OFFICIAL XBOX MAGAZINE ISSUE 30
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XBOX

Official Xbox Magazine

OFFICIAL XBOX MAGAZINE

EVERY XBOX GAME REVIEWED!

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- Amped 2
- Shadow Ops: Red Mercury
- World Championship Rugby
- Rainbow Six 3 Xbox Live

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FULL SPECTRUM WARRIOR

Is this the ultimate war game? World's first review inside

25 PAGES OF REVIEWS!

THE ESSENTIAL GAMER'S GUIDE!
- RalliSport Challenge 2
- Breakdown
- Manhunt
- Galleon
- Red Dead Revolver
- Plus loads more!!

Star Wars: KOTOR 2

The Old Republic strikes back. See it here first!

EXCLUSIVE ACCESS First Xbox shots of this Special Forces shooter!

BLACK HAWK DOWN

5 PLAYABLE DEMOS!

ISSUE 30 JUNE 2004 £5.99

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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.

>> WE HAVE A HUGE network of games journalists across the globe, ready to visit games developers wherever they are and report exclusively for the *Official Xbox Magazine* World Network.

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

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Who wants to play Army?

Remember that childhood chant? Well, now there'll be no more arguments and tantrums over who shot who first, who's got the best gun and who's going to tell mum that her geraniums were the first casualty of a brutal war between the *Star Wars*/Napoleonic Cavalry all-star Special Forces and the insurgent rebels led by the evil Strawberry Shortcake with the dog-chewed Fisher Price rejects. No, for the mighty *Full Spectrum Warrior* has deployed!

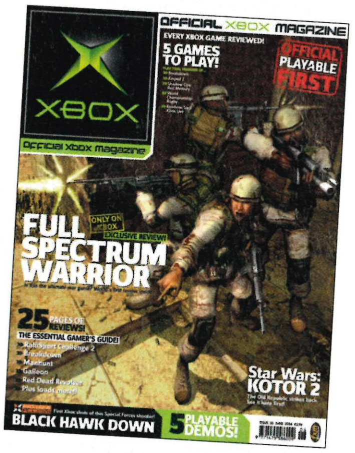
'Full Spectrum' describes the trained ability of these realistic four-man squads to be inserted behind enemy lines and cope with any situation - the full spectrum of modern combat possibilities. And the game will throw every possible military decision at your infantry. As their commander, it's down to you to deploy the squads using your training and the resources of cover and equipment to hand in any situation. It's a tough challenge, make no mistake, but absolutely rewarding and all the more so for being ultra-realistic in design and action, with one of the most beautiful graphics engines we've yet seen on Xbox. Our beloved console has been criticised for its lack of deep strategy games and as you'll read from our world-exclusive review starting on page 070, *Full Spectrum Warrior* smartly redresses the balance.

With E3, the world's biggest computer games exhibition, occuring this month, announcements and previews of the next year's big players have been cannoning in from all directions. We'll have loads more from E3 next issue, but we've got sneak previews in these pages for all of the hot new games, including *Star Wars KOTOR: The Sith Lords*, *Colin McRae Rally 2005*, the next *Rainbow Six*, the massive new *Lord of the Rings* RPG, *OutRun 2* as an Xbox exclusive, *Prince of Persia 2*, new *Doom 3* and *Halo 2* shots and loads, loads more! Of the totally new announcements, we're most excited about *Brothers in Arms* and you'll find the first ever shots and info for this World War II tactical shooter on page 016.

We've also been absolutely blown away by our recent trip to see and play *The Chronicles of Riddick: Escape from Butcher Bay* (page 035). This prequel to the upcoming Vin Diesel film may have an unwieldy name, but it's looking absolutely stunning, with an engine that will even give the later-scheduled *Doom 3* release something to think about. This is about as far from a quick and easy movie tie-in cash-cow as you can get. Vin Diesel is himself obsessed with games, even founding his own developer, Tigon, and perhaps he's had some part in ensuring the quality of this title. Whatever the reason, it's shaping up to be a huge surprise hit and we're hoping to have the exclusive review for you next issue, with a playable trial version to follow. Keep an eye on this one over the next month on our website, www.officialxboxmagazine.co.uk and spread the word!

See you next month,

STEVE BROWN
EDITOR, *OFFICIAL XBOX MAGAZINE*



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Massive review, page 070

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Xbox exclusive, page 014

ONLY ON XBOX
XBOX LIVE PLAYABLE

DELTA FORCE: BLACK HAWK DOWN

Exclusive screens in our Mogadishu issue.

054

Total Time 4'24"867
Time 48
Score 1263992
ONLY ON XBOX
XBOX LIVE PLAYABLE

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STAR WARS KOTOR: THE SITH LORDS

The sequel with no equal in the world of role-playing games brings us the trials of the last known Jedi.

008

XBOX LIVE PLAYABLE
CERTINA SWISS WATCHES 01:59.06
4
63 Mph
TURBO
WATER
OIL

COLIN McRAE RALLY 2005

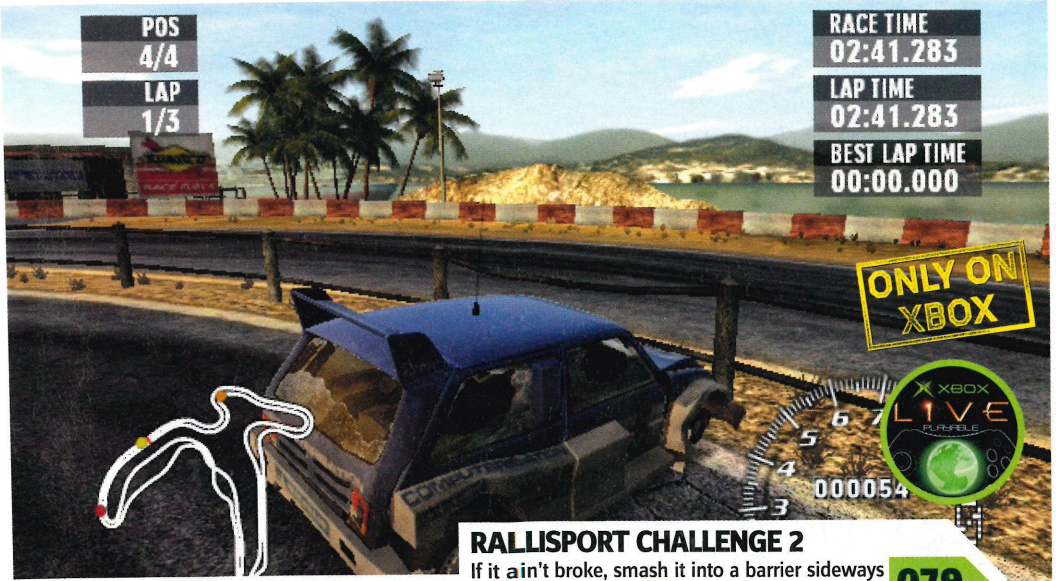
The next edition brings Xbox Live to the track to prove it's not all torque and no browsers.

010

SUDEKI

You can live in a fantasy world after all with exclusive new shots of this top RPG.

062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LAP TIME
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BEST LAP TIME
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XBOX LIVE PLAYABLE
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RALLISPORT CHALLENGE 2
If it ain't broke, smash it into a barrier sideways and see what the full damage model thinks. **079**

RED DEAD REVOLVER
Saddle up for our gunslinging review of the latest Western shooter to ride into town. **082**

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R, ↓ + X Nerve Blocking Technique!
18 Combat Points

GALLEON
Banish crabs the easy way in our review of the swashbuckling privateer action adventure. **097**

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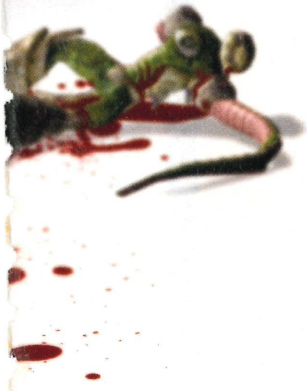

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XBOX LIVE PLAYABLE
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FULL SPECTRUM WARRIOR

Massive exclusive review of the tactical military simulator that's a must-have for every armchair general. **070**

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- » PLUS LOADS MORE!

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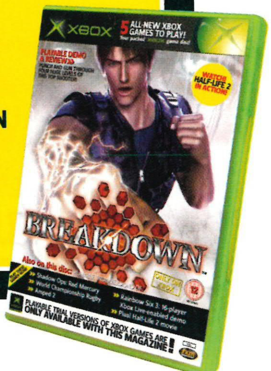

XBOX
PANDEMIC

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FIRST LOOK

World exclusive looks at the very latest Xbox games in development

STAR WARS KOTOR: THE SITH LORDS // The galaxy just expanded, with first shots and info 008
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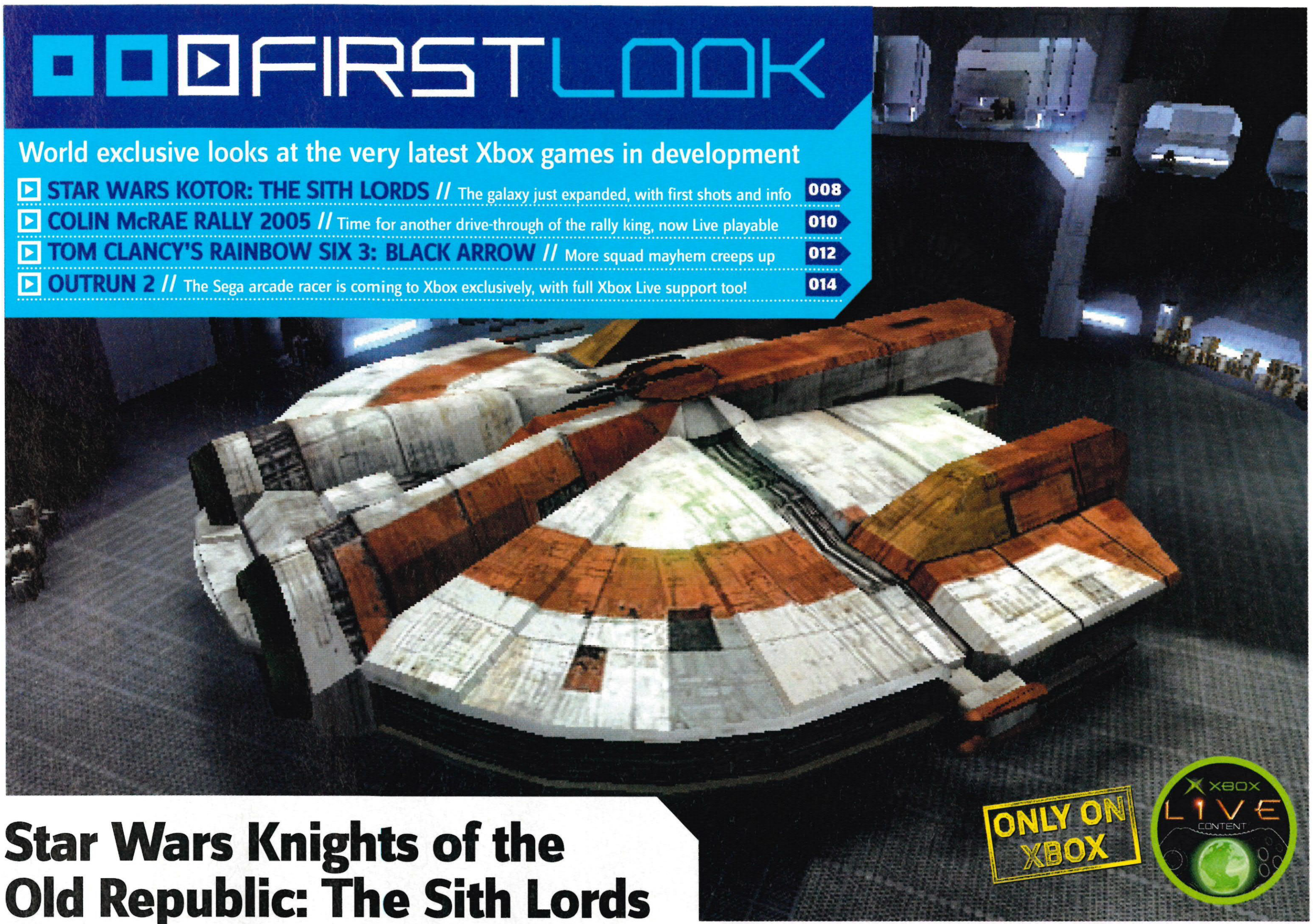


↑ The Ebonnium Hawkon, no, the Millebonium Falkhawk, no, wait a sec...

Star Wars Knights of the Old Republic: The Sith Lords

Jedi hard with a vengeance in the top RPG's sequel

WORDS: **STEVE BROWN**

GAME INFORMATION
DEVELOPER: **OBSIDIAN**
PUBLISHER: **ACTIVISION**
RELEASE DATE: **FEBRUARY 2005**
PLAYERS: **1**

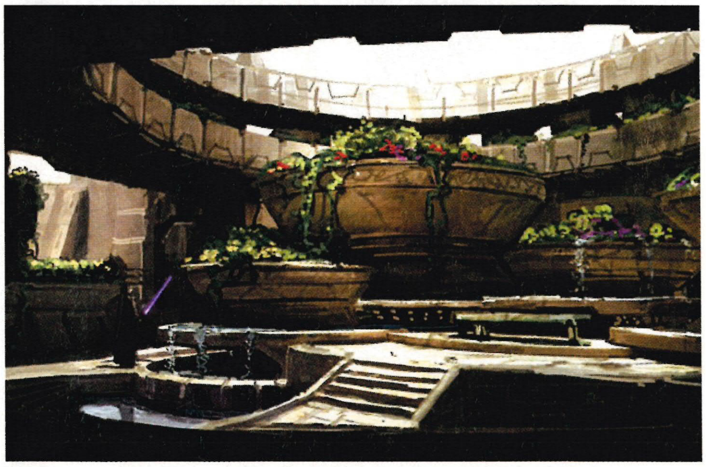
SET JUST A few years after the events of the original *KOTOR* (Issue 20, 9.5), *The Sith Lords* focuses its beams on the last known surviving Jedi in the galaxy and the efforts of the Sith to hunt you down and destroy your party as the Republic fails. The original game was widely acclaimed, and voted Xbox Game of the Year in our annual *OXM* awards and subsequent Readers' Awards. That's a lot for a sequel to live up to, but the franchise's new developer Obsidian claims to be well up to the task of providing seven planets and 40 hours of new gameplay using the existing game engine from BioWare.

The story starts on a drifting spaceship that has been ambushed by the Sith. Your 'last Jedi' character is aboard in stasis as it docks with a mining facility, and upon revival it turns out that you are a veteran of the Mandalorian war returning from exile. With no idea of the events of the first game, your Jedi has also lost touch with the Force and must slowly regain powers over the first stages of the game.

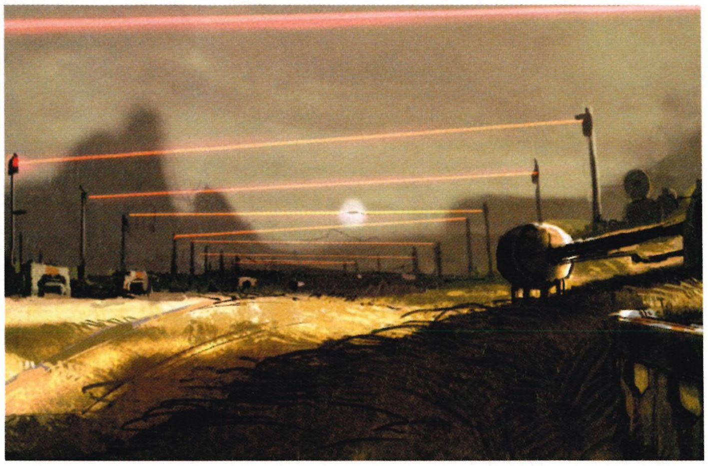
Your initial re-education comes via Kreia, an old wise woman who will act as your mentor and guide throughout (swap out Obi-Wan). She is the one who has reawakened you from stasis and it's she who directs you to rescue the next central character, loveable rogue Atton (swap out Han Solo). Atton will fill you in on the blanks of your long exile and cryo-sleep, basically acting as a plot reinforcer for gamers who haven't played the first *KOTOR* and join you in taking back the Ebon Hawk (swap out Millennium Falcon). The answers you give in this clever plot device will allow the sequel to respect the choices any player made in the first game, and reflect these in the follow-up.

There will be a total of ten characters who may join your party, but Obsidian has so far only confirmed that the droid T3-M4 will return from the original. Characters will be specific to your Light or Dark path and where last time Jedi quickly became the most useful, here other members will have new special abilities. Sixteen new feats and Force powers will be available, including Confusion (enemies attack each other) and Force Sight (see through doors and gauge the Light or Dark energy of those beyond).

One of the major diversions from the last game will be that this time you won't have to make a final Light or Dark side decision towards the end of the game. Obsidian feels that just as Darth Vader's Dark side destiny wasn't fixed at the end of his mortal coil, neither should your destiny be set in Carbonite. We can't wait to reach the multiple endings of this amazing sequel and we'll have more on this very soon!



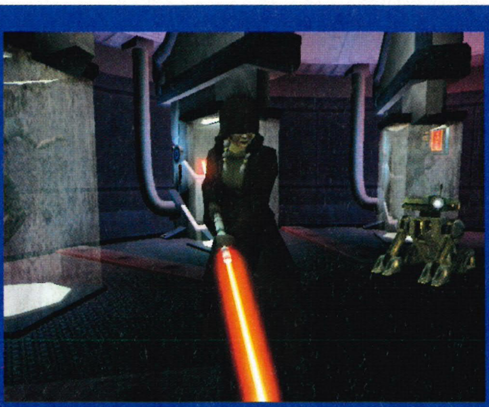
↑ The new alien race is led by Sesaar Saladbolious, a fearsome foe.



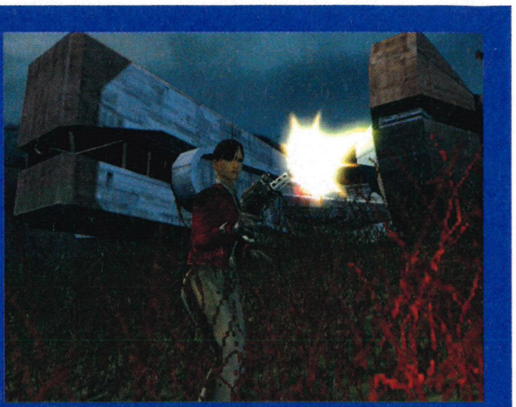
↑ Speed traps even plagued the sand speeder commuter belt on Tatooine.

SABRES OF PARADISE

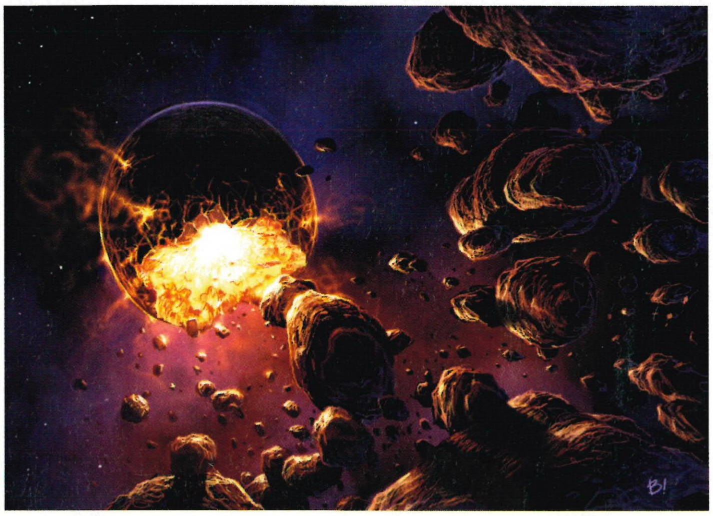
THE IN-GAME interface has been given a thorough facelift, being made much more functional so that it is now far simpler to filter inventory items. There will also be dual weapon configurations available such as melee and ranged weapons, and you'll be able to switch between them far more quickly using the in-game action menu. This was not possible in the first *KOTOR*, and weapon selection used to stall the action slightly.



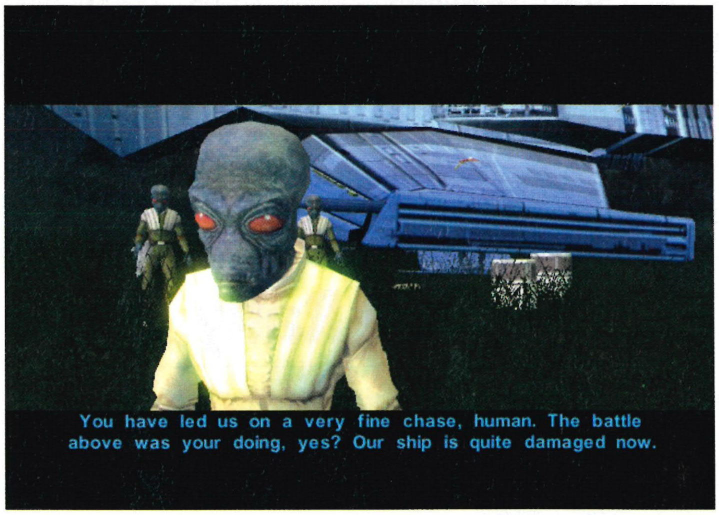
Switch quickly to lightsabers using the action menu.



No more breaks in the action to change attack.



This planet core has partly exploded, creating an ever-popular asteroid field.



You have led us on a very fine chase, human. The battle above was your doing, yes? Our ship is quite damaged now.

Well, see you in the small claims court then, bug eyes.

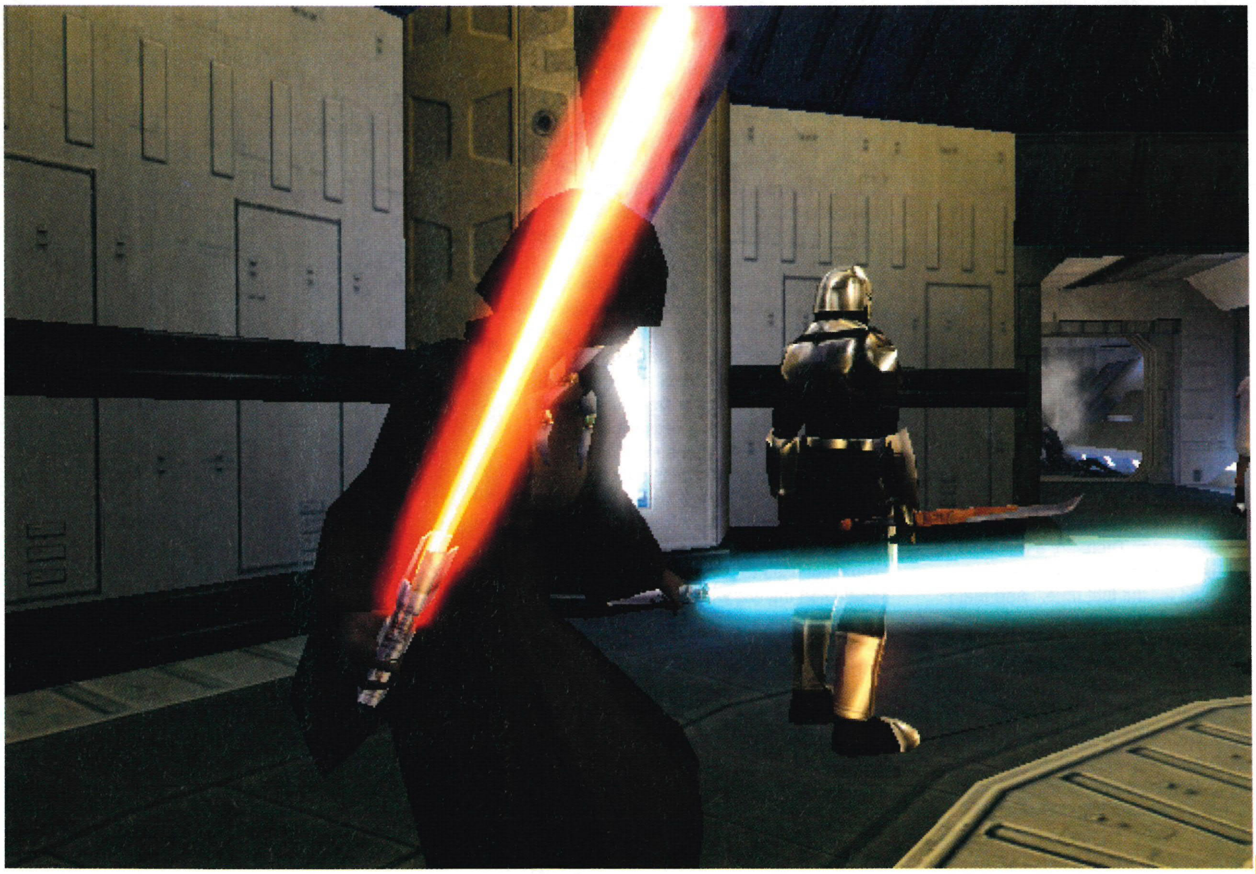
BONUS INFO

CONTENT COMPLETE

Obsidian has promised that unlike the disappointing content downloads for the original *KOTOR*, *The Sith Lords* will have plenty of unique extras available ready for launch. So as soon as you buy the game you can use Xbox Live to expand it.

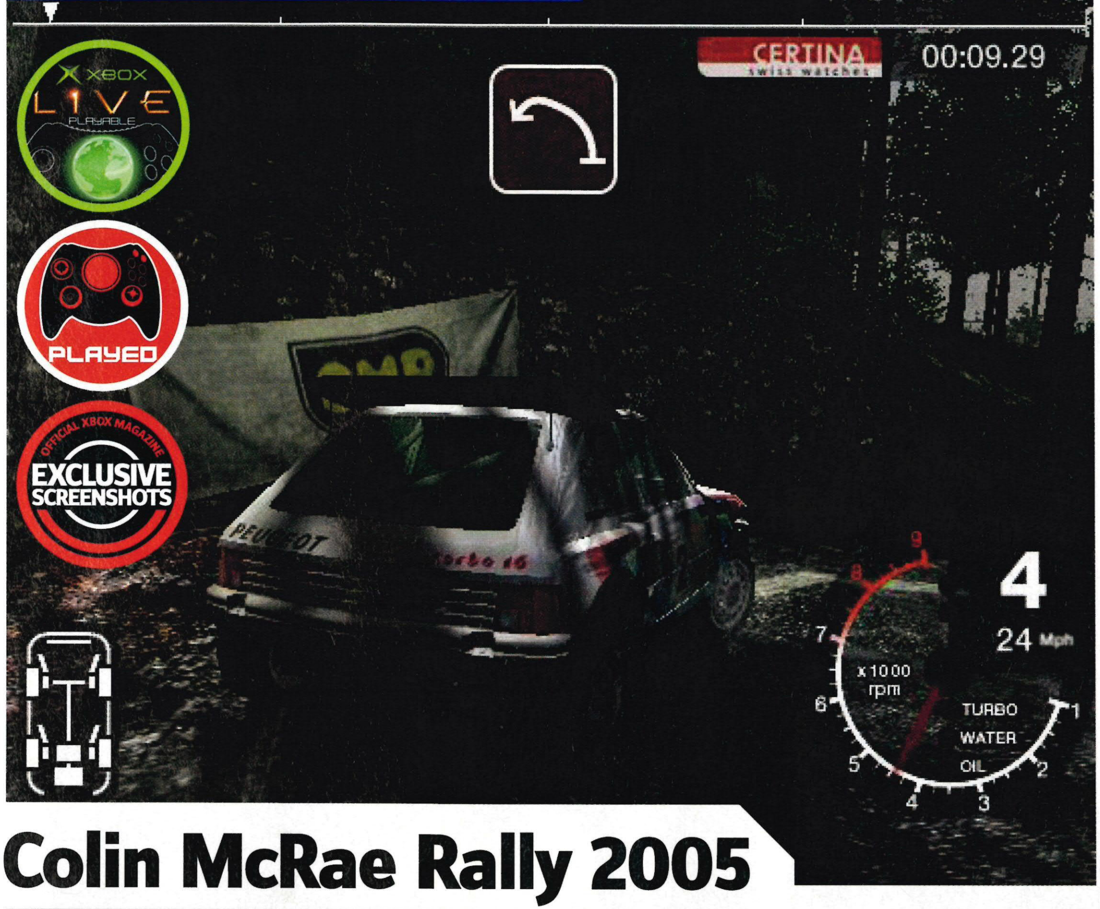
ANIMATING RITUALS

New combat animations will show your character improving as you gain more skills. The original game had no such visual indication of advancement and this will be a welcome addition to the engine, along with advanced weather effects.



This old bird is Kreia, who complains she's too old to accompany you on most quests, but still looks to be quite handy in a tight spot.

MIRA, MIRA: THE ONLY NEW WEAPON SO FAR REVEALED IS FOR THE CHARACTER MIRA, A FEISTY FEMALE WHO WILL HAVE WRIST ROCKETS. THIS IS SO, OBSIDIAN SAYS, "THAT SHE CAN GET HER BOBA FETT ON!"



Colin McRae Rally 2005

Bang goes the ever-decreasing returns theory

WORDS: BEN LAWRENCE

GAME INFORMATION

DEVELOPER: **CODEMASTERS**
PUBLISHER: **CODEMASTERS**
RELEASE DATE: **TBA 2004**
PLAYERS: **1-4; 1-8 LIVE; 1-32 SYSTEM LINK**

WE KNOW WHAT you're thinking. A shameless cash cow? A bit of tweaking for another £40? Those thoughts went through our heads too. After all, it only seems like yesterday *Colin McRae 04* (Issue 21, 9.1) arrived in the office... but what a difference a day makes. We visited Codies and discovered the developer has stuffed the fifth incarnation with everything from Live play to whiplash. Number five, it's safe to say, will be a very different beast.

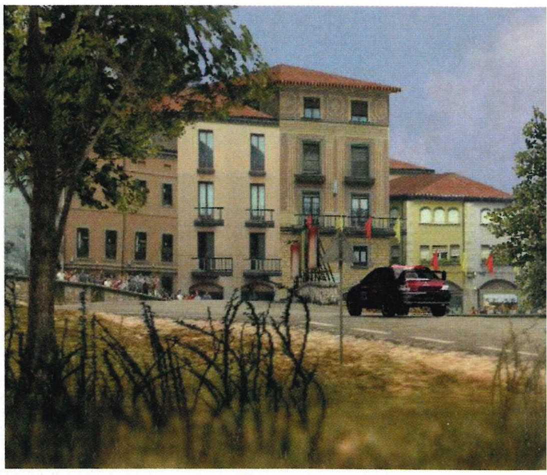
"The most immediate advantage for us," says executive producer Jim Woods, "is that Colin doesn't have a car this season. We're not restricted by a particular manufacturer, and this means we can put in whatever we fancy. There are a lot of old classics and styles being reintroduced or implemented for the first time." And that's where the floodgates begin to creak open...

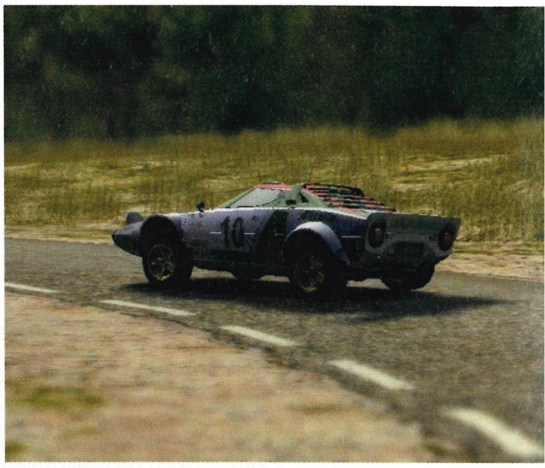
As well as the freedom to stuff in as many cars as they can, this has enabled Codies to implement a new career mode. You'll begin as a rookie, then choose a path that leads you to the world championships. "It's what we like to call 'candy store gaming'," Woods chirps. "There are 300 stages to play through if you choose and, once you've completed those, we've got a big, big surprise in the bag as a reward. Now, do you want to test her out?" Duhhh...

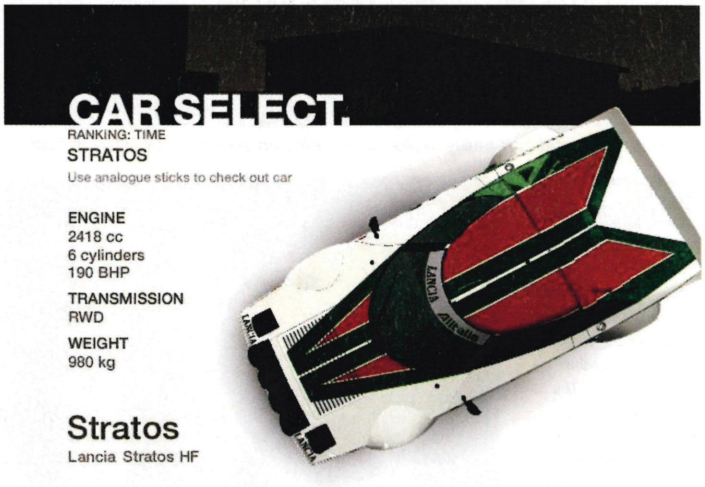
We walk past Nicky Grist, Colin's co-driver, who's recording his voice samples, and take a seat in front of Germany, the new course added for version five.

There are a lot of changes to *Colin* mark five, some so subtle you'd overlook them if they weren't making your palms sweat. We get the sense that Codies wants to mount you right in the driver's seat, making the experience as palpably real as it can. The bumper cam is back almost as an aperitif, but there's more. If you skid out, the previously locked camera perspective will almost 'unhinge' itself, giving you a sense of losing control, forcing you to regain the racing line. If you don't manage it, you'll smash into the scenery. Paint will scrape off exactly where the damage occurs, and you'll be mildly concussed from the bump. Your vision shudders, much like it would if you'd just driven headfirst into a tree, we suppose.

Combine this with a damage HUD that shows you for the first time in a *McRae* game where your car is taking damage, and you have an experience that makes you care for your own safety. We felt we were driving like little old ladies, desperate not to crash. "You'll get used to it," says Woods. "We should call the entry level 'Granny level'. Everyone is the same - after all, this is the closest we think you'll get to actually being in a rally, but wait until you get to grips with it – it's unlike anything you've played." And it is. There are features yet to be implemented, options still a little hush hush (but worth waiting for), and more gizmos and bits 'n' bobs than you can wave a modified exhaust pipe at, but *Colin McRae 2005* is proving to be so much more than just an update already. And that's even before you start on Live...


New perspectives give greater realism.


Classic cars will be in *Colin 2005*. Huzzah!


CAR SELECT.
RANKING: TIME
STRATOS
Use analogue sticks to check out car

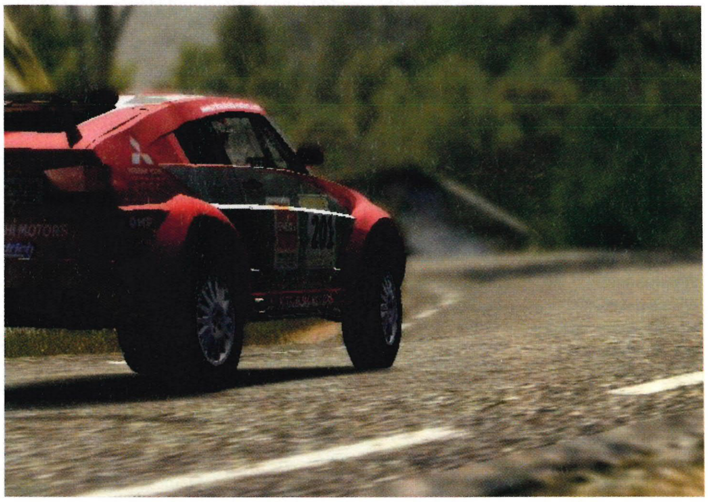
ENGINE
2418 cc
6 cylinders
190 BHP

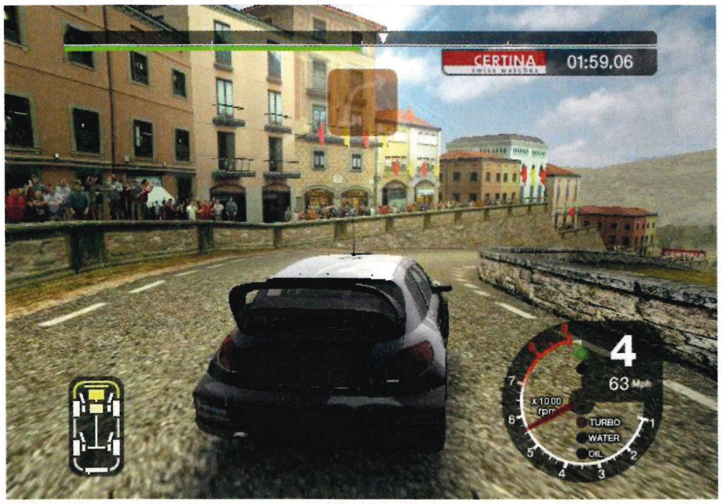
TRANSMISSION
RWD

WEIGHT
980 kg

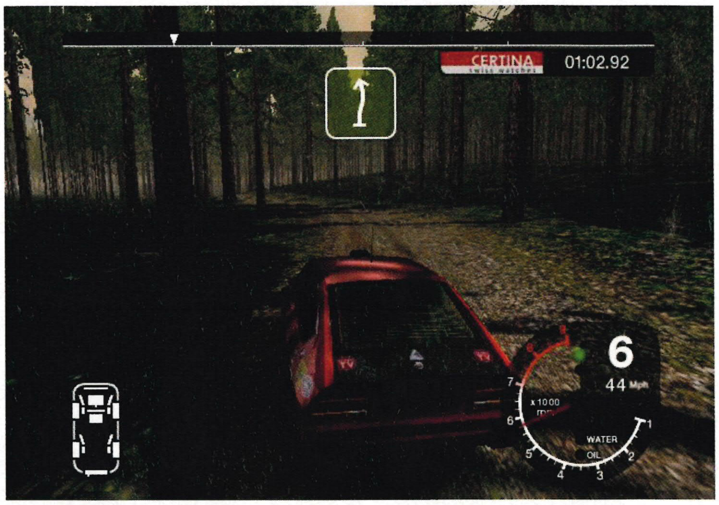
Stratos
Lancia Stratos HF

Before you choose a car you get an exhaustive look at everything it offers.


Every skin on every car has been specifically designed for the fifth title.



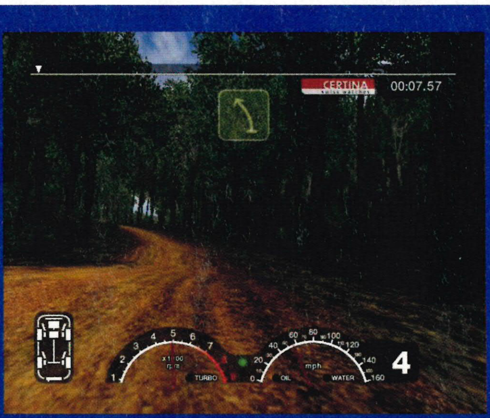
↑ Depending on your position, the crowds will cheer or boo accordingly.



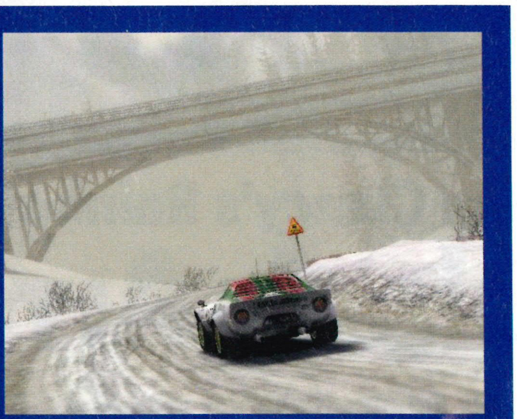
↑ Intelligent shadows are just a small addition to the improved game.

COLIN GOES LIVE

Colin 04 had uploadable scores on Live, but this time there'll be an eight-player single stage mode. You'll go head to head with other drivers on the same stage, but they'll appear as ghosts to avoid bumps, or there'll be a staggered start. You'll be fed stats about other drivers throughout the race to tell you where your competition is, and you'll even be able to bomb around uploaded custom rallies. Add an eight-console System Link option and a world-ranking system, and we're looking at a serious multiplayer game. Makes you wonder what's in store for *Colin 6*!



↑ Own a steering wheel? The bonnet cam is for you.



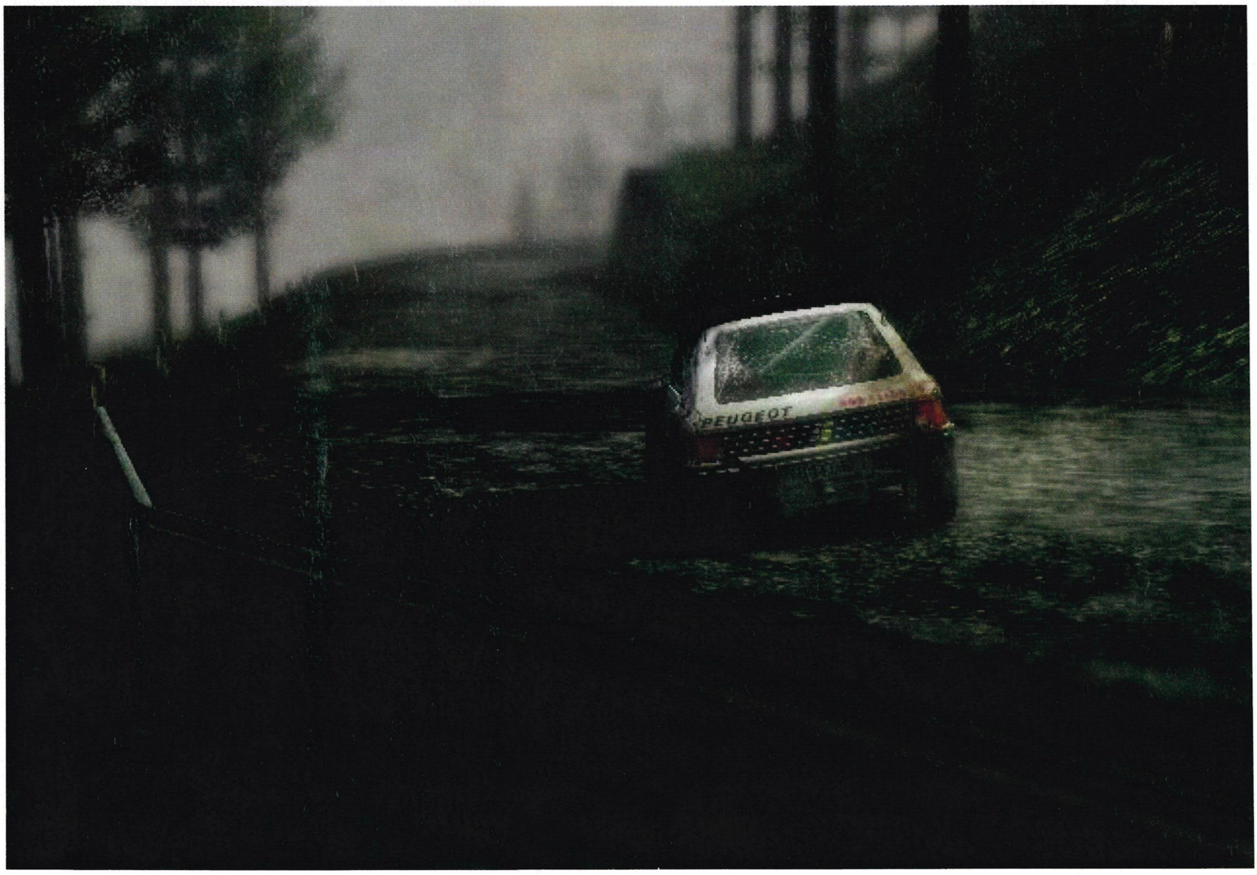
↑ It looks good enough to stop and take photos.

BONUS INFO

WET WIPES
Mud sprays everywhere in rainy country lanes, so the team is toying with the inclusion of a windscreen-wiping button. If your visibility gets bad because you're covered in mud, simply flick the wipers on to have some of the mud removed. We want a Turtle Wax option too.

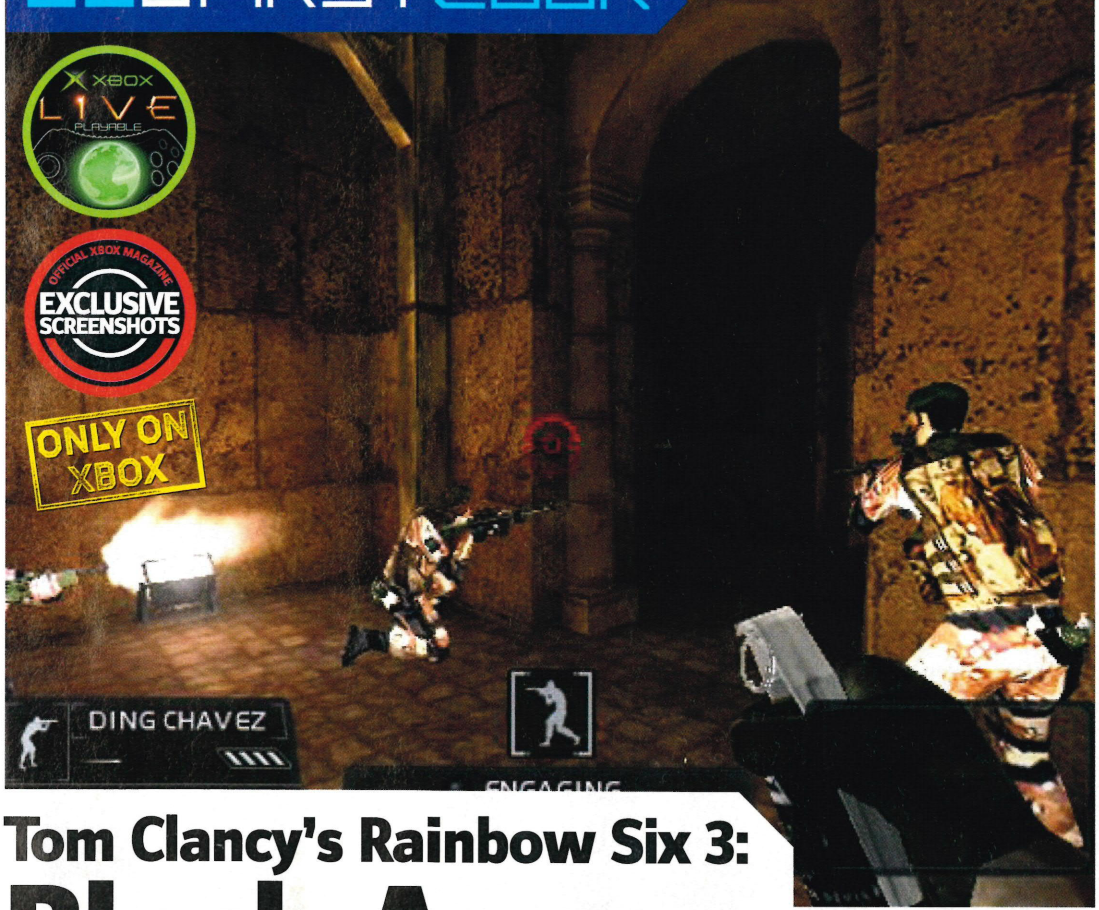
MORE MOTORS
There are now 50 per cent more cars than in the previous game. We'll have news on what they are nearer release, but they're guaranteed to get rally fans' hearts pumping.

BOO! HISS!
If you pass a crowd in first place they'll cheer and blow horns for you. Straggle in behind the pack, and they'll ignore you completely or blow raspberries instead. Now *that's* attention to detail.



↑ We cheered when we found out the cheeky Peugeot 206 was making a return to the courses. It's going to be good!

BOXCAR RACER: IF YOU FANCY BECOMING A RALLY DRIVER, LOG ON TO HTTP://WWW.WRC.COM/FEATURES.ASPX?PO_ID=1738&FLASH=FALSE&LANG=EN_GB. EASY.


XBOX LIVE PLAYABLE
OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS
ONLY ON XBOX
DING CHAVEZ
ENGAGING

Tom Clancy's Rainbow Six 3: Black Arrow

Clancy-enhanced shooter with Xbox Live 3.0 features

WORDS: **GAVIN OGDEN**

GAME INFORMATION

DEVELOPER: **UBISOFT MONTREAL**
PUBLISHER: **UBISOFT**
RELEASE DATE: **AUGUST 2004**
PLAYERS: **1-16 XBOX LIVE & SYSTEM LINK**

IT SEEMS LIKE only yesterday we were singing the praises of *Rainbow Six 3* (Issue 23, 9.4), but Ubisoft has stepped up another gear in its continuous assault on the FPS genre. Essentially an add-on or expansion pack in the same vein as *Ghost Recon: Island Thunder* (Issue 21, 8.5), *Black Arrow* calls up a new single campaign and multiplayer missions, but that's only the tip of this particularly huge iceberg.

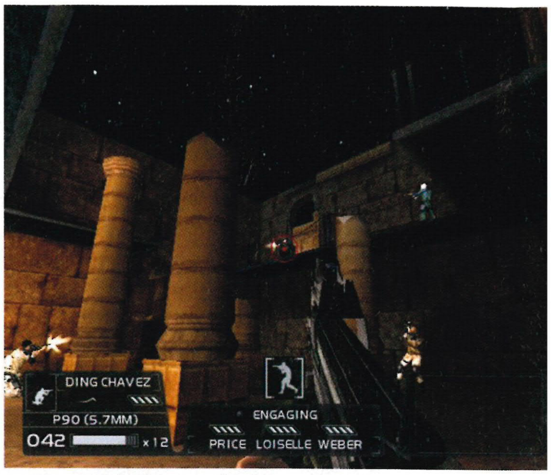
Ubisoft's excellent Montreal studio (yes, that's the same one that created the *Splinter Cell* phenomenon) is beavering away on some cutting-edge online modes as well as split-screen co-op gameplay. If you missed this feature in *Halo* (Issue 01, 9.7), then go back and check it out. Running, gunning and screaming your way through the entire single-player game with a mate sat next to you is a truly special experience. It might also help you get past the more tricky parts of the game. Two heads are better than one, right? *Rainbow Six 3: Black Arrow* will also be one of the first games on the planet to take full advantage of Xbox Live's 3.0 features, but more on that story later.

Followers of the original will already be familiar with the four-man anti-terrorist squad lead by the mighty Ding Chavez. Attempts to kidnap crazy rocket scientist-types for their superior brainpower pulls Team Rainbow into a sequel of epic proportions that again spans the globe of terrorism. Renegade military officers are trying to create conflict in the oil-rich regions around the Black Sea and it's our boys to the rescue. Of course, there'll probably be a bit of saving the world in there too, just for good measure.

We're pleased to report the excellent voice-activated command system is back again, so you don't have to waste any time pressing buttons to issue commands to your team. Instead you just shout into the Xbox Live Voice Communicator and watch your followers obey. Just like being on Xbox Live, but without the backchat. New weapons and equipment also make the grade and the action is all played out across beautiful Mediterranean and Eastern European landscapes.

"*Rainbow Six 3* is one of the top-selling games on Xbox and has been the number one Xbox Live game for months now," beams Florence Alibert, Ubisoft's marketing director. "This new *Rainbow Six 3* episode will improve the online experience by being one of the first games integrating Xbox Live 3.0 features."

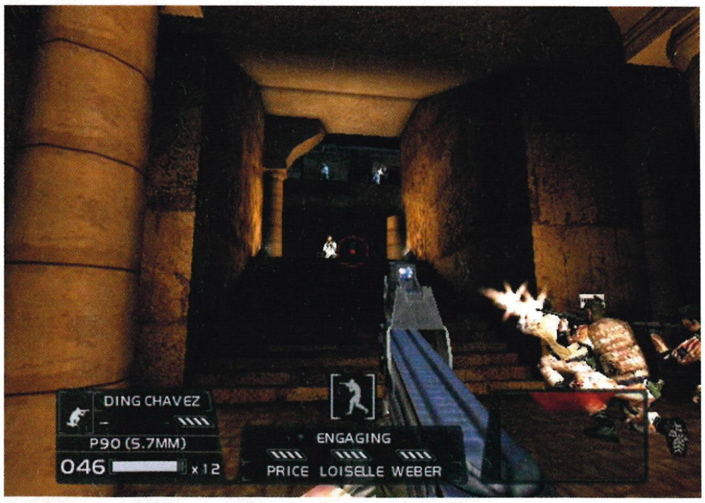
There is also something special in store for the enemy AI. We have been told to expect terrorists to call for backup, when out-numbered or cornered, and use hostages as human shields when in tight situations. Just remember, headshots count!


DING CHAVEZ
P90 (5.7MM)
042 x12
ENGAGING
PRICE LOISELLE WEBER

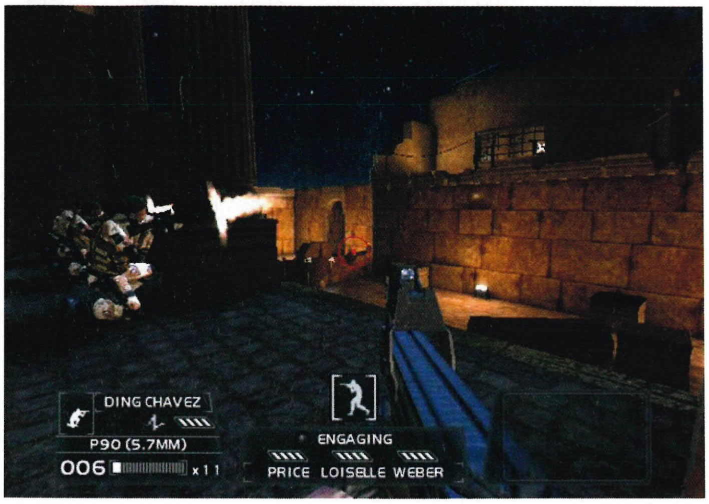
↑ Ding and the boys are back in town.

DING CHAVEZ
FRAG GRENADE
003
COVERING
PRICE LOISELLE WEBER

↑ Shout for your team-mates to go first.


DING CHAVEZ
P90 (5.7MM)
046 x12
ENGAGING
PRICE LOISELLE WEBER

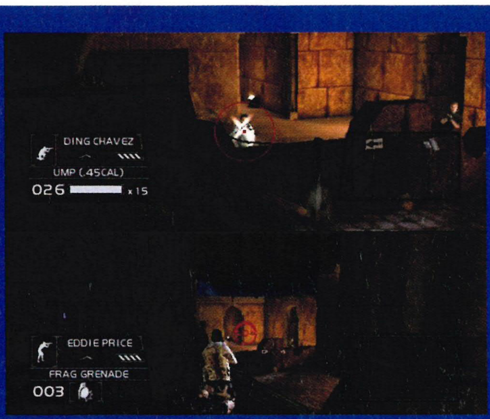
↑ Special weapons and tactics are needed at the turn of every corner.


DING CHAVEZ
P90 (5.7MM)
006 x11
ENGAGING
PRICE LOISELLE WEBER

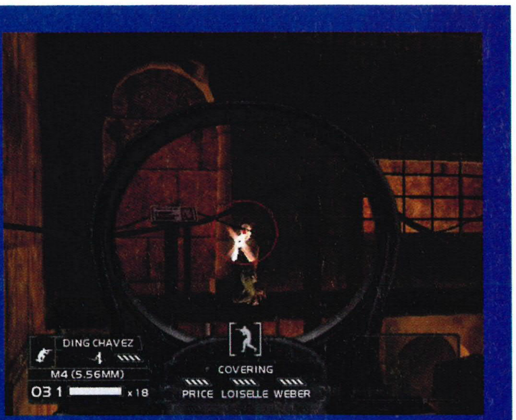
↑ Get the boys to provide covering fire while you pick off the biggest threat.

INSTANT LIVE MESSAGING

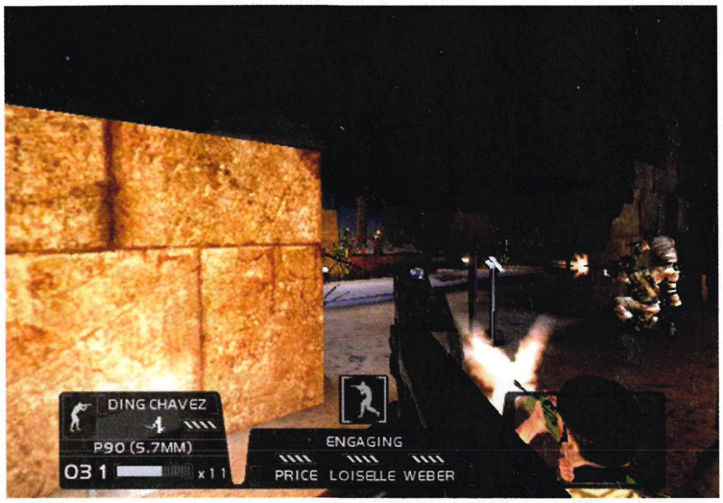
Black Arrow's new Live feature will make your experience even better. Live 3.0 includes the option for user-created tournaments and messaging. Clan stats will be stockpiled on a database, so there'll be no bragging about who's the best unless you really are. New tactics for online multiplayer sessions can also be thought up before the game begins. Enter *Black Arrow*'s private team lobbies and use a nifty planning interface to develop strategies before you fire your first bullet.


DING CHAVEZ
UMP (.45CAL)
026 x15
EDDIE PRICE
FRAG GRENADE
003

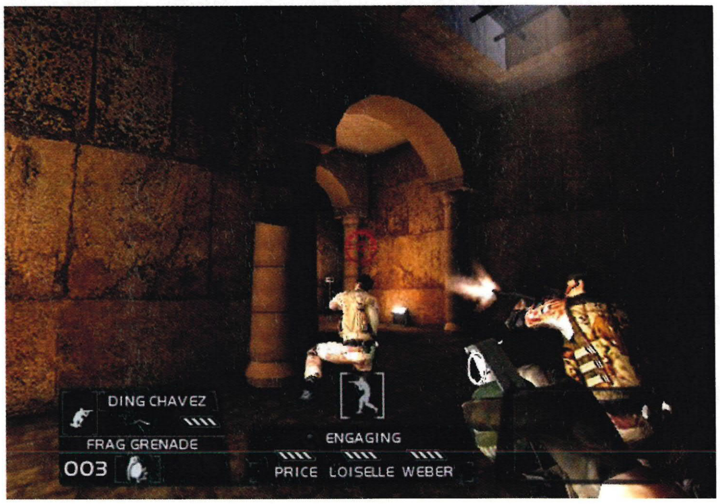
↑ Co-op play on the same screen. Life is good.


DING CHAVEZ
M4 (5.56MM)
031 x18
COVERING
PRICE LOISELLE WEBER

↑ Ping fellow Dings with Xbox Live 3.0 features.


DING CHAVEZ
P90 (5.7MM)
031 x11
ENGAGING
PRICE LOISELLE WEBER

↑ Expect a variety of levels and environments for the finished version.

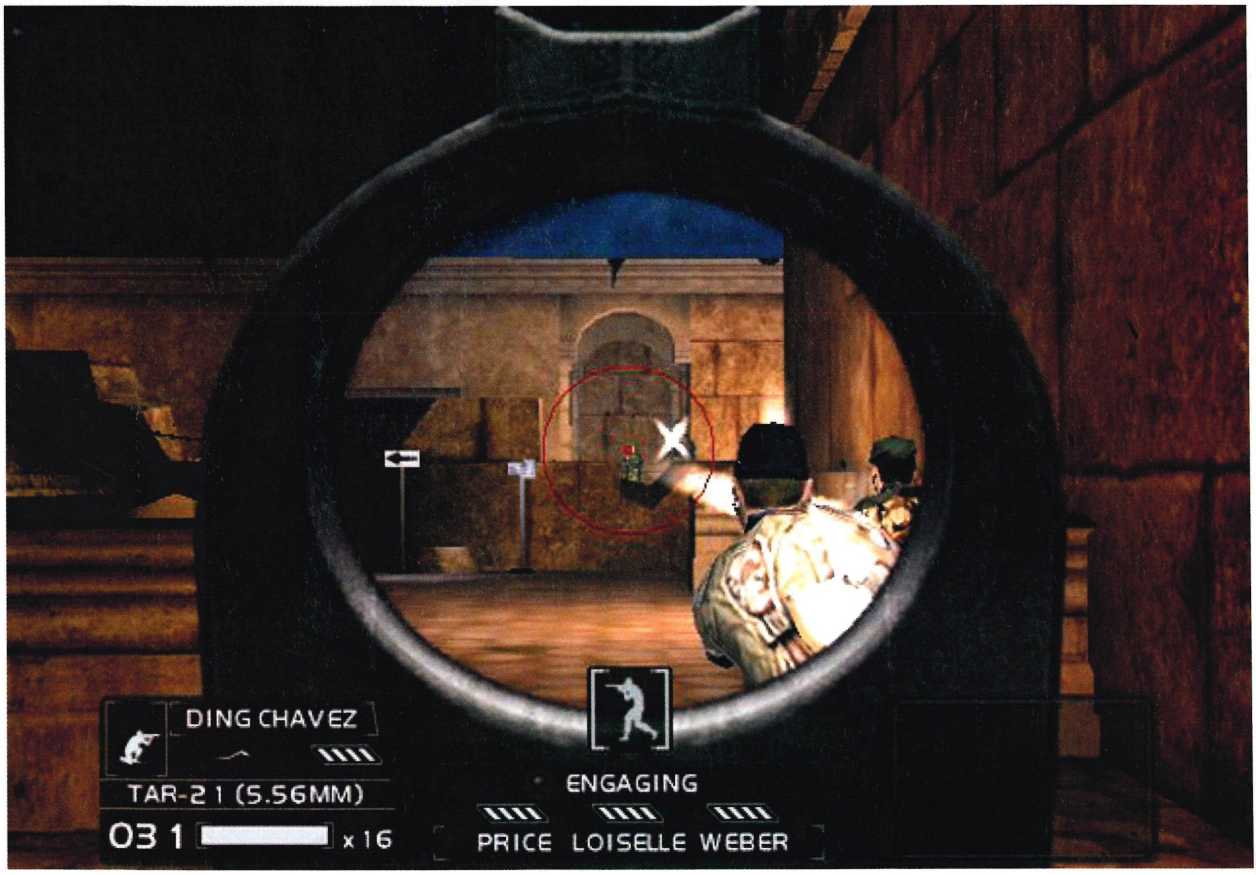

DING CHAVEZ
FRAG GRENADE
003
ENGAGING
PRICE LOISELLE WEBER

↑ Use your Voice Communicator to issue orders in sticky situations.

BONUS INFO

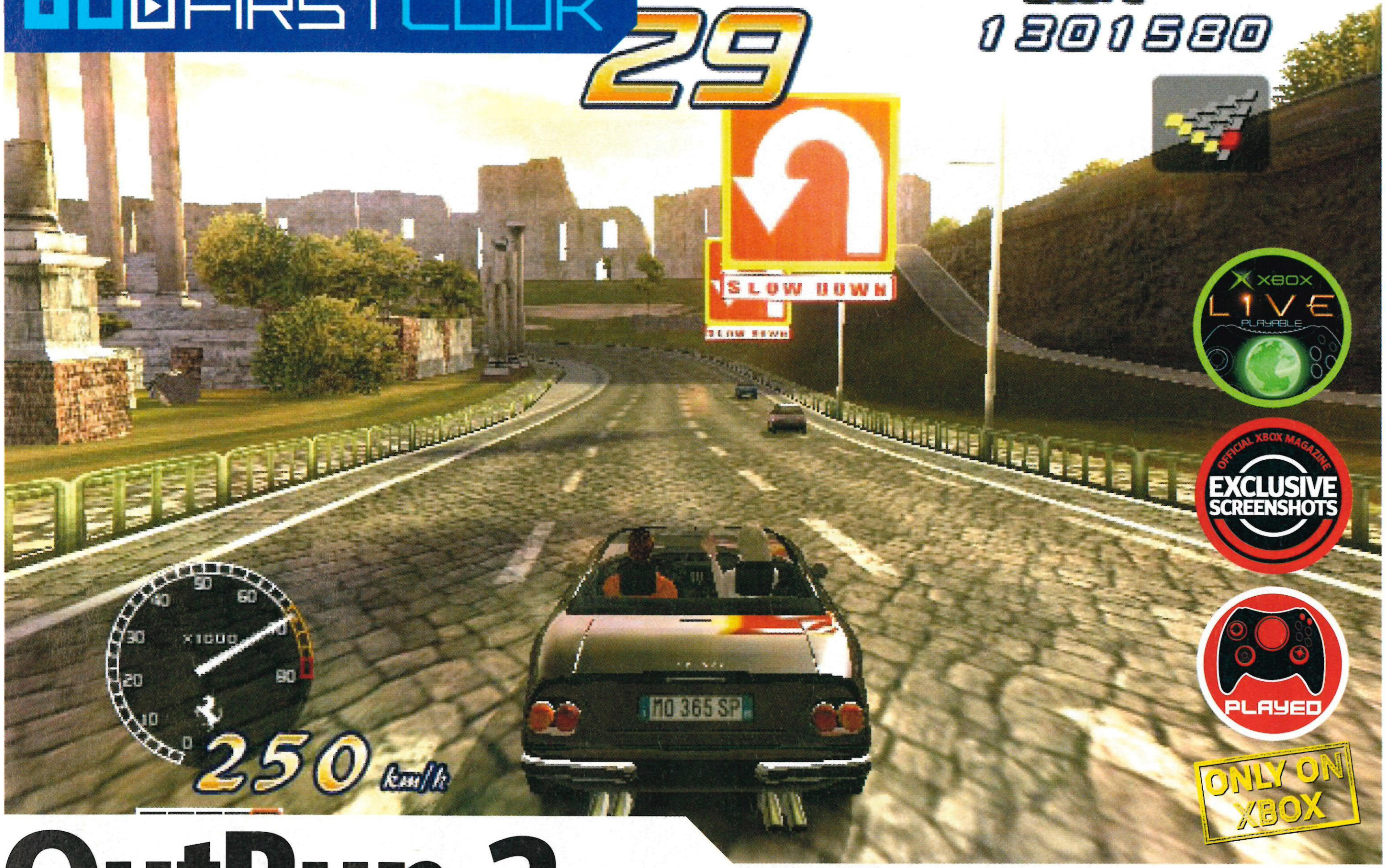
NEW BALLS, PLEASE

By now you all should have hammered the original's games to death, so it's about time for something new, wouldn't you agree? *Black Arrow* will feature two main new modes of play. Capture the Point sees teams firefight it out to capture and hold designated points on the map. Capture the Flag charges teams with having to race to the centre of a map to take possession of a specific item, and defend it as they carry it back to their compound. Easier said than done.


DING CHAVEZ
TAR-21 (5.56MM)
031 x16
ENGAGING
PRICE LOISELLE WEBER

↑ Enemy AI has been enhanced to the point where the enemy soldiers will duck or run for cover if they realise it's all over.

GOING GOING GOING: RAINBOW SIX 3 SCOOPED CONSOLE FIRST-PERSON ACTION GAME OF THE YEAR FROM THE ACADEMY OF INTERACTIVE ARTS & SCIENCES (AIAS), AND X03 GAME OF THE SHOW.



OutRun 2

The Xbox exclusive that will give you a Heart Attack

WORDS: **STEVE BROWN**

GAME INFORMATION

DEVELOPER: **AM2/SUMO DIGITAL**

PUBLISHER: **SEGA**

RELEASE DATE: **OCTOBER 2004**

PLAYERS: **1-4 (SPLIT SCREEN), 1-8 (XBOX LIVE)**

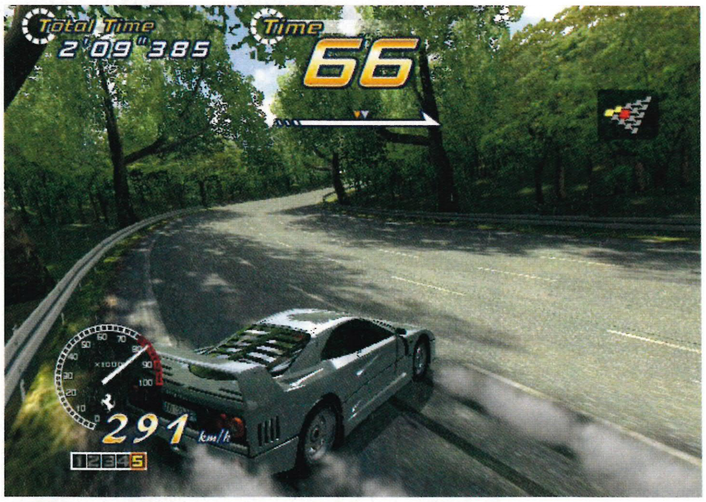
IT'S ONE OF the best-known and best-loved arcade franchises in the history of games. It's an Xbox exclusive and not just an arcade port. It's got full Xbox Live support, it's out this year and we'll have a playable trial version for you before September. Frankly, you can't tick any more boxes.

In development here in the UK at Sumo Digital, *OutRun 2* will include the full Arcade mode of last year's cabinet game release. However, there will be two more massive modes to supplement this, with Mission mode and Xbox Live mode bolstering it into what will hopefully be the definitive arcade racer on Xbox. It's also one in the face for those naysayers who claimed that Sega was failing to support Xbox. With no new *Project Gotham Racing* for 2004, it's a game that Microsoft is getting fully behind, even publishing it in the US.

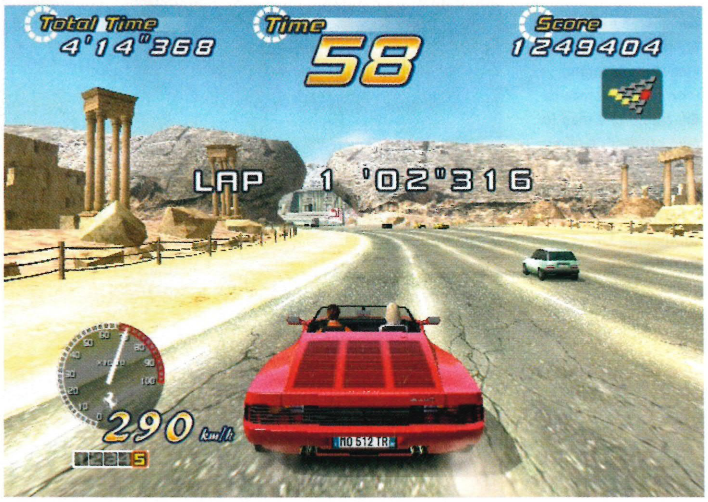
For those new to the *OutRun* franchise, the premise is quite simple. It's all about chicks and cars. Ferrari cars. Drive fast to impress your female passenger and pretend that the attitudes of the 1980s never died in a roadside ditch. Specifically this gameplay occurs in the Arcade mode's Heart Attack races. Your danger-craving girlfriend will ask you to thrill her with specific overtaking manoeuvres within set track checkpoints. Between the start and end of each of these sections, you have to gather all of the heart icons that she flutters out when you pass a car or drift a corner. Crash and you lose your hearts. At the end of each section the number of hearts you've stolen gives you a grade (AAA is pretty hot) and in turn high grades for a race will allow you to level up.

Expanding modes by fulfilling challenges in the Heart Attack, Time Attack and OutRun sections of Arcade mode is the driving force behind progression in *OutRun 2*. Achievements will unlock new tracks, reveal extra cars (always Ferrari flavour) and even display collectors' items as a homage to Ferrari. Both Ferrari and the original developer of the arcade game, AM2, are part of Sega's approval process for *OutRun 2* and fidelity to the popular franchise is assured. Eight cars are on the initial Ferrari roster – the 365 GTS/4, Dino 246 GTS, Testarossa, GTO, F40, F50, 360 Spider and the Enzo Ferrari. Just don't expect realistic handling or damage modelling. This is red-blooded arcade racing to the very chassis.

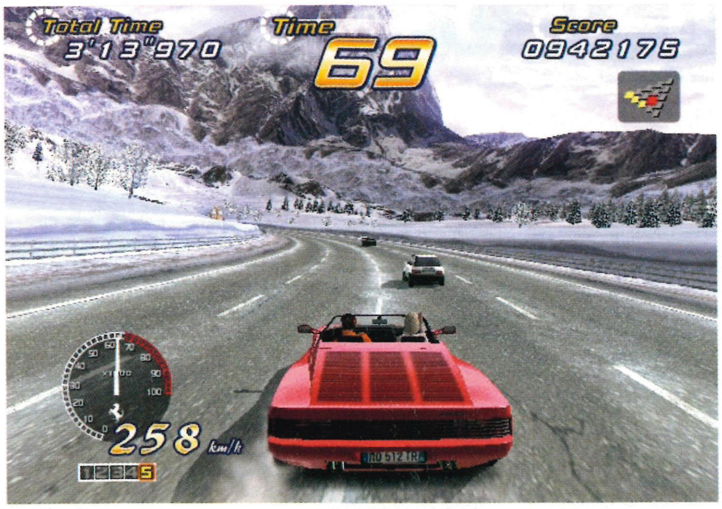
It's the additional Mission mode that will convince fans that this is far more than just an arcade port, and you can expect at least 15 missions here with plenty of AI racers there to outrun you. At present the AI is incredibly aggressive on the tracks we raced, and this may be toned down slightly for the final release. Look out next month for an exclusive interview with the original game designers.



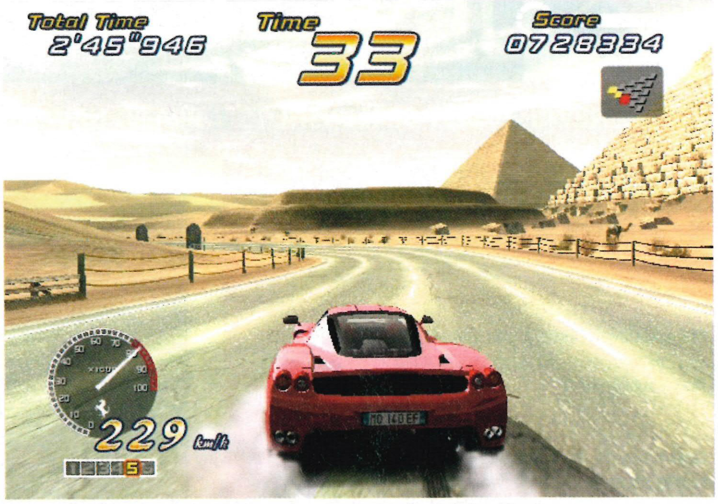
↑ Drifting can be held for incredible distances with careful steering.



↑ Look now, because you'll be moving too fast for scenery in the game itself!


Total Time
3'13"970
Time
69
Score
0942175
258 km/h
5

↑ We asked for varied screenshots but got these frozen assets. Sorry.

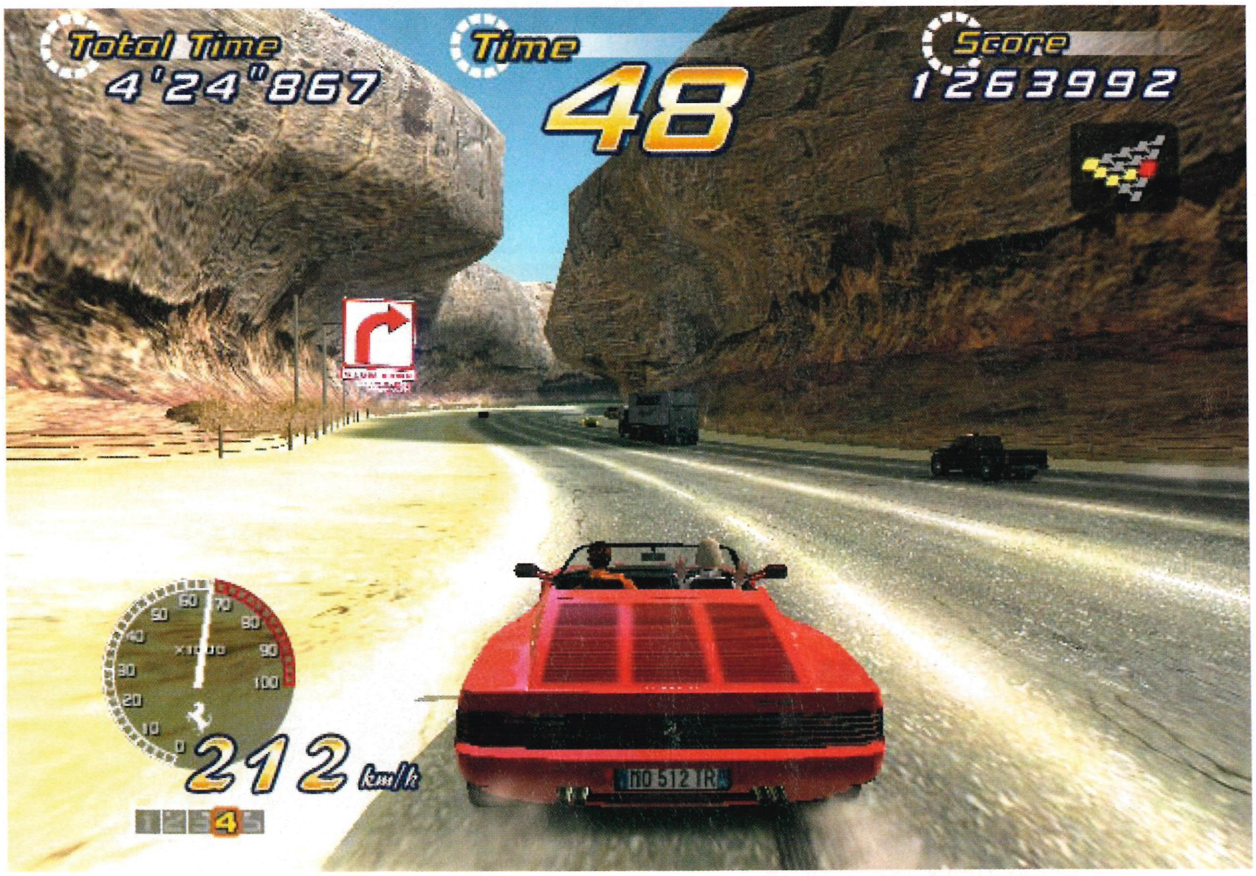

Total Time
2'45"946
Time
33
Score
0728334
229 km/h
5

↑ Is that the sound of Rameses spinning in his burial chamber?

BONUS INFO

»BERT THE FLIRT The driving hero of *OutRun 2* is Alberto, who drives his two admirers Jennifer and Clarissa in OutRun mode and Heart Attack mode respectively. Jennifer "is selfish and always looking for a thrill" while Clarissa "has a pleasant sexiness" according to AM2. Very nice.

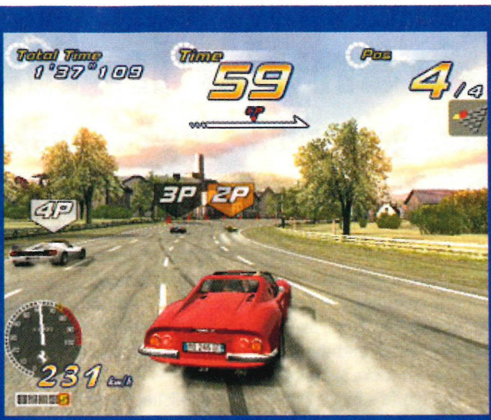
»LEFT OR RIGHT? There are choices to make on-track, deciding to take left or right forks in the road. On the overall course map, progressing further to the right will take you to the harder tracks faster, while keeping left will speed you through on Easy.


Total Time
4'24"867
Time
48
Score
1263992
212 km/h
4

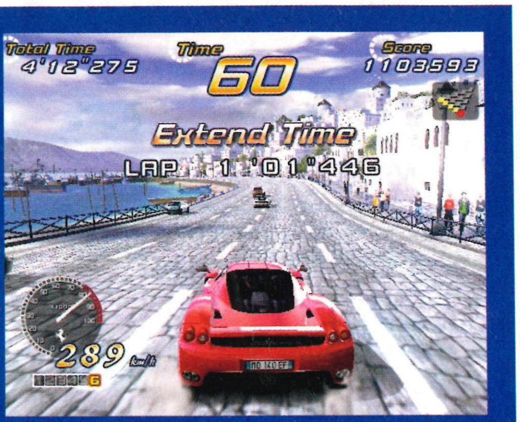
↑ We're not sure, but we've got a hunch that there's a fairly sharp right turn coming up. Impress your girl with a long drift – she'll love it!

LIVE AND LET DRIVE

OUTRUN 2'S XBOX Live mode will hopefully support eight players. Four is a cert and already working, but Sega would like to double the number of players who were previously only able to race together on the arcade machines. Bonuses in the single-player Arcade and Mission game will include new tracks to unlock and race in Xbox Live mode. Arcade cabinet players are currently able to post codes from the machines onto a Global Rankings site and this will be a granted automatic on Xbox Live.


Total Time
1'37"109
Time
59
Pos
4/4
4P
3P
2P
231 km/h

↑ This shot from the cabinet version shows four-play.


Total Time
4'12"275
Time
60
Score
1103593
Extend Time
LAP 1'01"446
289 km/h

↑ Race well in single-player to open Live features.

CLASSIC CARS: SEGA IS HOPING TO INCLUDE A FEW OF ITS CLASSIC ARCADE TITLES WITHIN OUTRUN 2, ALTHOUGH IT HAS TO GET AROUND A FEW RIGHTS ISSUES FIRST.

INCOMING

LATEST NEWS // FIRST SCREENSHOTS // BRAND NEW GAMES

Headlines

PRINCE CHARMING
The charismatic hero of the fantastic *Sands of Time* returns in the gorgeous-looking *Prince Of Persia 2*. 018

NEW-AGE HOBBITS
Now we've all got a legitimate excuse for having hairy feet with *TLOTR: The Third Age*, an epic RPG set in Tolkien's world. 019

GET YOUR JUICES FLOWING
We'll all be getting goosebumps when the baseline pumps, with Acclaim's slick street racer *Juiced*. 022

SCREENSHOT OVERLOAD
Tons of pics, all easy on the eye. Check out the new *Halo 2* screens and the dark and moody *Made Man*. 024

MASH IT UP
We can't get enough of *Mashed*, the frantic racing four-way party game. Swearing strictly optional. 030

STOP THIEF!
You won't find any swag bags or stripey jumpers in *Thief: Deadly Shadows*, a lush-looking medieval stealth 'em up. 032

I SPIED A MAN
The web-slinging superhero swings into town with *Spider-Man 2*, the videogame of this summer's blockbuster movie. 033

DON'T BE RIDDICKULOUS
Surely another FPS can't compete with the graphical beauty of *Doom 3*? Yes it can, and does, with *Chronicles of Riddick*. 035

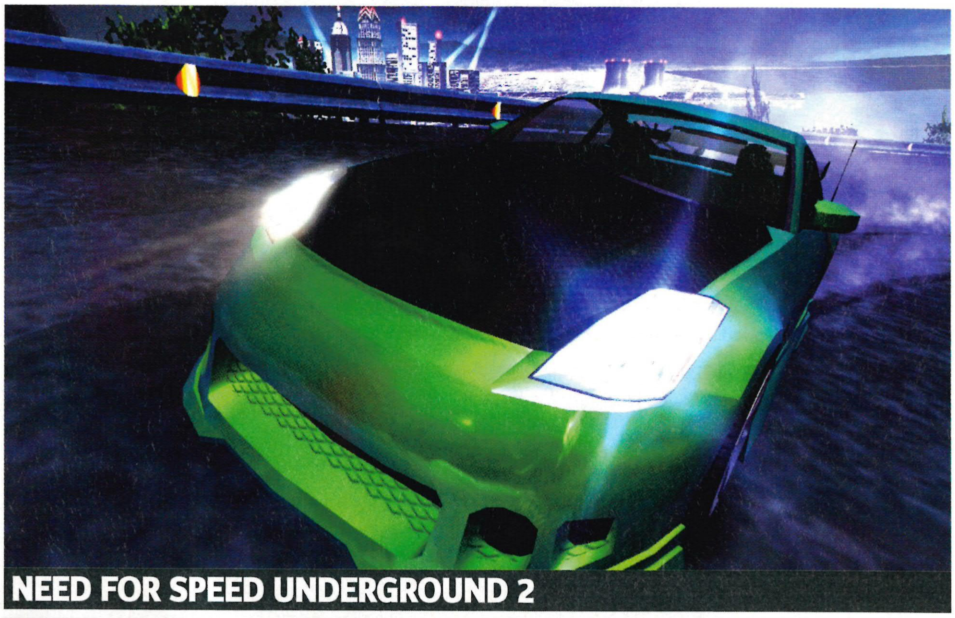
I WILL BREAK YOU... AGAIN
It's Round 2 for the best boxer in town. *Rocky 2* pulls no punches - with full Xbox Live support too. 036

BACK IN 'NAM
The people behind the fab *Conflict: Desert Storm* series take us way back to '67 in *Conflict: Vietnam*. 038

FLASH ATTACK
Not a kitchen-cleaning frenzy, but the superb-looking (and long-awaited) *Operation Flashpoint*. 040

BURN BABY BURN
There'll be more squealing than a porcine speed dating evening in EA's ballistic law-breaking racing sequel *Burnout 3*. 042

CHINNY RECON
No, *Ghost Recon 2* actually is as good as it looks, complete with all-new vehicles and gameplay. And that is a fact. 044



NEED FOR SPEED UNDERGROUND 2

TIMESPLITTERS: FUTURE PERFECT

THE BIG STORY

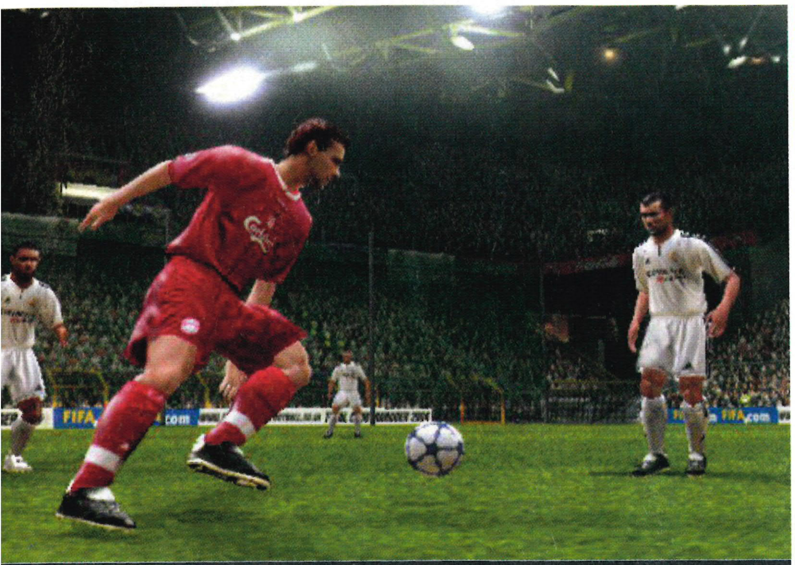
Strength in Numbers

More games than you can shake a stick at promised for E3

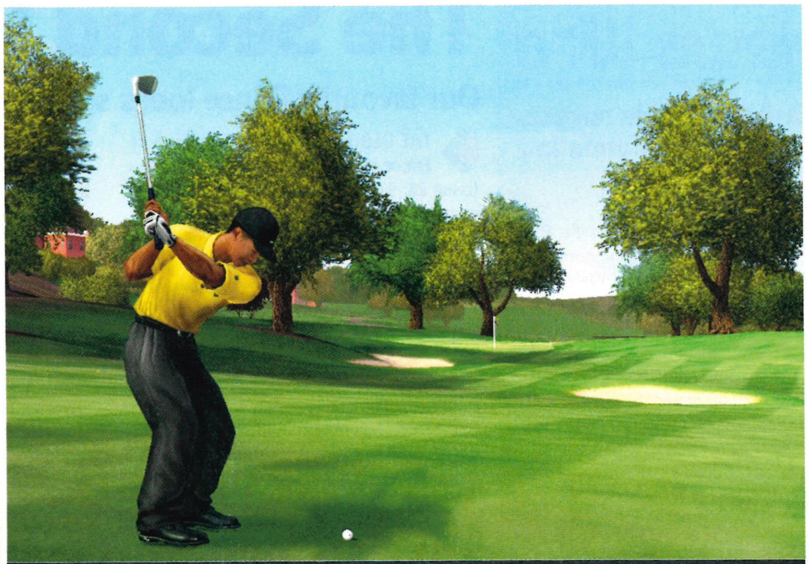
E3, THE WORLD'S biggest videogame showdown is upon us, and Xbox is set for its biggest assault yet. In the weeks leading up to the US show, we've seen more announcements than ever before. Ubisoft has come out all guns blazing, with a multitude of shooters including *Far Cry Instincts*, *Ghost Recon 2* and *Brothers in Arms*, as well as a fine-looking *Prince of Persia* sequel and the brand new *Notorious: Die to Drive*, which looks set to take on *GTA*.

The world's biggest third-party publisher wasn't far behind either. EA will be bringing us a juicy *Lord of the Rings* RPG (see page 019) as well as *GoldenEye: Rogue Agent* and *TimeSplitters: Future Perfect*. We can also expect its usual crop of annually updated sports titles that most notably includes *FIFA 2005*.

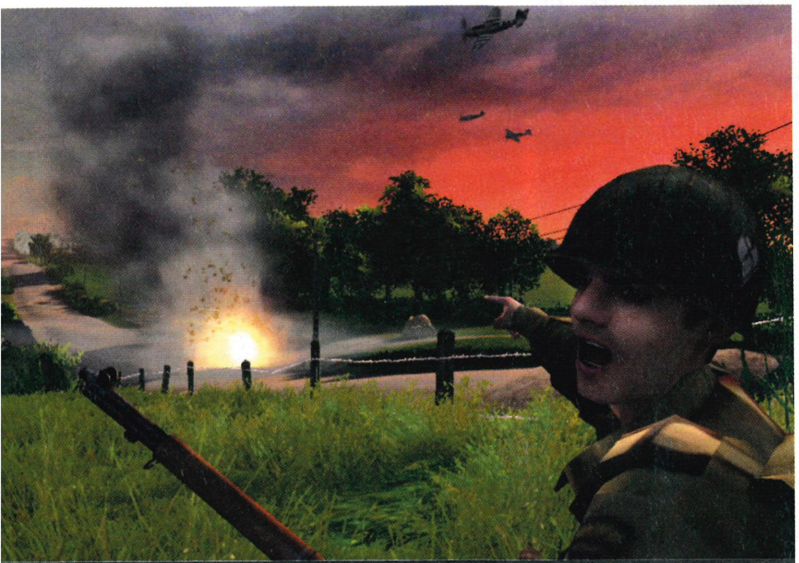
Activision finally unveiled the Xbox version of *Doom 3* (see page 046), which was met with rapturous applause at a pre-E3 event in LA. And all this happened just before we went to press. Here's every screen we could squeeze into two pages. We'll have a rundown of all the E3 happenings next issue, including any last-minute surprises. Until then, check out our website - www.officialxboxmagazine.co.uk - for all the breaking news.



FIFA FOOTBALL 2005

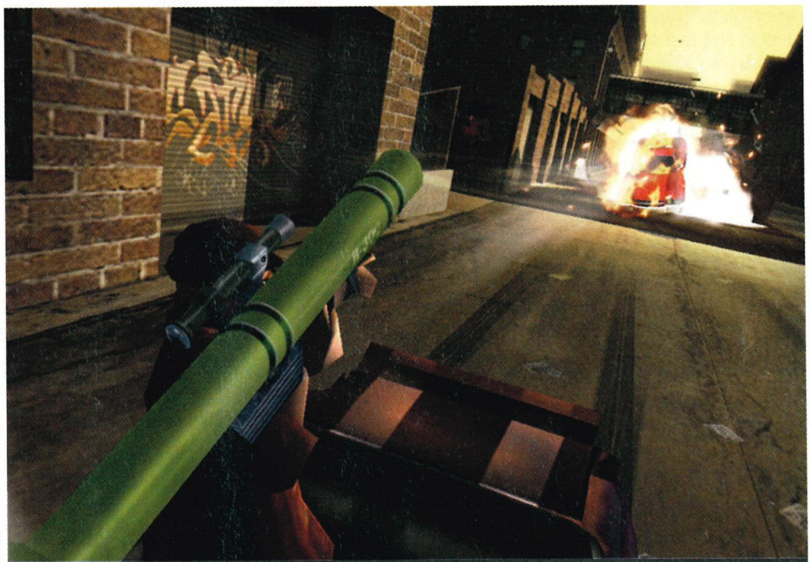


TIGER WOODS PGA TOUR 2005



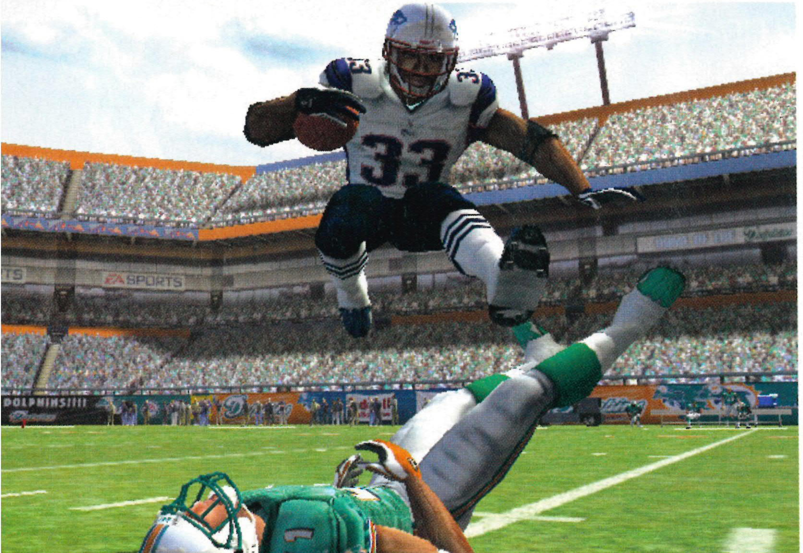
BROTHERS IN ARMS

Gearbox brings us its own take on WWII. This is going to be huge!

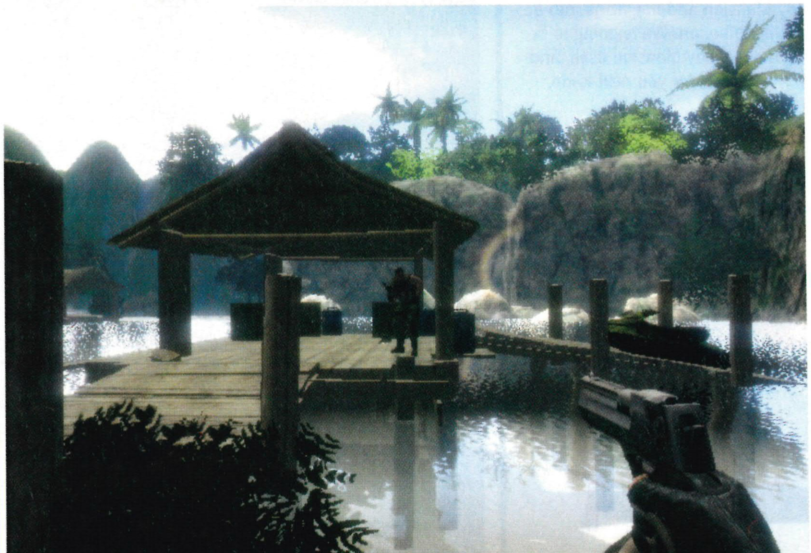


NOTORIOUS: DIE TO DRIVE

Ubisoft takes its chances against the mighty *GTA* with the help of full play over Xbox Live.



MADDEN 2005



FAR CRY INSTINCTS

PRE-E3 PARTY: UBISOFT HELD A PRE-E3 EVENT IN LONDON AND TOOK A FEW JOURNALISTS OUT TO DINNER IN THE EVENING. THE MAIN COURSE DIDN'T ARRIVE UNTIL 11PM, MEANING THE TUBE WAS CLOSED BY THE TIME PUDDING CAME ROUND. GAV WAS LANDED WITH A £30 CAB RIDE HOME.

News Wire

Easily digestible nuggets of key Xbox information

Over Here

The Predator is back but there's no sign of Arnie in Vivendi's upcoming third-person action game. We've seen an early version in action and it's got all the *Predator* trademarks: spear guns, vocal mimickery, thermal vision and lots of blood, all played out in a concrete jungle filled with Mafia-type gangsters. Look out for screens next issue.

Kingpin 2 Revealed

US firm Interplay recently announced a bunch of new titles along with a stronger company focus on console games. We're set to see all-new *Fallout* and *Descent* games as well as a sequel to the violent shooter *Kingpin*.

Ty Won't Die

Ben's favourite platformer, *Ty the Tasmanian Tiger*, is back for a second instalment. Simply known as *Ty 2*, Krome Studios is handling the coding and we're expecting a release this autumn.

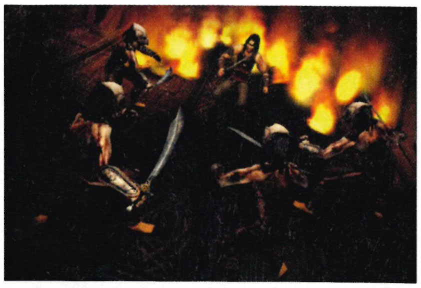
The Second Coming

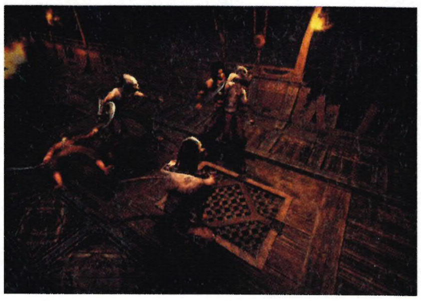
Our favourite Prince looks set for a welcome return

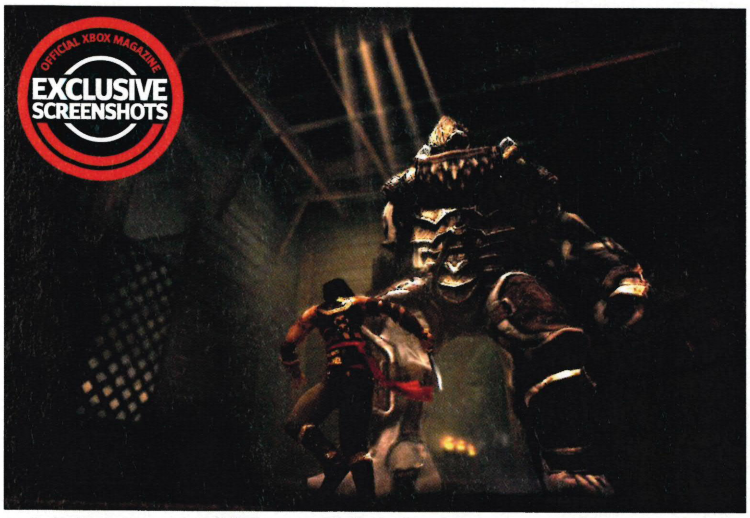
THE DEBUT OF our charming man in *Prince of Persia: The Sands of Time* (Issue 26, 9.0) was an absolutely fantastic game that seamlessly melded the more traditional platformer with ingenious time-twisting adventure. Spurred on by the success of the first game, Ubisoft is already well underway on the sequel, provisionally titled *Prince of Persia 2*.

The Prince has significantly matured since his last outing, and is hungrier than ever for battle. Unfortunately for him, the God of Fate has determined it's his time to die, so now the fair prince must, once again, fight through hordes of demonic entities in a bid to unravel yet another epic mystery. The darker, grittier combat has been enhanced to include even more acrobatic moves that utilise the surrounding environments, coupled with brand new ranged attacks. The dimension-defying *Sands of Time* return, again giving tons of new combat options.

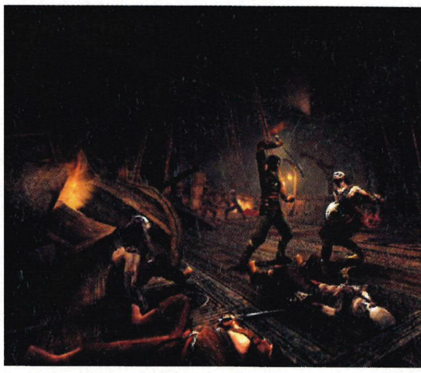
Exact details of the storyline are still under wraps, but executive producer Yannis Mallat has let slip that the deep and involving plot has already attracted the attention of both Disney Studios and producer Jerry Bruckheimer. More news as and when we hear it.


↑ There's all-new combat so this'll be a doddle.


↑ The Prince is now a ruthless cut-throat.



↑ A darker tone means this time round the baddies are truly gargantuan.


↑ The scenery looks as gorgeous as ever.

KOEI ISN'T JUST ABOUT DYNASTY WARRIORS – IT'S NOW BRINGING SAMURAI WARRIORS TO XBOX

Live the Dream

Step into Hugh's shoes

FORGET *THE SIMS* and any other real-time strategy/empire-building sim you've ever seen. It's all about *Playboy: The Mansion*, where you get to take on the role of porn baron Hugh Hefner and build the Playboy Mansion and magazine into a global phenomenon. We're going to be visiting the Playboy Mansion itself, and will have a report for you next issue. It's a tough life.

↑ Wish you were here? You can be.

