff* magazine cover:** 20 wins in stage 4
***AutoMaxx* magazine cover:** 16 wins in stage 4
***Spoiler* magazine cover:** 11 wins in stage 4
***Maxi Tuning* magazine cover:** seven wins in stage 4
***Elaborare* magazine cover:** three wins in stage 4
***Hot 4's* magazine cover:** 18 wins in stage 3
***GTI* magazine cover 2:** 11 wins in stage 3
***Car Audio and Electronics* magazine cover:** six wins in stage 3
***Street Car* magazine cover:** two wins in stage 3
***Sports Compact Car* magazine cover:** eight wins in stage 2
***Turbo* magazine cover:** four wins in stage 2

THE URBZ: SIMS IN THE CITY
Issue 36, 8.0

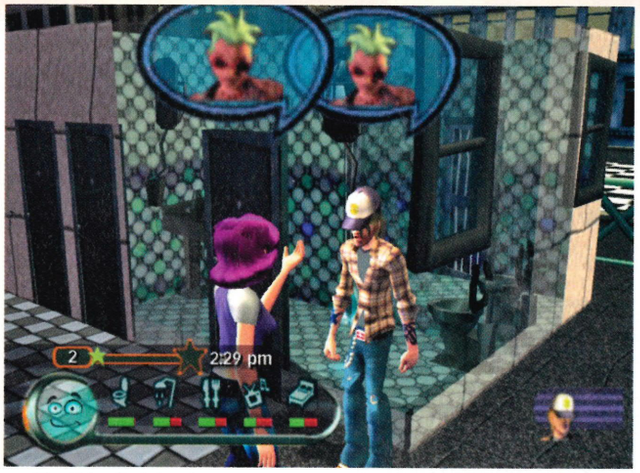
To use these cheats, you must first activate the cheat gnome: Left, Y, Down, A, X (during play). Then go up to the gnome in Central Station and enter the following codes. Enter these directions using the Left thumbstick:
Unlock all Socials: Black, Up, Y, Down (D-pad), R
Acquire Skill: L, Black, Right, X, Left
Max Physical: L, R, A, Down, Black
Max Mental: L, B, A, Black, Down
Max Artistic: Y, Down, Black, A, B
Power Social: Down, Black, Right, X, Left

SHREK 2
Issue 32, 6.0

Enter these codes at the scrapbook screen:
1,000 coins: Left, Up, A, B, Left, Up, A, B, Left, Up, A, B, B, B, B, B, B,
Unlock bonus games: Left, Up, A, B, Left, Up, A, B, Left, Up, A, B, X, B, X, B, X, B
Full health: Left, A, B, B, Left, A, B, B, Left, A, B, Up, Right, Down, Left, Up
Level select: Left, Up, A, B, Left, Up, A, B, Left, Up, A, B, Up, Up, Up, Up, Up

ROBOTECH INVASION
Issue 37, 6.0

Enter the following codes at the extras menu:
Unlock Scott Bernard's Cyclone (multiplayer): LTNTCMDR
Unlock Rook Bartley's Cyclone (multiplayer): BLUEANGLS
Unlock Lancer's Cyclone (multiplayer): YLLWFLLW



↑ ***The Urbz*: find the cheat gnome to earn Socials.**

Unlock Rand's Cyclone (multiplayer): KIDGLOVES
Invincibility (single-player only): SUPERCYC
Unlimmited ammo (single-player only): TRGRHPY
Unlock all levels (single-player only): RECLAMATION
One-hit kills (single-player only): DUSTYAYRES

THE DUKES OF HAZZARD: RETURN OF THE GENERAL LEE
Issue 37, 4.7

Demolition Derby mode: Complete Painting it Orange mission.
Head-to-Head mode: Complete Volatile Situation mission.
Hot Pursuit mode: Complete Stock Car Race mission.

STAR WARS BATTLEFRONT
Issue 35, 9.0

Small characters: Enter Jub Jub as your profile name. This cheat is case-sensitive.

THE INCREDIBLES
Issue 37, 6.2

Enter the following codes at the cheats menu:
Super strength: KRONOS
Refill your Incredimoves meter: SHOWTIME
Laser eyes: GAZERBEAM

FLATOUT
Issue 36, 8.0

Create a new profile with the following names:
GIVEALL: Unlocks everything.
GIVECASH: A lot of cash.

↑ ***Star Wars Battlefront*: tiny, cute stormtroopers!**

WIN A CRYSTAL XBOX WITH AMERICAN McGEE'S SCRAPLAND!

We're giving away the ultimate console and five copies of the excellent robotic adventure game!

← You could win a rare bust of *Scrapland*'s hero!

AMERICAN McGEE's *Scrapland* is a great new action-adventure game set in a futuristic world that's inhabited entirely by robots! You can read the full review on page 068 of this issue.

We're giving one lucky winner the chance to receive a Crystal Xbox, a copy of *Scrapland* and an ultra-rare limited-edition pewter bust of D-Tritus, the game's robotic hero. Ten lucky runners-up will each win a copy of the game. All you have to do is build a model robot that would be able to replace Ben Talbot in the year 2015. You can make it out of tin foil and toilet rolls, or even out of real wires and hydraulics if you've an Honours degree in robotic engineering! Please send your robot or just a photograph of it and a covering letter explaining what your robot can do. Send your entries via email to ben.talbot@futurenet.co.uk or via post to:

SCRAPPY-SCRAPPY DOO!
Official Xbox Magazine
99 Baker Street
London
W1U 6FP

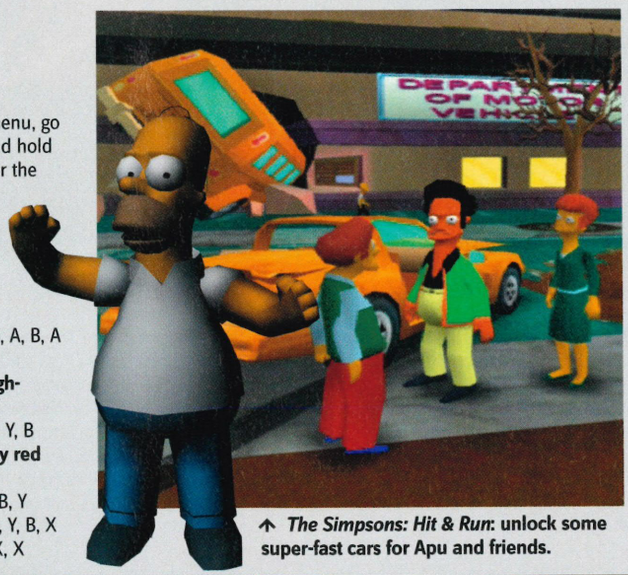
The closing date is 26 January 2004. The judge's decision is final. Entries cannot be returned.

Classic Cheats

THE SIMPSONS: HIT & RUN
Issue 23, 8.0

To activate the codes menu, go to the options menu and hold both triggers. Now enter the following codes:

Alternate audio during credits: A, X, X, Y
Alternate views: B, B, B, A
New camera angles: B, A, B, A
One-hit kills: Y, Y, X, X
Press your horn for high-flying jumps: X, X, X, Y
Psychedelic view: Y, B, Y, B
Secret cars replaced by red box racer: B, B, Y, X
Show grid view: B, A, B, Y
Show speedometer: Y, Y, B, X
Super-fast cars: X, X, X, X
Unlock all cars: A, B, A, B
Invincibility: Y, A, Y, A

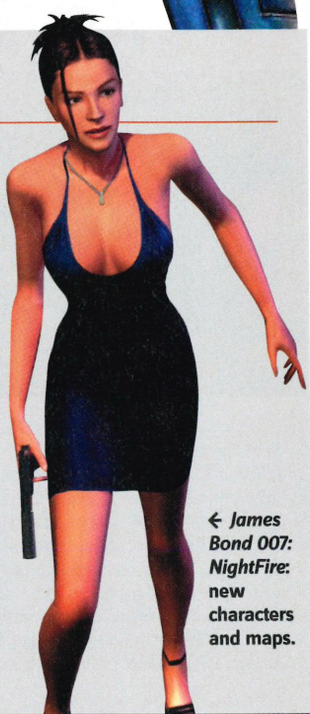


↑ *The Simpsons: Hit & Run*: unlock some super-fast cars for Apu and friends.

JAMES BOND 007: NIGHTFIRE
Issue 11, 7.5

Enter the following codes at the cheats menu:

All gadgets: QLAB
All multiplayer characters: PARTY
All multiplayer game modes: GAMEROOM
Alpine Escape level: POWDER
Baron Samedi (multiplayer): VOODOO
Bond spacesuit: ZERO G
Bond tuxedo: BLACKTIE
Camera upgrade: SHUTTER
Chain Reaction level: MELTDOWN
Christmas Jones (multiplayer): NUCLEAR
Countdown level: BLASTOFF
Decryptor upgrade: SESAME
Deep Descent level: AQUA
Demolition mode (multiplayer): TNT
Double Cross level: BONSAI



← *James Bond 007: NightFire*: new characters and maps.

ROBO DON'TS: DON'T JUST WRAP YOURSELF IN TIN FOIL AND SEND IN A PHOTO OKAY?! WE WANT CYBORGS WITH AUSTRIAN ACCENTS IF YOU CAN MANAGE IT!

YourShout

Reader events and reviews

Xequted.com's Richard Stowey reports on Xbox: The Gathering

XBOX: THE GATHERING brought together 25 of the most influential European fan sites - a world first for Xbox. Together, these webmasters reach 1.2 million Xbox gamers, dishing out news and organising elite tournaments. The event gave us the chance to get stuck in with great new titles and also interview some of the top people at Microsoft. This event just *had* to be cool!

The day began with presentations of six titles due out in early 2005, including *Star Wars Republic Commando, Star Wars KOTOR II: The Sith Lords, Jade Empire, Forza Motorsport* and *Splinter Cell: Chaos Theory*. We also had a rare opportunity to interview some of the publishers.

We interviewed Larry Hryb (aka Major Nelson), director of programming for Xbox Live. He answered questions on topics such as Xbox in Japan and the US release of Xbox Live Arcade. Throughout the day he showed the most passion for promoting the service and is determined to keep it top notch!

There was plenty of discussion between the sites and Hryb about EA's Live service and how it's going to improve over the next few titles. We also chatted about Live Video Chat. It has begun testing in Japan, but Microsoft doesn't have any current plans to launch it in Europe or North America. The broadband Internet service in Japan is far superior to that of the rest of the world. Users are operating on a 3Mb upload and 3Mb download service, which allows the web cams to function at their best.

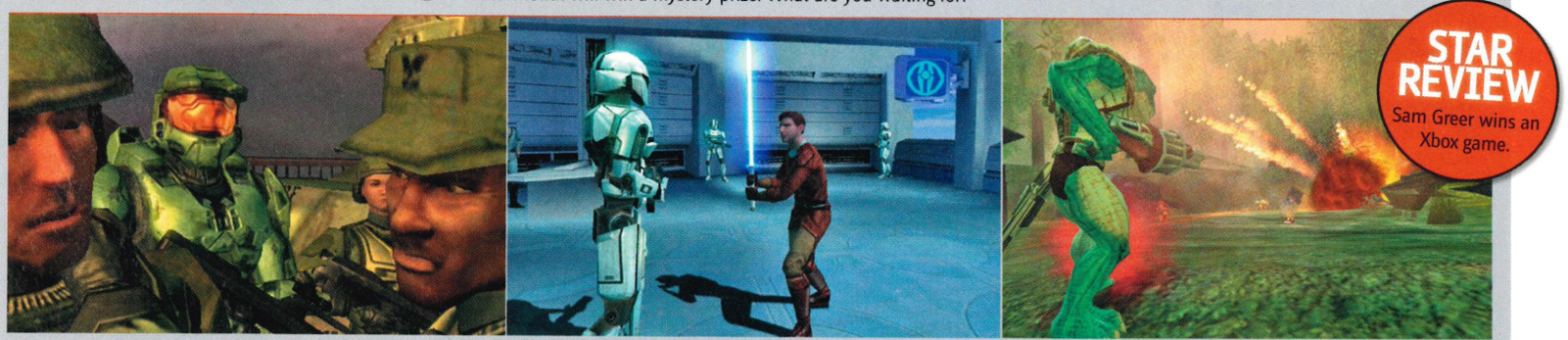
In the afternoon, we seized the opportunity to look at the new games in a little more detail. In most cases we even got to try them out! We were particularly pleased with the impressive customisation options in *Forza* and the intriguing and mysterious storyline in *KOTOR 2*.

