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PLAYABLE
FIRST



Official Xbox Magazine

EXCLUSIVE!

SPLINTER CELL:

PANDORA TOMORROW

Exclusive scoop on the sequel to the massive stealth hit!

ONLY ON
XBOX

REVIEWED!

MACE GRIFFIN BOUNTY HUNTER

Kick ass and get paid for it - review inside!

28 PAGES OF REVIEWS

- » FUTURAMA
- » MIDNIGHT CLUB II
- » STARKY & HUTCH
- » DIE HARD: VENDETTA
- » STAKE
- » SX SUPERSTAR

EXCLUSIVE!

COLIN McRAE RALLY 04

Exclusive info on the world's best rally game - here in September!



ISSUE 19 AUGUST 2003 £5.99



08

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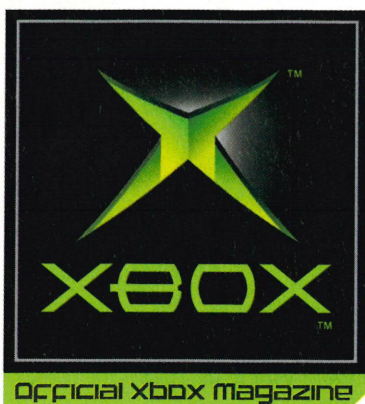
Io-Interactive

PlayStation 2
OFFICIAL MAGAZINE UK

ELECTRONIC ARTS™

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Welcome>



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NEWS AND REVIEWS

PLAYABLE
» THE EXCLUSIVE SOURCE
FOR PLAYABLE XBOX DEMOS

FIRST
» NEWS, PREVIEWS & REVIEWS
BEFORE ANYONE ELSE

WHAT'S IN IT FOR YOU

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

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

» **MICROSOFT HAS** no access to, or influence over *Official Xbox Magazine*. The company's involvement ends once it has made available to us materials we need for the magazine, and it will only read our reviews when you do.

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

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Best laid plans...

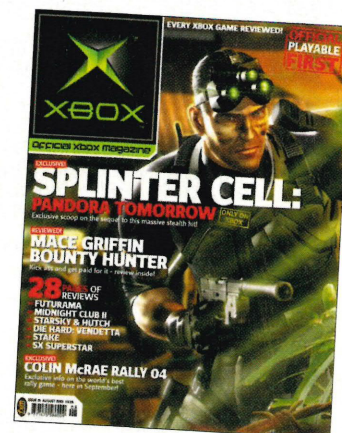
AFTER THE EXCITEMENT and excesses of the E3 games show last issue, with the avalanche of new announcements and gaming information from every publisher under the sun, you might think there'd be nothing for anyone to talk about for months. You'd be wrong. This issue, we have an exclusive preview of the sequel to one of the most impressive, and most successful, games on Xbox. Dubbed *Pandora Tomorrow*, it's the full-blown sequel to *Splinter Cell*, the massive stealth hit of last year, and it looks set to make a big splash when it arrives next spring. The feature starts on page 042, so stalk over there right now, shadow fans.

And there's more big news. We also have a six-page blowout on *Colin McRae Rally 04* which, incredibly, makes the world's best rally game even better. If you're curious to find out how your voice - in the form of constructive user feedback - can really make a difference to the next generation of games, turn now to page 050.

There are playable trial versions of three great games on the disc: *Brute Force*, *Mace Griffin Bounty Hunter* and *The Great Escape*. All three games have been eagerly anticipated and the last two won't be in the shops for ages, but you have the chance to play them here first, right now.

For those of you expecting to see the Kola Cell level on the disc this month, I'm sorry to say it's been delayed. It was all ready to go on, then at the last minute a technical gremlin reared its ugly little head and knocked it clean off. We dealt with the little critter in a most severe manner but it was too late to save the level. We'd promise to bring it to you next month, but that's probably asking for trouble.

MAX EVERINGHAM
EDITOR, OFFICIAL XBOX MAGAZINE



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COLIN McRAE RALLY 04
Tearing around page 050

RAINBOW SIX 3
Taking out page 064

MACE GRIFFIN BH
Landing on page 070

Two weeks in the life of Official Xbox Magazine

words: Matt Grimson

WE GET A LOT of letters from readers asking what it's like to work here in the OXM office. We also get a lot of letters from nubile young ladies asking for Ben's home address. Okay, that one's a lie, but the first bit is true. So, we thought, why not write a feature on our fantastically exciting day-to-day exploits? Then we thought, bummer! We'll get a work experience lad to do it, instead and nick off to the pub. What follows, then, is an account of Matt Grimson's two-week sojourn in our office, as he learns the ropes of magazine making, no expense spared. Er, make that no expense at all. Over to you, Matt.

MONDAY 12 MAY

Arrived at 99 Baker Street and found my way to the second floor. All the doors are coded so I couldn't get into the office - I stood outside like a sap while Phil and Vanessa walked right past. Finally Phil came out to find out who the hell this kid was standing at the door - he brought me in and introduced me to everybody, or at least everyone who was there. The office was only half full due to it being E3 week. Rather than they weren't expecting me and had absolutely no clue who I was, but trusted me in regardless. I realised I was in for a laugh when the whole team sprang to the window when they heard brakes being slammed outside in the hope of witnessing a rush-hour smack. I got thrown in the 'From the Forums' section, task was to write the 'From the Forums' section, but definitely something to sink my teeth into, but in my opinion the literary skills required aren't possessed by 15-year-old boys such as myself! My first day went as well as expected. I wasn't a first cent into the lively atmosphere yet but I confidence would come with time. But from anything else, 9:30 till 6 was a lively long day, especially in comparison to what I was used to, so when I got back to my hotel room (a shoebox round the corner I was staying in by myself, loner alert!) I passed out.

TUESDAY 13 MAY

It was comforting that I recognised faces the second morning, and even more comforting that they recognised mine! My mother had warned me to watch my Ps and Qs, but I quickly found out the complete opposite was the way forward for social harmony. This was evident when Owen was telling Phil about the huge fart he'd done the night before - so big it woke him up. Vanessa was extremely kind and always quick to help, but she was the butt of everybody's jokes most of the time, especially this morning as Owen made a few 'improvements' to her photo for the letters page. Steve was pleasant and talkative, but seems to be attached to the TV on his desk, which is used for reviews. The controller was like an intravenous drip.

My task for the day was a simple one: Steve needed me to play through *Soldier of Fortune II*, making lots of saves so he could come back to it later and take screenshots. The game was the definition of mediocrity but I'm not going to complain about playing on Xbox day! Today was also the first day I witnessed fierce *World Championship Snooker* matches that were dominating the lunch hour.

WEDNESDAY 14 MAY

Gavin was in charge of my work today, which consisted of little news bits and pieces. I lea two articles for the news section, and I lea how they were added to the site - probabl to some but where web design is concern at a loss. Towards the end of the day I dic much - just had the occasional blast on or *MotoGP 2*, listening to the abuse Van was receiving for her somewhat individu

TWO WEEKS WITH OXM

Ever wondered what goes on in OXM towers? Are we bestest pals or do we beat the crap out of each other on a daily basis? A spy reveals all...

062

092 000

OBTE

128

128

↑ DIE HARD: VENDETTA // 088

09:48

ONLY ON XBOX

↑ STAKE // 093

OFFICIAL XBOX MAGAZINE

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007: EVERYTHING OR NOTHING

The latest Bond title revealed in all its third-person, Martini-supping glory

010

THE ITALIAN JOB: L.A. HEIST

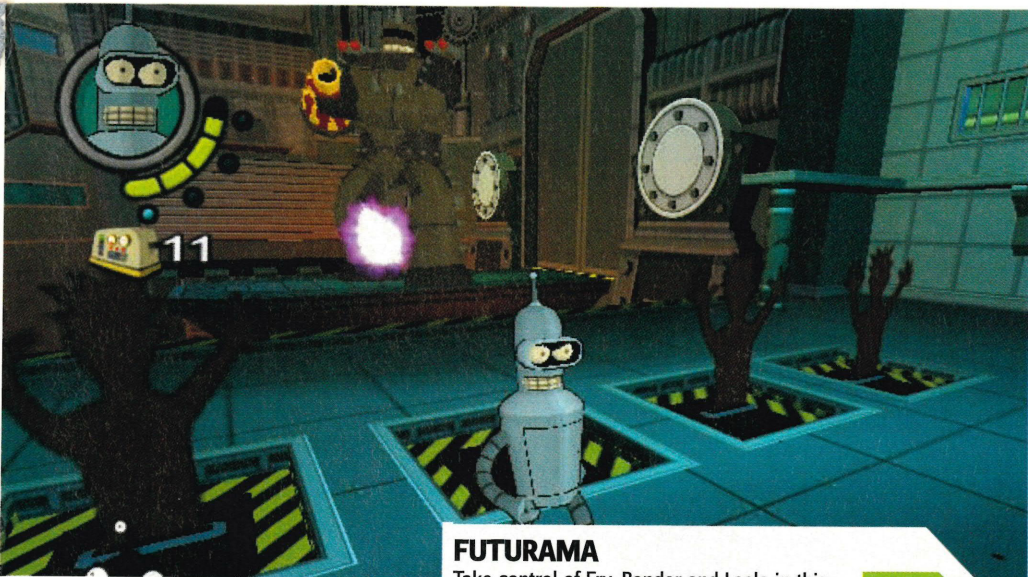
Drive like a nutter in a Mini. Just like Max.

008

COLIN McRAE RALLY 04

Take the great features of *Colin 2.0*, add some insane cars and excellent gameplay, throw in stunning graphics and improved handling... what have you got? The Best Rally Game Ever™.

050



FUTURAMA

Take control of Fry, Bender and Leela in this game any *Simpsons* title wishes it could be.

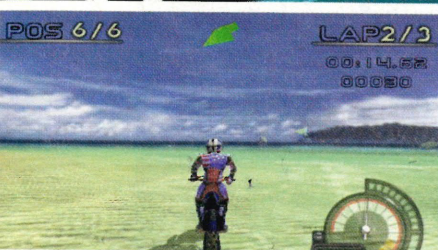
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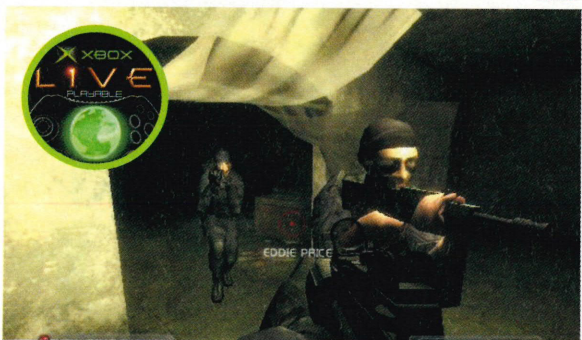
MACE GRIFFIN BOUNTY HUNTER

Run, shoot and take to the skies seamlessly.

070



↑ SX SUPERSTAR // 096



TOM CLANCY'S RAINBOW SIX 3

Stunning effects await you in this gorgeous online shooter from the Clancy stable.

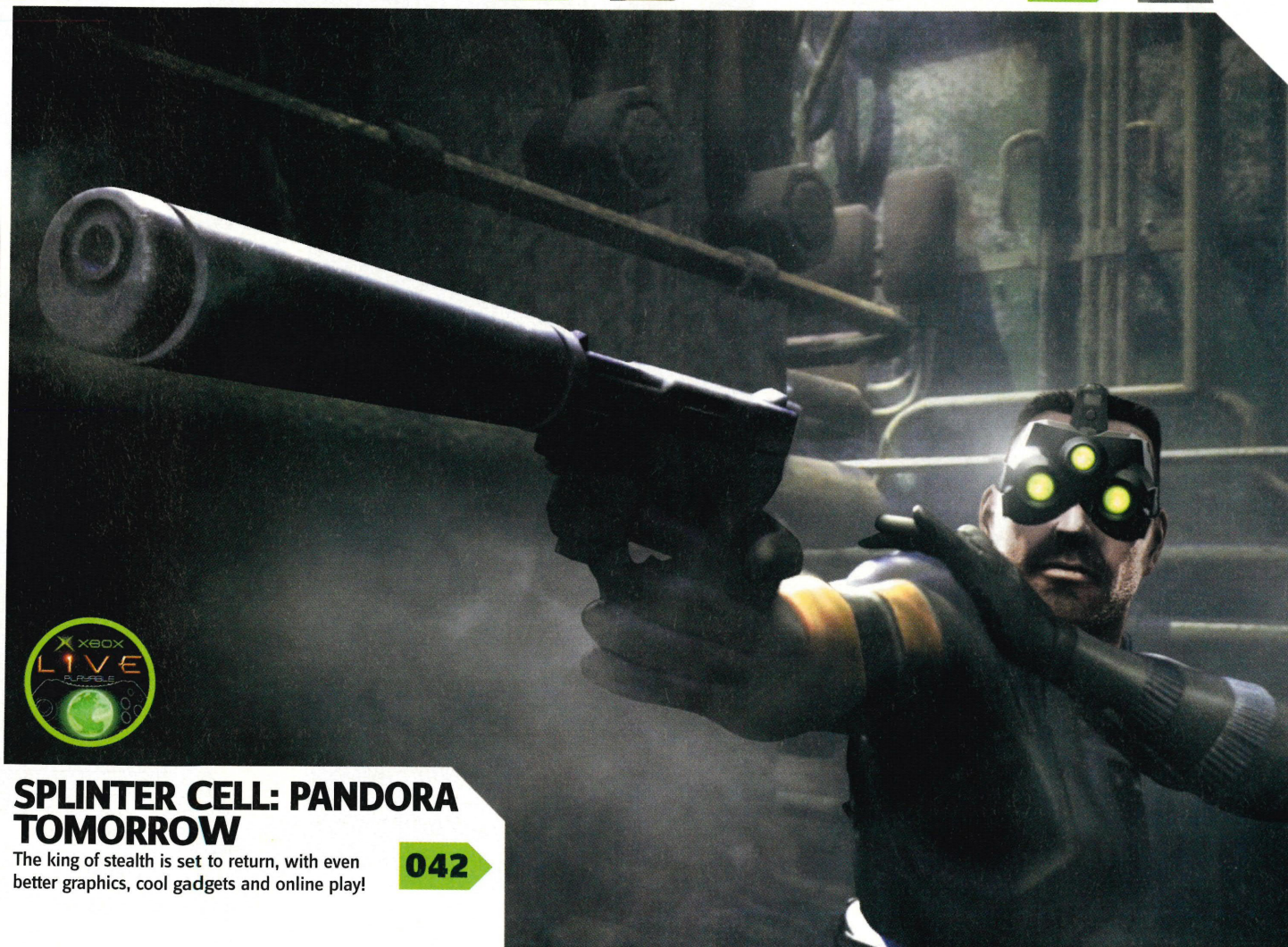
064



STARKY & HUTCH

Slip into some flares and slide across a car bonnet for this driving/shooting title.

084



SPLINTER CELL: PANDORA TOMORROW

The king of stealth is set to return, with even better graphics, cool gadgets and online play!

042



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DISC 19



ON THE DISC:
PLAYABLE

- >> BRUTE FORCE
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- >> THE GREAT ESCAPE



ON THE DISC:
MOVIES

>> ALL YOUR GREATEST GAMING MOMENTS IN THE NEW PLAY:MORE SECTION

YOUR GUIDE TO GAME DISC 19 STARTS ON PAGE 112





The year is 2340 and more than fifty star systems are populated with colonies. But when an alien invasion threatens to put every living organism on the endangered species list, the Confederation of worlds must dispatch its elite special forces unit, code-named Brute Force. That's you. As Brute Force, you command four separate intergalactic mercenaries. The trigger-happy assault trooper, cyborg sniper, stealthy assassin and feral alien are all played by you. As you guide these shooters through 20+ missions and 6 exotic worlds, your knowledge of squad based combat will be severely tested. Depending on the danger at hand, you'll need to utilise the right Brute Force member for the job. Whether

you play alone or in co-op mode with friends, the battles escalate, the plot thickens and the violence gets addictive. And, look out for Xbox Live, where you will be able to, download new missions and entire new campaigns. It's an experience of such epic proportion that it could only exist on Xbox®. Good luck. To all four of you.

**BRUTE
FORCE**
DANGEROUS ALONE DEADLY TOGETHER



PLAY MORE

www.xbox.com/uk/bruteforce

FIRST LOOK

World exclusive looks at the very newest Xbox games in development

- ☐ **THE ITALIAN JOB: L.A. HEIST** // Brit flick gets a Hollywood makeover and a video game to boot **008**
- ☐ **JAMES BOND 007: EVERYTHING OR NOTHING** // New story, new perspective, same tux **010**
- ☐ **DYNASTY WARRIORS 4** // Got a thirst for power? Then grab a sword and cut down 5,000 enemies **012**



THE ITALIAN JOB: L.A. HEIST

↑ These little fellas handle incredibly tightly - it's a promising game...

It's a Mini adventure! But with 15 missions

WORDS: JON ATTAWAY

GAME INFORMATION

DEVELOPER: CLIMAX

PUBLISHER: EIDOS

RELEASE DATE: SEPT 2003

PLAYERS: 1-4

THINK OF ITALIAN jobs, and you naturally consider driving down pavements on a scooter, snatching handbags from tourists. Or rolling pizza dough. But those of us of a more filmic disposition might think of the classic Brit flick *The Italian Job*, and roll out our 'hilarious' Michael Caine impressions.

As with football - and most things the British invented - *The Italian Job* is now being manhandled by cheeky foreigners; a Hollywood remake is due this summer. Unlike football, we can't imagine anyone from overseas beating us at making films about crazy Minis, but time will tell. And *The Game of The Film* is being crafted on our shores, and that's what really counts.

The game features a variety of modes that encompass all things Italian and Job. There's standard Circuit Racing through the city streets, Time Trial, Free Roam, and all that business. But it's the Story mode and the Stunt mode that promise to give

the game most of its authentic filmy flavour. Story mode follows the plot of the film, with a series of missions that mostly require the player to get to a certain point within a time limit, then ferry goods back to another checkpoint. But there are more imaginative tasks, too: in one mission you have to drive a surveillance van to keep tabs on somebody. It's a fine line between getting too close and being caught out, or falling too far behind and losing your prey. Stunt mode, meanwhile, is a massive bonus for fans of the great obstacle courses found in *ATV: Quad Power Racing 2* (Issue 13, 77), which was also made by the folks at Climax (see Kickstart Minis, right).

This would all be more meaningless than Ben's speech after three halves of shandy, were it not for the cheeky, responsive handling that's already apparent in the early version we played. It still needs a bit of tweaking, mind, as we'd like to be able to use the handbrake to skid without losing quite so much speed.

Another problem with the current version of the game is that the streets can feel emptier than a copy of *The Sun* with all the Beckham pictures taken out. We'd like to see more traffic on the streets - it would make it feel a lot more frantic to play, and could lift the game above the pack of decent urban racers Xbox has been hosting lately.



↑ The surveillance van needs careful driving to not get caught. But we crashed.



↑ The two-player mode is super-smooth, but the courses might be a bit similar.

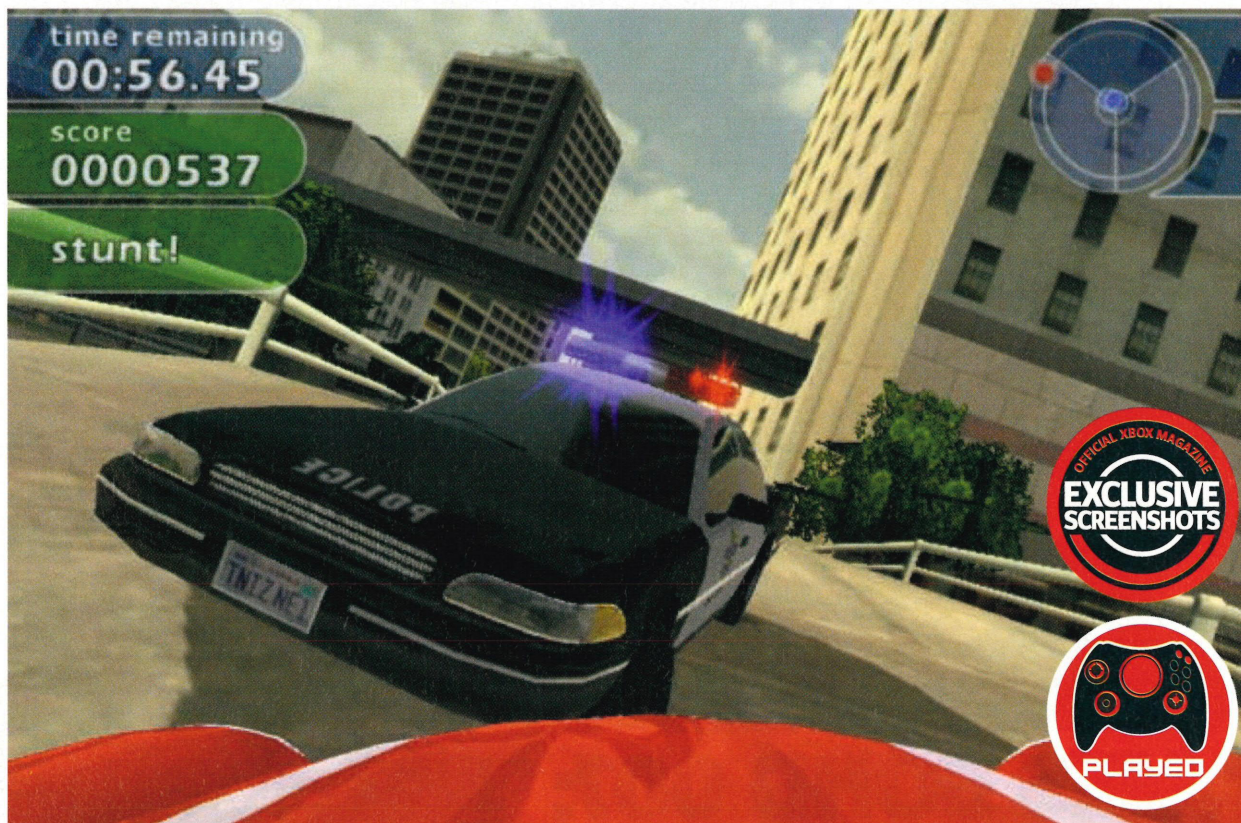
BONUS INFO

STAR-STUDDER

The remake of the film comes out this summer. There's no Michael Caine, but the cast is still impressive. Mark Wahlberg, Edward Norton, Charlize Theron, Donald Sutherland and even Blighty's own Jason Statham will be canning Minis in the name of entertainment. How will Dirk Diggler fit behind the wheel of a Mini?

LOVING THE LINK

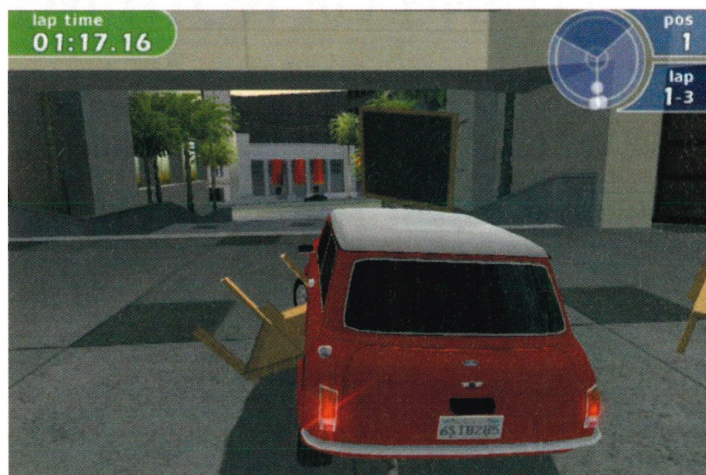
Maximising the link between games and films is all the rage now, what with *Enter The Matrix* and *The Hulk* grabbing attention. *The Italian Job* has loads of film-related unlockables, like cast interviews and concept art. There's also plenty of gamey stuff, such as extra vehicles. Racing soft-suspensioned removal vans through L.A. is particularly good fun.



↑ This view is great - when you go on two wheels, the whole view shifts with you, making the action feel endearingly madcap.



↑ Vans. Racing. It shouldn't work, but it does.



↑ Gratuitously bashing through furniture? Check.

KICKSTART MINIS

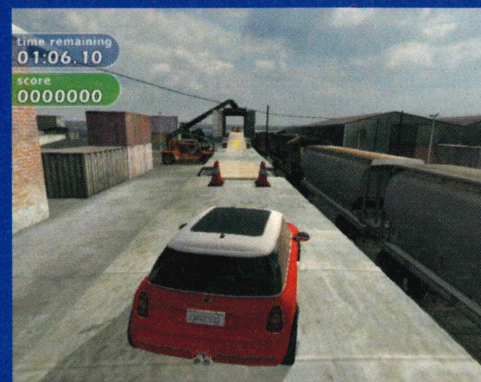


A PLEASANT surprise is the inclusion of tricky obstacle courses, like those found in *ATV: Quad Power Racing 2*. The difference is, of course, that this time you're in a Mini instead of perched atop an ATV, making the challenges even trickier.

Fans of frustratingly addictive challenges - *Crazy Taxi 3*'s Crazy X mode, or *Super Monkey Ball*, for example - would do well to keep an eye on *The Italian Job*. It could well end up being their next fix of compulsively tricky entertainment...



↑ Line it up properly before hitting the pedal...



↑ Even the straight bits are hard. Madness!



↑ As 007 you'll be able to pull the Bond girls with lethal hand-to-hand throws.

JAMES BOND 007: EVERYTHING OR NOTHING

The most lucrative Licence to Kill ever takes shape

WORDS: GAVIN OGDEN

GAME INFORMATION

DEVELOPER: EA REDWOOD SHORES

PUBLISHER: EA

RELEASE DATE: OCT 2003

PLAYERS: 1-4

WITH THE NOTICEABLE lack of a new Bond movie anytime soon, your 007 spy fix has been left in the very capable hands of über-publisher EA. Pierce Brosnan has again supplied his clean-cut looks and voice that makes ladies go weak at the knees, while EA brings new Bond girls and villains to the table all wrapped up in a gadget-packed original yarn. *American Pie* sweetheart Shannon Elizabeth has already signed up to be Bond's latest conquest as the brilliantly named Serena St Germaine. Don't rule out a special appearance or two from past Bond baddies either.

The first change of note is the perspective you play the game in. Gone is the first-person viewpoint associated with the majority of today's shooters. Instead, a third-person mode has been favoured that allows you to see what's going on, and where, at all times. The controls are simple and straightforward enough to let you pick up the pad and dive in, no questions asked.

Gone also is the linear way in which past 007 games played. Each mission can be completed several ways, meaning that the hardcore spy fanatics among us should get plenty more than their money's worth out of this little number. It's also up to you how you go about completing these open-ended missions. Run in laser watch blazing or sneak around like a toddler up way past his bedtime.

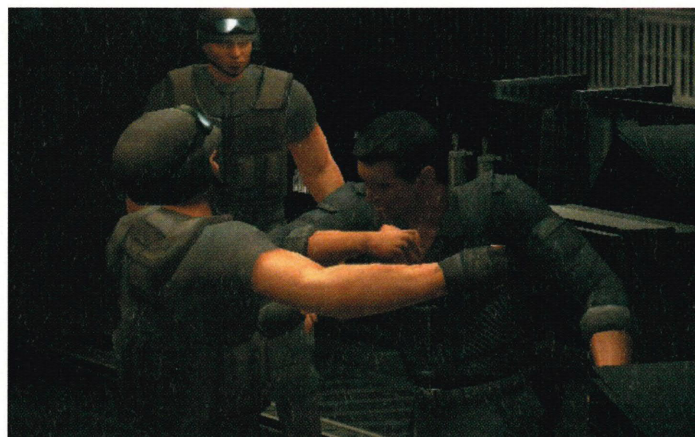
All-round interaction with the environments has also received a makeover. During hand-to-hand skirmishes Bond will be able to call into play the likes of bottles, chairs, tools and boards. Add this to more than 20 weapons and Q-inspired gadgets and you've got a whole load of action right at your fingertips. Bond also has the unlimited ability to rappel up and down any wall, a feature that worked well on the odd occasion it was used in the original *Splinter Cell*.

No Bond game would be complete without vehicles and EA has promised 'seamless transitions' between on-foot spy games and some classic chase scenarios. Think of it as a high-tech *GTA*, with tanks and helicopters instead of cars and bikes.

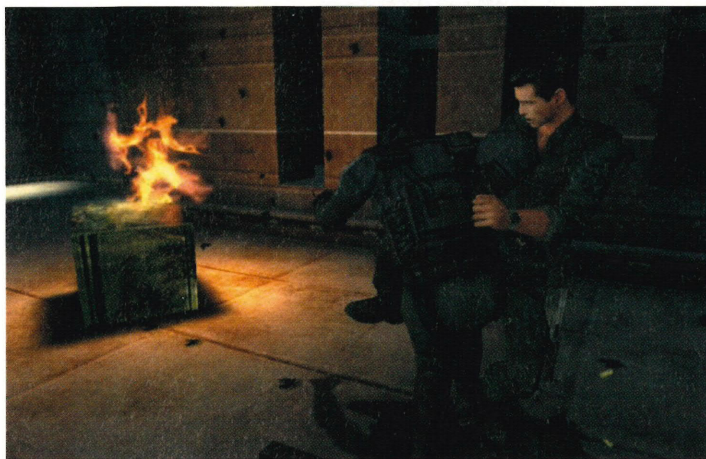
After getting to grips with *Everything or Nothing* at the recent E3 games show, we're in no doubt that this adventure will leave you shaken, not stirred. Chances are you'll come out more impressed than most people did after seeing *Die Another Day*. More soon.



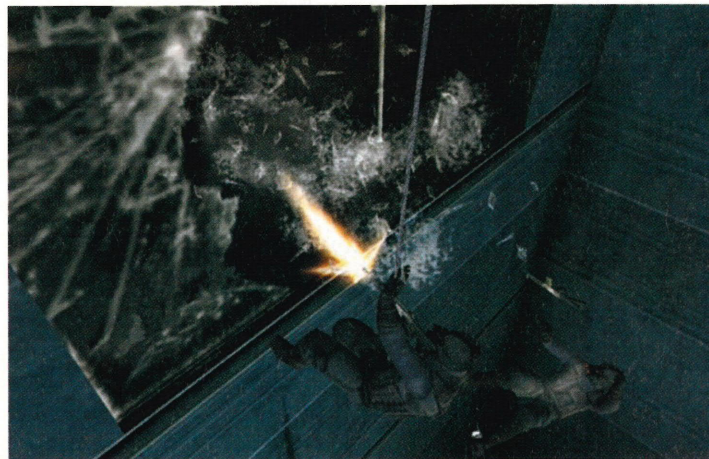
↑ The new perspective allows you to see all the action - and incoming rockets!



↑ It's not all about gadgets and girls, you know.



↑ When fists aren't enough, unleash a solid knee to the belly. Works a treat!

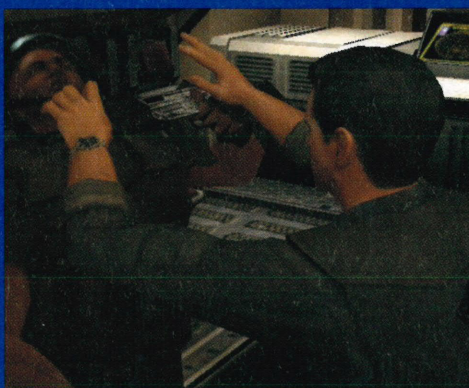


↑ AI is good but not good enough to keep this guy holding on for dear life.

CO-OP SPY GAMES



THE LAST BOND game to come out of the EA garage was *NightFire* (Issue 11, 7.5), which featured a ton of customisable multiplayer options for up to four players. Expect similar options for *Everything or Nothing* in that department as well as a super-sleek co-op mode for two spy kids to hammer away at. As much as we're excited about a co-op mode, it presents a slight problem - two Bonds and only one Shannon Elizabeth. This situation will clearly test the greatest of friendships to extreme limits. Be brave. Be the bigger man. But most of all, be Bond.



↑ He can take on an army without ruffling up his hair.



↑ No Bond game would be complete without Jaws.

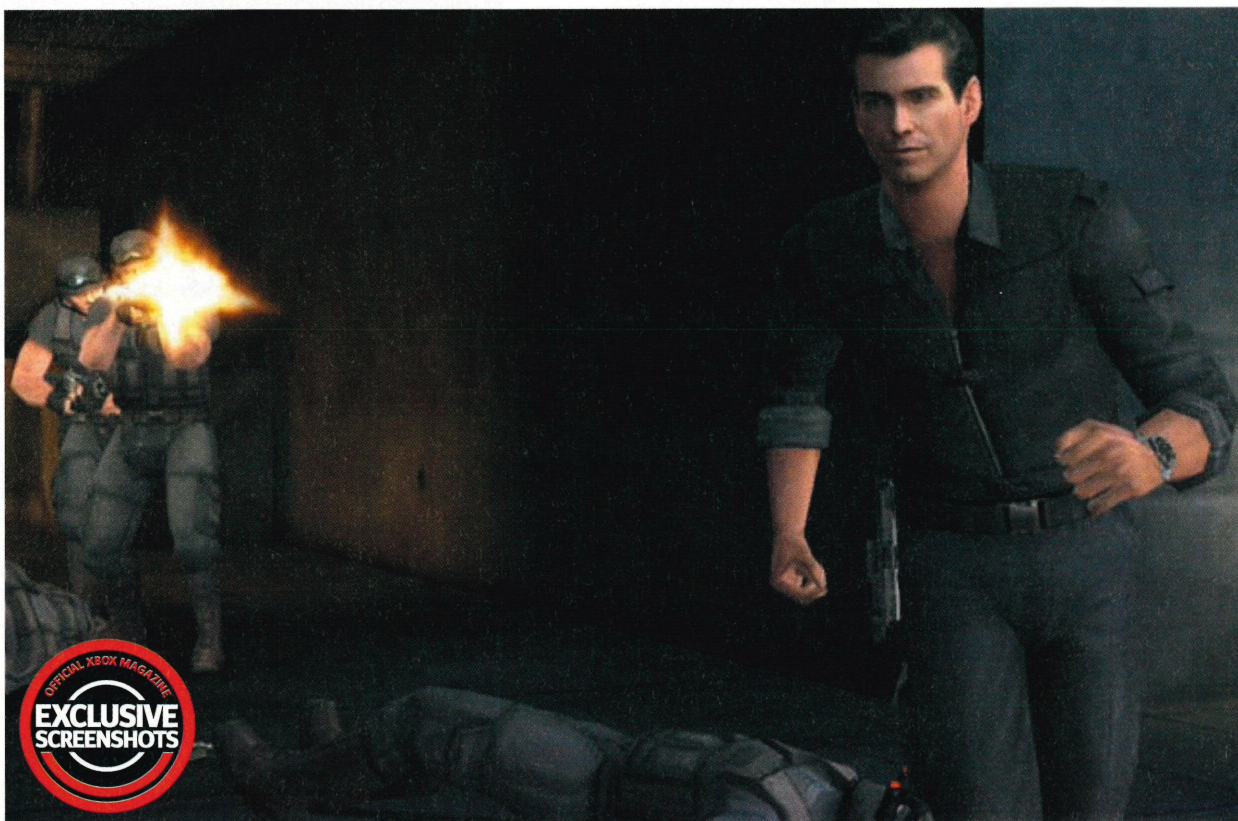
BONUS INFO

THOMAS COOK IT

As any self-respecting spy will tell you, the job's all about travelling the world in style. As 007 you'll get to sample the delights of far away places such as a mountain fortress in Peru, a secret facility deep in the underbelly of Egypt and even a welcoming Red Square in the heart of Russia.

ATTACK! ATTACK!

A new aiming system has been developed to make taking out the bad guys in third-person easy. By using the Left trigger you can lock on to any foe in the vicinity, while cutting them to ribbons with the Right. If that fails, you can always resort to a good old-fashioned pistol whip. Ouch!



↑ What this? James Bond 007 secret agent turning his back and making a run for it? Must be an early bug that'll be fixed before release...



DYNASTY WARRIORS 4

Save China and your name will live in history

WORDS: BEN TALBOT

GAME INFORMATION

DEVELOPER: KOEI

PUBLISHER: KOEI

RELEASE DATE: NOV 2003

PLAYERS: 1-2

WEBSITE: WWW.KOEI.COM

EVERYONE HAS A megalomaniac inside them, waiting for their chance to create a world of new possibilities. The long-running and phenomenally successful *Dynasty Warriors* games are a tale of men and women with a thirst for such power. Three kingdoms of Wu, Shu and Wei are fighting eyeball to eyeball through six campaigns, each with three chapters.

Gameplay-wise, this new instalment is as blissfully chaotic as ever. You select one of 42 legendary officers and leap into the fray, killing up to 5,000 enemies in a single battle. Hack and slash gameplay it may be, but it's proved so popular that Koei hasn't altered much since the second game in the series. As usual, the changes are mostly in terms of balancing the characters' strengths a little more even-handedly. There is, however, a selection of new features that could have experienced conquerors drooling with ambition.

Mobile siege weapons now play an important role in capturing enemy encampments and overcoming

fortifications. Reliable battering rams and siege ramps are the first you'll encounter, but more advanced weapons like a mounted flame thrower and wooden bull decoys soon become available. You don't have direct control over these weapons of war but will often be required to protect them as they take position. Failure could mean that you can't get past a wall, leaving your troops in a vulnerable position. New branching cutscenes are much more effective in keeping you up to date with events like this.

Other new features include the opportunity to customise your own officer and equip your bodyguards with a greater selection of weapons. Mousou attacks are the most devastating. Activating this special move sends you into a combination that now lasts for up to 60 seconds. Each strike is so powerful that it can cleave and juggle multiple enemies with every hit. It's now also possible to activate weaker 'charge' attacks in midair, - excellent for the more nimble officers. Being fast and furious is even more important when you're slaying the new enemy class of bombardiers. These soldiers throw black powder bombs, blasting anyone who is unfortunate enough to get caught in the radius.

The fact that *Dynasty Warriors 4* isn't a total evolution is something of a mixed blessing. The changes are largely superficial but the gameplay is as fluid and addictive as ever. Anyone looking for a delicious fighting experience has a real treat in store.

↑ Dong Zhuo is responsible for much of the turmoil in China.



↑ Wu forces rely on this battering ram to break through Hu Lao Gate.



↑ Zhang Liao has had a visual makeover for DW4.

TASKMASTER



INCREASING YOUR character's rank is a matter of defeating vast numbers of enemies while still completing each stage as quickly as possible. This offers a number of advantages including being able to wield more devastating weapons, and carry more than one special piece of equipment at any one time. New items include a special harness that allows you to see where your horse is on the map in case you're separated during the battle. As a head honcho, you'll also be awarded a greater number of bodyguards, all willing to lay down their lives for you.



↑ Pick Zhang Fei for his brute strength.



↑ Don't run too far ahead of your bodyguards.



↑ You'll be impressed by Ma Chao's fluid combat style.



↑ Zhang Fei is one of the series' favourites.

BONUS INFO

» DESTINED TO FIGHT

One-on-one duels in *Dynasty Warriors 4* hark back to the original game (a *Soul Blade* clone). You take a break from fighting the hordes and engage with a single, more powerful officer. He'll test your fighting abilities by blocking attacks, executing Mousou attacks of his own and also by using special weapons. These duels increase the drama as well as providing a break from defeating the hordes.

» BROTHERS IN ARMS

Being there for a fellow officer could help you form a partnership. If you dash to save a comrade, they might return the favour later on in the campaign. Some officers are more likely to become partners than others, so choose carefully.



↑ This mighty flame thrower scorches enemies in their hundreds.



INCOMING

LATEST NEWS // FIRST SCREENSHOTS // BRAND NEW GAMES

Headlines

SHINY SHOOTER

Poland is set to stun with an FPS called *Chrome*. Check out our exclusive screens that shine brighter than the sun itself.

016

HAND OF GOD

Get the lowdown on THQ's military shooter that the US army actually uses to plot world domination. Can you beat the Bush?

017

GREAT BALLS OF FIRE

Rejoice as the basketball game that sets fire to its players makes a slam-dunkin' return from the video game graveyard.

017

FILE OF FACTS

Want to know when you'll get your paws on the biggest Xbox games due out this year? Here's our very personal organiser.

018

QUALITY OUT OF CONTROL

Sit down, grab hold of the couch, and brace yourself for our exclusive screens of *Return of the King*. It's looking good.

018

FIGHT CLUB

Check out Ron Jeremy's big banana finishing move of death in the new *Celebrity Deathmatch* game.

019

BARN DANCE

You're not going to believe us, but *Return To Castle Wolfenstein* just got better! How? Check out these free multiplayer maps!

020

UNREAL TREATS

Not to be outdone by *Wolfenstein*, *Unreal Championship* also serves up the downloadable freebies. It's all too much.

021

EYE CANDY SUPERSTORE

Our Gallery dishes up some sensational screens from *Knights of the Old Republic*, *Counter-Strike* and *Metal Arms*.

022

BEN IN TIGHTS

Imagine our Welsh Boy Wonder jumping onto his bed with a flying elbow drop... or enjoy our exclusive shots of *WWE Raw 2*.

024

SCREEN MAGIC

Looking for the easy way to play System Link games with your mates? Then check out JOYTECH's portable Xbox screen.

027

SNOW JOKE

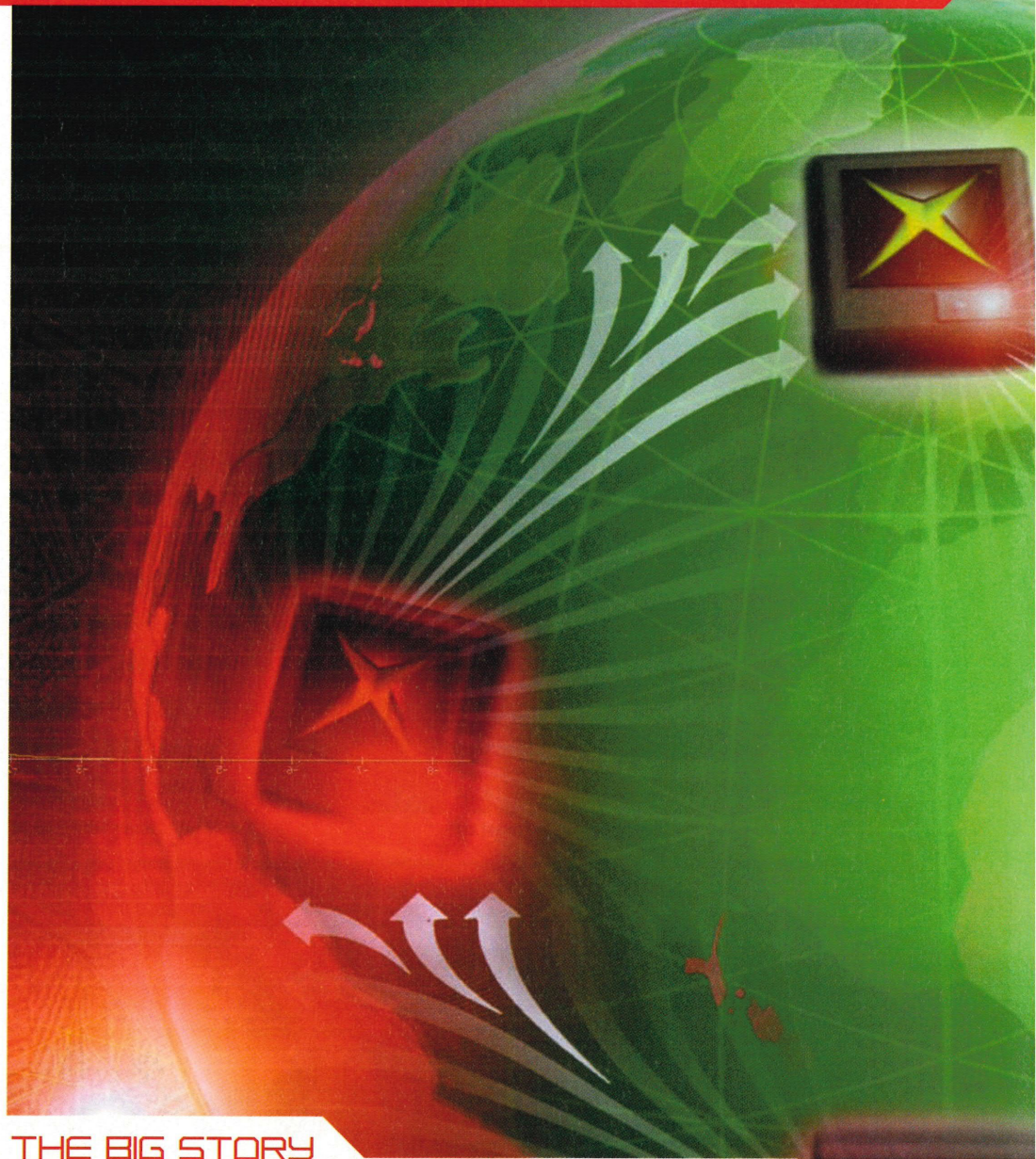
Sorry, bad gag, but our exclusive *SSX 3* screens show just how powerful Xbox can be when tickled in the right place.

028

ALL FISH, NO CHIPS

Jon throws his maggots into Capcom's shimmering lake of fish in the hope of finally pulling. Even a bite would be good.

033



THE BIG STORY

Xbox Live Eyes World Domination

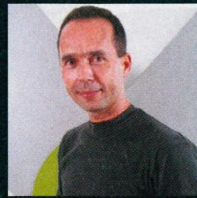
Sony plays second fiddle to Microsoft's huge online lead

BY NOW YOU should be aware that Sony has taken PS2 online, but it's got a long way to go before gamers enjoy the dizzy highs already available on Xbox Live. While PS2 slowly treads shallow water with two mediocre games, Microsoft has raised the bar again and promised 100 Live-enabled games will be on the shelves by this time next year.

Clearly, the online Xbox battleship has moved into position and Microsoft has won the opening exchanges without so much as a graze. It's almost as

if Xbox Live is running away from the field in God mode, unable to be touched by anyone.

While Microsoft confirmed a number of enhancements to its service at the recent E3 show, Sony is still remaining tight-lipped about the future of its online plans. Most likely it's waiting to see how Microsoft goes about things. Sony might have shifted more PS2s than Microsoft has Xbox consoles, but no one can deny that Xbox Live will continue to push online gaming further and faster than anyone else.



THE INSIDE VIEW

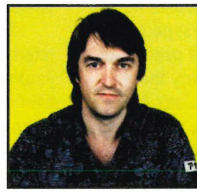
//MICHEL CASSIUS
//EUROPEAN DIRECTOR OF XBOX

Microsoft has the technology to make Live a success, but it's all about the games. And they just keep on coming...

SONY IS FOLLOWING our lead, somehow trying to imitate us. It has recognised the importance of broadband and voice, which is what we said from the beginning. Imitation is the sincerest form of flattery.

At E3 we announced lots of new games from both Microsoft and third-party publishers which will provide a greater variety of experiences for Xbox Live gamers. We're also adding new functions. As Live continues to evolve, the growing worldwide community of online gamers will be enticed by various new features.

These new features will make it easy to form teams and create and participate in structured competitions. We're very encouraged by the surveys of the Xbox registered owner user base which indicates that many owners in Europe already have broadband and many more are planning to upgrade this year. More than ten per cent of Xbox Live customers subscribed to broadband so they could join Live. New games are arriving in stores on a regular basis, so there's a great selection of games for everyone.



THE EXPERT VIEW

//LUKE VERNON
//DEVELOPMENT DIRECTOR, GATHERING

Microsoft must build on its launch by keeping the service glitch free while continuing to offer the best online games

XBOX LIVE HAS enjoyed a successful launch. The rapid rate at which Live games have evolved has been impressive and we're only now (even more in Europe than the US) seeing PS2 follow suit. When Xbox launched, its in-built online features were overlooked. Gamers are beginning to discover just how much online play and a sense of 'community' can add to games.

Sony's online package is obviously not quite as elegant or consumer friendly as the 'out of the box' Xbox setup. But never underestimate Sony (or Nintendo for that matter) and I'm sure it'll fight

hard to remain competitive. Microsoft needs to keep up the pressure, and keep the online content fresh and trouble free.

Microsoft has obviously benefited from its PC roots and must now work to keep the online experience a simple 'plug and play' one. Microsoft and the game publishers should keep up the good work they have started with the Friends List system, online competitions, ladders and the good use of the headset. Beyond that, it boils back down to the need to have the best games. Sony is going to have to work very hard to catch up with Microsoft's impressive start.



OUR VIEW

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

Microsoft has successfully launched a brilliant online gaming service... but where are the TV adverts for it?

XBOX LIVE HAS already established itself as the premier online console gaming service and Sony will be hard pushed to match its might. People complained about *Whacked!* being available in the Starter Pack, but at least we had the cutting-edge racer *MotoGP* to get to grips with rather than two games that couldn't set a barn on fire if they were packed with C5 explosives and doused in petrol.

One area Sony has always been good at is the marketing side and you have no doubt already seen the *SOCOM* TV spots. Xbox Live has been available since March but there's been zero TV advertising that we've seen. We regularly shout the joys of Xbox Live to everyone we can and, until Microsoft starts bombarding TV land with the same message, we suggest you do the same.

News Wire

Easily digestible nuggets of key Xbox information

ODDWORLD 4

The fourth instalment of the *Oddworld* series is currently in development and it looks like we'll get to see a new lead character. Dubbed Steef, creator Lorne Lanning describes the character as a cross between a gorilla and a horse with personality attributes of Clint Eastwood. Yep, this definitely sounds like the next *Oddworld* game. There's no word on a release yet, but hopefully we'll see more of Steef in coming months. Maybe one of Microsoft's X03 events later this year will shed some light on the gorilla/horse hybrid?

LIFE AND SOUL OF E3

Namco's frighteningly good-looking beat 'em up impressed attendees of the video game show E3 so much it's received an award. Not for scaring them though. Oh no. *Soul Calibur II* took the Game Critics Award for Best Fighting Game, beating the living crap out of the likes of *Virtua Fighter* and even *Dead or Alive Online*. You'll have to wait until September before you can try it for yourself, but we'll have much more on Namco's heavyweight giant of a game in coming issues.

BIG BLUE WEBSITE

The highly anticipated and extremely exclusive Xbox game *Fable* recently gave birth to a website all of its own. Role-playing fans will now be able to delve into the world created by Big Blue Box and legendary game designer Peter Molyneux as often as they like. A release this year hasn't been ruled out but you'll see this one "when it's done" and not a moment sooner. Point your web browser towards www.fablegame.com and find out more.

MORE MECH GOODNESS

The free downloadable content for *MechAssault* (Issue 11, 8.0) just keeps on stomping. If you hop online right now you'll be able to load up on five new game types and three new maps all for absolutely nothing. If you've yet to get your *MechAssault* groove on, just think about all the extra content available via Xbox Live. You get half a game for free! It makes our heads spin. We don't know about you, but this is one of the reasons why Xbox will take over the world sooner rather than later. Are you watching, PS2?



↑ It's not all about shooting big, hard men with big, hard guns.

Chrome Finish

Polish shooter dazzles the competition

AMERICANS LOVE THEIR guns more than anything. Nothing pleases them more than to make and play first-person shooters with guns so big you'd need arms the size of tree trunks just to carry them. Well there's a new kid on the block, he's all the way from Poland and he's got his sights firmly locked on the competition this autumn.

Chrome looks set to take sci-fi shooting to the next level, with a plot riddled with twists and turns as well as some visuals to die for. Just look at these

exclusive screens and tell us you're not already excited? Go on. We dare you...

The storyline goes something like this: interstellar bounty hunter Logan (that's you) gets himself tangled up in a futuristic fight for resources with mega corporations. Happens to us all the time. Over ten drop-dead gorgeous levels you'll get to enhance Logan's body in various ways (except that way), jump into all sorts of vehicles and run around causing general havoc with rocket launchers, machine-guns and flame throwers. That's us sold!



↑ Fingers crossed we get to play with this.



↑ Vehicles look to have been covered.



↑ Ah. Here's the big gun we're looking for.

STARCRRAFT: GHOST MAKES HEADLINES FOR ALL THE RIGHT REASONS - IT COULD BE AN XBOX EXCLUSIVE!

Brutal Sales

Bone-cruncher is Xbox's fastest-selling game ever

HALO'S REIGN AS the fastest-selling Xbox game came to a surprising end with the launch of the mighty *Brute Force* (Issue 18, 8.5) at the end of June. We knew it was going to be a big game - that's why we made it Game of the Month last issue - but the Xbox massive has been out to buy it in droves.

Forget the new *Harry Potter* book, big guns, bald aliens and green lizards are clearly what the kids are screaming out for. And why not? It isn't every day you get to destroy incredible-looking alien worlds with futuristic weapons of justice. Microsoft also backed up its release of *Brute Force* with a TV ad that couldn't be escaped. If you're still holding out, we suggest checking out our exclusive playable demo on this month's exclusive playable disc. Don't just watch it, play it!



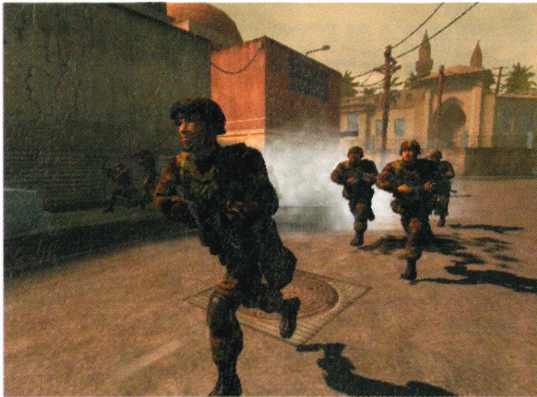
↑ Tex is the strongest of the four and can carry two huge guns at once.



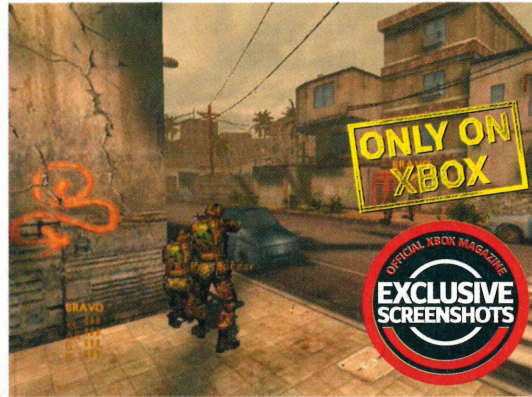
↑ Don't point that thing at me!



↑ The ladies use skill rather than force.



↑ Control your troops from the air rather than the ground.



↑ Tactics are super important - you won't get to play Rambo.

Real Time Strategy

Full Spectrum Warrior gets real touch of class

THIS MIGHT LOOK like a *Ghost Recon* spin-off but it isn't. *Full Spectrum Warrior* is actually being developed for the US Army to help

rookies become cold-blooded killing machines. It's all about tactics, rather than going nuts with a machine-gun and it's coming exclusively to Xbox. *Full Spectrum*

Warrior has even been nominated for four E3 awards, including best original game.

The E3 demo saw you playing from a top-down perspective, selecting actions and formations for your team. However, this approach could be changed a little to allow you full control of one, or more, soldiers. Whatever happens, this is the new breed of squad-based shooters and we can't wait. Just look at these screens!



↑ Troops stare at you when touched.



↑ Expect a friendly control system.



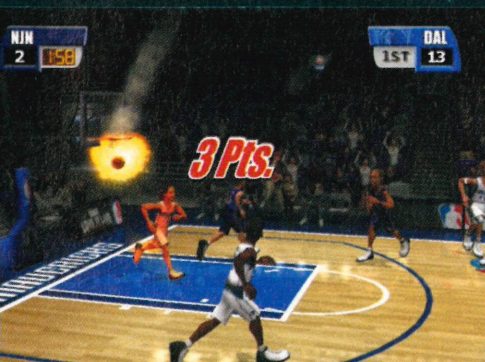
↑ Hiding is still the best tactic.



ACCLAIM INKS DEAL TO DEVELOP GAMES BASED ON US COMPUTER-GENERATED COMIC, THE RED STAR



↑ The fun is back in basketball.



↑ He's on fire and so is the hoop.

Hoop Dreams in Reach

The granddaddy of b-ball returns to lighten the mood

BASKETBALL GAMES have become far too serious lately, so celebrations are in order for the return of the original laugh-a-minute *NBA Jam* series. Acclaim's Austin studio has high hopes of turbocharging basketball with insane

slam dunks, big head and on-fire modes and no-fouls gameplay this autumn.

NBA Jam includes 29 current teams, around 700 motion-captured moves and over 50 classic names from the sport's history. We've played it, and it's all good.



↑ It's fast, fun and coming your way later this year. *Jam* has never tasted so good!

State of Play



America

The PSX (Sony's beefed-up PS2) comes with a hard drive, built-in networking and a quieter DVD player! Great - that's almost everything Xbox is already doing! The next true generation of Xbox will obviously be every bit as innovative as the original. A Tivo-capable super Xbox with a DVD-R drive with wireless networking built in would make sense. Xbox is the first mass-market broadband device, which is no small feat for something originally intended as a simple games console.

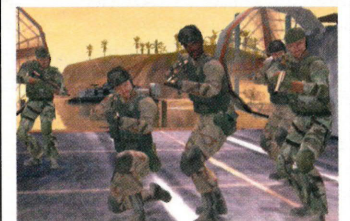
Frank O'Connor
Executive Editor
Official US Xbox Magazine

Black Hawk Downed...

...but clearly not out!

LOOSELY BASED ON the film of the same name, NovaLogic's *Black Hawk Down* is coming to Xbox, just not any time soon. The white hot squad-based tactical shooter won't be internally developed either, as we've learnt that the US arm of the firm is speaking to several developers regarding coding honours.

An expansion pack was recently announced for the PC version and, with an Xbox released penned in for around Christmas 2004, there's a good chance the Xbox version will include the lot. Fingers crossed we'll also get Xbox Live options to play around with too.



↑ Team photo scares young kids.



↑ Guess what happens next?

News Wire

Easily digestible nuggets of key Xbox information

HALO 2 E3 DEMO

Bungie has released a high-res movie of the stunning demo that rocked E3's foundations to the ground. Forget the shaky cam version that has done the internet rounds; this is the real deal straight from Bungie. If a super high-res version of the eight-minute demo isn't enough to float your boat, then maybe the behind-the-scenes features and a few little treats will. You can find the footage on <http://halo.bungie.net>. If you only download one thing in your entire life, make sure this is it.

DUALITY DELAYED

Phantagram's impressive-looking action game *Duality* has been subjected to something of a delay. Originally due to storm the 'box towards the end of this year, a release isn't expected now until sometime in 2004. It's a blow, but at least it hasn't been canned, as some scandalous websites reported.

CRAZY TAXES

A New York State assemblyman has actually gone ahead and proposed a ludicrous one per cent tax increase on video games. He believes that our beloved pastime is becoming increasingly responsible for the growing obesity problem in New York. Money raised from the scheme would go towards funding camps aimed at slimming down the salad-dodgers of New York. It's a crazy world we live in, folks.

A MARS A DAY...

...could buy you an Xbox. It's a completely different approach to New York, but the Mars chocolate company has launched a promotion where you can collect 'chocolate points' found on wrappers of certain bars. These can then be used to score free DVDs, magazines (including this fine publication), or, if you *really* like chocolate, an Xbox! Whatever happened to the days where you got a football for your chocolate efforts?

2K GONE

Sega has dropped the 2K moniker from its entire sports line-up. The change in direction was unveiled at a special event at the ESPN Zone Centre in New York. With that in mind, it shouldn't come as a huge surprise to learn that 2K will now be replaced by ESPN. So NFL 2K1 would now be known as ESPN NFL Football. Everybody got that?

The Final Countdown

Frodo and co. hit the home straight running in their quest to destroy The One Ring

IT DOESN'T MATTER how many times you rub your eyes and look at these exclusive screens, you won't find any Photoshop trickery going on here. EA's *Return of the King* not only looks good enough to eat, it also looks every bit as good as the upcoming movie, which tells the final part of Tolkien's epic trilogy.

The Two Towers (Issue 14, 8.0) blew us away with its staggering visuals and relentless action, but *Return of the King* looks even better. Not only have the graphics been pushed even further, but the inclusion of a new co-op mode will have you and a mate battling through Mordor as if your very lives depended on it.

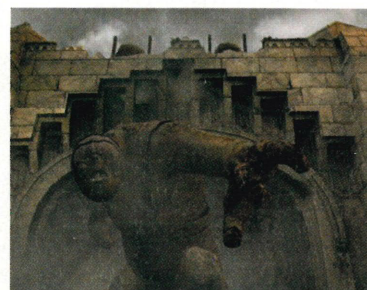
We're not going to give the story away, but you're in for one hell of a finale as anyone who's read the books will tell you. It's due out this autumn in time for the film. Basically, *Return of the King* is going to make *The Two Towers* look like a fight down the local park over who goes on the swings next. We dare you not to like it.



↑ Don't bother watching the movie - just play the game. It looks every bit as good.



↑ Gandalf isn't the only playable hero.



↑ The bigger they are, the harder they fall.



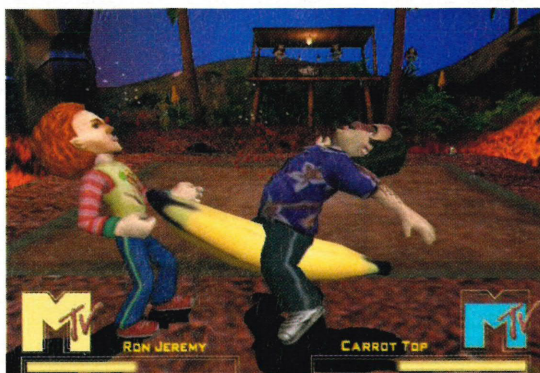
↑ When you see this scene moving, you'll swear you're watching the film.



↑ ROTK wraps up Tolkien's Rings trilogy.

TETRIS WORLDS LIVE CAUSES ADDICTIVE CHAOS ONLINE IN THE US. NO WORD YET ON A UK RELEASE

ORGANISER	Latest release dates for the biggest Xbox games	WAS	IS
STAR WARS: KNIGHTS OF THE OLD REPUBLIC		JUNE	SEPTEMBER
STAR WARS: GALAXIES		NOVEMBER	TBA
UNREAL II: THE AWAKENING		TBA	DECEMBER
DRIVER 3		NOVEMBER	MARCH 2004
STAR WARS: GALAXIES		SEPTEMBER	2004
STAR WARS: KNIGHTS OF THE OLD REPUBLIC		JUNE	SEPTEMBER
STAR WARS: GALAXIES		NOVEMBER	TBA
UNREAL II: THE AWAKENING		TBA	DECEMBER
DRIVER 3		NOVEMBER	MARCH 2004



↑ Look out for Jeremy's lethal, yet funny, finishing move.



↑ Beaten to death with your own arm... not good.

Celebrity Boxing

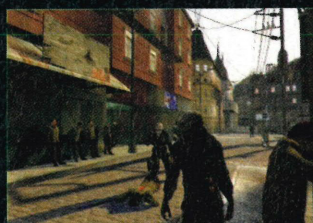
MTV celebs enter the ring for a deathmatch with a difference

DO YOU DREAM of watching Marilyn Manson crush pretty boy Justin Timberlake like a fly? Does the thought of seeing Anna Nicole Smith suffocating porn star Ron Jeremy with her folds of fat turn your stomach yet interest you a little? That dream is within reach.

A video game version of MTV's *Celebrity Deathmatch* has been talked about for years, but it's finally coming together, as these first shots prove. The claymation series was a huge hit on MTV and now Gotham Games wants to take it a step further.

You'll get to violently knock the clay stuffing out of the Hollywood celebs we all love to hate, such as Busta Rhymes, Anna Nicole Smith, Tommy Lee, Jerry Springer, Cleo, Shannen Doherty, Marilyn Manson, Carmen Electra and even Mr T. The games are due to begin this autumn. More soon.