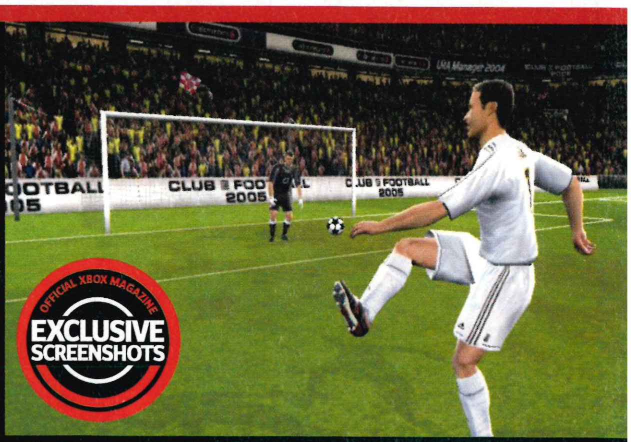
Club Football reaches Premier league

A new game, a new goal... beating FIFA

CLUB FOOTBALL IS returning, and its dedication to each club is exhaustive. With Newcastle United, Birmingham, Spurs, and PSG now joining the line-up, the task of maintaining what a fan could want from a club-specific game has been harder, but Codemasters is in the process of outdoing itself.

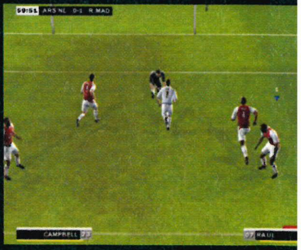
Everything has been revamped since the first incarnation (Issue 22, 8.0). Footage of individual stadiums has been included for every opening sequence, and as you play through championships you can unlock some serious goodies from your team. Virtual stadium tours (filmed exclusively for the game), sticker albums, trophy cabinets, historic player bios, dressing room tours, team facts, and other goodies unique to the clubs will all be up for grabs. It's taken the developer months to compile all the data, but boy will it be worth it.

As well as achingly in-depth, and personalised versions for each club, the playing physics have also been given a once-over. The collision detection has been optimised, player AI has been force-fed a smart pill, and touches such as dummy moves have also been cranked up. Although the code was still too early to play, the sheer abundance of choices and trivia – all associated with the clubs involved – left us gobsmacked. *FIFA* may dominate the market at the moment, but there is some serious competition in the form of this year's *Club Football*. Expect very big things indeed.



↑ You too can control the destiny of Real Madrid.

↑ Scholes does what he does best!

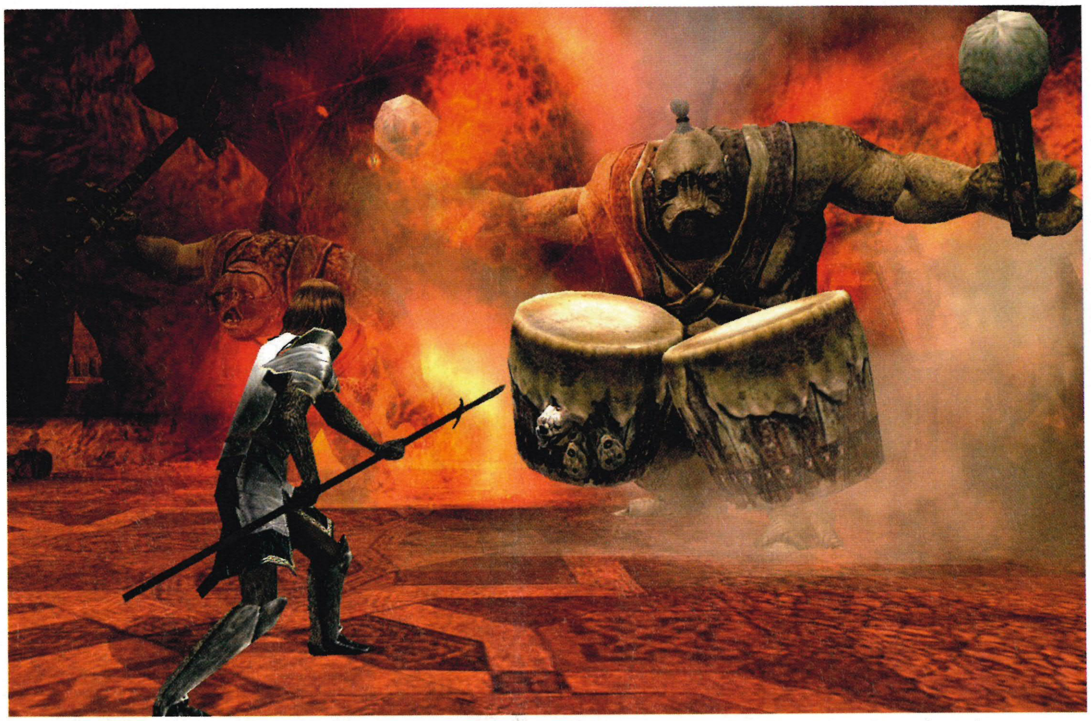

↑ Raul goes for it.

↑ Quick, issue the 'run for it' command!

The Dark Side

YOU BEGIN fighting for the Fellowship, but as you progress you'll unlock encounters where you get to fight on the side of Sauron.

↑ He's too big for this screenshot.



↑ The first RPG to be announced from EA's deal with New Line Cinema looks awesome. We can't wait another minute.

New Age RPG

Lords of the Rings RPG due for release this year

THE MOLE'S revelations back in Issue 28 of a *Lord of the Rings* RPG being in development have come to stand before us on this very page (see page 028 for more top-secret stories).

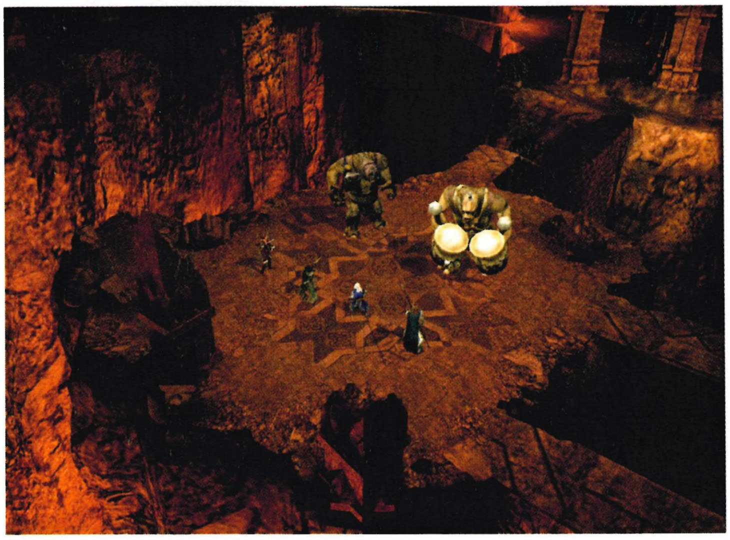
The Lord of the Rings, The Third Age is EA's latest blockbusting game to be spawned from its mega money-making deal with New Line Cinema. It's taking the form of a gorgeous-looking role-playing game with all the Tolkien trimmings we've come to expect.

An epic RPG needs an epic quest to embark upon, and there's no bigger trail than that of the One Ring. You'll get to take on the roles of new characters and journey in your own style through Middle-earth meeting zillions of goodies and baddies from the famous trilogy. Some will give you clues and items to aid you in your quest, while some will give you nothing but a hard time.

You'll be able to build a party of heroes along the way, as well as taking on individual quests while intersecting with the major events of the film trilogy. Fighting comes in the form of "an innovative turn-based battle system" according to EA. Sounds interesting - we'll be watching this one very closely in the build-up to a release this Christmas. Expect a lot more in a coming issue.

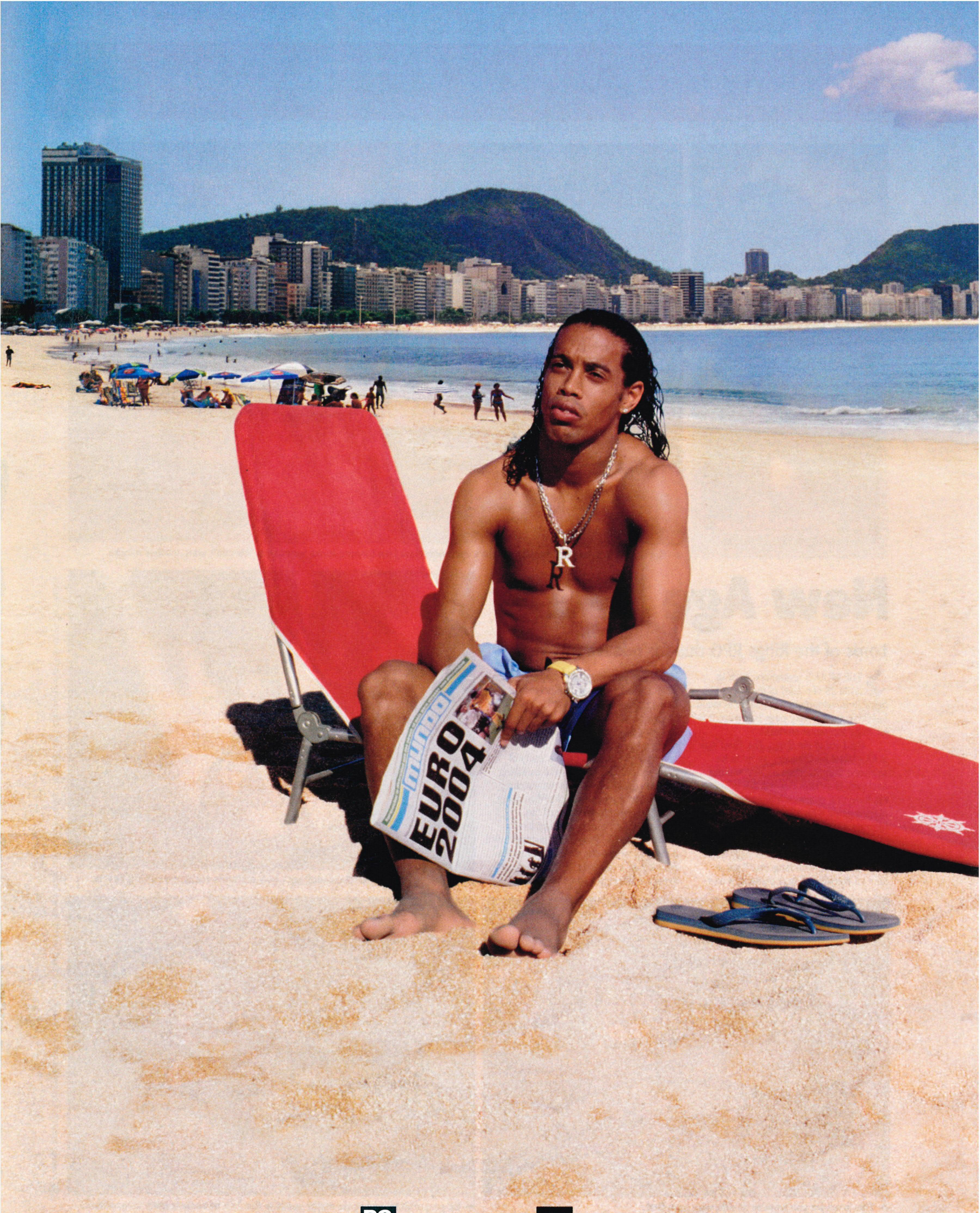
↑ There's no need to level Gandalf up - he's quite the rock-hard wizard as it is.

ORIGINALLY KNOWN AS: EA WAS WORKING ON A LOTR TRILOGY ACTION GAME THAT FEATURED BOTH RINGS GAMES ALREADY RELEASED. THIS PROJECT WAS SHELVED AND HAS NOW TURNED INTO THE THIRD AGE.

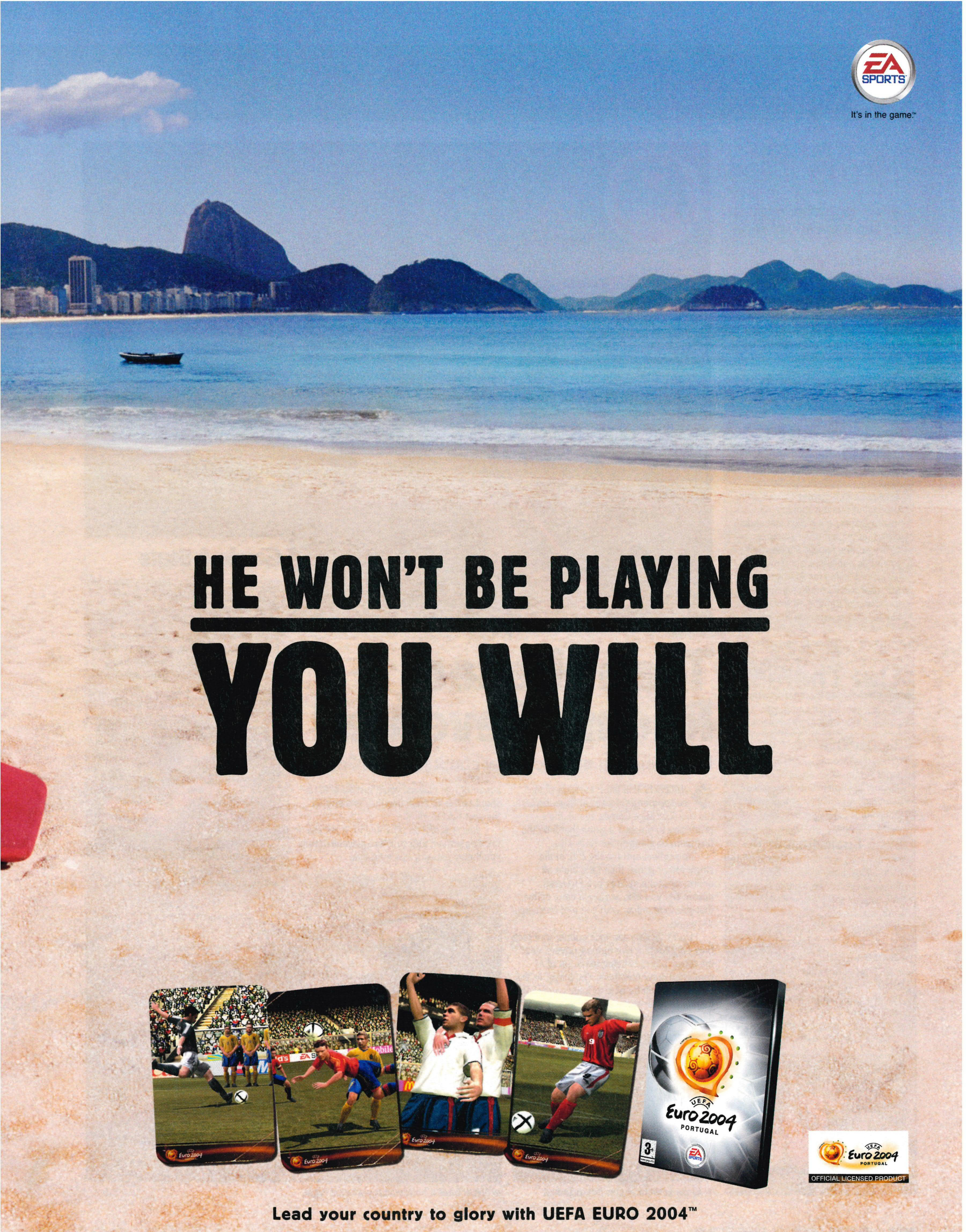


↑ This is where you have to decide who goes first.

↑ Be prepared to cast some major spells in the face of some mighty competition.


mundo
EURO 2004

Euro2004game.ea.com PC CD PlayStation 2 XBOX Euro2004.com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It's in the game.™
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News Wire

Easily digestible nuggets of key Xbox information

We Want Glitch

Metal Arms: Glitch in the System scored big in Issue 23 with 9.0, but Vivendi doesn't seem to care about poor old *Glitch*. Art director Scott Goffman explained, "VU Games is not interested in a sequel. We have a ton of ideas including new characters, weapons, and environment designs, so we're hopeful that we'll be able to come back to *Metal Arms* some time in the future." What on Earth is Vivendi Universal thinking?

Psychonauts Homeless

DoubleFine Products, led by *Monkey Island* creator Tim Schafer, has stated that it is looking for a new publisher after Microsoft ended its agreement with the studio. "Microsoft has made the decision to end its publishing agreement with DoubleFine for *Psychonauts*. Microsoft Game Studios believes in the vision of the title and would like to see the game on Xbox."

Out There

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

Big Day Out

Microsoft's 'boarding event made the paper. It harped on about 'superstar DJs' and 'internationally recognised boarders'. No mention of any games though, just the mighty console.

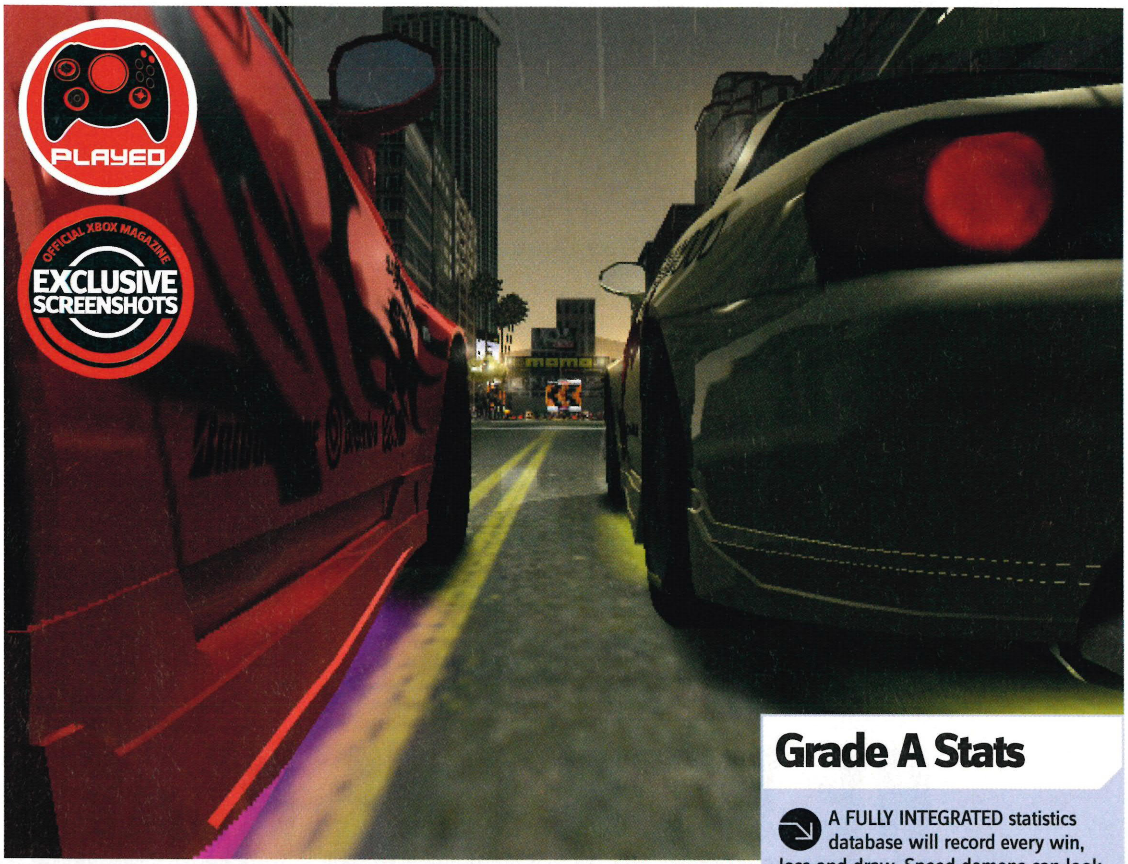
Black Books Boxed

While Manny and Bernard prepare to write a kids' book in *Black Books*, Manny suggests, "Something for the little tykes to really enjoy. And they could see the film, collect the stickers, play the Xbox game."

Fallen Angel

Spike playing Xbox after having his hands reattached: "Rehab, mate. Working out the digits. You made the biggest mistake and I'm gonna make you pay. Feel my wrath, gorilla throwing barrels." Name that game.

↑ Bust a groove with Xbox.



↑ Bumper-to-bumper burn-ups are a sure thing with crew-based racing over Xbox Live.

Team-based Racing Revealed

Everything you need to know about Juiced online

JUICED IS THE latest creation of the ex-*Lamborghini* team at Rage. Under the moniker Juice Games, the studio's promising to unleash a game that'll be the first team-based racer for Xbox Live.

You collect and modify cars in the single-player game, then take them all online for some serious head-to-head action. But you also acquire a crew offline, that you take online with you and challenge the world.

Up to six cars can race online, so a race may only contain two human drivers, with the other four cars being made up of AI-controlled crew members. The player in the driving seat will be able to issue commands to their bots for some aggressive and very dangerous driving. But if you have a full squad of real players, you'll just be able to shout tactics at them like they're sitting in the seat next to you.

Juiced is still on schedule for a release this September, and so is the playable demo you'll only get with this magazine.

↑ Crazy camera angles not included.

↑ We'll have a hands-on report next issue.

Grade A Stats

A FULLY INTEGRATED statistics database will record every win, loss and draw. Speed demons can look forward to notching up scores for fastest laps, fastest speeds, most expensive cars, most successful crews and most points scored in an online event. These will all add up to give you a rock-hard world ranking. Hopefully.

↑ The game will track your every move online. Practice makes perfect.

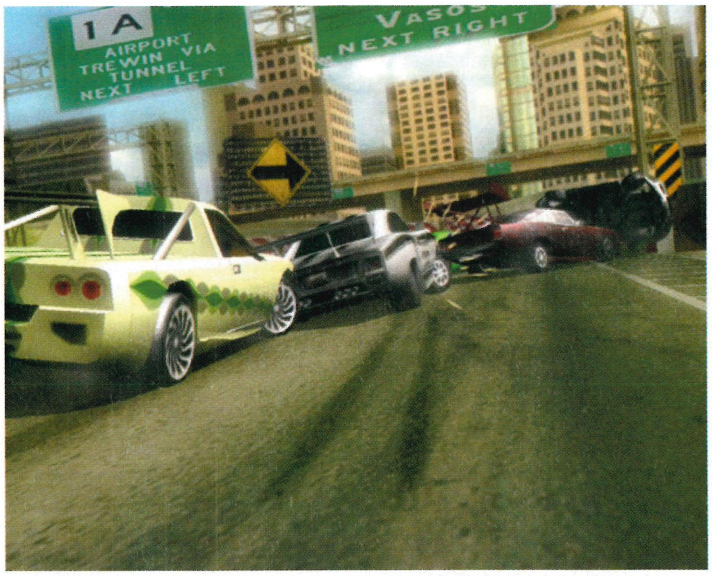
Crash 'n' Burn

Fast, furious, and fiery if you're unlucky

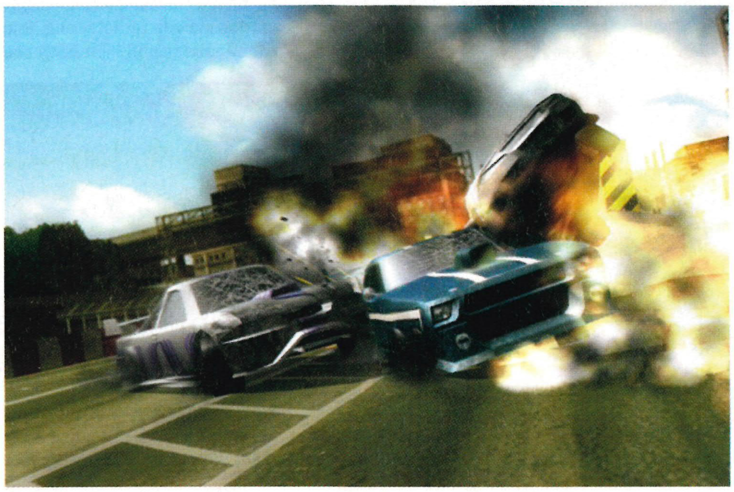
IF YOU LIKE the idea of bombing it down a freeway in a customised, nitro-powered supercar, then ramming your rivals off the road and causing a fiery inferno, look no further.

You get to fully customise your car, choosing the paint, components, spoilers and bumpers, then you can take it to the streets. From San Fran, Miami, LA, and New York, you'll be able to race and destroy your 15 opponents in the bid for glory. It's about coming first, but how you choose to accomplish that is up to you.

Full damage physics have been applied to every car, allowing for shredded tyres, torn and scratched bodywork, ripped-off chunks of wing, smashed windows, and exposed engine blocks (which will burst into flames if too much damage is sustained). As Eidos says, "The last driver with four wheels wins." Oh yeah, did we mention it's Live too?



↑ You want to be ahead of the pack when something like this happens.

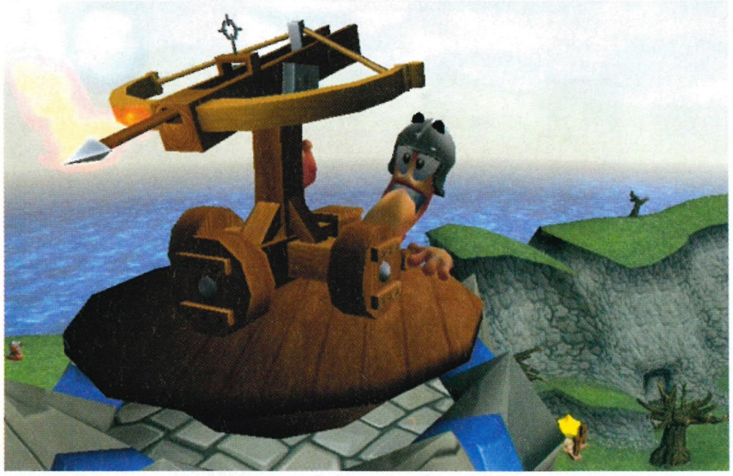


↑ When you're losing, take your anger out on everyone around you.

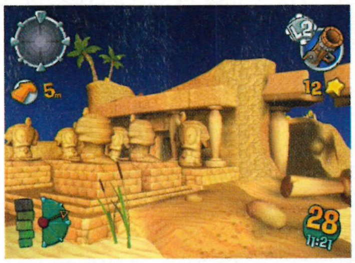
↑ The cars will suffer real damage.

↑ Beware of damaging your rear end.

MASSIVELY MULTIPLAYER ONLINE GAMING ALERT FROM AUSTRALIAN DEVELOPER MICROFORTE: CITIZEN ZERO IS COMING



↑ Giant weapons will now be part of your arsenal as well as those granny bombs!



↑ Worm sphinxs are nice touches.

↑ New, improved warrior Worms!

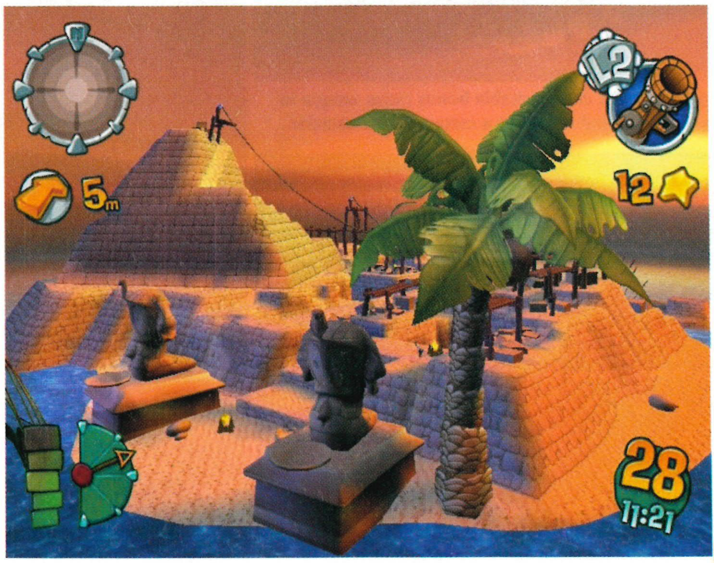
Worms Alive!

The only time you'll be glad of a bout of worms

WORMS 3D WAS superb, but was heavily criticised for not having Live support. Well, look what Sega and Team 17 have up their sleeves: a fully Live-compatible *Worms* game with new weapons, environments and... sieges.

Traversing the mists of history, you'll command a time-travelling garrison of your fleshy, tubey friends from Ancient Egypt, the Battle of Troy, Samurai feuds, or the battlefields of Arthurian England. Team 17 is promising "destruction on a scale never seen before in a *Worms* game," and with hidden weapons, secret maps, undercover missions, and armoured Worms making a debut, we're inclined to believe them.

Worms Forts Under Siege is due for release in the autumn, but watch out for more news as we get it.



↑ It's been standing for hundreds of years and in five minutes' time it'll be rubble.

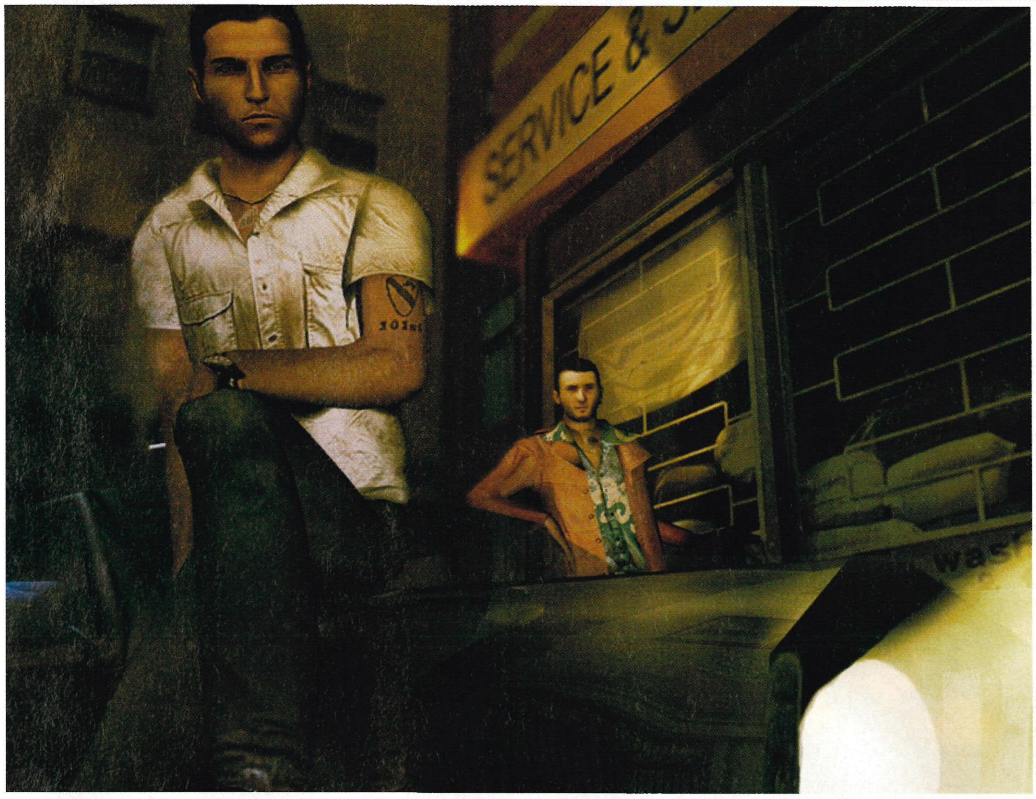
OLD ROPE: THE LONGEST TAPEWORM EVER RETRIEVED FROM A HUMAN BODY WAS 30M IN LENGTH. NOT PLEASANT, NOT PLEASANT AT ALL.

GALLERY

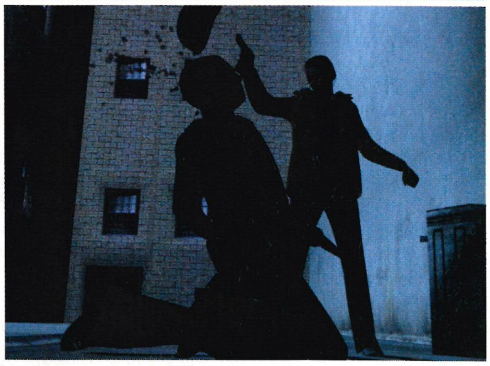
A snapshot look at the hottest Xbox games on the planet

INTERVIEW WITH A MADE MAN

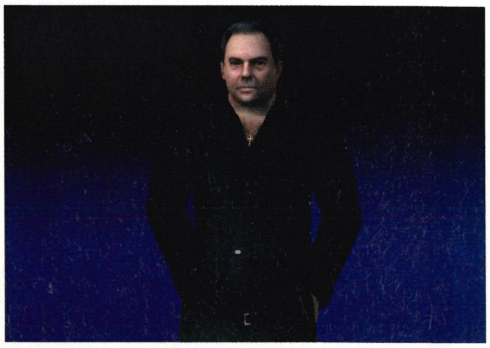
DEVELOPER: **ACCLAIM MANCHESTER** PUBLISHER: **ACCLAIM** RELEASE: **WINTER 2005**



↑ Joey Verola will enter a world of pain as he rises through the ranks of a gangster family to become a made man.



↑ Mafia-inspired scenarios include racketeering, loan-sharking, hijacking, assassinations and high body counts.



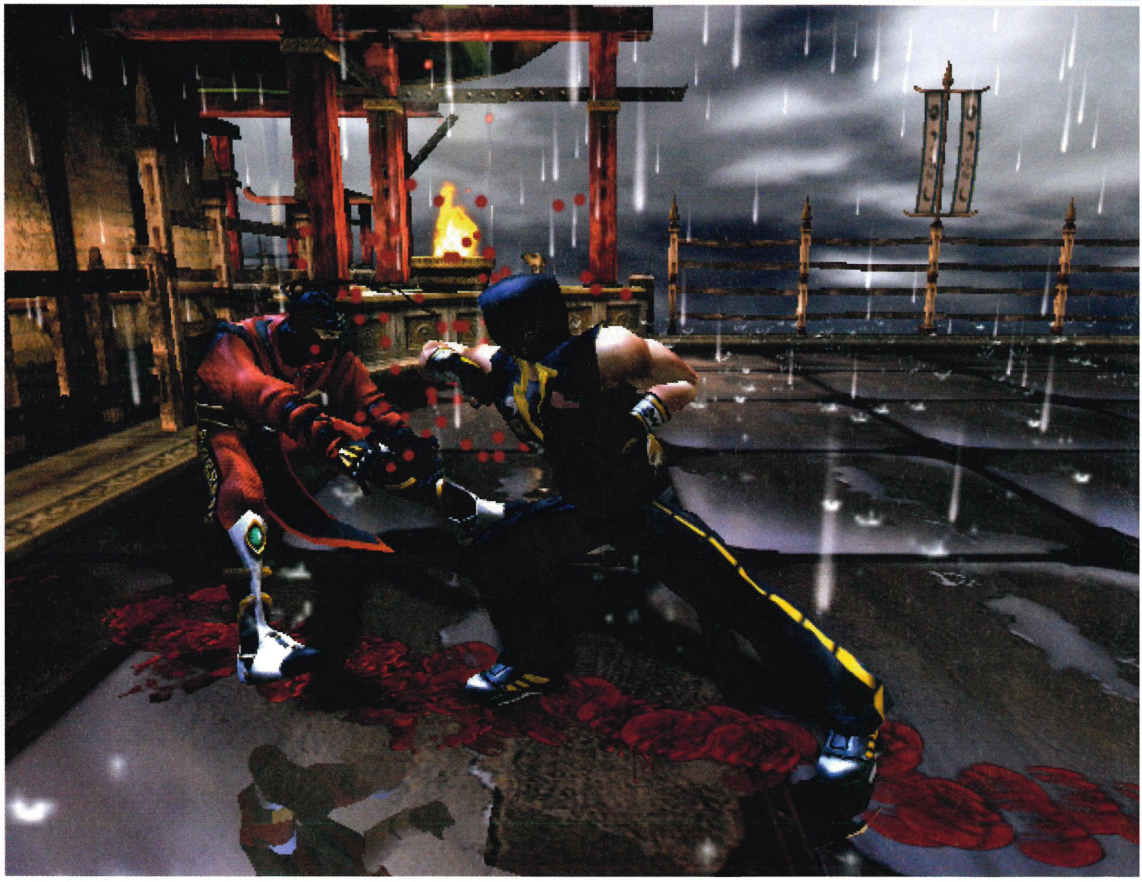
↑ An original story and script has been penned by David Fisher, who's had six bestsellers such as *Joey the Hitman.*

MORTAL KOMBAT: DECEPTION

DEVELOPER: **MIDWAY** PUBLISHER: **MIDWAY** RELEASE: **SEPTEMBER 2004**

↑ *MK:D* features an unlockable bonus move unique to each character, and relates to a certain classic puzzler...

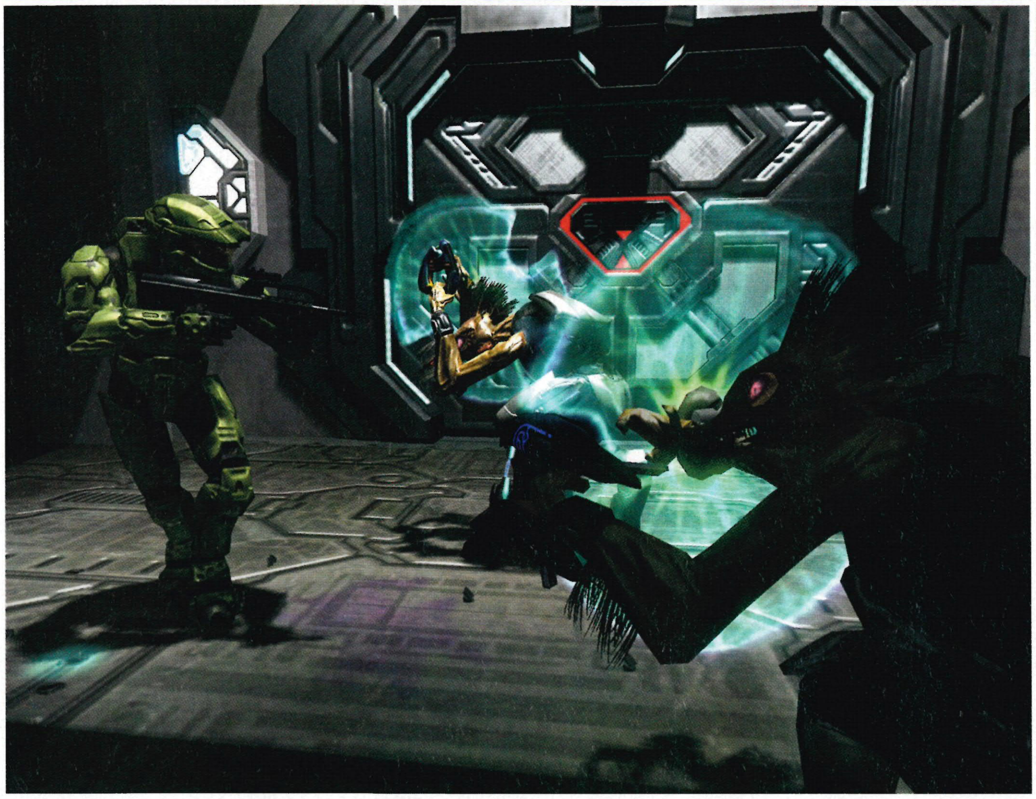
↑ There's a strong story element running through the single-player campaign, featuring loads of NPCs.



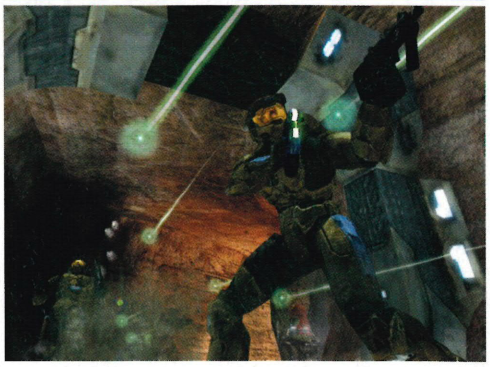
↑ *Deception* is the first *MK* title to feature online play. Obviously, the Xbox Live version plays amazingly smoothly.

HALO 2

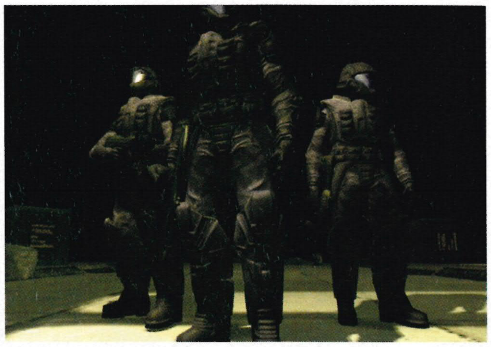
DEVELOPER: **BUNGIE** PUBLISHER: **MICROSOFT** RELEASE: **NOVEMBER 2004**



↑ The drip-feed of screens continues from Bungie HQ. We think you'll agree it's looking better each time we see it.



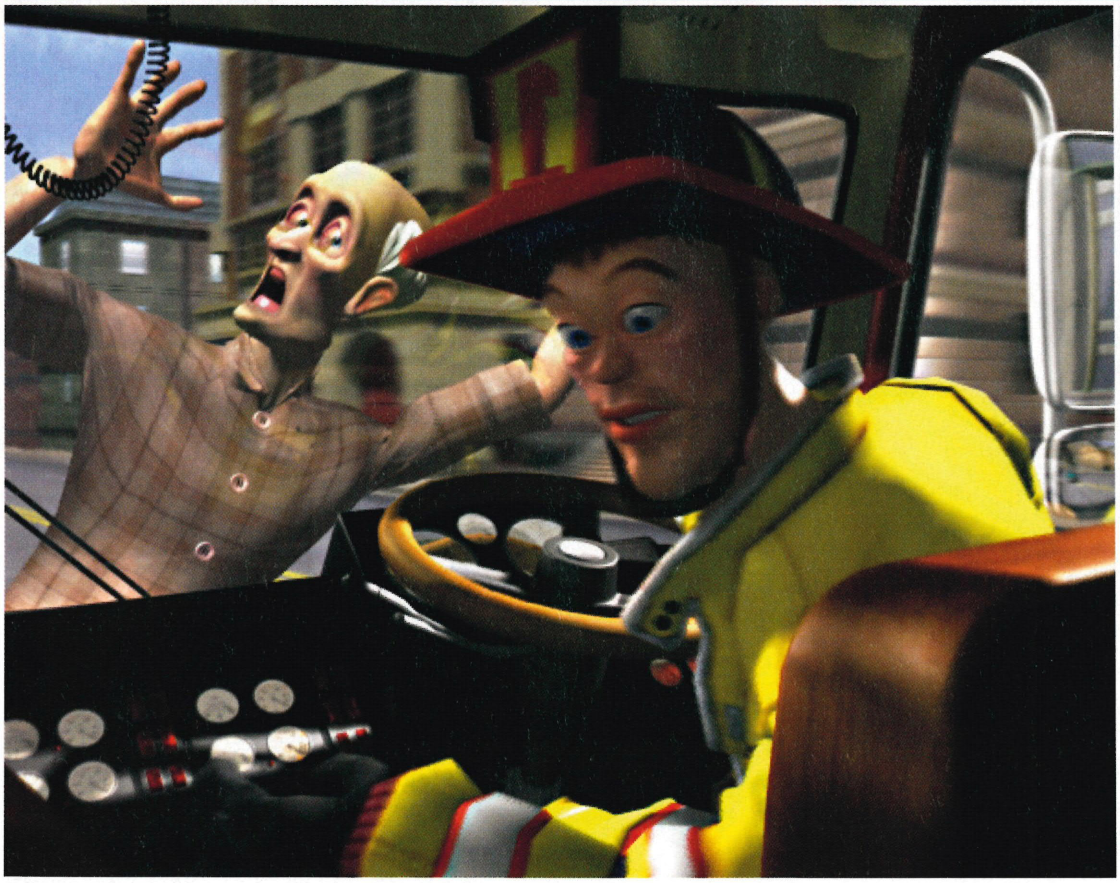
↑ It's bigger, badder and better than any other FPS in development. Next issue we'll have a hands-on report.



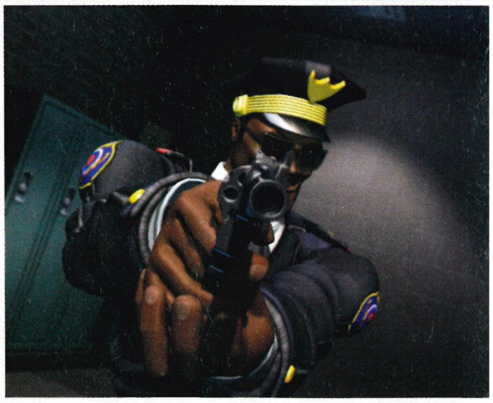
↑ Here's a closer look at the ODSTs (that were featured in last year's E3 *Halo 2* movie) that'll fight alongside MC.

EMERGENCY MAYHEM

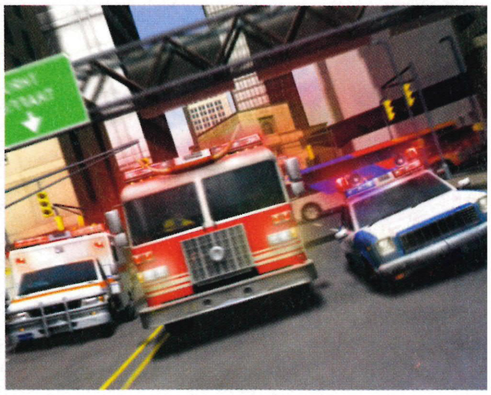
DEVELOPER: **ACCLAIM CHELTENHAM** PUBLISHER: **ACCLAIM** RELEASE: **SPRING 2005**



↑ In this arcade action game you can rag 12 vehicles from the police, fire and medical services. Each has its own handling model.



↑ You're in control of the three emergency services trying to hold the city together.



↑ The goal is as simple as the game looks great: get to the emergency before it's too late.

THE FEAR,
THE VIOLENCE,
THE HORROR...

The Suffering captures the disturbing and terrifying nature of the horror genre in a compelling third person action horror game set in the mature and gritty world of a maximum-security prison.

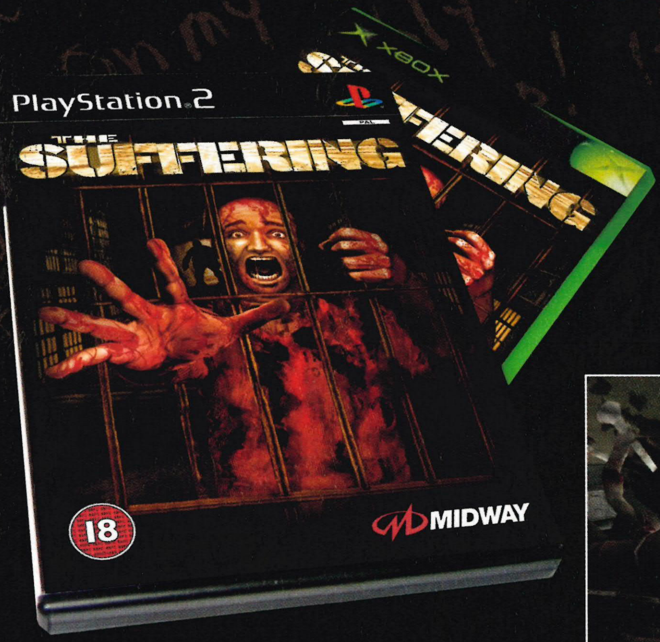
"The best horror game ever made?"
86% - PSM2

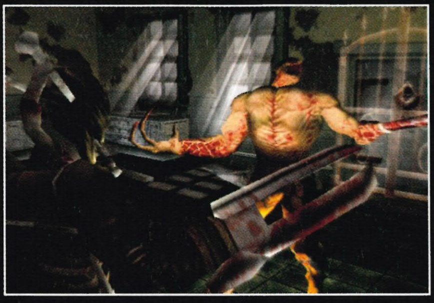
PSM2 SILVER AWARD

8/10 - Official PlayStation2 Magazine

8/10 - Official Xbox Magazine

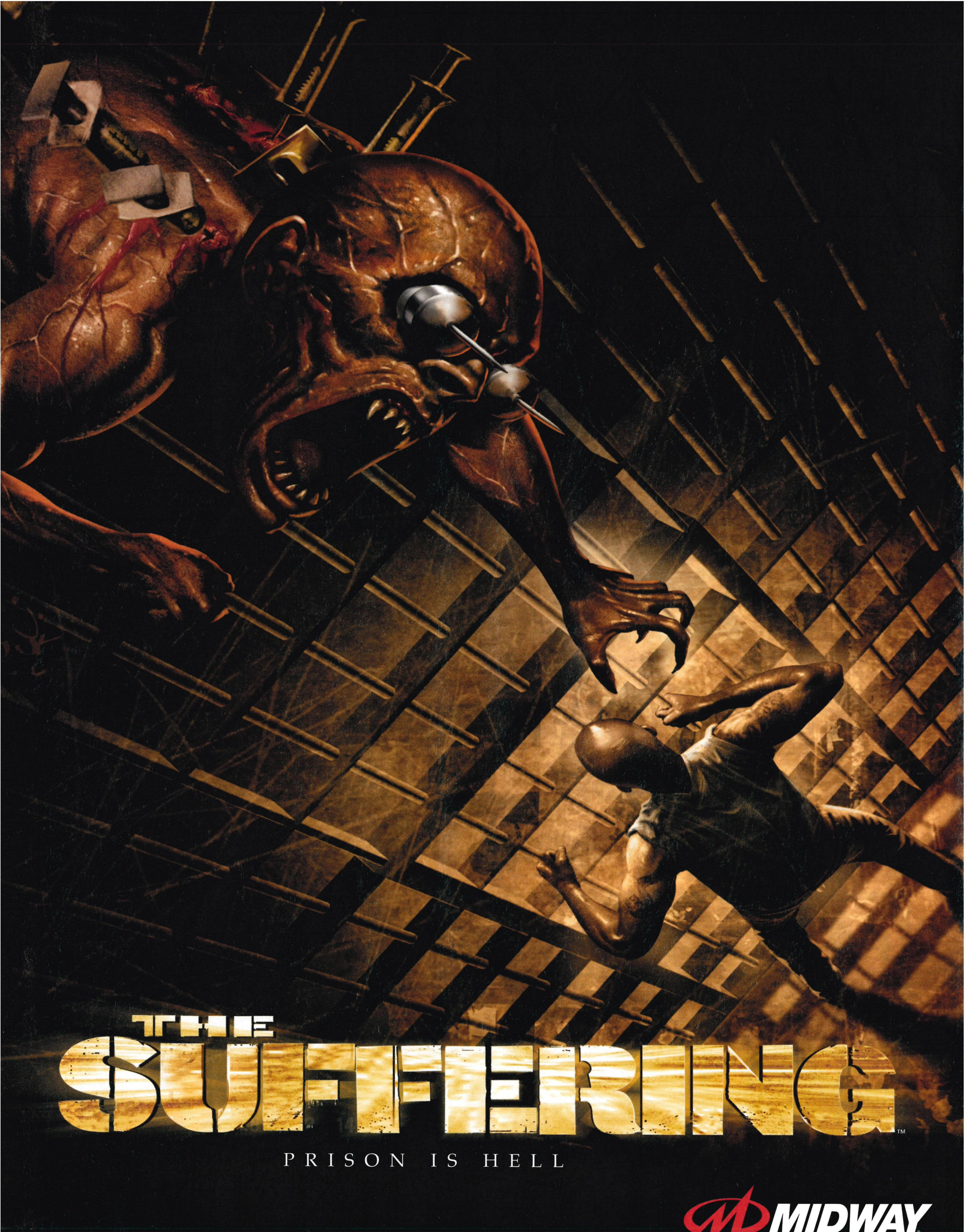
"It will scare the pants off the most hardened gamers"
Anticipation Rating: 9
P2 Magazine





PC CD XBOX PlayStation 2

THESUFFERING.MIDWAY.COM


THE
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TOP SECRET: THE MOLE

More Deus Ex in the offering, the boss of footy management games, and pirates invade our lovely world.

IT'S CRYSTAL CLEAR

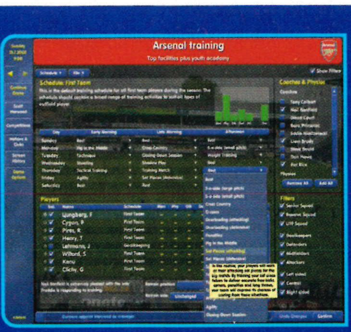
Rumour has it that Ion Storm's gaming mastermind Warren Spector is working with Crystal Dynamics on the new *Tomb Raider* game. Wrong! Spector is, in fact, working with Crystal Dynamics on a brand new *Deus Ex* game. Crystal Dynamics is famed for developing the *Legacy of Kain* and *Soul Reaver* series, as well as the *Gex* games back in the PSone days. Apparently the new game will take more of an action approach to the open-ended gameplay.

BOOTY CALL

If what I've been hearing is true (and it always is) then it looks like *Sid Meier's Pirates!* game, which was announced for PC at last year's E3, could be sailing its way to Xbox. Nothing official just yet, but we're expecting everything to become clear in the E3 aftermath.

CHAMPION THAT

LMA Manger scored big for Codemasters when it was released in March but the grandaddy of sporting spreadsheets is training for a 2005 release on Xbox. No word on specific features yet, but surely Xbox Live is going to play a part in there somewhere. Just imagine an entire season played online. It's almost too much. Other titles from Eidos in 2005 look to include sequels to *Commandos* (a tactical shooter, no less) and yet another *Hitman* game.

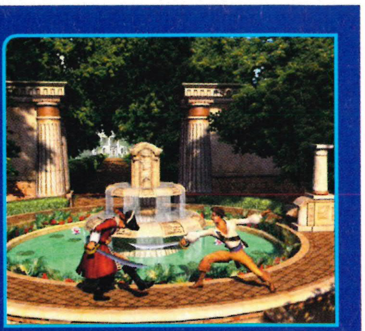

Arsenal training

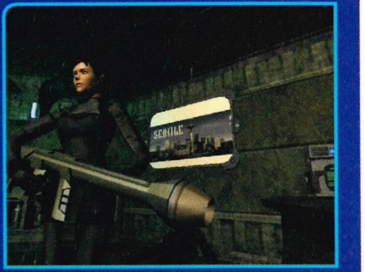
Top facilities plus youth academy

↑ *LMA* – spreadsheet gaming at its best.

HALF-LIFE LATEST

Still looking for the holy grail of info on the Xbox version of *Half-Life 2*? Kicking yourself after buying another Xbox mag with no Xbox info in it whatsoever? How many times can you see the same PC screens? Well, whispers from the US indicate to me that Valve's stunning shooter could see an Xbox announcement once the studio has released the PC version, which should be late summer. I'll keep you posted.


↑ *Pirates!* could be coming to Xbox.


↑ *Deus Ex* takes a new action path.

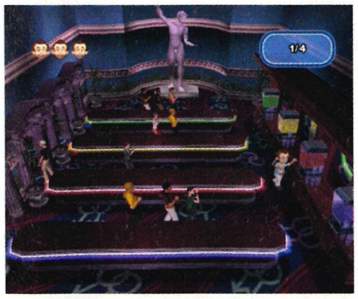
MAJESCO CONFIRMS GUILTY GEAR X2 #RELOAD FEATURES FULL XBOX LIVE PLAY

Cheeky Chappie

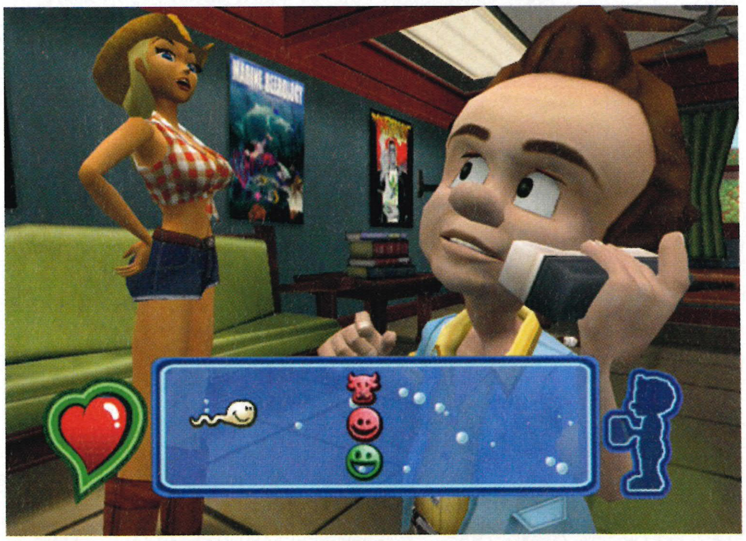
Leisure Suit Larry's second cuming shocks America

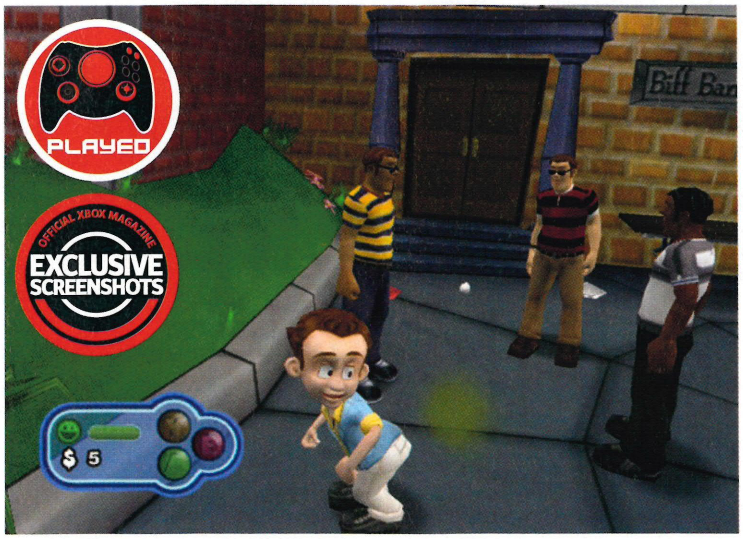
LOOKING FOR A lighthearted game that serves up more giggles then fatalities? Look no further: Larry's back and he's learnt a brand new batch of swearwords that should only be repeated if you're over 18. The US is going to get a toned-down version, but we're still on track to see the foul-mouthed little fella come kicking and screaming with every profanity under the sun in *Leisure Suit Larry: Magna Cum Laude* this autumn.

We recently saw the US version and yes, he's lacking the rudeness that makes him great, but there are still plenty of smutty giggles to be had. There are more references to the female anatomy than the whole *American Pie* trilogy and plenty of rude mini-games to pass the time with. Adults only, mind you. Children should be locked away when this is on.

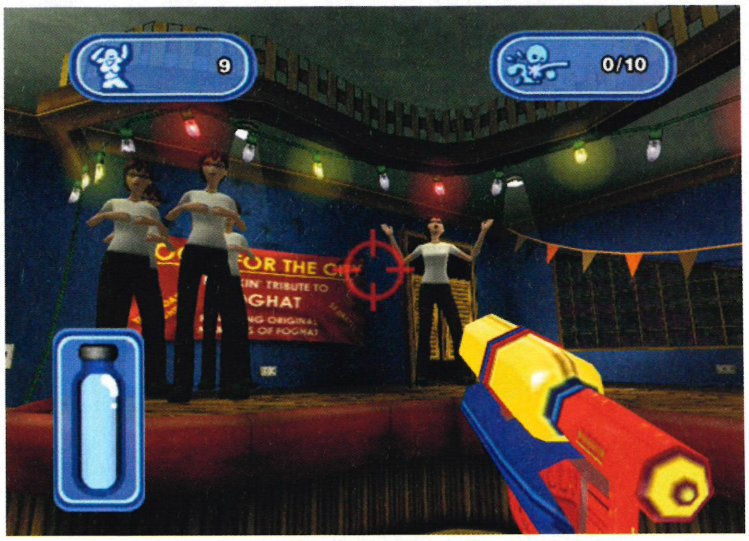


↑ Just one of the many mini-games.


↑ The speech engine will make you howl. Keep an eye out for the camera icon.



↑ Better out than in, as Gav is so fond of saying!



↑ Here's the wet T-shirt competition. No prizes for guessing what's in the gun...

HARDWARE

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

GAME TALK COMMUNICATOR
GAME TALK
£24.99
OUT NOW
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01785 810800

IT SEEMS DATEL is quite keen to exploit the vocal virtues of Xbox Live, as following on from their brilliant four-way earpiece set Team Talk (Issue 28), the company has now seen fit to release an alternative to the existing Live Communicator.

Game Talk features a slightly different take on Microsoft's headset. This fully adjustable bad boy is worn over the top of your head, but it also features a super-cushioned earpiece and a padded support instead of the normal hair-catching, over-the-ear clip, both of which improves comfort. Reception is crystal clear through the headphones, but the microphone sits a bit too far from your face for our liking.

Coming bundled with a second earpiece and slimline microphone, the Game Talk also includes a second port in the adaptor, allowing two people to simultaneously talk trash over Xbox Live. The build quality of the jack inputs is the only real concern, and can cause a loud crackle.

Game Talk gives gamers a decent 'two for the price of one' option in a tidy little bundle.

SCORE 3/5

↑ It might be good to talk but it's way better to shout!

HUNTER: THE RECKONING HITS THE CLASSICS RANGE AT £19.99

AND FINALLY...

FBI's On Xbox Live

Feds compile 85-page proposal to tap into Live

THE FBI wants Xbox Live! The crime-fighting establishment is after the power to tap into every ISP to monitor communications, but we're not sure what it'd make of "Deathwhacker! Doomraider is locked onto your six with the vindaloo rocket launcher!"

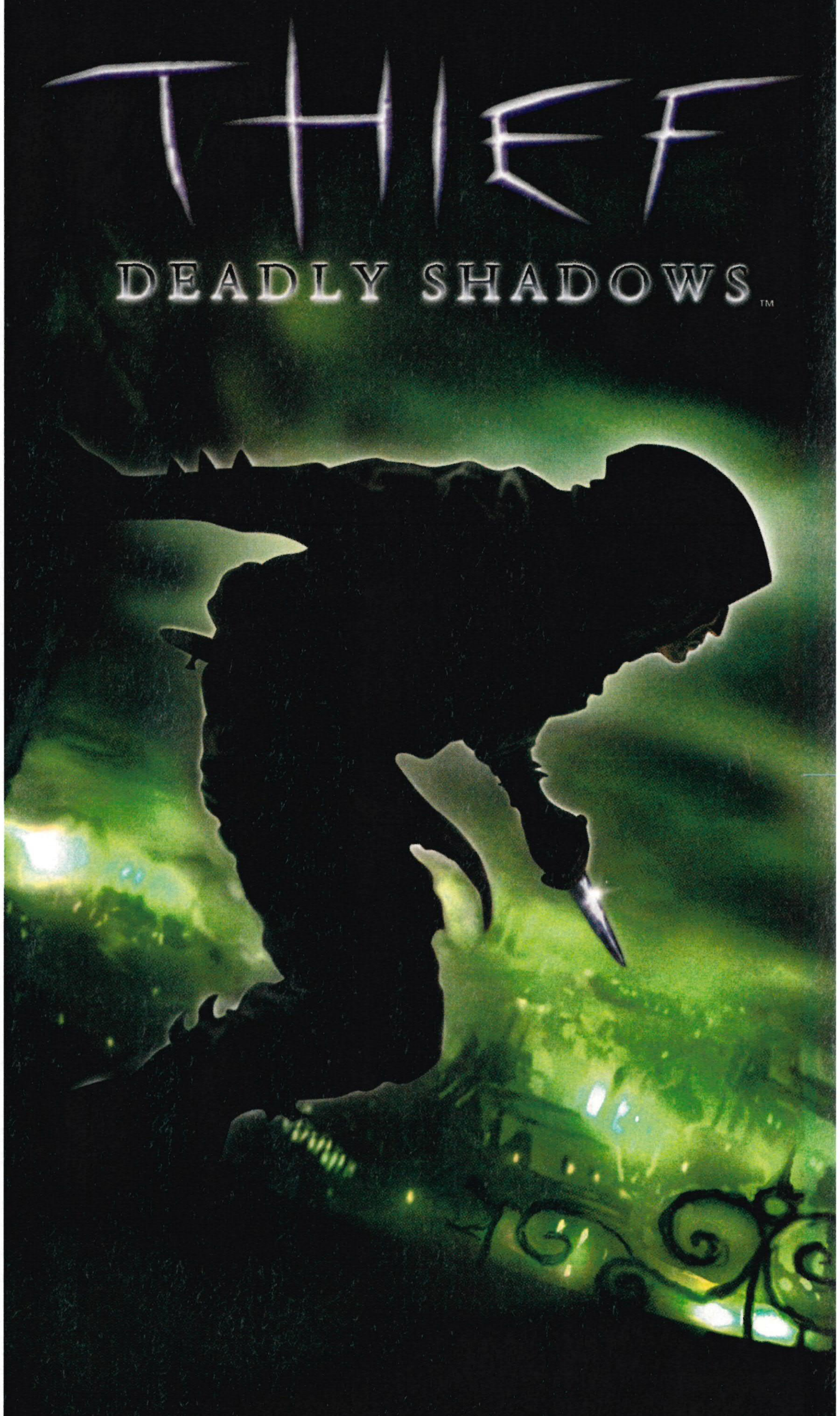
If the proposals are given the green light, services like Xbox Live and MSN Communications as well as other voice-over-IP services could be tapped by the Feds. Mind what you say now. It might not just be your mum who can hear...

↑ Could you be playing the FBI?

The Master of all Thieves comes to Xbox

'Looks impressive and promises the best kind of stealth action for gamers'
OXM

'We're very excited'
Games TM



COMING THIS JUNE

Find out more at: www.thiefgame.com

ION STORM
XBOX
PC DVD ROM
eidos
www.eidos.com

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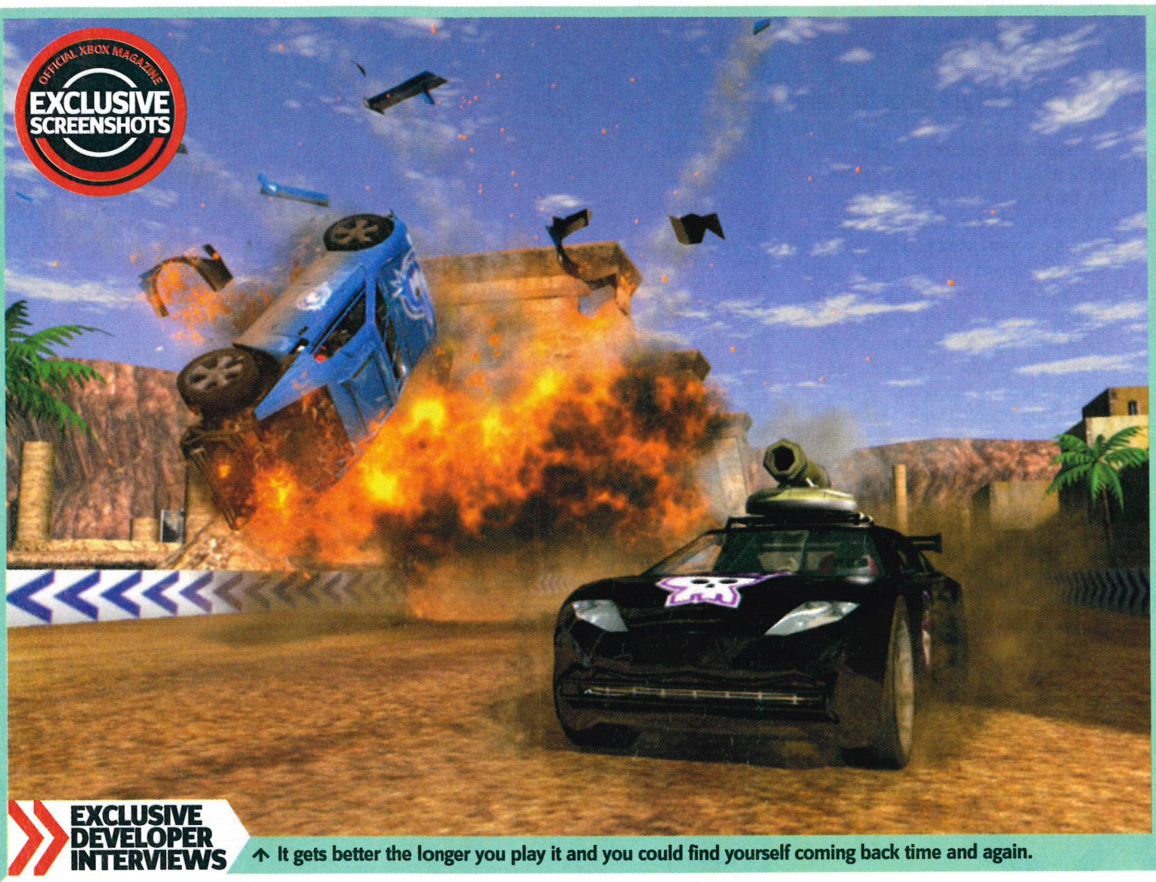
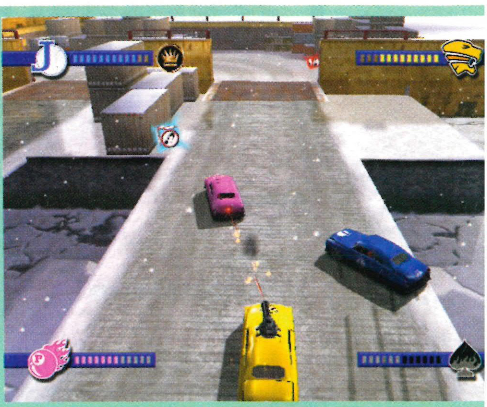
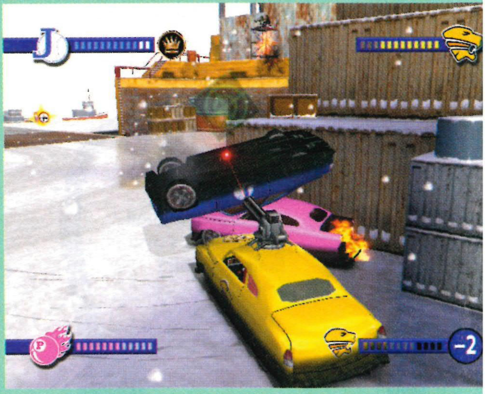


EXCLUSIVE DEVELOPER INTERVIEWS

↑ It gets better the longer you play it and you could find yourself coming back time and again.



↑ Ice tracks are slippy – drive carefully!



↑ It's a full-on pile-up in most games.

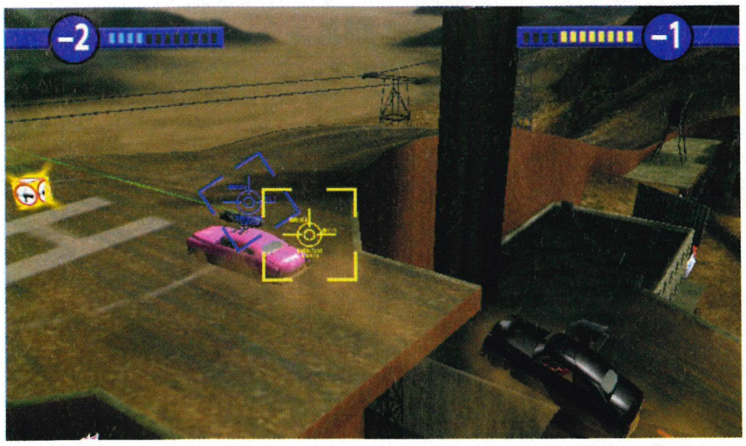
Mashed We chat to the director of one of the most addictive games ever

INSIDE

STILL IN production, and still being picked over in the finest detail, *Mashed* is one of - if not *the* - most addictive games you'll play in 2004. From the same stable as the vastly successful *Micro Machines* series, *Mashed* combines top-down racing, high-powered weaponry, and a multiplayer buzz unlike anything you've experienced before. It's even taking over our lunchtime *PGR2* sessions. We talk to Peter Williamson, managing director of developer Supersonic, about Empire's forthcoming smash.

***OXM*: What part of the game are you working on at the moment?**
Peter Williamson: We've been working on lots of things, mainly debugging and tweaking, and tidying up lots of little bits. Otherwise our main focus is now on the single-player game, tweaking the difficulty and trying to set it up to be as much fun as possible.

There was word that *Mashed* was going to be Xbox Live compatible at one point. Is that still the case?
Unfortunately not. We didn't want to make a half-hearted online version and to do *Mashed* properly online is very difficult. All online games have to overcome latency issues but with *Mashed* these problems are much worse. Because the action is so focused and intense, any latency just makes the game really lame. We decided that instead of spending loads of time making a half-hearted online mode, we should make the core game as strong as possible. We're still talking about online though. I think a full online mode in a sequel would be a great addition and with another year or so to develop it we just might manage it.



↑ Even when players are out, they can use the pesky airstrike to knock you off-course.

How heavily influenced have you been by *Micro Machines*, and are you afraid that people will draw comparisons?
As we designed and developed three of the *Micro Machines* series, we can't help but be influenced by them. I hope we've learnt a lot from them. I've got mixed views about a possible comparison. On the one hand, the *Micro Machines* games were very playable and did very well. On the other, we've tried to do something different with *Mashed*. It's much more grown up. The funny thing about *Micro Machines* is that it was always played by grown-ups, a classic 'after-the-pub' game even though it was a licence that comes from a kids' toy. *Mashed* hopefully appeals to the 'after-the-pub' player. The vehicles are full size, in full-size environments. It's much grittier and realistic. Some of the new modes and features such as the airstrikes really add to the gameplay too.

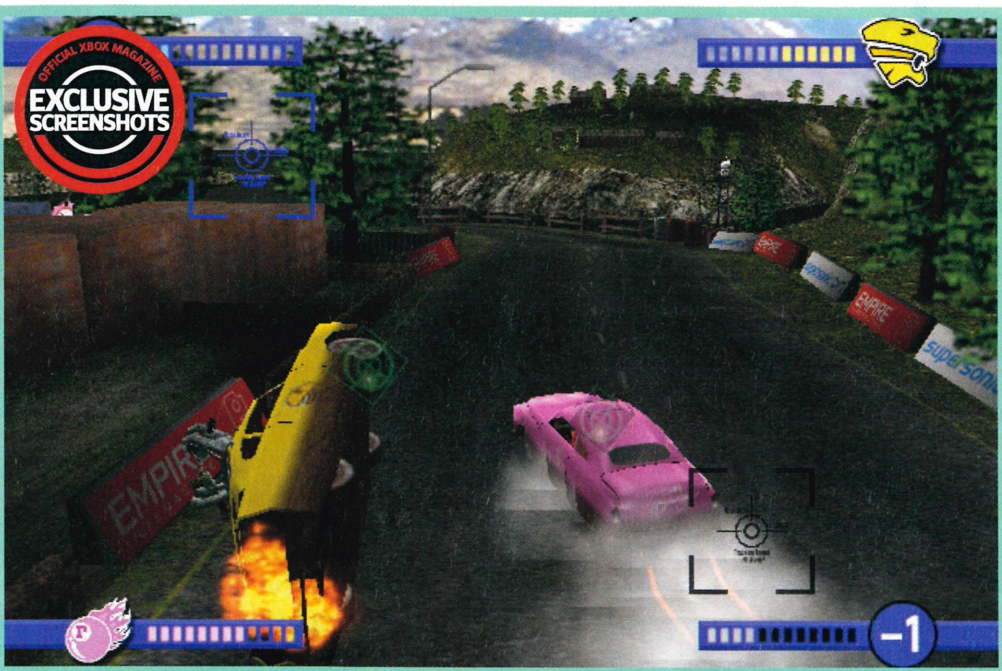
So are there any elements of *Micro Machines* gameplay that you've been eager to reintroduce or do away with?
The main thing we've tried to keep is the sense of fun and competitiveness with the multiplayer modes. We've tried to greatly improve the single-player experience. This was always fairly weak in the *Micro Machines* games.

So what can a single player expect?
Although the party feel is really important to *Mashed*, I'm very hopeful that it will have the best single-player game of any of the racing games we've developed. The gameplay is much more authentic to the core of what *Mashed* is all about. It's still you against some opponents, battling it out. Although you don't get the full banter experience of multiplayer, you do get the tension. We've also got lots of bonus modes - things like Chase the Fugitive, Kill the Copter, Beat the Bomb and loads more. I'm really hopeful that our single-player game will stand out in its own right.

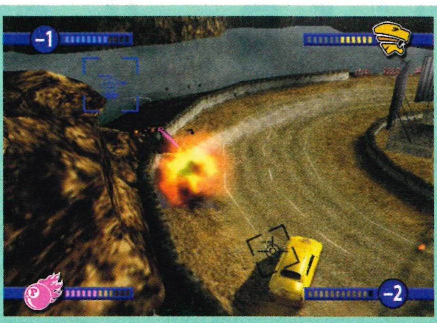
What have you done with the AI in single-player to make sure the cars are a worthy challenge?
The AI is really sophisticated. It's aware of the course, where the hazards are, what a good racing line is, how to take shortcuts... It's also very aware of you as its primary opponent. It can be aggressive, barging you and hitting you with power-ups. It's also got weaknesses deliberately included so it's not impossible. One of the difficulties with *Mashed* was ensuring that the AI could lose without seeming to 'throw it'. I think we've got round this well. The AI has chinks in its armour that the player must discover then exploit.

We've only seen a few tracks so far. Can you tell us just how many

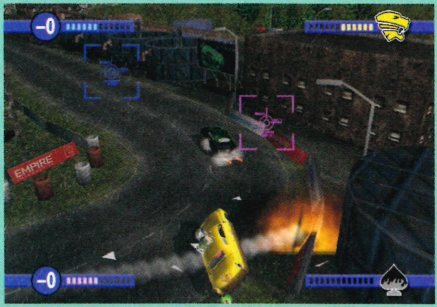
»



↑ Another vehicle falls prey to those dratted airstrikes. Use them wisely to take out the leader.



↑ Place oil spills on corners for maximum carnage.



↑ You can dodge missiles... if you're very lucky.

YELLOW PERIL: WHOEVER CHOOSES THE YELLOW CAR DURING OUR MASHED SESSIONS ALWAYS LOSES. GAV'S FAVOURITE COLOUR IS YELLOW.

"You never get bored of challenging your friends"

» we can expect to see and over what kind of environments?
There are 39 challenges in single-player, as well as variations such as Time Trial and Quick Battle split over 13 tracks. With our *Micro Machines* games we put in loads of tracks but only ever played six or so to death. With *Mashed* we thought it would be better to have a smaller set of stronger tracks. We've developed 40 to various stages and the 13 that are going in the final game are the strongest of these. In terms of environments, we've got things like a busy freeway, an ice-bound dockyard, a stormy fjord, a city at night and even a war zone with loads of shells and mines exploding around you.

What cars and weapons will there be?
We've got 13 different vehicles, all of which are fast, powerful and very responsive. In terms of weapons, we've got things like flame throwers, machine-guns, mortars, guided missiles, mines, oil spills, side-shooting shotguns, barrel bombs, flash bombs and, of course, the airstrikes.

If *Mashed* is a success, how likely is it that we could see a sequel?
We'd love to do a sequel. We've still got loads of ideas for new levels, new vehicles and new play modes. We'd also love to do a proper online version.

Is there anything that won't make it into the final version due to time constraints and deadlines?
Aside from deciding around six months ago not to go ahead with online play, everything else we had planned is going to make it.

What was the hardest thing about developing *Mashed*?
Tweaking and balancing the gameplay is very time consuming. The smallest alteration can ruin the gameplay. The feel of the controls has been played with to death. We also took a while to get the look settled. One of the problems with a top-down camera is it's not how people see vehicles in real life. This is how people see toy cars. We were determined that the game was not a miniature toy racer, so it took a while getting the look of the courses and vehicles right to try to get rid of this feeling.

What's your personal favourite feature?
There's nothing more satisfying than winning a four-player challenge against the guys in the office who've all played the game to death. The competitiveness the game encourages is overall its best feature. This is what gives it its infinite play value. You never get bored of challenging your friends. A well-used guided missile can be very satisfying...

How has the final version changed from your original design? Were there any unforeseen issues you had to deal with?
No, the game is pretty much as we'd originally planned it. It turned out to be much harder (and much more time consuming) to achieve this though. *Mashed* was the first wholly original game we'd worked on since *Circuit Breakers* back in 1997. It took us much longer to get the game signed than we'd planned. Empire has been much braver than most in supporting an original, unlicensed game. It would be nice to see an original game doing well.

Can you tell us something about the game nobody else knows?
It was originally going to be called 'Toast'.

GAME INFORMATION
DEVELOPER: **SUPERSONIC**
PUBLISHER: **EMPIRE**
RELEASE 25 JUNE 2004
PERCENTAGE COMPLETE

OCEANO PACIFICO
The Creator Of Lara Croft™ brings you...

Thief: Deadly Shadows

Our light-fingered friend has a new perspective on life

WE HATE TEA LEAVES with an absolute passion. Yet whilst stealing from another person may be completely immoral, master thief Garrett, star of the gorgeous-looking *Thief: Deadly Shadows* is one fingersmith we wouldn't mind losing our pocket change to. Back for his third outing of the series, Garrett once again roams the dark and dangerous streets of the nondescript City, pilfering pockets and helping the secretive Keepers turn back the sweeping tide of approaching evil.

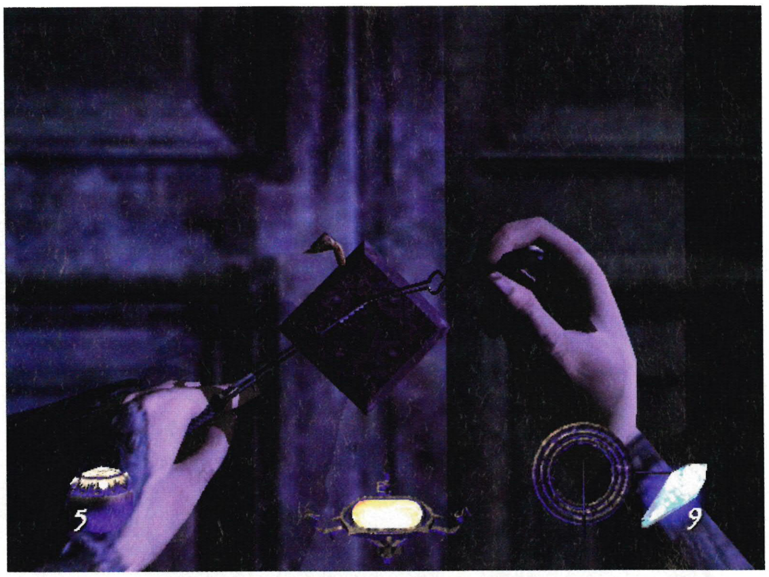
Stealth is the name of the game here, as players must keep our thief under cover of shadow at all times. All of Garrett's previous tools of the trade return, including the ace water and moss arrows (for extinguishing torches and creating silent landing mats respectively), and must be thoughtfully put to use when covertly navigating vast soundless streets and castles.

Most importantly though, *Thief: Deadly Shadows* now includes a fantastic third-person perspective, bringing the series up to date with recent stealth titles. Brilliantly enhancing the open-ended gameplay, the result is a kind of medieval *Splinter Cell*, and we can't wait to get sneaky with this title. Full review next issue, on sale Thursday 17 June.

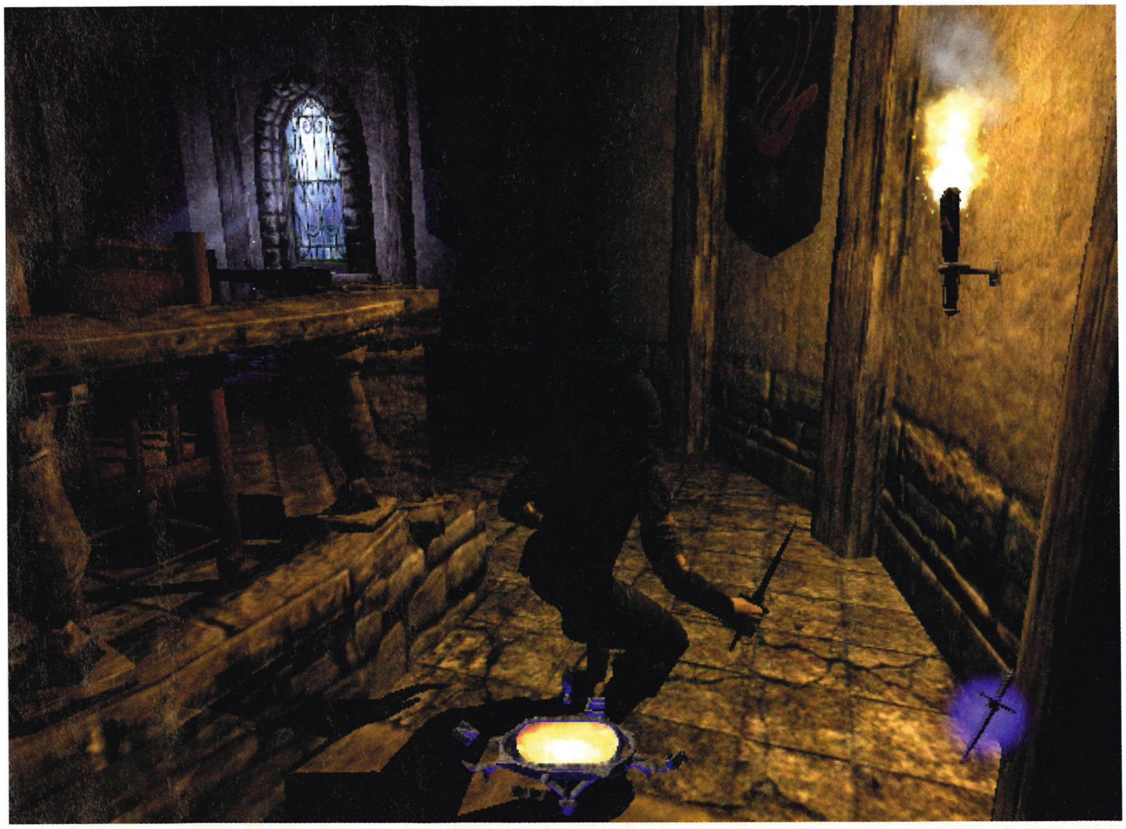
GAME INFORMATION

DEVELOPER: **ION STORM**
PUBLISHER: **EIDOS**
RELEASE JUNE 2004

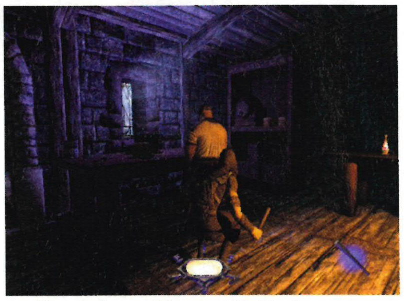
PERCENTAGE COMPLETE



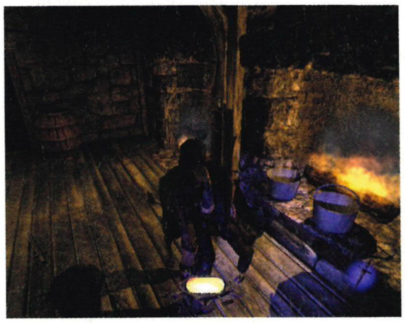
↑ Locked doors are no problem for our nimble-fingered friend.



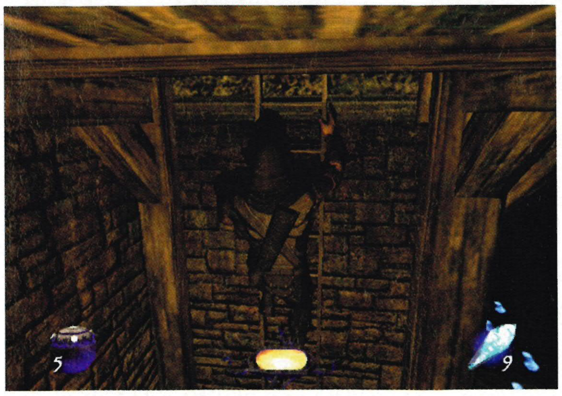
↑ The jewel at the bottom of the screen glows the more visible you are. Time to put that torch out and create a bit of cover.



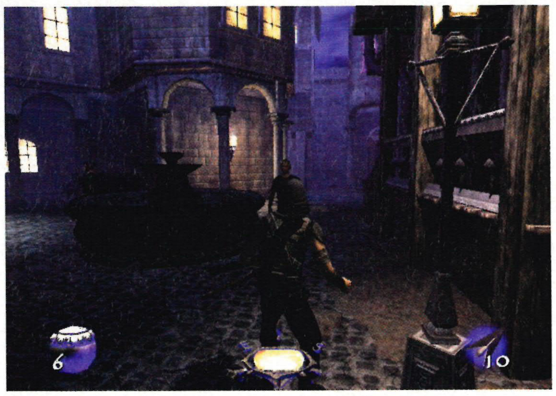
↑ Silence foes with your Blackjack.



↑ Carefully conceal dead bodies.



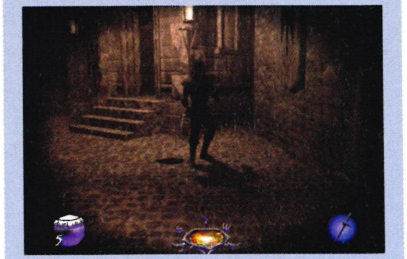
↑ Both the lighting and animation are stunning.



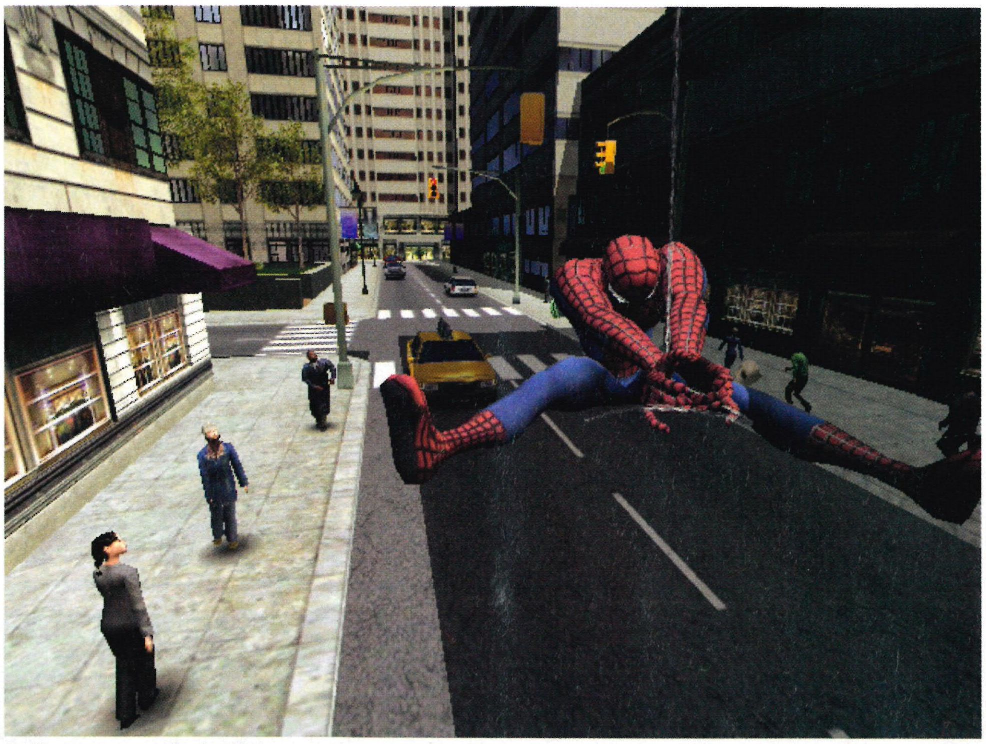
↑ The streets of The City are crawling with police.

The Eyes Have It

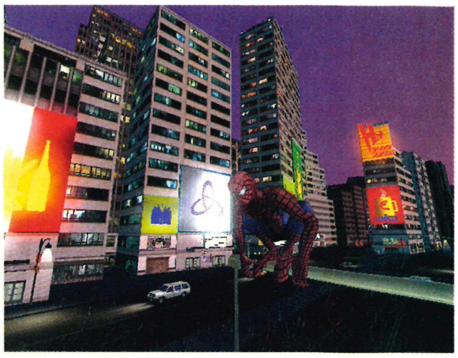
IN GARRETT'S WORLD, both magic and machinery are utilised by The City's underworld. Left with only one eye after a close encounter with a foe, Garrett has replaced his redundant retina with a mechanical eye that features enhanced night vision and a zoom lens.



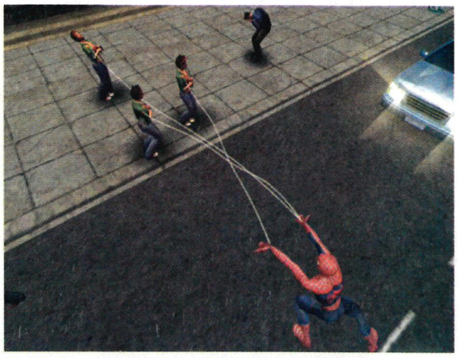
↑ View passing guards from the shadows.



↑ Keep an eye out for handy lamp posts.



↑ Why is the pizza delivery guy always late?



↑ Catch multiple enemies with sticky stuff.

Spider-Man 2

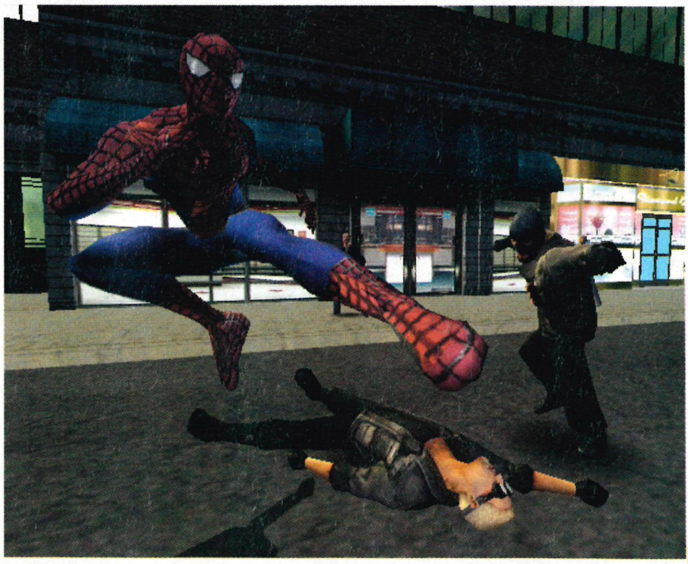
Spidey comes in for a second sling of the web

THINK OF THIS as *Grand Theft Auto* only with Spidey. For all the success of the first game, the sequel looks to be a very different beast indeed, namely because Manhattan seems to have been squeezed into the entire game. You can free-roam too, choosing to walk amongst the public, or sit and watch them from on high.

The web-slinging has obviously been improved, with intuitive, instinctual motions controlling your swinging direction. Your web attacks have also changed, with multi-stranded shots lassoing your opponents together before allowing you to swing them about in a bunch, and bring the whole lot down at once.

It's not all about bashing bad guys though (but we admit it is the majority of the gameplay). You'll apparently get hero points for rescuing cats from trees and helping old ladies retrieve their snatched bags. These points can be used to upgrade your abilities and items. The Spidey-sense has been tweaked too. It will include a counter-move button that lets you pre-empt a few attacks. And what of Doc Ock? He's in there and he'll be able to use Manhattan just as you do, but he probably won't be saving any cats. More news just as soon as we can ensnare it in our sticky web.

GAME INFORMATION
DEVELOPER: **TREYARCH**
PUBLISHER: **ACTIVISION**
RELEASE AUTUMN 2004
PERCENTAGE COMPLETE



↑ The fighting mechanic has a ton of new features to kick people around with.

WEB-SLINGER: RUMOURS ABOUT THE THIRD SPIDEY FILM HAVE ALREADY STARTED DOING THE ROUNDS. THE BAD GUYS? VENOM AND THE SCORPION!

Finger of Death
Combat Points
Action!

Shadow Ops: Red Mercury

PLAY IT ON THE DISC

A perfect introduction to the world of shooters

WAR GAMES have never looked so good, nor have there ever been as many to choose from. The latest comes from Atari and, after exclusively playing the latest version, we can report we liked what we saw. *Shadow Ops* is a simple to pick up and play shooter that's gone AWOL in the 'no frills' zone. You don't control any of your team-mates and just gun for fun in a super-linear way from one point to the next. But don't let that put you off.

The action is well paced with some beautiful setpieces scattered around each map that really crank up the action. All this is accompanied by a dynamic and extremely lavish orchestral score that floats along with the breeze one minute and then shouts in your face the next to match the on-screen action. Full marks for presentation, Zombie.

Shadow Ops is up for review next issue but you can get a taste of the goodness to come by checking out the exclusive trial version on this month's official playable disc.

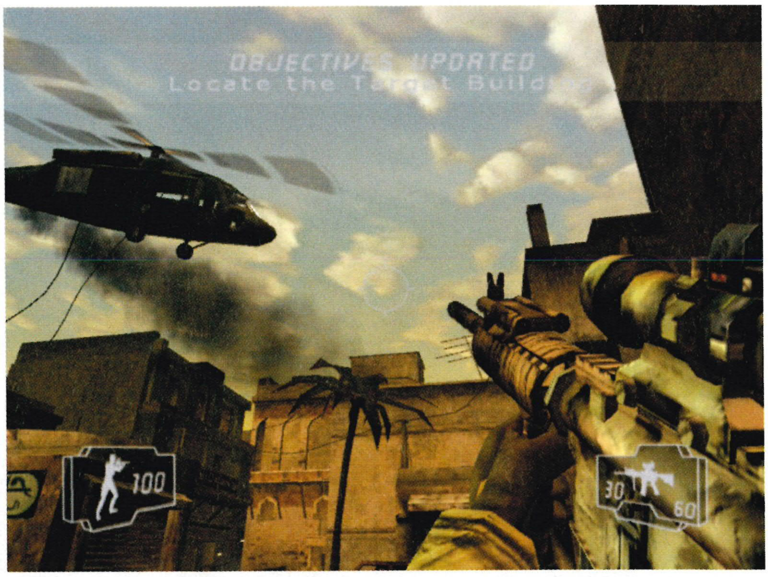
GAME INFORMATION

DEVELOPER: **ZOMBIE**

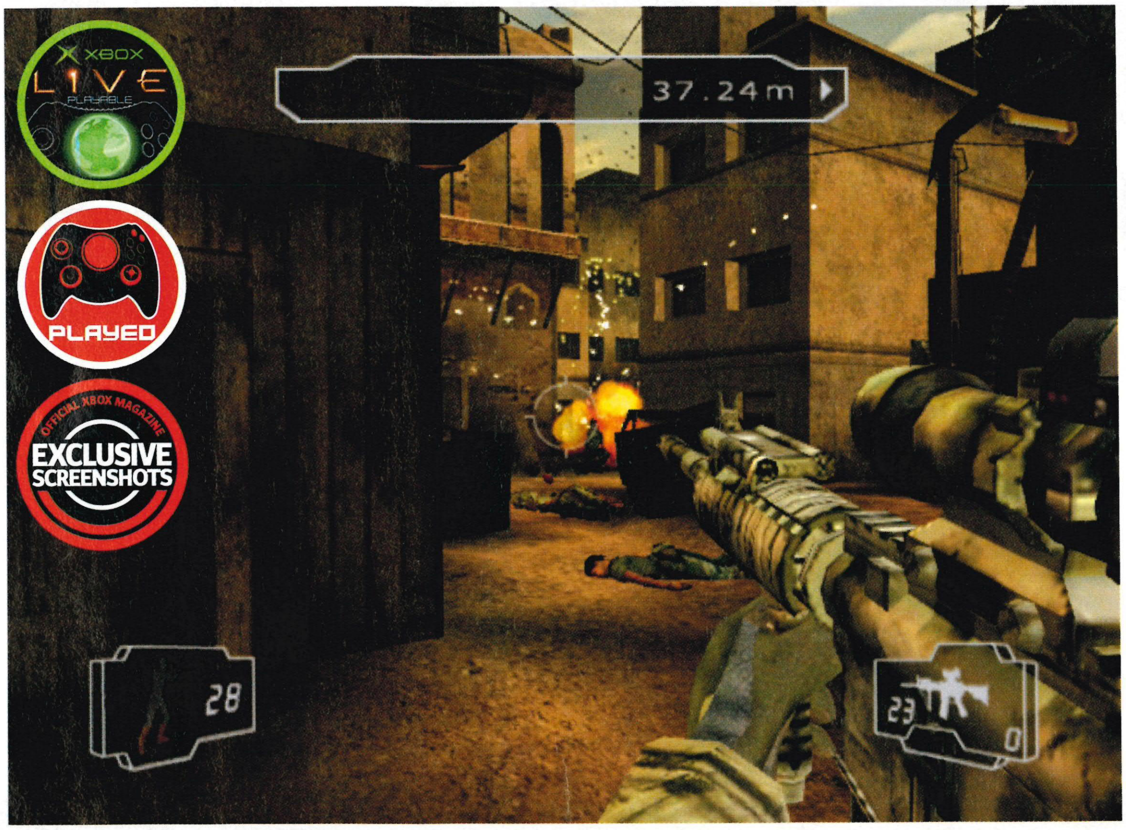
PUBLISHER: **ATARI**

RELEASE JUNE 2004

PERCENTAGE COMPLETE


OBJECTIVES UPDATED
Locate the Target Build
100
30
60

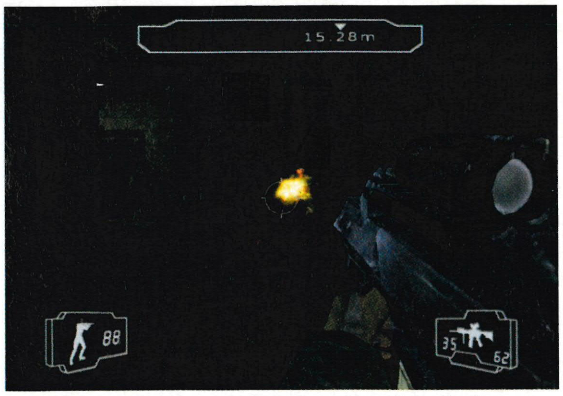
↑ It's not quite *Black Hawk Down* but the developer must have liked the movie.