After a feedback session, we huddled together and played a spot of *Halo 2* multiplayer. Never has bonding between a group of alpha males been so frenetic! There were cries and shouts after every headshot, and more than a few sighs at the devious sniping tactics. A superb ending to a fantastic day!

CHECK OUT www.xequted.com for photos and previews from the event. Next month, we visit the *FIFA* Interactive World Cup in London.

YourReviews

Have you ever wanted to be a games reviewer? Well, Play:More is here to put your reviews in print! Send your reviews - but no longer than 160 words, please - to Your Shout, *Official Xbox Magazine*, 99 Baker Street, W1U 6FP. The star review we publish each month will win a mystery prize. What are you waiting for?



STAR REVIEW
Sam Greer wins an Xbox game.

Halo 2

By Sam Fraser, via email

HALO 2 is a masterpiece - the pinnacle of gaming. From start to finish you will not want to put the controller down. You won't even want to blink. A gripping storyline will have you asking more questions on top of the unanswered ones from the first *Halo*. It is based around deceit and betrayal, as the only race you can count on to act normally is the Flood. New features include hijacking vehicles (jump on any vehicle and kick out the driver) and duel-wielding, which is amazing. All in all *Halo 2* is an excellent 'must-have' game.

Score 10 / 10

Star Wars: Knights of the Old Republic

By Jack Richards, Usk

THIS ALMOST makes up for all the *Star Wars* games that didn't do the franchise justice. The graphics are superb; from luscious worlds to your glowing lightsaber. The atmospheric music draws you deep into the vastness of *KOTOR*'s worlds. It isn't slow-paced like other RPGs; it's very enjoyable. You can either save the galaxy or enslave it, which gives you a great feeling of control. Even the smallest deeds can lead towards the dark side of the Force. The compelling storyline means you'll want to see what happens at the end of the journey.

Score: 9.6 / 10

Brute Force

By Sam Greer, Aryshire

THIS IS a great game, especially with its long Campaign mode and tons of locations. You control four characters with different abilities, and there are loads of weapons and items to keep you hooked. There's also multiplayer and team play. Deathmatches with a mate are great! The command system for your team is simple, but you can't do as much stuff as in *Full Spectrum Warrior*. Be warned: you can't run around shooting everything; sometimes you need to apply strategy. There's downloadable content for Live fans too!

Score: 8.9 / 10

THE UK'S LONGEST-RUNNING PC GAMES MAG!

DEDICATED TO THE VERY BEST IN PC GAMING

- First with news of the world's biggest games!
- The best and most in-depth games reviews!
- Cover DVD/CDs packed with exclusive demos!

10-minute Masterclass

Get shaken, stirred and maimed with GoldenEye: Rogue Agent

NO BOND FILM is complete without a cheesy death scene where a henchman gets horribly killed. Remember the one in *Tomorrow Never Dies* where a bad guy falls into a printing press? Bond says, "They will print anything these days!" *Rogue Agent*'s death traps are the subject of this month's masterclass.

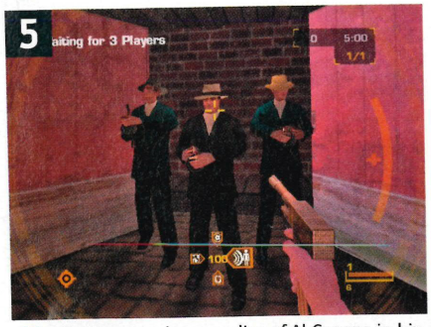
The traps are dotted around each mission and are the best thing about *Rogue Agent*'s multiplayer mode. Many are activated using special control panels, but some require you to take a hostage instead. Here's a list of the nastiest traps; all you have to do is think of a cheesy line to go with them!

On the upper walkway in the Golden Gate Bridge level, activate the control pad and anyone on the lower walkway will be cut to pieces by the blimp's machine-gun. The fire will also destroy the lampposts on the south side of the bridge, causing lethal explosions.

The Uplink multiplayer map features a mean circling chopper that fires indiscriminately at everyone. You can either try to avoid it or destroy it with heavy machine-gun fire. You won't be happy if it steals one of your kills at the last moment.

Killing an enemy using the spinning gears in Uplink is more difficult. Stun them with a melee attack and take them hostage using A. You can now drag the hostage around and either push them into the gears or throw them in using Black.

Two ways to activate the quicksand pit on the Pyramid Duel map: if you're on the ground, move to any of the three entrances below the metal walkway. The ground turns mushy and the walkway collapses. There's also a button on the walkway.



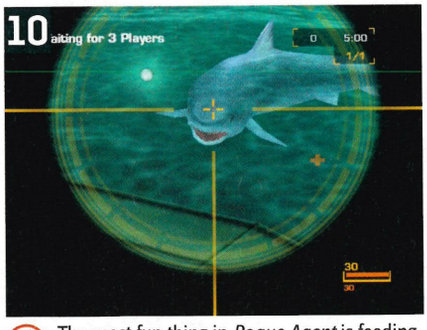
Scaramanga has a replica of Al Capone in his funhouse. Run to the control panel at the rear of the room to activate Capone's Tommy Gun. Not even a human shield can save you if you're in the firing line. Another panel is on the upper walkway.

The cowboy outside the funhouse saloon works in pretty much the same way. There's one control panel at the bottom of the wooden stairs and another on the upper balcony. Sadly you can't destroy any of these models however hard you try.

Being caught in the Moonraker Duel blast pit is bad. Wait until an enemy collects a harpoon rocket launcher within, or wait until a few enemies are fighting down there. Find the panel on the top level to the rear of the pit and they'll all be toast.

High G-forces are bad for the human body. What's worse is being hit by a centrifuge at top speed. In the Moonraker Launch level, start the centrifuge by finding the control panel to the rear of the room. Anyone in its path will be killed instantly.

The mission control centre in the Moonraker Launch level is a bad place to hide. Don't even go in there unless you're chasing someone down. Activate the control panel at the front of the room to overload all the control panels and kill everyone.



The most fun thing in *Rogue Agent* is feeding your enemies to the Great White in Atlantis. Take a hostage and throw him into the water to be devoured by the greatest predator ever. Unlike the films though, there's a disappointing lack of blood.

MOBILE GAMES UNLIMITED

FANTASTIC GAMES STRAIGHT TO YOUR MOBILE PHONE

2004 REAL FOOTBALL®

ORDER CODE: **MGU364 REAL**

With more than 400 real players, enjoy the thrills of the best console football games on your mobile.

MOBILE SOCCER MANAGER

ORDER CODE: **MGU364 MAN**

Take your team to victory. Train your team, control your budget, seek sponsorship and much more.

DUCATI EXTREME

ORDER CODE: **MGU364 DUCATI**

Experience the thrills and challenges of Ducati Extreme Wireless Motorcycle Racing.

ASPHALT: URBAN GT

ORDER CODE: **MGU364 URBANGT**

At the wheel of dream cars, take part in frantic races in Tokyo, Paris, New York, London, Luxor and more.

DRIV3R™

ORDER CODE: **MGU364 DRIVER**

DRIV3R on your mobile! Play as Tanner on the city streets of Miami, Istanbul and Nice.

KAMASUTRA S.E.

ORDER CODE: **MGU364 KAMA**

The masterpiece which taught the world the art of lovemaking now comes to your mobile phone.

SEXY POKER 2004™

ORDER CODE: **MGU364 SEXY**

Play strip poker whenever you want with 3 girls who take great pleasure in adding a little fun to your mobile.

GOLF CLUB

ORDER CODE: **MGU364 CLUB**

18 holes of the most advanced Java golf game yet. 3D views, weather, single and multiplayer modes.

CRICKET WORLD CHAMPIONSHIP

ORDER CODE: **MGU364 ONEDAY**

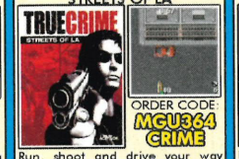
The thrills and excitement of cricket on your mobile as you bat your way to victory, cricket at very its best.

COLIN MCRAE RALLY 04™

ORDER CODE: **MGU364 COLIN**

Speed across various terrains in a high-powered rally car. Have you got what it takes to be Colin

TRUE CRIME™ STREETS OF LA



ORDER CODE: **MGU364 CRIME**

Run, shoot and drive your way through the mean streets, as you prove that crime doesn't pay.

MOTOGP™ ULTIMATE RACING TECHNOLOGY 2

ORDER CODE: **MGU364 MGP2**

Ride your high-powered racing machine to the top of the podium on a number of realistic circuits.

PAMELA ANDERSON EXPOSED

ORDER CODE: **MGU364 PAM**

Guide the ball into the bricks to set Ms. Anderson free, then she'll give you some special pictures of herself.

JORDAN UNCOVERED

ORDER CODE: **MGU364 JORDAN**

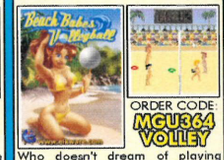
You'll have to work hard to see all of Jordan. Uncover the screen whist avoiding the evil energy.

STEVE DAVIS SNOOKER

ORDER CODE: **MGU364 STEVE**

Snooker loopy fun with the 6-time world champ. Try to get the No.1 rank or just play Steve's trick shots.

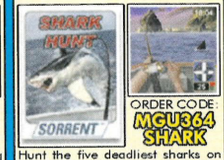
BEACH BABES VOLLEYBALL



ORDER CODE: **MGU364 VOLLEY**

Who doesn't dream of playing volleyball on a sunny beach with some sexy babes?

SHARK HUNT



ORDER CODE: **MGU364 SHARK**

Hunt the five deadliest sharks on the planet. Select your bait, wait for a bite and then fight to reel it in.

TOM CLANCY'S® SPLINTER CELL PANDORA TOMORROW

ORDER CODE: **MGU364 PAN**

A terrorist threat is looming over the world, so once again Sam Fisher is sent to do what no one else can!

PRINCE OF PERSIA: WARRIOR WITHIN

ORDER CODE: **MGU364 WARRIOR**

The Prince is back but Empress of Time is hunting him down, sending an evil army on his trail.

PREDATOR

ORDER CODE: **MGU364 PRED**

You're a high ranking Predator and have the honour of being the first Predator sent to hunt the humans!

ALIENS™ UNLEASHED

ORDER CODE: **MGU364 ALIENS**

While training against synthetic ALIENS, the synths malfunction, and your fight to stay alive begins!

VANS SKATE & SLAM FEAT. GEOFF ROWLEY

ORDER CODE: **MGU364 GEOFF**

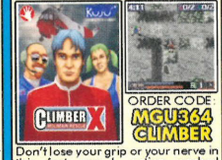
Prove your mettle and earn respect as Geoff Rowley, star of team Vans. Relive his incredible rise to fame!

PUB DARTS

ORDER CODE: **MGU364 PD**

Step up to the oche and test out your darts skills. Have you got what it takes to score 180?

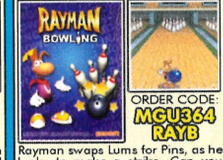
CLIMBER-X MOUNTAIN RESCUE



ORDER CODE: **MGU364 CLIMBER**

Don't lose your grip or your nerve in this fast paced, action packed platform adventure.

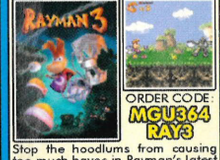
RAYMAN® BOWLING



ORDER CODE: **MGU364 RAYB**

Rayman swaps Lums for Pins, as he looks to make a strike. Can you 'spare' him a hand?

RAYMAN® 3



ORDER CODE: **MGU364 RAY3**

Stop the hoodlums from causing too much havoc in Rayman's latest adventure.

PRINCE OF PERSIA: SANDS OF TIME

ORDER CODE: **MGU364 SANDS**

Control the movement of time and save the day in this update of the classic platform adventure.

THE X-FILES: THE LIONS DEN

ORDER CODE: **MGU364 XFILES**

You must investigate strange deaths at the top secret InVitrox Corp. and find proof of horrible experiments.