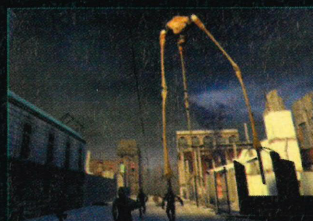
BETHPAGE BLACK, ONE OF THE WORLD'S TOUGHEST GOLF COURSES, WILL BE IN TIGER WOODS 2004



↑ *Half-Life 2* took E3 by storm...



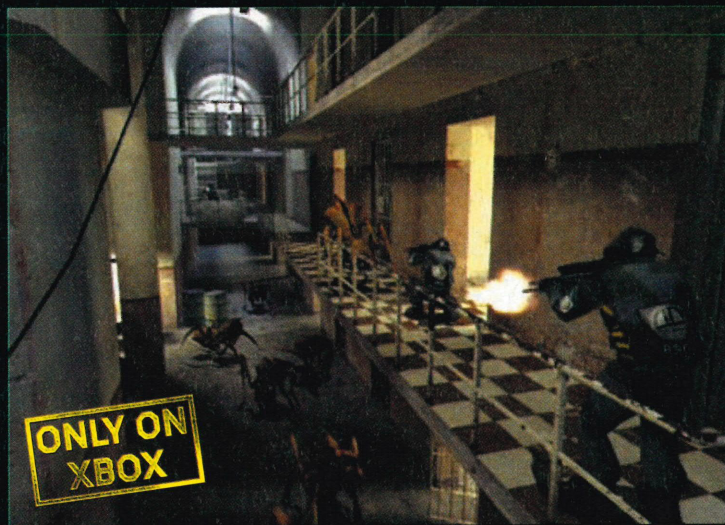
↑ ...it did things nothing else could.



↑ The Scanners are unbelievable.



↑ Facial details look awesome.



↑ *Half-Life 2* will make every other shooter look tame. And that includes *Halo 2*!

Panic Fire

Confusion cleared up surrounding *Half-Life 2*

IF THERE'S ONE game in development doing things others can only dream about, it's *Half-Life 2*. After sitting in on the E3 demo with Valve Software, we asked random people to punch us in the face, just in case we were dreaming. We weren't and it hurt.

Prior to the huge gaming expo, Valve spokesman Doug Lombardi fired out an email confirming the FPS is coming to Xbox and more details would follow. More details did follow, but they weren't the ones we were expecting. A Microsoft product manager told a US business

publication that "*Half-Life 2* is not going to be on Xbox." Gutted didn't come close.

The next day saw a frenzy of FPS fanatics crying out for spiritual guidance. It came, again from Doug Lombardi, who stated, "*Half-Life 2* is planned for the PC and Xbox. We'll announce a date for the Xbox version later in the year." Shortly after this second announcement, the US publication edited its original story to mirror the good news. Somebody obviously got a good talking to but at least you can sleep soundly in your bed at night knowing *Half-Life 2* is a go.

State of Play



JAPAN

AT E3, MY fellow colleagues and I counted the number of Xbox titles that were exhibited at the show. There were 171 titles and a lot of exciting announcements. Almost all Japanese people love Western culture, such as novels, music and movies. Maybe games will feature in this view in the future. Please release the Western Xbox titles in Japan, Microsoft! I'd like to play *Doom 3*, *Half-Life 2*, *Deus Ex: Invisible War*, *Magic The Gathering - Battlegrounds* and *Prince of Persia*.

Koji Aizawa
Editor-in-Chief
Famitsu Xbox

Out there

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

FAMILY NOT FIRST

The *Michael Essany Show* on E4 saw Essany interviewing Michael Ian Black from hit US comedy series, *Ed*. They discussed what each was thankful for. Essany named his family, while Black thanked the Xbox. Good lad.

METRO VOLLEYBALLS

The free *Metro* newspaper recently carried an article on the soon-to-be-released *Outlaw Volleyball*. A splash even hit the front page for all to see, directing them to a large story about the outlandish sports game. More of that please, *Metro*.

DOWNLOAD RIOT

More than 20 playable Xbox pods took pride of place at the recent mosh-tastic Download festival. *Halo*, *Kung Fu Chaos*, *FIFA 2003*, *DOAXBV* and *Shenmue II* provided light relief after some seriously heavy music.



↑ KFC metallers Becks and Andy.



INCOMING



The latest Xbox Live updates essential for online gaming



↑ Monkeys and huge guns - could this be any more brilliant?

Armed and Very Dangerous

Planet Moon promises download innovation

WHAT DO YOU get if you cross a cockney criminal with a Vindaloo rocket launcher and Topsy-Turvy bombs? *Armed & Dangerous* from Planet Moon Studios, of course. We brought you the first screens and info on the game last issue, but since then we've confirmed with the developer that downloadable content will feature in the finished game, which you should be playing towards the end of the year.

Producer Aaron Loeb would only say, "Yes, we are supporting downloadable content. We've yet to announce what specifically we're going to use downloadable content for though..."

The Planet Moon chaps surprised us all with *Giants* (PC, PS2) many years ago, and there's no doubt in our minds that if something new can be done in the downloading department, Planet Moon will be one of the first to do it. More soon.



↑ Pick off enemies with amazing ease.



↑ Expect a laugh round every corner.



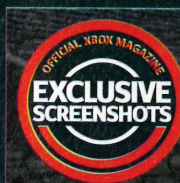
ENTER THE MATRIX CONTINUES TO SELL LIKE HOT CAKES, WITH 2.5 MILLION COPIES OF THE GAME SOLD AND COUNTING

Cry Wolf

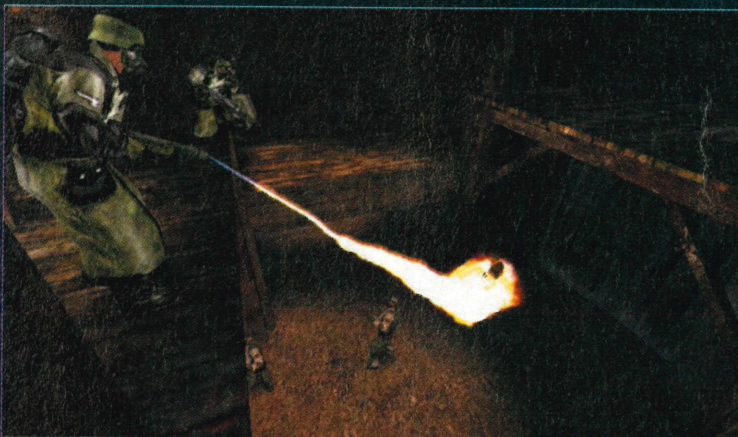
Scream if you want a free Wolfenstein map

IT MAY HAVE only been out a few weeks, but there's already a new downloadable map for *Return to Castle Wolfenstein* (Issue 16, 9.2) up for grabs - absolutely free! Dubbed Barn, the new map will run all game modes and cater for six to eight players. Design inspiration came from the ranch where the developer's vice president Chris Cummings grew up.

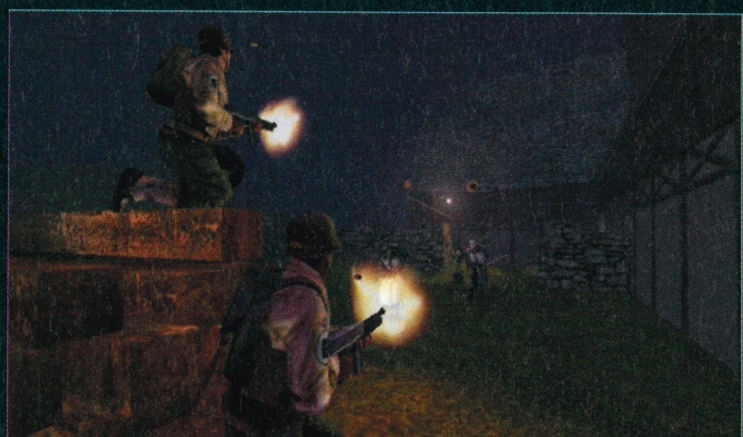
Nerve Software's boss Brandon James explained, "Once you learn the map, you'll really start creeping around the upper areas and catwalks, leading to a more methodical approach. The Elimination mode is an absolute blast - we clocked more hours playing Elimination on Barn than any other map." Two more free maps are already in the pipeline. It's almost too much to take in.



↑ Work as a team to enter the barn and destroy the secret stash of ammo before the timer reaches zero.



↑ We'll never tire of camping at the top of the barn with a flame thrower. Ever!



↑ The entrance is just on the right behind the wall. Plough through with full force.



An Unreal Deal

Free multiplayer maps and updates, anyone?

BACK IN ISSUE 14 we reported that *Unreal Championship* (Issue 10, 9.2) developer Digital Extremes would release an update for its Live-enabled shooter. By the time you read this, the auto-update should have beamed itself into your Xbox hard disc, no questions asked. It fixes problems with the Translocator, the T.A.G. rifle, the Link gun and auto-aim as well as team-balancing and general performance issues.

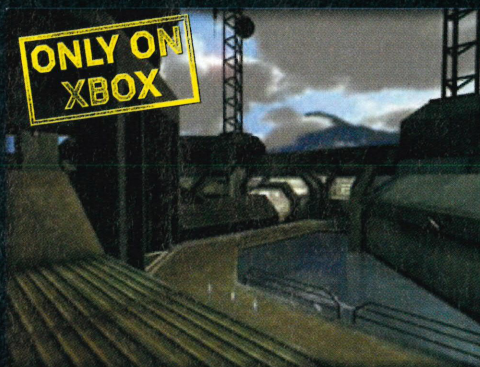
But there's more Xbox Live downloadable goodness commanding your immediate attention. Four new

maps have been released that'll keep you gunning harder, stronger and longer. *Inferno* and *AquaMortis* are medium-sized deathmatch maps for four to eight players, while *Leviathan* will cater for two to four. Capture the Flag fans can look forward to *OtarosRun*, a medium-sized level which starts with three-on-three flag 'em ups and goes up to five-on-five - if you like your teamplay more numerous.

The release of new maps coincides with the release of *Return to Castle Wolfenstein*. Coincidence? No way... the fight for the FPS crown has begun. Fight!



↑ Played every map to death? Then download new ones for free!



↑ Topple in the water and you'll fall foul to a big shark. ↑ The lightning gun is still a favourite among players. ↑ The four new maps cater for a variety of modes.

BLUE AND GREEN XBOX CONTROLLERS HAVE BEEN CONFIRMED FOR RELEASE IN THE UNITED STATES THIS OCTOBER

Haven't Stopped Dancing Yet

Apocalyptica is shattered as Konami shifts its online focus

KONAMI HAS SURPRISED us all by canning its first Xbox Live game *Apocalyptica* after making such a song and dance about it. The good versus evil action game was to be the first online-enabled title from the Japanese powerhouse developer, but that particular dream seems to have

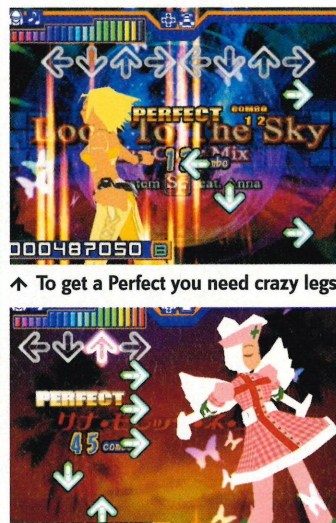
turned into a bit of a nightmare - it seems development on the game never even began.

But in an attempt to reaffirm its commitment to Xbox Live, we can reveal that *Dancing Stage* (working title) - known as *Dance Dance Revolution* in America - will be

Konami's first Live-enabled game. It's a big change from the gothic shooter we were told to expect, but we'll take it without a question asked. Come Christmas you'll be bopping away to the festive Top Ten and shedding tons of calories. Who said gaming was just for loafers on the sofa?



↑ The dance dance revolution is coming to an Xbox near you soon.



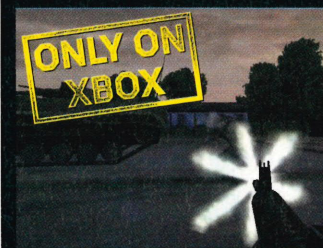
↑ You'll need a dance mat for this.

Flashpoint Gets Connected

Online play confirmed

FIRST IT WAS, then it wasn't, then it could be but now it is. Codemasters has confirmed to us that its long-awaited squad-based shooter *Operation Flashpoint* will feature full options to crush the enemy over Xbox Live. If that isn't enough to make you sing Status Quo's *In The Army* from the rooftops, then nothing will. You clearly have no soul, soldier.

Broadband badasses will be able to engage the enemy in a variety of multiplayer games. Both team and single-player matches will be on offer and you'll also get to fight for the right to drive, as vehicles will be included too. *Flashpoint* caused a revolution when it was released on PC a few years ago, and its long-awaited Xbox release looks to do exactly the same. It doesn't get much better than this.



↑ Muzzle flash will always rock.



INCOMING

Gallery

A snapshot look at the hottest Xbox games on the planet

COUNTER-STRIKE

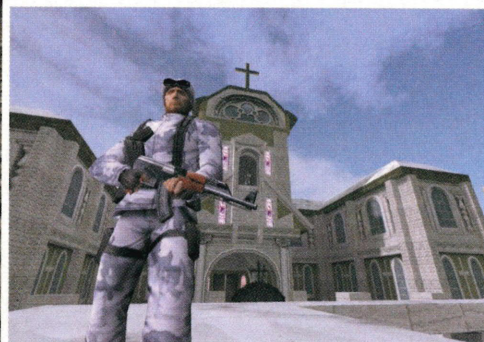
DEVELOPER: RITUAL ENTERTAINMENT PUBLISHER: MICROSOFT RELEASE: NOV 2003



↑ Gameplay features objective-based missions like *Return to Castle Wolfenstein*. Remember, there's no 'I' in team.



↑ Xbox Live options cater for up to 16 players, while the single-player game will include bots to practise against.



↑ This online squad-based shooter is going to change your life forever. Clear all November activities now.

STAR WARS: KNIGHTS OF THE OLD REPUBLIC

DEVELOPER: BOWARE PUBLISHER: ACTIVISION RELEASE: SEPT 2003



↑ In case you're unsure about *KOTOR*, we'll have a playable demo on a future issue. It'll rock your sci-fi world.



↑ BioWare's created an original story that sees the Sith take on the Jedi 4,000 years before the film, *A New Hope*.



↑ After almost two years in development, work on the Xbox-exclusive *Star Wars* RPG is finally coming to an end.

VULTURES

DEVELOPER: CDV PUBLISHER: CDV RELEASE: OCT 2003



↑ Like the shadows? Well just wait until you see *Vultures* up and running. It'll knock you for six then finish you.



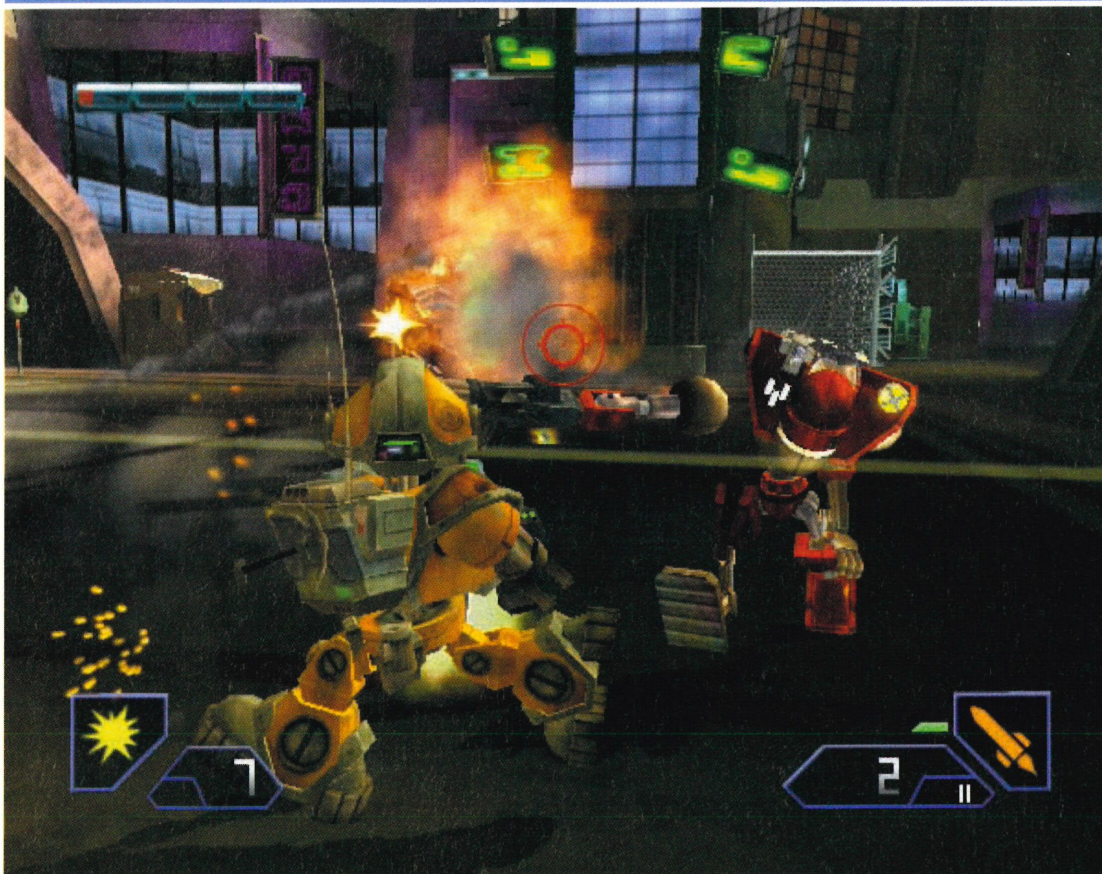
↑ You assume the role of a gladiator charged with hacking every last piece of man-flesh to pieces. Nice.



↑ We first revealed this action game back in Issue 09. Much time and effort has been spent on it since then.

METAL ARMS: GLITCH IN THE SYSTEM

DEVELOPER: SIERRA PUBLISHER: VIVENDI RELEASE: NOV 2003



↑ There's more action than *MechAssault* and more comedy value than in Shiny's classic *MDK* series. Much more next issue.



↑ Although you play as a robot, it's possible to double-jump around each level.



↑ Class action all the way. You get to play with big guns, including a super-powerful catapult.

News Wire

Easily digestible nuggets of key Xbox information

ORCHID WON'T BLOOM

Argonaut Games has been rocked by Namco's cancellation of its promising third-person action game, *Orchid*. Originally due for release later this year, all work has now ceased on the game that had seen some major changes. And if that wasn't enough, poor sales of the excellent *Kung Fu Chaos* (Issue 15, 8.6) has meant Microsoft doesn't want to know about a sequel. *Carve* and *SWAT: Global Strike Team* are both still on track.

SUCCESS ON A PLATE

Microsoft has signed up highly acclaimed Japanese developer Success to work on four Xbox Live-enabled titles. Success could turn things around for Xbox in Japan. It'll jump on board the Xbox bandwagon and create four exclusive Live-enabled games aimed at the Japanese market. There's no word on what these pearls are, or whether they'll be released over here. Stay tuned.

KEEP ON ROLLING

Following the explosion of *Rage* Software earlier this year, inline skating game *Rolling* was sent to the great video game graveyard in the sky. But as luck would have it, publisher SCI has worked miracles and *Rolling* is back on for release towards the end of the year. For all you need to know on the game, flick through Issue 08's First Look.

MASTER OF PUPPETS

VU Games has signed a deal with ageing noise mongers Metallica to create a third-person vehicle combat game. Not due for release until 2005, the game will be produced in collaboration with Segnana, a company that holds hands with the band on interactive and online activities. The game will feature fully customised vehicles and weaponry, endless terrain and "desperate, murderous opponents" as well as voice-overs from the band members, background music (naturally) and other exclusive content from Metallica.

UK GAME EXPO GROWS

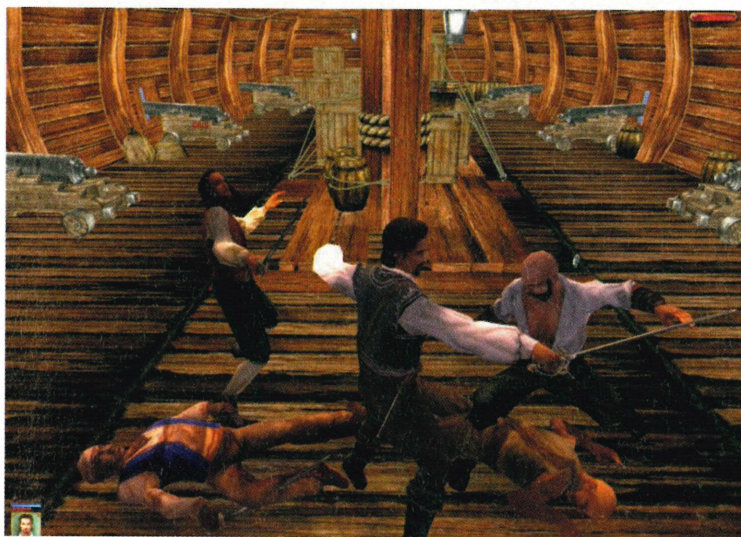
ECTS, a much smaller version of the huge event that is E3, is shaping up to bring back some of gaming's biggest names to London's Earls Court in late August. Microsoft will be on hand, as well as Konami, Codemasters, Eidos, THQ, Ubi Soft and Vivendi Games. More will be announced as the show draws near.

It's a Booty Call

Morrowind team hooked on pirating games

IF THERE'S ONE type of game we need more of, it's pirate games. Most of us, at some point in our lives, have wanted to command a ship with a Jolly Roger flag, terrorising seafarers and stealing anything and everything. If you've never been through this phase, there's still time, and this title from Bethesda Softworks could be all the inspiration you need.

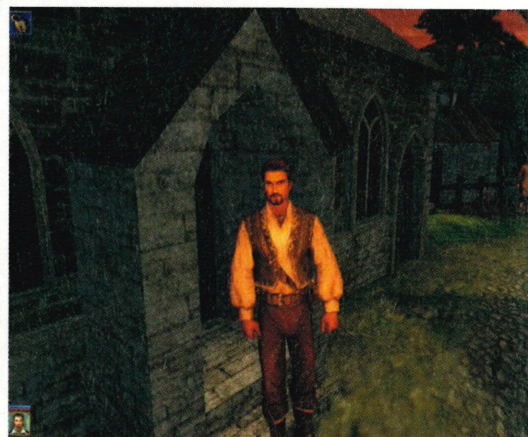
Developed by the same team that brought Xbox its first epic RPG and based on Disney's upcoming movie of the same name, *Pirates of the Caribbean* is coming to get you this autumn. You'll get to be captain of your very own ship and crew and go sailing the high seas earning experience points as you swashbuckle your way to the top. Live the dream.



Take on multiple opponents at once with your swashbuckling pirate skills.



Scare fellow seamen with a ghost ship.



Has he just stepped out of a salon?

ACCLAIM INKS DEAL TO DEVELOP GAMES BASED ON US COMPUTER-GENERATED COMIC, THE RED STAR



If the ref gets in the way, just throw him out of the ring.

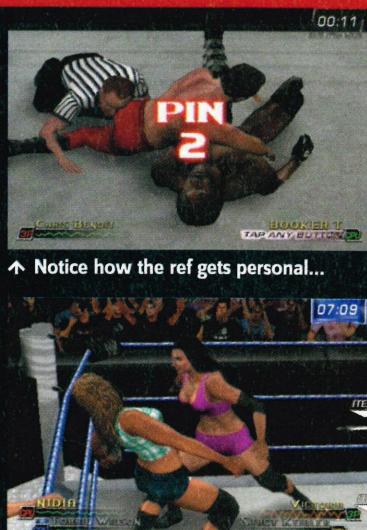
Raw Starts War

Exclusive shots of THQ's wrestling extravaganza

COMING EXCLUSIVELY TO an Xbox near you this September, *WWE Raw 2 - Ruthless Aggression* is shaping up to be every wrestling fan's dream. There are more game modes than you can shake a steel chair at and during a

quick hands-on session it felt like we were actually ringside, listening to the roar of the adrenaline-pumped teenage capacity crowd.

Once we'd told Ben to sit down and be quiet, we found *Raw 2* to be



Notice how the ref gets personal...

Mud and jam at the ready, lads.


everything the original wasn't. And that's very good news for all concerned.

It looks good, sounds good and you can almost smell the aggression pouring out of the TV. Or is that Ben again? Anyway, when *Raw 2* launches this autumn, you won't be disappointed - PS2 owners will be. We'll even go so far as to say you'll be gobsmacked. We are already, and Ben's just passed out.

WANTED SEPTEMBER 2003



"Freedom has come from out of left-field to become one of our most wanted titles. Why? It looks like GTA: New York with lots of guns. Nuff said."

 Io-Interactive

PlayStation 2
OFFICIAL MAGAZINE-UK

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QUOTES OF THE MONTH

It's incredible.

Actor Robin Williams has seen the future of games and he couldn't believe it. *Half-Life 2* nearly knocked him out cold.

When everybody else uses the phrase 'Only On Xbox' it's more of a business phrase. When I say it, I mean it, because my games will only work on Xbox, not on anything else.

Dead or Alive creator Tomonobu Itagaki has fully embraced the power of Xbox and wants the world to know it.

[The] Xbox [version] seems the most polished technically of the bunch.

IGN's four-way comparison of the *Enter The Matrix* games sees the Xbox version come out on top. No major surprises there, then.

The key to our online gaming is to wait and see how it does for the others.

Nintendo Europe's PR boss Shelly Friend reveals what the Nintendo difference is all about. Copying others' leads by the sound of it.

The Wachowskis wanted to tell the story of the *Matrix* trilogy in multiple mediums and *Enter The Matrix* is a key component in their vision.

Matrix producer Joel Silver sounds off to the news that *Enter The Matrix* (Issue 17, 8.5) sells more than one million copies in its first week on sale.

The only question is when. We are out to lead this market; we are not shy about that. Will we lead this generation? No. It will be the next generation. That is our ambition.

European Xbox boss Michel Cassius answers BBC Online's question about foreseeing a time when Sony is chasing Xbox for pole position.

We can sense and disable an Xbox modified with third-party modchips and not allow it to play online.

Chief Xbox officer Robbie Bach sends a harsh warning to schoolboy hackers.



TOP SECRET:

THE MOLE

While other magazines complain about summer being a slow time, the Mole gets on with business.

OZ LEADS ON XBOX

We've already told you that Carbon6 is working on a twisted version of *The Wizard of Oz*, but word has come my way that the game will lead on Xbox. According to head honcho American McGee (yes, that's his name, folks), news on the game will be coming through sometime in the next few months. This one should be good. Twisted, but good.

mouth-watering sequel to *Conflict: Desert Storm*. Well, I was recently honoured to be in on a demo of the Xbox version that's looking awesome, even at its early stage. Better still is that talk of Xbox Live was heard. There'll be no online play, but the developer is looking at including options to post scores to an online league table. Could be interesting.

MALICE MOVES ON

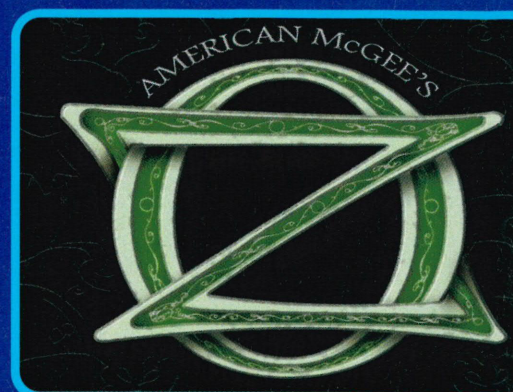
Argonaut's colourful platformer *Malice* seems to have survived the recent cull by French publisher, Vivendi. The game is finished (I've seen it) and is currently gathering dust waiting for a release. While *Malice* has been plagued with delays over the last few years, Argonaut still hopes to sign the title with another publisher in the coming months.

CARTOON CARS ON TRACK

Back in Issue 10 I revealed that Capcom's cel-shaded arcade racer, *Auto Modelista*, was eyeing an Xbox release. The title has now appeared on various online retail sites, hinting that an announcement is close. Xbox Live also looks set to a reality.

CONFLICT IS OF INTEREST

Think back to Issue 17, when we brought you the first shots and info on the



↑ American McGee's *Oz* leads on Xbox.

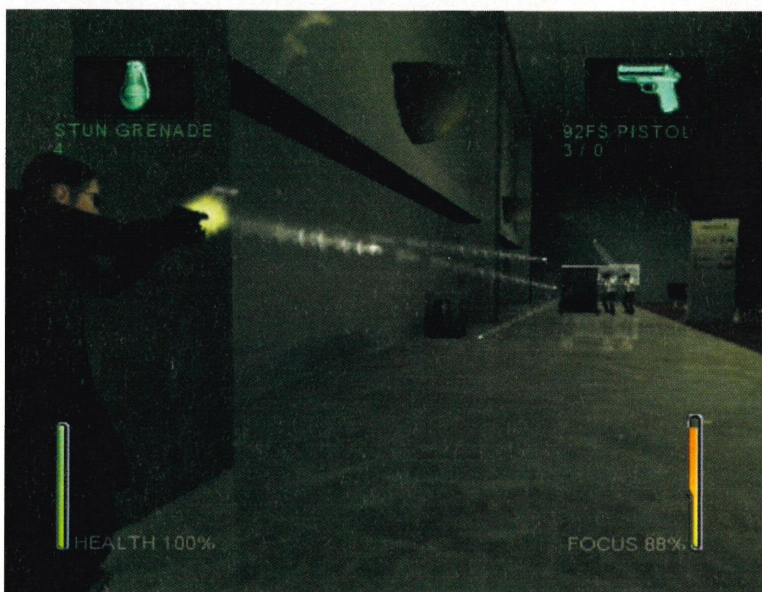


↑ *Malice* suffers another blow but it's not over yet...

RUMOURS RE-APPEAR AFTER E3 GAMES SHOW HINTING AT A SMALLER XBOX FOR JAPAN

Reload and Re-enter The Matrix

Shiny signs up for two more Matrix games. But don't expect them anytime soon



↑ Shiny has plenty more Bullet Time action up its sleeve.

BY NOW EVERY man, woman and child (over the age of 15) should have seen *The Matrix Reloaded* at least once. And with Atari shifting well over one million copies of *Enter The Matrix* (Issue 17, 8.5), Bullet Time shenanigans should be at an all-time high.

You may have heard a few whispers suggesting that Atari will release a second *Matrix* game in time for the third movie *Matrix: Revolutions* this November. Well, we can scratch that rumour, but this rabbit hole goes a lot deeper...

Shiny is actually in the early stages of creating not one, but two new *Matrix* games. The first one isn't due out until Christmas 2004 and the second one, get this, is being primed for next-generation consoles such as Xbox 2 and PS3, expected around 2006. Details on how the games will fit into the universe created by the films have yet to be announced. Looking at how far off they are, we don't expect to hear anything more for a while. At least you'll sleep easier at night.

HARDWARE

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

6-INCH TFT
COLOUR SCREEN

JOYTECH

£99.99

JULY 2003

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0800 389 9647



OUR BELOVED Xbox might not be the most portable console out there, but that hasn't stopped those crazy JOYTECH people from creating a six-inch, high-quality colour screen to make your System Link sessions that little bit more manageable. Instead of lugging the Xbox and TV hernia-combo round to your mate's for multiplayer thrills, just bag up the console and screen, fling them over your shoulder and skip off merrily down the road singing like the monks from *Halo*.

If you really do have no other way of getting two TVs in the same place at the same time, then this could make your dreams come true. Only there's one little problem: it's a lotta money for not a lotta screen. Once you've clipped it onto the 'box and opened it up, you quickly realise just how small six inches is (quiet at the back). It's worth pointing out that a larger screen would have bumped up the price far beyond that of the console, and as long as you play within arm's reach of the screen, you'll be amazed at the quality of the picture you're looking at.

Every last shard of detail comes across brilliantly, as does the sound thanks to stereo speakers. We fired up *Halo* and the sound of its opening tune turned everyone's heads immediately. All in, this is a quality piece of kit that opens System Link sessions to all.

SCORE 4/5



NEW ZEALAND DEVELOPER SIDHE INTERACTIVE CONFIRMS RUGBY LEAGUE 2004 FOR XBOX, HOPEFULLY FOR SUMMER NEXT YEAR

AND FINALLY...

That's just shocking

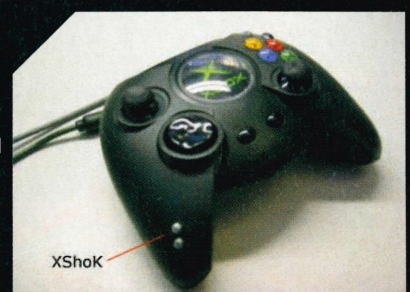
20,000 volts to the man in the corner

WHATEVER YOUR view of America, one thing is indisputable: the place is teeming with downright nutters. The nation that spawned *Jackass* surely has more acts of lunacy performed in the name of entertainment than anywhere else outside of Butlins.

Xbox played host to spectacular foolishness this month, when Kevin Rose, a writer for techtv.com, decided a rumble isn't enough punishment for taking a battering in *Mortal Kombat: Dark Alliance*. No, a spot of cheeky pad moddage means that, should you be lax enough to take a slap

round the chops at Kev's house, you'll be momentarily sizzled by a burst of electricity - 20,000 volts of the stuff. If you're not too hot on your 'leccy, then rest assured: that's gotta hurt.

There's a guide to the mod on the techtv.com site. Now you know how to do it, kids, don't do it.



Do not try this at home. We mean that.



↑ Gliding through the white stuff looks pretty good to us...

SSX 3

Can Electronic Arts deliver the brilliant 'boarder we all want? The pressure is mountain...

❖ THERE'S AN ongoing argument about snowboarding games. On one side there are those who think The Best Ones are more serious takes on the sport, such as *1080°* on Nintendo 64, or Xbox's more recent *Amped* (Issue 01, 8.7).

On the other side, though, you've got people who rave on, and on (and on) about *SSX* and its sequel *SSX Tricky* (Issue 05, 7.5). You can understand why - both are slick, fast, snowy arcade bliss. Yet *SSX 3*

promises to rudely spray snow all over the faces of its predecessors, as they sit on the slopes complaining about the prices of sandwiches in ski resorts.

The best thing about the impending return of *SSX* is that this isn't just a lick of paint and a new soundtrack - although we'll be getting those as well. The game structure has been totally rejigged to combine one of *Amped*'s best features with the *SSX* flavour of snowboarding. Rather



↑ Expect the trademark *SSX* mentalness when it comes to tricks - realism is out.

than taking place over a disparate set of racetracks, *SSX 3* makes use of an open environment: you get dropped onto a part of the mountain, from where you can just

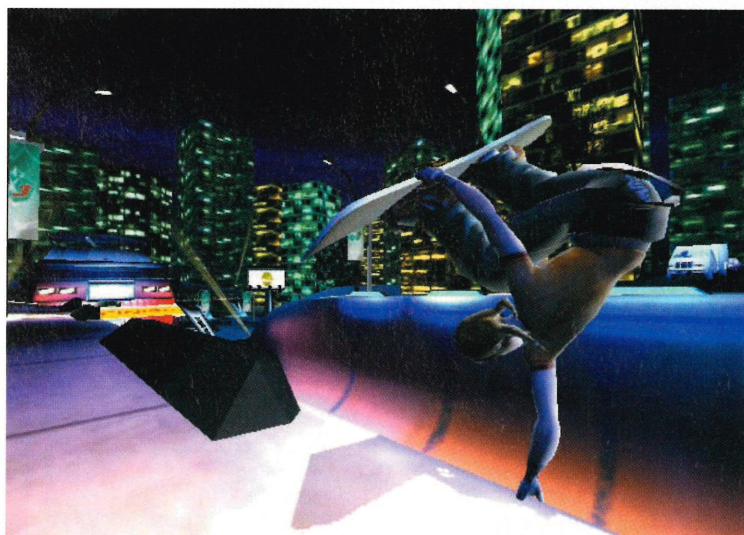
mess about on your way down. Signposts alert the player to various challenges, competitions and races, which you can enter by simply sliding on down to the

The mountain's your oyster

The main change is that you can now choose your own route down a huge mountain, entering competitions and challenges by going through gates dotted around the slopes. It should make for a much less restrictive racer, but one that's still unmistakably *SSX*.



↑ Where to go? Up to you, mate.



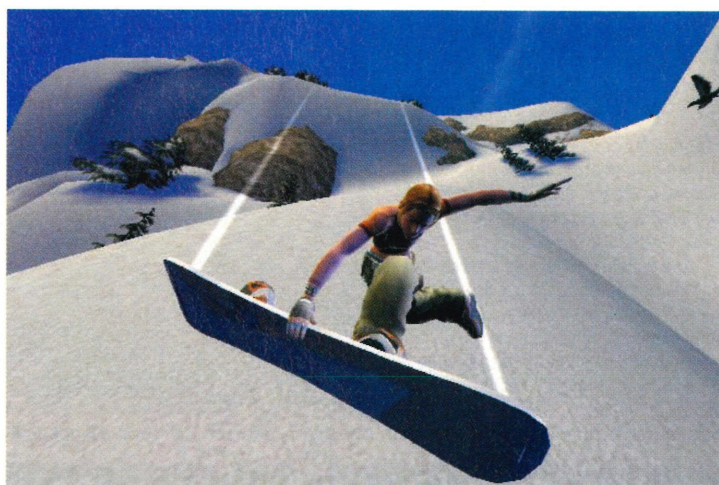
↑ This city environment is the only one to be revealed so far, apart from the main piste.



↑ Not a cloud in the sky, and it's snowing. Sodding typical.



↑ Don't smack your chin on the bridge, whatever you do! The draw distance looks great, dunnit?



↑ He won't think he's so cool when he smashes into a rock.



↑ You need to do a lot of yoga before this position becomes possible.

"It's not enough for snow to simply sparkle anymore: in SSX 3 it'll look realistic enough to give you goose pimples"

appropriate destination. It's a good way to combine the more chilled *Amped* style of play with the structured competition of *SSX*, we reckon.

That's not all we've been told will change. *SSX* has always been a bit *Tricky*, with emphasis put on the kind of mad stuntz that would make our legs snap just thinking about them. In *SSX 3*, there'll be loads more Uber Tricks, as the

chaps at EA call them, but more importantly there'll be a new selection of board press tricks, too. Apparently, you'll be able to use these to string together trick combos indefinitely - if you're skilful enough. The arrival of the manual in the *Tony Hawk's Pro Skater* series was what really lifted that game to greatness, since they also enabled the player to string together massive combos. Hopefully, the

new board presses in *SSX 3* will bring an extra layer of depth to the already impressive gameplay.

In addition to all that, there'll be spangly new graphics too, of course. It's not enough for snow to simply sparkle anymore: in *SSX 3* it'll shift with the wind and generally look realistic enough to give you goose pimples. *SSX Tricky* suffered a bit in its port to Xbox, but

with the mighty machine being included in the development process straight away this time around, we fully expect *SSX 3* to be the best looking one yet.

GAME INFORMATION
 DEVELOPER: EA
 PUBLISHER: EA
 RELEASE OCT 2003

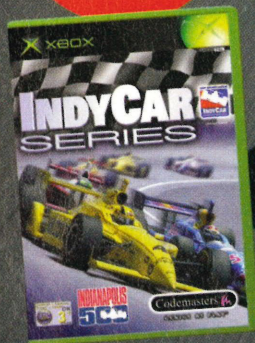
PERCENTAGE COMPLETE




INCOMING

↓ It could be you. Just enter the competition and keep your fingers crossed for the driving experience of your life.

WIN!



Race Indy Cars with Codemasters

Scream if you want to go 145mph round an oval circuit

TO CELEBRATE THE June 20 launch of *IndyCar Series* (Issue 18, 8.6), we're giving one lucky reader and a friend the chance to visit Rockingham Circuit and take part in the ultimate single-seater oval experience. The winner will also get an Xbox, copy of the game and an *IndyCar Series* Reebok jacket. Nine runners-up will each receive a copy of the game.

This isn't for the faint-hearted though - or people without a driving licence - as the experience replicates US Indy-style racing with speeds of up to 145mph on an

oval circuit. Think of it as being strapped on the front of a rocket and fired around the world's biggest pinball table.

The day includes a full briefing, car fitting, lapping in groups following an instructor, a debriefing and certificate presentation if you survive. The whole experience will fly by in around three hours. Blink and you will miss it.

To enter, all we want you to do is tell us in no more than 50 words why Indy Car racing is so much more than just left-turn racing. Entrants must be at least

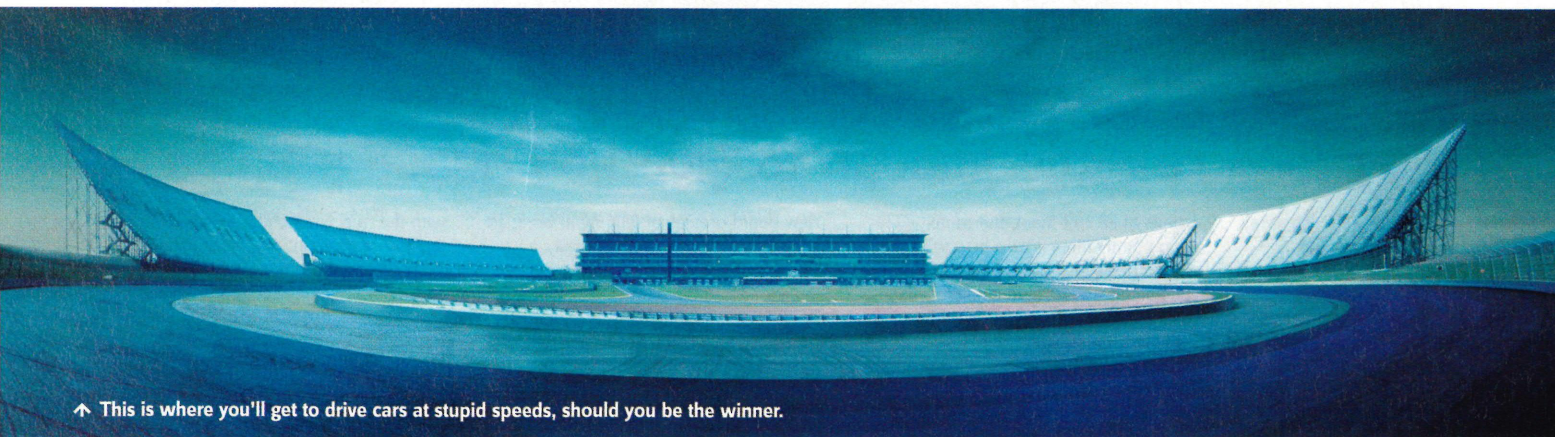
17 (under 18s must be accompanied by a parent or guardian), hold a full and valid UK driving licence, and be able to make their own way to Rockingham Circuit in Corby, Northants.

The winner can choose a race day to suit them from the 'gift' days listed on the Rockingham Circuit website: www.jhrockinghamexperience.co.uk. The prize must be taken in the next 12 months.

Send your thoughts to *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP. Closing date is Friday 8 August 2003.



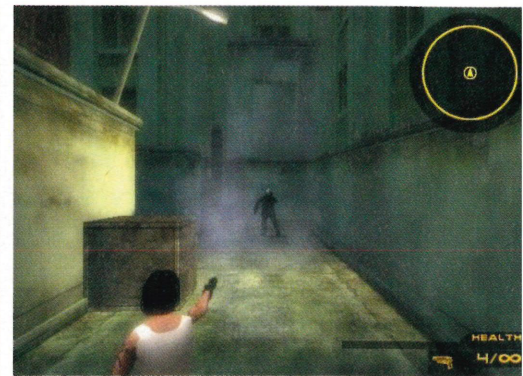
↑ This is hardcore. Wimps need not apply.



↑ This is where you'll get to drive cars at stupid speeds, should you be the winner.



↑ Original *Headhunter* star Jack Wade steps aside to let his trusty sidekick Leeza X do the hard work. Good man.



↑ Pointing's rude but gassing the place is worse.



↑ The bowels of the city need cleaning up.

Headhunter: Redemption

Sega turns to the dark side with gritty *Headhunter* sequel

THE *HEADHUNTER* series first appeared on Dreamcast and introduced us to Jack Wade, a *Headhunter* on a mission to bring order to a futuristic world gone mad. Organised crime has rocketed, civilians spend their cash like there's no tomorrow and we've all been brainwashed by the media. Sounds like present day to us, but *Headhunter: Redemption* takes place 20 years after the original, which saw the Bloody Mary virus almost destroy mankind.

With Wade now knocking on a bit, he's been given a helping hand to restore family values. Leeza X might sound like someone out of *So Solid Crew*, but she's meaner than a bull on crack and has enough love for her mentor Wade. You

get to play as both freedom fighters as they tackle evil corporations with their unique abilities and weapons. There'll also be a few vehicles to hijack along the way, which should up the pace of this dark adventure a little. More soon.

GAME INFORMATION

DEVELOPER: AMUZE

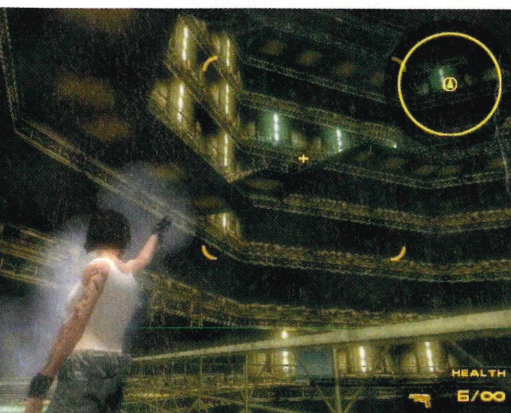
PUBLISHER: SEGA

RELEASE OCT 2003

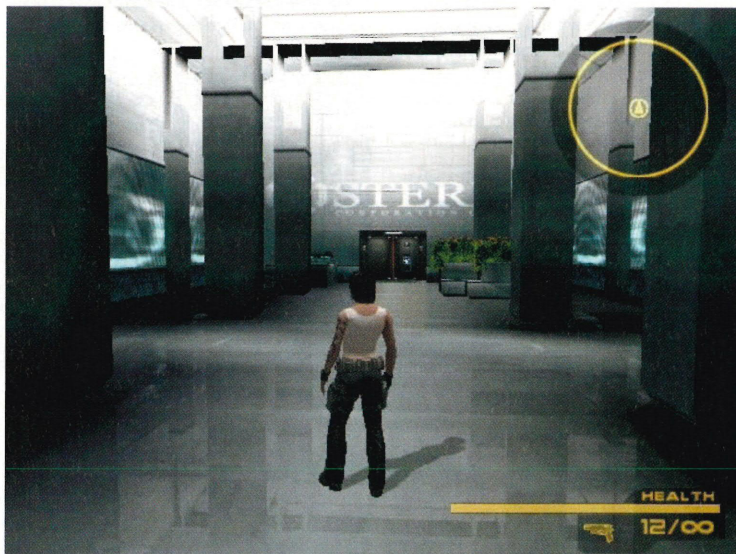
PERCENTAGE COMPLETE



↑ Green gas is never ever a good thing.



↑ Industrial settings create the tension.



↑ A lot of the game looks gritty (and barren) but some areas are polished.

Above and Below

THE WORLD OF *Headhunter* is split into two sections: Above and Below. Above is where all the good, clean life is, with sprawling glass cities and state of the art steel towers. Below is where you'll find the dregs and unhealthy losers who have been banished by society. Out of sight, out of mind. And as you can imagine, it's a recipe for disaster, ruin, tragedy, catastrophe, calamity and anything else the thesaurus can come up with.



↑ One in the head should do it.



↑ Don't expect zombies here.



↑ "That's what happens when you sh*t on MY head, mister!"

Prince of Persia: The Sands of Time

The classic gaming hero has learnt some new tricks

BACK IN THE early '90s, the original *Prince of Persia* was massive. A 2D platformer with an acrobatic, impressively animated Prince, the game put the player in a series of teeth-gnashingly devious dungeons. What's more, the title provided the template for a certain *Tomb Raider*, which effectively transferred the Prince's gameplay into 3D.

So it's no surprise to hear that Ubi Soft is having a crack at putting the Original Daddy back where he belongs - in a cutting edge Arabian adventure. The same studio responsible for *Splinter Cell* (Issue 10, 9.0) has teamed up with Jordan Mechner, the original game's designer, to produce a new title featuring the Prince.

The good news for fans of the original is that the Prince is as acrobatic as ever. One particularly cool trick is that he can run along walls for brief periods, allowing for some rather unconventional ways to negotiate the dungeons and palaces of Persia.

The fighting system is similarly acrobatic. Using the Sands of Time, you can warp time to help you deal with enemies. There's a lot more blood-letting and sword-wielding than the temporal fiddling of *Blinx* (Issue 09, 9.3), though: slowing an enemy down, flipping behind them and bringing your sword down onto their back looks very, very cool indeed.

From what we've seen so far of *Prince of Persia: The Sands of Time*, we could definitely be looking at a massive, massive hit - the way the Prince moves through the environments looks inspired, and the time elements appear to have been expertly woven into the exploration/fighting mix. We'll keep you up to date over the coming months.

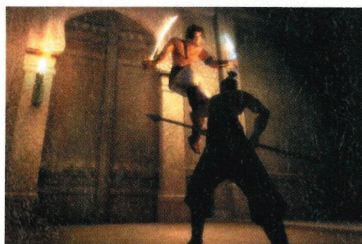
GAME INFORMATION	
DEVELOPER: UBI SOFT MONTREAL	PERCENTAGE COMPLETE
PUBLISHER: UBI SOFT	
RELEASE NOV 2003	



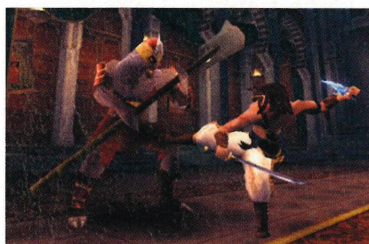
↑ Some of the fighting moves are surprisingly grisly. Keep your jewels covered.



↑ We're looking forward to playing this - the time effects look great.



↑ Shades of *Soul Calibur*?



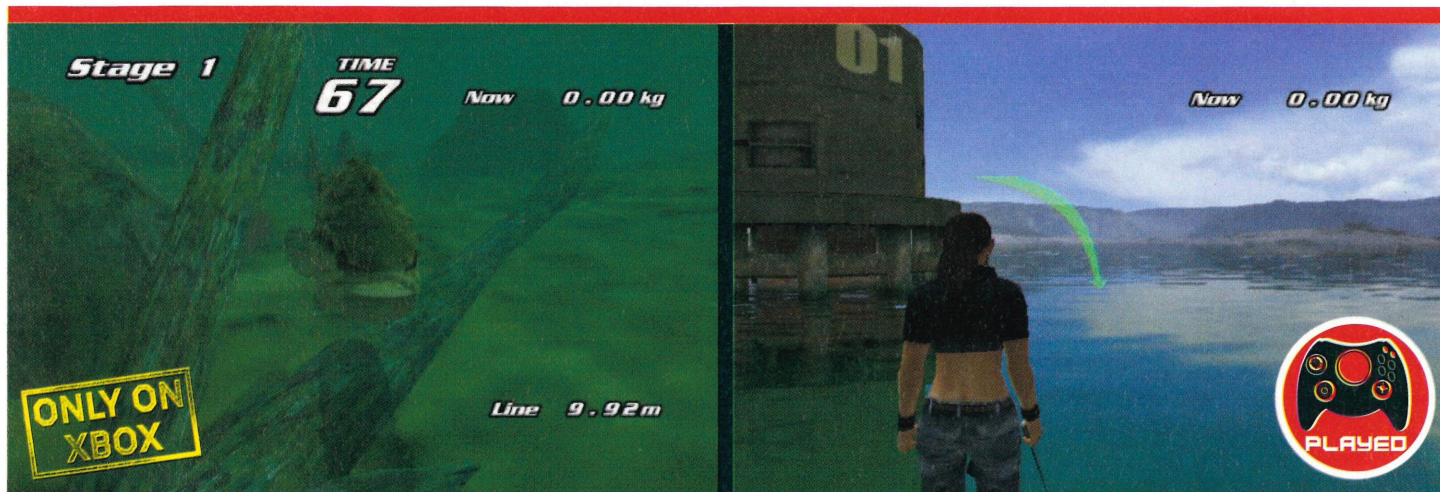
↑ Lots of people need a beating...

Long jump

THE THING THAT has always separated the Prince of Persia from his platforming rivals is his agility. That's not going to change with the new version: he's got a great range of cool moves, and he seems to sit in his environment more comfortably than Lara ever did in her PSone days. The gigantic leap you see here offers a glimpse of the giddy negotiation you'll be seeing when the game arrives later this year, but it's the really agile moves like wall-running that could make the game extra special. Fans of *Indy* (Issue 14, 9.0) will want to keep an eye on this.



↑ "Fiver says I can make it."



↑ You can almost hear the *Jaws* theme music playing in the background.

↑ It's all in the wrist action. A quality cast is vital to success on the lakes.

Pro Cast Sports Fishing

Save pounds in maggot fees with Capcom's latest

FISHING'S A funny old game. You sit on your arse for hours catching fish only to lob them back in again, usually because they're protected

by laws or just too small to bother cooking. So how does this experience translate into a game? Well, from the early preview version we played, it's

pretty much the same - catching a fish was damn near impossible!

Pro Cast lets you pick from a trio of hunter gatherers (including *Resident Evil*'s Jill Valentine) and rid the virtual waters of all pond life. There's a variety of lures with which to attract fish and this is a key element to landing the big ones. The fish are attracted to different

lures, you see. You'll need to know what turns your target on and where he hangs out if you're to land *Jaws* Junior.

GAME INFORMATION
DEVELOPER: CAPCOM
PUBLISHER: CAPCOM
RELEASE: SEPT 2003



↑ This time round you'll have a few armed guards to help you out.

Hunter: The Reckoning Redeemer

Blood-stained splatter spectacular gets exclusive second outing with downloadable levels

HUNTER: THE *Reckoning* (Issue 05, 6.7) made ripples rather than waves when it was released last July, but the carnage has been cranked up to 11 for the forthcoming sequel. Apart from pitting you against more zombies than you can wave a ten-ton axe at, *Redeemer* will also cater for exclusive downloadable content when it's released later this year.

A new character joins the team of four from the original, and there will be new weapons, power-ups, spells and flashy finishing moves. We hacked our

way through a couple of very early levels and were immediately impressed at how the look of the game has improved. Gameplay wise, it's rammed full of the same melee skull-crushing action as the original. You know you love it. More on this next issue.

GAME INFORMATION
DEVELOPER: HIGH VOLTAGE
PUBLISHER: VIVENDI
RELEASE: NOV 2003



↑ Up to four players can tackle the marching undead at once and crack heads.



↑ One very big sword is all you need when faced with a zombie onslaught.



↑ The rocket launcher is still the most effective weapon ever invented. Chopperman doesn't stand a chance here.

Freedom Fighters

Team-based rebellion storms the frontline

FORMERLY FREEDOM: The Battle for Liberty Island, then *Freedom: Soldiers of Liberty*, Io Interactive's third-person mission-based shooter is showing promise after a lengthy hands-on session.

There are still a few months of development time left and we're praying the dodgy camera gets a good seeing-to before the game's release but, aside from that issue, *Freedom Fighters* looks good, sounds good and is super-easy to get into.

You play a blue-collar worker who recruits anyone he can find to fend off the onslaught of the pesky Russians, who managed to creep past US immigration.

There's a lot of running around with your finger on the fire button and most of the scenery is destructible. You'll be spraying bullets all over the place, and your eyes will light up as cars, tankers, trucks and bodies are flung through the air to devastating effect. A simple

command system allows you to quickly flick through weapons and items with ease. We ploughed our way through the first two finished levels and are already looking forward to some more.

GAME INFORMATION

DEVELOPER: IO INTERACTIVE

PUBLISHER: EA

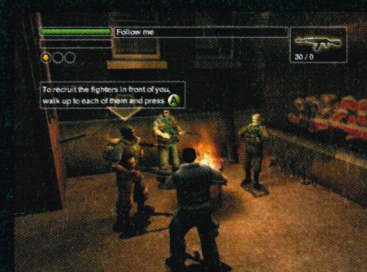
RELEASE SEPT 2003



↑ An over-the-shoulder view improves aiming.

Gang with a Bang

Finding mates to bring down the Russians is as easy as finding friends on Xbox Live.



↑ Freedom fighters are recruited by pressing A. The Y, B and X buttons issue attack, hold, and follow orders. Easy!



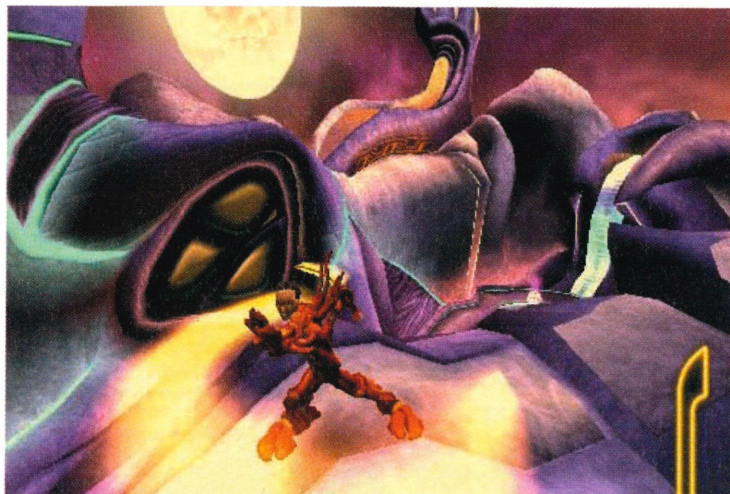
↑ Once you've got a small team under your thumb, send them into the battle zone first and save your energy for later!



↑ You control the big gun while your team-mates run around like headless chickens.



↑ Destructible scenery? We're happy to put it to the test.



↑ The whole surface of the planet is brimming with pure (but colourful) evil.



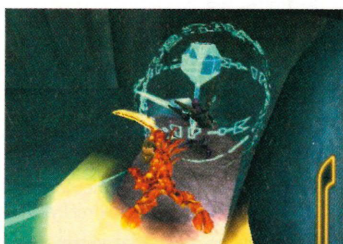
↑ In Stealth mode you get to crawl around on all fours. Awesome!

Alter Echo

Welcome the new mighty morphing power ranger

NEVIN MIGHT NOT sound like the name of an ultra-cool futuristic warrior with the ability to bend time and morph into three forms, but it is. Kitted out in a state of the art PolySuit that allows Nevin to morph on tap, you must blast your way across the surface of a living, breathing planet that spits out enemies like a snake spits out venom.

The morphing forms are simply called melee, gun and stealth mode. Nothing too taxing there, but trying to morph between all three while knee deep in alien scum is another matter. You've got to pick which mode best (Poly)suits the situation. Once you've got that licked, it's plain maiming and quite good fun too. Full review soon.



↑ Melee mode in full swing.

GAME INFORMATION

DEVELOPER: OUTRAGE GAMES

PUBLISHER: THQ

RELEASE SEPT 2003

PERCENTAGE COMPLETE



↑ We were tempted to slap a piccy of Ben on this, but it looked like him anyway.



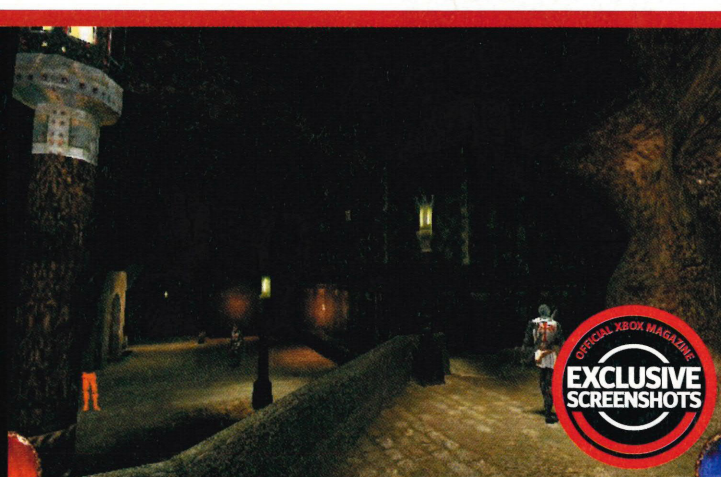
↑ Millions of dark dungeons await your attention.

Arx Fatalis

First-person shooter gets a magical RPG twist

WHILE THE NAME might be as catchy as a wet bar of soap, *Arx Fatalis* is striving its little heart out to do something a bit different. You've

probably already guessed from the shots that the action takes place in another dimension, with you being called upon to defeat evil.



↑ Forty different kinds of underground enemy should keep the action intense.

The sun has disappeared and the world of Arx has been plunged into so much darkness you could close your eyes and see better. The son of King Poxsellis has uprooted the whole city and moved them into the dwarf mines, which aren't only inhabited by fat, angry, hairy midget men. Apparently, 40 different races also live

in the mines. You do the maths - that's a lot of underground orc and goblin crushing action to be had.

GAME INFORMATION

DEVELOPER: ARKANE

PUBLISHER: DREAMCATCHER

RELEASE NOV 2003

PERCENTAGE COMPLETE



READERS MOST WANTED



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



OUR SHOUT

Looking at your top ten, there's never been a stronger lineup of Xbox games. *Half-Life 2* looks like it could achieve the impossible and topple *Halo 2* from the apex. Everyone was blown away by the E3 video that revealed one absurdly brilliant feature after another. How long has it been since we saw a game so impressive? Mainstays *Fable* and *BC* are still going strong and are looking like they won't disappoint thanks to an impressive showing at E3.

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

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

3. FABLE
DEVELOPER: BIG BLUE BOX
PUBLISHER: MICROSOFT
RELEASE: 2003

4. BC
DEVELOPER: INTREPID
PUBLISHER: MICROSOFT
RELEASE: 2004

5. STAR WARS: KNIGHTS OF THE OLD REPUBLIC
DEVELOPER: BOWARE
PUBLISHER: ACTIVISION
RELEASE: SEPTEMBER 2003

6. PROJECT GOTHAM RACING 2
DEVELOPER: BIZARRE CREATIONS
PUBLISHER: MICROSOFT
RELEASE: CHRISTMAS 2003

7. SUDEKI
DEVELOPER: CLIMAX PUBLISHER: MICROSOFT
RELEASE: CHRISTMAS 2003

8. GRABBED BY THE GHOULIES
DEVELOPER: RARE PUBLISHER: MICROSOFT
RELEASE: WINTER 2003

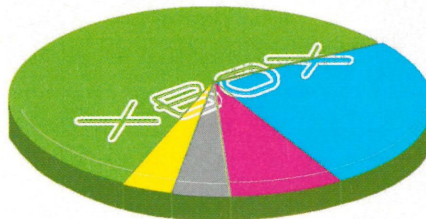
9. SOUL CALIBUR II
DEVELOPER: NAMCO PUBLISHER: EA
RELEASE: AUTUMN 2003

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

THE HOT TOPIC

Startlingly relevant Xbox issue of the day

What is your favourite *Return to Castle Wolfenstein* map?

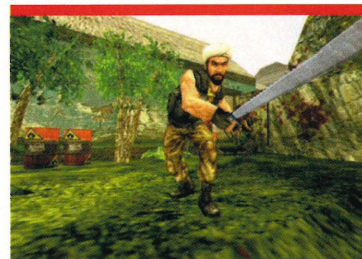


KEY (per cent)

Beach Invasion	60
Assault	24
Ice	9
Village	4
Destruction	3

THIS MONTH'S CHART THROB: JON

- 1: Counter-Strike
- 2: Tom Clancy's Rainbow Six 3
- 3: Links 2004
- 4: Top Spin
- 5: Half-Life 2



JON SAYS: Days of endless sunshine mean I want to play sport, particularly a few rounds on the local golf course. So the thought of whacking one right off the screws in *Links 2004* really appeals. And online tennis is a no-brainer - *Top Spin* should be brilliant. But why's it not out for Wimbledon? An opportunity missed, methinks.