XBOX LIVE PLAYABLE
PLAYED
OFFICIAL XBOX MAGAZINE
EXCLUSIVE SCREENSHOTS
37.24m
28
23
0

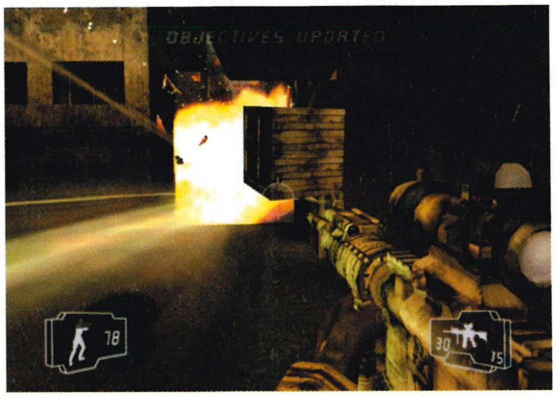
↑ Grenades cause a lot of damage but are quite hard to come across.

↑ Shoot him right in the face.

↑ Not all enemies will be sitting down.


15.28m
88
35
62

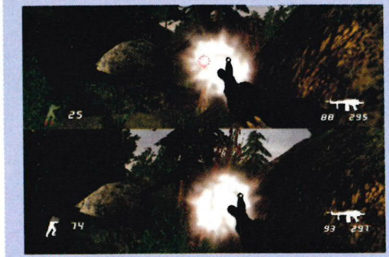
↑ Some enemies can come out of nowhere. Stay alert!


OBJECTIVES UPDATED
78
30
15

↑ You can't go wrong with big guns and explosions.

Men O War

FANS OF multiplayer warfare will be pleased to learn *Shadow Ops* comes with Live support for 16 players, while up to four can wage war on one screen. Modes include Plant the Bomb, Capture the Flag, Deathmatch, Team Deathmatch and Escort. Look sharp people, this is one to watch.


25
88 295
74
93 297

↑ Two players are better than one.

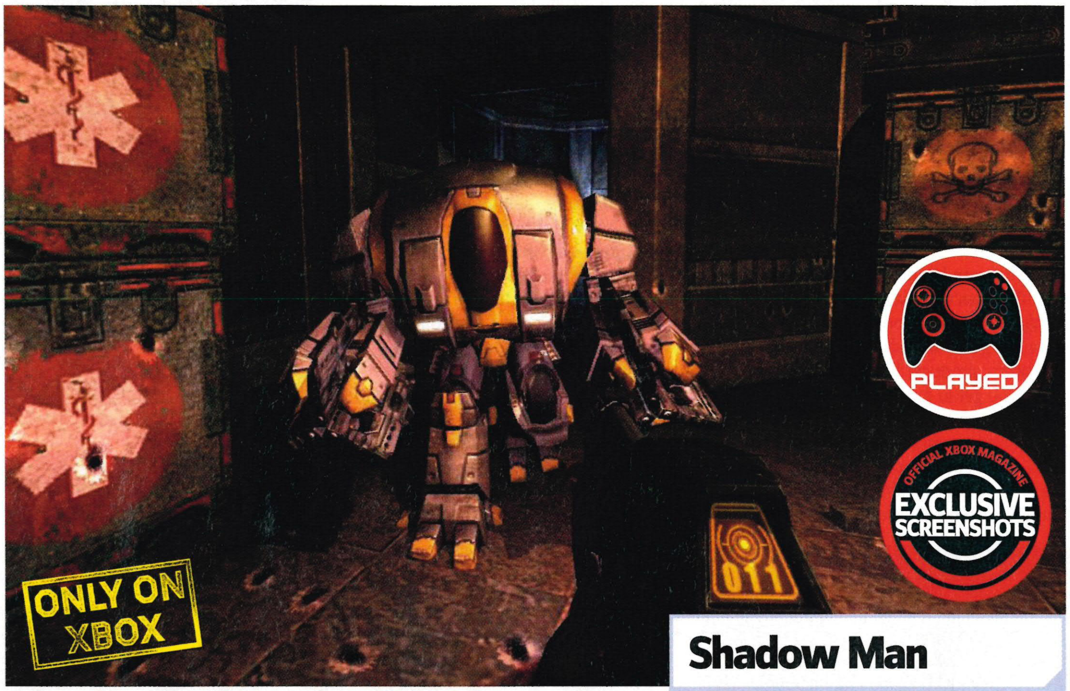
The Chronicles of Riddick: Escape from Butcher Bay

Vin Diesel's definitely onto a winner here

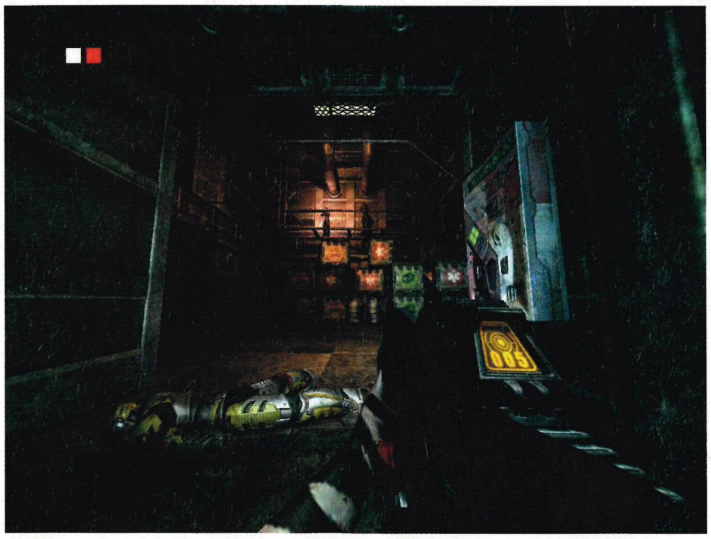
WE LAST SAW *Riddick* in December, when it was shaping up to be a visually groundbreaking action game. Seen *Doom 3* and *Halo 2* shots? *Chronicles of Riddick* will be out before them, with visuals on a par with, if not better than, both. This demands your full attention. After Vivendi's US event it was being hailed as the next big thing as people couldn't believe what they were seeing was real in-game action.

Members of the development team were on hand to showcase various levels throughout the dark action game. The only issue we previously had was with the first-person combat mode, but this has been fixed and tweaked to perfection and should even show Namco's *Breakdown* (see page 088) a thing or two. Starbreeze is about to right all wrongs it made with *Enclave* (Issue 06, 5.8) and put itself firmly on the map of cutting-edge developers. More next issue.

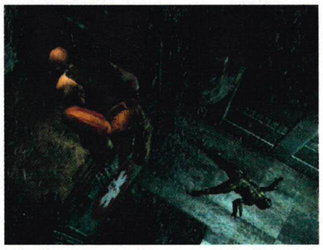
GAME INFORMATION	PERCENTAGE COMPLETE
DEVELOPER: **STARBREEZE STUD.**	
PUBLISHER: **VIVENDI**	
RELEASE AUGUST 2004	



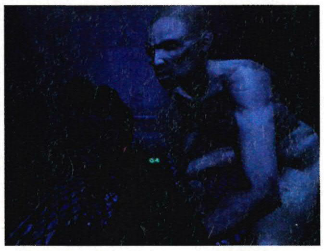
↑ You won't believe your eyes when you see this game running.



↑ To use weapons, Riddick has to inject his DNA into the security system.



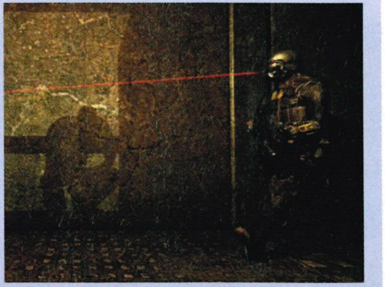
↑ Third-person view features too.



↑ This isn't your average prison.

Shadow Man

WE KNOW FROM the movie *Pitch Black* that Riddick has sensitive eyes and is as frightened of bright lights as Gizmo. The prison Riddick is escaping from is extremely dark in places, allowing him to tiptoe through it without being noticed, but you'll have to be careful who sees your shadow. Guards aren't as stupid as they seem and they'll be onto you before you start making shadow puppets on the wall.



↑ Shadows can give your game away.

BIG GUNS: TOWARDS THE END OF THE GAME, RIDDICK WILL BE ABLE TO COMMANDEER CERTAIN VEHICLES IN ORDER TO CAUSE MASS-DESTRUCTION. WE'VE SEEN HIM IN ACTION, AND HE'S ROCK HARD.

Rocky Legends

"Ain't gonna be no re-match," said Apollo. He lied

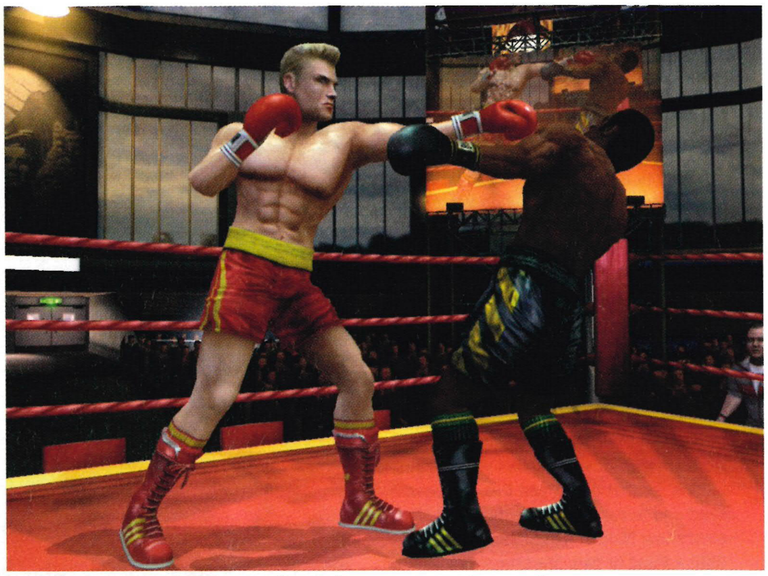
AS FAR AS we're concerned, *Rocky* (Issue 09, 9.0) is still the best boxing game by far on Xbox. It captured the feel of the movies perfectly, had enough depth for the hardcore to master, yet was easy to pick up at the same time. Oh, and it looked great too.

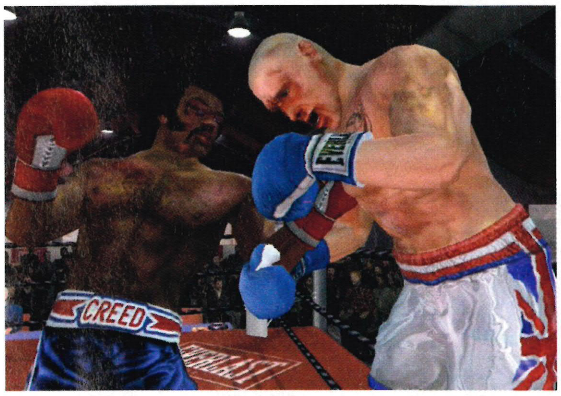
But where can Venom Games take the sequel? Weren't all five movies thoroughly milked in the original?

"The last game was all about Rocky's story," explains producer Peter Johnson. "This time you get to guide the other characters through their careers. We follow Apollo as he wins the amateur finals and starts out as a pro; Clubber, who we first discover fighting in prison; and Ivan Drago, who is recruited into the Soviet sports programme. Each story climaxes in a showdown with Rocky."

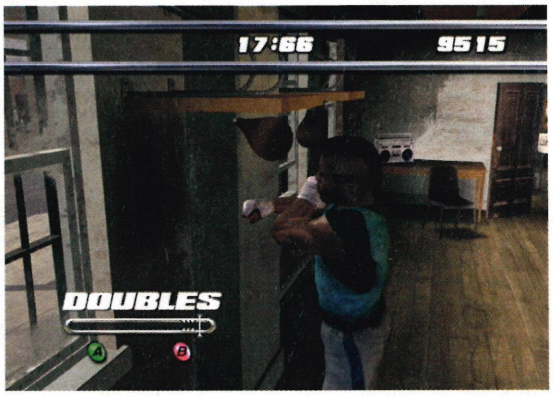
As for the Italian Stallion himself, you'll get to see much more of his early career, before finishing up with a 'greatest hits' of all his movie fights in a row. Other touches include more boxers (over 45) and more arenas (over 20). Each returning heavyweight has had an extensive makeover to boot. Check back for a full interview with Venom Games next issue, on sale Thursday 17 June.

GAME INFORMATION
DEVELOPER: **VENOM GAMES**
PUBLISHER: **UBISOFT**
RELEASE NOVEMBER 2004
PERCENTAGE COMPLETE


Drago is harder than ever and even his on-screen missus makes an appearance.



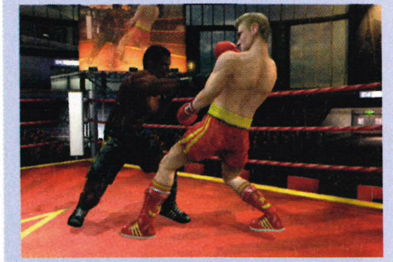
The facial damage system has been improved tenfold.

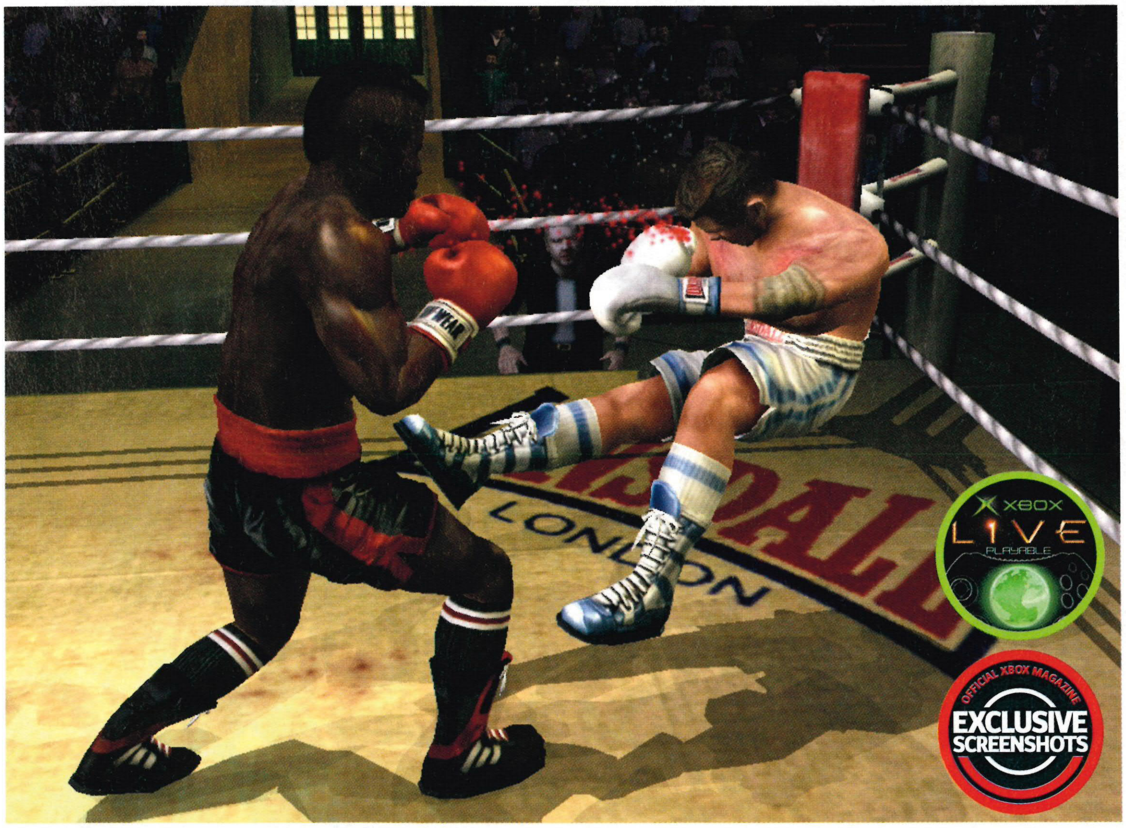


Clubber gets his groove on in the gym before fight night.

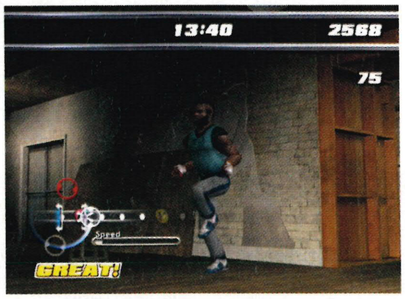
Break Him Online

ROCKY LEGENDS will be playable over Live! Contenders can compete in Exhibition bouts and Tournaments, and challenge friends to competitive two-player training sessions. "We're looking forward to taking on players out there ourselves and seeing how we fare against them," says Johnson. We'll be first in line! You will lose...

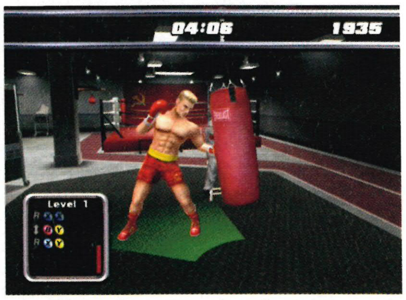

Shout at opponents while hitting them.



Blood, spit and tears. It's what *Rocky*'s always been about and it's been captured perfectly in the sequel.



The better you do in training...



...the harder you punch in the ring.

Men of Valor: The Vietnam War

Like the smell of napalm in the morning? Sniff this

XBOX LIVE PLAYABLE

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

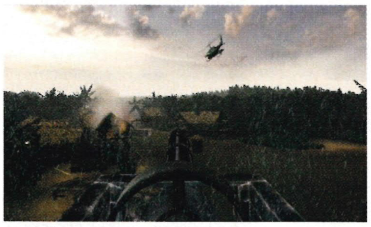
PLAYED

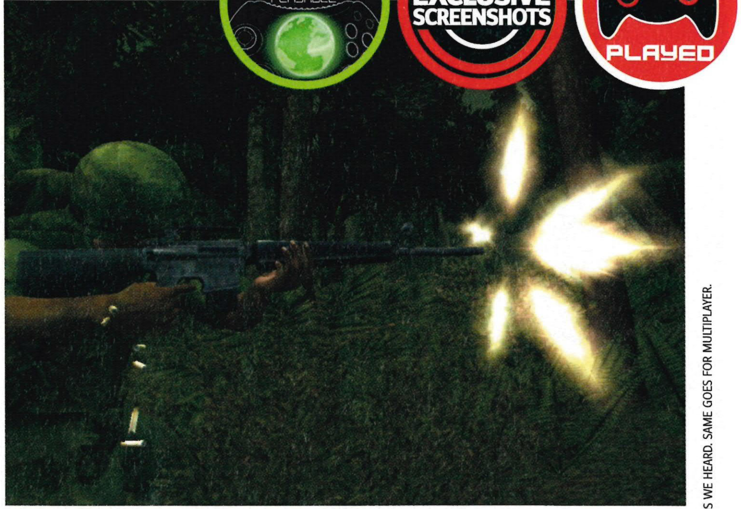
AFTER YEARS OF being shrouded in secrecy as far as a playable version went, 2015 opened the doors to its jungle-based shooter. Single and multiplayer modes were no longer just whispers - they were reality, as we checked out the game at an exclusive Vivendi press event in the US.

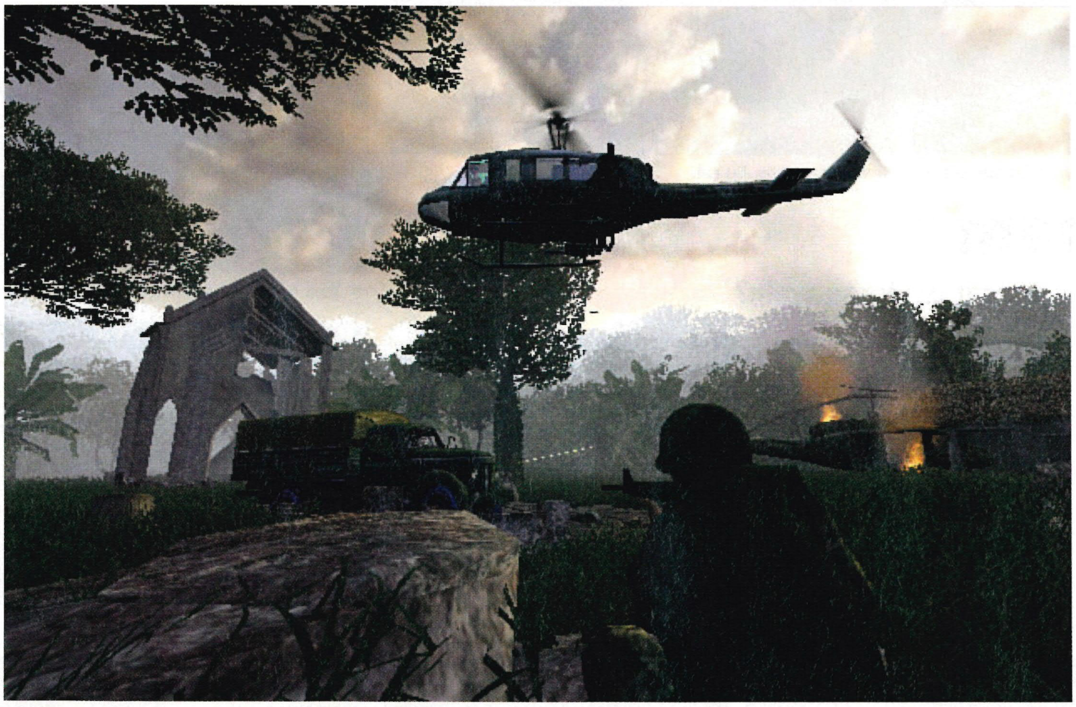
Members of 2015 walked us through the Operation Starlight mission showcasing impressive visuals, setpieces, NPC interaction, the walking wounded, tanks, bombs, huge firefights and the odd medic. The level was completely objective-driven, with the player having to fight his way to various positions on the map to give the allies cover, rescue them and take out enemy artillery - mostly at the same time. When everything gelled together, it provided a great theatre for war.

First impressions were good. If you were a little disappointed with *Medal of Honor: Rising Sun* (Issue 24, 5.1) you won't be with this. After all, 2015 created the original *MOH* title for PC that kicked off the whole WWII thing. More soon.

GAME INFORMATION
DEVELOPER: **2015**
PUBLISHER: **VIVENDI**
RELEASE SEPTEMBER 2004
PERCENTAGE COMPLETE


↑ Take control of massive machine-guns.


↑ One of the best examples of muzzle flash we've come across recently.

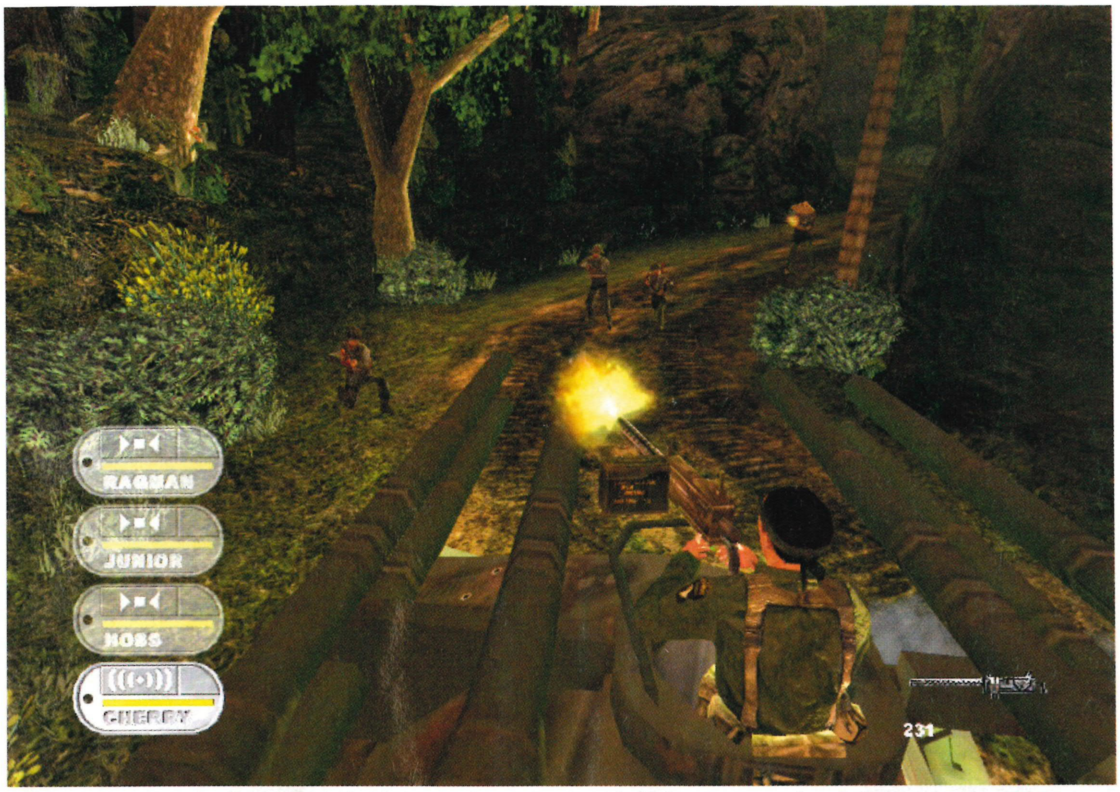

↑ Mission objectives include everything from POW rescues to full-on assaults. Great stuff.

Men of Victory

WHILE THE single-player campaign focuses on actual events of the Vietnam War, it's every man for himself, or team, in multiplayer - depending on your preference. We spent most of our time playing System Link with the guys from 2015, on a variety of maps with various objectives similar to what was seen in *Return to Castle Wolfenstein* (Issue 16, 9.2). After a few rounds it became clear that *OXM* could not be beat. You'll find out too when the game hits Xbox Live at launch this autumn.

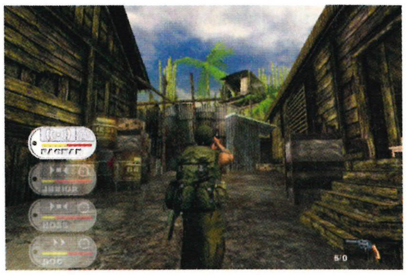
↑ We could be hiding anywhere...

PENNY FOR THE JAR: AFTER 2015 WALKED US THROUGH THE OPERATION STARLIGHT MISSION, WE LOST COUNT OF HOW MANY SWEAR WORDS WE HEARD. SAME GOES FOR MULTIPLAYER.



↑ Mounting armoured vehicles tips the battle in your favour. Let rip with the ferocious .50 cal.

↑ Even Rambo would wet himself facing this.



↑ Watch out for the numerous snipers.

↑ Your heavy weapons guy does a fine job.

Conflict: Vietnam

PLAYED

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

SCi's shooter talks the talk, but does it walk the walk?

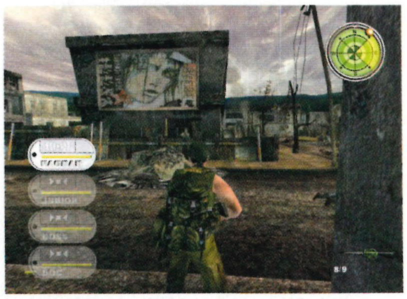
AMERICA MAY have lost the Vietnam War, but that won't prevent a tidal wave of games from reclaiming some glory for GI Joe. *Conflict: Vietnam* takes the successful squad-based combat of the *Desert Storm* games (Issue 07, 8.1 and Issue 21, 8.3) and moves it from sun-bleached cities to dense jungle hell.

You take control of four GIs trapped behind Vietcong lines. Unlike *Desert Storm*, SCi assures us that this game puts much more emphasis on story and character. Explosive FMV sequences appear between each level and actually feature licensed music from the 1970s.

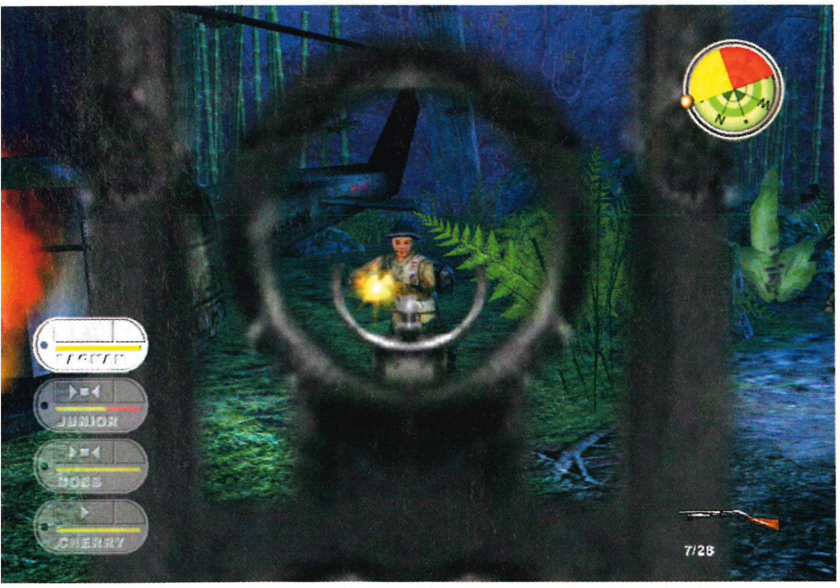
The jungle setting also changes the action from all-out carnage to cautious tactical play. Snipers hide in the trees and there are booby traps like punji sticks and Bouncing Betties. New context-sensitive commands are available so you can order one of the team to disarm these traps. There are also more familiar commands to demolish doors, mount gun turrets and heal your injured buddies. You can now set the healing command to automatic so there's no danger of an injured soldier being left behind – a useful improvement.

While the gameplay is familiar, the storyline and claustrophobic jungle setting give it a fresh appeal. We'll have more info next month, including some of the new vehicles you'll be able to control.

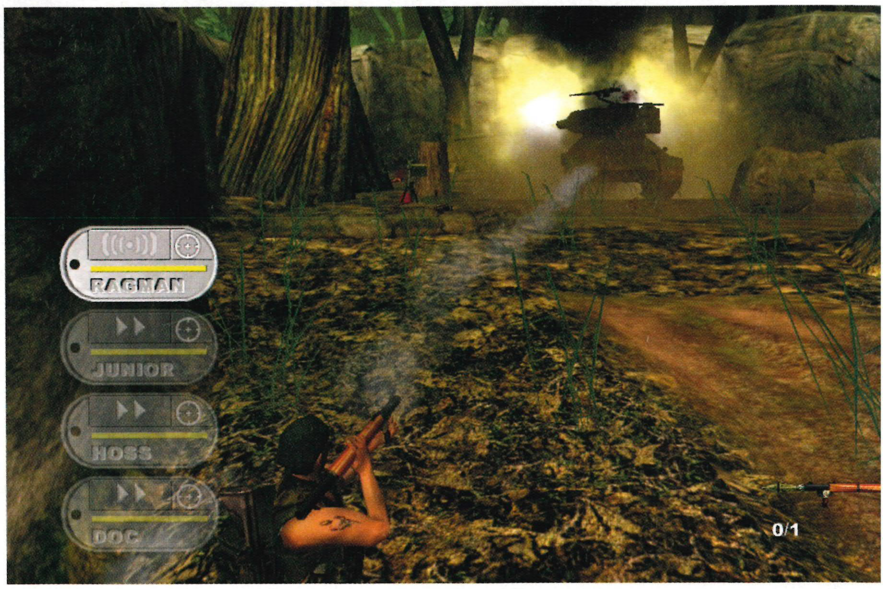
GAME INFORMATION
DEVELOPER: **PIVOTAL**
PUBLISHER: **SCI**
RELEASE SEPTEMBER 2004
PERCENTAGE COMPLETE



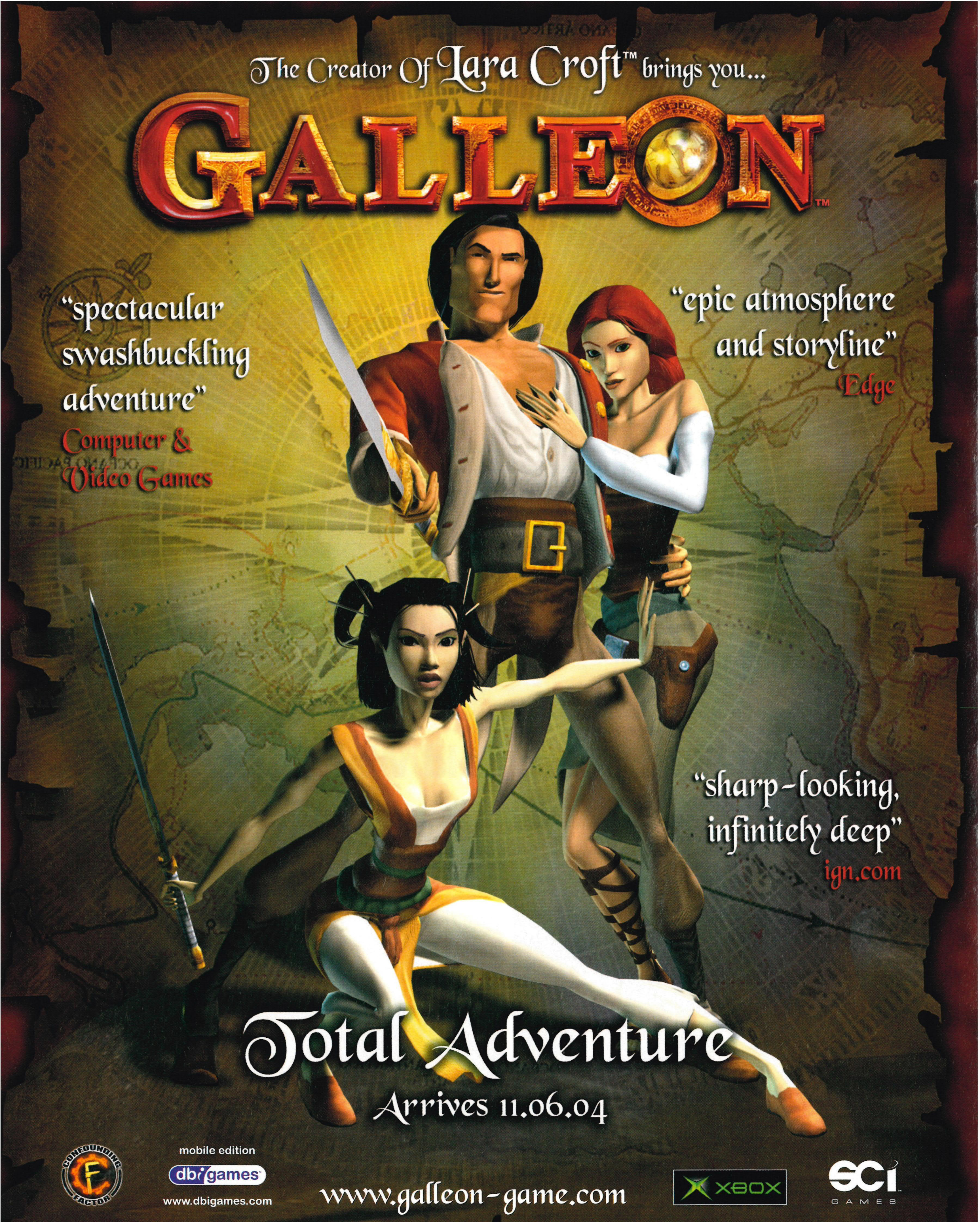
↑ It never rained like this in the desert.



↑ The first-person aiming mode brings the action up close and personal.



↑ The intense jungle battles aren't just limited to fighting fellow soldiers.



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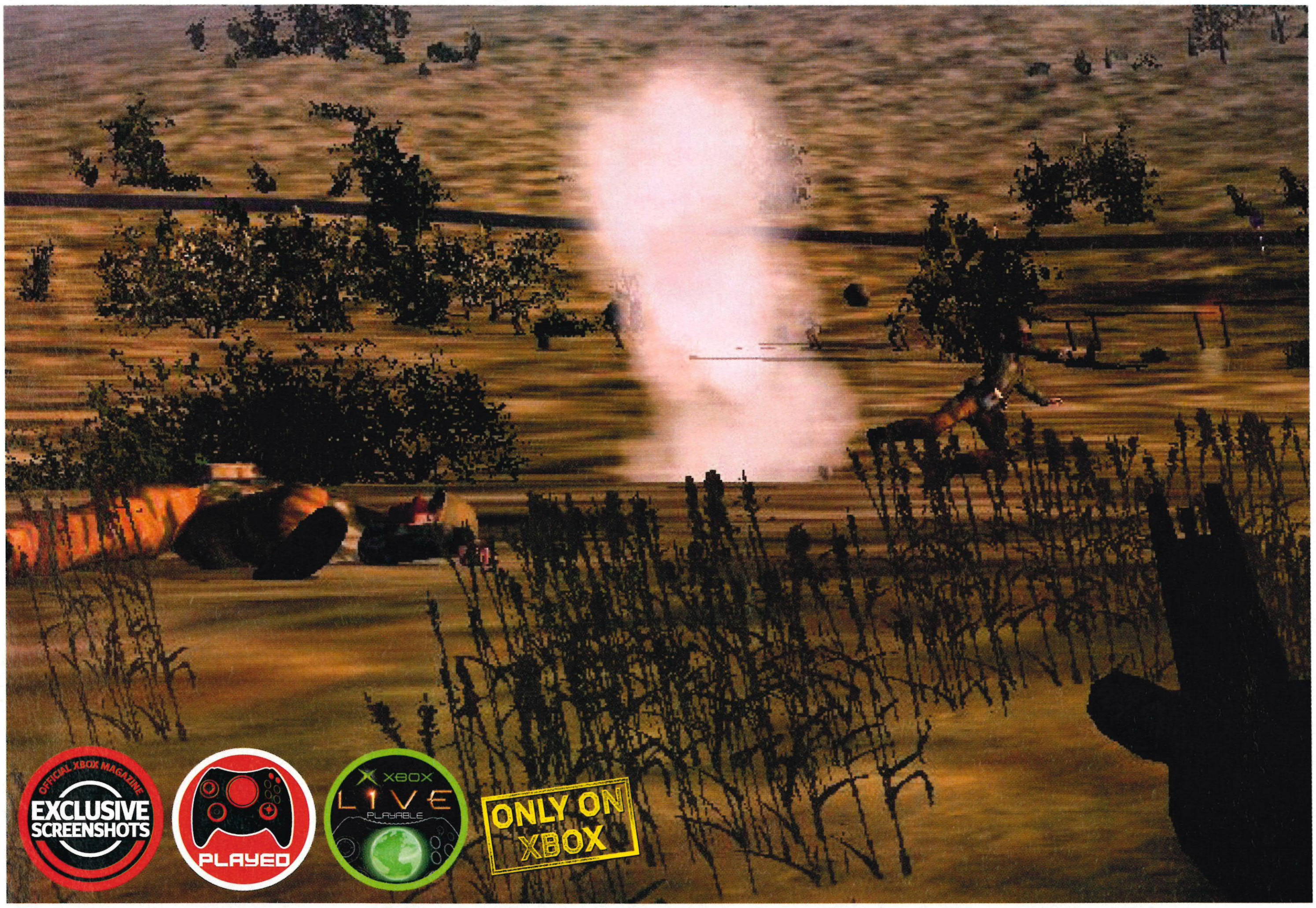


↑ The soldiers may have been easy, but how are you going to pick off that giant white marshmallow?

Operation Flashpoint: Cold War Crisis

Hotting up the Cold War like never before...

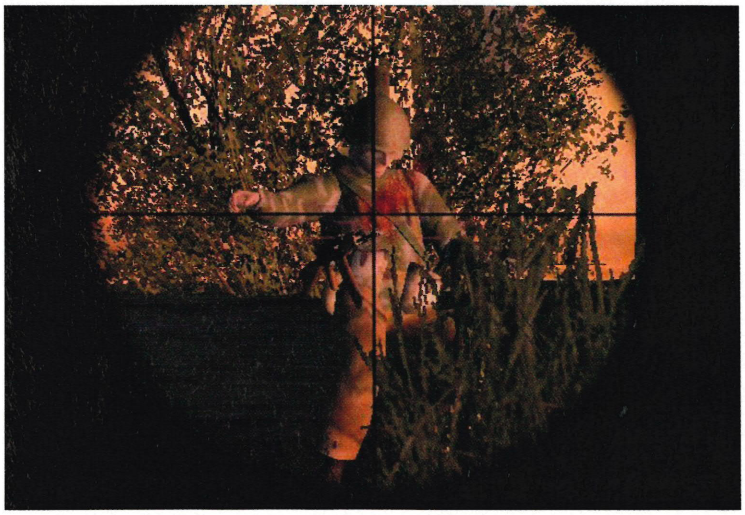
YOU MIGHT BE familiar with *Operation Flashpoint*. It has had enough accolades heaped upon it to snowboard down. The PC was the original (and until recently, *only*) platform to play *Flashpoint* on... but things are a'changin'.

"We didn't have too much trouble getting the port over," says Callum Godfrey, the game's producer. "The content from both the original *Flashpoint* and the prequel *Resistance* is all there, the only thing we've done is to make this version more accessible for console gamers. It's a little more forgiving."

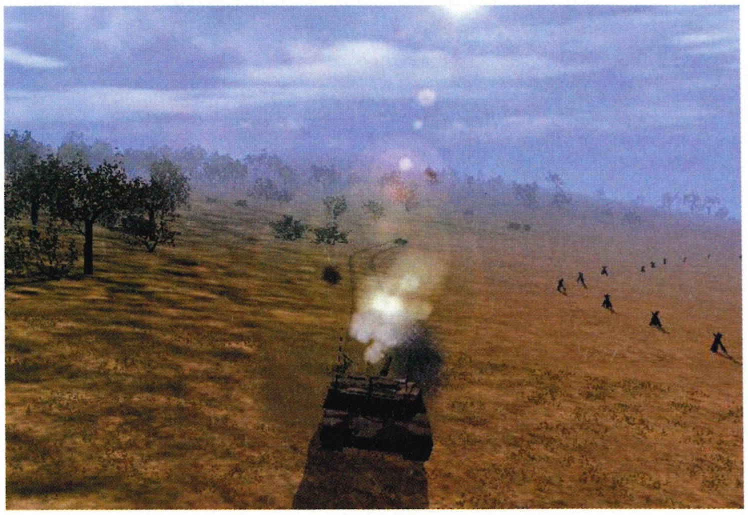
As we're playing what looks like a very faithful reproduction of *Flashpoint*, we're going at it like we're playing *Quake*, and getting mown down within a minute. "Console players tend to go in with a *Quake* mentality, so the game gradually builds to the level the PC version would ask of you." Point taken, we move on.

Flashpoint may have the age factor lingering over it with these

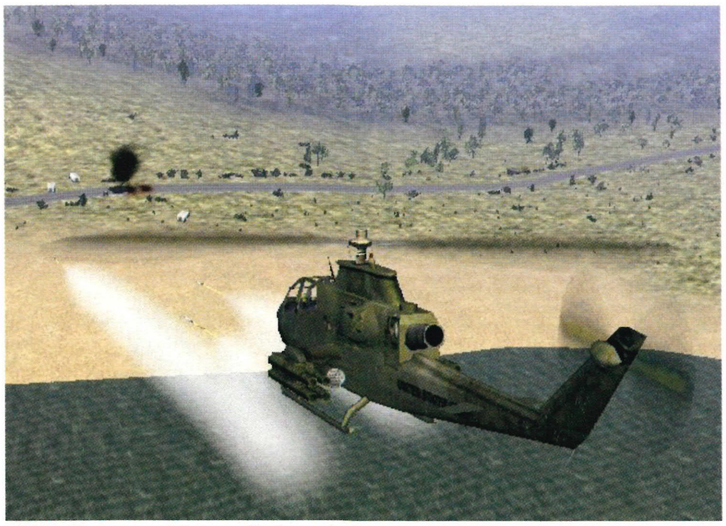
»



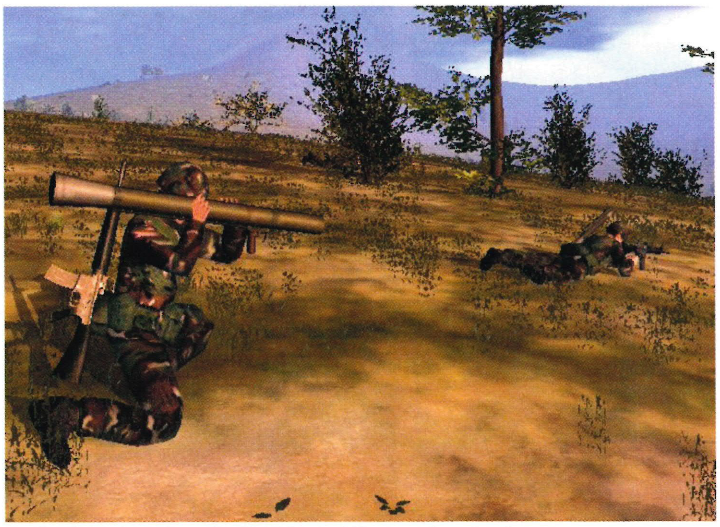
↑ Realistic blood splatters will explode from your victims.



↑ When playing online you can share a tank with your team-mates.



↑ The best way to rid yourself of an annoying convoy... with a Stinger strike.

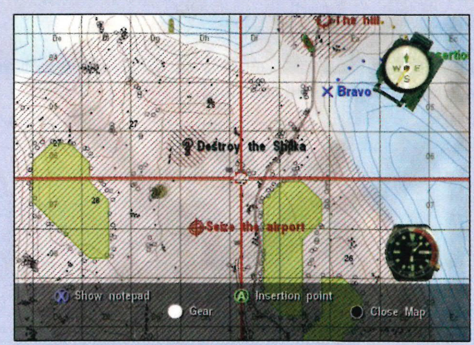


↑ The rocket launcher is best used out of close-combat situations.

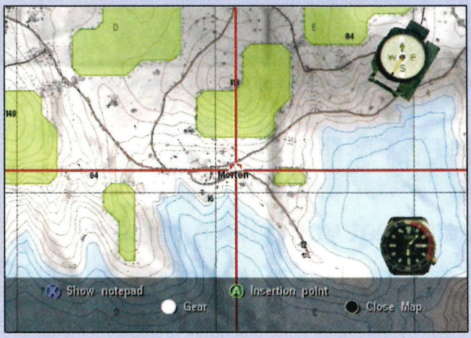
The A-Z of Hell

Saves asking those nice men in Hammer & Sickle shirts for directions...

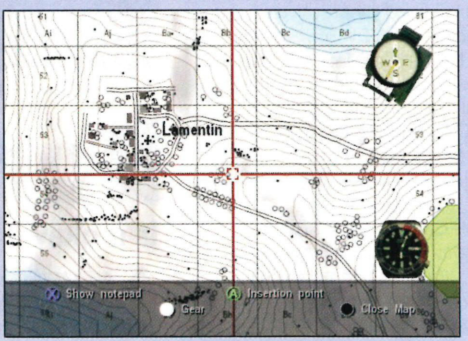
SUCH IS THE SIZE of the playing area, the team has reproduced each game area on a professional Ordinance Survey-style map. Every contour of land, all the gradients, hills, rivers, trees and natural landscapes have been included. When designing a campaign to upload on Xbox Live, this is what you'll use. You'll then just drop your icons in the place you want them and unleash hell. It'll be as easy as asking for directions.



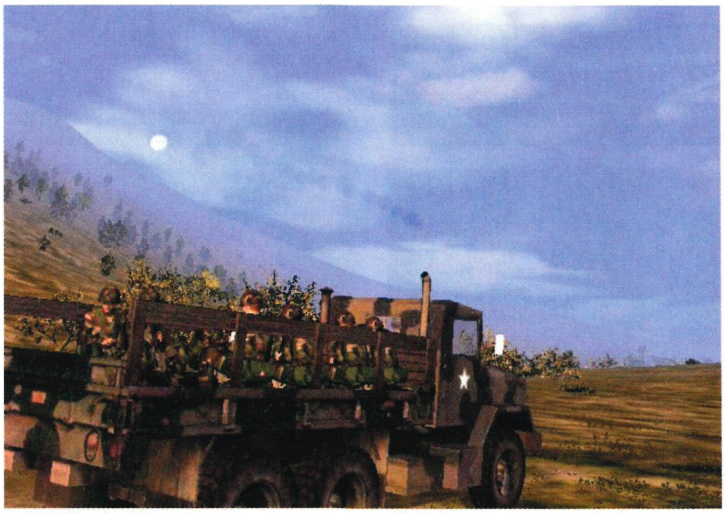
↑ Every point of interest will show on the maps.



↑ The green indicates woodland hiding places.



↑ Not sure how to storm a town? Check your A to Z.



↑ Another truckload of suckers ready to die for the good of all (and oil, probably).

new-fangled *Tom Clancy* kids muscling in on the action, but it's something of a seasoned pro rather than an Alzheimer-ridden husk. "We entirely acknowledge the likes of *Ghost Recon* [Issue 11, 8.9] and *Rainbow Six 3* [Issue 23, 9.4]," Godfrey says, "but *Flashpoint* is a real war simulator - the others had something of Hollywood about them. We're placing you in scenarios that are huge, open-ended campaigns - not scripted, but open to interpretation. You can apply different strategies to a situation, just as you would in real combat, making for a much grittier, real-world experience." He's not kidding.

The islands which make up the combat area are some 100km² in size, and are peppered with everything mad old George Dubya would love to get his sadistic mitts on. Apache, Cobra, Hind, and Scout helicopters fill the air (as do Thunderbolt jets and a scattering of MiGs), while 11 varieties of tank prowl the ground along with Scud launchers, three kinds of truck, and four kinds of jeep. They've even thrown in an Xbox-exclusive laser-targeting system to really show off the airstrike potential.

The laser targeting isn't the only Xbox-exclusive element though. Live has been truly worked upon, and we can exclusively let you in on the team's plans. Not only will eight players be able to blow each other's bits off (four on four, eight men against AI, or any variation on the theme), you'll be able to create and upload your own campaigns. You'll choose one of the massive islands, select a mission style (assassination template, siege template etc), then go about decorating your island. Vehicles, buildings, weapons, men, weather and time of day can all be dropped on in minutes, then played online. "This is as close as you'll get to being able to mod an Xbox game, and it gives *Flashpoint* a kind of infinity," says Godfrey. "You could play it for hours." And boy, did we try.

Flashpoint is no walk in the park, despite a range of instantly accessible vehicles at your disposal. When it is unleashed, the sheer size and malleability of the code could well put those *Recon* boys off their stride. More news next month.

> "The islands are peppered with everything Dubya would love to get his mitts on"

GAME INFORMATION

DEVELOPER: **CODEMASTERS**

PUBLISHER: **CODEMASTERS**

RELEASE: AUTUMN

PERCENTAGE COMPLETE

YANKEE DOODLE: SO IMPRESSED WITH THE ORIGINAL FLASHPOINT WAS THE US ARMY THAT IT COMMISSIONED THE DEVELOPER TO CREATE A TRAINING GAME. IT WAS CALLED 'WE'LL JUST INVADE AND HAND OUT FLAGS AND EVERYTHING WILL BE OKAY'. PROBABLY.

QUOTES OF THE MONTH

“I didn't play many videogames growing up. I like *Ms. Pac-Man* though. I also have fond memories of *Frogger*.”

Scrumptious *Alias* starlet Jennifer Garner sums up her gaming history in a few short words. What about the classic *Horace Goes Skiing* though?

“Have the woman try one of the games I have made. *DOA3* should suffice. If she does not find it interesting after playing for five minutes, give up on her.”

Tecmo's leading man and all-round DOA mastermind Tomonobu Itagaki dishes out some advice on how to get girls into games.

“Major changes have been made to the development of *Kore*. First off we are no longer working with CDV. Some rumours on the web might say the game is cancelled, but... tadaa! It's not! UDS and CDV both had financial troubles, but we managed to cut ourselves free and we're in a better situation than ever.”

Kore Gang developer Zoink Games issues a statement to tell the world that the promising action game *The Kore Gang* hasn't been binned - despite what some may have read online.

“It sold more units during the first weekend than the first game in the series, which has now sold more than six million units.”

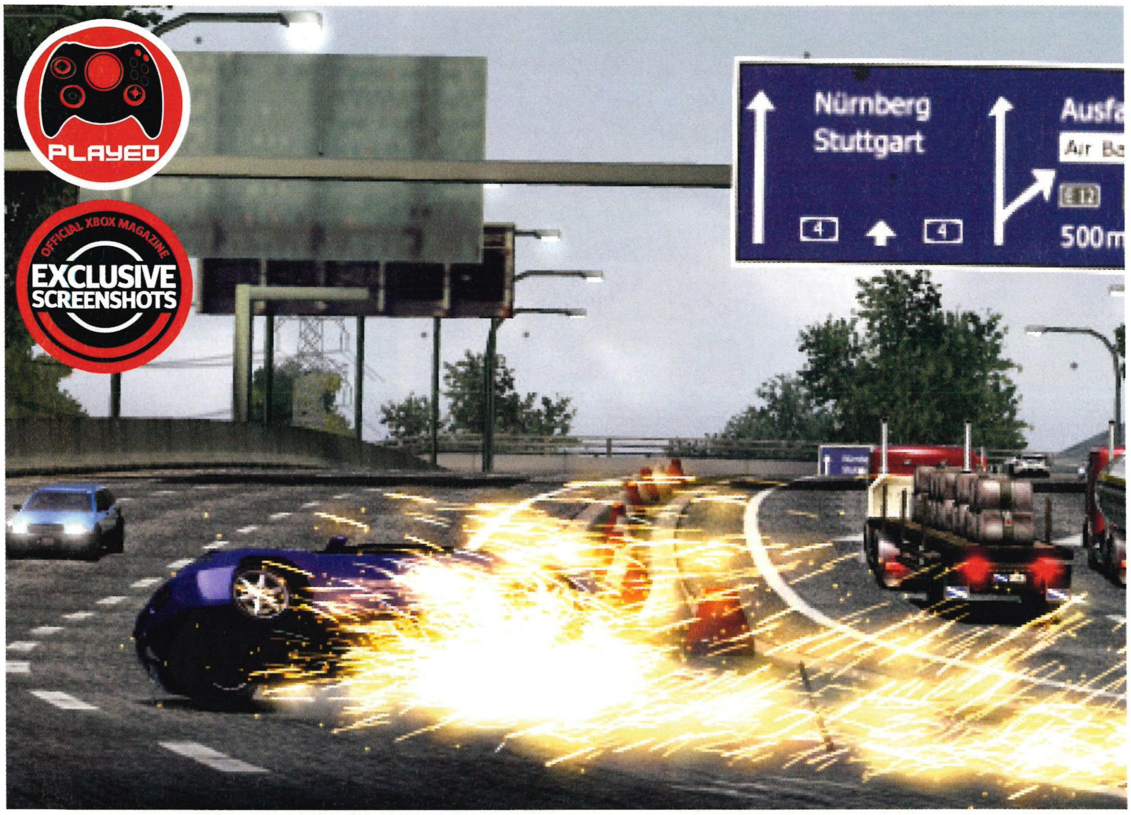
Ubisoft president Yves Guillemot tells the world just how well *Splinter Cell: Pandora Tomorrow* is selling. In your face, Snake!

“The inclusion of online play will finally allow gamers to deliver pain to opponents from around the world.”

Eidos' US brand manager Kevin Gill gets all lathered up over *Backyard Wrestling 2: There Goes the Neighborhood* going online.

“The game's here, I'm playing it, it's kicking my ass. Gavin said Thursday was my deadline. Is that still true?”

***OXM* walkthrough guru Thomas Wilde runs into a bit of trouble tipping *Splinter Cell: Pandora Tomorrow* (see Issue 28) in time to hit deadline. He came through in the end, though.**



↑ The German Autobahns will provide some of the fastest roads and most spectacular high-speed collisions.

Burnout 3

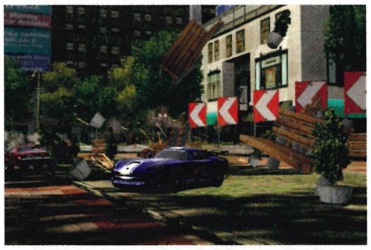
Is it okay if I crash at your place tonight?

ALEX WARD, director of design at developer Criterion, tells us, “The two funniest things in the world are people falling down in the street and cars hitting each other.” There aren't many people falling over in *Burnout 3*, but the RTA volume should make this the funniest game in history by his theory. We were the first in the world to play the Xbox version and can confirm that we're still smiling now!

Criterion decided that the core enjoyment of the franchise is competition between racers. Or, as Ward puts it, “Forcing an opponent into a bus, the constant spiral of risk-boost-risk until crash.” To this end, Crash mode will be expanded for *Burnout 3*, with new fixed objects on the track (barriers and bollards to plunge into), crash animations advised by the ILM creators of the *Star Wars* pod races, the ability to steer crashes after the event, and watching takedowns in impact-time slow motion.

Burnout 3 will also be a far larger game than ever before, with three continents including locations in Bangkok, Hong Kong, Monaco, Cannes, Chicago and Germany. Of the gorgeous new Hong Kong level that we raced, Ward concludes, “It's very *Ridge Racer*. Namco will weep into its rice wine.”

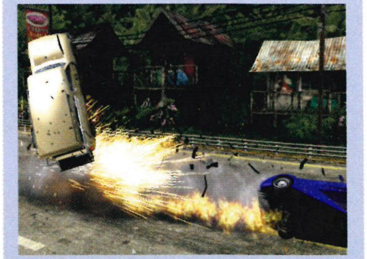
GAME INFORMATION
DEVELOPER: **CRITERION**
PUBLISHER: **ELECTRONIC ARTS**
RELEASE SEPT 2004
PERCENTAGE COMPLETE



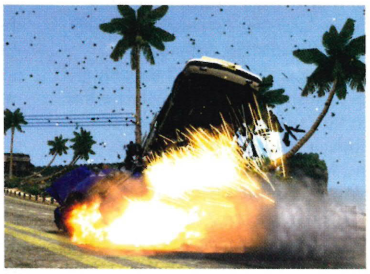
↑ ***Burnout 3* is not a walk in the park.**

Cop Out

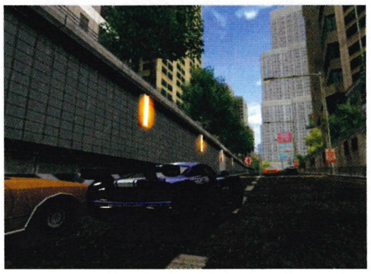
UNLIKE ITS predecessors (Issue 04, 8.2 and Issue 17, 9.0), there won't be any cop cars in *Burnout 3*. “That's not what *Burnout*'s about now,” states Alex Ward, especially with EA's *Need For Speed* franchise under the same roof. The pursuit mode will now be called Road Rage and you'll be charged with eliminating moving targets. You'll even be able to visibly scare other drivers by aggressively tailgating them.



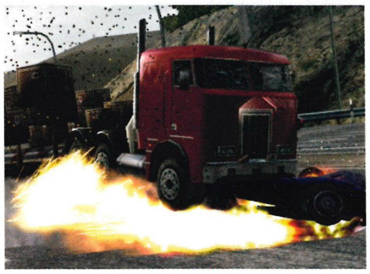
↑ **Criterion's Alex Ward once got off with speeding - the cop was a gamer.**



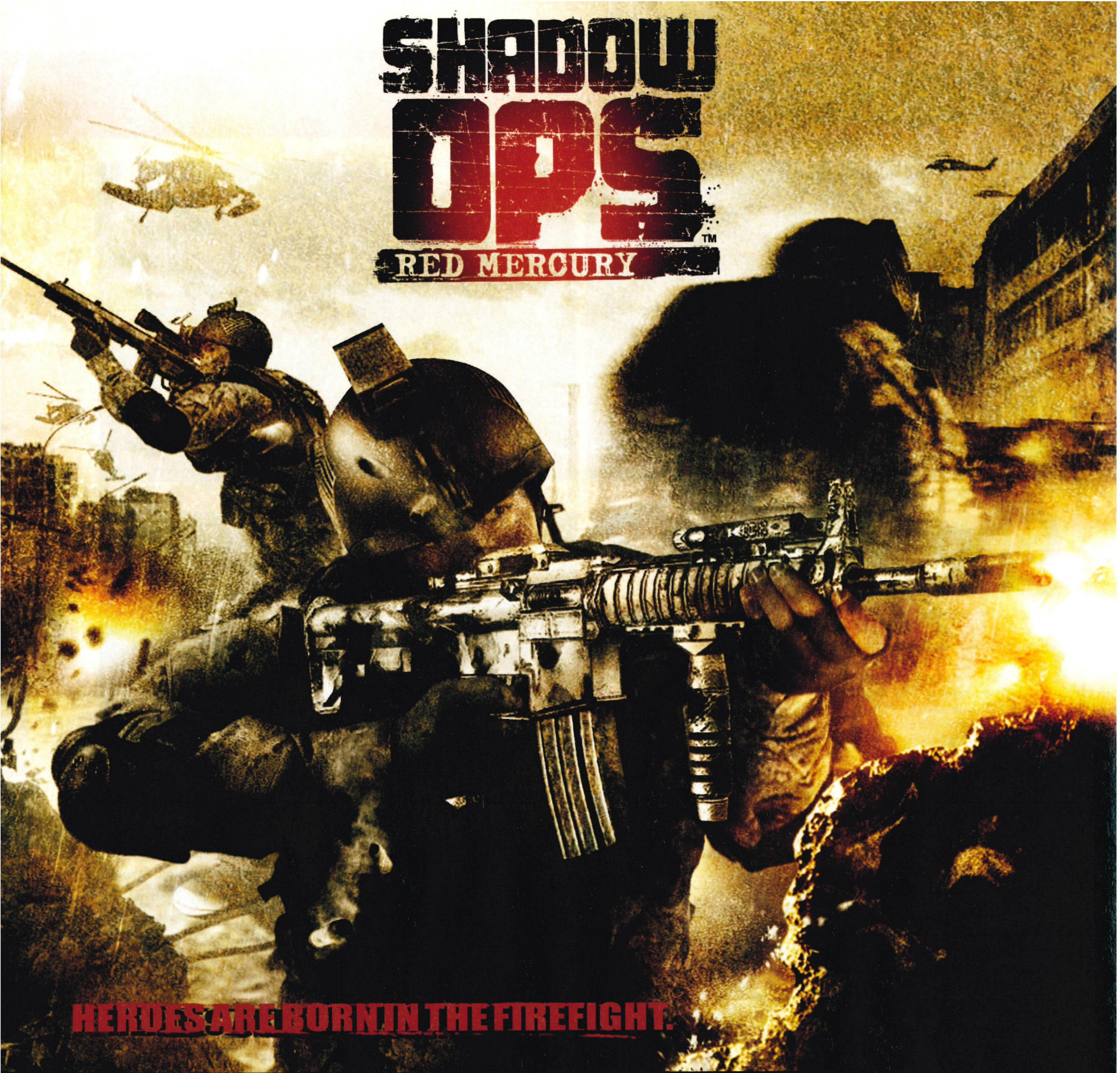
↑ **Explosions courtesy of *Star Wars*.**



↑ **Near misses accumulate points.**



↑ **Spill lorry cargo onto the roads.**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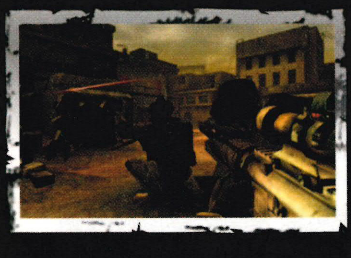

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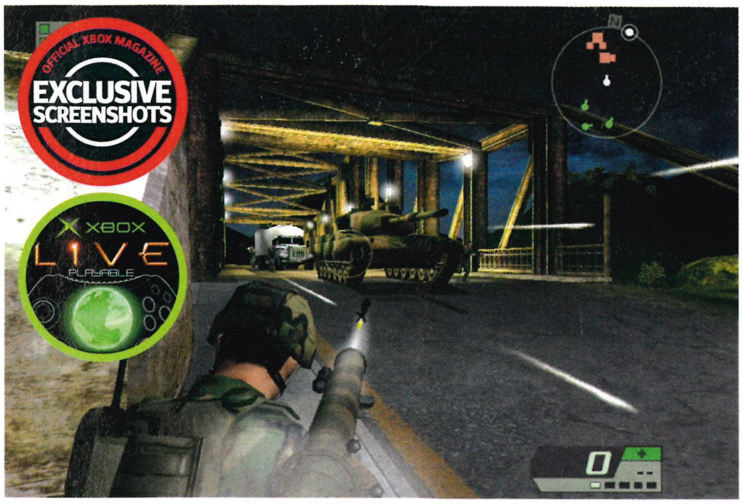
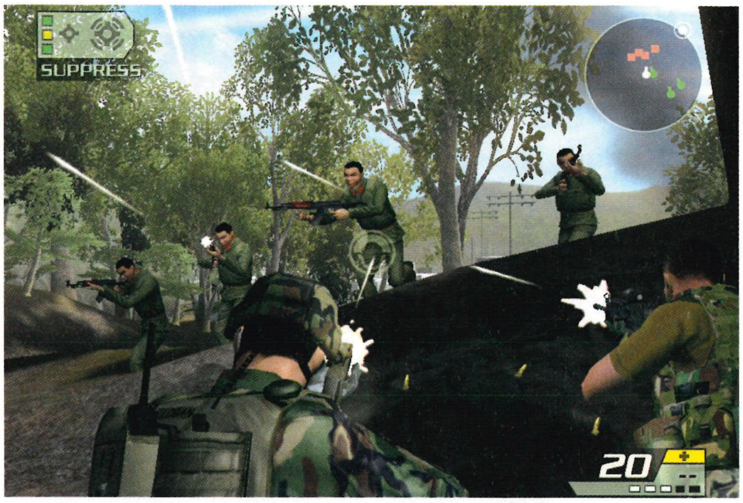


↑ The new camera makes the game feel a lot faster.



↑ Issue orders to team-mates to enhance your chances of survival.

Ghost Recon 2

Exclusive screens of Ghost Recon's new look

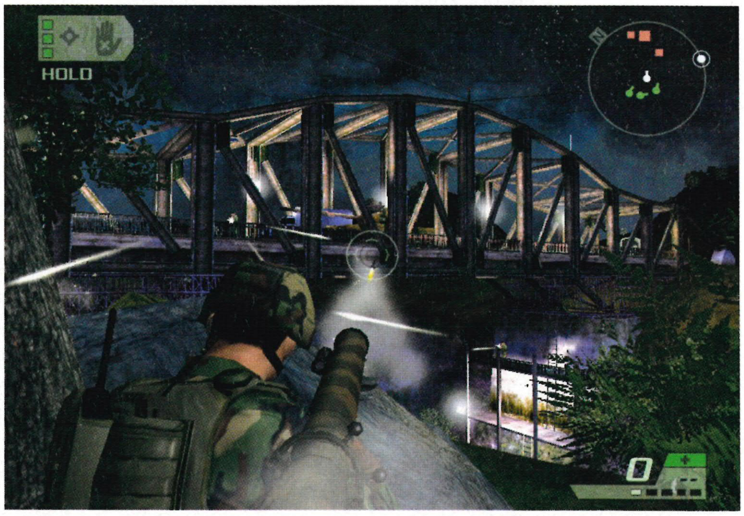
HERE ARE THE latest shots from *Ghost Recon 2*, showcasing the brand new camera system and third-person perspective that was mentioned in our Exclusive Access feature last month. It was a drastic change, but from these stunning shots it looks to have paid off - tenfold!

We've also got the first concrete details on the story behind the squad-based shooter. North Korea suffers a famine and then diverts all its aid to beefing up its army, instead of sorting the situation out. It seems as though a General is quietly seizing power behind the scenes.

Things go from bad to worse when a new regime comes to power in Beijing and cuts off arms sales to North Korea. Russia and China become involved and, before you know it, famine and war are breaking out across North Korea. It's up to the Ghosts to sneak in and mop up the danger.

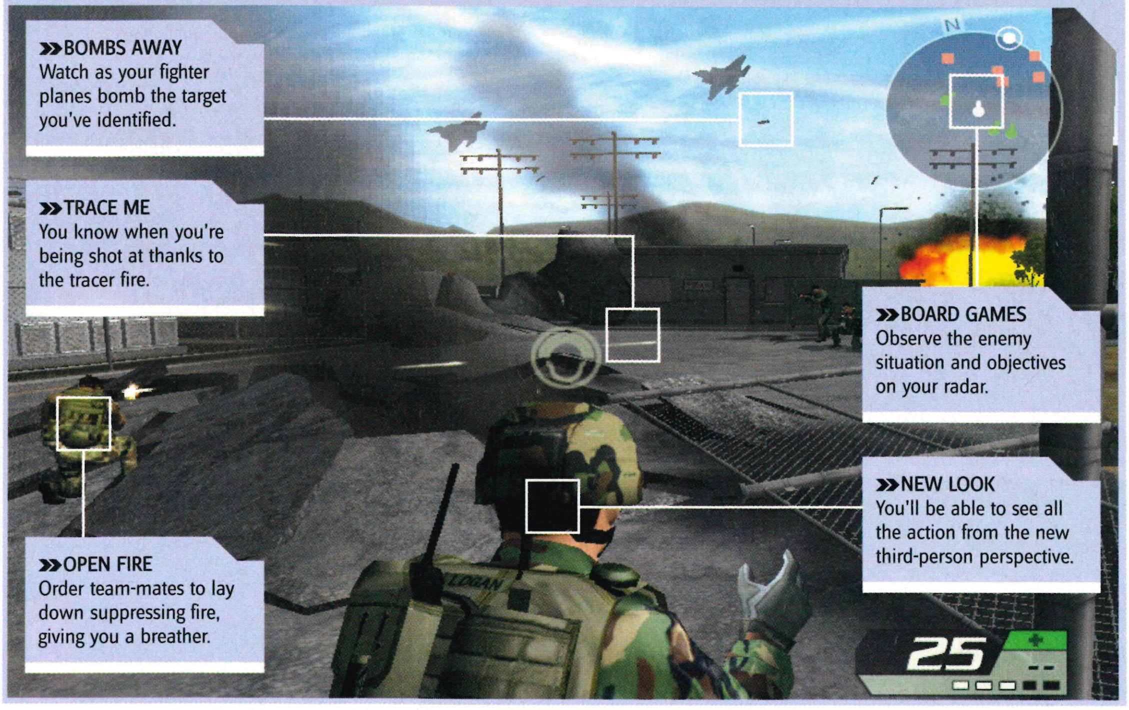
We'll be going hands-on with *Recon 2* very soon - stay tuned for full impressions. We've also been promised a fully playable demo and chances are we'll even see an Xbox Live-enabled demo too.

GAME INFORMATION
DEVELOPER: **RED STORM**
PUBLISHER: **UBISOFT**
RELEASE NOVEMBER 2004
PERCENTAGE COMPLETE



↑ If there was ever one weapon we couldn't live without, it's the rocket launcher.

Pitch Battle There's so much going on, you'll need eyes in the back of your head



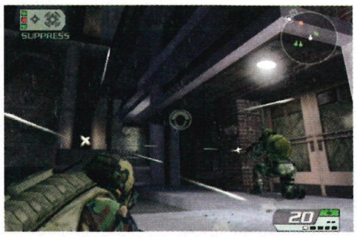
>>BOMBS AWAY
Watch as your fighter planes bomb the target you've identified.

>>TRACE ME
You know when you're being shot at thanks to the tracer fire.

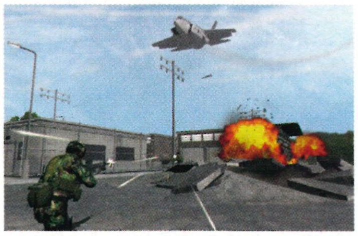
>>OPEN FIRE
Order team-mates to lay down suppressing fire, giving you a breather.

>>BOARD GAMES
Observe the enemy situation and objectives on your radar.

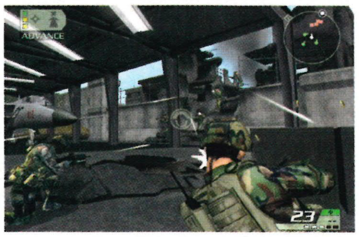
>>NEW LOOK
You'll be able to see all the action from the new third-person perspective.



↑ Tracer fire gives the enemy away.



↑ Bombs away!



↑ Use the lean function to pick 'em off.

MasterCraft
www.mastercraftseats.com
MasterCraft
www.mastercraftseats.com
MasterCraft

Buckle up. Danger wants a driver.

Out in May.

XBOX LIVE

RALLISPORT 2 CHALLENGE

XBOX

it's good to play together

xbox.com/rallisport2

Microsoft game studios

dice

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Doom 3 Todd Hollenshead

Todd Hollenshead, CEO of id Software, opens the airlock on the satanic space shooter

WORDS: **STEVE BROWN**

GAME INFORMATION
DEVELOPER: **ID SOFTWARE**
PUBLISHER: **ACTIVISION**
RELEASE DATE: **DONE WHEN IT'S DONE!**
WEBSITE: **WWW.IDSOFTWARE.COM**

NOW IS A POPULAR time for horror remakes, both in films and games. On the big screen we've seen recent versions of *The Texas Chainsaw Massacre* and *Dawn of the Dead*, but *Doom 3* promises to bring the chainsaws and zombies together. As Todd Hollenshead, CEO of id Software points out however, this is not a sequel to *Doom 2*, but "a retelling of the original *Doom*.

"The backstory is that you're a marine who's sent as part of a security detachment to the Union Aerospace Corporation research facility on Mars. You're sent off on a routine mission, and while you're away all hell quite literally breaks loose. You get back to base to find it overrun with demons. Most of your security task force has been killed and you are there, left alone, facing an army of demons. You find out that there are a few, combat-ineffective, marine squads about the base. It becomes your job to kill everything that you can find and stop their ultimate plan to return from Mars and take over the Earth."

Your mission at this point is basically a bid for help. The base has been overrun and the marine force has been zombified. There's a fleet somewhere between Earth and Mars and you've got a distress call to put in. And distress doesn't go a fraction of the way to describing the fear factor in *Doom 3*.

"We're hoping the game is going to make the living room the scariest room in your house," warns Hollenshead. "We're using very similar technology to the PC version but optimised for the Xbox. So all lighting and shadowing is done real-time, we have bump-mapping for all surfaces and characters, and we use a new animation and artificial intelligence system. It's our own internally developed physics engine and then we leveraged the built-in Dolby Digital six-channel surround sound for the Xbox." On the subject of sound, Hollenshead finally confirmed that all music and effects will now be created in-house. "We weren't able to come to a deal with Trent [Reznor] and the Nine Inch Nails folks to create a total soundscape for the game."

It's only the power of Xbox that makes a game as demanding as *Doom 3* possible. "We do not have any plans to bring *Doom 3* to any other consoles," admits Hollenshead. "The Xbox is the only console to have the technical capacity to be able to handle the way we do the normal mapping, the bump-mapping, the lighting and shadowing throughout the game. Without that the game just isn't *Doom 3* and that's why we decided to do it on Xbox and PC only."

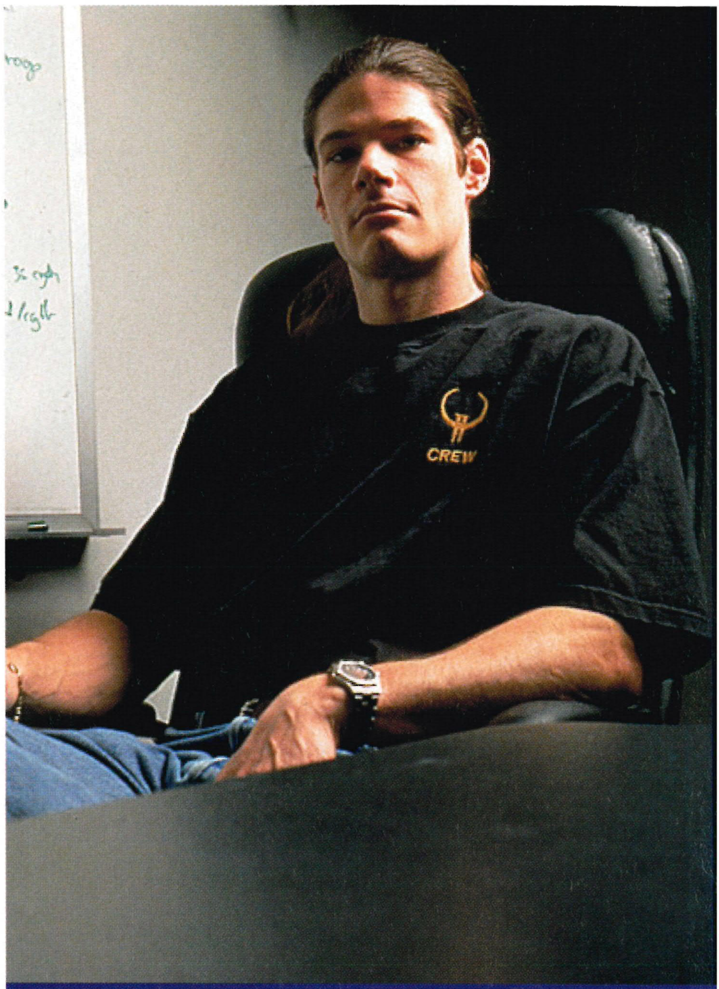
But not even the PC will have everything that's in the Xbox version, with co-operative play an exciting Xbox exclusive. Hollenshead runs through the Xbox multiplayer options, and they include two-player co-op over System Link and Xbox Live. Four-player modes will include Deathmatch, Team Deathmatch and Last Man Standing, with five unique multiplayer maps for Live. "*Doom 3* has been conceived from start to finish as the best single-player game that we've ever done," explains Hollenshead. "What we wanted to do with multiplayer was to have a fun, robust, uniquely *Doom* multiplayer but not to try and redefine the multiplayer gaming experience." There will be no split-screen at all.

Neither are there plans for downloadable content. "The functionality is there but our goal is to make everything that we can, put it in the game and sell it to people rather than hold something back for later on. It's rare we have excess stuff that's good that we want to deliver later." And fair enough, we think. As to just when id will finish putting everything in, Hollenshead is typically enigmatic.

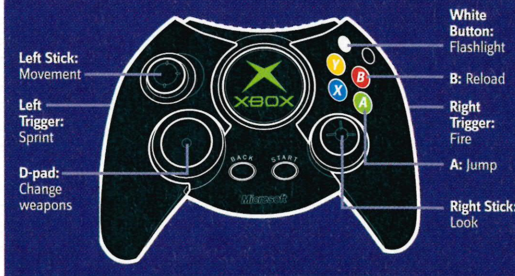
"When you're done with the first 90 per cent then there's just the last 90 per cent to go! The PC *Doom 3* will come out first and the Xbox version will appear after that. Of course, the PC game will be done when it's done and the version for Xbox will be done some time after that - when it's done!" laughs Hollenshead.

As to the game's length, Hollenshead reckons it depends how you like to play. "If you are running and gunning through the game, you will probably play through it relatively quickly. If you stop to pay attention, try to find the secrets and that sort of thing, it could take 30-40 hours, so it just depends on how people pace themselves." Secrets and traps will play a major part, as in the original *Doom*, and several times in the Xbox demo, hidden

»



↑ How much would that T-shirt go for on eBay?



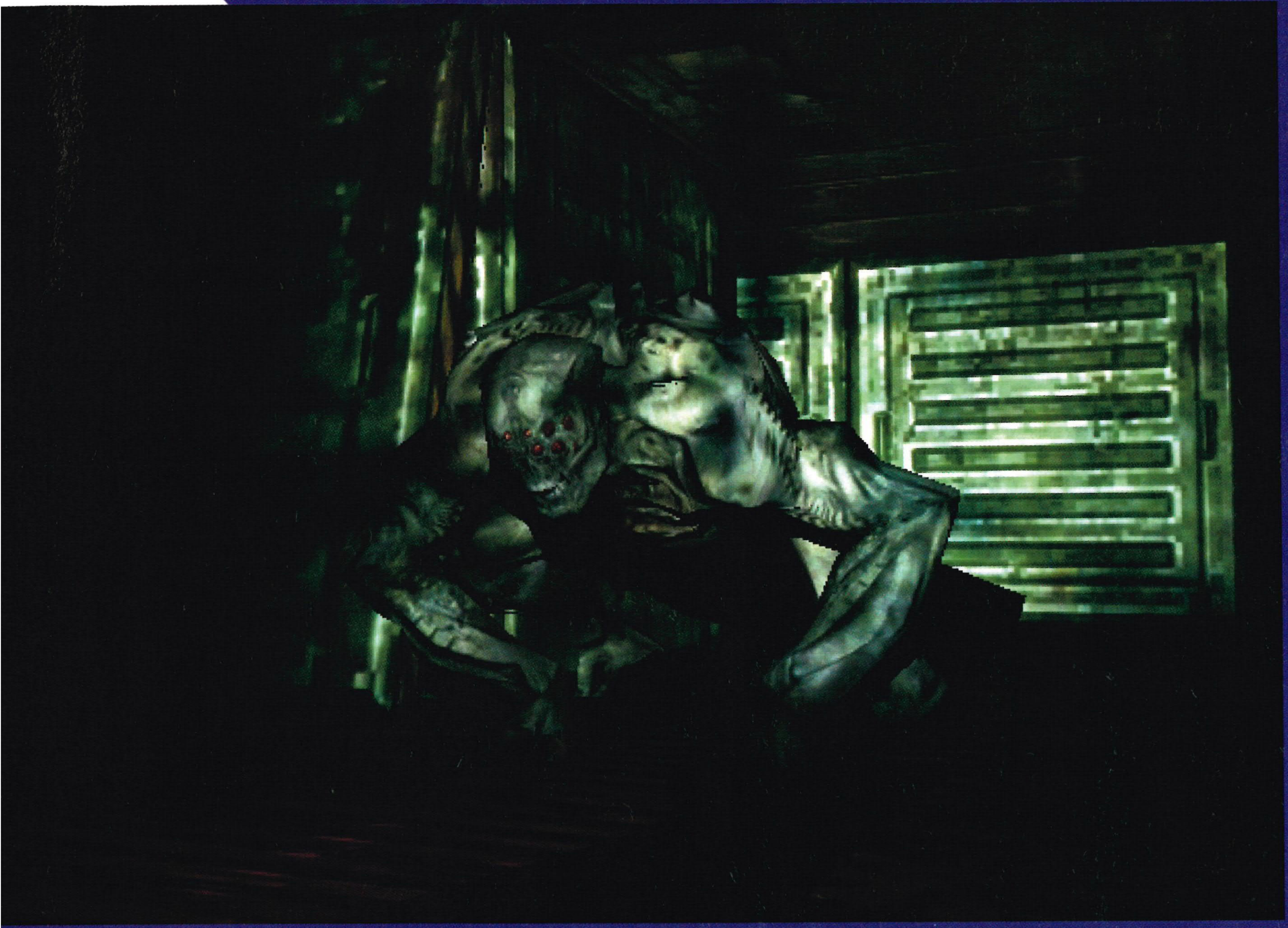
TORCHER CHAMBER

The flashlight as a weapon

IF YOU'VE EVER seen US cops in action, you may have noticed how they use their Maglite torches, holding them above their shoulders so that it's easy for the beam to follow your head movements but also so that the butt of the heavy torch can be brought down like a club if needs be. The same technique is employed in *Doom 3*, the torch acting as a close-combat baton and replacing ranged weapons in the right hand. If you want light in dark places, this means sacrificing your gun for an even tenser experience.

↑ The torch beam is the most realistic we've ever seen.

> "We're hoping the game is going to make the living room the scariest room in your house" Todd Hollenshead, CEO, id Software



Somehow the name 'Imp' doesn't quite convey the lurking horror of these fire-throwing, claw-ripping, spider-eyed hell-bastards.

ONLY ON XBOX

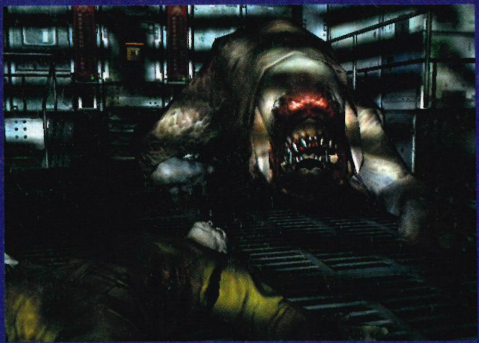
XBOX LIVE PLAYABLE

OFFICIAL XBOX MAGAZINE EXCLUSIVE SCREENSHOTS

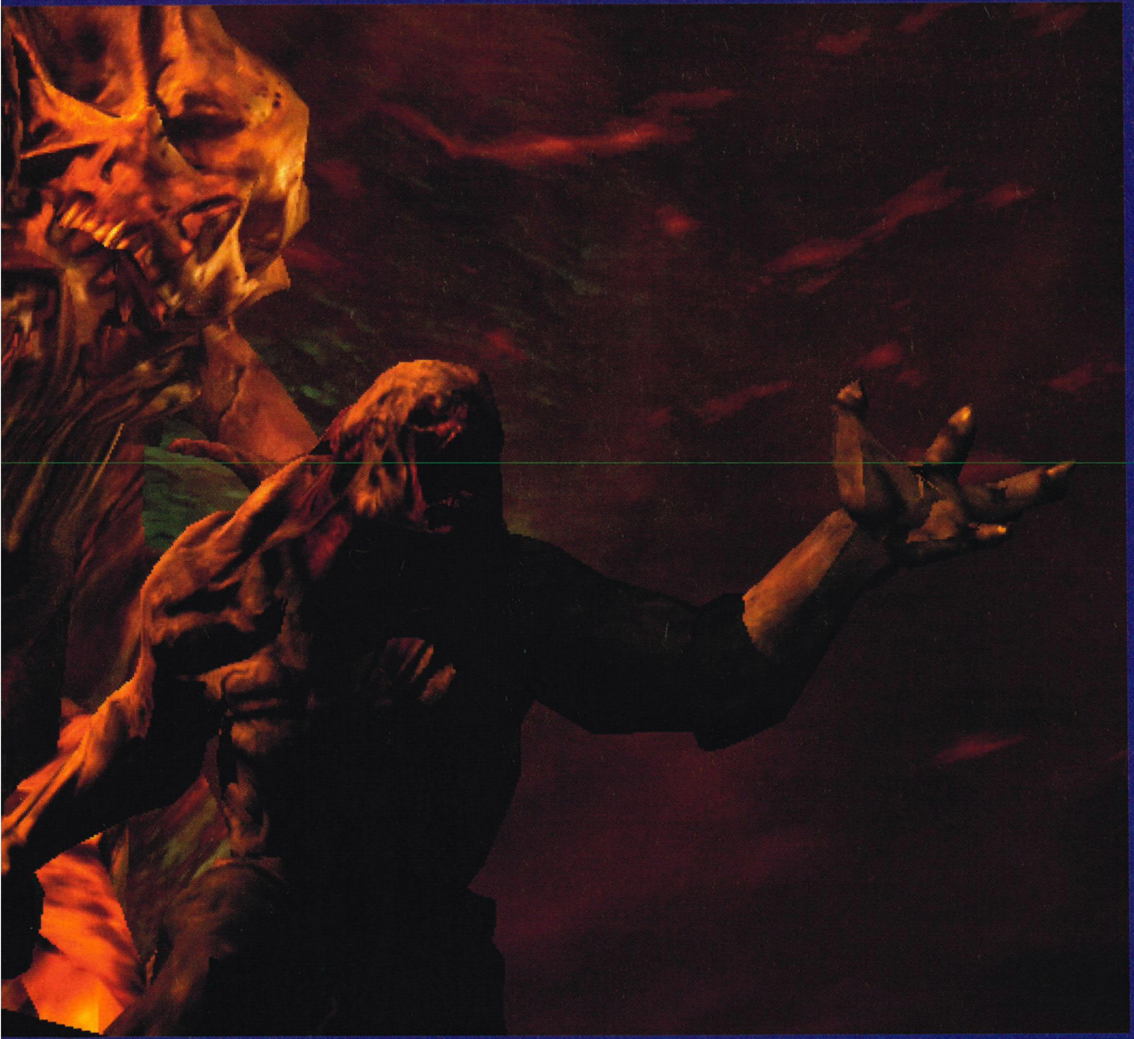
BONUS INFO

DEATH ON LEGS

For the first time in the *Doom* or *Quake* franchise you'll be provided with a sprint function in *Doom 3*. This will be stamina-based, so save it for those shock-horror moments when you have to bottle it out of trouble.



This new shot of Pinky doesn't make it look prettier.



The Hell Knight is the largest enemy seen so far, but do expect even bigger and badder demons.

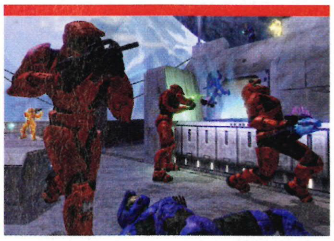
doors flew up to reveal demonic monsters ready to pounce. "The experience we're going for in the game is like an interactive horror movie," says Hollenshead, and demonstrates both interaction and horror by accessing computer terminals, shooting out lights, draining health from wall units, shutting down machinery and then taking us into the scariest room we've yet witnessed.

Most of the *Doom 3* footage we've previously been shown has been set in the initial corridors of the UAC base, soon after the residents of hell have started to arrive for their unholy holiday. For the first time now, we saw evidence of satanic redecoration, the demo ending in a room lined with the bloody pulsating tentacles and glistening organic coils of something truly disgusting. Looking up to the ceiling revealed the shocking human remains of a flayed, crucified figure, dripping onto the floor below as backwards chanting began to emanate from high vents and new creatures called Demon Maggots started to crawl down the walls towards us. It was time to run home to mama.

WAR IS HELL: THE WEAPONS WE'VE SEEN SO FAR ARE THE PISTOL, SHOTGUN, GRENADES, TORCH, FISTS (PUNCH THE FLESH OFF ZOMBIE SKELETONS) AND CHAINGUN. THE ROCKET LAUNCHER, CHAINSAW AND BFG STILL HAVE TO BE DEMONSTRATED!

READERS MOST WANTED

LET US KNOW the Xbox games you're most looking forward to. Use the coupon on page 115, 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

A RASH OF new screens and info means Master Chief shoots straight back up to the top of the charts (see page 025), though the summer has brought forth a rash of requests for the upcoming *Pro Evolution Soccer*. *Sudeki* (see page 062) is almost upon us, and you were all obviously as impressed as we were with the fabulous-looking *Chronicles of Riddick* (see page 035). Keep 'em coming, your votes count.

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

2. PRO EVOLUTION SOCCER
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**
RELEASE: **AUTUMN 2004**

3. STAR WARS: KOTOR 2
DEVELOPER: **OBSIDIAN** PUBLISHER: **MICROSOFT**
RELEASE: **FEBRUARY 2005**

4. SUDEKI
DEVELOPER: **CLIMAX** PUBLISHER: **MICROSOFT**
RELEASE: **JULY 2004**

5. DOOM 3
DEVELOPER: **ID SOFTWARE/ VICARIOUS VISIONS**
PUBLISHER: **ACTIVISION**
RELEASE: **2004**

6. CHRONICLES OF RIDDICK
DEVELOPER: **STARBREEZE** PUBLISHER: **VIVENDI**
RELEASE: **AUGUST 2004**

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

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

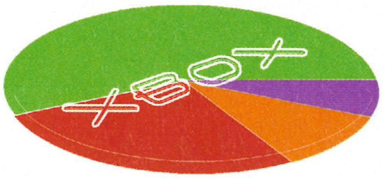
9. STAR WARS: BATTLEFRONT
DEVELOPER: **PANDEMIC STUDIOS**
PUBLISHER: **LUCASARTS**
RELEASE: **AUTUMN 2004**

10. GHOST RECON 2
DEVELOPER: **RED STORM**
PUBLISHER: **UBISOFT**
RELEASE: **NOVEMBER 2004**

THE HOT TOPIC

Startlingly relevant Xbox issue of the day

What offline RPG are you most looking forward to?

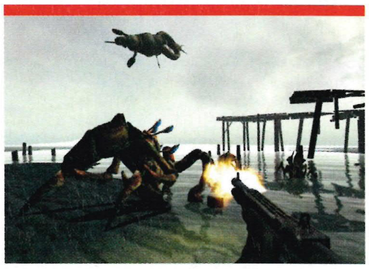


KEY (per cent)		
🟩	Fable	52
🟪	Sudeki	8
🟧	Jade Empire	11
🟥	KOTOR 2	29

SOURCE: *Official Xbox Magazine forum*

THIS MONTH'S CHART THROB: ANDY IRVING

1. **Half-Life 2**
2. **Halo 2**
3. **Star Wars: Battlefront**
4. **Fable**
5. **Mashed**

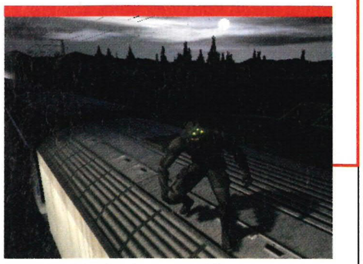


ANDY SAYS: Although there's a massive range of games heading our way, I'm a complete sucker when it comes to FPS titles. Vying for the King of Shooters crown is the fantastic-looking *Half-Life 2*. If you're still in the dark about its brilliance, check out the excellent movie on this month's disc to catch up. *Star Wars: Battlefront* is looking better by the minute, *Fable* is coming teasingly close to a release after years of waiting, and we've all been getting *Mashed* at lunchtimes with this great little racer.

megastores

VIRGIN MEGASTORES
CHART

EVERY TIME YOU purchase a game from a Virgin Megastore, a micro-fine stretch of titanium wire strung across the doorway will deftly take a sample of hair from your head as you leave the store. Government DNA databases are then consulted, and your corresponding purchases collated into this very chart.



↑ *SC:PT* is the best stealth game ever. We said it, and it's repeated in the TV ad campaign, so it must be true. *PT* takes the genre to the next level with a fantastic blend of great gameplay and gorgeous graphics. The amazing Live multiplayer doesn't do any harm either.

1. TOCA RACE DRIVER 2: TURS NEW
DEVELOPER: CODEMASTERS PUBLISHER: CODEMASTERS
This outstanding Live-enabled racer screams straight into pole position

2. SPLINTER CELL: PANDORA TOMORROW NEW
DEVELOPER: **UBISOFT** PUBLISHER: **UBISOFT**
Fisher stealthily climbed to number two in the charts without us spotting him

3. MANHUNT NEW
DEVELOPER: **ROCKSTAR NORTH** PUBLISHER: **ROCKSTAR**
The gore-fest creeps in at number three - can you stomach it?

4. UNREAL II: THE AWAKENING NEW
DEVELOPER: **TANTALUS** PUBLISHER: **ATARI**
A single-player campaign and great multiplayer give *Unreal* a decent chart debut

5. WORLD CHAMPIONSHIP RUGBY NEW
DEVELOPER: **SWORDFISH STUDIOS** PUBLISHER: **ACCLAIM**
Egg-chasers rejoiced as a decent rugby sim finally hit Xbox

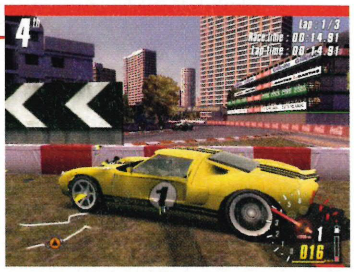
6. PROJECT GOTHAM RACING NEW
DEVELOPER: **BIZARRE STUDIOS** PUBLISHER: **MICROSOFT**
A budget price garners a new set of street racers for the great original

7. GRAND THEFT AUTO: DOUBLE PACK ⌄
DEVELOPER: **ROCKSTAR NORTH** PUBLISHER: **ROCKSTAR**
Clinging on for dear life, which is more than the game's innocent civilians can do

8. SONIC HEROES ⌄
DEVELOPER: **SEGA** PUBLISHER: **SEGA**
Losing his rings but not quite all signs of life, Sonic is still bouncing around

9. MAFIA NEW
DEVELOPER: **ILLUSION SOFTWORKS** PUBLISHER: **TAKE-TWO**
A previously strong showing, Take-Two's 1930s adventure is muscled down to ninth

10. HALO: COMBAT EVOLVED NEW
DEVELOPER: **BUNGIE** PUBLISHER: **MICROSOFT**
A new Classic price and a chart re-entry. You mean some people didn't own this?



↑ IT'S STRAIGHT TO the front of the grid for this outstanding racing sim, and by including a massive variety of vehicles and races, Codies has ensured every driving fan should find something they like in here. A progressive damage engine also ensures fair play all round during the frantic, 16-way Xbox Live races.

↑ RUGBY IS OFFICIALLY cool again, thanks to England's success in last year's World Cup and the recent Six Nations Championship. Acclaim's brilliant rugby sim is a great mix of accessible arcade action and tactical triumph that should introduce even the most cynical gamers to the joys of the sport.