BLOCK BREAKER DELUXE

ORDER CODE: **MGU364 BLOCK**

Destroy all the blocks through 30 levels of intense arcade action.

PUB FRUITY

ORDER CODE: **MGU364 FRUITY**

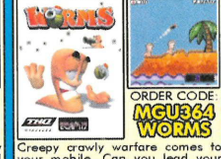
Have a go at hitting the jackpot without the risk of losing all your beer money.

WORMS GOLF

ORDER CODE: **MGU364 WG**

The ball's a grenade and the enemy Worm's tied to the pin, get the ball in the hole to see what happens!

WORMS



ORDER CODE: **MGU364 WORMS**

Creepy crawly warfare comes to your mobile. Can you lead your squad of armed annelids to victory.

CONFLICT VIETNAM

ORDER CODE: **MGU364 VIETNAM**

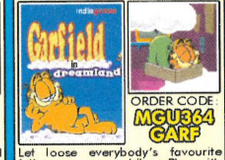
You must guide four US soldiers, cut off from their unit during the 1968 Tet Offensive back to friendly lines.

TOM CLANCY'S RAINBOW SIX 3

ORDER CODE: **MGU364 SIX**

The world's collapsing into global conflict. As the leader of Rainbow Six it's your job to save the world.

GARFIELD



ORDER CODE: **MGU364 GARF**

Let loose everybody's favourite feline on your mobile. Play with Garfield in dreamland - if you dare!

SOLITAIRE

ORDER CODE: **MGU364 SOL**

The cards are on the table, and it's up to you to take them all off again. Can you deal?

CONNECT FOUR

ORDER CODE: **MGU364 C4**

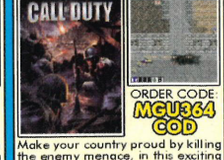
Connect Four's simplicity combined with multiplayer addictiveness is an unmissable gaming experience.

RED FACTION

ORDER CODE: **MGU364 RED**

The revolution is coming! Arm yourself by stealing weapons then help bring down Ulfor Corporation.

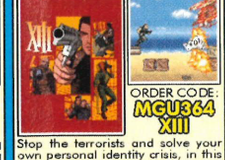
CALL OF DUTY



ORDER CODE: **MGU364 COD**

Make your country proud by killing the enemy menace, in this exciting World War II game.

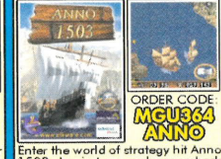
XIII



ORDER CODE: **MGU364 XIII**

Stop the terrorists and solve your own personal identity crisis, in this high action shooter.

ANNO T503



ORDER CODE: **MGU364 ANNO**

Enter the world of strategy hit Anno 1503. As pirate or explorer embark on the adventure of your life.

MIGHT & MAGIC

ORDER CODE: **MGU364 MAGIC**

For centuries, Erathia has been laid waste by a demonic war. You must fight the demon armies in this RPG.

TRIVIAL PURSUIT

ORDER CODE: **MGU364 TP**

Trivial Pursuit™ Mobile Edition - The world's most popular trivia game comes to mobile.

CHESSMASTER™

ORDER CODE: **MGU364 CHESS**

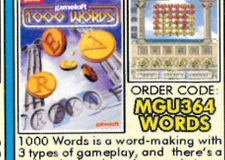
Pit your wits against a devious opponent and see if you can become a grand master.

MONOPOLY

ORDER CODE: **MGU364 MONO**

The most famous board game in the world is now available on mobile phones.

1000 WORDS



ORDER CODE: **MGU364 WORDS**

1000 Words is a word-making with 3 types of gameplay, and there's a scripted adventure story mode too.

SIBERIAN STRIKE™

ORDER CODE: **MGU364 SIB**

Get in the cockpit and place your hand firmly on the joystick, as you aim to rule the skies.

BALDUR'S GATE

ORDER CODE: **MGU364 BALDUR**

Explore treasure filled dungeons where magic and monsters abound and fantastic adventure awaits.

GEM JAM XMAS EDITION

ORDER CODE: **MGU364 GEMXMAS**

Get in the spirit of things with the Christmas version of the classic three in a row puzzle game.

ALL GAMES ONLY £6

TO ORDER FROM A LANDLINE CALL **09061 293 256**

Calls cost £1.50p per minute, the cost of the call covers the cost of the game. Calls to this number should only be made from a landline. Callers must be aged 16 or over. When ordering from a landline, please check compatibility at www.mobilegamesunlimited.com prior to ordering.

TO ORDER FROM YOUR MOBILE PHONE

Text the correct **ORDER CODE** & **PHONE MODEL** to **81822**

Example: To order **DRIV3R** for **Nokia 6600**:
Text **MGU364 DRIVER 6600** to **81822**

This message will be charged at your standard rate. You will then receive two billing messages and a service/browser message with the link to your game

For more great games visit: **www.mobilegamesunlimited.com**

OUR GUARANTEE

- No subscription required
- No unsolicited sms messages
- Replacement game guarantee
- No hidden message charges
- Fast & efficient service
- 24 hour customer services helpline

WHY WAIT? - IT'S EASY TO ORDER - BE PLAYING THE BEST GAMES IN MINUTES!

Please ensure you have read all instructions carefully. Pre-pay customers, check you have enough credit before ordering. Your mobile phone must be Java capable. The delivery of games requires a short WAP connection for which your mobile operator may charge you. At peak times there may be a small delay in delivery. All logos and game titles are trademarks of their respective companies, check www.mobilegamesunlimited.com for full details of copyrights & trademarks. Put comments and questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA. To contact customer service, email:

Masterclass: Call of Duty: Finest Hour

Having trouble keeping tabs on the German assault of Stalingrad? Wondering where the next Stuka fighter plane will attack from? Look no further - we've crushed the onslaught and here's your way out. Tank you!

FROM THE BURNING ruins of Stalingrad to the outskirts of Berlin, *Call of Duty: Finest Hour* takes you into the thick of some of the fiercest battles of World War II. Keep your head down and read this guide, and you may live to see the end.

EASTERN FRONT
NOT ONE STEP BACK

Once you're off the boat, go stand in line for rifle ammo and follow Puskov across the battlefield. When you reach the factory ruins, grab the discarded rifle. Go prone and take careful potshots at the Germans across the yard. Ignore Puskov until he rushes for the window, then grab an MP40 and take out the Germans on the street.

Puskov will set an explosive. Once it goes off, follow him a bit further. While the other Russians rush the gunners, flank them and clear the Nazis out room by room.

THE FLAG MUST FALL

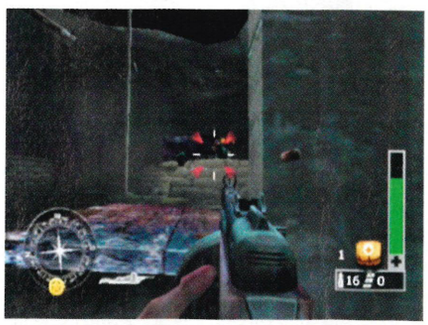
Kick open the door, then fade back and let your buddies do their job. Go inside, nail the stragglers, then bust into the next few rooms. When you reach the turret, you'll eventually have to take over. Focus fire on the enemy machine-gun nests before wiping out the infantry.

Before you leave, grab Puskov's PPSH. It'll be a lot of help as you run up the hill, through the German trenches and into the Nazi bunker. If anyone gets in your way, knock 'em down with melee attacks or a quick burst of gunfire. When you get into the bunker itself, go prone and kill everyone inside. Rip down the flag.

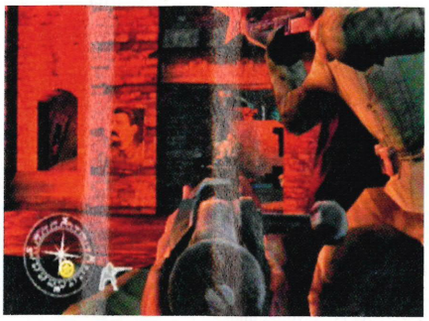
DEAD IN HER SIGHTS

Slide from window to window and nail eight Germans. A tank will roll into view at the far end of the street with three soldiers riding shotgun; kill them to protect your sapper. Now follow Kirelenko. Since you're a sniper in this mission, you shouldn't feel obliged to get into a fight. Just rush from the building to behind the wrecked tank, then get after Kirelenko. He'll lead you into the sewers.

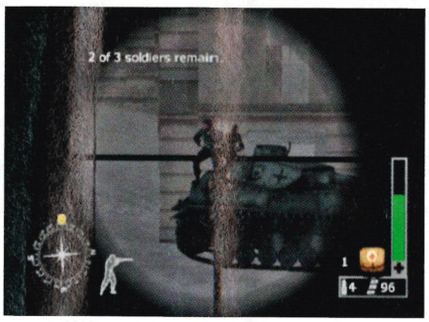
Grab an MP40 for close-quarters work. You're playing follow-the-gunfire here, so if you see a Nazi, chase him. Eventually, when Kirelenko points out a tunnel to you, crouch to get through it. The German turrets near the end of the sewers can be dealt with easily if you stay back and look for a good angle;



↑ Firing from a prone position like this minimises your vulnerability.



↑ Hold the Left trigger to use your rifle's sights.



↑ See these guys? We hate these guys.

with your sniper rifle, you can easily shoot a gunner dead without his getting a clean shot at you.

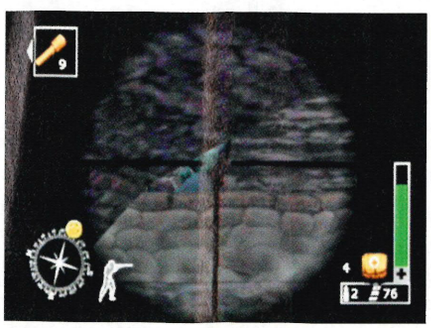
DEFEND THE FACTORY

Crouch and run through the trench to the factory. From its balcony, listen to Sovolov and kill the Nazis as they run into view. The Panzerschreck goons are no big deal, but the gunners can be a serious problem. Watch for the two Nazis moving really close together, and kill one of them before they can set up their turret.

Once your ten minutes are up, go see the Commissar. From the side door, kill the Nazis menacing the tank crew. When they come into the factory, use a health pack, then mount the tank.

BREAKDOWN

Ignore the Nazis across the square. The ones you need to deal with are the ones who'll try to flank you and get a shot at Belinki. Stay near him.



↑ Your sniper rifle is perfect for getting safe, clean shots at gunners.

↑ If a tank's on fire, it's no longer a threat.

ANTI-GUNNER TACTICS

You'll have to take out a lot of German gunners. Grenades or a Panzerschreck shell work, but more often you'll need to let your men distract the gunner while you flank or snipe him.

BENNY CHURCH

When you play as Chuck Walker, note the presence of Sgt Church. Since the game needs him for cutscenes, he can't be killed. Lead him blithely into heavy fire - he's guaranteed to come back out.

PRICE OF DYING

If you get killed, you'll usually end up at the last checkpoint with predetermined weapons, full health and no medikits. Quit and restart to get the weapons you had before.

When the tank's fixed, get in and prepare for a bit of frustration. Stay in first-person view and advance slowly. The next few blocks are rife with rocket snipers and enemy tanks, any one of which can ruin your day. Deal with them from a distance, and try to exploit corners and ground clutter to your advantage. Your next couple of objectives are synonyms for destroying Panzers, which you're going to want to do anyway.

With the streets as clear as they're going to get, park the tank outside the harbour house and speak with the General. Grab the radio before you leave.

INTO RED SQUARE

Let the other tank take the point and watch out for the 'Schreckers. When you reach Red Square, zoom in and shell the gunners in the buildings across the plaza, then back up and find some cover. Dismantle the oncoming Panzers from long range.

When you reach the train station, ram the front doors, then back up and nail the Germans on the balcony with your main gun. Dismount. The rest of this mission is a room-by-room clearing exercise, not wildly dissimilar to Sovolov's levels. Just don't shoot anyone in the field infirmary. It's rude.

OP. LITTLE SATURN

You have to really lead a Stuka to knock it out of the sky. Once six of them are down, they'll

↑ Taking cover: it's not just for infantry anymore. Highly recommended!