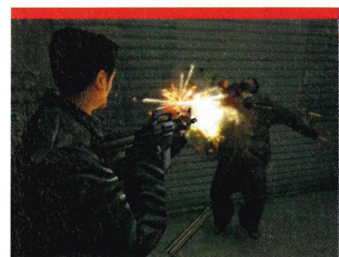
As for *Half-Life 2*, I know it won't be out for some time, but I'm gagging to see something - anything - of the Xbox version. It could test the console even more than *Halo 2*, which is a bit scary really.

SOURCE: Official Xbox Magazine Forum



VIRGIN MEGASTORES CHART

WHEN YOU WALK away from a Virgin Megastore with a new game, how do you know that what you've bought is real, or part of a computer simulation? The Matrix is everywhere. It is all around us. Even now as you read this, the machines are rummaging through your brain, compiling information for next month's top ten. This is the world that has been pulled over your eyes.



↑ **MAX PAYNE**, one of the most successful games in Microsoft's Classics range, is also one of its few third-party titles. £20 for hours of shooting and exploration? Sounds like a good deal.

1. ENTER THE MATRIX

DEVELOPER: SHINY ENTERTAINMENT PUBLISHER: ATARI
The perfect partner to *The Matrix Reloaded* has over an hour of new movie footage.

2. RETURN TO CASTLE WOLFENSTEIN: TOW

DEVELOPER: NERVE SOFTWARE PUBLISHER: ACTIVISION
We called it the "definitive Xbox Live experience" and you'd better believe it.

3. MOTOGP 2: ULTIMATE RACING TECHNOLOGY

DEVELOPER: CLIMAX BRIGHTON PUBLISHER: THQ
Climax Brighton spoil us once again with another superb motorcycling game.

4. TOM CLANCY'S SPLINTER CELL

DEVELOPER: UBI SOFT MONTREAL PUBLISHER: UBI SOFT
Still climbing the charts, and the sequel should follow suit. Check out page 042.

5. YAGER

DEVELOPER: YAGER DEVELOPMENT PUBLISHER: THQ
Five years in development have proved worthwhile for THQ's beautiful shooter.

6. MAX PAYNE (XBOX CLASSICS)

DEVELOPER: REMEDY PUBLISHER: TAKE 2
He's a man with nothing to lose, now enjoying a new lease of life as a Classic.

7. PHANTASY STAR ONLINE

DEVELOPER: SEGA PUBLISHER: SEGA
Proving just as popular as it was on Dreamcast, *PSO* will take over your life!

8. THE SIMS

DEVELOPER: EA PUBLISHER: EA GAMES
Wacky families and domestic chores are still a sure-fire hit on the mighty Xbox.

9. DOA XTREME BEACH VOLLEYBALL

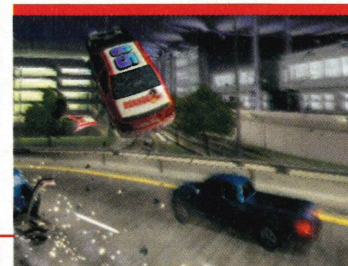
DEVELOPER: TECMO PUBLISHER: MICROSOFT
Kasumi, Tina and the gang are all toned and tanned for your gaming pleasure.

10. BURNOUT 2: POINT OF IMPACT

DEVELOPER: ACCLAIM PUBLISHER: ACCLAIM
The greatest road racer on Xbox with the most impressive crashes we've ever seen.



↑ PREPARE TO GET addicted! *Phantasy Star Online Episodes I & II* is doing extremely well as loyal fans make the leap from Dreamcast to Xbox. Improved graphics and a host of new items and weapons are an extra treat for Xbox players. The game comes with a free two-month subscription to the online servers.

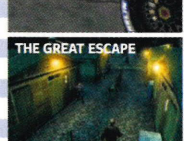
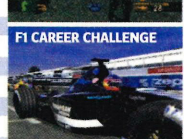


↑ CLINGING ONTO a well-deserved place in the chart, *Burnout 2: Point of Impact* features one of the best game modes ever. Crash mode awards points for causing as much carnage on the roads as you can. The biggest motorway pile-ups could earn you a place in the game's online scoreboards on Xbox Live.

XBOX GAME RELEASES

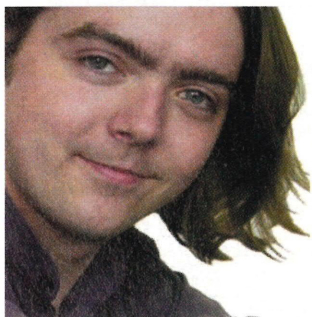
The forthcoming games you need to know about

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE	DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
SUMMER	ALTER ECHO	OUTRAGE	THQ	5	TBA 2003	OTOGI	FROM SOFTWARE	SEGA	N/A
	DRONEZ	ZETHA GAMEZ	METROAUTUMND	4		OUTLAW VOLLEYBALL	SIMON AND SCHUSTER	TDK MEDIACTIVE	N/A
	DUKES OF HAZZARD	UBI SOFT	UBI SOFT	N/A		ROADKILL	MIDWAY	MIDWAY	17
	DUNGEONS AND DRAGONS: HEROES	ATARI	ATARI	N/A		SNIPER ELITE	REBELLION	WANADOO	12
	FINDING NEMO	VICARIOUS VISIONS	THQ	N/A		SPY HUNTER 2	MIDWAY	MIDWAY	N/A
	FROGGER CLASSIC	KONAMI	KONAMI	N/A		STAR WARS GALAXIES	LUCASARTS	LUCASARTS	5
	FUTURAMA	DIGITAL ILLUSIONS	SCI	N/A		STRIDENT - THE SHADOW FRONT	PHANTAGRAM	PHANTAGRAM	4
	HAVEN: CALL OF THE KING	TRAVELLER'S TALES	MIDWAY	9		SUDEKI	CLIMAX	MICROSOFT	11
	INSIDE PITCH 2003	MICROSOFT	MICROSOFT	16		THE HOBBIT	SIERRA	VIVENDI UNIV.	15
	PIRATES OF THE CARIBBEAN	BETHESDA SOFT.	BETHESDA SOFT.	N/A		THE X-FILES: RESIST OR SERVE	SIERRA	VIVENDI UNIV.	N/A
AUTUMN	RUN LIKE HELL	INTERPLAY	VIVENDI UNIV.	N/A	2004	TOM CLANCY'S RAINBOW SIX 3	UBI SOFT	UBI SOFT	8
	SWAT: GLOBAL STRIKE TEAM	ARGONAUT	VIVENDI UNIV.	N/A		WALLACE AND GROMIT	FRONTIER DEV.	BAMI	13
	THE GREAT ESCAPE	PIVOTAL GAMES	SCI	12		WHIPLASH	CRYSTAL DYNAMICS	EIDOS	N/A
	WWE RAW 2	ANCHOR	THQ	15		CHARLIE'S ANGELS	TBA	UBI SOFT	4
	A SOUND OF THUNDER	COMPUTER ARTWORKS	BAMI	13		COMANCHE	NOVALOGIC	NOVALOGIC	4
	ALIAS	ACCLAIM	ACCLAIM	17		COLD WINTER	SWORDFISH STUDIOS	VIVENDI UNIV.	N/A
	AMPED 2	MICROSOFT	MICROSOFT	N/A		COPS	FOX	VIVENDI UNIV.	4
	BARBIE HORSE ADVENTURES	COKTEL	VIVENDI UNIV.	N/A		FLAT-OUT	BUGBEAR ENT.	TBA	N/A
	BACKYARD WRESTLING: DTTAT	PARADOX	EIDOS	N/A		JUDGE DREDD: DREDD VS DEATH	REBELLION	VIVENDI UNIV.	19
	CONFLICT: DESERT STORM II	PIVOTAL GAMES	SCI	17		LEGION	SEVEN STUDIOS	MIDWAY	4
WINTER	CRIMSON SKIES	MICROSOFT	MICROSOFT	4		LOOSE CANNON	DIGITAL ANVIL	UBI SOFT	4
	CURSE	WANADOO	WANADOO	N/A		MAGIC THE GATHERING: BATTLEGR.	SECRET LEVEL	ATARI	18
	DEUS EX: INVISIBLE WAR	ION STORM	EIDOS	12		MOTO X	KONAMI	KONAMI	N/A
	DISNEY'S EXTREME SKATE ADV.	TOYS FOR BOB	ACTIVISION	17		MUZZLE FLASH	JVC	MICROSOFT	10
	ESPIONAGE	MIDWAY	MIDWAY	17		ORCHID	ARGONAUT	NAMCO	4
	FALCON: INTO THE MAELSTROM	POINT BLANK	VIRGIN	N/A		POWERDROME	ARGONAUT	TBA	N/A
	FALLOUT: BROTHERHOOD OF STEEL	BIOWARE	VIVENDI UNIV.	16		RESTAURANT MANAGING SIM	TBA	PHANTAGRAM	4
	FREAKY FLIERS	MIDWAY	MIDWAY	N/A		SHAYDE: MONSTERS VS HUMANS	TBA	METRO 3D	N/A
	FREEDOM	IO INTERACTIVE	EA	14		TRUE FANTASY LIVE	LEVEL 5	MICROSOFT	N/A
	FREESTYLE	EA BIG	EA	4		WILD RINGS	MICROSOFT JAPAN	MICROSOFT	N/A
	FREESTYLE METAL X	MIDWAY	MIDWAY	N/A		ARX FATALIS	ARKANE	DREAMCATCHER	19
	GHOST MASTER	SICK PUPPIES	EMPIRE	N/A		AUTO MODELISTA	CAPCOM	CAPCOM	19
	GLADIUS	LUCASARTS	LUCASARTS	N/A		BALLERS	MIDWAY	MIDWAY	4
	GRABBED BY THE GHOULIES	RARE	MICROSOFT	N/A		BATTLESTAR GALACTICA	VIVENDI UNIVERSAL	VIVENDI UNIV.	17
	GROUP 5 CHALLENGE	CAPCOM	CAPCOM	16		BIONICLE	ARGONAUT	EA	N/A
	HARRY POTTER: QUID. WORLD CUP	EA	EA	18		BLACK & WHITE: NEXT GEN	LIONHEAD	MICROSOFT	4
	I GLADIATOR	ACCLAIM	ACCLAIM	16		BLOODY ROAR EXTREME	KONAMI	KONAMI	N/A
	JACKED	3DO	3DO	N/A		BLOODRAYNE 2	MAJESCO	ACTIVISION	N/A
	KOREA: FORGOTTEN CONFLICT	PLASTIC REALITY TECH.	CENEGA	16		BUFFY THE VAMPIRE SLAYER 2	EUROCOM	VIVENDI UNIV.	16
	LEGACY OF KAIN: DEFIANCE	CRYSTAL DYNAMICS	EIDOS	18		CALL OF CTULHU	TBA	HEADFIRST	12
	MALICE: KAT'S TALE	ARGONAUT	TBA	9		CALL OF DUTY	SPARK	ACTIVISION	17
	MAFIA	ILLUSION SOFTWARE	TAKE 2	19		CARVE	ARGONAUT	TBA	19
	NHL RIVALS 2004	MICROSOFT	MICROSOFT	17		CONKER: LIVE & UNUCT	RARE	MICROSOFT	18
	NHL HITZ PRO	MIDWAY	MIDWAY	N/A		DANCING STAGE	KONAMI	KONAMI	19
	OPERATION FLASHPOINT: CWC.	CODEMASTERS	CODEMASTERS	N/A		DEAD OR ALIVE ONLINE	TECMO	MICROSOFT	18
	PRO CAST FISHING	CAPCOM	CAPCOM	19		DOMINION	PHAROAH	TBA	4
	PSYCHONAUTS	DOUBLE FINE	MICROSOFT	6		DOOM 3	ID	ACTIVISION	N/A
	ROLAND GARROS 2003	TBA	WANADOO	N/A		DUALITY	TRILOBYTE GRAPHICS	PHANTAGRAM	4
	SHINING LORE	PHANTAGRAM	PHANTAGRAM	N/A		ENCLAVE 2	STARBREEZE	SWING	16
	SHREK 2	TBA	TDK MEDIACTIVE	N/A		FABLE	BIG BLUE BOX	MICROSOFT	12
	SOUL CALIBUR II	NAMCO	NAMCO	14		FARENHEIT	QUANTIC DREAM	VIVENDI UNIV.	18
	SPONGEBOB SQUAREPANTS	THQ	THQ	N/A		FULL SPECTRUM WARRIOR	PANDEMIC	THQ	N/A
	SPY VS SPY	TDK MEDIACTIVE	TDK MEDIACTIVE	10		GHOULS 'N' GHOSTS	GAME FACTORY	CAPCOM	16
	STAR WARS: KOTOR	BIOWARE	ACTIVISION	2		HALF-LIFE 2	VALVE	VIVENDI UNIV.	19
	STARCRRAFT: GHOST	BLIZZARD	VIVENDI UNIV.	10		HALO 2	BUNGIE	MICROSOFT	9
	THE ITALIAN JOB	CLIMAX	EIDOS	18		KAMEO: EOP	RARE	MICROSOFT	10
	TOP SPIN	PAM DEV.	MICROSOFT	11		KILL SWITCH	NAMCO	TBA	18
	TORK	TIWAK	TBA	4		LINKS 2004	MICROSOFT	MICROSOFT	N/A
	TRUE CRIME: STREETS OF LA	LUXOFLEX	ACTIVISION	5		LOBO	KEMCO	KEMCO	N/A
	WRATH UNLEASHED	THE COLLECTIVE	ACTIVISION	18		MAX PAYNE 2	REMEDY	TAKE 2	N/A
	XIII	UBI SOFT	UBI SOFT	8		MEDAL OF HONOR: RISING SUN	EA	EA	16
	007: EVERYTHING OR NOTHING	EA	EA	18		MEN OF VALOR: THE VIETNAM WAR	2015 INC	VIVENDI UNIV.	14
	APPRENTICE KNIGHT	MICROIDS CANADA	MICROIDS	16		MUSIC MIXER	WILDTANGENT	MICROSOFT	18
	ARMADA 2	TBA	METRO AUTUMND	4		NIGHTMARE CREATURES 3	KALISTO	UBI SOFT	N/A
	ARMED AND DANGEROUS	PLANET MOON	ACTIVISION	18		PERFECT DARK 2	RARE	MICROSOFT	10
	AUSTIN POWERS	TBA	TAKE 2	4		PRINCE OF PERSIA	UBI SOFT	UBI SOFT	18
	BC	INTREPID ENT.	MICROSOFT	7		PROJECT GOTHAM RACING 2	BIZARRE CREATIONS	MICROSOFT	8
	BEHIND AXIS LINES	IO INTERACTIVE	WANADOO	N/A		QUAKE IV	RAVEN SOFTWARE	ACTIVISION	N/A
	BEYOND GOOD & EVIL	UBI SOFT	UBI SOFT	17		R: RACING EVOLUTION	NAMCO	TBA	18
	BREED	BRAT DESIGNS	CDV	N/A		RESERVOIR DOGS	TBA	SCI	16
	BROKEN SWORD: TSD	REVOLUTION	THQ	17		ROGUE OPS	BITS STUDIOS	KEMCO	N/A
	COLIN MCRAE RALLY 04	CODEMASTERS	CODEMASTERS	17		SECRET WEAPONS OVER NORMANDY	LUCASARTS	ACTIVISION	17
	COUNTER-STRIKE	VALVE	VIVENDI UNIV.	N/A		SHADOW OPS: RED MERCURY	ZOMBIE	ATARI	18
	DEAD OR ALIVE 4: CODE CRONUS	TECMO	MICROSOFT	N/A		SONIC HEROES	SEGA	SEGA	N/A
	DINO CRISIS 3	CAPCOM	CAPCOM	13		SPIDER-MAN 2	TREYARCH	ACTIVISION	N/A
	DINOTOPIA: SUNSTONE ODYSSEY	TDK MEDIACTIVE	TDK MEDIACTIVE	17		SPLINTER CELL 2: PT.	UBI SOFT	UBI SOFT	19
	DR. SEUSS' THE CAT IN THE HAT	MAGENTA	VIVENDI UNIV.	N/A		STAR WARS: REPUBLIC COMMANDO	LUCASARTS	LUCASARTS	N/A
	DRIVER 3	REFLECTIONS	ATARI	N/A		STEEL BATTALION: LOC	CAPCOM	CAPCOM	N/A
	FIFA 2004	EA	EA	17		TEMPLAR	STARBREEZE	TBA	16
	FOUR HORSE. OF APOCALYPSE	3DO	3DO	8		THE FAST AND THE FURIOUS	GENKI	VIVENDI UNIV.	N/A
	GOBLIN COMMANDER: UTH	JALECO	JALECO	N/A		THE MATRIX	SHINY	ATARI	19
	JACKED!	3DO	3DO	17		THE MOVIES	LIONHEAD	ACTIVISION	16
	KILL BILL	BLACK LABEL	VIVENDI UNIV.	N/A		THE SIMPSONS: HIT AND RUN	RADICAL	VIVENDI UNIV.	N/A
	LMA MANAGER 2004	CODEMASTERS	CODEMASTERS	17		THE THING 2	COMPUTER ARTWORKS	VIVENDI UNIV.	N/A
	LOTR: RETURN OF THE KING	EA	EA	17		THIEF 3	ION STORM	EIDOS	N/A
	METAL ARMS	SWINGIN' APES	VIVENDI UNIV.	N/A		TRINITY	GREY MATTER STUDIOS	ACTIVISION	17
	MISSION IMPOSSIBLE: OP. SURMA	PARADIGM	ATARI	3		UNREAL 2	EPIC GAMES	ATARI	N/A
	MURAKUMO	FROM SOFTWARE	UBI SOFT	N/A		VIRTUA FIGHTER 3.1	AM2	SEGA	N/A
	NINJA GAIDEN	TECMO	MICROSOFT	18		X-MEN: LEGENDS	RAVEN SOFTWARE	ACTIVISION	N/A



LETTERS

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



LETTERS 19 EDITOR

BEN TALBOT
GAME OF CHOICE: *RTCW: TIDES OF WAR*

A good shampoo should clean away dirt and leave your hair shiny. And if you believe adverts, it'll also help you attract ladies. But I don't need a posh shampoo to do that. Send your beauty tips to me at Letters, along with any stuff about Xbox.

FINAL PHANTASY?
I've just finished reading your review of *Phantasy Star Online Episode I & II* (Issue 17). It was a good decision to reserve judgement on the score until you have test-driven the Live game. Speaking as a Dreamcast *PSO* veteran, I cannot emphasise enough the potential this game has to revolutionise Xbox Live. *Phantasy Star Online* relies on community to keep you hooked - some 50,000 players cannot be wrong. This community has, in my case, stood the test of time, as I regularly meet some of my old mates from *PSO* for sessions of *MotoGP*. We are all looking forward to getting our hands on the latest version but have a few concerns about the plague that infested the Dreamcast network.

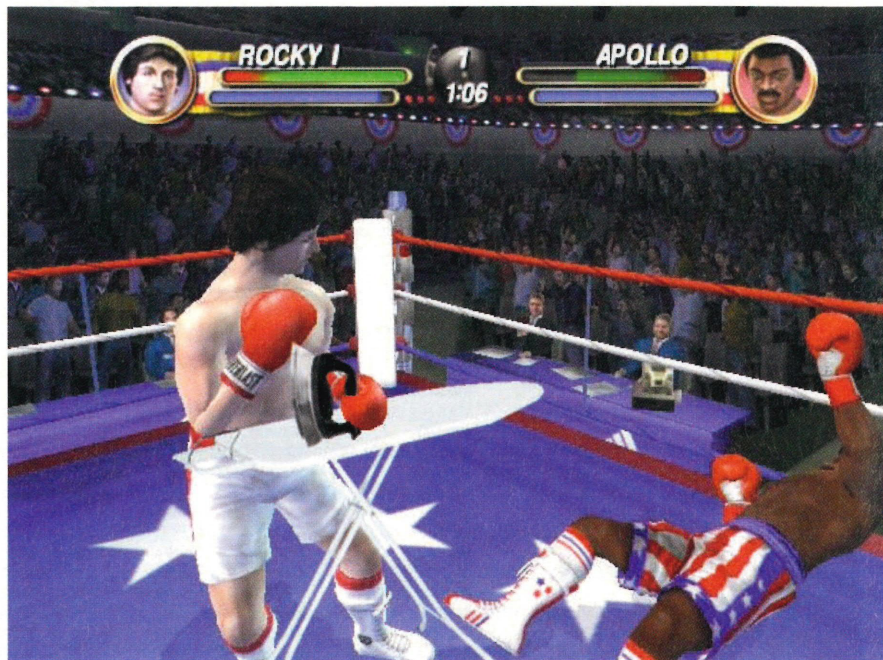
About a month after its release, 2,000 Player Killers appeared and ruined the experience for most gamers for the foreseeable future. These people used Action Replay codes to allow them to kill fellow gamers and steal their weapons. They then got more and more sophisticated until they could wipe

your save game just by casting a healing spell on you.

Sega had no control over these people because banned players could then hack their save game to remove the ban. You may think this is a negative point, but it's funny how these things work out, as this forced many of us legit gamers to rely much more on their small group of online friends, thus reinforcing the sense of community. Luckily this worked out very well for me, but countless other users who were unaware of the mounting problem lost many hours of gameplay and many hard/impossible-to-get weapons. If the Xbox version of the game boasts as much security as the rest of Xbox Live it will be very special as I sorely missed being able to talk to strangers in the latter days of Dreamcast *Phantasy Star Online*.

Pete 'Zion' Layton,
Kent

I wouldn't worry about Action Replay spoiling things for Xbox Live users. All games can be patched to detect sneaky swindlers and automatically ban them from the network. Cheaters, you have been warned.



↑ Rocky flouts boxing regulations by ironing his shorts in the ring.

MUMS KNOW BEST
I am writing to express my outrage at a comment made in Letters (Issue 17, page 045): "Mums don't understand too much outside ironing and watching soaps." Obviously this Ben Talbot has been suffering some long-term mental damage from that ridiculous haircut of his. In my family I am the reigning champion of both *Rocky* and *RalliSport Challenge*. I like nothing more than tearing round the track to the sound of Barry White. My long-suffering son has had to "eat my dust", as you might put it. I have also completed *Shenmue II*, an

amazing game in my opinion. So in future, don't tell other gaming mothers and me that we "don't understand".

Mrs Keen,
Hants

So there you have it, a mother who doesn't understand too much outside games, ironing and watching soaps.

MELODY MAKER
I have come up with a really good idea, I think. Everyone at *Official Xbox Magazine* should have a personal theme tune. ➤➤

STAR LETTER



GOLDEN YEARS

A while ago I experienced the best multiplayer *Halo* deathmatch ever. The undefeated *Halo* master (me) was abandoned by his holiday-going friends. With his parents at work, he faced the horror of his nan's house! Nevertheless, Daniel played happily on his Xbox until his nan asked, "Can I 'ave a go?" He then watched in amazement as she kicked ass without even knowing the basic controls! Later he almost pooped himself as she nearly beat him at *Slayer*! The moral of the story? Your grandparents may be old and smelly but they're still human, so ditch your mates and get playin' with the old folks.

Daniel Larrosa,
Liverpool

Phil lost a game of *Halo* against his great-great-grandfather. Who's just a skeleton.



↑ Imagine you're playing against Phil and you'll win every time.

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



You lot obviously know each other better than I do, so feel free to change any song to suit that person. Gavin should have the Sum 41 song *Mr Amsterdam* because of his recent holiday. Ben should have *You Sexy Thing* by Hot Chocolate because he thinks (I know - Ben) he's the sexiest man in Wales. The Destiny's Child tune *Bootylicious* should be Vanessa's and Jon's should be *Brain* by N.E.R.D. because he's really nerdy and brainy.

Wayne Bond,
Caerphilly

Vanessa was thrilled to pieces to be called *Bootylicious*. She's using it as her Gamertag when she finally gets on Xbox Live. Honest.

DO NOT YOU FORGET ABOUT ME

Ever since Xbox Live launched you have become sloppy with your reviews. Your *Return To Castle Wolfenstein* review (Issue 16, page 074) clearly stated that the game had split-screen multiplayer for 1-4 people. No such mode is in there! Also, the Beach Invasion is not a Campaign map at all, just a multiplayer map. You fail to mention any of this in your review and as a result I felt slightly cheated.

On another point, while I agree that *MotoGP 2* is a great game, how does it deserve 9.4 (Issue 17, page 084) for being little more than an update, especially when you haven't even tested it online yet? Six extra tracks and slight graphical enhancements don't seem justifiable to me. You mention Live play again and again in this review but I don't see too much in there about split-screen racing. You can design and store up to ten custom bikes, but when you play split-screen only player one can pick a custom bike and the rest must make do with the default lineup of bikes. It may seem like I'm nit-picking, but as less than 50 per cent of Xbox owners are on Live, shouldn't the offline players be remembered too?

N Coles,
via email



Matrix: can you fulfil the prophecy?

Reviewing Xbox Live games before release was never going to be easy. That's why we've introduced the Play Live section (see page 103) to provide updates after we've had a go online. Our enthusiasm for Xbox Live sometimes draws our attention away from split-screen gaming, so apologies for a less-than-accurate *RTCW* review.

"I DON'T EVEN SEE THE CODE..."

Good call on *Enter The Matrix*, a very accurate review. I'd suggest adding 0.5 or 1 point for fans (after seeing *Matrix Reloaded*, the game slots perfectly into place as part of the storyline). Two days after its launch I finished the hacking part of the game, but it wasn't easy - I sat there with my paper and pencil, Xbox ready to go, with my laptop on the floor connected to the web. It was great! I got the passwords from the game, found the secret entrance and goodies on the web, converted all sorts of hex to binary and downloaded loads of great stuff. I don't know if I stumbled onto the first binary access code for the web access. I converted one of the first codes from the Hacking game into binary - the result was a code that appeared to have a repeating pattern in it apart from one section, and I entered this part into the web access panel and 'got in'.

Everyone must try the Hacking game - it's fantastic, and not a bumpmapped, z-buffered, polygoned pixel in sight.

Kevin Delahunty,
via email



Phantasy Star Online: an extravaganza of colour and spectacle. Get Live now!

Shorts



WHAT IF?

Quick thought. If Xbox were called 'Sega' or 'Nintendo' Xbox, would it be a clear number one console leader?

Pippo Rizzlinho,
via email

If you were called Pippo Talbot, would you be a hit with the ladies?



ARMED AND DANGEROUS

Maybe I could give a brief review of *Splinter Cell*. What kind of secret agent only uses his elbow in hand-to-hand combat? And why does he not have the ability to use other arms than the ones he brings along?

Johan Suttels,
Belgium

Agency regulations mean that Sam Fisher has to leave his extra pair of prosthetic arms back at base.



HISTORY TODAY

I was excited to read your preview of *Medal of Honor: Rising Sun* (Issue 17, page 008). However, in the text you said "Check out the jet fighter heading straight into the boat". Did they even have jet fighters in 1941-44? Tell me this was a deliberate mistake and I've won a house or something.

Adrian Davis,
via email

General Electric (a business, not a soldier) built America's first jet fighter, the Bell XP-59, back in 1945. Technically, we were only a year out.



PROJECT EGO

Ben Talbot is without doubt the sexiest man in Wales. There is no room in Wales for both the Welsh people and Mr Talbot's massive ego; this automatically makes him the sexiest man in Wales, also not to mention the sexiest female.

Daniel,
via email

I'll take that as a compliment.



STUCK ON YOU

Hey guys, I was just wondering - as Xbox Live is so addictive, have you found that the Communicator gets stuck to your

head after a while? Mine does, anyway and I think it's a Matrix-like play from Microsoft to get us all plugged into Live.

Tom Dent,
Kent

Nail polish remover is equally good at getting rid of superglue. You read it here first.



ILLEGAL ALIEN

Hey! Are you sure Ben isn't something from the Covenant or Flood?

Sam Wilson,
via email

I'm from Wales - does that count?



THIS IS MY RIFLE, THIS IS MY RANGEFINDER

That sniper Marine guy in the *Halo 2* article (Issue 17, page 063) who's holding the 'interesting' looking scope is actually holding a Laser Rangefinder. It's the same as the ones used by US and Royal Marine sniping squads.

Jon Briscoe,
via email

Imagine using one of those for co-op sniping! We hope you can do it.



TOILET DUCK

Hi, was just wondering what kind of qualifications you need to be in the same position as you are (unless this is the janitor reading this).

Callum,
via email

I am the janitor, it's just that no one's noticed yet.



SNOOKERED

The *World Championship Snooker 2003* playable demo was first advertised to be on the OXM Game Disc back in March. After not appearing then, it was then advertised again in the April edition, but again it didn't arrive. What happened?

D Priest,
via email

Apologies, but the developers, Blade Interactive Studios, were working flat out on the full game and didn't have time to finish off the demo.

The two best parts of *Enter The Matrix* are the extremely original hacking bit and the scene where Monica Bellucci (Persephone) snogs Jada Pinkett Smith (Niobe). I'm not kidding!



STAR GATES

When I first heard that *Phantasy Star Online* was being brought to Xbox, I couldn't wait to buy it. But then I read your review in Issue 17 (page 096) which pointed out (in very small writing, I might add) that you had to have Xbox Live to play it. This means that all those fans of the series who can't afford broadband are going to be very disappointed. I feel

this point should be brought to Bill Gates's attention and the people who have lost out should be compensated.

David Stait,
Birmingham

Sorry, but there's no compensation big enough for missing out on Xbox Live. Sort it out!



PARENTAL GUIDANCE

It all started about five or six years ago when my parents asked to see what my new game, *Dino Crisis*, was all about. At that time I had started to play it but had become stuck at a certain

LETTERS

» point. They asked if they could have a go and help get me past it. Of course I laughed at the idea.

So I handed my beloved controller over to the hands of my parents and watched in utter amazement as they solved my problem. After they had accomplished that they wanted to finish the rest of the game and were quite reluctant to part with the pad. The rest, as they say, is history - my mum came on in leaps and bounds and left my poor dad in the dust. She has now turned into a professional gamer who rants and raves about how good her Xbox is in comparison to PS2. When my mum walks into our local GAME shop she knows more about the games than the people working there do! Am I the only person out there who has a mother in her 50s who is a professional gamer? Help, I need to know!

Samantha McGuire,
Inverness

Every time my mum and dad see an Xbox game, they have to comment, "Ooh, it's just like watching the telly."

IS THAT A HOLSTER IN YOUR TROUSERS?

Having just read your *Halo 2* preview, (Issue 17, page 064) I would like to point out that the "self-shadowing, a subtle new technique that makes everything look a hell of a lot more realistic" on the Marine's leg, is actually a holster leg strap. I don't want to sound anal about it, but it really has been making me furious for the last week or so.

Grant Wolstenholme,
via email

Jon would just like to point out that "Deadline syndrome is a subtle new technique that makes everything sound correct, even when it's really wrong."

FROM RUSSIA WITH LOVE

I do not know for sure whether I'm the first Russian to write to you. Still I have the right to tell you that

Official Xbox Magazine is selling here in Moscow, but only ten or 20 issues per city. I'm a happy owner of an Xbox unit (bought it for a price of \$600) and a fan of everything concerning this remarkable entertainment system. In my honourable opinion, *Official Xbox Magazine* is the best magazine I've ever read.

You know what, Bill Gates doesn't want Xbox to be here in Russia, so people like me have to search for the 'grey import', as we call it. The average income of our citizens is around \$300-\$500 a month, while the average price for an Xbox game is \$65-\$80. So one must be very careful when choosing which games to buy. Your work has helped me a lot on my buying decisions, so please keep up the good work!

Andrew Vanin,
Moscow.

Excellent to hear about the determination of Russian gamers to get the best console in the world.

THE REAL SAM FISHER

Am I the only one living the life of Sam Fisher? Living in a busy house with a wife and young child, the only time I have free to play Xbox and *Splinter Cell* is late at night when all is dark and quiet and the 'enemy' is fast asleep. After creeping through the shadows to avoid detection, with a single item of extra-strength coffee in my health pack, I'm ready for action. Then, after a busy session of saving the world from war, it's time to cover my tracks and duck out of the moonlight before being spotted by the hamster. I traverse the creaky staircase and slip beneath the bed sheets to prepare mentally and physically for another action-packed day in the life of an Xbox player.

Sean Winter,
via email

Well Sam, or Sean, when *Pandora Tomorrow* comes out your life will get even more complicated! Turn the page for details...



↑ *Halo 2*: here's a fine example of self-shadowing - d'oh!

Forum	Topics	Posts	Last Post	Moderator(s)
Official UK Xbox Magazine				
Games You've read what we think. What do you think of the games?	8639	75911	01 Apr 2003 14:10:50 by: Big Gus	Gavin Ogden, Jon Attaway, Steven Bailey
General Discussions Your chance to talk about anything you want	20830	124472	01 Apr 2003 13:08:39 by: Proletarian2002	Gavin Ogden, Jon Attaway, Steven Bailey
Hardware Hardware problems? Looking for that new pad?	2001	11707	01 Apr 2003 13:54:59 by: MasterChiefJohn	Jon Attaway, Steven Bailey
Play More Get more from your games right here.	2051	11416	01 Apr 2003 12:07:46 by: Rich-Xboxsource	Jon Attaway, Steven Bailey, Ben Talbot
Rants Disappointed? Surely not - vent your spleen.	1731	15368	01 Apr 2003 12:01:49 by: Rich-Xboxsource	Jon Attaway, Steven Bailey
Xbox Live Want to get online? Need broadband? Ask your questions here...	2949	14167	01 Apr 2003 12:14:14 by: CommanderVimes	Ben Talbot, Gavin Ogden, Jon Attaway
Statistics				
3405 Members have made 252031 posts in 6 forums, with the last post on 01 Apr 2003 14:10:50 by: Big Gus.				
There are currently 38201 topics and 347 active topics since you last visited.				
Please welcome our newest member: xoxie.mushroom.				

From the Forum

Pick www.officialxboxmagazine.co.uk for chat-extreme

ONE OF THE great things about Xbox magazines is that we never use words like 'shocked', 'appalled' and 'outraged' when talking about our games. Instead, we'll leave that to hopeless tabloid writers who wouldn't know a *Brute Force* from a *Bruce Lee*. But it seems it's not only the violent games that are a target for the press.

"There's a piece in three of the papers today 'appalled' at the kilted character in *Tiger Woods 2003*."

Big Gus reads. "It's outrageous, no other nation would put up with such stereotyping!"

Devlin sheds a little more light on the situation. "It's not the kilt they're annoyed about," he says, "it's the bio that states he comes from 'McKilty on the Firth of Tay'."

Quake2man only makes things worse. "Honestly, it's hardly a big deal," he says. "I'm Scottish and don't really care what's said about us. Usually because I'm bloated and can't bucky."

Apologies to any real Scots reading this page, but spare a thought for the hairy people out there who are also getting a bad rap on the forums.

DipDipDive brings this important announcement to the table: "Just a thought, I was reading the 24 Hours on Xbox Live feature [Issue 16, page 060] when I couldn't help but notice Jon Attaway's incredibly hirsute arms. Is he the secret lovechild of Sky Sports' Richard 'Hairy Hands' Keys?"

"Fortunately, I've escaped having a hairy back", interrupts **Jon**, "so you can rest easy."

DipDipDive responds, "So, you escaped the curse of the Sean Connery back - thank heavens you don't have to shave it."

Yes, we can't imagine anything worse than Jon shaving his back - apart from Sean Connery shaving his back. Speaking of celebrities (which can be dangerous in legal terms), it seems we've had a popular DJ on the forums

this month (keep in mind that it could be a clever impostor). "That's right baby, this is **Tim Westwood**, coming here to let all you Xbox-loving UK gangstas that I'm here to represent for the UK scene! So, I'm here to tell you about my sweet new Xbox setup in my Humvee! I'm laying out the beats on the streets of Camden with my Xbox blingin' baby!"

Of course, not everyone can afford to live the luxurious, high-flying lifestyles of Tim Westwood or Ben Talbot, and OXM has had to cut a few corners in the past couple of months.

"It's sad but true - if you look at the reflection in the glasses of Max's eyes in Issue 17 [page 003], you can see that they take his pictures in the men's lavs," observes **Hawk**.

MoBiusGeArSkIn is apparently amazed by this revelation. "I was so intrigued by this claim, I dug out the latest issue and you're right! Either that, or it was taken out on a tiled roof."

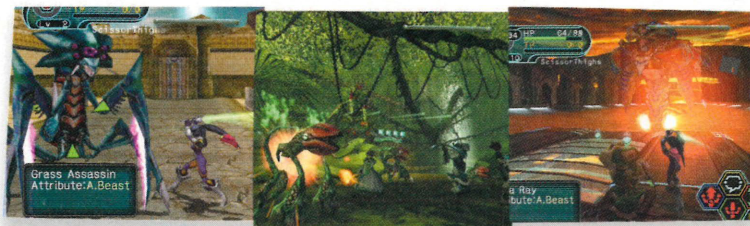
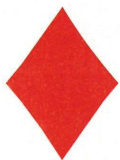
What kind of madmen would take photos outside on a tiled roof? **Edmund King** isn't at all convinced. "There's a dark patch on his left half of the shades," he explains. "The light tiles are probably just path stones and there's soil or something darker to the side and a building on the other." So is it a men's toilet, a rooftop paradise or someone's back garden? The larger question remains; just who is it you can see taking the photograph? Post your answers on the forum now.

"God knows what will be on next month's intro," worries **Hawk**. Count yourselves lucky that we didn't get Max to dress up like the girl from *Sudeki*.

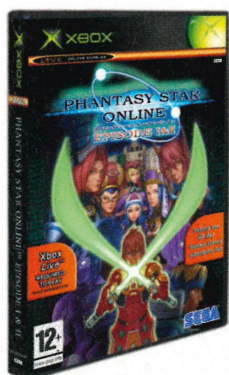
» GET ON THE FORUM NOW!

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

K



Günther Biermann, 37, Chief Beer Taster. Aachen, Germany.
 Gamertag: ScissorThighs. Online: Weekdays before dawn.
 Notably: Neglected allies whilst preening at
 Gol Dragon video wall.



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Where we go behind the scenes of the biggest games currently in development



World-exclusive screens and info on Sam Fisher's hidden sequel that will revolutionise stealth-action games all over again

WORLD EXCLUSIVE

SPLINTER CELL: PANDORA TOMORROW

WORDS: GAVIN OGDEN

GAME INFORMATION

DEVELOPER: **UBI SOFT SHANGHAI**

PUBLISHER: **UBI SOFT ENTERTAINMENT**

RELEASE DATE: **MARCH 2004**

PLAYERS: **TBC**

WEBSITE: **WWW.SPLINTERCELL.COM/UK**

LET'S GET ONE thing straight right from the beginning: *Splinter Cell: Pandora Tomorrow* is the sequel to the original title that flushed *Metal Gear Solid's* Snake down the toilet last November. Ubi Soft made that very clear to us. The name might change by

the time it's released (it was first referred to as *Shadow Strike*), but this is the official follow-up rather than a quasi-sequel or enhanced version. Everybody got that? Good.

What you really should know is that *Pandora Tomorrow* is the next adventure of Third Echelon, the NSA's top secret black ops division fronted by the king of stealth himself, Sam Fisher. It features all your favourite elements from the original award-winning blockbuster but this time around everything's been cranked up to 11, with improved graphics, better shadows, new gadgets and moves and one or two gameplay innovations set to turn stealth games on their heads. And all this with online multiplayer support out of the box. It's almost too much to take in. What Fisher started last year is about to be taken to the next level.

THE BRIEF

THE NEW king of stealth makes a highly anticipated comeback with a new story and online play.



MEN ON A MISSION»» How will the lone-wolf gameplay translate into a multiplayer experience?

"*SPLINTER CELL* was considered one of the best single-player games of the year," says producer Domitille Doat. "One of its most compelling aspects was the strong storyline that centred on Sam Fisher as a lone hero charged with saving the world using his own ingenuity and a handful of high-tech gadgets."

Translating this into a multiplayer game is obviously a huge challenge," continues Doat, "because the storyline and gameplay need to be adjusted yet we want to remain true to the original game. Therefore, the core elements of the single-player game will remain in the multiplayer modes. The light and shadows will still figure prominently and players can rely on their trusty split jumps and other moves as well as having a number of high-tech gadgets at their disposal."

How exactly we will alter the mechanics of the game is not yet final. But, I can say that the multiplayer aspects will maximise the single-player experience because now gamers will be able to share Third Echelon's shadowy world of international espionage with their friends."

Ubi Soft is keeping tight-lipped on the multiplayer side to *Pandora Tomorrow*, but don't expect rocket launchers or rail guns.



↑ A new set of Splinter Cells will debut in *Pandora Tomorrow*. Blink and you'll miss them.

"It will be a global experience without the linear gameplay of the first title"

»» After Microsoft clapped eyes on the original at gaming expo E3 back in 2002, a treasure chest of cash was handed over to Ubi Soft for three months of Xbox exclusivity. Not this time. "*Pandora Tomorrow* is expected to release on all platforms. There are no exclusivity agreements," says producer Domitille Doat. Note the use of the word 'expected' though. Anything can happen between now and March 2004. But

whatever happens, you can be sure it'll look better on Xbox and play better on Xbox Live than on any other console - just like the original.

XBOX LIVENS UP MULTIPLAYER

While the single-player side of things will be no less than stunning, it's the online multiplayer features that have us climbing the walls with anticipation. How many players will the game

cater for online? How the hell is it going to work? And what game modes will there be? "This will be the first multiplayer game in the stealth genre, so we want it to provide the best possible multiplayer experience," explains Doat. "We're experimenting with different modes but it's too early to say which ones will - and which ones won't - meet the high standards of Sam Fisher." A co-op multiplayer mode also looks highly likely at the moment. Our knees won't stop shaking.

The online side of things is an area Ubi Soft is looking to target with satellite-guided pinpoint accuracy. It's never really been done before, so the dev team has its work cut out. "We definitely want to maximise the online experience. Timed action, or actions that players can only do in co-operation with another, is something we're considering as a means of reaching our goal," says Doat. This is where Xbox will again rule the roost, thanks to the Xbox Communicator.

One thing we do know is that there won't be a bunch of Sam Fishers creeping around online like you get with multiplayer *Halo*. There can be only one, as men with big swords like to say in certain movies. "Every fan of the original knows that there is only one Sam Fisher and he works alone," continues Doat. "You won't be playing as Sam online." Pity, but we can see where Ubi Soft is coming from.

Pandora's storyline features the NSA experimenting with a new type of infiltration operation that requires small 'Shadow Net' units. These are the people that the NSA calls upon when one Sam Fisher just isn't enough and these are the people you'll see creeping around Xbox Live. The original game followed Third Echelon's first operation. In *Pandora Tomorrow* you'll catch up with the secret sect as it moves forward with a new protocol and new missions. "To maintain consistency »»

BONUS INFO

»» TOM WHO?

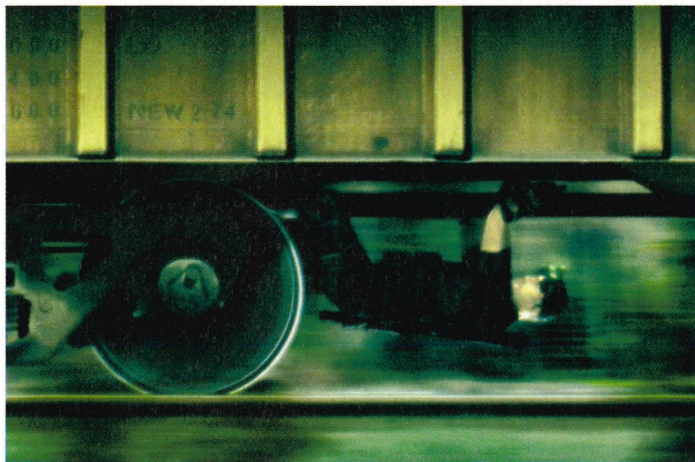
The original *SC* game was known as *Tom Clancy's Splinter Cell* but the sequel has shed the writer's moniker altogether. The original has gone on to sell more than 3 million copies, so the sequel could have been called anything - it'll still sell by the truckload.

»» SIZE MATTERS

The full-price follow-up is going to be bigger, better and packed with more hours of gameplay than the original, according to Ubi Soft. The new storyline will be as addictive as the first and of course the inclusion of multiplayer makes *Pandora Tomorrow* something else. You'll be able to test out all the new gadgets with your friends online.



↑ One of Sam Fisher's new abilities is this cat-like climb that allows him to hide behind curtains by climbing his way to the top and keeping as quiet as a mouse.



↑ Don't know about you, but we'd never think of looking there for him.



↑ New and better visual effects take the tension to a whole new level.

"We've included prototype gadgets and gear currently being researched for military use"

Domitille Doat, producer

BONUS INFO

WHO'S BOX?

Pandora's box is an old Greek myth about a box that contained disease, hate, death and all round evil. Pandora's curiosity got the better of her and she decided to have a quick peek. This was a bad move.

and ensure that we have a compelling story, we hired JT Petty to write the storyline. He's the script writer who penned the story for the original game," Doat adds.

Splinter Cell raised the bar both in terms of physics and visual effects and we're promised enhancements for the sequel won't just be little cosmetic touches. Quite a mission statement considering how well the first looked and played. "The enhancements will be more than simple window dressing. Only the implementations that

offer real benefits to gamers will be considered. Improved physics would add to the level of extreme realism and believability and these are trademarks of *Splinter Cell*," explains Doat.

CIVVY STREET

So we know that a new faction known as Shadow Net will play a major role, but what new environments will Fisher be tiptoeing about in? *Pandora* will be a truly global experience without the linear gameplay of the first title.

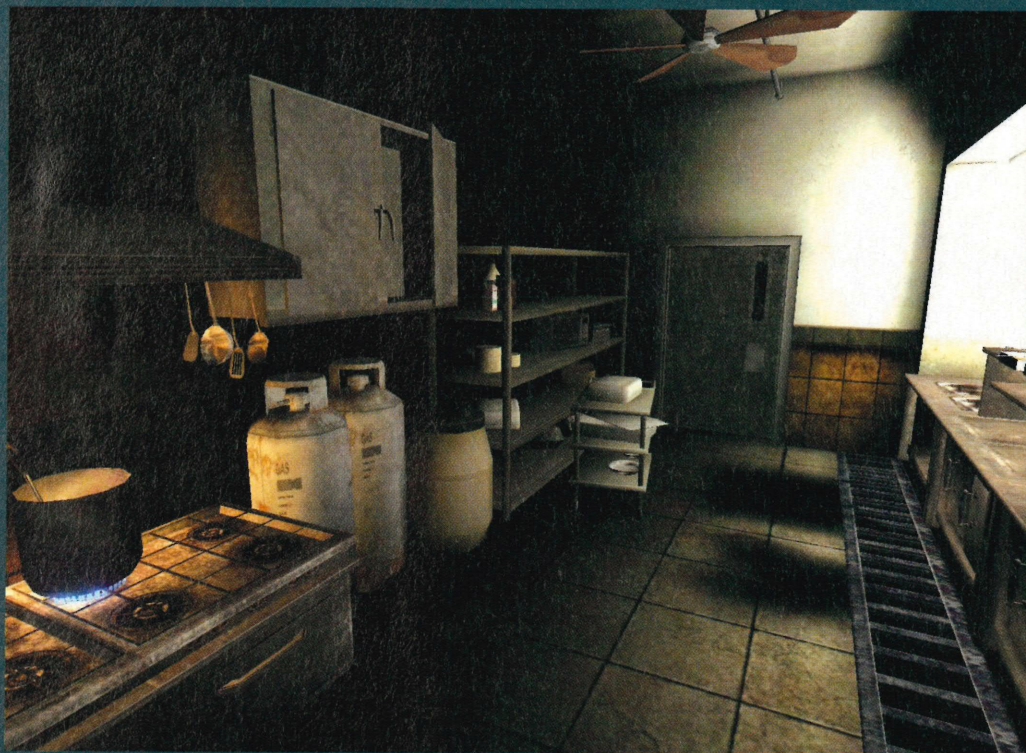
"Gamers familiar with the original will find that the consequences of Fisher's actions are less linear and there'll be more open maps and more daytime maps featuring civilians going about their daily lives," says Doat. "This will be pretty challenging, as Sam must carry out his objectives without alerting those civilians to his presence."

To help combat the civilian surveillance and general paranoia, Fisher will have new gadgets and weapons, as well as some of the favourites of the original. "Gadgets will

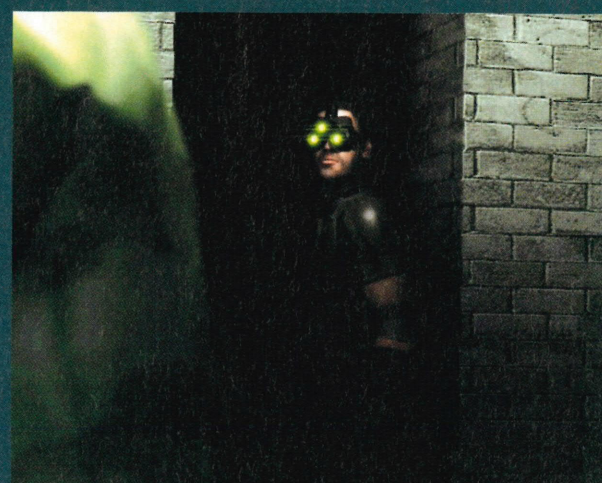
READY AND WAITING: ION IS THE OFFICE SAM FISHER. AFTER HAMMERING THE ORIGINAL FROM START TO FINISH ON MORE THAN ONE OCCASION LIKE HIS LIFE DEPENDED ON IT, HE CAN'T WAIT TO GET HIS TEETH INTO THE SEQUEL.



↑ The world-famous split jump is back and should cause chaos in multiplayer games.



↑ Each environment will be jam-packed with objects Fisher can use to distract enemies.



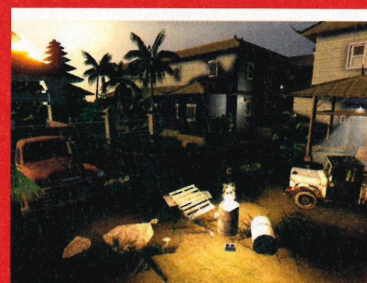
↑ The shadows are a Splinter Cell's best friend.

SHOUT! LET IT ALL OUT»

WANT TO SUCCEED in the high-tech online world of Pandora Tomorrow? Then work on your communication

THE XBOX COMMUNICATOR really does add an extra element to online gaming, especially in team games where tactics are used. If you don't talk to your team-mates, you'll die. It's that simple.

"We think it could work really well in the *Splinter Cell* environment and we're currently looking at how it can be used in co-operative team play," reveals Doat. "But that's not the only Xbox Live feature that we're considering. We're going to look at everything Xbox has to offer and then make decisions based on how we can really blow out all those features." After the successful release of the *Kola Cell* level on Xbox Live, downloadable levels should be a dead cert.



↑ It looks so real we think it might be.

"We want to immerse the player in a high-stakes game of tension and stealth... We want it to feel real"

Domitille Doat, producer

» still be an important part of the game. Players will find favourites such as the sticky shocker and wall mines as well as new ones. The binoculars from the PS2 game will be included. In these games you'll never fight a dragon, ride a spaceship or wear a cloaking uniform. We've made the decision to base all the details in the game on real life or on what will be possible in the near-future, which allows us to include prototype gadgets and gear currently being researched for military use. We can't let the cat out of the bag yet, but we can tell you that you're really gonna dig them," Doat says cagily.

One of the most impressive elements of *Splinter Cell* was its use of shadows and lighting. It had fantastic visual modes (thermal and night vision) and more are planned. "SC captured people's imagination with its sophisticated visual presentation and realistic light and shadows," says Doat. "We set high expectations for whatever game we release next, but we're up for the challenge and committed to creating a very compelling visual scenario again with *Pandora*. The detailed visual modes are a trademark of the series. We're working on cooler new vision effects that will create new gameplay situations."

There's a new story, state-of-the-art gadgets, more outdoor settings... what's missing? What about a new set of moves that'd put Lara Croft and a Bendy Bully to shame? "Definitely," says Doat. "We're meeting with our technical advisors (reality enforcers and detail dictators) to see what moves are realistic. It's all a matter of feeling because, sometimes, reality doesn't look real. With the first game we tried motion capture to create the animations of the main character. But we found that to communicate with movement, you need to exaggerate some of the moves so players can clearly see »



» CUTTING EDGE
To support the online multiplayer element, the game engine was updated substantially, first to support the online technology, and second to support all the new mind-bending features. It has also been altered slightly to accommodate more NPCs and new visual effects.



↑ Ubi Soft has confirmed that new vision modes are in the pipeline for the sequel.



↑ There could be a Splinter Cell looking at you right now and you wouldn't even know it.

» the intention of the move. We had to redo all the animations by hand to create something that looked even more real."

LIVING THE GAME

"With respect to melee attack moves specifically, nothing is confirmed yet. The final decision will be based on how any changes impact gameplay. Our goal is to balance realism with an enjoyable experience. We want to immerse the player in a high-stakes game of tension and stealth. The realistic details add to the feeling of 'living the game'. We expect fans to jump when a guard suddenly walks by, or take a deep breath when they are about to enter a stressful situation. We want it to feel real." We're with you there, Doat.

In the single-player game, Sam Fisher will be the only controllable character and it looks like he won't be competing with another Splinter Cell rival. "They don't work against each other because the Splinter Cells are on the same side reporting to Third Echelon. Then again, because of the very nature of their work and the fact that they operate alone, they don't exactly work together either. But they're all working for the same cause, which is to protect the freedom of people everywhere," Doat concludes.

There isn't a doubt in our minds that *Pandora* is going to be one of the best action games ever. Sam Fisher is harder than Snake even when he isn't trying. Fact. This sequel will put all other stealth games to shame, just as the original did last year. Fact. This is one you won't want to miss. Trust us.

STYLE GUIDE: WOULD YOU BELIEVE THAT A SAM FISHER STYLE GUIDE EXISTS AT UBI SOFT? IT POINTS OUT THAT SAM DOESN'T SIT DOWN DURING MISSIONS, BUT IF HE DOES, IT MUST BE DONE IN A MACHO MANNER. CROSSED LEGS DON'T WORK.



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COLIN MCRAE RALLY 04

Colin switches teams, Codies changes tack and everyone's a winner! We visit them to find out why





↑ The birds are singing, the grass is swaying gently in the breeze, and we tear right up the middle of it all in a ferociously overpowered racing car.

WORDS: MAX EVERINGHAM

GAME INFORMATION

DEVELOPER: CODEMASTERS

PUBLISHER: CODEMASTERS

RELEASE DATE: SEPT 2003

PLAYERS: 1-4

WEBSITE: WWW.CODEMASTERS.COM

GENERALLY REGARDED as a 'return to *Colin 2.0*' both inside and now outside Codemasters' rural retreat and coding HQ in Warwickshire, the next title in the thrash-worthy *Colin McRae Rally* series is set to be a corker. Not that the last one had much wrong with it, you might think, but then you don't live with the game day and night, 24/7, as our American friends might say.

Or perhaps you do. If so, you may well be directly responsible for some of the changes in the new *Colin* game. Because, on our recent trip to see the Codies rally-game-making geniuses at their workplace, we were shown something quite astonishing. An office full of people dedicated to the Codemasters forums. Not just one bloke with a laptop who they keep chained under a desk in the corner of the room and feed a limp ham sandwich to occasionally. A whole room full of them. These guys take their customers seriously (that's you, that is) and when enough of you make a good point about their games, they implement the change. Just in case you think you might have misread that last bit, here it is again: if you make the effort to provide constructive feedback on your fave Codies game, they'll listen.

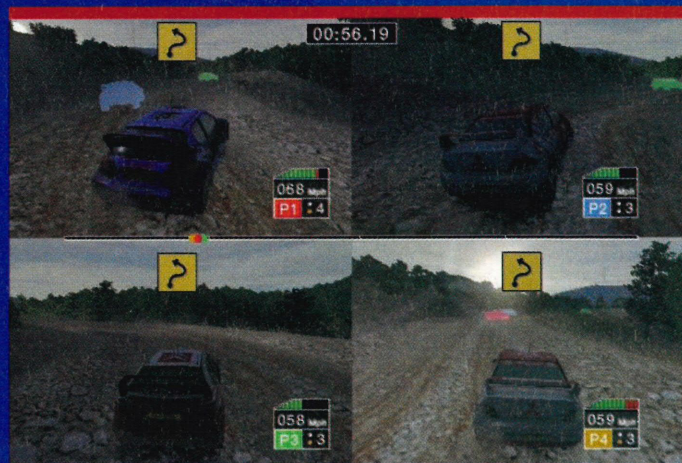
And here's the proof. *Colin McRae Rally 04* is full of changes that have been made after listening to folk moaning on the Codies' forum (<http://community.codemasters.com/forum/>). Several of them are features that were in the first *Colin* sequel, but were left out of the third game, hence this talk of a 'return to *Colin 2.0*'. Take car setup. The 'x-ray' representation of the car returns to the setup screens but, because gamers demanded it, "this time, it's like we had it in *2.0* but a lot more involved," notes Rick Nath, associate producer on the game. You can fiddle with settings that affect the gearbox, springs, brakes, ride height, anti-roll bar, and steering. You can mess with the tyres, and there are loads more of them - different ones for fine gravel, medium gravel, etc, rather than just ➤

"These guys take their customers seriously (that's you, that is)"

FOUR-WAY MUD WRESTLING ➤ Four-player head-to-head racing for the first time!



↑ The screen splits four ways and you're off...



↑ ...chasing little framerate-friendly green, blue and red Ninja shadow cars.

FI LEFT YOUR HEART OUT: HENRI TOIVONEN DROVE A GROUP B SA AROUND ESTORIL SO QUICKLY THAT HE WOULD HAVE QUALIFIED SIXTH FOR THE 1986 PORTUGUESE GRAND PRIX.

RALLY GOOD EFFECTS»»

SOME OF THOSE pesky forum kids and a few others claimed the graphics in *CMR3* were as ugly as their 90-year-old gran, so this time around the graphics are, like, a million times better, literally. When we reviewed the last version in Issue 10, Jon declared "fancy looks would have been nice". Well, it looks like we've got 'em - the fourth instalment looks seriously lovely.



↑ Laying down a ton of rubber as you scream around a corner will make your tyres throw out a load of smoke. Which makes you look really cool.



↑ The rain effect in last year's game was ace. In the new game, it's acer. This kind of view gives you a good look at the beating you're giving the suspension, too.



↑ The dirt tracks will no longer feature rocks the size of a pea that can stop you dead in your tracks, but you'll still be kicking up plenty of dust clouds.



↑ Everything looks so much better this time.



↑ The new cars will make short work of even the steepest hills.

»» one gravel tyre. Also, if you're really hard, you can increase the damage level of the cars. More on that later.

Related to this more involving car setup process, players are presented with a great deal more information prior to racing. There is road type and weather info for each separate section of each stage, not just (like last time) at the beginning of each whole stage, and each section will be rated from easy to difficult. Players will then have to make setup decisions - based on the info - that are the most effective solutions to what they read.

But that's perhaps not the biggest effect gamers had on this sequel. There are two more very significant changes in *Colin McRae Rally 04* and one of them is so fundamental, so much considered a Holy Grail by most *CMR* fans, that I'm going to whisper it: *the handling has changed*. And anyone who doesn't like the change isn't, to be frank, a real man. Or woman. Or at least has never driven a car in real life. Because the change in the handling is one that makes driving the cars far more realistic and it concerns pivot points. Basically, handling in *CMR3* (Issue 10, 8.9) involved the whole vehicle turning around a single pivot point. This resulted - or so claimed the millions and millions of *McRae* fans (so blame them) - in unrealistic handling, where the wheel behaviour on one side of the car would be the same as on the other, even if you were, say, running over small rocks or ice, or something, and it shouldn't. Look, don't ask me, I just work here. Apparently it's a huge deal to *McRae* fans and so it should be to you, too. Now, the cars turn around four pivot points.

What that means is that racing in *Colin McRae Rally 04* is as real as it gets. The cars feel a little heavier and more

BONUS INFO

»» DOWN, NOT OUT

Nicky Grist, Colin McRae's grim-faced co-driver, is no longer actually in the game. But that didn't stop him getting involved, writing all the pace notes himself while - this time - sitting with the Codies development team. This makes his calls on corners even more accurate.

»» EASY, TIGER!

That hardcore racing mode may be switched to semi-auto gears rather than full manual. Manual gears are just one more thing to have to worry about and anyhow, as Graham Rigby observes, "you get the best of both worlds with semi." We agree.



↑ Colin's made the switch to Citroën. Here's him screwing up, big style. Maybe next year Codies will be hiring Richard Burns for its game, instead. Ha ha...



↑ The Colin McRae nerve centre. Note neglected PS2 behind Rigby.



↑ The road surfaces look way better - take a look at those reflections!

BONUS INFO

SEA CHANGE

There won't be any dynamically changing weather conditions as you race through a single stage, but they will change during the course of a rally in each country. It may even rain in Australia then, as it does in real life.

"CMR04 is as real as it gets. If you don't drive like you'd drive a real car, you're going to come last"

» substantial, and they behave more authentically. If you don't drive like you'd drive a real car, you're going to come last. Loser.

After the last game, it's tough for any non-professional to see where Codemasters was going to improve the series, but what we've outlined here are only some of the changes inspired by user feedback. There are lots more. Graphically, for starters, this looks

like a true Xbox game and there are several features that you'll only get to experience if you have the best hardware. Which is an Xbox (see Better on Xbox, page 054).

The ghost car returns, again thanks to feedback from the forums, if playing with yourself is your thing, and there is a series of tests to complete if you're the kind of gamer who feels the need to push yourself to the absolute limit. "It's a big aspect of rallying and

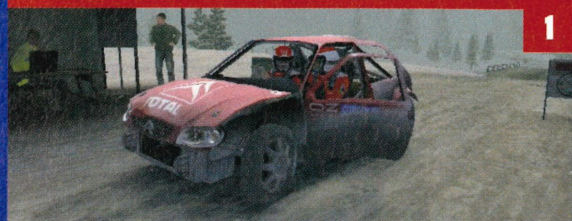
we wanted to incorporate it for players," says level designer Graham Rigby. Success in the testing sections - caning the suspension to breaking point, for instance - means the failure of that particular car part and, perversely, a reward for you, in the form of a possible upgrade to the car.

Tracks wise, in the new Custom Rally mode gamers get six 'slots' and can choose from any of the single stages to

CIRCUIT BREAKERS: THE OXM TEAM LIVES NOTHING BETTER OF A LUNGTIME THAN TO RECORD ITS OWN LAP TIMES AROUND THE OBSTACLE COURSE-LIKE OFFICE. PHIL'S STREAMLINED WIND-RESISTANT HEAD KEEPS HIM IN FIRST PLACE WITH 0:017 AND JON'S BEEN DISQUALIFIED FOR ATTEMPTING TO USE HIS MOPED.

I'M BREAKING UP! >>>

THE DAMAGE system has three levels, and you still only have a limited amount of repair time, so you need to really look after your ride. Or time becomes the enemy.



CONTINUE . REPLAY . EXIT

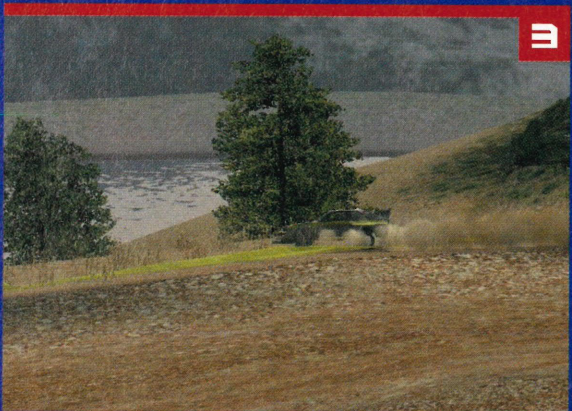
POS.	Driver	Stage Time
03	Mitsubishi	04:35.12
06	P BARCA	04:40.91
07	R RIOLON	04:50.07

S1
finish line
sweden
player 1

↑ Here, our superior rally driving skills have, er, deserted us completely. Not a great start.