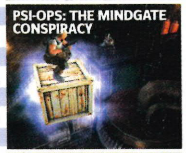
XBOX GAME RELEASES The forthcoming games you need to know about

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
SPRING 04	ADVENT RISING	MAJESCO	VIVENDI UNIV.	20
	FX RACING	MILESTONE	TBA	23
	HEADHUNTER: REDEMPTION	SEGA	SEGA	19
	KAMEO: EOP	RARE	MICROSOFT	10
	KILL.SWITCH	NAMCO	TBA	18
	KOREA: FORGOTTEN CONFLICT	PLASTIC REALITY	CENEGA	16
	MASTERS OF THE UNIVERSE	SAVAGE	TDK	N/A
	NEVEREND	MAYHEM	TBA	N/A
	PILOT DOWN	WIDE GAMES	WANADOO	N/A
	SUDEKI	CLIMAX	MICROSOFT	11
	THE FAST AND THE FURIOUS	GENKI	VIVENDI UNIV.	N/A
	TRIVIAL PURSUIT: UNHINGED	ARTECH	ATARI	25
MID 04	CHRONICLES OF RIDDICK	STARBREEZE	VIVENDI UNIV.	27
	COMBAT ELITE	BATTLEBORNE	ACCLAIM	29
	DRAKE OF THE 99 DRAGONS	MAJESCO	VIVENDI UNIV.	N/A
	DRIV3R	REFLECTIONS	ATARI	N/A
	HARRY POTTER... AZKABAN	EA	EA	26
	INDYCAR SERIES 2005	CODEMASTERS	CODEMASTERS	29
	METAL SLUG 3	SNK PLAYMORE	SNK PLAYMORE	N/A
	OPERATION FLASHPOINT	CODEMASTERS	CODEMASTERS	19
	RICHARD BURNS RALLY	WARTHOG S'DEN	SCI	22
	SHADOW OPS: RED MERCURY	ZOMBIE	ATARI	18
	SNK VS. CAPCOM CHAOS	SNK PLAYMORE	SNK PLAYMORE	N/A
	SPIDER-MAN 2	TREYARCH	ACTIVISION	N/A
	THE RED STAR	ACCLAIM AUSTIN	ACCLAIM ENT.	29
	THIEF: DEADLY SHADOWS	ION STORM	EIDOS	27
LATE 04	100 BULLETS	ACCLAIM	ACCLAIM	27
	A SHARK'S TALE	ACTIVISION	ACTIVISION	N/A
	AMERICA'S 10 MOST WANTED	STUDIO 3	PLAY IT	N/A
	BC	INTREPID ENT.	MICROSOFT	7
	BURNOUT 3	CRITERION	EA	27
	CALL OF CTHULHU	HEADFIRST	TBA	12
	CATWOMAN	EA UK	EA	28
	CT SPECIAL FORCES: FIRE FOR EFFECT	HIT GAMES	HIT GAMES	N/A
	CRASH 'N' BURN	CLIMAX	EIDOS	30
	CONFLICT: VIETNAM	PIVOTAL GAMES	SCI	29
	CRASH BANDICOOT: UNLIMITED	TRAV. TALES	VIVENDI	29
	FABLE	BIG BLUE BOX	MICROSOFT	12
	GHOST RECON 2	RED STORM	UBISOFT	29
	HALO 2	BUNGIE	MICROSOFT	28
	LEISURE SUIT LARRY	HIGH VOLTAGE	VIVENDI	30
	L. SNICKET'S... UNFORTUNATE EVENTS	ACTIVISION	ACTIVISION	N/A
	MADE MAN	ACCLAIM MANCH.	ACCLAIM	30
	MECHASSAULT 2	DAY 1 STUDIOS	MICROSOFT	27
	MEN OF VALOR: THE VIETNAM WAR	2015 INC	VIVENDI UNIV.	20
	MERCENARIES	PANDEMIC	LUCASARTS	29
	PLAYBOY: THE MANSION	ARUSH	UBISOFT	N/A
	PRO EVOLUTION SOCCER	KONAMI	KONAMI	29
	SHELLSHOCK: NAM '67	GUERRILLA	EIDOS	28
	SITTING DUCKS	LSP	LSP	N/A
	SPYRO: A HERO'S TALE	EUROCOM	VIVENDI	N/A
	RAINBOW SIX 3: BLACK ARROW	UBISOFT	UBISOFT	30
	RED NINJA: END OF HONOUR	TRANJI	VIVENDI UNIV.	23
	THE INCREDIBLES	HEAVY IRON STU.	THQ	N/A
	TRON 2.0	CLIMAX LA	DISNEY	28
	WORMS FORTS UNDER SIEGE	TEAM 17	SEGA	30
	ZOMBIES	KRYSALIDE	TBA	N/A
TBA 04	AMERICAN MCGEE'S OZ	CARBON6	TBA	27
	AREA 51	MIDWAY	MIDWAY	29
	ARMADA 2	TBA	METRO	4
	A SOUND OF THUNDER	COMPUTER ART.	BAM!	13
	AUSTIN POWERS	TBA	TAKE 2	4
	BANJO PILOT	RARE	MICROSOFT	N/A
	BATTLEFIELD 1942	EA	EA	N/A
	BLACK 9	MAJESCO	VIVENDI UNIV.	20
	BLACK & WHITE: NEXT GEN	LIONHEAD	MICROSOFT	4
	BLINX 2	ARTOON	MICROSOFT	N/A
	BLOODRAYNE 2	MAJESCO	TBA	N/A
	BLOODY WATERS	PINEAPPLE INT.	TBA	N/A
	BREED	BRAT DESIGNS	CDV	N/A
	CALL OF DUTY	SPARK	ACTIVISION	17
	CHARLIE'S ANGELS	TBA	UBISOFT	4
	CHRONOS	SABER 3D	TBA	N/A
	CITIZEN ZERO	MICROFORTE	TBA	N/A
	COLD WINTER	SWORDFISH STU.	VIVENDI UNIV.	N/A
	COLIN MCRAE RALLY 2005	CODEMASTERS	CODEMASTERS	30
	COMANCHE	NOVALOGIC	NOVALOGIC	4
	CONKER: LIVE & UNCUT	RARE	MICROSOFT	18
	COPS	FOX	VIVENDI UNIV.	4
	DARKWATCH: CURSE OF THE WEST	SAMMY	SAMMY	N/A
	DEAD OR ALIVE 4: CODE CRONUS	TECMO	MICROSOFT	N/A
	DEAD OR ALIVE ULTIMATE	TECMO	MICROSOFT	18
	DEF JAM VENDETTA II	EA	EA	29
	DELTA FORCE: BLACK HAWK DOWN	CLIMAX	NOVALOGIC	19
	DINOSAUR HUNTING	MICROSOFT	MICROSOFT	N/A
	DOMINION	PHARAOH	TBA	4
	DOOM 3	ID	ACTIVISION	28
	DRONEZ	ZETHA GAMEZ	METRO	4
TBA 04	DUALITY	TRILOBYTE GR.	PHANTAGRAM	4
	DUKES OF HAZZARD: ROTGL	UBISOFT	UBISOFT	N/
	ENCLAVE 2	STARBREEZE	TBA	16
	FALCONE: INTO THE MAELSTROM	POINT BLANK	AVALON	4
	FAHRENHEIT	QUANTIC DREAM	VIVENDI UNIV.	18
	FLATOUT	BUGBEAR ENT.	EMPIRE	28
	FORGOTTEN REALMS	ATARI	ATARI	N/A
	FREEDOM FIGHTERS 2	IO INTERACTIVE	EA	N/A
	FREEKSTYLE	EA BIG	EA	4
	FROGGER CLASSIC	KONAMI	KONAMI	N/A
	GHOST MASTER	SICK PUPPIES	EMPIRE	28
	GOBLIN COMMANDER 2	JALECO	JALECO	N/A
	GOLDENEYE: ROGUE AGENT	EA	EA	28
	GUILTY GEAR XX	CAPCOM	CAPCOM	N/A
	HALF-LIFE 2	VALVE	VIVENDI UNIV.	19
	IRON PHOENIX	SAMMY	SAMMY	N/A
	JADE EMPIRE	BIOWARE	MICROSOFT	22
	JUICED	JUICE GAMES	ACCLAIM	25
	LOBO	KEMCO	KEMCO	N/A
	LOOSE CANNON	DIGITAL ANVIL	UBISOFT	4
	MAGATAMA	MICROSOFT	MICROSOFT	23
	MASHED	SUPERSONIC	EMPIRE	29
	MEMORICK THE APPRENTICE KNIGHT	MICROIDS	MICROIDS	16
	MIAMI VICE	DAVILEX GAMES	TBA	N/A
	MIDWAY ARCADE TREASURES VOL. 2	MIDWAY	MIDWAY	N/A
	MORTAL KOMBAT: DECEPTION	MIDWAY	MIDWAY	28
	MURAKUMO	FROM SOFT.	UBISOFT	N/A
	NARC	MIDWAY	MIDWAY	28
	NBA BALLERS	MIDWAY	MIDWAY	4
	NIGHTMARE CREATURES 3	KALISTO	UBISOFT	N/A
	NOVADROME	STAINLESS	TBA	N/A
	OBSCURE	HYDRAVISION	MICROIDS	N/A
	OTOGI 2	FROM SOFT.	TBA	N/A
	PAINKILLER	DREAMCATCHER	MINDSCAPE	N/A
	PARIAH	DIGITAL EXT.	GROOVE GAMES	29
	PERFECT DARK ZERO	RARE	MICROSOFT	10
	PHANTOM DUST	MICROSOFT	MICROSOFT	23
	PILLAGE	BITS STUDIOS	TBA	20
	PRINCE OF PERSIA 2	UBISOFT	UBISOFT	N/A
	PSI-OPS: MINDGATE CONSPIRACY	MIDWAY	MIDWAY	26
	PSYCHONAUTS	DOUBLE FINE	TBA	6
	QUAKE IV	RAVEN SOFT.	ACTIVISION	N/A
	RESERVOIR DOGS	TBA	SCI	16
	ROLAND GARROS TENNIS	TBA	WANADOO	N/A
	ROOM ZOOM	BLADE INT.	KEMCO	N/A
	RUN LIKE HELL	INTERPLAY	AVALON	13
	SAHARA	TKO	TKO	N/A
	SECOND SIGHT	FREE RADICAL	TBA	N/A
	SAMURAI WARRIORS	KOEI	KOEI	N/A
	SERIOUS SAM 2	CROTEAM	TAKE-TWO	21
	SHAYDE: MONSTERS VS HUMANS	TBA	METRO 3D	N/A
	SHINING LORE	PHANTAGRAM	PHANTAGRAM	N/A
	SILENT HILL 4: THE ROOM	KONAMI	KONAMI	26
	SHREK 2	TBA	ACTIVISION	N/A
	SNIPER ELITE	REBELLION	WANADOO	12
	SPEEDBALL 3	BITMAP BROS.	TBA	N/A
	SPONGEBOB SQUAREPANTS	THQ	THQ	N/A
	SPY VS SPY	TDK MEDIACTIVE	TDK MEDIACTIVE	10
	STARCRAFT: GHOST	BLIZZARD	VIVENDI UNIV.	10
	STARSHIP TROOPERS	EMPIRE	EMPIRE	27
	STARSKY & HUTCH 2	EMPIRE	EMPIRE	N/A
	STAR WARS: BATTLEFRONT	PANDEMIC	LUCASARTS	29
	STAR WARS: KOTOR 2	OBSIDIAN	ACTIVISION	N/A
	STAR WARS: REPUBLIC COMMANDO	LUCASARTS	ACTIVISION	N/A
	STREET RACING SYNDICATE	EUTECHNYX	NAMCO	N/A
	STRIDENT - THE SHADOW FRONT	PHANTAGRAM	PHANTAGRAM	4
	THE BARD'S TALE	INXILE	ACCLAIM	23
	THE BATTLE FOR MIDWAY	TBA	SCI	28
	THE LORD OF THE RINGS: THIRD AGE	EA	EA	30
	THE MATRIX	SHINY	ATARI	19
	THE MOVIES	LIONHEAD	ACTIVISION	16
	THE PUNISHER	VOLITION	THQ	29
	THE ROOTS	CENEGA	CENEGA	29
	THE SHIELD	SAMMY	SAMMY	N/A
	THUG 2	NEVERSOFT	ACTIVISION	N/A
	TIMESPLITTERS: FUTURE PERFECT	FREE RADICAL	EA	27
	TOON ARMY	BRAT DESIGNS	TBA	28
	TORK	TIWAK	UBISOFT	4
	TOP SPIN 2	PAM	MICROSOFT	26
	TRUE CRIME 2	LUXOFLUX	ACTIVISION	N/A
	TRUE FANTASY LIVE ONLINE	LEVEL 5	MICROSOFT	10
	UNFORGIVEN SWORD	KNIGHT TABLE	TBA	N/A
	UNREAL CHAMPIONSHIP 2	EPIC	MICROSOFT	29
	WILD RINGS	MICROSOFT JAP.	MICROSOFT	N/A
	WORLD CHAMP. SNOOKER 2004	BLADE INT.	CODEMASTERS	28
	X-MEN: LEGENDS	RAVEN	ACTIVISION	N/A
	XYANIDE	PLAYLOGIC	PLAYLOGIC	N/A
	ZANZARAH: THE HIDDEN PORTAL	VIRTUACRAFT	XICAT	N/A

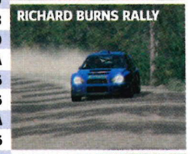
ADVENT RISING

BC

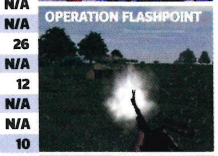
UNREAL CHAMPIONSHIP 2


PSI-OPS: THE MINDGATE CONSPIRACY

FABLE


RICHARD BURNS RALLY

HALO 2


OPERATION FLASHPOINT

PHANTOM DUST

DRIV3R

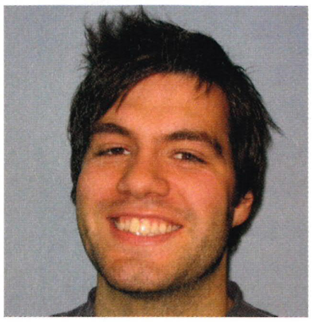
MAGATAMA

DOOM 3

BACK ON: THE DEVELOPMENT OF OPERATION FLASHPOINT HAS RENEWED AFTER SOME TIME IN STASIS.

LETTERS

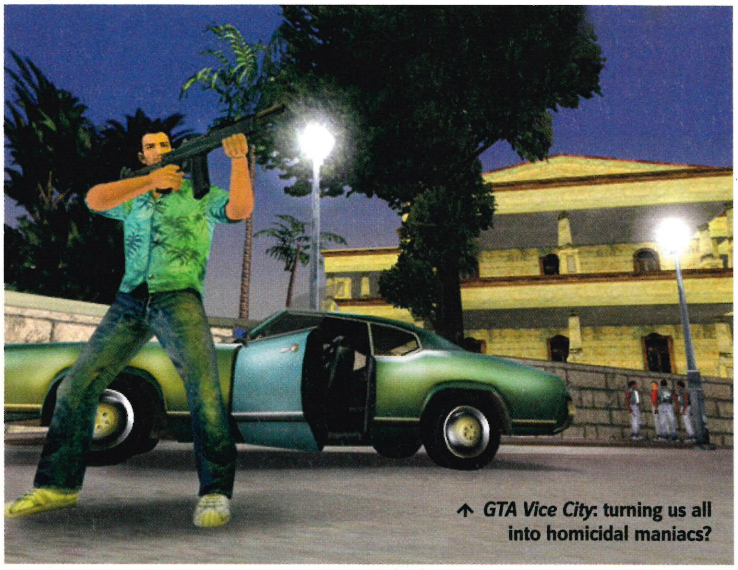
WRITE TO US AT: *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP. Email us at: **staff@fxmi.com** Text us on: **0778 148 2669**. Visit our forums on our website at: **www.officialxboxmagazine.co.uk**. Your opinions count – we want to hear them



LETTERS 30 EDITOR

ANDY IRVING
GAME OF CHOICE: **FULL SPECTRUM WARRIOR**

THE E3 games expo inspires lively discussions amongst gamers the world over, but don't let that stop you readers sharing your thoughts with us, right here on these very pages. Write, email or text your rants and to the usual address above.



GTA Vice City: turning us all into homicidal maniacs?

OVERRATED

I don't understand how some games get their ratings. How is *Tony Hawk's Underground* a 15, when there's no real violence or drugs? I can understand why the *GTA Double Pack* is an 18, but for anybody who knows the difference between gaming and reality, it's just a fun game. I'd never go on a mad chainsaw rampage, do drugs or anything like that after playing it, and I'm not 18.

I think that details of why it is given such a rating should be available. My parents would not understand that a game like *THUG* has no violence at all. They would see the 15 and think 'moderate violence and/or sexual references'. It's unfair that sensible, younger gamers are not allowed to play the games that they would enjoy.

Dave Baynard, via email

Sadly, if certain tabloid newspapers had their way, all our favourite videogames would be outlawed for inciting violence, corrupting society and causing DVT. They would no doubt prefer us to play games where we control cute little fluffy kittens collecting flowers in a meadow, although questions may be raised as to the wanton violence against innocent plant life.

Ratings, therefore, justify extreme themes in our games for the right age groups and, to some degree, protect the industry from becoming a scapegoat of tabloid sensationalism.

WHAT IS IT GOOD FOR?

When I first heard that *Battlefield 1942* would be released on Xbox I could hardly believe it, and I started getting really impatient so I got the PC version.

It's my ideal FPS game – loads of vehicles, huge environments and the multiplayer was the best experience I've had in ages. The thing is, I don't want to have to go through all those long PC loading times and dodgy gameplay, so I'm dying for the Xbox version right away.

Leo Dix, Woking, Surrey

We're still expecting the *Battlefield* franchise to make it onto Xbox. The release date hasn't been confirmed yet, but you can be sure it will look just as good as (if not better than) its PC counterpart, without the long loading times. As soon as a release date is announced, *Official Xbox Magazine* will be the first to let you know. Keep an eye on our Incoming section for updates.

THE ETERNAL BATTLE

My kids own a GameCube, but naturally I own an Xbox. I recently bought *Beyond Good & Evil*, and it only cost £20. From the moment I turned on the game, I was totally immersed in the fantastic graphics, characters and gameplay, and the added stealth factor makes the game better than ever. My daughter bought *Wind Waker* for the GameCube for £45 and, comparing the two, *Beyond Good & Evil* blows *Wind Waker* right out of the water. GameCube eat your heart out!

Phil Short, Newcastle on Tyne

STAR LETTER

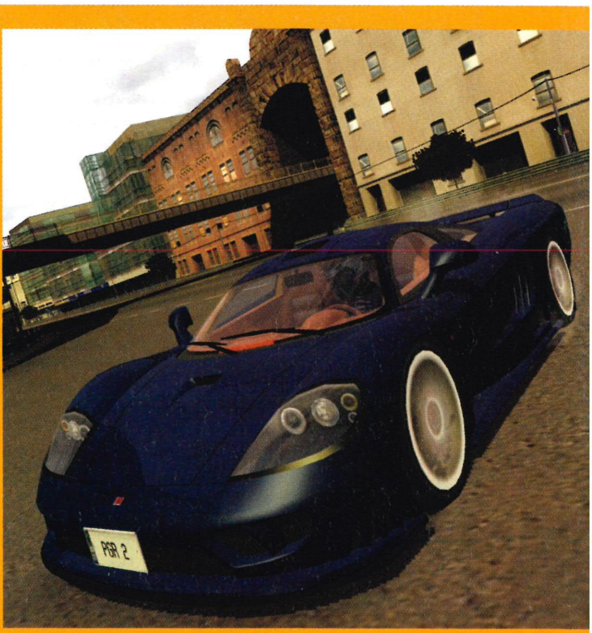
ROAD RAGE REGRET

Being an avid gamer, I have always enjoyed car collisions. Ever since *Destruction Derby* to the more recent *Grand Theft Auto Double Pack* and *Project Gotham Racing 2*, there's just something about glass flying, tyres screeching, vehicles launching into the air to flip, crash and burn, hearing the protests of digital characters that would be followed, most likely, by the shaking of the fists (and more) had it been programmed into their small, polygonal skulls.

Well, I was recently cruising along in our Focus when we got hit from behind. There was a tightening in my chest, the sensation of a punch in the stomach, and the general confusion and anger that soon turned into fear. The whole business was promptly settled and, with just a loose back bumper, it's now in the hands of the money-hungry insurance people and the skilled mechanics. It may have shaken the few still-pure brain cells I had, but I believe that an apology is in order to all those poor, poor drivers that I have infuriated and frightened over years of computer and console gaming. I'm sorry, chaps. Now get the heck outta my way before I ram y'all off the road!

Henrique, via email

Let this be a lesson to all would-be demolition drivers who vent their virtual road rage in real life. It is indeed fun to be as brazen as you like whilst tearing around the gaming world – just don't take those mad skills out on the open road. And as for apologising to all those AI drivers you may have upset, they're there purely for your enjoyment, so cut them up and use their cars as brakes as much as you like. If aggressive driving is your thing, keep your eyes peeled for the upcoming *FlatOut* from Empire Interactive, or check out our Exclusive Access in Issue 28.



PGR2: reality sucks – stick to racing games!

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

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OXM Hall of Shame

The terrible things we got up to this month

Owen lived the life of excess this month, thanks to an all-inclusive spring break in Gran Canaria. As if securing a sun lounger by the pool at 7am every morning wasn't enough, he then proceeded to eat his way through the hotel's entire larder in a bid to get the most for his money.

Owen wasn't so pleased however, when the Stormtrooper outfit used in our back page photoshoot arrived. Andy grabbed the replica blaster rifle and pretended to shoot Owen... unaware of its water pistol capabilities. Our unimpressed art editor was left to wipe stagnant soapy suds out of his brand new contact lenses.

Vanessa's drinking limits were put to the test this month. After a leisurely Friday lunch down the pub and a couple of double vodka and oranges, she staggered back to the office to get on with her work. We returned an hour later to find her staring blankly at the screen, where the *OXM* workaholic remained, motionless, for the rest of the day.

XBOX
NINJA GAIDEN

↑ Oooh, scary water pistol, Gav.

Shorts

WHY NOT TEXT US AT: 0778 148 2669
Standard network rates apply

NO 'I' IN TEAM

I'm thinking of getting a team-based shooter. I have in mind *Rainbow Six 3* or *Conflict: Desert Storm II*. Would you mind letting me know the pros and cons of all the major team-based shooters?

Michael Wheeldon, via email

P.S Your mag. is the greatest!

Check out The Way Of The Gun feature in Issue 27 – it details all the best FPSs and takes a look at the upcoming shooters that'll rock our world. Turn to page 038 of this issue for our preview of *Conflict: Vietnam*. The pros and cons of *RS3* and *C:DSII* are listed in Issues 23 and 21 respectively. We call them 'reviews'.

GRABBED BY THE KAZOOIES

Am I the only one to spot that on the menu screen of *Grabbed by the Ghoulies*, when the book opens, the drawer on the right-hand side of the table contains an Xbox copy of *Banjo Kazooie*?! Is Rare releasing *Banjo Kazooie* for Xbox?

Dara Safvatnia, Brighton

Very observant Dara, but Ben was ahead of you on this one. There are rumours of Rare unleashing *Banjo Kazooie* on Xbox, so fingers crossed. Rare's excellent *Conker: Live & Uncut* should be out this summer.

SYSTEM CELL

Hello! Is there a way to play multiplayer *Splinter Cell: PT* with my friends without connecting to the Internet? Figured you're just about the best people to ask.

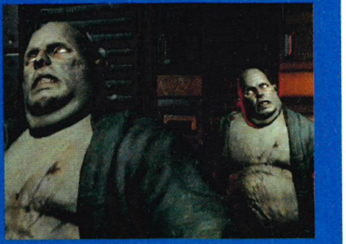
Carl Edwards, via email

Take one hub, four Ethernet cables, an equal measure of Xboxes and TVs, and mix them all together for some multiplayer goodness.

ZOMBIES, I SAY ZOMBIES

Is it just me, or do the zombies from *Doom 3* look like Fred Elliott from *Coronation Street*? Not that I watch it. My mum had it on. Honest.

Jamie Marsh, via email



↑ "I say, I say, Ashley!"

Come on Jamie, there's no need to hide from the fact that you're addicted to *Corrie*. Gav rushes home every night for his soap fix. And yes the zombies do look like Fred. We were wondering where he got his 'special meat' from.

SUNDAY DRIVER

I got your new magazine yesterday and promptly loaded up the demo disc to play *TOCA 2: TURS*. The challenge was to get the fastest time in the Mustang challenge. Ben's fastest time was 4.40 something. "Beat that," you said. My first go on the demo was ten seconds faster. Can someone slap Ben for me?

Shane, Dartford

With immense pleasure, Shane, hang on... Smack! ("Owww!" says Ben). There you go.

IT'S YOUR DESTINY

Could you please tell me when *Yu-gi-oh! The Dawn of Destiny* will be released in the UK, or if it ever will be.

Lee Jennings, via email

Yes, the card-wielding cads should be with us in the very near future.

CHECK US OUT

I'd just like to say your mag is fab! I really love your demo discs, especially the Content Downloads as I don't have Xbox Live yet and your reviews are 100 per cent right all the time about EVERY game! So, keep up the outstanding work!

Sean Houghton, via email

We've got to tell our mums to stop sending in mail...

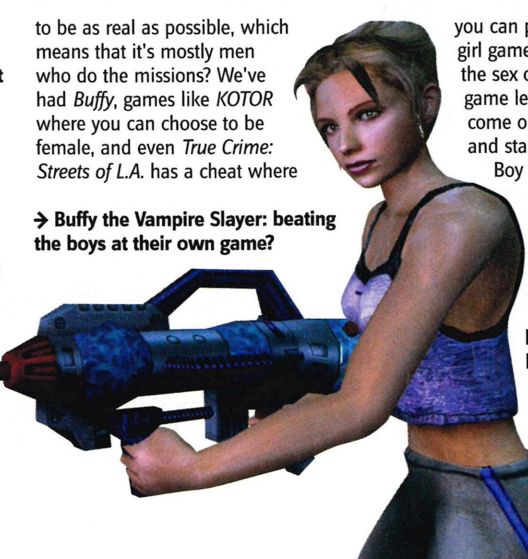
↑ ***Beyond Good & Evil*: laughs in the face of *Wind Waker* and is awesome on Xbox!**

Although Nintendo fans could argue that *Beyond Good & Evil* is available on GameCube as well, you're right to point out the obvious fact that the game looks better by a mile on our beloved Xbox. Just ask *Beyond Good & Evil* aficionado Ben L – he's been preaching the joy of snapping animals in compromising positions for months now. Petition the developers for a sequel at www.officialvideogames.com

GIRL POWER

I must say how fed up I am at girl gamers writing in moaning about how male-orientated most games are. When are you going to get over yourselves and realise that the games you are moaning about (like *Rainbow Six 3* etc) are made to be as real as possible, which means that it's mostly men who do the missions? We've had *Buffy*, games like *KOTOR* where you can choose to be female, and even *True Crime: Streets of L.A.* has a cheat where you can play as a woman. I'm a girl gamer, and I'm not going to let the sex of the main character of a game lessen my enjoyment. So come on girls, grab your joypad and start enjoying your games. Boy games rock!

Alison Haig, Glasgow.



→ **Buffy the Vampire Slayer: beating the boys at their own game?**

Guys love games starring scantily clad girls, but there are plenty of games starring hunky guys for girls to lech over, so girl gamers should rejoice! That said, you should've seen the asexual alter-ego Ben T created for himself on *KOTOR*...

CAN'T WIN 'EM ALL

As a regular reader of your mag, I think you do an excellent job. I always use your reviews as a guide to what games to buy, and you keep me up to date with news on the big black box. But I do have one complaint: your competitions.

You have top prizes, no worries there. And the questions are easy enough, no worries there either. But the tiebreakers drive me nuts. I'm far too busy playing the mighty 'box to sit and think up witty responses. It's not that I'm lazy or unfunny. Honest.

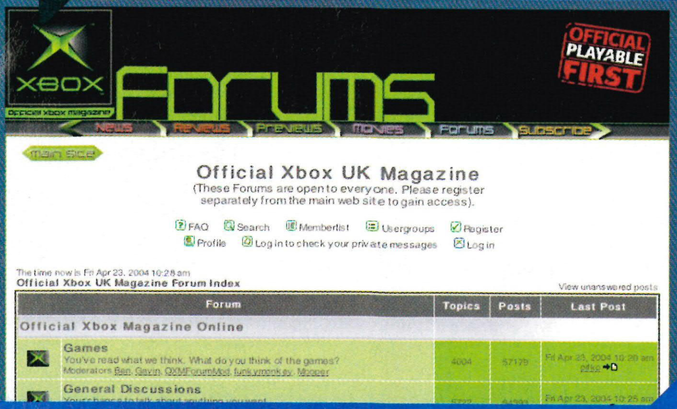
Brett, via email

Well Brett, are you sure you're not lazy? How long did it take you to write this letter? You could have

»

FEAR THE POSTIE: WE'VE BEEN GETTING SOME RATHER PECULIAR ENTRIES FOR OUR CARVERY COMPO THIS MONTH. THE ODDER EFFORTS INCLUDE A SPOOKY WOODEN JESTER'S HEAD AND A TOILET ROLL SCRATCHED WITH WRITING OF A WORRYINGLY BROWN PIGMENT.

LETTERS



Official Xbox UK Magazine

(These Forums are open to everyone. Please register separately from the main web site to gain access).

The time now is Fri Apr 23, 2004 10:28 am

Official Xbox UK Magazine Forum Index

Forum	Topics	Posts	Last Post
Official Xbox Magazine Online			
Games You've read what we think. What do you think of the games? Moderators Ben, Gavin, OXMForumMod, funkymonkey, Mooper	4004	57179	Fri Apr 23, 2004 10:20 am pifko
General Discussions			Fri Apr 23, 2004 10:25 am

Website Story

Visit our forums at **www.officialxboxmagazine.co.uk**

YOU'RE NEVER ALONE in your love of Xbox. Our busy internet forum is open to everyone (not just subscribers). All you have to do is register a username and password and join the debate. You must be over 16 to participate.

CHAT EXTREME!

>>An Englishman, Irishman and Scotsman walk into a bar. The barman says: "Is this some kind of joke?"

DipDipDive

>>I'm 30 but don't consider myself old. I work but play Xbox. I'm married with a mortgage but still go out and get mashed at the weekend...

Lobes

>>...do these extra question marks make my thread look better?????????

AncientArse

23:48
TEXT US NOW ON
07781482669
Options
Clear

Send us a text to the number above, and tell us about all things game related (or not, we're not fussed!)

HI EVERYONE! ANY CHANCE OF A SONIC HEREOS2? I COMPLETED THE FIRST ONE THREE TIMES! FROM SUPERSONIC,BASILDON

Hi the new XBOX crystal limited edition looks awesome, as for GTA series being ace check out Panzer Dragoon Orta best game made in yrs. Top magazine, ta Robert.

R we EVER "gonna get sum "DUKE NUKEM f Xbox I got withdrawal symtoms ! Dave in brinnington

Great mag i need doom 3 now i just can't wait squirrel Portsmouth

Fri nite, hula hooped on cheap wine playstation buddys round. Thou shalt not covet thy Neighbours console! Luv ur stuffxoxoxo

How do unlock lizard man for soul cal 2? Has spawn got a 3rd costume? Cheers guys steve mcmahon

Hello ofxbox mag broken sword the sleeping dragon was great on the disk i brougt it strait away as soom as i cud from the best gamer in the world wayne day .clf

I get all 4 xbox mags. Yours is the best, might even have to subscribe! Havoc gb

My very 1st computer was a Dragon 32k, the tapes where the size of swimming pools and took 4 weeks to load. Dodgy Dave in Carlisle

SOURCE: *Official Xbox Magazine* forum

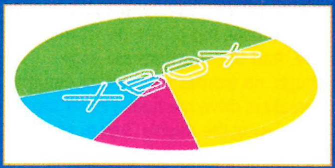
YOU DECIDE

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

Should England be the 51st State?

KEY (per cent)

🟩	Yes	**45**
🟨	No	**33**
🟪	Maybe	**11**
🟦	Don't care	**11**



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

OXM BEN 1
M4 (5.56MM)
031
x 12
4:38

↑ *Rainbow Six 3*: getting abuse during online games? *OXM* apologise.

>> used the time to think up a humorous ditty for the Broadband compo in Issue 28, or the brilliant Atari competition in last month's mag. Pull your finger out, lad!

ARMCHAIR GENERAL

Xbox has been available for a couple of years, yet still we are starved of a quality real-time strategy title. Apart from *Rollercoaster Tycoon* and *The Sims*, this very popular PC style game has been left well alone.

I would love to see *Red Alert 2* or *Command & Conquer: Generals* (or anything similar) on Xbox with full Xbox Live support. Imagine three-a-side games over Live - each player could concentrate on land, sea or air units and talk tactics, combine attacks and help defend each other's bases in an effort to wipe out the other team. How awesome would that be?! I know there's no mouse, but surely there's some talented developer out there that can overcome this minor problem and plug the gap in Xbox's otherwise excellent collection of software?

Paul Batson, Bridlington

You're not the first to raise this subject Paul, and you certainly won't be the last. The best the Xbox currently has to offer is the reasonable *Goblin Commander: Unleash The Horde* (Issue 26, 7.3), but we'd all kill to see a fully online, absorbing RTS. Maybe if publisher EA finally bows down to public demand, we may yet see the fantastic *C&C* series roll onto Xbox.

↑ *Goblin Commander*: it's no *C&C*.

DETENTION FOR THE WHOLE CLASS

Picture the scene. You've heard rumours about a great lag-free server for 16-on-16 *Rainbow Six 3* games and you join for the first time. You cast your eyes down the list of players and some familiar names crop up time and time again. You anticipate a good competitive game or two, but whatever you do don't join the wrong team!

I quickly found out that a simple mistake like mine ends up in a barrage of bullying, foul and abusive language and the cardinal sin: they team kill you! Don't think I'm some sort of shrinking violet, because I'm not; it's just that the serious abuse and bullying has no age barriers. God help you if you're under 18 and American. People like this need to see Xbox Live for what it is - a chance, after a hard day's work, to relax and enjoy your precious leisure time with like-minded people. It's not a way of life, it's a bloody game - so lighten up!

Mathew Lilley, via email

I wouldn't worry about it too much Matthew. It's definitely possible to find plenty of laid-back, fun games on Xbox Live - exactly the way they should be played. As for bullies, again, don't sweat it. In real life bullies are notoriously people with massive insecurity issues - their oppressive online faction are probably no different. If they want to camp over a respawn area, or use underhand tactics to boost their Live stats, then just let them get on with it. All we can say is, dip into as many open games as possible, and you'll soon build up a hefty Friends list of like-minded, laid-back individuals. If you see any 'familiar names' in the lobby, then steer clear. Simple.

That said, if you ever see any of our Gamertags online, get out of there real quick as Xbox Live is the place we vent the day's stress from the office, and mild-mannered journos are turned into murderous psychopaths at the drop of a hat.

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XBOX LIVE

RalliSport 2 Challenge

XBOX

it's good to play together

xbox.com/rallisport2

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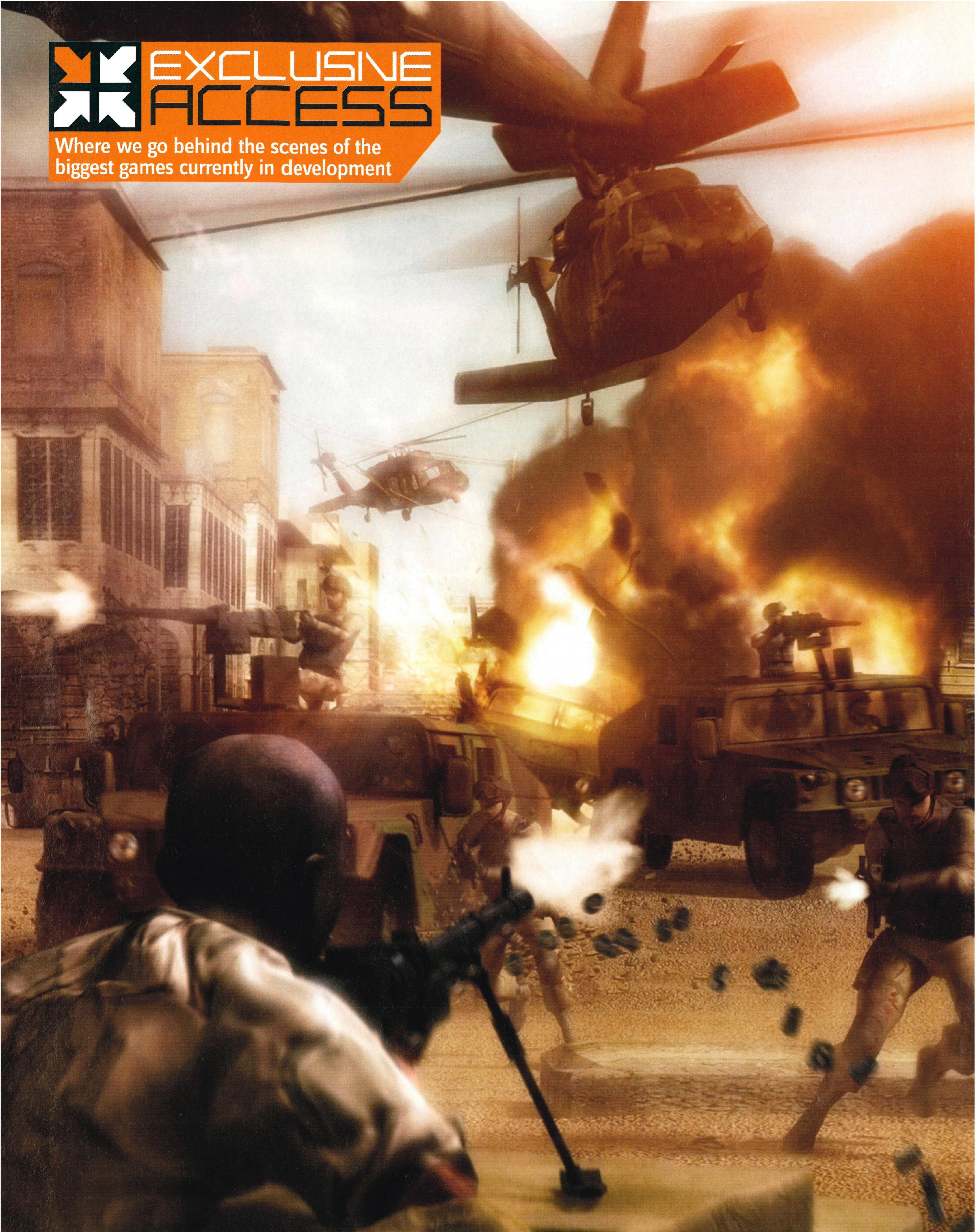
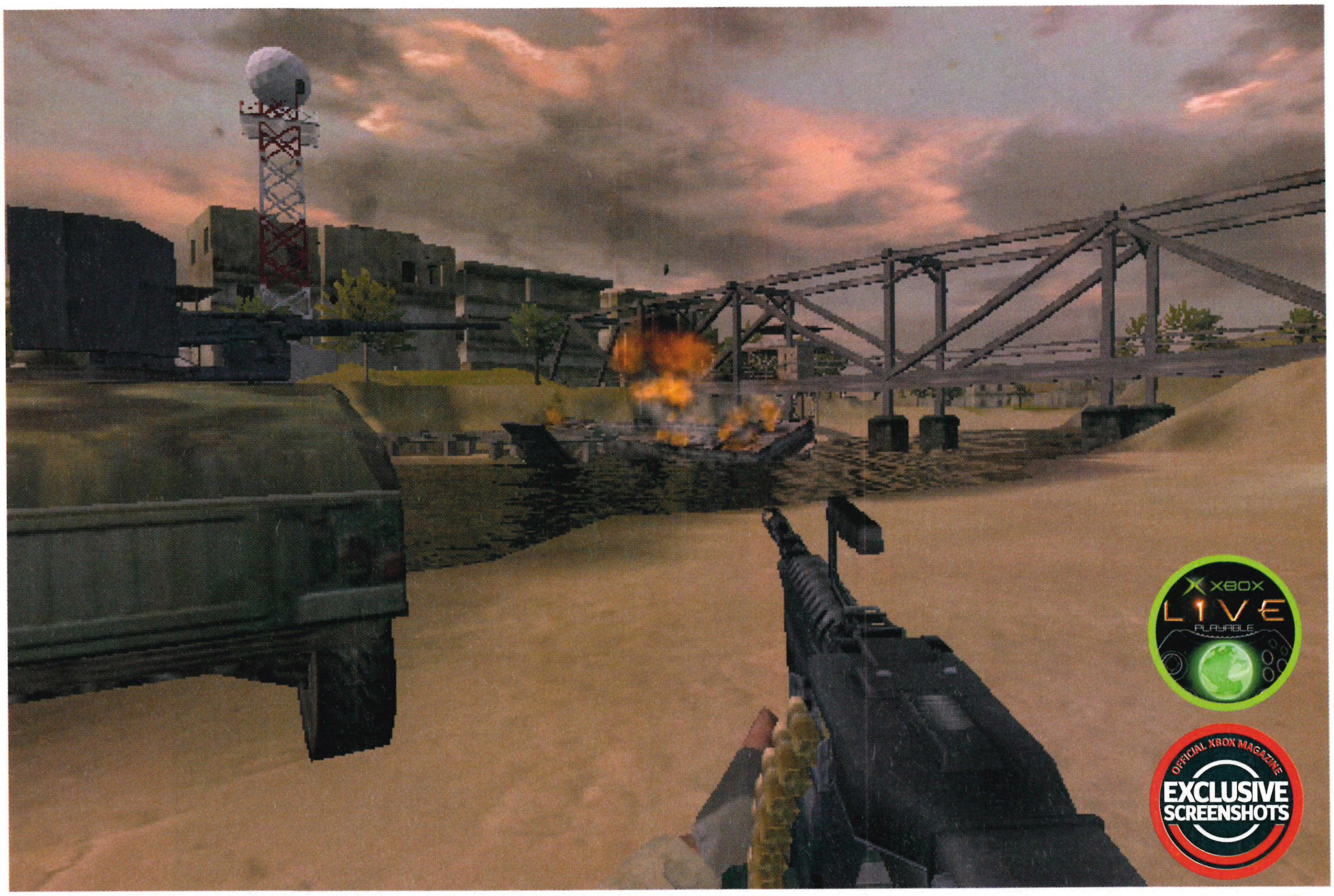
EXCLUSIVE ACCESS

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





↑ Remember, it's never a good idea to burn your bridges. But boats, on the other hand...

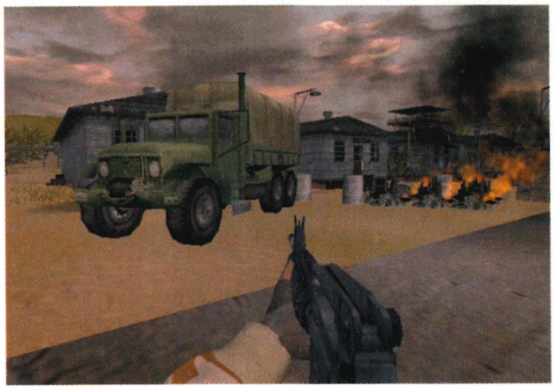
ONLY ON XBOX

DELTA FORCE: BLACK HAWK DOWN

WORDS: STEVE BROWN

GAME INFORMATION
DEVELOPER: **CLIMAX**
PUBLISHER: **NOVALOGIC**
RELEASE DATE: **NOVEMBER 2004**
PLAYERS: **1-4 SPLIT-SCREEN; 2-16 XBOX LIVE & SYSTEM LINK; 2-4 XBOX LIVE CO-OP**
WEBSITE: **WWW.NOVALOGIC.COM**

Never leave this game behind – even if it does call you a chopper now and again



↑ This multiplayer map is modelled on the new Boot Camp.

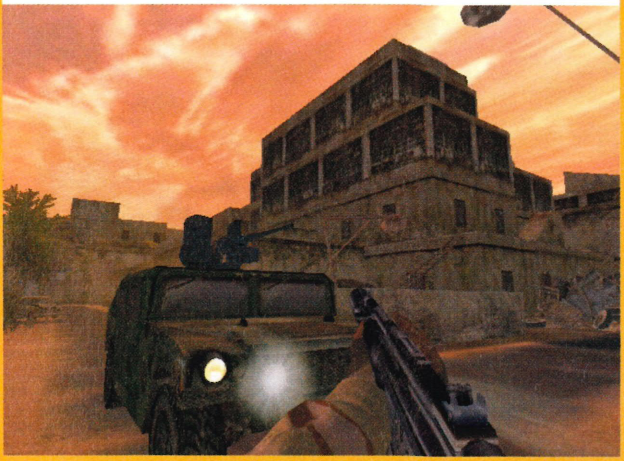
BETWEEN Vietnam (1975) and Afghanistan (2001), US troops kept a low profile on the world stage in terms of armed conflict. Vietnam had turned US public opinion against further loss of soldiers' lives on foreign soil and there was a high-level reluctance to commit forces to battle, especially where US interests were not directly affected. The UN Operation Restore Hope in Somalia, which was supported by US soldiers and saw intense raids against Mogadishu warlords by combined forces of Delta Force and Army Rangers, was a notable exception and the events surrounding Operation Gothic Serpent (Code Irene) are coming to Xbox.

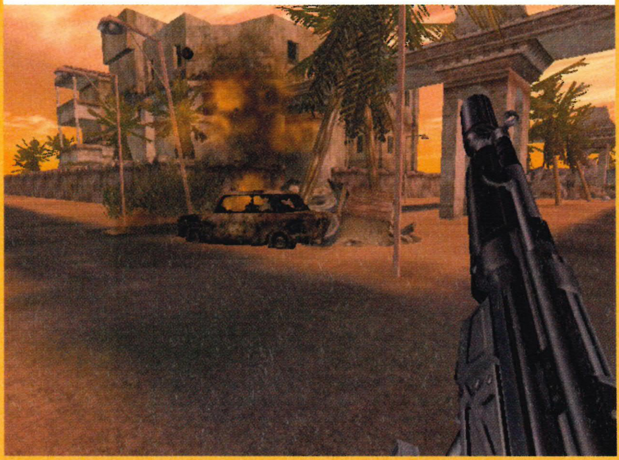
While not officially the game of Ridley Scott's *Black Hawk Down* film (itself based upon a bestselling book by Mark Bowden), *Delta Force: Black Hawk Down* follows the same timeline and events, focusing on helicopter insertions, the defence and rescue of downed Black Hawk pilots, and the difficult withdrawal from the hostile Mogadishu streets back to the UN stadium compound.

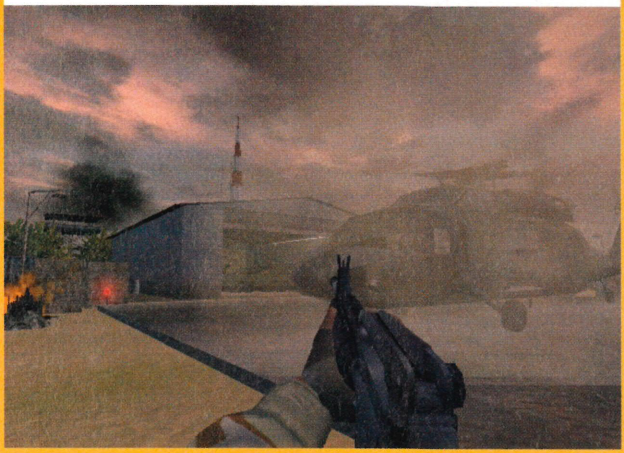
Padding this operation are peripheral missions including UN convoy escort by Humvees and Black Hawks, thrilling rides hanging off Little Bird choppers that swoop through tight streets between buildings infested with militia forces sporting Kalashnikovs and deadly RPGs, and boat rides into the outlying countryside to defend food distribution points from hostiles. And be warned, hungry crocodiles are included!

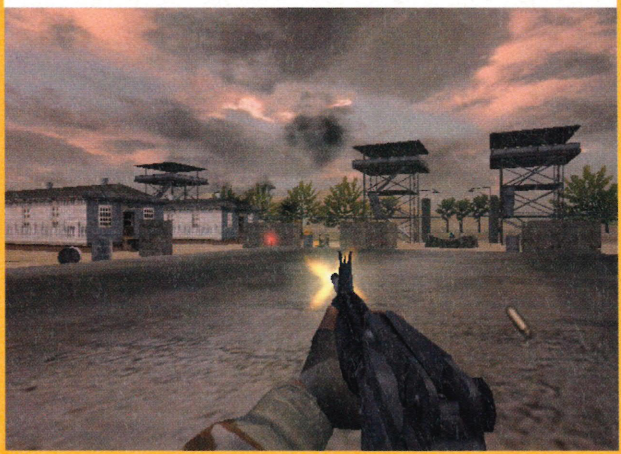
SHOTGUN WEDDING: AS PER REAL US ARMY POLICY, YOU'RE MARRIED TO YOUR US WEAPONS AND NEVER PICK UP AN ENEMY FIREARM AS AN ALTERNATIVE.

LIVE FORCE>> The Delta Force multiplayer online game is going to be massive


↑ Jump up into the gunner seat of moving Humvees.


↑ Use the scenery and objects to flush out camping foes.


↑ Board stationary Black Hawks and use their miniguns.


↑ Spawn in watch towers dotted around this Boot Camp map.

> "Five new levels will be included for Xbox-exclusive co-op play"

>> The final mission of the game takes you deep into an underground bunker complex to find and assassinate the warlord Muhammad Aideed, who survived Operation Restore Hope. Officially Aideed died in 1996 of a heart attack, a year after UN and US forces pulled out of Somalia, but there is a popular suspicion - supported by Climax and Novalogic, who worked closely with Delta Force operatives directly involved in the 1993 operation - that he was taken out by US special forces. This mission reflects that possibility and provides a cleaner and less ignominious end to the game than the decision to withdraw from Somalia following Operation Gothic Serpent, which fulfilled its objectives of capturing Aideed's lieutenants, but resulted in the deaths of 18 US soldiers and the loss of two Black Hawk helicopters.

Exclusive to the new Xbox version of *Delta Force: Black Hawk Down* is a tutorial mode to kick off the game. This training section will take the form of a US Army boot camp for the sake of authenticity and hammer home to new recruits the ability to crouch, go prone, roll laterally and use various weapons and secondary fire modes. We expect that team commands, including the new voice recognition options, will also be dealt with here.

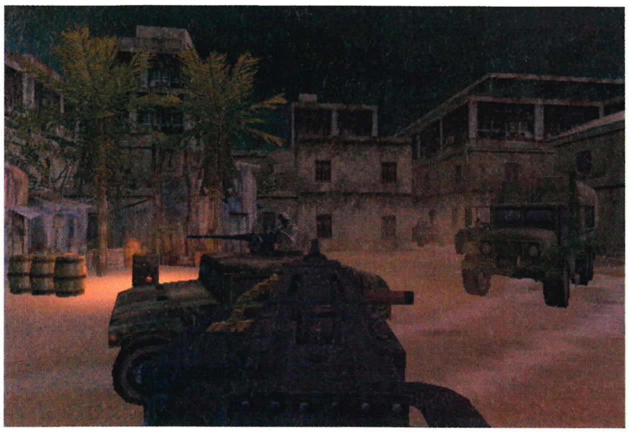
Although *DF: BHD* was a very successful PC game release in 2003, the Xbox version is far more than a simple port. One of the most significant additions that Climax has been working on is a co-operative mode for the main missions, with some specifically designed extra maps to supplement this purpose. *BHD* is a team game in tone, although some missions are solo and in single-player you can give simple commands to your fellow AI operatives to advance, stay, cover and clear rooms (much in the vein of *Rainbow Six 3* [Issue 23, 9.4]). You'll also be able to give orders via headset voice commands. Even better though, will be the opportunity to play through the missions with human buddies against AI enemies over Xbox Live, System Link and four-way split-screen.

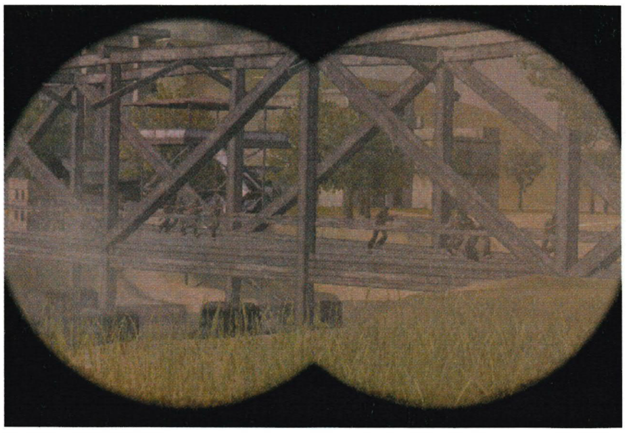
Novalogic PR manager Marcus Beer explains the choice of UK developer, with unintentional innuendo, we're sure: "When >>

>> BONUS INFO

>> WAR BONDS
Due to the sensitive nature of portraying real war events in a game, Novalogic used advice from soldiers involved on the ground and will also donate a percentage of game sale profits to the Special Forces Warrior Foundation

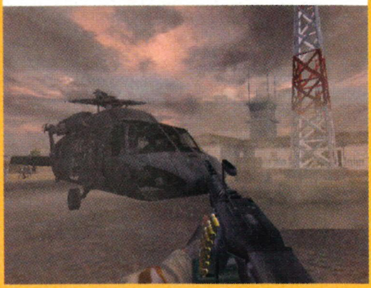
>> SOLDIER, SOLDIER
The military advisors for the game brought in by Novalogic included two members of Delta Force and one soldier from Task Force Ranger, all of whom had been involved in the 1993 Operation Gothic Serpent, Code Irene.


↑ Use night vision goggles in the finished game to banish the dark...

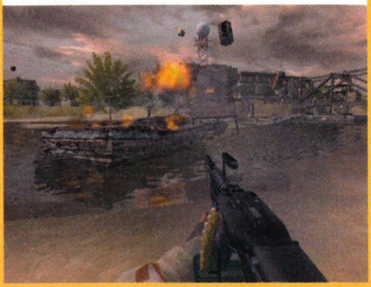

↑ ... and use your bins to scout ahead and judge enemy presence.

EARTH, WIND AND FIRE »

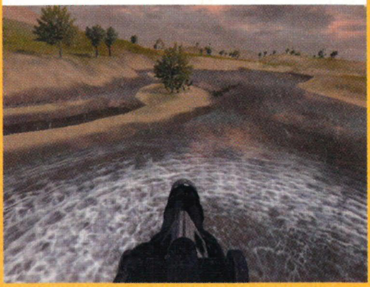
CLIMAX HAS been playing around with the engine to produce great new special effects for the Xbox version of *Black Hawk Down*, as you can see here...



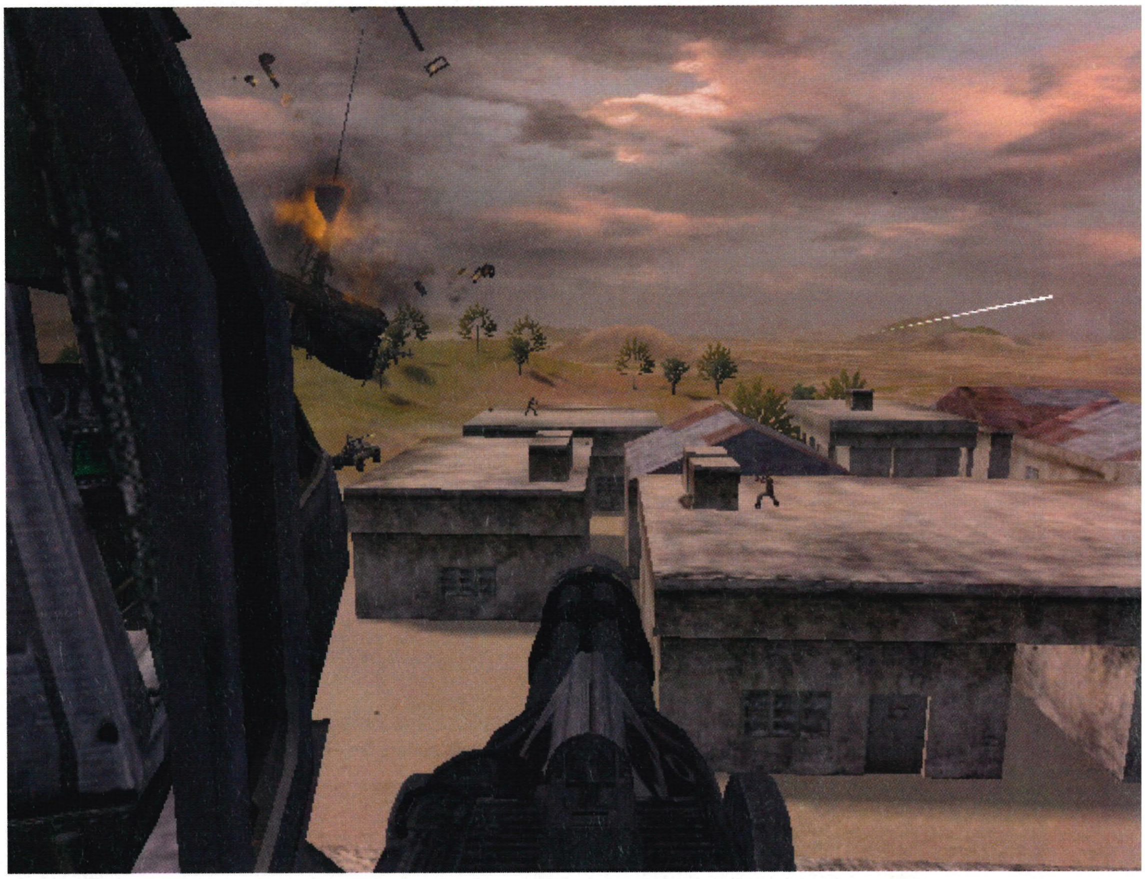
↑ Dust clouds can obscure you well.



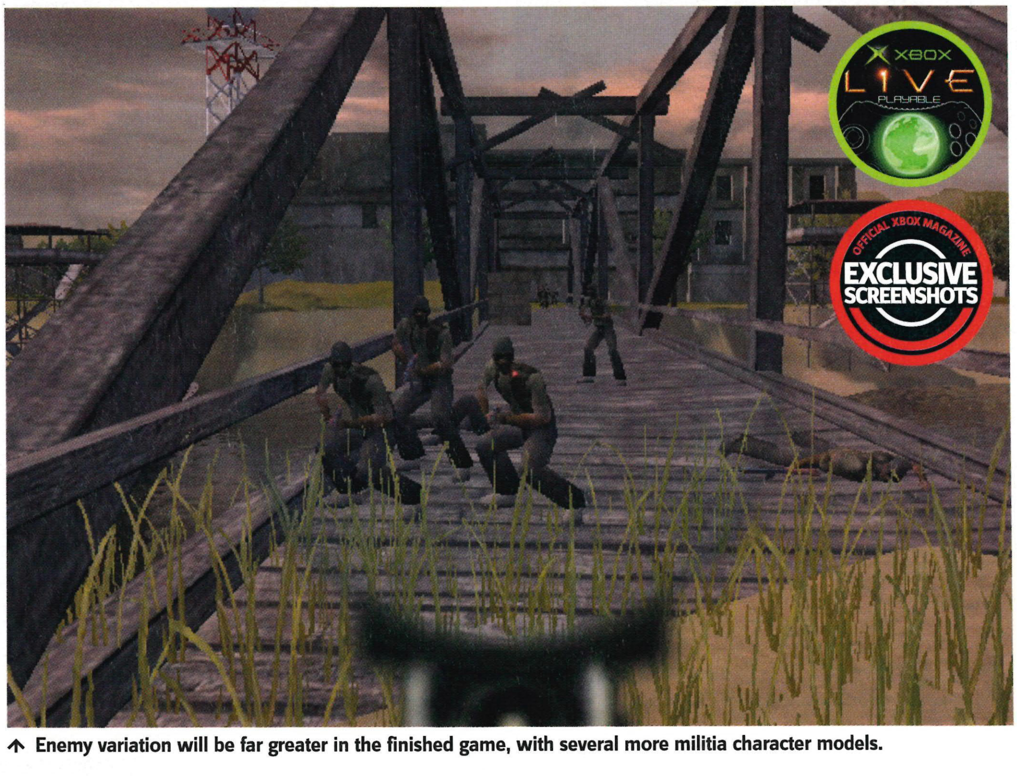
↑ Some of the tastiest explosions yet.



↑ Water ripples from the rotor wash.



↑ Rooftop snipers and RPG militia men are extremely dangerous, so take them out fast!



↑ Enemy variation will be far greater in the finished game, with several more militia character models.

» it came to finding a company to work with us on producing the Xbox version, we wanted someone with a proven record on Xbox, so it made sense to come to Climax." Climax has partially converted the *Black Hawk* rendering engine used for the PC version, but enhanced it to include new effects such as heat haze and technology, voice recognition and asset streaming, which will make the game run smoothly and keep loading times at bay.

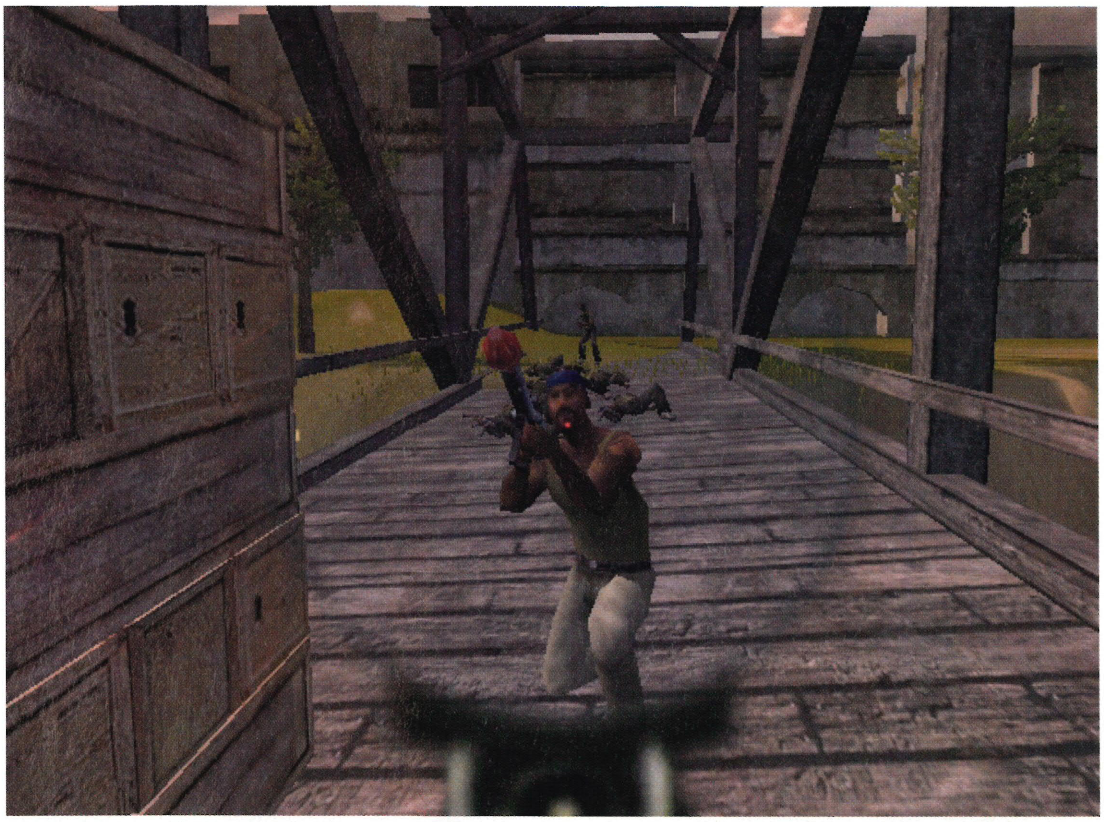
The user interface has also been heavily redesigned to work better on a console. The ammo system is displayed far larger with a 'magbar' indicating your remaining rounds. Producer Phil Merricks explains that "weapon selection will be far more joypad-friendly". Auto-aim will be implemented for the Xbox version and levels slightly redesigned so that there is less vertical aiming. The single-player missions otherwise remain largely unchanged from the PC version, although the Xbox-exclusive addition of co-operative play has meant that five new levels will be included for this purpose.

Climax has also been reworking the electronic brains of your fellow operatives. The AI in the PC version was known as 'pathfinding' - your team never on rails, rather navigating their unique routes around objects and hazard points. This is still being used for the Xbox game but it's being made more obvious to the AI where they are able to go. There will be several set paths instead of having them charging around too freely. Depending on the situation, your AI buddies (if you're not playing Live co-op) will make decisions based upon the available, but now more strictly managed, options. "It sounds like we're dumbing down a bit, but what we're actually offering is a far better experience," claims Climax producer Phil Merricks.

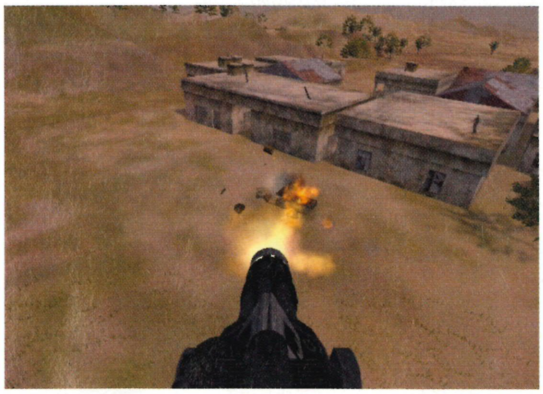
DF: BHD has been in Xbox development for just five months, but there's already great fun to be had in the multiplayer game, and we were the first to test both team and deathmatch modes with the developers. The team mode »

"Play with buddies against AI enemies over Live, System Link and split-screen"

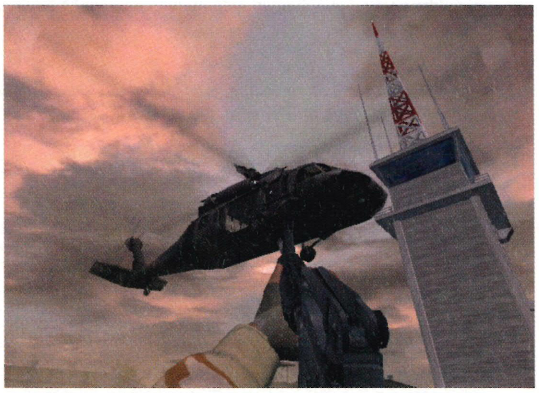
LATER 'GATOR: THE INCLUSION OF CROCODILES IN SOME OF THE OUTLYING MARSHLANDS AND RIVERS IN THE GAME IS BASED ON ACTUAL EXPERIENCES OF DELTA FORCE IN ACTION.



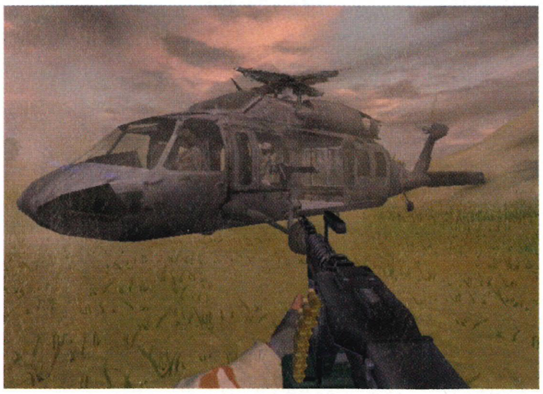
The rocket-propelled grenade (RPG) was used with devastating effect during the events of Operation Gothic Serpent.



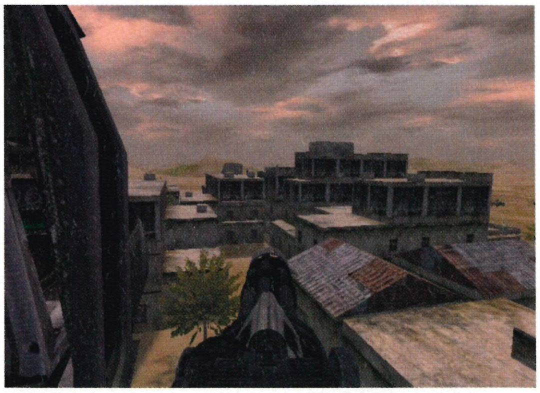
Shoot up the enemy 'technical' vehicles from the air.



Black Hawks will also circle in multiplayer games.



The helicopter models are extremely detailed.



Swoop low between buildings in Mogadishu.

we played centred not just on kills, but on securing nodes placed throughout a city map and holding them against an opposition attempting to retake them. Fixed guns on building roofs, behind bunkers, on stationary Black Hawks and moving Humvees provided tactical fire points and the HUD radar efficiently indicated team positions and the direction of new goals and nodes.

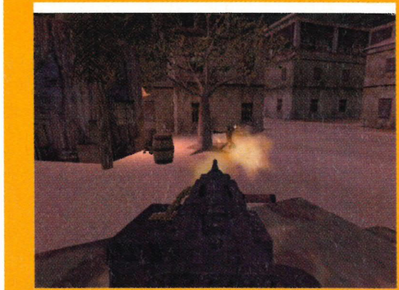
There will be a variety of new multiplayer features for Xbox (up to four players split-screen and 16 on Xbox Live and System Link LANs). We pressed Phil Merricks for more details and he revealed modes that "will be limited to specific weapons such as grenades, with special maps designed for them. We're even working on a mode where you have to throw grenades through basketball hoops". More conventional multiplayer modes will include vehicle-only - players just using the mounted guns on helicopters and Humvees as they drive or fly on pre-set rails around the maps. You'll also be able to fully customise your own multiplayer options, choosing vehicles, time of day, weapons and ammo availability to suit your needs.

One of the most interesting revelations was Novalogic's plan to host far larger Xbox Live games than the 16 maximum that

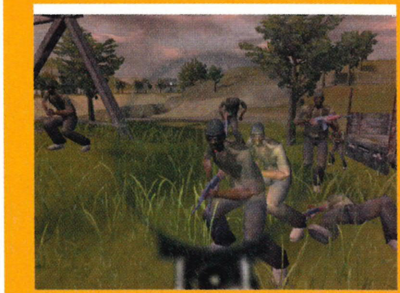
PROSPECTIVE PERSPECTIVE >>

There are many views to a kill in the game. Here are a few...

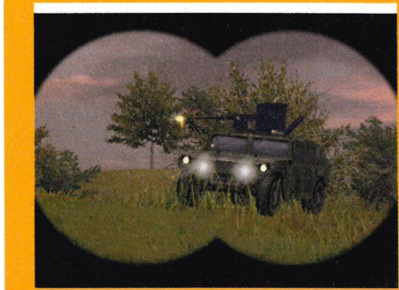
BETWEEN mounted weapons, gadgets and gun sights, you'll be looking at the enemy in many ways. Usually down a barrel though!



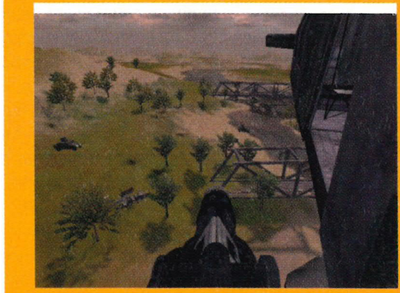
Humvees come with roof turrets from which you take control of heavy guns.



Use your standard gun sight to provide better accuracy during battles.



Binoculars are useful for planning attacks in the wider landscapes.



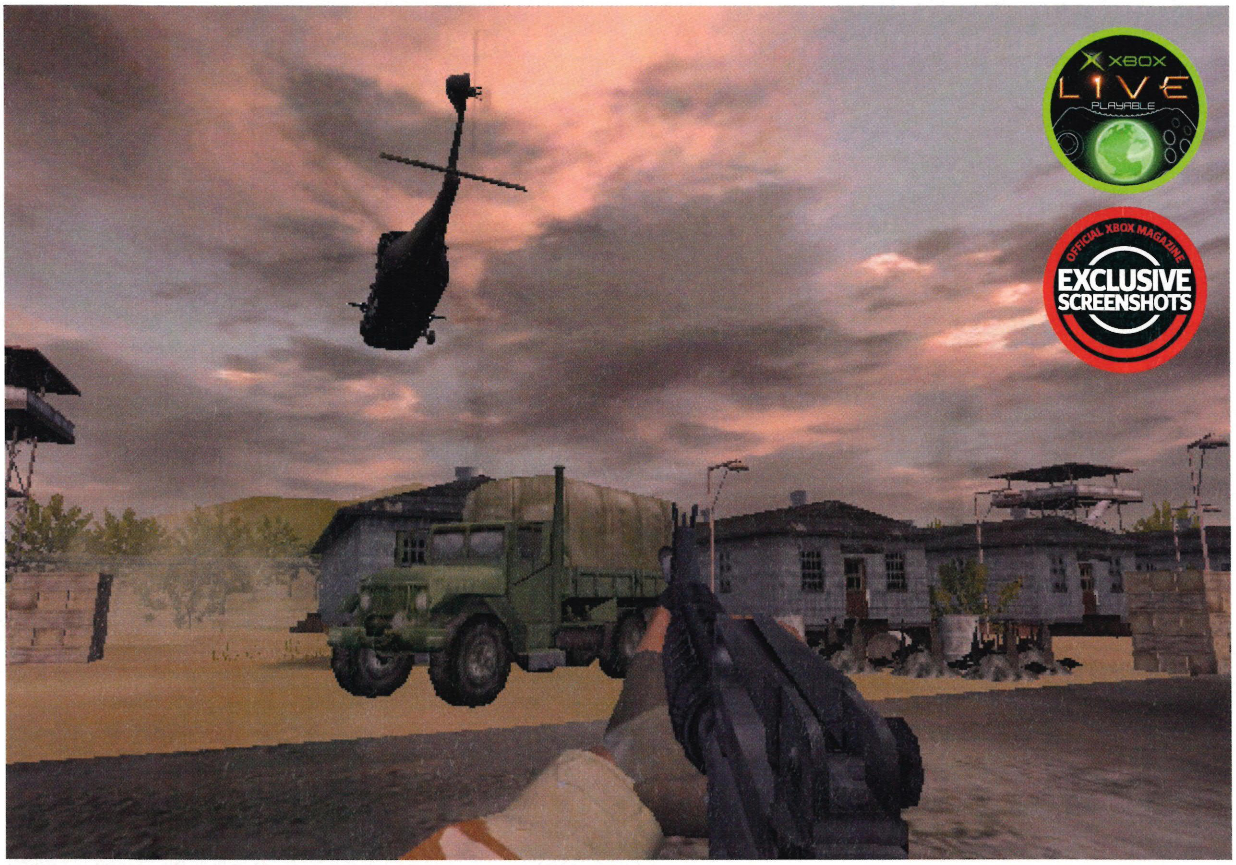
One of the most thrilling opportunities is to man the minigun of a Black Hawk.

>> BONUS INFO

>>BRIEF ENCOUNTER
The game centres on the operation that took place in the city of Mogadishu, which US forces abbreviated to Mog. Maybe it sounded too much like a cat sneezing...

>>ROLL WITH IT
You can drop to a crouch, then into a fully prone position, then roll to your left and right. It's perfect for covering short distances towards cover - the enemy only has a small target.

>>HAPPY CHOPPER
There are essentially two types of helicopter to ride: the awesomely powerful Black Hawk and the agile Little Bird that lets you sit on a side bench and feel the wind in your face.

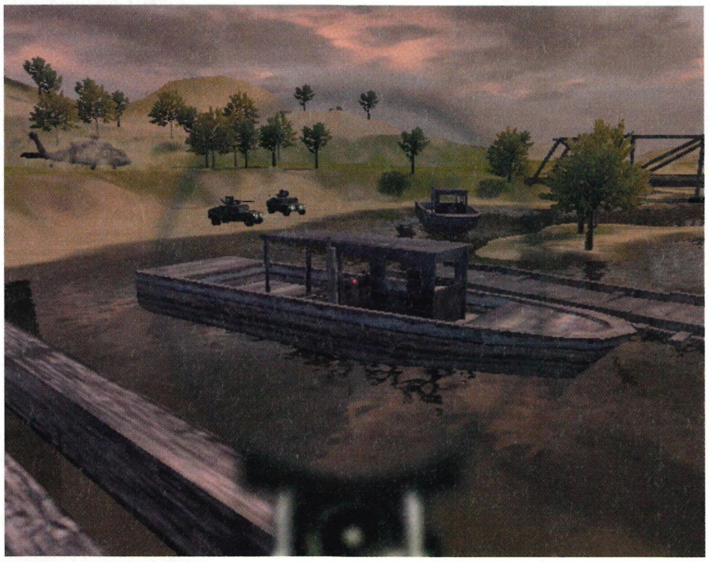


↑ It's terribly impolite to fart in the enclosed space of a Black Hawk and may result in being left behind in hostile territory. Hey, guys...

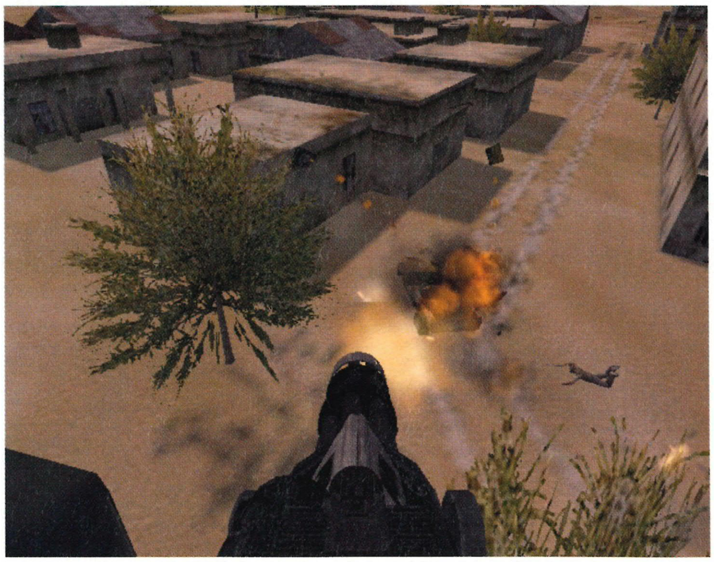
BONUS INFO

»FLOWN THE CO-OP

In four-player co-op missions with vehicles involved, your human team-mates will either ride with you inside a Black Hawk or on the side benches of a Little Bird helicopter. In the case of Humvees, they will ride one each, controlling the heavy machine-guns from their roof turrets.



↑ The water reflections are coming along beautifully.



↑ Bodies fly with realistic physics from the massive explosions you cause.

"Customise your multiplayer options, choosing time of day, vehicles, weapons and ammo availability"

BONUS INFO

»SCOPE IT OUT

The standard firearm has a sight that produces a minimal magnification but does clarify the area that you're looking through. The main benefit of clicking it into position is that your accuracy also improves. Accuracy also increases when crouched or prone.

» we're used to. "It's our ambition to see 50 players playing together in a Live game," says Beer of Novalogic's intentions for future Xbox titles in the franchise. "Whether that means patching into our server system at NovaWorld with the permission of Microsoft remains to be seen. I'm not saying it will happen with *Black Hawk Down*, but our next Xbox title maybe. The technology is there. We're also aiming to have PC players meet up with Xbox players on our servers." Ambitious plans indeed, and certainly not in line with Microsoft's current model for Xbox Live.

Although this is Novalogic's first outing on Xbox, there are strong indications that if it's as successful as we expect, more games will be forthcoming. It's likely that the sequel to the PC version of *Black Hawk Down*, *Team Sabre*, will also come our way and probably not too long after the release of the first Xbox title. This is because the main work has been in reworking the engine, and new maps and vehicles will take a shorter time to turn around. We're also hopeful that the new Novalogic war game *Joint Operations* will become Xbox-bound in some form. This near-future shooter is closer to the *Ghost Recon* fictitious model (although vehicles will be pilotable) and it may well be that the real-world Delta Force takes a well-earned rest for a while after this.

We're expecting more announcements after the E3 trade show and we can promise you that you'll read them here first! You'll also be pleased to hear that Novalogic has promised us a pre-release trial version of *Delta Force: Black Hawk Down* for our official cover disc, so you'll be able to see for yourselves just how good this new shooter is before Christmas.

ACTION FIGURES: THERE IS A REALISTIC RANGE OF DOLLS OF SOME OF THE ACTUAL DELTA FORCE OPERATIVES INVOLVED IN THE CONFLICT, WITH MINIATURE FOLDED US FLAGS AND POSTHUMOUS MEDALS FOR THOSE LOST IN COMBAT.

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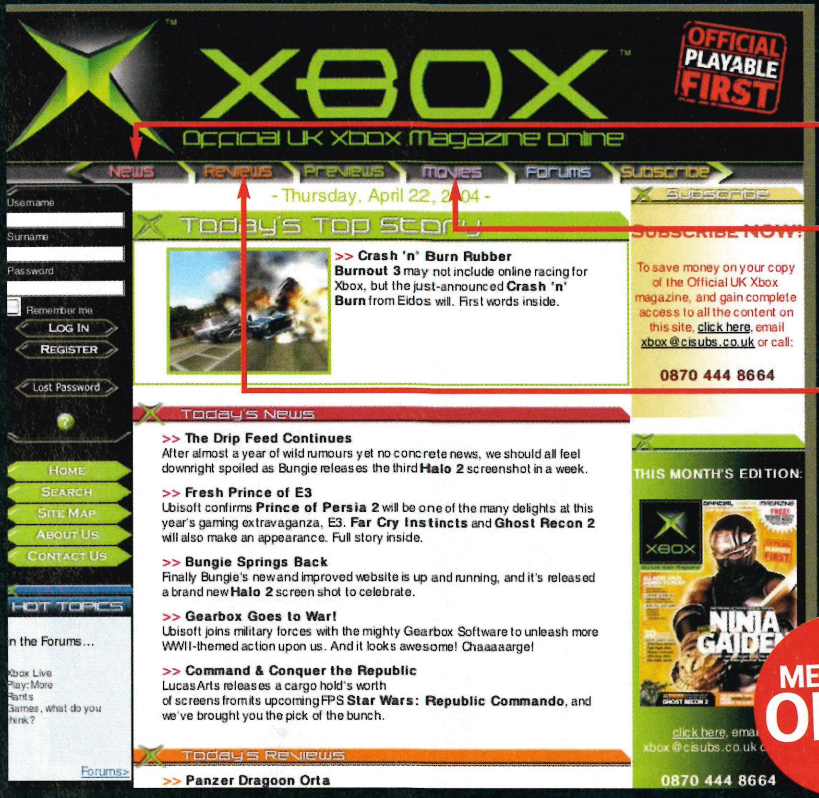

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Today's Top Story

>> Crash 'n' Burn Rubber
Burnout 3 may not include online racing for Xbox, but the just-announced **Crash 'n' Burn** from Eidos will. First words inside.

Today's News

>> The Drip Feed Continues
After almost a year of wild rumours yet no concrete news, we should all feel downright spoiled as Bungie releases the third **Halo 2** screenshot in a week.

>> Fresh Prince of E3
Ubisoft confirms **Prince of Persia 2** will be one of the many delights at this year's gaming extravaganza, E3. **Far Cry Instincts** and **Ghost Recon 2** will also make an appearance. Full story inside.

>> Bungie Springs Back
Finally Bungie's new and improved website is up and running, and it's released a brand new **Halo 2** screen shot to celebrate.

>> Gearbox Goes to War!
Ubisoft joins military forces with the mighty Gearbox Software to unleash more WWII-themed action upon us. And it looks awesome! Chaaaaarge!

>> Command & Conquer the Republic
LucasArts releases a cargo hold's worth
of screens from its upcoming FPS **Star Wars: Republic Commando**, and we've brought you the pick of the bunch.

Today's Reviews

>> Panzer Dragoon Orta

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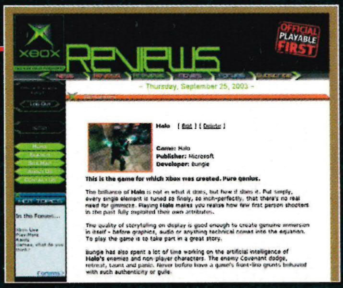

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SUDEKI

WORDS: **BEN TALBOT**

GAME INFORMATION
DEVELOPER: **CLIMAX**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **JULY 2004**
PLAYERS: **1**
WEBSITE: **WWW.XBOX.COM/SUDEKI**

THERE'S ANOTHER side to your personality, one that can't even be seen in the clearest, most perfect mirror. Forget everything your parents preached or the mistakes you learned in youth because destiny doesn't care about that.

It takes just one outrageous coincidence or event for you to kiss goodbye to the person you once were, introducing the world to someone entirely different. As destiny sets its sights on the four heroes of *Sudeki*, they will also discover a darker side as their world slips into chaos.

And what lives they lead at the start of this tale! Introductions rarely boast so much colour, beauty and happiness as the one set inside Illumina Castle. Wasting no time, the substantial FMV opening presents us with all four lead characters - Tal, Elco, Ailish and Buki. Tal is the headstrong son of Bright Empire's leading general but that doesn't stop him being friends with Elco the scientist. Elco's also a royal advisor to the sexy but spoilt Princess Ailish.

The only outsider is Buki, a diplomatic envoy who travels to Illumina castle to investigate the royals' imperial ambitions. Aside from Buki's legitimate concerns, the only other hint of future events is glimpsed in a puppet show. Narrated by the legendary TV actor Tom Baker (Dr Who), this children's tale bellows of angry gods and the world being split in two.

Being a mighty warrior, Tal has more time for fighting than stories, and it's with him that you'll first step out into the game world. *Sudeki* is very careful not to overwhelm you with all four heroes at once and Tal's solo mission ensures that you learn melee combat before magic and stats become a factor.

Moving through the wilderness in third person, you battle hordes of Aklorian raiders using a variety of swordfighting techniques. Success in hand-to-hand combat requires knowledge of combination attacks, of which you learn more throughout the game, and skilful timing. A combat bar at the bottom of the screen indicates which buttons you pressed and if they were timed at the correct intervals. Smooth, flowing rhythms of slashes and cuts cause far greater damage than solitary bludgeons.

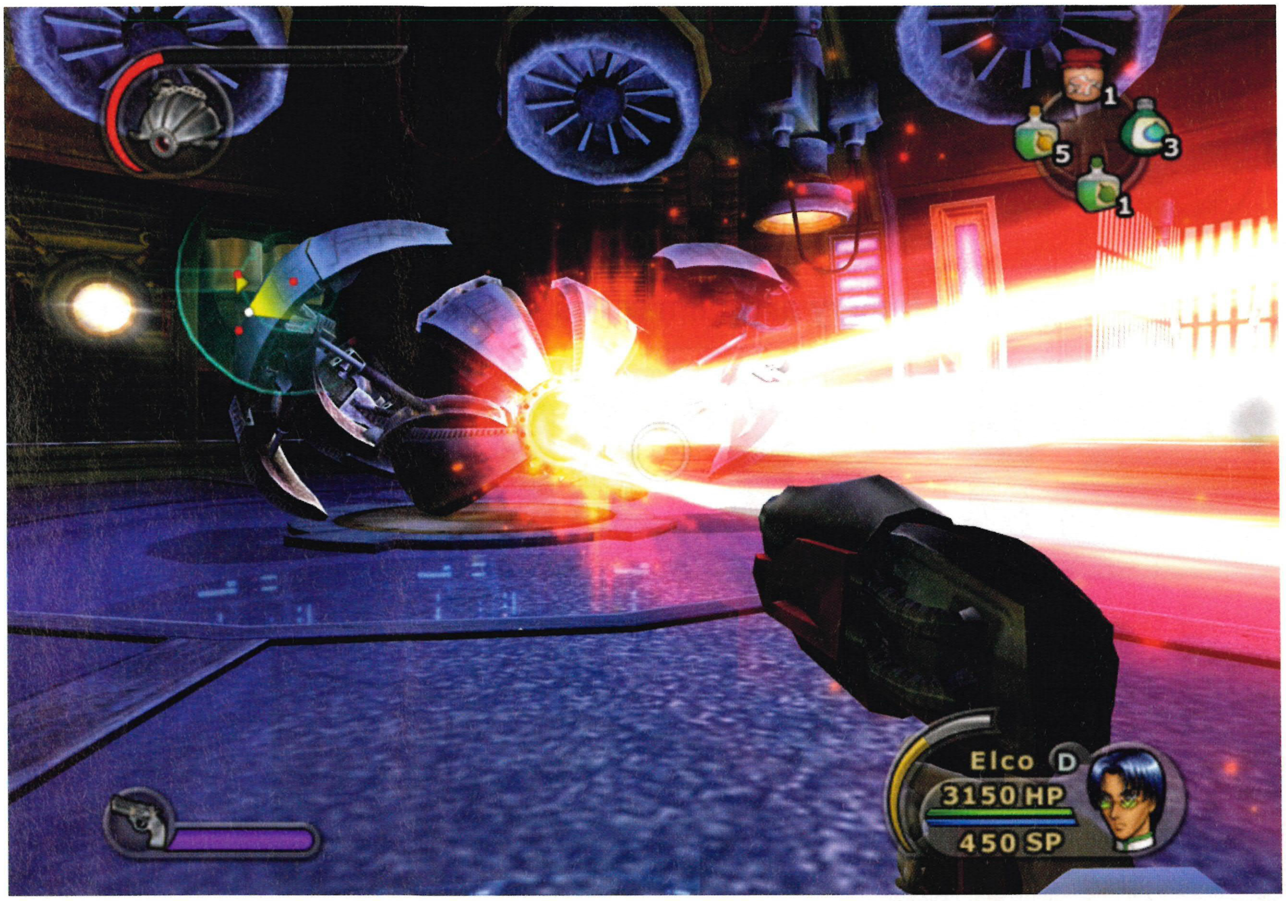
Fallen enemies add a little power to your spirit meter, and that allows you to select a special move from the quick menu. A simple press of the A button opens this compact display of special moves and useable items. That's not to say you can take it easy when making decisions, though. Time doesn't stop but slows to a quarter speed and you can still see the battle moving behind the quick menu.

Special moves offer the advantage of striking several enemies at once. Any enemies foolish enough to move close to Tal can be hit with a charge like the Shin Splitter, causing them to explode in a shower of gore. Not all enemies are as reckless as the Aklorians though, and that's where you'll need the projectile-wielding characters Ailish and Elco to join the fight.

A little further down the road at the Arkanite Temple, you'll face up to a sorcerer who summons insect-like bodyguards at will. Two more warrior bugs appear for each one slain, so the only option is to keep them busy with Tal while pummelling the master with Ailish's magical missiles.

Ranged combat is fairly radical for an RPG. Choose a projectile weapon from the quick menu and you'll switch to a first-person viewpoint with a crosshair for aiming. Unlike other adventure games where the accuracy of projectiles is random, every hit or miss in *Sudeki* is directly down to your own precision.

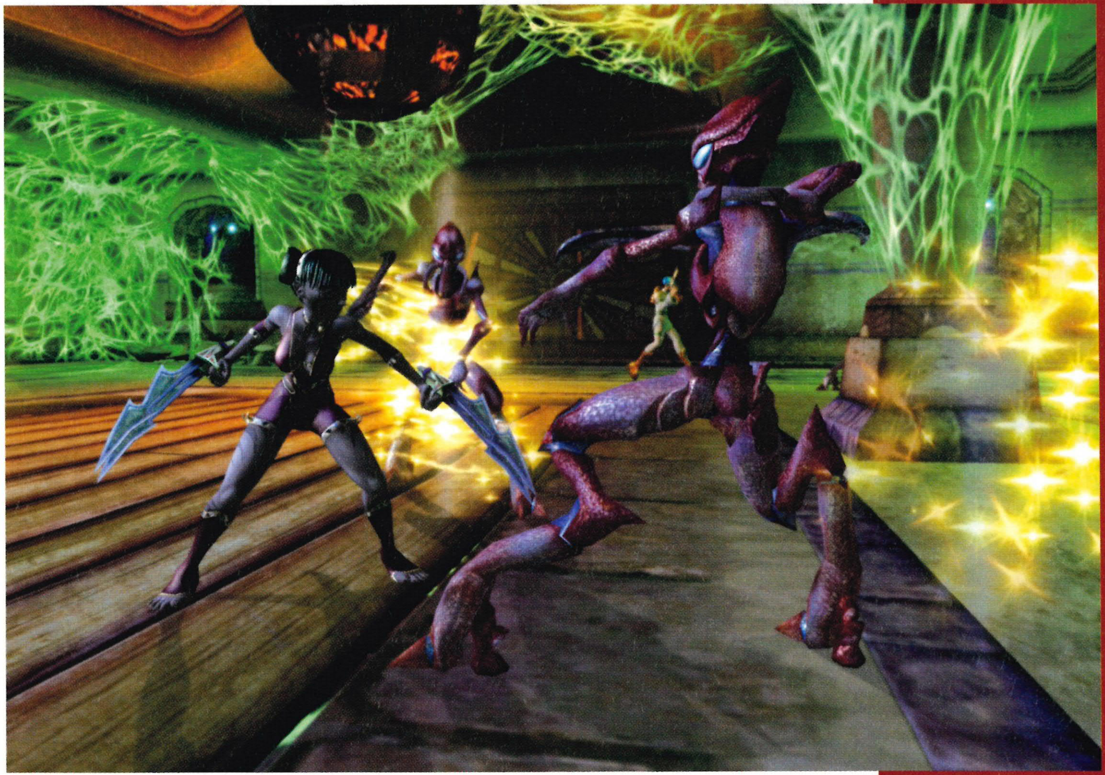
»



↑ *Sudeki*'s lighting effects are extremely punchy and full of volume. You don't want to get caught by Krenn's laser beam.

Tal A
500 HP
20 SP

↑ The general store sells potions and spells.



↑ Buki and Elco are ambushed by Arkanite soldiers later in the game.

» Keeping Ailish and Elco at a distance from monsters is essential because they're weak defensively. Certain monsters know to exploit this vulnerability but you can counter this by setting Tal or Buki to Bodyguard status via the quick menu. There are many other AI options like this, including setting Tal to Berserker status where he always attacks the largest creature.

The game only ends if the whole of your party dies, but losing even one team-member is a sign that you're doing something drastically wrong. Thankfully you won't have to tediously backtrack to fight weaker monsters like in the *Final Fantasy* games, but you will have to rethink your tactical play.

Magic can turn the tide of battle, especially when it's used for defence. One clever technique is to deliberately allow one of your heroes to be cursed with a negative status spell. You can then cast a reverse status spell to transform a curse (such as Slow) into a positive (such as Haste) for the rest of the team.

Another example is casting a shield spell to protect Tal while he attracts the attention of a heavily armoured boss called Abomination. The boss's only weak spot is on his back, so while the beast is busy raining attacks on Tal, you can sneak behind with Buki for a stealthy kill.

Co-operation between your four heroes is equally important when solving *Sudeki*'s puzzles. Fans of the classic *Banjo-Kazooie* will love using Tal to push around heavy blocks while Ailish uses her power to reveal the invisible pedestals that they're meant to rest on. While specific heroes must solve certain puzzles, other conundrums are more freeform and can be conquered in a variety of ways.

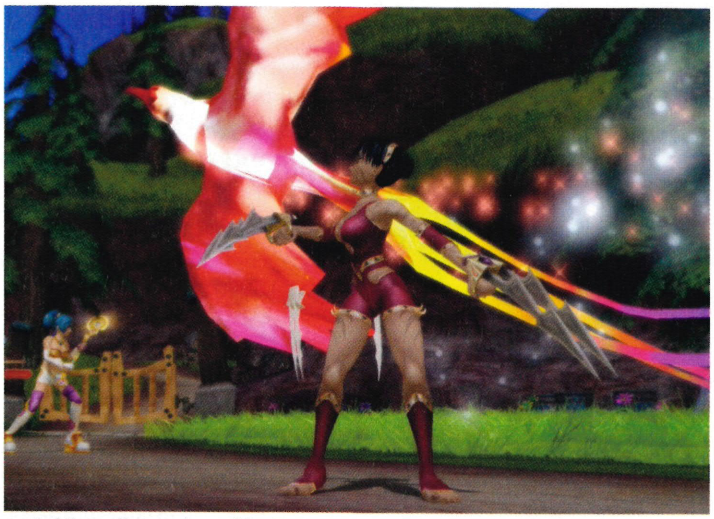
No matter which hero overcomes an enemy or obstacle, the entire party is rewarded with experience points. Even if you have a favourite character that you use more often, the team never becomes unbalanced with some characters too weak to fight. This is especially important because there are many situations where team-members are paired up and you won't be able to choose who you take. »

BONUS INFO

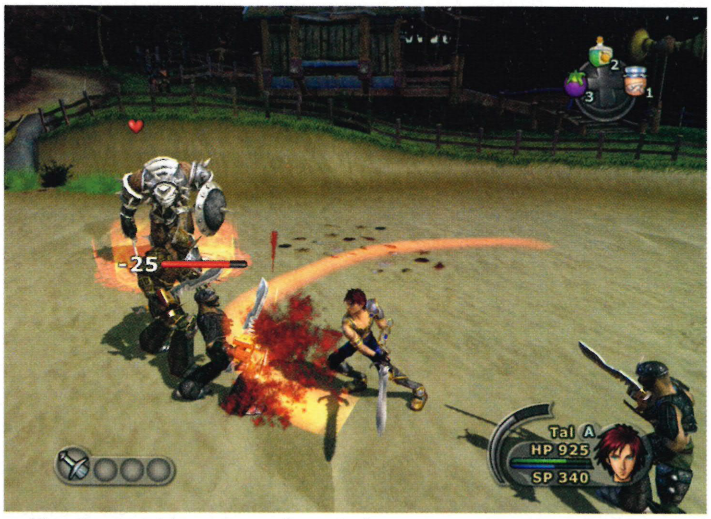
» SKID ROW
One of the giant ogre bosses has a nasty habit of reaching into his Y-fronts and rummaging around for a lump of poo. Not only does he throw the giant turd at you, but will also vomit if you get too close!

» ON THE LEVEL
Your heroes begin at level zero and can be powered-up to a mighty level 50! That isn't mandatory for completing the game but RPG nuts will want to become as powerful as possible.

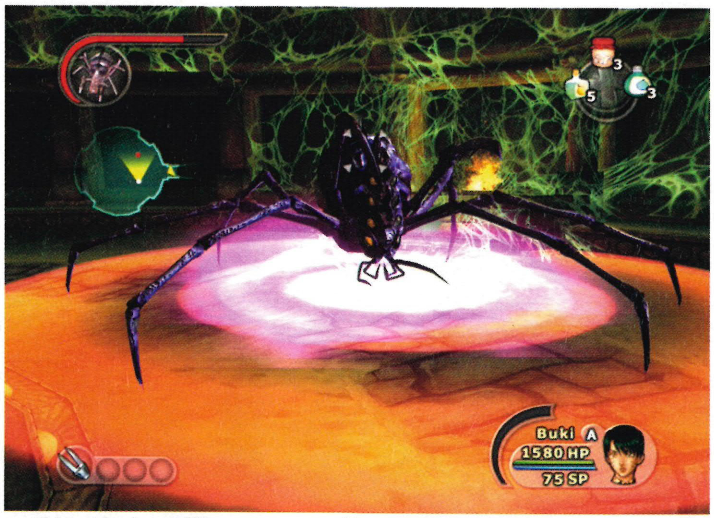
» LIGHT LOAD
Sudeki uses streaming technology to load new areas before you reach them. This means you'll never have to watch a boring loading screen. It's an impressive feat considering the scale of each level.



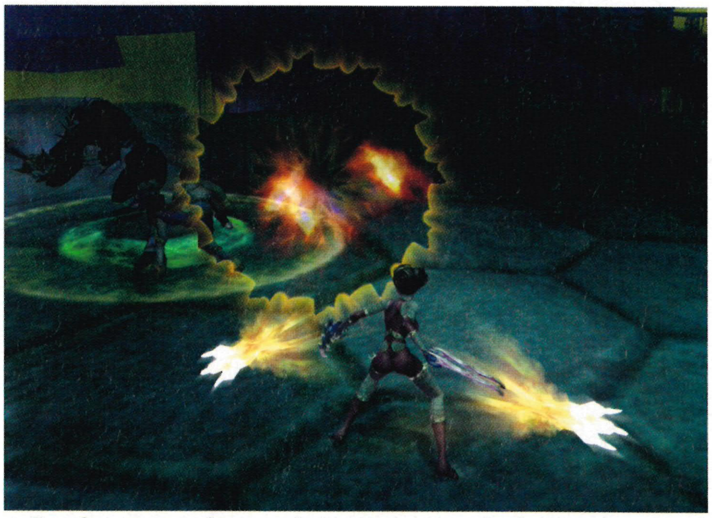
↑ Buki's spells are almost like Native American spirit totems.



↑ There's a surprising amount of gore in the game.



↑ This spider boss afflicts your team with poison status.



↑ Even the weapons take on magical properties as you level-up.

» This isn't a freeform role-playing game where you can go anywhere and do anything you like, mainly because Climax believes that's not the way to spin a yarn. All the best stories have a beginning, middle and an end and, unlike *Star Wars: Knights of the Old Republic* (Issue 20, 9.5) you'll never miss an important sub-plot because the right characters aren't in your party. Neither will you have to make moral choices to achieve different endings. Destiny has already decided the outcome, but the pleasure here is found in turning the page and uncovering the next line of the story.

Another reason why there are no moral choices is that *Sudeki* doesn't polarise between right and wrong. Sure, the monsters are your mortal enemies, but most of the NPCs are not shaped by good or evil but by privilege and strife. As we already know, the heroes from Illumina castle are prosperous and full of life. In an alternate reality known as the Dark World, these same people are hardened and embittered by the ravages of war.

But despite this, they're still heroes - it's just that they go about heroism in different ways. When the Bright characters encounter their doubles in Dark World, the clash of alter egos is very revealing. Pleasingly, there's also an opportunity for you to control the Dark posse and you actually gain more of an appreciation for them because of all the suffering they've been through.

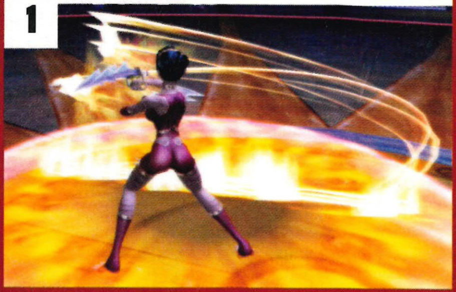
Locations and landmarks also have their mirror images in Dark World, and this is where *Sudeki*'s purpose-built graphics engine really »

> "Sudeki's purpose-built graphics engine really demonstrates its prowess"

WEAPONS OF MAGICAL DESTRUCTION » Power beyond belief

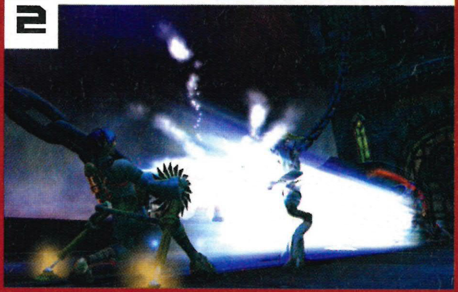
AS YOU DISCOVER new weapons and armour throughout the game, the appearance of the four heroes changes. Weapons also affect the range of special moves you can choose from the quick menu. Best of all, when you finally control the Dark World heroes, you're treated to an entirely new set of weapons and moves.

1



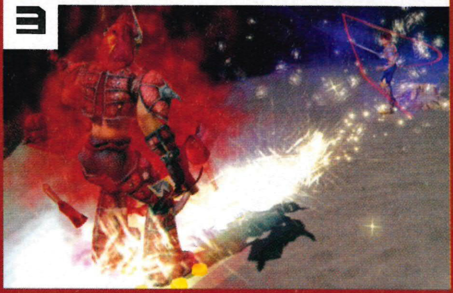
↑ Buki's armoury is more savage than technological. She uses tribal hunting weapons, like wrist blades.

2



↑ Elco wields scientific weapons including laser guns, flame throwers and missile launchers.

3

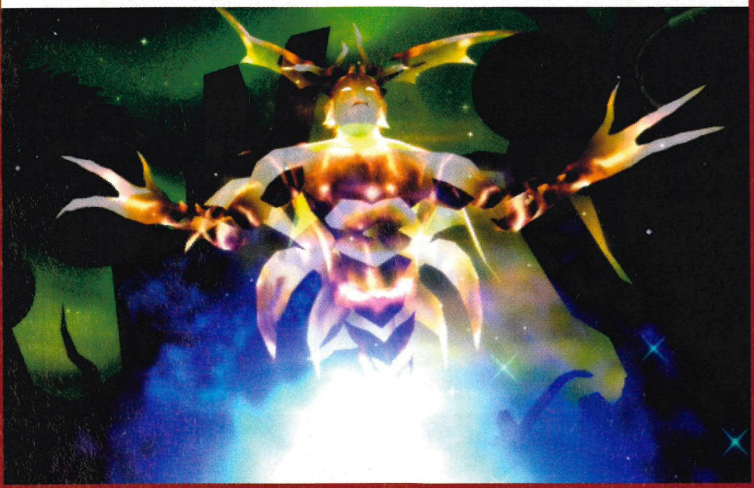


↑ Equip one of Tal's heavy weapons and select the Shin Splitter attack. Monsters will be dog food.

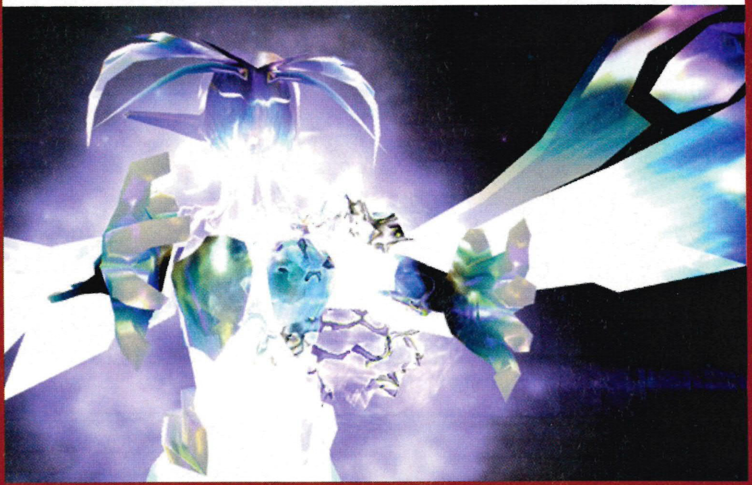
BITTER AND TWISTED: DON'T STAND AROUND CELEBRATING ONCE YOU'VE SLAIN THE ABOMINATION. HIS CORPSE EXPLODES IN ONE LAST ACT OF REVENGE, KILLING EVERYTHING NEARBY.