↑ **This is easier than it looks. Honestly.**

'retreat'. Follow the rest of your tank column into the airfield's perimeter and shoot everything you see; your main priorities are flak guns and other tanks, but our buddies the 'Schreckers should not be ignored. Your goal is to reach the east gate barracks, which are defended by two tanks, a turret gun, and a 'Schrecker on the roof.

In the warehouse, get out, go upstairs, kill the 'Schreckers, and use the stairs past their position to get back to your tank.

EASTERN FRONT: AIRFIELD ASSAULT

Stay in formation as you roll out. It's a good idea to let your buddies take most of the risks; you'll live longer.

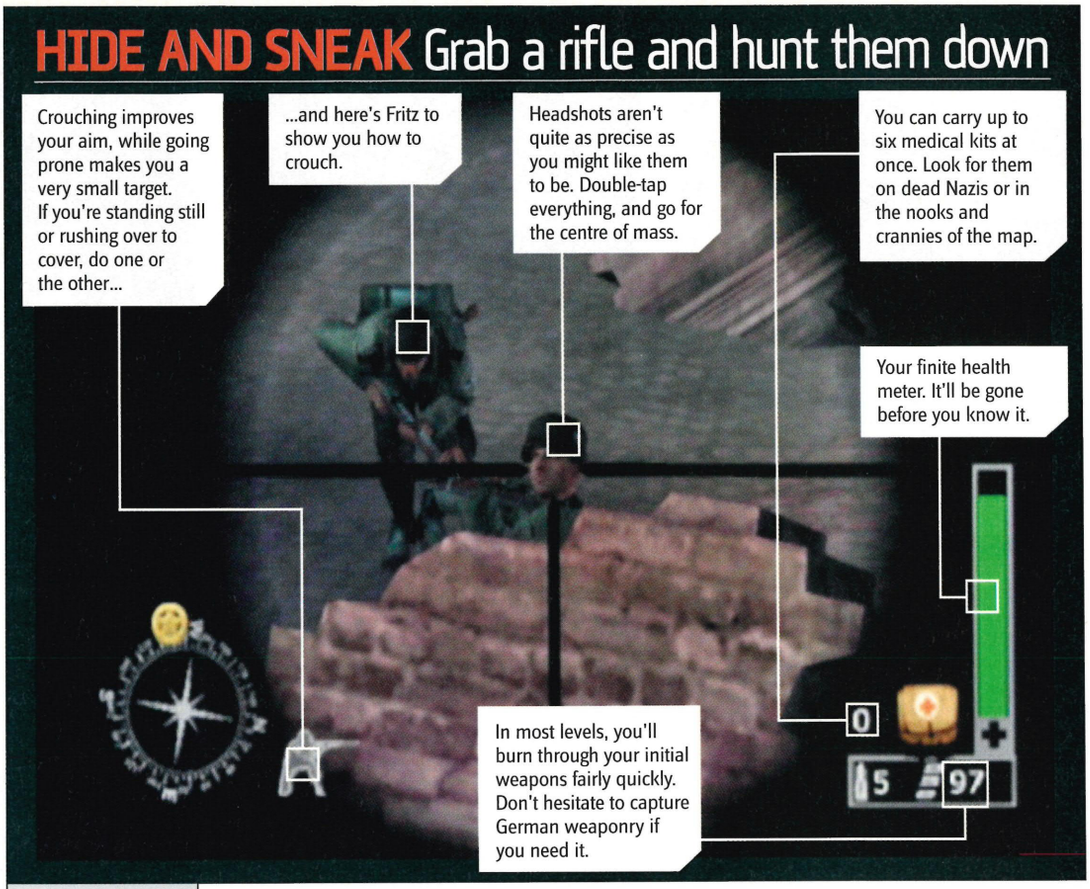
As you hit the airfield, wipe out the infantry. Once you get your new objective, break left, then kill the 'Schrecker, and go into the hangar. Break the plane here, then turn around and do some damage from the doorway. This will cut down on the risk of a crossfire.

Your next challenge is the runway. You can shoot down planes all day if you want, but that's not your objective. You just need to get to the other end of the runway in one piece. Do not roll straight down the middle of the lane, as a crashing plane can destroy your tank. Instead, stay to one side and roll over any threats.

At the north end of the airfield, hop out of the tank and find some cover as soon as possible. Your assault on the control tower will be complicated by a tank and a gun turret. Wait for them to get distracted, then make a break for the parked trucks. One has a Panzerschreck in its back. Use one shell to destroy the tank and the other shell to incapacitate the gunner.

Now, storm the tower and shoot everyone inside. From the roof, go back down one floor and take the book off the desk.

HIDE AND SNEAK Grab a rifle and hunt them down



MEDIC!
Use medikits on CPU buddies by walking up to them and pressing up on the D-pad. They may be stupid, but they're also useful.

RHYTHM NATION
Each rifle has a certain rhythm to it, as your character racks the slide. Get used to the rhythm and work with it.

NORTH AFRICA
MISSION: MATMATA

Carlyle's a demolitionist. As such, try to hang back and let your buddies do as much work as they can. They can take out the first two turrets without your help, but you'll want to help storm the stairs and seize the third one. This, conveniently, also gives you a great vantage point from which to toss sticky grenades at the Tiger tank.

Rush the headquarters, go out the back door, kill the Nazis in the yard, and set your charge on the antenna. Next up: clearing another fortress. Go sneak into the city and work your way over to the gun nests. Climb the stairs after the Sarge, then grab the turret and spray the Nazis with bullets. Stay here until most of the Nazis have been dealt with, then find Starkey and set a charge on the generator.

DEPOT SABOTEURS

Follow Starkey, grab some mines, and jump out the window after him. When he storms the building, circle around it and hit it from the other side. Now take cover; you can destroy the tanks with your landmines (risky) or with sticky grenades from a safe distance (preferable).

Move from doorway to doorway to reach the fuel depot, pausing occasionally to snipe the gunners before they carve you up. Once you're inside the depot proper, continue the elaborate process of sniping gunners, then plant the charges (or throw grenades) and get the hell out of here.

A DESERT RIDE

Kill the sniper, then lay waste to the Nazis who come running down the road. Once you're in the turret, rotate it forward and kill everything you see. You may need to try a couple of times before you succeed.

RAIDING THE FORTRESS

Move around the left of the jeep, ignoring Snyder, and head up the stairs. From here, you have a clean shot at the gunners who are making things difficult. Take them out, then drop down into the rubble near the tower gunner's position. This'll let you safely flank him and take him out. »

↑ **If you want to knock down supply planes, do it from beside the runway.**

↑ **Mate in your way? Hit Black to move him.**

↑ **Wait until the gunner's distracted, then move!**

RELOADING: YOU CAN CUT DOWN YOUR RELOAD TIME BY SWITCHING WEAPONS HALFWAY THROUGH THE ANIMATION. THIS DOESN'T WORK WITH PANZERSCHRECKS.

↑ You can't do much until the gunners are dead.

↑ You're only in danger when you stop.

↑ "I find your performance lacks vigour and depth, Nazis!"

↑ Kill the first tank and the others are easy.

» Ignore the British soldier on the floor above you for now, and plant your charge on the gate as directed. Now go back to the tower and rescue DeHart. Escort him across the stage to the Germans' prison, stopping briefly to fight off Nazi reinforcements and plant a charge on the truck.

WESTERN FRONT
FIRST CITY TO FALL

This can get a little chaotic. Stay behind the tanks at all times, only popping out to nail a Panzerschrecker. At one point, the tanks will blow open a building; storm it to find health and kill a rocket sniper.

Go back down to the street and systematically eliminate the infantry. Don't rush in. Your biggest problem is killing Germans with Panzerschrecks before they can destroy your tanks or the M12.

You'll find a second building full of snipers a bit further down the street, with a long tunnel full of Nazis in its basement. Clear it, step by step, and you'll come up behind one of the gun turrets. Use it to wipe out the Nazis on the street below, especially the 'Schreckers to your left, and watch as the M12 blows the theatre open. Go back down to the street, but watch for a trio of 'Schreckers to come popping out from a manhole. For some reason, if they ace the M12 now, you'll still fail the mission.

UNDERGROUND PASSAGE

Set a charge on the ladder, run downstairs to avoid the blast, then head right back up and into the side tunnel. The Germans will probably see you coming; chase them into the side room, then head up the stairs opposite your entry point and blow up the second ladder.

That side room's going to be a tough nut to crack, as the Nazis inside it have no compunctions about using grenades. Retaliate in kind, knock the two Nazis off their perches, and blow up its ladder.

Now, backtrack to the second ladder. The tunnel next to it leads to the balcony above a particularly difficult stretch of the sewer, where a number of Nazis are being covered by a machine-gun nest. From the balcony, however, you can nail the Nazis from the high ground and you have a relatively clean shot at the gunner. The fourth ladder is behind him.

To progress, use the passage behind the gun nest. Rescue a couple of GIs, heal them if they need it (there are plenty of health packs in this stage), and keep pressing forward. Blow up the final ladder to the surface, then escape the sewers using the nearby tunnel. Take the lead here, as the tunnels are really narrow and it's easy for an NPC to block your shots.

SURRENDER AT AACHEN

Take out the Nazis inside the hotel and use their mounted gun to help repel their ambush. If you go up the ramp nearby, you'll find intact stairs that'll get you back to the street. Protect the tanks and M12 until you find the Panzers.

To flank them, enter the building on the left and fight through it. The back alley's well-guarded, but it's nothing you haven't seen before now. Open a door behind the final turret, and you'll find an anti-armor unit that's positioned above the Panzers. Take them out and use their Panzerschrecks to eliminate the Germans' tanks.

↑ Why, it's our surprise guests! Hooray!

MANSTOPPER ROUNDS
Getting shot briefly halts your forward momentum. This is yet another clever hint to keep your head down, rookie.

DRIVING THE TANK
The Left thumbstick spins the tank; the Right spins the turret. Try to face the way you're moving!

EXITING THE TANK
You can only dismount the tank at certain locations. Hit B to duck inside it, or Y to pop your head out and take shots with your gun.

AIMING HIGH
The 'Schreck's rockets are lobbed, not launched. They will miss at long range unless you aim high.

COME OUT FIGHTING
GET A DRINK. THIS'S A LONG ONE.

Head downhill and take out the Panzers. The Sherman tanks' main guns aren't as powerful as the Russians' were, so you'll need a few extra shots. Another tank column will come down the road shortly thereafter, but if you take out the tanks in front, you'll stop the ones in the back from moving.

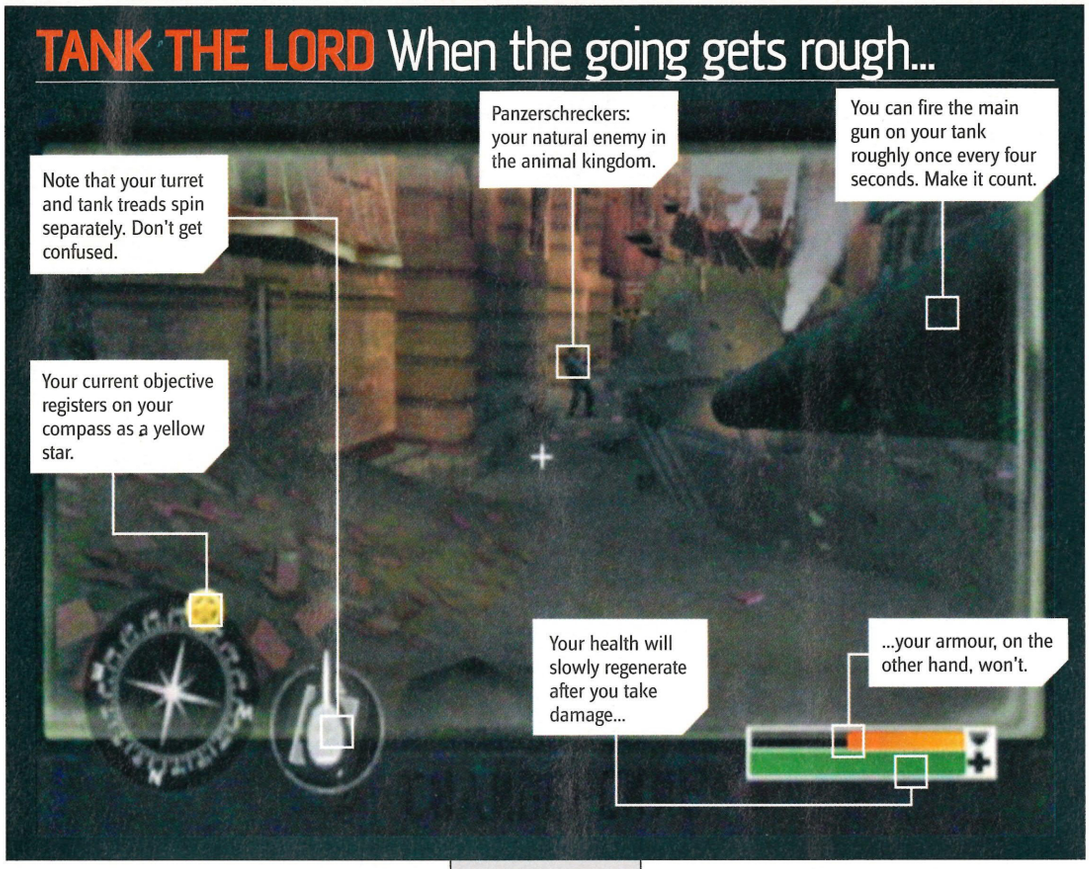
Push past them. Gunners are no problem, but the flak gun may be an issue. Come slowly around the hill and shell it while it's still only half visible, so it doesn't have a clean shot at you.