↑ Never did like Australia. Massive, dusty, and stuffed full of bloody kangaroo signs to drive into. Bye bye axle.



↑ Still trying to master the new handling model, we take the more scenic route to trashed bodywork.

BONUS INFO

► SMOKE SIGNALS
One too many head-on collisions may result in the engine overheating. You'll know because smoke - white at first but, if you carry on punishing the car, black - will start pouring out of your motor. And that'll be the end of your race.

"On Expert damage setting, the car will overheat, or even stall"

►► piece together their ideal rally. And Codies has also included 'classic' stages from *Colin 2.0*, which will delight fans of the series and seriously challenge newbies.

CMR04 has more events, too. There are some "smaller championships", as Rigby puts it, over other car classes, not just 4WD, "to maximise the fun". Followers of real-life rallying are going to go crazy over the inclusion of the Group B WRC cars of the early '80s. As Rigby puts it, "Group B are the really mad, powerful cars" and he's not wrong. Group B cars were



↑ Eagle-eyed readers will note the effect of the four pivot points.



↑ Stay behind that gate, folks - this chap is coming through at F1 speeds.



↑ The glorious Lancia Delta S4.

BETTER ON XBOX >>>


WITH XBOX," Rigby notes, "everything just gets a lot nicer." His dusty, unplugged PS2 sitting atop the TV on his desk is testament to that. Naturally, Xbox owners will get the very best version of *CMR04*, and that includes stuff you just can't do on PS2. Surround sound, for instance, four-player split-screen play and System Link. Possible Xbox Live compatibility, even. Graphically, you'll be looking at higher resolution graphics, all-new surface textures since *CMR3* and extra pixel shaders and reflections (translation: it beats other consoles hands down). Oh, and better visual effects, such as smoking engines and trees swaying in the wind.

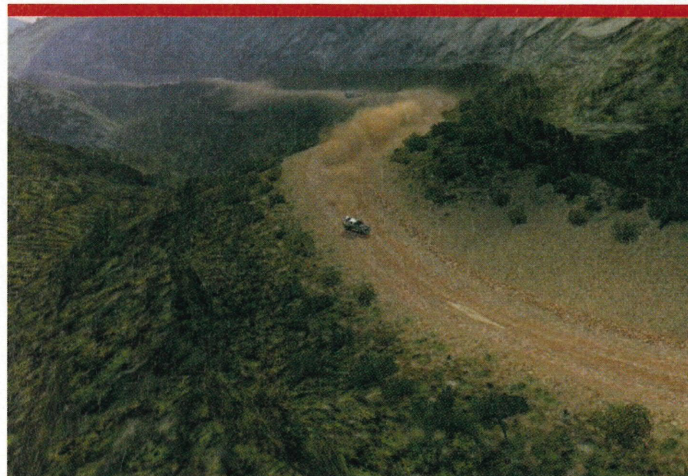


↑ Graham Rigby is the main *CMR04* man.

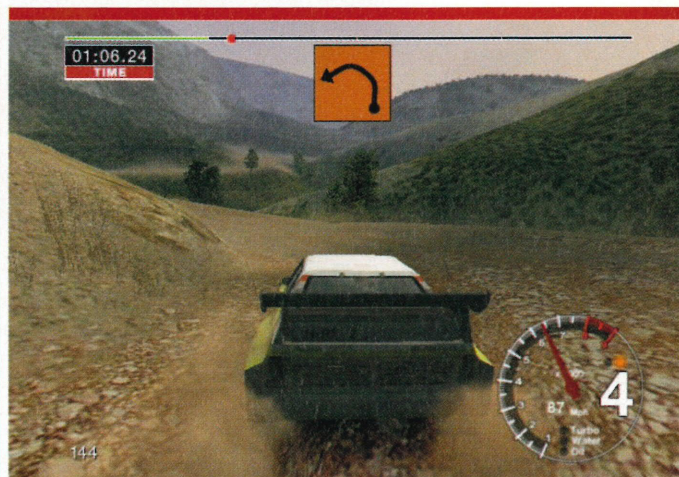
rear-wheel drive, 250bhp monsters representing the most outrageous side of rallying, and these later transmogrified into massive beasts of 4WD cars making over 500bhp, accelerating quicker than F1 cars and generally terrorising unsuspecting villagers as they tore through the countryside in the competitions. They included legends such as the Audi Quattro Sport, Lancia Monte Carlo 037, Renault R5 Turbo and Peugeot 205 T16 and, judging by these screenshots, you'll get to drive several of these - check out the ►►

DRAW DISTANCE  I can see my house from here!

 ANOTHER significant improvement over the last instalment of the *Colin McRae* series is the draw distance. At the speeds you'll be going, you need to be able to see what's coming up for some way ahead. This wasn't always the case with *CMR3* but that's been fixed. As you can see.



↑ This is a replay, not a playable viewpoint, obviously.



↑ It may not be much of a view, but at least you can view it.



↑ That grass in the foreground will sway gently with the breeze. One of the many added effects.

» Lancia Delta S4 giving its tyres a thrashing on page 052. Luckily, the game will feature much longer draw distances this time around - and from the sounds of it, you're going to need them.

Particularly since there are now three damage levels to play at. Lightweights may opt for the Normal setting, but real pros are going to ignore Heavy and go for the Expert damage setting. You're asking for trouble here. On this setting, the car will overheat, and possibly even stall, if you keep binning it, or "you can catch a rock and your suspension is gone," Rigby tells us gleefully. You'll still be able to finish the race, but you'll be out of the running and your mates will laugh at your amateurish ways.

Talking of hardcore, *CMR04* has a new mode, dubbed Expert mode. Choose this and you'll be playing in cockpit view, on Expert damage and with manual gears. That'll sort the men from the little out-of-car-view-loving boys.

But what about Xbox Live? "It hasn't been discounted," was the response we got, which bodes well, and Rigby adds "I have a lot of vision for what we could do on Live." System Link is already up and running. It's not such a big step to put Xbox Live compatibility in from that point - and wouldn't it be cool if gamers could upload their best stage times to a central server and feature in a worldwide high score table? Maybe even download some rally god's efforts as a ghost car, as we'll soon be able to do with *Project Gotham Racing 2*? Time will tell... but in the meantime, we know for sure that *all* the championships will feature multiplayer racing (split-screen or alternate), with a choice of competing for different manufacturers or working co-operatively to bag wins for the same team.

So there's a lot of new stuff and it's so diverse that it's difficult to really sum it all up. But Rigby makes the best stab at it. "The biggest change is to long-term gameplay," he says, and he could be right. The last game had us all following Colin's own fortunes a little too closely, whether we wanted to or not, and didn't even do that very well. This time around, it'll handle better, look better, sound better, be bigger, more comprehensive, and will make a cup of tea for you when you get tired from playing. Well, maybe not that last bit.

And we haven't even mentioned the cool bonus cars...

BONUS INFO

» TESTING TIMES

Those testing sessions are going to prove important to true rally game fans because they can provide component upgrades for your cars. "It's boring in real life... so we made it more fun," notes Rigby. So the team has made them like mini-game challenges and, if you're serious about winning, you'll be trying to beat them all.



↑ Try and do this in multiplayer to blind your opponents.



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Judge Dredd: Dredd Vs Death

Technical director Chris Kingsley

Get the inside track on why Rebellion bought 2000AD to create the ultimate Dredd game

WORDS: GAVIN OGDEN

GAME INFORMATION

DEVELOPER: **REBELLION**

PUBLISHER: **VIVENDI**

RELEASE DATE: **OCT 2003**

PLAYERS: **1-4 SPLIT-SCREEN**

"We own 2000AD," screamed Rebellion co-founder and all-round tech-wizard Chris Kingsley before we had even sat down. "There's a common misconception that we just licensed some characters, but in January 2000 we actually bought 2000AD. It's a long story and it took us about two years to complete the deal. Originally we did ask about licensing characters because we thought it was a wonderful selection to choose from, but in the end we bought the whole lot and now we're going to make the best Judge Dredd game ever."

As you've probably guessed, Kingsley is a passionate man. And so he should be. Along with his brother Jason, they now own one of the hottest comic properties on the planet as well as a leading development studio based in lovely Oxford, which works side by side with the editorial team that continues to make 2000AD.

"Judge Dredd is the most popular character in 2000AD and has been for almost every issue," Kingsley continued. "It seemed like such an obvious idea to make a game based around him. At its peak 2000AD was selling around 150,000 copies a week. Now it sells over 30,000, of which most is a very core readership. But 30,000 copies a week compares very well to the huge comic market in America. With monthly sales of 120,000, 2000AD still competes with the top comics on sale in the US."

An obvious advantage of having the comic creators working in the same building means that the dark world of Mega-City One is only a short walk away. "They've had a good look at everything to make sure it's consistent with the Dredd world. It's quite hard though, because there are 26 years of 2000AD storylines, and getting the continuity right is very difficult."

Dredd Vs Death doesn't just regurgitate past plots - there's an all-new story that Rebellion

knew would hit the mark with their huge fan base and still draw new gamers in. Pet Regen, headed by Professor Icarus, can bring your dead pets back to life. The serum is so successful that Icarus decides to see if it has regenerative powers in humans. Unfortunately, side effects turn humans into aggressive creatures with a thirst for blood. Anyone bitten by them rises a few hours later as an undead. Think 24 Days Later, and you've got it.

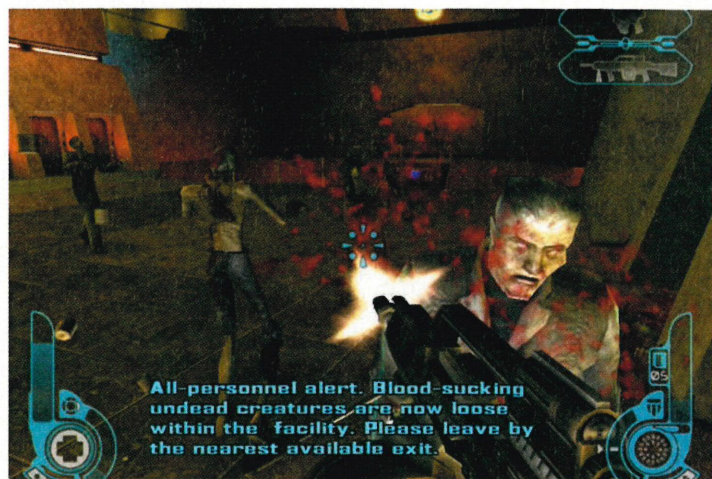
The Judges struggle to contain the outbreak and when a vehicle carrying vampires crashes into Nixon Penitentiary (where the Dark Judges are held in their ghostly form) all hell breaks loose. The Dark Judges overpower the guards and escape, and quickly hold an occult ceremony where the high priest of the Death Cult supplies the Dark Judges with human bodies. Bring 'em on, we say.

"The interesting thing about Judge Dredd is that in many ways he's fairly one-dimensional. He's either right or wrong because the law is the law," explained Kingsley. "From my point of view, I think of Mega-City One and all the buildings and people that inhabit it as being the stars of 2000AD. There's so much character and depth to it that we've worked very hard on capturing in the game. We want to get the feeling across that you're in this huge city with tall buildings and interesting architecture, but we didn't want the player to ever get lost."

There are some limitations, however. "If we were to model the whole of Mega-City One it would take us an infinite amount of time. There are around 400 million people in there too, so we decided to just focus on some of the key locations and dark humour from the comics."

While Dredd Vs Death is a first-person shooter, it's not a traditional one in the sense that you move through levels shooting everything you possibly can. "We've tried to make it a little different from everything else that's out there. As a Judge you have to judge people, so you can't just go around shooting everyone you see. Well, you can, but you won't get far. We have what's called a Law Meter which effectively judges the Judges and stops you from shooting people at random."

Kingsley continued, "What we tried very hard to do was to allow people to play the game in lots of different ways. You can shoot everyone if that's how you choose to play but it's not what Judge Dredd is about. Before you



↑ Every time you kill someone, shout "I am the law!" very loudly.



↑ You'll have to work closely with the other Judges in Mega-City One.



↑ Rebellion bought 2000AD back in January 2000...



↑ ...and now has more concept art than it knows what to do with.

"The Lawgiver Mk III is a weapon so far ahead of its time, you still won't find a cooler firearm in today's sci-fi movies and games"

↓ Dredd targets one of the city's many spray-painting gangs.



BONUS INFO

» EXTRA EXTRA!

Each console the game comes out on will have its own stash of exclusive goodies. As you plough your way through Mega-City One in pure *Dredd* fashion, new costumes, arcade modes and skins will become unlocked.

» REBELLION BIO

Founded in 1992 by the Kingsley brothers, Rebellion's first game was *Alien Versus Predator* for the Atari Jaguar. The duo then went on to create *Chequered Flag* for the same console. All good stuff, but Rebellion truly hit the global development map with the pant-browning *Aliens Versus Predator* on PC. We're scared all over again just writing it down.



↑ Kingsley talks Gavin through the making of *Judge Dredd*.

» shoot people at random, you should challenge them first and try to get them to give up or disarm. Remember you're a Judge and you have to take notice of the Law Meter."

Dredd Vs Death has been in development for at least two years now, and the biggest challenge has been to stay true to the comics. One wrong move could send the hardcore following up in arms. "In some ways it was quite easy because we're the licence holder. But then again, it would also have been easy to lower our standards because we do have the licence - it's easier to be stricter with someone else than it is with yourself. But lowering our standards was something we didn't want to do. We worked hard on the look and feel right from the beginning because we also wanted to distinguish the game from the Stallone movie.

"From our point of view the game is based on the comic and we wanted to make sure that comes through clearly. A lot of people in Europe know *Judge Dredd* from the movie but they're still aware that it originally came from a character in a comic."

Powering the game is something Rebellion calls the Asura Engine. "It's a funny name but you've got to have a name for your engine these days," laughed Kingsley. "We've been working on it for something like three years now. One of the most important things it has is a feature called Geometry Amplification, which allows us to create levels with a relatively low geometry. When artists and designers are creating levels, they tend to go into too much detail and spend all their time on that side of it rather than on gameplay, which is much more important. So this feature finds a nice balance for all involved and even saves time."

The good news is that this won't be an 80-hour *Final Fantasy* marathon. Oh no. "We're looking at making the game good

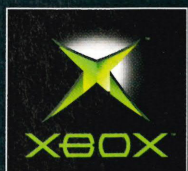
BEARD: WHEN GAVIN HAD A QUESTION ABOUT THE DREDD UNIVERSE, STEVE SPOWED OUT SO MANY FACTS, WE HAD TO TAKE COVER. IT WAS LIKE HE'D READ EVERY COMIC THE NIGHT BEFORE.



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BONUS INFO

>> I'M THE MAN

How many times do you think you'll hear the immortal words "I am the law"? Once, twice? A couple of hundred, maybe? Kingsley couldn't say, but he did reveal that the team worked hard on putting a lot of personality into Dredd. There are several hundred megabytes of speech so you won't hear the same phrase over and over again. Apart from "I am the law" of course, but that's okay with us.

EXCLUSIVE
SCREENSHOTS

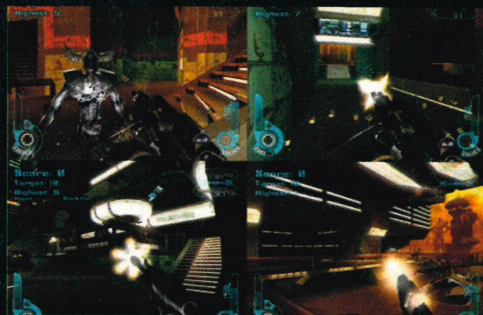
↓ Dredd's Lawgiver dishes out some serious but much-needed justice.



WE ARE THE LAW

Dredd gets cloned for co-op action

IT DOESN'T GET much better than becoming Judge Dredd. Or does it? Mega multiplayer options include Co-op mode, and you shouldn't underestimate its power. Dredd is joined by Judge Rico in Co-op, who is actually a clone of Dredd. So you both get to play as the meanest man in crime prevention. Developers think of everything these days...



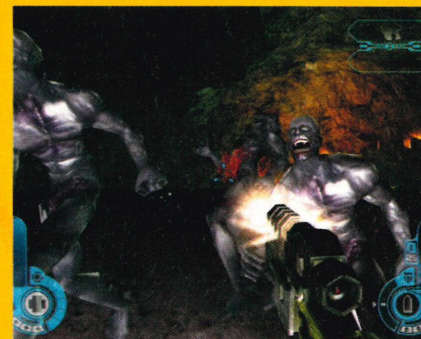
↑ Unlock new four-player modes in single-player.



↑ You can't all be Dredd in a four-player deathmatch.



↑ Look for a guest appearance from Dr Muto.



↑ Zombies are taking over the city. Kill 'em all!

"We're looking at making the game good fun, intense and replayable"

>>> fun, intense and replayable," Kingsley said firmly. "We also want people to finish it. I was told a statistic recently that said something like 70 per cent of people don't ever finish a game, and from my point of view that's a shame. I want players to finish the game and feel like they've accomplished something. We've got a 12-chapter approach and I'd imagine that it would take someone around 20 hours to complete, depending on how they decided to play through it."

A Dredd game wouldn't be the same without his trusty Lawgiver Mk III - a weapon so far ahead of its time, you still won't find a

cooler firearm in today's sci-fi movies and games. It has several ammo types that can be cycled through at the touch of a button. There's a bullet for every situation. You get to pick up other weapons along the way, but it's all about the Lawgiver, baby.

It's been a long time coming, but it finally looks like we're going to get a quality Dredd game that'll do 2000AD the justice it so much deserves. You can also rest assured that the Xbox version will be the best out there, but you wouldn't expect anything else now, would you? You are the New World Order. Xbox is the New World Order. Take out the perps together.



Two weeks in the life of Official Xbox Magazine

words: Matt Grimson

WE GET A LOT of letters from readers asking what it's like to work here in the OXM office. We also get a lot of letters from nubile young ladies asking for Ben's home address. Okay, that one's a lie, but the first bit is true. So, we thought, why not write a feature on our fantastically exciting day-to-day exploits? Then we thought, bugger that! We'll get a work experience lad to do it instead and nick off to the pub. What follows, then, is an account of Matt Grimson's two-week sojourn in our office, as he learns the ropes of magazine making, no expense spared. Er, make that no expense at all. Over to you, Matt.

MONDAY 12 MAY

Arrived at 99 Baker Street and found my way to the second floor. All the doors are coded so I couldn't get into the office - I stood outside like a sap while Phil and Vanessa walked right past. Finally Phil came out to find out who the hell this kid was standing at the door - he brought me in and introduced me to everybody, or at least everyone who was there. The office was only half full due to it being E3 week. Rather handily they weren't expecting me and had absolutely no clue who I was, but trusted me when I said I was on work experience and let me in regardless. I realised I was in for a laugh when the whole team sprang to the window when they heard brakes being slammed outside in the hope of witnessing a rush-hour smack.

I got thrown in the deep end when my first task was to write the 'From the Forums' section, definitely something to sink my teeth into, but in my opinion the literary skills required aren't possessed by 15-year-old boys such as myself! The first day went as well as expected. I wasn't 100 per cent into the lively atmosphere yet but I hoped confidence would come with time. But apart from anything else, 9:30 till 6 was a massively long day, especially in comparison to

what I was used to, so when I got back to my hotel room (a shoebox round the corner I was staying in by myself, loner alert!) I passed out.

TUESDAY 13 MAY

It was comforting that I recognised faces the second morning, and even more comforting that they recognised mine! My mother had warned me to watch my Ps and Qs, but I quickly found out the complete opposite was the way forward for social harmony. This was evident when Owen was telling Phil about the huge fart he'd done the night before - so big it woke him up. Vanessa was extremely kind and always quick to help, but she was the butt of everybody's jokes most of the time, especially this morning as Owen made a few 'improvements' to her photo for the letters page. Steve was pleasant and talkative, but seems to be attached to the TV on his desk, which is used for reviews. The controller was like an intravenous drip.

My task for the day was a simple one: Steve needed me to play through *Soldier of Fortune II*, making lots of saves so he could come back to it later and take screenshots. The game was the definition of mediocrity but I'm not going to complain about playing on Xbox all day! Today was also the first day I witnessed the fierce *World Championship Snooker* matches that were dominating the lunch hour.

WEDNESDAY 14 MAY

Gavin was in charge of my work today, which consisted of little news bits and pieces. I wrote two articles for the news section, and I learnt how they were added to the site - probably easy to some but where web design is concerned I'm at a loss. Towards the end of the day I didn't do much - just had the occasional blast on *Snooker* or *MotoGP 2*, listening to the abuse Vanessa was receiving for her somewhat individual

» taste in music. I knew it pretty much from the beginning, but it was especially clear today what a sound team it was - everybody was extremely friendly with each other and with me, and the jokes were flowing thick and fast - especially from Gavin and Owen.

THURSDAY 15 MAY

Being smack bang in the middle of E3 there was always plenty of little jobs they could throw at me, so for the second time I was given work to do for the website. It wasn't anything greatly challenging, but it showed me I had a way to go, as my writing skills weren't always up to scratch. *Brute Force* arrived in the office - I did a great job of hiding it, but I thought it was amazingly cool and was absolutely desperate to get it in the machine and start playing. I thought it was excellent. After filling himself full of Diet Coke, I was subjected for the first time to some of Gavin's much talked about massive belches.

That evening I was invited out, for which I was very grateful - being a complete London virgin from Shropshire and knowing nobody, life after work wasn't worth writing home about. I went to the cinema with Phil, Vanessa and Gavin, so it was an excellent chance to get out and also get to know them better. It was good being with them outside the work environment but if I'm honest I couldn't really notice any difference.

FRIDAY 16 MAY

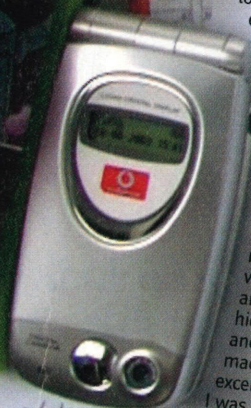
In the morning there wasn't an awful lot for me to do, so I played *Return To Castle Wolfenstein* - sometimes life can be a real chore! I then wrote a

news article on *Spider-Man 2* - it wasn't exactly Pulitzer standard so I wasn't surprised to see it reshaped a bit later on. *World Championship Snooker* matches were becoming more than a simple pastime - it was a relentless passion, especially for Phil (the resident champion), with more and more detail being put into every shot. A lazy Friday afternoon ended with everybody going their separate ways. The staff went to live out their weekend lives and I went to spend 48 thrill-a-minute hours in my shoebox.

At the end of the week I felt I'd made a good impression - I'd tried to be polite, hardworking and sociable, but I think I'd also made it into the friendly and jokey atmosphere. From the staff I'd met I thought they were all very nice. I still had Max, Jon and Ben yet to meet, but so far I couldn't have asked for better work colleagues.

MONDAY 19 MAY

First day of the working week - everybody back and for the first three or four minutes it seems as though they actually want to get on with their work. Not for a great deal of time though - the art guys Phil and Owen were producing some serious smells from their side of the office - so much so it was necessary to turn off the fans as the others were beginning to get nauseous. Today was the first day I learnt about the pure obsession Owen, Phil and Jon had for iPods, which



» they had ordered and were winging their way to the office. It had taken over their lives - you couldn't have any sort of conversation without hearing about the flipping iPods.

As for work today, I sorted through the Play:More demo disc competition entries and entered them into the computer ready to be put in the magazine, and I also got a chance to look at some of the letters from the readers. I'm not being funny, but some people have got serious issues (magazine pun not intended). I read more than half a dozen requests for free games and even complaints from gaming mums, who, until now, I never even knew existed. One letter gave songs to each member of the team and the 'delight' on (metal-loving) Vanessa's face when she was given Destiny's Child's *Bootylicious* was a picture - I don't think I've ever seen someone so horrified! Obviously the whole team were infinitely sympathetic to all the letters and took everything they said on board, especially Gavin.

Today was photo day for everybody. With a little help from Owen and Phil, Vanessa turned a brilliant shade of scarlet in all of her photos. Steve's came out looking evil and Ben's, well... they were something to admire. He spent the longest amount of time getting his pictures done, flicking his long hair around for the camera.

TUESDAY 20 MAY

Today was my second day of knowing Jon and Ben, and it was clear that they followed suit with the rest of the team: a nice, friendly pair of blokes. I was given more simpleton tasks to do which the team thought was terrible and that I must be having a crap time. Little did they know the schoolboy novelty of sitting in an office full of Xboxes and games was still a long way from wearing off! I collected the cheats for their regular slot in the Play:More section and then struggled through a very busy inbox. I read a load more requests for free games (had a massive laugh at all of them just like everybody else, then deleted them).

The deadline for the magazine was only a week away and I could see the concentrated effort beginning to get it all in on time. Vanessa was a machine, checking over work all day, even through lunch. Owen and Phil were doing their art stuff pretty much all day, stopping only for a game of *Snooker* or to have a moan about their lack of iPods. Steve was still physically attached to his Xbox, and Gavin... well he seemed to be working, but he also spent an

unhealthy amount of time staring at photos of the E3 booth babes, for work purposes I'm sure. Ben was doing his Play:More bit and also giving me work as and when I needed it, looking up only to receive some abuse off one of the staff. Jon was at his desk, deadly silent and suffering from severe jet lag, trying to keep his eyes open.

WEDNESDAY 21 MAY

I think pity had really set in for some of the staff regarding the work I had been doing, so it was refreshing to know I was writing previews today. Little did they know I'm a complete duffer so I was quite happy to do mindless chores for five minutes then spend the rest of the day playing games, because it was like being at home when I was doing that. It's easy to underestimate what a job writing for a magazine is - I spent the bulk of my time staring at my screen trying to think of the first sentence. But I was getting used to writing in the magazine's style, so it was becoming easier and I felt that the quality of it was also improving, so I was actually learning something academic at *Official Xbox*, which meant I was getting more than I'd banked on!

Wednesday afternoon was relaxed: Gavin and Vanessa were going hyper about going to the *Matrix* premiere this evening and from the other side of the office came cries of "Where's my f**king iPod?!" especially from Phil and Jon. Owen had developed a Buddhist-like patience and instead filled his time talking about his favourite subject of breasts and burgers - an interesting combination, perhaps a secret fantasy, but it's just one of those things you don't want to know. I feel absolutely

» relaxed in the office now - of course I'm the outsider: I'm younger, haven't been around that long and am also dangerously underqualified, yet it never felt like it, as the friendly atmosphere from everyone was welcoming. I think without this it would have been almost impossible to cope - I was a long way from home, I knew nobody and it was hard being only 15 and trying to live 100 per cent independently. Occasionally it was easy to let myself become overwhelmed or even scared of the busy city going on all around me, but entering an office full of friendly faces and amusing banter definitely eased a new and big experience.

THURSDAY 22 MAY

In the morning I got to do a preview for the subscribers' newsletter, on the eagerly anticipated (about as eagerly anticipated as SARS hitting Britain) *SpongeBob SquarePants: Battle for Bikini Bottom*. It wasn't too bad, as my confidence had certainly grown with writing - I was finishing quicker and the results were better. It still needed to be edited to death I imagine, but if I ever do anything rubbish I can always play the age card! It was the first day Max was here in the two weeks after a long trip to the States - jet lag didn't seem to be a problem for him, as he just went to his desk and steamed through the pile of work left for him while he was away. I carried on with my second task of the day: thinking up challenges for the newsletter, which initially I thought would be a walk in the park, but it actually took some time to think up something that was both challenging and fun.

The rest of the day was spent trying to put this diary into a legible order, and unfortunately the team decided they needed a picture of me in working action - as you can see, I'm quite allergic to the camera. Jon's iPod arrived, Phil and Owen's didn't - Owen remained philosophical but Phil turned a nice shade of green and looked on as Jon nurtured his new piece of gadgetry.

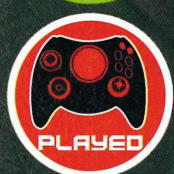
FRIDAY 23 MAY

Today was a day of mixed feelings. On one hand I was going home and could look forward to company outside of work hours and meals that came on a plate instead of a cardboard box soggy with grease, but counteracting this was a slight feeling of sorrow. There's certainly an attraction to city life and new-found independence, and for the

first time work was a pleasure - I would get out of bed in the morning, anxious to go down and get going. Everybody was ultra-nice and we even all went out for lunch, which was thoroughly enjoyable - just relaxing with everyone one last time before I left. I can only reflect on this as a positive experience - everybody was brilliant and I think now I read the mag I can sense the companionship in the staff.

Vanessa was always extremely kind - she showed genuine concern about things, and rarely stopped for breath when working and I think she's learning to cope with the continuous taunts about her taste in music. Gavin was cool - he's very reluctant to hold back when dishing out verbal assault to his next victim, but his frequent and massive belches were something to be admired, and it was comforting to hear a Northern voice down South. Jon was very friendly from what I saw - he spent the majority of the time half dead due to jet lag, but was always sociable and has a due to wit. Phil was a top guy, always ready to share a joke, but still hasn't got his iPod - even Owen has received his now. I'm sure it will show up some day. Owen was very funny and easy to have a laugh with, but I'd need more than two weeks to acclimatise to his and Phil's chronic wind problems. Steve's a good guy - I can't fault him because he sent me home with a school attainment sheet that's absolutely glowing. He was very insightful, easy to talk to about games, and also had a cool and calm humour that he let out every once in a while. I didn't really get to know Max, but from what I knew before and what I saw he's a friendly person and, after all, it was up to him whether I was allowed to come or not, so I do have a lot to thank him for. I feel I should also mention Mike from *Xbox Gamer* - an absolutely hilarious bloke who swears uncontrollably and receives daily beatings at *Snooker*, but he is something to watch when a lady from another floor enters the room.

Well, I've come to the end of my time here and it was brilliant. The overall experience in and out of work will certainly change me and instil more confidence. I'd definitely recommend the experience, on the condition that you can stand high concentrations of unexplained gasses, have a sense of humour, are not easily offended by the odd swear word... or 5,000 but, most of all, are prepared to work. I wasn't always doing the most intricate tasks, but when you are doing something you realise just how hard a job it is that these people have. I'm grateful to them all. I can't wait to get home but I will miss everyone.



BONUS INFO

» BUY SPEAKERS!

We've mentioned this for lots of games, but the sound in *Rainbow Six 3* really is superb. It's uncannily realistic - Phil jumped out of his skin when one of the gun battles kicked off - and there's great incidental music as well that suits the atmosphere perfectly.

» XBOX LIVE IS GO

Good news for fans of online play - Ubi Soft loves Xbox Live after *Ghost Recon*, and so is cramming *Rainbow Six* with as much online functionality as possible. The entire campaign will be available for co-operative play, and there'll be maps available for adversarial play - up to 16 players at once. Can't wait!

↑ The fellas - as we've already decided to call the hard nuts of Team Rainbow - move in to rescue a hostage, while we provide cover. We're heroic!

Not even strangling Zippy would be as good as this stunning-looking squad shooter!

TOM CLANCY'S RAINBOW SIX 3

WORDS: JON ATTAWAY

GAME INFORMATION

DEVELOPER: UBI SOFT

PUBLISHER: UBI SOFT

RELEASE DATE: NOV 2003

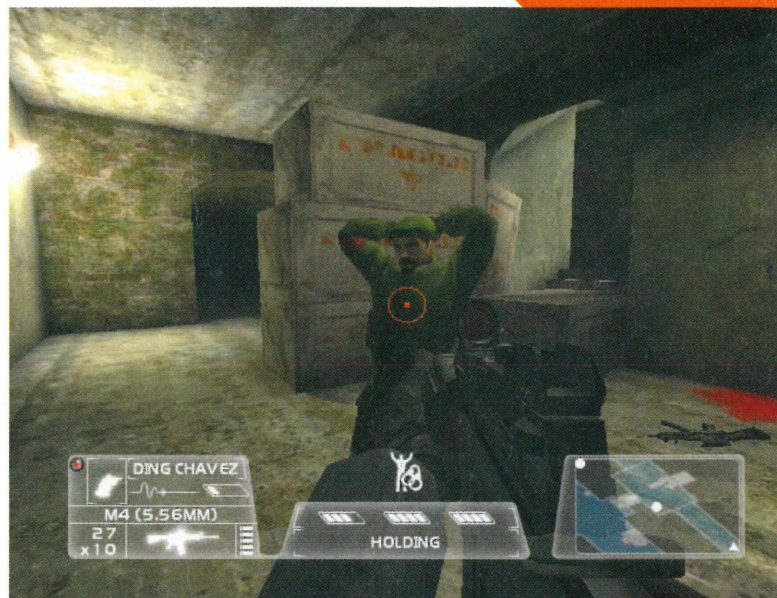
PLAYERS: 1-2, 1-16 ON XBOX LIVE

WEBSITE: WWW.UBISOFT.CO.UK

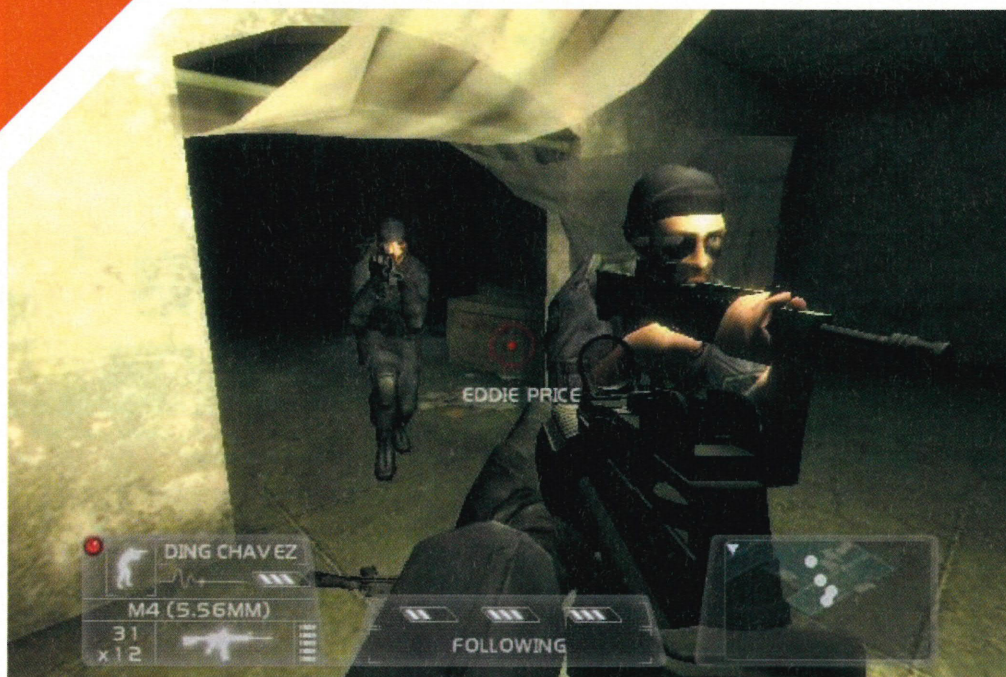
With the one exception of Master Chief, it's hard to think of a man more important to Xbox owners than Tom Clancy. The two games he's put his name to on Xbox so far - *Splinter Cell* (Issue 10, 9.0) and *Ghost Recon* (Issue 11, 8.9) - have sold gijillions of copies. They've both pushed technical boundaries - graphically with *Splinter Cell*, with downloadable content to boot, and with one of the best online multiplayer modes ever in *Ghost Recon*. More importantly, they were both more fun than getting front row seats at the Miss Topless Bouncy Castle finals.

So you can probably understand why we are more than a little excited about bagging an exclusive hands-on of *Tom Clancy's Rainbow Six 3*. On PC, the *Rainbow Six* series was the first game to carry the now legendary Clancy badge, and is revered for its realistic squad-based combat. It starred Team Rainbow, an elite squad of special operatives, which dealt with terrorists in confined environments. The strategy of the Ghosts in *Ghost Recon* however, was more about long-range military tactics.

Now there are more differences between the two franchises than ever: whereas *Ghost Recon* was a fairly straight port of the PC version, *Rainbow Six 3* has been completely rebuilt. And you'll only be in charge of one operative - Ding Chavez - rather than swapping between squad members, although you'll be accompanied by three other operatives that you can order about to best achieve your objective. From what we've played, it looks like it's going to sit somewhere between *Ghost Recon* and *Conflict: Desert Storm* (Issue 07, 8.1). That's a bloody good place to sit - it's more of an actioner than *GR*, but it still feels serious, and the orders you can issue to your men are far more complex (see Be The Boss, page 067).



↑ Catch a bad guy unawares and he'll surrender. Cuff him!



↑ Curtains swish realistically about the super-detailed team... *Rainbow Six 3* is one good-looking game.

"Top-notch graphics, some excellent sound effects and sterling AI"

BONUS INFO

» TREE HUGGERS

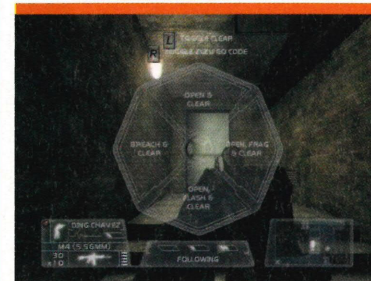
It's not all kill, kill, kill when you're in Team Rainbow y'know. If you catch a guard out and he knows he's a goner, he may well drop his weapon and surrender. You can then cuff him, saving a precious life. Aww.

» Traditionally the *Rainbow Six* series has involved lengthy planning before each mission, deciding what teams will do once on the ground, what each person will take with them, and so on. On Xbox, though, everything is much more immediate: planning is done on the ground, depending on the situation, allowing for changeable mission goals. And while you can equip Ding before you head out (there are around 30 different weapons, incorporating practically every sort of real-world kit you can imagine), your mates will sort themselves out. There's the minimum of hassles to get in the way of you going in and getting on with the task of bursting heads, basically.

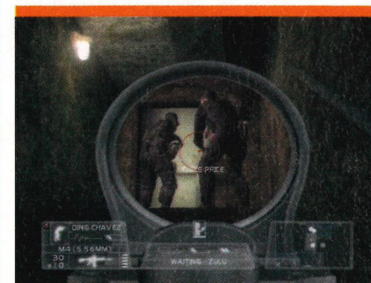
So far, only one of Team Rainbow's missions has been shown - a stealthy storming of Alcatraz, which has been seized by terrorists. You need to polish them off and save the hostages. As soon as the game begins, there's a feeling of quality that bodes well for the final game. Entering by the sewers, and surrounded by highly detailed team-mates, a quick fiddle with the control pad reveals easily accessible night vision and thermal goggles, some chunky-feeling weapons and gorgeous graphics. Cool effects are everywhere - a burst pipe creates a shimmering heat haze, bright light sources 'bloom' realistically, and fabric reacts like you imagine it would as your men pass underneath.

SEND THE BOYS IN

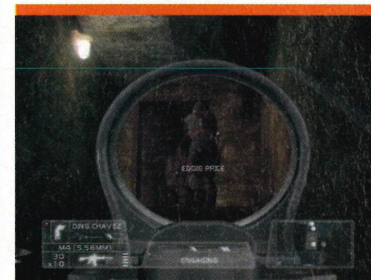
Employing the skills of your team is essential in *Ghost Recon*. Here's the kind of thing they can do.



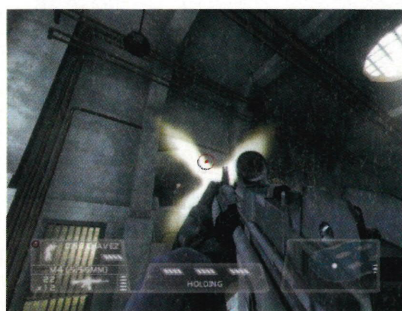
» "What's behind that door?" thinks Ding. "I'll let the chaps check it for me."



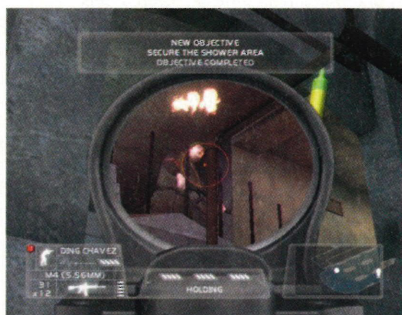
» Choose an option on the option wheel and the lads will give it their full attention...



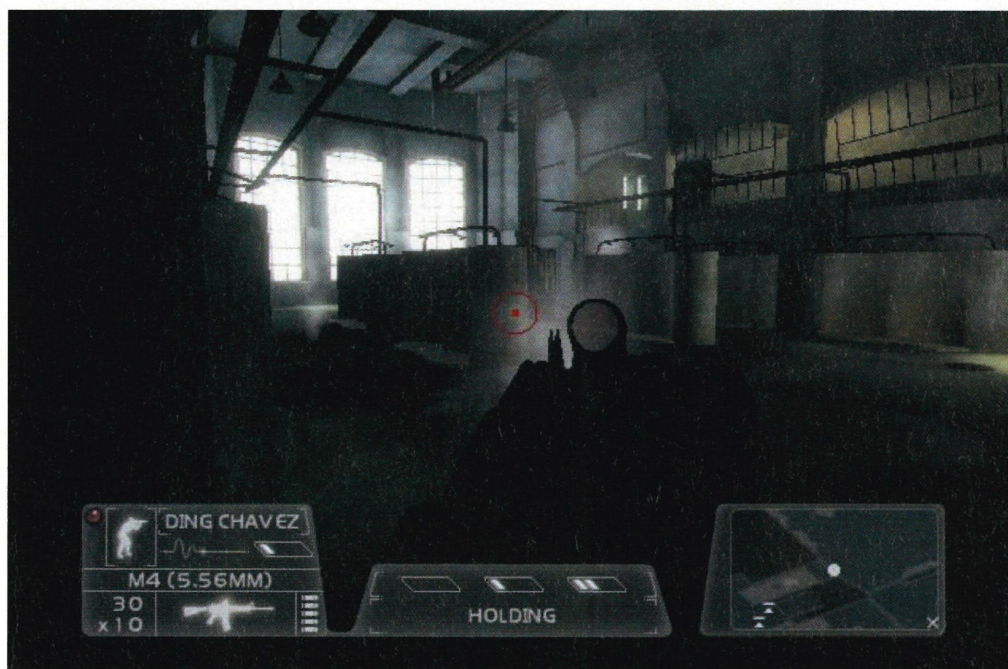
» ...busting it open, and killing every badass mofo in the goddam room.



↑ Can't get dead aim...?



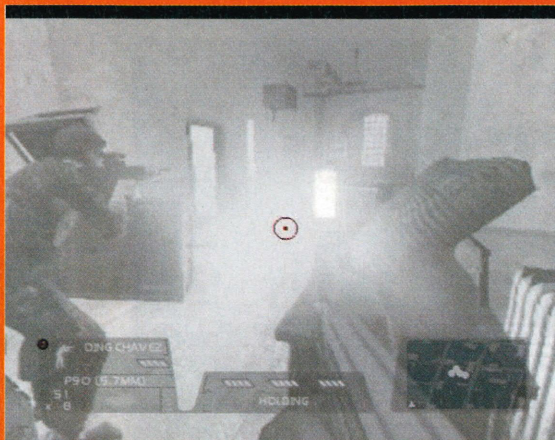
↑ ...then zoom in, you fool! It's tricky stuff.



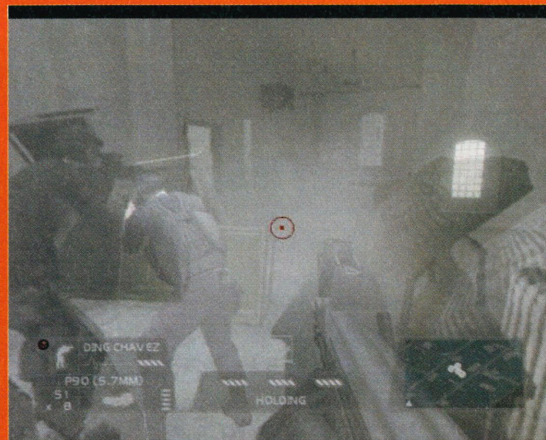
↑ As you enter this room, opera music swells, the hairs on your neck tingle, and... well, we won't spoil it here.

EVER HEARD of a Flashbang? It's a non-lethal grenade that creates a flash of light so intense, it burns the image into your retina. Temporarily blinded enemies are real easy to shoot. Or incapacitate, if you're feeling kindly. We shoot, mind - you can never be too sure, eh?

The effect of a Flashbang on your own character is brilliantly conveyed. As it goes off, your view is 'frozen' for a few seconds, but you can still move about. As it wears off, the frozen image fades, but gets confused with what you're really seeing. It's even more disorientating than that last sentence. There's also a really high-pitched squeal that accompanies it all, which is particularly great on a decent sound setup.



↑ Bang! "I said throw it through the door, you idiot!" As the Flashbang goes off, the image is burnt onto the screen...

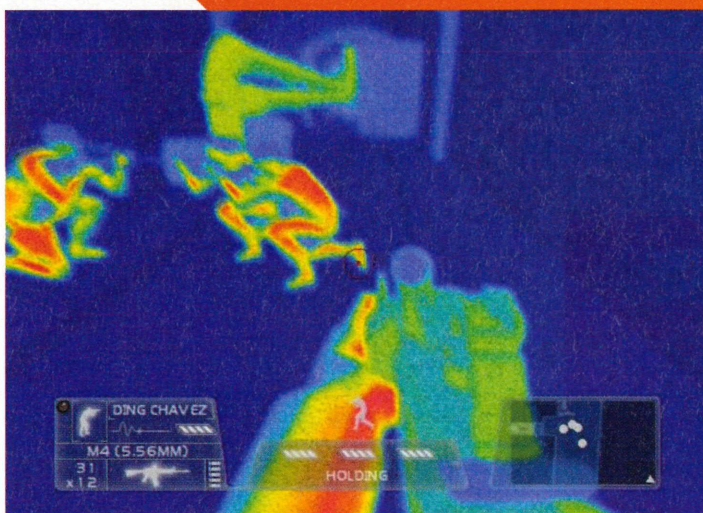


↑ ...and slowly fades, as what you're really seeing gradually seeps through. Confusing, but it looks mint.

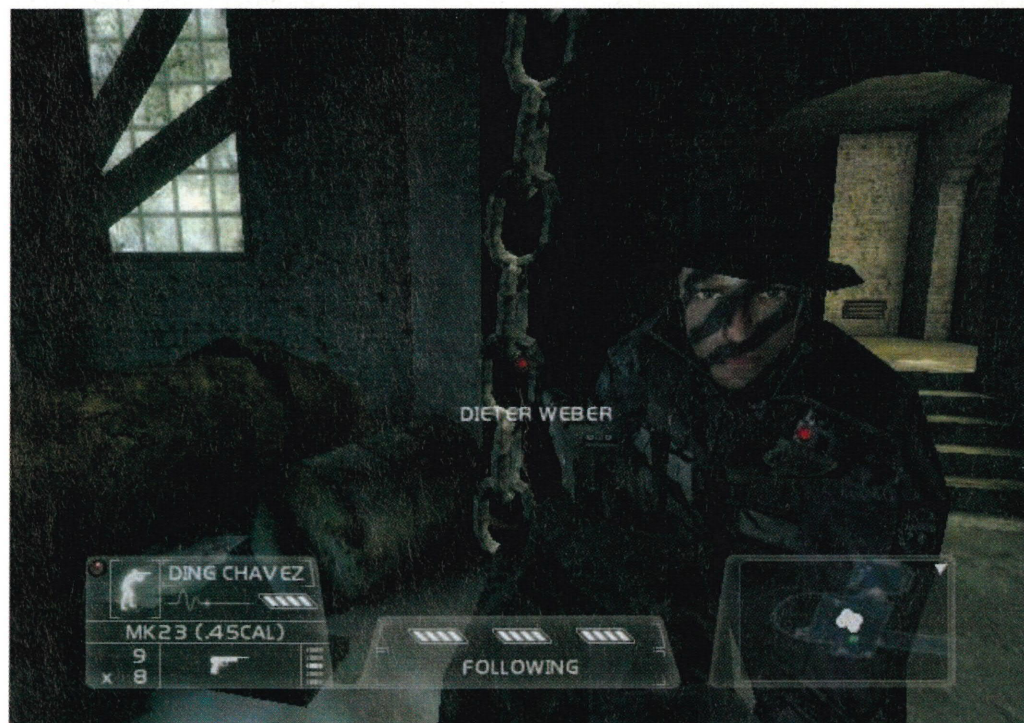
"On Xbox everything is more immediate: planning is done on the ground, depending on the situation, with changeable goals"



↑ Keep an eye on the environment - explosives can take out several bad guys.



↑ Thermal vision is just as handy here as in *Splinter Cell* - but looks even better.



↑ Look! He's looking at you, waiting to be given instructions. He respects you. You're the man.



↑ Not exactly stealthy, these grenades.

There's already every reason to look forward to *Rainbow Six 3*, which still has plenty of development time left. Even at this stage, the enemy AI is more sophisticated than in many finished games - we observed an enemy who knew he was pinned down behind a corner peg it elsewhere to fight another day. Allied AI is similarly impressive, with your three buddies constantly shifting position to cover areas of possible danger. Indeed, they even took out a bad guy that had sneaked behind us on several occasions.

Top-notch graphics, some excellent sound effects and sterling AI mean that the atmosphere of the Alcatraz level is superbly claustrophobic - and there are some prolonged gunfights that fans of the 1996 movie *The Rock* will

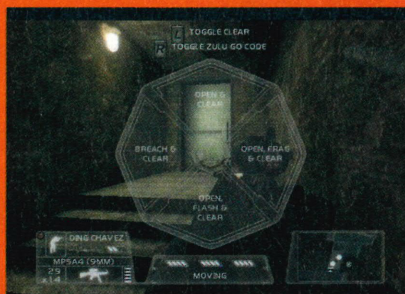


⤴ Check this out. That's my team on the left, ready to burst in on my command. I'm going to mop up from this safe position. Because I can! Ha ha!

BE THE BOSS» Making your order is easy

IT'S INCREDIBLY simple to order the fellas about. Holding the A button brings up a context-sensitive set of instructions that you can deliver to your men. If you're looking at a point in the distance, then the instructions might be to tell the team to move there, whereas if you're aimed at a door, as in this shot, you'll have a variety of door-related commands at your disposal.

Cleverly, you can use a Zulu Go Code - which is basically a signal for the team to act on the code word. So you can set up a command for your men to storm a room in advance, then co-ordinate your own attack from another point. Pressing the Black button triggers the command you've set up. And it's pretty damn satisfying when it all goes to plan...



⤴ You make the call, the boys will do it.

» recognise. (Mike Grasso, a technical advisor on that film, is performing a similar role for this game.) But there's one great new feature that deserves its own special mention, because it makes you feel like you're really there. Using a Voice Communicator, you can tell your team-mates to perform the actions described in the action menu with your voice. Yelling "Open and Clear" at them, and then watching them do your bidding - it's quite an experience, we can assure you.

From our time spent with the game, it has shot right up into our most wanted lists. We're going to peel our eyes - apparently it makes you more likely to spot things - in order to keep you up to date with this over the coming months. See how much we care? We're going to peel our eyes.



⤴ Best plug another few rounds in to make sure, eh?



⤴ Night vision looks mint (fresh). Note the team have all angles covered!



REVIEWS

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



STEVE SAYS...

SUMMER BRINGS mixed blessings for us gamers. On the plus side, the weather gets hotter so beautiful

people reveal more curves for the rest of us to ogle at. On the down side, tradition dictates that when the sun beats down the games dry up. Fair enough, we can't expect an avalanche of top games all year round, but we do need publishers to get smarter about seasonal releases. And the summer is all about outdoor pursuits.

At the time of writing, the first serve of Wimbledon is moments away, so where are the new tennis games to complement the on-court action? By the time *Top Spin* arrives rain will have permanently stopped play. Same with football - the Premiership kicks off in August but we won't be seeing the likes of *FIFA* or *Club Football* until the nights start drawing in.

We're used to seeing simultaneous movie/game releases but when there isn't a rock solid licence to keep the money men happy there seems to be less motivation to try and meet the deadline of real-world events. It doesn't always take a Hollywood blockbuster to make an impact, just some careful planning.

THE TRUTH

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

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

REVIEWING SET-UP



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

WHAT OUR BADGES MEAN

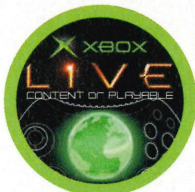
AT THE START of a review, along with the Game Information box telling you who's made the game, when it's out, how many people can play and the official website address, you may see a badge or two. This is what they stand for:



XBOX ELITE
Any game scoring 8.5 or more.



GAME OF THE MONTH
Our favourite Elite game this month.



XBOX LIVE
Downloadable content or online play?



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



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

STATISTICS

Number of games reviewed **7**
Number of Elite games **0**
Highest Score **8.4**
Lowest Score **2.5**
Average Score **6.2**
Number of games playable on Xbox Live **1**
Number of games with Xbox Live Downloadable Content **0**
Number of games associated with a movie/TV licence **3**
Number of games exclusive to Xbox **1**
Number of times Steve yelled "Have it!" during *Mace Griffin* **22**
Number of times Steve yelled "Bin it!" during *Die Hard: Vendetta* **Too many to mention**



↑ *Mace Griffin*: good old-fashioned blood-soaked fun.

SCORE KEY

8.5-10.0

THE XBOX ELITE - ONE OF THE VERY BEST AVAILABLE

7.5-8.4

A TOP-QUALITY RELEASE THAT'S WELL WORTH HAVING

6.5-7.4

STILL WELL WORTH CONSIDERING, BUT HAS SOME FLAWS

5.1-6.4

AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

2.5-5.0

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

0.0-2.5

CALLING SUCH A RANCID STINKER A 'GAME' IS LIBELLOUS

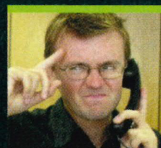
THE TEAM



MAX EVERINGHAM // EDITOR

AFTER LAST month's speeding ticket, Max has pranged his new Mini into a BMW. The L-plates are on order.

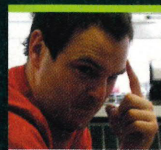
NOW PLAYING: *Brute Force*, *Wakeboarding Unleashed*, *MotoGP 2*
SUMMER PLANS: Playing Frisbee in local park with son, Jack.



JON ATTAWAY // STAFF WRITER

JON'S BEEN plugged into his iPod this month, so Max has resorted to throwing heavy objects to get his attention.

NOW PLAYING: *World Champ*, *Snooker*, *Tiger Woods 2003*, *RTCW*
SUMMER PLANS: Backpacking around Croatia



OWEN NORRIS // ART EDITOR

OWEN USUALLY has good taste, so imagine our surprise when he left his iPod playing on random and out popped a Cliff Richard track!

NOW PLAYING: *Tiger Woods 2003*, *RTCW*, *MotoGP 2*
SUMMER PLANS: Croatia (but not with Jon)



STEVE O'ROURKE // REVIEWS EDITOR

STEVE'S OFF to Glastonbury. He's packed a kaftan, beads, a didgeridoo and a dog on a string to blend in. No tent though.

NOW PLAYING: *Brute Force*, *Burnout 2*, *Mace Griffin*, *Bounty Hunter*
SUMMER PLANS: BBQs on Brighton beach



VANESSA HARDS // PRODUCTION EDITOR

VANESSA IS a classy metal chick. At a recent rock festival she opted to stay at a local hotel rather than camp with the great unwashed.

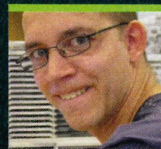
NOW PLAYING: *Mace Griffin*, *Futurama*, *Brute Force*
SUMMER PLANS: Lashing on the Factor 60



GAVIN OGDEN // NEWS EDITOR

IT CAME down to the final ball, but Gav managed to beat Phil in the final of our *Snooker* tourney. A guest slot on *Big Break* beckons.

NOW PLAYING: *Brute Force*, *MotoGP 2*, *RTCW*
SUMMER PLANS: Hiding indoors till the sodding hay fever stops



PHIL MADGE // DEPUTY ART EDITOR

MADGE BLAMES his loss in the *Snooker* finals on a five-day bender in Barcelona. He's like the kebab-eating Gascoigne of the *Snooker* world - a wasted talent.

NOW PLAYING: *Die Hard: Vendetta*, *Stake*, *SX Superstar*
SUMMER PLANS: Butlins Redcoat



BEN TALBOT // PRODUCER

BEN THINKS he belongs in the Welsh Male Choir. When a karaoke peripheral arrived he couldn't wait to belt out renditions of *Angels* and *My Way*. We stopped him though.

NOW PLAYING: *Mace Griffin*, *Brute Force*, *RTCW*
SUMMER PLANS: Magical mystery tour in Liverpool

PHOTOS: OWEN NORRIS

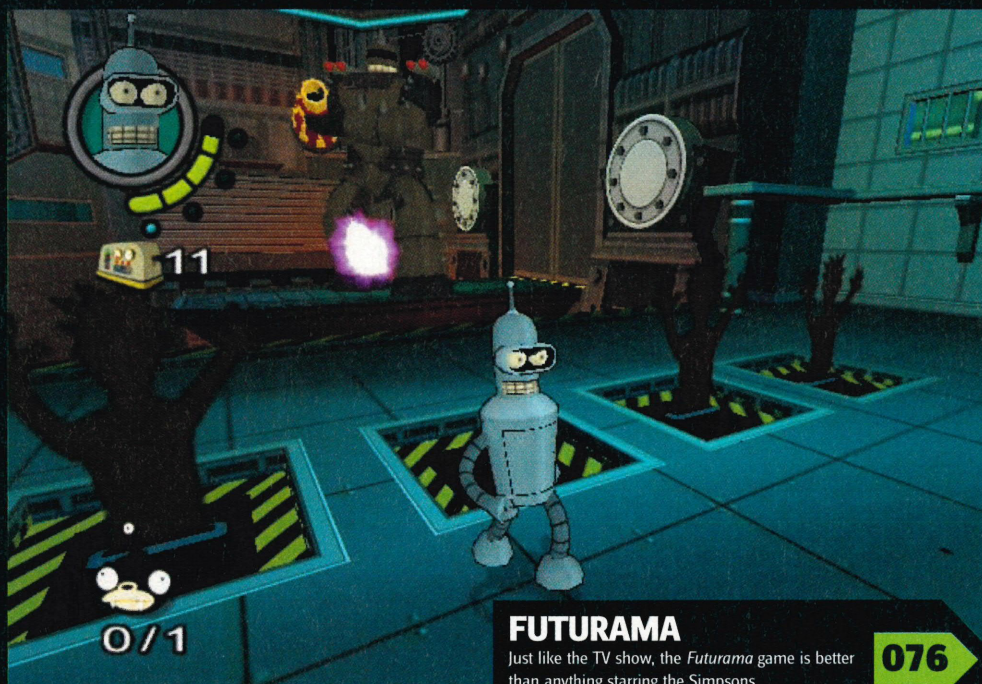


ON THE DISC

MACE GRIFFIN BOUNTY HUNTER

A shooter with ships in! Mace flips the FPS script

070



FUTURAMA

Just like the TV show, the Futurama game is better than anything starring the Simpsons

076



SX SUPERSTAR

After MotoGP 2 and Speed Kings, Climax delivers another biking title. But will this cut the mustard?

096



STAKE

A third-person fantasy beat 'em up with four-way multiplayer. Sounds good? It's not...

093



MIDNIGHT CLUB II

After last month's Midtown Madness we get our second Xbox Live car racer - but is it any good?

080



DIE HARD: VENDETTA

John McClane makes his Xbox debut in this straight-laced FPS but the question is why did he bother?

088



STARSKY & HUTCH

Grab your flares and get ready to slide over a load of car bonnets. Starsky and Hutch have hit town!

084



REVIEWS DIRECTORY

Every Xbox game ever released in the UK rated. No, no, don't thank us. It's our pleasure.

098

>>>NEXT MONTH: It's hot and sticky and far too nice to be stuck indoors. So while all the bright young things turn golden brown we'll still be pasty white but playing such games as *Knights of the Old Republic*, *Dinotopia*, *Freedom Fighters*, *Dragon's Lair 3D* and *Alien Vs Predator Extinction*. Sunshine? Pah! That's for girls and non-gamers...





ON THE
DISC

Mace in your face! But will it bring tears to your eyes?

MACE GRIFFIN BOUNTY HUNTER

WORDS: STEVE O'ROURKE

GAME INFORMATION

DEVELOPER: WARTHOG

PUBLISHER: VIVENDI UNIVERSAL GAMES

RELEASE DATE: AUGUST 15 2003

PLAYERS: 1

WEBSITE: WWW.MACEGRIFFIN.COM

THE
BRIEF

SHOOT bad guys both on foot and amongst the stars in this FPS with an airborne twist.

W

ALL LOVE our shooters here at *Official Xbox Magazine*. Hugging a corner before legging it down a corridor, hearing the chain-gun kick in and spraying everything that moves for all you're worth. Nothing beats it. The sound of a heavy weapons symphony with damage, blood and bullets all coming together in one of those moments that makes gaming so much damn fun. And Xbox owners have enjoyed the very best in this blood-soaked field since Bill's box of tricks joined the party and brought a goodie bag to share.

The fantastic benchmark that is *Halo*, the incredible Xbox Live experience of *Return To Castle Wolfenstein*, the sheer

destructive orgy of *Red Faction II*. Titles cherry-picked from a blossoming tree of quality games with even more left on the branch than we have page space to name-check. Are we spoilt for choice? Well, we'll always do an *Oliver* and ask for more, but right now no Xbox shooter fan is going hungry.

But when served with a feast it means people get picky. And like a panel of *Pop Idol* judges, we're looking for hopeful starlets to stand out from the crowd and show us some moves we haven't seen before. So it's just as well there's a man called Mace waiting in the wings who's making a bold attempt at combining typical run and gun action with aerial space-laced combat. Mr Griffin, you've got our attention, the stage is yours... just don't fall on your face. ➤

IT'S ACE TO BE MACE»» There's action aplenty with heaps of variety, so let us be your guide

1 GET TO THE OFFICE»»

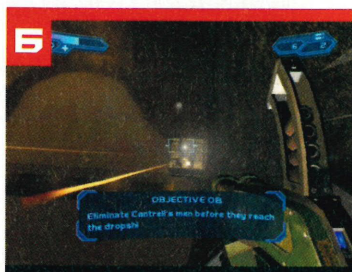
You need to make your way up to that window, so lock and load!



2

SHIP AHOY!»»

A large spaceship docked opposite the office could give your target the means to escape. Better move fast!



3 SNIPED!»»

There's loads of guys between you and the office stairwell, so better to hit some of them at long range.



4

BOOM!»»

Bring a little light into the lives of the enemy with the help of a thermo-nuclear handheld device.



5 EMPTY OFFICE»»

Everything is not as it seems. The office is deserted but we've got a funny feeling that all is far from well.



6

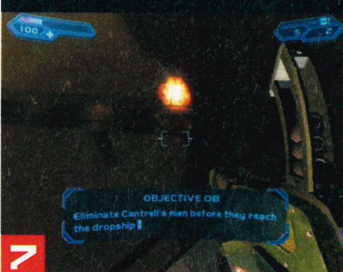
AFTER 'EM!»»

The bad guys are making a run for it! Mace swiftly changes to his rocket launcher and takes aim.



7 FIRE IN THE HOLE!»»

An elevator may offer a quick escape, but not with a rocket on the way.



8

MIND OUT!»»

It's time to give chase after the big boss man, so make your way to the lift and clear the area of the bad guys.



↑ Shooting explosives is always good for a laugh.



↑ The Acolyte - a little ship with plenty of firepower.

"Good old-fashioned run and gun action is still very much where the heart of this game lies"

»» You know you've got a tough job when ignoring your boss's orders gets you ten years in jail, praying that you never drop the soap. Although messing up in most jobs doesn't involve you having to watch your colleagues get slaughtered. But in the world of Mace Griffin, mistakes cost lives and it's normally yours.