SPIRIT OF RESISTANCE Rent-a-ghost and make mayhem

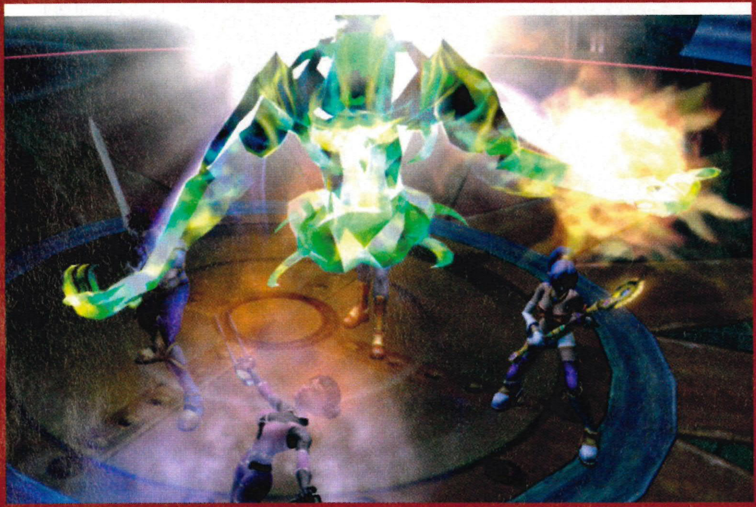
SUDEKI'S HISTORY tells of ancient gods who started a war and tore the world asunder. Somehow, our heroes discover they can tap into the power of these deities and use it in combat. This is known as a Spirit Strike and although you must have a maxed-out spirit meter to execute them, the damage caused is priceless.



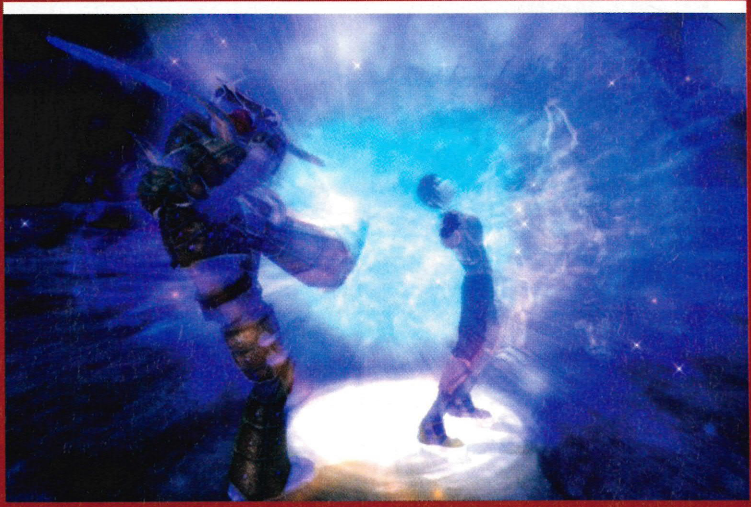
Elco's Storm of Wrath summons an electrical spirit that shoots lightning.



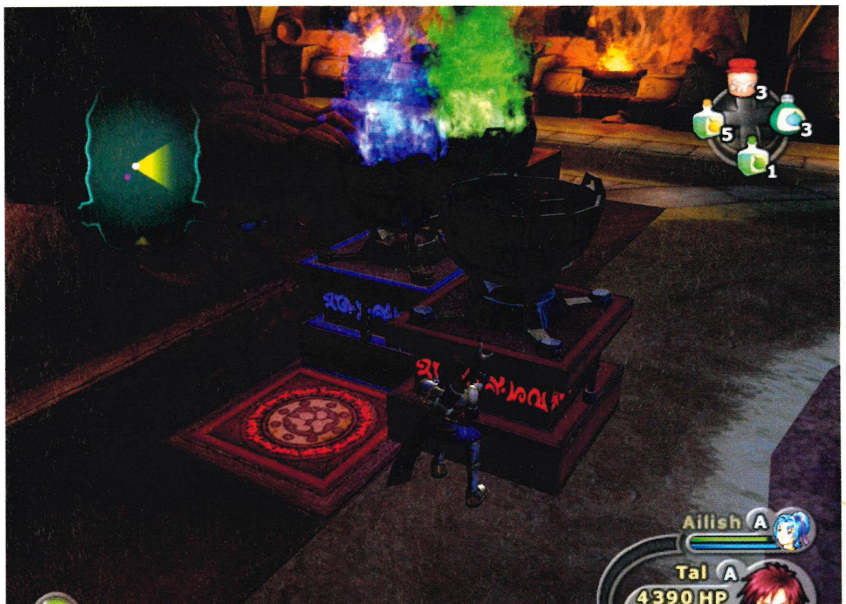
Pure Land is Princess Ailish's spirit. This winged phantom crushes enemies with ice.



Buki's Fire and Ice spirit strike is the most dramatic. Monsters will be flame-grilled.



Wielding a huge blade, Tal's Sword of Ashuran spirit unleashes deadly shockwaves.



Pushing blocks is a mainstay of RPGs. Tal is the only one strong enough to do it.

demonstrates its prowess. Bright World is hypnotically beautiful. The only thing that betters the epic scale and immense detail of Illumina castle is the vision of nature that stretches on for miles around. In Dark World, Illumina is a twisted nightmare of rubble and gravestones, yet still strangely alluring. But while the graphical style is different, there's no departure in quality. Monsters from both worlds are incredibly detailed; even the smallest one is made from around 6,500 polygons.

Switching to first person allows you to experience Climax's spectacular artistry face to face with your enemies. If you prefer to play in third person, the external camera is still particularly good at avoiding obstructions and presenting you with the clearest view of the action. The camera AI is so good that you'll never see it clipping through an object and it won't allow a monster to attack you from off-screen. Rotating and zooming the camera manually is also as straightforward as moving the Right thumbstick.

Whether it's the well-conceived combat system, the majestic graphics and sound, or the rigid but enthralling storyline that intrigues you, there isn't much longer to wait. As we write, *Sudeki* is content-complete with only a few weeks of testing to go. Do you really want to discover how your life would turn out if you never play this staggering adventure?

BONUS INFO

HEART OF DARK
Before travelling to the Dark World, you must recover a Navigation Stone and bring it to one of the teleport temples, which will also take you to destinations in the Bright Empire if you have the correct Stones.

IT'S ALL OURS
All the technology was purpose-built by Climax, including the graphics engine, lip-synching software and animation tools, giving *Sudeki* a unique look and feel. Lead designer Tuomas Pirinen says the graphics are so advanced they wouldn't be possible on any other console.

UPDATE!

GET ON THE GAME!

Competition winner Stephanie spends a week as a games tester at top UK studio Climax

CAST YOUR *Sudeki*-filled mind back to our Work Hard, Play Hard feature in Issue 25. We gave you the chance to win a week's work experience with the makers of the top RPG. Eighteen-year-old Stephanie Barnett wrote a prize-winning essay on why she'd make a great tester and came down to Climax's Solent studio to see if she could prove it. Here's what Steph got up to during her excellent week.

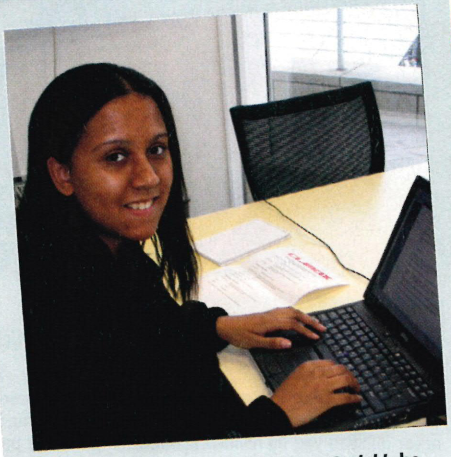
MONDAY I started testing the playable demo of *Sudeki*. It's going to be appearing on the *OXM* Game Disc and there are two playable characters, Tal and Ailish. My job was to make sure that the demo was long enough, and there were no problems with that. It took me over an hour to get through. I then played through the first section of the game, taking five hours!

TUESDAY Spent the day viewing *Sudeki*'s full-motion animation sequences with producer Mark Simmons. I had to check for lip-synching errors and to try and spot mistakes in the dialogue. The only thing I found weird was Elco's laugh during one sequence. My favourite bit was when the heroes travel to the Shadow world.

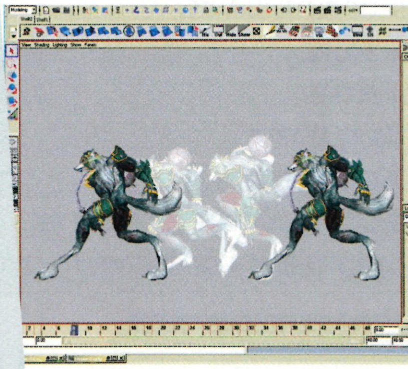
WEDNESDAY Hooked up with the 16 other games testers and started going through every detail of the game looking for bugs. I was testing for collision errors, meaning I had to run into every wall in the game to see if I would pass through it. The lead tester Barry Martin was sitting next to me, testing the collisions during combat.

THURSDAY Met the lead designer, Tuomas Pirinen, and he let me use one of the animation computers. With the help of technical director Chris Keegan, I built a wooden door in 3D and animated it opening and closing. I then went on to design a 3D rocket.

FRIDAY More testing today and putting the finishing touches to my animations. I've had a great time and would definitely love to be a games tester once I've finished my Journalism and Computing degree at the University of Surrey.



↑ Stephanie was so busy playing *Sudeki* she almost forgot to write a diary. She also wanted to sleep under her desk!



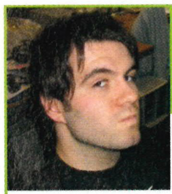
↑ Steph had a go at animating creatures.

↑ The approval phase is long and tough. Climax Solent have 16 testers working on *Sudeki*.

BALLS?: STEPH CLAIMED TO BE THE POOL CHAMPION AT CLIMAX SOLENT, BUT ART DIRECTOR JAMES BRACE HAD OTHER IDEAS. HE EVEN DEFEATED THE SEXIEST MAN IN SNOOKER BEFORE HE COULD POT A SINGLE BALL.

REVIEWS

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



ANDY SAYS...

SUMMER BRINGS many things: longer days, shorter skirts and bloody hay fever. More importantly, it's no longer regarded as the period in which publishers release mediocre games. Instead, it's a prime time to unleash killer titles that, as Xbox celebrates its third summer, set us in better stead than any other gamers. Leading the charge is the fantastic *Full Spectrum Warrior*, bringing the excitement of realistic combat to all us draft-dodgers, with the mud-churningly brilliant *RalliSport Challenge 2* snapping at its heels, both Xbox-exclusive titles. Also this month, we all jump at Rockstar's *Manhunt*, Ben T almost has a *Breakdown* over EA's actioner, and the long-awaited *Galleon* finally sails into port, after over a year in publisher limbo. Things are definitely hotting up on Xbox.

SCORE KEY

8.5-10.0	THE XBOX ELITE - ONE OF THE VERY BEST AVAILABLE
7.5-8.4	A TOP-QUALITY RELEASE THAT'S WELL WORTH HAVING
6.5-7.4	STILL WELL WORTH CONSIDERING, BUT HAS SOME FLAWS
5.1-6.4	AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER
2.6-5.0	A BAD GAME, AND ONE YOU REALLY SHOULDN'T BOTHER WITH
0.0-2.5	CALLING SUCH A RANCID STINKER A 'GAME' IS LIBELLOUS

STATISTICS

This month at a glance, with all the numbers that matter

NUMBER OF GAMES REVIEWED	10
NUMBER OF ELITE GAMES	4
HIGHEST SCORE	9.2
LOWEST SCORE	5.8
XBOX LIVE PLAYABLE	2
XBOX LIVE CONTENT	3
NUMBER OF MAN HOURS LOST DUE TO LEERING OUT THE OFFICE WINDOW	15

↑ The *OXM* office is a room with a view.

REVIEWING SETUP

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

THE 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.

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.

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

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

THE TEAM

PHOTOS: **GAVIN ROBERTS**

STEVE BROWN //
EDITOR

STEVE RETURNED from America unable to stop grinning maniacally, gabbling and dribbling after witnessing a live demo of his eternal obsession, *Doom 3*.

NOW PLAYING: *RS3, Splinter Cell: PT, PGR2*
FAVOURITE ICE CREAM: Zoom Lolly

OWEN NORRIS //
ART EDITOR

THE SUN'S out, and so are Owen's mirrored sunglasses for our lunchtime jaunts to the pub as he tries to beat his record of 'most girls spotted in one hour'.

NOW PLAYING: *SC: PT, RS3, RalliSport Chall. 2*
FAVOURITE ICE CREAM: Magnum - Lust Edition

GAVIN OGDEN //
DEPUTY EDITOR

POOR GAV. This month he was subjected to the 'horror' of five days in Malibu topped off with a 'hellish' party at the *Playboy* mansion. Aw.

NOW PLAYING: *Unreal II, RalliSport Chall. 2, Chronicles Of Riddick*
FAVOURITE ICE CREAM: Galaxy Caramel

BEN LAWRENCE //
SENIOR STAFF WRITER

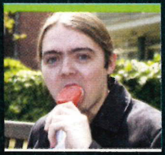
STAR WARS geek Ben visited Tunisia to see the original sets of the movies. He returned to find flash floods had left his lounge under six inches of water.

NOW PLAYING: *BG&E* (still!), *POP, Manhunt*
FAVOURITE ICE CREAM: Galaxy Caramel

VANESSA HARDS //
OPERATIONS EDITOR

TRADITIONALLY, those of a gothic persuasion don't favour sunny weather, and Vanessa's no exception. We have never, *ever* seen anyone burn so quickly.

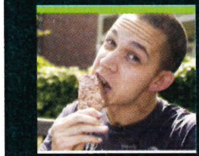
NOW PLAYING: *Ninja Gaiden, Deus Ex, XIII*
FAVOURITE ICE CREAM: Exotic Fruits Solero



BEN TALBOT //
PRODUCER

YET MORE schmoozing for Ben this month at the Snooker World Championships. Look out for him on your TV again sometime soon.

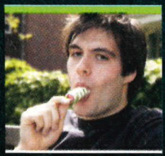
NOW PLAYING: *Red Dead Revolver, Steel Battalion: LOC, Sudeki*
FAVOURITE ICE CREAM: Strawberry Starburst



PHIL MADGE //
DEPUTY ART EDITOR

FOR THE Stormtrooper photoshoot, Phil had the unenviable task of easing Gav into his outfit. One slip of the hand and a yelp from Gav later, and Madge couldn't stop blushing.

NOW PLAYING: *UEFA Euro 2004, RalliSport Challenge 2, Mashed*
FAVOURITE ICE CREAM: Feast or Wall's vanilla



ANDY IRVING //
STAFF WRITER

TOO MANY BBQs and balmy evenings down the pub mean Andy is piling on the pounds. The solution? A frenzied bout of after-work footy... followed by a few 'thirst quenchers' down at the local. D'oh!

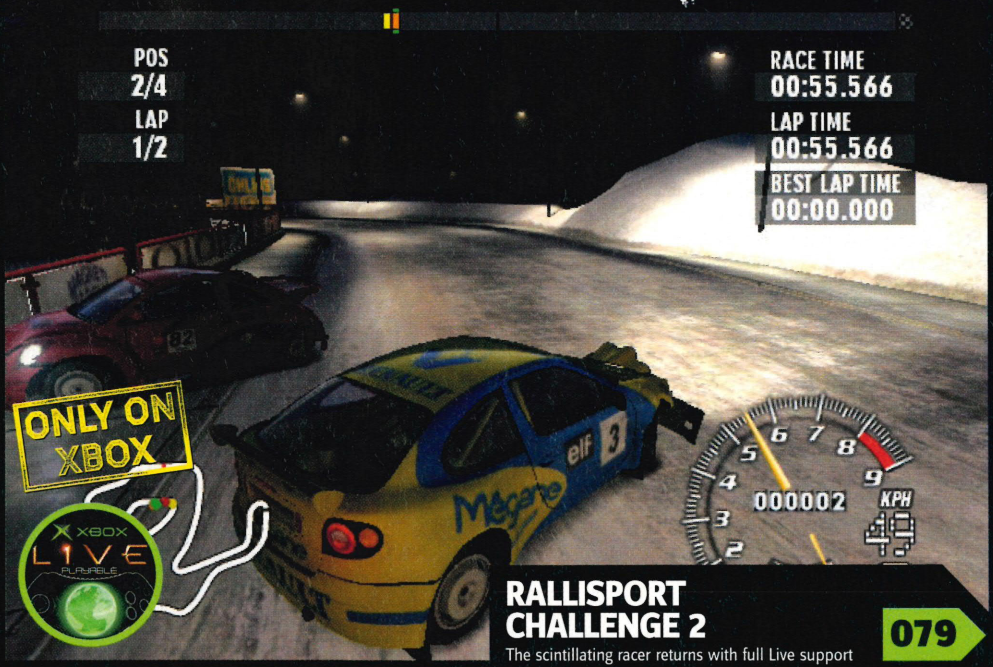
NOW PLAYING: *Sudeki, FSW, RalliSport Chall. 2*
FAVOURITE ICE CREAM: Twister

THIS MONTH'S GAMES

ONLY ON XBOX
XBOX LIVE PLAYABLE
100%
TL

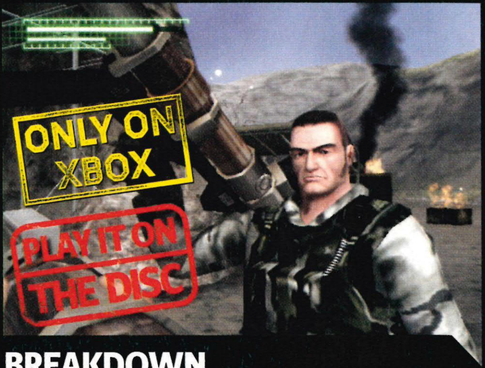
FULL SPECTRUM WARRIOR

Saddle up for THQ's brilliantly brutal, realistic army sim **070**


POS 2/4
LAP 1/2
RACE TIME 00:55.566
LAP TIME 00:55.566
BEST LAP TIME 00:00.000
ONLY ON XBOX
XBOX LIVE PLAYABLE
KPH

RALLISPORT CHALLENGE 2

The scintillating racer returns with full Live support **079**


ONLY ON XBOX
PLAY IT ON THE DISC

BREAKDOWN

EA breaks down the FPS barriers with this top shooter - prepare for an in-body experience **088**

SEE IT ON THE DISC
ONLY ON XBOX

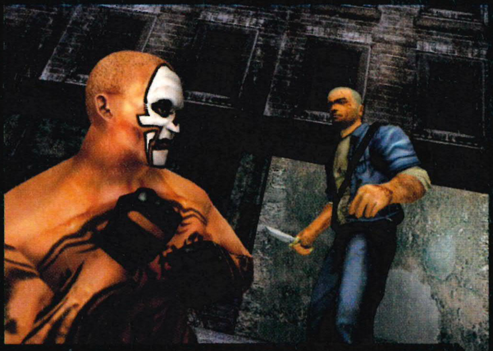
GALLEON

It's been a long time coming, but this salty adventure is a fine mix of epic platforming and adventure **097**

XBOX LIVE CONTENT
Chicken
$15300

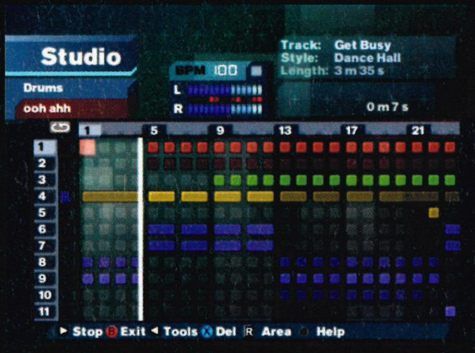
RED DEAD REVOLVER

Grab those chaps and six shooters for this bucking, ballistic and brilliant Wild West arcade blaster **082**



MANHUNT

Run for your life in Rockstar's controversial and graphically super-violent stealth experience **076**


Studio
Drums
ooh ahh
BPM 100
Track: Get Busy
Style: Dance Hall
Length: 3 m 35 s
0 m 7 s
Stop Exit Tools Del Area Help

MTV MUSIC GENERATOR 3

Create a Mercury Award-winning debut with this ace bedroom DJ title. If The Streets can do it, so can you **094**

THE REST

STAR TREK: SHATTERED UNIVERSE

It's a videogame, but not as we know it. Well actually it is, and not a bad little shooter at that **084**

VAN HELSING

Fight Wolfman, Dracula and Frankenstein's monster in this Transylvanian tear-up of the summer movie **086**

DINOTOPIA: THE SUNSTONE ODYSSEY

Run-of-the-mill TV licence tie-in where humans and dinosaurs (usually) live in perfect harmony. Aww! **093**

REVIEWS DIRECTORY

Every single Xbox game out there, crammed into these four pages right here. **100**

>>NEXT MONTH: We'll have another influx of killer reviews, starting with the cutting-edge shooter *The Chronicles of Riddick: Escape from Butcher Bay*, plus *Harry Potter and the Prisoner of Azkaban*, *Malice*, *World Championship Snooker 2004*, *SuperLeague Rugby League*, *Mashed*, *Thief: Deadly Shadows* and many more. All for review in your next *OXM*, out 17 June. Don't miss it!

ONLY ON XBOX

FULL SPECTRUM WARRIOR

It's not just the language that's colourful in this ferocious fighter. Are you man enough?

WORDS: **ANDY IRVING**

GAME INFORMATION

DEVELOPER: PANDEMIC
PUBLISHER: THQ
RELEASE DATE: 02 JULY 2004
PLAYERS: 1-2 SYSTEM LINK & XBOX LIVE
WEBSITE: WWW.FULLSPECTRUMWARRIOR.COM

OFFICIAL XBOX MAGAZINE GAME OF THE MONTH

OFFICIAL XBOX MAGAZINE ELITE

XBOX LIVE PLAYABLE

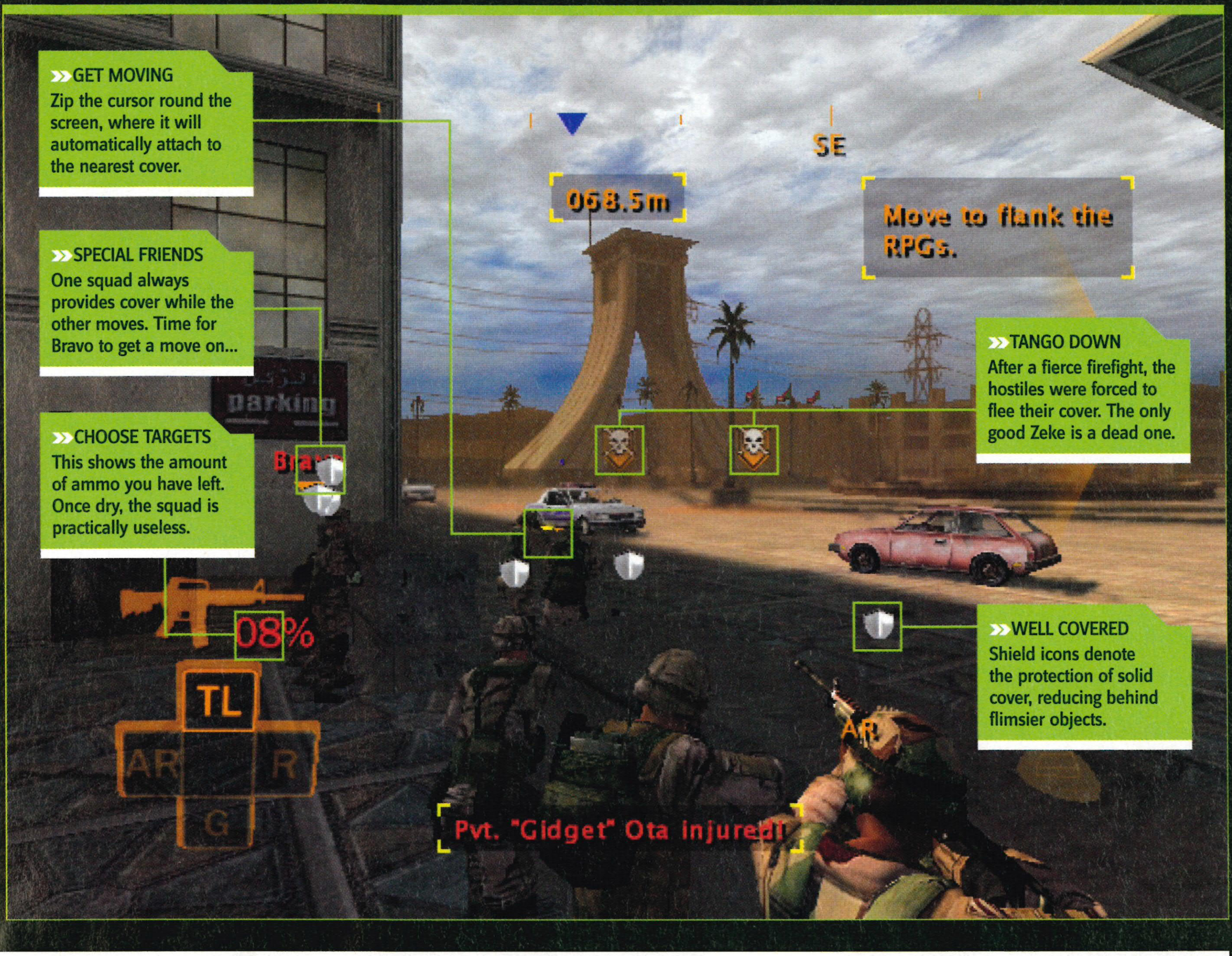
THE BRIEF

TAKE urban warfare to the next level with this no-holds-barred, super-realistic tactical army simulator.

HISTORICALLY, war has often been depicted through rose-tinted glasses, where everyone goes off, has a jolly good time and returns home with the odd scar or two. With technological advances meaning frontline reports are beamed to every household with a TV set, Joe Public now has a pretty accurate view of the harsh brutality of combat.

Fighting techniques have come a long way, with the main infantry work done by small squads of heavily armoured, highly mobile soldiers who can quickly penetrate enemy territory. We're way too scared to actually sign up for the Armed Services, so the latest offering from THQ is the closest thing most of us will ever get to experiencing the real thing. *Full Spectrum Warrior* is actually a commercial version of a hard-as-nails training simulator developer Pandemic designed for the US Army, and we're more than pleased to say the lethal legacy of that remains in this fantastic title. »

ATTENNNNNN-TION! There's always something going on to keep you on your toes



GET MOVING
Zip the cursor round the screen, where it will automatically attach to the nearest cover.

SPECIAL FRIENDS
One squad always provides cover while the other moves. Time for Bravo to get a move on...

CHOOSE TARGETS
This shows the amount of ammo you have left. Once dry, the squad is practically useless.

TANGO DOWN
After a fierce firefight, the hostiles were forced to flee their cover. The only good Zeke is a dead one.

WELL COVERED
Shield icons denote the protection of solid cover, reducing behind flimsier objects.

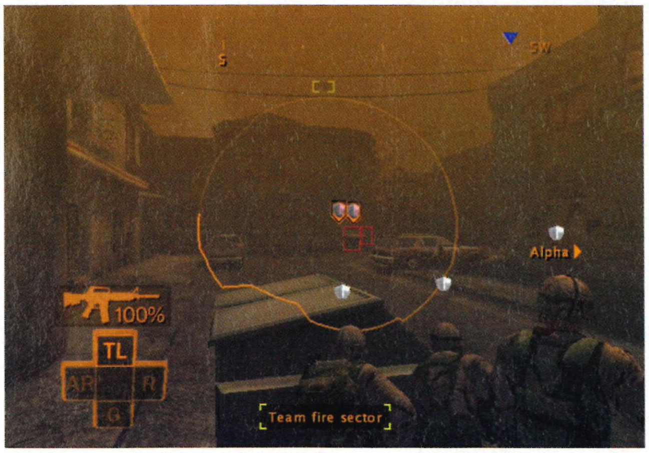
BONUS INFO

SIT-REP STAT!
Save points are rare commodities in *FSW*, and take the form of areas where the team can radio in a Situational Report, or Sit-Rep. However, your radio operator can't make the call whilst under fire, so protect him at all costs. It takes a while to complete each report too, so make sure the perimeter is secure.

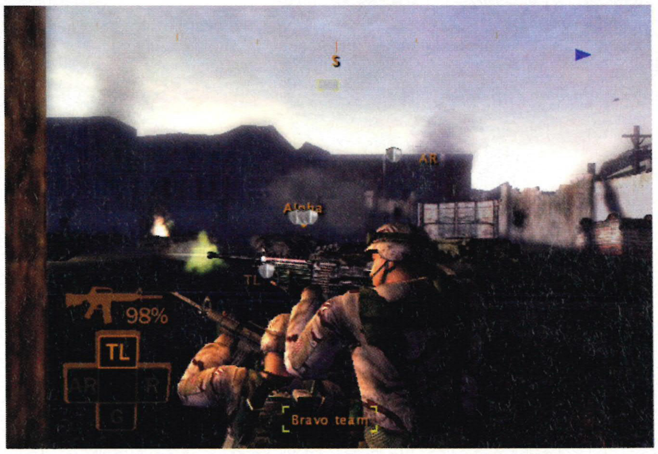
FIGHT MUSIC
Full Spectrum Warrior has a very *Black Hawk Down* feel running throughout. This is helped by the haunting, stylish score, written by the same composer who scored the theme for the hit film.

TOUGH ENOUGH
As if the Normal difficulty settings (Sergeant and Sergeant Major) weren't tough enough, the game also contains a rock-hard Iron Man mode. Here, all the enemies are more numerous, significantly tougher, and gamers are deprived of an on-screen HUD for the ultimate in realism.

MEDIC!
Relief can be found throughout a tough mission if your squad can make it to a UN Casevac (Casualty Evacuation) site. Here medics will patch up your wounded, and if you've carried a downed squad member back with you, you'll get a replacement. Your Rifleman also takes the liberty of nabbing replenishment ammo from the nearby supply truck.



↑ **A couple of levels take place in a very atmospheric sandstorm.**

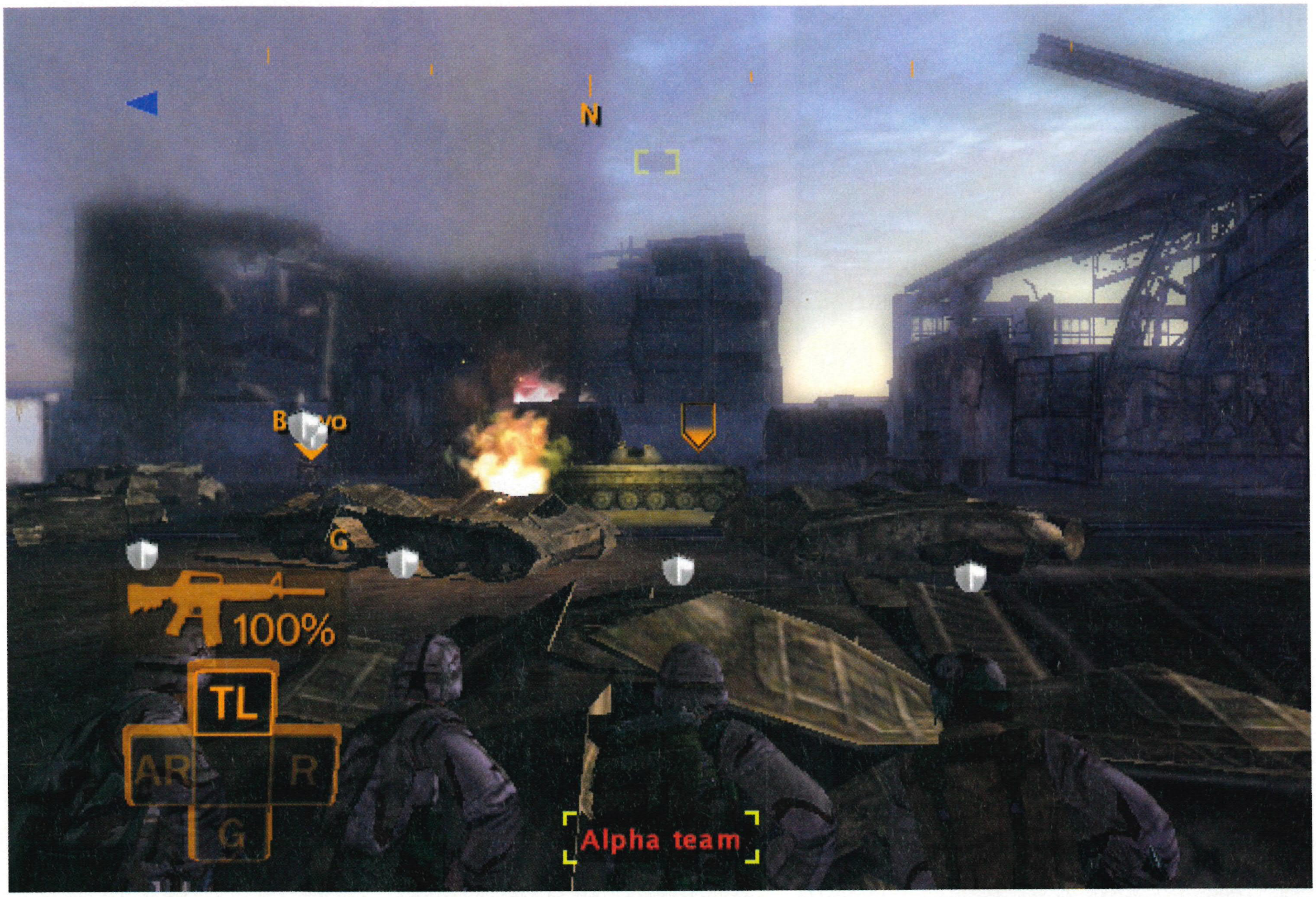


↑ **One team can distract the enemy so the other gets a clear shot.**

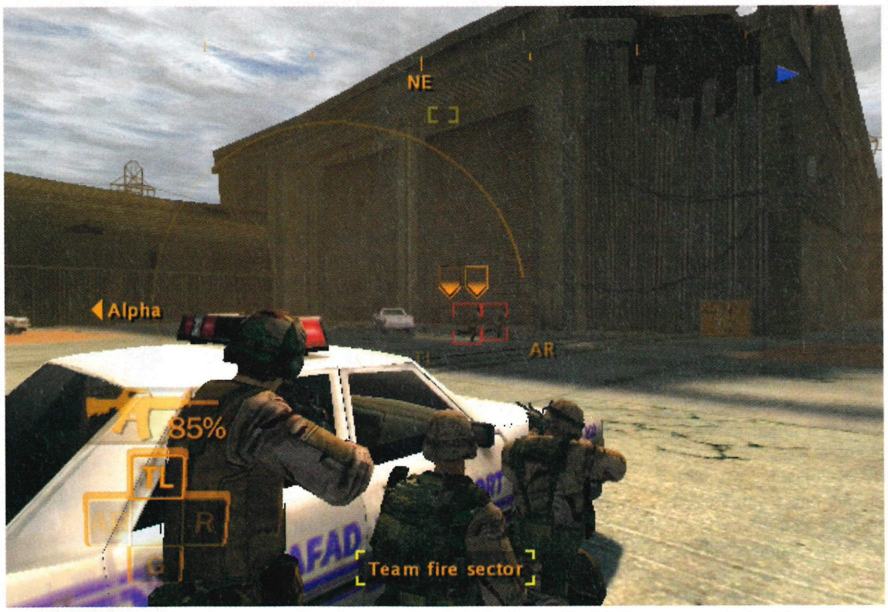
The game takes place in the fictional war-torn country of Zekistan and, Borat jokes aside, this is an atmospheric amalgamation of every Middle-Eastern country out there, complete with dusty back streets and imposing mosques. Before saddling up for our tour of duty though, we're packed off to the Army's MOUT (Military Operations in Urban Training) centre, to get to grips with the pleasingly simple task of simultaneously controlling the two fire teams in your squad - Alpha and Bravo. Each soldier has a distinct role within the fire team, immediately accessed via the D-pad. Players are instructed on cover techniques, engaging enemies, flanking and using each soldier's abilities to maximum potential (see Smoke Gets In Your Eyes, page 075).

But let's state one thing from the outset: *FSW* is a strategy simulation - nothing more, nothing less. Players do not physically 'shoot' enemies themselves, gunplay is all about setting specific Fire Sectors for your squad with Team Leaders (that's you that is) varying the intensity of fire. The real crux of the game is how to safely move your whole team from point A to point B through a whole range of different environments, from ambush-prone alleyways to heart-stopping gallops across exposed open areas. Every single move you make must be a carefully planned and executed cohesion of the two teams after analysing and accounting for every potential threat. The patience of a saint is required here, as simply charging through a war zone will see your squad cut to shreds within seconds. As a golden rule of thumb, Alpha moves whilst Bravo covers, and vice versa. Thanks to brilliantly intuitive controls, movement is pleasingly accessible; simply select a squad, move the cursor, then execute the Move command with a quick tap of the A button. It's actually quite daring of THQ to mix a shooter with a point-and-click strategy style, but combing the two has turned out to be on a par with the greatest military masterstrokes in history, as the resulting gameplay is an innovative hybrid of thoughtful strategy and tactical action.

"The brilliant Havok 2 physics engine ensures an enthralling experience"



↑ **The team unexpectedly run into enemy armour. The resulting firefight is absolutely terrifying.**



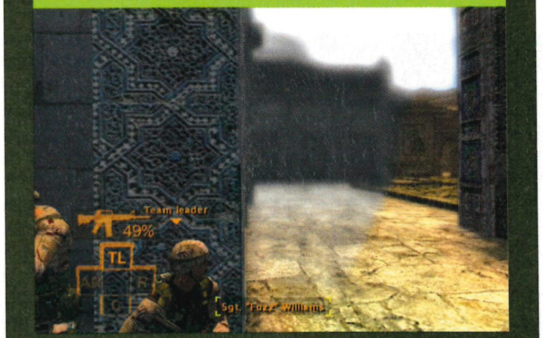
↑ **The Zekes often break cover and make a run for it. Pick them off with the accurate Point Fire option.**

Everything is replicated exactly to US Army doctrine, so your virtual vanguards behave exactly how they would in a real-life scenario. Your boys are bound to the army's combat operating procedure, that dictates they can only fire when fired upon and will not return fire if safely protected by solid cover. Your team-mates' fantastic AI will accurately make these tactical decisions completely unaided, and inform you (in an entertainingly colourful way) if they need to quickly change position. By setting Fire Sectors on any given area, teams can point fire (accurate, controlled shooting that distracts an enemy) or suppress (a ferocious barrage of bullets that keeps an enemy's head down, yet burns through ammo) a position whilst the other squad legs it to the next point of cover. If the other team is indisposed, the Bounding technique, where our squaddies move two by two covering a designated direction for approaching hostiles, is the safest option. Once players are locked into this mindset it soon becomes second nature to scan each scenario for available cover, and move each team to protect all available angles.

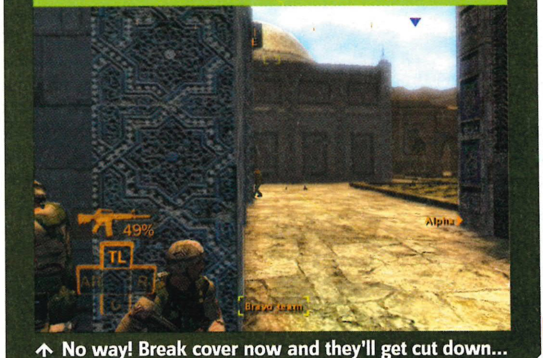
MISTY EYED

Because your vision can get a bit clouded

THROUGHOUT *FSW*, players can toggle on and off the Fog of War option with the Right trigger. This allows players to exactly see their squad's line of sight. Just remember, if they can't see it, they can't shoot it.



↑ **Everything looks clear, but is it really safe to move?**



↑ **No way! Break cover now and they'll get cut down...**

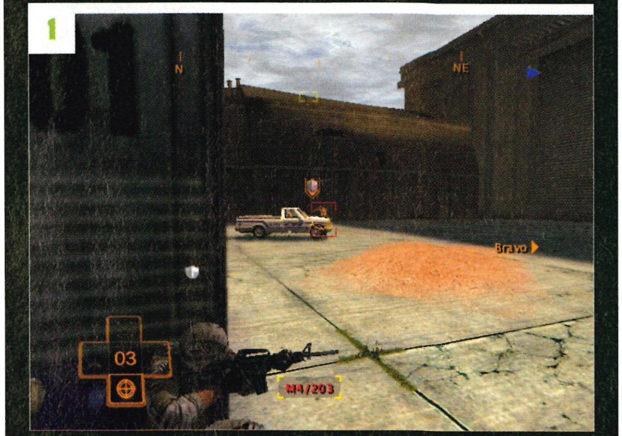
POTTY MOUTHS: BEING AS REAL AS IT GETS OUT ON THE BATTLEFIELD, YOUR SQUAD MEMBERS AREN'T SHY OF THE ODD PROFANITY OR TWO, PARTICULARLY WHEN UNDER FIRE OR WHEN A SOLDIER GETS HIT. UNSURPRISINGLY, THE GAME CARRIES AN 18 CERTIFICATE.

POWER PUNCH

Sometimes there's no substitute for sheer brute force to smash through an enemy position

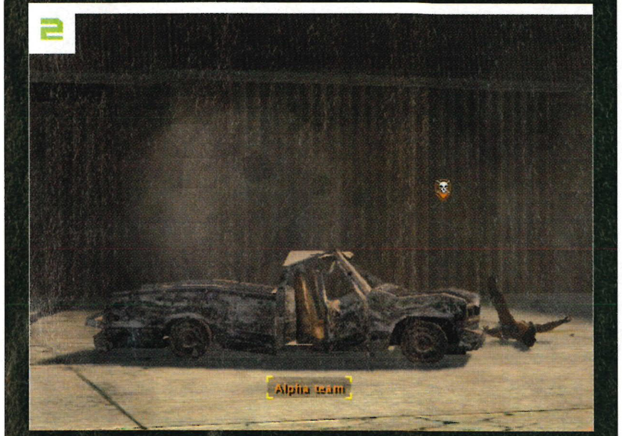
THIS BAD GUY is entrenched behind a car. We could shoot the cover out from before him, but that would use up ammo. The easier option? Reach for your trusty M4/203 grenade launcher.

1

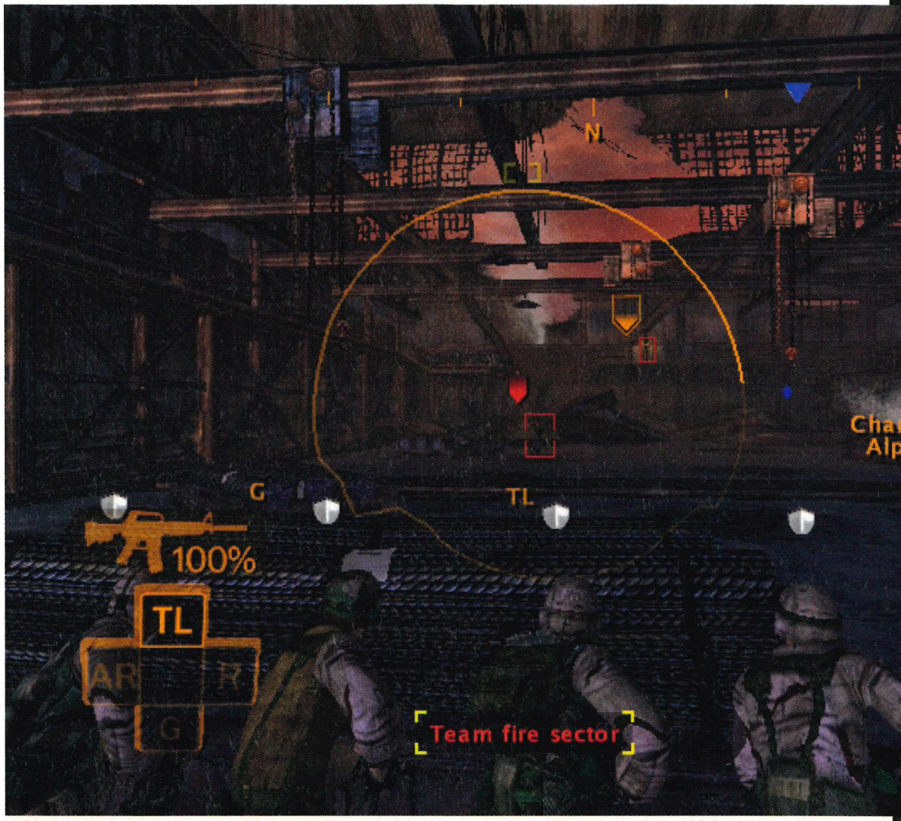


Get your gunner up front and target the hostile.

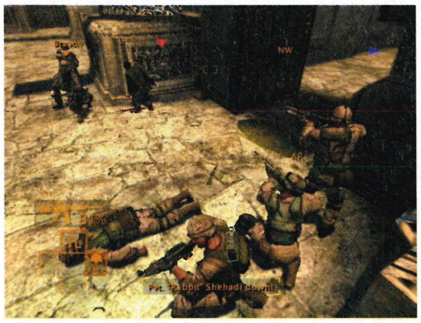
2



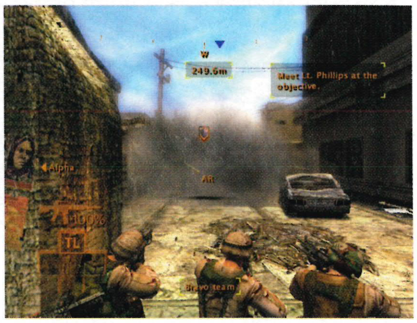
The fearsome weapon obliterates car and tango in one go!



Night missions mean that whilst your guys can easily grab cover, enemies are harder to spot.

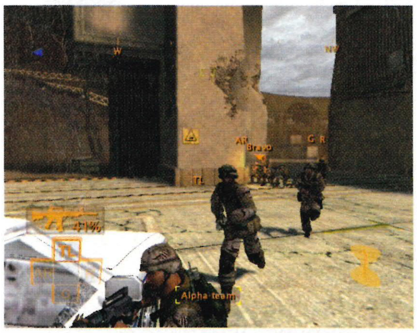


Tango down, but at the cost of one of yours.

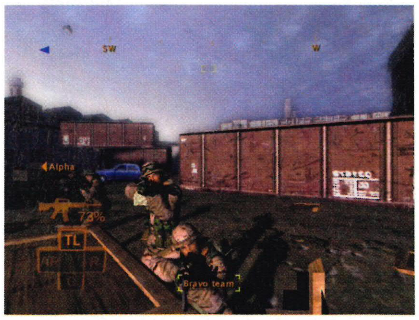


Beefy explosions will rock your world.

"The real crux of the game is how to safely move your whole team from point A to point B"



Bravo protects, Alpha moves. Simple, eh?



The lighting is jaw-droppingly gorgeous.

It's hard to convey through static screenshots the true character of a game, so trust us when we say *FSW* leaps out of the screen and violently drags you kicking and screaming into the conflict. The animation of each character is astounding - designate the Move command and, just like in real life, they'll check around for enemies, shoulder their weapons then get up and run to the next cover spot in a spookily realistic way. Players will develop a real affinity with each squad member (helped by individual war flick-style intros), making an untimely death that bit more tragic. *FSW* delivers brilliant, blood-splattered slow-mo death throes that detail in sepia-tinged glory your guys buying the farm. Again, army doctrine dictates that no man is left behind, so it's up to another team member (if you wish) to hike the body back to the nearest Casevac site. The upside - you get a replacement squad member, the downside - you're one gun down and the remaining soldiers will move a lot slower. If two members of your team are hit, then the squad can no longer function properly, and it's game over. It really is that real. Again harping back to its army sim days, *FSW* continuously records each mission so players can rewind faster than Craig David to see exactly where they went wrong.

The action takes place over a 24-hour period, giving the developer ample chance to show off its gorgeous real-time lighting effects. You can practically feel the chill in the early morning air, as soft light illuminates the horizon and casts lengthy shadows, or sweat your way through the harsh intensity of the blinding midday sun.

The brilliant Havok 2 physics engine ensures an equally enthralling experience, and goes a long way to confirming the 'war is hell' adage. Most open cover (abandoned cars, sandbags and discarded crates) will visibly degrade under sustained fire, and it's an extremely unnerving experience to see chunks of the only thing between you and certain death flying off before your very eyes. Rocket-propelled grenades (RPGs) come screaming in from all angles and devastate the surrounding environment, and the whole screen shakes and rumbles with every explosion. Utilise the 5.1 surround sound capability, and you'd better pack a spare pair of army-issue briefs as bullets zip past your head and enemy tanks pepper your position with cannon fire to create a terrifying yet exhilarating experience. Vengeance can be brutal however, by calling in an airstrike from your gunships. Watch with glee as armoured tanks are blown to pieces in deafening, pant-wettingly good explosions.

But let's not make any bones about it - *FSW* is very, very tough. Every corner and open space is a puzzle to be calculated. Trial and error gameplay is distinctly absent too, because great enemy AI means they'll behave differently every

BONUS INFO

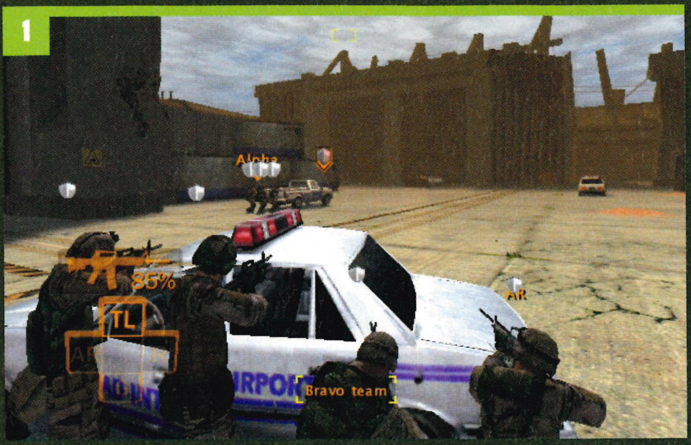
EYES IN THE SKY
Each fire team is equipped with a handy GPS device, which displays a detailed street layout of the immediate area. By calling in a Little Bird recon chopper, lurking enemies can also be spotted and uploaded for your perusal.

ER, THEN AGAIN...
Frequently you'll execute an order only to immediately change your mind after seeing the gargantuan enemy force around the next corner. Tap B to immediately cancel the order, or if the squad are taking fire, hold B for them to dive behind the nearest cover.

SMOKE GETS IN YOUR EYES » It's not all kill kill kill, you know

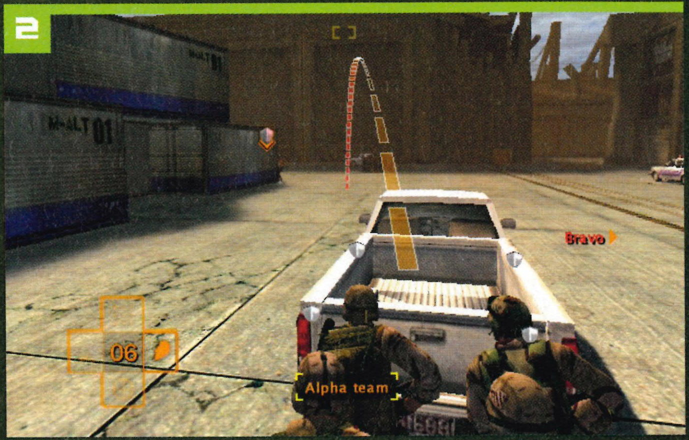
IT'S OFTEN NOT necessary (or indeed viable) to eliminate every hostile on the map, so other tactics are necessary. Here Alpha team, in a more forward position, helps out a stranded Bravo fire team. Each squad contains a versatile Grenadier, so bring him up front and make him earn his pay.

1



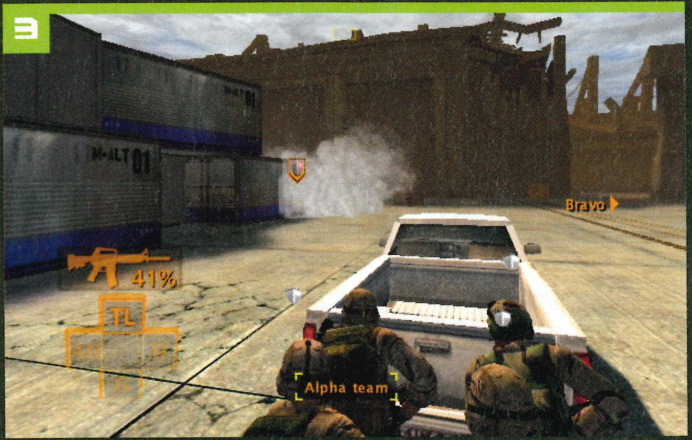
↑ **Bravo need to advance forward quickly, but a gunman on the far corner will have them for lunch if they make a move now. Time to call on our partners.**

2



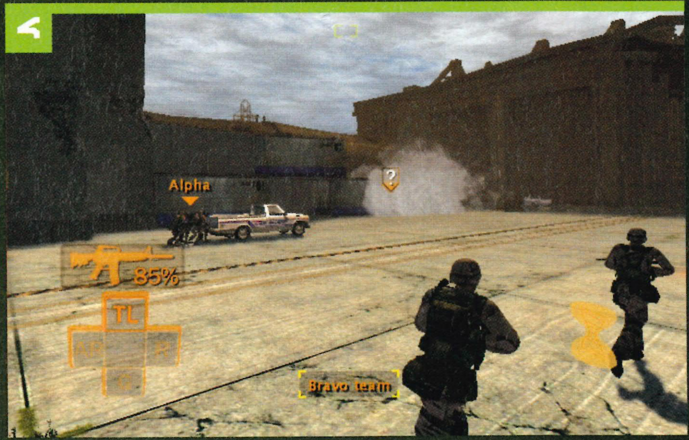
↑ **Alpha is in a better position, but the enemy is well covered. Hold down X to bring up the aiming curve, then select a trusty Smoke Grenade with the D-pad.**

3



↑ **The smoke cloud takes a while to formulate (just like it would in real life) but, when it does, it completely obscures the enemy's field of vision.**

4



↑ **Time for Bravo to make a run for it. Let's hope they can find a better position and repay the favour to Alpha, namely by eliminating the bemused bad guy.**

SW
W
Bravo
TL
68%
TL
Alpha team

↑ **It's not uncommon to turn a corner only to come under RPG fire. Grab some cover ASAP.**

» single time. Non-linear gameplay means that each mission can be carried out in a completely different way, yet fantastic level design ensures there's always plenty of viable cover available. There's no shame in simply keeping an enemy occupied whilst your squad moves to the next waypoint, as opposed to laying waste to anything that moves. The fully rotational camera means no view is ever obscured, save only when poor positioning on your part means the Fog of War is a hindrance (see Misty Eyed, page 071). For the ultimate human experience, two players can team up co-op via System Link or Xbox Live, with further downloadable missions and levels coming soon.

We love *FSW*. Never before has a game managed to completely immerse players in a brutal theatre of war, yet in a completely convincing and authentic way. If you're after a quick blast then look elsewhere, but gamers after an intense, heart-stopping slice of tactical shooting will lock and load *FSW*, and never look back. Saddle up – the future of strategy shooters is here. Hooyah!

XBOX THE VERDICT

POWER
Huge environments and gorgeous lighting push the Xbox graphical capabilities harder than most titles.

STYLE
Great atmosphere and some colourful language make this as near to the real thing as possible.

IMMERSION
Accessible controls translate brilliantly into complex commands, though the learning curve is tough.

LIFESPAN
Huge missions with a sprinkling of save points mean this will take a fair while to conquer.

GOOD POINTS

- + STUNNING ANIMATION AND LIGHTING
- + FANTASTIC MELDING OF GAME GENRES
- + TERRIFYING SOUND EFFECTS
- + VARIED GAMEPLAY

BAD POINTS

- - IT HAS A PUNISHING LEARNING CURVE

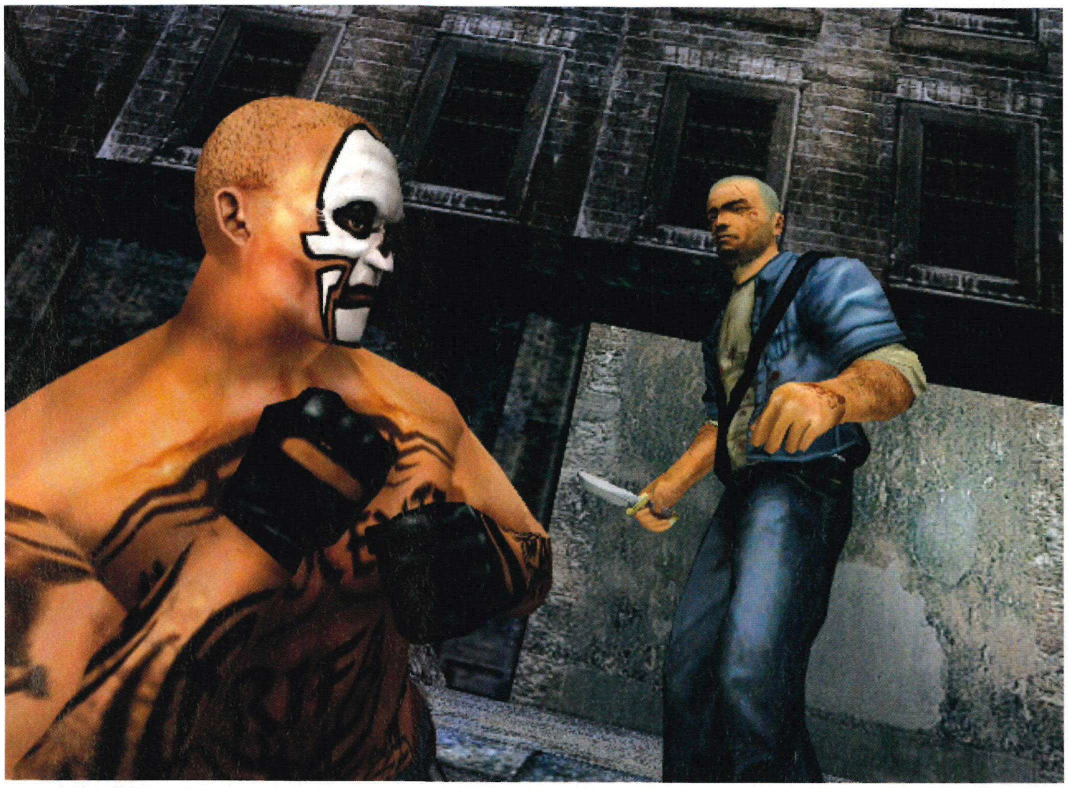
SUMMARY
A fantastic and innovative strategy title that captures the visceral atmosphere of modern-day warfare. Exhilarating.

OFFICIAL XBOX MAGAZINE **SCORE**

9.2//10

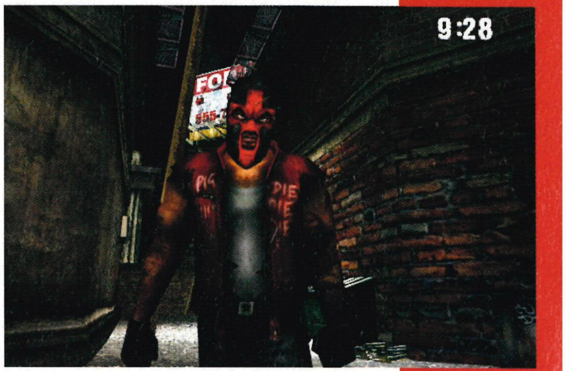
»**PREVIOUSLY:** Incoming – Issue 29
»**COMING SOON:** Hints – Issue 31

HELPING HANDS: BEING AN EX-US ARMY SIM, WE DIDN'T REALLY EXPECT ANY BRITISH SOLDIERS TO APPEAR IN THE GAME. HOWEVER, THE SAS DO MAKE A BRIEF APPEARANCE, ALBEIT REQUESTING YOUR HELP TO BACK THEM UP...



In Carcer City you'll come across a varied bunch of dodgy-looking characters to dispose of however you wish.

Keep an eye on that radar, especially here.



Do worry, he's even harder than he looks!

Rockstar kicks in the taste barrier, smashes its teeth and stamps on its bleeding gums

MANHUNT

WORDS: **GAVIN OGDEN**

GAME INFORMATION

DEVELOPER: **ROCKSTAR NORTH**

PUBLISHER: **ROCKSTAR GAMES**

RELEASE DATE: **OUT NOW**

PLAYERS: **1**

WEBSITE: **WWW.ROCKSTARGAMES.COM/MANHUNT**

THE BRIEF

ULTRA-violent action game - creep around the shadows stoving in hooded heads for sport.

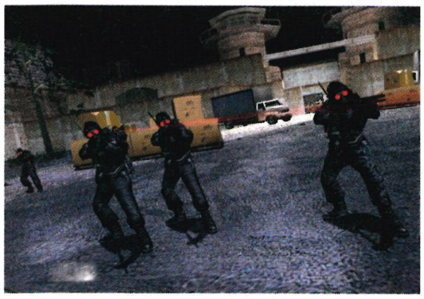
'VIDEOGAME nasty' is a term we've not had to use much around these parts. That's set to change with the carnage-driven *Manhunt*. The newborn baby of the *GTA* team has already caused as much controversy as its big brother thanks to its extremely graphic nature and a passion for televised violence. Every area of the game has a dark and disturbing element to it, making you feel weird and macabre for playing it. It's good but it's not quite right.

The no-holds-barred warrior rampage takes place in Carcer City, which could have been an abandoned set from *The Running Man* or *Escape From New York* movies. It's grim and anything goes. The only thing anyone cares about is sport, but we're not talking about a BBC quiz hosted by Sue Barker and a panel of sporting has-beens. Oh no. This is very different.

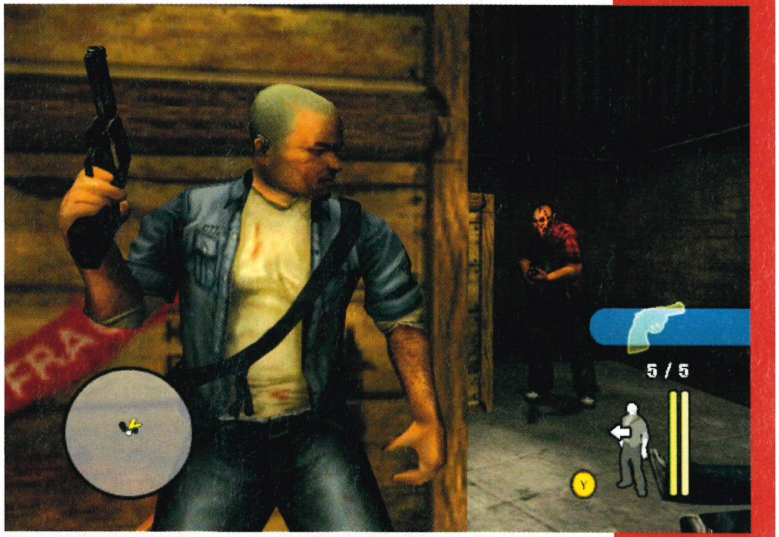
You play James Earl Cash, and *you're* the sport. Your death has been faked, so the hoods have the time of their lives hunting you down like a three-legged dog. Your incentive is to keep Cash alive long enough in the hope that he might find out who did this to him. From the buzz surrounding the game you'd think that ultra-violence is your main weapon of survival, but you're actually encouraged by a mysterious voiceover man to use stealth and stealth kills more than anything else. Think Sam Fisher and Solid Snake, add in too much swearing and violence, and you have the basic formula for *Manhunt*. Stick this on loop and you more or less have the entire *Manhunt* experience.

The only area that stands out is the close-up TV-style stealth kill. Creeping up on hoods and smothering them with a plastic bag is very disturbing. As is knocking someone's block off with a baseball bat or choking one to death with a length of steel wire.

»



You'll meet these chaps later on.



Hiding is what it's all about if you're to survive the blood sport.

Stay hidden long enough and he'll forget you were there.

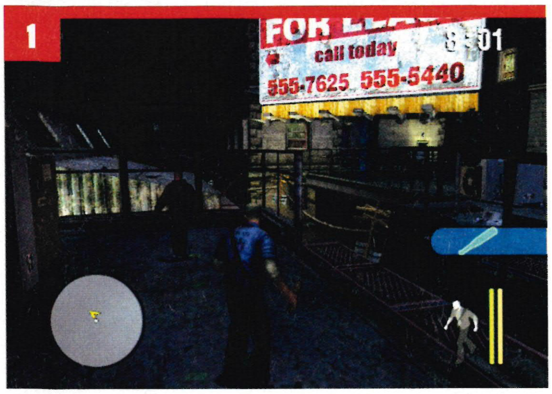
BONUS INFO

SNEAK PEEK
Looking for more snuff shots or perhaps even a movie or two to gross yourself out before handing over your hard-earned cash? Well look no further, and point your mouse in the direction of www.rockstargames.com/manhunt. You'll find movies, wallpapers, stills, screensavers and various other *Manhunt*-related paraphernalia.

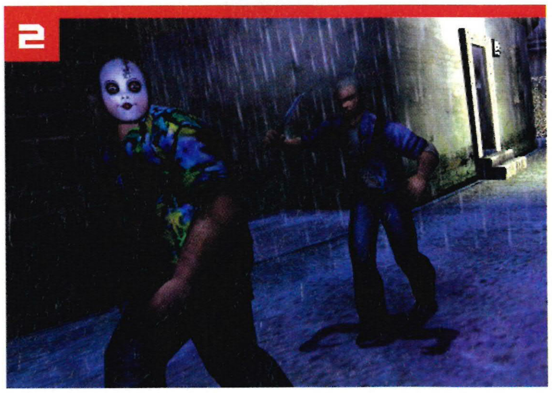
SOUND ADVICE
Each hood has five levels of alertness (very low, low, medium, high and very high) and these will all be tripped if you make too much noise. Every area of the environments will make some sort of sound, all you have to do is figure out which ones make the most... and avoid them at all costs. Your life could depend on it.

MERCY KILLINGS? HA! Take out the hoods quickly and quietly

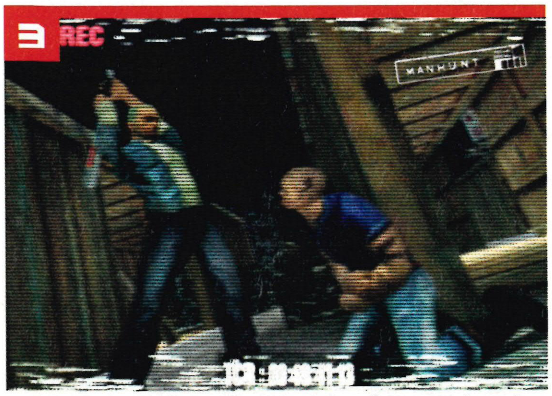
EACH AREA OF Carcer City is swarming with bad guys and their mean attitudes. To be in with a chance of completing the game this year, forget blitzing them and punching it out, you'll need stealth and cunning to get round them in one piece...



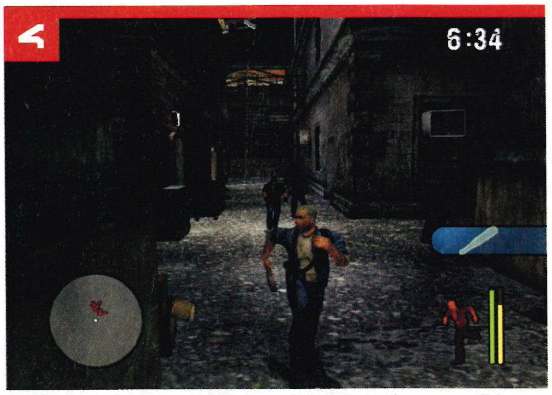
↑ Once you've decided on a victim, slowly – repeat, *slowly* – tiptoe up behind him. He won't suspect a thing.



↑ As you get closer to the target, your arm will begin to rise, indicating you're within range of the stealth kill.

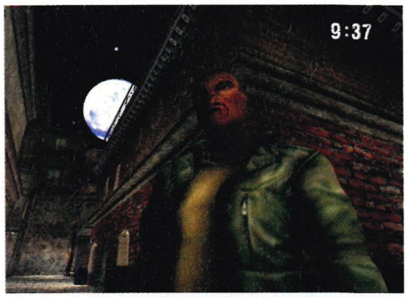


↑ Release the action button, sit back for a few seconds, and enjoy some of the bloodiest cutscenes ever in a game.

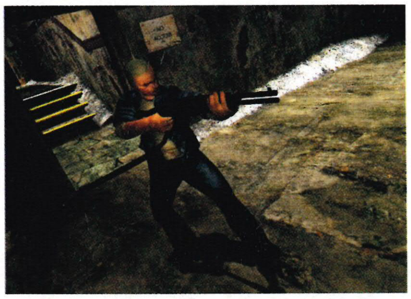


↑ If you make too much noise, all hoods in the area will be alerted to your presence. No shame in running or hiding.

"Think Sam Fisher, add in violence and swearing... that's Manhunt"



↑ The clock's ticking – get your groove on.



↑ There are plenty of weapons to play with.

Core gameplay revolves around Cash creeping through the shadows, just like you would in *Splinter Cell* (Issue 10, 9.0) or *Metal Gear Solid*, but without the high-tech gadgets. An icon in the corner of the screen keeps you clued up about how visible you are to enemies and a self-refilling stamina meter tells you when a run quickly becomes a walk. Even when you've been clocked, you can lose the hoods like loose change in a perforated pocket by running madly and diving into the shadows. The AI isn't that good and the hoods soon forget that the only possible place you can be hiding is behind that lone wheelie bin in the corner of the room.

Each area you trundle into acts as a level that must be completed before you can move into the next. But it's not quite that straightforward. Little objectives pave the street of gore, such as a chained padlock securing the gate you need to get through. You can rattle it as much as you like but you'll need a crowbar to prize off the lock. Similar things happen when you hack a rope to death with a blunt machete and so on.

To splice up the hit and run (if you get caught) gameplay, *Manhunt* occasionally asks more of you. One level sees you having to rescue a tank of gas in order to power a huge crane. But Cash can only walk very slowly while holding the can. When spotted, you have to drop it, hide, and take out the hoods before continuing. As soon as you fill it up, hoods come running from everywhere, but you now have a powered crane to drop fridges on their heads. Nice. Adult gaming, no questions asked. ⊗

XBOX THE VERDICT

POWER
Looks sharper and is much faster than the PS2 version but pales next to most Xbox stunners.

STYLE
The story and gameplay are as thin as Victoria Beckham after a 40-day fast.

IMMERSION
Looks dark, sounds dark, plays dark. It's a disturbing experience that gets progressively sicker.

LIFESPAN
No multiplayer means that once you've dealt with the single-player game, you won't look back.

GOOD POINTS
- + TENSE GAMEPLAY
- + STEALTH KILLS
- + SIMPLE TO PICK UP
- + QUALITY CHARACTERS

BAD POINTS
- – POOR CONTROLS
- – NO MULTIPLAYER
- – REPETITIVE GAMEPLAY
- – SIMPLE AI
- – TOO HARD AT TIMES

SUMMARY
A simple top-shelf adult action game that'll provide just enough laughs to cover its cost. Don't believe the hype.

OFFICIAL XBOX MAGAZINE SCORE
7.5//10

PREVIOUSLY: Incoming – Issue 29
COMING SOON: Hints – Issue 31

SOUND OF MUSIC: FROM START TO FINISH, MANHUNT FEATURES THE MOST SWEARING IN ANY GAME WE'VE EVER SEEN OR PLAYED. NOT FOR KIDS!

"another hard day crushing the Warrior Kings of Zutron"

Trevor Smith, 27, Administrator

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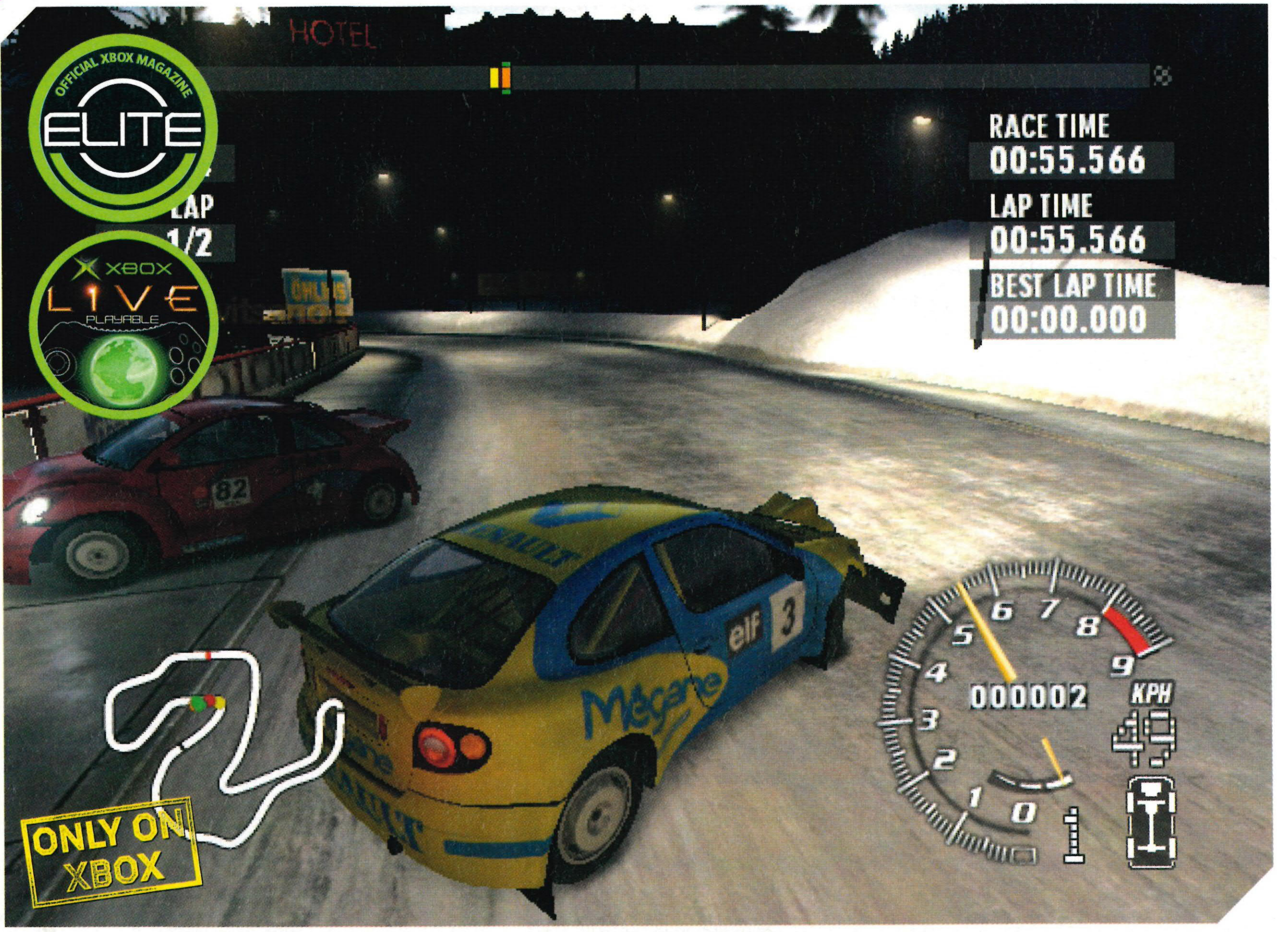
GAME

BONUS INFO

FAST & FURIOUS Throughout the course of the game, players will gradually unlock the infamous Group B Rally cars, which were banned in real life for having "uncontrollable horsepower". They're actually too fast for most tracks in the game. There's also the Classic series of cars (like the Ford GT 40), though these aren't much use on the ice tracks.

SHATTERED More often than not, your windscreen will crack during a race, and obscure your vision of the road ahead. The solution? Simply ram another obstacle, obliterate the entire sheet of glass, and hey presto! A clear, albeit slightly breezy, view.



↑ Ice racing is probably the most challenging, and most fun, type of driving in *RalliSport Challenge 2.*

Are you up to the challenge of one of Xbox's top rally games?

RALLISPORT CHALLENGE 2

WORDS: ANDY IRVING

THE BRIEF

TAKE ON the world's top rally drivers in this breakneck-paced, gorgeous-looking arcade racer.

GAME INFORMATION

DEVELOPER: **DIGITAL ILLUSIONS CE**
PUBLISHER: **MICROSOFT**
RELEASE DATE: **21 MAY 2004**
PLAYERS: **1-4 SYSTEM LINK, 1-16 XBOX LIVE**
WEBSITE: **WWW.XBOX.COM/EN-US/RALLISPORTCHALLENGE2**

LAP
1/1
RACE TIME
01:27.550
000001
KPH
51
2
-1
ANDY
01:22.183

↑ Plenty of counter-steer and gentle acceleration is the key on ice.

CHANCES ARE, if gamers drove in real life the way we do in most racing titles, we'd have all lost our licences a long time ago. And whilst reckless abandon may be frowned upon in the more serious racers such as *TOCA Race Driver 2: TURS* (Issue 29, 9.1), it's positively encouraged here in the beautiful *RalliSport Challenge 2*, as balls-out, devil-may-care driving is often the only way to make the next checkpoint.

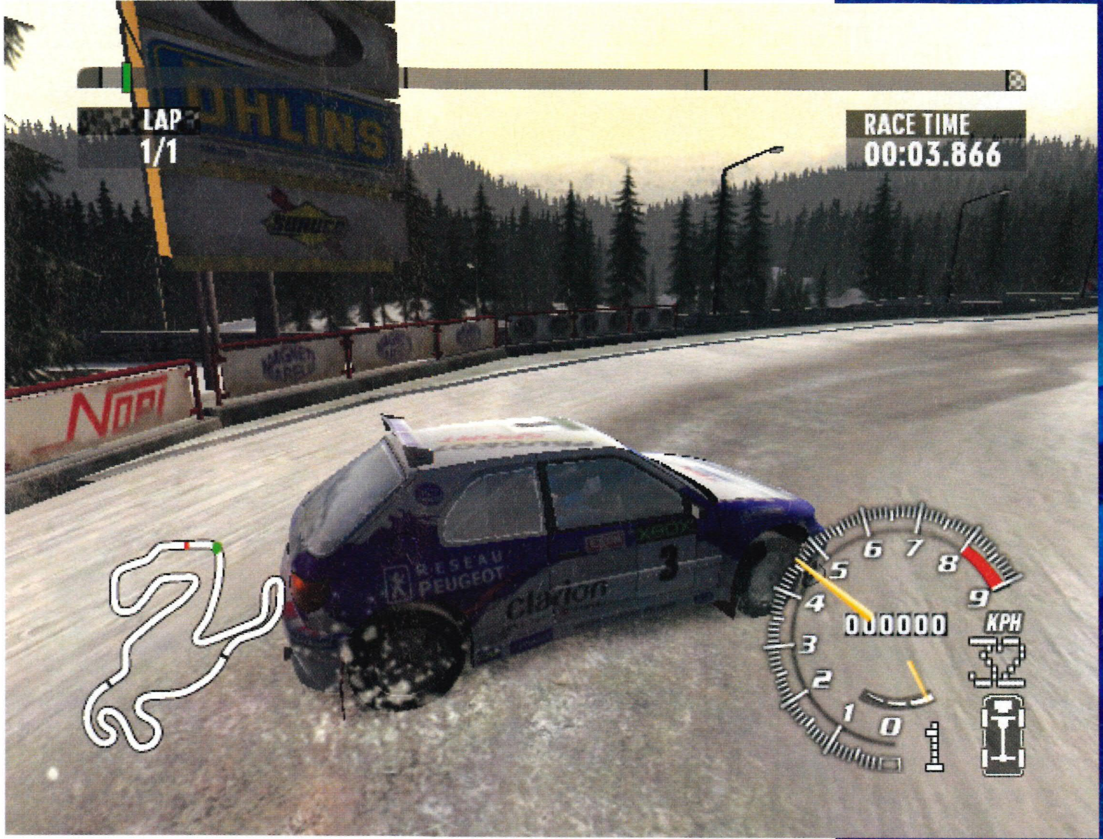
Gameplay centres round five driving disciplines: Rally (straight point-to-point racing over a consistent surface and guided by a co-driver), Rallycross (like Rally but over different surfaces), Hillclimb (a gruelling, elevated race), Crossover (two cars simultaneously racing side by side, stadium style) and the self-explanatory Ice Racing, where it's a struggle just to keep your car in a straight line, let alone get round the track in a respectable time. Each type of racing calls for different driving techniques, and this is where the game's superb handling comes into play. The cars in the first *RC* had a tendency to feel lighter than an anorexic supermodel, and had steering that pivoted around an invisible pole running perpendicularly through the roof of the vehicle. The same steering sensation remains in this sequel, but the cars feel a lot meatier and grip the track significantly better.

Being an arcade racer, the car controls are simple, though a fair degree of skill is still required for negotiating each environment. The triggers act as accelerate and brake, and it's vital to use their handy pressure-sensitive capabilities to safely navigate each course. You'll need to use plenty of caution, early braking and counter-steering to safely slide round both those mediocre meanders and tight hairpins. There's a marked difference in your car's handling as you switch from one surface to the next, and yet again the developer gives us a fighting chance with the option to fine-tune each car accordingly. Change the type of tyre, suspension, steering and gear ratios before each race and you'll be laughing.

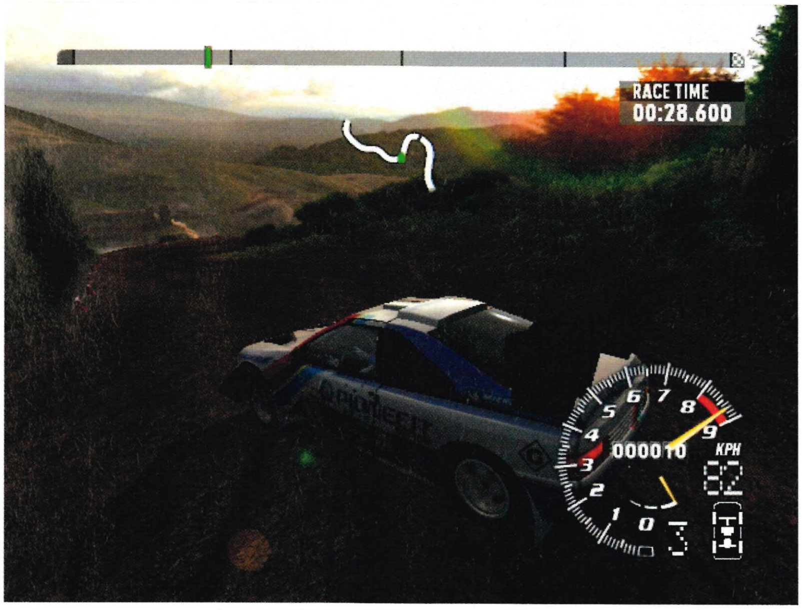
RC2 storms past other racers in the beauty stakes – everything looks incredible. If ever there was a game to show off to Xbox-doubting mates, this is definitely it. The lighting, from the retina-scorching hillsides to the beautifully hued mountainscapes at dusk and glare-inducing stadium spotlights, is unbelievably gorgeous (see Lights,

> "There's a marked difference in handling as you switch surfaces"

WHAT'S IN A NAME?: THERE ARE TONS OF DIFFERENT TRACKS IN RC2 THAT TAKE IN SUCH EXOTIC LOCATIONS AS SWEDEN, CANADA, AUSTRALIA AND ARGENTINA. THE RACES SET IN GREAT BRITAIN, HOWEVER, HAVE COMICALLY TWEE ENGLISH TITLES LIKE ASHFORD KEEP AND OXBURY.



↑ Before each race, you can modify your car to best suit the conditions. Snow tyres it is then...



↑ "I can spot my house from here!" See what we mean by fantastic draw distances?

> "Amazing scenery, impressive draw distances... attention to detail is one thing, but RC2 takes it to the point of obsession"

» Camera, Action, page 081). The amazing scenery is complemented by equally impressive draw distances, and gives the environments an immense scale.

Attention to detail is one thing, but *RC2* takes the notion to the point of obsession. Look behind your throbbing beast and check out the plume of gravel and dirt kicked up from your wild wheels. *RC2* isn't afraid to get its hands dirty (or any other appendages come to think of it), as throughout each race your ride gradually accumulates cosmetic blemishes in the form of mud, sand, dirt and any other loose debris scattered on the track.

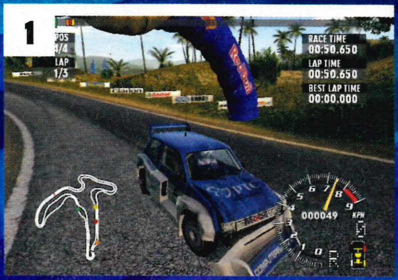
Time isn't the only constraint in this rally game – the cars sustain considerable damage during a race. And we're not just talking a bit of T-Cut and minor paint job; your beauty can have windows smashed and lose spoilers, bonnets, doors and wheels. Along with severely reducing kudos, this damage also has a realistic detrimental effect on the car's performance (see Demolition Derby, above). Reduced downforce, steering that pulls to one side and spluttering engines do not a race wineth, believe us.

The comprehensive single-player Career mode returns better than ever, and has been thoughtfully designed to involve all five rallying disciplines. Players must advance throughout Amateur, Pro, Champion and Super Rally championships, picking their way through a branching, *Strike It Lucky*-style board of different races. Completion of each section »

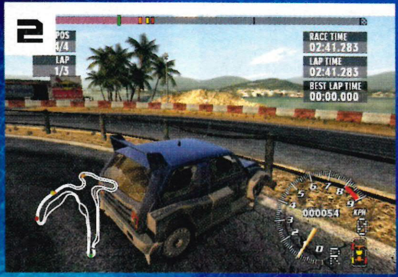
DEMOLITION DERBY »

It's not just your nerve that needs to hold together during a race, it's your car too

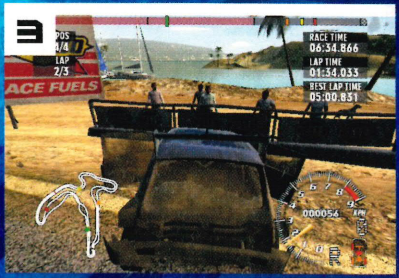
IT'S INEVITABLE that, at some point, your vehicle will get smashed beyond recognition and be unable to continue. Here we test the durability of a MG Metro 6R4.



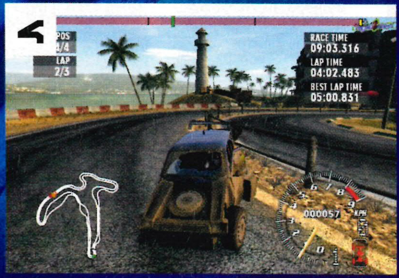
↑ An early knock and the bumper's off. It still drives okay though.



↑ A head-on collision with the fence shatters the windows and we lose a wheel as well.



↑ The steering's pulling right – we can't help gunning for the crowd. A door goes bye-bye.



↑ The bonnet's gone (along with most of the moving parts). This race is definitely over.

» BONUS INFO

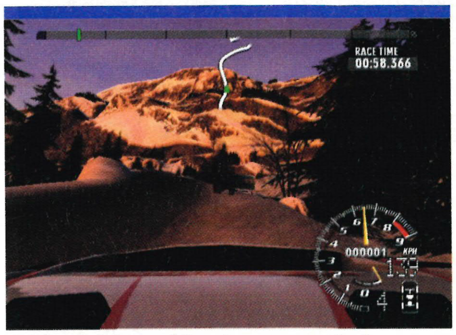
» TAKEN TO XS
As well as full Xbox Live play, *RalliSport Challenge 2* is part of Microsoft's XSN network, where players can create their own leagues and tourneys, and also post high scores on numerous leader boards.

» PAINT IT BLACK
If you get tired of the same old paint jobs on your motors, simply drive over 50km in each one (usually about 12 races) to unlock a whole set of new skins for your little beauty. Our favourite is the jet black Opel Astra T16.

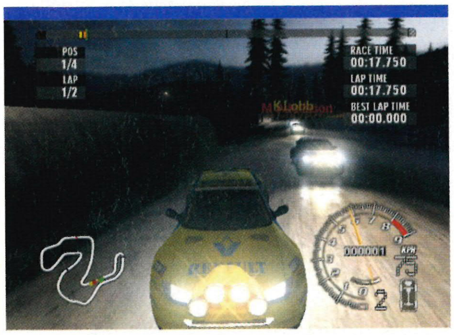
LIGHTS, CAMERA, ACTION

Stunning views, but don't take your eyes off the road!

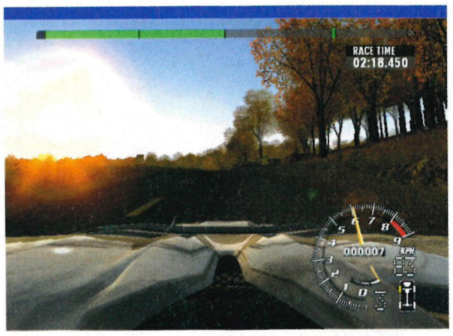
RALLISPORT CHALLENGE 2 features some truly gorgeous lighting effects, and help create a fantastically authentic driving experience. As well as great real-time reflections off all the cars' (diminishing) bodywork, the scenery doesn't look too bad either. Just don't take your eyes off the road.


RACE TIME
00:58.366

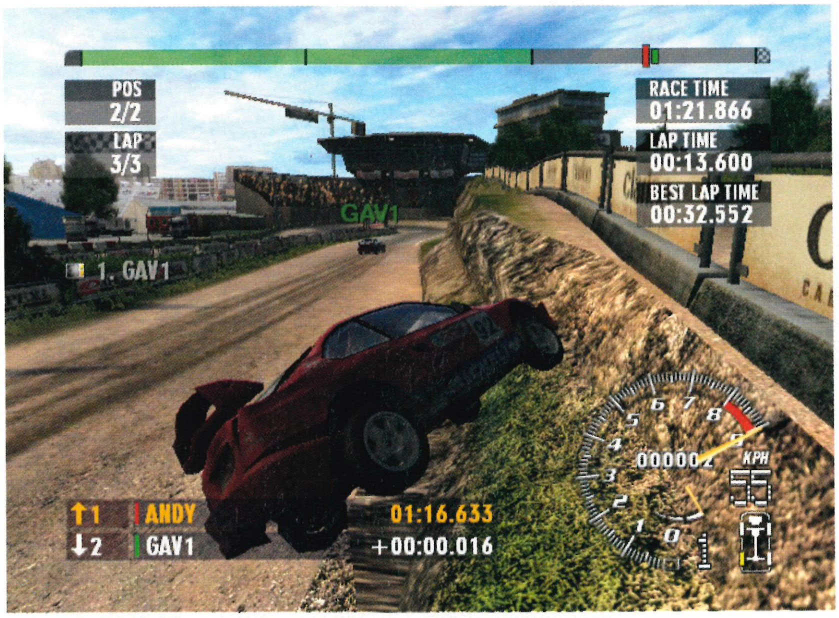
The pink hues of Sweden at sunset look beautiful. Red sky at night, racers' delight.


POS
1/4
LAP
1/2
RACE TIME
00:17.750
LAP TIME
00:17.750
BEST LAP TIME
00:00.000

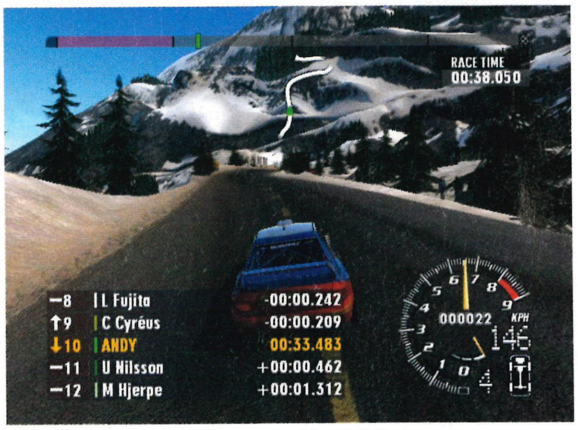
Quiet Norwegian trails are shaken by these roaring beasts. He wants to dip his full beam a bit.


RACE TIME
02:18.450

The beautiful English countryside has never looked better. At least it's not raining for once.


POS
2/2
LAP
3/3
RACE TIME
01:21.866
LAP TIME
00:13.600
BEST LAP TIME
00:32.552
GAV1
1. GAV1
↑1 ANDY
↓2 GAV1
01:16.633
+00:00.016
KPH
55

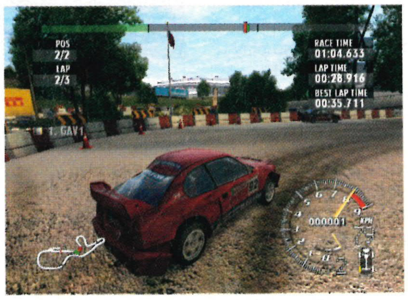
Rolling your car doesn't always mean your race is over, thanks to the handy reset function.


RACE TIME
00:38.050
–8 L Fujita -00:00.242
↑9 C Cyréus -00:00.209
↓10 ANDY 00:33.483
–11 U Nilsson +00:00.462
–12 M Hjerpe +00:01.312
KPH
146

Scooby Imprezas are best suited for Hillclimb races.

POS
2/4
LAP
1/2
RACE TIME
00:16.700
LAP TIME
00:16.700
BEST LAP TIME
00:00.000

The opposition AI is unforgiving.


POS
2/2
LAP
2/3
RACE TIME
01:04.633
LAP TIME
00:28.918
BEST LAP TIME
00:35.711
1. GAV1

Handbrake turns are a vital part of racing.

» results in the next being unlocked, along with more tracks and tastier motors. Each section, however, contains a great mix of racing styles, and due to certain point totals required for the latter stages, players are forced to work through all types of racing. This is helped by the fantastic track design, where progressively subtle changes turn a medium difficulty course into a curse-inducing, yet still enjoyable, experience.

We all know that a decent driving title is the Mecca of multiplayer madness, and *RC2* is one of the frontrunners in the tightly knit pack. Four players can play via System Link, and up to 16 over Xbox Live. The collision option may not be present, but lag-free, smooth racing over all the featured tracks certainly is, and should definitely see *RC2* jostling for a Live podium position with *Project Gotham Racing 2* (Issue 23, 9.3) and *TOCA Race Driver 2*.

If we've got one gripe with *RC2*, it's that it can be a tad too easy – which is bizarre for a game of this nature. Even average drivers should breeze through the Amateur and Pro career barely dropping a point, and the courses (and time limits) don't get significantly tougher until the final championship. That said, there are still tons of tracks and cars to unlock, and whilst not as technically demanding as *Colin McRae Rally 04* (Issue 22, 9.1), this is intense arcade rallying at its best. As far as pure arcade racing goes, you'll not find a more visceral and exciting driving experience.

XBOX THE VERDICT

POWER
Outstanding draw distances, ace textures and beautiful lighting show off the true power of Xbox.

STYLE
Nerve-jangling in-car views, flying dirt and roaring engines make this a gritty, involving experience.

IMMERSION
Equally fun for a five-minute blast or becoming completely absorbed in the career championship.

LIFESPAN
A large career mode is cut short by its easiness, but multiplayer is immense fun, especially with Live.

GOOD POINTS
- BLISTERINGLY FAST
- IN-CAR VIEWS ARE VERY ATMOSPHERIC
- LOOKS GORGEOUS
- SOME EXCELLENT MULTIPLAYER OPTIONS

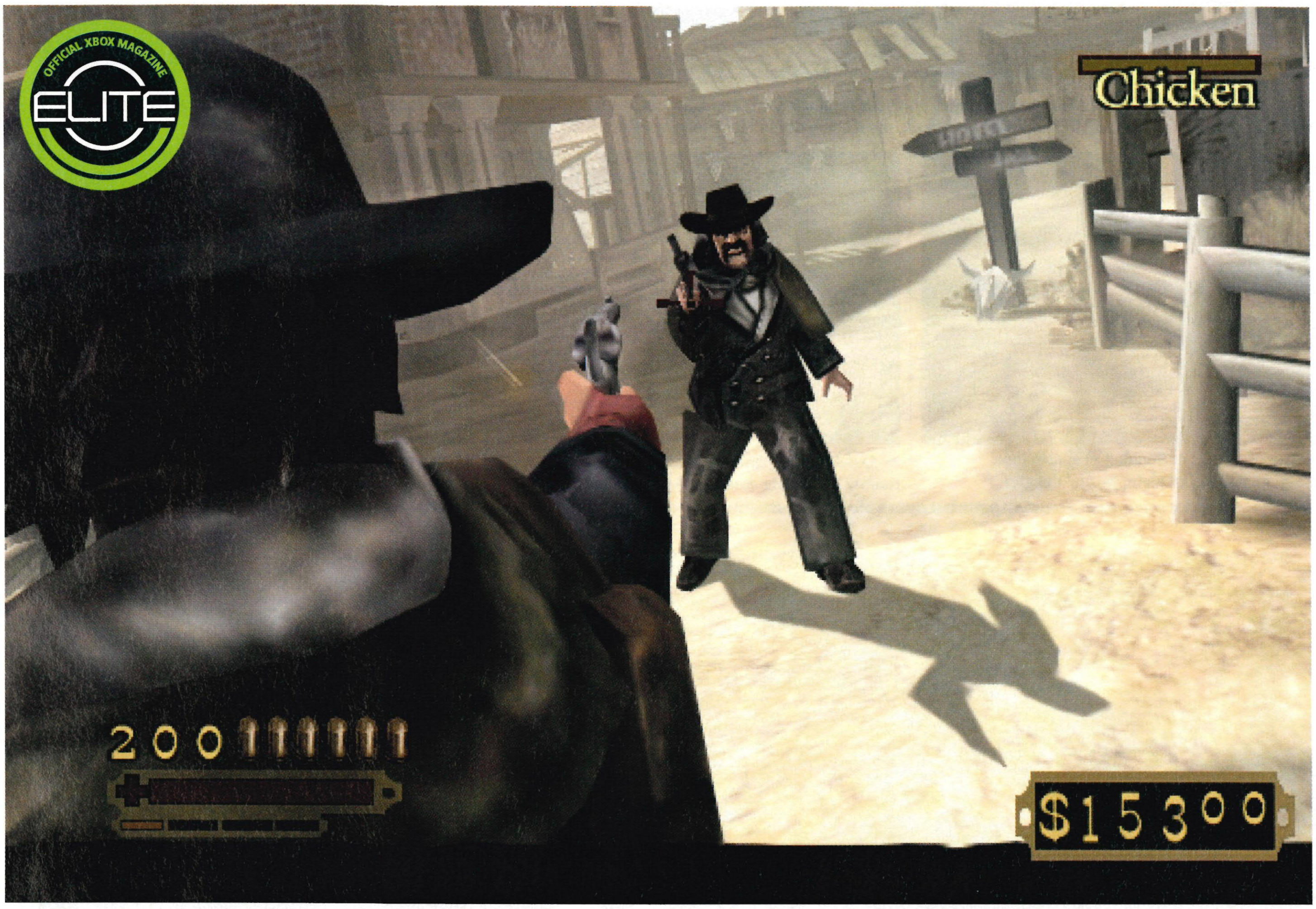
BAD POINTS
- CARS STILL FEEL LIGHT
- CAREER MODE NOT VERY DEMANDING

SUMMARY
Edge-of-your-seat racer that doesn't overload on technical details. Looks and plays great, with brilliant Live multiplayer.

OFFICIAL XBOX MAGAZINE SCORE
9.0//10

» PREVIOUSLY: Incoming Gallery – Issue 26
» COMING SOON: Hints – Issue 31

WANT MORE?: IF RALLYING IS YOUR THING, CHECK OUT THE EXCLUSIVE FIRST LOOK OF COLIN MCRAE 2005 ON PAGE 010-011, AND ALSO LOOK OUT FOR THE UPCOMING REVIEW OF RICHARD BURNS RALLY.



↑ There are two types of men in this world my friend, those who live another day in the sun, and those who wear stupid moustaches...

Get your hands on the gun that won the West

RED DEAD REVOLVER

WORDS: **BEN TALBOT**

GAME INFORMATION

DEVELOPER: **ROCKSTAR SAN DIEGO**
PUBLISHER: **ROCKSTAR**
RELEASE DATE: **28 MAY 2004**
PLAYERS: **1-4**
WEBSITE: **WWW.ROCKSTARGAMES.COM/REDDEADREVOLVER/**

THE BRIEF

EXCELLENT arcade Western thrills and spills in classic scenarios from the great movies.

RED DEAD Revolver makes us want to want to wave our index fingers in the air and shout "Bang! Bang!" At first glance, this third-person shooter could almost be retitled *Grand Theft Auto: Tombstone*. But that's down to *Red Dead*'s top-notch visuals and licensed soundtrack rather than open-ended gameplay.

Rockstar is famous for taking the best bits from well-known movies and seamlessly dropping them into its games. How many times did you play *Vice City* and recognise moments from *The Godfather* or *Scarface*?