Continue down the road, concentrating on gunners and flak guns, until you see Tillet proper. You'll wind up fighting a pair of Panzers and a trio of flak guns, so stay far away until the odds have been evened a bit. When it's suggested, park and invade one of the Germans' gun nests; once it's clear, go back into the fight.

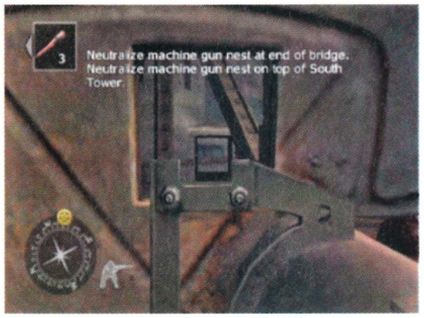
The next part of Tillet may be the trickiest. Dismantle the tank defences, then park inside the barn. You'll find a side passage that'll lead you upstairs - make the turn quickly, so the gunner watching the door doesn't cut you in half.

Take out the guards and anti-armour team on the second floor, then grab a Panzerschreck for

TANK THE LORD When the going gets rough...



↑ Why you don't charge people with guns...



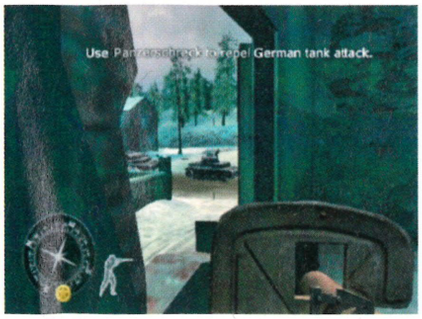
↑ ...and why you need a rocket launcher.

yourself. A fresh wave of Panzers is rolling into town, and you need to do something about them. Stay away from the holes in the wall and launch rockets at the oncoming tanks, preferably just before or just after they fire. If you need healing, there are three health packs in a side room at the end of the hall.

Return to your tank for a checkpoint. Now all you have to do is storm the third part of Tillet, where another squadron of tanks are waiting for you. Destroy them and a few flak guns, and you're done here.

ROAD TO REMAGEN

Head straight down the street and turn left at the intersection. Dispose of the gunner, then follow that street straight down. You'll get attacked outside an alleyway, and one of your men will make a radio call. Your objective immediately changes to 'secure the bridge'. One of the dead Nazis will drop a G43 rifle. Use it to whittle away at the enemy numbers from a distance, especially once you start getting close to the park. The Bug Zapper trick (see right) works well here.



↑ Try to hit Panzers while they're on the road.

THIS ISN'T AN ACTION MOVIE
Unless you're at point-blank range or you're firing for effect, don't empty clips into people. You'll find one- and two-shot bursts will dramatically improve your accuracy.

COVER EQUALS LIFE
Call of Duty is not a game that rewards run-and-gun. Stay behind hard cover at all times and, if you're caught in the open, go prone.

BUG ZAPPER TRICK
Get a reasonably accurate rifle, such as a G43 or Mosin Nagant, and knock off a gunner. Other Germans in the area will usually rush to take over his turret; kill them as they come. You can wipe out a surprisingly large enemy force by doing this.

The tunnel out of the park is a much-deserved checkpoint. You will be under heavy fire the moment you leave, so let Benny take the heat off you while you dash across the street. Snipe the gunner, go up the stairs, and fight your way to the Rathaus. Once Benny shouts about the Tigers, get indoors with all due speed. You'll find a few Panzerschrecks on the top floor, which you can use to dismantle the tanks.

LAST BRIDGE STANDING

Déjà vu. Stay behind the lead tank and fight off the infantry on the street. When you hit the square, sneak around to the right and take out the Nazis around the machine-gun nest. From their fortifications, kill a few of the Nazis past the barricade, especially anyone who's on the turret, then defuse the last few mines.

When you hit the 'mound', scout ahead via the cemetery. It's worth holding onto your G43 from the last stage, as you can get a lot done by sniping from the top of the cemetery steps. Go around the long way, and your tanks will be waiting for you. Let them take out the machine-gun nest.

↑ This symbol by a mine? Disarm it with Black.

Your next challenge is leading the tanks through the warehouse district. As usual, your job is to kill Panzerschreckers, as they're the only real threats. When you go indoors, you'll find several snipers on the balcony above you. Nail them with Panzerschreck rounds, just to teach them a lesson.

As you leave the warehouse, don't range ahead. Stay with the tank unit and use them for cover as they roll down the road. Otherwise, the gunners in the buildings ahead of you will tear you apart. Whatever else you do, make sure you have a Panzerschreck and plenty of ammo before you leave this level.

INTO THE HEARTLAND

There's a health pack and a BAR behind you, if you need them. Go prone and crawl for it; there's plenty of cover and the tank will provide backup for as-long as you're in its range.

When you get near the end of the bridge, you'll run into some serious fortifications. This is why you have a Panzerschreck; carefully lob rounds into the machine-gun nests until they stop firing, then duck into the tower on your left. Swap out your Panzerschreck for a G43, then head downstairs. The Nazis are guarding a route that'll bring you back up inside the South Tower, onto its roof. From here, pick off the men who are manning the guns on the ground, then grab an anti-aircraft gun and knock down the Stukas. Congratulations! You just won World War II!

↑ It's hard to track the Stukas. Take your time.

CROSSHAIR WIDTH: YOUR ACCURACY GOES DOWN DRASTICALLY IF YOU'RE MOVING OR FIRING ON FULLAUTO. CROUCHING MAKES IT EASIER TO HIT A TARGET.

TXT UK

TO ORDER CALL: **0906 635 2837**

STYLE FOR YOUR MOBILE...

Check out our website on your phone or pc:
www.txtuk.co.uk

WALLPAPERS

TO ORDER

To Order A Wallpaper text: XBOX + CODE to 88066 OR To Order By Phone Call: 0906 635 2837
Irish users can call 1580 600 036 or text their order to 57767

Text XBOX RANDOM to 88066 for more wallpapers sent straight to your phone for only £1.50 per pic

5670 · 3454 · 3196 · 3583 · 5501 · 4783 · 3627 BRITNEY · 3360 · 3459 · 3247 · 2373 CHRISTINA · 4837 · 5230 · 6640 · 3956 · 1330 · 5507 · 5572 · 3302 · 9576 · 4847 · 9981 · 6631 · 9107 · 2127 · 2129 · 9488 · 1757 · 1687 · 1371 · 4981 · 3248 · 2623 · 7324 · 9533 · 8872 · 3398 · 2746 · 1300 · 9857 · 6639 · 6638 · 6839 · 6697 · 4969

*To order one of these great Wallpapers you need to have a wap enabled colour phone. If you are unsure about wap contact your network operator.

ANIMATIONS

Get the latest in mobile entertainment with these dancing screensavers!

Female Strip 3203 · Sexy Xmas 2252 · Danielle 3486 · Dancer 2942 · The Kiss 3024 · Nurse 5206 · Ninja Baby 1417 · Get In My Belly 2360 · Matrix 1418 · Winnie Dance 2330 · Hippo 2375 · Elmo 1411 · Male Stripper 6822 · Size Matters 3041 · Devon 3486 · Bouncing Tiger 5531 · Crazy Baby 7897 · Skeleton Dance 4774 · Ass Shake 4379 · Mini-Me 4774 · Lazy Turtle 2346

TO ORDER

To order an Animation text: XBOX + CODE to 88066 OR To Order By Phone Call: 0906 635 2837
Irish users can call 1580 600 036 or text their order to 57767

MOBILE GAMES

NOKIA- SONY ERICSON- SAMSUNG- MOTOROLA- SAGEM- SHARP

For Full Handset compatibility on each game go to our wap site www.txtuk.co.uk before you order!

X-SOLITAIRE 5846 · DRIV3R SORRENT 2665 · colin mcrae rally 04 3192 · Gay Sex Kamasutra 9960 · X-POKER MADELINE 4995 · KAMASUTRIS 3089 · Pinball Escape 4641 · ARC 4301 · Strip Poker 9055 · Micro Pool 3194 · Out Road 3193 · TANK RACER 5012

TO ORDER

To order a Game text: XBOX + CODE to 88066 To Order By Phone Call: 0906 635 2837
Irish users can call 1580 600 036 or text their order to 577 67

CELEB TONES

Get a celeb voice as your tone or text alert!

1067 Michael Jackson · 1069 Mel b (Bo) · 1102 Ali G · 1088 Lou and Andy · 3966 Krusty The Clown · 1096 Del Boy · 2381 Borat (Ali G Show) · 2379 Bert and Ernie · 1106 Avid Merrion (Bo) · 1151 Alan Partridge · 2377 Austin Powers · 3975 Dr Evil · 1150 Gollum (Bo) · 1146 Jordan · 1143 Kat Slater (Bo) · 1071 The Bear (Bo) · 2392 Trigger Happy · 2393 Yoda · 2389 Peter Kay · 3968 Nadia

*Impersonators Only
Compatible phones: Nokia: NGage, 3650, 3660, 6230, 6600, 6820, 7200, 7600, 7650, 3360, 3620, 3600, 9210, 9290, 7610
Panasonic: x60, x70, x700
Samsung: C100, E100, E700, E710, P400, V200, X100, X600
Sharp: GX10, GX20, GX30
Siemens: SX1, M65
Sony Ericsson: T610, T630, P800, P900
Motorola: V535, V400, V300

TO ORDER

To order text: XBOX + CODE to 88066

RINGTONES

To order by phone call: 0906 635 2837

To order a standard ringtone by text send: XBOX + CODE to 88066
To order a Polyphonic ringtone by text send: XBOX + CODE + POLY to 88066

You will need to go to a wap site to collect your Polytone. Make sure you have wap enabled!