You play an ex-Ranger out for revenge after being court marshalled and sent to jail for dereliction of duty involving an escape from a spaceship that was about to make the big bang

look like a small pop. Upon his release, Mace decides that rather than pursue his grievance through a court of law (a courtroom sim just doesn't have the same appeal), the life of a bounty hunter would give him access to cash, weaponry and possible inside information on whoever set him up for a fall.

But the story isn't really that important. What's important is how you can take to the skies as well as hoof it on foot. We're not talking about cutting to you sitting in a cockpit. We're

talking about you walking down to the hangar, boarding your craft, finding the cockpit, jumping into the hotseat and launching into the fray.

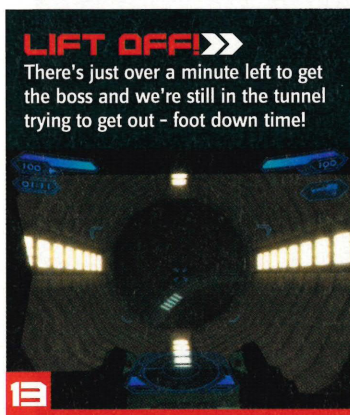
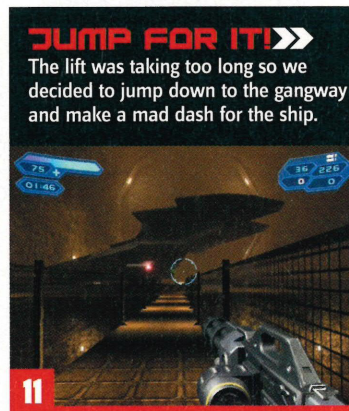
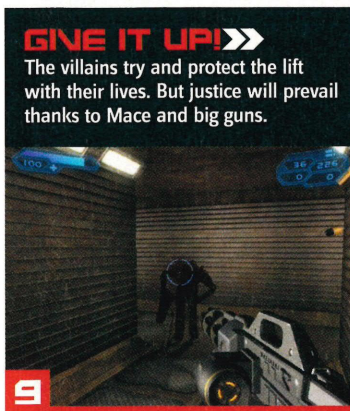
Controlling the ship brings back memories of driving a Warthog in *Halo* - Left thumbstick for forward and reverse thrust while the Right stick provides the turning mechanism. You'll get a sensation of speed when the game allows it, meaning you'll experience rapid acceleration towards locations you're supposed to go towards and more of an 'impression' of

»» BONUS INFO

»» **BOX OF TRICKS**
In typical FPS fashion, wooden crates give up lots of goodies when blown to bits. Expect to find a wealth of assorted ammo and health packs when exercising your woodwork skills.

»» **AIRBORNE ARMS**
Next time you pilot your spaceship, be sure to check the weapons bay at the back of the craft. It's essential to stock up before leaving the ship so you can hit the ground with a full complement of guns and bombs.

through just a few minutes of the life and times of Mr Mace Griffin



BONUS INFO

DEAD AGAIN

Be sure to pump the bad guys full of lead because some have the nasty habit of playing dead then dragging themselves up to have one last crack at you. Keeps you on your toes, that's for sure.

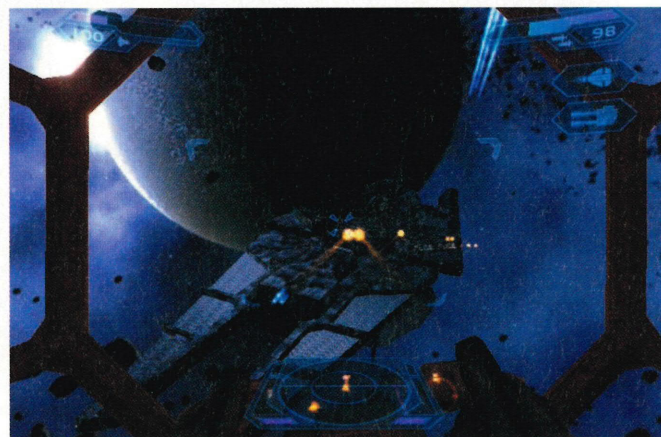
ARACHNOPHOBIA

It's not just the two-legged villains you need to be wary of - there's a bunch of giant spider types that need despatching before they jump on you and inject some kind of evil toxin. On some levels you'll encounter nests of them that require explosives to clear the beasties.

BONUS INFO

TWO IN ONE

There are some cool secondary weapons to be had - click the Left trigger and a normal frag bomb becomes a stun grenade that also creates a rather funny drunken effect if you get in the way. And also check out the automatic shotgun feature. The number of times you click the Left trigger determines how many rounds the shotty will fire consecutively. Great in a tight spot and funny to watch the bad guys dance.



Space combat is cool... now where's the Deathstar?



You don't just shoot humans - there are weird aliens to deal with too.

speed when trying to just have a wander amongst the stars.

Your airborne duties largely consist of dogfights and docking your craft. The combat is similar to any 3D sci-fi shoot 'em up. Seen the movie *Starfighter*? Then this won't be unfamiliar. You'll often be swarmed with alien craft and you'll need a keen eye and the help of a good targeting computer to pick them off.

Landing your ship is reminiscent of veteran space trading game *Elite*, where you need to fly through illuminated portals to successfully dock with an orbiting spacestation. The ship does feel a little light but it's easily compensated by the whole atmosphere and general wow factor of having this type of gameplay wrapped into a traditional first-person shooter.

At any point you can simply walk away from the cockpit controls and have a wander around the ship. There's no real reason why you would choose to do this during a battle, but it does underline the fluid nature of your character: one moment he's a pilot and the very next he's a traditional gun-wielding soldier.

And good old-fashioned run and gun action is still very much where the heart of this game lies. Regardless of the innovative aerial combat, this title is traditional in a big way. There are no difficulty settings, no multiplayer options and you get the feeling that the development team thinks Xbox Live is just slang that youngsters use.

But it doesn't matter because, with all the frills taken away, the focus has been placed solely on making the single-player game as good as possible

PS CONVERT: IF YOU THINK YOU'VE HEARD THE VOICE OF MACE GRIFFIN BEFORE THEN THAT'S BECAUSE YOU PROBABLY HAVE. HENRY ROLLINS, VETERAN ROCKER/ACTOR, WAS SIGNED UP TO PROVIDE THE VOCAL TALENT FOR MACE AND AS VANESSA IS A FAN SHE'S PROMISED SHE MIGHT EVEN PLAY THE GAME ONCE IN A WHILE.

BANDITS AT FIVE O'CLOCK

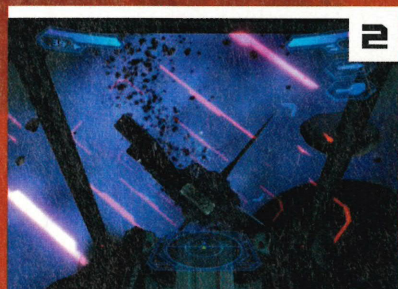
It's not all about foot patrol - it's time to become an airborne ranger!

THERE ARE TWO main reasons for spaceship stages: shooting stuff and getting somewhere. Here's what to expect from the airborne levels.



1

↑ **TARGET LOCKED:** The reticule changes colour when you've had an enemy locked in your sights for long enough for the targeting computer to catch up. Now launch a homing missile! Why not soften up your prey with some strafing pulse cannon fire beforehand?



2

↑ **LANDING GEAR:** If you don't want to dent your prize rig, line up your ship with the illuminated portals before flying through each at reduced speed. Once you get through, the tractor beam brings you in on auto-pilot so you can kick back and polish your weapon.



↑ Those tiles had better be easy to clean!



↑ You'll often encounter running battles, but rarely get penalised for shooting allies. So our advice: spray and pray.



↑ Bar room brawls aren't this much fun in London (the Cockneys have more guns than Mace).

"The graphics are bang up to date with highly detailed textures and a smooth, sleek finish"

and *Mace Griffin* is subject to more polish than Mr Sheen's very own marble floor.

There's a checklist of stuff to remember when making a decent FPS, and in this case nearly all of the boxes have been ticked. The graphics are bang up to date with highly detailed textures and a smooth, sleek finish to the weaponry, characters and many of the environments. The atmosphere is top notch - you'll get sucked into each mission scenario, whether it's turning the corner and finding yourself in the midst of a firefight between two opposing forces or crawling through ceiling ventilation ducts to be greeted by a panoramic view of an underground complex. The control is fine; aiming and weapon selection are a doddle. The stages offer a decent

variety of action for this genre and, with more than a dozen very large missions to complete, you won't be finishing it in a couple of evenings.

The guns feel big and meaty with most possessing a secondary function and providing the kind of damage you expect. Riddle the bad guys with bullets and blood will suitably squirt in all directions. Hit them with explosives and make sure the brolly is up to shield you from the raining gibs. The AI is also half decent - the enemy spots you quickly and will cover and attack in groups rather than just charging at you like typical no-brain bullet-catchers.

But there is a problem with Mace's footwork. He's got sloppy-feet syndrome and the jumping ability of a small elephant. Most shooters have

times when it's not about gunfire, and with *Mace* these moments rely on acrobatic challenges rather than puzzles. There are times when you have to take a leap of faith but you almost have to take your last step in mid-air because the jump function isn't accurate enough for some of the trickier objectives. It can feel a little clumsy when you're trying to clamber over a load of boxes because you've got no perception of where his feet are. It's not prolific enough to spoil the game but it's cumbersome enough to get annoying.

The developer has accomplished a difficult balancing act between the two gaming styles and has interwoven the airborne interludes into the natural course of the narrative. It's done so well that you wish it could offer a bit more

BONUS INFO

HELLO HALO

It's not just the control mechanism of the ship that reminds us of the *H* word. You also have a shield that will take damage and regenerate prior to you losing any vital life points, and it even has a similar sound effect.

WALK A MILE IN MACE'S MOCCASINS

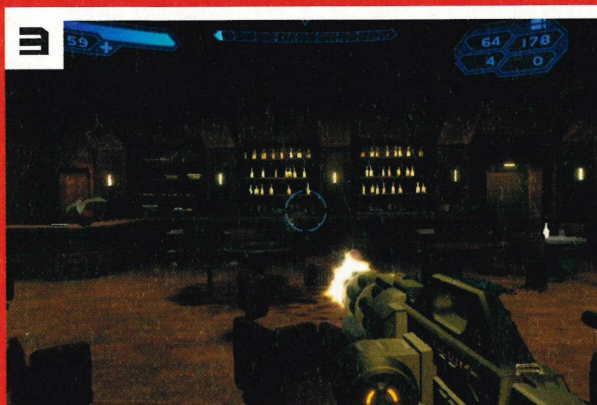
The levels offer a great diversity of backdrops



1 **STOP THE RUSTLERS!** In this level, you must stop bandits from rustling your client's stock of weird dinosaur-type animals.



2 **POOLSIDE PANIC:** It's not all space stations and barren outposts. Here, a VIP needs protecting from villains who crash the party.



3 **BAR ROOM BRAWL:** This is part of a mining facility, but judging by the state of the place it looks like it all kicked off before you got here.



4 **CRAZY TAXI:** These flying rickshaws are just a small part of a much larger level. Your job is to make sure they don't pass their next MOT...



5 **You two are going to die - just like your weakling mate here.**

» depth. The technical hard work has been completed but you'll find yourself wanting more open-ended gameplay, with you deciding which missions to accept and making your own way there - perhaps via a dogfight or two. And pardon the pun, but the ships are empty vessels. Like a bimbo, they're pretty but vacant, and generally only consist of a couple of empty rooms.

But these gripes are symptoms of us getting excited about new features that add life to an old

genre and naturally wanting more from them. A *Mace Griffin* sequel needs to happen because, with all that is demonstrated in this game, there's real scope to expand the franchise and take this title from being a very good shooter to a classic game that stands the test of time. But if you're a fan of highly polished single-player blasters then there's a man called Mace heading your way with a few tricks up his sleeves. Get to know him because he won't disappoint.



THE VERDICT

POWER

Smooth framerate, quick load times and highly detailed visuals - a worthy Xbox game.

STYLE

Can you think of another FPS that lets you take to the skies in your own ship? Thought not.

IMMERSION

You'll want to complete each stage to find out where you're going to go next - addictive.

LIFESPAN

With just single-player and no unlockables or difficulty adjuster it's unlikely you'll make a return trip.



GOOD POINTS

- LOOKS GREAT
- PLAY A SPACEMAN AS WELL AS A SOLDIER!
- DECENT CONTROLS AND GUNPLAY
- DIVERSE LEVELS



BAD POINTS

- THE GYMNASTICS ARE HIT AND MISS
- LACKS LONGEVITY

SUMMARY

A highly enjoyable shooter that's just short of Elite status. An expanded sequel could well see it up there.

OFFICIAL XBOX MAGAZINE SCORE

8.4/10

» PREVIOUSLY: Preview - Issue 13

» COMING SOON: Tips - Issue 20





↑ Bender's obviously the best character - being a robot apparently affords him licence to have all the best lines. Fry and Leela's levels are better, though.

The Futurama is bright - The Futurama is orange.
Well, the logo is orange, and the game is quite good

FUTURAMA

WORDS: ANDY STEPHENS

THE BRIEF
TAKE CONTROL of Fry, Bender and Leela in this 3D action adventure based on the hilarious cartoon.

GAME INFORMATION

DEVELOPER: **UDS**

PUBLISHER: **SCI**

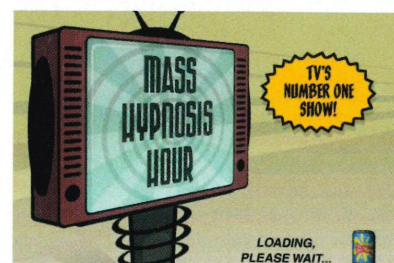
RELEASE DATE: **11 AUGUST 2003**

PLAYERS: **1**

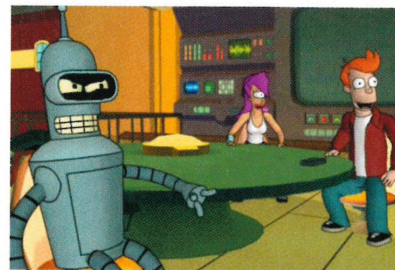
WEBSITE: **WWW.FUTURAMA**

THEGAME.CO.UK

FUTURAMA IS BETTER than *The Simpsons*. Way better. There's no evidence for it, but it's scientific fact. Sure, there are people out there who cling, traditionalists who always maintain that original = best, like those parka-wearing weirdos who still find vinyl records, with all their imperfections, somehow more pure than cheaper, more reliable, higher quality and all round superior CDs. Hey, if these people had their way, we'd all still be hunched over black and white TVs playing *Pac-Man* and wearing shoes made out of old potato sacks. But anyway, *Futurama*, despite being axed so early into its lifetime, was reaching the kind of comedy stride that the last few seasons of *The Simpsons* could only dream of. Of course, 20th Century Fox will never axe the merchandising goldmine that Homer represents, so the smug *Simpsons* worshippers will always be able to lord it up over the *Futurama* followers. Harumph!



↑ Even the loading screen is funny.



↑ The cutscenes are 3D, but still pretty.

Still, no matter which way you swing, *Futurama* the game is better than any *Simpsons* game, ever. And here's concrete evidence for it. It's an excellent use of the licence, and an enjoyable title to boot. UDS has basically created a new episode - one where über-evil corporate crusty Mom has taken over the planet by managing to acquire a majority share in it - and sliced it up like a loaf of bread, using cutscenes to top and tail each level into

BONUS INFO

»» LITTLE NIBBLER

Every level is dotted with Nibblers - cute little carnivores - for you to collect, in order to unlock extras. Thing is, they're all quite easy to find and you'll pick them all up on your first time through.

»» DONE THAT?

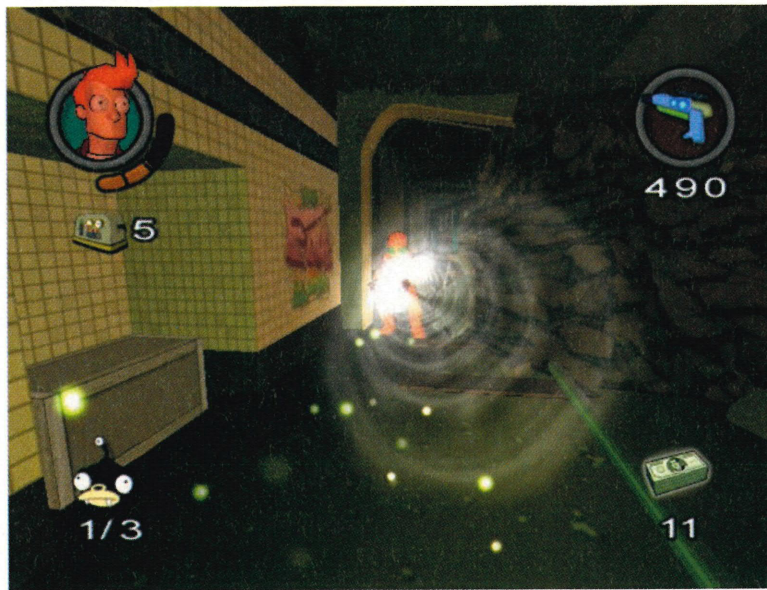
Collected all the Nibblers? Then you'll unlock yourself some goodies, in the form of cutscenes, artwork or tunes. You'll also get a super-important rating at the end of the level.

»» CASH DASH

Each character has their own currency of choice - Fry collects dollars, Leela gold bars and Bender valuable crystals. Find these to give yourself an extra life, and find them all to unlock even more stuff.

»» SOUNDS GOOD

There's a tremendous range of quality special effects and noises in the game, but there are also some groovy, hummable tunes that manage to remix the *Futurama* theme without becoming too annoying.



↑ First-person mode gives you a good chance to line up a super-powerful pistol shot.



↑ Leela's faced with revolving spiky things, so make use of the camera and the roll move.

"Levels have a sweetshop's worth of colour and an abundance of detail"

»» an enjoyable *Futurama* sandwich with a playable filling. The entire cast of the cartoon is present and correct, all voiced and animated like the real thing, but you'll only get to play as a handful of characters. Don't worry though, they're all the good ones.

The first third of the game is played via lovable goofball jerkoff Fry, who's charged with blasting his way through to New New York City. This section majors in shooting stuff, and it's the most pleasurable part. Gun combat is a simple enough case of holding the Right trigger to target, and then pressing A to unleash showers of laser fire at your foe. It's simple but effective, and the guns you get to tote are the kind that make your guts thrum with satisfaction, especially the sparkly atomic shotgun that fires deadly clouds of nuclear glitter.

Once you've done that, the plot is left in the hands - well, whisks - of the show's vice-heavy nihilist, Bender the robot. He's the Homer of *Futurama*, the one everybody likes the best. His only defence is hand-to-hand (whisk-to-hand?)

combat, meaning that the raucous fun of shooting things is no longer present in Bender's jaunty trip through canyons and robot factories in order to rescue his trapped friends. The focus is now on platforming, which, like the shooting aspect, is simple but works well. Usually 3D platformers come close to ruin thanks to either a duff camera or characters that skid all over the place like rollerdisco-meets-Ibiza-foam party. However, jumping from ledge to ledge here *feels* precise and controllable, but Bender's journey is still the weakest portion of the game.

Finally, you've got do-gooder semi-saucepot Leela, the purple-haired Cyclops who has to *Tomb Raider* her way through a city of the living dead, solving puzzles and indulging in lots of fisticuffs. It's over-long, and the combat can sometimes feel drab, but it's still good. Once that's sorted, it's on to the final section which contains, among other things, a frankly awful cameo level starring Dr Zoidberg riding away from the screen on the back of a blue horse/lizard thing. It's reminiscent of something out of *Crash Bandicoot*,

DIFFERENT STROKES

Variety is the best spice of all

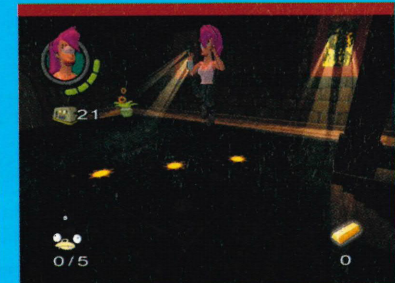
EVERY FEW LEVELS, the on-foot action is broken up with a set-piece or a whole level of novelty play. Check them out...



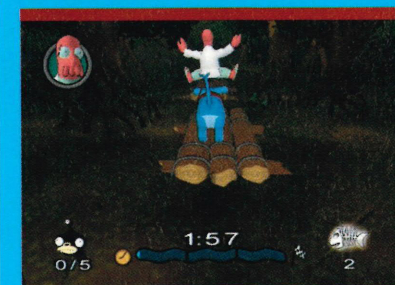
↑ Bender beats his metal feet in an attempt to outrun a giant tumbling boulder.



↑ Fry climbs into a chicken-legged mech to blast through the streets of New New York.



↑ Leela's temple quests have no stand-out levels, but there are plenty of puzzles.



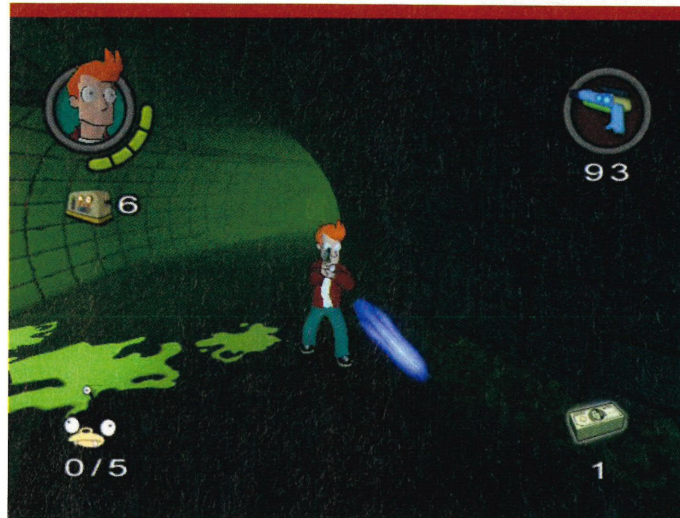
↑ Dr Zoidberg's cameo level is an ungainly sprint through a swampy assault course.

and it's a frustrating six minutes of trial and error that's just plain rubbish.

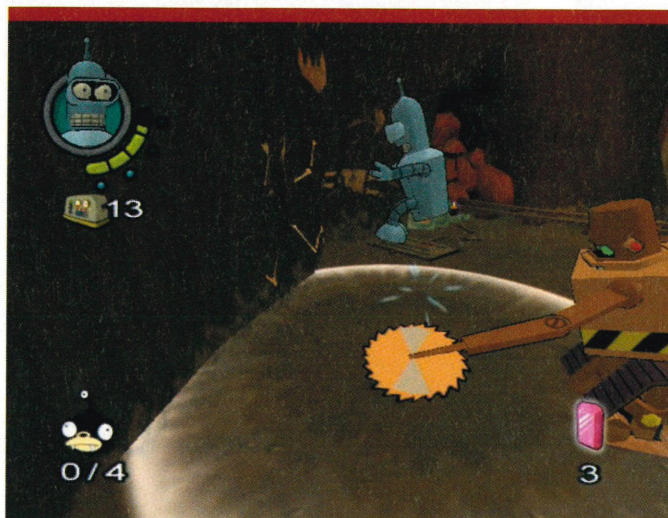
Overall, there's nothing too clever in here but, dammit, it all works, in a highly entertaining fashion. Surely a paddle in a robust-but-shallow game is more fun than drowning in a sea of poorly executed over-ambition? It's worth giving credit to the tremendous production values, too, in terms of sound quality (except for the bites of in-game dialogue; they're good, but they still manage to become repetitive), some gorgeous

MANY HANDS MAKE FIGHT WORK >>> Saving the Earth takes guns. And fists

IT'S NOT ALL precision jumping and dangling off edges by your fingertips. There's plenty of scrapping to be done, and no character is exempt. Fry, luckily, gets to keep his opponents at bay with some frantic gunplay, while both Bender and Leela have no choice but to get their knuckles dirty in the name of global salvation.



↑ Fry comes armed to the teeth with a rack of guns, from shotgun to laser. He's even got a hammer to smash things with.



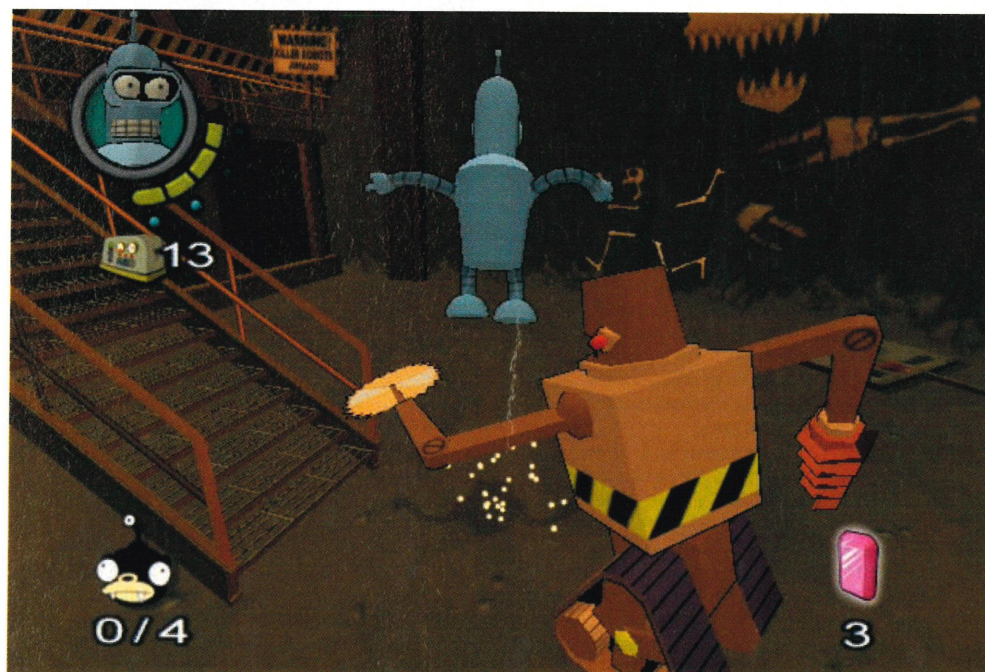
↑ Bender has to fight up close, using his dash and spin attacks. Jumping in the air lets him smash down with a butt slam, too.



↑ Leela has a bunch of punch/kick combos up her sleeve, along with the ability to evade danger with a roll or a somersault.



↑ Both Leela and Bender have special charge attacks for when the going gets tough. Careful, though, as the power-ups are hard to come by.



↑ Oh oh. Looks like someone's trying to smite that shiny metal ass.




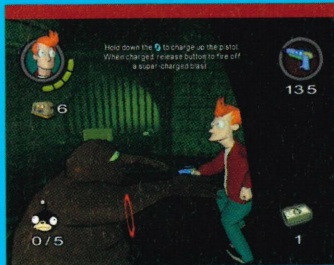
↑ Fry's gun combat sends sparks flying.

>>> enemy design and the pretty levels that come packed with a sweetshop's worth of colour and an abundance of detail. Okay, so the levels are linear to progress through, but they are lusciously drawn and grand, even if the framerate does get a dose of the stutters from time to time. It's an extremely likeable package of simple, solid gaming. Good, wholesome entertainment, if not special.

The trouble with *Simpsons* titles is that they try too hard to ape some other >>>

ENEMY STATE Free Fry Foe Fumble. I smell the blood of a pizza delivery boy

 BAD GUYS IN *Futurama* are resplendent with character, wisecracks and imagination. In fact, they're so likeable that it makes the slightly sticky hand-to-hand combat bearable. They're usually easy to defeat, provided you see them first...



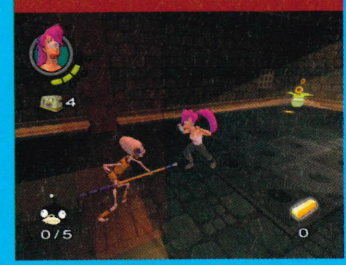
↑ Sewer mutants lope at a granny's pace, but can suck and hug away a worrying amount of your life bar.



↑ These goons in hazard suits can cause you a problem, but emit a priceless muffled gurgle upon death.



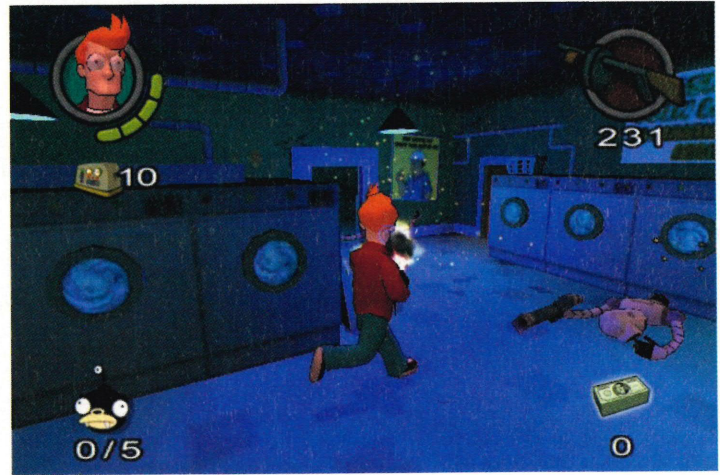
↑ Hit and run tactics are your best bet with service robots - you can stab them in the back while they're attacking you.



↑ Provided the arena isn't too cramped, skeletons, in their various guises, won't be too much trouble.



↑ Every character's section ends in a boss battle. They're simple, but look nice.



↑ The locations are plenty varied and vivid, not to mention the swanky lighting.



↑ "Psssss chwwwww bang bang ban GRAAAAARGH myFACE!!!" as Fry would probably say.

» genre, such as *Crazy Taxi* or *Tony Hawk's Pro Skater*, and always fail miserably, resulting in some dismal third-world video game that looks like it was programmed by stray dogs. *Futurama*, ironically, has stuck to the typical template of licensed cartoon games - the 3D action adventure, with even focus on jumping and fighting - and it's pulled it off with aplomb. So, stick that in your Foam Dome, ardent *Simpsons* acolytes. Looks like *Futurama* has

received a more than decent legacy in the form of this keen little romp.

For fans of the show, it's crucial material, as you get a fun game woven around the fabric of a brand new episode. For others, it's that essential rental - a game with no major drawbacks, but can be trounced and savoured in a weekend without any real need to play through it again. Even zealous *Simpsons* fans should be able to appreciate that. Kidding!



THE VERDICT

POWER

Outside of the occasional frame chug, everything is well-animated and impressive. Excellent sound.

STYLE

Lovely cartoon sheen, and consistent imagination in the look of the levels. Excellent music, too.

IMMERSION

It's basic, well-executed stuff. You won't be sucked in too deep, but you will be pleasantly distracted.

LIFESPAN

A weekend's worth of economical enjoyment, and little need to replay unless you love bonus artwork.

GOOD POINTS

- ↑ IT REALLY IS FUTURAMA: THE GAME.
- ↑ LOOKS AS SPIFF AS THE CARTOON
- ↑ IT'S SLICK TO PICK UP AND PLAY

BAD POINTS

- ↓ OCCASIONALLY CHUGGY FRAMERATE
- ↓ WON'T LAST LONG

SUMMARY

Comical fun. Not deep, big or clever, but absorbing enough to justify a look. It's the best use of a cartoon licence for ages.

OFFICIAL XBOX MAGAZINE SCORE

7.7 / 10

» PREVIOUSLY: Exclusive access - Issue 16

» COMING SOON: Tips - Issue 20

VOICE-OVERMAN: BILLY WEST; THE MAN WHO PROVIDES THE VOICE FOR FRY, IS ALSO THE VOICE TALENT BEHIND OTHER CHARACTERS, INCLUDING PROFESSOR HUBERT FARNSWORTH, DOCTOR ZOIDBERG AND CAPTAIN ZAPP BRANNIGAN.





↑ Turbo nutters and crazy Nova-loving tweekers will love the manic racing and the big-air jumps you get in this game.

Sleeping is for wimps. Get out of bed and hit the mean, racing streets!

MIDNIGHT CLUB II

WORDS: JON ATTAWAY

GAME INFORMATION

DEVELOPER: **ROCKSTAR**

PUBLISHER: **ROCKSTAR**

RELEASE DATE: **20 JUNE 2003**

PLAYERS: **1-4, 2-8 ON XBOX LIVE**

WEBSITE: **WWW.ROCKSTARGAMES.COM**

THE BRIEF

ENTER THE world of illegal street racing and thrash everyone else in a series of racing challenges on bikes and in cars.

YOU KNOW, if you like a lot of chocolate on your biscuit, then you've probably sneaked down to the fridge at the witching hour for a spot of illicit Club action. We like the Orange flavour best, since you ask. However, *Midnight Club II* is all about an equally exciting, yet far more dangerous, midnight club.

Starting off in L.A. in a fairly underpowered car, you challenge local hoodlums to a race by flashing your headlights at them. Just like in *Maidstone*. Sadly though, Kent's county town has been dropped in favour of Paris and Tokyo.

Race found, you hoon about in your car through the courses which, as with *Midtown Madness 3* (Issue 18, 7.3), are set in appealingly non-linear surroundings. You get a *Grand Theft Auto*-style map at the bottom of your screen, which allows you to decide upon the best route to the next checkpoint - because the city's open, the route is up to you. Smashing through glass doors to access shortcuts, hurtling down narrow alleyways, or 'accidentally' sending pedestrians flying over your bonnet, it's all fair game.

As the game progresses, you win the cars of your beaten opponents. Even better, further into the game you get to win motorbikes, which are

faster and more manoeuvrable. The trade off is that you're far more likely to end up as a nasty puddle of person paste if you hit something.

The freeform nature of the game means that *Midnight Club II* can be a great laugh to play. If you've spent time with *GTA* and think that messing about in the cars is a laugh, then the prospect of (slightly) more structured racing round similarly labyrinthine cities should be a tasty one. Except now the cities are high-res, and the framerate's silkier than Heidi Klum's inner thigh. We imagine that's quite smooth, at any rate.

There are some tasty additions to the mix that make things a bit more involving. The Left trigger acts as a stunt button that allows you to pull off some properly nifty moves, depending on your choice of vehicle. If you're in a car, you might be able to swiftly go onto two wheels, allowing you to scream through the narrowest of spaces at full pelt. If you're on a motorbike, you'll be able to pull off slinky turns at a faster pace, or wheelie for a burst of speed. Certain cars have nitro boosts as well, allowing you to make ludicrously big, shortcut-granting jumps. It's all a lot of fun, basically.

Unfortunately, there are a few things that threaten to make you go to bed before midnight. For one, the handling isn't quite

BONUS INFO

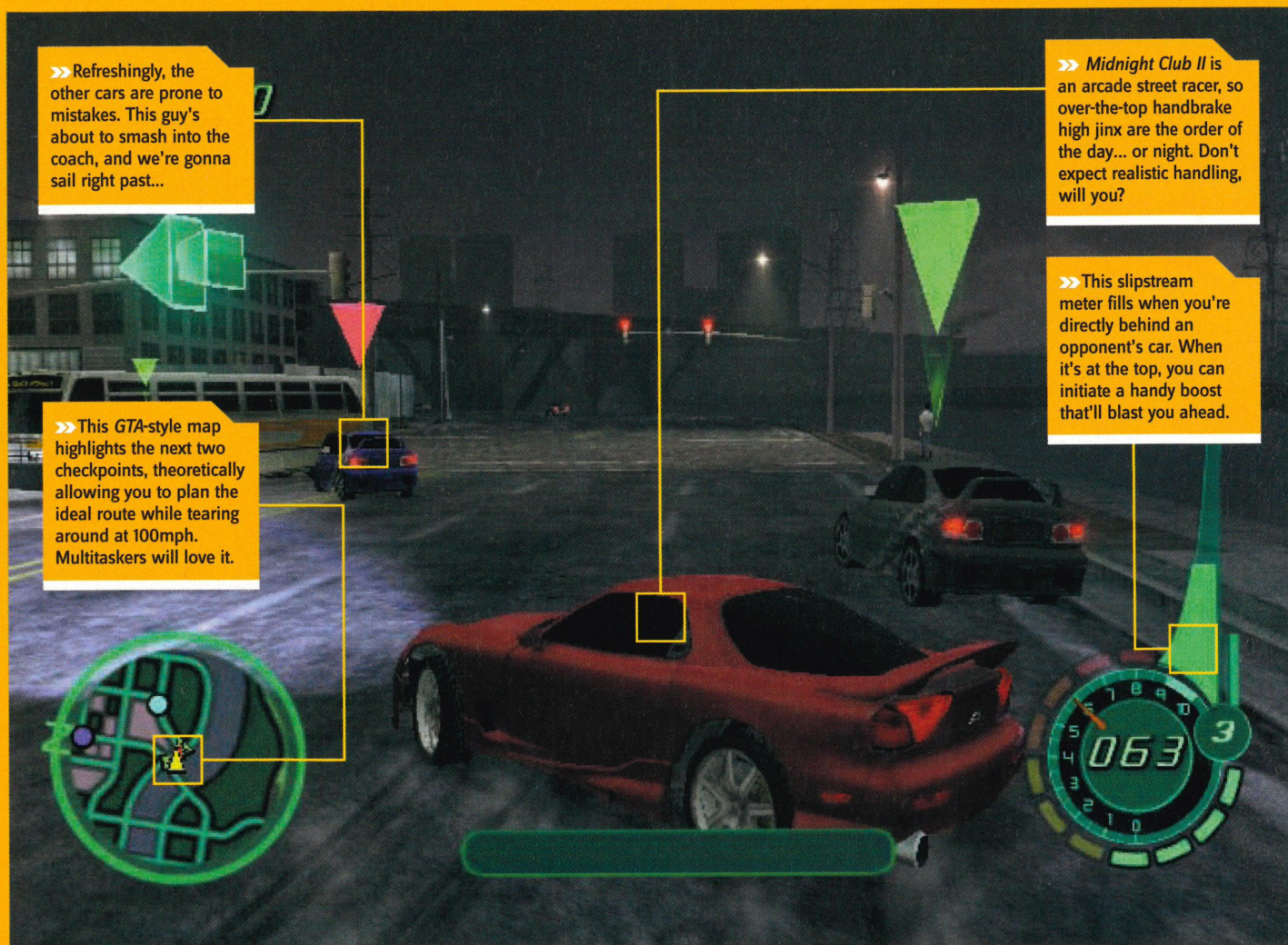
PEDESTRIAN PASTE

The ability to fly through hordes of passers-by is grim, yet massively entertaining. The way they ping off the bonnet is strangely hilarious (honest).

FREEFORM

One of the best things about *Midnight Club II* is the structure. It lets you cruise about the city at leisure, until you decide to challenge another bad boy to a race. Not only does it give it a bit of that cheeky wideboy racer feel, but it means there's ample scope for discovering all the little ramps and shortcuts.

MIDNIGHT MADNESS >>> The shadier side of street racing

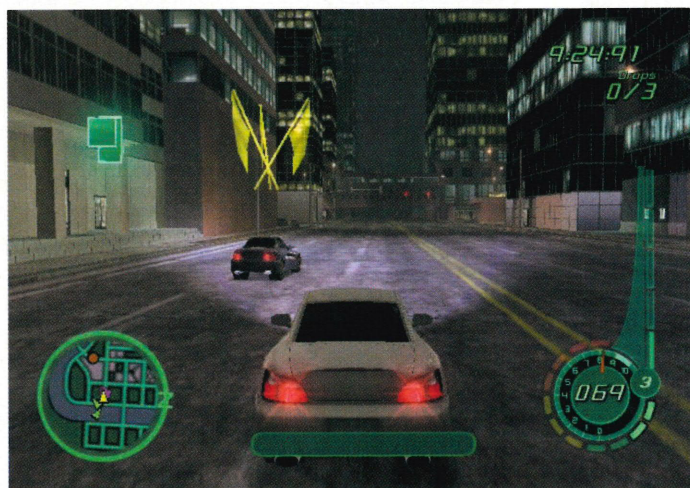


>>> Refreshingly, the other cars are prone to mistakes. This guy's about to smash into the coach, and we're gonna sail right past...

>>> This GTA-style map highlights the next two checkpoints, theoretically allowing you to plan the ideal route while tearing around at 100mph. Multitaskers will love it.

>>> *Midnight Club II* is an arcade street racer, so over-the-top handbrake high jinx are the order of the day... or night. Don't expect realistic handling, will you?

>>> This slipstream meter fills when you're directly behind an opponent's car. When it's at the top, you can initiate a handy boost that'll blast you ahead.



↑ Crash into him to nick 'the flag', then get it to the checkpoint to score.



↑ Get an Eiffel of those graphics. Familiar landmarks are all over the place.

"In eight-player races you'll have some players on bikes, some in cars, and a generally high level of mentalness"

>>> right. It's very arcadey, and we've no problem with that, but it's overly digital. You feel like you've got a choice between no steering or full lock, with no analogue increments in between. That's not just a shame, given the lovely sticks on the Xbox pad, it makes the game less fun than it should be.

It's annoying to crash when you're in the lead, just because twitchy handling has sent you into the motorway wall rather than a few feet to the left.

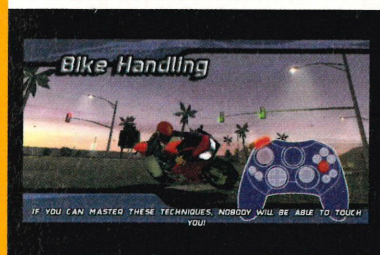
If the handling harks back to games gone by, so too does the method of progression. You have to win a race before you can move on, and although

there's nothing unusual about that - *Burnout 2: Point of Impact* (Issue 17, 9.0) gets away with it, no worries - in *Midnight Club II* it can properly piss you off. Perhaps it's because of the style of racing: on some levels there's no set order to the checkpoints, so it takes trial and error to work out the

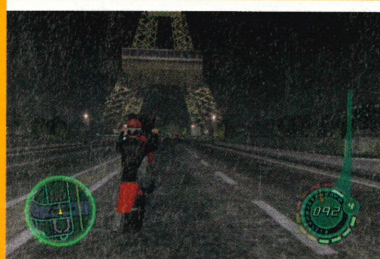


FANCY A RIDE? >>>

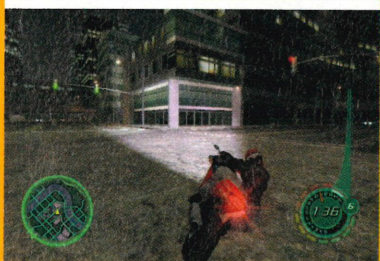
Because cars can be rubbish



↑ The bike is soon unlocked and it's nipper than a pond skater on a speedboat.



↑ You can do wheelies, which make you go very fast. But it's easy to fall on your arse.

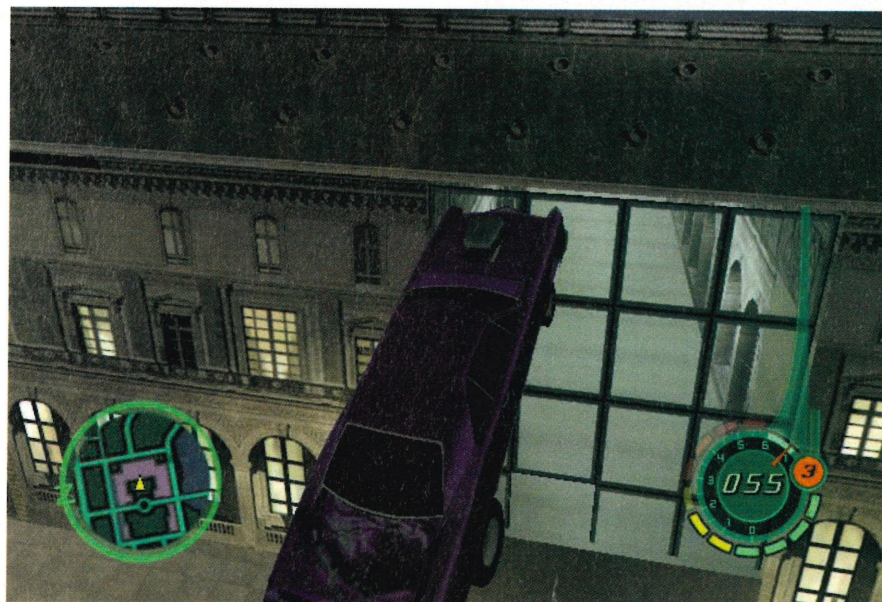


↑ Hurtle around a corner at full speed, while the nonces in the cars have to brake.



↑ Racing against zippy bikes in this cumbersome car might seem unfair, but you can 'help' them fall off, you know...

"It's harder than not getting hooked on Big Brother. At first you'll sail through the levels but it gets tough once you're into it"



↑ Some of the best moments in the game involve smashing through buildings - in this case, the Louvre.

>>> best route to zip round and make it to the finish first. Fun for the first five or six goes, granted, but obnoxiously frustrating by the 13th.

Yep, *Midnight Club II* is harder than not getting hooked on *Big Brother*. At first you'll sail through the levels, but it gets frustratingly tough once you're into it. Even so, there's a great deal of fun to be had - pedal to the metal, pedestrian-killing thrills and a slick feel means this has the edge over *Midtown Madness 3*, at least in the offline stakes. Thing is, if it's just an urban thrill ride

you're after, don't buy this unless you've already thrashed *Burnout 2* - it's a far classier experience.

But then *Burnout 2* doesn't offer Xbox Live play. And the prospect of taking part in eight-player *Midnight Club* races is a tempting one, especially since you'll have some players on bikes, some in cars, and a generally high level of mentalness. We'll have an update on the Live play next issue, but if offline is where you're at, then *Midnight Club II* still offers an involving, enjoyable take on the whole driving thang.



XBOX THE VERDICT

POWER

Not a lot of detail going on, but a high resolution and slick framerate make up for it.

STYLE

The visual style is straightforward, but the way rivals are presented adds a bit of flair to the game.

IMMERSION

The openness of the cities encourages exploration and mad driving, so you get right into it...

LIFESPAN

...but the frustration factor does set in with the single-player mode. Live play should be great, though.



GOOD POINTS

- + FUN ARCADE RACING
- + FINDING JUMPS AND SHORTCUTS IS GREAT
- + XBOX LIVE PROMISES TO ROCK



BAD POINTS

- HANDLING IS TWITCHY
- FRUSTRATINGLY TOUGH ON OCCASION

SUMMARY

An adrenaline-fuelled racer that does a lot of things right - but not as many as *Burnout 2*. Live play should be a big redeemer.

OFFICIAL XBOX MAGAZINE SCORE

7.8//10

>>> PREVIOUSLY: Preview - Issue 12

>>> COMING SOON: Tips - Issue 20

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MIDTOWN MADNESS 3

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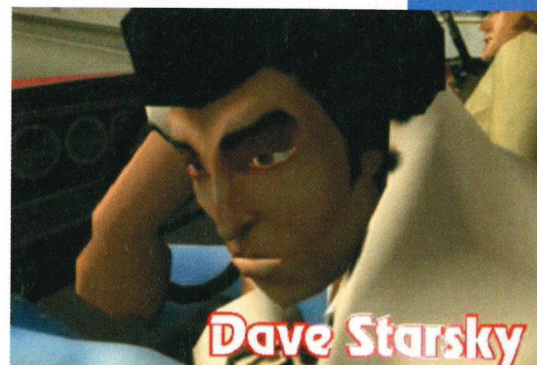
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↑ No *Starsky & Hutch* game is complete without the obligatory alley chases and cardboard boxes.



↑ Big jumps play a big part.



↑ Starsky's looking more gaunt these days.

Drive a striped tomato on wheels,
wear stupid clothes and relive the '70s!

STARSKY & HUTCH

WORDS: STEVE O'ROURKE

GAME INFORMATION

DEVELOPER: MINDS EYE PRODUCTIONS

PUBLISHER: EMPIRE INTERACTIVE ENT.

RELEASE DATE: OUT NOW

PLAYERS: 1-2

WEBSITE: WWW.EMPIREINTERACTIVE.CO.UK

THE BRIEF

CRUISE THE mean streets of Bay City as the infamous detectives in this arcade driving/shooting game.

WHEN I WAS a nipper, if I hadn't misbehaved, I was occasionally allowed to stay up past my bedtime to watch *Starsky & Hutch*. This was '70s suburban England and in my house this was a cultural revolution. I'd normally have to fight my corner just to get a glimpse of the Daleks, never mind the gritty mean streets of urban America. Not that I understood much of what was going on. The pimps and hustlers that seemed to litter every downtown street corner could easily have been mates of Big Bird and his *Sesame Street* gang, such was their over-the-top lurid outfits.

Many of the characters in the show talked funny, walked funny, and had pretty weird names such as Huggy Bear (who, to my surprise, didn't look anything like Fozzy from *The Muppets*). The real attraction was that cool red car and those two smart-mouthed detectives who kept sliding across its bonnet in bell-bottom flares to the sound of wah-wah pedals squelching

out funky tunes. But memory lane can go on forever - it's time to decide if '70s icons can cut it on next-gen consoles, and what better way to put it to the test than courtesy of Messrs Starsky and Hutch.

If you're old enough to remember the wise-crackin' crime-fighting duo, then you're certainly old enough to remember a classic arcade game called *Chase HQ*. It involved a series of police chases where you relentlessly pursue the baddies and run them off the road. It spawned a lesser-known sequel called *Special Criminal Investigation* where, at the touch of a button, a guy would climb out of a window and fire a gun at the intended target. It's from this type of game that *Starsky & Hutch* largely draws its inspiration.

The title is a driving/shooting game in which you and your trusty partner take to the mean streets of San Francisco to deliver your own brand of justice to all manner of car-loving villains. Law and order in the world of *Starsky & Hutch* normally involves shooting or ramming the target cars until they come to a grinding halt. But it's not as simple as just making sure the opposing cars don't pass their next MOT - the game is based as much on viewer ratings as it is on inflicting maximum vehicle damage.

The game views itself as an extension of the *Starsky & Hutch* TV show with the bulk of the missions taking place in Story mode. Each level represents an episode, with six episodes spread over three seasons. How well you do is entirely based on your Viewer Rating, which acts as both a countdown clock and a threshold to all the unlockable goodies.



↑ You don't just drive the Tomato - there are loads of cars to unlock.



↑ Blowing up barrels can damage the target car - cool!

BONUS INFO

>>> GRANGE HILL #27

The 'animated' cutscenes are a very distinctive two-dimensional affair that look like they were created by the same art team that produced the opening credits of *Grange Hill*. We've yet to see a sausage impaled on a fork heading for Starsky's head, though.

>>> UNLOCKABLES

There are more than 20 cars to unlock by collecting key icons during each stage. There's also a range of weaponry you can find and use - we especially like the shotgun for a meaty blast.

>>> I HAVE THE POWER!

Power-ups can be found everywhere, and mighty useful they are too! Vital ones to use are Turbo, VR+ (which increases your rating) and Gun Jam (means the other guys can't shoot at you).

THE THRILL OF THE CHASE >>> Brown cars are illegal here

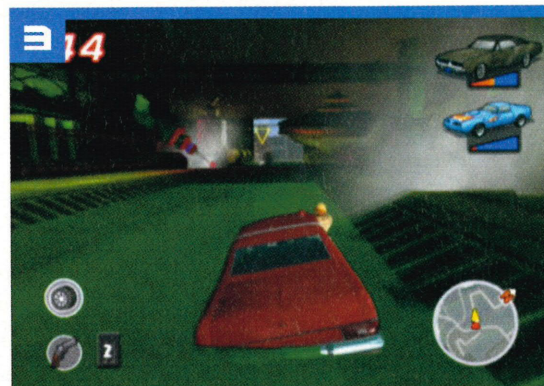
A typical episode has the heroic duo chasing down the villains. Here are a few snapshots from the hot pursuit.



↑ THE HEAT IS ON: The target is sighted so it's time to whack the siren on the roof, lean out and start taking pot shots.



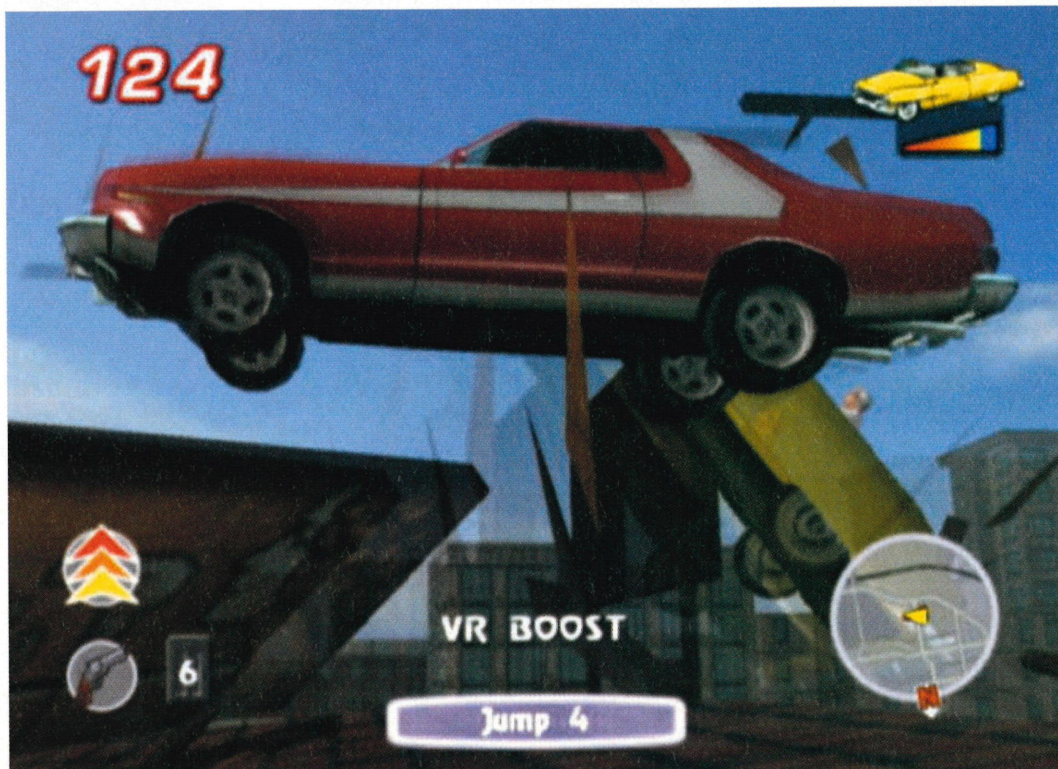
↑ DOUBLE TROUBLE: The brown car must be stopped, so his accomplice in the blue car tries to slow you down. Take him out.



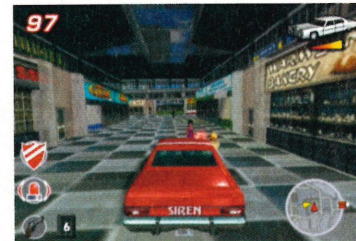
↑ FOLLOW THE LEADER: You go wherever the prey goes, and the chase can take you anywhere, such as this paint factory.



↑ ONE DOWN: The blue car comes to a halt, so get after the main target - Mr Brown. Just that huge ramp to negotiate first.



↑ A bridge too far? Not for these boys. And the VR Boost you handily picked up will make sure ratings stay high.



↑ Drive-thru shopping - only in America.

>>> Your viewer rating is affected in a variety of different ways. Shooting the bad guys is always a good option but you can also attempt cool stunts, shoot exploding barrels, drive through boxes, pull off long skids, drive on two wheels... basically anything that would be deemed exciting in order to keep the TV-loving public watching. If you get shot yourself, or run over a civilian, the viewers switch off... which would never happen in real life.

You'll be able to plough through each episode as long as you bring the runaway bad guys to a halt, but you won't be able to progress through to the other main Season stages until your Viewer Rating warrants enough gold badges (medals) to continue. This means that you'll play stages repeatedly to find ways to give you that valuable extra 50 viewer points and adds a precious drop of longevity in a title where the gameplay doesn't stray much from the first episode.

The city is littered with more power-ups than a *Mario Kart* track and you will spend as much time shooting >>>

"The game is based as much on viewer ratings as it is on inflicting vehicle damage"

UNHAPPY BUNNY, HUTCH: THERE'S A STARKY & HUTCH FILM IN THE PIPELINE WITH BEN STILLER AND OWEN WILSON IN THE LEAD ROLES. APPARENTLY, DAVID SOUL (WHO PLAYS HUTCH IN THE ORIGINAL SERIES) IS FURIOUS THAT HE HASN'T BEEN CAST BACK IN HIS OLD ROLE, BUT HOW MANY SMARTMOUTHED COPS ARE PLAYED BY 60-YEAR-OLDS?

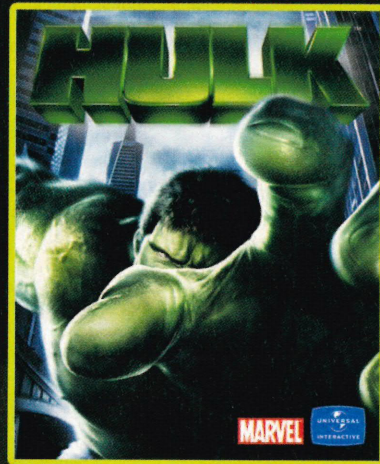
UNLEASH THE FURY!

GAME BOY ADVANCE

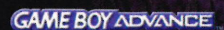
THE INCREDIBLES

Includes a bonus comic book!

Official Game Boy Advance Edition



PLAY THE GAME - SEE THE MOVIE

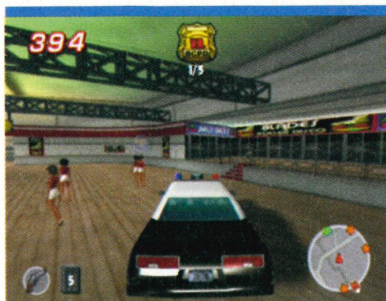


BONUS INFO

GAME MODES

In addition to the main Story mode, there is also a Free Roam mode that allows you to drive around different parts of the city in an attempt to collect all the cunningly hidden police badges. More interesting is the TV Special mode that offers a racing, stunt and shooting special - a nice break from the normal chase routine.

OFF THE BEATEN TRACK Come with us and take a tour



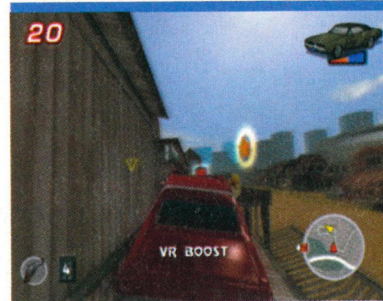
ROLLER DISCO

There are loads of unlockable cars. We grabbed a police car to cruise around the roller disco. We're on business though - there's a hidden police badge that needs to be collected.



PIPE DREAM


Construction sites offer all manner of explorative opportunities. At the end of this section is another badge that needs collecting. Time to stick it up your pipe, so to speak...



WILD WILD WEST

There are many compounds you can drive through - this Wild West environment is at the back of a large factory. And yes, that is us driving on a rotting wooden roof.

"The car behaves in a typical arcade driving fashion, so brace yourself for plenty of dashboard-grabbing handbrake turns"

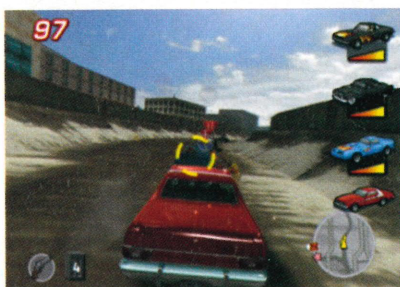
 icons as you will shooting the target car. You'll also get the chance to execute special events, which are generally automated sequences that are activated after you either drive through or shoot at a relevant icon - good for upping your vital Viewer Rating.


Handling is a doddle - at least with a single player using a controller. Aiming is based on a reticule that decreases in size and changes colour when you're guaranteed a decent shot. This is handy but it does make it a bit railed as you're not really free to target and shoot where you please.

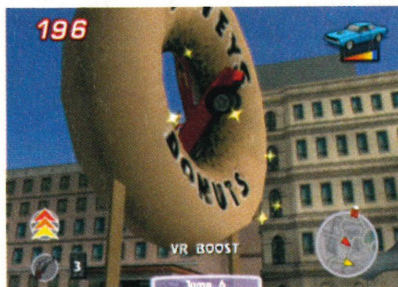
The duo's beloved Zebrathree car behaves in a typical arcade driving fashion, so brace yourself for plenty of dashboard-grabbing handbrake turns and suspension that's more springloaded than a Magnum with a hair trigger. If you have wealthy mates, you can set up a driving/shooting combo team with one using a steering wheel and the other using a lightgun. We had mixed results with this - the steering seemed so light we were driving using two fingers (and not the way Max uses two fingers when behind the wheel) and the gun needed recalibration after playing through

each stage. This may be a hardware issue on our side but it's still worth noting.

Starsky & Hutch is certainly a very entertaining title - there's no denying it's great fun to peg it through a narrow litter-strewn alley in hot pursuit of a bad guy, and jumping over ramps and blowing up barrels is always a laugh... but it's only going to take you so far. The episodes get repetitive quickly because, no matter how many unlockables there are, it'll never disguise the very one-dimensional style of gameplay on offer.





 The 'TV Special' race mode is fun.



 Cops just can't get enough doughnuts.



 You'd go by the name of Hutch as well if your first name was Ken.



THE VERDICT

POWER

Loading takes a while and the graphics are adequate but really not much more.

STYLE

Not dripping in as much '70s nostalgia as you would imagine but stylised all the same.

IMMERSION

The interesting game design means you'll be replaying to unlock challenges. Maybe.

LIFESPAN

Entertaining in small doses but it's all very similar and starts to get boring after a while.

GOOD POINTS

- IT'S STARSKY & HUTCH!
- EASY TO PLAY WITH GOOD CONTROL
- LOTS TO UNLOCK AND INTERESTING MODES
- BUDDY UP WITH A LIGHTGUN AND WHEEL

BAD POINTS

- REPETITIVE GAMEPLAY
- COULD LOOK BETTER


SUMMARY

If you enjoy arcade racers and want to mix it up with bullets, this could be worth a punt. It won't last forever, though.

OFFICIAL XBOX MAGAZINE SCORE

6.8 // 10

 PREVIOUSLY: Incoming - Issue 16, 17

 COMING SOON: Tips - Issue 20; Ben gets his bell bottoms on

PR GONE MAD: TO GAIN MAXIMUM PUBLICITY, EMPIRE INTERACTIVE HAS COMMISSIONED A TEAM OF SCULPTORS TO SET A NEW WORLD RECORD FOR THE LARGEST CARBOARD SCULPTURE INSPIRED BY THE DUO'S CAR.





↑ Dual guns! But don't get too excited - you've got stiffer arms than the undead and you can't even fire each gun independently.

Welcome to the party, pal! But who invited McClane?

DIE HARD: VENDETTA

WORDS: STEVE O'ROURKE

GAME INFORMATION

DEVELOPER: NDA PROD. / BITS STUDIOS

PUBLISHER: VIVENDI UNIV. GAMES

RELEASE DATE: 20 JUNE 2003

PLAYERS: 1-4

WEBSITE: WWW.DIEHARDVENDETTA.COM

THE BRIEF

PLAY THROUGH this first-person shooter as John McClane, leading character in the *Die Hard* movies.

WE LIKE TO think of *OXM* as one big happy family. We open our doors and welcome games into our arms without fear of prejudice or prejudgement.

No cynicism under our roof - just the love of quality games. But as all good families go, we can't help but have reservations about titles that come to our door harbouring reputations of previous misdemeanours. We'll still let them in, spend time with them and treat them in a fair and equal manner, but these black sheep nearly always let us down. We end up having to ask them to leave and if they won't go we get Gav to give them a hammering before getting chucked off the roof. All families have limits, and disappointing games test ours to the full.

So when *Die Hard: Vendetta* turned up at the gates of *OXM* towers, we dutifully invited it to spend some time with us. We knew it came out on the GameCube last year and we also knew that it was hard to find anyone who had a kind word to say about it. And after playing this game for longer than we wanted we understand their point of view.