If you can think of a Western, there'll probably be a knowing reminder of it somewhere in this game. Red Harlow, the main playable character, is almost a young Clint Eastwood - strong but silent and deadly on the trigger. He's the good guy, but you can also play as the bad guy, General Daren, the man who murdered Red's family, and the ugly guy, General Diego of the Mexican army.

There are a further five characters to play as, and the game jumps excitedly between their individual episodes like a Quentin Tarantino flick. Despite having different special attacks and sub-missions, they all share something in common - shooting more people than Billy the Kid on a bad day.

Controlling your characters is easy. Holding down the Left trigger draws a weapon and tapping the Right trigger shoots. Aiming is assisted with a very subtle auto-adjustment. On the downside, you run slower than a ball of tumbleweed with your pistols raised.

Every cowboy knows that standing out in the open in a gunfight will get you killed - finding something to hide behind is always important. Once behind a barrel, wooden cart or anything else in the environment, pressing the X button does a Sam Fisher-style wall hug. Peeking around the corner lets you take careful aim before revealing yourself to let rip with the full force of your six shooter.

Accuracy is essential, not just because the headshot causes more damage, but also because it can earn you money. Hitting multiple enemies without missing a shot awards combo bonuses in the form of Sheriffs' bounties and extra power in your Deadeye meter. This is where some of the characters' special skills become particularly useful.

↑ And the horse you rode in on!

When Red Harlow's Deadeye meter is full, clicking the Right thumbstick activates bullet time. You then have five seconds to target hit zones on your opponent's bodies. It's just like the multiple lock-ons in *Panzer Dragoon Orta* (Issue 15, 8.8). You can either shoot the same varmint six times (or 12 if you have two pistols) or shoot six different foes if you have a quick aiming finger.

So what if it's unoriginal? It's still darn-tootin' fun! Jack Swift, an English gunslinger, is even more impressive. Instead of using bullet time, his Deadeye special automatically locks onto the nearest targets in real-time. He then blazes off 12 shots in less than three seconds, making Red Harlow look like an amateur!

Of course, it wouldn't be the Old West without a classic duel. On many occasions you'll face off with a lone quick-fingered cowboy at high noon. In these setpieces, moving the Right thumbstick up and down as quickly

BONUS INFO

BOUNTY HUNTER
Achieving high accuracy ratings in each mission unlocks characters to use in multiplayer. You also earn cash to buy items in Brimstone's establishments. Every purchase made, from a hot bath to a bottle of whisky, unlocks new deathmatch levels and pages in your journal.

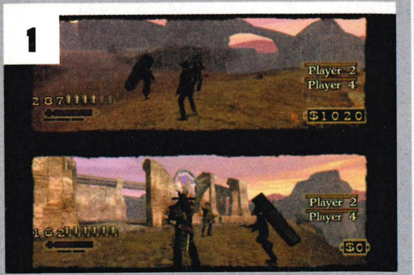
I DO DECLARE
Your journal tells the story behind each of the bandits you've gunned down and adds depth to Red's tale of revenge. There's also a directory of the game's weapons and settings. Pages are unlocked as you progress through Story mode.

DEAD OR LIVE
The game is Live-aware so people on your Live Friends list can see what you're playing, even though it isn't multiplayer online.

DERANGED ON THE RANGE

THERE ARE NO Xbox Live or System Link modes, but there is multiplayer support for 1-4 players split-screen. All the multiplayer modes are a variation on deathmatch. Collecting playing cards awards you with power-ups, and scoring a complete poker hand (like a royal flush) will have effects like speed boost, improved stamina and infinite Deadeye attacks. You can also play with up to three AI-controlled bots if you're a bit of a lone wolf.

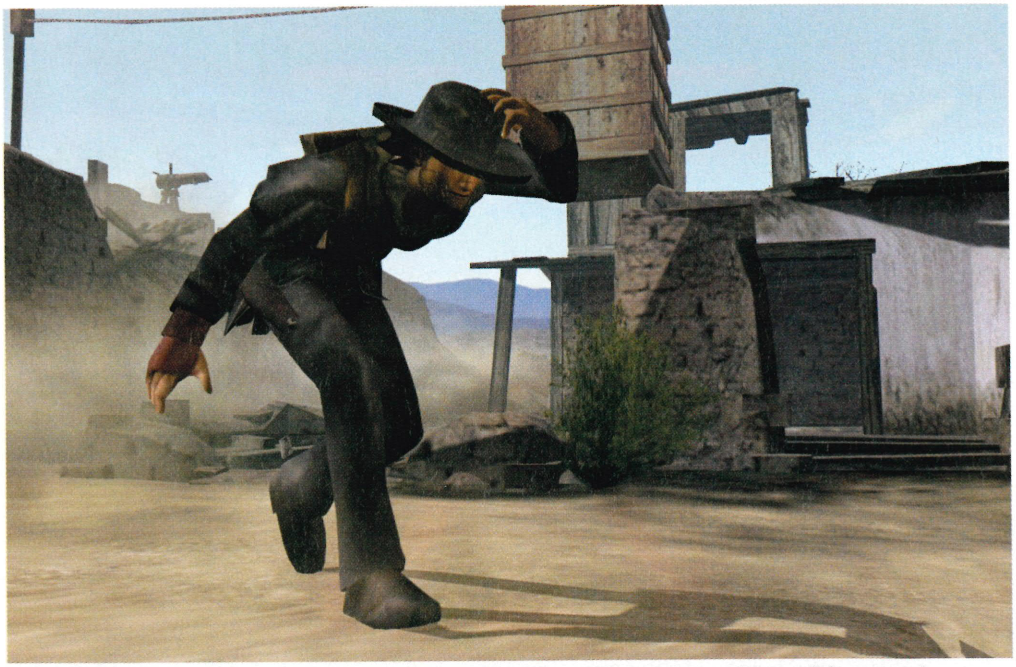
1



Carrying a coffin is a little bit defeatist.

2

"I'm getting into that barn dance, boys!"



The Black Hawk helicopter had arrived just in time. How the hell had he ended up in Mogadishu anyway?

WIDOWS PATCH

Every stereotype is lovingly revisited and explored.

"Stand and deliver, your money or your Xbox Live!"

» and smoothly as possible draws your gun in a flash. Time slows down depending on how well you do this, offering either more or less opportunity to aim for a critical hit. It's a simple but brilliantly effective way of giving you sweaty gunslinger's palms.

Brimstone, the game's main setting, has one of the roughest saloons around, and everyone loves a good bar-room brawl. There's a barnstorming beat 'em up level here. You can even smash cowboys through tables and break bottles over prostitutes' heads (although this is strictly discouraged).

Another fun change of pace is at Annie Stokes' homestead. In the closest thing you'll get to *GTA*'s car thievery, she can saddle the nearest bull and rodeo-ride it right over the enemy cattle rustlers. There's also an opportunity to ride trains and horses later on in the game.

The music even changes in time with the action. In the saloon, an old piano plays faster and louder as the fight goes on. Best of all, there are actually licensed themes from famous Spaghetti Western composer Ennio Morricone. His contribution makes *Red Dead Revolver* an absolute delight to the ears. Let's not forget the gutsy sound effects though, and there are plenty of cool ones here, from ricochets to brays to exploding skulls.

Red Dead's graphics won't blow you away like the audio does, but it still fares well. The main characters have a cartoon-like, rough and ready appeal, and some bear more than a passing resemblance to *Vice City*'s misfits and rogues. Even though this is a totally different setting, the 'attitude factor' still works brilliantly. The sharp dialogue constantly brings a big smile to your face.

Environmental effects like the blurry, blazing sun dominating the skyline or cornfields swaying in the wind make up for a slight lack of size in some of the levels. Another great factor is the grainy camera filter that makes everything look like an old Western movie. It really helps to strike a realistic balance with the game's more cartoon-like qualities.

If there's only one big criticism of *Red Dead*, it's that all the levels are a little too much like arenas. They're pretty confined and you can normally only run so far before you bump into an invisible wall. Not that exploration is important to a shooter this frantic, but the settings are so gorgeous that you can't help but be disappointed that they aren't bigger.

Although the story mode is fairly easy to get through, at about eight hours, almost every moment of that time is pure enjoyment. Whether it's the pokes at classic Westerns, old-fashioned and extremely funny dialogue, or varied and likeable characters, there's always something to put a grin on your face. It's not just the presentation though, because the gameplay is at the same time frantic, fun and reasonably demanding. *Red Dead Revolver* might not be the deepest game ever, but it's arcade entertainment at its best.

"Story mode is fairly easy to get through, but it's pure enjoyment"

XBOX THE VERDICT

POWER
Energetic attempt to capture the dusty, sun-scorched look of the Old West. Great character design.

STYLE
The licensed soundtrack pushes this from being a highly enjoyable game into an essential purchase.

IMMERSION
Every level is a real pleasure. Playing as different characters hooks you into the story.

LIFESPAN
Plenty of replay value. You'll play it a few times to unlock the extras. Multiplayer adds even more.

GOOD POINTS
- + JACK SWIFT'S AMAZING DEADEYE
- + RODEO RIDING
- + THE QUICK-DRAW CONTROL SYSTEM

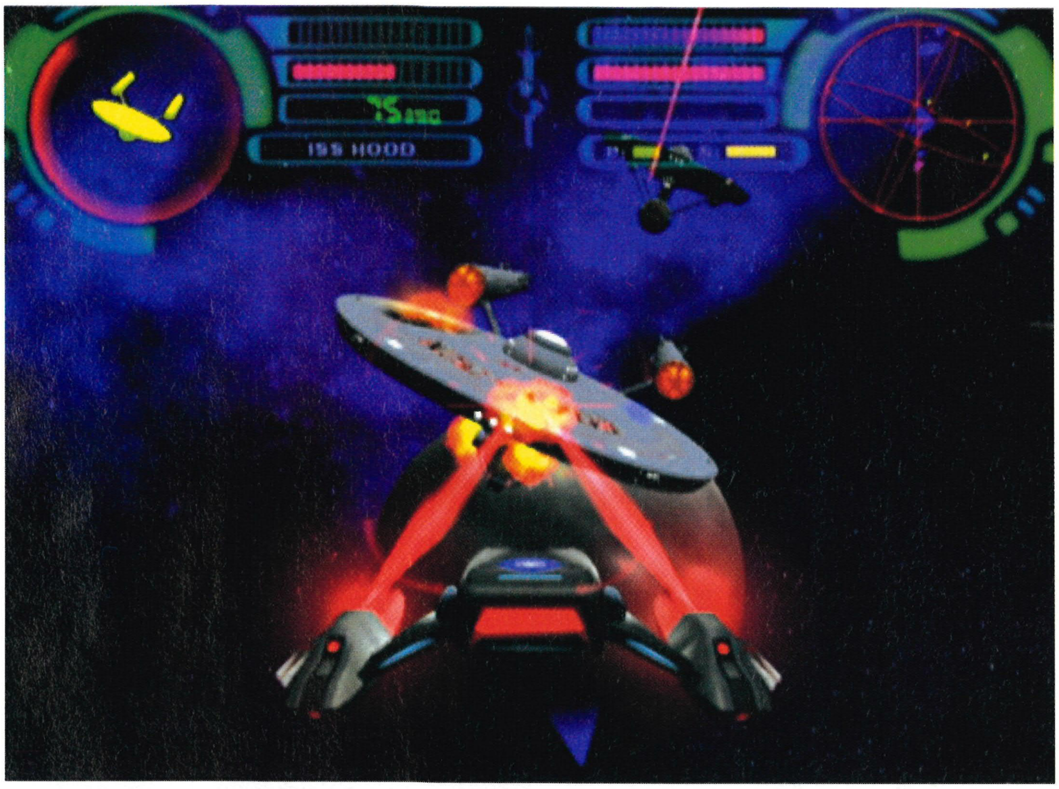
BAD POINTS
- - INVISIBLE WALLS
- - SLIGHTLY GLITCHY JUMPING

SUMMARY
If you like Westerns you must play *Red Dead Revolver*. This is arcade entertainment at its most polished.

OFFICIAL XBOX MAGAZINE SCORE
8.5//10

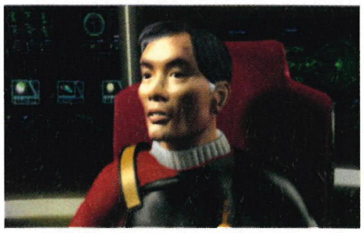
» **PREVIOUSLY:** *Red Dead Revolver* has just rolled onto the range
» **COMING SOON:** Hints – Issue 31

ONE-ARMED BANDIT: UGLY CHRIS'S GANG IS FEARED THROUGHOUT BRIMSTONE. ONE OF THE POSSE IS KNOWN AS CHICKEN, WANTED FOR MURDER AND MORAL TURPITUDE.

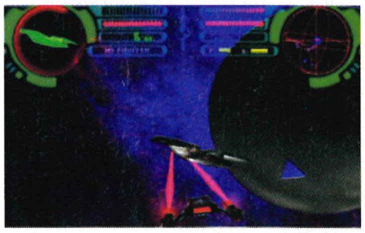


In this alternate universe, the Federation doesn't exist, so the (now evil) Enterprise and her sister ships are fair game.

Don't get drawn into an ion storm.



Sulu gives the orders now.



Ship-to-ship combat is hectic.

GOOD WORK! WE CAN USE THESE RAW MATERIALS!
ISS EXCELSIOR

Harvest raw materials from meteors.

There's more than Klingons on our starboard bow

STAR TREK: SHATTERED UNIVERSE

BONUS INFO

NOT ENOUGH SPACE! Some levels take place in crowded solar systems. Straying too close to planetary masses will see your craft crushed by the gravitational pull.

WORDS: **ANDY IRVING**

GAME INFORMATION

DEVELOPER: **STARSPHERE**
PUBLISHER: **TAKE-TWO**
RELEASE DATE: **OUT NOW**
PLAYERS: **1**
WEBSITE: **WWW.TDKM.COM**

THE BRIEF

DEFEAT an evil empire in this dimension-spanning space shooter of the sci-fi TV show.

AS WELL AS providing ample illogical discussion material for Trekkies to debate over their pints of Romulan Ale at sci-fi conventions, the *Star Trek* licence has actually spawned a few fairly decent games on PC.

Not to be outdone, *Shattered Universe* on Xbox is actually a decent little shooter. Nicely mixing 1960s kitsch with more familiar *Next Generation* astrophysical anomalies, we follow the adventures of newly promoted Captain Sulu (voiced by original actor George Takei) aboard the USS Excelsior. As per *Star Trek* custom, the ship stumbles across a wormhole that transports them to a mirror universe where the Federation doesn't exist and the evil Imperial empire is in power. The newly morphed ISS Excelsior turns against the tyrannical ruler and must fight its way across the galaxy, ultimately to a path home.

Missions are the standard escort/protect/destroy fare, and although story-driven cutscenes punctuate levels, each stage can quickly become monotonous. Every punishing level is harder than a bunch of convict Klingons, and both difficulty and frustration are compounded by the fact that additional objectives frequently pop up towards the end of a level. Annoying is not the word after sweating blood and tears blasting through a level for half an hour, only to have your decrepit ship fall apart on you after the third 'surprise' attack by an Imperial enemy ship. Each playable ship has various attributes and weaknesses, and although the first few would be better off with spud guns than the laughable lasers they boast, the later ships muster up much meatier weapons.

A 3D space shooter may be the obvious genre for a *Star Trek* licence, but when done with the capable style here, the result is more big bang than vacuum. Not quite as good-looking as the luscious Seven of Nine, the graphics are still nice and firm, although fine detail is often sacrificed for more impressive scenery and draw distance.

A major advantage of *Shattered Universe* is the fantastic use of the analogue sticks for your craft's handling. The Left thumbstick controls the general direction, while the Right determines the amount of pitch and yaw, and you'll not always be "going forward 'cos you can't find reverse" thanks to the triggers. It's immensely satisfying to combine these advanced controls during a hectic dogfight and turn on a sixpence to get that final kill shot in on an enemy, though it's just as easy to lazily thrust forward and back when fighting a behemoth enemy mothership.

Shattered Universe certainly doesn't reach Warp 9 by any expectations, but it does the licence no harm at all, and at 20 quid it's top value for your credits. Beam this up for a bit of fun, mindless blasting.

THE VERDICT

XBOX

POWER
Everything looks good and there's no slowdown during any of the huge battles.

STYLE
A good mix of original *Trek* and *Next Gen.* Modern ships look odd compared to more familiar craft.

IMMERSION
No-frills arcade blasting, but at the end of the day there are only so many ways to disguise it.

LIFESPAN
Linear missions mean limited replayability, though a rock hard difficulty will keep you very busy.

GOOD POINTS

+ FRANTIC BLASTING
+ IMAGINATIVE USE OF THE LICENCE
+ GREAT CONTROLS

BAD POINTS

- BRUTALLY HARD LEVELS
- REPETITIVE ACTION
- NEVER-ENDING OBJECTIVES

SUMMARY

A decent little shooter that, if you can stomach the difficulty, is a reasonably rewarding and enjoyable experience.

OFFICIAL XBOX MAGAZINE **SCORE**

7.0//10

PREVIOUSLY: None. It decloaked right in front of us this month
COMING SOON: Hints – Issue 31

CUTTING EDGE ACTION.

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NINJA GAIDEN — XBOX

it's good to play together

www.ninjagaidengame.com

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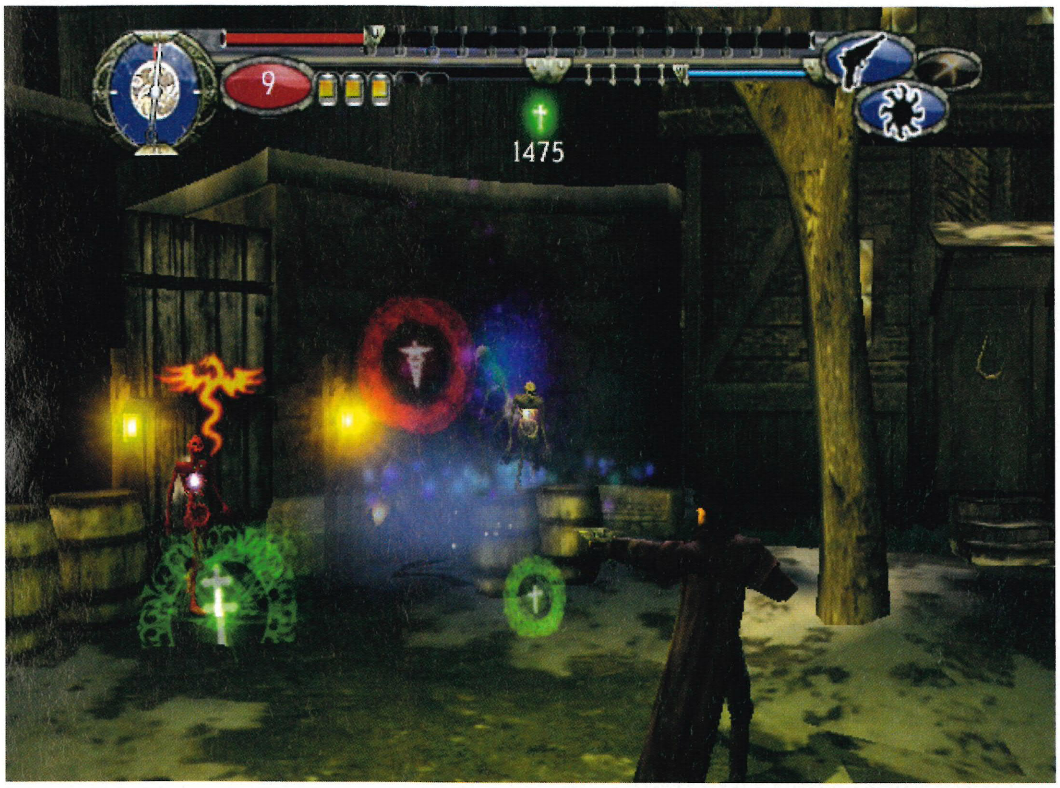
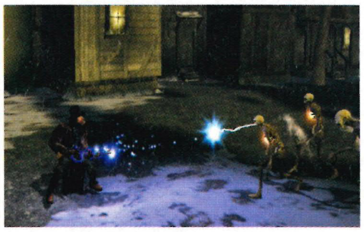


↑ The twin revolvers are the first weapons Van gets his hands on, but continual upgrades ensure their longevity.

↑ Beware the gargoyles' swoop attacks.



↑ The electricity cannon is devastating.

↑ Melee combat is gruesome fun.

↑ Trick the gargoyles to smash statues.

Taking the monster mash back to the 19th century

VAN HELSING

WORDS: **ANDY IRVING**

GAME INFORMATION

DEVELOPER: **SAFFIRE**
PUBLISHER: **VIVENDI UNIVERSAL**
RELEASE DATE: **OUT NOW**
PLAYERS: **1**
WEBSITE: **WWW.VANHELSINGGAME.COM**

THE BRIEF

USE THE fictional vampire fighter to wage war against monsters in this blockbuster movie tie-in.

VIVENDI IS quite keen on its movie blockbuster/comic book adaptations. First came *The Hulk* (Issue 18, 7.5), now there's some beastie bashing based on the Hugh Jackman/Kate Beckinsale film of the same name. Inspired by the mythical exploits of a 19th-century vampire hunter, the game follows Van Helsing as he traipses across Transylvania in search of Dracula, the Wolfman, and other assorted nasties that conspire against his employer, the Church.

Being a hyperactive hero, Van doesn't hang around. So, after a stylishly lit cutscene, it's straight into tearing chunks out of Dr Jekyll's Hyde, giving players the chance to fully get to grips with our hunter's combat, which is a brutally simple mix of melee attacks and impressive Gothic gunplay. Then hi ho, it's off to darkest Transylvania we go, where a village besieged by evil entities seeks the slayer's help. Gameplay involves players working through the ancient streets, cemeteries, castles, a few more streets and some more cemeteries. The scenery may be on the repetitive side, but the waves of varying enemies, including skeletons, gargoyles, ghosts and goblin-esque servants, keep coming thick and fast, so the action never lets up.

As well as supernatural abilities and strength, Van counts on an impressive arsenal to aid his holy war including twin revolvers, pump-action shotguns, electricity cannons and a cool crossbow. Ammo is limitless too, so there's no need to scrimp on the silver bullets during your demonic destruction. Our hallowed hero also packs some fun saw blades and kitana swords as melee weapons. As with most adventure titles, collecting objects is a key feature, as fallen enemies release both health and power-up orbs, the latter of which can be used to buy upgrades.

Although the environments may be invisibly walled imitations of each other, *VH* offers plenty of replayability, as players gradually discover more powerful weapons throughout the course of the game. These can be used to revisit completed areas and unlock bonuses. Several enjoyable secret time challenges are also available, accessed through finding scattered Easter egg keys and matching them to the corresponding statue. All of Van's weapons have an alternate ammunition mode that's more effective against certain enemies (silver bullets for werewolves, explosive-tipped crossbow bolts for gargoyles), and this adds strategy and replayability to the missions.

It doesn't break any nefarious new ground, but *VH* isn't a bad movie tie-in. Like its lead character, the game looks a bit rough around the edges, and the automated camera sometimes becomes an issue, often getting confused during hectic, life-draining fights. It's not the longest game in the world either, but *Van Helsing* should keep fans entertained until vampire-vanquishing fever wears off.

BONUS INFO

FINISH HIM!
For Van's deadly one-kill moves, build up the meter through normal combat, then tap Black to unleash crucifixes and holy water canisters.

THE VERDICT

XBOX

POWER
Not the sharpest or best-looking graphics around, but the hectic pace never slows.

STYLE
Atmospheric clone of the film, with the likenesses and voices of the two stars and dark environments.

IMMERSION
The action starts immediately, and continuous auto save means you can come and go as you please.

LIFESPAN
Not a huge game, but the harder difficulty settings are tough. Plenty of playability on each level, too.

GOOD POINTS

+ CAPTURES THE FILM
+ COOL WEAPONS
+ EASILY ACCESSIBLE CONTROLS AND COMBAT

BAD POINTS

- LOOKS ROUGH
- CAMERA SOMETIMES HAS A LIFE OF ITS OWN
- VERY LINEAR LEVELS

SUMMARY

A run-of-the-mill, yet reasonably enjoyable adventure. It accompanies the film well and sates the bloodlust for a while.

OFFICIAL XBOX MAGAZINE **SCORE**

7.0//10

PREVIOUSLY: Van Helsing crept up on us from the shadows
COMING SOON: Hints – Issue 31

XBOXGAMER

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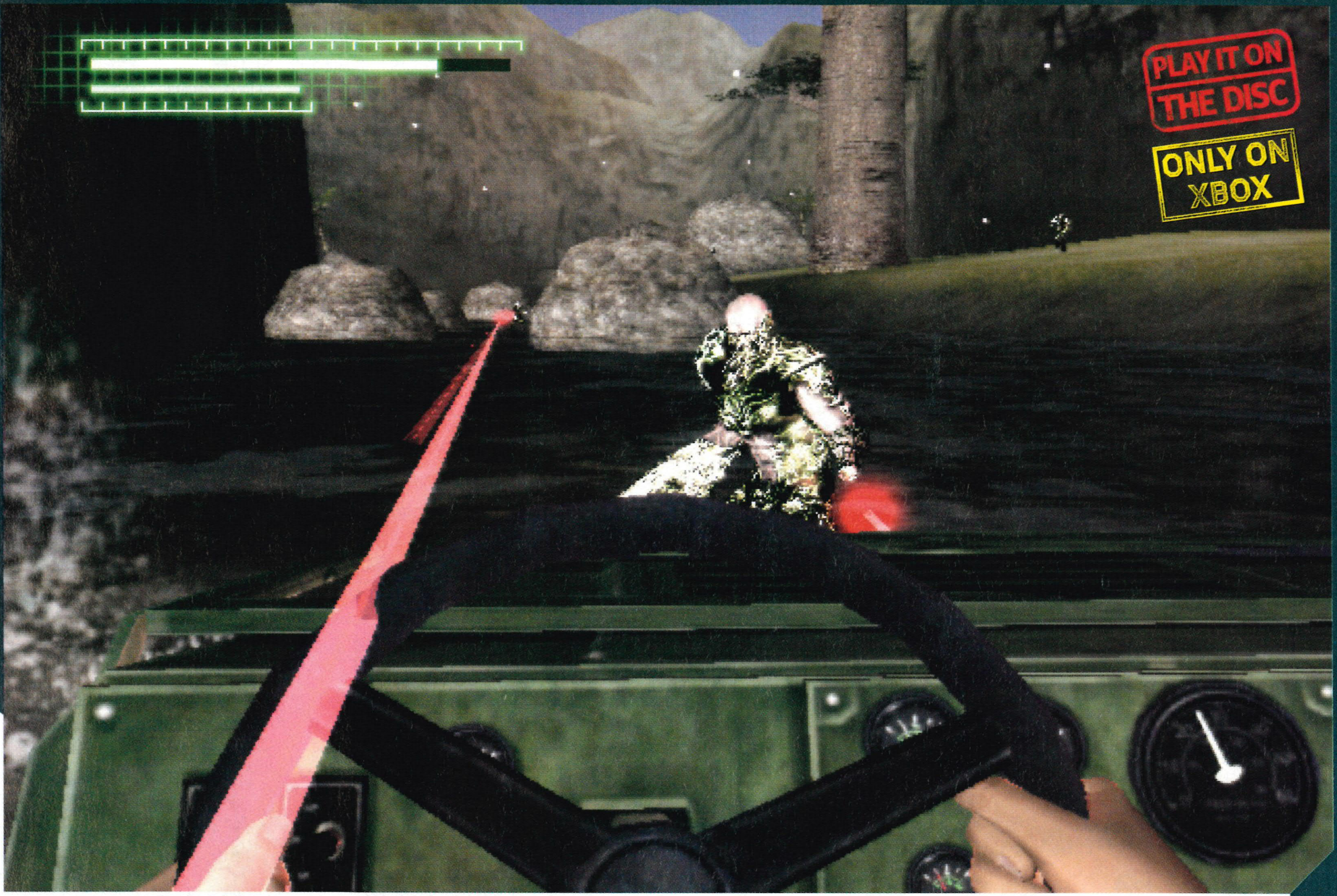
ISSUE 29 ON SALE THURSDAY MAY 27



↑ **Jumping behind the wheel of a jeep is the last thing you expect to see. Flattening these aliens is one of the game's highlights.**

The only FPS with a full-bodied flavour

BREAKDOWN

WORDS: **BEN TALBOT**

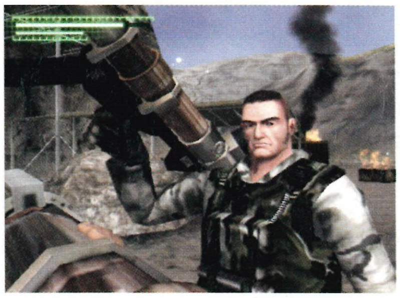
GAME INFORMATION
DEVELOPER: **NAMCO**
PUBLISHER: **EA**
RELEASE DATE: **JUNE 2004**
PLAYERS: **1**
WEBSITE: **WWW.NAMCO.COM/PROJECT-BREAKDOWN/**

THE BRIEF

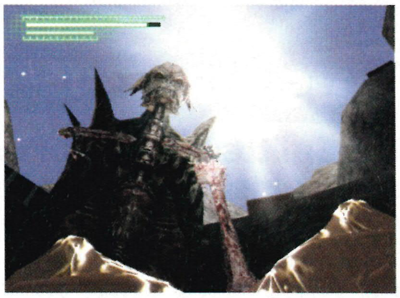
THE FIRST FPS where your entire body is visible. Includes driving and fighting sections.

BREAKDOWN is pretty shameless about lifting ideas from *Half-Life*. But that's not to say it's a complete rip-off of the classic PC game. The hackneyed plot requires little explanation other than you control Derrick Cole, a man with amnesia who's trapped in a research lab. As alien species rampage through the building, the military are also causing havoc. They're shooting indiscriminately, in an attempt to cover up a mysterious experiment.

Carbon-copied storytelling is where the similarities end though. While plot was so crucial to *Half-Life*'s success, in *Breakdown* it's a mere engine to link together unusual gameplay features. Two such features are obvious from the opening scene: your feet sticking out at the end of a hospital bed. Amazingly, your entire body is visible at all times. It's fully functional too. When you pick up an item, you actually bend down and grab it. When you pull a lever or climb a ladder, your hands are back again. Most obviously, they're there for dramatic effect. A riveting example is where you're hanging from a rooftop by one hand. Your buddy Alex Hendrickson tries to pull you up, but an attack chopper causes you both to plummet, all in the first-person perspective.



↑ **You're joined by some Marines later on.**



↑ **This giant is fossilised. No fighting needed.**

Being held up by the throat is also gruesomely exhilarating. As the alien leader Solus chokes the life away, you can look down and see your legs dangling above the ground. The in-body experience is much more immersive than your average FPS. Just like in *Shenmue II* (Issue 13, 8.0), when you answer a telephone, you actually pick up the receiver. Biting into a burger or drinking a can of coke are also moments of surprising realism. Unfortunately, the novelty soon wears off and mundane tasks like this become, well... mundane. »

BONUS INFO

MONSTER MASH
T'Lan aliens and soldiers do fight one another, but it's all very scripted. It's impossible to lure the different factions into battle because they'll always attack you first.

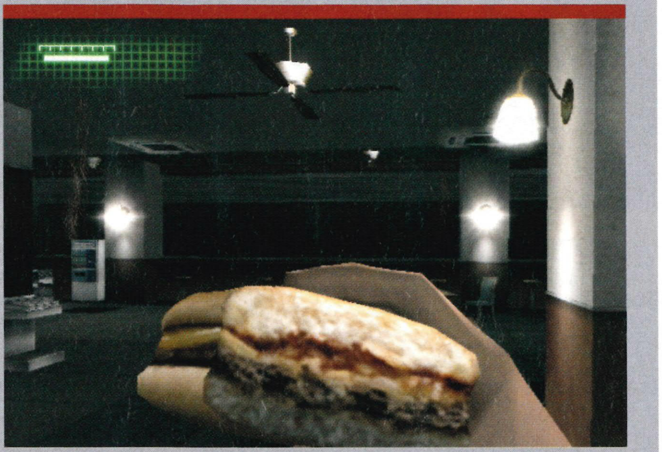
COPYCAT
Alex is quite clearly modelled on Trinity from *The Matrix*. She helps Derrick escape from the lab at the beginning and helps you to fight the T'Lan in hand-to-hand scuffles.

ART ATTACK
Whenever you defeat a new species of alien, a piece of production art is unlocked in the gallery. The same goes for when you meet friendly characters like Alex for the first time.

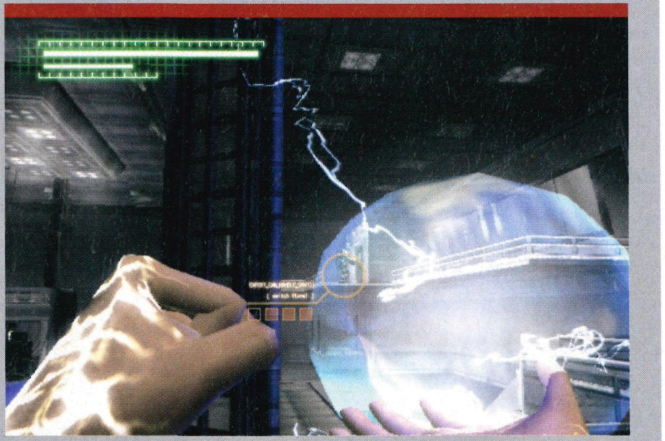
FINGERS AND THUMBS

Derrick is good with his hands

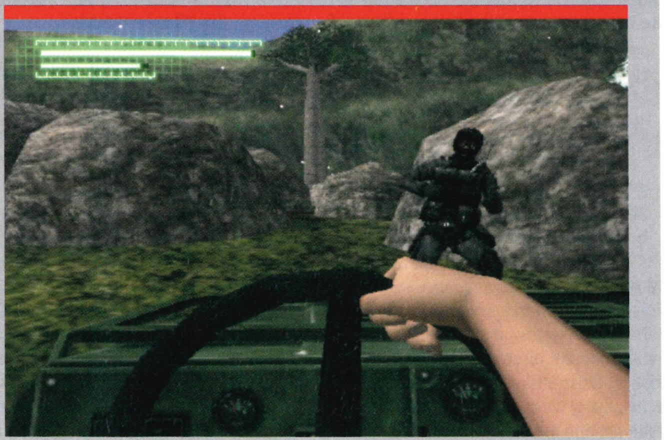
WE'VE ALREADY TALKED a little about your virtual meathooks. As you progress further into the game, a mysterious aura starts to surround them. Being able to see them sometimes has a disorientating effect, especially when jumping and climbing, but for the most part they're very useful. Here are some of the things you can do with them.



Eat burgers! Fast food has amazing healing properties. We're lovin' it.



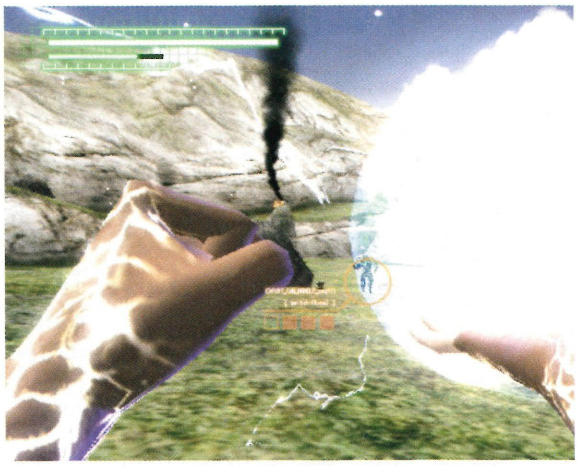
Shoot fireballs! Why waste ammo when you can shoot electricity?



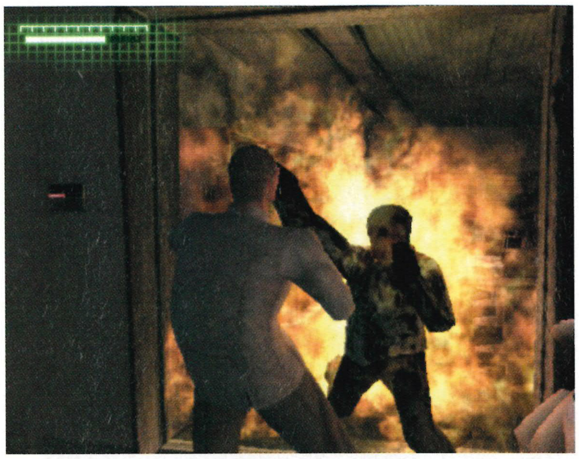
Drive jeeps! Add a new hood ornament by running over enemies.

Picking up every piece of ammo is tedious enough, but to make things worse you can be killed while doing it. There's no option to skip through the lengthy animations, so you can often be shot to pieces while stopping to examine an object. Don't discount the virtual hands as a gimmick, though. Their real usefulness only becomes obvious when the aliens appear. Because they're invulnerable to weapons, the T'Lan can only be defeated in hand-to-hand combat, and that means more than just punching.

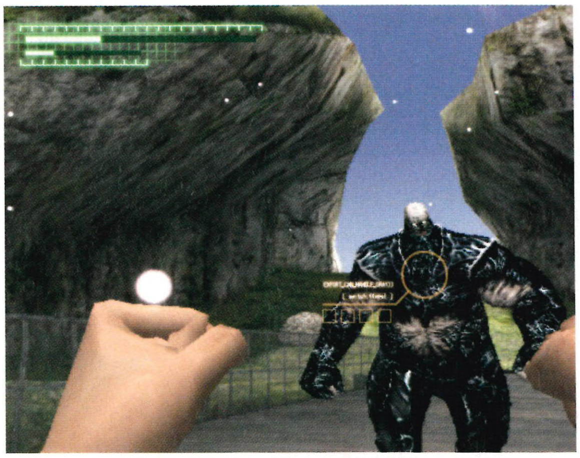
While this doesn't compare to Namco's traditional beat 'em ups like *Soul Calibur II* (Issue



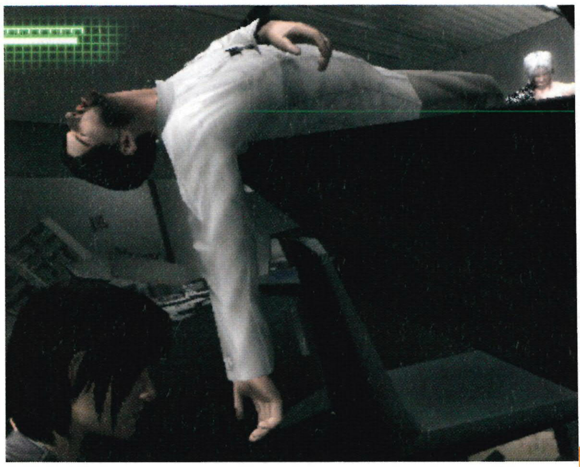
A fully charged electric ball homes in on enemies.



Like Half-Life, the scientists get a rough ride throughout.



Juggernaut T'Lan can take a barrage of punishment.

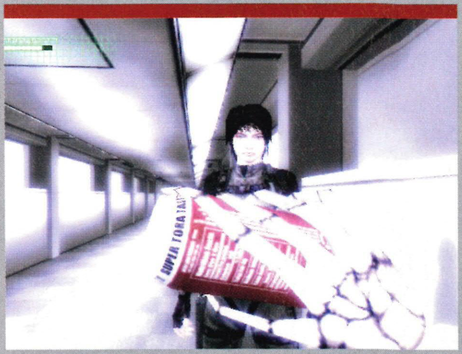


You and Alex hide from Solus underneath a desk.

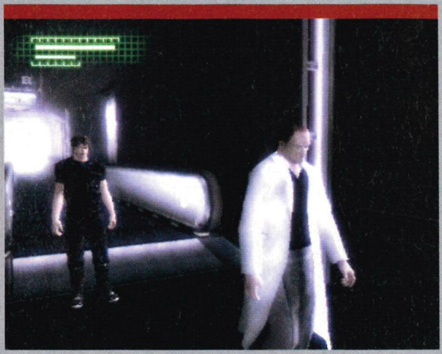
TOSS THE ALIEN: THROWING YOUR ENEMIES AROUND IS EASY. JUST MOVE CLOSE TO THEM AND PRESS THE LEFT AND RIGHT TRIGGERS TOGETHER WHILE TAPPING UP ON THE LEFT THUMBSTICK.

THE BUTTERFLY EFFECT >> Time for a nostalgia trip

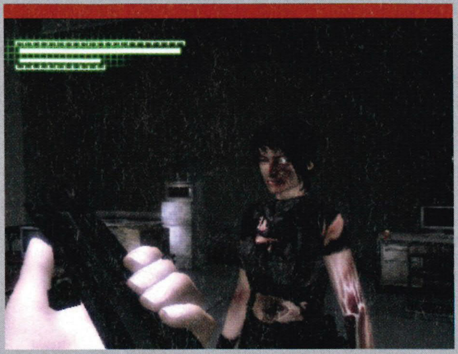
DERRICK IS AN amnesiac at the start of the game, giving you plenty of opportunity to discover startling revelations about his past. Flashbacks are heralded by the appearance of a mysterious moggy. Whenever he crosses your path, something insane is about to happen. They're even wackier than the ones in *XIII*.



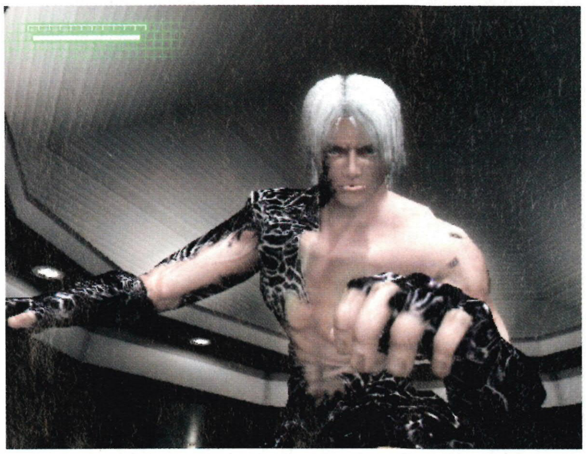
↑ Escaping from the first building, your skin rots away leaving a pair of bony hands underneath.



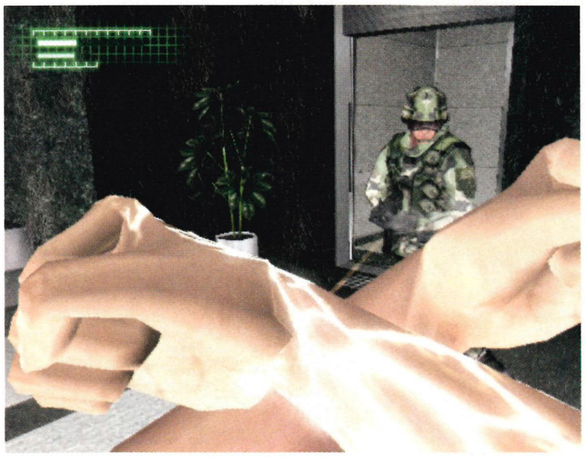
↑ At one point you skip back to a few minutes earlier and see yourself on the travelator.



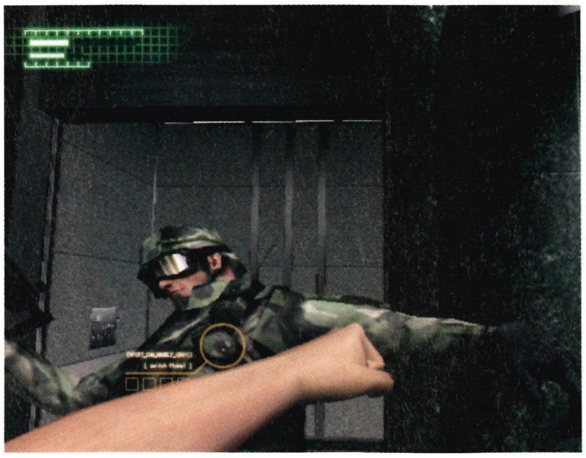
↑ Alex looks like a zombie in this hallucination. It's actually a Stealth T'Lan in disguise.



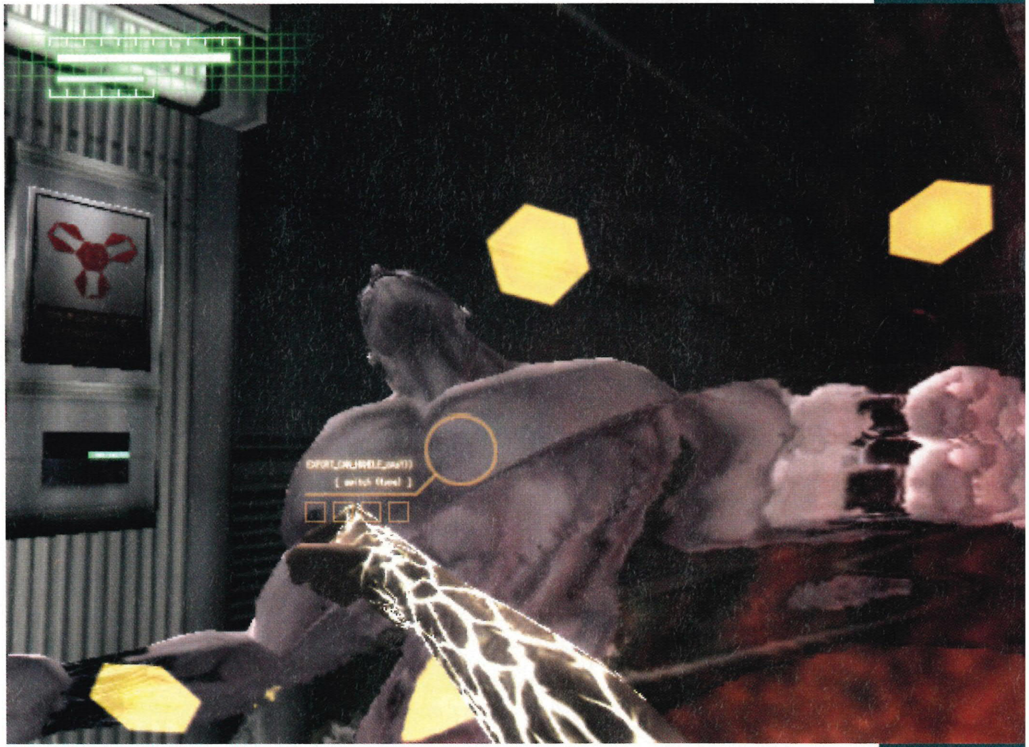
↑ Solus floors you and grabs you around the throat.



↑ Not even bullets can get past your guard.



↑ Soldiers drop after just a few punches. Weaklings!



↑ The hexagons are a sign that you've broken through the T'Lan's shield.

"Blast holes in a soldier at close range and watch his body spasm"

>> 21, 9.1), the fighting engine is still balanced and fairly deep. There's a solid range of standard attacks, combinations and special moves, as well as defensive techniques.

Pressing the Left trigger delivers a left hook while the Right executes a straight right jab. Used with different directions on the thumbstick, these strikes are modified into uppercuts, flying kicks and 1-2-3 combinations.

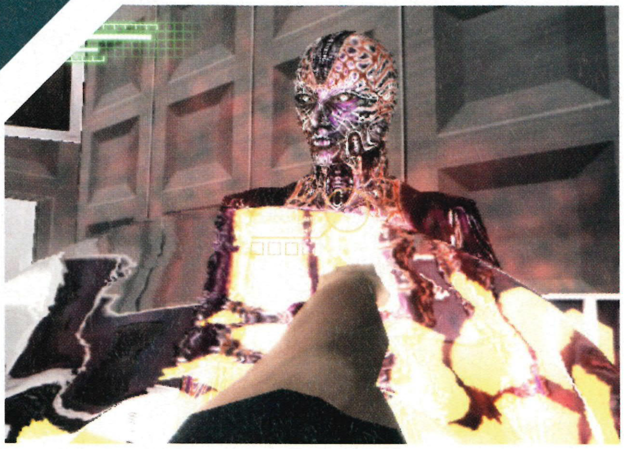
With around ten special moves to learn, there's an attack for every situation. A torrent of punches works well against the standard aliens, but others require more skill. Stealth T'Lan only appear during attacks, so you have to wait and defend, then counter once they're visible.

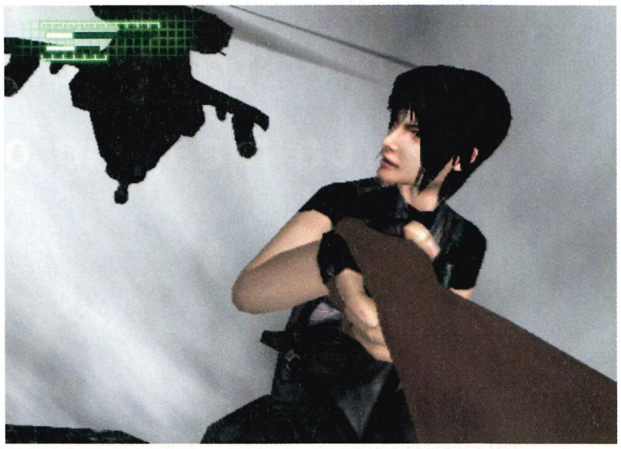
Juggernaut T'Lan are a completely different story. Their blows are so powerful that blocking won't work. Instead, you have to use the Black button to backflip and roll away from them before they can land a hit.

Fighting groups of aliens is the only thing that suffers from the first-person viewpoint. It's very easy to become blindsided by one monster while taking on another. There is a special shockwave move to divide groups of enemies, but it doesn't appear until late in the game.

Shooting suffers from a similar lack of visibility. The automatic lock-on is mandatory, and always aims at the enemy directly in front. Once again, enemies can shoot you at close range from the side, and toggling the lock-on is too slow. Another problem is that weapons, particularly the machine-gun, are disturbingly inaccurate. Ammo and health often sap away while you're missing shot after shot.

At least the arsenal looks and sounds deadly. It's great fun blasting holes in a soldier at close range, watching his body spasm. This could have been enhanced further with ragdoll physics, but that's sadly missing. >>


Ugly! It's no wonder the Stealth T'Lan are invisible.


Alex tries to pull you up onto the roof when a chopper attacks.

BONUS INFO

HADOUKEN!
Early in the game, your fists start to glow and can block bullets. Later on, it's possible to shoot blue balls of electric rage from your fingertips. This power can only be used sparingly though.

Graphically, there's much that could have been improved. Most characters look startlingly lifelike, but the environments are poor in comparison. For the first few hours of play, it's grey corridor after grey corridor with only a few glimpses of the outside world. They're desperately lacking the kind of punchy lighting effects that we saw in *Rainbow Six 3* (Issue 23, 9.4).

Trudging between office complexes and storerooms is dull, and when there are as many load points as monsters, the grinding pace becomes a problem. A few secret rooms could have spiced things up, but there isn't a single one, making exploration worthless.

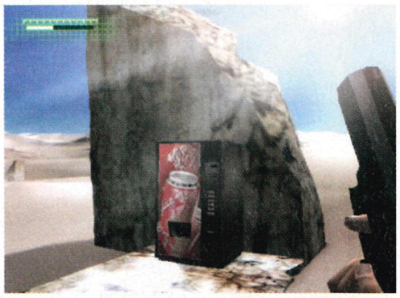
When you eventually break outside, the difference is breathtaking. The aliens have created a massive ecosystem at the Earth's core, a wide-open area with grass, trees and even an ocean. Because this area is so expansive, there's more freedom to probe around. This is enhanced by the unexpected opportunity to drive a jeep across the plains. *Halo* (Issue 01, 9.7) might have done the jeep-driving trick first, but not in the first person! From the moment your virtual hands turn the ignition and grasp the wheel, you know this is going to be one of the game's highlights.

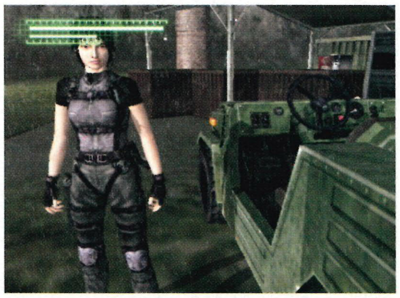
Vehicle handling is surprisingly responsive for an FPS, and blisters along at hair-raising velocity. Going over bumps is especially fun, sending the jeep flying through the air. Even better, it's possible to plough through enemies like a bowling ball.

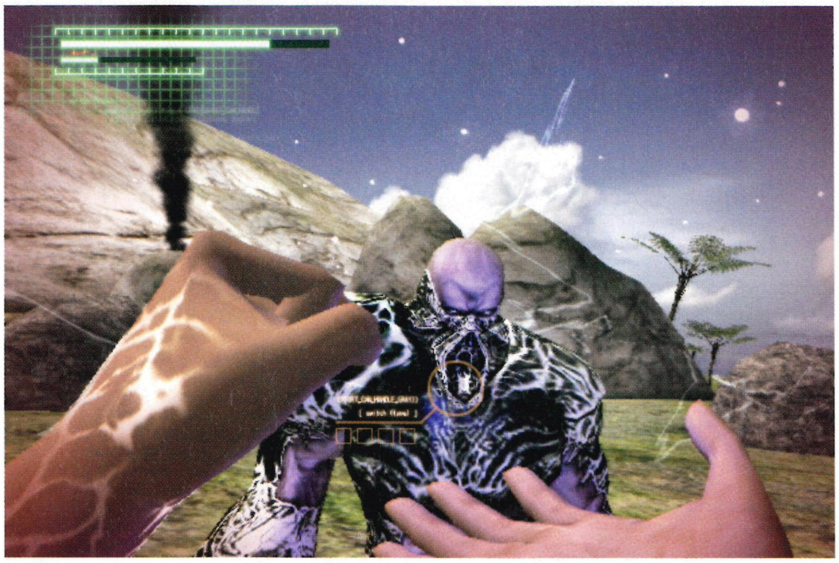
Outdoor areas are not only the playing highlight but also the best graphically. However, that's not to say they're anywhere near as good as *Halo*'s, and often not even as good as *Half-Life*'s. A bit of bump-mapping could have done wonders - it's a sad oversight considering this is an Xbox-exclusive game.

Ultimately, *Breakdown* is a game with too many contradictions. The ingenious use of body and movement is drowned in dreary level design and drab graphics. Likewise, moments of extreme originality are repeated so many times that even they become part of the tedium. At least the fighting maintains a fresh feel throughout, and has just enough depth to keep you playing through to the end.

> "Halo might have done the jeep-driving trick first, but not in the first person! It's one of Breakdown's highlights"


Cola machine in the desert? Weird.


Alex rides shotgun in the jeep.


The T'Lan don't seem at home in this gorgeous environment.

XBOX THE VERDICT

POWER
Fails to use Xbox's full power. Bump-mapping, dynamic lighting and ragdoll physics are all missed.

STYLE
Too many grey areas with too few enemies to kill. The outdoor levels look beautiful in comparison.

IMMERSION
Rates highly as an immersive FPS. The sensation of having an in-game body helps tremendously.

LIFESPAN
A long game, taking 20+ hours to finish on Medium. Lots of bonuses to unlock but no replay value.

GOOD POINTS
- FIRST-PERSON FIGHTING
- FIRST-PERSON DRIVING
- INTERACTIVE FLASHBACKS

BAD POINTS
- TEPID STORYLINE
- DULL GREY CORRIDORS
- AUTOMATIC LOCK-ON

SUMMARY
Proves the first-person genre can move beyond shoot 'em ups but it's not technically adept and has too much repetition.

OFFICIAL XBOX MAGAZINE SCORE
7.8//10

PREVIOUSLY: First Look - Issue 28
COMING SOON: Hints - Issue 31

HEADS UP: TOWARDS THE END OF THE GAME, YOUR HUD IS ERASED AS YOU ESCAPE THE MEMORY SCAN IMPOSED BY THE SCIENCE TEAM.

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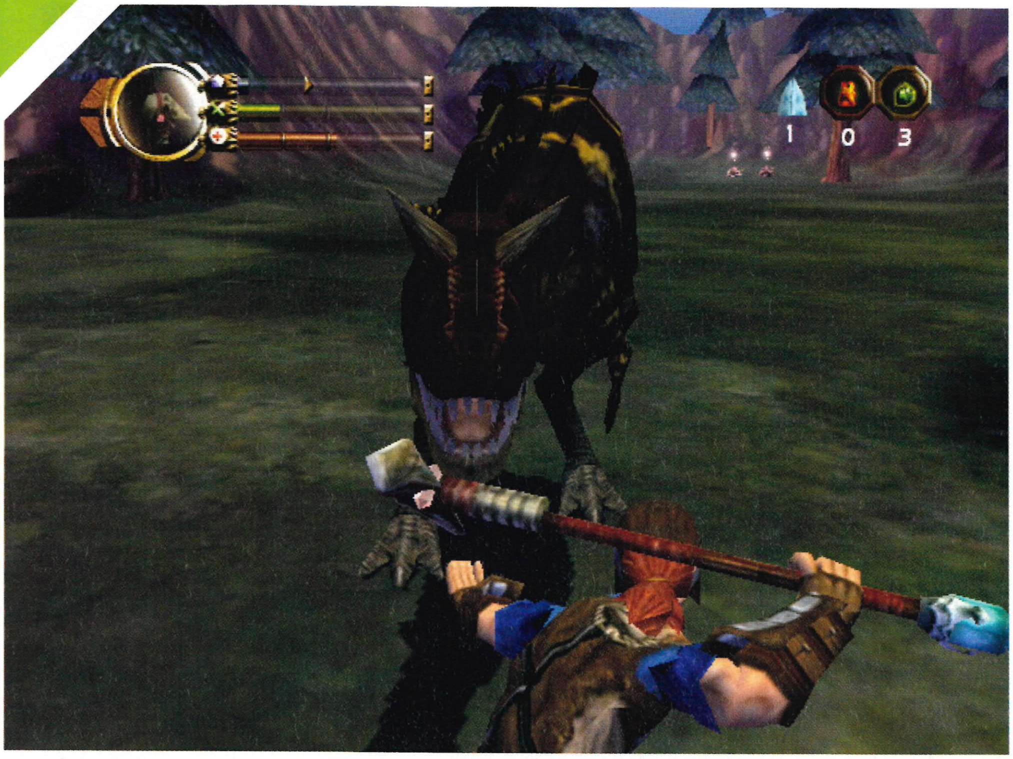


↑ Argh! You're being attacked by the dreaded Polygonasauraus. Smash his triangular body!

↑ A blue glow. This is dinosaur majik.

↑ Spells will afford you some protection.

↑ They're as stupid as they are ugly.

The land that time wished it had forgotten

DINOTOPIA: THE SUNSTONE ODYSSEY

BONUS INFO

BONEY M(ALLET)

Your weapons come in the form of ever-more-powerful clubs with different heads. These emit a powerful force that knocks enemies off their feet. Very handy!

WORDS: **BEN LAWRENCE**

GAME INFORMATION

DEVELOPER: VICIOUS CIRCLE
PUBLISHER: TDK
RELEASE DATE: OUT NOW
PLAYERS: 1
WEBSITE: WWW.DINOTOPIAGAME.COM

THE BRIEF

LEARN TO become a guardian of Dinotopia by smashing in the skulls of lizards with a big club.

THE PREMISE (as far as we can gather) of *Dinotopia* is that humans and dinosaurs live in peaceful co-existence. Kept as pets, or used *à la* Fred Flintstone in the workplace, dinos are an alternate cow: docile, useful, great eatin'. Some are even smart enough to hold conversations and dress in bodices. The whole 'dinosaurs and humans sharing living quarters making for an orgy of explosive gameplay' thing looks a little unlikely. Don't worry, *BC* seems to be coming along nicely. Not so with *Dinotopia* though. It's a bit flaccid to say the least, and although clearly taking cues from the likes of *Star Wars: Knights of the Old Republic* (Issue 20, 9.5), it has very little to warrant buying it.

As Drake Gemini (yeah, that's really his name), you must complete various tasks for various dinosaurs, with the promise of various rewards which you will then need in order to complete the next task. The problem though, is the task structure, which seems to range from collecting fruits (snore) to following an agonisingly linear path swinging a club at a sparse and stupid enemy. The combat is weak, especially when complicated combos earned through experience don't actually enhance your attacks, and the collision detection is transparent, especially when flying Skybax through canyons - you can hit rocks that are at least five feet away.

Ironically, one of the major faults with *Dinotopia* also happens to be one of the reasons why you should buy it. You'll never hear funnier, more atrocious voice acting in your whole gaming career. It's appalling, but so funny - a cross between Irish, Scottish, Cockney and Hindi.

An intentional plus point though, is the look of the game. It's certainly not the hokiest design we've seen and comes across in parts as rather quaint and appealing. The lighting effects are "ooo, aahhh"-inducing, and the appearance of a grazing diplodocus here and there will have you thinking you're in Jurassic Park. For all the incidental decoration though, *Dinotopia* still suffers by having all the substance of meringue.

It may be going for a snip at £20, but regardless of whether you pay that or double it, you're essentially paying good money to be bored. It's not that *Dinotopia* does things badly, but you'll feel like you've played it so many times before. There was never a moment during play that we felt surprised or enthralled by what was happening on screen - a bad sign for a title that is packed with such potential. It's dinosaurs by numbers, and dinosaurs should never be by numbers. They should be walloping great meat-chewing monsters, not bonnet-wearing party hosts who go to great lengths to impart on you their recipe for apple pie.

XBOX THE VERDICT

POWER

It was never going to be hugely innovative for a budget title, but graphically it does the job.

STYLE

There are some great *Dinotopia* paintings on the net. Now *that's* style. This, though? Oh dear, no.

IMMERSION

Trudging from one dumb battle to the next makes your attention wander. Oh look, a puppy! See?

LIFESPAN

Who knows? You'll wake up in a pool of drool not sure of where you are or how you got there.

GOOD POINTS

- + IT'S GOT DINOSAURS!
- + LOOKS QUITE PRETTY
- + THE HILARIOUSLY BAD VOICE ACTING

BAD POINTS

- - TOO PREDICTABLE
- - SEEN IT ALL BEFORE
- - THE DINOSAURS BAKE CAKES, DAMMIT!

SUMMARY

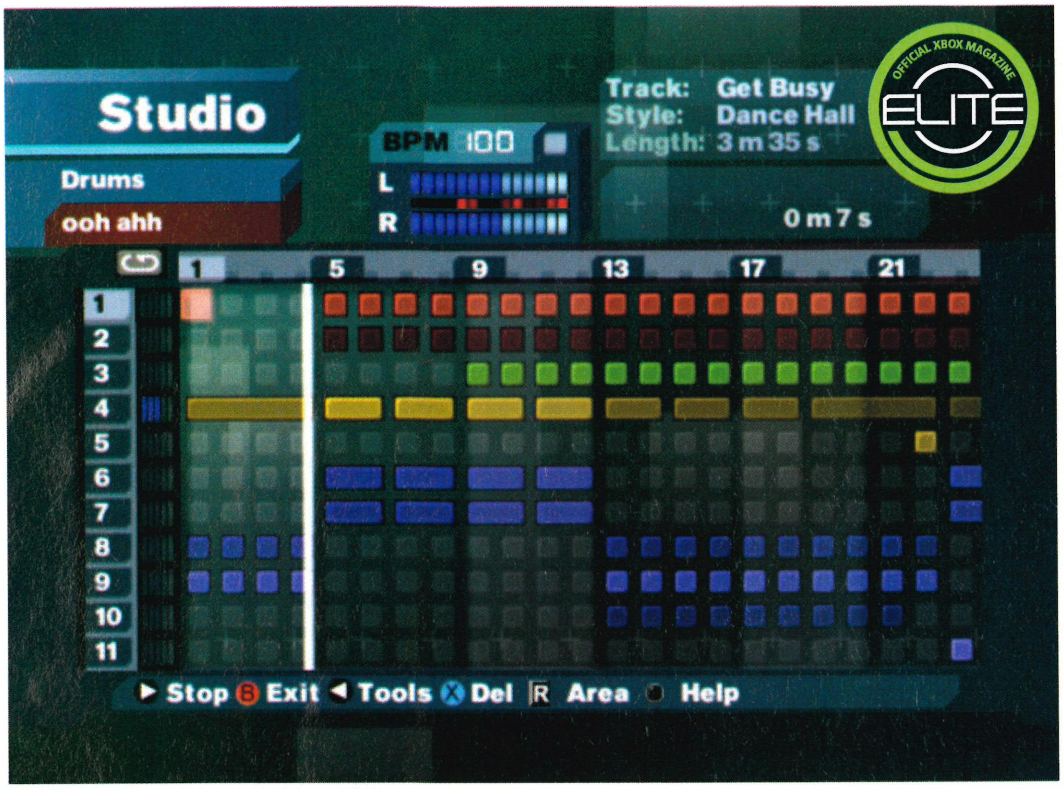
You'll have dino-flavoured déjà vu followed by an inevitable meander into the land of nod. It's all a bit dull and plodding.

OFFICIAL XBOX MAGAZINE **SCORE**

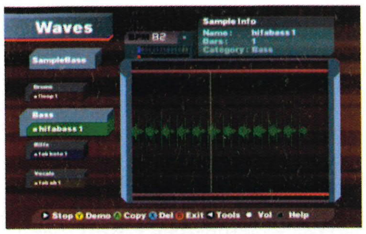
5.8//10

PREVIOUSLY: Just arrived from the primordial sludge
COMING SOON: Nothing planned

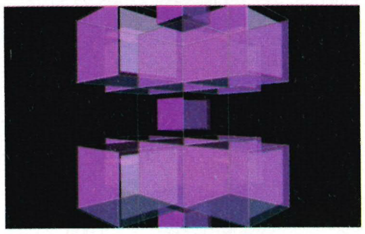
IT'S A FACT: DINOSAURS WEREN'T KILLED BY AN ASTEROID. THEY ALL DIED BECAUSE A HUGE VOLCANIC ERUPTION SPEWED SULPHUR INTO THE ATMOSPHERE.



↑ Okay, so it looks like a spilled bag of Tootie-Fruitie chews, but believe us, it sounds great.



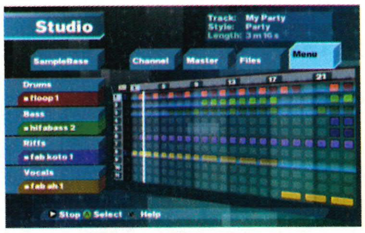
↑ You can see how the music is made.



↑ The Xbox animates tracks for you.

Waves
SampleBase
Sample Info

↑ Break up sounds then sample them!



↑ An easy interface means better sounds.

Oooh baby, music feels better with you...

MTV MUSIC GENERATOR 3

WORDS: **BEN LAWRENCE**

GAME INFORMATION

DEVELOPER: **CODEMASTERS**
PUBLISHER: **CODEMASTERS**
RELEASE DATE: **25 JUNE 2004**
PLAYERS: **1**
WEBSITE: **WWW.CODEMASTERS.CO.UK/MTVMG3**

THE BRIEF

BECOME your own music producer and mash up tracks from your CD collection.

AH, IF MUSIC be the food of love, we're a two-ton hickey-covered heifer with every STD under the sun and a fridge full of pies. We're in love, and we're stuffed.

MTV Music Generator 3 is, even for tone-deaf lumps like us, a genie's bottle of music. You near as damn it just have to rub the joypad and you're producing sounds you can tap your feet to. If you're unfamiliar with music, the premise is easy. Don't be put off by the apparently bewildering menu systems – in its most simple terms, *MG3* is like a jigsaw of samples that can be assembled in just about any pattern you like. You string them together and create tunes – easy. The fact that it still remains easy after its various incarnations and added extras throughout the years is testament to the easily navigable menu systems. It's pretty much foolproof.

Unfortunately, that doesn't extend to the actual ability to make music. Such is the wealth of samples, riffs, drums, vocals and baselines on offer, you'll be making musical mudpies long before you get together anything worthy of feeding through your speakers. That isn't a criticism, though. When there are so many samples, a little experimentation is forgivable, even if you do end up making something that sounds like a fart resonating through a roadcone.

Built-in tracks also allow you to rip samples, then add them directly to your own song. Snoop Dogg, Sean Paul, Outkast, The Ones and Carl Cox are just a handful of artists to have lent a track ready for enthusiastic shredding and mutilating. Actually trimming down the sample is too fiddly though, with a clean loop of sound being the exception to the rule – for the majority of the time you're left with snippets of overspill and extra fragments of a sample that sound stuttered and wonky when looped. A bit of practice and you'll be okay, but a microsecond of extra sound in a sample can ruin a loop.

There's no limit to the number of samples you can rip either. Simply burn a CD or song of your choice to the Xbox hard drive, then access it in-game, and go hell for leather. By the time we were finished with Gloria Gaynor's *I Will Survive* it sounded as though she was undergoing a tracheotomy operation. In fact, there are so many options that *MG3* has to be played to be believed. There's little point in us going through every minute specification because this page would be nothing but techno babble. Basically, if you want to do it, *MTV Music Generator 3* is the genie in a bottle that lets you do it. We wouldn't be surprised to see future DJs hailing this software as their entry point into the big time. It's endlessly inventive, and an essential bit of kit for anyone with aspirations of headlining at Ministry.

BONUS INFO

LUCY. SKY. DIAMONDS *Music* creates videos that dance along to your tracks. Sit back, relax, and crack open a can of psychedelia for some seriously trippy effects.

XBOX THE VERDICT

POWER
The hard drive offers limitless possibilities. It sucks up the power then spits it out in a melody.

STYLE
The menu system is designed within an inch of its life; samples are seriously contemporary.

IMMERSION
You'll play it for hours without realising and walk away with three minutes of musical perfection.

LIFESPAN
You can upload your own samples. As long as there's music, this will require playing.

GOOD POINTS
- + ENDLESSLY APPEALING
- + SIMPLE MENUS
- + TONS OF SAMPLES

BAD POINTS
- - TRICKY TO TAKE SAMPLES
- - NO LIVE SUPPORT
- - CAN TAKE AGES TO CREATE A GOOD TUNE!

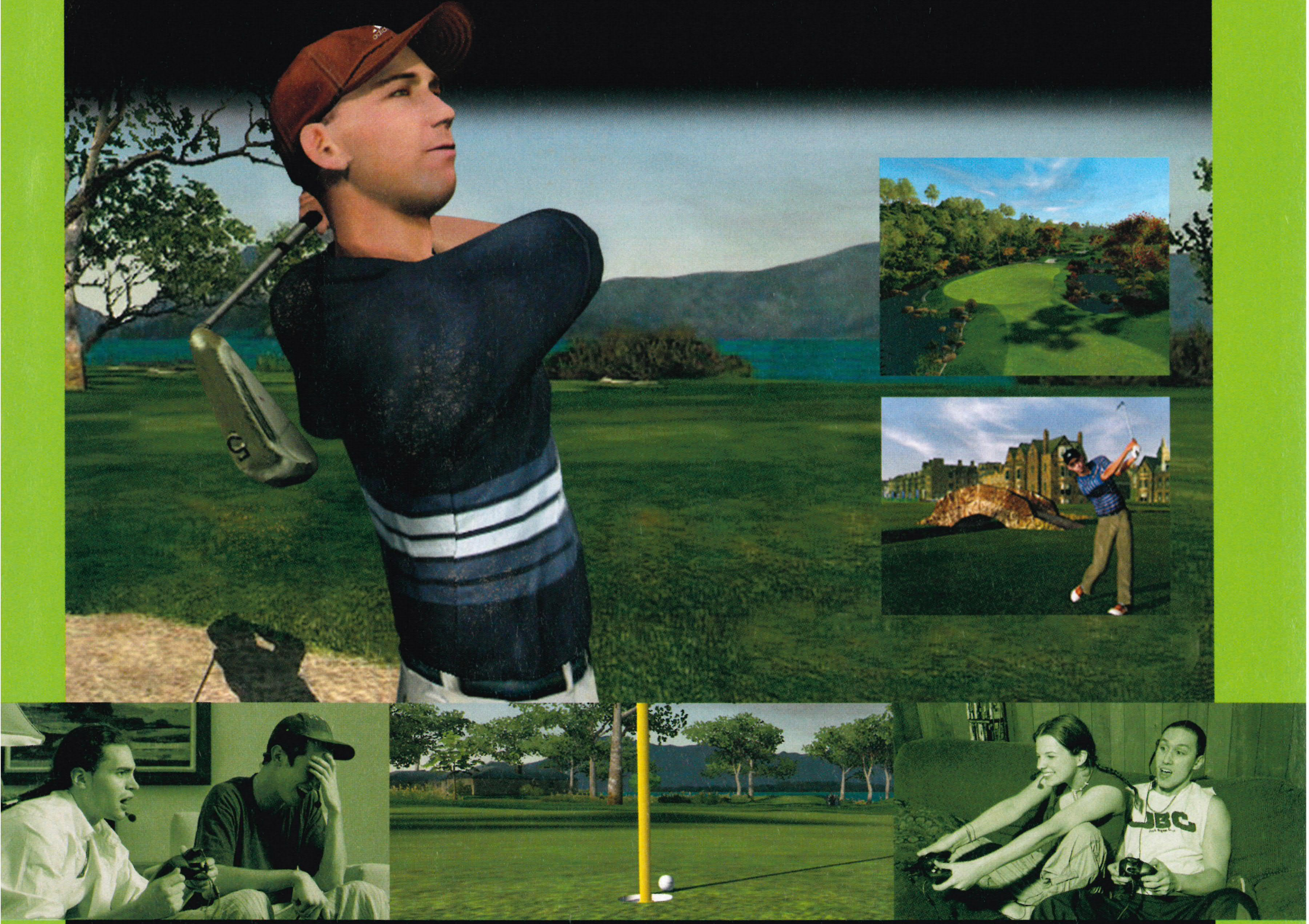
SUMMARY
Very playable and technically very friendly. You'll wonder where the hours went once you've compiled your tracks.

OFFICIAL XBOX MAGAZINE **SCORE**

8.5//10

PREVIOUSLY: Incoming – Issue 29
COMING SOON: A possible Number One?

Hazards include cross winds, water and global ridicule when you miss your putt.



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XSN SPORTS

XBOX LIVE

Links 2004

XBOX

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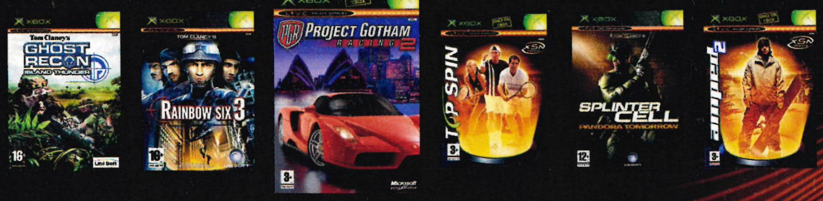
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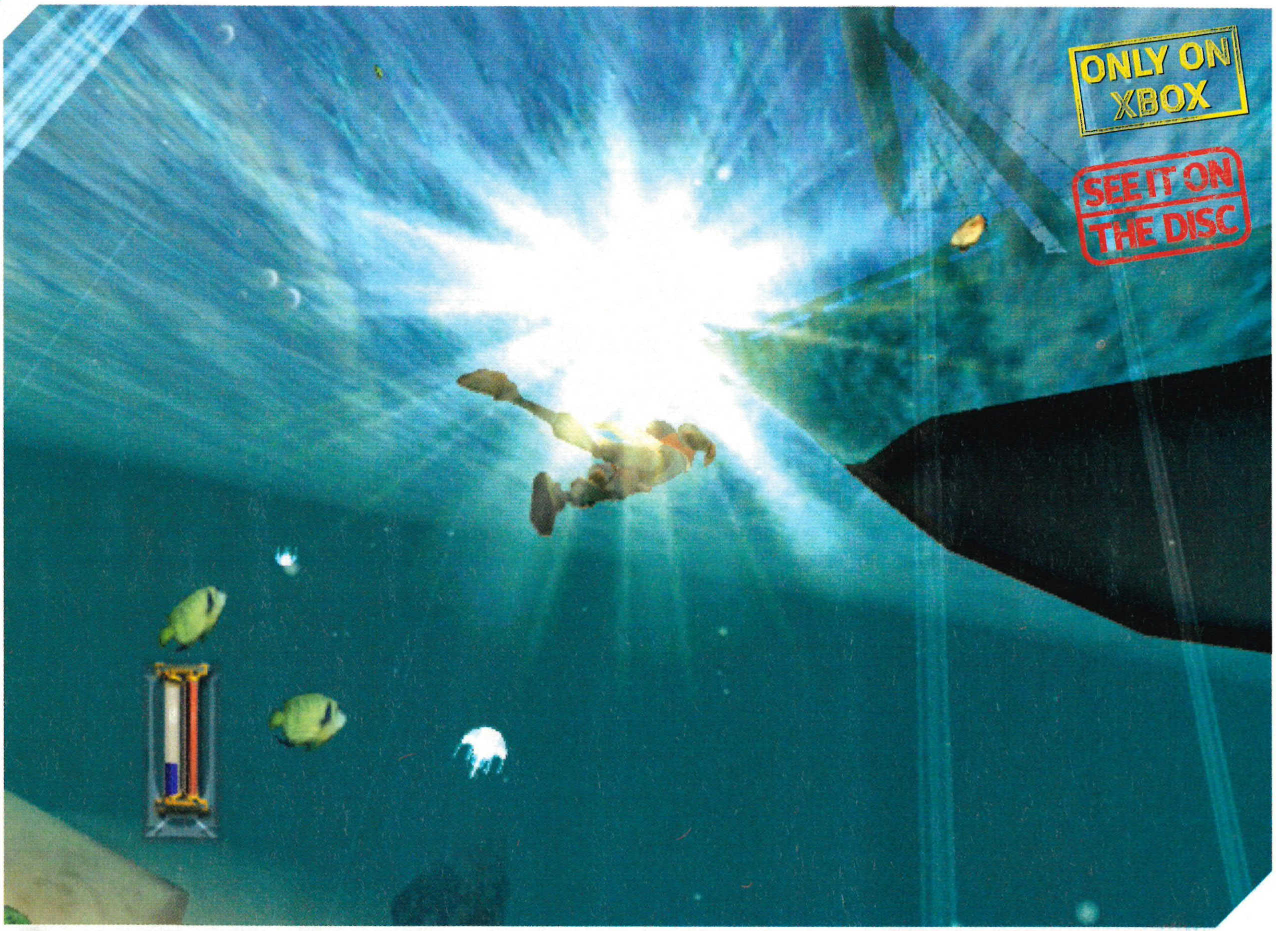
BONUS INFO

WRONG TURN
If you make a mistake and fall to the bottom of a level, there are some handy shortcuts like lifts and pulleys to restore you to your last position. Save points are fairly frequent too, which is a very good thing.

COMMAND AND CONQUER
Throughout the game, AI-controlled characters like Faith and Mihoko accompany you. Clearing certain puzzles requires co-operation and you can shout commands to your partners via a drop-down menu. Unfortunately, the menu system is very fiddly compared to the context-sensitive commands in other Xbox games.



↑ Rhama (sounds like Lara) can swim as deep as you like. Keep an eye on the O2 meter though.

Xbox marks the spot – and here's the final verdict

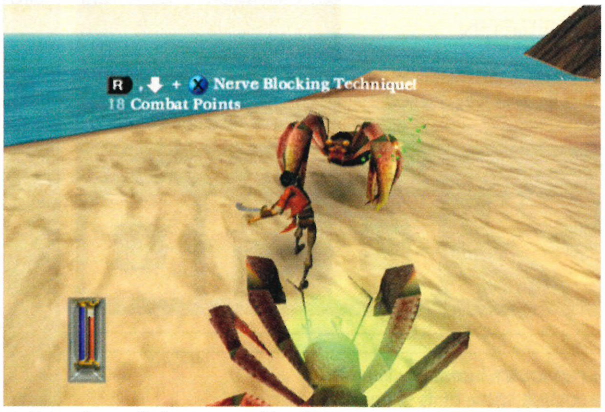
GALLEON: ISLANDS OF MYSTERY

THE BRIEF

PLATFORM adventure from Toby Gard, one of the brains behind the original *Tomb Raider* game.

WORDS: BEN TALBOT

GAME INFORMATION
DEVELOPER: **CONFOUNDING FACTOR**
PUBLISHER: **SCI**
RELEASE DATE: **JUNE 2004**
PLAYERS: **1**
WEBSITE: **WWW.SCI.CO.UK/GAMES**



↑ Do crabs really have green blood?

FOR A GAME that's been in development for so long (around five years), *Galleon* looks surprisingly fresh-faced. Captain Rhama Sabrier and his crew aren't the only distinctive part of the game – the uniqueness extends to level design, control and just about everything else.

Age might be one of the reasons why the developer has taken a different route to just about every other Xbox action adventure. It's still a mixture of fighting and platform jumping, but the way Rhama moves and controls is something else. Instead of being forced down a certain route, Rhama's superhuman abilities mean that the whole environment is your playground. Scaling cliff faces, walking tightropes and leaping great distances are all encouraged, and to some extent made easy by the game engine.

The first things you'll notice about the controls are the two running speeds. Moving the Left thumbstick a little makes you move in 'cautious mode'. Falling off a ledge or narrow catwalk is impossible at this pace because Rhama is locked onto the ground in front. On the other hand, pushing the thumbstick at full tilt makes you run at a speed even Sonic would be proud of – especially useful when you need to build up momentum for a stupendous jump.

Unfortunately, most other platformers have a lot more subtlety when it comes to analogue control. Pushing the stick even a fraction too hard causes Rhama to burst forward, often off the edge of a cliff you've spent 20 minutes climbing. You could put it down to player error, but falls like this would be arguably far less frequent with full analogue control.

Climbing isn't affected by this problem, because as long as the Right trigger is held down, you're glued to the wall. As long as there's a craggy rock face, you can clamber up it and even hang upside down over bottomless canyons. This isn't second nature though, because climbing has a disorientating effect. Despite a 3D compass appearing around Rhama, losing your way is a common occurrence. The camera zooms in so close that your view of the cliff face is mostly obscured. »

↑ Faith falls for Rhama's charm right away.

> "Scaling cliff faces and leaping great distances are encouraged"

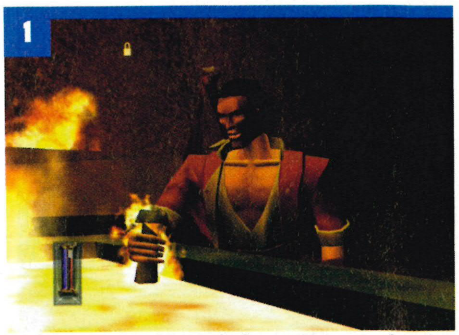
GUNPOWDER PLOT: SINGLE-SHOT PISTOLS ARE HIDDEN THROUGHOUT EACH OF THE SEVEN ISLANDS. ONCE YOU'VE EQUIPPED THEM, RHAMA AUTOMATICALLY LOCKS ONTO ENEMIES EVEN WHEN RUNNING, JUST LIKE LARA CROFT.

HAMMER AND TONGS

How a bit of DIY can help you go a long way

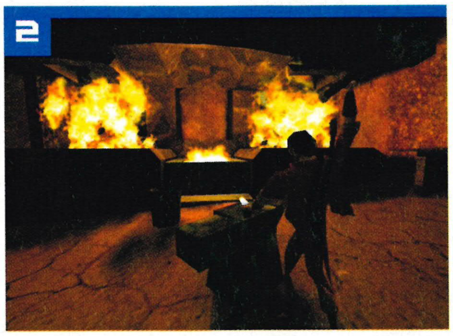
MOST OF THE puzzles in *Galleon* work around an item-collecting formula. On the second level you have to swim down to the ocean bed to recover a smithie's hammer and venture deep inside a cave to find a broken lynchpin. Here's what you do from there...

1



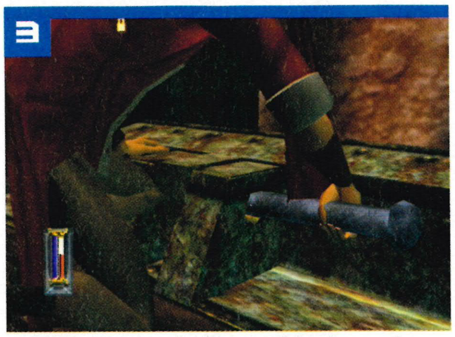
↑ The forge is at the end of a massive tunnel at the mountain's base. Heat the pin with volcanic magma.

2

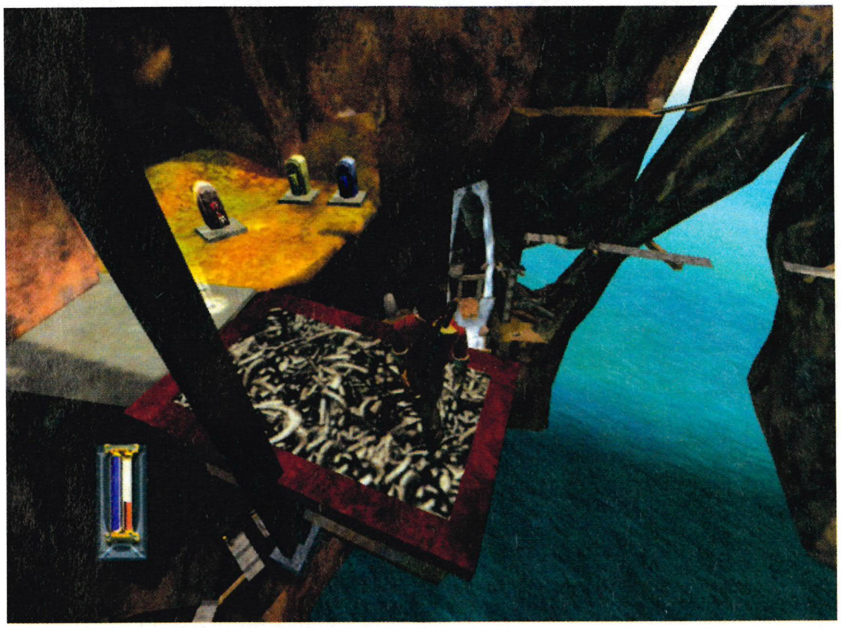


↑ Use the smithie's hammer on the anvil to bang the metal pin straight. Strike while the iron is hot!

3



↑ Place the pin at the bottom of the damaged elevator. This will take you halfway up to the peak.



↑ In this section you must shout commands to Faith to pull those levers on the ledge.

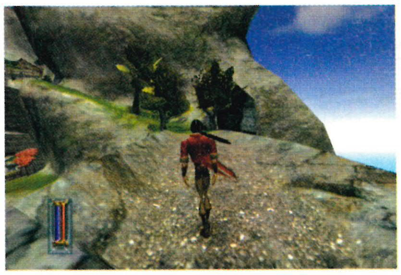
Of all the control features, jumping works best. An auto-correct function makes it possible to spring over a vast canyon and land on a vertical pole with almost effortless accuracy. It's only when you try to jump too far that you'll end up plummeting.

At least if you do fall, there's a lot to see on the way down. Each of the seven islands of mystery is a massive open-ended environment, often scaling such heights that you can't actually see the top. Impressively, there's no loading at all between sea level and the summit, and no no pop-up or fogging either.

Level design is also very clever. There's a solid balance between platforming, puzzle-solving and searching for hidden treasures and power-ups. Sometimes the scale of each island makes it difficult to tell where to go next, but exploration is an essential part of the game.

The puzzles are reminiscent of *Tomb Raider* (on which Confounding Factor's Toby Gard was lead designer). Huge doors and inaccessible bridges are opened up with the usual lever-pulling and hieroglyph-deciphering brainteasers. They're not original, but they are fun, and really hold the game together... unlike the fighting.

Galleon's combat is weak, to say the least. There are plenty of combos to learn but the auto lock-on means that avoiding damage is almost impossible when surrounded by enemies.



↑ Anywhere you can see, you can also go.

Evil pirates attack in groups of five or six, while you can only attack one at a time. Irritatingly, some attacks send you flying, often over a precipice. The timing-based combo system encourages button-bashing too.

Boss battles fare better, not least because the monsters are so huge. One of our favourite levels sees Rhama using a monster like a climbing frame. It's moments like this, where platforming, puzzle-solving and combat unite, that the game's brilliance shines through, especially when it's wrapped up in such a beautiful graphical package. Sadly, the outdated two-grade analogue control is a huge downer, transforming straightforward tasks into life-threatening hazards. But there's much to enjoy, if you have the patience.

↑ Rhama climbs like there's a big fire underneath him.

XBOX THE VERDICT

POWER

Graphically very good. Framerate's smooth and you can see for miles. Character animation is also great.

STYLE

Details you expect in an Xbox title, like shadows and real-time lighting are absent. Excellent level design.

IMMERSION

Superhuman abilities offer plenty of freedom; the fiddly analogue controls are a frustrating hindrance.

LIFESPAN

Roughly 20 hours of play but it'll take some serious patience to finish the game 100 per cent.

GOOD POINTS

- + ENERGETIC JUMPING AND CLIMBING
- + FREEDOM TO EXPLORE
- + CLEVER PUZZLES

BAD POINTS

- - CO-OPERATION BETWEEN CHARACTERS
- - FIDDLY ANALOGUE CONTROL
- - TERRIBLE COMBAT

SUMMARY

Not terrible but nowhere near as polished as adventures like VexX or Prince of Persia. Still better than Tomb Raider 5!

OFFICIAL XBOX MAGAZINE SCORE

7.0//10

»PREVIOUSLY: Incoming - Issue 29
»COMING SOON: Hints - Issue 31

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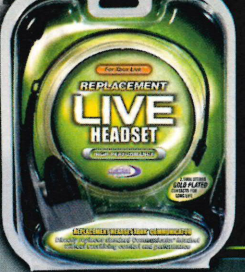
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REVIEWS DIRECTORY

THE XBOX ELITE

THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more.