Irish users can call 1580 600 036 or text their order to 57767 instead of 88066

BESTSELLERS All Ringtones are available in monophonic and Polyphonic format

9468 3 Of A Kind *Baby Cakes* · 1965 Eric Prydz *Call on Me* · 1722 Jo Jo *Leave* · 7775 The Streets *Dry Your Eyes* · 9469 Natasha Bedingfield *These..* · 9596 Usher *Burn* · 4435 Usher *Yeah* · 2954 Robbie Williams *Radio* · 5533 Maroon 5 *This Love* · 2302 Girls Aloud *Love Machine* · 6663 Eamon *Don't Want You Back* · 1627 Nelly *My Place* · 1178 Maroon 5 *She Will Be Loved* · 8400 Ultrabeat *Pretty Green Eyes* · 6718 D12 *My Band* · 8098 XTM *Fly on the Wings of Love* · 9109 D-12 *How Come* · 9006 DJ Casper *Cha Cha Slide* · 8809 Busted *Thunderbirds Are Go* · 3997 Girls Aloud *I'll Stand By You* · 3915 JoJo *Baby It's You* · 6603 Anastacia *Left Outside Alone* · 5872 Scooter *The Logical Song* · 7165 50 Cent *In Da Club* · 3981 Eminem *Just Lose It* · 7687 Avril Lavigne *My Happy Ending* · 3394 Khia *My Neck, My Back* · 2956 Danzel *Pump It Up* · 4253 McFly *Obviously* · 9603 O Zone *Dragostea Din Tei* · 8587 P.I.M.P. *50 Cent* · 9119 Britney Spears *Toxic* · 2726 Usher *Confessions Part II* · 3300 Britney Spears *My Prerogative* · 2317 Green Day *American Idiot* · 2977 The Streets *Blinded By The Light* · 3979 Usher and Alicia Keys *My Boo*

CHART HITS AND PRE RELEASE

4617 2 Play *Careless Whisper* · 2253 Band Aid 20 *Do They Know..Xmas* · 3297 Blue *Curtain Fall* · 5805 Blue *Get Down On It* ★ · 2125 Bo Selecta *I Got U Babe* · 1959 Brian McFadden *Real to Me* · 4620 Brian McFadden *Irish Son* · 6789 Britney Spears *Everytime* · 3137 Britney Spears *Megamix* · 5201 Busted *She Wants to Be Me* · 4364 Cassidy Ft R Kelly *Hotel* · 3139 Cheeky Girls *Girls & Boys* · 6454 Christina Aguilera *Dirrty* · 3140 Ciara *Goodies* ★ · 3327 D-12 *Gift Up* · 3634 Dana Rayne *Object of My Desire* · 5381 Destiny's Child *Lose my Breath* · 2301 Dizzee Rascal *Stand Up Tall* · 3978 Dizzee Rascal *Dream* · 5811 Dizzee Rascal *Grattin'* ★ · 6481 Eminem *Lose Yourself* · 3636 Eminem *MOSH* ★ · 4443 Frankee *F*U*R*B* · 5806 Freefaller *Do This Do That* ★ · 4603 Girls Aloud *I'll Stand By You* · 4033 Gwen Stefani *What You Waiting..* · 3641 Hot Pantz *Give You One 4 Xmas* · 8711 Jamelia *Superstar* · 5816 Jamie Scott *Searching* ★ · 3984 Kanye West *Workout Plan* · 3755 Kelis & Andre 3000 *Millionaire* · 4001 Kylie *I Believe in You* · 3144 Lil Jon *What You Gon Do* · 5808 Lucie Silvas *Breathe In* ★ · 9563 Mario Winans *I Don't Wanna..* · 2039 Maroon 5 *Sunday Morning* · 4041 Marques Houston *Because Of You* · 4021 McFly *Room on the Third Floor* · 4619 Mousse T *Right About Now* · 5208 Nadia *A Little Bit Action* · 4724 Natasha Bedingfield *Unwritten* · 3131 Nelly *Na NaNa Na* ★ · 4022 Nelly & Christina *Till Ya Head Back* · 6379 Outkast *Hey Ya* · 5209 Outkast *Ghetto Musick* · 3147 Paul Holl *50 Grand for Xmas* ★ · 9408 Peter Andre *Mysterious Girl* · 5226 Pop *Serious* · 5809 Rachel McFarlane *Lover* · 2656 Rachel Stevens *More More More* · 4725 Robbie Williams *Misunderstood* · 3133 Ronan Keating *Father & Son* · 3653 The Killers *Somebody Told Me* · 5217 The Streets *Could Well Be In* · 3135 Westlife *Smile* ★ · 4728 Westlife *Fly Me to the Moon*

Tv & Film Themes

0819 Tv & Film *Matrix* · 0029 Tv & Film *Beverly Hills Cop* · 5150 Tv & Film *Phoenix Nights* · 8559 Tv & Film *Kill Bill* · 8561 Tv & Film *Lord Of The Rings* · 1486 Tv & Film *Knight Rider* · 8488 Tv & Film *Starsky and Hutch* · 0076 Tv & Film *The Muppets* · 0091 Tv & Film *The Simpsons* · 9476 Tv & Film *Alias* · 6823 Tv & Film *The OC* · 3839 Tv & Film *One Tree Hill*

Dance

9601 Angel City *Touch Me* · 2974 Armand Van Helden *My My My* · 1962 Darren Hayes *Popular* · 3393 Deep Dish *Flashdance* · 1243 Dj Otzi *Hey Baby* · 7874 Dj Sammy *Heaven* · 1965 Eric Prydz *Call on Me* · 0421 Faithless *I Want More* · 3925 Michael Gray *The Weekend* · 9255 Nina Sky *Move Ya Body* · 5872 Scooter *The Logical Song* · 2733 Stonebridge *Put Em High*

NEW REAL SONG TONES

Turn your mobile into a record player by getting one of these great REAL SONG TONES. You'll hear a real voice and backing track as your ringtone!

*See website for compatibility *Cover Artists only

24173 OF A KIND *Baby Cakes* · 2089 BLUE *Curtain Falls* · 3890 BRIAN MACFADDEN *Real To Me* · 2448 BRITNEY SPEARS *Everytime* · 2414 D 12 *How Come* · 2093 DELTA GOODREM *Out Of The..* · 3616 GIRLS ALOUD *I'll Stand By You* · 3893 GIRLS ALOUD *Love Machine* · 3619 GWEN STEFANI *What You..* · 2458 J KWON *Tipsy* · 3620 JO JO *Baby's Its You* · 3895 JO JO *Leave* · 5085 KHIA *My Neck My Back* · 3621 LEMAR *If There's Any Justice* · 2465 MARIO WINANS *I Don't Wanna..* · 1601 MCFLY *Obviously* · 3622 MCFLY *Room On Third Floor* · 3896 NELLY *My Place* · 2472 O ZONE *Dragostea Din Tei* · 5082 R KELLY *Happy People* · 5088 RACHEL STEVENS *More More..* · 5086 ROBBIE WILLIAMS *Radio* · 2090 U2 *Vertigo* · 2477 USHER *Burn*

TO ORDER

To order text: XBOX + CODE to 88066 OR By Phone Call: 0906 635 2837
Irish users can call 1580 600 036 or text their order to 57767

Calls cost £1.50 from landline phones. Calls made from Mobiles may cost more. Callers must be 16 or over. Standard Tones cost £3. Polyphonic Tones, Real Tones, Wallpapers and Animations cost £4.50 charged as 3 x £1.50 reverse billed messages. Get it First charged as £3 per week and £3 per week thereafter. To unsubscribe text STOP FIRST to 88066. Java Games charged as £6. All Love Tests cost £1.50 on request. You will incur standard SMS, WAP and GPRS chrges where applicable. Please check billpayers permission before you call. Please check the website to ensure your phone is compatible. Please allow 24 hours for delivery in extreme cases due to network traffic. You may be contacted by TXTUK with Offers and Info. To unsubscribe call our Customer Care Line. Customer Care Numbers UK: 0871 872 1813 IRL: 01 248 9871. Address PO Box 4427, London W1A 7QP. Thank You. (c) DRIV3R, DRIVER 3 - All rights reserved, AtariInteractive. All rights reserved.All other trademarks and trade names are the properties of their respective owners.

OFFICIAL XBOX MAGAZINE
ISSUE 38
www.officialxboxmagazine.co.uk
EMAIL: staff@fxmi.com
TELEPHONE: 020 7317 2477
FAX: 020 7317 2630

99 BAKER STREET, LONDON, W1U 6FP

STAFF
Editor: **Steve Brown (020 7317 2478)**
Deputy Editor: **Gavin Ogden (020 7317 2473)**
Operations Editor: **Vanessa Hards (020 7317 2479)**
Producer: **Ben Talbot (020 7317 2477)**
Art Editor: **Owen Norris (020 7317 2476)**
Deputy Art Editor: **Phil Madge (020 7317 2474)**
News Editor: **Ben Lawrence (020 7317 2443)**
Reviews Editor: **Andy Irving (020 7317 2475)**

CONTRIBUTORS
Writing: **Graeme Boyd, Martin Korda, Rob Marks, Tom Wilde** Subbing: **Rosanna Negrotti** Photography: **Simon Lees, Joby Sessions** Illustration: **Joe Roberts**

ADVERTISING AND MARKETING
Head of Advertising: **Duncan Ferguson (020 7317 2603 / 07770 648500)** duncan.ferguson@fxmi.com
Marketing Manager: **Becky Lindon (020 7317 2414) / 07803 202477)**

MANAGEMENT
Publisher: **James Ashton (020 7317 2470)** james.ashton@fxmi.com
Publishing Director: **Dom Beaven (+44 (0) 1225 822846)** dom.beaven@fxmi.com
European Brand Manager: **Emma Parkinson (+44 (0) 7766508897** emma.parkinson@fxmi.com
Business Manager: **Claire Morgan (+44 (0) 1225 442244)** claire.morgan@fxmi.com
Global Brand Manager: **David Barrow (+1 206 4231921)** dbarrow@imaginemedia.com
Circulation Manager: **Ron Kelly**
International Licensing Director: **Simon Wear (+44 (0) 1225 442244)** simon.wear@futurenet.co.uk

PRODUCTION
Production Co-ordinator: **Charlene Vaughan (+44 (0) 1225 442244)** charlene.vaughan@futurenet.co.uk
Commercial Buyer: **Colin Polis (+44 (0) 1225 442244)**

SUBSCRIPTIONS AND BACK ISSUES
0870 444 8664

DISC PRODUCTION
CSL Limited 01179 147799
Software Copyright Co-ordinator: **Sarah Williams**

DISTRIBUTION
Marketforce (UK) Ltd, Low Rise Building, Kings Reach Tower, Stamford Street, London, SE1 9LS **0207 633 3300**

SPECIAL THANKS TO:
Chris East, Paul Fox, Nick Grange, Richard Teversham, Mark Maslowicz, Steve McGill, Michael Newey, Mark Gravestock, Tom Bingle, Peter Cardwell, Gareth Morris and everyone at Microsoft UK; Emily Young; Rob Smith, Sarah Ellerman, Ryan McCaffrey, Holden Hume, Francesca Reyes, Dave Rees and Juliann Brown at *Official Xbox Magazine US*, Michael Rossell, Ved Khan at U.S. Robotics and Grant Hughes at Datel

ABOUT OFFICIAL XBOX MAGAZINE
Official Xbox Magazine is a publication of The Future Network plc and published under licence from Future Network USA, Inc. *Official Xbox Magazines* are currently published by or under licensed from Future Network USA Inc in the United States, United Kingdom, France, Germany, Italy, Australia and Spain. Future Network USA Inc has a licence to publish the *Official Xbox Magazine* in all world territories, excluding Japan. If you're interested in becoming a licensee, contact Dom Beaven, Publishing Director on +44 (0)1225 442244 or dom.beaven@fxmi.com.

ABOUT FUTURE PUBLISHING LTD
Future Publishing Ltd is part of the Future Network plc.
The Future Network produces carefully targeted specialist magazines for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read. Today we publish more than 100 magazines in the UK, US, France and Italy. Over 100 international editions of our magazines are also published in 30 other countries across the world.
The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).
Managing Director **Robert Price**
Non-executive Chairman **Roger Parry**
Chief Executive **Greg Ingham**
Group Finance Director **John Bowman**
Tel +44 1225 442244
www.thefuturenetwork.plc.uk

Xbox and the Xbox logo are either trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countires. The *Official Xbox Magazine* is published under licence from Microsoft. The *Official Xbox Magazine* is an independent publication not affliated with Microsoft Corporation.

Earth will never be the same...

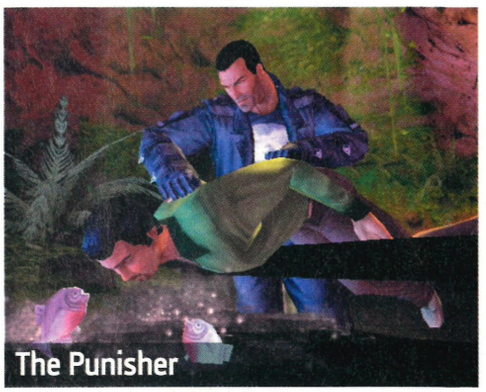
...it's Official!