But before we tell you why *Die Hard: Vendetta* is possibly the shoddiest FPS that's



↑ The burgers can't be that bad, surely?

made its way to Xbox, we should at least give you the background info on this real piece of work. The story takes place years after the last *Die Hard* escapade. You play an ageing John McClane who now has a grown-up daughter following in daddy's footsteps as a police officer. John starts his day involved in a siege that results in a team of art thieves on the loose and ends up with his daughter getting kidnapped. The story unravels as you progress through levels, much of which is relayed to you via 'interaction' with the characters.

The interaction boils down to hopping between various characters while repeatedly pressing the action button in the vain hope they'll spit out wooden chunks of poorly lip-synched dialogue. You often need to sit through random character chit-chat until they give you an essential item (like a key - what a surprise) that makes sense of why you've been trudging around a bland map for the

BONUS INFO

HERO MODE

McClane does a Max Payne! At the press of a button (if you've stored enough Hero Time) you can slow down time and administer instant death to slow-mo baddies. The execution is poor, though. You only store Hero Time intermittently, you can't turn it off once it's on and the over the top orchestral interlude is about as apt as having *Smack My Bitch Up* as a wedding march.

MULTIPLAYER


You can play with up to three friends in the multiplayer modes, including Deathmatch, Team Deathmatch, Capture The Badge and King of the Hill. No mates? Play against up to three bots and also unlock maps and characters. Multiplayer plays the same as the rest of the game: ugly graphics encased in small maps - with the exception that it takes a whole lotta lead to knock down a bot.

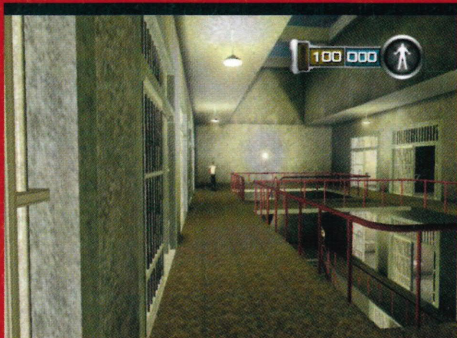
BONUS INFO

SWEAR BOX

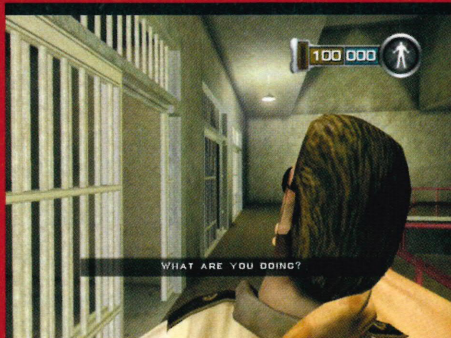
The air in *OXM* towers is often a shade of blue, but even we were surprised at the level of swearing in *Vendetta*. It gets cheesy when it's just there for the sake of it and the obscenities are very OTT. Get killed in multiplayer and you will often be presented with the message 'You're Mutherf*cked.' Just what you want your mum to see. Like she'd ever play a deathmatch...

JAIL HOUSE ROCK Trapped in jail and no chance of bail!

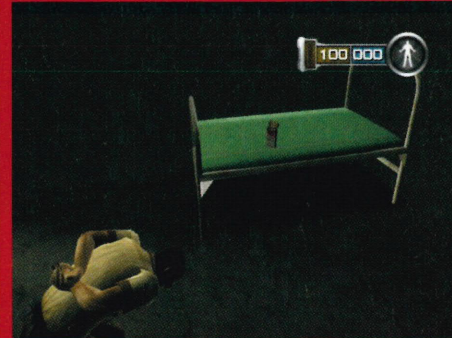
 **YOU'RE STUCK IN** a prison wing that's going out of control and you need to get past the locked gatehouse three floors below. You can guarantee there's not much in the way of clues and the AI characters certainly aren't going to say anything deep and meaningful. Welcome to puzzles, *Die Hard* style.



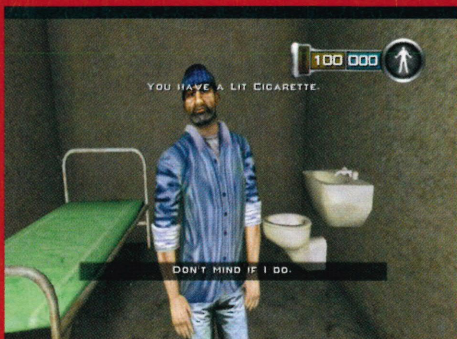
OUT OF YOUR CELL: The cell doors are open during the riot but you need to get three floors below and can't shoot the guards on the landings. Thinking caps!



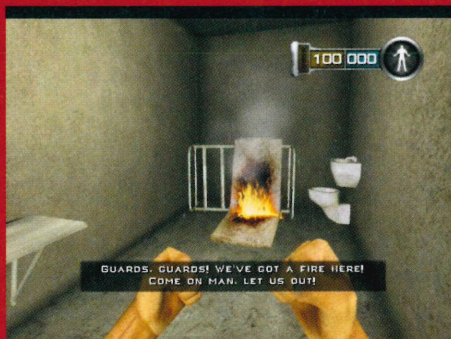
NECK BRACE: Sneak up on the first guard and force him into a cell nice and quietly. Once he's been neutralised, sneak down to the second floor.



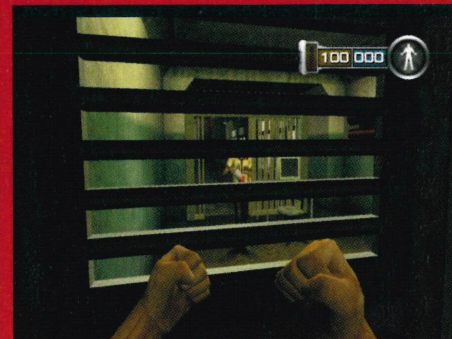
DARK SPACE: Give the officer there the same treatment. Drag him into the right cell and you'll spot a pack of cigarettes. Pick them up - you'll need them.



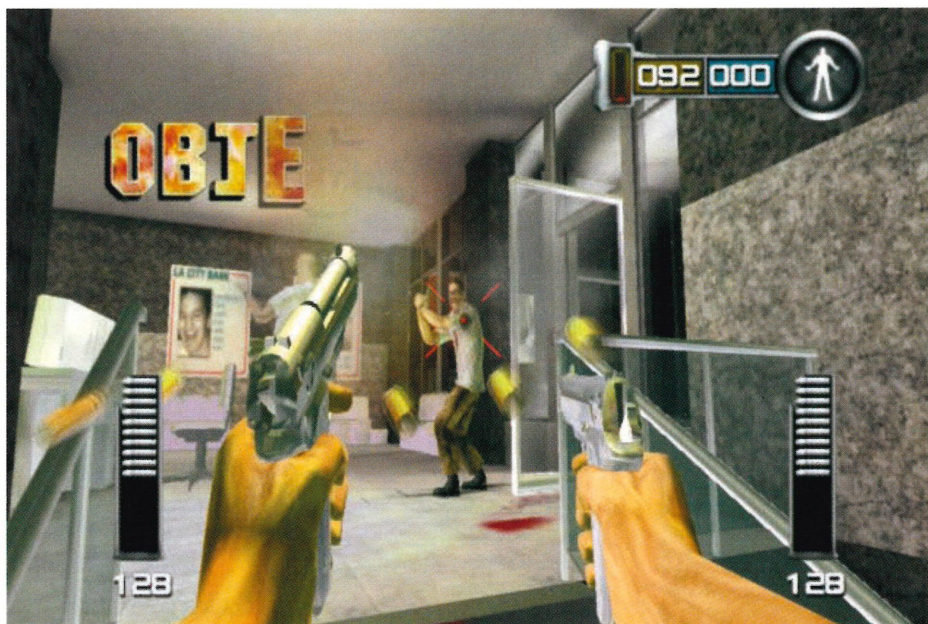
'AVE YOU GOT A LIGHT, BOY?: You may have the pack of cigarettes but you don't have a light - so find a friendly con to hook you up.





FIRE! Torch the mattress with the ciggie then wait for the final guard to leave his room. As he puts out the flames, sneak down to his office on the ground floor.



LOCKER SHOCKER: Hide in his locker until he returns. He'll sit at his desk, which opens the gate behind him. Sneak out the locker and you're free from the wing!



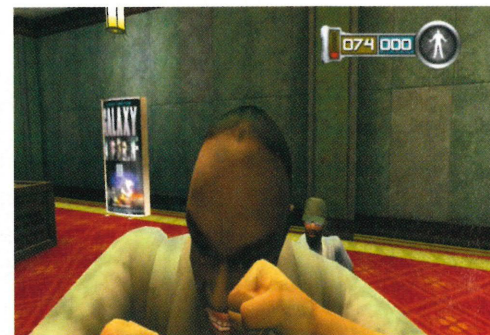
 **Hero mode puts everything into a kind of drunken slow motion** - but it doesn't make it any better.

 past half an hour. In one section you have to rescue a bunch of actors, but you need to engage each one in conversation before one finally offers up an item that helps you progress. And you need to do this every time you play through the stage.

But it's not just the scripts that suck. When it comes to the visuals, prepare for a step back in time. On the whole, the game looks like a retro PC shooter that's running on Xbox via an emulator. On the grounds of graphical presentation, *Die Hard: Vendetta*


simply doesn't deserve to be on a next-gen console. Character models just look plain wrong - flat, almost two-dimensional with worse rag doll animation than your kid sister playing with her favourite cuddly toy. And the textures? Flatter than a dirty joke at a funeral. There's no AI to speak of - they spot you, they run at you, they duck and lean in the middle of open spaces... it's truly dire.

Each level is littered with civilians and if any catch a bullet that's it - game over. What this means is



 **Ugly models deserve a good kicking.**



 **No more illegally parked vehicles here.**

you'll need to repeatedly play through stages (including the inane dialogue) in the hope of shooting the idiotic villains before they drop the hammer on Joe Public. *Vendetta* even manages to take the fun out of the typical rolling style of shooters and makes it a stop/start exercise in frustration.



↑ Second floor: hot lead and death.

Then there's McClane himself. He must quite literally be the strong arm of the law, as he walks around maps with his arms outstretched like he's suffering from advanced rigor mortis. And, in the same undead fashion, his limbs look like they've been coated with embalming fluid - a nasty varnish effect that would look more appropriate on your dad's shed than the colouring of the lead character.

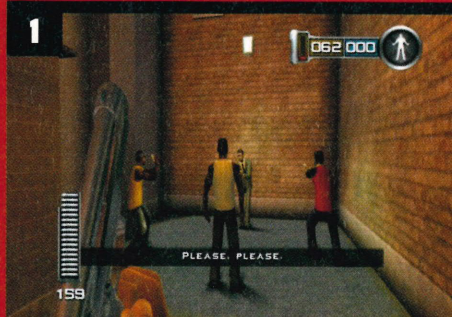
But the most frustrating element is that if you persist long enough you'll start to see brief glimpses of decency amongst the general mess. The grab technique (see Take 'Em By The Scruff!, right) is a nice touch and you do occasionally take part in puzzle scenarios that would be interesting if they weren't so damn obscure. Because most of the scenic objects aren't interactive you don't spend your time trying to open desk drawers or lockers. So looking for a solution only to accidentally open a tool box offering you the vital generator key is actually more disconcerting than rewarding.

Die Hard: Vendetta has more holes in it than McClane's trademark white vest. It looks rubbish and doesn't play much better. Xbox owners are currently blessed with the best FPS games on the market and sadly this sure ain't one of them. Avoid it like it's the scene of a particularly nasty crime.

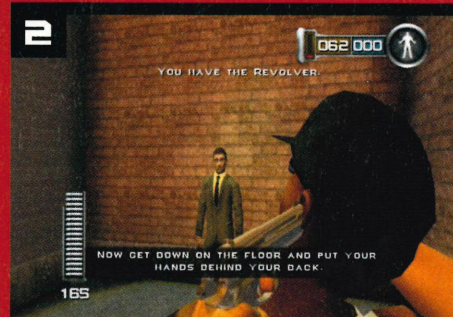


TAKE 'EM BY THE SCRUFF! >>> Stealth before death

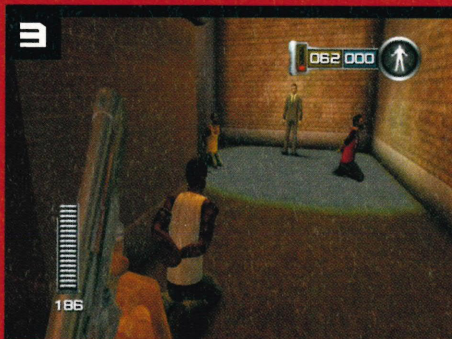
SNEAKING UP AND putting a gun to a thug's temple is by far the most fun to be had here. Here's how...



JUST IN TIME: A civilian is pleading for his life so adopt Stealth mode and sneak up behind the perp.



MAKING A POINT: Got him! Before the bad guys kneel down, walk over their weapons to pick them up.



KNEEL AND BEG: They're all on their knees wondering what their fate will be. Arrest them or kill them? Hmm.



INSTANT JUSTICE: In civic-minded fashion, we decide to relieve the bureaucratic strain of police work.

"If you persist you'll see brief glimpses of decency amongst the general mess"



↑ "Oi, ugly! Over here, on your head!"



↑ It's so frustrating you'll shoot your mates.



↑ Bank jobs should be more fun than this. The auto-aim means hostage-takers are easy prey.

XBOX THE VERDICT

POWER

Who replaced our Xbox with a less worthy console? Simply not up to scratch in any department.

STYLE

Wooden dialogue, complemented by more swearing than Bernard Manning on a roll.

IMMERSION

A few of the puzzles may just about keep you awake during the dull gunplay.

LIFESPAN

Every other Xbox first-person shooter is better, so why are you gonna stick around?



GOOD POINTS

• SOME PUZZLES ARE HEAD-SCRATCHERS



BAD POINTS

• DREADFUL GRAPHICS
• TERRIBLE DIALOGUE AND OTT SWEARING
• THE GAME MECHANICS ARE FRUSTRATING
• AMATEURISH AI

SUMMARY

Ugly in presentation, execution and style with few redeeming features. *Die Hard: Vendetta* needs to be laid to rest.

OFFICIAL XBOX MAGAZINE SCORE

3.5//10

>>> PREVIOUSLY: This is the first time McClane tried to join the party
>>> COMING SOON: Tips - Issue 20 and then permanent retirement...

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↑ A mess to look at and a general mess to play. A dodgy camera means it's hard to even see what you're doing.



↑ Caught in your own ice trap - again!



↑ Every character has their own map.



↑ Void is powerful, but painfully slow.

The only thing at stake here is your patience

STAKE FORTUNE FIGHTERS

WORDS: RHIANNA PRATCHETT

GAME INFORMATION

DEVELOPER: GAMESNESS ART

PUBLISHER: METRO 3D

RELEASE DATE: OUT NOW

PLAYERS: 1-4

WEBSITE: WWW.METRO3D.COM

THE BRIEF

THIRD-PERSON fantasy beat 'em up with four-way multiplayer mode on top of the roster of fighters.

THE PREMISE BEHIND *Stake Fortune Fighters* sounds promising - a good old beat 'em up tournament in the vein of *Super Smash Bros. Melee* and *Power Stone*. Unfortunately, the reality is more like death by a thousand paper cuts, as *Stake* proves through its poor gameplay and dodgy graphics that imitation isn't always flattering.

The eight characters are about as generic as you can get, with a mishmash of ideas pillaged from the *Tekken* and *Virtua Fighter* series. You've got your basic warrior type, as well as the obligatory lethal OAP and chick with big boobs. There's a little bit of explanation in the manual as to what these characters are doing at the tournament in the first place, but as far as the game goes, it doesn't make a lot of difference.

Once you've chosen a character it's straight into the action. This takes place over eight maps, with a varying number of opponents for each one. There are a few attack moves per character and some very basic combos, varying from handy range attacks to hard-to-target techniques that just resemble giving your opponent a big push. The back of the box seems to imply some kind of interactivity with the environment, but what that actually means is you can pick up and throw a few specific objects, rather than just uprooting trees and random boulders. There's a bit of fun to be had here, whether you're setting freeze traps, miniaturising opponents or simply lobbing bombs about. There's very little variation and physics to the throws though, and it's all too easy to get caught in your own blast radius.

The maps themselves could be a hell of a lot better - they're very poorly designed with some major clipping issues. Not only can you get stuck in them, but you can also slowly jump further inside the map until you fall out the other side. Things aren't helped by an unwieldy camera system and the fact that, despite a mini-map, you can't actually see all that much of the level at any one point.

There's very little difference between the single-player game and the multiplayer one, apart from the fact that your friends are probably a lot more interesting to play with than the crappy characters. Although this game is so poor you risk losing mates rather than entertaining them.

BONUS INFO

BAD VIBES

Stake is best played with the volume down as the soundtracks are mainly bordering on '80s-Yamaha-keyboard awful. Actually, don't turn it down, turn it off.

THE VERDICT

POWER

The characters look fine standing still, but in motion they are jerky and cumbersome.

STYLE

The maps look okay on a purely aesthetic level, but expect to trip across a few design glitches.

IMMERSION

Come on, who wants to play with archaic character types? Have you never played a game before?

LIFESPAN

Fun in the very short term. The limited and repetitive gameplay will soon bore the pants off you.



GOOD POINTS

+ SHORT-TERM FUN TO BE HAD WITH THE MULTIPLAYER MODE



BAD POINTS

- DODGY MAPS
- POOR CHOICE OF CHARACTERS
- LIMITED ATTACK OPTIONS
- OUTDATED GRAPHICS

SUMMARY

Not a bad idea but an overall mess of a game with very few redeeming features. Buy it for someone you loathe.

OFFICIAL XBOX MAGAZINE SCORE

2.5/10

PREVIOUSLY: Preview - Issue 14

COMING SOON: Stake through the heart?



XBOX GAMER

August 2003

The smarter read for Xbox

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INSIDE
30 pages of
Xbox reviews

ONLY IN THIS MAG...

page 6
Half-Life 2

Biarest sci-fi shooter of all-time blasts onto Xbox

page 14
Colin McRae 4

Hot new shots and info

page 26
Sudeki

Exclusive access to this eagerly-awaited role-player

page 34
Prince of Persia

Must-see mythical adventure that pushes the power of Xbox



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↑ Isn't it amazing how big jet skis are in comparison to motorbikes?

Fed up with racers that take themselves too seriously? Well we've found one that doesn't

SX SUPERSTAR

WORDS: MARTIN KLIPP

GAME INFORMATION

DEVELOPER: CLIMAX

PUBLISHER: ACCLAIM

RELEASE DATE: OUT NOW

PLAYERS: 1-4

WEBSITE: WWW.ACCLAIM.COM

THE BRIEF

MOTOCROSS goes MTV *Real World* in this arcade racer. Follow a career path or hoon around in multiplayer.

NOW YOU would have thought after the success of *MotoGP 2* (Issue 17, 9.4) and the *Burnout*-on-bikes *Speed Kings* (Issue 18, 8.0) that there's nothing Climax couldn't do with two wheels. Sadly, this arcade fantasy racer may well prove to be the fly in the ointment.

The two main game modes consist of the fairly unstructured Arcade and the far more interesting cheeseathon Championship. In Championship mode, you can choose from a multitude of international riders, all of whom are fairly nondescript since *SX Superstar* avoids all things corporate, including official licences. Characters, bikes, sponsors and tracks are all firmly tongue in cheek.

Starting off in a ramshackle apartment not unlike a student hovel, your main aim in *SX* is to rise from Amateur status through to Pro while

making as much cash as possible, dodging stalkers and dumping your girlfriend every time you win a race (just like real life... or so says Climax). Thankfully it's all done over an answer machine so there's none of that nasty silent discussion stuff that goes on in real relationships.

Races themselves take place over five countries in three types of area. There are arenas - one per country - which are essentially track-based dirt bowls with jumps, obstacles and nice little country enhancements like bombing it around the Coliseum in Italy or through the pyramids in Egypt. Baja stages are off-road sections, which are again country specific and expand the game's appeal further as shortcuts, hidden jumps and changes in layout differ depending on the difficulty level. And lastly there are 'special' optional races which consist of trick contests, uphill races and even a Microlite challenge, which imaginatively involves chasing a plane around a mountain.

When it comes to gameplay, don't expect rocket science in terms of bike dynamics or rival AI. It's arcade all the way and if you're looking forward to *Colin McRae* depth you're going to be disappointed. As you progress through the levels, upgrading bikes becomes essential. In each class you begin with a basic 'Tiny Tim' from 125cc in Amateur, 250cc Semi-pro and 500cc for Pro. Sadly the only noticeable sensation that differs with the bikes is a negligible increase in speed.

Handling is painfully simplistic once you have got to grips with powersliding through corners by feathering the Right trigger and



↑ It's dark in them there Egyptian tombs.



↑ Sun, sea and sand. Sod the open road.

BONUS INFO

» RECORD BREAKERS, Master all the races in a given season and you're offered the chance to take on a few world records for big money. In all honesty, it only plays as a bonus sweetener, though, as winning a few races and taking sponsorship will soon afford you the best bike and the particular cc level.

» NERD ON THE DECKS Following *Tony Hawk's* lead, Acclaim has spiced up the soundtrack with 11 licensed teen-angst tunes. Hidden amongst the tosh are lapdance kings NERD. Sadly, there's no jukebox function or track listing, so get lost on a Baja track and you'll be listening to the same Pitchshifter angry-athon for ever more.

CAREY EAT YOUR HART OUT

WINNING RACES at any skill level comes down to several factors and, once we'd mastered the skills below, even champion motocross biker Carey Hart couldn't touch us.



↑ **POWERSLIDING** By feathering the Right trigger on tricky corners and dodgy jump landings you stay on your bike and in the race.



↑ **STUNTS** Performing stunts affords you a speed boost, which is best used to overtake on straights by pressing the Black button.



↑ **BEWARE THE ARROW** Baja sections can be confusing - the arrow often changes direction at the last minute, sending you the wrong way.



↑ **GET YOUR BEARINGS** Learn the course layout, follow the three guidelines above, and you'll be laughing all the way to the bank.



↑ A world record attempt. Nail biting, isn't it?



↑ This bird came with the flat - can we throw her back?



↑ Well, that's blown my cover, hasn't it? Thank you very much.

» realised that landing the machine upright when returning back to Earth after a 300 metre cliff jump is fairly important. From here on in, winning races and titles is a mere formality and not because of pure gaming ability which, for those with a short attention span, may be fun but in reality is never a good thing.

The biggest crime committed by SX is the ludicrously stupid actions of the other riders. With skills more akin to Mr Bean than Ricky Carmichael, it's not unusual for four out of six Pro riders to fall more than once in a five-lap race, often leaving their skidding bikes to act as an obstacle, taking other competitors along for the ride. This factor alone induces a heavy dose of catch-up which in turn takes the title's unrealistic attributes to dangerously daft heights.

It's not all bad news, as the game does have its niceties. The 24 tricks that can be pulled off in the now-standard 'Tricks=Points=Nitro' gauge are done with flair, adding a little spice to races, and can come in useful when overtaking on straights. The water and dirt particle displacement isn't too shabby either. This said, it isn't quite enough to save *SX Superstar* from banishment to bargain basements in the near future. It's one of those generic 'seen it all before' titles, when both on paper and with the heavyweight backing of Climax it could have, should have, been so much better.



THE VERDICT

POWER

At 60fps, visuals are smooth and simple although there's nothing in SX that really pushes boundaries.

STYLE

Arcade cheese all the way, but heat haze and reflection are poor when compared with *MotoGP 2*.

IMMERSION

Controls are simple and effective, with both powersliding and stunt work easy to pull off.

LIFESPAN

You'll cruise through Championship in two days, leaving Arcade mode for a basic multiplayer racer.

GOOD POINTS

- ↑ CAREER MODE IS STRANGELY ADDICTIVE
- ↑ THE BAJA COURSE DESIGN IS IMPRESSIVE

BAD POINTS

- ↓ WAY TOO EASY FOR ADVANCED GAMERS
- ↓ BIKES TOO SAMEY
- ↓ POOR RIDER AI

SUMMARY

Formulaic average-looking racer with a few aesthetic pleasures. Will suffice for a weekend rental but little more.

OFFICIAL XBOX MAGAZINE SCORE

6.6//10

» PREVIOUSLY: It's only just skidded into view
» COMING SOON: Tips - Issue 20

"When it comes to gameplay, don't expect rocket science in terms of bike dynamics or rival AI"

REVIEWS DIRECTORY

Tapping the tree of Official Xbox Magazine to glean the thick essence of review



THE XBOX ELITE

THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more. They must be played. You have our guarantee that each and every one of them is utterly fantastic, so buy them right now!



AMPED: FREESTYLE SNOWBOARDING

REVIEWED: Issue 01
TYPE: Extreme sports
"Addictive, impressive and deep. Makes a perfect landing"
SCORE: 8.7

2002 FIFA WORLD CUP	Reviewed Issue 03	Type Sports	"A return to form for the franchise"	Score 8.0
AGGRESSIVE INLINE	Reviewed Issue 07	Type Extreme sports	"Entertaining extreme sports. Fresh ideas and a lasting challenge"	Score 7.7
ALL-STAR BASEBALL 2003	Reviewed Issue 04	Type US sports	"Fine sim of the hit-and-miss sport"	Score 7.0
ANTZ EXTREME RACING	Reviewed Issue 07	Type Driving	"Average, and too awkward for its target audience"	Score 5.0
ARCTIC THUNDER	Reviewed Issue 03	Type Driving	"Loads of bugs and glitches. It's just limp and lifeless"	Score 2.4
ATV: QUAD POWER RACING 2	Reviewed Issue 13	Type Driving	"This is a solid, entertaining game with some great mini-challenges"	Score 7.7
AZURIK: RISE OF PERATHIA	Reviewed Issue 04	Type Action adventure	"A colourful but underwhelming fantasy adventure"	Score 3.8
BARBARIAN	Reviewed Issue 07	Type Beat 'em up	"A solid, playable arcade beat 'em up with some nice ideas"	Score 7.4
BATTLE ENGINE AQUILA	Reviewed Issue 11	Type Mech shooter	"Good shooting and strategy mix. Arcade shooter with depth"	Score 8.0
BATMAN: DARK TOMORROW	Reviewed Issue 17	Type Action	"An awful game that warrants neither your time nor your money"	Score 2.0
BATMAN: VENGEANCE	Reviewed Issue 02	Type Action adventure	"Bat-lore heavy, but too easy, too samey and nothing new"	Score 4.5
BIG MUTHA TRUCKERS	Reviewed Issue 11	Type Driving	"Original idea, but let down by poor handling and execution"	Score 6.6
BLACKSTONE: MAGIC AND STEEL	Reviewed Issue 11	Type RPG	"A straightforward action RPG, but there are better ones on Xbox"	Score 7.0
BLADE II	Reviewed Issue 09	Type Action	"Violent, repetitive and enjoyable in bursts. Lots of vamps to kill"	Score 7.2
BLOOD OMEN 2	Reviewed Issue 03	Type Action adventure	"Linear gameplay dampens the otherwise vamped-up action"	Score 6.3
BLOOD WAKE	Reviewed Issue 02	Type Driving/action	"Much of the time you're fighting the controls instead of the enemy"	Score 4.5
BLOODRAYNE	Reviewed Issue 17	Type Action	"A slick combination of melee combat and run-and-gun action"	Score 7.4
BMX XXX	Reviewed Issue 11	Type Extreme sports	"Drunks and expletives. Unattractive and undeserving of your cash"	Score 3.0
BRUCE LEE: QUEST OF THE DRAGON	Reviewed Issue 08	Type Beat 'em up	"Appallingly shoddy game that's an insult to the great man"	Score 1.0
BUFFY THE VAMPIRE SLAYER	Reviewed Issue 06	Type Action adventure	"Captures essence of the TV series; good enough to please non-fans"	Score 8.3
BURNOUT	Reviewed Issue 04	Type Driving	"Arcade racer delivering a massive dose of testosterone"	Score 8.2
CAPCOM VS SNK 2 EO: MOTM	Reviewed Issue 14	Type Beat 'em up	"If it's 2D combat you're after, you're not going to do better than this"	Score 7.7
CEL DAMAGE	Reviewed Issue 02	Type Driving	"Dreamy looking, but hectic and frustrating gameplay"	Score 5.5
CHAMPIONSHIP MANAGER: SEASON 02/03	Reviewed Issue 11	Type Sports	"Doesn't break new ground, but will keep fans interested for ages"	Score 8.1
CHASE	Reviewed Issue 08	Type Action	"Bare-bones stunt action that makes you want to scream 'Cut!'"	Score 4.0
CIRCUS MAXIMUS	Reviewed Issue 05	Type Driving	"Sub-standard, gimmick-driven racer lacking in almost every way"	Score 3.5



BALDUR'S GATE: DARK ALLIANCE

REVIEWED: Issue 08
TYPE: Action RPG
"Absorbing RPG with a healthy dose of hack 'n' slashing"
SCORE: 8.5



BLINX: THE TIME SWEEPER

REVIEWED: Issue 09
TYPE: Platformer
"Takes platform gaming into uncharted territory. Essential"
SCORE: 9.3



BRUTE FORCE

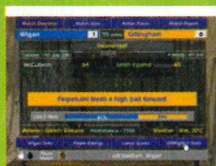
REVIEWED: Issue 18
TYPE: Squad-based shooter
"Multiplayer elevates Brute Force from a good to a potentially great game"
SCORE: 8.5

COMMANDOS 2: MEN OF COURAGE	Reviewed Issue 05	Type Tactical action	"Extremely tough but rewarding war game. Some control issues"	Score 7.9
CONFLICT: DESERT STORM	Reviewed Issue 07	Type Squad-based shooter	"Basic but entertaining tactical shooter providing top war stories"	Score 8.1
CRASH	Reviewed Issue 03	Type Driving	"Instant, lo-fi, demolition derby fun for the few hours that it lasts"	Score 6.6
CRASH BANDICOOT: THE WRATH OF CORTX	Reviewed Issue 03	Type Platformer	"One of the best cartoony worlds, but has no new tricks"	Score 7.1
CRAZY TAXI 3	Reviewed Issue 08	Type Driving	"Lots of fun with great mini-games but similar to previous versions"	Score 8.0
CRIMSON SEA	Reviewed Issue 15	Type Action/Shooter	"Satisfies the strongest bloodlust while making sure it never gets boring"	Score 8.0
DAKAR 2	Reviewed Issue 18	Type Driving	"If you've got no qualms about realism while off-roading, this is fun"	Score 7.8
DARK ANGEL	Reviewed Issue 15	Type Action	"Repetitive gameplay. Dull, uninspiring levels. You won't play for long"	Score 4.5
DARK SUMMIT	Reviewed Issue 02	Type Extreme sports	"Half-hearted gameplay fleshed out with a storybook aspect"	Score 3.5
DAVE MIRRA FREESTYLE BMX 2	Reviewed Issue 02	Type Extreme sports	"Pulling tricks is fun, but poor controls spoil the experience"	Score 6.9
DAVID BECKHAM SOCCER	Reviewed Issue 04	Type Sports	"Outdated footy that should be left alone, even by fans of Becks"	Score 4.2
DEADLY SKIES	Reviewed Issue 03	Type Flight sim	"Not fast or exciting enough to fulfil that fighter pilot dream"	Score 5.2
DEAD OR ALIVE XTREME BEACH VOLLEYBALL	Reviewed Issue 14	Type Sports	"Great to look at and fun to play, but it's an acquired taste"	Score 8.0
DEAD TO RIGHTS	Reviewed Issue 12	Type Action adventure	"Some fun gunfights but too much dull, unarmed combat"	Score 7.0
DEATHROW	Reviewed Issue 09	Type Sports	"Average. Tries (and fails) to hide shortcomings with naughty words"	Score 5.5
DEFENDER	Reviewed Issue 14	Type Shooter	"Prompts a bit of nostalgia, but it doesn't have that vital spark"	Score 6.6
DR MUTO	Reviewed Issue 14	Type Platformer	"Enjoyable if you've not played loads of other cartoony platformers"	Score 7.0
DYNASTY WARRIORS 3	Reviewed Issue 10	Type Action adventure	"Pure aggression and drama. Masses of characters and battlefields"	Score 7.8
EGGO MANIA	Reviewed Issue 08	Type Puzzle	"Decent two-player, brain-scratching fun"	Score 6.5
THE ELDER SCROLLS III: MORROWIND	Reviewed Issue 09	Type RPG	"By turns, wondrous, unconventional and boring. Unique, but slow"	Score 7.6
ENCLAVE	Reviewed Issue 06	Type Action adventure	"Involving, but the catalogue of annoyances becomes annoying"	Score 5.8



BURNOUT 2: POINT OF IMPACT

REVIEWED: Issue 17
TYPE: Driving
"A classic arcade racer that makes you sweat and grin"
SCORE: 9.0



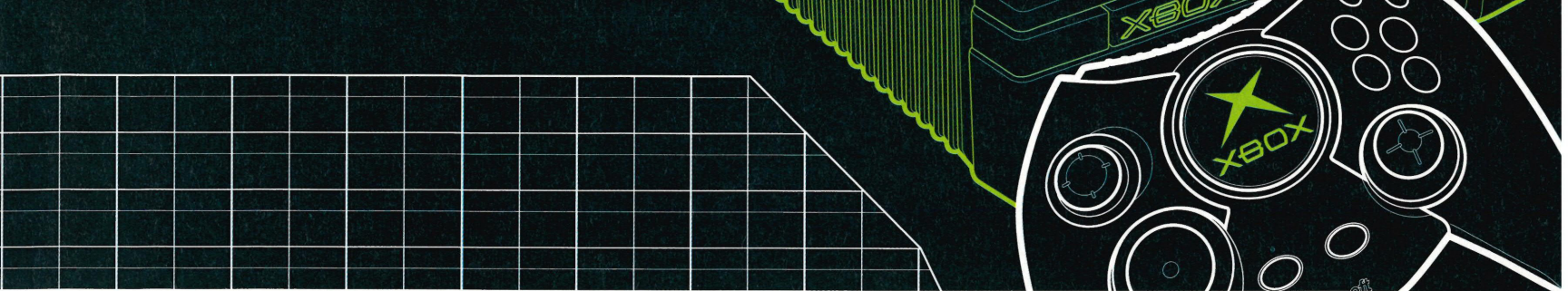
CHAMP MANAGER: SEASON 01/02

REVIEWED: Issue 02
TYPE: Sports
"Easily the best game of its kind... indefinite lifespan"
SCORE: 8.8



COLIN McRAE RALLY 3

REVIEWED: Issue 10
TYPE: Driving
"Great handling, scintillating rallying, and more realistic than RallySport Challenge"
SCORE: 8.9



DEAD OR ALIVE 3

REVIEWED: Issue 01
TYPE: Beat 'em up
"Accessible, slick and as satisfying as any beat 'em up. This is a visual benchmark"
SCORE: 8.5



ENTER THE MATRIX

REVIEWED: Issue 17
TYPE: Action
"A slick action romp that genuinely adds something new to the licence"
SCORE: 8.5



HALO

REVIEWED: Issue 01
TYPE: FPS
"Quite simply, a masterpiece and without question one of the best games ever made"
SCORE: 9.7

ESPN INTERNATIONAL WINTER SPORTS
ESPN WINTER X GAMES SNOWBOARDING 2
EVIL DEAD: A FISTFUL OF BOOMSTICK
F1 2002
F1 CAREER CHALLENGE
FIFA 2003
FILA WORLD TOUR TENNIS
FIREBLADE
FUZION FRENZY
FURIOUS KARTING
GAUNTLET DARK LEGACY
GENMA ONIMUSHA
GODZILLA: DESTROY ALL MONSTERS MELEE
GRAVITY GAMES: STREET.VERT.DIRT
GUN METAL
GUN VALKYRIE
HARRY POTTER AND THE CHAMBER OF SECRETS
HITMAN 2: SILENT ASSASSIN
HUNTER: THE RECKONING
ISS 2
JAMES BOND 007 IN... AGENT UNDER FIRE
JAMES BOND 007: NIGHTFIRE
JURASSIC PARK: OPERATION GENESIS
KELLY SLATER'S PRO SURFER
KNOCKOUT KINGS 2002
LEGENDS OF WRESTLING
LEGENDS OF WRESTLING II

Reviewed Issue 03 Type Extreme sports
Reviewed Issue 05 Type Extreme sports
Reviewed Issue 18 Type Action adventure
Reviewed Issue 03 Type Driving
Reviewed Issue 18 Type Driving
Reviewed Issue 10 Type Sports
Reviewed Issue 09 Type Sports
Reviewed Issue 12 Type Action
Reviewed Issue 01 Type Party
Reviewed Issue 13 Type Driving
Reviewed Issue 04 Type Adventure
Reviewed Issue 02 Type Action adventure
Reviewed Issue 17 Type Action
Reviewed Issue 09 Type Extreme sports
Reviewed Issue 15 Type Action/Shooter
Reviewed Issue 03 Type Shooter
Reviewed Issue 12 Type Action adventure
Reviewed Issue 08 Type Action
Reviewed Issue 05 Type Action adventure
Reviewed Issue 03 Type Sports
Reviewed Issue 05 Type First-person shooter
Reviewed Issue 11 Type Action/Shooter
Reviewed Issue 15 Type World builder
Reviewed Issue 09 Type Extreme sports
Reviewed Issue 03 Type Sports
Reviewed Issue 05 Type Sports
Reviewed Issue 11 Type Sports

"Pathetic sports anthology... a game stuck firmly in the Ice Age" Score 3.2
"A decent boarding game but a bit clumsy to play. Lots of features" Score 7.0
"Provides laughs but nothing too involving. Clever weapon combos" Score 6.7
"Solid, with all a fan could want, but it's evolution, not revolution" Score 7.1
"Solid F1 racing fun that delivers in the important areas but lacks bite" Score 6.6
"Accurate, playable and authentic, but the controls are flawed" Score 8.4
"A derivative tennis game with more faults than the San Andreas" Score 2.6
"Duff controls, poor graphics and no spark" Score 2.8
"More party pooper than party popper. Too simple and repetitive" Score 4.5
"Quickly grows tiring thanks to wafer-thin gameplay and average looks" Score 5.0
"A fun-free game that's sluggish and frequently confusing to play" Score 3.8
"No-frills hack 'n' slash that takes a while to crack. Fun, but flawed" Score 6.9
"A fun masher with multiplayer laughs and highly detailed monsters" Score 6.1
"A horrible extreme sports game. Dire" Score 0.8
"Enjoyable robo-death combat - if you can stomach the controls" Score 8.3
"Not for the faint-hearted, this has intense, skilful action all the way" Score 7.6
"A good looking, highly playable and authentic slice of Potter Pie" Score 7.0
"Great stealth game that rewards patience and planning" Score 8.3
"A repetitive rumble. Good, unclear fun but multiplayer is messy" Score 6.7
"Fans should treat this bitterly disappointing sequel with caution" Score 5.1
"Makes you feel like Bond, but the bad guys interaction is stupid" Score 7.2
"Looks great. Entertaining but nothing particularly groundbreaking" Score 7.5
"Want to be master of your own universe? You'll waste serious time" Score 8.0
"Cool ideas mixed with aquabatics and satisfying play. Original fun" Score 8.2
"An excellently presented but scrappy punch 'em up" Score 6.3
"Nostalgic appeal for wrestling fans. Causes chuckles in multiplayer" Score 6.0
"Lots of modes and characters. A must-have for fans" Score 7.4



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

LMA MANAGER 2003
LOONS: THE FIGHT FOR FAME
LOTUS CHALLENGE
MAD DASH RACING
MARVEL VS. CAPCOM 2
MAT HOFFMAN'S PRO BMX 2
MAX PAYNE
MECHASSAULT
MEDAL OF HONOR FRONTLINE
METAL DUNGEON
METAL GEAR SOLID 2: SUBSTANCE
MICRO MACHINES
MIDTOWN MADNESS
MIKE TYSON HEAVYWEIGHT BOXING
MINORITY REPORT
MONOPOLY PARTY
MORTAL KOMBAT: DEADLY ALLIANCE
MX2002 FEATURING RICKY CARMICHAEL
MX SUPERFLY
MYST III
NBA2K3
NBA INSIDE DRIVE 2002

Reviewed Issue 10 Type Sports
Reviewed Issue 08 Type Action
Reviewed Issue 11 Type Driving
Reviewed Issue 01 Type Driving
Reviewed Issue 10 Type Beat 'em up
Reviewed Issue 09 Type Extreme sports
Reviewed Issue 02 Type Action
Reviewed Issue 11 Type Mech shooter
Reviewed Issue 11 Type First-person shooter
Reviewed Issue 11 Type RPG
Reviewed Issue 13 Type Action adventure
Reviewed Issue 10 Type Driving
Reviewed Issue 18 Type Driving
Reviewed Issue 05 Type Sports
Reviewed Issue 12 Type Action
Reviewed Issue 13 Type Party
Reviewed Issue 13 Type Beat 'em up
Reviewed Issue 04 Type Extreme sports
Reviewed Issue 13 Type Driving
Reviewed Issue 09 Type Adventure
Reviewed Issue 14 Type US sports
Reviewed Issue 03 Type US sports

"Be the gaffer without being blinded by science and statistics" Score 8.0
"Short-lived fun, but all done in real Looney Tunes style" Score 6.5
"Umpteen modes, stunts, and challenges, but cars look dreary" Score 6.5
"Just enough Mad, too much Dash and not enough Racing" Score 6.5
"Fun, but the limits of 2D combat are all too obvious" Score 7.5
"Average extreme sports game with dodgy controls" Score 5.0
"Stylish, repetitive and worthy of your time... Bullet Time is brilliant" Score 7.9
"Stands tall as one of the best online games available" XBL★★★★ Score 8.0
"An average FPS that doesn't really impress on Xbox" Score 5.7
"Strong strategy element, but repetitive gameplay and no story" Score 5.0
"Lots to admire but constant cutscene interruptions can really grate" Score 7.2
"Sacrifices longevity for arcade action and short-term fun" Score 6.6
"Pick-up-and-play driving action. Xbox Live opens new gameplay doors" Score 7.3
"Plenty of depth and strategy but sketchy and lacking a killer punch" Score 7.2
"Offers little more than an extremely repetitive fight fest" Score 5.5
"A solid take on the game but it's not the most fun multiplayer out there" Score 6.5
"Multiple fighting styles and high blood count. A worthy purchase" Score 7.8
"A limp yet slightly enjoyable dirt biker with two-player mileage" Score 5.0
"Much better than MX2002 but far from being a classic biking game" Score 6.5
"Bonkers-but-beautiful series of increasingly difficult logic puzzles" Score 7.0
"A solid b-ball game with all the fundamentals. Excellent presentation" Score 6.2
"A decent, playable basketball game, but not brilliant by any means" Score 7.2



KUNG FU CHAOS

REVIEWED: Issue 15
TYPE: Party/Beat 'em up
"Highly playable. Very funny and looks great. Very intuitive with excellent multiplayer too"
SCORE: 8.6



MADDEN NFL 2003

REVIEWED: Issue 08
TYPE: US sports
"So much to learn and master, so much multiplayer fun. Could, in theory, last forever"
SCORE: 8.9



MOTOGP

REVIEWED: Issue 04
TYPE: Driving
"Hotly contested bike racing combined with a perfect control method. A real winner"
SCORE: 8.9 XBL: ★★★★★

REVIEWS DIRECTORY

Tapping the tree of Official Xbox Magazine to glean the thick essence of review



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THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more. They must be played. You have our guarantee that each and every one of them is utterly fantastic, so buy them right now!



MOTOGP 2

REVIEWED: Issue 17

TYPE: Driving

"Stupendous visuals. Brilliant bike customisation. So thrilling it'll make your knees bleed"

SCORE: 9.4 XBL: ★★★★★

NBA INSIDE DRIVE 2003	Reviewed Issue 11	Type US sports	"Good pace and novel passing system. Best b-ball game on Xbox"	Score 7.6
NBA LIVE 2002	Reviewed Issue 02	Type US sports	"B-ball's end-to-end flow is somehow distilled into tedium"	Score 5.2
NBA LIVE 2003	Reviewed Issue 11	Type US sports	"Accessible and immediate, but not much fun. Too easy to score"	Score 6.5
NBA STREET VOL.2	Reviewed Issue 15	Type US sports	"Grab some friends and get stuck in. Easy to play but harder to master"	Score 8.2
NEED FOR SPEED: HOT PURSUIT 2	Reviewed Issue 09	Type Driving	"Good arcade racer that's a bit sluggish but offers solid driving fun"	Score 7.2
NEW LEGENDS	Reviewed Issue 04	Type Action adventure	"A flawed game that quickly becomes repetitive and boring"	Score 4.9
NFL 2K3	Reviewed Issue 15	Type US sports	"A great game but possibly too much of a challenge for total novices"	Score 7.8
NFL FEVER 2003	Reviewed Issue 10	Type US sports	"A blast to play. All the thrills and none of the pain of NFL"	Score 8.2
NHL 2K3	Reviewed Issue 15	Type US sports	"Great player AI. Realistic physics. As good as ice hockey sims get"	Score 7.9
NHL 2002	Reviewed Issue 02	Type US sports	"Excellent multiplayer game with joyful passing and shooting"	Score 8.2
NHL 2003	Reviewed Issue 08	Type US sports	"Fast and furious, this is the definitive ice hockey experience"	Score 8.2
NHL HITZ 20-02	Reviewed Issue 02	Type US sports	"Great-looking, polished and ultimately simple entertainment"	Score 7.4
NHL HITZ 20-03	Reviewed Issue 09	Type US sports	"Big-laugh, high-adrenaline arcade ice hockey with depth"	Score 8.4
NICKELODEON PARTY BLAST	Reviewed Issue 13	Type Party	"Ummm, do they get any worse than this?"	Score 2.0
NIGHTCASTER	Reviewed Issue 04	Type Action	"Idea is good, but the execution isn't. Wizard? Not by any stretch"	Score 4.2
NIGHTCASTER II: EQUINOX	Reviewed Issue 14	Type Action	"Drab and messy from its box art to its core. Better than the original"	Score 4.5
ODD WORLD: MUNCH'S ODDYSEE	Reviewed Issue 01	Type Platformer	"Fun to play and great to look at... brimming with character"	Score 8.1
OUTLAW GOLF	Reviewed Issue 11	Type Sports	"Light hearted, but only three courses. Humour quickly wears off"	Score 6.6
PIRATES: THE LEGEND OF BLACK KAT	Reviewed Issue 04	Type Action adventure	"Everything in this rosey game feels lazy and uninspired"	Score 4.0
PRISONER OF WAR	Reviewed Issue 06	Type Tactical action	"Ambitious, intelligent strategy game marred by camera problems"	Score 7.2
PRO BEACH SOCCER	Reviewed Issue 16	Type Sports	"Fresh idea, but looks poor and the passing system is flawed"	Score 3.5
PRO TENNIS WTA TOUR	Reviewed Issue 07	Type Sports	"Unresponsive controls. Unrealistic action. Chronic lack of options"	Score 1.9
PROJECT ZERO	Reviewed Issue 15	Type Survival horror	"A fresh take on survival horror. Extremely creepy and atmospheric"	Score 8.0
PULSE RACER	Reviewed Issue 15	Type Driving	"Some decent ideas, but fails to deliver on any level. Feeble"	Score 1.9
QUANTUM REDSHIFT	Reviewed Issue 09	Type Driving	"Fast, hardcore racing fans will love it. Steep difficulty curve"	Score 8.0
RACING EVOLUZIONE	Reviewed Issue 14	Type Driving	"Fails to deliver on the promise of running a race team, but enjoyable"	Score 7.3



PANZER DRAGON 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



PHANTOM CRASH

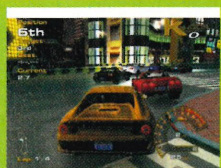
REVIEWED: Issue 10

TYPE: Mech shooter

"Extremely enjoyable. Frantic action backed up with an impressive career mode"

SCORE: 8.5

RALLY FUSION: RACE OF CHAMPIONS	Reviewed Issue 10	Type Driving	"A great racing game for people who aren't hardcore racing fans"	Score 8.0
RAYMAN 3 HOODLUM HAVOC	Reviewed Issue 15	Type Platformer	"Not just for kids. This 3D adventure will appeal across the board"	Score 7.4
RED CARD	Reviewed Issue 04	Type Sports	"Innovative cartoon footy, but a lack of decent CPU opponents"	Score 7.0
REIGN OF FIRE	Reviewed Issue 11	Type Action/Shooter	"Awkward controls and glitchy feel mean the potential is wasted"	Score 5.0
ROBOTECH: BATTLECRY	Reviewed Issue 11	Type Mech shooter	"Stylish anime designs, flashes of excitement, but not much depth"	Score 7.3
ROBOT WARS: EXTREME DESTRUCTION	Reviewed Issue 11	Type Action	"Realistic damage, true to the TV series, but repetitive gameplay"	Score 6.0
ROLLERCOASTER TYCOON	Reviewed Issue 16	Type World builder	"Ultra detailed. Absorbing and addictive, but outdated, flat presentation"	Score 7.0
SAVAGE SKIES	Reviewed Issue 15	Type Shooter	"Pretty decent, with solid multiplayer, but Panzer sets the benchmark"	Score 6.3
SEABLADE	Reviewed Issue 17	Type Shooter	"Derivative, difficult bog standard arcade dogfighting shooter clone"	Score 4.0
SEGA SOCCER SLAM	Reviewed Issue 09	Type Sports	"Decent, frantic footy, best played with a friend. Ideal to rent"	Score 6.8
SERIOUS SAM	Reviewed Issue 11	Type First-person shooter	"Hectic blasting with a smattering of laughs. Slick and distinctive"	Score 8.2
SHADOW OF MEMORIES	Reviewed Issue 10	Type Adventure	"Drab, clumsy and low on enjoyment. A messy gimmick of a title"	Score 4.0
SHENMUE II	Reviewed Issue 13	Type RPG	"A giant of a game that requires time, patience and an open mind"	Score 8.0
SHREK	Reviewed Issue 02	Type Platformer	"A very plain and unrewarding kids' game"	Score 5.0
SHREK SUPER PARTY	Reviewed Issue 12	Type Party	"No more sophisticated than a freebie Shockwave game"	Score 4.0
SILENT HILL 2: INNER FEARS	Reviewed Issue 08	Type Survival horror	"Best survival horror on any console and the creepiest game ever"	Score 8.4
SIMPSON'S ROAD RAGE	Reviewed Issue 03	Type Driving	"A game made bearable by funny voices and two-player mode"	Score 5.9
SLAM TENNIS	Reviewed Issue 06	Type Sports	"Enjoyable and recommended, despite its few broken strings"	Score 7.2
SOLDIER OF FORTUNE II: DOUBLE HELIX	Reviewed Issue 18	Type First-person shooter	"Standard FPS that capitalises on gore. Could be good on Xbox Live"	Score 7.0
SPEED KINGS	Reviewed Issue 18	Type Driving	"Burnout on bikes. Stylish game - everything looks and feels sweet"	Score 8.0
SPIDER-MAN: THE MOVIE	Reviewed Issue 04	Type Platformer	"Highly enjoyable use of a licence; crackles with superhero smarts"	Score 8.0



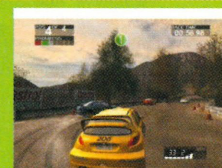
PROJECT GOTHAM RACING

REVIEWED: Issue 01

TYPE: Driving

"An epic racer blending accuracy with entertainment"

SCORE: 8.9



RALLISPORT CHALLENGE

REVIEWED: Issue 01

TYPE: Driving

"Searingly fast. Never fails to get the adrenaline flowing"

SCORE: 8.5



RED FACTION II

REVIEWED: Issue 18

TYPE: First-person shooter

"Plenty of missions and a ludicrous 60 multiplayer maps. Excellent fun"

SCORE: 8.6

KEY: Xbox Live features



RETURN TO CASTLE WOLFENSTEIN

REVIEWED: Issue 16 TYPE: FPS
"Cracking action shooter. Superb single-player, outstanding team play experiences on Xbox Live"
SCORE: 9.2



ROCKY

REVIEWED: Issue 09
TYPE: Sports
"Brilliantly evocative, this is dramatic multiplayer scrapping at its finest"
SCORE: 9.0



SEGA GT 2002

REVIEWED: Issue 10
TYPE: Driving
"An incredibly comprehensive and polished game very much in the style of Gran Turismo"
SCORE: 8.5

SPLASHDOWN

SPY HUNTER

SSX TRICKY

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

STAR WARS: JEDI STARFIGHTER

STAR WARS: OBI-WAN

STAR WARS: THE CLONE WARS

STATE OF EMERGENCY

STEEL BATTALION

STREET HOOPS

SUPER BUBBLE POP

SUPERMAN: THE MAN OF STEEL

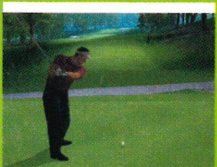
TAZ: WANTED

TAO FENG: FIST OF THE LOTUS

TD OVERDRIVE

Reviewed	Issue 07	Type	Driving
Reviewed	Issue 04	Type	Action
Reviewed	Issue 05	Type	Extreme sports
Reviewed	Issue 10	Type	Action adventure
Reviewed	Issue 05	Type	Shooter
Reviewed	Issue 03	Type	Action adventure
Reviewed	Issue 18	Type	Action
Reviewed	Issue 17	Type	Action
Reviewed	Issue 14	Type	Mech shooter
Reviewed	Issue 09	Type	US sports
Reviewed	Issue 15	Type	Puzzle
Reviewed	Issue 12	Type	Shooter
Reviewed	Issue 08	Type	Platformer
Reviewed	Issue 16	Type	Beat 'em up
Reviewed	Issue 04	Type	Driving

"A truly entertaining jet ski racer with lots of great courses"	Score 8.1
"Instantly enjoyable, totally superficial shoot 'em up chase action"	Score 6.7
"Fast and furious, but it needed soup up to become great"	Score 7.5
"Better than SW: Obi-Wan, but it still doesn't pull up any trees"	Score 6.5
"A dose of enjoyable space combat needing more action to shine"	Score 7.4
"A criminal waste of the Star Wars licence"	Score 3.3
"Forgettable solo. Online, it's an intense mix of action and strategy"	Score 8.0
"Simple, comic book arcade thrills with no pretensions of greatness"	Score 6.6
"Will only appeal to gamers who appreciate a truly in-depth simulation"	Score 7.8
"Unrewarding and uninvolved sports fest with little substance"	Score 6.2
"No addictive qualities, and full of bad techno cheese"	Score 4.0
"Boring levels, rubbish combat, and a dreadful control system"	Score 3.0
"Swish cartoon graphics, but confusing and frustrating gameplay"	Score 8.0
"Highly enjoyable, frenzied and fun. Lovely arenas to trample"	Score 8.2
"Bad handling makes this depressing"	Score 3.8



TIGER WOODS PGA TOUR 2003

REVIEWED: Issue 11
TYPE: Sports
"Great swing system. Loads of modes. Fantastic courses"
SCORE: 8.5



TIMESPLITTERS 2

REVIEWED: Issue 09
TYPE: First-person shooter
"The most complete FPS package on Xbox. Rifle with features. Just buy it"
SCORE: 9.3



TOCA RACE DRIVER

REVIEWED: Issue 15
TYPE: Driving
"A top-notch, thrilling racer that doesn't need its tacked-on storyline"
SCORE: 8.5

TERMINATOR: DAWN OF FATE

TENNIS MASTERS SERIES 2003

TEST DRIVE OFF-ROAD: WIDE OPEN

TETRIS WORLDS

THE HOUSE OF THE DEAD III

THE HULK

THE LOTR: THE FELLOWSHIP OF THE RING

THE LOTR: THE TWO TOWERS

THE SIMS

THE THING

TOEJAM & EARL III: MISSION TO EARTH

TOTAL IMMERSION RACING

TOUR DE FRANCE

TOXIC GRIND

TRANSWORLD SNOWBOARDING

Reviewed	Issue 11	Type	Shooter
Reviewed	Issue 10	Type	Sports
Reviewed	Issue 03	Type	Driving
Reviewed	Issue 09	Type	Puzzle
Reviewed	Issue 15	Type	Shooter
Reviewed	Issue 18	Type	Action
Reviewed	Issue 10	Type	Action adventure
Reviewed	Issue 14	Type	Action adventure
Reviewed	Issue 15	Type	World builder
Reviewed	Issue 08	Type	Survival horror
Reviewed	Issue 13	Type	Platformer
Reviewed	Issue 11	Type	Driving
Reviewed	Issue 06	Type	Driving
Reviewed	Issue 11	Type	Extreme sports
Reviewed	Issue 10	Type	Extreme sports

"Hardly any strategy, but a repetitive and enjoyable shooter"	Score 7.0
"Another tedious tennis title with almost nothing to recommend"	Score 3.0
"The lack of vehicle/ground interaction will drive you nuts"	Score 3.5
"Dilutes the impact of the original. Okay, but there's nothing new"	Score 6.0
"A fun, polished arcade game. Looks wonderful but gets repetitive"	Score 7.1
"Standard, fun arcade smash 'em up. Lots of moves and easy controls"	Score 7.5
"A half-decent and smart-looking stab at the Rings world"	Score 7.0
"Great. Captures the spirit of Tolkien's world. Lots of extras for fans"	Score 8.0
"No visceral action but it's satisfying controlling little people's destinies"	Score 7.7
"Plenty of action and atmosphere but doesn't live up to its promise"	Score 7.4
"A very enjoyable platformer for both newbies and veterans alike"	Score 7.9
"Original ideas and solid visuals, but slow with unspectacular AI"	Score 5.7
"Great idea, but everything about it is sub-standard"	Score 4.6
"A few imaginative tracks can't disguise the lack of flair or polish"	Score 4.8
"A looker, but boredom sets in once the views have been admired"	Score 6.1



TOM CLANCY'S GHOST RECON

REVIEWED: Issue 11
TYPE: Squad-based shooter
"Confident and addictive. The strategy/action benchmark"
SCORE: 8.9 XBL: ★★★★★



TOM CLANCY'S SPLINTER CELL

REVIEWED: Issue 10
TYPE: Action adventure
"Gritty, good-looking, exciting and amazingly atmospheric"
SCORE: 9.0



TONY HAWK'S PRO SKATER 3

REVIEWED: Issue 02
TYPE: Extreme sports
"The biggest and best extreme sports title in the world"
SCORE: 8.8

TRANSWORLD SURF

TUROK EVOLUTION

TY THE TASMANIAN TIGER

UFC: TAPOUT

V-RALLY 3

VEXX

WHACKED!

WORLD CHAMPIONSHIP SNOOKER 2003

WORLD RACING

WRECKLESS

WWE RAW

X-MEN: THE NEXT DIMENSION

X-MEN 2: WOLVERINE'S REVENGE

YAGER

ZAPPER

Reviewed	Issue 02	Type	Extreme sports
Reviewed	Issue 08	Type	Action/Shooter
Reviewed	Issue 10	Type	Platformer
Reviewed	Issue 03	Type	Beat 'em up
Reviewed	Issue 16	Type	Driving
Reviewed	Issue 15	Type	Platformer
Reviewed	Issue 11	Type	Party
Reviewed	Issue 18	Type	Sports
Reviewed	Issue 14	Type	Driving
Reviewed	Issue 02	Type	Driving
Reviewed	Issue 08	Type	Sports
Reviewed	Issue 12	Type	Beat 'em up
Reviewed	Issue 17	Type	Action
Reviewed	Issue 15	Type	Shooter
Reviewed	Issue 16	Type	Platformer

"Some really great water effects but not enough variation"	Score 6.1
"Disappointing sequel. Feels older than the dinosaurs it features"	Score 6.6
"Not just for kids. There's plenty here to challenge older gamers"	Score 7.6
"Brutal two-player fighter but a bit one-dimensional if it's just you"	Score 7.4
"Good car damage and framerate, but tracks can be a bit mundane"	Score 6.4
"Darker than your average fare. Fun, absorbing and distracting"	Score 8.0
"Shows how a party game should be done. Fun to play"	XBL ★★★ Score 7.5
"Deeply immersive. A wealth of extras and sprawling career mode"	Score 8.4
"Good technical racer, but a bit sterile. Nirvana for Mercedes fans"	Score 6.8
"Awesome demo of what Xbox can do, but not enough game in it"	Score 7.5
"Completely out-of-date roster, lack of modes, sluggish gameplay"	Score 5.3
"Awkward controls, sluggish pace and uninspiring visuals"	Score 5.0
"Entertaining action title. Plenty of challenge and lots of levels"	Score 7.4
"A decent, enjoyable blaster that falls a wee bit short of greatness"	Score 7.6
"Horrible controls, repetitive levels, but multiplayer provides laughs"	Score 5.0



TONY HAWK'S PRO SKATER 4

REVIEWED: Issue 11
TYPE: Extreme sports
"Silky trick system. Absolutely tons to do, and then some"
SCORE: 8.6



UNREAL CHAMPIONSHIP

REVIEWED: Issue 10
TYPE: First-person shooter
"This sets a new standard for multiplayer shooters"
SCORE: 9.2 XBL: ★★★★★



WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY

REVIEWED: Issue 17
TYPE: Extreme sports
"Outrageous arcade action"
SCORE: 8.6



The new magazine for a new era of technology...



EXCLUSIVE REVIEW:
UK's first Media Adapter
Discover how to wirelessly
access your PC on the TV

HOME SECURITY MADE EASY
DIY surveillance...
whatever your budget!

EXCLUSIVE INTERVIEW
Intel on the digital home

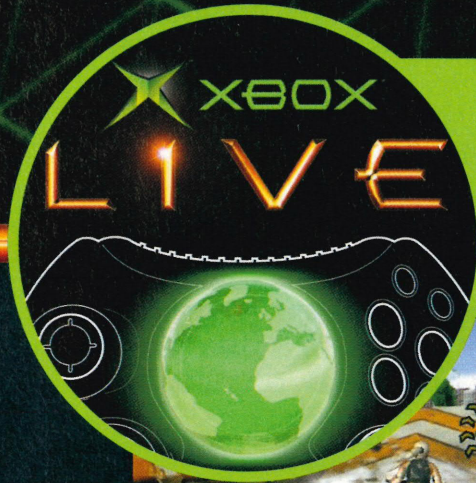
HOW TO
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Set up a weather station
Get better surround sound
Control your Mac with
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PLAY LIVE



XBOX LIVE ONLINE ENABLED

REVIEWS UPDATES // WHAT'S HOT // COMMUNITY



CARVE 106



HELLO THERE, my livelies (see what I've done there?).

We've been spending a ludicrous amount of time on Xbox Live this month, thanks to *Wolfenstein*. Ben and I used to rule the roost as a two-man *Halo* team, and it's happening again with *Wolfie*: he's a Lieutenant, I'm a Medic, but together we're a two-man tsunami of Nazi death.

I'm less adept at microphone management. A friend came in the room the other day and I explained the current game events, including what a muppet one of my team was being. Then I looked down to see a green light innocently staring at me. Must mute before I badmouth!

Still, the game was excellent fun, and there's more to be had in *PSO* and *Midtown Madness 3* - you'll find updates on both games in the section this month, as well as loads of other bits and pieces. Enjoy!

See you on Live

Jon



XBOX™
COMPATIBLE

XBOX LIVE HAS become even more essential over the last couple of months, with the arrival of games like *MotoGP 2: Ultimate Racing Technology*, *Phantasy Star Online Episodes I & II*, and *Return to Castle Wolfenstein*. Playing these games online with other people lifts the gaming experience into the stratosphere.

Thing is, you need broadband to use Xbox Live, which is where BT Openworld can help. We've teamed up with Microsoft to bring you a fully Xbox-compatible broadband service. As long as you are in a broadband-enabled area and you have a PC that meets the minimum specifications, you can get online with BT Openworld Broadband and start playing Xbox Live. BT Openworld's Home 500 Plug & Go is a line-only product for use with Xbox Live. Line activation is currently free (previously £65) and line rental is £29.99 per month.

Next, you'll need an Xbox Live-compatible router to bridge the gap between your broadband connection and your Xbox. We recommend the Speedtouch 530 (details on www.btopenworld.com/xboxlive). Once that arrives, you just need an Xbox Live Starter Kit, which is available in most electrical goods shops.