AMPED 2
REVIEWED: Issue 23
TYPE: Extreme sports
"Stunning graphics. Dead easy to pick up and play but furiously addictive"
SCORE: 8.9 XBL: ★★★★

BALDUR'S GATE: DARK ALLIANCE
REVIEWED: Issue 08
TYPE: Action RPG
"Absorbing RPG with a healthy dose of hack 'n' slashing"
SCORE: 8.5

BEYOND GOOD & EVIL
REVIEWED: Issue 26
TYPE: Adventure
"Diverse and delicious. This isn't about violence, but about story, subterfuge, and character"
SCORE: 8.9

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
ALIAS	**Reviewed** Issue 27	**Type** Action adventure	"A stealth title without much stealth, but loads of high-kicking violence with a great choice of moves"	**Score** 6.9
ALIENS VERSUS PREDATOR EXTINCTION	**Reviewed** Issue 21	**Type** Real-time strategy	"Drab maps, but will entertain old RTS fans and newbies for a while"	**Score** 6.6
ALL-STAR BASEBALL 2003	**Reviewed** Issue 04	**Type** US sports	"Fine sim of the hit-and-miss sport"	**Score** 7.0
ALTER ECHO	**Reviewed** Issue 22	**Type** Shooter	"Original-looking game with some style. Repetitive gameplay though"	**Score** 6.9
AMPED: FREESTYLE SNOWBOARDING	**Reviewed** Issue 01	**Type** Extreme sports	"Addictive, impressive and deep. Makes a perfect landing"	**Score** 8.7
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
ARMED AND DANGEROUS	**Reviewed** Issue 26	**Type** Action adventure	"Voiceovers are superb and the script is hilarious. Unique weapons save it from being average"	**Score** 8.0
ARX FATALIS	**Reviewed** Issue 24	**Type** RPG	"Awkward old-skool gameplay. Steep difficulty curve if you're new to RPGs"	**Score** 6.2
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
BACKYARD WRESTLING	**Reviewed** Issue 23	**Type** Wrestling	"Glitchy graphics, extremely poor AI and temperamental collision detection"	**Score** 3.3
BAD BOYS II	**Reviewed** Issue 28	**Type** Action	"Flawed film licence that's fun for a few hours. Fast, frantic action"	**Score** 5.8
BALDUR'S GATE: DARK ALLIANCE II	**Reviewed** Issue 26	**Type** RPG	"Not drastically different from its predecessor, but this is a worthy instalment of the series"	**Score** 8.0
BARBARIAN	**Reviewed** Issue 07	**Type** Beat 'em up	"A solid, playable arcade beat 'em up with some nice ideas"	**Score** 7.4
BARBIE HORSE ADVENTURES: WILD HORSE RESCUE	**Reviewed** Issue 27	**Type** Adventure	"Not too difficult. Pretty graphics. If you like the plastic princess you'll eat this up like sugar lumps"	**Score** 6.7
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: RISE OF SIN TZU	**Reviewed** Issue 24	**Type** Beat 'em up	"Dreary superhero spin-off. This only gets points because toddlers might like it"	**Score** 3.4
BATMAN: VENGEANCE	**Reviewed** Issue 02	**Type** Action adventure	"Bat-lore heavy, but too easy, too samey and nothing new"	**Score** 4.5
BATTLESTAR GALACTICA	**Reviewed** Issue 24	**Type** Shoot 'em up	"Any potential has been banished to the cosmos by unforgiving objectives and unfair deaths"	**Score** 4.0
BIG MUTHA TRUCKERS	**Reviewed** Issue 11	**Type** Driving	"Original idea, but let down by poor handling and execution"	**Score** 6.6
BIONICLE	**Reviewed** Issue 23	**Type** Platformer	"Horrible graphics, frustrating combat and repetitive gameplay"	**Score** 3.1
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

BLINX: THE TIME SWEEPER
REVIEWED: Issue 09
TYPE: Platformer
"Takes platform gaming into uncharted territory. Essential"
SCORE: 9.3

BROKEN SWORD: THE SLEEPING DRAGON
REVIEWED: Issue 23
TYPE: Adventure
"A detective game that will stick with you after you've finished"
SCORE: 9.0

BRUTE FORCE
REVIEWED: Issue 18
TYPE: Squad-based shooter
"Multiplayer elevates *Brute Force* from a good to a potentially great game"
SCORE: 8.5

BURNOUT 2: POINT OF IMPACT
REVIEWED: Issue 17
TYPE: Driving
"A classic arcade racer that makes you sweat and grin"
SCORE: 9.0

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
BLOODY ROAR EXTREME	**Reviewed** Issue 24	**Type** Beat 'em up	"Transform into beasts and fight! Drips with Japanese eccentricity. Short-lived fun"	**Score** 6.5
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
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	**Reviewed** Issue 22	**Type** Action adventure	"Extremely playable and atmospheric. Even non-*Buffy* fans will enjoy this"	**Score** 8.0
BURNOUT	**Reviewed** Issue 04	**Type** Driving	"Arcade racer delivering a massive dose of testosterotainment"	**Score** 8.2
CAPCOM VS SNK 2 EO: MOTM	**Reviewed** Issue 14	**Type** Beat 'em up	"If it's 2D combat you're after, you won't find better than this"	XBL ★★★★ **Score** 7.7
CARMEN SANDIEGO THE SECRET OF THE STOLEN DRUMS	**Reviewed** Issue 27	**Type** Platformer	"Tries to teach you ancient history, but is very long and tedious. Looks last-gen and as ugly as muck"	**Score** 4.6
CARVE	**Reviewed** Issue 26	**Type** Extreme sports	"Too linear and unimaginative for long-term thrills. Bubbles to life on Xbox Live, though"	XBL ★★★★ **Score** 5.5
CEL DAMAGE	**Reviewed** Issue 02	**Type** Driving	"Dreamy looking, but hectic and frustrating gameplay"	**Score** 5.5
CELEBRITY DEATHMATCH	**Reviewed** Issue 24	**Type** Beat 'em up	"Very funny with lots of gore, but pathetically small single-player. Limited multiplayer too"	**Score** 4.8
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
CLUB FOOTBALL	**Reviewed** Issue 22	**Type** Sports	"Great four-player multiplayer with pretty good AI. A promising franchise"	**Score** 8.0
COLIN McRAE RALLY 3	**Reviewed** Issue 10	**Type** Driving	"Great handling, scintillating rallying, and more realistic than *RalliSport Challenge*"	**Score** 8.9
COMMANDOS 2: MEN OF COURAGE	**Reviewed** Issue 05	**Type** Tactical action	"Extremely tough but rewarding war game. Some control issues"	**Score** 7.9
CONAN	**Reviewed** Issue 29	**Type** Hack 'n' slash	"Decent hack 'n' slash. Varied levels and cool use of the licence, but stupid story and bad camera"	**Score** 7.7
CONFLICT: DESERT STORM	**Reviewed** Issue 07	**Type** Squad-based shooter	"Basic but entertaining tactical shooter providing top war stories"	**Score** 8.1
CONFLICT: DESERT STORM II	**Reviewed** Issue 21	**Type** Squad-based shooter	"A top squad shooter just got better. Great multiplayer, but too short"	**Score** 8.3
COUNTER-STRIKE	**Reviewed** Issue 23	**Type** FPS	"Single-player isn't great but over Xbox Live it's the next level of FPS gaming"	**Score** 8.0
CRASH	**Reviewed** Issue 03	**Type** Driving	"Instant, lo-fi, demolition derby fun for the few hours that it lasts"	**Score** 6.6

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 04
REVIEWED: Issue 21
TYPE: Driving
"Rallying at its grandest, prettiest and most absorbing. The best rally game ever made"
SCORE: 9.1

CRIMSON SKIES
REVIEWED: Issue 23
TYPE: Action
"A great package that's been playtested to death - and it looks gorgeous"
SCORE: 8.9 XBL: ★★★★★

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

CRASH BANDICOOT: THE WRATH OF CORTEX	**Reviewed** Issue 03	**Type** Platformer	"One of the best cartoony worlds, but has no new tricks"	**Score** 7.1
CRASH NITRO KART	**Reviewed** Issue 24	**Type** Driving	"Easily accessible with basic controls. Short single-player mode but multiplayer is fun"	**Score** 6.3
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
CROUCHING TIGER, HIDDEN DRAGON	**Reviewed** Issue 27	**Type** Beat 'em up	"Looks great. Shame it plays horribly with unresponsive characters and an abysmal camera"	**Score** 5.4
CURSE: EYE OF ISIS	**Reviewed** Issue 27	**Type** Survival horror	"Fun, in a camp, old-fashioned way, but not clever enough to touch *Resident Evil*, which it tries to be"	**Score** 6.6
DAKAR 2	**Reviewed** Issue 18	**Type** Driving	"If you've got no qualms about realism while off-roading, this is fun"	**Score** 7.8
DANCING STAGE UNLEASHED	**Reviewed** Issue 27	**Type** Party	"Great party piece and keeps you fit. Ace dance step editor. New songs will soon be available on Live"	**Score** 7.2
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 MAN'S HAND	**Reviewed** Issue 28	**Type** Shooter	"Great mission variety and fresh gameplay. Fun, but the pacing is inconsistent"	**Score** 7.1
DEAD OR ALIVE XTREME BEACH VOLLEYBALL	**Reviewed** Issue 14	**Type** Sports	"Great to look at and fun to play, but it's an acquired taste"	**Score** 8.0
DEAD TO RIGHTS	**Reviewed** Issue 12	**Type** Action adventure	"Some fun gunfights but too much dull, unarmed combat"	**Score** 7.0
DEATHROW	**Reviewed** Issue 09	**Type** Sports	"Average. Tries (and fails) to hide shortcomings with naughty words"	**Score** 5.5
DEFENDER	**Reviewed** Issue 14	**Type** Shooter	"Prompts a bit of nostalgia, but it doesn't have that vital spark"	**Score** 6.6
DIE HARD: VENDETTA	**Reviewed** Issue 19	**Type** Shooter	"If you persist, you'll catch brief glimpses of decency amongst the mess"	**Score** 3.5
DINO CRISIS 3	**Reviewed** Issue 22	**Type** Action/Shooter	"Cool dinos, huge ship to explore, but bad camera and it gets repetitive"	**Score** 6.4
DISNEY'S EXTREME SKATE ADVENTURE	**Reviewed** Issue 21	**Type** Extreme sports	"Best kids' game on Xbox; loved by adults too! Looks good, plays great"	**Score** 8.3
DR MUTO	**Reviewed** Issue 14	**Type** Platformer	"Enjoyable if you've not played loads of other cartoony platformers"	**Score** 7.0
DRAGON'S LAIR 3D: RETURN TO THE LAIR	**Reviewed** Issue 29	**Type** Adventure	"Looks good and is quietly addictive, but too dated to really hold your attention. One for patient kids"	**Score** 5.3
DUNGEONS & DRAGONS: HEROES	**Reviewed** Issue 23	**Type** RPG	"Fun in multiplayer, and the environments are great, but an unwieldy camera spoils things"	**Score** 6.9
DYNASTY WARRIORS 3	**Reviewed** Issue 10	**Type** Action	"Pure aggression and drama. Masses of characters and battlefields"	**Score** 7.8
DYNASTY WARRIORS 4	**Reviewed** Issue 23	**Type** Action	"Gameplay rocks but it lacks the new features you'd expect in a sequel"	**Score** 6.5

DEUS EX: INVISIBLE WAR
REVIEWED: Issue 26
TYPE: First-person shooter
"Mind-blowing, expertly crafted experience. Don't miss it"
SCORE: 9.0

ENTER THE MATRIX
REVIEWED: Issue 17
TYPE: Action
"A slick action romp that genuinely adds something new to the licence"
SCORE: 8.5

FIFA FOOTBALL 2004
REVIEWED: Issue 23
TYPE: Sports
"Incredible player models, fluid animation, ridiculously pretty. The best Xbox footy title"
SCORE: 8.7

FIGHT NIGHT 2004
REVIEWED: Issue 29
TYPE: Sports
"Absorbing, sweat-drenched title with dazzling graphics and a groundbreaking control system"
SCORE: 8.5

KEY: Xbox Live features
Elite title superseded by an Elite sequel

GRABBED BY THE GHOULIES

REVIEWED: Issue 23
TYPE: Action adventure
"Very polished. Top animation. A sure-fire crowd-pleaser"
SCORE: 8.9

GRAND THEFT AUTO DOUBLE PACK

REVIEWED: Issue 25
TYPE: Driving/Action
"PS2 port, but a benchmark of crime titles yet to be beaten"
SCORE: 8.9

HALO

REVIEWED: Issue 01
TYPE: FPS
"Quite simply, a masterpiece and without question one of the best games ever made"
SCORE: 9.7

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

EGGO MANIA	**Reviewed** Issue 08	**Type** Puzzle	"Decent two-player, brain-scratching fun"	Score 6.5
ELDER SCROLLS III: MORROWIND	**Reviewed** Issue 09	**Type** RPG	"By turns, wondrous, unconventional and boring. Unique, but slow"	Score 7.6
ENCLAVE	**Reviewed** Issue 06	**Type** Action adventure	"Involving, but the catalogue of annoyances becomes annoying"	Score 5.8
ENGLAND INTERNATIONAL FOOTBALL	**Reviewed** Issue 29	**Type** Sports	"Competent and intuitive footy sim. Single-player will last ages; Live will last forever"	Score 8.2
ESPN INTERNATIONAL WINTER SPORTS	**Reviewed** Issue 03	**Type** Extreme sports	"Pathetic sports anthology... a game stuck firmly in the Ice Age"	Score 3.2
ESPN NBA BASKETBALL	**Reviewed** Issue 23	**Type** US sports	"What it lacks in immediacy, it makes up for in its hefty lifespan. Ace replays"	Score 7.6
ESPN NFL FOOTBALL	**Reviewed** Issue 23	**Type** US sports	"Good Gridiron game boosted by clever and completely new game modes"	Score 8.0
ESPN NHL HOCKEY	**Reviewed** Issue 23	**Type** US sports	"Tons of game modes and plenty of depth. The best-looking ice hockey game"	Score 7.6
ESPN WINTER X GAMES SNOWBOARDING 2	**Reviewed** Issue 05	**Type** Extreme sports	"A decent boarding game but a bit clumsy to play. Lots of features"	Score 7.0
EVIL DEAD: A FISTFUL OF BOOMSTICK	**Reviewed** Issue 18	**Type** Action adventure	"Provides laughs but nothing too involving. Clever weapon combos"	Score 6.7
F1 2002	**Reviewed** Issue 03	**Type** Driving	"Solid, with all a fan could want, but it's evolution, not revolution"	Score 7.1
F1 CAREER CHALLENGE	**Reviewed** Issue 18	**Type** Driving	"Solid F1 racing fun that delivers in the important areas but lacks bite"	Score 6.6
FALLOUT: BROTHERHOOD OF STEEL	**Reviewed** Issue 28	**Type** Action/Strategy	"A mix of *Dark Alliance*, *Mad Max*, Rentokil and Bernard Manning. Violent and amusing"	Score 7.2
FIFA FOOTBALL 2003	**Reviewed** Issue 10	**Type** Sports	"Accurate, playable and authentic, but the controls are flawed"	Score 8.4
FILA WORLD TOUR TENNIS	**Reviewed** Issue 09	**Type** Sports	"A derivative tennis game with more faults than the San Andreas"	Score 2.6
FINDING NEMO	**Reviewed** Issue 21	**Type** Platformer	"Looks gorgeous, oozes humour. Challenging, but frustrating in places"	Score 7.9
FIREBLADE	**Reviewed** Issue 12	**Type** Action	"Duff controls, poor graphics and no spark"	Score 2.8
FORD RACING 2	**Reviewed** Issue 23	**Type** Driving	"Cheap racing fun with predictable tracks, simple challenges and dull graphics"	Score 6.4
FREAKY FLYERS	**Reviewed** Issue 22	**Type** Racing	"Easy-to-pick-up wacky racer that delivers both fun and firepower"	Score 7.0
FREEDOM FIGHTERS	**Reviewed** Issue 20	**Type** Squad-based shooter	"Atmospheric and film-like squad-based shooter, but a bit repetitive"	Score 7.9
FREESTYLE METALX	**Reviewed** Issue 21	**Type** Extreme sports	"A deep but intuitive motocross game, with a massive range of tricks"	Score 7.8
FUZION FRENZY	**Reviewed** Issue 01	**Type** Party	"More party pooper than party popper. Too simple and repetitive"	Score 4.5
FURIOUS KARTING	**Reviewed** Issue 13	**Type** Driving	"Quickly grows tiring thanks to wafer-thin gameplay and average looks"	Score 5.0
FUTURAMA	**Reviewed** Issue 19	**Type** Platformer	"An extremely likeable package of simple, solid gaming. Crucial for fans"	Score 7.7
GAUNTLET DARK LEGACY	**Reviewed** Issue 04	**Type** Adventure	"A fun-free game that's sluggish and frequently confusing to play"	Score 3.8
GENMA ONIMUSHA	**Reviewed** Issue 02	**Type** Action adventure	"No-frills hack 'n' slash that takes a while to crack. Fun, but flawed"	Score 6.9
GLADIATOR	**Reviewed** Issue 23	**Type** Action	"Generic hack 'n' slash that's well presented but let down by the camera"	Score 6.7
GLADIUS	**Reviewed** Issue 23	**Type** Turn-based combat	"Nice environments but combat is uninvolving and tedious with no tension"	Score 4.6
GOBLIN COMMANDER: UNLEASH THE HORDE	**Reviewed** Issue 26	**Type** Real-time strategy	"A decent attempt at bringing an accessible action-friendly strategy title to Xbox"	Score 7.3
GODZILLA: DESTROY ALL MONSTERS MELEE	**Reviewed** Issue 17	**Type** Action	"A fun masher with multiplayer laughs and highly detailed monsters"	Score 6.1
GRAVITY GAMES: STREET.VERT.DIRT	**Reviewed** Issue 09	**Type** Extreme sports	"A horrible extreme sports game. Dire"	Score 0.8
GROUP S CHALLENGE	**Reviewed** Issue 20	**Type** Driving	"Loads of cars and tracks, realistic handling and an addictive career mode"	Score 7.8
GUN METAL	**Reviewed** Issue 04	**Type** Action/Shooter	"Enjoyable robo-death combat - if you can stomach the controls"	Score 8.3
GUN VALKYRIE	**Reviewed** Issue 03	**Type** Shooter	"Not for the faint-hearted, this has intense, skilful action all the way"	Score 7.6
HARRY POTTER AND THE CHAMBER OF SECRETS	**Reviewed** Issue 12	**Type** Action adventure	"A good looking, highly playable and authentic slice of Potter Pie"	Score 7.0
HARRY POTTER AND THE PHILOSOPHER'S STONE	**Reviewed** Issue 26	**Type** Action adventure	"Solid remake of the official *Potter* game that'll appeal to the *Harry* hardcore only"	Score 6.5
HARRY POTTER: QUIDDITCH WORLD CUP	**Reviewed** Issue 24	**Type** Sports	"Aimed at kids, but *Harry* snatches credibility with an exciting alternative sports game"	Score 7.7
HITMAN: CONTRACTS	**Reviewed** Issue 29	**Type** Action adventure	"The black sheep of the series. Great physics and plenty of gore, but it descends into shooter territory"	Score 6.6
HITMAN 2: SILENT ASSASSIN	**Reviewed** Issue 08	**Type** Action	"Great stealth game that rewards patience and planning"	Score 8.3
HUNTER: THE RECKONING	**Reviewed** Issue 05	**Type** Action adventure	"A repetitive rumble. Good, unclean fun but multiplayer is messy"	Score 6.7
HUNTER: THE RECKONING REDEEMER	**Reviewed** Issue 25	**Type** Action adventure	"Old-skool and repetitive, but fun. Essentially a blood-caked reincarnation of *Gauntlet*"	Score 6.8
ISS 2	**Reviewed** Issue 03	**Type** Sports	"Fans should treat this bitterly disappointing sequel with caution"	Score 5.1
JAMES BOND 007 EVERYTHING OR NOTHING	**Reviewed** Issue 27	**Type** Shoot 'em up	"The finest Xbox 007 adventure, only let down by poor targeting. Forgive this and you'll love it"	Score 8.4
JAMES BOND 007 IN... AGENT UNDER FIRE	**Reviewed** Issue 05	**Type** First-person shooter	"Makes you feel like Bond, but the bad guys' interaction is stupid"	Score 7.2
JAMES BOND 007: NIGHTFIRE	**Reviewed** Issue 11	**Type** Action/Shooter	"Looks great. Entertaining but nothing particularly groundbreaking"	Score 7.5
JUDGE DREDD: DREDD VERSUS DEATH	**Reviewed** Issue 21	**Type** First-person shooter	"Authentic comic book style, but poor, buggy AI and tired level design"	Score 6.6
JURASSIC PARK: OPERATION GENESIS	**Reviewed** Issue 15	**Type** World builder	"Want to be master of your own universe? You'll waste serious time"	Score 8.0
KELLY SLATER'S PRO SURFER	**Reviewed** Issue 09	**Type** Extreme sports	"Cool ideas mixed with aquabatics and satisfying play. Original fun"	Score 8.2
KNIGHTS OF THE TEMPLE: INFERNAL CRUSADE	**Reviewed** Issue 28	**Type** Action	"A strictly by-numbers hack 'n' slasher. Wacky storyline but hideous loading times"	Score 6.0

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

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 2004

REVIEWED: Issue 21
TYPE: US sports
"Stunning rendition no Gridiron fan should underestimate. Looks and sounds real"
SCORE: 8.5

KNOCKOUT KINGS 2002	**Reviewed** Issue 03	**Type** Sports	"An excellently presented but scrappy punch 'em up"	Score 6.3
LEGACY OF KAIN: DEFIANCE	**Reviewed** Issue 24	**Type** Adventure	"Plenty of puzzles and handfuls of hacking 'n' slashing. Excellent combat system"	Score 7.9
LEGENDS OF WRESTLING	**Reviewed** Issue 05	**Type** Sports	"Nostalgic appeal for wrestling fans. Causes chuckles in multiplayer"	Score 6.0
LEGENDS OF WRESTLING II	**Reviewed** Issue 11	**Type** Sports	"Lots of modes and characters. A must-have for fans"	Score 7.4
LEGO DROME RACERS	**Reviewed** Issue 21	**Type** Racing	"Watered-down futuristic racer for kids. *Quantum Redshift* meets *Mario Kart*"	Score 5.6
LINKS 2004	**Reviewed** Issue 24	**Type** Sports	"Golf has never looked so good or played so intuitively. You'll be hooked"	XBL★★★★ Score 8.4
LMA MANAGER 2003	**Reviewed** Issue 10	**Type** Sports	"Be the gaffer without being blinded by science and statistics"	Score 8.0
LMA MANAGER 2004	**Reviewed** Issue 27	**Type** Sports	"Intuitive and accessible, improved by using voice commands. Downloadable transfers via Live"	Score 8.4
LOONS: THE FIGHT FOR FAME	**Reviewed** Issue 08	**Type** Action	"Short-lived fun, but all done in real *Looney Tunes* style"	Score 6.5
LOTUS CHALLENGE	**Reviewed** Issue 11	**Type** Driving	"Umpteen modes, stunts, and challenges, but cars look dreary"	Score 6.5
MACE GRIFFIN BOUNTY HUNTER	**Reviewed** Issue 19	**Type** Shooter	"Looks great, lacks longevity. Highly enjoyable shooter just short of Elite"	Score 8.4
MAD DASH RACING	**Reviewed** Issue 01	**Type** Driving	"Just enough Mad, too much Dash and not enough Racing"	Score 6.5
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
MAFIA	**Reviewed** Issue 28	**Type** Driving/Action	"Hugely playable, ambitious crime-fest. Some camera issues, so is just short of Don status"	Score 7.3
MAGIC: THE GATHERING - BATTLEGROUNDS	**Reviewed** Issue 25	**Type** Real-time strategy	"Makes the card game exciting, but with a confusing battlefield, it's hard. Great on Live"	XBL★★★★ Score 6.7
MARVEL VS. CAPCOM 2	**Reviewed** Issue 10	**Type** Beat 'em up	"Fun, but the limits of 2D combat are all too obvious"	Score 7.5
MAT HOFFMAN'S PRO BMX 2	**Reviewed** Issue 09	**Type** Extreme sports	"Average extreme sports game with dodgy controls"	Score 5.0
MAX PAYNE	**Reviewed** Issue 02	**Type** Action	"Stylish, repetitive and worthy of your time... bullet time is brilliant"	Score 7.9
MECHASSAULT	**Reviewed** Issue 11	**Type** Mech shooter	"Stands tall as one of the best online games available"	XBL★★★★ Score 8.0
MEDAL OF HONOR FRONTLINE	**Reviewed** Issue 11	**Type** First-person shooter	"An average FPS that doesn't really impress on Xbox"	Score 5.7
MEDAL OF HONOR: RISING SUN	**Reviewed** Issue 24	**Type** First-person shooter	"Unfinished levels, poor ending, awful AI, clumsy plot. A disappointing sequel"	Score 5.1
METAL DUNGEON	**Reviewed** Issue 11	**Type** RPG	"Strong strategy element, but repetitive gameplay and no story"	Score 5.0
METAL GEAR SOLID 2: SUBSTANCE	**Reviewed** Issue 13	**Type** Action adventure	"Lots to admire but constant cutscene interruptions can really grate"	Score 7.2
MICRO MACHINES	**Reviewed** Issue 10	**Type** Driving	"Sacrifices longevity for arcade action and short-term fun"	Score 6.6
MIDNIGHT CLUB II	**Reviewed** Issue 19	**Type** Driving	"Fun arcade racing, although the handling is twitchy"	XBL★★★ Score 7.8
MIDTOWN MADNESS 3	**Reviewed** Issue 18	**Type** Driving	"Pick-up-and-play action. Live opens new gameplay doors"	XBL★★★★ Score 7.3
MIDWAY ARCADE TREASURES	**Reviewed** Issue 26	**Type** Retro	"Great selection of Midway's classics. Live scoring makes it an essential purchase for old-skoolers"	Score 7.5
MIKE TYSON HEAVYWEIGHT BOXING	**Reviewed** Issue 05	**Type** Sports	"Plenty of depth and strategy but sketchy and lacking a killer punch"	Score 7.2
MINORITY REPORT	**Reviewed** Issue 12	**Type** Action	"Offers little more than an extremely repetitive fight fest"	Score 5.5
MISSION: IMPOSSIBLE - OPERATION SURMA	**Reviewed** Issue 25	**Type** Stealth	"Decent stealth title that doesn't frustrate. Good if you like quick progress without replaying levels"	Score 8.0
MONOPOLY PARTY	**Reviewed** Issue 13	**Type** Party	"A solid take on the game but it's not the most fun multiplayer out there"	Score 6.5
MORROWIND: GAME OF THE YEAR EDITION	**Reviewed** Issue 28	**Type** RPG	"Represents the greatest value of play-hours per pound ever. As all-consuming as ever"	Score 7.8
MORTAL KOMBAT: DEADLY ALLIANCE	**Reviewed** Issue 13	**Type** Beat 'em up	"Multiple fighting styles and high blood count. A worthy purchase"	Score 7.8
MOTOGP	**Reviewed** Issue 04	**Type** Bike racing	"Hotly contested bike racing combined with a perfect control method. A real winner"	XBL★★★★★ Score 8.9
MTX MOTOTRAX	**Reviewed** Issue 29	**Type** Bike racing	"Ace sense of speed, loads of tricks and very rewarding, but hell to get to grips with"	Score 8.1
MX2002 FEATURING RICKY CARMICHAEL	**Reviewed** Issue 04	**Type** Extreme sports	"A limp yet slightly enjoyable dirt biker with two-player mileage"	Score 5.0
MX SUPERFLY	**Reviewed** Issue 13	**Type** Bike racing	"Much better than *MX2002* but far from being a classic biking game"	Score 6.5
MX UNLEASHED	**Reviewed** Issue 28	**Type** Bike racing	"A very solid and enjoyable, if unspectacular racer. Boasts that 'one more go' factor"	Score 7.0
MYST III	**Reviewed** Issue 09	**Type** Adventure	"Bonkers-but-beautiful series of increasingly difficult logic puzzles"	Score 7.0
NBA2K3	**Reviewed** Issue 14	**Type** US sports	"Solid b-ball game with all the fundamentals. Top presentation"	XBL★★★ Score 6.2
NBA INSIDE DRIVE 2002	**Reviewed** Issue 03	**Type** US sports	"A decent, playable basketball game, but not brilliant by any means"	Score 7.2
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

MAX PAYNE 2: THE FALL OF MAX PAYNE

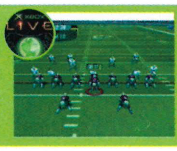
REVIEWED: Issue 25
TYPE: Action/Shooter
"Definitive blockbuster action title bursting with new ideas"
SCORE: 9.2

METAL ARMS: GLITCH IN THE SYSTEM

REVIEWED: Issue 23
TYPE: Action/Shooter
"Gorgeous graphics, engaging characters, stacks of variety"
SCORE: 9.0

MOTOGP 2: URT

REVIEWED: Issue 17
TYPE: Bike racing
"Stupendous visuals. Brilliant bike customisation. So thrilling it'll make your knees bleed"
SCORE: 9.4 XBL: ★★★★★



NFL FEVER 2004

REVIEWED: Issue 22
TYPE: US sports
"Easy to get into, with an emphasis on action rather than stats. Xbox Live play too!"
SCORE: 8.7

JETLAG: POOR OLD STEVE. THIS MONTH HE HAD TO CATCH A RECORD NUMBER OF FLIGHTS IN TWO DAYS - LONDON TO LA, LA TO SAN FRANCISCO, SAN FRANCISCO TO LA, LA TO LONDON. GAV, HOWEVER, SIMPLY HOPPED ON A PLANE TO MALIBU AND BACK AGAIN (STOPPING ONLY FOR GAMES NEWS AND BEER).

REVIEWS DIRECTORY

THE XBOX ELITE›

THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more.

PANZER DRAGOON ORTA

REVIEWED: Issue 15
TYPE: Action/Shooter
"Cutting-edge looks and classic blasting. Gorgeous"
SCORE: 8.8

NINJA GAIDEN

REVIEWED: Issue 29
TYPE: Action
"Groundbreaking beat 'em up of the highest calibre. A must for anyone who can hold a pad"
SCORE: 9.2

PHANTASY STAR ONLINE EP. I & II

REVIEWED: Issue 17
TYPE: MMORPG
"This should be the most addictive online game ever"
SCORE: N/A XBL: ★★★★★

NBA INSIDE DRIVE 2004	**Reviewed** Issue 25	**Type** US sports	"Technically brilliant b-ball sim with huge single-player mode and great Xbox Live play"	XBL★★★★ **Score** 8.3
NBA JAM	**Reviewed** Issue 23	**Type** US sports	"Frantic gameplay and smooth character movement. A riot in multiplayer"	**Score** 7.9
NBA LIVE	**Reviewed** Issue 23	**Type** US sports	"Fast and furious with great in-game visuals and intuitive controls"	**Score** 7.3
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
NEED FOR SPEED UNDERGROUND	**Reviewed** Issue 24	**Type** Driving	"A decent if unspectacular street racer. Over 100 races, with tons of stuff to unlock"	**Score** 7.0
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 too much of a challenge for total novices"	XBL★★★ **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"	XBL★★★★ **Score** 8.2
NFL STREET	**Reviewed** Issue 26	**Type** US sports	"Like Justin Timberlake - thinks he's cool, has all the moves, but ultimately a bit naff underneath"	**Score** 7.0
NHL 2K3	**Reviewed** Issue 15	**Type** US sports	"Great AI. Realistic physics. As good as ice hockey sims get"	XBL★★★★ **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 2004	**Reviewed** Issue 21	**Type** US sports	"A joy to play. Looks gorgeous with incredible depth. Too easy though"	**Score** 7.7
NHL HITZ 20-02	**Reviewed** Issue 02	**Type** US sports	"Great-looking, polished and ultimately simple entertainment"	**Score** 7.4
NHL HITZ 20-03	**Reviewed** Issue 09	**Type** US sports	"Big-laughs, high-adrenaline arcade ice hockey with depth"	**Score** 8.4
NHL HITZ PRO	**Reviewed** Issue 23	**Type** US sports	"Outrageously good fun. Top humour and presentation. Great multiplayer"	**Score** 8.1
NHL RIVALS 2004	**Reviewed** Issue 25	**Type** US sports	"Fast-paced American footie. Easy to pick up, compatible with XSN Sports and Live play"	XBL★★★ **Score** 8.0
NICKELODEON PARTY BLAST	**Reviewed** Issue 13	**Type** Party	"Ummm, do they get any worse than this?"	**Score** 2.0
NIGHTCASTER	**Reviewed** Issue 04	**Type** Action	"Idea is good, but the execution isn't. Wizard? Not by any stretch"	**Score** 4.2
NIGHTCASTER II: EQUINOX	**Reviewed** Issue 14	**Type** Action	"Drab and messy from its box art to its core. Better than the original"	**Score** 4.5
ODDWORLD: MUNCH'S ODDYSEE	**Reviewed** Issue 01	**Type** Platformer	"Fun to play and great to look at... brimming with character"	**Score** 8.1
OTOGI - MYTH OF DEMONS	**Reviewed** Issue 21	**Type** Hack 'n' slash	"Slick and great-looking. Bold characters and special effects aplenty"	**Score** 8.0
OUTLAW GOLF	**Reviewed** Issue 11	**Type** Sports	"Light-hearted, but only three courses. Humour quickly wears off"	**Score** 6.6
OUTLAW VOLLEYBALL	**Reviewed** Issue 21	**Type** Sports	"Months of play on Xbox Live, and plenty to get through in single-player"	XBL★★★★ **Score** 8.0

PHANTOM CRASH

REVIEWED: Issue 10
TYPE: Mech shooter
"Extremely enjoyable. Frantic action backed up with an impressive career mode"
SCORE: 8.5

PRINCE OF PERSIA: THE SANDS OF TIME

REVIEWED: Issue 26
TYPE: Adventure
"The Prince is the new King of platformers. Truly outstanding"
SCORE: 9.0

PROJECT GOTHAM RACING 2

REVIEWED: Issue 23
TYPE: Driving
"Gorgeous and ace to play. The definitive driving experience"
SCORE: 9.3 XBL: ★★★★★

RALLISPORT CHALLENGE

REVIEWED: Issue 01
TYPE: Driving
"Searingly fast. Never fails to get the adrenaline flowing"
SCORE: 8.5

PIRATES: THE LEGEND OF BLACK KAT	**Reviewed** Issue 04	**Type** Action adventure	"Everything in this ropey game feels lazy and uninspired"	**Score** 4.0
PIRATES OF THE CARIBBEAN	**Reviewed** Issue 21	**Type** RPG	"Lush RPG with a swashbuckling story that thrills but also frustrates"	**Score** 7.0
PITFALL: THE LOST EXPEDITION	**Reviewed** Issue 28	**Type** Platformer	"Involving puzzles, but awful over-sensitive camera and terrible dialogue"	**Score** 6.4
POWERDROME	**Reviewed** Issue 29	**Type** Racing	"Faster than a speeding bullet travelling on a supersonic rocket. Slick and straightforward to get into"	**Score** 8.0
PRISONER OF WAR	**Reviewed** Issue 06	**Type** Tactical action	"Ambitious, intelligent strategy game marred by camera problems"	**Score** 7.2
PRO BEACH SOCCER	**Reviewed** Issue 16	**Type** Sports	"Fresh idea, but looks poor and the passing system is flawed"	**Score** 3.5
PRO CAST SPORTS FISHING	**Reviewed** Issue 20	**Type** Sports	"A perfectly competent game... except it's really hard to catch a fish!"	**Score** 2.0
PRO TENNIS WTA TOUR	**Reviewed** Issue 07	**Type** Sports	"Unresponsive controls. Unrealistic action. Chronic lack of options"	**Score** 1.9
PROJECT GOTHAM RACING	**Reviewed** Issue 01	**Type** Driving	"An epic racer blending accuracy with entertainment"	**Score** 8.9
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
PUYO POP FEVER	**Reviewed** Issue 27	**Type** Puzzle	"A fun and frantic puzzler, bizarrely themed yet addictive, with an entertaining multiplayer mode"	**Score** 7.0
QUANTUM REDSHIFT	**Reviewed** Issue 09	**Type** Driving	"Fast, hardcore racing fans will love it. Steep difficulty curve"	**Score** 8.0
R: RACING	**Reviewed** Issue 27	**Type** Driving	"Looks good and has some slick touches, but there's a lack of multiplayer options and poor handling"	**Score** 7.0
RACING EVOLUZIONE	**Reviewed** Issue 14	**Type** Driving	"Fails to deliver on the promise of running a race team, but enjoyable"	**Score** 7.3
RALLY FUSION: RACE OF CHAMPIONS	**Reviewed** Issue 10	**Type** Driving	"A great racing game for people who aren't hardcore racing fans"	**Score** 8.0
RAYMAN 3 HOODLUM HAVOC	**Reviewed** Issue 15	**Type** Platformer	"Not just for kids. This 3D adventure will appeal across the board"	**Score** 7.4
RED CARD	**Reviewed** Issue 04	**Type** Sports	"Innovative cartoon footy, but a lack of decent CPU opponents"	**Score** 7.0
REIGN OF FIRE	**Reviewed** Issue 11	**Type** Action/Shooter	"Awkward controls and glitchy feel mean the potential is wasted"	**Score** 5.0
ROADKILL	**Reviewed** Issue 24	**Type** Shoot 'em up	"Extremely violent driving game with bad handling, bland graphics and unfair AI"	**Score** 5.1
ROBIN HOOD: DEFENDER OF THE CROWN	**Reviewed** Issue 24	**Type** Action	"A good bet if you are intrigued by strategy games but don't want to be bored"	**Score** 7.0
ROBOCOP	**Reviewed** Issue 27	**Type** FPS	"Doesn't look too bad, but the gameplay is repetitive and there are no save points"	**Score** 5.9
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
ROGUE OPS	**Reviewed** Issue 26	**Type** Action adventure	"The mix of stealth and action is evenly pitched, but aimless wandering detracts from the fun"	**Score** 7.6

RED FACTION II

REVIEWED: Issue 18
TYPE: First-person shooter
"Plenty of missions and a ludicrous 60 multiplayer maps. Excellent fun"
SCORE: 8.6

RETURN TO CASTLE WOLFENSTEIN

REVIEWED: Issue 16
TYPE: First-person shooter
"Superb single-player, outstanding team play experiences on Live"
SCORE: 9.2 XBL: ★★★★★

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

ROLLERCOASTER TYCOON	**Reviewed** Issue 16	**Type** World builder	"Ultra detailed. Absorbing and addictive, but outdated, flat presentation"	**Score** 7.0
ROLLING	**Reviewed** Issue 23	**Type** Extreme sports	"Superb camera, plays and handles fairly well, but feels dated and derivative"	**Score** 5.9
SAVAGE SKIES	**Reviewed** Issue 15	**Type** Shooter	"Pretty decent, with solid multiplayer, but *Panzer* sets the benchmark"	**Score** 6.3
SCOOBY DOO! MYSTERY MAYHEM	**Reviewed** Issue 28	**Type** Action adventure	"A fun and easy-going adventure. Brilliantly captures the cartoon's atmosphere. Zoinks!"	**Score** 8.1
SEABLADE	**Reviewed** Issue 17	**Type** Shooter	"Derivative, difficult bog standard arcade dogfighting shooter clone"	**Score** 4.0
SECRET WEAPONS OVER NORMANDY	**Reviewed** Issue 24	**Type** Shoot 'em up	"Exciting, accomplished shoot 'em up. Easy to pick up, with a variety of modes on Live"	XBL★★★★ **Score** 8.0
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
SILENT SCOPE COMPLETE	**Reviewed** Issue 27	**Type** Shoot 'em up	"A competent conversion that'll save you a fortune in £1 coins. Best played with a pad, not a lightgun"	**Score** 7.0
SIMPSONS ROAD RAGE	**Reviewed** Issue 03	**Type** Driving	"A game made bearable by funny voices and two-player mode"	**Score** 5.9
SLAM TENNIS	**Reviewed** Issue 06	**Type** Sports	"Enjoyable and recommended, despite its few broken strings"	**Score** 7.2
SOLDIER OF FORTUNE II: DOUBLE HELIX	**Reviewed** Issue 18	**Type** First-person shooter	"Standard FPS that capitalises on gore. Clunky controls"	XBL★★★ **Score** 7.0
SONIC HEROES	**Reviewed** Issue 27	**Type** Platformer	"Beautiful and fast. Inventive levels and great bosses, but cheap deaths and bad camera let it down"	**Score** 7.7
SPAWN: ARMAGEDDON	**Reviewed** Issue 27	**Type** Shoot 'em up	"A competent action game that stays faithful to the source material but is ruined by an awful camera"	**Score** 6.9
SPEED KINGS	**Reviewed** Issue 18	**Type** Driving	"*Burnout* on bikes. Stylish game - everything looks and feels sweet"	**Score** 8.0
SPHINX AND THE CURSED MUMMY	**Reviewed** Issue 27	**Type** Platformer	"Gorgeous, huge and inventive. Starts slowly but impresses midway with some nice surprises"	**Score** 8.1
SPIDER-MAN: THE MOVIE	**Reviewed** Issue 04	**Type** Platformer	"Highly enjoyable use of a licence; crackles with superhero smarts"	**Score** 8.0
SPLASHDOWN	**Reviewed** Issue 07	**Type** Racing	"A truly entertaining jet ski racer with lots of great courses"	**Score** 8.1
SPY HUNTER	**Reviewed** Issue 04	**Type** Action	"Instantly enjoyable, totally superficial shoot 'em up chase action"	**Score** 6.7
SPYHUNTER 2	**Reviewed** Issue 27	**Type** Action	"A no-frills blaster on wheels. Ace sense of speed, amazingly detailed explosions, but no substance"	**Score** 5.9

SEGA GT ONLINE

REVIEWED: Issue 24
TYPE: Driving
"Live-enabled update. Huge single-player career mode and virtually limitless on Xbox Live"
SCORE: 8.7

SOUL CALIBUR II

REVIEWED: Issue 21
TYPE: Beat 'em up
"The most fluid fighter ever. Easy to pick up, tough to master, graphically superb"
SCORE: 9.1

SPLINTER CELL: PANDORA TOMORROW

REVIEWED: Issue 27
TYPE: Action adventure
"Enhances everything that was good about the original"
SCORE: 9.3 XBL: ★★★★

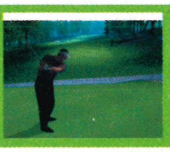
STAR WARS: KNIGHTS OF THE OLD REPUBLIC

REVIEWED: Issue 20
TYPE: RPG
"One of the most compelling games on any console ever"
SCORE: 9.5

KEY: Xbox Live features
Elite title superseded by an Elite sequel

STEEL BATTALION: LINE OF CONTACT
REVIEWED: Issue 29
TYPE: Mech action
"The best robot game ever. Evil learning curve, but well worth it"
SCORE: 9.0

TLOTR: THE RETURN OF THE KING
REVIEWED: Issue 23
TYPE: Action
"Recreates the film beautifully. A blockbuster action game"
SCORE: 8.5



TIGER WOODS PGA TOUR 2003
REVIEWED: Issue 11
TYPE: Sports
"Great swing system. Loads of modes. Fantastic courses"
SCORE: 8.5

TIMESPLITTERS 2
REVIEWED: Issue 09
TYPE: First-person shooter
"The most complete FPS package on Xbox. Rife with features. Just buy it"
SCORE: 9.3

SSX 3	**Reviewed** Issue 23	**Type** Extreme sports	"Loads of stuff to unlock but it's just a glossy remake of its predecessor"		Score 7.9
SSX TRICKY	**Reviewed** Issue 05	**Type** Extreme sports	"Fast and furious, but it needed souping up to become great"		Score 7.5
STAKE FORTUNE FIGHTERS	**Reviewed** Issue 19	**Type** Beat 'em up	"Not a bad idea but a mess of a game with few redeeming features"		Score 2.5
STARSKY & HUTCH	**Reviewed** Issue 19	**Type** Driving	"Easy to play, good control, with lots to unlock and interesting modes"		Score 6.8
STAR WARS JEDI KNIGHT: JEDI ACADEMY	**Reviewed** Issue 24	**Type** First-person shooter	"The only big change from *Jedi Knight II* is Live compatibility. Shabby presentation"	XBL★★★★	Score 7.7
STAR WARS JEDI KNIGHT II: JEDI OUTCAST	**Reviewed** Issue 10	**Type** Action adventure	"Better than *Star Wars: Obi-Wan*, but it still doesn't pull up any trees"		Score 6.5
STAR WARS: JEDI STARFIGHTER	**Reviewed** Issue 05	**Type** Shooter	"A dose of enjoyable space combat needing more action to shine"		Score 7.4
STAR WARS: OBI-WAN	**Reviewed** Issue 03	**Type** Action adventure	"A criminal waste of the *Star Wars* licence"		Score 3.3
STAR WARS: THE CLONE WARS	**Reviewed** Issue 18	**Type** Action	"Forgettable solo. Online, it's an intense mix of action and strategy"		Score 8.0
STATE OF EMERGENCY	**Reviewed** Issue 17	**Type** Action	"Simple, comic book arcade thrills with no pretensions of greatness"		Score 6.6
STEEL BATTALION	**Reviewed** Issue 14	**Type** Mech shooter	"Will only appeal to gamers who appreciate a truly in-depth simulation"		Score 7.8
STREET HOOPS	**Reviewed** Issue 09	**Type** US sports	"Unrewarding and uninvolving sports fest with little substance"		Score 6.2
SUPER BUBBLE POP	**Reviewed** Issue 15	**Type** Puzzle	"No addictive qualities, and full of bad techno cheese"		Score 4.0
SUPERMAN: THE MAN OF STEEL	**Reviewed** Issue 12	**Type** Shooter	"Boring levels, rubbish combat, and a dreadful control system"		Score 3.0
SWAT: GLOBAL STRIKE TEAM	**Reviewed** Issue 23	**Type** Squad-based shooter	"An accomplished FPS with realistic graphics and arcade action"		Score 7.7
SX SUPERSTAR	**Reviewed** Issue 19	**Type** Extreme sports	"Formulaic average-looking racer with a few aesthetic pleasantries"		Score 6.6
TAO FENG: FIST OF THE LOTUS	**Reviewed** Issue 16	**Type** Beat 'em up	"Highly enjoyable, frenzied and fun. Lovely arenas to trample"		Score 8.2
TAZ: WANTED	**Reviewed** Issue 08	**Type** Platformer	"Swish cartoon graphics, but confusing and frustrating gameplay"		Score 5.9
TD OVERDRIVE	**Reviewed** Issue 04	**Type** Driving	"Bad handling makes this depressing"		Score 3.8
TEENAGE MUTANT NINJA TURTLES	**Reviewed** Issue 28	**Type** Action	"A decent button-bashing beat 'em up. Very repetitive, but two-player co-op mode is fun"		Score 6.3
TENCHU: RETURN FROM DARKNESS	**Reviewed** Issue 28	**Type** Stealth action	"Will suck you in like a black hole. A slow-burning beauty you'd be mad to overlook"		Score 8.4
TENNIS MASTERS SERIES 2003	**Reviewed** Issue 10	**Type** Sports	"Another tedious tennis title with almost nothing to recommend"		Score 3.0
TERMINATOR: DAWN OF FATE	**Reviewed** Issue 11	**Type** Shooter	"Hardly any strategy, but a repetitive and enjoyable shooter"		Score 7.0
TERMINATOR 3: RISE OF THE MACHINES	**Reviewed** Issue 25	**Type** FPS	"Stripped-down shooter that is accessible to everyone, but FPS purists may find it too easy"		Score 7.8
TEST DRIVE OFF-ROAD: WIDE OPEN	**Reviewed** Issue 03	**Type** Driving	"The lack of vehicle/ground interaction will drive you nuts"		Score 3.5
TETRIS WORLDS	**Reviewed** Issue 09	**Type** Puzzle	"Dilutes the impact of the original. Okay, but there's nothing new"	XBL★★★	Score 6.0
THE CAT IN THE HAT	**Reviewed** Issue 27	**Type** Platformer	"Colourful, faithful to the film, and mildly inventive, but the controls are laboured and it's very last-gen"		Score 5.7
THE GREAT ESCAPE	**Reviewed** Issue 20	**Type** Action adventure	"Tense and pretty exciting with varied gameplay and well-paced missions"		Score 7.6

TOCA RACE DRIVER 2
REVIEWED: Issue 29
TYPE: Racing
"The most realistic and detailed racer ever. Gorgeous graphics, incredible variety and handling"
SCORE: 9.1

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 GHOST RECON: ISLAND THUNDER
REVIEWED: Issue 21
TYPE: Squad-based shooter
"Atmospheric with online play"
SCORE: 8.5 XBL: ★★★★

TOM CLANCY'S RAINBOW SIX 3
REVIEWED: Issue 23
TYPE: First-person shooter
"The ultimate package for fans of realism-based FPSs"
SCORE: 9.4 XBL: ★★★★★

THE HAUNTED MANSION	**Reviewed** Issue 28	**Type** Adventure	"Creepy, kooky, spooky fun. Great originality and freshness, and no sign of Eddie Murphy"		Score 7.8
THE HOBBIT	**Reviewed** Issue 24	**Type** Platformer	"Solid, simple platformer. Recreates Middle-Earth well and tells the story beautifully"		Score 8.0
THE HOUSE OF THE DEAD III	**Reviewed** Issue 15	**Type** Shooter	"A fun, polished arcade game. Looks wonderful but gets repetitive"		Score 7.1
THE HULK	**Reviewed** Issue 18	**Type** Action	"Standard, fun arcade smash 'em up. Lots of moves and easy controls"		Score 7.5
THE ITALIAN JOB: L.A. HEIST	**Reviewed** Issue 21	**Type** Driving	"Easy to pick up and play, but the story's dull and the maps are boring"		Score 5.0
THE LOTR: THE FELLOWSHIP OF THE RING	**Reviewed** Issue 10	**Type** Action adventure	"A half-decent and smart-looking stab at the *Rings* world"		Score 7.0
THE LOTR: THE TWO TOWERS	**Reviewed** Issue 14	**Type** Action adventure	"Great. Captures the spirit of Tolkien's world. Lots of extras for fans"		Score 8.0
THE SIMPSONS: HIT & RUN	**Reviewed** Issue 23	**Type** Driving	"*GTA3* meets *Burnout 2* all wrapped up in a *Simpsons* fan-fest package"		Score 8.0
THE SIMS	**Reviewed** Issue 15	**Type** World builder	"No visceral action but it's satisfying controlling little people's destinies"		Score 7.7
THE SIMS BUSTIN' OUT	**Reviewed** Issue 24	**Type** World builder	"Still inexplicably addictive voyeurism. If you do like *The Sims*, you'll be utterly hooked"		Score 7.8
THE SUFFERING	**Reviewed** Issue 29	**Type** Action adventure	"OTT gore and swearing. Devoid of real scares, but gory and imaginative - *Resi Evil* fans will love it"		Score 8.0
THE THING	**Reviewed** Issue 08	**Type** Survival horror	"Plenty of action and atmosphere but doesn't live up to its promise"		Score 7.4
TIGER WOODS PGA TOUR 2004	**Reviewed** Issue 21	**Type** Sports	"Not so much a sequel as an update. Think twice if you own *2003*"		Score 7.4
TOEJAM & EARL III: MISSION TO EARTH	**Reviewed** Issue 13	**Type** Platformer	"A very enjoyable platformer for both newbies and veterans alike"		Score 7.9
TOCA RACE DRIVER	**Reviewed** Issue 29	**Type** Driving	"A top-notch racer that doesn't need its tacked-on storyline. Still, the racing is thrilling"	XBL★★★★	Score 8.5
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 skateboarding title in the world"		Score 8.8
TOTAL CLUB MANAGER 2004	**Reviewed** Issue 24	**Type** Sports	"Impressive, accessible management sim. Play out the matches with *FIFA 2004*"		Score 8.4
TOTAL IMMERSION RACING	**Reviewed** Issue 11	**Type** Driving	"Original ideas and solid visuals, but slow with unspectacular AI"		Score 5.7
TOUR DE FRANCE	**Reviewed** Issue 06	**Type** Racing	"Great idea, but everything about it is sub-standard"		Score 4.6
TOXIC GRIND	**Reviewed** Issue 11	**Type** Extreme sports	"A few imaginative tracks can't disguise the lack of flair or polish"		Score 4.8
TRANSWORLD SNOWBOARDING	**Reviewed** Issue 10	**Type** Extreme sports	"A looker, but boredom sets in once the views have been admired"		Score 6.1
TRANSWORLD SURF	**Reviewed** Issue 02	**Type** Extreme sports	"Some really great water effects but not enough variation"		Score 6.1
TRUE CRIME: STREETS OF L.A.	**Reviewed** Issue 24	**Type** Driving	"Decent attempt at encompassing driving, fighting and shooting, but it can't beat *GTA*"		Score 8.2
TUROK EVOLUTION	**Reviewed** Issue 08	**Type** Action/Shooter	"Disappointing sequel. Feels older than the dinosaurs it features"		Score 6.6
TY THE TASMANIAN TIGER	**Reviewed** Issue 10	**Type** Platformer	"Not just for kids. There's plenty here to challenge older gamers"		Score 7.6
UEFA EURO 2004	**Reviewed** Issue 29	**Type** Sports	"Xbox's most realistic and technical football sim, let down by limited team options and no Live play"		Score 8.4
UFC: TAPOUT	**Reviewed** Issue 03	**Type** Beat 'em up	"Brutal two-player fighter but a bit one-dimensional if it's just you"		Score 7.4
UNREAL II: THE AWAKENING	**Reviewed** Issue 28	**Type** FPS	"A good, solid conversion of a great shooter. The multiplayer mode has real legs"		Score 7.9
URBAN FREESTYLE SOCCER	**Reviewed** Issue 27	**Type** Sports	"Terrible gameplay, awful dialogue, shooting too easy, passing too laboured, appalling characters..."		Score 2.0

TONY HAWK'S UNDERGROUND
REVIEWED: Issue 24
TYPE: Extreme sports
"Refreshingly different and diverse. Hop off and explore!"
SCORE: 8.6

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

TOP SPIN
REVIEWED: Issue 23
TYPE: Sports
"Incredible detail. Hands down this is the best tennis game in the world"
SCORE: 9.0 XBL: ★★★★

UNREAL CHAMPIONSHIP
REVIEWED: Issue 10
TYPE: First-person shooter
"This sets a new standard for multiplayer shooters."
SCORE: 9.2 XBL: ★★★★

V-RALLY 3	**Reviewed** Issue 16	**Type** Driving	"Good car damage and framerate, but tracks can be a bit mundane"		Score 6.4
VEXX	**Reviewed** Issue 15	**Type** Platformer	"Darker than your average fare. Fun, absorbing and distracting"		Score 8.0
VOODOO VINCE	**Reviewed** Issue 22	**Type** Platformer	"An accomplished, instantly involving 3D platformer with dark humour"		Score 7.9
WALLACE & GROMIT IN PROJECT ZOO	**Reviewed** Issue 22	**Type** Platformer	"Perfectly rendered characters, huge levels and addictive gameplay"		Score 8.2
WHACKED!	**Reviewed** Issue 11	**Type** Party	"Shows how a party game should be done. Fun to play"	XBL★★★	Score 7.5
WHIPLASH	**Reviewed** Issue 27	**Type** Platformer	"Involving with an off-the-wall sense of humour. Great fun with a novel combat method"		Score 8.1
WORLD CHAMPIONSHIP POOL 2004	**Reviewed** Issue 26	**Type** Sports	"Comprehensive pool sim. Benefits immensely from numerous mini-games and Live play"	XBL★★★	Score 8.3
WORLD CHAMPIONSHIP RUGBY	**Reviewed** Issue 28	**Type** Sports	"A great arcade game. A brutal and very playable treat. Stat jugglers steer clear"		Score 8.0
WORLD CHAMPIONSHIP SNOOKER 2003	**Reviewed** Issue 18	**Type** Sports	"Deeply immersive. A wealth of extras and sprawling career mode"		Score 8.4
WORLD RACING	**Reviewed** Issue 14	**Type** Driving	"Good technical racer, but a bit sterile. Nirvana for Mercedes fans"		Score 6.8
WORMS 3D	**Reviewed** Issue 22	**Type** Turn-based strategy	"Very funny with loads of maps and mad weapons, but no System Link or Live"		Score 7.3
WRATH UNLEASHED	**Reviewed** Issue 26	**Type** Turn-based strategy	"Nice idea but too basic and uninspiring to deliver. Potentially fun at first, but the fighting is repetitive"		Score 5.0
WRECKLESS	**Reviewed** Issue 02	**Type** Driving	"Awesome demo of what Xbox can do, but not enough game in it"		Score 7.5
WWE RAW	**Reviewed** Issue 08	**Type** Sports	"Completely out-of-date roster, lack of modes, sluggish gameplay"		Score 5.3
WWE RAW 2: RUTHLESS AGGRESSION	**Reviewed** Issue 22	**Type** Sports	"Graphically great, ace multiplayer season mode, but sluggish gameplay"		Score 7.3
X-MEN: THE NEXT DIMENSION	**Reviewed** Issue 12	**Type** Beat 'em up	"Awkward controls, sluggish pace and uninspiring visuals"		Score 5.0
X-MEN 2: WOLVERINE'S REVENGE	**Reviewed** Issue 17	**Type** Action	"Entertaining action title. Plenty of challenge and lots of levels"		Score 7.4
XBOX MUSIC MIXER	**Reviewed** Issue 25	**Type** Party	"Music player and karaoke for your Xbox! 20,000 downloadable tunes and fun for all the family!"		Score 7.0
XGRA	**Reviewed** Issue 21	**Type** Racing	"Futuristic bike-racing game. Fast, but the weapons system is clumsy"		Score 6.5
YAGER	**Reviewed** Issue 15	**Type** Shooter	"A decent, enjoyable blaster that falls a wee bit short of greatness"		Score 7.6
ZAPPER	**Reviewed** Issue 16	**Type** Platformer	"Horrible controls, repetitive levels, but multiplayer provides laughs"		Score 5.0

WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY
REVIEWED: Issue 17
TYPE: Extreme sports
"Outrageous arcade action"
SCORE: 8.6

XIII
REVIEWED: Issue 23
TYPE: First-person shooter
"Unique, stylish and captivating. You can't afford to miss this superb FPS"
SCORE: 9.0 XBL: ★★★

THE XBOX ELITE

THESE ARE the best games available for Xbox, scoring a whopping 8.5 or more.

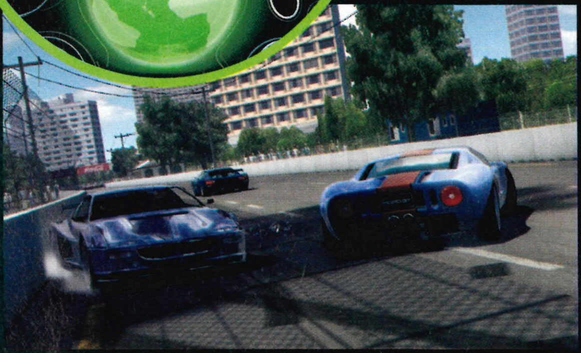
OFFICIAL XBOX MAGAZINE ELITE

TRAUMATISED: VANESSA SPENT A FEW DAYS VISITING A FRIEND IN SUNNY BARCELONA. SHE WAS MORTIFIED TO DISCOVER SHE HAD BEEN ADDED TO THE GUEST LIST OF AN ELECTRONICA CLUB. SHE STAGGERED OUT AT 4.45AM IN A STATE OF SHOCK. ONLY SOIL'S LATEST CD ON REPEAT PLAY SNAPPED HER OUT OF IT.

PLAYLIVE

XBOX LIVE ONLINE ENABLED

REVIEWS UPDATES // WHAT'S HOT // COMMUNITY



TOCA RACE DRIVER 2: TURS 106

HALLELUJAH! Praise the footballing gods, Codemasters has seen fit to give us the first online football game in the shape of *England International Football*, news that will get footy fans positively dancing with joy.

Good news for the rest of us too, because it seems quite a few old favourites are coming back into the fold with sparkly new Live bits attached. Just look at *Worms Forts Under Siege* (see page 023), for example... if ever a game deserves Live, *Worms* is it!

In fact, the number of titles coming out with Live compatibility just keeps growing, and there's a real surge of them lately - something that once again keeps the mighty Xbox ahead of the pack. If it were legal, we'd marry it.

See you on Live

Ben

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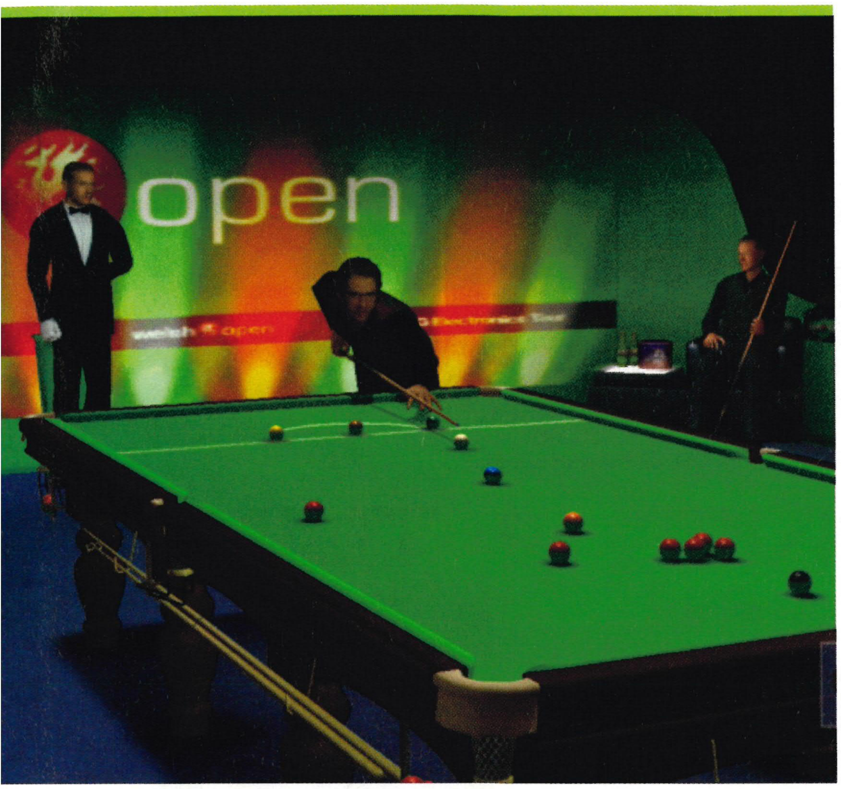
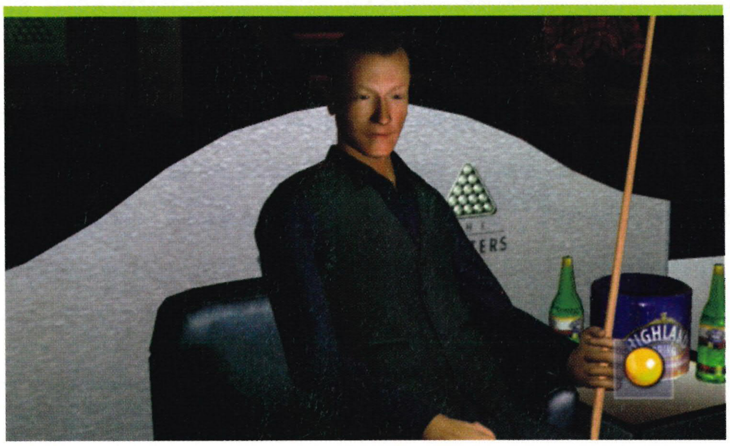


WCS 2004 on Live

Play around the table and around the globe

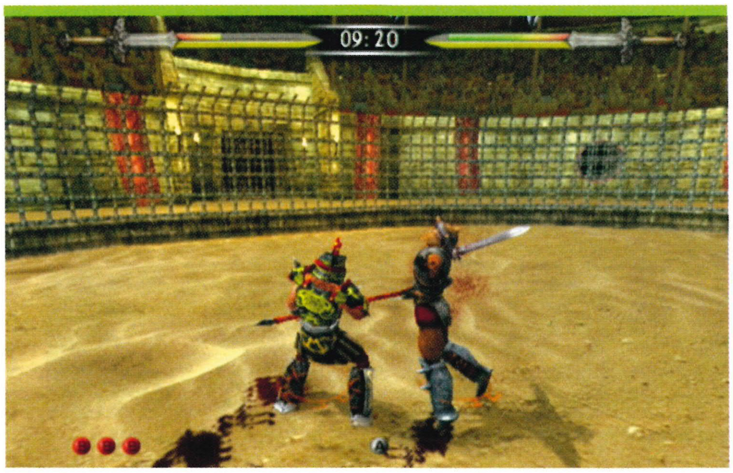
WORLD Championship Snooker 2004 will let two players duke it out over Live in Championship or non-Championship events. Championship events will affect your World Ranking. To achieve a high standing, you'll need to defeat high-ranking players. Just beating novice players won't boost your online career, but racking up plenty of centuries and 147s along the way definitely will.

There are no limitations on game options – choose from 128 players (or a custom one), Championship or standard tables and balls... you can even bring your favourite waistcoat. More on this amazingly realistic snooker sim next issue.

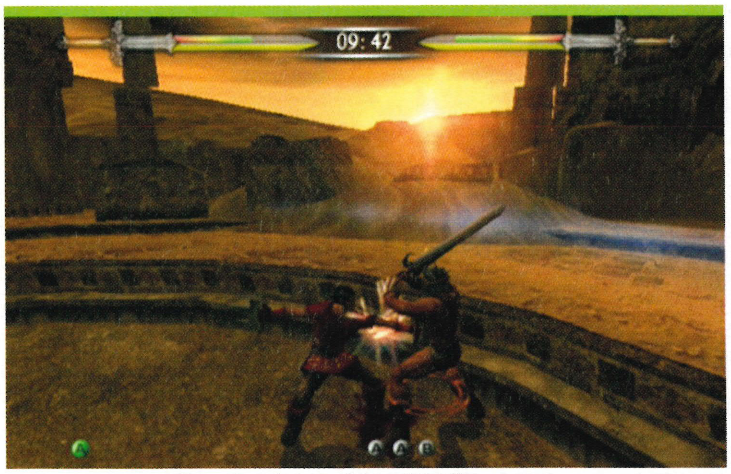


↑ The graphics and animation are an immense improvement over last year's game.

↑ It's a tough task to beat the Nugget. This TV-style presentation is great.



↑ Almost all the villains from the story mode are playable characters.



↑ The arenas are all circular – they just look a bit different.

CONAN Test your steel in the online arenas

MULTIPLAYER IN hack 'n' slash games only works when you're working as a team, like in *Golden Axe* or *Guardian Heroes*. Despite a razor-sharp variety of arenas, characters and combos, *Conan*'s gameplay is still too simple to make an enduring Xbox Live experience. It's one of those games that you pick up for ten minutes, try every warrior once and then move on to something else.

Of the two game modes – Player Vs Player and Deathmatch – the latter is easily the most fun. Up to eight players slug it out in this mode, creating enough carnage to keep things interesting. Battles in Player Vs Player are mundane in comparison, requiring little more than button bashing. The arenas don't help to spice things up either. While they look decent enough, the vast majority are just flat and circular. Only one of them has traps and pitfalls to worry about. It's just like the rest of the multiplayer game – an ultimately unsatisfying affair.

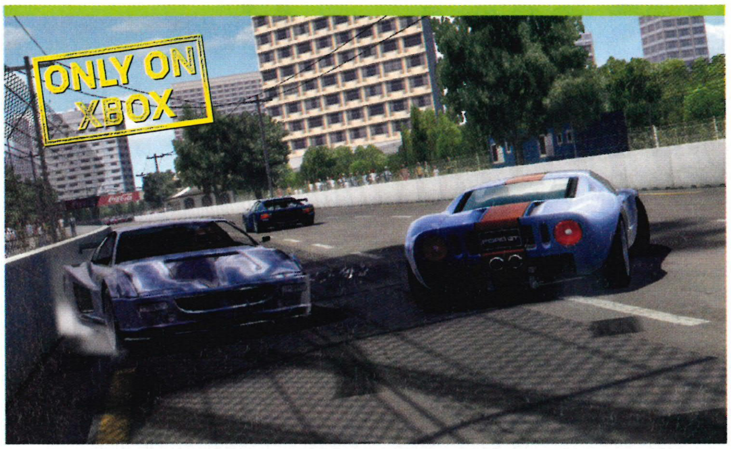
OFFICIAL XBOX MAGAZINE
VERDICT & RATING

Simplistic hack 'n' slash gameplay doesn't work as well in multiplayer; co-op would've been better. It's hard to find games to join.

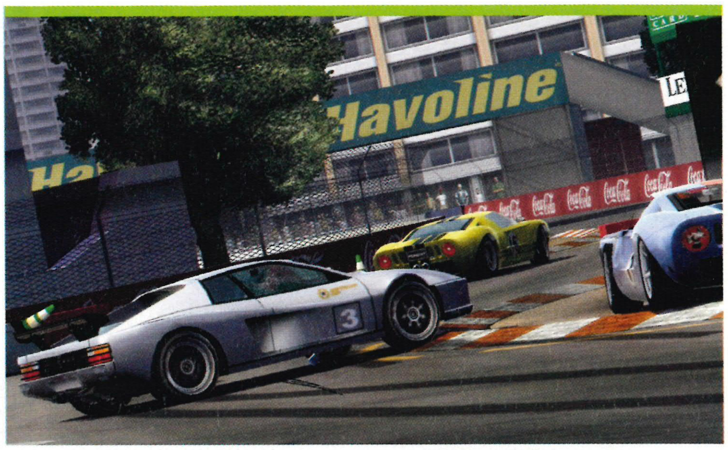
★☆☆☆☆

BT www.bt.com/xboxlive XBOX COMPATIBLE

CHEEKY TINKER: WE GOT THE LOVELY ACTIVISION PR LADY DRUNK A FEW MONTHS AGO TO SEE IF WE COULD FIND OUT NEWS ON KOTOR 2. SHE REMAINED TIGHT-LIPPED AND GAVE NOTHING AWAY. BUT, AT LAST, IT'S BEEN ANNOUNCED!



↑ *TOCA 2* scored 9.1 in Issue 29, and that was just the offline game. Online it rocks.



↑ There's little room for *Gotham*-style handbrake skids in *TOCA*.

TOCA RACE DRIVER 2: TURS

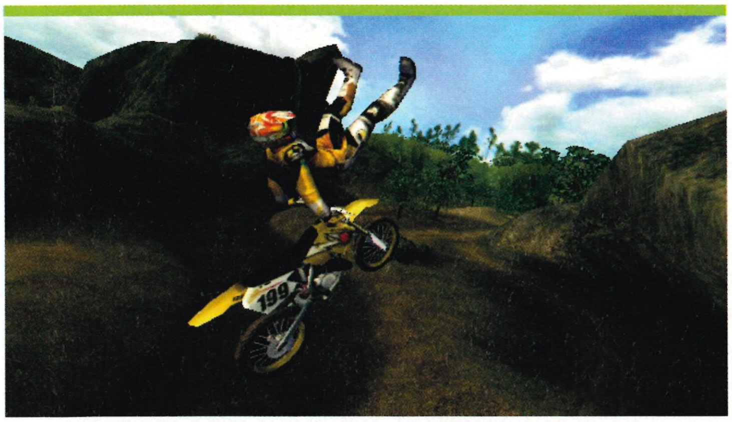
As close to the real thing as you'll get without paying for the petrol

THE TITLE'S a mouthful but it's true. This *is* the ultimate racing simulator and it commands every inch of your attention. Offline it's a brute, but online it's a bit different – everyone is in the same boat. No more fancy-pants AI – just you, your skills, and a heavy reliance on the in-game physics. All the single-player tracks and modes can be used in Live. These run into the 50s, so a Friends list is included to help you better organise your sessions. Thankfully the menu system is also there to help rather than hinder your experience. Twelve players can join in, but it's down to the host what vehicles are available. Only cars the host has unlocked in single-player are selectable, which ensures everyone starts on equal ground. A good job too – this is no *PGR2*, this is serious online action that deserves a look from those jaded by Enzos.

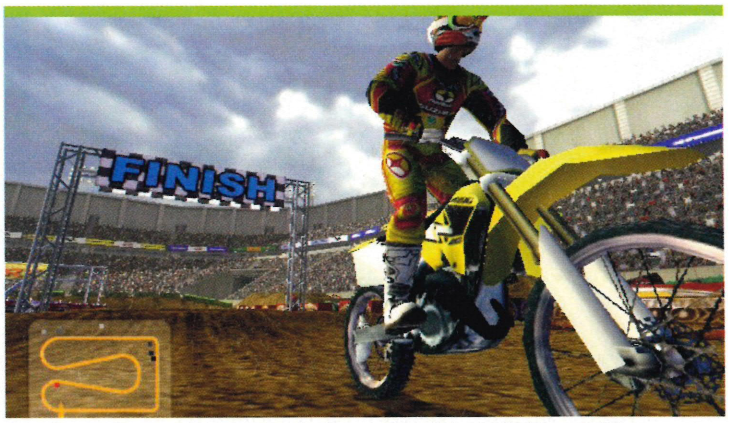
OFFICIAL XBOX MAGAZINE
VERDICT & RATING

A more refined racer for the more refined gamer. It's as hard as nails but at least you'll be in good company when losing.

★★★★☆



↑ Impress your online mates by throwing your legs over your handlebars.



↑ Make sure you're the first over the line and you'll be hailed the world over.

MTX MOTOTRAX

Like Scalextric, but on a bike and splattered with mud

ONE THING, above all others, makes *MTX Mototrax* (Issue 29, 8.1) stand tall online. Forget the fact seven players can simultaneously scramble around a wealth of tracks. Forget the similarities to its skateboarding cousin *Tony Hawk's*, forget the freestyle competitions, stat-tracking and King Of the Hill winner-conquers-all mode. Forget all of that. The mode that really excites us (and sets *MTX Mototrax* apart from its rivals) is the track editor. It effectively means there is an infinite number of tracks to bomb around on. You can create one offline, load it up, then challenge whoever you like to give it their best shot. It's something of a masterstroke, especially when it means you're able to design specific tracks to tear apart people's weaknesses, or emphasise your own strengths.

The only drawback is the menu system that allows you to get to the track editor in the first place. It's far too fiddly and you'll hit many dead-ends before finally learning how to navigate it properly. Beyond this though, *MTX Mototrax* is the gift that just keeps on giving (as long as you don't object to getting covered head to toe in mud and listening to dire nu metal that is).

OFFICIAL XBOX MAGAZINE
VERDICT & RATING

Lasts for ages thanks to the track editor, but what's going on with that pesky menu system? Tsk and Grrr!

★★★☆☆

BT www.bt.com/xboxlive XBOX™ COMPATIBLE

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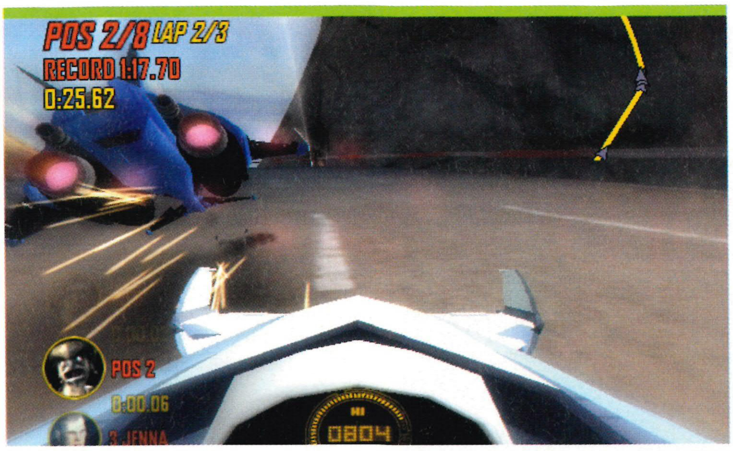
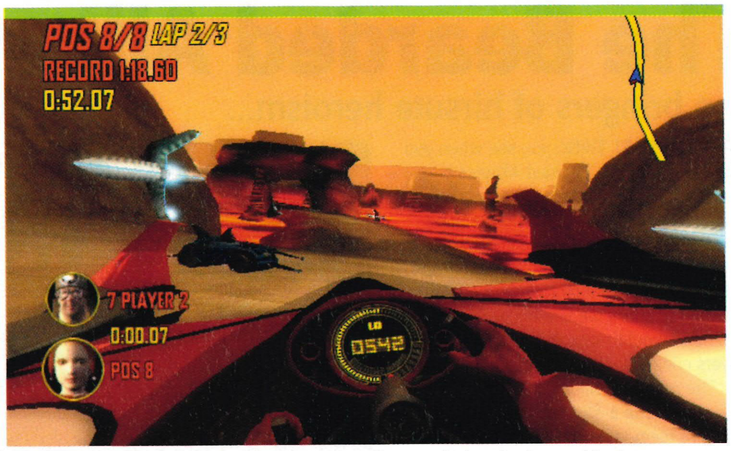


↑ Keep clear of the afterburners in front while racing if you don't want to be toast.



↑ Little icons update during each race to tell you who's winning and losing.

POWERDROME

Blink and you'll miss the competition. All 11 of them

WE LIKED *Powerdrome* (Issue 29, 8.0) a lot as a single-player game and things seem to get even faster over Live. Why? We don't know. Perhaps it's down to the burning adrenaline that surges through your body as your eyeballs melt while chasing your mates, or perhaps it really does go faster on Microsoft's high-speed broadband gaming service.

With a full grid of 12 players it can be a bit of a struggle fighting for first place after the green light, especially if the hot rod in front knows the track inside out. There are plenty of opportunities to batter and bruise the competition with your rocket-fuelled craft as you zip along straights at over 1000mph and each race is a good fight to the finish.

The lack of weapons really comes to light though in multiplayer. It feels as though something's missing. Homing missiles would have spiced things up a little, but there are some who prefer straight racing with no explosive interruptions. Whatever. For super-fast, no-frills futuristic racing, you can't get much better than *Powerdrome*.

OFFICIAL XBOX MAGAZINE
VERDICT & RATING

Scarily fast future racer that dumps chaos-inducing weapons in favour of a crystal clean racing experience with the odd bump.

★★★★☆

↑ Bring back Seaman! He may be old, but we love the ponytailed codger.

↑ Beckham scores at home. Well, that'll be a first. Poor old Posh.

ENGLAND INTERNATIONAL FOOTBALL

Anyone for a game of one-a-side?

ENGLAND International Football (Issue 29, 8.2) is the first Live-compatible footy game. We've been holding out, and now we've finally got the chance to play real Germans and thrash real Argies.

Although the physics and gameplay are based on the *Club Football* engine, only two people can play a match, one on each team. You can't invite a bunch of mates to take on a group of Germans, and although this is understandable (you'd only ever see portions of the screen if you were to remain in position, and who the hell would want to be in goal?), it's lacking somewhat. Thankfully, that fact is still swamped by the sheer beauty of playing real people, a simple menu system, and the knowledge there are plenty of contenders out there chomping at the bit to play online. If more players could join one game we'd be looking at a five-star title, but it's the first Xbox Live footy game we have, and that's worth celebrating any day.

OFFICIAL XBOX MAGAZINE
VERDICT & RATING

It may be the novelty of the online play that paints a rose tint over the two-man-only option, but who cares? Play the world!

★★★★☆

FOOTBALL LOOPY: ONE AVID NORWICH CITY SUPPORTER LOVES HIS TEAM SO MUCH HE CAN BE SEEN AT EVERY GAME DRESSED IN A YELLOW AND GREEN TUTU.

XBOX™ COMPATIBLE www.bt.com/xboxlive BT

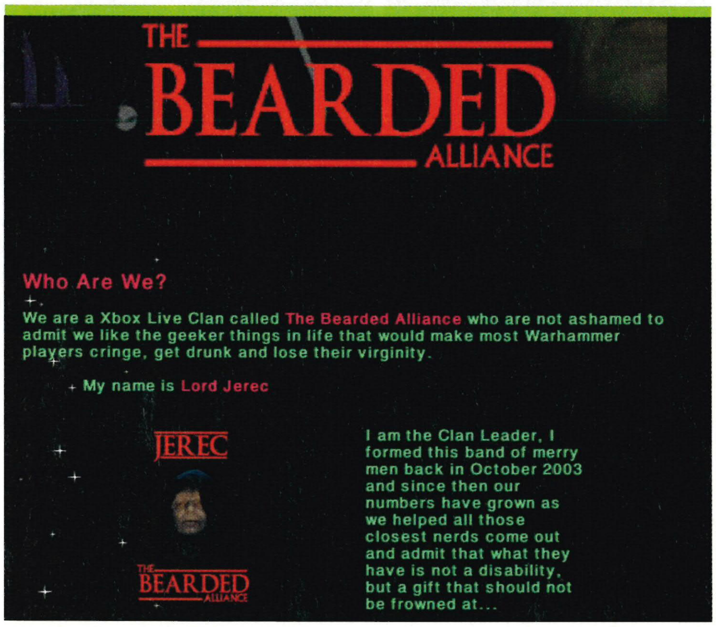
The Bearded Alliance

The bringers of hirsute heroism...

THE FIRST THING you see when you log onto The Bearded Alliance's website is a *Star Wars*-style yellow scroll that welcomes you to their lair. This is a good sign, because, as leader Jerec unashamedly admits, "We are the beards, we love *Star Wars*, and most sci-fi fantasy stuff. We are not ashamed to admit we like the geekier things in life that would make most Warhammer players cringe."

The members refuse to show their faces, preferring to use a *Star Wars* character to represent them instead, and their choice of Live games is quite varied. From the likes of *Rainbow Six 3* and *Return To Castle Wolfenstein* to *Midtown Madness 3*, *Crimson Skies* and *Amped 2*, the lads enjoy a wide range of genres.

They're not afraid of ridicule either, with a couple of the 12 members naming themselves Tinkerbell and SpankyWizzbang. If you see Jerec, Andywarlock, Connavar, De Siem, Deacon Brown, Herbalzier, Himji, Magnetron, PreachedMONKEY, PSIchotic, SpankyWhizzbang, or Tinkerbell on Live, then challenge them to a game. They may be fuzzy round the chops, but they're not cloth-eared.



THE BEARDED ALLIANCE

Who Are We?

We are a Xbox Live Clan called The Bearded Alliance who are not ashamed to admit we like the geeker things in life that would make most Warhammer players cringe, get drunk and lose their virginity.

My name is Lord Jerec

JEREC

THE BEARDED ALLIANCE

I am the Clan Leader, I formed this band of merry men back in October 2003 and since then our numbers have grown as we helped all those closest nerds come out and admit that what they have is not a disability, but a gift that should not be frowned at...

↑ Bearded spods unite! Challenge the proud geeks to a wide range of Live games.

The Man Who Thinks He's it...

Malerick the maverick?

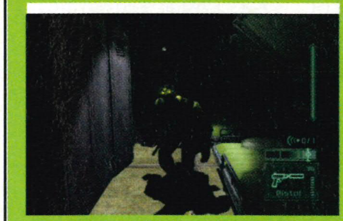
↑ FKA's Malerick.

THIS month's clan-cruncher is Malerick (real name, Ronnie), a malevolent type with guns on the brain. He's the leader of the FKA clan, and is "permanently on Live". Malerick says: "I mainly play for fun, but I think you'll agree that it's also fun to kick a little ass on the way, right? My greatest achievements have to be some of the shots I've pulled off on *Wolfenstein* as a sniper. It's my favourite Live game, and I've taken it upon myself to keep it alive, creating and managing tournaments for UK clans." BK Blazkovitz would be very proud, Malerick.

statattack

"My best gaming moment was getting 53 sniper kills on Beach Invasion on *RTCW* with one death."

Livecharts Live and kicking ass



↑ *SC:PT*: not budging from the top.

UNSURPRISINGLY, this month's chart leader is still *Pandora Tomorrow*. The blend of third-person snooping and first-person shooting adds a new dimension to online gaming. And, for all the appeal of *PGR2*, it has to make do with second place for the second week. *Rainbow Six 3* holds in at number three, *Unreal II* stays put at four, and *Sega GT* makes a surprise appearance in fifth place.

1 **SPLINTER CELL: PANDORA TOMORROW**
Still riding high, and rightly so. It's a doozy.

2 **PROJECT GOTHAM RACING 2**
It may be at number two, but it'll be in the top five for a long while.

3 **TOM CLANCY'S RAINBOW SIX 3**
A favourite of clans everywhere, this is a must-have onliner.

4 **UNREAL II: THE AWAKENING**
Unreal clearly has fans eager to keep it alive on Live.

5 **SEGA GT ONLINE**
It does exactly what it says. Online, racing, from Sega. 'Nuff said.

Gotham Content At Last?

Rumours leak from Bizarre Creations

RUMOURS HAVE recently reached us regarding some exciting news from *Project Gotham Racing 2* creator Bizarre Creations.

According to a source on the company's web forum, Bizarre is busy with final checks and the polishing of new content. The employee who posted hinted that the developer was 'getting close to a time' when downloadable content would become available. Apparently it's just a matter of clearing up a few legalities (this could mean new cars if we're really lucky), and cutting through the usual red tape. In fact, the content could be as close as a few weeks away.

As we say, it's still speculation at the moment, but rest assured, we'll have all the news as soon as it becomes available. Watch this space!

↑ New cars may soon give the Porsche a run for its money. Fingers crossed!

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Xbox Live - The Games

WANT A GAME? An Xbox Live-enabled game? Thought so. Here's the info: what's out, what's coming out... and how Xbox Live is used to make things better.

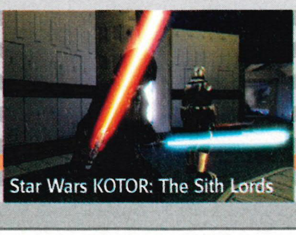
OUT NOW Buckling the shelves of your local games store right now...

GAME	DEVELOPER	PUBLISHER	PLAYERS ONLINE	D/L CONTENT?	ISSUE	SCORE	GAME TYPE
Amped 2	Microsoft	Microsoft	two - eight	No	Issue 23	8.9	Extreme sports
Armed & Dangerous	LucasArts	Activision	n/a	Yes	Issue 26	8.0	Action adventure
Brute Force	Digital Games	Microsoft	n/a	Yes	Issue 18	8.5	Squad-based shooter
Burnout 2: Point of Impact	Criterion Games	Acclaim	n/a	uploadable scores	Issue 17	9.0	Racing
Capcom Vs SNK 2 EO	Capcom	Capcom	two	No	Issue 14	7.7	Beat 'em up
Carve	Argonaut	Take-Two	two - eight	No	Issue 26	5.5	Extreme sports
Colin McRae Rally 04	Codemasters	Codemasters	n/a	uploadable scores	Issue 21	9.1	Racing
Conan	Cauldron	TDK	two - eight	No	Issue 29	7.7	Hack 'em up
Counter-Strike	Ritual Entertainment	Microsoft	two - sixteen	No	Issue 24	8.0	Squad-based shooter
Crimson Skies: High Road to Revenge	Fasa Studios	Microsoft	two - sixteen	Yes	Issue 23	8.9	Action
Dead Man's Hand	Human Head Studios	Atari	two - eight	No	Issue 28	7.1	First-person shooter
ESPN: NHL, NFL, NBA	Visual Concepts	Sega	two - four	No	Issue 23	7.9/7.8/6.2	US sports
England International Football	Codemasters	Codemasters	two	No	Issue 29	8.2	Sports
Godzilla: Destroy All Monsters Melee	Atari	Atari	n/a	Yes	Issue 17	6.1	Beat 'em up
Ford Racing 2	Razor Works	Empire Interactive	n/a	uploadable scores	Issue 23	6.4	Racing
Full Spectrum Warrior	Pandemic	THQ	two	No	Issue 30	9.2	Tactical action
Hunter the Reckoning: Redeemer	High Voltage	Vivendi	n/a	Yes	Issue 25	6.8	Hack 'em up
Knights of the Old Temple	Starbreeze	TDK	n/a	Yes	Issue 28	6.0	Action adventure
Links 2004	Microsoft	Microsoft	two - four	Yes	Issue 24	8.4	Sports
LMA Manager	Codemasters	Codemasters	n/a	Yes	Issue 27	8.4	Sports
MechAssault	Day 1 Studios	Microsoft	two - eight	Yes	Issue 11	8.0	Mech shooter
Midtown Madness 3	Dice	Microsoft	two - eight	No	Issue 18	8.0	Racing
MotoGP Online demo	Climax	THQ	two - sixteen	No	Demo	8.9	Racing
MotoGP 2: URT	Climax	THQ	two - sixteen	No	Issue 17	9.4	Racing
MTX Mototrax	Leftfield Production	Activision	seven	player mods	Issue 29	8.1	Racing
Music Mixer	Microsoft	Microsoft	n/a	Yes	Issue 25	6.0	Party
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
NFL Fever 2004	Microsoft	Microsoft	two - four	No	Issue 24	8.7	US sports
NHL2K3	Sega	Atari	two - four	No	Issue 15	7.9	US sports
NHL Rivals 2004	Microsoft	Microsoft	two - four	No	Issue 25	8.0	US sports
Ninja Gaiden	Tecmo	Microsoft	two	uploadable scores	Issue 29	9.2	Beat 'em up
Outlaw Volleyball	Hypnotix	TDK	two - four	No	Issue 21	8.0	Sports
Phantasy Star Online Episode I & II	Sonic Team	Sega	two - four	Yes	Issue 17	N/A	MMORPG
Powerdrome	Argonaut	Evolved	two - twelve	No	Issue 29	8.0	Racing
Project Gotham Racing 2	Bizarre Creations	Microsoft	two - eight	No	Issue 23	9.3	Racing
RalliSport Challenge 2	Microsoft	Microsoft	two - sixteen	Yes	Issue 30	8.8	Racing
Return to Castle Wolfenstein	Nerve Software/id	Activision	two - sixteen	No	Issue 17	9.2	Shooter
Rogue Ops	Bit Studios	Kemco	n/a	Yes	Issue 26	9.2	Action adventure
Sega GT Online	Wow	Sega	one - twelve	No	Issue 24	8.7	Racing
Soldier of Fortune II	Gratuitous Games	Activision	two - twelve	Yes	Issue 18	7.0	Shooter
Star Wars Jedi Knight: Jedi Academy	Raven Software	LucasArts	two - eight	No	Issue 24	7.7	Action
Star Wars: Knights of the Old Republic	BioWare	Activision	n/a	Yes	Issue 20	9.5	RPG
Star Wars: The Clone Wars	LucasArts	LucasArts	two - eight	No	Issue 18	8.0	Action
Steel Battalion: Line Of Contact	Capcom	Microsoft	two - ten	No	Issue 29	9.0	Shooter
SWAT: Global Strike Team	Argonaut	Vivendi	n/a	Yes	Issue 23	7.7	Squad-based shooter
Tenchu: Return From Darkness	K2	Activision	two	No	Issue 28	8.4	Stealth action
TOCA Race Driver 2: The Ultimate Racing Simulator	Codemasters	Codemasters	two - twelve	No	Issue 29	9.1	Racing
ToeJam & Earl III: Mission to Earth	Sega	Microsoft	n/a	Yes	Issue 13	7.9	Platformer
Tom Clancy's Ghost Recon	Red Storm Ent.	Ubisoft	two - sixteen	No	Issue 11	8.9	Squad-based shooter
Tom Clancy's Ghost Recon: Island Thunder	Ubisoft	Ubisoft	two - sixteen	No	Issue 21	8.5	Squad-based shooter
Tom Clancy's Rainbow Six 3	Ubisoft	Ubisoft	two - sixteen	Yes	Issue 23	9.4	Squad-based shooter
Tom Clancy's Splinter Cell	Ubisoft	Ubisoft	n/a	Yes	Issue 10	9.0	Action adventure
Tom Clancy's Splinter Cell: Pandora Tomorrow	Ubisoft	Ubisoft	two - sixteen	No	Issue 27	9.3	Action adventure
Top Spin	Microsoft	Microsoft	two - four	Yes	Issue 23	9.0	Sports
Unreal II: The Awakening	Tantalus	Atari	two - eight	Yes	Issue 28	7.9	First-person shooter
Whacked!	Microsoft	Microsoft	two - four	No	Issue 11	7.5	Party
World Championship Pool 2004	Blade Interactive	Jaleco	two - eight	No	Issue 26	8.3	Sports
Unreal Championship	Digital Extremes	Atari	two - sixteen	Yes	Issue 10	9.2	Shooter
XIII	Ubisoft	Ubisoft	two - sixteen	Yes	Issue 23	9.0	Squad-based shooter

COMING SOON Talented folk are programming this lot at the moment

GAME	DEVELOPER	PUBLISHER	GAME TYPE	RELEASE DATE
Area 51	Inevitable	Midway	Shooter	October 2004
Black 9	Majesco	Majesco	Action	TBA
Colin McRae Rally 2005	Codemasters	Codemasters	Driving	Autumn 2004
Conker: Live & Uncut	Rare	Microsoft	Action	TBA
Dead or Alive Ultimate	Team Ninja	Microsoft	Beat 'em up	Summer 2004
Doom 3	id software	Activision	First-person shooter	TBA
ESPN NCAA	Visual Concepts	Sega	US sports	TBA 2004
FX Racing	Milestone	TBA	Racing	TBA 2004
Halo 2	Bungie	Microsoft	Shooter	2004
Jade Empire	BioWare	Microsoft	RPG	November 2004
MechAssault 2	Day 1 Studios	Microsoft	Mech shooter	December 2004
Men of Valor: The Vietnam War	2015	Vivendi	Shooter	Summer 2004
Operation Flashpoint: Cold War Crisis	Bohemia Interactive	Codemasters	Squad-based shooter	2004
Painkiller	People Can Fly	Mindscape	First-person shooter	Summer 2004
Phantom Dust	Microsoft	Microsoft	Action shooter	Summer 2004
Richard Burns Rally	Warthog Sweden	SCi	Racing	Spring 2004
Run Like Hell	Interplay	TBA	Squad-based shooter	TBA
Serious Sam 2	Croteam	Take 2	Shooter	Autumn 2004
Shadow Ops: Red Mercury	Atari	Atari	First-person shooter	Summer 2004
StarCraft: Ghost	Blizzard	Vivendi	Action adventure	Summer 2004
Star Wars: Battlefront	LucasArts	LucasArts	Squad-based shooter	TBA 2004
Star Wars KOTOR: The Sith Lords	LucasArts	Activision	RPG	TBA
Tom Clancy's Ghost Recon 2	Ubisoft	Ubisoft	Squad-based shooter	November 2004
True Fantasy Live Online	Level 5	Microsoft	MMORPG	TBA 2004
Unreal Championship II	Digital Extremes	Atari	Shooter	November 2004

Colin McRae Rally 2005


Star Wars KOTOR: The Sith Lords

XBOX™ COMPATIBLE www.bt.com/xboxlive BT

MEAT HEAD: ARNIE WAS SO BIG BEFORE MAKING CONAN THE BARBARIAN THAT HE HAD TO TONE DOWN HIS GYM ROUTINE. HE WAS SO BIG HE COULDN'T SWING HIS SWORD PROPERLY. THE DOPE.

XBOX

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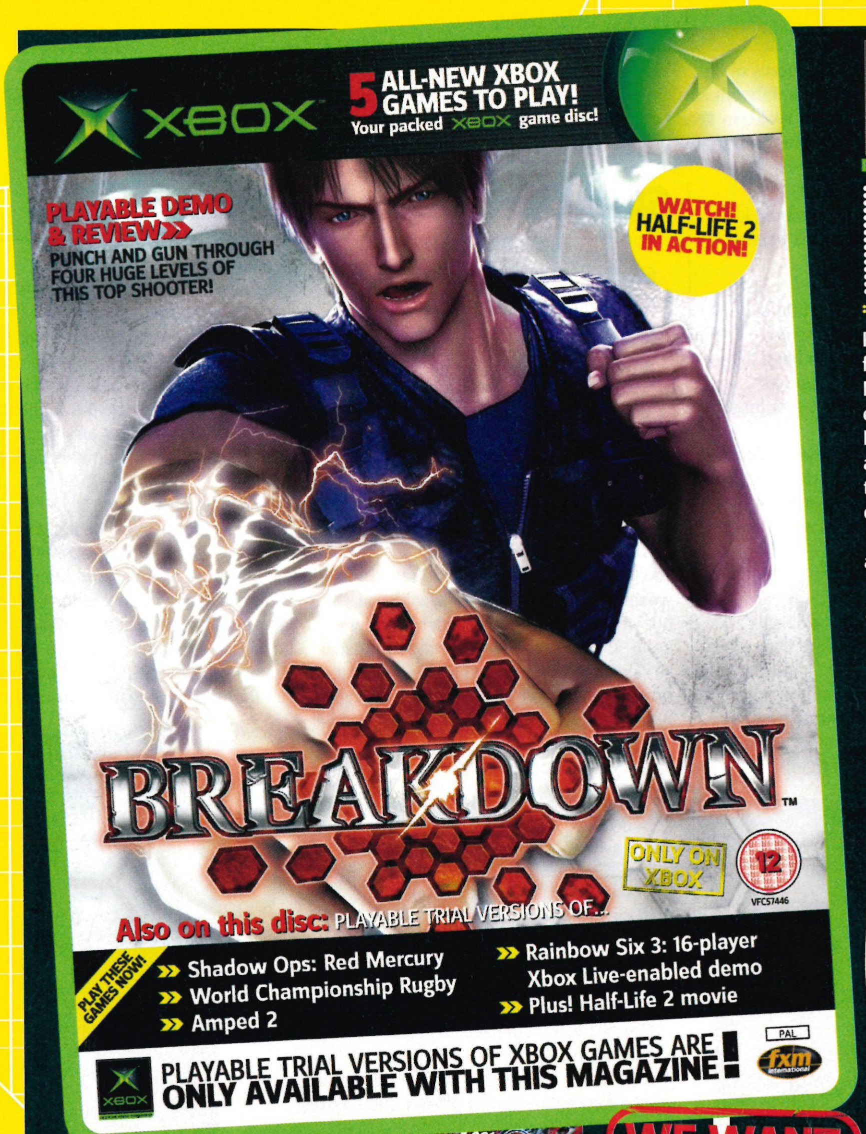

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- >> World Championship Rugby
- >> Amped 2
- >> Rainbow Six 3: 16-player Xbox Live-enabled demo
- >> Plus! Half-Life 2 movie

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PAL fxm international

XBOX Official Xbox Magazine

Inside

PLAY:MORE IS, QUITE SIMPLY, about getting more from your games. From straight tips and cheats to Masterclasses and Beginner's Guides, you'll find everything, explore everywhere and beat everyone. It's about playing games until the disc wears out. It's about demonstrating your expertise, proving you're the best and taking your rightful place among our elite community of Xbox gamers.

It's about winning stuff, beating the challenges and earning respect.

Play:More is where you make *Official Xbox Magazine* your magazine.

XBOX
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BACK
START
Microsoft

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Masterclass Ninja Gaiden 120

WE WANT YOU!

Review a game, take up the Demo Challenges, join a Game Club. Do it!

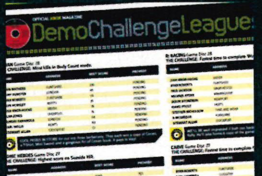
7,821
88,854
40,210
BS Tailslide
4,144

>> PLAYABLE DEMOS: TRIAL VERSIONS TO PLAY NOW!

>> RAINBOW SIX 3: LIVE!

>> HINTS: BAD BOYS II

>> GAME CLUBS: YOUR BIT



>> CHALLENGES: RESULTS!

>> GUIDE: NINJA GAIDEN

XBOX
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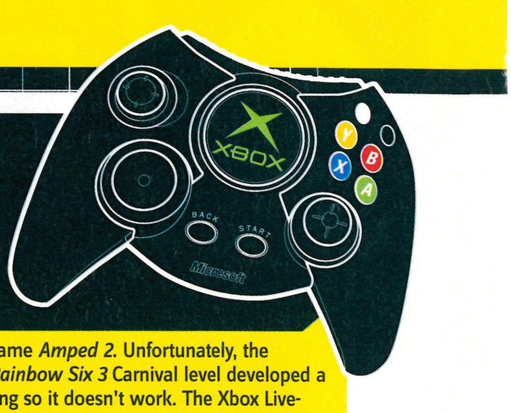


GAME DISC 30 IS HERE! This one is absolutely explosive, with four massive levels of Namco's first-person brawler, *Breakdown*. A little more conventional but just as intense, *Shadow Ops: Red Mercury* puts you in the stomping boots of Delta Force as they raid Kazakhstan. On a different kind of battleground, England take on Wales in *World Championship Rugby*. There's also a chance to try out Xbox's top snowboarding game *Amped 2*. Unfortunately, the downloadable *Rainbow Six 3* Carnival level developed a fault during testing so it doesn't work. The Xbox Live-enabled demo works brilliantly though!

Breakdown

GAME INFORMATION

REVIEWED: THIS ISSUE, PAGE 088
SCORE: 7.9
DEMO PLAYERS: 1

What You Get

Play through four hard-hitting missions - Prologue, Fire Fight, T'Lan Encounter and Path to Site Zero.

What You Do

The first level, Prologue, runs you through some of Derrick Cole's standard abilities such as climbing, jumping and crawling. Once you've cleared the assault course, move onto the weapons range for some shooting practice.

If you prefer targets that shoot back, try the Fire Fight level. It's swarming with enemy soldiers. Don't forget to ransack their corpses to recover ammunition, key cards and health-boosting snack bars.

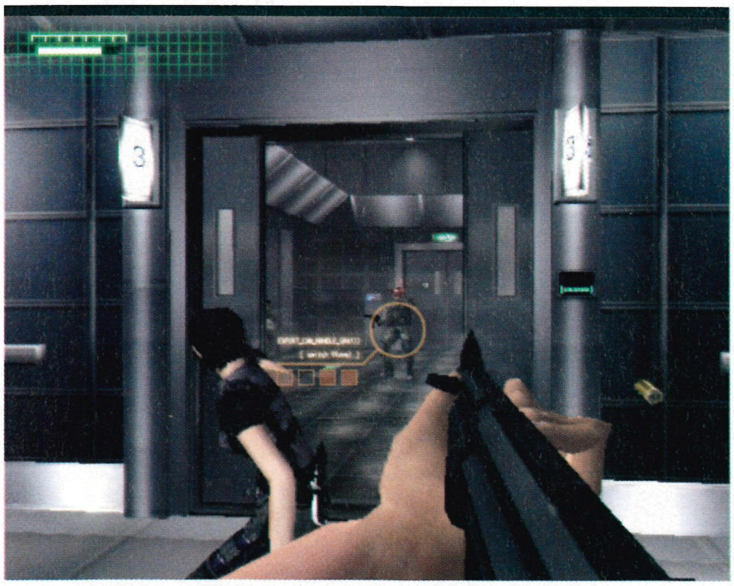
Top Tips

Shooting T'Lan mutants is a waste of ammo. These genetically engineered brutes can only be defeated in hand-to-hand combat! Use the Left trigger to deliver a hook and the Right trigger for a straight jab.

Execute punch/kick combos to cause the most damage. Press the Left trigger, Right trigger and the Left trigger again for a bruising one-two-three attack which ends with a big boot to the mush!

Anything Else?

The Path to Site Zero leads inside a sinister, alien-infested catacomb. Stay alert and make sure that the slimy parasites don't get too close. They swarm in large numbers and cause huge damage on contact. Fortunately, it only takes a few shots from your MP-5 to kill them.



↑ Alex Hendrickson will help you get rid of those infiltrators.

Shadow Ops: Red Mercury

GAME INFORMATION

REVIEWED: COMING SOON
SCORE: TBA
DEMO PLAYERS: 1

What You Get

Kazakhstan is your destination in the first level of this exciting FPS. Rescue your crew and infiltrate the terrorists' main complex.

What You Do

You've tracked a smuggled nuclear weapon - Red Mercury - to Kazakhstan, but your Black Hawk helicopter is hit by an RPG. With several of the crew stranded amongst the wreckage, your objective is to move through the main street and regroup.

Top Tips

Your fellow Delta Force operatives must be kept alive until the regroup. They'll only march forward once positions with good cover have been seized from the enemy. The Black Hawk crew possess the slam charges you'll need. Hold A to plant them on the highlighted door and trigger them. Take cover before the timer counts down!

Anything Else?

Move on solo through the network of buildings. Shoot explosive barrels to clear out groups of enemies and lob grenades using the White button. Some will throw your pineapples back though! Another top tactic is to take cover and lean out for pot shots. Hold the Left trigger to aim and the Left thumbstick to lean left or right.

PRIZE CHALLENGE SHADOW OPS

Here's What You Do
We want you to complete the demo level as quickly as possible. You are allowed to skip the opening cutscene. Because there's no internal clock, you'll have to record your progress using a stopwatch or digital timer.

The Reward
Our ten fastest soldiers will each win a copy of *Magic: The Gathering - Battlegrounds* from Atari and a MTG Starter set containing both the card and online games (PC required). Prizes courtesy of Wizards of the Coast.

Proof Required
If you achieve a qualifying time, we'll contact you to request a VHS recording of your entire run through the level.

Closing Date
Thursday 17 June 2004 is the closing date for all of this month's prize challenges.

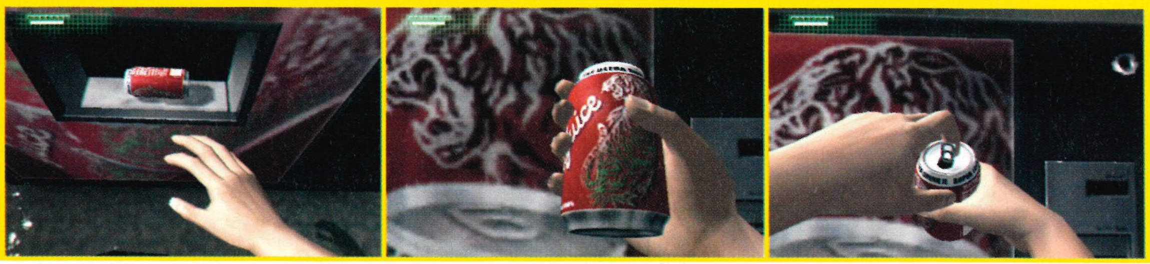
The Rules
Please refer to the standard prize challenge rules on page 115.

XBOX
MAGIC
BATTLEGROUNDS
RP
MAGIC
The Gathering
CORE GAME
TWO-PLAYER GAME

↑ Some magical prizes.

Pixel Perfect

PRIME PLAYABLE MOMENTS
Breakdown seems to be making some odd statements about fast food! Since when did a can of cola heal bullet wounds?



World Championship Rugby

GAME INFORMATION
REVIEWED: ISSUE 28, PAGE 068
SCORE: 8.0
DEMO PLAYERS: 1

What You Get
England and Wales go head-to-head in a second-half showdown. Unfortunately for Welsh fans, you can only play as Martin Johnson's side because this is the England team's official game.

What You Do
Halfway through a friendly game, Wales are leading England 10-17 at Twickenham. Turn the game around using nifty passing and Johnny Wilkinson's magic boot. One try and conversion will be enough to win it for England.

Top Tips
Passing is intuitive. Press the Left trigger to pass left and the Right to pass right. Wait until the last moment before you're tackled, then pass to someone with space. Don't pass to a player in front of you - this incurs a penalty. The same goes for accidentally knocking the ball forward. Use the entire width of the field.

Anything Else?
You must master winning scrums and rucks. Commit extra players to the ruck by pressing A. This gains extra pushing power but there'll be fewer players to pass to once the ball has been collected. Tap the A button during scrummages to fill up the yellow power bar. If the bar turns red then the Welsh team will be able to take possession of the ball.

PRIZE CHALLENGE
RUGBY

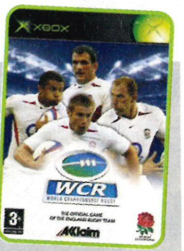
Here's What You Do
We want you to beat Wales by the highest possible margin. You already have ten points to get you started.

The Reward
Our highest scorer wins a copy of the game!

Proof Required
If you achieve a qualifying time, we'll contact you to request a VHS recording of your entire game.

Closing Date
Thursday 17 June 2004 is the closing date for all of this month's prize challenges.

The Rules
Please refer to the standard prize challenge rules on page 115. You must be using the demo version of the game.



Amped 2

GAME INFORMATION
REVIEWED: ISSUE 23, PAGE 086
SCORE: 8.9
DEMO PLAYERS: 1

What You Get
Shred two challenging routes down Millicent 1, Evergreen and Mainstreet.

What You Do
Select a route and soar down the mountain executing tricks. Awards are up for grabs: three for beating the course's High Scores and three more for beating the Media Targets. You score media points by performing tricks in front of the cameramen. A shutter appears around you to indicate that you're in range.

Top Tips
Press the directions on the Right thumbstick to modify flips and spins with grabs. Don't forget to release the stick before you land! It's also possible to score skill points for executing tricks with fluidity. This means you have to move the Left thumbstick slowly and smoothly during a mid-air trick. An orange power bar indicates how many skill points you're earning.

Anything Else?
To receive the trick award, you have to land five different stunts in a single run. Completing the gaps challenge means you have to cross between two points while jumping or grinding.

Press up and down on the Left thumbstick just before you land a trick. This executes a Butter - just like a manual in *Tony Hawk's* - allowing you to chain multiple tricks together.

PRIZE CHALLENGE
AMPED 2

Here's What You Do
We want you to achieve the best possible High Score (not Media Score) in a single run on the Evergreen course. Ben racked up a mighty 198,683.

The Reward
Our fastest gamer wins the JB1, the first official James Bond Digital Camera. It can hold up to 310 images, movie recording with sound for up to 30 seconds and 12 minutes of audio recording. There's also a data transfer and storage function. It's available from Gamestation stores for £69.99.

The Proof
If you achieve a qualifying time, we'll contact you to request a VHS recording of your entire run through the course.

Closing Date
Thursday 17 June 2004 is the closing date for all of this month's prize challenges.

The Rules
You must be using the demo version of the game. You may use any character and they can be levelled-up. Please refer to the standard prize challenge rules on page 115.

gamestation

JB1
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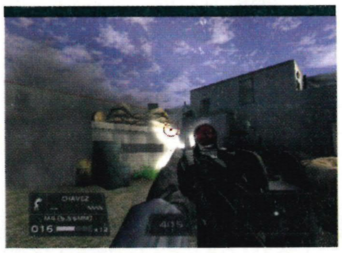
Tom Clancy's Rainbow Six 3

GAME INFORMATION
REVIEWED: ISSUE 23, PAGE 070
SCORE: 9.4
DEMO PLAYERS: 2-16

What You Get
Blast onto Xbox Live with up to 16 players for a game of Sharp Shooter, Survival or Team Survival. There's no offline mode so Xbox Live is required to play this trial version.

What You Do
This exciting trial level is set in Hereford's S.A.S training grounds. It's a simulation of a city street with large buildings at either end. In Team Survival, the objective is to wipe out the entire opposing force before they do the same to you. It's possible to play with up to eight people per team.



↑ **Blast your mates on Live!**

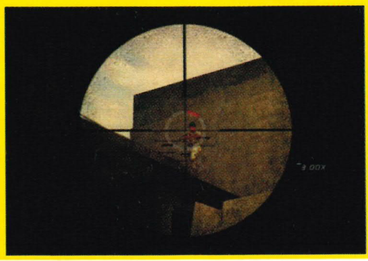
Top Tips
It's every man for himself in Survival and Sharp Shooter. However, you only have one life in Survival so extra caution is required. If you die, you can still watch what the other players are doing. Switch between the survivors using the Left and Right triggers.

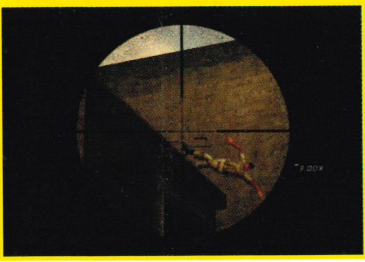
Anything Else?
Joining a game is easy! Pick the Quick Match option to be whisked into a random battle straight away. If you're looking for a particular game, select Optimatch and choose one of the matches in progress.

It's even possible to host a game yourself using the Create Match option. Here you can select the number of players, choice of vision modes (thermal or night) and whether you want the game to be public or private.

Pixel Perfect

PRIME PLAYABLE MOMENTS
Enemy snipers can wreak havoc in *Shadow Ops*. Give them a taste of their own medicine and watch them drop.





RED MERCURY: TO DISCOVER THE ORIGIN OF RED MERCURY, WATCH THIS MONTH'S VIDEO INTERVIEW WITH ZOMBIE CEO MARK LONG.