Official XBOX Magazine

ILLUSTRATION: JOE ROBERTS **PHOTOGRAPHY:** OWEN NORRIS

NEXT MONTH
Official XBOX Magazine

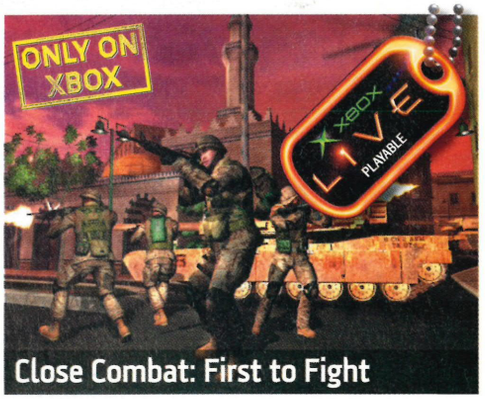
Reviews Bringing you the biggest Xbox reviews first!



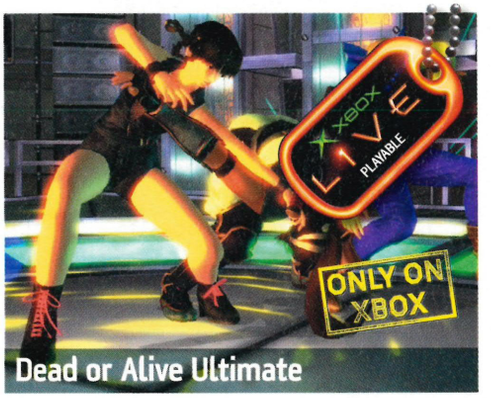
The brutal world of dark comic book retribution is brought to life and then fed to the piranhas just for kicks.

This sci-fi shooter set in a *Deus Ex*-style near-future is one of the best-looking that we've yet seen on Xbox. Let it snow!

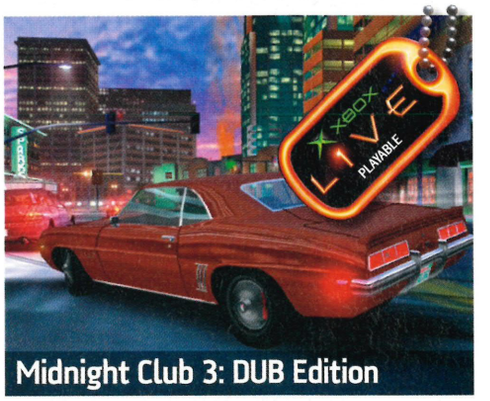
The sort of game that really won't help to convince your girlfriend that you should be playing more on your Xbox.



Think *Full Spectrum Warrior* with direct first-person team controls and you'll have an idea of the great action in store.



Fight for your right to attend the most bruising party on Xbox in this beautiful and feature-packed beat 'em up.



The first rule of *Midnight Club* is not to talk about *Midnight Club*. Except in our review of this top street racer next issue.

Previews The hottest new games before anyone else!

We bring you the latest exclusive shots after playing the incredible new shooter from the makers of *Unreal Tournament*.

The beautiful action RPG from the creators of *Star Wars: Knights of the Old Republic* just gets better and better!

The Suffering 2
The first shots of the gruesome new action horror that's going to make you run home to mummy and sleep with the lights on.

Mortal Kombat: Shaolin Monks
What makes the Shaolin monks so irritable and violent? You don't see many Franciscan Friars facing off in the abbey quadrangle.

Splinter Cell: Chaos Theory
The game's nearing completion now and we bring you the latest additions to this brilliant and innovative stealth successor.

Official Xbox Magazine ON THE DISC

Mercenaries review & demo!

Play the action-rammed demo a whole month before the game goes on sale

Free! Xbox Live Scratchcard... Play MechAssault 2 online!

Get a free 2-month scratchcard in the mag and play our MechAssault 2: Lone Wolf demo over Xbox Live!

XBOX LIVE PLAYABLE

XBOX LIVE

2 MONTH TRIAL

To create a new account from any Xbox *Live* game, select the option for Xbox *Live*. Follow the instructions on the screen to create a new account, and enter your subscription code when prompted.

ONLY ON XBOX

Official Xbox Magazine ON THE DISC

ON SALE JAN 27

Contents subject to change due to reasons beyond our control.

ON SALE JAN 27

NEXT MONTH Official XBOX Magazine

ON THE DISC

MERCENARIES

If you can see it, you can steal it, use it or blow it up. Use tanks, airstrikes and any means at your disposal to blast your way through this fantastic action-packed level and read the exclusive review in the magazine too!

MECHASSAULT 2: LONE WOLF

Massive destructible environments, intense combat and addictive multiplayer gameplay! Use your free 2-Month Xbox Live Trial Scratchcard to play this Live-enabled demo against other human opponents online!

STAR WARS BATTLEFRONT

It's the moment that you've been waiting for all of your life. Play the fantastic Endor moon battle and get the chance to fry Ewoks in the woods. This is one teddy bear's picnic that they won't forget in a hurry, and neither will you!

THE SPONGEBOB SQUAREPANTS MOVIE

It's not a movie, it's a game and here's your chance to play the undersea anti-hero and soak up spongefuls of action.

MOVIES

Battlestations Midway
The greatest naval and aerial battles of World War II.

Project: Snowblind
Wield futuristic weapons as the ultimate commando.

Unreal Championship 2: The Liandri Conflict
Huge walkthrough with Epic president Mike Capps.

GAME SAVES

Conflict: Vietnam
14 saves that get you to the start of every level.

Def Jam Fight For New York
100% story complete, all songs and venues unlocked.

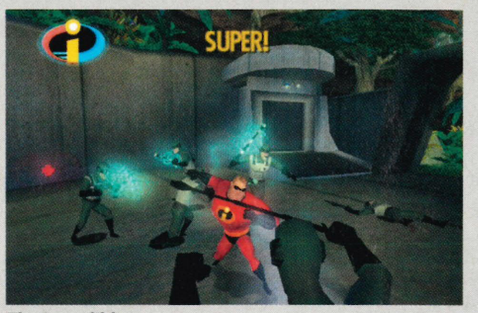
Leisure Suit Larry: Magna Cum Laude
100% completed, with four female encounter saves.

Samurai Warriors
All characters and missions unlocked.

Men Of Valor: The Vietnam War
All missions unlocked.

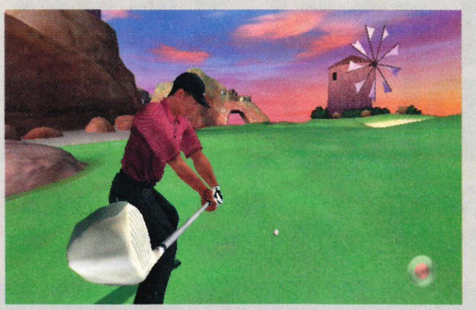
OVER 450 REVIEWS NOW ON THE DISC!

PLAY! 5 BONUS DEMOS...



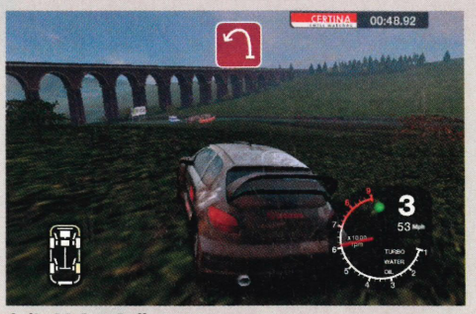
The Incredibles

Blinx 2: Masters of Time & Space



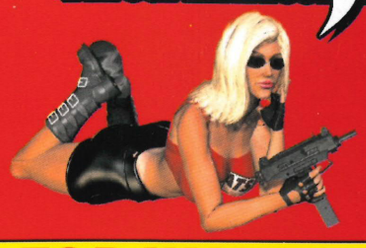
Tiger Woods PGA Tour 2005

Rocky Legends



Colin McRae Rally 2005

CALL ME 24/7
I'VE GOT WHAT YOU NEED!



Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS
TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 20,000 CHEATS & TIPS

GAMECUBE

Animal Crossing
Bad Boys: 2 Miami Tdown
Call of Duty: Finest Hour*
Everything or Nothing: 007
Goldeneye: Rogue Agent
Hitman 2: Silent Assassin
Lord of the Rings: 3rd Age
Madden NFL 2004
Metroid Prime 2: Echoes
Need for Speed Undergr'nd
Need for Speed: Under. 2
PN 03
Paper Mario: 1000 Yr Door
Pokemon Colosseum
Prince of Persia: S. of Time
Rayman 3
Red Faction 2
Res. Evil Code Veronica X
Resident Evil
Resident Evil Zero
Sims
Sims: Bustin' Out
Sonic Heroes
Sonic Mega Collection
Star Wars: Rebel Strike
Super Mario Sunshine
Tales of Symphonia
Terminator 3: Redemption
The L.of Zelda: Majora's M.
The L.of Zelda: Mast. Quest
The L.of Zelda: Wind Waker
Tony Hawk's Underground 2
Velocity X, Hot Wheels
Viewtiful Joe
Wario World
Wolverine's Revenge
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Day of Reckoning
Yu-Gi-Oh! Falsebound King

Plus Many More...

PC

Age of Empires
Broken Sword
Broken Sword 3: S. Dragon
Championship Manager 4
Civilization 3
Com. & Conq.: Tiberian Sun
Commandos 2
Commandos B. Enemy Lines
CSI: Crime Sc. Investigation
Doom III
Empire Earth
Enter the Matrix
Escape from Monkey Island
Evil Genius
Far Cry
Freelancer
Grand Theft Auto
Grand Theft Auto 3
Grand Theft Auto: London
Grand Theft Auto: Vice City
Half Life 2
Halo
Hitman 3: Contracts
Mall Tycoon
Manhunt
Max Payne
Need for Speed: Undergr. 2
Rollercoaster Tycoon
Rome: Total War
Sim City 3000
Sim City 4
Sims 2
Sudden Strike 2
Theme Hospital
Tomb Raider 5: Chronicles
Total Club Manager 2004
Zoo Tycoon

Plus Many More...

PS2

Alias
America's 10 Most Wanted
Bad Boys 2
Bard's Tale
Black Monday (Getaway 2)
BloodRayne 2
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout 3: Takedown
Call of Duty: Finest Hour
Conflict: Vietnam
Crash B'coot: Wr. of Cortex
Crash Twinsanity
Def Jam: Fight for New York
Digimon Rumble Arena 2
Dragon Ball Z: Budokai 2
DRIV3R
Enter the Matrix
Evil Dead: Fist. of Boomstick
FIFA Football 2005
Final Fantasy X
Final Fantasy X-2
Getaway
Getaway 2: Black Monday
Ghost Hunter
Goldeneye: Rogue Agent
Gran Turismo 3
Grand Theft Auto 3
GTA: San Andreas
Grand Theft Auto: Vice City
Gumball 3000
H.Potter & Philosopher's St.
Headhunter
Incredibles
Jak 3
Judge Dredd:Dredd v Death
Killzone
Kingdom Hearts
Legacy of Kain: Defiance
LMA Manager 2004
LMA Manager 2005
Mace Griffin: Bounty Hunter
Medal of Honor: R. Sun
Mortal Kombat: Deception
NBA Ballers
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
Need for Speed: Under. 2
Obscure
Prisoner of War
Pro Evolution Soccer 4
Project Zero 2
Ratchet and Clank 1,2 & 3
Red Faction 2
Res. Evil: Code Veronica X
Resident Evil: Outbreak
San Andreas, GTA
Silent Hill 2
Simpsons: Hit & Run
Sims in the City (The Urbz)
SOCOM: US Navy Seals
Splinter Cell
Splinter Cell 2: Pandora T.
Spyro: Enter the Dragonfly
Star Trek: Shattered Univ.
Star Wars: Battlefront
The Getaway 2 B. Mond.
The Sims in the City
The Sims: Bustin Out
Theme Park World
Tiger Woods Golf 2005
Tomb Raider: Angel of Dark.
Tony Hawk's Underground
Tony Hawk's Underground 2
Total Club Manager 2004
Urbz: Sims in the City
Warhammer: Fire Warrior
WWE Smackdown vs Raw
X-Files: Resist or Serve
XIII (Thirteen)
X-Men Legends

Plus Many More...