Follow the instructions supplied with the router and Starter Kit, and you'll be ready to compete with the world's best on Xbox Live. For more information on getting started, visit www.btopenworld.com/xboxlive.



www.btopenworld.com/xboxlive

XBOX™
COMPATIBLE

BREACH OF THE PEACE: THE TEAM WAS TREATED TO AN ARGUMENT OF EPIC PROPORTIONS THIS MONTH, WHEN A ROW KICKED OFF BETWEEN A TRAFFIC WARDEN AND AN ILLEGALLY PARKED THUG OUTSIDE OUR WINDOW. THIRTY MINUTES OF BAD-TEMPERED SHOUTING FOLLOWED. KEEP IT DOWN LADS, WE'RE TRYING TO WORK IN HERE!



PLAYLIVE

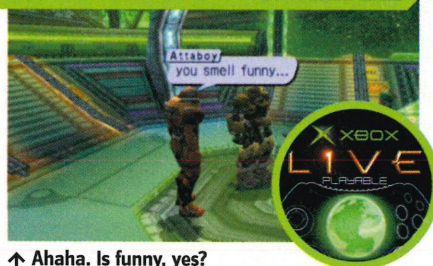
NOW ON LIVE // COMING TO LIVE // WIN ON LIVE

XBOX LIVE ONLINE ENABLED

LIVE UPDATE REVIEW



↑ The Mines are particularly tricky.



↑ Ahaha. Is funny, yes?

PS What's the online bit like? Funny you should ask...

PHANTASY STAR ONLINE EP. I & II

IF YOU WANT to play PSO on Live, you'll need a Hunter's License, bought through the game's menu. It's free for 60 days, then £5.95 a month. So, is it worth it?

THE GOOD BITS

There's a reason for PSO's phoenix-like rise from the white plastic ashes of the Dreamcast: it's fantastic. The first session I played saw my Force character go from level zero to level eight, I added four new names to my Friends List, and fell about

laughing at some of the 'symbol chat' speech bubbles. That's entertainment.

I needn't have worried about the switch from keyboard to voice - it's far more immediate. And text-based comedy still abounds, with personal phrases easily set to D-pad shortcuts.

THE BAD BITS

I encountered some nasty xenophobia in one of the lobbies I entered, directed at anyone who wasn't French. It wasn't just

one character, either. It really soured the atmosphere (although once I'd entered a game with some Brits, the atmosphere was back to traditional PSO friendliness).

CONCLUSIONS

For a deep Live experience that doesn't revolve around gibs, this is perfect. Even if you decide not to fork out the monthly sub, you can still cane it for two months and get your money's worth. Minus two stars if you object to paying, though.

THE VERDICT

ENHANCEMENT

Online play isn't essential, but you wouldn't want to be without it.

SETUP

A bit confusing for newbies - but only for the first half hour.

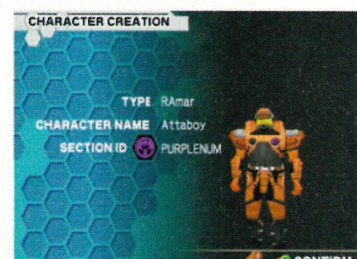
VARIETY

The upgrading of your equipment, level and abilities is intoxicating.

LINE RATING

You'll be so hooked you won't think twice about paying the £5.95.

OFFICIAL XBOX MAGAZINE RATING

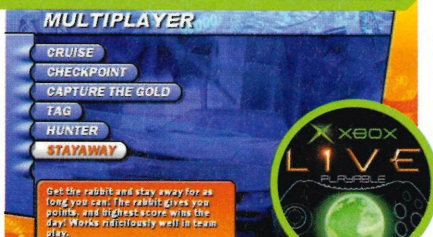


↑ Attaboy's my other character. He's okay.

LIVE UPDATE REVIEW



↑ Beetlebum... what you done? Gone racing?



↑ Loads of gametypes here.

Suddenly the town's full of real people...

MIDTOWN MADNESS 3

MM3 received a favourable 7.3 last issue, with Steve suggesting it's a game that will come into its own on Live. So, does it?

THE GOOD BITS

Yep. MM3 is mental! With a few players thrashing around Paris and Washington, the game feels a lot madder and more fun than when played offline. But the modes are the best thing - they're very different to those offered by other racers.

The single-player side is let down by its simplicity, but online that's covered with a thick, gloopy layer of strategy and voice-based giggling; it really is much better online. Another bonus is that MM3 follows *Wolffie's* lead and lets you jump straight into a game that's in progress.

THE BAD BITS

As with the offline game, the handling is a bit lightweight for our liking. What with

online play being more unpredictable, we'd like the assured feeling of weighty handling. Also, there's not the same capacity for multiplayer strategy that you tend to find in *Ghost Recon* or *RTCW*.

CONCLUSIONS

Time will tell if MM3 can build up the kind of long-term fanbase some other Live games have, but it's a great laugh and ideal for brief, intense Live sessions.

THE VERDICT

ENHANCEMENT

Much more involving than in single-player, and more satisfying.

SETUP

Easy to sort out matches that you can jump straight into - spot on.

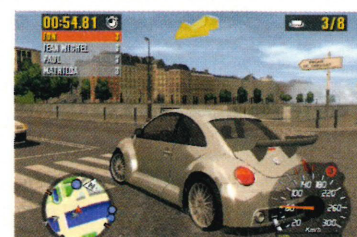
VARIETY

Lots of fun, but it always comes down to tearing around like a nut.

LINE RATING

It won't keep you gripped forever, but MM3 is great while it lasts.

OFFICIAL XBOX MAGAZINE RATING



↑ A good old checkpoint race, in Paris.

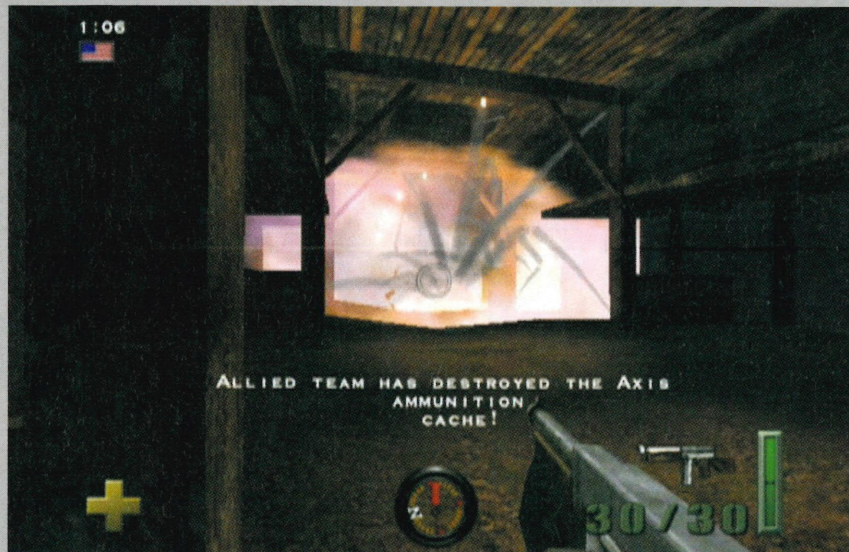


www.btopenworld.com/xboxlive



Wolfenstein's Barney Army

The classic shooter delivers a spot of DLC - it's a classic, tight map, and no foolin'



↑ "Hurrah!" or "Nooo!" depending on what side you're on. And the Axis will always be Nazis to us.

As you've seen in Incoming this month (page 020), we've already been granted a downloadable map - The Barn - for our current favourite shooter, *Return to Castle Wolfenstein*. We'd tell you all about it, but since Play Live is all about Xbox Live and the people who play it, we thought we'd see what you guys think.

ZenDog, of The UK Clan (see Clan-destine Operations, below), kindly offered his opinions of the new layout, and if he's anything to go by, it's gone down well. "I like it," he says. "It's small, and in stopwatch/objective mode it's either an all-out scrap in the barn or a bit of cat and mouse, depending on who gets there first."

"We were three versus three, and all six of us were Engineers," continues ZenDog, "so there was lots of charging and defusing of dynamite between firefights, or in the middle of firefights [one team must destroy an ammo pile that the other team is protecting]. There are some great hiding places and ambush spots, and it doesn't really favour either side."

However, ZenDog concludes that "the small scale of the map often results in combat occurring in the same few hotspots, which might diminish its appeal in the long term". Don't worry too much, though - there are more new *Wolfie* maps on the way...

Clan-destine Operations

Gaming groups up the Xbox Live ante

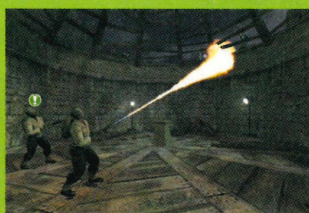
SINCE LIFTING THE lid on the Xbox clan scene last month, we've heard from another clan. Happily, UK gamers are keen to join together and spank the world en masse. The UK Clan is one such organisation, full of gamers "that got fed up of American clans that claimed to be the biggest and the best". UK14 ZenDog is a member of these virtual vigilantes, who disagreed with those Yank punks constantly saying that UK guys "suck ass".

We sneaked a peek at the clan's website - www.theukclan.co.uk - and were mightily impressed by their stirring mission statement. The UK Clan is currently recruiting, so if you want to join them, head along to their site.



↑ Unreal has been out ages, but The UK Clan think it still kicks arse.

Livecharts Sapping the hours away



↑ Flame-grilled tastes better, ja?

OH NO. *RETURN to Castle Wolfenstein* has completely taken over our lives! Every night we can be found invading beaches, staving off assaults and stabbing Nazis. It rocks! Which all means that our *PSO* characters are slightly stunted in the levelling-up stakes. Perhaps you could put aside any nice Mags, Grinders or Scape Dolls you have lying about the place, in case you bump into us online. You know what Attaboy looks like, and Jonetta - so no excuses...

- 1 **RTC WOLFENSTEIN: OBJECTIVE MODE**
So much brilliant teamwork. And stabbing Gav's corpse rules.
- 2 **RTC WOLFENSTEIN: CHECKPOINT MODE**
Only with big teams, mind.
- 3 **PHANTASY STAR ONLINE**
We wish we had more time to collect +14 canes...
- 4 **MOTOGP 2: URT**
Head out on the highway... smash your face on the Tarmac!
- 5 **GHOST RECON**
Still the best choice for those sterner moments.



PLAYLIVE

NOW ON LIVE // COMING TO LIVE // WIN ON LIVE

XBOX LIVE ONLINE ENABLED

LIVE FEATURE



↑ One- to eight-player splashdown is only moments away once you've logged onto Xbox Live.

How to Test an Online Game

ONLY ON XBOX

Argonaut walks us through the process of testing Carve online

GAME INFORMATION

DEVELOPER: ARGONAUT

PUBLISHER: TBA

RELEASE DATE: SEPT 2003

AFTER EXCLUSIVELY revealing the ins and outs of *Carve* in Issue 18, we were asked if we'd like to help the team test the title on Xbox Live. How could we say no? It takes a lot more work to develop an online-enabled game, but Argonaut always intended *Carve* to take advantage of Live, so it pencilled in the extra time Microsoft recommends right from the beginning.

"Xbox Live is a pretty big undertaking," explained producer Caspar Field. "Microsoft recommends at least a year to do the work. We chopped that year down into chunks depending on how many people are working on it and everything seems to be going fine."

Taking a game online requires a lot more than just adding an extra line of

code. One of the most complex elements is the menu system. "The seamless way you're taken from the single-player game to online is a huge job," Field continued. "The really cool stuff like the Friends List and Optimatch options require a lot of time and effort. If this is done right, the player won't even notice it's there."

Of course, one of the most important considerations is gameplay. Without it, we'd all be lost. "You've got to have the fundamentals of the jet skis moving around the water in place before you can go any further and that in itself is something of a task, but it's paid off," said the producer.

When the time came to start testing, we plugged in eight consoles and jumped into the first game without a glitch in sight. After a minute we were all treading water waiting for the green light. Several games later we came to the conclusion that not only did everything work fine, it was also a lot of fun to play. Oh, and Ben kept coming last...



↑ Argonaut does the hard work so you don't have to. Just press A and you're off.



↑ Use your wake to slow other players down.



↑ Keep your eyes on the prize at all times.



www.btopenworld.com/xboxlive

XBOX COMPATIBLE



↑ Pulling off tricks rewards you with a sharp boost of speed - vital in multiplayer.



↑ Curse opponents as you race them.



↑ Tell everyone how good you are.



↑ Ben wouldn't use his own name so he's the Guest and yes, he did come last.



ONLINE VS OFFLINE

Jon Thomason, general manager Xbox Team, tells us about the work involved

"THE AMOUNT OF work needed to make an Xbox game compatible with Xbox Live varies. If it has System Link enabled in the code, it isn't a terrific amount of work to add Live support. There is a bit of coding needed to support the Friends List, logon screen etc, but this doesn't take long. Our friends at Climax Brighton did it very quickly for the Live-enabled *MotoGP* demo for the first Starter Kit disc.

If the game has no networking code, then there's a lot more work needed to take it online. Networking

engines can take a lot of time to develop, regardless of what platform the game is intended for. There are tools available to developers that can make this process a little easier, but there is always a lot of work needed when hooking up the Live aspect to the game engine. We're constantly investigating ways to make this work go more quickly in the future and regularly talk to developers at our Xfest events, which answer any questions they may have about Xbox Live."

» "We play all the courses in the office over the System Link to make sure they're right for people to play online, offline and against the computer," Field explained. "The game supports up to four players on one screen offline so we do a lot of playing against each other, which is the best way to test a course. If people on the team don't enjoy it then people at home won't either." Spoken like a true player.

During initial tests of online play, *Carve* worked even better than expected. "Xbox Live is still a very new thing. Our online coder has done a brilliant job of getting it all to come together. We've got quite a flexible game system and we can add modes or changes at any time. It all comes down to how flexible you design the game to be," added Field.

When developers sign up for Xbox they get a tool with the Development

Kit that allows them to create internal servers to test games on. The next step is to get logged into Microsoft's own test servers that give an idea of true performance. "We're going to be testing with Microsoft in the States to see how well it works over the Atlantic. Live is a worldwide service, so you want to be able to cater for everybody," said Field.

Of course, Microsoft is behind the scenes making sure everything ticks along perfectly. "With the online side of things, Microsoft has been brilliant," Field said. "It holds Xfest events for developers where Microsoft is open and tells us what it's learnt about the service, what's changing and what's coming. I think that's entirely to its credit and this has meant the service has got bigger and better from everyone's perspective. And the person that benefits the most is the gamer."



PLAYLIVE

NOW ON LIVE // COMING TO LIVE // WIN ON LIVE

XBOX LIVE ONLINE ENABLED

The Man Who Thinks He's It

Yes, it's the Gamer of the Month

» CHRIS LUCAS - or BBR Extreme, if we're talking gamertags - is a direct bloke. It's led him to the giddy heights of OXM's first Gamer of the Month. He starts out his email by telling us that we "get things wrong occasionally, such as the score for my favourite XBL game, *MechAssault*".

But then, BBR Extreme is a bit biased towards *MechAssault*. "I am probably one of the best players on the game from the UK... my stats are something to behold. I am explosive in the Bowman, terrifying in the Timber Wolf and even more petrifying in the Prometheus," he boasts.

Despite his claims though, BBR Extreme is "quite humble really, well, most of the time anyway. I never talk trash or belittle those who fall beneath me. Nor do I prey on the weak... except those newbie Ragnarok pilots!"

So, the gauntlet has been thrown down. BBR Extreme is the Gamer of the Month, and he's more than willing to kick arse in *MechAssault*. Of course, if you happen to tear BBR Extreme to pieces in a game then be sure to let us know.

Don't forget to get in touch if you reckon you should be Player of the Month in a future issue - we want to know why you think you're it. Include a piccy of yourself for maximum ego boostage...

STATATTACK

To date my best score for Kill to Death ratio is 33:3. So that's one death in every ten kills in Destruction.



↑ *MechAssault*: we stand by our verdict, BBR - 8.0 out of 10.

Win Your Freedom!

Play Xbox Live wherever you want with this fancy wireless kit

I'M HAVING A hard time writing these words. You see, I've just tripped over the bloody long Ethernet cable that's suspended through my house, and shattered my fragile little nose on the coffee table.

Instead of rushing to hospital, I'd rather make sure this terrible turn of events doesn't happen to you. You see, if your Xbox is some way away from your broadband connection, you too run the risk of becoming Dr Trippington.

To avoid cable-related catastrophes, sort yourself out with a Wireless Network solution. We're giving you the chance to win such a setup, courtesy of the top internet boffins at U.S. Robotics. The winner of the competition gets a Wireless Cable/DSL Router, plus two Wireless Access Points.

That's all you need to rid your gaming setup of enormous network cables, and it means you

can play Xbox Live in any room you want. That's right - you can take a dump and play *Ghost Recon* at the same time. It's every man's dream!

To win this amazing stuff, simply answer the almost offensively simple questions on the coupon below, fill in the tiebreaker (no more than 25 words), and send your entry to Yes! I want some smart Wireless Kit, *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP. Get your entries in by Thursday 7 August - any later than that and we'll flush them straight down the toilet.

U.S. Robotics®



Entry Form

Question 1:

What do old people call a radio?

- ☐ a) A Wireless
- ☐ b) A magical pixie soundbox
- ☐ c) Peter

Question 2:

What dancing does Phil Madge like to think he can do?

- ☐ a) Ballet
- ☐ b) Robotics
- ☐ c) Cossack Dancing

Tiebreaker: I want to rid the world of wires because...

NAME

ADDRESS

POSTCODE

CONTACT TELEPHONE NUMBER

Filled me in? Then post me to Yes! I want some smart Wireless Kit, *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP. Right now.



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XBOX LIVE ONLINE ENABLED

Xbox Live-The Games

WANT A GAME? An Xbox Live-enabled game? Thought so. Here's the info: what's out, what's coming out... and how Xbox Live is used to make things better.

OUT NOW Buckling the shelves of your local games store right now...

GAME	DEVELOPER	PUBLISHER	PLAYERS ONLINE	D/L CONTENT?	ISSUE	SCORE	GAME TYPE
Burnout 2: Point of Impact	Criterion Games	Acclaim	n/a	uploadable scores	Issue 17	9	Racing
Capcom Vs SNK 2 EO	Capcom	Capcom	two	No	Issue 14	7.7	Beat 'em up
Godzilla: Destroy all Monsters Melee	Atari	Atari	n/a	Yes	Issue 17	6.1	Beat 'em up
MechAssault	Microsoft	Microsoft	two - eight	Yes	Issue 11	8	Mech shooter
Midnight Club II	Rockstar	Rockstar	two - eight	No	Issue 19	7.8	Racing
Midtown Madness 3	Digital Illusions	Microsoft	two - eight	Yes	Issue 18	7.3	Racing
MotoGP Online demo	Climax	THQ	two - sixteen	No	demo	8.9	Racing
MotoGP 2	Climax	THQ	two - sixteen	No	Issue 17	9.4	Racing
MX Superfly	Pacific Coast P&L	THQ	n/a	Yes	Issue 13	6.5	Extreme sports
NBA2K3	Sega	Atari	two - four	No	Issue 14	6.2	US sports
NFL2K3	Sega	Atari	two - four	No	Issue 15	7.8	US sports
NFL Fever 2003	Microsoft	Microsoft	two - four	No	Issue 10	8.2	US sports
NHL2K3	Sega	Atari	two - four	No	Issue 15	7.9	US sports
Phantasy Star Online Episode I & II	Sonic Team	Sega	two - four	Yes	Issue 17	N/A	MMORPG
Return to Castle Wolfenstein: TOW	Nerve Software/id	Activision	two - sixteen	No	Issue 17	9.2	Shooter
Star Wars: The Clone Wars	LucasArts	LucasArts	two - eight	No	Issue 18	8	Action
Tom Clancy's Ghost Recon	Red Storm Entertainment	Ubi Soft	two - sixteen	No	Issue 11	8.9	Squad-based shooter
Tom Clancy's Splinter Cell	Ubi Soft	Ubi Soft	n/a	Yes	Issue 10	9	Action adventure
ToeJam & Earl III: Mission to Earth	Sega	Microsoft	n/a	Yes	Issue 13	7.9	Platformer
Whacked!	Microsoft	Microsoft	two - four	No	Issue 11	7.5	Party
Unreal Championship	Digital Extremes	Atari	two - sixteen	Yes	Issue 10	9.2	Shooter

COMING SOON Talented folk are programming this lot at the mo

GAME	DEVELOPER	PUBLISHER	GAME TYPE	RELEASE DATE
Amped 2	Microsoft	Microsoft	Extreme sports	Autumn 2003
Armed & Dangerous	Planet Moon Studios	Activision	Action	Autumn 2003
Black 9	Majesco	Majesco	Action	Autumn 2003
Brute Force	Microsoft	Microsoft	Squad-based FPS	Summer 2003
Conker: Live & Uncut	Rare	Microsoft	Action	TBC
Counter-Strike	Valve	Vivendi	Squad-based shooter	Autumn 2003
Dead Man's Hand	Human Head Studios	Atari	First-person shooter	Autumn 2003
Ford Racing 2	Empire	Empire	Racing	Autumn 2003
Full Spectrum Warrior	Pandemic	THQ	Tactical action	Autumn 2003
Halo 2	Bungie	Microsoft	Shooter	2004
Hunter the Reckoning: Redeemer	Interplay	Virgin Interactive	Action	Autumn 2003
Links 2004	Microsoft	Microsoft	Sports	Autumn 2003
LMA Manager 2004	Codemasters	Codemasters	Sports	Autumn 2003
Magic: The Gathering - Battlegrounds	Secret Level	Atari	Tactical action	Autumn 2003
Music Mixer	WildTangent	Microsoft	Music	Christmas 2003
NHL Rivals 2004	Microsoft	Microsoft	US sports	Autumn 2003
Operation Flashpoint	Bohemia Interactive	Codemasters	Squad-based shooter	Autumn 2003
Outlaw Volleyball	Hypnotix	Vivendi	Sports	Sept 2003
Project Gotham Racing 2	Bizarre Creations	Microsoft	Racing	Late 2003
Run Like Hell	Interplay	Virgin Interactive	Squad-based shooter	Autumn 2003
Secret Weapons over Normandy	LucasArts	Activision	Action	Autumn 2003
Sega GT Online	Wow Entertainment	Sega	Racing	Autumn 2003
Shadow Ops: Red Mercury	Atari	Atari	First-person shooter	Summer 2004
Soldier of Fortune II: Double Helix	Gratuitous Games	Activision	Shooter	Sept 2003
Steel Battalion	Capcom	Microsoft	Mech shooter	TBC
StarCraft: Ghost	Blizzard	Vivendi	Action adventure	November
Star Wars: Knights of the Old Republic	BioWare	Activision	RPG	Aug 2003
SWAT: Global Strike Team	Argonaut	Vivendi	FPS	Autumn 2003
Tom Clancy's Ghost Recon: Island Thunder	Red Storm Entertainment	Ubi Soft	Squad-based shooter	Autumn 2003
Tom Clancy's Rainbow Six 3	Ubi Soft Montreal	Ubi Soft	Squad-based shooter	Autumn 2003
Top Spin	Microsoft	Microsoft	Sports	Autumn 2003
XIII	Ubi Soft Montreal	Ubi Soft	Shooter	Summer 2003



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XBOX
COMPATIBLE

ILL COMMUNICATION: WE'VE NOTICED THAT MANY OF THE PEOPLE WE'VE BEEN PLAYING LIVE AGAINST LATELY HAVE HAD STIRNING COIDS. YOU ARE ALL LOOKING AFTER YOURSELVES, RIGHT? WE JUST HOPE THAT IT DOESN'T SPREAD THROUGH XBOX COMMUNICATORS...

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Splinter Cell

FIFA 2003

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MotoGP

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*Well, as free as we can make 'em. You still have to pay a few pence in messages. See issue for details...

In issue 1:

- Lara on N-Gage
- The best games handsets rated
- Is 3G all it's cracked up to be?
- And our complete guide to getting games on your phone...





play:more

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MASTER CLASSES



YOUR OPINIONS



GAME CLUBS



PRIZE CHALLENGES

**3 PLAYABLE TRIAL VERSIONS!
4 HOURS OF XBOX GAMES TO PLAY!**

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PLAYABLE>>

BRUTE FORCE

AS GOOD AS HALO? PLAY IT NOW AND FIND OUT FOR YOURSELF!

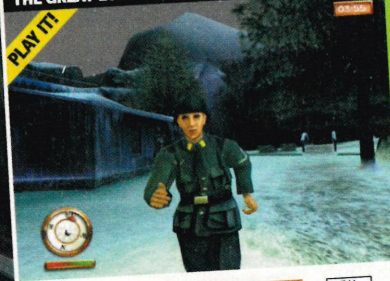
PLAYABLE>>
MACE GRIFFIN BOUNTY HUNTER

PLAY IT!



PLAYABLE>>
THE GREAT ESCAPE

PLAY IT!



OFFICIAL XBOX MAGAZINE
PLAYABLE GAME DISC

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PAL

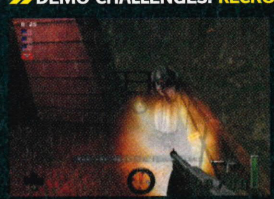


WE WANT YOU!



Review a game, take up the Demo Challenges, join a Game Club. Do it!

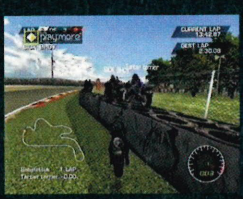
>>> DEMO CHALLENGES: RECKON YOU'RE GOOD? PROVE IT!



>>> GUIDE: RTC WOLFENSTEIN



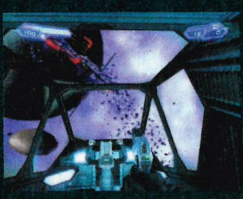
>>> HINTS: RED FACTION II



>>> GAME CLUBS: YOUR BIT



>>> CONTENDERS: MECHS!



>>> DEMOS: PLAY 'EM NOW!



Inside

PLAY:MORE IS, QUITE SIMPLY, about getting more from your games. From straight tips and cheats to Masterclasses and Beginner's Guides, you'll find everything, explore everywhere and beat everyone. It's about playing games until the disc wears out. It's about demonstrating your expertise, proving you're the best and taking your rightful place among our elite community of Xbox gamers.

It's about winning stuff, beating the challenges and earning respect.

Play:More is where you make *Official Xbox Magazine* your magazine.



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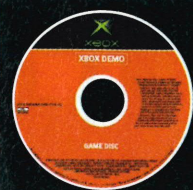
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OFFICIAL XBOX MAGAZINE

PlaytheseGames



NEVER BEFORE has one playable Game Disc been packed with so much explosive conflict and drama. We've got three of the freshest playable demos for you this month - *Brute Force*, *The Great Escape* and *Mace Griffin Bounty Hunter*.

Microsoft's stupendous multiplayer shooter, *Brute Force*, includes two titanic missions, pitting your elite team of super-soldiers against a force of alien terrorists. If you've got four Xbox controllers, you can enjoy this demo to its fullest with split-screen co-operative action. You can't play this anywhere else.

Mace Griffin Bounty Hunter offers a new spin on the first-person genre by seamlessly mixing corridor shooting with space combat. We think you'll be pleasantly surprised by how great this game is. Join Mace himself as he infiltrates the Order of Virtual Light's space station.

There's nothing worse than being cooped up behind a wire fence, especially if there's a war on. *The Great Escape* takes many scenes from the classic movie and lets you run for Britain. Another two massive levels, ages before it's out to buy.

Brute Force



GAME INFORMATION

REVIEWED: **ISSUE 18**

SCORE: **8.5**

PLAYERS: **1-4**

What you get

Answer the call of duty and travel to distant worlds for two of the toughest missions Marine Corps has to offer. Play alone or with up to three friends.

What you do

In the first mission, Welcome to the 23rd, you lead Tex and his Space Marines into an enemy encampment. Expect light resistance from the aliens in this area. Your second mission, Terrorist Ghetto, introduces Brutus and Hawk as Brute Force invade a heavily fortified temple.

Top Tips

Each of the three members of Brute Force has a unique special ability. Hawk is equipped with a stealth shield that makes her almost invisible to the naked eye. Brutus's feral race are a little suspicious of technology. His special power is Vengar mode, which allows him to run extremely fast and see in thermal vision. Finally, Tex is the gung-ho weapons specialist with a love of heavy artillery. Berserk mode allows him to wield two guns simultaneously. The white power bar in the top-left corner indicates how long you can use your character's special abilities.

Anything else?

If you have four controllers, plug them in and your friends can join the carnage. Don't worry if you're playing alone,

	LEFT THUMBSTICK	MOVE / CLICK
		(ZOOM)
	RIGHT THUMBSTICK	LOOK
	DIRECTIONAL PAD	CHAR. SELECT /
		ISSUE COMMANDS
	A BUTTON	JUMP
	B BUTTON	CYCLE INVENTORY
	X BUTTON	RELOAD / PICK UP
	Y BUTTON	SWITCH WEAPON
	L TRIGGER	SECONDARY
		WEAPON
	R TRIGGER	PRIMARY WEAPON
	WHITE BUTTON	SPECIAL ABILITY
	BLACK BUTTON	USE HEALTH PACK

because the other members of Brute Force will act independently. You can issue specific orders to the rest of your team by holding Up, Down or Left on the directional pad.

FUN CHALLENGE 1



What you do

Play as Hawk on Terrorist Ghetto. Leave Brutus and Tex and run to the Filthy Mutants' underground temple. Ignore any enemies you meet on the way. Activate the computer panel and hack into the remote gun turret, using it to pop as many enemies as you can.

Top Tips

Kill all the Mutants in the area before hacking into the panel. Once the enemies have figured out that you're controlling the gun turret, they'll attack it with everything they have.



↑ Enter the prize challenge now!



PRIZE CHALLENGE BRUTE FORCE: PLAYABLE



Here's what you do

We want you to complete the mission Terrorist Ghetto in the shortest time possible. This month's challenge is a little different to usual because you must be playing in three-player co-operative mode to succeed. You must be playing as the three members of Brute Force: Tex, Brutus and Hawk. You must also kill all six Filthy Mutants and all 33 Red Hand terrorists. It's a real test of your teamwork skills. We managed it in a speedy 03:30:89 - can you do any better?

The reward

Our lucky winning team of three members

will each win a copy of the brain-teasing board game *Cranium* (above right).

Proof required

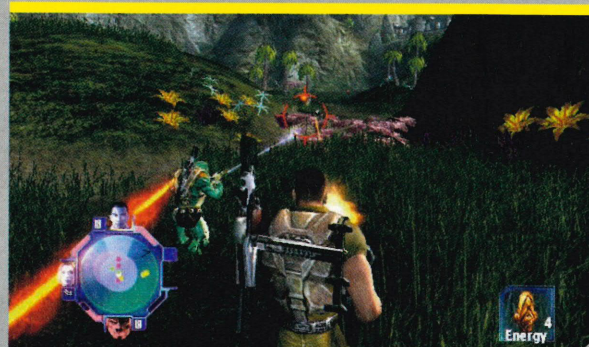
Because there's no internal timer, you'll have to time yourself using a stopwatch or digital clock. If you achieve a qualifying time, we'll contact you to ask for a video of your run through the entire level.

Closing date

Thursday 7 August is the closing date for this month's prize challenges.

The rules

You must play using the three main characters. Please refer to the standard prize challenge rules on page 123.



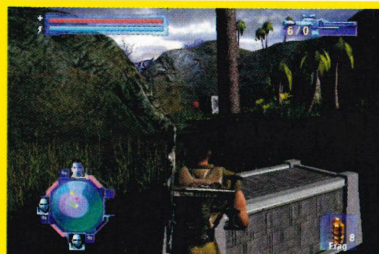
↑ Divide your team for maximum stealth.



Pixel Perfect

PRIME PLAYABLE MOMENTS

THE SNIPER rifle is a beautiful weapon that's been plucked right out of Master Chief's big green hand. Give it a try.



Mace Griffin Bounty Hunter

GAME INFORMATION

REVIEWED: THIS ISSUE, PAGE 070

SCORE: 8.4

PLAYERS: 1

What you get

In this playable trial version, you get four mission objectives from one of *Mace Griffin's* bounty-hunting

episodes. It's a space battle and a first-person shooter all rolled into one.

What you do

Mace wasn't always a bounty hunter. He used to be part of the Rangers, an elite crime-fighting taskforce, but was betrayed and imprisoned. Now dodging his parole officer, Mace is visiting the Order of Virtual Light's temple inside their space station.

Top Tips

In the first part of the mission, you need to pilot the spaceship and attack the Order's drones. Once that's done, you'll need to dock with the space station by flying slowly through the red guiding beams. This will activate a homing beam that guides you inside automatically.

Anything else?

Once you're out of the ship, it's time to go head to head with the cultists who are running riot over the station. You need to clear the upper walkways and the chapel in the next room to complete the mission. Look at the cultists' faces to see their state of mind. If they haven't seen you, there should be a big smile on their screens.

	LEFT THUMBSTICK	MOVE
	RIGHT THUMBSTICK	LOOK
	DIRECTIONAL PAD	STRAFE / ZOOM
	A BUTTON	RELOAD
	B BUTTON	NOT USED
	X BUTTON	JUMP
	Y BUTTON	INTERACT
	L TRIGGER	FIRE SECONDARY WEAPON
	R TRIGGER	PRIMARY WEAPON
	WHITE BUTTON	WEAPON UP
	BLACK BUTTON	WEAPON DOWN



PRIZE CHALLENGE MACE GRIFFIN: PLAYABLE



Here's what you do

Bounty hunters aren't paid by the hour, so Mace wants to get the job done in double-quick time. We want you to complete the entire demo level in the fastest time possible. You are allowed to skip the movie scenes (not including the time it takes to dock your ship).

The reward

Our fastest bounty hunter wins a brilliant L'espion digital camera, courtesy of the very nice people at www.digitaldreamco.com.

Proof required

Because there's no internal timer, you'll have to time yourself using a stopwatch or digital clock. If you

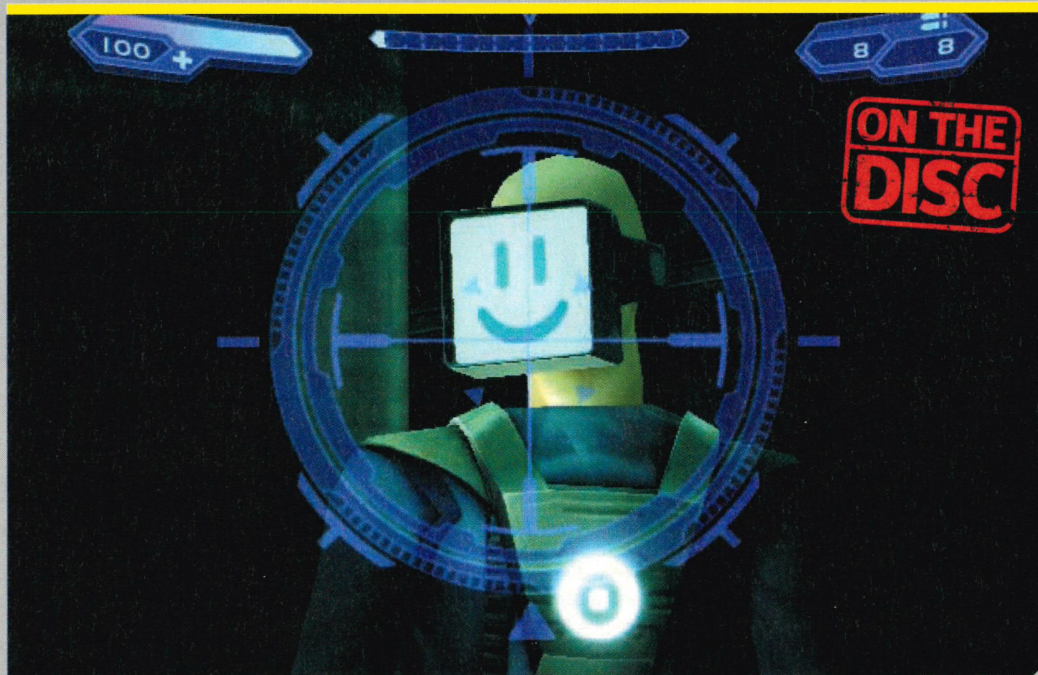
achieve a qualifying time, we'll contact you to ask for a video of your run through the entire level.

Closing date

Thursday 7 August is the closing date for this month's prize challenges.

The Rules

Please refer to the standard prize challenge rules on page 123.



↑ The cultists are wanted, dead or alive... preferably dead.

FUN CHALLENGE 1



What you do

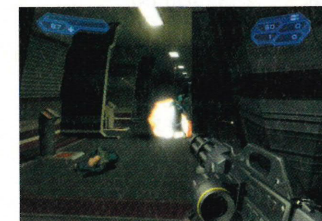
Most bounty hunters love to give their enemies a good hiding before taking them to jail, but Mace isn't like that. He doesn't mind if he blows the cultists to bits before packing them into a body bag. See how many you can take out using a single grenade. We managed four in one go.

Top Tips

The best place to try this is in the crowded upper corridors where the cultists can't run away. The chapel's upper balcony is also good because you can lob grenades over the edge. Grenades fired from your mini-gun aren't as powerful as the ones you throw, although the range is better.



↑ This could be yours (see left).



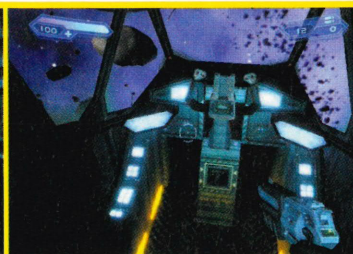
↑ Strike three, you're out!



Pixel Perfect

PRIME PLAYABLE MOMENTS

ONE OF THE cool aspects of *Mace Griffin* is the way you can leave the controls of your ship at any time to explore the hold.



The Great Escape

ON THE DISC

GAME INFORMATION

REVIEWED: **SOON**

SCORE: **TBA**

PLAYERS: **1**

What you get

In this demo you get two different levels from *The Great Escape* - *Struggle in the Mountains* and *On the Run*. You get five minutes of play in the first level and two and a half minutes in the second.

What you do

Capt. Virgil 'The Cooler King' Hilt is just one of many Allied soldiers sent to the Nazis' 'escape-proof' prison camp, having attempted many breakouts before. This time he's planning an

audacious escapade - around 70 RAF officers in one go. In *Struggle in the Mountains*, Flight Lt. Colin 'The Forger' Blythe has helped you pilfer a German uniform, giving you the chance to make off with some weapons.

Top Tips

Make sure you reach the phone in the first building before the guard does. It's a message to look out for an escapee. Lie to the guard when he asks you about the call and head to the other building to find a sniper rifle (there's a way to get past the locked door but you'll have to figure it out). After that, all you have to do is get through the checkpoint and dash as far as you can while popping a few caps in those nasty Nazis.

Anything else?

You don't have any weapons in the second mission, *On the Run*. The Gestapo have blown your cover and you've got to leg it before they catch you. Don't worry about your fellow escapee - frankly he's a bit hopeless and will probably be in front of the firing squad before you can say "Jolly bad show, old fellow!"

Climb up on top of crates by pressing the A button and make sure the guards don't get close enough to whack you over the head with their rifles. If necessary, give them a good British punch in the face then run away. At one point in the level, you'll see the guards pursuing you inside a house. Closing the door isn't going to do much good, but maybe you can

	LEFT THUMBSTICK	MOVE / CLICK (ZOOM)
	RIGHT THUMBSTICK	LOOK
	DIRECTIONAL PAD	PAD PEEK
	A BUTTON	ACTION
	B BUTTON	CROUCH
	X BUTTON	BLYTHE'S ORDERS
	Y BUTTON	INVENTORY
	L TRIGGER	STEALTH
	R TRIGGER	PUNCH / FIRE
	WHITE BUTTON	NOT USED
	BLACK BUTTON	REAR VIEW

push something in the way to delay them? After that you've got a spot of roof hopping to do. Whenever you see a red arrow, press the A button to leap from house to house. We never saw this much action in the movie!



↑ Milk bottles are strictly verboten.

FUN CHALLENGE 1



What you do

Your chances of escape in *On the Run* are slim, especially because you're completely unarmed. The only weapon in this level is a hidden milk bottle that you can smash over the head of one unlucky Nazi. While this won't be a fatal attack, it should be enough to stun. It's not exactly the cutting edge of military technology, but see if you can find it anyway.

Top Tips

If you're having trouble finding this deadly weapon, just think to yourself: where do you normally find empty milk bottles? Another clue is that it's in the far reaches of the level, so you'll have quite a trek before you can find it.

To use the weapon, open your inventory using the Y button and highlight the bottle. All you have to do then is get close enough to a guard and attack!



↑ Don't be silly, be a smartie - come and join the Nazi Party.

FUN CHALLENGE 2



What you do

As your mission is to escape, we want you to play *Struggle in the Mountains* and make it as far away from the start position as possible. Time is of the essence because you've only got five minutes to dash as far as you can.

Top Tips

Don't hesitate to shoot anyone who gets in your way. If you make it as far as the truck,

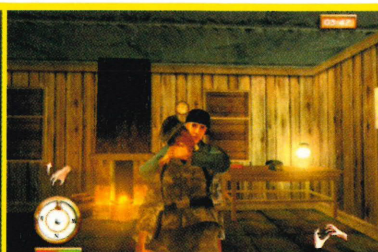
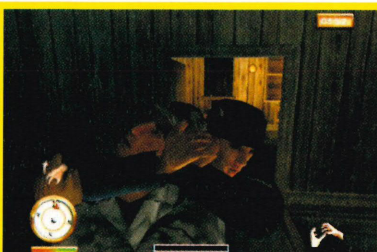
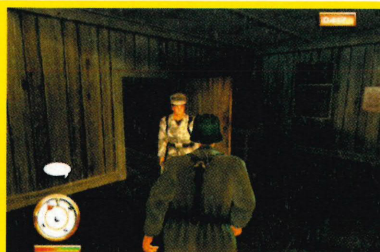
you'll be able to collect a sub machine-gun. Obviously, this will make the Nazis drop a lot more quickly than your weedy Luger. This is the third game on this month's Game Disc to feature an especially handy sniper rifle. Bring up the scope by clicking the Left thumbstick and shoot the guards at the checkpoint from a distance. You can also shoot out the search light, which is especially important because the guard in the tower has a sub machine-gun.

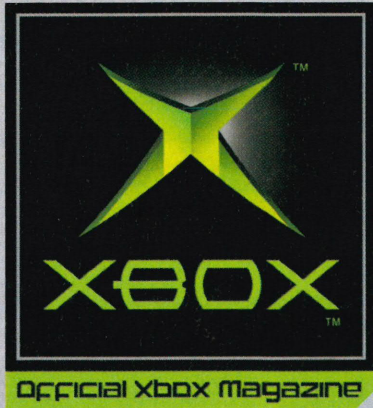


Pixel Perfect

PRIME PLAYABLE MOMENTS

YEARS BEFORE Solid Snake was even born, you can sneak up behind a soldier and tap the R trigger for a throttling mini-game.





**TOP
SECRET**

● **INFO STATUS**

This message is only relevant to **subscribers** of *Official Xbox Magazine*.

● **NATURE OF COMMUNICATION**

Notification of new procedure for unlimited access to exclusive content.

● **MESSAGE READS**

In early August, the status of *Official Xbox Magazine's* online site, situated at www.officialxboxmagazine.co.uk will be changed. From that date, it will only be available to **subscribers** of *Official Xbox Magazine*. **Subscribers** will use their exclusive code to access the site. Non-subscribers will enjoy only limited access to the area, such as the front page, forums and ancillary information.

Those with proper access credentials will be able to view breaking news every day of the week, a full database of reviews covering every Xbox game ever released, exclusive previews and screenshots every day, and downloadable movies of the latest products.

● **SPECIAL SECURITY NOTE**

Insurrection is anticipated among non-subscribers. Their status as non-subscribers must be eliminated. They should be politely but firmly directed to page 048 of *Official Xbox Magazine* in order to access this site while cashing in on savings and other benefits. Do not use force unless absolutely necessary.

Signed

Alexander D. Menzies

Special Conversions and Propaganda Dept.
staff@fxmi.com

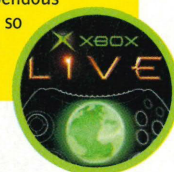


OFFICIAL XBOX MAGAZINE

Masterclass

ON THE FRONTLINE: THOMAS WILDE

THE GAME OF CHOICE on Xbox Live for the OXM crew just now, 'Wolf', as it's affectionately known, provides some stupendous multiplayer moments. But it can be tough for newbies, so here we bring you some down and dirty tips for giving the war-torn vets a run for their money. I need ammo!



Return to Castle Wolfenstein: Tides of War

XBOX LIVE GUIDE The Classes

>> All characters have a default weapons kit of a full pistol with three spare clips - also known in the trenches of Xbox Live as the Last Great Act of Defiance - and a knife to get up close and personal.



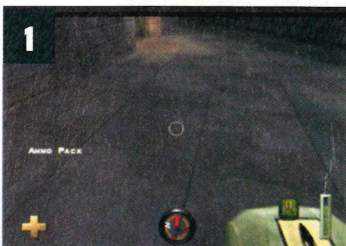
↑ Never stood a chance.



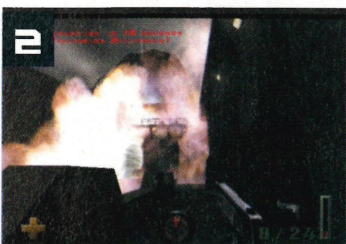
↑ Thar she blows... or will do soon.

>> Lieutenant

The most popular character. A Lieutenant can drop ammo packs. Each uses a quarter of the meter (see screen 1) and lasts about ten seconds before disappearing. Each ammo pack is worth an extra clip for every weapon you're carrying, and will usually max you out on grenades.



↑ The green meter forces decisions.



↑ Use smoke to call in the bombers.

Further, a Lieutenant can call down an airstrike in two ways. The first is to just chuck a smoke grenade and run like hell in the other direction, as the entire area will explode viciously about three seconds later (see screen 2). The second is to zoom in on an area with binoculars, which allows for more precise destruction at the cost of a much smaller explosion (see screen 3). The former approach is excellent for antipersonnel tactics, while the latter works well against gun emplacements and entrenched positions.

In both cases, the airstrike will only take out opponents who are blind, stupid, lagging, or inattentive. Anyone who's been playing this game for more than 45 seconds knows that the multicoloured plume of smoke means 'run for cover'. Further, any character who's well indoors during an airstrike will usually come through it without a scratch. With that in mind, airstrikes are better used as a zoning tactic - after all, no one will charge a given position when there's an incoming bomb - or a defensive smokescreen, since you can't see through the explosion.

When selecting weapons, opt for the Thompson/MG. The Sten gun has a slightly higher ammo capacity than the Thompson/MG, but overheats quickly. It's terrifically accurate, but is only effective in short bursts, which makes it a poor choice for novice players.

>> Soldier

The Soldier has the widest weapon selection of any character class, and begins with four grenades. If you're playing a Soldier, don't bother picking the Sten or Thompson/MG - if you want to



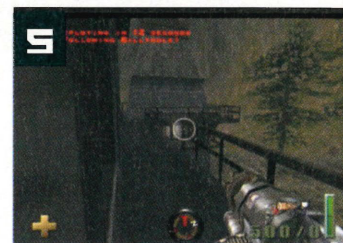
↑ Even watching sniping can be fun.

use those weapons, play a Lieutenant. You want the Mauser, Panzer, flamethrower, or Venom.

A Mauser (see screen 4) is your basic-issue sniper rifle, powerful enough to drop any opponent with one clean headshot. It has a lot of recoil, so you'll need to reacquire your sight picture with each shot, and if anyone with a machine-gun finds you, you're dead. A good sniper stays mobile, and stays out of direct confrontations.

The Panzer is, naturally, a rocket launcher. It's the only weapon in the Soldier's arsenal that uses the meter, which further limits its already slow rate of fire. That said, the Panzer is enormously powerful, as one might expect, and is best used against distant gun towers. You run at about half speed with the Panzer equipped, so switch to the pistol or grenades if you need mobility.

You'll see quite a few people wielding the flamethrower, but some thought must be put into it. For one thing, it doesn't do a lot of immediate damage, and tends to make its wielder a target. For another, it's near-worthless in wide-open areas. The flamethrower is best



↑ Someone's about to get hurt.

used in close-quarters fighting, when you must maintain control of a narrow hallway or alley. It comes into its own on levels like Depot and Sub.

Finally, the Venom chaingun is, essentially, a mobile gun emplacement (see screen 5). It tears people in half. However, it overheats rather quickly, and must be allowed to cool after about three seconds of continuous fire. It also slows you down much like the Panzer, and does not fire immediately upon your pulling the trigger. These drawbacks shouldn't keep you from using the Venom, but be aware that it's not as good as it looks.

>> Medic

The Medic's advantages are his medical packs, which restore 20 health each, and his ability to slowly regenerate lost health. Unfortunately, the Medic doesn't start with a lot of ammo - one full clip for his machine-gun, with nothing in reserve, and only two grenades - meaning that a good Medic should pair up with a Lieutenant early on. The Medic can also deliver injections to get a wounded trooper back on his feet, but you're more likely to get shot mid-injection than you are to restore a team-mate to fighting trim. Best to just give him his last rites and let the poor bastard respawn.

Unfortunately, the Medic's good to have around, but is frequently the least valuable member of your team. In maps where your team plays a defensive role, keeping a Medic loitering around your headquarters is a good idea, so he can heal any fighters who are forced to pull back from the front.

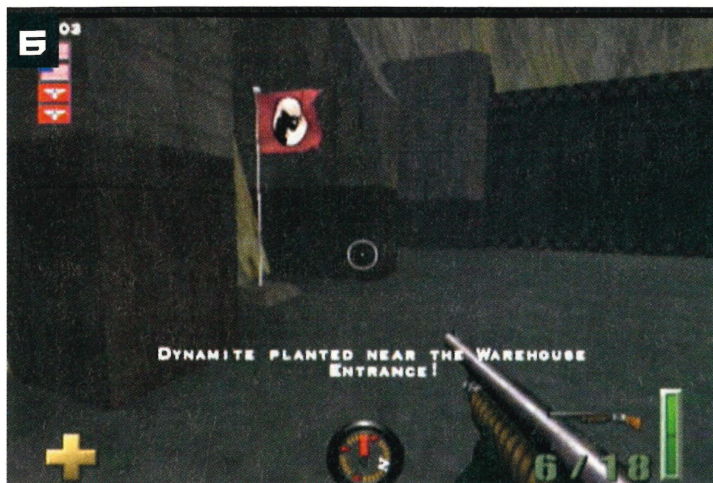
>> Engineer

An Engineer starts with an eye-popping eight grenades, and either a shotgun or a machine-gun, both of which have their good points and bad points. The shotgun has a lot of punch close in, and the machine-gun fires faster, reloads faster, and does more damage at range. Consider what map you're playing on, and select your weapon accordingly.

While Engineers are frequently overlooked, they're necessary for success



↑ Your view through the binos - and a more accurate way of calling an airstrike.



↑ Defend this with your life. Or at least keep an eye on it.

on quite a few of the maps in the game. This is because of their dynamite charges, which are the only explosives capable of destroying various goal-oriented targets. The problem is that each charge expends the Engineer's entire meter, and once it's dropped, the Engineer has to work on it with his tools for another three seconds or so. If that's successful, you've got 30 seconds to get out of there, and to keep enemy Engineers from defusing the bomb, before whatever you planted the bomb on is history. The Engineer can also use his tools to repair broken mounted guns.



Team Tactics

RTCW is built around the concept of teamwork. If you're used to frenetic, every-man-for-himself deathmatches, this may come as a rude shock. On many maps in multiplayer *Wolf*, you cannot get anywhere by yourself.

At the risk of sounding clichéd, your best tool is your headset. It's vital to communicate with your team, so you can make plans, yell for back-up, wake the neighbours, and spook people out with bizarre voice-masking (you might want to leave that last one out). If your headset isn't working, take a few minutes out and get it to work. The problem is often that, for some reason, your radio got turned off when you changed teams or classes.

Furthermore, class balance is essential. On maps where you're trying to destroy something, or keep something from being destroyed, the Engineer is the most valuable team member. Keep him alive at all costs. The next most important character class is probably the Lieutenant; the ammo packs are nice, but

the airstrikes form a tactical advantage that's too good to pass up.

Whether you pick a Soldier or not should be determined by the map. Snipers are near-worthless on some levels, such as Trench Toast or Sub, and a flamethrower won't help you if you're playing Allies on Beach Invasion. As a general rule, Soldiers lend themselves to specific tactical situations depending on their weapons, and you should be prepared to switch weapons or classes at the drop of a hat.

You can hit the Black button at any time to look at your team's roster, their current classes, and your team's objectives for the current map. A lot of players don't seem to be aware of this.



Basic Tips

➤ Protect the Engineer. If he does his job, that means you win.

➤ If you've never played the map before, switch to the Spectator team and fly around for a while until you're comfortable with it. It's hard to get a feel for an area when you're being shot at.

➤ It is possible to camp out at the other team's spawn point, so you can kill the other team's members as fast as they appear. This is called 'spawn-camping' and, most of the time, people will kick you off their server if you do it too often. Therefore, don't do it. Thank you.

➤ You can destroy mounted guns with explosives, such as dynamite charges, grenades, Panzer shells, or airstrikes. They can be fixed by an Engineer, but it's still a useful tactic. Keep it in mind.

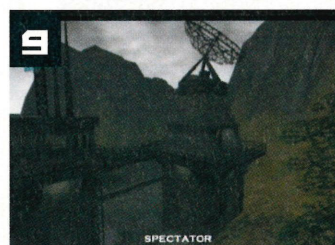
➤ Auto-aiming is helpful, but does less damage than if you switch to manual. Try to go for a headshot whenever you can.



↑ Take a good look, soldier. A gate...



↑ And this will open it...



↑ Lose this, lose the game.



The Maps

Assault

Allied objectives: defend the radar tower, defend the warehouse door, defend the gate hatch, hold the gate area.

Most of the fighting on Assault will take place in the gate area. The flagpole in that area is the gate area referred to in the objectives (see screen 6), and can be recaptured if taken. The warehouse door, gate hatch (see screen 7), and radar tower aren't quite as flexible. One thing to keep in mind is that the gates can be opened or closed, using the switch in the gate area tower (see screen 8).

Of the lot, the radar tower (see screen 9) is both the easiest to defend and the most valuable; if it goes, the Axis win the round. To get there, they must traverse a wide-open area with little cover, possibly while navigating suppressing fire from a mounted gun, climb up to the radar tower via either the stairs (easy) or the ladder by the Allies' spawn point (much harder), and set a bomb. On the other hand, all of the radar tower's defences are in the open air, so

the lot of them are vulnerable to a few well-placed airstrikes or snipers. The Allies may wish to keep this in mind, particularly since anyone who wants to perform either task will have to stand still for at least a couple of seconds. This is your cue to punch holes through them.

An interesting side note is that the gate hatch, and an open gate close to the Allied base, both lead to a surprisingly large underground area. This area can be used to sneak from one end of the level to the other without getting into too many fights. It's also where you'll find the elusive warehouse door spoken of in the objectives. At the time of writing, very few people bother coming down here at all, which means it can be used to spring the occasional nasty surprise.

Base

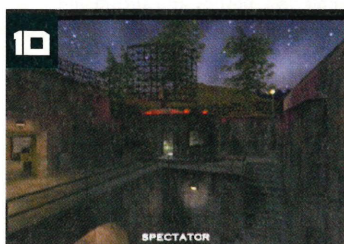
Allied objectives: destroy the north and south radar towers.

The biggest problem for both sides can be just finding the radar towers (see screens 10, 11 and 12). This isn't as hard as you'd think - just head upstairs whenever you can. You'll stumble across one or both of them sooner or later.

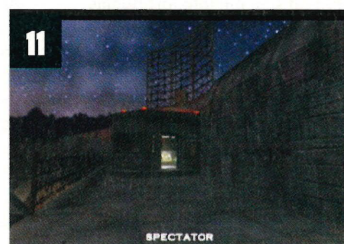
On the Axis's side, you want to keep the Allies on the ground whenever possible. If they make it upstairs, your gun emplacements suddenly become irrelevant, and it's down to a running gun battle through the halls. One dirty trick you can pull, as an Axis Engineer, is to plant your own dynamite charges inside either radar tower (see screen 13) - they confuse the hell out of the other team, and you can't blow up that which you're trying to defend.

Often, the Axis's strategy on this level degenerates into congregating around the gate near the Allies' spawn point, with at least one gunman parked on the bridge overlooking the road. While this isn't a bad strategy, it's unsettlingly like spawn camping, and tends to fall apart if the Allies charge as a unit. A similar strategy, albeit one that's harder to keep together, is to start off behind the truck that blocks the Allies' progress, and fall back as they approach, picking them off from behind cover as they advance. Remember at all times that they're the ones who have to take the offensive, so force them to charge your position whenever possible.

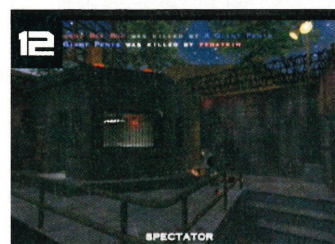
As for the Allies: don't get separated. Your entire job is to keep an Engineer alive until he can plant his bombs, and to keep that bomb from getting defused. A cautious charge, staying in formation so all points are covered, will get you further than an all-out rush for the stairs.



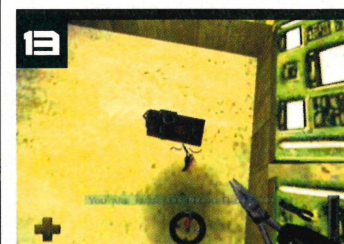
↑ Spotting these radar towers...



↑ ...can be quite a challenge, so...



↑ ...scout 'em out first, maybe?



↑ It's red herring time. Oh yes.



↑ Behold the sea wall! Now blow it to kingdom come.

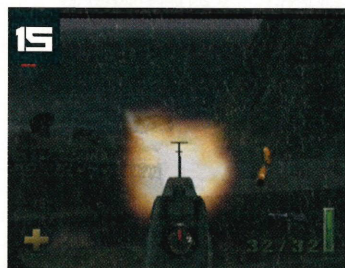
» Beach Invasion

Allied objectives: breach the sea wall, breach the sea wall door, steal the documents, transmit the documents. The Axis have it easy here. They begin inside a nice sturdy fortress, with a lot of cover and plenty of gun emplacements. Meanwhile, the Allies start at the seashore, and have to charge across the beach, absorbing suppressing fire the entire time.

Any plans that the Allies have, by necessity, must involve getting an Engineer to the sea wall (see screen 14). For that to happen, you'll want to force the Axis into keeping their heads down long enough for that Engineer to sneak around the right side of the level, along the mountainside. A couple of snipers at the sea line, a well-placed Panzer shell, or just running out with your gun blazing will all do the trick.

As an Axis Soldier, if anything so much as twitches on the beach, grab a mounted gun and spray lead at it for about ten seconds (see screen 15). This is what is known as suppressing fire – it is designed to make the other guy stop and contemplate the finality of death, so he's not going to try anything stupid like blowing holes in your sea wall. Suppressing fire might not kill anyone, but it's not really supposed to. You should also station an Engineer or Lieutenant out by the sea wall, so they can either defuse any bombs that get planted, or airstrike anyone stupid enough to try. The big weakness of the fortifications on this stage is that they're worthless if the Allies get close enough, so try to use your class abilities – airstrikes, snipers, etc – to cancel that out.

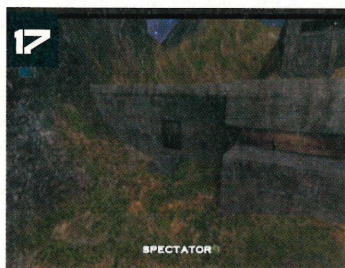
Also, do yourself a favour, and don't use the mounted guns in the bunker by the sea wall door (see screen 16). The gunport in that bunker is too close to the ground, and you can count on any Allied Soldier in the area to put half a clip into the side of your head while you're not looking. If you're in that bunker at all, use it as cover to defend against anyone



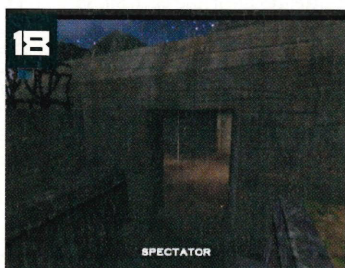
↑ If it moves, shoot at it loads.



↑ It looks safe. Looks can deceive.



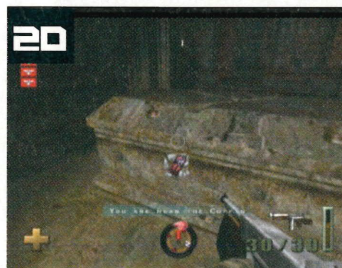
↑ Take this wall out...



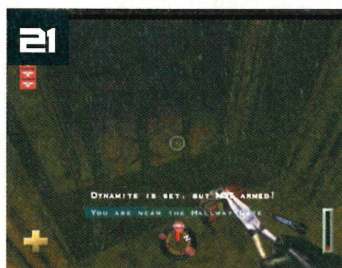
↑ ...and life becomes far easier.



↑ Wait for it, wait for it.



↑ Herein lies the obelisk. Grab it!



↑ Dynamiting can block off routes.

approaching from the left, and don't bother with the turrets.

If the Allies do manage to get through the sea wall, things get interesting. As an Allied Soldier, it's preferable to knock down the sea wall door (see screen 17). Capturing that bunker will give you a much more convenient spawn point (see screen 18).

Once you're in the fortress, it's a little confusing. The documents you want are near the back of the fortress, on the lowest floor, inside a large conference room. If you're in their base to begin with, there is probably at least one German with a large firearm waiting in that conference room to complicate your life. (In other words, Axis troops: if there are Allied soldiers in your base, go to that conference room and set up shop with machine-guns. Stay there.) Solution: go in two at a time, bare minimum, and split up the moment you're through the door. Once you have the documents in hand, hide somewhere until you have some backup (under the stairs, for example), and head up to the radio room inside the topmost bunker.

» Castle

Allied objectives: destroy the coffin, steal the obelisk, escape with obelisk. The obelisk in question is inside the coffin, which must be destroyed with dynamite. The coffin is surrounded by two floors' worth of balcony, so anyone who gets close is entering the kind of situation that makes ambush planners smile broadly (see screen 19).



↑ Your escape to victory.



↑ Go up here to gain a vantage point.

The short version is that if you intend to blow up that coffin (see screen 20), you will need to do something about anyone who's loitering on the floors above you. While it's occasionally effective just to have a few Soldiers surrounding your Engineer so they can spray the upper floors with suppressive fire, one stray grenade can ruin that plan. What works better is to send at least two Soldiers up to the higher floors as a loud distraction, to keep people's eyes on them while your Engineer plants the bomb.

Once the coffin's gone, swipe the obelisk. The getaway truck you need is parked in the Allies' spawn point, so just head back that way. You can complicate your route, and hence the lives of any Axis Soldier who tries to head you off at the pass, by dynamiting the west and hallway gates (see screen 21). This will expand your potential routes back to the getaway truck, which is well protected by the simple virtue of being in your spawn point (see screen 22).

Axis troops have their work cut out for them here. One helpful tip is to run up the fallen support beam on the second floor (see screen 23) and into the rafters, where you can rain death on anyone below you without much risk of counterattack. Another is to drop grenades and airstrikes at random onto the floor around the coffin, just to keep the Allies nice and paranoid. Your job is, essentially, to exploit the area's topography as thoroughly as you possibly can.

» Depot

Allied objective: destroy anti-aircraft gun. If you are an Axis Soldier, and you leave the catwalk around the anti-aircraft gun, you, sir or madam, are an idiot. Stay up there. The only exception is if you're a sniper; in that case, hop down the cliff face and run across the pipes to the balcony overlooking the trainyard (see screen 24). From here, you can knock down anyone dumb enough to come Out in the open, towards the cliff (see screen 25).