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0906 570 0505 for Poly Tones, Real Sounds & Screensaver Only

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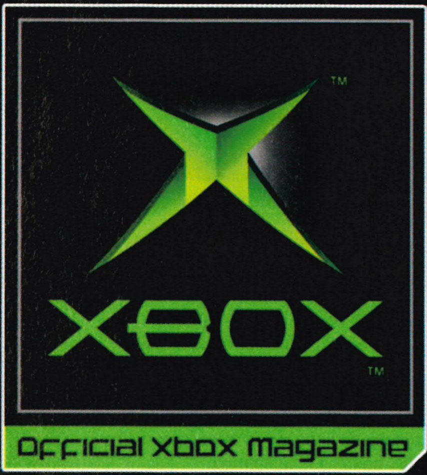
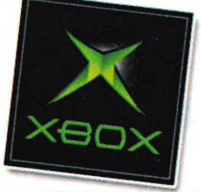


SCREEN SAVER

XBP50046



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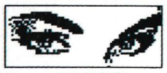
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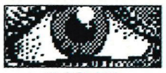
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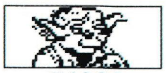
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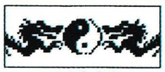
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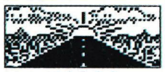
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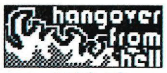

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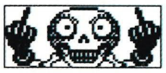
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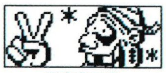
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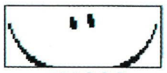
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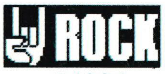


51381

RINGTONES

Hits		Mono	Poly
Outkast	Hey Ya	51394	XBP74403
NERD	She Wants To Move	51402	XBP71783
Black Eyed Peas	Shut Up	51388	XBP75957
Beenie Man	Dude	51399	XBP70043
DJ Casper	Cha Cha Slide	51398	XBP71740
Peter Andre	Mysterious Girl	51396	XBP71748
Evanescence	Bring Me To Life	51317	XBP79119
LMCvU2	Take Me To The Clouds Above	51306	XBP70889
Beyonce+Jay-Z	Crazy in Love	51324	XBP79237
Coldplay	Clocks	51354	XBP78160
Usher	Yeah	51401	XBP70201
Black Eyed Peas	Where Is The Love?	51345	XBP79667
Kylie	Slow	51305	XBP75079
White Stripes	Seven Nation Army	51309	XBP78921
Britney Spears	Toxic	51397	XBP71739
Kelis	Milkshake	51340	XBP70059
Black Eyed Peas	Hey Mama	51400	XBP71738
Movies/TV			
Halloween		51360	XBP75961
Exorcist		51361	XBP70055
Starsky n Hutch		51327	XBP76868
Miami Vice		51348	XBP76079
Banana Splits		51358	XBP76355
Only Fools And Horses		51320	XBP70117
Minder		51330	XBP70752
The Muppet Show		51369	XBP70114
The A-Team		51312	XBP76230
Danger Mouse		51356	XBP76368
Great Escape		51382	XBP70092
Professionals		51335	XBP70119
Beverley Hills Cop		51311	XBP77032
Duelling Banjos		51389	XBP70711
Scooby Doo		51359	XBP70123
The Good The Bad The Ugly		51383	XBP75252
The Simpsons		51379	XBP70441
Steptoe + Son		51337	XBP70582
Mission Impossible		51384	XBP70111
Rocky		51352	XBP70561
James Bond		51387	XBP70340
Godfather		51375	XBP70291
Pulp Fiction		51336	XBP76877
Monty Python		51386	XBP73225
Top Cat		51378	XBP70380
Rock			
Led Zeppelin	Kashmir	51357	XBP79267
Offspring	Hit That	51304	XBP70046
The Darkness	I Believe In A Thing Called Love	51372	XBP79744
Beatles	Hey Jude	51373	XBP70022
Van Halen	Jump	51308	XBP75137
Meatloaf	Bat Out Of Hell	51362	XBP70630
Motorhead	The Ace Of Spades	51334	XBP77103
Guns N Roses	Sweet Child O'Mine	51310	XBP72161
Europe	Final Countdown	51366	XBP75655
ACDC	For Those About To Rock	51332	XBP77763
Stone Roses	Fools Gold	51341	XBP70917
Aerosmith	Walk This Way	51307	XBP79066
Rolling Stones	Sympathy For The Devil	51351	XBP79961
Bon Jovi	You Give Love A Bad Name	51314	XBP77835
Black Sabbath	Paranoid	51331	XBP77099
Clubbing			
Boogie Pimps	Somebody To Love	51339	XBP70056
XTM + DJ Chucky	Fly On The Wings Of Love	51316	XBP79164
Ganja Kru	Super Sharp Shooter	51318	XBP72859
UD Project	Summer Jam	51343	XBP72358
Kylie	Can't Get You Out Of My Head	51347	XBP74005
Bhangra Knights v Husan	Husan	51353	XBP79039
Ultrabeat	Pretty Green Eyes	51350	XBP79790
Benni Bennassi	Satisfaction	51392	XBP79255
Love Inc	You're A Superstar	51303	XBP77432
RnB / Hip Hop			
50 Cent	21 Questions	51367	XBP79236
50 Cent	PIMP	51365	XBP70566
Busta+Mariah	I Know What You Want	51313	XBP79117
DMX	Gonna Give It To Ya	51385	XBP79012
R Kelly	Ignition	51393	XBP79043
Eminem	Cleanin' Out My Closet	51319	XBP76327
Jay Z	Excuse Me Miss	51326	XBP79011
Eminem	Lose Yourself	51371	XBP77915
50 Cent	In Da Club	51346	XBP77949
Eminem	Without Me	51368	XBP75782
Puff Daddy	Missing U	51370	XBP77638
DMX	Where's The Hood At?	51374	XBP72774
Obie Trice	Got Some Teeth	51364	XBP74137

LOGOS

namco
51321

PAC-MAN
51322

QUAKE™
51323

51325

GUINNESS
51344

51349

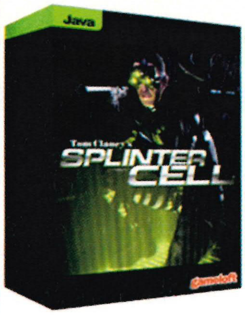
GAME OVER
51363

51377

NIRVANA
51395

GREEN DAY
51403

JAVA GAMES



Tom Clancy's Splinter Cell®

Category: Stealth / Action

"Sent where no one else can go to do what no one else can do"

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Phone Model	Game Code
Motorola T720	XBGG 7845
Nokia 3100	XBGG 6473
Nokia 3300	XBGG 7054
Nokia 3410	XBGG 8679
Nokia 3510i	XBGG 3220
Nokia 3650	XBGG 4335
Nokia 5100	XBGG 8727
Nokia 6100	XBGG 2427
Nokia 6610	XBGG 2166
Nokia 6800	XBGG 4720
Nokia 7210	XBGG 5018
Nokia 7250	XBGG 7724
Nokia 7650	XBGG 2670
Nokia N-Gage	XBGG 9766
Siemens M55	XBGG 2370
Siemens S55	XBGG 4617

Phone Model	Game Code
Nokia P3510i	XBGG 8432
Nokia 5100	XBGG 1493
Nokia 6100	XBGG 9465
Nokia 6610	XBGG 1199
Nokia 6800	XBGG 9305
Nokia 7210	XBGG 3326
Nokia 7250	XBGG 7124

Tom Clancy's Splinter Cell Extended Ops.®

Category: Stealth / Action

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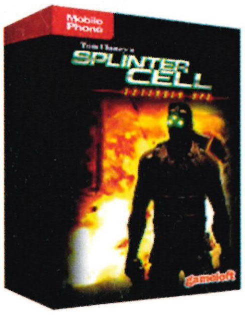

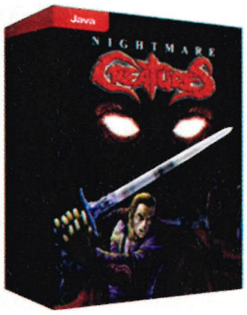

Nightmare Creatures™

Category: Beat'em All

"Time to face you worst nightmare!"

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Phone Model	Game Code
Nokia 3100	XBGG 8594
Nokia 3300	XBGG 8291
Nokia 6100	XBGG 1569
Nokia 6610	XBGG 8821
Nokia 6800	XBGG 3801
Nokia 7210	XBGG 6958
Nokia 7250	XBGG 4522
Nokia 3510i	XBGG 4050
Nokia 5100	XBGG 8332

Phone Model	Game Code
Nokia 3100	XBGG 2431
Nokia 3300	XBGG 2112
Nokia 3510i	XBGG 2953
Nokia 3650	XBGG 2331
Nokia 5100	XBGG 3410
Nokia 6100	XBGG 4183
Nokia 6610	XBGG 8415
Nokia 7210	XBGG 4041
Nokia 7250	XBGG 9985
Nokia 7650	XBGG 3562
Nokia N-Gage	XBGG 4068
SagemMy V-65	XBGG 2948
Sharp GX-10	XBGG 6384
Sharp GX-20	XBGG 2009

XIII

Category: Action / Shooter

"Will you penetrate the mystery?"

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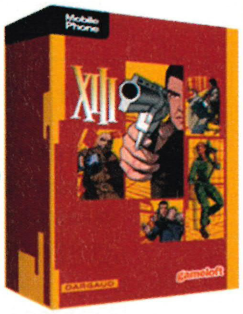


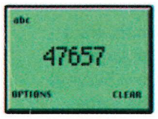
CLASSIC GAME TONES

	Poly
Batman Returns	XBP 77129
Castlevania 4	XBP 77509
Desert Strike	XBP 77740
Donkey Kong Country	XBP 77751
Final Fantasy 7	XBP 77887
Killer Instincts	XBP 78368
Mega Man X	XBP 77936
Ridge Racer	XBP 77972
Sim City	XBP 78298
Sonic The Hedgehog	XBP 78233
Street Fighter	XBP 78317
Super Mario Cart	XBP 77913
Super Mario World	XBP 78293
Tekken 2	XBP 78373
Zelda - A Link To The Past	XBP 77910
Worms 3D	XBP 71691
Total Club Manager 2004 version 2	XBP 71689
Total Club Manager 2004 version 1	XBP 71688
Tiger woods PGA Tour 2004 Version 1	XBP 71687
Pro Evolution Soccer 2 Version 1	XBP 71686
Pro Evolution Soccer 2	XBP 71685
Grand Theft Auto	XBP 71683
Getaway	XBP 71682
Fifa Football 2004 Version 3	XBP 71680
Fifa Football 2004 Version 2	XBP 71643
Fifa Football 2004 Version 1	XBP 71641
Real Sound Tones	
Dentist Drilling	XBP 75249
Check Your Mail Box You Moron Voice	XBP 72927
Master I Have Mail For You Voice	XBP 72935
Burp	XBP 79879
Long Fart	XBP 79880
Chimp	XBP 79170
Dolphin	XBP 79172
Elephant	XBP 79174
Frog	XBP 79199

TO ORDER BY TEXT

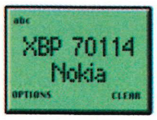
(All products are available on selected phones please check Terms and conditions for compatibility)

To Order a Mono Tone, Logo, Picture or Java Game



Just Text The Code
Send It To 84600
Once Its Delivered Save
It To Your Phone

To Order a Poly, Real Sound or Screensaver



Text The Code
Followed by your Phone Manufacturer
Send It To 84600
Once Its Delivered Save
It To Your Phone

Terms and Conditions
All ringtones, real sound tones, logos and picture message PSMS orders cost £4.50 including VAT. (3x£1.50 messages). Compatible phones for Polyphonics include: Nokia N Gage, 8910i, 7650, 7250i, 7250, 7210, 6800, 6610, 6600, 6220, 6200, 6100, 5100, 8530, 3510i, 3300, 3100, Panasonic GD87, Sharp GX10, GX10i, GX20, Siemens S55, Sony Ericsson T68i, T68, T610, T31. Compatible phones for mono tones, logos and picture messages include: Nokia 3210, 3310, 5510, 6110, 6190, 6210, 6250 NK702, 7110, 8210, 8310, 8810, 8850 8890, 9110i, 9210. Sagem MC 930, 936, 940,942, 946, 949, 950, 952, 959(R). Ericsson T68i. Compatible phones for Real Sound Tones include: Nokia N Gage, 3300, 3650, 6220, 6600, 7650. Samsung SGH-A800, SGH-R620, SGH-5100, SGH-6300, SGH-T100, SGH-V200.
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- o The item you order must be capable of being received on your mobile phone. Please note that not all mobile phones allow the storage of every item sold.
- o Items can only be sent if your phone is on 02, T-Mobile, Vodafone or Orange network.
- o You are able to access WAP services (for specific items that require WAP to be used to retrieve them to the mobile phone) or any related transmission system

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OFFICIAL **XBOX** MAGAZINE

DemoChallengeLeagues

BEAT THE BEST: Here are your top entries for *Conan, R: Racing* and more! See next month's leagues for your mind-blowing *TOCA 2: TURS* scores. Good luck!

CONAN Game Disc 28

THE CHALLENGE: Most kills in Body Count mode.

NAME	ADDRESS	MOST KILLS	PROVED?
JOHN MATHERS	FLINTSHIRE	100	PENDING
TONY DUNSTER	LONDON	99	PENDING
RYAN ROBERTS	FLINTSHIRE	99	PENDING
GLYN HORSLEY	NOTTS	81	PENDING
JOSH KNOX-HOOKE	MIDDLESEX	78	PENDING
ALAN JONES	LIVERPOOL	76	PENDING
SUNDAY DARAMOLA	LONDON	64	PENDING
KARL WILLIS	HERTS	60	PENDING
STEWART ALLAN	STOCKPORT	57	PENDING

COOL PRIZES IN STORE for our top three barbarians. They each win a copy of *Conan*, a T-shirt, mini-sword and a gorgeous *Art of Conan* book. It pays to slay!

R: RACING Game Disc 28

THE CHALLENGE: Fastest time to complete Waterbridge Rally.

NAME	ADDRESS	TIME	PROVED?
JOSH KNOX-HOOKE	MIDDLESEX	01.47.374	PENDING
RYAN ROBERTS	FLINTSHIRE	02.30.612	PENDING
PAUL JACKSON	MANCHESTER	02.32.718	PENDING
MICHAEL RYDER	BIRMINGHAM	02.33.874	PENDING
JASON STONEMAN	NEWPORT	02.35.079	PENDING
DAVID POOLE	HERTS	02.35.619	PENDING
STEPHEN NICHOLSON	TYNE AND WEAR	02.35.841	PENDING
R. McGREGOR	YORKSHIRE	02.37.447	PENDING
STEWART ALLAN	STOCKPORT	02.38.798	PENDING

WE'LL BE very impressed if Josh can back up his incredible time on the Waterbridge Rally. He'll take home a copy of the game for this lightning-fast effort.

SONIC HEROES Game Disc 27

THE CHALLENGE: Highest score on Seaside Hill.

NAME	ADDRESS	BEST SCORE	PROVED?
MARCUS JONES	CONWY	81210	YES
GLYN HORSLEY	NOTTS	77980	YES
DANNY BELL	NORTH LINCS	77340	YES
DARREN EGGERTON	SHROPSHIRE	76530	YES
SCOTT McCLYMONT	EDINBURGH	75050	YES
ROBERT SEYMOUR	CO. DURHAM	74960	YES
ALLEN WOODHOUSE	SHEFFIELD	73340	YES
TYSON SMITH	CO. TYRONE	73280	YES
ALEX LEMCO	LONDON	73220	YES

NEXT MONTH we've got another Xbox Live-enabled demo! *Crimson Skies: High Road to Revenge* can be played with 2-16 players on Live. Prepare for an epic dogfight.

CARVE Game Disc 27

THE CHALLENGE: Fastest time to complete City Circle race.

NAME	ADDRESS	TIME	PROVED?
RYAN ROBERTS	FLINTSHIRE	03.26.06	YES
PAUL CAMPBELL	GLASGOW	03.27.32	YES
GLYN HORSLEY	NOTTS	03.38.15	YES
MARCUS JONES	CONWY	03.39.83	YES
STEWART ALLAN	STOCKPORT	03.41.00	YES
ANTHONY MCNALLY	CO. ANTRIM	03.41.78	YES
DANNY BELL	NORTH LINCS	03.45.00	YES
J. WISHART	LIVERPOOL	03.48.02	YES
DARRON EDEN	LIVERPOOL	03.52.40	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. See page 118. It's time to get creative.

Enter the challenges now!

It's all very simple really. Help us to help you into the Challenge Leagues by proving your excellence

» TO ENTER A PRIZE CHALLENGE, FILL IN THE COUPON BELOW AND POST IT OFF TO US.

» IF YOUR SCORE WINS YOU A PRIZE, WE'LL ASK YOU TO PROVIDE PROOF OF YOUR SCORE:

PROOF BY VIDEO

By playing your Xbox through a normal VCR, it's possible to record your exploits onto a standard video cassette. Please note we will need to see you actually achieving the score, not the just the sight of the high score table. Please do not send in your proof unless we contact you to ask for it.

PROOF BY PHOTO

In some instances - when we're certain that there's no possibility of cheating to manipulate the evidence - we may only require a photograph of the game's High Score screen. Polaroid is obviously the easiest way to do this (no film development) but normal flash photography is acceptable. NO DIGITAL PHOTOS PLEASE - they are too easily manipulated.

RULES FOR ALL PRIZE CHALLENGES

» The closing date for Issue 30 challenges is Thursday 17 June 2004.

» 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 30

DEAR OFFICIAL XBOX MAGAZINE,

Here are my Demo Challenge scores for you to admire.

SHADOW OPS: RED MERCURY
Fastest time to complete demo level.

....

WORLD CHAMPIONSHIP RUGBY
Highest score against Wales.

....

AMPED 2
Highest score on Main Street.

....

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 30 Demo Challenge, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP.

NEXT MONTH'S DISC: CHECK OUT NEXT MONTH'S DISC FOR GAME MOVIES OF THE CHRONICLES OF RIDDICK, MASHED, SERIOUS SAM 2 AND MORE. DON'T MISS IT!

OFFICIAL XBOX MAGAZINE

HintsandCheats

THERE'S SOMETHING reassuring about unlocking the original *Ninja Gaiden* game in the Xbox remake. We can't complete either of them, which doesn't mean that games have got harder, just that we're still rubbish at games even after all these years. Our master sensei Thomas Wilde is a different story - check out his complete guide on page 120.

Cheats in Motion

MX UNLEASHED Issue 28, 7.0

ENTER THESE at the cheat code screen under the correct code headings.

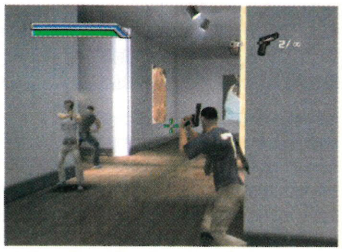
↑ **Unlock 500cc bikes: BIGDOGS**

↑ **AI Bowling: WRECKINGBALL**

↑ **Freestyle tracks: BUSTBIG**

↑ **Supercross tracks: STUPERCROSS**

↑ **Unlock all machines: MINIGAMES**



↑ ***Bad Boys II*: infinite ammo!**

Bad Boys II

Issue 28, 5.8

Enter this code on the press start screen. A gun shot confirms correct code entry.

Unlock everything: B, Up, X, Y, Right, Down

Fallout: Brotherhood of Steel

Issue 28, 7.2

Unlock Patty: Complete the first chapter.
Unlock Rhombus: Complete the second chapter.
Unlock Vault Dweller: Complete the entire game.

Dead Man's Hand

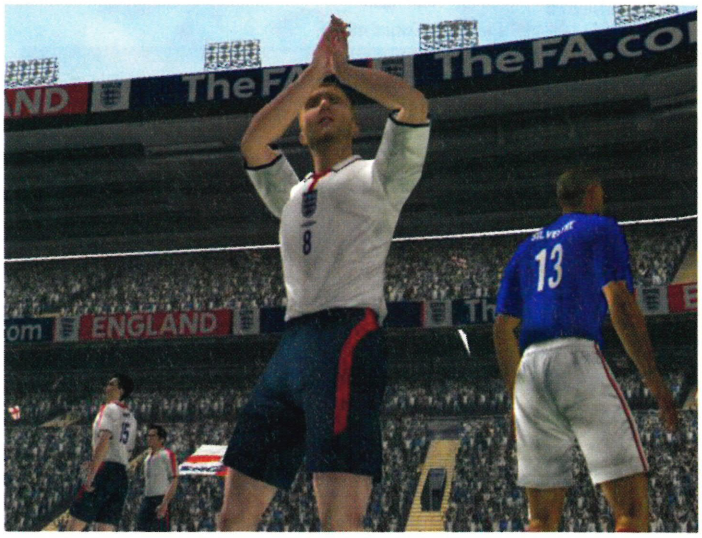
Issue 28, 7.1

Extra ammo: At the main menu, highlight New Game and press the Left and Right triggers.

Dragon's Lair 3D: Return to the Lair

Issue 29, 5.8

Unlock bonuses: At the main menu, hold the Right trigger and click Left thumbstick, click Right thumbstick, click Left thumbstick, click Right thumbstick, White, Black, White, Black.



↑ ***England International Football*: tactics even Sven would be proud of.**

England International Football

Issue 29, 8.2

Formations: When picking a formation, you should look to play to your strengths or, alternatively, to combat the opposition's formation. If you like to hit the forwards quickly, then try a 4-3-3 or a 4-2-4, but if you like to pass it around the midfield patiently, try a 4-4-2 or even a 4-4-1-1. It's a good idea to experiment and also consider what players you have in your team. One of the best things to do is find a formation you really like and stick with it.

Team tactics: Try using the tactics buttons (the White button and the direction assigned to the tactic). If you think you are playing too narrow, then try Wing Play, which will push your players into wider positions. You could try using Switch Play, which makes your full back on the opposite side of the pitch push up, so you can then hit him with a well-placed cross-field ball. As with formations, experiment with the tactics and see what works best for you.

Player tactics: As well as team tactics, you can also alter individual player tactics, such as the position edit, so you can push a winger further wide or make a defender sit back a bit, all of which help to refine your overall tactics.

↑ ***Dragon's Lair 3D*: repeat 100 times: "Dirk the Daring in a dire dungeon."**

The Haunted Mansion

Issue 28, 7.8

Enter the codes during play while holding Right on the D-pad.

Invincibility: X, B, B, B, X, B, Y, A
Level Select: B, B, X, Y, Y, X, B, A
Upgrade your weapon: X, X, Y, Y, B, B, B, A

Mafia

Issue 28, 7.3

Monster truck: Win all the races in Racing Championship mode to unlock this beauty.

MTX Mototrax

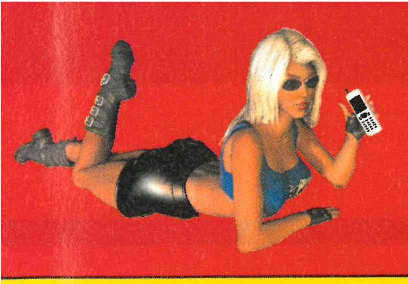
Issue 29, 8.1

Unlock Speed Demon and Trickbot: Complete Career mode.

MX Unleashed

Issue 28, 7.0

Expert AI: OBTGOFAST
All bonuses unlocked: CLAPPEDOUT
National tracks: ECONATION



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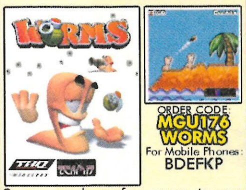

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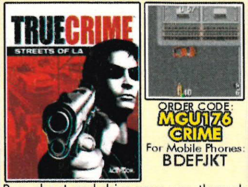

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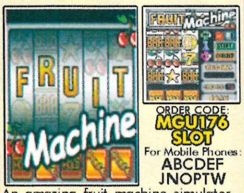

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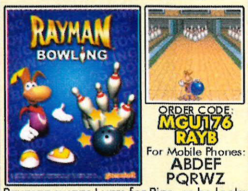

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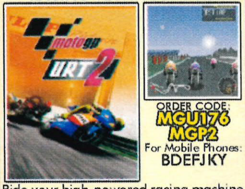

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Step into Lister's shoes and try to save Starbug from an onslaught of Simulant Smegheads.

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Help Ash fight the deadites in this flipper bashing pinball game with a zombie theme.

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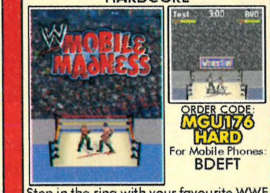

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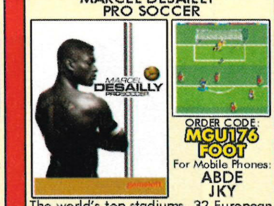

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Get in, get out and get even. Join Charlie and the rest of the gang in this Mini adventure.

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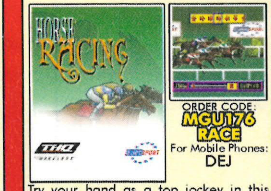

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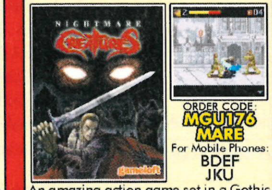

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6310i = C
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3300 = D
5100 = D
6100 = D
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6800 = D
7210 = D
7210i = D
7250 = D
7250i = D
3650 = E
7650 = E
NGage = E
6600 = F

SHARP
GX10 = J
GX10i = J
GX20 = K

SIEMENS
C55 = N
M50 = O
M55 = P
S55 = P
SL55 = Q
MC60 = R

MOTOROLA
T720 = T
T720i = T
V300 = U
V500 = U
V525 = U
V600 = U

SONY ERICSSON
T610 = W

SAGEM
My V65 = Y

LG
5300i = Z
5400 = Z
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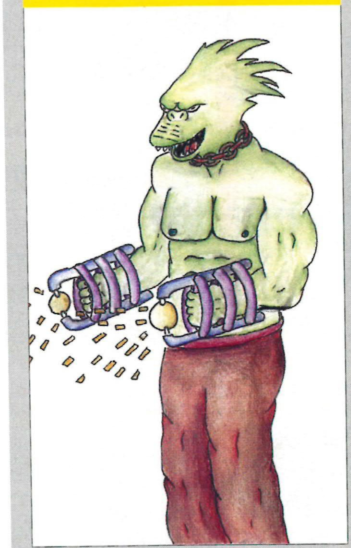
OFFICIAL XBOX MAGAZINE GameClubs

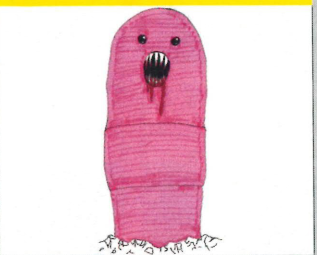
GAME CLUBS IS your guide to the newest ways to play, unlocking secrets and discovering cool stuff you won't find in manuals. Using your imagination, guile and skill you can unlock characters, bonus levels and unexpected glitches. You are the pioneers of Game Clubs and Xbox is your uncharted territory. 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

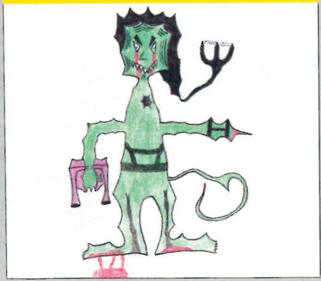
ONLY TWO months until *Halo 2* comes out! Just kidding! Sadly, there's only three months left before Club *Halo 2* comes to an end, but that still gives you plenty of time to send in your best pictures ever! We want your Covenant creations, weapon designs, concept box art and pics of Phil getting fried! There is a Sharp Shooter lightgun from JOYTECH in it for the best design next month.



↑ Boasting the same hairstyle as Bart Simpson, this Covenant enforcer is still a cruel customer. Marcus Jones has given him teeth so sharp that he can kill with one bite. And check out those mighty pecs!



↑ David Shepherd of Manchester sent us the 'Bad Worm' that bursts out of the ground to chew your legs!



↑ David Der Brook came up with this Covenant called Disastrous.

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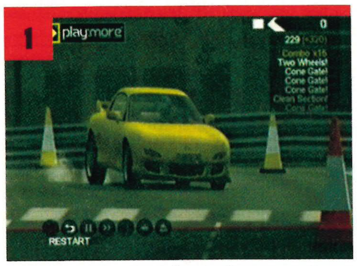
play:more On the DISC

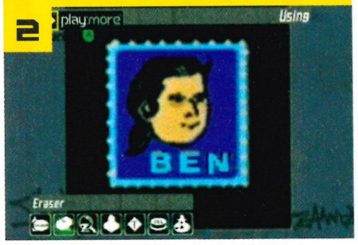
EARN A PLACE in Xbox history and appear on our very own Game Disc. Every month, Play:More brings you the most flipped-out tricks and stunts. Not only that, but we love to show Xbox Live clans getting together and causing absolute mayhem.

We're also issuing the call for your best game saves, so everyone can benefit from your experience. If you have any 100 per cent complete saves on your hard disk, email the details to ben.talbot@fxmi.com

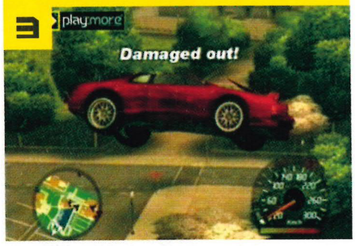
Complete and cut out the coupon on this page and attach it to the front of your VHS tape before sending. Entries should be less than ten minutes long and rewound to the correct starting position. Please make sure you don't have custom soundtracks playing.



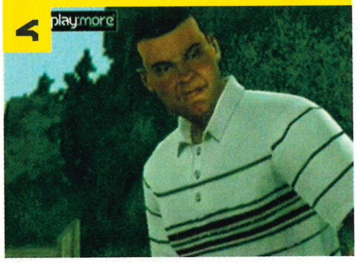
↑ **When Glyn Horsley isn't conquering the Challenge Leagues, he's racking up immense Kudos combos on *PGR2*. In this clip he completes two perfect laps of a Stockholm cone challenge and executes several donuts at the end, bringing his grand total up to 65!**



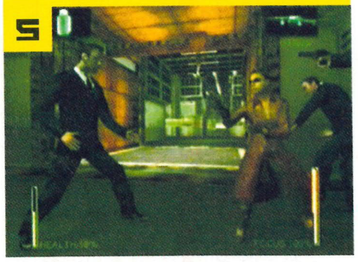
↑ **Two choice picks of *Jet Set Radio Future* graffiti from Ryan Roberts and the Tevendale Bros. Ryan shows us some intense logo designs for *Sonic Heroes* and *OXM* while Jacob Tevendale puts Ben T's face on a stamp.**



↑ **Along with a selection of *Tiger Woods 2004* hole-in-ones, Peter Darlington also displays two top tricks in *Midtown Madness 3*. Our favourite one is using the loop in Washington DC to get on top of a nearby building.**



↑ **Paul Rowley makes good use of the EA Game Face mode in *Tiger Woods 2004*. Let his excellent Robbie Williams golfer entertain you by watching his hole-in-one. Can you create a different custom golfer for Play:More on the Disc?**

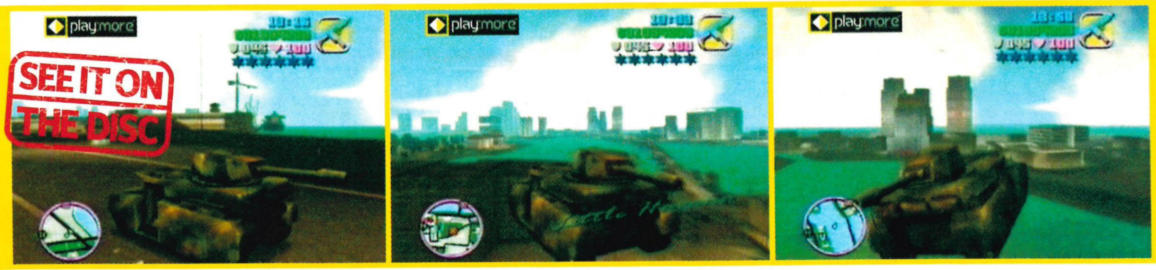


↑ **Llion Hughes knows all too well that the Agents in *Enter the Matrix* can't be killed. He just doesn't care and goes steaming into a battle with three of them! We're surprised by how long he lasts against this trio of terror.**

1-up

YOUR TOP PLAYS FRAME BY FRAME

STEPHEN BROWN created his tank fly-by of *Vice City* using the cheat: Right, Black, B, R, White, Down, Left Trigger, Right Trigger.



play:more Profile

WANT TO SHOW the rest of the Play:More community your smiling face? Play:More Profiles lets you do just that, as well as showcasing your greatest gaming achievements. It doesn't have to be on Xbox Live - it could be anything. If you want to see your mug on this page, tell us your name, age, Gamertag (if you have one), location, fave Xbox game and your greatest gaming achievement. We'll need a photo of you, either normal or digital. Send entries to Play:More Profile, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP or email ben.talbot@fxmi.com with the headline 'Play:More Profile'. We will send a mystery prize to everyone who features.

NAME Jordan Hicks
GAMERTAG MightyJordan
AGE 12
LOCATION Plymouth
GREATEST GAMING ACHIEVEMENT Completing *Project Gotham Racing 2.*
FAVE GAME *Splinter Cell: Pandora Tomorrow*
NOTES I entered the *Midtown Madness 3* Skip Race in The Contenders (Issue 26). I did well and was winning for the first eight checkpoints. I may not have won, but I got in the magazine and on the Game Disc!

↑ Skip Race: Game Disc 28.

play:more YOUR Reviews

HAVE YOU EVER wanted to be a games reviewer? Well, 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. Whether you agree or disagree with Ben T, Ben L, Andy, Gav or Steve's reviews, tell us why and give each game a score out of ten. Send your reviews - but no longer than 160 words, please - to Game Clubs, *Official Xbox Magazine*, 99 Baker Street, W1U 6FP. The star review that we publish each month will win a mystery prize. What are you waiting for?

↑ Awesome game, but no Live play.

YAGER

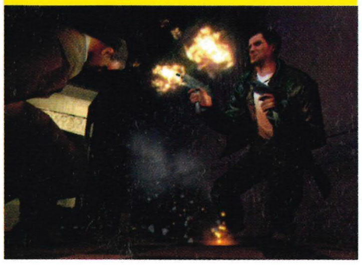
BY JAMIE THORNTON, VIA EMAIL

XBOX HAS very few flying games, but luckily this is an absolute stunner. It adds a much-needed kick to flight sims by having a decent storyline. THQ has shown it can make more than good wrestling games!

You battle over 50 enemy ships - with weapons ranging from the non-lethal water gun to the high-powered rail gun - over 22 beautiful levels. Along with dogfighting, there are also stealth missions such as marking targets for a missile strike and going disguised into an enemy base.

Only one aspect lets the game down: it screams for Live or at least a four-player split-screen mode. The lifespan is huge due to the scoring and rewards. This is without doubt one of my favourite games for Xbox.

SCORE: 9.0 / 10



↑ More fun than you can handle!

MAX PAYNE

BY RUPERT EDWARDS, EXETER

GENERALLY, I'M not very fond of non-stop shoot 'em ups but this restored my faith. *Max Payne* is one of the most enjoyable games around. The vast range of difficulty settings boosts it up to my top ten. And don't get me started on Bullet Time. How much fun you can have, running around in slow motion while watching all the bullets hover past you (and some in you)!

This game cannot get on your nerves. Where I would normally have thrown the controller on the ground and jumped up and down on £400 worth of Xbox equipment, I just start each level again. But the main thing that does it for me is the immense storyline and the strange characters you meet.

SCORE: 9.0 / 10

↑ Better than Frisbee down the park.

DEATHROW

BY RICHARD HOXLEY, VIA EMAIL

THIS GAME is hard to put down because it's so much fun. You throw a Frisbee into a goal and guard your own goal. A three-man team behind you will help - you can't control them but they know where they should be. If you get bored with scoring and defending, just start hurting people!

You can injure and K.O. them with a variety of moves. You can also tackle them to get the Frisbee. There are 113 items to unlock, people, teams and arenas. You've got to get the points to unlock them - you get 50 or 100 points per match, but everything good is more than 500 points. The only way to unlock stuff is to play the tournament with each team, which is a lot of playing, which in a way is good.

SCORE: 8.0 / 10

STAR REVIEW
LEO
Wins an Xbox lightgun

↑ As good-looking as Anna, and much better at tennis!

TOP SPIN

BY LEO A. SCOTT, CHESTER

TENNIS IS certainly not my favourite sport in the world and, going by previous Xbox tennis attempts, I was not expecting *Top Spin* to be one of my favourite games either.

I was wrong. This game is beautiful, such is the fluidity of the gameplay. The aiming circle has been disposed of in favour of a system where you have to judge the placement of the shot yourself. This makes the game a struggle to start off, but it adds great depth to the experience when combined with the range of possible shots on offer.

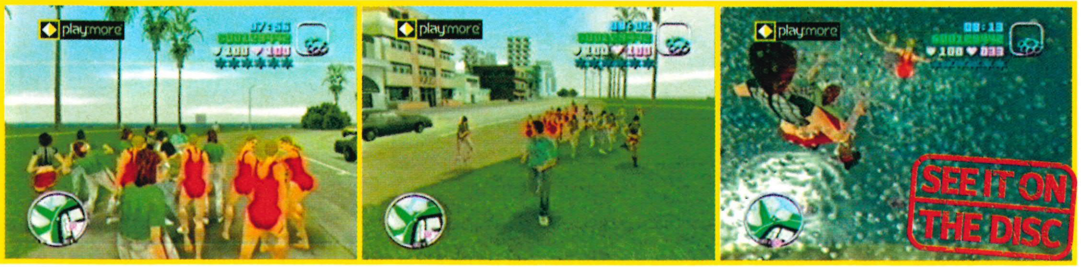
Virtua Tennis was fun for five hours, but this has been fun for five months and counting. A career mode where you can design your own player, train him up, get him a sponsor and buy him stupid clothes all adds to the already-impressive portfolio. The graphics are sublime, rivalled only in loveliness by Anna Kournikova on the front cover.

SCORE: 9.4 / 10

1-up

YOUR TOP PLAYS FRAME BY FRAME

Will Harvey uses the *Vice City* Ladies Man cheat: B, A, Left trigger, Left trigger, Black, A, A, B, Y. He leads his groupies to a watery death.



HONORABLE MENTIONS: THANKS ALSO TO TOM BALMER, SAM DUTTON, TIMOTHY INGALL, JASON KIRWAN, HARRY BARTON AND HIS FRIENDS FOR CONTRIBUTING TO PLAY:MORE ON THIS DISC, MAKING THIS OUR BIGGEST MONTH EVER!

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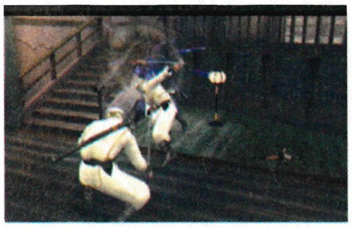
OFFICIAL XBOX MAGAZINE

Masterclass

SENSEI: THOMAS WILDE

YOU MIGHT KNOW Ryu Hayabusa from *Dead or Alive 3*, but he's also the star of the classic *Ninja Gaiden* series. Now, in 3D, Ryu embarks on another brutally challenging quest for vengeance. It's one man against an entire nation, but *Official Xbox Magazine* is here to give you the edge you'll need.

Ninja Gaiden



↑ The white ninjas carry shuriken, so try to stay on top of them.

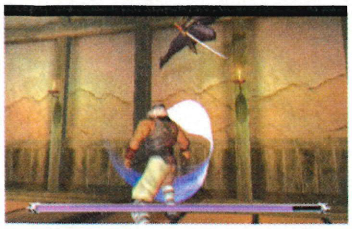
Chapter 1: The Way of the Ninja

IF YOU FOLLOW the ravine to its end, you'll find a locked door. Remember it.

Take the high road. It'll bring you through an old mine and up a vertical shaft to the Ninja Fortress. Inside, look for the scratches on the floor of the first room, as they mark a 'secret' door.

In the storage room off this new hall, you'll find a samurai statue and two Elixirs. Collect the Elixirs, then dispatch the ninjas inside the meditation room on the other end of the hall. Behind the sword rack, cut the wall scroll to reveal another 'secret' door - this one leads to the Room of Infinite Ninjas™.

Leave via the trapdoor. One chest in the catacombs contains the Fangs of the Samurai. Leave the tunnels, and follow the exterior balcony. Drop back into the meditation room. Return to the samurai statue and insert the fangs for the Key of Courage. Backtrack to the Room of Infinite Ninjas™ and slash the scroll on the wall behind the trapdoor. That will lead to the first boss, Mukai.



↑ To fight Mukai, it's best to use wall-runs to avoid his attacks and counter.

Don't fight him face to face. You'll lose. Instead, abuse your wall-run, and counterhit when he misses a heavy attack.

Chapter 2: The Hayabusa Ninja Village

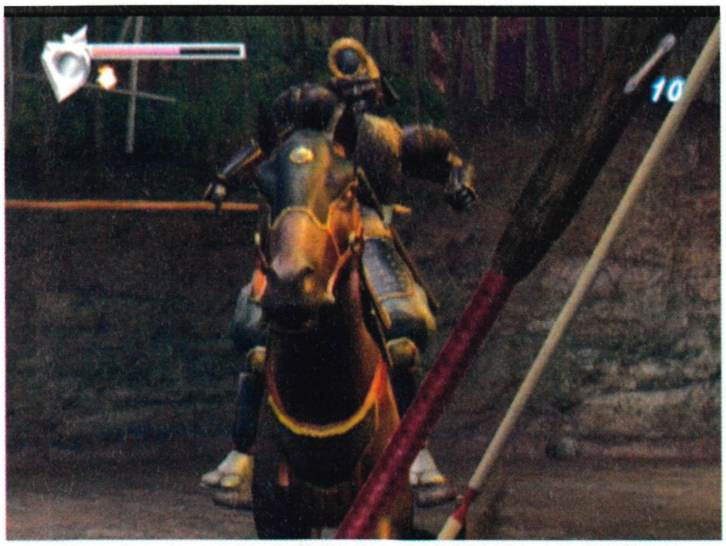
RETURN TO THE ravine where the game started. At its end, you'll find the Art of the Fire Wheel and a lift. Take it down.

Dispatch the samurai on your way to the village. Once inside, use your wall-run to reach the open window in the building.

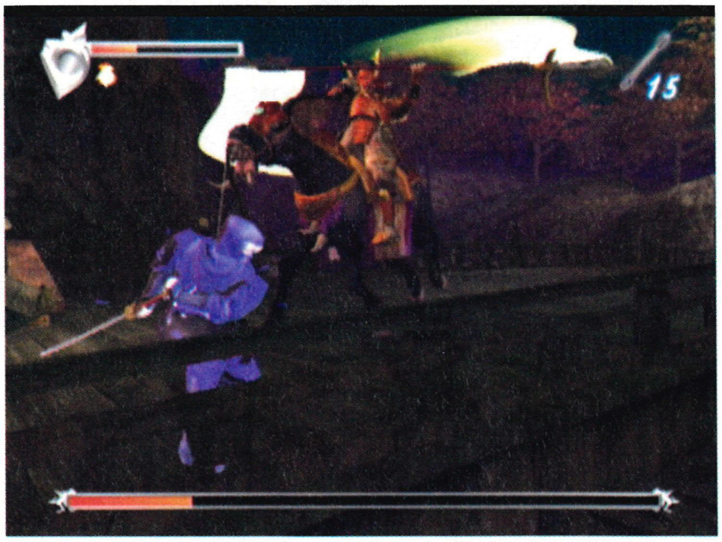
Collect the Bow, and shop for Elixirs at the Muramasa Statue. Outside the armoury, you will find the road leads into a clearing, where mounted samurai will attack you.

Use your new Bow to knock the lancers off their horses. Now leap up and slash at the archers.

With them dead, proceed. Cross the bridge to encounter a fifth horseman - this one a samurai wielding a pike. He's not a problem - although he can do a lot of damage - but his retinue of mages are. Kill them first, then concentrate your efforts on the pikeman.



↑ Three good combos, or one well-aimed arrow, will knock a samurai off his horse.



↑ Meet the pikeman's charges with your charged ground slash (hold Y).

Chapter 3: Skies of Vengeance

RANSACK THE hotel rooms until you're attacked by armoured troops. This will trigger an attack in the hallway outside; you must win the fight in order to earn the Wing Key.

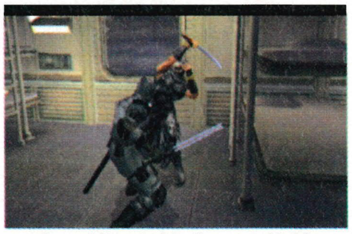
The corresponding door is to the Main Deck. One of the staircases leads down to Muramasa; go straight, and take a right to find the crew compartment. Bust up the troops inside, then use the side door to reach the hallway and, in turn, the captain's office. Make sure you read the note on his desk then take the elevator down.

Circle around the bridge and take the second lift to reach the cargo hold. Win the fight here to earn the ID Card, then backtrack to the bridge. The Card will open the door on the bridge near the elevator, which leads, eventually, to the cargo hold.

Turn the winch a few times until you're able to use the lowered gate as a ramp. Shoot the guards on the other side of the gap, then shimmy across the wire. Bust out the window, then trash the power room.

You just unlocked the large metal door outside the captain's office. Go through it and wreck the shop until you find the ladder to the top deck. You'll have to triangle-jump up the walls to find the lever that unlocks the hatch.

The hatch leads to this level's boss. Make sure that Muramasa's upgraded your Dragon Sword, then abuse the Flying Sparrow (jump towards an enemy and hit Y).

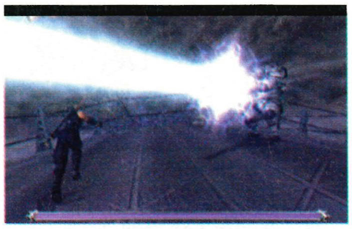


↑ The soldiers in black carry shields, so be creative to get past their block.

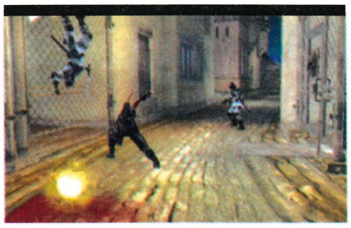
Chapter 4: Imperial City Infiltration

THE STREET LEADS to Twin Serpents Plaza. Take note of the broken plinth and move on, fighting past the ambush outside the Military Gate, and to the street beyond.

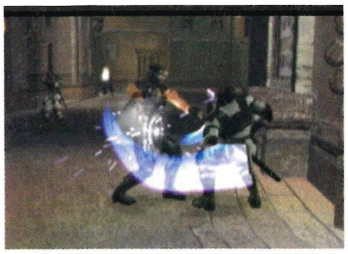
Follow the street all the way around to find the Stone Tablet (Top). Go back



↑ Run in circles to dodge the electrical bolts. The boss'll need to recharge too.



↑ A dead ninja's scroll teaches Ryu the stylish Guillotine Throw.



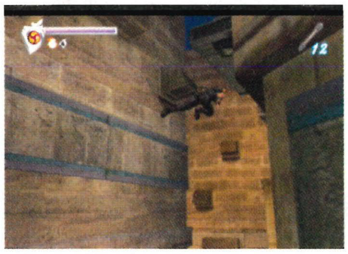
↑ Nunchaku rack up the combos, but aren't as efficient as the Dragon Sword.

the way you came and downstairs. Shoot the two gunmen on balconies, then go down a second flight of stairs. You will find a door marked with a lily here - remember it.

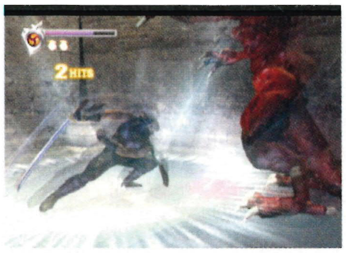
This road ends in the gate to the Clock Tower Plaza. Head straight from your entrance and take a right; you'll find a dead ninja holding Nunchaku. Now go back the way you came and go down the main street. You'll find Muramasa's shop, and past it, a second street gate. Use the nearby lever to unlock it.

Head forward from the gate and up the stairs. Fight off two ninjas, then triangle-jump up the alleyway to find a small, hidden balcony. You will find Suke's Diary on the dead ninja, and the nearby lever will open a gate down on the street.

That gate leads to Han's Bar. First, read the bulletin board by the front door, then go to the item shop and buy something. You'll get Han's Ticket. When you return to the bar, you'll meet the lovely Rachel.



↑ In the alley near Han's Bar, bounce along walls to the Windmill Shuriken.



↑ Wall-run, jump and hit Y to bring your sword down on dragons' heads.

Chapter 5:
The City of Fiends

THE TREASURE chest near you contains the Lily Key. Return to the door with the lily crest, past the Clock Tower Plaza.

In this short side street, wall run over the fence. Follow the path, past the door marked with the Pegasus symbol, to a save point and a locked gate. The latter simply leads back to the Clock Tower Plaza.

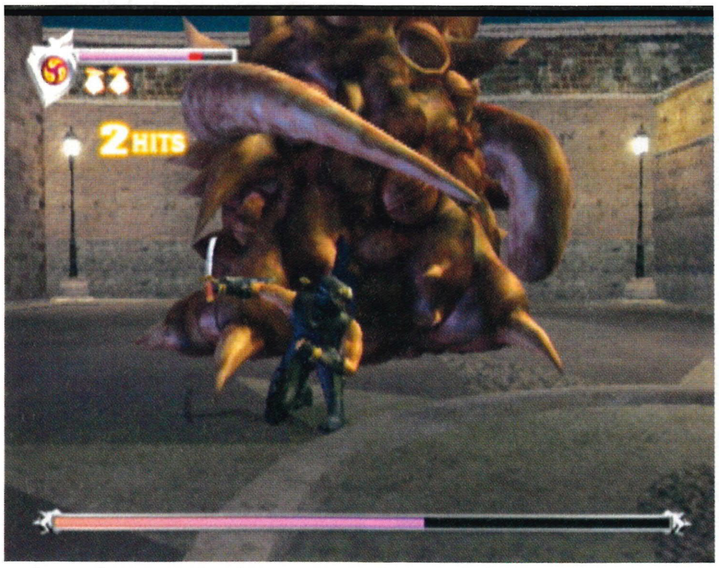
Instead, go up the nearby stairs and through the gate marked with the blue gem. It leads to another narrow street, alongside which is a chest containing the Pegasus Key. Leap down from here for a quick shortcut back to the appropriately labelled gate, where you'll find the switch that lowers the drawbridge. Go across it.

This part of town is known as Drawbridge Hill. Fight your way to an ambush in Monastery Square, and then, a second ambush in the Inner Clearing.

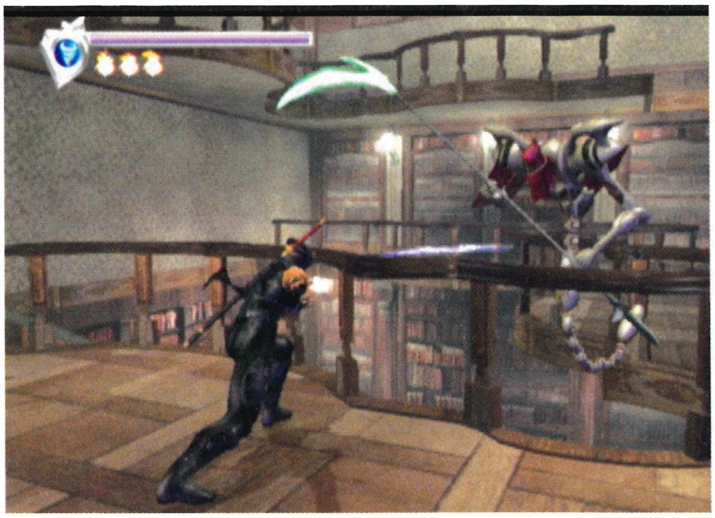
Defeating the dragon demons is easy; they're stupid, and run into walls a lot. To beat the monster that follows them, sever its tentacles, then strike before it can regenerate them.

Chapter 6:
the Monastery

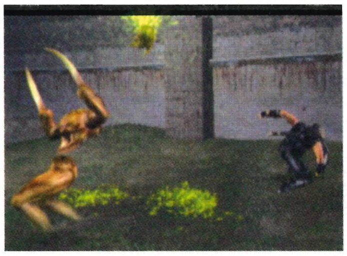
ON YOUR WAY to the monastery's Altar Hall, be sure to grab a map off a dead ninja. Your first goal is the Archive. You'll need to shatter the glass cases on the second floor to get a Stone Tablet and Incendiary Shuriken.



↑ A tentacle monster. In a Japanese game. Go figure, huh?



↑ Flying scythe fiends cast spells on you if you stand still. Use an overhead slash.



↑ Scary? Yes. Dangerous? Not really. Stay mobile and don't just button-bash.

↑ Vigoorian Flails work well against crowds of mobile monsters, like bees.

Do a wall-run and flip to reach the third floor of the archive. An Incendiary Shuriken will take out the weak wall.

At the top of the stairs, go through the door, then cross the walkway to reach the Monk's Room. Read the book on the desk, then take the Raptor statue. The combination to the safe on the wall is two left, seven right, one right, two left. Solve it for the Book of Eons.

Return to the Altar Hall and put the Book on the altar. Drop down, toss an Incendiary Shuriken at the wall, and outrun the Buddha head.

Work your way down around the spiral cavern until you find a portcullis, with an old altar nearby. Go through it, fight a swarm of mutant bees, and continue to work your way down to the Tombs of the Eons.

Jump and hit Y to hammer down the lift switch. You'll find the Vigoorian Flails at its bottom; use those to clear out another beehive. This will activate a roomful of zombies, but now you can claim the Holy Grail.

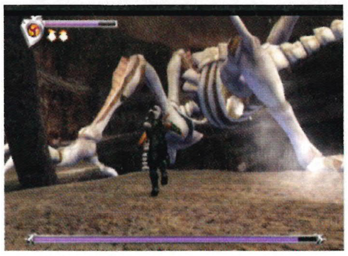
Go back through the tunnels, to the old altar you passed earlier, and place the Holy Grail on it. It's boss time. Fortunately, the skeletal dinosaur is pretty slow and predictable; simply dodge its tail strikes and bone projectiles, then attack its claws.

Chapter 7:
Hidden Underground

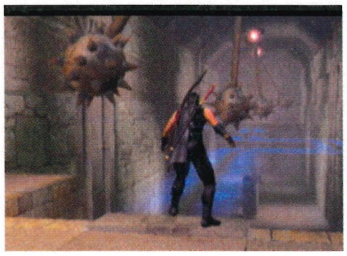
GO DOWN TO the bottom of the tunnel to find the Coffin Chamber. Shop with Muramasa, then jump down to the floor below the bridge - don't try to cross it. Now, evade the traps in both side rooms to open the locked door.

Another tentacle monster, like the Chapter Four boss, is waiting for »

↑ Having a hard time beating zombies? Take their heads off with aerial slashes.

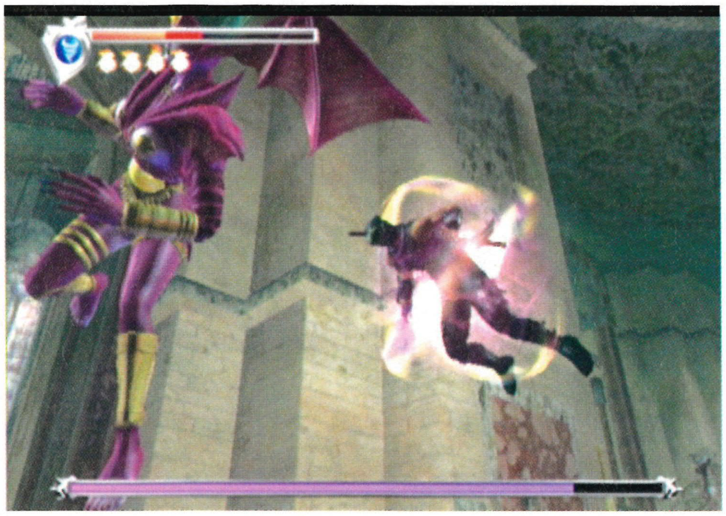


↑ Skeletal dino rearing its head? Run!

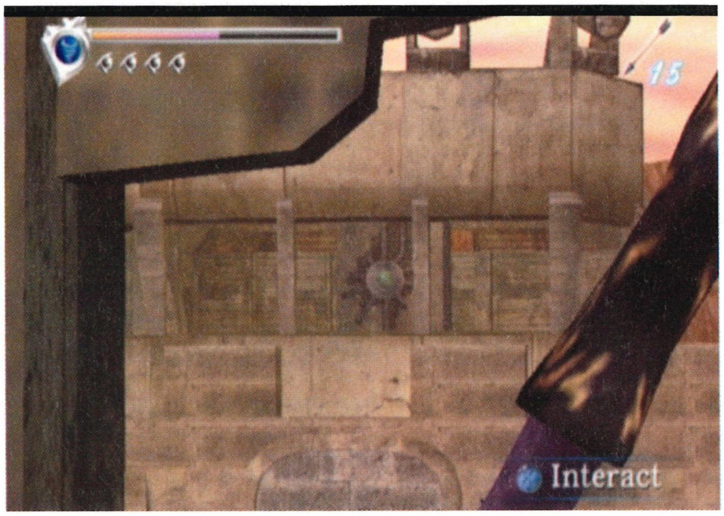


↑ Hit the wall glyph with an arrow.

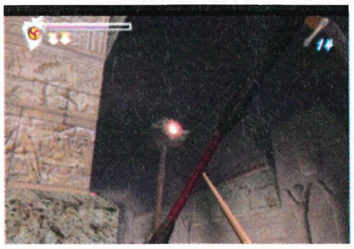
GLAM JEWELLERY: THE GOLDEN SCARABS SCATTERED ABOUT THE GAME CAN BE TRADED TO MURAMASA FOR NEW EQUIPMENT. FIND ALL 50, AND HE'LL GIVE YOU THE ORIGINAL NINJA GAIDEN.



↑ Stay close and Alma counters with a pillar of energy, leading to this mean throw.



↑ You'll need the Strongbow to hit the switch that opens the Military Gate.



↑ You can slow the swinging maces by shooting the glyphs above them.

» you. Its defeat triggers a secret wall outside; now you can triangle-jump up to the throne room.

Run down the ramp – a dead ninja along the way is carrying the invaluable Art of the Ice Storm – to reach the Chamber of Everlasting Sleep. Hit the pressure plate on the right, then wall-run to the large gray bier. It will lower, which allows you to take the Wolf statue and the Skull Key.

Open the nearby skull door, and you'll flood the place. Swim down to the submerged elevator. There's another tunnel here, leading to a save point and a presently broken lift. Remember it for later. You'll return to the Monk's Room.

Return to the Altar Hall to fight Alma. Patiently study her patterns, avoid her projectile attacks via careful jumps and rolls (don't block!), and counter her rushes with the Flying Sparrow.

Chapter 8:
Tairon Under Alert

HEAD INTO THE monastery and get Rachel's War Hammer. Now open the main gate return to the drawbridge. Lower it, then cross over and use the blue gem gate.

Your new hammer can smash the wall at the end of this street, which will take you back to Twin Serpents Plaza. Return to the Military Gate. Dispatch the men in the turrets, then simply wait out the helicopter. Finally, shoot the rocket goon in the fourth-floor window across from the Gate.

There's a chain-link fence with a Skull door in it past the Military Gate. Open it up, and use your wall-run to scale the building. You will find that rocket goon's perch, along with a handy Strongbow. Use it to shoot the switch above the Military Gate, and then go through it.

↑ Blocking bullets is about as cool as it gets, but these guys also have grenades.

Chapter 9:
The Military Supply Base

GO DOWN the street and kill the men in the turrets with your Strongbow. One will drop the Warehouse Key (you'll need this to get in the building). First, grab Explosive Arrows from the crate by the door.

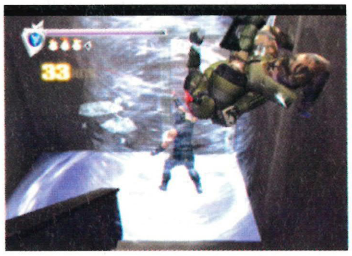
Climbing the stairs in the warehouse activates automated laser helicopters. Use your Windmill Shuriken to destroy them, and keep going up; you'll find APFSDS Arrows along the way. On the top catwalk, turn the power on, then activate the two cargo hoists; one switch is on the ground floor, while the other is on the catwalk near the main power terminal. Use the hoists to get to the catwalk on the other side of the room, where the Guardroom is. Inside is the Shutter Control Card Key.

Open the shutters at ground level and defeat the soldiers on the locomotive turntable. Out in the actual supply base proper, you'll have to defeat two tanks with your new arrows. Use an Explosive Arrow to remove their gunners, then hit the tank with APFSDSs.

Destroy the tanks to bring down an elevator. At its top, you'll have to deal with the helicopter.

↑ Helicopters' lasers are big trouble. A Windmill Shuriken can take them out.

↑ Wait for the chopper to rise after the bridge then hammer it with APFSDSs.



↑ In close quarters, the Art of the Ice Storm is absolutely devastating.

Finally, climb the nearby building. Destroy all nine radar dishes on the radio control tower, while simultaneously avoiding a fusillade of rockets from the tower's guards.

When the tower falls, leave the landing via the other available door. Dispatch a trio of rocket goons to get the Control Key - this lets you steal a train and escape.

Chapter 10:
The Aqueduct

YOU'LL FIND yourself back on Drawbridge Hill. Open the gate. After a little while, the sewer grate will pop open. That's your exit route.

Use the opposite door to get to Aqueduct B2. Take a left, and drop down the stairs to Aqueduct 3. You'll be right across from the Hall of Balance; go inside, climb the wall, and get the Key of the Insect. Go back to Aqueduct 2, where your new Key will unlock the south-western door.

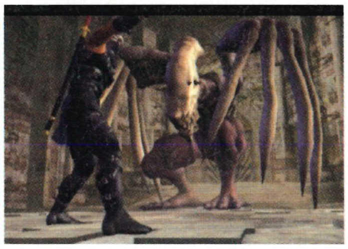
Inside, dispatch a giant electric worm for the Art of the Inazuma. The worm is set to guard the Red Tablet of the Stream.

↑ These beetles in Aqueduct 3 are guarding a Jewel of the Devils.

↑ Be patient against the purple fiends. They specialise in punishing your mistakes.

↑ Doku has a large arsenal of nearly-unblockable rushing attacks. Hit and run.

↑ Use up Incendiary Shuriken on the worms then start throwing the Windmill.



↑ Its head is its weak point. Stay close, dodge lasers, and don't get stepped on.

Take that Tablet and hop down into the Hall of Balance. On Aqueduct 3, go to the southernmost room and triangle-jump up the 'chimney' in its corner. You'll find a pedestal that the Tablet fits into.

Head back to Aqueduct B2, where the north door will now open. Grab the Statue of the Water Spirit, which, when installed next to the Earth Spirit statue on Aquaduct 3, will open the Underground Waterway. The only place to go is the Worm Lair, where two more electric worms await their beatings.

Their lair leads to Stairstep Cavern via a tunnel, and in the back you'll find the Blue Tablet of the Stream. Take it and return to Aquaduct 3. The Blue Water Reservoir is on the northern side of Aquaduct 2, and draining it will let you return to the Hall of Balance, and its newly open western exit.

In the Peristyle Passage, open the locked door by triangle-jumping in front of the goddess statue, then hitting Y to slam the pressure plate.

↑ You're invulnerable during Art of the Ice Storm - great for Chapter Ten's boss.

In the Underground Sanctuary, use your wall-run in the side room to reach the second floor, then put an arrow into the pressure point across the room. Bounce off the lowered plinth, go upstairs, and use the tree limb to reach the Brand of Valor. Now, return to the first floor, stick the Brand in the ground, and beat the pudding out of yet another undead monster!

Chapter 11: The Path to Zarkhan

SWIM TOWARDS the dead end on the map for a Gold Medallion, then turn around. Go through the pipe, and when you see bubbles, sink to find a note on a dead ninja.

On the other end of the pipe, swim to the hole on the other side of the moat, ignore the safe, and turn right. Take the Owl's Eye off the dead ninja, then open the safe with the combination 0971. Take another breath before you swim through the next tunnel, then, when you see bubbles, swim up to find the Spear Gun.

Swim through another moat choked with helicopters, to find a small cavern full of bats. This is where you'll need to take your Medallion later - remember it.

↑ Lobster-fish aren't that dangerous. Whack 'em with the Dragon Sword.

In the meantime, take a breath and keep going. Use your Spear Gun to shoot a few fish, then look for and swim through the broken bars underwater. Fish the Hand Crank out of the hold of the Sunken Ship, then use it on the winch on the deck to open a compartment underwater. Swim inside to find the Oxygen Cylinder.

Return back to the moat, and swim through the short underwater maze next to your original entry point - the Silver Medallion is at its end.

In the cavern we mentioned earlier, use your Medallions to dispel a mystical door that you passed on the way back. Swim through that door and into the giant underwater chasm; you're back in the pharaoh's tomb. Return to the elevator hall via the crypt but, this time, use the previously broken stone lift.

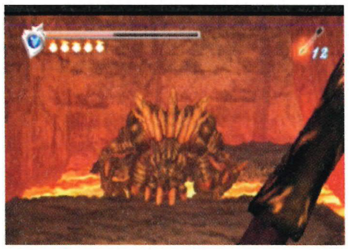
Your final fight of the chapter, against Doku, is slightly anticlimactic. Projectiles and magic don't really work on him, so abuse the Flying Swallow, and stay away from him at all costs.

Chapter 12: The Caverns

TAKE THE KITETSU, then check the room opposite the elevator. Pull the lever there to activate the platforms outside; now manipulate the levers out

»

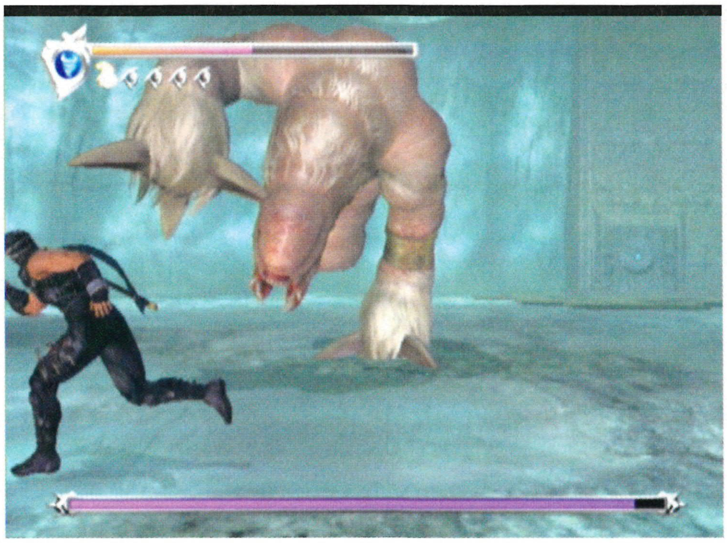
↑ The Shield of Vigoor will open the door to the Magma Caverns.



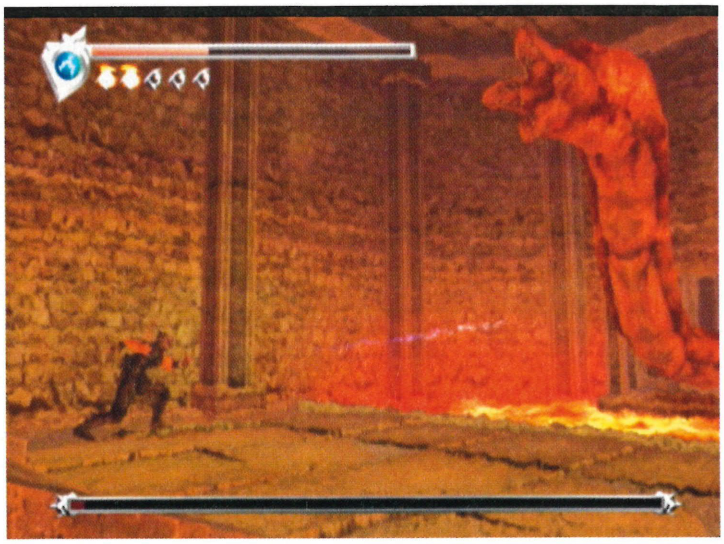
↑ You can always find a safe place from which to shoot the fire dragons.

↑ The ledge can be reached via a wall-run. Shimmy across it, avoiding steam jets.

CHARGE ATTACKS: HOLDING DOWN Y WILL CHARGE UP YOUR WEAPON. THE RESULTING SLASH WILL NOT ONLY PRODUCE MORE ESSENCE IF IT KILLS AN OPPONENT, BUT WILL TAKE YOU ENTIRELY THROUGH HIM.



↑ Dash in to lay down combos on the ice worm, then retreat before it can retaliate.



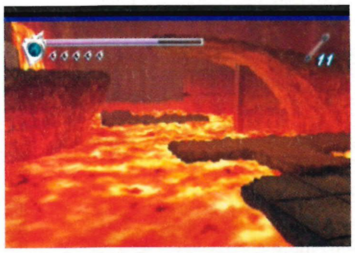
↑ While fighting the worms, repeatedly poke at them with the Windmill Shuriken.

» there to move the platforms around. You want to be able to reach the viewing booth, and from there, get to the balcony above the amphitheatre. Throwing the lever there will create a set of stairs back in the area where you found the first lever.

You'll find yourself back in Tairon. Return to Muramasa's shop, then go back to the Stairs to the Imperial Palace. Take a right, and when you reach the lake, go behind the waterfall. Rachel's War Hammer will smash open the door to the Ice Caverns.

Fight the usual fiends, plus a new dinosaurian monster, to reach the Ruins. You'll find a mould here, and the Shield of Vigoor. The latter's shaped just like an indentation you passed earlier, by a save point.

Welcome to the obligatory fire level. Swipe the Iron Ore and Stone Tablet, then dispense with the fire dragons. Continue through the caverns, keeping your eyes open for more bits of Iron Ore. One is in the next hall, and two are on either side of the 'face door' over the Magma Lake.



↑ Hit the switches to create these platforms. They'll last about 40 seconds.

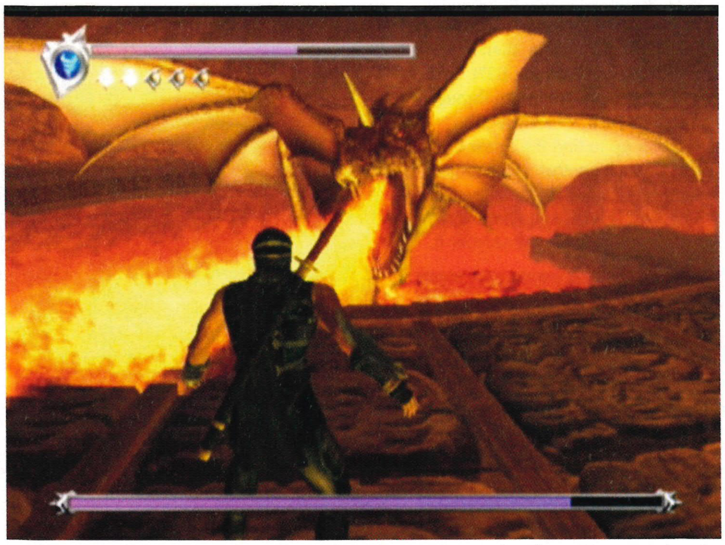
↑ Flame Dragon almost dead? Abuse the Art of the Inazuma to finish it off.

Speaking of the Lake, the pressure plates at the ends of its side tunnels will create short-lived platforms in the lava. Use them to reach the Muramasa Statue, then look around for a wall you can run across. That's your ticket to a cavern full of dragons, which in turn leads to a balancing bridge.

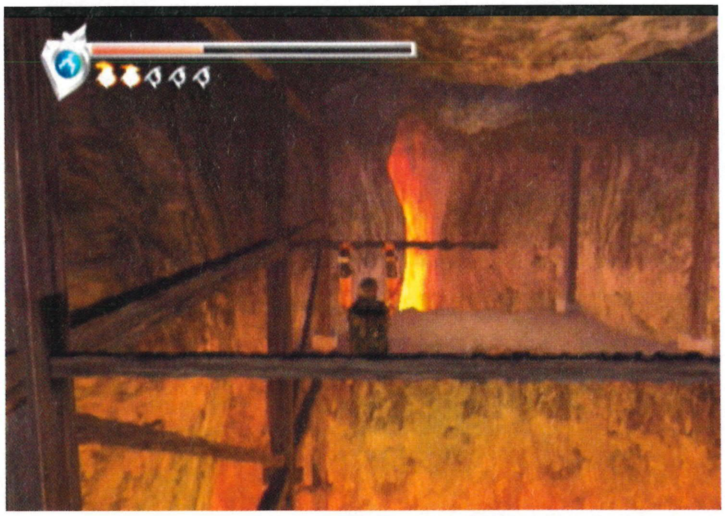
Run to one end, then quickly dash back and ramp off it to the smelting furnace. Add four pieces of Iron Ore to the cauldron; now, when you go back to the mould in the Ice Caverns, it'll contain a Cog of Vigoor.

The heat of the smelter has melted some of the ice, so you can now use a side tunnel to find a save point and the lair of the ice worm. Dispatch it for the Eye of Ice. Now, return to the Muramasa Statue in the Magma Lake and insert the Cog into the nearby door.

Evade the flame traps in the next tunnel. You'll reach the lair of a fire worm, which drops the Eye of Flame when defeated. There's a floor switch at the back of its tunnel, which will turn off the distant flame jets; quickly swing off the poles on the wall to get past the fire wall before it turns back on.



↑ Ride a platform to the second level for a better shot at the Flame Dragon's head.



↑ It can be really hard to spot these poles, unless you know they're there.

Now return to the Magma Lake and use the Eyes on the face door to reach the Hall of the Flame Dragon. Take the Devil statue, and you'll have to face the Hall's namesake. Kill it to form a bridge across the lava – cross to end this long Chapter.

Chapter 13:
A Fiendish Awakening

USE YOUR wall-run to scale the vertical shaft and return to the Underground Waterway. All you have to do now is return to Twin Serpents Plaza in Tairon and insert the final Stone Tablet.

Back in Hayabusa Village, head to the Graveyard. You'll find the gem on Kureha's grave to transform your sword into the True Dragon Sword. Use the stone circle teleporter at the end of the Graveyard path to return to Tairon, and to fight Alma.

Post-battle, smash the crack on the side of the temple to get inside. Use the

↑ We all know shiny = more powerful. It's the True Dragon Sword.

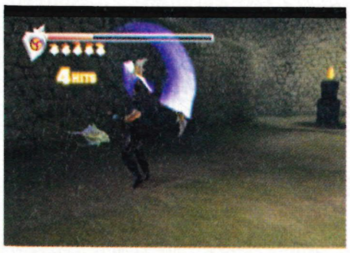
↑ Alma v.2 combines her old projectiles with a new-found love of grappling.

↑ Once again, counter her lunges with the Flying Sparrow.

↑ Crabmen can take a lot of punishment. Inazuma 'em twice and have done with it.

↑ Dodge the statue fiend's bolts, then slash at the orbs on its chest and limbs.

↑ While the pile of skulls is at a distance, bombard it with arrows.



↑ Use the Flails or Nunchaku to swat pesky hordes of ghost fish.

↑ Doku still rushes but regains life if he throws you. Single hits wear him down.

only open door and go into the side room. Remove the Tablet of Water and place it in the hollow on its left. This'll open a door to your right. Enter, take a left, turn right at the moon, and keep going until you find an open doorway. Enter, grab the Tablet of Flame, and return to the room with the Tablet of Water. Place the Tablet of Flame in the empty hollow.

Via the main hall, you can now return to the room where the Tablet of Flame was kept, and remove the Tablet of Leaves. Take the Serpent statue, then place the Tablet of Leaves in the identically marked hollow.

Chapter 14:
Vengeful Spirit

LEAVE THE TEMPLE via the 'moon door' and enter the ruins at the end of the road. The teleporter will take you to the Fiend Realm, where the Griffon Key is your reward for victory.

Use it on the gate outside the ruins and enter the Labyrinth. Follow Doku to the locked Lion door - the corresponding key is at the end of the path that wraps around that building. He'll pull the same trick again on the other side, this time with a Lioness marking. To get it, take a right out of the Lion door, go left at the end of the path, and follow the Labyrinth past the steps until you find a chest at the end of the road. Return to the Lioness door, and defeat Doku... again.

Chapter 15:
The Core

YOU'VE FINALLY reached Zarkhan. Go around the circular path to unlock the Stairway to the Imperial Palace. You'll find the Key of the Rotted Soul on a dead ninja. This'll open the Core's front door.

On each of the five floors of the Core, place a deity statue after destroying a few waves of guardian fiends. At the top of the Core, enter the teleporter to fight five waves of fiends. The last bout is against the Guardian Beast itself, for the Demon statue, which unlocks the gate above you. Climb the stairs for two final battles.

Chapter 16:
The Dark Dragon Blade

CLIMB THE BLUFFS and take the Dark Dragon Blade. Now, your next goal is simple, albeit trickier than it sounds: reach Rachel and escape. You have about a minute before Ryu falls into the lava.

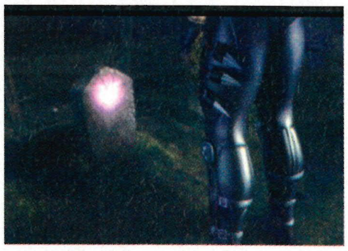
When you get to her, prepare for the last fight of the game, against the possessed wielder of the Dark Dragon Blade. He's got a lot of neat tricks, especially a summoning spell that can kill you in one hit - we hope you packed some Talismans - but he never, ever blocks. Rip him in half to defeat *Ninja Gaiden*!

↑ These purple fiends are guarding the Griffon Key.

↑ Use the Art of the Inazuma to defeat the dragon fiends quickly and safely.

↑ The Dark Dragon Blade will probably break your block. Avoid it. Don't parry it.

↑ Wait for the Guardian Beast to dive, then combo it while it's stunned.



↑ Ryu Hayabusa will be back in *Ninja Gaiden 2: Everyone Is Still Dead*!

THAT'S IT for this month's *Ninja Gaiden* Masterclass. Don't forget we'll bring you more great strategies in the next issue of *Official Xbox Magazine*, on sale Thursday 17 June 2004. Don't miss it!

LAST MAN STANDING: SEVERAL AREAS OVER THE COURSE OF THE GAME ARE LIKE FIEND GENERATORS. IF YOU CLEAN THEM OUT, TREASURE CHESTS WILL APPEAR, USUALLY CONTAINING RARE ITEMS.

FOOTBALL FEVER

XBOX JUNKIE?

PIT YOUR WITS AGAINST THESE AWESOME JAVA GAMES!

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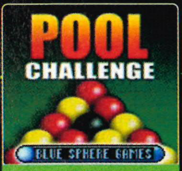
JAVA GAMES START TEXT WITH GAMEXS eg GAMEXS BEAT



POOL CHALLENGE

GRAB YOUR CUE AND CHALLENGE A MATE

KEYWORD: POOL

NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX10, GX20
MOTOROLA: T720i, V300, V525

BEAT the DEALER

BEAT THE DEALER

GET TO 21 AND DONT GO BUST WITH BLACKJACK

KEYWORD: BEAT

NOKIA: 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6310, 6610, 6650, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX10, GX20
SONY ERICSSON: T610

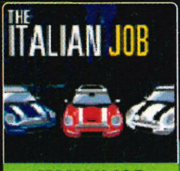
FRUIT Machine
BLUE SPHERE GAMES

FRUIT MACHINE

ALL THE FUN OF A VEGAS SLOT MACHINE

KEYWORD: X1

NOKIA: 3100, 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6220, 6600, 6610, 6800, 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10
SIEMENS: M50, MT50, C55, S55
SONY ERICSSON: T610
MOTOROLA: T720, T720i

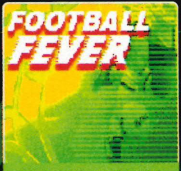


ITALIAN JOB

I ONLY TOLD YOU TO BLOW THE DOORS OFF!

KEYWORD: JOB

NOKIA: 3100, 3200, 3300, 3650, 5100, 6100, 6220, 6600, 6610, 6800, 7210, 7250, 7250i, 7650, N-GAGE
SHARP: GX-10
MOTOROLA: T720, 720i



FOOTBALL FEVER

SHIN PADS AND STUDS AT THE READY

KEYWORD: FEVER

NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6600, 6610, 6800, 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE

POO RAIN

AVOID THE POO RAIN OR YOU'LL END UP DEAD & SMELLY!

KEYWORD: POO

NOKIA: 3100, 3200, 3300, 3510i, 3650,5100, 6100, 6220, 6310i, 6610, 6800, 6820, 7200,7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10
SIEMENS: M50

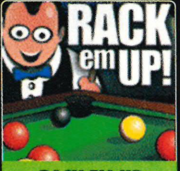
SUMMER GAMES 2004

SUMMER GAMES

CHALLENGE ATHLETES & IMPROVE UR PERSONAL BEST

KEYWORD: SUMMER

NOKIA: 3100, 3200, 3300, 3410, 3510i ,3650, 5100, 6100, 6220, 6310i , 6610, 6800, 7210, 7250, 7250i, 7650, N-GAGE
SIEMENS: M50, MT50, C55, S55, SL55



RACK EM UP

THE BEST POOL GAME AVAILABLE FOR UR MOBILE

KEYWORD: X2

NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6610, 6650, 6800, 6820, 7200, 7210, 7250, 7250 i, 7650, 8910i, N-GAGE
SHARP: GX-10, GX-20
MOTOROLA: T720/720i

RED DWARF
SIMULANTS' REVENGE

RED DWARF

SHOOT EVERYTHING THAT MOVES TO DEFEAT THE SIMULANTS

KEYWORD: REDDWARF

NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6610, 7210, 7250, 7250i, 7650, N-GAGE
SHARP: GX-10
MOTOROLA: T720/720i
SIEMENS: S55

WIZARD PINBALL

WIZARD PINBALL

FULLY FEATURED PINBALL, GOT YOUR FLIPPERS READY?

KEYWORD: WPINBALL

NOKIA: 3100, 3200, 3300, 3410, 3510i, 5100, 6100, 6220, 6610, 6800, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10
SIEMENS: S55, SL55, M55, MC60, M50, MT50
MOTOROLA: T720/720i

Phantom Eagle
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PHANTOM EAGLE

PROTECT EARTH & DESTROY ALIENS WITH YOUR LASER BEAMS

KEYWORD: EAGLE

NOKIA: 3100, 3200, 3300, 3510i, 3650,5100, 6100, 6220, 6610, 6800, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SIEMENS: M50, MT50, C55

SCORE
KjoyNET

DINO BOWLING

GO BOWLING WITH THE DINOSAURS

KEYWORD: DINO

NOKIA: 3100, 3200, 3300, 3510i, 3650, 5100, 6100, 6220, 6610, 6800, 6820, 6310i 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10
SIEMENS: M50

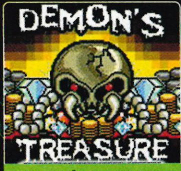
ICE-BLADE PENGUIN

ICE BLADE PENGUIN

HELP ICE BLADE RESCUE HIS KIDNAPPED SWEETHEART

KEYWORD: ICE

NOKIA: 3100, 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6220, 6310i 6610, 6800, 6820, 6820, 7200, 7210, 7250, 7250i, 7650, 8910i, N-GAGE
SHARP: GX-10, GX-20
SIEMENS: M50, MT50, C55, S55
MOTOROLA: T720, T720i, V525, V300



DEMON'S TREASURE

OUTSMART THE DEMON & CAPTURE THE TREASURE

KEYWORD: X3

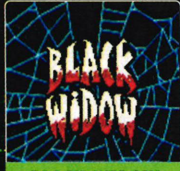
NOKIA: 3100, 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6220, 6310i, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7650, N-GAGE
SHARP: GX-10
SIEMENS: M50, MT50, C55, S55
MOTOROLA: T720/720i

HELL'S PIT

RESCUE THE TREASURE FROM THE MOUNTAIN PIT

KEYWORD: X4

NOKIA: 3100, 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6310i, 6610, 6800, 7210,7250,7250i, 7650, N-GAGE
SHARP: GX-10, GX-20
SIEMENS: M50, MT50, C55, S55
MOTOROLA: T720, T720i, V525, V300
SONY ERICSSON: T610
SAMSUNG: SGH 300



BLACK WIDOW

ARE YOU FAST & CUNNING ENOUGH TO AVOID THE NOTORIOUS BLACK WIDOW

KEYWORD: WIDOW

NOKIA: 3200, 3300, 3410, 3510i, 3650, 5100, 6100, 6310i, 6610, 6800, 7210, 7250, 7250i, 7650, N-GAGE
SHARP: GX-10
SIEMENS: M50, MT50, C55, S55
MOTOROLA: T720/720i

TOP WALLPAPERS START TEXT WITH PAPERXS 50p*

X1

TARGET

HUNGLIKE

SEXYLADY

GHOST

MADCOW

X2

GREMLIN

STARSKY & HUTCH
STARSKY

X3

CHRISTINA2

BRITNEY2

JORDAN11

SEXY4

FOOTBALL4

ANGELINA1

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D12 FT EMINEM - MY BAND	MYBAND	MYBAND
MAROON 5 - THIS LOVE	THISLOVE	THISLOVE
THE RASMUS - IN THE SHADOWS	INTHESHADOW	INTHESHADOW
USHER FEATURING LUDACRIS- YEAH	X1	X1
MCFLY - 5 COLOURS IN HER HAIR	5COLOURS	5COLOURS
DJ CASPER - CHA CHA SLIDE	CHA	CHA
FRANZ FERDINAND - MATINEE	MATINEE	MATINEE
ANASTACIA - LEFT OUTSIDE ALONE	LEFTOUT	LEFTOUT
SPECIAL D - COME WITH ME	COMEWITHME	COMEWITHME
WOLFMAN FT PETE DOHERTY - FOR LOVERS	FORLOVERS	FORLOVERS
NARCOTIC THRUST - I LIKE IT	ILIKEIT	ILIKEIT
JAMES FOX - HOLD ON TO OUR LOVE	HOLDON	HOLDON
TWISTA - SLOW JAMZ	SLOWJAMZ	SLOWJAMZ
MORE & MORE - RIDE WIT U	RIDEWITU	RIDEWITU
AGNETHA FALTSKOG - IF I THOUGHT YOU'D	IFITHOUGHT	IFITHOUGHT

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FRIENDS THEME TUNE	FRIENDS	FRIENDS
JAMES BOND THEME TUNE	BOND	BOND
MISSION IMPOSSIBLE	MISSION	MISSION
ROCKY THEME TUNE	ROCKY	ROCKY
SIMPSONS THEME TUNE	SIMPSONS	SIMPSONS
STARSKY & HUTCH	STARSKY	STARSKY

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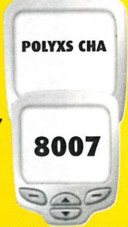

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NEXT MONTH
In OFFICIAL XBOX MAGAZINE

REVIEWS

Thief: Deadly Shadows
From the makers of *Deus Ex* comes this incredible medieval *Splinter Cell*.

Mashed
Explosive top-down mayhem in an addictive racer from the people behind *Micro Machines*.

Harry Potter (Azkaban)
It's back to school as the third game of the films gets its wand-twirling reviewissimus.

World Champ Snooker 2004
Cue up for our review as the roundest balls on Xbox get racked up for the first break.

Malice
This platformer has been in development since the launch of Xbox and it's finally arrived!

The Chronicles of Riddick
Escape the highest-security prison in the galaxy in this stunning shooter that rivals *Doom 3*!

SuperLeague Rugby League
The big men are ready to kick off at last, so bandage your ears and scrum down.

HALO 2 FIRST PLAY!
We get our hands on the most-wanted game ever made!

Bringing you the biggest Xbox exclusives first!

PREVIEWS

TimeSplitters: Future Perfect
The second *TimeSplitters* for Xbox promises even more crazy shooter fun and the chance to meet yourself in the game!

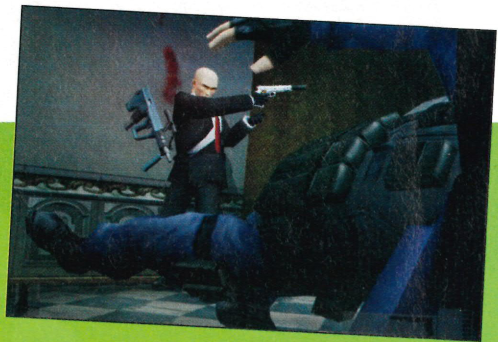
Brothers in Arms
If *Band of Brothers* was made into an FPS then this would be it, with incredible WWII atmosphere blending action and tactics.

Prince of Persia 2
The sequel to *The Sands of Time* is looking even more gorgeous and twice as violent as the Prince cleaves his foes in half!

HUGE GUIDE!

HITMAN: CONTRACTS

Make sure you slip this into your violin case before attempting your next hit in the tough assassination game.



XBOX

OFFICIAL XBOX MAGAZINE

4 NEW XBOX GAMES TO PLAY!

TRIAL VERSIONS OF THE BEST NEW XBOX GAMES, ONLY WITH THIS MAG

ON SALE JUNE 17

OFFICIAL XBOX MAGAZINE

EVERY XBOX GAME REVIEWED!

WORLD EXCLUSIVE REVIEW!

THE CHRONICLES OF RIDDICK

OFFICIAL PLAYABLE FIRST

HALO 2 FIRST PLAY!

BROTHERS IN ARMS

PRINCE OF PERSIA 2

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TRY THE SHARP NEW ACTION GAME THAT'S TRULY CUTTING EDGE!
XBOX DEMO
XBOX

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Play trial versions of Xbox games, try Live games and download new content!

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NEXT MONTH
On THE OFFICAL XBOX DISC

The only disc with Xbox games to play!

Ninja Gaiden
Chop, slash, and hack your way through the entire first level of Microsoft's blistering classic, learning the basics of ninja combat along the way.

Galleon
Take on the first Akbah level, or try your hand at the Survival Arena. It's all buckled swashes and scurvy sea dogs from now on ya' land-lubbers.

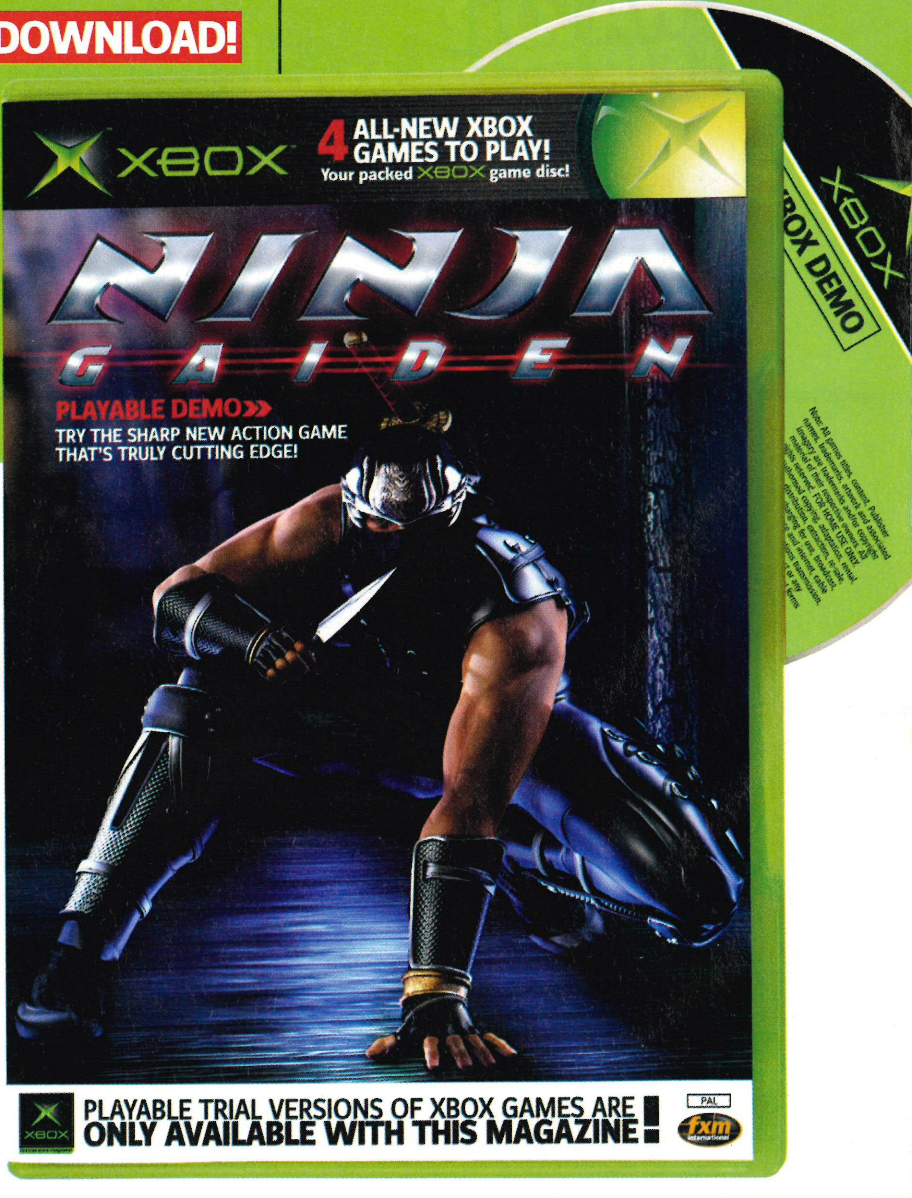
Van Helsing
Stake your way through the haunted Forest Path level then try and escape Frankenstein's Castle if you dare. Two levels of sheer shoot 'em up screams.

PLAY!
XBOX
LIVE
PLAYABLE

Crimson Skies
Blow your enemies from the skies high over the ocean port of Sea Haven in this dogfighting extravaganza. Comes with single-player training for the sissies.

CONTENT DOWNLOAD!

Rainbow Six 3: Carnival Level
Download this intense new multiplayer level, compatible with Sharpshooter, Survival and Team Survival modes. This one's set at the wild New Orleans Mardi Gras - you'll love it.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4 ALL-NEW XBOX GAMES TO PLAY!
Your packed XBOX game disc!
NINJA GAIDEN
PLAYABLE DEMO
TRY THE SHARP NEW ACTION GAME THAT'S TRULY CUTTING EDGE!
PLAYABLE TRIAL VERSIONS OF XBOX GAMES ARE ONLY AVAILABLE WITH THIS MAGAZINE!
PAL
XBOX DEMO

MOVIES!

THE CHRONICLES OF RIDDICK
A first peek at the trailer of a potentially groundbreaking FPS. Complete with Diesel!

THE MAKING OF SUDEKI
Behind-the-scenes footage - commentary by lead designer Tuomas Pirinen

DRIV3R
Explosive slam-bang, fender-crunching trailer directed by Hollywood's Ridley Scott.

SERIOUS SAM 2
Sumptuous comedy FPS returns, and so does Sam... on the back of a purple Harley.

MASHED
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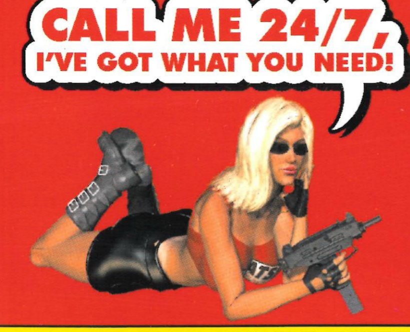

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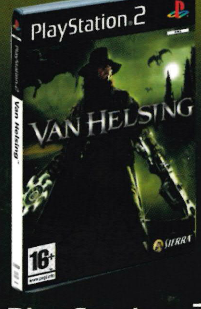

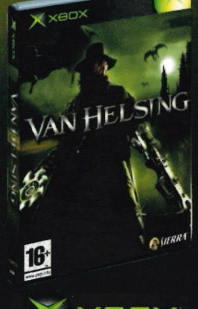

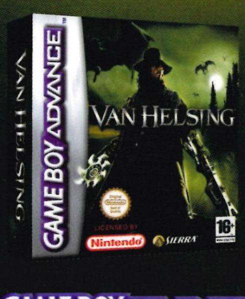

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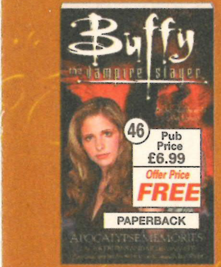
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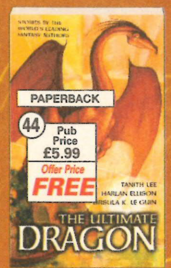
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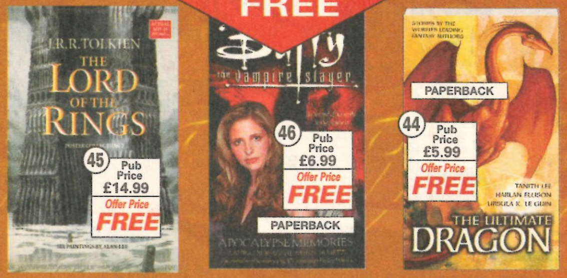
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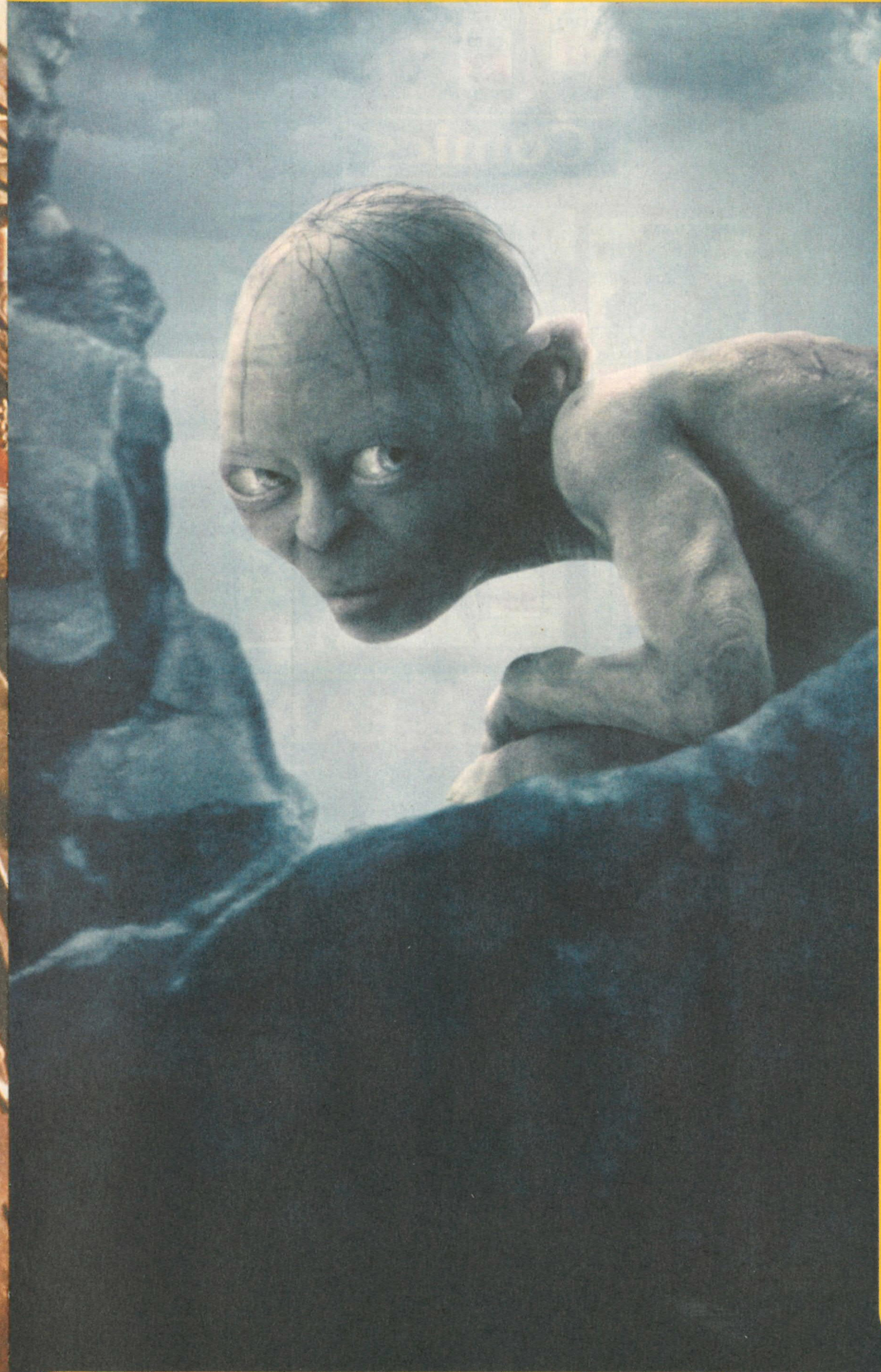

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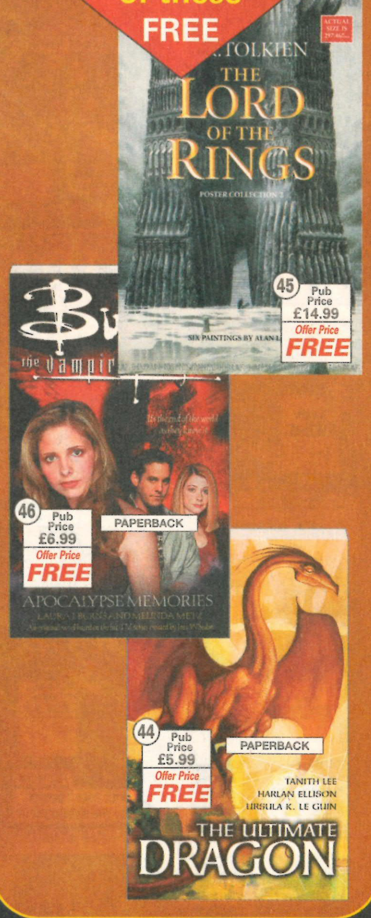
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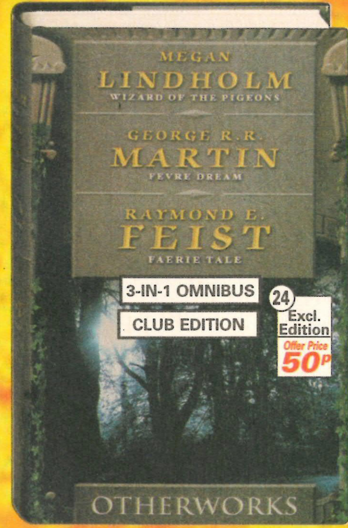
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