X-BOX

A = 0 1
A Fistful of Boomstick
Agent Under Fire
Aggressive Inline
Aliens vs Predator:Extinction
Alter Echo
Amped 2
Amped Snowboarding
Apex, Racing Evoluzione
Armed and Dangerous
Arx Fatalis
ATV Quad Racing 2
Auto Modellista
Azurik: Rise of Perthia

B = 0 2
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Bard's Tale
Batman Vengeance
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlegrounds, M.Gathering
Beyond Good and Evil
Big Mutha Truckers
Blade 2
Blinx: The Time Sweeper
Blood Omen 2
Blood Wake
BloodRayne
BMX XXX
Breakdown
Broken Sword 3: S. Dragon
Bruce Lee: Quest Dragon
Brute Force
Buffy 2: Chaos Bleeds
Buffy The Vampire Slayer
Burnout
Burnout 2 Point of Impact
Burnout 3: Takedown
Bustin' Out, The Sims

C = 0 3
Call of Duty: Finest Hour
Call of the King, Haven
Castle Wolfenstein, Ret. to
Catwoman
Celebrity Deathmatch
Champ. Manager '01/'02
Championship Manager '02
Chase: Hollywood Stunt Dr.
Chronicles of Riddick
Club Football 2005
Colin McRae Rally 4
Commandos 2
Conflict: Desert Storm 1&2
Conflict: Vietnam
Corvette
Counterstrike
Crash
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crash Twinsanity
Crimson Sea
Crimson Skies

D = 0 4
Dark Alliance, Baldur's G. 2
Dark Angel, J. Cameron's
Dead Man's Hand
Dead or Alive Volleyball
Dead to Rights
Deathrow
Def Jam: Fight for New York
Defiance: Legacy of Kain
Deus Ex: Invisible War
Die Hard: Vendetta
Digimon Rumble Arena 2
Dino Crisis 3
Disney's Extreme Skate Adv.
Dr. Muto
DRIV3R
Dungeon & Dragons:Heroes
Dynasty Warriors 3 & 4

E = 0 5
Elder Scrolls: Morrowind
Enclave
Enter the Matrix
Escape from Butcher Bay
Euro 2004
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Exile, Myst 3

F = 0 6
Fable
Fallout:Brotherhood of Steel
FIFA 2003, 2004 & 2005
Fight Night 2004
Finest Hour - Call of Duty
Fire Blade
FlatOut
Freaky Flyers
Freedom Fighters
Freestyle Metal X
Full Spectrum Warrior
Futurama
Future Tactics: The Uprising

G = 0 7
Galleon
Genma Onimusha
Ghost Master
Ghost Recon 1 & 2
Ghost Recon:Island Thunder
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Goldeneye: Rogue Agent
Grabbed by the Ghoulies
Grand Theft Auto 3
Grand Theft Auto: Vice City
Gravity Games Bike: S.V.D.
Great Escape
Group S Challenge
Gun Metal

H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Pris. of Azkaban
H.Potter: Quidditch W. Cup
Halo
Halo 2
Haunted Mansion
Haven: Call of the King
Headhunter: Redemption
High Road to Revenge
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hobbit
Hoodlum Havoc
House of the Dead 3
Hulk
Hunter: Redeemer
Hunter: The Reckoning

I = 0 9
Incredibles
Indiana Jones: Emp.'s Tomb
Infernal Crusade
Invisible War, Deus Ex
Island Thunder
Italian Job: L.A. Heist

J = 1 0
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Jedi Knight: Jedi Academy
Jedi Star Fighter
Jet Set Radio Future
Judge Dredd:Dredd v Death
Juiced
Jurassic Park: Op. Genesis

K = 1 1
Kill.switch
Kingdom U. Fire, Crusaders
Knight of the Temple
Knight's Apprentice M's Adv.
Knights of the Old Republic
Kung Fu Chaos

L = 1 2
Leg. of Kain: Blood Omen 2
Legacy of Kain: Defiance
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legends of Wrestling 3
Leisure Suit Larry: M.C.L.
Links 2004
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Lord of the Rings: 3rd Age
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lord of the Rings: 3rd Age

M = 1 3
Mace Griffin: Bounty Hunter
Madden NFL 2005
Mafia
Magic Gathering Battlegr'nd
Magna Cum Laude
Man.United Manager 2005
Manhunt
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
MechAssault
Medal of Honor Frontline
Medal of Honor: R. Sun
Men of Valor: Vietnam W.
Mercedes Benz Racing
Metal Arms:Glitch in System
Metal Gear Solid 2: Subst.
Metal Slug 3
Micro Machines
Midnight Club 2
Midtown Madness 3
Minority Report
Mission Impossible:O.Surma
Mission to Earth
Morrowind
Mortal Kombat: Deadly All.
Moto GP
Moto GP2: U.R.T.
MTV's Celebrity Deathmatch
MTX Mototrax
MX Superfly
MX Unleashed
Myst 3: Exile

N = 1 4
NBA Jam
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
Need for Speed: Under. 2
Night Caster
Nightfire
Ninja Gaiden

O = 1 5
Obscure
Oddworld Munch's Oddysee
007 Nightfire
007: Everything or Nothing
Otogi: Myth of Demons
Outlaw Golf
Outlaw Volleyball
OutRun 2

P = 1 6
Pandora Tomorrow
Phantom Crash
Pirates of the Caribbean
Prince of Persia: S. of Time
Pro Evolution Soccer 4
Project Gotham Racing
Project Gotham Racing 2
Project Zero

R = 1 8
Rainbow Six 3
Rainbow Six 3: Black Arrow
Rallisport Challenge 1 & 2
Red Card Soccer 2003
Red Dead Revolver
Return of the King
Return to Castle Wolfenstein
Roadkill
Robin Hood: Def. of Crown
Robot Wars: Extr.Destruction
Robotech: Battlecry
Rocky
Rocky Legends
Rollercoaster Tycoon
Run Like Hell

S = 1 9
Samurai Warriors
Second Sight
Secret W. Over Normandy
Sega GT 2002
Serious Sam
Shadow Ops: Red Mercury
Shellshock Nam '67
Shenmue 2
Silent Hill 2: Inner Fears
Silent Hill 4: The Room
Simpsons: Hit & Run
Sims
Sims: Bustin' Out
Soldier of Fortune 2
Sonic Heroes
Soul Calibur 2
Spawn: Armageddon
Speed Kings
Sphinx & Cursed Mummy
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Hunter 2
SSX Tricky
Star Trek: Shattered Gal.
Star Wars: Battlefront
Star Wars: Clone Wars
Star Wars: Jedi Academy
Star Wars: Jedi Knight 2
Star Wars: Knights Old Rep.
Star Wars: Obi Wan
Starsky & Hutch
Steel Battalion
Street Hoops
Sudeki
Suffering
SWAT: Global Strike Team

T = 2 0
T.Clancy R.Six 3 Black Arrow
Taz Wanted
Teenage Mut. Ninja Turtles
Tenchu: Ret. from Darkness
Terminator 3 R.of Machines
Terminator 3: Redemption
Terminator: Dawn of Fate
The Bard's Tale
The Chronicles of Riddick
The Great Escape
The Incredibles
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Urbz
Thief: Deadly Shadows
Thirteen
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Tiger Woods Golf 2005
Time Splitters 2
TOCA Race Driver 1 & 2
ToeJam & Earl 3
Tom Clancy's Ghost Recon
Tom Clancy's Ghost Recon 2
Tom Clancy's Island Thunder
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's: P. Tomorrow
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Underground 2
Top Spin
Total Club Manager 2004
Total Club Manager 2005
Toxic Grind
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger

U = 2 1
Underground, N. for Speed
Unreal 2: The Awakening
Unreal: Championship Ed.
Urban Freestyle Soccer

V = 2 2
Van Helsing
Vice City, Grand Theft Auto
Voodoo Vince

W = 2 3
Wolfenstein,Return to Castle
World Championship Rugby
World War2:Prisoner of War
Worms 3D
Wrath of Cortex
WWE Raw 2: Ruthless Aggr.

X = 2 4
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men Legends
X-Men: Next Dimension

Y = 2 5
Yager
Yu-Gi-Oh! D.of Destiny

0-9 = 2 7
007 E'thing or Nothing
007 Nightfire
4x4 Evolution 2

Plus Many More...

MAKE US YOUR 1ST CALL FOR

HALO 2

- Fantastic walkthrough guide taking you step by step through every mission!
- Rule the Covenant with our essential tips!
- Own your friends with our awesome guide to all the multiplayer modes.
- Amazing bonuses, secrets and extras revealed!

PlayStation
PlayStation 2
PC CD-ROM
XBOX
GAMECUBE
Dreamcast
NINTENDO 64
GAME BOY ADVANCE
GAME BOY COLOR

Cheats & Walkthroughs also available for all these consoles.

CALL NOW!

- OVER 20,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

CALL THIS NUMBER TO GET CHEATS & GUIDES FROM YOUR HOME PHONE

IN THE UK

09067 592 528

CALLS COST ONLY 75p PER MINUTE

OR TO GET UNLIMITED ACCESS TO OVER 20,000 CHEATS, TIPS & GUIDES ON YOUR MOBILE

TEXT CHEATS22 TO 81822

START YOUR UNLIMITED ACCESS NOW FOR ONLY £3‡

IN THE REP OF IRELAND

1560 500 445

CALLS COST ONLY €1.25 PER MINUTE
(Calls from mobiles normally cost more)
Irish Customer Service: 1850 927 197

Users must be aged 16 or over. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press.*Information for forthcoming releases is added as soon as it becomes available, this is usually before the release date. ‡Service Requires a WAP connection, the service will be billed at £3 per month for continued unlimited access after the first month, text STOP CHEATS to 81822 to cancel the service.To contact customer service email custserv@cheatsunlimited.com or call our **UK 24hr Customer Service: (Local Rate) 0845 0207 505.** Please put any comments or questions in writing to

Interactive Telcom Ltd, 8 Grants Walk, UK, PL25 5AA

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

ALL IN A DAY'S WORK

THE BEST SELLING MANAGEMENT GAME ON CONSOLE RETURNS WITH UPDATED STATS FOR 2004/2005

IT'S BACK, IT'S BIGGER AND IT'S PITCH PERFECT!

THE BEST 3D MATCH IN ANY MANAGEMENT GAME • MORE DETAIL WITH NEW PLAYER MODELS • MORE FLUID GAMEPLAY • EVEN MORE FULLY- LICENSED FOOTBALL LEAGUE CONTENT

IT'S ALL YOU NEED TO BRING OUT THE MANAGER INSIDE

KEEP YOUR GAME UP TO DATE - DOWNLOAD NEW TRANSFERS IN JANUARY

NOW BIGGER NEW PLAYABLE LEAGUES – HOLLAND, PORTUGAL AND THE ENGLISH CONFERENCE LEAGUE, PLUS NEW TROPHIES TO PLAY AND WIN

OVER 20,000 PLAYERS 850 CLUBS AND 31 COUNTRIES

EYETOY® USB CAMERA COMPATIBLE - SEE YOUR FACE ON NEWSPAPER HEADLINES!

OUT 22nd OCT

LMA Manager™ 2005

"The most exciting football management game ever"
ALAN HANSEN

www.codemasters.co.uk/lma2005

XBOX LIVE

PlayStation 2

WITH NETWORK FEATURES

ENHANCED WITH EYETOY USB CAMERA

THE FOOTBALL LEAGUE

Officially endorsed by League Managers Association

Codemasters®

GENIUS AT PLAY™

©2004 The Codemasters Software Company Limited "Codemasters". All rights reserved. "Codemasters"® is a registered trademark of Codemasters. "LMA Manager"™ 2005, "FADE"™ and "GENIUS AT PLAY"™ are trademarks of Codemasters. All other copyrights or trademarks appearing in the game are the property of their respective owners. This product is exclusively endorsed by the League Managers Association. References to footballers, managers or teams in the game do not imply any association between them and the game. The use of player names is authorised by FIFPro Foundation and its member associations. Developed by Codemasters. Published by Codemasters. "PS" and "PlayStation" are registered trademarks of Sony