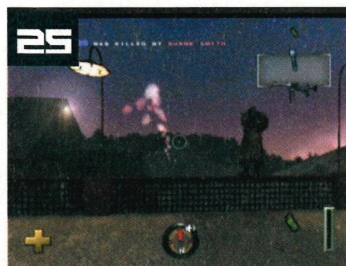
↑ Go here if you're a sniper.

There are three ways by which an Allied soldier can reach the anti-aircraft gun. Once you leave the trainyard that serves as your spawn point, you can drop into the hatch in the ground, which will lead you down two ladders and up two more, leading you to a set of stairs which lead to the gun. The Axis can be depended upon to have stationed someone by that entrance, however, and that is precisely the kind of situation that the flamethrower and Venom were designed for.

Alternatively, you can charge up the cliff face (see screen 26), which involves a long, twisty run with almost no hard cover while Germans with guns shoot at you. You can make this easier on yourself by sending at least one guy with a Mauser to stand atop the water tower, to pick off anyone at the top of the cliff, but there's still a high risk involved here.

A final option, and the one that involves the most guile, is notable for its sheer stealth. There's a bridge leading straight into the Depot itself; that path eventually meets up with the stairs, as mentioned above. However, there's a handy stack of crates inside the centre of the stairwell, and from this entrance you can hop up those crates to reach a ladder. Climb it, and you'll come up inside the building right next to the anti-aircraft gun. From here, you can crouch down and crawl through a ventilation duct, which exits directly outside the Axis's spawn point. While you'll probably be dropping down into a mass of Soldiers, it's a great way to surprise the enemy, and they rarely see it coming.

The best way to handle the Depot, as the Allies, is to use each of these three



↑ If you shoot it, they won't come.

methods simultaneously, if at all possible, so the Axis are stretched thin. Once you're up there, your mission is to plant the bomb, then guard it with your lives for the next 27 seconds.

The Axis, on the other hand, can skate through this level just by clustering around the anti-aircraft gun. If anyone comes up through the ductwork or up the cliff face, stay where you are - to avoid sniper fire from the water tower - and take them out from a distance. If they try the stairs, position someone with a Venom in the doorway to cut them down as they emerge. The idea here is that if any Allied Engineer manages to make it to the gun, it's because you're all dead, and by the time he's done setting the bomb, you've all respawned.

» Destruction

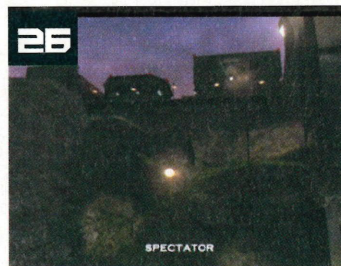
Objective: capture all six flags.

This is a simple capture-the-flag scenario, set in a half-wrecked town (see screen 27). Snipers tend to be sort of useless here, as there aren't many decent places for them to hang out, and you'll want as much mobility as possible, so stick to Lieutenants, with Medics for backup.

» Ice

Allied objectives: defend the Allied war documents, stop the Axis transmitting. The war documents in question are in a small kiosk atop the castle. The transmission station the Axis will need to win the round is tucked inside their main spawn point, connected to the bunkroom.

The Allies lose their chief advantage on the map, the castle, if they venture outside its walls, particularly since there



↑ You're very exposed here.



↑ A stairway to surprise.

are several gun towers pointed towards it. Therefore, they'd do best to stay inside the castle, or atop it, dropping anyone who comes inside. It's pretty tempting to run out onto the hills, but it's also not that bright.

The fastest way to reach the kiosk with the documents is the ladder right next to it, but that's also the most obvious. Nine times out of ten, if you try it, you'll get half a clip of Thompson ammo through the top of your head. While a sniper outside the castle walls, or a couple of bodyguards on the ground, can help with this, you'd do better to avoid that route entirely.

Instead, you can come straight up inside the castle using an underground tunnel in the corner of the map. When you come out of your spawn point, head straight there, go uphill, and climb the first ladder you come to (see screen 28). You'll wind up on the opposite side of the castle entirely, where the Allies' defences tend to be at their weakest. From there, you can work your way up to the topmost parapet to grab the documents. You'll probably want to work with your team to co-ordinate this, so they launch a major offensive on one side of the castle, while you're sneaking in on the other.

» Keep

Allied objectives: breach the roof, steal the sacred obelisk, escape with the obelisk.

The Allies spawn in the basement of the keep, where they can run up into the interior, which is both cramped and rather mazelike. At the top, you'll need to bomb through either of two possible gates to breach the roof, then nick the obelisk and run outside. The getaway truck is parked in the archway outside the keep itself, where it's hard to miss (see screen 29).

This stage is dark, and very confusing, so your biggest problem will probably be where to go. Unless someone's gone walkabout with the



↑ There's the flag, then, gone.



↑ When you spot the truck, go!

obelisk, the Axis should run inside the keep and stay there, loitering in ambush. There are about a million blind curves, deep shadows, and hiding places, so anyone with a modicum of stealth can wreak havoc with very little effort. You'll definitely want to spend some time in Spectator mode inside the keep before you play as Axis.

Getting out of the keep alive and with the obelisk can be a bit of a trick. There's a ladder right outside the roof's northwest gate, so you can scramble outside and down the exterior wall, but that's almost too obvious to bother with unless you have a lot of backup. Alternatives, unfortunately, are few and far between, but one good one is to retreat to the wine cellar. Not only is that your team's spawn point, but there's a ladder in the back that leads up and out via the well. If you make it out alive, it's a straight dash to the truck.

» Norway

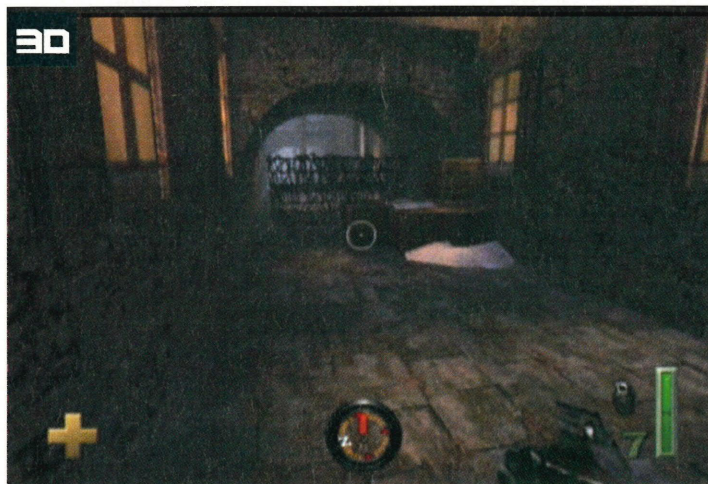
Allied objectives: steal the war documents and escape with them.

The documents are on a table in a gazebo on the east side of the map. The docks that serve as the escape route are on the west side of the map, where the Allies spawn. You'll need to blow down the barricades with grenades (see screen 30).

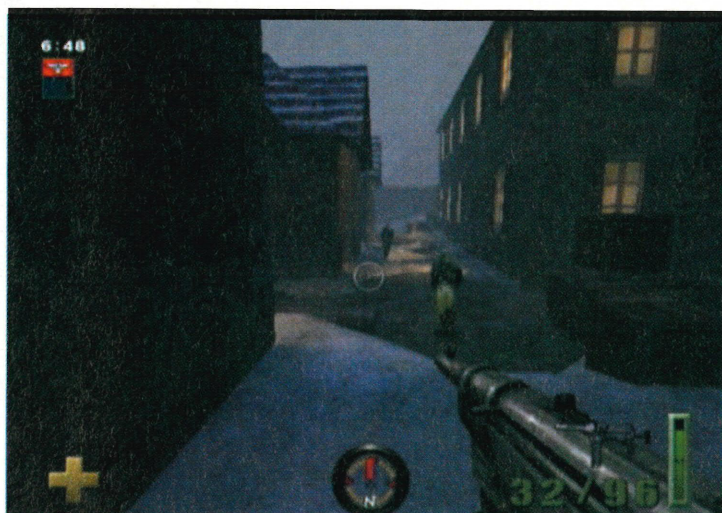
For an Allied soldier, there are two problems with this map. One is that all the buildings tend to look alike, so it's easy to get lost. If you do, just head east until you hit a wall, then work your way south, and you'll find the documents.

The other is that, like the Castle map, the documents are seated inside a fairly natural ambush point. While the roof on the gazebo helps some - they can't just drop an airstrike on you - they can usually cut you to pieces as you enter or as you leave. The same solutions apply here as applied in the Castle: bring a couple of friends to distract the guards and lay down cover fire.

A clever group of Axis defenders have another option, however. Don't



↑ Use grenades to remove this tiresome obstacle up ahead.



↑ Fighting in the Norwegian streets is a tricky business.

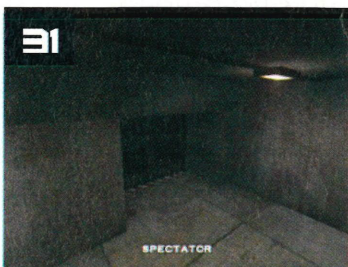
bother defending the documents themselves. Instead, it's arguably easier to pair up and, when it's announced that the documents have been stolen, start drifting west. The streets of Norway are somewhat difficult to fight in, since there's so much cover, but something about having the documents in hand makes some players' brains shut down. Run regular patrols through the city, then when you see him, converge on his position en masse. In the end, while you'll give up a few points doing this, you'll shut down the document theft far more effectively than if you simply lurked around the gazebo. (For extra fun, plant a dynamite charge on the documents, or sneak a Lieutenant into the city by the docks for a well-timed airstrike.)

» Sub

Allied objectives: breach the filtration door, destroy the Axis submarine. The Allies have to blow their way into the sub pen, which means their element of surprise goes straight out the window. The next problem is that the submarine pen is a virtual deathtrap.

There are a lot of balconies and a catwalk overlooking the submarine. These are all natural, effective positions for a sniper or chaingunner to set up camp. Worse news, it's the only place on the map where airstrikes work. As with the Castle map, any Allied Engineer who wants to get onto the submarine is taking his life in his hands.

It's possible to sneak onto the sub using the water underneath it, though you'll still need to bomb the filtration door (see screen 31). It's a neat trick, but



↑ A stealthy route onto the sub.

it's no substitute for some solid team tactics. When you reach the sub pen, stay behind cover until your team's with you, then throw around health and ammo packs as needed. Send a couple of Soldiers out first and pin down anyone on the catwalks, then press the attack with a guided airstrike or a Panzer shell. Keep the pressure on while the Engineer gets aboard the sub, then plant the bomb and stick around long enough to keep an enemy Engineer from defusing it.

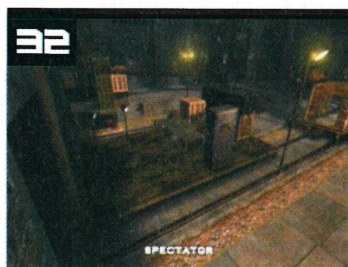
It's a good plan, but if the Axis troops keep their heads, it might not work. For one thing, they have the advantage of higher ground, and if they can knock down the Allies fast enough, the entire plan falls apart.

On the Axis team, patrol the submarine pen, and the moment you see any Allied Soldier, report in to the rest of your team and keep him pinned. A couple of Soldiers with Venoms on the balconies overlooking the pen will do the job quite nicely. To a certain extent, Axis success on the Sub map involves shutting down the Allies early on, and keeping them that way.

» Trainyard

Axis objective: destroy the Allied operations.

The Allied operations take the form of the communications centre just outside the trainyard (see screen 32). It's almost ridiculously exposed, but it's also very easy to spot. Any Engineer who wants to plant a charge on it - and, in fact, anyone who wants to get out of the trainyard - will have to get past the mounted gun in one of the boxcars.



↑ Run... like... hell...



↑ The way in to the gun towers.

At first glance, this map seems to be overwhelmingly tilted in the Allies' favour, owing to the positioning of that mounted gun. It's possible to drop the guy manning that gun with a Mauser, or take the gun itself out with a Panzer shell, but both solutions involve standing still where that gunman can see you. Hilarity does not ensue.

Fortunately, there's one major solution. A ladder in the corner of the trainyard leads up and across a short bridge, into the ruined building above the Axis spawn point. That ruined building may be the single best sniper's nest in the whole damn game. We do not exaggerate when we say that one good Axis sniper in that building could utterly annihilate the Allies almost single-handedly. That sniper has a clean shot at the Allies as they emerge from their spawn point, regardless of how they leave, and can easily drop anyone who moves to intercept an Engineer heading for the communications centre, or anyone who intends to defuse that Engineer's bomb. At that angle, given the arrangement of hard cover in the trainyard, it's almost impossible to effectively retaliate against the sniper from the ground.

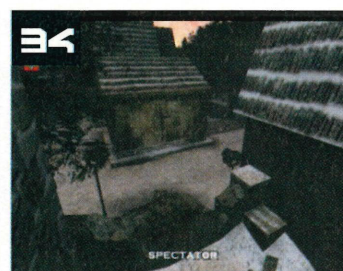
With that in mind, this map's success depends on two factors: whether the gun turret in the boxcar is currently operational, and which side has the best snipers. If the aforementioned scenario goes down, and a good sniper is taking the Allies apart, the Allies' only options are a lucky guided airstrike to the sniper's location, or sending someone up to the sniper's nest to kick in his hairstyle. Otherwise, the Allies need only keep the Axis pinned inside the trainyard.

» Trench Toast

Objectives: capture all six flags. There is one on either side of the central battlefield; one behind either side's base; and one directly in front of either side's base, accessible by ladder.

Like Destruction, this is a game of Capture the Flag. Most of the fighting in this level will occur in the central clearing, where two gun towers (which can be entered via tunnels carved into the sides of trenches; see screen 33) and two gun emplacements cover a no-man's land, with a flagpole on either side. All things being equal, this is probably the most balanced map in the game; spawn-camping is effectively impossible, and both sides start with exactly the same fortifications.

Personally, we prefer to disable the other side's gun tower, usually with a



↑ All the action takes place here.

guided airstrike, before we get anything else done. There's always one guy on every team who hits that tower as soon as he can, and will then spend the entire round shooting the mounted guns at anything that looks at him funny. It's best to do away with him early on in the game, and then keep the other team's Engineers too busy hopping after flags to fix the gun turrets.

One excellent ploy is to keep roughly half your team on the central battlefield, firing the machine-guns and making a spectacle of themselves, while a small team sneaks around the back of the opposing side's base and claims their flags. The problem with this is that the other team is probably thinking the same thing. You'll also want to keep a residual force in or around your own base, so if the flag count begins to tip towards the other side, you can send a sortie out to hastily reclaim the flags in your own territory.

» Village

Allied objectives: breach the crypt, grab the gold, return the gold.

Once again, the Axis are stuck in one small corner of the map, frantically attempting to keep something from being blown up. This time, however, their only bit of luck is that the crypt can only be attacked from two sides, and one side is covered with a gun turret and a barbed-wire fence.

With that in mind, most Allied assaults tend to focus on the alley facing the crypt (see screen 34), with a lot of grenade-tossing and an insane number of airstrikes. You can, of course, easily retaliate in kind, but be careful that the Allies don't come in from the other direction while you're doing so.

Assuming, for a moment, that the Allies get lucky with an airstrike or a mob assault, blow open the crypt, and get the gold. Your goal is now to keep them from getting to the truck parked on the other side of the map. Make sure you know where that truck is, and beat them to it. The village is basically a big circle, so if you split into two groups and run in either direction from the crypt, you should be able to catch the guy with the gold between you.



THAT'S IT FOR THIS MONTH'S MASTERCLASS. WE'LL BRING YOU MORE ADVANCED PLAYMORE STRATEGIES IN NEXT MONTH'S OFFICIAL XBOX MAGAZINE, ON SALE THURSDAY 7 AUGUST.

The future of electronic entertainment issue#126

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The Mod scene

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OFFICIAL XBOX MAGAZINE

The Contenders

DO YOU HAVE what it takes to rise above the competition and beat us at your favourite Xbox games? Each month, we pick the most demanding challenges and invite you to our offices to play. It's the ultimate test of your nerves, gaming knowledge and pure skill.



The Challenge

WINNING IN THE CONTENDERS is all about three things: knowing the game inside out, having incredible dexterity and believing you can do it. While Ben's got the latter two qualities, his knowledge of some of your favourite games has been a real obstacle. Can you outwit and humiliate the Play:More master? This month, Chris Lucas, alias BBR XTREME, challenged us to an Xbox Live game of *MechAssault*. He's one of the founders of BBR, an online gaming clan with more than 100 members. Will he protect the honour of his friends?

Game One

LOCATION: THE COLISEUM

BEN: MAD CAT

CHRIS: KIT FOX

TACTICAL WARFARE BEGINS right at the start of the competition, with Ben and Chris both opting for their favourite Mechs. Ben's yellow Mad Cat has twin Gauss rifles but he doesn't realise that Chris's invisibility cloak will make these ultra-powerful weapons difficult to use. Kit Fox is also an extremely good choice for this level, thanks to the pair of jump jets underneath. Ben soon finds himself getting caught on the rocky terrain while Chris soars overhead.

Kit Fox manages to get the first kill in by running in circles around the Mad Cat, but not before he's taken some heavy damage. Ben's retaliation is fast and fierce, getting a spectacular kill with his quad missiles just after respawning. For some unexplained reason he fails to salvage the health from Chris' wreckage, which is a serious error in this game. Still invisible, Chris hovers up behind Ben and mercilessly destroys him before he knows what's going on. Becoming more than a little stressed by this point, the Welshman takes a trip across the bridge, only to see it destroyed beneath his metal feet, resulting in instant death.

Desperately needing to recoup some points, Ben abandons hope of taking out Kit Fox with his Gauss rifles and opts for the quad missiles instead. This is a more successful technique, as Kit Fox's armour can't take much of a beating. Chris loses another life but instantly comes back on the offensive using his Warhammer missiles. Completely outclassed, the long-haired fool loses three lives in quick succession and, although he does significant damage, he can't get enough shots on target to defeat the reader.

CHRIS 06 02 BEN



↑ Ben versus the green lasers of death.

Game Two

LOCATION: FROSTY

BEN: COUGAR

CHRIS: PROMETHEUS

FROSTY IS ONE OF *MechAssault*'s most difficult terrains, so Ben opts for the Cougar, an extremely mobile Mech with jump jets. Chris isn't worried about falling off ledges or getting stuck behind glaciers though - he knows the map too well. Prometheus is the most heavily armoured Mech and it has the most powerful weapons to boot.

Ben starts to think twice about his choice of Mechs when he sees Chris simply brushing off the Cougar's pulse lasers and missiles. After losing two lives to the mighty reader, Ben decides to switch to hit and run tactics, the emphasis being on run! It seems there's no escape for the sexiest man in Wales. Whenever he gets close enough to attack, Chris's twin Gauss rifles destroy him in seconds. On the other hand, running isn't too effective because the reader has such good knowledge of the level. Ben's six-nil down and things are looking very bad indeed.

Tired of getting hit as he tries to run away, the writer decides that an extreme, close-up confrontation is the only tactic he hasn't tried. Chris makes the fatal mistake of firing everything at once and overheats. This gives Ben a chance to get his first kill. Happiness is short-lived however, as Ben can't get away from the exploding Prometheus in time. He's destroyed in the cataclysmic blast, costing him the hard-earned point.

Very annoyed by this, Ben can't get his game together and loses four more kills to make it ten-nil, his worst defeat in The Contenders to date. The ultimate humiliation comes right at the end of the game - he lands on top of a glacier, only to become stuck right inside it. The only way to get free of this glitch is to commit suicide, taking his score down to minus one.

CHRIS 10 -01 BEN



↑ This is what happens when you get crushed.

Game Three

LOCATION: RIVER CITY

BEN: PROMETHEUS

CHRIS: UZIEL

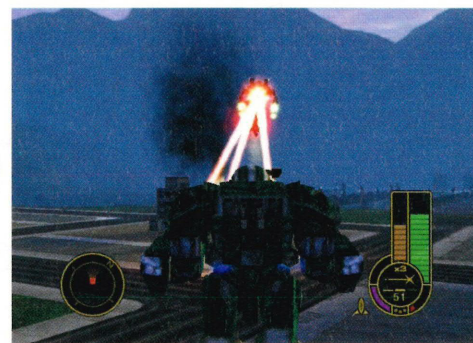
RIVER CITY PROMISES to be the most exciting battle of the online session - a large, flat terrain with only a few buildings for cover. Ben learned a harsh lesson from the previous battle and has decided to opt for armour over agility with the Prometheus. Chris wants to clinch a flawless victory and selects Uziel, a Mech equipped with twin PPCs.

Remarkably, Ben manages to score the opening kill, but he's made to work hard for it. Uziel takes a heavy blow and keeps running around using the buildings as cover. Ben's only option is to completely destroy the buildings to get to his foe.

Chris comes right back into the fight, having badly damaged Prometheus during the opening battle. He finishes off the last of Ben's armour then goes in search of some weapons upgrades. Having discovered the level three PPCs in a wrecked building, Uziel becomes a weapon of mass destruction. Not even Prometheus's armour can take many hits from these devastating pulses. Ben loses two lives in quick succession but eventually strikes back and hammers Uziel using his Gauss rifles. The power-ups dropped by the defeated Uziel award Ben with level three Gauss rifles that can kill with only two or three hits. The moment Chris respawns, Prometheus is right on top and shoots the legs right out from underneath Uziel.

Determined to prevent Ben from getting another kill, Chris raises his game and launches several long-range PPC strikes. Ben's too slow to get away and gets caught out in the open with nothing to hide behind - he dies twice more. The time expires and Chris remains victorious.

CHRIS 04 02 BEN



↑ Ben's right on target with this powerful shot.



The Result

OUCH! Another devastating beating delivered by the best Xbox has to offer. Once again, Ben went to bed weeping with shame.



Can you defeat us?

As the gap closes (it's now only 4-3 to us), this is your chance to draw the series level. You can either play us at our offices or over Xbox Live, it's your choice. If you think you can beat us, send your written challenges to The Contenders, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP, or email ben.talbot@fxmi.com. Please include the name of the game you're good at, as well as your details and the details of up to two friends you'd like to join you.



OFFICIAL XBOX MAGAZINE

DemoChallengeLeagues

THE LEGEND LIVES ON:
Here are your entries for *MotoGP 2: URT* and *Tao Feng: Fist of the Lotus*. See next month's leagues for all your superb Game Disc 18 scores.

TAO FENG: FIST OF THE LOTUS Game Disc 17
THE CHALLENGE: Most points scored in a single battle.

NAME	ADDRESS	BEST TIME	PROVED?
PETER CONEY	SURREY	9829	YES
MARK FRANCIS	LIVERPOOL	9790	YES
LEE HENTON	PORTSMOUTH	9674	PENDING
PAUL DAY	COOKSTOWN	9748	PENDING
JOHN HUMPHRIES	LEICESTER	8585	YES
MARCUS JONES	CONWY	8465	YES
CARL HESSELL	SHEFFIELD	6380	PENDING
ROSS THOMAS	WEST SUSSEX	6030	YES
CRAIG WILSON	CO. DURHAM	5674	PENDING



FIGHTING FIT Peter Coney tops the *Tao Feng* leader board with an immense score. The top three players each win a *Pro Beach Soccer* kit and a copy of the game.

MORTAL KOMBAT: DEADLY ALLIANCE Game Disc 16
THE CHALLENGE: Fastest time to complete the first round.

NAME	ADDRESS	BEST TIME	PROVED?
TIM WINGATE	TYNE AND WEAR	00.05.00	PENDING
MARK COLE	CARDIFF	00.05.00	PENDING
MARTIN STARK	GLASGOW	00.06.00	PENDING
STEVE JORDAN	DORSET	00.06.00	PENDING
STEPHEN WILTSHIRE	HERTS	00.06.00	PENDING
DAVID SMITH	GLASGOW	00.06.00	PENDING
ELLIOT WARTON	WEST MIDLANDS	00.07.00	PENDING
CRAIG TRAYLER	DORSET	00.07.00	PENDING
CHRIS NICHOLLS	DEVON	00.07.00	PENDING



CHECK OUT NEXT month's Game Disc and Game Clubs to see a complete showcase of your *MotoGP 2* custom motorbikes. We take the best ones for a spin.

MOTOGP 2: URT Game Disc 17
THE CHALLENGE: Create a custom motorbike.

NAME	ADDRESS	MARKS OUT OF TEN	PROVED?
MARK OXLADE	SHEFFIELD	9.0	YES
DAVID PEACOCK	CO. DURHAM	8.5	YES
MARCUS JONES	CONWY	8.5	YES
SHANE DONOVAN	CO. CORK	8.0	YES
JAMES ASHWORTH	FLINTSHIRE	8.0	YES
SAFRAZ PATEL	LONDON	8.0	YES
DAVE WEBB	STAFFORDSHIRE	7.5	YES
MARK STEEL	CHELTENHAM	7.0	YES
GUY PORTER	LONDON	7.0	YES



RESPECT TO EVERYONE who wowed us with their *MotoGP 2* custom motorbikes. Mark Oxlade won the L'espion camera with his gruesome eyeball bike.

KUNG FU CHAOS Game Disc 16
THE CHALLENGE: Most ninjas defeated.

NAME	ADDRESS	SCORE	PROVED?
G HORSLEY	NOTTS	77	YES
STEVE JORDAN	DORSET	75	YES
JASON PETTERSON	CAERPHILLY	65	YES
SCOTT MCCLYMONT	EDINBURGH	63	YES
SAM TRENT	ESSEX	63	YES
SUNDAY DAVAMOLA	LONDON	62	YES
BEN WATERHOUSE	SOUTH YORKSHIRE	62	YES
MARCUS JONES	CONWY	62	YES
JOSEPH ARAM	NOTTINGHAM	62	YES



DON'T FORGET THAT you can send in your top gaming moments on video. We include all the best ones on our Playable Game Disc. It's time to get creative.



Enter the challenges now!

It's all very simple really. Help us to help you into the Challenge Leagues by proving your excellence



» TO ENTER A PRIZE CHALLENGE, FILL IN THE COUPON BELOW AND POST IT OFF TO US.

» IF YOUR SCORE WINS YOU FOR A PRIZE, WE'LL ASK YOU TO PROVIDE PROOF OF YOUR SCORE:

PROOF BY VIDEO

By playing your Xbox through a normal VCR, it's possible to record your exploits onto a standard video cassette. Please note we will need to see you actually achieving the score, not the just the sight of the high score table. Please do not send in your proof unless we contact you to ask for it.

PROOF BY PHOTO

In some instances - when we're certain that there's no possibility of cheating to manipulate the evidence - we may only require a photograph of the game's High Score screen. Polaroid is obviously the easiest way to do this (no film development) but normal flash photography is acceptable. NO DIGITAL PHOTOS PLEASE - they are too easily manipulated.

RULES FOR ALL PRIZE CHALLENGES

» The closing date for Issue 19 challenges is Thursday 07 August 2003.

» You will be contacted within 14 days of the closing date if you are in a prize-winning position.

» To be eligible for your prize you must be able to prove your score in the manner specified.

» The editor's decision on proof validity is final.

» Proof of posting is not proof of receipt.

» Official Xbox Magazine will not be held responsible for entries or proof lost or damaged in the post.

**THAT'S IT - PLAY MORE!
GOOD LUCK!**

ISSUE 19 DEAR OFFICIAL XBOX MAGAZINE,

Here are my Demo Challenge scores for you to admire.
(NB You can enter as many or as few challenges as you like)

BRUTE FORCE

Quickest time to complete challenge.

MACE GRIFFIN BOUNTY HUNTER
Quickest time to complete the demo level.

NAME

ADDRESS

CONTACT TELEPHONE NUMBER
(This is so we can get in touch with you quickly if we need to ask you for proof.)

While I'm on, here are the games I'm most looking forward to on Xbox.

1)

2)

3)

4)

5)

EITHER CUT out or photocopy this coupon, fill it in, and send it to Game Disc 19 Demo Challenges, Official Xbox Magazine, 99 Baker Street, London, W1U 6FP.



play:more

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OFFICIAL XBOX MAGAZINE

Hints and Cheats

BEN'S A REAL SPOD when it comes to comics, so it's great to see a superhero revival happening on Xbox. To celebrate the launch of *X-Men 2*, he glued plastic knives onto his knuckles and went around saying, "Shnickity shnick!" This month, Cheats In Motion (see left) unlocks the hidden costumes in *X-Men 2: Wolverine's Revenge*.

i Cheats in Motion

X-MEN 2: WOLVERINE'S REVENGE

MASTER CODE (UNLOCK EVERYTHING)
Press X, L, X, L, X, X, L, R, X, L, X, L, X, X, L, R at the main menu.



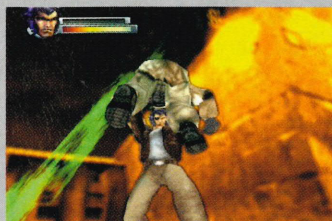
↑ Wolverine wore this classic yellow and blue costume in his comic debut.



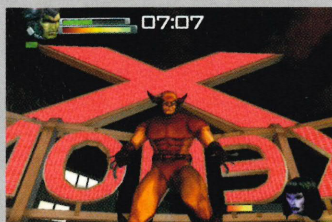
↑ This outfit only appeared in a one-shot comic, *Millennial Visions*.



↑ In *Ultimate X-Men*, Wolverine has a younger appearance with a goatee.



↑ Wolverine disguises himself as 'Patch' - Wolverine with an eyepatch!



↑ This classic orange and tan costume is Wolverine's most famous.

RED FACTION II

Issue 17, 8.6

Enter the following codes at the cheat menu to unlock these extra goodies:

SUPER HEALTH

X, X, Y, White, Y, White, Black.

UNLIMITED AMMO

Y, White, X, Black, Y, Black, X, White.

UNLIMITED GRENADES

Black, X, Black, Y, X, White, X, Black.

WACKY DEATHS

White, White, White, White, White, White, White, White.

DIRECTOR'S CUT

Y, X, Black, White, Black, X, Y, White.

BOUNCY GRENADES

Black, Black, Black, Black, Black, Black, Black, Black.

ZOMBIE WALK

X, X, X, X, X, X, X, X.

FIRE BULLETS

Y, Y, Y, Y, Y, Y, Y, Y.

RAPID RAILS

Black, Y, Black, Y, X, X, White, White.

BULLETS INSTANTLY GIB

X, X, X, X, Y, Black, X, X.

EXPLOSIVES INSTANTLY GIB

White, Black, X, Y, White, Black, X, Y.

CHUNKY MODE

Black, Black, Black, Black, White, X, Black, Black.

HIDDEN MESSAGE

Y, X, Y, X, Y, X, Y, X.

STAR WARS: THE CLONE WARS

Issue 18, 8.0

UNLOCK THREE BONUS OBJECTIVES

Enter the code ALITTLEHELP at the cheat menu.

UNLOCK ALL BONUS MENU ITEMS

Enter the code IGIVEUP at the cheat menu.

UNLOCK MULTIPLAYER LEVELS

Collect the following number of Bonus Points to unlock each option:

Raxus Duel multiplayer level: 5

Thule Moon Control multiplayer level: 10

Rhen Var multiplayer level: 15

Jedi Academy multiplayer level: 20

Get Unit View Option: 25



↑ *Red Faction II*: unleash some gibbs with Chunky mode!

ENTER THE MATRIX

Issue 17, 8.5

CHEAT MODE

Enter the Hacking engine in the game. Type CHEAT.EXE and the cheat menu will be unlocked. Simply enter one of these codes in the hacking menu to activate the effect:

MAXIMUM FIREPOWER

CHEAT 0034AFFF

UNLIMITED AMMUNITION

CHEAT 1DDF2556

UNLIMITED FOCUS

CHEAT 69E5D9E4

FAST FOCUS RESTORE

CHEAT FFF0020A

UNLIMITED HEALTH

CHEAT 7F4DF451

SPARKS' CONSTRUCT IN TRAINING MODE

CHEAT 13D2C77F or CHEAT 1302C77F

ENEMIES CANNOT HEAR YOU

CHEAT 4516DF45

ENEMIES CANNOT SEE YOU

CHEAT FFFFFFFF



↑ *Clone Wars*: help out Yoda, you will.

MULTIPLAYER FIGHTING

CHEAT D5C55D1E

FASTER LOGOS

CHEAT 7867F443

WEAPON DROPS

Enter these commands in hacking mode to drop weapons at the location shown:

DROP PNSRZ10 - North Concourse

DROP RKHMS10 - Airport Tunnel

DROP JDZMT10 - Second Floor West

(Chateau)

DROP ZKHBD10 - Courtyard (Chateau)

DROP RHFTQ10 - Skyscraper

DROP ZSZQH10 - Warehouse (Chinatown)

DROP JDHQL10 - Transformer Field

(Power Plant)

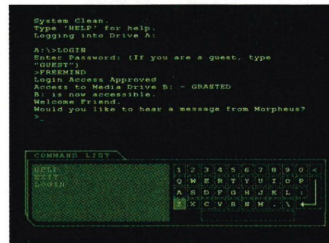
DROP BIAXXF2 - Second Floor PO Boxes

MORPHEUS MESSAGE

In the Hacking engine, instead of logging in as GUEST, you can log in as FREEMIND or COWBOYCURTIS. The system asks if you would like to hear a message from Morpheus. If you accept, it will tell you to press a number from one to five. There are five messages to hear.

FREEWAY LEVEL EASTER EGG

While playing the Freeway level as either Niobe or Ghost, you will pass under a bridge that appears to have a fire blazing



↑ *Enter the Matrix*: hack hack hack!



IF I COULD offer you one tip for the future, Xbox would be it. Here are other tips for successful living: Don't worry about cheating.

Worrying is as effective as Phil trying to beat a Covenant Grunt using a rocket launcher.

While playing Xbox games won't make you more attractive to women, it will make you believe you are, giving you a warm sense of satisfaction.

If the game packaging shows a beautiful woman pointing a gun, the game is shit.
Don't be reckless with other people's saved games. Don't put up with people who are reckless with yours. Keep your old editions of Play:More. Throw away any old PlayStation mags.
Don't mess with your hair. Grow it long - you'll be the envy of both bald people and the criminally insane. Don't believe everything you read, just Play:More.

Ben Talbot
Producer

on it. This is a reference to *The Matrix Reloaded*, when Morpheus destroys the car the Twins are driving.

PRODUCT PLACEMENT

Approach a Powerade vending machine and press Action near the buttons on the machine. A bottle of green Powerade will pop out.

X-MEN 2: WOLVERINE'S REVENGE

Issue 17, 74

DEFEATING JUGGERNAUT

Juggernaut creates shockwaves by slamming his hands together. Run away from him to avoid being hurt. He's invincible while running, so don't attack. Instead, make him chase you into the corners of the force field. He will get shocked and thrown into the middle of the arena. While he's dizzy, run up and hit him a few times. When you see the 'Strike' message, press the B button and you'll start punching his helmet. Repeat this four times to win.

DEFEATING LADY DEATHSTRIKE

Stun Lady Deathstrike as you would any normal enemy. When she's dizzy, climb up the ladder and blow up the four generators. She's invincible at this point so don't bother attacking her. Rip open the gate and jump down, grabbing the key as you go. Kick her in the face then slash the electric node in front. Jump over the electric shockwaves to avoid getting hurt. Hit the other electric nodes when they light up and an escape route will open. Climb the stairs inside and kick Lady off the edge of the building.

DEFEATING MAGNETO

Stand on the ledge above the small round platform with 'strong magnetic field' markings on the wall nearby. Magneto will attack you with flying debris. Avoid these attacks and he will eventually stop floating and settle on the small round platform. Jump down and attack him. When he flies away, move back up onto the ledge and wait for him to settle again.

DEFEATING SABRETOOTH

Jump behind Sabretooth and use your strike attack to throw him into the trucks. He'll eventually jump behind the flames and start throwing barrels. Punch them back at him to cause

more damage. He will soon come back out and start jumping around. When he's in the air, a green crosshair will appear on the ground. Run onto it and use a strike attack to defeat him.

DEFEATING WENDIGO

Wendigo will chase you around until he tires. At this point, jump behind him and land a few punches. When the strike indicator appears, press B to grab his tail. A few spins will take the mighty creature, then run up in front and strike once more to win.

RETURN TO CASTLE WOLFENSTEIN

Issue 16, 9.2

UNLOCK ORIGINAL WOLFENSTEIN 3D

Complete the Campaign mode using any difficulty in either single-player or co-operative mode.

PEEK AROUND CORNERS

Click and hold the Left thumbstick while moving it left or right.

HEAD SHOTS

Turn off the automatic aim option to get a clear head shot, or you will instantly lock on to the enemy's body.

BEACH INVASION CHEAT

In multiplayer, send two Allied troops up to the gap in the beach wall. Make the first player crouch down and have the second player jump on his head. The second player can then leapfrog through the gap and steal the documents without being spotted.

GAMEPLAY TIP

Once a zombie has been knocked down, smash his corpse with a swift kick by pressing the Black button - it will help you to conserve ammo.

SILENT KILL

In single-player, you can sneak up behind enemies by crouching. Equip the knife and a backstab icon will appear. Attack for a silent kill that won't alert other guards in the area. Some silent kills make the enemies drop medikits or ammo.

SECRET WINE TREASURE

In the first level, look for the wooden board on the supply room wall. Kick it open to reveal a bottle of 1938 Latour.

DAKAR 2

Issue 18, 7.8

UNLOCK ALL CARS

Enter SWEETAS as a code.

UNLOCK ALL TRACKS

Enter BONZER as a code.

EVIL DEAD: A FISTFUL OF BOOMSTICK

Issue 18, 6.7

PRE-PRODUCTION ART

Complete any level to unlock pre-production art for that area in the gallery in the Extras menu.

ARCADE LEVELS

Complete any level in Story mode to unlock that level in Arcade mode.



↑ *RTCW*: play the original 3D game that started a revolution.

YOUR OPINION

You know the feeling when you get totally addicted to an Xbox game? Ben's getting stuck into *Wolfenstein* on Xbox Live, playing for hours at a time. Even at work he dreams of throwing grenades at Phil. This month's topic is about your longest gaming sessions.

I used to play *Football Manager* on the ZX Spectrum for silly amounts of my spare time. It was many moons ago, but I'd guess at least 12 hours in one sitting.

DipDipDive,
from the forum

Near the end of *Final Fantasy IX*, I played it for about 16 hours. I only stopped for food and the toilet. Last Sunday I played *Phantasy Star Online* for ten hours until my old man confiscated my Xbox!

Dr Morphine,
from the forum

Last week a mate and I spent roughly nine hours completing *Halo* (on Heroic difficulty) from beginning to end in one sitting.

Jim the pirate,
from the forum

When *Final Fantasy VII*, *VIII* and *IX* came out I must have had 16 to 18-hour sittings every day. I only stopped to use the toilet and dinner. My mum used to make lunch for me when I was playing a *Final Fantasy* because she knew how much it meant to me!

Edmundliking,
from the forum

On the day of release, I played *RTCW* from 5:30pm - 1:30am. I wanted to become the highest-ranked Xbox Live player, above everyone in my Friends List. It worked, but after one day of play I was beaten by a girl.

MoBiUsGeArSkin,
from the forum

My longest *Halo* session lasted from 7pm one night to 10am the next day. But pancakes were made inbetween.

flea008,
from the forum

I played *Championship Manager* as soon as it hit the Xbox for around 36 hours flat. I will never be doing that again as it took me ages to recover - it was like I had jet lag.

Bonbon Man,
from the forum

In one sitting it has to be *GoldenEye* on N64. Close to (I shit you not) 48 hours! I'm a geek.

Mr Herer,
from the forum

Next Month's Topic: Everyone gets infuriated by a game from time to time, but what made you spit fire and what did you do? Email your angriest gaming stories to: ben.talbot@fxmi.com with Your Opinion as the subject line. Or send it in to **Your Opinion**, Official Xbox Magazine, 99 Baker Street, London, W1U 6FP. Or check the Forum at www.officialxboxmagazine.co.uk



playmore

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OFFICIAL XBOX MAGAZINE

GameClubs

GAME CLUBS IS your guide to the newest ways to play, unlocking secrets and discovering cool stuff you won't find in manuals. Using your imagination, guile and skill you can unlock characters, bonus levels and unexpected glitches. You are the pioneers of Game Clubs and Xbox is your uncharted territory. Play:More Reviews lets you have your say on games and your achievements feature in Champions of Play:More. It's a showcase of your greatest gaming moments.



Club Halo 2

PHIL CAN kid himself that he's good at games, but that's only because *Halo* is slipping into its twilight years. *World Championship Snooker* might be the game of choice right now, but when *Halo 2* comes out he'll be taking

a whipping. Help us to remind Mudge that he's got a date with destiny, and it's a rocket launcher pointed at his head. Send your drawings and ideas for *Halo 2* to Official Xbox Magazine, 99 Baker Street, London, W1U 6FP.



↑ Russ Leach has long dreamed of doing character art for games and shows us he's got the talent for it with this *Halo 2* creation. He's posted more of his work online at <http://halo.bungie.org> - check it out.



← This Covenant creature is called Legionnaire and comes from Neil Blundell. He's got claws on one hand and a plasma sniper rifle on the other.



↑ Mathew Crisp came up with this Covenant vehicle design while playing with his 3D software. It's called a Phantom and is a submersible version of the Ghost with a transparent cockpit.



playmore

On the DISC

THE FOLLOWING Game Disc features stunts performed either by professionals or under the supervision of professionals. OXM and the producers must insist that everyone attempts to recreate their own amazing stunts, tricks and glitches using the hottest Xbox games. If you've got a top gaming glitch or high score, video it and send your tape to us, marked Play:More on the Disc.

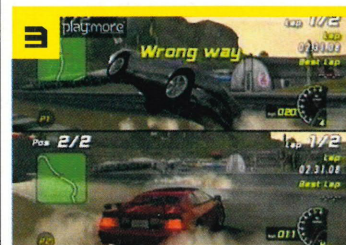
Your video must be labelled with your name and address and less than ten minutes long. It helps if you include a full description of your top play. Please make sure that you don't have your custom soundtracks playing. If so, we'll have to dub over it with Vanessa screaming along to some terrible metal track and none of us want that. Watch this and get videoing.



↑ Xicewolf and his Scottish buddies are always playing *MotoGP* and they've discovered a bunch of brilliant glitches. One of them is getting up onto the safety barrier and driving around the outskirts of the level. See more motorcycling menace from them in 1-Up (below right).



↑ We're still puzzled how Craig Stokes from Stirling managed to achieve this flying skater glitch on *Tony Hawk's 4*. The poor dude has lost his board and is flying through the air. Luckily he gets a soft landing... shame it's in the sea.



↑ Josh Swanson and Philip Howlett demonstrate that *Racing Evoluzione* has very unrealistic crash physics. It's a bumpy, spinny ride as two cars collide. There's also a replay where the silver car looks like it's going to take off.



↑ Peter Ganley from Cumbria discovered this *Halo* glitch by accident. He destroys a Banshee and when the other one tries to get away, it crashes into a tree. The Elite pilot is killed and flies out the cockpit. Peter can't even fly away in the Banshee.

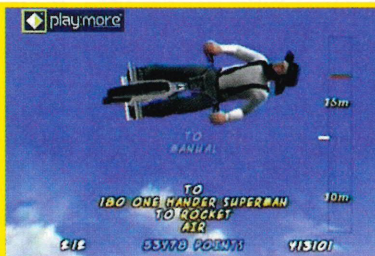


↑ Andrew Perren's Warthog jump is certainly different! The grenades explode in a huge chain reaction, causing the hog to soar skyward... but it doesn't drop back down! It must have landed on one of the control room's upper ledges.



1-Up

YOUR TOP PLAYS FRAME BY FRAME
THIS AMISH guy is going for it! Dudley Dowdall of Essex pulls off some exceptional combos in *Dave Mirra Freestyle BMX 2*.



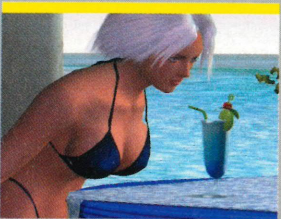
ON THE DISC

play:more Profile

WANT TO SHOW the rest of the Play:More community your smiling face? Play:More Profiles lets you do just that, as well as showcasing your greatest gaming achievements. It doesn't have to be on Xbox Live - it could be anything. If you want to see your mug on this page, tell us your name, age, gamertag (if you have one), location, favourite Xbox game and your greatest gaming achievement. We'll need a photo of you, either normal or digital. Send entries to Play:More Profile, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP or email ben.talbot@fxmi.com with the headline 'Play:More Profile'. We will send a mystery prize to everyone who features.



NAME Leigh Fletcher
GAMERTAG flea008
AGE 18
LOCATION Hereford
GREATEST GAMING ACHIEVEMENT A 12-hour overnight session of *Halo* with five mates, while eating popcorn and crisps and drinking.
FAVE GAME *Halo*, *DOAXBV*, *Panzer Dragoon Orta*... there are too many good games to name!
TOP TIP FOR GAMING Drinking and gaming is not advised. Remember, it not only affects you, but also other gamers.



↑ Don't drink and play games!



play:more

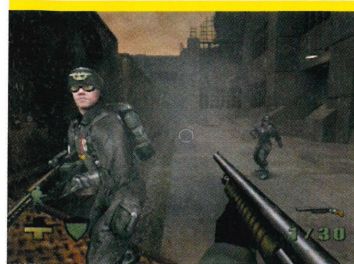
YOUR Reviews



HAVE YOU EVER wanted to be a games reviewer? Play:More is here to give you the opportunity you've been waiting for. Every month, we'll print your

reviews for the best and worst Xbox games. If you disagree with Steve, Ben or Jon's reviews, tell us why and give each game a score out of ten. Send your reviews - no longer than 160 words, please - along with

a portrait-style photo of yourself to Game Clubs, *Official Xbox Magazine*, 99 Baker Street, W1U 6FP. The best review that we publish next month will win a Logic3 Xbox Link Cable.



↑ A great sensation of realism.

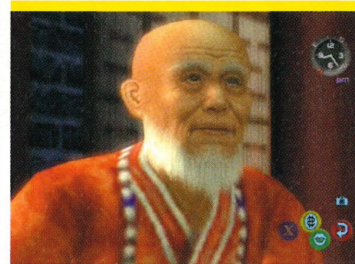
RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR

BY SHANE DONOVAN, CO. CORK

THIS IS A real hardcore FPS. When you play it, you get the feeling that you're really there during the battles in war-torn Europe, mainly because of the weapons. WWII weapons such as the Thompson and the MP40 sound and feel real, and the Venom chaingun and Telsa cannon add a lot of fun.

The best feature is the co-op mode. If you don't have Xbox Live and you want a friend to help you gun down some Nazis, then this is for you. The only problem with this mode is that you cannot save your game and this is a big letdown. But overall this game is brilliant, especially if you have Xbox Live, so go and buy it!

SCORE: 9.1 / 10



↑ "Seen any sailors around here?"

SHENMUE II

BY CHRIS HARROLD, BRISTOL

I BOUGHT THIS after playing the original *Shenmue* on Dreamcast, and it's a bit of a weird one. It's one of those games you only want to play when you're sleepy. The graphics for the environment are stunning and really give the impression of being in '80s China (not that I'd know). Pity the same can't be said for the character models.

The mini-game feature is entertaining, and you can unlock additional games in Story mode. However, it's only really fun when you've got nothing else to do. You'll want to keep playing partly for the gripping storyline and partly for the luscious environments always just around the corner.

Give it a try. You could always rent it and, if you like it, pick it up for keeps.

SCORE: 8.8 / 10



↑ Mace Windu is strong with the Force.

STAR WARS: THE CLONE WARS

BY LLOYD BUTCHER, DONCASTER

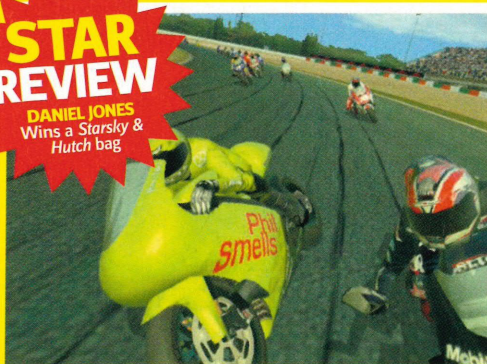
SO MANY *Star Wars* games have come out on Xbox and most have been a bit pants. But finally we have a game worthy of the new trilogy. *The Clone Wars* lets you control famous Jedi masters like Anakin Skywalker and Obi-Wan as they fight against the Sith.

You can play alone in Campaign mode or fight up to three of your mates in split-screen. The action really hots up when you jump into Xbox Live and battle eight tough opponents at once. There are loads of levels and most are taken from the film - you can fight in the gladiatorial arena or in the vast deserts. Having eight players online leads to some really hectic battles and you can gossip with fellow *Star Wars* fans. Bonus!

SCORE: 8.5 / 10

STAR REVIEW

DANIEL JONES Wins a Starsky & Hutch bag



↑ Even better on Xbox Live.

MOTOGP 2

BY DANIEL JONES, BLACKBURN

WHEN YOU FIRST hear the words *MotoGP 2*, you instinctively know it will be one of the best motorcycling games ever. Load it up and you'll instantly be drawn to the superb graphics and the TV-style camera angles. Even crashing can be fun, as the camera follows the rider skidding along the gravel.

The game also prevents you from gaining any advantage by cutting across the grass, because it times how long you're off the track

and then that time is added onto the final race time. You can now design your own bike by adding your own colours and a logo so that you can show it off online and, with up to 16 players online, it sure will be fun.

Even if you don't know the first thing about motorbikes, you will thoroughly enjoy this game. With its online capabilities, Stunt mode, Career mode and many bikes and tracks to unlock, it's well worth buying. This could be one of the biggest games of 2003.

SCORE: 9.5 / 10



Hot Pick

OUR HOT PICK for this month is Xicewolf's *MotoGP* video where his friends crash into one of the track boundaries and go soaring into the air. Impressive somersaults, guys!



ON THE DISC

PC GAMER

REPUBLIC

THE REVOLUTION

THE REVOLUTION STARTS HERE...

Reviewed! Join the Party as we celebrate the long-awaited rise of the enigmatic Republic, the Bloc-rocking game of political machination and people power.

**LATEST
HALF-LIFE 2
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SHOTS!**

Also reviewed! *Moto GP 2*, *Gothic 2*, *The Hulk*, *ISS 3*, *Ghostmaster*, *Warcraft III: The Frozen Throne*, *Starsky & Hutch*, *Indycar Series* and more...

First shots! *Battlefield Vietnam*, *Lord of the Rings: The Return of the King*, *Unreal Tournament 2004*, *Cossacks 2* plus new shots for many more...

On the discs: Stunning exclusive playable demos of *Tron* and *The Great Escape*, plus *Indycar Series*, *Unreal II*, *Moto GP 2*, *Breed*, *Northland* and loads of mods, movies and patches!



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EMAIL: staff@fxmi.com

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Steve McGill, Michael Newey, Mark Gravestock, Tom
Bingle, Peter Cardwell and everyone at Microsoft UK; Emily
Young, Mike Salmon, Frank O'Connor, Sarah Ellerman,
Ryan McCaffrey, Holden Hume, Francesca Reyes, Dave
Rees and Juliann Brown at *Official Xbox Magazine US***ABOUT OFFICIAL XBOX MAGAZINE***Official Xbox Magazine* is a publication of FXM
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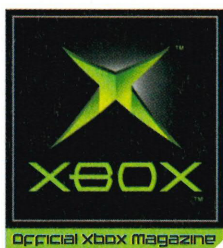
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GAMECUBE

BloodRayne
Burnout
Conflict: Desert Storm
Die Hard: Vendetta
Disney Sports Football
Enter the Matrix
Eternal Darkness
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Leg. of Zelda: W. Waker
Matrix (Enter the)
Medal of Honor Frontline
Metroid Prime
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Rogue Leader
Sims
Sonic Adventure 2 Battle
Sonic Mega Collection
Splinter Cell
Star Wars: Bounty Hunter
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PS 2

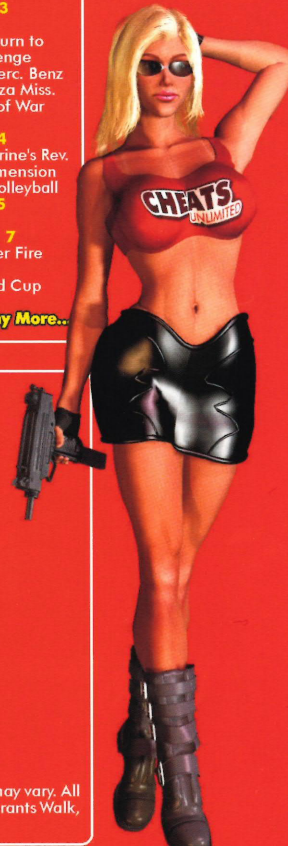
Age of Empires 2
Agent Under Fire
Alone in the Dark 4
Blade 2
Blood Omen 2
BloodRayne
Burnout 2 Point of Impact
C.Bandicoot: W. of Cortex
Conflict Zone
Conflict: Desert Storm
Def Jam Vendetta
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Draken: Ancient Gates
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Escape Monkey Island
Fellowship Of The Ring
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Grand Theft Auto 3
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Headhunter
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Jak & Daxter
James Bond: Nightfire
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LMA Manager 2003
Lord of Rings: Two Towers
Lord of Rings: Fel. of Ring
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Max Payne
Medal of Honor Frontline
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Metal Gear Solid 2: Sub.
Midnight Club
Midnight Club 2
Mort. Kombat: Deadly All.
Mummy Returns
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X-BOX

A = 01
Agent Under Fire
Aggressive Inline
Air Force Delta Storm
All Star Baseball 2003
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Apex (Racing Evoluzione)
Arctic Thunder
ATV Quad Racing 2
Azurik: Rise of Perithia
B = 02
Baldur's Gate: Dark All.
Batman Vengeance
Batman: Dark Tomorrow
Battle Engine Aquila
Battlecry, Robotech
Big Mutha Truckers
Blackstone: Magic & Steel
Blade 2
Blinx: The Time Sweeper
Blood Omen 2
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Bond: Agent Under Fire
Bruce Lee: Quest Dragon
Buffy The Vampire Slayer
Burnout
Burnout 2 Point of Impact
C = 03
C. Wolfenstein, Return to
C.Bandicoot: W. of Cortex
C. Edwards' Inline Skating
Cel Damage
Chamber of Secrets
Champ. Manager 2001
Champ. Manager 2002
Chase: Hall. Stunt Driver
Circus Maximus
Clone Wars - Star Wars
Colin McRae Rally 3
Commandos 2
Conflict: Desert Storm
Crash
Crazy Taxi 3: High Roller
Crimson Sea
D = 04
Dark Alliance (B's Gate)
Dark Angel (J. Cameron)
Dark Legacy
Dark Summit
Dark Tomorrow - Batman
Dave Mirra BMX 2
David Beckham Soccer
Dawn of Fate
Dead or Alive 3
Dead or Alive Volleyball
Dead to Rights
Deadly Alliance
Deadly Skies
Deathrow
Defender
Desert Storm (Conflict)
Dr. Muto
Dragon's Lair 3D
Driven
Dynasty Warriors 3
E = 05
Elder Scr. III: Morrowind
Emperor's Tomb
Enclave
Enter the Matrix
ESPN Int. Winter Sports 02
ESPN NBA Tonight 2002
F = 06
ESPN NFL Primetime 02
Evolution - Racing
Exile: Myst 3
Extreme Destruction
F = 06
F1 2001
F1 2002
Fantasy Star Online 1 & 2
Fatal Frame
Fellowship Of The Ring
FIFA 2003
Fifa World Cup 2002
Fire Blade
Fist of the Lotus
Freestyle Snowboarding
Frontline (M. of Honor)
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Gauntlet: Dark Legacy
Genma Onimusha
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Gotham Racing
Grand Heat
Gravity Games Bike: SVD
GT 2002
Gun Metal
Gun Valkyrie
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Harry Potter C. of Secrets
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Hitman 2: Silent Assassin
Hollywood Stunt Driver
Hot Pursuit 2
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Hunter: The Reckoning
I = 09
I. Jones: Emp's Tomb
Inner Fears - Silent Hill 2
Int. Superstar Soccer 2
Int. Winter Sports 2002
J = 10
J.Bond: Agent Under Fire
J. Cameron's Dark Angel
James Bond: Nightfire
Jedi Knight 2
Jedi Star Fighter
Jet Set Radio Future
Jurassic Park Op Genesis
K = 11
Kabuki Warriors
Kakuto Chojin
Kelly Slater's Pro Surfer
Knockout Kings 2002
Kung Fu Chaos
L = 12
L. of Kain: Blood Omen 2
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
LMA Manager 2003
Loons: Fight For Fame
Lord of Rings: Two Towers
Lord of Rings: Fel. of Ring
M = 13
Mad Dash Racing
Madden NFL 2002
Madden NFL 2003
Magic & Steel
Man of Steel - Superman
Marvel vs Capcom 2
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Mercedes Benz Racing
Metal Gear Solid 2: Sub.
Micro Machines
Minority Report
Mission to Earth
Morrowind
Mort. Kombat: Deadly All.
Moto GP
Moto GP2: U.R.T.
Munch's Oddsee
MX 2002
Myst 3: Exile
N = 14
Nascar Heat 2002
NASCAR Thunder 2002
NASCAR Thunder 2003
NBA 2K2
NBA 2K3
NBA Inside Drive 2002
NBA Inside Drive 2003
NBA Live 2003
NBA Street Volume 2
NBA Tonight 2002
Need for Speed H.Purs. 2
New Legends
Next Dimension: X-Men
NFL 2K2
NFL Fever 2003
NFL Primetime 2002
NHL 2002
NHL 2003
NHL Hit 2002
Night Caster
Nightfire
O = 15
Obi Wan (Star Wars)
Oddworld: M's Oddsee
Onimusha Genma
OO7 Nightfire
Outlaw Golf
P = 16
Panzer Dragoon Orta
Paris-Dakar Rally 2
Phantasy Star Online
Phantom Crash
Pirates: Leg. of Black Kat
Prisoner of War
Project Gotham Racing
Project Zero
Q = 17
Quantum Redshift
R = 18
Racing Evoluzione
Rallispport Challenge
Rally Fusion
Reckless: Yakuza Missions
Reckoning - Hunter
Red Faction 2
Reign Of Fire
Ref. to C. Wolfenstein
Robot Wars: Extreme Dst.
Robotech: Battlecry
Rocky
Roller Coaster Tycoon
S = 19
Sea Blade
Sega GT 2002
Sega Soccer Slam
Serious Sam
Shenmue 2
Shrek
Silent Hill 2: Inner Fears
Simpsons: Road Rage
Sims
Slam Tennis
Spiderman The Movie
Splinter Cell
Spy Hunter
SSX Tricky
Star Wars - Obi Wan
Star Wars Jedi Starfighter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Street Hoops
Superman: Man Of Steel
T = 20
Tao Feng: Fist of Lotus
Taz Wanted
Terminator: Dawn of Fate
Test Drive: Overdrive
Test Drive: Wide Open
The Emperor's Tomb
The Fellowship Of Ring
The House of the Dead 3
The Hulk
The Legend of Black Kat
The Man of Steel
The Matrix
The Reckoning - Hunter
The Simpsons: Road Rage
The Sims
The Thing
The Time Sweeper - Blinx
The Two Towers
Tides of War
Tiger Woods Golf 2003
Time Splitters 2
TOCA Race Driver
Toejam & Earl 3
Tom Clancy: Ghost Recon
Tom Clancy's Splinter Cell
Tony Hawk's 3
Tony Hawk's 4
Total Immersion Racing
Transworld S'boarding
Transworld Surf
Turok: Evolution
Ty the Tasmanian Tiger
U = 21
U.R.T.: Moto GP
Ult. Fight: Champ: Tapout
Unreal: Champ. Edition
V = 22
Vexx
W = 23
Whacked!
Wolfenstein, Return to
Wolverine's Revenge
World Racing Merc. Benz
Wreckless: Yakuza Miss.
WW2: Prisoner of War
WWF Raw
X = 24
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme Beach Volleyball
Y = 25
Yager
0-9 = 27
007 Agent Under Fire
007 Nightfire
2002 FIFA World Cup
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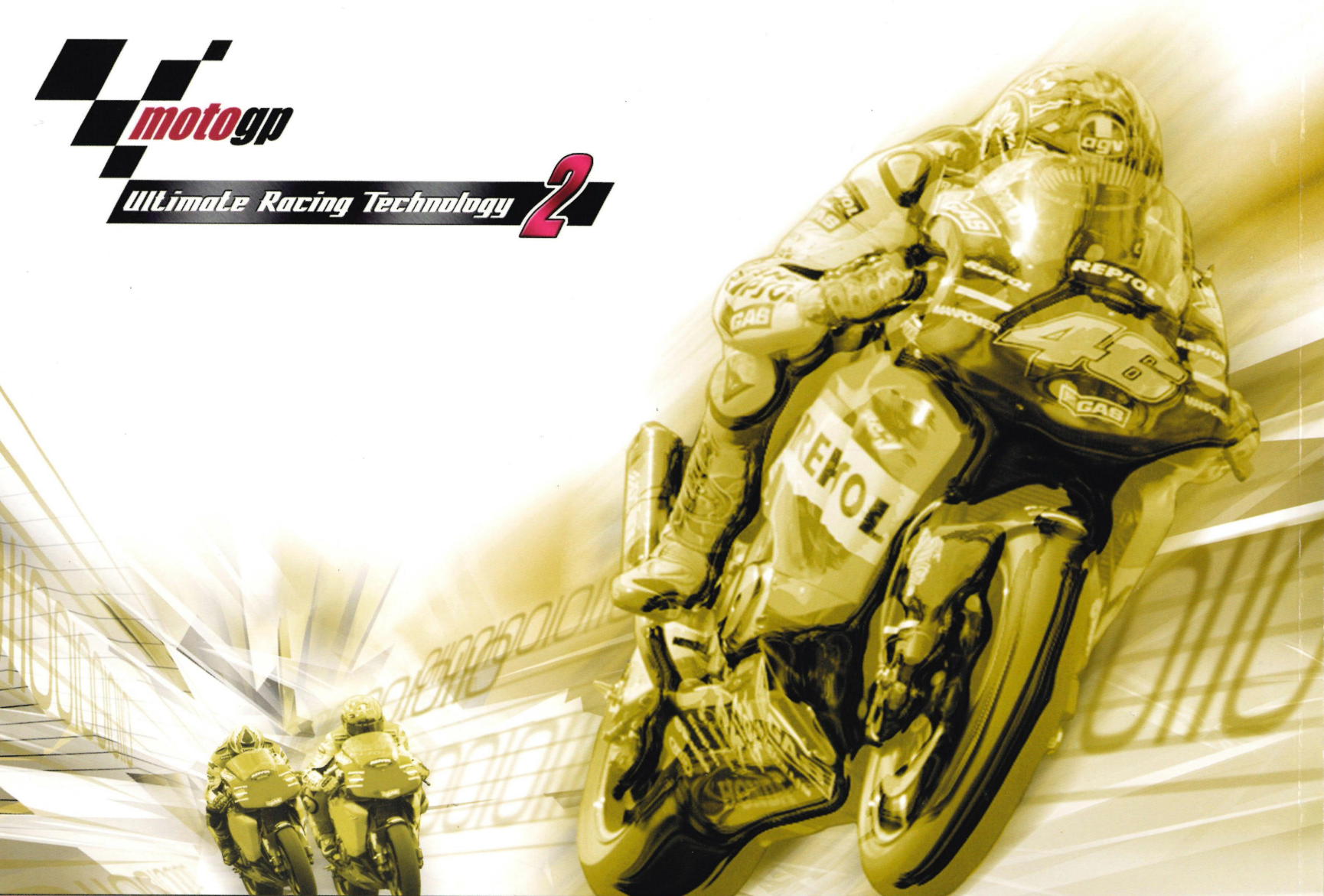
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